

# Gorf — 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. A917-00030-0014)

REMOVE COMMERCIAL CARD RACK FROM GAME CABINET

### UNIVERSAL TESTER CONNECTIONS

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

### COMMERCIAL CARD RACK CONNECTIONS

Std. Logic Board Connectors  
Std. C.C.R. Power 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.** may be adjusted for the volume level you desire.

## GAME OVERLAY REQUIRED

### UNIVERSAL TESTER FRONT PANEL

GORF — (PART NO. 0917-00901-10XF)

### INSTRUCTIONS

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

## GAME ROM REQUIRED

### UNIVERSAL TESTER FRONT PANEL

GORF — (PART NO. 0917-00803-4000)

### 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: Moves ship up, down, back and forth, or at a diagonal on monitor screen.
PUSH BUTTON PR1	PLAYER 1: Is your FIRE Button.
LEFT HAND JOY STICK	PLAYER 2: Moves ship up, down, back and forth, or at a diagonal on monitor screen.
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.