

MYSTERIAN

E-868

Submitted To: EMIL GOLEN Date: 9-14-81 Time: _____

GAME NAME: MYSTERIAN GAME NUMBER: ED: 868

PROGRAM REQUEST :

Submitted To: EMIL Date: 10-13-81 Time: _____

PROGRAM REQUEST :

Submitted To: EMIL Date: 12-2-81 Time: PM

GAME NAME: MYSTERIAN GAME NUMBER: EO: 868

DESIGNER: WELCH

NATURE OF REQUEST: (Circle one)

ORIGINAL

RE-WORK

ANIMATION & SOUND

OTHER

DESCRIPTION OF REQUEST:

- X A) have player qualify hoop before he/she is allowed to play marshall.
- X B) dont countdown time until a SW is made.
- X C) move X-ball collect to top of target (5x, 10x, 20x, + x ball)
- X D) eliminate extra flipper button. & player collects hit value.
- X E) STOP ATTACK WHEN BALL ENTERS OUTHOLE
- ~~X F) ADD EXTRA OUTHOLE SW~~
- X F) STOP TIME IMMEDIATELY ON HITTING OUTHOLE
- X G) TOP HOOP TIMED ADVANCE
- X H) on 10k, off 5k
- I) ATTACK VARY SLOW + D.C. SPEED

RECEIVED BACK (DATE & TIME):

REVIEWED AND ACCEPTED: (Circle one)

YES

NO

12-9-81

GAME NAME MYSTERIAN
FIXED DATA SWITCHESGAME NUMBER: ED: 868

	I 7	I 6	I 5	I 4	I 3	I 2	I 1	I 0
N	Recall	ON	Recall					
D	TOPDIT	AUTO	Bonus					
	MEMORY	(SOME SPEEDS TIME)	MEMORY		COIN	CHUTE (LEFT)	#1	
FF	Reset	OFF	Reset					
	8	7	6	5	4	3	2	1
N	SUBTRACT							
	BONUS ONLY							
	ATTACK	AUTO						
	CREDIT	DKC			COIN	CHUTE (RIGHT)	#3	
FF	15	15	14	13	12	11	10	9
	TIME	11 SLOW	ATTACK	11 SLOW				
	COUNT DOWN	10 M.S.	COUNT DOWN	10 M.S.	COIN	CHUTE (MIDDLE)	#2	
		01 M.F.		01 M.F.				
		00 FAST		00 FAST				
FF	24	23	22	21	20	19	18	17
			Recall		ENABLE	ENABLE		
			TIME	S.P.C.	MATCH	CREDIT		
			MEMORY	OPTION	FEATURE	DISPLAY		
							CREDIT	LIMIT
FF	32	31	30	29	28	27	26	25
			Reset		DISABLE	DISABLE		

☐ MPU SW. NO'SA.B. GAME NAME MYSTERIANGAME NO. 868DATE 8-15-84 8-25-81

	16	15	14	13	12	11
	TIME COUNT DOWN	11 SLOW 10 M.S. 01 M.F. 00 FAST	12 T7 PCK COUNT DOWN	11 SLOW 10 M.S. 01 M.F. 00 FAST	COIN	CHUTE (MIDDLE)
	24	23	22	21	20	19
			Recall		ENABLE	ENABLE
			Time		MATCH	CREDIT
	← Balls →	GAME	Memory	SIP. OPTION	FEATURE	DISPLAY
			Reset		DISABLE	DISABLE
	32	31	30	29	28	27

A.B. GAME NAME MYSTERIAN

GAME NO. 868

DATE 8-15-81 8-25-81

DD 10/5-81

Submitted To: EMIL GOLEN Date: 9-14-81 Time: _____

GAME NAME: MYSTERIAN GAME NUMBER: ED: 868
PROGRAM REQUEST :

Submitted To: EMIL Date: 10-13-81 Time: _____

PROGRAM REQUEST :
PROGRAM REQUEST :

Submitted To: EMIL Date: 10-13-81 Time: _____

GAME NAME: MYSTERIAN GAME NUMBER: EO: 868

DESIGNER: W. WELCH

NATURE OF REQUEST: (Circle one)

ORIGINAL

RE-WORK

ANIMATION & SOUND

OTHER

DESCRIPTION OF REQUEST:

✓ (1) AWARD 1 TIME UNIT FOR EACH
D.T.

