

GENERAL INSTRUCTIONS
FOR
WIZARD OF WOR (DOMESTIC)

INSTALLATION

1. Unlock and open the coin box door.
2. Remove four "CABINET LEVELING LEGS" from inside the coin box.

NOTE: Before the two CABINET LEVELING LEGS can be installed to the right and left front corners of the game cabinet, the two red shipping brackets, which secure the slide out utility shelf, must be removed. This is done through the cabinets front access door - see instructions on top of the coin box cover.

3. Tip the cabinet to the side and remove the shipping cleats from its bottom.
 - A. Locate the threaded holes - one in each corner - and install the CABINET LEVELING LEGS in them.
 - B. Level the cabinet.
 - C. When finished, cabinet should be stable in the up-right position.
4. Plug the game into 110 volt, 60 cycle A.C. wall outlet only.

-----WARNING----- Game MUST be properly grounded.

- A. The power ON/OFF switch is located on top of the cabinet toward the back.

LINE VOLTAGE SAFETY INTERLOCK SWITCHES

Line voltage Safety Interlock Switches have been provided for your protection. The locations of these Safety Interlock Switches are: a) inside the rear of the cabinet on the right side (as you face back of cabinet) and b) inside the cabinet on the left side (as you look into the front access door).

When the cabinets access doors are secured in place, the Safety Interlock Switch plungers are in a fully depressed condition. The game circuit can function normally.

When either one - or both - of the cabinets access doors are removed, the Safety Interlock Switch plunger(s) are in a partially extended position. This isolates the game circuit from the line voltage.

To restore power to the game circuit for servicing with the access doors removed, gently pull the Safety Interlock Switch plunger(s) out to a fully extended position.

SELF-TEST

A slide switch is provided to make the game run a "Self-Test" on itself.

When the Self-Test Switch is in the "ON" position the monitor screen will display the results of certain test functions it has run on itself. (These will be discussed in more detail later.)

The Self-Test Switch is located on the mounting frame for the left hand coin meter on the back side of the coin box door.

TO SERVICE THE CONTROL PANEL AND TO REMOVE THE DISPLAY GLASS.

1. Unlock and open the coin box door.
2. Reach inside and upward to the back side of the Control Panel.
3. Release the two clamps, one mounted on the left cabinet wall and one on the right cabinet wall.
4. Disconnect the Control Panel wire harness jacks and ground wire "Wire-Nut" located just inside the coin box door.
5. Lift Control Panel up and away from cabinet being careful not to catch the wiring on anything.
6. With the control panel removed, the Display Glass can be lifted out.

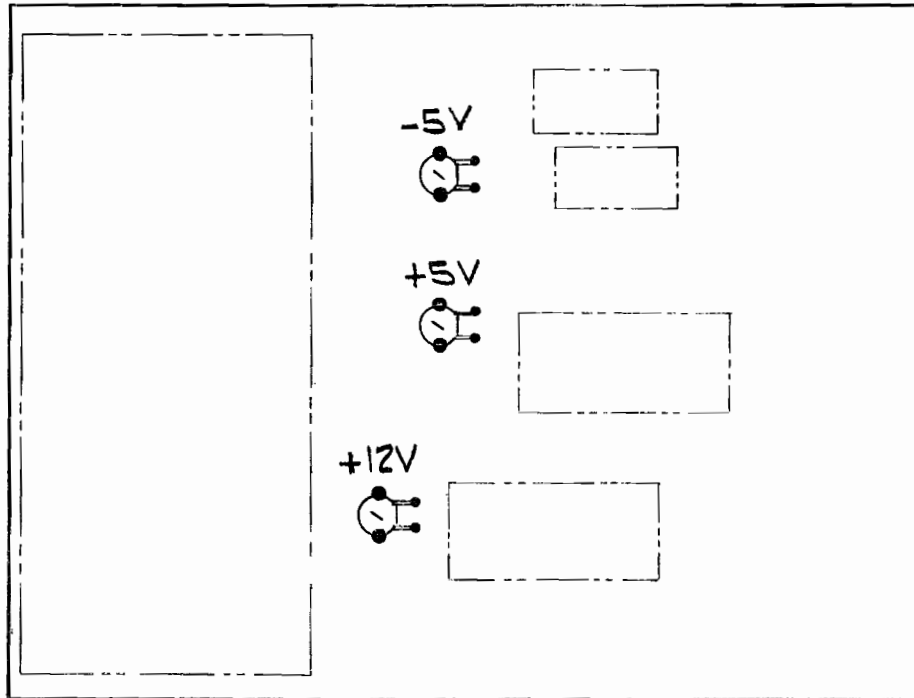
VOLUME CONTROL POTS

1. The volume for all game sounds is controlled by the Audio Amplifier P. C. Board.
2. This Board is mounted in a bracket which is secured to the back edge of the coin box.
3. The Volume Control Pots can be reached through the coin box door.
4. See the label on the Volume Control mounting fixture for the individual control functions.
 - A. Turning each Control to the right will make those sounds louder.
 - B. Turning each Control to the left will make those sounds softer.

