

DIP SWITCH SETTINGS*

Look at the number marked on the printed circuit board, not the dip switch block.

S1	S2	Coins / Credits per game
0	0	1 Coin / Credit per game
1	0	2 Coins / Credits per game
0	1	3 Coins / Credits per game
1	1	4 Coins / Credits per game

S3	S4	Payout Levels
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0	0	MB	3	1	2	1	5	4	2	10	2	25	2	1	5	1	2
1	0	MB	6	2	4	2	10	4	2	20	4	50	4	2	10	2	4
0	1	MB	8	3	6	3	14	6	3	25	6	55	6	3	14	3	6
1	1	MB	10	4	6	4	16	6	4	30	6	60	6	4	16	4	6

S5	Ticket Payout Options
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0	Normal Ticket Payout
1	Two Point Payout

S6	Progressive
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0	Monster Bonus is a fixed value (set in Adjustment Mode)
1	Monster Bonus is progressive with each coin inserted

S7	Attract Mode
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0	The game is silent and boring when not in use.
1	The game uses sound and motion to attract interest.

*Dip Switches are ONLY read on power up. If you need to change the settings of the game, change the dip switches then cycle the power to the unit. The white button on the logic board allows for a quick alternative to a full power cycle.

SYSTEM MENU

To enter the system menu, press AUDIT SWITCH 2 or 3. The 8 digit audit display will turn on and it will say AUD, for audits. Press AUDIT SWITCH 3 to go backwards through the menu or AUDIT SWITCH 4 to go forwards through the menu. Press AUDIT SWITCH 1 or 2 to enter the displayed mode.

Display	Mode
AUD	Audits
ADJ	Adjustments
SYS	System (for performing system tests)
FED	Motor feedback switches
VOL	Volume
CLR	Clear audits or reset adjustments
END	To return to game play

TICKET REFILLS

To pay out all tickets awarded while Monster Truck was out of tickets, press AUDIT SWITCH 1. If you wish to write a voucher for the tickets and just dump the amount to the coin meter without dispensing tickets, press AUDIT SWITCH 4. AUDIT SWITCH 4 is also connected to the switch on the ticket dispenser door.

ADJUSTMENTS

Monster Truck offers the operator three adjustments. Press AUDIT SWITCH 4 to advance through the options, and press AUDIT SWITCH 3 to back up. Press AUDIT SWITCH 1 to decrement the adjustment value. Press AUDIT SWITCH 2 to increment the adjustment value. Press both AUDIT SWITCH 1 and 2 together to reset all adjustments to the factory defaults

Display	Adjustment
00	Monster Bonus value if fixed, Bonus start if progressive (Dip Switch S6)
01	Monster Bonus maximum value in progressive mode
02	Target payout ratio

AUDITS

In addition to the mechanical coin and ticket meters, Monster Truck keeps track of several other audits. When the game enters Audit Mode, the left two digits will display the current audit number, the right six digits will display the audit value. Press AUDIT SWITCH 4 to advance through the options, and press AUDIT SWITCH 3 to back up. Pressing AUDIT SWITCH 1 and 2 together will clear all audits.

Display	Audit
00	Coins In
01	Tickets Out (points, not tickets in two-point mode)
02	Payout ratio
03	How many times the right hand score light has been hit. (default 2)
04	Score light #2 (default 4)
05	Score light #3 (default 10)
06	Score light #4 (default 2)
07	Score light #5 (default 4)
09	Score light #6 (default 50)
10	Score light #7 (default 4)
11	Score light #8 (default 20)
12	Score light #9 (default 2)
13	Score light #10 (default 4)
14	Score light #11 (default 10)
15	Score light #12 (default 2)
16	Score light #13 (default 4)
17	Score light #14 (default 6)
18	Score light #15 (default 2)
19	Monster Bonus light

VOLUME

Monster Truck allows the operator to adjust the volume of the game from the front panel. The game will begin playing one of the background tunes and will display the current volume level on the display. The sounds in Monster Truck are essential to the game, so don't lower the volume too low. Press AUDIT SWITCH 3 or 4 to exit volume mode, press AUDIT SWITCH 2 to increase the volume. Press AUDIT SWITCH 1 to decrease the volume.

