GENERAL INSTRUCTIONS

FOR

KICK

INSTALLATION

I.   Unlock and open the coin box door.

II. Remove four (4) "CABINET LEVELING LEGS" from inside the coin box.

III. 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 LEV-ELING LEGS" in them.

   B. Level the cabinet.

   C. When finished, the cabinet should be stable in the upright position.

IV. Plug the game into a **standard** A.C. wall outlet **ONLY!**

```
------WARNING------

Game MUST be
properly grounded.
```

A. The power ON/OFF switch is located:

   1. UPRIGHT MODEL: On top of the cabinet toward the back.

   2. MINI MODEL: In the center of the cabinet back just below the rear access door.

   3. COCKTAIL TABLE MODEL: Underneath the cabinet on Player No. 2's side.

LINE VOLTAGE SAFETY INTERLOCK SWITCHES

Line voltage SAFETY INTERLOCK SWITCHES have been provided for your protection. The locations of these SAFETY INTERLOCK SWITCHES are:

   I.   UPRIGHT MODEL: Inside the rear of the cabinet on the right side of the rear access door.

PART NO. M051-00968-A010

II. MINI MODEL: Inside the rear of the cabinet on the right side of the
                                rear access door.

III. COCKTAIL TABEL MODEL: Inside the cabinet on the hinge side of the coin door.

When the cabinet access door(s) are secured in place, the SAFETY INTERLOCK SWITCH plunger(s)
are in a fully depressed condition. The game circuit can function normally.

When any cabinet access door(s) are opened, the SAFETY INTERLOCK SWITCH plunger(s) are in a
partially extended condition. This isolates the game circuit from the line voltage.

To restore power to the game circuit with the access door(s) open, gently pull the SAFETY
INTERLOCK SWITCH plunger(s) out to the fully extended condition. **THIS IS TO BE USED FOR
SERVICING THE GAME ONLY!**

SELF-TEST

A slide switch is provided to make the game run a "Self-Test" on itself. The SELF-TEST
SWITCH is located on the mounting bracket for the left hand coin meter on the back side of
the coin door.

To put the game into the Self-Test mode; turn the game ON and let it warm up for a few min-
utes. Then slide the SELF-TEST SWITCH to the ON position and actuate the "TILT" switch on
the back side of the coin door just below the door lock to obtain the Self-Test-Menue dis-
play on the monitor screen.

When in the Self-Test mode, the monitor screen will display the results of certain test
functions the game has run on itself. (These will be discussed in more detail later.)

TO SERVICE THE CONTROL PANEL(S)

I.   UPRIGHT MODEL:

     A. The control panel is held in place by two latches, one on the left side and one
        on the right side of the cabinet.

        1. They are spring loaded to provide constant positive pressure on their latch
            plates.

        2. They can be reached through the coin door **AFTER turning power to the game
            off.**

        3. To release the latches, lift up and toward the center of the control panel.

            a. Once they are released, unhook them from their latch plates.

     B. To remove the control panel:

        1. Raise it up and tilt it toward you until you can see the cable behind it.

2. Cradling the control panel between yourself and the cabinet, disconnect it from its cabling.

3. The control panel is now free and can be removed.

C. To reinstall the control panel, reverse this procedure.

II. MINI MODEL:

A. The control panel is held in place by two latches, one on the left side and one on the right side of the cabinet.

1. They are spring loaded to provide constant positive pressure on their latch plates.

2. They can be reached through the coin door <u>AFTER</u> **turning power to the game off.**

3. To release the latches, lift up and toward the center of the control panel.

a. Once they are released, unhook them from their latch plates.

B. To remove the control panel:

1. Raise it up and tilt it toward you until you can see the cable behind it.

2. Cradling the control panel between yourself and the cabinet, disconnect it from its cabling.

3. The control panel is now free and can be removed.

C. To reinstall the control panel, reverse this procedure.

III. COCKTAIL TABLE MODEL:

A. Each control panel is held in place by several screws, two on the inside of the cabinet and three along the bottom edge of the control panel.

1. **Turn the power off to the game.**

2. Open the coin box door and release the two latches on the inside of the cabinet up next to the table top.

CAUTION: The right hand latch is very close to the **HIGH VOLTAGE** on the monitor. **BE CAREFUL!!**

a. Once they're released, unhook them from their latch plates.

3. Grasp the table top in the center above the coin door lifting up and to the side to tilt it open.

CAUTION: Due to the weight of the monitor, <u>EXTREME CARE MUST</u> be taken when opening the cabinet.

    4. Remove the screws which secure the control panel in place.

B. To remove the control panel(s):

    1. Disconnect it from its cabling.

    2. The control panel is now free and can be removed.

C. To reinstall the control panel(s), reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY

I.   UPRIGHT MODEL:

    NOTE: In order to do this, the control panel MUST be removed first. See the "UP-RIGHT MODEL" procedure.

    A. **Turn the power to the game off** and remove the control panel. This frees the main-display-glass so it can be lifted up.

    B. Grasp the main-display-glass in the bottom center, lift up slightly and pull it toward you about an inch, let it down just far enough so you can get hold of its top edge with your other hand and lift it out of the game.

    C. Remove the rear access door.

    D. Remove the screws which secure the T.V. bezel assembly in place (front and back).

    E. The T.V. bezel assembly is now free and can be slid out of the cabinet.

    F. To reinstall the T.V. bezel asssembly and the main-display-glass, reverse this procedure.

II. MINI MODEL:

    NOTE: In order to do this, the control panel MUST be removed first. See the "MINI MODEL" procedure.

    A. **Turn the power to the game off** and remove the control panel.

    B. Remove the screws which secure the glass clamping plate.

    C. Lift out the glass clamping plate. This frees the main-display-glass so in can be lifted up.

    D. By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out.

    E. Remove the screws which secure the T.V. bezel assembly and lift it out.

> NOTE: Use the hole in the center of the main-display-glass support to grasp it.

F. Reverse this procedure to reinstall the T.V. bezel assembly and the main-display-glass.

III. COCKTAIL TABLE MODEL:

NOTE: This may be done with the table top in the open or the closed position. If you decide to open the table top, **TURN THE POWER TO THE GAME OFF FIRST.**

A. Remove the screws which secure the table top glass clamps in place.

B. Remove the table top glass.

C. Lift out the T.V. bezel assembly.

D. To reinstall the T.V. bezel assembly and the table top glass, reverse this procedure.

VOLUME CONTROL POT

The volume control pot is located just inside the cabinet on the RIGHT side of the coin door frame. For adjustment, it may be reached through the coin door on **ALL** models.

To make the sounds louder, turn the pot clockwise (⟶) as you face it.

To make the sounds **less** loud, turn the pot counterclockwise (⟵) as you face it.

