



## ROM SUMMARY

| BOARD                 | ROM     | PART NO.     | DESCRIPTION  |
|-----------------------|---------|--------------|--------------|
| M52-A CPU             | 1 (3L)  | A-5343-10373 | 8K × 8 EPROM |
|                       | 2 (3K)  | A-5343-10374 | 8K × 8 EPROM |
|                       | 3 (3J)  | A-5343-10375 | 8K × 8 EPROM |
| M52-B Character       | 4 (3N)  | A-5343-10376 | 8K × 8 EPROM |
|                       | 5 (3M)  | A-5243-10377 | 8K × 8 EPROM |
|                       | 6 (3K)  | A-5343-10378 | 8K × 8 EPROM |
|                       | 11 (1F) | A-5282-10383 | 32 × 8 PROM  |
|                       | 12 (2H) | A-5282-10384 | 256 × 4 PROM |
| M52-F Scrolling Video | 7 (3E)  | A-5343-10379 | 8K × 8 EPROM |
|                       | 8 (3C)  | A-5343-10380 | 8K × 8 EPROM |
|                       | 9 (3A)  | A-5343-10381 | 8K × 8 EPROM |
|                       | 13 (1F) | A-5282-10385 | 32 × 8 PROM  |
|                       | 14 (1H) | A-5282-10386 | 32 × 8 PROM  |
| M52-S Sound           | 10 (1A) | A-5343-10382 | 4K × 8 EPROM |

# MOTORACE-USA

## INSTRUCTION MANUAL FOR UPRIGHT AND TABLE GAMES

including...

- operation
- adjustment
- diagnostics
- parts

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# **CHAPTER 1 Game Setup**

Warnings & Notices

Location of Controls

Examine Your Game

## Warnings & Notices

### WARNING:

1. **FOR SAFETY AND RELIABILITY, WILLIAMS** does not recommend or authorize any substitute parts or modifications of WILLIAMS equipment.
2. **USE OF NON-WILLIAMS PARTS** and modifications of game circuitry may adversely affect game play, or may cause injuries.
3. **SUBSTITUTE PARTS, MODIFICATIONS AND GAME "CONVERSIONS"** may void FCC type-acceptance.
4. **SINCE THIS GAME IS PROTECTED** by Federal copyright, trademark and patent laws, so-called game "conversions" may be illegal under Federal law.
5. **THIS "CONVERSION" PRINCIPLE ALSO APPLIES** to unauthorized facsimiles of WILLIAMS equipment, logos, designs, publications, assemblies and games (or game features not deemed to be in the public domain), whether manufactured with WILLIAMS components or not.

### RF INTERFERENCE NOTICE:

**CABLE HARNESS PLACEMENTS AND GROUND STRAP ROUTING** on this game have been designed to keep RF radiation and conduction within levels accepted by FCC regulations.

**TO MAINTAIN THESE LEVELS**, reposition harnesses and reconnect ground straps to their original placements if they should be disconnected during maintenance.

## Location Of Controls

**THE ON-OFF SWITCH** is situated on the top-left corner of upright games as you face the back of the cabinet. Table games have an on-off switch underneath the game.

**THE VOLUME CONTROL** is located on the top left corner of the sound board.

**GAME ADJUSTMENT SWITCHES.** Two 8-position dip switches are located on the CPU Board. They are accessible through a window in the microprocessor module and are used for game adjustments and for diagnostics.

## Examine Your Game

When you receive a new WILLIAMS game, examine it carefully before you power it up. Be sure it was delivered in good condition!

- INSPECT THE OUTSIDE** of the shipping carton and/or game cabinet for shipping damage.
- UPRIGHTS: UNLOCK AND SET ASIDE THE TOP-REAR PANEL.** Undo the two trunk latches on the inside of the bottom door. Open the door. Now check circuitry.
- TABLE GAMES:** Unlock the component door on the Player 2 side of the game. Carefully lower the door to the floor.
- ARE CONNECTORS SECURELY ATTACHED?** Reconnect any found loose. **DON'T FORCE CONNECTORS.** They're **keyed** and only fit one way. By the same token, take care: reversed edge-connectors can damage PC boards!
- ARE PLUG-IN CHIPS FIRMLY-SEATED** in their sockets?
- UNWRAP THE POWER CORD** coiled inside the cabinet. Now position the cord in the wood slot beneath the bottom door. (Table games: Drop the plug through the hole in the floor. **DON'T PLUG IT IN YET!**)
- SCRUTINIZE MAJOR SUBASSEMBLIES**, such as the monitor, control panel, transformer board and power supply. Make sure they're securely-mounted.

## **CHAPTER 2 Game Operation**

Power Turn-On

Game Operation

Game Adjustments

Dip Switch Settings

## Power Turn-on

**CAUTION:** This game must be plugged into a properly-grounded outlet to prevent shock hazard and to ensure proper game operation. DO NOT use a "cheater" plug to defeat the ground pin on the line cord, and DO NOT cut off the ground pin.

**WHEN THE GAME IS FIRST TURNED ON** it should come up in the attract mode. If not, refer to TROUBLESHOOTING PROCEDURES.

## Game Operation

### GAME START

**INSERT COINS.** Press either the one-player or two-player button. Two-player games require two credits.

**PLAYER CONTROLS.** MOTORACE—USA is a game of teeth-gritting excitement. It requires fast, shrewd thinking...and more than anything else, adroit, appropriate and just plain **quick maneuvering**.

**QUICK MANEUVERING** means mastery of all your controls. You may have to feint in one direction, hit the brakes, and surge forward in another!

- **YOUR JOYSTICK** steers your motorcycle precisely to the left or right.
- **YOUR BRAKE BUTTON** can slow you down fast.
- **YOUR THROTTLE BUTTON** is your friend as the highway opens up. Dare to surge forward! Your bike has just the right pickup. But be prudent when the traffic gets nasty or when the pavement's uncertain!
- **THROTTLE AND BRAKE** at the same time and you can maintain a cruise speed.

### GAME PLAY

**YOU'RE IN L.A. TRAFFIC** and you're prepared to defy all the odds. You're going to put that hammer down and highball your 500cc motorcycle all the way to New York City. But the stakes are higher: You're prepared to take on all the cars on the roadway...to outmaneuver them all!

**WITH ONLY YOUR WITS** and your two wheels, you'll battle the ultimate American frontier: the open road. Your official checkpoints are Las Vegas, St. Louis, Chicago, and Houston...but you'll have to pick up some gas cans (500 points) along the way.

**YOU'RE TAKING IT TO THE LIMIT**, since you know that's how to earn the most points. *But can your bike stand up to the wheelies (700)...the rugged pathways and narrow bridges...the daredevil jumps (700) across challenging riverbeds?* You're equal to the challenge! Forge ahead!

**HOW DO YOU KNOW WHERE YOU STAND?** This is mad-dog competition, *but there are rules*. Each time you improve your position you score 500. And at each checkpoint the standing you've achieved pays off in points and gas! But not all drivers are defensive drivers. If you should crash, you'll be penalized in your fuel allotment.

