

The object of the game is to reach the top of the building with the Turtlelets. To play the game, pick up the Turtlelets from the different levels of the building, while protecting yourself from the attacking Beetles. To advance to a higher level you must first pick up all the Turtlelets from the level you are on.

Use the turtle to examine the Mystery Squares. The Mystery Squares can contain either a Turtlelet or a attacking Beetle. If it contains a Turtlelet it will climb on your back, and you must bring it to the House before you can pick up another one. The House only appears after you have picked up a Turtlelet. Picking up the Turtlelet is worth 100 points, bringing it to the House is worth 150 points.

To disable an advancing Beetle use the Bug Bomb. When the Beetle is disabled you can walk over it to go in the opposite direction. A disabled Beetle is worth 50 points. Picking up the flashing star in the screen gives you three extra Bug Bomb.

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. Line fuse (3 AMP SLO-BLO) located on the transformer board, fluorescent lite fuse (1 AMP SLO-BLO) located on the fluorescent board, and 3 circuit board fuses - located on the power supply board (See drawing B).
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 ribbon cables are pushed into circuit boards.

1.3 ON/OFF POWER INTERLOCK SWITCHES

1. The on/off power switch is located on the top right side, 12 inches from the front.
2. There are two interlock main power switches by the front door and one by the back access panel.
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 (if installed).
2. Wiring for a counter is inside the front door on the left hand side of cabinet. (6 VDC COUNTER).
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 SCRAMBLE 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 board has an adjustment (See DWG B) for the +5 VDC regulator, this MUST BE SET BETWEEN +5.0 VDC and 5.25 VDC.
8. The crosshatch, seen during power-up, is used for convergence on the monitor. To get a constant crosshatch hold the player one start button during power up.

GAME ADJUSTMENTS

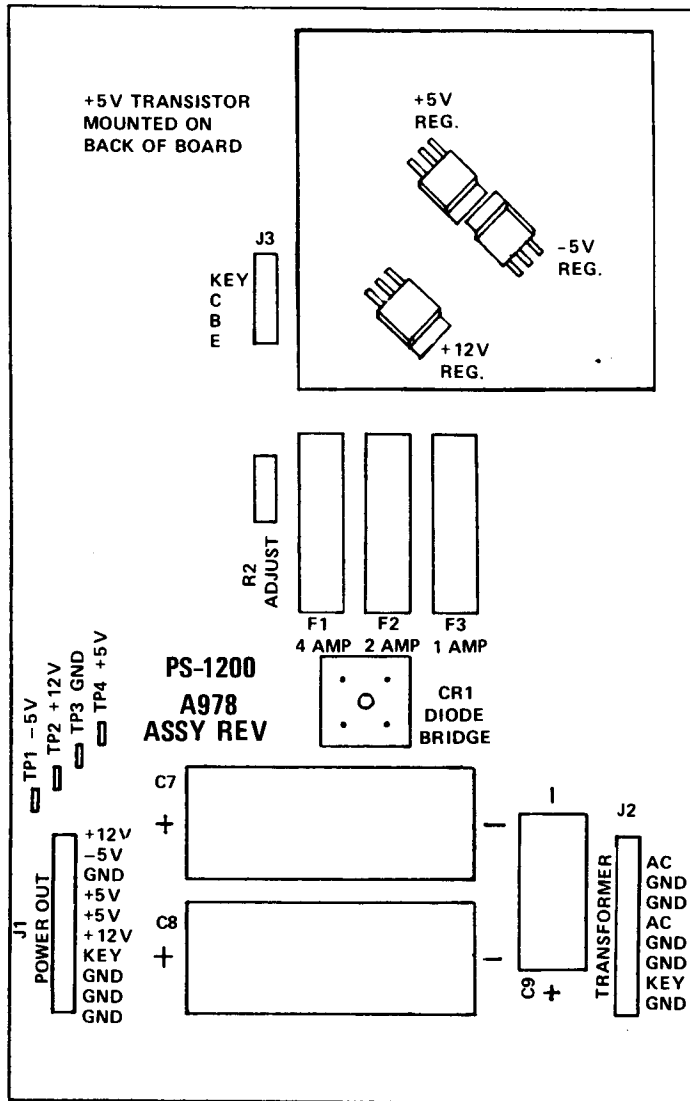
SWITCH	
<u>1</u>	<u>2</u>
OFF	OFF
OFF	ON
ON	OFF
ON	ON

SWITCH
<u>3</u>
OFF
ON

<u>ROCKET</u>
Freeplay
5
4
3

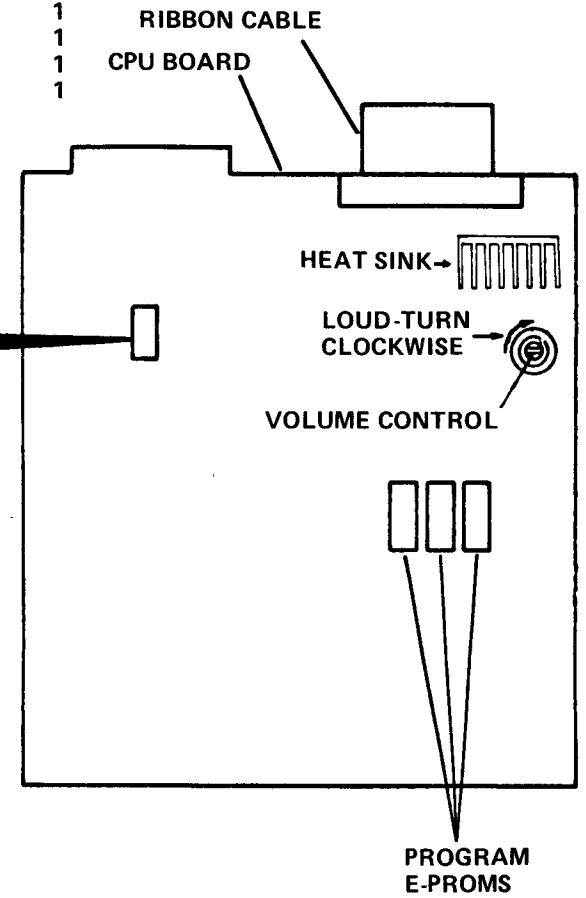
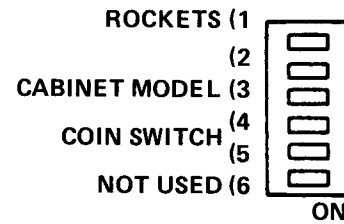
Table
Up Right

Cont'd. on next page.



