Kurz·Kasch, Inc.

Electronics Division
Box 1246 • 2271 Arbor Blvd.
Dayton, Ohio 45439
Telephone (513) 299-0990

Operating Instructions
For Model ___ 274D

Bally----MPU

needs 274 A & E

	SL2				START 2		SR2			5V
	x			x	x		x		RRP	
LLP	SL1	SL3	LRP			RLP	SR1	SR3		ON OFF
	SL5				START1		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

NOTE: This card can be used in console alone or with 274E to control MPU.

A. FOR TF-650

   1. Insert 274A into Port A.

   2. Connect 274D to J-1 & J-4 of MPU Board.

   3. Connect 274A remote connector to 274D P-4.

   4. The 4 switches---CDT, 1P, 2P, 3P & 4P show credit and the 4 player scores.
       All swithces should be toward P4 end of board to start.

   5. The 3 switches---U1, U2, U3 & U4 select the lamp outputs of MPU board and display
       them on LEDS 0-15 (above P-1)   (See Lamp Driver schematic of game.)

   6. Use jumper from pin 1 of J-3 to ground to execute MPU test per Bally Instructions
       "Self Diagnostic Test"

   7. LEDS 0-15 (above P4 display Solenoid outputs.)

B. IN CONSOLE

   1. Remove connectors to J-1 & J-4 on MPU Board.

   2. Connect 274D to MPU Board.

   3. Connect cable that went to J-4 on MPU Board to P-4 on 274D card.

   4. Exercise MPU Board per "Self Diagnostic Test" Procedures in Bally Instruction
       Book.

   5. 274E card may be plugged into either J2 or J3 to exercise the MPU cabinet or
       Playfield switches. (see these respective Bally drawings and 274A & E
       instruction sheets)