COUNTDOWN™

MATCH IT!™

Operators Manual
Rev 0.3

TPi
GAMES

Three Partners, Inc.
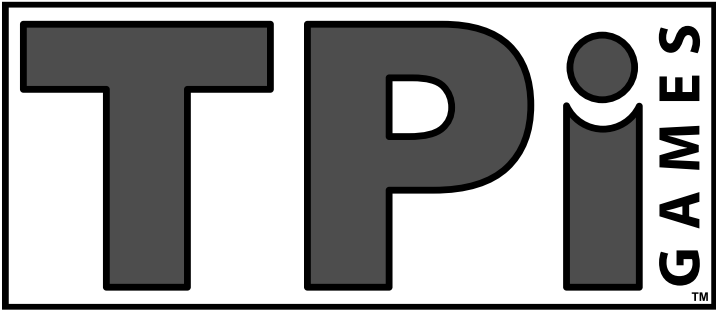
TPi GAMES

2001 Estes Avenue
Elk Grove Village IL 60007
P.847.952.7531
F.847.952.7534
www.tpigames.com

TABLE OF CONTENTS

INTRODUCTION

MATCH IT and COUNTDOWN are both skill games.

MATCH IT!

In MATCH IT, the player must match a word that the operator selects. The operator may choose a word appropriate for the location or the type of merchandise being marketed. For example, the operator might fill the game with electronics or DVDs. In this example, the operator would have the player match the word M-O-V-I-E-S or the title of a popular movie i.e. B-A-T-M-A-N.

In addition, the operator may put up to a 100-character message that repeats during the attract mode, such as: "PLEASE VISIT OUR VIDEO DEPARTMENT FOR THE LATEST IN DVD RELEASES." There are two (2) prize levels: a small, inexpensive prize level and a large, more expensive prize level. The operator also has the option of choosing a single prize level.

The letters of the operator selected word cycle through the display as the player attempts to match the correct letter in the sequence. With each successfully matched letter the speed of play increases, making it continually more challenging for the player to match the next letter. If the word is successfully matched the player wins a small prize and has the option of selecting one of four small prizes, or continuing the game play. If the player chooses to continue the small prize is forfeited, and the player must successfully match the word W-I-N to select one of four large prizes.

INTRODUCTION

COUNTDOWN

In COUNTDOWN, the player must match numbers counting down vertically from 9 to 1. There are two (2) prize levels: a small, inexpensive prize level and a large, more expensive prize level.
The numbers: 9-8-7-6-5-4-3-2-1 cycle through the display as the player attempts to match the correct number in descending order. With each successfully matched number, the speed of the play increases making it continually more challenging for the player to match the next number. If the player successfully matches the numbers descending to "4", the player wins a small prize and has the option of selecting one of four small prizes or continuing the game play. Should the player choose to continue, the small prize is forfeited and the player must successfully match the numbers 3-2-1 to select one of four large prizes.

GAME PLAY

OVERVIEW
COUNTDOWN and MATCH IT utilize the same cabinet design, control panel layout, hardware system, wiring, and program. The basic operations, menus, and functions are the same. They differ in that MATCH IT has a horizontal display, using letters, and COUNTDOWN has a vertical display, using numbers during game play.

CONTROL PANEL (Figure 1)
The control panel consists of five buttons: "TAKE", "LEFT", "RIGHT", "STOP/START", and "CONTINUE" (see figure 1). Pressing "START" will begin game play. Once play begins the "START" button operates as the "STOP" button. The "STOP" button is used to stop on the desired letter (MATCH IT) or number (COUNTDOWN). When a player wins, the "LEFT" and "RIGHT" arrow buttons are used to select the desired prize. After a prize is selected the "TAKE" button will vend the prize. The "CONTINUE" button is used when the player is prompted to make a decision. The player may "TAKE" a small prize or "CONTINUE" to play for a larger prize. Control panel buttons will only light up when they are enabled during play. This aids the player in understanding which buttons are used at different stages during game play.
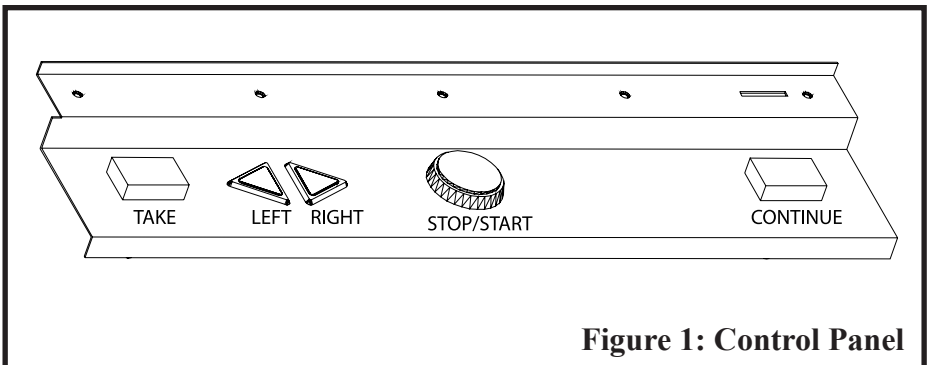
Figure 1: Control Panel

GAME PLAY

VEND OPERATION

The "LEFT" and "RIGHT" arrow buttons are used to make the prize selection. The "TAKE" button must be pressed in order to vend the selected prize. If the prize does not vend the first time, the game will make several attempts before prompting the player to make another selection. If the player's second selection does not vend after several attempts, the game will display "OUT OF ORDER". Any prize/motor errors are recorded in the test menu under "CHK ERRORS". Entering the test or service menus will clear the "OUT OF ORDER" warning.

LOCATION AND SETUP

LOCATION

Location, product mix, and pricing are especially important when placing self redemption equipment. COUNTDOWN and MATCH IT should be placed in a high traffic, highly visible location. This will increase play and reduce any security risks. Avoid glare and other reflections such as direct overhead room lighting or direct sunlight.

The product mix that is displayed in COUNTDOWN and MATCH IT should target the clientele of the location. The greater the perceived value of the products displayed, the greater the per play price, and the higher the profit margin.

