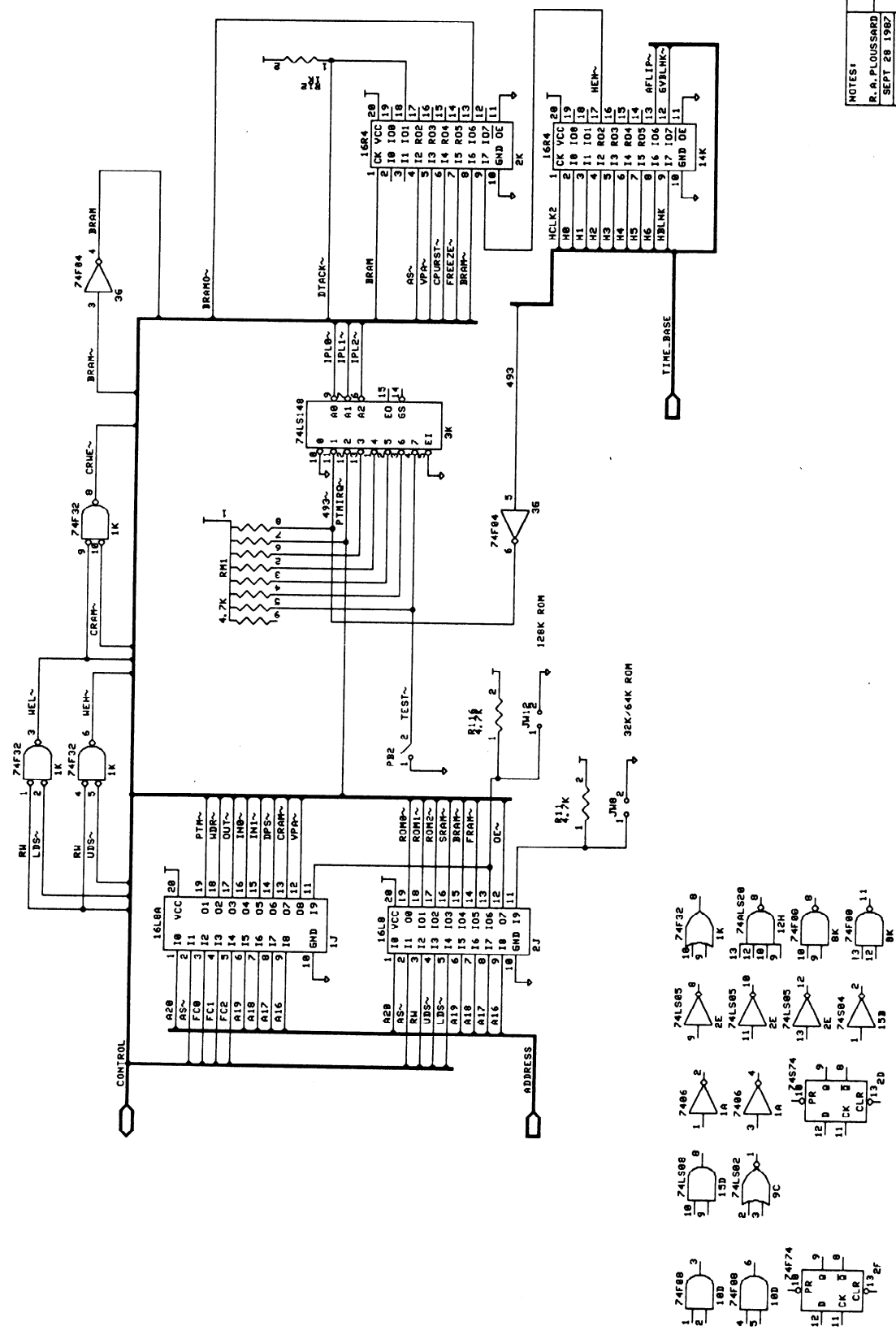
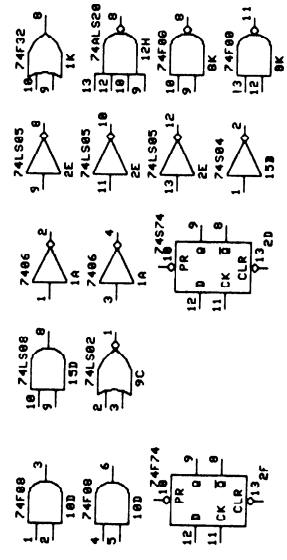


NPR 5-22-89 21301



SPARE GATES



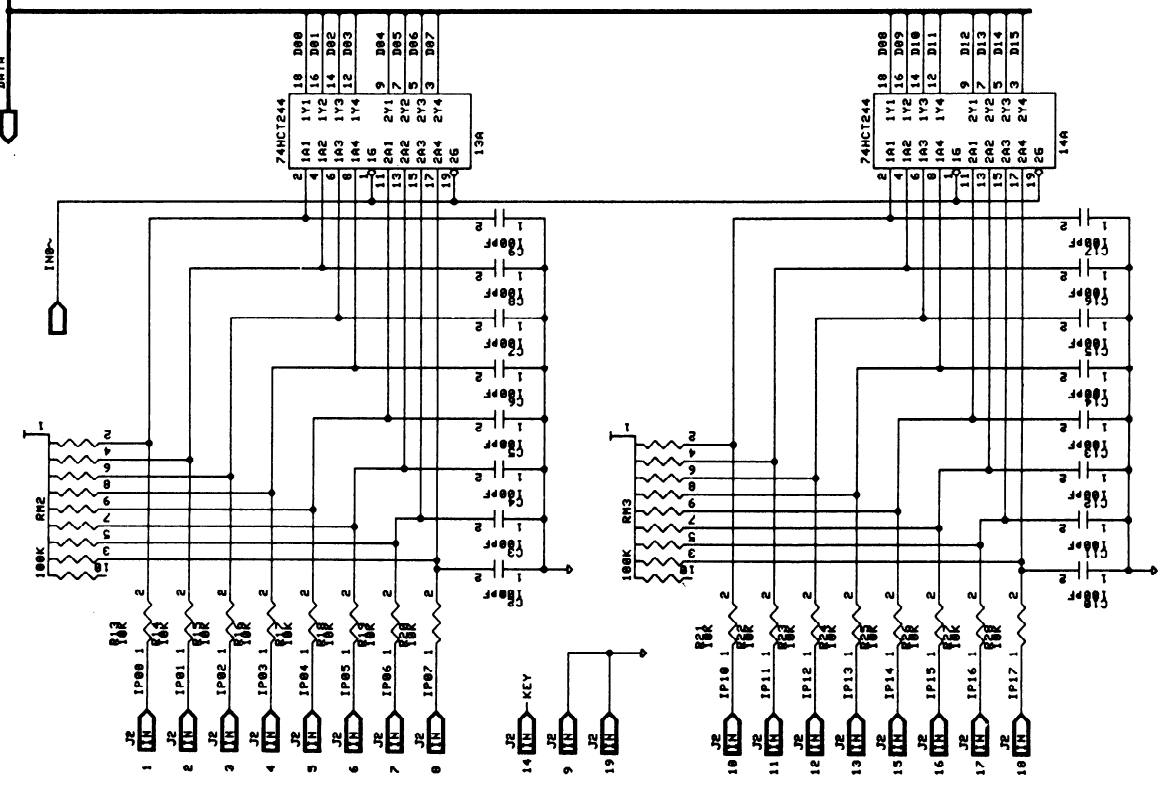
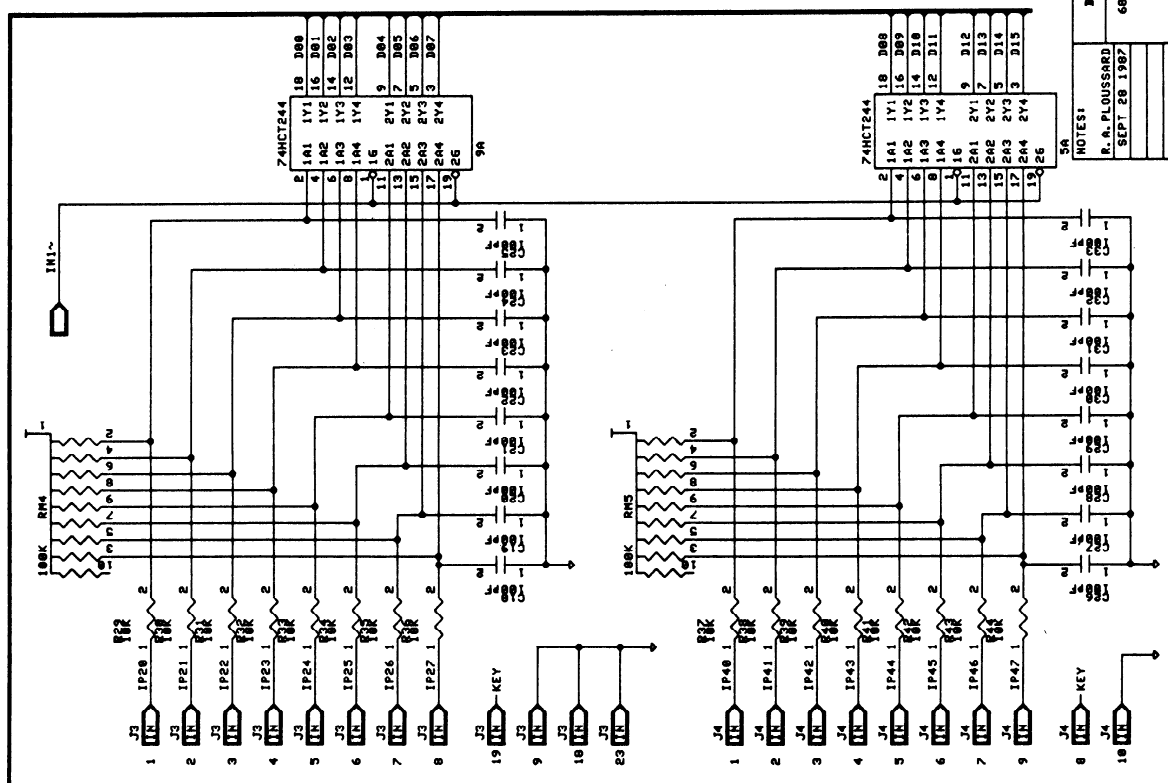
NOTES:	BALLY MIDWAY MFG. CO.
R.A. PLOUSSARD	68000 VIDEO GAME BOARD
SEPT 28 1987	A864-91871-G000
	M051-00114-G166
	SHEET 4 OF 19 REV

