



Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions For Model 120 A

TV BASKETBALL

Midway

SL2				START 2				SR2				5 V	
LLP	SL1	SL5	SL3	LRP	START 1	RLP	SR1	SR5	SR3	RRP	ON	OFF	
	x				x	x		x					
		x	x					x	x				
x		SL4		x	x	x				x			
		x						SR4					
	SL6		SL7		COIN		SR6		SR7		POWER		
	x		x		x		x		x	x	ON	OFF	

1. Insert 120 A card into program "A" connector, with number side up.
2. Insert computer board into test fixture using the 22 pin orientation.
3. Connect 10 pin connector to opposite end of computer board with the red dot up.
4. Turn power switch on.
5. Turn 5 volt internal switch on.
6. Push COIN switch once for 2 players, twice for 4 players.
7. Push START 1 switch once.
8. LLP is left paddle
RRP is right paddle
LRP is left right paddle
RLP is right left paddle
9. LED indicators on 120 A card are:
1 PLY is 1 player
2 PLY is 2 players
GO is game over



Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

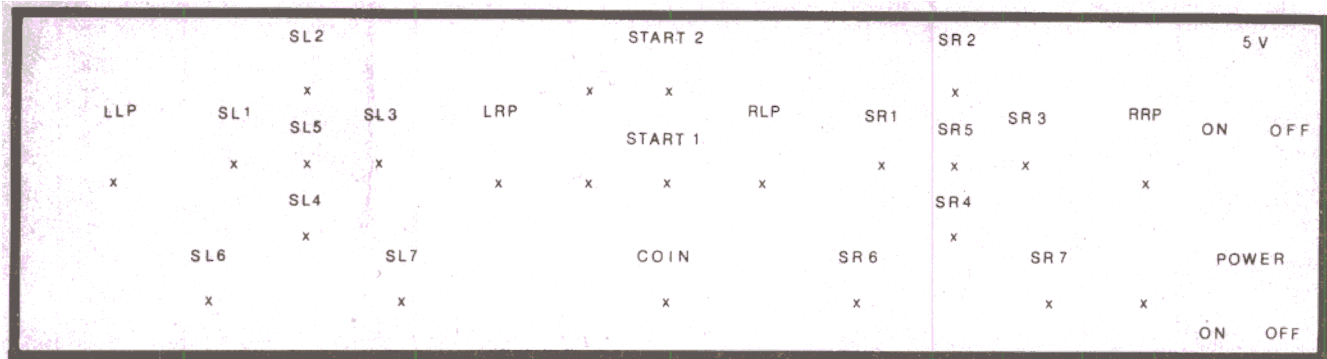
Operating Instructions

For Model

121 A

Baseball

Ramtek/Midway



1. Insert program card with number facing you in slots A or B, as marked.
2. Insert board to be tested in to test fixture.
3. Connect #18 wire from 5v banana jack on test fixture to 5v trace on board being tested. (wire is used to reduce voltage drop from internal regulator to PC board.)
4. Turn power switch on.
Turn 5v switch on.
6. Push coin switch.
7. Push start switch.
8. SR2 - slow pitch
9. SR4 - fast pitch
10. SR1 - left curve
11. SR3 - right curve
12. SL7 - bat
13. SR6 - outfielders left
14. SR7 - outfielders right
15. PLY - player



Kurz-Kasch, Inc.

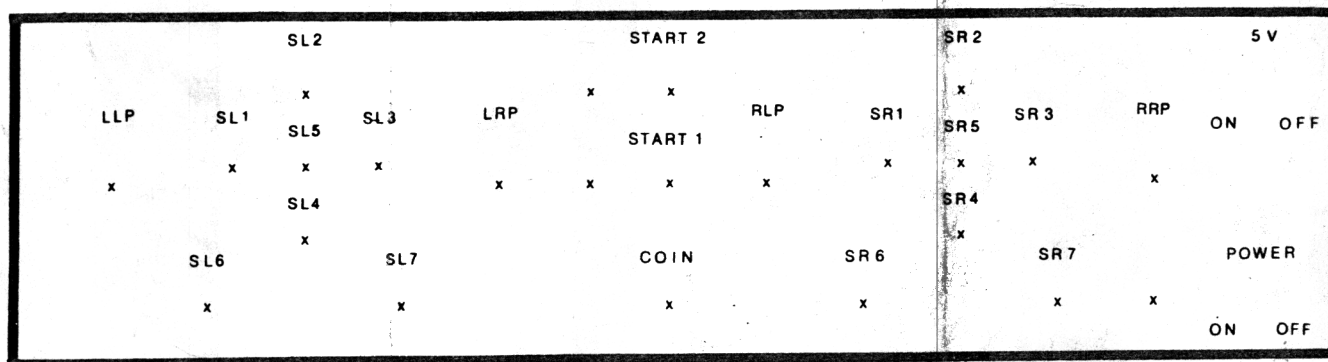
Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions

