

# RAD MOBILE U/R

## ADJUSTMENT INSTRUCTION

### STANDERD COIN MODES

### MANUFACTURER'S RECOMMENDED SETTINGS.

#### GAME&SYSTEM SETTING

Game mode  
 Game difficulty 8  
 Setting time 45 sec.  
 Advertise sound ON  
 Screen mode Normal  
 Cabinet type Upright

#### COIN ASSIGNMENT

Coin mode Page 1/2  
 Credit to start 2 credit  
 (continue 1 credit)

Coin / Credit Setting  
 1 coin 1credit\_A

Coin mode Page 2/2  
 Coin to credit  
 1 coin 1credit

Bonus Adder  
 (No bonus adder)

Coin chute#1 multiplier  
 1 Coin counts as 1 coin

Coin chute#2 multiplier  
 1 Coin counts as 1 coin

#### PROCEDURE

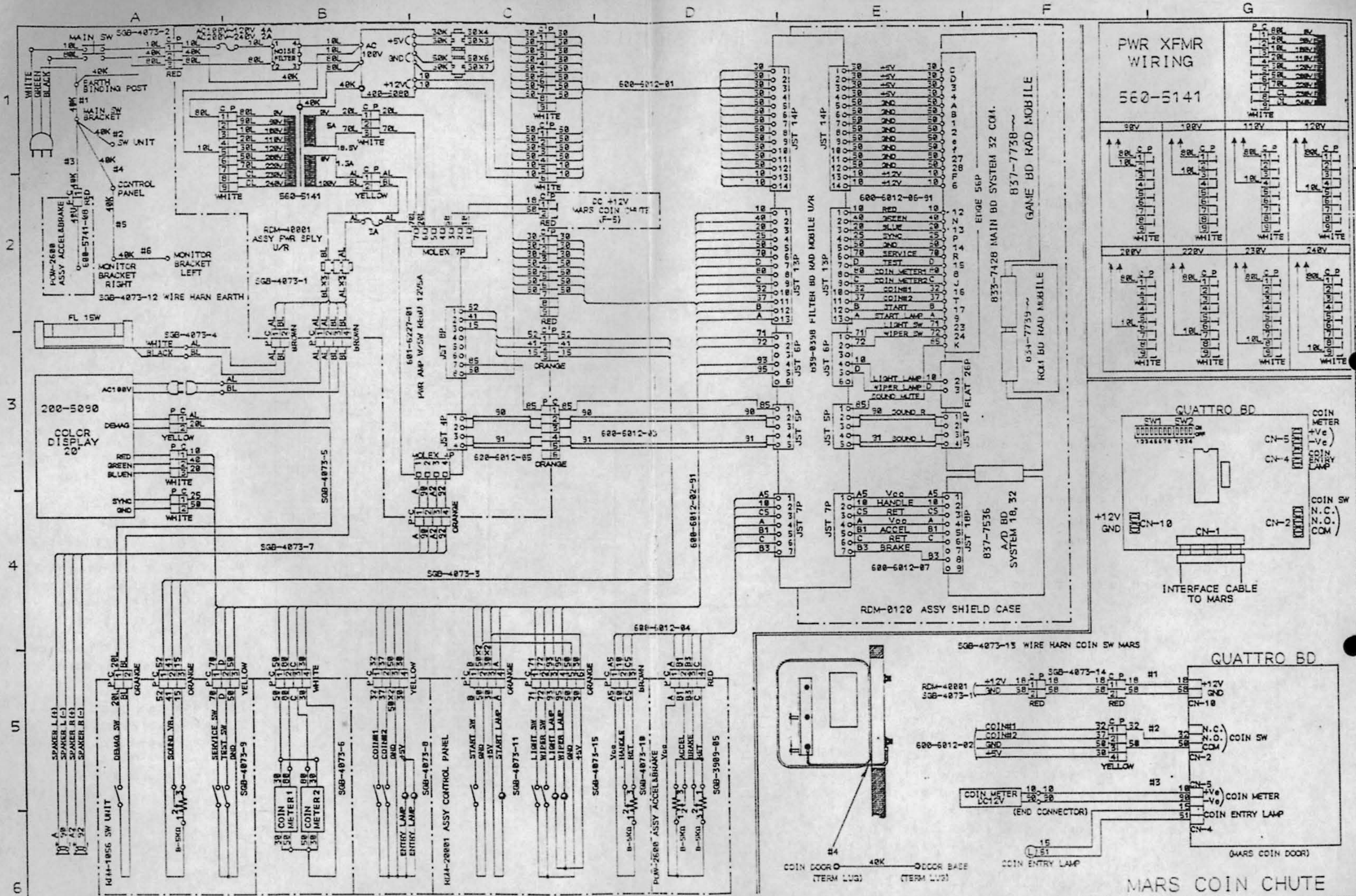
- 1) Press the TEST button to enter Test mode.
- 2) Press the SERVICE button and bring the ">" to Game&System Setting.
- 3) Press the TEST button to enter Game mode.
- 4) Press the START button and bring the ">" to Game Difficulty.
- 5) By using either the WIPER button or LIGHT button change the content of the Game Difficulty.
- 6) Press the TEST button and then SERVICE button to bring the ">" to Exit
- 7) Press the TEST button to have the GAME MODE return onto the screen from the Test mode.