28 SEP 87 13:58 /05K/CM/68K/137/DCD/DRCK 1.DRAW

REV	DESCRIPTION OF CHANGE	REV NO
1	NPR 5-22-89	21301

REV 22 1111Z 08ER/CN/68114/2108 13 DRGN

NOTES:  
 BALLY MIDWAY MFG. CO.  
 68000 VIDEO GAME BOARD  
 0884-91871-C000  
 M851-00114-G166  
 SHEET 5 OF 19 REV

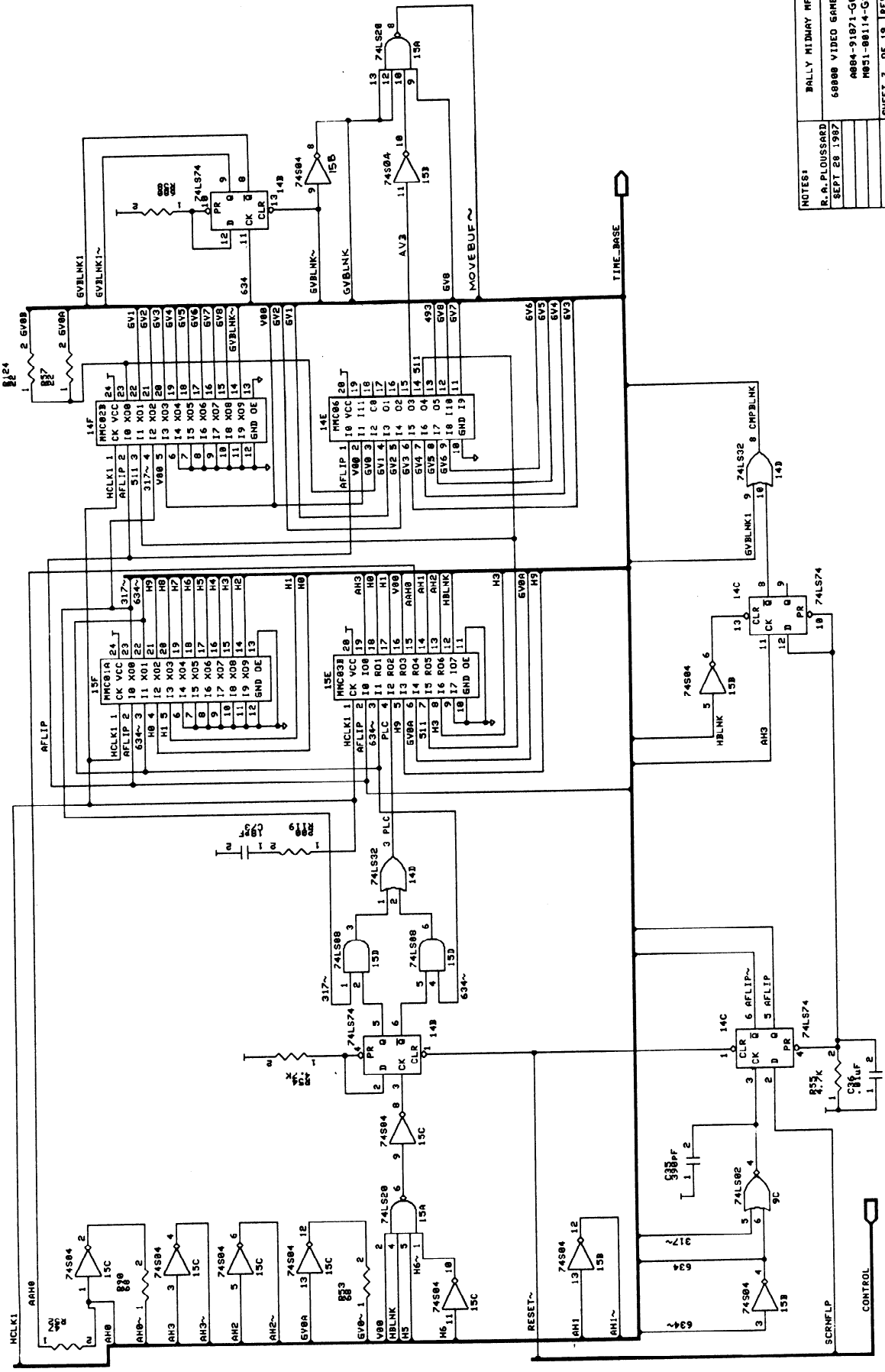


DATA

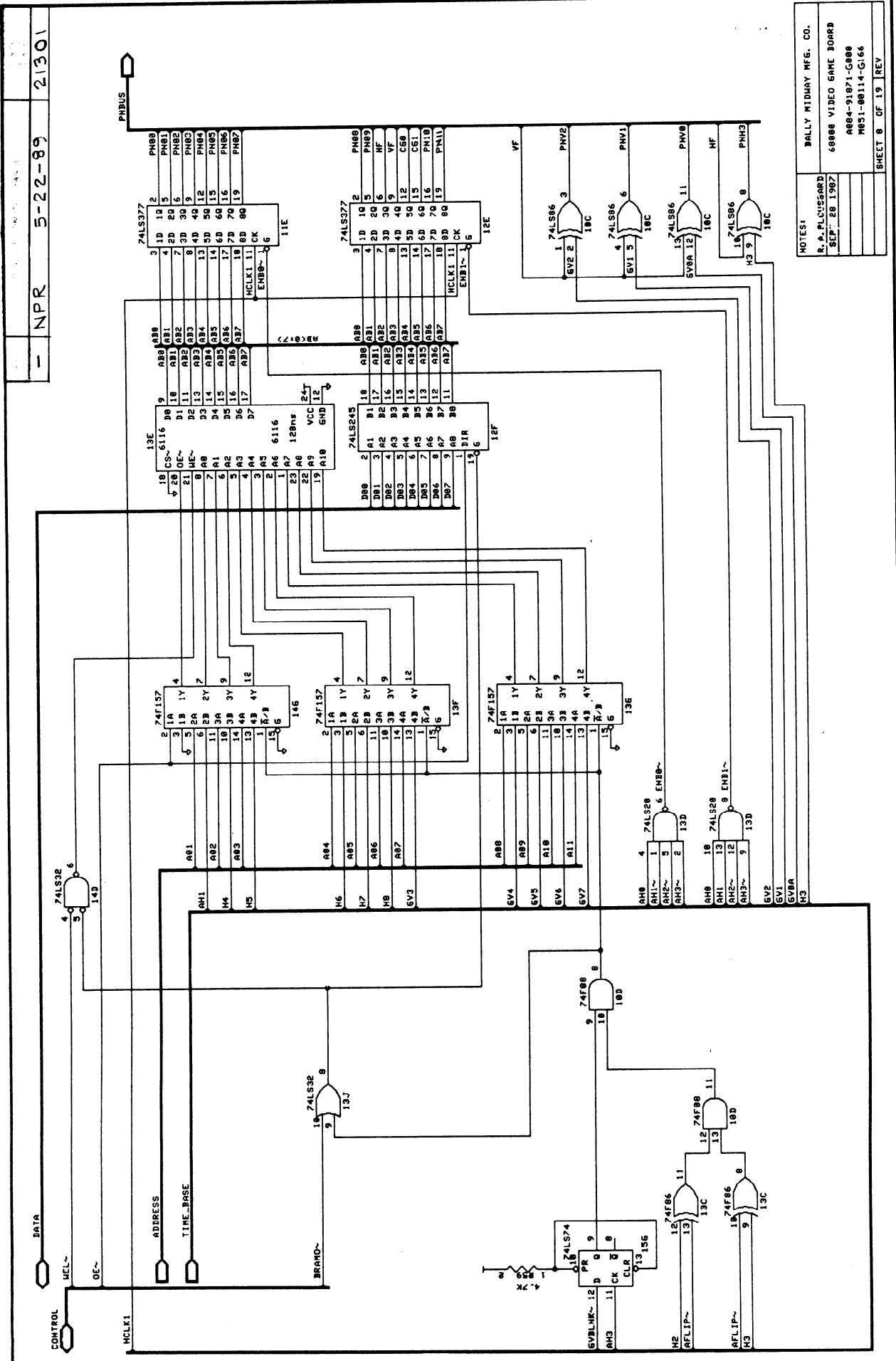


REV. 1  
 1 - NPR 5-22-89 21301

NOTES:  
 R.A. PLOUSSARD  
 SEPT 28 1987  
 68008 VIDEO GAME BOARD  
 A084-91871-G008  
 M051-88114-G166  
 SHEET 7 OF 19 REV



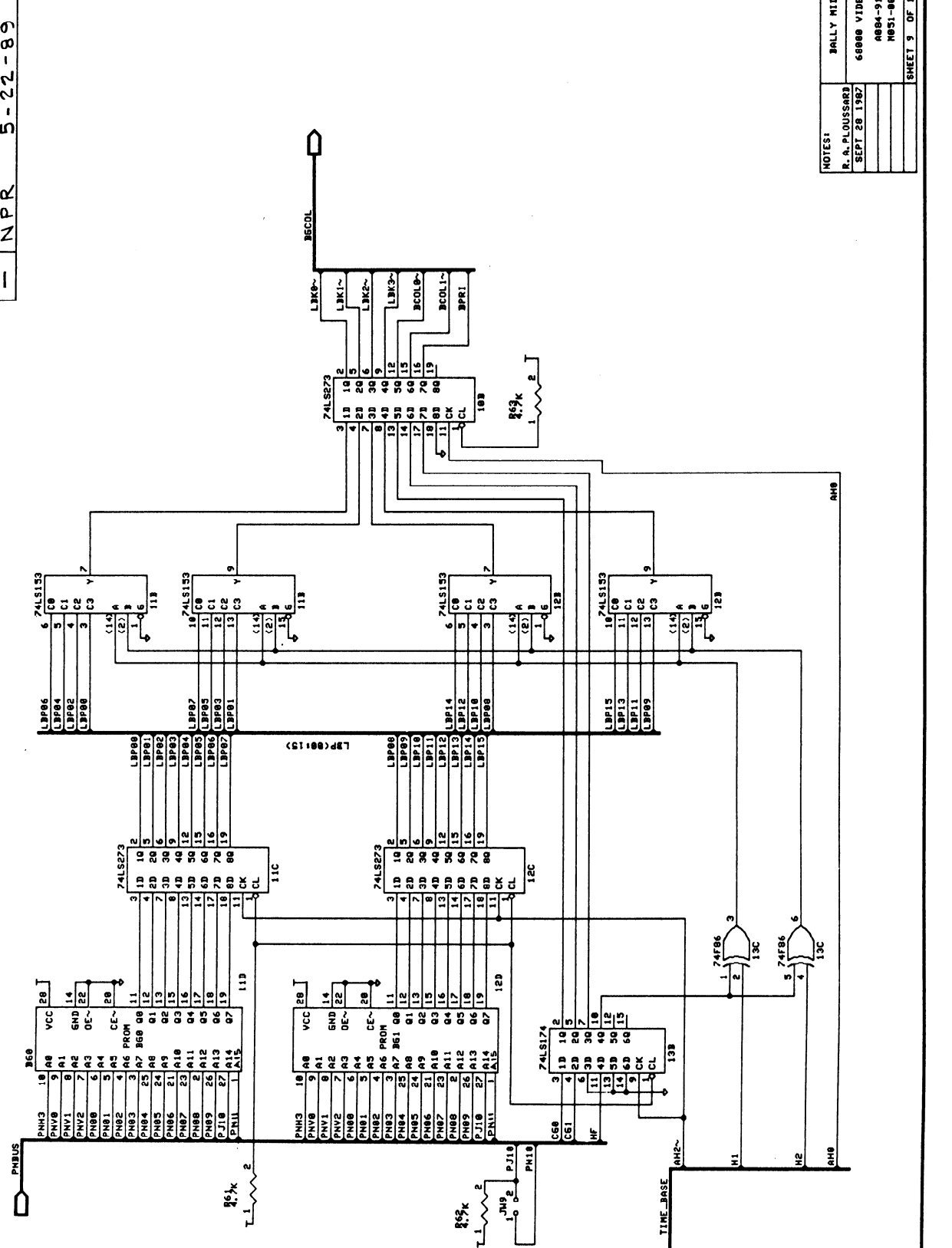
REV. 1  
 1 - NPR 5-22-89 21301



5-22-89 21301

NOTES:  
 R. P. PLOUSSARD  
 68008 VIDEO GAME BOARD  
 SEP. 28 1987  
 M051-00114-G166

SHEET 8 OF 19 REV



PNH3 10 AB VCC 28

PNV9 9 A1 GND 22

PNV1 8 A2 GND 22

PNV2 7 A3 OE 28

PNH0 6 A4 CE 28

PNH1 5 A5 CE 28

PNH2 4 A6 PROM 11

PNH3 3 A7 368 00 11

PNH4 25 A8 01 13

PNH5 24 A9 02 15

PNH6 21 A10 03 16

PNH7 23 A11 04 17

PNH8 2 A12 05 18

PNH9 26 A13 06 19

PJ10 27 A14 07 19

PNL1 1 A15 07 19

PNH3 10 AB VCC 28

PNV9 9 A1 GND 22

PNV1 8 A2 GND 22

PNV2 7 A3 OE 28

PNH0 6 A4 CE 28

PNH1 5 A5 CE 28

PNH2 4 A6 PROM 11

PNH3 3 A7 368 00 11

PNH4 25 A8 01 13

PNH5 24 A9 02 15

PNH6 21 A10 03 16

PNH7 23 A11 04 17

PNH8 2 A12 05 18

PNH9 26 A13 06 19

PJ10 27 A14 07 19

PNL1 1 A15 07 19

74LS273

3 1D 10 12

4 1D 10 12

7 2D 20 6

8 3D 30 9

13 4D 40 12

14 5D 50 15

17 6D 60 18

18 7D 70 19

11 CK

12 CL

74LS273

3 1D 10 12

4 1D 10 12

7 2D 20 6

8 3D 30 9

13 4D 40 12

14 5D 50 15

17 6D 60 18

18 7D 70 19

11 CK

12 CL

74LS153

6 1C 08

5 1C 08

4 1C 08

3 1C 08

11 A

12 B

13 C

14 D

15 E

16 F

11 CK

12 CL

74LS153

6 1C 08

5 1C 08

4 1C 08

3 1C 08

11 A

12 B

13 C

14 D

15 E

16 F

11 CK

12 CL

74LS153

6 1C 08

5 1C 08

4 1C 08

3 1C 08

11 A

12 B

13 C

14 D

15 E

16 F

11 CK

12 CL

74LS174

3 1D 10 12

4 1D 10 12

7 2D 20 6

8 3D 30 9

13 4D 40 12

14 5D 50 15

17 6D 60 18

18 7D 70 19

11 CK

12 CL

74LS138

3 1D 10 12

4 1D 10 12

7 2D 20 6

8 3D 30 9

13 4D 40 12

14 5D 50 15

17 6D 60 18

18 7D 70 19

11 CK

12 CL

74LS138

3 1D 10 12

4 1D 10 12

7 2D 20 6

8 3D 30 9

13 4D 40 12

14 5D 50 15

17 6D 60 18

18 7D 70 19

11 CK

12 CL

NOTES:

R. A. PLOUSSARD

SEPT 28 1987

BALLY MIDWAY MFG. CO.

68000 VIDEO GAME BOARD

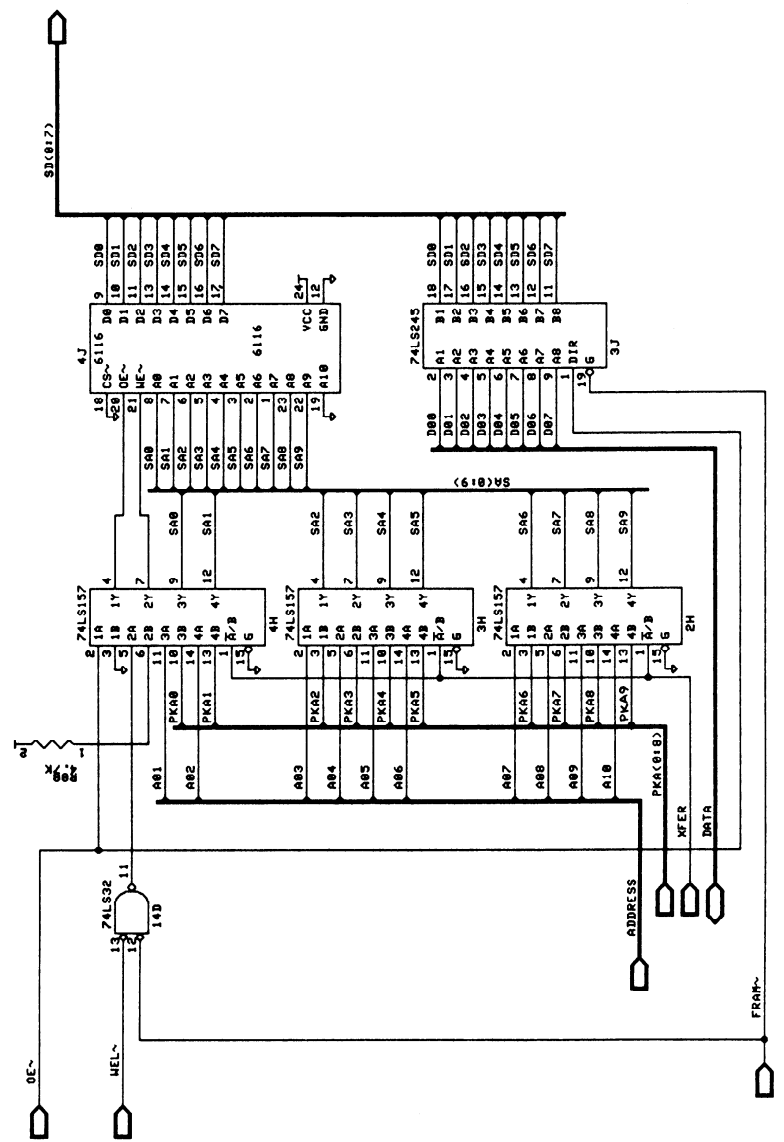
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M051-98114-G166