VOLTAGE CONTROL POTS

The voltage control pots are located on the Linear Power Supply P. C. Board. They are pre-set at the factory and **SHOULD NOT** be tampered with at all **unless** the distributors service department is contacted first.

SELF-TEST

The Self-Test mode is a special mode for checking game play statistics as well as game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

NOTE: Putting the game into Self-Test **WILL NOT** cause the game to erase any CREDITS it has in its memory when the Self-Test mode is entered.

You may begin a Self-Test at any time by sliding the Self-Test switch to the "ON" position after the power to the game is on (Self-Test switch located just inside cabinet on right side of coin door frame). When this is done, the game will react as follows:

1. If the game is in the Attract mode when the Self-Test switch is moved to the "ON"

position, it will finish the sequence and then go into the Self-Test mode. This is illustrated by the display of the Self-Test Mode Menue on the monitor screen.

2. If the game is in the Ready-To-Play mode or the Play mode when the Self-Test switch is slid to the "ON" position, it **WILL NOT** go into the Self-Test mode until **AFTER** the players last Clown has fallen off his unicycle (the game MUST be over). At this point, the game will go into the Self-Test mode. Again, this is illustrated by the display of the Self-Test Mode Menue on the monitor screen.

3. The fastest way to enter the Self-Test mode is to slide the Self-Test switch to the "ON" position and then activate the "TILT" switch located on the back side of the coin door just below the lock mechanism. The game will then **IMMEDIATELY** go into the Self-Test mode.

The Self-Test mode has eight (8) major catagories as illustrated by the following Figure of the Self-Test Mode Menue as it should appear on the monitor screen.

1. It is easy to select what catagory you want to enter. By holding down the ONE or the TWO player button, the Balloon at the left of the screen can be moved UP and DOWN, (i=UP) and (ii=DOWN), until it is in front of the catagory you want to test. Release the button at this time.

2. After the Balloon has been positioned, depress either "KICK" button on the console and the monitor screen will display the test catagory you have selected.

   NOTE: There is one exception to this. If you position the Balloon in fornt of the "PRE-SET" catagory on the Self-Test Mode Menue, when you press the "KICK" button on the console - - EVERYTHING, I repeat - **E V E R Y T H I N G** ; including ALL information in the "BOOKKEEPING" mode, and **ALL** operator selected options, will be set back to zero "0" and to the factory recommended settings - respectively.

   ° Once you are **IN** one of the Self-Test mode catagories, FOLLOW THE **ON-SCREEN** INSTRUCTIONS TO **COMPLETE** THE TEST.

3. The next group of Figures show the **CORRECT** screen presentation for **EACH** catagory of the Self-Test mode.

The first display of the Self-Test mode is the Self-Test-Mode-Menue. It should look like this:

SELECT DESIRED TEST

1	SELF DIAGNOSTICS
2	SOUNDS
3	PLAYER INPUT
4	BOOKKEEPING
5	MACHINE SETUP
6	CHANNEL TEST
7	PRESET
8	GRID DISPLAY

(MENUE - CONTINUED)

POSITION CURSOR BY USING
1 AND 2 PLAYER BUTTONS

HIT KICK BUTTON FOR TEST

During the SELF DIAGNOSTICS section of the Self-Test mode, you will <u>first</u> see a cross hatch pattern on the screen for about 1/2 second. <u>Second</u>, you will see a <u>lot of</u> different colored bars shown on the monitor screen. These bars will be UNpainted one at a time from the top down. <u>Third</u>, you will see the screen painted Red, Blue, and Green in bars from the top down. <u>Fourth</u>, all the different colored bars you saw "Second" are displayed again. And <u>fifth</u>, the different colored bars are replaced by this message: **"HIT KICK BUTTON TO EXIT"**.

If the SELF DIAGNOSTICS find one or more bad ROM or RAM chips: instead of going through what is described above, the game will give you a written message as to which parts are bad.

During the SOUNDS section of the Self-Test mode, the game will give a display which looks like the following:

SELECT A SOUND

1	ALL SOUNDS
2	EXIT
3	BALL BOUNCE
4	FALLING BALLOON
5	BALLOON EXPLOSION
6	WHISTLE
7	FALL DOWN
8	COIN
9	AMEN
10	BOMB FUSE
11	EXTRA CYCLE
12	BALLOON CAUGHT
13	MUSIC 1
14	MUSIC 2
15	MUSIC 3
16	MUSIC 4
17	MUSIC 5
18	MUSIC 6
19	MUSIC 7
20	POP TUNE
21	TILT
22	BALL GULP
23	PACMAN BONUS
24	PACMAN FALL
25	PEDAL CLICK
26	BALL POP

POSITION CURSOR BY USING
1 AND 2 PLAYER BUTTONS

During the PLAYER INPUT section of the Self-Test mode, the game will give a display which looks like the following:

```
┌─────────────────────────┐
│   As the Player Input   ├──────────┐
│  Switches and Devices   │          │
│ are activated, the Switch│         │
│  or Device activated is  │ ┌────────┴───┐
│ spelled out in the blank │ (            )
│ space above "PLAY MUSIC".│
└─────────────────────────┘          PLAY MUSIC ────────This is a P.C.B. switch setting.

                                   WHEEL VALUE _____

                              ACTIVATE ALL PLAYER INPUT
                                 SWITCHES AND DEVICES

                                  HIT TILT TO EXIT
```

During the BOOKKEEPING section of the Self-Test mode, the game will give a display which looks like the following:

```
                    SELECT A REPORT OR EXIT

                       CHUTE  1  COINS  ____

                       CHUTE  2  COINS  ____

                       LONGEST GAME     ____

                       SHORTEST GAME    ____

                       HIGHEST SCORE    ____

                       TIME REPORT

                       SCORE REPORT

                       EXIT


                    POSITION SURSOR BY USING
                    1 AND 2 PLAYER BUTTONS

                    HIT KICK BUTTON FOR TEST
```

In the TIME REPORT and SCORE REPORT sections of the BOOKKEEPING mode, the game will give displays which look like the following:

```
        TIME REPORT                          SCORE REPORT

   0   TO   30 SEC ____            0    TO   3000 PTS ____

  30   TO   60 SEC ____          3000   TO   7000 PTS ____

  60   TO   90 SEC ____          7000   TO 10,000 PTS ____
```

(TIME REPORT AND SCORE REPORT - CONTINUED)

90	TO	120 SEC ____	10,000	TO 13,000 PTS ____
120	TO	150 SEC ____	13,000	TO 17,000 PTS ____
150	TO	180 SEC ____	17,000	TO 20,000 PTS ____
3	TO	4 MIN ____	20,000	TO 30,000 PTS ____
4	TO	5 MIN ____	30,000	TO 40,000 PTS ____
5	TO	6 MIN ____	40,000	TO 50,000 PTS ____
	OVER	6 MIN ____		OVER 50,000 PTS ____

HIT KICK BUTTON TO EXIT   HIT KICK BUTTON TO EXIT

During the SETUP OPTIONS section of the Self-Test mode, the game will give a display which looks like the following:

SETUP OPTIONS

* = Factory recommended settings.

