U.S. Update

New Program with Easier Game Play for Asteroids Deluxe™

The read-only memories (ROMs) in this kit contain a new program that changes the Asteroids Deluxe™ game play. To attract new players, the game play is now operator-adjustable to be either easy for approximately the first 30,000 points or hard throughout the game.

The technical manual describes the game play correctly if the game PCB option switch at R5 is set to "hard." If you set the switch to "easy", then the following game-play changes happen:

- **Four** large asteroids begin the game. The second wave of asteroids begins with **five**, and the subsequent waves start with six through nine large asteroids. In addition, the asteroids move much more slowly across the screen. (If the option switch is set to hard, the waves begin with six to nine large asteroids.)

- The large ships ("death stars") when shot will break up into three **slowly-moving** diamonds. (If the option switch is set to hard, diamonds would immediately begin chasing the player's spaceship at high speed.)

After installing these five ROMs, we recommend you set your game to **easy game play**. To do so, refer to the figure that follows. You should note also that the self-test now displays an additional *0* or *1* to represent your game difficulty selection.

Game Option Settings

To change toggle positions on the switch assemblies, you need not remove the game PCB. The switches, usually colored blue, are easily accessible when the Asteroids Deluxe™ Game PCB is mounted in place.

When changing the options, verify proper results on the monitor display **by performing the self-test**. Note that changing an option on any of the following eight toggles will cause an immediate change on the monitor screen during the self-test.
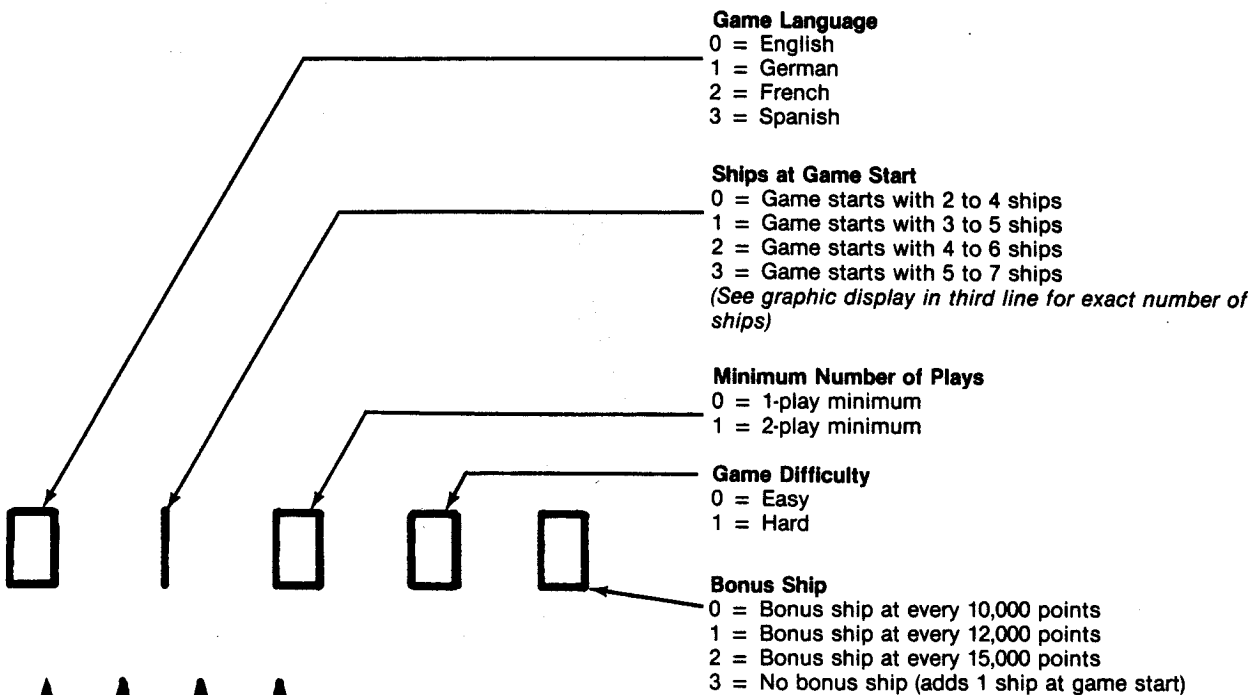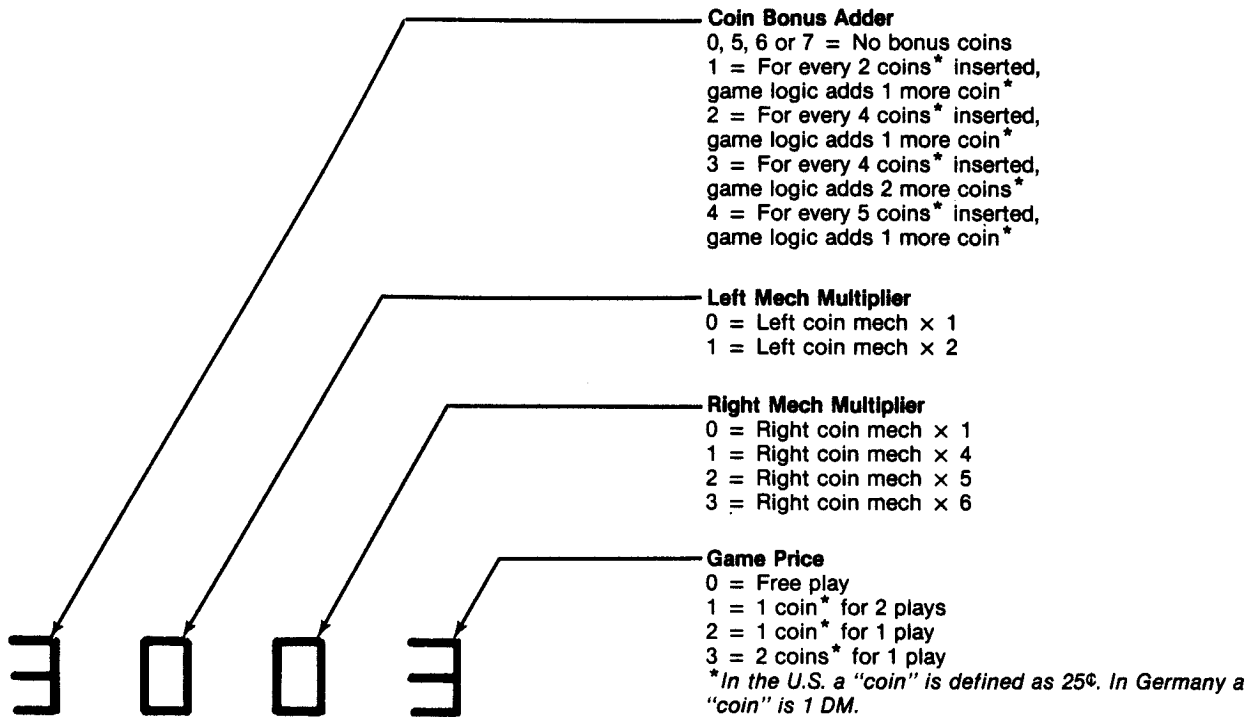
Toggle Settings of 8-Toggle Switch on Asteroids Deluxe PCB (at R5—LEFT switch when PCB is in game)

