

Williams[®]

16P-486-100
Game No. 486
March, 1979



SOLID STATE



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SECTION 1 INSTALLATION

This section provides information for assembly and interconnection, inspection, and power turn-on for solid state pinballs.

ASSEMBLY AND INTERCONNECTION

To assemble and interconnect the game, proceed as follows:

1. Remove the two cartons and the cabinet from the shipping carton.
2. Carefully set the cabinet on end with the rear of the cabinet on the floor.
3. Open the stapled carton and remove the four legs and the cashbox.
4. Remove the ball, eight acorn bolts and four backbox mounting bolts from the cash box.
5. Mount the two front legs using four acorn bolts.
6. Carefully lower the cabinet so that it is supported on the front legs.
7. Take the backbox from its carton and remove the envelope containing the backbox keys from the top of it.
8. Center the backbox on the floor at the rear of the cabinet in an upright position oriented with the insert board parallel to the length of the cabinet.
9. Lift up the rear of the cabinet and carefully slide the backbox underneath it for support.
10. Mount the two rear legs using four acorn bolts.
11. Reach into the large hole at the rear of the cabinet, pull out the power cord, and place it in the slot provided.

NOTE

Do not plug the game in and do not pull up any other cables from the cabinet at this time.

12. The backbox has a metal bracket protruding from the bottom hole that will engage a similar bracket on the cabinet pedestal to prevent the backbox from tipping forward when the insert door is opened. Place the backbox onto the pedestal, engaging the bracket.
13. Remove the shipping blocks from the insert door.
14. Lift up on the latch at the right side of the insert door and open the door.
15. Secure the backbox to the cabinet using the four bolts and washers.

NOTE

Refer to Figure 1. There are seven cables (four from the playfield and three from the cabinet) that must be interconnected with cables from the backbox. The connectors are size and color coded except for the power switch to transformer connection, where the colors do not match.

16. Reach into the cabinet through the hole in the backbox and pull out all cables.
17. Interconnect the 24-pin black plug and connector (8P3/8J3) for the playfield solenoids.
18. Interconnect the 24-pin white plug and connector (8P2/8J2) for the playfield lamps.
19. Interconnect the 15-pin white plug and connector (8P1/8J1) for the playfield switches.
20. Interconnect the 3-pin white plug and connector (6P1/6J1) for the switched ac power to the transformer.
21. Interconnect the 1-pin white plug and connector (6P2/6J2) for the flipper solenoid B+.
22. Interconnect the 9-pin white plug and connector (6P3/6J3) for the sound board power.

23. Interconnect the 36-pin white plug and connector (7P1/7J1) for the cabinet solenoids and switches.
24. Pull the ground braid from the left side of the cabinet through the hole in the backbox and connect it under the wing nut and washer located on the backbox shield liner in front of the rectangular hole.
25. With the coin door keys (taped to the ball shooter handle) unlock the coin door.
26. Install the coin box.

INSPECTION

Inspection consists of checking that all cable connections are securely made, that all socketed integrated circuits (ICs) are firmly in their sockets, and a general visual inspection.

1. Check all connectors in the backbox to make sure that none of the wire terminations have come loose or were pushed out. Reseat any loose wires by pushing in on the wire termination.
2. Push on all connectors attached to the CPU Board (Figure 2—No. 1) to make sure they are firmly seated.
3. Push on all connectors attached to the Driver Board (Figure 2—No. 2) to make sure they are firmly seated.
4. Push on all connectors attached to the Power Supply Board (Figure 2—No. 3) to make sure they are firmly seated.
5. Check the connection on both bridge rectifiers (Figure 2—No. 5) and the filter capacitor (Figure 2—No. 6).
6. Push on all connectors attached to the Master Display

Board (Figure 2—No. 12) and the four individual player displays (Figure 2—Nos. 8, 9, 10, and 11).

7. Gently press on the socketed IC packages on the CPU Board (Figure 3). DO NOT remove any of the IC packages from their sockets.
8. Check that the batteries are still securely mounted on the CPU Board. DO NOT REMOVE THE BATTERIES! If the batteries are removed with power OFF, the game will go to factory settings for all the features and particular changes will have to be restored manually before the game can be put on location.

NOTE

The batteries are installed with the positive (+) end up. Battery life is about the same as shelf life or about one year. When it is time to replace the batteries, remove the batteries with the power ON or the game will revert to factory settings.

9. Check and push on the connectors which interconnect the coin door mechanism to the cabinet.
10. Remove the playfield glass and carefully set it aside.
11. Carefully raise the playfield and support it with the brace(s).
12. Push on all the connectors attached to the Sound Board (Figure 2—No. 20).
13. Gently press on the socketed IC packages on the Sound Board (Figure 4).
14. Check that all cables are clear of moving parts and for any wires that may have come disconnected from the playfield or cabinet.

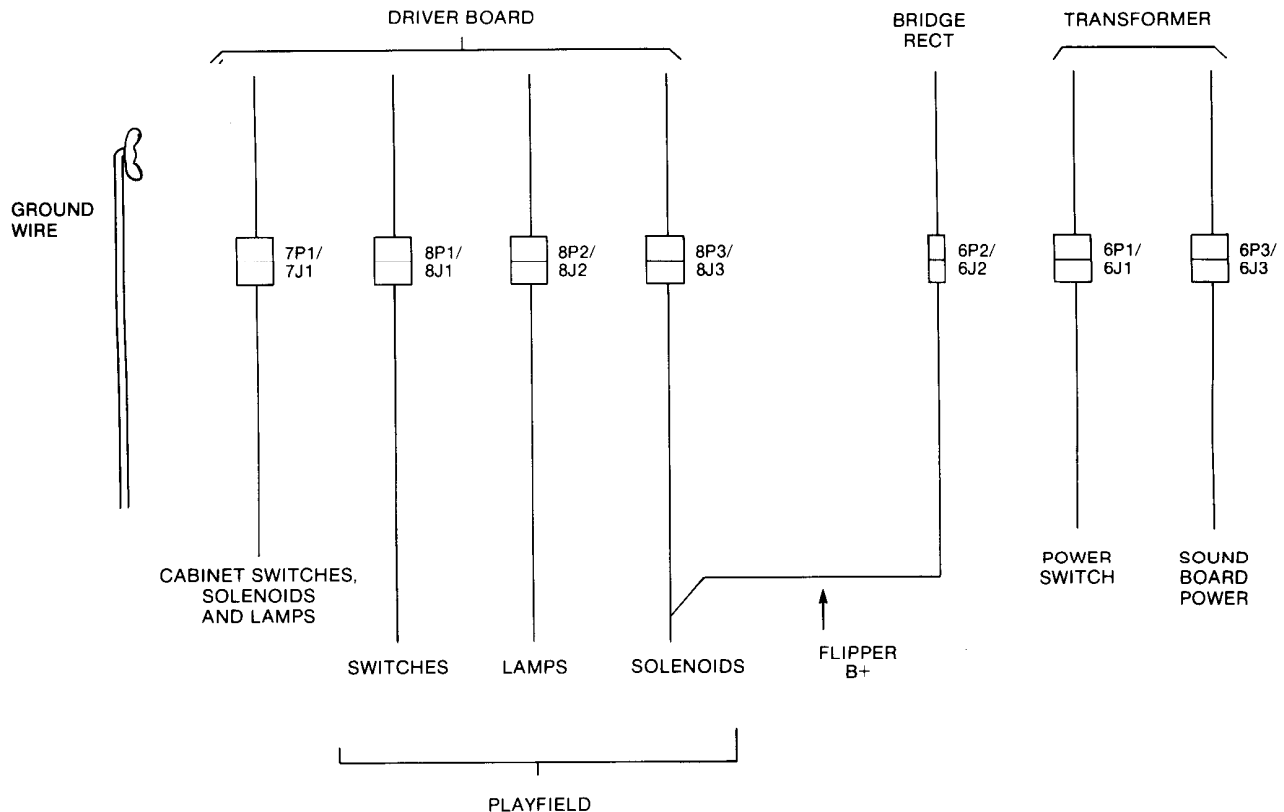


Figure 1. Backbox Interconnections

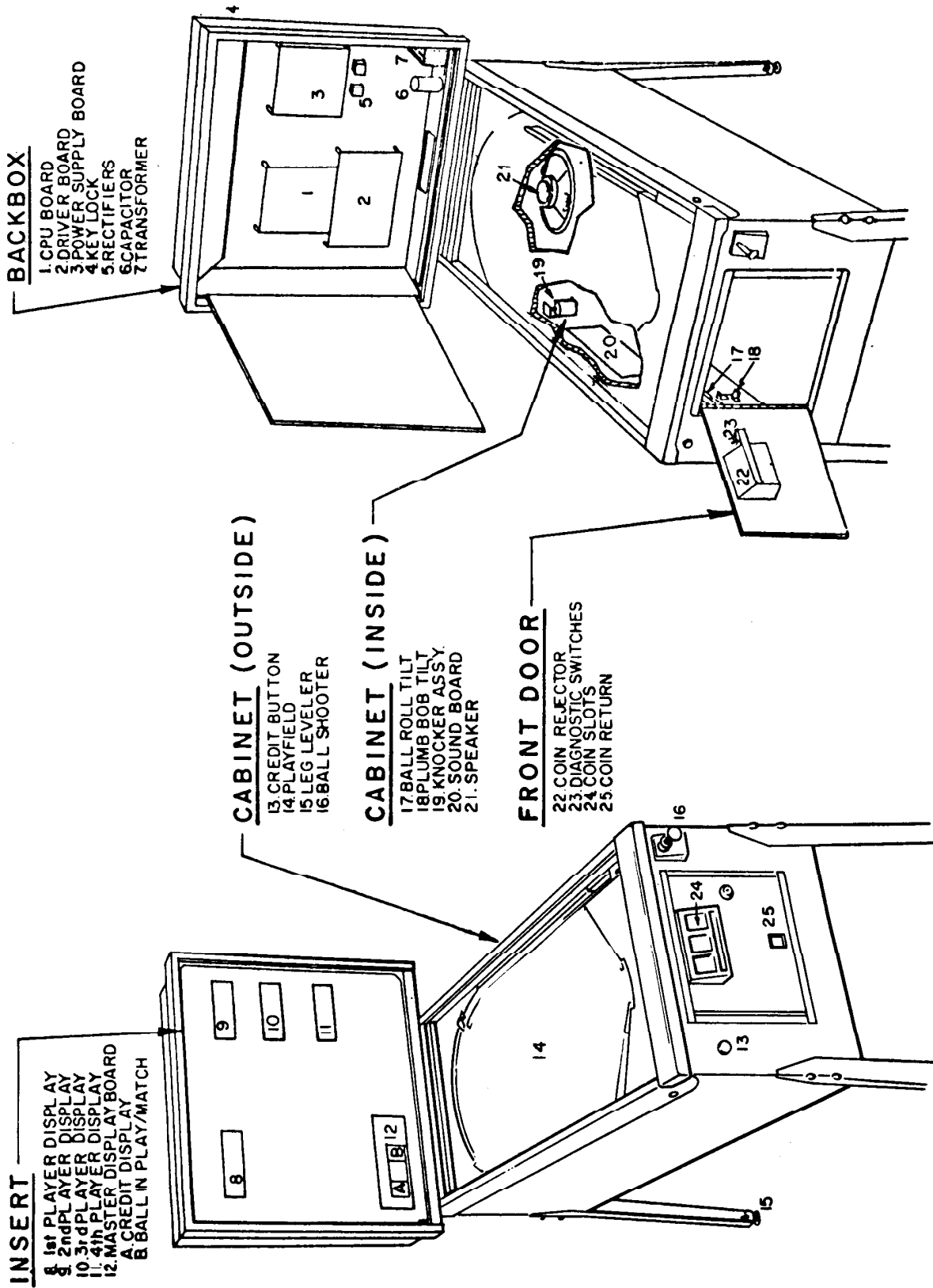


Figure 2. Location of Major Assemblies

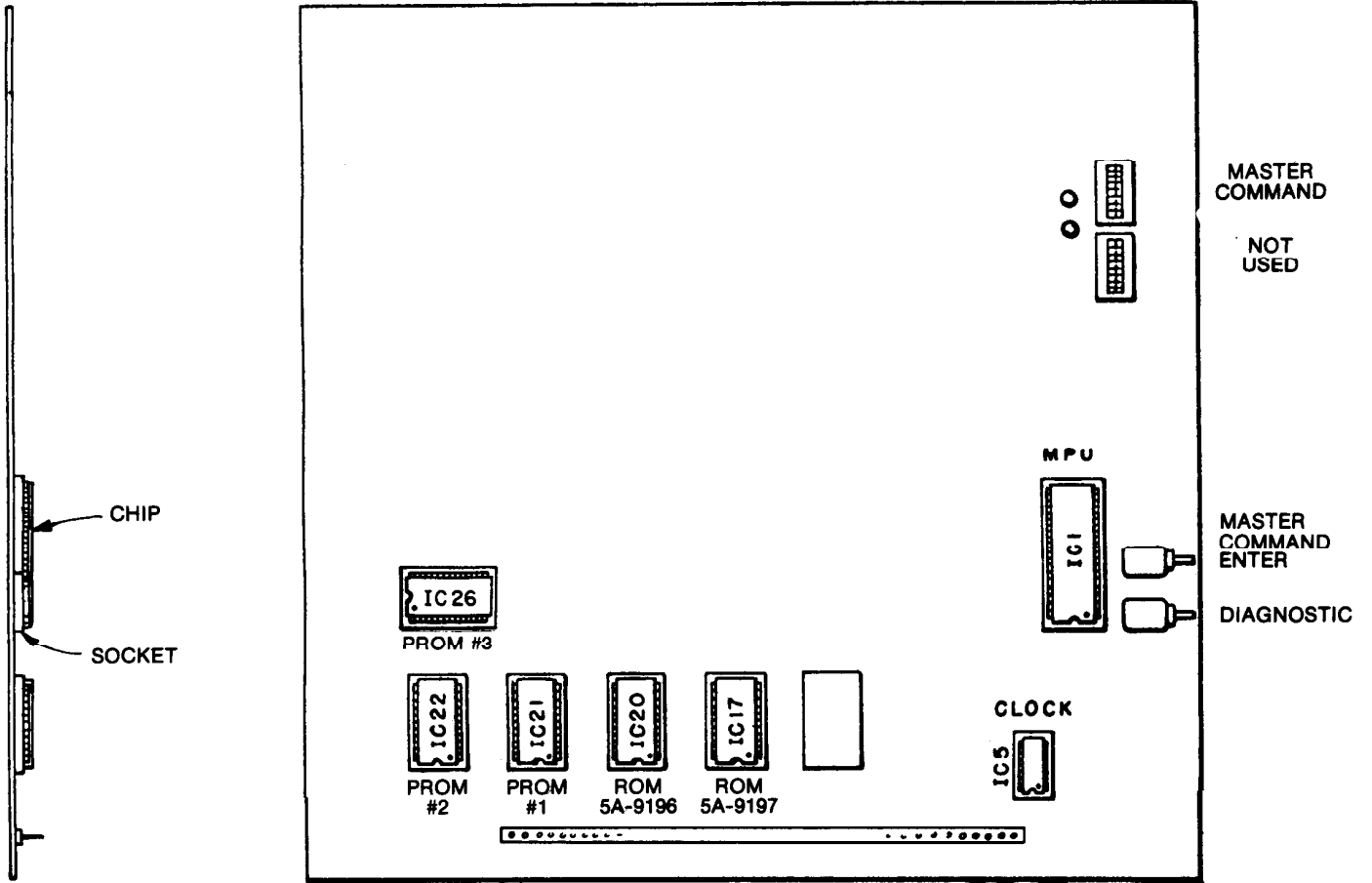


Figure 3. Location of Socketed Components and Switches on CPU Board

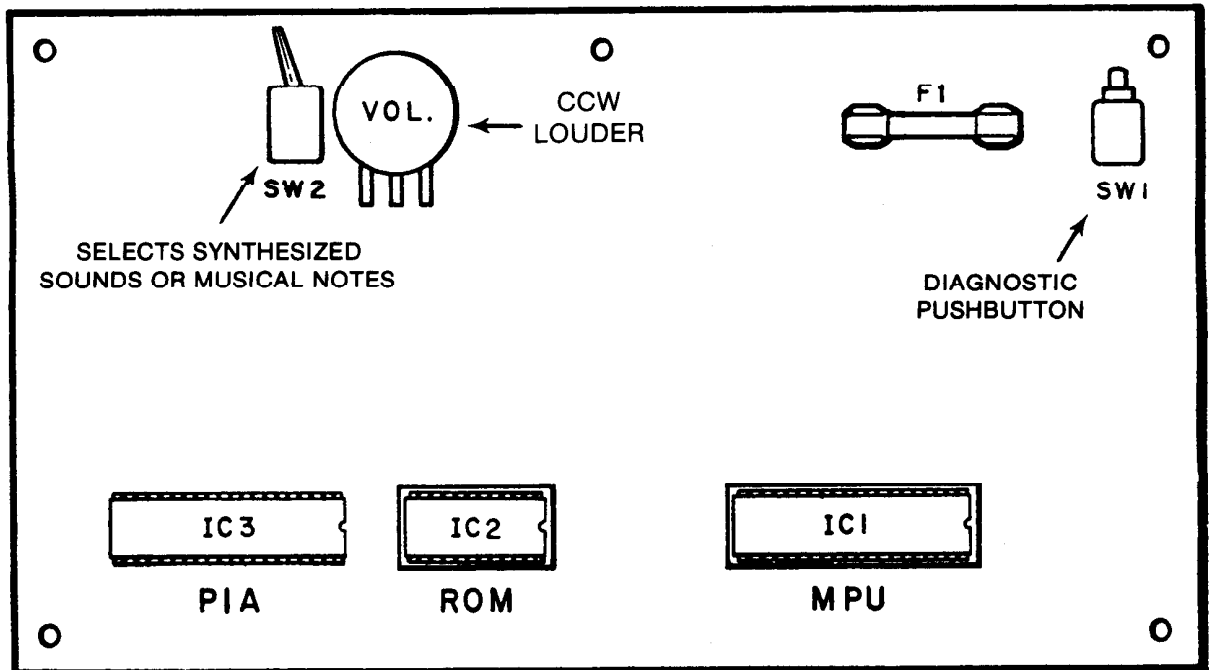


Figure 4. Location of Key Components on Sound Board

15. Check switches for loose solder or other foreign material that may have come loose during shipment.
16. Check wires on coils for proper soldering.
17. Check that the flipper B+ fuse on the playfield is secure and that the fuse(s) on the sound board and the two fuses adjacent to it are secure.
18. Check adjustment of the tilt switches:
 - a. Playfield Shake on the bottom of the playfield.
 - b. Plumb Bob and Ball Roll tilts (Figure 2 Nos. 18 and 17).
 - c. Slam Tilt on the coin door.
19. Install the ball in the ball roll tilt if not already installed.
20. Lower the playfield and check that the four fuses on the Power Supply Board are secure.
21. Check adjustments of the ball shooter guide using information provided in Section 8.

POWER TURN-ON

This machine **MUST BE PLUGGED INTO A PROPERLY GROUNDED OUTLET** to PREVENT SHOCK HAZARD and to insure PROPER GAME OPERATION. DO NOT use a "cheater plug" to defeat the ground pin on the power cord, and DO NOT cut off the ground pin. The line voltage MUST agree with that specified on the shipping carton or serious damage to the game will occur when it is plugged in. To apply power and check out the game, proceed as follows:

1. Plug the power cord into an outlet and turn on the power switch located near the right front cabinet leg. The game should come on in the game over mode as indicated by the player scores reading zero, player 1 up light flashing, game over lights lit, and the high score to date alternating with the player 1 score.
2. If the game comes on with the number of credits display (Figure 2—No. 12A) showing 04, the ball in play display (Figure 2—No. 12B) showing 00, and the player 1 display showing the PROM identification and revision number, turn the game OFF and then ON again. The game should now come up in the game over mode.

NOTE

Indications in step 2 are a result of the batteries being removed with the power OFF or coming loose during shipment. This has also resulted in features reverting to factory settings and any changes from the factory settings must be re-entered using procedures provided in Section 3 of this manual.

3. If the game does not come up in the game over mode after Steps 1 and 2, refer to troubleshooting in Section 6.
4. Perform diagnostic tests in accordance with procedures provided in Section 5 of this manual.
5. Make any desired changes to features in accordance with procedures provided in Section 3 of this manual.
6. Latch the insert door into position.
7. Release the backglass retainer bar with the backbox keylock, insert the backglass, and secure the backglass with the keylock.
8. Verify proper game operation using Section 2 as a guide.
9. Replace the playfield glass.

SECTION 2 GAME OPERATION

This Section provides an explanation of game operation.

Place the ball onto the playfield by the outhole. When the game is turned on it will come up in the game over mode. All player scores will be zero, high score to date* will alternate with the player 1 score, the player 1 up light will flash, and the game over lights will light.

When coins are inserted, credits will be posted. The knocker will sound for each credit. When the credit button on the front of the cabinet is pressed, the outhole kicker serves the ball, the credit display will be reduced by one, the ball in play will show 1, the startup tune will be played, and the player 1 up light will flash until the first switch or bumper is made. Pressing the credit button at any time before the ball in play display indicates 2 will allow additional players, change the number of player lights, and reduce the number of credits by one for each additional player.

When a game is started by pressing the credit button, a background sound is produced.* The background sound will increase in pitch periodically while the ball is in play as long as switches or bumpers are made. If a ball is kept in play for approximately two and one-half minutes, the highest pitch will be reached and then the background will return to the lowest pitch and start increasing again.

The bonus is advanced by making any wire form rollover or any drop target in the 5-bank. The left and right special rollovers produce two bonus advances. Making the right target lights the left and right flipper return rollovers for three bonus advances.

Each target in the 5-bank scores 1000 and when the associated arrow is lit, 5000. Dropping them the first* time lights the upper left arrows for the star rollovers, the arrow for the spinner, the three right side star rollovers and the eject hole 10,000 lamp. Dropping them a second* time lights the eject hole Extra Ball lamp. Dropping them a third time* lights the special rollover lanes and all associated drop target arrows.

Each drop target in the 3-bank scores 1000 and when lit scores 3000. Dropping all three targets the first time scores 1000 and lights THUNDER. Dropping them a second time scores 5000 and lights LIGHTNING. Dropping them a third time scores 10,000 and lights TEMPEST. Dropping them a fourth time scores 20,000 and lights SUPER FLASH and all associated drop target arrows. Dropping them a fifth time scores 50,000* and turns off all associated lamps. Partial lighting towards SUPER FLASH is restored for subsequent balls*.

Making rollovers "1", "2", and "3" lights the 2X bonus multiplier. Making rollovers "1" through "4" lights the 3X bonus multiplier. Making the right target lights the left and right flipper return rollovers for 3 bonus advances. Making the left target lights the jet bumpers.

All standups and kickers score 10. The spinner, jet bumpers, and right side star rollovers score 100 and when lit score 1000. The flipper return rollovers and the outside upper left star rollover score 1000 and when lit score 3000. The inside upper left star rollover scores 1000 and scores 5000 when lit. Making the eject hole scores 5000 or the highest lit value. All other scoring is as indicated on the playfield. When the ball leaves the playfield the bonus is collected and reset to 1000.

Lighting of eject hole lamps are not restored for subsequent balls.* If no bonus multiplier was made, the spotted "1" through "4" rollovers will be restored.

Extra ball* won during the course of the game is played immediately after the player's regular ball enters the outhole. After the last ball is played, the match digits* appear where the ball in play digits were. If match occurs an extra credit will be awarded,* the game over tune will play and the game over lights will light. The high score to date will alternate with the winning player's score.

If a player's score exceeds the current high score to date, three* credits will be awarded, the game will play a high score to date tune, and the highest score to date lights will remain lit.

The Plumb Bob Tilt tilts the ball in play on the third* closure. The Ball Roll and Playfield Shake tilt switches tilt the ball in play immediately. The Slam tilt switch on the coin door sets all player scores to zero and returns the game to game over.

If coins are inserted or credits won and the maximum* number of credits is exceeded, the credits will be posted correctly but the coin lockout coil will be de-energized until the number of remaining credits is below the maximum. While the coil is de-energized, no credits may be won and any coins inserted will be rejected.

*These features are adjustable and the procedure is outlined in Section 3. In addition, there is no background sound when the Sound Board is set for musical notes.

SECTION 3 GAME ADJUSTMENTS

This section provides information for making game adjustments and reviewing game status for FLASH games (Game No. 486). Williams now provides a greatly simplified method of customizing the game to the location or the operator's requirements. This section provides detailed procedures for making these changes.

There are four switches, all accessible from the coin door (Figure 5) or the front of the cabinet, which are used to display and change game features:

1. AUTO-UP/MANUAL-DOWN toggle switch (inside coin door)

2. ADVANCE pushbutton (inside coin door)
3. High Score Reset switch (inside coin door)
4. Credit Button—front of cabinet

GENERAL PROCEDURE

Game status functions are displayed and can be set in test 04. To enter test 04, the AUTO-UP/MANUAL-DOWN switch is set to AUTO-UP and the ADVANCE pushbutton is depressed in the game over mode. Test 04 will be entered with the number of credits display showing 04 and the ball in play display showing 00.

If problems are encountered making game adjustments (for example, the ADVANCE pushbutton does not function after entering test 04) refer to troubleshooting in Section 6.

Refer to Table 1. Functions 00 through 12 are system audit totals and cannot be changed from the coin door. Functions 13 through 35 can all be adjusted from the coin door.

In test 04, to advance from the system audit totals to game feature status display, the AUTO-UP/MANUAL-DOWN switch is first set to AUTO-UP. Each time the ADVANCE pushbutton is depressed, the display will advance to the next higher function number. Holding the ADVANCE pushbutton depressed causes the function numbers to advance rapidly. With the AUTO-UP/MANUAL-DOWN switch set to MANUAL-DOWN, depressing (or holding down) the ADVANCE pushbutton causes the function numbers to decrease (from 00 to 35 to 34, etc.).

With the desired function number showing in the ball in play display, the current setting is shown on the Player 1 display. With the AUTO-UP/MANUAL-DOWN switch in the AUTO-UP position, depressing the Credit Button advances the value of the current setting on the Player 1 display. Holding the credit button depressed causes the value to advance rapidly. With the AUTO-UP/MANUAL-DOWN switch set to MANUAL-DOWN, depressing (or holding in) the credit button causes the value to decrease. **The value left showing on the display is the new current setting.**

After all changes have been made and reviewed using test 04, the game is turned OFF and then back ON to return to the game over mode.

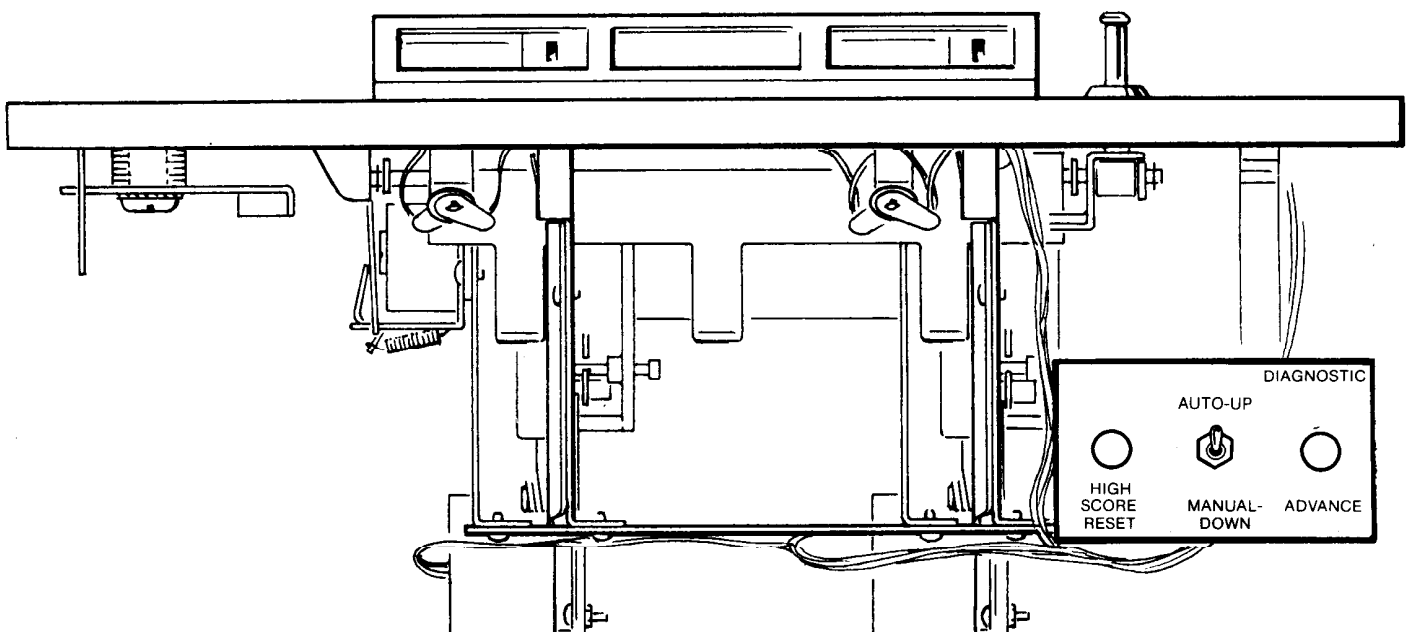


Figure 5. Coin Door Switches

Table 1. Game Adjustments

Function	Description	Notes	Factory Setting
00	PROM Identification	1	0486 2
01	Coins, Left Chute (Closest to coin door hinge)	1	—
02	Coins, Center Chute	1	—
03	Coins, Right Chute	1	—
04	Total Paid Credits	1	—
05	Total Specials	1	—
06	Total Replay (extra ball) scores	1	—
07	Match and High Score to Date credits	1	—
08	Total Credits	1,2	—
09	Total Extra Balls	1,3	—
10	Total ball time in minutes	1	—
11	Total number of balls played	1	—
12	Current High Score to Date	4	550,000
13	Backup High Score to Date	5	550,000
14	Replay 1 Score	5	270,000
15	Replay 2 Score	5	370,000
16	Replay 3 Score	5	470,000
17	Replay 4 Score (Disabled)	5	0
18	Maximum Credits	6	20
19	Standard and Custom Pricing Control (00-07)	7	01
20	Left Coin Slot Multiplier	7	01
21	Center Coin Slot Multiplier	7	01
22	Right Coin Slot Multiplier	7	01
23	Coin units required for credit	7	01
24	Coin units bonus point	7	02
25	Credits in game	7	00
26	High Score Credits	8	03
27	Play	—	11
	01-Liberal, Eject Hole Lamps Restored, 5,000 Lamp Lit Initially		
	02-Moderate, Eject Hole Lamps Restored 5,000 Lamp not Lit Initially		
	11-Factory Setting, Eject Hole Lamps not Restored, 5,000 Lamp Lit Initially		
	12-Conservative, Eject Hole Lamps not Restored, 5,000 Lamp not Lit Initially		
	14-No Extra Ball, Eject Hole Lamps not Restored, 5,000 Lamp not Lit Initially Match (00=ON, 01=OFF)		
28	Special	—	00
29	00 = Awards Credit	—	00
	01 = Awards Extra Ball		
	02 = Awards 50,000 Points		
30	Scoring Awards	—	
	00 = Credits at Replay Score		
	01 = Extra Ball at Replay Score		
31	Number of balls (03 or 05)	—	03
32	Maximum Plumb Bob Tilts (1-9)	—	03
33	Sound Option	—	00
	00 = Background Sound OFF		
	01 = Background Sound ON		
34	SUPER FLASH Scoring	—	00
	00 = Awards 50,000 Points		
	01 = Awards Extra Ball		
35	SUPER FLASH Restore	—	00
	00 = Restores		
	01 = Does not Restore		

Notes:

- Functions 00-11 cannot be changed from the coin door; however, Functions 01-11 can be set to zero as described in Section 4.
- Total credits (Function 08) is the sum of Function 04 and, as applicable, Functions 05, 06, and 07.
- Total extra balls (Function 09) is the sum of the game extra ball feature and Functions 05 and 06, as applicable.
- Current High Score to Date (Function 12) can be changed to the value of the backup High Score to Date (Function 13) by operating the HIGH SCORE RESET switch while in the game over mode.
- Functions 13-17 may be set to any multiple of 10,000 points. Setting a function to zero disables the High Score to Date (Function 13) or the replay score (Functions 14-17).
- Setting Maximum Credits (Function 18) to zero places the game in a free play mode.
- With Function 19 set to 00, Functions 20-24 can be set manually. Refer to Table 2 for seven standard pricing schemes (selected by values of 01-07 for Function 19) and custom pricing values.
- Setting Function 26 to zero with Function 13 set to any score but zero, permits the High Score to Date feature to operate but no credits are awarded.