COIN CHUTE 1
*1 COINS FOR
*1 CREDITS

COIN CHURE 2
*1 COINS FOR
*1 CREDITS

*1 CREDITS FOR
*3 BASES

1ST EXTRA BASE AT
*10,000 PTS

ADDITIONAL BASES EVERY
*10,000 PTS

*3 DIFFICULTY LEVEL

EXIT

USE KICK BUTTON TO
POSITION CURSOR
USE 1 AND 2 PLAYER
BUTTONS TO ALTER
OPTIONS

The Difficulty Level setting has a range of 1 to 9. The following Figure shows what effect this option has on the game.

DIFFICULTY LEVEL SETTING	1ST RACK IN WHICH YOU CAN HAVE 2 BALLOONS IN THE AIR AT THE SAME TIME	** NUMBER OF PAC-MEN THAT CAN APPEAR IN RACK 2 AT EACH SETTING
1	4	4
2	4	4
* 3	4	3
4	3	3
5	3	3
6	3	2
7	2	2
8	2	2
9	2	2

* = FACTORY RECOMMENDED SETTINGS

** = THE NUMBER OF PAC-MEN IN EACH SUCCEEDING RACK IS REDUCED BY 1 UNTIL YOU
     ARE DOWN TO TWO PAC-MEN PER RACK. THESE WILL BE THERE FROM THAT POINT ON.

During the CHANNEL TEST section of the Self-Test mode, the game will give a display which looks like the following:

CHANNEL TEST

CHANNEL 1
CHANNEL 2
CHANNEL 3
CHANNEL 4
CHANNEL 5
CHANNEL 6

HIT KICK BUTTON TO EXIT

Once you enter the CHANNEL TEST section of the Self-Test mode, the game automatically tests Channels 1 through 6 giving a tone for each one as it checks it. After the 6th Channel is tested, the game automatically repeats the test until the Kick button is hit. It then goes back to the Self-Test Mode Menue.

During the GRID DISPLAY section of the Self-Test mode, the game shows a white cross hatch pattern on the monitor screen. This is for alignment and/or test purposes. This pattern will remain on the monitor screen until the Kick button is hit. The game will then go back to the Self-Test Mode Menue.

To leave the Self-Test mode, simply slide the Self-Test switch to the "OFF" position at ANY time. The game will then run through the ROM/RAM test display after which normal game functions will then return to the monitor screen.

TEXTNAME: BF-GEN-INST (R)P: 11

K I C K

O P T I O N   S W I T C H   S E T T I N G S

//////////////////////////SWITCH NO. 1 - AT B 3 - LOCATED ON SOUND I/O P.C. BOARD/////////////////////////

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	*SW#7	SW#8	SW#9	SW#10
PLAY MUSIC	ON	NOT	NOT	NOT	NOT	NOT		NOT	NOT	
DO NOT PLAY MUSIC	OFF	USED	USED	USED	USED	USED		USED	USED	
MINI							ON			
COCKTAIL TABLE							OFF			
FREEZE VIDEO										ON
NORMAL OPERATION										OFF

//////////////////////////SWITCH NO. 3 - AT D 14 - LOCATED ON SOUND I/O P.C. BOARD/////////////////////////

	SW#1	**SW#2	**SW#3	**SW#4
NORMAL OPERATION	OFF			
SOUND I/O DIAGNOSTIC MODE	ON			
NORMAL OPERATION		OFF		
RAM/ROM TEST INDICATES TEST RESULTS VIA YELLOW L E D ON SOUND I/O BOARD: FAST FLASH = BAD ROM <u>SLOW FLASH = BAD RAM</u>		ON		
NORMAL OPERATION			OFF	
OSCILLATOR TEST			ON	
NORMAL OPERATION				OFF
FILTER TEST				ON

* THIS SWITCH **NOT USED ON UPRIGHT MODELS.**
** NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION.

THE REMAINDER OF KICK'S MOST COMMON OPTION SETTINGS ARE CONDUCTED DURING THE **MACHINE SETUP** PORTION OF THE SELF-TEST MODE. SIMPLY FOLLOW THE ON-SCREEN INSTRUCTIONS TO MAKE ANY ADJUSTMENTS YOU FEEL ARE NECESSARY.

MCR II SYSTEM
P.C. BOARD JUMPER OPTIONS

////////////////////////VIDEO GENERATOR P.C. BOARD////////////////////////

MANUFACTURER	EPROM NO.	JW#1	JW#2	JW#3	JW#4	JW#5	JW#6	JW#7	JW#8
MOTOROLA	68764		*	*		*	*	*	*
	68766		*	*		*	*	*	*
INTEL	2764	*			*		*	*	
T. I.	2564		*	*		*			*

////////////////////////////////C.P.U. P.C. BOARD////////////////////////////////

MANUFACTURER	EPROM NO.	JW#1	JW#2	JW#3	JW#4	JW#5	JW#6	NOTE: JUMPER OP- TION FOR PROGRAM ROMs ONLY.
NUMEROUR MFR'S	2532						*	
NUMEROUS MFR'S	2732					*		

