

# DIP SWITCHES CONFIGURATION SYSTEM 80A

## MARS - GOD OF WAR

### 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 LAST CHANCE FEATURE**  
 ON ..... Liberal  
 OFF ..... Conservative

In the "conservative", which is the usual operation, the « last chance feature » is disabled.

In the "liberal", the « last chance feature » is enabled.

A captive ball will become a ball-in-play when the player's last ball enters the outhole through a side outlane. The last chance feature does not occur if an extra ball has been won. If 1 ball is captive, it will be released for play when the player's ball exits either outlane. If 2 balls are captive, only 1 ball will be released, corresponding to the outlane the player's ball exits.

**SWITCH 32** \_\_\_\_\_ **DIFFICULTY LEVEL FOR SPECIAL/EXTRA-BALL WARBASE**  
 ON ..... Liberal  
 OFF ..... Conservative

In the "conservative", which is the usual operation :

- light warbase special lamp when multiplier reach 5X
- light warbase extra-ball lamp when multiplier reach 4X

In the "liberal" :

- light warbase special lamp when multiplier reach 4X
- light warbase extra-ball lamp when multiplier reach 3X

**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