

MONTE ROSA

4PLAYER FLIPPER

SERVICE MANUAL

Outside view of the flipper

Inside view of the flipper

Service instructions

Instructions

Method 1 for Sega LP Flipper (1)

Method 2 for Sega LP Flipper (2)

Method 3 for Sega LP Flipper (3)

Method 4 for Sega LP Flipper (4)

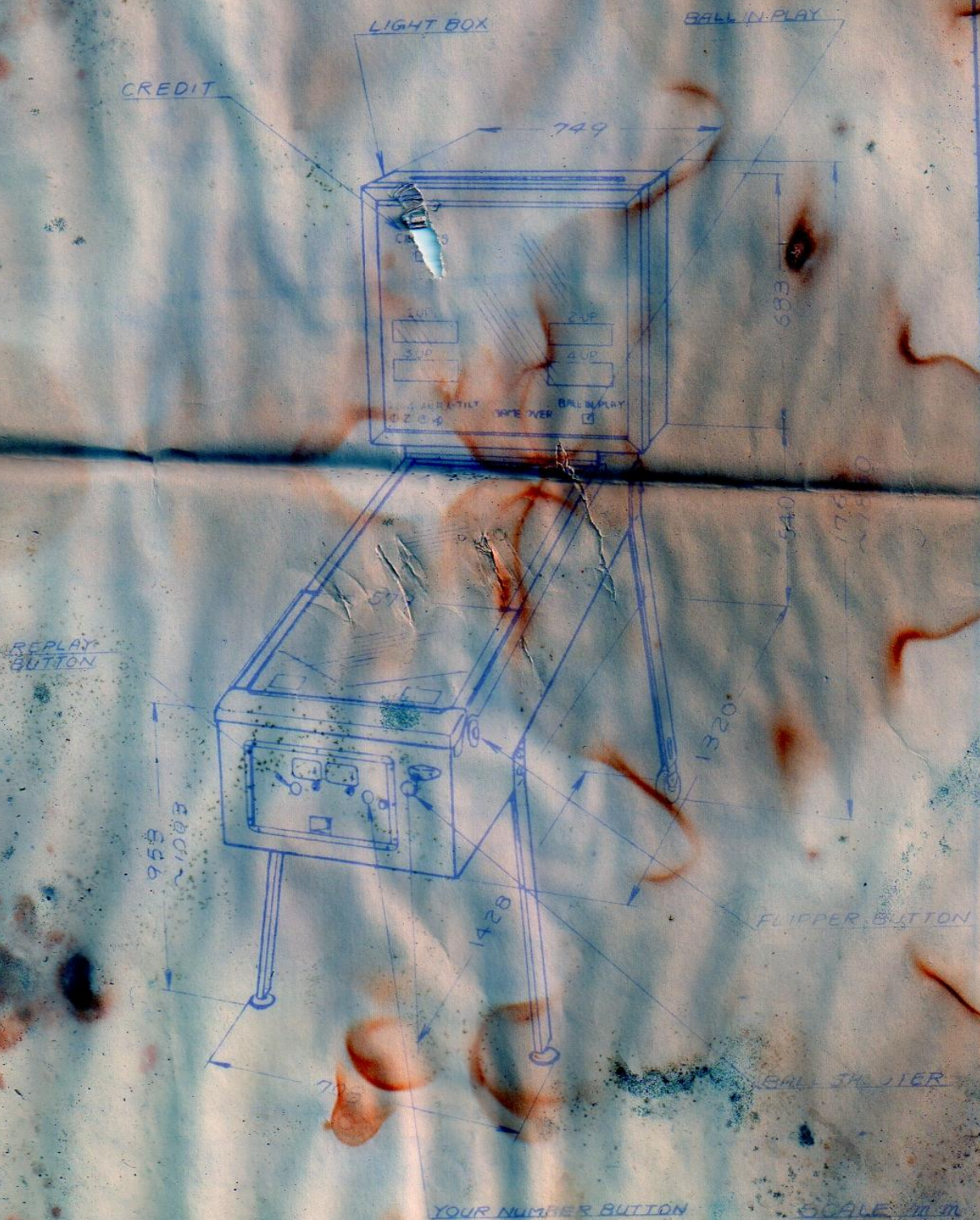
Method 5 for Sega LP Flipper (5)

