Kick — 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	AUXILIARY SOUND AND VIDEO DISPLAY SYSTEM CONNECTIONS
Audio/Video Connector **(Cable No. A917-00030-0015)**	Speaker System Connection Std. Color Raster Scan Monitor Conn.

INTERCONNECTION OF TESTER AND GAME COMPONENTS (CABLE NO. A917-00030-0010)

REMOVE PRINTED CIRCUIT BOARDS FROM GAME CABINET

UNIVERSAL TESTER CONNECTIONS	MCR-II CARD RACK CONNECTIONS
Power Connector I/O 1 Connector	Std. C.P.U. Board Connectors Std. Sound Board 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.** should be turned all the way up and the **MCR-II Vol.** pot used to adjust the overall volume to any level you desire.

GAME OVERLAY REQUIRED

UNIVERSAL TESTER FRONT PANEL	INSTRUCTIONS
KICK — (PART NO. 0917-00901-02XF)	Install Game Overlay over switches and under clip on TESTER'S Front Panel.

GAME ROM REQUIRED

UNIVERSAL TESTER FRONT PANEL	INSTRUCTIONS
KICK — (PART NO. 0917-00803-3300)	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. NOTE: KICK LAMP on TESTER operates in reverse of the one on the actual game.
RIGHT HAND JOY STICK	PLAYER 1: Moves clown back and forth on monitor screen. Holding joy stick up as you move it makes clown move faster, holding it down makes clown move slower.
PUSH BUTTON PR1	PLAYER 1: Is your KICK Button.
LEFT HAND JOY STICK	PLAYER 2: Moves clown back and forth on monitor screen. Holding joy stick up as you move it makes clown move faster, holding it down makes clown move slower.
PUSH BUTTON PL1	PLAYER 2: Is your KICK 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.