EQUIPMENT SPECIFICATIONS

Power: Domestic (U.S.): 110VAC @ 60Hz
           Foreign: 220VAC @ 50Hz

Power Consumption: Less than 1 Amp.

Temperature: 40° to 110° F (5° to 38° C)

Humidity: Not over 95% relative

Game Dimensions: 79"H x 29"W x 33" D

Game Weight: 260lbs

The power supply is designed to work properly on the line voltages listed above. Check your line voltage with a meter to make sure it is within tolerances. Depending on your region (Domestic/Foreign) you may need to set the voltage switch in the back of the power supply to either 115v or 230v.

LOCATION AND SETUP

SETUP
When the game first arrives it is important to inspect it thoroughly for any freight damage. It is recommended that the game be turned on and tested before delivery to a location. The "TEST MENU" can greatly aid in this operation since self test procedures are already in place for all displays, switches, and motors. Included with COUNTDOWN or MATCH IT is a line cord, keys, a manual, leg levelers, prize locks, and prize hanging accessories.

DOLLAR BILL ACCEPTOR (DBA)
COUNTDOWN and MATCH IT come equipped with a DBA. COUNTDOWN and MATCH IT support a number of other DBA's including: Mars, ICT, and Pyramid. There are many configurations for all of these units. Below are some recommended DBA settings:
- Accept $1,5,10,20
- High Acceptance
- Harness Disable
- Inhibit Active High
- 4 pulse / one dollar
- Long Pulse (150ms on / 150 ms off)

PRICING, PAYOUT, AND OPTIONS
COUNTDOWN or MATCH IT ships with factory default settings for pricing, payout values, and other options. It is highly recommended to go through all the setting in the "SERVICE MENU" before placing the game on location. Details on the "SERVICE MENU" can be found on page 10.

PRIZES
COUNTDOWN and MATCH IT accommodate two (2) prize levels; a small, inexpensive prize level, and large, more expensive prize level. The prizes in the game will directly affect the earnings. Try to be as diverse and up to date with the prizes as possible. Select prizes that best suit the location and its clientele.

SERVICE MENU

ENTERING SERVICE

To enter the service menu press the "SERVICE" button. Once in the service menu press the "LEFT" and "RIGHT" arrow buttons to change the menu options. Press "STOP" to select options ending in "?". Press "TAKE" or "CONTINUE" buttons to change the value of the selected options. The following options are available in the service menu:

> **AUDIT?**
> **LAUDIT?**
> **BLOCKOUT?**
> **CoinPrCr**
> **CredPrPl**
> **SPEED**
> **LG.P 1-**
> **SM.P 1-**
> **FREE**
> **CONT**
> **HELP**
> **AT.SND**
> **AT.MUS**
> **EDIT?**
> **U.EDIT?**
> **EXIT?**

AUDIT?

"AUDIT?" is used to view a variety of real time audits. These audits are resettable using the test menu.

COINS	# of coins IN since last reset
CONT	# of continues since last reset
SPRZ	# of small prizes OUT since last reset
LPRZ	# of large prizes OUT since last reset
PLAYS	# of plays since last reset

SERVICE MENU

LAUDIT?
"LAUDIT?" is used to view a variety of lifetime audits. These audits are ONLY resettable using the factory reset option.

LCOIN	# of coins IN since last factory reset
LCONT	# of continues since last factory reset
LSPRZ	# of small prizes OUT since last factory reset
LLPRZ	# of large prizes OUT since last factory reset
LPLAY	# of plays since last factory reset

BLOCKOUT?
"BLOCKOUT?" is used to set the availability of all the prizes. Turning a prize off will remove it from the prize selection screen. This allows motors to be removed if more room is needed to display larger prizes. Listed below are adjustable options and valid settings. Default settings are in *bold*.

PRIZE 1	*ON*/OFF	Turns prize 1 on or off
PRIZE 2	*ON*/OFF	Turns prize 2 on or off
PRIZE 3	*ON*/OFF	Turns prize 3 on or off
PRIZE 4	*ON*/OFF	Turns prize 4 on or off
PRIZE 5	*ON*/OFF	Turns prize 5 on or off
PRIZE 6	*ON*/OFF	Turns prize 6 on or off
PRIZE 7	*ON*/OFF	Turns prize 7 on or off
PRIZE 8	*ON*/OFF	Turns prize 8 on or off

CoinPrCr
"CoinPrCr" is used to set how many coins are equal to one (1) game credit. Listed below are adjustable options and valid settings. Default settings are in *bold*.

CoinPrCr   *1*,2,3,4,5,6,7,8,9,10

SERVICE MENU

CredPrPl

"CredPrPl" is used to set how many credits are equal to one (1) game play. Listed below are adjustable options and valid settings. Default settings are in *bold*.

      CredPrPl   1,2,3,***4***,5,6,7,8,9,10

SPEED

"SPEED" is used to set the difficulty of the game play. Listed below are adjustable options and valid settings. Default settings are in *bold*.

      SPEED   BABY, ***EASY***, MED, HARD

LG.P 1-

"LG.P 1-" is used to set the average number of plays per one (1) LARGE prize payout. Listed below are adjustable options and valid settings. Default settings are in *bold*.

      LG.P 1-   1,2,3...***50***...997,998,999

SM.P 1-

"SM.P 1-" is used to set the average number of plays per one (1) SMALL prize payout. Listed below are adjustable options and valid settings. Default settings are in *bold*.

      SM.P 1-   1,2,3...***10***...997,998,999

FREE

"FREE" is used to set the machine on free play, requiring NO credits to play the game. Listed below are adjustable options and valid settings. Default settings are in *bold*.

      FREE   ON/***OFF***

SERVICE MENU

CONT (MATCH IT ONLY)

"CONT" is used to set the continue option during game play on or off. This is normally turned OFF when all the prizes in the game are of the same value and ON when there are small and large prizes of different values. Listed below are adjustable options and valid settings. Default settings are in *bold*.

