

Inter-Office Memo



To: Hide Nakajima (President)
Rich Moore (V.P., Engineering)
John Ray (Engineering Team Director)
Mark Pierce (Project Leader)
Gary Stark (Programmer)
Paul Kwinn (Programmer)
Sam Lee (Engineer)
Glenn McNamara (Technician)
Sam Comstock (4 copies for animators)
Gerry Momoda (Product Manager)
Dave Cook (Industrial Designer)
Stevie Landaverde (Harness Designer)
Rick Meyette (Product Safety)
Peter Takaichi (Design Services Director)
Jed Margolin (Sr. Staff Electrical Engineer)
Erik Durfey (Technical Associate)
Lois Turner (Engineering library)

From: Andrea Dencker, Publications Dept.

Date: August 21, 1990

Subject: Internal Distribution of *Pit-Fighter Operator's Manual*

Attached is your copy of the first printing of the *Pit-Fighter Operator's Manual* (TM-357).

If any people were inadvertently left off of this distribution list and you think they should have copies of these publications, please let me know. For those of you who helped us on this project, we thank you very much!

Andrea

PIT-FIGHTER™

ST-357
1st Printing



Option Settings

Table 1 Coin Option Settings

Option	Available Settings
Free Play	No ♦ Yes
Discount to Continue	No ♦ Yes
Game Cost	1 coin 1 credit ♦ 2 coins 1 credit ... 8 coins 1 credit
Bonus for Quantity Buy-in	None ♦ 2 coins give 1 3 coins give 1 3 coins give 2 4 coins give 1 ... 9 coins give 2 9 coins give 3
Right Mech Value	1 coin counts as 1 coin ♦ 1 coin counts as 2 coins ... 1 coin counts as 7 coins 1 coin counts as 8 coins
Left Mech Value	1 coin counts as 1 coin ♦ 1 coin counts as 2 coins ... 1 coin counts as 7 coins 1 coin counts as 8 coins

♦ *Manufacturer's recommended settings*

NOTE

This label summarizes the option settings for the Pit-Fighter game. For all other information about the self-test, see the Pit-Fighter Operator's Manual, TM-357. The recommended settings (indicated below with a ♦ symbol) are shown in green on the monitor screen.

Table 2 Game Option Settings

Option	Available Settings
Difficulty Level	Easiest, Way Easy, Very Easy, Medium Easy, Medium ♦, Medium Hard, Very Hard, Hardest
Music in Attract (Mode)	Yes ♦ No
Auto Clear High Scores	Yes ♦ No
Clear High Scores Now	Yes No ♦
Display FBI Screen	Yes ♦ No

♦ *Manufacturer's recommended settings*