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Operating Instructions

For	${\mathbb M}$ odel ${oldsymbol oldsymbol oldsym$	189 A	
	FSIM-FLAM	4 Ply	
	Meadows		

	•	\$L2				START 2			SA 2				V
LLP	SL1	x SL5	St 3	LRP	×	X START 1	ALP	SA	× SA5	SR 3	RAP	ON	OFF
×	x	x SL4	×	×	×	x	x	x	X SR4	x	*		
	\$ L 6	×	SL7			COIN		\$R6	×	SR7		PO	WER
	x.		×			x		x		×	×	ON	OFF

- 1. Insert 189 A card into program "A" connector, number side up.
- 2. Insert computer board into test fixture using 22 pin orientation. (CAUTION: Line up fingers with connector properly).
- 3. Push POWER switch to on.
- 4. Push 5 VOLT internal switch to on.
- 5. Push COIN switch once for 2 PLY, twice for 4 PLY.
- 6. START game and select paddle size by pushing: SRI NOVICE OR CAME SELECT

SR2 - EXPERT

SR3 - PRO

- 7. RRP is right paddle vertical motion.
 - RLP is right paddle horizontal motion.
 - LRP is left paddle horizontal motion.
 - LLP is left paddle vertical motion.
- 8. SR5 is right player ball speed switch. SL5 is left player ball speed switch.
- 9. To check 4 PLY circuits completely, switch paddles in right and left lower quadrants to upper quadrants by moving switches to 4 PLY on 189 A program card.