

ADDENDUMS TO CLIFF HANGER MANUAL

PAGE 5:

STEP 2: MOUNTING DISC PLAYER:

THE SCREWS INDICATED IN THE ILLUSTRATION ARE THE CORRECT SCREWS TO REMOVE. REMOVING THESE SCREWS WILL NOT IMPAIR THE DISC PLAYERS FUNCTION. DO NOT REMOVE THE FEET.

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STEP 7: POWER-UP ENTIRE GAME:

This paragraph should read:

When the logic boards have reset, they will go through their self test. When the boards have reset, they will begin to control the disc player. The disc will begin to rotate, you will see, "Please Stand By" on the screen, and the stand-by light on the disc player will begin to flash on and off.

If, for some reason, the disc player does not come up to speed, you will see "disc not up to speed" displayed on the screen. If this happens, turn the game off then on and see if the disc comes up to speed.

NOTE (1): USE THE ON/OFF SWITCH OR BACK INTERLOCK SWITCH FOR THIS, AS THE FRONT INTERLOCK SWITCH DOES NOT TURN THE DISC PLAYER OFF.

NOTE (2): IF THE CONTROL LINE IS NOT PLUGGED INTO THE DISC PLAYER, THIS SYMPTOM WILL OCCUR.

NOTE (3): IF THE VIDEO DISC IS INSTALLED WITH THE WRONG SIDE DOWN, THIS SYMPTOM WILL OCCUR. THE ENCODED SIDE OF THE DISC MUST GO FACE DOWN WHEN INSTALLED.

SOME DISCS HAVE BOTH SIDES ENCODED. IN THIS CASE IT DOES NOT MATTER WHICH SIDE IS DOWN. BOTH SIDES ARE THE SAME.

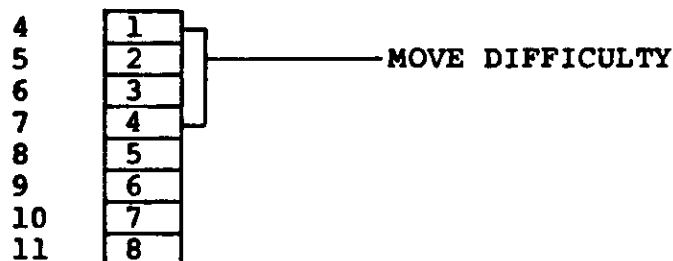
NEW PAGE 14

SECTION II: GAME ADJUSTMENTS

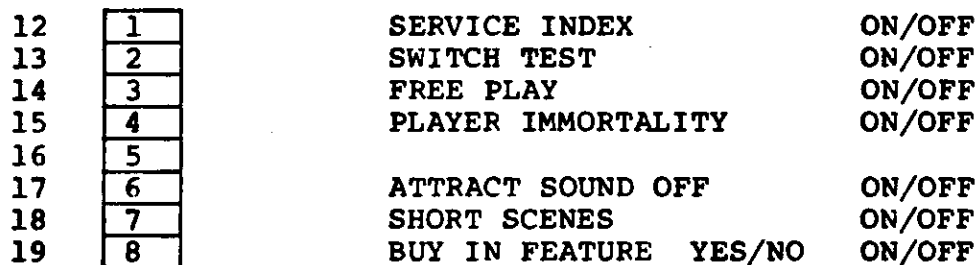
All dip switches used for game adjustments are located on the ZPU-2000 board. The ZPU-2000 board is the bottom board in the card cage.

ZPU-2000 DIP SWITCH DESIGNATION

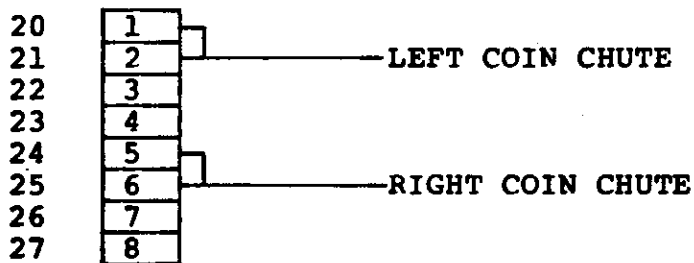
H11



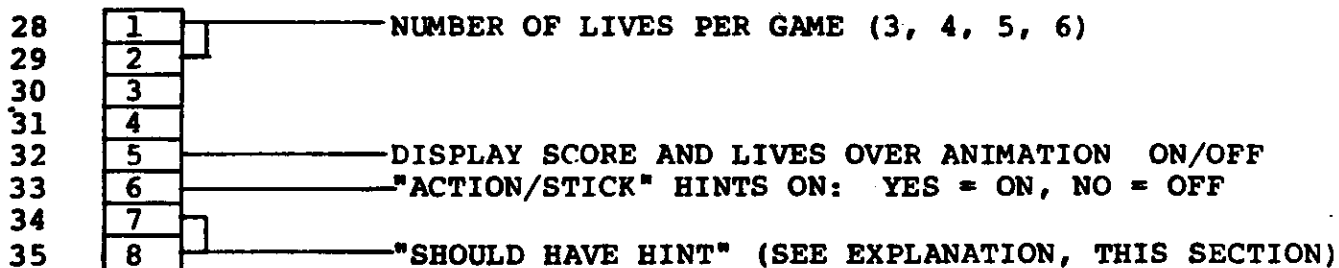
G11



F11



E11



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SECTION II
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GAME ADJUSTMENTS (CONT'D)

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.

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SECTION II: GAME ADJUSTMENTS (CONT'D)
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<u>FREE PLAY</u>	<u>DIP SWITCH 14</u>
YES	ON
NO	OFF

<u>PLAYER IMMORTALITY</u>	<u>DIP SWITCH 15</u>
YES	ON
NO	OFF

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

<u>ATTRACT MODE SOUND OFF</u>	<u>DIP SWITCH 17</u>
ON	OFF
OFF	ON

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

This is a new feature which shortens the transition time between scenes by removing some of the non-action parts of the game. STERN suggests that when the game is first set on location, this switch be set at off so that the entire scene appears.

<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

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SECTION II: GAME ADJUSTMENTS (CONT'D)

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COIN SWITCH SETTINGS:

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

Set 20+24
on

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

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.

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I. POWER ON SELF TEST:

ZPU-2000 - 8 FLASHES:

1 thru 7 remain the same
ADD: 8th = VIDEO RAM TEST 4A & 5A

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06 GAME PLAY STATISTICS:

(1) RANGE OF SCORES:

Point values have been changed. They now increase in 100K increments, from 0 to 1.4 million.