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Operating Instructions
For Model 182 *(see below)

DEMOLITION DERBY, DESTRUCTION DERBY, DEATH RACE

CHICAGO COIN/Exidy

		SL2				START 2				SR 2				5 V
		x				x	x			x				
LLP	SL1		SL3	LRP	x			RLP	SR1		SR 3	RRP	ON	OFF
		SL5				START 1				SR5				
	x	x	x						x		x		x	
x					x	x	x	x						
		SL4								SR4				
		x								x				
SL6		SL7				COIN		SR6		· SR7			POWER	
x		x				x		x		x	x		ON	OFF

1. Insert 182A card into program "A" connector, number side up.

2. Insert 182B card into program "B" connector, number side up.

3. Insert 182C card into test fixture with number side up, for DEMOLITION DERBY.
    Use 191C card for DESTRUCTION DERBY AND DEATH RACE 1st production run.
        If mirror image on edgeboard connector of 2nd production run
        of DEATH RACE, use 182D card with extender cable twisted 180°
        to get correct orientation.   (RED DOT up on 22 pin connector)

4. Insert game board into appropriate adapter board.

5. Connect 6 pin molex connector to DEMOLITION DERBY. Use 191D adapter board
    plugged into molex connector for DESTRUCTION DERBY AND DEATH RACE.

6. Connect a 8 OHM speaker across A1 pair of wires and also across the A2 pair.

7. Push POWER switch to ON.
8. Push 5 VOLT switch to ON.

*Death Race -098 uses 182A, 182B, 182D
*Demolition Derby uses 182A, 182B, 182C
*Destruction Derby uses 182A, 182B, 191C, 191D

9. Push COIN switch once for 1 player, twice for 2 players.

10. Push START 1 switch once.

11. SR5 is car turn right.
    SL5 is car turn left
    Switch on 182B card selects which car can be turned. Car 1 is left side and
    Car 2 is right side.

12. SL6 is GAS for CAR 1 (Slow Speed).   SR6 is GAS for CAR 2 (Slow Speed).
    SL7 is GAS for CAR 1 (Fast Speed).   SR7 is GAS for CAR 2 (Fast Speed).

13. SL4 is REVERSE car 1.   GAS must be pushed simultaneously with REVERSE
    SR4 is REVERSE car 2.   switch to put car in motion.

PG.   OF