> CONT **ON**/OFF

HELP

"HELP" is used to set the help option ON or OFF. The help feature will aid players during game play. Listed below are adjustable options and valid settings. Default settings are in *bold*.

> HELP ON/**OFF**

AT.SND

"AT.SND" is used to set the number of minutes between attract mode sounds. Setting the number to "00" will turn OFF attract mode sounds completely. Listed below are adjustable options and valid settings. Default settings are in *bold*.

> AT.SND 00,01,02,03,**04**,05...29,30

AT.MUS

"AT.MUS" is used to set the backround music ON or OFF during the attract mode. Listed below are adjustable options and valid settings. Default settings are in *bold*.

> AT.MUS **ON**/OFF

SERVICE MENU

EDIT? (Match It ONLY)

"EDIT?" is used to set the word that is to be matched during game play. The word must be between 3 and 10 characters long. Letters, spaces, and special character such as "!,-." may be used, however, only the letters will be required to be matched. The "LEFT" and "RIGHT" arrow buttons are used to move to the next segment. The "TAKE" or "CONTINUE" buttons scroll through the available letters. Pressing "TAKE" and "CONTINUE" at the same time will delete the current letter. When finished use the "LEFT" and "RIGHT" arrow buttons to move to the end of the last segment to exit the EDIT? screen. Exiting the service menu will save all changes made.

U.EDIT?

"U.EDIT?" is used to set messages that are displayed during the attract mode. Up to 10 custom messages can be saved, all up to 10 characters each. These messages will be displayed in consecutive order from 1 through 10. To save a message that is more than 10 characters divide the message into two or more consecutive U.EDIT locations. Example:

To store the message "WELCOME TO FUN LAND"

       U.EDIT? 1   Store: WELCOME TO
       U.EDIT? 2   Store: FUN LAND

Use the "LEFT" and "RIGHT" arrow buttons to move to the next segment, the "TAKE" or "CONTINUE" to scroll through the available letters. Pressing "TAKE" and "CONTINUE" at the same time will delete the current letter.   "STOP" will change the color of the letters. When finished press the "LEFT and "RIGHT" arrow buttons to move to the end of the last segment to exit the "U.EDIT?" screen. Blank "U.EDIT?" locations will not be added to the attract mode. Exiting the service menu will save all changes made.

      U.EDIT?   1,2,3,4,5,6,7,8,9,10

EXIT?

"EXIT?" will exit the service menu and save all changes.

TEST MENU

ENTERING TEST

To enter the test menu, press the "TEST" button (located through the coin door). Once in the test menu press the "LEFT" and "RIGHT" arrow buttons to change the menu options. Press the "STOP" button to activate the selected test. The following test options are available in the test menu:

CHK ERRORS   12345678
>   Displays on which motors errors have occurred.

RED DISP   ON/OFF
>   Displays RED on all the display pixels.

GRN DISP   ON/OFF
>   Displays GREEN on all the display pixels.

YEL DISP   ON/OFF
>   Displays YELLOW on all the display pixels.

SWITCHES   TLRSCO (Take, Left, Right, Stop, Continue, Opto)
>   Used to test all switches and their lamp functions.
>   When a button is pressed the corresponding letter on the display will change from green to red and the button will light up. To test the opto/prize sensor simply block the beam and the "O" on the display will change from green to red while the beam is blocked.

CLRERROR
>   Used to clear all the current motor errors.

STROBE   ON/OFF
>   Used to test the strobe light system.

MOTOR #1-8   ON/OFF
>   Used to test the operation of motors 1-8 or A-H.

TEST MENU

SOFT VER
      Displays the build date of the current software version.

<TK>FRESET
      FACTORY RESET: Holding the "TAKE" button while pressing the "STOP" button will reset the game to the factory default settings.

<CT>ARESET
      "AUDIT?" RESET: Holding the "CONTINUE" button while pressing the "STOP" button will reset all audits in the "AUDIT?" menu.

EXIT
      Exits out of the test menu.

NOTES:

MAINTENANCE AND REPAIR

CLEANING
Cleaning the outside of the game and the coin/bill mechanisms on a regular basis is strongly recommended. The outside of the cabinet and most metal parts can be cleaned with any non-abrasive household cleaners. Any glass must be cleaned with anti-static cleaners only.

CPU BOARD (Figure 2)
The CPU Board holds all programming, sounds, and volume controls. The CPU board is mounted on the inner side of the cabinet.
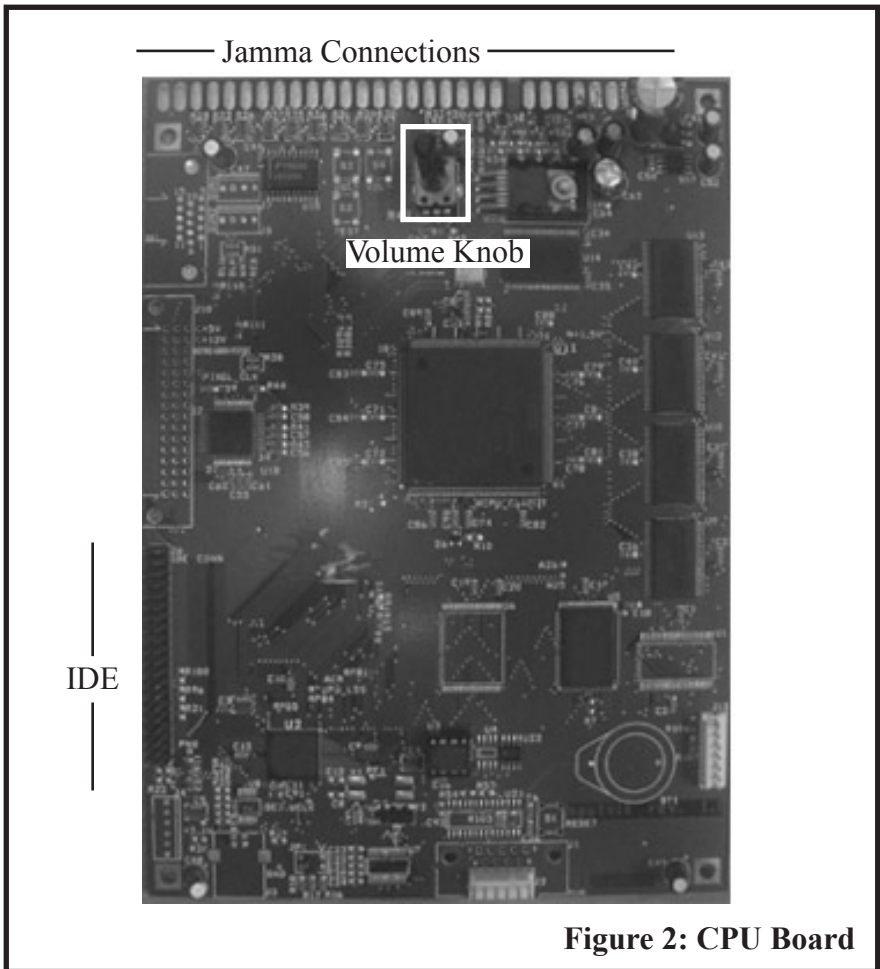
Figure 2: CPU Board