HIGH SCORE TO DATE

Depressing the High Score Reset switch in the game over mode changes the current high score to date (Function 12) to the value of the backup high score to date (Function 13).

The value of function 13 can be changed to any multiple of 10,000 points. With the value of function 13 set to zero, the high score to date feature is disabled. To change the backup high score to date, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the advance pushbutton until function 13 is indicated on the ball in play display. The backup high score to date is indicated in the Player 1 display.
3. To change the backup high score to date, proceed as follows:
 - a. To lower the backup value set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN.
To raise the backup value, set it to AUTO-UP.
 - b. Operate the credit button until the desired backup value is indicated on the player 1 display.

NOTE

To disable the high score to date feature, set function 13 to zero.

4. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

REPLAY SCORES

There are four possible replays awarded from scoring. The factory setting for the first three replay scores are provided in Table 1 and on the instruction booklet inside the game. The fourth replay is disabled. Replay 1 is function 14, replay 2 function 15, replay 3 function 16, and replay 4 function 17. Replay points can be increased or decreased by any multiple of 10,000 points. To make changes to replay points, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until function 14 is indicated on the ball in play display.
3. To change the score for Replay 1, proceed as follows:

- a. To raise the replay points, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
To lower the replay points, set it to MANUAL-DOWN.
- b. Operate the Credit button until the desired value is indicated on the Player 1 display.

NOTE

To disable any replay point, raise or lower the value in the Player 1 display to zero.

4. With the AUTO-UP/MANUAL-DOWN switch set to AUTO-UP, depress the ADVANCE pushbutton one time. Function 15 is indicated on the ball in play display and the current value of replay 2 is indicated on the Player 1 display.
5. To change the score for replay 2, perform steps 3a and 3b.
6. Repeat step 4 to display Function 16 on the ball in play display and the replay 3 score in the Player 1 display.
7. To change the score for replay 3, perform steps 3a and 3b.
8. Repeat step 4 to display Function 17 on the ball in play display and the replay 4 score on the Player 1 display.
9. To change the replay 4 score, perform steps 3a and 3b.
10. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

MAXIMUM CREDITS

Maximum credits is the number of credits that can be posted (by putting coins in the game or free credit awards) before the coin lockout relay is released. Maximum credits is Function 18 and the factory setting is 20. Maximum credits may be set to any value from 1 to 99; setting maximum credits to zero sets the game to a free play mode.

To make changes to maximum credits, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 18 is indicated on the ball in play display.
3. To raise the maximum credits set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
To lower the maximum credits set it to MANUAL-DOWN.
4. Operate the Credit button until the desired number of maximum credits is indicated on the Player 1 display.
5. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

STANDARD GAME PRICING

This feature accounts for differences in coin door mechanisms and how credits are awarded. Function 19 can be set to select one of seven standard game pricing schemes with fixed values for Functions 20 through 24. (Function 19 can also be set to allow custom pricing schemes where Functions 20 through 24 are set with appropriate values as described in the CUSTOM GAME PRICING paragraphs).

To select one of the standard pricing schemes, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 19 is indicated on the ball in play display.
3. Refer to Table 2 and determine the value of Function 19 required for the desired pricing scheme. (Standard pricing is set in bold type).
4. To raise the value of Function 19 set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP. To lower, set it to MANUAL-DOWN.

5. Operate the Credit button until the value determined in step 3 is shown in the Player 1 display.
6. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

CUSTOM GAME PRICING

With Function 19 set to zero, the five Functions 20 through 24 may be set manually for custom game pricing requirements. Functions 20, 21, and 22 relate to the type of coin door mechanism and Functions 23 and 24 relate to how credits are awarded. A large number of custom game pricing schemes are provided in Table 2 and are set in light type. If the required pricing scheme is not provided in Table 2, refer to the explanation that follows the procedure to determine the values for Functions 20 through 24. Proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 19 is indicated on the number of credits display.

Table 2. Standard and Custom Pricing Settings

COIN DOOR MECHANISM	CREDITS	FUNCTION					
		19*	20	21	22	23	24
Quarter, Twin-Quarter, or 3-Quarter	1/25¢, 3/50¢	01	01	01	01	01	02
	1/25¢	02	01	01	01	01	00
	2/25¢, 5/50¢	00	02	02	02	01	04
	2/25¢	00	02	02	02	01	00
	1/50¢	00	01	01	01	02	00
	1/50¢, 3/\$1	00	01	01	01	02	04
	1/75¢	00	01	01	01	03	00
Nickel-Dime- Quarter	1/25¢, 3/50¢	00	01	02	05	05	10
	1/25¢	00	01	02	05	05	00
	2/25¢	00	01	02	05	05	05
	1/15¢, 2/25¢	00	02	04	10	05	00
	1/10¢, 3/25¢	00	03	06	15	05	00
1DM, 5DM, 2DM	2/1DM, 5/2DM, 14/5DM	03	13	65	26	05	65
20-Cent, 50-Cent	1/20¢, 3/50¢	00	06	00	15	05	00
1 Franc, 5 Franc	1/1F, 6/5F	04	01	00	05	01	05
	1/1F, 7/5F	05	06	00	30	05	30
25 Cent, 1 Guilder	1/25¢	06	01	00	04	01	00
	1/25¢, 5/1G	00	01	00	04	01	04
50 Yen, 100 Yen	1/50Y, 2/100Y	07	01	00	02	01	00
1 Franc or	1/1F, 3/2F	01	01	01	01	01	02
1 Franc, 1 Franc	1/1F	02	01	01	01	01	00
5 Franc, 10 Franc	1/5F, 2/10F	07	01	00	02	01	00
	1/10F	00	01	00	02	02	00
2 Franc, 2 Franc	1/2F	02	01	01	01	01	00
10 Franc, 20 Franc	1/10F, 2/20F	07	01	00	02	01	00
1 Sucre, 1 Sucre	1/3S, 2/5S	00	02	00	02	05	00

*Function 19 set to values 01-07 automatically selects corresponding values of Functions 20-24. With Function 19 set to 00, Functions 20-24 must be set manually.

3. Set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN and operate the Credit button until 00 is indicated for Function 19 on the Player 1 display. With Function 19 set to 00, Functions 20 through 24 are set to zero and now can be changed as required.
4. Refer to Table 2 or use the explanation following this procedure and determine the required values for Functions 20 through 24.
5. Set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and momentarily depress the ADVANCE pushbutton. Function 20 should be indicated on the ball in play display.
6. For single chute coin doors, omit this step and leave the value of 00. For twin or 3-chute coin doors, operate the Credit button until the value for Function 20 determined in step 4 is indicated in the Player 1 display.
7. Momentarily depress the ADVANCE pushbutton. Function 21 should be indicated on the ball in play display.
8. For twin chute coin doors, omit this step and leave the value of 00. For single and 3 chute coin doors, operate the Credit button until the value for Function 21 determined in step 4 is indicated on the Player 1 display.
9. Momentarily depress the ADVANCE pushbutton. Function 22 should be indicated on the ball in play display.
10. For single chute coin doors omit this step and leave the value of 00. For twin or 3-chute coin doors, operate the Credit button until the value for Function 22 determined in step 4 is indicated on the Player 1 display.
11. Momentarily depress the ADVANCE pushbutton. Function 23 should be indicated on the ball in play display.
12. Operate the credit button until the value for Function 23 determined in step 4 is indicated in the Player 1 display.
13. Momentarily depress the ADVANCE pushbutton. Function 24 should be indicated on the ball in play display.
14. Omit this step if no bonus credits are to be awarded for inserting a certain value of coins. To award bonus credits, operate the Credit button until the value for Function 24 determined in step 4 is indicated on the Player 1 display.
15. If no other game adjustments are to be made, turn the game OFF and back ON to return to the game over mode.

PRICING FORMULAS

There are five different functions used to set custom game pricing. Three pertain to the coin door mechanism and the other two determine how credits are awarded. Since there are many combinations of coin values and coin mechanisms, this explanation details how the functions relate to each other and provides a generalized procedure for defining the desired pricing scheme.

Proportional values are assigned to Functions 20, 21, and 22 for the left (closest to hinge on coin door), center, and right coin chute, respectively.

Function 23 defines the value of coins required for a single credit in relation to the proportional values assigned to functions 20, 21, and 22. Function 24 permits awarding a

bonus credit for depositing some value of coin(s). A general procedure follows:

1. Determine the ratio of the coin chute values by dividing by the largest number that leaves a remainder of zero.

Examples:

25¢ 25¢ 25¢; ÷ 25 = 1:1:1
 1DM 5DM 2DM; ÷ 1 = 1:5:2
 25¢ - 1G; ÷ 4 = 1:0:4
 5¢ 10¢ 25¢; ÷ 5 = 1:2:5

2. Determining the values of Functions 20 through 24 is done in one of two ways. The first method requires that bonus credit Function 24 be set to zero. The second method defines the Function 24 value. Since some pricing schemes may be implemented with either method, some with only the first method, and others with only the second method, both methods will have to be tried in some cases.

Both methods use the ratio calculated in step 1, the largest number of credits defined in the pricing scheme, and the number of smallest value coins required to obtain the largest number of credits.

Method 1

Function 20 = Cd × L
 Function 21 = Cd × C
 Function 22 = Cd × R
 Function 23 = Cn × Lr
 Function 24 = 00

Method 2

Function 20 = (Cd-1) × L
 Function 21 = (Cd-1) × C
 Function 22 = (Cd-1) × R
 Function 23 = Cn × Lr
 Function 24 = Cn × (Cd-1)

Where:

Cd = the largest number of credits in scheme
 Cn = the number of smallest value coins required for Cd
 L = Left chute ratio number
 C = Center chute ratio number
 R = Right chute ratio number
 Lr = Lowest coin chute ratio

Examples:

25¢ - 25¢ Coin door

1 Play/25¢, 3 Plays/50¢

Ratio = 1:0:1

L = 1
 C = 0
 R = 1
 Lr = 1

In this example either method will produce proper values for functions 20-24.

Method 1

Cd = 3
 Cn = 2 (two 25¢ coins for 3 plays)

Function 20 = Cd × L = 3 × 1 = 03
 Function 21 = Cd × C = 3 × 0 = 00
 Function 22 = Cd × R = 3 × 1 = 03
 Function 23 = Cn × Lr = 2 × 1 = 02
 Function 24 = 00

Method 2

Cd = 3
 Cn = 2

$$\begin{aligned}\text{Function 20} &= (\text{Cd}-1) \times L = (3-1) \times 1 = 02 \\ \text{Function 21} &= (\text{Cd}-1) \times C = 00 \\ \text{Function 22} &= (\text{Cd}-1) \times R = 02 \\ \text{Function 23} &= \text{Cn} \times \text{Lr} = 2 \times 1 = 02 \\ \text{Function 24} &= \text{Cn} \times (\text{Cd}-1) = 2 \times (3-1) = 2 \times 2 = 04\end{aligned}$$

5¢ 10¢ 25¢ Coin door
1 Play/15¢, 2 Plays/25¢
 Ratio = 1:2:5

$$\begin{aligned}L &= 1 \\ C &= 2 \\ R &= 5 \\ \text{Lr} &= 1\end{aligned}$$

In this example, method 1 provides proper values but method 2 will not:

Method 1

$$\begin{aligned}\text{Cd} &= 2 \\ \text{Cn} &= 5 \text{ (five 5¢ coins required for 2 plays)}\end{aligned}$$

$$\begin{aligned}\text{Function 20} &= \text{Cd} \times L = 2 \times 1 = 02 \\ \text{Function 21} &= \text{Cd} \times C = 2 \times 2 = 04 \\ \text{Function 22} &= \text{Cd} \times R = 2 \times 5 = 10 \\ \text{Function 23} &= \text{Cn} \times \text{Lr} = 5 \times 1 = 05 \\ \text{Function 24} &= 00\end{aligned}$$

Method 2

$$\begin{aligned}\text{Cd} &= 2 \\ \text{Cn} &= 5\end{aligned}$$

$$\begin{aligned}\text{Function 20} &= (\text{Cd}-1) \times L = (2-1) \times 1 = 01 \\ \text{Function 21} &= (\text{Cd}-1) \times C = (2-1) \times 2 = 02 \\ \text{Function 22} &= (\text{Cd}-1) \times R = (2-1) \times 5 = 05 \\ \text{Function 23} &= \text{Cn} \times \text{Lr} = 5 \times 1 = 05 \\ \text{Function 24} &= \text{Cn} \times (\text{Cd}-1) = 5 \times (2-1) = 05\end{aligned}$$

By studying the values obtained in method 2 it will be determined that the values set up pricing for 2 plays for 25¢ (no plays for 15¢). This example shows that some pricing schemes can be set up using only one of the methods.

20¢ - 50¢ Coin door
1 Play/20¢, 3 Plays/50¢
 Ratio = 2:0:5

$$\begin{aligned}L &= 2 \\ C &= 0 \\ R &= 5 \\ \text{Lr} &= 2\end{aligned}$$

In this example, only method 1 will produce proper values.

Method 1

$$\begin{aligned}\text{Cd} &= 3 \\ \text{Cn} &= 2.5 \text{ (two and one-half 20¢ coin required for 3 plays)}\end{aligned}$$

$$\begin{aligned}\text{Function 20} &= \text{Cd} \times L = 3 \times 2 = 06 \\ \text{Function 21} &= \text{Cd} \times C = 3 \times 0 = 00 \\ \text{Function 22} &= \text{Cd} \times R = 3 \times 5 = 15 \\ \text{Function 23} &= \text{Cn} \times \text{Lr} = 2.5 \times 2 = 05 \\ \text{Function 24} &= 00\end{aligned}$$

CREDITS IN GAME

The number of credits in the game can be set to any number from zero to 99 using Function 25. This allows for credits to be entered into the game or credits to be removed. To add or remove credits, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.

- b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.

2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 25 is indicated on the ball in play display.
3. To add credits, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
To remove credits, set it to MANUAL-DOWN.
4. Operate the credit button until the desired number of credits is indicated in the player 1 display.
5. If no further game adjustments are to be made, turn the game OFF and back ON to return to the game over mode.

HIGH SCORE CREDITS

Function 26 determines the number of credits to be awarded when the current highest score is exceeded by a player. Note that the backup high score to date (Function 13) must be set to some value other than zero for the high score feature to operate. With Function 26 set to zero and Function 13 set to any value other than zero, the high score to date feature will still function but no credits will be awarded. To change the number of credits for exceeding the high score, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 26 is indicated on the ball in play display.
3. To increase the number of credits, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
To decrease the number of credits, set it to MANUAL-DOWN.
4. Operate the credit button until the desired number of high score credits is indicated on the player 1 display.
5. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

PLAY

Function 27 controls awards for dropping all drop targets in the 5-bank. Making the 5-bank targets advances the eject hole scoring values, lights the arrows for spinner and inside and outside upper left star rollovers, lights three star rollovers on the right side, makes the Special possible, and lights the 5-bank target arrows. In addition, the eject hole lamps may be set to restore or not restore for subsequent balls.

When the play feature is set to Liberal, (Function 27 is 01) the eject hole 5,000 lamp is lit initially and making the 5-bank the first time lights the eject hole 10,000 lamp, the upper left arrows for the star rollovers, the arrow for the

spinner, and the three right side star rollovers. Making the 5-bank the second time lights the Extra Ball lamp and making them a third time lights the Special rollovers and the 5-bank target arrows. If the eject hole is made to win an extra ball, the eject hole Extra Ball and 10,000 lamps are turned off. Partial lighting towards an Extra Ball is restored for subsequent balls. If the Extra Ball lamp is lit and the extra ball is not won, the Extra Ball lamp is restored for the subsequent ball and the Special rollovers can be lit by making the 5-bank two times.

When the play feature is set to Moderate, (Function 27 is 02) the eject hole 5000 lamp is not lit initially and the 5-bank must be made an additional time for the same awards as the Liberal (01) setting. Lamps are restored as in the liberal setting. When the game is set to Factory Setting (Function 27 is 11) or Conservative (Function 27 is 12), game play is as described for Liberal (01) or Moderate (02), respectively, except that none of the eject hole lamps are restored. When the game is set to "No Extra Ball" (Function 27 is 14), game play is the same as described for Moderate, no Restore (12) except that the Extra Ball Lamp is never turned on.

To change the play feature, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the advance pushbutton until function 27 is indicated on the ball in play display.
3. **To raise** the value in the player 1 display set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
To lower the value, set it to MANUAL-DOWN.
4. Operate the Credit button until the desired value is indicated on the player 2 display.
 - 01- Liberal, Eject Hole Lamps Restored, 5,000 Lamp Lit Initially
 - 02- Moderate, Eject Hole Lamps Restored, 5,000 Lamp not Lit Initially
 - 11- Factory Setting, Eject Hole Lamps not Restored, 5,000 Lamp Lit Initially
 - 12- Conservative, Eject Hole Lamps not Restored, 5,000 Lamp not Lit Initially
 - 14- No Extra Ball, Eject Hole Lamps not restored, 5,000 Lamp not Lit Initially
5. **If no further game adjustments are required**, turn the game OFF and back ON to return to the game over mode.

MATCH

Function 28 controls the match features. If this function is set to 00, the match feature is on. If it is set to 01, the feature is off. With the match feature on, a free credit is awarded at game over when the last two digits of a players score match the digits shown in the ball in play display.

To change the match feature, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:

- a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 28 is indicated on the ball in play display.
 3. **To raise** the value of Function 28, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
To lower the value, set it to MANUAL-DOWN.
 4. Operate the credit button until the desired value is indicated on the player 1 display (00 for match on or 01 for match off).
 5. **If no further adjustments are required**, turn the game OFF and back ON to return to the game over mode.

SPECIAL

Function 29 controls the special feature. If this function is set to 00, a special awards a free credit; with the feature set to 01 or 02, a special awards an extra ball or bonus points, respectively. To change the award for a special, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 29 is indicated on the ball in play display.
3. **To raise** the value of Function 29, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
To lower the value, set it to MANUAL-DOWN.
4. Operate the Credit button until the desired value is indicated in the player 1 display:
 - 00 - Special Awards Credit
 - 01 - Special Awards Extra Ball
 - 02 - Special Awards Points
5. **If no other game adjustments are required**, turn the game OFF and back ON to return to the game over mode.

SCORING AWARDS

Function 30 controls whether exceeding replay points awards a free credit or an extra ball. Setting the function to 00 awards a credit; setting it to 01 awards an extra ball. To adjust scoring, proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.

- b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 30 is indicated on the ball in play display.
3. To raise the value of Function 30, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP. To lower the value, set it to MANUAL-DOWN.
4. Momentarily depress the Credit button so that the desired value is indicated on the player 1 display (00 for credit, 01 for extra ball).
5. If no further adjustments are required, turn the game OFF and back ON to return to the game over mode.

NUMBER OF BALLS

Function 31 controls the number of regular balls. To adjust Function 31 proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 31 is indicated on the ball in play display.
3. To increase the number of regular balls per game, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP. To decrease the number, set it to MANUAL-DOWN.
4. Operate the credit button until the desired number of balls is indicated in the player 1 display.
 - 03 - 3 Ball Play
 - 05 - 5 Ball Play
5. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

MAXIMUM PLUMB BOB TILTS

Function 32 controls the multiple tilt feature. The plumb bob tilt can be set so that the ball in play does not tilt the first time that the bob contacts the ring. All tilts do not have this capability.

To change the number of plumb bob tilts (1-9) proceed as follows:

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.

2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the ADVANCE pushbutton until Function 32 is indicated on the ball in play display.
3. To increase the number of plumb bob tilts, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP. To decrease the number, set it to MANUAL-DOWN.
4. Operate the credit button until the desired number of plumb bob tilts is indicated on the player 1 display.
5. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

UNIQUE GAME ADJUSTMENTS

For FLASH, Function 33 controls the background sound and Functions 34 and 35 control SUPER FLASH. With Function 33 set to 00 (factory setting) the background sound is off; with it set to 01 the background sound is on. Function 34 may be set to award 50,000 points (factory setting) or an extra ball for SUPER FLASH. Function 35 may be set so that partial lighting towards SUPER FLASH is either restored or not restored.

1. If not already in test 04, enter test 04 in one of the following ways:
 - a. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton.
 - b. From diagnostics, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton to advance the diagnostics to test 04.
2. Set the AUTO-UP/MANUAL-DOWN switch to the desired position and operate the advance pushbutton until Function 33 is indicated on the ball in play display.
3. To raise the value of Function 33, set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN. To lower the value, set it to MANUAL-DOWN.
4. Operate the credit button until the desired value is indicated on the player 1 display (00 for background off, 01 for background on).
5. To change the award for SUPER FLASH, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton. Function 34 should be indicated on the ball in play display.
 - 00 - SUPER FLASH awards 50,000 points
 - 01 - SUPER FLASH awards extra ball
6. Repeat steps 3 and 4 for Function 34.
7. To change the lighting of SUPER FLASH, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and depress the ADVANCE pushbutton. Function 35 should be indicated on the ball in play display.
 - 00 - lighting towards SUPER FLASH is restored
 - 01 - lighting towards SUPER FLASH is not restored
8. Repeat steps 3 and 4 for Function 35.
9. If no further game adjustments are required, turn the game OFF and back ON to return to the game over mode.

RESTORING FACTORY SETTINGS

The factory settings are restored using the coin door switches and two switches on the CPU Board. Refer to Figures 5 and 6 and proceed as follows:

1. With the game in the game over mode, set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton. All displays should go blank.
2. Remove the backglass and unlatch and open the insert door.
3. Set all switches on the MASTER COMMAND switch to OFF (move to the right).
4. Set switch 7 on the MASTER COMMAND switch to ON (move to the left).
5. Momentarily depress the MASTER COMMAND ENTER pushbutton. The LEDs should blink once.
6. Turn the game OFF and back ON two times to return to the game over mode.

**SECTION 4
GAME BOOKKEEPING AND EVALUATION**

This section provides an explanation of the built-in game bookkeeping features that are available with FLASH (Game No. 486) and subsequent games. Several additional bookkeeping and game evaluation features have been added to those previously available. The bookkeeping and game evaluation features consist of:

TEST 04

READOUT	DESCRIPTION
00	PROM Identification (Game No. and Revision level)
01	Coins Left Chute (Closest to coin door hinge)

02	Coins Center Chute
03	Coins Right Chute
04	Total Paid Credits
05	Total Number of Specials
06	Total Number of Credits or Extra Balls for Replay Scores
07	Match/High Score to Date Credits
08	Total Credits (Sum of 04-07 as applicable)
09	Total Extra Balls (Sum of Extra Ball features, and 05 and 06 as applicable)
10	Total Ball Time in Minutes
11	Total Number of Balls played
12	Current High Score to Date

FEATURE ACCESS

All of these features can be accessed from the coin door (See Figure 5). To obtain bookkeeping totals proceed as follows:

1. With the game in the **game over mode**, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP.
 2. Momentarily depress the ADVANCE pushbutton. The game will go immediately to diagnostics test 04. The number of credits display indicates 04; the ball in play display indicates function 00, and the Player 1 display indicates the PROM identification (game number and revision level).
- NOTE**
- If indications are not as stated, refer to troubleshooting procedures in Section 6.
3. Momentarily depress the ADVANCE pushbutton. Function 01 is indicated on the number of credits display and the number of coins through the left chute (closest to coin door hinge) is indicated on the Player 1 display.
 4. Repeat step 3 to obtain the readings for functions 02 (coins through center chute), 03 (coins through right chute), and 04 (total paid credits).

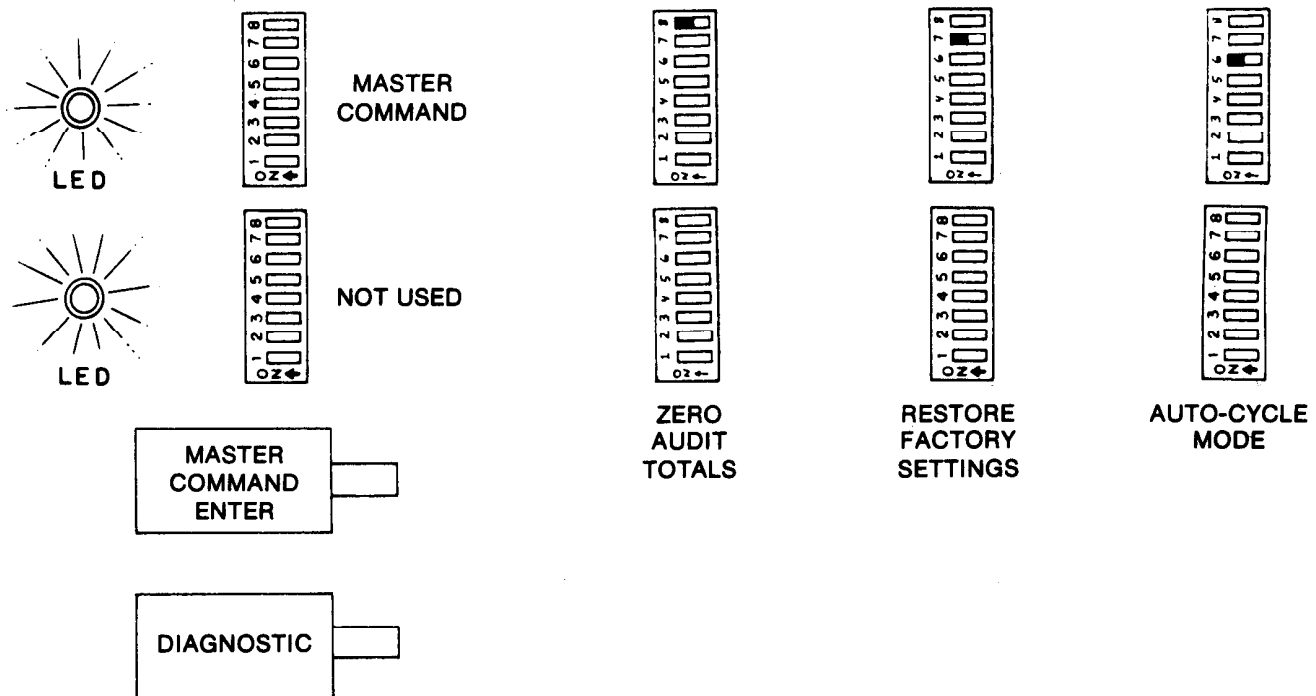


Figure 6. Master Command Switch Settings

NOTE

If it is desired to recheck a total that you have advanced past, set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN and operate the ADVANCE pushbutton. This will cause the function number to decrease (from 04 to 03, etc.)

5. Operate the ADVANCE pushbutton until Function 05 is indicated in the ball in play display. The total number of Special awards is indicated on the Player 1 display.
6. Operate the ADVANCE pushbutton until Function 06 is indicated in the ball in play display. The total number of credits or extra balls for replay scores is indicated in the Player 1 display.
7. Operate the ADVANCE pushbutton until Function 07 is indicated on the ball in play display. The total credits awarded for the Match and High Score to Date features is indicated on the player 1 display.
8. Operate the ADVANCE pushbutton until Function 08 is indicated on the ball in play display. The total credits (sum of paid credits and, as applicable, Functions 06 through 08).
9. The percentage of paid credits may be calculated as follows:

$$\text{Function 04} \div \text{Function 08} = \% \text{ paid credits}$$

10. Operate the ADVANCE pushbutton until Function 09 is indicated on the ball in play display. The total number of extra balls (sum of the game extra ball feature, Special, SUPER FLASH, and Function 06, as applicable).
11. Operate the ADVANCE pushbutton until Function 10 is indicated on the ball in play display. The total ball time in minutes is indicated on the player 1 display.
12. Operate the ADVANCE pushbutton until Function 11 is indicated on the ball in play display. The total number of balls is indicated on the player 1 display.
13. The average ball time in seconds may be calculated as follows:

$$\text{Function 10} \times 60 \div \text{Function 11} = \text{Average ball time in seconds}$$
14. Operate the ADVANCE pushbutton until Function 12 is indicated on the ball in play display. The current High Score to Date is indicated on the player 1 display.
15. Turn the game OFF and back ON to return to the game over mode. If desired, reset the High Score to Date to the backup value and reset the audit totals to zero as explained in the following paragraphs.