SHEET 9 OF 19 REV



1- N P R 5-22-89 2:30



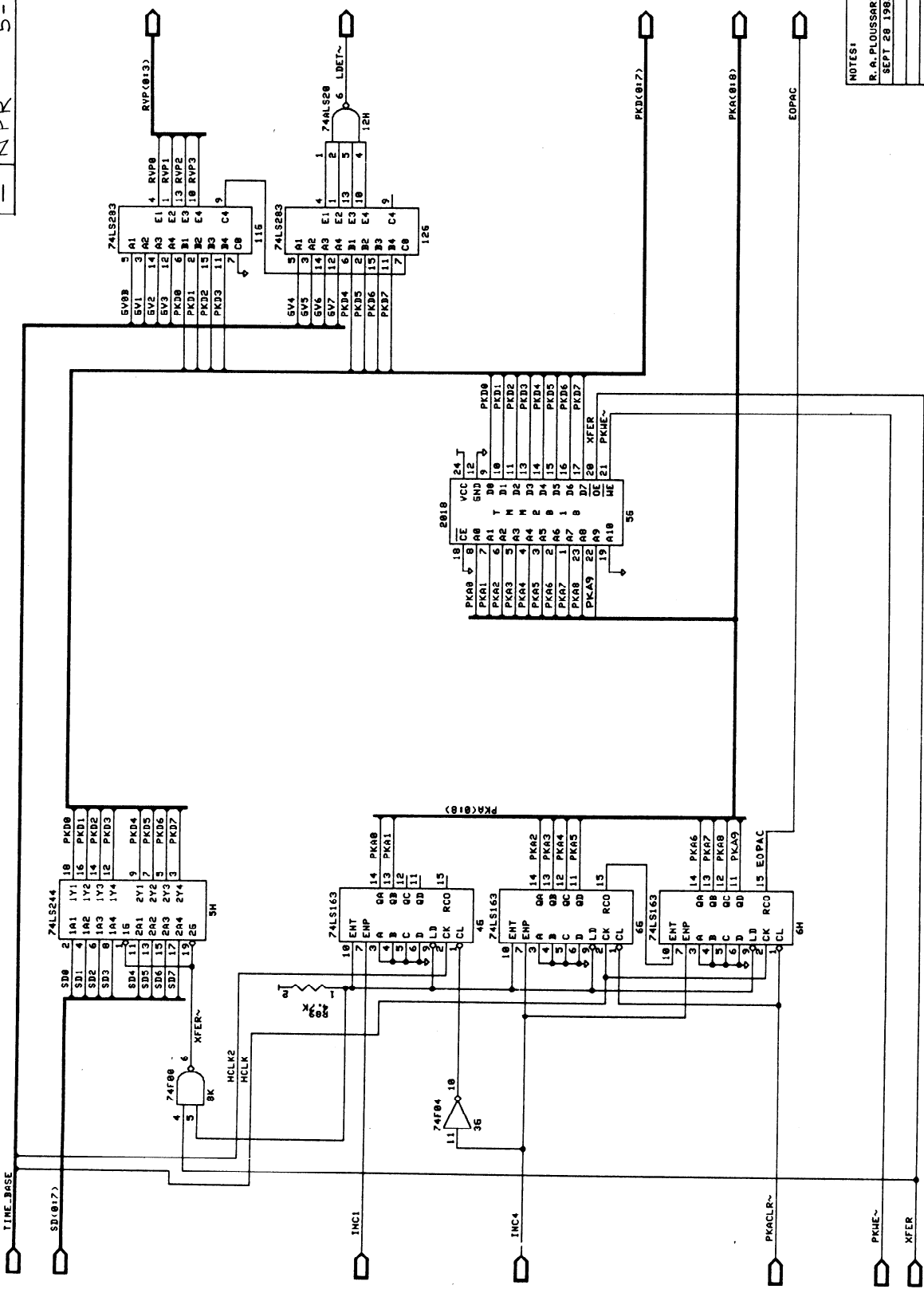
NOTES:	BALLY MIDWAY MFG. CO.
R.A. PLOUSSARD	68000 VIDEO GAME BOARD
SEPT 28 1987	AB84-91871-G000
	M051-00114-G166
	SHEET 11 OF 19 REV

28 SEP 87 14:11 /09EK/CM/68KVID./FOREGROUND/STABLE.KRM 1.DRAW





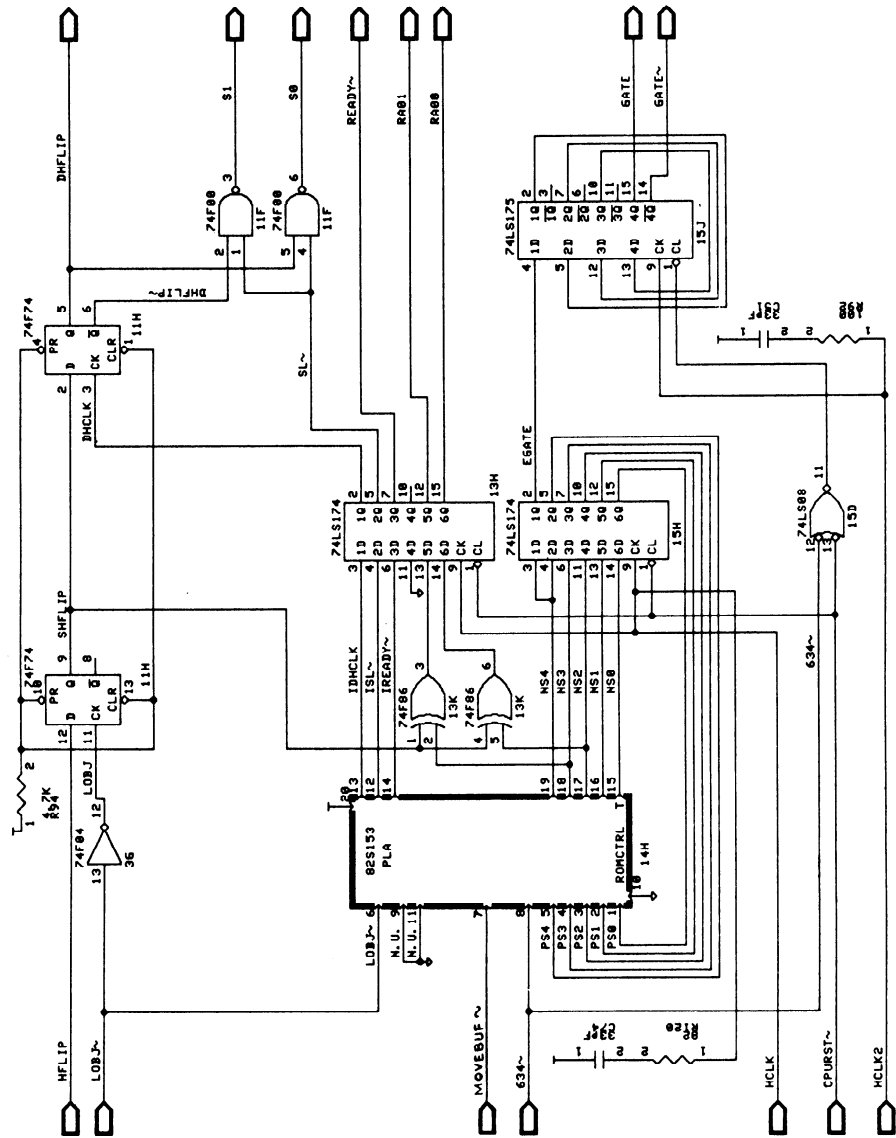
5-22-89 21301



NOTES:	BALLY MIDWAY MFG. CO.
R. A. PLOUSSARD	68088 VIDEO GAME BOARD
SEPT 28 1987	8084-91871-0000
	8051-80114-0166
	SHEET 13 OF 19 REV

88 SEP 87 11:05 708R/CNN/8K1D.L/FOREGROUND/PAC\_KM1.L.DRAW

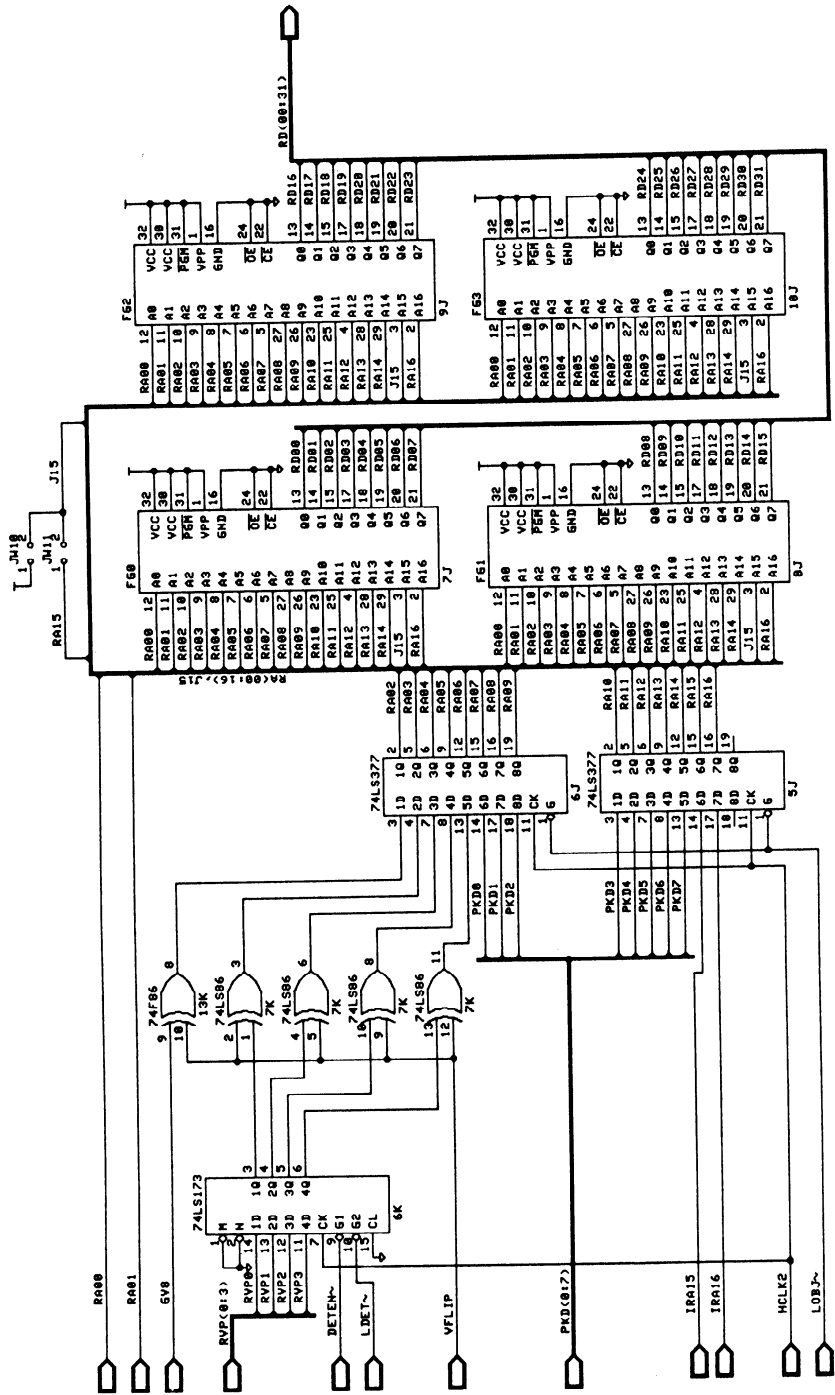
5-22-89 21301



NOTES:	BALLY MIDWAY MFG. CO.
R. A. PLOUSSARD	68088 VIDEO GAME BOARD
SEPT 28 1987	8884-91871-C088
	MS51-88114-G166
	SHEET 14 OF 19 REV

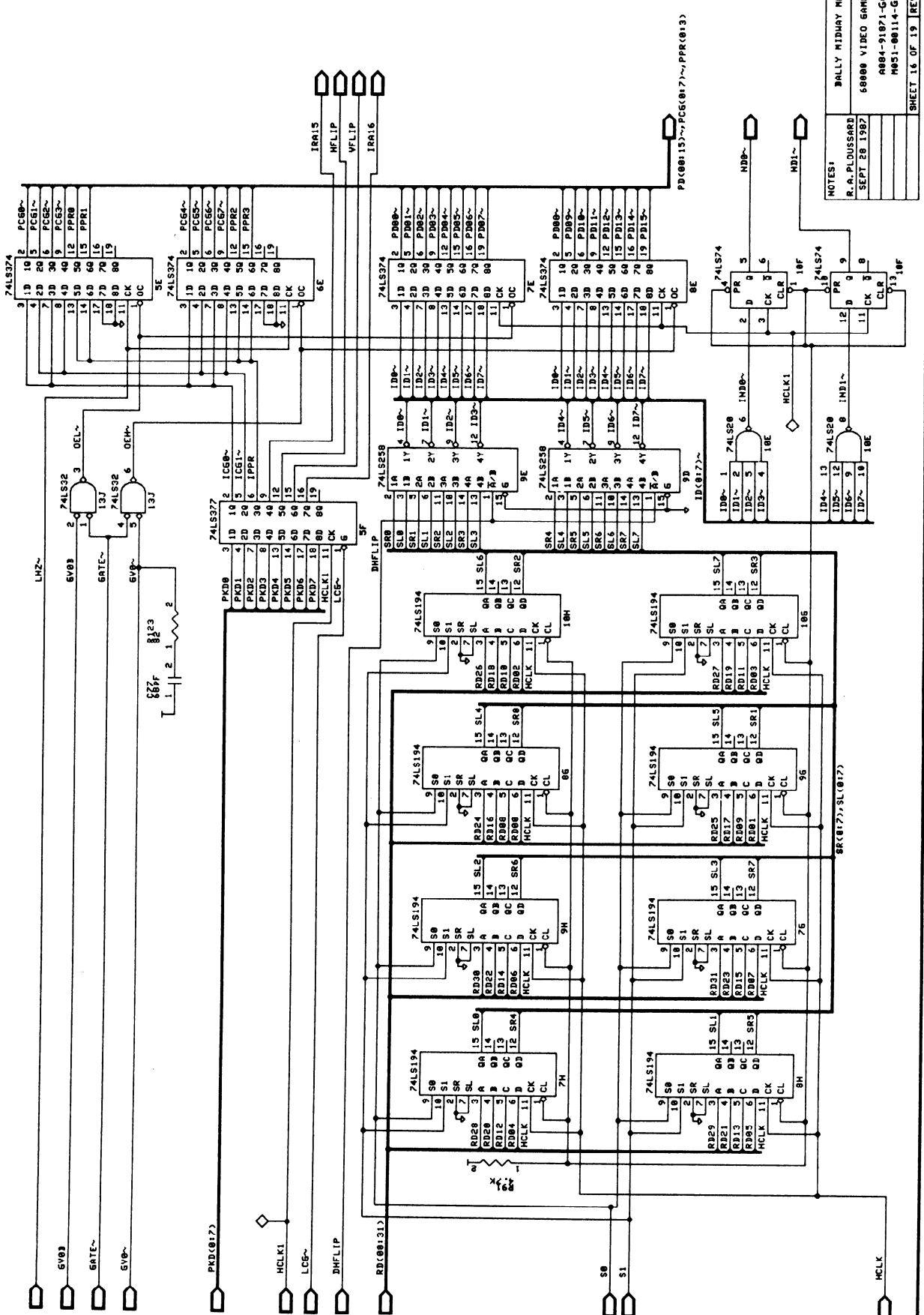
SEP 27 11 53 AM '87 / OVER / CM / 68K / 10 / 7 / FOREGROUND / KON / CNTRL 1 / DRAM

