

PRELIMINARY OWNER/OPERATOR'S SECTION

FUTURE SPY U.R.

Bally

MIDWAY MFG. CO.

10601 W Belmont Avenue
Franklin Park, Illinois 60131
U.S.A.



Phone: (312) 451-9200 Cable Address: MIDCO Telex No.: 72-1596

WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment generates, uses, and can radiate radio frequency energy and if not used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J of PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

Bally MIDWAY

Invites You To Use

**OUR TOLL FREE NUMBERS FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER BALLY MIDWAY GAME YOU NOW HAVE ON LOCATION.**

**CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.**

VIDEO → Continental U.S. 1-800-323-7182

PINBALL → Continental U.S. 1-800-323-3555

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Printed in U.S.A.

PLEASE NOTE:

A complete OPERATOR'S MANUAL was not available when your new game was shipped. If you will complete the enclosed postage free card and drop it in the mail to us, BALLY/MIDWAY MFG. CO. will be happy to send you the OPERATOR'S MANUAL for your new game by return mail.

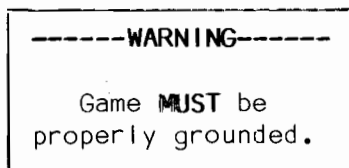
PRELIMINARY INSTRUCTIONS

FOR

FUTURE SPY

INSTALLATION

1. Unlock and open the coin box door.
2. Remove four (4) "CABINET LEVELING LEGS" from inside the coin box.
3. Tip the cabinet to the side and remove the shipping cleats from its bottom.
 - ° Locate the threaded holes - one in each corner - and install the "CABINET LEVELING LEGS" in them.
 - ° Level the cabinet.
 - ° When finished, the cabinet should be stable in the upright position.
4. Plug the game into a **standard** A.C. wall outlet **ONLY**.



5. The power ON/OFF switch is located:

UPRIGHT MODEL: On top of the cabinet toward the back.

LINE VOLTAGE SAFETY INTERLOCK SWITCHES

Line voltage SAFETY INTERLOCK SWITCHES have been provided for your protection. The locations of these SAFETY INTERLOCK SWITCHES are:

UPRIGHT MODEL: Inside the rear of the cabinet where the access door, when closed, will be able to depress the switch plunger.

When the cabinet access door(s) are secured in place, the SAFETY INTERLOCK SWITCH plunger(s) are in a fully depressed condition. The game circuit can function normally.

When any cabinet access door(s) are opened, the SAFETY INTERLOCK SWITCH plunger(s) are in a partially extended condition. This isolates the game circuit from the line voltage.

To restore power to the game circuit with the access door(s) open, gently pull the SAFETY INTERLOCK SWITCH plunger(s) out to the fully extended condition. **THIS IS TO BE USED FOR SERVICING THE GAME ONLY!**

TO SERVICE THE CONTROL PANEL(S)

1. UPRIGHT MODEL:

- The control panel is held in place by bassick clamps.

They are spring loaded to provide constant positive pressure on their latch plates.

They can be reached through the coin door **AFTER turning power to the game off.**

To release the clamps, lift up and toward the center of the control panel.

Once they are released, unhook them from their latch plates.

- To remove the control panel:

Raise it up and tilt it toward you until you can see the cable behind it.

Cradling the control panel between yourself and the cabinet, disconnect it from its cabling and any miscellaneous hardware.

- The control panel is now free and can be removed.
- To reinstall the control panel(s), reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY

1. UPRIGHT MODEL:

NOTE: In order to do this, the control panel **MUST** be removed first. See the "UPRIGHT MODEL" procedure.

- **Turn the power to the game off** and remove the control panel. This frees the main-display-glass so it can be lifted up.

- By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out.

- Loosen the screws which secure the T.V. bezel-diffuser-clamps in place.

Move the clamps to the side and the bezel diffuser may be removed.

Remove the bezel securing screws and the bezel with it's bezel-difusers-clamps and their screws may be removed.

- To reinstall the T.V. bezel assembly and the main-display-glass, reverse this procedure.

VOLUME CONTROL POT

The volume control pot is located at the bottom of the games Logic P.C. Board, just to the right of the large metal heat sink as you face the board. For adjustment, it may be reached through the games rear access door.

To make the sounds louder, turn the pot clockwise as you face it.

To make the sounds **less** loud, turn the pot counterclockwise as you face it.

GAME OPERATION

Your new game is a one or a two player model with a color T.V. monitor. The game has five possible modes of operation: ATTRACT, READY-TO-PLAY, PLAY, HIGH SCORE/INITIAL, and SELF-TEST.

SELF-TEST MODE

The Self-Test mode is a special mode for checking the game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

NOTE: Putting the game into Self-Test will cause it to erase any CREDITS it has on it from its memory.

You may begin a Self-Test at any time after the power to the game is on by pushing down on the spring loaded Self-Test switch. The game enters the Self-Test mode immediately.

1. First, you will see a RAM TEST display.
2. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: an EPROM TEST display.
3. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: an INPUT TEST display (switch function tests).
4. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: a DIP SWITCH SETTINGS display.
5. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: a SOUND TEST display.
6. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: a COLOR BAR AND GRID OUTLINE display.
7. Pushing down on the spring loaded Self-Test switch ONE MORE TIME will cause the game to step to the TEN BEST PLAYERS display which is part of the attract mode. If you DO NOT press down on the spring loaded Self-Test switch again, normal game functions will return to the monitor screen.
8. If you do push down on the spring loaded Self-Test switch ONE MORE TIME it will cause the game to start the Self-Test sequence all over again. You will be back at the RAM TEST display.

