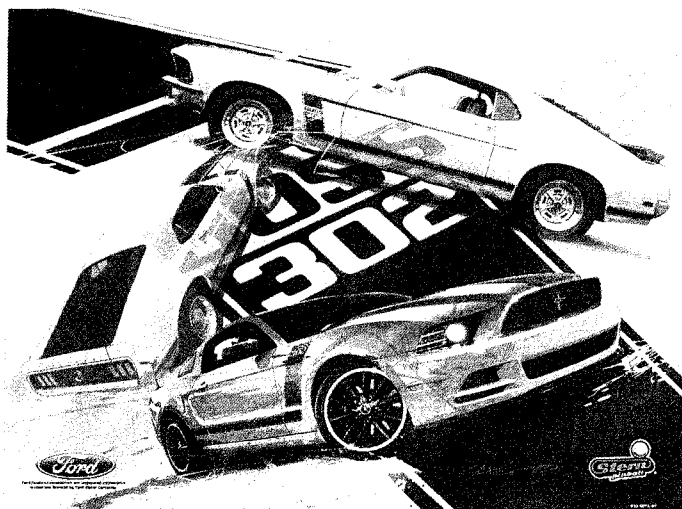




MUSTANG



PREMIUM "BOSS" MODEL



LIMITED EDITION "50 YEARS" MODEL

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WARNING

Important Health Warning: PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns. Even people with no history of seizures of epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" due to certain visual images, flashing lights or patterns. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR IF YOU EXPERIENCE ANY OF THESE SYMPTOMS.

Please visit **www.sternpinball.com**
For part numbers and mechanical drawings.

Stern Pinball machines are assembled in Melrose Park, Illinois, USA; each pinball machine has unique characteristics that make it a one of a kind American made product. Each machine will have variations in appearance resulting from differences in the machine's particular wood parts, individual silk screened art and mechanical assemblies. Stern Pinball has inspected each game element to insure it meets our quality standards.

Pinball Service Game Manual

Please call, email, or visit us online for technical support, questions or comments regarding this pinball game.

Go to **www.sternpinball.com** and click **SERVICE & SUPPORT**.

Find **Service Game Manual** (with updates), **Coin Cards**, **Game Code Library**, **Appendixes**, **Care & Maintenance**, **Service Bulletins** and much more!

• Toll-Free: 1-800-KICKERS (542-5377) or 1-708-345-7700 • Email: parts.service@sternpinball.com

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Printed in the U.S.A.
APRIL 2014

SPI Part Number
780-50F2-00

HOW TO UPDATE YOUR GAME CODE FOR S.A.M. SYSTEM MACHINES

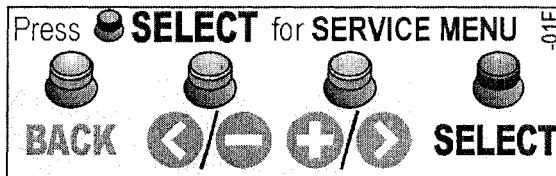
USB Compatible Data Storage Device (Thumb, Flash or Jump Drives) required to copy game code into system.
S.A.M. System compatible, tested & SPI approved USB Data Storage Devices 128MB+
available through your local distributor. Ask for **SPI Part Number 970-0128-00**

* to get the Data Storage Device with the latest **Game Code** copied to it, add "game title" to above part number.

STYLE, COLOR, SIZE AND MANUFACTURER SUBJECT TO CHANGE.

Game Code is subject to change. Update this game with the latest code downloaded from our website, from another game or order through your local distributor (use SPI PN + name above).

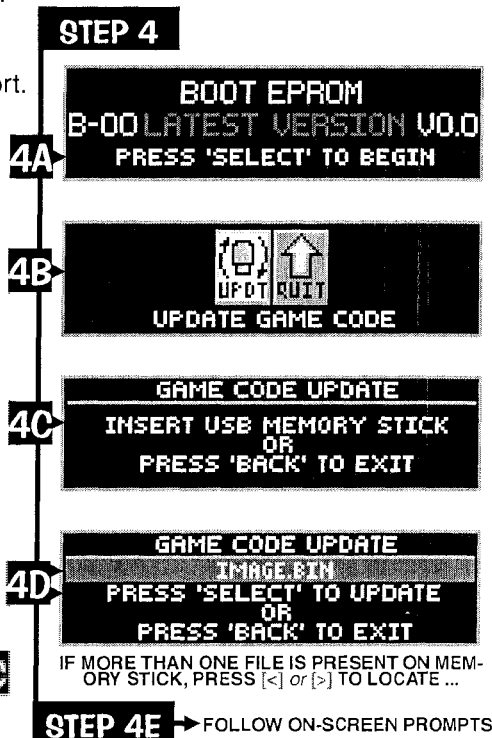
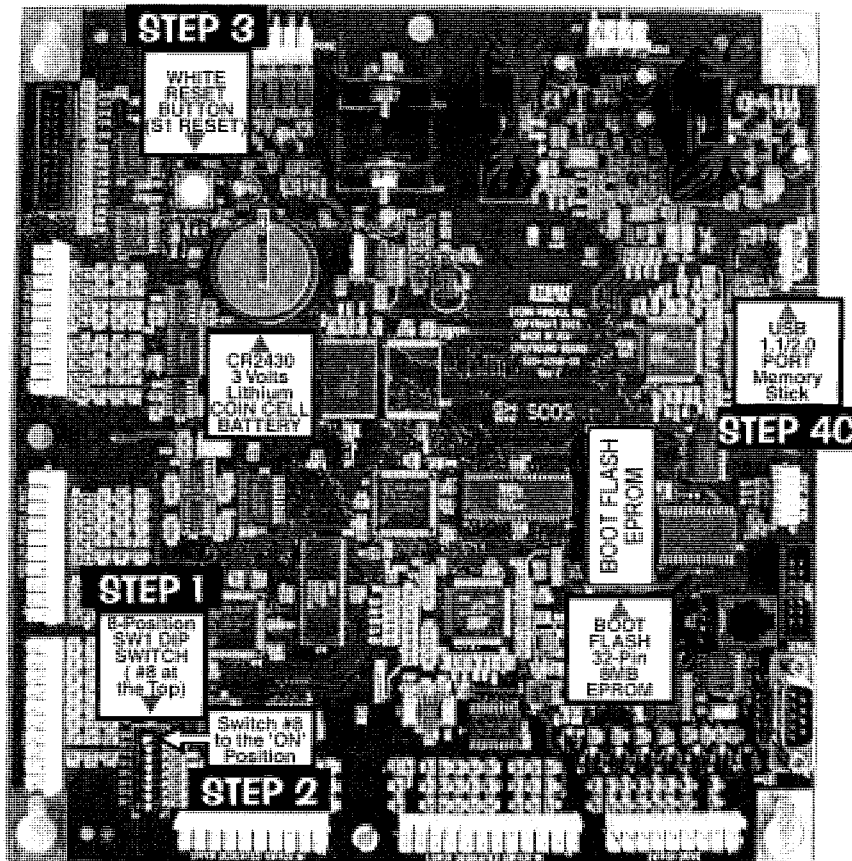
Upon power-up the display will describe the version of code installed in your game. When directed to do so (via Service Bulletin or website announcement) you will need to update your code ... with the **BOOT FLASH EPROM*** installed, here's how:



- **Green Button**
Press to **Escape Back** (or **Exit**).
- **Red Buttons**
Press to move **< Left , Right >**.
Press to **- Decrease** or **+ Increase** values or to change settings.
- **Black Button**
Press to **Enter Select** (or **OK**).

- STEP 1** Open the Back Box and locate the **8-Position Dip Switch (SW1 on the CPU/Sound Board)**.
- STEP 2** Switch Dip Switch #8 to 'ON'.
(***BOOT FLASH EPROM** must be installed.)
- STEP 3** Press the **White Reset Button (S1 RESET on the CPU/Sound Board)** or Power Cycle the game **OFF/ON** (ON/OFF Switch is located on the outside of the cabinet bottom, front right).
- STEP 4** Using the **4-Button Service Switch Set** (inside the Coin Door):
- 4A }** Press [**SELECT**] to begin.
 - 4B }** With the "UPDT" Icon highlighted, press [**SELECT**].
 - 4C }** Insert the Data Storage Device [w/latest file(s)] into the USB Port.
 - 4D }** If more than one file is present on the Data Storage Device, press [**<**] or [**>**] to locate your file. Press [**SELECT**] to update.
 - 4E }** Follow on-screen prompts.

CPU/Sound Board (S.A.M. System)



You can also retrieve your latest code from another game! From the **USB MENU** via the **UTILITIES MENU**, select the "BKUP" Icon instead and download to your Data Storage Device.



! Quick Tip ~ Try backing up your current code prior to installing your new code, just in case your Data Storage Device file was corrupted by a computer glitch while you were copying /

Got confused? Comments? Questions? Call Technical Support at 800-542-5377 or 708-345-7700 (Option 1).

STERN® PINBALL, INC. LIMITED WARRANTY

Stern® Pinball, Inc., ("seller") warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the **warranty period specified**:

Printed Circuit Boards PCBs (game logic):	2 months
Dot Matrix Display PCB:	9 months

No other parts of seller's product are warranted. Warranty periods are effective from the initial date of shipment from seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to seller during the warranty periods specified, provided:

1. Seller is notified promptly upon discovery by purchaser that stated products are defective.
2. Such products are properly packaged and then returned freight prepaid, to seller's plant.

This warranty does not apply to any parts damaged during shipment and/or due to improper handling, or due to improper installation or usage, or alteration. In no event shall the seller be liable for any anticipated profits, loss of profits, loss of use, accidental or consequential damages or any other losses incurred by the customer in connection with the purchase of a Stern® Pinball, Inc. product.

WARRANTY DISCLAIMER

Except as specifically provided in a written contract between seller and purchaser, there are no other warranties, express or implied, including any implied warranties of merchantability or fitness for a particular purpose.

CAUTIONS, WARNINGS & NOTICES

For safety and reliability, substitute parts and equipment modifications are not recommended (*and may void any warranties*).
 Use of non-Stern® Pinball Inc. parts or modifications of game circuitry, may adversely affect game play, or may cause injuries. Transport pinball games with hinged backbox in the down position only! Always take great care when servicing any game. Always read the service manual before replacing or servicing components. **SUBSTITUTIONS OF PARTS OR EQUIPMENT MODIFICATIONS** may void FCC Type acceptance.



Always disconnect the line voltage before servicing. Some parts may still hold current when unplugged.

WARNING

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

RF INTERFERENCE NOTICE: Cable harness placements and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC rules. To maintain these levels, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.



- (a) "The appliance has to be placed in a horizontal position."
(b) "This appliance is not to be cleaned by a *Water Jet*."

603335-7.12.1 (i) "Do not locate this appliance in an area where a *Water Jet* is used." (ii) "Do not clean this appliance with a *Water Jet*." **60335-7.12.5 (b)** If the supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.

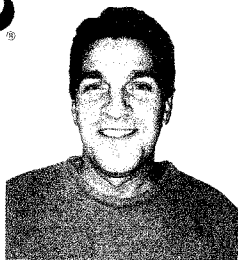
IEC 60825-1 2ND EDITION AND WAS ISSUED IN 2007

NOTICES

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Shipping Clerk



SERVICE & SUPPORT



Service Bulletins

[Click Here to view Our Service Bulletins](#)

- Cautions, Warnings & Notices (Image file from the last page in Service Game Manual.)

Care & Maintenance

[Click Here to view Our Full List of Schematics, Theory of Operation and Troubleshooting Tips](#)

- Current S.A.M. System Games complete Schematic Section
- Archived Drawings for the White Star Board System™

Manuals & Downloads

[Click Here to view Our Coin Card Charts](#)

- Offering a range of Coinage Cards for download
- Country Setting, Pricing Scheme, Dip Switch Setting
- [New Default Pricing to USA 10](#) (for USA Games ONLY)
- [Custom Pricing Demonstration](#) (for S.A.M. System)

Game Code Library

[Click Here to view Our Game Code Library](#)

- Offering S.A.M. System Game Code
- Offering archived White Star Game Code for all Data East®, Sega™ and STERN® Pinballs (EPROM Programmer required)

Parts

[Click Here to view Our Parts Information](#)

- 2006 – 2008+ Complete Pinball Service Game Manuals in PDF Format available (includes parts and schematics).
- 2004 – 2005 Select Pinball Service Game Manual Excerpts only : Parts Identification & Location (The Pink Pages), Drawings for Major Assemblies & Ramps (The Blue Pages)
- Appendixes A – J (updated with each game)

Repair

[Click Here to view Our NTE Semi-Conductor Cross Reference](#)

- [Radio Shack Component Catalogue](#)

Warranty

[Check Here to fill out our online warranty card.](#)

Tricks & Tips

[Click Here to view Our Full List of Tricks & Tips](#)

- Pinball Machine Foam Cushion Packing
- 1st Time Pinball Set-Up & Preventative Maintenance
- Pinball Location Maintenance
- How to Update Your Game Code (S.A.M. System)

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[Warranty](#) • [Privacy Policy](#)

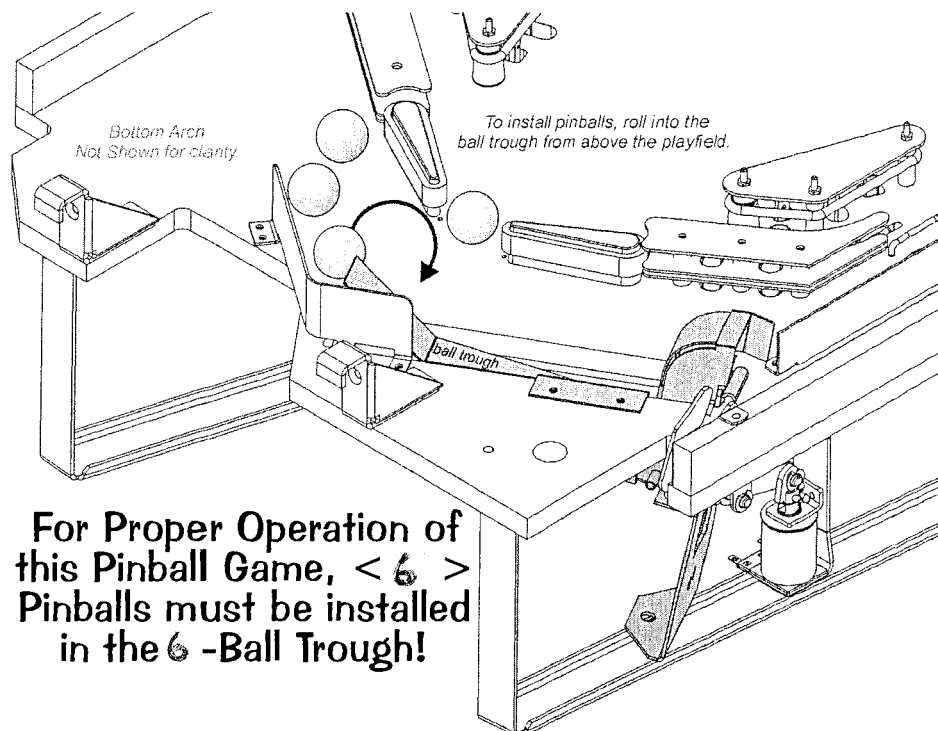
U.S.
Customary
Inch Ruler



800-KICKERS

5 4 2 5 3 7 7

SPI Part Number
780-50F2-00



For Proper Operation of
this Pinball Game, < 6 >
Pinballs must be installed
in the 6 -Ball Trough!

Backbox Fuses*, Cabinet Fuses, Playfield Fuses and Cabinet Switches

*Note: The CPU/Sound PCB
does not have fuses.

QUICK REFERENCE FUSE CHART

3/4A S.B. 200-5000-17 | 3A S.B. 200-5000-08 | 4A S.B. 200-5000-06 | 5A S.B. 200-5000-01 | 7A S.B. 200-5000-03 | 8A S.B. 200-5000-05

BACKBOX FUSES

I/O POWER DRIVER BOARD

with RED LED STATUS INDICATORS (if any RED LED is OFF check the fuse)

F1	5A S.B.	5.7VAC~G.I. Lamps	(BROWN-WHITE-WHT-BRN)
F2	5A S.B.	5.7VAC~G.I. Lamps	(YELLOW-WHITE-YEL Circuit)
F3	5A S.B.	5.7VAC~G.I. Lamps	(GREEN-WHITE-GRN Circuit)
F4	5A S.B.	5.7VAC~G.I. Lamps	(VIOLET-WHITE-VIO Circuit)
F5	7A S.B.	50VDC Coils / Flippers	(48VAC feed to BRDG 1)
F6	3A S.B.	24VAC~ Motor or Special Application	
F7	4A S.B.	50VDC Magnet(s) or Special Application	
F8	3A S.B.	50VDC Coils	
F9	8A S.B.	18VDC Control Lamps	(13VAC feed to BRDG 4)
F10	5A S.B.	20VDC Coils / Flashers	(16VAC feed to BRDG 2)
F11	4A S.B.	5VDC Logic Power	(8VAC feed to BRDG 5)
F12	5A S.B.	12VDC Audio	(19VAC feed to BRDG 3)
F13	5A S.B.	12VDC Audio	(19VAC feed to BRDG 3)

CABINET FUSES

POWER (SERVICE OUTLET) BOX

(Access through Coin Door, inside cabinet, front bottom)

8A S.B.	110-120V Main Line	US / Canada / Japan
5A S.B.	220-240V Main Line	International

PLAYFIELD FUSES

FLIPPER OR SPECIAL APPLICATION

(Coil Fuses are located under the playfield near assembly)

3A S.B.	50VDC R. Flipper	(BLU-YEL-RED-YEL)
3A S.B.	50VDC L. Flipper	(GRY-YEL-RED-YEL)
3A S.B.	50VDC Additional Flipper Coil, if used	
3A S.B.	50VDC Spcl. Application Coil, if used	

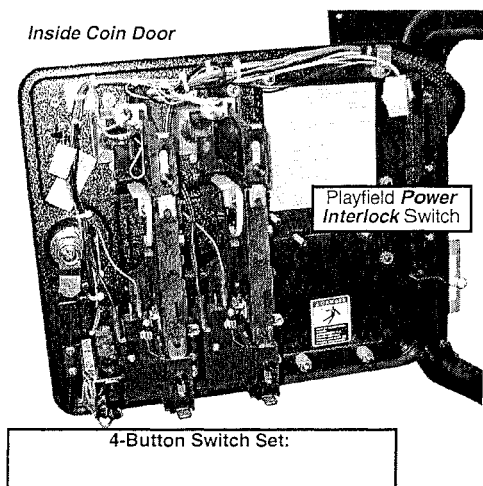
For location & more details on fuses, see Sec. 4, Chp. 2

ALL FUSES ARE 250V S.B. (SLO-BLO)
SEE FUSE OR TABLES FOR AMP RATING
CAUTION: FOR CONTINUED PROTECTION
AGAINST RISK OF FIRE, REPLACE ONLY WITH
SAME TYPE FUSE WITH IDENTICAL ELECTRICAL RATING!

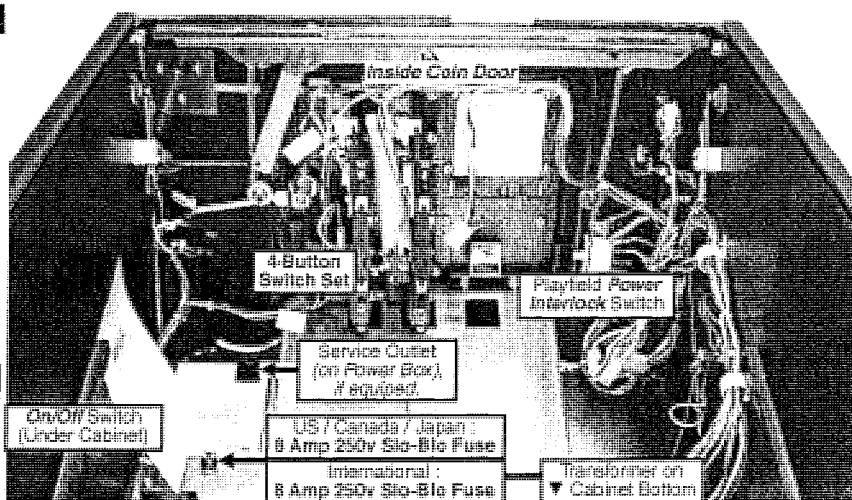
Stern Pinball®, Inc. ©2008

820-6384-00 Rev C

Inside Coin Door



4-Button Switch Set:

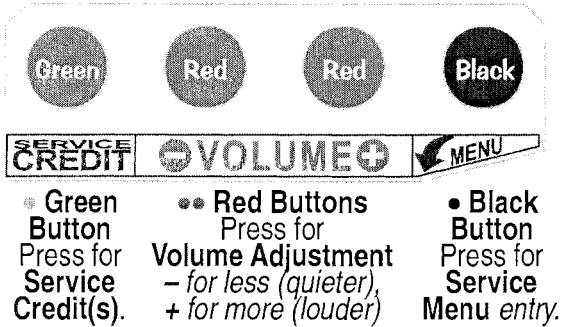


OPEN THE COIN DOOR TO ACCESS THE SERVICE SWITCH X4 SET.

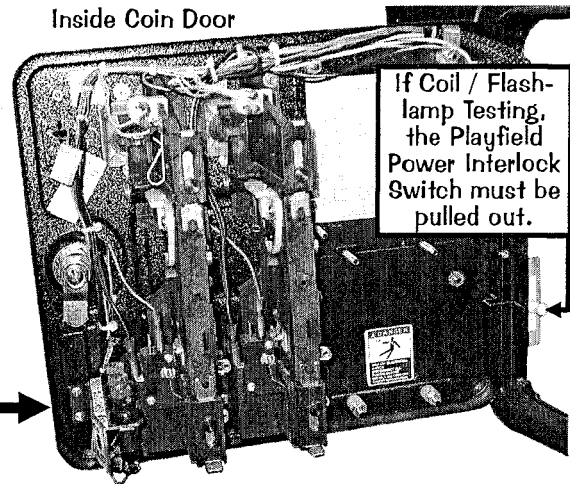
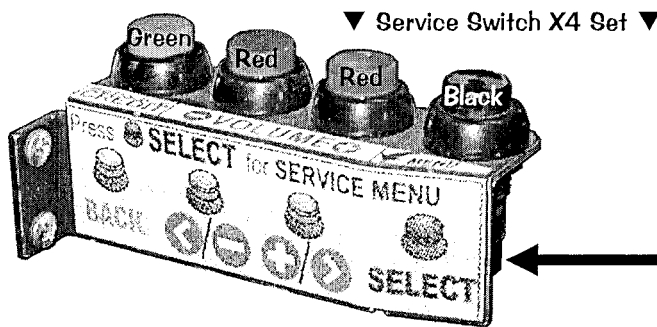
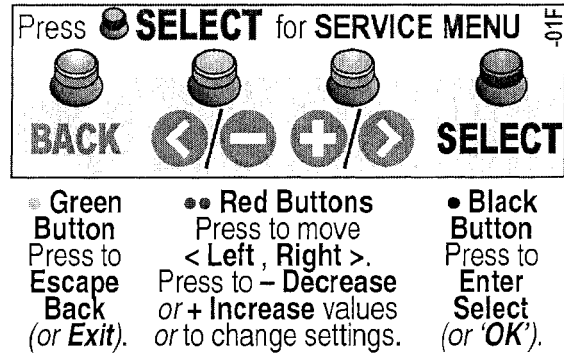
● ● ● ● Service Switch X4 Set Overview

The four buttons (*inside Coin Door*) have dual functions depending if you have entered the **Service Menu** or not.

Functions in Game or Attract Mode



Functions in the Service Menu



EXAMPLE:

To enter the **SERVICE MENU**, then enter the **SWITCH TEST MENU** via the **DIAGNOSTIC MENU**, perform the below steps.

Step 1 Press [**SELECT**].

Step 2 With the "DIAG" *Icon* highlighted, press [**SELECT**].

Step 3 With the "SW" *Icon* highlighted, press [**SELECT**].

Step 4 With the "TEST" *Icon* highlighted, press [**SELECT**].

Press any switch. If wired correctly, the information in the display will match the information in the Switch Matrix (see DR. 4).

Press [**<**] or [**>**] to move left or right through the menus.

Press [**BACK**] to go back a menu, exit or escape at any time.

Continue through the other menus.



The Service Menu is subject to change. Update this game with the latest code downloaded from our website with a USB Data Storage Device (64MB min., recommendation 128MB or higher). See the inside front cover for directions or in the Service Menu "Go To Utilities Menu" then "Go To USB Menu" and follow prompts.

DIAGNOSTIC AIDS

50V / 20V DISABLED
CLOSE COIN DOOR
OR PULL INTERLOCK SWITCH
TO RESTORE POWER

'escape' **Green [BACK] Button** will remove the alert display. Initial display presentation is accompanied by 3 audible tones (the bright display warning will go dim after approximately 30 seconds).

OPERATOR ALERT!
AUTO PLUNGER
DEVICE MALFUNCTION

also appear if a switch associated with a device (e.g. Ball Trough, Auto Plunger, etc.) is stuck closed (caused by a switch jam or stuck ball); the game will activate the device a predetermined number of times and if the problem is still detected, this device or switch will be noted in **Switch Alerts** and/or **Technician Alerts**.

00.00 GAME NAME
SYS. 0.00 HDW. 0
SERVICE MENU *
USE -/+ TO VIEW TECH. ALERTS

and "TECH" Icon for the **Technician Alerts** information.

This **audible / visual alert display** is shown when the **50V / 20V Power** is disabled (by opening the Coin Door). **PULL OUT THE INTERLOCK SWITCH ONLY WHILE IN THE SERVICE MENU** FOR COIL, SWITCH OR PLAY TESTING WHEN THE COIN DOOR IS REQUIRED TO STAY OPEN FOR SERVICE BUTTON USE! Pulling out the Power Interlock Switch or pressing the

This **alert display** is shown momentarily during **Game Mode** or **Power-Up** to alert the operator of a device malfunction (device or mechanism doesn't energize or is energized repeatedly). **OPERATOR ALERT!** works by monitoring any switch activated device that has the potential to trap a ball when disabled (e.g. in the Shooter Lane, Scoop or Eject Holes, etc.). This alert can

Upon entering the **SERVICE MENU**, if an asterisk " * " is displayed after the words "SERVICE MENU," the game has detected possible faulty devices, switches and/or missing pinballs. Press the either of the **Red Buttons** (short-cut to the **TECHNICIAN ALERTS MENU**) or continue into the **SERVICE MENU** (press the **Black Button** again), select the "DIAG" Icon

CPU DIP SWITCH SETTINGS

The 8-Pos. Dip Switch [SW1] is on the CPU/Sound Board (between Conn. J3 & J13, lower left corner)

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
USA	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Germany	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Russia	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Australia	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Greece	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
So. Africa	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Austria	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Italy	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Spain	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Belgium	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Japan	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Sweden	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Canada 1	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Lithuania	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Switzerland	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Canada 2	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Middle East	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Taiwan	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Croatia	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Netherlands	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
UK	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Denmark	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
New Zealand	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU/SND PCB SETTING:	Pos.	1	2	3	4	5	6	7	8
UPDATE CODE	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Finland	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Norway	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
France	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
Portugal	ON	▲	▲	▲	▲	▲	▲	▲	▲
	OFF	▼	▼	▼	▼	▼	▼	▼	▼

Note: Slide Dip Switch 8 to Position **ON** (with Dip Switches 1-7 in the **OFF** Position) only to reboot the game with the latest version **BOOT EPROM** installed at **U9** on the CPU/Sound Board (S.A.M. System only). Currently, this is also the procedure to update your game with the latest software code update file. For the latest version, visit our website. If you have questions about updating your game code, call Technical Support for assistance.

SWITCH MATRIX GRID [#1 - #64] {Switch Locations : next page}

CPU/ Sound Board	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
	IC-U22A	IC-U22B	IC-U22C	IC-U22D	IC-U16A	IC-U16B	IC-U16C	IC-U16D	IC-U36A	IC-U36B	IC-U36C	IC-U36D	IC-U40A	IC-U40B	IC-U40C	IC-U40D
	RETURN▲ WHT-BRN J6-P9	RETURN▲ WHT-RED J6-P8	RETURN▲ WHT-ORG J6-P7	RETURN▲ WHT-YEL J6-P6	RETURN▲ WHT-GRN J6-P5	RETURN▲ WHT-BLU J6-P3	RETURN▲ WHT-VIO J6-P2	RETURN▲ WHT-GRY J6-P1	RETURN▲ TAN-BLK J12-P9	RETURN▲ TAN-RED J12-P8	RETURN▲ TAN-ORG J12-P7	RETURN▲ TAN-YEL J12-P6	RETURN▲ TAN-GRN J12-P4	RETURN▲ TAN-BLU J12-P3	RETURN▲ TAN-VIO J12-P2	RETURN▲ TAN-WHT J12-P1
01 Q1 DRIVE ▶ GRN-BRN J1-P1	S.W. #1 RT 3 BANK TARG (BOT) 180-7568-02 BELOW P.F	S.W. #2 RT 3 BANK TARG (CEN) 180-7568-02 BELOW P.F	S.W. #3 RT 3 BANK TARG (TOP) 180-7568-02 BELOW P.F	S.W. #4 N20 TARGET (RT) 180-7581-09 BELOW P.F	S.W. #5 N20 TARGET CEN 180-7581-09 BELOW P.F	S.W. #6	S.W. #7	S.W. #8 CAPTIVE BALL (BACK) 500-6227-04 BELOW P.F	S.W. #9 CAPTIVE BALL (FRNT) 500-6227-04 BELOW P.F	S.W. #10 SKILL SHOT 500-6227-04 BELOW P.F	S.W. #11 OUTER RT. TOP LN. 500-6227-04 BELOW P.F	S.W. #12 INNER RT. TOP LN. 500-6227-03 BELOW P.F	S.W. #13 INNER LT. TOP LN. 500-6227-03 BELOW P.F	S.W. #14 OUTER LF. TOP LN. 500-6227-03 BELOW P.F	S.W. #15 TOURN START 180-5174-00 IN CABINET	S.W. #16 START 180-5174-00 IN CABINET
02 Q2 DRIVE ▶ GRN-RED J1-P3	S.W. #17 TROUGH # 6 (L) 180-5119-02 BELOW P.F	S.W. #18 TROUGH # 5 180-5119-02 BELOW P.F	S.W. #19 TROUGH # 4 180-5119-02 BELOW P.F	S.W. #20 TROUGH # 3 180-5119-02 BELOW P.F	S.W. #21 TROUGH # 2 180-5119-02 BELOW P.F	S.W. #22 TROUGH # 1 515-0173-00 515-0174-00	S.W. #23 TROUGH JAM 515-0173-00 515-0174-00	S.W. #24 LEFT OUTLANE 500-6227-03 BELOW P.F	S.W. #25 L. RETURN LANE (L) 500-6227-04 BELOW P.F	S.W. #26 LEFT SLINGSHOT 180-5054-00 BELOW P.F	S.W. #27 RIGHT SLINGSHOT 180-5054-00 BELOW P.F	S.W. #28 RIGHT RETURN LANE 500-6227-03 BELOW P.F	S.W. #29 RIGHT OUTLANE 500-6227-03 BELOW P.F	S.W. #30 LEFT POP BUMPER 180-5015-04 BELOW P.F	S.W. #31 RIGHT POP BUMPER 180-5015-04 BELOW P.F	S.W. #32 BOTTOM POP BUMPER 180-5015-04 BELOW P.F
03 Q3 DRIVE ▶ GRN-ORG J1-P4	S.W. #33 TOP POP BUMPER 180-5015-04 BELOW P.F	S.W. #34 (G)EARS 520-5252-03 BELOW P.F	S.W. #35 G(E)ARS 520-5252-03 BELOW P.F	S.W. #36 GE(A)RS 520-5252-03 BELOW P.F	S.W. #37 GEA(R)S 520-5252-02 BELOW P.F	S.W. #38 GEAR(S) 520-5252-02 BELOW P.F	S.W. #39 MID RAMP EXIT 500-6775-01 ABOVE P.F	S.W. #40 UPPER RAMP EXIT 500-6775-01 ABOVE P.F	S.W. #41 SHIFT TARGET (LT) 515-7498-02-01 BELOW P.F	S.W. #42 SHIFT TARGET (RT) 515-7498-05-00 BELOW P.F	S.W. #43 RIGHT SCOOP 180-5183-00 BELOW P.F	S.W. #44 RIGHT ORBIT 500-6227-03 BELOW P.F	S.W. #45 LEFT ORBIT 500-6227-03 BELOW P.F	S.W. #46 BOWL SWITCH 180-5057-00 ABOVE P.F	S.W. #47 SHOOTER LANE 180-5157-00 BELOW P.F	S.W. #48 SPINNER 180-5010-04 ABOVE P.F
04 Q4 DRIVE ▶ GRN-YEL J1-P5	S.W. #49	S.W. #50	S.W. #51	S.W. #52 TURNABLE INDEX 520-6831-00 ABOVE P.F	S.W. #53 TURNABLE HOME 520-6831-00 ABOVE P.F	S.W. #54 LEFT LANE TARGET 515-7568-09 BELOW P.F	S.W. #55 N20 TARGET (LT) 515-7581-09 BELOW P.F	S.W. #56 RT. 1- BANK DROP TRGT 520-5252-01 BELOW P.F	S.W. #57 LT. 1- BANK DROP TRGT 520-5252-01 BELOW P.F	S.W. #58	S.W. #59	S.W. #60	S.W. #61	S.W. #62	S.W. #63	S.W. #64

« FOR MORE ABOUT DIODE ON TERMINAL STRIPS «D.O.T.S.», SEE SECTION 5, CHAPTER 2, PAGES 104-105 »

Wire Color Abbreviations used: **BLK** Black **BLU** Blue **BRN** Brown **GRY** Gray **GRN** Green **LGN** Light Grn. **ORG** Orange **PNK** Pink **RED** Red **TAN** Tan **VIO** Violet **WHT** White **YEL** Yellow

Dedicated Switches [#D-1 - #D-32] {Dedicated Switch Locations : next page}

CPU/SND Board	IC-U2	IC-U2	IC-U2	IC-U2	IC-U2	IC-U2	IC-U2	IC-U2	IC-U4	IC-U4	IC-U4	IC-U4	IC-U4	IC-U4	IC-U4	IC-U4
GROUND (BLK) J2-P1/11 & J3-P10	S.W. D-1 LEFT COIN SLOT 180-5204-00 COIN DOOR	S.W. D-2 CENTER COIN SLOT DBA COIN DOOR	S.W. D-3 RIGHT COIN SLOT 180-5204-00 COIN DOOR	S.W. D-4 FORTH COIN SLOT 180-5204-00 COIN DOOR	S.W. D-5 FIFTH COIN SLOT IF USED	S.W. D-6	S.W. D-7	S.W. D-8 ACTION 180-5218-00 CABINET	S.W. D-9 LEFT FLIPPER BUTTON 500-6889-01 CABINET	S.W. D-10 LEFT FLIPPER E.O.S. 180-5149-00 FLIP ASSY.	S.W. D-11 RIGHT FLIPPER BUTTON 500-6890-01 CABINET	S.W. D-12 RIGHT FLIPPER E.O.S. 180-5149-00 FLIP ASSY.	S.W. D-13	S.W. D-14	S.W. D-15	S.W. D-16

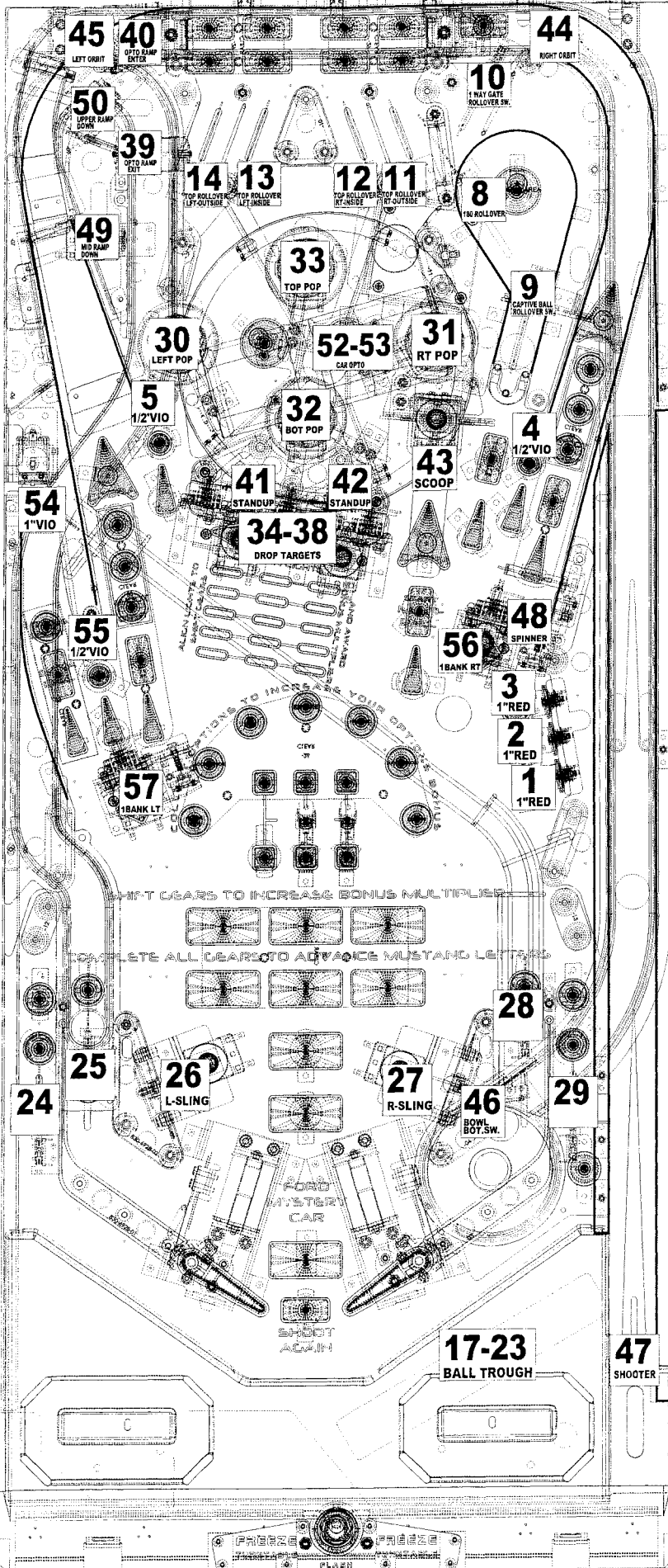
CPU/SND Board	IC-41	IC-41	IC-41	IC-41	IC-41	IC-41	IC-41	IC-41	CPU/SOUND BD. SW1 DIP SWITCH (located between Connectors J3/J13)							
GROUND (BLK) J13-P10	S.W. D-17 TILT PENDULUM CABINET	S.W. D-18 SLAM TILT IF USED	S.W. D-19 TICKET NOTCH IF USED	S.W. D-20	S.W. D-21 BACK (GREEN) 180-5192-04 COIN DOOR	S.W. D-22 MINUS (RED) 180-5192-02 COIN DOOR	S.W. D-23 PLUS (RED) 180-5192-02 COIN DOOR	S.W. D-24 SELECT (BLACK) 180-5192-00 COIN DOOR	S.W. D-25 DIP (1)2345678 S.W. POS. #1 ON	S.W. D-26 DIP 1(2)345678 S.W. POS. #2 ON	S.W. D-27 DIP 12(3)45678 S.W. POS. #3 ON	S.W. D-28 DIP 123(4)5678 S.W. POS. #4 ON	S.W. D-29 DIP 1234(5)678 S.W. POS. #5 ON	S.W. D-30 DIP 12345(6)78 S.W. POS. #6 ON	S.W. D-31 DIP 123456(7)8 S.W. POS. #7 ON	S.W. D-32 DIP 1234567(8) S.W. POS. #8 ON

GO TO DIAGNOSTICS MENU

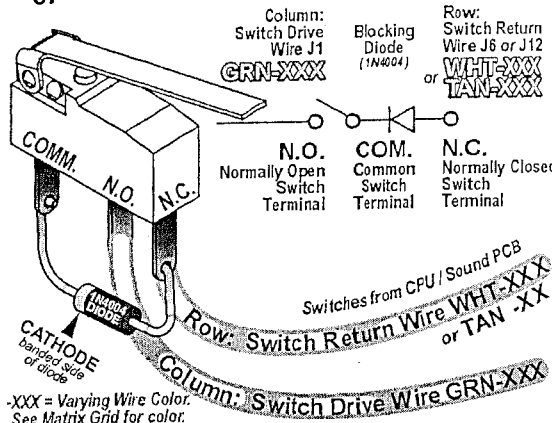
GO TO SWITCH MENU

SWITCH TEST

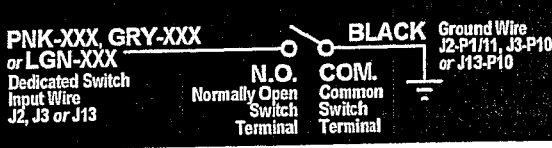
SWITCH MENU: SWITCH, ACTIVE, SINGLE & SERVICE



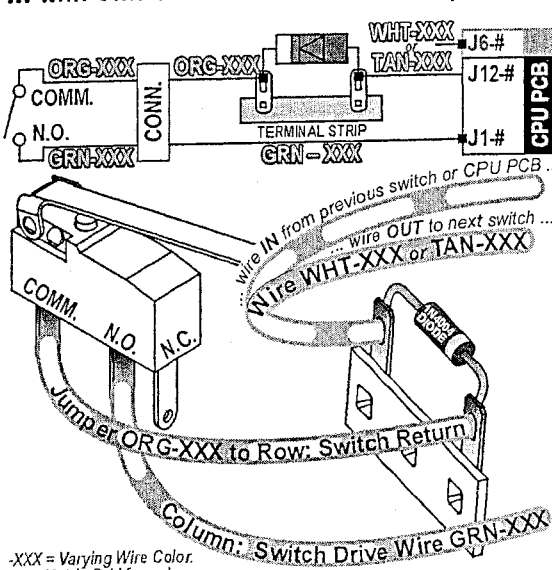
Typical Switch Wiring & Schematic



Dedicated Switch Schematic



Typical Switch Wiring & Schematic ... with Switch Diode on a Terminal Strip (DOTS)



LAMP MATRIX GRID [#1 - #80] {Lamp Locations : next page}

I / O	01	02	03	04	05	06	07	08
Power Driver Board	IC-U17	IC-U16	IC-U15	IC-U14	IC-U13	IC-U12	IC-U11	IC-U10
	18VDC YEL-BRN J13-P8	18VDC YEL-RED J13-P8	18VDC YEL-ORG J13-P7	18VDC YEL-BLK J13-P6	18VDC YEL-GRN J13-P5	18VDC YEL-BLU J13-P4	18VDC YEL-VIO J13-P3	18VDC YEL-GRY J13-P1
01	LED L.P. #1 START BUTTON 112-5033-08	LED L.P. #2 TOURN BUTTON 112-5033-08	LED L.P. #3	LED L.P. #4	LED L.P. #5	LED L.P. #6	LED L.P. #7	LED L.P. #8
02	LED L.P. #9 MUSTAN(G) 112-5033-08	LED L.P. #10 MUSTA(N)G 112-5033-08	LED L.P. #11 MUST(A)NG 112-5033-08	LED L.P. #12 MUS(T)ANG 112-5033-08	LED L.P. #13 MU(S)TANG 112-5033-08	LED L.P. #14 M(U)STANG 112-5033-08	LED L.P. #15 (M)USTANG 112-5033-08	LED L.P. #16 PONY TOP LANE # 4 112-5033-08
03	LED L.P. #17 PONY TOP LANE # 3 112-5033-08	LED L.P. #18 PONY TOP LANE # 2 112-5033-08	LED L.P. #19 PONY TOP LANE # 1 112-5033-08	LED L.P. #20 FORD TOP LANE # 1 (L) 112-5033-08	LED L.P. #21 FORD TOP LANE # 2 112-5033-08	LED L.P. #22 FORD TOP LANE # 3 112-5033-08	LED L.P. #23 FORD TOP LANE # 4 112-5033-08	LED L.P. #24 N20 (CENTER) 112-5033-08
04	LED L.P. #25 JACKPOT (RIGHT) 112-5033-08	LED L.P. #26 RIGHT ORBIT (GREEN) 112-5033-08	LED L.P. #27 RIGHT ORBIT (YELLOW) 112-5033-08	LED L.P. #28 RIGHT ORBIT (RED) 112-5033-08	LED L.P. #29 MULTIBALL 112-5033-08	LED L.P. #30 1-BANK DROP TARGET (R) 112-5033-08	LED L.P. #31 JACKPOT (CENTER) 112-5033-08	LED L.P. #32 N20 (RIGHT) 112-5033-08
05	LED L.P. #33 RIGHT 3-BANK (TOP) 112-5033-08	LED L.P. #34 RIGHT 3-BANK (CENTER) 112-5033-08	LED L.P. #35 RIGHT 3-BANK (BOTTOM) 112-5033-08	LED L.P. #36 RIGHT RETURN LANE 112-5033-08	LED L.P. #37 RIGHT OUTLANE 112-5033-08	LED L.P. #38 RIGHT SPECIAL 112-5033-08	LED L.P. #39 LEFT OUTLANE (TOP) 112-5033-08	LED L.P. #40 LEFT RETURN LANE 112-5033-08
06	LED L.P. #41 LEFT SPECIAL 112-5033-08	LED L.P. #42 EXTRA BALL 112-5033-08	LED L.P. #43 N20 BOOST 112-5033-08	LED L.P. #44 LEFT ORBIT (RED) 112-5033-08	LED L.P. #45 LEFT ORBIT (YELLOW) 112-5033-08	LED L.P. #46 LEFT ORBIT (GREEN) 112-5033-08	LED L.P. #47 JACKPOT (LEFT) 112-5033-08	LED L.P. #48 N20 (LEFT) 112-5033-08
07	LED L.P. #49 1-BANK DROP TARGET (L) 112-5033-08	LED L.P. #50 2015 MUSTANG 112-5033-08	LED L.P. #51 2012 MUSTANG 112-5033-08	LED L.P. #52 1968 MUSTANG 112-5033-08	LED L.P. #53 1970 MUSTANG 112-5033-08	LED L.P. #54 2011 MUSTANG 112-5033-08	LED L.P. #55 1965 MUSTANG 112-5033-08	LED L.P. #56 1969 MUSTANG 112-5033-08
08	LED L.P. #57 2000 MUSTANG 112-5033-08	LED L.P. #58 NITROUS UPGRADE 112-5033-08	LED L.P. #59 BODY MODS 112-5033-08	LED L.P. #60 DRIVE TRAIN UPGRADE 112-5033-08	LED L.P. #61 ENGINE UPGRADE 112-5033-08	LED L.P. #62 TIRE UPGRADE 112-5033-08	LED L.P. #63 HANDLING UPGRADE 112-5033-08	LED L.P. #64 TECH UPGRADE 112-5033-08
09	LED L.P. #65 1ST GEAR 112-5033-04	LED L.P. #66 3RD GEAR 112-5033-04	LED L.P. #67 5TH GEAR 112-5033-04	LED L.P. #68 2ND GEAR 112-5033-04	LED L.P. #69 4TH GEAR 112-5033-04	LED L.P. #70 6TH GEAR 112-5033-04	LED L.P. #71	LED L.P. #72
10	LED L.P. #73 SHOOT AGAIN 112-5033-08	LED L.P. #74	LED L.P. #75	LED L.P. #76	LED L.P. #77 TOP POP BUMPER 112-5033-02	LED L.P. #78 LEFT POP BUMPER 112-5033-02	LED L.P. #79 BOTTOM POP BUMPER 112-5033-02	LED L.P. #80 RIGHT POP BUMPER 112-5033-02

LAMPS 50-57 PREMIUM ONLY

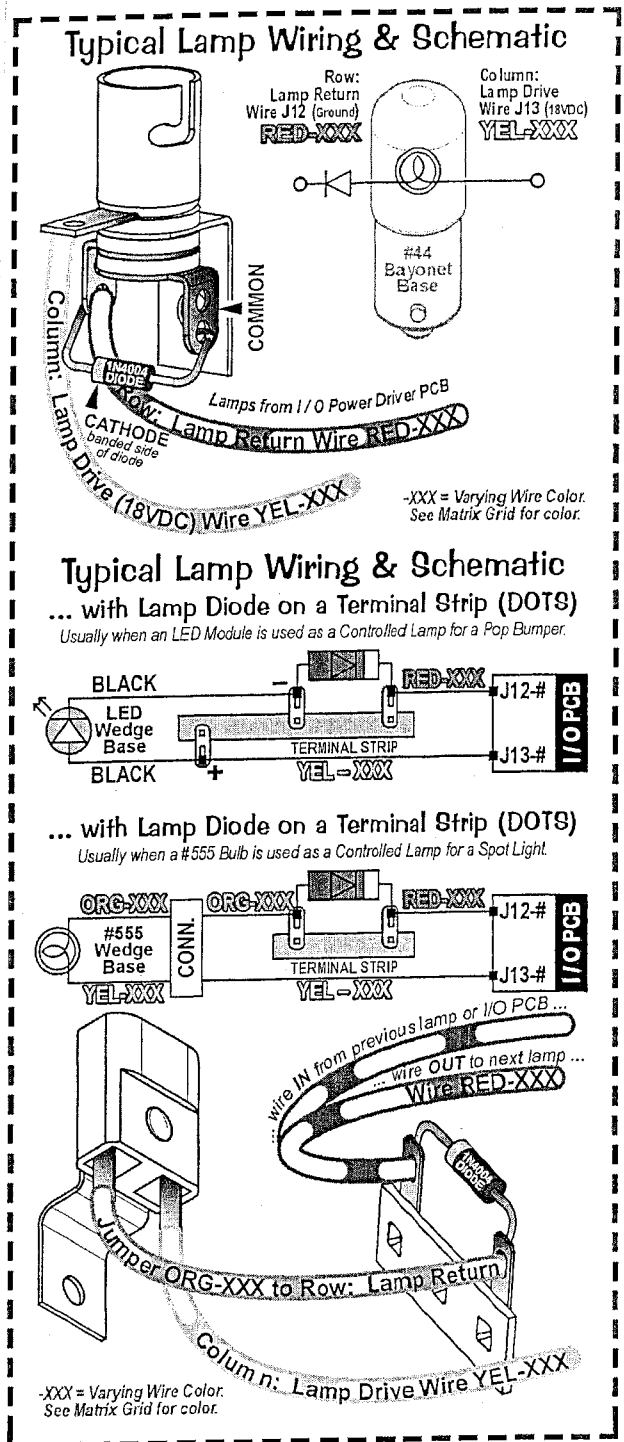
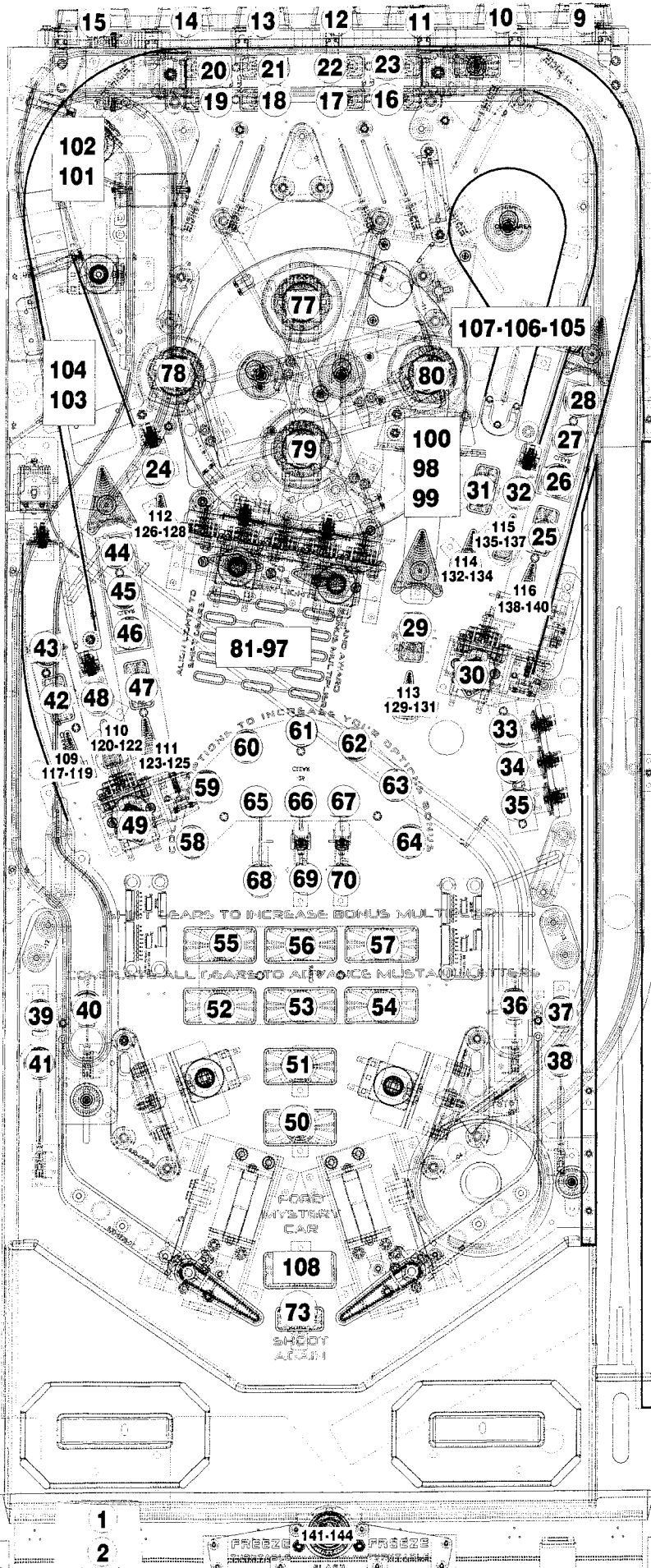
#50	#51	#52	#53	#54	#55	#56	#57
2013 BOSS 302	2012 BOSS 302	1969 BOSS 302 (BOTTOM)	1970 BOSS 302	2011 BOSS 302 R	1969 BOSS 302 (TOP)	1970 BOSS 429	1971 BOSS 351

GO TO DIAGNOSTICS MENU

GO TO LAMP MENU

SINGLE LAMP TEST

LAMP MENU: ONE, ALL, ROW, COLUMN & ORDERED



LAMP	NAME	BOARD	COMPONENT	TYPE	LOCATION	BOARD PART#
81	GRID RED 1	5	D37	White	PF	520-6822-00A
82	GRID RED 2	5	D38	White	PF	520-6822-00A
83	GRID RED 3	5	D39	White	PF	520-6822-00A
84	GRID RED 4	5	D40	White	PF	520-6822-00A
85	GRID RED 5	5	D41	White	PF	520-6822-00A
86	GRID WHITE 1	5	D42	White	PF	520-6822-00A
87	GRID WHITE 2	5	D43	White	PF	520-6822-00A
88	GRID WHITE 3	5	D44	White	PF	520-6822-00A
89	GRID WHITE 4	5	D45	White	PF	520-6822-00A
90	GRID WHITE 5	5	D46	White	PF	520-6822-00A
91	GRID BLUE 1	5	D47	White	PF	520-6822-00A
92	GRID BLUE 2	5	D48	White	PF	520-6822-00A
93	GRID BLUE 3	5	D49	White	PF	520-6822-00A
94	GRID BLUE 4	5	D50	White	PF	520-6822-00A
95	GRID BLUE 5	5	D51	White	PF	520-6822-00A
96	SHIFT RIGHT TARGET	5	D52	White	PF	520-6822-00A
97	SHIFT LEFT TARGET	5	D53	White	PF	520-6822-00A
98	TOOLBOX	5	CN19-P2	Red	Sign	112-5034-02
99	NEW CAR	5	CN19-P3	Yel	Sign	112-5034-06
100	UPGRADE	5	CN19-P1	White	Sign	112-5034-08
101	360 BOTTOM	5	CN20-P2	Red	Sign	112-5034-02
102	360 TOP	5	CN20-P3	Red	Sign	112-5034-02
103	SHOOT COMBO JACKPOT	5	CN20-P4	Blue	Sign	112-5034-05
104	SHORT CUT	5	CN20-P5	Green	Sign	112-5034-04
105	18(0)	5	CN20-P6	Org	Sign	112-5034-07
106	1(8)0	5	CN20-P7	Org	Sign	112-5034-07
107	(1)80	5	CN20-P8	Org	Sign	112-5034-07
108	MYSTERY FORD	5	CN20-P9	White	PF	520-5307-00
109	SHOT ARROW #1	5A	CN3	White	PF	520-5333-00
110	SHOT ARROW #2	5A	CN3	White	PF	520-5333-00
111	SHOT ARROW #3	5A	CN3	White	PF	520-5333-00
112	SHOT ARROW #4	5A	CN2	White	PF	520-5333-00
113	SHOT ARROW #5	5B	CN3	White	PF	520-5333-00
114	SHOT ARROW #6	5B	CN2	White	PF	520-5333-00
115	SHOT ARROW #7	5B	CN2	White	PF	520-5333-00
116	SHOT ARROW #8	5B	CN3	White	PF	520-5333-00
117	SHOT ARROW #1 Red	5A	CN3-1	Red	PF	520-5333-00
118	SHOT ARROW #1 Green	5A	CN3-3	Green	PF	520-5333-00
119	SHOT ARROW #1 Blue	5A	CN3-2	Blue	PF	520-5333-00
120	SHOT ARROW #2 Red	5A	CN3-4	Red	PF	520-5333-00
121	SHOT ARROW #2 Green	5A	CN3-6	Green	PF	520-5333-00
122	SHOT ARROW #2 Blue	5A	CN3-5	Blue	PF	520-5333-00
123	SHOT ARROW #3 Red	5A	CN3-7	Red	PF	520-5333-00
124	SHOT ARROW #3 Green	5A	CN3-9	Green	PF	520-5333-00
125	SHOT ARROW #3 Blue	5A	CN3-8	Blue	PF	520-5333-00

LAMP	NAME	BOARD	COMPONENT	TYPE	LOCATION	BOARD PART#
126	SHOT ARROW #4 Red	5A	CN2-1	Red	PF	520-5333-00
127	SHOT ARROW #4 Green	5A	CN2-3	Green	PF	520-5333-00
128	SHOT ARROW #4 Blue	5A	CN2-2	Blue	PF	520-5333-00
129	SHOT ARROW #5 Red	5B	CN3-4	Red	PF	520-5333-00
130	SHOT ARROW #5 Green	5B	CN3-6	Green	PF	520-5333-00
131	SHOT ARROW #5 Blue	5B	CN3-5	Blue	PF	520-5333-00
132	SHOT ARROW #6 Red	5B	CN2-1	Red	PF	520-5333-00
133	SHOT ARROW #6 Green	5B	CN2-3	Green	PF	520-5333-00
134	SHOT ARROW #6 Blue	5B	CN2-2	Blue	PF	520-5333-00
135	SHOT ARROW #7 Red	5B	CN2-4	Red	PF	520-5333-00
136	SHOT ARROW #7 Green	5B	CN2-6	Green	PF	520-5333-00
137	SHOT ARROW #7 Blue	5B	CN2-5	Blue	PF	520-5333-00
138	SHOT ARROW #8 Red	5B	CN3-7	Red	PF	520-5333-00
139	SHOT ARROW #8 Green	5B	CN3-9	Green	PF	520-5333-00
140	SHOT ARROW #8 Blue	5B	CN3-8	Blue	PF	520-5333-00
141	Action Button	5B	CN3	White	Cab.	520-5333-00
142	Action Button Red	5B	CN3-1	Red	Cab.	520-5333-00
143	Action Button Green	5B	CN3-3	Green	Cab.	520-5333-00
144	Action Button Blue	5B	CN3-2	Blue	Cab.	520-5333-00

COILS DETAILED CHART TABLE

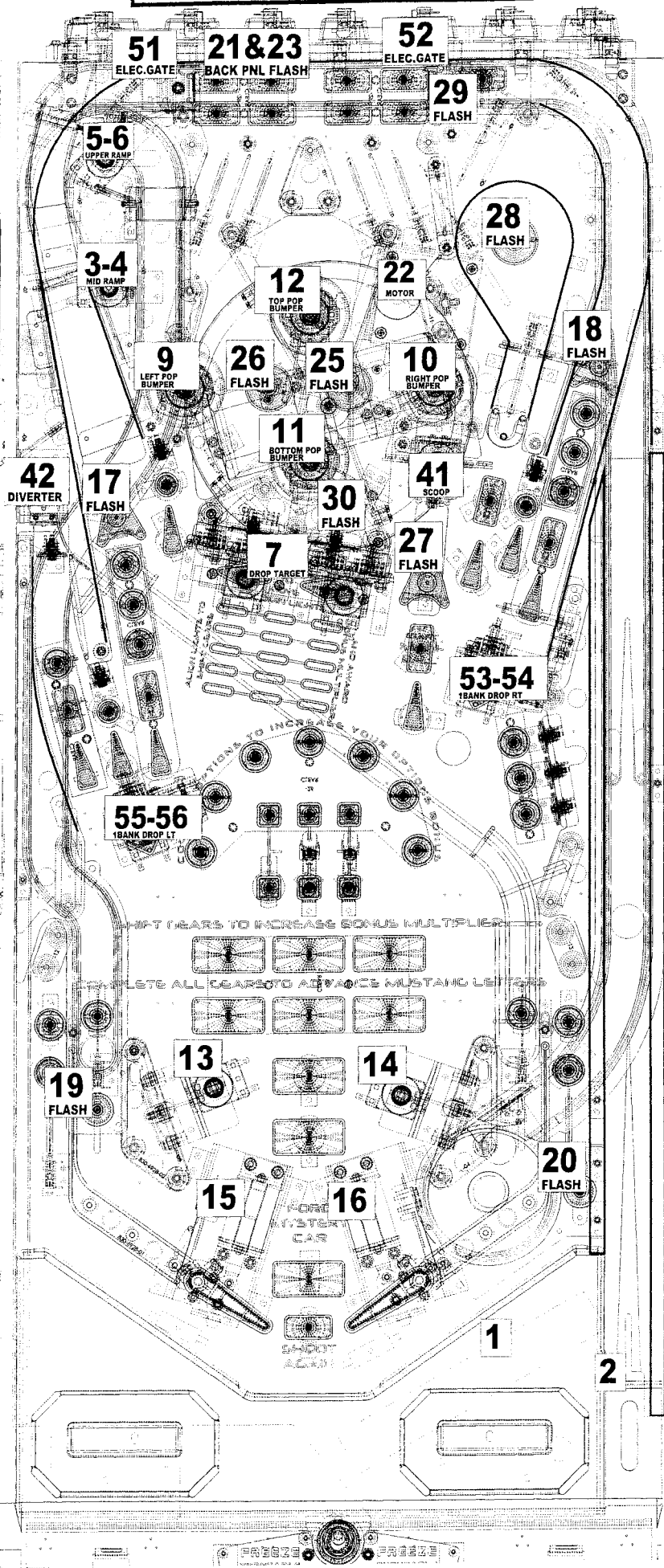
High Current Coils Group 1			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#1	TROUGH UP-KICKER	Q1	▲ I/O Power Driver ▼		YEL-VIO	J10-P9/10	50VDC	BRN-BLK	J8-P1	28-1200 090-5044-NB
#2	AUTO LAUNCH	Q2			YEL-VIO	J10-P9/10	50VDC	BRN-RED	J8-P3	23-800 090-5001-NB
#3	MID RAMP	Q3			YEL-VIO	J10-P9/10	50VDC	BRN-ORG	J8-P4	Dual-winding 090-5083-00
#4	MID RAMP HOLD POWER	Q4			YEL-VIO	J10-P9/10	50VDC	BRN-YEL	J8-P5	Dual-winding 090-5083-00
#5	UPPER RAMP	Q5			YEL-VIO	J10-P9/10	50VDC	BRN-GRN	J8-P6	Dual-winding 090-5083-03
#6	UPPER RAMP HOLD POWER	Q6			YEL-VIO	J10-P9/10	50VDC	BRN-BLU	J8-P7	Dual-winding 090-5083-00
#7	CENTER 5- BANK DROP RESET	Q7			YEL-VIO	J10-P9/10	50VDC	BRN-VIO	J8-P8	25-1240 090-5034-NB
#8	SHAKER MOTOR (OPTIONAL)	Q8			RED-WHT	J17-P7	16VAC	BRN-GRY	J8-P9	502-5027-00
High Current Coils Group 2			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#9	LEFT POP BUMPER	Q9	▲ I/O Power Driver ▼		YEL-VIO	J10-P9/10	50VDC	BLU-BRN	J8-P1	28-1200 090-5044-NB
#10	RIGHT POP BUMPER	Q10			YEL-VIO	J10-P9/10	50VDC	BLU-RED	J8-P2	28-1200 090-5044-NB
#11	BOTTOM POP BUMPER	Q11			YEL-VIO	J10-P9/10	50VDC	BLU-ORG	J8-P4	28-1200 090-5044-NB
#12	TOP POP BUMPER	Q12			YEL-VIO	J10-P9/10	50VDC	BLU-YEL	J8-P5	28-1200 090-5044-NB
#13	LEFT SLINGSHOT	Q13			YEL-VIO	J10-P9/10	50VDC	BLU-GRN	J8-P6	28-1200 090-5044-NB
#14	RIGHT SLINGSHOT	Q14			YEL-VIO	J10-P9/10	50VDC	BLU-BLU	J8-P7	28-1200 090-5044-NB
#15	LEFT FLIPPER (50V RED/YEL)	Q15			GRY-YEL-3A Fuse-RED-YEL	J10-P6/7	50VDC	ORG-GRY	J8-P8	23-900 090-5020-30
#16	RIGHT FLIPPER (50V RED/YEL)	Q16			GRY-YEL-3A Fuse-RED-YEL	J10-P6/7	50VDC	ORG-VIO	J8-P9	22-1080 090-5032-NB
Low Current Coils Group 1			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#17	FLASH: LEFT ORBIT ARROW	Q17	▲ I/O Power Driver ▼		ORG	J6-P10	20VDC	VIO-BRN	J7-P2	LED 113-5034-08
#18	FLASH: RIGHT ORBIT ARROW	Q18			ORG	J6-P10	20VDC	VIO-RED	J7-P3	LED 113-5034-08
#19	FLASH: SLINGSHOT (LEFT)	Q19			ORG	J6-P10	20VDC	VIO-ORG	J7-P4	LED 113-5033-08
#20	FLASH: SLINGSHOT (RIGHT)	Q20			ORG	J6-P10	20VDC	VIO-YEL	J7-P6	LED 113-5033-08
#21	FLASH: BACK PANEL (LEFT)	Q21			ORG	J6-P10	20VDC	VIO-GRN	J7-P7	LED 113-5034-08
#22	TURN TABLE/CAR MOTOR	Q22			BRN	J7-P1	20VDC	VIO-BLU	J7-P8	MOTOR 041-5111-00
#23	FLASH: BACK PANEL (RIGHT)	Q23			ORG	J6-P10	20VDC	VIO-BLK	J7-P9	LED 113-5034-08
#24	OPTIONAL (e.g. COIN METER)	Q24			RED	J16-P4-8	5VDC	VIO-GRY	J7-P10	COIN METER
Low Current Coils Group 2			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#25	FLASH: POP BUMPERS (RIGHT)	Q25	▲ I/O Power Driver ▼		ORG	J6-P10	20VDC	BLK-BRN	J6-P1	LED 113-5034-08
#26	FLASH: POP BUMPERS (LEFT)	Q26			ORG	J6-P10	20VDC	BLK-RED	J6-P2	LED 113-5034-08
#27	FLASH: (RIGHT) SCOOP ARROW	Q27			ORG	J6-P10	20VDC	BLK-ORG	J6-P3	LED 113-5034-08
#28	FLASH: 180	Q28			ORG	J6-P10	20VDC	BLK-YEL	J6-P4	LED 113-5034-08
#29	FLASH: SKILLSHOT	Q29			ORG	J6-P10	20VDC	BLK-GRN	J6-P5	LED 113-5034-08
#30	FLASH: TURNTABLE	Q30			ORG	J6-P10	20VDC	BLK-BLU	J6-P6	LED 112-5041-08
#31	FLASH: SPEAKER PANEL (RIGHT)	Q31			ORG	J-P10	20VDC	BLK-VIO	J6-P7	LED 113-5034-05
#32	FLASH: SPEAKER PANEL (LEFT)	Q32			ORG	J6-P10	20VDC	BLK-GRY	J6-P8	LED 113-5034-05

GO TO DIAGNOSTICS MENU

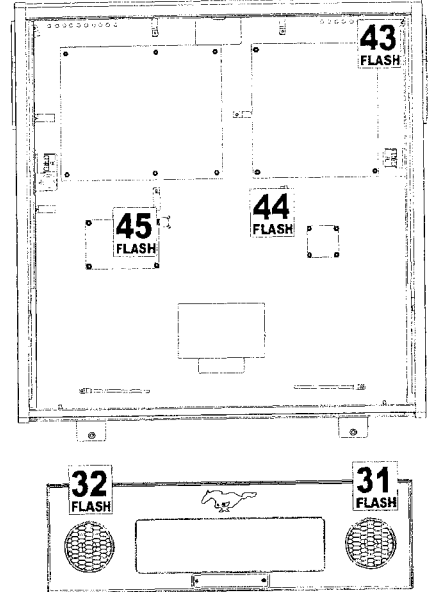
GO TO COIL MENU

SINGLE COIL TEST

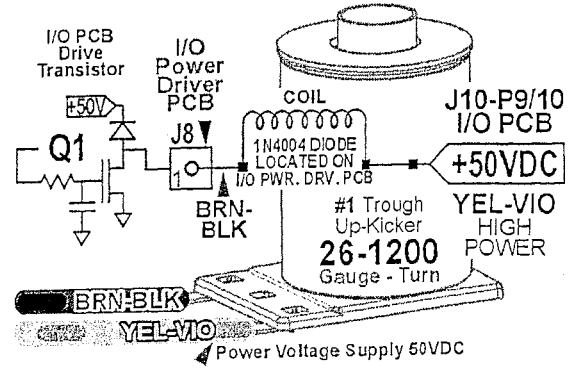
COIL MENU: SINGLE COIL & CYCLING COIL



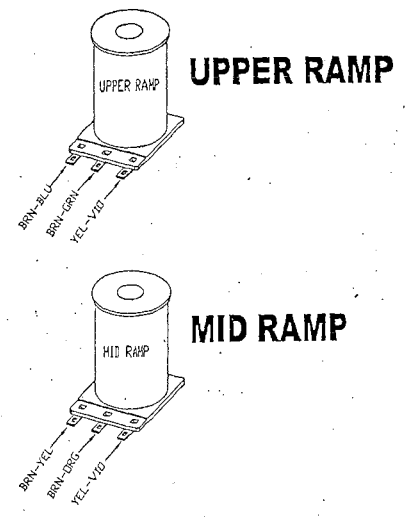
L.E BACK BOX



Typical Coil Wiring & Schematic

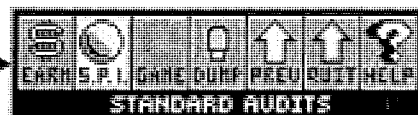


MUSTANG TYPICAL DUAL WINDING COIL 090-5083-00-ND WIRING



12- TRANSISTOR DRIVER BOARD COIL/FLASHER CHART

Driver N.O	Assembly Name	Drive Transistor	PWR line color	PWR voltage	Control line color	Coil Type
#41	RIGHT SCOOP	Q41	YEL-VIO	50VDC	ORG-BRN	27-1500 (090-5004-ND) 32-1250 (090-5060-01-FC)
#42	DIVERter	Q42	YEL-VIO	50VDC	ORG-RED	LED (113-5034-08)
#43	FLASH: BACKBOX (1)	Q43	ORG	20VDC	ORG-BLK	LED (113-5034-08)
#44	FLASH: BACKBOX (2)	Q44	ORG	20VDC	ORG-YEL	LED (113-5034-08)
#45	FLASH: BACKBOX (3)	Q45	ORG	20VDC	ORG-GRN	LED (113-5034-08)
#46						32-1250 (090-5060-01-FC)
#51	Orbit control gate (LEFT)	Q51	YEL-VIO	50VDC	YEL-BRN	32-1250 (090-5060-01-FC)
#52	Orbit control gate (RIGHT) RT. 1- BANK DROP TRGT	Q52	YEL-VIO	50VDC	YEL-GRY	32-1250 (090-5060-01-FC)
#53	UP RT. 1- BANK DROP TRGT	Q53	YEL-VIO	50VDC	YEL-ORG	25-1240 (090-5034-ND) 32-1800 (090-5031-00-ND)
#54	DN LT. 1- BAND DROP TRGT	Q54	YEL-VIO	50VDC	YEL-BLK	25-1240 (090-5034-ND) 32-1800 (090-5031-00-ND)
#55	UP LT. 1- BAND DROP TRGT	Q55	YEL-VIO	50VDC	YEL-GRN	25-1240 (090-5034-ND) 32-1800 (090-5031-00-ND)
#56	DN	Q56	YEL-VIO	50VDC	YEL-BLU	25-1240 (090-5034-ND) 32-1800 (090-5031-00-ND)



GO TO AUDITS MENU: EARNINGS AUDITS [#1 – #13] / STANDARD AUDITS [#1 – #59]

Perform the below steps to review the audits. Enter the **SERVICE MENU**, then enter the **EARNINGS AUDITS** or **STANDARD AUDITS MENUS**. For audit definitions or summary, review the Audits Section (**GO TO AUDITS MENU**). Try the **"DUMP AUDITS TO USB"** Feature to create a text file of your audits. Don't forget to set the **DATE** & **TIME** in the **UTILITIES MENU**. See the Utilities Section (**GO TO UTILITIES MENU**).

Step 1 Press [**SELECT**].

Press [**BACK**] to exit for escape at any time.

Step 2 Press [**>**]. Go to the "AUD" Icon.

Press [**SELECT**].

Step 3 Press [**>**]. Go to the "EARN" or "S.P.I." Icon.

Press [**SELECT**].

Step 4 Press [**<**] [**>**] to move between audits.

Audit Number	→	EARNINGS AUDIT #1
Audit Name	→	TOTAL PAID CREDITS
Audit Result	→	0

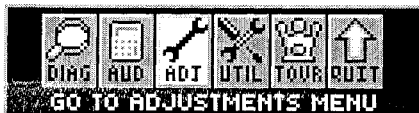
EARNINGS AUDITS [#1 – #13] ▼

Nr.	EARNINGS AUDIT NAME	YOUR RESULT
1	TOTAL PAID CREDITS	
2	FREE GAME PERCENTAGE	
3	AVERAGE BALL TIME	
4	AVERAGE GAME TIME	
5	COINS THROUGH LEFT SLOT	
6	COINS THROUGH RIGHT SLOT	
7	COINS THROUGH CENTER SLOT	
8	COINS THROUGH FOURTH SLOT	
9	COINS THROUGH FIFTH SLOT	
10	TOTAL COINS	
11	TOTAL EARNINGS	
12	METER CLICKS	
13	SOFTWARE METER	

STANDARD AUDITS [#1 – #59] ▼

Nr.	STANDARD AUDIT NAME	YOUR RESULT
1	TOTAL BALLS PLAYED	
2	TOTAL EXTRA BALLS	
3	EXTRA BALL PERCENTAGE	
4	REPLAY 1 AWARDS	
5	REPLAY 2 AWARDS	
6	REPLAY 3 AWARDS	
7	REPLAY 4 AWARDS	
8	TOTAL REPLAYS	
9	REPLAY PERCENTAGE	
10	TOTAL SPECIALS	
11	SPECIAL PERCENTAGE	
12	TOTAL MATCHES	
13	HIGH SCORE AWARDS	
14	HIGH SCORE PERCENT	
15	TOTAL FREE PLAYS	
16	TOTAL PLAYS	
17	0.0M – 1.99M SCORES	
18	2.0M – 3.99M SCORES	
19	4.0M – 5.99M SCORES	
20	6.0M – 7.99M SCORES	
21	8.0M – 9.99M SCORES	
22	10.0M – 12.49M SCORES	
23	12.5M – 14.99M SCORES	
24	15.0M – 17.49M SCORES	
25	17.5M – 19.99M SCORES	
26	20.0M – 24.99M SCORES	
27	25.0M – 29.99M SCORES	
28	30.0M – 39.99M SCORES	
29	40.0M – 49.99M SCORES	
30	50.0M – 74.99M SCORES	
31	75.0M – 99.99M SCORES	
32	100.0M – 149.99M SCORES	
33	150.0M+ SCORES	
34	AVERAGE SCORES	
35	SERVICE CREDITS	
36	BALL SEARCH STARTED	
37	LOST BALL FEEDS	
38	LOST BALL GAME STARTS	
39	LEFT DRAINS	
40	CENTER DRAINS	
41	RIGHT DRAINS	
42	TILTS	
43	TOTAL BALLS SAVED	
44	LEFT FLIPPER USED	
45	RIGHT FLIPPER USED	
46	0 – 1 MINUTE GAMES	
47	1 – 1.5 MINUTE GAMES	
48	1.5 – 2 MINUTE GAMES	
49	2 – 2.5 MINUTE GAMES	
50	2.5 – 3 MINUTE GAMES	
51	3 – 3.5 MINUTE GAMES	
52	3.5 – 4 MINUTE GAMES	
53	4 – 5 MINUTE GAMES	
54	5 – 6 MINUTE GAMES	
55	6 – 8 MINUTE GAMES	
56	8 – 10 MINUTE GAMES	
57	10 – 15 MINUTE GAMES	
58	15+ MINUTE GAMES	
59	RECENT REPLAY PERCENT	

Note: Audits are subject to change (with or without notice).



STANDARD ADJUSTMENT 1

GO TO ADJUSTMENTS MENU: STANDARD ADJUSTMENTS [#1 – #63]

Perform the below steps to review the adjustments. Enter the **ADJUSTMENTS MENU**, then enter the **STANDARD ADJUSTMENTS MENU**. For adjustment definitions or summary, review the Adjustments Section (**GO TO ADJUSTMENTS MENU**). See Utilities Section (**GO TO INSTALLS MENU**), to easily change all adjustments required depending on the Install Type (Easy, Hard, 5-Ball, Home Play, etc.) desired.

Step 1 Press [**SELECT**]. Press [**BACK**] to exit or escape at any time.

Step 2 Press [>]. Go to the "ADJ" Icon. Press [**SELECT**].

Step 3 ... "S.P.I." Icon. Press [**SELECT**].



Step 4 **STANDARD ADJUSTMENT #1** appears with the Adjustment Name [**REPLAY TYPE**] flashing. With the Adjustment Name flashing, press [<] [>] to move between adjustments.

