



MIDWAYS



— ROM/RAM CHECK LIST AND MOTHER BOARD LOCATION COORDINATES

*	P	ROM 1	OK	-----	M-7
	P	ROM 2	OK	-----	L-7
	P	ROM 3	OK	-----	K-7
	P	ROM 4	OK	-----	J-7
	P	RAM 1	OK	-----	S-3 and/or S-2
	P	RAM 2	OK	-----	R-3 and/or (R/S)-2
	P	RAM 3	OK	-----	P-3 and/or (P/R)-2
	BBU	RAM	OK	-----	S-4
**	V	RAM 1	OK	-----	H-1 and/or (M/N)-1
	V	RAM 2	OK	-----	J-1 and/or (L/M)-1
	V	RAM 3	OK	-----	L-1 and/or (K/L)-1
	V	RAM 4	OK	-----	(J/K)-1 and/or (N/P)-1
	V	ROM 1	OK	-----	E-1
	V	ROM 2	OK	-----	F-1
*	If completely bad, no picture and no "BEEP" sound.				
**	If completely bad, no picture.				

For instance: if the 7th and the 12th chips down from the top are found to be bad, they would look like this (P RAM 3 NG) and (V RAM 4 NG). In the above case, the "BEEPING" sequence would be as follows:

**7 "BEEPS",
PAUSE (2 to 5 seconds),
THEN 12 MORE "BEEPS",
LONGER PAUSE (10 to 15 seconds),
THEN REPEATS ABOVE SEQUENCE.**

NOTE: In addition to the "BEEPING", the game will also flash its 1 and 2 credit LED lit push buttons at you in sequence with the "BEEPS" - 7 "BEEPS", 7 "flashes" - 12 more "BEEPS", 12 more "flashes" - and so on.

These "BEEPING" and "FLASHING" sequences are repeated until the game is turned off and the bad chip(s) are replaced or until the Self-Test switch is turned off.