TIMBER INSTRUCTIONS

- INSERT COIN(S)
- SELECT 1 OR 2 PLAYERS

HOW TO PLAY:

- CHOP ALL TREES DOWN BEFORE BOSS SOUNDS WHISTLE.
- AVOID BEEHIVE THROWN BY ANGERY BEAR.
- TWO PLAYER GAME — WINNER DETERMINED BY NUMBER OF TREES CHOPPED.

CONTROLS:

LEFT JOYSTICK — USE TO MANEUVER LOGGER THROUGH WOODS AND TO PUSH FALLING TREES AWAY.

RIGHT JOYSTICK — HIT LEFT TO CHOP LEFT.
HIT RIGHT TO CHOP RIGHT.

HINT: CATCH BIRD FOR EXTRA BONUS POINTS.

PRELIMINARY
OWNER/OPERATOR'S
SECTION

TIMBER U.R.

Bally

MIDWAY MFG. CO.

10601 W Belmont Avenue
Franklin Park, Illinois 60131
U.S.A.

Phone: (312) 451-9200 Cable Address: MIDCO Telex No.: 72-1596

M051-00B60-A009

M051-00B60-A009

WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment generates. uses. and can radiate radio frequency energy and if not and used in accordance with the instructions manual. may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J of PART 15 of FCC RULES. which are designed to provide reasonable protection against such interference when operated in a commerical environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

Bally MIDWAY™

Invites You To Use

OUR TOLL FREE NUMBERS FOR SERVICE INFORMATION CONCERNING THIS GAME, OR ANY OTHER BALLY MIDWAY GAME YOU NOW HAVE ON LOCATION.

CALL US FOR PROMPT, COURTEOUS ANSWERS TO YOUR PROBLEMS.

VIDEO ⟹ Continental U.S. 1-800-323-7182

PINBALL ⟹ Continental U.S. 1-800-323-3555

Bally MIDWAY™ — 10601 West Belmont Avenue Franklin Park, Illinois, 60131 phone (312) 451-9200

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Printed in U.S.A.

PLEASE NOTE:

A complete OPERATOR'S MANUAL was not available when your new game was shipped. If you will complete the enclosed postage free card and drop it in the mail to us, BALLY/MIDWAY MFG. CO. will be happy to send you the OPERATOR'S MANUAL for your new game by return mail.

PRELIMINARY INSTRUCTIONS

FOR

T I M B E R

INSTALLATION

1. Unlock and open the coin box door.

2. Remove four (4) "CABINET LEVELING LEGS" from inside the coin box.

3. Tip the cabinet to the side and remove the shipping cleats from its bottom.

   - Locate the threaded holes - one in each corner - and install the "CABINET LEVELING LEGS" in them.

   - Level the cabinet.

   - When finished, the cabinet should be stable in the upright position.

4. Plug the game into a **standard** A.C. wall outlet **ONLY** .

> **------WARNING------**
>
> Game **MUST** be
> properly grounded.

5. The power ON/OFF switch is located:

   UPRIGHT MODEL: On top of the cabinet toward the back.

LINE VOLTAGE SAFETY INTERLOCK SWITCHES

Line voltage SAFETY INTERLOCK SWITCHES have been provided for your protection. The locations of these SAFETY INTERLOCK SWITCHES are:

UPRIGHT MODEL: Inside the rear of the cabinet where the access door, when closed, will be able to depress the switch plunger.

When the cabinet access door(s) are secured in place, the SAFETY INTERLOCK SWITCH plunger(s) are in a fully depressed condition. The game circuit can function normally.

When any cabinet access door(s) are opened, the SAFETY INTERLOCK SWITCH plunger(s) are in a partially extended condition. This isolates the game circuit from the line voltage.

To restore power to the game circuit with the access door(s) open, gently pull the SAFETY INTERLOCK SWITCH plunger(s) out to the fully extended condition. **THIS IS TO BE USED FOR SERVICING THE GAME ONLY!**

PART NO. M051-00B60-A009

TO SERVICE THE CONTROL PANEL(S)

1. UPRIGHT MODEL:

- The control panel is held in place by bassick clamps.

  They are spring loaded to provide constant positive pressure on their latch plates.

  They can be reached through the coin door **AFTER turning power to the game off.**

  To release the clamps, lift up and toward the center of the control panel.

  Once they are released, unhook them from their latch plates.

- To remove the control panel:

  Raise it up and tilt it toward you until you can see the cable behind it.

  Cradling the control panel between yourself and the cabinet, disconnect it from its cabling and any miscellaneous hardware.

- The controle panel is now loose and may be serviced but remains tethered to the game by a plastic strap.

- To completely remove the control panel, remove the wing nut securing it to the plastic strap.;

  The control panel is now free and can be removed.

- To reinstall the control panel(s), reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY

1. UPRIGHT MODEL:

NOTE: In order to do this, the control panel **MUST** be removed first. See the "UPRIGHT MODEL" procedure.

- **Turn the power to the game off** and remove the control panel. This frees the main-display-glass so it can be removed.

- By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out.

- Loosen the screws which secure the T.V. bezel-diffuser-clamps in place.

  Move the clamps to the side and the bezel diffuser may be removed.