Dally

Submitted To: EMIL Date: 10-13-81 Time: _____

GAME NAME: MYSTERIAN GAME NUMBER: EO: 868

DESIGNER: W. WELCH.

NATURE OF REQUEST: (Circle one)

ORIGINAL ☐ RE-WORK ☒ ANIMATION & SOUND ☐ OTHER ☐

DESCRIPTION OF REQUEST:

✓ TOP RIGHT TARGET SHOULD FUNCTION
AS FOLLOWS:

- 1ST SHOT → 10X
- 2ND SHOT → 20X
- 3RD SHOT → X-BALL
- 4TH SHOT → 20X

✓ D.T.'s STOP ATTACK RESET TO 15
✓ 1-4 OR A-D RESET TO 20
→ ~~WHEN A PLAYER IS WITHIN X EIGHT YRS~~
~~OF BEING ATTACKED. THIS TARGET~~
~~SHOULD BE QUALIFIED FOR THWARTING~~
~~THE PENDING ATTACK.~~

→ ~~BOTTOM THWART ATTACK TARGET SHOULD ALSO~~
~~BE PROGRAMMED AS ABOVE. (THWART'S BOTH~~
~~SNEAK ATTACK & ATTACK WITHIN LIGHT YRS.~~

RECEIVED BACK (DATE & TIME):

REVIEWED AND ACCEPTED: (Circle one)

YES ☒ NO ☐ 10-15-81

REVIEWED AND ACCEPTED: _____

Submitted To: EMIL Date: 10-13-81 Time: _____

GAME NAME: MYSTERIAN GAME NUMBER: EO: 868

DESIGNER: W. WELCH PROGRAM REQUEST :

Submitted To: EMIL Date: 10-13-81 Time: _____

GAME NAME: MYSTERIAN GAME NUMBER: EO: 868

DESIGNER: W. WELCH

NATURE OF REQUEST: (Circle one)

ORIGINAL

RE-WORK

ANIMATION & SOUND

OTHER

DESCRIPTION OF REQUEST:

✓ ① ADD TWO TARGETS ON SW.
MATRIX WHICH WILL FUNCTION
AS FOLLOWS :

1 LIGHT YR FOR EACH
TARGET. +1K

DURING ATTACK THEY AWARD 1K.

✓ ② ADD ~~THE~~ A FIXED SWITCH:
① RECALLS OR RESETS TIME (LIGHT YRS.)

W. Welch

10-15-81

RECEIVED BACK (DATE & TIME):

REVIEWED AND ACCEPTED: (Circle one)

YES

NO

Submitted To: EMIL Date: 10-13-81 Time: _____GAME NAME: MYSTERIAN GAME NUMBER: EO: 868DESIGNER: W. WELCH

NATURE OF REQUEST: (Circle one)

☒ ORIGINAL☐ RE-WORK☐ ANIMATION & SOUND☐ OTHER

DESCRIPTION OF REQUEST:

- ✓ ① multiball collect life comes on after multiball has been achieved yet there is no ball stored.
- ✓ ② there is no out hole bonus awarded please include give to next player
- ✓ ③ DURING ATTACK DON'T ALWAYS KICK BALL FROM THE OUTHOLE. WHEN THE PLAYER LOSES THE BALL, HIS/HIS NEXT BALL WILL RECALL THE PREVIOUS BONUS + TIME LOCATIONS.