5-22-89 21301

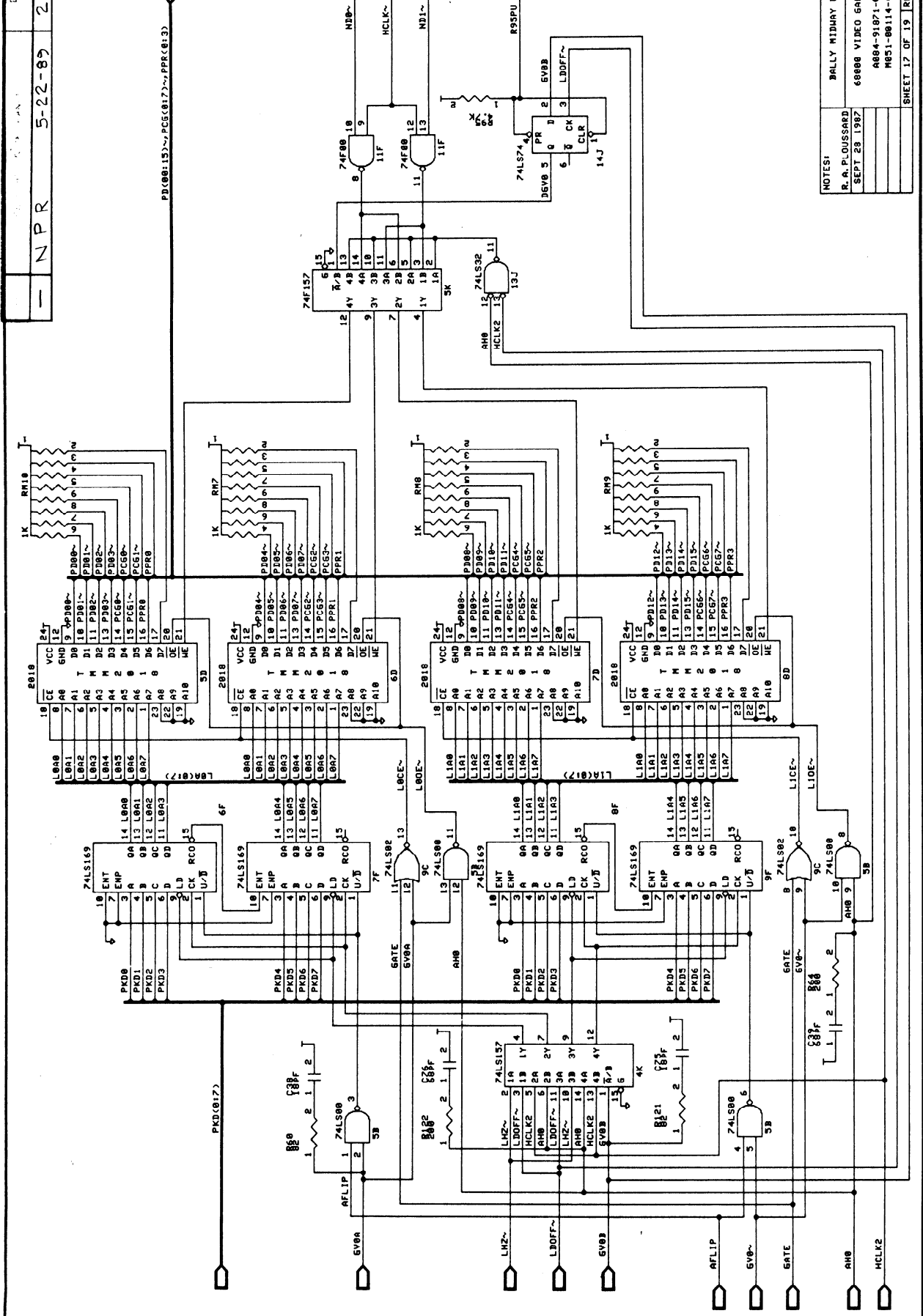


NOTES:  
 R. A. PLOUSSARD  
 SEPT 28 1987  
 BALLY MIDWAY MFG. CO.  
 68000 VIDEO GAME BOARD  
 A884-91871-G800  
 M851-80114-G166  
 SHEET 15 OF 19 REV

1 ZPR 5-22-89 21301

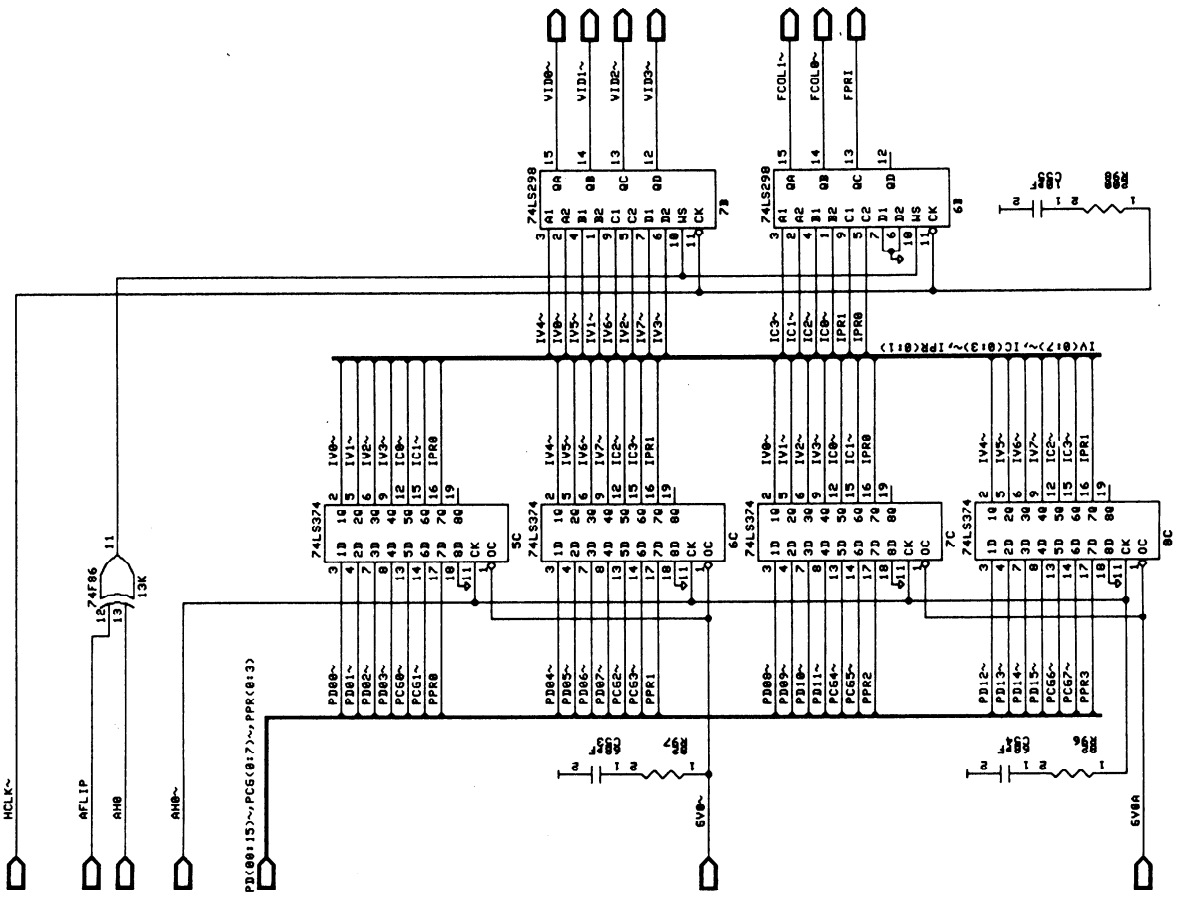


NOTES:  
 R.A. PLOUSSARD  
 SEPT 28 1987  
 BALLY MIDWAY MFG. CO.  
 68000 VIDEO GAME BOARD  
 A884-91871-G008  
 M851-08114-G166  
 SHEET 16 OF 19 REV



NOTES:  
 R. A. PLOUSSARD  
 SEPT 28 1987  
 BALLY MIDWAY MFG. CO.  
 68888 VIDEO GAME BOARD  
 8884-91871-G888  
 M851-88114-G166  
 SHEET 17 OF 19 REV

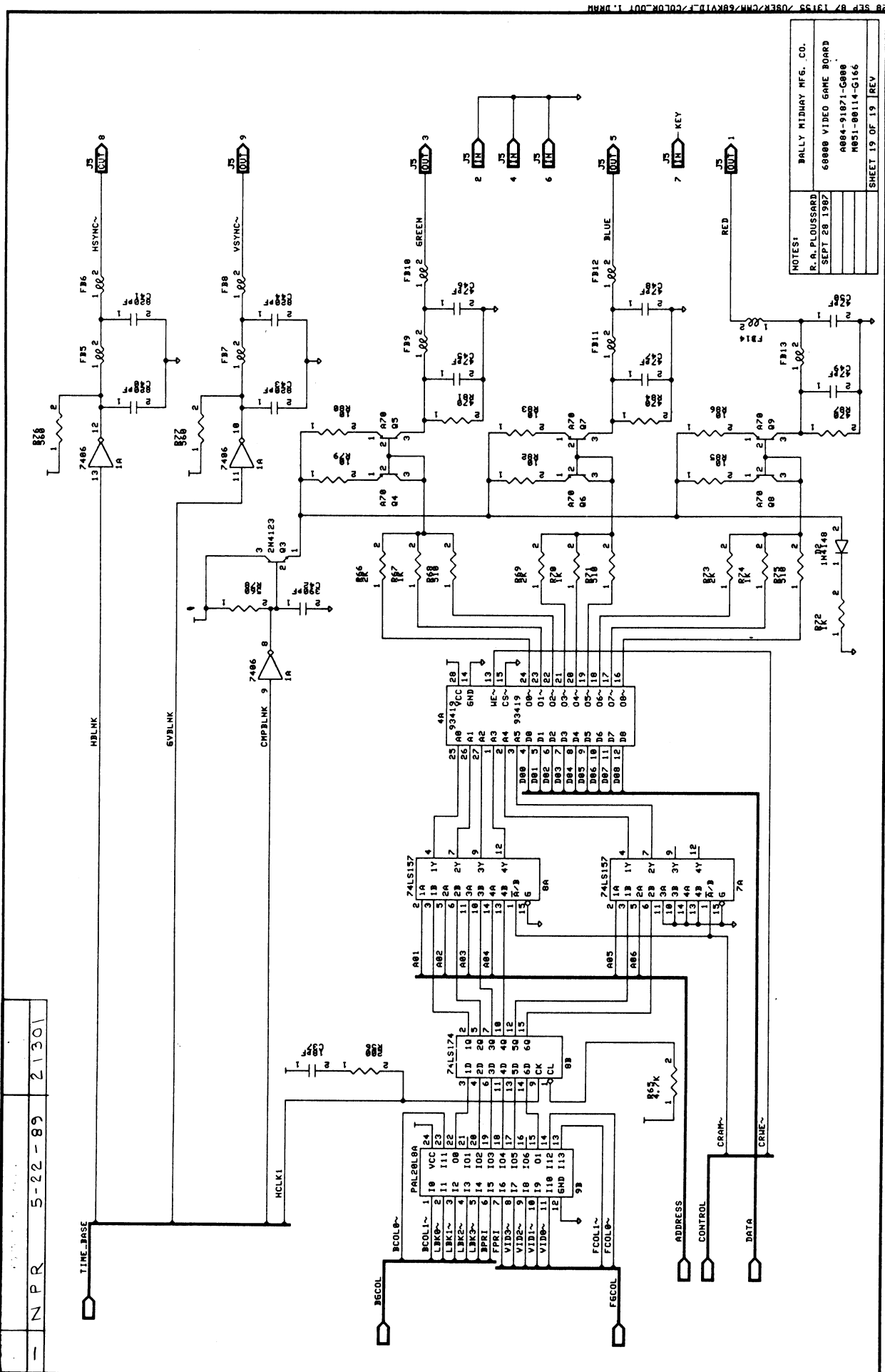
REV: 1  
 DATE: 5-22-89  
 21301



NOTES:  
 R.A. PLOUSSARD  
 SEPT 28 1987  
 BALLY MIDWAY MFG. CO.  
 68888 VIDEO GAME BOARD  
 A884-91821-G888  
 M851-88114-G166  
 SHEET 18 OF 19 REV