GAME ADJUSTMENTS CONTINUED

SWITCH		COINS	PLAY
4	5		
OFF	OFF	4	1
OFF	ON	3	1
ON	OFF	1	1
ON	ON	2	1



TURTLES

12A-253-145

4A-173

8A-111-1

8A-111-2

12D-339-S

12G-10-154-M

12G-10-154-S

12A-281

34C-978-S

13C-2-32

Packing List:

Plastic Bag

1 AMP Fuse

2 AMP Fuse

Monitor Schematic

Manual

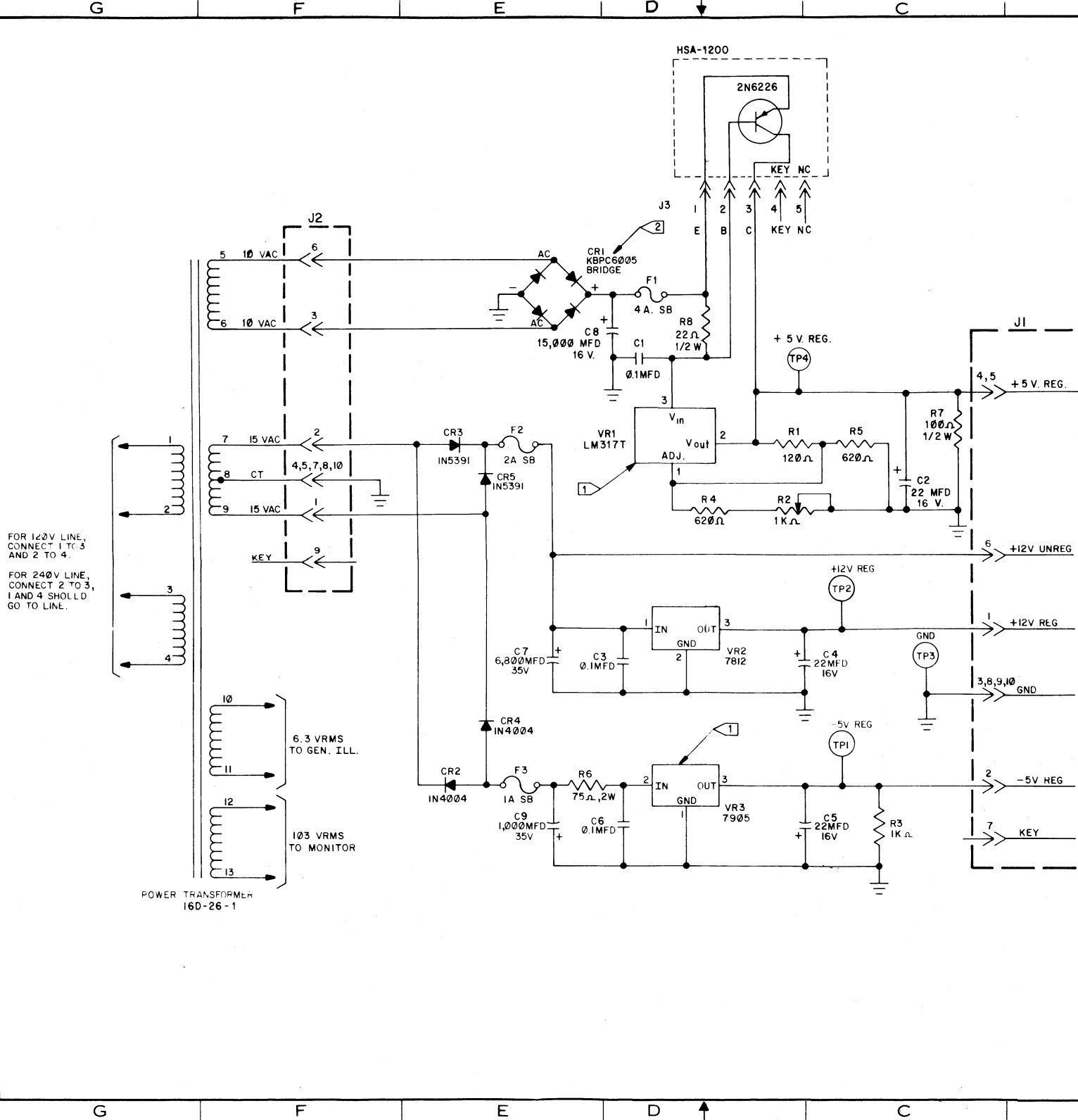
Schematic

Return Card

PS-1200 Schematic

Quarter Window

REVISIONS				
SYM	DESCRIPTION	DATE	CHK	APPD
A	ISSUED E.I. 00922.	4/11/78	JS	JS



FOR 120V LINE, CONNECT 1 TO 3 AND 2 TO 4.
 FOR 240V LINE, CONNECT 2 TO 3, 1 AND 4 SHOULD GO TO LINE.

