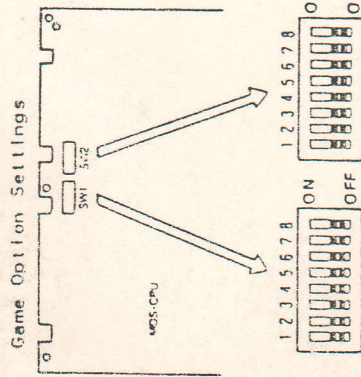


ADJUSTMENT

POINTS AND METHODS OF ADJUSTMENT

MDS P.C. Board



GAME PLAY

- 1) Player(s) will begin each game (or continue play) with 1 of 8 (Operator adjustable) "Initial Point Settings" (80-400).
- 2) If player(s) do not pitch within 7 seconds, it will result in an automatic pitch.
- 3) Points (PTS.) are subtracted (-) as the game is played, but only when the ball is in motion.
- 4) Game is over when "POINTS" (PTS.) register 00.
- 5) When player(s) points decrease and register 00, the game can be continued by inserting an additional coin.
- 6) When a game is over for an opposing player, the other player can continue against the computer in "Extended Play".
- 7) Bonus Play - Player(s) are able to complete the 8th and 9th innings upon reaching the 8th inning.

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MDS-TBL FOR V.S. BASEBALL

		Switch (SW1) Settings							
		1	2	3	4	5	6	7	8
Player Defense (Weak) Strength	1	OFF	OFF						
	2	OFF	ON						
	3	ON	OFF						
	4	ON	ON						
Player Offense Strength	1			OFF	OFF				
	2			OFF	ON				
	3			ON	OFF				
	4			ON	ON				
Computer Defense Strength	1					OFF	OFF		
	2					ON	ON		
	3					ON	OFF		
	4					ON	ON		
Computer Offense Strength	1							OFF	OFF
	2							ON	ON
	3							ON	OFF
	4							ON	ON

Note: For Strength Settings, 1 is easy and 4 is hard.

		Switch (SW2) Settings							
		1	2	3	4	5	6	7	8
Game Mode Test Mode	1 / 1	OFF	OFF						
	1 / 2	OFF	ON						
	2 / 1	ON	OFF						
	2 / 2	ON	ON						
Initial PTS. Setting	80				OFF	OFF	OFF		
	100				OFF	ON	OFF		
	150				OFF	ON	ON		
	200				OFF	ON	ON		
	250				ON	OFF	OFF		
	300				ON	OFF	ON		
	350				ON	ON	OFF		
	400				ON	ON	ON		
Bonus Play	Bonus							OFF	
	No Bonus							ON	
Attract Music	No Music								OFF
	Music								ON

WARNING

All the Option Switch Settings MUST be done with Power Off.

2. Test Mode

(1) Entering Test Mode

- Make sure the main power switch is in "OFF" position.
- Set for Test Mode by the switching toggle 1 (SW2) on the game P.C. Board to the "ON" position, and then turn the main power switch to the "ON" position.

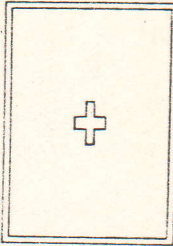


Fig. 1



Fig. 2

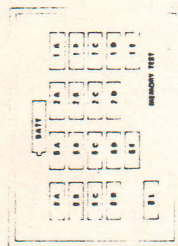
(5) Return to Game Mode

- Turn the main power switch to "OFF" position. Reset back to "Game Mode" by switching Toggle 1 (SW2) on the P.C. Board, back to the "OFF" position, and then turn the main power switch to the "ON" position.

(2) Memory Test

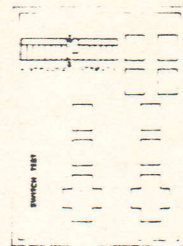
All ROM and RAM will be tested automatically, and the test result will be displayed on the Video Monitor, with Green meaning "OK", Red meaning "NG", and Yellow meaning "NOT IN IC SOCKET".

Also, the memory back-up condition can be tested, and the result will be displayed on the Video Monitor as a Battery illustration. On power up, "BATT" section will be Red. Turn the power off for 5 seconds, then turn back on "BATT" section will now be Green if good, and still Red if no good. Pressing the Service Switch will step to the next test ("Switch Test")



(3) Switch Test

All Control Levers, Game Buttons, and Dip Switches can be tested at this time. The screen should show a picture of the control lever and the game buttons, along with the Dip switch. The picture corresponding to the switch being tested will appear RED if in the "OFF" position, and GREEN if in the "ON" position. Pressing the service switch will step to the next test (CRT & Sound Test)



(4) CRT and Sound Test

a) CRT Test

The test pattern shown in Fig. 1 will appear on the screen. This pattern is used for adjusting color convergence. Moving a control lever up or down will change the test pattern to an all white screen shown in Fig. 2. This pattern is used for adjusting color purity (screen should be pure white.) Moving the control lever again will put the first pattern back on the screen, if desired.

b) Sound Test

The different sound circuits can also be tested at this time. Pressing a "B" button or a "1" or "3" button will start a corresponding sound test. To stop the test, press the "A" button or the "2" or "4" button