Step 5 To change the Adjustment Setting, press [**SELECT**]. With the Adjustment Setting flashing, press [<] [>] repeatedly until the desired setting appears. Press the [**SELECT**] to "install" the change. The Adjustment Comment (bottom text line) will indicate [**INSTALLED/FACTORY DEFAULT**], if the Factory Default Setting is selected or [**INSTALLED**] if the change is not the Factory Default Setting.

STANDARD ADJUSTMENTS [#1 – #63] ▼

Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
1	REPLAY TYPE	AUTO	
2	‡ REPLAY PERCENTAGE	10%	
3	‡ REPLAY AWARD	CREDIT	
4	‡ REPLAY LEVELS	1	
5	‡ AUTO REPLAY START	_,000,000	
6	‡ DYNAMIC REPLAY START	60,000,000	
7	‡ REPLAY LEVEL #1	15,000,000	
8	‡ REPLAY LEVEL #2	30,000,000	
9	‡ REPLAY LEVEL #3	45,000,000	
10	‡ REPLAY LEVEL #4	60,000,000	
11	‡ REPLAY BOOST	YES	
12	SPECIAL LIMIT	1	
13	‡ SPECIAL PERCENTAGE	10%	
14	SPECIAL AWARD	CREDIT	
15	FREE GAME LIMIT	5	
16	EXTRA BALL LIMIT	5	
17	‡ EXTRA BALL PERCENTAGE	25%	
18	GAME PRICING	USA 10	
19	MATCH PERCENTAGE	9%	
20	MATCH AWARD	CREDIT	
21	BALLS PER GAME	3	
22	TILT WARNINGS	2	
23	CREDIT LIMIT	30	
24	ALLOW HIGH SCORES	YES	
25	HIGH SCORE AWARD	CREDIT	
26	GRAND CHAMPION AWARDS	1	
27	HIGH SCORE #1 AWARDS	1	
28	HIGH SCORE #2 AWARDS	0	
29	HIGH SCORE #3 AWARDS	0	
30	HIGH SCORE #4 AWARDS	0	
31	GRAND CHAMPION SCORE	_,000,000	

Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
32	HIGH SCORE #1	_,000,000	
33	HIGH SCORE #2	_,000,000	
34	HIGH SCORE #3	_,000,000	
35	HIGH SCORE #4	_,000,000	
36	HSTD INITIALS	3 INITIALS	
37	HSTD RESET COUNT	2000	
38	FREE PLAY	NO	
39	LANGUAGE	ENGLISH	
40	PLAYER LANGUAGE SELECT	YES	
41	CUSTOM MESSAGE	ON	
42	FLASH LAMP POWER	NORMAL	
43	COIL PULSE POWER	NORMAL	
44	KNOCKER VOLUME	NORMAL	
45	GAME RESTART	YES	
46	BILL VALIDATOR	NO	
47	MUSIC VOLUME	1	
48	BALL SAVE TIME	0:05	
49	TIMED PLUNGER	OFF	
50	FLIPPER BALL LAUNCH	OFF	
51	COINDOOR BALL SAVER	NO	
52	COMPETITION MODE	NO	
53	CONSOLATION BALL	YES	
54	FAST BOOT	YES	
55	Q24 OPTION	COIN METER	
56	TICKET DISPENSER	NO	
57	PLAYER COMPETITION	YES	
58	TEAM SCORES	NO	
59	LOCATION ID	0	
60	GAME ID	0	
61	TIME FORMAT	12-HOUR	
62	COIN INPUT DELAY	30	
63	LOST BALL RECOVERY	YES	

Factory Defaults Settings are subject to change during production (especially Standard Adjustments 2, 4, 5, 13, 16-17, 19, 31-35 & 47).

‡ Not all Standard Adjustments are shown. Depending on the setting (whether Factory Default or if changed by the operator), associated adjustments do not appear, if not required. **Note:** If Game Dip Switch other than USA is installed, different Defaults will appear.



GO TO AUDITS MENU: FEATURE AUDITS [#1 - #+]

Perform the below steps to review the audits. Enter the **AUDITS MENU**, then enter the **FEATURE AUDITS MENU**. Try the **"DUMP AUDITS TO USB"** Feature to create a text file of your audits. *Don't forget to set the **DATE & TIME** in the **UTILITIES MENU**. See Utilities Section (**GO TO UTILITIES MENU**), for more information.

Step 1 Press [**SELECT**]. Press [**BACK**] to exit or escape at any time.

Step 2 Press [**>**]. Go to the "AUD" Icon.

Press [**SELECT**].

Step 3 Press [**>**]. Go to the "GAME" Icon. Press [**SELECT**].

Step 4 Press [**<**] [**>**] to move between audits.

Audit Number
Audit Name
Audit Result



% = AUDIT RESULT DIVIDED BY STANDARD AUDIT 16 (TOTAL PLAYS).

Feature Audits are subject to change (with or without notice). View **Feature Audits** on the Dot Display only. To export all audits to your memory stick (creating a text file), perform the following. Enter the **AUDITS MENU**, then enter the **DUMP AUDITS TO USB**. **Note:** The "DUMP" Icon can also be accessed in the **USB MENU** via the **UTILITIES MENU** (see the Utilities Section (**GO TO USB MENU**) for details).



Step 1 Insert your **USB Compatible Memory Stick** into the USB port on the CPU/Sound Board (S.A.M. System). If the Memory Stick has space available and is free of errors, a dated file* is generated (*ensure your Date & Time is set prior to selecting or the dated file will have the default date of 20XX_01_01; see Section 3, Chapter 5, SET DATE / TIME via the **UTILITIES MENU** for details).

Step 2 Press [**SELECT**] to save the file to your Memory Stick. Press [**SELECT**] again to continue or [**BACK**] to exit or escape at any time.

Step 3 Remove the Memory Stick and insert into your PC or Mac to save the file (which can then be copied, printed or emailed). The audits are numbered sequentially **without** a number restart between the three types of audits (Earnings, Standard and Feature).



GO TO ADJUSTMENTS MENU: FEATURE ADJUSTMENTS [#1 - #+]

Perform the below steps to review the adjustments. Enter the **SERVICE MENU**, then enter the **FEATURE ADJUSTMENTS MENU**. For adjustment definitions or summary, review the Adjustments Section (**GO TO ADJUSTMENTS MENU**). See Utilities Section (**GO TO INSTALLS MENU**), to easily change all adjustments required depending on the Install Type (Easy, Hard, 5-Ball, Home Play, etc.) desired.

Step 1 Press [**SELECT**]. Press [**BACK**] to exit or escape at any time.

Step 2 Press [**>**]. Go to the "ADJ" Icon.

Press [**SELECT**].

Step 3 Press [**>**]. Go to the "GAME" Icon.

Press [**SELECT**].

Adjustment Number
Adjustment Name
Adjustment Setting
Adjustment Comment



Step 4 **FEATURE ADJUSTMENT #1** appears with the Adjustment Name [**FEATURE ADJ. NAME**] flashing. With the Adjustment Name flashing, press [**<**] [**>**] to move between adjustments.

Step 5 To change the Adjustment Setting, press [**SELECT**]. With the Adjustment Setting flashing, press [**<**] [**>**] repeatedly until the desired setting appears. Press the [**SELECT**] to "install" the change. The Adjustment Comment (bottom text line) will indicate [**INSTALLED/FACTORY DEFAULT**], if the Factory Default Setting is selected or [**INSTALLED**] if the change is not the Factory Default Setting.

Feature Adjustments are subject to change (with or without notice). View **Feature Adjustments** on the Dot Display only. Use the **Installs Menu** (via the **UTILITIES MENU**) to automatically change a select group of Feature Adjustments (see the Utilities Section) or adjust them one-by-one.

POWER REQUIREMENTS

! This game *must be connected to a properly grounded outlet to reduce shock hazard and insure proper game operation. See the Yellow Pages (Schematics & Wiring), for transformer connections required for Normal, High, and Low Line conditions.* **⚡**

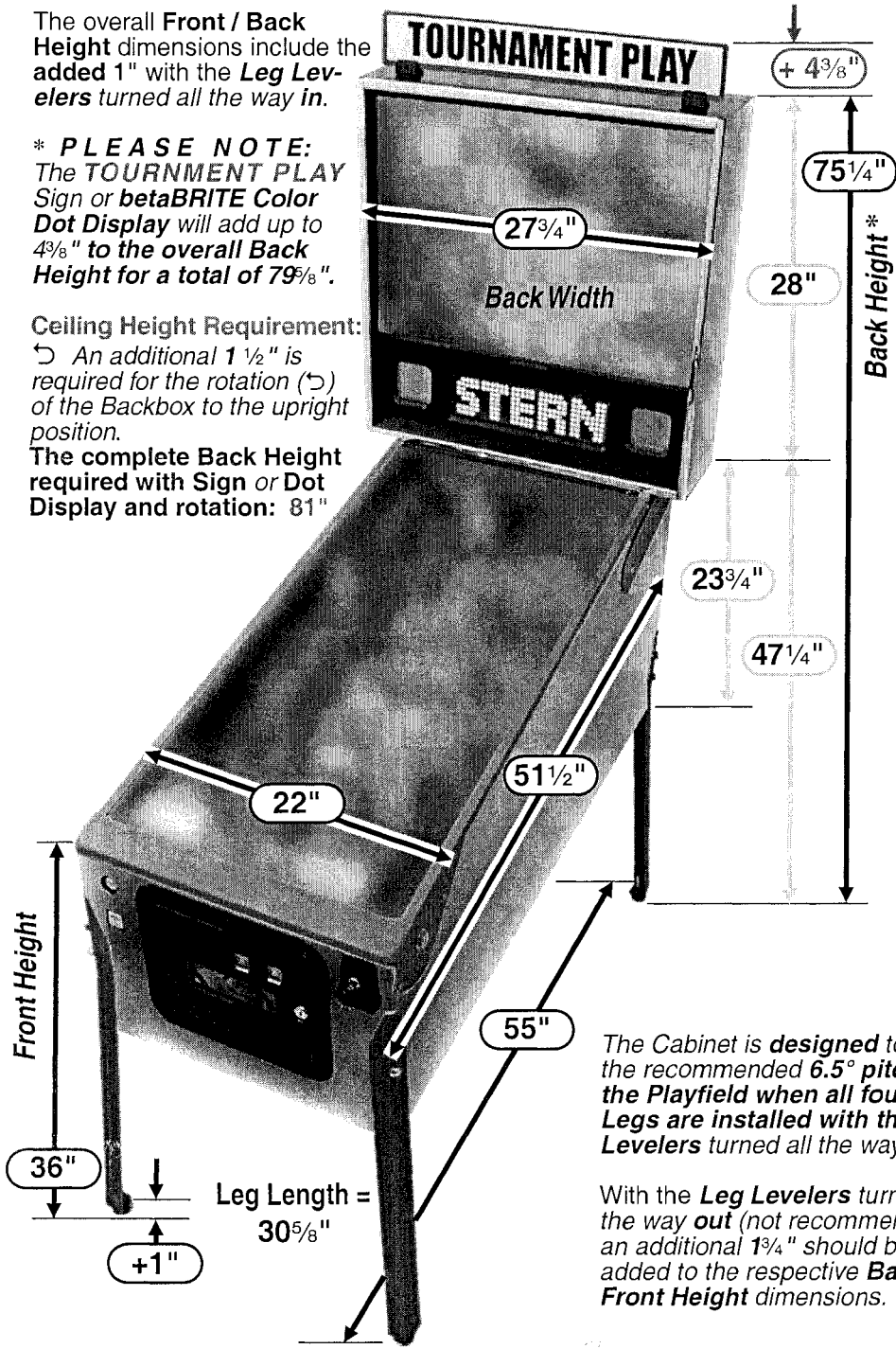
Normal Line: 110v AC - 125v AC @ 60Hz		
Domestic use an 8AMP 250v Slo-Blo Fuse.	AVG OPERATION	MAX OPERATION
	CURRENT: 2.8AMP WATTAGE: 329w	CURRENT: 8AMP WATTAGE: 940w
High Line: 218v AC - 240v AC @ 50Hz		
Export use 2x 5AMP 250v Slo-Blo Fuses. (*England & Hong Kong use an 8AMP 250v S/B Fuse.)	AVG OPERATION	MAX OPERATION
	CURRENT: 1.8AMP WATTAGE: 412w	CURRENT: 5AMP 8AMP* WATTAGE: 1145w 1832w*
Low Line: 95v AC - 108v AC @ 50Hz / 60Hz		
Export Japan Only use an 8AMP 250v Slo-Blo Fuse.	AVG OPERATION	MAX OPERATION
	CURRENT: 2.6AMP WATTAGE: 264w	CURRENT: 8AMP WATTAGE: 812w

GAME DIMENSIONS TRANSPORTATION

The overall **Front / Back Height** dimensions include the added 1" with the **Leg Levelers** turned all the way in.

*** PLEASE NOTE:**
The **TOURNAMENT PLAY** Sign or **betaBRITE Color Dot Display** will add up to 4 3/8" to the overall **Back Height** for a total of 79 5/8".

Ceiling Height Requirement:
↪ An additional 1 1/2" is required for the rotation (↪) of the **Backbox** to the upright position.
The complete **Back Height** required with **Sign** or **Dot Display** and rotation: 81"



To reduce the possibility of damage, observe **ALL** precautions whenever transporting the game.

Read & follow the next page on How to Secure the Backbox for Transporting. Remove the legs and secure the game within the transporting vehicle.

SAVE AND RETAIN ALL PRINTED INFORMATION INSIDE THE CABINET !

Shipping Box Dimensions

Height 56" Width 31"
 Depth 31"
 Approx. Unboxed Weight: 260lbs. (+/- 10)
 Boxed Weight:
Wt. 290lbs. (+/- 15)

CAUTION

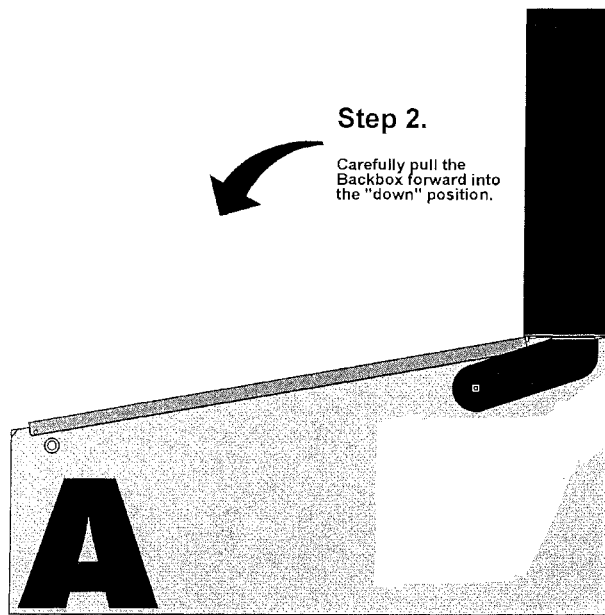
 At least 2 people are required to move and maneuver this game. Use proper moving equipment & extreme care while handling!

The Cabinet is **designed** to give the recommended 6.5° pitch to the Playfield when all four (4) Legs are installed with the **Leg Levelers** turned all the way in.

With the **Leg Levelers** turned all the way **out** (not recommended), an additional 1 1/4" should be added to the respective **Back** or **Front Height** dimensions.

How to Secure the Backbox for Transporting

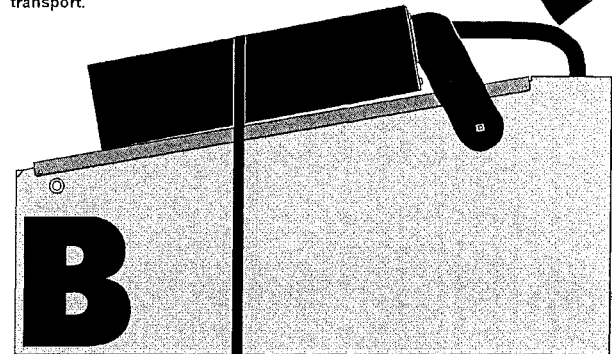
For more Backbox details & part numbers, see the Pink Pages (*Parts Identification & Location, Backbox ...*).



Step 3.

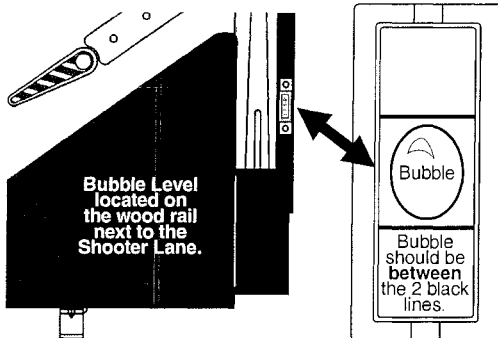
The top of the Backbox will rest on the Pinball Side Armor. Strap or tie down the Backbox to keep from "bouncing" during transport.

Ensure Cables do not bind, pinch or are being pulled tight. Hand-Feed out with Backbox so Cables are not tight.



Leg Leveler Adjustment

Attach the four (4) Leg Assemblies to cabinet corners with the eight (8) leg bolts provided .



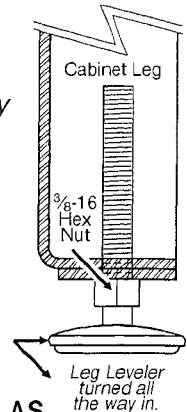
Start adjustment with the leg levelers *turned all the way in.*

View the *bubble* in the level provided on the right side wood rail.

Adjust the front or rear levelers as necessary to cause the bubble to float between the two (2) black lines.

Use a pinball to roll down the center of the playfield for side-to-side leveling.

YOUR PLAYFIELD PITCH IS NOW AT 6.5° AS REQUIRED FOR PROPER GAME PLAY!



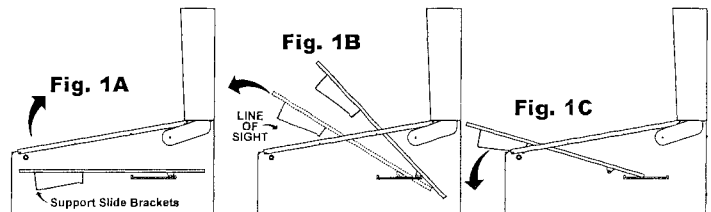
Note: For custom adjustment greater than >6.5° can be achieved by turning out the rear leg leveler(s), however, **it is not recommended.**

Easy Access Service System - 2 Positions

With the front molding & glass removed, carefully lift the playfield (*take care when using the Bottom Arch to hoist*).

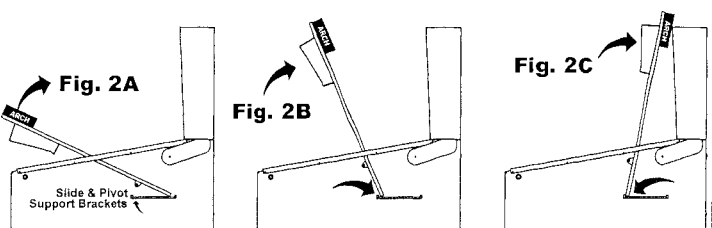
Position 1

When lifted high enough, the **Playfield Support Slide Brackets** (Fig. 1A) can be seen and can clear the cabinet front (Fig. 1B). At this time, pull the playfield toward the front of the cabinet, checking that the mechanical components clear the cabinet front, then rest the playfield on the **Playfield Support Slide Brackets** at the front channel of cabinet (Fig. 1C);



Position 2

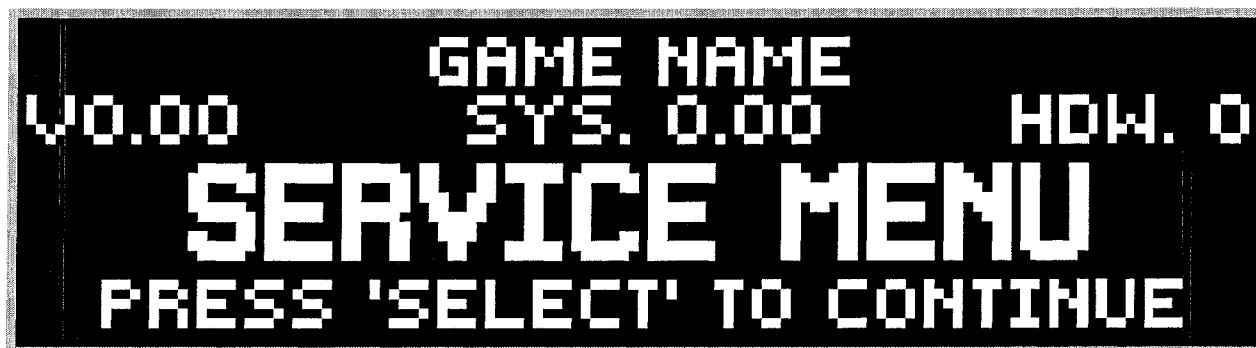
With the playfield at rest, hold the sides & pull toward the front of the cabinet (*approx. 6" to 8"*), until resistance is felt from **Edge Slide Brackets** stopping against the **Slide & Pivot Support Brackets** located on either side of the cabinet (Fig. 2A). At this time, swivel the playfield toward the Backbox, then rest on the top edge (Fig. 2B & 2C).



Service Menu Introduction

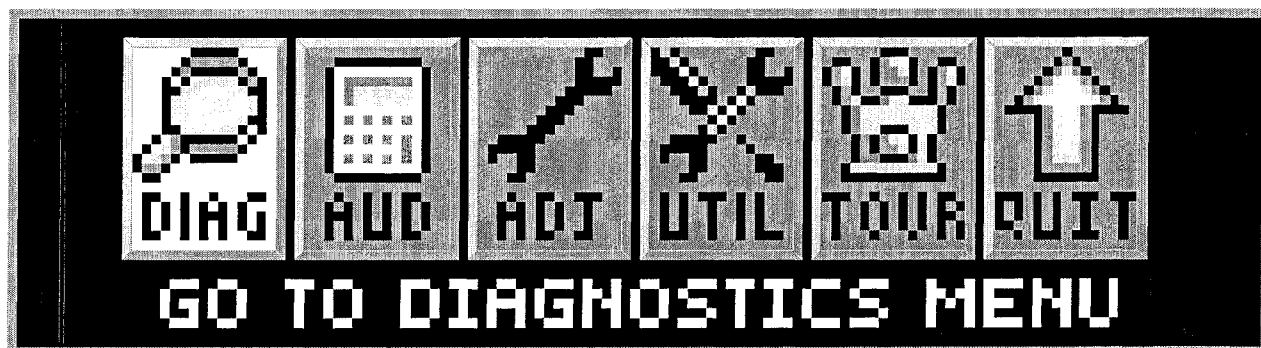
Important: The **Switch Bracket** holds the **Playfield Power Interlock**. It is located just inside the **Coin Door** frame (see pictorial of the **Coin Door** on the previous page). The Button Switch for the **Playfield Power Interlock Switch** must be pulled out for electro-mechanical device testing or diagnostic purposes (this is required). If this button is pushed in, the **Playfield Power** is disabled while the **Coin Door** is **OPEN**.

To get into the **SERVICE MENU MODE** review "Function 3: SERVICE MENU" on the next page. After Power-Up, push down the **Black [SELECT] Button** to begin. Looking at the display you will momentarily see "SERVICE MENU" followed by the **MAIN MENU**:



Use the **Red [< / -] / [+ / >] Buttons** to move the selected **Icon** left or right, and the **Black [SELECT] Button** to activate the selected **Icon**.

The **MAIN MENU** now appears with the "DIAG" **Icon** (**GO TO DIAGNOSTICS MENU**) highlighted:



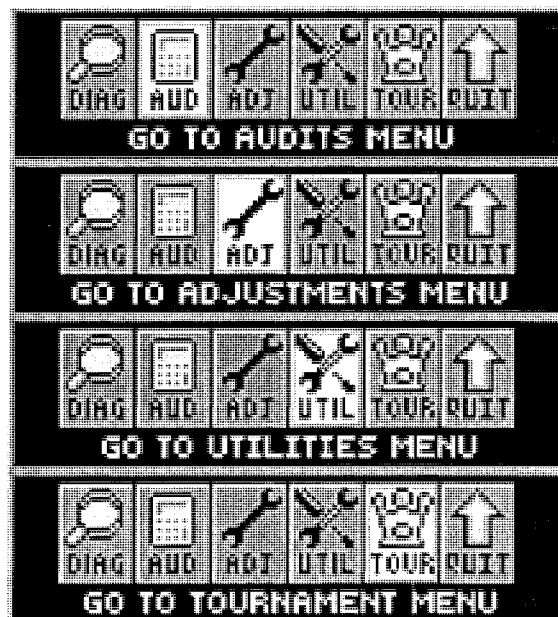
As the operator views the Menu Screen(s), the **MORE MORE** symbols indicates that there are more **Icons** to select in each direction. The **Icon** selected will blink. Pushing the **Black [SELECT] Button** will select the **Icon** and the Menu Screen will change to the menu selected. Select the **Green [BACK] Button** to move backwards through the menu levels. Press the **Green [BACK] Button** repeatedly or select the "QUIT" **Icon** to completely exit the **SERVICE MENU Mode**.

View the **SERVICE MENU Icon Tree** on the next pages for a complete overview of all menus used in this system. The "HELP" **Icon** provides an explanation of **ICON** usage or any other information in the Menu where the "HELP" **Icon** was selected (when available).

DIAG: GO TO DIAGNOSTICS MENU
AUD: GO TO AUDITS MENU
ADJ: GO TO ADJUSTMENTS MENU
UTIL: GO TO UTILITIES MENU
 (INSTALLS, CUSTOM MSG., CUSTOM PRICING, SET TIME, RESET & USB)
TOUR: GO TO TOURNAMENT MENU (START TOURNAMENT, VIEW TOURNAMENT DATA, SIGN MESSAGES)

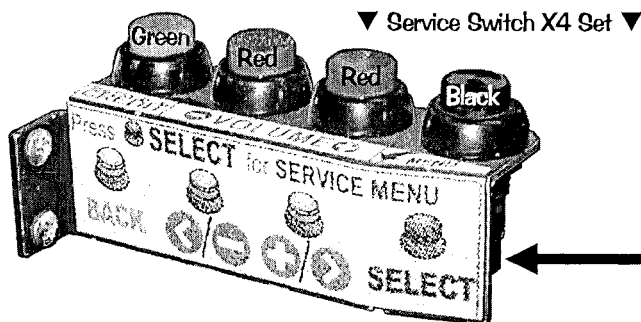
>> TO UPDATE THE GAME CODE, REVIEW THE STEPS ON THE INSIDE FRONT COVER OF THIS MANUAL.

Use both the manual and the display to help customize, troubleshoot and/or diagnose faults, if any.

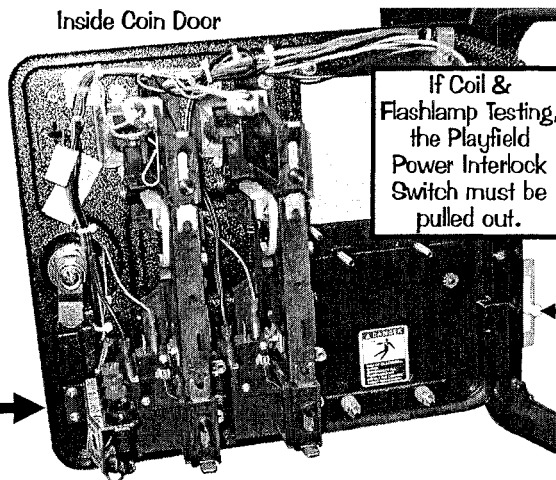


Service Switch X4 Set Access & Use

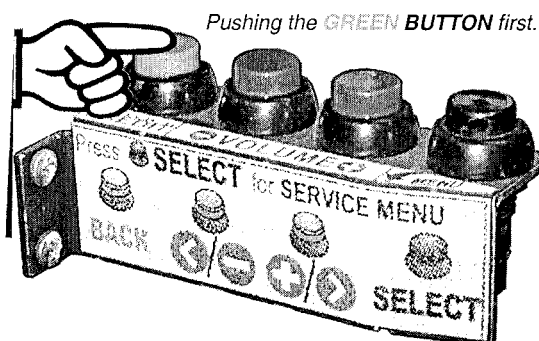
The 4-Button Service Switch Set provides access for **three (3) functions** available for your use: 1: **SERVICE CREDIT**, 2: **VOLUME [-] / [+]** and 3: **SERVICE MENU**.



Inside Coin Door



To access any of these **three (3) functions** you must first open the **Coin Door** (see pictorial above) with the Game in the **Attract Mode** (not already in any Function or Menu stated below) and then follow below.



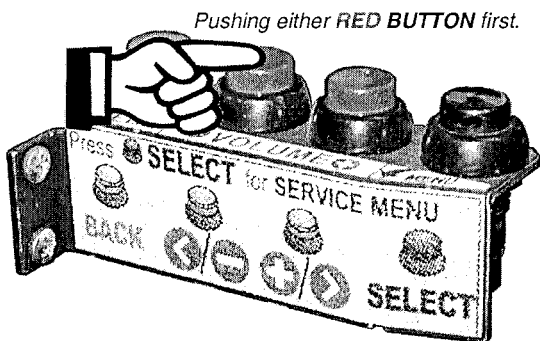
Pushing the **GREEN** BUTTON first.

◀ Function 1: SERVICE CREDITS MENU

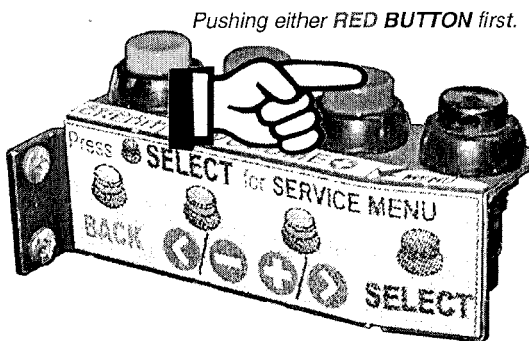
Pushing the **Green [SERVICE CREDIT] Button** first, adds a **Service Credit** per push (will not affect your audits as "paid" credits). This is useful for the technician to test games in regular play without affecting the game audits. Each depression adds 1 credit; up to **50 credits** can be applied. **Standard Adjustment 23, Credit Limit**, determines this, however, it can be changed from 04-50; for details see the **Adjustments Section**.

Note: Once your credits are added, this menu will **automatically exit** a few seconds after the last button depression or when the **Green [BACK]** or **Black [SELECT] Button** is pushed. This function is disabled if **Standard Adjustment 38, Free Play**, is set to **YES**. The Service Credits are limited to the Credit Limit in addition to any paid credits present in the game (e.g. If the Credit Limit is 30, with 8 paid credits present, only 22 Credits can be applied.).

38, **Free Play**, is set to **YES**. The Service Credits are limited to the Credit Limit in addition to any paid credits present in the game (e.g. If the Credit Limit is 30, with 8 paid credits present, only 22 Credits can be applied.).



Pushing either **RED** BUTTON first.

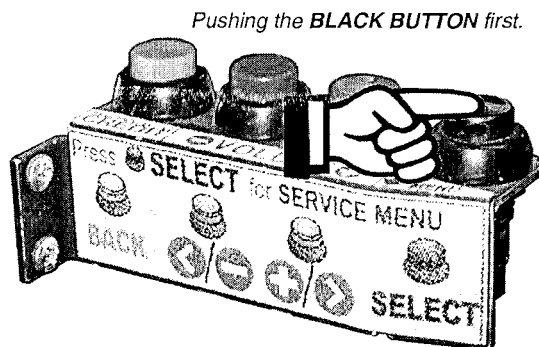


Pushing either **RED** BUTTON first.

▲ Function 2: VOLUME MENU ▲

Pushing either of the **Red [VOLUME] Buttons** first, enters the **VOLUME MENU**. While in this Mode, to **DECREASE** the volume, hold down or depress the **1st Red [< / -] Button** until desired the volume is achieved; to **INCREASE** the volume, hold down or depress the **2nd Red [+ / >] Button** until the desired volume is achieved.

Note: The volume can be set between 0-63; Once your adjustments are made, this menu will **automatically exit** a few seconds after the last button depression or when the **Green [BACK]** or **Black [SELECT] Button** is pushed.



Pushing the **BLACK** BUTTON first.

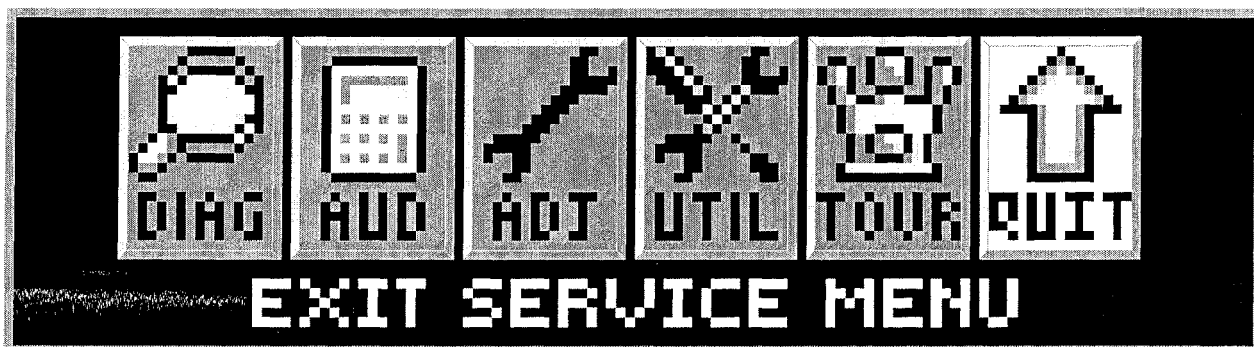
◀ Function 3: SERVICE MENU

Pushing the **Black [SELECT] Button** first, enters the **SERVICE MENU**. Once in, navigate through all menus by depressing the **Service Menu Buttons**. Use the **Red [< / -]** or **[+ / >] Buttons** to move **LEFT / RIGHT, NEXT/PREVIOUS** (audits/adjustments) or to **INCREASE / DECREASE** an adjustment (setting). Use the **Black [SELECT] Button** to select a highlighted **/con**, move to the next line of text or to answer "OK" where applicable. Use the **Green [BACK] Button** to exit or escape back.



Exit Service Menu

In the **MAIN MENU** and in all **SUB-MENUS** (where the "QUIT" Icon is present), if the "QUIT" Icon is selected and activated, or the **Green [BACK] Button** is selected repeatedly (depending on which sub-menu you're in...), the **SERVICE MENU Session** will be exited and returned to the **Attract Mode**.



Turning the game on/off will start the *Power-Up Routine*. Upon **Power-Up**, the DISPLAY will indicate the COUNTRY, FILE VERSION and LANGUAGE(S) installed. LANGUAGE/COUNTRY: change via Dip Switch.



The below **Problem / Solution Table** was designed to answer some common problems frequently asked.

Problem / Solution Table

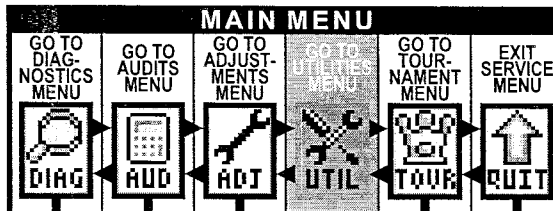
PROBLEM	SOLUTION
Will not enter the SERVICE MENU after depressing the Black [SELECT] Button .	- Check the Service Switches [GREEN, RED (x2) & BLACK Buttons] for loose connections or bad ground. - Check the associated wiring harness to/from the CPU/Sound Board, Connector J13. - Check CPU/Sound Board for possible failure.
All Service Buttons [* * * * Buttons] appear nonfunctional.	Check the Service Switches wiring harness for poor or no connection and/or broken wires.
The Green Button in the Attract Mode will not enter the SERVICE CREDITS MENU to add Service Credits.	- Check to make sure the Game is not in "Free Play." <i>If the game is set to Free Play, adding Service Credits is not required.</i> - Check the Service Switches wiring harness for poor or no connection and/or broken wires.
The Display "blanks out."	- Check the Dot Matrix Display for loose wiring harness for poor or no connection and/or broken wires. - Check F1 (3/4A Fuse) on the Display Power Supply Board. <i>Refer to the Yellow Pages (SCHEMATICS & TROUBLESHOOTING).</i>
Icons "scroll" along continuously in the MAIN MENU .	Check for a stuck switch on either of the Red Buttons.
The Start and Flipper Buttons do not select or activate Icons in the SWITCH TEST MENU .	This is normal. These switches are deactivated, as they are a part of the Switch Test. <i>Refer to the Diagnostics Section (GO TO DIAGNOSTICS MENU, Switch Test).</i>
Can't move selection of Icon with the Left and/or Right Flipper Buttons .	- Check the Flipper Buttons for loose connections or bad Ground and refer to Section 5, Chapter 2, Playfield Wiring, #-Flipper Circuit Wiring Diagram. - This is normal <i>only in Diagnostic's Switch & Active Switch Tests (see previous Problem).</i>
Some Icons appear non-functional in the MENU or missing.	Some functionality of the Service Menu may not have been completed during development. If exists, it should only be a non-critical function, such as the "HELP" Icon, which will explain the usage of icons. When completed, a software update will correct the problem. Software updates are announced via Service Bulletins (if critical) and on our website http://www.sternpinball.com/GAME-code.shtml; view the Game Code Library Message Board Marquee or click Previous Messages for past announcements.
In COIL TEST MENU , the coils and flashlamps <i>do not</i> fire after pressing the Black [SELECT] Button .	Ensure the POWER INTERLOCK SWITCH is <i>pulled out</i> (see the start of this Chapter).
In the SERVICE MENU , the volume cannot be adjusted with either of the Red Buttons .	The Volume adjustment can only be made when in the Attract Mode (see the start of this Chapter).
In the SERVICE MENU , the display seems to lock up, or the Help Display appears to be non-functional.	If you cannot clear the situation by exiting back one Menu, exit completely out of the SERVICE MENU, and re-enter. If the problem persists, call Technical Support for additional help.

IF YOU NOTE ANY OTHER PROBLEMS OR HAVE ANY SYMPTOMS NOT DESCRIBED ABOVE, PLEASE CALL TECHNICAL SUPPORT 800-542-5377 (708-345-7700 OPTION #1), SO WE MAY ASSIST YOU.

**50V / 20V DISABLED
CLOSE COIN DOOR
OR PULL INTERLOCK SWITCH
TO RESTORE POWER**

***WHEN ENTERING THE NOTED MENUS, YOU MUST
PULL OUT THE POWER INTERLOCK SWITCH FOR
OPERATION WITH THE COIN DOOR OPEN.**

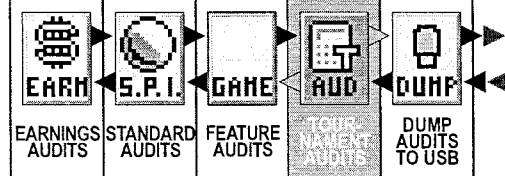
MAIN MENU



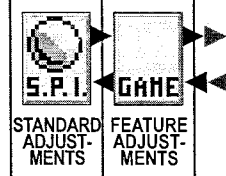
← These **non-selectable icons** appear in the selected Menu only when there are **MORE icons** to the **LEFT** or to the **RIGHT** available for selection. →

EXIT THE SERVICE MENU BY SELECTING THIS ICON IN ANY MENU AND RETURN TO THE ATTRACT MODE.

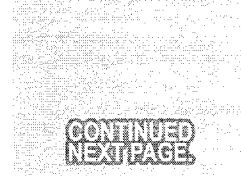
AUDITS MENU



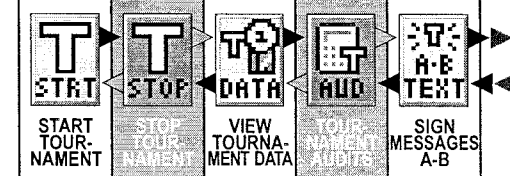
ADJUSTMENTS MENU



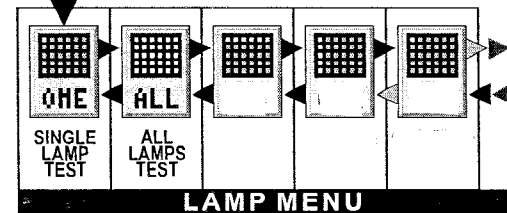
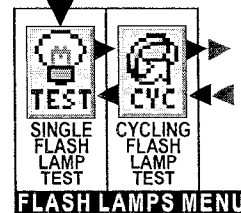
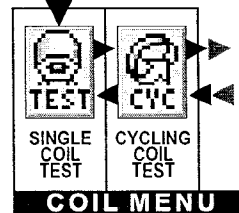
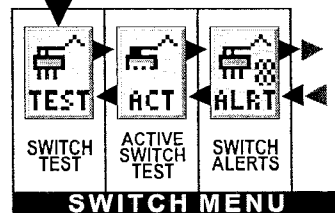
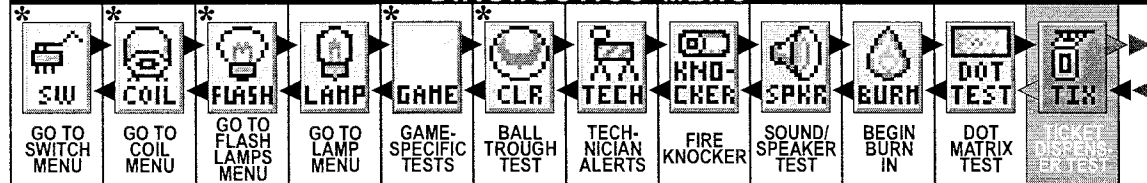
UTILITIES MENU



TOURNAMENT MENU



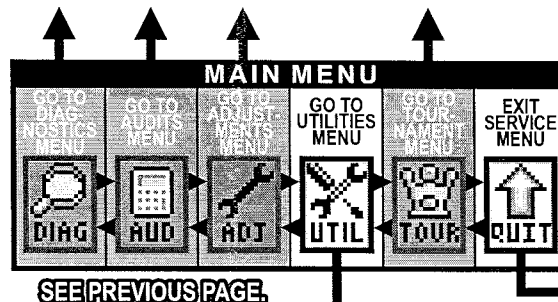
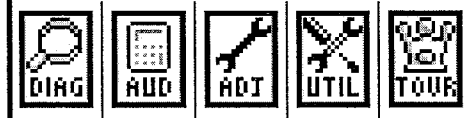
DIAGNOSTICS MENU



CONTINUATION OF SUB-MENUS.
CONTINUED NEXT PAGE.
... MENUS CONT

Chapter 2 Chapter 3 Chapter 4 Chapter 5 Chapter 6

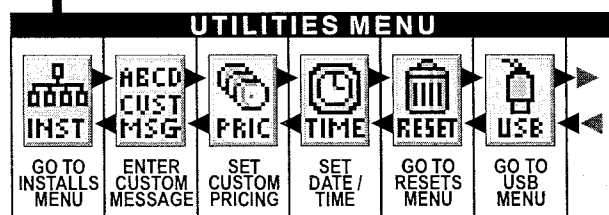
For more detailed information on the Menus and Sub-Menus, review Section 3, Chapters 2–6.



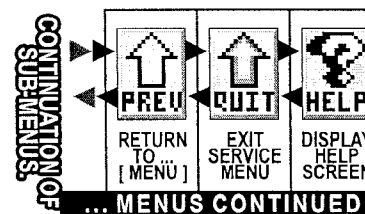
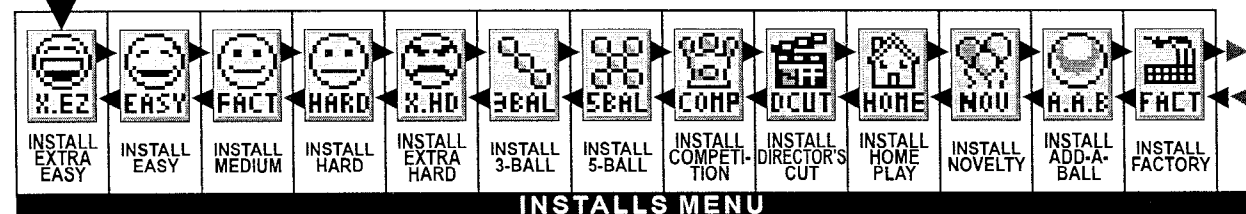
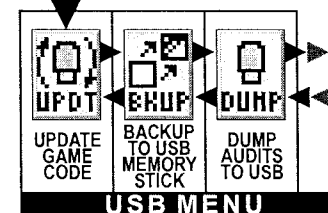
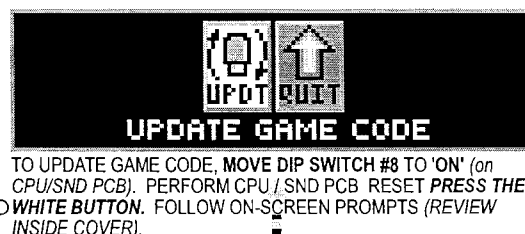
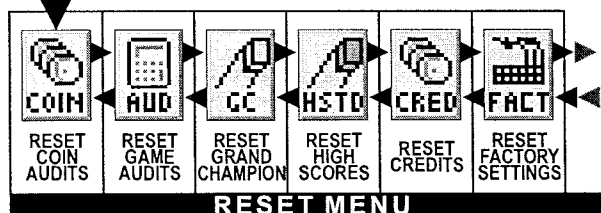
SEE PREVIOUS PAGE.

These **non-selectable** Icons appear in the **selected Menu** only when there are **MORE** Icons to the **LEFT** or to the **RIGHT** available for selection.

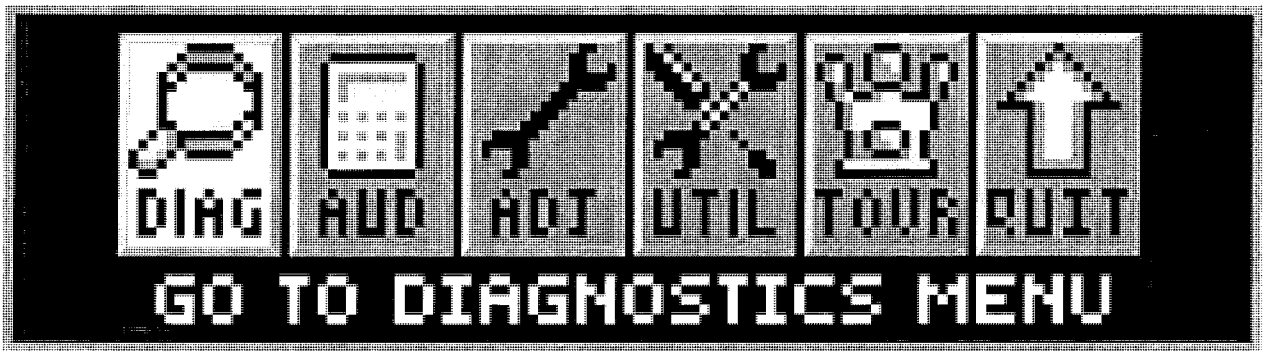
EXIT THE SERVICE MENU BY SELECTING THIS ICON IN ANY MENU AND RETURN TO THE ATTRACT MODE.



NOTE: Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some Icons may appear non-functional or may not appear at all. Some Icons change depending on selections (e.g. Selecting and activating the "STRT" Icon [Start Tournament] will be replaced with the "STOP" Icon [Stop Tournament]). In displays where changes can be made or to perform a function, remember, use the **GREEN** Button to go [**BACK**], exit or escape, the **RED** Buttons to [**</>**] DECREASE / [**+ / >**] INCREASE a value or setting, and the **BLACK** Button to [**SELECT**] next or as 'OK' / 'ENTER'.



Note: Press [**SELECT**] to Install; Press [**BACK**] to cancel. After selection of any of the **Install Icons**, the request is installed and returns to the **Install Menu**. The last icon activated before exiting this menu will supercede any previous Icon selected in the group.



To initiate, from the **MAIN MENU**, select the "DIAG" *Icon*. The **DIAGNOSTICS MENU** provides tests for switches, coils, flash lamps, lamps, sounds and dots in the Dot Matrix Display. Each feature may be tested manually or automatically after entering the **SERVICE MENU** (see *Service Menu Introduction Section*).

The [**CYCLING COIL TEST**] / [**FLASH LAMP TEST**] may be used for a quick verification of automatic test functions. The [**SWITCH TEST**] / [**SINGLE COIL TEST**] / [**SINGLE LAMP TEST**] / [**ALL LAMPS TEST**] / [**ROW LAMPS TEST**] / [**COLUMN LAMPS TEST**] / [**FLASH LAMP TEST**] may be used for troubleshooting.

All **DIAGNOSTICS MENU** *Icons* and there usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some *Icons* may appear non-functional or may not appear at all. Some *Icons* change depending on selections (e.g. *Selecting and activating the "STRT" Icon [Start Tournament] will be replaced with the "STOP" Icon [Stop Tournament]*). *Icons and/or functions, order and operation are subject to change.*

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [< / -] MOVE BACK / LEFT / DECREASE / [+ / >] MOVE FORWARD / RIGHT / INCREASE a value or setting, and the **BLACK Button** to [**SELECT**] next or as "OK / ENTER / ENERGIZE."

Important: Upon **Power-Up** (Game CPU Reset) or opening the **Coin Door** watch the **Display** for any **Alerts**.*



This **audible / visual alert display** is shown when the **50V / 20V Power** is disabled (by opening the **Coin Door**). **PULL OUT THE INTERLOCK SWITCH ONLY WHILE IN THE SERVICE MENU FOR COIL OR SWITCH TESTING & BURN-IN WHEN THE COIN DOOR IS REQUIRED TO STAY OPEN FOR SERVICE BUTTON USE!** Pulling out the Power Interlock Switch or

pressing the 'escape' **Green [BACK] Button** will remove the alert display. Initial display presentation is accompanied by 3 audible tones (the bright display warning will go dim after approximately 30 seconds).



This **alert display** is shown momentarily during **Game Mode** or **Power-Up** to alert the operator of a device malfunction (device or mechanism doesn't energize or is energized repeatedly).

OPERATOR ALERT! works by monitoring any switch activated device that has the potential to trap a ball when disabled (e.g. in the Shooter Lane, Scoop or Eject Holes, etc.). This alert can

also appear if a switch associated with a device (e.g. Ball Trough, Auto Plunger, etc.) is stuck closed (caused by a switch jam or stuck ball); the game will activate the device a predetermined number of times and if the problem is still detected, this device or switch will be noted in **Switch Alerts** (next page) and/or **Technician Alerts**.



Upon entering the **SERVICE MENU**, if an asterisk " * " is displayed after the words "SERVICE MENU," the game has detected possible faulty devices, switches and/or missing pinballs. Press the either of the **Red Buttons** (short-cut to the **TECHNICIAN ALERTS MENU**) or continue into the **SERVICE MENU** (press the **Black Button** again), select the "DIAG" *Icon*

and "TECH" *Icon* for the **Technician Alerts** information.



CAUTION! Remove all pinballs from the Ball Trough prior to lifting the playfield to its full upright position for servicing. **PULL OUT** the **Power Interlock Switch** for operation. To eject pinballs, select the "DIAG" *Icon* from the **MAIN MENU** to enter the **DIAGNOSTICS MENU**. Select the "CLR" *Icon* to enter the **BALL TROUGH TEST MENU**. Press the **Black [SELECT] Button**. To return to the **DIAGNOSTICS MENU**, press the **Green [BACK] Button**. This feature also useful to retrieve a pinball for game testing in **Switch** or **Coil Tests**.



Go To Switch Menu

To initiate, from the **DIAGNOSTICS MENU**, select the "SW" *Icon*. Switches are configured in an 4 X 16 Matrix of Rows [Switch Drives] and Columns [Sw. Returns] with up to **64** possible switches. Dedicated Switches are configured in a 2 X 16 Matrix of Rows [Dedicated Sw. Drives / Ground] and Column [Ded. Switch Returns] with up to **32** possible dedicated switches (*includes the 8 dip switch positions*). The **SWITCH TEST MENU** consists of three (3) parts: **Switch & Active Switch Tests** and **Switch Alerts** to test *all* switches.

Reminder: The **Flipper & Start Buttons** (part of Switch Tests) are temporarily disabled as **Service Menu Navigation Buttons** during these test(s) so they can be tested and shown on-screen. Pressing the **Green [BACK] Button** (Dedicated Switch **D-21**), Light Green-Black / Black (GND), will exit **Switch Test** or **Active Switch Test**.



Switch Test

To initiate, from the **SWITCH MENU**, select the "TEST" *Icon*. Ensure the **Power Interlock Switch** is pulled out if testing with the Coin Door open and the activation of coils is required. Upon entering **Switch Test**, you will notice that some switches are already indicated as closed. In the examples, the 4-Ball Trough Switches **#18**, **#19**, **#20** & **#21** are shown closed (*pinballs at rest in the ball trough*), along with the Flipper E.O.S. Dedicated Switches **D-10** & **D-12** (End-of-Stroke Switches are 'normally closed'). If the game has more flippers with E.O.S. Dedicated Switches, CPU Dip Switch Setting *other than 1-8 OFF* or switches stuck closed, more dots will be indicated (*enter **Active Switch Test** to reveal the names*).

In **Switch Test**, close each switch and observe the display (*switch closure is accompanied by a short audible tone*). In the example, the **Black [SELECT] Button** Dedicated Switch **D-24** is pressed. The Dot Matrix Display will light up (*highlight*) the corresponding dot in the on-screen matrix, display the switch name, switch number and the Switch Drive / Return wire colors. When not closing a switch, the display indicates **NONE** and the last switch number closure. For the Switch Matrix Grid and Dedicated Switch Grid, see **Find-It-In-Front: Dr. Pinball, DR. 4** or escape out of this test and enter **Active Switch Test** (*described below*) to view the names of the switches closed. **Note:** Pressing the **Green [BACK] Button** (Ded. Switch **D-21**), Lt. Green-Black / Black (GND), will exit the **Switch Test**.



CAUTION! COIL MECHANISMS WHEN ACTIVATED HAVE FAST MOVING PARTS! While performing **Switch Test** with the Coin Door closed or open (*with the Power Interlock Switch is pulled out*), **DO NOT USE YOUR FINGER** to test switches which are associated with a coil mechanism such as a Vertical Up-Kicker (*hole with a switch*), Slingshots, Bumpers, etc..



Active Switch Test

To initiate, from the **SWITCH MENU**, select the "ACT" *Icon*. In **Active Switch Test**, if any switches are stuck closed (*or normally closed from the presence of pinball(s) as in the Ball Trough*), the display will flash the corresponding dot(s) in the on-screen matrix, display the name and the Switch Drive / Return wire colors. If more than one switch is closed, the switch information will change with each switch. This cycle continues until all switches are cleared or until **Active Switch Test** is exited. In the example, the **Black [SELECT] Button** Dedicated Switch **D-24** is pressed and held down. The display will cycle and flash each dot, naming each switch which is closed. To determine the *switch number*, compare the highlighted dot to the same position in the Switch Matrix Grid at the beginning of this manual.



Switch Alerts

To initiate, from the **SWITCH MENU**, select the "ALRT" *Icon*. In **Switch Alerts Menu**, possible inoperable switches are marked with an "X" (**OUT OF SERVICE**). Mark switches **IN** or **OUT OF SERVICE** by pressing the **Black Button** while the intended switch is highlighted and change with either of the **Red Buttons**. Switches which are determined as "OUT OF SERVICE" by the game or manually, will be automatically marked as "IN SERVICE" as soon as the game determines a valid switch closure (*after adjusting, fixing or replacing the switch, then testing/actuating the switch*). **Note:** A **Factory Reset** will also put the switch back "IN SERVICE" in which the game will need to redetermine if the switch should be marked **OUT OF SERVICE**.

Upon entering **Switch Test**, you will notice that some switches are already indicated as 'closed'.



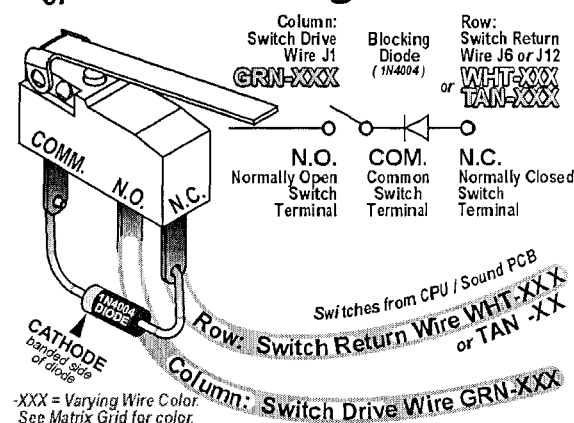
D-24 position is highlighted and accompanied by a short audible tone when pressed.



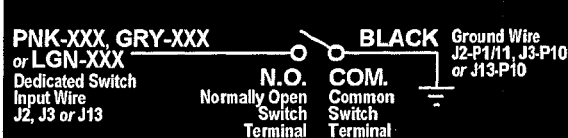
After pressing the switch (to make it close), the display will indicate the last switch number.



Typical Switch Wiring & Schematic



Dedicated Switch Schematic



D-24 is held down. The display will cycle and flash each dot, naming each switch ... closed.





Go To Coil Menu

To initiate, from the **DIAGNOSTICS MENU**, select the "COIL" *Icon*. Coils #01 – #16 are typically High Current Coils (*although Low Current Coils may be used in these positions & will be noted*). Coils #17 – #32 are typically Low Current Coils. Flash Lamps are typically used in positions #25 – #32 (*although Flash Lamps may be used in any position and will be noted*). Auxiliary Coils may be used in positions #33 – #35.

Remember, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [**< / -**] GO BACK / [**+ / >**] GO FORWARD, and the **BLACK Button** to [**SELECT**] ENERGIZE the coil (*solenoid*) or flash lamp.



Single Coil Test

To initiate, from the **COIL MENU**, select the "TEST" *Icon*. Ensure the **Power Interlock Switch** is pulled out if testing with the Coin Door open. Upon entering **Single Coil Test**, you will notice the #1 coil is shown. The Dot Matrix Display will indicate the *coil or flash lamp name, coil (solenoid) or flash lamp number and the Coil or Flash Lamp Power Line / Drive Transistor Control Line wire colors*. To determine the "Pin-Outs" from the I/O Power Driver Board, the Coil Voltage Gauge-Turns (*e.g. 23-800*) or lamp type (*e.g. #89 or #906 Bulb*), view the Coils Detailed Chart Table at the beginning of this manual or for more on troubleshooting and diagnosing, see the Yellow Pages (*Schematics & Wiring*).

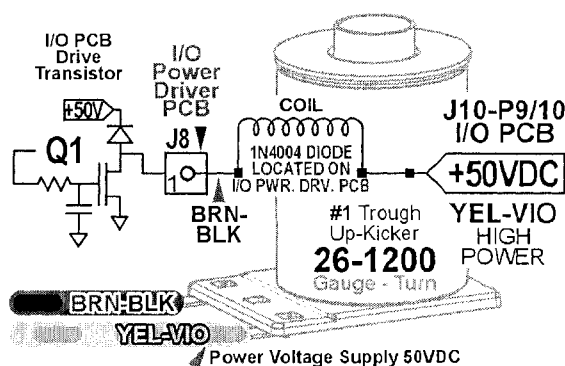


Cycling Coil Test

To initiate, from the **COIL MENU**, select the "CYC" *Icon*. Ensure the **Power Interlock Switch** is pulled out if testing with the Coin Door open. The test pulses each regular coil or flash lamp sequentially (*cycling*) on the Playfield and in the Backbox (*if coils or flash lamps are used*). The Dot Matrix Display indicates the same information you will find in **Single Coil Test**.

COIL TEST
TROUGH UP-KICKER
#1
YEL-VIO BRN-BLK

Typical Coil Wiring & Schematic



Go To Flash Lamps Menu

To initiate, from the **DIAGNOSTICS MENU**, select the "FLASH" *Icon*. The two tests allows the technician to easily spot any burned-out flash lamps and replace them. Unlike **Single Coil Test**, which tests *all* coil (*solenoids*), including flash lamps, **Single** and **Cycling Flash Lamp Tests**, test only the flash lamps used in the game. Flash Lamps are typically used in positions #25 – #32 (*although Flash Lamps may be used in any position and will be noted*).

Remember, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [**< / -**] GO BACK / [**+ / >**] GO FORWARD, and the **BLACK Button** to [**SELECT**] ENERGIZE the flash lamp.



Single Flash Lamp Test

To initiate, from the **FLASH LAMPS MENU**, select the "TEST" *Icon*. Ensure the **Power Interlock Switch** is pulled out if testing with the Coin Door open. Upon entering **Single Flash Lamp Test**, you will notice the first Flash Lamp is shown. The Dot Matrix Display will indicate the *flash lamp name, flash lamp number and the Flash Lamp Power Line / Drive Transistor Control Line wire colors*. To determine the "Pin-Outs" from the I/O Power Driver Board or lamp type (*e.g. #89 or #906 Bulb*), view the Coils Detailed Chart Table at the beginning of this manual or for more on troubleshooting and diagnosing, see the Yellow Pages (*Schematics & Wiring*).



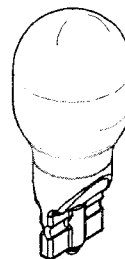
Cycling Flash Lamp Test

To initiate, from the **FLASH LAMPS MENU**, select the "CYC" *Icon*. Ensure the **Power Interlock Switch** is pulled out if testing with the Coin Door open. The test pulses each flash lamp sequentially (*cycling*) on the Playfield and in the Backbox (*if flash lamps are used*). The Dot Matrix Display indicates the same information you will find in **Single Flash Lamp Test**.

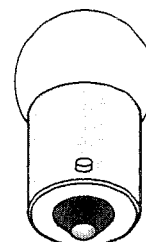
FLASH LAMP TEST
FLASH: NAME OF FLASHER
#25
ORG BLK-BRN

Bulb Types used for Flash Lamps

#906 Bulb
(Wedge Base)
165-5004-00



#89 Bulb
(Bayonet)
165-5000-89-HF



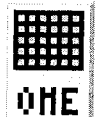


Go To Lamp Menu

To initiate, from the **DIAGNOSTICS MENU**, select the "LAMP" *Icon*. Controlled lamps are configured in and 8 X 10 Matrix of Rows [Lamp Returns / Ground] and Columns [Lamp Drives / 18VDC] with up to 80 lamps possible. The **LAMP TEST MENU** consists of five (5) parts: **Single Lamp Test**, **Test All Lamps**, **Row Lamps Test**, **Column Lamps Test** and **Ordered Lamps Test*** to test *all* lamps.

Remember, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [**< / -**] GO BACK / LEFT / [**+ / >**] GO FORWARD / RIGHT, and the **BLACK Button** to [**SELECT**] next or as "OK / ENTER."

Upon entering **Single Lamp Test**, ... the #1 lamp is shown. Display will light up ... the dot ... ▶

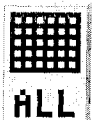


Single Lamp Test

To initiate, from the **LAMP MENU**, select the "ONE" *Icon*. As each lamp is selected, the lamp will light at its location on the playfield as well as the Dot Matrix

Display. Upon entering **Single Lamp Test**, you will notice the #1 lamp is shown. The Dot Matrix Display will light up (*highlight*) the corresponding dot in the on-screen matrix, display the *lamp name*, *lamp number* and the *Lamp Return / Drive wire colors*. For the Lamp Matrix Grid, see the beginning section of this Service Game Manual.

Upon entering **All Lamps Test**, ... the Dot Matrix Display is flashing "ALL LAMPS ON" ... ▶

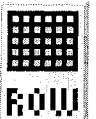


All Lamps Test

To initiate, from the **LAMP MENU**, select the "ALL" *Icon*. Upon entering **All Lamps Test**, you will notice the Dot Matrix Display is flashing **ALL LAMPS ON** and the

lamps on the playfield will be lit, alternating between the rows in the Lamp Matrix Grid. The Dot Matrix Display will light up (*highlight*) all of the dots in the on-screen matrix.

Upon entering **Row Lamps Test**, you will notice the #1 lamp row is shown. ▶

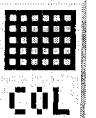


Row Lamps Test

To initiate, from the **LAMP MENU**, select the "ROW" *Icon*. As each lamp row is selected, the lamps in the row will light on the playfield as well as the Dot Matrix

Display. Upon entering **Row Lamps Test**, you will notice the #1 lamp row is shown. The Dot Matrix Display will light up (*highlight*) the corresponding row of dots in the on-screen matrix, display the *lamp row number*, the *Lamp Return wire colors*, the *I/O PCB Connector* and *transistor number*.

Upon entering **Column Lamps Test**, you will notice the #1 lamp column is shown. ▶



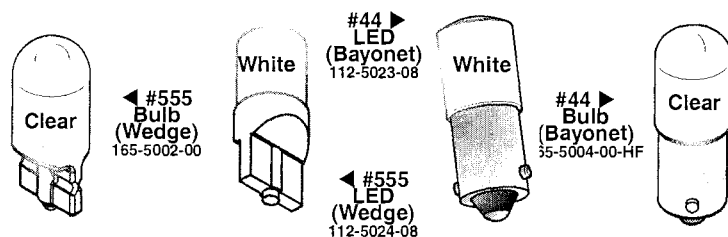
Column Lamps Test

To initiate, from the **LAMP MENU**, select the "COL" *Icon*. As each lamp column is selected, the lamps in the column will light on the playfield as well as the Dot

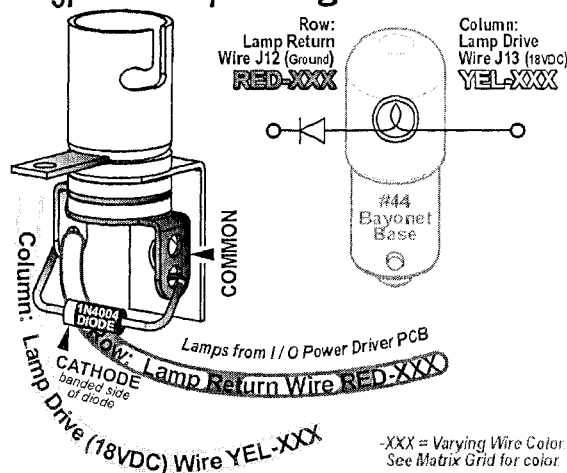
Matrix Display. Upon entering **Column Lamps Test**, you will notice the #1 lamp column is shown. The Dot Matrix Display will light up (*highlight*) the corresponding row of dots in the on-screen matrix, display the *lamp column number*, the *Lamp Drive (18VDC) wire colors*, the *I/O PCB Connector* and *IC number*.



Bulb Types used for Control Lamps



Typical Lamp Wiring & Schematic



* If not required in this game, *Icon* will not be shown.



Ordered Lamps Test

To initiate, from the **LAMP MENU**, select the "ORD" *Icon*.

If required, this *Icon* will appear in the **LAMP MENU**. Identical to **Single Lamp Test**, however, the lamps lit are not in the Lamp Matrix numeric order, but ordered or arranged in separate localized grouping(s) for easier lamp checking.



Game-Specific Tests

To initiate, from the **DIAGNOSTICS MENU**, select the "GAME" *Icon*. Ensure the **Power Interlock Switch** is pulled out when testing with the Coin Door open. This Menu is provided to allow the technician a simple method of testing game specific coils and/or switches, if required. If used, select the *Icon* (and Sub-Menu *Icons*, if any) and follow on-screen prompts.



Ball Trough Test

To initiate, from the **DIAGNOSTICS MENU**, select the "CLR" *Icon*. Ensure the **Power Interlock Switch** is pulled out if testing with the Coin Door open. This Menu is provided to allow the technician a simple method of removing the balls from the trough and also, to test functionality of the trough, ensuring proper trough operation. Upon entering **Ball Trough Test**, you will notice that four switches are already indicated as closed. In the example, the 4-Ball Trough Switches **#18, #19, #20 & #21** are shown closed (*pinballs at rest in the ball trough*). To return to the **DIAGNOSTICS MENU**, press the **Green [BACK] Button**.

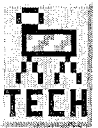


Press the **Black [SELECT] Button** to eject the ball in the first position Switch **#21** (VUK OPTO Trough #1 (R)). Simultaneously, the Dot Matrix Display and the playfield will eject the ball to the Trough Up-Kicker, eject from the Trough Up-Kicker into the Shooter Lane, momentarily closing Switch **#23** (*Shooter Lane*), and is ejected onto the playfield where the technician can easily

retrieve the pinball or allow the ball(s) to re-enter the trough to continue **Ball Trough Test**. The Dot Matrix Display indicates Switch **#18** (4-Ball Trough #4 (L)) as open as the remaining three (3) pinballs shift over one (1) position to the right. If the technician allows the ejected pinball to reenter the ball trough, the Dot Matrix Display will indicate Switch **#18** as closed. **REMINDER:** Switch **#22** is the stacking OPTO switch; If more than five (5) pinballs are used, the additional switches will be noted. Typically, four (4) pinballs are used and required for proper operation; if this amounts differs, it will be noted on the front page of this Service Game Manual.



CAUTION! Continuous use off the above test may overheat the Trough Up-Kicker Coil.



Technician Alerts

To initiate, from the **DIAGNOSTICS MENU**, select the "TECH" *Icon*. This Menu is provided to show any switch or solenoid problems and/or missing pinballs. If upon entering the **SERVICE MENU** the display indicated an asterisk (*) and "USE +/- TO VIEW TECH. ALERTS", alerts are present.

TECHNICIAN ALERT - (0/0)

NO TECHNICIAN ALERTS

PRESS 'BACK' TO EXIT



After pressing either **Red [< / -] [+ / >] Button** or selecting this *Icon* in the **DIAGNOSTICS MENU**, the display will indicate the alert(s). If there are 2 alerts present, the display will indicate (1/2) with the 1st alert on the display. Press the **Red [+ / >] Button** to view the second alert (2/2). The second number in the parenthesis () after the slash (/) indicates how many alerts are

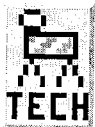
present. Refer to the start of this chapter regarding "Upon entering the **SERVICE MENU ***" indication and to **SWITCH ALERTS**. To return to the **DIAGNOSTICS MENU**, press the **Green [BACK] Button**. **Note:** While in this menu, an option may be present to jump (short-cut) to the appropriate Testing Menu (e.g. Coil Test, Switch Test, Game Specific Test or Ticket Dispenser Test, if installed).

NOTE ON SWITCH DETECTION : During game play, activation of switches are continuously monitored. For a switch to be determined as inoperable or **OUT OF SERVICE**, up to twenty games or so must be played for a switch to be automatically marked as **OUT OF SERVICE**. In programming, if a switch is determined to be faulty, game play is compensated. Switches noted as **OUT OF SERVICE** are determined to be stuck closed or open depending on switch usage. Free up the switch actuator, adjust or replace, if necessary. Performing a valid switch closure will put the switch back "IN SERVICE."

Determination of switch usage can be checked in **Audits** (review the Audits Section). Find the associated Audit with the switch in question and check usage; compare the numbers to commonly used switches. After any switch is checked and repaired or replaced, it's suggested to test the switch in the **Switch Test or Single Coil Test** (reviewed earlier in this section) where the associated coil to the switch can be tested as well. After correcting the problem, the switch will marked "IN SERVICE" and the switch is again monitored as specified above. *Only you can determine if a switch marked OUT OF SERVICE is actually inoperable, or if it is just not getting actuated during game play.*

NOTE ON PINBALL DETECTION : While in **TECHNICIAN ALERTS MENU**, if the following is displayed, the game has detected one (1) or more pinball(s) missing and has compensated for the lost pinball(s) to provide normal game play.

Technician Alerts continued on the next page.



Technician Alerts continued from previous page.

During game play, a pinball can get trapped or stuck. If after approximately 15 seconds of inactivity or "no scoring," **Ball Search** is started. **Note:** If the pinball is in the Plunger Lane or "held" on the flipper, no **Ball Search** will be performed. The game will perform one **Ball Search** in an attempt to "find" or free-up the pinball.

If the game does not see a switch closure (indicating the pinball has not been found), the Dot Matrix Display may indicate [**LOCATING PINBALLS PLEASE WAIT ...**], during which **Ball Search** will continue until the timer runs out (this feature will not happen if the game is in Competition Mode; **Ball Search** will continue until the pinball is found, unstuck and/or replaced manually). The display will momentarily acknowledge the missing pinball(s). The game will provide another pinball into play and will compensate for the lost pinball. Game play will appear normal.

Note: This detection and compensation will happen with every pinball, if each suffers the same fate of a ball trap. If all balls get trapped, the game cannot be played or started until the situation is rectified.

Important: Determine where the pinball is! **Do not add pinball(s)** until it is determined the pinball(s) are indeed missing and not just stuck. The most common places for a pinball to be stuck is in device holes (ejects and VUKs) or ball troughs. Determine that all devices are functionally properly. Check around plastic pieces and ramps to see if the pinball got jammed or stuck.

When the found pinball or a replacement pinball is added to the Ball Trough, the **Technician Alert** will immediately clear and will then indicate any remaining alerts (if present) or **NO TECHNICIAN ALERTS**.

Enter the **BALL TROUGH TEST** (review the previous page) to cycle the pinballs and to check proper switch and coil operation. If a pinball was added, and the originally stuck pinball has freed itself at a later time, the game will not operate correctly.

TECHNICIAN ALERT - (1/2)

2

BALLS MISSING

PRESS 'SELECT' FOR TROUGH TEST

TECHNICIAN ALERT - (2/2)

DEVICE MALFUNCTION

AUTO PLUNGER

USE -/+ TO VIEW OTHER ALERTS

NOTE ON DEVICE MALFUNCTION : While in **TECHNICIAN ALERTS MENU**, if the following is displayed, the game has detected a "device malfunction." Check the device indicated (coil and/or switch).



Knocker Test

To initiate, from the **DIAGNOSTICS MENU**, select the "KNO- CKER" Icon. The digitally mastered "Knocker" is sounded. The *knocker sound* is used to alert the player if he/she has received a special, replay or a credit from the Match Award feature. Press the **Black [SELECT] Button** to activate the knocker. To return to the **DIAGNOSTICS MENU**, press the **Green [BACK] Button**.

FACTOID: The knocker got it's name from the 'original knocker' (20th century pinball games), which used a coil and when energized (fired), the plunger would strike a wood panel inside the cabinet.



Sound / Speaker Test

To initiate, from the **DIAGNOSTICS MENU**, select the "SPKR" Icon. This system produces true digital stereo sound from Backbox & Cabinet Speakers or "Mono" on the Cabinet Speaker (when used by itself). This Menu is provided to allow the technician a simple method of testing the speakers if rewired or replaced.

Upon entering **Sound / Speaker Test**, you will notice the Dot Matrix Display indicating the first option of available music and/or sound(s) in this test. Press the **Red [+ / >] Button** to cycle through the available music and/or sounds, and press the **Black [SELECT] Button** to play the option shown in the Dot Matrix Display. Press the **Green [BACK] Button** to exit.

SOUND / SPEAKER TEST

MUSIC: MAIN PLAY

#1

PRESS 'SELECT' TO PLAY

SOUND / SPEAKER TEST

MUSIC: MAIN PLAY

#1

PLAYING SOUND #1

Speaker Phase Testing

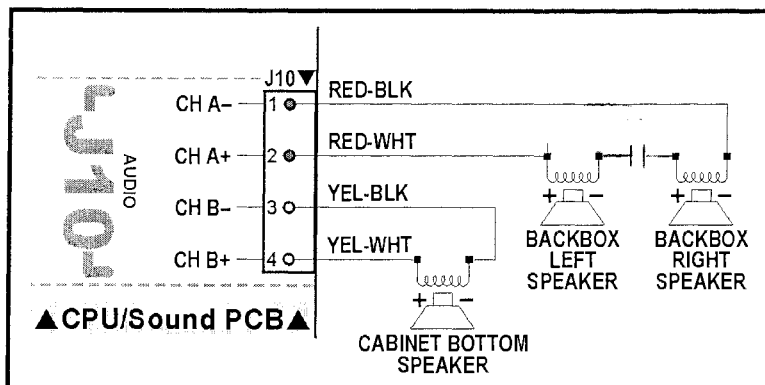
Connections to each of speakers are polarized and each must be connected appropriately for the best quality sound. If one speaker has the positive and negative connections reversed with respect to the other one, bass frequencies will not be produced properly and the overall sound quality will be poor. To test for proper speaker phasing, use the **Sound / Speaker Test** to cycle through the available music and sound.

Speaker Phase Testing cont. next page.



Speaker Phase Testing continued from previous page.

If the sound is not balanced or doesn't sound correct, check the speaker wiring.



1. Check each speaker for polarity markings. If the speakers have polarity markings, verify that the Backbox Speaker's **RED-BLK** Wires and the Cabinet Speaker **YEL-BLK** Wire(s) are connected to the negative (-) terminal.

2. Disconnect the speaker output **Connector J10 (AUDIO)** from the CPU / Sound PCB (in the Backbox) and connect a 1.5-volt battery across each speaker pair one at a time while observing the speakers.

3. Make sure the positive (+) battery terminal is connected to the positive lead [J10, Pin-2, **CH A+**] (**RED-WHT**) or [J10, Pin-4, **CH B+**]

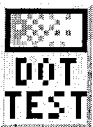
(**YEL-WHT**) each time. As the connection is made, check speaker cone movement; proper connections are indicated by outward movement.



Begin Burn-In

To initiate, from the **DIAGNOSTICS MENU**, select the "BURN" Icon. After selecting this Icon, press the **Black [SELECT] Button** to begin (initiate) the **Burn-In Test**. Ensure the **Power Interlock Switch** is pulled out if testing with the Coin Door open (required for coil function). Upon entering **Burn-In Test**, the game will exercise all CPU I/O Functions: **Dot Matrix Display Test**, **Coil Cycling Testing**, **All Lamps Test** and **Sound / Speaker Test**. Press the **Green [BACK] Button**, to pause and to view the cumulative Burn-In minutes. Press the **Green [BACK] Button** again to return to the **DIAGNOSTICS MENU**.

Note: To reset Burn-In minutes back to **0:00**, see Section 3, Chapter 5, **GO TO RESET MENU** (via the **UTILITIES MENU**), **Reset Factory Settings**. **CAUTION:** Performing a **FACTORY RESET** will reset all other information as well (read the Utilities Section (**GO TO RESET MENU**), for more information).



Dot Matrix Test

To initiate, from the **DIAGNOSTICS MENU**, select the "DOT TEST" Icon. After selecting this Icon the **Dot Matrix Test** immediately begins. The Dot Matrix Display will immediately and continuously illuminate and cycle each of the **5 Tests for 1 pass each**. To return to the **DIAGNOSTICS MENU**, press the **Green [BACK] Button**.

Test 1

Illuminates **1 vertical column of dots**, turning it off & illuminating the next column, until each column has been individually lit, while the other columns are off.

Test 2

Illuminates **1 horizontal row of dots**, turning it off & illuminating the next row, until each row has been individually lit, while the other rows are off.

Test 3

Illuminates **all the dots**, except for one column from left to right.

Test 4

Illuminates **all the dots**, except for one row from top to bottom.

Test 5

Illuminates **all the dots alternating even & odd**, in both the rows and columns.