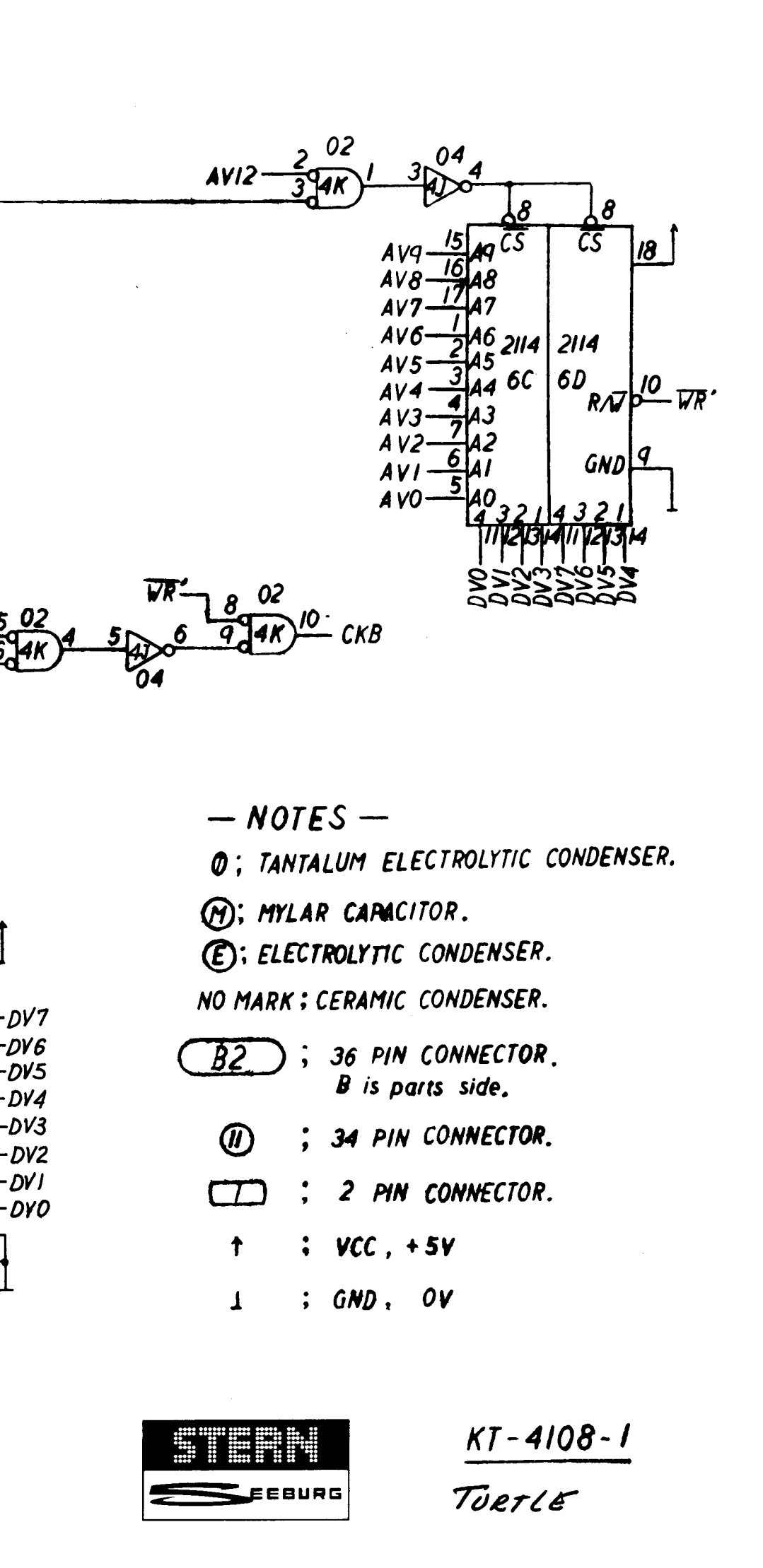
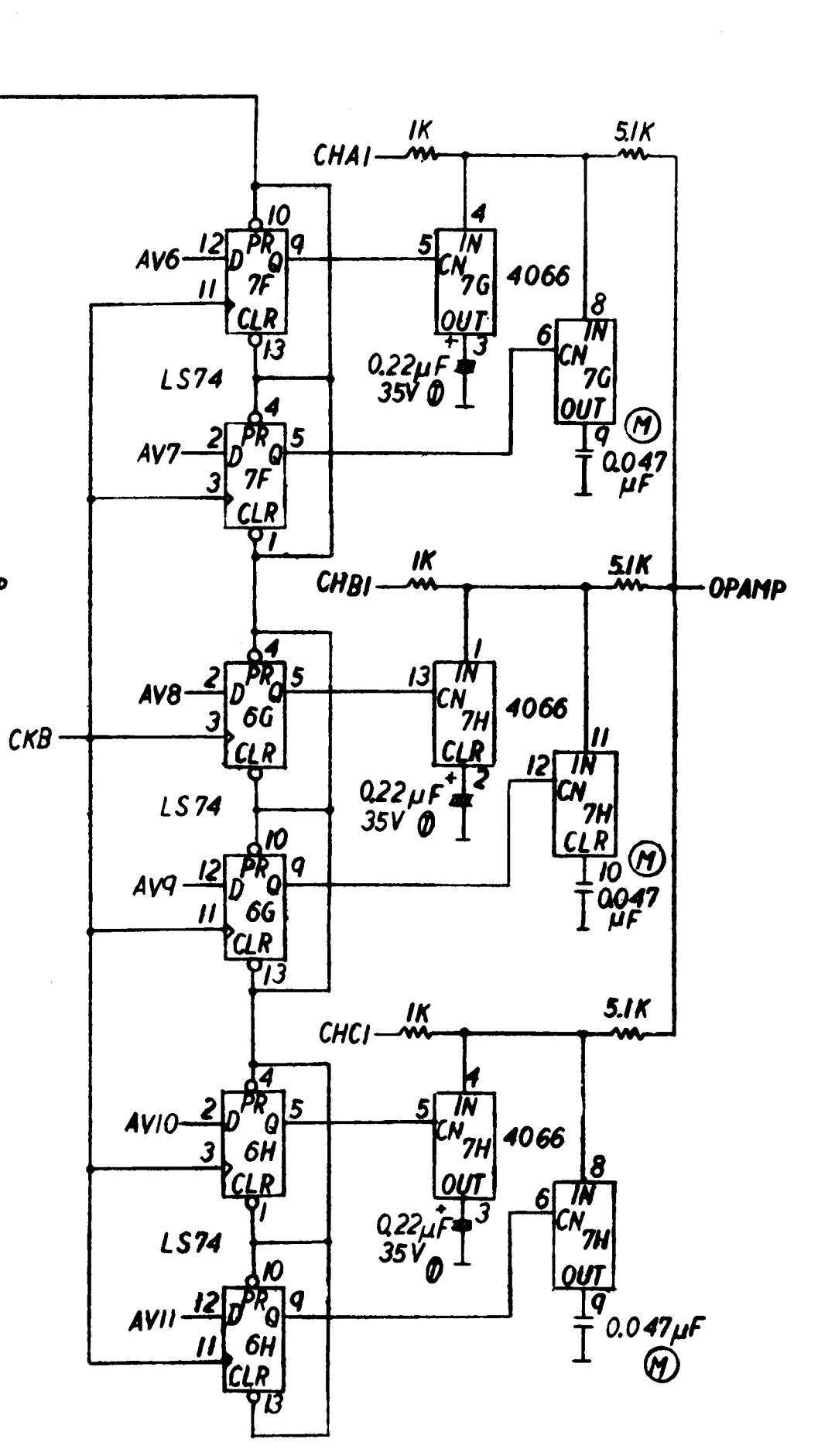
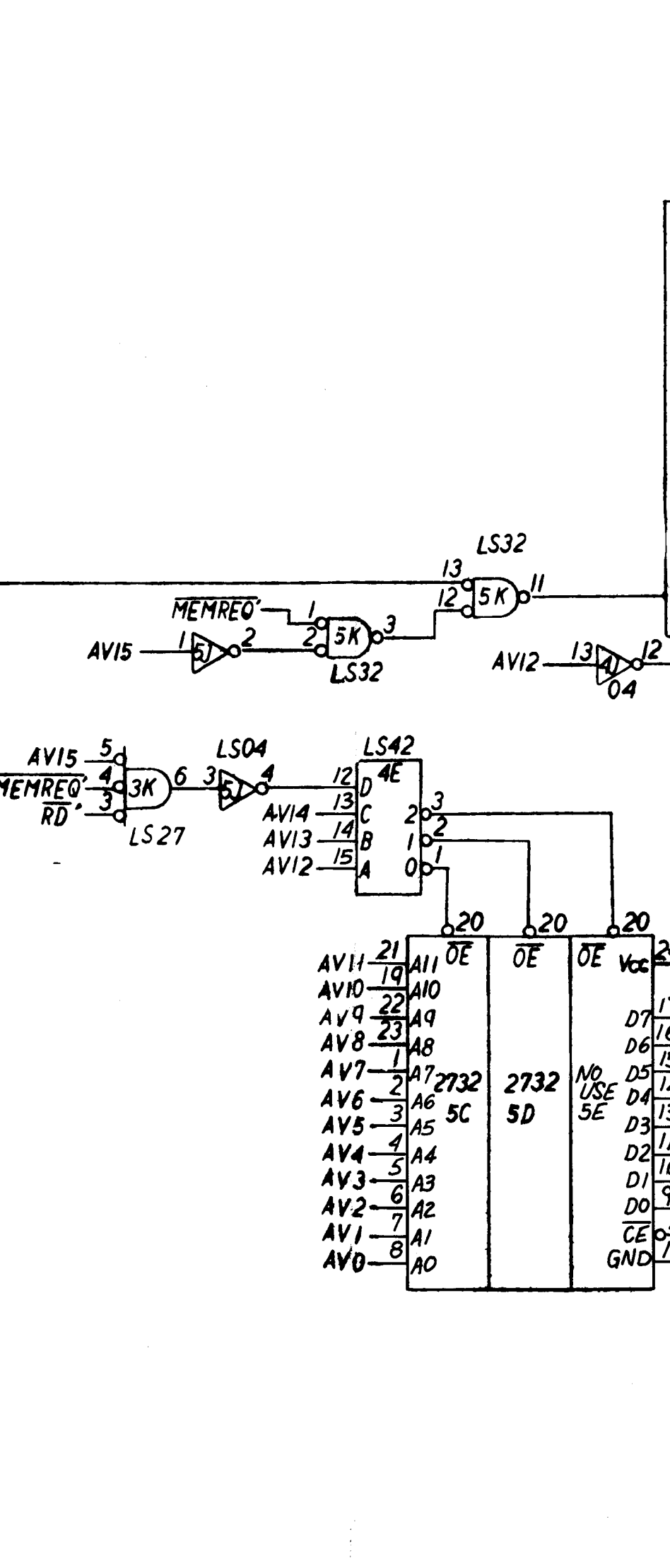
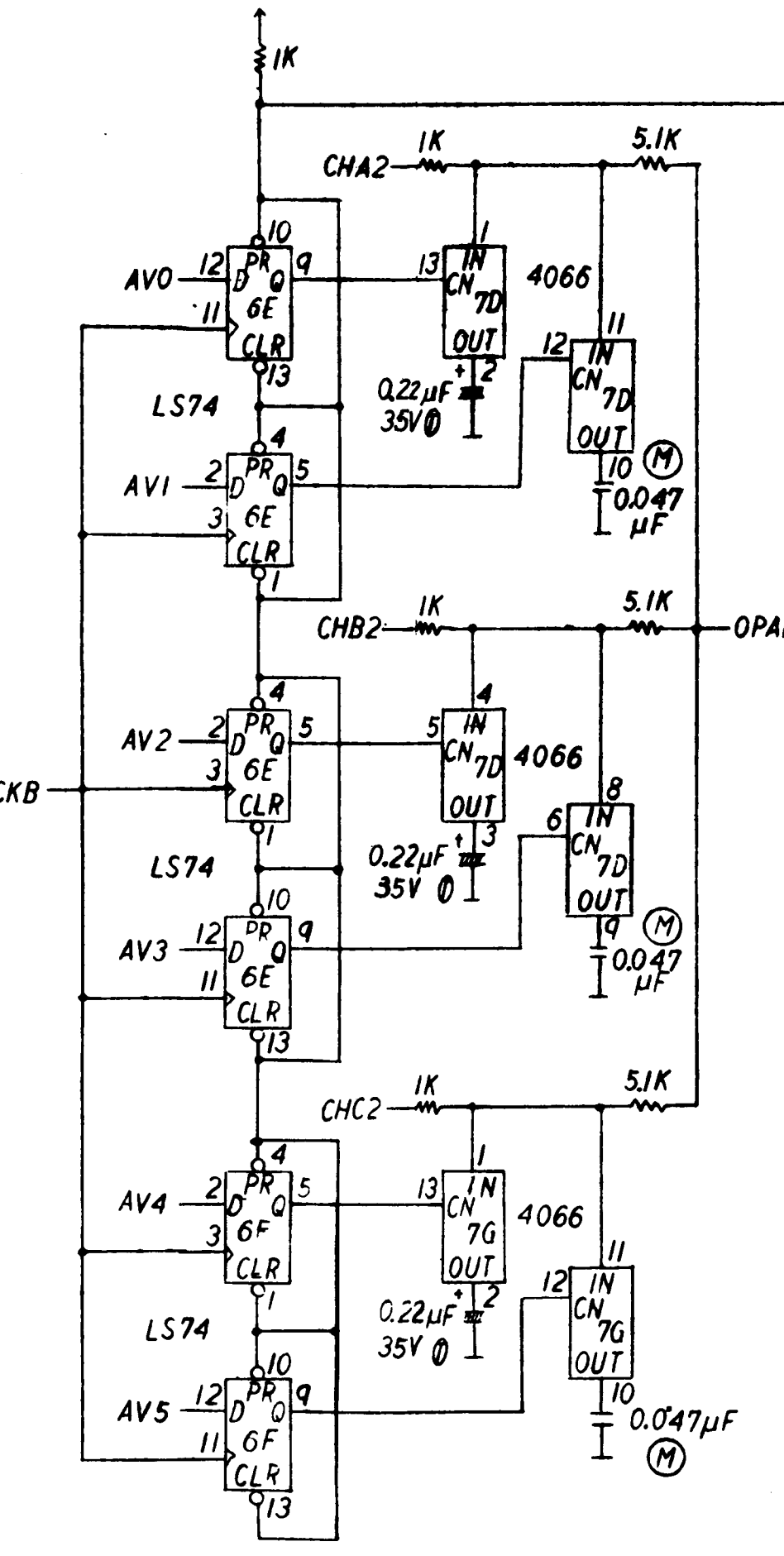
