

Corrections to Gravitar™ Operation, Maintenance, and Service Manual (Supplement to TM-206)

Please correct *Table 1-3, Game Play Options* (page 1-6) in your manual to show three ships per game as the recommended setting.

Table 1-3 Game Play Options

This table contains the switch settings for options relating to game difficulty, language, bonus, and ships. The switches are on the game PCB at location D4 and are accessible when the game PCB is mounted in place.

Settings of 8-Toggle Switch on Gravitar game PCB (at D4)								Option
8	7	6	5	4	3	2	1	
Not used	Not used			On Off	Not used	On Off On Off	On Off On	No bonus Bonus ship every 10,000 points ◀ Bonus ship every 20,000 points Bonus ship every 30,000 points
		Off On Off On	Off Off On On					Easy game play ◀ Hard game play
								3 ships per game ◀ CHANGE 4 ships per game 5 ships per game 6 ships per game

◀Manufacturer's recommended settings

Please correct **Screen 1: RAM failure** (page 2-2) to read as follows:

RAM failure is indicated by a high tone (low tone indicates a good RAM) and, if possible, an *R* displayed in the top center of the screen. Count the tones. Tone 1 or 2 indicates RAM failure at game PCB location N/P1. Tone three or four indicates RAM failure at game PCB location K7.