VOLTAGE CONTROL POTS

1. The Voltage Control Pots are located on the Power Supply P.C. Board (A082-90006-B000).
2. These Pots are preset at the factory and should NOT be tampered with at all unless the distributors service department is contacted first.

POWER SUPPLY P.C.B.
POT LOCATION



"SELF-TEST" SCREEN DISPLAY

SCREEN RAM OK
STATIC RAM OK
ROM OK

MOVE DIR
YES or NO RT-UP-LF-DN
" FIRE
" PL 1
" COIN 1
" SLAM

COIN 3

MOVE DIR
YES or NO RT-UP-LF-DN
" FIRE
" PL 2
" COIN 2

YES or NO SW1
" SW2
" SW3
" SW4

YES or NO SW5
" SW6
" SW7
" SW8

EXPLANATION OF SCREEN DISPLAY IN SELF-TEST MODE

NOTE: When all switches and/or controls are moved - with the exception of SW1 thru SW8 - a tone is emitted from the games speaker system until the switch and/or control is allowed to return to its normal condition.

Putting the game into the Self-Test Mode is the easiest and best way to check for proper operation of all the games switches, controls, and major electronic components.

The letters "R" "A" "M" (pronounced "RAM" like the male animal) stand for Random Access Memory.

The letters "R" "O" "M" (pronounced like the first three letters in the word "ROMP") stand for Read Only Memory.

SCREEN RAM OK /Means that the RAM Chip that controls the screen functions is working properly. If it were not working properly - the screen will flash alternating different colors.

STATIC RAM OK /Means this RAM Chip is working properly. If it were not working properly - the word "OK" would be replaced with the word "BAD".

ROM OK /Means that all the ROMs are working properly. There are seven ROMs and sometimes eight.

The eighth ROM is an "EPROM" (pronounced with a long "E" as in the word "EASY" and "PROM" as in the high school dance). These letters stand for Erasable Programable Read Only Memory.

The ROMs are called out by their identification letter: A, B, C, D, E, F, G, and sometimes X.

"X" is the EPROM. It is switch selectable and is only used in games that have to work with a language other than English.

If any of the ROMs are not working properly - their letter(s) will be listed out beside the word ROM instead of the word "OK".

MOVE DIR /This is a two part check of the WORRIOR control stick switches. There are four switches under each control stick; one each for "left", "right", "up", and "down".

1. The first part (when switch blades 3 & 1 touch) is the direction of the player - a "DIR" command. This will be displayed as either left-"LF", right-"RT", up-"UP", or down-"DN" according to the position of the control stick.
2. The second part (when switch blades 3, 1, & 2 all touch) checks the mobility of the player - a "MOVE" command. This will be displayed as either a "YES" (that there is movement) - or a "NO" (that there is not).
3. After these checks have been performed and the control stick allowed to return to its stationary position, the "MOVE" and "DIR" commands should both register "NO" "NO" to indicate there is not any switch contact.

PL 1 /No indication until ONE PLAYER START BUTTON is pushed - if this switch is working properly - "YES" will be displayed next to "PL 1". "NO" will then appear when switch is allowed to return to its normal position.

PL 2, COIN 1,
COIN 2, and SLAM /All work the same way as described for "PL 1" above.