**IN NEW YORK** your bonus will be tallied based on your rank in the race and the amount of fuel you've conserved. But you're not done yet! A new race is on, and you're back in L.A. Only this time you've got an even more-powerful bike!

|                      |                    |
|----------------------|--------------------|
| 1 <sup>ST</sup> RACE | 500 cc motorcycle  |
| 2 <sup>ND</sup> RACE | 750 cc motorcycle  |
| 3 <sup>RD</sup> RACE | 1200 cc motorcycle |
| THEREAFTER           | 1200 cc motorcycle |

**HIGH SCORE SIGNATURE.** Select letters with the joystick and lock them in with the THROTTLE button.

### GAME ADJUSTMENTS

Game adjustments are made using switches contained in DIP Switch 1 and DIP Switch 2 (Table 2) on the CPU Board (M52-A). Using a pen or small screwdriver, move switches to desired positions.

Switches 5, 6, 7, and 8 of DIP Switch 1 determine pricing rates as shown. Switch 3 of DIP Switch 2 selects Coin Mode 1 or Coin Mode 2 to go with the settings of switches 5, 6, 7, and 8 of DIP Switch 1.

Coin Mode 1 is used for coin doors with a single coin chute or a set of coin chutes of equal value. Coin mode 2 is used for coin doors with two coin chutes of different values.

### LA to VEGAS—25¢

**HOW FAR THE PLAYER GETS** can indicate whether game settings are bringing you a satisfactory return on your investment! You'll want to pay particular attention to players' reception of the game for this reason: It takes about two minutes to get from LA to Vegas. We've found that *two-minute games both satisfy players and also keep the quarters flowing*.

Average players should almost get to Las Vegas (or make it part way to Houston) on their first quarter. If not, collections may not be at their peak. You'll want to tailor your game to your game-playing public. It's easy. And it only takes a minute.



## HOW TO MAKE GAME ADJUSTMENTS

**USE DIP SWITCH BANK #1.** Now for the multiple choice section. Choose one or more:

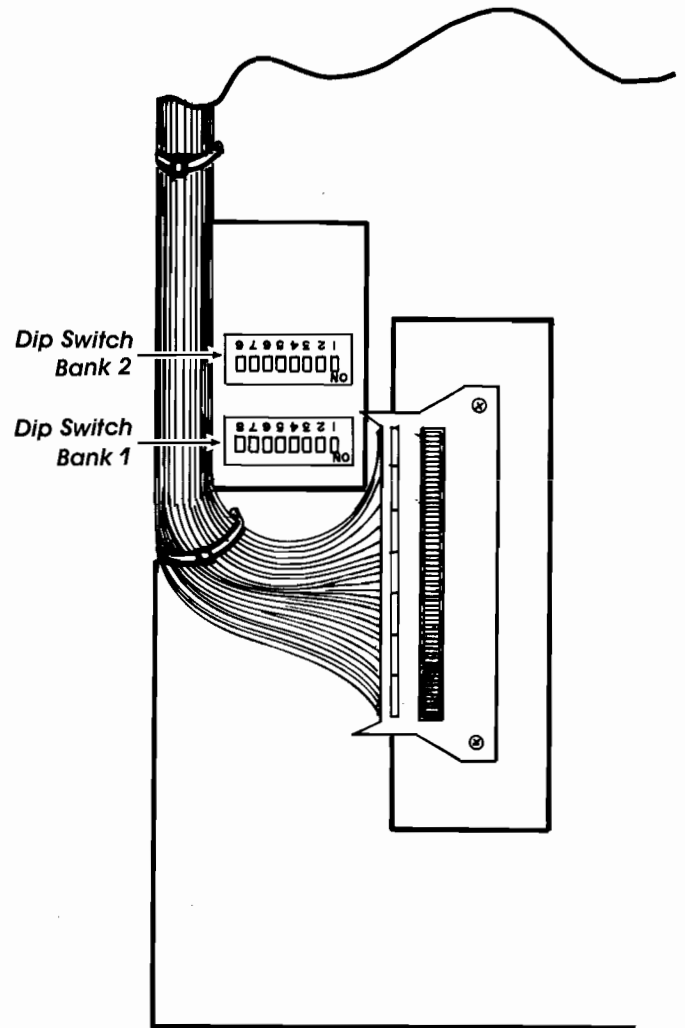
- For a shorter game, increase the **AMOUNT OF FUEL LOST IN COLLISION**. For a longer game, reduce it. See Table 1.
- For a shorter game, change the **FUEL CONSUMPTION** from low to high (switch 3 on). For a longer game, change it from high to low (switch 3 off).
- If you have a lot of real pros that make it to Chicago or close to New York on a quarter (they're playing longer than six minutes), get rid of the **CONTINUED-PLAY** feature (switch 4 off). This will create a challenge to play even better. *But...this is an important feature for both standings in the high score table and for more challenging races (larger and faster bikes). SO USE DISCRETION BEFORE SETTING SWITCH 4 ON.*

**Table 1. FUEL LOST PER COLLISION**

| PERCENT LOST | MEANING | BANK 1<br>DIP SWITCH #1 | BANK 1<br>DIP SWITCH #2 |
|--------------|---------|-------------------------|-------------------------|
| 8            | Low     | OFF                     | OFF                     |
| 12           | Med     | ON                      | OFF                     |
| 15           | High    | OFF                     | ON                      |
| 18           | Max     | ON                      | ON                      |

**CHANGING GAME PRICING.** MOTORACE—USA includes numerous pricing selections. For games that accept only one value of coin ("coin mode 1"), use Table 2 below to choose the appropriate price per game. Now set dip-switch bank #1 accordingly.

Refer to the table for other adjustments. Diagnostics test 01, the DIP Switch test causes most adjustments to be displayed on the monitor and may be used while making game adjustments.



