

ZERO DOWNTIME™

VOLUME 2

NUMBER 3

MARCH

© EXIDY INC. 1982

This month Zero Downtime explains option settings for VICTORY™ and how to set or "tune" it for any location.

VICTORY OPTIONS AND STATISTICS

There are two lists or tables presented on the screen display which can be used to tune your game. They are:

1. Selectable Options
2. Accounting Statistics

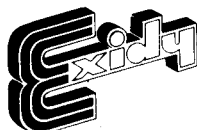
By examining the Accounting Statistics (average length of game, etc.) and comparing it to the Operator Options (fuel units, bonuses, etc.) it is possible for the operator to determine if a game is too easy or too hard for the type of player playing it. The operator can then custom "program" a game for any location and make Victory a more profitable experience for the player and operator.

This issue only describes the factory settings for the options. Additional information concerning options can be found in the Victory Operation and Service Manual.

OPERATOR OPTIONS TABLE

Here's how to view the operator options. (Remember, if you don't manually select any settings, Victory will run on the pretested factory settings).


1. Open Coin Mech Door, turn power on, push red button on metal panel.
2. Use steering knob to select "View/Modify Operator Options" on screen.
3. Press Fire.



390 Java Dr., Sunnyvale, CA 94086 TEL (408) 734-9410 TELEX 357-499

This is the Operator Options List you will be presented with:

**OPERATOR INTERFACE
OPERATOR OPTIONS MENU**



Coin Option	0
Mech 2: Mech 1 Ratio	1
Battlestar to Start	4
Awarded at Bonus	1
Maximum Accumulated	10
Doomsday Devices to Start	3
Awarded at Bonus	1
Maximum Accumulated	10
Shields to Start	4
Awarded at Bonus	1
Units Starting Fuel	48
First Bonus Score Threshold	35000
Subsequent Bonus Deltas	65000
Points Given at Bonus	1600
Promotion Points/Quark/Level	1000
Freeplay/Demo Mode	NO
High Score Table Setup	PRESET
Return to Master Menu	
Exit, Resume Play	

Turn Knob to Choose options
 1 Player Start to Increase Value
 2 Player Start to Decrease Value

Please refer to manual for other settings you may need.

WHAT THE COIN OPTIONS SETTINGS MEAN:

Settings	Notes
Coin Option: 0	1 coin/1 play.
Mech 2: Mech 1 Ratio: 1	The right coin mech will give the same coinage/credit as the left mech.
Battlestar to Start: 4	Four turns (ships) per play.
Awarded at Bonus: 1	One turn (ship) is awarded at bonus.
Maximum Accumulated: 10	Ten is the maximum number of bonus turns a player can have at one time.
Doomsday Devices to Start: 3	Three Doomsday devices at beginning of game.
Awarded at Bonus: 1	One doomsday is given for achieving each bonus level.
Maximum Accumulated: 10	Ten is the maximum doomsdays a player can have at one time.


Shields to Start: 4	Four shields given at beginning of game.
Awarded at Bonus: 1	One shield given for achieving bonus level.
Units Starting Fuel: 48	48 units of fuel at beginning of turn (three quarters of a tank)
1st Bonus Score Threshold: 35000	When player makes 35000 points the following are awarded: 1 battlestar, 1 doomsday device, 1 shield, and extra points.
Subsequent Bonus Deltas: 65000	Player has to score 65,000 more points to reach next bonus level. So, first bonus is given for a score of 35,000 points, the next for 100,000 the next 165,000 etc.
Points Given at Bonus: 1600	1600 points added to player's score at bonus.
Promotion Points/Quark/Level:	1000 1000 points are added to player's score for each Quark still in its bunker after completion of level 1. 2000 points per quark are rewarded at end of Level 2, 3000 points end of Level 3, etc.
Freeplay/Demo Mode: NO	Game requires coinage to play. (YES gives freeplay, and allows operator to use Demonstration Mode, described in manual).
High Score Table Setup: PRECLEAR	Zeros appear in both High Score Tables-Highest Scores of the Day and All Time High Scores. (PRESET has factory scores in both tables).

