

	I7	I6	I5	I4	I3	I2	I1	I0	
GRP4	CHUTE #0 COINS / UNIT 00 → 1 01 → 2 00 → 3 11 → 4 (6) (7)	CHUTE #0 CREDITS / UNIT 00 → 1 01 → 2 10 → 3 11 → 4 (5) (10)	THRESHOLD OFFSET #2 (NATURAL BINARY X 4K) (4) (3) (0-15) (2) (1)						PAY
GRP5	CHUTE #1 (SAME AS ABOVE) (16) (15)	CHUTE #1 (SAME AS ABOVE) (14) (13)	THRESHOLD OFFSET #3 (NATURAL BINARY X 4K) (12) (11) (10) (9)						PAY
GRP6	OPTA BIP DB. 0 = DISABLE 1 = 3, 5, 7 (21)	OPTB MELODY 0 = INHIBIT 1 = ACTIVE (23)	OPTC INCENTIVE 0 = INHIBIT 1 = 1, 2, 3 (22)	THRESH SCORE THRESH 0 → X BALL 1 → KICKOUT (21)	SPECIAL SPECIAL 0 → XTRABALL 1 → KICKOUT (20)	BALLS PER GAME + 1 3 BITS OF NATURAL BINARY (19) (18) (17)			PAY
GRP7	MATCH ENABLE 0 = DISABLE 1 = ENABLE (32)	64 (31)	THRESHOLD (NATURAL BINARY X (30) (0-127) (29)	BASE #1 2K (28)	4 (27)	2 (26)	1 (25)		PAY

FIXED SWITCH DATA

BOW & ARROW
VER 19 1/11/76