For Model 122 A & B

TANK

Atari/Kee



1. Insert 122 A card into program "A" connector, number side up.
2. Insert 122 B card into program "B" connector, number side up.
3. Insert computer board I into test fixture and computer board II connects to remote connector, orange dot up.
4. Turn power switch to ON.
5. Push coin switch to start game.
6. Push SR2 and SR3 down simultaneously to turn right tank counter-clockwise.
7. Push SR1 and SR4 down simultaneously to turn right tank clockwise.
8. SR5 is the cannon control for right tank.
9. Push SR1 and SR3 simultaneously to brake tank.
10. Push SR2 and SR4 simultaneously to go straight ahead.
11. Push SL2 and SL3 down simultaneously to turn left tank counter-clockwise.
12. Push SL1 and SL4 down simultaneously to turn left tank clockwise.
13. SL5 is cannon control for left tank.
14. Push SL1 and SL3 simultaneously to stop left tank.
15. Push SL2 and SL4 simultaneously to make left tank go straight ahead.



Kurz-Kasch, Inc.

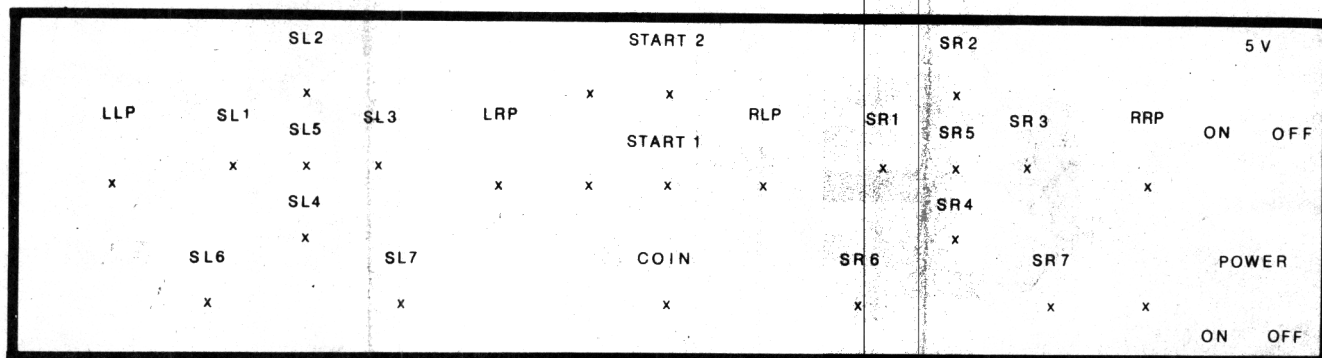
Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions

For Model

123 A & B

GRAN TRAK 10
Formula K-
Atari/Kee



1. Insert program card with number facing you in slots A or B, as marked.
2. Insert board to be tested.
- 2a *TURN 5 VDC*
3. Turn power switch on.
4. Push coin switch.
5. Push start switch.
6. SR6 - gas
7. SR1 - first gear.
8. SR2 - second gear.
9. SR3 - third gear.
10. SR4 - reverse
11. SR7 - brake
12. SR5 - steering right
13. SL5 - steering left



Kurz-Kasch, Inc.