////////////////////////////////SOUND I/O P.C. BOARD////////////////////////////////

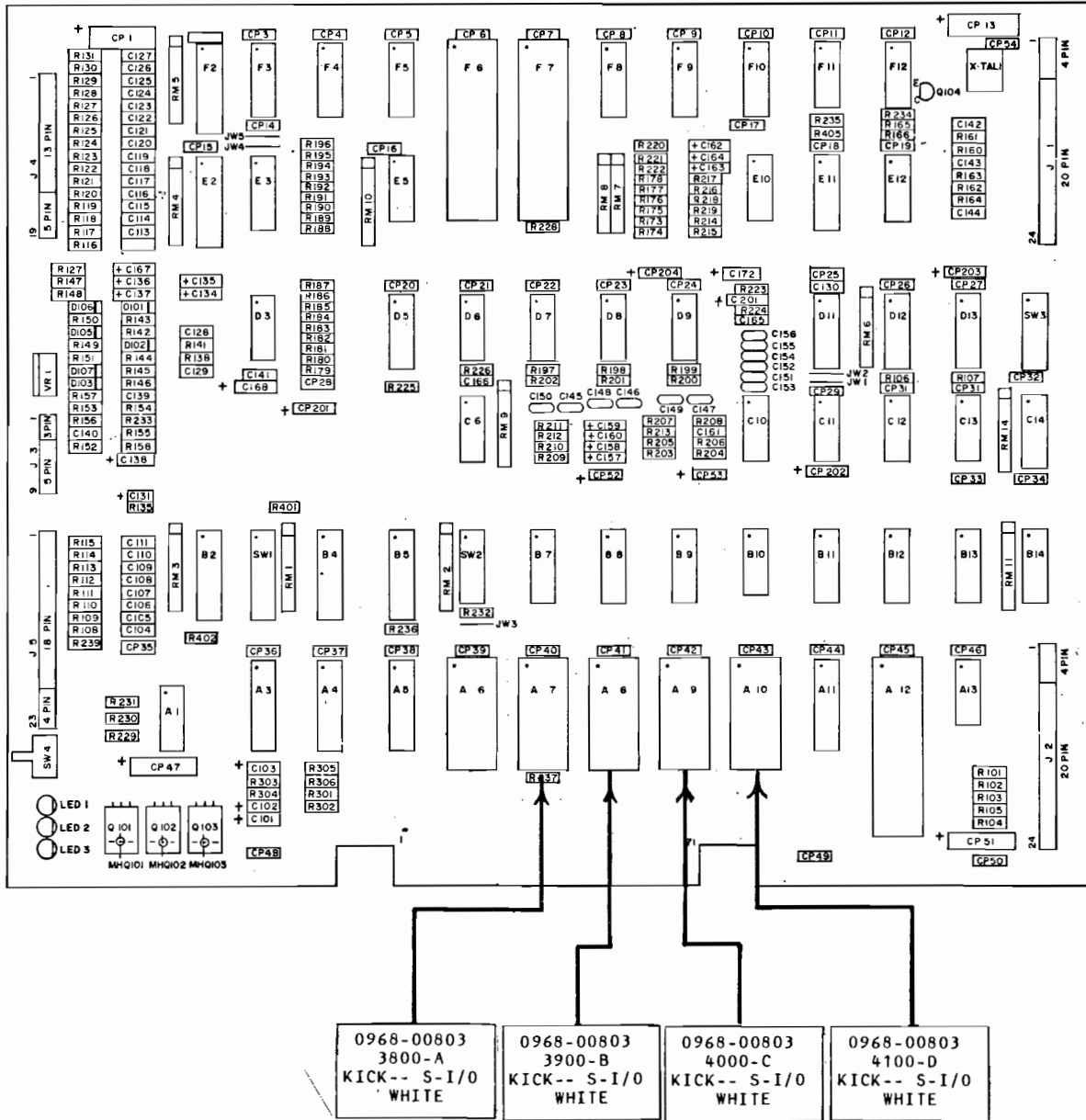| MANUFACTURER	EPROM NO.	JW#1	JW#2
NUMEROUS MFR'S	2532	*	
NUMEROUS MFR'S	2732		*

* = CUT JUMPER WIRES WHERE THIS SYMBOL "*" APPEARS.

The above table illustrates the fact that the Video Generator P.C. Board used in the MCR II System has 8 jumper wires, the C.P.U. P.C. Board used in the MCR II System has 6 jumper wires, and the Sound I/O P.C. Board used in the MCR II System has 2 jumper wires.

All of the above Boards can be used with a variety of different **SETS of EPROM chips.** However, these EPROMS are not all made by the same manufacturer and do have some internal differences. So, in order to make them function properly in their respective P.C. Boards, certain jumper wires on these Boards have to be cut.
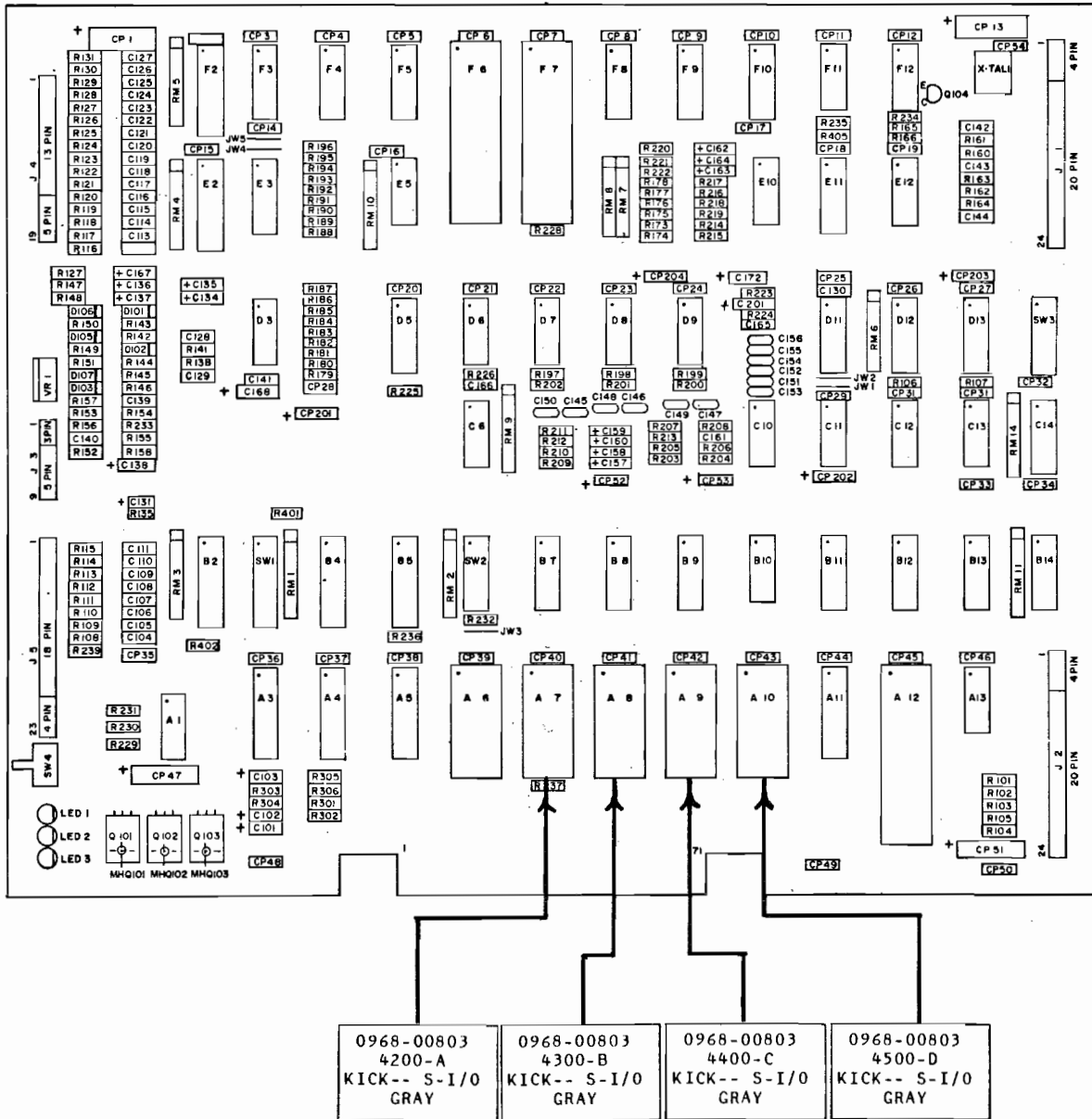
The above table tells you which jumpers to cut (depending on which EPROM set you're going to use) by showing a "*" under that jumper wires number. If there is **NO "*"** under a jumper wires number, THAT PARTICULAR JUMPER WIRE **IS NOT TO BE CUT.**