Accounting Statistics Table

Now, here's how to view the Accounting Statistics from the Operator Options Menu:

1. Turn knob until the "finger" points to "Return to Master Menu".
2. Press Fire Button.
3. Select View/Clear Statistics
4. Press Fire.

**OPERATOR INTERFACE
ACCOUNTING STATISTICS**

	Total Coins Mech 1	x
	Total Coins Mech 2	x
	Total 1 Player Games	x
	Total 2 Player Games	x
	Total Games	x
	Total Doomsdays Awarded	x
	Total Doomsdays Used	x
	Total Shields Awarded	x
	Total Shields Used	x
	Total Bonuses Awarded	x
	Total Promotions Awarded	x
	Highest Squadron	x
	Average Squadron	x
	Total Minutes On	x
	Total Minutes Played	x
	Seconds Per Credit, Maximum	x
	Average	x
	Minimum	x

Return to Master Menu
Exit Interface, Resume Play

Turn Knob to Choose Statistic
Press Fire to Clear that Statistic

To reset a particular statistic to 0, turn the knob to choose the statistic, and press the fire button to clear it to 0. To reset entire statistic menu to 0, you may select "Clear all Statistics" in the Master Menu.

Total Coins

Total Coins Mech 1, Total Coins Mech 2 gives a count of the number of coins entered in each coin mech. This may serve as a double check with the hardware coin counter behind the coin mech door. Reset Total Coins to zero when beginning a new count.

Player 1/Player 2 Games and Total Games

Total 1 Player Games and Total 2 Player Games give a count of the number of one and two player games played. Total Games gives the **total** number of players who have played. That is, it multiplies number of Player 2 games times two and adds this to number of Player 1 games.

Doomsdays, Shields

Total Doomsdays Awarded and Total Shields Awarded is the total number of each awarded so far. This includes number to start and bonus awards. Total Doomsdays and shields the players have used in games tells you the total amount they actually used and may help you determine what skill level your players have attained. For example, if a high number of doomsdays or shields were not used, then the players are probably still learning the game.

Bonuses, Promotions

Total bonuses awarded is the number of times a player has exceeded the bonus score levels. The total promotions awarded is the number of times a player has eliminated an entire enemy squadron and succeeded to a higher level. Both can be used as an indication of whether to adjust the game difficulty.

Highest Squadron

Highest Squadron is the highest level any player has achieved. Average Squadron Number is the average level achieved by players at your location.

Total Minutes On and Total Minutes Played

Gives both the total amount of time your game has been powered on since it left the factory and the total minutes it has been played for comparison.

Seconds Per Credit

A record of the longest (maximum) and shortest (minimum) games played (in seconds) and the average game length. All of these statistics can help you determine the level of difficulty to challenge players and increase profits.

To return to the Master Menu, select "Back to Master Menu". To return to the Attract Mode, select "Exit, Resume Play".

HOW TO MAKE VICTORY HARDER

To make Victory harder, change one or more of the following settings, as indicated:

1. Decrease Doomsdays to start
2. Decrease Shields to start
3. Decrease Fuel units to start
4. Decrease Doomsdays awarded at Bonus
5. Decrease Shields awarded at Bonus
6. Increase First Bonus Score Threshold
7. Increase Subsequent Bonus Deltas
8. Decrease Points given at bonus
9. Decrease Promotion points for Quarks per level

HOW TO MAKE VICTORY EASIER

To make Victory easier, change one or more of the following settings, as indicated:

1. Increase Doomsdays to start
2. Increase Shields to start
3. Increase Fuel units to start
4. Increase Doomsdays awarded at Bonus
5. Increase Shields awarded at Bonus
6. Decrease First Bonus Score Threshold
7. Decrease Subsequent Bonus Deltas
8. Increase Points given at bonus
9. Increase Promotion points for Quarks per level

If you have any questions concerning this information, contact Exidy Customer Service at their toll-free number (800) 538-8402 or at (408) 734-9410.

Until next month,

Terry Cunningham
Field Service Manager