

# ZERO DOWNTIME™

VOLUME I

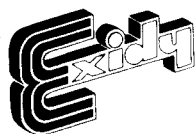
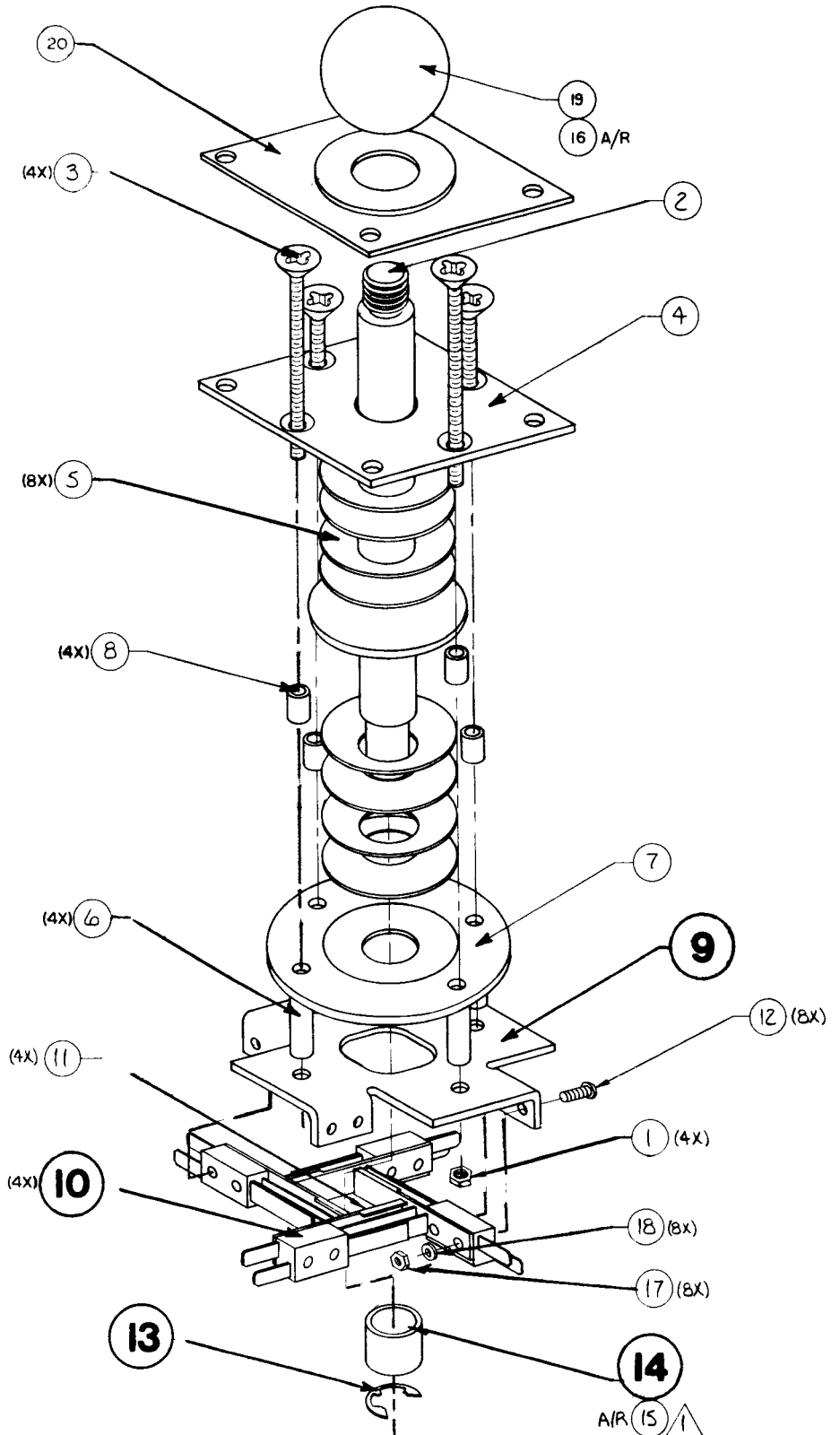
NUMBER 7

JULY

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## VENTURE™ Joystick

The case hardened bearing on the end of the joystick shaft is lubricated. With time, this lubricant may eventually be transferred to the switch contacts. To prevent possible blade switch contamination, take off the case hardened bearing (see illustration, item 14) by removing the E-ring (item 13) that fastens it. Use a dry clean cloth to wipe lubricant off the joystick shaft, the switch mounting plate (item 9), and the blade switches (item 10). Then, clean the blade switch contacts, reassemble joystick, stand back and watch as players line up to challenge Exidy's new VENTURE™.



## **VENTURE™ Audio Self Test**

When you first turn VENTURE™ on, the audio board automatically goes into a self test mode which checks the audio hardware and software. To analyze your test results, first check your game version number. Version 1 audio prompts are VEA 3A-1, 4A-1, 5A-1, 6A-1. After power up, a constant rumbling noise is heard for about 5 seconds. Then, a short beep, sounding like a chord, is heard. This signals that the audio board has passed the self test and the audio hardware is Ok.

