



FOOD FIGHT™

The following is a revised version of the JOYSTICK CALIBRATION information contained in Chapter 2, page 2-3 of the Food Fight game manual (TM-229). This revision is applicable for both the cocktail and upright games.

JOYSTICK CALIBRATION resets the joystick minimum and maximum values, and should be used whenever the NVRAM or joystick is replaced. When the JOYSTICK CALIBRATION test is selected for the upright game, the display appears as shown in Figure 2-3. Hold the joystick steady for a full five seconds in each direction (left, right, up, and down). Press the one-player start button twice to return to the main SELF TEST menu (see Figure 2-1 in TM-229).

When the JOYSTICK CALIBRATION test is selected for the cocktail game, the display appears as shown in Figure 2-4. The display shown in Figure 2-4 indicates that the player-one joystick is selected for calibration. Hold the player-one joystick steady for a full five seconds in each direction (left, right, up, and down). Press the two-player start button and repeat the preceding procedure for the player-two joystick. Press the one-player start button twice to return to the main SELF TEST menu (see Figure 2-1 in TM-229).

IMPORTANT

To store new joystick values, you must return to the main SELF TEST menu and exit the self-test mode by turning the self-test switch off. If the self-test mode is interrupted (i.e., the self-test switch is turned off or game power is removed) before returning to the main SELF TEST menu, repeat the joystick calibration procedure.

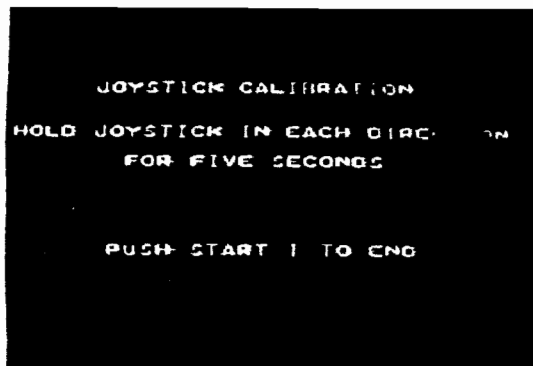


Figure 2-3 Joystick Calibration Display (Upright Game)

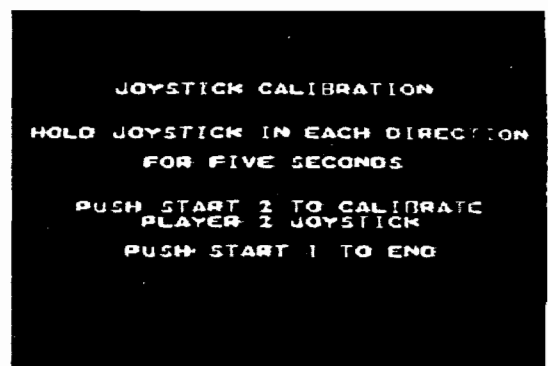


Figure 2-4 Joystick Calibration Display (Cocktail Game)



The following is a revised version of the Selecting the Options information contained in Chapter 2, page 2-5 of the Food Fight game manual (see TM-229). This revision is applicable for both the cocktail and upright games.

C. SELECTING THE OPTIONS

Selecting **OPTIONS**, the third selection on the main **SELF TEST** menu, causes the **OPTIONS** display shown in Figure 2-7 (see TM-229) to appear. (The cocktail game should display **ON** for the **COCKTAIL MODE** setting.) Use this display to view or change game option settings, or to clear the high scores or statistics. Press the **THROW** button to cycle through the values on the current row (indicated in red). Change the current row using the joystick or the two-player start button. Press the one-player start button to end this display and return to the main **SELF TEST** menu. When the self-test switch is turned off, the displayed option settings become the current settings.

To restore option settings or to clear high scores or statistic values, select the desired row and press the **THROW** button. **RESTORED** or **CLEARED** is then displayed.

IMPORTANT

To store new options settings, you must return to the main **SELF TEST** menu and exit the self-test mode by turning the self-test switch off. If the self-test mode is interrupted (i.e., the self-test switch is turned off, or game power is removed) before returning to the main **SELF TEST** menu, repeat the preceding procedure for changing options or clearing high-scores or statistics.

The options and settings available are shown in Table 2-5.

Table 2-5 Option Settings

Option	Settings Available	Factory Setting
Lives per game	2-5	3
Difficulty	1-5	2
First bonus stage	Off, 5000-1,000,000	25,000
Higher bonus stage	Off, 5000-1,000,000	100,000
Level select bonus	Off/On	On
Level select mode	Normal, constant, demo, off	Constant
Attract sounds	Off/On	On (Off*)
Language	English, German, Spanish, French	English
Cocktail mode	Off/On	Off (On*)
Coin counters	One/Two	One

*Cocktail game factory setting.