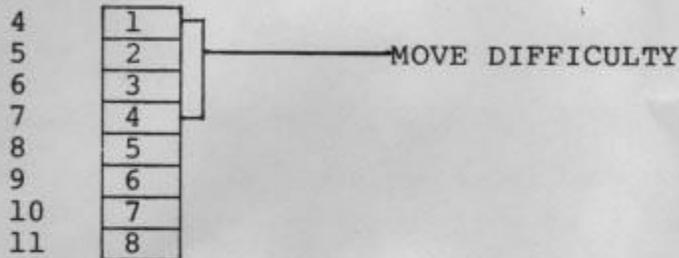


SECTION II:

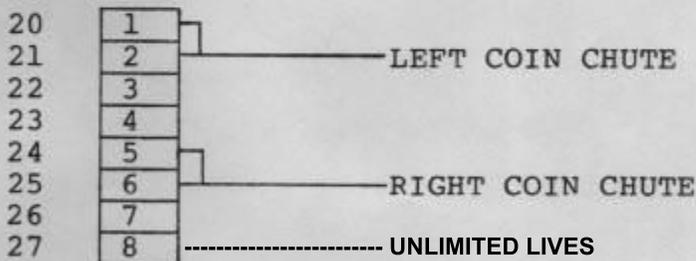
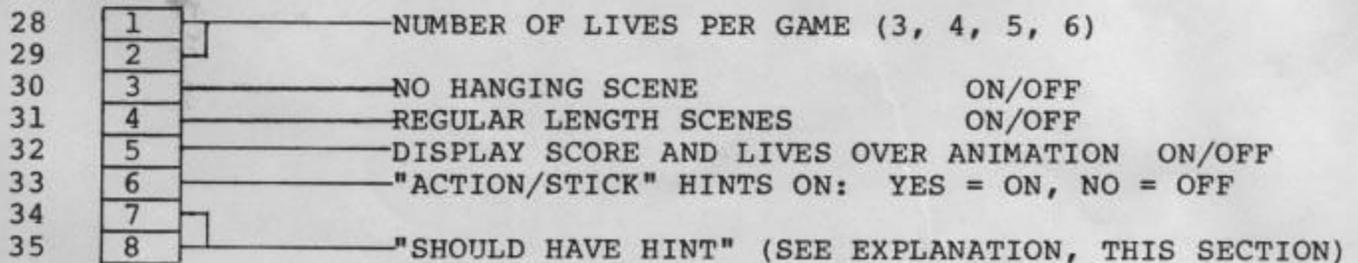
GAME ADJUSTMENTS

All dip switches used for game adjustments are located on the ZPU-2000 board. The ZPU-2000 board is the bottom board in the card cage.

ZPU-2000 DIP SWITCH DESIGNATION

H11G11

12	1	SERVICE INDEX	ON/OFF
13	2	SWITCH TEST	ON/OFF
14	3	FREE PLAY	ON/OFF
15	4	PLAYER IMMORTALITY	ON/OFF
16	5	DISC TEST	ON/OFF
17	6	ATTRACT SOUND OFF	ON/OFF
18	7	SHORT SCENES	ON/OFF
19	8	BUY IN FEATURE YES/NO	ON/OFF

F11E11

MOVE DIFFICULTY:

SWITCHES

	7	6	5	4
	OFF	OFF	OFF	OFF
	OFF	OFF	OFF	ON
	OFF	OFF	ON	OFF
	OFF	OFF	ON	ON
	OFF	ON	OFF	OFF
	OFF	ON	OFF	ON
	OFF	ON	ON	OFF
	OFF	ON	ON	ON
	ON	OFF	OFF	OFF
	ON	OFF	OFF	ON
	ON	OFF	ON	OFF
	ON	OFF	ON	ON
	ON	ON	OFF	OFF
	ON	ON	OFF	ON
	ON	ON	ON	OFF
	ON	ON	ON	ON

EASIEST

HARDEST

This setting determines the difficulty of the moves in the game by opening or closing the "WINDOW" that these moves can be made in.

