LIBERAL-CONSERVATIVE ADJUSTMENT

Switch 32 in the Conservative position disables replay when score exceeds one million.
Switch 32 in the Liberal position allows one replay every time score reaches a million points.

B. ELECTRONIC SOUND ADJUSTMENTS

There are two switches on the SOUND BOARD which allow variation:

SWITCH S1
OFF ....
ON .... **MUST BE OFF**

SWITCH S2
OFF .... NO ATTRACT TUNE
ON .... ATTRACT TUNE PLAYED EVERY 6 MINUTES

The volume control is on the bottom panel in the cabinet and is accessible from the front door opening.

Switch S3 is a test switch. Pushing S3 will generate a short tune if switches S1 and S2 are in opposite states. No tune will be played if switches S1 and S2 are in the same state. This enables the operator to test the condition of both switches and to verify that the audio-output portion of the sound board is functional.

III. GAME OPERATION

With the line cord unplugged drop a coin into one of the chutes. It should be rejected. Plug the line cord ONLY into a properly grounded 3-wire receptacle of the correct voltage. Turn on the game by pressing the main switch located on the cabinet bottom near the front right corner.

After a five second delay the relays will pulse and the score displays will light and show all zeros. The credit display will show the number of credits remaining and the ball in play display will be blank. If the credits fail to light, turn off the game and inspect the front door slam switch. It is normally closed.

Five seconds after the score displays light, they will flash the High Game to Date score for one second. This cycle continues until the game is started. A number of playfield lights controlled by the MPU will be flashed to create an attract mode.

Insert coins into each chute and note that the correct number of credits are added on the credit display according to the information on the coin entrance plate. Press the replay button to reset the game; the ball should now be at the shooter. The first player score reads zero and flashes, indicating that that player is now scoring. The other player displays are blank and a one appears on the ball in play display. Additional players are indicated by a zero showing in each corresponding player display. After the maximum number of players has been added, or when the credit display reads zero, the replay button has no effect.

Additional players can be added at any time the first ball is still in play.

When the ball enters the outhole the bonus is scored, the ball is kicked to the shooter, and the display of the player now scoring begins to flash and continues to flash until a score is made. When the Shoot Again light is lit neither the player designation (flashing display) nor the ball in play display changes when the ball enters the outhole. Only one extra ball per ball in play can be given.

The number of balls per game is adjustable. When the last ball enters the outhole, the Game Over and Number to Match lights come on. A random number appears in the ball in play display and if this number matches the last two digits in any player's score a replay is awarded. At this time a High Game to Date score is periodically flashed in all player displays. When a score higher than this is achieved, an award dependent on switches 23 and 24 is given.

Tilting the game results in a penalty depending on the setting of switch 29. There is a normally closed switch on the front door. If this switch opens from pounding the front door, the entire game is ended. The Game Over light comes on and for three seconds the entire switch matrix is inactive.

IV. BOOKKEEPING AND SELF-TEST

The circuitry in this game helps the operator perform many bookkeeping functions. The information is shown one step at a time on the first player score display while the step number is shown in the credit display. Pressing the play/test button on the front door begins the bookkeeping and advances it to the next step each time the button is pressed. If the button is not pressed within sixty seconds of each step, the game returns to the attract mode.