#1299 BABY PAC-MAN

RECOMMENDED REPLAY GAME SETTINGS:

CENTER ARROW LITE RECALL	SW.6	OFF
PAC MAZE CHERRY	SW.7	ON
PAC MAZE SIDE TUNNELS	SW.8	ON
OUTHOLE BALL EJECT	SW.14	ON
ENERGIZERS LITE RECALL	SW.15	ON
PLAYFIELD VIDEO	SW.16	OFF
COMPLETING MAZE SPECIAL AWARD	SW.22	ON
	SW.23	OFF
PLAYFIELD ONLY CENTER ARROWS RECALL	SW.24	OFF
PAC-MEN PER GAME 3	SW.31	OFF
PAC-MEN PER GAME 3	SW.32	OFF

RECOMMENDED SPECIAL AND HIGH SCORE FEATURE SETTINGS.

SPECIAL FEATURE: 1 REPLAY FOR COMPLETING 4 MAZES
PRESS SELF-TEST TO SPECIAL MODE SET TO "03"

HIGH SCORE FEATURE: AWARD AT 250.000
PRESS SELF-TEST TO HIGH SCOR MODE SET TO "03"

SELF TEST

PUSHING SELF TEST BUTTON THE NUMBER OF TIMES SHOWN RESULTS IN:
- 1X COMMUNICATIONS: TESTS INDIVIDUAL VIDEO-PIN COMMUNICATIONS LINES.
- 2X LAMP TEST: ALL FEATURE LAMPS FLASH ON AND OFF.
- 3X SOLENOID TEST: SOLENOIDS ARE ENERGIZED, ONE AT A TIME, AND IDENTIFICATION NUMBERS FLASHED ON SCREEN.
- 4X SOUND TEST: SAME TUNE.
- 5X SWITCH TEST: STUCK SWITCH ASSEMBLY (IF ANY) IDENTIFICATION NUMBER APPEARS ON SCREEN. ALSO JOYSTICK TEST BY MOVING STICK.

SEE OPERATING MANUAL.
TO EXIT SELF TEST, TURN POWER OFF.

AWARD THRESHOLD ADJUSTMENTS

HIGH SCORE FEATURE:
RECOMMENDED HIGH SCORE MODE 250.000:

1) **VIEW HIGH SCORE:** Push and release Self-Test button inside front door (approx. 6X) 1 to 8 scores appear on screen.
2) **CHANGE HIGH SCORE:** Press start game #1 button on control panel. Release when desired high score appears.
3) **CLEAR HIGH SCORE** (any one or all): Do 1) Push S33 on MPU assembly in backbox or coin chute switch #2. "00" appears on screen.
4) **RESET AND CHANGE HIGH SCORE:** Do 1), 3) and 2).
5) **PUSH AND RELEASE S.T. BUTTON UNTIL HIGH SCORE MODE:** Press start game #1 button on control panel, "00" no award. "01" gives 50,000 points. "02" or "03" gives extra baby.

SPECIAL FEATURE AWARDS:
RECOMMENDED SPECIAL MODE 4 MAZES.
SPECIAL CHANGES: SEE PAGE 6 IN MANUAL.

*COIN-CREDITS:

# CREDITS/COIN	SWITCH POSITIONS					COIN CHUTE
	S5	S4	S3	S2	S1	LEFT SIDE
	S13	S12	S11	S10	S9	RIGHT SIDE
3/2 COINS	OFF	ON	ON	OFF	ON	
1/1 COIN	OFF	OFF	OFF	OFF	OFF	
2/1 COIN	OFF	OFF	OFF	OFF	ON	
3/1 COIN	OFF	OFF	OFF	ON	OFF	

*ADDITIONAL SETTINGS ARE POSSIBLE. SEE OPERATING MANUAL.

SELF-TEST DISPLAY NUMBERS

Switch Self-Test #	DESCRIPTION	Switch Self-Test #	DESCRIPTION
01	*RIGHT FLIPPER E.O.S.	17	TOP LOOP LANE (RIGHT)
02		18	
03	START GAME FOR 2	19	
04		20	TOP LOOP LANE (LEFT)
05	REBOUND (2)	21	TUNNEL OUTLANE
06	START GAME FOR 1	22	FRUITS OUTLANE
07	RIGHT SPINNER	23	RIGHT INSIDE OUTLANE
08	LEFT SPINNER	24	LEFT INSIDE OUTLANE
09	COIN II (RIGHT)	25	#5 DROP TARGET (RIGHT SIDE)
10	COIN I (LEFT)	26	#4 DROP TARGET
11		27	#3 DROP TARGET (CENTER)
12		28	#2 DROP TARGET
13		29	#1 DROP TARGET (LEFT SIDE)
14		30	OUTHOLE SAUCER
15	TILT (2)	31	RIGHT MAZE SAUCER
16	SLAM	32	LEFT MAZE SAUCER

* PUSH IN RIGHT FLIPPER BY HAND

JOYSTICK SWITCH TEST

PUSH STICK UP	SCREEN SHOWS UP
PUSH STICK DOWN	SCREEN SHOWS DOWN
PUSH STICK LEFT	SCREEN SHOWS LEFT
PUSH STICK RIGHT	SCREEN SHOWS RIGHT

SOLENOID IDENTIFICATION

Self-Test #	SOLENOID IDENTIFICATION	Self-Test #	SOLENOID IDENTIFICATION
01	OUTHOLE	06	
02	5 DROP TARGET RESET	07	#5 DROP TARGET (RIGHT SIDE)
03	#1 DROP TARGET (LEFT SIDE)	08	K1 RELAY (FLIPPER ENABLE)
04		09	LEFT MAZE SAUCER
05	#3 DROP TARGET	10	RIGHT MAZE SAUCER

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.

PAC-MEN PER GAME:		
5-PAC-MEN –	SET S31 TO ON	S32 TO OFF
4-PAC-MEN –	SET S31 TO OFF	S32 TO ON
3-PAC-MEN –	SET S31 TO OFF	S32 TO OFF
2-PAC-MEN –	SET S31 TO ON	S32 TO ON

CREDIT DISPLAY:		
DISPLAY ON –	SET S27 TO ON	
DISPLAY OFF –	SET S27 TO OFF	

"TUCK AWAY" TM

M-469-1500b