



NOTE: CW and CCW are defined as viewed from pot face.

- A. Sonar Volume Control: To increase volume, rotate pot CCW.
- B. Master Volume Control: To increase all volumes, rotate pot CW.
- C. Sonar Rate Control: To increase pulse rate, rotate pot CW.
- D. Torpedo Volume Control: To increase volume, rotate pot CW.
- E. Dive Sound Volume Control: To increase volume, rotate pot CW.
- F. Sonar Tone Control: To raise sonar pitch, rotate pot CCW.
- G. Ship Hit Explosion Volume: To increase volume, rotate pot CCW.
- H. Dive TOne Control: To vary tone, rotate pot as desired.
- J. Mine Explosion Volume Control: To increase volume, rotate pot CCW.

ADJUSTMENT SWITCH INSTRUCTIONS

Adjustment Switch: Located on game logic board (PC 596-904)

	<u>TIME</u>			<u>COIN - PLAY</u>	
	<u>Switch #1</u>	<u>Switch #2</u>		<u>Switch #3</u>	<u>Switch #4</u>
60	ON	ON	1 Coin, 1 Play	ON	ON
70	OFF	ON	1 Coin, 2 Plays	ON	OFF
80	ON	OFF	2 Coins, 1 Play	OFF	ON
90	OFF	OFF	2 Coins, 3 Plays	OFF	OFF

High Score Reset Button: Located on upper left cabinet front. With Switch #5 in "ON" position, high score may be reset by depressing button when a game is not in progress. With Switch #5 in "OFF" position, the high score may not be reset.

Extended Play:

<u>Score</u>	<u>Switch #6</u>	<u>Switch #7</u>	<u>Switch #8</u>
2000	OFF	ON	ON
3000	ON	OFF	ON
4000	OFF	OFF	ON
5000	ON	ON	OFF
6000	OFF	ON	OFF
7000	ON	OFF	OFF
8000	OFF	OFF	OFF

NOTE: With Switches #6, #7, and #8 in "ON" position, no extended play will be awarded.