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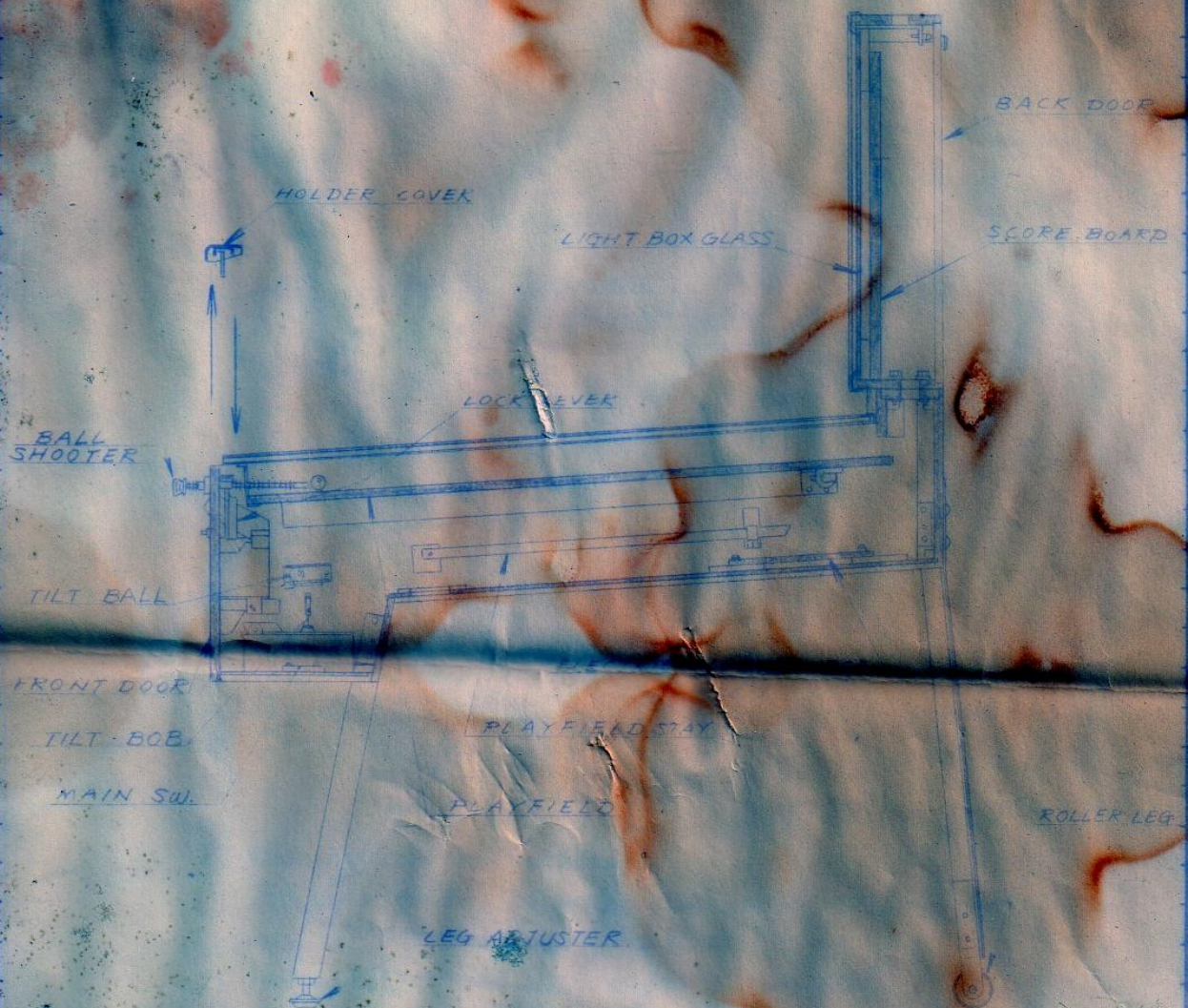
MONTE
ROSA
FLIPPER

OUTSIDE VIEW OF THE MP FLIPPER

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When roller legs are adjusted, always readjust the tilt ball and tilt bob.

See Page 3 for method of adjusting roller legs.



1. 1) When moving the machine.
The machine may be moved easily by simply loosening nut (A) and freeing the roller.
- 2) Installation and adjustment of height.
 - Tighten nut (A).
 - Insert screwdriver in hole, loosen bolt (B) and lever up leg while observing the gauge.
 - Retighten bolt (B) when correct height has been attained.
2. When desiring to increase playfield incline, use the 2 holes at the top of Caster Bracket (D) for mounting. A maximum incline of 7° is possible. Fine adjustments may be made by inserting a screwdriver in the hole in part (C).

UPPER BALL RUNWAY 10000 PTS.
WHEN DOUBLE BONUS LAMP
AND 'C' BUMPER LIT.

UPPER BALL RUNWAY
10000 PTS. WHEN 2000 PTS.
LAMP AND 'B' BUMPER
LIT.

UPPER BALL RUNWAY
10000 PT. WHEN 10000 PTS.
LAMP AND 'A' BUMPER LIT.

KICKER, 'C' BUMPER LIT.

'D' SW. ADVANCE BONUS.

'A' BUMPER LIT.