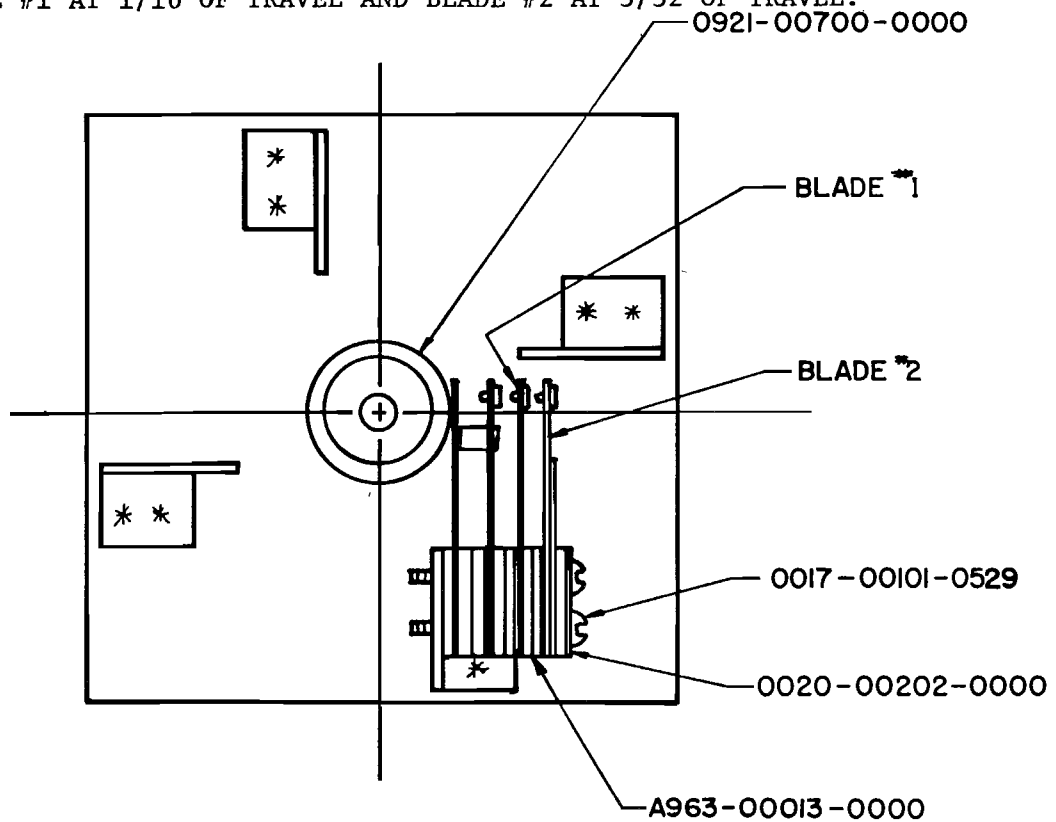
NOTE: On all player/operator commands, there is no indication of operation at all until the switch has been activated. Once activated, if working properly a "YES" will be shown on the monitor screen. This will return to a "NO" when the switch is allowed to move back to its normal position.

COIN 3 /No indication at all when there is only a "2 Coin Acceptor" door on the game. When there is a "3 Coin Acceptor" door on the game, it functions the same way as the other two coin switch tests (COIN 1 and COIN 2).

SW1 thru SW8 /These are the Option Selection Switches. A "YES" indication means that particular switch is in the "ON" condition. A "NO" indication means that particular switch is in the "OFF" condition.

WORRIOR CONTROL STICK ADJUSTMENTS

TRAVEL OF PT. NO. 091-00700-0000 ACTUATOR IS APPROX. 1/8.
SWITCH BLADE ASS'Y SHOULD BE ADJUSTED TO MAKE CONTACT WITH
BLADE #1 AT 1/16 OF TRAVEL AND BLADE #2 AT 3/32 OF TRAVEL.



BOTTOM VIEW

WIZARD OF WOR
OPTION SWITCH SETTINGS

Option switches are located on the game P.C.B. in the commercial card rack.

COINS PER CREDIT			
LEFT HAND COIN SLOT IS CONTROLLED BY SW#1			
SW#1			
OFF		1 COIN	1 CREDIT
ON		2 COINS	1 CREDIT
RIGHT HAND COIN SLOT IS CONTROLLED BY SW#2 AND SW#3			
SW#3		SW#2	
OFF	OFF	1 COIN	1 CREDIT
OFF	ON	2 COINS	1 CREDIT
ON	OFF	1 COIN	3 CREDITS
ON	ON	1 COIN	5 CREDITS
LANGUAGE			
SW#4			
OFF		ENGLISH	
ON		FOREIGN LANGUAGE (REQUIRES A082-91374-A000)	
WARRIORS PER CREDIT			
SW#5			
OFF	1 CREDIT = 2 WARRIORS / 2 CREDITS = 5 WARRIORS		
ON	1 CREDIT = 3 WARRIORS / 2 CREDITS = 7 WARRIORS		
BONUS PLAYER AWARDED:			
SW#6			
OFF	BONUS WARRIOR AFTER 3rd DUNGEON		
ON	BONUS WARRIOR AFTER 4th DUNGEON		
PLAY MODE			
SW#7			
OFF	COIN PLAY		
ON	FREE PLAY		
GAME ATTRACTION SOUNDS			
SW#8			
OFF	CONTINUOUS SOUND DURING "ATTRACT MODE"		
ON	SOUND DURING ATTRACT MODE ONLY IF GAME CONTROLS ARE TOUCHED. (WHEN ANY BUTTON OR CONTROL IS TOUCHED, GAME PROVIDES SOUND FOR ONE COMPLETE CYCLE OF THE "ATTRACT MODE". IT WILL THEN BE QUIET UNTIL TOUCHED AGAIN.)		