Test 1

Illuminates **1 vertical column of dots**, turning it off & illuminating the next column, until each column has been individually lit, while the other columns are off.



Ticket Dispenser Test

To initiate, from the **DIAGNOSTICS MENU**, select the "TIX" *Icon*. This Menu (*Icon*) will only appear if Standard Adjustment 56, **Ticket Dispenser**, is set to **YES** (Default = **NO***). ***Note:** Some games shipped from the factory with a unique Dip Switch Setting will default to **YES**. To view and/or change your setting, see Adjustments Section (**GO TO ADJUSTMENTS MENU**). Please remember, if you install an optional Ticket Dispenser, and your default setting is "NO," you will have to reset it back to "YES" if a **Factory Reset** is performed.

After selecting this *Icon*, the **Ticket Dispenser Test** will start. With the Ticket Dispenser properly installed, manually feed your tickets into the dispenser. The dispenser will activate and pull in the first ticket. Press the **Black [SELECT] Button** (which energizes Coil #35, Aux 3: Switched Ground) to advance a ticket. Feeding your Tickets into the dispenser works because Coil #33, Aux 1: Ticket Advance (Enable) is always 'energized'. With a Ticket Meter installed, as one Ticket Passes through the Ticket Dispenser, one 'click' is fired to the Meter (Coil #34, Aux 2: Ticket Meter) for each ticket passing through. Dedicated Switch **D-19, Ticket Notch**, will also be indicated on-screen (*in combination with a audible sound*) as "closing" as the notch between the tickets passes through. In this test you can clear ticket jams and check and/or clear tickets in Escrow, if necessary. To return to the **DIAGNOSTICS MENU**, press the **Green [BACK] Button**.



To initiate, from the **MAIN MENU**, select the "AUD" *Icon*. The **AUDITS MENU** provides 99* Audits for accounting purposes and for evaluation of *Game Programming*. The Audits are divided into 4 groups: • **Earnings Audits** [#1 – #13], • **Standard Audits** [#1 – #59], • **Feature Audits (Programming Use Only)** [#1 – #+] and • **Tournament Audits** [#1 – #14], "T AUD" *Icon* provided as an alternate access to Tournament Audits (*if data is available). For more information on the **TOURNAMENT MENU**, review the *Tournament Section (GO TO TOURNAMENT MENU)*. Try the "DUMP AUDITS TO USB" feature to create a text file of your audits. Don't forget to set the **DATE & TIME** in the **UTILITIES MENU**. See the *Utilities Section (GO TO UTILITIES MENU)*, for more information.

Audits which are named **Proprietary** are also for **Future Expansion** or **Programming**. Game code may get upgraded during production; compare all Audits in the Dot Matrix Display with the manual and make any corrections, as necessary. Audits are subject to change (*with or without notice*).

All **AUDITS MENU** *Icons* and there usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some *Icons* may appear non-functional or may not appear at all. ***Icons and/or functions, order and operation are subject to change.***

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [< / -] MOVE BACK / LEFT / [+ / >] MOVE FORWARD / RIGHT to view the next audit in the group, and the **BLACK Button** to [**SELECT**] the sub-menus.

Earnings Audits [#1 – #13]

To initiate, from the **AUDITS MENU**, select the "EARN" *Icon*. The Dot Matrix Display will indicate the audit number (in this group), audit name and the audit total or value. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

- #1 **TOTAL PAID CREDITS [0]** : Total number of *Paid Credits*.
- #2 **FREE GAME PERCENTAGE [0%]** : Percentage value is 'Total Free Plays' (Standard Audit 15) divided by 'Total Plays' (Standard Audit 16).
- #3 **AVERAGE BALL TIME [0:00]** : In seconds, the average ball time is derived from the total play time divided by Standard Audit 1, Total Balls Played.
- #4 **AVERAGE GAME TIME [0:00]** : The average game time is expressed in minutes and seconds.
- #5 **COINS THROUGH LEFT SLOT [0]** : Total 'Left Coin Slot' Dedicated Switch (**D-1**) closures.
- #6 **COINS THROUGH RIGHT SLOT [0]** : Total 'Right Coin Slot' Dedicated Switch (**D-3**) closures.
- #7 **COINS THROUGH CENTER SLOT [0]** : Total 'Center Coin Slot' Dedicated Switch (**D-2**) closures.
- #8 **COINS THROUGH FOURTH SLOT [0]** : Total '4th Coin Slot' Dedicated Switch (**D-4**) closures.
- #9 **COINS THROUGH FIFTH SLOT [0]** : Total '5th Coin Slot' Dedicated Switch (**D-5**) closures.
- #10 **TOTAL COINS [0]** : Total amount of coins registered through all the *Coin Slots*.
- #11 **TOTAL EARNINGS [USD 0.00]** : Total cash value accumulated since the last Factory Reset occurred (*review the Utilities Section (GO TO RESET MENU), Reset Coin Audits*).
- #12 **METER CLICKS [0]** : Total number of money clicks accumulated.
Based on the country's lowest coin denomination used for the game credit.
- #13 **SOFTWARE METER [0]** : Continuing total of Meter Clicks.
This audit cannot be reset; the display shows the constant addition of Meter Clicks.



Standard Audits [#1 – #59]

To initiate, from the **AUDITS MENU**, select the "S.P.I." *Icon*. The Dot Matrix Display will indicate the *audit number (in this group)*, *audit name* and the *audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

- #1 **TOTAL BALLS PLAYED [0]** : Total number of *Regular* and *Extra Balls*.
- #2 **TOTAL EXTRA BALLS [0]** : Total number of *Extra Balls* awarded.
- #3 **EXTRA BALLS PERCENTAGE [0%]** : Percentage value is 'Total Extra Balls' (Standard Audit 2) divided by 'Total Plays' (Standard Audit 16).
- #4 **REPLAY 1 AWARDS [0]** : Total Awards (*Credits, Extra Balls or Scores*) for Level 1.
- #5 **REPLAY 2 AWARDS [0]** : Total Awards (*Credits, Extra Balls or Scores*) for Level 2.
- #6 **REPLAY 3 AWARDS [0]** : Total Awards (*Credits, Extra Balls or Scores*) for Level 3.
- #7 **REPLAY 4 AWARDS [0]** : Total Awards (*Credits, Extra Balls or Scores*) for Level 4.
- #8 **TOTAL REPLAYS [0]** : Total Awards (*Credits, Extra Balls or Scores*) for exceeding *Replay Score Levels*.
- #9 **REPLAY PERCENTAGE [0%]** : Percentage value is 'Total Replays' (Standard Audit 8) divided by 'Total Plays' (Standard Audit 16). *The percentage reflects replay total awards for exceeding replay score levels.*
- #10 **TOTAL SPECIALS [0]** : Total Awards (*Credits, Extra Balls, or Scores*) for making *Specials*.
- #11 **SPECIAL PERCENTAGE [0%]** : Percentage value is 'Total Specials' (Standard Audit 10) divided by 'Total Plays' (Standard Audit 16).
- #12 **TOTAL MATCHES [0]** : Total *Credits* awarded for matching the last two digits of the score with the *System-Generated Match Number* at the end of the game. Percentage of *Match Credits* is adjustable from **0%** to **10%** or **OFF** by Standard Adjustment 19, Match Percentage, if enabled (review the *Adjustments Section (GO TO ADJUSTMENTS MENU)*, **Standard Adjustments**).
- #13 **HIGH SCORE AWARDS [0]** : Total Awards (*Credits, Extra Balls, or Scores*) for exceeding the High-Score-To-Date scores.
- #14 **HIGH SCORE PERCENT [0%]** : Percentage value is 'High Score Awards' (Standard Audit 13) divided by 'Total Plays' (Standard Audit 16).
- #15 **TOTAL FREE PLAYS [0]** : Total *Free Credits* for *Replays, High-Score-To-Date, Specials and Match*.
- #16 **TOTAL PLAYS [0]** : This total is derived by adding the sum of 'Total Paid Credits' (Earnings Audit 1) and 'Total Free Plays' (Standard Audit 15). *Note: Free credits are not recorded in the Audit until actually used.*
- #17 **0.0M–1.99M SCORES [00]** : Total number of games the Player's final score was between 0 and 1,999,990 points.
- #18 **2.0M–3.99M SCORES [00]** : Total number of games the Player's final score was between 2,000,000 and 3,999,990 points.
- #19 **4.0M–5.99M SCORES [00]** : Total number of games the Player's final score was between 4,000,000 and 5,999,990 points.
- #20 **6.0M–7.99M SCORES [00]** : Total number of games the Player's final score was between 6,000,000 and 7,999,990 points.
- #21 **8.0M–9.99M SCORES [00]** : Total number of games the Player's final score was between 8,000,000 and 9,999,990 points.
- #22 **10.0M–12.49M SCORES [00]** : Total number of games the Player's final score was between 10,000,000 and 12,499,990 points.
- #23 **12.5M–14.99M SCORES [00]** : Total number of games the Player's final score was between 12,500,000 and 14,499,990 points.
- #24 **15.0M–17.49M SCORES [00]** : Total number of games the Player's final score was between 15,000,000 and 17,499,990 points.
- #25 **17.50M–19.99M SCORES [00]** : Total number of games the Player's final score was between 17,500,000 and 19,999,990 points.
- #26 **20.0M–24.99M SCORES [00]** : Total number of games the Player's final score was between 20,000,000 and 24,999,990 points.
- #27 **25.0M–29.99M SCORES [00]** : Total number of games the Player's final score was between 25,000,000 and 29,999,990 points.

Standard Audits 28-59 continued on the next page.



Standard Audits Continued

- #28 **30.0M–39.99M SCORES [00]** : Total number of games the Player's final score was between 30,000,000 and 39,999,990 points.
- #29 **40.0M–49.99M SCORES [00]** : Total number of games the Player's final score was between 40,000,000 and 49,999,990 points.
- #30 **50.0M–74.99M SCORES [00]** : Total number of games the Player's final score was between 50,000,000 and 74,999,990 points.
- #31 **75.0M–99.99M SCORES [00]** : Total number of games the Player's final score was between 75,000,000 and 99,999,990 points.
- #32 **100.0M–149.99M SCORES [00]** : Total number of games the Player's final score was between 100,000,000 and 149,999,990 points.
- #33 **150.0+M SCORES**: Total number of games the Player's final score was 150,000,000 points and over.
- #34 **AVERAGE SCORES [00]** : This total is derived by adding the Final Score of each game to a table and dividing this sum by 'Total Plays' (Standard Audit 16).
- #35 **SERVICE CREDITS [0]** : Total 'Green [SERVICE CREDIT] Button' Dedicated Switch (D-21) closures in **Attract Mode** (not while in the **SERVICE MENU**). See the Service Menu Section, **Service Switch X4 Set Access & Use**, for how to receive Service Credits. See the Utilities Section (**GO TO RESET MENU**), **Reset Credits**, for how to delete credits.
- #36 **BALL SEARCH STARTED [0]** : Total number of times the game performed a *Ball Search*.
- #37 **LOST BALL FEEDS [0]** : Total number of times the game added a pinball to play when it could not find a pinball after *Ball Search* (review the Diagnostics Section (**GO TO DIAGNOSTICS MENU**), **Technicians Alert [Pinball Detection]**).
- #38 **LOST BALL GAME STARTS [0]** : Total number of times the game started with a pinball missing from the ball trough at the start of a game (review the Diagnostics Section (**GO TO DIAGNOSTICS MENU**), **Technicians Alert [Pinball Detection]**).
- #39 **LEFT DRAINS [0]** : Total 'Left Outlane' Switch (24) closures.
- #40 **CENTER DRAINS [0]** : Total number of times the pinball had drained when the last switch closed was not the 'Left Outlane' (24) or the 'Right Outlane' Switch (29).
- #41 **RIGHT DRAINS [0]** : Total 'Right Outlane' Switch (29) closures.
- #42 **TILTS [0]** : Total 'Tilt Pendulum' Dedicated Switch (D-17) closures.
- #43 **TOTAL BALLS SAVED [0]** : Total number of times this feature was used. This feature is adjustable from 0:01–0:15, **AUTO** or **NO BALL SAVES** (review the Adjustments Section (**GO TO ADJUSTMENTS MENU**), Standard Adj. 48, Ball Save Time). This feature is enabled at the start of each pinball and is disabled as soon as a predetermined number of switches are "closed" or the allocated time has expired.
- #44 **LEFT FLIPPER USED [0]** : Total 'Left Flipper Button' Dedicated Switch (D-9) closures in **Game Mode**.
- #45 **RIGHT FLIPPER USED [0]** : Total 'Right Flipper Button' Dedicated Switch (D-11) closures in **Game Mode**.
- #46 **0 - 1 MINUTE GAMES [0]** : Total games in which the total game time was between 0:00 and 1:00 minute.
- #47 **1 – 1.5 MINUTE GAMES [0]** : Total games where play time was between 1:00 and 1:30 minutes.
- #48 **1.5 – 2 MINUTE GAMES [0]** : Total games where play time was between 1:30 and 2:00 minutes.
- #49 **2 – 2.5 MINUTE GAMES [0]** : Total games where play time was between 2:00 and 2:30 minutes.
- #50 **2.5 – 3 MINUTE GAMES [0]** : Total games where play time was between 2:30 and 3:00 minutes.
- #51 **3 – 3.5 MINUTE GAMES [0]** : Total games where play time was between 3:00 and 3:30 minutes.
- #52 **3.5 – 4 MINUTE GAMES [0]** : Total games where play time was between 3:30 and 4:00 minutes.
- #53 **4 – 5 MINUTE GAMES [0]** : Total games where play time was between 4:00 and 5:00 minutes.
- #54 **5 – 6 MINUTE GAMES [0]** : Total games where play time was between 5:00 and 6:00 minutes.
- #55 **6 – 8 MINUTE GAMES [0]** : Total games where play time was between 6:00 and 8:00 minutes.
- #56 **8 – 10 MINUTE GAMES [0]** : Total games where play time was between 8:00 and 10:00 minutes.
- #57 **10 – 15 MINUTE GAMES [0]** : Total games where play time was between 10:00 and 15:00 minutes.
- #58 **15+ MINUTE GAMES [0]** : Total games in which the total game time was 15:00 minutes and over.
- #59 **RECENT REPLAY PERCENT [0%]** : Percent figured with programming thresholds for a determined number of games. The % reflects replay total awards for exceeding replay score levels.



Feature Audits [#1 - #+]

To initiate, from the **AUDITS MENU**, select the "GAME" *Icon*. The Dot Matrix Display will indicate the *audit number (in this group)*, *audit name* and the *audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

Feature Audits Definition: Programming Use Only. *The proprietary information Total number of times a feature was started, awarded, lit, played and/or completed (awarded); also, the total number of Switch Closures during certain modes or features are tracked (a predetermined single/multiple variations of switch closures are used to determine the lighting and/or completion of the feature stated). SEE THE DOT MATRIX DISPLAY FOR CURRENT FEATURE AUDITS.*

Feature Audits are subject to change (with or without notice). View Feature Audits on the Dot Display only. To export all audits to your memory stick (creating a text file), perform the following. Enter the **AUDITS MENU**, then enter the **DUMP AUDITS TO USB**. **Note:** The "DUMP" *Icon* can also be accessed in the **USB MENU** via the **UTILITIES MENU** (see the Utilities Section (GO TO USB MENU) for details).



Tournament Audits [#1 - #14] subject to change

"T AUD" *Icon* provided as an alternate access to Tournament Audits (if data is available). For more information on the **TOURNAMENT MENU**, review the *Tournament Section* (GO TO TOURNAMENT MENU).



Dump Audits To USB (Memory Stick)

To initiate, from the **USB MENU**, select the "DUMP" *Icon*. Follow the on-screen prompts to perform a **Data Dump** (download). A dated text file will be created on your USB Memory Stick.

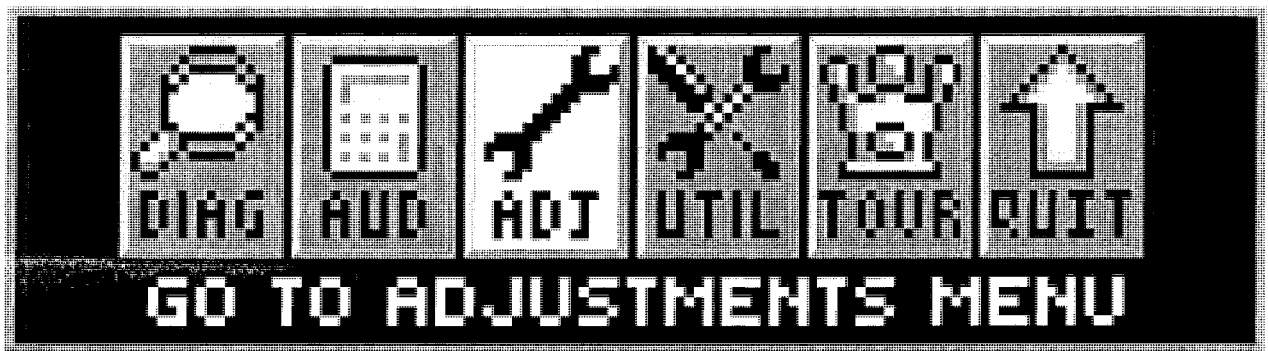


Step 1 Insert your **USB Compatible Memory Stick** into the USB port on the CPU/Sound Board (S.A.M. System). If the Memory Stick has space available and is free of errors, a dated file* is generated (* ensure your Date & Time is set prior to selecting or the dated file will have the default date of 20XX_01_01; see the Utilities Section (SET DATE / TIME) for details).

Step 2 Press [**SELECT**] to save the file to your Memory Stick. Press [**SELECT**] again to continue or [**BACK**] to exit or escape at any time.

Step 3 Remove the Memory Stick and insert into your PC or Mac to save the file (which can then be copied, printed or emailed). The audits are numbered sequentially **without** a number restart between the three types of audits (Earnings, Standard and Feature).

Note: The "DUMP" *Icon* can also be accessed in the **USB MENU** via the **UTILITIES MENU** (see the Utilities Section (GO TO USB MENU) for details).



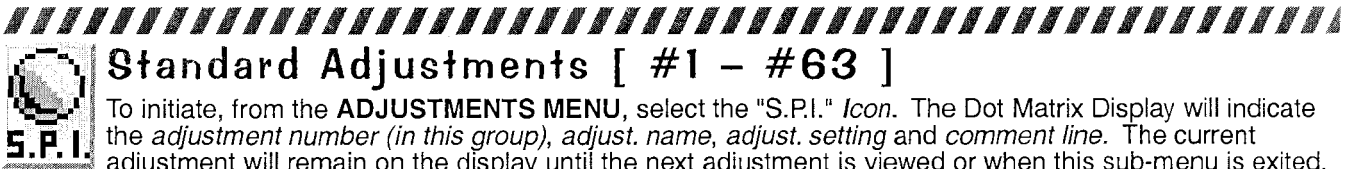
To initiate, from the **MAIN MENU**, select the "ADJ" Icon. The **ADJUSTMENTS MENU** provides 64+/- Adjustments to vary Game Functions to customize for your particular needs. The Adjustments are divided into 2 groups:

• **Standard Adjustments** [#1 – #63] and • **Feature Adjustments (Programming Use Only)** [#1 – #+]. For **quick and easy customization of Game Play Difficulty or Game Play Type** or how to **RESET ONLY** the Adjustments, review the Utilities Section (**GO TO INSTALLS MENU**). **Shortcut: Enter Custom Message** (Standard Adj. 41) and **Set Custom Pricing** (via Standard Adjustment 18, Game Pricing) can be quickly accessed via the **UTILITIES MENU**. See the Utilities Section (**GO TO UTILITIES MENU**), for more information.

Adjustments which are named **Proprietary** are also for **Future Expansion or Programming**. Game code may get upgraded during production; compare all Adjustments in the Dot Matrix Display with the manual and make any corrections, as necessary. Adjustments are subject to change (*with or without notice*).

All **ADJUSTMENTS MENU** Icons and there usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some Adjustments may appear non-functional or may not appear at all. **Adjustments and/or functions, order and operation are subject to change. If in doubt use the Factory Default Settings.**

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [< / -] **SELECT PREVIOUS** [+ / >] **SELECT NEXT** when the adjustment name or setting is flashing and the **BLACK Button** to [**SELECT**] toggle between the ADJUSTMENT and SETTING.



Standard Adjustments [#1 – #63]

To initiate, from the **ADJUSTMENTS MENU**, select the "S.P.I." Icon. The Dot Matrix Display will indicate the *adjustment number (in this group), adjust. name, adjust. setting and comment line*. The current adjustment will remain on the display until the next adjustment is viewed or when this sub-menu is exited.

- #1 **REPLAY TYPE:** Set to **AUTO**, **NONE**, **FIXED** or **DYNAMIC**. Factory Default = **AUTO**. **AUTO** & **DYNAMIC** are based on the **Replay Percentage** (Standard Adjustment 2). • Select **FIXED** to give the player a **Replay Award** (Standard Adjustment 3) as the **Replay Levels** (Standard Adjustments 7-10) are reached. The **Replay Level(s)** (Standard Adjustments 7-10) will not adjust up or down. • Select **AUTO** to give the player a **Replay Award** (Standard Adjustment 3) as the **Auto Replay Start** (Standard Adjustment 5) score level is reached. This *score threshold* will automatically adjust up or down based on the **Replay Percentage** chosen (Standard Adjustment 2). The game periodically adjusts based upon the Player Base Skill Level. • Select **DYNAMIC** to give the player a **Replay Award** (Standard Adjustment 3) as the **Dynamic Replay Start** (Standard Adjustment 6) score level is reached. This *score threshold* will go down every game based on the **Replay Percentage** (Standard Adjustment 2) selected. • Select **NONE** to turn off Standard Adjustments 2-11.
- #2 **REPLAY PERCENTAGE:** Set between 1% – 50%. Factory Default = 10%. Adjustable only if **AUTO** or **DYNAMIC** is installed in Replay Type, Standard Adjustment 1. For [**DYNAMIC**] example, if the *score threshold* is 50,000,00 and the **Replay Percentage** selected is 10%, every game a player does not reach the *score threshold*, the score to reach will drop by 5,000,000 (10% of 50M). This will continue every game until the *threshold score* is reached. Thus, if the score then drops to 15,000,000 after 7 games and is then achieved, the **Replay Award** (Standard Adjustment 3) is given. The original *score threshold* is added to 15,000,000 and is now 65,000,000. It will then take the same player 10 games to reach 15,000,000. This adjustment is shown only if **AUTO** or **DYNAMIC** is installed in **Replay Type** (Standard Adjustment 1).

Standard Adjustments 3-18 continued on the next page.



Standard Adjustments continued.

- #3 **REPLAY AWARD:** Set to **CREDIT**, **TICKET***, **TOKEN*** or **EXTRA BALL**. Factory Default = **CREDIT**. Set the type of award to be given to the player when the appropriate Replay Score threshold or level is achieved. If awarding a **CREDIT**, **TICKET** or **TOKEN** is prohibited in your area, select **EXTRA BALL**. *This adjustment is not shown if NONE is installed in Replay Type (Standard Adjustment 1).*
- *Note: If TICKET or TOKEN is selected, the game will require an optional Ticket or Token Dispenser and then Q24 Option (Standard Adj. 55) must be changed accordingly.*
- #4 **REPLAY LEVELS:** Set between 1 – 4 for the number of Replay Levels to be active. Factory Default = 1. *This adjustment is not shown if NONE is installed in Replay Type (Standard Adjustment 1).*
- #5 **AUTO REPLAY START:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000) for the Auto Replay Start threshold. Factory Default = __,000,000. *This adjustment is shown only if AUTO is installed in Replay Type (Standard Adjustment 1).*
- #6 **DYNAMIC REPLAY START:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000) for the Dynamic Replay Start threshold. Factory Default = __,000,000. *This adjustment is shown only if DYNAMIC is installed in Replay Type (Standard Adjustment 1).*
- #7 **REPLAY LEVEL #1:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the first or only Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1).*
- #8 **REPLAY LEVEL #2:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the second Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1) and 2 is installed in Replay Levels (Standard Adjustment 4).*
- #9 **REPLAY LEVEL #3:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the third Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1) and 3 is installed in Replay Levels (Standard Adjustment 4).*
- #10 **REPLAY LEVEL #4:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the fourth Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1) and 4 is installed in Replay Levels (Standard Adjustment 4).*
- #11 **REPLAY BOOST:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, while **FIXED** or **AUTO** maintains the Replay Levels, Replay Boost works as follows: If the Replay Level is 7,000,000 (regardless of the Replay Percentage), and the Player scores 20M, and receives the Replay Award, the next game the Current Replay Level is added to this base. Thus the next game, the Replay Level is 14,000,000. The Player again scores 20M. The next game the Player will need to achieve 21,000,000 to earn the Replay Award. If the Player does not achieve 21,000,000, the next game reverts back to the original 7,000,000 or the new adjusted level maintained by the Fixed or Autopercentaging Feature. *This adjustment is shown only if AUTO or FIXED is installed in Replay Type (Standard Adjustment 1).*
- #12 **SPECIAL LIMIT:** Set between 1 – 5, **UNLIMITED** or **NO SPECIALS**. Factory Default = 1. Set the maximum number of Specials that may be accumulated per game.
- #13 **SPECIAL PERCENTAGE:** Set between 1% – 50%. Factory Default = 10%. This adjustment allows the operator to adjust how frequently the **Special Feature** is made available to the player. *This adjustment is not shown if NO SPECIALS is installed in Special Limit (Standard Adjustment 12).*
- #14 **SPECIAL AWARD:** Set to **CREDIT**, **TICKET***, **TOKEN***, **POINTS** or **EXTRA BALL**. Factory Default = **CREDIT**. Select **EX. BALL** or **POINTS** if awarding a **CREDIT** or **TICKET / TOKEN** is prohibited in your area. *This adjustment is not shown if NO SPECIALS is installed in Special Limit (Standard Adjustment 12).*
- *Note: If TICKET or TOKEN is selected, the game will require an optional Ticket or Token Dispenser and then Q24 Option (Standard Adj. 55) must be changed accordingly.*
- #15 **FREE GAME LIMIT:** Set between 1 – 9, **UNLIMITED** or **NO FREE GAMES**. Factory Default = 5. Set the maximum number of Free Games that may be accumulated per game.
- #16 **EXTRA BALL LIMIT:** Set between 1 – 9, **UNLIMITED** or **NO EXTRA BALLS**. Factory Default = 5. Set the number of Extra Balls that may be accumulated per game.
- #17 **EXTRA BALL PERCENTAGE:** Set between 1% – 50%. Factory Default = 25%. This adjustment allows the operator to adjust how frequently the **Extra Ball Feature** is made available to the player. *This adjustment is not shown if NO EXTRA BALLS is installed in Extra Ball Limit (Standard Adjustment 16).*
- #18 **GAME PRICING:** There are two (2) methods available for Coin Switch Programming: **Standard & Custom**. Set between **AUSTRALIA 1 – UK 6** or **CUSTOM**. Factory Default = **USA 10**. **Shortcut: Set Custom Pricing** and instructions, review the Utilities Section, **Set Custom Pricing**. The appropriate Dip Switch Setting (Dip Sw. 1-8 location CPU/Sound PCB SW1) in relationship to the Pricing Scheme selected is important (view the tables on the following pages for more information).

Standard Adjustment 18, Game Pricing, continued on the next page.

**CPU/SOUND PCB
DIP SWITCH SW1
SETTING**

**COUNTRY
SETTING
OPTION(S)**

**COIN MECHANISMS (SWITCHES)
COINS THRU ... SLOT:
LEFT CENTER RIGHT 4TH**

**PRICING SCHEME
Number of Plays (Credits) for Price Amount Shown
See "Appendix J" for Coin Cards Examples & Info!**

**Requires SP
Coin Card(s)
Part Number**

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON									USA 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	USA 2
HIGHLIGHTED									
= Factory Default									
HIGHLIGHTED									
= Not Shown on Coin Card									
									USA 3
									USA 4
									USA 5
									USA 6
									USA 7
									USA 8
									USA 9
									USA 10

0.25	1.00	0.25	
------	------	------	--

USD // UNITED STATES DOLLAR // [\$]

1/0.25			
1/0.50	2/0.75	3/1.00	
1/0.50			
1/0.50			
1/0.50	2/1.00	3/1.50	5/2.00
1/0.50		2/4 X 25¢	3/ \$ 1.00 Bill
1/0.50	2/1.00	4/1.50	6/2.00
1/0.50		3/1.00	
1/1.00			
1/0.75	2/1.50	3/2.00	

755-5400-01-Y
755-5400-09-Y
755-5400-02-Y
755-5400-02-Y
755-5400-09-Y
Used to promote the Bill Validator.
755-5400-00-Y
755-5400-07-Y
755-5400-11-Y

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						AUSTRALIA 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	AUSTRALIA 2

0.20	1.00	2.00	
------	------	------	--

AUD // AUSTRALIAN DOLLARS // [\$AUS]

1/1.00	3/2.00		
1/1.00			

755-5406-00-Y (1 Side)

AUSTRALIA 3

AUSTRALIA 4

AUSTRALIA 5

AUSTRALIA 6

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲							CANADA 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	[25¢ door]
ON	▲	▲	▲						CANADA 2
OFF	▼	▼	▼	▼	▼	▼	▼	▼	[dollar door]

0.25	0.25	1.00	2.00
1.00		2.00	

CAD // CANADIAN DOLLARS // [\$CAN]

1/0.50	2/0.75	3/1.00	
1/1.00	3/2.00		

755-5400-00-Y -01-Y or -02-Y
755-5400-10-Y

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						CROATIA
OFF	▼	▼	▼	▼	▼	▼	▼	▼	

1	2	5	
---	---	---	--

HRK // CROATIAN KUNA // [kuna]

1/3	2/5		
-----	-----	--	--

755-5410-00-Y (2-Sided)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						DENMARK 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	DENMARK 2

1	5	10	20
---	---	----	----

DKK // DANISH KRONER // [Kr]

1/3	2/5		
1/2	2/4	3/5	4/7

755-5402-00-Y (2-Sided)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						JAPAN 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	JAPAN 2

100		100	
-----	--	-----	--

JPY // JAPANESE YEN // [¥]

1/100			
1/100	3/200		

755-5408-01-Y (2-Sided)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						LITHUANIA
OFF	▼	▼	▼	▼	▼	▼	▼	▼	

1	2	5	
---	---	---	--

LTL // LITHUANIA LITAI // [Lt]

1/2			
-----	--	--	--

755-5416-00-Y (1 Side)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						MIDDLE EAST
OFF	▼	▼	▼	▼	▼	▼	▼	▼	

token		token	
-------	--	-------	--

TOKEN // Middle East currency used to buy token // [TOKEN]

1/1			
-----	--	--	--

755-5416-00-Y (use Side 1)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						NEW ZEALAND 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	NEW ZEALAND 2

1		2	
---	--	---	--

NZD // NEW ZEALAND DOLLAR // [\$NZD]

1/1			
1/1	3/2		

755-5406-00-Y (Side 2)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						NORWAY 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	NORWAY 2

10	5	20	
----	---	----	--

NOK // NORWEGIAN KRONE // [Kr]

1/10			
1/10	3/20		
1/20			
1/20	3/40		

755-5403-01-Y or -02-Y / (2-Sided)
755-5403-03-Y (2-Sided)

NORWAY 3

NORWAY 4

NORWAY 5

NORWAY 6

NORWAY 7

NORWAY

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						RUSSIA
OFF	▼	▼	▼	▼	▼	▼	▼	▼	

10	5	1	
----	---	---	--

RUB // RUSSIAN RUBLE // [Ruble]

1/5			
-----	--	--	--

755-5411-00-Y (2-Sided)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						SO. AFRICA 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	SO. AFRICA 2

0.50	1.00	2.00	5.00
------	------	------	------

ZAR // SOUTH AFRICAN RAND // [R]

1/2.00			
1/3.00	2/5.00		

755-5409-01-Y (2-Sided)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						SWEDEN 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	SWEDEN 2

1	5	10	
---	---	----	--

SEK // SWEDISH KRONOR // [kr]

1/10	2/15	3/20	
1/5			

755-5404-00-Y (2-Sided)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						SWITZERLAND 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	SWITZERLAND 2

1	2	5	
---	---	---	--

CHF // SWISS FRANCS // [S f]

1/1	2/2	3/3	4/4
1/1	3/2	5/3	7/4

755-5405-00-Y (2-Sided)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						TAIWAN
OFF	▼	▼	▼	▼	▼	▼	▼	▼	

10		10	
----	--	----	--

TWD // TAIWANESE DOLLAR // [TWD]

1/10			
------	--	--	--

755-5412-00-Y (use Side 1)

Pos.	1	2	3	4	5	6	7	8	Default Highlighted
ON	▲	▲	▲						UK 1
OFF	▼	▼	▼	▼	▼	▼	▼	▼	UK 2

0.10	0.50	1.00	0.20	2£
------	------	------	------	----

GPB // UNITED KINGDOM POUNDS // [£]

3/1.00	7/2.00		
4/1.00			

755-5407-00-Y
755-5407-01-Y*

									UK 3
									UK 4
									UK 5
									UK 6

0.10	0.50	1.00	0.20	2£
------	------	------	------	----

1/0.50	2/1.00	3/1.50	5/2.00
1/0.30	2/0.60	3/0.90	4/1.00
1/1.00		3/2.00	
3/2.00			

755-5407-01
755-5407-01-Y*
755-5407-01
755-5407-01-Y*

ATTENTION: UK 5TH COIN SLOT TIED TO 6TH CHANNEL ON ELEC. COIN MECH

*use blank side



Standard Adjustment 18, Game Pricing, continued.

Euro 1-12 Summary & International (Euro) Standard Pricing Select Table

CPU/SOUND PCB DIP SWITCH SW1 SETTING		COUNTRY SETTING OPTION(S)	COIN MECHANISMS (SWITCHES) COINS THRU ... SLOT: LEFT CENTER RIGHT ATT				PRICING SCHEME Number of Plays (Credits) for Price Amount Shown See "Appendix J" for Coin Cards Examples & Info!	Requires SPI Coin Card(s) Part Number
Pos. 1 2 3 4 5 6 7 8	Default Highlighted						EUR // EUROPEAN UNION EUROS // 1 € 1	
ON	S E E B E L O W	Euro 1					1/0.50	755-5401-01-Y
OFF	S E T T I N G S	Euro 2					1/0.50 2/1.00 3/1.50 5/2.00	755-5401-02-Y
		Euro 3					1/0.50 3/1.00	755-5401-03-Y
		Euro 4					1/0.50 2/1.00 3/1.50 6/2.00	755-5401-04-Y
		Euro 5					1/0.50 3/1.00 4/1.50 7/2.00	755-5401-05-Y
		Euro 6					2/0.50	755-5401-06-Y
		Euro 7	0.50	1.00	2.00	optional	1/1.00 2/2.00 3/3.00 5/4.00	755-5401-07-Y
		Euro 8				optional	1/1.00 3/2.00	755-5401-08-Y
		Euro 9					1/1.00 2/1.50 3/2.00	755-5401-09-Y
		Euro 10					1/1.00 3/2.00 7/3.00	755-5401-10-Y
		Euro 11					1/1.00 4/2.00	755-5401-11-Y
		Euro 12					2/1.00 4/2.00 6/3.00 9/4.00	755-5401-12-Y

For a different **Euro Pricing Scheme** (other than Factory Default listed below), scroll through **Standard Adjustment 18: Euro 1-12 or CUSTOM*** for new setting (reference above Euro 1-12 Summary). Keep the Country Dip Switch Setting the same as listed below.

Pos. 1 2 3 4 5 6 7 8	Default Highlighted	AUSTRIA Euro 9	0.50	1.00	2.00		EUR // EUROPEAN UNION EUROS // 1 € 1	755-5401-09-Y
ON	▲						1/1.00 2/1.50 3/2.00	
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	BELGIUM Euro 1	0.50	1.00	2.00		1/0.50	755-5401-01-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	FINLAND Euro 8	0.50	1.00	2.00		1/1.00 3/2.00	755-5401-08-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	FRANCE Euro 10	0.50	1.00	2.00		1/1.00 3/2.00 7/3.00	755-5401-10-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	GERMANY 1 GERMANY 2 GERMANY 3	0.50	1.00	2.00		1/0.50 1/0.50 2/1.00 3/1.50 5/2.00 1/0.50 2/1.00 3/1.50 6/2.00	755-5401-01-Y 755-5401-02-Y 755-5401-04-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	GREECE Euro 8	0.50	1.00	2.00		1/1.00 3/2.00	755-5401-08-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	ITALY 1 ITALY 2	0.50		0.50		1/0.50 1/1.00 3/2.00	755-5401-01-Y 755-5401-08-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	NETHERLANDS Euro 3	0.50	1.00	2.00		1/0.50 3/1.00	755-5401-03-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	PORTUGAL Euro 1	0.50		0.50		1/0.50	755-5401-01-Y
ON	▲							
OFF	▼							
Pos. 1 2 3 4 5 6 7 8	Default Highlighted	SPAIN Euro 8	0.50	1.00	2.00		1/1.00 3/2.00	755-5401-08-Y
ON	▲							
OFF	▼							

HIGHLIGHTED = Factory Default **HIGHLIGHTED** = Not Shown on Coin Card

For the associated **Coinage Card** required if the Factory Default Setting was changed, view on-line at:

<http://www.sternpinball.com/coinagecards.shtml>

You can download and print the replacement card. *Adobe® Reader 5.0 or higher required (links on site).* Use **Yellow Card Stock**:
ASTROBRIGHTS® SOLAR YELLOW #65 FROM WAUSAU PAPER PRODUCTS (Stock #22731)

#19 **MATCH PERCENTAGE**: Set between 0% – 10% or OFF. Factory Default = 9%. At 0% the *Match Animation Feature* occurs at the end of the game but never awards the **Match Award** (Standard Adjustment 20). Set to OFF, no **Match Animation Feature** is shown.

#20 **MATCH AWARD**: Set to CREDIT, TICKET* or TOKEN*. Factory Default = CREDIT. This adjustment is not shown if OFF is installed in **Match Percentage** (Standard Adjustment 19).

*Note: If TICKET or TOKEN is selected, the game will require an optional Ticket or Token Dispenser and then Q24 Option (Standard Adj. 55) must be changed accordingly.

#21 **BALLS PER GAME**: Set between 1 – 10. Factory Default = 3. Set the number of balls per game.

Standard Adjustments 22-36 continued on the next page. Standard Adjustments continued.



- #22 **TILT WARNINGS:** Set between **0 – 3**. Factory Default = **2**. Set the number of Plumb Bob Tilt Switch closures before the ball in play is tilted. *Each closure generates an audible alert and/or display alert.*
- #23 **CREDIT LIMIT:** Set between **4 – 50**. Factory Default = **30**. Set the maximum credits allowed.
- #24 **ALLOW HIGH SCORES:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, if a player exceeds the Default Grand Champion or 1-4 High Scores, the player may receive a **High Score Award** (Standard Adjustment 25) and enter their **3 Initials** or **10-Letter Name** (Standard Adjustment 36). Set to **NO** to disable this feature. *The following Standard Adjustments 25-37 are not shown if **NO** is installed.*
- #25 **HIGH SCORE AWARD:** Set to **CREDIT**, **TICKET*** or **TOKEN***. Factory Default = **CREDIT**. Set the type of award to be given to the player when the appropriate **Grand Champion Score** or **High Score #1 – #4** threshold or level is achieved. If awarding a **CREDIT**, **TICKET** or **TOKEN** is prohibited in your area, install **NO** in **Allow High Scores** (Standard Adjustment 24). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- *Note: If **TICKET** or **TOKEN** is selected, the game will require an optional Ticket or Token Dispenser and then **Q24 Option** (Standard Adj. 55) must be changed accordingly.*
- #26 **GRAND CHAMPION AWARDS:** Set between **0 – 5**. Factory Default = **1**. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the Grand Champion Score (Standard Adjustment 31). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #27 **HIGH SCORE #1 AWARDS:** Set between **0 – 3**. Factory Default = **1**. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #1 (Standard Adjustment 32). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #28 **HIGH SCORE #2 AWARDS:** Set between **0 – 2**. Factory Default = **0**. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #2 (Standard Adjustment 33). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #29 **HIGH SCORE #3 AWARDS:** Set between **0 – 1**. Factory Default = **0**. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #3 (Standard Adjustment 34). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #30 **HIGH SCORE #4 AWARDS:** Set between **0 – 1**. Factory Default = **0**. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #4 (Standard Adjustment 35). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #31 **GRAND CHAMPION SCORE:** Set between **1,000,000 – 1,000,000,000** (increments of 1,000,000). Factory Default = **___,000,000**. Set the desired **Grand Champion Score** level a player needs to exceed to earn the **High Score Award** (Standard Adjustment 25). A score higher than the default, cannot be reset by Standard Adjustment 37, **HSTD Reset Count**. *The Grand Champion Score will revert to the Factory Default Score **ONLY** if a **Reset Grand Champion** is performed in the **RESET MENU** (via the **UTILITIES MENU**) or if the game is without power for more than 12 hours after the CPU/Sound PCB Coin Cell Battery is expired or removed. This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #32 **HIGH SCORE #1:** Set between **1,000,000 – 1,000,000,000**. Factory Default = **___,000,000**. Set the desired **High Score #1** level a player needs to exceed to earn the **High Score Award** (Standard Adjustment 25). A score higher than the default, will be reset by Standard Adjustment 37, **HSTD Reset Count**. *The High Score will revert to the Factory Default Score **ONLY** if a **Reset High Scores** is performed in the **RESET MENU** (via the **UTILITIES MENU**) or if the game is without power for more than 12 hours after the CPU/Sound PCB Coin Cell Battery is expired or removed. This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #33 **HIGH SCORE #2:** Set between **1,000,000 – 1,000,000,000**. Factory Default = **___,000,000**. Set the desired **High Score #2** level a player needs to exceed ... (continued in Standard Adjustment 32 definition above).
- #34 **HIGH SCORE #3:** Set between **1,000,000 – 1,000,000,000**. Factory Default = **___,000,000**. Set the desired **High Score #3** level a player needs to exceed ... (continued in Standard Adjustment 32 definition above).
- #35 **HIGH SCORE #4:** Set between **1,000,000 – 1,000,000,000**. Factory Default = **___,000,000**. Set the desired **High Score #4** level a player needs to exceed ... (continued in Standard Adjustment 32 definition above).
- #36 **HSTD (HIGH SCORE TO DATE) INITIALS:** Set to **3 INITIALS** or **10 LETTER NAME**. Factory Default = **3 INITIALS**. When set to **3 INITIALS**, the player is allowed only 3 initials to input. When set to **10 LETTER NAME**, the player is allowed to enter 10 initials to input. *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*

Standard Adjustments 37-50 continued on the next page.



Standard Adjustments continued.

- #37 **HSTD (HIGH SCORE TO DATE) RESET COUNT:** Set between **100 – 9900** or **OFF** (increments of 100). Factory Default = **2000**. Set the number of games between "automatic resets" of High Scores back to the Factory Defaults for **ONLY** Standard Adj. **32 – 35, High Score #1 – #4**. The High Score will revert to the Factory Default Scores when the number of games stated is reached. **Reset High Scores** can be performed in the **RESET MENU** (via the **UTILITIES MENU**) anytime or if the game is without power for more than 12 hours after the CPU/Sound PCB Coin Cell Battery is expired or removed. This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adj. 24).
- #38 **FREE PLAY:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **YES**, no coins are required for Game Play.
- #39 **LANGUAGE:** Set to **ENGLISH, GERMAN, FRENCH, SPANISH** or **ITALIAN**. Factory Default = **ENGLISH**. Set the language for the game. Language of game is also shown in the Dot Display (along with the Game Title and code version) at the start-up routine which follows a game reset or power-up.
- #40 **PLAYER LANGUAGE SELECT:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, after the player presses the **Start Button** (to start a game with adequate credit), the player has the option to choose a language by pressing either **Flipper Button** before game start (options of languages installed are shown on the Dot Display). **Note:** If set to **NO** or if only one language is installed and the setting is set to **YES**, the game will start immediately after the **Start Button** press. Language(s) available are dependent on game destination from the factory. Other languages may be available on-line for download and installed on your game. With the proper dip switch installed, the language option(s) can be changed. For more information or help, call Technical Support at 800-542-5377 (708-345-7700).
- #41 **CUSTOM MESSAGE:** Set to **ON, CHANGE** or **OFF**. Factory Default = **ON**. Shortcut: **Enter Custom Message** and instructions, review the Utilities Section, **Enter Custom Message**.
- #42 **FLASH LAMP POWER:** Set to **NORMAL, OFF** or **DIM**. Factory Default = **NORMAL**. When set to **DIM**, the Flash Lamps impulse power is reduced by **25%** and when set to **OFF** the Flash Lamps will not flash. For Flash Lamps used in this game, **Go To Flash Lamps Menu** via the **DIAGNOSTICS MENU** (see the Diagnostics Section).
- #43 **COIL PULSE POWER:** Set to **NORMAL, HARD** or **SOFT**. Factory Default = **NORMAL**. When set to **HARD**, the coil pulse power is **increased** by **12.5%** of the normal pulse rate. When set to **SOFT** the coil pulse power is **decreased** by **12.5%** of the normal pulse rate. This adjustment is provided to compensate for **Low Line** or **High Line** voltage conditions where the solenoids (coils) appear to *kicking too weak* or *too hard*. Adjust as required.
- #44 **KNOCKER VOLUME:** Set to **NORMAL, OFF** or **LOW**. Factory Default = **NORMAL**. When set to **LOW**, the volume is decreased 50%. When set to **OFF**, no sound is heard when the "knocker" is sounded. Test the knocker sound in the **Fire Knocker** Test via the **DIAGNOSTICS MENU** (see Section 3, Chapter 2, **GO TO DIAGNOSTICS MENU, Page 19**).
- #45 **GAME RESTART:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, a new game may be started during any ball after the first ball is completed (if credits allow). Pressing the Start Button during the first ball will add additional players (up to 4, if credits allow). When set to **NO**, the game disables the Start Button after the first ball until the final ball is in play.
- #46 **BILL VALIDATOR:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **YES**, in **Game Attract Mode** an "Insert Bill Animation" is shown in the display (or just the absence of the Coin Animation). When set to **NO**, an "Insert Coin Animation" is shown. (This adjustment will appear when implemented).
- #47 **MUSIC VOLUME:** Set between **1 – 15**. Factory Default = **1**. After volume is set via Service Buttons this adjustment can be utilized to adjust the background music (1 all the way on, 15 all the way off) while keeping the Special Sound Effects at the same level.
- #48 **BALL SAVE TIME:** Set between **0:01 – 0:15, AUTO** or **NO BALL SAVES**. Factory Default = **0:05**. When set to **NO BALL SAVES** this feature is unavailable. Set between **0:01** through **0:15** (single increments) for the ball to be sent back into play if the time set is not met (per ball). Set to **AUTO** to automatically adjust the Ball Save Timer based on the average ball time.
- #49 **TIMED PLUNGER:** Set to **OFF** or **0:01 – 1:00**. Factory Default = **OFF**. The plunger will "Autoplunge" the ball (at the time set) when the ball is at the beginning of play, waiting for the player.
- #50 **FLIPPER BALL LAUNCH:** Set to **OFF, LEFT FLIPPER, RIGHT FLIPPER, EITHER FLIPPER** or **BOTH FLIPPERS**. Default is **OFF**. This feature allows the player to operate the Auto Ball Launch with the Flipper Button(s) depending on which setting is chosen.



Standard Adjustments continued.

- #51 **COINDOOR BALL SAVER:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **NO**, this feature is not available. When set to **YES**, this feature allows the Coin Door to be opened during game play; the ball will drain but the game will be placed "on hold". When the Coin Door is closed, the pinball will return to the Shooter Lane, and the game will resume. *Useful at locations where technicians change the cash box regularly at exact times of the day where players can be on the game.*
- #52 **COMPETITION MODE:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **NO**, this feature is not available. Set to **YES**, this feature will equalize random game features and global score values during multi-player games by predetermined competition rules set by programming. If an **Install Competition** was made via the **INSTALLS MENU** (which automatically changes this setting to **YES**), and this setting was changed back to **NO**, the **Competition Mode** will be turned **OFF** (cancelled).
- #53 **CONSOLATION BALL:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, the **EXTRA BALL** (lamp insert, location varies) will be lit on the last ball in play, if certain programming criteria is met.
- #54 **FAST BOOT:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **NO** or if you hold both **Flipper Buttons** during Power-Up, this feature is not available and will display all normal Power-Up screens. When set to **YES**, the game will not display the normal informative Power-Up screens, specifically the CPU Version screen and the Location/Game ID screen. Regardless of the setting, normal Power-Up safety checks are still performed. *(This adjustment will appear when implemented).*
- #55 **Q24 OPTION:** Set to **COIN METER**, **TOKEN DISPENSER** or **KNOCKER**. Factory Default = **COIN METER**. This Coil (Solenoid) Location is left "open" at the Factory to allow for these optional Mechanisms to be added to the game. If selecting **TOKEN DISPENSER**, Standard Adjustments 3, 14, 20 & 25 should be changed to **TOKEN**. *Call Tech. Support at 1-800-542-5377 if more information is required on this option.*
- #56 **TICKET DISPENSER:** Set to **YES** or **NO**. Factory Default = **NO**. *This adjustment is required only for games which have an optional Deltronics (DL-1275-2 PCB Style, SPI Part Nr. 515-7275-00) Ticket Dispenser installed. Unique CPU Sound Bd. Dip Switch Setting required, changes the Default to YES.*
- #57 **PLAYER COMPETITION:** Set to **YES** or **NO**. Factory Default = **YES**. **Competition Mode** unrandomizes feature events, and standardizes game play and rule sets (varies from game to game) for fair competitions. With at least one credit posted, or with the game set for 'FREE PLAY', during the game-over Attract Mode, press the **Left Flipper Button** and hold it in for approximately one second. The following message will appear on the display for approximately 10 seconds: **'COMPETITION MODE READY ... PRESS START NOW'**. If a game is started (either by pressing the 'START' button for a regular game, or by pressing the 'TOURNAMENT START' button for a tournament game) while this message appears on the display, then competition mode will be enabled for all players during the game. General rules are covered in the Instruction Card. Other *Hints and/or Rules* can be made known on this game either visually (the Dot Display or Flashing Light Inserts) or can be audible.
- #58 **TEAM SCORES:** Set to **YES** or **NO**. Factory Default = **NO**. Set to **YES**, then Team Play will be made available. **Team Play only works in a 4-Player Game.** The totals for Players 1 / 3 (Team 1) & Players 2 / 4 (Team 2) are then displayed individually **as well as** the combined score for **BOTH TEAMS** to enable **Team Play (Doubles)**. *(This adjustment will appear when implemented).*
- #59 **LOCATION ID:** Set between **0** to **9999**. Factory Default = **0**. This adjustment allows the operator to assign a location identification number to the audit print-out sheet. *(Will not be affected by a Factory Reset.)*
- #60 **GAME ID:** Set between **0** to **9999**. Factory Default = **0**. This adjustment allows the operator to assign a game identification number to the audit print-out sheet. *(Will not be affected by a Factory Reset.)*
- #61 **TIME FORMAT:** Set to **12-HOUR** or **24-HOUR**. Factory Default = **12-HOUR**. This adjustments determines how the time is displayed. *Time used for Tournament and Data Dumps where a time stamp is required.*
- #62 **COIN INPUT DELAY:** Set between **30** to **60** or **OFF**. Factory Default = **30**. This adjustment creates a short time delay between the moment the coin is inserted into the **Coin Slot** to the moment the CPU/Sound PCB registers the coin (*30 = approximately 1/2 second*).
- #63 **LOST BALL RECOVERY:** Set to **YES** or **NO**. Factory Default = **NO**. Set to **YES**, at the start of the 5th consecutive ball search (with no scoring between searches), the game will consider any balls in play to be permanently lost and will attempt to recover from this situation by serving a new ball into play from the ball trough. Set to **NO** (to suppress this adjustment behavior) for the game to perform the "ball search" indefinitely until the lost balls are found or replaced.

STANDARD ADJUSTMENTS [#1 – #63] ▼

Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING	Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
1	REPLAY TYPE	AUTO		32	HIGH SCORE #1	____,000,000	
2	⚡ REPLAY PERCENTAGE	10%		33	HIGH SCORE #2	____,000,000	
3	⚡ REPLAY AWARD	CREDIT		34	HIGH SCORE #3	____,000,000	
4	⚡ REPLAY LEVELS	1		35	HIGH SCORE #4	____,000,000	
5	⚡ AUTO REPLAY START	____,000,000		36	HSTD INITIALS	3 INITIALS	
6	⚡ DYNAMIC REPLAY START	____,000,000		37	HSTD RESET COUNT	2000	
7	⚡ REPLAY LEVEL #1	____,000,000		38	FREE PLAY	NO	
8	⚡ REPLAY LEVEL #2	____,000,000		39	LANGUAGE	ENGLISH	
9	⚡ REPLAY LEVEL #3	____,000,000		40	PLAYER LANGUAGE SELECT	YES	
10	⚡ REPLAY LEVEL #4	____,000,000		41	CUSTOM MESSAGE	ON	
11	⚡ REPLAY BOOST	YES		42	FLASH LAMP POWER	NORMAL	
12	SPECIAL LIMIT	1		43	COIL PULSE POWER	NORMAL	
13	⚡ SPECIAL PERCENTAGE	10%		44	KNOCKER VOLUME	NORMAL	
14	SPECIAL AWARD	CREDIT		45	GAME RESTART	YES	
15	FREE GAME LIMIT	5		46	BILL VALIDATOR	NO	
16	EXTRA BALL LIMIT	5		47	MUSIC VOLUME	1	
17	⚡ EXTRA BALL PERCENTAGE	25%		48	BALL SAVE TIME	0:05	
18	GAME PRICING	USA 10		49	TIMED PLUNGER	OFF	
19	MATCH PERCENTAGE	9%		50	FLIPPER BALL LAUNCH	OFF	
20	MATCH AWARD	CREDIT		51	COINDOOR BALL SAVER	NO	
21	BALLS PER GAME	3		52	COMPETITION MODE	NO	
22	TILT WARNINGS	2		53	CONSOLATION BALL	YES	
23	CREDIT LIMIT	30		54	FAST BOOT	YES	
24	ALLOW HIGH SCORES	YES		55	Q24 OPTION	COIN METER	
25	HIGH SCORE AWARD	CREDIT		56	TICKET DISPENSER	NO	
26	GRAND CHAMPION AWARDS	1		57	PLAYER COMPETITION	YES	
27	HIGH SCORE #1 AWARDS	1		58	TEAM SCORES	NO	
28	HIGH SCORE #2 AWARDS	0		59	LOCATION ID	0	
29	HIGH SCORE #3 AWARDS	0		60	GAME ID	0	
30	HIGH SCORE #4 AWARDS	0		61	TIME FORMAT	12-HOUR	
31	GRAND CHAMPION SCORE	____,000,000		62	COIN INPUT DELAY	30	
				63	LOST BALL RECOVERY	YES	

Factory Defaults Settings are subject to change during production (especially Standard Adjustments 2, 4, 5, 13, 16-17, 19, 31-35 & 47).

⚡ Not all Standard Adjustments are shown. Depending on the setting (whether Factory Default or if changed by the operator), associated adjustments do not appear, if not required. **Note:** If **Game Dip Switch** other than USA is installed, different Defaults will appear.



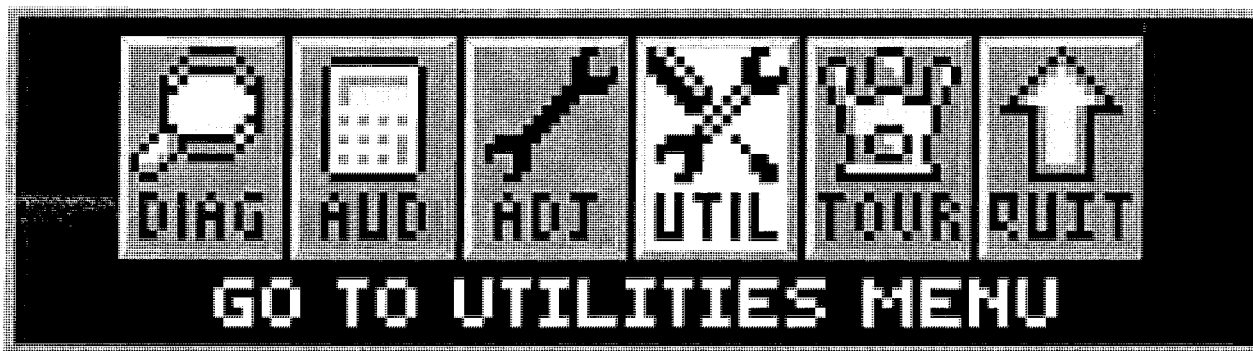
GAME Feature Adjustments [#1 – #+]

To initiate, from the **ADJUSTMENTS MENU**, select the "GAME" Icon. The Dot Matrix Display will indicate the *adjustment number (in this group), adjust. name, adjust. setting and comment line*. The current adjustment will remain on the display until the next adjustment is viewed or when this sub-menu is exited.

>>> **FACTORY RESET or CODE UPDATE NOTE:** Don't forget, any changes you make to your adjustments will revert back to the Factory Default settings if you perform a Factory Reset or update your Game Code. See Utilities Section (**GO TO RESETS MENU** and **GO TO USB MENU**).

View the Coils Detailed Chart Menu to see if this game is Shaker Motor Enabled. If it is, set the options in the Feature Adjustment as seen below. (typically the last one).

SHAKER MOTOR (OPTIONAL) : Set to **NONE, MINIMAL USE, MODERATE USE or MAXIMAL USE**.
 Factory Default = **MODERATE USE**. Set to any of the varying "... **USES**" if an Optional Shaker Motor Kit (SPI Part Number **502-5027-00**) was installed correctly in this pinball machine. See the assembly (kit) on the last page of Blue Pages (Major Assemblies). Also see Shaker Motor Coil (Q8) in the Coils Detailed Chart Table at the beginning of this Service Game Manual or the beginning of the Yellow Pages.



To initiate, from the **MAIN MENU**, select the "UTIL" *Icon*. The **UTILITIES MENU** provides ways to quickly and easily customize your game with **Installs** (pre-sets for game **Standard & Feature Adjustments**), set-up a **Custom Message** (short-cut to **Standard Adjustment 41, Custom Message**), set-up **Custom Pricing** (short-cut to **Standard Adjustment 18**, to the **Custom Pricing Sub-Menu**), set-up the **Date and Time** (required if the date and time is needed to be accurate for data dumps and for tournaments), reset certain particular game data or perform a complete **Factory Reset** and to download game data, update or backup game code in the **USB MENU**.

All **UTILITIES, INSTALLS, RESETS MENU** and **USB MENU Icons** and there usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some *Icons* may appear non-functional or may not appear at all. **Installs (Adjustments), Icons and/or functions, order and operation are subject to change. If in doubt use the Factory Default Settings (review Install Factory on the next page).**

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [< / -] MOVE BACK / LEFT / [+ / >] MOVE FORWARD / RIGHT to view the next audit in the group, and the **BLACK Button** to [**SELECT**] the sub-menus.



Go To Installs Menu

To initiate, from the **UTILITIES MENU**, select the "INST" *Icon*. The **INSTALLS MENU** provides 13 **Installs** to vary **Game Play Difficulty** (set with **Feature Adjustments**) or **Game Play Type** and **Install Factory** (restores all adjustments to **Factory Defaults**).

For **detailed customization** or to check current **Adjustments Defaults** (either changed by **YOU** in the **Adjustments Menu** or by this **INSTALLS MENU** or for **Factory Default Settings**), see **Section 3, Chapter 4, GO TO ADJUSTMENTS MENU**. After completing one or more of the **Installs** in this chapter, go back to the **ADJUSTMENTS MENU** to see which **Standard and/or Feature Adjustments** have changed (**Feature Adjustments and/or settings are subject to change during production, and may differ than what is described in the tables at the end of this chapter**). The Dot Display will indicate if a setting is a **Factory Default** or not. If the settings are not to your liking, perform **one** of the following:

- 1.: **Manually** change the **Standard & Feature Adjustments Settings** (perform this task in the **ADJUSTMENTS MENU**, see the **Adjustments Section**).
- 2.: **Install Factory** (see the last install) on how to reset all of the **Standard & Feature Adjustments** back to the **Factory Default Settings**.

Multiple **Installs** can be set to vary game play; however, for **Installs** that have **one or more** **Adjustments** in common, the **last** "Install" selected & **activated**, will **supersede** any previously changed **Adjustment(s)** from any prior **Installs**. Any adjustments which you changed and are not affected by the **Install** will remain as set.

For example, if you want a **5-BALL Game** set to **EXTRA EASY**: Select and **activate** the "5BAL" *Icon first* (which will typically change any **Feature** **Difficulty Adjustments** to **HARD**), then select & **activate** the "X.EZ" *Icon* to **change back** the **Difficulty Adjustments** to **EXTRA EASY**. However, if the "X.EZ" *Icon* was selected & **activated** first, then the "5BAL" *Icon* was selected & **activated**, the game will be set to a **5-BALL Game** set to **HARD**.

Remember, use the **GREEN Button** to go [**BACK**], exit or escape and the **BLACK Button** to [**SELECT**] to **INSTALL** your new setting(s).



Install Extra Easy

To initiate, from the **INSTALLS MENU**, select the "X.EZ" *Icon*. The Dot Matrix Display will indicate the **INSTALL EXTRA EASY**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.

Installs Menu continued on the next page.



Install Easy

To initiate, from the **INSTALLS MENU**, select the "EASY" *Icon*. The Dot Matrix Display will indicate the **INSTALL EASY**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install Medium (Normal or Factory Settings)

To initiate, from the **INSTALLS MENU**, select the "FACT" *Icon*. The Dot Matrix Display will indicate the **INSTALL MEDIUM**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install Hard

To initiate, from the **INSTALLS MENU**, select the "HARD" *Icon*. The Dot Matrix Display will indicate the **INSTALL HARD**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install Extra Hard

To initiate, from the **INSTALLS MENU**, select the "X.HD" *Icon*. The Dot Matrix Display will indicate the **INSTALL EXTRA HARD**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install 3-Ball or 5-Ball

To initiate, from the **INSTALLS MENU**, select either the "3BAL" or "5BAL" *Icons*. The Dot Matrix Display will indicate the **INSTALL 3-BALL** or **5-BALL** depending on choice. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to 3 Balls per game

(Factory Default is 3 Balls per game, not including extra balls earned by the player, if any).



Install Competition

To initiate, from the **INSTALLS MENU**, select the "COMP" *Icon*. The Dot Matrix Display will indicate the **INSTALL COMPETITION**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to "Tournament" Rules. *Programming varies and is subject to change.*



Install Director's Cut

To initiate, from the **INSTALLS MENU**, select the "DCUT" *Icon*. The Dot Matrix Display will indicate the **INSTALL DIRECTOR'S CUT**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to programmer's choice. *Programming varies and is subject to change.*



Install Home Play

To initiate, from the **INSTALLS MENU**, select the "HOME" *Icon*. The Dot Matrix Display will indicate the **INSTALL HOME PLAY**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to "Home" Rules. *Programming varies and is subject to change.*



Install Novelty

To initiate, from the **INSTALLS MENU**, select the "NOV" *Icon*. The Dot Matrix Display will indicate the **INSTALL NOVELTY**. Follow the on-screen prompts to perform the **Install**.

***** This setting is recommended where local laws restrict certain game features. *****
Set the **Game Play Type** to "Restricted" Rules. *Programming varies and is subject to change.*



Install Add-A-Ball

To initiate, from the **INSTALLS MENU**, select the "A.A.B." *Icon*. The Dot Matrix Display will indicate the **INSTALL ADD-A-BALL**. Follow the on-screen prompts to perform the **Install**.

***** This setting is recommended where local laws restrict certain game features. *****
Set the **Game Play Type** to "Restricted" Rules. *Programming varies and is subject to change.*



Install Factory

To initiate, from the **INSTALLS MENU**, select the "FACT" *Icon*. The Dot Matrix Display will indicate the **INSTALL FACTORY**. Follow the on-screen prompts to perform the **Install**. **⚠ CAUTION!** All **Standard** and **Feature Adjustments** which were changed in the **INSTALLS MENU** or **ADJUSTMENTS MENU** are returned to the **Factory Defaults** (as indicated in the Dot Display in the **ADJUSTMENTS MENU**). *Note: To perform a complete Factory Reset, GO TO THE RESETS MENU. Escape back to the UTILITIES MENU, select the "RESET" Icon, then select the "FACT" Icon in the RESETS MENU (review the end of this section, Reset Factory Settings).*



Enter Custom Message

To initiate, from the **UTILITIES MENU**, select the "ABCD CUST MSG" *Icon*. The **SET CUSTOM MESSAGE** (a short-cut for Standard Adjustment 41, **Custom Message**) provides an opportunity to have a text message appear in the the **Attract Mode**. Follow the on-screen prompts to complete [END].

Remember, use the **GREEN Button** to go [BACK], exit or escape, the **RED Buttons** to [< / -] MOVE LEFT / CHOOSE NEXT [+ / >] MOVE RIGHT / CHOOSE PREVIOUS, and the **BLACK Button** to [SELECT] as 'OK'.



Set Custom Pricing

To initiate, from the **UTILITIES MENU**, select the "PRIC" *Icon*. The **CUSTOM PRICING MENU** (a short-cut for Standard Adjustment 18, **Game Pricing**, and setting selected is **CUSTOM**) provides an opportunity to set **Custom Pricing**.

Note ! MONETARY AMOUNT MUST BE SELECTED FIRST! Press [BACK] to - DECREASE or [SELECT] to + INCREASE the [< \$ >] monetary amount (e.g. look at the right side of the display from \$0.25 to \$0.50). Press [< / -] to - DECREASE or [+ / >] to + INCREASE the credit quantity (e.g. look at the left side of the display from 0 CREDITS AT: to 1 CREDIT AT:).

REMINDER

In these menus:

Press [BACK] to - DECREASE [< \$]

Press [SELECT] to + INCREASE [\$ >]

IF EXAMPLE CUSTOM PRICING SETTING DESIRED IS :

1 Play for \$0.50, 3 Plays for \$1.00 and 7 Plays for \$2.00

THEN YOU WILL NEED TO PERFORM THE FOLLOWING :

Step 1 The starting display appears as below if no prior **Custom Pricing** was installed.

```

CUSTOM PRICING
0 CREDITS AT:          $0.25
USE - / + TO CHANGE CREDITS
  
```

Step 2 Press [SELECT] to + INCREASE to \$0.50. Press [+ / >] to + INCREASE to 1 CREDIT AT:

```

CUSTOM PRICING
1 CREDIT AT:           $0.50
1 / 0.50
USE - / + TO 'INSTALL'
  
```

Step 3 Press [SELECT] to + INCREASE to \$1.00. Press [+ / >] to + INCREASE to 2 CREDITS AT:

```

CUSTOM PRICING
2 CREDITS AT:          $1.00
1 / 0.50 3 / 1.00
USE - / + TO CHANGE CREDITS
  
```

Step 4 Press [SELECT] to + INCREASE to \$2.00. Press [+ / >] to + INCREASE to 4 CREDITS AT:

```

CUSTOM PRICING
4 CREDITS AT:          $2.00
1 / 0.50 3 / 1.00 7 / 2.00
USE - / + TO CHANGE CREDITS
  
```

Step 5 Press [SELECT] to + INCREASE the amount once (example = \$2.25).

```

CUSTOM PRICING
0 CREDITS AT:          $2.25
1 / 0.50 3 / 1.00 7 / 2.00
USE - / + TO 'INSTALL'
  
```

Step 6 Press [SELECT] to INSTALL. Press [< / -] / [+ / >] or [BACK] to edit.

```

CUSTOM PRICING
INSTALL
1 / 0.50 3 / 1.00 7 / 2.00
PRESS 'SELECT' TO INSTALL
  
```

Press [< / -] once or press [+ / >] eleven times until **INSTALL** appears.

Step 7 Press [SELECT], press [BACK] twice to exit the **SERVICE MENU** with your **Custom Pricing** installed.

```

CUSTOM PRICING
INSTALLED
PRESS 'SELECT' TO CONTINUE
  
```

To correct or make new changes, reenter, which brings you to **Step 6**. Press [BACK] repeatedly until the monetary amount shown is the desired amount and then continue following the above steps with your new or corrected settings. If you are still having difficulty or if you have any questions, please call Technical Support 800-542-5377 or 708-345-7700, option 1.



Set Date / Time

To initiate, from the **UTILITIES MENU**, select the "TIME" *Icon*. The **SET TIME MENU** appears with the **MONTH** flashing. Setting the date and time is required for 'Data Dumps' and Tournament Start and End Dates. If the setting of Standard Adjustment 61, **Time Format**, is set to **12-HOUR** (*Factory Default*) the time will be expressed in the **AM / PM** format. If Standard Adjustment 61, **Time Format**, is set to **24-HOUR** the time will be expressed in the **24-hour** format.



Go To Resets Menu

To initiate, from the **UTILITIES MENU**, select the "RESET" *Icon*. The **RESETS MENU** provides six (6) functions to reset *only the Coin Audits*, reset *only the Game Audits*, reset *only the Grand Champion Score*, reset *only the High Score(s)*, reset *only the paid Credits* (includes *Service Credits*) or to reset **ALL DATA** back to the **Factory Default Settings**.



Reset Coin Audits

To initiate, from the **RESET MENU**, select the "COIN" *Icon*. ⚠ **ONLY the Coin Audits** [Earnings Audits 5–12], will be reset to zero (0), *Factory Default Settings*. Follow the on-screen prompts to perform the **Reset**.



Reset Game Audits

To initiate, from the **RESET MENU**, select the "AUD" *Icon*. ⚠ **ONLY the Game Audits** [Earnings Audits 1–4, Standard Audits 1–59 and Feature Audits 1–XX*], will be reset to zero (0), *Factory Default Settings*. Follow the on-screen prompts to perform the **Reset**. *varies per game title.



Reset Grand Champion (Score)

To initiate, from the **RESET MENU**, select the "GC" *Icon*. ⚠ **ONLY the Grand Champion Score** [adjustable via Standard Adjustment 31], will be reset to *Factory Default Setting*. Follow the on-screen prompts to perform the **Reset**.



Reset High Scores

To initiate, from the **RESET MENU**, select the "HSTD" *Icon*. ⚠ **ONLY the High Score(s)** [adjustable via Standard Adjustments 32–35], will be reset to *Factory Default Setting(s)*. Follow the on-screen prompts to perform the **Reset**. **Note:** *High Scores (but not Grand Champion Score) are reset automatically every 2,000 games (Factory Default Setting) [adjustable via Standard Adjustment 37, HSTD Reset Count]*.



Reset Credits

To initiate, from the **RESET MENU**, select the "CRED" *Icon*. ⚠ **ONLY the Credits** (includes *Service Credits*) [adjustable via Standard Adjustment 23, **Credit Limit**], will be reset to zero (0), *Factory Default Settings*. Follow the on-screen prompts to perform the **Reset**.



Reset Factory Settings

To initiate, from the **RESET MENU**, select the "FACT" *Icon*. ⚠ **ALL GAME DATA IS RESET!** (with the exception of *Earnings Audit 13, Software Meter*). **NOTE: IF YOU HAD SET-UP CUSTOM PRICING OR HAD CHANGED ANY ADJUSTMENTS OR PERFORMED INSTALLS, IT IS SUGGESTED TO WRITE DOWN YOUR CHANGES PRIOR TO THE FACTORY RESET.** Follow the on-screen prompts to perform the **Reset**.



Go To USB Menu

To initiate, from the **UTILITIES MENU**, select the "USB" *Icon*. The **USB MENU** provides three (3) functions to download game data, update your game code or backup your code onto a USB Memory Stick. *Review the inside cover for information on how to update your game code.*



Update Game Code

To initiate, from the **USB MENU**, select the "UPDT" *Icon*. Follow the on-screen prompts or review the inside cover for more information.



Dump Audits to USB

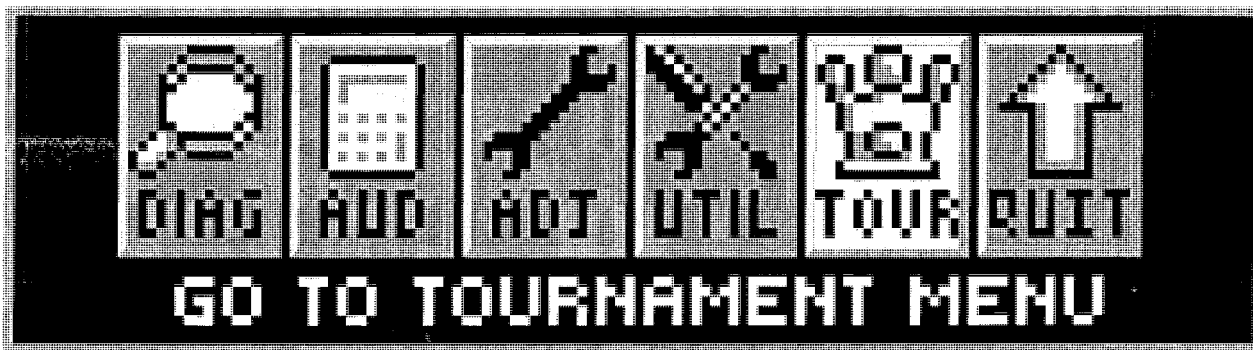
To initiate, from the **USB MENU**, select the "DUMP" *Icon*. Follow the on-screen prompts to perform a **Data Dump** (download).

Note: *If Icon is not present, access via the Audits Menu, see the Audits Section.*



Backup to USB Memory Stick

To initiate, from the **USB MENU**, select the "BKUP" *Icon*. Follow the on-screen prompts to perform a **Backup** (game code only). This backup feature does not retain adjustments and/or settings changes made.



To initiate, from the **MAIN MENU**, select the "TOUR" *Icon*. The **TOURNAMENT MENU** provides ways to quickly and easily start and stop a tournament. Also, tournament data can be viewed (*audits, prize info, etc.*).

All **TOURNAMENT MENU** *Icons* and there usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some *Icons* may appear non-functional or may not appear at all. *Icons and/or functions, order and operation are subject to change.*

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [**< / -**] HIGHLIGHT PREVIOUS or DECREASE / [**+ / >**] HIGHLIGHT NEXT or INCREASE to highlight the desired option, and the **BLACK Button** to [**SELECT**] it or activate.



Start Tournament

To initiate, from the **TOURNAMENT MENU**, select the "STRT" *Icon*. The **START TOURNAMENT MENU** allows the operator to start a tournament. Select **QUICK START** or **CUSTOM** Tournament Start. For the first time Tournament Set-Up, it is recommended to select **CUSTOM**. Follow the on-screen prompts. After completion of all options in **QUICK START** or **CUSTOM**, the Tournament is started, the **START TOURNAMENT MENU** is exited and returns to the **TOURNAMENT MENU**.

QUICK START :

Increase or decrease the: • **DAYS, HOURS and MINUTES** • **PRIZE POOL \$ (DOLLAR) and ¢ (CENT) AMOUNT**
• **INCREMENT THE PRIZE POOL PER PLAY INCREASES \$ and ¢ AMOUNT**

CUSTOM START :

- Confirm the current date and time (*if it was not set previous via the UTILITIES MENU it can be set-up in this display as well*). Enter the **MONTH, DAY, YEAR** and **TIME**
- Choose the Tournament **Start Date: MONTH, DAY, YEAR** and **TIME**
- Choose the Tournament **End Date: MONTH, DAY, YEAR** and **TIME**
- Choose the **CREDITS** per play desired (01-10). Set the maximum number of *Credits* that may be accumulated per game. **Note:** The current pricing is displayed; to change pricing **GO TO THE ADJUSTMENTS MENU**.

Increase or decrease the: • **PRIZE POOL \$ (DOLLAR) and ¢ (CENT) AMOUNT**
• **INCREMENT THE PRIZE POOL PER PLAY INCREASES \$ and ¢ AMOUNT**
• **MAXIMUM (CAP) PRIZE POOL \$ and ¢ AMOUNT.**

- Increase or decrease the number of **PRIZES** (01-05 **HIGH SCORE**; 02-05 **B'N'W**). Set the maximum # of *Prize Positions* to be awarded during a Tournament. **Selections are as follows** (% *distribution cannot be changed*):

HIGH SCORE:					BUMP N' WIN:				
Set to 01	1 Winner	100% (1)	Prize Pool		Cannot set to 01. Minimum of 2 winners required.				
Set to 02	2 Winners	65% (1)	35% (2)		Set to 02	2 Winners	65% (1)	35% (2)	
Set to 03	3 Winners	50% (1)	30% (2)	20% (3)	Set to 03	3 Winners	50% (1)	25% (2)	25% (3)
Set to 04	4 Winners	50% (1)	25% (2)	15% (3)	10% (4)	Set to 04	4 Winners	40% (1)	20% (2)
Set to 05	5 Winners	50% (1)	20% (2)	15% (3)	10% (4)	5% (5)	Set to 05	5 Winners	40% (1)

- Select the **AWARD TYPE** (**CASH, POINTS, PRIZE, TICKETS** or **NONE**). Select **CASH** for the displays to represent the Prize Pool amount (*based on Jackpot Base and Max.*) in **\$Dollars**. Select **POINTS** for the display to represent the Prize Pool amount in *Points*. Select **PRIZE**, if applicable. Select **TICKET** for the display to represent the Prize Pool amount in *Tickets*. Select **NONE NOT TO** represent anything.

Custom Start continued on the next page.

CUSTOM START Continued.

The following option is available only if **CASH** was selected as the **AWARD TYPE**.

- Select the option to **SHOW PLAYER CASH** (YES or NO). Select **YES** for the display to represent the
>>> **previous** <<< Tournament Winners & Cash amount (or Points, Prizes, etc.) will show in the **Attract Mode**.
- Select the kind of **TOURNAMENT** desired (BUMP 'N' WIN or HIGH SCORE).

The following options are available only if **BUMP 'N' WIN** was selected as the **TOURNAMENT TYPE**.

- Select or confirm the **BASE POINT AMOUNT** (00 or 1,000,000 – 4,294,967,295 increments of 1,000,000).
- Select or confirm the **RANGE AMOUNT** (00 or 1,000,000 – 4,294,967,295 increments of 1,000,000).
- Select the **BALLS** per game (1 – 10).



STOP TOURNAMENT

To initiate, from the **TOURNAMENT MENU**, select the "STOP" Icon. The **STOP TOURNAMENT MENU** allows the operator to stop a tournament. **Note:** This icon only appears if a Tournament was set-up and is running (in place of the Start Icon).

STOP TOURNAMENT ARE YOU SURE?

- Use the **BLACK Button** to [SELECT] to confirm. Press the **BLACK Button** again to continue.

The **STOP TOURNAMENT MENU** is exited and returns to the **TOURNAMENT MENU**.



