

GENERAL INSTRUCTIONS FOR "18 WHEELER"

INSTALLATION

1. Remove shipping cleats located on the bottom of the cabinet.
2. Install four (4) provided leg levelers to bottom of cabinet and level cabinet.
3. The power is controlled by a switch located on top of the cabinet. Plug into A.C. only, 115 volts, 60 cycles. In low line areas (105 volts or less), a boost in the output voltage of the transformer may be obtained by removing the wire from the 115 volt tap of the transformer and rewiring it to the 105 volt position.

LINE VOLTAGE SAFETY SWITCH

A line voltage safety switch has been provided for your protection. It is located on the right rear side of the cabinet in the lower back door area. When the door is removed, it opens the circuit to the line voltage. To restore power (when servicing), pull switch fully out.

TO REMOVE CONTROL SHELF FOR SERVICE

1. Open coin door.
2. Unlatch 3 clamps, 2 on left side, 1 on right front side of cabinet.
3. Disconnect control shelf connector.
4. Remove wing nut, washer and steering cable from steering wheel assy.

MASTER VOLUME CONTROL POT

Located on Game Logic Board (P.C. A084-90700-A653) and controls the volume of all sounds and may be varied as desired, by rotating pot control.

COIN, TIME, EXTENDED PLAY AND TEST SWITCHES located on Mother Board (P.C. A022-90400-B000) and may be adjusted as indicated on separate instructions in back box area.

18 WHEELER

DIAGNOSTICS / ALIGNMENTS / SCORES

GAME TEST

1. Place gear shift in neutral position.
2. Place switch #8 (located on Mother Board) in "ON" position.
3. Close tilt switch located on coin door assy.

The program goes through a RAM/ROM test.

BAD RAM

If score display reads	0 1	RAM 4 located at A-1 is bad
If score display reads	0 2	RAM 3 located at A-2 is bad
If score display reads	0 3	RAM 2 located at A-3 is bad
If score display reads	0 4	RAM 1 located at A-4 is bad

BAD ROM

If score display reads	8 1	ROM 1 located at B-1 is bad
If score display reads	8 2	ROM 2 located at B-2 is bad
If score display reads	8 3	ROM 3 located at B-3 is bad
If score display reads	8 4	ROM 4 located at B-4 is bad

If the RAMs and ROMs check out as good, the program goes through countdown of the display

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9 8 7 6 5 4 3 2 1 0
8 7 6 5 4 3 2 1 0 1
- - - - -
- - - - -
0 1 2 3 4 5 6 7 8 9
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and ends the test by writing 8 8 8 8 8 8 8 8 8 8 on the displays.

At the end of the display test, the program goes into lamp test. This is done by switching half of the lamps on at one time for 2-3 seconds and then switching the other half of the lamps on.

The display will continue to read 8's and lamps will continue to switch on and off until switch #8 (located on Mother Board) is returned to "OFF" position and tilt switch is closed.

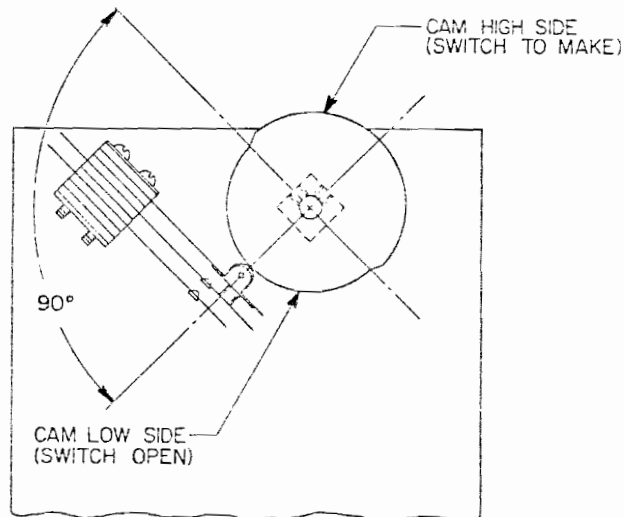
TO ALIGN THE ROAD DISC ENCODER

1. Remove the two Phillips & 8 wood screws on accelerator/brake pedal assy. at front of game and pull assy. forward.
2. Place gear shift in 1st. gear position.
3. Place switch #8 (located on Mother Board) in "ON" position.
4. Close tilt switch located on coin door assy.