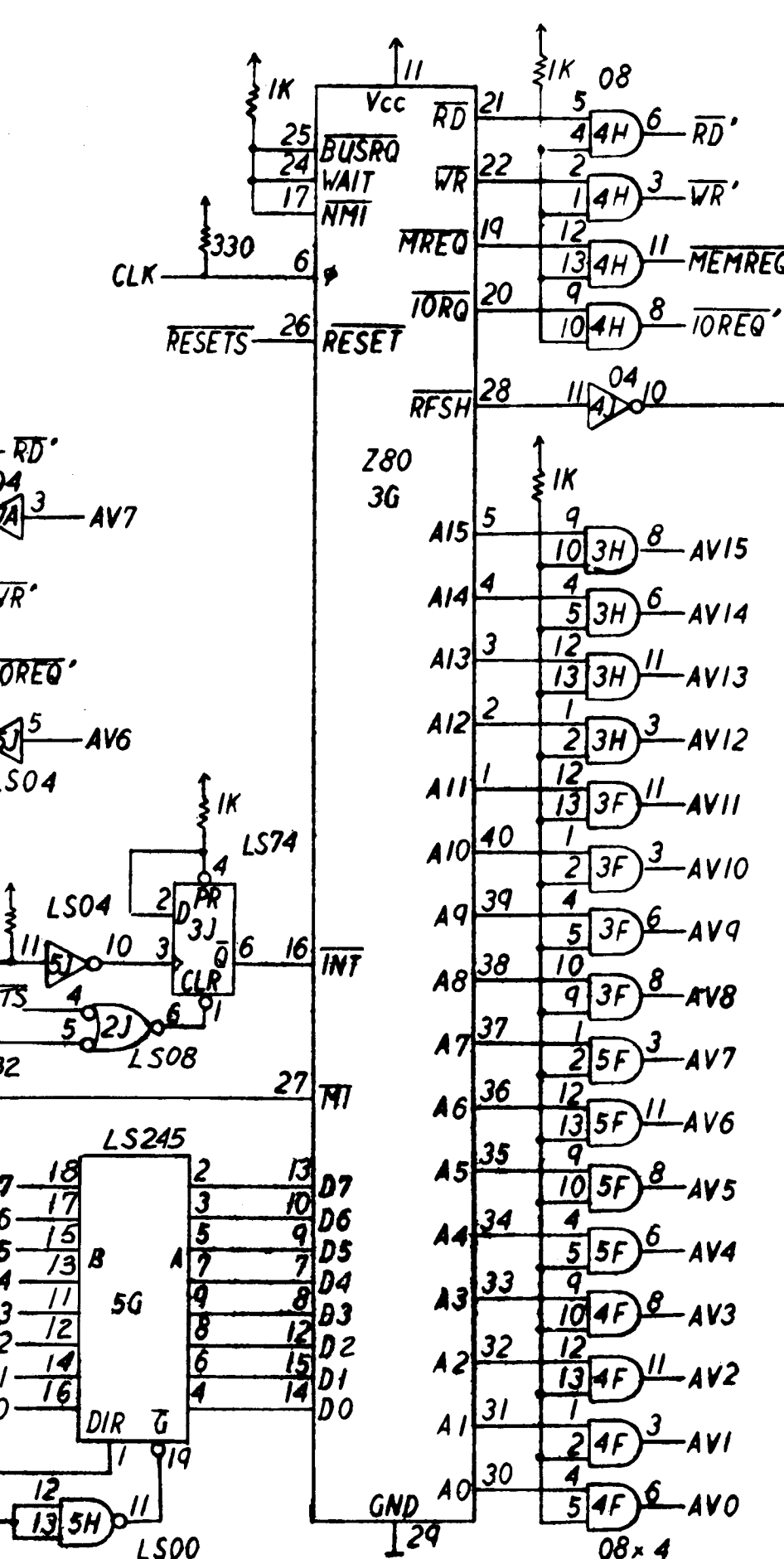
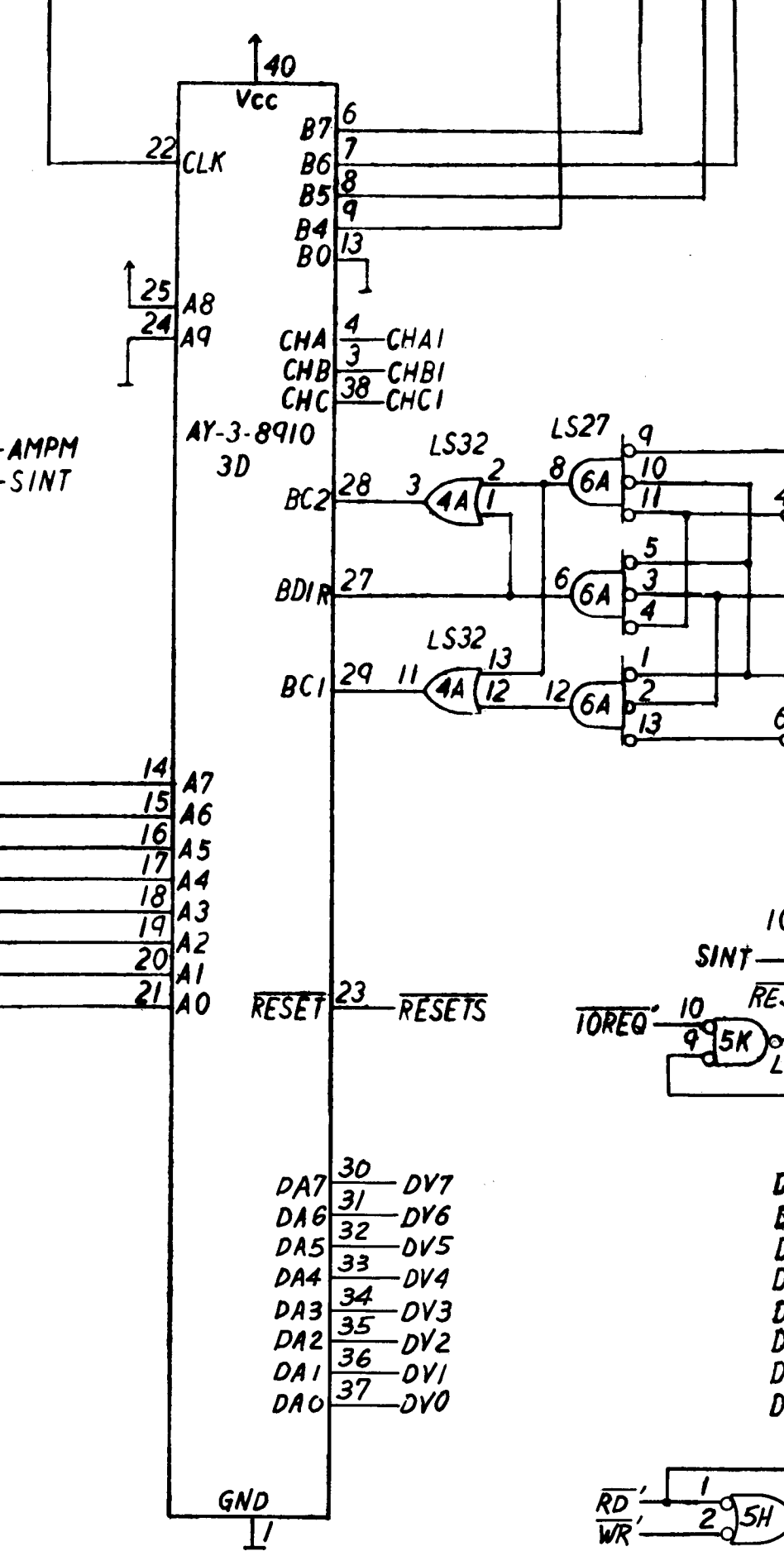
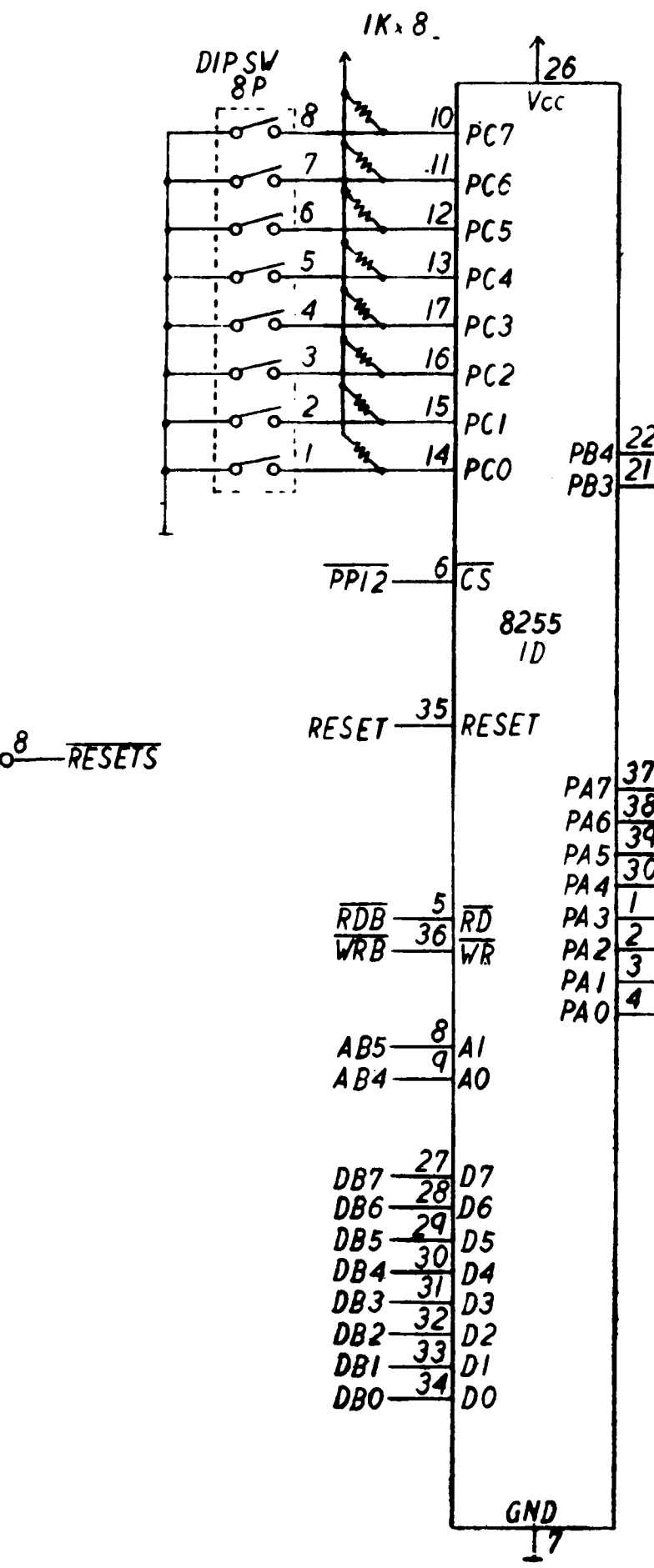