MAINTENANCE AND REPAIR

JAMMA CONNECTIONS (Figure 3)

Figure 3 details the Jamma connections on the CPU board.

Solder Side					Component Side	
DESCRIPTION	**PIN**				**PIN**	**DESCRIPTION**
GND	A	A	1		1	GND
GND	B	B	2		2	GND
+5 VDC	C	C	3		3	+5 VDC
+5 VDC	D	D	4		4	+5 VDC
No Connection	E	E	5		5	No Connection
+12 VDC	F	F	6		6	+12 VDC
KEY	H	H	7		7	KEY
No Connection	J	J	8		8	Count 1
LG Prize Count	K	K	9		9	SM Prize Count
Left Speaker Neg (-)	L	L	10		10	Left Speaker Pos (+)
No Connection	M	M	11		11	No Connection
No Connection	N	N	12		12	No Connection
No Connection	P	P	13		13	No Connection
Service	R	R	14		14	No Connection
Tilt	S	S	15		15	Test
Coin 2	T	T	16		16	Coin 1
No Connection	U	U	17		17	No Connection
No Connection	V	V	18		18	No Connection
No Connection	W	W	19		19	No Connection
No Connection	X	X	20		20	No Connection
No Connection	Y	Y	21		21	No Connection
No Connection	Z	Z	22		22	No Connection
No Connection	a	a	23		23	No Connection
No Connection	b	b	24		24	No Connection
No Connection	c	c	25		25	No Connection
Game Select	d	d	26		26	No Connection
No Connection	e	e	27		27	GND
GND	f	f	28		28	GND

Figure 3: Jamma Connections

MAINTENANCE AND REPAIR

MOTOR DRIVER BOARD (Figure 4)

The motor driver board handles all the I/O functions for the CPU. Power distribution, switches, motors, and lamps are all controlled through this board.

