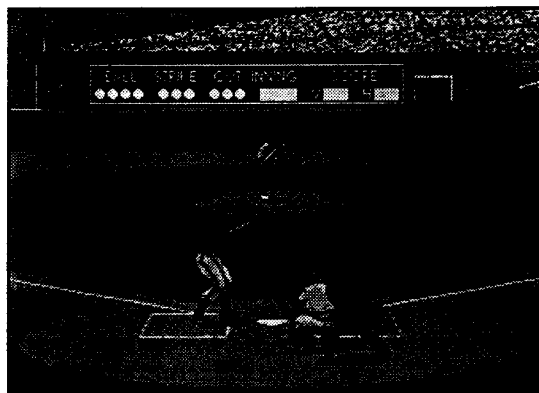




RELIEF PITCHER



USING A BASEBALL CARD DISPENSER WITH KIT GAMES

Supplement to the Relief Pitcher™ Kit Installation Instructions (TM-376)

THIS SUPPLEMENT PROVIDES INFORMATION for using an optional baseball card dispenser in your Relief Pitcher game. It also provides several corrections to the *Relief Pitcher Kit Installation Instructions*.

If you need technical assistance, call your distributor or Atari Games Customer Service at the following location:

Atari Games Corporation
737 Sycamore Drive
Milpitas, CA 95035
Telephone: (408) 434-3950

Monday–Friday, 7:30 a.m.–4:00 p.m. Pacific time.

Card Dispenser Options

To increase player appeal, this game is capable of accepting an optional baseball card dispenser. The Card Dispenser screen in the self-test (see Figure 1) allows you to adjust how many cards are dispensed and when. This screen has three options related to a card dispenser, as described below.

Maximum Number of Cards per Credit

This option ranges from no cards (the factory default) per credit to 7 cards per credit. Note that the number of cards is *doubled* for two-player games.

Bonus Cards after 9 Innings

This option ranges from no bonus cards (the factory default) to 3 cards after 9 innings. Note that the number of cards dispensed is *doubled* in two-player games.

Frequency of Award

This option has four settings — automatic, easy, medium (the factory default), and hard.

- The *AUTOMATIC* setting dispenses with every coin drop as many cards as you have set for the first option (max cards per credit). This setting essentially makes the game act like a vending machine.



Figure 1 Card Dispenser Options Screen

- The *EASY* setting dispenses one card with every run, win, or strikeout.
- The *MED* setting dispenses one card with every run scored or every win (the factory default).

- The *HARD* setting dispenses one card with every home run.

Installing a Baseball Card Dispenser

Contact your distributor to purchase a baseball card dispenser. Using any secure connection method, connect JPL4 pin 3 (CCNTR-R on the Game PCB) to the ENABLE signal from the dispenser. Note: The NOTCH signal from the dispenser is not used and can be left unconnected.

Connect the power and ground wires from the dispenser to the power supply, using the dispenser manufacturer's instructions.

Corrected Game Option Settings

The Table 2-2 printed in the *Relief Pitcher Kit Installation Instructions* is incorrect, due to revised software. A corrected Table 2-2 is printed below.

Option	Settings	Explanation
Restore Factory Default?	Yes ✓ No	Sets the options to the factory-recommended defaults.
Auto fielding/running?	No—Arcades ✓ Yes—Taverns	If "yes", the computer will run and throw for players. Players can only bat and pitch in this mode. The "no" setting is suitable for players who want a high degree of control.
Reset High Score Table?	This setting is not available, contrary to what was shown in the <i>Kit Installation Instructions</i> .	
Sounds in Attract?	Yes ✓ No	Lets you choose whether or not to hear the voice of announcer Jack Buck in the attract mode.
Free inning after victory?	Yes No ✓	In a "season" 1-player game, allows one free inning after beating the computer. For added incentive, set this option to "Yes" (this will increase game times, though).
Game Difficulty?	1—Easiest 2—Easy 3—Medium ✓ 4—Hard * 5—Hardest	Establishes degree of game difficulty.
Innings per credit	1 ✓ 2 3	Sets the number of innings per credit.
End when behind by 10 runs	Yes ✓ No	Implements the "10-run rule": if a player is ahead or behind by 10 runs, setting this option to "Yes" ends the game. (This holds down excessively long game times.)

✓ *Manufacturer's recommended settings. These settings are shown in green on the screen.*

Table 2-2 Game Option Settings (Revised)