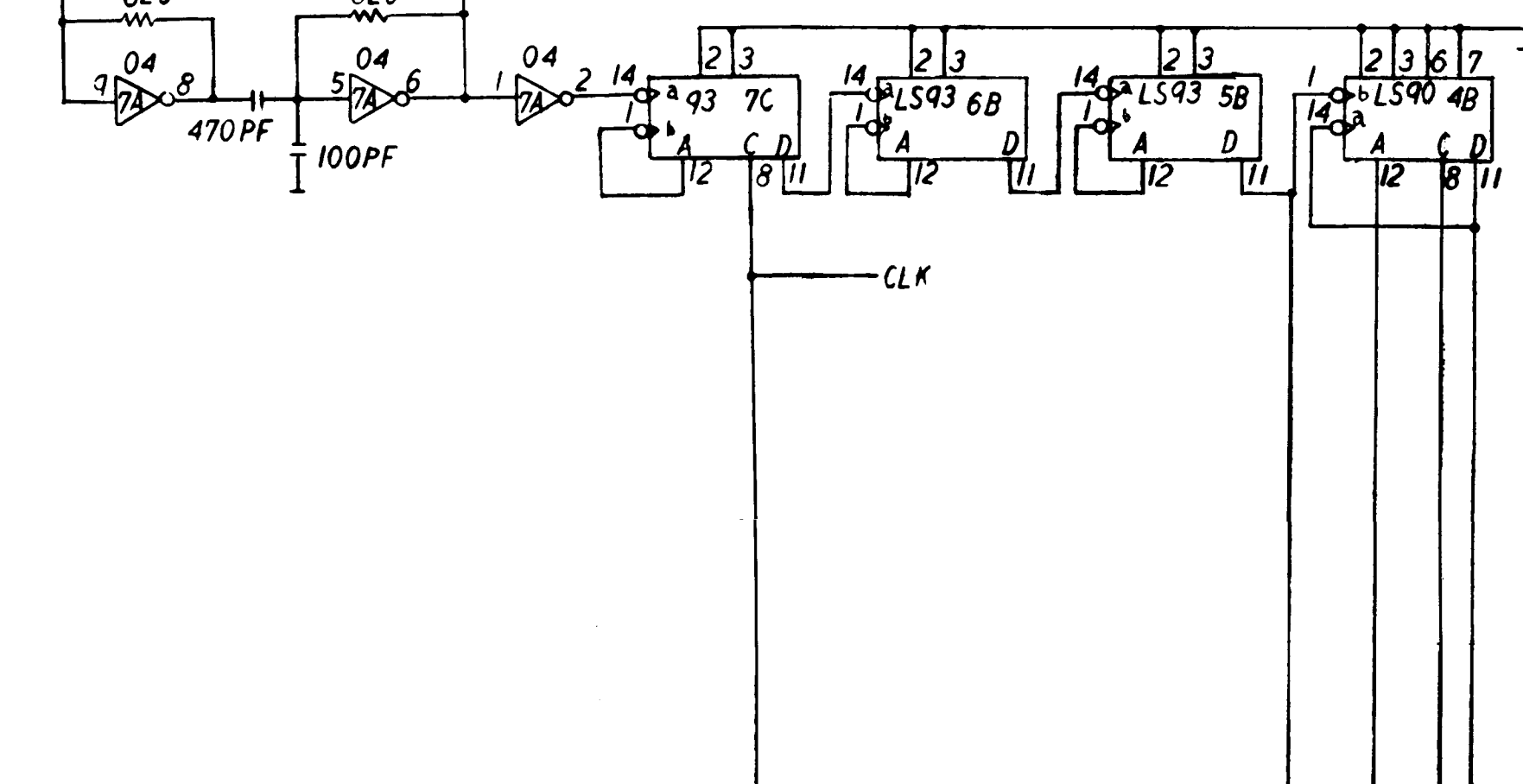
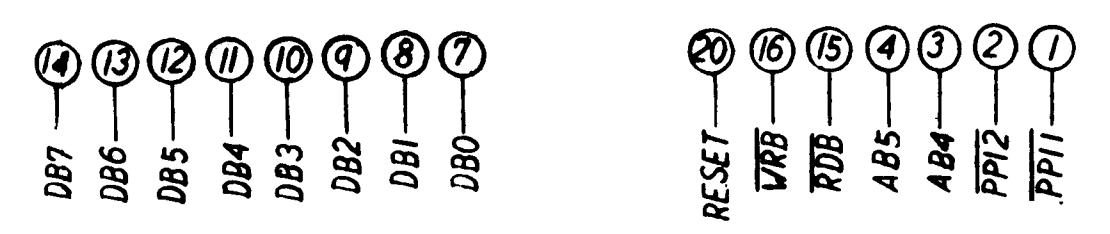
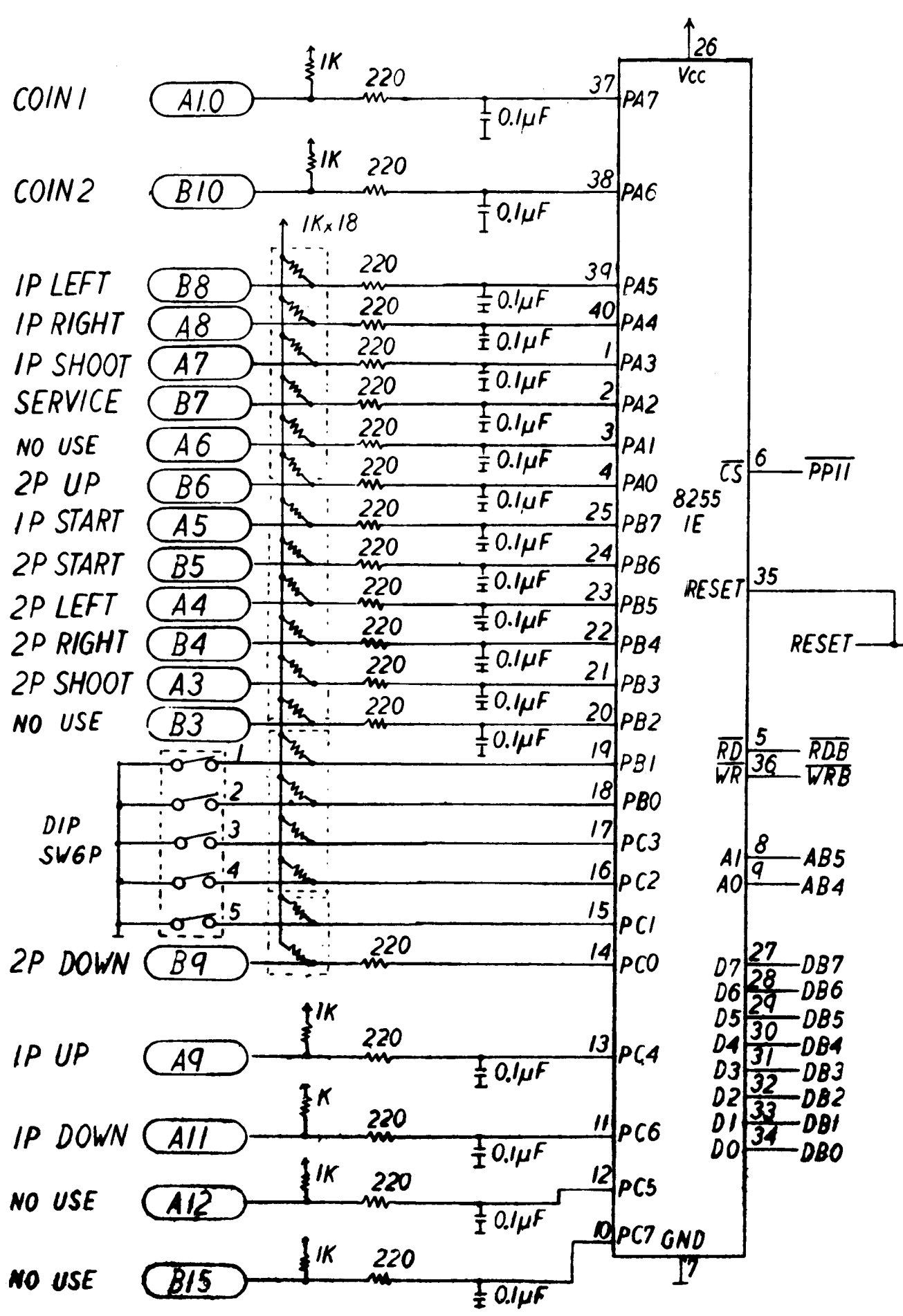
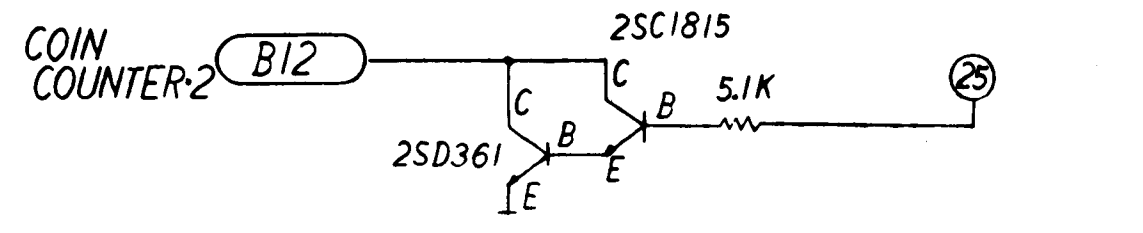