KICK — ALL MODELS

SOUND I/O BOARD EPROMS

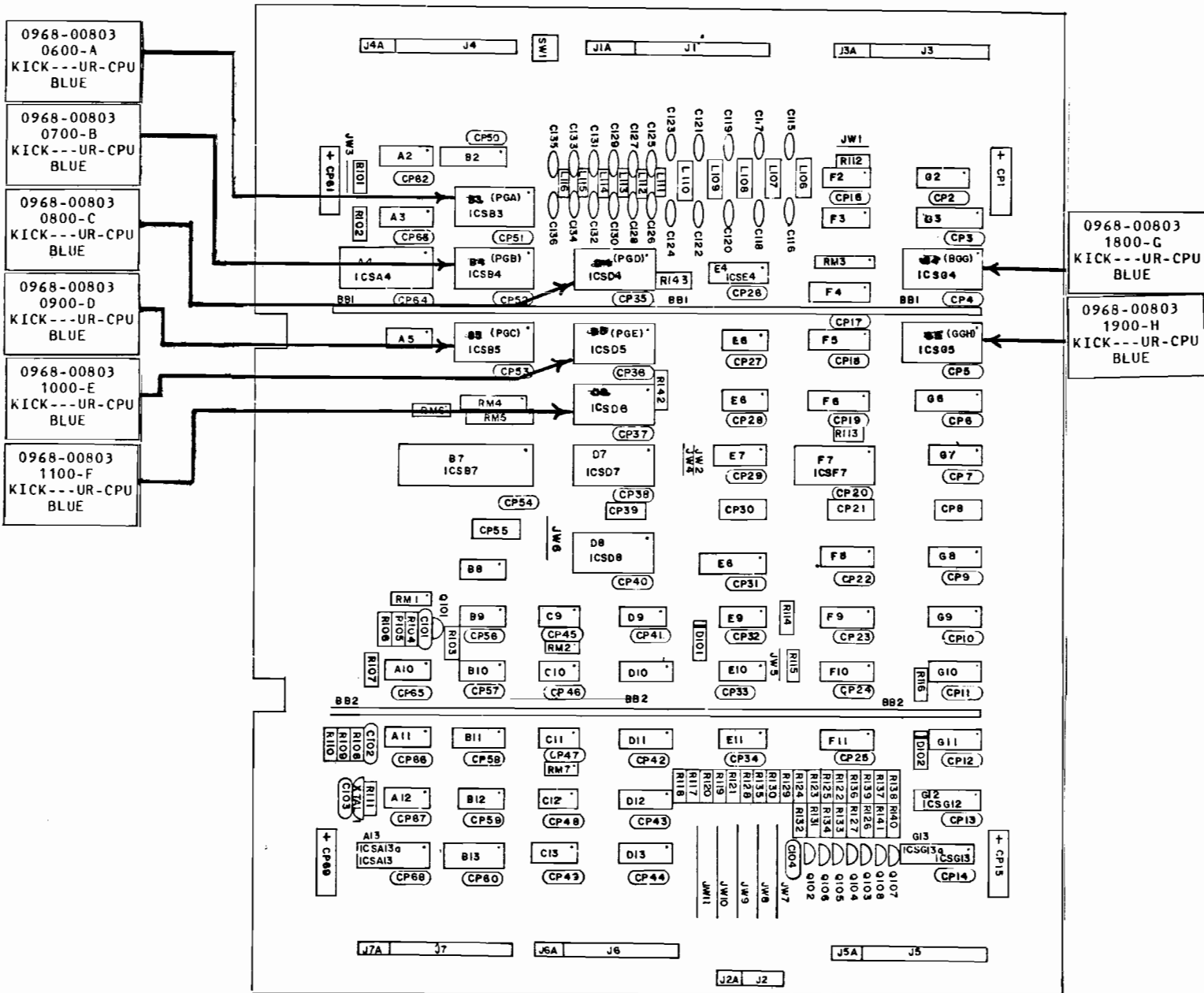## VERSION NO. 1

| 0968-00803
3800-A
KICK-- S-I/O
WHITE | 0968-00803
3900-B
KICK-- S-I/O
WHITE | 0968-00803
4000-C
KICK-- S-I/O
WHITE | 0968-00803
4100-D
KICK-- S-I/O
WHITE |

The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C.BOARD to **FUNCTION PROPERLY!!**