VIEW TOURNAMENT DATA

To initiate, from the **TOURNAMENT MENU**, select the "DATA" Icon. If no data is available, the display will indicate NO PREVIOUS DATA. Press the **GREEN Button** to escape [BACK] to the **TOURNAMENT MENU**.



TOURNAMENT AUDITS [#1 – #14]

To initiate, from the **TOURNAMENT MENU**, select the "AUD" Icon. The Dot Matrix Display will indicate the *audit number (in this group)*, *audit name* and the *audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

01	TOTAL PLAYS : Total number of <i>Regular</i> and <i>Tournament Games</i> played while a <i>Tournament</i> is in progress. This total is derived by adding the below Tournament Audit 02 with Regular Plays .
02	TOURNAMENT PLAYS : Total number of <i>Tournament Games</i> played while a <i>Tournament</i> is in progress.
03	TOTAL QUALIFYING PLAYS : Total number of times a player qualified (<i>invited to enter name</i>).
04	TOTAL GAME EARNINGS : Total Gross Earnings <i>accepted</i> , while a <i>Tournament</i> is active (<i>in progress</i>).
05	TOTAL TOUR. EARNINGS : Earnings (<i>Audit 04 less Reg. Game Earnings</i>) while a <i>Tournament</i> is in progress.
06	PRIZE POOL TOTAL : Total Prize Pool (<i>Jackpot</i>) Amount to be paid out while a <i>Tournament</i> is in progress.
07	NET EARNINGS : Provides the total Net Earnings (<i>Gross Earnings less Prize Pool</i>) while a <i>Tournament</i> is active.
08	ACCUM. TOTAL PLAYS : Accumulative total amount of <i>Regular & Tournament Games</i> played since the first Tournament was played.
09	ACCUM. TOUR. PLAYS : Accumulative total amount of <i>Tourn. Games</i> played since 1st Tournament was played.
10	ACCUM. QUALIFYING PLAYS : Accumulative total number of times a player qualified (<i>invited to enter name</i>).
11	ACCUM. EARNINGS : Total Gross Earnings <i>accepted</i> , since the first Tournament was played.
12	ACCUM. TOUR EARNINGS : Accumulative total Tournament Game Earnings since the first Tournament was played.
13	ACCUM. JACKPOT : Accumulative total of Prize Pool Amounts paid out since the first Tournament was played.
14	# TOURNAMENTS : Number of Tournaments (<i>not individual Games</i>) since the first Tournament was played.



SIGN MESSAGES A-B

To initiate, from the **TOURNAMENT MENU**, select the "A-B TEXT" Icon. At time of print, menu non-functional. If made available in future code updates, this menu will allow the operator to display "Location" and "Prize" Messages. Follow the on-screen prompts to complete [END].

Remember, use the **GREEN Button** to go [BACK], exit or escape, the **RED Buttons** to [< / -] MOVE LEFT / CHOOSE NEXT [+ / >] MOVE RIGHT / CHOOSE PREVIOUS, and the **BLACK Button** to [SELECT] as 'OK'.

SAM System Circuit Board and BOOT ROM Compatibility Chart

Game Name	CPU Bd. No.	I/O PWR DRV Bd. No.	U9 Pinball Boot ROM
World Poker Tour	520-5246-00	520-5249-00	V3.1
Pirates Of The Caribbean	520-5246-00	520-5249-00	V3.1
Family Guy	520-5246-00	520-5249-00	V3.1
Spider-Man	520-5246-00	520-5249-00	V3.1
Wheel Of Fortune	520-5246-00	520-5249-00	V3.1
NBA	520-5246-00	520-5249-00	V3.1
CSI	520-5246-00	520-5249-00	V3.1
Batman	520-5246-00	520-5249-00	V3.1
Indiana Jones	520-5246-00	520-5249-00	V3.1
Shrek	520-5246-00	520-5249-00	V3.1
24	520-5246-00	520-5249-00	V3.1
Avatar	520-5246-00	520-5249-00	V3.1
Big Buck Hunter	520-5246-00	520-5249-00	V3.1
Iron Man	520-5246-00	520-5249-00	V3.1
The Rolling Stones	520-5246-00	520-5249-00	V3.1
Tron	520-5246-00	520-5249-00	V3.1
Avatar L/E	520-5303-03	520-5249-00	V3.1
The Rolling Stones L/E	520-5303-03	520-5249-00	V3.1
Tron L/E	520-5303-03	520-5317-00	V3.1
Transformers	520-5246-02	520-5249-00	V2.0
Transformers L/E	520-5303-04	520-5317-00	V2.0
AC/DC	520-5337-01	520-5249-00	AC/DC 1.0
AC/DC (L/E)	520-5337-00	520-5317-00	AC/DC 1.0
X-MEN	520-5246-02	520-5249-00	V2.0
X-MEN (L/E)	520-5303-04	520-5317-00	V2.0
Avengers	520-5246-02	520-5249-00	V2.0
Avengers L/E	520-5303-04	520-5317-00	V2.0
Metallica	520-5337-01	520-5249-00	V1.0
Metallica L/E	520-5337-00	520-5317-00	V1.0
Star Trek	520-5352-00	520-5249-00 (REV. D)	V1.0 (64M)
Star Trek L/E	520-5352-01	520-5317-00	V1.0 (64M)
Mustang	520-5352-00	520-5249-00 (REV. D)	V1.0 (64M)
Mustang L/E	520-5352-01	520-5249-00 (REV. D)	V1.0 (64M)
Batman (Standard)	520-5303-00	520-5249-00	V3.1
Iron Man (Classic)	520-5303-01	520-5304-00	Not Used
The Simpsons Kooky Carnival (RED)	520-5246-00	520-5249-00	V3.1

Optional Kits available through your Distributor:

Pinball Location Maintenance Standard Kit (for MUSTANG LE Pinball).....502-6002-F2

Standard Kit includes : 8 oz. Novus Wax #2 Fine (Red) (675-0003-01), Cloth, Rubber Rings (used above playfield), Bulbs (Bulb quantities vary and is limited to 25 per type), Fuses (1/per type) and 4 Pinballs. **Note:** Quanties, sizes and contents subject to change without notice.

Pinball Location Maintenance Deluxe Kit (for MUSTANG LE Pinball) 502-6003-F2

Deluxe Kit includes : Pinball Location Maintenance Standard Kit as described above plus a quantity of Flipper Rebuild Kits. **Note:** Quantity varies which equals the same quantity of flippers used in this game.

▲ THIS GAME KIT INCLUDES (2) FLIPPER REBUILD KITS ▲

PLASTIC*KIT (for MUSTANG PRO Pinball).....803-5000-F1

Plastic kit includes: Plastic Sets 830-6928-XX,830-6940-XX)

Plastics*Kit (for MUSTANG LE/PRE.Pinball).....803-5000-F2

Plastics Kit includes:Plastic Sets (830-6941-XX,830-6942-XX)

Decals* Kit (for MUSTANG PRO).....802-5000-F1

Decals kit include:Decal Set (820-7917-XX)

Decals*Kit (for MUSTANG LE,Pre.Pinball)..... 802-5000-F2

Decals Kit includes: Decal Set (820-7917-XX,820-7920-XX,) for Pro/Premium/LE

***Attention:** No individual Plastic or Decal can be ordered separately, unless noted otherwise. Plastics & Decals are subject to change without notice during and / or after production. Key Fobs subject to availability and may or may not be included in the plastic set. All designs, shapes & pieces used subject to change without notice. Kit contents subject to change. Service Bulletin(s) will announce any critical changes, if warranted. The last 2-digits shown on plastics or decals are for reference only.

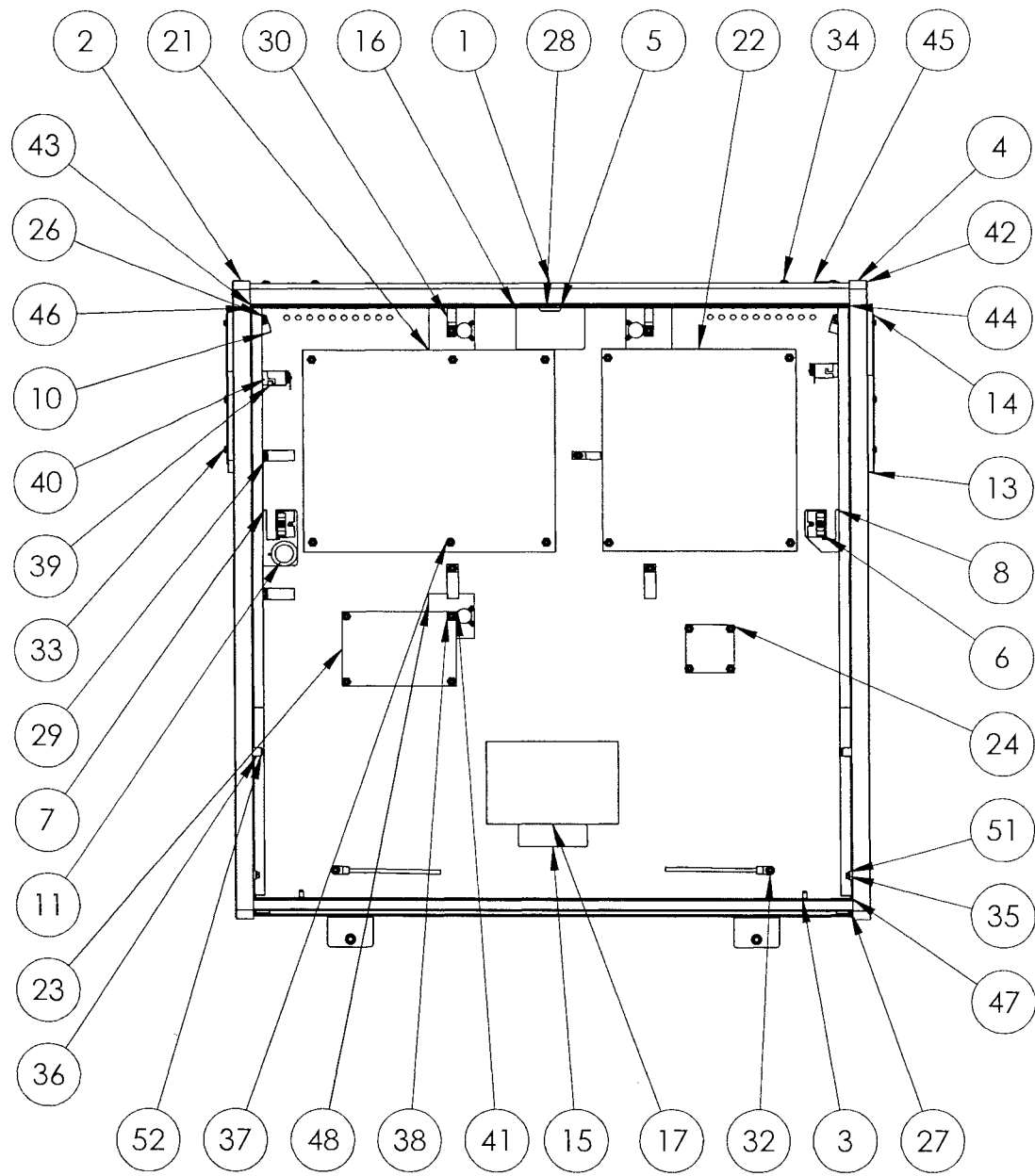
MUSTANG LE Parts available through your Distributor:

Flipper Button Assy Blue	500-5026-35
Leg Assy Bentley Blue.....	500-5921-75
Front Molding Bentley Blue.....	515-8646-75
Left Side Armor Bentley Blue.....	535-0902-01-75
Right Side Armor Bentley Blue.....	535-0902-02-75
Pivot Hinge Right Bentley Blue.....	535-7999-75R
Pivot Hinge Left Bentley Blue.....	535-7999-75L
Bottom Arch Steel Satin Black.....	535-8406-11
Mustang LE Backglass.....	830-52F2-00
Cabinet & Back-box Decals sold as a complete set.....	802-5001-F2
part#820-66F2-01 left back-box,820-66F2-02 right side back-box,820-66F2-03 left side cabinet,820-66F2-04 right side cabinet,820-66F2-05 front cabinet	

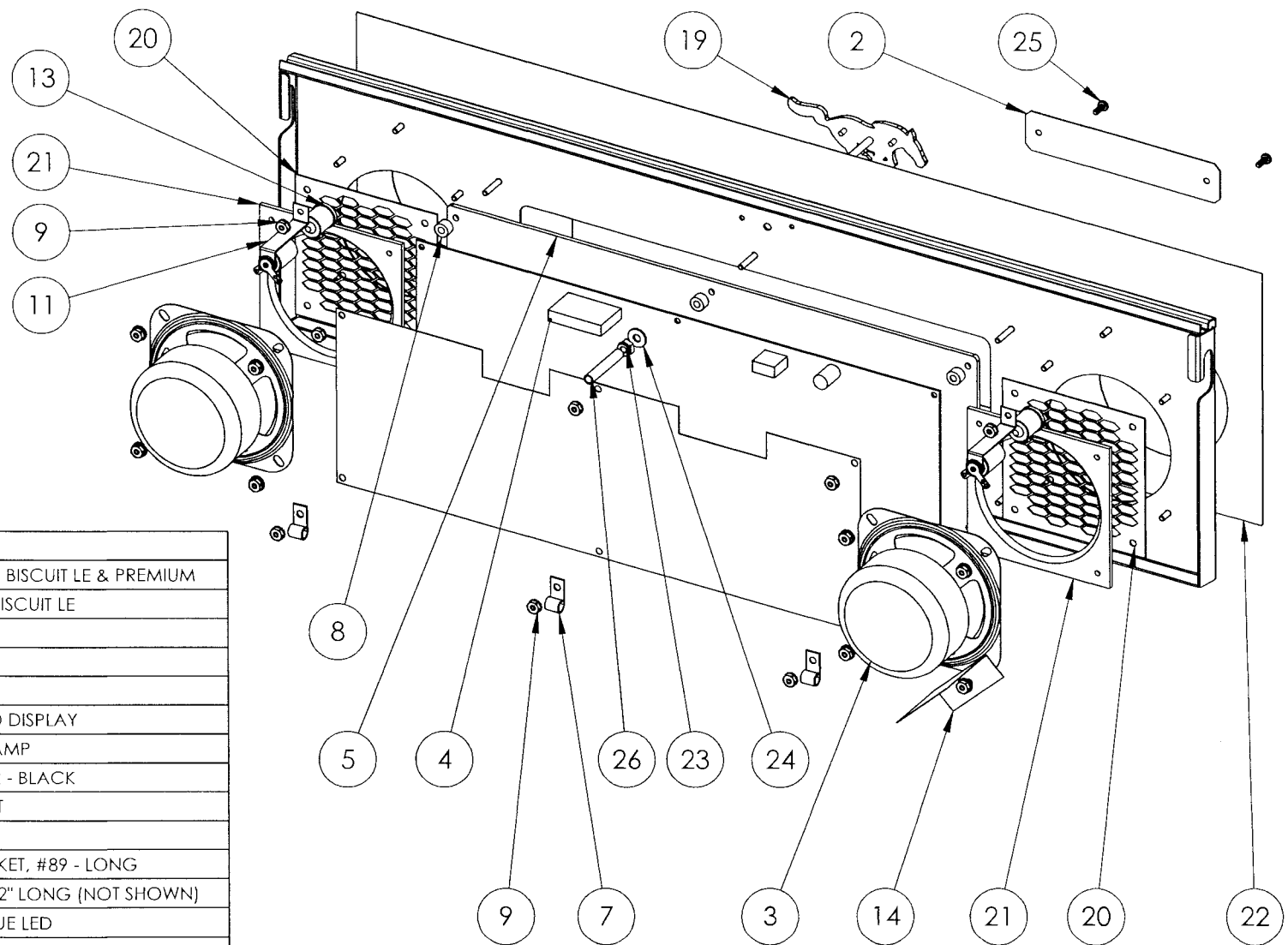
MUSTANG Premium Parts available through your Distributor:

Flipper Button Assy Yellow.....	500-5026-36
Leg Assy Assy Wrinkle Black.....	500-5921-50
Front Molding Wrinkle Black.....	515-8646-00
Left Side Wrinkle Black.....	535-0902-01-00
Right Side Wrinkle Black.....	535-0902-02-01
Pivot Hinge Right Wrinkle Black.....	535-7999-01
Pivot Hinge Left Wrinkle Black.....	535-7999-00
Bottom Arch Steel Satin Black.....	545-8406-11
Mustang Premium Backglass.....	830-52F3-00
Cabinet & Back-box Decals sold as a complete set.....	802-5001-F3
Consist of the following parts: 820-66F3-01 left back-box,820-66F3-02 right side back-box,820-66F3-03 left side cabinet,820-66F3-04 right side cabinet,820-66F3-05 front cabinet.	

ITEM	QTY.	PART NUMBER	DESCRIPTION
1	1	515-9695-00	BACK, BACK BOX
2	1	525-5831-03-17	SIDE PANEL-LEFT, LE BACK BOX
3	1	515-9694-00	BOTTOM BRKT: BACK BOX
4	1	525-5831-04-17	SIDE PANEL, RIGHT, BILL LE
5	1	355-6158-00	LOCK BB BLACK, Short
6	2	077-5214-01	FLUORESCENT BULB SOCKET - ROHS COMPLIANT
7	1	535-7739-00	FLUOR. LIGHT MTG BRKT, LEFT
8	1	535-7739-01	FLUOR. LIGHT MTG BRKT, RIGHT
9	2	254-5080-00	SPACER, #8-1/4"
10	2	040-5000-23	WIRE CLAMP, 1/4" CLOSED TAB
11	1	165-5011-01	STARTER: FLUORESCENT
12	2	535-0828-00	FLUOR ADAPTOR BRKT
13	2	545-7867-00	LOGO PLATE - BB
14	2	535-0829-00	SHIELD PLATE, BILL BB
15	1	820-6082-00	CAUTION HIGH VOLTAGE LABEL
16	1	820-6266-02	CAUTION, BALLAST LABEL
17	1	820-6384-00	BACKBOX FUSE LABEL
18	1	355-5168-00-NUT	NUT: LOCK
19	1	30-2227-02	CAM 1-1/2 X 1/4" OFFSET
20	1	Production Glass Assy	GLASS ASSY: GAME SPECIFIC, IN FINAL PACK
21	1	520-5240-00	520-5240-00
22	1	520-5352-01	520-5352-01
23	1	520-5352-02	520-5352-02
24	1		
25	1	010-5015-00	BALLAST CU452-W
26	20	240-5104-00	8-32 KEPS NUT
27	17	232-5301-00	SCREW, 8-32 X 3/8" PPH SEMS
28	1	237-5805-00	SCREW, #6 X 1/2" PPH AB B/O
29	4	040-5000-09	WIRE CLIP, 1" OPEN TAB
30	3	040-5000-06	1/2" CABLE CLAMP
31	4	237-5602-00	SCREW, 8-32 X 1/2" PPH MS, ZINC
32	2	040-5005-00	CABLE TIE - SCREW ON
33	6	237-6307-20	#6-32 TORX STAINLESS STEEL SCREW
34	8	232-5301-01	# 8-32 X 3/8" PPH MS SEMS SCREW - BLACK
35	12	254-5000-19	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/8"
36	2	254-5000-12	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 3/8"
37	28	240-5102-00	8-32 NYLON LOCK NUT
38	3	077-5106-00	2-LUG STAND-UP REV. MOUNT SHORT SOCKET
39	2	077-5102-00	STAND-UP SOCKET, #89 - LONG
40	2	113-5034-05	LAMP - #89: BLUE LED
41	3	113-5034-08	LAMP - #89: WHITE LED
42	2	820-66E6-XX	DECAL: BILL LE BB SIDE
43	1	535-0834-00	REAR GLASS CHANNEL: BILL LE
44	1	535-0835-00	GLASS CHANNEL FRONT, BILL LE
45	1	545-7876-00	7/8" HOLE PLUG, PLASTIC, BLACK
46	2	545-7878-01	"L" EXTRUSION
47	2	545-7878-02	"L" EXTRUSION
48	3	545-0745-00	FISH PAPER: BULB MOUNT
49	6	240-5008-00	# 6-32 KEPS NUT
50	6	242-5001-00	#6 WASHER
51	14	234-5001-02	SCREW, #6 X 1/2" HWH
52	2	237-6010-00	#8-32 X 3/4" HWH MS
53	8	234-5101-00	SCREW, #8 X 1/2" SLT HWH AB ZINC
54	1	500-9824-01	SPEAKER PANEL - BILL LE



500-9823.03
BACK BOX ASSEMBLY

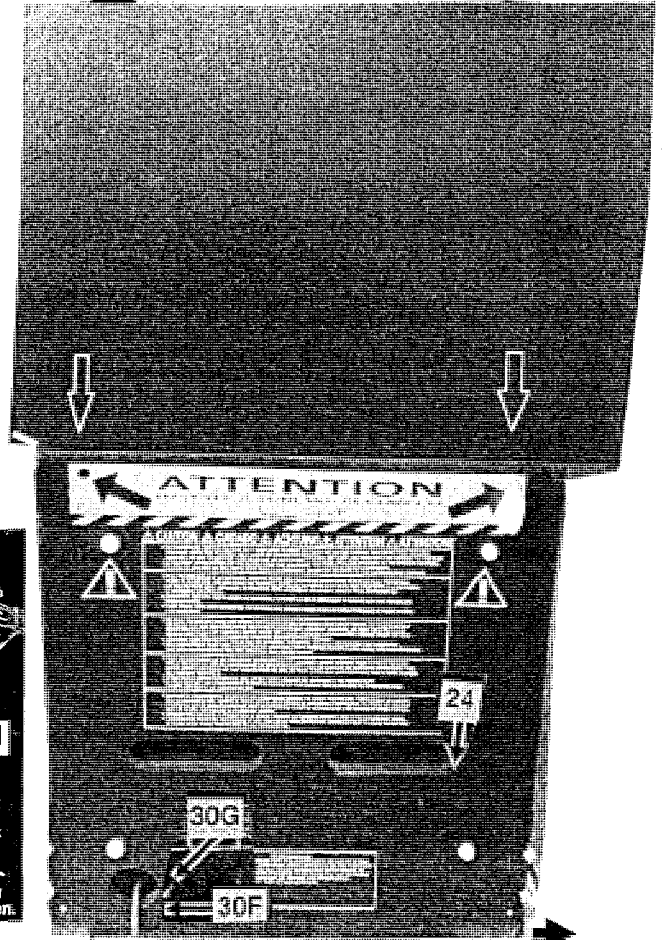
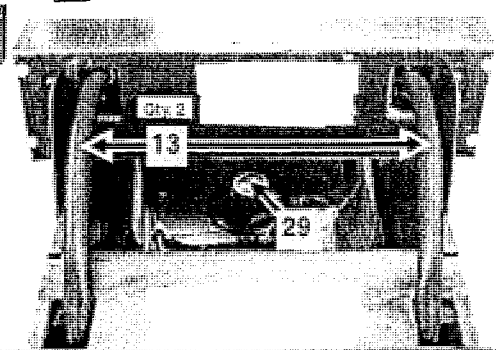
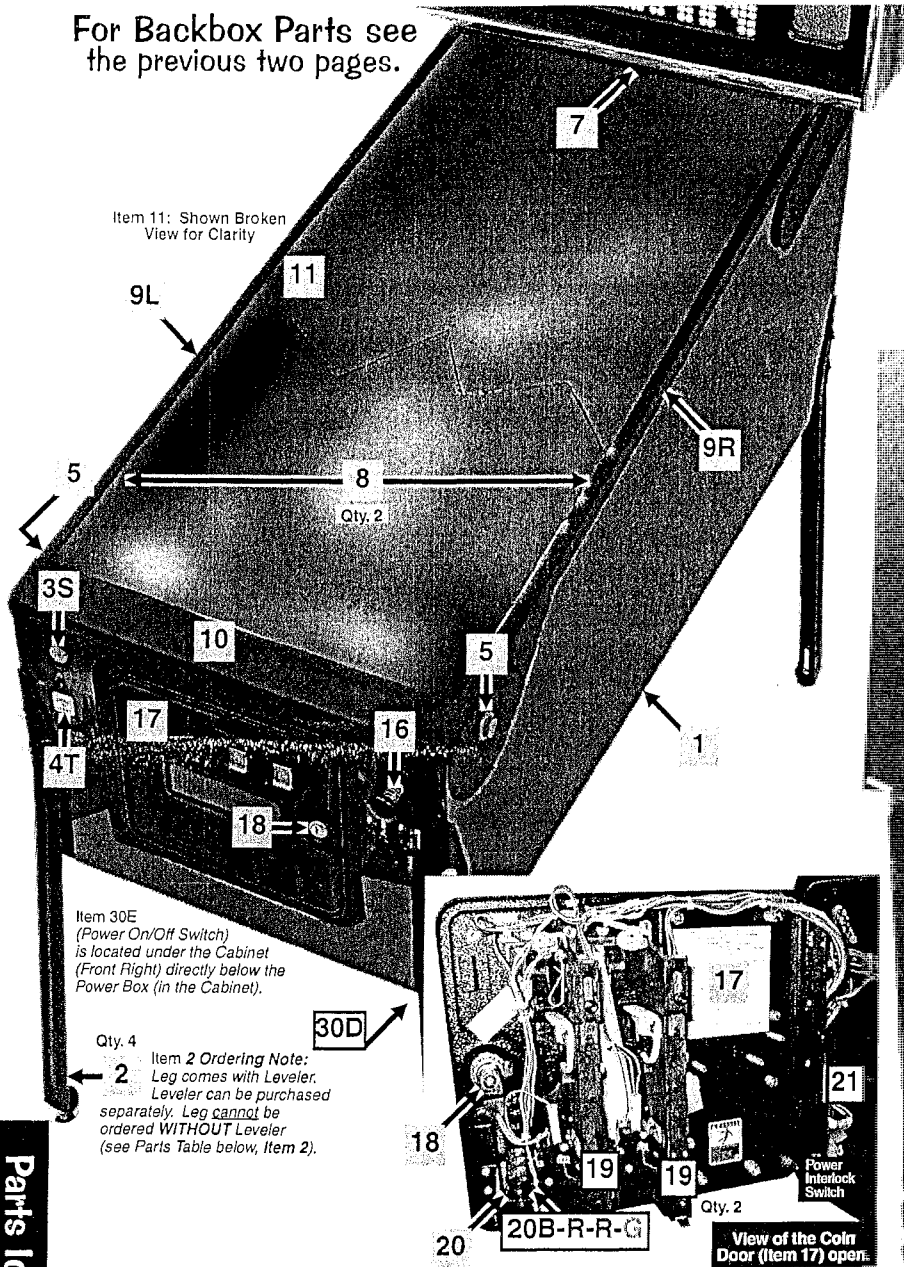


ITEM	QTY.	PART NUMBER	DESCRIPTION
1	1	515-9743-02	SPEAKER PANEL BISCUIT LE & PREMIUM
2	1	830-6943-00	NAME PLATE - BISCUIT LE
3	2	031-5004-02	SPEAKER
4	1	520-5052-15	LED DISPLAY
5	1	545-7849-01	DISPLAY LENS
6	1	545-7856-00	FISH PAPER: LED DISPLAY
7	3	040-5000-03	1/4" CABLE CLAMP
8	6	254-5000-09	NYLON SPACER - BLACK
9	16	240-5008-00	# 6-32 KEPS NUT
10	8	242-5001-00	#6 WASHER
11	2	077-5102-00	STAND-UP SOCKET, #89 - LONG
12	1	600-5006-12	GND CABLE - 12" LONG (NOT SHOWN)
13	2	113-5034-05	LAMP - #89: BLUE LED
14	1	545-7877-00	FISCHE PAPER
15	1	036-5260-33	14 PIN RIBBON (NOT SHOWN)
16	1	036-5452-02	2 SPKR IN SERIES (NOT SHOWN)
17	1	036-5520-00	LED DISPLAY 5V (NOT SHOWN)
18	1	036-5605-14-E6	LE SPEAKER FLASH LAMP
19	1	535-0876-00	MUSTANG EMBLEM
20	2	535-0878-00	SPEAKER GRILL - BISCUIT LE
21	2	545-7890-12	SPEAKER LOGO - FLUORESCENT BLUE
22	1	820-8335-00	BISCUIT PRO & LE
23	1	240-5206-00	#10-24 NYLON LOCK NUT
24	1	242-5010-00	#10 WASHER, .50 O.D. X .047 THK
25	2	237-6307-06	#6-32 TORX STAINLESS STEEL SCREW
26	1	605-5004-01	SHRINK TUBE

500-9852-02
SPEAKER PANEL ASSEMBLY
MUSTANG LE

Cabinet - Parts & Switches

For Backbox Parts see the previous two pages.



Parts Identification

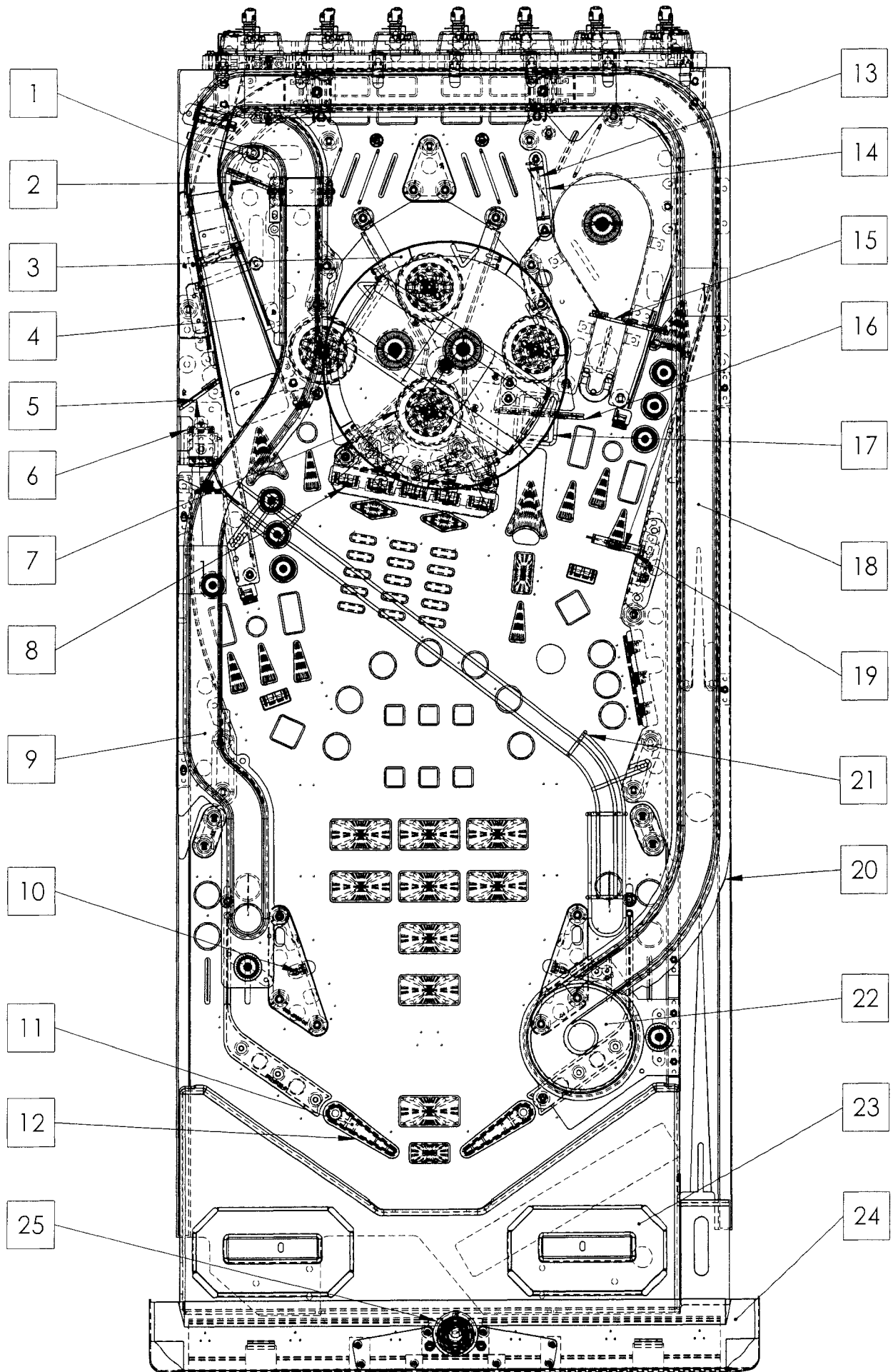
Nr.	CAB. PARTS & SWITCHES	QTY.	SPI PART Nr.
1	Screened Cabinet Mustang LE (No Parts)		525-5834-00
2	Tiger Drylac Blue Legs with leveler	4	500-5921-58
Item 2 is secured by: Leg Bolt Back Plate (535-5703-00) and Leg Bolt 3/8" X 16 X 2-1/2" Hex 5/8" Hd. (2/per) (231-5001-01) Leg Leveler ONLY (3/8"-16 X 3") (500-5017-00).			
3S	Start Button (Green Round) with Sw. + Lamp	1	500-6388-44-LED
4T	Tournament Button (Yel. Sq.), w/Sw. + Lamp		500-6587-06-TL
Item 3S & 4T includes the Switch & Lamp (No Wiring; desolder old wiring where required). Switch or Bulb replacement: U TWIST & LOCK (-TL) >> NO LAMP-IN << Assembly Parts Included: Microswitch (180-5174-00); #555 Wedge Base Clear Bulb (165-5002-00); If 4T is not desired, use optional Button Plug Black (500-6566-00). Requires 3-Lug Terminal Strip (055-5204-03) and Diodes, 1N4004 (Qty. 2) (112-5003-00) inside cabinet under button(s) for Lamp Operation (Diode for Switch, located on Switch.)			
5	Flipper Button (white) Assy (No Sw.)	2	500-5026-38
Item 5 is secured by: Pal Nut for Flipper Button (Metal) (Qty. 2/per) (240-5003-01) Pal Nut inside cabinet secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 1/per) (234-5101-00) and Washer (Zinc), .187" ID X .875" OD X .048" Thick (Qty. 1/per) (242-5059-00)			
6S	Flipper Switch Single Assembly	1	500-6889-01
Assembly Parts Included: Flipper Switch Stack Single (Paliney Contact) (180-5160-01) and Capacitor - Ceramic .05 Mfd 25 volt (130-5001-00) Item 6S/6D are secured to Cab. by: #6 X 1-1/4 SHWH AB (Zinc) (Qty. 2/per) (237-5959-00)			
6D	Flipper Switch Double Assembly	1	500-6890-01
Assembly Parts Included: Flipper Switch Stack Double (Paliney Contact) (180-5164-01) and Capacitor - Ceramic .05 Mfd 25 volt (130-5001-00) Item 6S/6D are secured to Cab. by: #6 X 1-1/4 SHWH AB (Zinc) (Qty. 2/per) (237-5959-00)			

Nr.	CAB. PARTS & SWITCHES	QTY.	SPI PART Nr.
7	Rear Glass Channel 20-3/8" Length	1	545-5038-00
8	Plastic Channel 42-5/8" Lg. (Left/Rt.)	2	545-5017-00
9L	Side Armor (Left)	1	535-0678-01
9R	Side Armor (Right)	1	535-0678-02
Items 9L & 9R are secured @ front & side by: Pem Stud 1/4 X 1" Flange Head Black (Qty. 1/per) (237-6116-01), 1/4-20 Flange Nut (Qty. 1/per) (240-5300-00) and #8 X 1/2" T20 Tamper Proof Black (Qty. 5/per) (237-6173-05); @ rear (backbox) by: #10-24 X 1" Sq. Neck Carrg. Bolt Black (Qty. 1/per) (231-5021-00) and #10-24 Hex Nut (Qty. 1/per) (240-5202-00)			
10	Front Molding (Tiger Drylac Blue) < W/Button Hole >	1	515-8646-58
Item 10 includes: Self-Adhesive Foam Rubber 3/8" X 3/16" X 20-3/8" (3") (626-5001-00) Items 10 works with Item 22 (next page) ONLY.			
11	Playfield Glass (Tempered) 21" X 43" X 3/16"	1	660-5001-00
13	Corrugated Tubing Black 1"ø x 2.6" Lg.	1	605-5008-03
Above Item 13 covers the Cable Wiring Harnesses going into the Backbox from the Cabinet.			
16	Ball Shooter (Plunger) Assembly	1	500-6146-00-07

Main Playfield Top Parts

01.Upper Ramp Assy	1	500-9837-00
02.Ramp Flash Billboard Assy	1	511-7552-33
03.Turntable Assy (Reference-Top & Bottom)	1	516-6780-00
04.Lower Ramp Assy	1	500-9837-01
05.Jackpot Billboard Assy	1	511-7552-19
06.Ball Diverter Assy	1	500-9849-00
07.Pop Bumper Top Assy(511-7552-15 Plas)	4	516-0033-02
08.Buty Assy #13	1	511-7552-13
09.Left Plastic Ramp Assy	1	545-7851-01
10.Slingshot Assy (Reference Bottom)	2	500-5849-01-ND
11.Flipper Bat (Yellow)	2	515-5133-06
12.Flipper Bat Rubber (Black)	2	545-5277-00
13.1-way Gate Wireform	1	535-0885-00
14.Wire Gate Shield	1	535-9075-00
15.180° Billboard Assy	1	511-7552-21
16.VUK Billboard Assy	1	511-7552-36
17.VUK Hole Protector	1	535-0896-00
18.Shooter Lane Metal Ramp	1	535-0845-01
19.Spinner Assy	1	511-5113-00
20.Right Plastic Ramp Assy	1	545-7858-00
21.Wire Ramp Weldment	1	535-0850-01
22.Plastic Bonus Bowl Assy	1	545-7858-01
23.Bottom Arch Steel (Satin Black)	1	535-8406-11
24.Front Molding Assy (Button Hole)	1	500-9838-75
25.Front Molding Assy Button	1	515-7791-00

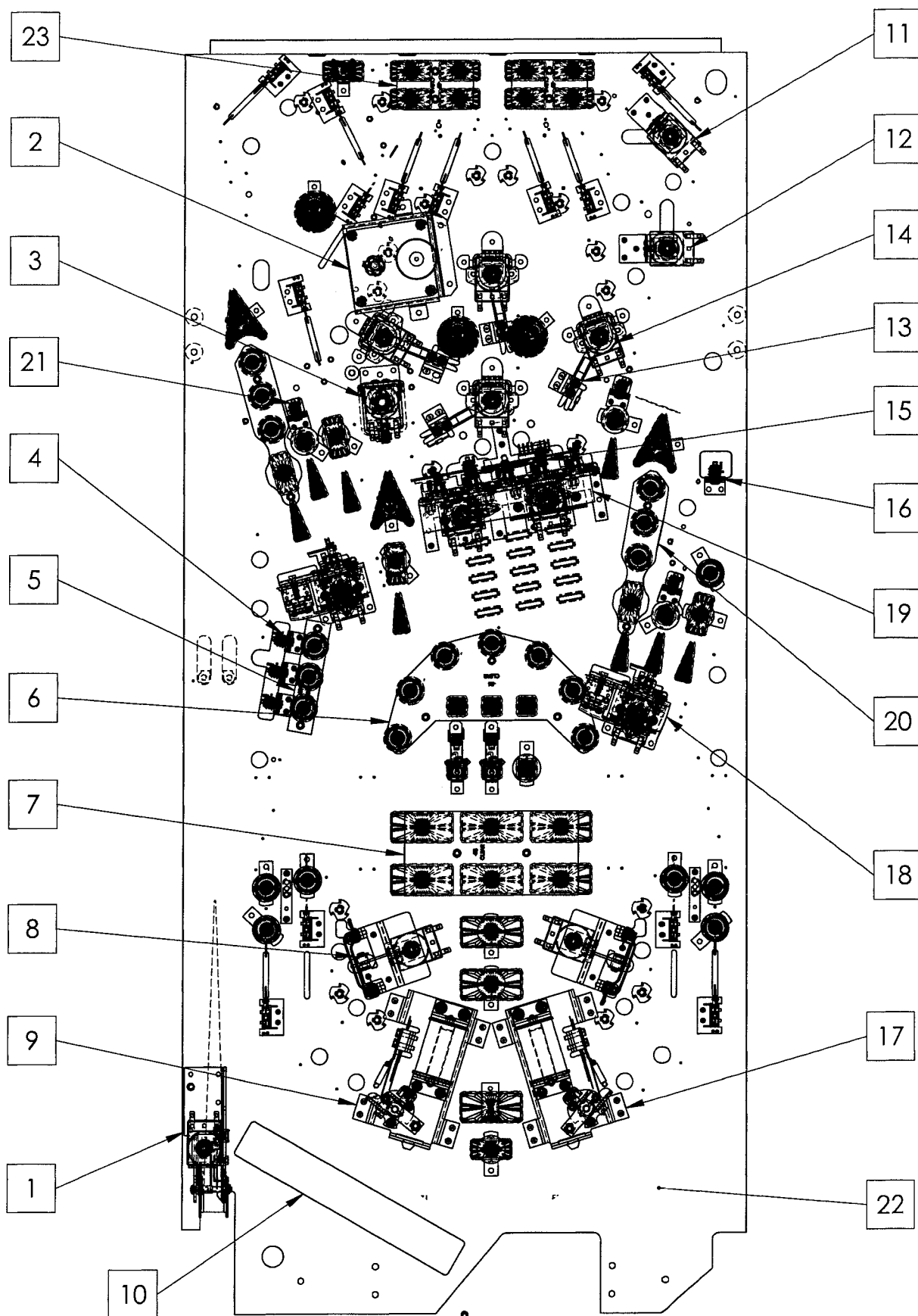
Playfield Top Parts



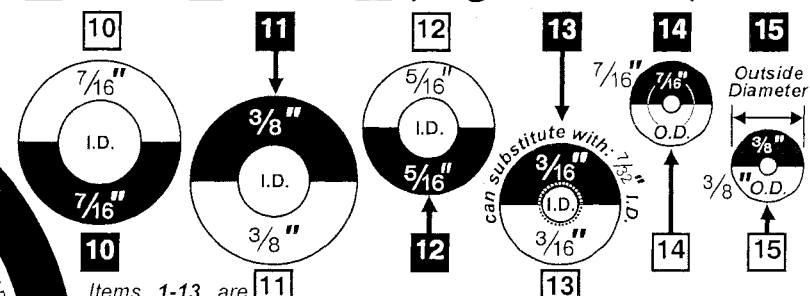
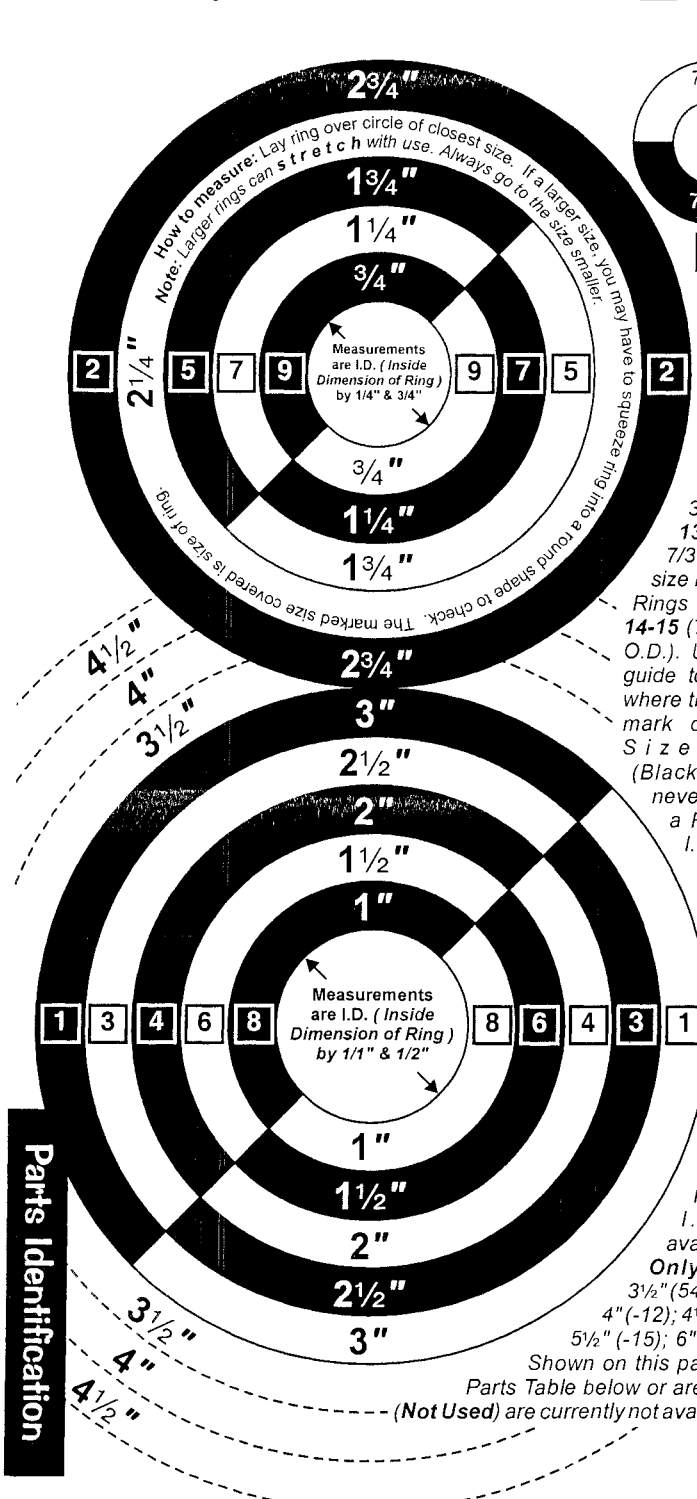
Main Playfield Bottom Parts

01.Autoplunger Assy	1	500-9818-00
02.Turntable Assy (Reference)	1	516-6780-00
03.Eject VUK (Vertical Up Kicker)	1	500-6846-02
04.1" S/U Tgt Assy (White)	3	500-5232-02
05.Buty Assy #25	1	511-7522-25
06.Buty Assy #26	1	511-7522-26
07.Buty Assy #28	1	511-7522-28
08.Slingshot Assy (26-1200)	2	500-5849-01-ND
09.Right Flipper Assy (09-5032-ND)	1	500-6543-02-ND
10.6-Ball Trough Assy	1	500-6318-16-ND
11.Upper Ramp Actuator Assy	1	500-9871-00
12.Lower Ramp Actuator Assy	1	500-9871-01
13.Pop Bumper Sw Assy	4	515-6459-09
14.Pop Bumper Bottom Assy	4	515-6459-09
15.Dual 1-1/2" S/U Tgt Assy	1	500-9870-00
16.1" S/U Tgt Assy (Purple)	1	500-6984-09
17.Left Flipper Assy (09-5020-30-ND)	1	500-6543-13-ND
18.1-Bank Drop Tgt Assy (W/Trip Coil)	2	500-9826-01
19.5-Bank Drop Tgt Assy	1	500-7216-05
20.Buty Assy #30	2	511-7552-30
21.1/2" S/U Tgt Assy (Purple)	3	500-6985-09
22.P/F Support Brkt	2	535-6862-05
23.Buty Assy #29	2	511-7552-29

Playfield Bottom Parts



Playfield - Rubber Parts Black ■, White □ & Blue ■ (Rings Actual Size) †



Items 1-13 are measured by the Inside Diameter (I.D.). Items 1-9 and 11 are approximately 1/4" thick. Items 10, 12-15 are approximately 3/16" thick. Item 13 can also be a 7/32" I.D. Ring. The size is imprinted on all Rings except for Items 14-15 (7/16" O.D. & 3/8" O.D.). Use this page as a guide to measure rings where the size imprint or mark does not exist. Size 2 1/4" I.D. (Black or White) was never used. Choose a Ring Size +/- 1/4" I.D. if required.

Note: Sizes larger than 3" I.D. currently available in **Black Only (Not Used)**: 3 1/2" (545-5348-11); 4" (-12); 4 1/2" (-13); 5" (-14); 5 1/2" (-15); 6" (-16). Sizes Not Shown on this page, listed in the Parts Table below or are noted with N/U (Not Used) are currently not available.

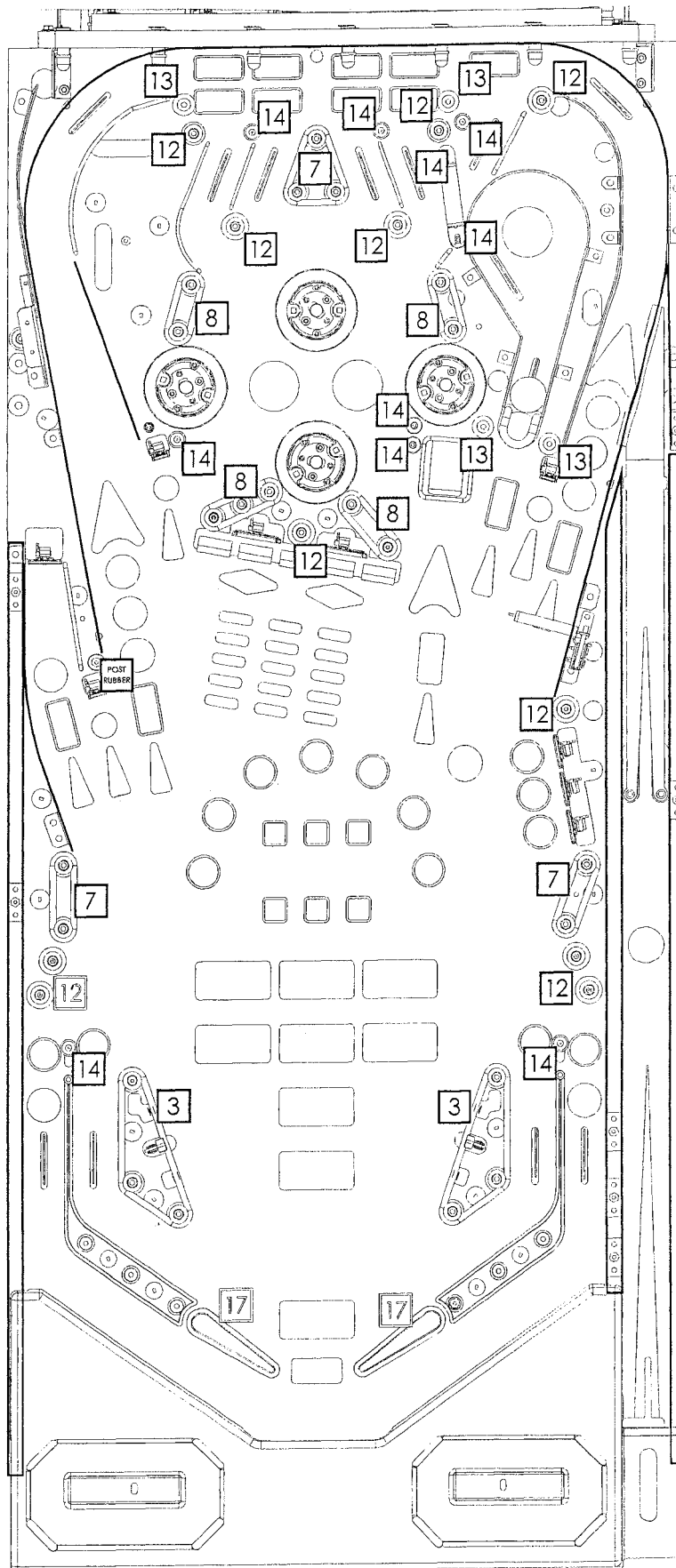
Nr.	RUBBER RINGS	QTY.	SPI PART Nr.
1	3" I.D. Rubber Ring BLACK		545-5348-10
	3" I.D. Rubber Ring WHITE		545-5348-60
2	2 3/4" I.D. Rubber Ring BLK		545-5348-20
		N/U	
3	2 1/2" I.D. Rubber Ring BLK	2	545-5348-09
	2 1/2" I.D. Rubber Ring WHT		545-5348-59
4	2" I.D. Rubber Ring BLACK		545-5348-08
	2" I.D. Rubber Ring WHITE		545-5348-58
5	1 3/4" I.D. Rubber Ring BLK		545-5348-21
		N/U	
6	1 1/2" I.D. Rubber Ring BLK		545-5348-07
	1 1/2" I.D. Rubber Ring WHT		545-5348-57
7	1 1/4" I.D. Rubber Ring BLK	3	545-5348-06
	1 1/4" I.D. Rubber Ring WHT		545-5348-56
8	1" I.D. Rubber Ring BLACK	4	545-5348-05
	1" I.D. Rubber Ring WHITE		545-5348-55
9	3/4" I.D. Rubber Ring BLACK		545-5348-04
	3/4" I.D. Rubber Ring WHITE		545-5348-54
10	7/16" I.D. Rubber Ring BLK		545-5348-18
	7/16" I.D. Rubber Ring WHT		545-5348-68
11	3/8" I.D. Rubber Ring BLACK		545-5348-03
	3/8" I.D. Rubber Ring WHITE	N/U	545-5348-53
12	5/16" I.D. Rubber Ring BLK	9	545-5348-02
	5/16" I.D. Rubber Ring WHT		545-5348-52
13	3/16" I.D. Rubber Ring BLK	4	545-5348-01
	3/16" I.D. Rubber Ring WHT		545-5348-51
14	7/16" O.D. Rubber Ring BLK	10	545-5348-17
	7/16" O.D. Rubber Ring WHT		545-5348-67
			Note: Item 14, 7/16" O.D. Black Rings (Qty. 44 of 49) are used to cushion the Bayonet Sockets under the playfield (between bracket & playfield).
15	3/8" O.D. Rubber Ring BLK		545-5348-19
	3/8" O.D. Rubber Ring WHT		545-5348-69
16	Small Flipper BLACK Ring (Soft Duro)		545-5207-00
	Small Flipper RED Ring (Soft Duro)		545-5207-22
	Large Flipper BLACK Ring (50 Duro)	2	545-5277-00
	Large Flipper YELLOW Ring (50 Duro) (use -06 40 Duro)		545-5277-04
17	Large Flipper WHITE Ring (50 Duro)		545-5277-08
	Large Flipper RED Ring (Soft Duro)		545-5277-22

Take Note:

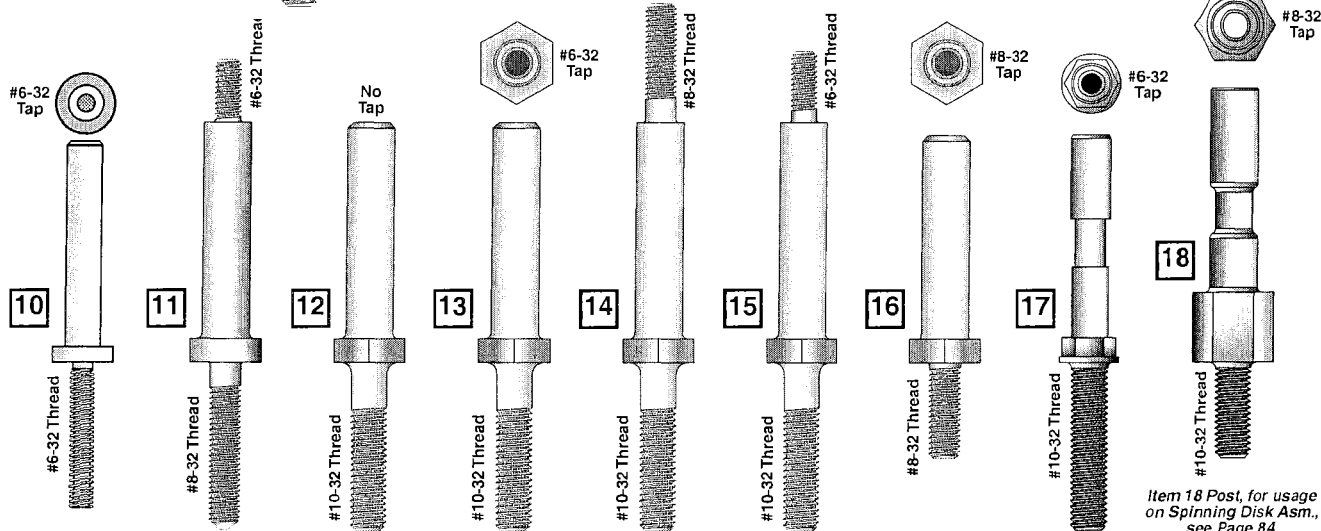
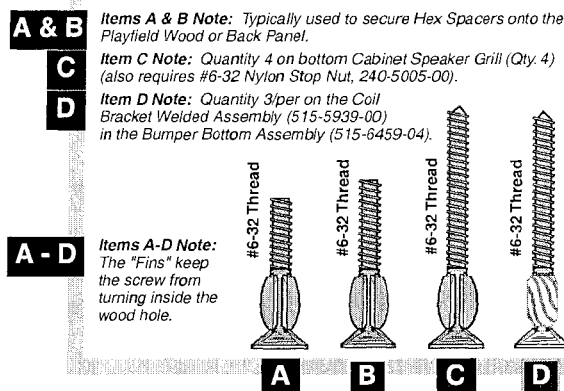
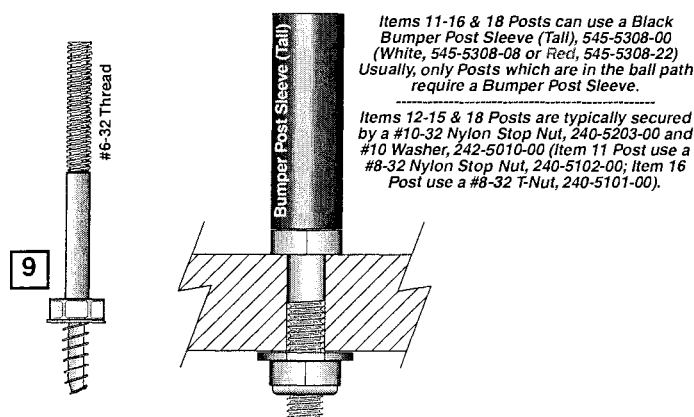
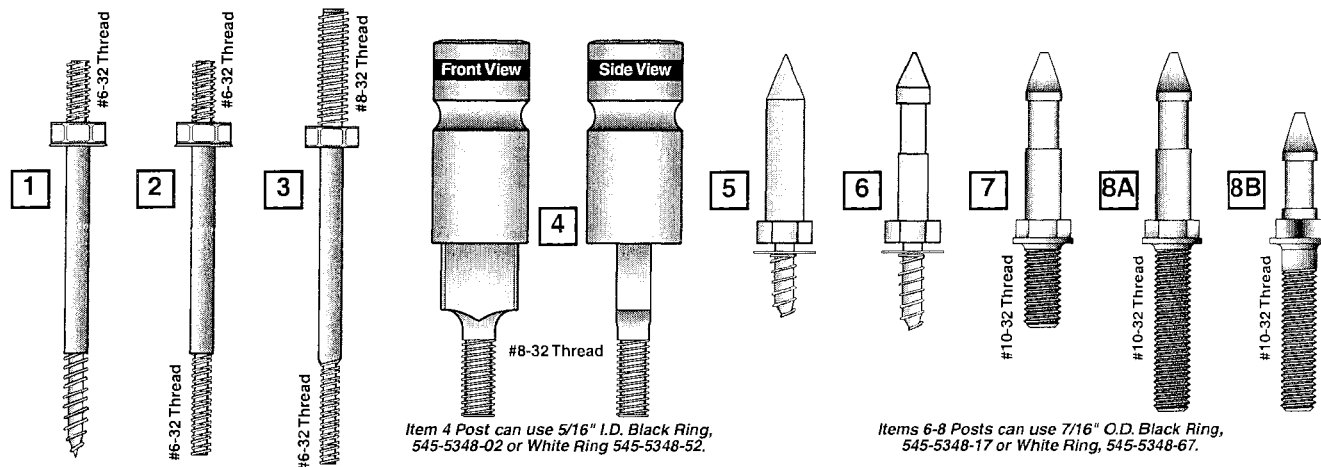
For Blue Rubber Pads, see the next page and/or the Blue Pages for the assembly the pads are found on for the part number.

Nr.	RUBBER BUMPER PADS	QTY.	SPI PART Nr.	Nr.	RBR. BUMPER POST SLVS.	QTY.	SPI PART Nr.
A*	Bumper BLK Pad (Lg. w/ grommet)	4	545-5428-00	D*	Bumper BLACK Post Sleeve (Tall)		545-5308-65
	Item A are located on Flipper Assemblies. See next page for location.				Item D in RED use 545-5308-22; Item D in WHITE use 545-5308-08.		
B*	Bumper BLK Pad (Sm. w/ grommet)		545-5105-00	E*	Bumper Post Sleeve (Short)		545-5151-00
	Item B are located on multiple assemblies. See next page for location.						

Playfield Rubber Parts



Playfield - Metal Posts & Fin Shank Screws (Actual Size) †



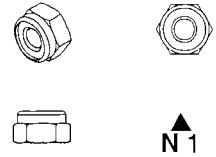
Parts Identification

Nr.	METAL POSTS	SPI PART Nr.	Nr.	METAL POSTS	SPI PART Nr.
1	Post [Fasten] #6-32 Thread // Wood Screw	530-5010-02	12	Post [Hex Base] NO TAP // 10-32 Thread	530-5332-00
2	Post [Fasten] #6-32 Thread // #6-32 Thread	530-5012-02	13	Post [Hex Bs.] #6-32 TAP // #10-32 Thread	530-5332-01
3	Post [Fasten] #8-32 Thread // #6-32 Thread	530-5008-00	14	Post [Hex Bs.] #8-32 Thread // #10-32 Thr.	530-5332-02
4	Post Brass [Adjustable, Sliding] #8-32 Thread	530-5621-00	15	Post [Hex Bs.] #6-32 Thread // #10-32 Thr.	530-5332-03
5	Mini-Post Wood Screw (no cut-away)	530-5004-01	16	Post [Hex Bs.] #8-32 TAP // #8-32 Thread	530-5332-04
6	Mini-Post Wood Screw	530-5004-00	17	Post [Hex Bs.+Groove] #6-32 TAP // #10-32 Thr.	530-5679-00
7	Mini-Post Machine Scr. // #10-32 .4" Thread	530-5005-01	18	Post [Hex Bs.+Groove] #8-32 TAP // #10-32 Thr.	530-5753-00
8A	Mini-Post MS // #10-32 .875" Thread	530-5005-00			
8B	Mini-Post Short MS // #10-32 .875" Thread	530-5749-00			
9	Post [Fasten] #6-32 Thread // Wood Screw	530-5263-01			
10	Post #6-32 Tap // #6-32 Thread	530-5127-00			
11	Post [Fasten] #6-32 Thread // #8-32 Thread	530-5007-00			
			Nr.	FIN SHANK SCREWS	SPI PART Nr.
			A	#6-32 X 3/4" Fin Shank Screw	237-5921-02
			B	#6-32 X 7/8" Fin Shank Screw	237-5921-04
			C	#6-32 X 1 1/4" Fin Shank Screw	237-5883-00
			D	#6-32 X 1 3/16" Spiral Fin Shank Screw	237-5957-00

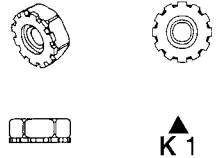
NOT ALL PARTS LISTED ABOVE ARE USED ON THIS GAME (QUANTITIES PER GAME WILL DIFFER).
COMPARE ACTUAL PART ON GAME TO ABOVE DRAWINGS TO IDENTIFY THE PART NUMBER REQUIRED.

Playfield - Nylon Stop, KEPS, Hex, T-, Flange, Pal* & Wing Nuts* (Actual Size) †

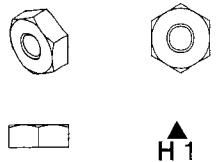
Nr.	NYLON STOP NUTS*	SPI PART Nr.
N1	#6-32 Nylon Stop Nut	240-5005-00
N2	#6-32 N.S. Nut (with 1/4" Hex Body)	240-5010-00
N3	#8-32 Nylon Stop Nut	240-5102-00
N4	#10-32 Nylon Stop Nut	240-5203-00
N5	#10-24 Nylon Stop Nut	240-5206-00
<i>Item N5 used with #10-24 X 1-3/4" Carriage Bolt Square Neck Black (231-5022-00) located in the Cabinet for the Roto Lock (Male) (355-5006-01).</i>		
N6	#4-40 Nylon Stop Nut	240-5303-00
N7	#4-40 (18/8 Stainless) Nylon Stop Nut	240-5303-01
N8	5/16"-18 Nylon Stop Nut	240-5316-00



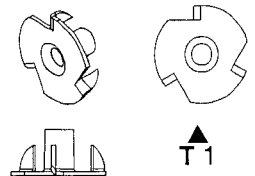
Nr.	KEPS NUTS*	SPI PART Nr.
K1	#6-32 Keps Nut (with Star Washer)	240-5008-00
K2	#6-32 Keps Nut (with 1/4" Hex Body)	240-5011-00
K3	#8-32 Keps Nut	240-5104-00
K4	#10-32 Keps Nut	240-5208-00
K5	#10-24 Keps Nut	240-5207-00
K6	#4-40 Keps Nut	240-5318-00



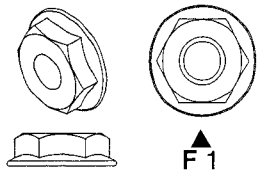
Nr.	HEX NUTS*	SPI PART Nr.
H1	#6-32 Hex Nut (No Star Washer)	240-5004-00
H2	#8-32 Hex Nut	240-5103-00
H3	#10-32 Hex Nut	240-5201-00
H4	#10-24 Hex Nut	240-5202-00
<i>Item H4 used with #10-24 X 1" Carriage Bolt Square Neck Black (231-5021-00) located in the Cabinet for the Side Armor Rear (towards Backbox).</i>		
H5	#10-32 X 3/8" Hex Nut	240-5209-00
H6	3/4-16 Hex Nut	240-5315-00
H7	#2-56 Hex Nut	240-5301-00
H8	7/8"-14 Hex Nut	240-5317-00



Nr.	T-NUTS*	SPI PART Nr.
T1	#6-32 T-Nut	240-5002-00
T2	#6-32 T-Nut (with Side Cut Off)	240-5002-01
T3	#8-32 T-Nut	240-5101-00
T4	#10-32 (Black Oxide) T-Nut	240-5007-00
T5	#10-32 T-Nut (with Side Cut Off)	240-5205-00
T6	#10-32 X 5/16" 3-Prong T-Nut	240-5204-00
T7	#10-24 T-Nut	240-5200-00



Nr.	FLANGE NUT*	SPI PART Nr.
F1	1/4" X 20 Flange Nut	240-5300-00
<i>Item F1 used with 1/4-20 X 1-1/4 Sq. Neck Carriage Bolt Black (231-5003-00) located in the Cabinet for the Side Armor (Front) and Pivot Hinges.</i>		



Nr.	PAL NUTS*	SPI PART Nr.
P1	Plastic Pal Nut (on Flipper Buttons)	240-5003-00
P2	Metal Pal Nut (on Flipper Buttons)	240-5003-01



* Not Shown

Nr.	WING NUTS*	SPI PART Nr.
W1	#6-32 Wing Nut	240-5001-00
W2	#8-32 Wing Nut	240-5100-00
W3	#10-24 Wing Nut	240-5211-00
W4	1/4"-20 Wing Nut	240-5302-00
W5	1/4"-20 Toggle Wing	240-5324-00

* Not Shown

Parts Identification

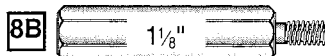
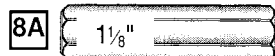
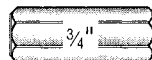
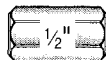
NOT ALL PARTS LISTED ABOVE ARE USED ON THIS GAME (QUANTITIES PER GAME WILL DIFFER).
COMPARE ACTUAL PART ON GAME TO ABOVE DRAWINGS TO IDENTIFY THE PART NUMBER REQUIRED.

Playfield Top - Hex Spacers (Actual Size) †

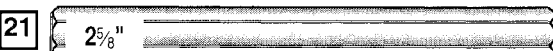
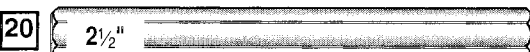
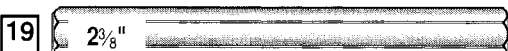
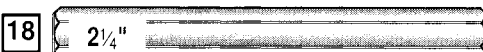
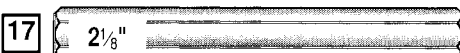
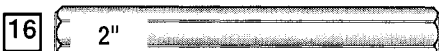
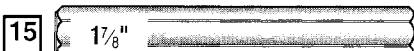
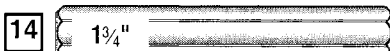
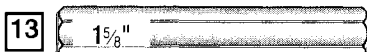
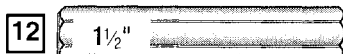
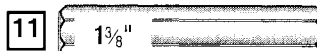
Hex Spacers:

#6-32

Tap



example of "Bs"
with Male #6-32 Thread
1-end, #6-32 Tap on other.



‡ Hex Spacers *Not Used* in current games may no longer be available. Choose an available size (+/-) and compensate with washers or other spacers.

☒ Hex Spacer Nut 1/5" O.D. X 1/4"-20 BO (254-5042-00) (Qty. 2)
(with Pivot Hinges Item 29L/R, Page 43, Backbox Parts).

☒ Hex Spacer (254-5052-00) (Qty. 4)

Item 42 Hex Spacer 1/2" X 1/4" #6-32 M/F (Qty. 0) (254-5049-03)

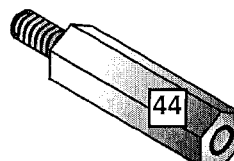
Item 43 Hex Spacer 1-1/2" X 1/4" #6-32 M/F (Qty. 1) (254-5049-09)



3 1/4" - 26 27 - 3 1/2"

3 1/8" - 25 28 - 3 5/8"

3" - 24 29 - 3 3/4"



Item 44 Hex Spacer
1.13" X .31" #8-32 M/F
(Qty. 0) (254-5050-00)
Not Used This Game

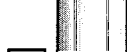
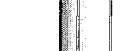
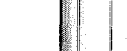
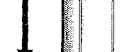
30 - 4"

31 - 4 1/8"

32 - 4 1/4"

33 - 4 3/8"

34 - 5 1/4"



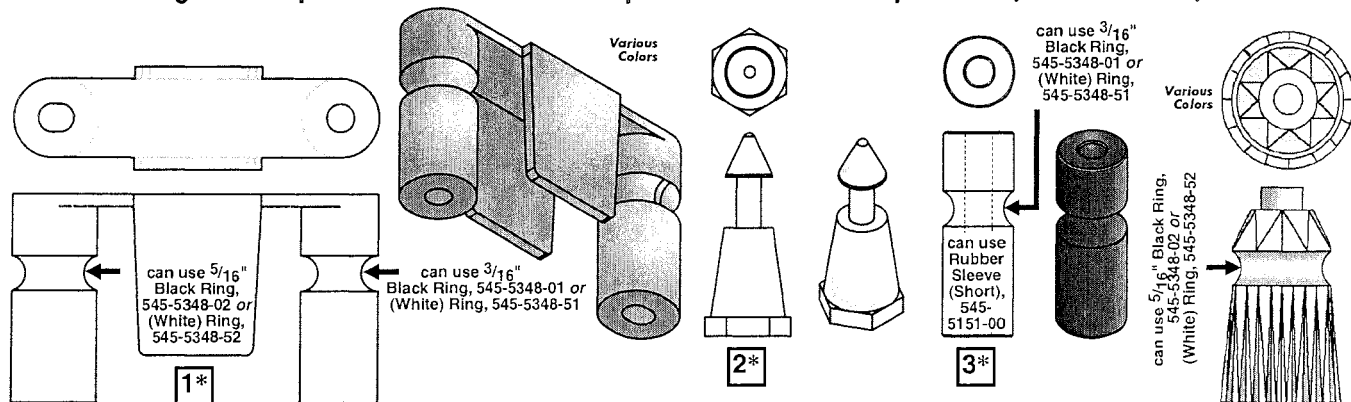
A Standard USA 9 Inch Ruler
is provided on the back cover.

Parts Identification

Nr.	HEX SPACERS	SPI PART Nr.	Nr.	HEX SPACERS	SPI PART Nr.
1	1/4" X 1/4" : #6-32 Tap (both ends)	254-5008-00	19	2 3/8" X 1/4" : #6-32 Tap (both ends)	254-5008-28
2	3/8" X 1/4" : #6-32 Tap (both ends)	254-5008-12	20	2 1/2" X 1/4" : #6-32 Tap (both ends)	254-5008-16
3A	1/2" X 1/4" : #6-32 Tap (both ends)	254-5008-03	21	2 5/8" X 1/4" : #6-32 Tap (both ends)	254-5008-08
3B*	Identical to 3A with #6-32 Thread end	254-5024-03	22	2 3/4" X 1/4" : #6-32 Tap (both ends)	254-5008-15
4A	5/8" X 1/4" : #6-32 Tap (both ends)	254-5008-02	23	2 7/8" X 1/4" : #6-32 Tap (both ends)	254-5008-31
4B*	Identical to 4A with #6-32 Thread end	254-5024-02	24	3" X 1/4" : #6-32 Tap (both ends)	254-5008-14
5	3/4" X 1/4" : #6-32 Tap (both ends)	254-5008-04	25	3 1/8" X 1/4" : #6-32 Tap (both ends)	254-5008-19
6A	7/8" X 1/4" : #6-32 Tap (both ends)	254-5008-05	26	3 1/4" X 1/4" : #6-32 Tap (both ends)	254-5008-26
6B*	Identical to 6A with #6-32 Thread end	254-5024-05	27	3 1/2" X 1/4" : #6-32 Tap (both ends)	254-5008-27
7	1" X 1/4" : #6-32 Tap (both ends)	254-5008-06	28	3 5/8" X 1/4" : #6-32 Tap (both ends)	254-5008-25
8A	1 1/8" X 1/4" : #6-32 Tap (both ends)	254-5008-17	29	3 3/4" X 1/4" : #6-32 Tap (both ends)	254-5008-36
8B	Identical to 8A with #6-32 Thread end	254-5024-17	30	4" X 1/4" : #6-32 Tap (both ends)	254-5008-21
9	1 1/4" X 1/4" : #6-32 Tap (both ends)	254-5008-11	31	4 1/8" X 1/4" : #6-32 Tap (both ends)	254-5008-23
10	1 5/16" X 1/4" : #6-32 Tap (both ends)	254-5008-34	32	4 1/4" X 1/4" : #6-32 Tap (both ends)	254-5008-30
11 ‡	1 3/8" X 1/4" : #6-32 Tap (both ends)	254-5008-33	33	4 3/8" X 1/4" : #6-32 Tap (both ends)	254-5008-29
12	1 1/2" X 1/4" : #6-32 Tap (both ends)	254-5008-09	34	5 1/4" X 1/4" : #6-32 Tap (both ends)	254-5008-35
13 ‡	1 5/8" X 1/4" : #6-32 Tap (both ends)	254-5008-13	35	1 1/4" X 5/16" : #6-32 Tap (both ends)	254-5018-09
14	1 3/4" X 1/4" : #6-32 Tap (both ends)	254-5008-10	36	1 3/4" X 5/16" : #6-32 Tap (both ends)	254-5018-06
15 ‡	1 7/8" X 1/4" : #6-32 Tap (both ends)	254-5008-20	37	2" X 5/16" : #6-32 Tap (both ends)	254-5018-07
16	2" X 1/4" : #6-32 Tap (both ends)	254-5008-07	38	4" X 5/16" : #6-32 Tap (both ends)	254-5018-03
17	2 1/8" X 1/4" : #6-32 Tap (both ends)	254-5008-32	39	4 5/16" X 5/16" : #6-32 Tap (both ends)	254-5018-00
18	2 1/4" X 1/4" : #6-32 Tap (both ends)	254-5008-18	40	4.92" X 5/16" : #6-32 Tap (both ends)	254-5018-04

NOT ALL PARTS LISTED ABOVE ARE USED ON THIS GAME (QUANTITIES PER GAME WILL DIFFER).
COMPARE ACTUAL PART ON GAME TO ABOVE DRAWINGS TO IDENTIFY THE PART NUMBER REQUIRED.

Playfield Top - Plastic Posts & Spacers & Metal Spacers (Actual Size) †



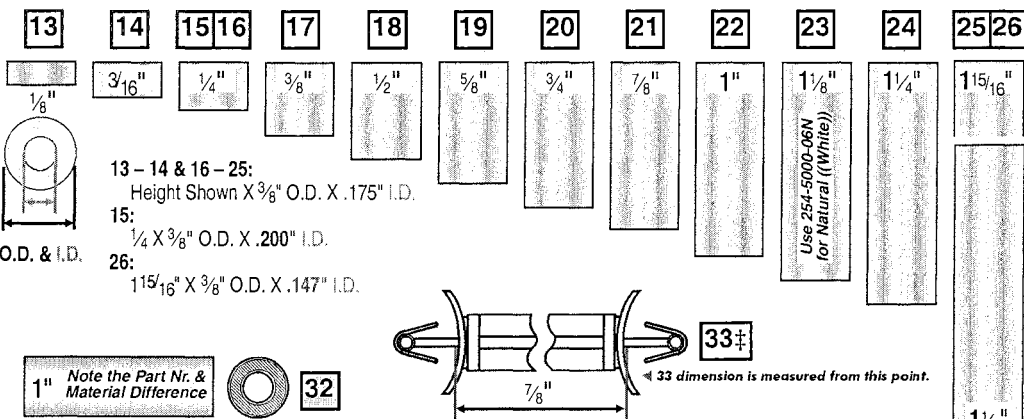
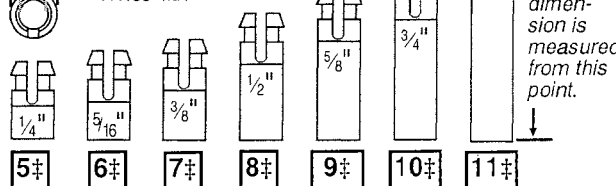
PLASTIC PART COLOR CHART

Nr.	Color	Nr.	Color	Nr.	Color
-00	Black	-06	Yellow	-12	Fluor. Blue
-01	Clear	-07	Orange	-13	Teal Green
-02	Red	-08	(White)	-14	(Gray)
-03	Amber	-09	Purple	-15	Luminescent
-04	Green	-10	Fluor. Org.	-16	Gold
-05	Blue	-11	Fluor. Green		

* Items 1 & 5 come in various colors. The "-XX" (the last 2-Digits in the Part Number), should be replaced with the desired 2-Digit number from the above Color Chart (may not be available in every color; other colors used in prior games may no longer be available.) Call for availability.

O.D. & I.D.

5-11:
Height Shown X 9/32" O.D.
X .153" I.D.