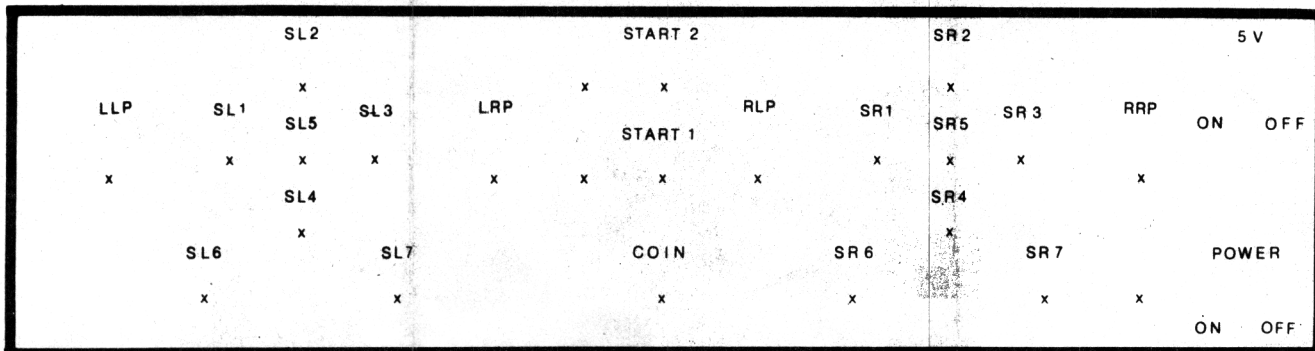
Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions For Model

124 A & B

GRAN TRAK 20

Atari/Kee



1. Insert program cards A & B in the slots appropriately marked.
2. CAUTION: a) For Kee Games Twin Racer only, remove the two diodes on the digital board power supply whose anodes go to GND. Kee DOES NOT use the center tap of the AC secondary.
b) Connect a jumper from +5V (+5V available at end of power resistor nearest edge of board on digital computer board), to Pin 20 of remote connector to power turn circuit of 124A program card.
3. Insert analog board into test fixture.
4. Insert digital board into remote connector making sure that Pin 1 is at red dot end of 22 Pin remote connector.
5. Connect 2 speakers to 2 red wires on 124A and GND (black wire).
6. Push coin switch once for one car, twice for two cars.
7. Push start 1 switch for 1 car, or start 2 for 2 cars.
8. Switch on 124A card selects car 1 or 2 to be driven. (only one car can be driven at any one time).

9. Car 1 (white)

SR6 - gas
SR1 - first gear
SR2 - second gear

SR3 - third gear
SR4 - reverse
SR7 - brake

SR5 - steering right
SL5 - steering left

10. Car 2 (gray)

SL6 - gas
SL1 - first gear
SL2 - second gear

SL3 - third gear
SL4 - reverse
SL7 - brake

SR5 - steering right
SL5 - steering left



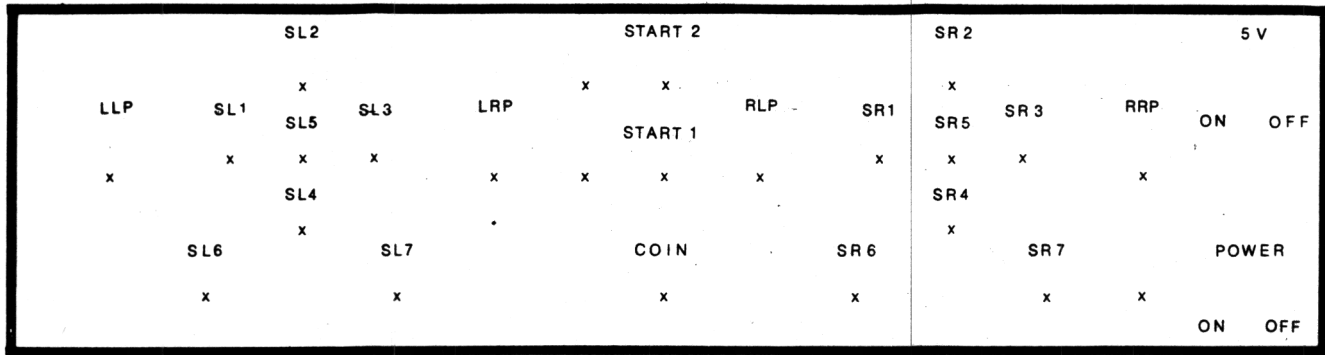
Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions

For Model 125 B

Atari



1. Insert 125B program card into program "B" connector.
2. Insert board into test fixture.
3. Connect speaker to red and black wires on 125B card.
4. Turn power switch on.
5. Push coin switch.
6. Start 1 - serve ball
7. SR5 - top flipper
8. ~~SL5~~ - bottom flipper
SL5



Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

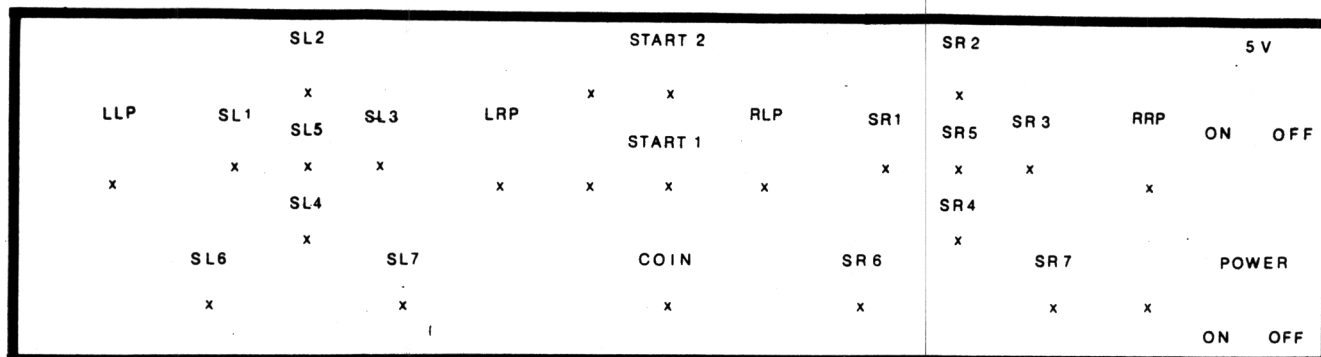
Operating Instructions

For Model

126 A

QWAK

Atari



1. Insert 126A program card into program "A" connector.
2. Insert board into test fixture.
3. Connect speaker to red and black leads on 126A card.
4. Turn power switch on.
5. Push coin switch.
6. Push start switch.

NOTE: Gun must be used to shoot ducks.



Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

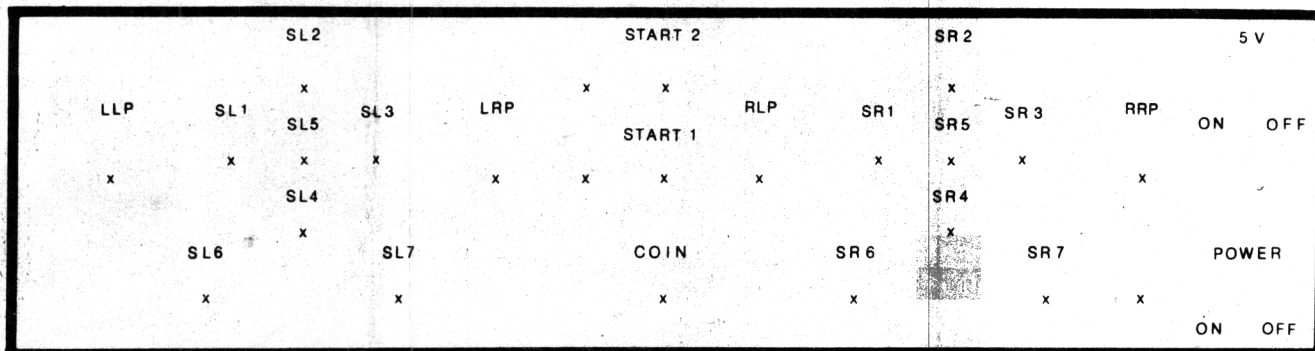
Operating Instructions

For Model

127 A

WHEELS

Midway/Bally



1. Insert card 127A into "A" connector, component side up.
2. Insert board to be tested into test fixture.
3. Attach 1ma meter positive terminal to T (tachometer) wire on card 127A, and GND.
4. Attach speaker between A (audio) wire and GND.
5. Turn power switch on.
6. Turn 5v switch on.
7. Push coin switch once (credit light will come on)
8. Push start switch once.
9. Set control RLP in center of range (accelerator)
10. Control RRP is steering.
11. Push SR6 to start car (gear shift), low gear button down, high gear button up.
12. Check WRN (warning), X play (extra play), and GO (game over lights).