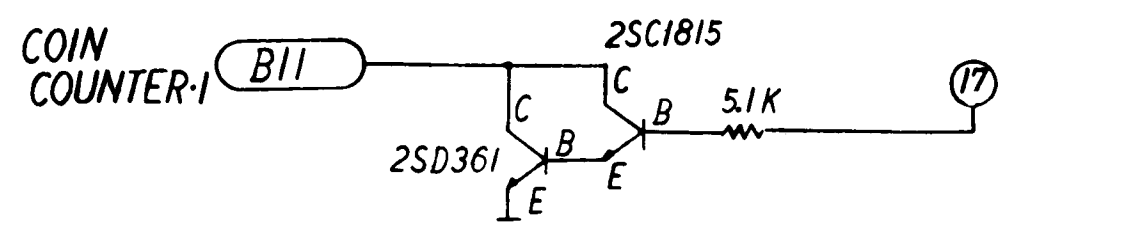
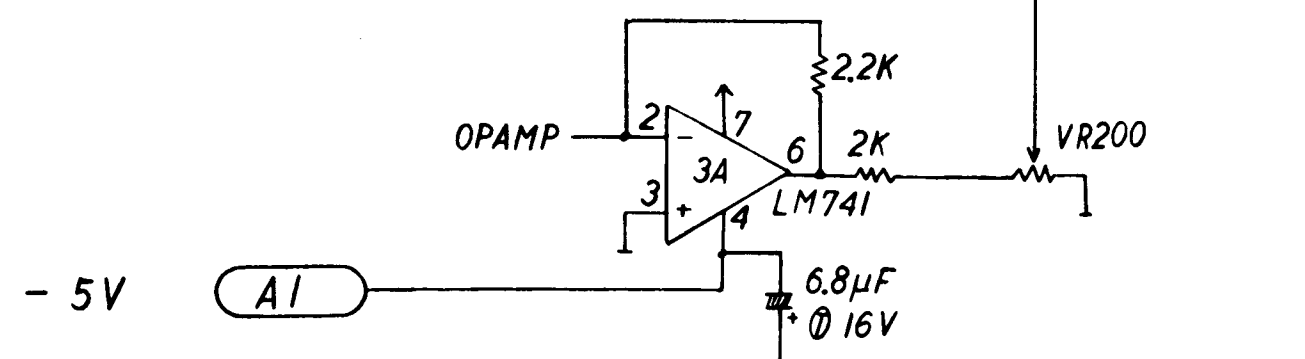
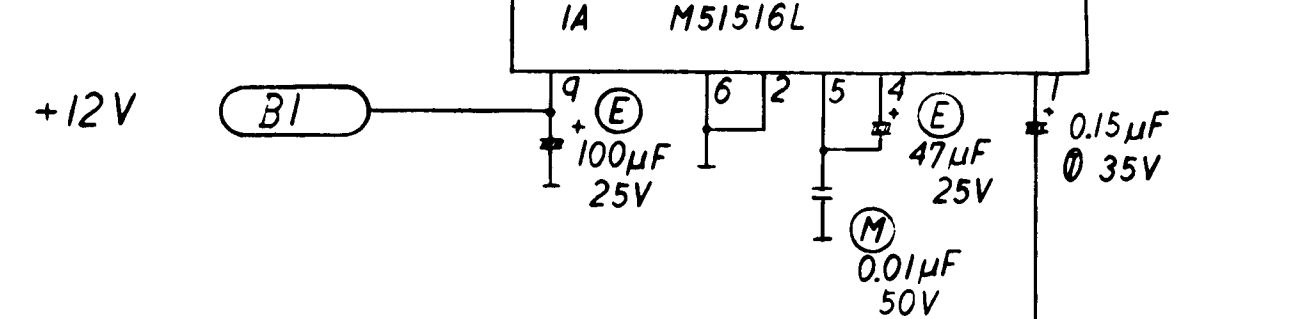
