

# DIP SWITCHES CONFIGURATION SYSTEM 80A

## HAUNTED HOUSE

### COIN CHUTE CONFIGURATION

SWITCHES					COIN CHUTE ADJUSTEMENTS	
S1	S2	S3	S4	S5	_____	Left Coin Chute
S9	S10	S11	S12	S13	_____	Right Coin Chute
S17	S18	S19	S20	S21	_____	Center Coin Chute
CREDITS/COINS						
OFF	OFF	OFF	OFF	OFF	.....	1/1
OFF	OFF	OFF	OFF	ON	.....	2/1
OFF	OFF	OFF	ON	OFF	.....	3/1
OFF	OFF	OFF	ON	ON	.....	4/1
OFF	OFF	ON	OFF	OFF	.....	5/1
OFF	OFF	ON	OFF	ON	.....	6/1
OFF	OFF	ON	ON	OFF	.....	7/1
OFF	OFF	ON	ON	ON	.....	8/1
OFF	ON	OFF	OFF	OFF	.....	9/1
OFF	ON	OFF	OFF	ON	.....	10/1
OFF	ON	OFF	ON	OFF	.....	1/2 *
OFF	ON	OFF	ON	ON	.....	2/2 *
OFF	ON	ON	OFF	OFF	.....	3/2 *
OFF	ON	ON	OFF	ON	.....	4/2 *
OFF	ON	ON	ON	OFF	.....	5/2 *
OFF	ON	ON	ON	ON	.....	6/2 *
ON	OFF	OFF	OFF	OFF	.....	7/2 *
ON	OFF	OFF	OFF	ON	.....	8/2 *
ON	OFF	OFF	ON	OFF	.....	9/2 *
ON	OFF	OFF	ON	ON	.....	10/2 *
ON	OFF	ON	OFF	OFF	.....	1/3 *
ON	OFF	ON	OFF	ON	.....	2/3 *
ON	OFF	ON	ON	OFF	.....	1/4 *
ON	OFF	ON	ON	ON	.....	3/4 *
ON	ON	OFF	OFF	OFF	.....	1/5 *

\* All of the above do not give credit until the last coin is inserted.

OFF	OFF	OFF	OFF	OFF	.....	} FREEPLAY
OFF	OFF	OFF	OFF	OFF	.....	
OFF	OFF	OFF	OFF	OFF	.....	

Freeplay is activated by setting all the switches related to coin chute to OFF (S1-S5, S9-S13, S17-21). In this mode, when credits reaches zero and the PLAY button is pressed, they are reloaded to the maximum setted (see switches 15 & 16).

## ADDITIONAL COIN CHUTE CONFIGURATION CREDIT INCENSITIVES

All of the below cannot have 9 credits added, based on switch 30.

SWITCHES										COIN CHUTE ADJUSTEMENTS
S1	S2	S3	S4	S5						Left Coin Chute
S9	S10	S11	S12	S13						Right Coin Chute
S17	S18	S19	S20	S21						Center Coin Chute
					COIN & CREDIT GIVEN					TOTAL COINS/CREDITS
					1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	
ON	ON	OFF	OFF	ON	1	2				2/3
ON	ON	OFF	ON	OFF	0	1	1	1		4/3
ON	ON	OFF	ON	ON	0	1	0	2		4/3
ON	ON	ON	OFF	OFF	1	1	1	2		4/5
ON	ON	ON	OFF	ON	1	2	1	3		4/7
ON	ON	ON	ON	OFF	1	2	2	2		4/7
ON	ON	ON	ON	ON	0	0	1	0	1	5/2

<b>SWITCH 14</b>		<b>COIN CHUTE 1 &amp; 2 CONTROL</b>
ON	.....	Same
OFF	.....	Separate

<b>SWITCH 30</b>		<b>3<sup>rd</sup> COIN CHUTE CREDIT CONTROL</b>
ON	.....	Add 9
OFF	.....	No effect

**SWITCHES**

15	16	MAXIMUM CREDITS
OFF	OFF	8
OFF	ON	10
ON	OFF	15
ON	ON	25

SWITCH 22	PLAYFIELD SPECIAL
ON	Extra-ball
OFF	Special

**SWITCHES**

23	24	HIGH GAME TO DATE AWARDS
OFF	OFF	None
OFF	ON	None
ON	OFF	2 replays
ON	ON	3 replays

SWITCH 25	BALLS/GAME
ON	3
OFF	5

SWITCH 26	MATCH
ON	On
OFF	Off

SWITCH 27	REPLAY LIMIT
ON	1
OFF	No limit

SWITCH 28	NOVELTY
ON	Yes
OFF	Normal

Novelty superseded the playfield special and extra-ball features. In place, it awards 50000 points and give 5 knocks. High-score, high game to date and match features are disabled.

SWITCH 29	GAME MODE
ON	Extra-ball
OFF	Replay

**SWITCH 31** \_\_\_\_\_ **DIFFICULTY LEVEL FOR EXTRA-BALL**  
 ON ..... Liberal  
 OFF ..... Conservative

In the "conservative", which is the usual operation, once obtained, the lamp of the extra ball is reversed at each contact hit on the main playfield. This makes the extra ball particularly difficult to obtain.

In the "liberal", the lamp of the extra ball keeps lighted and no more reverse at each contact. So, it is easier to obtain

**SWITCH 32** \_\_\_\_\_ **DIFFICULTY LEVEL FOR SPECIAL**  
 ON ..... Liberal  
 OFF ..... Conservative

The special can be activated using three different ways, either down the bank of targets (three times for upper bank, or two times for lower bank) or by hitting the targets 1, 2, 3, 4 , 5 in sequence.

In the "conservative", which is the usual operation, each sequence can be completed only once. When the special is obtained, it is no longer possible to get another one with the same sequence. In this mode, the number of specials that can be won (not by score) is 2 or 3 maximum.

In the "liberal", each sequence is reset when the corresponding special is obtained. The number of specials that can be won is unlimited in this mode. Note that the special on cellar (hole) can be obtained in two ways, only the sequence with the set will be reset. In the case of special case doubly activated, the two sequences will be reset.

**SWITCH 6** \_\_\_\_\_ **BALL-SAVED**  
 ON ..... On  
 OFF ..... Off

Activate the « second chance » feature. If the ball is lost in the first twelve seconds of game, it is immediately restored to the player, exactly as for an extra ball.

**SWITCH 7** \_\_\_\_\_ **NOT USED**  
 ON ..... Ignored  
 OFF ..... Ignored

**SWITCH 8** \_\_\_\_\_ **NOT USED**  
 ON ..... Ignored  
 OFF ..... Ignored