HIGH SCORE RESET

The current High Score to Date (Function 12) may be reset to the backup High Score to Date (Function 13) from the coin door. To adjust the backup High Score to Date, see Section 3. **With the game in the game over mode**, momentarily depress the HIGH SCORE RESET pushbutton.

RESETTING AUDIT TOTALS

Functions 01 to 11 may be reset to zero using switches located on the CPU Board. Refer to Figure 6, there are two 8-position miniature slide switches and two pushbutton switches located on the right side of the CPU Board. The lower 8-position switch is not used and the lower (DIAGNOSTIC) pushbutton switch is used only for

troubleshooting. Switch number 8 on the MASTER COMMAND slide switch is set to ON (moved to the left) and all other switches are set to OFF (moved to the right). Then the MASTER COMMAND ENTER pushbutton is depressed. To reset Function 01 through 11 to zero, proceed as follows:

1. **With the game in the game over mode**, set the coin door AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN.
2. Momentarily depress the ADVANCE pushbutton. All displays should go blank.
3. Unlock and remove the backglass and open the insert door.
4. Move all switches on the MASTER COMMAND slide switch to the right (OFF).
5. Move switch 8 on the MASTER COMMAND slide switch to the left (ON).
6. Momentarily depress the MASTER COMMAND ENTER pushbutton.
7. Close and latch the insert door and replace the backglass. Turn the game OFF and back ON to return to the game over mode.

**SECTION 5
BUILT-IN DIAGNOSTICS**

This section describes the built-in diagnostics used to test the displays, lamps, solenoids, and switches in the game. Control of diagnostics is from two switches in the coin door. An Auto-Cycle test, which is initiated by switches on the CPU Board, repeatedly tests the displays, lamps, and solenoids. Refer to Figure 7. In addition to the tests described in this section, there are CPU Board and Sound Board self-tests which are described in Section 6, Maintenance.

DISPLAY DIGITS TEST

This test allows a complete test of all the displays. Proceed as follows:

1. From the game over mode, set the AUTO-UP/MANUAL-DOWN switch on the coin door to MANUAL-DOWN.
2. Momentarily depress the ADVANCE pushbutton on the coin door. All displays should go blank.
3. Momentarily depress the ADVANCE pushbutton again. All displays should indicate all 0's.
4. Repeat step 3, as desired. The indication on the displays should sequence to all 1's, 2's, ... 9's, and 0's ...
5. If no further tests are required, turn the game OFF and back ON to return to the game over mode.

LAMP TEST—TEST 01

This test causes all multiplexed lamps to blink on and off. Note that general illumination lamps are not controlled by this test or by any test. Proceed as follows:

1. Enter the Lamp Test in one of the following ways:
 - a. From the Display Digits test, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and momentarily depress the ADVANCE pushbutton.

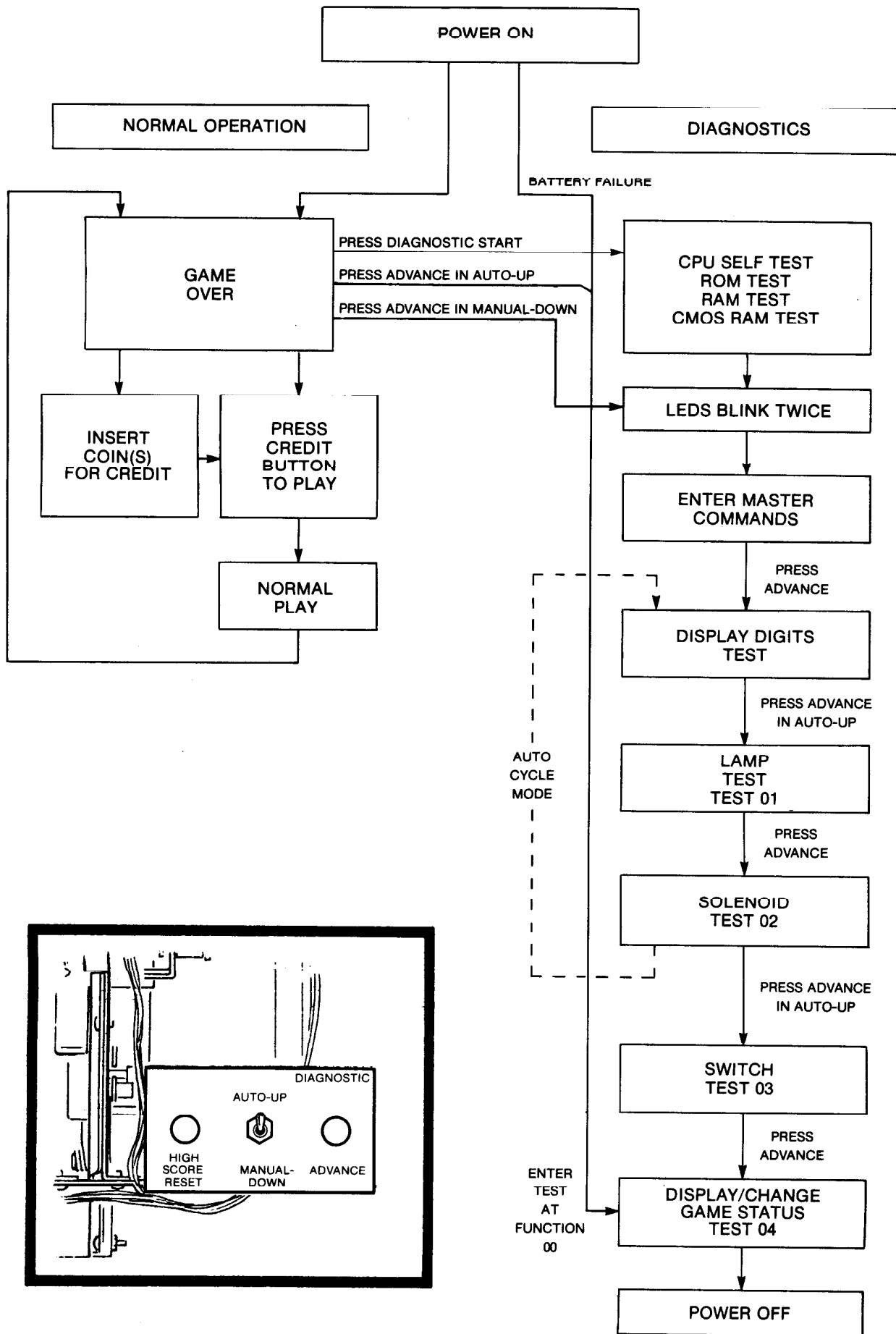


Figure 7. Normal Operation and Diagnostic Flow Chart

- b. From the game over mode,
- (1) Set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton.
 - (2) Set the switch to AUTO-UP and operate the ADVANCE pushbutton until 01 is indicated on the number of credits display.

The multiplexed lights should blink on and off.

2. If no further tests are required, turn the game OFF and back ON to return to the game over mode.

SOLENOID TEST—TEST 02

This test permits checking of all solenoids by causing the Driver Board to pulse each solenoid. Refer to Table 3 and proceed as follows:

1. Enter the Solenoid Test in one of the following ways:
 - a. From the Display Digits or Lamp Test, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and operate the ADVANCE pushbutton until 02 is indicated on the number of credits display.
 - b. From the game over mode,
 - (1) Set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton.
 - (2) Set the switch to AUTO-UP and operate the ADVANCE pushbutton until 02 is indicated in the number of credits display.

The ball in play display should indicate each solenoid number as it is being pulsed.

2. To repeatedly pulse solenoids one at a time set the switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton. The solenoid number indicated in the ball in play display should be pulsed repeatedly.
3. Each time the ADVANCE pushbutton is depressed, the next solenoid will be indicated in the ball in play display and will be pulsed.
4. If no further tests are required, turn the game OFF and back ON to return to the game over mode.

Table 3. Solenoids

SOLENOID

NO.	FUNCTION	
1	Ball Release	
2	5-Bank (1-3) (Top) Drop Targets	
3	5-Bank (4-5) (Bottom) Drop Targets Reset	
4	3-Bank Drop Targets Reset	
5	Eject Hole	
6	"Flash" Lamps*	
7	Not Used	
8	Not Used	
9	Sound	
10	Sound	
11	Sound	
12	Sound	
13	Sound	
14	Credit Knocker	
15	Not Used	
16	Coin Lockout	
17	Right Jet Bumper	
18	Left Jet Bumper	*The "FLASH" lamps are lit dimly as part of normal operation.
19	Lower Jet Bumper	
20	Right Kicker	
21	Left Kicker	
22	Not Used	

SWITCH TEST—TEST 03

This test permits checking of all multiplexed switches in the game. Refer to Figure 8 and proceed as follows:

1. Enter the Switch Test in one of the following ways:
 - a. From the Display Digits, Lamp, or Solenoid Tests, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and operate the ADVANCE pushbutton until 03 is indicated on the number of credits display.
 - b. From the game over mode,
 - (1) Set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton.
 - (2) Set the switch to AUTO-UP and operate the ADVANCE pushbutton until 03 is indicated on the number of credits display.

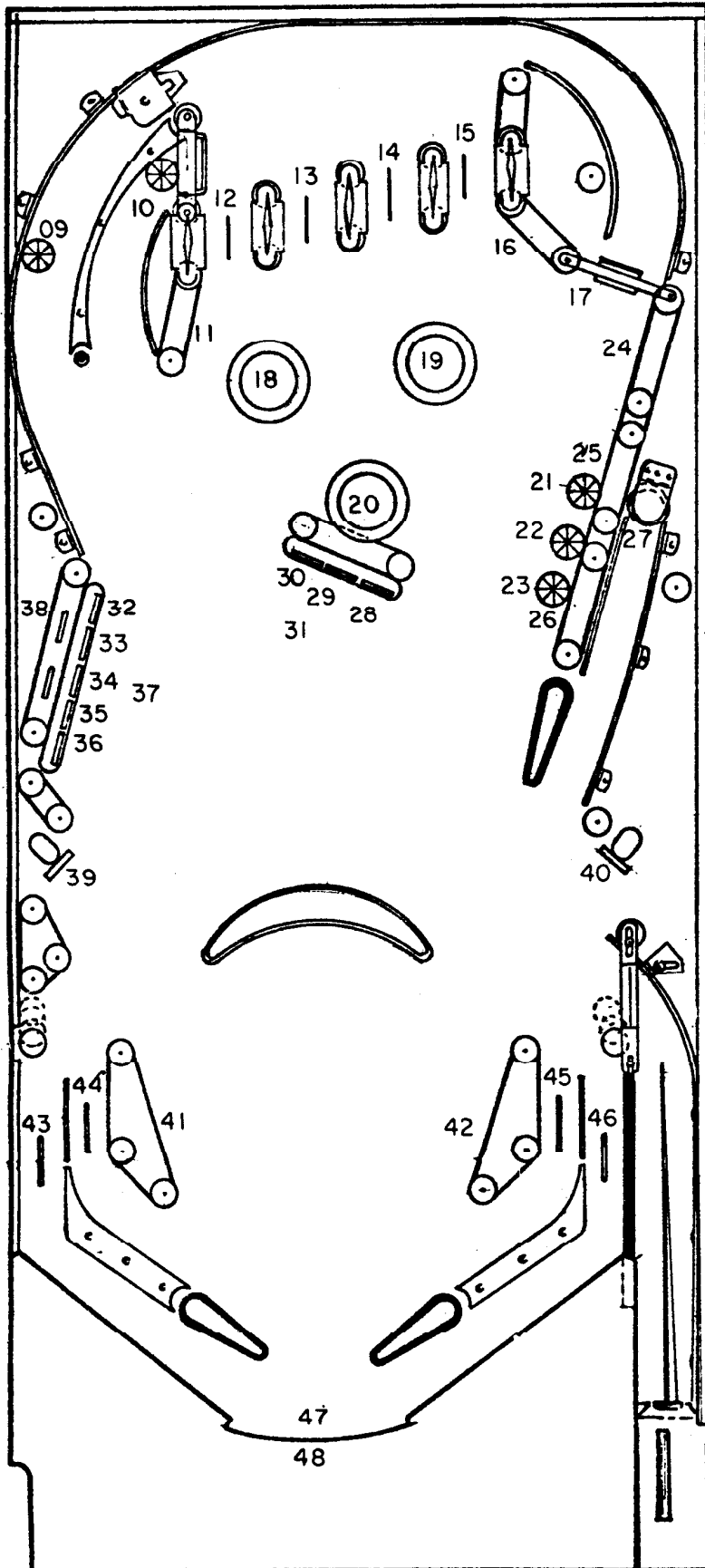
All stuck switches will be sequentially indicated on the ball in play display. If there are no stuck switches, the display will be blank.

2. Actuate each switch and check for the proper switch number on the ball in play display.
3. If it is desired to change game adjustment or review game status, refer to Section 3, Game Adjustments. Otherwise, turn the game OFF and back ON to return to the game over mode.

AUTO CYCLE MODE

This mode is provided to help diagnose intermittent problems by continuously performing the Display Digits, Lamps, and Solenoid Tests. Each cycle of this mode sequences through the display tests, flashes the lamps 64 times, and pulses each solenoid. This mode is initiated by using the coin door switches and two switches on the CPU Board. Refer to Figures 5 and 6 and proceed as follows:

1. With the game in the game over mode, set the AUTO-UP/MANUAL-DOWN switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton. All displays should go blank.
2. Remove the backglass and unlatch and open the insert door.
3. Set all switches on the MASTER COMMAND slide switch to OFF (move to the right).
4. Set switch 6 to ON (move to the left).
5. Momentarily depress the MASTER COMMAND ENTER pushbutton. The LED's should blink once.
6. Set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and momentarily depress the ADVANCE pushbutton. The Auto Cycle mode should start with the display digits test.
7. To gain manual control during the Display Digits Test, momentarily depress the ADVANCE pushbutton with the toggle switch set to MANUAL-DOWN.
8. To return to the Auto Cycle mode, set the toggle switch to AUTO-UP and momentarily depress the ADVANCE pushbutton.
9. To gain manual control during the Solenoid test, momentarily depress the ADVANCE pushbutton with the toggle switch set to MANUAL-DOWN.
10. To return to the Auto Cycle mode, set the toggle switch to AUTO-UP.



**SWITCH
NO.**

- 01 Plumb Bob Tilt
- 02 Ball Roll Tilt
- 03 Credit Button
- 04 Right Coin Switch
- 05 Center Coin Switch
- 06 Left Coin Switch
- 07 Slam Tilt
- 08 High Score to Date Reset
- 09 Outside Upper Left Star Rollover
- 10 Inside Upper Left Star Rollover
- 11 Upper Left Standup
- 12 "1" Rollover
- 13 "2" Rollover
- 14 "3" Rollover
- 15 "4" Rollover
- 16 Top Right Standup
- 17 Spinner
- 18 Left Jet Bumper
- 19 Right Jet Bumper
- 20 Lower Jet Bumper
- 21 Upper Right Star Rollover
- 22 Center Right Star Rollover
- 23 Lower Right Star Rollover
- 24 Right Side Standup, Upper
- 25 Right Side Standup, Center
- 26 Right Side Standup, Lower
- 27 Eject Hole
- 28 3 - Bank, Right Drop Target
- 29 3 - Bank, Center Drop Target
- 30 3 - Bank, Left Drop Target
- 31 3 - Bank, Series
- 32 5 - Bank, 1 Drop Target (Top)
- 33 5 - Bank, 2 Drop Target
- 34 5 - Bank, 3 Drop Target
- 35 5 - Bank, 4 Drop Target
- 36 5 - Bank, 5 Drop Target (Bottom)
- 37 5 - Bank, Series
- 38 5 - Bank Standup
- 39 Left Target
- 40 Right Target
- 41 Left Kicker
- 42 Right Kicker
- 43 Left Special Rollover
- 44 Left Flipper Return Rollover
- 45 Right Flipper Return Rollover
- 46 Right Special Rollover
- 47 Playfield Tilt
- 48 Outhole

Figure 8. Playfield Switch Locations and Switch Chart

11. To exit the Auto Cycle mode and advance to Switch Test 03, set the toggle switch to AUTO-UP and depress the ADVANCE pushbutton during the Solenoid Test. Operation is now as previously described for Test 03.
12. To terminate the Auto-Cycle mode and go to game over, turn the game OFF and back ON.

SECTION 6 MAINTENANCE

This section provides procedures for board replacement, CPU and Sound Board self-tests, and troubleshooting procedures. For any problems first perform the CPU Board Self-Tests. For sound problems also perform the Sound Board Self-Test. After performing the self-test(s), refer to the troubleshooting charts that follow.

BOARD REPLACEMENT

CPU Board

To remove the CPU Board, the Driver Board must first be unmounted. If the replacement board is not equipped with FLASH PROMs and yellow-labeled ROMs, the PROMs and ROMs must be removed from the old board. In any event, the replacement board **MUST BE EQUIPPED WITH THREE PROM SOCKETS**. To replace the CPU Board, proceed as follows:

1. Turn the game OFF.
2. Remove the six screws and star washers that secure the driver board to its mounting bracket.
3. Carefully unplug the Driver Board from the CPU Board.
4. Disconnect the seven plugs from the CPU Board.
5. Remove the two screws and star washers that secure the top of the CPU Board to its mounting bracket in the backbox. (The bottom of the board is secured by a groove in the bracket.)
6. Lift the CPU Board up and remove it from the backbox.
7. Inspect the PROMs and ROMs.
 - a. If the replacement board does not have FLASH PROMs, remove the PROMs and insert the PROMs from the old CPU Board into the sockets on the replacement board. Make sure that the notches on the PROM #1 and #2 chips are facing down and the PROM #3 chip notch is facing left.

NOTE

Flash PROMs provided with prototype games can not be intermixed with those provided in production games. The revision level (indicated by the last digit on the PROM label) must be "1" for all PROMs or "2" for all PROMs.

- b. If the replacement board does not have yellow-labeled ROMs, remove the ROMs and insert the yellow-labeled ROMs from the old CPU Board into the sockets on the replacement board. Make sure that the notches on the chips are facing down and that ROM #1 is in the third socket from the left.
8. Set the replacement CPU Board into the groove in the bracket and secure it at the top with the two screws and star washers removed in step 5.

9. Reconnect the cables disconnected in step 4 using the keys and cut-off pins as a guide. Make sure that the pins are aligned, the connectors are firmly seated, and that no pin terminations have been pushed out of the plugs.
10. Carefully plug the Driver Board onto the CPU Board and mount the Driver Board to the bracket using the six screws and star washers removed in step 2.
11. Turn the game ON and perform the CPU Board Self-Test procedures.

Driver Board

Proceed as follows:

1. Turn the game OFF.
2. Disconnect the 12 plugs from the board.
3. Remove the six screws and star washers that secure the board to its mounting bracket.
4. Carefully unplug the Driver Board from the CPU Board and remove the Driver Board.
5. Align the replacement board over the pins on the CPU Board and carefully plug it onto the CPU Board.
6. Secure the board to the mounting bracket using the six screws and star washers removed in step 3.
7. Reconnect the cables disconnected in step 2 using the keys and cut-off pins as a guide. Make sure that the pins are aligned, the connectors are firmly seated, and that no pin terminations have been pushed out of the plugs.
8. Turn the game ON and perform Lamp, Solenoid, and Switch tests in accordance with procedures provided in Section 5.

Power Supply Board

Proceed as follows:

1. Turn the game OFF.
2. Unplug the six cables from the board.
3. Remove the six screws and star washers that secure the board to its mounting bracket.
4. Position the replacement board on the mounting bracket and secure with the six screws and star washers removed in step 2.
5. Reconnect the six cables unplugged in step 2.
6. Turn the game ON and check power supply voltage using Table 4 as a guide.

Master Display Board

Proceed as follows:

1. Turn the game OFF.
2. Unplug the seven cables from the board.
3. Remove the four nuts and lockwashers that secure the board to the nylon spacers on the insert door and remove the board.
4. Position the replacement board on the spacers and secure it using the four nuts and lockwashers removed in step 3.
5. Reconnect the seven cables unplugged in step 2.
6. Turn the power ON and perform the display digits test in accordance with procedures provided in Section 5.

Table 4. Typical Voltage Measurements

VOLTAGE	METER SETTING	MEASURE ACROSS	TYPICAL READING
Unregulated Logic Supply	+50V dc	(+) F5 (-) Ground	+11V dc
Logic B+	+10V dc	(+) 3J5-1 (Gray Lead) (-) Ground	+5.1V dc
Lamp Supply	+50V dc	(+) F3 (-) Ground	+18V dc
Solenoid Supply	+50V dc	(+) F2 (-) Ground	+40V dc
Display Voltage	+250V dc	(+) 3J5-4 (Brown-White lead) (-) Ground	+100V dc
	-250V dc	(+) 3J5-3 (Orange and White- Black Leads) (-) Ground	-100V dc
General Illumination	10V ac	(+) Fuse Card Fuse (-) Fuse Card Terminal	6.3V ac

Slave Display Board

Proceed as follows:

1. Turn the game OFF.
2. Unplug the cable connected to the board.
3. Remove the four nuts and lockwashers that secure the board to the nylon spacers on the insert door and remove the board.
4. Position the replacement board on the spacers and secure it using the four nuts and lockwashers removed in step 3.
5. Reconnect the cable unplugged in step 3.
6. Turn the game ON and perform display digits test in accordance with procedures provided in Section 5.

Sound Board

When replacing the Sound Board, the replacement board must be checked to make sure it has Sound ROM 1 installed and has jumpers for ROM operation. In addition, modification may be required to the Sound Board. Two areas may require modification. The first reduces susceptibility of the Sound Board to noise and consists of adding two resistors and a jumper. The second improves the quality of the sound at the speaker and consists of changing two resistor values. Proceed as follows:

1. Turn the game OFF.
2. Unplug the three cables from the Sound Board.

3. Remove the four screws and star washers that secure the board to its mounting bracket and remove the board.
4. If the replacement board is not equipped with Sound ROM 1, remove the ROM from the old board and insert it into the replacement board. Make sure that the notch in the chip is at the right side.
5. Refer to Figure 9 and check the jumpers on the replacement board. If the replacement board is not jumpered as indicated, remove the four jumpers from the replacement board and connect four new jumpers.
6. Inspect the replacement board. If it is equipped with two fuses or if the modification indicated in Figure 9 have already been made, proceed to step 11.
7. Connect a jumper on the solder side of the board between pins 39 and 40 of 1C3.
8. Obtain two 10K, 10%, ¼-Watt resistors and connect them as indicated in the unused IC pad. This completes the modification to reduce susceptibility to noise. Steps 9 and 10 improve the sound quality.
9. Unsolder and remove R14 and R23 (100K).
10. Obtain two 4.7K, 10%, ¼-Watt resistors and solder them in place of the resistors removed in step 9.
11. Position the replacement board on its mounting bracket and secure it using the four screws and star washers removed in step 3.
12. Reconnect the three cables unplugged in step 2.
13. Turn the game ON and perform the Sound Board Self-Test procedure.

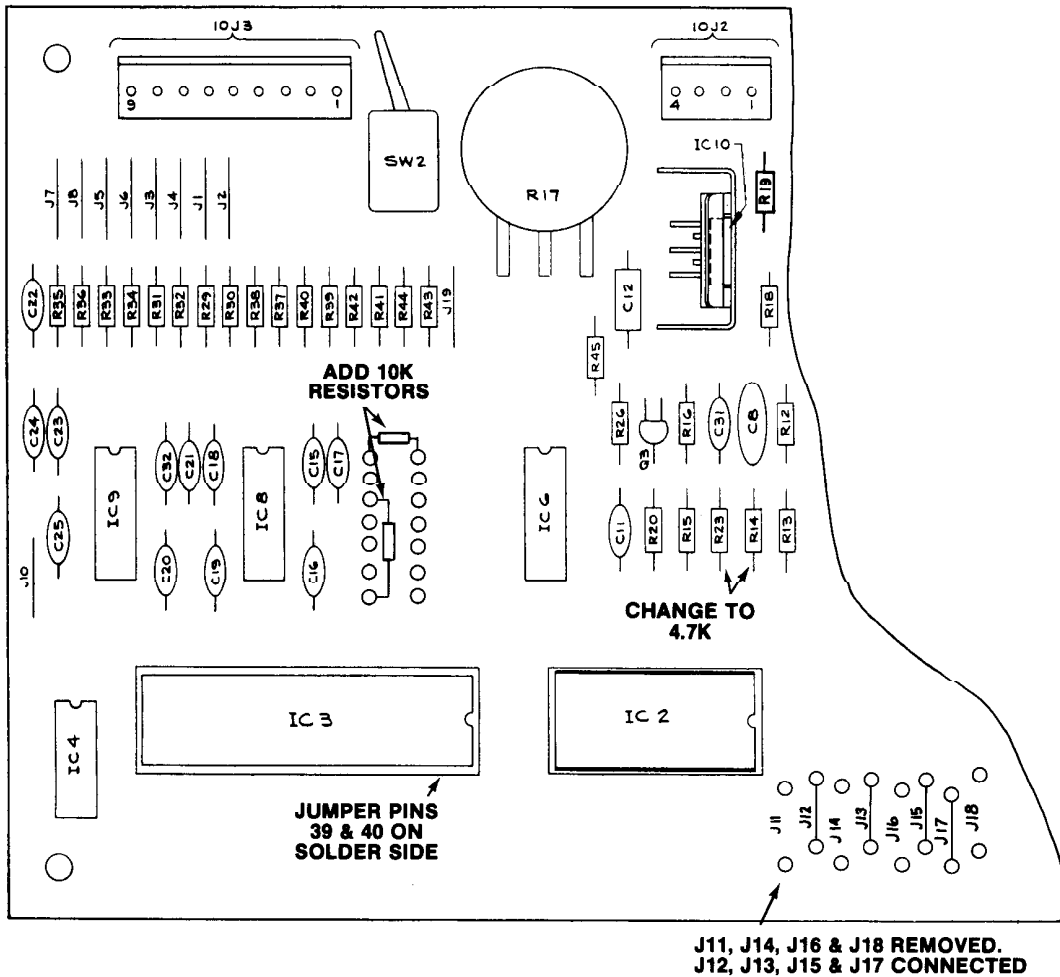


Figure 9. Sound Board Modification and ROM Jumper Details

CPU BOARD SELF-TEST

A pushbutton switch on the CPU board is used to initiate the CPU Board Self-Test. The coin door must be open to perform this test. Successful completion of the test is indicated by the LEDs blinking twice. Failure of a test is indicated by one or both of the LEDs lighting and staying lit. Proceed as follows:

1. Open the coin door.
2. With the game turned ON, locate the DIAGNOSTIC pushbutton on the right side of the CPU board.
3. Momentarily depress the DIAGNOSTIC pushbutton. The LEDs should blink twice and all displays should go blank.
4. For the following indications of the LEDs, proceed as follows:

- OFF ○ Indicates ROM/PROM failure; one or more of IC17, IC20, IC21, IC22, and IC26 are faulty. Isolate the faulty chip(s) by substitution.
- ON ● Indicates RAM failure (IC13 or IC16), replace the CPU Board.

- ON ● Indicates CMOS RAM (IC19) or PIA I (IC18) failure. Replace the CPU Board.

5. If the LEDs come on and stay on when the game is first turned ON or the LEDs remain off when the DIAGNOSTIC pushbutton is depressed, refer to Table 13 in the troubleshooting charts that follow.

SOUND BOARD SELF-TEST

The Sound Board Self-Test exercises Sound Board circuitry and causes a continuous sound to be emitted. This sound can be used for checking amplifier circuitry and for adjusting the volume. Proceed as follows:

1. Perform CPU Board Self-Tests.
2. Momentarily depress the diagnostic pushbutton on the Sound Board.
3. If no sound is produced check the setting of the volume control and the power and speaker connections to the Sound Board. Also check that the jumper connector 10P4 is in place. If this does not resolve the problem or if a sound is produced from the self-test, refer to Table 14 in the troubleshooting charts that follow.