W. Welch

✓ hook attack 10 sec. lockout on no ball

✓ special potential on a turn

✓ MAX BONUS + MAX TIME score on touch

RECEIVED BACK (DATE & TIME):

REVIEWED AND ACCEPTED: (Circle one)

☒ YES☐ NO

RECEIVED BACK (DATE & TIME):

REVIEWED AND ACCEPTED: (Circle one)

☒ YES☐ NO*10-15-81**3:10*

Submitted To: EMIL GOLEN Date: 11-2-81 Time: 10:00

PROGRAM REQUEST

Submitted To: EMIL Date: 10-13-81 Time: _____

GAME NAME: MYSTERIAN GAME NUMBER: EO: 868

DESIGNER: W. WELCH

NATURE OF REQUEST: (Circle one)

ORIGINAL

RE-WORK

ANIMATION & SOUND

OTHER

DESCRIPTION OF REQUEST:

Please include sounds in the original program. The game is wired for Medusa.

Daly

Submitted To: EMIL GOLEN Date: 11-2-81 Time: 2:30

PROGRAM REQUEST
PROGRAM REQUEST :

Submitted To: EMIL GOLEN Date: 11-2-81 Time: 10:00

GAME NAME: EO: 868 GAME NUMBER: _____

DESIGNER: W.W.

NATURE OF REQUEST: (Circle one)

ORIGINAL

RE-WORK

ANIMATION & SOUND

OTHER

DESCRIPTION OF REQUEST:

- ✓ — 1 SPL PER BALL
- ✓ — WHEN SCORE IS ZERO STOP CLOCK
- ✓ — 2X PLAYFIELD VALUE
- ✓ — LEAVE ATTACK LITE ON
- ✓ — DURING ATTACK SHUT MAIN G.I.'s
+ LEAVE 3 SEQUENCES ON.
- ✓ — #1 LITE DURING ATTACK.
- ✓ — Don't flash all lites during attack

11-2-81

(3:10)

"MYSTERIAN"

PROGRAM DESCRIPTION:

- ① TOP A-B ARROWS — ADV. TOP 4-BANK MULTIPLIER TO SPL — ~~HAVE FIRED~~ HAVE FIXED SW. OPTION TO ALTERNATE BETWEEN SPL + 25X.
- ② 4 BANK D.T. COLLECTS $3 \times \text{LT}^{\text{BONUS}}$ VALUE OR LIT MULTIPLIER.
- ✓ ③ 1, 2, 3, 4, — SEQUENCE FEATURE: HIT #1 + ADV BONUS 1 — HIT #2 + ADV. 2 — HIT #3 ADV 3 — HIT #4 + ADV 4. AFTER A TARGET IS LIT ADV. BONUS LIT VALUE. AFTER ALL FOUR ARE MADE — RESET FEATURE.
FIXED SW. TO HAVE 1-4 STAY IN MEMORY OR RESET
- ④ SHOOTER LANE — "ROULETTE WHEEL" STYLE OF RANDOM SCORE ON BONUS.
- ⑤ X-Y ARROWS (MID-PANEL) QUALIFY 6 LIGHT YEARS TARGET — ONCE BOTH ARE LIT THEY FLASH — FLASHING ARROWS ADV. 3 LIT YRS. (RESET EACH GALL UNLESS CHOSEN ON OPTION TARGET.)
- ✓ ⑥ A-B-C-D ON BOTTOM WORK SAME AS TOP 1,2,3,4 TARGETS EXCEPT THEY SCORE 1000 EACH AND ADV. LIGHT YEARS. — 1ST TIME COMPLETELY LITES RT OUTLANE ARROW — 2ND TIME LT. OUTLANE COLLECT ARROW. IF ONLY ONE ARROW IS LIT THEN ALT. ARROWS ON 10 PT. SW.
FIXED SW. TO HAVE A-D STAY IN MEMORY OR RESET.