KICK — ALL MODELS

SOUND I/O BOARD EPROMS

VERSION NO. 2

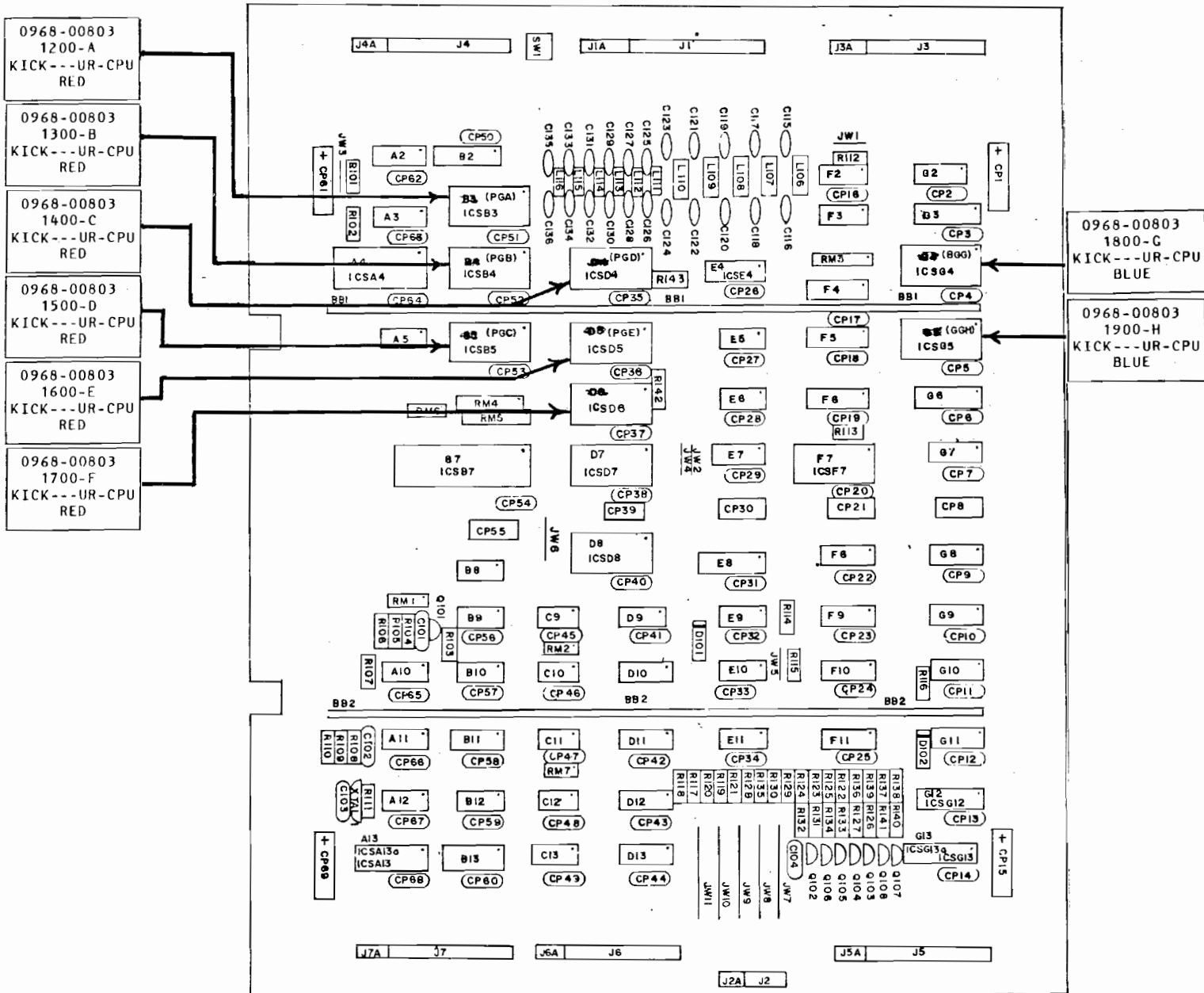| 0968-00803 4200-A KICK-- S-I/O GRAY | 0968-00803 4300-B KICK-- S-I/O GRAY | 0968-00803 4400-C KICK-- S-I/O GRAY | 0968-00803 4500-D KICK-- S-I/O GRAY |

The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C.BOARD to **FUNCTION PROPERLY!!**

