

# UP'N DOWN

## TEMPORARY OPERATING INSTRUCTIONS

*Bally*

MIDWAY MFG. CO.

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U.S.A.



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**WARNING**

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

**WARNING:** This equipment generates, uses, and can radiate radio frequency energy and if not used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J of PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

**ELECTRICAL BULLETIN:** FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

**CAUTION:** TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

**ATTENTION:** POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

**Bally MIDWAY™**

*Invites You To Use*

**OUR TOLL FREE NUMBERS FOR  
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY  
OTHER BALLY MIDWAY GAME YOU NOW HAVE ON LOCATION.**

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ANSWERS TO YOUR PROBLEMS.**

**VIDEO ➡ Continental U.S. 1-800-323-7182**

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**Bally MIDWAY™**

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## GAME OPERATING PROCEDURE

UP'N DOWN is a one or a two player game with a color T.V. monitor. The game has five possible modes of operation: ATTRACT, READY-TO-PLAY, PLAY, HIGH SCORE/INITIAL, and SELF-TEST.

### SELF-TEST MODE

The Self-Test mode is a special mode for checking the game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

**NOTE:** Putting the game into Self-Test will cause it to erase any CREDITS it has on it from its memory.

You may begin a Self-Test at any time after the power to the game is on by pushing down on the spring loaded Self-Test switch. The game enters the Self-Test mode immediately.

1. First, you will see a RAM TEST display.
2. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: an EPROM TEST display.
3. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: an INPUT TEST display (switch function tests).
4. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: a DIP SWITCH SETTINGS display.
5. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: a SOUND TEST display.
6. Pushing down on the spring loaded Self-Test switch again will cause the game to step to the next test: a COLOR BAR AND GRID OUTLINE display.
7. Pushing down on the spring loaded Self-Test switch ONE MORE TIME will cause the game to step to the TEN BEST PLAYERS display which is part of the attract mode. If you DO NOT press down on the spring loaded Self-Test switch again, normal game functions will return to the monitor screen.
8. If you do push down on the spring loaded Self-Test switch ONE MORE TIME it will cause the game to start the Self-Test sequence all over again. You will be back at the RAM TEST display.

## ATTRACT MODE

1. The Attract mode starts:
  - Just after power has been turned on to the game.
  - After a Self-Test has been completed. (Performing a Self-Test sets the credits in the games memory to zero "0".)
  - 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 CARS 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 ten best scores, 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 ten 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 cred its left in its memory).

## TWO PLAYER OPERATION

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

1. The players must take turns at the controls.
2. Your turn lasts until the pursuers eliminate your CAR. At this point, the game will do one of several things depending on whether or not the caught CAR was your last or if you still have others remaining in reserve.

### CAR ELIMINATED - OTHERS REMAINING IN RESERVE

- 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 CAR appear on the screen.

- Play then begins for the other player.

### CAR 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 maze and his CAR 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).

UP 'N DOWN		
SCORING		
DESCRIPTION	POINTS AWARDED	NOTES
FLAG CAR	1000 POINTS EACH	WHEN YOU RUN OVER IT
HAT	800 POINTS EACH	WHEN YOU RUN OVER IT
ICE CREAM CONE	800 POINTS EACH	WHEN YOU RUN OVER IT
BALLOON	800 POINTS EACH	WHEN YOU RUN OVER IT
ENEMY CARS	400 POINTS EACH	WHEN YOU JUMP ON IT
FLAG	200 POINTS EACH	WHEN YOU RUN OVER IT



## OPTION SWITCH SETTINGS

To change the option switch settings, you DO NOT have to take the CPU board out of the game. They can be easily reached through the rear access door.

When changing any options, ALWAYS check the results by playing the game to be sure the switches have worked properly and that no switches were accidentally moved that were not meant to be. (These switches are small and this can happen.)

