

# QUIZARD

FUN AND FASCINATION

Version 1.1/1.2

Italy

IT11I2



**T A B**  
A U S T R I A

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## Game Description

Quizard is a Quiz game which incorporated the use of pictures. A picture is shown and the player must select the correct answer from the 3 answers given.

### Playing the Game (1 Player):

After inserting the coins the player chooses 1 player mode. Shortly thereafter the game will start. Level 1 is the first and simplest level. The first question appears with 3 possible answers. The time bar in the lower portion of the screen will begin to count down from 100 to 0. The player must make his selection (A, B and C) before the timer runs out. When the question is correctly answered the time will stop and the corresponding number of points will be given to the player in relation to how fast the question was answered. A right answer is noted by a green "Check mark" a wrong answer is noted by a red "X" appearing over the answer. If the question is answered wrong the player loses one of his lives. The next question will appear and the game continues. When points are awarded to the player they accumulate in the "Score" box of the left-hand side of the screen.

### Playing the Game (2 Players):

In essence the only thing that changes between playing the game with 2 players instead of 1 is that the timer will continue to run down to 0 until both player have made their selections. The player answering the question correctly first receives more points than the second player to answer the question correctly.

### Bonus Round:

After the first 10 questions have been asked the game will automatically commence with the Bonus Round. The Bonus Round has a maximum 1000 points award and a extra "Life" if the question is answered correctly. To play the Bonus Round a picture which is blacked out is slowly revealed. The player must choose from the correct answer from the choices given. The quicker the player answers the question the more point he is awarded. Once the Bonus game has been played the game will advance to Level 2.

The number of questions between each level increases as the game advances to higher levels. This feature is however not adjustable.

### High Score Table:

If the player's score is within the previous 10 highest scores it is then possible for the player to insert his name or initials in the High Score table. To do so the player scrolls forward through the letters by pressing button A or to scroll backwards by pressing button B. The button C confirms the player's selection. Each player uses his own buttons to input his name. Once finished inputting the information pressing the Player 1 button or Player 2 button will save the information.

## Service Mode

By pushing the Service button - S1 on the CDI-Interface the following Service Menu will appear on the screen;

Bookkeeping ...	Player-1-A
System settings ...	Player-1-B
Test Mode ...	Player-1-C
Statistics ...	Player-2-A
Extras ...	Player-2-B
System Reset ...	Player-2-C
End ...	Service-Button

Press the corresponding button for the feature or function you wish to see or do. Within certain features there are multiple screens. Press the button combinations which correspond to the screen you wish to view.

### Bookkeeping:

This feature shows the number of credit impulses and the number of bonus games. This is referred to as the electronic bookkeeping system.

## System Settings:

Free Play Mode: When this option ON, play is possible without inserting coins. In case of a power loss the machine will automatically return to the default setting - OFF.

Number of Lives: This option allows you to select between 3 or 4 lives.

## Test Mode:

Test screen 1: The game screen is shown and you can adjust the size and position of the picture.

Test screen 2: Monitor Test Screen, for adjusting the colour, horizontal and vertical hold settings.

Button test: To test the function of the buttons and the coin impulses from the coin mechanism. During this test, credits will not stored to the bookkeeping system.

## Statistics:

With this feature it is possible to view various game information. For example; the number of players which have reached the various levels of difficulty. The levels are summarised in levels from 1 to 5. Additionally, the High Score list is also shown.

## Extras:

In this menu you may clear the High Score list or any credit currently on the game. After which, all settings will return to the original system values.

## System Reset:

If you use the system reset feature all stored data such as the bookkeeping, High Score list, actual credits and statistical information will be cleared permanently. The system will restart with the default value settings.

## Adapter Description

This PCB adapter connects the CDI player with the mechanical and electrical components of the machine. All components are connected through this PCB except the monitor which interfaces directly with the CDI player.

Date	Engineer	Type	Part Number
12.01.95	Koniarek	ADAPTER	MONO - 360.010.152
Voltage	+5V	+12V	STEREO - 360.010.155
Current	-	max. 1A	

