TAPE[]S[TANGLED[DUE[TO[]NCORRECT[TAPE[SPEED[OR | AUTO-REVERSE[MALFUNCTION

INSPECTION PROCEDURE

1 | CHECK[FOR[ANY[FOREIGN[OBJECT

- (a) Check for any foreign objects.
 - (1) Check[hat[nof]oreign[bjects[pr]]defects[are[]]detected[in[]]he[]passette[]]ape[player[]]f[]]he[]padio[]ectiver[]assy.

OK: No foreign objects or defects are detected.

NG∏

REMOVE FOREIGN OBJECT

OK

2 | REPLACE CASSETTE TAPE WITH ANOTHER AND RECHECK (BELOW 90 MIN.)

- (a) Replace the cassette ape with another one and recheck.
 - (1) Replace[the@assette[tape]with@nother@ormal@ne[90@ninutes@r[less)@see[if@the@ame@rouble occurs@again.

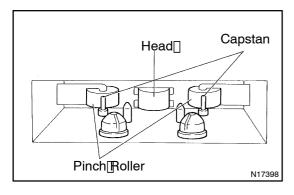
OK: Malfunction disappears.

ок⊜

CASSETTE TAPE IS FAULTY

NG

3 CLEAN[HEAD[AND]CHECK[OPERATION



- (a) ☐ Head cleaning
 - (1) Raise[the[cassette[door[with[your[finger.]]Jsing[a pencilor[similar[b]ject,[bush[in[the[guide.
 - (2) Using@releaningrenrelettonrelettor
 - (3) Check if the same trouble occurs again.

OK: Malfunction disappears.

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REPLACE[RADIO[RECEIVER[ASSY (SEE[PAGE[67-5)]

OK

HEAD IS DIRTY