

Tron — Simulation:

If you have not done so lately, it is suggested that you run the UNIVERSAL TESTER'S Self-Test to be sure that it is in proper working order **BEFORE** starting **ANY** test on **ANY** game components.

BE SURE THE TESTER IS OFF WHILE CONNECTING, DISCONNECTING, INSTALLING, OR REMOVING CABLE PLUGS AND/OR TEST COMPONENTS.

INTERCONNECTION OF TESTER AND AUXILIARY SOUND AND VIDEO DISPLAY SYSTEMS

UNIVERSAL TESTER CONNECTIONS

Audio/Video Connector (**Cable No. A917-00030-0015**)

AUXILIARY SOUND AND VIDEO DISPLAY SYSTEM CONNECTIONS

Speaker System Connection
Std. Color Raster Scan Monitor Conn.

INTERCONNECTION OF TESTER AND GAME COMPONENTS (CABLE NO. A917-00030-0011)

REMOVE PRINTED CIRCUIT BOARDS FROM GAME CABINET

UNIVERSAL TESTER CONNECTIONS

Power Connector
I/O 1 Connector

MCR-II CARD RACK CONNECTIONS

Std. C.P.U. Board Connectors
Std. Sound Board Connector

AUXILIARY P.C. BOARDS REQUIRED

CCR/AUDIO INTERFACE P.C.B. — (PART NO. A084-91549-C917)

Installed in any vacant slot in the TESTER'S Back Plane.

It may be left in. The TESTER'S programming is such that it will only use this Board when it is needed.

The above P.C. Board has 4 pots across its top edge. As you face the TESTER, the left most pot is labeled **MCR-II Vol.** Working to the right, the remaining 3 pots are labeled **Chan. 1 Vol.**, **Chan. 2 Vol.**, and **Vol. Chan. 3 Mono** respectively. Later, **AFTER TESTER HAS BEEN TURNED ON**, **Chan. 1 Vol.** and **Chan. 2 Vol.** should be turned all the way up and the **MCR-II Vol.** pot used to adjust the overall volume to any level you desire.

GAME OVERLAY REQUIRED

UNIVERSAL TESTER FRONT PANEL

TRON — (PART NO. 0917-00901-08XF)

INSTRUCTIONS

Install Game Overlay over switches and under clip on TESTER'S Front Panel.

GAME ROM REQUIRED

UNIVERSAL TESTER FRONT PANEL

TRON — (PART NO. 0917-00803-3600)

INSTRUCTIONS

Install in "PROGRAM ROMS" "0" position ZIF Socket.

FRONT PANEL INDICATOR AND CONTROL DESIGNATIONS

UNIVERSAL TESTER FRONT PANEL CONTROL(S)	FUNCTION
ALL CONTROLS AND INDICATORS UNDER GAME OVERLAY	The functions of all these TESTER Front Panel Controls and Indicators are as called out on the GAME OVERLAY.
RIGHT HAND JOY STICK	PLAYER 1 & PLAYER 2: Simulates Optical Encoder: used to position TRON'S arm in some games and to position Tank Turret in TANK game. If TESTER'S Joy Stick is held down and moved left or right, the speed at which TRON'S arm or the Tank's Turret will rotate is " SLOW "; if it is held up and moved left or right, this rotation speed will be " FAST "; if it is left in its middle position and moved left or right, this rotation speed will be " MEDIUM ".
PUSH BUTTON PR1	PLAYER 1 & PLAYER 2: Is your FIRE Button.
LEFT HAND JOY STICK	PLAYER 1 & PLAYER 2: Operates as a joy stick: used to control TRON'S direction of travel in some games and to control the Tank's direction of travel in TANK game.
PUSH BUTTON PL1	NOT USED

USING THE TESTER

Turn the TESTER "ON".

Press the "RESET (TESTER)" Button.

Press the Game or Board RESET Button if there is one.

Simulate game play using the TESTER'S CONTROLS.

Use standard troubleshooting procedures to isolate and repair any game problems.