REV 87 1488 /08K/CM/68K/1D-7/DREKORND/1X-DOT 1-PRM

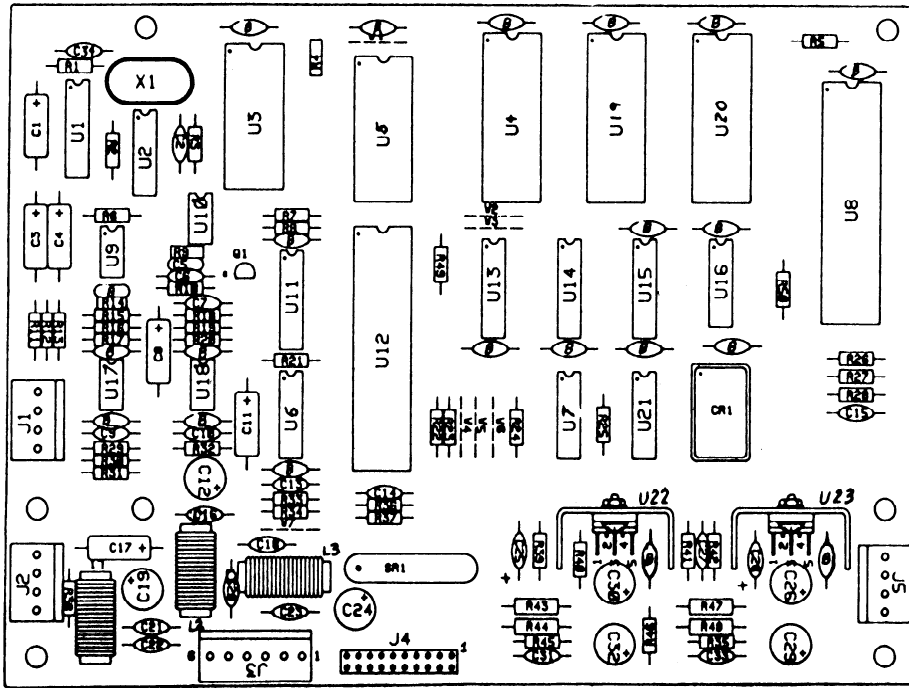
5-22-89 21301



NOTES:  
 R. A. PLOUSSARD  
 SEPT 28 1987  
 BALLY MIDWAY MFG. CO.  
 68888 VIDEO GAME BOARD  
 A884-91871-G888  
 A851-88114-G166  
 SHEET 19 OF 19 REV

28 SEP 87 13:59 708EN/CMM/68K1D1/2/COLM.D07.1.DRM



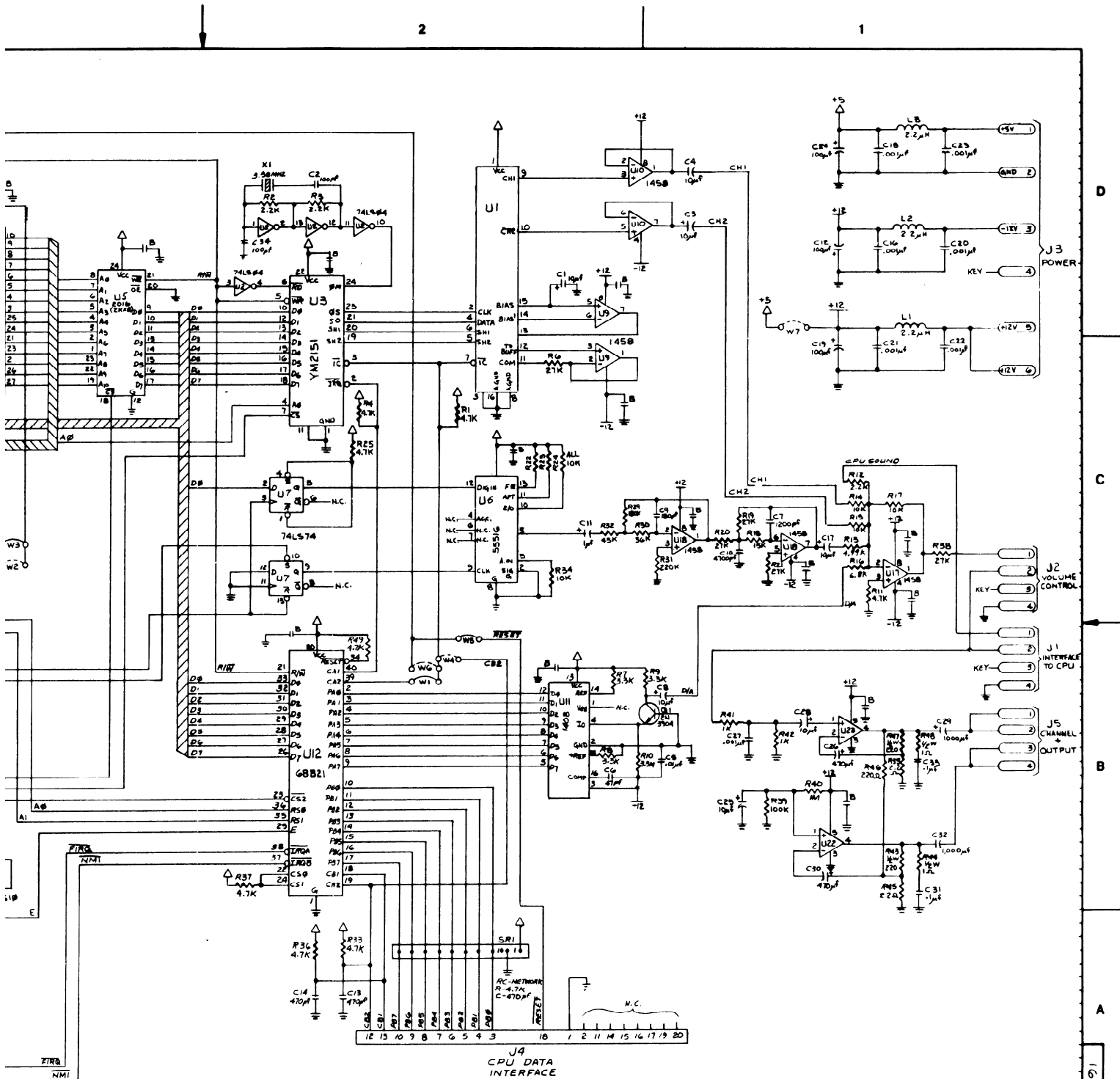


## Audio Board Assembly

p/n D-11581-4001

Part No.	Ckt Designator	Description	Part No.	Ckt Designator	Description
5766-12130-00		Bare P. C. Board	5010-08991-00	R1, R4, R5, R11, R25 - R28, R33, R36, R37, R49, R50	Resistor, 4.7K, 1/4w, 5%
5731-11087-00	U1	IC, D/A Conv, YM3012	5010-09034-00	R14 - R17	Resistor, 10K, 1/4w, 5%
a) 5700-09006-00		Socket, IC, 16-pin (U1)	5010-09324-00	R6, R38	Resistor, 27K, 1/4w, 5%
5730-11086-00	U3	IC, Sound Processor, YM2151	5010-09162-00	R39	Resistor, 100K, 1/4w, 5%
a) 5700-09004-00		Socket, IC, 24-pin (U3)	5010-10258-00	R40	Resistor, 1M, 1/4w, 5%
5400-10320-00	U8	IC, $\mu$ Processor, MC68B09E	5010-09179-00	R10	Resistor, 3.3M, 1/4w, 5%
a) 5700-08985-00		Socket, IC, 40-pin (U8)	5010-09534-00	W9	Resistor, 0 $\Omega$ , 1/4w, 5%
A-5343-4001-1	U4	IC, Audio ROM 1	5040-09343-00	C1, C3, C4, C8	Capacitor, 10 $\mu$ fd, 20v, $\pm$ 20%
A-5343-4001-2	U19	IC, Audio ROM 2	5040-10974-00	C12, C19, C24	Capacitor, 100 $\mu$ fd, 35v
A-5343-4001-3	U20	IC, Audio ROM 3	5040-09776-00	C26, C30	Capacitor, 470 $\mu$ fd, 16v; +50, -10%
a) 5700-10176-00		Socket, IC, 28-pin (U4, U19, U20)	5040-12006-00	C29, C32	Capacitor, 1000 $\mu$ fd, 16v, 20%
5371-09152-00	U11	IC, D/A Convtr, MC1408	5041-09243-00	C25, C28	Capacitor, 10 $\mu$ fd, 10v, $\pm$ 10%
5430-10322-00	U12	IC, PIA, MC68B21	5043-08980-00	C5, B (17)*	Capacitor, 0.01 $\mu$ fd, 50v, +80, -20%
5340-09878-00	U5	IC, RAM, 2016	5043-08996-00	C31, C33	Capacitor, 0.1 $\mu$ fd, 50v, $\pm$ 20%
5281-09487-00	U16	IC, Dual D Flipflop, 74LS74	5043-09065-00	C13 - C15	Capacitor, 470 pfd, 50v, $\pm$ 20%
5281-10043-00	U13	IC, 74LS175	5043-09492-00	C2, C34	Capacitor, 100 pfd, 50v, $\pm$ 10%
5281-09235-00	U21	IC, Triple NAND, 74LS10	5043-09844-00	C6	Capacitor, 47 pfd, 50v, $\pm$ 20%
5370-09321-00	U9, U10, U17	IC, Op Amp, MC1458	5043-09845-00	C16, C18, C20 - C23, C27	Capacitor, 1000 pfd, 50v, $\pm$ 20%
5281-09215-00	U2	IC, Hex Inv, 74LS04	5520-09020-00	X1	Crystal, 3.58 MHz
5281-09246-00	U14	IC, 2-4 Dec, 74LS139	5521-10931-00	CR1	Oscillator, 8 MHz
5281-09745-00	U15	IC, Dual Mux, 74LS138	5551-09822-00	L1 - L3	Inductor, 4.7 $\mu$ H, 3A
5370-09156-00	U22, U23	IC, Audio Amp, TDA2002	5791-09437-00	J4	Connector, 20 pin, (Hdr), Rib. Cbl
a) 5705-09199-00		Heatsink, #6030B	5791-10862-04	J1, J2, J5	Connector, 4 pin (Hdr)
b) 20-9229		Thermal Compound	5791-10862-06	J3	Connector, 6 pin (Hdr)
c) 4006-01003-06		6-32 x 3/8 P-PH-S			
d) 4406-01117-00		6-32 Hexnut			
e) 4703-00007-00		#6 Ext. Lockwasher			
5370-09691-00	U6	IC, CVSD, 55536			
5160-10269-00	Q1	Transistor, 2N3904, NPN			
5060-10396-00	SR1	SIP 4.7K & 470pfd, 8R8C			
5010-09181-00	R44, R48	Resistor, 1.0 $\Omega$ , 1/2w, 5%			
5010-09161-00	R35, R45	Resistor, 2.2 $\Omega$ , 1/4w, 5%			
5010-09361-00	R43, R46, R47	Resistor, 220 $\Omega$ , 1/2w, 5%			
5010-09358-00	R41, R42	Resistor, 1K, 1/4w, 5%			
5010-08998-00	R2, R3, R12	Resistor, 2.2K, 1/4w, 5%			
5010-08983-00	R7 - R9	Resistor, 3.3K, 1/4w, 5%			

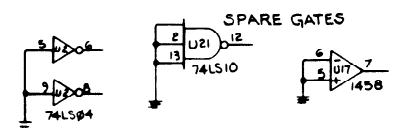
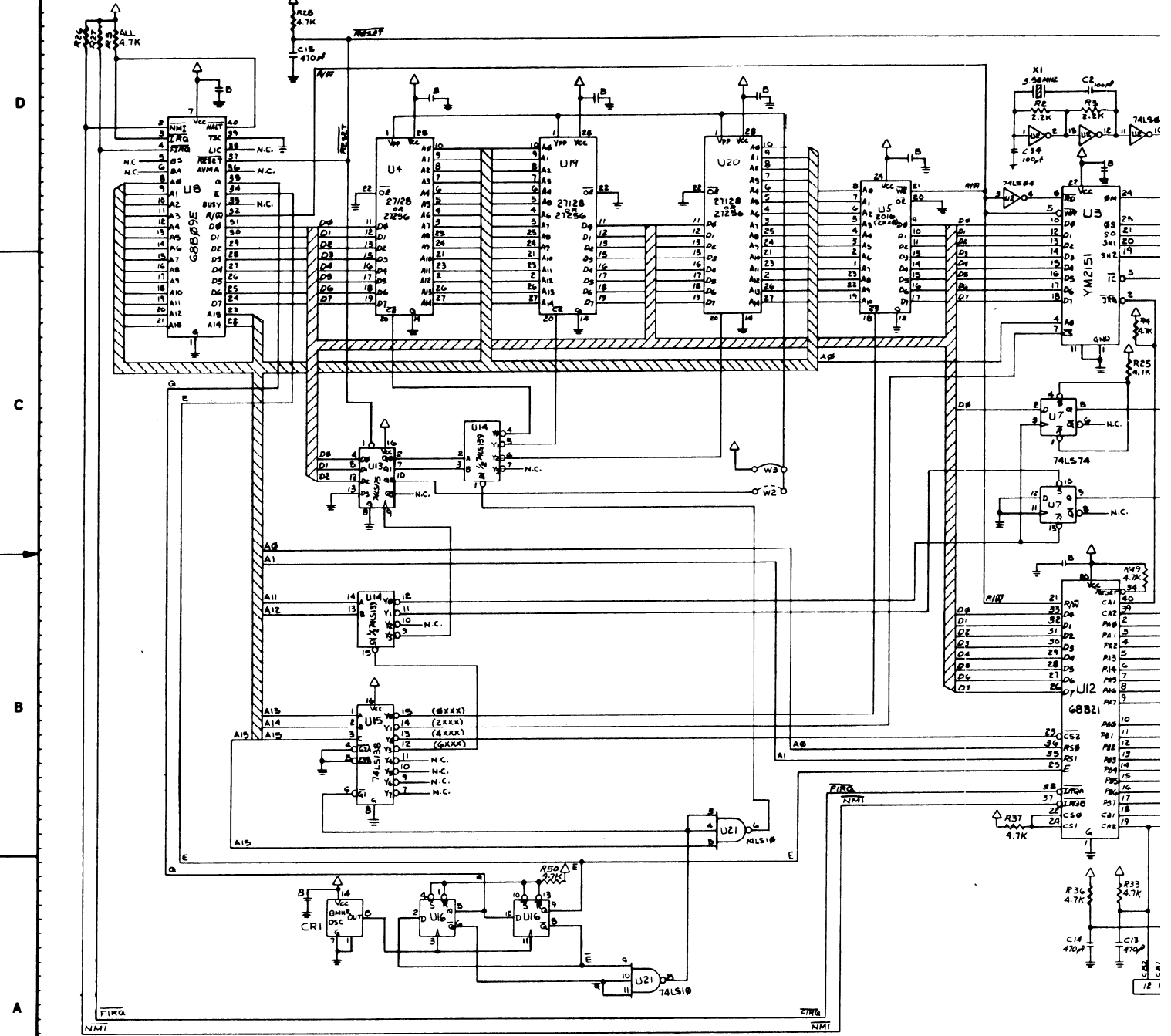
Notes: \* 17 capacitors (shown on diagram with "B" symbol) provide +5VDC filtering for ICs.  
 All capacitors are ceramic, 50v, axial, unless otherwise noted.  
 All resistors are 5%, 1/4w, Carbon Film, unless otherwise noted.



