



## Supplement to the Thunder Jaws™ Kit Manual (TM-349)

Please replace the "Coin Options" section (page 2-4) of the Thunder Jaws™ Manual with this page.

### Coin Options

The coin options are explained below. The settings, with defaults, are shown in Table 2-3.

- *Coin Mode* is the number of coins required for one credit.
- *Right/Left Mech Multiplier* is the number of coins each coin counts as in the coin mechanisms.
- *Bonus Adder* lets you choose bonus coins, no bonus, or free play.

**Table 2-3 Coin Option Settings**

Option	Settings
<b>Coin Mode</b>	1 coin 1 credit ♦
	2 coins 1 credit
	3 coins 1 credit
	4 coins 1 credit
<b>Right Mech Multiplier</b>	1 coin counts as 1 coin ♦
	4 coins count as 1 coin
	5 coins count as 1 coin
	6 coins count as 1 coin
<b>Left Mech Multiplier</b>	1 coin counts as 1 coin ♦
	1 coin counts as 2 coins
<b>Bonus Adder</b>	No Bonus Adder ♦
	2 coins give 1 extra coin
	4 coins give 1 extra coin
	4 coins give 2 extra coins
	5 coins give 1 extra coin
	3 coins give 1 extra coin
	Free Play (for demonstration mode)

♦ Manufacturer's recommended settings

### ROM Test

If the message "ROM (p2) error at loc 16L 16N XXXX" appears during this test instead of the message "ALL ROMS OK", it should be IGNORED! This message is indicating that two UNUSED locations are bad (there are NO parts stuffed into locations 16L and 16N).