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## Operating Instructions For Model 266A, c

COLUMN TO THE OWNER OF THE OWNER

ROBOT BOWL, CIRCUS

Exidy

		SL2				START 2			SR2			:	5 V
LLP	SL1	× SL5	ST 3	LRP	x	X START 1.	RLP	SR1	x SR5	SR3 ·	RRP	·. ON	O F
<b>x</b>	· x	×	×	. x*	×	*		x	· x	×			
		SL4		^	X X	<b>x</b>	x		SR4		<b>X</b>		
	SL6	x	SL7			COIN		SR6	<b>x</b>	SR7		PO	WER
	x		x			x		×		x	x		

- 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 MAN FAST HOOK	LEFT RIGHT ROLL BALL LEFT	SL-6 SL-7 SL-5 SL-2 SL-1
	ноок	RIGHT	SL-I 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.