

## About the Battery-Powered Memory

This game includes a battery-powered computer memory (battery-backed RAM) that remembers the game's accounting information, operator selectable Replay Levels, and the High Score to Date. Even when the AC power to the game is removed, this information is retained in this memory.

The game's microcomputer continually checks the Replay Levels and High Score to Date. If, by some error of the microcomputer, one of these scores is "blitzed", the microcomputer will reset the erroneous score to zero. Therefore, the Replay Level (or High Score to Date) in error is totally eliminated. This feature protects the operator from players getting unwarranted free games due to a failure of the microcomputer.

Test number 15 of the Self-Test Procedure is named Battery Backup Error. In this test, a totally random number is displayed in the Player 1 Score Display. This number does not represent the number of failures that have occurred. It merely represents a number which should remain constant on your particular game. In other words, your game could have any number from 1 to 999,999 displayed during this test. That same number should always be displayed each time you run this test. If you discover this number has changed from the last time you ran this test, it means a battery-backed RAM failure has been experienced. Therefore, you should check the Replay Levels and the High Score to Date to see which one failed and thus had been set to zero.

