DATE:

GAME TITLE:

OVER SCANNING

ARM PAL S FAIL	WARM PAL		WARM PAL		TOSHIBA/-001		
S IFAIL I	PASS	FAIL	PASS	FAIL	PASS	FAIL	
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OTE: WARM IS D	EFINED AS A	MACHINE TI	HAT HAS	BEEN (ON FOR 3	тиим о	ES OR N
APS TEST PERFO APS -1 TEST PERI	RMED? (15 N FORMED? (1)	/IN.) 5 MIN.)	YES	S _	N FOR 3	O MINUT	ES OR M
OTE: WARM IS D APS TEST PERFO APS -1 TEST PERFO OOM TEST PERFO	RMED? (15 M FORMED? (15 ORMED? (30	/IIN.) 5 MIN.) MIN.)	YES YES	6 _	NO NO NO		ES OR M
APS TEST PERFO APS -1 TEST PERI	RMED? (15 M FORMED? (19 DRMED? (30 MO MODE ES, THEN TE	/IIN.) 5 MIN.) MIN.) TOSH/- ST TOSH/- D, MOTO/	YES		NO NO		NO NO NO NO
APS TEST PERFO APS -1 TEST PERFO OOM TEST PERFO VAS GAME ON DEI VERNIGHT? IF YE OR ADDITIONAL 4 HEN TEST FOR 3	RMED? (15 M FORMED? (16 DRMED? (30 MO MODE ES, THEN TE 45 MIN. IF NO HOURS.	/IIN.) 5 MIN.) MIN.) TOSH/- ST TOSH/- D, MOTO/	YES YES YES 002/NTSC 002/PAL -003/NTSC		NO NO YES YES YES		NO NO NO
APS TEST PERFO APS -1 TEST PERFO OOM TEST PERFO VAS GAME ON DEI VERNIGHT? IF YE OR ADDITIONAL 4	RMED? (15 M FORMED? (10 DRMED? (30 MO MODE ES, THEN TE 15 MIN. IF NO HOURS.	MIN.) 5 MIN.) MIN.) TOSH/- ST TOSH/- O, MOTO/-	YES YES YES 002/NTSC 002/PAL -003/NTSC		NO NO YES YES YES		NO NO NO

DATE:

GAME TITLE:

OVER SCANNING

PAL WARM PAL WARM PAL AIL PASS FAIL PASS FAIL	PASS FA
AIL PASS FAIL PASS FAIL	PASS FA
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ST PERFORMED? (15 MIN.) FEST PERFORMED? (15 MIN.) SEST PERFORMED? (30 MIN.) WE ON DEMO MODE TOSH/-002/NTSC TOSH/-002/PAL	NO NO NO YES
NITIONAL 45 MIN. IF NO, MOTO/-003/NTSC	YES
ST FOR 3 HOURS. MOTO/-003/PAL	YES
TEST PERFORMED? (15 MIN.) YES	0