Find-It-In-Front: Dr. Pinball Section

The inside cover & the front pages DR. ❶ thru DR. ⓾ covers the basics...

Find the answers to your questions here...
If you still need help, give us a call!

STERN® PINBALL, INC.

DR. DR. DR. DR.

NO YES END PREV QUIT ?

The Portals™ Service Menu, Section 3, is your Technical Friend...

Your Parts Sales & Technical Support Team

Susan White
Parts Sales MANAGER

Joe Blackwell
DIRECTOR, Parts Sales & Technical Support

Patty Schraps
Parts Stockroom MANAGER

Chas Siddiqi
Technical Support ENGINEER

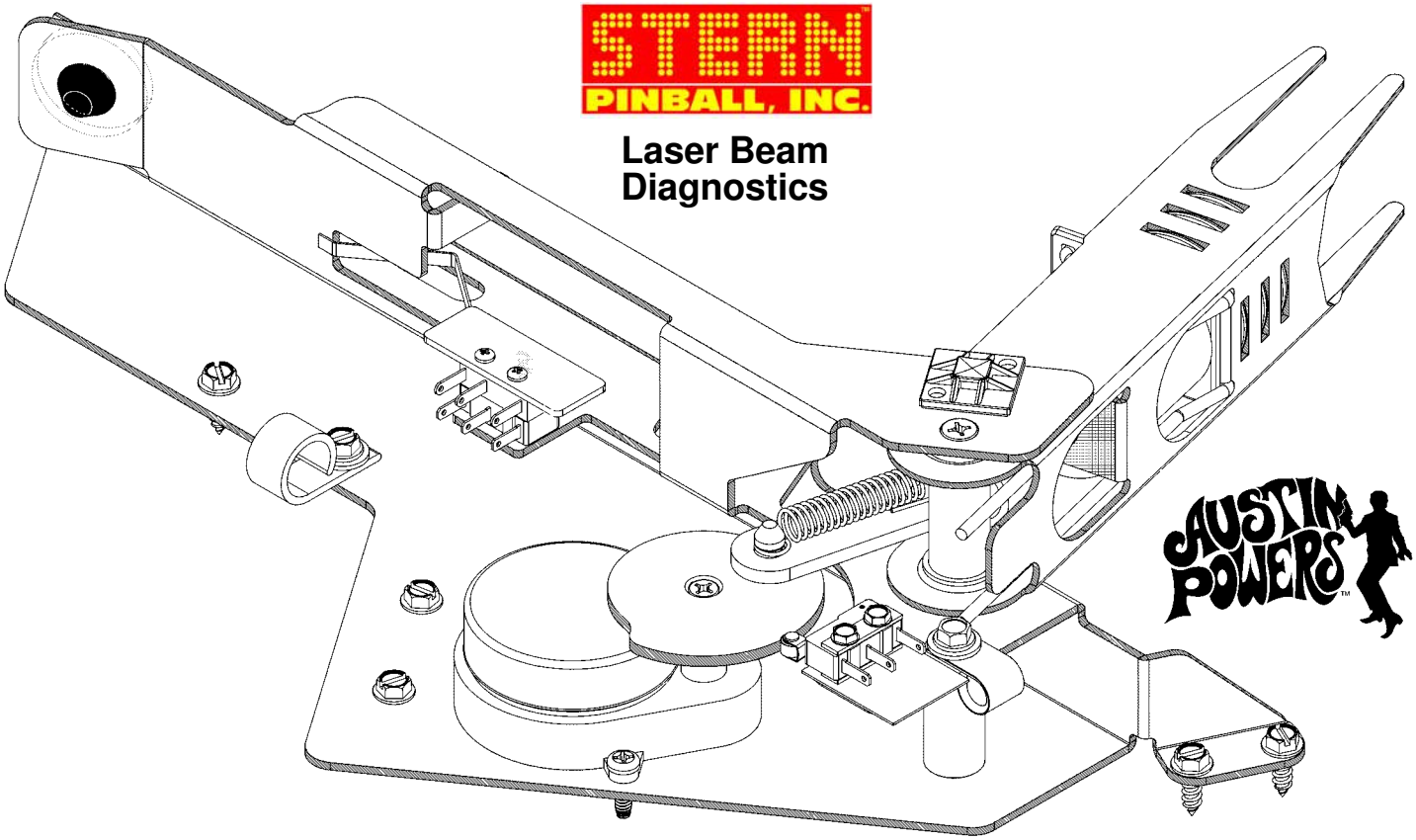
J. Alfer
Technical Support Documentation ADMINISTRATOR

Please call us at 1-800-542-5377 or 1-708-345-7700 for Technical Support.

Visit us at our Web Site www.SternPinball.com.

SPI PN#:
780-5074-11

Laser Beam Diagnostics



Access the Portals™ Service Menu, enter the Diagnostics Menu, and select the "A.P." *Icon* to proceed with this test.

For more details on the Portals™ Service Menu System, see Sec. 3, Chp. 1, Pages 8-10 & Sec. 3, Chp. 2, Pg. 26.

Laser Beam Test

Selecting the "LASER" *Icon* will bring up the **LASER BEAM TEST MENU**. This test is provided to allow a method of testing the **Laser Beam Home (Sw. 43)**, **Laser Beam Enable (Sw. 44)**, **Laser Beam Loaded (Sw. 45)**, **Motor Operation (Q21)** and **Coil Operation (Q4)**. Upon entering the test, the **Laser Beam Home Switch (Sw. 43)** is closed ■. Select the "RUN" *Icon* to activate the **Motor (Q21)** *(Note: Selecting Run will automatically cycle the motor from Home, full out, and return Home).* As the motor turns out the ***Laser***, the **Sw. 43** box ■ will turn □ and the **Sw. 44 box** □ will turn solid ■. This indicates the switches are working properly. *With ball-in-hand, roll the ball into the **Laser Beam Ball Trough from the Left Plastic Ramp** and note if **Sw. 45** is being closed* (□ will turn solid ■).

