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Operating Instructions

For Model 170 A, B & C

CRASH 'N SCORE

Atari

		SL2				START 2				SR2			5V
		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			
		SL4							SR4				
		x							x				
	SL6		SL7			COIN		SR6		SR7		POWER	
	x		x			x		x		x	x	ON	OFF

1. Insert 170 A card into program "A" connector with number side up.
2. Insert 170 B card into program "B" connector with number side up.
3. Insert 170 C or 22 pin EXTENDER card into 25 pin connector on test fixture with number side up.
4. Insert computer board into extender or 170 C card connector.
5. Connect a speaker to red wires A1 and A2. Speaker commons to black wire (GND) on 170 A card.
6. Push POWER switch to ON.
7. Push COIN switch once for 1 player, twice for 2 player.
LED next to START 1 will light for 1 player.
LED next to START 2 will light for 2 player.
8. Push START 1 switch for 1 player or START 2 for 2 player.
9. Select barriers on every other play by moving 170 A card switch to position 2, no barriers position 1.
10. Cars can be turned one at a time only. Select car to be turned with switch labled car 1, car 2 on 170 A card.
11. SL5 turns car to left
SR5 turns car to right
SL6 is GAS for left car (white car).
SR6 is GAS for right car (dark car).