Nr.	PLASTIC POSTS & SPACERS	SPI PART Nr.	Nr.	PLASTIC POSTS & SPACERS	SPI PART Nr.
1**	Top Lane Plastic Mini-Lite Hood (XX-Color)	550-5061-XX	21	7/8" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-11
2**	Mini-Jewel Plastic Post (XX-Color)	550-5052-XX	22	1" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-04
3**	11/16" 1-Groove Plastic Post (XX-Color)	550-5059-XX	23	1 1/8" X 3/8" O.D. X .175" I.D. Pls. Spcr. (Gray)	254-5000-06
Item 3 Only: Use Part Number (550-5059-00) for color Black.			Item 23 Only: Add the letter "N" for color Natural (if available) or "B" for color Black.		
4**	1-Groove Jewel Plastic Post (XX-Color)	550-5034-XX	24	1 1/4" X 3/8" O.D. X .175" I.D. Pls. Spcr. (Gray)	254-5000-05
Items 3 & 4 typically sec'd by: Post Fastening Scr. #6-32 Top / #6-32 Bot. (530-5012-02). Use Color Chart above for last 2-digits. Not all colors are available.			25	1 1/2" X 3/8" O.D. X .175" I.D. Pls. Spcr. (Gray)	254-5000-08
Items 1-4 Note: Use Color Chart above for last 2-digits. Not all colors are available.			26	1 5/16" X 3/8" O.D. X .147" I.D. Plastic Spacer (Gray)	254-5000-15
5 ‡	1/4" Self Retain. Plastic Spacer (White)	254-5007-02	Items 13-26 Only: Spacers may also be Black in color (random from vendor).		
6 ‡	9/16" Self Retain. Plastic Spacer (White)	254-5007-05	Not Shown and listed for reference only: 254-5000-10: 2 1/2" X 3/8" O.D. X .175" I.D. -13: 5/16" X 1/4" X .147"; -16: 5/16" X 5/16" X .190"; -17: 1 3/4" X 3/8" O.D. X .175" I.D.		
7 ‡	3/8" Self Retain. Plastic Spacer (White)	254-5007-01	27	1/4" X 5/16" O.D. X .144" I.D. Metal Spacer	254-5014-03
8 ‡	1/2" Self Retain. Plastic Spacer (White)	254-5007-04	28	1/2" X 5/16" O.D. X .144" I.D. Metal Spacer	254-5014-00
9 ‡	5/8" Self Retain. Plastic Spacer (White)	254-5007-00	29	9/16" X 5/16" O.D. X .144" I.D. Metal Spacer	254-5014-04
10 ‡	3/4" Self Retain. Plastic Spacer (White)	254-5007-03	30	3/4" X 5/16" O.D. X .144" I.D. Metal Spacer	254-5014-01
11 ‡	1" Self Retain. Plastic Spacer (White)	254-5007-06	31	1 1/8" X 5/16" O.D. X .144" I.D. Metal Spacer	254-5014-02
12	1/2" X 1/4" O.D. X .147" I.D. Pls. Spacer (White)	254-5000-03	32	1" X 5/16" O.D. X .144" I.D. Metal Spacer	254-5001-00
13	1/8" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-19	33 ‡	7/8" Plastic Spacer Support (Dual-Locking)	254-5039-14
14	3/16" X 3/8" O.D. X .175" I.D. Pls. Spcr. (Gray)	254-5000-18	34	Plastic Spacer, .5"	254-5054-00
15	1/4" X 3/8" O.D. X .200" I.D. Pls. Spcr. (Gray)	254-5000-02	35	Plastic Mounting	254-5054-01
16	1/4" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-09		Plastic Spacer, 1.13"	254-5054-01
17	3/8" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-12			
18	1/2" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-01			
19	5/8" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-14			
20	3/4" X 3/8" O.D. X .175" I.D. Pls. Spacer (Gray)	254-5000-07			

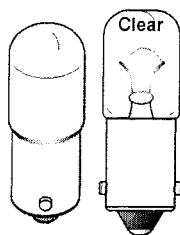
NOT ALL PARTS LISTED ABOVE ARE USED ON THIS GAME (QUANTITIES PER GAME WILL DIFFER).
COMPARE ACTUAL PART ON GAME TO ABOVE DRAWINGS TO IDENTIFY THE P/N REQUIRED.

Parts Identification

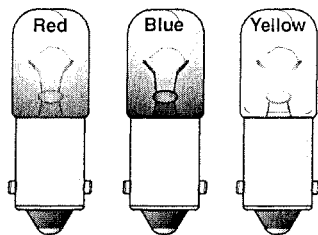


Playfield Top & Bottom - Small Bayonet Sockets & Bulbs ■ (Actual Size) †

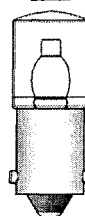
A1



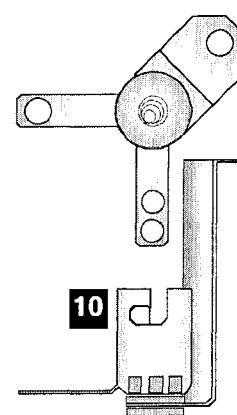
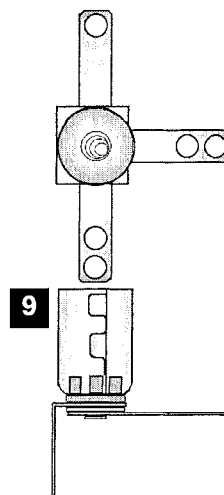
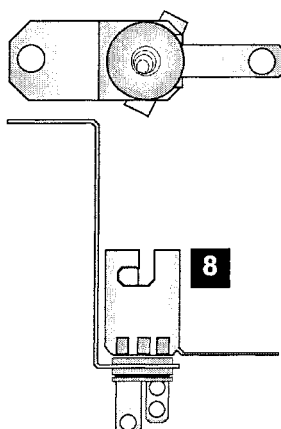
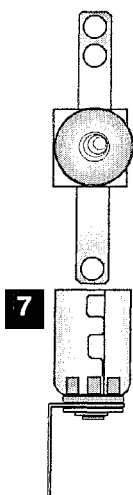
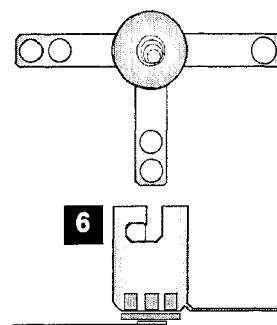
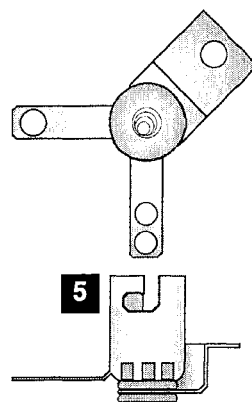
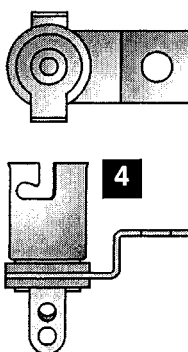
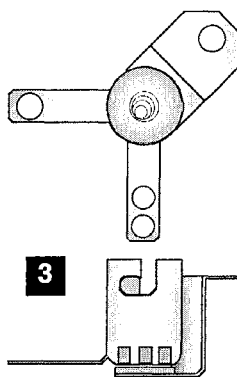
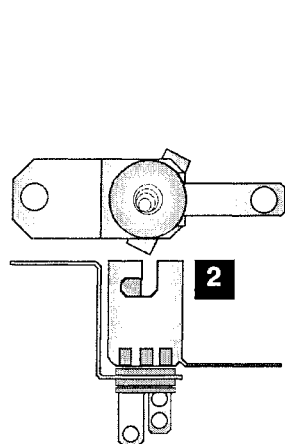
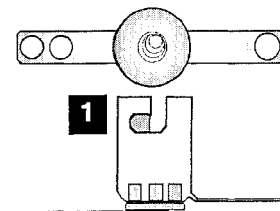
#44
Bulbs



B



LED Bulb
(Bayonet Style)



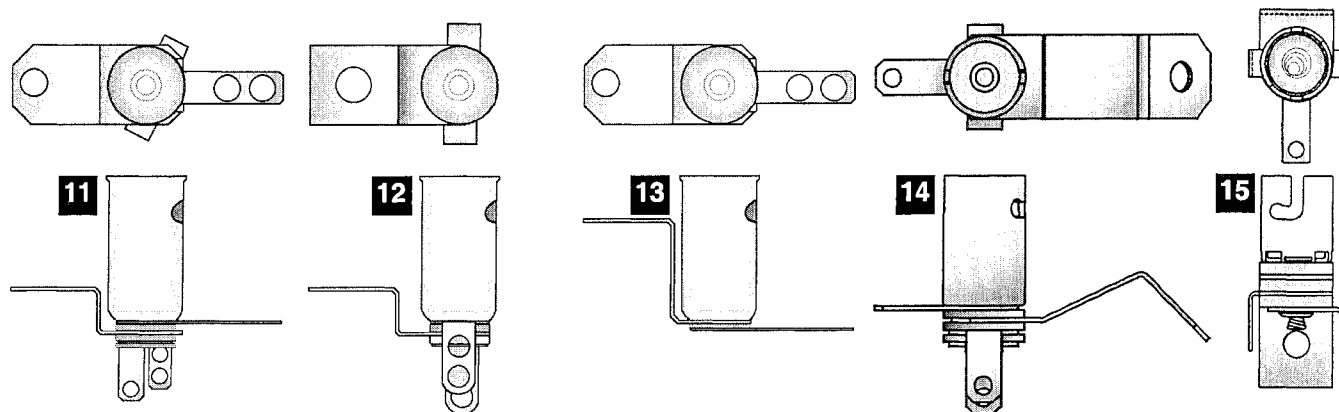
Parts Identification

Nr.	BULBS (#44)	SPI PART Nr.	Nr.	BULBS (LED & #455)	SPI PART Nr.
A	#44 Bulb (Clear) Heavy Filament	165-5000-44-HF	B	LED Module (WHT) (12.8v 20-25mA) Bynt.	112-5023-08
	#44 Bulb (replace -XX w/color below)	165-5053-XX-HF		Item B Note: Different Colors may be available -	
	Item A Note: Amber (165-5053-03-HF); Green (165-5053-04-HF); Yellow (165-5053-06-HF);			Red (112-5023-02); Amber (112-5023-03); Green (112-5023-04); Blue (112-5023-05);	
	Red (165-5053-02-HF); Blue (165-5053-05-HF); Orange (165-5053-07-HF)				

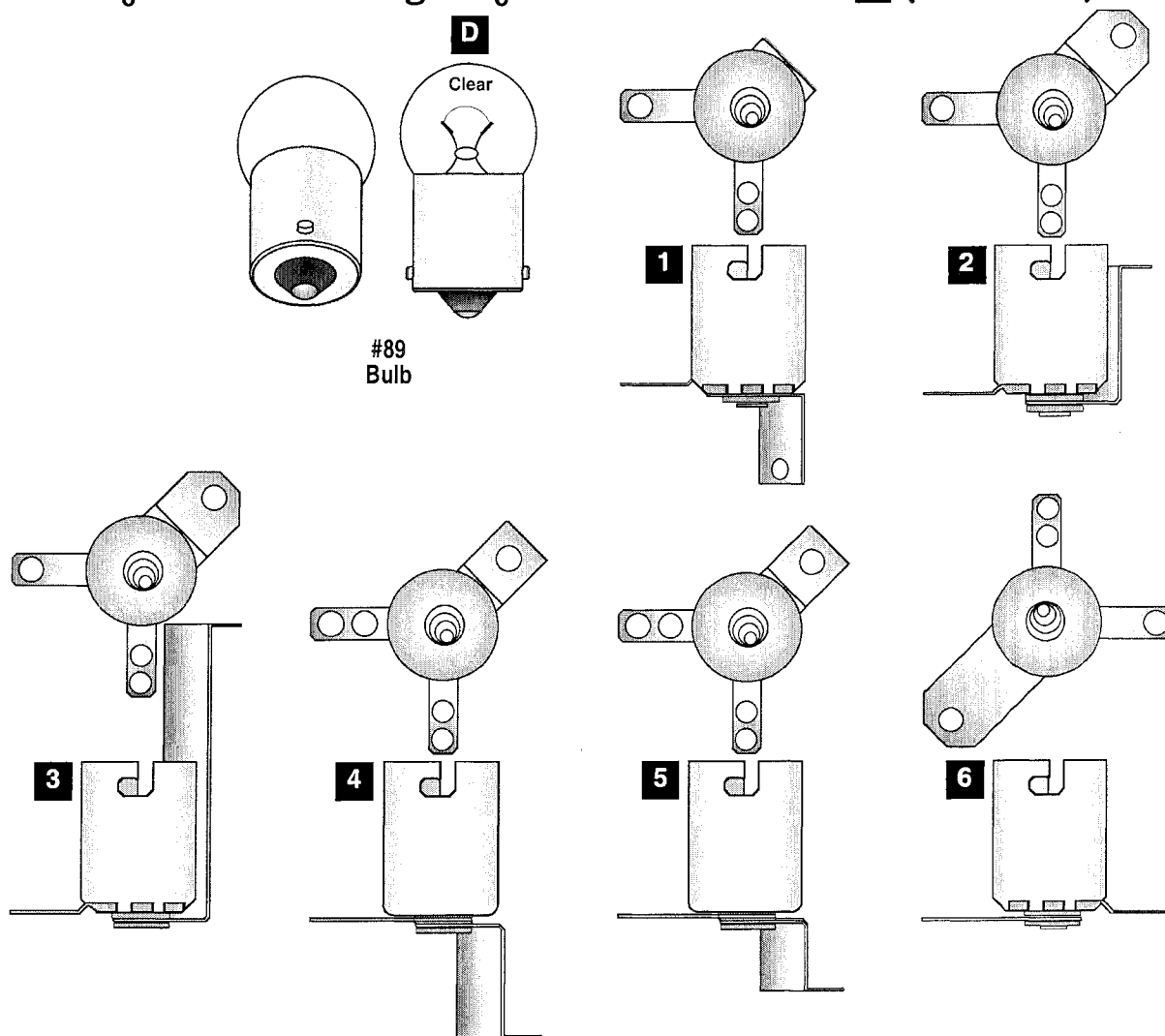
Nr.	SMALL BAYONET SOCKETS	SPI PART Nr.	Nr.	SMALL BAYONET SOCKETS	SPI PART Nr.
1	2-Lug Staple Down Socket	077-5000-00	10	2-Lug Stand-Up Socket (Tall Bracket)	077-5005-00
2	3-Lug Stand-Up Socket (Med. Brkt.)	077-5008-00	11	3-Lug Stand-Up Long Shell Socket	077-5013-00
3	2-Lug Stand-Up Socket (Med. Brkt.)	077-5002-00	12	2-Lug Stand-Up Lg. Shell Socket (Gls)	077-5031-00
4	2-Lug Stand-Up Socket (Short Brkt.)	077-5223-00	13	1-Lug S-U Lg. Shell Sckt. (Med. Brkt.)	077-5012-00
5	2-Lug Stand-Up Sckt. (Short Bracket)	077-5002-31	14	3-Lug S-U Lg. Shell Sckt. (45° Brkt.)	077-5035-00
6	3-Lug Staple Down Socket	077-5001-00	15	3-Lug Laydown Socket (2 Lugs Bent)	077-5032-00
7	2-Lug Laydown Socket	077-5003-00			
8	3-Lug Stand-Up Socket (Tall Bracket)	077-5009-00			
Nr.	SMALL BAYONET SOCKETS	SPI PART Nr.			
9	3-Lug Laydown Socket (3 Lugs Flat)	077-5006-00			

NOT ALL PARTS LISTED ABOVE ARE USED ON THIS GAME (QUANTITIES PER GAME WILL DIFFER).
COMPARE ACTUAL PART ON GAME TO ABOVE DRAWINGS TO IDENTIFY THE PART NUMBER REQUIRED.

Playfield Top & Bot. - Small Bayonet Sockets & Bulbs ■ (Actual Size) † Continued



Playfield Bottom - Large Bayonet Sockets & Bulbs ■ (Actual Size) †



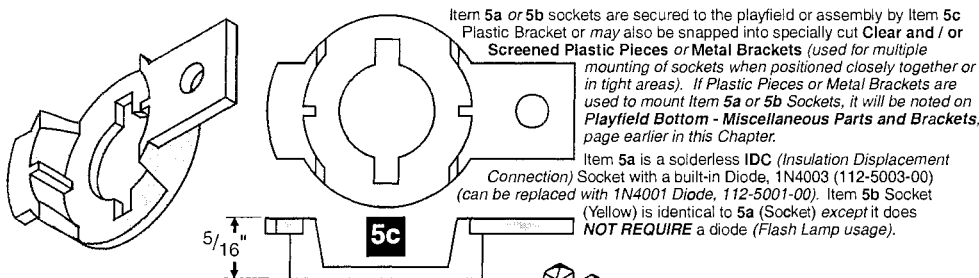
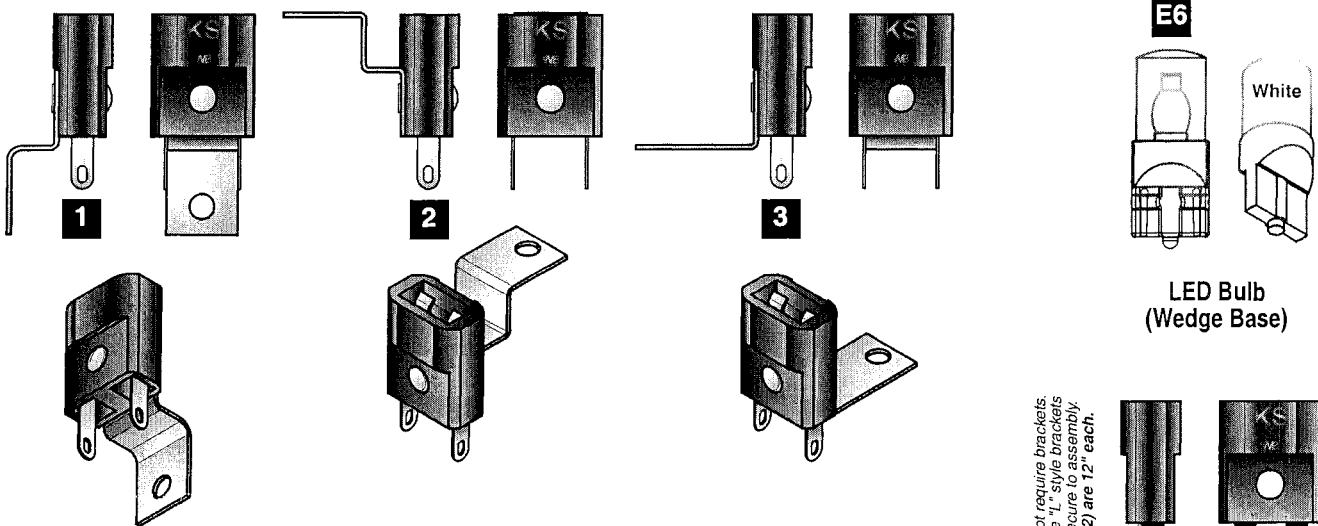
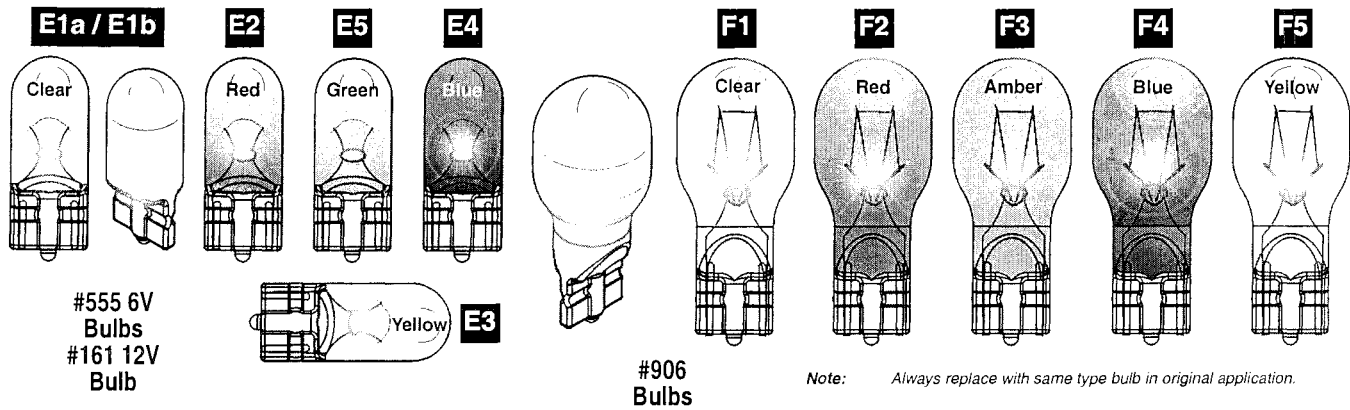
Parts Identification

Nr.	BULBS (#89)	SPI PART Nr.		
D	#89 Bulb Heavy Filament	165-5000-89-HF	1	2-Lug Laydown Standard Socket 077-5100-00
			2	2-Lug Stand-Up Short Socket 077-5101-00
			3	2-Lug Stand-Up Long Socket 077-5102-00
			4	2-Lug Stand-Up Rev. Mount Socket 077-5103-00
			5	2-Lug Stand-Up Rv. Mnt. Short Socket 077-5106-00
			6	2-Lug Straight Leg Socket 077-5107-00

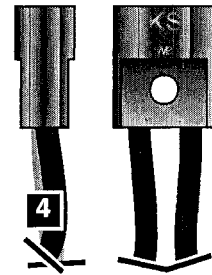
Nr.	LARGE BAYONET SOCKETS	SPI PART Nr.
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NOT ALL PARTS LISTED ABOVE ARE USED ON THIS GAME (QUANTITIES PER GAME WILL DIFFER).
COMPARE ACTUAL PART ON GAME TO ABOVE DRAWINGS TO IDENTIFY THE PART NUMBER REQUIRED.

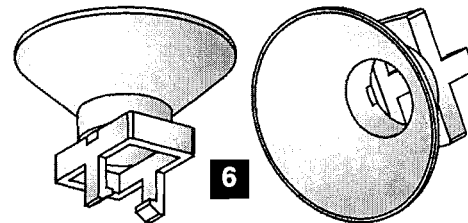
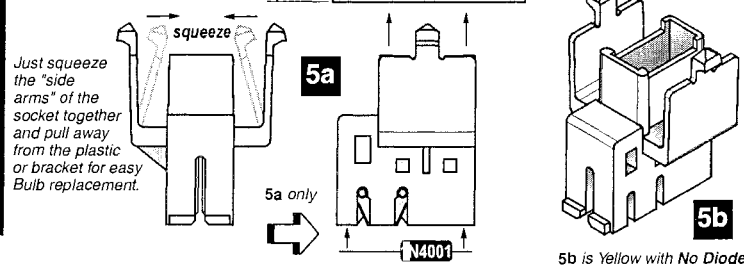
Playfield Top & Bottom - Wedge Base Sockets & Bulbs (Actual Size) †



Item 4 Socket does not require brackets. Old stock may include "L" style brackets (each side); do not secure to assembly. Black Wires (Qty. 2) are 12" each.



Item 5a is a solderless IDC (Insulation Displacement Connection) Socket with a built-in Diode, 1N4003 (112-5003-00) (can be replaced with 1N4001 Diode, 112-5001-00). Item 5b Socket (Yellow) is identical to 5a (Socket) except it does NOT REQUIRE a diode (Flash Lamp usage).



Nr.	BULBS (#555)	SPI PART Nr.	Nr.	BULBS (LED & #906)	SPI PART Nr.
E1a	#555 Wedge Base Bulb (Clear)	165-5002-00	E6	LED Module (WHT) (5v - 6.3v) Wedge Base	112-5024-08
E2-E5	#555 Wedge Base Bulb (Multi-Color)	165-5054-XX	Item E6 Bulb Note : Typically used with Item 4 Socket in Pop Bumpers.		
Item E2-E5 Bulb Note: Different Colors available (not used in this game) - Red (165-5054-02); Green (165-5054-04); Blue (165-5054-05); Yellow (165-5054-06);			F	#906 Wedge Base Bulb (Clear)	165-5004-00
E1b	#161 12V Wedge Base Bulb (Clear)	165-5032-00	Item F Note: Different Colors available (not used in this game) - Red (165-5004-02); Amber (165-5004-03); Blue (165-5004-05); Yellow (165-5004-06)		

Nr.	WEDGE BASE SOCKETS	SPI PART Nr.	Nr.	WEDGE BASE SOCKETS	SPI PART Nr.
1	Wedge Base Socket (Laydown)	077-5026-01	5a	IDC Snap-On Socket (Biege)	077-5216-00
2	Wedge Base Socket (Offset)	077-5029-00	5b	IDC Snap-On Socket No Diode (Yel.)	077-5216-01
3	Wedge Base Socket (Laydown Gl)	077-5030-00	5c	5/16" Ht. Bracket (White)	545-5760-18
4	W.B. Socket (Bumpers/Special App.)	077-5206-00	6	Light Reflector (Silver Plst.) REF540N	545-5409-01

Note Item 6 : Typically used with Item 1 (but will fit on any similar Wedge Base Socket).

NOT ALL PARTS LISTED ABOVE ARE USED ON THIS GAME (QUANTITIES PER GAME WILL DIFFER).
COMPARE ACTUAL PART ON GAME TO ABOVE DRAWINGS TO IDENTIFY THE PART NUMBER REQUIRED.

Optional Kits available through your Distributor:

Flipper Rebuild Kit (Left) 500-6307-10

Flipper Base Plate Kit (Left) 515-6617-01

Kit includes: Flipper Base Plate (Left) pre-threaded with securing hardware; see the Flipper Drawing for view.

Flipper Rebuild Kit (Right) 500-6307-00

Flipper Base Plate Kit (Right) 515-6617-00

Kit includes: Flipper Base Plate (Left) pre-threaded with securing hardware; see the Flipper Drawing for view.

Pinball Location Maintenance Standard Kit (for MUSTANG LE Pinball) 502-6002-F2

Standard Kit includes : 8 oz. Novus Wax #2 Fine (Red) (675-0003-01), Cloth, Rubber Rings (used above playfield), Bulbs (Bulb quantities vary and is limited to 25 per type), Fuses (1/per type) and 4 Pinballs. **Note:** Quanties, sizes and contents subject to change without notice.

Pinball Location Maintenance Deluxe Kit (for MUSTANG LE Pinball) 502-6003-F2

Deluxe Kit includes : Pinball Location Maintenance Standard Kit as described above plus a quantity of Flipper Rebuild Kits. **Note:** Quantity varies which equals the same quantity of flippers used in this game.

▲ THIS GAME KIT INCLUDES (2) FLIPPER REBUILD KITS ▲

Plastic*Kit (for MUSTANG PRO Pinball).....803-5000-F1

Plastic Kit includes: Plastic Sets (830-6928-XX,830-6940-XX)

Plastics*Kit (for MUSTANG L,Pre. Pinball) 803-5000-F2

Plastics Kit includes: Plastic Set (830-6941-XX,830-6942-XX)

Decals* Kit (for MUSTANG PRO Pinball).....802-5000-F1

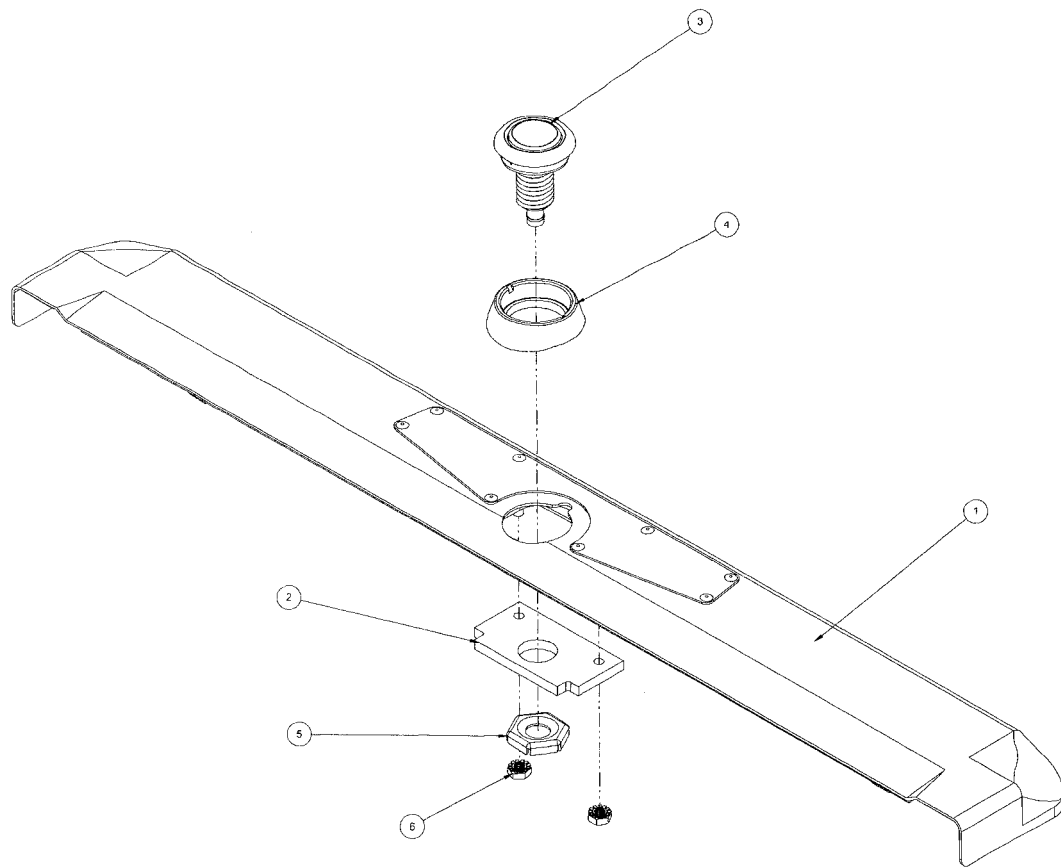
Decals Kit includes: Decal Set (820-7917-XX)

Decals*Kit (for MUSTANG LE,PRE Pinball) 802-5000-F2

Decals Kit includes: Decal Set (820-7917-XX,820-7920-XX)

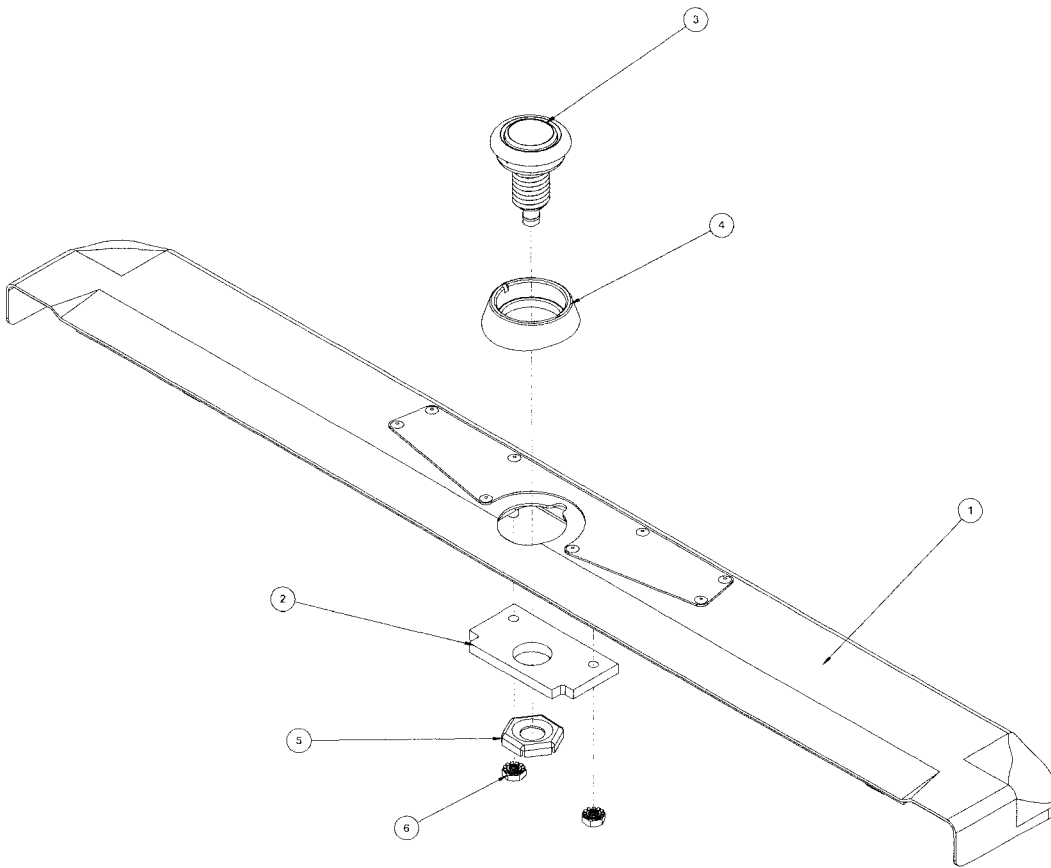
***Attention:** No individual Plastic or Decal can be ordered separately, unless noted otherwise. Plastics & Decals are subject to change without notice during and / or after production. Key Fobs subject to availability and may or may not be included in the plastic set. All designs, shapes & pieces used subject to change without notice. Kit contents subject to change. Service Bulletin(s) will announce any critical changes, if warranted. The last 2-digits shown on plastics or decals are for reference only.

b2



ITEM #	QTY	PART #	DESCRIPTION
1	1	500-7283-75	FRONT MOLD ASSEMBLY - LOCKDOWN - CENTER BUTTON
2	1	545-7291-00	TOP BUTTON BAR
3	1	515-7791-00	BUTTON ASSY - CLEAR
4	1	545-7292-10	TOP BUTTON SPACER-MOLDED
5	1	240-5003-01	PAL NUT
6	2	240-5104-00	8-32 KEPS NUT

FRT MOLD FINAL ASSY - LOCKDOWN - CENTER BUTTON
STAR TREK L E
500-9838-75



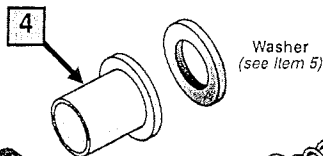
ITEM #	QTY	PART #	DESCRIPTION
1	1	500-7283-00	FRONT MOLD ASSEMBLY - LOCKDOWN - CENTER BUTTON
2	1	545-7291-00	TOP BUTTON BAR
3	1	515-7791-00	BUTTON ASSY - CLEAR
4	1	545-7292-10	TOP BUTTON SPACER-MOLDED
5	1	240-5003-01	PAL NUT
6	2	240-5104-00	8-32 KEPS NUT

FRT MOLD FINAL ASSY - LOCKDOWN - CENTER BUTTON
STAR TREK PREMIUM
500-9838-00

Ball Shooter (Plunger) Assembly, 500-6146-00-07 (Items 1-6)

Assemble into Housing in the following order:

Rod Assembly (see Item 2),
Short Spring (see Item 3),
Washer (see Item 3),
Bushing (see Item 4)
and then ...

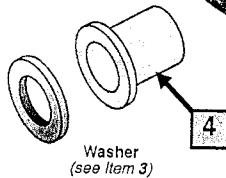


and then ...

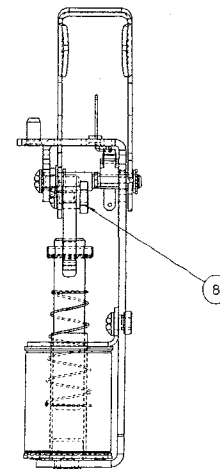
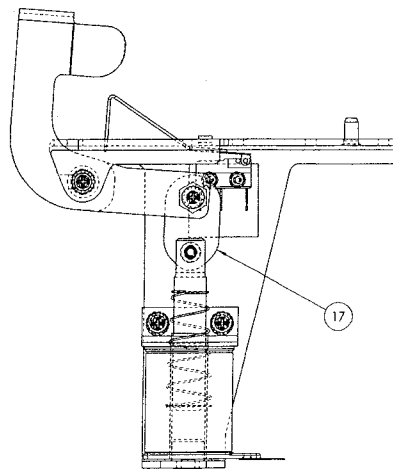
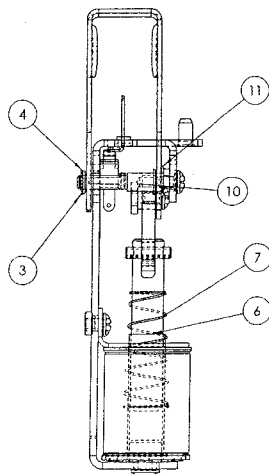
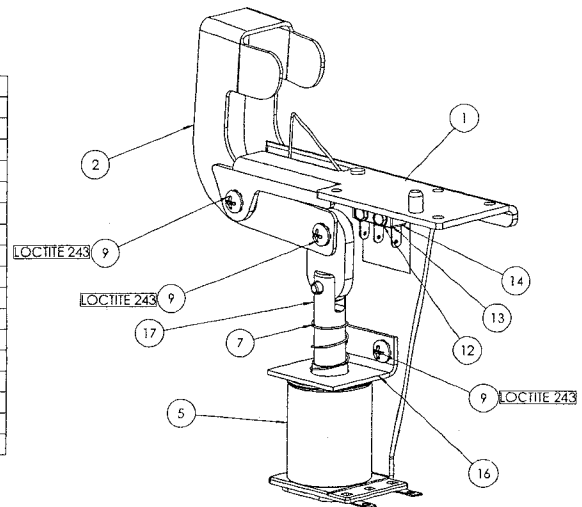
Bushing (see Item 4),
Washer (see Item 5),
Long Spring (see Item 5),
Washer (see Item 5),
Retaining Ring (see Item 5),
Plunger Tip (see Item 6).

Nr.	BALL SHOOTER PARTS	QTY.	SPI PART Nr.
1	Housing Asm. + Bushings (Item 4)	1	535-5067-02
Item 1 is secured to the Cabinet by: Support Plate [not included with Item 1 or Assembly] (535-5027-00), #10-32 X 1/2" PPH (Sems) Zinc TF (Qty. 3) (237-6033-00), #10 Split Lock Washer (Qty. 3) (244-5003-00) and #6 X 1/2" HWH AB (Zinc) Red (Qty. 2) (234-5001-02)			
2	Rod Assembly (with Black Knob)	1	515-6557-00
3	Comp. Spring (Short) (Knob Side)	1	266-5010-00
Item 3 is sandwiched onto Item 2 (Front Side) between the knob and by: Washer, 3/8" I.D. X 5/8" O.D. X 1/16" (242-5014-00)			
4	Bushing, 3/8" I.D. (Oilite)	2	280-5010-00
Item 4 is included with Item 1, Housing, (1 @ the front; 1 @ the back) as shown.			
5	Comp. Spring (Long) [ORANGE, .035" ø]	1	266-5001-04
Item 5 is sandwiched onto Item 2 (Rubber Tip Side) by: Washer, 3/8" I.D. X 5/8" O.D. X 1/16" (Qty. 1/per side) (242-5014-00) and Retaining Ring, 3/8" ø Shaft (270-5012-00)			

Ordering Note: If 500-6146-00-04 is unavailable, order the individual part(s) actually required. ... Identical to 500-6146-00-07 has Comp. Spring [Orange, .038" ø] (266-5001-07) or 500-6146-00-05 has Comp. Spring [Blue, .031" ø] (266-5001-05).



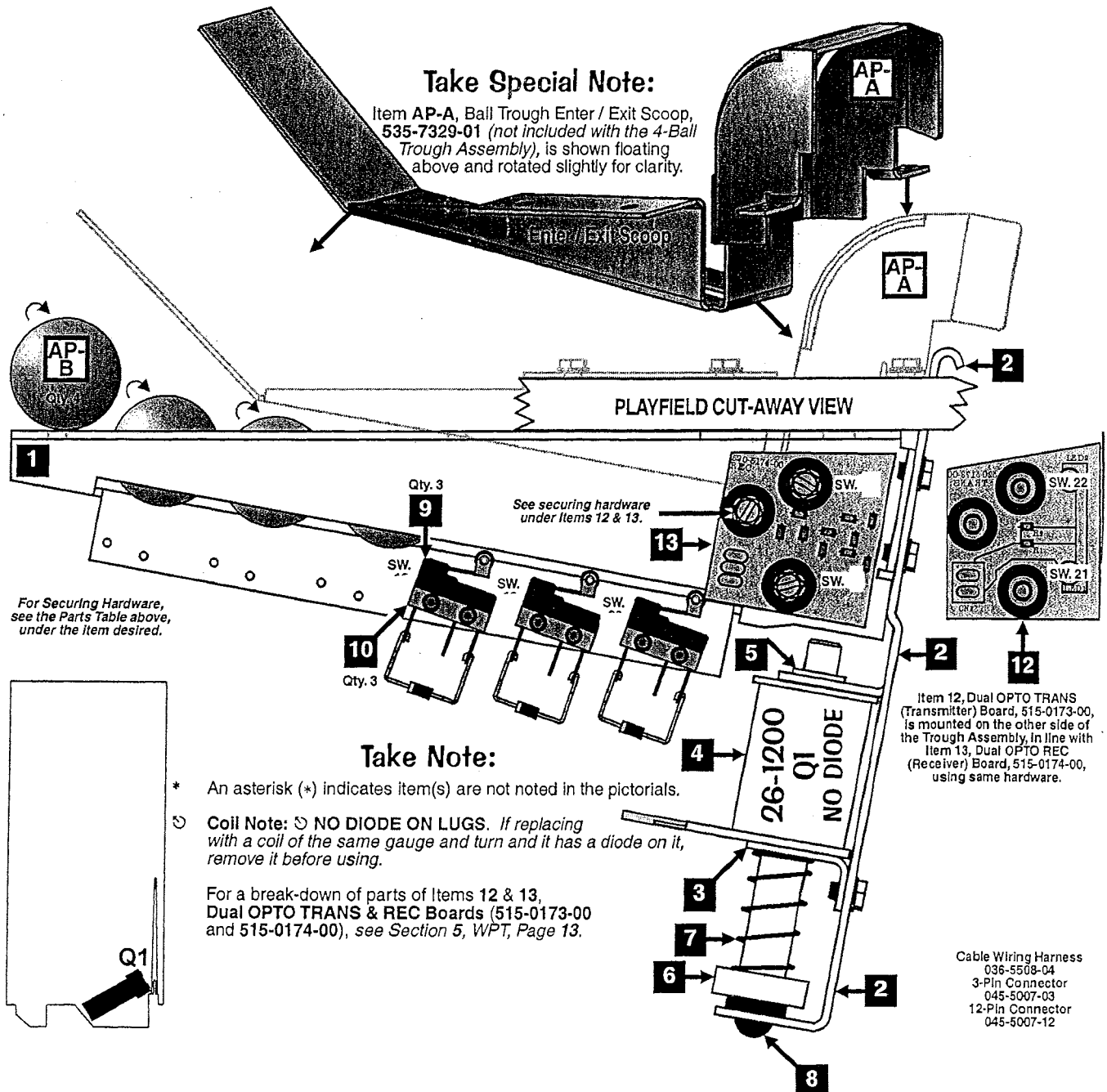
ITEM NO.	QTY.	PART NUMBER	DESCRIPTION
1	1	515-9689-00	MAIN BRKT: AUTO-PLUNGER
2	1	535-0728-00	KICKER ARM, AUTO-PLUNGER
3	1	270-5001-00	RETAINING E-RING, 3/16" SHAFT OD
4	1	545-5352-00	NYLINER, 3/16" SHAFT
5	1	090-5001-ND	COIL - 23-800, NO DIODE
6	1	545-5411-00	COIL SLEEVE
7	1	266-5020-00	COMPRESSION SPRING-CONICAL
8	1	530-7834-00	PIN: KICKER ARM, AUTO-PLUNGER
9	4	232-5300-00	SCREW, 8-32 X 1/4" PPH SEMS
10	1	530-7835-00	PIVOT, AUTO-PLUNGER
11	1	545-5423-00	NYLINER, 1/4" SHAFT, 4L1-FF
12	2	237-5937-02	SCREW, 2-56 X 1/2" HWH MS
13	1	535-6539-00	SWITCH BODY PROTECT PLATE
14	1	180-5157-01	P/F ROLLOVER SWITCH - LITE
15	1	545-6268-00	FISCHE PAPER
16	1	535-9959-00	STOP BRKT
17	1	515-6304-03	PLUNGER / LINK ASSEMBLY



AUTO-PLUNGER
500-9818-00

6-Ball Trough Assembly, 500-6318-16-ND (Items 1-13) **and Associated Parts: See Parts Table Below.**

Nr.	4-BALL TROUGH PARTS	QTY.	SPI PART Nr.	Nr.	4-BALL TROUGH PARTS	QTY.	SPI PART Nr.
1	Ball Trough Outhole Mounting Bracket Item 1 is secured below the playfield by: #8 X 1/2" SHWH AB (Zn) (Qty. 4) (234-5101-00).	1	515-6580-01	11	Trough Ball Guide Plate Item 11 is secured to Item 1 by: 1/4" X 5/16" X 1 1/4" ID Brass Pin (Qty. 1) (234-5101-00) and #2-56 X 1/4" SHWH (Serr) Zinc UNS 440 TH3B (Qty. 4) (237-5975-00).	0	535-7801-00
2	Coil Mounting Bracket Item 2 is secured to Item 1 by: #8-32 X 3/8" HWH Swage (Sr.) Zinc (Qty. 4) (237-5975-00).	1	535-7330-01	12	Dual OPTO TRANS Board Assembly	1	515-0173-00
3	Coil Retaining Bracket Item 3 is secured to Item 2 by: #8-32 X 1/4" SHWH (Serr) Zinc (Qty. 2) (237-5975-00).	1	535-5203-03	13	Dual OPTO REC Board Assembly Items 12 & 13 are secured by: #6-32 X 3/8" HWH Swage (Serr) Zinc (Qty. 3) per (237-5976-00). For individual items use: Dual OPTO Transmitter Board (Qty. 1) (520-5173-00), Dual OPTO Receiver Board (Qty. 1) (520-5174-00), OPTO PCB Input Splice, Brass (Qty. 3) per (530-5308-02) and OPTO PCB Input Grommet (Qty. 3) per (543-5519-00).	1	515-0174-00
4	Coil, 26-1200 [NO DIODE] COIL DOES NOT REQUIRE A DIODE. SEE ♡ COIL NOTE BELOW FOR DETAILS.	1	090-5044-ND	Ordering Note: If 500-6318-14-ND is unavailable, order the individual part(s) actually required. This assembly is identical to 500-6318-24-ND, -15 or -25 except for the quantity of Items 9 & 10 (Qty. 4/per on 5-Ball Trough) and Item 11, required when a Magnet Mech. is used in the game (this game not required). -ND means no diode on Item 4, Coil, 26-1200.			
5	Coil Sleeve (Short) (Form 1410-707)	1	545-5076-01	ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.			
6	Steel & Nylon Plunger Assembly	1	515-7309-01	Nr.	ASSOCIATED PART(S)	QTY.	SPI PART Nr.
7	Compression (Return) Spring	1	266-5020-00	AP-A	Ball Trough Enter / Exit Scoop Item AP-A secured to the playfield by: #8 X 1/2" SHWH AB (Zinc) (Qty. 4) (234-5101-00).	1	535-7329-01
8	Rubber Bumper (Grommet)	1	545-5105-00	AP-B	Steel Balls (1 1/16")	4	260-5000-00
9	Micro Switch (Roller Actuator Life Force) Item 9 requires: Heat Shrink Tubing 1/4" x PUL-24 (Qty. 1/per) (605-5006-00). Switch has a Diode (1N4004) (112-5009-00). Can be replaced with (1N4001) (112-5001-00).	3	180-5119-02				
10	Switch Body Protect Plate	3	535-6539-00				

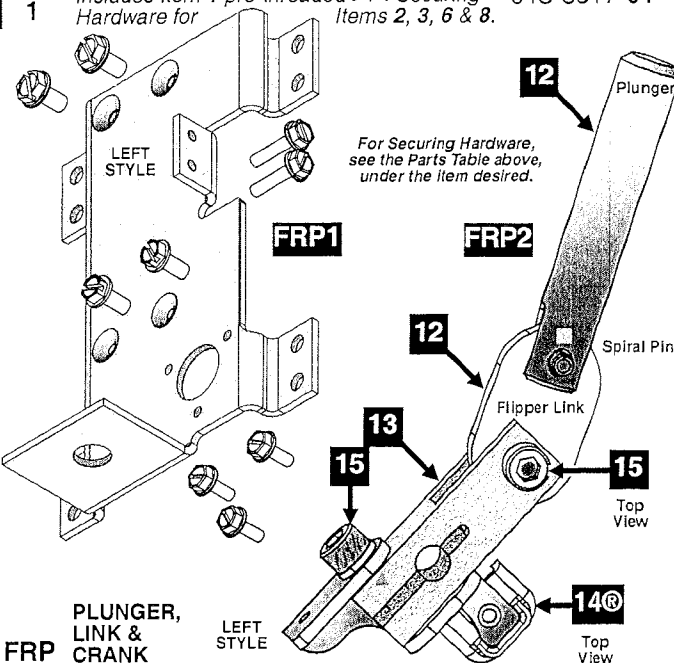


Flipper (Left) Assembly, 500-6543-13-ND (Items 1-15) **and Associated Parts: Yellow Flipper Bat & Shaft Asm., 515-5133-06-06 (Items AP-A / AP-B)**

Nr.	FLIPPER (LEFT) PARTS	QTY.	SPI PART Nr.
1	Flipper Base Plate (LEFT)	1	See FRP1
Item 1 is secured below by: #8 X 1/2" SHWH AB (Zinc) (Qty. 8) (234-5101-00) Ordering Note : Individual Part (535-7275-01) is not prethreaded, see Item FRP1.			
2	Flipper Bat Bushing (White Plastic) .25" ø I.D.	1	545-5070-00
Item 2 is secured to Item 1 by: #6-32 X 3/8" HWH Swage (Ser.) Zc. (Qty. 3) (237-5976-02)			
3	Power (EOS / End-of-Stroke) Switch	1	180-5149-00
Item 3 is secured to Item 1 by: #6-32 X 5/8" HWH Swage (Ser.) Zc. (Qty. 2) (237-5976-04)			
4	Sw. Plate/Spring Return Brkt. (LEFT)	1	535-7354-01
5	Flipper Return Spring	1	265-5035-00
6	Coil Stop Bracket Sub-Assembly	1	515-6308-01
Item 6 is secured to Item 1 by: #10-32 X 3/8" SHWH Swage (Serr) Zinc (Qty. 2) (237-5985-00) and #10 Split Lock Washer (Qty. 2) (244-5003-00)			
7	Spring Washer (17/32" ID X 3/4" X 1")	1	269-5002-00
8	Coil Support Bracket	1	535-7356-00
Item 8 is secured to Item 1 by: #8-32 X 3/8" HWH Swage (Ser.) Zc. (Qty. 2) (237-5975-00)			
9	Coil, 23-900 [NO DIODE] BLUE	1	090-5020-30
COIL DOES NOT REQUIRE A DIODE. SEE COIL NOTE BELOW FOR DETAILS.			
10	Coil Sleeve	1	545-5388-00
11	Deflector Pad (Bumper)	1	545-5428-00
12	Flipper Plunger & Link Sub-Assy.	1	515-6304-03
For Individual Items use : Flipper Plunger (530-5349-01) and Plunger "Flipper" Link (545-5611-01) and is secured to the Plunger by: Bushing, .16" ø ID X .281" ø OD X .187" (Qty. 1) (530-5532-00) and Spiral Pin ø 5/32" X 3/4" Lg. (Qty. 1) (251-5015-02)			
13	Crank Bar (Pawl)	1	530-5070-02
Item 13 requires: Bushing, .192" ø ID X .312" ø OD X .195" (Qty. 1) (530-5139-00)			
14®	Switch Actuator (LEFT) Sub-Assy.	1	515-7257-01
For Individual Items use : Actuator & Spring Bracket (LEFT) (535-9038-01) and ® Switch Actuator (White Plastic) (545-5612-00) and is secured to the Bracket by: Rivet, 1/8" ø X 1/4" Lg. (Qty. 1) (249-5003-00)			
15	Set Screw: #10-32 X 3/4" Socket Hd.	2	237-6144-00
Item 15 requires: #10-32 Nylon Stop Nut (Qty. 1) Flipper Link Side Only (240-5203-00) and #10 Split Lock Washer (Qty. 1) Switch Actuator Side Only (244-5003-00) Tool required for Item 15: 5/32" or 4mm Allen Wrench			

Flipper Rebuild Parts for Easier Installation, Save \$:

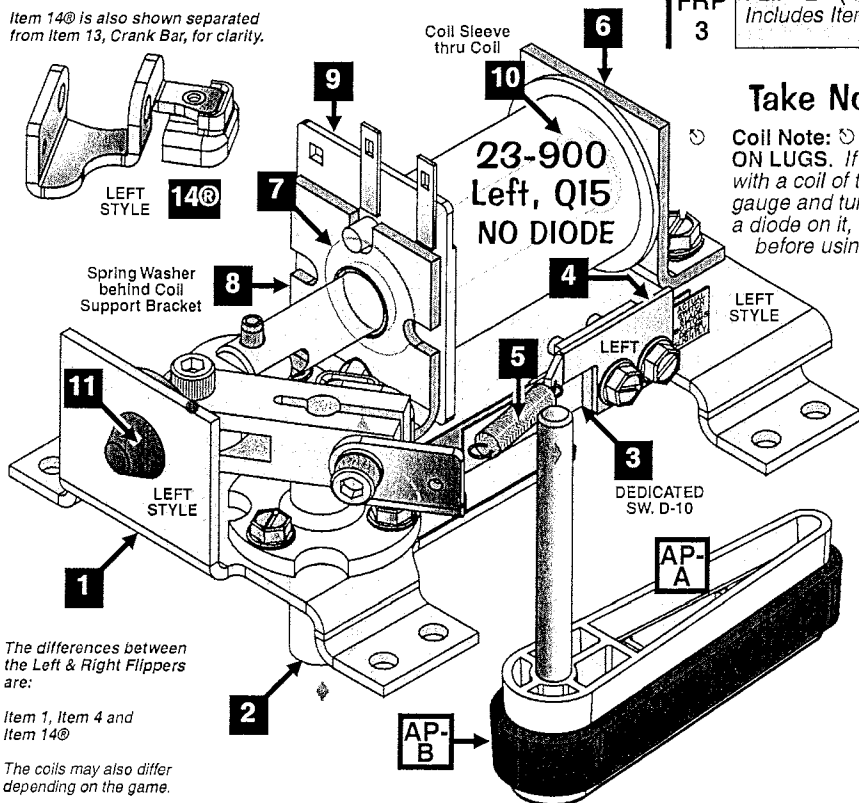
FRP 1 FLIPPER BASE PLATE KIT (LEFT):
Includes Item 1 pre-threaded >+< Securing Hardware for Items 2, 3, 6 & 8. 515-6617-01



FRP 2 PLUNGER, LINK & CRANK (LEFT STYLE) ASSEMBLY: Includes Items 12, 13, 14 & 15 (comes assembled). 515-7203-01

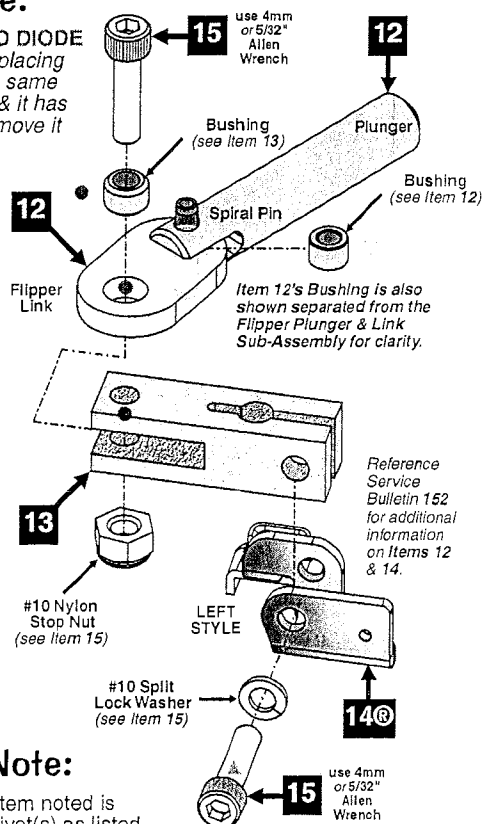
FRP 3 FLIPPER (LEFT) REBUILD KIT:
Includes Items 6, 10 AND above FRP2 500-6307-10

Item 14® is also shown separated from Item 13, Crank Bar, for clarity.



Take Note:

Coil Note: NO DIODE ON LUGS. If replacing with a coil of the same gauge and turn & it has a diode on it, remove it before using.



Take Note:

® "R" indicates Item noted is secured with rivet(s) as listed.

ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

Nr.	ASSOCIATED PART(S)	QTY.	SPI PART Nr.
AP-A	Yellow Flipper Bat & Shaft Asm. (Non-Knurled End) <u>without Rubber Ring</u>	1	515-5133-06-06
AP-B	Large Flipper BLK Rubber Ring	1	545-5277-00

Assemblies & Ramps

The differences between the Left & Right Flippers are:

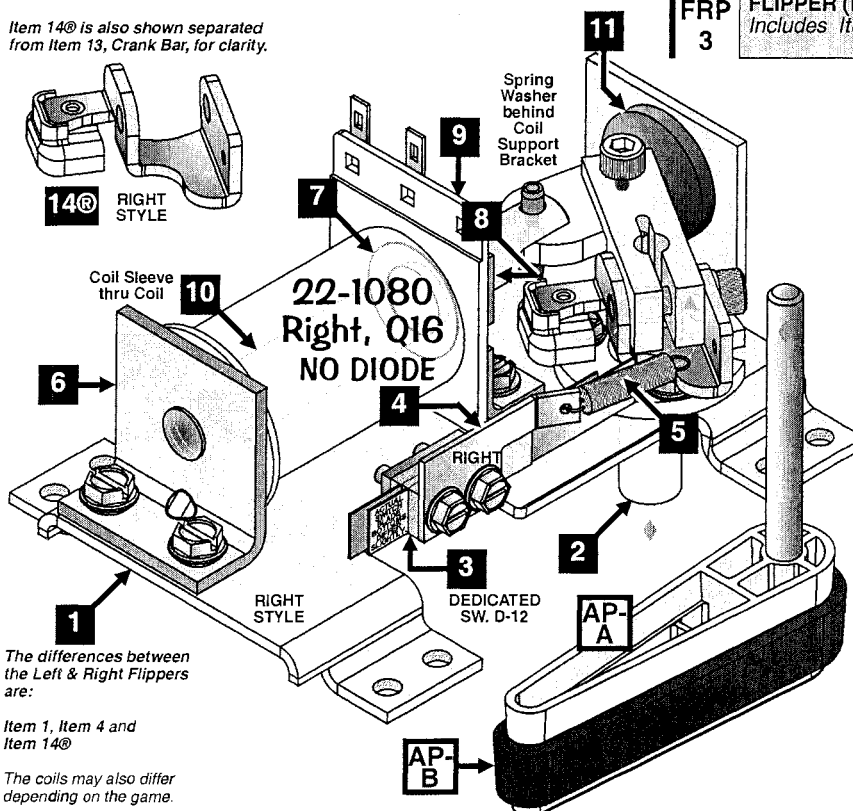
Item 1, Item 4 and Item 14®

The coils may also differ depending on the game.

Flipper (Right) Assembly, 500-6543-02-ND (Items 1-15) and Associated Parts: Yellow Flipper Bat & Shaft Asm., 515-5133-06-06 (Items AP-A / AP-B)

Nr.	FLIPPER (RIGHT) PARTS	QTY.	SPI PART Nr.
1	Flipper Base Plate (RIGHT)	1	See FRP1
Item 1 is secured below by: #8 X 1/2" SHWH AB (Zinc) (Qty. 8) (234-5101-00) Ordering Note: Individual Part (535-7275-00) is not prethreaded, see item FRP1.			
2	Flipper Bat Bushing (White Plastic) .25" Ø I.D.	1	545-5070-00
Item 2 is secured to Item 1 by: #6-32 X 3/8" HWH Swage (Ser.) Zc. (Qty. 3) (237-5976-02)			
3	Power (EOS / End-of-Stroke) Switch	1	180-5149-00
Item 3 is secured to Item 1 by: #6-32 X 5/8" HWH Swage (Ser.) Zc. (Qty. 2) (237-5976-04)			
4	Sw. Plate/Spring Return Brkt. (RIGHT)	1	535-7354-00
5	Flipper Return Spring	1	265-5035-00
6	Coil Stop Bracket Sub-Assembly	1	515-6308-01
Item 6 is secured to Item 1 by: #10-32 X 3/8" SHWH Swage (Serr) Zinc (Qty. 2) (237-5985-00) and #10 Split Lock Washer (Qty. 2) (244-5003-00)			
7	Spring Washer (17/32" ID X 3/4" X 1")	1	269-5002-00
8	Coil Support Bracket	1	535-7356-00
Item 8 is secured to Item 1 by: #8-32 X 3/8" HWH Swage (Ser.) Zc. (Qty. 2) (237-5975-00)			
9	Coil, 22-1080 [NO DIODE] BLUE	1	090-5032-ND
COIL DOES NOT REQUIRE A DIODE. SEE COIL NOTE PREV. PAGE FOR DETAILS.			
10	Coil Sleeve	1	545-5388-00
11	Deflector Pad (Bumper)	1	545-5428-00
12	Flipper Plunger & Link Sub-Assy.	1	515-6304-03
For Individual Items use: Flipper Plunger (530-5349-01) and Plunger "Flipper" Link (545-5611-01) and is secured to the Plunger by: Bushing, .16" Ø ID X .281" Ø OD X .187" (Qty. 1) (530-5532-00) and Spiral Pin Ø 5/32" X 3/4" Lg. (Qty. 1) (251-5015-02)			
13	Crank Bar (Pawl)	1	530-5070-02
Item 13 requires: Bushing, .192" Ø ID X .312" Ø OD X .195" (Qty. 1) (530-5139-00)			
14®	Switch Actuator (RIGHT) Sub-Assy.	1	515-7257-00
For Individual Items use: Actuator & Spring Bracket (LEFT) (535-9038-01) and Switch Actuator (White Plastic) (545-5612-00) and is secured to the Bracket by: Rivet, 1/8" Ø X 1/4" Lg. (Qty. 1) (249-5003-00)			
15	Set Screw: #10-32 X 3/4" Socket Hd.	2	237-6144-00
Item 15 requires: #10-32 Nylon Stop Nut (Qty. 1) Flipper Link Side Only (240-5203-00) and #10 Split Lock Washer (Qty. 1) Switch Actuator Side Only (244-5003-00) Tool required for Item 15: 5/32" or 4mm Allen Wrench			

Item 14® is also shown separated from Item 13, Crank Bar, for clarity.



The differences between the Left & Right Flippers are:

Item 1, Item 4 and Item 14®

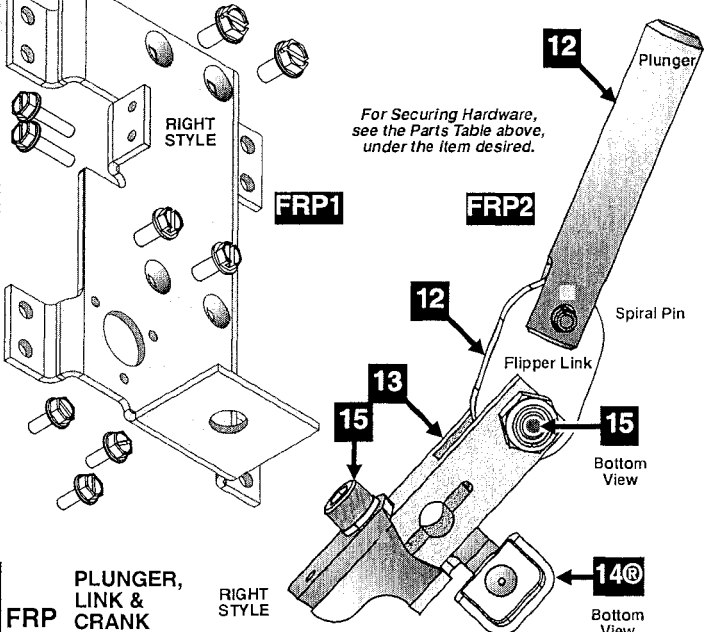
The coils may also differ depending on the game.

ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

Nr.	ASSOCIATED PART(S)	QTY.	SPI PART Nr.
AP-A	YELLOW Flipper Bat & Shaft Asm. (Non-Knurled End) without Rubber Ring	1	515-5133-06-06
AP-B	Large Flipper BLK Rubber Ring	1	545-5277-00

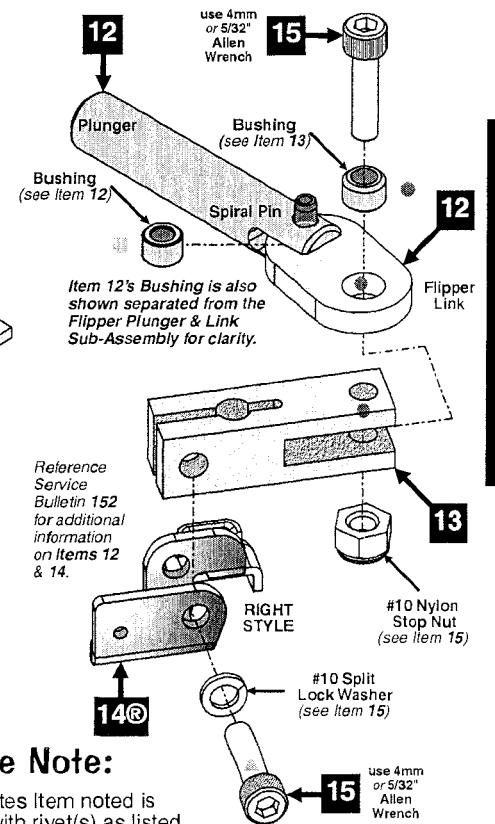
Flipper Rebuild Parts for Easier Installation, Save \$:

FRP1 FLIPPER BASE PLATE KIT (RIGHT): Includes Item 1 pre-threaded >+< Securing Hardware for Items 2, 3, 6 & 8. 515-6617-00



FRP2 PLUNGER, LINK & CRANK (RIGHT STYLE) ASSEMBLY: Includes Items 12, 13, 14 & 15 (comes assembled). 515-7203-00

FRP3 FLIPPER (RIGHT) REBUILD KIT: Includes Items 6, 10 AND above FRP2 500-6307-00



Reference Service Bulletin 152 for additional information on Items 12 & 14.

Take Note: "R" indicates Item noted is secured with rivet(s) as listed.

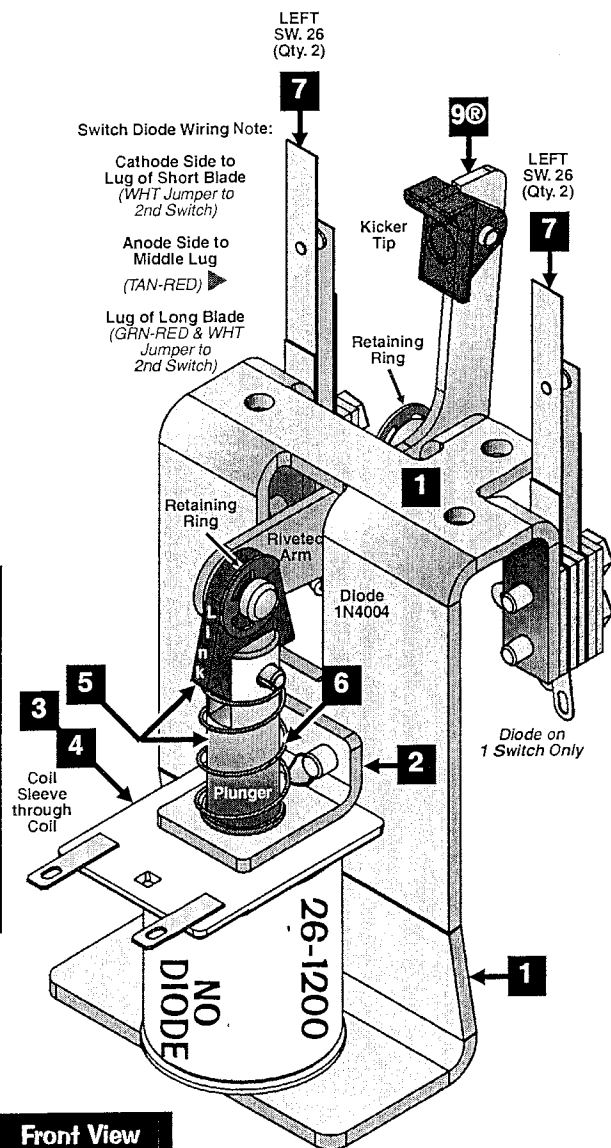
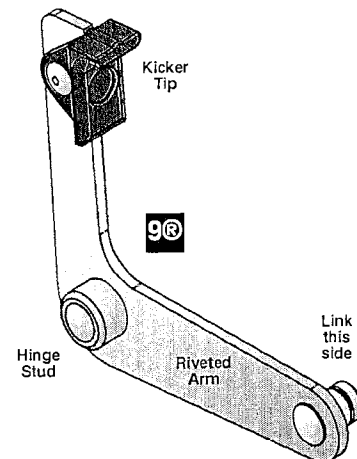
Assemblies & Ramps

Slingshot (Left & Right) Assemblies, 500-5849-01-ND (Qty. 2) (Items 1-9)

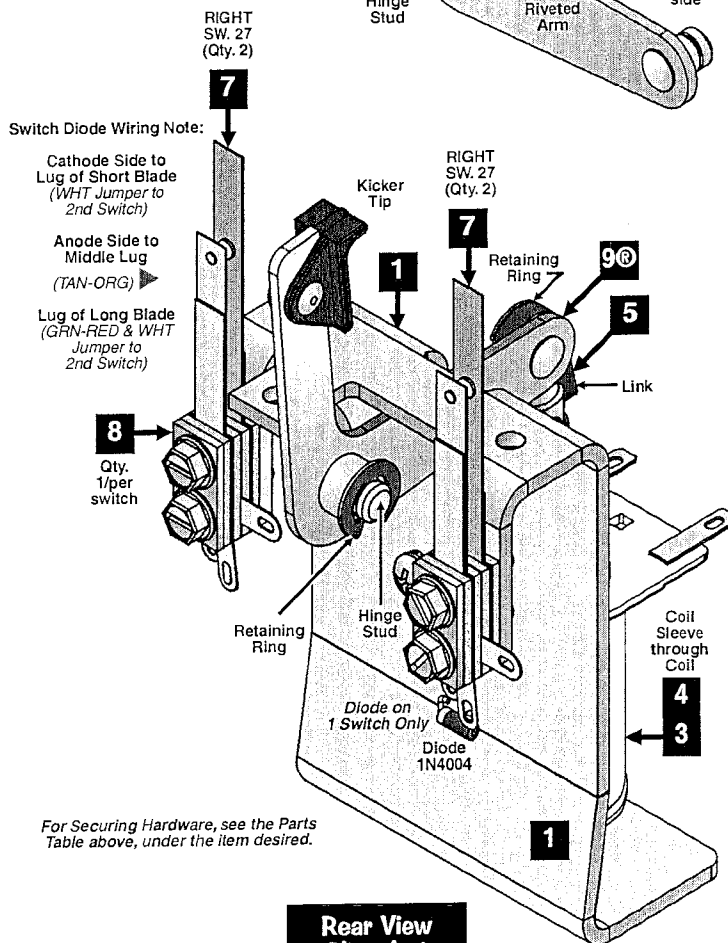
Nr.	SLINGSHOT PARTS	QTY.	SPI PART Nr.	Nr.	SLINGSHOT PARTS	QTY.	SPI PART Nr.
1	Slingshot Bracket Assembly	1/per	515-5339-01	6	Compression (Return) Spring	1/per	266-5020-00
Item 1 is secured below the playfield by: #8 X 1/2" SHWH AB (Zc.) (Qty. 3) (234-5101-00)				7	Slingshot Stack (Blade) Switch	2/per	180-5054-00
2	Coil Retaining Bracket	1/per	535-5203-03	Only 1 of the 2 Switches has a Diode (1N4004) (112-5003-00). See Note Below on Drawing. Can be replaced with (1N4001) (112-5001-00).			
Item 2 is secured to Item 1 by: #8-32 X 3/8" PPH MS (Sems) (Qty. 2) (232-5301-00)				8	Switch Body Protect Plate	2/per	535-5045-00
3	Coil, 26-1200 [NO DIODE]	1/per	090-5044-ND	Items 7 & 8 are secured to Item 1 by: #6-32 X 5/8" HWH Swage (Qty. 4) (237-5976-04)			
COIL DOES NOT REQUIRE A DIODE. SEE ☺ COIL NOTE BELOW FOR DETAILS.				9®	Riveted Arm & Tip Assembly	1/per	515-5340-01
4	Coil Sleeve	1/per	545-5031-00	For Individual Parts use (requires drilling out rivet & reventing): Arm (515-5341-01), Kicker Tip (545-5216-01) and Rivet, 1/8" ø x 1/4" Lg. (249-5003-00)			
5	Plunger & Link Assembly	1/per	515-5338-00	The Riv. Arm is secured to Item 1 by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00)			
For Individual Items use: Plunger 2" Lg. (530-5025-01), Plunger Link (545-5293-00) and Roll Pin 1/8" ø x 5/8" Lg. (251-5008-00) The Plunger Link is secured to the Riveted Arm by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00)				Ordering Note: If 515-5340-01 is unavailable, order the individual part(s) actually required.			
Ordering Note: If 515-5338-00 is unavailable, order the individual part(s) actually required.				Ordering Note: If 500-5849-00-ND is unavailable, order the individual part(s) actually required. This assembly is identical to 500-5849-02-ND with the exception of Item 3, which uses a Coil, 27-1500 [NO DIODE] (090-5004-ND) instead.			

Take Note:

- ⌚ **Coil Note:** ⚡ NO DIODE ON LUGS. If replacing with a coil of the same gauge and turn and it has a diode on it, remove it before using.
- ® "R" indicates Item noted is secured with rivet(s) as listed.



**Front View
Slingshot
(Left)**



Rear View Slingshot (Right)

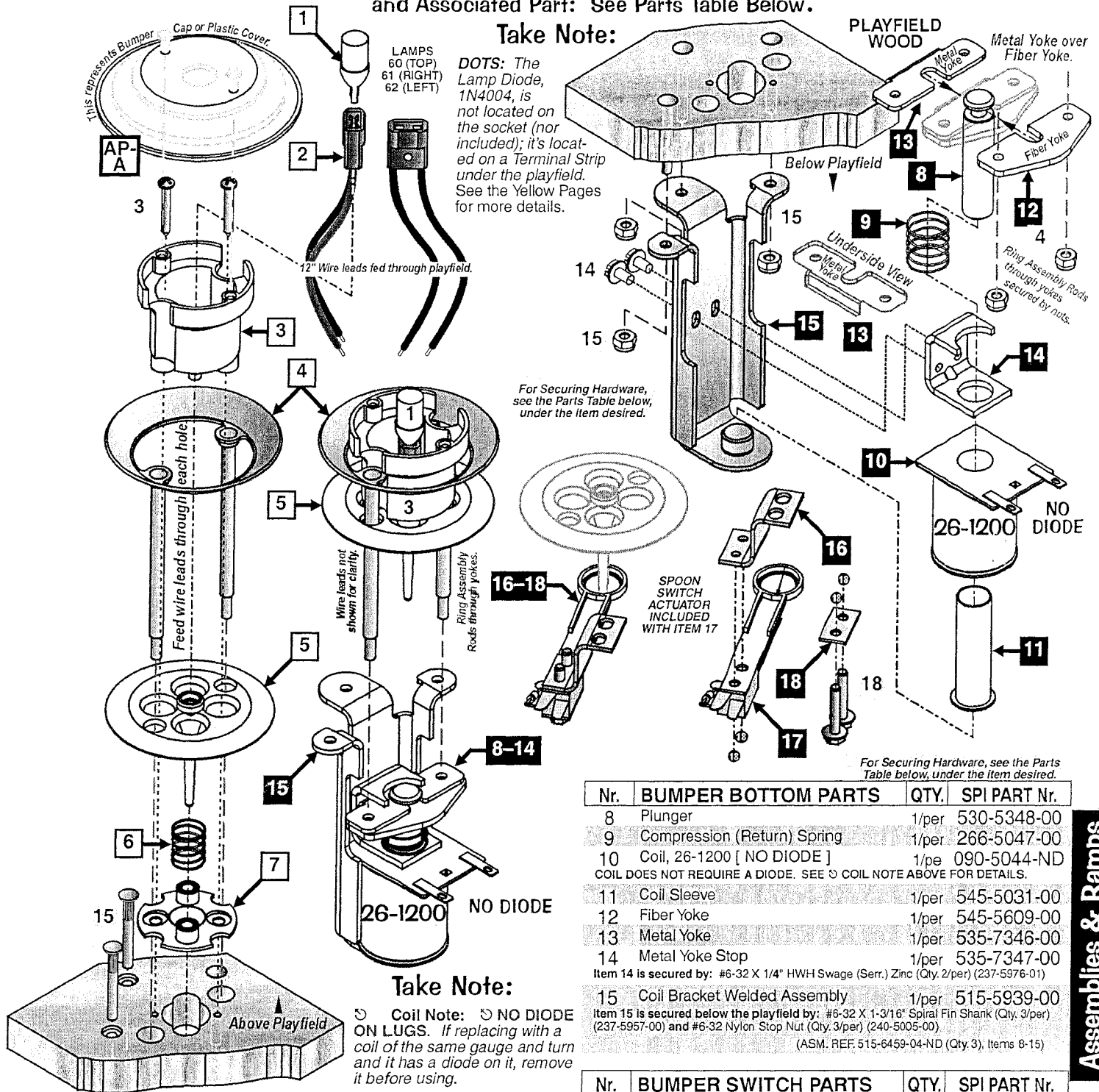
For Securing Hardware, see the Parts Table above, under the item desired.

Left, Right & Bottom Bumper & Switch Individual Parts Only (Items 1-18)

and Associated Part: See Parts Table Below.

Take Note:

DOTS: The Lamp Diode, 1N4004, is not located on the socket (nor included); it's located on a Terminal Strip under the playfield. See the Yellow Pages for more details.



Take Note:

⚠ **Coil Note:** ⚠ **NO DIODE ON LUGS.** If replacing with a coil of the same gauge and turn and it has a diode on it, remove it before using.

Nr.	BUMPER TOP PARTS	QTY.	SPI PART Nr.
1	LED Module (WHT) (6.3v) Wedge Base	1/per	112-5024-08
2	Wedge Base Socket	1/per	077-5206-00
3	Bumper Body	1/per	545-5197-00
Item 3 is secured above the P/F by: #5 X 7/8" PRH AB (Zinc) (Qty. 2/per) (237-5826-00)			
4	Ring Assembly	1/per	515-5085-00
Item 4 is secured by: #6-32 Nylon Stop Nut (Qty. 2/per) (240-5005-00)			
5	Bumper Skirt (Switch Actuator)	1/per	545-5607-00
6	Bumper Skirt Compression Spring	1/per	266-5048-00
7	Bumper Base	1/per	545-5195-00

(ASM. REF. 515-6459-01L (Qty. 3), Items 1-7)

The Top & Bottom Assemblies are secured together by hardware noted in Item 4.