TROUBLESHOOTING CHARTS

Tables 5 through 14 are used in conjunction with the diagnostic test described in Section 5 to isolate problems and repair faulty games. For specific problems with:

- Lamps—See Table 5
- Switches—See Table 6
- Solenoids—See Table 7

- Master Display—See Table 8
- Player Display—See Table 9
- Game Operation—See Table 10
- Game does not operate or blows fuses—See Table 11
- Losing memory—See Table 12
- No response to CPU Self-Tests or intermittent operation—See Table 13
- Sound—See Table 14

*Table 5. Lamps
(Place Diagnostics in Test 01)*

1 LAMP	4-8 LAMPS	ALL LAMPS	GENERAL ILLUMI.
<p>Always OFF</p> <ol style="list-style-type: none"> 1. Check Bulb 2. Check Diode (Observe Polarity) 3. Check wiring (broken wires) <p>Glow DIM</p> <ol style="list-style-type: none"> 1. Check Bulb (correct #bulb) 2. Check Diode (Observe Polarity) 3. Check wiring (shorted wires) <p>Always ON</p> <ol style="list-style-type: none"> 1. Check Diode (Observe Polarity) 2. Check wiring (shorted wires) 	<p>Always OFF</p> <ol style="list-style-type: none"> 1. Check wiring (broken wires) 2. Check Connectors (2J5, 2J7) 3. Replace Driver Board <p>Glow DIM</p> <ol style="list-style-type: none"> 1. Check wiring (broken wires) 2. Check Diode 3. Check Connectors (2J5, 2J7) 4. Replace Driver Board <p>Always ON</p> <ol style="list-style-type: none"> 1. Check wiring (shorted wires) 2. Check Diodes 3. Check Connectors (2J5, 2J7) 4. Replace Driver Board 	<p>Always OFF</p> <ol style="list-style-type: none"> 1. Check fuse 3F3 on Power Supply 2. Check for +18 VDC on fuse 3F3 to ground 3. Check Connector 3J4 4. Check Connector 8P2/8J2 5. Check wiring (broken or shorts) 6. Replace Driver Board <p>Glow DIM</p> <ol style="list-style-type: none"> 1. Check line voltage 2. Check for +18 VDC on fuse 3F3 to ground 	<p>Always ON Normal Condition</p> <p>Always OFF</p> <ol style="list-style-type: none"> 1. Check Fuse on Fuse Card 2. Check for +6.3 VAC 3. Check Connectors (3J3) 4. Check Connectors 9P1 and 8P2/8J2 5. Check wiring (broken or short) <p>Glow DIM</p> <ol style="list-style-type: none"> 1. Check line voltage
<p>All lamps are N44 or equivalent All diodes are 1N4001 or equivalent</p>			

*Table 6. Switches
(Place Diagnostics in Test 03)*

1 SWITCH	4-8 SWITCHES	ALL SWITCHES
<p>Always Actuated</p> <ol style="list-style-type: none"> 1. Check contacts 2. Check shorted wires <p>Never Actuates</p> <ol style="list-style-type: none"> 1. Check adjustment 2. Check broken wires 3. Check for open diode by jumpering across diode and actuating. 	<p>Always Actuated</p> <ol style="list-style-type: none"> 1. Check adjustments 2. Check shorted wires on playfield or to 2J2, 2J3 3. Replace Driver Board <p>Never Actuated</p> <ol style="list-style-type: none"> 1. Check adjustment 2. Check broken wires on playfield or 2J2, 2J3 3. Check plug 8P1/8J1 for broken wires or pushed out pins 4. Replace Driver Board 	<p>Switch Closure Displays Multiple Switch Numbers</p> <ol style="list-style-type: none"> 1. Check adjustments 2. Check shorted wires on playfield or to 2J2, 2J3 3. Replace Driver Board <p>Switch Displays Incorrect No.</p> <ol style="list-style-type: none"> 1. Check correct switch chart for game and check adjustment 2. Incorrect wiring on playfield 2J2, 2J3, or 8P1/8J1 3. Check Connector keying
<ol style="list-style-type: none"> 1. Check adjustments 2. Check Connectors 2J2, 2J3, are not exchanged 3. Replace Driver Board 		

Table 7. Solenoids
(Place Diagnostics in Test 02)

1 SOLENOID		ALL SOLENOIDS
Never Actuates 1. Check solenoid Chart to verify number correct and in use 2. Broken wire to solenoid 3. Shorted diode across solenoid 4. Shorted/burned out solenoid 5. Open driver for that solenoid—replace Driver Board	Always Actuated 1. Shorted wire for that solenoid 2. Shorted driver for that solenoid on Driver Board—replace Driver Board	Never Actuated 1. Check for +28 VDC on Power Supply fuse 3F2 to ground 2. Check fuse 3F2 on Power Supply 3. Check Connectors 3J3 and 3J4 on Power Supply 4. Check Connector 2J9, 2J10, 2J11, 2J12 for broken/shorted wires. 5. Replace Driver Board
FLIPPERS		
1 LOWER FLIPPER	UPPER FLIPPER	ALL FLIPPERS
Never Operates 1. Switch contacts on flipper button open or out of adjustment. 2. Shorted diode across coil. Flipper Weak 1. Switch contacts on flipper button out of adjustment or pitted contacts. 2. End of stroke switch on solenoid not adjusted properly. 3. Check connections on solenoid and check for bind.	Never Operates 1. End of stroke switch contacts on lower right flipper open or out of adjustment. 2. Check Wiring from lower right flipper end of stroke switch to upper right flipper coil. 3. Shorted diode across coil. Flipper Weak 1. End of stroke switch on lower right flipper out of adjustment or pitted contacts. 2. End of stroke switch on upper flipper not adjusted properly. 3. Check connections on solenoid and check for bind.	Never Operate 1. Check Fuse 8F1 on Playfield and 6P2 connection. 2. Diode or resistor in driver circuit shorted. 3. Relay 2Z1 on driver board faulty. 4. Other fault in driver circuit. Replace driver board. Operates with Game Over, etc. 1. Replace Driver Board

Table 8. Master Display
(Place Diagnostics in Display Digits Test)

USE EXTREME CAUTION WHEN MEASURING HIGH VOLTAGES!!!	
NO DISPLAY	INCORRECT DISPLAY
1. Check -100 VDC, +100 VDC & fuse 3F1 on Power Supply. 2. Check connectors 3J5, 4J7, 4J5, 1J3, 1J5, 1J6, 1J7 3. Check for +100 VDC and -100 VDC on connector 4J7—replace Power Supply Board if voltage incorrect 4. Replace Master Display Board.	1. Check +100 VDC, -100 VDC at 4I7 2. Check for broken or shorted wires on 4J5, 4J6, 1J5, 1J6, 1J7 3. Replace Master Display Board

Table 9. Player Display
(Place Diagnostics in Display Digits Test)

USE EXTREME CAUTION WHEN MEASURING HIGH VOLTAGES!!!	
1 PLAYER DISPLAY INCORRECT/OFF	2-4 PLAYER DISPLAYS INCORRECT/OFF
1. Check correct location of connector from Master Display Board. 2. Replace Player Display—if still incorrect, replace Master Display Board.	1. Check correct location of connectors from Master Display Board 2. Check voltage +100 VDC and -100 VDC on connector 4J7 3. If voltages are correct—replace Master Display Board.

Table 10. Game Operation and Adjustments

GAME OPERATION	ADJUSTMENTS	
<ol style="list-style-type: none"> 1. Play game manually to verify problem. 2. Review Section 2, Game Operation. 3. Place in Diagnostics Test 04; review and change game adjustments to that desired. 	No Control from Coin Door Diagnostic Switches <ol style="list-style-type: none"> 1. Check cabling for the switches in 7P1, 7P2, and 1P4. 2. Check for stuck Credit button switch. 3. Replace CPU Board. 	Unable to Adjust Setting <ol style="list-style-type: none"> 1. Check for open Credit button switch 2. Replace CPU Board.

Table 11. Inoperative or Blows Fuses

MACHINE INOPERATIVE		
<ol style="list-style-type: none"> 1. Remove plug from wall outlet and measure wall voltage. 2. With machine unplugged, check the line fuse, line cord, and ON/OFF switch with an Ohmmeter for continuity. 3. Check for any loose connections on line filter, ON/OFF switch. 4. Check that power connector to transformer is securely connected. 5. Check all fuses on power supply board. 6. Plug machine in, turn on and check voltage on power supply board fuses. 		
MACHINE BLOWS FUSE		
Wall Fuse or Circuit Breaker Fuse <ol style="list-style-type: none"> 1. Disconnect wall plug. 2. Disconnect connector from line filter to transformer. 3. Check line cord with Ohmmeter for shorts. 4. Check varistor and line filter for shorts. 5. Plug cord in wall and see if wall fuse still blows - if yes, disconnect whatever else is on same wall plug circuit and repeat steps 3 and 4 above. 	Machine Fuse <ol style="list-style-type: none"> 1. Check for correct fuse rating. 2. Check varistor, line filter, line cord for shorts. 3. Disconnect connector from line filter to transformer and try another fuse. 4. If fuse still blows, repeat steps 1-3. 5. If fuse does not blow, disconnect 3P1 and 3P2 plugs from the power supply board and reconnect plug from line filter to transformer. 6. If fuse blows, check transformer and both lamps and solenoid rectifiers for shorts. 7. If fuse does not blow, plug in 3P2 and 3P1 then try again. If fuse now blows, disconnect 3P3, 3P4, 3P5, 3P6, and try another fuse. If fuse still blows replace Power Supply. 8. If fuse doesn't blow, hook up 3P3, 3P4, 3P5, and 3P6 one at a time. If fuse blows when any one is plugged, look for burned out solenoid, dead shorts, etc. 	Individual Power Supply Fuse <ol style="list-style-type: none"> 1. Disconnect load from portion of the power supply that blows the fuse by disconnecting the appropriate plug. <ol style="list-style-type: none"> a. 3F1 (+100 VDC, -100 VDC) disconnect 3P5 b. 3F2 (+28 VDC) disconnect 3P4, 3P3 c. 3F3 (+18 VDC) disconnect 3P4 d. 6F1 (6.3 VAC) disconnect 7P1, 8P2 e. 3F5 (+5 VDC) disconnect 3P6 2. If fuse still blows, replace Power Supply. 3. If fuse does not blow, check for shorts in wiring, burned out solenoids, etc.

Table 12. Losing Memory

GAME COMES UP IN TEST 04 WHEN TURNED ON	GAME GOES TO DIAGNOSTICS FROM GAME OVER OR DURING PLAY
<ol style="list-style-type: none"> 1. Check that the batteries are properly seated. 2. Turn game OFF and wait 30 seconds. 3. Check battery voltage from the anode of 1D17 to ground. If less than 3.9 VDC, replace the batteries. 4. Check battery voltage from cathode of 1D17 to ground. If less than 3.2 VDC, replace diode and recheck voltage. 5. Replace CPU Board. 	Perform procedures for intermittent operation provided in Table 13.

Table 13. No Response to CPU Self-Test or Intermittent Operation

LEDs REMAIN ON AFTER POWER TURN-ON	LEDs DO NOT FLASH AND REMAIN OFF WHEN DIAGNOSTIC SWITCH DEPRESSED	INTERMITTENT OPERATION
<ol style="list-style-type: none"> 1. Check +5 VDC and Unregulated Logic B+ on CPU and Power Supply Boards. (See Table 4.) If low: <ol style="list-style-type: none"> a. Check ac input from transformer. b. Check wiring from transformer to 3P1-10, -11, and -12. c. Check 3D6 and 3D7. d. Replace Power Supply Board. 2. Turn game OFF and completely remove Driver Board from the backbox. Reapply power and depress the DIAGNOSTIC pushbutton on the CPU Board. If the LEDs blink twice and then remain OFF, replace the Driver Board. Otherwise, replace the CPU Board. 	<ol style="list-style-type: none"> 1. Turn game OFF and back ON. 2. If problems persist, check +5 VDC from power supply. If ok, replace CPU Board. 	<ol style="list-style-type: none"> 1. Make checks described in step 1 for LEDs remaining on after power turn-on. 2. Replace CPU Board.

Table 14. Sound Problems
(Place Diagnostics in Test 02)

1 OR MORE SOUNDS	ALL SOUNDS
<ol style="list-style-type: none"> 1. Broken wire to 10J3 connector. 2. Replace ROM on Sound Board. 3. Open driver on Driver Board; replace driver on Driver Board. 4. Open Buffer on Sound Board; replace buffer on Sound Board. 5. Replace Sound Board 	<p>Never Sound</p> <ol style="list-style-type: none"> 1. Check fuses 10F1 and 10F2 on Sound Board and 7F2 adjacent to Sound Board. 2. Check connectors 10J1, 10J2, 10J3 and 10J4. 3. Check volume control position. 4. Check amplifier portion of Sound Board. 5. Replace ROM on Sound Board. 6. Remove connector 10P3 and momentarily ground one of the used input pins of 10J3. If a sound is produced, a solenoid driver transistor is stuck on. Repair or replace Driver Board. 7. Replace Sound Board.

**SECTION 7
INTERCONNECTION CHARTS**

The following interconnection charts are used to identify the color and pin number of all the wires for all the components. The following conventions are used throughout—

1. 1J1 is connector J1 on board 1.
3J6 is connector J6 on board 3.
2. J designations refer to the male part of plug.
P designations refer to the female part of plug.
3. The Prefix numbers are as follows:

1. CPU Board
2. Driver Board
3. Power Supply Board
4. Master Display Board
5. Slave Display Board
6. Back Box Miscellaneous
7. Cabinet
8. Playfield
9. Insert Box
10. Sound Board

Refer to Figures 10, 11, 12, and 13 for the lamp matrix, switch matrix, solenoid matrix, and connector identification; respectively.

ROW \ COLUMN	1	2	3	4	5	6	7	8
	YEL-BRN	YEL-RED	YEL-ORN	YEL-BLK	YEL-GRN	YEL-BLU	YEL-VIO	YEL-GRY
1	RED-BRN Not Used	YEL-RED 8000 Bonus	YEL-ORN THUNDER	YEL-BLK 5-Bank 5 Arrow (Bottom)	YEL-GRN 5000 Eject Hole	YEL-BLU Right Jet Bumper	YEL-VIO Not Used	YEL-GRY #1 Player Up
2	RED-BLK 1000 Bonus	YEL-RED 9000 Bonus	YEL-ORN LIGHTNING	YEL-BLK 5-Bank 4 Arrow	YEL-GRN 10,000 Eject Hole	YEL-BLU Lower Jet Bumper	YEL-VIO 1 Can Play	YEL-GRY #2 Player Up
3	RED-ORN 2000 Bonus	YEL-RED Not Used	YEL-ORN TEMPEST	YEL-BLK 5-Bank 3 Arrow	YEL-GRN Extra Ball Eject Hole	YEL-BLU Upper Left Arrows (2)	YEL-VIO 2 Can Play	YEL-GRY #3 Player Up
4	RED-YEL 3000 Bonus	YEL-RED 10,000 Bonus	YEL-ORN SUPER FLASH	YEL-BLK 5-Bank 2 Arrow	YEL-GRN "1" Rollover	YEL-BLU Spinner and Upper Right Star Rollover	YEL-VIO 3 Can Play	YEL-GRY #4 Player Up
5	RED-GRN 4000 Bonus	YEL-RED 20,000 Bonus	YEL-ORN Left Special	YEL-BLK 5-Bank 1 Arrow (Top)	YEL-GRN "2" Rollover	YEL-BLU Center Right and Lower Right Star Rollovers	YEL-VIO 4 Can Play	YEL-GRY Tilt
6	RED-BLU 5000 Bonus	YEL-RED 2X	YEL-ORN Right Special	YEL-BLK 3-Bank Right Arrow	YEL-GRN "3" Rollover	YEL-BLU Not Used	YEL-VIO Match	YEL-GRY Game Over
7	RED-VIO 6000 Bonus	YEL-RED 3X	YEL-ORN Left 3 Bonus Advance	YEL-BLK 3-Bank Center Arrow	YEL-GRN "4" Rollover	YEL-BLU Not Used	YEL-VIO Ball in Play	YEL-GRY Same Player Shoots Again (Backbox)
8	RED-GRY 7000 Bonus	YEL-RED Same Player Shoots Again (Playfield)	YEL-ORN Right 3 Bonus Advance	YEL-BLK 3-Bank Left Arrow	YEL-GRN Left Jet Bumper	YEL-BLU Not Used	YEL-VIO Credits (Playfield)	YEL-GRY High Score

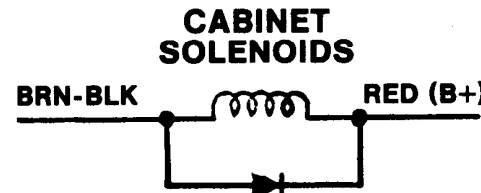
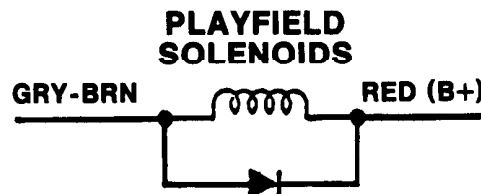
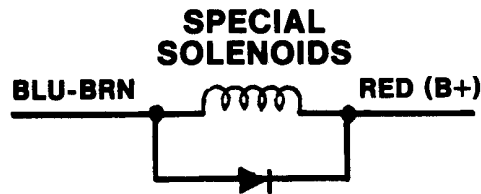
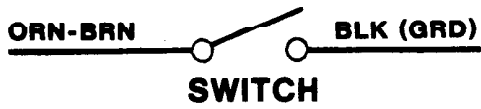
Figure 10. Lamp Matrix

ROW \ COLUMN	1	2	3	4	5	6	7	8
	GRN-BRN	GRN-RED	GRN-ORN	GRN-YEL	GRN-BLK	GRN-BLU	GRN-VIO	GRN-GRY
1 WHT-BRN	Plumb Bob Tilt 1	Outside Upper Left Star Rollover 9	Spinner 17	Right Side Standup (Center) 25	5-Bank 2 Drop Target 33	Left Kicker 41	Not Used 49	Not Used 57
2 WHT-RED	Ball Roll Tilt 2	Inside Upper Left Star Rollover 10	Left Jet Bumper 18	Right side Standup (Lower) 26	5-Bank 3 Drop Target 34	Right Kicker 42	Not Used 50	Not Used 58
3 WHT-ORN	Credit Bultion 3	Upper Left Standup 11	Right Jet Bumper 19	Eject Hole 27	5-Bank 4 Drop Target 35	Left Special 43	Not Used 51	Not Used 59
4 WHT-YEL	Right Coin Switch 4	"1" Rollover 12	Lower Jet Bumper 20	3-Bank Right Drop Target 28	5-Bank 5 Drop Target (Bottom) 36	Left Flipper Return Lane Rollover 44	Not Used 52	Not Used 60
5 WHT-GRN	Center Coin Switch 5	"2" Rollover 13	Upper Right Star Rollover 21	3-Bank Center Drop Target 29	5-Bank Series 37	Right Flipper Return Lane Rollover 45	Not Used 53	Not Used 61
6 WHT-BLU	Left Coin Switch 6	"3" Rollover 14	Center Right Star Rollover 22	3-Bank Left Drop Target 30	5-Bank Standup 38	Right Special 46	Not Used 54	Not Used 62
7 WHT-VIO	Slam Tilt 7	"4" Rollover 15	Lower Right Star Rollover 23	3-Bank Series 31	Left Target 39	Playfield Tilt 47	Not Used 55	Not Used 63
8 WHT-GRY	High Score To Date Reset 8	Top Right Standup 16	Right Side Standup (Upper) 24	5-Bank 1 Drop Target (Top) 32	Right Target 40	Out Hole 48	Not Used 56	Not Used 64

S

Figure 11. Switch Matrix

TYPICAL WIRING



(*)REFERENCE DESIGNATION OF DRIVER TRANSISTOR.

SPECIAL SOLENOIDS

SWITCH →	ORN-BRN
COIL →	BLU-BRN
	18 (Q2) Left Jet Bumper SG23-900-DC
	ORN-RED
	BLU-RED
	17 (Q4) Right Jet Bumper SG-23-900-DC
	ORN-BLK
	BLU-ORN
	19 (Q6) Jet Bumper SG-23-900-DC
	ORN-YEL
	BLU-YEL
	20 (Q8) Right Kicker SG-23-900-DC
	ORN-GRN
	BLU-GRN
	21 (Q10) Left Kicker SG-23-900-DC
	ORN-BLU
	BLU-BLK
	22 (Q12) Not Used
--	ORN-VIO
BLK-BLU	BLU-VIO
Upper Flipper SFL-20-300/ 30-800-DC	Right Flipper SFL-20-300/ 30-800-DC
	ORN-GRY
	BLU-GRY
	Left Flipper SFL-20-300/ 30-800-DC

SOLENOIDS PLAYFIELD CABINET

COIL →	GRY-BRN	BRN-BLK
	1 (Q15) Ball Release SA-23-900-DC	9 (Q31) Sol. 9 Sound
	GRY-RED	BRN-RED
	2 (Q17) 5 - Bank 1-3 (Top) Reset 900 SA3-23-900-DC	10 (Q33) Sol. 10 Sound
	GRY-ORN	BRN-ORN
	3 (Q19) 5 - Bank 4, 5 (Bottom) Reset SA3-23-900-DC	11 (Q35) Sol. 11 Sound
	GRY-YEL	BRN-YEL
	4 (Q21) 3 - Bank Reset SA3-23-900-DC	12 (Q37) Sol. 12 Sound
	GRY-GRN	BRN-GRN
	5 (Q23) Eject Hole SG-23-900-DC	13 (Q39) Sol. 13 Sound
	GRY-BLU	BRN-BLU
	6 (Q25) "FLASH" Lights	14 (Q41) Credit Knocker SA2-23-900-DC
	GRY-VIO	BRN-VIO
	7 (Q27) Not Used	15 (Q43) Not Used
	GRY-BLK	BRN-GRY
	8 (Q29) Not Used	16 (Q45) Coin Lockout SM-35-4000-DC

Figure 12. Solenoids

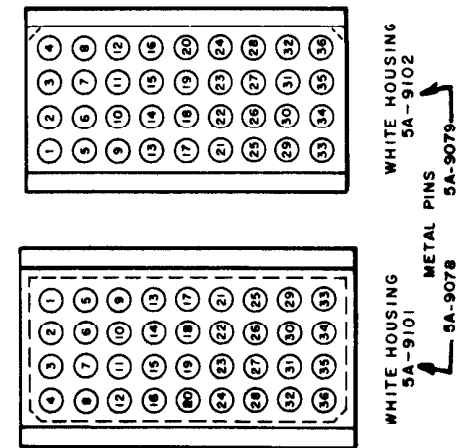
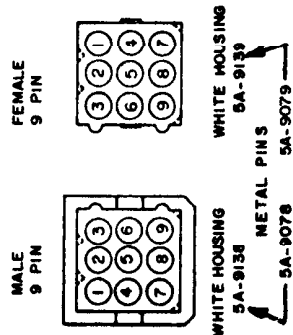
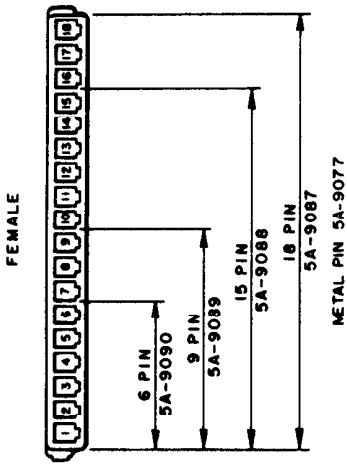
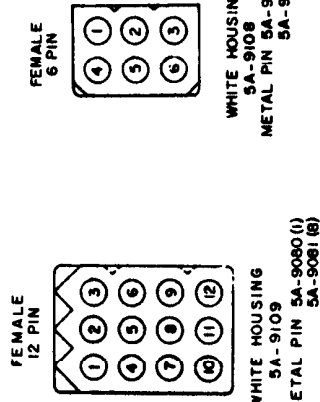
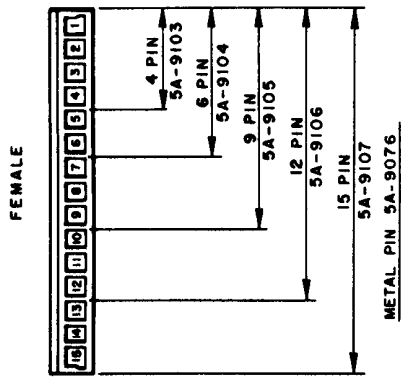
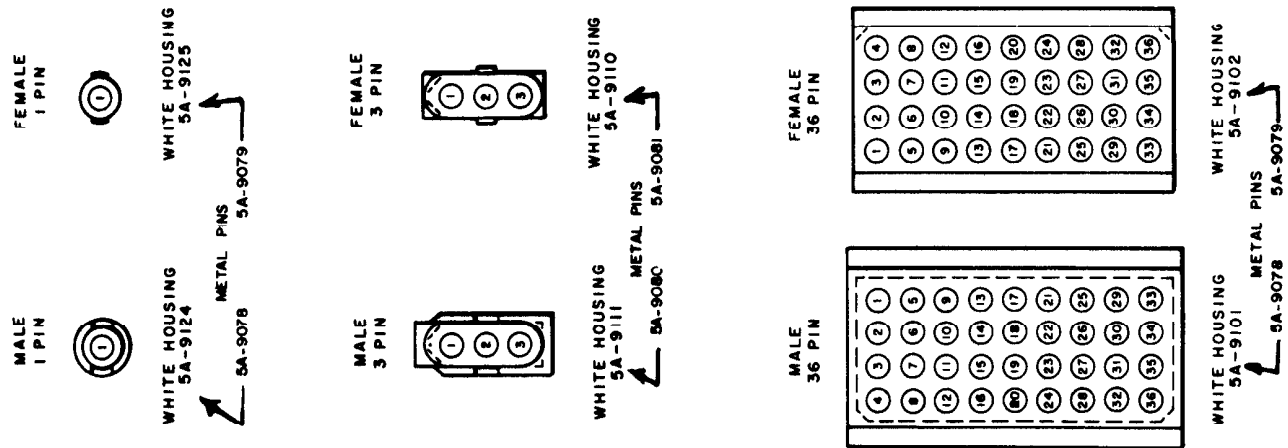


Figure 13. Connector Details

CPU BOARD**DRIVER BOARD**

Pin	Wire Color	Function
1J1 - INTERBOARD CONNECTOR		
1P2 - LOGIC POWER BUS INPUT		
1	Black	Logic Ground
2	Black	Logic Ground
3	Black	Logic Ground
4	Gray	Logic B + (+5 VDC)
5	Gray	Logic B + (+5 VDC)
6	Gray	Logic B+ (+5 VDC)
7	Key	Key
8	N/C	Not Used
9	Gray-White	Logic B+ (+12 V) (Unregulated)
1P3 - DISPLAY BLANKING		
1	N/C	Not Used
2	N/C	Not Used
3	Key	Key
4	Blue-White	Display Blanking
1P4 - DIAGNOSTIC SWITCH INPUTS		
1	Key	Key
2	White	Diagnostic Common
3	Green	Diagnostic Advance
4	Blue	Diagnostic Auto/Man.
1P5 - MASTER DISPLAY BCD OUTPUTS		
1	Blue-Yellow	Display BCD D1
2	Blue-Orange	Display BCD C1
3	Blue-Red	Display BCD B1
4	Blue-Brown	Display BCD A1
5	Blue-Gray	Display BCD D2
6	Key	Key
7	Blue-Violet	Display BCD C2
8	Blue-Black	Display BCD B2
9	Blue-Green	Display BCD A2
1P6 - MASTER DISPLAY STROBE OUTPUTS		
1	Violet-Gray	Display Strobe #16
2	Violet-Black	Display Strobe #15
3	Violet-Blue	Display Strobe #14
4	Violet-Green	Display Strobe #13
5	Violet-Yellow	Display Strobe #12
6	Violet-Orange	Display Strobe #11
7	Key	Key
8	Violet-Red	Display Strobe #10
9	Violet-Brown	Display Strobe #9
1P7 - MASTER DISPLAY STROBE OUTPUTS		
1	Brown-Gray	Display Strobe #8
2	Brown-Violet	Display Strobe #7
3	Brown-Blue	Display Strobe #6
4	Brown-Green	Display Strobe #5
5	Brown-Yellow	Display Strobe #4
6	Brown-Orange	Display Strobe #3
7	Brown-Red	Display Strobe #2
8	Key	Key
9	Brown-Black	Display Strobe #1

Pin	Wire Color	Function
2P1 - INTERBOARD CONNECTOR		
2P2 - SWITCH COLUMN DRIVE		
1	Green-Gray	Not Used
2	Green-Violet	Not Used
3	Green-Blue	Switch Column #6
4	Key	Key
5	Green-Black	Switch Column #5
6	Green-Yellow	Switch Column #4
7	Green-Orange	Switch Column #3
8	Green-Red	Switch Column #2
9	Green-Brown	Switch Column #1
2P3 - SWITCH ROW INPUTS		
1	White-Gray	Switch Row #8
2	Key	Key
3	White-Violet	Switch Row #7
4	White-Blue	Switch Row #6
5	White-Green	Switch Row #5
6	White-Yellow	Switch Row #4
7	White-Orange	Switch Row #3
8	White-Red	Switch Row #2
9	White-Brown	Switch Row #1
2P4 - LAMP POWER BUS		
1	Blue	Lamp B+
2	Blue	Lamp B+
3	Key	Key
4	Blue	Lamp B+
5	Blue	Lamp B+
6	N/C	Not Used
7	Blue	Lamp B+
8	Blue	Lamp B+
9	Blue	Lamp B+
2P5 - LAMP COLUMN DRIVE		
1	Yellow-Violet	Lamp Column #7
2	Yellow-Gray	Lamp Column #8
3	Yellow-Green	Lamp Column #5
4	Key	Key
5	Yellow-Blue	Lamp Column #6
6	Yellow-Orange	Lamp Column #3
7	Yellow-Black	Lamp Column #4
8	Yellow-Brown	Not Used
9	Yellow-Red	Lamp Column #2
2P6 - LAMP GROUNDS		
1	Black	Lamp Ground
2	Key	Key
3	Black	Lamp Ground
4	Black	Lamp Ground
5	N/C	Not Used
6	Black	Lamp Ground
7	Black	Lamp Ground
8	Black	Lamp Ground
9	Black	Lamp Ground

DRIVER BOARD (con't)

Pin	Wire Color	Function
2P7 - LAMP ROW DRIVE		
1	Red-Brown	Lamp Row # 1
2	Red-Black	Lamp Row # 2
3	Red-Orange	Lamp Row # 3
4	Red-Yellow	Lamp Row # 4
5	Red-Green	Lamp Row # 5
6	Red-Blue	Lamp Row # 6
7	Key	Key
8	Red-Gray	Lamp Row # 8
9	Red-Violet	Lamp Row # 7
2P8 - LOGIC POWER BUS INPUT		
1	Black	Logic Ground
2	Black	Logic Ground
3	Black	Logic Ground
4	Black	Logic Ground
5	Key	Key
6	Gray	Logic B+ (+5 VDC)
7	Gray	Logic B+ (+5 VDC)
8	Gray	Logic B+ (+5 VDC)
9	Gray	Logic B+ (+5 VDC)
2P9 - CABINET SOLENOIDS DRIVE		
1	Brown-Orange	Sound (11)
2	Brown-Yellow	Sound (12)
3	Brown-Green	Sound (13)
4	Brown-Blue	Credit Knocker (14)
5	Brown-Violet	Not Used (15)
6	Brown-Gray	Coin Lockout (16)
7	Brown-Red	Sound (10)
8	Key	Key
9	Brown-Black	Sound (9)
2P10 - SOLENOID GROUNDS		
1	Black	Solenoid Ground
2	Black	Solenoid Ground
3	Black	Solenoid Ground
4	Black	Solenoid Ground
5	Key	Key
6	N/C	Not Used
7	Black	Solenoid Ground
8	Black	Solenoid Ground
9	Black	Solenoid Ground
2P11 - PLAYFIELD SOLENOIDS DRIVE		
1	Gray-Black	Not Used (8)
2	Gray-Violet	Not Used (7)
3	Gray-Blue	"FLASH" Lights, Playfield (6)
4	Gray-Brown	Ball Release (1)
5	Gray-Red	5-Bank 1-3 Reset (2)
6	Key	Key
7	Gray-Orange	5-Bank 4-5 Reset (3)
8	Gray-Yellow	3-Bank Reset (4)
9	Gray-Green	Eject Hole (5)

DRIVER BOARD (con't)

Pin	Wire Color	Function
2P12 - SPECIAL SOLENOIDS DRIVE		
1	Orange-Violet	Right Flippers Enable
2	Orange-Gray	Left Flipper Enable
3	Blue-Orange	Lower Jet Bumper Coil (19)
4	Blue-Red	Right Jet Bumper Coil (17)
5	Key	Key
6	Blue-Yellow	Right Kicker Coil (20)
7	Blue-Brown	Left Jet Bumper Coil (18)
8	Blue-Green	Left Kicker Coil (21)
9	Blue-Black	Not Used (22)
2P13 - SPECIAL SWITCH INPUTS		
1	Key	Key
2	Orange-Black	Lower Jet Bumper Switch
3	Orange-Red	Right Jet Bumper Switch
4	Orange-Yellow	Right Kicker Switch
5	Orange-Brown	Left Jet Bumper Switch
6	N/C	Not Used
7	N/C	Not Used
8	Orange-Green	Left Kicker Switch
9	Orange-Blue	Not Used

POWER SUPPLY**3P1 - POWER BUS INPUTS**

1	Violet	Lamps (+18 VDC)
2	Orange	Solenoids (+28 VDC)
3	N/C	Not Used
4	White	90 VAC
5	N/C	Not Used
6	N/C	Not Used
7	N/C	Not Used
8	N/C	Not Used
9	White	90 VAC
10	Gray	18.7 VAC
11	Gray	18.7 VAC
12	Gray-White	18.7 VAC C.T.