APACITORS WITH "B" ARE BYPASS AND HAVE A VALUE OF .01μF.  
 USED C54, R48, U23, W7, J5, L3.

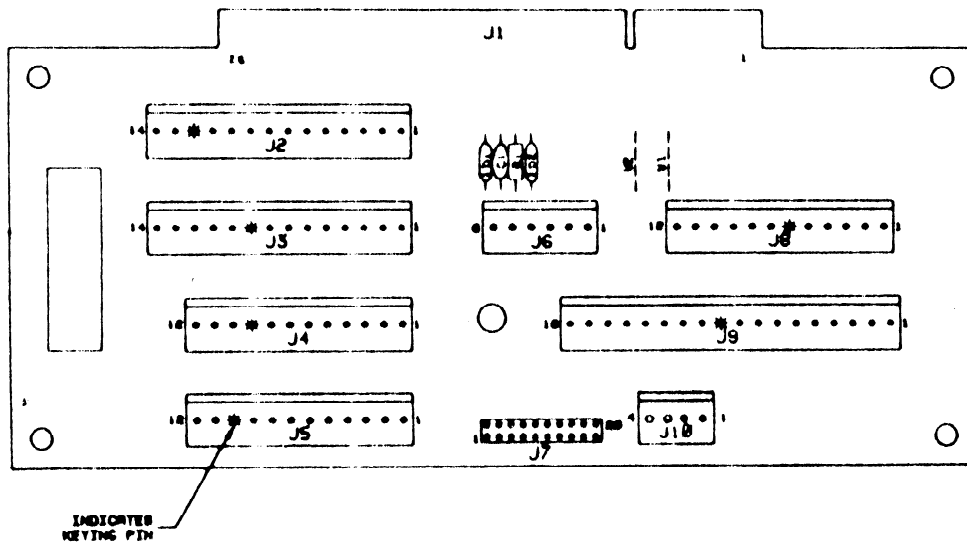
ITEM	PART NUMBER	DESCRIPTION	QTY	ITEM	PART NUMBER	DESCRIPTION	QTY
PROJ ENGR C. BLEICH		DO NOT SCALE WORK TO DIMENSIONS SHOWN		REMOVE BURRS - BREAK SHARP CORNERS & EDGES		TOLERANCES UNLESS OTHERWISE SPECIFIED	
DOWN BY DATE ROSS 1/22/87		FIRST PROJECT NO 554		DECIMAL .X : .030 ANGULAR .S1/2°		WILLIAMS ELECTRONICS, INC.	
CHECKED BY DATE Chubbuck 8/2/87		MATERIAL		XXX : .005 FRACTIONAL 2/164		3401 N. CALIFORNIA AVE CHICAGO IL 60618	
APPROVAL DATE Dane V. KRA 2/24		FIRST USAGE D-11379		SCALE N/S		NAME AUDIO SYSTEM SCHEMATIC	
QTY 1				PART NO 16-8999		REV 1	

REV	DESCRIPTION OF CHANGE	ECN NO	DATE
	N. P. R.	76723	8-27-87



NOTES:  
 - ALL CAPACITORS WITH 'B' ARE BYPASS AND HAVE A VALUE OF .01μF.  
 - LAST USED C54, R40, U23, W7, J5, L3.

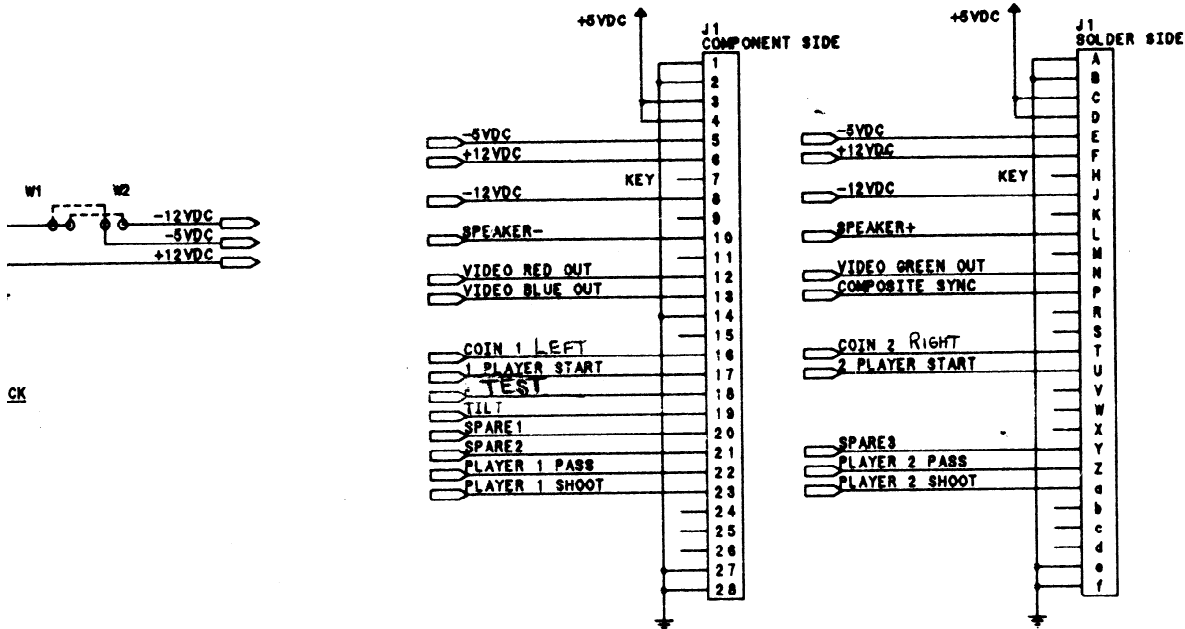
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17E
17F
17G
17H
17I
17J
17K
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17R
17S
17T
17U
17V
17W
17X
17Y
17Z



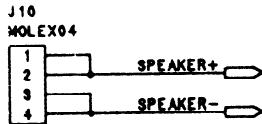
**JAMMA INTERFACE BOARD ASSEMBLY**  
p/n C-12284

Part no.	Ckt. Designator	Description
5678-12455-00		Bare P. C. Board
16-8587-975		Lable, PCB Indent.
5010-09358-00	R1	Resistor, 1K $\Omega$ 5% 1/4W
5070-08919-00	D1, D2	Diode, 1N4148
5010-09534-00	W1	Resistor, 0 $\Omega$
5043-08996-00	C1	Capacitor, Axial, .1MFD
5791-10862-04	J10	Connector, 4 Pin
5791-10862-06	J6	Connector, 6 Pin
5791-10862-12	J4, J5, J8	Connector, 12 Pin
5791-10862-14	J2, J3	Connector, 14 Pin
5791-10862-18	J9	Connector, 18 Pin
5791-09437-00	J7	Connector, 20 Pin Ribbon

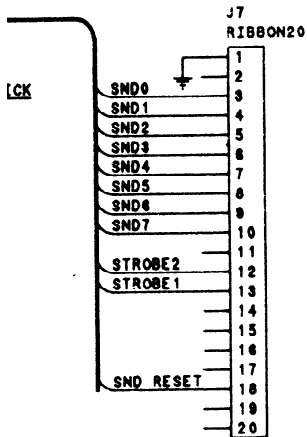
JAMMA EDGE CONNECTOR



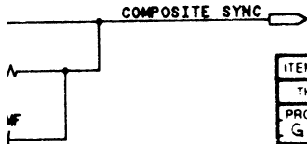
SPEAKER INPUT



SOUND BOARD INTERFACE



COMPOSITE SYNC

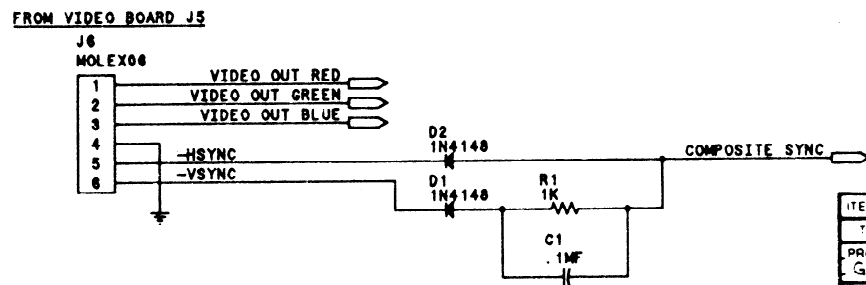
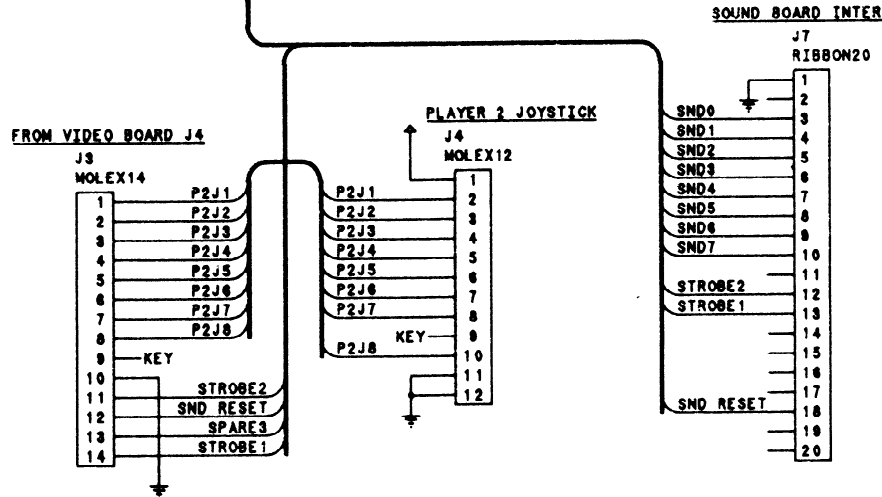
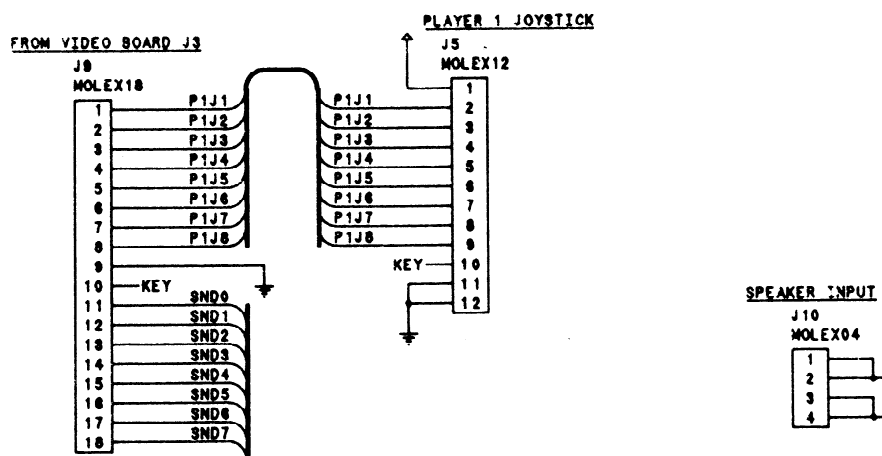
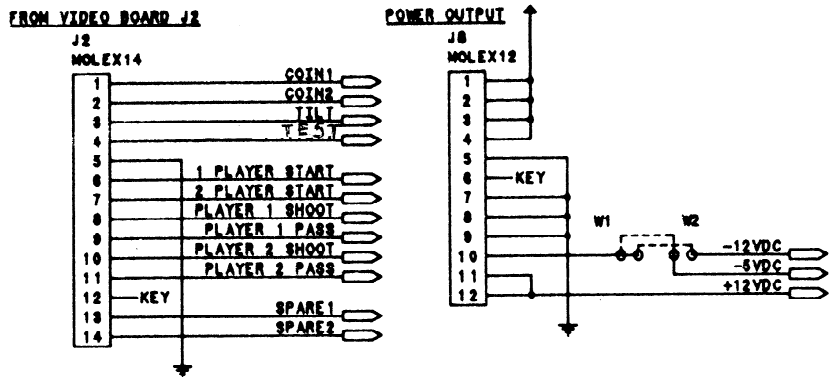