Laser Beam Switch Terms

Home Switch: Lets the CPU know the Laser is lined up with the ramp and is ready to load.

Enable Switch: Lets the CPU know the Laser is clear of obstacles and is OK to fire.

Loaded Switch: Lets the CPU know the ball is loaded.

NOTE: If any of the noted switches are malfunctioning, or the coil and/or motor is inoperational, go to the Adjustments Menu, access Adj. 53, LASER BEAM MTR ENABLED and change to NO. When the problem is fixed, change back to YES. *For more details on this adjustment, read Sec. 3, Chp. 4, Go To Adjustments Menu.*

***CAUTION:** Upon switch closure of the **Laser Beam Loaded (Sw. 45)**, the **Motor (Q21)** will cycle and the **Laser Beam Eject (Q4)** will pulse. Be careful of moving parts and flying pinball if loaded!).*

New to our Pinball Games?

Don't forget to go over **Section 3, Chapter 1, Portals™ Service Menu Introduction**. *If using Diagnostics...very useful!* Got confused? Comments? Questions? Call Technical Support at 800-542-5377 or 708-345-7700 (Option 1).

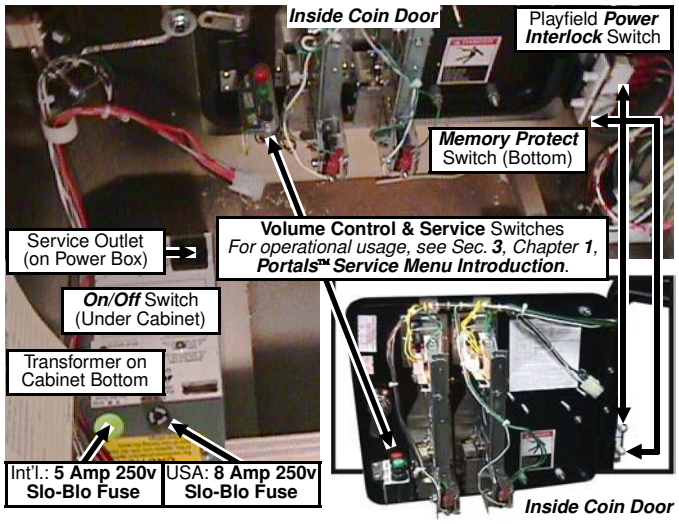
Backbox PCB Fuses, ROMs, Bridges, Relays, P/F & Cabinet Fuses, Cab. Switches

CAUTION: *For continued protection against risk of fire, replace only with same type of fuse having the same electrical rating!*

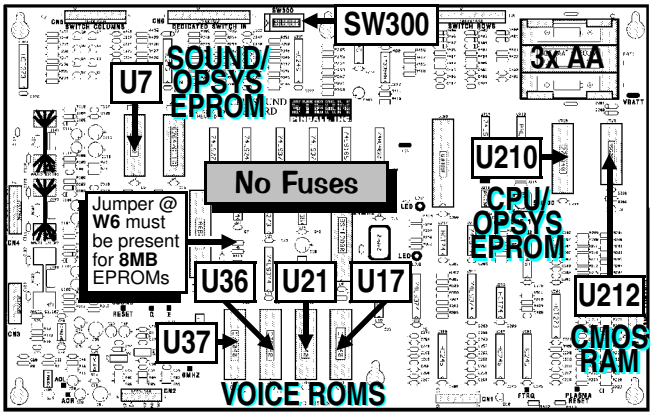
QUICK REFERENCE FUSE CHART

Backbox Fuses			
LOC:	**DISPLAY POWER SUPPLY (P.S.) BOARD**		
F1	3/4A 250v S.B.	90v DC	High Voltage Display
LOC:	**I / O POWER DRIVER BOARD**		
F6	7A 250v S.B.	50v DC	Primary High Power Coils/Flippers
F7	5A 250v S.B.	20v DC	Low Power Coils
F8	5A 250v S.B.	12v DC	Logic Power
F9	5A 250v S.B.	12v DC	Logic Power
F20	**4A 250v S.B.**	50v DC	Magnet ▶▶▶ **THIS GAME ONLY** ◀◀◀
F21	3A 250v S.B.	50v DC	Coils
F22	8A 250v S.B.	18v DC	Controlled Lamps
F23	4A 250v S.B.	5v DC	Logic
F24	5A 250v S.B.	6.3v AC	G.I. Lamps (BRN-WHT to WHT-BRN)
F25	5A 250v S.B.	6.3v AC	G.I. Lamps (YEL to WHT-YEL)
F26	5A 250v S.B.	6.3v AC	G.I. Lamps (GRN to WHT-GRN)
F27	5A 250v S.B.	6.3v AC	G.I. Lamps (VIO to WHT-VIO)
F28	3A 250v S.B.	24v AC	**Not Used / Spare**
Cabinet Fuses			
LOC:	**SERVICE (AC) OUTLET BOX (Cabinet Bottom)**		
n/a	8A 250v S.B.	115v AC	Main Fuse Line (Domestic or USA)
n/a	5A 250v S.B.	220v AC	Main Fuse Line (International)
Playfield (P/F) Fuses			
LOC:	**UNDER PLAYFIELD (near Flippers)**		
n/a	3A 250v S.B.	50v DC	Rt. Flipper (BLU-YEL⇆RED-YEL)
n/a	3A 250v S.B.	50v DC	Lt. Flipper (GRY-YEL⇆RED-YEL)

