



Kurz-Kasch, Inc.

Electronics Division
 Box 1246
 2876 Culver Ave.
 Dayton, Ohio 45401
 Telephone (513) 296-0330

Operating Instructions

For Model 220 A. B. C.

COBRA GUNSHIP

Meadows

		SL2			START 2			SR2			5V		
		x			x	x		x					
LLP	SL1	SL5	SL3	LRP		START 1	RLP	SR1	SR5	SR3	RRP	ON	OFF
	x	x	x		x	x	x	x	x	x	x		
x		SL4							SR4				
		x							x				
	SL6		SL7		COIN			SR6		SR7		POWER	
	x		x		x			x		x	x	ON	OFF

1. Insert 220 A card into program "A" connector, number side up.
2. Insert 220 B card into program "B" connector, number side up.
3. Insert 220 C card into test fixture with number side up. Plug game board into 220 C card.
4. Plug CONTROL BOARD into 22 pin connector coming from 220 B card, with orange dot up. Connect RED and BLACK lead on CONTROL BOARD to red and black alligator clips on 220 B card.
5. Plug AUDIO SOUND GENERATOR board into 22 pin connector coming from 220A card with orange dot up. Plug 6 pin connector into game board with orange dot up.
6. Connect an 8 OHM speaker across two RED leads coming from AUDIO SOUND GENERATOR board.
7. Push 5 VOLT switch to ON.
8. Push POWER switch to ON.
9. Push COIN switch once.
10. Push START 1 switch once.
11. CONTROLS ARE:
 - SR1 is PLANE BANK LEFT
 - SR3 is PLANE BANK RIGHT
 - SR5 is FIRE CANNONS
12. Pass furnished magnet across reed switches on CONTROL BOARD to make plane go up or down.
13. HIT LED on 220 A card shows cannon hit explosion.