

RAMPAGE DIP SWITCHES

(as typed in by Dr. Inferno, Jason Bardis,
jasonbar@engineering.ucsb.edu,
directly from the Rampage DIP switch sheet stapled to the inside of
my
cabinet and from the Rampage manual--actually, neither of these
sheets
is quite correct, so I still had to do a little trial and
error...but,
if these are wrong or make your Rampage blow up, 'snot my fault.)

SW1,2: # difficulty

SW1	SW2	DIFFICULTY
off	off	1 (factory setting)
on	off	0 easy
off	on	2 advanced
on	on	1 plus free play

SW3: score option

on	lose score when continuing
off	keep score when continuing

SW4: coins/credits for chute 1

on	1 coin/credit
off	2 coins/credit

SW5,6,7: coins/credits for chute 2

SW5	SW6	SW7	COIN	CREDIT
off	off	off	1	1
on	off	off	1	2
off	on	off	1	3
on	on	off	1	4
off	off	on	1	5
on	off	on	1	6
off	on	on	2	1
on	on	on	3	1

SW8: rack advance

off	game play
on	rack advance (service button advances rack counter on bottom center of screen--when the current city is finished, next city will be indicated city number)

SW9: not used

SW10: freeze

off	normal video
on	freeze video

Note: factory setting is all switches off