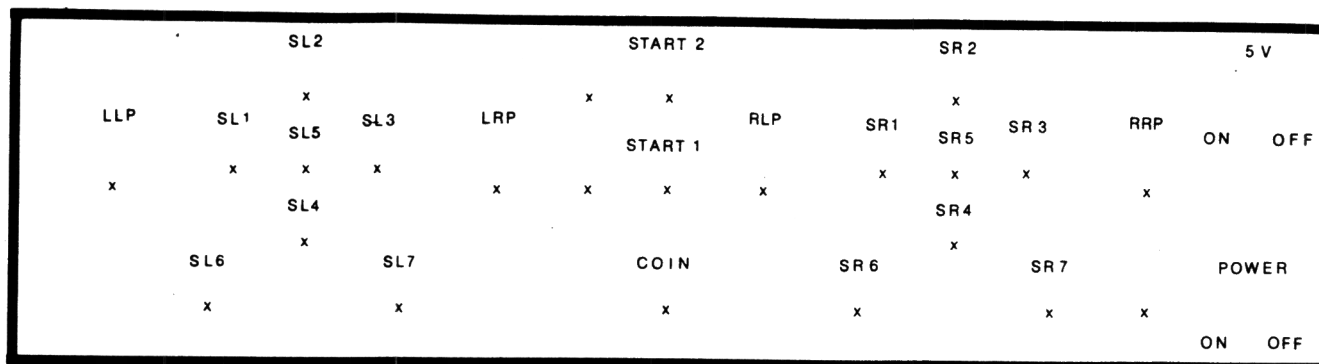
Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions For Model 128 A

ANTI-AIRCRAFT

Atari



1. Insert program card 128A into program "A" connector.
2. Insert board into test fixture.
3. Connect speaker to red and black wires on 128A card.
4. Push coin switch.
5. Push start switch.
6. Right gun positions:

SR1 - 1
SR2 - 2
SR3 - 3

7. Left gun positions:

SL3 - 1
SL2 - 2
SL1 - 3



Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

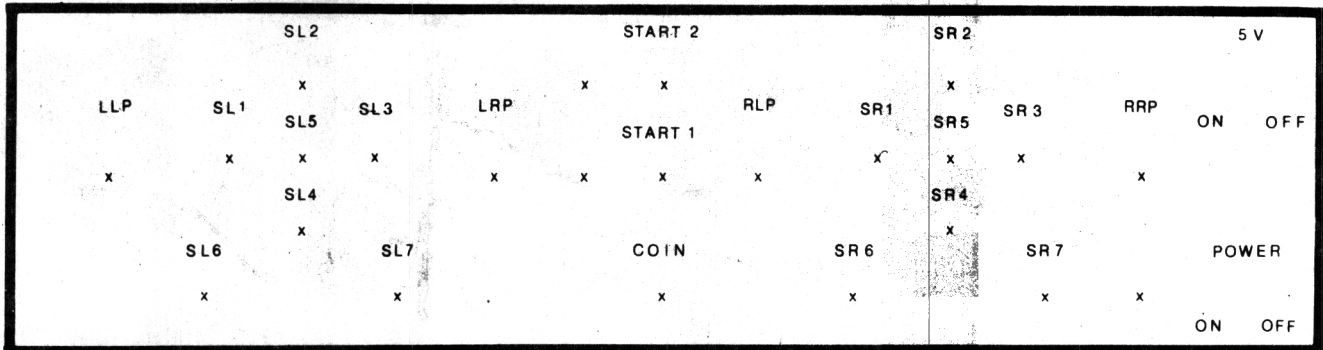
Operating Instructions

For Model

129 A, 129 B

STREET BURNER

Allied Leisure



1. Insert program card 129 A into program "A" connector
Insert program card 129 B into program "B" connector
2. Insert URL 8200-2 board to be tested into test fixture
3. Insert 1A-1-2 board into remote connector
With orange dot on connector up and to the left
4. Turn power switch on
Turn 5V internal switch on
5. Push coin switch once for 1 player
Push coin switch twice for 2 player
6. Push start 1 switch once.
7. RRP is #1 car steering
RLP is #1 car accelerator (ccw to run)
SR6 switch is up for 2nd gear, down for 1st gear
8. LRP is #2 car steering
LLP is #2 car accelerator (ccw to run)
SL6 switch is up for 2nd gear, down for 1st gear
9. STL is shift to low indicator for each car