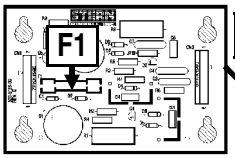
*For locations & more information on fuses, see Sec. **5**, Chapter **2**.*



ROM TYPE on BD	LOCATION	SIZE	PART NUMBER
CPU Sound	U7	512K	965-0354-74
CPU Game	U210	1 MB	965-0353-74
CPU Voice ROM 1	U17	8 MB	965-0356-74
CPU Voice ROM 2	U21	8 MB	965-0357-74
CPU Voice ROM 3	U36	8 MB	965-0358-74
CPU Voice ROM 4	U37	8 MB	965-0359-74
DISPLAY Controller	U5	4 MB	965-0355-74



CPU / Sound Board ▲



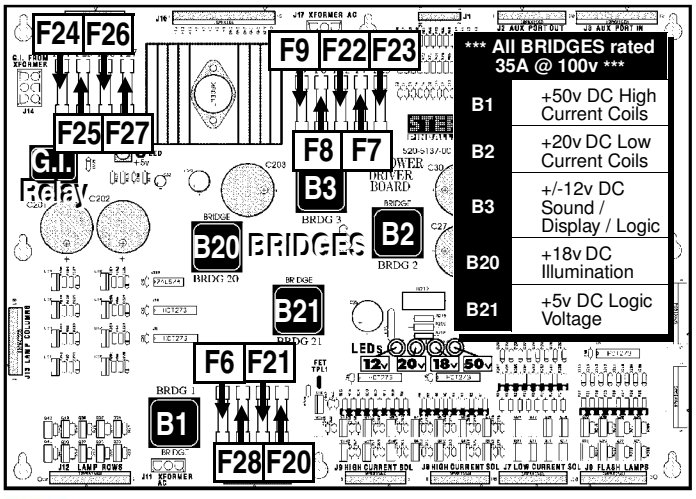
◀ Display Power Supply Bd.

Solenoid Expander Board ‡

‡ **UK GAMES ONLY**
*For more info., see Section **5**, Chp. **4**, **PCBs** (Yellow Pages)*

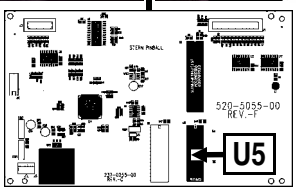
For Schematics and/or Component Parts on PC Boards shown on this page, review Section 5, Chapter 4, Printed Circuit Boards (The Yellow Pages).

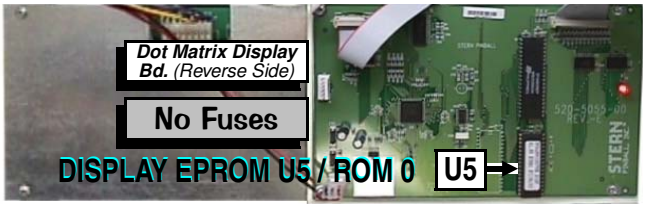
I/O Power Driver Board ▼



Display Controller Bd. ▶

The Display Controller has the Display EPROM (Location: U5 / ROM 0). This board is located behind the 128 X 32 Dot Matrix Display Board.





FIND-IT-IN-FRONT: Dr. Pinball Section Explained

The key technical data from various parts of the manual were extracted and combined into the **"Find- It-In-Front: Dr. Pinball Section."** This section (pages **DR. ❶ - ⑩**) will assist the technician in locating important technical information needed to troubleshoot the Pinball Machine. **Dr. Pinball** is also available in a Flow Chart Help Format in the Game Display. To access, enter the **Portals™ Service Menu**.

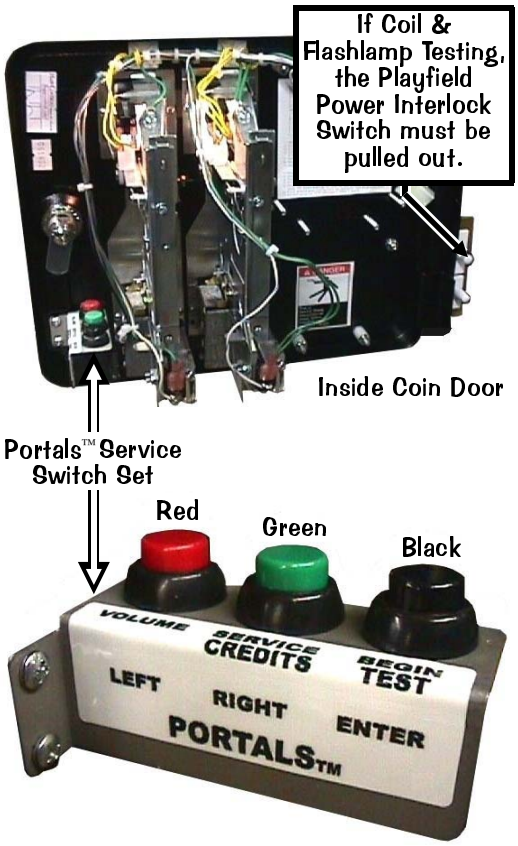
How It Works

First, the operator / technician must enter the ***Service Menu Mode*** *(for a complete description of the* ***Portals™ Service Menu*** *and* ***ICONS Read!*** *Section* ***3****, Chapter* ***1****).* To get into the ***Service Menu Mode***, power-up the game *(if not already)* and open the **Coin Door**. On the **Coin Door** is the **Portals™ Service Switch Set** (**Red**, **Green** & **Black Buttons**).

Step 1: Push down the **Black "BEGIN TEST" Button**. Looking at the Video Display you will momentarily see the introductory screen followed by the **MAIN MENU**.

Step 2: Move through the Menus by pushing the **Red "LEFT"** or **Green "RIGHT" Buttons**.