**Figure 1. Dip Switches**

**Table 2. DIP SWITCH SETTINGS**

**DIP SWITCH NO. 1**

| ADJUSTMENT                        |                | OPTIONS        | SWITCH NUMBER |     |     |     |     |     |     |     |     |
|-----------------------------------|----------------|----------------|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
|                                   |                |                | 1             | 2   | 3   | 4   | 5   | 6   | 7   | 8   |     |
| • RECOMMENDED SETTINGS            |                |                | ON            | OFF | OFF | ON  | OFF | OFF | OFF | OFF | OFF |
| COIN MODE 1*                      |                | 6 PLAYS/1 COIN |               |     |     |     | OFF | OFF | ON  | ON  |     |
|                                   |                | 5 PLAYS/1 COIN |               |     |     | ON  | ON  | OFF | ON  | ON  |     |
|                                   |                | 4 PLAYS/1 COIN |               |     |     |     | OFF | ON  | OFF | ON  |     |
|                                   |                | 3 PLAYS/1 COIN |               |     |     |     | ON  | OFF | OFF | ON  |     |
|                                   |                | 2 PLAYS/1 COIN |               |     |     | OFF | OFF | OFF | OFF | ON  |     |
|                                   |                | 1 PLAY/1 COIN  |               |     |     | OFF | OFF | OFF | OFF | OFF |     |
|                                   |                | 1 PLAY/2 COINS |               |     |     | ON  | OFF | OFF | OFF | OFF |     |
|                                   |                | 1 PLAY/3 COINS |               |     |     | OFF | ON  | OFF | OFF | OFF |     |
|                                   |                | 1 PLAY/4 COINS |               |     |     | ON  | ON  | OFF | OFF | OFF |     |
|                                   |                | 1 PLAY/5 COINS |               |     |     | OFF | OFF | ON  | ON  | OFF |     |
|                                   |                | 1 PLAY/6 COINS |               |     |     | ON  | OFF | ON  | ON  | OFF |     |
|                                   |                | FREE PLAY      |               |     |     | ON  | ON  | ON  | ON  | ON  |     |
| *COIN MODE 2                      | CHUTE A        | 1 PLAY/1 COIN  |               |     |     |     | OFF | OFF |     |     |     |
|                                   |                | 1 PLAY/2 COINS |               |     |     |     | ON  | OFF |     |     |     |
|                                   | 1 PLAY/3 COINS |                |               |     |     | OFF | ON  |     |     |     |     |
|                                   |                | FREE PLAY      |               |     |     | ON  | ON  |     |     |     |     |
|                                   | B              | 2 PLAYS/1 COIN |               |     |     |     |     | OFF | OFF | OFF |     |
|                                   |                | 3 PLAYS/1 COIN |               |     |     |     |     | ON  | ON  | ON  |     |
|                                   |                | 5 PLAYS/1 COIN |               |     |     |     |     | OFF | OFF | ON  |     |
|                                   |                | 6 PLAYS/1 COIN |               |     |     |     |     | ON  | ON  | ON  |     |
| PERCENT OF FUEL LOST IN COLLISION | •              | 8.3% Low       | OFF           | OFF |     |     |     |     |     |     |     |
|                                   |                | 11.7%          | ON            | OFF |     |     |     |     |     |     |     |
|                                   |                | 15.0%          | OFF           | ON  |     |     |     |     |     |     |     |
|                                   |                | 18.3% Max      | ON            | ON  |     |     |     |     |     |     |     |
| FUEL CONSUMPTION                  | •              | LOW            |               |     | OFF |     |     |     |     |     |     |
|                                   |                | HIGH           |               |     | ON  |     |     |     |     |     |     |
| †CONTINUED PLAY                   | •              | NO             |               |     |     | OFF |     |     |     |     |     |
|                                   |                | YES            |               |     |     | ON  |     |     |     |     |     |

**DIP SWITCH NO. 2**

| ADJUSTMENT                          |   | OPTIONS     | SWITCH NUMBER |     |     |     |     |     |     |     |     |
|-------------------------------------|---|-------------|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
|                                     |   |             | 1             | 2   | 3   | 4   | 5   | 6   | 7   | 8   |     |
| • RECOMMENDED SETTINGS              |   |             | OFF           | ON  | OFF | OFF | OFF | OFF | OFF | OFF | OFF |
| **FLIP PICTURE                      | • | NO          | OFF           |     |     |     |     |     |     |     |     |
|                                     |   | YES         | ON            |     |     |     |     |     |     |     |     |
| CABINET TYPE                        | • | TABLE       |               | OFF |     |     |     |     |     |     |     |
|                                     |   | UPRIGHT     |               | ON  |     |     |     |     |     |     |     |
| COIN MODE SETTINGS FOR DIP SWITCH 1 | • | COIN MODE 1 |               |     | OFF |     |     |     |     |     |     |
|                                     |   | COIN MODE 2 |               |     | ON  |     |     |     |     |     |     |
| UNIT OF DISTANCE                    | • | MILE        |               |     |     | OFF |     |     |     |     |     |
|                                     |   | KILOMETER   |               |     |     | ON  |     |     |     |     |     |
| FREEZE PICTURE                      | • | NO          |               |     |     |     | OFF |     |     |     |     |
|                                     |   | YES         |               |     |     |     | ON  |     |     |     |     |
| DEMO MODE                           | • | NO          |               |     |     |     |     |     | OFF |     |     |
|                                     |   | YES         |               |     |     |     |     |     | ON  |     |     |
| TEST MODE                           | • | NO          |               |     |     |     |     |     |     |     | OFF |
|                                     |   | YES         |               |     |     |     |     |     |     |     | ON  |
| **SWITCH 6 (not used)               | • | NO          |               |     |     |     |     | OFF |     |     |     |

• Recommended settings are indicated with bullets (•).

\*For games with a single coin selector or two selectors of the same value, switch 3 on Dip Switch 2 must be turned OFF. For games with selectors for two different coin values, switch 3 must be turned ON.

\*\*Switches 4 and 6 of Dip Switch #2 MUST BE SET TO OFF.

†Permits a player to continue a game at the same point where he left off (on the previous coin).

# **CHAPTER 3 Troubleshooting Procedures**

Introduction

Power-Up Tests

Diagnostics

+ 5VDC Power Supply Adjustments

## INTRODUCTION

Certain types of game malfunctions may inhibit the game's diagnostic or display faculties. Troubleshooting procedures for most of these types of malfunctions as well as malfunctions that permit self-diagnosis are covered below. Our trouble-

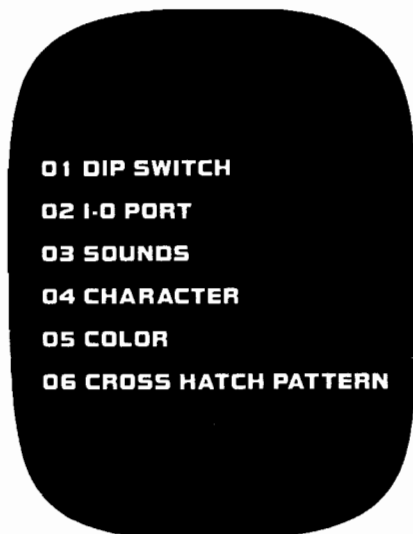
shooting algorithm begins with **Power-Up** and continues until **Game Over Mode**. All procedures can be performed with minimal test equipment or merely by observing the game itself.

## POWER-UP TESTS

| NO GENERAL ILLUMINATION   | NO INITIAL VIDEO   | CHECKING POWER SUPPLY BOARD   |
|---|--|---|
| (1) Check fuse F2 on power supply board.<br>(2) Check for proper installation of jumpers W1, W2, W3 and/or resistor R27. (Some machines MAY NOT have an R27. Refer to your drawing set.)<br>(3) Check 4P1/J1, 4P3/J3, 6P2/J2 and 6P3/J3.<br>(4) If all the above don't turn up the problem, check power supply board. | (1) Press reset button on CPU Board.<br>(2) Try RAM and ROM <b>Diagnostic-Mode</b> tests (see below).<br>(3) If these tests don't turn up the problem, check power supply board. | (1) Swap power supply board with one from known-good game.<br>(2) If game plays, problem is on power supply board.<br>(3) If game doesn't play, check power transformer with voltmeter.<br>(4) If known-good power supply is unavailable for tests above, check +5V and +12V outputs on power supply in game. Each <b>MUST BE</b> within 2% of rated output with less than 0.1% AC hum. |

## Diagnosics

**TURN SWITCH 8 OF DIP SWITCH #2 TO THE ON POSITION** and turn power ON. The diagnostic program consists of 8 independent tests, 2 of which are automatic at turning power ON in diagnostic mode: RAM Test and ROM Test. After these two tests have been properly completed, pressing the 2-Player button brings a menu of the other tests to the CRT display:



*Figure 2. Diagnostic Menu*

**OPERATE THE JOYSTICK** to position the cursor at the desired test. Press 1-Player Start to initiate the test.

**AS ANY TEST OTHER THAN 02 IS COMPLETED**, pressing the 2-Player button returns the test menu to the monitor display. When test 02 is completed, the joystick lever must be moved left while pressing the 2-Player button to return the test menu. If no further testing is desired, turn power OFF and return switch 8 of DIP switch #2 to the OFF position.