Nr.	BUMPER BOTTOM PARTS	QTY.	SPI PART Nr.
8	Plunger	1/per	530-5348-00
9	Compression (Return) Spring	1/per	266-5047-00
10	Coil, 26-1200 [NO DIODE]	1/pe	090-5044-ND
COIL DOES NOT REQUIRE A DIODE. SEE ⚠ COIL NOTE ABOVE FOR DETAILS.			
11	Coil Sleeve	1/per	545-5031-00
12	Fiber Yoke	1/per	545-5609-00
13	Metal Yoke	1/per	535-7346-00
14	Metal Yoke Stop	1/per	535-7347-00
Item 14 is secured by: #6-32 X 1/4" HWH Swage (Serr.) Zinc (Qty. 2/per) (237-5976-01)			
15	Coil Bracket Welded Assembly	1/per	515-5939-00
Item 15 is secured below the playfield by: #6-32 X 1-3/16" Spiral Fin Shank (Qty. 3/per) (237-5957-00) and #6-32 Nylon Stop Nut (Qty. 3/per) (240-5005-00)			
(ASM. REF. 515-6459-04-ND (Qty. 3), Items 8-15)			

Nr.	BUMPER SWITCH PARTS	QTY.	SPI PART Nr.
16	Switch Bracket	1/per	535-7342-00
Item 16 is secured by: #8 X 1/2" HWH AB (Zinc) (Qty. 2/per) (234-5101-00)			
17	Bumper Stack (Blade) Switch Assy.	1/per	180-5015-04
Included with Item 17: Spoon Switch Actuator (545-5610-02). Switch has a Diode (1N4004) (112-5003-00). Can be replaced with (1N4001) (112-5001-00).			
18	Switch Body Protect Plate	1/per	535-7344-00
Items 17 & 18 are secured by: #6-32 X 3/4" HWH Swage (Serr.) Zc. (Qty. 2) (237-5976-05)			
Can substitute Item 17 with 180-5015-05 (ASM. REF. 515-6459-09/R (Qty. 3), Items 16-18)			

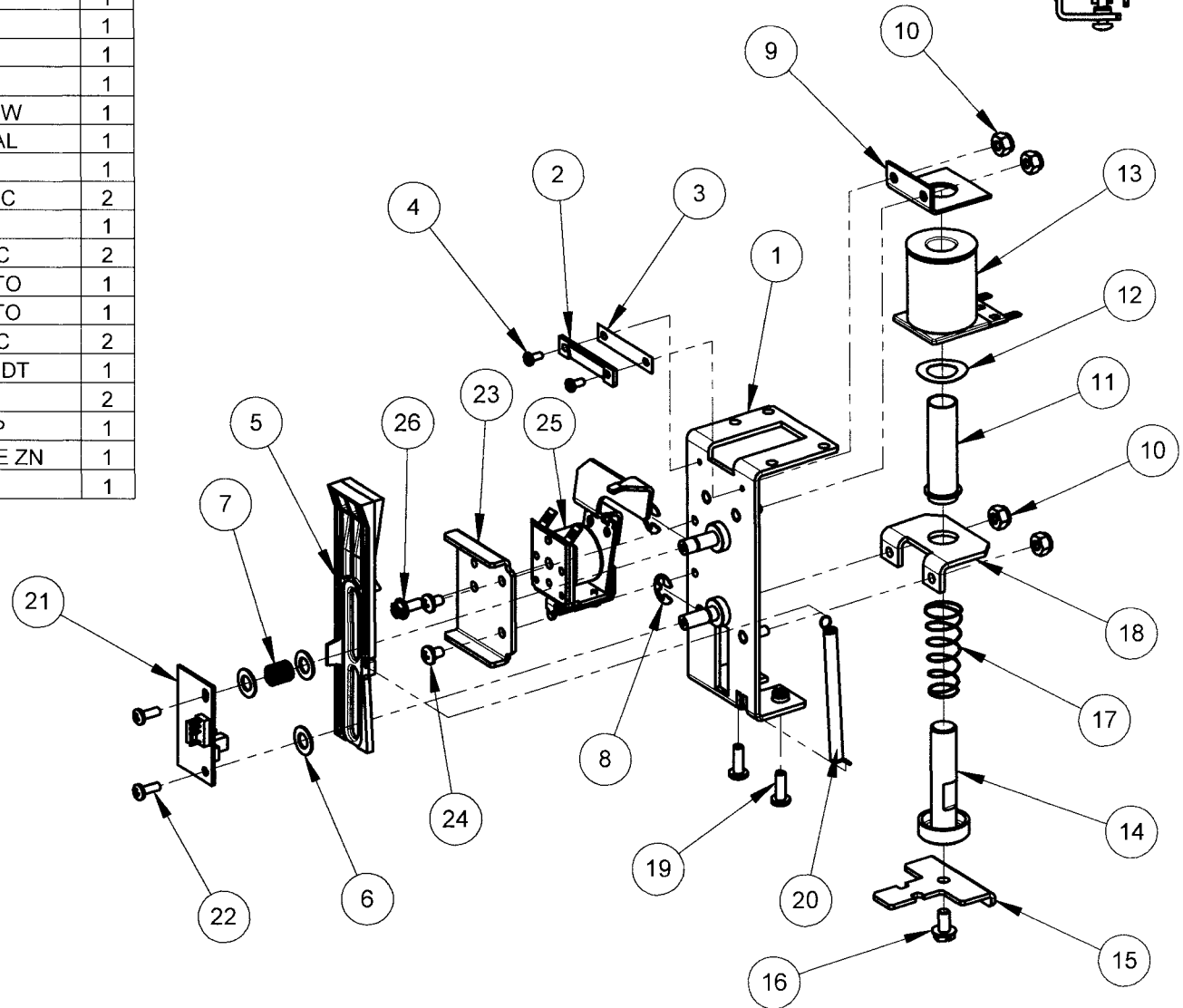
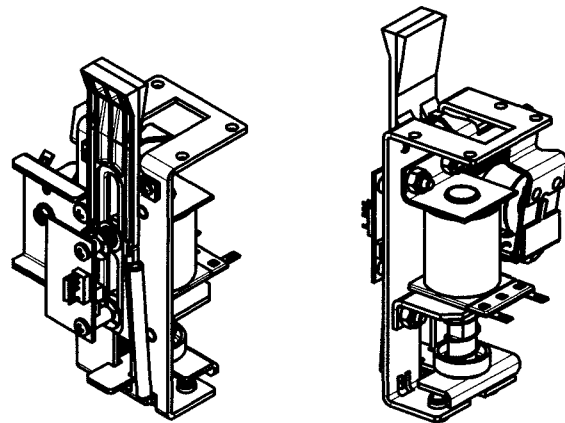
ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLIES.

Nr.	ASSOCIATED PART(S)	QTY.	SPI PART Nr.
AP-A	Kit: Plastics (includes -10, -11 & -12)	1	803-5000-E6
Note: Individual Plastics (830-6071-XX) are not available individually, ordering of kit is required.			
Item AP-A is secured Item 3 by: #5 X 7/8" PRH AB (Zinc) (Qty. 2/per) (237-5826-00)			

ITEM NO.	PART NUMBER	DESCRIPTION	QTY
1	515-0183-00	FRAME ASSY, 1-BANK DT W/ TRIP	1
2	545-6163-01	LEDGE, 1-BANK DROP TARGET	1
3	545-6798-00	SHIM - FICHE PAPER - D.T. SINGLE	1
4	237-6169-00	SCREW, 4-40 X 1/4 PPH MS	2
5	545-6305-00	TARGET - ROLLOVER - BLACK	1
6	242-5091-00	WASHER, 1/2 X 17/64 X .03 - DT	3
7	266-5089-00	SPRING COMPRESSION - DT	1
8	270-5002-00	RETAINING RING - 1/4"	2
9	535-9959-00	STOP BRKT	1
10	240-5102-00	8-32 NYLON LOCK NUT	4
11	545-5076-01	COIL SLEEVE	1
12	269-5002-00	SPRING WASHER	1
13	090-5034-ND	COIL 25-1240 - NO DIODE	1
14	530-5757-00	PLUNGER - D.T. ASSY.	1
15	535-9760-01A	LIFT BRKT - 1 BANK	1
16	237-5985-00	10-32 X 3/8 SHWH SWAGE SCREW	1
17	266-5020-00	COMPRESSION SPRING-CONICAL	1
18	535-9777-01	COIL BRACKET-DT-OD	1
19	237-5602-00	SCREW, 8-32 X 1/2" PPH MS, ZINC	2
20	265-5003-03	TARGET RESET SPRING	1
22	237-5501-00	SCREW, 6-32 X 3/8" PPH MS ZINC	2
21	520-5252-01	1 BANK DROP TARGET PCB-OPTO	1
21	520-5252-01	1 BANK DROP TARGET PCB-OPTO	1
22	237-5501-00	SCREW, 6-32 X 3/8" PPH MS ZINC	2
23	535-0789-00	BRACKET, TRIP COIL MOUNT, 1-DT	1
24	232-5300-00	SCREW, 8-32 X 1/4" PPH SEMS	2
25	515-9702-00-ND	COIL ASSEMBLY, TARGET DROP	1
26	237-5975-00	SCREW, 8-32 X 3/8" HWH SWAGE ZN	1
99*	036-5605-07-E4	CABLE, DT W/ TRIP	1

* ITEM NOT SHOWN

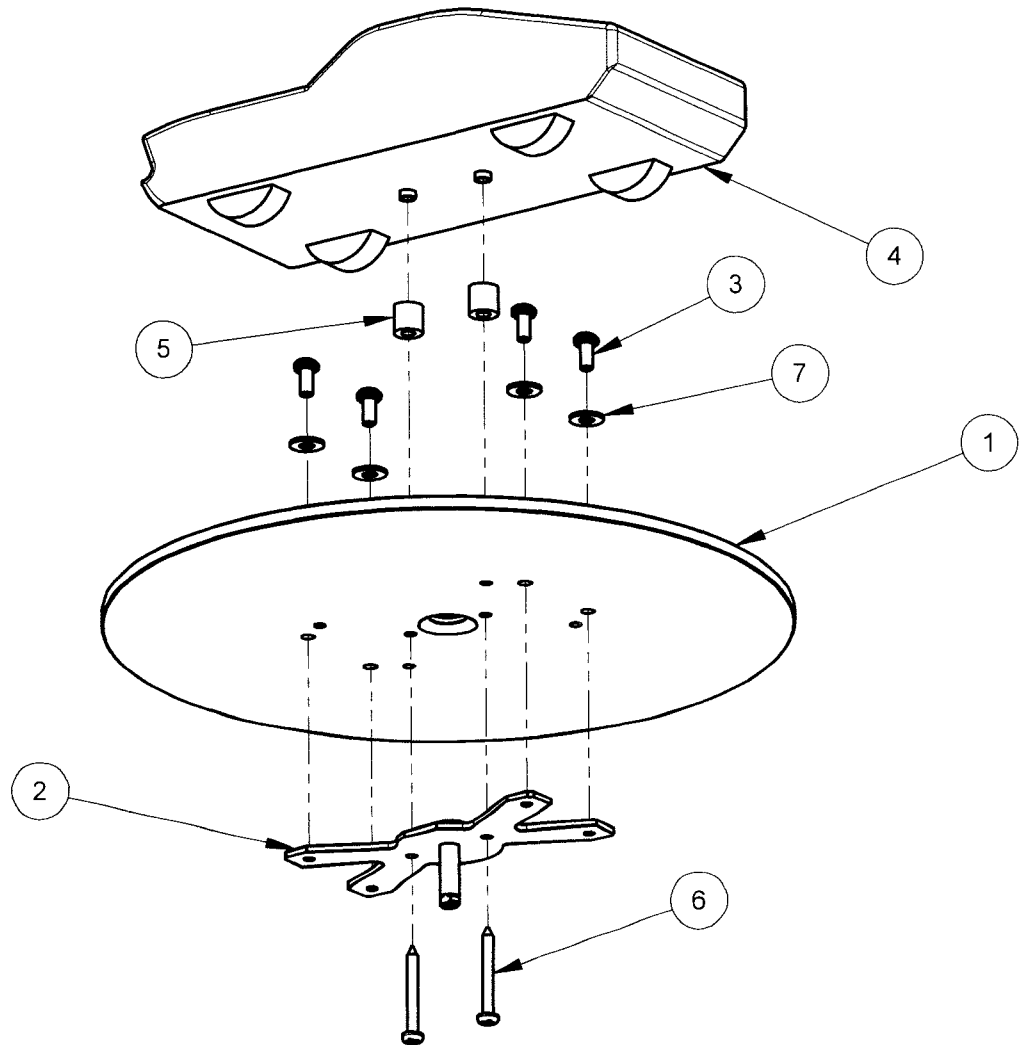
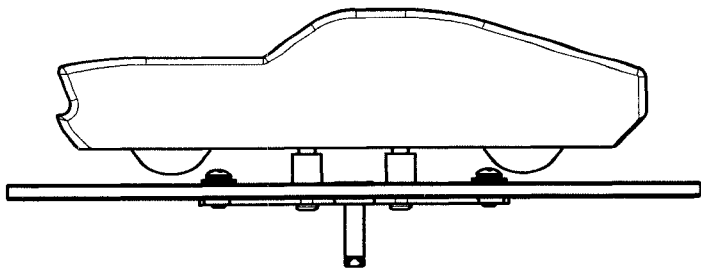
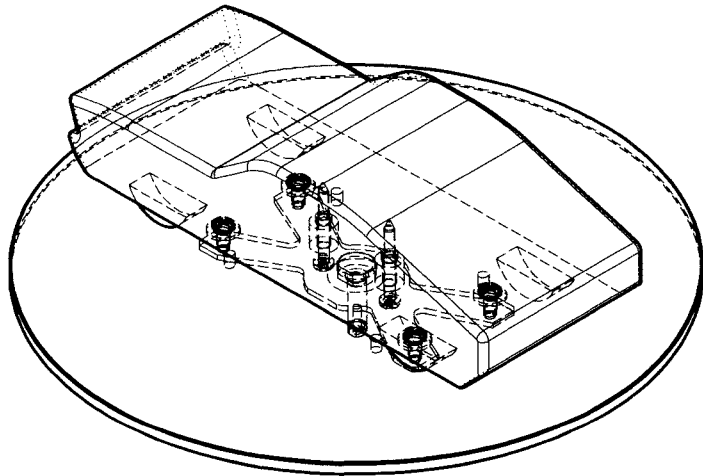
ASSEMBLY, 1-BANK DROP TARGET W/ TRIP COIL 500-9826-01



b10

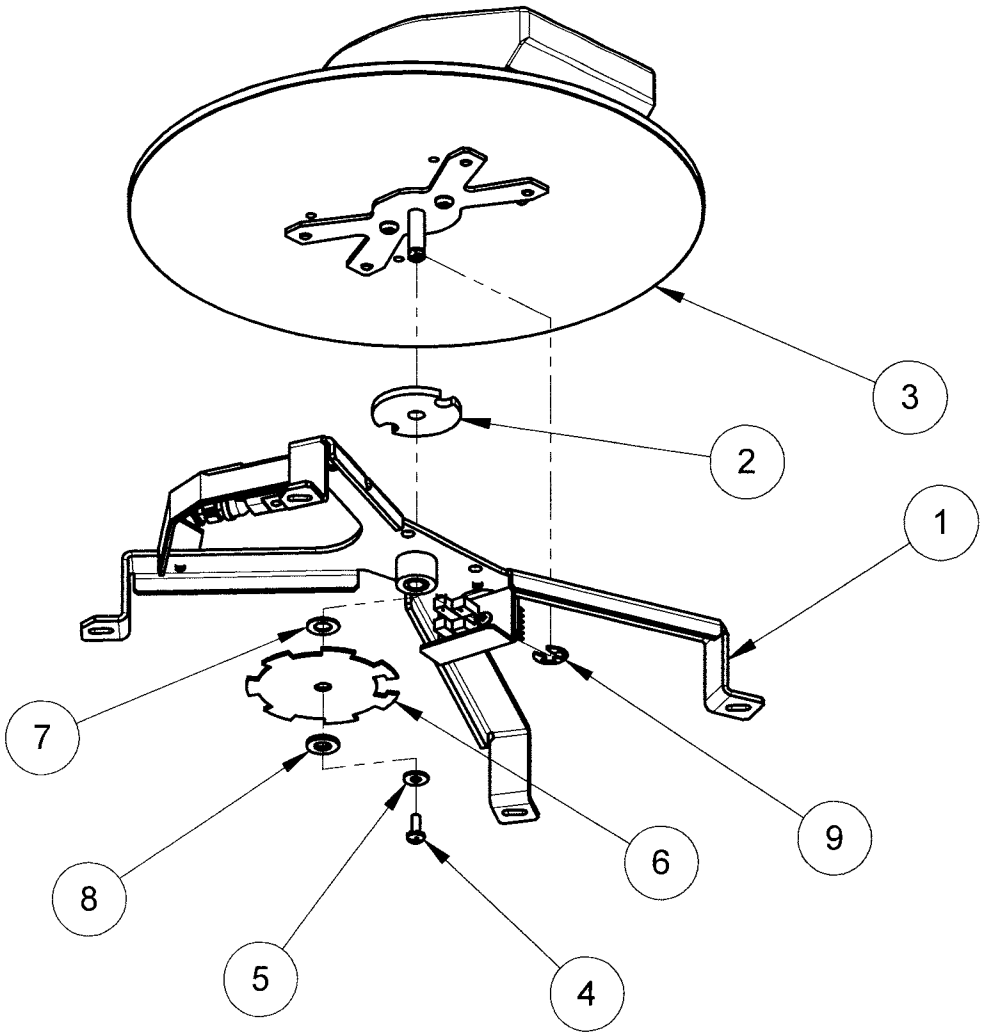
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	545-7885-00	TURNTABLE DISK, BISCUIT LE	1
2	515-9734-00	WELDMENT, TT MOUNT, BISCUIT LE	1
3	232-5301-00	SCREW, 8-32 X 3/8" PPH SEMS	4
4	880-6154-01	CAR, MAISTO 1:24 SCALE, MODIFIED	1
5	254-5000-12	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 3/8"	2
6	232-5006-00	SCREW, #6 X 1-1/4" PPH AB ZINC	2
7	242-5005-00	#8 WASHER	4

ASSEMBLY, TURNTABLE MUSTANG LE 511-7534-00

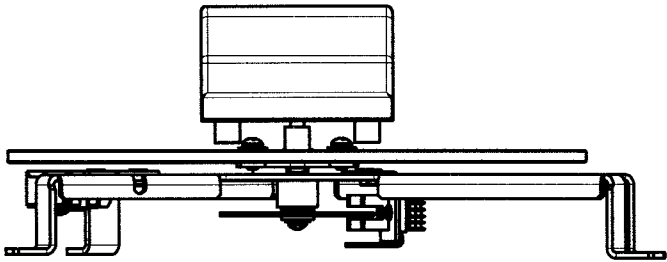


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	511-7533-00	ASSEMBLY, TURNTABLE SUPPORT, BISCUIT	1
2	242-5618-00	WASHER, TURNTABLE SUPPORT, BISCUIT LE	1
3	* 511-7534-00	ASSEMBLY, TURNTABLE, BISCUIT LE	1
4	232-5201-00	SCREW, 6-32 X 3/8" PPH MS SEMS	1
5	242-5001-00	#6 WASHER	1
6	535-0905-00	PLATE, TT ENCODER, BISCUIT LE	1
7	242-5091-00	WASHER, 1/2 X 17/64 X .03 - DT	1
8	242-5008-00	WASHER, 1/4" ID X 1/2" OD X 1/16" THICK	1
9	270-5002-00	RETAINING RING - 1/4"	1

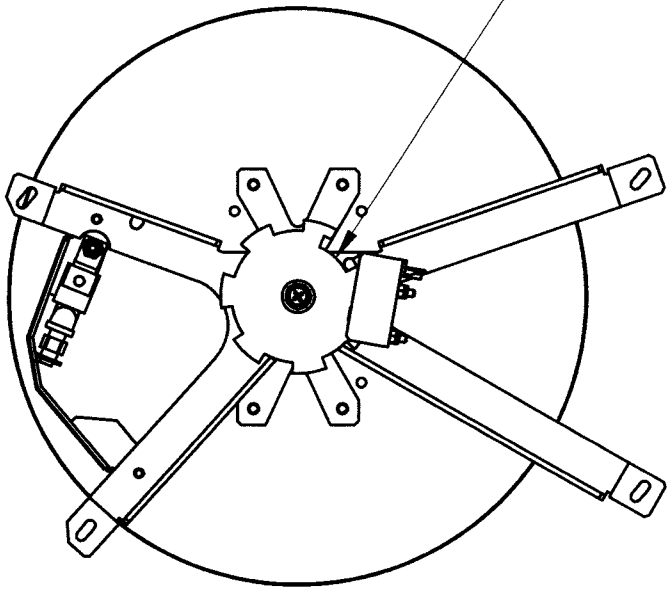
* PREMIUM ASSEMBLY = -01



ASSEMBLY, TURNTABLE / SUPPORT MUSTANG LE / PREMIUM 500-9845-00 / -02



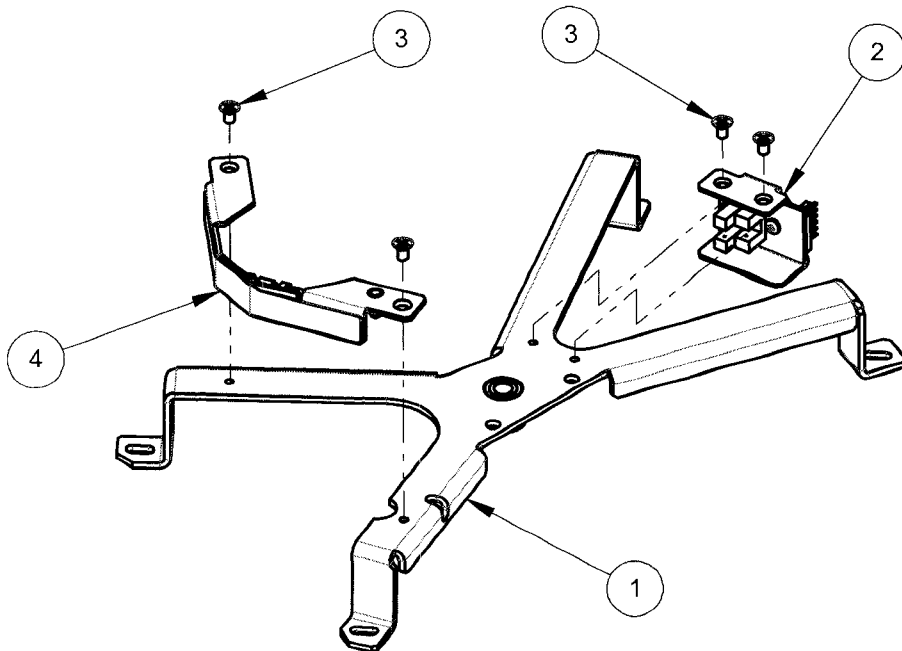
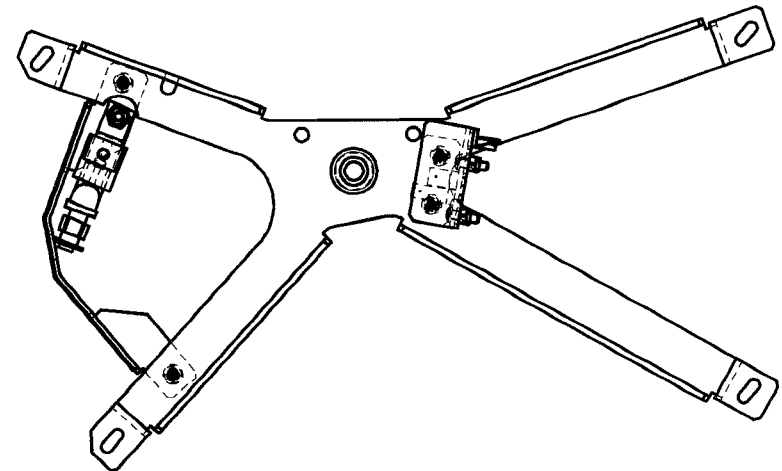
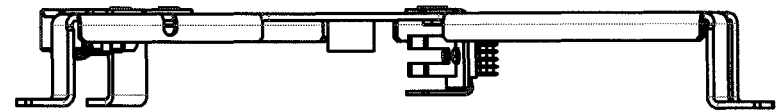
NOTE:
THIS CUTOUT SHOULD BE
FACING THE LETTER "A".



b12

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	515-9733-00	WELDMENT, TT SUPPORT, BISCUIT	1
2	511-7531-00	ASSEMBLY, TT OPTO, BISCUIT LE	1
	535-0984-00	BRACKET, TT OPTO MOUNT, BISCUIT LE	1
	520-6931-00	OPTO INTERRUPTOR BOARD - DUAL OPTO	1
	237-5979-00	SCREW, 4-40 X 3/8", PPH (ZINC)	2
	240-5303-00	4-40 NYLON LOCK NUT	2
3	237-5871-01	SCREW, 6-32 X 1/4" PFH 82-DEG U/C ZINC	4
4	511-7555-00	ASSEMBLY, INDICATOR BRKT, BISCUIT LE	1
	535-0904-00	BRACKET, TT INDICATOR, BISCUIT LE	1
	077-5026-01	SOCKET, L/D WEDGE BASE BLACK	1
	112-5041-08	MULTI-LED FLASHER - WEDGE BASE - WHITE	1
	240-5005-00	6-32 NYLON STOP NUT	1
	820-8339-50	DECAL #50, BISCUIT LE	1

ASSEMBLY, TURNTABLE SUPPORT MUSTANG LE / PREMIUM 511-7533-00

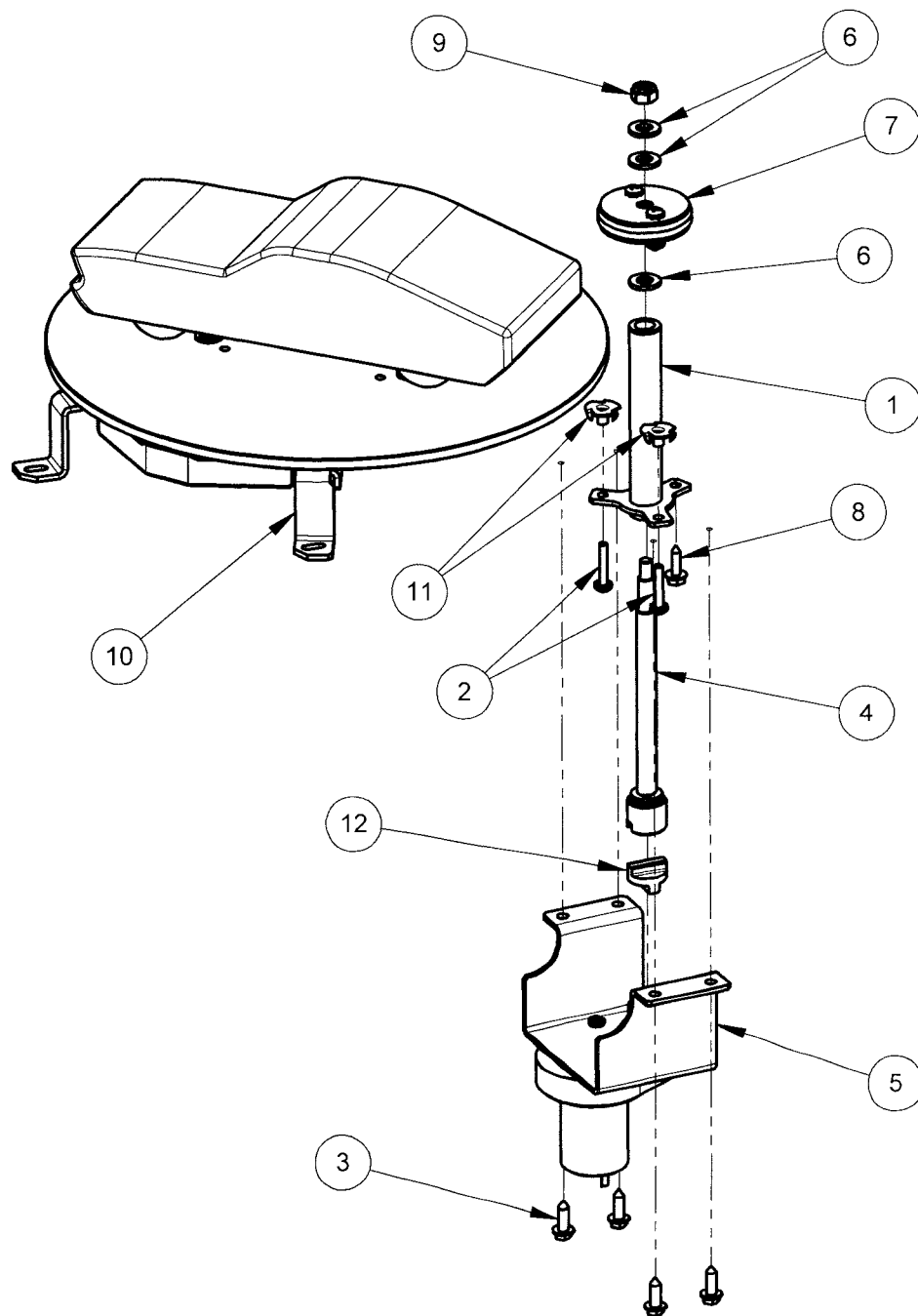
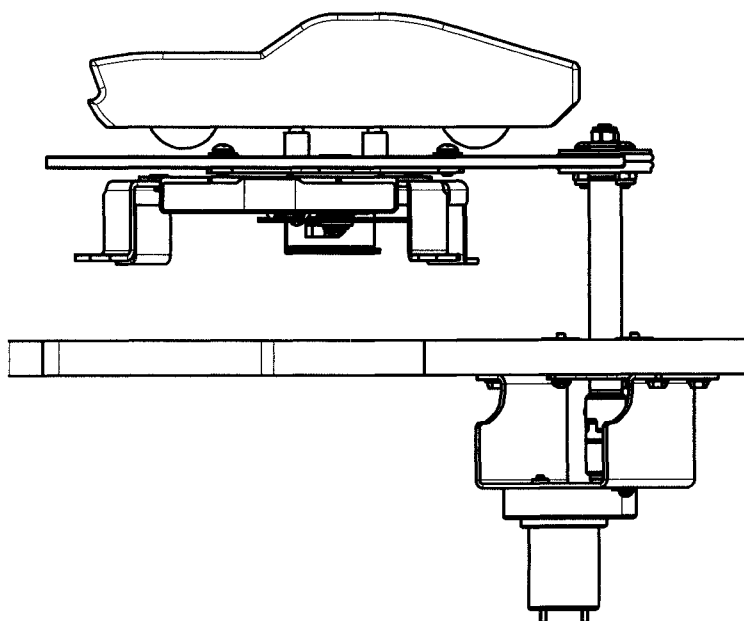


b13

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	515-9732-00	SUPPORT TUBE, TT MOTOR, BISCUIT	1
2	232-5204-00	SCREW, 6-32 X 3/4" PPH SEMS	2
3	234-5101-00	SCREW, #8 X 1/2" SLT HWH AB ZINC	4
4	511-7556-01	ASSEMBLY, MOTOR SHAFT, BISCUIT LE	1
5	500-9844-00	ASSEMBLY, TURNTABLE MOTOR, BISCUIT	1
6	242-5008-00	WASHER, 1/4" ID X 1/2" OD X 1/16" THICK	3
7	511-7532-00	ASSEMBLY, TT DRIVE, BISCUIT LE	1
8	234-5001-02	SCREW, #6 X 1/2" HWH	1
9	240-5203-00	10-32 NYLON LOCK NUT	1
10	* 500-9845-00	ASSY, TURNTABLE / SUPPORT, BISCUIT	1
11	240-5002-00	6-32 T-NUT	2
12	545-7900-00	COUPLING DISC, TT MOTOR, BISCUIT LE	1

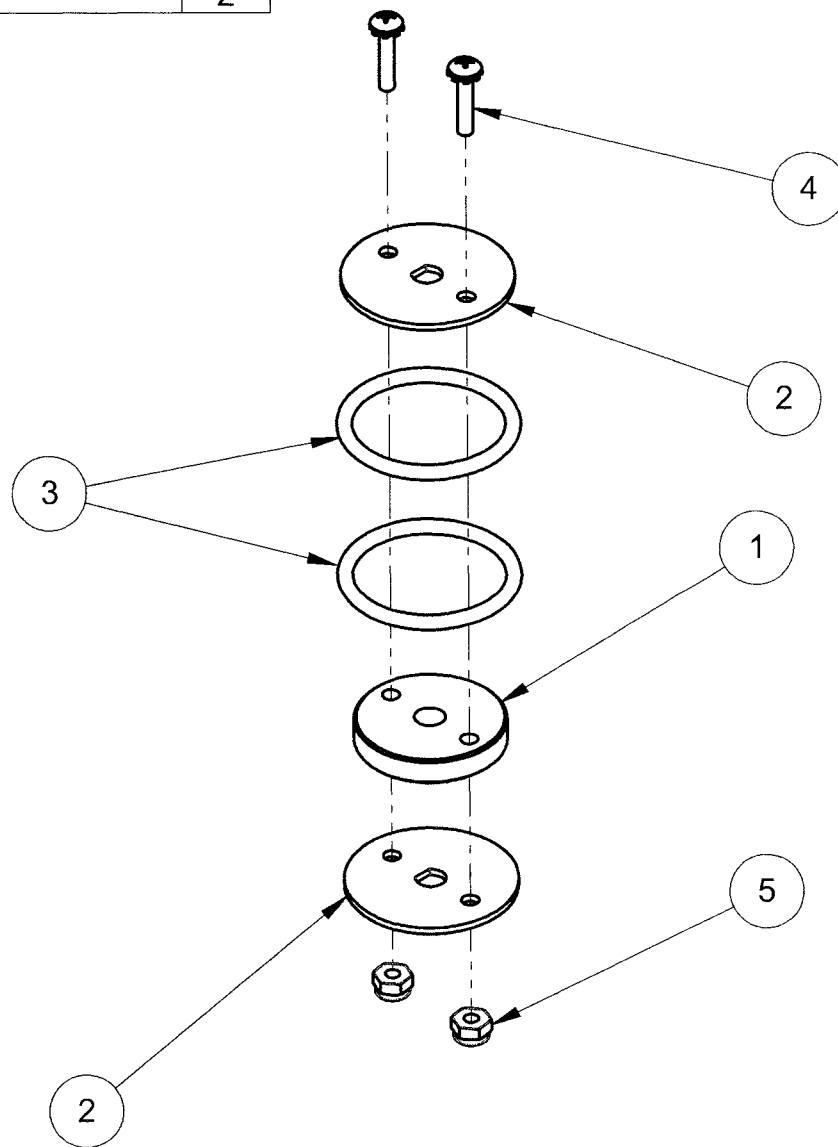
TURNTABLE REFERENCE ASSEMBLY MUSTANG LE / PREMIUM

* PREMIUM ASSEMBLY = -02



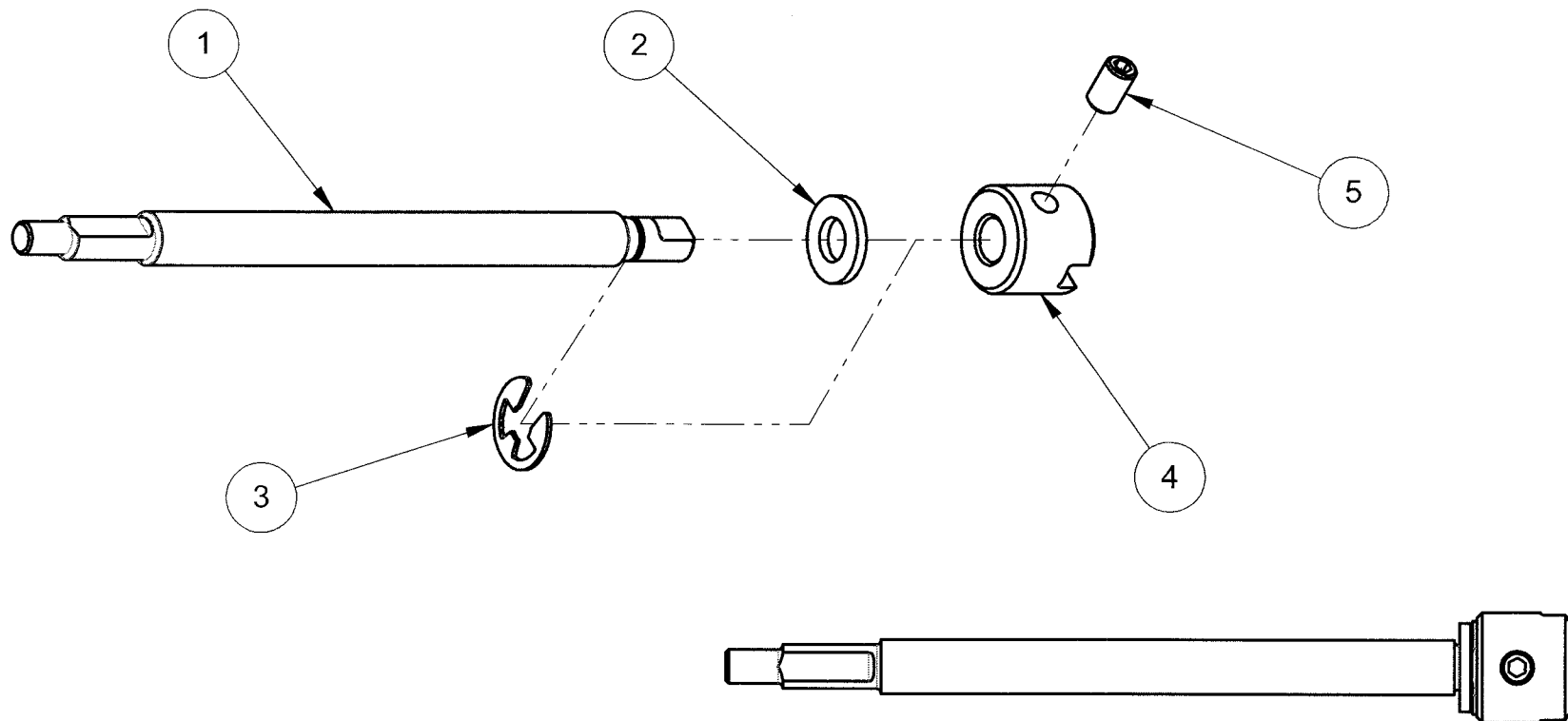
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	530-7881-00	DRIVE HUB, TURNTABLE, BISCUIT LE	1
2	535-0903-00	CLAMP PLATE, TT DRIVE, BISCUIT LE	2
3	545-7894-01	O-RING, TYPE 216 1" ID X Ø 1/8", URETHANE	2
4	232-5203-00	SCREW, 6-32 X 5/8" PPH SEMS ZINC	2
5	240-5005-00	6-32 NYLON STOP NUT	2

**ASSEMBLY, TURNTABLE DRIVE
MUSTANG LE / PREMIUM
511-7532-00**



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	530-7866-01	SHAFT, TURNABLE MOTOR, BISCUIT LE	1
2	242-5008-00	WASHER, 1/4" ID X 1/2" OD X 1/16" THICK	1
3	270-5002-00	RETAINING RING - 1/4"	1
4	530-7867-01	HALF COUPLING, TT MOTOR, BISCUIT LE	1
5	237-6092-00	SET SCREW, 10-32 X 5/16, SOCKET CUP PT	1

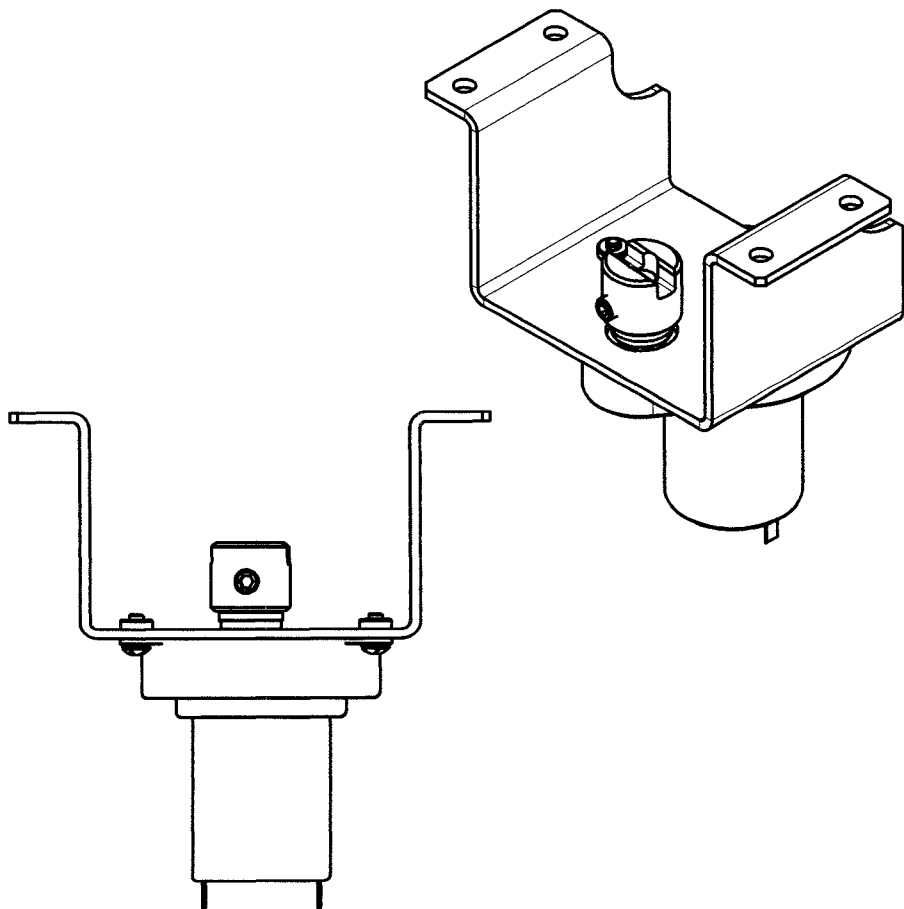
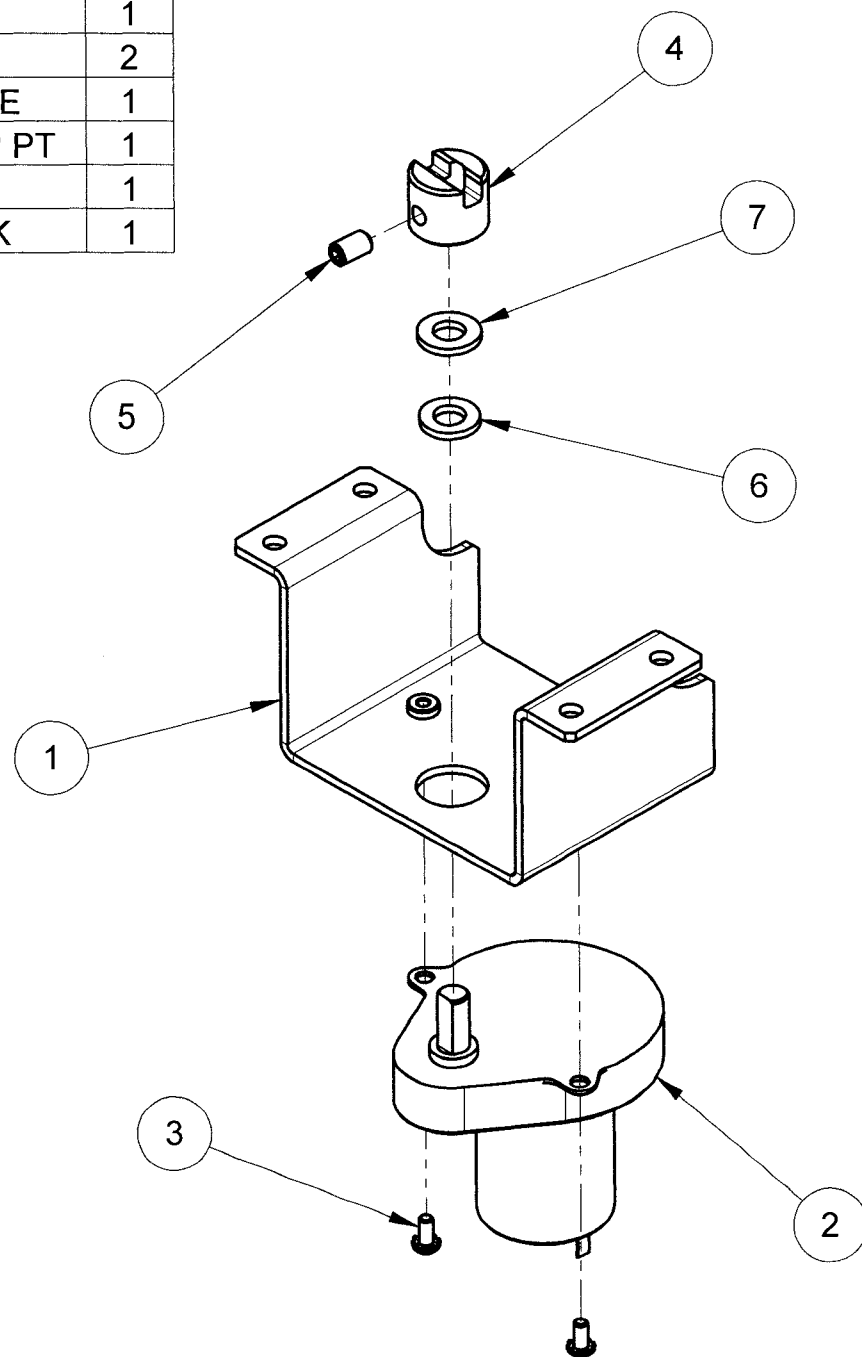
**ASSEMBLY, MOTOR SHAFT
BISCUIT LE / PREMIUM
511-7556-01**



b16

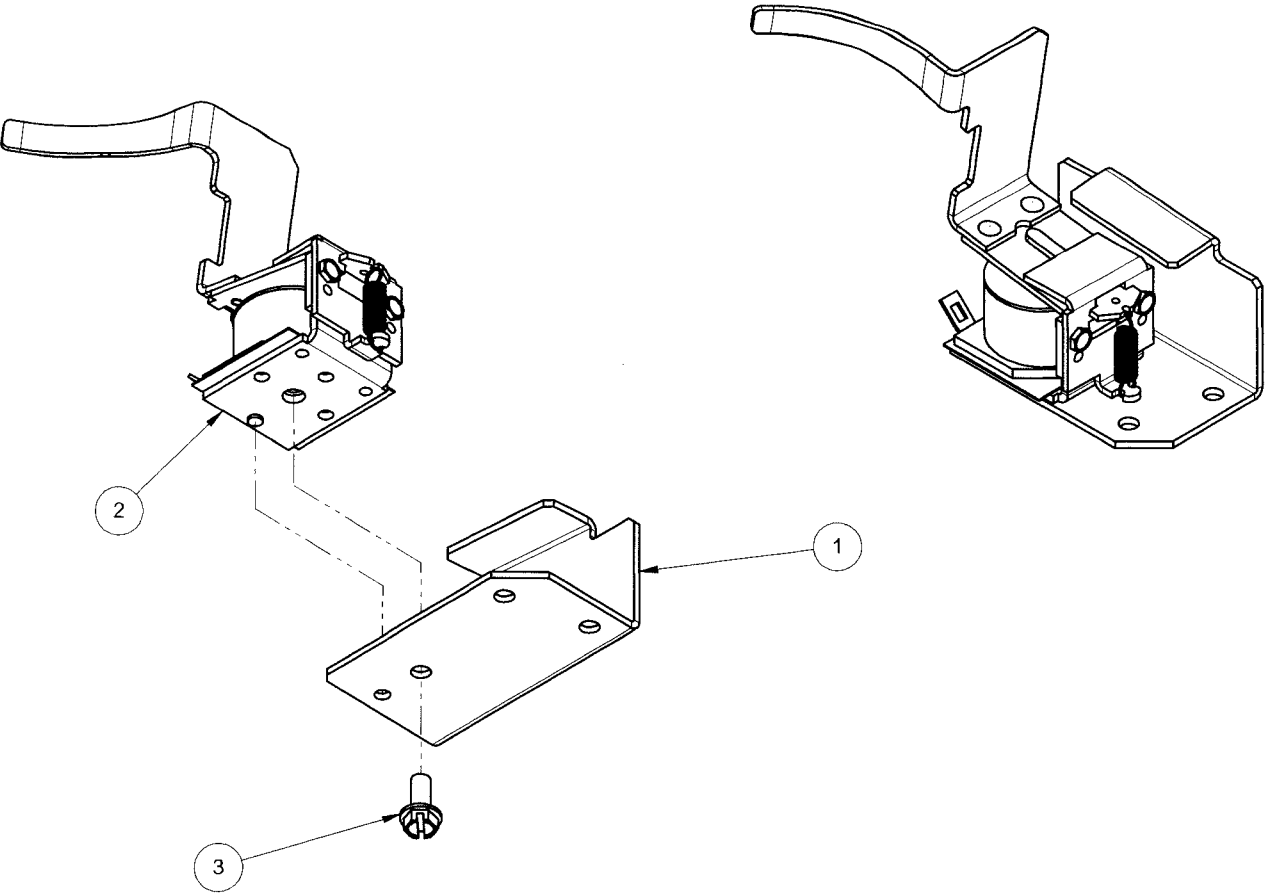
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	535-0971-01	BRACKET, TT MOTOR MOUNT, BISCUIT	1
2	511-6968-00	MOTOR & CONN ASSY, 24 VDC, 12 RPM	1
3	237-5909-00	SCREW, 4-40 X 1/4" PPH SEMS	2
4	530-7867-01	HALF COUPLING, TT MOTOR, BISCUIT LE	1
5	237-6092-00	SET SCREW, 10-32 X 5/16, SOCKET CUP PT	1
6	242-5072-01	NYLON WASHER .252 ID X .472 OD	1
7	242-5008-00	WASHER, 1/4" ID X 1/2" OD X 1/16" THICK	1

**ASSEMBLY, TURNTABLE MOTOR
MUSTANG LE / PREMIUM
500-9844-00**



B17

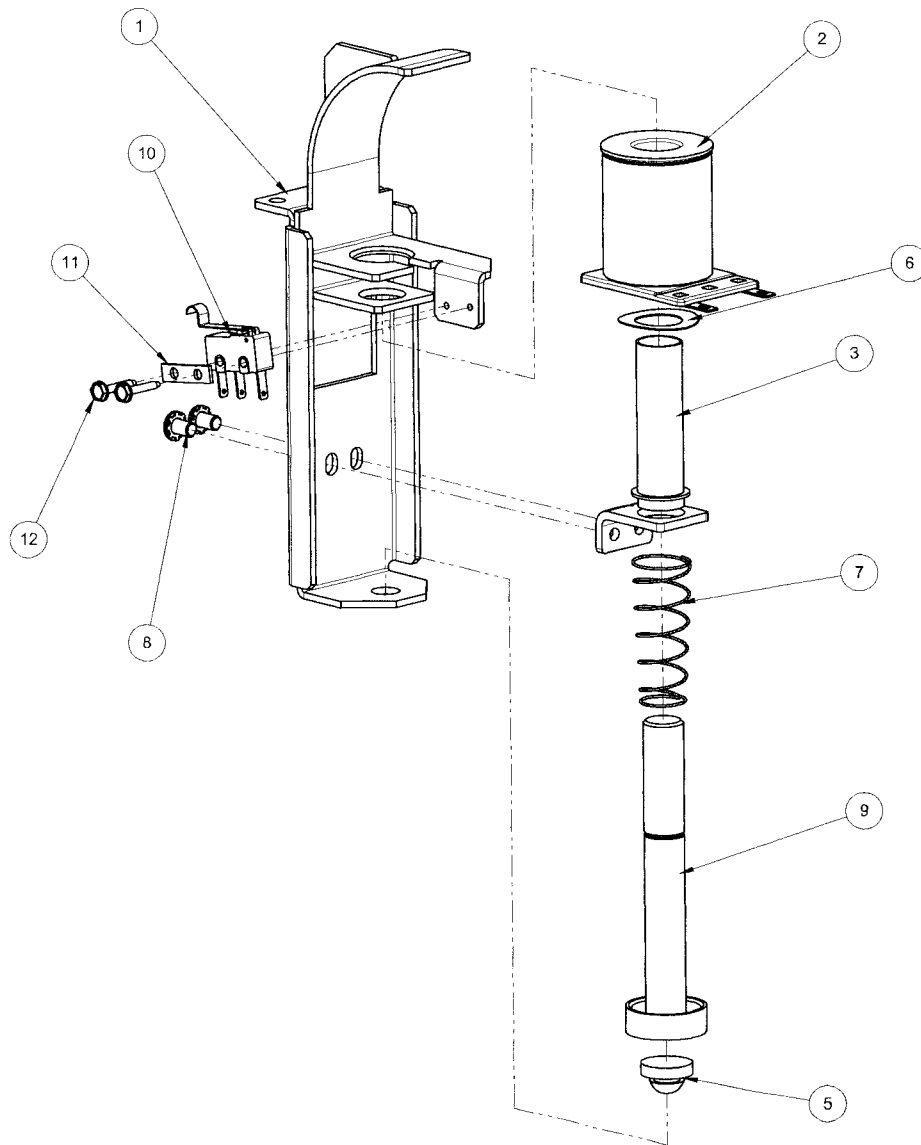
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	535-0987-00	BRACKET, DIV COIL MOUNT, BISCUIT	1
2	515-0213-00-ND	COIL ASSEMBLY, DIVERter, BISCUIT	1
3	237-5975-00	SCREW, 8-32 X 3/8 HWH SWAGE ZN	1



ASSEMBLY, PF DIVERter, BISCUIT

500-9849-00

b19

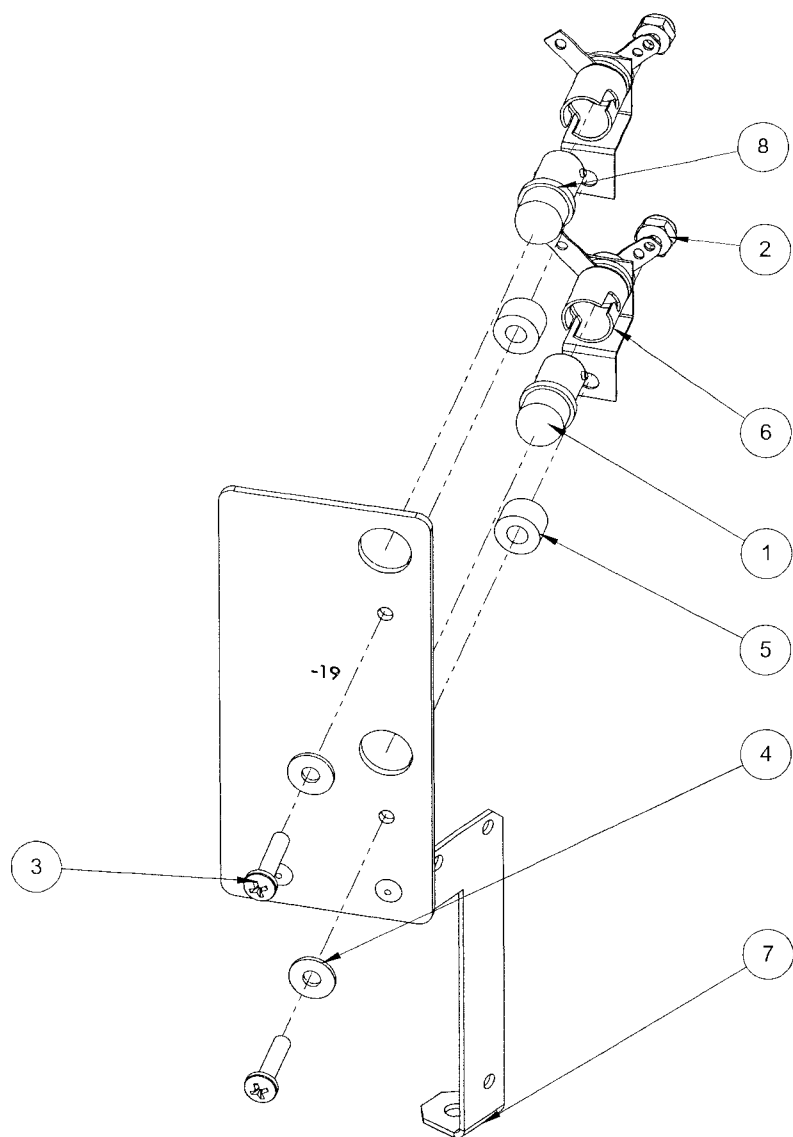


ITEM #	QTY	PART #	DESCRIPTION
1	1	535-9637-02	BRACKET - EJECT
2	1	090-5004-ND	COIL 27-1500 - NO DIODE
3	1	545-5076-01	COIL SLEEVE
4	1	535-5203-03	COIL RETAINING BRACKET
5	1	545-5105-00	RUBBER BUMPER
6	1	269-5002-00	SPRING WASHER
7	1	266-5020-00	COMPRESSION SPRING-CONICAL
8	2	232-5300-00	SCREW, 8-32 X 1/4" PPH SEMS
9	1	515-7309-00	PLUNGER ASSEMBLY
10	1	180-5209-00	SUB MINIATURE SWITCH - SIM. ROLLER
11	1	535-6539-00	SWITCH BODY PROTECT PLATE
12	2	237-5937-02	SCREW, 2-56 X 1/2" HWH MS
NOT SHN	1	036-5541-00	GENERIC COIL CABLE

EJECT VUK (VERTICAL UP-KICKER)

500-6846-02

029



*NOT SHOWN

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	112-5034-05	DOUBLE LED, BAYONET BASE - BLUE	1
2	240-5005-00	6-32 NYLON STOP NUT	2
3	237-5503-01	SCREW, 6-32 X 5/8 PPH MS BLACK	2
4	242-5001-00	#6 WASHER	2
5	254-5000-09	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/4"	2
6	077-5002-00	SOCKET - SHORT STAND-UP 2-LUG	2
7	510-7486-19	BILLBOARD RIVET ASSEMBLY-RAMP AND JACKPOT	1
8	112-5034-04	DOUBLE LED, BAYONET BASE - GREEN	1
*9	036-5607-11-F1	WIRE ASSEMBLY	1
*10	605-5002-00	SHRINK TUBING-1/8	.33
*11	040-5001-00B	WIRE TIE	2

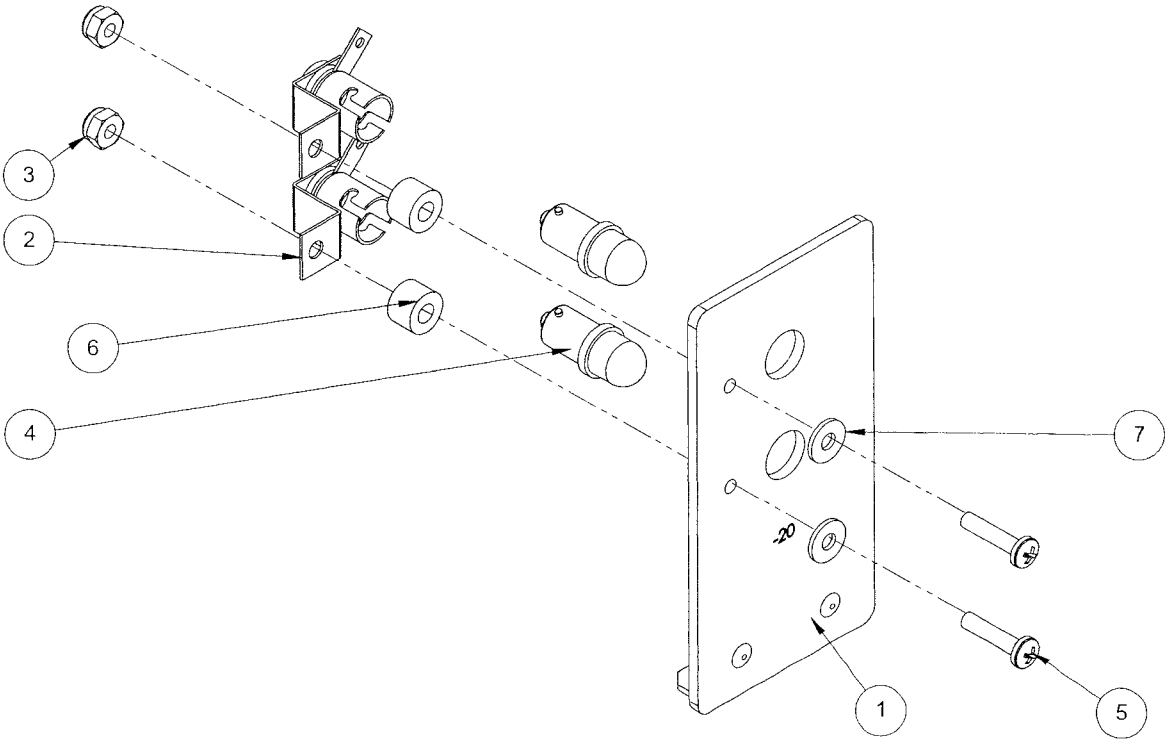
BILLBOARD ASSEMBLY-RAMP
AND JACKPOT

DRAWING NO.

511-7552-19

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	510-7486-20	BILL BOARD RIVET ASSEMBLY-360	1
2	077-5002-00	SOCKET - SHORT STAND-UP 2-LUG	2
3	240-5005-00	6-32 NYLON STOP NUT	2
4	112-5034-02	DOUBLE LED, BAYONET BASE - RED	2
5	237-5503-01	SCREW, 6-32 X 5/8 PPH MS BLACK	2
6	254-5000-09	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/4"	2
7	242-5001-00	#6 WASHER	2
*8	036-5607-12-F1	WIRE ASSEMBLY	1
*9	605-5002-00	SHRINK TUBING 1/8	.33

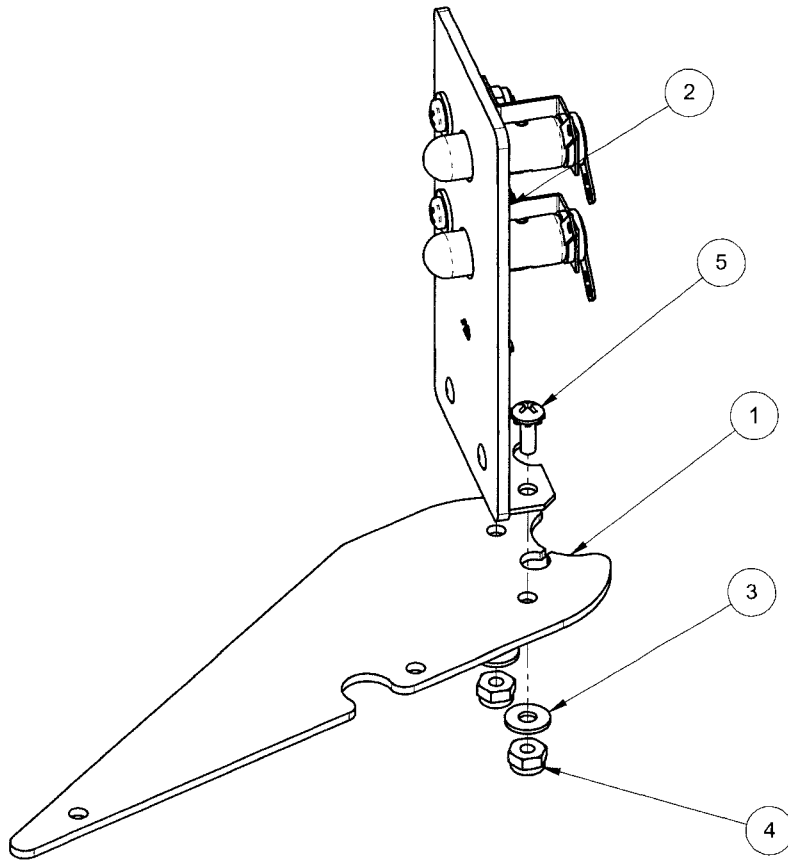
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360 BILLBOARD ASSEMBLY

DRAWING NO. 511-7552-20

ITEM #	QTY	PART #	DESCRIPTION
1	1	830-6941-09	BUTY # 9 - BISCUIT
2	1	511-7552-20	360 BILLBOARD ASSEMBLY
3	2	242-5001-00	#6 WASHER
4	2	240-5005-00	6-32 NYLON STOP NUT
5	2	232-5201-00	SCREW, 6-32 X 3/8" PPH MS SEMS



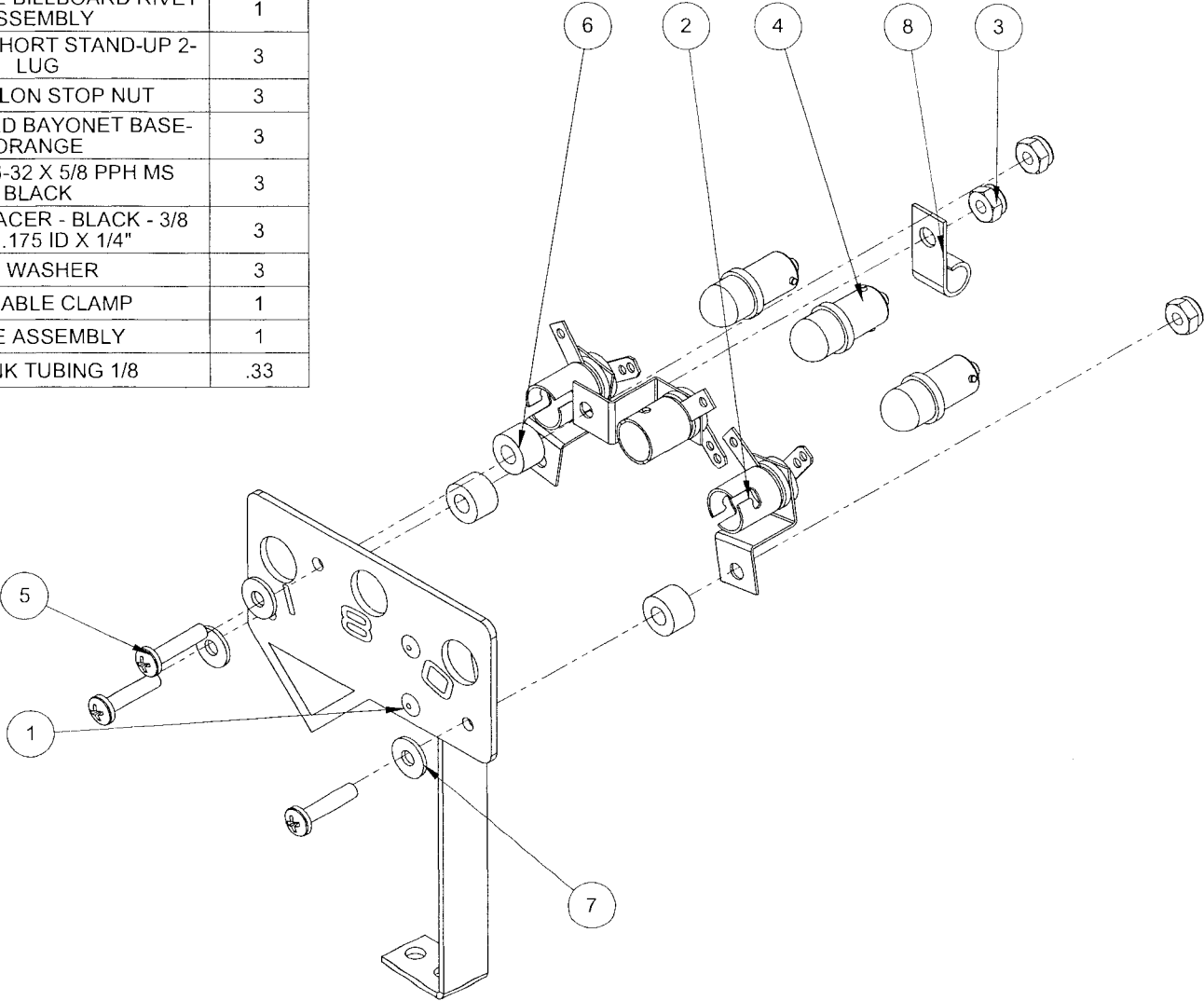
BUTY ASSEMBLY # 9 - BISCUIT L E

511-7552-09

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	510-7486-21	180 DEGREE BILLBOARD RIVET ASSEMBLY	1
2	077-5002-00	SOCKET - SHORT STAND-UP 2-LUG	3
3	240-5005-00	6-32 NYLON STOP NUT	3
4	112-5034-07	DOUBLE LED BAYONET BASE-ORANGE	3
5	237-5503-01	SCREW, 6-32 X 5/8 PPH MS BLACK	3
6	254-5000-09	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/4"	3
7	242-5001-00	#6 WASHER	3
8	040-5000-03	1/4" CABLE CLAMP	1
*9	036-5607-10-F1	WIRE ASSEMBLY	1
*10	605-5002-00	SHRINK TUBING 1/8	.33

*NOT SHOWN

623



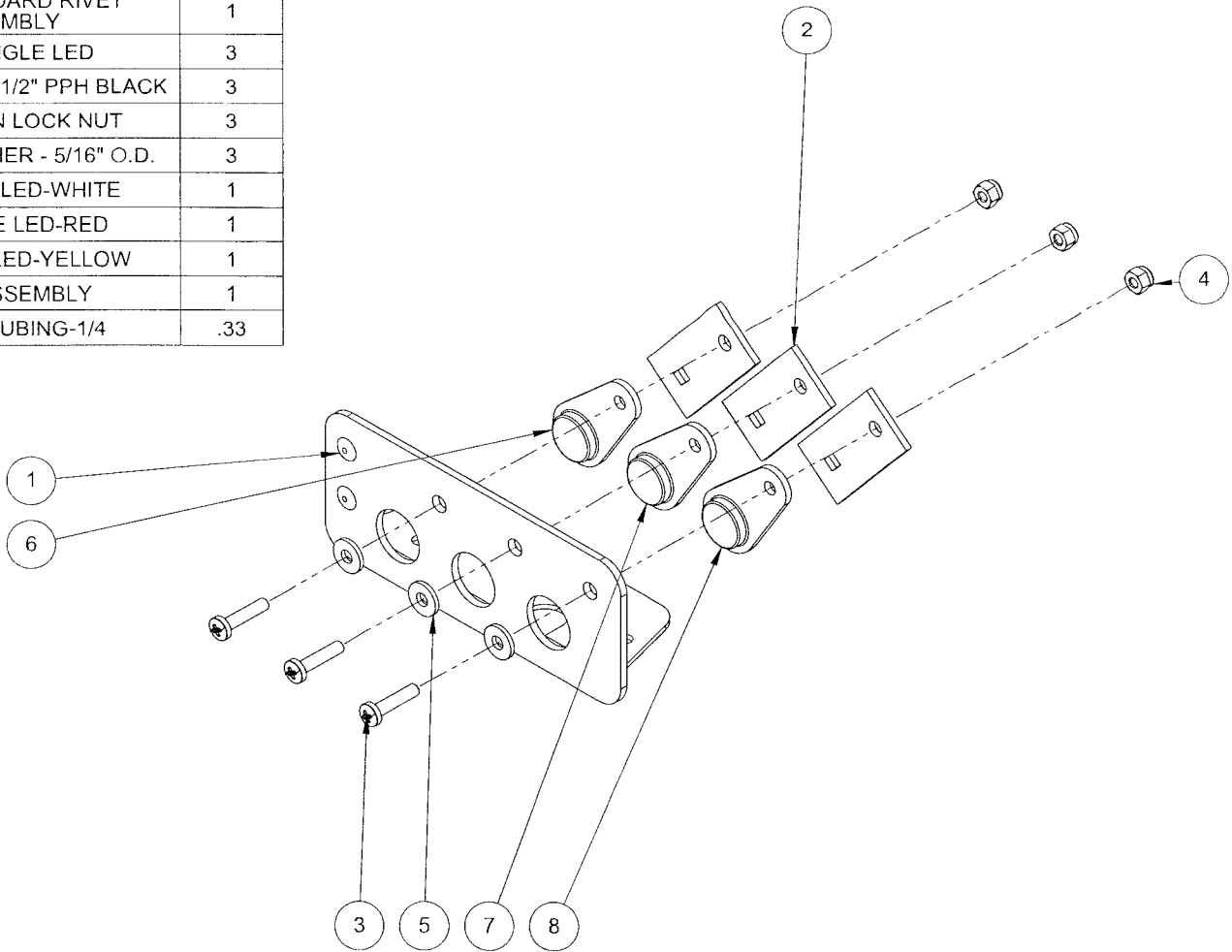
180 DEGREE BILLBOARD ASSEMBLY

DRAWING NO.