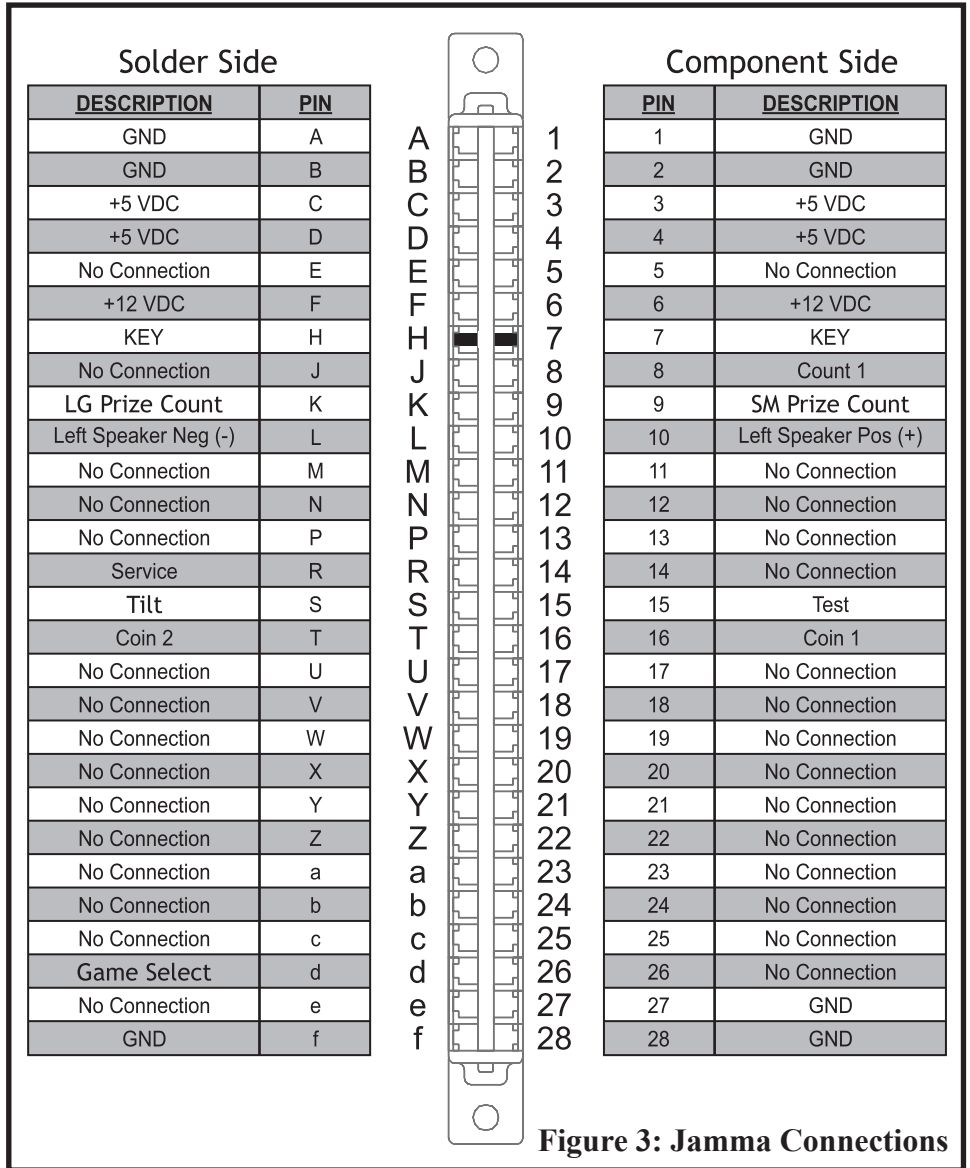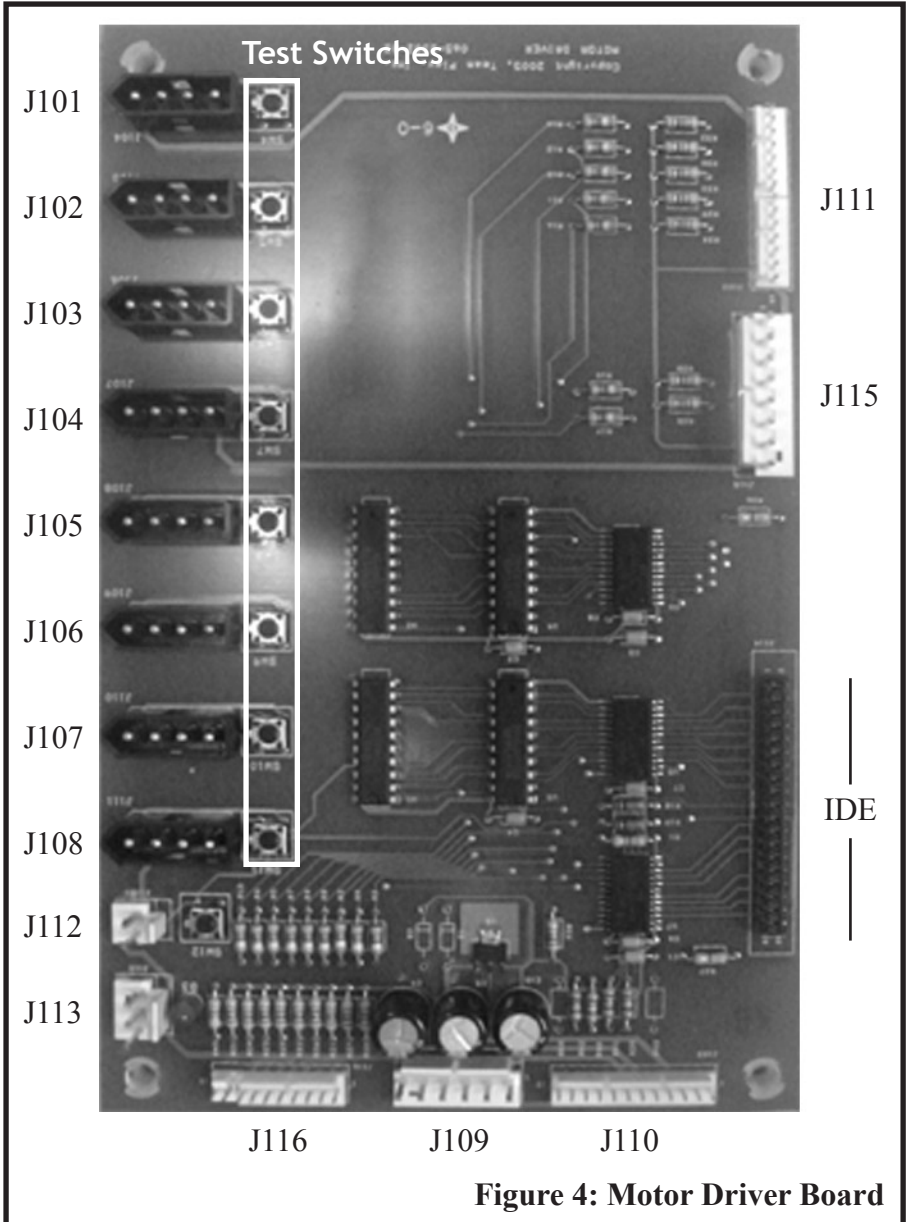**Figure 4: Motor Driver Board**

MAINTENANCE AND REPAIR

MOTOR DRIVER BOARD

J101-J108 MOTORS 1-8 OR A-H

PIN 1:	GND	BLK
PIN 2:	DRIVE	ORG/BLK
PIN 3:	N.C.	
PIN 4:	12VDC	ORG

J109 POWER

PIN 1:	GND	BLK
PIN 2:	GND	BLK
PIN 3:	5VDC	RED
PIN 4:	5VDC	RED
PIN 5:	12VDC	ORG

J110 DISPLAYS

PIN 1:	5VDC LOAD	RED
PIN 2:	OPTION	WHT/YEL
PIN 3:	OPTION	WHT/ORG
PIN 4:	5VDC LOGIC	RED/YEL
PIN 5:	GND	BLK
PIN 6:	GND	BLK
PIN 7:	GND	BLK/YEL
PIN 8:	BLANK	WHT/BLK
PIN 9:	STRB	WHT/BLU
PIN 10:	SCLK	WHT/GRN
PIN 11:	SDATA	WHT/RED
PIN 12:	5VDC	RED

J111 CONTROL PANEL

PIN 1:	GND	BLK
PIN 2:	LEFT SW	GRN/BRN
PIN 3:	LEFT LAMP	PUR/BRN
PIN 4:	CONT SW	GRN/RED
PIN 5:	RIGHT LAMP	PUR/ORG
PIN 6:	RIGHT SW	GRN/ORG
PIN 7:	TAKE LAMP	PUR/BLU
PIN 8:	STOP SW	GRN/YEL
PIN 9:	STOP LAMP	PUR/WHT
PIN 10:	TAKE SW	GRN/BLU
PIN 11:	CONT LAMP	PUR GRY
PIN 12:	N.C.	
PIN 13:	N.C.	
PIN 14:	12VDC	ORG

