

No power-up, game just resets.

- Check X3, 66.6 mhz crystal,
- D1 diode,
- remove video card, check to see if you get a three flash, if so change the video card, sometimes the video card will hold the game from running.
- Look under the socket of U15 for any cut traces.
- Check U2, pin 2 for 33.3 mhz input. Look at pin 180 of U2, output should be 16.6 mhz if not U2 is bad.
- The 16.6 mhz signal goes through R203 to U510 pin 22, it's output Dog pin 14 goes to U512 pin 6, if no 16.6 mhz U510 is bad.
- Check U14 pin 234 for FRAME! or at U41 pin 14 it might be easier to probe their for signal, the signal should be high, when reset then drops, if it doesn't pass. Bad U14. Also look to see if you have all your reset lines and Dog.
- If everything looks good and the game continues to reset take a look around the Nile, it may need to be reflowed, possible cold solder joint.

Track Ball issues.

- Check L51, probe U51 for all signals, ohm out traces between U51 and U510, look for cut or broken traces.
- In most cases U510 is bad.

Game won't run beyond Initialization screen.

- Check for proper security chip (U53) and or bent pins on U53.

Game won't detect sign or card reader.

- Bad U22 (card1).

Game won't detect modem, dial tone, sign, card reader.

- It's possible the game took a hit through the phone line.
- Replace Modem, U22, U25, possible the U510.

Game run's for several hours then resets.

- Possible bad video card or U14