Berzerk Option Switch Settings

of	ion : 8-po: swit	S		are	TOC	ated	on	the ZPU-1000 board. There are 5 banks
1	2	3	4					Option
								Location F2 (#3-6 not used)
On	On					On	On	Signature Analysis mode Extra man at 5,000
								Location F3 (#3-6 not used)
On	On						Off On Off On	Switch test Crosshatch pattern English coinage French coinage German coinage
								Location F4,F5,F6 (#4-8 not used)
On Off On Off On Off On Off On Off On Off On	Off Off On On Off On On Off On	Off Off On On On Off Off Off Off	Off Off Off Off Off Off On On					1 Coin 1 Credit 1 Coin 2 Credits 1 Coin 3 Credits 1 Coin 4 Credits 1 Coin 5 Credits 1 Coin 6 Credits 1 Coin 7 Credits 1 Coin 10 Credits 1 Coin 14 Credits 2 Coins 1 Credit 2 Coins 3 Credits 2 Coins 5 Credits 4 Coins 5 Credits 4 Coins 5 Credits 4 Coins 7 Credits 5 Credits 7 Credits

Note: F4 controls coin mech #1, F5 controls coin mech #2 and F6 controls #3.

Miscellaneous Notes

The game switches are also numbered from 1 to 40. Bank F2 switch #1 is switch #1. Bank F3 switch #1 is switch #9. Bank F4 switch #1 is switch #17,

and so on.

Signature Analysis Mode

See the "Stern Video System 1000 Signature Analysis Manual".

Switch Test

Displays open or closed position for each DIP switch or Game switch.

You do not have to power the game off and back on to see the switch test.

Set switch #9 (Bank F3, switch #1) to ON and press the RESET button (switch

#1 located at F1 on the ZPU-1000 board).

The monitor will display the off ("0" on the monitor) and on ("#" on the

monitor) status of the 40 ZPU DIP switches on the upper chart and the open/closed status of all game switches (buttons/joystick/coin mech) on

the lower VFB switches chart.

You can test DIP switches and control switches by switching them off and $% \left(1\right) =\left(1\right) +\left(1\right) +\left$

observing whether they show up as off in the monitor chart.

To return the game to normal operation, turn switch #9 OFF and press the

RESET (SW #1) button on the ZPU board.

Here is a diagram of the charts you will observe on the screen: ${\tt ZPU}$ Switch Status

-								
-								
	1	2	3	4	5	6	7	8
	Normally For Bar						On for	On
	OFF		1	1		1	Extra	Extra
į	F2 On for	On for	I	I			Man at	Man
	SA tests	SA tests	I	I	I	I	5,000	I
+		+ 	+	+	+	+	+	
	9	10	11	12	13	14	15	16
		On for Bank	I	I			Coinage	
		Cross-	I					
	display	hatch	I			I		
	+ RESET							
i		+	+	+	+	+	+	

+ 17	 18	119	20	l 21	22	23	24
j		Mech #1 -	•				
j	 26	-+ 27 Mech #2 -	28 	29 	30 	31 	32
İ		-+ 35 Mech #3 -	-+ 36 	37	38 	39 	40

VFB Switch Status

 On when	On when	On when	On when	On when			I
 joystick 	joystick	joystick	joystick	fire			
 left 	right	up	down	pressed			
 					1		
' +	+	+	+	+	+	+	
 			1		1		
 On when 	On when				On if	On if	On if
 start 1	start 2	1			coin	coin	coin

 player #1	player	1		1	mech #3	mech #2 mech
pressed tolosed					closed	closed

* = if used

Crosshatch Pattern

Used for monitor setup. Pushing the fire button will cause a red screen to

check purity. Pushing the fire button again will cause a return to the

crosshatch pattern.

Bookkeeping

Inside the coin door is the BMDS (Bookkeeping Monitor Display Switch).

Depressing this switch one time initiates this function. The first book-

keeping function to appear on the monitor is number of credits (*Green).

To delete from memory, press either fire button. Depressing BMDS one more

time will advance the bookkeeping up (*Blue), and the second bookkeeping $\ensuremath{\mathsf{S}}$

function (total coins through coin mech #1) will be displayed on the bottom

(*Green). To delete from memory press either fire button. The previous

bookkeeping functions will remain on the screen (*Blue) and the new function will appear on the bottom (*Green). Bottom function can be deleted from memory. Following is a complete list of bookkeeping functions.

* = Color of display if color monitor is used.

	Function	Description	
1)	Credits	Total Credit	00
2)	Chute #1 (Left)	Total Coins	0000000
3)	Chute #2 (Center)	Total Coins	0000000
4)	Chute #3 (Right)	Total Coins	0000000
5)	Plays	Total Number of Plays	000000
6)	Score	Accumulated Score	00000000000
7)	Time Played	Total Amount of Time	
		Played (in seconds)	00000000000
8)	High Score	High Score to Date	000000