Sea Wolf
Midway, March 1976

Sea Wolf
Option Switch Settings

DIP Switch Settings

1	2	3	4	5	6	7	8	Option
								Time:
On	On							60
Off	On							70
On	Off							80
Off	Off							90
								Credits Per Coin
		On	On					1 Coin 1 Credit
		On	Off					1 Coin 2 Credits
		Off	On					2 Coins 1 Credit
		Off	Off					2 Coins 3 Credits
								High Score Reset
				On				High score may be reset
				Off				High score may not be reset
								Extended Play
					On	On	On	No extended play
					Off	On	On	2000
					On	Off	On	3000
					Off	Off	On	4000
					On	On	Off	5000
					Off	On	Off	6000
					On	Off	Off	7000
					Off	Off	Off	8000

Note: High score reset button is located on the upper left cabinet front. High score may only be reset when game not in progress.

Boards:

PC 80-900	PC Mother Board
PC 80-904	Power Supply Board
PC 596-904	Game Logic Board
PC 596-906	Periscope Commutator
PC 596-907	Explosion Lites PC Assy
PC 596-908	Periscope Lites

PC 596-909 Sound Generator

Sound Volume Adjustments:

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---------------------------------------------
| P.C. 596-909                        Jack |
| Sound Generator                     ---- |
|                                     |  | |
|                                     |  | |
|                                     ---- |
|   ---                                    |
|  /   \  B                           ---- |
|  | O |                              |  | |
|  \   /                              ---- |
|   ---                                 A  |
|                                          |
|  ----                            ----    |
|  |  |                            |  |    |
|  ----                            ----    |
|    D                               C     |
|                                          |
|  ----                        ----    ---- |
|  |  |                        |  |    |  | |
|  ----                        ----    ---- |
|    E                           F       G  |
|                                          |
|                                          |
|  ----                                    |
|  |  |                                    |
|  ----                                    |
|    H                                ---- |
|                                     |  | |
|                                     ---- |
|                                       J  |
|                                          |
---------------------------------------------
```

Note: CW and CCW are defined as viewed from pot face.

A. Sonar Volume Control: to increase volume, rotate pot CCW
B. Master Volume Control: to increase all volumes, rotate pot CW
C. Sonar Rate Control: to increase pulse rate, rotate pot CCW
D. Torpedo Volume Control: to increase volume, rotate pot CW
E. Dive Sound Volume Control: to increase volume, rotate pot CW
F. Sonar Tone Control: to raise sonar pitch, rotate pot CCW
G. Ship Hit Explosion Volume: to increase volume, rotate pot CCW
H. Dive Tone Control: to vary tone, rotate pot as desired
J. Mine Explosion Volume Control: to increase volume, rotate pot CCW