



Kurz-Kasch Inc.

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Operating Instructions

For Model

192A, 185B, C

SEAWOLF

Midway

		SL2				START 2				SR2			5V
		x				x				x			
LLP	SL1	SL5	SL4	LRP		START 1	RLP	SR1	SR5	SR3	RRP	ON	OFF
x	x	x	x	x	x	x	x	x	x	x	x		
		SL4							SR4				
		x							x				
	SL6		SL7			COIN		SR6		SR7		POWER	
	x		x			x		x		x	x	ON	OFF

1. Insert 192A card into program "A" connector, number side up.
2. Insert 185B card into program "B" connector, number side up.
3. Insert 185C extender card into test fixture, number side up.
4. Insert computer board into 185C extender card.
5. Connect 12 pin and 22 pin molex edgeboard connectors to vertical control board with orange dot facing on component side of control board.

6. Connect rectangular 12 pin AMP connector to sound board. (Game will operate without sound board.) Connect a speaker across two RED wires.

7. Push 5 VOLT switch to ON.
8. Push POWER switch to ON.
9. Push START 2 once for COMPUTER RESET.
10. Push COIN once.
11. Push START 1 once.

CONTROL SWITCH	OPTO-ISOLATOR LOCATION & PIN #
Coin	A2-2
Start 1	A2-3
SR1	B1-2
SR2	B1-3
SR3	B2-2
SR4	B2-3
SR5	A1-2
SR6	A1-3
SR7	Erase-2

12. SR1 thru SR5 will exercise all opto-isolator inputs which control torpedo firing locations. Any combinations of SR1 thru SR5 will give different firing locations.
13. To fire torpedos, SR1 thru SR5 must be held down before pushing firing switch SR6.
14. To ERASE high score push SR7.