KICK   UPRIGHT

CPU   EPROMS

VERSION   NO. 1

0968-00803
0600-A
KICK---UR-CPU
BLUE

0968-00803
0700-B
KICK---UR-CPU
BLUE

0968-00803
0800-C
KICK---UR-CPU
BLUE

0968-00803
0900-D
KICK---UR-CPU
BLUE

0968-00803
1000-E
KICK---UR-CPU
BLUE

0968-00803
1100-F
KICK---UR-CPU
BLUE

0968-00803
1800-G
KICK---UR-CPU
BLUE

0968-00803
1900-H
KICK---UR-CPU
BLUE

The above **EPROM COMBINATIONS** (indicated by <u>**LABEL NUMBER AND COLOR**</u>) are the **ONLY** ones that
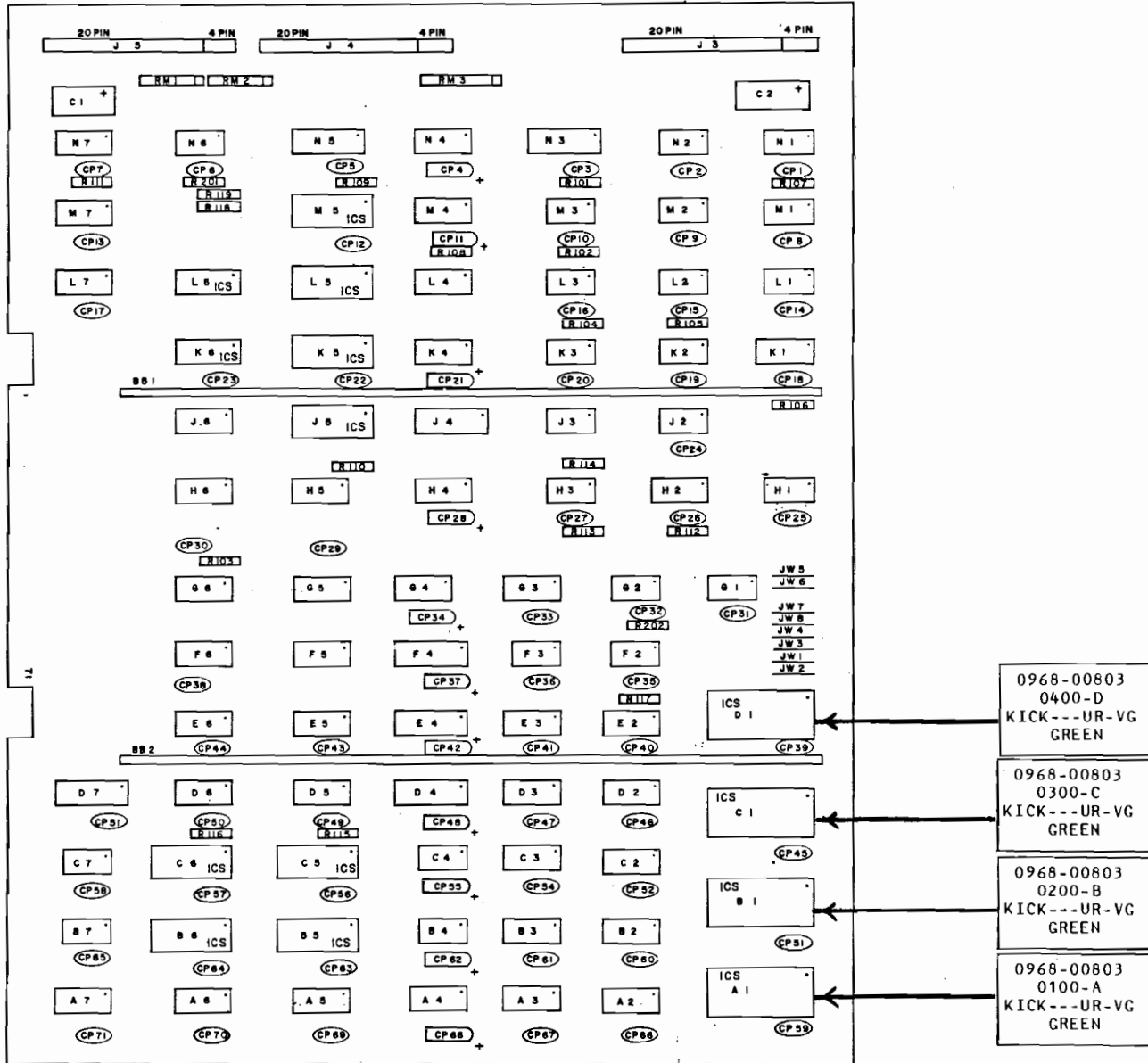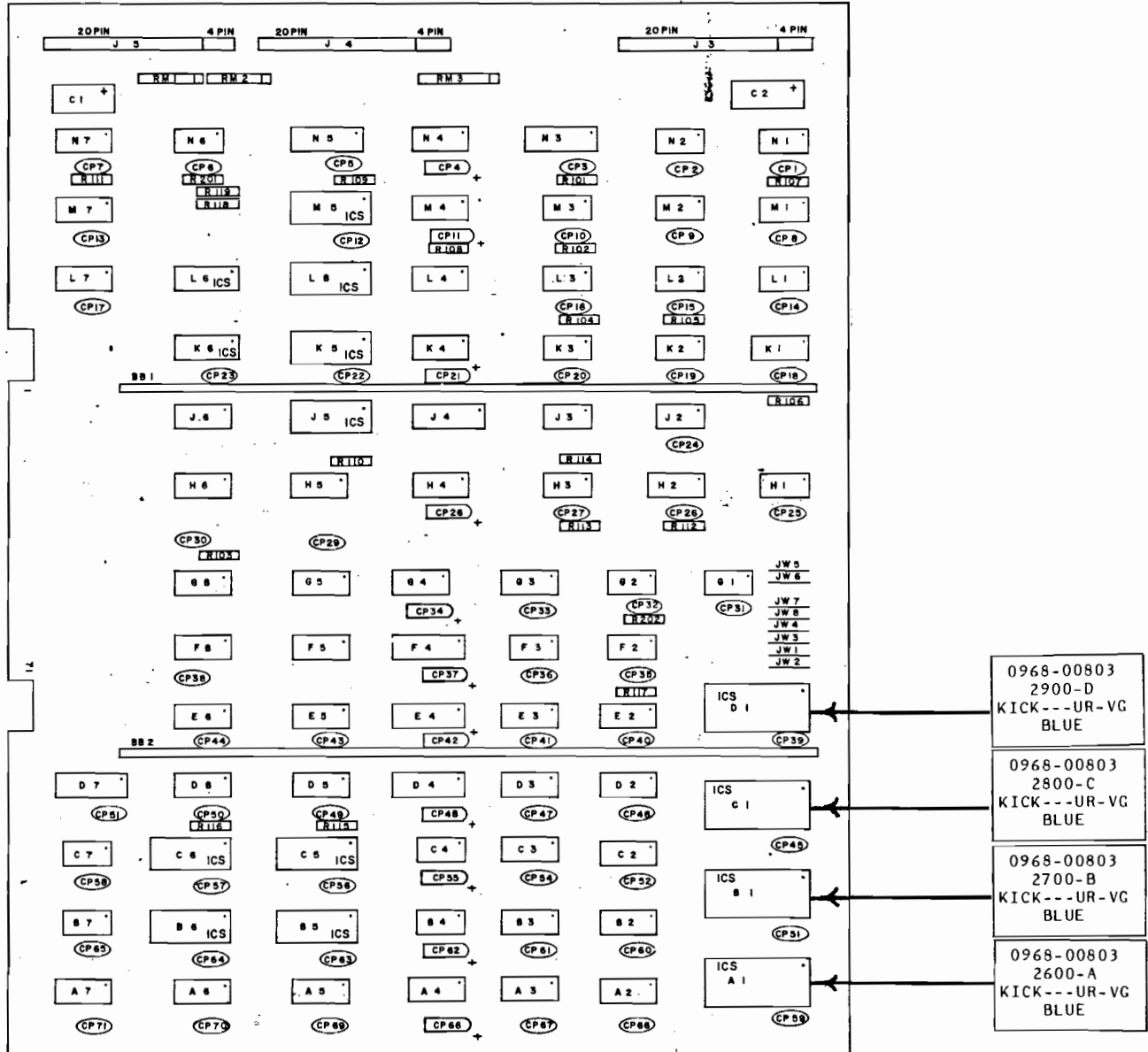will enable this P.C.BOARD to **FUNCTION PROPERLY!!**

KICK   UPRIGHT

CPU   EPROMS

VERSION   NO. 2

0968-00803
1200-A
KICK---UR-CPU
RED

0968-00803
1300-B
KICK---UR-CPU
RED

0968-00803
1400-C
KICK---UR-CPU
RED

0968-00803
1500-D
KICK---UR-CPU
RED

0968-00803
1600-E
KICK---UR-CPU
RED

0968-00803
1700-F
KICK---UR-CPU
RED

0968-00803
1800-G
KICK---UR-CPU
BLUE

0968-00803
1900-H
KICK---UR-CPU
BLUE

The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C.BOARD to **FUNCTION PROPERLY!!**

