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Operating Instructions

For Model 274A, E
BALLY, M P U

	SL2				START 2			SR2		5V		
		x			x			x				
LLP	SL1	SL5	SL3	LRP	START1	RLP	SR1	SR5	SR3	RRP	ON	OFF
	x	x	x		x	x	x	x	x			
		SL4						SR4				
		x						x				
	SL6		SL7		COIN		SR6		SR7		POWER	
	x		x		x		x		x		ON	OFF

1. Insert 274A into program Port A.
2. Connect remote cable from 274A to J-4.
3. Connect 274E to J-3 on MPU board noting that slotted side of connector goes toward IC's.

Turn on 5V switch on TF-650. Turn on power (110V switch on TF-650.)

Green LED should flash 7 times (check Bally repair procedures for indication of MPU problems, if LED flashes less than 7 times.)

NOTE: If when TF-650 power is turned on, Green LED comes on and stays on, flick power switch off and on until Green LED flashes and goes out.

5. 274E switch numbers correspond to the last wire digits on the Bally schematics.

For Example: From "A-7 Cabinet Assy wiring" Bally schematics we note that Coin 1 wire no. is A4J3-3 and A4J3-10. This means if we connect 274E connector to J3 & Push switches marked 3 & 10 we will exercise Coin 1. Credit reset would be exercised by pushing switches 2 & 14. SLAM, 3 & 16, etc.

5. After exercising cabinet switches connect 274E connector to J-2 on MPU board, slotted side of connector toward IC's.

Bally "Switch Matrix" drawing, "Playfield A6" for the particular game MPU you are testing, give switch numbers for exercising the Playfield inputs and outputs.

For example: MPU for Strikes & Spares: "S" target Push switches 5 & 8
Pin "4" Push switches 3 & 11
Outhole Push switches 1 & 15

The 274E can be used on MPU while in console. Disconnect only the cabinet wiring cable you wish to connect the 274E to.