NOTE: Sound not available on this game



Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions

For Model

130B

HIGHWAY

Atari

SL2										START 2										SR2										5 V									
LLP	SL1	x	SL3	LRP	x	x	RLP	SR1	x	SR5	SR3	RRP	ON	OFF																									
		SL5			START 1																																		
		x			x																																		
		SL4			x	x			x						x	x	x	x	x	x	x	x	x	x															
		x																																					
	SL6		SL7	COIN										SR6		SR7	POWER																						
	x		x	x										x		x	x	ON OFF																					

1. Insert 130B program card into program "B" connector.
2. Insert board into test fixture.
3. Connect speaker to red and black wires on 130B card.
4. Turn power switch on.
5. Turn 5 volt switch on.
6. Push coin switch.
7. SR1 - steering left
8. SR3 - steering right
9. SR5 - gas



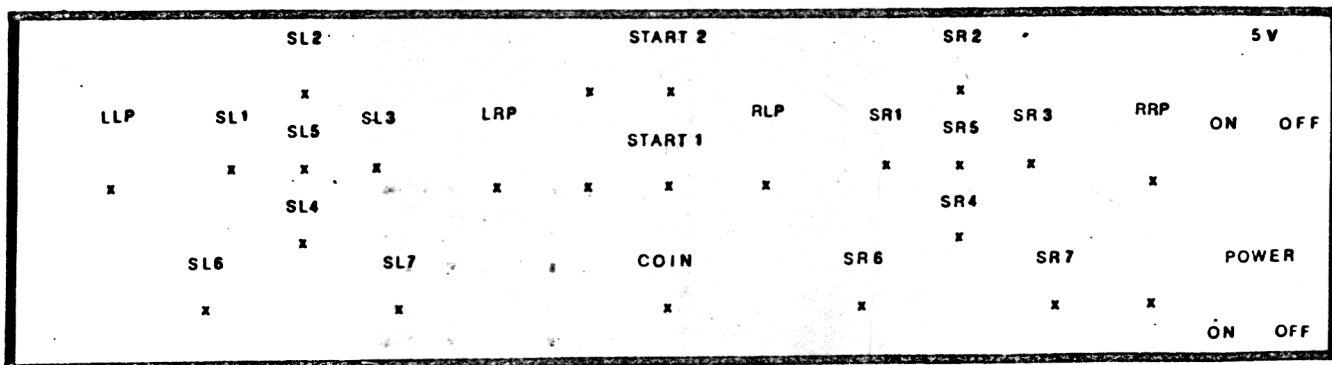
Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

Operating Instructions For Model

131A

PURSUIT



1. Insert 131A card in program A connector.
2. Insert Pursuit game board in 25 pin connector using 22 pin orientation.
3. Connect speaker to red and black wires from program card.
4. RRP is vertical motion. RLP is horizontal motion.
5. Coin is coin switch.
6. Trigger is SR-6.
7. Leds are for 16, 12, 8 and 4 points and EXT is for extended play.



Kurz-Kasch, Inc.