MAINTENANCE AND REPAIR

MOTOR DRIVER BOARD

J112 STROBE LAMP

PIN 1:	STROBE LAMP	PUR/BLK
PIN 2:	12VDC	ORG

J113 OPTO SWTICH

PIN 1:	GND	BLK
PIN 2:	OPTO SW	GRN/BLK
PIN 3:	5VDC	RED

J115 OPTIONS

PIN 1:	GND	BLK
PIN 2:	DRIVE_4	---
PIN 3:	DRIVE_2	---
PIN 4:	SWITCH_14	---
PIN 5:	SWITCH_15	---
PIN 6:	N.C.	
PIN 7:	5VDC	RED
PIN 8:	12VDC	ORG

J116 SWITCHES

PIN 1:	GND	BLK
PIN 2:	SWITCH_0	---
PIN 3:	SWITCH_1	---
PIN 4:	SWITCH_2	---
PIN 5:	SWITCH_3	---
PIN 6:	SWITCH_4	---
PIN 7:	SWITCH_5	---
PIN 8:	SWITCH_6	---
PIN 9:	SWITCH_7	---
PIN 10:	GND	BLK

MAINTENANCE AND REPAIR

CONTROL PANEL REMOVAL (Figure 5)

To remove the control panel:

       1. Open the front display door all the way.
       2. Unscrew the five (5) control panel screws.
       3. Lift up the right side of the control panel.
       4. Slide the control panel out toward the right.

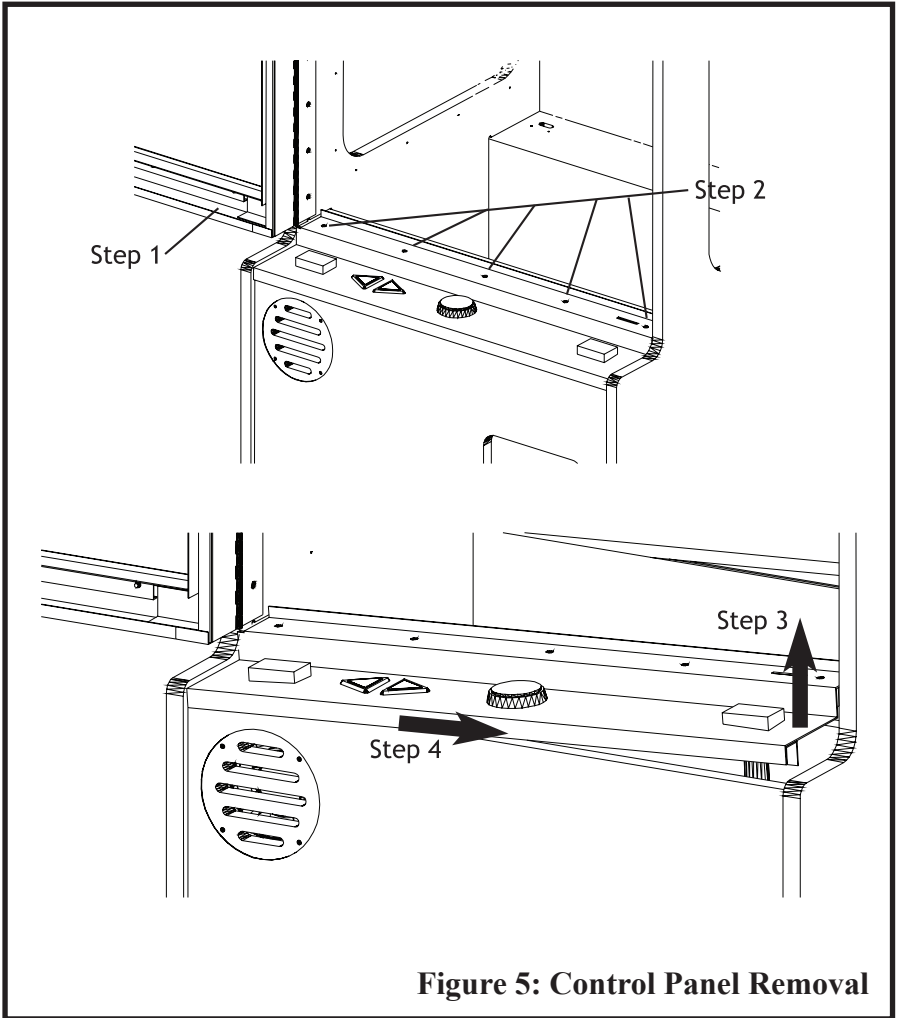**This operation is illustrated below.**

Figure 5: Control Panel Removal

MAINTENANCE AND REPAIR

DOOR ASSEMBLY (Figure 6)