Version 2 games have the audio board prompts (VEA 3A-2, 4A-2, 5A-2, 6A-2, 7A-2). Upon power up, five seconds of silence are followed by one short beep. This indicates the audio board has passed the self test and the audio is Ok.

If anything other than one beep is heard from either version (no beep, or more than one beep), turn the game off and on to run self test again. If the test again fails, coin up and play the game to determine if the game is truly malfunctioning. If so, see the Audio Diagnostic Code below to determine the problem area.

In addition to audio hardware, the audio software is checked during self test. If you have Version 1 of the logic prompts (VEL 6A-1, etc.), the screen displays random characters for the first five seconds and then the short beep is heard. The attract mode then appears, indicating all is well.

If you have Version 4 of the Logic (VEL 6A-4), the video displays "STAND BY, VERSION 4" for 5 seconds, one short beep is heard, and if the audio board is Ok, the attract mode appears 8 seconds after power up. Check the entire cycle of the Attract Mode anyway for a possible message saying "Check Audio Board". Should this message appear, repeat the Audio Diagnostic Test by turning the game off and on again. If the "Check Audio Board" message appears, coin up the game, and play to determine if the audio is truly malfunctioning. If so, see the following diagnostic code to determine the problem area.

### **Audio Diagnostic Test**

The following code is only an indication of where to first check the Audio Board. Because this diagnostic test only evaluates certain components, other circuitry is relied upon for the test. Should this other circuitry fail, the diagnostic test may not, then, point directly to the failure. Please use the results of this test as a guideline for further troubleshooting.

The code is as follows:

- 0 beep: If no beeps are heard, along with a hum or random notes, this may indicate a failure in 3A and/or 7A.
- 1 beep: All audio hardware is OK. However, be sure to check the Attract Mode Cycle anyway for a possible message to check the Audio Board. In occasional instances, this can occur. The message will further direct you.
- 2 beeps: ZERO PAGE RAM failure. Check 6532 RAM I.O. Timer Array at location 7B on the board.

3 beeps: (will not occur)

4 beeps: ROM failure

5 beeps: INTERRUPT failure. Check 6532 at location 7B.

In addition, this message appears during the Attract Mode **only** if the Audio Board needs to be checked:

**'CHECK AUDIO BOARD'**

**XX YY**

XX and YY in the message are code characters defined as follows:

XX= 01 = ZERO PAGE RAM FAILURE, check 6532

02 = (will not occur)

n3 = ROM FAILURE. Any number in the XX position ending with a 3 (for example, 23, 33, etc.) indicates a ROM failure. The first digit (2 and 3 in the previous example) points you to the appropriate chip that needs to be checked. The code for the any number ending with 3 in the XX position is as follows:

<u>XX=</u>	<u>Chip to Check</u>
03	3A
13	4A
23	5A
33	6A
43	7A

Note: The message reflects the first bad chip it encounters, in numeric order. It is possible for chips following it to also be bad.

04 = INTERRUPT FAILURE, check 6532.

?? = FAULTY COMMUNICATIONS. Check 6520 at 9B.

Here is the code for the second two numbers in the YY position.

YY= 40 = Communication from Logic Board to Audio failed. Check 6520, both locations 8B and 9B.

80 = Communication to Logic Board from Audio failed. Check 6520, at locations 9B and especially 8B.

<0 = Communication between Logic and Audio failed. Check 6520, both locations 8B and 9B.

Also, the symbol <0 in both the XX and YY position, along with a hum or random notes and no beep after power on, may indicate a failure in 3A and/or 7A.

**VENTURE™ Version 4 Bonus Options**

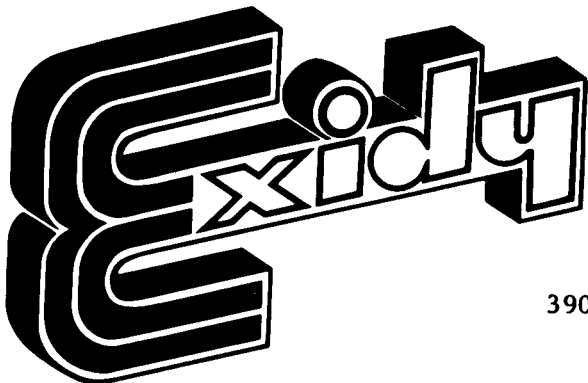
Version 4 of the logic EPROMS (VEL 6A-4, etc.) have new Bonus Bow options (extra turn for selectable points made), as follows:

BONUS BOW	Switch	Switch
Extra turn for 20,000 points	ON	ON
30,000	OFF	ON
<b>40,000 (factory setting)</b>	<b>ON</b>	<b>OFF</b>
50,000	OFF	OFF

If you have any questions concerning this information contact Exidy Customer Service at their toll free number (800) 538- 8402, or at (408) 734-9410.

Until next month,

Terry Cunningham



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