

PRELIMINARY OWNER/OPERATOR'S SECTION

BANK PANIC U.R.

Bally

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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

BANK PANIC

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**.

-----WARNING-----

Game **MUST** be
properly grounded.

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!**

PART NO. M051-00C40-A011

TO SERVICE THE CONTROL PANEL(S)

1. UPRIGHT MODEL:

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 cabling 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 removed.

- 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-difuser-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 / OPTION SWITCH LOCATIONS

The volume control pot(s) and option switches are located as shown in the attached P.C. Board reference drawing. For adjustment, it/they may be reached through the games rear access door.

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

To make the sounds **less** loud, turn the volume 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 four possible modes of operation: ATTRACT, READY-TO-PLAY, PLAY, and HIGH SCORE/INITIAL.

ATTRACT MODE

1. The Attract mode starts:
 - Just after power has been turned on to the game.
 - 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 CONTROL PANEL(S)

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

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

 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

- Once they are eliminated, the other player's PLAYER appears on the screen.
- 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).

BANK PANIC

OPTION SWITCH SETTINGS - DIP SWITCH "A"

////////////////////////////////////COIN SWITCH NUMBER 1////////////////////////////////////

			SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
*	1 COIN	1 CREDIT	OFF	OFF						
	1 COIN	2 CREDITS	ON	OFF						
	2 COINS	1 CREDIT	OFF	ON						
	3 COINS	1 CREDIT	ON	ON						

////////////////////////////////////COIN SWITCH NUMBER 2////////////////////////////////////

*	1 COIN	1 CREDIT		OFF						
	2 COINS	1 CREDIT		ON						

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

*	3 PLAYER'S			OFF						
	4 PLAYER'S			ON						

////////////////////////////////////BONUS PLAYER AWARDED AT:////////////////////////////////////

*	70,000 - 200,000 - 500,000 POINTS			OFF						
	100,000 - 400,000 - 800,000 POINTS			ON						

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

*	EASY			OFF						
	HARD			ON						

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

*	ATTRACT MODE SOUND OFF			OFF						
	ATTRACT MODE SOUND ON			ON						

////////////////////////////////////CABINET STYLE////////////////////////////////////

	COCKTAIL TABLE			OFF						
	UPRIGHT			ON						

* INDICATES FACTORY RECOMMENDED SETTINGS

PART NO. M051-00C40-A007