ATTRACT MODE

1. The Attract mode starts:
 - Just after power has been turned on to the game.
 - After a Self-Test has been completed. (Performing a Self-Test sets the credits in the games memory to zero "0".)
 - After a play has been finished and there are no more credits left in the games memory.
 - No matter where the game is in the Attract mode sequence, it will immediately go to the Ready-To-Play mode display as soon as a game has been paid for.

READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough coins have been accepted for a 1 or a 2 player game.
2. The Ready-To-Play mode ends when either the "1 PLAYER" or the "2 PLAYER" push button is pressed.
3. If no START button is pressed, the displays will remain on the monitor screen indefinitely.

PLAY MODE

1. The Play mode begins when either the "1 PLAYER" or the "2 PLAYER" start button is pressed.
2. The Play mode ends when all of your PLAYERS have been eliminated. When this happens, "GAME OVER" is written across the center of the monitor screen.

HIGH SCORE/INITIAL MODE:

If your score was high enough to become one of the best scores to date, the game will go into the High Score/Initial mode immediately after the "GAME OVER" display. If your score is not high enough to cause the game to go into the High Score/Initial mode, it will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

Follow the ON-SCREEN instructions to enter your initials next to your score in the league of the best players to date.

After the High Score/Initial mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

TWO PLAYER OPERATION

In the two player mode, the rules of play are the same as in the single player mode. There are some additional rules, however.

1. The players must take turns at the controls.

2. Your turn lasts until your PLAYER is eliminated. At this point, the game will do one of several things depending on whether or not the eliminated PLAYER was your last or if you still have others remaining in reserve.

PLAYER ELIMINATED - OTHERS REMAINING IN RESERVE

- The GAME stops.
- Next, the Rack changes to the Rack number the other player is in, and what's left of the other players Rack and his PLAYER appear on the screen.
- Play then begins for the other player.

PLAYER ELIMINATED - NO OTHERS REMAINING IN RESERVE

- Game displays "GAME OVER".
- The Rack changes to the Rack number the other player is in, what's left of the other players Rack and his PLAYER appear on the monitor screen, and game play then begins for the other player (unless your score was high enough to cause it to go into the High Score/Initial Mode, in which case it will go there first and then to the remaining player so he can finish his turn).
- After the last player has finished his game, the game will either go to the High Score/Initial Mode if his score was high enough, to the Attract mode (if there are no more credits left in its memory), or into the Ready-To-Play mode (if there are still credits left in its memory).

FUTURE SPY

OPTION SWITCH SETTINGS - DIP SWITCH "A"

////////////////////////////////////// COINS PER CREDIT //

VARIOUS CREDIT OPTIONS				COIN SWITCH #1				COIN SWITCH #2			
				<u>SW#1</u>	<u>SW#2</u>	<u>SW#3</u>	<u>SW#4</u>	<u>SW#5</u>	<u>SW#6</u>	<u>SW#7</u>	<u>SW#8</u>
*	1	COIN	1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
	1	COIN	2 CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
	1	COIN	3 CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
	1	COIN	4 CREDITS	ON	ON	OFF	OFF	ON	ON	OFF	OFF
	1	COIN	5 CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
	1	COIN	6 CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
	2	COINS	1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
	3	COINS	1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
	4	COINS	1 CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
	2	COINS	3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
	2	COINS	1 CREDIT								
	4	COINS	2 CREDITS	OFF	ON	OFF	ON	OFF	ON	OFF	ON
	5	COINS	3 CREDITS								
	6	COINS	4 CREDITS								
	2	COINS	1 CREDIT	ON	ON	OFF	ON	ON	ON	OFF	ON
	4	COINS	3 CREDITS								
	1	COIN	1 CREDIT								
	2	COINS	2 CREDITS								
	3	COINS	3 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
	4	COINS	4 CREDITS								
	5	COINS	6 CREDITS								
	1	COIN	1 CREDIT								
	2	COINS	2 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
	3	COINS	3 CREDITS								
	4	COINS	5 CREDITS								
	1	COIN	1 CREDIT	OFF	ON	ON	ON	OFF	ON	ON	ON
	2	COINS	3 CREDITS								

* INDICATES FACTORY RECOMMENDED SETTINGS

PART NO. M051-00B83-A007

FUTURE SPY

OPTION SWITCH SETTINGS - DIP SWITCH "B"

//////////////////////////////////////VARIOUS GAME PLAY OPTIONS//////////////////////////////////////

	<u>SW#1</u>	<u>SW#2</u>	<u>SW#3</u>	<u>SW#4</u>	<u>SW#5</u>	<u>SW#6</u>	<u>SW#7</u>	<u>SW#8</u>
* COCKTAIL TABLE MODEL								
UPRIGHT MODEL	OFF							
	ON							

//////////////////////////////////////ATTRACT MODE SOUND//////////////////////////////////////

* ATTRACT MODE SOUND OFF	OFF
ATTRACT MODE SOUND ON	ON

//////////////////////////////////////NUMBER OF PLAYER'S PER GAME//////////////////////////////////////

* 3 PLAYER'S			OFF	OFF
4 PLAYER'S			ON	OFF
5 PLAYER'S			OFF	ON
FREE PLAYER			ON	ON

//////////////////////////////////////BONUS PLAYER'S AWARDED AT://////////////////////////////////////

* 10,000								
20,000						OFF	OFF	
30,000								
20,000								
40,000						ON	OFF	
60,000								
30,000								
60,000						OFF	ON	
90,000								
40,000								
80,000						ON	ON	
120,000								

//////////////////////////////////////DIFFICULTY LEVEL//////////////////////////////////////

* EASY								
MEDIUM								OFF OFF
HARD								ON OFF
HARDEST								OFF ON
								ON ON

* INDICATES FACTORY RECOMMENDED SETTINGS	PART NO. M051-00B83-A007
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