

# KEEPING MEGA ZONE AT TOP PERFORMANCE

MEGA ZONE has been engineered with 4 GAME DIFFICULTY LEVELS.\* (Not to be confused with the normal progression of increasing difficulty throughout the game.) These levels are set by the use of operator-adjustable Dip Switches.

MEGA ZONE is shipped pre-set at DIFFICULTY LEVEL "2" ("1" — easiest to "4" — most difficult). For Maximum Earning Power, increase or decrease the difficulty commensurate with the average player's skill. The small amount of extra time involved in utilizing the dip switches will show up in your cash box, which is what MEGA ZONE is all about — MAKING YOU MONEY!

\*There are actually 64 different combinations of settings that are possible (BONUS x NUMBER OF PLAYERS x DIFFICULTY).

## BONUS SETTING

SW	4	5	FIRST	SECOND	EVERY
	OFF	OFF	20,000	70,000	70,000
0	ON	OFF	20,000	80,000	80,000
	OFF	ON	30,000	90,000	90,000
	ON	ON	30,000	100,000	100,000

## NUMBER OF PLAYERS

SW	1	2	NUMBER
0	OFF	OFF	3
	ON	OFF	4
	OFF	ON	5
	ON	ON	UNLIMITED

## DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
	OFF	OFF	EASY
0	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

As with ALL games, in order to keep them functioning properly and keep that "cash flowing," they must be checked periodically. It is essential to player maneuverability that you be sure that the 8-way joystick is in top working order. The joystick provided in the MEGA ZONE conversion kit does effect actual 8-way movement and will affect the player's game if not maintained.

  
**Have you hugged  
your Mega Zone lately?**

**inter  
logic**™