  Remove the bezel securing screws and the bezel with it's bezel-difuser-clamps and their screws may be removed.

- To reinstall the T.V. bezel assembly and the main-display-glass, reverse this procedure.

VOLUME CONTROL POT / SELF-TEST SWITCH / CREDIT BUTTON

These game controls are located just inside the cabinet near the coin door frame. For adjustment or use, they may be reached through the coin door.

To make the sounds louder, turn the volume pot clockwise as you face it.

To make the sounds **less** loud, turn the volume pot counterclockwise as you face it.

G A M E O P E R A T I O N

Your new game is a one or a two player model with a color T.V. monitor. The game has five possible modes of operation: ATTRACT, READY-TO-PLAY, PLAY, HIGH SCORE/INITIAL, and SELF-TEST.

SELF-TEST MODE

The Self-Test mode is a special mode for checking game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

You may begin a Self-Test at any time after the power to the game is on by sliding the SelfTest switch to the "ON" position. Now that the game is in the Self-Test mode, it will act as follows:

- The screen will flicker slightly and display the Self-Test mode menue.
- Just follow the on-screen instructions to complete any desired Self-Test mode function.

When finished with the Self-Test mode, slide the Self-Test switch back to the "OFF" position and normal game functions will now return to the monitor screen.

CROSS HATCH PATTERN

This is produced as one of the Steps during the Self-Test mode.

ATTRACT MODE

1. The Attract mode starts:
   - Just after power has been turned on to the game.
   - After a Self-Test has been completed. (Performing a Self-Test sets the credits in the games memory to zero "0".)
   - After a play has been finished and there are no more credits left in the games memory.
   - No matter where the game is in the Attract mode sequence, it will immediately go to the Ready-To-Play mode display as soon as a game has been paid for.

READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough coins have been accepted for a 1 or a 2 player game.

2. The Ready-To-Play mode ends when either the "1 PLAYER" or the "2 PLAYER" push button is pressed.

PLAY MODE

1. The Play mode begins when either the "1 PLAYER" or the "2 PLAYER" start button is pressed.

2. The Play mode ends when all of your PLAYERS have been eliminated. When this happens, "GAME OVER" is written across the center of the monitor screen.

HIGH SCORE/INITIAL MODE:

If your score was high enough to become one of the game's best scores, the game will go into the High Score/Initial mode immediately after the "GAME OVER" display. If your score is not high enough to cause the game to go into the High Score/Initial mode, it will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

Follow the ON-SCREEN instructions to enter your initials next to your score in the league of the best players to date.

After the High Score/Initial mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

TWO PLAYER OPERATION

In the two player mode, the rules of play are the same as in the single player mode. There are some additional rules, however.

1. The players must take turns at the controls.

2. Your turn lasts until your PLAYER is eliminated. At this point, the game will do one of several things depending on whether or not the eliminated PLAYER was your last or if you still have others remaining in reserve.

PLAYER ELIMINATED - OTHERS REMAINING IN RESERVE

- The GAME stops.

- Next, the Rack changes to the Rack number the other player is in, and what's left of the other players Rack and his PLAYER appear on the screen.

- Play then begins for the other player.

PLAYER ELIMINATED - NO OTHERS REMAINING IN RESERVE

- Game displays "GAME OVER".

- The Rack changes to the Rack number the other player is in, what's left of the other players rack and his PLAYER appear on the monitor screen, and game play then begins for the other player (unless your score was high enough to cause it to go into the High Score/Initial Mode, in which case it will go there first and then to the remaining player so he can finish his turn).

- After the last player has finished his game, the game will either go to the High Score/Initial Mode if his score was high enough, to the Attract mode (if there are no more credits left in its memory), or into the Ready-To-Play mode (if there are still credits left in its memory).

T I M B E R

O P T I O N S W I T C H S E T T I N G S

SWITCH NO. 1 - AT B 3 - LOCATED ON SOUND I/O P.C. BOARD

DURING GAME PLAY:	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8	SW#9	SW#10
	NOT USED	NOT USED		NOT USED	NOT USED	NOT USED		NOT USED	NOT USED	
** ATTRACT MODE SOUNDS OFF			**OFF**							
ATTRACT MODE SOUNDS ON			**ON**							
UPRIGHT							**OFF**			
COCKTAIL TABLE							**ON**			
** NORMAL OPERATION										**OFF**
FREEZE VIDEO										**ON**

SWITCH NO. 3 - AT D 14 - LOCATED ON SOUND I/O P.C. BOARD

	SW#1	*SW#2	*SW#3	*SW#4
** NORMAL OPERATION	**OFF**			
SOUND I/O DIAGNOSTIC MODE	**ON**			
** NORMAL OPERATION		**OFF**		
RAM/ROM TEST		**ON**		
INDICATES TEST RESULTS VIA YELLOW L E D ON SOUND I/O BOARD: FAST FLASH = BAD ROM				
SLOW FLASH = BAD RAM				
** NORMAL OPERATION			**OFF**	
OSCILLATOR TEST			**ON**	
** NORMAL OPERATION				**OFF**
FILTER TEST				**ON**

* NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION.
** FACTORY RECOMMENDED SETTINGS.

PART NO. M051-00B60-A007