



Kurz-Kasch, Inc.

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Operating Instructions

For Model

112 A

COMPUTER SPACE I

Nutting

		SL2				START 2			SR2				5V
LLP	SL1	x	SL3	LRP	x	x	RLP	SR1	x	SR3	RRP	ON	OFF
		SL5	x			START 1		SR5	x				
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 112 A card into program "A" connector, number side up.
2. Connect two Cinch-Jones receptacles from 112 A card to computer board cage.
3. Use 22 pin extender cable for access to board in question.
4. Video line is purple wire with black tracer.
GND line is plain purple wire.
Audio line is plain blue wire.
(Test fixture signal cable is not used for this game.)
5. Turn power switch on.
6. Turn 5 volt internal switch on.
7. Push coin switch once.
8. Push start 1 once.
9. SRL is rotate left.
SR3 is rotate right.
SR2 is thrust.
SR 5 is fire missile.
10. To check sound on certain TV audio amplifiers, connect a 10 MFD capacitor 22 K and .2 MFD capacitor on the output of N 5741A OP. AMP. which is located on motion board. This will increase drive signal.