3P2 - POWER BUS INPUTS

1	N/C	Not Used
2	N/C	Not Used
3	Black	Solenoid Rect.
4	N/C	Not Used
5	N/C	Not Used
6	Black	Lamp Rect.

3P3 - SOLENOID POWER BUS

1	N/C	Not Used
2	N/C	Not Used
3	Black	Ground
4	N/C	Not Used
5	N/C	Not Used
6	Red	Solenoid B+ (+28 VDC)
7	Red	Solenoid B+ (+28 VDC)
8	N/C	Not Used
9	Key	Key

NOTE: Number in parentheses () in 2P9, 2P11, and 2P12 function column is the solenoid number readout during test 02.

POWER SUPPLY (Con't.)

Pin	Wire Color	Function
3P4 - LAMP & SOLENOID POWER BUS		
1	Black	Ground
2	Black	Ground
3	Black	Ground
4	Black	Ground
5	Blue	Lamp B+ (+16 VDC)
6	Blue	Lamp B+ (+16 VDC)
7	Blue	Lamp B+ (+16 VDC)
8	Blue	Lamp B+ (+16 VDC)
9	Black	Ground
10	Black	Ground
11	Black	Ground
12	Black	Ground

3P5 - DISPLAY POWER BUS

1	Black	Ground
2	N/C	Not Used
3	Orange & Wht-Blk	-100 VDC
4	Brown	+100 VDC
5	Key	Key
6	Gray	Logic B+ (+5 VDC)

3P6 - LOGIC POWER BUS

1	N/C	Not Used
2	N/C	Not Used
3	N/C	Not Used
4	N/C	Not Used
5	Key	Key
6	Gray-White	Logic B+ (+12 V Un-regulated)
7	Gray	Logic B+ (+5 VDC)
8	Gray	Logic B+ (+5 VDC)
9	Gray	Logic B+ (+5 VDC)
10	Gray	Logic B+ (+5 VDC)
11	Black	Ground
12	Black	Ground
13	Black	Ground
14	Black	Ground
15	Black	Ground

MASTER DISPLAY

4P1 - MASTER DISPLAY PLAYER #1

1	Brown-Black	Units
2	Brown-Red	10's
3	Brown-Orange	100's
4	Brown-Yellow	1,000's
5	Brown-Green	10,000's
6	N/C	Key
7	Brown-Blue	100,000's
8	Brown	a
9	Red	b
10	Blue	f
11	Violet	g
12	Orange	c
13	Green	e
14	Yellow	d
15	White-Black	Cathode Keep Alive

MASTER DISPLAY

Pin	Wire Color	Function
4P2 - MASTER DISPLAY PLAYER #2		
1	White-Black	Cathode Keep Alive
2	Red-Black	Units
3	Red-Brown	10's
4	Red-Orange	100's
5	Red-Yellow	1000's
6	Yellow	d
7	Green	e
8	Orange	c
9	N/C	Key
10	Violet	g
11	Blue	f
12	Red	b
13	Brown	a
14	Red-Green	10,000's
15	Red-Blue	100,000's

4P3 - MASTER DISPLAY PLAYER #3

1	White-Black	Cathode Keep Alive
2	Orange-Yellow	100's
3	Orange-Green	1000's
4	N/C	Key
5	Orange-Blue	10,000's
6	Orange-Violet	100,000's
8	Orange-Brown	Units
9	Brown	a
10	Red	b
11	Blue	f
12	Violet	g
13	Orange	c
14	Green	e
15	Yellow	d

4P4 - MASTER DISPLAY #4

1	Yellow	d
2	Green	e
3	Orange	c
4	Violet	g
5	Blue	f
6	Red	b
7	Brown	a
8	Yellow-Brown	Units
9	Yellow-Red	10's
10	Yellow-Orange	100's
11	N/C	Key
12	Yellow-Green	1000's
13	Yellow-Blue	10,000's
14	Yellow-Violet	100,000's
15	White-Black	Cathode Keep Alive

MASTER DISPLAY**PLAYER DISPLAYS (con't)****4P5 - MASTER DISPLAY STROBE INPUTS**

Pin	Wire Color	Function
1	N/C	Not Used
2	Brown-Gray	Strobe# 8
3	Brown-Violet	Strobe# 7
4	Violet-Gray	Strobe#16
5	Violet-Black	Strobe#15
6	Brown-Black	Strobe# 1
7	Brown-Red	Strobe# 2
8	Brown-Orange	Strobe# 3
9	Brown-Yellow	Strobe# 4
10	Brown-Green	Strobe# 5
11	Brown-Blue	Strobe# 6
12	Violet-Red	Strobe#10
13	Violet-Orange	Strobe#11
14	Violet-Blue	Strobe#14
15	Violet-Brown	Strobe# 9
16	Violet-Green	Strobe#13
17	Violet-Yellow	Strobe#12
18	N/C	Not Used

4P6 - MASTER DISPLAY BCD INPUTS

1	Blue-Red	B1
2	Blue-Orange	C1
3	Blue-White	Blanking
4	Blue-Yellow	D1
5	Blue-Brown	A1
6	Blue-Black	B2
7	Blue-Violet	C2
8	Blue-Gray	D2
9	Blue-Green	A2

4P7 - MASTER DISPLAY POWER INPUTS

1	White-Black	Keep Alive -100 VDC
2	Brown	+100 VDC
3	Gray	Logic B+ (+5 VDC)
4	N/C	Not Used
5	Black	Ground
6	Orange	-100 VDC

PLAYER DISPLAYS**5P1 - PLAYER #1 SLAVE DISPLAY**

1	Blue	f
2	Violet	g
3	Brown-Blue	100,000's
4	Green	e
5	Yellow	d
6	Brown-Green	10,000's
7	Brown-Yellow	1,000's
8	N/C	Not Used
9	Brown-White	Anode Keep Alive
10	White-Black	Cathode Keep Alive
11	Brown-Orange	100's
12	Brown-Red	10's
13	N/C	Key
14	Orange	c
15	Brown-Black	Units
16	Red	b
17	Brown	a
18	N/C	Not Used

5P2 - PLAYER #2 SLAVE DISPLAY

1	Blue	f
2	Violet	g
3	Red-Blue	100,000's
4	Green	e
5	Yellow	d
6	Red-Green	10,000's
7	Red-Yellow	1,000's
8	N/C	Not Used
9	Brown-White	Anode Keep Alive
10	White-Black	Cathode Keep Alive
11	Red-Orange	100's
12	Red-Brown	10's
13	N/C	Key
14	Orange	c
15	Red-Black	Units
16	Red	b
17	Brown	a
18	N/C	Not Used

5P3 - PLAYER #3 SLAVE DISPLAY

1	Blue	f
2	Violet	g
3	Orange-Violet	100,000's
4	Green	e
5	Yellow	d
6	Orange-Blue	10,000's
7	Orange-Green	1,000's
8	N/C	Not Used
9	Brown-White	Anode Keep Alive
10	White-Black	Cathode Keep Alive
11	Orange-Yellow	100's
12	Orange-Red	10's
13	N/C	Key
14	Orange	c
15	Orange-Brown	Units
16	Red	b
17	Brown	a
18	N/C	Not Used

5P4 - PLAYER #4 SLAVE DISPLAY

1	Blue	f
2	Violet	g
3	Yellow-Violet	100,000's
4	Green	e
5	Yellow	d
6	Yellow-Blue	10,000's
7	Yellow-Green	1,000's
8	N/C	Not Used
9	Brown-White	Anode Keep Alive
10	White-Black	Cathode Keep Alive
11	Yellow-Orange	100's
12	Yellow-Red	10's
13	N/C	Key
14	Orange	c
15	Yellow-Brown	Units
16	Red	b
17	Brown	a
18	N/C	Not Used

BACK BOX MISCELLANEOUS

Pin	Color	Function
6P1/6J1 - SWITCHED AC INPUT		
1	White-Red	AC
2	N/C	
3	White-Red	AC
6P2/6J2 - FLIPPER POWER		
1	White-Red	Flipper B+
6P3/6J3 - SOUND BOARD POWER		
1	Gray	18.7 VAC
2-4	N/C	Not Used
5	Gray-White	18.7 VAC C. T.
6-8	N/C	Not Used
9	Gray	18.7 VAC

CABINET**7P1/7J1 - CABINET SOLENOIDS & SWITCHES
(White 36 Pin)**

1	Yellow	6.3 VAC Display Lamps
2	Yellow-White	6.3 VAC Display Lamps
3	Red	Solenoid B+
4	White	Diagnostic Common
5	Green	Diagnostic Advance
6	Blue	Diagnostic Auto/Man.
7	Orange-Violet	Right Flipper Enable
8	Blue-Violet	Right Flipper Switch
9	Orange-Gray	Left Flipper Enable
10	Blue-Gray	Left Flipper Switch
11	Brown-Black	Sound (9)
12	Brown-Red	Sound (10)
13	Brown-Orange	Sound (11)
14	Brown-Yellow	Sound (12)
15	Brown-Green	Sound (13)
16	Brown-Blue	Knocker (14)
17	Brown-Violet	Not Used
18	Brown-Gray	Coin Lockout (16)
19	Green-Brown	Switch Column # 1
20	N/C	Not Used
21	White-Brown	Switch Row # 1
22	White-Red	Switch Row # 2
23	White-Orange	Switch Row # 3
24	White-Yellow	Switch Row # 4
25	White-Green	Switch Row # 5
26	White-Blue	Switch Row # 6
27	White-Violet	Switch Row # 7
28	White-Gray	Switch Row # 8
29-36	N/C	Not Used

CABINET (con't)

Pin	Color	Function
7P2/7J2 - COIN DOOR (White-15 Pin)		
1	Yellow	6.3 VAC Display Lamps
2	Yellow-White	6.3 VAC Display Lamps
3	Red	Coil B+
4	Brown-Gray	Coin Lockout (16)
5	N/C	Not Used
6	Green-Brown	Switch Column # 1
7	N/C	Not Used
8	White-Yellow	Switch Row # 4
9	White-Green	Switch Row # 5
10	White-Blue	Switch Row # 6
11	White-Violet	Switch Row # 7
12	White-Gray	Switch Row # 8
13	White	Diagnostic Common
14	Green	Advance
15	Blue	Auto/Manual

PLAYFIELD**8P1/8J1 - PLAYFIELD SWITCHES (White-15 Pin)**

1	Green-Red	Switch Column # 2
2	Green-Orange	Switch Column # 3
3	Green-Yellow	Switch Column # 4
4	Green-Black	Switch Column # 5
5	Green-Blue	Switch Column # 6
6	Green-Violet	Not Used
7	Green-Gray	Not Used
8	White-Brown	Switch Row # 1
9	White-Red	Switch Row # 2
10	White-Orange	Switch Row # 3
11	White-Yellow	Switch Row # 4
12	White-Green	Switch Row # 5
13	White-Blue	Switch Row # 6
14	White-Violet	Switch Row # 7
15	White-Gray	Switch Row # 8

NOTE: Number in parentheses () in 7P1 and 7P2 function column is the solenoid number readout in test 02.

PLAYFIELD (con't)

Pin	Wire Color	Function
8P2/8J2 - PLAYFIELD LAMPS (White-24 Pin)		
1	Yellow	6.3 VAC Display
2	Yellow-White	6.3 VAC Display
3	Yellow-Brown	Lamp Column # 1
4	Yellow-Red	Lamp Column # 2
5	Yellow-Orange	Lamp Column # 3
6	Yellow-Black	Lamp Column # 4
7	Yellow-Green	Lamp Column # 5
8	Yellow-Blue	Lamp Column # 6
9	Yellow-Violet	Lamp Column # 7
10	N/C	Not Used
11	Red-Brown	Lamp Row # 1
12	Red-Black	Lamp Row # 2
13	Red-Orange	Lamp Row # 3
14	Red-Yellow	Lamp Row # 4
15	Red-Green	Lamp Row # 5
16	Red-Blue	Lamp Row # 6
17	Red-Violet	Lamp Row # 7
18	Red-Gray	Lamp Row # 8
19-24	N/C	Not Used
8P3/8J3 - PLAYFIELD SOLENOIDS, SPECIAL SWITCHES (Black) (24 Pin)		
1	Red	Coil B+
2	Black	Ground (Special Switch Common)
3	Blue-Violet	Right Flipper Coils
4	Blue-Gray	Left Flipper Coil
5	Orange-Brown	Left Jet Bumper Sw.
6	Orange-Red	Right Jet Bumper Sw.
7	Orange-Black	Lower Jet Bumper Sw.
8	Orange-Yellow	Right Kicker Sw.
9	Orange-Green	Left Kicker Sw.
10	N/C	Not Used
11	Blue-Brown	Left Jet Bumper Coil (18)
12	Blue-Red	Right Jet Bumper Coil (17)
13	Blue-Orange	Lower Jet Bumper Coil (19)
14	Blue-Yellow	Right Kicker Coil (20)
15	Blue-Green	Left Kicker Coil (21)
16	N/C	Not Used (22)
17	Gray-Brown	Ball Release Coil (1)
18	Gray-Red	5-Bank 1-3 Reset Coil (2)
19	Gray-Orange	5-Bank 4-5 Reset Coil (3)
20	Gray-Yellow	3-Bank Reset Coil (4)
21	Gray-Green	Eject Hole Coil (5)
22	Gray-Blue	"FLASH" Lights (6)
23	Gray-Violet	Not Used (7)
24	Gray-Black	Not Used (8)

INSERT BOX

Pin	Color	Function
9P1/9J1 - INSERT DOOR LAMP CONNECTOR (Black-15 Pin)		
1	Yellow	6.3 VAC Display Lamps
2	Yellow-White	6.3 VAC Display Lamps
3	N/C	Not Used
4	Yellow	6.3 VAC Display Lamps
5	Yellow-White	6.3 VAC Display Lamps
6	Yellow-Violet	Lamp Column # 7
7	Yellow-Gray	Lamp Column # 8
8	Red-Brown	Lamp Row # 1
9	Red-Black	Lamp Row # 2
10	Red-Orange	Lamp Row # 3
11	Red-Yellow	Lamp Row # 4
12	Red-Green	Lamp Row # 5
13	Red-Blue	Lamp Row # 6
14	Red-Violet	Lamp Row # 7
15	Red Gray	Lamp Row # 8

9P2/9J2 - PLAYER 1 KEEP ALIVE

1	Brown-White	Anode Keep Alive
---	-------------	------------------

9P3/9J3 - PLAYER 2 KEEP ALIVE

1	Brown-White	Anode Keep Alive
---	-------------	------------------

9P4/9J4 - PLAYER 3 KEEP ALIVE

1	Brown-White	Anode Keep Alive
---	-------------	------------------

9P5/9J5 - PLAYER 4 KEEP ALIVE

1	Brown-White	Anode Keep Alive
---	-------------	------------------

SOUND BOARD**10P1/10J1 - POWER INPUTS**

1	Gray	18.7 VAC
2-4	N/C	Not Used
5	Gray-White	18.7 VAC C.T.
6	N/C	Not Used
7	Key	Key
8	N/C	Not Used
9	Gray	18.7 VAC

10P2/10J2 - SPEAKER OUTPUT

1	N/C	Not Used
2	Red	Speaker +
3	Black	Speaker Com
4	N/C	Not Used

10P3/10J3 - SOUND SELECT INPUTS

1	Key	Key
2	Brown-Red	Sound (10)
3	Brown-Black	Sound (9)
4	Brown-Yellow	Sound (12)
5	Brown-Orange	Sound (11)
6	N/C	Not Used
7	Brown-Green	Sound (13)
8	N/C	Not Used
9	N/C	Not Used

NOTE: Number in parentheses () in 8P3 Function column is the solenoid number readout in test 02.

SECTION 8 MECHANICAL ADJUSTMENTS

BALL SHOOTER GUIDE AND ENTRY GATE

The required adjustment of the ball shooter guide varies with the pitch of the playfield and adjustment of the gate is dependent on the adjustment of the guide. Games are adjusted for a 3.5° playfield pitch at the factory. With the game leveled as desired, proceed as follows:

1. Place the ball on the playfield in the ball shooter lane.
2. Pull back the ball shooter about half way and release it. The ball should go smoothly through the upper left lane.
3. To adjust the ball shooter guide loosen the screw accessible through the hole in the plastic.
 - a. If the ball chatters or strikes the post separating the two upper left lanes, push the top of the guide towards the center of the playfield and tighten the screw securely.
 - b. If the ball strikes the edge of the playfield below the lane, push the top of the guide towards the edge of the playfield and tighten the screw securely.
4. Repeat steps 2 and 3 as required.
5. To ensure that the adjustment does not change with play, the plastic may be temporarily removed and the adjustable bracket secured with a 6x½ wood screw through one of the additional holes.
6. If the ball shooter guide has been adjusted, check the ball entry gate and adjust if required.

SWITCHES

There are different types of switches used throughout the game. The switch blades are made of a highly conductive spring type metal in various lengths, thickness, and form. Each switch is designed to satisfy specific operation conditions such as bounce, current carrying capacity, speed of operation, etc. Therefore, it is important to replace a blade with one of the same kind. When adjusting blades, never kink or bend sharply, as this causes fatigue which leads to fractures. Adjust blades with a sweeping, bowing motion, with a switch adjusting tool or duck bill pliers.

When switch adjustments are called for, before forming blades on any machine, check that the screws holding the switch stacks are down very tight. This is recommended because plastic spacers in the switch stacks will occasionally shrink by drying out causing a poor adjustment.

With few exceptions, all blade type switches should have at least 1/32 inch between the contact points and should follow thru for at least 1/32 inch beyond the point at which the contacts close. This follow thru action provides a wiping motion between the contacts keeping them clean and insuring good contact between the points.

To adjust blade type switches properly, first adjust the actuating blade (usually, the longer one) with relation to the part that it contacts. Then set the gap and follow thru by adjusting the other blade.

SWITCH CONTACTS

With the exception of flipper button and end of stroke switches, all blade switch contacts are gold-plated and must NOT be burnished or filed. To clean the contacts, close them on a clean piece of paper (e.g. business card) and wipe gently until the contacts are clean. For the flipper button switches, remove tarnish by filing with a contact file and then burnishing. Do the same for the flipper end-of-stroke switch contacts.

Severely pitted contacts should be replaced as an assembly. Switch contacts should only be adjusted when they cause a malfunction or do not score properly.

ROLL-OVER LANE SWITCHES

Playfield lane switches are operated by a wire form or button which is actuated by the ball. Before the switch is adjusted, the wire should be centered in the playfield slot. The long blade closest to the playfield should be adjusted to hold the roll-over up. Check this condition with the playfield down. Then, with the playfield up, adjust the short blade for 1/16 inch clearance. Depress the roll-over to its maximum depression with the ball and check for 1/32 inch follow thru. To prevent switch vibration a back-up blade is used. It should be parallel and just barely in contact with the short blade.

FLIPPER

Flippers are controlled by the flipper pushbuttons at each side of the cabinet. Each coil consists of two windings: A pull-in winding and a lighter gauge hold-in winding. The hold-in winding is normally bypassed by a closed switch.

The pull-in winding produces a strong stroke. However, if this winding were to remain energized by the player it would overheat. To reduce this high current, the hold winding is put in series with the pull-in winding by opening the end-of-stroke switch.

This switch should be adjusted so that the long blade is moved by the flipper pawl assembly for about the last 1/8 inch of movement. With the plunger completely depressed manually, both switches should be adjusted for a 3/32 inch gap. The short blade should have a 1/32 inch follow thru.

NEVER LUBRICATE THE PLUNGER. The only lubrication required is the link assembly with the special coin machine lubricant.

Weak or sluggish flipper action can be due to dirty or improperly adjusted contact points, worn out coil sleeve, loose or broken bushing, incorrect coil or shorted diodes, worn out fiber links, weak or broken return spring, loose coil between the retaining bracket and coil stop, or loose screws. Check all of the above to correct.

TILT SWITCHES

The plumb bob tilt can be made more sensitive by raising the plumb bob on the shaft and less sensitive lowering the bob on the shaft. The super slam tilt on the coin door is adjustable. The normal adjustment is contacts open 1/32 inch. The playfield tilt is adjustable by forming the switch contacts. Closing the gap will make the tilt more sensitive. The ball roll tilt in the cabinet box can be raised (more sensitive) or lowered (less sensitive) at the front pivot slot.

SECTION 9 SPARE PARTS

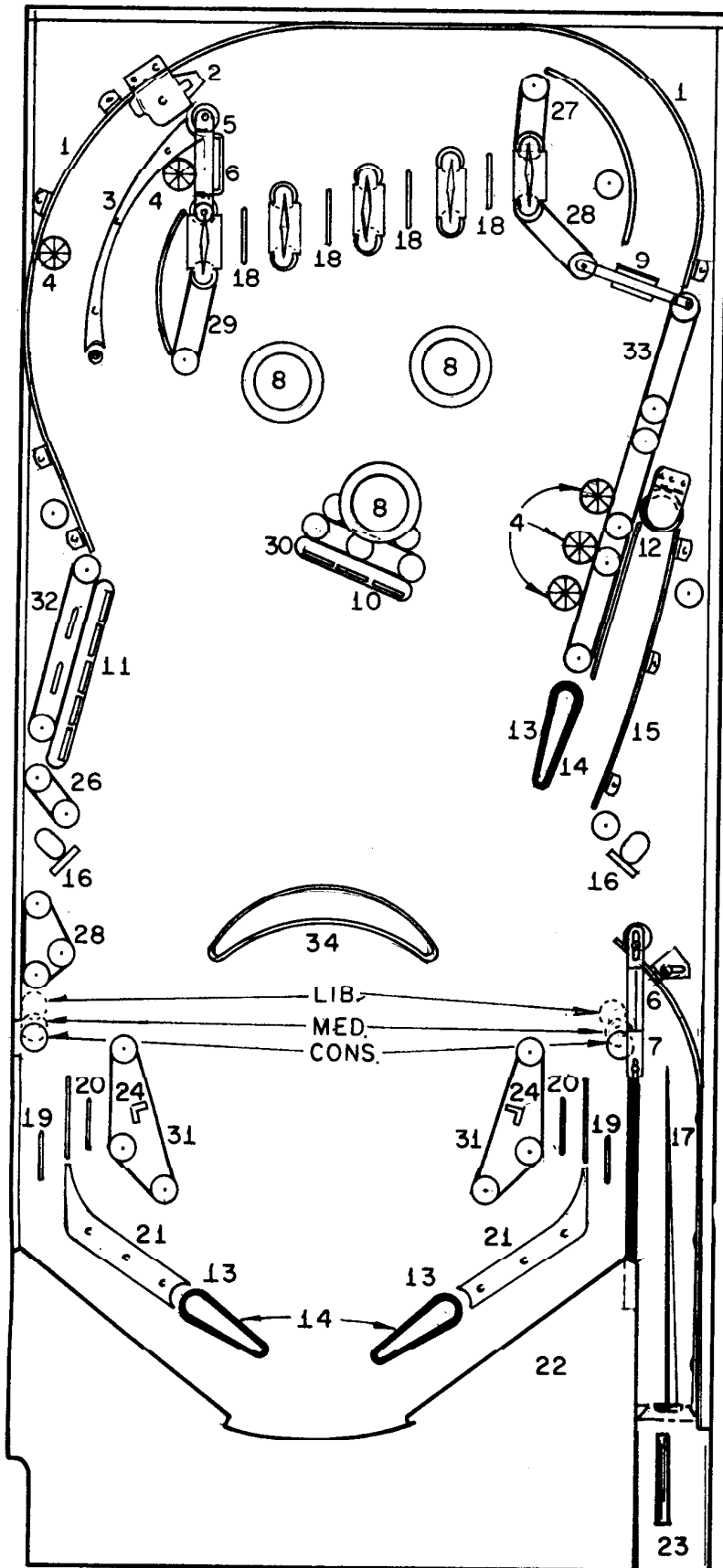
The parts used on the solid state FLASH are standard Williams parts. Refer to Figure 14 for identification of various playfield parts and adjustments.

PLAYFIELD CARE

The playfield on this machine has an improved finish with excellent wearing properties. **DO NOT** clean the board with water, water soap solutions, or harsh abrasives. Avoid using steel wool, kitchen cleansers, or abrasive hand soap. Water will weaken the adhering of the paint to the board and abrasives shorten the board life.

A wax base cleaner with negligible abrasive qualities used lightly, but frequently, will extend board life.

PLAYFIELD PARTS



Part Number	Description
1. D-8104	TOP BALL RAIL ASSY
2. A-8112-L	BALL GATE ASSY
3. B-8107	BALL GUIDE ASSY
4. 3A-7537	STAR ROLLOVER BUTTON
5. 1A-6812	MOUNTING BRACKET FOR WIRE FORM
6. 12A-6511	BALL GATE WIRE FORM
7. 1A-6806	MOUNTING BRACKET FOR WIRE FORM
8. 8-7894	JET BUMPER ASSY
9. 8-7875-486	SPINNING TARGET ASSY
10. D-7931-3S	DROP TARGET ASSY
11. D-7931-5S	DROP TARGET ASSY
12. B-2472-5R	BALL EJECT ASSY
13. B-7060	FLIPPER ASSY
14. 23A-6519-5	FLIPPER RUBBER
15. B-8102	RIGHT BALL RAIL ASSY
16. A-8035	STATIONARY TARGET ASSY
17. B-8103	BALL SHOOTER RAIL ASSY
18. A-5844-42	ROLLOVER WIRE ASSY
19. A-5844-9	ROLLOVER WIRE ASSY
20. A-5844-8	ROLLOVER WIRE ASSY
21. A-8108	FLIPPER RETURN FRAME ASSY
22. D-7473	BOTTOM ARCH ASSY
23. 30B-3573	SHOOTER GAUGE
24. B-8055	BALL KICKER ASSY
25. 23A-6300	RUBBER RING 5/16" I.D.
26. 23A-6301	RUBBER RING 3/4" I.D.
27. 23A-6302	RUBBER RING 1" I.D.
28. 23A-6303	RUBBER RING 1-1/4" I.D.
29. 23A-6304	RUBBER RING 1-1/2" I.D.
30. 23A-6305	RUBBER RING 2" I.D.
31. 23A-6306	RUBBER RING 2-3/8" I.D.
32. 23A-6307	RUBBER RING 2-7/8" I.D.
33. 23A-6310	RUBBER RING 5" I.D.
34. 3B-7535	PLEXIGLASS CRESCENT INSERT

POST ADJUSTMENTS

To make game more conservative or liberal, move post 3/16" as shown in sketch. Spotting holes are provided and can be seen upon removal of posts.

