### Game Option Settings

- **Self-Timed Procedure**
  1. Begin. Get self-timer switch to see position (See Fig. 6).
  2. Roll Test. Roll the Test Ball in all directions.
  3. Switch Test.
   - Test the switches and active release all 3 controlled switches.
   - Test all switches and active release all 3 controlled switches.
  4. Audio Chip Test.
   - Test all switches and off all 3 controlled switches.
  5. Audio Circuit Test.
   - Proper start button.
  6. Moving Color Test.
   - Move the color across the screen.
  7. Close the Door.

- **Results of Test Falls**
  - **Test Ball Test.**
    - The position should be the same as the original.
  - **Track Ball Test.**
    - The switches should be the same as the original.
  - **Switch Test.**
    - The switches should be the same as the original.
  - **Audio Chip Test.**
    - The switches should be the same as the original.
  - **Audio Circuit Test.**
    - The switches should be the same as the original.
  - **Moving Color Test.**
    - The switches should be the same as the original.

- **Game Option Settings**
  - **To change game options on the switch designated, please turn the game power on.**
  - The switches, usually colored orange, may be seen accessible when the Centipede game PCB is mounted in place.

- **Coin Counter Option Setting**
  - **These toggle switches indicate coin mechanisms activate which count.**

### Game Pricing Labels

- **50¢ per credit**
  - **50¢ per credit**
    - | Credit | Description |
    |-------|-------------|
    | 1     | 2 coins = 1 play |
    | 2     | 3 coins = 1 play |
    | 5     | 6 coins = 1 play |

- **25¢ per credit**
  - **25¢ per credit**
    - | Credit | Description |
    |-------|-------------|
    | 1     | 1 coin = 1 play |
    | 2     | 2 coins = 1 play |
    | 5     | 5 coins = 1 play |

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*Manufacturer’s suggested settings*