

DIP 1/2: Chute #1 Coins (1-4)
DIP 3/4: Chute #1 Credits (1-4)
DIP 5-8: Replay #2/#1 + (0 - 60,000 points)
DIP 9/10: Chute #2 Coins (1-4)
DIP 11/12: Chute #2 Credits (1-4)
DIP 10-16: Replay #3/#2 + (0 - 60,000 points)

DIP 17: Blink display
DIP 18: Melody
DIP 19: Incentive
DIP 20: Score award: Extra Ball/Credit
DIP 21: Special award: Extra Ball/Credit
DIP 22-24: Balls per game (1-8)
DIP 25: Match feature
DIP 26: Replay #1 + 128k
DIP 27: Replay #1 + 64k
DIP 28: Replay #1 + 32k
DIP 29: Replay #1 + 16k
DIP 30: Replay #1 + 8k
DIP 31: Replay #1 + 4k
DIP 32: Replay #1 + 2k

Also, the switch test only works as a stuck switch test, so if you hold in the start button after being in solenoid test the game will continue to display "32" as the start switch number until you release it. If you have a ball in the outhole, it will show its number until removed, so you can plunge it while holding in the start button and wait for the drain. This way the switch test will stay on after you release the start button. :)