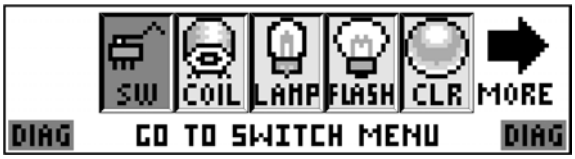
Step 3: Select or activate the *Icons* by pushing the **Black "ENTER" Button**.



While in the **Portals™ Service Menu**, the **Start Button** can be used in lieu of the **Black Button**; the **Left** & **Right Flipper Buttons** can be used in lieu of the **Red** & **Green Buttons**. However, in *Switch* or *Active Switch Tests* ***only*** the **Red** & **Green Buttons** can be used.

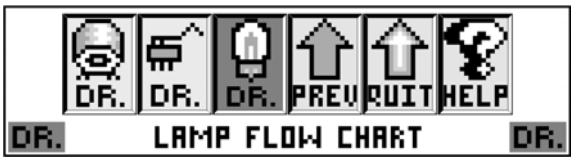
In our **Portals™ Service Menu**, selecting the "DR." *Icon* will bring the operator/technician into **DR. PINBALL** (**Flow Chart Menus**), the "on-screen" diagnostic aide. This is a feature that will allow you to utilize the power of the micro-processor assisting in troubleshooting a problem with the machine in a **Flow Chart** format *(follow the questions & answer by using the Mini-Icons in the display).*

After entering **Portals™**, the **MAIN MENU** now appears with the "DIAG" *Icon* (**GO TO DIAGNOSTICS MENU**) flashing; press the **Black "ENTER" Button** to *activate* this **ICON**. The **DIAGNOSTICS MENU** now appears with the "SW" *Icon* (**GO TO SWITCH MENU**) flashing; use the **Red "LEFT"** or **Green "RIGHT" Buttons**, until the "DR." *Icon* (**DR. PINBALL**) is flashing:

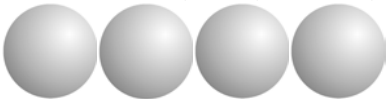


Press the **Black "ENTER" Button** to *activate* this **ICON**. The **DR. PINBALL MENU** (**Flow Chart Menus**) now appears with the COIL "DR." *Icon* flashing. Three (3) *Icons,* Coil "DR.", Switch "DR." and Lamp "DR." are available for selection. Selecting a particular *Icon* will give you a choice of which specific **Coil** *(any and all coil assemblies such as Flippers, VUKs, Magnets, etc.),* **Switch** or **Lamp Circuit** needs to be diagnosed. After selection, *Dr. Pinball* will now display a question or a procedure to follow such as "Does the lamp turn on?" or "Check bridge rectifier BR-20, if short replace." When *Dr. Pinball* displays a question or requests a procedure, *Dr. Pinball* will expect a response such as "NO" or "YES". You the operator/technician must respond by using the **Red** or **Green Buttons** to "SELECT" a *Mini-Icon* and the **Black Button** to "ACTIVATE or ENTER" your selection.

For Mini-Icons explanations & details, see the end of Section ***3****, Chapter* ***2****,* ***GO TO DIAGNOSTICS MENU****,* ***Dr. Pinball****.*



For proper operation of this Austin Powers™ Pinball,



FOUR (4) PINBALLS MUST BE INSTALLED!

DIAGNOSTIC AIDS

The *display reads* "OPERATOR ALERT..."

— A message displayed during Game Mode or Power-Up to alert the operator of a problem.

OPERATOR ALERT works by monitoring any *switch activated coil* that has the potential to trap a ball when disabled (e.g. in the Auto Launch, Scoop, Eject, etc.). If this assembly has a closed switch indicating a ball is stuck or the switch is *stuck closed*, the **CPU/Sound Board** will activate the coil ten times. If the switch remains closed, the game will display a message indicating there is a problem (e.g. "**OPERATOR ALERT AUTO LAUNCH NOT WORKING**"). This not only warns the operator of a problem immediately, but indicates exactly where the operator should look to resolve it.

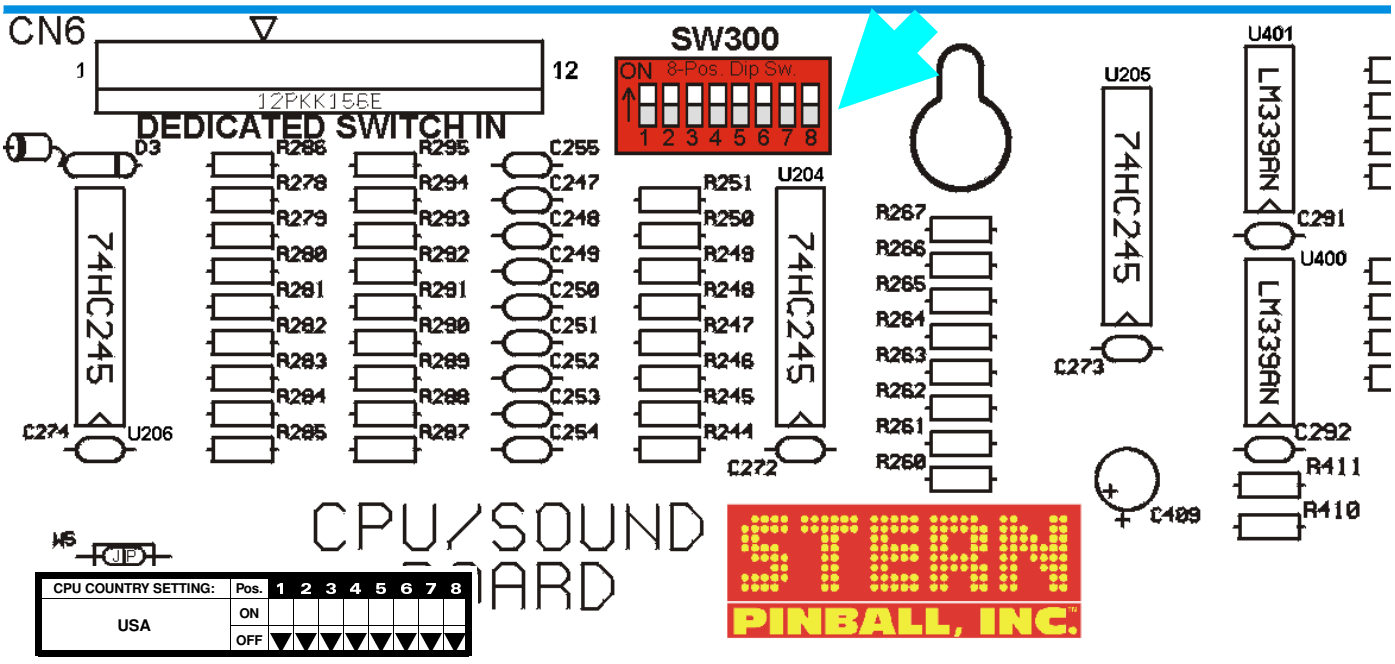
The *display flashes* "OPEN THE COIN DOOR"

