



**Kurz-Kasch, Inc.**

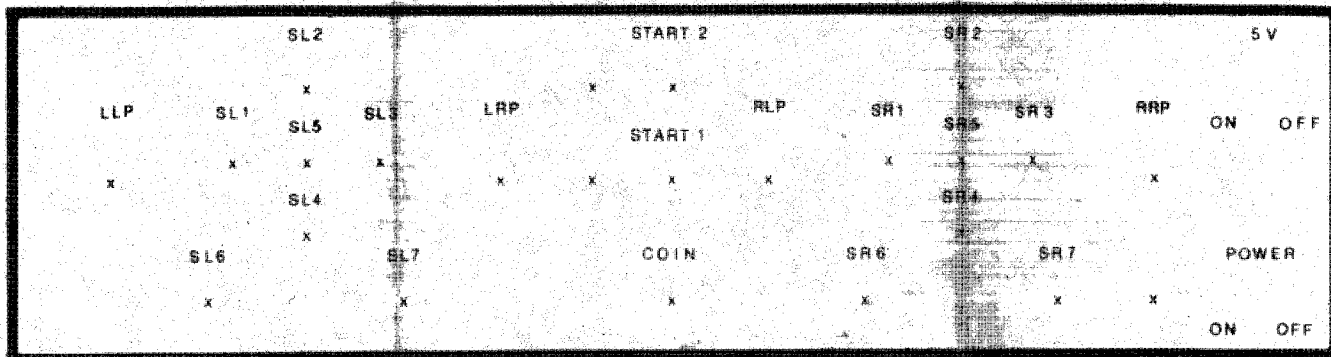
Electronics Division  
 Box 1246  
 2876 Culver Ave.  
 Dayton, Ohio 45401  
 Telephone (513) 296-0330

# Operating Instructions For Model

123 A & B

GRAIN TRAK 10

Atari/Kee



1. Insert program card with number facing you in slots A or B, as marked.
2. Insert board to be tested.
3. Turn power switch on.
4. Push coin switch.
5. Push start switch.
6. SR6 - gas
7. SR1 - first gear.
8. SR2 - second gear.
9. SR3 - third gear.
10. SR4 - reverse
11. SR7 - brake
12. SR5 - steering right
13. SL5 - steering left



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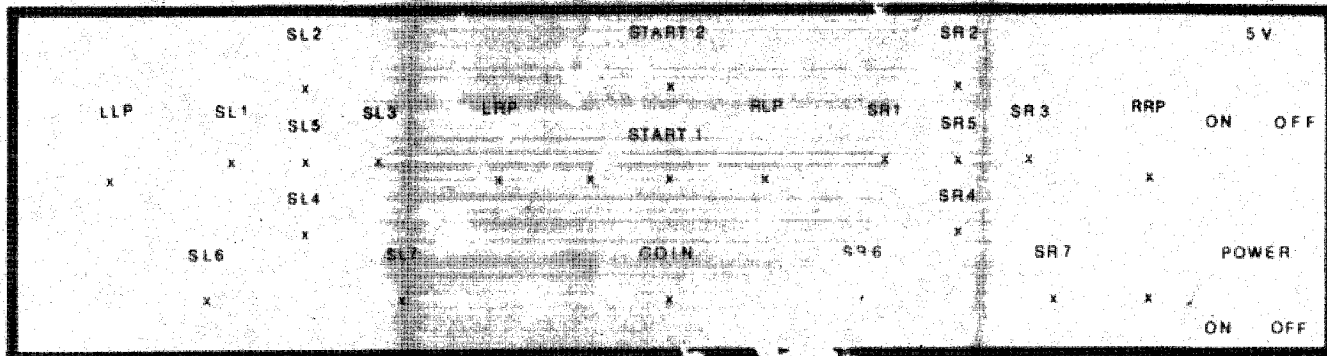
# Operating Instructions

## For Model

167A, 167B, 167C

WHEELS II

Midway



1. Insert 167 A card into program "A" connector, number side up  
Insert 167 B card into program "B" connector, number side up
2. Insert 167 C extender card into test fixture 25 pin connector with number side up. Connect red lead to +5 volt terminal. Connect GND strap to U shaped loop. Insert edge connector next to row A of IC's on board to be tested into 167 C extender connector.
3. Connect remote connector (orange dot up) to edge board connector near row R of IC's on E.C. board
4. Connect a speaker from each red wire to black wire (common) on 167 B card
5. Turn power switch to on
6. Turn 5 V internal switch to on
7. Push coin switch once for 1 player, game will start  
Push coin switch twice for 2 players, game will start
8. SR 6 switch is up for #1 lo shift, down for #1 hi shift  
RLP is #1 accelerator (ccw to run)  
RRP is #1 steering
9. SL 5 switch is up for #2 lo shift, down for #2 hi shift  
LLP is #2 accelerator (ccw to run)  
LRP is #2 steering