FREE PLAY

YES
NO

DIP SWITCH 14

ON
OFF

PLAYER IMMORTALITY

YES
NO

DIP SWITCH 15

ON
OFF

Used for test purposes. In this mode, your player is never destroyed.

DISC TEST

YES
NO

DIP SWITCH 16

ON
OFF

Tests for faulty frames on the disc by letting the disc play from front to back checking each frame number.

If the system finds a bad frame number, it will back up 30 frames, increment the Hardware Error Column by 1, show the bad frame number in the Last Search Column, and then check that frame again.

If the frame passes the next test, the system will assume a Hardware Error.

Only if the system finds the same frame bad 7 times will it show a Disc Error. It will then show the bad frame number in the right hand column and then continue checking for bad frames.

If the system finds the same frame number bad from 1 - 6 times, it will list it as a Hardware Error. Only when it finds the same frame bad 7 consecutive times will it be listed as a Disc Error.

NOTE: This test takes between 35 to 40 minutes and checks only one side of the disc.

ATTRACT MODE SOUND OFF

ON
OFF

DIP SWITCH 17

OFF
ON

<u>PLAY SHORT</u>	<u>DIP SWITCH 18</u>	<u>DIP SWITCH 31</u>
NO	ON	ON
YES	OFF	ON

This shortens transition time between scenes by removing some of the non-action parts of the game.

<u>PLAY SHORT</u>	<u>DIP SWITCH 18</u>	<u>DIP SWITCH 31</u>
YES	ON/OFF	OFF

Plus shortens some of the Action Scenes.

<u>BUY IN FEATURE</u>	<u>DIP SWITCH 19</u>
YES	ON
NO	OFF

Allows the player to begin a new game where the last game ended, for one credit.

NOTE: THE START BUTTON MUST BE PUSHED WITHIN SEVEN SECONDS.

<u>NUMBER OF LIVES PER GAME:</u>	<u>LIVES</u>	<u>SWITCH 28</u>	<u>SWITCH 29</u>
	3	OFF	OFF
	4	ON	OFF
	5	OFF	ON
	6	ON	ON

COIN SWITCH SETTINGS:

<u>COIN</u>	<u>SWITCHES</u>	<u>CREDITS</u>	<u>COIN</u>
Left Chute	20 21		
Right Chute	24 25		
	OFF OFF	1	1
	ON OFF	1	2
	OFF ON	1	3
	ON ON	1	4

IF BOTH COIN CHUTES ARE ADJUSTED THE SAME FOR MULTIPLE COINS, CREDITS WILL INCREASE AS IF DROPPED IN SAME CHUTE.

<u>UNLIMITED LIVES</u>	<u>SWITCH 27</u>
NO	OFF
YES	ON

ELIMINATES HANGING SCENE:

YES
NO

DIP SWITCH 30

ON
OFF

DISPLAY SCORE AND LIVES
OVER ANIMATION:

YES
NO

DIP SWITCH 32

ON
OFF

The players score and number of lives will be displayed at the top of the screen.

"ACTION/STICK" HINTS ON

YES
NO

DIP SWITCH 33

ON
OFF

Tells the player whether the next move is an action button or a joystick move. This hint is displayed at the bottom of the screen and should be used when the game is first set-up to help the players become familiar with the game.

"SHOULD HAVE HINT"

NEVER
1
2
3

DIP SWITCH 34

OFF
ON
OFF
ON

35

OFF
OFF
ON
ON

This mode is used to tell the player what move should have been made at the point the player failed. This can be adjusted to give a hint telling the player what he should have done after the 1st, 2nd or 3rd time the player fails at a move or not at all.

Operator may want to use this mode so as to not frustrate players when they are learning the game.

Stern recommends you set this feature to "1" upon initial set-up and then to "NEVER" as the players start to learn the game.