## RAM TEST

**IF OK, "RAM OK" APPEARS ON MONITOR.** If not OK, this indication appears on the monitor (without ROM test results)...

|                    |                |                 |
|--------------------|----------------|-----------------|
| <b>RAM NG XXXX</b> | <b>YY</b>      | <b>ZZ</b>       |
| Faulty RAM address | RAM Input Data | RAM Output Data |

**IF RAM IS SHOWN TO BE NG AT RAM ADDRESS E000-E7FF**, failure can have occurred in either 3B RAM or 2K decoder on M52-A CPU Board.

**IF RAM IS NG AT ADDRESS 8000-9FFF** failure is associated with RAMs on the M52-F scrolling video board. In addition to these RAMs (3K and 3M), chips ID, 4L, 4M, 4N, 3H, 3S, or 3F on the scrolling video board on chip 5M on the CPU Board may cause this failure.

| FAILED RAM ADDRESS | RAM |
|--------------------|-----|
| 8x0x - 8x3x        | 3K  |
| 9x0x - 9x3x        | 3K  |
| 8x4x - 8x7x        | 3M  |
| 9x4x - 9x7x        | 3M  |
| 8x8x - 8xBx        | 3K  |
| 9x8x - 9xBx        | 3K  |
| 8xCx - 9xFx        | 3M  |
| 9xCx - 9xFx        | 3M  |

## ROM TEST

**If OK**, the display below appears on the monitor.

**RAM OK**  
**ROM 0 OK FF**  
**ROM 1 OK FF**  
**ROM 2 OK FF**  
**ROM 3 OK FF**

If any are bad, for example ROM 1, this appears on monitor...

```
RAM OK
ROM 0 OK FF
ROM 1 NG FF
ROM 2 OK FF
ROM 3 OK FF6
```

A faulty ROM must be replaced to continue diagnostics.

Certain failure modes of ROMs 1 thru 3 on M52-A CPU Board and ROMs 3C and 3E on M52-F Scrolling Video Board prevent fault indications from appearing on the CRT.

## M52-A CPU BOARD

Note that ROM 0 is not used.

### •CRT locks up with random test pattern

Remove ROMs 2 and 3 and repeat test. If test results are now shown insert ROM 2 and ROM 3 one at a time to determine faulty chip. If not replace ROM 1.

### •ROM 1 no good—Replace 3L.

```
RAM OK
ROM 0 NG
ROM 1 NG
ROM 2 NG
ROM 3 NG } Replace 3K
```

```
RAM OK
ROM 0 OK
ROM 1 OK
ROM 3 OK
ROM 3 NG } Replace 3J
```

## M52-F SCROLLING VIDEO BOARD

- After power up tests, arabic numbers are missing from CRT—**Replace ROM 3C.**
- After power up tests, letters are missing from CRT—**Replace ROM 3A or 3E.**
- Blue missing in color test—**PROM 1F.**
- Red missing in color test—**PROM 1H.**

## 01 DIP SWITCH TEST

Shows state of all switches contained in DIP switches #1 & #2 and the resulting game adjustments. With the monitor displaying the test menu, position the cursor at 01 and depress 1-Player Start.

```
DIP SW 1 2 3 4 5 6 7 8
SW1 1 0 0 1 0 0 0 0
SW2 0 1 0 0 0 0 0 0
FUEL CONSUMPTION AT COLLISION
*MID
FUEL CONSUMPTION IN RUNNING
LOW
CONTINUITY YES
SPEED M/h
COIN MODE A 1 COIN 1 PLAY
BODY TYPE UPR
*LOW = 8 % HIGH = 15%
MID = 12% MAX = 18%
```

## Troubleshooting

**GAME ADJUSTMENTS CAN BE SET AND CHECKED** using switches contained in DIP 1 and DIP 2. To make sure all switches are functioning properly, set switch 8 of DIP 2 to the ON position and select test 01 of the diagnostic test menu. The video display of test 01 shows the state of every switch in DIP 1 and DIP 2, and the current game adjustments. A "1" = ON, and "0" = OFF for all switches.

Switch functions listed below:

### DIP SWITCH 1

| Switch      | Function  |
|-------------|---|
| 1 & 2       | Determine the percentage of fuel lost in a collision (8-18%). If these switches fail, measure resistance between pin 1 and pins 2 & 3 of RA5, or replace chip 1F. |
| 3           | Determines fuel consumption rate (low/high). For failure of this switch measure resistance between pin 1 and pin 4 of RA5, or replace chip 1F.                    |
| 4           | Continued play (yes/no). For failure of this switch measure resistance between pin 1 and pin 5 of RA5, or replace chip 1F.  |
| 5, 6, 7 & 8 | Determine the pricing for coin modes 1 & 2. For failure of these switches, measure resistance between pin 1 and pins 6, 7, 8, & 9 of RA5, or replace chip 1E.     |

**IF ALL SWITCHES OF DIP SWITCH 1 FAIL**, first check voltage at pin 1 on RA5 for Vcc, then check switches and associated chips and circuitry.

### DIP SWITCH 2

| Switch | Function   |
|--------|--|
| 1      | Flips picture vertically when in the ON position to accommodate different monitors. Set it to OFF for all games. If the picture is flipped anyway, check pins 11, 12, & 13 of chip 6K; measure resistance between pins 1 & 2 of RA6, or replace chip 1H. |
| 2      | Defines the game type. Upright games require it to be ON and cocktail table games require it to be OFF. For failure of this switch, measure resistance between pins 1 and 3 of RA6, or replace chip 1H.  |
| 3      | Determines coin mode 1 (OFF) or coin mode 2 (ON). Failure of this switch requires measurement of resistance from pin 1 to pin 4 of RA6, or replacement of chip 1H.   |
| 4      | Distance Unit (mH/kmH). Failure of this switch requires measurement of resis-  |

tance from pin 1 to pin 5 of RA6, or replacement of chip 1H.

- 5 **Allows selection of Freeze-Screen test feature.** Freeze-Screen feature allows the 1-Player Start to *start* motion of the game and the 2-Player Start to *stop* motion of the game. Failure of this switch requires measurement of resistance from pin 1 to pin 6 of RA6, or replacement of chip 1F.
- 6 NOT USED—Must be off.
- 7 **Permits "Demo" mode** (allows viewing of entire courses in game play since no fuel is used). Failure of this switch requires measurement of resistance from pin 1 to pin 8 of RA6, or replacement of chip 1H.
- 8 **Permits Diagnostics mode.** Failure of this switch requires measurement of resistance from pin 1 to pin 9 of RA6, or replacement of chip 1H.