SUGGESTED SCORE CARDS

CREDIT GAMES

- 3 Ball 486-14 or 486-33
- 5 Ball 486-52

EXTRA BALLS

- 3 Ball 486-66
- 5 Ball 486-68

Figure 14. Playfield Spare Parts

CATALOG SUPPLEMENT 486

WITH

NEW PARTS & ASSEMBLIES

FIRST USED ON



 **Williams** ELECTRONICS, INC.

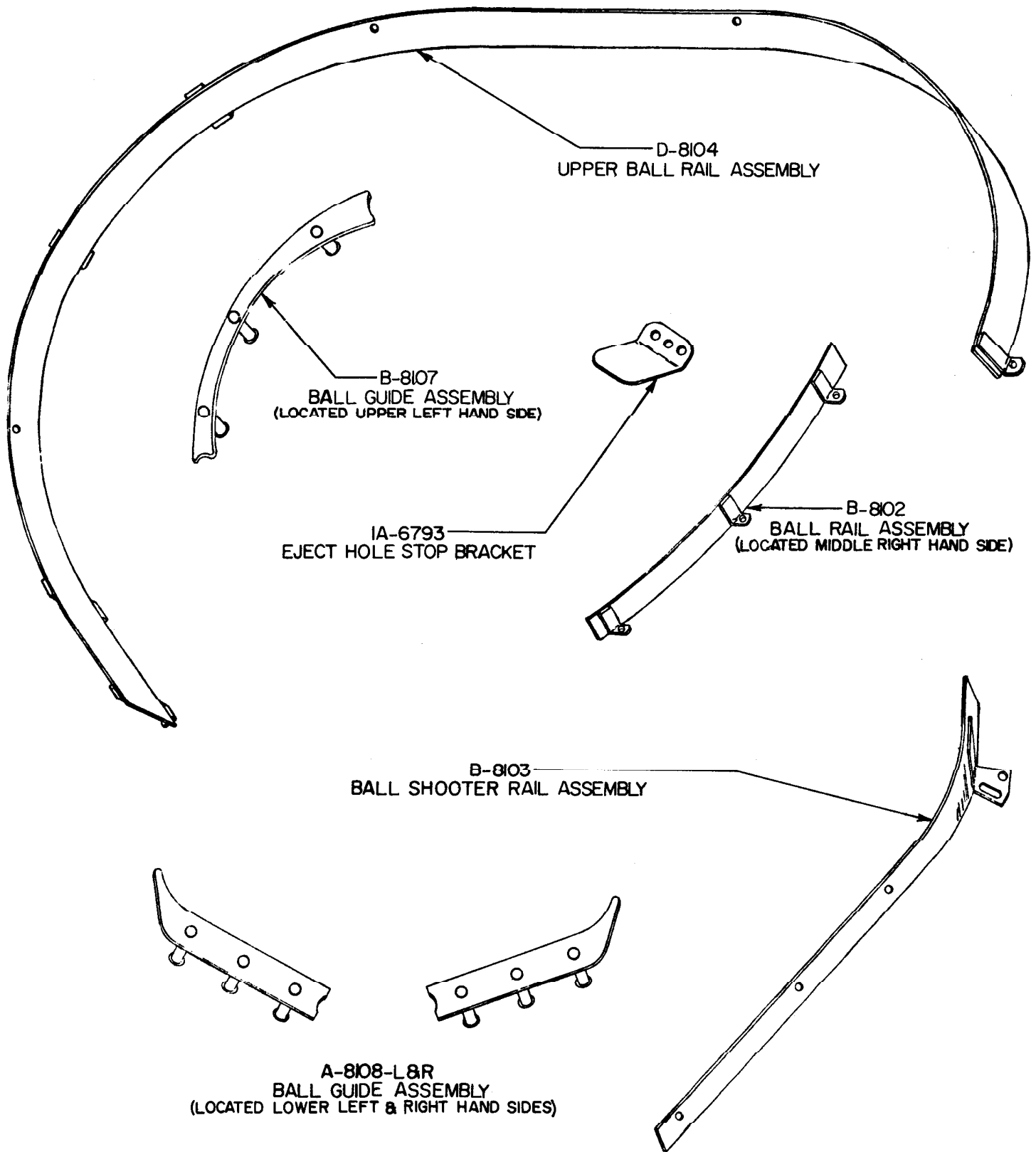
AN XCOR INTERNATIONAL, INC. COMPANY

3401 N. California Ave.
(312) 267-2240

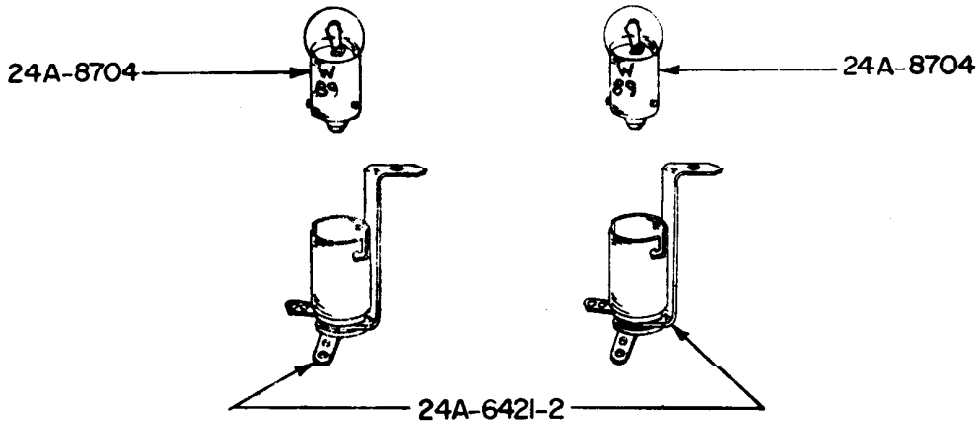
FEBRUARY
1979

Chicago, Ill. 60618, U.S.A.
Cable Address: Wilcoin

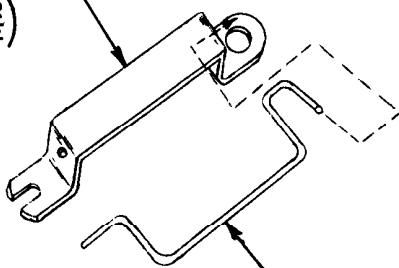
PLAYFIELD BALL GUIDES
(METAL TYPE)



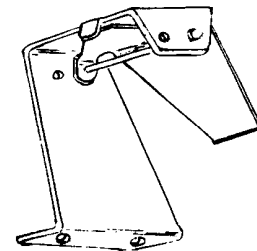
MISCELLANEOUS PLAYFIELD PARTS



1A-6812
(LOCATED UPPER
LEFT HAND SIDE)

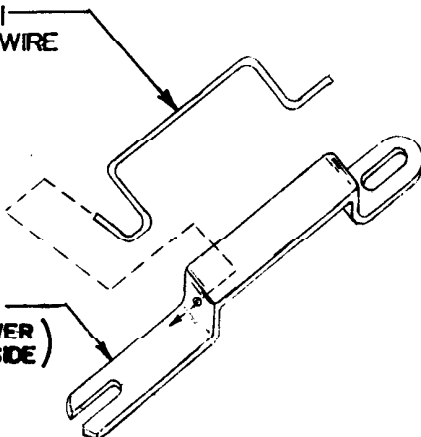


12A-6511
BALLGATE WIRE



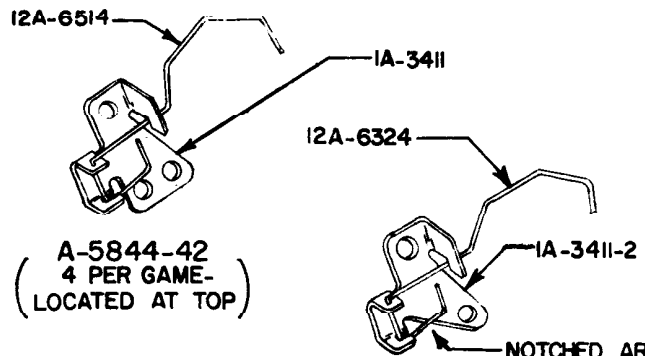
A-8112-L
(LOCATED UPPER
LEFT HAND CORNER)

12A-6511
BALLGATE WIRE



1A-6806
(LOCATED LOWER
RIGHT HAND SIDE)

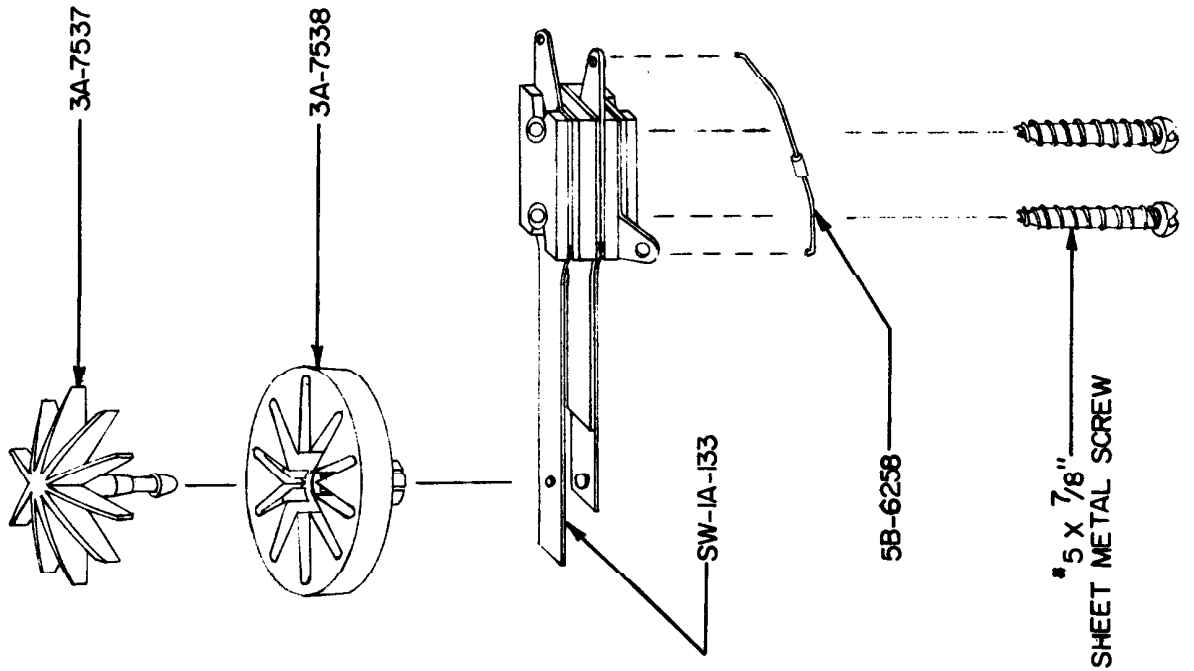
ROLLOVER WIRE ASSEMBLIES



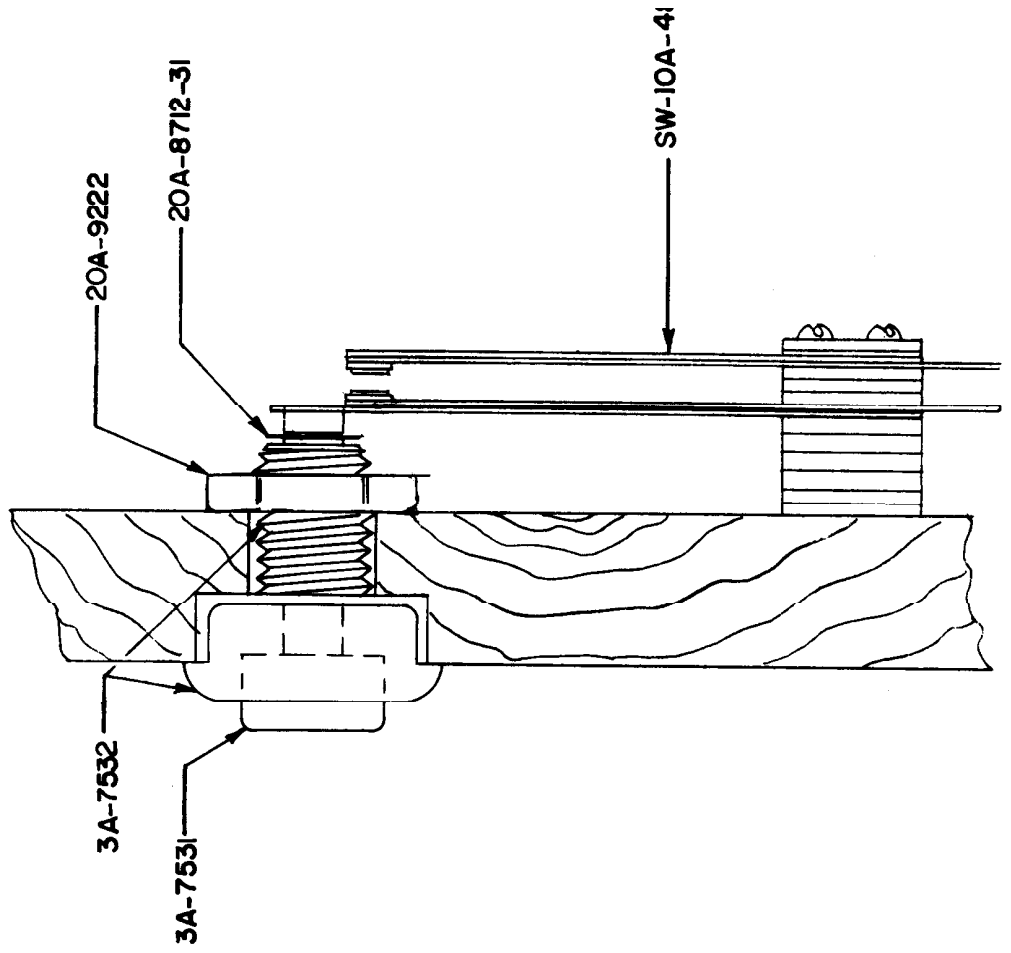
A-5844-42
(4 PER GAME-
LOCATED AT TOP)

NOTCHED AREA
A-5844-43
(LOCATED LOWER LEFT SIDE)

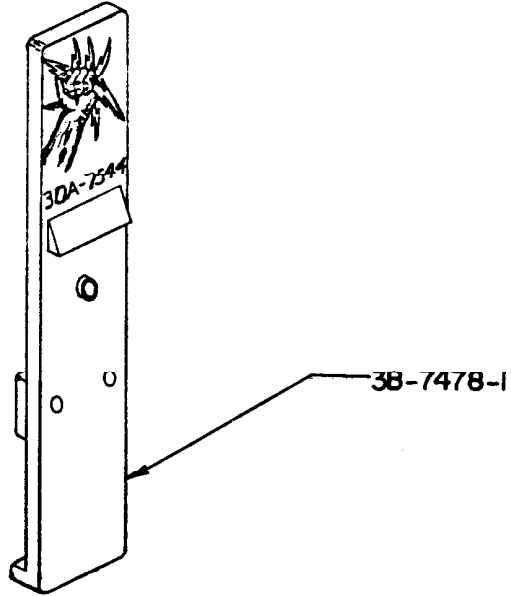
STAR ROLLOVER BUTTON
(WITH RELATED PARTS)



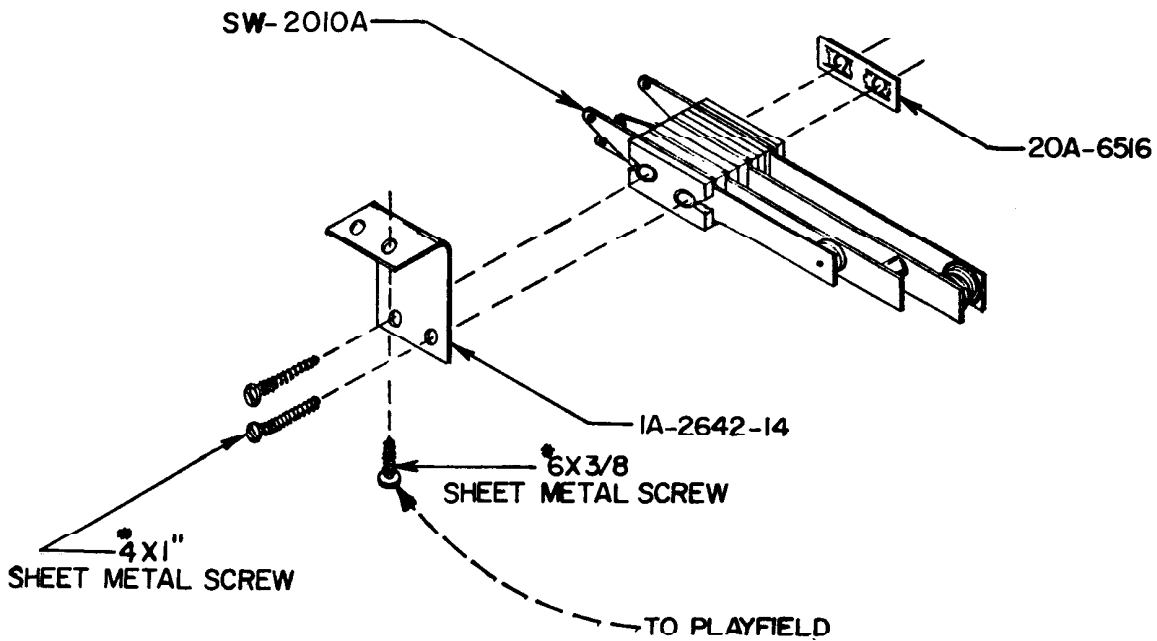
A-809I
 FLIPPER BUTTON ASSEMBLY
 (BELOW PARTS CAN BE PURCHASED INDIVIDUALLY OR
 AS COMPLETE KIT UNDER ABOVE PART NUMBER)



B-8146-7
PLASTIC DROP TARGET
(WITH TAPE ATTACHED)



(BELOW ASSEMBLY IS LOCATED AT LOWER RIGHT FLIPPER ASSEMBLY)
A-8160
FLIPPER SWITCH ASSEMBLY
(FOR END OF STROKE & UPPER RIGHT FLIPPER ACTUATOR)



PRICE LIST

ARRANGED IN NUMERICAL ORDER

<u>NUMBER</u>	<u>DESCRIPTION</u>	<u>PRICE</u>
1A-2642-14	Mounting Bracket for Switch.....	.12
1A-3411	Rollover Wire Bracket.....	.20
1A-3411-2	Rollover Wire Bracket.....	.35
1A-6793	Eject Hole Stop Bracket.....	1.57
1A-6806	Ball Gate Bracket.....	.22
1A-6812	Ball Gate Bracket.....	.18
3B-7478-1	Plastic Drop Target.....	.33
3A-7531	Flipper Button.....	.37
3A-7532	Housing For Flipper Button.....	.48
3B-7535	Plastic Insert.....	5.72
3A-7537	Rollover Button-Star Type.....	.12
3A-7538	Housing for Star Type Rollover Button.....	.47
5B-6258	IN4001 Diode.....	.26
12A-6324	Rollover Wire.....	.20
12A-6511	Ball Gate Wire.....	.40
12A-6514	Rollover Wire.....	.41
20A-6516	Tinnerman Speed Nut for #4 Sheet Metal Screw..	.04
20A-8712-31	'E' Retaining Ring (5/16" Dia. Shaft).....	.05
20A-9222	5/8" Palnut.....	.13
24A-6421-2	Light Socket Assembly.....	.55
24A-8704	#89 Light Bulb.....	.70
30C-486	Playfield Plastics-Set of 9.....	33.35
30A-7544	Screened Drop Target Tape.....	.05
A-5844-42	Rollover Wire & Bracket Assembly.....	.70
A-5844-43	Rollover Wire & Bracket Assembly.....	.90
A-8091	Flipper Button Assembly.....	3.44
B-8102	Ball Rail Assembly.....	5.90
B-8103	Ball Shooter Rail Assembly.....	5.50
D-8104	Upper Ball Rail Assembly.....	17.00
B-8107	Ball Guide Assembly.....	6.00
A-8108-L	Ball Guide Assembly-Left.....	5.20
A-3108-R	Ball Guide Assembly-Right.....	5.20
A-8112-L	Ball Gate Assembly-Left.....	1.88
B-8146-7	Drop Target & Tape Assembly.....	.86
SW-1A-113	Stationary Stand Up Target Switch.....	1.12
SW-1A-114	Stand Up Kicker Switch.....	.90
SW-1A-117	Playfield Tilt Switch.....	1.26
SW-1A-118	Spinning Target Switch.....	.95

PRICE LIST

ARRANGED IN NUMERICAL ORDER

<u>NUMBER</u>	<u>DESCRIPTION</u>	<u>PRICE</u>
SW-1A-120	Stand Up Score Switch.....	1.02
SW-1A-122	Kicker Count Switch.....	1.39
SW-1A-124	Rollover Wire Switch.....	.96
SW-1A-125	Playfield Ball Return Switch.....	1.08
SW-1A-130	Ball Eject Hole Switch.....	.99
SW-1A-133	Star Rollover Button Switch.....	.96
SW-10A-8	Flipper End of Stroke Switch.....	1.06
SW-10A-48	Flipper Push Button Switch.....	1.46
SW-11A-35	Jet Bumper Switch.....	1.52
SW-2010-A	Flipper End of Stroke Switch.....	2.88
SA-23-900-D.C.	Ball Release Coil Assembly.....	3.00
SA2-23-900-D.C.	Knocker Coil Assembly.....	3.00
SA3-23-900-D.C.	Drop Target Coil Assembly.....	3.00
SFL-20-300/ 30-800-D.C.	Flipper Coil Assembly.....	5.00
SG-23-900-D.C.	Coil Assembly.....	3.00
SM-35-4000-D.C.	Coin Lockout Coil Assembly.....	2.50
#4 X 1"	Slotted Round Head S.M. Screw-Type 'B'.....	.03
#5 X 7/8"	Phillips Round Head S.M. Screw-Type 'A'.....	.02
#6-32	Elastic Stop Nut.....	.08
#6-3/8"	Phillips Pan Head S.M. Screw-Type 'A'.....	.02

Williams[®]

No. WMA486-2

MANUAL AMENDMENT

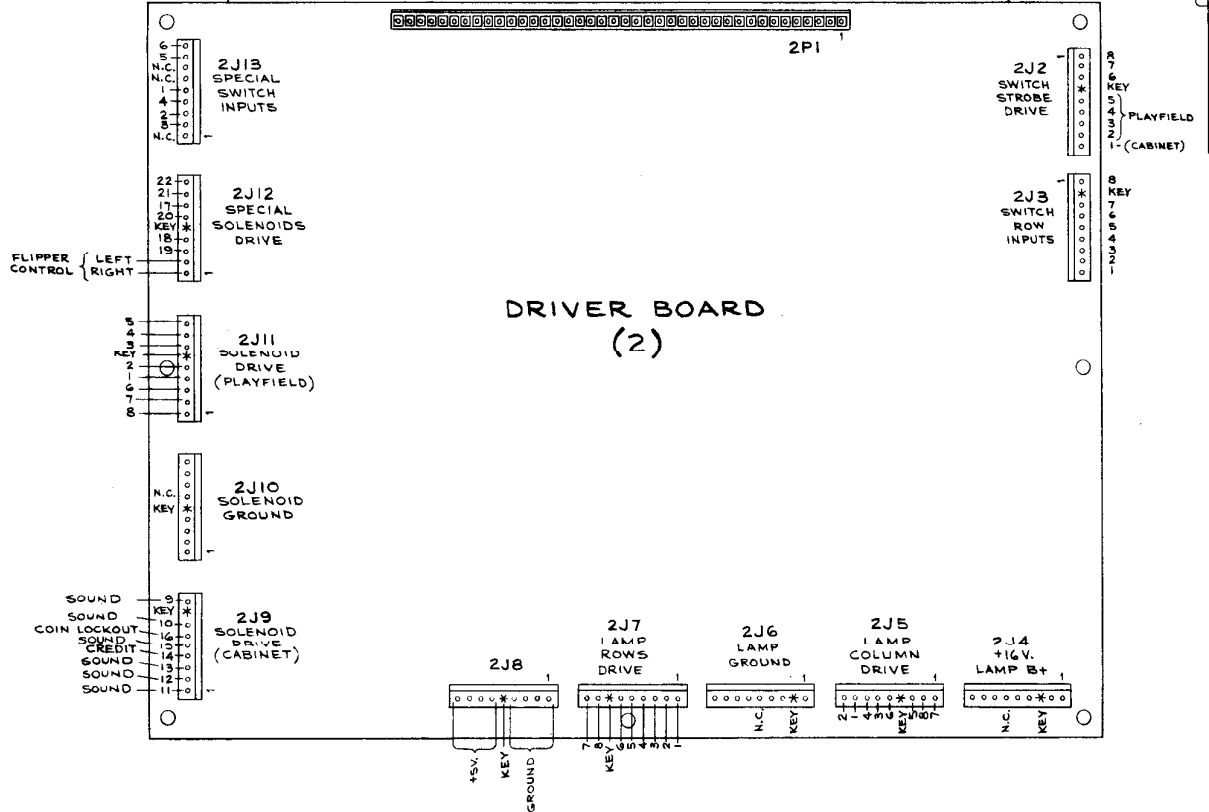
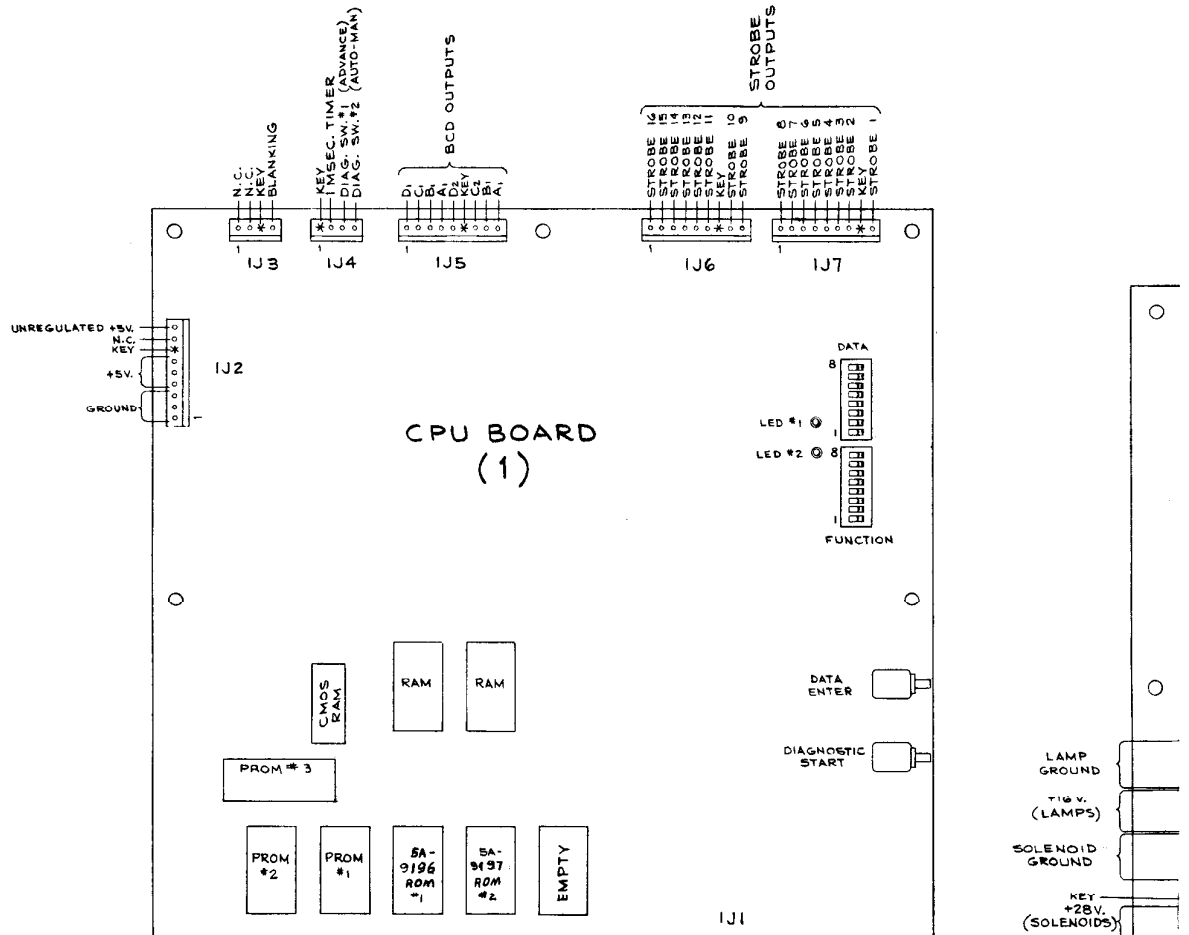
MANUAL AFFECTED: FLASH Drawing Set

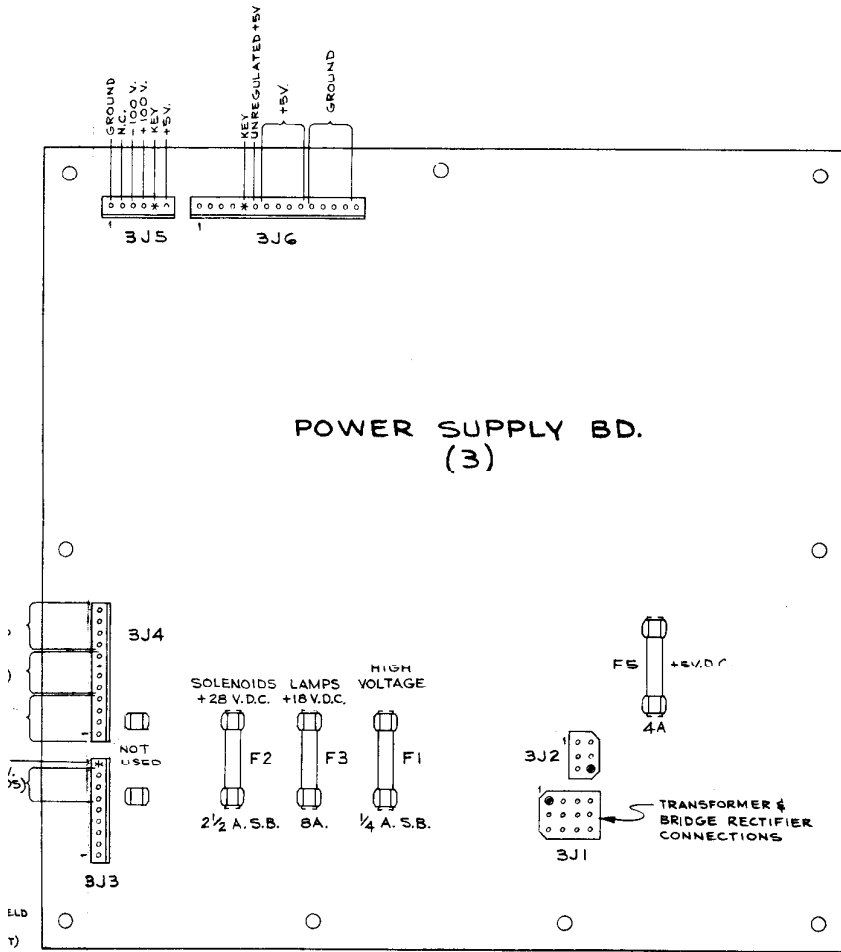
PURPOSE: Some FLASH games are equipped with Revision Level 6 CPU Boards. This amendment incorporates assembly and logic diagrams for the new board.

CHANGE: Add the attached pages to your drawing set.

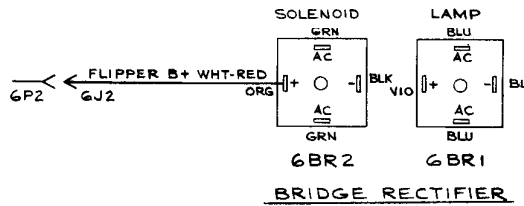
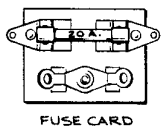
NOTE

Batteries on the new boards
are installed with the positive
end down.

