

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. AS TEMPORARILY PERMITTED BY REGULATION IT HAS NOT BEEN TESTED FOR COMPLIANCE WITH THE LIMITS FOR CLASS A COMPUTING DEVICES PURSUANT TO SUBPART J OF PART 15 OF FCC RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. 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.

SECTION 1 INSTALLATION

1.1 INTRODUCTION

This game has been STERN final tested and is ready to play, but on all games there are some items that must be checked after shipment. Making these visual inspections may avoid time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable, such as cable connectors that may have become loosened. Check ALL CONNECTORS on the game to make sure they are firmly seated. Check to make sure that the game control boards are firmly seated. Examine the exterior of the game cabinet for dents, chips or broken parts. Check all major sub-assemblies, control panels, and T.V. monitor to make sure that they have not loosened up during shipment.

1.2 VISUAL INSPECTION BEFORE PLUGGING IN LINE CORD

1. Check the transformer for any foreign material shorting across wiring lugs.
2. Check that fuses are firmly seated and making good contact.
3. Check the T.V. for any foreign material that could cause shorts (VISUAL INSPECTION ONLY).
4. Check game boards for any foreign material that could cause shorts. Make sure all circuit boards are pushed into the mother board.

1.3 ON/OFF POWER INTERLOCK SWITCHES

1. The on/off power switch is located on the bottom right side, with access in slot on bottom side of cabinet.
2. There is one interlock main power switch by the front door.
3. Interlock switch interrupts all power from game except service outlet. Interlock switch can be locked in "on" position by pulling stem out when servicing game.

1.4 GENERAL INFORMATION

1. On front door there is a service switch. Depressing this switch will coin machine without advancing coin counter.
2. The counter is inside the front door on the left hand side of cabinet. Counter will advance anytime coin (coins) pass through coin chute.

3. There are two coin chutes on the front door that are connected in parallel. (Note: They cannot be adjusted to work separately, see Dip Switches 4 and 5 below).
4. Game adjustment switches are located on CPU board. (See below for adjustments).
5. The electronics package used in THE END is the same for stand-up model and cocktail table model. (They can be interchanged if Dip Switch #3 is changed on CPU board).
6. Volume control for electronic sound is located on CPU board.
7. Power supply has an adjustment for the +5 VDC regulator, this MUST BE SET BETWEEN +4.8 VDC and 5.0 VDC.

GAME ADJUSTMENTS

DIP SWITCH

BASES PER GAME

	3	4	5	OPEN	END
1	ON	ON	OFF	0 F F	
2	ON	OFF	ON	0 F F	

CABINET MODEL

3	ON	STAND-UP MODEL
	OFF	COCKTAIL TABLE MODEL

COINS PER GAME

	1 COIN 2 PLAYS	2 COINS 1 PLAY	3 COINS 1 PLAY	1 COIN 1 PLAY
4	OFF	ON	OFF	ON
5	OFF	OFF	ON	ON
6	NOT USED			

RIBBON
CABLE

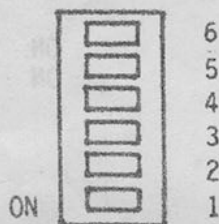
CPU
BOARD

VOLUME CONTROL

HEAT SINK

DIP SWITCH

PLUG WITH DOUBLE YELLOW MUST BE ON THIS
SIDE.



- #6 NOT USED
- #5) COIN SWITCH SETTING
- #4)
- #3 CABINET MODEL
- #2)
- #1) BASES