**IF ALL SWITCHES OF DIP SWITCH 2 FAIL,** first check voltage at pin 1 on RA6 for Vcc, then check switches and associated chips and circuitry.

## 02 I-O PORT TEST

### CONTROL PANEL AND COIN DOOR SWITCHES.

Shows if all controls and coin mechanisms are functioning properly by displaying a matrix composed of the states of switches on the Control Panel and Coin Door. With the monitor displaying the test index, position the cursor at 02 and depress 1-PLAYER START.

|            |          | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|------------|----------|---|---|---|---|---|---|---|---|
| <b>KEY</b> | <b>0</b> | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| <b>KEY</b> | <b>1</b> | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| <b>KEY</b> | <b>2</b> | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

**TIMING 0000.** The TIMING number starts at 0000 and adds one count approximately every second.

If any control panel or coin door switch is closed a "1" will appear in the above matrix as follows:

|                       |         |
|-----------------------|---------|
| 1-Player Start Button | KEY 0-1 |
| 2-Player Start Button | KEY 0-2 |
| Coin Switch A         | KEY 0-4 |
| P1 Right              | KEY 1-1 |
| P1 Left               | KEY 1-2 |
| P1 THROTTLE           | KEY 1-6 |
| P1 BRAKE              | KEY 1-8 |
| P2 Right              | KEY 2-1 |
| P2 Left               | KEY 2-2 |
| Coin Switch B         | KEY 2-5 |
| P2 THROTTLE           | KEY 2-6 |
| P2 BRAKE              | KEY 2-8 |

**COIN SWITCH B** is present only in games with coin doors that accept coins of two different values. The P2 switches are used in cocktail table games only. To end this test and return to test index, move joystick lever left while pressing the 2-Player Start Button.

## Troubleshooting

**ALL CONTROL PANEL AND COIN DOOR SWITCHES CAN BE CHECKED** (see below) with diagnostics test 02. Also, the display includes a TIMING check which should advance about one count per second.

### I-O PORT LAYOUT

|                    | 1         | 2         | 3        | 4      | 5      | 6           | 7 | 8        |
|--------------------|-----------|-----------|----------|--------|--------|-------------|---|----------|
| <b>KEY 0</b>       | 1-P START | 2-P START | SERVICE* | COIN A |        |             |   |          |
| <b>KEY 1</b>       | P1 RIGHT  | P1 LEFT   |          |        |        | P1 THROTTLE |   | P1 BRAKE |
| <b>KEY 2**</b>     | P2 RIGHT  | P2 LEFT   |          |        | COIN B | P2 THROTTLE |   | P2 BRAKE |
| <b>TIMING 0000</b> |           |           |          |        |        |             |   |          |

\* Service switch not provided.

\*\* Player 2 switches on cocktail table games only.

### PORT PULLUP RESISTOR CHIP

|         |       |    |
|---------|-------|----|
| KEY 0-1 | RA3-5 | 1E |
| KEY 0-2 | RA3-3 | 1E |
| KEY 0-3 | RA3-2 | 1E |
| KEY 0-4 | RA3-4 | 1E |
| KEY 1-1 | RA2-9 | 1D |
| KEY 1-2 | RA2-5 | 1D |
| KEY 1-6 | RA2-6 | 1D |
| KEY 1-8 | RA2-8 | 1D |
| KEY 2-1 | RA1-9 | 1C |
| KEY 2-2 | RA1-5 | 1C |
| KEY 2-5 | RA1-4 | 1C |
| KEY 2-6 | RA1-6 | 1C |
| KEY 2-8 | RA1-8 | 1C |

### 03 SOUNDS TEST

A list of sounds normally produced by the game appears as shown below on the monitor. With the monitor displaying the test menu, position the cursor at 03 and depress 1-Player Start. Position the cursor with the joystick to select a sound and press the 1-Player start button for repetition of the sound.

- 01 PHONE SOUND
- 02 BRAKE SOUND
- 03 SPINNING SOUND
- 04 PASSING SOUND 1
- 05 COUNTDOWN SOUND
- 06 ADD. FUEL SOUND
- 07 JUMPING SOUND
- 08 COLLISION SOUND
- 09 OPENING MUSIC
- 10 ENDING MUSIC
- 11 ARRIVAL MUSIC
- 12 FINAL GOAL MUSIC
- 13 CHECKPOINT MUSIC
- 14 \*BGM 1 STREET
- 15 \*BGM 2 ROUGH WAY
- 16 \*BGM 3 HIGHWAY
- 17 WARNING SOUND
- 18 PASSING SOUND 2

\*BGM = Background Music

#### Sound Select Data Levels

| Sound Number | D7* | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------|-----|----|----|----|----|----|----|----|
| 1            | 1   | 0  | 0  | 0  | 0  | 0  | 0  | 1  |
| 2            | 1   | 0  | 0  | 1  | 0  | 1  | 1  | 0  |
| 3            | 1   | 0  | 0  | 1  | 0  | 1  | 1  | 1  |
| 4            | 1   | 0  | 0  | 1  | 1  | 0  | 0  | 1  |
| 5            | 1   | 0  | 0  | 1  | 0  | 1  | 0  | 1  |
| 6            | 1   | 0  | 0  | 1  | 0  | 0  | 1  | 1  |
| 7            | 1   | 0  | 0  | 1  | 0  | 1  | 0  | 0  |
| 8            | 1   | 0  | 0  | 1  | 1  | 1  | 1  | 1  |
| 9            | 1   | 0  | 0  | 1  | 1  | 1  | 0  | 0  |
| 10           | 1   | 0  | 0  | 1  | 1  | 0  | 1  | 1  |
| 11           | 1   | 0  | 0  | 1  | 1  | 1  | 0  | 1  |
| 12           | 1   | 0  | 0  | 1  | 1  | 1  | 1  | 0  |
| 13           | 1   | 0  | 0  | 1  | 1  | 0  | 1  | 0  |
| 14           | 1   | 0  | 0  | 1  | 1  | 0  | 0  | 0  |
| 15           | 1   | 0  | 1  | 0  | 0  | 0  | 0  | 0  |
| 16           | 1   | 0  | 1  | 0  | 0  | 0  | 0  | 1  |
| 17           | 1   | 0  | 0  | 1  | 0  | 0  | 1  | 0  |
| 18           | 1   | 0  | 0  | 1  | 0  | 0  | 0  | 1  |

\*Pulses Low For Each Sound

- Sounds 2 thru 7 and 17 and 18 not produced—**Chip 1F faulty.**
- Any other sounds missing or duplicated—**Chip 1J or 1F faulty.**

### Troubleshooting

#### NO SOUND: CHECK

#### REMEDY OR ADJUSTMENT

GND, +5V, +12V, and Speaker connections.

Fix as needed.

Rotate Volume Control VR1 on Sound Board and listen for scratching sound in speaker.

If none, chip 2M or associated circuit on Sound Board faulty.

Touch 3M-3 with one end of an unterminated test lead for speaker clicking sound.

If none, chip 3M or associated circuit on Sound board faulty.

Check that chip 3D-3 remains low for 1 second after power up.

If not chip 3D on associated circuit on Sound Board faulty.

