

Omega Race — 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. A917-00030-0016)

AUXILIARY SOUND AND VIDEO DISPLAY SYSTEM CONNECTIONS

Speaker System Connection
Std. B & W Vector Scan Monitor Conn.
STD. AMP CONNECTOR — CONNECTS TO ITS COUNTERPART IN THE "TESTER AND GAME COMPONENTS CABLE"

INTERCONNECTION OF TESTER AND GAME COMPONENTS (CABLE NO. A917-00030-0006)

REMOVE MOTHER AND DAUGHTER BOARDS FROM GAME CABINET

UNIVERSAL TESTER CONNECTIONS

Power Connector
I/O 1 Connector
I/O 2 Connector

OMEGA RACE P.C. BOARD CONNECTIONS

Std. Mother Board Connectors (2)
Std. Daughter Board Connectors (3)
STD. AMP CONNECTOR — CONNECTS TO ITS COUNTERPART IN THE "AUDIO/VIDEO CBL. ASSEMBLY"

AUXILIARY P.C. BOARDS REQUIRED

VECTOR SCAN POWER SUPPLY P.C.B. — (PART NO. A084-91554-A917)

REMOVE the GENERAL PURPOSE POWER SUPPLY P.C.B. and **REPLACE** it with the above unit.

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.

Volume Adjustments for this game are located on the GAME BOARD.

GAME OVERLAY REQUIRED

UNIVERSAL TESTER FRONT PANEL

OMEGA RACE — (PART NO. 0917-00901-07XF)

INSTRUCTIONS

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

GAME ROM REQUIRED

UNIVERSAL TESTER FRONT PANEL

OMEGA RACE — (PART NO. 0917-00803-3900)

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: a) holding it up gives ship thrust, b) moving it right — rotates ship to right, and c) moving it left — rotates ship left.

PUSH BUTTON PR1

PLAYER 1: Is your FIRE Button.

LEFT HAND JOY STICK

PLAYER 2: a) holding it up gives ship thrust, b) moving it right — rotates ship to right, and c) moving it left — rotates ship left.

PUSH BUTTON PL1

PLAYER 2: Is your FIRE Button.

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.