The program continuously monitors the accelerator encoder and displays a number on the score display.

5. Loosen the two set screws on the encoder gear and rotate the encoder shaft until the score display reads " 00 ". When number "00" is reached, the horn sound is turned on. If desired, the horn sound may now be turned off by placing gear shift in neutral position.
6. Tighten two set screws on encoder gear to encoder shaft. Verify that the score display still reads "00" and the horn sound is turned on when in 1st. gear position.
7. Return switch #8 (located on Mother Board) to "OFF" position.
8. Close tilt switch to go into game mode.

BRAKE CAM & SWITCH ADJUSTMENT

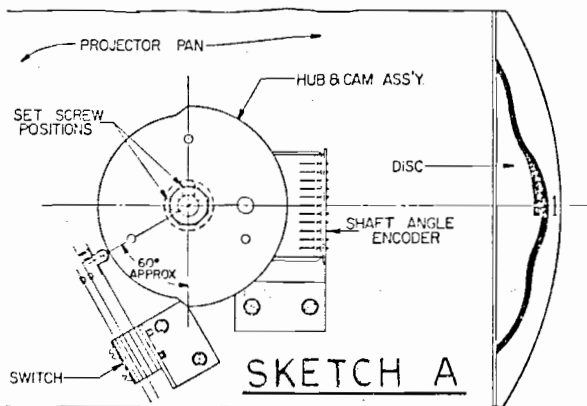


Position brake cam as per sketch above with brake pedal up.

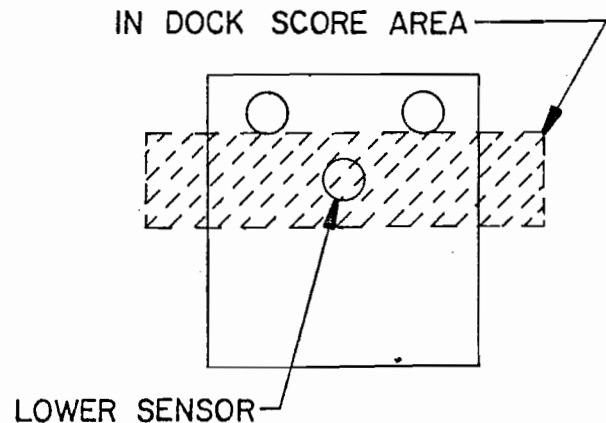
TO ALIGN THE ROAD DISC ENCODER

1. Place gear shift in 2nd. gear position.
2. Place switch #8 (located on Mother Board) in "ON" position.
3. Close tilt switch located on coin door assy.

4. Loosen two set screws on white plastic gear at the rear of the projector disc and disengage large gear from small gear by sliding large gear to rear of shaft. Next, loosen two set screws on cam assy. to free cam from encoder shaft. See Sketch A.
5. Remove two short mounting brackets holding Game Logic and Mother Board printed circuit assy. in place.
6. Pull printed circuit assy. out of cabinet as far as slack in cable will allow. This will provide access to the disc drive motor which is located on the front surface of the projector pan assy. in the upper left hand corner. Some games have an access hole in pan to lift motor off disc.
7. Carefully lift motor off disc using provided lever and rotate disc until number "1", on the outside of the disc, is exposed on the right side of the projector pan. See Sketch A.
8. Carefully position the disc until the pick-up cargo score area is in line with the lower optical sensor. See Sketch B. This may be seen in the lower front reflector mirror.
9. Release motor to lock road disc in position.
10. Rotate small pinion gear on encoder shaft until crash sound is heard. Rotate small pinion gear on encoder shaft in opposite direction until another crash is heard. Position pinion to approximately split travel between crashes.
11. Carefully engage white plastic gear (with set screw up, see Sketch A) with the pinion gear and tighten set screws. The score display should now read "37". If any other number is displayed, loosen set screws on white plastic gear and repeat step 10 and 11.
12. Reassemble cam in position shown in Sketch A. Note this position does not have to be precise.
13. Adjust leaf switch for proper operation.
14. Return switch #8 (located on Mother Board) to "OFF" position and close tilt switch to go into game mode.