CPU Board chip 1K-12 for low pulse each time 1-Player Start is pushed.

If no pulse, disconnect Sound Board from CPU and recheck. If still not pulsing, chip 1K on CPU Board is faulty. If it now pulses, chips 1F or 3J on Sound Board faulty. If pulse present originally, replace plug-in chips on Sound Board one at a time.

Check that chip 3E-8 and -10 are low, and 3E-9 is high when 3D-3 goes high. (This powers up MPU 3E in proper mode.)

If not 2K, associated capacitors, or 3E on Sound Board faulty.

Interchange socketed chips 3F and 3J.

If some sounds are now produced the chip *now in* 3F socket is faulty.

Across each crystal for AC voltage.

If none, crystal or associated capacitors faulty.

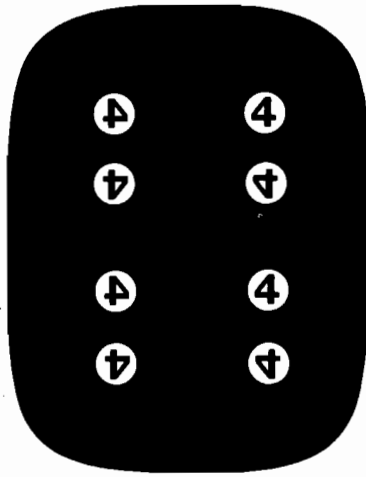
## 04 CHARACTER TEST

With the monitor displaying the test index, position the cursor at 03 and depress 1-Player Start. A display composed of eight numeral fours appears on monitor.

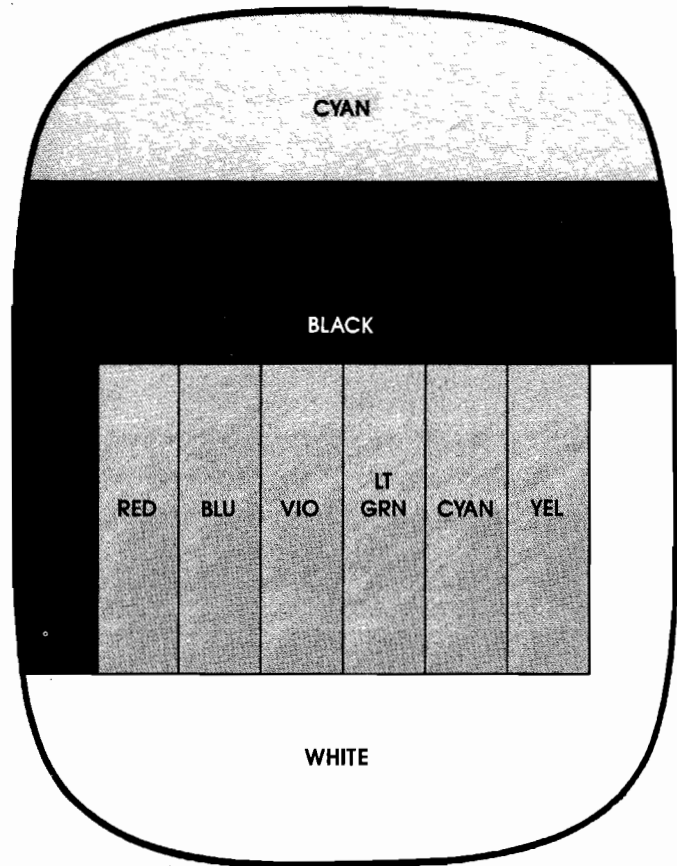
CIRCLES = YELLOW

4s = RED

SCREEN = BLACK



*Character Test*



*Color-Pattern Test*

## Troubleshooting

Faults in chips on M-52-B-C Character Board result in symptoms as follows:

| SYMPTOM  | CAUSE |
|--|-------|
| Blank Screen   | 1F    |
| Blank Screen   | 2H    |
| 8 yellow squares with red fours  | 3N    |
| 8 tan squares enclosing red circles with tan fours                           | 3M    |
| Eight light blue squares enclosing dark blue circles with light blue numbers | 3K    |

## 05 COLOR TEST

Position the cursor at 05 and depress 1-Player Start. This test consists of 5 independent steps (advanced by depressing 1-Player Start) as follows:

1. An alphanumeric display is shown as below over a row of numbers 0 thru 9, letters blue and numbers white.

ABCDEFGHIJKLMN OPQRSTUVWXYZ

0123456789

2. A color-pattern is displayed as shown.
3. A field of red is displayed.
4. A field of green is displayed.
5. A field of blue is displayed.

Each independent step of this COLOR test can be advanced through by pressing the 1 Player start button.

## 06 CROSS HATCH PATTERN TEST

Position the cursor at 06 and depress 1-Player Start. A white line matrix 15 lines vertical x 18 lines horizontal is displayed.

## + 5VDC Power Supply Adjustments

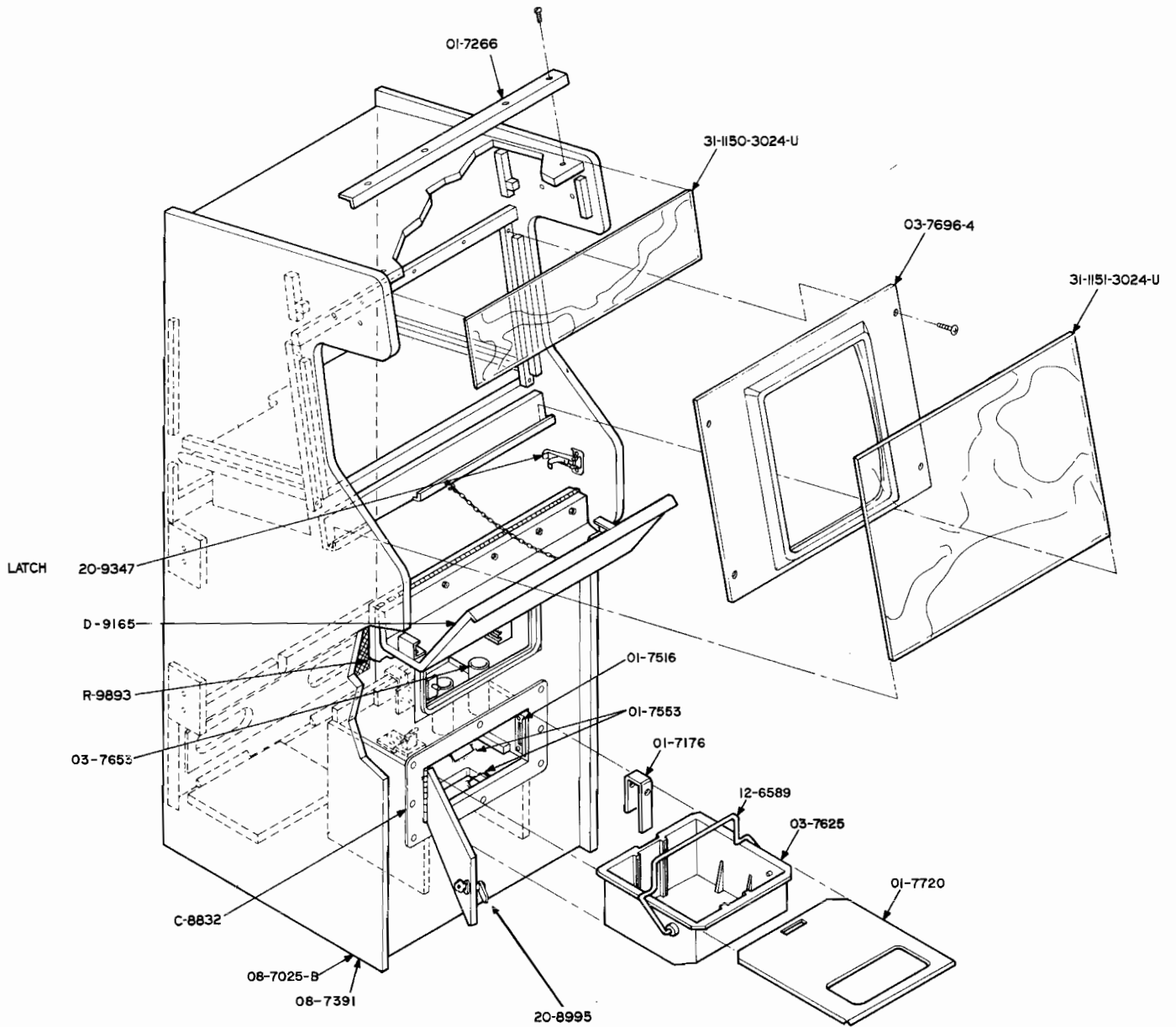
**BEFORE ADJUSTING THE VOLTAGE OUTPUT**, always check at the output of the supply for AC hum. This hum should never rise above .005V on the +5VDC supply. If it does, consult your schematic drawing set for proper DC voltages throughout the circuit.

