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# Operating Instructions

For Model 186 A, B, C, D,

BULLET MARK

Sega

		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	x			
		SL4							SR4					
		x							x					
	SL6		SL7			COIN		SR6		SR7		POWER		
	x		x			x		x		x	x	ON	OFF	

1. Insert 186B program card into "B" connector, number side up.
2. Insert 186A program card into "A" connector, number side up.
3. Connect 94360-P GUN BOARD to remote connector on 186A program card.
4. Insert 186C EXTENDER board into TEST FIXTURE.
5. Connect GAME BOARD into 186C 72 pin connector.
6. Connect 186D card to 56 pin connector on GAME BOARD. Connect RED (+5 VOLTS) and BLACK (GND) wires to LOOPS ON 186C card.
7. Push 5 VOLT switch to ON.
8. Push POWER switch to ON.
9. Push COIN switch once for 1 player, 1 LED will illuminate on 186C card. Push twice for 2 player, 2 LED will illuminate.
10. Push START 1 switch once.
11. #1 Player controls are: (#1 BULLET MARK IS ✕ )

LLP is horizontal gun movement. (Centering pots on 94360-P card)

LRP is vertical gun movement.

SL5 is gun trigger button.

INDICATORS on 186D card are:

MI LED is motor control circuit working  
 HIT LED will illuminate when BULLET MARK hits any target. If any of the 4 types of targets are hit and HIT LED does not light that particular part of the circuit is at fault.

#1 PLAYER scoring is on 186D card.

12. #2 PLAYER controls are: (#2 BULLET MARK IS ~~#~~ )

RRP is vertical gun movement. (Centering pots on 94360-P card)

RLP is horizontal gun movement.

SR5 is gun trigger button.

INDICATORS on 186D card are: M2 LED is motor control circuit working.  
HIT LED will illuminate when BULLET MARK hits any target. If any of the 4 types of targets are hit and HIT LED does not illuminate that particular part of the circuit is at fault.

#2 PLAYER scoring is on 186D card.

13. START 2 is TILT switch.