511-7552-21

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	510-7486-36	VUK BILLBOARD RIVET ASSEMBLY	1
2	520-5307-00	PCB, SINGLE LED	3
3	237-5816-01	SCREW, 4-40 X 1/2" PPH BLACK	3
4	240-5303-00	4-40 NYLON LOCK NUT	3
5	242-5002-00	#4 FLAT WASHER - 5/16" O.D.	3
6	550-7361-08	MIN DOME LED-WHITE	1
7	550-7361-02	MIN DOME LED-RED	1
8	550-7361-06	MIN DOME LED-YELLOW	1
*9	036-5607-13-F1	WIRE ASSEMBLY	1
*10	605-5004-01	SHRINK TUBING-1/4	.33

*NOT SHOWN

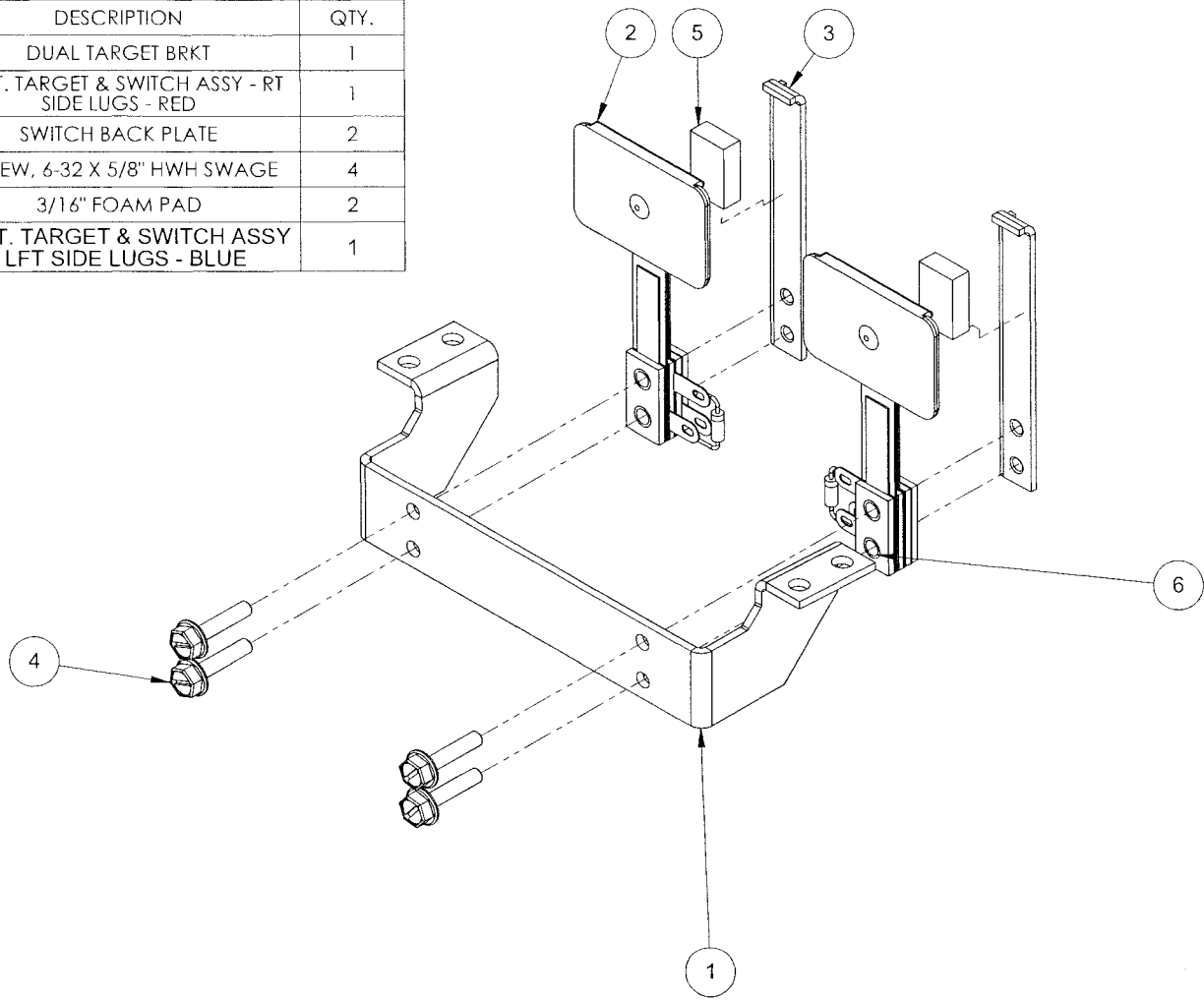


VUK BILLBOARD ASSEMBLY-LE

DRAWING NO. 511-7552-36

629

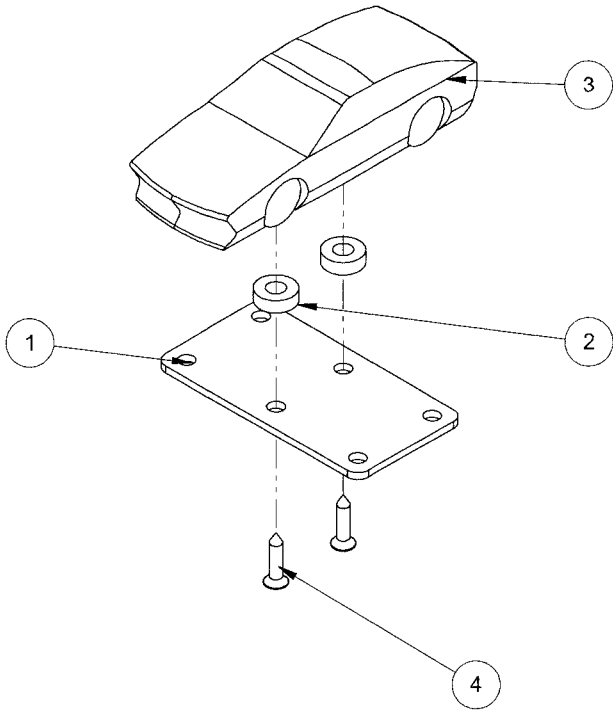
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	535-0836-00	DUAL TARGET BRKT	1
2	515-7498-02-01	RECT. TARGET & SWITCH ASSY - RT SIDE LUGS - RED	1
3	535-9823-01	SWITCH BACK PLATE	2
4	237-5976-04	SCREW, 6-32 X 5/8" HWH SWAGE	4
5	626-5078-00	3/16" FOAM PAD	2
6	515-7498-05-00	RECT. TARGET & SWITCH ASSY - LFT SIDE LUGS - BLUE	1



ASSEMBLY, DUAL S/U TARGET,

DRAWING NO. 500-9870-00

ITEM #	QTY	PART #	DESCRIPTION
1	1	830-6941-50	CAR BUTY-RAMPS
2	2	254-5000-19	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/8"
3	1	880-6153-01	MUSTANG TOY CAR - GT
4	2	237-5840-00	SCREW, #4 X 1/2" PFH AB

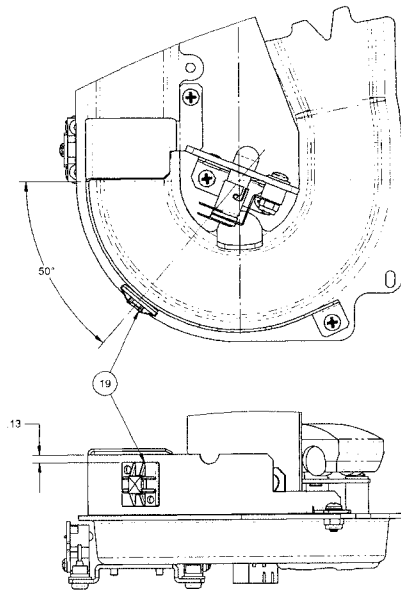
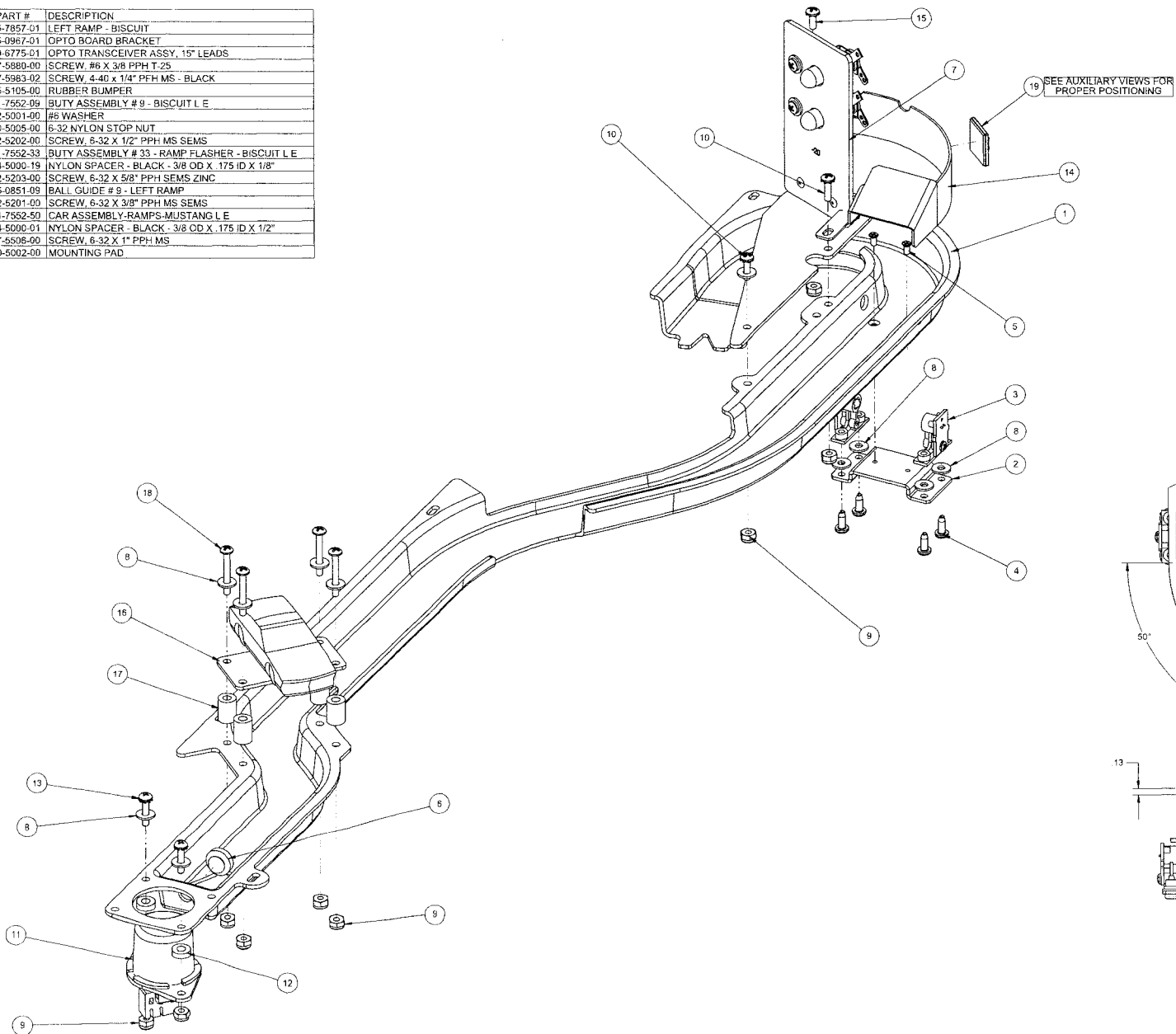


CAR ASSEMBLY-RAMPS-MUSTANG L E

511-7552-50

626

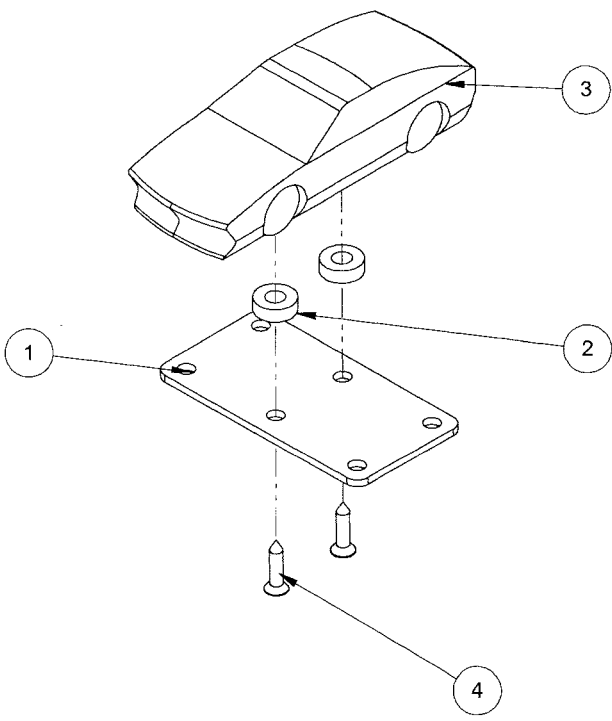
ITEM #	QTY	PART #	DESCRIPTION
1	1	545-7857-01	LEFT RAMP - BISCUIT
2	1	535-0967-01	OPTO BOARD BRACKET
3	2	500-6775-01	OPTO TRANSCEIVER ASSY, 15" LEADS
4	4	237-5980-00	SCREW, #6 X 3/8 PPH MS
5	2	237-5983-02	SCREW, 4-40 X 1/4" PPH MS - BLACK
6	1	545-5105-00	RUBBER BUMPER
7	1	511-7552-09	BUTY ASSEMBLY # 9 - BISCUIT L E
8	11	242-5001-00	#8 WASHER
9	9	240-5005-00	6-32 NYLON STOP NUT
10	2	232-5202-00	SCREW, 6-32 X 1/2" PPH MS SEMS
11	1	511-7552-33	BUTY ASSEMBLY # 33 - RAMP FLASHER - BISCUIT L E
12	2	254-5000-19	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/8"
13	2	232-5203-00	SCREW, 6-32 X 5/8" PPH SEMS ZINC
14	1	535-0851-09	BALL GUIDE # 9 - LEFT RAMP
15	1	232-5201-00	SCREW, 6-32 X 3/8" PPH MS SEMS
16	1	511-7552-50	CAR ASSEMBLY-RAMPS-MUSTANG L E
17	4	254-5000-01	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/2"
18	4	237-5506-00	SCREW, 6-32 X 1" PPH MS
19	1	040-5002-00	MOUNTING PAD



LEFT RAMP ASSEMBLY - BISCUIT L E

500-9835-01

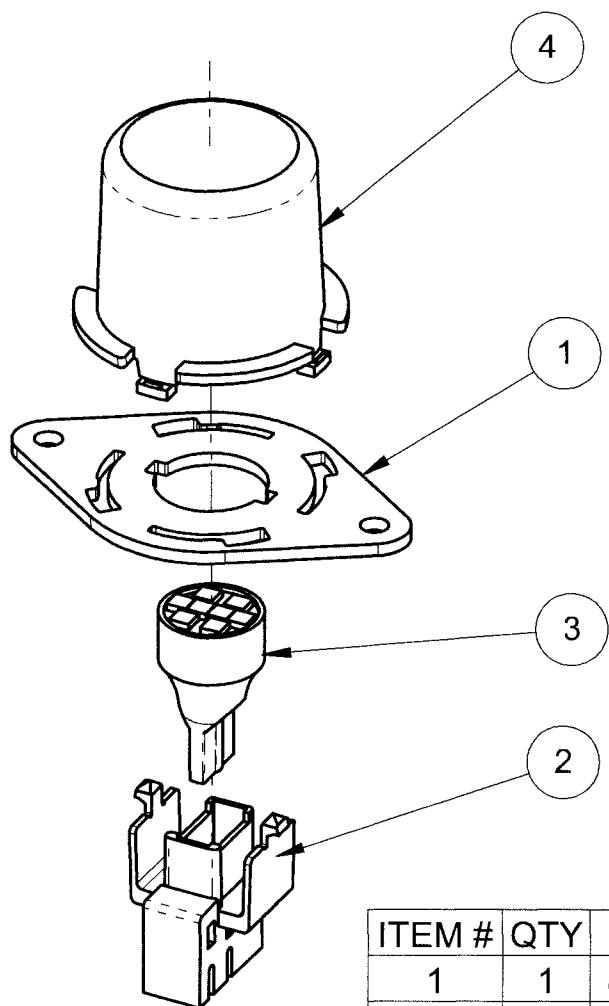
ITEM #	QTY	PART #	DESCRIPTION
1	1	830-6941-50	CAR BUTY-RAMPS
2	2	254-5000-19	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/8"
3	1	880-6158-01	MUSTANG TOY CAR - BOSS 302
4	2	237-5840-00	SCREW, #4 X 1/2" PFH AB



CAR ASSEMBLY-RAMPS-MUSTANG PREMIUM

511-7554-50

629



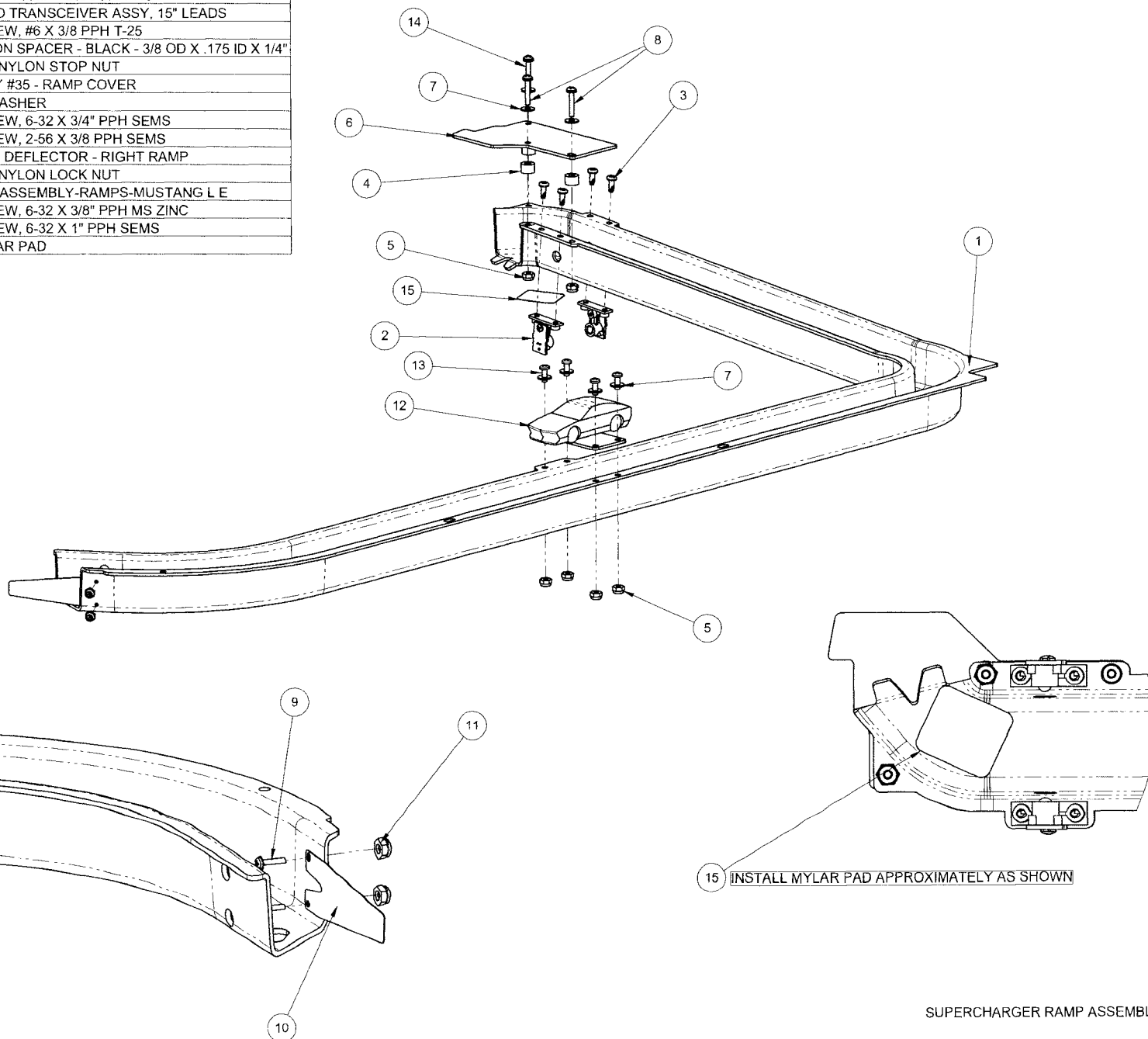
ITEM #	QTY	PART #	DESCRIPTION
1	1	830-6941-33	BUTY # 33
2	1	077-5216-01	LAMP SOCKET - WEDGE, IDC SNAP-ON W/JUMPER
3	1	113-5033-08	8 ELEMENT FLAT W-BASE LED - WHITE
4	1	550-5030-06	MINI MARS CAP, SNAP-IN, YELLOW

BUTY ASSEMBLY # 33 - RAMP FLASHER - BISCUIT L E

511-7552-33

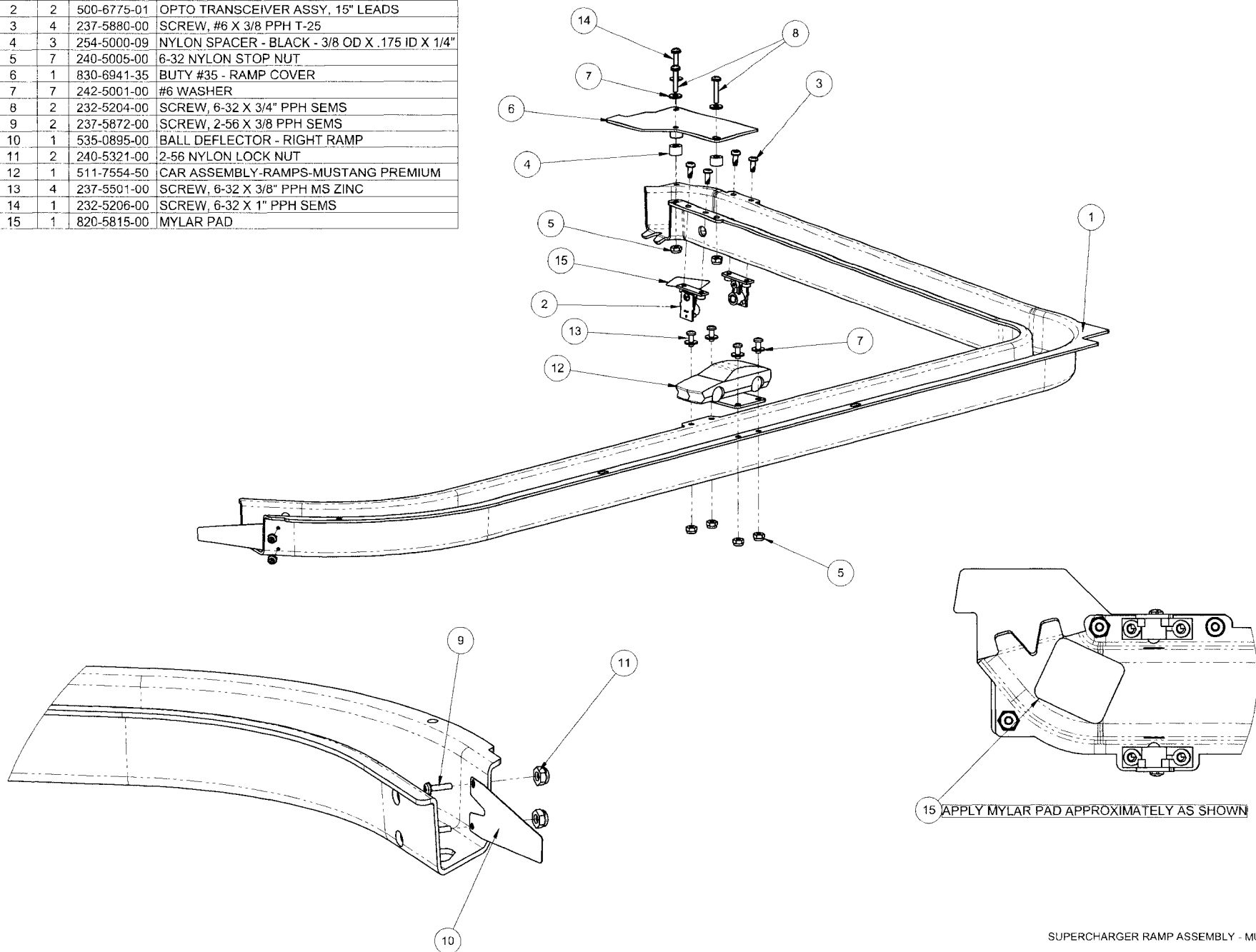
630

ITEM #	QTY	PART #	DESCRIPTION
1	1	545-7858-00	RIGHT RAMP - BISCUIT PRO
2	2	500-6775-01	OPTO TRANSCEIVER ASSY, 15" LEADS
3	4	237-5880-00	SCREW, #6 X 3/8 PPH T-25
4	3	254-5000-09	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/4"
5	7	240-5005-00	6-32 NYLON STOP NUT
6	1	830-6941-35	BUTY #35 - RAMP COVER
7	7	242-5001-00	#6 WASHER
8	2	232-5204-00	SCREW, 6-32 X 3/4" PPH SEMS
9	2	237-5872-00	SCREW, 2-56 X 3/8 PPH SEMS
10	1	535-0895-00	BALL DEFLECTOR - RIGHT RAMP
11	2	240-5321-00	2-56 NYLON LOCK NUT
12	1	511-7552-50	CAR ASSEMBLY-RAMPS-MUSTANG L E
13	4	237-5501-00	SCREW, 6-32 X 3/8" PPH MS ZINC
14	1	232-5206-00	SCREW, 6-32 X 1" PPH SEMS
15	1	820-5815-00	MYLAR PAD



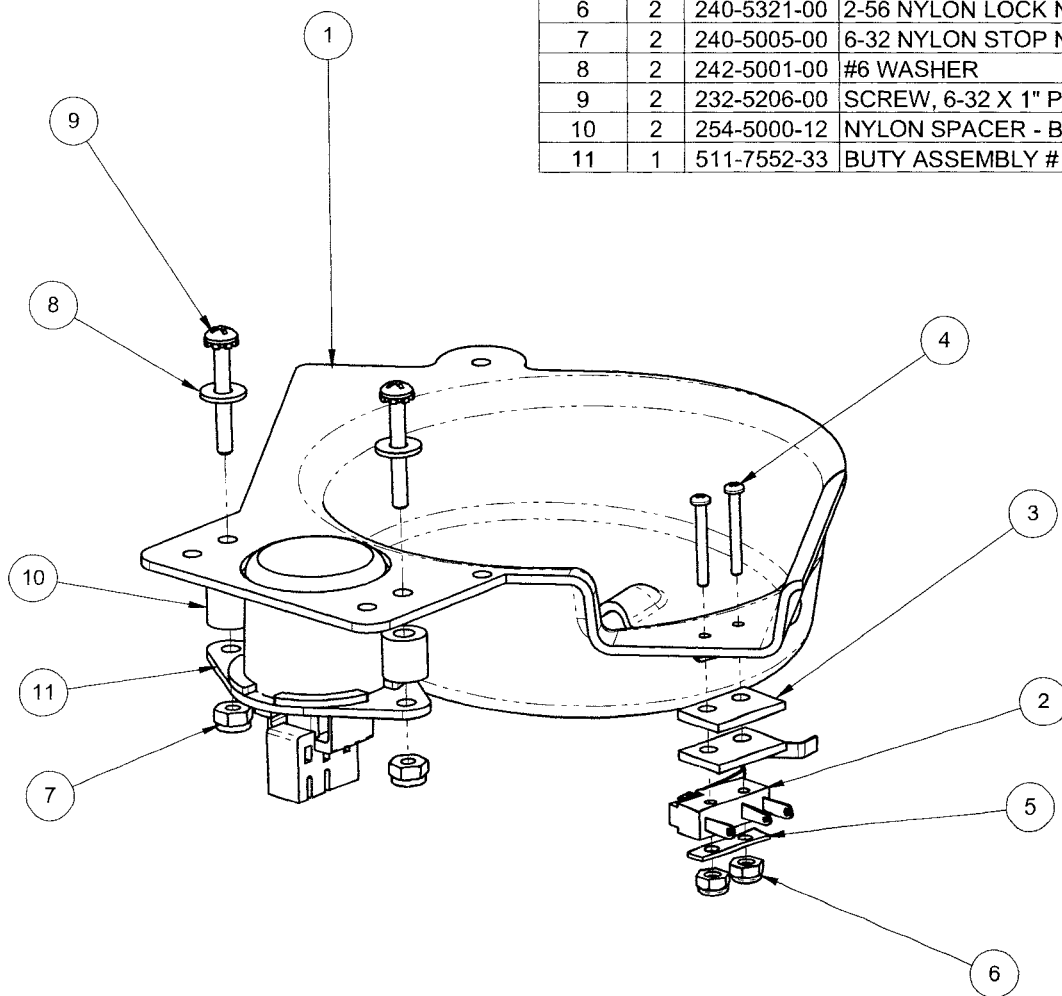
SUPERCHARGER RAMP ASSEMBLY - BISCUIT L E

ITEM #	QTY	PART #	DESCRIPTION
1	1	545-7858-00	RIGHT RAMP - BISCUIT PRO
2	2	500-6775-01	OPTO TRANSCEIVER ASSY, 15" LEADS
3	4	237-5880-00	SCREW, #6 X 3/8 PPH T-25
4	3	254-5000-09	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 1/4"
5	7	240-5005-00	6-32 NYLON STOP NUT
6	1	830-6941-35	BUTY #35 - RAMP COVER
7	7	242-5001-00	#6 WASHER
8	2	232-5204-00	SCREW, 6-32 X 3/4" PPH SEMS
9	2	237-5872-00	SCREW, 2-56 X 3/8 PPH SEMS
10	1	535-0895-00	BALL DEFLECTOR - RIGHT RAMP
11	2	240-5321-00	2-56 NYLON LOCK NUT
12	1	511-7554-50	CAR ASSEMBLY-RAMPS-MUSTANG PREMIUM
13	4	237-5501-00	SCREW, 6-32 X 3/8" PPH MS ZINC
14	1	232-5206-00	SCREW, 6-32 X 1" PPH SEMS
15	1	820-5815-00	MYLAR PAD



SUPERCHARGER RAMP ASSEMBLY - MUSTANG PREMIUM

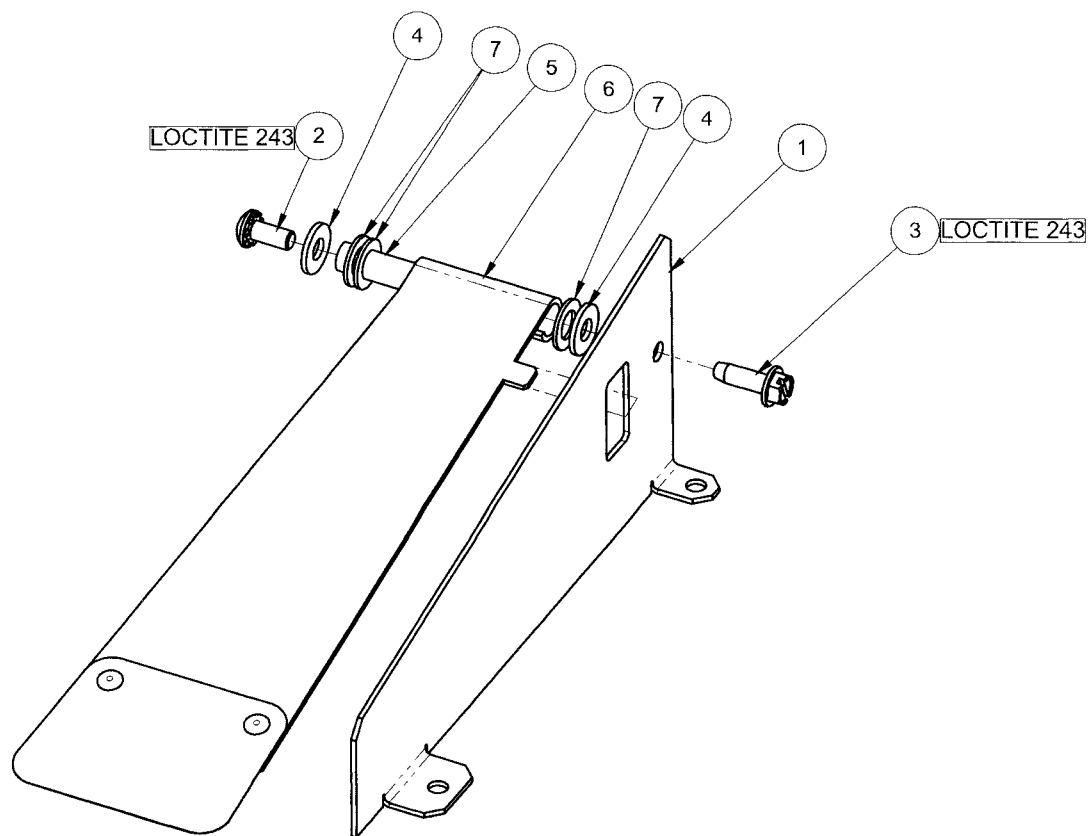
ITEM #	QTY	PART #	DESCRIPTION
1	1	545-7858-01	BONUS BOWL - BISCUIT
2	1	180-5057-00	MICRO-SWITCH
3	2	830-6117-00	SWITCH SPACER
4	2	237-6064-00	2-56 x 3/4 PHILLIPS PAN HEAD ZINC
5	1	535-6539-00	SWITCH BODY PROTECT PLATE
6	2	240-5321-00	2-56 NYLON LOCK NUT
7	2	240-5005-00	6-32 NYLON STOP NUT
8	2	242-5001-00	#6 WASHER
9	2	232-5206-00	SCREW, 6-32 X 1" PPH SEMS
10	2	254-5000-12	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 3/8"
11	1	511-7552-33	BUTY ASSEMBLY # 33 - RAMP FLASHER - BISCUIT L E



BONUS BOWL ASSEMBLY - BISCUIT L E

500-7284-01

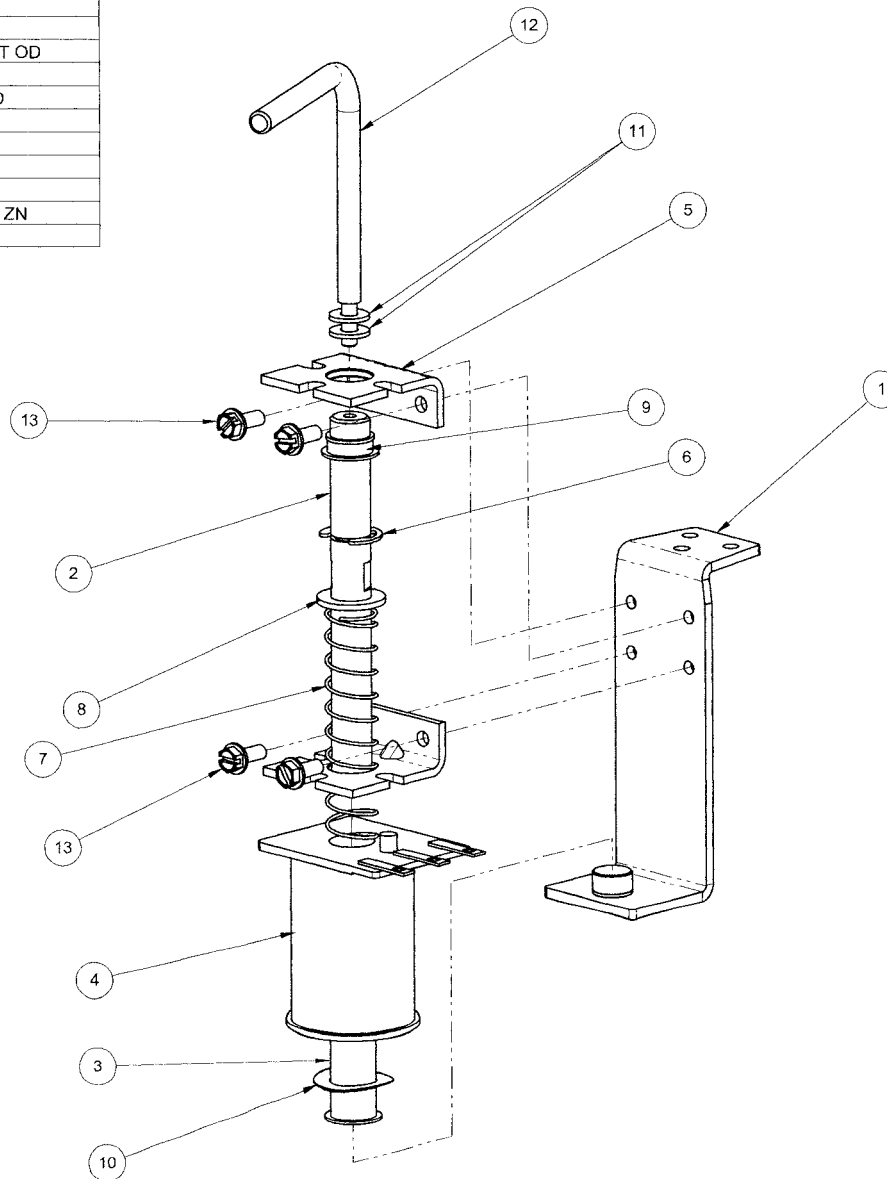
ITEM #	QTY	PART #	DESCRIPTION
1	1	535-0851-07	BALL GUIDE # 7 - INSIDE LH TOP LOOP
2	1	232-5301-00	SCREW, 8-32 X 3/8" PPH SEMS
3	1	237-5975-01	SCREW, 8-32 x 1/2 HWH SLOT SERR SW ZINC
4	2	242-5005-00	#8 WASHER
5	1	254-5084-01	PIVOT STANDOFF - 1-3/8"
6	1	510-7474-01	RIVETED ASSEMBLY - LOWER RAMP
7	3	242-5012-00	WASHER, 1/4 X 7/16 X 1/32



LOWER RAMP ASSEMBLY

500-9837-01

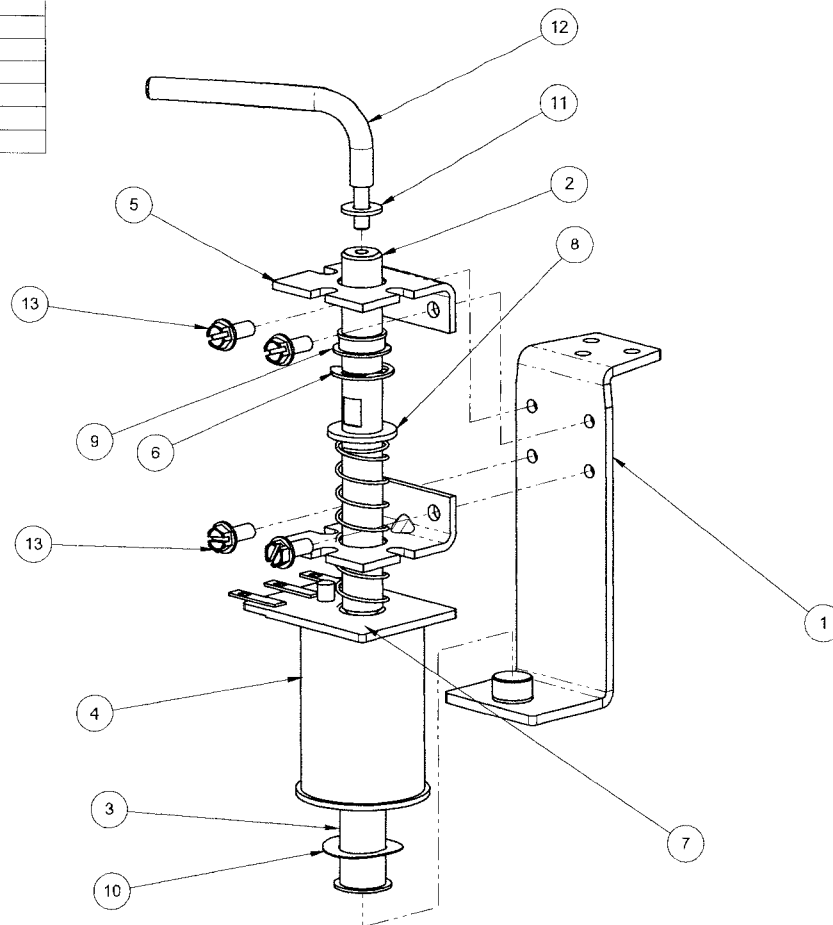
ITEM #	QTY	PART #	DESCRIPTION
1	1	515-9747-00	COIL BRACKET ASSEMBLY
2	1	530-7878-00	STEEL PLUNGER
3	1	545-5388-00	COIL SLEEVE
4	1	090-5083-00-ND	COIL - PRI-SEC - NO DIODE
5	2	535-7356-00	COIL BRACKET
6	1	270-5005-00	RETAINING E-RING, 7/16" SHAFT OD
7	1	266-5102-01	COMPRESSION SPRING
8	1	242-5081-00	WASHER - NYLON .75 OD x .44 ID
9	1	545-5418-01	NYLINER - PLASTIC, 7/16"
10	1	269-5002-00	SPRING WASHER
11	2	242-5005-00	#8 WASHER
12	1	530-7854-00	RAMP LIFT ROD - UPPER
13	4	237-5975-00	SCREW, 8-32 X 3/8 HWH SWAGE ZN
NOT SHN	1	036-5607-09-F1	CABLE ASSEMBLY



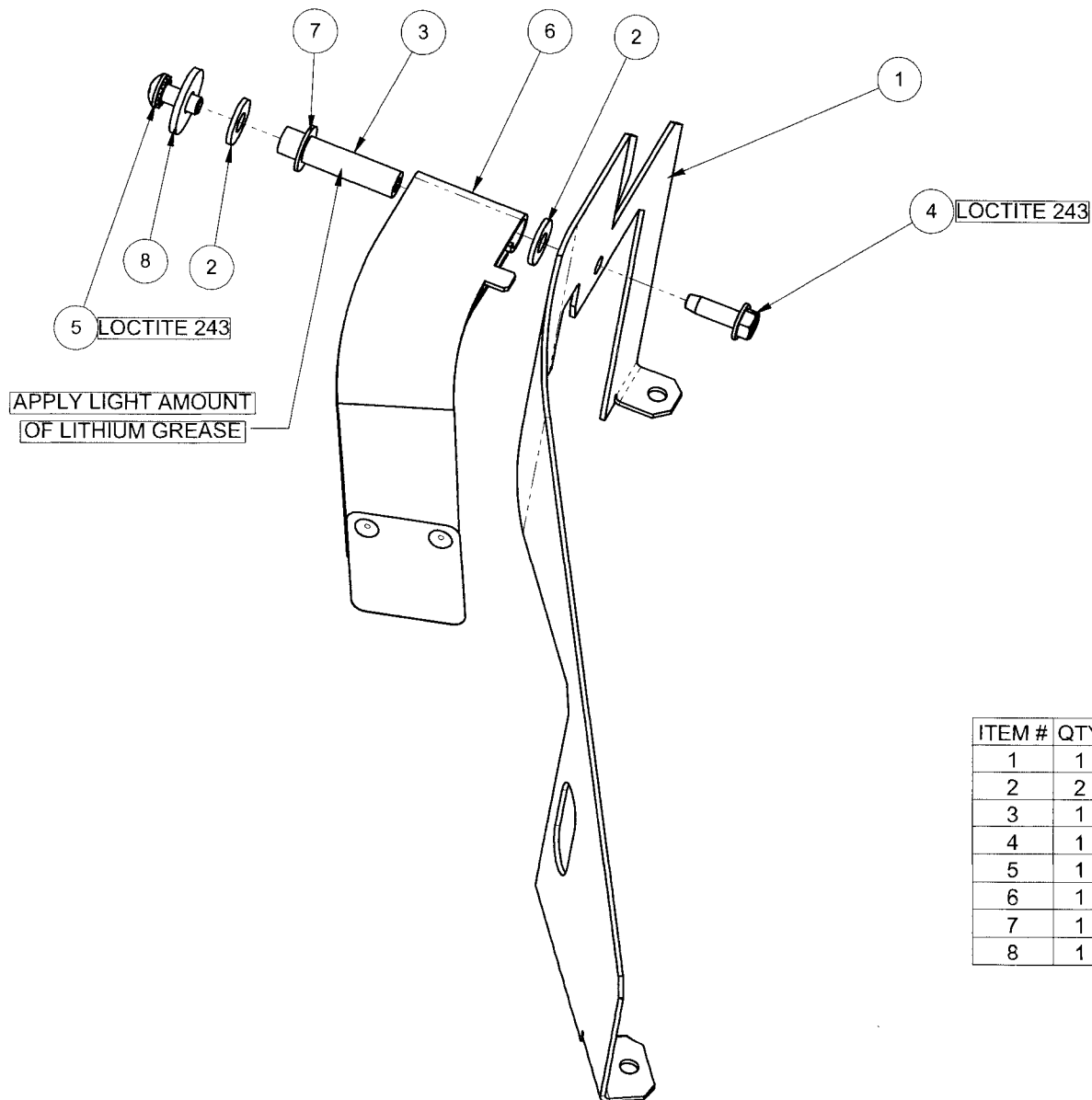
ACTUATOR ASSEMBLY - UPPER RAMP - BISCUIT

500-9871-00

ITEM #	QTY	PART #	DESCRIPTION
1	1	515-9747-00	COIL BRACKET ASSEMBLY
2	1	530-7878-00	STEEL PLUNGER
3	1	545-5388-00	COIL SLEEVE
4	1	090-5083-00-ND	COIL - PRI-SEC - NO DIODE
5	2	535-7356-00	COIL BRACKET
6	1	270-5005-00	RETAINING E-RING, 7/16" SHAFT OD
7	1	266-5102-01	COMPRESSION SPRING
8	1	242-5081-00	WASHER - NYLON .75 OD x .44 ID
9	1	545-5418-01	NYLINER - PLASTIC, 7/16"
10	1	269-5002-00	SPRING WASHER
11	1	242-5005-00	#8 WASHER
12	1	530-7853-00	RAMP LIFT ROD - LOWER
13	4	237-5975-00	SCREW, 8-32 X 3/8 HWH SWAGE ZN
NOT SHN	1	036-5607-08-F1	CABLE ASSEMBLY



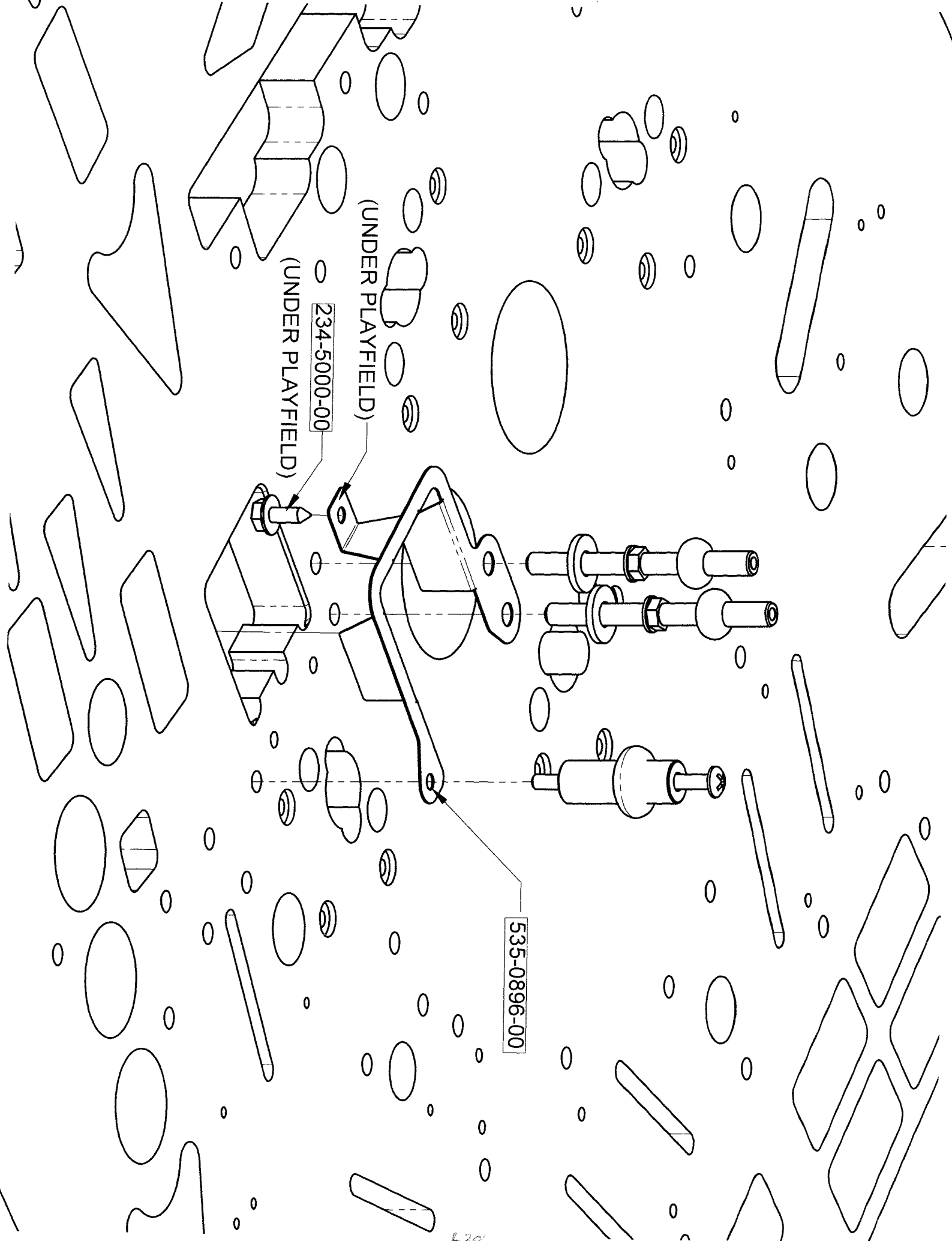
ACTUATOR ASSEMBLY - UPPER RAMP - BISCUIT



ITEM #	QTY	PART #	DESCRIPTION
1	1	535-0854-05	RAMP WALL - INSIDE L.H. - UPPER
2	2	242-5005-00	#8 WASHER
3	1	254-5084-00	PIVOT STANDOFF - 1-1/8"
4	1	237-5975-01	SCREW, 8-32 x 1/2 HWH SLOT SERR SW ZINC
5	1	232-5301-00	SCREW, 8-32 X 3/8" PPH SEMS
6	1	510-7474-00	RIVETED ASSEMBLY - UPPER RAMP
7	1	242-5012-00	WASHER, 1/4 X 7/16 X 1/32
8	1	242-5038-00	WASHER 13/64 ID X 5/8 OD X 1/16

UPPER RAMP ASSEMBLY

500-9837-00



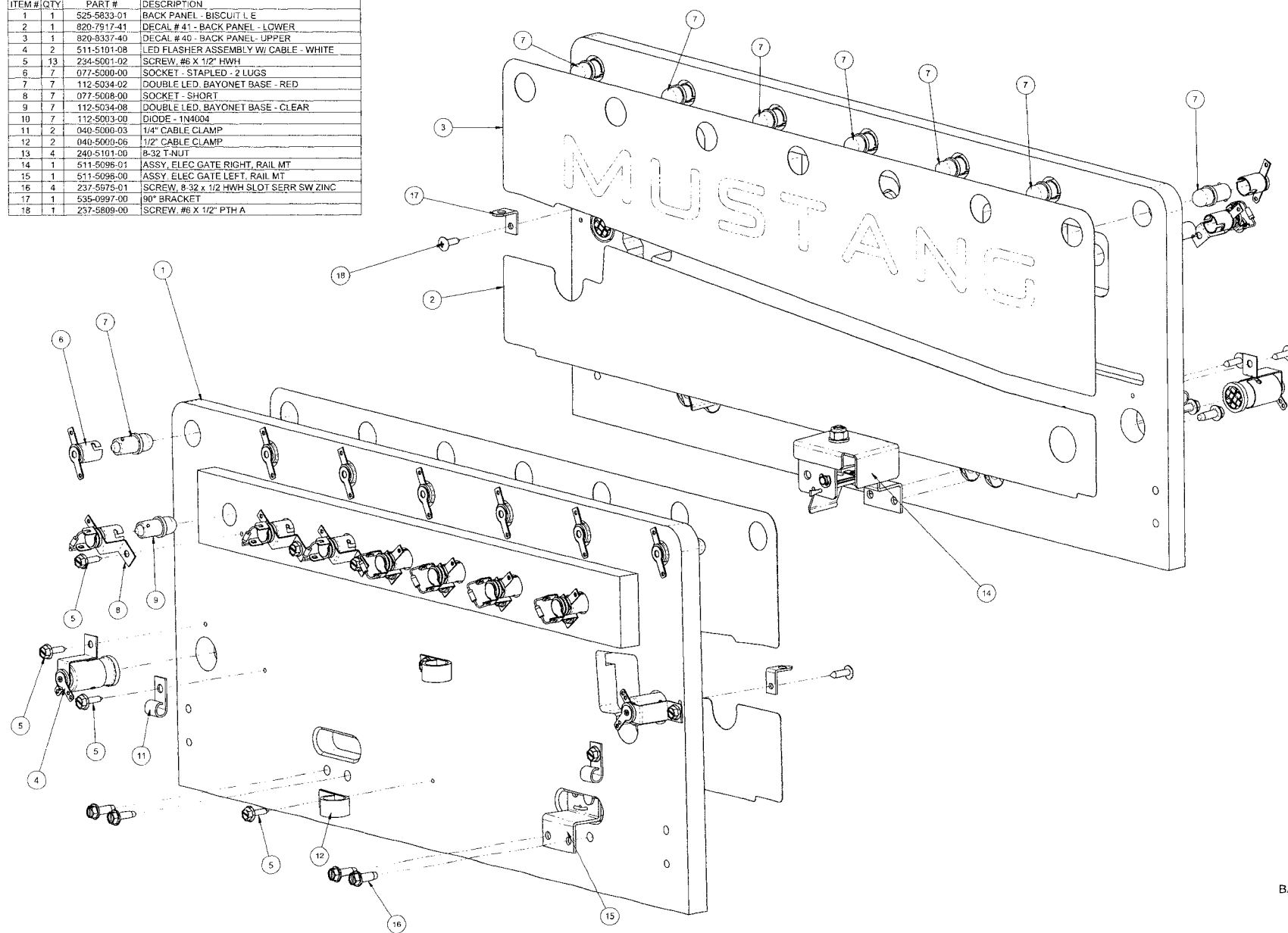
234-5000-00

(UNDER PLAYFIELD)

(UNDER PLAYFIELD)

535-0896-00

ITEM #	QTY	PART #	DESCRIPTION
1	1	525-5833-01	BACK PANEL - BISCUIT L E
2	1	820-7917-41	DECAL # 41 - BACK PANEL - LOWER
3	1	820-8337-40	DECAL # 40 - BACK PANEL - UPPER
4	2	511-5101-08	LED FLASHER ASSEMBLY W/ CABLE - WHITE
5	13	234-5001-02	SCREW, #6 X 1/2" HWH
6	7	077-5000-00	SOCKET - STAPLED - 2 LUGS
7	7	112-5034-02	DOUBLE LED, BAYONET BASE - RED
8	7	077-5000-00	SOCKET - SHORT
9	7	112-5034-08	DOUBLE LED, BAYONET BASE - CLEAR
10	7	112-5003-00	DIODE - 1N4004
11	2	040-5000-03	1/4" CABLE CLAMP
12	2	040-5000-06	1/2" CABLE CLAMP
13	4	240-5101-00	8-32 T-NUT
14	1	511-5096-01	ASSY, ELEC GATE RIGHT, RAIL MT
15	1	511-5096-00	ASSY, ELEC GATE LEFT, RAIL MT
16	4	237-5975-01	SCREW, 8-32 x 1/2 HWH SLOT SERR SW ZINC
17	1	535-0997-00	90° BRACKET
18	1	237-5809-00	SCREW, #6 X 1/2" PTH A



BACK PANEL ASSEMBLY - BISCUIT L E

500-9834-01

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Backbox Wiring

- ▶ Coils Detailed Chart Table
- ▶ Backbox I/O Power Driver Board Detailed Wiring Diagram
- ▶ Backbox Board Layout Wiring Diagram
 - ▷ 128 X 32 Dot Matrix Display PCB (USA)..... 520-5052-15
 - ▷ 128 X 32 Dot Matrix CES-LED // EURO ONLY RoHS //..... 520-5052-15

Playfield Wiring

- ▶ General Illumination Circuit Detailed Wiring Diagram
- ▶ Playfield Switch Wiring Diagram
- ▶ Playfield Lamp Wiring Diagram
- ▶ Playfield Terminal Strips, Fuses & Misc. Wiring Descriptions & Locations
- ▶ #-Flipper Circuit Wiring Diagram

Cabinet and Coin Door Wiring

- ▶ Transformer Power Wiring Diagram
- ▶ Cabinet Wiring Diagram
- ▶ Coin Door Wiring Diagram
- ▶ Cabinet Universal Voltage Jumper Plugs (for use with Universal AC Cable, 036-5530-00 ONLY)

COILS DETAILED CHART TABLE

High Current Coils Group 1			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#1	TROUGH UP-KICKER	Q1	I / O Power Driver	▲	YEL-VIO	J10-P9/10	50VDC	BRN-BLK	J8-P1	28-1200 090-5044-ND
#2	AUTO LAUNCH	Q2			YEL-VIO	J10-P9/10	50VDC	BRN-RED	J8-P3	23-800 090-5001-ND
#3	MID RAMP	Q3			YEL-VIO	J10-P9/10	50VDC	BRN-ORG	J8-P4	Dual-winding 090-5083-00
#4	MID RAMP HOLD POWER	Q4			YEL-VIO	J10-P9/10	50VDC	BRN-YEL	J8-P5	Dual-winding 090-5083-00
#5	UPPER RAMP	Q5			YEL-VIO	J10-P9/10	50VDC	BRN-GRN	J8-P6	Dual-winding 090-5083-03
#6	UPPER RAMP HOLD POWER	Q6			YEL-VIO	J10-P9/10	50VDC	BRN-BLU	J8-P7	Dual-winding 090-5083-00
#7	CENTER 5- BANK DROP RESET	Q7			YEL-VIO	J10-P9/10	50VDC	BRN-VIO	J8-P8	25-1240 090-5034-ND
#8	SHAKER MOTOR (OPTIONAL)	Q8			RED-WHT	J17-P7	16VAC	BRN-GRY	J8-P9	502-5027-00
High Current Coils Group 2			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#9	LEFT POP BUMPER	Q9	I / O Power Driver	▲	YEL-VIO	J10-P9/10	50VDC	BLU-BRN	J8-P1	28-1200 090-5044-ND
#10	RIGHT POP BUMPER	Q10			YEL-VIO	J10-P9/10	50VDC	BLU-RED	J8-P2	28-1200 090-5044-ND
#11	BOTTOM POP BUMPER	Q11			YEL-VIO	J10-P9/10	50VDC	BLU-ORG	J8-P4	28-1200 090-5044-ND
#12	TOP POP BUMPER	Q12			YEL-VIO	J10-P9/10	50VDC	BLU-YEL	J8-P5	28-1200 090-5044-ND
#13	LEFT SLINGSHOT	Q13			YEL-VIO	J10-P9/10	50VDC	BLU-GRN	J8-P6	28-1200 090-5044-ND
#14	RIGHT SLINGSHOT	Q14			YEL-VIO	J10-P9/10	50VDC	BLU-BLU	J8-P7	28-1200 090-5044-ND
#15	LEFT FLIPPER (50V RED/YEL)	Q15			GRY-YEL-3A Fuse-RED-YEL	J10-P6/7	50VDC	ORG-GRY	J8-P8	23-900 090-5020-30
#16	RIGHT FLIPPER (50V RED/YEL)	Q16			BLU-YEL-3A Fuse-RED-YEL	J10-P6/7	50VDC	ORG-VIO	J8-P9	22-1080 090-5032-ND
Low Current Coils Group 1			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#17	FLASH: LEFT ORBIT ARROW	Q17	I / O Power Driver	▲	ORG	J6-P10	20VDC	VIO-BRN	J7-P2	LED 113-5034-06
#18	FLASH: RIGHT ORBIT ARROW	Q18			ORG	J6-P10	20VDC	VIO-RED	J7-P3	LED 113-5034-08
#19	FLASH: SLINGSHOT (LEFT)	Q19			ORG	J6-P10	20VDC	VIO-ORG	J7-P4	LED 113-5033-08
#20	FLASH: SLINGSHOT (RIGHT)	Q20			ORG	J6-P10	20VDC	VIO-YEL	J7-P6	LED 113-5033-08
#21	FLASH: BACK PANEL (LEFT)	Q21			ORG	J6-P10	20VDC	VIO-GRN	J7-P7	LED 113-5034-08
#22	TURN TABLE/CAR MOTOR	Q22			BRN	J7-P1	20VDC	VIO-BLU	J7-P8	MOTOR 041-5111-00
#23	FLASH: BACK PANEL (RIGHT)	Q23			ORG	J6-P10	20VDC	VIO-BLK	J7-P9	LED 113-5034-08
#24	OPTIONAL (e.g. COIN METER)	Q24			RED	J16-P4-8	5VDC	VIO-GRY	J7-P10	COIN METER
Low Current Coils Group 2			Drive Transistor	Driver Output PCB	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#25	FLASH: POP BUMPERS (RIGHT)	Q25	I / O Power Driver	▲	ORG	J6-P10	20VDC	BLK-BRN	J6-P1	LED 113-5034-08
#26	FLASH: POP BUMPERS (LEFT)	Q26			ORG	J6-P10	20VDC	BLK-RED	J6-P2	LED 113-5034-08
#27	FLASH: (RIGHT) SCOOP ARROW	Q27			ORG	J6-P10	20VDC	BLK-ORG	J6-P3	LED 113-5034-08
#28	FLASH: 180	Q28			ORG	J6-P10	20VDC	BLK-YEL	J6-P4	LED 113-5034-08
#29	FLASH: SKILLSHOT	Q29			ORG	J6-P10	20VDC	BLK-GRN	J6-P5	LED 113-5034-08
#30	FLASH: TURNTABLE	Q30			ORG	J6-P10	20VDC	BLK-BLU	J6-P6	LED 112-5041-08
#31	FLASH: SPEAKER PANEL (RIGHT)	Q31			ORG	J-P10	20VDC	BLK-VIO	J6-P7	LED 113-5034-05
#32	FLASH: SPEAKER PANEL (LEFT)	Q32			ORG	J6-P10	20VDC	BLK-GRY	J6-P8	LED 113-5034-05

Backbox I/O Power Driver Board

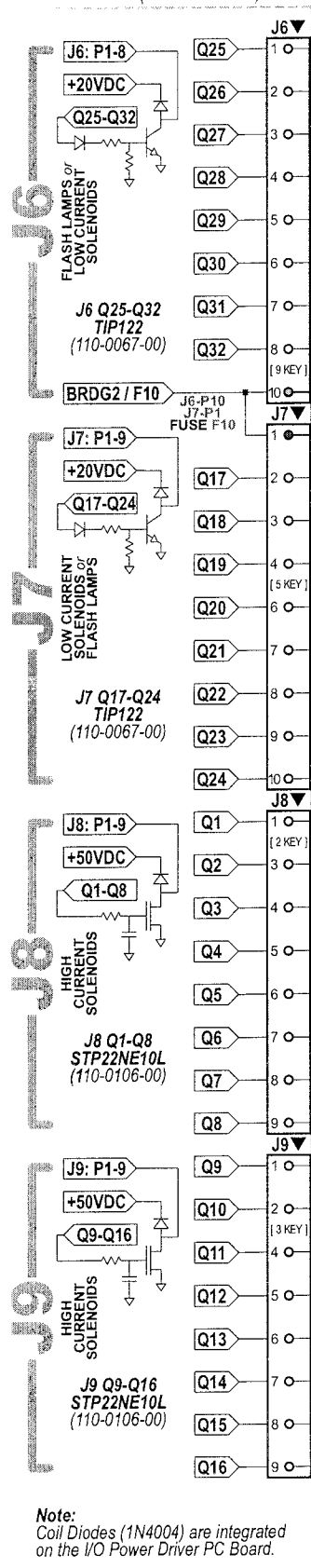
(Coils Q1-Q32)

Detailed Wiring Diagram

Partial View (520-5249-00)

ALL FUSES RATED 250V SLO-BLO
I/O FUSE CHART INFO IN BACKBOX & PAGE DR. 1

For complete and detailed schematics of the Connectors, Coils, Flash Lamps, Bridges and Fuses noted below, see the I/O Power Driver PCB (Sheets 1 & 2 of 4) in Section 5, Chapter 4, Printed Circuit Boards (PCBs).

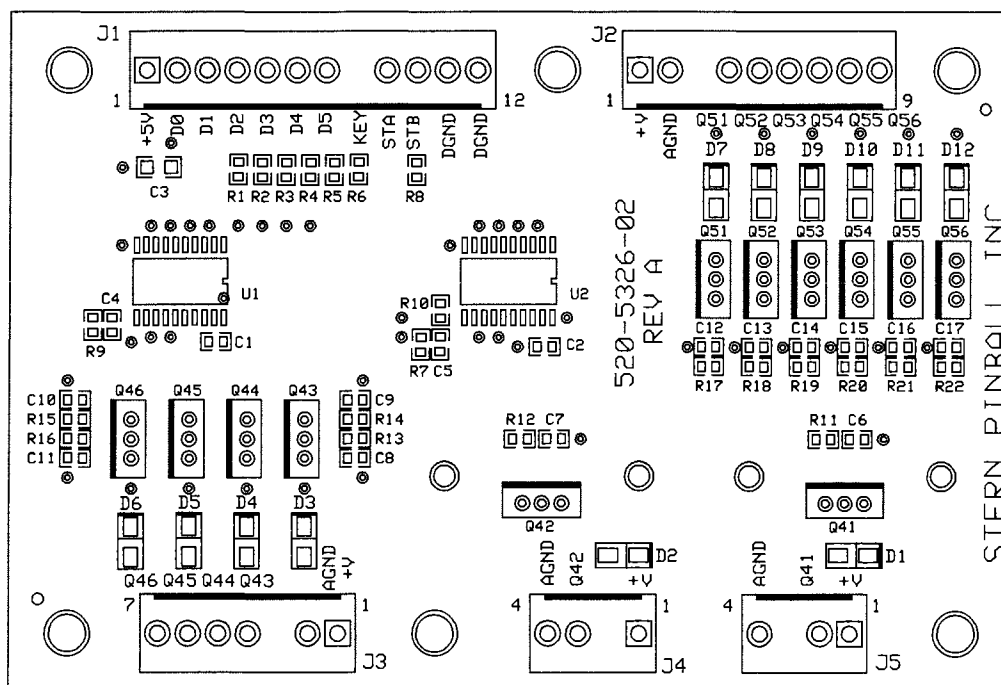
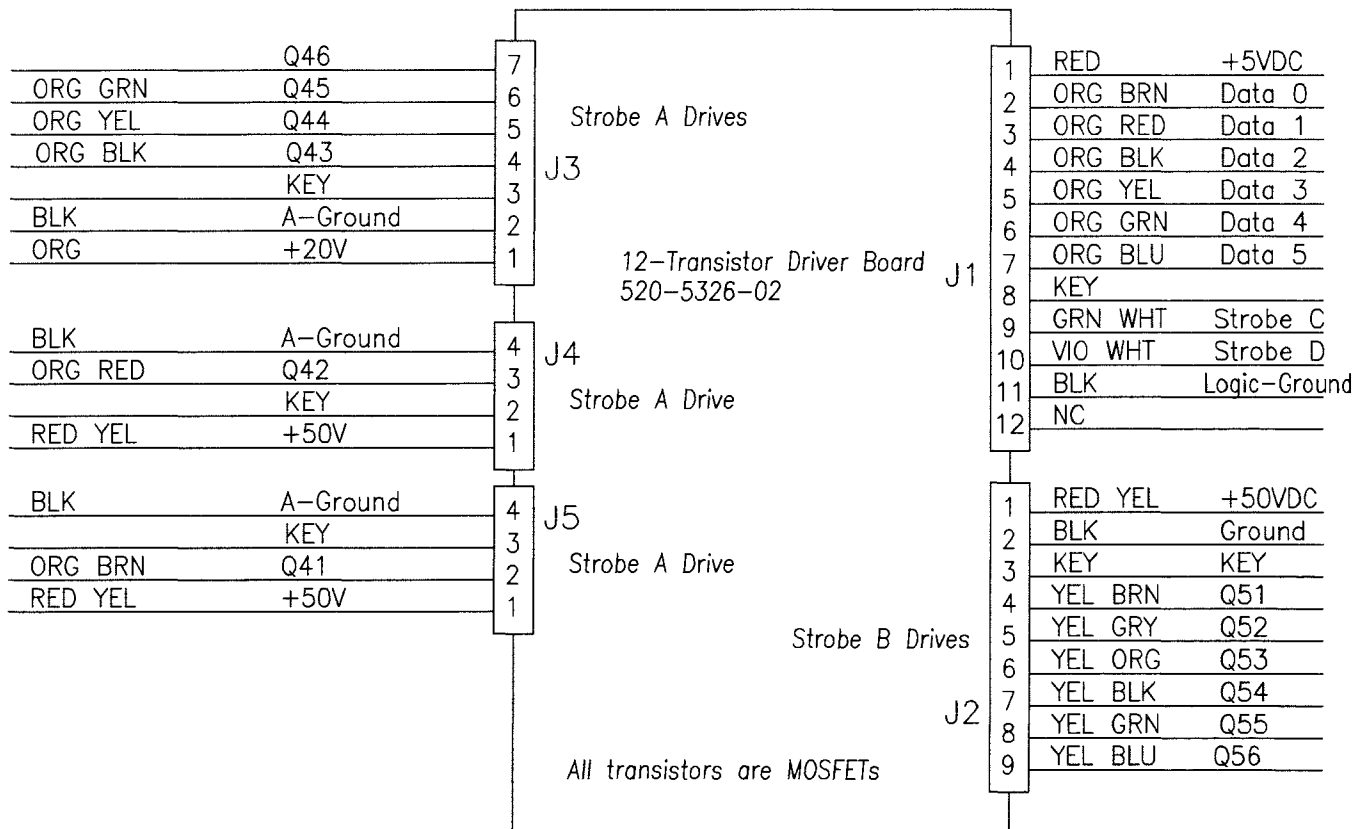


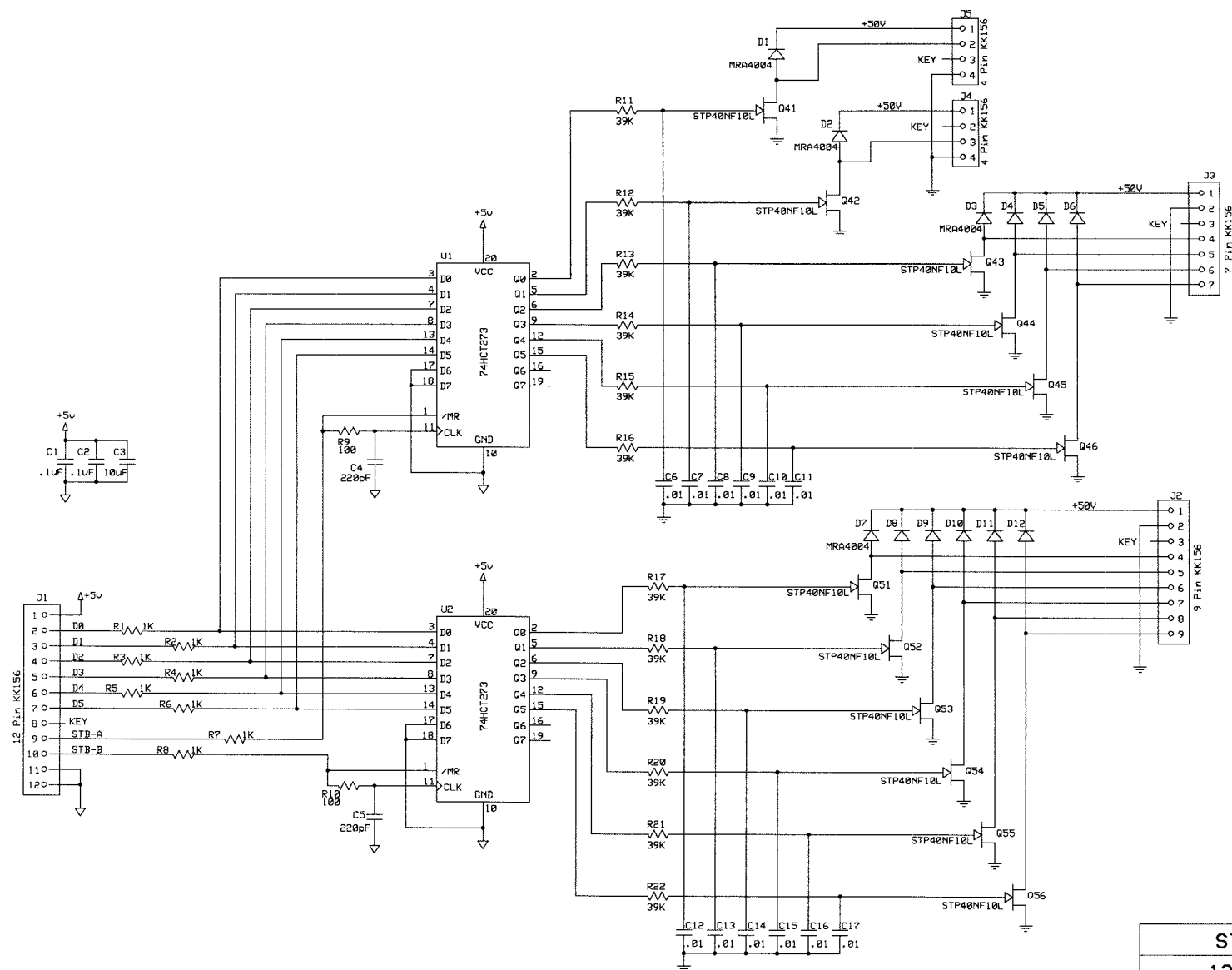
Note:
Coil Diodes (1N4004) are integrated on the I/O Power Driver PC Board.

#33 – #35 Note: If this game is equipped with an optional Ticket Dispenser & Meter, see the end of Sec. 5, Chapter 4 for wiring information. Ensure Std. Adj. 56, Ticket Dispenser = YES.