THOUS 0013 THREE 0029 THRESH 516C THROCE 51BF THRMOD 02FB THUMP1 12CE
THUMPR 12C4 TTI 125E TTI SLM 1251 TTI SNO 0004 TTI TO 1271 TTI TA 1262
TILTA 3
TIME 0
TOG01 0
TOPE
TOPDT
TOPSC
TOPTA
TF1234
TFWRUP
TWOFUN
VECTOR
WRTELO
XANDY
XLAMP
ZXEND

No. MYSTERION
9-17-81
maxell®
Floppy Disk
FDI
128  Single Sided

maxell®
Floppy Disk

(CONTINUOUS)

Rom S.O

FIXED DATA SWITCHES

	I 7	I 6	I 5	I 4	I 3	I 2	I 1	I 0
ON	Recall	ON	Recall					
0	TOPDIT MEMORY	AUTO TAC (SOME SAKROS TIME)	Bonus MEMORY		COIN	CHUTE (LEFT)	*2	
OFF	Reset	OFF	Reset					
ON	SUBTRACT BONUS ONLY							
1	ATTACK CONTROL	AUTO DF DRC			COIN	CHUTE (RIGHT)	*3	
OFF	SUBTRACT BONUS+MORE							
ON								
2	TIME COUNT DOWN 01-M.F. 00-FAST	11-SLOW 10-M.S. 00-FAST	ATTACK COUNT DOWN 01-M.F. 00-FAST		COIN	CHUTE (MIDDLE)	*2	
OFF								
ON			Recall		ENABLE	ENABLE		
3			Time Memory	SPC. OPTION	MATCH FEATURE	CREDIT DISPLAY		
FF	Balls / GAME		Reset		DISABLE	DISABLE	CREDIT	LIMIT

M.B. GAME NAME MYSTERIAN
DATE 8-15-81 8-25-81

GAME NO. 868

☐ MPU SW. NO'S

LAMP MATRIX

	TOP TARGET (10)	TOP TARGET (43)	G.T. BEHIND (41)	ALL OTHER (58)	
0	J3-1 20X	J3-26 10X	J1-1 TARGETS	J1-18 G.I.	P
1	TOP DIT (21)	J3-25 15X	J1-9 10X	J1-19 5X	P
2	J3-12 20X (53)	ATTACK (67)	J1-8 SPECIAL (51)	J1-17 25X (57)	P
3	J3-15	J3-19 MODE			
4	TOP TARGETS (20)	J3-17 2	J1-3 3	J1-23 4	P
5	J3-11 1	J3-16 B	J1-2 C	J1-14 D	P
6	BOTTOM TARGETS (15)	J3-23 18	J1-10 19	J1-15 20	P
7	J3-9 A	J3-27 14	J1-7 15	J1-16 16	P
8	BOTTOM TIME (81)	J1-13 10	J1-6 11	J1-28 12	P
9	J3-3 17	J1-11 3	J1-5 7	J1-24 8	P
10	B.T. (14)	J3-20 2	J1-11 3	J1-25 4	P
11	J3-4 13	J3-22/J2-9 X-BALL	J1-4/J2-8 MATCH	SPSA (INSERT) J1-26/J2-21	P & B
12	B.T. (95)	J3-24/J2-4 5X W/L 10X W/FLOODING	J1-12/J2-12 TOP TARGET X-BALL	2X PLAYFIELD	P & B
13	J3-2 9	J2-11 GAME OVER	J2-23 HIGH SCORE	BALL IN PLAY	B
14	J3-10 5	J2-6 X	J2-20 X	RIGHT COLLECT BONUS	B
15	J3-18 1	J2-15 TOP A	J2-14 B		B
16	CREDIT INDICATOR J3-13/J2-5				
17	LOCK BALL W/ENTRANCE J3-14/J2-3				
18	TILT (35)				
19	J2-10				
20	LEFT COLLECT BONUS				
21	J2-7				
22	SNEAK ATTACK J2-1 WARNING				
23	J2-1				
24					
25					
26					
27					
28					
29					
30					
31					
32					

GAME NAME MYSTERIAN
GAME NO. 868
DATE 8-15-81

☒ DOUBLE DRIVE
☒ PERMANENT
☐ SEMI-PERMANENT
P PLAYFIELD
B BACKBOX