



This booklet provides operation, auditing, adjustment, and diagnostics for DEFENDER.

POWER TURN ON

With power first applied, a sound is produced, general illumination comes on, and random patterns appear on the CRT as the game sequences through RAM, ROM, and battery checks. The game then comes up in game over. Messages are displayed for RAM or ROM failures; refer to Power Up and Reset RAM/ROM Tests. If the game comes up in Bookkeeping, turn the game OFF and back ON.

a. If the game now sequences through the tests and then comes up in game over, the bookkeeping totals have been reset to zero.

b. If the game still comes up in bookkeeping, open coin door and turn the game OFF and ON. The game will now sequence through the tests and come up in bookkeeping. This is an indication of battery failure and the game has reverted to factory settings. To return to game over:

- 1. Set switch to MANUAL-DOWN.
 - 2. Depress ADVANCE to display Function 28.
 - 3. Set switch to AUTO-UP and depress ADVANCE.

GAME OPERATION

GAME START - Insert coins - credits are displayed on CRT. Press 1 or 2-player start.

PLAYER CONTROLS

UP-DOWN Switch - maneuvers player ship. REVERSE Switch - reverses player ship direction. THRUST Switch - controls player ship speed. FIRE Switch - activates laser gun. HYPERSPACE Switch - warps rocket to another quadrant, danger of possible annihilation. SMART BOMB Switch - destroys all alien ships on screen. A maximum of 3* per play.

GAME PLAY

Destroy alien ships and missiles. Rescue humanoids, pick them up, and return to surface. Destroy all enemy ships for humanoid bonus and additional alien waves. Bonus ships and Smart Bombs provided every 10,000* points.

HIGH SCORE SIGNATURE

Use UP/DOWN to select letters and FIRE button to lock in letter.

* Indicates adjustable features.

BOOKKEEPING AND EVALUATION TOTALS (Functions 1-7)

1. In game over mode, set switch to AUTO-UP and depress ADVANCE. The CRT indicates Function 1 and total left chute coins.

2. Records audit totals and depress ADVANCE for functions 1-7. To review a total that has been advanced past, set switch to MANUAL-DOWN and depress ADVANCE. Functions are displayed one at a time as follows:

Function	Total*	Description
1	0	(Total) COINS LEFT
2	0	(Total) COINS CENTRE
3	0	(Total) COINS RIGHT
4	0	TOTAL PAID (Games)
5	0	(Total Bonus) SHIPS WON
6	0	TOTAL (Play) TIME (Minutes)
7	0	TOTAL SHIPS (Played)
	* Fac	ctory Settings

3. Operate ADVANCE to display Function 28, SPECIAL FUNCTION. From Function 28 you can return to game over or zero audit totals \underline{and} return to game over.

4. With switch set to AUTO-UP, perform a. or b. as desired.
a. To return to game over depress ADVANCE.
b. To zero audit totals and return to game over, operate HIGH SCORE RESET to indicate "35" on CRT for Function 28 and then depress ADVANCE.

GAME ADJUSTMENTS (Functions 8-21)

1. In game over mode set switch to AUTO-UP and depress ADVANCE. The CRT indicates Function 1 and total left chute coins.

2. To raise Function number on CRT, operate ADVANCE pushbutton with switch set to AUTO-UP. To lower Function number operate ADVANCE with it set to MANUAL-DOWN.

3. With desired Function indicated, raise adjustment value by operating HIGH SCORE RESET with switch set to AUTO-UP; <u>lower</u> value by operating HIGH SCORE RESET with it set to MANUAL-DOWN. Value left on CRT is new setting. For values, see below and, for pricing, Table 1.

Function	Total*	Description
8	10,000	BONUS SHIP LEVEL (O=No Bonus ships)
9	3	SHIPS PER GAME
10	3	COINAGE SELECT
11	1	LEFT COIN MULT
12	4	CENTER COIN MULT
13	1	RIGHT COIN MULT
14	1	COINS FOR CREDIT
15	0	COINS FOR BONUS
16	0	MINIMUM COINS
17	0	FREE PLAY (Set to 1 for Free Play)
18	0	STARTING DIFFICULTY: O=LIB; 1=MOD; 2=CONS
19	10	PROGRESSIVE WAVE DIFFICULTY LIMIT> 4-25
		e.g. 5=LIB; 10=MOD; 15=CONS
20	1	BACKGROUND SOUND 0 =OFF 1 = ON
21	5	PLANET RESTORE WAVE NUMBER
22	0	NOT USED
23	0	NOT USED
24	0	NOT USED
25	0	NOT USED
26	0	NOT USED
27	0	NOT USED
28	0	SPECIAL FUNCTION
		* Factory Settings

4. Repeat steps 2 and 3 until all desired adjustments have been made.

5. Operate ADVANCE until 28 0 SPECIAL FUNCTION is indicated on CRT. From Function 28 you can return to game over or restore factory setting. Perform step 6 or 7 as desired.