SOUND AND INPUT SWITCH DIAGNOSTICS



SKETCH B

1. Place gear shift in neutral position.
2. Place switches #7 and #8 (located on Mother Board) in "ON" position.

3. Close tilt switch located on coin door assy.

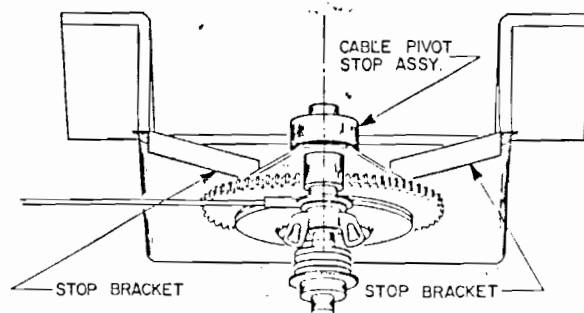
If coin switch is closed	Bell will sound
If start switch is closed	Crash will sound
If 1st. gear switch is closed	Engine will sound
If shift is in gear & accelerator is depressed	Engine will rev up.
If 2nd. gear switch is closed	Horn will sound
If 3rd. gear switch is closed	Bell will sound twice
If reverse gear switch is closed	Horn will sound twice
If brake switch is closed	Air brake will sound
4. Return switches #7 and #8 (located on Mother Board) to "OFF" position.
5. Close tilt switch to go into game mode.

FOCUS

1. Place switch #8 (located on Mother Board) in "ON" position.
2. Close tilt switch located on coin door assy.
3. Remove two short mounting brackets holding Game Logic and Mother Board printed circuit assy. in place.
4. Pull printed circuit assy. out of cabinet as far as slack in cable will allow. This will provide access to the lens assy. which is located on the front surface of the pan assy. on the lower left hand side.
5. Loosen two thumb screws on lens bushing and move lens in or out to obtain the sharpest image of the road at the bottom half of the screen when viewed from rear of game.
6. Retighten thumb screws and remount printed circuit assy.
7. Return switch #8 (located on Mother Board) and close tilt switch to go into game mode.

STEERING WHEEL CABLE AND PROJECTOR PAN ALIGNMENT

1. Place switch #8 (located on Mother Board) in "ON" position.
2. Close tilt switch located on coin door assy.
3. Viewing up through coin door opening, turn steering wheel until cable pivot stop assy. is centered between two stop brackets. See sketch below.



4. From rear of cabinet, remove spring from pivot channel located at the bottom of the cabinet.

5. Making sure the steering wheel cable is drawn over (2) pulleys on the side of the cabinet, insert cable through adjusting block on pivot channel leaving about three (3) inches of cable through the left side of the adjusting block. Do not tighten cap screw at this time.
6. Remove two short mounting brackets holding Game Logic and Mother Board printed circuit assy. in place.
7. Pull printed circuit assy. out of cabinet as far as slack in cable will allow. This will provide access to the disc drive motor which is located on the front surface of the projector assy. in the upper left hand corner.
8. Carefully lift motor off disc using provided lever and rotate disc until white scoring area is in line with the truck cab pivot screw at top of screen.
9. Pivot projector pan assy. until white scoring area is centered from left to right about truck cab pivot screw.
10. Take up all slack in steering wheel cable by pulling cable through adjusting block until cable is taught. Tighten cap screw on adjusting block and replace spring.
11. Loosen two set screws on truck pivot. (located above projector pan unit under screen). Align truck pivot in center of slotted cut-out in screen, being careful to position truck pivot bracket 1/4" below screen and tighten set screws.
12. Replace printed circuit board assy. Return switch #8 (located on Mother Board) to "ON" position and close tilt switch to go into game mode.