The door assembly consists of a one piece door frame, four mounting brackets, two 1-1/8" straight cam locks, and a piece of 1/8" thick tempered glass measuring 23.875"W x 35.875"H.
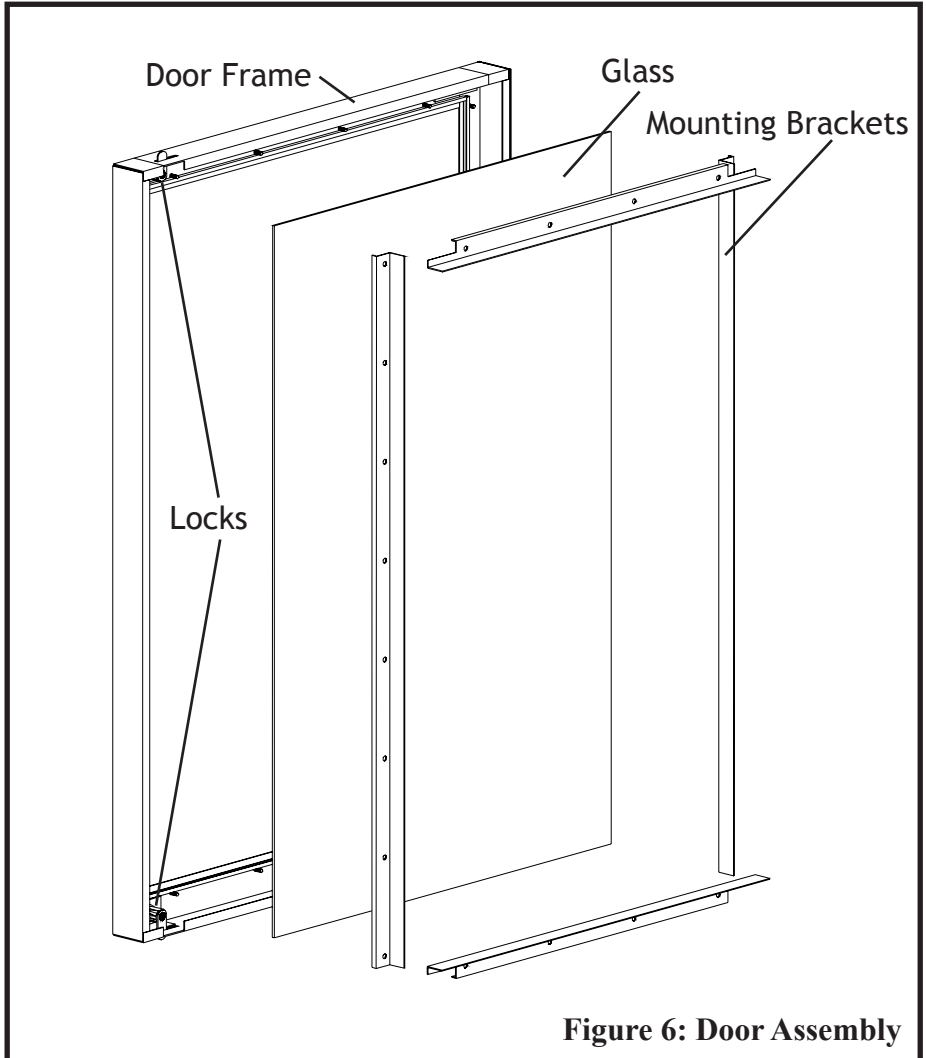
Door Frame

Glass

Mounting Brackets

Locks

Figure 6: Door Assembly

MAINTENANCE AND REPAIR

MOTOR ASSEMBLY (Figure 7)

The motor assembly consists of a motor, a motor mounting plate, a support rod, a prize coil, and a prize lock rod. Four (4) #440 nuts hold the motor to the motor mounting plate. A #632 screw and washer secure the prize coil to the motor. Prizes MUST be hung under the prize lock rod. Turn the prize lock rod counterclockwise to tighten and clockwise to loosen.
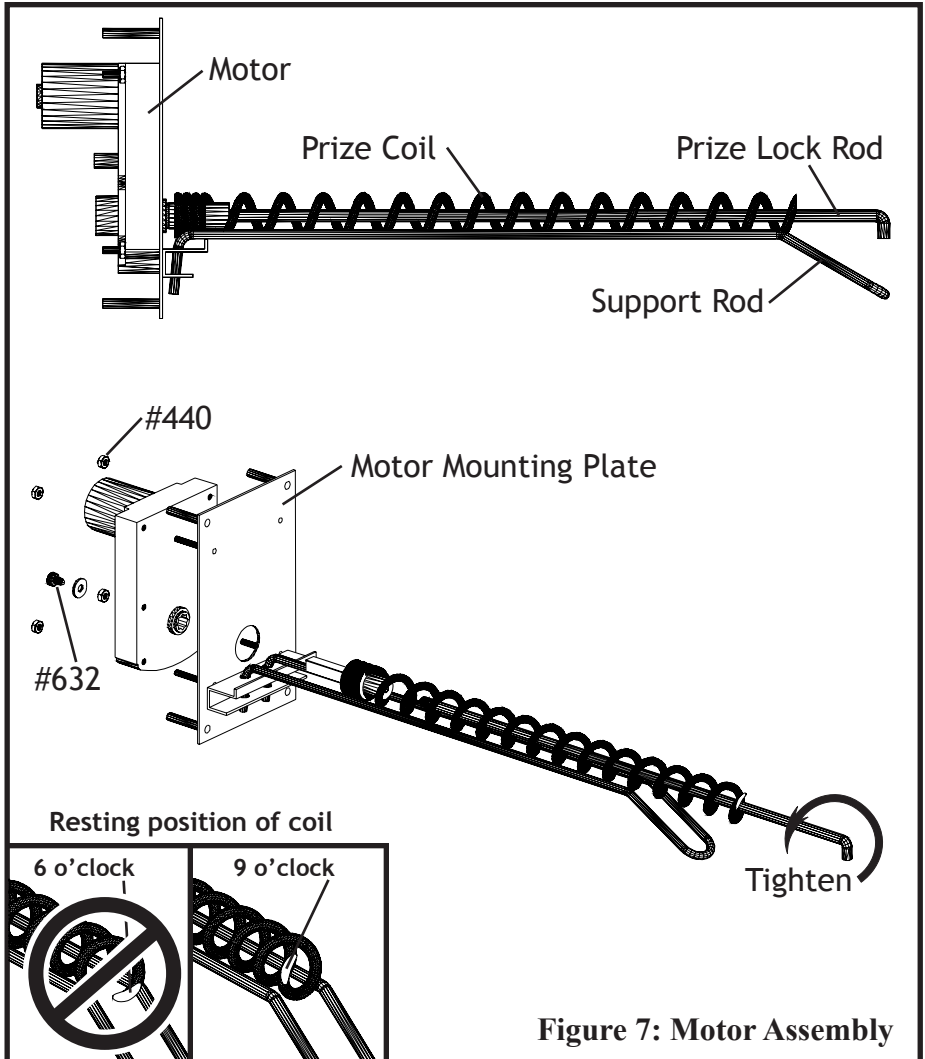