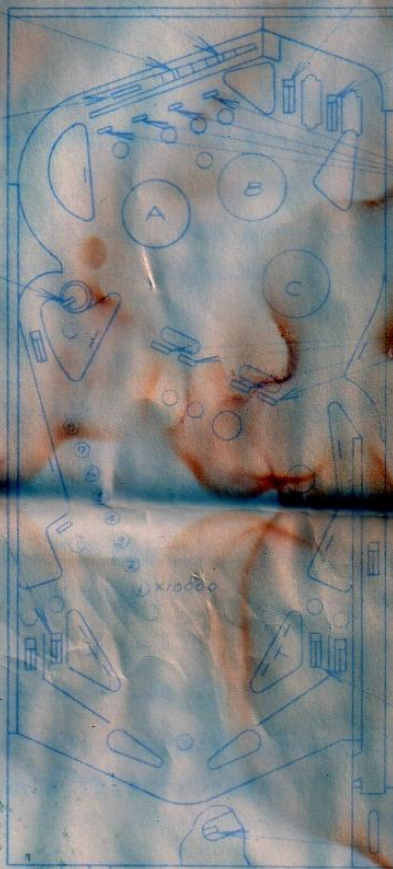
'B' BUMPER LIT.

TOP TARGET

4 DROP TARGET
5000 PT. - 10000 PT.

'D' SW. ADVANCE BONUS.

OUT HOLE



- SPECIAL SPECIAL CHANCE lamp lites when all 4 drop targets are dropped twice. 1 Credit won when ball passes through gate where SPECIAL CHANCE lamp is lit. 1 Credit won if targets dropped 3 times.
- EXTRA BALL EXTRA CHANCE lamp lites if all top target lamps are lit. Extra ball won if ball passes through gate where EXTRA lamp is lit.
- BONUS SCORE Bonus score added if ball leaves playfield when BONUS SCORE is lit. Bonus scores lit will be added each time the 4 drop targets are reset. Bonus score increases each time ball passes through ADVANCE BONUS lane.
- DOUBLE BONUS DOUBLE BONUS lamp lites if ball reaches top of UPPER BALL RUNWAY. and bonus score X 2 will be added.
- "D" SWITCH SPECIAL CHANCE and EXTRA CHANCE lamps shift when the "D" SWITCH is hit.

The various circuits and parts may be judged as to normal operation and data on the number of coins inserted, the number of plays etc. may be obtained.

Test Method

- The test button is located on the inside of the front door. The test lamp lites when test is started and goes off when all tests are completed.
- Push Test Button after each test step is completed. Any desired test step may be reached by holding the button down and skipping the interveing steps.

1. General Lamp Test

- . The lamps that normally lite as the game progresses will commence to flash.

2. Group Lamp Test

- o Causes the lamps that normally lite successively to lite and advances them successively at 0.1 sec. intervals. This action is repeated.

3. 7 Segment Numeral Indication Test

- Causes all numeric indicators to advance from 0 to 9 at 1 sec. intervals and repeats this process.

4. Solenoid Test

- Causes all solenoids to operate in successive order at 1 sec. intervals and repeats this process.
(The points displayed in the score indicator are the lowest scores for the solenoid.)
- If the bumper and flipper switches are operated manually, they will function after one cycle. Although checks are possible, bumper points will not be indicated.

5. Switch Test

- When in standby condition, all switches, except the power switch must be in "OFF" position. "0" will be displayed at the left end of the score unit if all switches (refer exceptions) are in "OFF" position.

If any switch is in "ON" position, its number will be displayed and an alarm will sound.

Exceptions

- The replay button, tilt, Your Number, flippers and bumpers cannot be tested.
- When ball returns to the Out Hole, its number will be indicated.
- When there are 2 or more defective sections, the switch number for the earlier defect will be displayed.

6. Replay Score Test

Selectable replay score points will be displayed successively from the smaller score.

Check and confirm that the card display is correct.

Note: Replay scores may be selected up to 13 times by means of the replay score switch on the IC board.

7. Coin credit number and replay credit number checks

The coin credits and replay credits available from the time the power is switched on until the test, are displayed in the score unit. If power is not turned off, credits will continue to be added subsequent to the test.

- In 1 player operation, coin credits will be displayed in the first 3 digits of the score unit and the replay credits in the last 2 digits.
- In 2 player or 4 player operation, coin credits will be displayed in the last 3 digits of 1 UP and the replay credits in the last 2 digits of 2 UP.

Credits exceeding the maximum of 999 and 99 will be displayed with the following code in the first digit.

Basic Code -----       (Not Lit)
Basic Number ----- 10 11 12 13 14 15

Example, 1 Player

Coin Credit Number 1575, Replay Credit Number 124

2 Players and 4 Players

       
1 UP 2 UP
Coin Credit Number 1483 Replay Credit Number 149

Sound Test

In this test, all sounds will be successively emitted and repeated twice. Test lamp will then go out signifying the end of the test. If the score unit shows 543210 at this time, the CPU is operating normally and game is ready for play.

Caution:

1. As coin credits and replay credits registered will be erased when power turned off, care must be taken in switching the main switch ON or OFF or unplugging or plugging the line cord to stop the test midway.
2. When tests are carried out during a game, that game will be cancelled.

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TEST METHOD 5000A MP FILTER (4)

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Switch Number Position