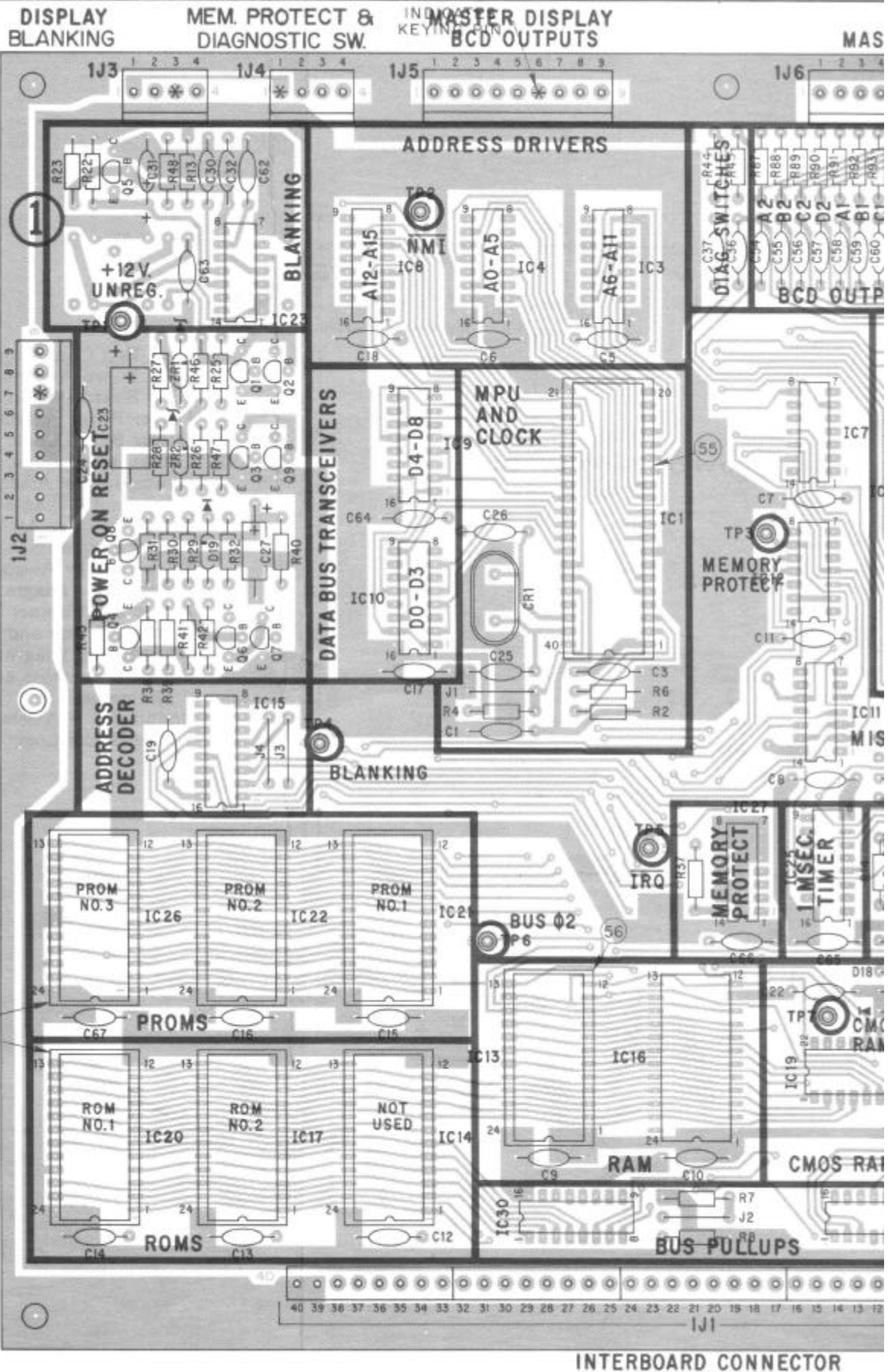




Drawing	Page
Back Box Connector Identification	1
CPU Board Assembly Drawing	2
CPU Board Logic Diagram	3
Driver Board Assembly Drawing	4
Driver Board Logic Diagram (Sheet 1 of 2) .	5
Driver Board Logic Diagram (Sheet 2 of 2) .	6
Power Supply Assembly and Schematic Diagrams	7
Master Display Assembly Drawing	8
Master Display Schematic Diagram	9
Slave Display Assembly and Schematic Diagrams	10
Power and Cabinet Diagrams	11
Playfield Lamp and Solenoid Schematic Diagrams	12
Playfield Switches and Insert Board Diagrams	13
Sound Board Assembly Drawing	14
Sound Board Logic Diagram	15

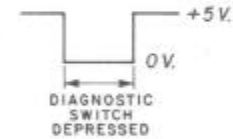


REVISION LETTER	REVISION
D	REVISED AND REDRAWN TO CONFORM TO ARTWORK NO. 18-2001-133 LATEST ISSUE NO. 6. R. GAY, 1-8-79
E	ITEM NO. 3, MFG'S PT. NO. WAS 1N5991. E.C.D. 4670 R. GAY, 1-31-79

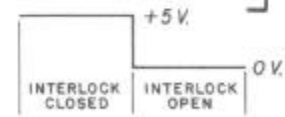


TP1 +12 V. UNREG

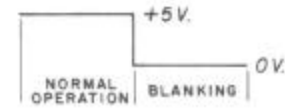
TP2 $\overline{\text{NMI}}$



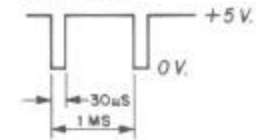
TP3 MEMORY PROTECT



TP4 BLANKING



TP5 $\overline{\text{IRQ}}$



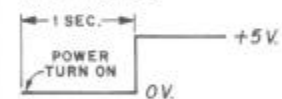
TP6 BUS $\Phi 2$



TP7 CMOS RAM B+

POWER ON 4.3V
POWER OFF 3.9V

TP8 RESET



TP9 +5V.

TP10 GND

INTERBOARD CONNECTOR

MASTER DISPLAY STROBE OUTPUTS



BILL OF MATERIAL

ITEM NO.	PART NO.	PART DESIGNATION	DESCRIPTION	REQ'D. NO.
1	1B-2001-133-6		BARE P.C. BOARD	1
2	5A-8990	IC2, IC9, IC10	8T28 QUAD BUFFER/RECEIVER	3
3	5A-8989	IC3, IC4, IC8	8T9T HEX. TS BUFFER	3
4	5A-9010	IC5	74154 4 TO 16 DECODER	1
5	5A-9013	IC7	7404 HEX. INVERTER	1
6	5A-9235	IC11	74LS10 TRIPLE 3 INPUT NAND	1
7	5A-8973	IC12	7408 QUAD AND	1
8	5A-9003	IC15, IC16	MC6810 RAM	2
9	5A-9246	IC15	74LS159 DUAL 2 TO 4 LINE DECODER	1
10	5A-.....	IC17	ROM 2K X 8 LOWER	1
11	5A-8972	IC18	MC6820 PIA	1
12	5A-9017	IC19	CMOS RAM 5101	1
13	5A-.....	IC20	ROM 2K X 8 UPPER	1
14	9C-9002	IC23	MC3456/556 DUAL TIMER	1
15	5A-9073	IC24	7400 QUAD 2 INPUT NAND	1
16	5A-9236	IC25	4020 CMOS 4 BIT COUNTER	1
17	5A-9237	IC27	4071 CMOS QUAD 2 INPUT NOR	1
18	5A-9247	IC5	74LS02 QUAD 2 INPUT NOR GATE	1
19	5A-9238	IC26, IC29	13 DIP RESISTOR/PACK, 4.7 K OHM	2
20	5A-9239	IC30, IC31	15 DIP RESISTOR/PACK, 4.7 K OHM	2
21	5B-9025	DS1, DS2	8 STN. DIP SWITCH	2
22	5A-9018	ZR1	1N5996 ZENER DIODE	1
23	5A-9240	ZR2	1N5990 ZENER DIODE	1
24	5A-8919	DI THRU DI9	1N4148 DIODE, SILICON	19
25	5C-8936	Q1, Q2, Q3, Q6 THRU Q9	2N4401 TRANSISTOR	9
26	5C-9016	Q4, Q5	2N4403 TRANSISTOR	2
27	5A-9020	CR1	CRYSTAL, 3.58 MHZ	1
28	5B-8984	R20, R25, R26, R48, R71 THRU R94	RESISTOR, FC, 1K OHM 10% 1/4 W.	28
29	5B-8983	R2, R6, R7, R8, R23, R30	RESISTOR, FC, 3.3K OHM 10% 1/4 W.	6
30	5B-8991	R4, R13 THRU R19, R33, R34, R41	RESISTOR, FC, 4.7K OHM 10% 1/4 W.	11
31	5A-9033	R1	RESISTOR, FC, 680 OHM 5% 1/4 W.	1
32	5B-9036	R11, R12, R42	RESISTOR, FC, 100 OHM 10% 1/4 W.	3
33	5B-9113	R22, R40	RESISTOR, FC, 33K OHM 5% 1/4 W.	2
34	5B-9034	R27, R28,	RESISTOR, FC, 10K OHM 10% 1/4 W.	2
35	5A-9241	R29, R36, R46, R47	RESISTOR, FC, 22K OHM 10% 1/4 W.	4
36	5A-8998	R31	RESISTOR, FC, 2.2K OHM 10% 1/4 W.	1
37	5A-9039	R32	RESISTOR, FC, 10 OHM 10% 1/4 W.	1
38	5A-9242	R37	RESISTOR, FC, 300K OHM 10% 1/4 W.	1
39	5A-8997	R39, R43	RESISTOR, FC, 2.7K OHM 10% 1/4 W.	2
40	5B-9083	R44, R45	RESISTOR, FC, 470 OHM 10% 1/4 W.	2
41	5A-8980	C1 THRU C21, C30, C33 THRU C37, C63 THRU C67	CAPACITOR, CERAMIC, 01 MFD. 50 V.	30
42	5A-8986	C23	CAPACITOR, ELECT, 100 MFD. 10 V.	1
43	5A-8996	C22, C24	CAPACITOR, CERAMIC, 1 MFD. 50 V.	2
44	5A-9169	C25, C26	CAPACITOR, CERAMIC, 27 PFD. 1K V.	2
45	5A-9243	C27	CAPACITOR, TANT, 10 MFD. 10 V.	1
46	5A-9051	C31	CAPACITOR, TANT, 1 MFD. 25 V.	1
47	5A-9030	C32	CAPACITOR, CERAMIC, .047 MFD. 50 V.	1
48	5A-9065	C38 THRU C62	CAPACITOR, CERAMIC, 470 PFD. 50 V.	25
49	5A-9019	LED1, LED2	LED, RED	2
50	5A-9024	SW1, SW2	SWITCH, SPDT MOMENTARY	2
51	5A-9021		BATTERY HOLDER #171	1
52	5A-9026	1J1	HEADER 09-64-1083	5
53	5A-9028	1J3, 1J4	HEADER 09-65-1041	2
54	5A-9027	1J2, 1J5, 1J6, 1J7	HEADER 09-65-1091	4
55	5A-8985		40 PIN IC SOCKET	1
56	5A-9004		24 PIN IC SOCKET	7
57		J1 THRU J6	WIRE JUMPER 22 GAUGE WIRE WITH INSULATION	6
58		TP1 THRU TP10	TERMINAL # 1502-1	10
59	5A-8987	IC1	MC6802 MICROPROCESSOR	1
60		IC14	NOT USED	0
61	5A-9015	IC21, IC22, IC26	PROM 512 X 8 7641/6341	2/3
62	5A-9022	B1, B2, B3	BATTERY, ALKALINE, 1.5 V.	3
63	3A-7520-1		TIE WRAP	1
64				

★ - FOR INFO ONLY NOT PART OF ASSEMBLY.
 * - J2 THRU J4, R1 B R4 NOT USED.

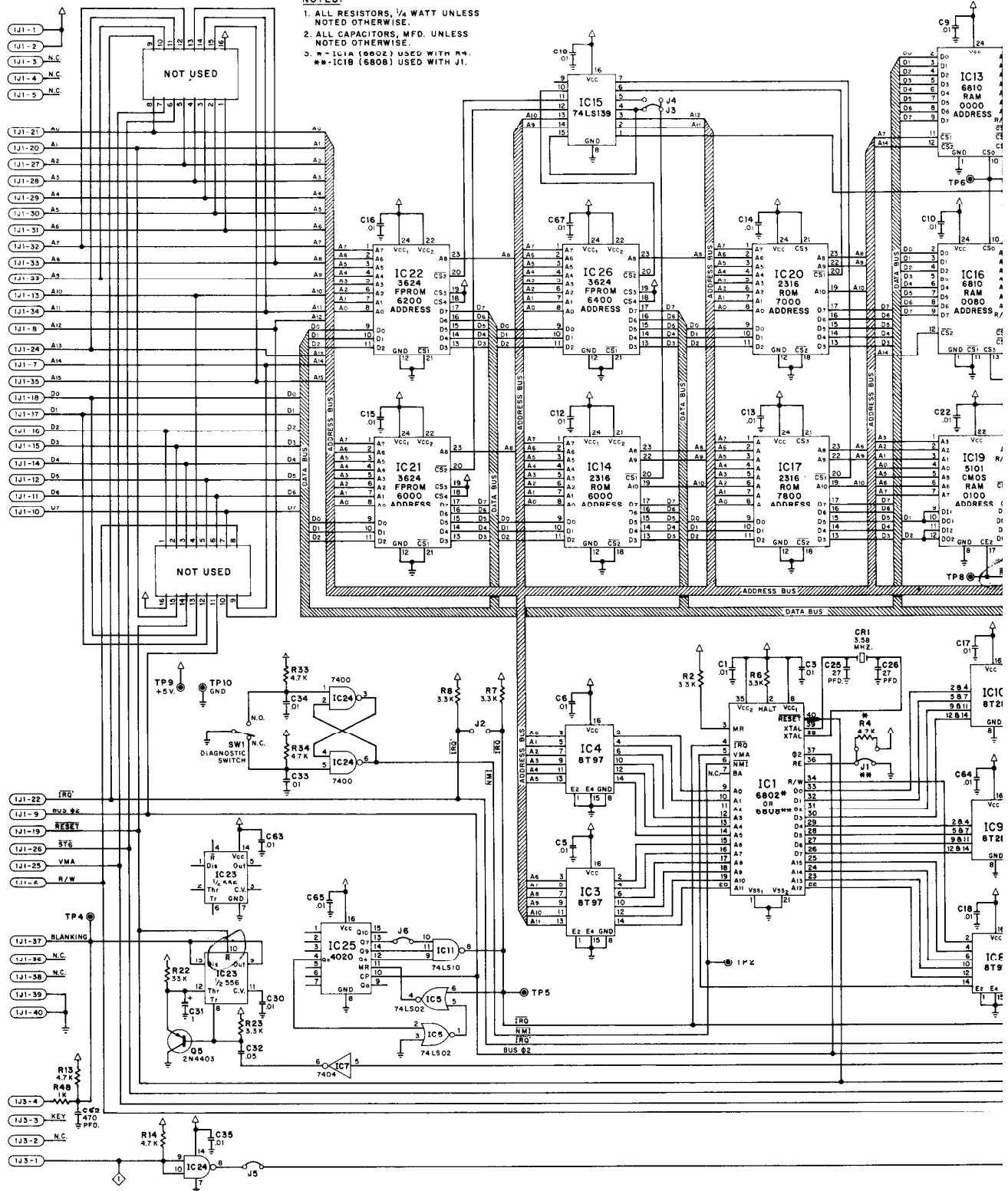
WILLIAMS ELECTRONICS, INC.
 SUBSIDIARY OF SCOR CORPORATION
 3401 N. CALIFORNIA CHICAGO, ILL. 60618 CORNELIA T-2240

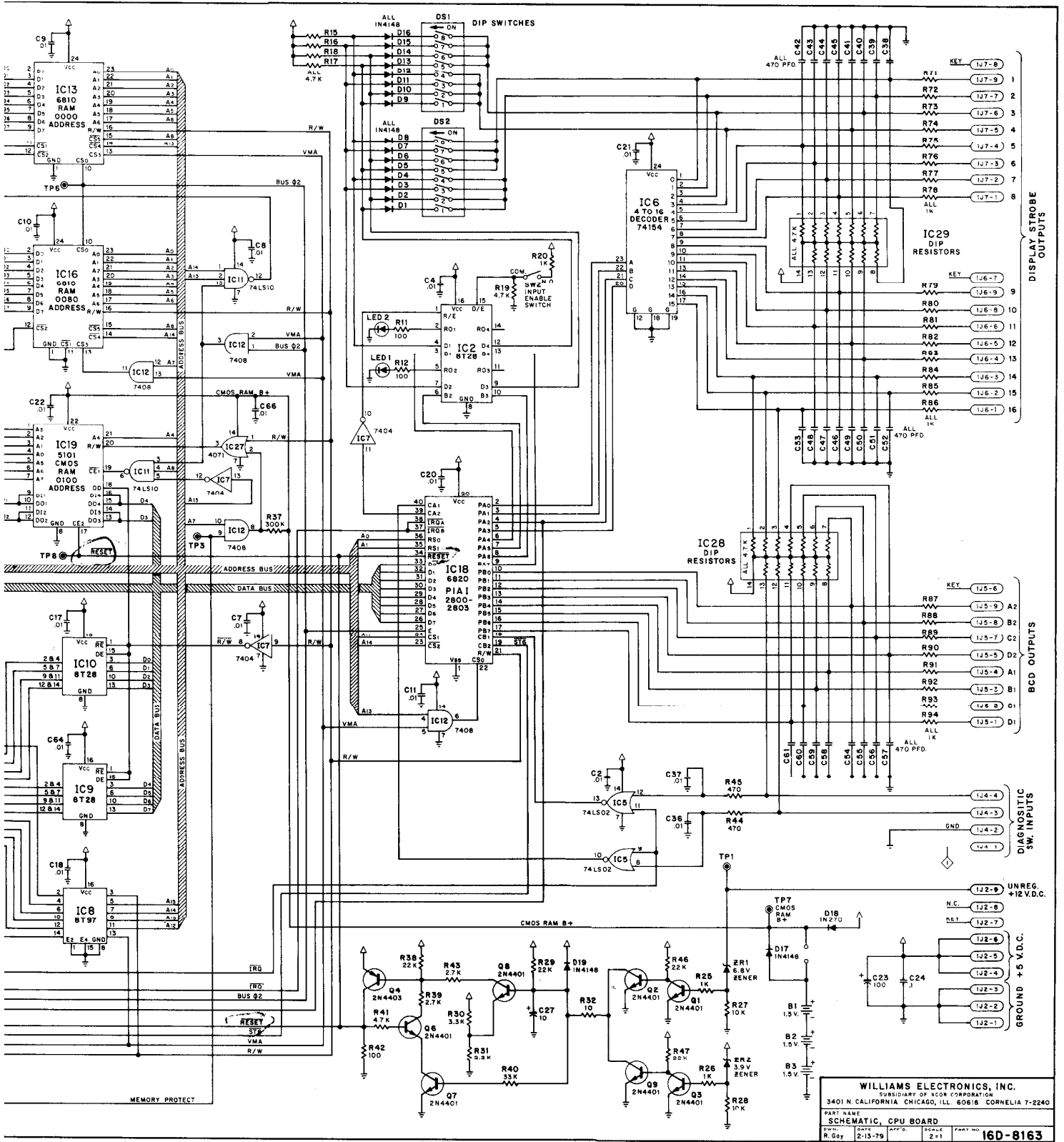
PART NAME
 CPU BOARD ASSEMBLY

SW. R. Gay DATE 1-11-79 APPS. SCALE 2=1 PART NO. D-8161

REVISION LETTER	REVISION

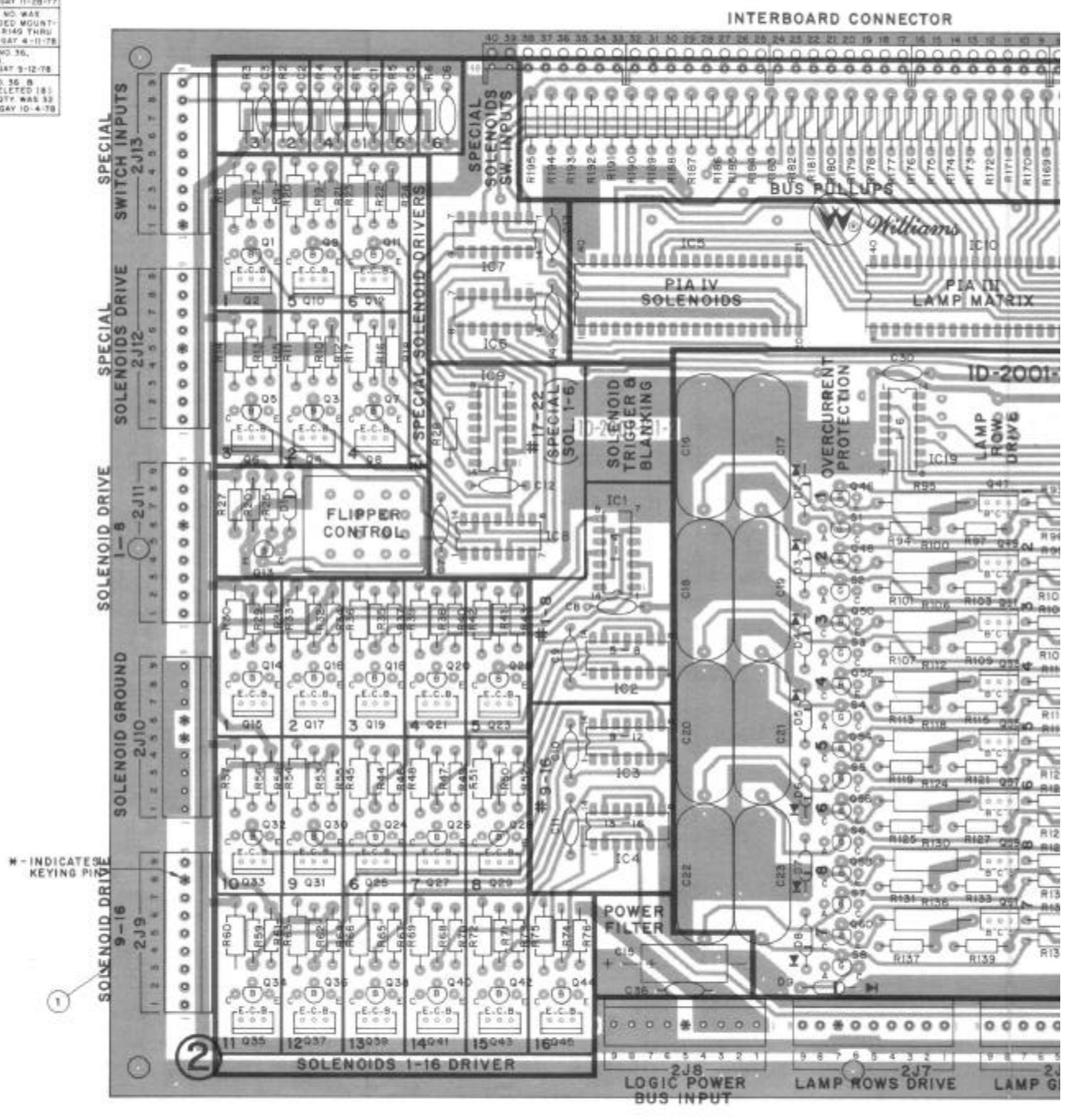
NOTES:
 1. ALL RESISTORS, 1/4 WATT UNLESS NOTED OTHERWISE.
 2. ALL CAPACITORS, MFD. UNLESS NOTED OTHERWISE.
 3. * - IC1A (6802) USED WITH R4. ** - IC1B (6808) USED WITH J1.





CPU Board Logic Diagram

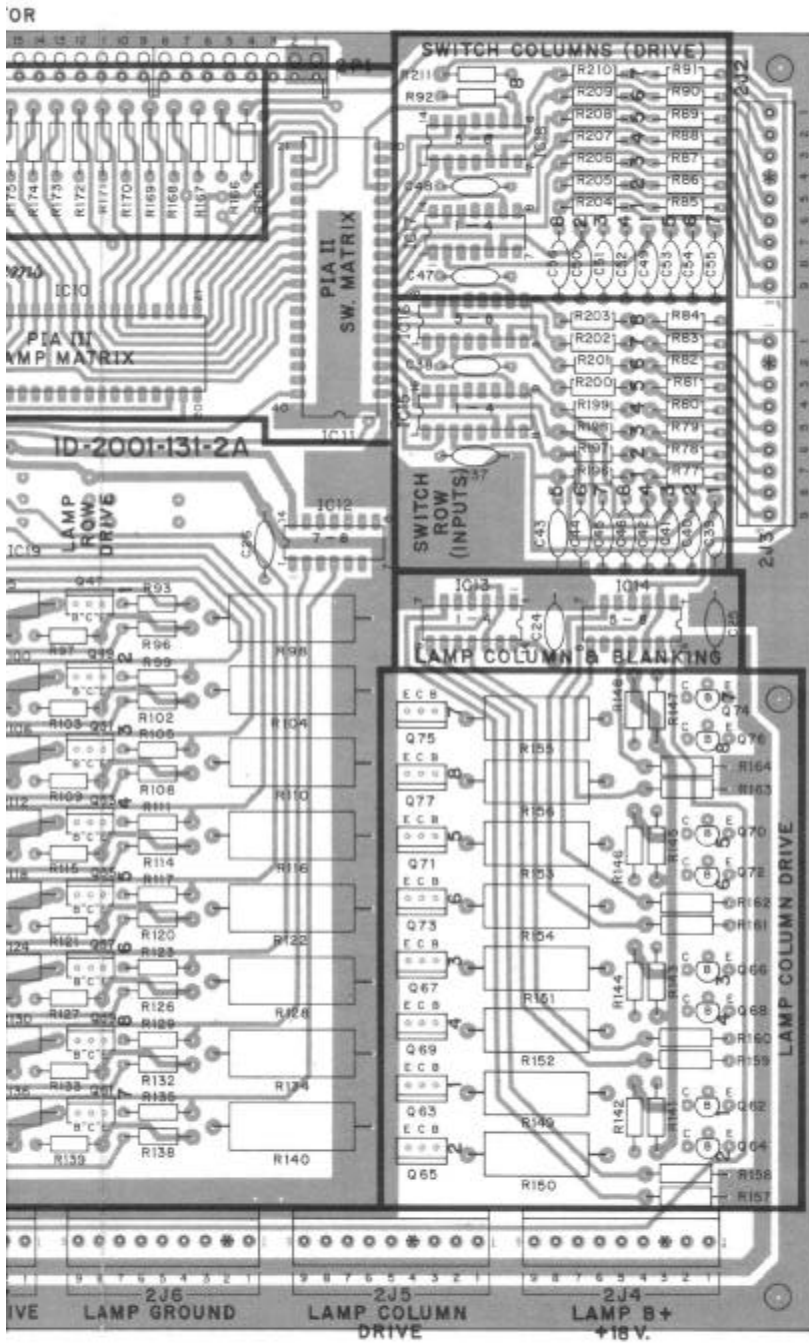
REVISION LETTER	REVISION
C	REVISED AND REDRAWN R. GAY 11-29-77
D	ITEM NO. 26, PT. NO. WAS 54-8939 B ADDED MOUNTING NOTE FOR 8140 TARDU R154. R. GAY 4-11-78
E	DELETED ITEM NO. 36, PT. NO. 54-8985 E.C.O. R. GAY 3-12-78
F	ADDED ITEM NO. 36 B ITEM NO. 22, DELETED (B) RESISTORS & QTY. WAS 33 E.C.O. 4624 R. GAY 10-4-78



W - INDICATES KEYING PIN

1

2



BILL OF MATERIAL

ITEM NO.	PART NO.	PART DESIGNATION	DESCRIPTION	REQ'D. NO.
1	18-2001-181	IC8, IC9	BARE PC BOARD	1
2	5A-8948	IC12, IC17, IC19, IC19	N7402 QUADRUPLE 2 INPUT POSITIVE NOR GATE	2
3	5A-8974	IC12, IC17, IC19, IC19	N7402 HEX INVERTER BUFFER DRIVERS W/ OPEN COLLECTOR HIGH VOLTAGE OUTPUTS	4
4	5A-8973	IC1 THRU IC4, IC6, IC7, IC15, IC14	N7409 QUADRUPLE 3 INPUT POSITIVE NOR GATE	8
5	5A-8975	IC15, IC16	MC14049 INVERTING HEX BUFFER	2
6	5A-8972	IC5, IC10, IC11	MC6820 PERIPHERAL INTERFACE ADAPTER	3
7	5A-8939	Q1, Q3, Q5, Q7, Q9, Q11, Q13, Q14, Q16, Q19, Q20, Q21, Q24, Q26, Q28, Q30, Q32, Q34, Q36, Q38, Q40, Q42, Q44	2N4401 NPN TRANSISTOR	23
8	5A-8976	Q46, Q48, Q50, Q52, Q54, Q56, Q58, Q60, Q62, Q64, Q66, Q68, Q70, Q72, Q74, Q76	2N4427 DARLINGTON NPN TRANSISTOR	16
9	5A-8977	Q2, Q4, Q6, Q8, Q10, Q12, Q18, Q17, Q19, Q21, Q23, Q27, Q29, Q31, Q33, Q35, Q37, Q39, Q41, Q43, Q45	TIP105 DARLINGTON NPN POWER TRANSISTOR	22
10	5A-8978	Q63, Q65, Q67, Q69, Q71, Q73, Q75, Q77	TIP42 PNP POWER TRANSISTOR	6
11	5A-8979	Q47, Q49, Q51, Q53, Q55, Q57, Q59, Q61	2N6122 NPN POWER TRANSISTOR	8
12	5A-8258	D1	1N4001 DIODE	1
13	5A-8919	D2 THRU D5	1N4148 DIODE	6
14	5A-9014	S1 THRU S3	2N5060 SCR	3
15	5A-8980	C1 THRU C14, C24, THRU C26, C30, C33, C36, C47, C48	CAPACITOR, CERAMIC, 0.1 MFD, +80 -20 % 50 V	22
16	5A-8995	C15 THRU C23	CAPACITOR, POLYESTER FILM, 1 MFD, 10 %	7
17	5A-9065	C37 THRU C46, C49 THRU C56	CAPACITOR, CERAMIC, 470 PFD, 20 % 50 V	16
18	5A-8986	C10	CAPACITOR, ELECT, 100 MFD, 10 V	1
19	5A-8996	C36	CAPACITOR, CERAMIC, 1 MFD, +80 -20 %, 50 V	1
20	5A-8991	R1 THRU R6, R21, R27 THRU R62, R107 THRU R195	RESISTOR, FC, 47K OHM 10% 1/4 W	62
21	5A-8985	R27	RESISTOR, FC, 33K OHM 10% 1/4 W	1
22	5A-8984	R96, R97, R100, R98, R108, R109, R104, R110, R121, R122, R126, R127, R132, R133, R136, R139, R146 THRU R203	RESISTOR, FC, 1K OHM 10% 1/4 W	24
23	5A-8992	R7, R10, R13, R16, R19, R22, R29, R32, R35, R36, R41, R44, R47, R50, R53, R56, R59, R62, R65, R68, R71, R76	RESISTOR, FC, 560 OHM 10% 1/4 W	22
24	5A-8993	R8, R11, R14, R17, R20, R23, R30, R33, R36, R50, R42, R45, R48, R51, R54, R57, R60, R63, R66, R69, R72, R75	RESISTOR, FC, 68 OHM 10% 1/4 W	22
25	5A-8997	R9, R12, R15, R18, R21, R24, R25, R31, R34, R37, R40, R43, R46, R49, R52, R55, R58, R61, R64, R67, R70, R73, R76	RESISTOR, FC, 2.7K OHM 10% 1/4 W	23
26	5A-8917	J R26	RESISTOR, FC, 10 K OHM 10% 1/4 W	1
27	5A-8994	R181 THRU R148	RESISTOR, FC, 2.2K OHM 10% 1/4 W	8
28	5A-8993-1	R149 THRU R156	RESISTOR, FC, 27 OHM 10% 2 W	8
29	5A-9084	R95, R100, R106, R112, R118, R124, R130, R136	RESISTOR, FC, 100 OHM 10% 3 W	8
30	5A-9085	R93, R96, R105, R111, R115, R123, R129, R135	RESISTOR, FC, 15K OHM 10% 1/4 W	8
31	5A-9086	R94, R101, R107, R113, R119, R25, R31, R37, R43, R49, R55, R61, R67, R73	RESISTOR, FC, 6.8K OHM 10% 1/4 W	8
32	5A-9037	R98, R104, R110, R116, R122, R128, R134, R140	RESISTOR, WIREWOUND, 4 OHM 10% 3 WATT	8
33	5A-8994	Z1	RELAY - 4 POLE - 5 AMP - CONTACTS 40 OHM 250V, 6 VDC	1
34	5A-9066	ZP1	8 PIN RECEPTACLE	5
35	5A-9027	J2J THRU J2J3	9 PIN HEADER	12
36	5A-9001	R204 THRU R211	RESISTOR, FC, 330 OHM 10% 1/4 W	8

★ R149 THRU R156 MUST BE MOUNTED ¹/₈" ABOVE SURFACE OF BOARD.



