Galaga/Bosconian — 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. A917-00030-0003)

REMOVE PRINTED CIRCUIT BOARDS FROM GAME CABINET

UNIVERSAL TESTER CONNECTIONS

Power Connector
I/O 1 Connector

PRINTED CIRCUIT BOARD CONNECTIONS

Std. 44 Pin Edge Connector
Std. 3 Pin Amp Connector
Std. 6 Pin Video Connector

AUXILIARY P.C. BOARDS REQUIRED

NONE

GAME OVERLAY REQUIRED

UNIVERSAL TESTER FRONT PANEL

GALAGA/BOSCONIAN — (PART NO. 0917-00901-04XF)

INSTRUCTIONS

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

GAME ROM REQUIRED

UNIVERSAL TESTER FRONT PANEL

GALAGA/BOSCONIAN — (PART NO. 0917-00803-3400)

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: (GALAGA) back and forth; (BOSCONIAN) back and forth and up and down on monitor screen.
PUSH BUTTON PR1	PLAYER 1: Is your FIRE Button.
LEFT HAND JOY STICK	PLAYER 2: Moves ship: (GALAGA) back and forth; (BOSCONIAN) back and forth and up and down 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.