— This indicates that CMOS RAM memory (CPU Loc. U212) has been corrupted.

This is caused by either failure in memory (e.g. batteries are dead or faulty **RAM**) or upon installation of updated version of code. Opening the Coin Door will initiate a Factory Restore, by opening the Memory Protect Switch. Check battery voltage at **VBATT Test Point** on the **CPU/Sound Board**.

CPU DIP SWITCH SETTINGS

Location of Dip Switch [SW300] is on the CPU/Sound Board (Right of CN6, Top Mid)



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

Custom Factory Adjustments By Country (All countries not noted use the "USA Setting")

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
EURO	ON	▲	▲	▲	▲				
	OFF					▼	▼	▼	▼
AUSTRIA	ON	▲							
	OFF		▼	▼	▼	▼	▼	▼	▼
BELGIUM	ON		▲						
	OFF	▼		▼	▼	▼	▼	▼	▼
BRAZIL	ON	▲		▲	▲				
	OFF		▼			▼	▼	▼	▼
CANADA	ON	▲	▲						
	OFF			▼	▼	▼	▼	▼	▼
FRANCE	ON		▲	▲					
	OFF	▼			▼	▼	▼	▼	▼
GERMANY	ON	▲	▲	▲					
	OFF				▼	▼	▼	▼	▼
ITALY	ON				▲				
	OFF	▼	▼	▼		▼	▼	▼	▼
JAPAN	ON	▲			▲				
	OFF		▼	▼		▼	▼	▼	▼
NETHERLANDS (HOLLAND / DUTCH)	ON			▲					
	OFF	▼	▼		▼	▼	▼	▼	▼
NORWAY	ON		▲		▲				
	OFF	▼		▼		▼	▼	▼	▼
SWEDEN	ON	▲	▲		▲				
	OFF			▼		▼	▼	▼	▼
SWITZERLAND	ON			▲	▲				
	OFF	▼	▼			▼	▼	▼	▼
UK	ON	▲		▲					
	OFF		▼		▼	▼	▼	▼	▼
UK FOR NEW 50p, 2£ COIN MECH	ON		▲	▲	▲				
	OFF	▼				▼	▼	▼	▼

From the Main Menu in Portals™ GO TO DIAGNOSTICS MENU

From the Diagnostics Menu GO TO SWITCH MENU

From the Switch Menu GO TO SWITCH OR ACTIVE SWITCH TEST

From the Switch Menu GO TO DEDICATED SWITCH TEST

SWITCH MATRIX GRID & DEDICATED SWITCHES

Diode On Terminal Strip:

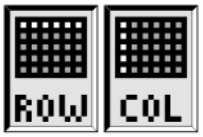
Row (Return) \ Column (Drive)	1: Q1 GRN-BRN CN5-P1	2: Q2 GRN-RED CN5-P3	3: Q3 GRN-ORG CN5-P4	4: Q4 GRN-YEL CN5-P5	5: Q5 GRN-BLK CN5-P6	6: Q6 GRN-BLU CN5-P7	7: Q7 GRN-VIO CN5-P8	8: Q8 GRN-GRY CN5-P9
1: U400 WHT-BRN CN7-P9	LEFT BUTTON (UK ONLY) on Cabinet side 1	NOT USED 9	NOT USED 17	(M) OJO STANDUP Under Playfield 25	LEFT ORBIT Under Playfield 33	LEFT RAMP ENTER On Ramp Assy. 41	LEFT BUMPER On Assembly 49	LEFT OUTLANE Under Playfield 57
2: U400 WHT-RED CN7-P8	4TH COIN SLOT On Coin Door 2	NOT USED 10	CENTER RAMP ENTER On Ramp Assy. 18	M (O) JO STANDUP Under Playfield 26	SPINNER (OPTO) On Assembly 34	LEFT RAMP EXIT On Ramp Assy. 42	RIGHT BUMPER On Assembly 50	LEFT RETURN LANE Under Playfield 58
3: U400 WHT-ORG CN7-P7	6TH COIN SLOT On Coin Door 3	4-BALL TROUGH #1 (LEFT) On Assembly 11	NOT USED 19	MO (J) O STANDUP Under Playfield 27	CENTER RAMP ENTER (OPTO) On Ramp Assy. 35	LASER BEAM HOME On Assembly 43	BOTTOM BUMPER On Assembly 51	LEFT SLINGSHOT On Assembly 59
4: U400 WHT-YEL CN7-P6	RIGHT COIN SLOT On Coin Door 4	4-BALL TROUGH #2 On Assembly 12	NOT USED 20	MOJ (O) STANDUP Under Playfield 28	NOT USED 36	LASER BEAM ENABLE On Assembly 44	DANCING AUSTIN On Assembly 52	RIGHT OUTLANE Under Playfield 60
5: U401 WHT-GRN CN7-P5	CENTER COIN SLOT / DBA On Coin Door 5	4-BALL TROUGH #3 On Assembly 13	TOILET Under Playfield 21	AUSTIN STANDUP Under Playfield 29	RIGHT RAMP ENTER On Ramp Assy. 37	LASER BEAM LOADED On Assembly 45	FIRE BUTTON Frnt Top Molding 53	RIGHT RETURN LANE Under Playfield 61
6: U401 WHT-BLU CN7-P3	LEFT COIN SLOT On Coin Door 6	4-BALL TROUGH VUK OPTO On Assembly 14	DR. EVIL UP On Assembly 22	POWERS STANDUP Under Playfield 30	RIGHT RAMP EXIT On Ramp Assy. 38	SCOOP On Assembly 46	START BUTTON Cabinet Front 54	RIGHT SLINGSHOT On Assembly 62
7: U401 WHT-VIO CN7-P2	5TH COIN SLOT On Coin Door 7	4-BALL STACKING OPTO On Assembly 15	DR. EVIL DOWN On Assembly 23	DR. EVIL LEFT STANDUP Under Playfield 31	RIGHT ORBIT Under Playfield 39	LEFT TOP LANE Under Playfield 47	SLAM TILT On Coin Door 55	NOT USED 63
8: U401 WHT-GRY CN7-P1	RIGHT BUTTON (UK ONLY) on Cabinet side 8	SHOOTER LANE Under Playfield 16	DR. EVIL (TARGET) On Assembly 24	DR. EVIL RIGHT STANDUP Under Playfield 32	NOT USED 40	RIGHT TOP LANE Under Playfield 48	PLUMB BOB TILT Inside Cabinet 56	NOT USED 64

GND \ IC U206 INPUTS	Ground BLK CN6-P1, -P11
1: U206 GRY-BRN CN6-P2	#1 LEFT FLIPPER BUTTON in Cabinet side DS-1
2: U206 GRY-RED CN6-P3	#2 LEFT FLIPPER E.O.S (End-of-Stroke) in Cabinet side DS-2
3: U206 GRY-ORG CN6-P4	#3 RIGHT FLIPPER BUTTON in Cabinet side DS-3
4: U206 GRY-YEL CN6-P6	#4 RIGHT FLIPPER E.O.S. (End-of-Stroke) in Cabinet side DS-4
5: U206 NOT USED GRY-GRN CN6-P7	#5 NOT USED DS-5
6: U206 GRY-BLU CN6-P8	#6 VOLUME (RED BUTTON) (In Test: LEFT) on Coin Door DS-6
7: U206 GRY-VIO CN6-P9	#7 SERV. CRED. (GREEN BUTTON) (In Test: RIGHT) on Coin Door DS-7
8: U206 GRY-BLK CN6-P10	#8 BEGIN TEST (BLACK BUTTON) (In Test: ENTER) on Coin Door DS-8

From the Diagnostics Menu GO TO LAMP MENU

From the Lamp Menu GO TO SINGLE LAMP TEST

From the Lamp Menu GO TO TEST ALL LAMPS



From the Lamp Menu GO TO ROW OR COLUMN TEST

LAMP MATRIX GRID

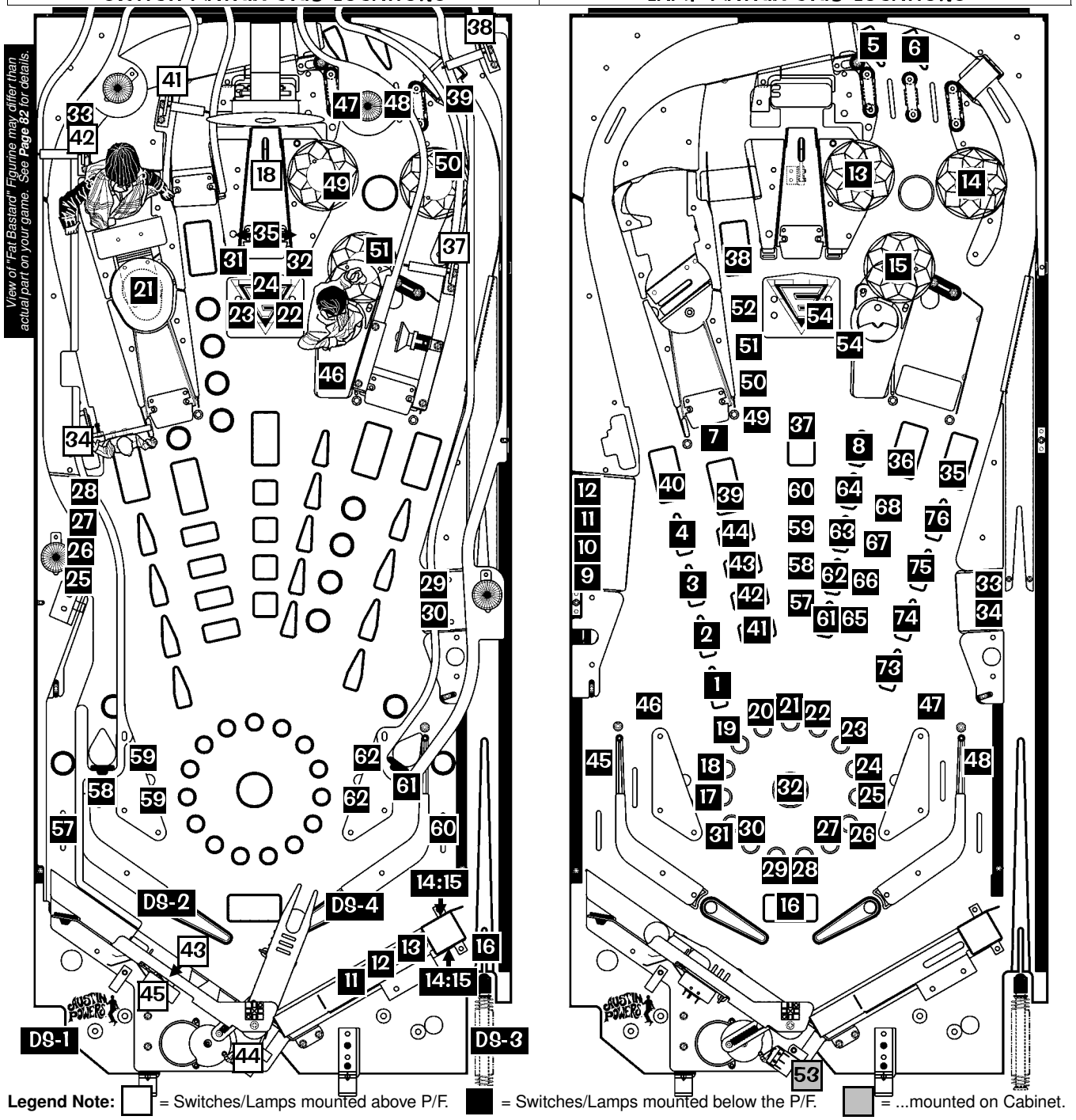
Diode On Terminal Strip:

Row (GND) \ Column (18v)	1: U17 YEL-BRN J13-P9	2: U16 YEL-RED J13-P8	3: U15 YEL-ORG J13-P7	4: U14 YEL-BLK J13-P6	5: U13 YEL-GRN J13-P5	6: U12 YEL-BLU J13-P4	7: U11 YEL-VIO J13-P3	8: U10 YEL-GRY J13-P1
1: Q33 RED-BRN J12-P1	MINI ME 1 (BOTTOM) #555 Bulb 1	MINI ME 2 #555 Bulb 2	MINI ME 3 #555 Bulb 3	MINI ME 4 (TOP) #555 Bulb 4	IVANA #555 Bulb 5	ALOTTA #555 Bulb 6	SPECIAL #555 Bulb 7	MYSTERY #44 Bulb 8
2: Q34 RED-BLK J12-P2	(M) OJO #44 Bulb 9	M (O) JO #44 Bulb 10	MO (J) O #44 Bulb 11	MOJ (O) #44 Bulb 12	LEFT BUMPER #555 Bulb 13	RIGHT BUMPER #555 Bulb 14	BOTTOM BUMPER #555 Bulb 15	SHOOT AGAIN BABY #555 Bulb 16
3: Q35 RED-ORG J12-P3	BONUS 1 #44 Bulb 17	BONUS 2 #44 Bulb 18	BONUS 3 #555 Bulb 19	BONUS 4 #555 Bulb 20	BONUS 5 #555 Bulb 21	BONUS 10 #555 Bulb 22	BONUS 25 #555 Bulb 23	BONUS 50 #44 Bulb 24
4: Q36 RED-YEL J12-P4	BONUS 75 #44 Bulb 25	BONUS 100 #555 Bulb 26	BONUS 200 #555 Bulb 27	BONUS 300 #555 Bulb 28	BONUS 400 #555 Bulb 29	BONUS 500 #555 Bulb 30	BONUS 1000 #555 Bulb 31	BONUS HELD #555 Bulb 32
5: Q37 RED-GRN J12-P5	(A) P #44 Bulb 33	A (P) #44 Bulb 34	EVIL HENCHMEN #555 Bulb 35	SUB DRILL #555 Bulb 36	TIME MACHINE #555 Bulb 37	LASER BEAM #555 Bulb 38	FAT BASTARD #555 Bulb 39	MINI ME #555 Bulb 40
6: Q38 RED-BLU J12-P6	TOILET 1 (BOTTOM) #555 Bulb 41	TOILET 2 #555 Bulb 42	TOILET 3 #555 Bulb 43	TOILET 4 (TOP) #555 Bulb 44	(S) HAG #555 Bulb 45	S (H) AG #555 Bulb 46	SH (A) G #555 Bulb 47	SHA (G) #555 Bulb 48
7: Q39 RED-VIO J12-P8	LASER BEAM 1 (BOTTOM) #555 Bulb 49	LASER BEAM 2 #44 Bulb 50	LASER BEAM 3 #44 Bulb 51	LASER BEAM 4 (TOP) #44 Bulb 52	FIRE BUTTON #555 Bulb 53	DR. EVIL SPOT-LIGHT X2 DOT8 #555 Bulbs 54	NOT USED 55	NOT USED 56
8: Q40 RED-GRY J12-P9	TIME MACHINE 1 (BOTTOM) #555 Bulb 57	TIME MACHINE 2 #555 Bulb 58	TIME MACHINE 3 #555 Bulb 59	TIME MACHINE 4 (TOP) #555 Bulb 60	MOON BASE #555 Bulb 61	VIRTUCON #555 Bulb 62	MOJO #555 Bulb 63	EXTRA BALL #44 Bulb 64
9: Q41 RED-WHT J12-P10	SUB DRILL 1 (BOTTOM) #555 Bulb 65	SUB DRILL 2 #555 Bulb 66	SUB DRILL 3 #555 Bulb 67	SUB DRILL 4 (TOP) #555 Bulb 68	NOT USED 69	NOT USED 70	NOT USED 71	NOT USED 72
10: Q42 RED J12-P11	EVIL HENCHMEN 1 (BOT) #555 Bulb 73	EVIL HENCHMEN 2 #555 Bulb 74	EVIL HENCHMEN 3 #555 Bulb 75	EVIL HENCHMEN 4 (TOP) #555 Bulb 76	NOT USED 77	NOT USED 78	NOT USED 79	NOT USED 80