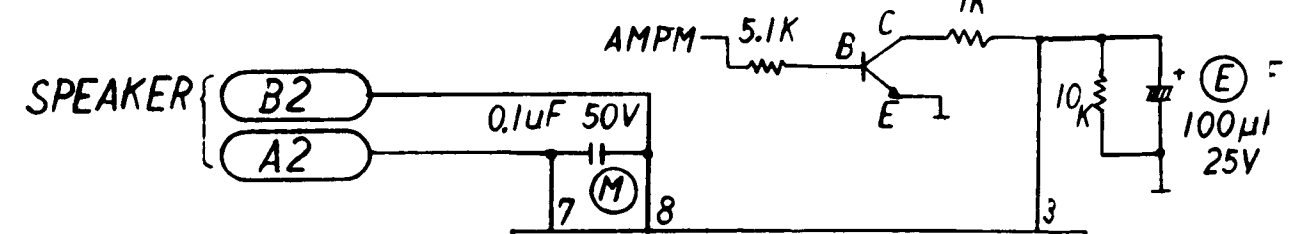
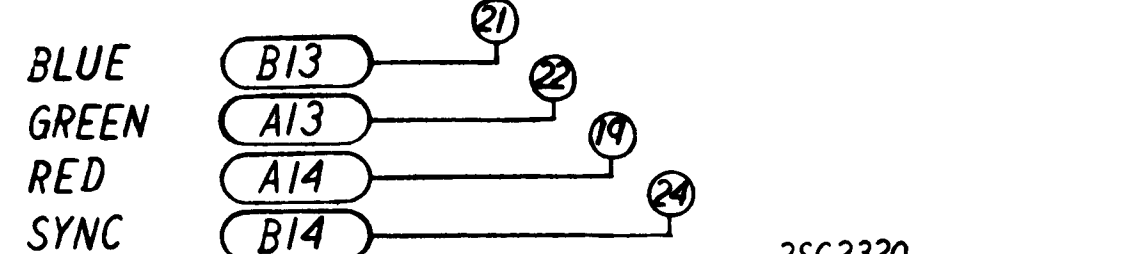
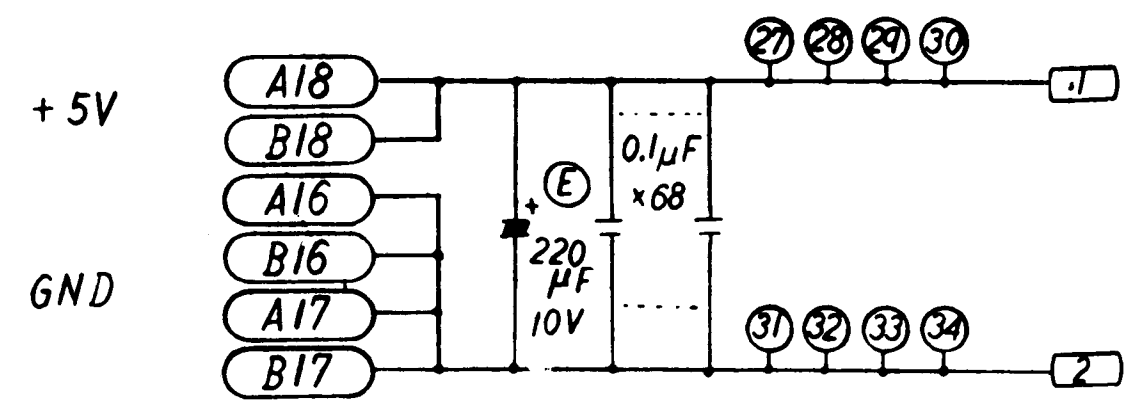
POWER TRANSFORMER 160-26-1

