

TANTALUS GAMES

Customer Information

Model: Lady BUG

Serial #: 6001

***** Lady Bug-Switch Settings *****

Dip Switch(0.K)

sw-1 on=3 lady bugs	sw-1 off=5 lady bugs
sw-2 on=free play	sw-2 off=regular
sw-3 on=upright	sw-3 off=cocktail
sw-4 on=normal	sw-4 off=freeze
sw-5 on=pattern check	sw-5 off=normal
sw-6 on=hi score	sw-6 off=no high score
sw-7 off+sw-8 off=easy game difficulty	
sw-7 off+sw-8 on=moderate game difficulty	
sw-7 on+sw-8 off=hard game difficulty	
sw-7 on+sw-8 on=hardest game difficulty	

Dip Switch(0.S)

SW	1	2	3	4	
SW	5	6	7	8	
	off	off	off	off	1 coin 1 play
	off	off	off	on	1 coin 2 play
	off	off	on	off	1 coin 3 play
	off	off	on	on	1 coin 4 play
	off	on	off	off	1 coin 5 play
	off	on	off	on	2 coin 1 play
	off	on	on	off	2 coin 3 play
	off	on	on	on	3 coin 1 play
	on	off	off	off	3 coin 2 play
	on	off	off	on	4 coin 1 play



HOW TO PLAY

***** Lady Bug-Wiring Diagram *****

TOP-parts side

- 1=(black) gnd
- 2=(black) gnd
- 3=(red) +5 volts
- 4=(red) +5 volts
- 5=no connection
- 6=no connection
- 7=no connection
- 8=(green) +12 volts
- 9=no connection
- 10=no connection
- 11=(blue) tilt switch
- 12=no connection
- 13=(brown) 1 player up
- 14=no connection
- 15=(yellow) 1 player right
- 16=no connection
- 17=(green) 1 player down
- 18=no connection
- 19=(red) 1 player left
- 20=no connection
- 21=(white) 1 player start
- 22=no connection
- 23=no connection
- 24=(orange) coin switch #2
- 25=(red) coin switch #1
- 26=(black) gnd
- 27=(black) gnd
- 28=(black) gnd

BOTTOM-foil side

- 1=(black) gnd
- 2=(black) gnd
- 3=(red) +5 volts
- 4=(red) +5 volts
- 5=no connection
- 6=no connection
- 7=no connection
- 8=(green) +12 volts
- 9=no connection
- 10=(brown) speaker
- 11=(orange) speaker
- 12=no connection
- 13=(brown) 2 player up
- 14=no connection
- 15=(yellow) 2 player right
- 16=no connection
- 17=(green) 2 player down
- 18=no connection
- 19=(red) 2 player left
- 20=no connection
- 21=(grey) 2 player start
- 22=(red) red drive monitor
- 23=(green) green drive monitor
- 24=(blue) blue drive monitor
- 25=(white) monitor sync
- 26=(black) gnd
- 27=(black) gnd
- 28=(black) gnd



HOW TO PLAY

- ★ By working the lever, players move the "Lady Bug" and wipe out all dots on the course.
- ★ Don't let the "Lady Bug" be eaten by the "enemy" - predatory insects (lucanus, longicorn, anti-lion and rearhorse) that chase the "Lady Bug" around the screen. Use the turnstile to allow the "Lady Bug" to dodge the "enemy".
- ★ The predatory "enemy" insects cannot turn the turnstile.
- ★ When the "Lady Bug" hits the scull mark or is eaten up by an "enemy" insect, it disappears.
- ★ When players lose all the "Lady Bugs", the game is over.

FEATURES

- SPECIAL** When all S.P.E.C.I.A.L letters (red) have been eaten up, players are awarded another game.
- EXTRA** When all E.X.T.R.A letters (yellow) have been eaten up, another "Lady Bug" is awarded.
- BONUS** Each time the blue ♡ is eaten, the dot score multiplies by 2X, 3X, 5X.