6. To return to game over, depress ADVANCE with switch set to AUTO-UP.

COIN DOOR MECHANISM	CREDITS		FUNCTION					
COIN DOOR MECHANISM	CREDIIS	10	11	12	13	14	15	16
All USA Variants	1/25¢, 5/\$1	00	01	04	01	01	04	00
	2/50¢, 5/\$1	00	01	04	01	01	04	02
	●1/25¢, 4/\$1	03	01	04	01	01	00	00
	2/50¢, 4/\$1	00	01	04	01	01	00	02
	1/50¢, 3/\$1, 4/\$1.25	00	03	12	03	04	15	00
	1/50¢, 3/\$1, 7/\$2	00	12	48	12	14	96	24
	●1/50¢, 3/\$1, 6/\$2	01	01	04	01	02	04	00
	●1/50¢	05	01	04	01	02	00	00
1DM, 5DM	●1/1DM, 6/5DM	02	06	00	01	01	00	00
20-Cent, 50-Cent	1/20¢, 3/50¢	00	01	00	01	02	00	00
1 Franc, 5 Franc	●1/2F, 3/5F only	04	01	16	06	02	00	00
25 Cent,	●1/25¢, 4/1G	06	01	00	04	01	00	00
1 Guilder	1/25¢, 5/1G	00	01	00	04	01	04	00
5 Franc,	●1/5F, 2/10F	07	01	00	02	01	00	00
10 Franc	●1/10F	08	01	00	02	02	00	00
1 Franc, 2 Franc	●2/1F 5/2F	02	00	04	01	04	00	00
100 Lire, 200 Lire	1/200 Lire	00	01	00	02	02	00	00
Twin Coin	●1/1 Coin	03	01	04	01	01	00	00
	●1/2 Coins	05	01	04	01	02	00	00
	1/3 Coins, 2 5 Coins	00	02	00	02	05	00	00
1 Unit, 5 Unit	●1/2, 3/5	04	01	00	06	02	00	00
	1/1, 5/5	00	01	00	05	01	00	00
	1/3, 2/5	00	02	00	10	05	00	00
 Indicates standard 	price settings by adjust	ing on	ly Fur	nction	10.1	For ot	her p	rice
settings, set Function 10 to 00 and set. Functions 11 through 16 to the values								
indicated in the chart.								
Table 1. Standard and Custom Price Settings								

Table 1. Standard and Custom Price Settings

- To restore factory settings and zero audit totals:
 a. Operate HIGH SCORE RESET in AUTO-UP to indicate "45" on CRT for Function 28.
 b. Depress ADVANCE. The game returns to Audit Function 1.

 - c. Set switch to MANUAL-DOWN and depress ADVANCE to indicate Function 28 on the CRT.
 d. Set switch to AUTO-UP and depress ADVANCE.

RESETTING HIGH SCORE FEATURE

To reset the high score to the factory setting and erase signatures, depress HIGH SCORE RESET in game over mode.

POWER-UP AND RESET RAM/ROM TESTS

Test initiated at power turn-on and after depressing RESET pushbutton on CPU/Video Board.

RESULT	CRT INDICATION	LED INDICATION	CORRECTIVE ACTION
PASS	INITIAL TESTS OK	●●●● 4 LEDs blink twice	None
FAIL RAM	RAM TEST FAILED	●OO● 1 st and 4 th LED's light	Depress ADVANCE in MANUAL-DOWN while failure message is
FAIL ROM	ROM TEST FAILED	None	displayed to enter Diagnostics.

ROM DIAGNOSTICS - TEST 1

From game over, depress ADVANCE IN MANUAL-DOWN.

RESULT	CRT INDICATION	LED INDICATION	CORRECTIVE ACTION
PASS	ALL ROMS OK	●OOO 1 st LED blinks twice.	None
FAIL	ROM FAILURE x	●OOO 1 st LED lights.	Replace ICx on ROM Board or depress ADVANCE in MANUAL-DOWN; Replace:
	(x=ROM No	Chip Indicated:	
	1 - 12)	0000	IC1
		0000	IC2
		0000	IC3
		0000	IC4
		000	IC5
		0000	IC6
		0	IC7
		•000	IC8
		•00•	IC9
		● ○ ●○	IC10
		•0••	IC11
		••00	IC12

RAM DIAGNOSTICS - TEST 2

From ROM Diagnostics depress ADVANCE in AUTO-UP.

RESULT	CRT INDICATION	LED INDICATION	CORRECTIVE ACTION
TESTING	Random Pattern	None	Depress ADVANCE in AUTO to bypass test.
PASS	ALL RAMS OK	$O \bullet OO$ 2 nd LED blinks twice.	None
FAIL	RAM FAILURE xy	$O \oplus OO$ 2 nd LED lights.	Replace RAM (see following) or depress ADVANCE in MANUAL-DOWN
	(x=Bank, y=Chip No)	Bank Indicated: ● ○ ○ ○ = 1 ○ ● ○ ○ = 2 ○ ○ ● ○ = 3	-
		Chip Indicated: 0000 = 1 0000 = 2 0000 = 3 0000 = 4 0000 = 5 0000 = 6 0000 = 7 0000 = 8	Replace in bank: 1 2 3 4L 5L 6L 4M 5M 6M 4N 5N 6N 40 5O 6O 4P 5P 6P 4Q 5Q 6Q 4R 5R 6R 4S 5S 6S

CMOS RAM DIAGNOSTICS - TEST 3

From RAM Diagnostics depress ADVANCE in AUTO-UP.