8	7	6	5	4	3	2	1	Option	
						On	On	English language $	
						On	Off	German language	
						Off	On	French language	
						Off	Off	Spanish language	
				On	On			Game starts with 2 ships	*If set for no bonus*
				On	Off			Game starts with 3 ships $	*ship or 50¢ play, add*
				Off	On			Game starts with 4 ships	*1 ship per setting.*
				Off	Off			Game starts with 5 ships	
			On					1-play minimum $	
			Off					2-play minimum	
		On						Easier game play for first 30,000 points $	
		Off						Hard game play throughout game	
On	On							Bonus ship at every 10,000 points $	
On	Off							Bonus ship at every 12,000 points	
Off	On							Bonus ship at every 15,000 points	
Off	Off							No bonus ship	

$ *Manufacturer's suggested settings*

Self-Test Procedure, continued

Coin Bonus Adder
0, 5, 6 or 7 = No bonus coins
1 = For every 2 coins* inserted,
game logic adds 1 more coin*
2 = For every 4 coins* inserted,
game logic adds 1 more coin*
3 = For every 4 coins* inserted,
game logic adds 2 more coins*
4 = For every 5 coins* inserted,
game logic adds 1 more coin*

Left Mech Multiplier
0 = Left coin mech × 1
1 = Left coin mech × 2

Right Mech Multiplier
0 = Right coin mech × 1
1 = Right coin mech × 4
2 = Right coin mech × 5
3 = Right coin mech × 6

Game Price
0 = Free play
1 = 1 coin* for 2 plays
2 = 1 coin* for 1 play
3 = 2 coins* for 1 play
*In the U.S. a "coin" is defined as 25¢. In Germany a "coin" is 1 DM.

