



MINISILE

Operation, Maintenance
and Service Manual
Complete with Illustrated Parts Lists



COMMINVAP CARBARET™

Figure 7 Option Switch 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 game PCB is mounted in place.

When changing the options, verify proper results on the TV monitor display **by performing the self-test**. Note that changing an option on any toggle will cause an immediate change on the TV monitor screen during the self-test.

Toggle Settings of 8-Toggle Switch on Game PCB (at R10) (RIGHT switch when PCB is in game)								Option
8	7	6	5	4	3	2	1	
Not Used						On	On	1 coin* for 1 play
						Off	On	Free play
						On	Off	2 coins* for 1 play \$
						Off	Off	1 coin* for 2 plays
					On	On		Right coin mech x 1 \$
					On	Off		Right coin mech x 4
					Off	On		Right coin mech x 5
					Off	Off		Right coin mech x 6
				On				Center coin mech x 1 \$ (Center mech is a left
				Off				Center coin mech x 2 mech in a 2-mech door)
		On	On					English language
		On	Off *					French language
	Off	On					German language	
	Off	Off					Spanish language	

Toggle Settings of 8-Toggle Switch on Game PCB (at R8) (LEFT switch when PCB is in game)								Option
8	7	6	5	4	3	2	1	
Not Used						Off	Off	Game starts with 7 cities
						On	On	Game starts with 6 cities \$
						Off	On	Game starts with 5 cities
						On	Off	Game starts with 4 cities
								No bonus credit
						On		1 bonus credit for 4 successive quarters or a \$1 coin \$
						Off		
								Switch position is irrelevant for Missile Command/Cabaret
		Off	Off	On				Bonus city every 8,000 points
		On	On	On				Bonus city every 10,000 points \$
		On	On	Off				Bonus city every 12,000 points
		On	Off	On				Bonus city every 14,000 points
	On	Off	Off				Bonus city every 15,000 points	
	Off	On	On				Bonus city every 18,000 points	
	Off	On	Off				Bonus city every 20,000 points	
	Off	Off	Off				No bonus city	

The format of the self-test display is as follows:

Bonus city every _____ points (line disappears if no bonus city is chosen)

+

Coinage setting

4, 5, 6, or 7 cities (always in English)

A B C D

A is the center mech multiplier for 3-mech doors, left mech multiplier if a 2-mech door. This number is either 1 or 2.

B is the right coin mech multiplier and is 1, 4, 5, or 6.

C: ignore this display.

D is an "X" if switch 3 (of R8) is off.

An example of an actual option switch display is as follows:

BONUS CITY EVERY 10,000 POINTS

+

2 COINS 1 PLAY

6 CITIES

1 1 X

* In the U.S., a "coin" is defined as 25¢. If your game also has a \$1 mechanism, you must set the right coin mechanism multiplier as per your choice.

\$ Manufacturer's suggested settings