MUSTANG L.E GAMES

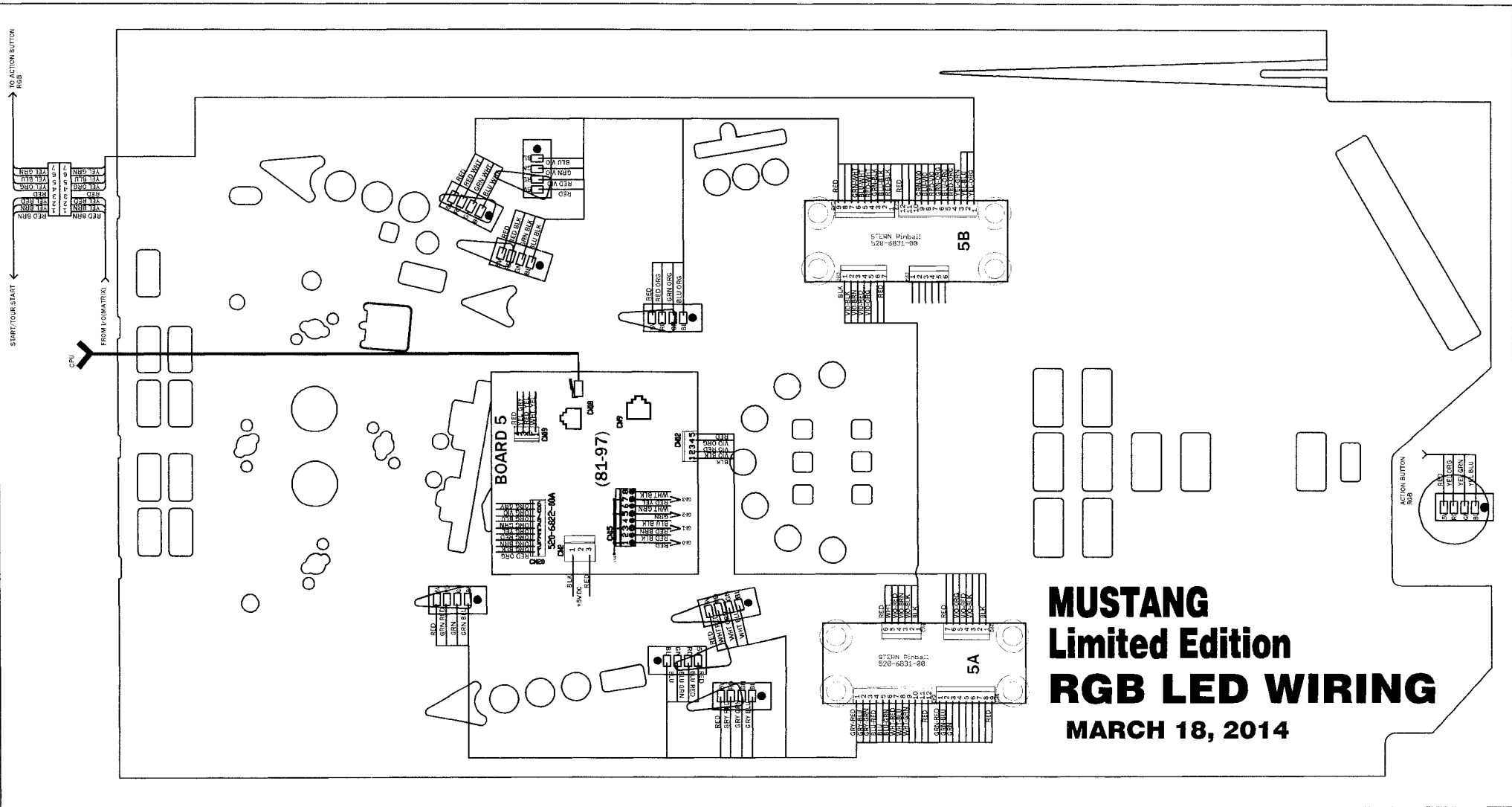
Wiring for the 12-Transistor driver board, 520-5326-02



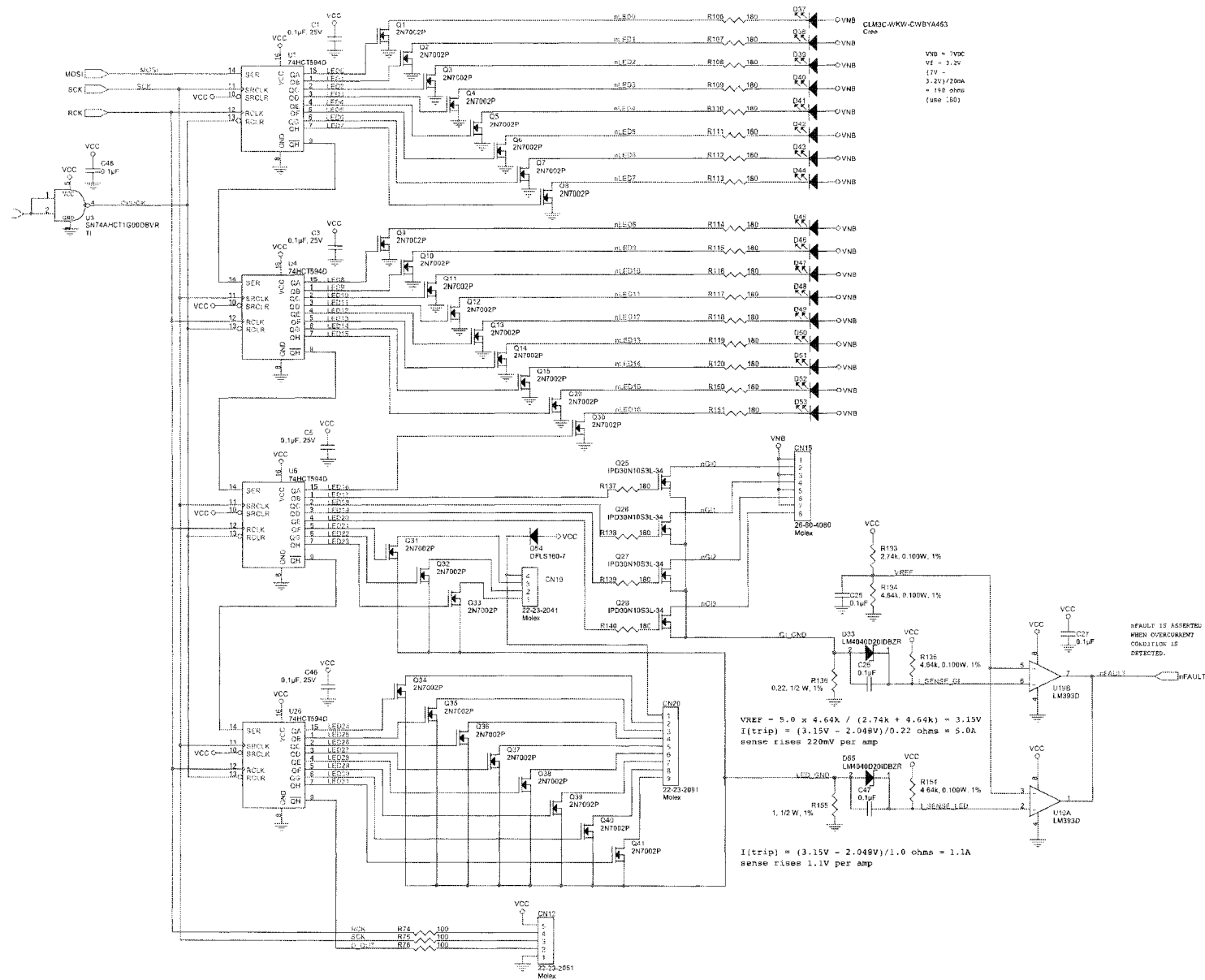


STERN PINBALL INC.		
12 Auxiliary Driver		
520-5326-00	Rev A 12/20/2012	Page 1 of 1

5



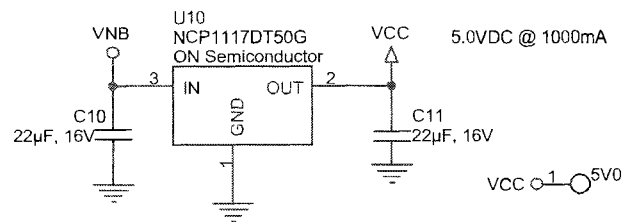
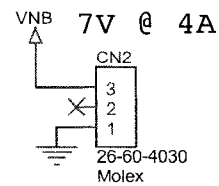
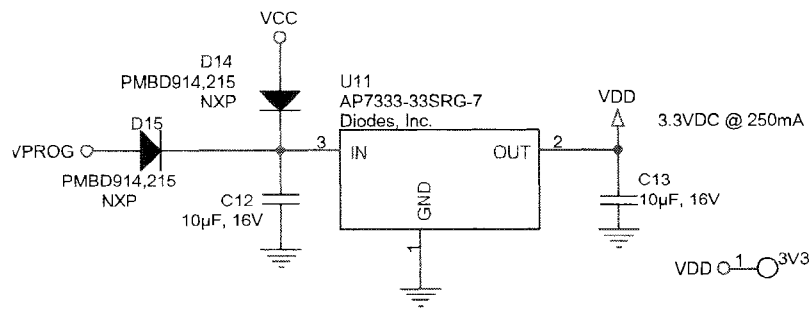
MUSTANG
Limited Edition
RGB LED WIRING
MARCH 18, 2014



Title	Biscuit Top - 16
Size	Document Number:
C	520-4822-09
Date	Tuesday, March 11, 2014
Sheet	1 of 4



A	B	C	D	E
Date: Tuesday, March 11, 2014				Sheet 2 of 4



Title		
Biscuit Top-- power supply		
Size A	Document Number 520-6822-00	Rev A
Date:	Tuesday, March 11, 2014	Sheet 3 of 4

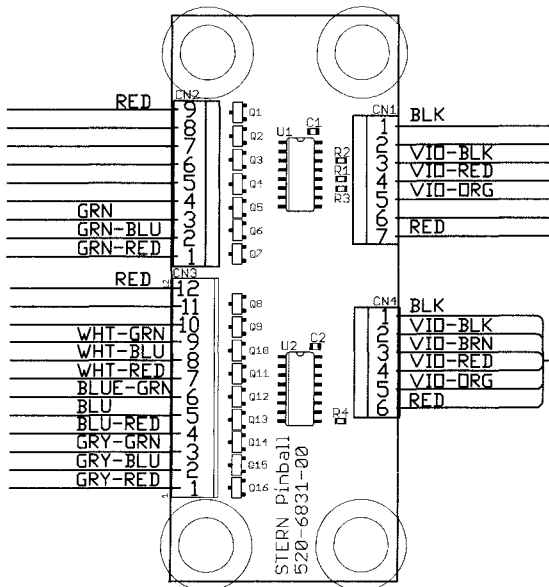
A	B	C	D	E
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7/10

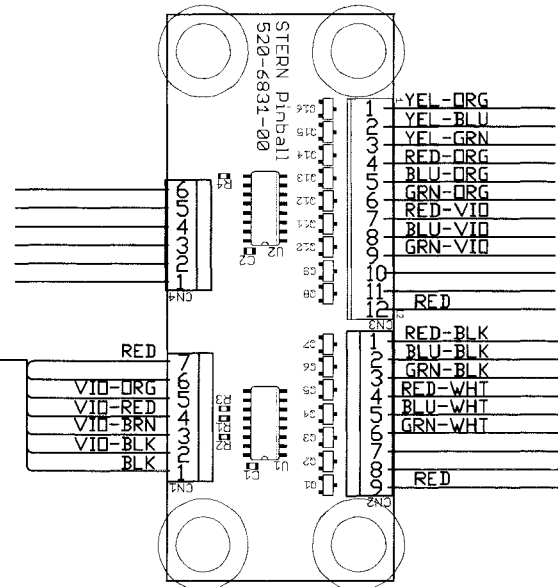
MUSTANG LE

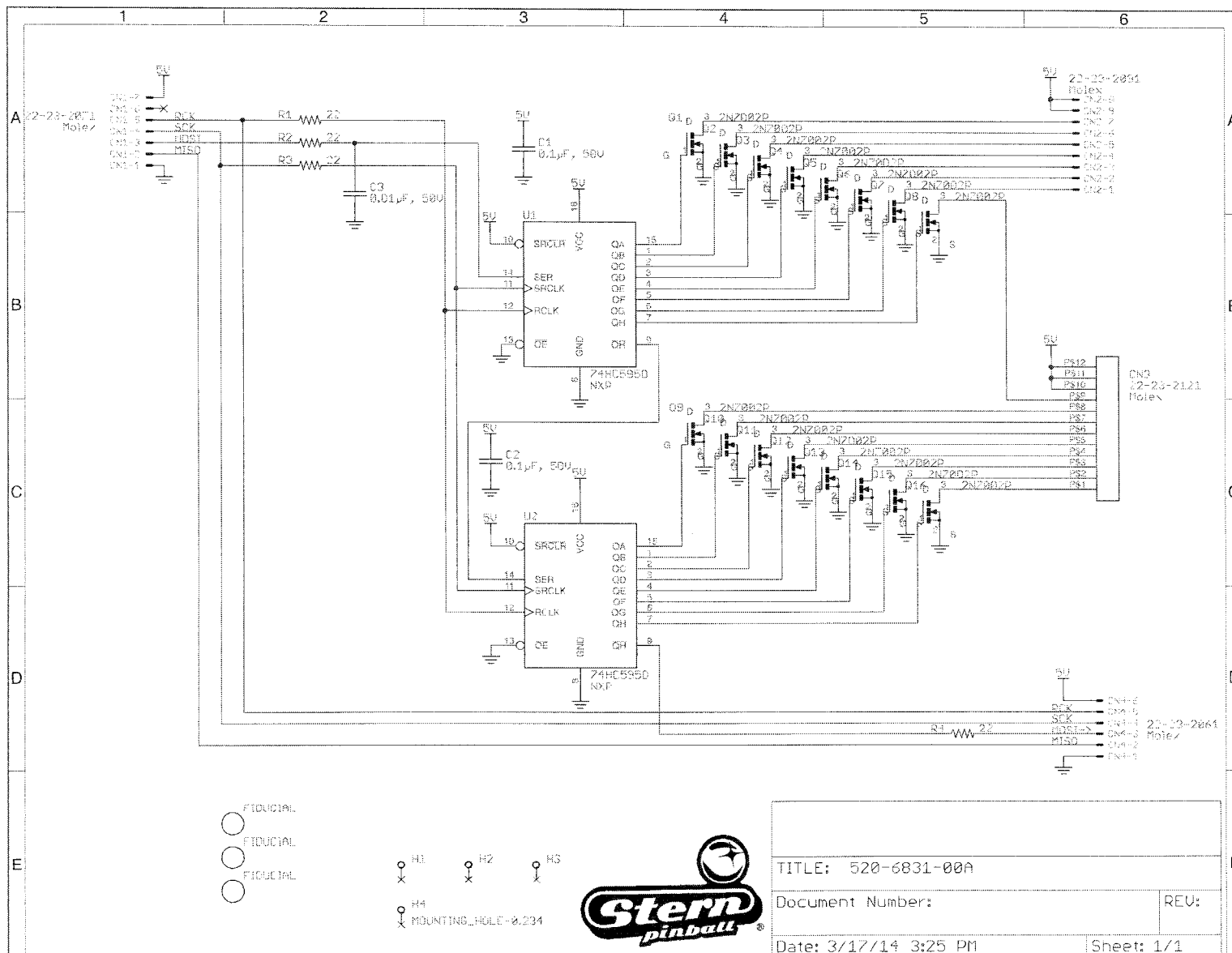
RGB LE Board 520-6831-00

**LEFT
5A**



**RIGHT
5B**





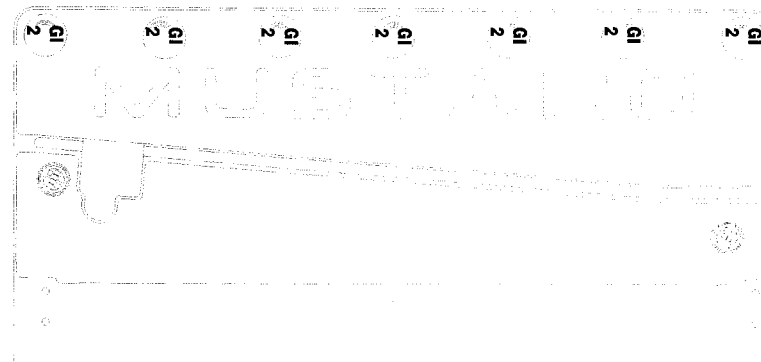
 H1  H2

Sheet: 1/1

G/I MAP

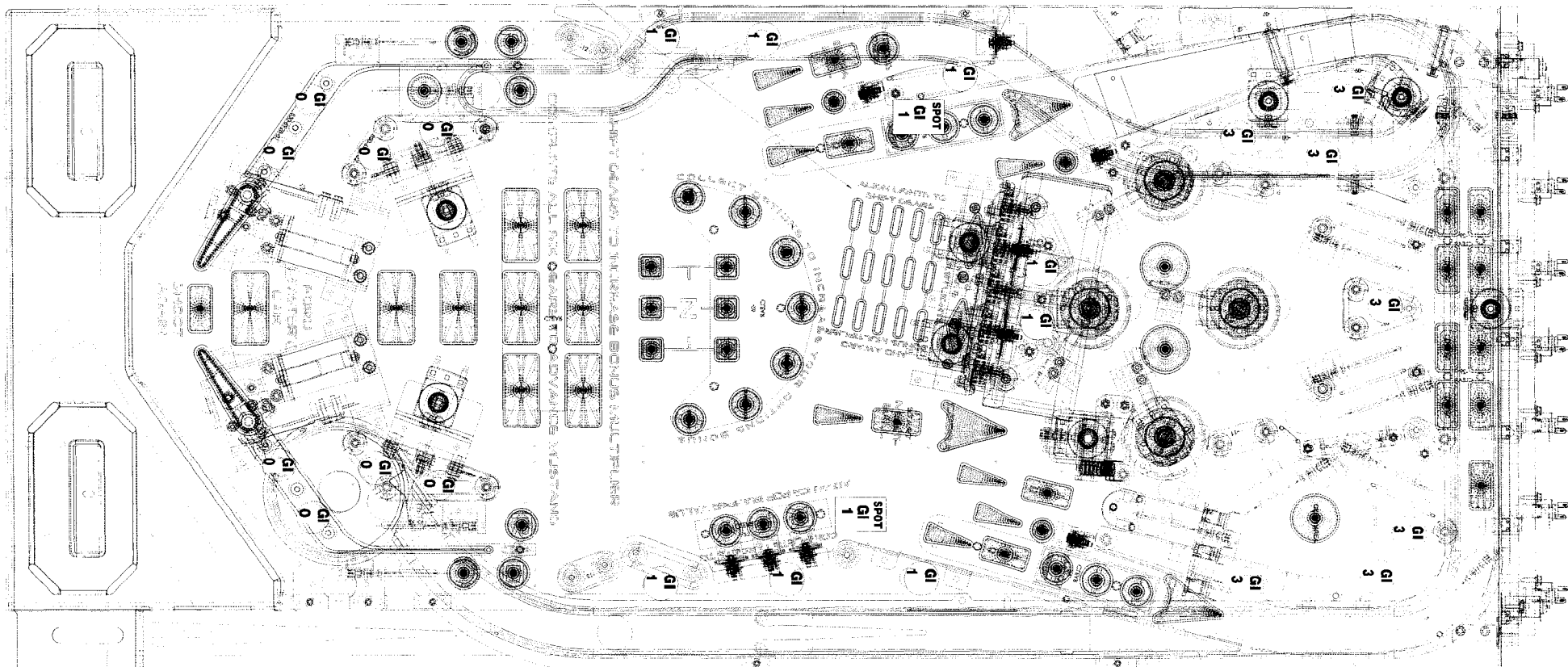
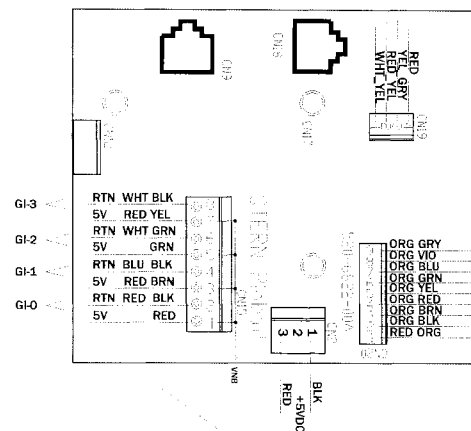
077-5010-01 (7)
STAPLE BAYONET CONNECT

7 BAYONET 112-5034-02 LED(RED)



**15 WEDGE BASE 112-5033-08
8 BAYONET 112-5034-08**

BOARD 5



MUSTANG PRO/LE

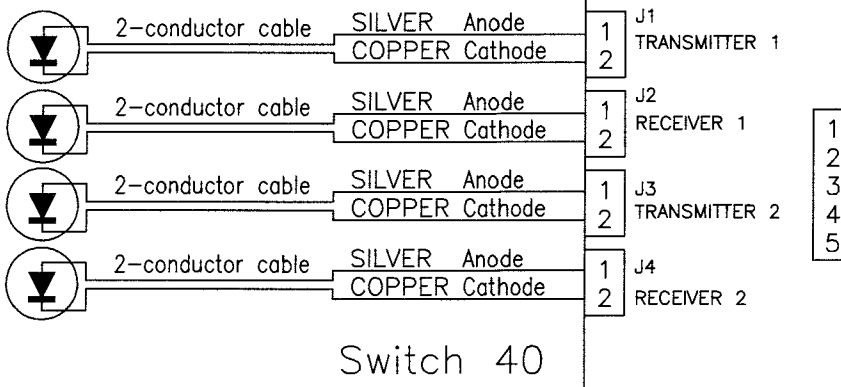
Opto Amplifier Board

Wiring Configuration

Transceiver Boards
500-6775-01

Switch 39

Amplifier Board #
520-5239-01

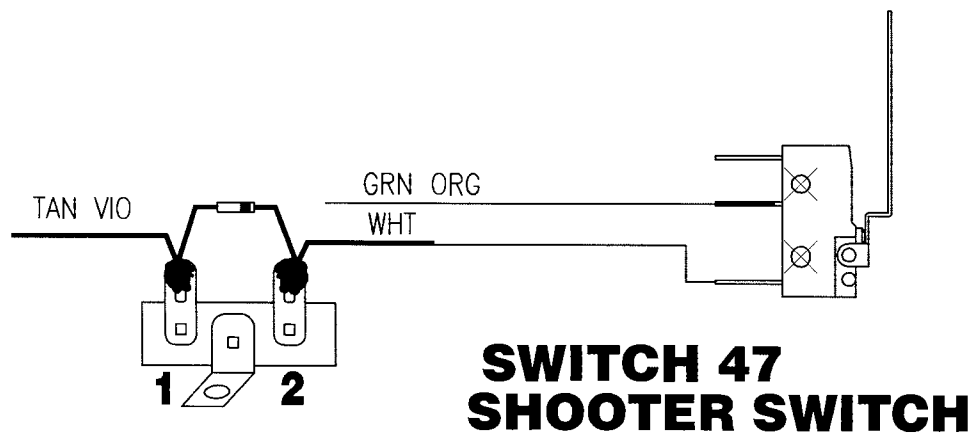
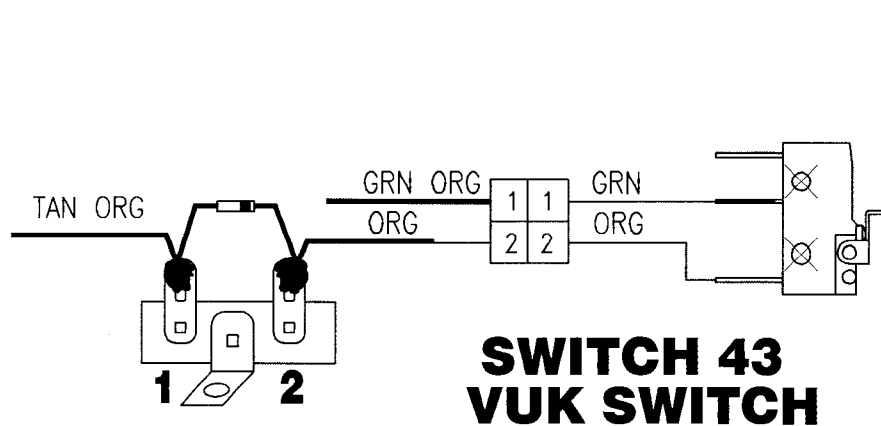


1	WHT VIO	Matrix Rows	To CPU Board J6-2
2	WHT GRY	Matrix Rows	To CPU Board J6-1
3	GRN ORG	Matrix Columns	To CPU Board J1-4
4	BLK	Ground	To CPU Board J13 pin 10
5	RED	+5V DC	To I/O Board J16 pin 7

Part of Playfield Cable

Date: 12-11-13		TITLE	
Scale: N/S	Rev: -	Opto Amplifier Board Wiring	
STERN PINBALL, INC.		DWN. REYNA	PART NO.
		1st USE MUSTANG	

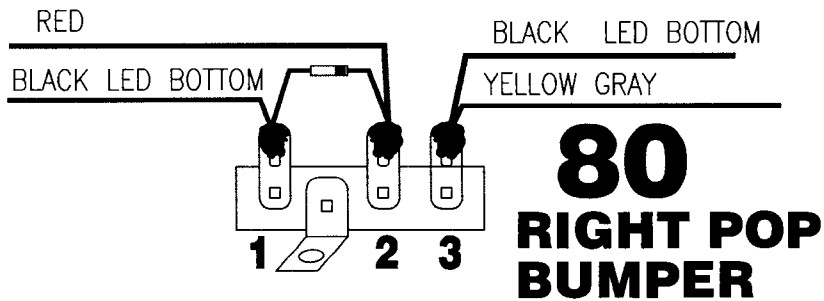
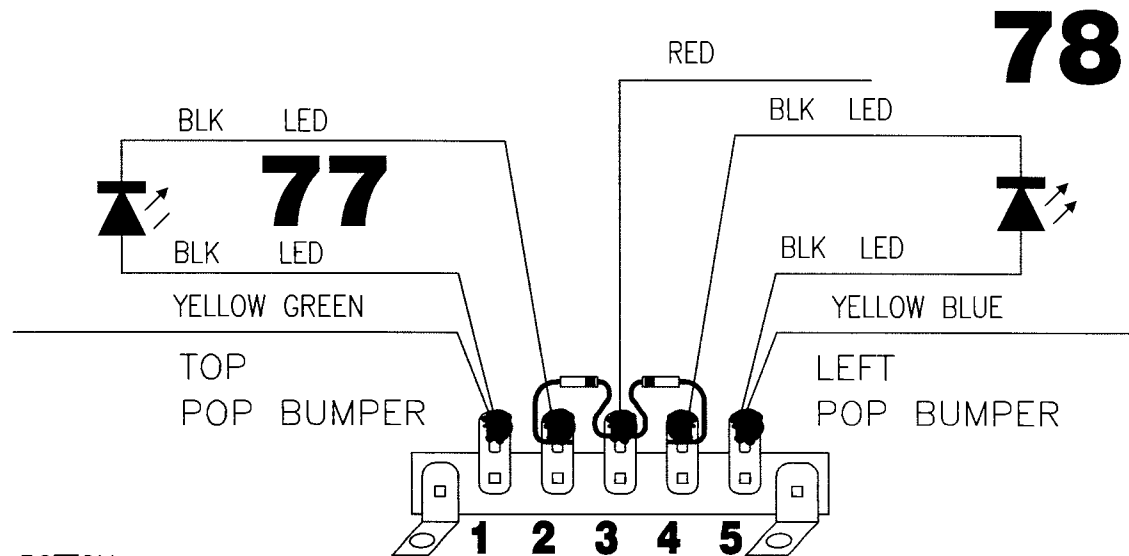
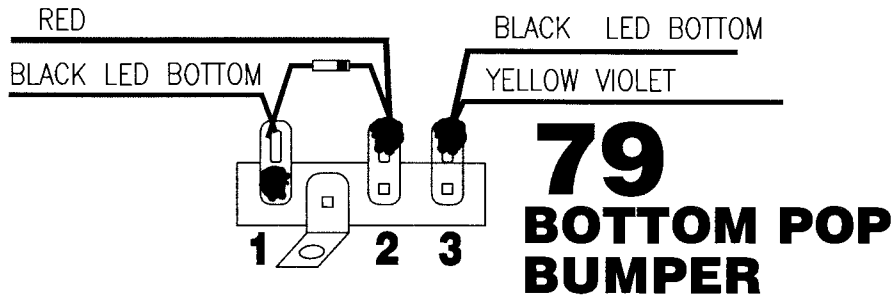
Y17



DWN. REYNA	DATE 01-10-14		TITLE DTS Configiration MUSTANG (LE)
1st USE	SCALE 1:1	REV -	
Stern Pinball, Inc 2020 JANICE AVE., MELROSE PARK, IL. 60160			PART NO. DTS-MAP

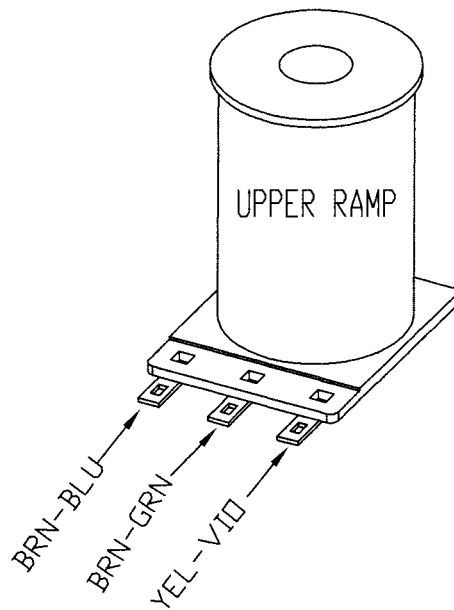
V18

DTS LAMP

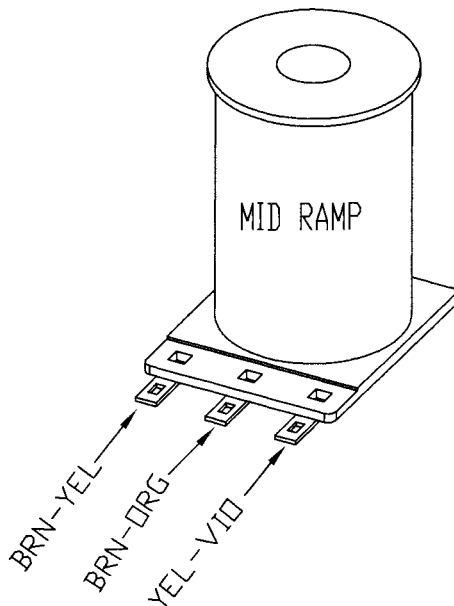


DWN. REYNA	DATE 12-11-13	TITLE DTS Configuration
1st USE	SCALE 1:1	REV -
Stern Pinball, Inc		PART NO. DTS-MAP
2020 JANICE AVE., MELROSE PARK, IL. 60160		

MUSTANG TYPICAL DUAL WINDING COIL 090-5083-00-ND WIRING

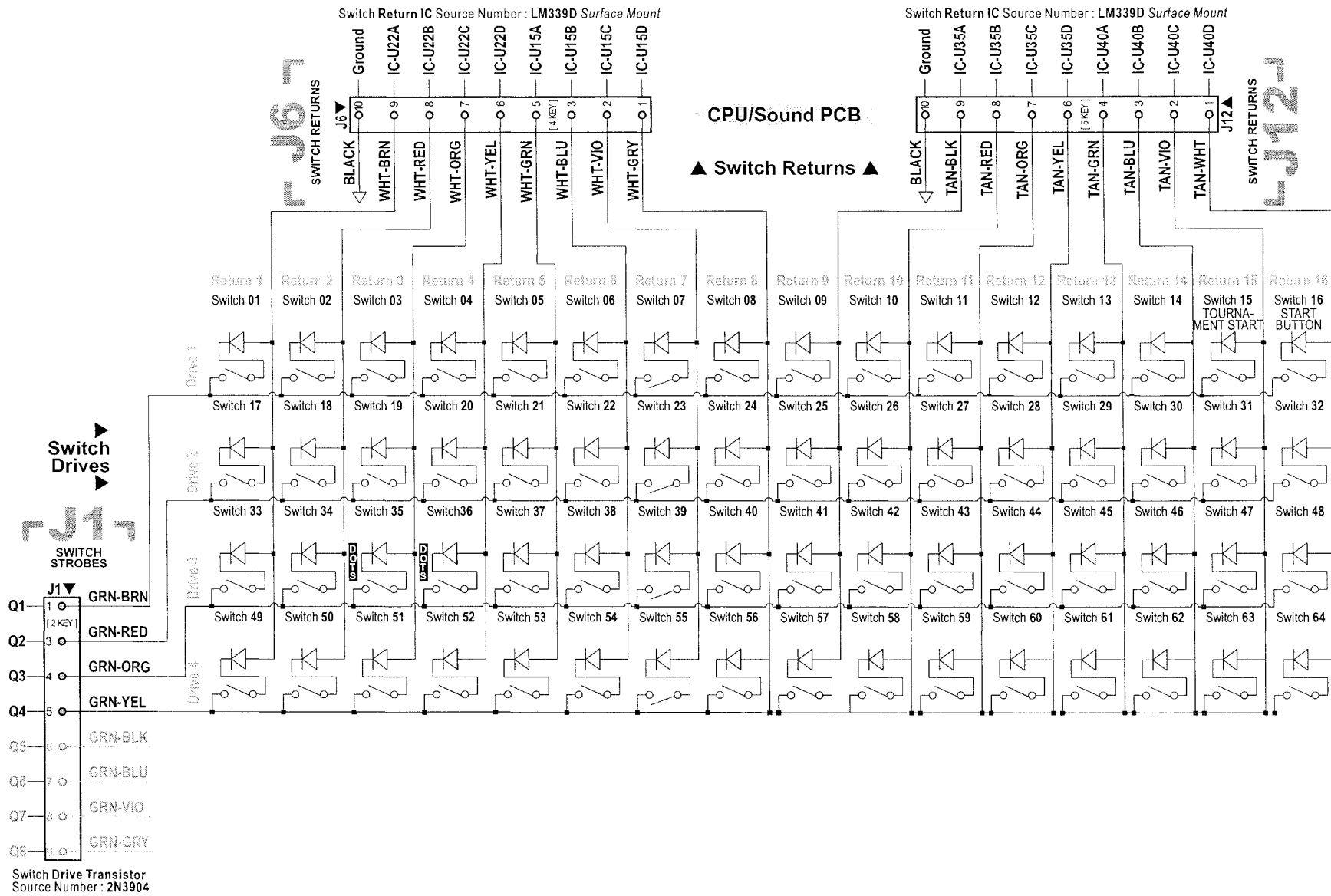


UPPER RAMP



MID RAMP

Playfield Switch Wiring Diagram



Please NOTE: Switch & Lamp Descriptions may differ slightly than that of the Dot Display due to space restraints.

Playfield Wiring

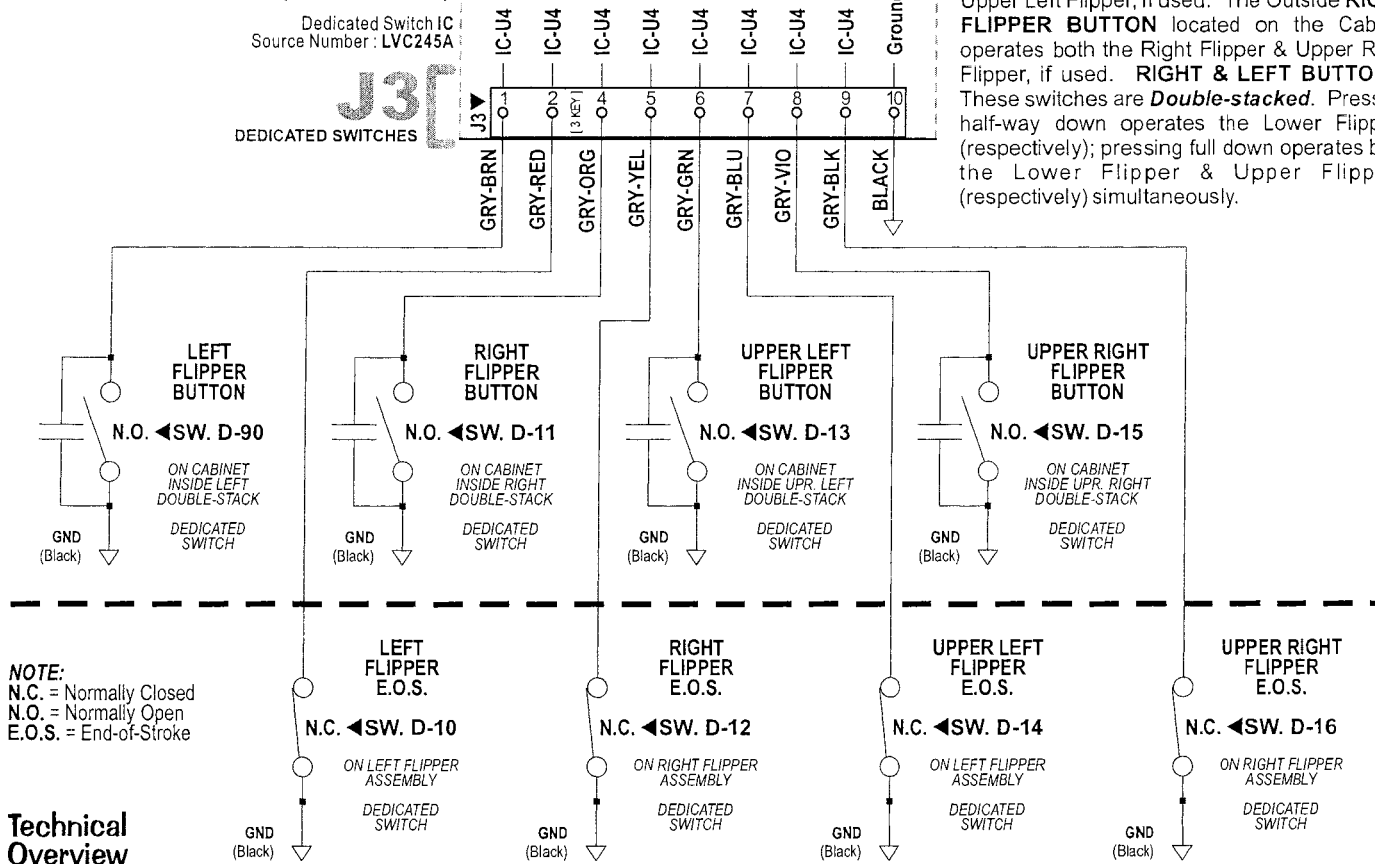
#-Flipper Circuit Wiring Diagram

Partial View CPU/Sound PCB (520-5246-00)

Dedicated Switch IC Source Number: LVC245A

CPU/Sound PCB

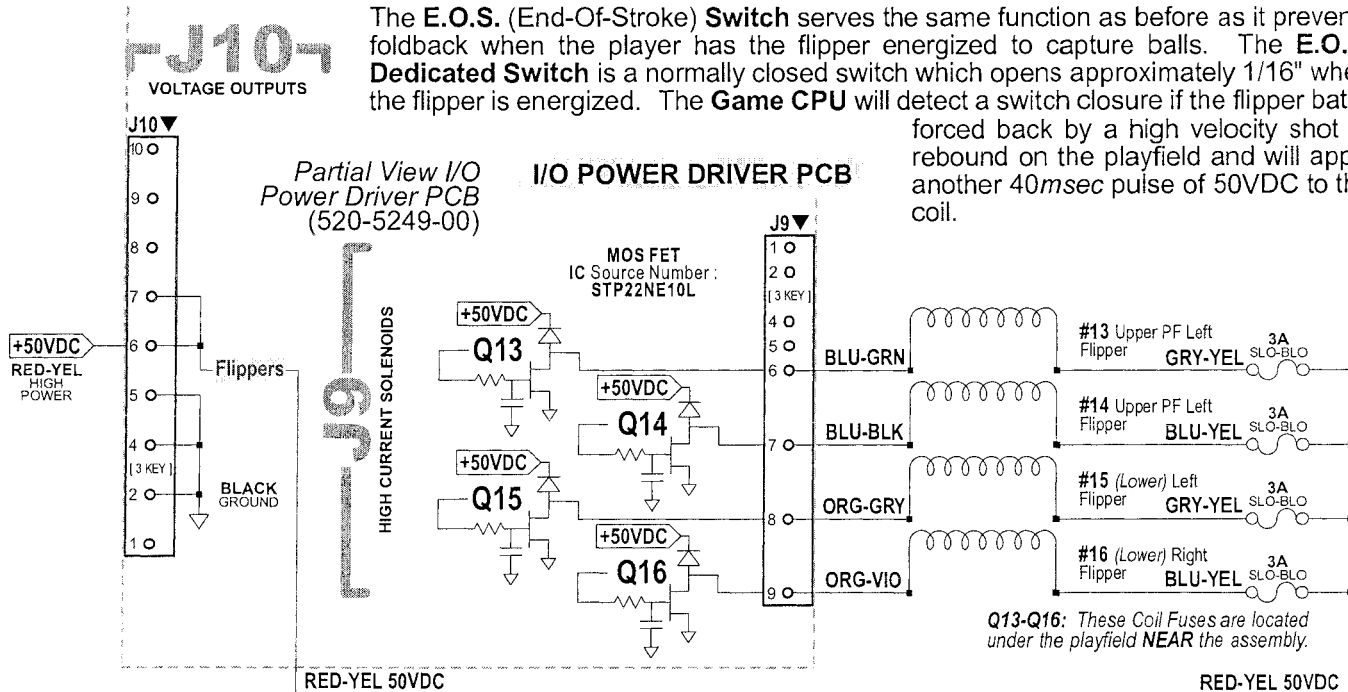
The Outside **LEFT FLIPPER BUTTON** located on the Cabinet operates both the Left Flipper & Upper Left Flipper, if used. The Outside **RIGHT FLIPPER BUTTON** located on the Cabinet operates both the Right Flipper & Upper Right Flipper, if used. **RIGHT & LEFT BUTTONS:** These switches are **Double-stacked**. Pressing half-way down operates the Lower Flippers (respectively); pressing full down operates both the Lower Flipper & Upper Flippers (respectively) simultaneously.



Technical Overview

Our **Flipper System** uses one supply voltage (+50VDC) for both **kick & hold**. Once the **Game CPU** detects a Flipper Cabinet Switch closure (*during game play*) it applies a 40msec pulse to the gate of the Flipper Drive Transistor (STP22NE10L). If it continues to detect a Flipper Cabinet Switch closure (*the player holding the button in*) it will continue to pulse the flipper drive transistor 1msec every 12msecs for the duration of the hold cycle.

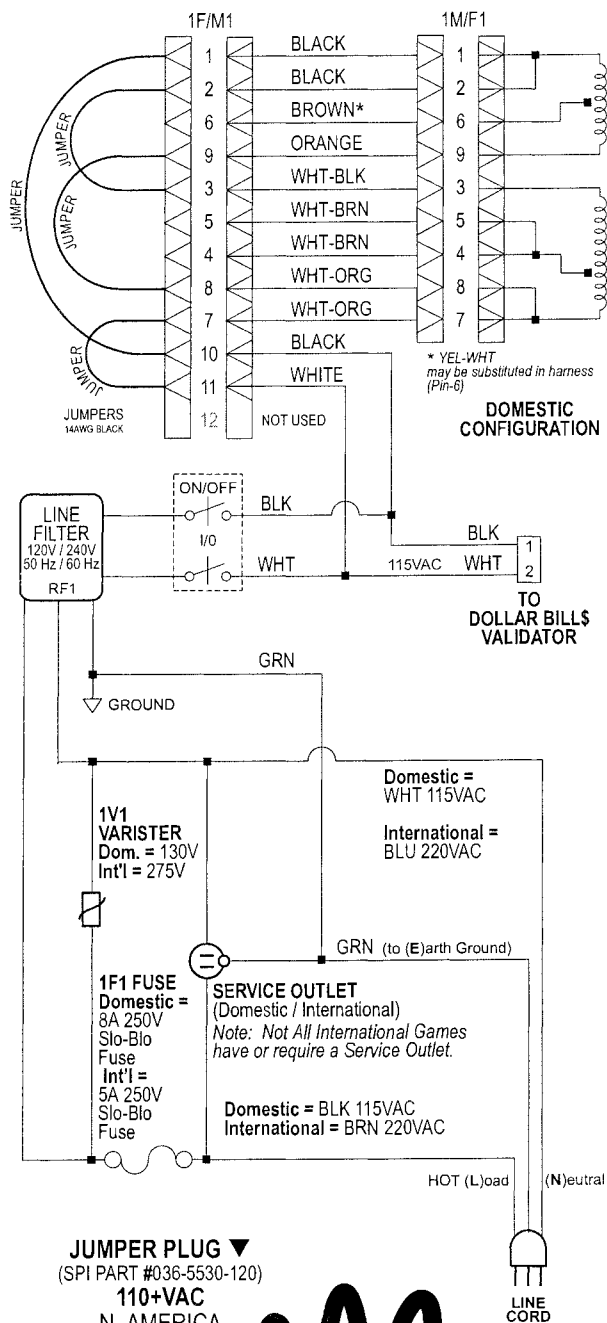
The **E.O.S. (End-Of-Stroke) Switch** serves the same function as before as it prevents foldback when the player has the flipper energized to capture balls. The **E.O.S. Dedicated Switch** is a normally closed switch which opens approximately 1/16" when the flipper is energized. The **Game CPU** will detect a switch closure if the flipper bat is forced back by a high velocity shot or rebound on the playfield and will apply another 40msec pulse of 50VDC to the coil.



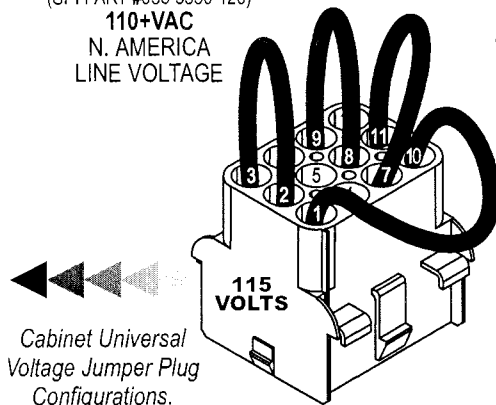
Typical Under-Playfield Fuses are rated:
3A 250v Slo-Blo
Do Not Over-Fuse

Playfield Wiring

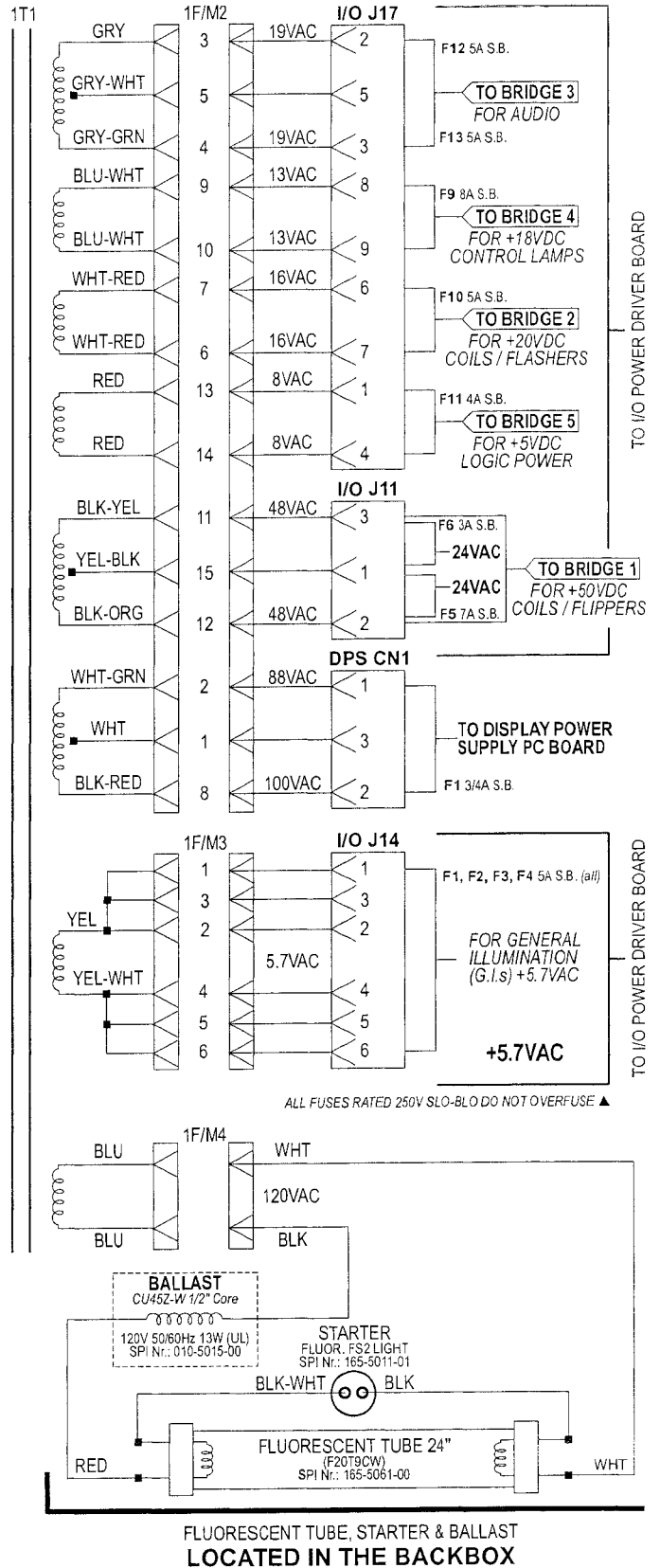
Transformer Power Wiring Diagram



JUMPER PLUG ▼
(SPI PART #036-5530-120)
110+VAC
N. AMERICA
LINE VOLTAGE

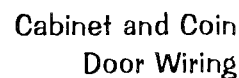


Cabinet and Coin Door Wiring

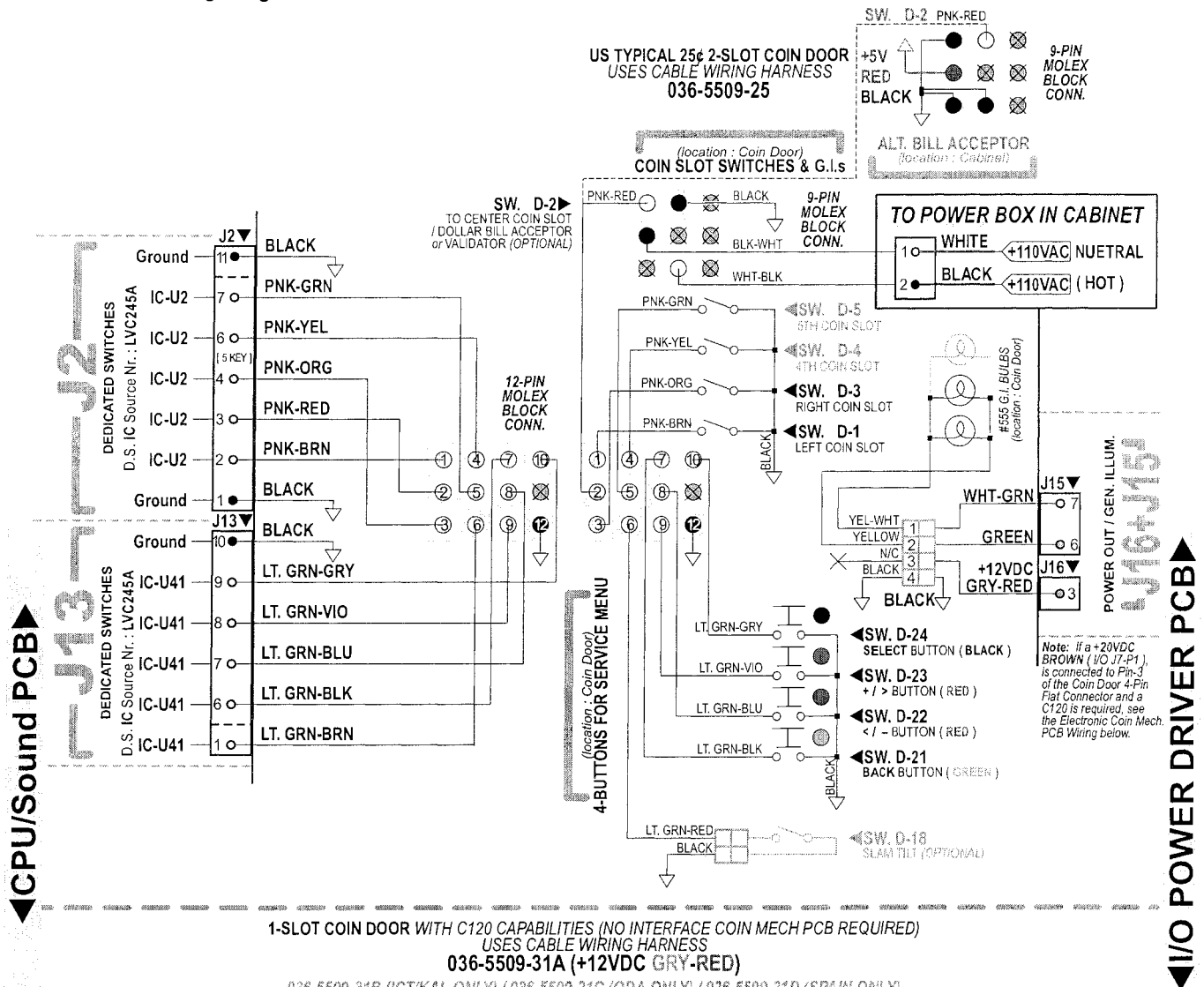


**FLUORESCENT TUBE, STARTER & BALLAST
LOCATED IN THE BACKBOX**

Cabinet Wiring



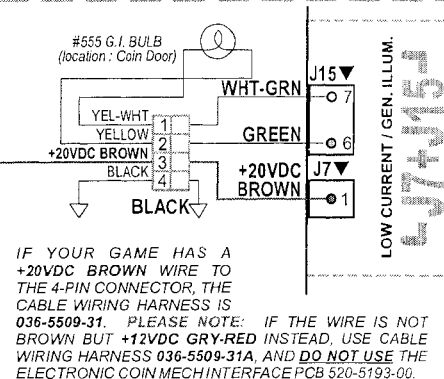
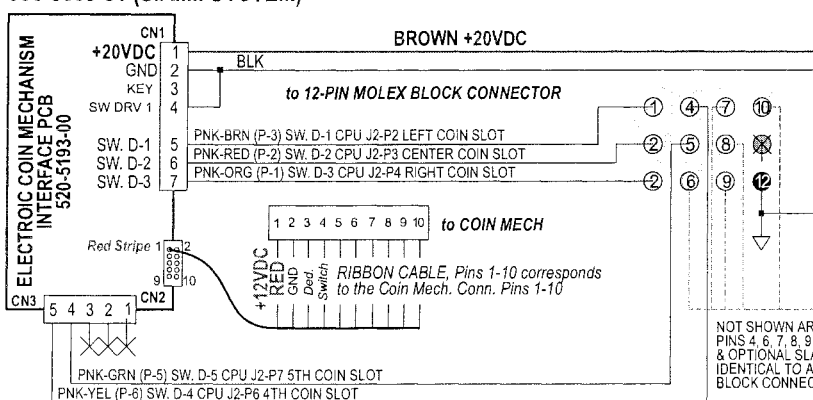
Coin Door Wiring Diagram



IF YOUR GAME HAS AN ELECTRONIC COIN MECH. INTERFACE PC BOARD (520-5193-00):

1-SLOT COIN DOOR USE WITH C120 CAPABILITIES REQUIRING PCB 520-5193-00
USES CABLE WIRING HARNESS

036-5509-31 (S.A.M. SYSTEM)



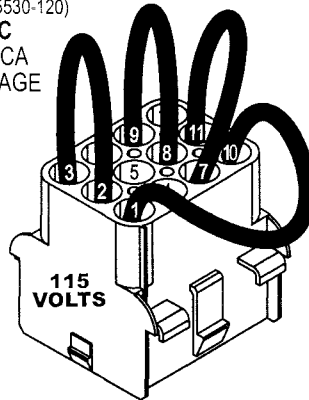
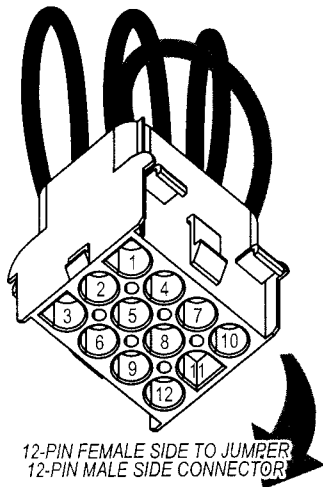
~ WIRING CONFIGURATION WILL VARY ACCORDING TO COUNTRY ~

Cabinet and Coin
Door Wiring

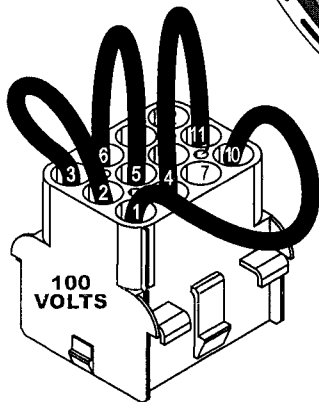
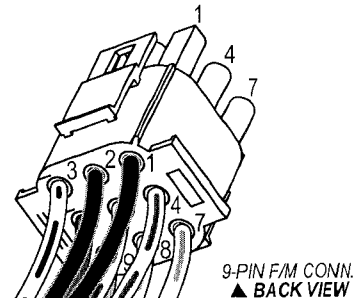
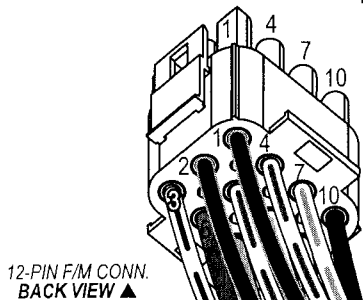
Coin Door Wiring

Cabinet Universal Voltage Jumper Plugs (for use with Universal AC Cable, 036-5530-00 ONLY)

JUMPER PLUG ▼
(SPI PART #036-5530-120)
110+VAC
N. AMERICA
LINE VOLTAGE



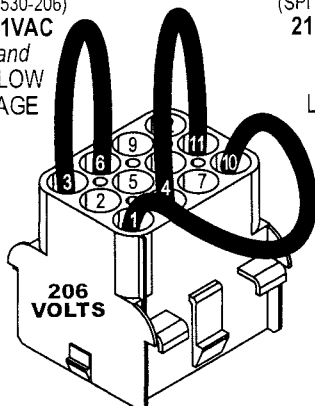
- 1 BLK
- 2 BLK
- 3 WHT-BLK
- 4 WHT-BRN
- 5 WHT-BRN
- 6 BRN (or YEL-WHT)
- 7 WHT-ORG
- 8 WHT-ORG
- 9 ORG
- 10 BLK
- 11 WHT
- 12 N/U



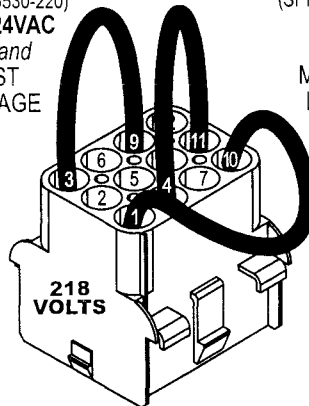
◀ JUMPER PLUG
(SPI PART #036-5530-100)
98VAC – 109VAC
JAPAN or
N. AMERICA LOW
LINE VOLTAGE

Black & White wires from
the POWER BOX, cabinet bottom
to 12-Pin Conn., Pins 10 & 11..

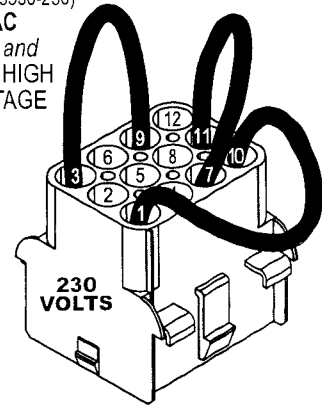
JUMPER PLUG ▼
(SPI PART #036-5530-206)
200VAC – 211VAC
EUROPE and
MID. EAST LOW
LINE VOLTAGE



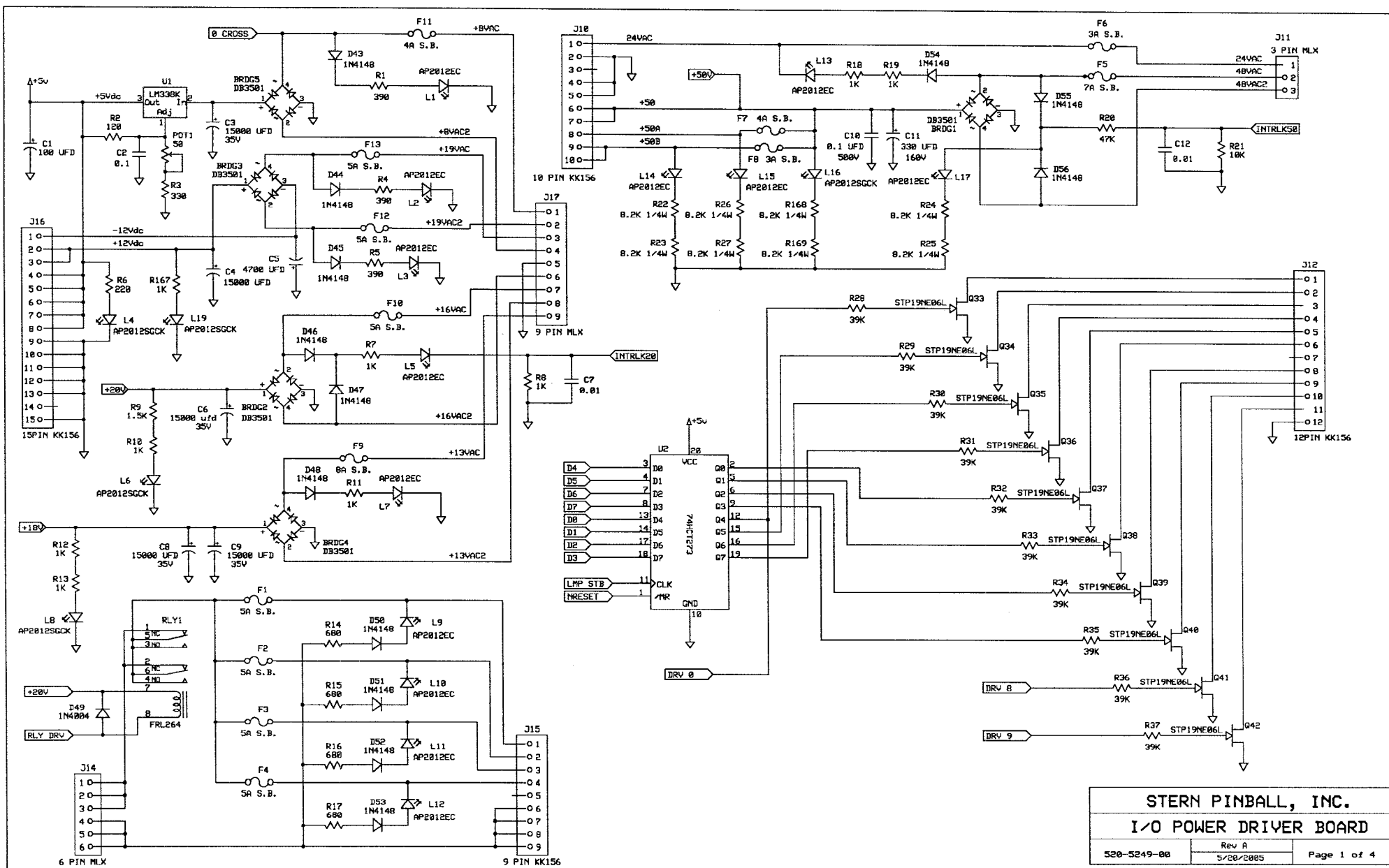
JUMPER PLUG ▼
(SPI PART #036-5530-220)
212VAC – 224VAC
EUROPE and
MID. EAST
LINE VOLTAGE

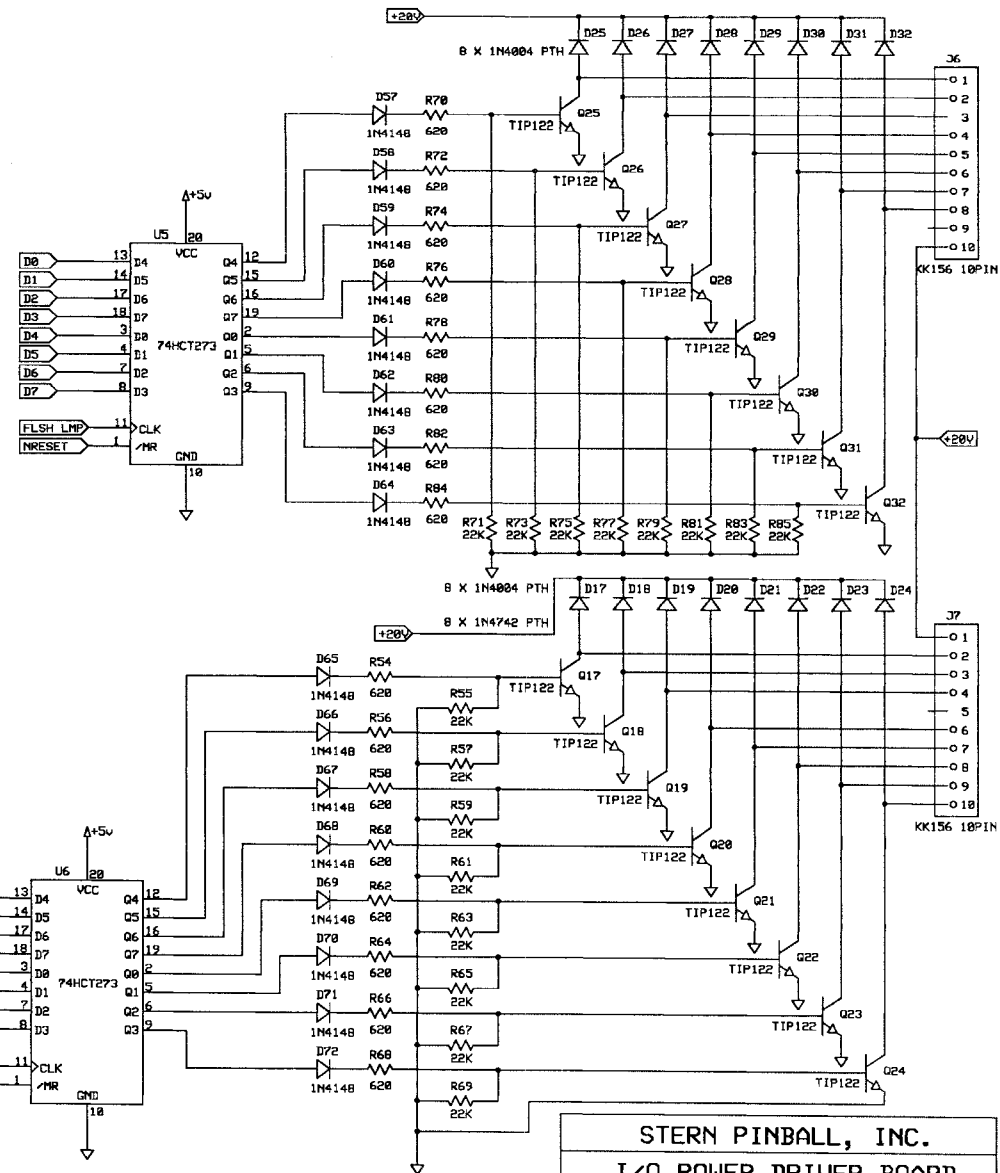
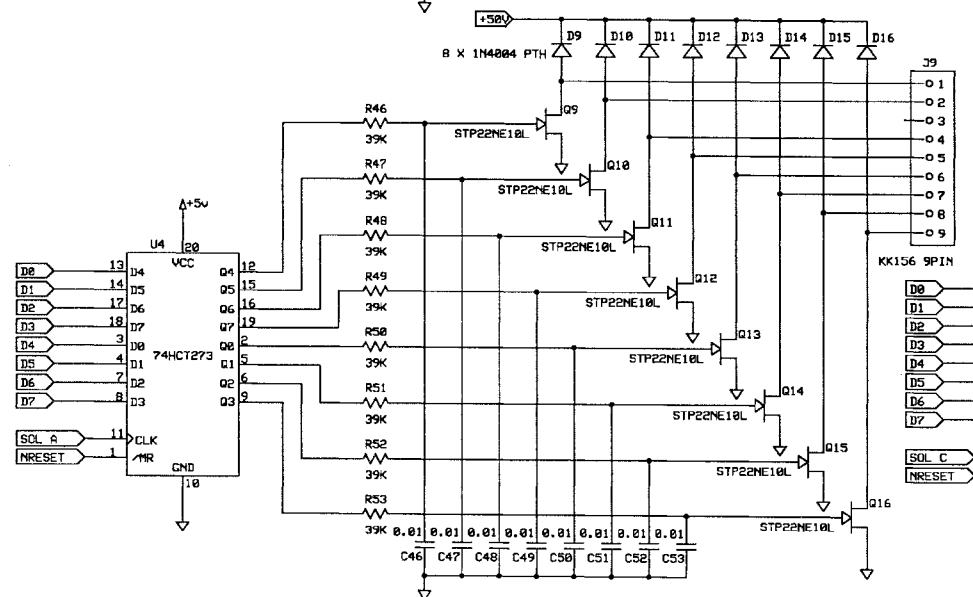


JUMPER PLUG ▼
(SPI PART #036-5530-230)
225+VAC
EUROPE and
MID. EAST HIGH
LINE VOLTAGE

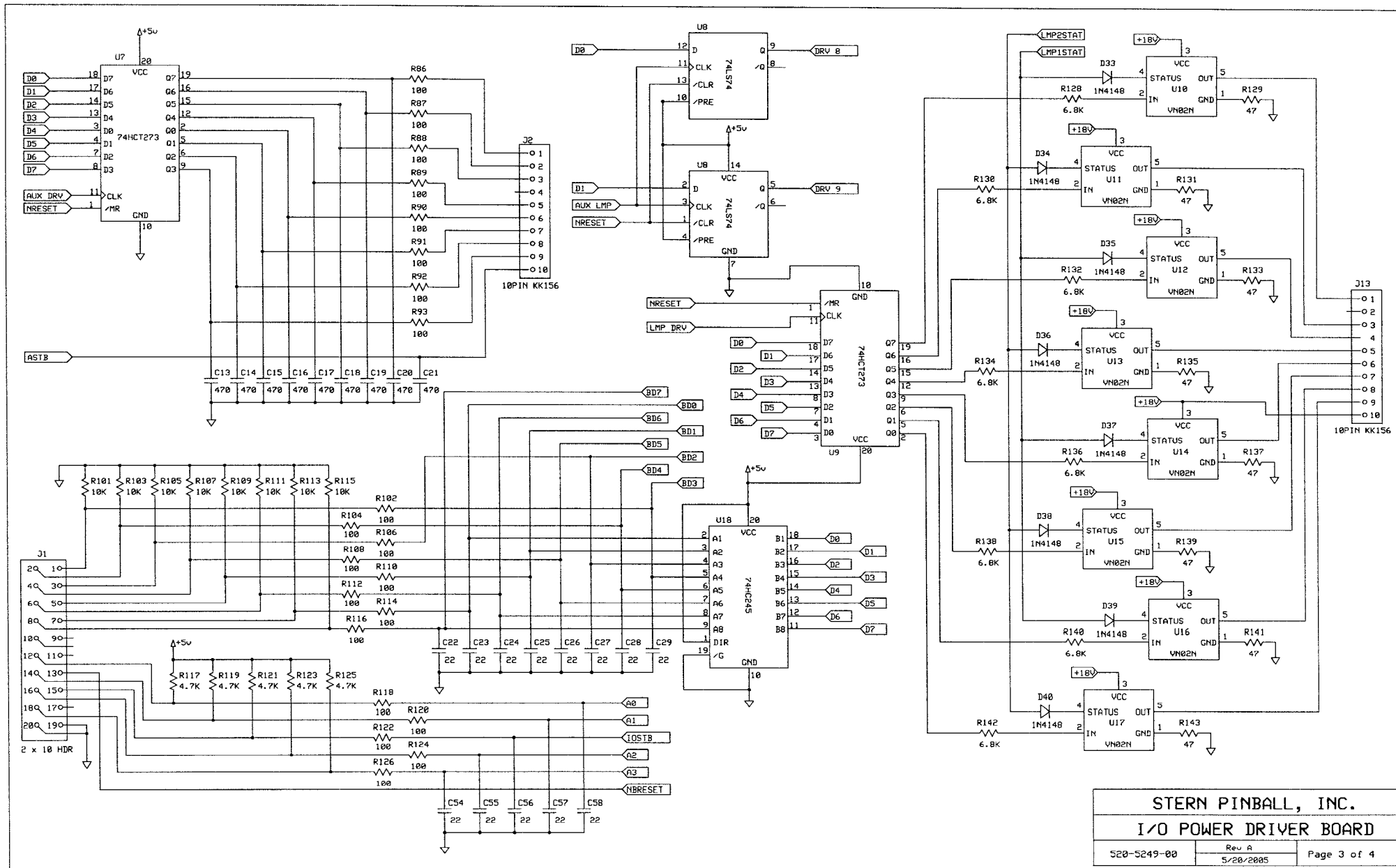


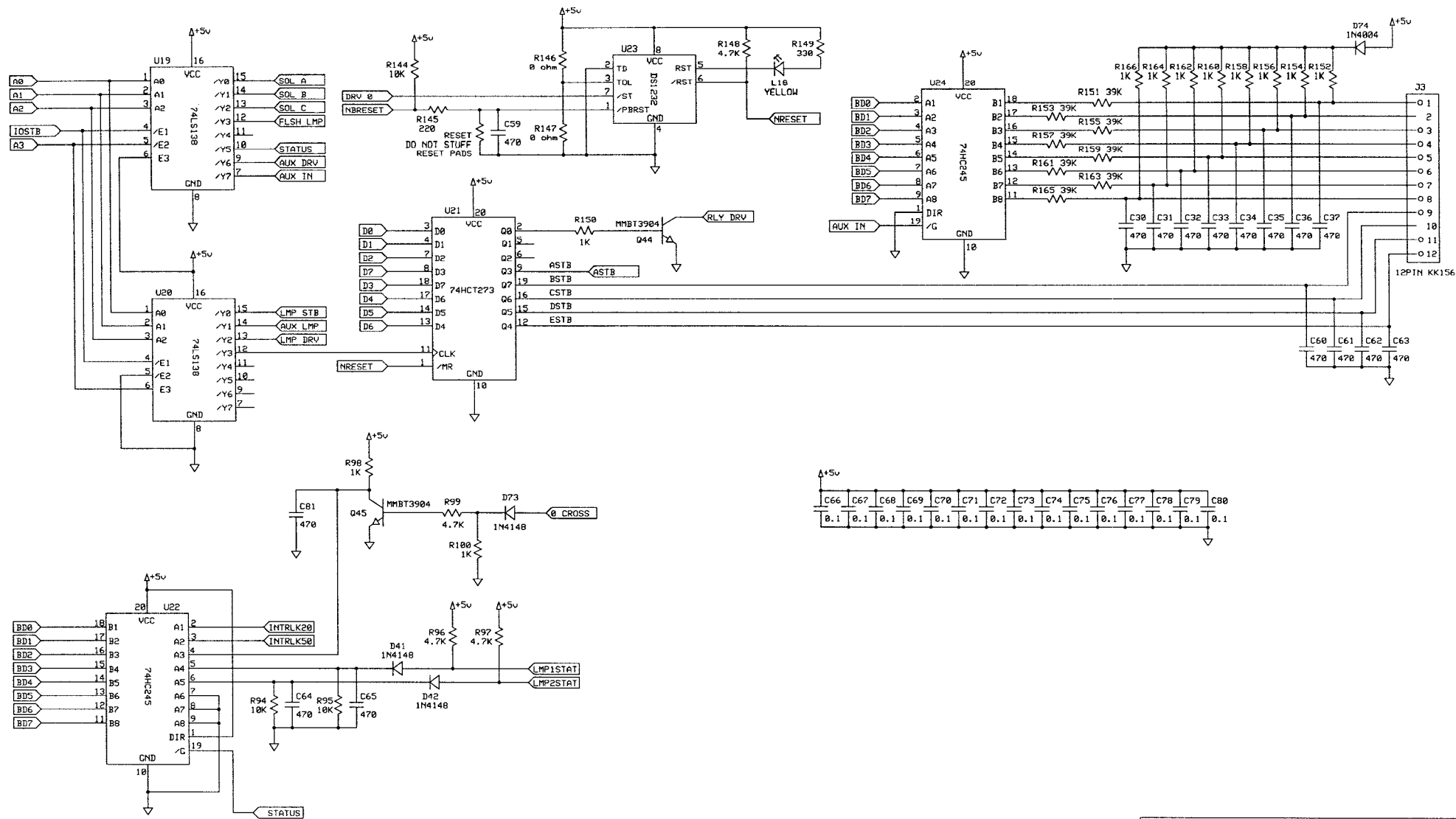
Cabinet and Coin
Door Wiring

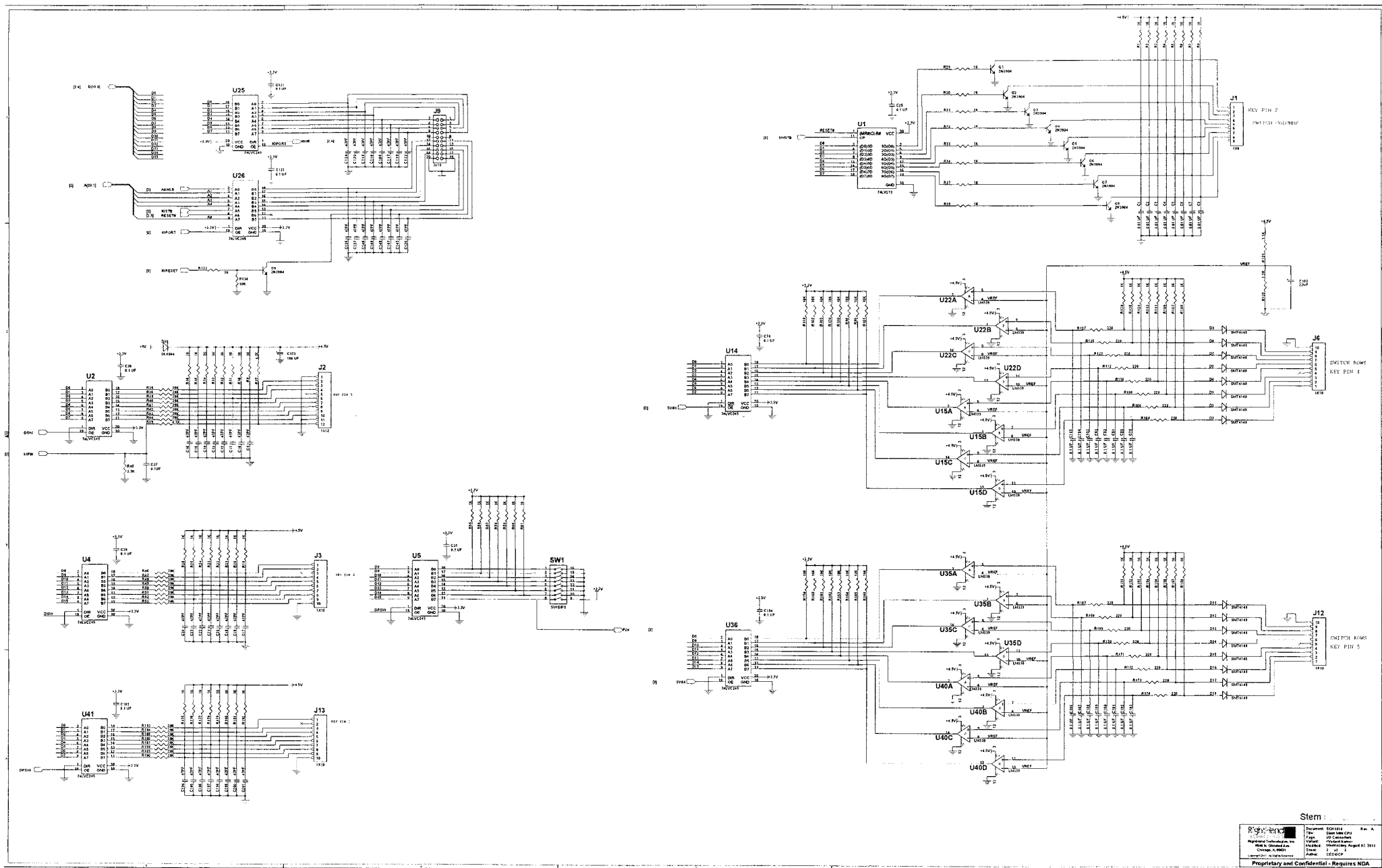




Page 2 of 4





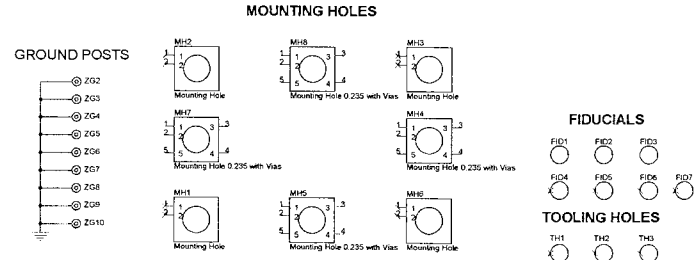
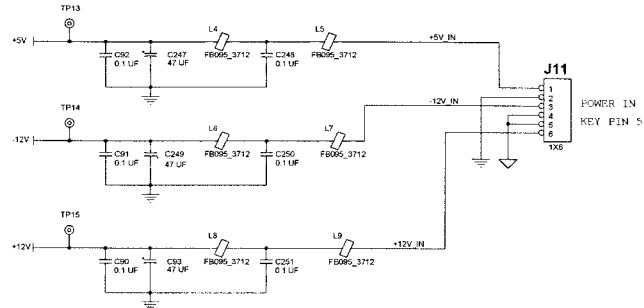
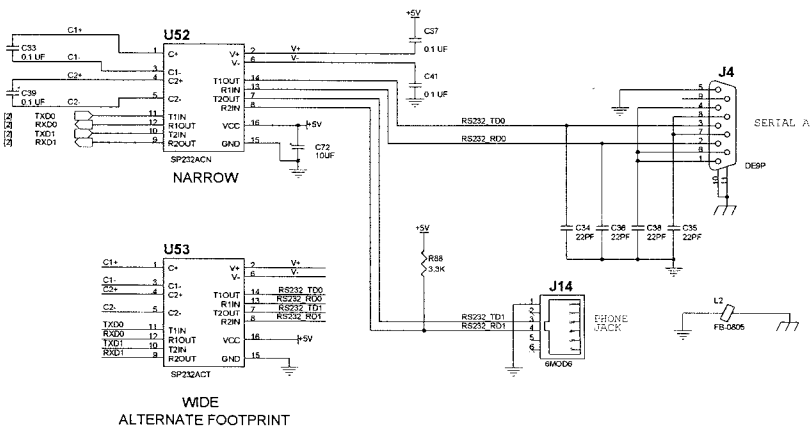
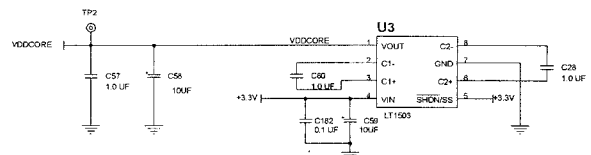
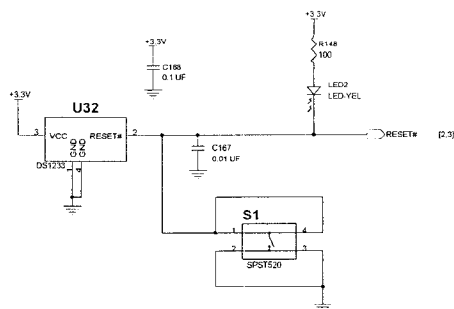
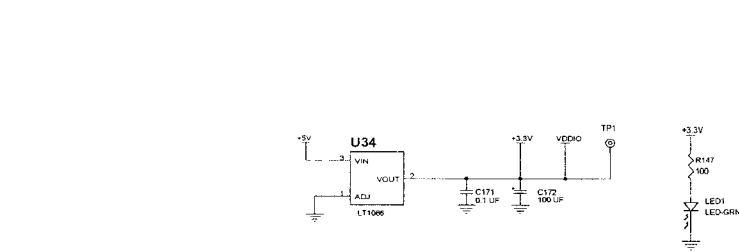


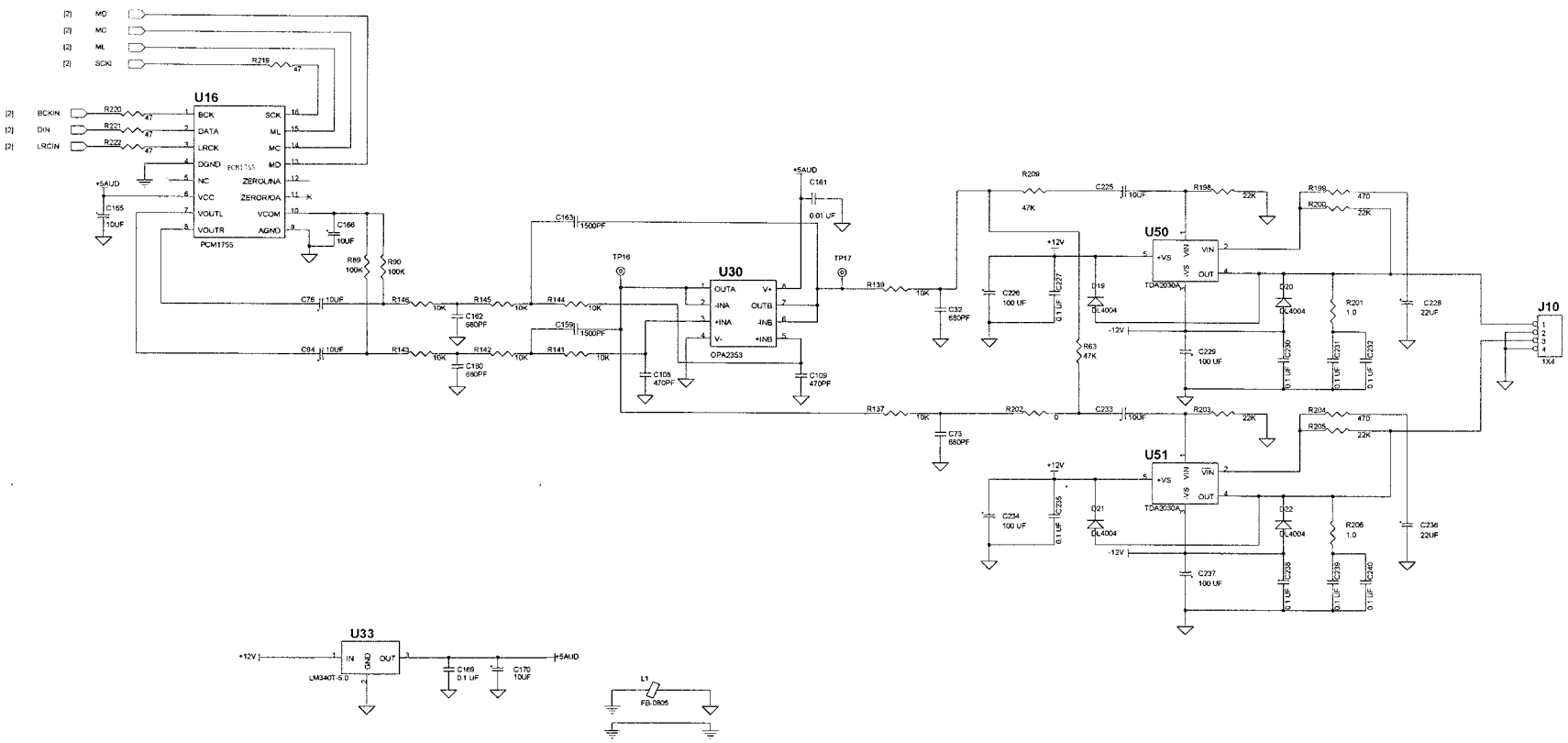
432

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Document	SCH1014	Rev: A
Title	Stern Mini CPU	
Page	USB	
Variant	<Variant Name>	
Modified	Wednesday, August 03, 2011	
Sheet	4 of 6	
Author	CSVGGP	

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