

MAXY SELF TEST DISPLAY NUMBERS

SELF TEST

BUTTON LOCATED INSIDE OF COIN DOOR

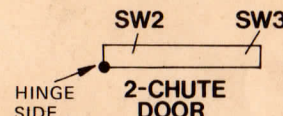
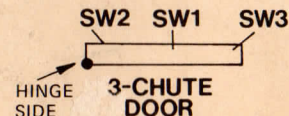
NO. OF TIMES PUSHED	TEST	DESCRIPTION
1	BURN IN	All outputs tested.
2	LAMPS	All feature lamps will flash on & off.
3	DISPLAY	All digits display 000000 thru 999999 then No. 8 shifts from left to right.
4	SOLENOIDS	Continuous sequence of solenoids pulsed, then all sounds pulsed. (Solenoid driver transistor "Q" number displayed as solenoid is pulsed.
5	SWITCHES (Flashing 0 if all switches open)	Switch I.D. No. displays if closed. (See chart for switch I.D. No.)
6 To 23	THRESHOLD & BOOKKEEPING	See Operating Manual.

SOLENOID IDENTIFICATION

SOLENOID NO.	SOLENOID LOCATION
01	LEFT SLING-SHOT
02	RIGHT SLING-SHOT
03	KNOCKER
04	LOWER RIGHT THUMPER
05	TOP THUMPER
06	DROP TARGET RESET
07	BALL KICKER
08	SAUCER EJECT
09	OUT-HOLE
10	LOWER LEFT THUMPER
11 thru 14	4-BANK DROP TARGET
15	RIGHT & LEFT FLIPPERS
16	OPEN
17	OPEN
18	OPEN
19	COIN LOCK-OUT
20 thru 29	SOUND

SWITCH IDENTIFICATION

SWITCH NO.	SWITCH LOCATION	SWITCH NO.	SWITCH LOCATION
01.....	CHUTE	23.....	RIGHT OUT-LANE (R.O.B.)
02.....	CHUTE	24.....	LEFT OUT-LANE (R.O.B.)
03.....	CHUTE	25.....	OPEN
04.....	DROP TARGET (RED)	26.....	STAND-UP TARGET (BLUE STAR)
05.....	SPIN TARGET	27.....	OPEN
06.....	CREDIT BUTTON	28.....	OPEN
07.....	TILTS	29.....	STAND-UP TARGET (YELLOW STAR)
08.....	SLAM & VIB. TILTS	30.....	STAND-UP TARGET (BLACK STAR)
09.....	DROP TARGET (BLACK)	31.....	OPEN
10.....	DROP TARGET (YELLOW)	32.....	OPEN
11.....	DROP TARGET (BLUE)	33.....	OPEN
12.....	TOP THUMPER	34.....	OPEN
13.....	LOWER RIGHT THUMPER	35.....	BALL KICKER
14.....	LOWER LEFT THUMPER	36.....	TOP LEFT ROLL-OVER WIRE
15.....	RIGHT SLING-SHOT	37.....	TOP MIDDLE ROLL-OVER WIRE
16.....	LEFT SLING-SHOT	38.....	TOP RIGHT ROLL-OVER WIRE
17.....	OPEN	39.....	TOP RIGHT ROLL-OVER BUTTON
18.....	CENTER ROLL-OVER BUTTONS (2)	40.....	SAUCER
19.....	RIGHT RETURN LANE		
20.....	RIGHT MIDDLE LANE		
21.....	LEFT RETURN LANE		
22.....	LEFT MIDDLE LANE		



NOTE: FLIPPER BUTTON CABINET SWITCHES DO NOT APPEAR ON TEST