Electronics Division

Box 1246

2876 Culver Ave.

Dayton, Ohio 45401

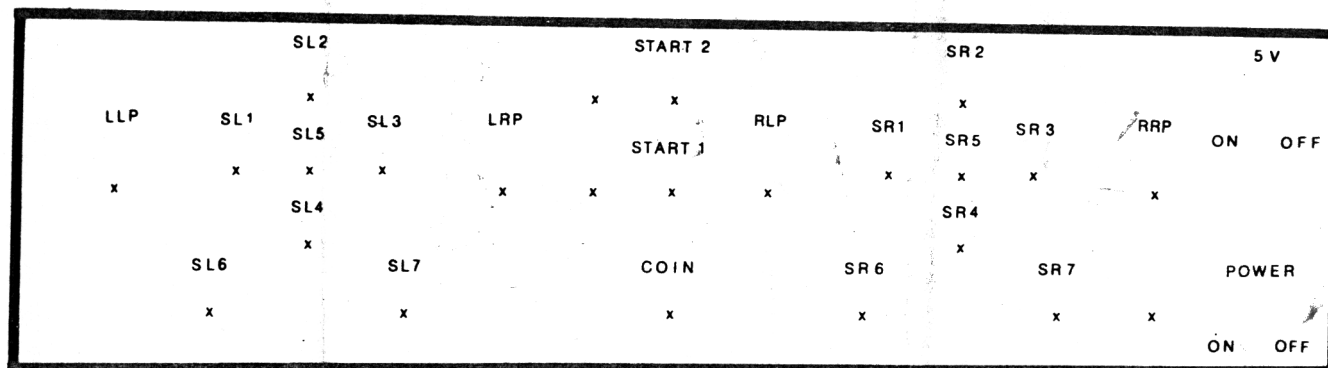
Telephone (513) 296-0330

Operating Instructions

For Model 132 A, B, C, D

TANKERS/BI-PLANE

Fun Games



1. Insert 132 A card into program "A" connector, number side up.
2. Insert 132 B card into program "B" connector, number side up.
Also connect a speaker to each RED wire and BLACK wire (COMMON).
3. Insert 132 C card into 25 pin test fixture connector, number side up.
4. Remove metal cage around computer mother board if 132 D extender card is used. (SEE DRAWING)
5. Push 5 VOLT switch to ON.
6. Push POWER switch to ON.
7. Push COIN switch once.
8. SR1 is white plane FAST
SR2 is white plane UP
SR3 is white plane SLOW
SR4 is white plane DOWN
SR5 is white plane FIRE
SL1 is black plane FAST
SL2 is black plane UP
SL3 is black plane SLOW
SL4 is black plane DOWN
SL5 is black plane FIRE



Kurz-Kasch, Inc.

Electronics Division
Box 1246
2876 Culver Ave.
Dayton, Ohio 45401
Telephone (513) 296-0330

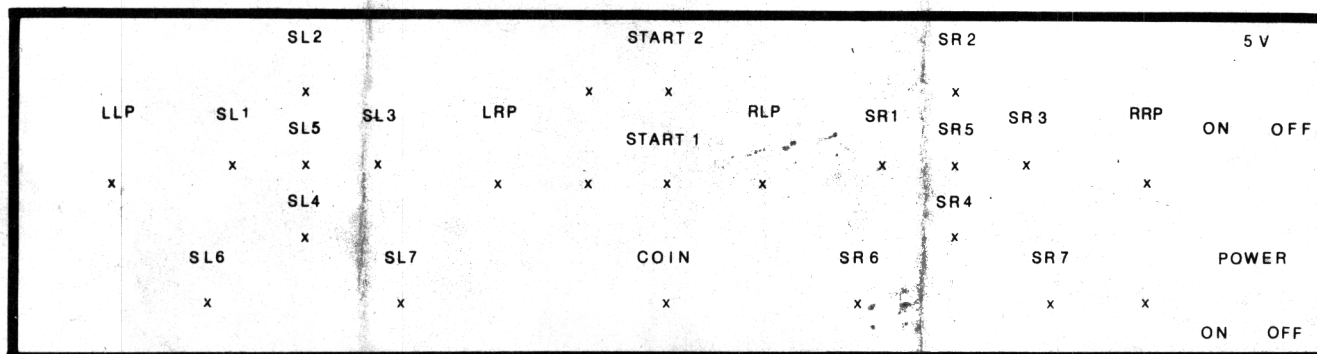
Operating Instructions

For Model

137 A

TV Pin Game

C D I



1. Insert 137 A Card into program "A" connector with number side up.
2. Insert 137 C extender card into 25 pin connector with number side up.
3. Connect 6 pin connector from 137 A card to computer board with red dot up.
4. Insert computer board into 137 C extender card.
5. Turn power switch on.
6. Turn 5 volt internal switch on.
7. Push coin once for 1 player, twice for two players.
8. SR 6 is serve ball, RRP is paddle control.
9. "G" LED'S on 137 A card checks gong circuit
"1P" and "2P" is switch for one player or 2 player on 137 A card.