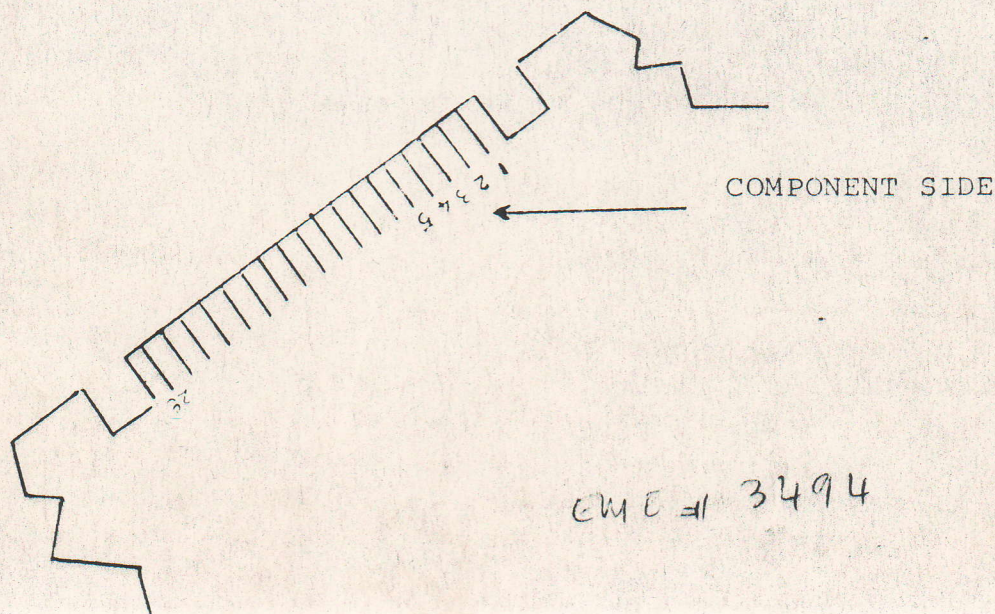
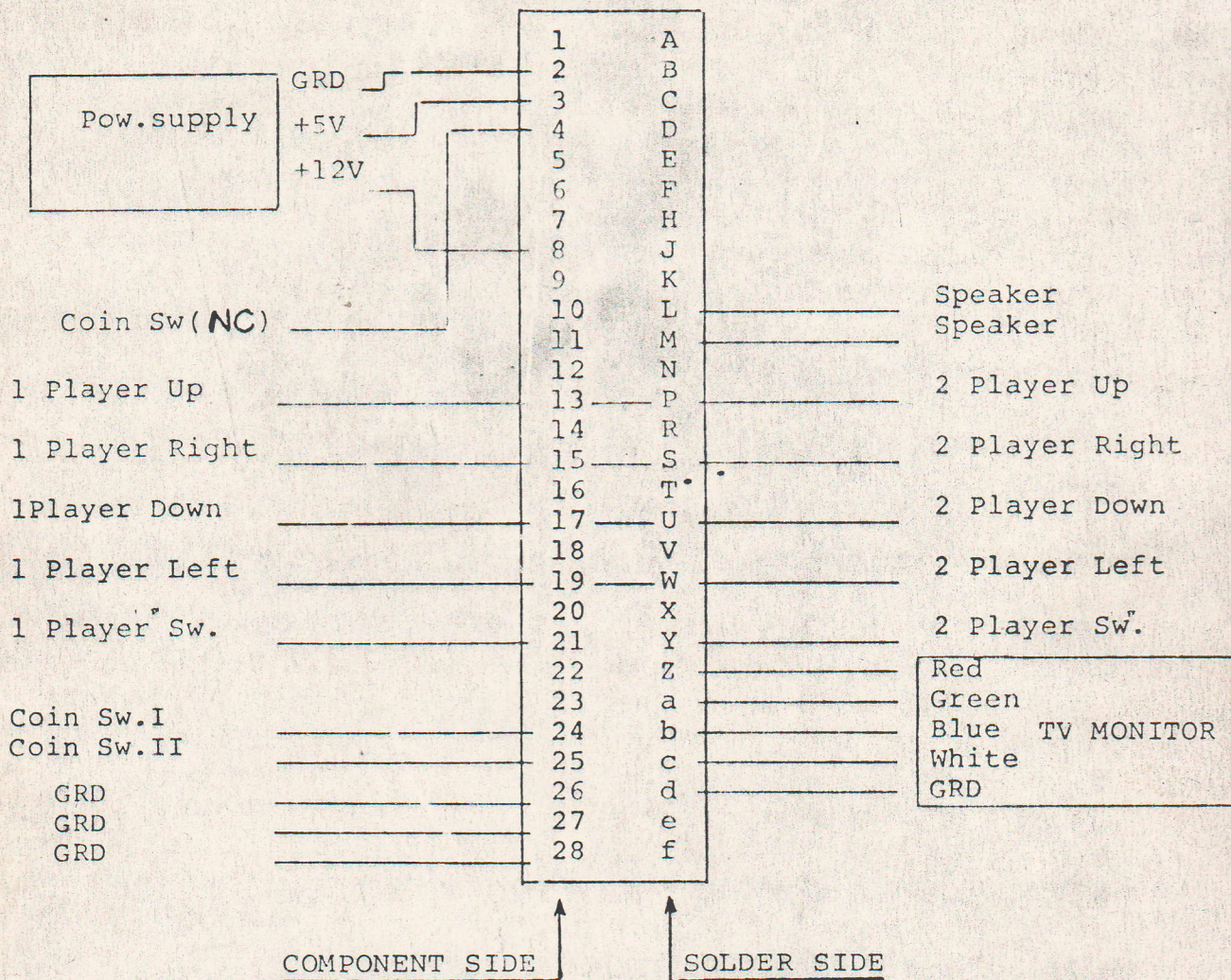
SCORE