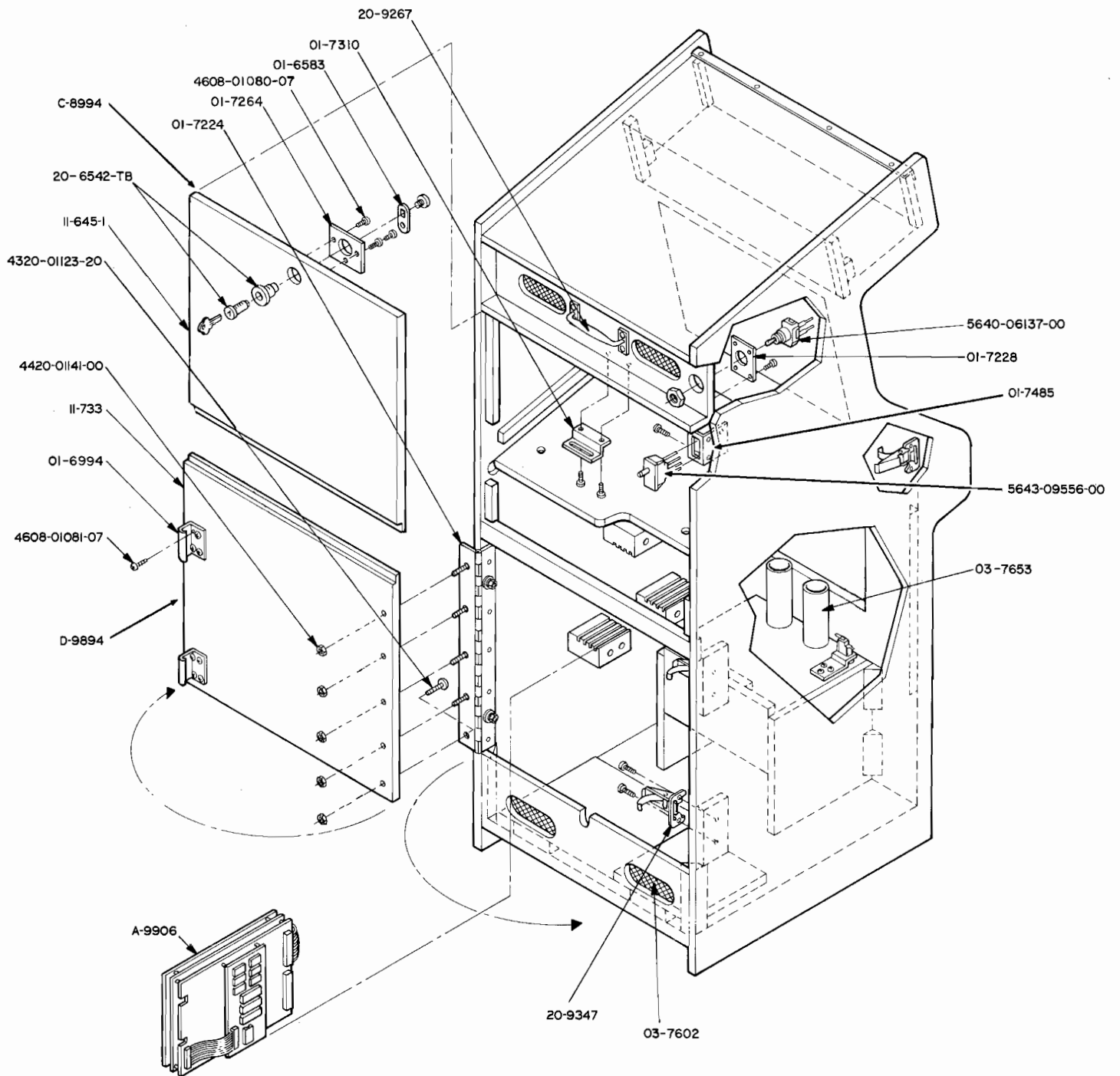
**TEST FOR THESE** with the DC setting of your multimeter. Make a second check using the AC setting. Pay particular attention to readings at TP5 (top of capacitor C10). If the voltage here is low (less than +11VDC) or if you find excessive ripple (more than 700mVrms), replace the capacitor.