KICK   UPRIGHT

VID.   GEN.   EPROMS

VERSION   NO. 1

```
0968-00803
0400-D
KICK---UR-VG
GREEN

0968-00803
0300-C
KICK---UR-VG
GREEN

0968-00803
0200-B
KICK---UR-VG
GREEN

0968-00803
0100-A
KICK---UR-VG
GREEN
```
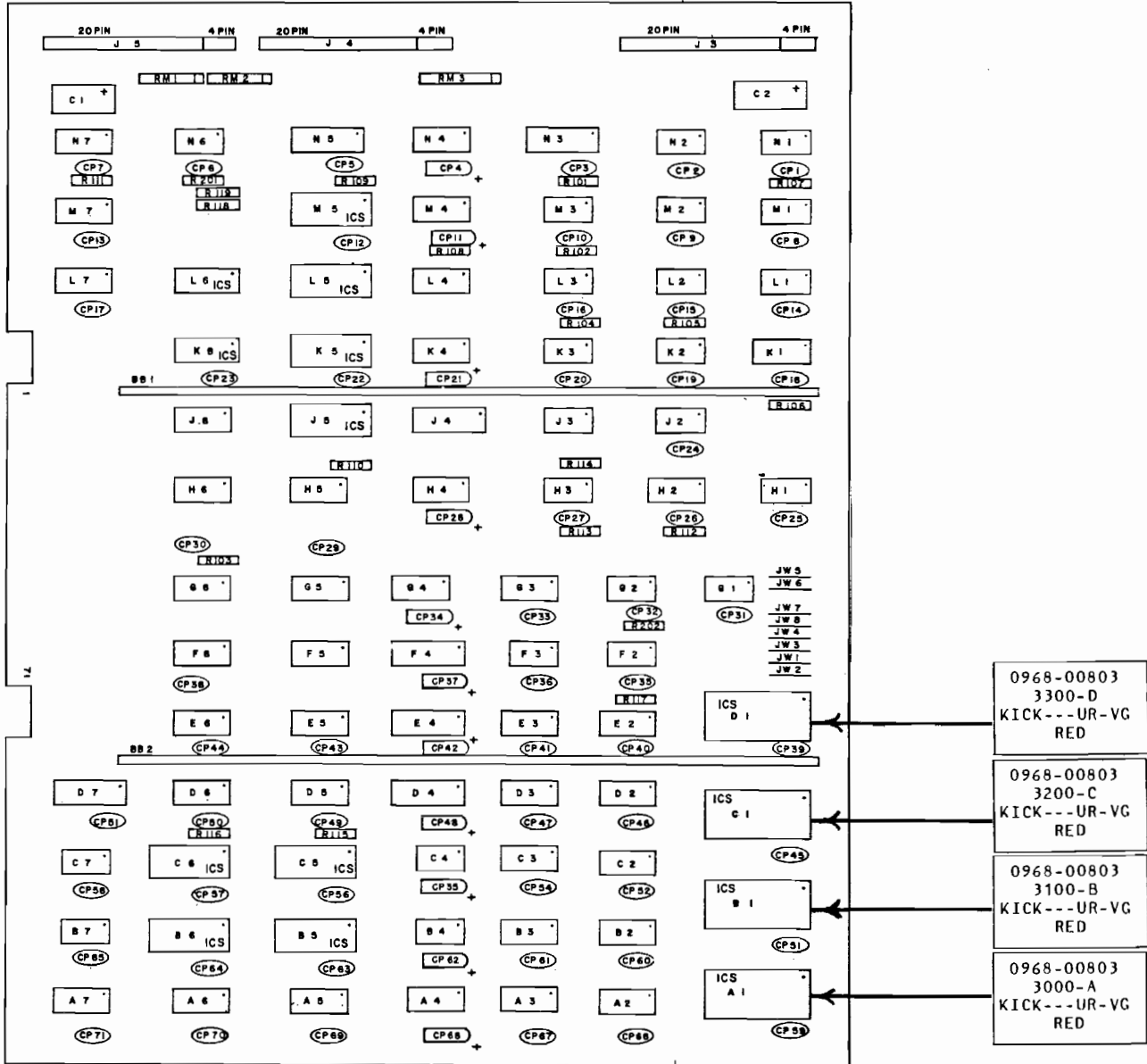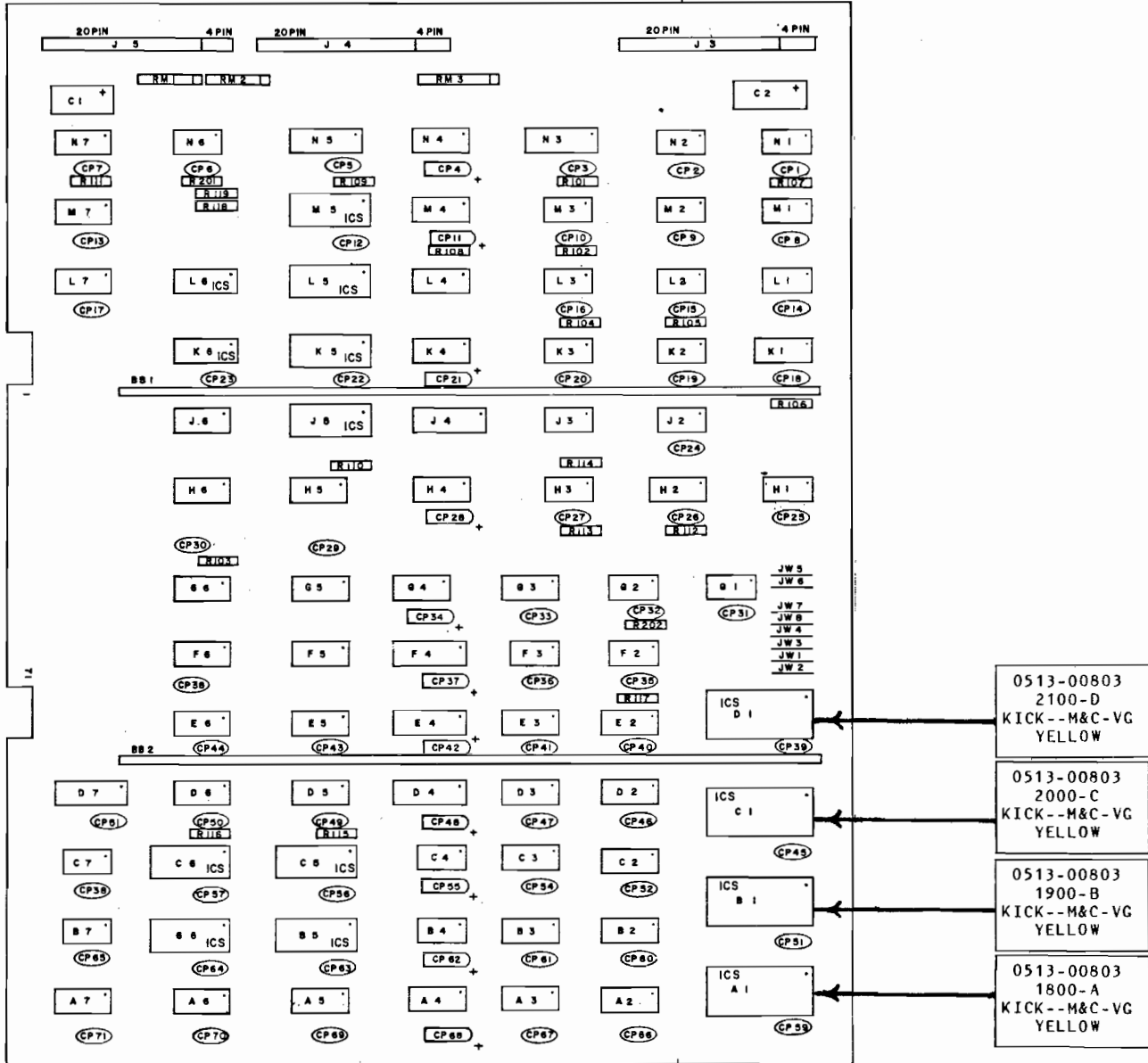
The above EPROM COMBINATIONS (indicated by LABEL NUMBER AND COLOR) are the ONLY ones that will enable this P.C.BOARD to FUNCTION PROPERLY!!

The above **EPROM COMBINATIONS** (indicated by LABEL NUMBER AND COLOR) are the **ONLY** ones that will enable this P.C.BOARD to **FUNCTION PROPERLY!!**

K I C K   U P R I G H T

V I D.   G E N.   E P R O M S

V E R S I O N   N O. 3

The above EPROM **COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C.BOARD to **FUNCTION PROPERLY!!**

KICK MINI AND COCKTAIL
VID. GEN. EPROMS
VERSION NO. 1

The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C.BOARD to **FUNCTION PROPERLY!!**