

USING THE FREEPLAY-RELAY

TO UTILIZE THE "FREEPLAY RELAY" IT IS NECESSARY TO SET SOME OF THE DIP SWITCHES FOR THE FOLLOWING 3 FEATURES: [1] DISPLAYING THE CURRENT CREDITS, [2] NUMBER OF CREDITS GIVEN FOR 1 COIN AND [3] MAXIMUM CREDITS. THE DIP SWITCHES USED FOR THESE 3 FEATURES VARY FROM GAME TO GAME. THIS CHART CAN BE USED TO MATCH UP THE NAME OF THE GAME WITH THE SWITCH SETTINGS.

THE FIRST 8 'CHIME' GAMES WILL USE THE FOLLOWING SWITCH SETTINGS. NOTE: THE THREE GAMES LISTED BELOW WILL HAVE TO BE "PRIMED" BY HAVING THE 10 CREDITS PUT ON THRU ONE OF THE COIN SWITCHES. 'THE FREEPLAY RELAY' WILL MAINTAIN THE 10 CREDITS ONCE THEY ARE ENTERED AND DISPLAYED. REMAINING 5 GAMES (8BALL THRU STRIKES & SPARES) WILL LOAD 10 CREDITS ON START-UP.

NAME OF GAME	DISPLAY CREDITS	MAXIMUM CREDITS (10)	NOTES
FREEDOM	SW #20 & 21 ON	SW # 17 ON (18 & 19 OFF)	BOOKEEPING FUNCTION # 6 SHOWS CURRENT CREDITS
NIGHT RIDER	SW # 20 & 21 ON	SW # 17 ON (18 & 19 OFF)	BOOKEEPING FUNCTION # 6
EVEL KNEVEL	SW # 20 & 21 ON	SW # 17 ON (18 & 19 OFF)	SHOWS CURRENT CREDITS FROM THIS GAME FORWARD

FOR THESE 8 GAMES-TO SAVE EXCESS WEAR ON THE CHIME COILS AND MECHANISMS IT'S RECOMMENDED THAT SWITCH #8 (COIN-UP AND START-UP TUNES) BE IN THE OFF POSITION.

EIGHT BALL	SW # 20 & 21 ON	SW # 17 ON (18 & 19 OFF)	STARTING WITH 8BALL-
POWER PLAY	SW # 20 & 21 ON	SW # 17 ON (18 & 19 OFF)	10 CREDITS ARE
MATA HARI	SW # 20 & 21 ON	SW # 17 ON (18 & 19 OFF)	AUTOMATICALLY ENTERED
BLACK JACK	SW # 20 & 21 ON	SW # 17 ON (18 & 19 OFF)	ON START-UP AND THEN
STRIKES&SPARES	SW # 20 & 21 ON	SW # 17 ON (18 & 19 OFF)	REPLACED WHEN USED

FOLLOWING 7 GAMES HAVE SAME SWITCH SETTINGS AS ABOVE:

**LOST WORLD- 6 MILLION \$ MAN- PLAYBOY-
SUPERSONIC- STAR TREK- KISS- PARAGON**

STARTING WITH NITRO GROUNDShAKER THRU CYBERNAUT THE REMAINING GAMES WILL USE THE FOLLOWING SWITCH SETTINGS:

NITRO GROUNDShAKER-HARLEM GLOBETROTTERS- DOLLY PARTON- SILVERBALL MANIA- SPACE INVADERS-FUTURE SPA- ROLLING STONES-MYSTIC-HOT DOGGIN- VIKING-SKATEBALL-FRONTIER- XENON-FLASH GORDON-EIGHTBALL DELUXE-FIREBALL II -EMBRYON- FATHOM-MEDUSA-CENTAUR- ELEKTRA-VECTOR-MR & MRS PACMAN-SPECTRUM-SPEAKEASY- B.M.X.-GRAND SLAM-GOLD BALL-X'S & O'S-SPY HUNTER-KINGS OF STEEL-BLACK PYRAMID-FIREBALL CLASSIC-CYBERNAUT	DISPLAY CREDITS SW # 27 & 28 ON	MAXIMUM CREDITS (10) SW # 25 & 26 OFF	1 CREDIT FOR 1 COIN- SW # 17 On (18,19 and 20 off)
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FOR THE FREEPLAY RELAY TO WORK PROPERLY- SET ALL 3 REPLAY LEVELS STARTING WITH THE LOWEST AT '01' AND THE HIGHEST AT '03'. USE THE GAMEBOOK'S SUGGESTED REPLAY LEVELS (FOR 3 OR 5 BALL). THEN SET A SLIGHTLY HIGHER LEVEL FOR THE HIGH SCORE TO DATE '04'. THIS WILL PREVENT THE FREEPLAY RELAY FROM CONTINUOUSLY ADDING CREDITS.