MOTOR FEEDBACK SWITCHES

Each switch is represented as one block on the audit display. An open switch is represented as a '-'. A closed switch is represented as an 'O'. Press either AUDIT SWITCH 3 or 4 to exit the test.

Block	Switch
1	Lift up switch
2	Lift down switch
3	Truck forward alert switch
4	Truck forward limit switch
5	Truck reverse alert switch
6	Truck reverse limit switch
7	Car up switch
8	Car down switch

CLEAR

Clear is provided for factory reset functionality. Press AUDIT SWITCH 4 to advance through the options. Press AUDIT SWITCH 3 to back up. Press either AUDIT SWITCH 1 or 2 to reset the shown item to factory defaults.

Display	Action
AUD	Clear all audits to zero
ADJ	Reset all adjustments to their factory defaults.

SYSTEM

Monster Truck offers several tests so you can diagnose any problems you may encounter with your game. Press AUDIT SWITCH 4 to advance through the options, and press AUDIT SWITCH 3 to back up. Press AUDIT SWITCH 1 or 2 to turn on the device, for non-lamp devices

Display	Test
00	Score Lamp 1 (right side)
01	Score Lamp 2
02	Score Lamp 3
03	Score Lamp 4
04	Score Lamp 5
05	Score Lamp 6
06	Score Lamp 7
07	Score Lamp 8
08	Score Lamp 9
09	Score Lamp 10
10	Score Lamp 11
11	Score Lamp 12
12	Score Lamp 13
13	Score Lamp 14
14	Score Lamp 15
15	Monster Bonus Lamp
16	Camera Lamp 1
17	Camera Lamp 2
18	Camera Lamp 3
19	Camera Lamp 4
20	Camera Lamp 5
21	Camera Lamp 6
22	Camera Lamp 7
23	Camera Lamp 8
24	Car Lamp
25	Pedal Lamp
26	Rotating Beacon
27	Car Crush Motor
28	Truck Lift Motor
29	Truck Forward/Back Motor
30	Coin Meter
31	Ticket Meter
32	Ticket Dispenser

Setting Monster Truck's Monster Bonus

1. Access the audit PCB located through the ticket dispenser door. This board has the ticket & coin meters on it. There also is a small 7-segment display PCB mounted on the inside cabinet wall nearby.
2. Locate the 4 buttons on the audit PCB. They are numbered AUDIT SW 1 through AUDIT SW 4.
3. To switch the game into service mode and activate the nearby service display, press either AUDIT SW 2 or AUDIT SW 3.
4. The display should show "AUD"
5. You can press AUDIT SW 4 to go forward through the menu and AUDIT SW 1 to go backwards. AUDIT SW 1 & 2 activate that sub-menu.
6. Select "ADJ" on the menu. If you were still on "AUD", just press AUDIT SW 4 once.
7. Press AUDIT SW 1 to enter the Adjustment setting mode.
8. You should see a 00 on one side of the audit display, and another number, 100 in default settings on the other. The 00 is the adjustment index, and the other number is that adjustment's value.
9. Adjustment 00 is the Monster Bonus value if in fixed bonus mode, or the reset value if in progressive mode.
10. Press AUDIT SW 2 to increase the Adjustment, or AUDIT SW 1 to decrease the Adjustment. The following settings are available: 50, 60, 70, 80, 90, 100, 125, 150, 175, 200, 225, 250, 300, 400, 500, 900, 999.
11. When finished, press AUDIT SW 4 to change to the next Adjustment or AUDIT SW 3 to go to the previous, or return to the main menu if you are on Adjustment 00.
12. Adjustment 01 is the Monster Bonus limit in progressive mode, and Adjustment 02 is the target payout percentage that the game will attempt to maintain.
13. You can exit Adjustment mode by going back past 00 or forward past 02. The display should show END.
14. Press AUDIT SW 1 to leave the service mode and return the game to normal operation, or you may use AUDIT SW 3 & 4 to select other menu items.
15. **The game will not return to normal, playable, operation until you select END.**