## Set-up Possibilities:

Price per game

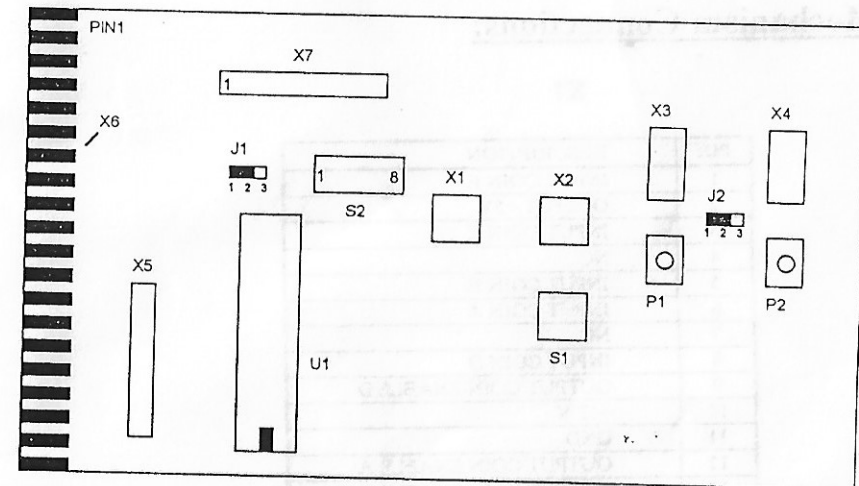
Setting the Bonus game values

Switching between Mono - Stereo

Volume adjustment for each channel

Coin impulse polarity

Coin Channel Enabled/Disabled



## Description of the Connectors:

- X1 Serial connector to the CDI-Player rear side
- X2 Serial connector to the CDI-Player front side
- X3 Audio input left channel
- X4 Audio input right channel (Mono sound)
- X5 Connector for the Credit PCB
- X6 YAMMA Adapter connectors for the game buttons and the speakers
- X7 Connector for a electronic coin mechanism.
- S1 Service button
- S2 Dip switch for Credit - and Coin mechanism set up
- P1 Volume control for the left channel
- P2 Volume control for the right channel (mono)
- U1 Programmed Module
- J1 Jumper for Coin mechanism set up (high active=2,3 / lowactive=1,2)
- J2 Jumper for Audio set up (mono=2,3 / stereo=1,2)

Module U1 is delivered together with the Compact Disk and the game will only function if the 2 pieces are compatible. This means that the Program version stored on the U1 Module contains all the hardware settings. If changing the Module U1 becomes necessary please take special care in inserting the new Module to avoid bending or breaking the connection pins.

## Coin Mechanism Connections:

X7

PIN	DESCRIPTION
1	INPUT COIN E
2	OUTPUT +5V
3	INPUT COIN C
4	NC
5	INPUT COIN B
6	INPUT COIN A
7	NC
8	INPUT COIN D
9	OUTPUT COIN ENABLE D
10	+12 V
11	GND
12	OUTPUT COIN ENABLE A
13	OUTPUT COIN ENABLE B
14	OUTPUT COIN ENABLE C
15	OUTPUT COIN ENABLE E

## Description of the YAMMA Connection:

X6

SOLDER SIDE	PIN#	PIN#	COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
NC	E	5	NC
+12V	F	6	+12V
NC	H	7	NC
NC	J	8	COIN COUNTER
NC	K	9	NC
SPEAKER	L	10	SPEAKER R1
NC	M	11	SPEAKER L1
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
NC	R	14	VIDEO GND
NC	S	15	NC
COIN B (C)	T	16	COIN A (B)
PLAYER 2 START	U	17	PLAYER 1 START
PLAYER 2 ON	V	18	PLAYER 1 ON
PLAYER 2 OFF	W	19	PLAYER 1 OFF
PLAYER 2 LEFT	X	20	PLAYER 1 LEFT
PLAYER 2 RIGHT	Y	21	PLAYER 1 RIGHT
PLAYER 2 BUTTON A	Z	22	PLAYER 1 BUTTON A
PLAYER 2 BUTTON B	AA	23	PLAYER 1 BUTTON B
PLAYER 2 BUTTON C	BA	24	PLAYER 1 BUTTON C
NC	CA	25	NC
NC	DA	26	NC
GND	EA	27	GND
GND	FA	28	GND

## Price per game and Coin Mechanism Settings:


These setting can only be changed with Dip switch S2 located on the Adapter PCB. The default settings including the price per game table and the coin mechanism value table are pre-programmed at the factory. These settings are stored on Module U1. To adjust these settings you must manually change the Dip switch settings. The first 3 switches adjust the price per game and the possible bonus games. If your machine includes an electronic coin mechanism, it possible to enable and disable the up to 5 Coin Channels by setting the dip switches from 4 to 8 (see the tables of the last page).



U1 Program version		IT11I2
Coin channel	Value in Lira	
A	n.v.	
B	500	
C	500	
D	n.v.	
E	n.v.	

U1 Program version		IT11I2			
in Coins		Bonus games	Switch 1	Switch 2	Switch 3
Price per game	Bonus-limit				
1	0	0	ON	ON	ON
2	0	0	OFF	ON	ON
1	2	1	ON	OFF	ON
1	3	1	OFF	OFF	ON
1	5	1	ON	ON	OFF
1	5	2	OFF	ON	OFF
1	10	2	ON	OFF	OFF
2	4	1	OFF	OFF	OFF

Coin channel	Switch 4	Switch 5	Switch 6	Switch 7	Switch 8
Enable A	ON				
Disable A	OFF				
Enable B		ON			
Disable B		OFF			
Enable C			ON		
Disable C			OFF		
Enable D				ON	
Disable D				OFF	
Enable E					ON
Disable E					OFF

 = Default settings