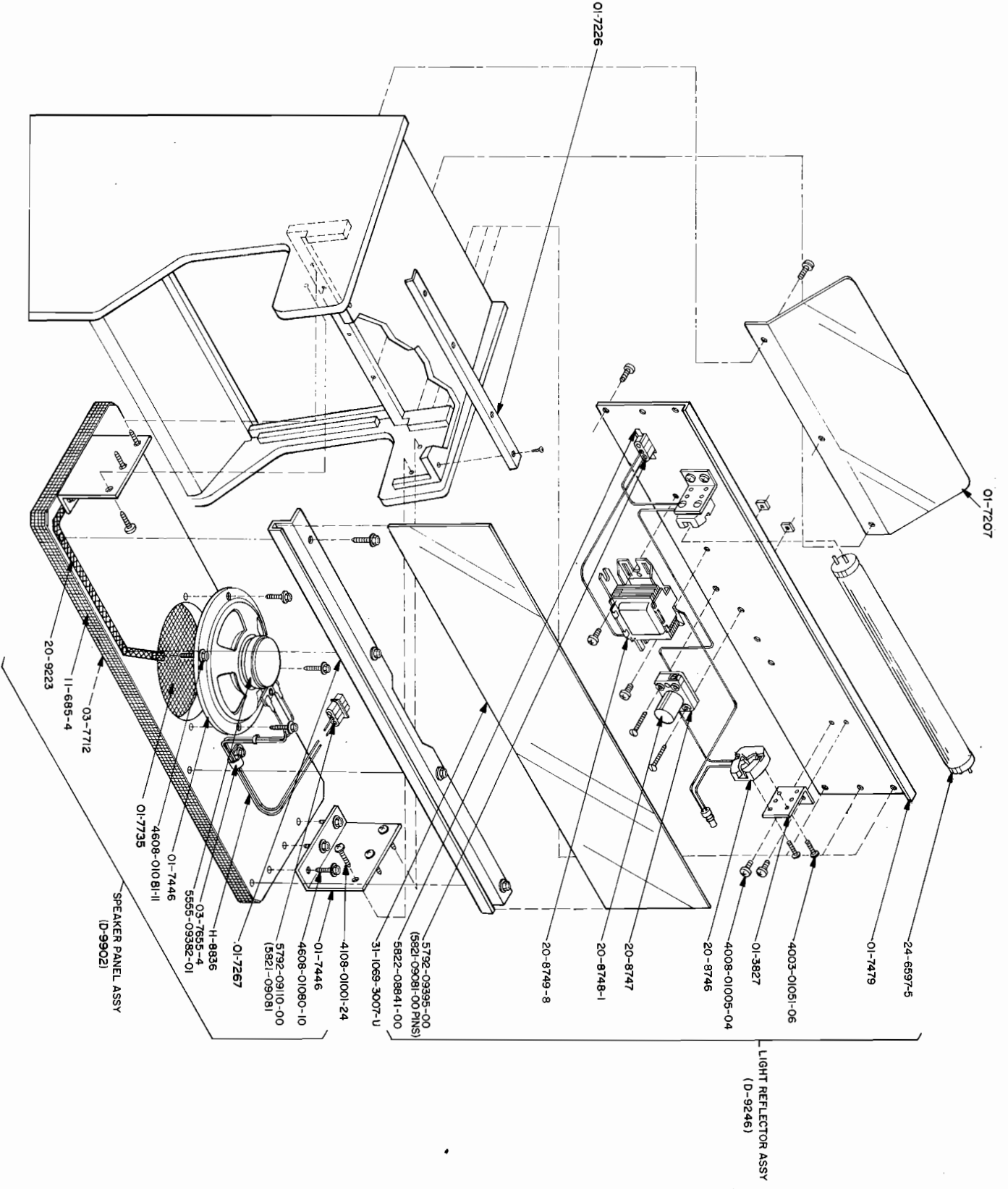
**IF TP1 IS LESS THAN +4.95VDC** remove R10. If TP1 is still less than +4.95VDC, then check precision resistors R25 and R26. If they are within the 1% tolerance, then check IC2.



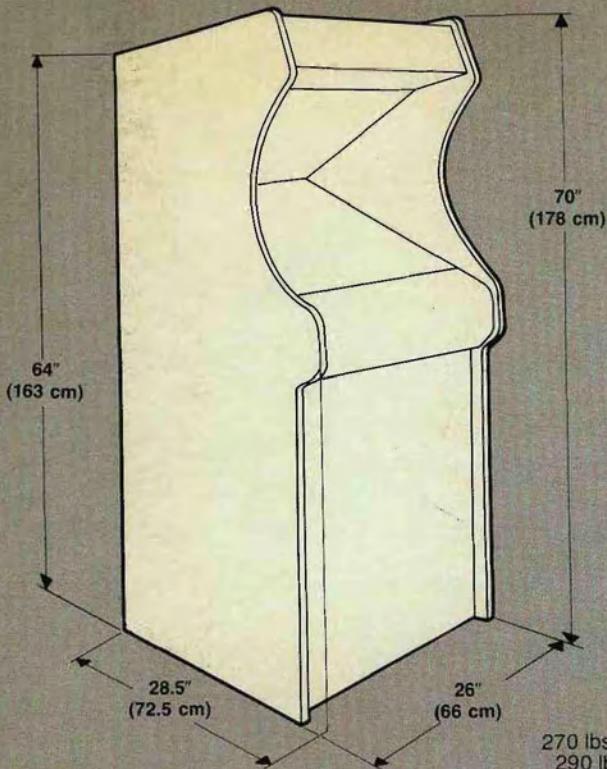
## **CHAPTER 4 Parts**





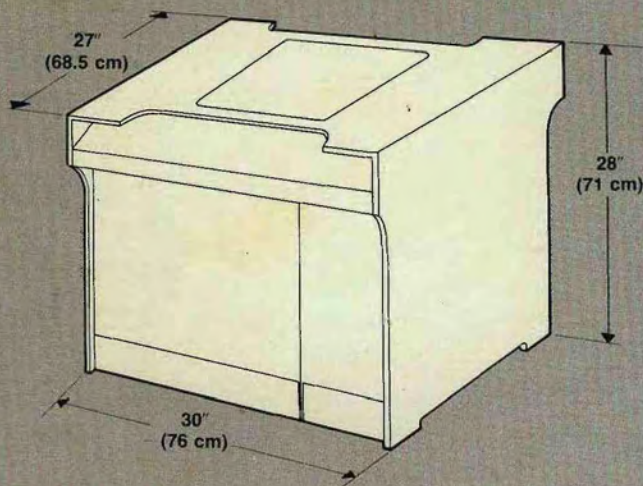


# NOTES:



**UPRIGHT**

Weight  
270 lbs. (122.5 kg.) uncrated  
290 lbs. (131.5 kg.) crated



**COCKTAIL TABLE**

Weight  
205 lbs. (93 kg.) uncrated  
220 lbs. (100 kg.) crated

**POWER REQUIREMENTS**

115/230 VAC Nominal, 50/60Hz  
@1.8/0.9A 207W  
Normal Line = 98-126VAC  
196-252VAC  
High Line\* = 113-145VAC  
226-290VAC  
Low Line\* = 88-113VAC  
176-226VAC

\*Transformer jumpers required.  
See service manual.

**ENVIRONMENT**

Operating Temperature  
0° to +45°C ambient  
(+32° to +113°F)  
Storage Temperature  
-5° to +60°C ambient  
(+23° to +140°F)  
80% RH at 40°C (104°F), non-condensing

**MONITOR**

19" Color Raster\*  
non-interlaced  
UL, CSA & DHHS Approved  
\*13" monitor on cocktail and mini-upright models

**VIDEO SYSTEM**

Program:  
24K BYTES ROM  
2K BYTES Scratch RAM  
Character:  
24K BYTES ROM  
256 BYTES RAM  
Scrolling Video:  
24K BYTES ROM  
4K BYTES RAM

**SOUND SYSTEM**

6808 Microprocessor  
4K BYTES ROM  
Two AY-3-8910 Sound Generators

**JOYSTICK**

2-way optical-digital

Specifications subject to change without notice.

**SERVICE**

For the back-up that keeps you out-front, call Williams toll-free at 800/621-125. In Illinois, call toll-free at 800/572-1324.

**Warning**—This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been certified to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to correct the interference.

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3401 N. California Ave., Chicago, IL 60618  
(312) 267-2240, Telex 253095