ITEM	PART NUMBER	DESCRIPTION	QTY	ITEM	PART NUMBER	DESCRIPTION	QTY
THE INFO CONTAINED ON THIS DRAWING IS CONFIDENTIAL PROPERTY OF WILLIAMS ELECTRONICS GAMES, INC. IT MAY NOT BE USED OR DISCLOSED TO OTHERS WITHOUT WRITTEN PERMISSION							
PROJ ENGR <b>G. SHIPP</b>		<b>DO NOT SCALE          WORK TO          DIMENSIONS          SHOWN</b>		<b>REMOVE BURRS - BREAK SHARP CORNERS &amp; EDGES</b> TOLERANCES UNLESS OTHERWISE SPECIFIED DECIMAL X ± 0.30 ANGULAR ± 1/2° XX ± 0.04 XXX ± 0.05 FRACTIONAL ± 1/64		<b>WILLIAMS ELECTRONICS, INC.</b> 3401 N. CALIFORNIA AVE CHICAGO IL 60618	
CHECKED BY DATE <i>[Signature]</i>		FIRST PROJECT NO <b>4001-K</b>		MATERIAL <i>[Signature]</i>		NAME SCALE SHT 1 OF 1	
APPROVAL DATE <b>5-11-88</b>		FIRST USAGE <b>C-12884</b>		QTY <b>1</b>		PART NO <b>16-9066</b>	
						REV <b>-</b>	

D  
C  
B  
A

REV	DESCRIPTION OF CHANGE	EFFECTIVE DATE
-	NEW PART RELEASE	21215 8-11-85

D  
C  
B  
A



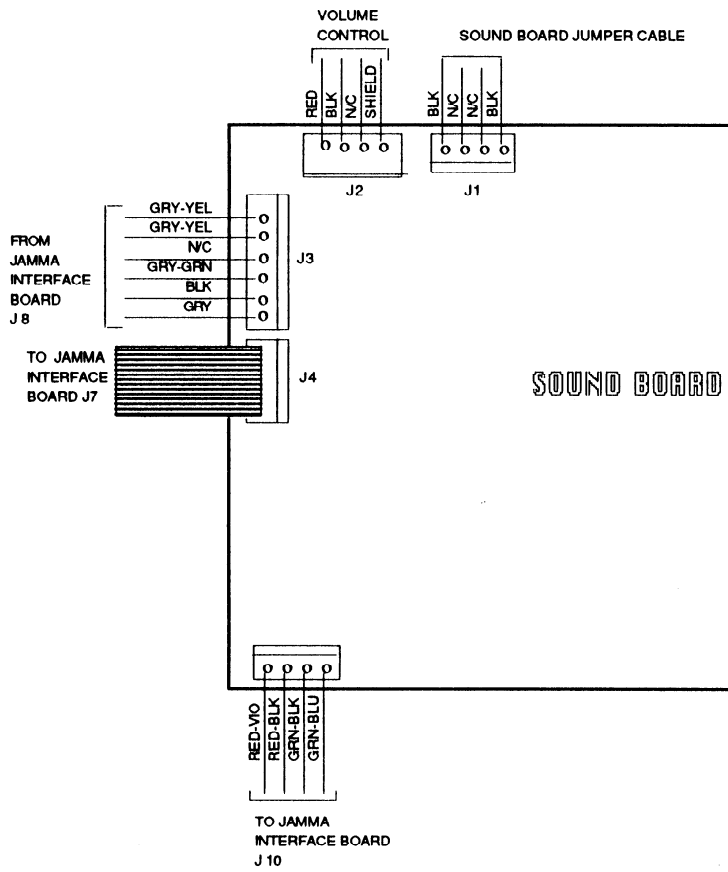
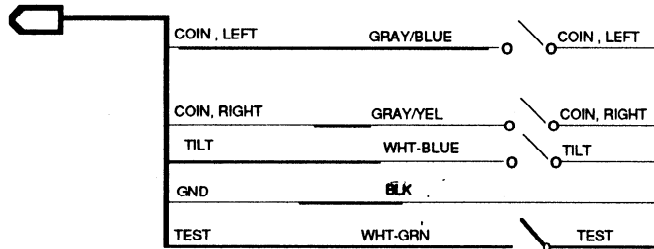
**JAMMA INTERFACE BOARD SCHEMATIC**

DRAWING 40 8020 216121

ITEM
THE
PROJ.
G.S.
OWN
G.S.
CHEC
APPR

# COIN DOOR WIRING

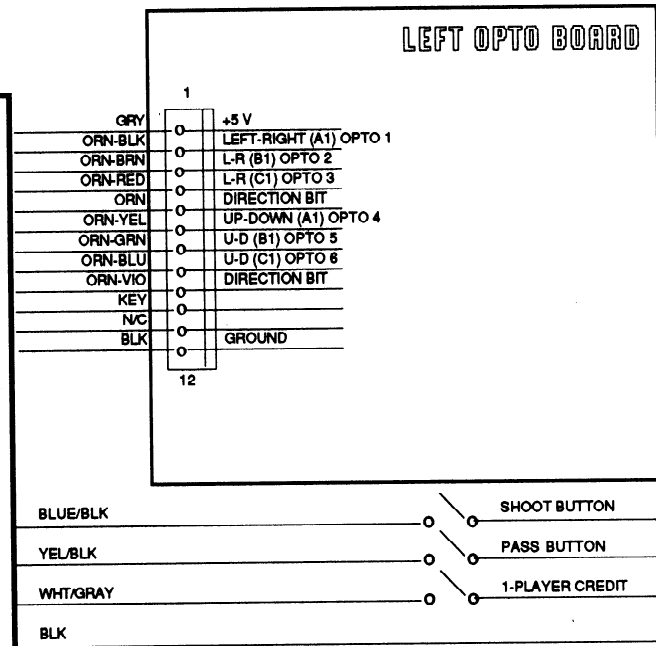
TO JAMMA INTERFACE BOARD



# CONTROL PANEL WIRING

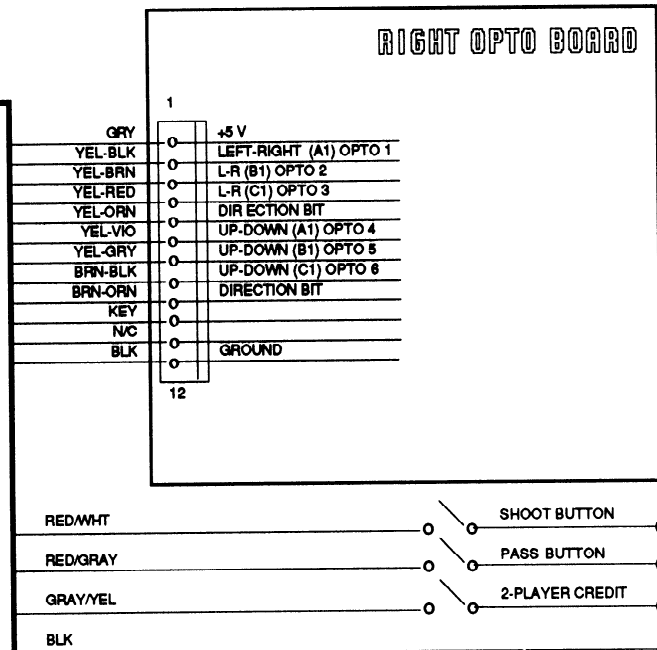
TO JAMMA  
INTERFACE  
BOARD  
J5

PLAYER ONE  
CONTROLS



TO JAMMA  
INTERFACE  
BOARD  
J4

PLAYER TWO  
CONTROLS

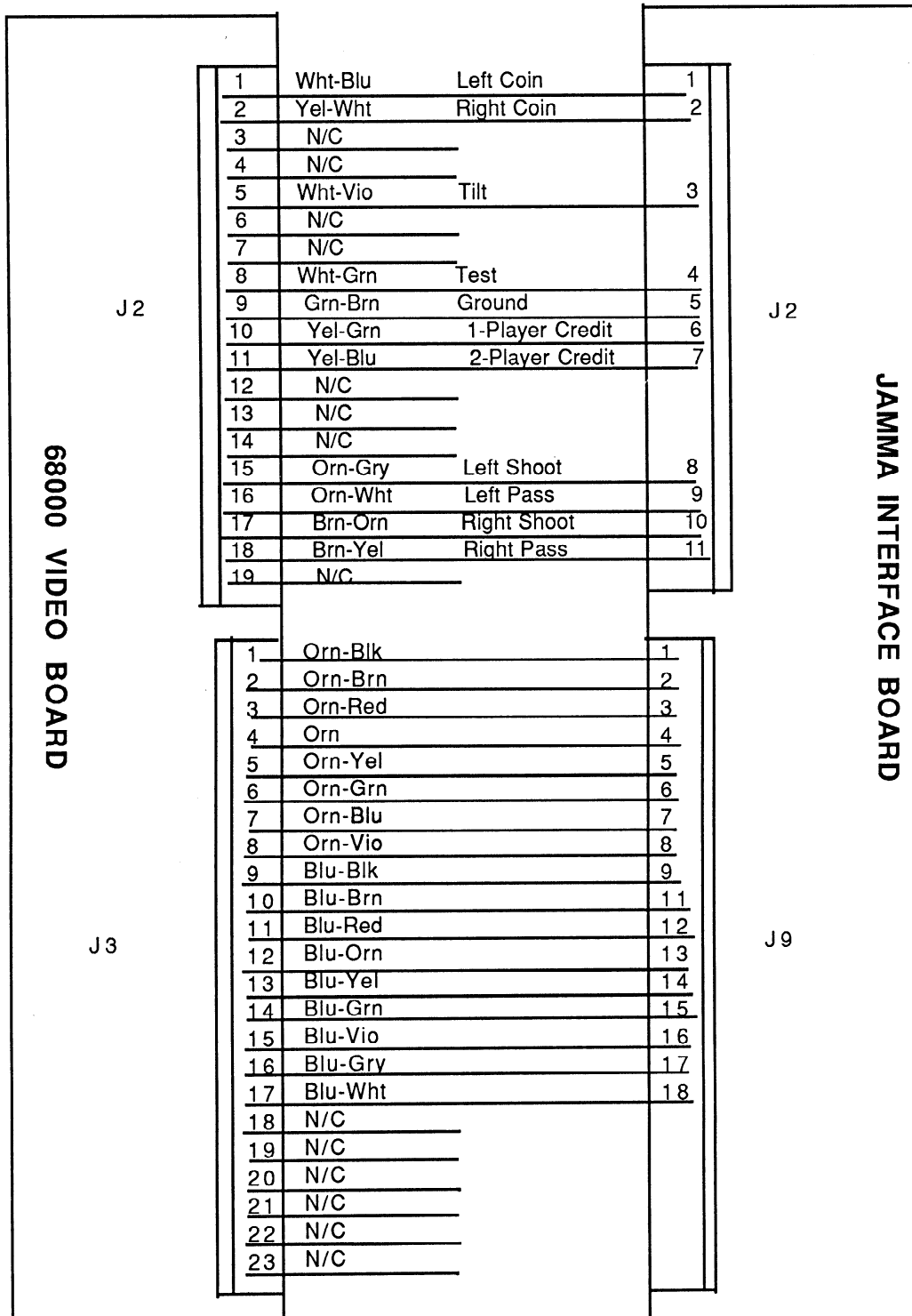




## Arch Rivals Interboard Wiring

### 68000 Video Board to Jamma Interface Board

Note: Pin location is shown for reference only, actual location on the board may be different.



68000 VIDEO BOARD CONTINUED

JAMMA INTERFACE BOARD CONTINUED

1	Yel-Blk	1	
2	Yel-Blk	2	
3	Yel-Red	3	
4	Yel-Orn	4	
5	Yel-Vio	5	
6	Yel-Gry	6	
7	Brn-Blk	7	
8	Key		
9	Brn-Red	8	
10	Blk	Ground	10
11	Grn-Red	11	
12	Grn-Yel	12	
13	N/C		
14	N/C		
15	N/C		
16	Grn-Orn	14	

1	Red	6
2	N/C	5
3	Grn	
4	N/C	4
5	Brn	3
6	Shield	
7	Key	2
8	Wht	
9	Blk	1

1	Blk	9
2	Blk	8
3	Gry	4
4	Gry	3
5	N/C	
6	N/C	
7	N/C	
8	N/C	
9	Gry	2
10	Gry	1
11	Blk	7
12	Blk	5

1
2
3
4
5
6
7

NOT USED

Arch Rivals Interboard Wiring

68000 Video Board to Jamma Interface Board Continued.

## **Parts List**

### **Major Assemblies And Subassemblies Included With Your Kit**

#### **Boards:**

FCC Card Rack Assembly	C-12892
68000 CPU Board	C-12610
Sound Board	D-11581-4001
Jamma Interface Board	C-12884

#### **Mechanical:**

Button Assembly, S-Red	C-9214-4
Button Assembly, S-White	C-9214-5
Analog Joystick, Orange	C-9477-15
Wood Spacer	11-909
Switch: White Diagnostic	5643-09556-00
Bracket	01-9180

#### **Cables:**

Main Harness	H-12894
Volume Control	H-8866
Video Signal	H-12936-1
Power Interconnect	H-12933
Jamma Joystick Cable	H-12934
Sound Board Jumper	H-12758

#### **Decals and Overlays:**

Marquee, Screened	31-1480-4001-K
Center Shelf Overlay	31-1481-4001
Decal Set	31-1482-4001
CRT Shelf Overlay	31-1483-4001
Hole Spotting Decal	31-1494
4003-K Control Panel Cover	03-6250

## ROM Summary

### **68000 Video Board**

7J Foreground Image ROM	A-5343-4001-10
8J Foreground Image ROM	A-5343-4001-11
9J Foreground Image ROM	A-5343-4001-12
10J Foreground Image ROM	A-5343-4001-13
11D Background Image ROM	A-5343-4001-8
12D Background Image ROM	A-5343-4001-9
2B Game Program ROM	A-5343-4001-4
3B Game Program ROM	A-5343-4001-5
2C Game Program ROM	A-5343-4001-6
3C Game Program ROM	A-5343-4001-7

### Sound Board

U4 Sound ROM	A-5343-4001-1
U19 Sound ROM	A-5343-4001-2
U20 Sound ROM	A-5343-4001-3

**Jumper List**

<u>Jumpers</u>	<u>In</u>	<u>Out</u>
JW1		**
JW2		**
JW3	**	
JW4		**
JW5	**	
JW6		**
JW7	**	
JW8	**	
JW9	**	
JW10		**
JW11	**	
JW12		**

# WARNINGS & NOTICES

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## WARNING

**This game must be grounded. Failure to do so may result in destruction to electronic components.**

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## WARNING

This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J of PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

## ELECTRICAL BULLETIN:

FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

## CAUTION

To prevent electrical shock, do not use this (polarized) plug with an extension cord, receptacle or other outlet unless the blades can be fully inserted to prevent blade exposure.