- ★ The scores awarded when various dots are eaten up by players' "Lady Bug" are as follows:



POINT	□	10 PTS
FEATURE		100 PTS (WHEN BLU 300 PTS (WHEN YEL 800 PTS (WHEN RED
VEGETABLE		100 - 5000 PTS

WIRING DIAGRAM CONNECTOR




I) UPRIGHT TYPE




III. HOW TO PLAY

1. By working the lever, move the "Lady Bug" and wipe out all dots ( ) on the course.
2. When the "Lady Bug" hits the skull mark or is eaten by a predatory enemy insect, it disappears.
3. Predatory enemy insects will chase the "Lady Bug" around the screen. Use the turnstile to allow the "Lady Bug" to dodge the enemy. (The enemy insects cannot turn the turnstile.)
4. If you skillfully operate the turnstile you can change course easily, effectively dodging the enemy assault.
5. When the "Lady Bug" eats "vegetable dots" appearing at the center of the screen, a high score is awarded.
6. When players lose all the "Lady Bugs", the game is over.
7. 1st - 9th highest scores for the day can enter their names on the screen (the number of letters can be changed by dip switches).

SCORE

- Point dot () 10 PTS
- Feature dot () (100 PTS
300 PTS
800 PTS
- Vegetable dot () 1000 ~ ?

FEATURES

- SPECIAL** When all S. P. E. C. I. A. L. letters have been eaten up and if the feature dots remain red, players are awarded another game.
- EXTRA** When all E. X. T. R. A. letters have been eaten up and if the feature dots remain yellow, players are awarded another "Lady Bug".
- BONUS** When the  mark has been eaten up and if the feature dots remain blue, the dot score multiplies by 2X, 3X, 5X.

IV. VARIOUS OPTIONAL SETTINGS

A. SERVICE SWITCHES AND DIP SWITCHES

• Dip Switch A

1. Number of Lady Bugs Given (SW1)

No. of Lady Bugs	SW1
3	OFF
5	ON

2. Free Play (SW2)

Free Play	SW2
Need Coin	OFF
Free Play	ON

3. Game Style (SW3)

Style	SW3
Table	OFF
Upright	ON

4. Screen Stoppage (SW4)

Screen	SW4
Normal	OFF
Screen Stoppage	ON

5. Automatic Renewal of Screen (SW5)

Automatic Screen	SW5
Normal	OFF
Auto Renewal of Screen	ON

6. Input Letters for High Score (SW6)

Number of Letters	SW6
0 - 10 Letters	OFF
0 - 3 Letters	ON

7. Difficulty of the Games (SW7, 8)

Difficulty	SW7	SW8
1 (Beginner)	OFF	OFF
2	OFF	ON
3	ON	OFF
4 (Advanced)	ON	ON

• Positions of Volume Controller, Dip and Service Switches

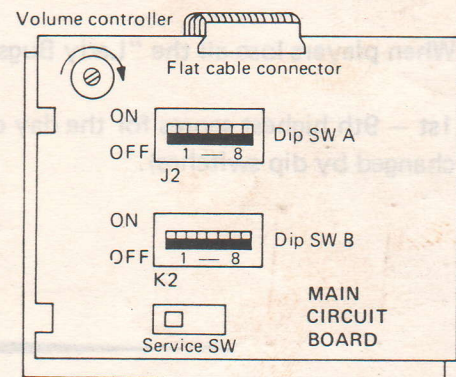


Fig. 1 Positions of Volume Controller, Dip and Service Switches

Service Switch

Pressing the service switch, the left-hand chute is set and the number of credit/s increases.

• Dip Switch B (Coin & Credit)

Coin	Credit	Left-hand Chute				Right-hand Chute			
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
1	1	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1	2	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
1	3	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1	4	OFF	OFF	ON	ON	OFF	OFF	ON	ON
1	.5	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
2	1	OFF	ON	OFF	ON	OFF	ON	OFF	ON
2	3	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3	1	OFF	ON	ON	ON	OFF	ON	ON	ON
3	2	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
4	1	ON	OFF	OFF	ON	ON	OFF	OFF	ON
1	1	ON	OFF	ON	OFF	ON	OFF	ON	OFF
1	1	ON	OFF	ON	ON	ON	OFF	ON	ON
1	1	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1	1	ON	ON	OFF	ON	ON	ON	OFF	ON
1	1.	ON	ON	ON	OFF	ON	ON	ON	OFF
1	1	ON	ON	ON	ON	ON	ON	ON	ON

Standard and Custom Price Settings

The game price set by a combination of dip SWs is displayed on the monitor when coin credit is 0.

- When the settings for right and left chutes are the same, "1 coin - 1 credit", "2 coins - 3 credits", etc. are displayed.
- When the settings for right and left chutes are provided differently, their respective contents can be displayed.