MANUAL AMENDMENT

MANUAL AFFECTED: 16-3021-101

PURPOSE: To update the BLASTER manual with information on current-production games.

CHANGE: (1) delete paragraph on BUY-IN FEATURE, p. 5

(2) revise paragraph on Starting difficulty, p, 5

(3) alter the video-screen figures (Fig. 6 and Fig. 7) on pp. 11 and 12 as shown

(4) revise DEFINITIONS OF PRICING TERMS, pp. 13-14

PLAYERS CHOOSE STARTING DIFFICULTY

FOUR WAYS TO START. Players may begin a game in any of the first four waves: (1) Robot Grid; (2) Planetoids; (3) Vampires and (4) Saucerland. This feature allows players to select the amount of challenge the game will offer, while increasing the game's collection for the operator.

BOOKKEEPING TOTALS

LEFT SLOT COINS	432
CENTER SLOT COINS	0
RIGHT SLOT COINS	398
PAID CREDITS	830
EXTRA SHIPS EARNED	172
SHIPS PLAYED	1723
TOTAL PLAYS	517
PLAYS LESS THAN 1:30	116
PLAYS 1:30 TO 3:00	303
PLAYS 3:00 TO 5:00	74
PLAYS 5:00 TO 10:00	22
PLAYS OVER 10:00	2
TIMES WAVE 10 REACHED	201
TIMES WAVE 15 REACHED	74
TIMES WAVE 20 REACHED	7
AVERAGE TIME PER PLAY	2:13

Figure 6. Bookkeeping screen

GAME ADJUSTMENTS

EXTRA SHIP EVERY	100,000	RECOMMENDED
TURNS PER PLAYER	3	RECOMMENDED
GAME PRICING	1	COIN PER PLAYER
COINAGE PARAMETERS	3	USA COINAGE
LEFT SLOT UNITS	1	
CENTER SLOT UNITS	4	
RIGHT SLOT UNITS	1	
UNITS REQUIRED FOR CREDIT	1	
UNITS REQUIRED FOR BONUS CREDIT	0	
MINIMUM UNITS FOR ANY CREDIT	0	
DIFFICULTY OF PLAY	5	RECOMMENDED
LETTERS FOR HIGHEST SCORE NAME	20	
RESTORE FACTORY SETTINGS	NO	
CLEAR BOOKKEEPING TOTALS	NO	
HIGH SCORE TABLE RESET	NO	
AUTO CYCLE	NO	
SET ATTRACT MODE MESSAGE	NO	
SET HIGHEST SCORE NAME	NO	

USE JOYSTICK TO SELECT ADJUSTMENT
USE BLAST AND THRUST TO CHANGE THE VALUE
PRESS ADVANCE TO EXIT

Figure 7. Adjustments screen showing factory

settings for upright games

DEFINITIONS OF PRICING TERMS

GAME PRICING permits one or more credits to equal one game. Factory settings place a...

- "1" in the CREDITS REQUIRED TO START GAME function (upright and plastic games) or
- "2" in the CREDITS REQUIRED TO START GAME function (cockpit games with ROM-board jumper W3 cut)

COINAGE PARAMETERS allows a shorthand method of setting the pricing functions. If a number from one to nine is entered into the COINAGE PARAMETERS function, a corresponding standard setting (shown in bold type in Table 1 above) will be entered into the game. The rest of the pricing functions are automatically set for that standard.

THE NUMBER OF CREDITS PER COIN is equal to the number of SLOT UNITS for any one slot divided by the number of UNITS PER CREDIT. If the number of LEFT SLOT UNITS equals X and the number of UNITS PER CREDIT equals Y, then the number of credits per coin is X/Y. With factory settings X is "1" and Y is "1". Players receive a credit for a quarter.

UNITS REQUIRED FOR BONUS CREDIT is the number of games that must be purchased before a free game is awarded.

MINIMUM UNITS FOR ANY CREDIT is the least number of coins allowed per credits or credits: Or put another way, the MINIMUM UNITS FOR ANY CREDIT determines the smallest number of whole credits that may be paid for at one time.

For example if you want to allow one credit for a quarter but wish to encourage multiple game-playing, you may enter:

- "0" in the COINAGE PARAMETERS function

This zero value automatically sets all pricing functions. However minimum units for any credit must be raised to "2" or a higher value to achieve your goal. Here are the rest of the functions as they should appear.

- "1" in the LEFT SLOT UNITS function
- "4" in the CENTER SLOT UNITS function
- "1" in the RIGHT SLOT UNITS function
- "1" in the UNITS PER CREDIT function
- "0" in the UNITS REQUIRED FOR BONUS CREDIT function
- "2" in the MINIMUM UNITS FOR ANY CREDIT function

These values allow one credit for a quarter, but ONLY when two or more credits are paid for at a time. Incidentally, the "4" in CENTER SLOT UNITS allows four credits per dollar coin (center slot only). See "2/50¢, 4/$1" in Table 1 above.
GAMES : PRICE ratio to start a game is equivalent to the ratio:

X: VYS
where:
X = SLOT UNITS
V = COIN VALUE
Y = UNITS PER CREDIT
S = GAME PRICING

For example at factory settings with quarter chutes the variables produce
1: 25x1x1 or one game for 25¢.