RESULT	CRT INDICATION	LED INDICATION	FAULTY AREA
PASS	CMOS RAM TEST PASSED	OO●O 3 rd LED blinks twice.	None
FAIL	CMOS RAM FAILURE	OO●O 3 rd LED lights.	CMOS RAM 1I memory protect gates 2H, 1K, or address decoder 2F, 4E.
	CMOS INTERLOCK FAILURE	OO●O 3 rd LED lights.	Coin door interlock, Memory protect gates 1J, 2H, OR CMOS RAM 1I

COLOUR RAM TEST - TEST 4

From CMOS RAM test depress ADVANCE in AUTO-UP.

	COLOUR	FAULT			
CRT SEQUENCES THROUGH 8	SEQUENCES	RAM 1L	RAM 10		
COLOURS, 2 SECONDS EACH	1 LIGHT RED	Band of red	Band of magenta		
	2 RED	intensity variance			
	3 DARK RED	or washout			
	4 LIGHT GREEN	Band of yellow	Band of cyan		
	5 GREEN				
	6 DARK GREEN				
	7 LIGHT BLUE	Band of magenta	Band of blue		
	8 BLUE		intensity variance		
	9 DARK BLUE		or washout		
	4 LIGHT GREEN	Band of green	Band of dark green		
			or washout		
VERTICAL BAND INDICATES	5 GREEN	Band of light green	Band of faint		
COLOUR RAM FAULT.			green, Band of		
			darker green		
	6 DARK GREEN		Band of washout		
4 TH LED REMAINS LIT	Note that a blank sequence or two sequences with same				
DURING TEST		1L or 10 RAM or col	lor analogue circuit		
	faulty.				

Tests 5 and 7 provide sequential subtests. To stop automatic cycling set switch to MANUAL/DOWN. Depress ADVANCE in MANUAL-DOWN to step through subtests.

SOUND TEST - TEST 5

From Color RAM test, depress ADVANCE in AUTO-UP.

Test sequences sounds 1 through 31, skipping 19, 27, and 28.

Missing	Check
1	2P4/10P3 Pin 3
2	2P4/10P3 Pin 2
4	2P4/10P3 Pin 5
8	2P4/10P3 Pin 4
16	2P4/10P3 Pin 7
All	Perform Sound Board Diagnostics
AII	Periorm Sound Board Diagnostics

CRT indicates AUTO-UP closed and any stuck switches. Set switch to MANUAL-DOWN and clear any stuck switches. CRT should indicate no switches closed. Operate switches and check for display of switch name.

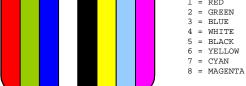
Coin Door ADVANCE HIGH SCORE RESET LEFT COIN CENTER COIN RIGHT COIN

<u>Player Pa</u>nel UP DOWN REVERSE 1 - PLAYER START 2 - PLAYER START HYPERSPACE SMART BOMB THRUST FIRE

MONITOR SET UP TEST PATTERNS - TEST 7

From Switch Test depress ADVANCE in AUTO-UP.

<u>Alignment/Adjustment</u> Vertical and Horizontal Linearity, Convergence, Focus Pattern CROSS HATCH RED GREEN Color Purity BLUE } COLOUR BARS 1 2 3 4 5 6 7 8 1 = RED2 = GREEN



The color bar pattern is also analyzed to detect color RAM faults. If Color RAM Test 4 indicates no faults, a double-width band, half width bands, transposition or missing bands indicates a fault in 2I, 1L, or 10 chips.

To return to game over:

- 1.
- Depress ADVANCE in AUTO-UP. Audit function 1 is displayed. Set switch to MANUAL-DOWN and depress ADVANCE. Special Adjustment Function 28 is 2. displayed.
- 3 Set switch to AUTO-UP and depress ADVANCE.

INITIATING AUTO-CYCLE MODE

- Set switch to AUTO-UP and depress ADVANCE. Audit Function 1 is indicated on CRT. 1 Set switch to MANUAL-DOWN and depress ADVANCE to indicate SPECIAL FUNCTION 28 on 2.
- CRT. 3. Set switch to AUTO-UP and operate HIGH SCORE RESET to indicate 15 on CRT for Function 28.
- 4. Depress ADVANCE. The game sequences through ROM, RAM, Sound tests and monitor test patterns.
- To exit the AUTO-CYCLE mode, depress ADVANCE in AUTO-UP. 5.

SOUND BOARD DIAGNOSTICS

Depress DIAGNOSTIC pushbutton on the bottom of the Sound Board. A check is made of the Sound ROM and sounds are produced if the check is good. If sounds are produced but not produced in Audio Test 5 check for ROM board PIA outputs on Sound Board inputs that is stuck low. If no sound is produced either the Sound ROM, input power, or other Sound Board circuitry is faulty.

"Warning: This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. As temporarily permitted by regulation it has not been tested for compliance 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."