### UP 'N DOWN

#### OPTION SWITCH SETTINGS - DIP SWITCH "A"

////////////////////////////////////// COINS PER CREDIT //

VARIOUS CREDIT OPTIONS	COIN SWITCH #1				COIN SWITCH #2			
	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* 1 COIN 1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN 2 CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1 COIN 3 CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
1 COIN 4 CREDITS	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1 COIN 5 CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1 COIN 6 CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COINS 1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COINS 1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
4 COINS 1 CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2 COINS 3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
2 COINS 1 CREDIT	OFF	ON	OFF	ON	OFF	ON	OFF	ON
4 COINS 2 CREDITS								
5 COINS 3 CREDITS								
6 COINS 4 CREDITS								
2 COINS 1 CREDIT	ON	ON	OFF	ON	ON	ON	OFF	ON
4 COINS 3 CREDITS								
1 COIN 1 CREDIT								
2 COINS 2 CREDITS								
3 COINS 3 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
4 COINS 4 CREDITS								
5 COINS 6 CREDITS								
1 COIN 1 CREDIT	ON	OFF	ON	ON	ON	OFF	ON	ON
2 COINS 2 CREDITS								
3 COINS 3 CREDITS								
4 COINS 5 CREDITS								
1 COIN 1 CREDIT	OFF	ON	ON	ON	OFF	ON	ON	ON
2 COINS 3 CREDITS								
1 COIN 2 CREDITS								
2 COINS 4 CREDITS								
3 COINS 6 CREDITS	ON	ON	ON	ON	ON	ON	ON	ON
4 COINS 8 CREDITS								
5 COINS 11 CREDITS								

\* INDICATES FACTORY RECOMMENDED SETTINGS

PART NO. M051-00A64-A007



**UP 'N DOWN**  
**OPTION SWITCH SETTINGS - DIP SWITCH "B"**

//////////////////////////////////// VARIOUS GAME PLAY OPTIONS //////////////////////////////////////

* COCKTAIL TABLE MODEL UPRIGHT MODEL	<b>SW#1</b>	<b>SW#2</b>	<b>SW#3</b>	<b>SW#4</b>	<b>SW#5</b>	<b>SW#6</b>	<b>SW#7</b>	<b>SW#8</b>
	OFF							
	ON							

//////////////////////////////////// NUMBER OF CARS PER GAME //////////////////////////////////////

* 3 CARS 4 CARS 5 CARS		OFF	OFF					
		ON	OFF					
		ON	ON					

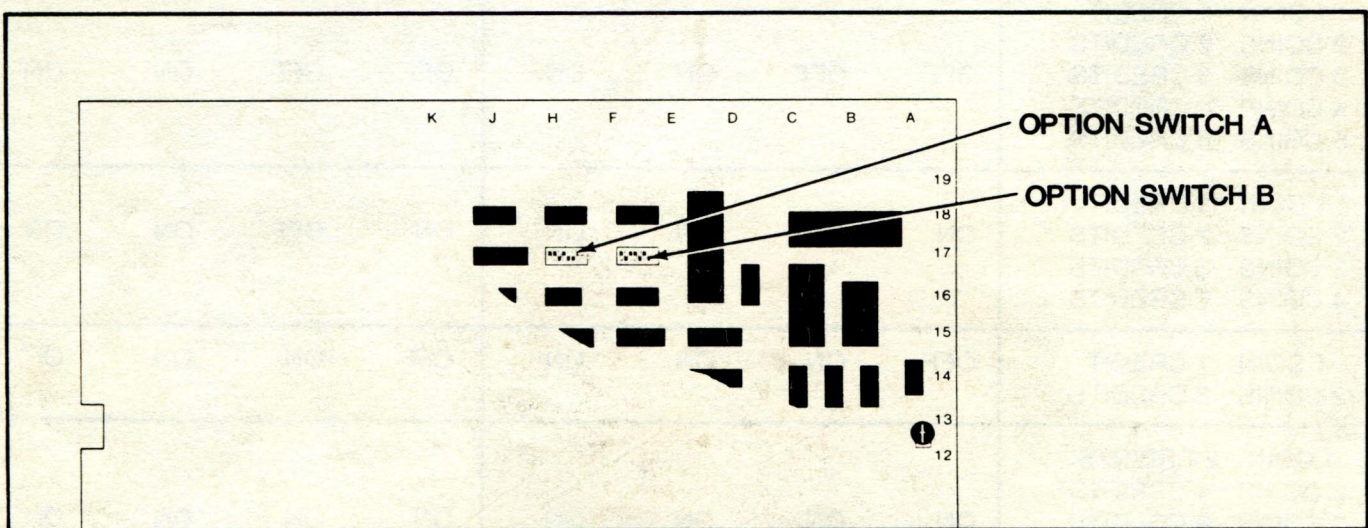
//////////////////////////////////// BONUS CARS AWARDED AT: //////////////////////////////////////

* 10,000 20,000 30,000 40,000 50,000 60,000 70,000 NO BONUS CAR AWARDED				OFF	OFF	OFF		
				ON	OFF	OFF		
				OFF	ON	OFF		
				ON	ON	OFF		
				OFF	OFF	ON		
				ON	OFF	ON		
				OFF	ON	ON		
				ON	ON	ON		

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

* EASY MEDIUM HARD HARDEST								OFF	OFF
								ON	OFF
								OFF	ON
								ON	ON

* INDICATES FACTORY RECOMMENDED SETTINGS	<b>PART NO. M051-00A64-A007</b>
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**Figure 1 Option Switch Locations**