WILLIAMS ELECTRONICS, INC.
 SUBSIDIARY OF XCOR CORPORATION
 3401 N. CALIFORNIA CHICAGO, ILL. 60618 CORNELIA T-2240

PART NAME: **DRIVER BOARD ASSEMBLY**

DRW. R. Gay DATE 8-16-77 APPS. SCALE 2:1 PART NO. **D-7997**

P4

DOCUMENT#1

MANUAL AMENDMENT

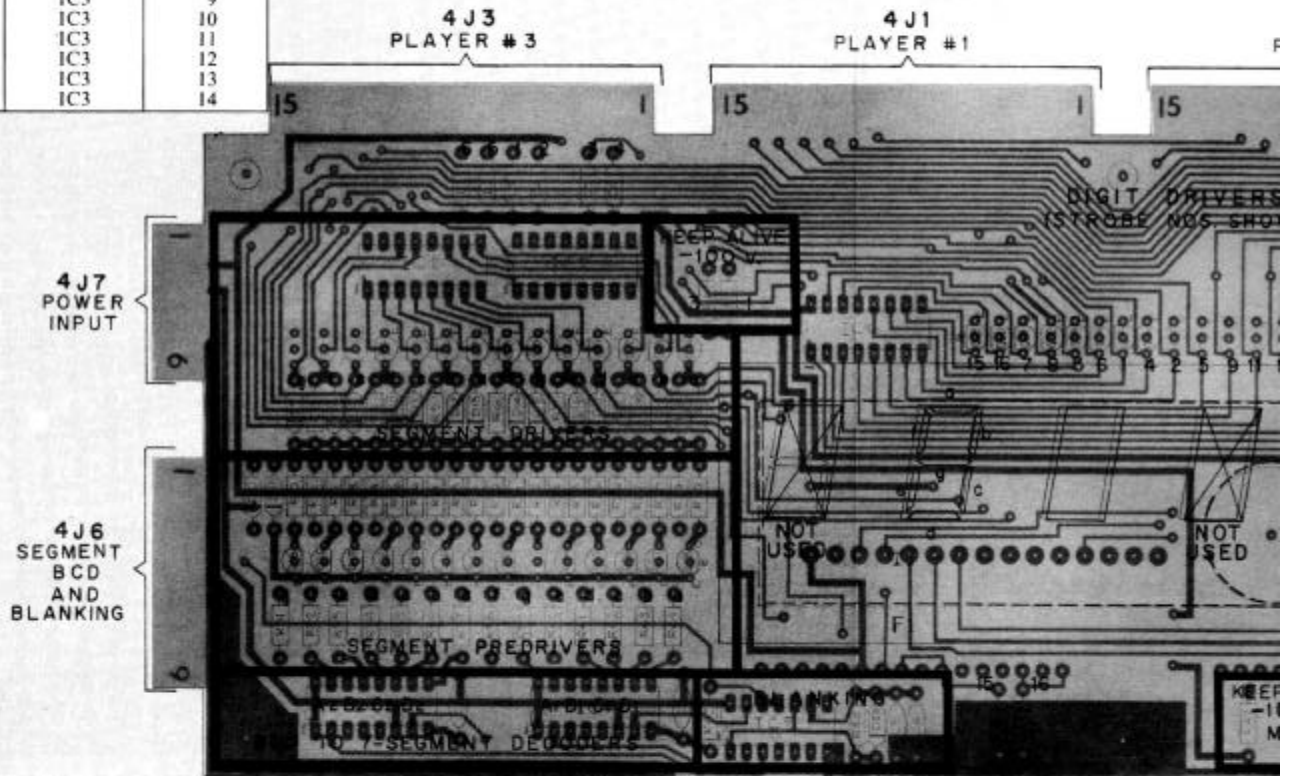
MANUAL AFFECTED: FLASH, STELLAR WARS, and TIME WARP Drawing Sets

PURPOSE: Some of these games are provided with a new Master Display Board using discrete components. This amendment incorporates assembly and logic diagrams of the new board.

CHANGE: Staple the attached drawing to the drawing set provided for the game.

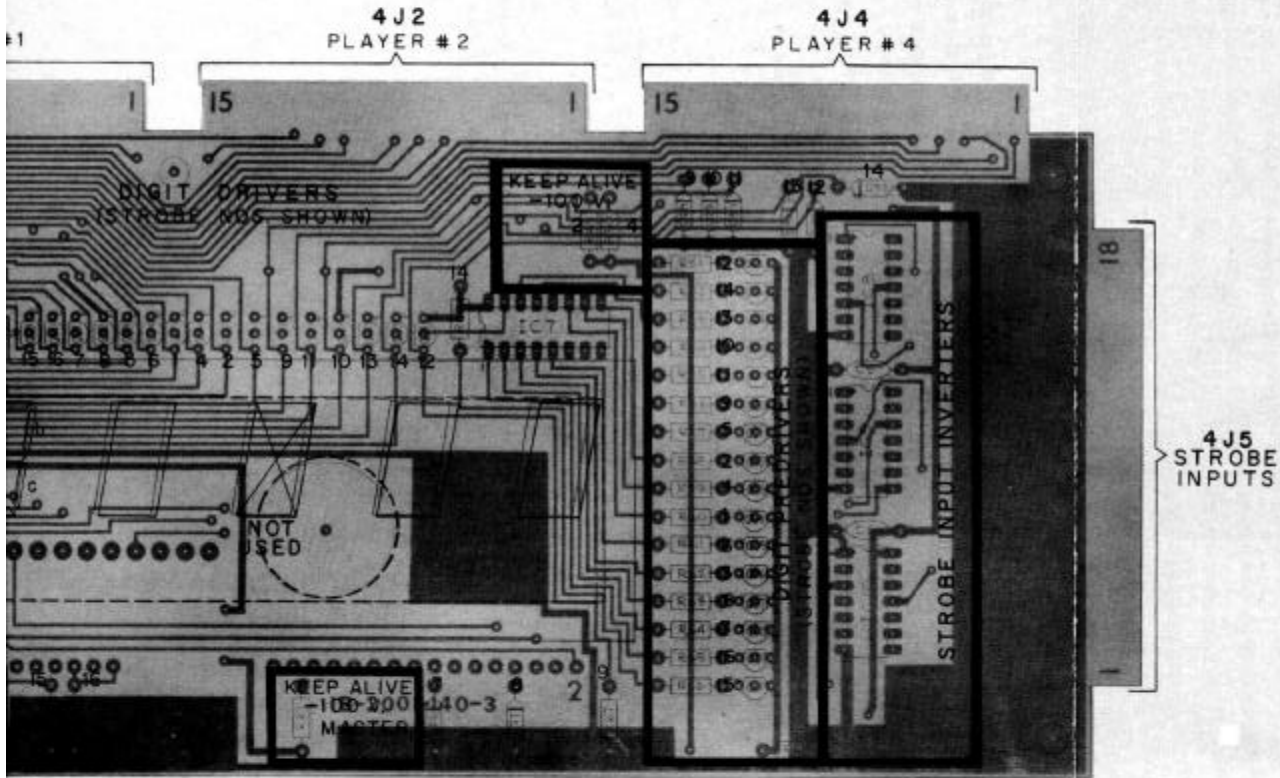
DIGIT CROSS-REFERENCE

DIGIT	7-SEGMENT DECODER	STROBE
Master 1 (Left)	IC4	15
Master 2	IC4	16
Master 3	IC4	7
Master 4 (Right)	IC4	8
#1 100,000	IC4	1
#1 10,000	IC4	2
#1 1,000	IC4	3
#1 100	IC4	4
#1 10	IC4	5
#1 Units	IC4	6
#2 100,000	IC4	9
#2 10,000	IC4	10
#2 1,000	IC4	11
#2 100	IC4	12
#2 10	IC4	13
#2 Units	IC4	14
#3 100,000	IC3	1
#3 10,000	IC3	2
#3 1,000	IC3	3
#3 100	IC3	4
#3 10	IC3	5
#3 Units	IC3	6
#4 100,000	IC3	9
#4 10,000	IC3	10
#4 1,000	IC3	11
#4 100	IC3	12
#4 10	IC3	13
#4 Units	IC3	14



REVISION LETTER	REVISION	BY

				BILL OF MATERIAL					
ITEM NO.	PART NO.	PART DESIGNATION	DESCRIPTION	REQ'D NO.	ITEM NO.	PART NO.	PART DESIGNATION	DESCRIPTION	REQ'D NO.
17	5A-8774	R45, R67	RESISTOR, FC, 20 K OHM 10% 1/4W	2	1	8-00-140-1		BARE P.C. BOARD	1
18	5A-9035	R10, R11, R13, R15, R16, R18, R19, R21, R22, R24, R25, R26, R28, R30	RESISTOR, FC, 47K OHM 10% 1/4W	14	2	5A-9221	IC1	15 DIP RESISTOR/PACK, 2.2 K OHM	1
19	5A-9142	R3 THRU R3, R11, R14, R17, R20, R23, R26, R28, R44	RESISTOR, FC, 100 K OHM 10% 1/4W	16	3	5A-9222	IC2	15 DIP RESISTOR/PACK, 1 K OHM	1
20	5A-9218	R1, R2, R47, R49, R50	RESISTOR, FC, 2.2 M OHM 10% 1/4W	5	4	5A-9270	IC3, IC4	MC14543 7-DIGIT DRIVER	2
21	5A-8780	C1, C2, C3, C4	CAPACITOR, CERAMIC, 20MFD 50V	4	5	5A-9219	IC5	4012 CMOS DUAL 4-INPUT NAND GATE	1
22	5A-9045	C5, C6	CAPACITOR, CERAMIC, 40MFD 50V	2	6	5A-9220	IC6	15 DIP RESISTOR/PACK, 22 K OHM	1
23	5B-8966	I1	6-DIGIT DISPLAY	1	7	5A-9225	IC7	15 DIP RESISTOR/PACK, 10 K OHM	1
24	23A-6542	F1	DISPLAY MTS ADHESIVE FORM	1	8	5A-9227	IC8, IC9, IC10	4069 LOW PWR HEX INVERTER	3
					9	5A-9216	Q1 THRU Q4, Q45 THRU Q50	HIGH VOLTAGE NPN TRANSISTOR, MPS-A43	30
					10	5A-9217	Q15 THRU Q44	HIGH VOLTAGE PNP TRANSISTOR, MPS-A92	30
					11	5A-8789	D1 THRU D30, D34 THRU D38	1N4005 DIODE, SILICON	30
					12	5A-8813	D9, D22, D23	1N4148 DIODE, SILICON	3
					13	5A-9224	R68	RESISTOR, FC, 270 OHM 10% 1/4W	1
					14	5A-9213	R51 THRU R56	RESISTOR, FC, 8.2K OHM 10% 1/4W	15
					15	5A-8817	R48	RESISTOR, FC, 10 K OHM 10% 1/4W	1
					16	5A-9082	R31 THRU R44	RESISTOR, FC, 12 K OHM 10% 1/4W	14

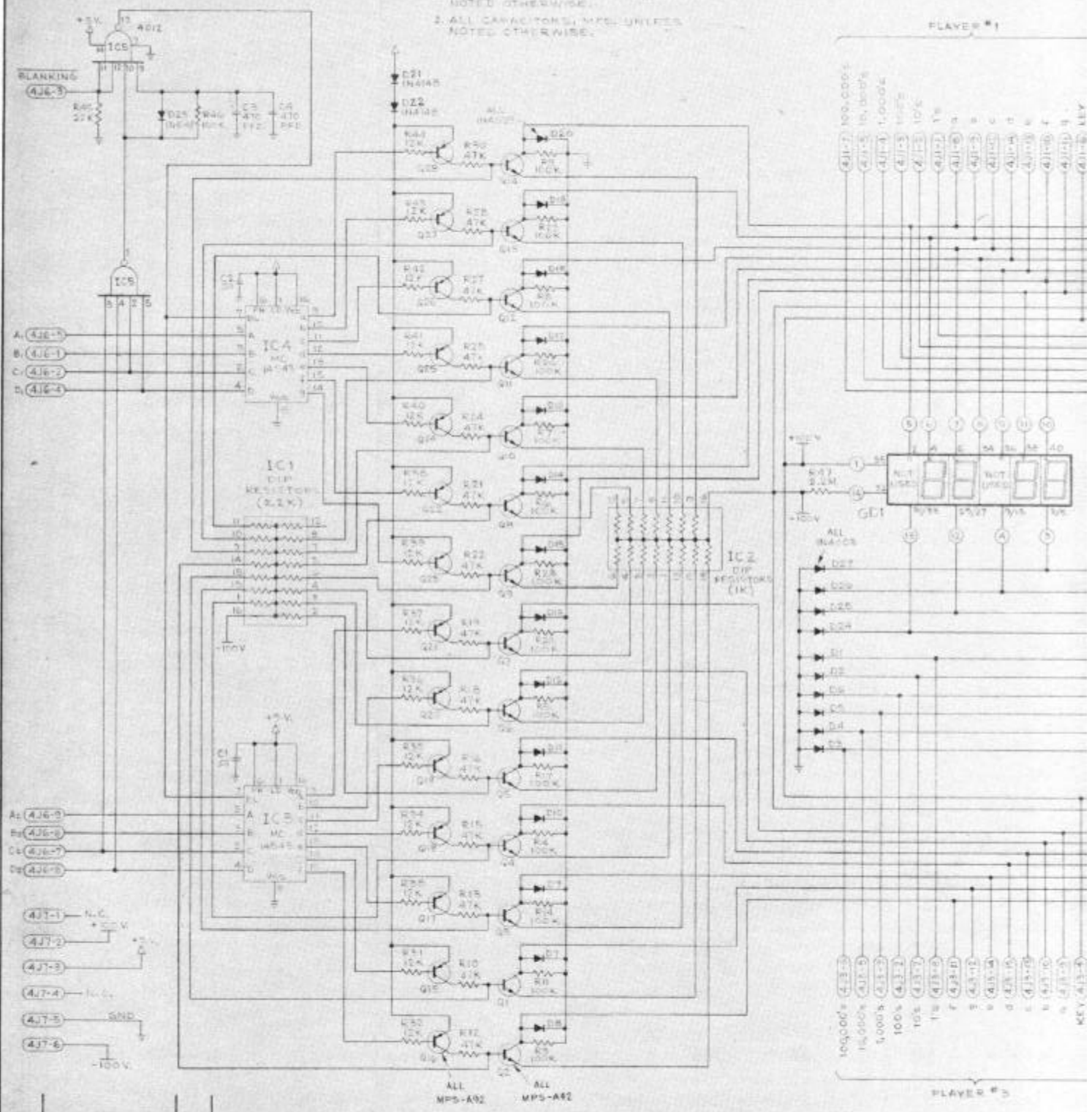


TOLERANCES		DIV.		APPROX. DR.	
UNLESS OTHERWISE SPECIFIED	FRACTIONAL	1/16"			
DECIMAL	0.0005"				
HOLE DIA.	0.002"				
ANGULAR	±30°				
CONCENTRICITY	±0.005"				
SCREW TIGHTENING	CLASS 2				
DATE	5-7-75	APP'D	SCALE	HEAT TREATMENT	FINISH
			2:1		

WILLIAMS ELECTRONICS, INC.
 2401 N. CALIFORNIA, CHICAGO, ILL. 60618
 DISCRETE MASTER DISPLAY BOARD ASSEMBLY

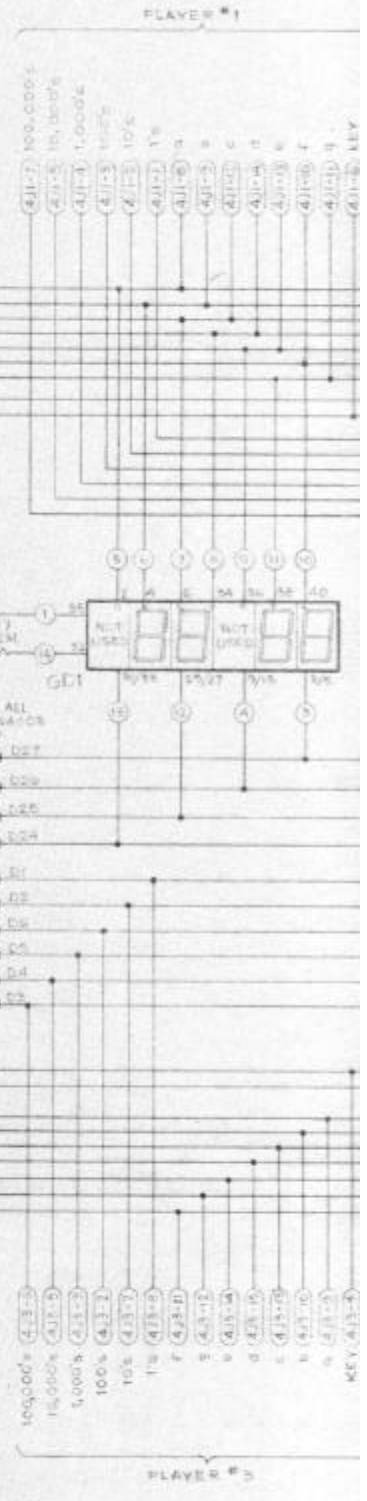
NOTES:

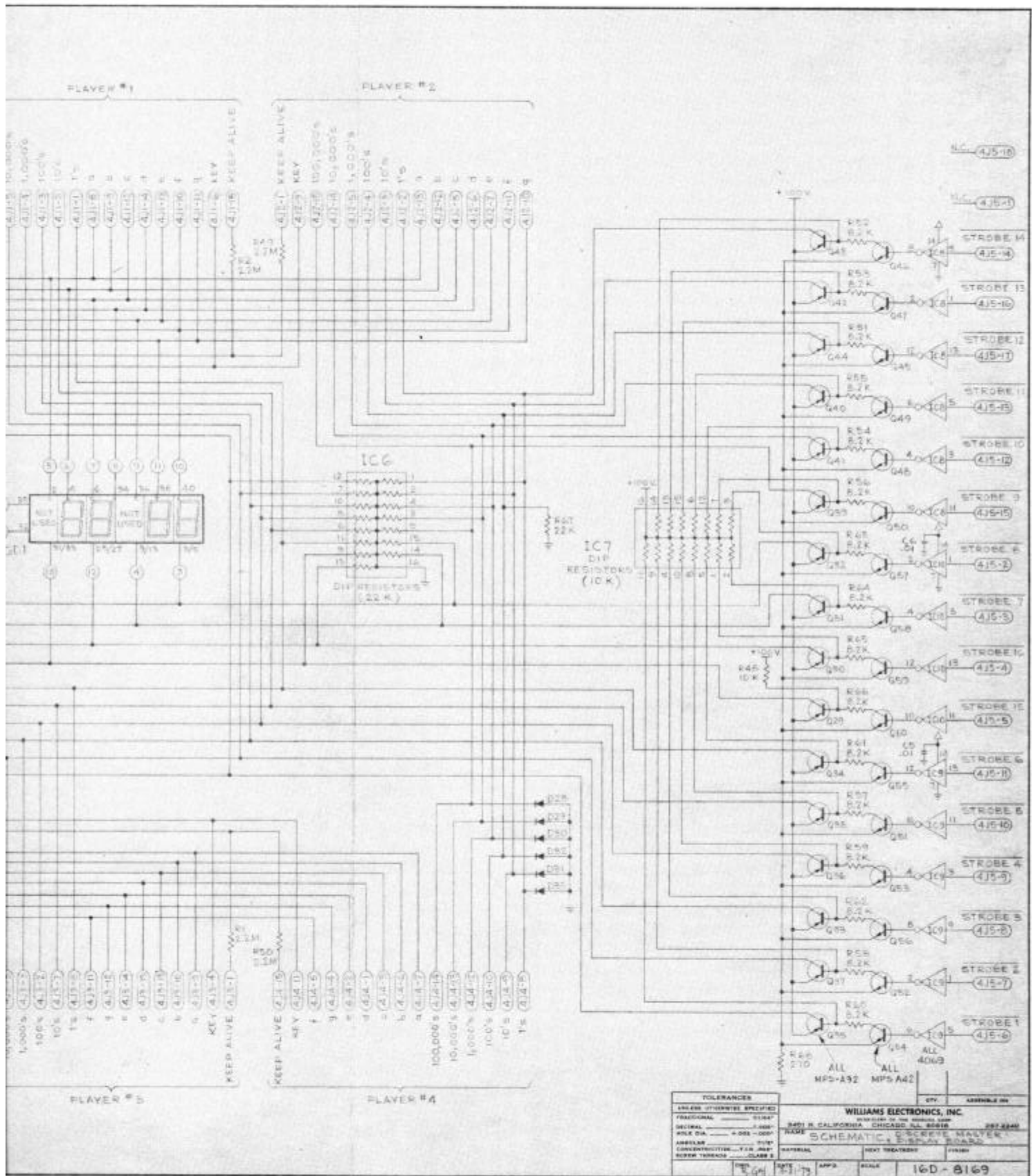
1. ALL RESISTORS, 1/2 WATT UNLESS NOTED OTHERWISE.
2. ALL CAPACITORS, MFD UNLESS NOTED OTHERWISE.



REVISION LETTER	REVISION	BY

- A (4J6-3)
- B (4J6-1)
- C (4J6-2)
- D (4J6-4)
- A₁ (4J6-9)
- B₁ (4J6-8)
- C₁ (4J6-7)
- D₁ (4J6-5)
- (4J7-1) N.C.
- (4J7-2) +5V
- (4J7-3) N.C.
- (4J7-4) N.C.
- (4J7-5) SMD
- (4J7-6) -100V





USED ONLY ON SOME FLIPPER C
Discrete Master Display Board.
Assembly and Logic Diagrams

MANUAL AMENDMENT

MANUAL AFFECTED: FLASH Manual

PURPOSE: This game uses different software indicated by green-labeled ROMs and PROMs. Function numbers for game adjustment are slightly rearranged from the earlier software using yellow-labeled ROMs and PROMs.

CHANGE: Refer to the attached sheets for game adjustments.

To determine which ROMs and PROMs are in use without inspecting the CPU Board, observe the Test 04 Function 00 readout. Green-labeled ROMs and PROMs [Part Nos. 5A 9233 (IC20) and 5A 9234 (IC17)] are indicated by "1486 1" and yellow-labeled ones [Part Nos. 5A 9196 (IC20) and 5A 9197 (IC17)] are indicated by "0486 1" or "0486 2".

Note that green- and yellow-labeled ROMs and PROMs cannot be intermixed in a game.

With the new program, Diagnostic Test 02 pulses solenoid 18 with 17 displayed and pulses solenoid 17 with 18 displayed.

FLASH Game Adjustments
(Green-labeled ROMs and PROMs)

FUNCTION NEW	OLD	DESCRIPTION	NOTES	FACTORY SETTING
00	00	Game Identification	1	1486 1
01	01	Coins, Left Chute (Closest to coin door hinge)	1	--
02	02	Coins, Center Chute	1	--
03	03	Coins, Right Chute	1	--
04	04	Total Paid Credits	1	--
05	05	Total Specials	1	--
06	06	Total Replay (Extra Ball) Scores	1	--
07	07	Match and High Score to Date Credits	1	--
08	08	Total Credits	1,2	--
09	09	Total Extra Balls	1,3	--
10	10	Total Ball Time in Minutes	1	--
11	11	Total Number of Balls Played	1	--
12	12	Current High Score to Date	4	550,000
13	13	Backup High Score to Date	5	550,000
14	14	Replay 1 Score	6	270,000
15	15	Replay 2 Score	6	370,000
16	16	Replay 3 Score	6	470,000
17	17	Replay 4 Score	6	0
18	18	Maximum Credits	7	20
19	19	Standard and Custom Pricing Control (00-07)	8	01
20	20	Left Coin Slot Multiplier	8	01
21	21	Center Coin Slot Multiplier	8	01
22	22	Right Coin Slot Multiplier	8	01
23	23	Coin Units Required for Credit	8	01
24	24	Coin Units Bonus Point	8	02
25	26	High Score Credits	5	03
26	28	Match (00=ON, 01=OFF)	--	00
27	29	Special 00 = Awards Credit 01 = Awards Extra Ball 02 = Awards Points	--	00
28	30	Scoring Awards 00 = Credits at Replay Score 01 = Extra Ball at Replay Score	--	00
29	32	Maximum Plumb Bob Tilts (1-9)	--	03
30	31	Number of Balls (03 or 05)	--	03
31	33	Sound Option 00 = Background Sound OFF 01 = Background Sound ON	--	00
32	34	SUPER FLASH Scoring 00 = Awards 50,000 Points 01 = Awards Extra Ball	--	00
33	35	SUPER FLASH Restore 00 = Restores 01 = Does Not Restore	--	00
34	27	Extra Ball Control 00 = Extra Ball Allowed 01 = No Extra Ball	--	00
35	27	Play 01 = Eject Hole Lamps Restored, 5,000 Lamp Lit Initially 02 = Eject Hole Lamps Restored, 5,000 Lamp not Lit Initially 11 = Eject Hole Lamps not Restored, 5,000 Lamp Lit Initially 12 = Eject Hole Lamps not Restored, 5,000 Lamp not Lit Initially	--	11

The Function numbers in the OLD column are provided for reference to Function numbers in the text of Section 3. Note that old Function 25 (Credits in Game) is no longer provided.

Notes:

(All notes refer to NEW Function numbers)

1. Functions 00-11 cannot be changed from the coin door; however, Functions 01-11 can be set to zero as described in Section 4 of the manual.
2. Total Credits (Function 08) is the sum of Function 04 and as applicable, Functions 05, 06, and 07.
3. Total Extra Balls (Function 09) is the sum of the game extra ball feature and Functions 05 and 06, as applicable.
4. Current High Score to Date (Function 12) can be changed to the value of the Backup High Score to Date (Function 13) by operating the HIGH SCORE RESET switch while in the game over mode.
5. Function 13 may be set to any multiple of 10,000 points. Setting Function 25 to zero with Function 13 set to any score but zero permits the High Score to Date feature to operate but no credits are awarded.
6. Functions 14-17 (Replay Scores) may be set to any multiple of 10,000 points. Setting a function to zero disables the replay score point. Always disable the Replay 4 level first, the Replay 3 level second, etc.
The replay levels must be set with ascending values.
7. Setting Maximum Credits (Function 18) to zero places the game in a free play mode.
8. With Function 19 set to 00, Functions 20-24 can be set manually. Refer to Table 2 for seven standard pricing schemes (selected by values of 01-07 for Function 19) and custom pricing values.

RECOMMENDED SCORE LEVELS

Levels	Score Card
--------	------------

CREDIT GAMES

3-Ball:	
*270,000; 370,000; 470,000	486-14
or 250,000; 390,000	486-33
5-Ball:	
410,000; 530,000	486-52

EXTRA BALL

3-Ball:	
160,000	486-66
5-Ball:	
200,000	486-68

*Factory setting