COIN/CREDIT SETTING	CHUTE #1	CHUTE #2
1 COIN 1 CREDIT -A -B -C -D -E	1 COIN 1 CREDIT 1 COIN 1 CREDIT 1 COIN 1 CREDIT 1 COIN 1 CREDIT 1 COIN 1 CREDIT	1 COIN 1 CREDIT 1 COIN 2 CREDITS 1 COIN 3 CREDITS 1 COIN 4 CREDITS 1 COIN 5 CREDITS
1 COIN 2 CREDITS -A -B	1 COIN 2 CREDITS 1 COIN 2 CREDITS	1 COIN 2 CREDITS 1 COIN 5 CREDITS
1 COIN 3 CREDITS	1 COIN 3 CREDITS	1 COIN 3 CREDITS
1 COIN 4 CREDITS	1 COIN 4 CREDITS	1 COIN 4 CREDITS
1 COIN 5 CREDITS	1 COIN 5 CREDITS	1 COIN 5 CREDITS
1 COIN 6 CREDITS	1 COIN 6 CREDITS	1 COIN 6 CREDITS
2 COINS 1 CREDIT -A -B -C	2 COINS 1 CREDIT 2 COINS 1 CREDIT 2 COINS 1 CREDIT	2 COINS 1 CREDIT 1 COIN 1 CREDIT 1 COIN 2 CREDITS
2 COINS 3 CREDITS -A 2 COINS 3 CREDITS -B	1 COIN 1 CREDIT 2 COINS 3 CREDITS 1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 1 CREDIT 2 COINS 3 CREDITS 1 COIN 3 CREDITS
3 COINS 1 CREDIT	3 COINS 1 CREDIT	3 COINS 1 CREDIT
4 COINS 1 CREDIT	4 COINS 1 CREDIT	4 COINS 1 CREDIT
4 COINS 5 CREDITS -A -B	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS 1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS 1 COIN 5 CREDITS
5 COINS 2 CREDITS	3 COINS 1 CREDIT 5 COINS 2 CREDITS	1 COIN 2 CREDITS
5 COINS 3 CREDITS -A -B	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS 2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS 1 COIN 3 CREDITS
5 COINS 6 CREDITS -A -B	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS 1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS 1 COIN 6 CREDIT
5 COINS 12 CREDITS	1 COIN 2 CREDITS 2 COINS 4 CREDITS 3 COINS 7 CREDITS 4 COINS 9 CREDITS 5 COINS 11 CREDITS	1 COIN 6 CREDITS 2 COINS 12 CREDITS
FREE PLAY	FREE PLAY	FREE PLAY

#### PROCEDURE

- 1) Press the TEST button to enter Test mode.
- 2) Press the SERVICE button and bring the ">" to Coin assignment.
- 3) Press the TEST button to enter Coin mode.
- 4) Press the START button and bring the ">" to Coin/Credit Setting.
- 5) By using either the WIPER button or LIGHT button change the content of the Coin/Credit Setting.
- 6) Press the TEST button and then SERVICE button to bring the ">" to Exit
- 7) Press the TEST button to have the GAME MODE return onto the screen from the Test mode.





Color	Wire Gauge	Notes
ORANGE	18	
GREEN	18	
YELLOW	18	
BLUE	18	
RED	18	
WHITE	18	
BLACK	18	
BROWN	18	
GRAY	18	
PINK	18	
PURPLE	18	
TEAL	18	
SLATE	18	
NAVY	18	
COBALT	18	
INDIGO	18	
VIOLET	18	
PURPLE	18	
PINK	18	
RED	18	
ORANGE	18	
YELLOW	18	
GREEN	18	
BLUE	18	
BROWN	18	
GRAY	18	
PINK	18	
PURPLE	18	
TEAL	18	
SLATE	18	
NAVY	18	
COBALT	18	
INDIGO	18	
VIOLET	18	

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