Figure 7: Motor Assembly

25

PARTS LIST

Tpi Part Number	Description	Countdown	Match It
031-6103-00	Speaker	x	x
092-8092-00	Prize Hanger (100 pcs)	x	x
036-8060-00	IDE Cable	x	x
041-4229-00	Prize Motor	x	x
251-6900-00	Prize Lock Rod	x	x
515-7305-00	Light Fixture 18"	x	x
515-8014-00	5V Meter	x	x
522-6500-01	Front Door Glass	x	x
522-6505-01	Side Window Plexi	x	x
522-7600-01	Prize Door	x	x
523-7603-00	Marquee Window Plexi	x	x
523-7701-01	Display Plexi Horizontal		x
523-7601-01	Display Plexi Vertical	x	
535-2301-01	Horizontal Display Board		x
535-2303-01	Vertical Display Board	x	
112-2301-00	5x7 Display	x	x
535-2302-04	Motor Driver Board	x	x
535-7000-00	Coin Door	x	x
535-7601-00	OPTO Sensor Board	x	x
535-7602-00	OPTO Emitter Board	x	x
535-7612-00	Strobe Light	x	x
535-7600-00	CPU Board	x	x
545-7107-00	Marquee Retainer	x	x
575-2226-25	Front Door Lock	x	x
575-7102-00	Back Door Lock	x	x
575-8002-00	Back Door Lock Washer	x	x
627-6000-00	Rubber Floor Mat	x	x
660-6301-00	Speaker Grill	x	x
660-6500-03	Front Door Frame	x	x
660-6501-01	Mounting Bracket Small	x	x
660-6502-01	Mounting Bracket Large	x	x

PARTS LIST

Tpi Part Number	Description	Countdown	Match It
660-6900-00	Motor Mounting Plate	x	x
660-7600-01	Metal Control Panel	x	x
660-7602-00	Marquee Mounting Bracket	x	x
660-7701-01	Display Mounting Bracket Horizontal		x
660-7601-00	Display Mounting Bracket Vertical	x	
661-6901-02	Prize Support Rod	x	x
665-6900-00	Prize Coil	x	x
760-0012-71	Button, Illuminated Yellow Triangle	x	x
760-2075-00	Button, Illuminated Red Round	x	x
760-2076-00	Button, Illuminated Green Rectangle	x	x
760-2077-00	Button, Illuminated Blue Rectangle	x	x
760-0328-00	Tilt Switch	x	x
760-6106-00	Rubber Wheel	x	x
760-7103-00	Power Supply 200 Watt	x	x
760-7107-00	Leg Leveler	x	x
820-7700-00	Decal, Motor Label #1-8		x
820-6520-00	Decal, Playfield Red	x	x
820-8820-00	Decal, Playfield Silver	x	x
820-8302-01	Decal, Playfield Gold	x	x
830-7700-00	Decal, Side Match It		x
830-7701-00	Decal, Front Match It		x
830-7702-01	Decal, Display Match It		x
832-7700-00	Decal, Marquee Match It		x
834-7700-03	Decal, CP Overlay Match It		x
820-7600-00	Decal, Motor Label A-H	x	
830-7600-00	Decal, Side Countdown	x	
830-7601-00	Decal, Front Countdown	x	
830-7602-01	Decal, Display Countdown	x	
832-7600-00	Decal, Marquee Countdown	x	
834-7600-03	Decal, CP Overlay Countdown	x	

Countdown and Match It Quick Service Guide

SERVICE MENU		VALUE	DESCRIPTION	FACTORY RESET VALUE
AUDIT?				
	COINS	0-99999	Since last reset: Number of Coins IN	00000
	CONT	0-99999	Since last reset: Number of Continues	00000
	SPRZ	0-99999	Since last reset: Number of SMALL prize OUT	00000
	LPRZ	0-99999	Since last reset: Number of LARGE prize OUT	00000
	PLAYS	0-99999	Since last reset: Number of Plays	00000
LAUDIT?				
	LCOIN	0-99999	Lifetime: Number of Coins IN	00000
	LCONT	0-99999	Lifetime: Number of Continues	00000
	LSPRZ	0-99999	Lifetime: Number of Small Prize OUT	00000
	LLPRZ	0-99999	Lifetime: Number of Large Prize OUT	00000
	PLPLAY	0-99999	Lifetime: Number of Plays	00000
BLOCKOUT?				
	PRIZE 1	ON/OFF	Controls the availability of Prize 1 or A	ON
	PRIZE 2	ON/OFF	Controls the availability of Prize 2 or B	ON
	PRIZE 3	ON/OFF	Controls the availability of Prize 3 or C	ON
	PRIZE 4	ON/OFF	Controls the availability of Prize 4 or D	ON
	PRIZE 5	ON/OFF	Controls the availability of Prize 5 or E	ON
	PRIZE 6	ON/OFF	Controls the availability of Prize 6 or F	ON
	PRIZE 7	ON/OFF	Controls the availability of Prize 7 or G	ON
	PRIZE 8	ON/OFF	Controls the availability of Prize 8 or H	ON
	EXIT			
CoinPrCr		1-10	Number of coins per one (1) credit	1
CredPrPl		1-10	Number of credits per one (1) play	4
SPEED		BABY,EASY,MED,HARD	Sets the difficulty of game play	EASY
LG.P 1-		1-999	Average number of plays per one (1) LARGE prize payout	50
SM.P 1-		1-999	Average number of plays per one (1) SMALL prize payout	10
FREE		ON/OFF	Turns FREEPLAY mode on or off	OFF
CONT		YES/NO	Turns CONTINUE option on or off **MATCH IT ONLY**	YES
HELP		ON/OFF	Turns the HELP option on or off	OFF
AT.SND		00-30	Sets the number of minutes between attract mode sounds "00 = off"	04
AT.MUS		ON/OFF	Sets attract mode music on or off	ON
EDIT?			Edits the word used during gameplay **MATCH IT ONLY**	MATCH - IT
U.EDIT?		1-10	Edits the user defined messages displayed during the attract mode	
EXIT?			Exits out of the Service Menu and SAVES all changes	

SETTINGS

Coins per Credit:_____   Credits per Play:_____

Speed:_____   CONT:_____

SM.P 1-_____   LG.P 1-_____

Help:_____   EDIT?:_____

S/N:_____   Date:_____