



Option Settings

Table 1 Coin Option Settings

Option	Available Settings
Free Play	No ♦ Yes
Discount to Continue	No ♦ Yes
Game Cost	1 coin 1 credit ♦ 2 coins 1 credit ... 8 coins 1 credit
Bonus for Quantity Buy-in	None ♦ 2 coins give 1 3 coins give 1 3 coins give 2 4 coins give 1 ... 9 coins give 2 9 coins give 3
Right Mech Value	1 coin counts as 1 coin ♦ 1 coin counts as 2 coins ... 1 coin counts as 7 coins 1 coin counts as 8 coins
Left Mech Value	1 coin counts as 1 coin ♦ 1 coin counts as 2 coins ... 1 coin counts as 7 coins 1 coin counts as 8 coins

♦ *Manufacturer's recommended settings*

NOTE

This label summarizes the option settings for the Pit-Fighter game. For all other information about the self-test, see the Pit-Fighter Operator's Manual, TM-357. The recommended settings (indicated below with a ♦ symbol) are shown in green on the monitor screen.

Table 2 Game Option Settings

Option	Available Settings
Difficulty Level	Easiest, Way Easy, Very Easy, Medium Easy, Medium ♦, Medium Hard, Very Hard, Hardest
Music in Attract (Mode)	Yes ♦ No
Auto Clear High Scores	Yes ♦ No
Clear High Scores Now	Yes No ♦
Display FBI Screen	Yes ♦ No

♦ *Manufacturer's recommended settings*