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Operating Instructions

For Model 266A, C

ROBOT BOWL, CIRCUS

Exidy

		SL2		· · · · · · · · · · · · · · · · · · ·		START 2			SR2			:	5 V
LLP	SLI	x SL5	ST3	LRP	x	X START 1	RLP	SR1	x SR5	SR3	RRP	ON	OFF
x	· x	x SL4	×	x	x	x	x	x	x SR4	×	×		
	SL6	×	SL7			COIN		SR6	x	SR7		PO	WER
	x		x			X		x		x	. X	ÓN	OFF

- 1. Insert the 266A card into the program "A" connector, number side up.
- 2. Insert the 266C card into the test fixture, number side up.
- 3. Insert the game board into the 266C card.
- 4. Connect an ungrounded speaker to the speaker leads.
- 5. Slide the 5 VOLT switch to ON.
- 6. Slide the POWER switch to ON.
- 7. Coin the game by pressing COIN.
- 8. Press START 1 to start game.
- 9. START 2 is ANT.

10.	MAN	LEFT	SL-6
	MAN	RIGHT	SL-7
		ROLL	SL-5
	FAST	BALL	SL-2
	HOOK	LEFT	SL-1
	HOOK	RIGHT	SL-3

- 11. The L.E.D. on the 266 A card indicates power to the relay in a 2 player game.
- 12. For the CIRCUS board, SL-2 is 2 Player START. LLP controls the board.

Robot BOWL EXIDY 266

