

GAME ADJUSTMENTS: (1) LOCATE SWITCHES S1 THRU S32 ON MPU ASSEMBLY A4.
 (2) SET SWITCHES FOR DESIRED PLAYFIELD CONDITIONS.
 (3) TURN GAME OFF. THEN ON. ADJUSTMENTS ARE THEN COMPLETE.

BALLS PER GAME: 5-BALL - SET S31 TO ON. S32 TO OFF.
 4-BALL - SET S31 TO OFF. S32 TO ON.
 3-BALL - SET S31 TO OFF. S32 TO OFF.
 2-BALL - SET S31 TO ON. S32 TO ON.

SOUND OPTION: (REFER TO INSTRUCTION MANUAL PAGE 7).

MATCH FEATURE: ON - SET S28 TO ON.
 OFF - SET S28 TO OFF.

CREDIT DISPLAY: DISPLAY ON - SET S27 TO ON.
 DISPLAY OFF - SET S27 TO OFF.

	Random version "A"		Skill version "B"		SW
	3 ball	5 ball	3 ball	5 ball	
Recall Combact area values	on	on	on	on	6
Combact area start values	on	off	on	off	7
Combact area end values	on	on	off	off	8
Game version	on	on	off	off	14
D.T. special	off	on	off	on	15
	on	off	on	off	16
Rocket hits	on	on	on	on	21
D.T. adv. values	on	off	off	off	22
D.T. qualify saucer	off	off	on	off	23
D.T. recall	on	on	on	on	24
Spin lites	on	on	off	off	30

* MAXIMUM CREDITS: # DESIRED

10
15
25
40

SWITCH POSITIONS

S26 S25
OFF OFF
OFF ON
ON OFF
ON ON

* COIN-CREDITS: # CREDITS/COIN

3/2 COINS
1/1 COIN
2/1 COIN
3/1 COIN
1/2 COIN

SWITCH POSITIONS

S5	S4	S3	S2	S1
S13	S12	S11	S10	S9
OFF	ON	ON	OFF	ON
OFF	OFF	OFF	OFF	OFF
OFF	OFF	OFF	OFF	ON
OFF	OFF	OFF	ON	OFF
OFF	ON	OFF	ON	ON

COIN CHUTE

1
3

NOTE: SEE OP. INST.
 MANUAL FOR COIN CHUTE # 2
 INFORMATION.

* ADDITIONAL SETTINGS ARE POSSIBLE. SEE OPERATING MANUAL.