Game Language
0 = English
1 = German
2 = French
3 = Spanish

Ships at Game Start
0 = Game starts with 2 to 4 ships
1 = Game starts with 3 to 5 ships
2 = Game starts with 4 to 6 ships
3 = Game starts with 5 to 7 ships
(See graphic display in third line for exact number of ships)

Minimum Number of Plays
0 = 1-play minimum
1 = 2-play minimum

Game Difficulty
0 = Easy
1 = Hard

Bonus Ship
0 = Bonus ship at every 10,000 points
1 = Bonus ship at every 12,000 points
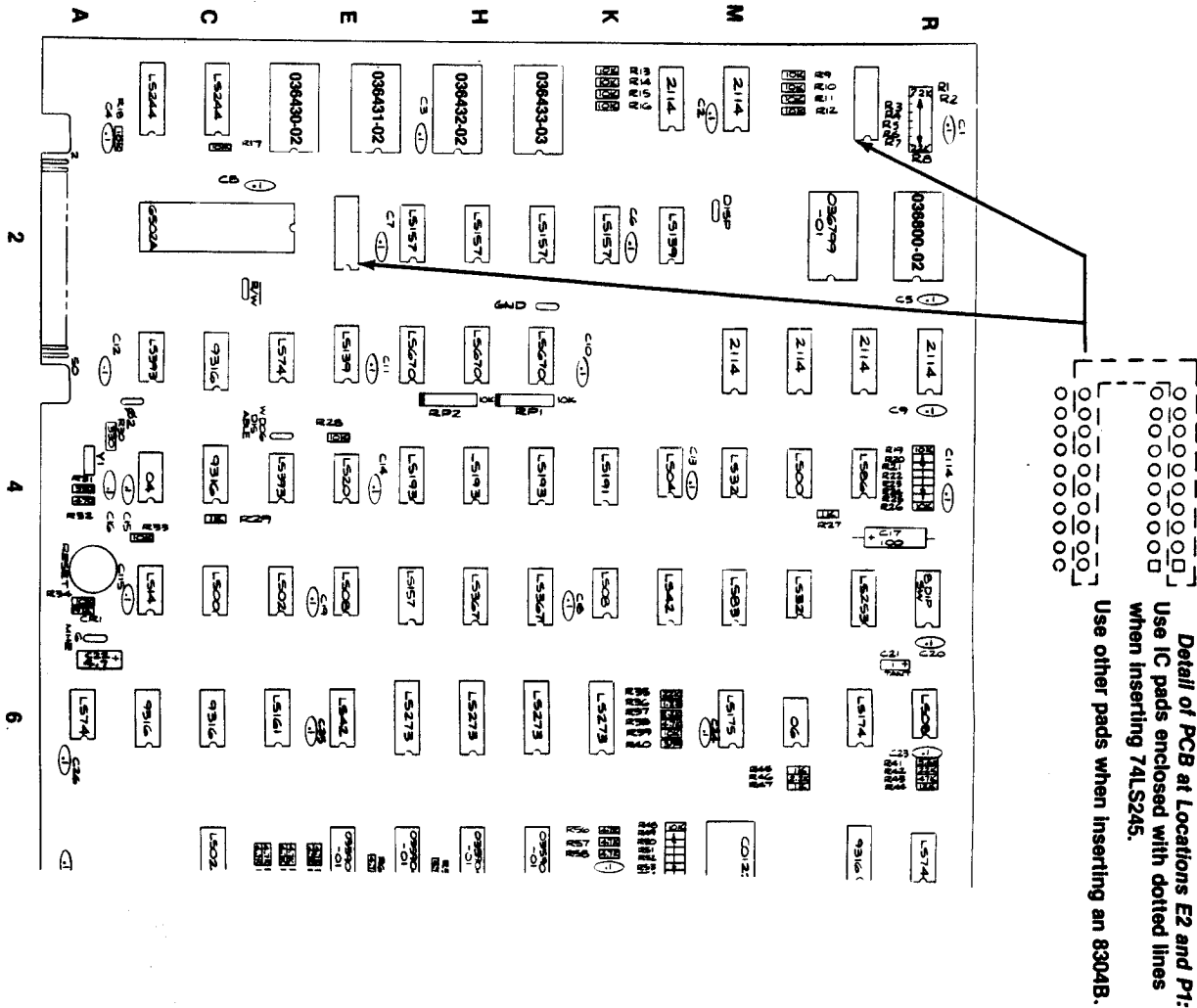2 = Bonus ship at every 15,000 points
3 = No bonus ship (adds 1 ship at game start)

Graphic display of number of ships per game (up to 7)

Point score at which a bonus ship is granted (blank if no bonus ship)

To install the five new ROMs in this kit, refer to the drawing and parts list that follow:

Asteroids Deluxe™ Game PCB Assembly
A036471-03 and -04   F

Part No.	Description (Reference Designations and Locations in Bold)
036430-02	Read-Only Memory (D1)
036431-02	Read-Only Memory (E/F1)
036432-02	Read-Only Memory (H1)
036433-03	Read-Only Memory (J1)
036800-02	Read-Only Memory (R2)

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