- NOTES
- 1 SHOULDER WASHER REQUIRED ON MOUNTING STUD
 - 2 GENERAL INSTRUMENTS.

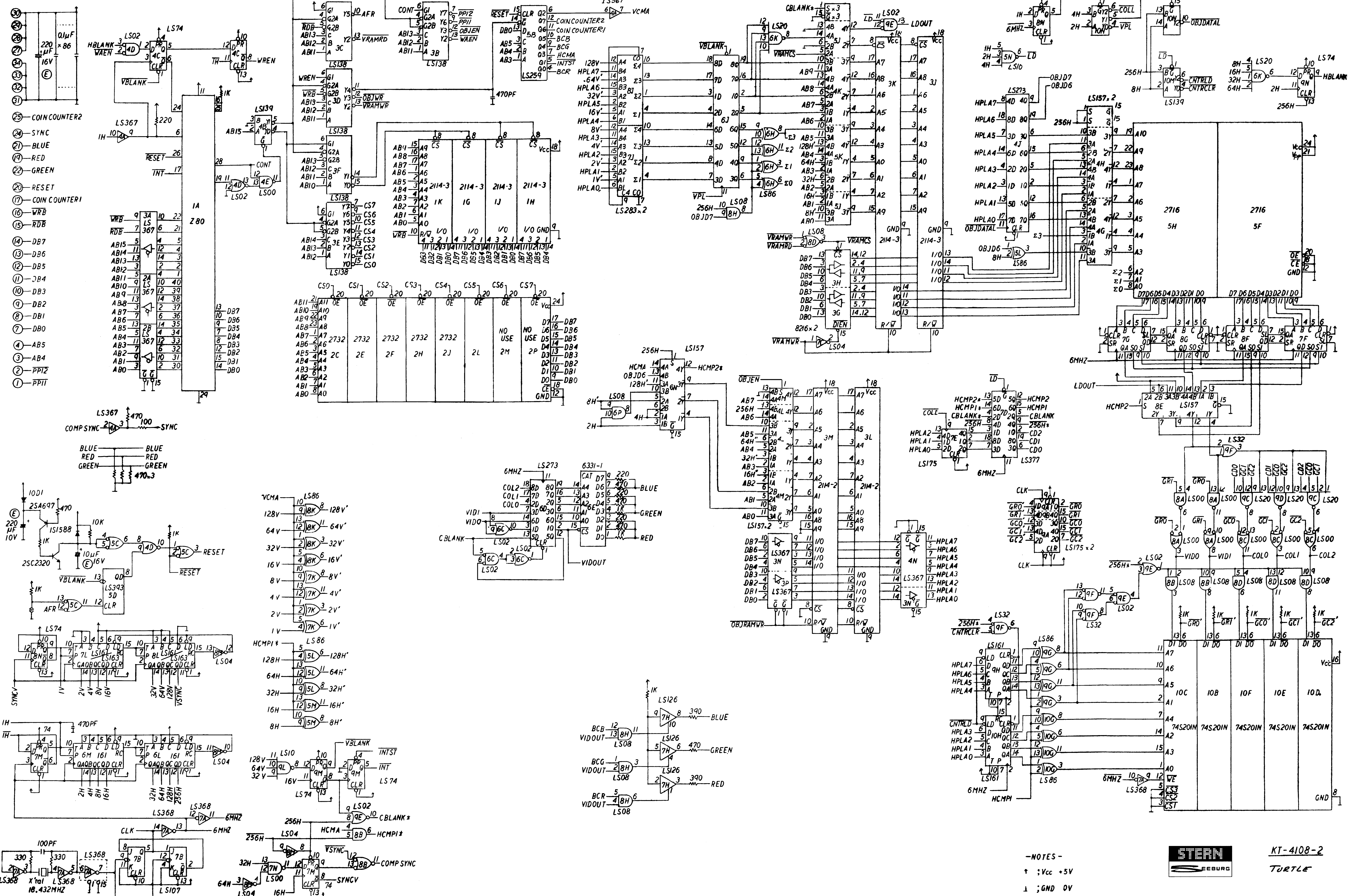
STERN ELECTRONICS, INC.
 1725 Diversy Parkway, Chicago, Illinois 60614
 (312) 935-6600, Telex 25-4651
 Toll Free Service Assistance (800) 621-6424

SCHEMATIC, POWER SUPPLY P.C. BOARD
34C-978-S

34C-978-S



- NOTES —
- ⊘ ; TANTALUM ELECTROLYTIC CONDENSER.
 - (M) ; MYLAR CAPACITOR.
 - (E) ; ELECTROLYTIC CONDENSER.
 - NO MARK ; CERAMIC CONDENSER.
 - (B2) ; 36 PIN CONNECTOR. B is parts side.
 - (11) ; 34 PIN CONNECTOR.
 - (1) ; 2 PIN CONNECTOR.
 - ↑ ; VCC, +5V
 - ↓ ; GND, 0V



- 25 - COIN COUNTER2
- 24 - SYNC
- 21 - BLUE
- 19 - RED
- 22 - GREEN
- 20 - RESET
- 17 - COIN COUNTER1
- 16 - WRB
- 15 - RDB
- 14 - DB7
- 13 - DB6
- 12 - DB5
- 11 - DB4
- 10 - DB3
- 9 - DB2
- 8 - DB1
- 7 - DB0
- 4 - AB5
- 3 - AB4
- 2 - PPI2
- 1 - PPI1

-NOTES-

↑ ;Vcc +5V

↓ ;GND 0V



KT-4108-2

TURTLE