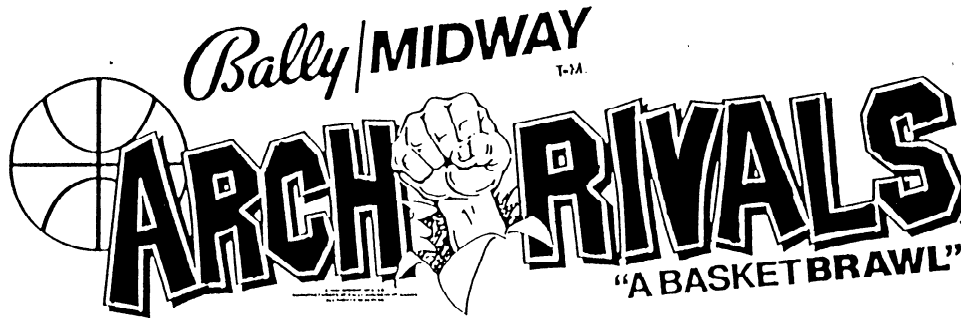
## ATTENTION

Pour prevenir chocs electriques ne pas utiliser cette fiche polarisee avec un prolongateur. Une prise de courant ou une autre sortie de courant, sauf si les lames peuvent etre inserees a fond sans en laisser aucune partie a decouvert.

**USE ONLY GENUINE BALLY MIDWAY APPROVED REPLACEMENT PARTS.**

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YES! I'VE TAKEN ADVANTAGE OF THE ARCH RIVALRS HOMETOWN HEROES OPTION TO CUSTOMIZE MY GAME! PLEASE RUSH ME MY FREE TEAM JERSEYS AND PROMO KIT AND SEND PRESS RELEASES AND GLOSSIES TO MY HOMETOWN NEWSPAPERS!

FOR BEST RESULTS, PLEASE FILL OUT THE FOLLOWING COMPLETELY!

SEND MY FREE TEAM JERSEYS AND PROMO KIT TO:

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Jersey #1 Size: S M L XL Jersey #2 Size: S M L XL

Note: Sizes subject to availability.

INFORMATION ABOUT MY ARCH RIVALRS GAME:

Location \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Serial Number \_\_\_\_\_

I HAVE ADDED THE FOLLOWING "HOMETOWN HEROES" TO MY GAME:

Team Name (as it appears in my game) \_\_\_\_\_\*

Full Team Name \_\_\_\_\_

Team's Home Town: City \_\_\_\_\_ State \_\_\_\_\_

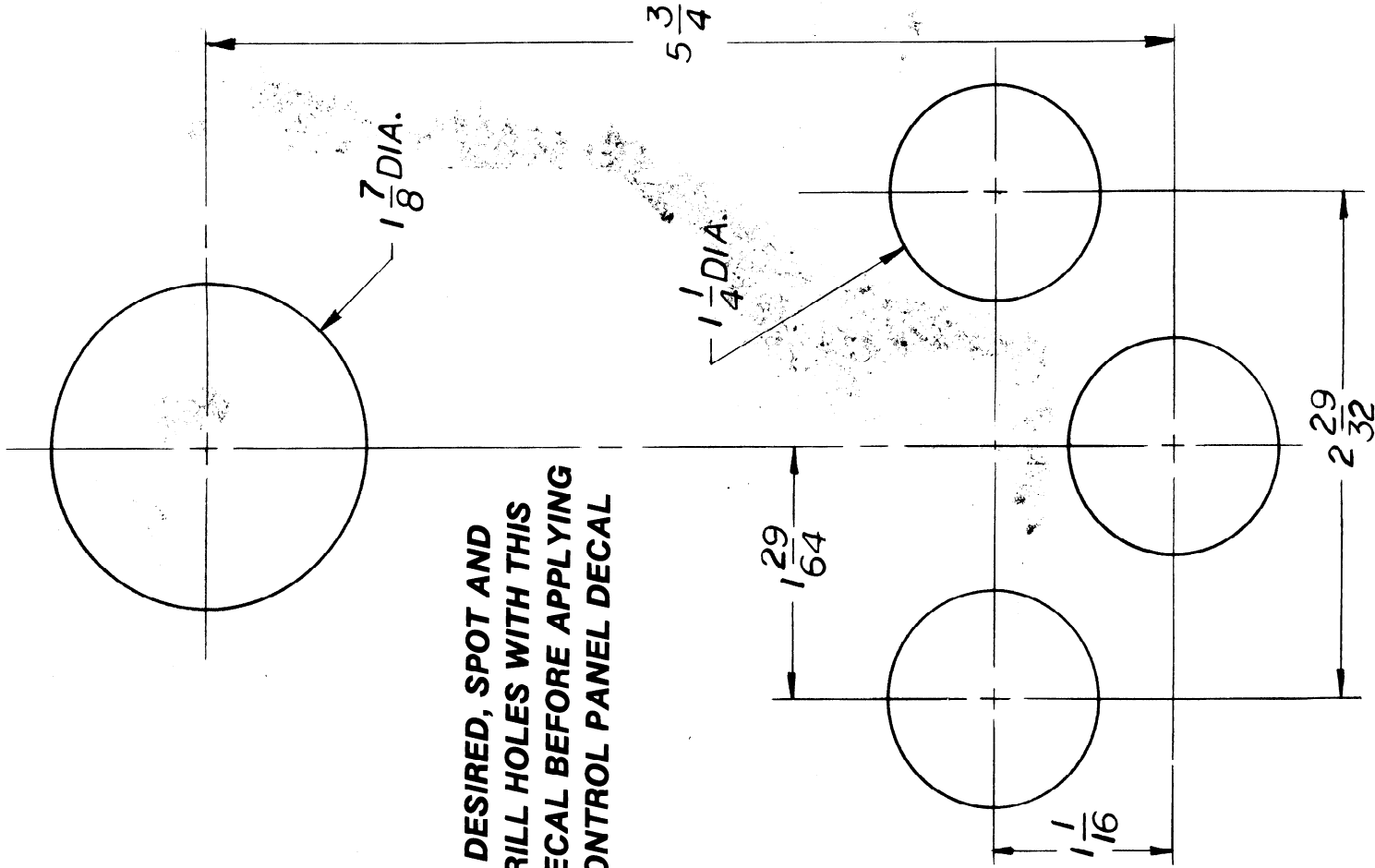
Type of Team (high school, college, other) \_\_\_\_\_

\*Always obtain written permission before using ANY copyrighted or similarly protected name. When in doubt, identify the team by the name of its "home town" or place of origin. To list additional teams/information, please use reverse side.

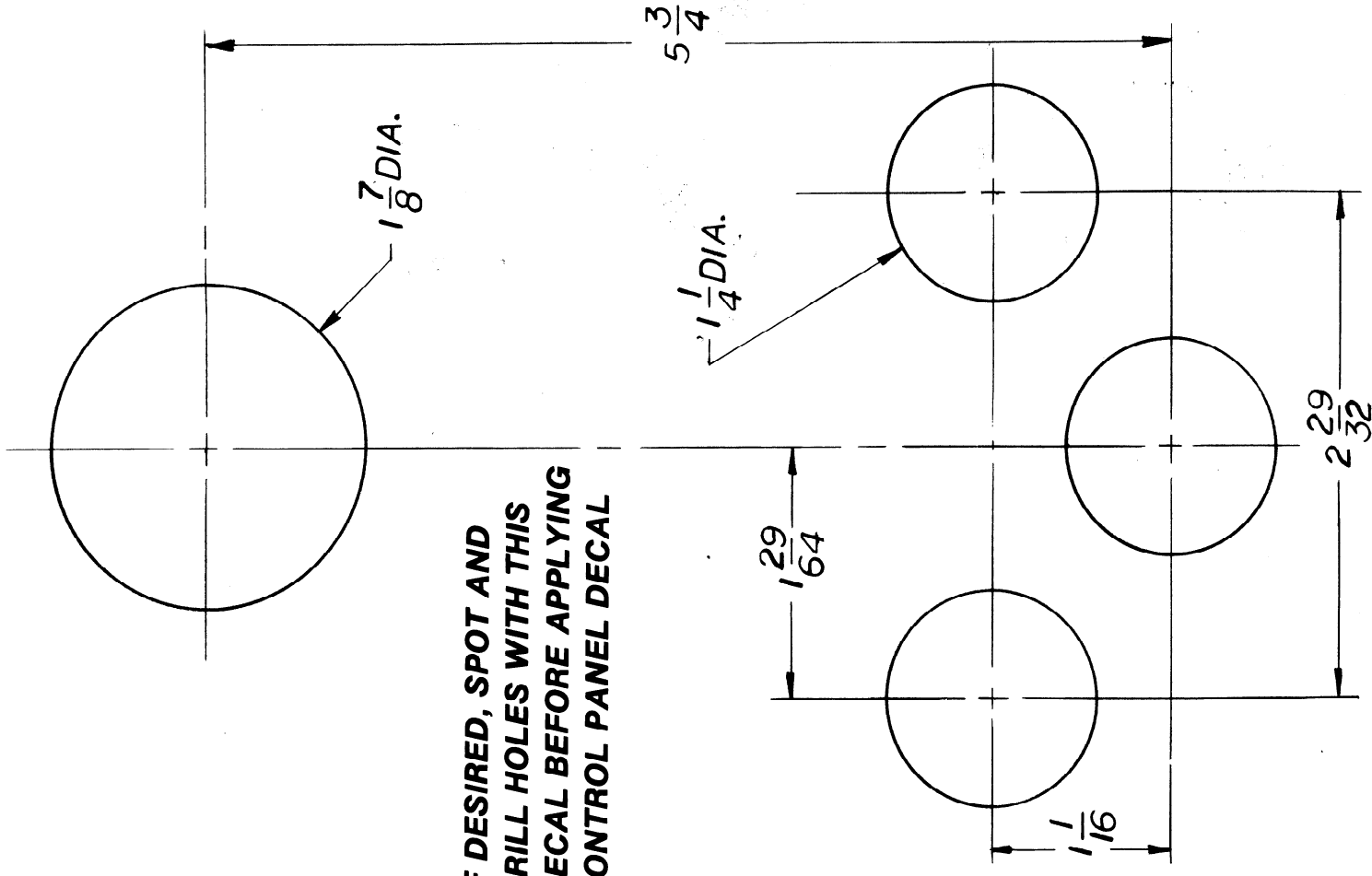


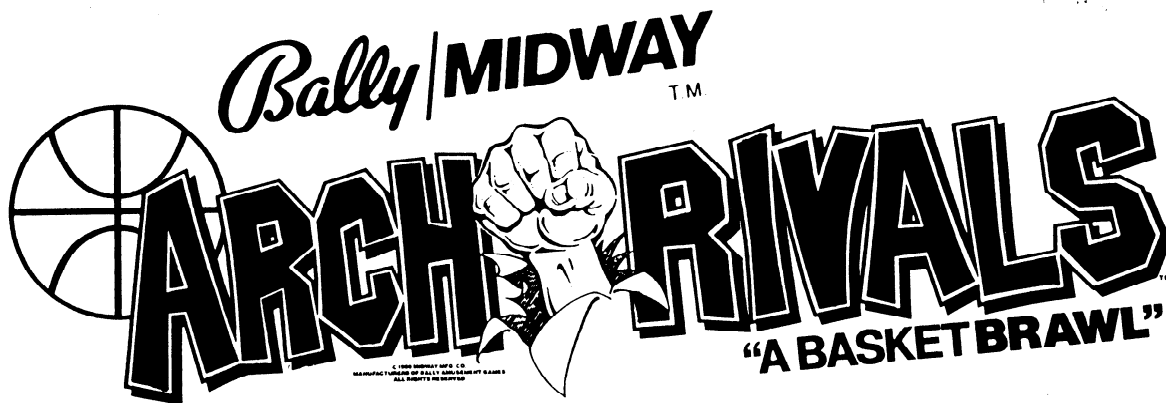


**IF DESIRED, SPOT AND  
DRILL HOLES WITH THIS  
DECAL BEFORE APPLYING  
CONTROL PANEL DECAL**



**IF DESIRED, SPOT AND  
DRILL HOLES WITH THIS  
DECAL BEFORE APPLYING  
CONTROL PANEL DECAL**





**HOMETOWN HEROES OPTION - HOW TO CUSTOMIZE YOUR GAME!**

1. PUT GAME IN TEST MODE
  - a. Pull out switch inside door
  - b. Activate TILT switch
2. SELECT "Hometown Heroes" OPTIONS
  - a. Use left player control button
  - b. Move cursor (ball) to "Hometown Heroes"
  - c. Press 1 or 2 PLAYER button
3. Turn on SWITCH 6 on game board
4. Select item to update
  - a. Use left player control button
  - b. Move cursor (ball) to item to update
  - c. Press 1/2 PLAYER or ANY left player buttons
5. Team Updates (SELECT "NEW COLORS/NEW NAMES")
  - a. 1 player button for "NEW COLORS"
  - b. 2 player button for "NEW NAME"
6. NEW COLORS
  - a. Move left player joystick to change colors
  - b. Press any left player button to save
  - c. TILT to abort
7. NEW TEAM NAME
  - a. Move left player joystick to change LETTER
  - b. Press any left player button to save LETTER
  - c. Use ( <----- ) to ERASE
  - d. Clear out all unwanted letters
  - e. Move to "DONE" and press button to save
  - f. TILT to abort
8. TO CHANGE "PRESENTS" SCREEN
  - a. ENTER NAME AS YOU WOULD LIKE IT TO APPEAR
    1. CENTER NAME OVER "PRESENTS"USE SPACE or ( <---> )
  - b. Move left player joystick to change LETTER
  - c. Press any left player button to save LETTER
  - d. Use ( <--- ) to ERASE
  - e. Clear out all unwanted letters
  - f. Move to "DONE" and press button to save
  - g. TILT to abort





**"Hometown Heroes"  
Operator Options Kit.**

**FREE**