Find-It-In-Front: Dr. Pinball

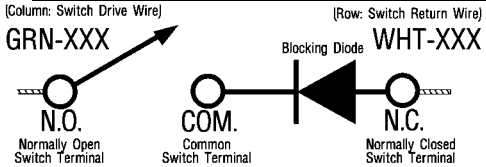
SWITCH MATRIX GRID LOCATIONS

LAMP MATRIX GRID LOCATIONS

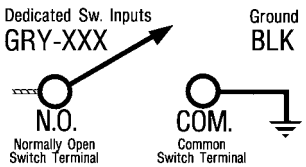


Legend Note: = Switches/Lamps mounted above P/F. = Switches/Lamps mounted below the P/F. = ...mounted on Cabinet.

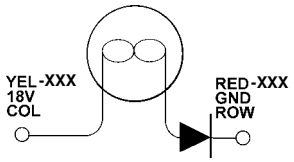
TYPICAL SWITCH SCHEMATIC



DEDICATED SWITCH SCHEMATIC

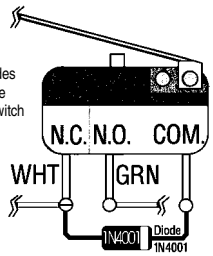


TYPICAL LAMP SCHEMATIC



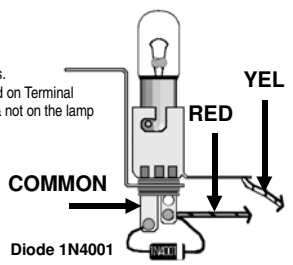
Note:
All Switches require diodes. Some diodes are located on Terminal Strips OR Diode Boards (under playfield) & not on the switch itself.

Diode
On
Terminal



Note:
All Lamps require diodes.
Some diodes are located on Terminal Strips (under playfield) & not on the lamp itself.

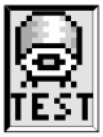
Diode
On
Terminal



Dr. Pinball Find-It-In-Front:

From the Main Menu in Portals™ GO TO DIAGNOSTICS MENU

From the Diagnostics Menu GO TO COIL MENU



From the Coil Menu GO TO COIL TEST

From the Coil Menu GO TO CYCLING COILS

COILS DETAILED CHART TABLE

High Current Coils Group 1		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn or Bulb Type
#1	TROUGH UP-KICKER	Q1	I/O Pwr. Drvr.	BRN-BLK	J8-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#2	AUTO LAUNCH	Q2	I/O Pwr. Drvr.	BRN-RED	J8-P3	YEL-VIO	J10-P4/5	50v DC	24-940 090-5036-00T
#3	SCOOP	Q3	I/O Pwr. Drvr.	BRN-ORG	J8-P4	YEL-VIO	J10-P4/5	50v DC	23-800 090-5001-00B
#4	LASER BEAM EJECT	Q4	I/O Pwr. Drvr.	BRN-YEL	J8-P5	YEL-VIO	J10-P4/5	50v DC	24-940 090-5002-10
#5	FLASH: TIME MACHINE	Q5	I/O Pwr. Drvr.	BRN-GRN	J8-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#6	FLASH: RIGHT RAMP (LOW)	Q6	I/O Pwr. Drvr.	BRN-BLU	J8-P7	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#7	DANCING AUSTIN	Q7	I/O Pwr. Drvr.	BRN-VIO	J8-P8	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#8	TOILET POST	Q8	I/O Pwr. Drvr.	BRN-GRY	J8-P9	BRN	J7-P1	20v DC	27-1500 090-5004-00T

High Current Coils Group 2		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn
#9	LEFT BUMPER	Q9	I/O Pwr. Drvr.	BLU-BRN	J9-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#10	RIGHT BUMPER	Q10	I/O Pwr. Drvr.	BLU-RED	J9-P2	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#11	BOTTOM BUMPER	Q11	I/O Pwr. Drvr.	BLU-ORG	J9-P4	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#12	FLASH: LEFT RAMP (HIGH)	Q12	I/O Pwr. Drvr.	BLU-YEL	J9-P5	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#13	FLASH: RIGHT RAMP (HIGH)	Q13	I/O Pwr. Drvr.	BLU-GRN	J9-P6	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#14	TIME MACHINE MAGNET DOT8	Q14	I/O Pwr. Drvr.	BLU-BLK	J9-P7	VIO-YEL	J10-P3	50v DC	20½-480 090-5064-02
#15	LEFT FLIPPER (50v RED/YEL)	Q15	I/O Pwr. Drvr.	ORG-GRY	J9-P8	RED-YEL GRY-YEL	J10-P1/2	50v DC	23-900 090-5020-30T
#16	RIGHT FLIPPER (50v RED/YEL)	Q16	I/O Pwr. Drvr.	ORG-VIO	J9-P9	RED-YEL BLU-YEL	J10-P1/2	50v DC	23-1100 090-5030-00T

Low Current Coils Group 1		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn or Meter #
#17	LEFT SLINGSHOT	Q17	I/O Pwr. Drvr.	VIO-BRN	J7-P2	BRN	J7-P1	20v DC	23-800 090-5001-00T
#18	RIGHT SLINGSHOT	Q18	I/O Pwr. Drvr.	VIO-RED	J7-P3	BRN	J7-P1	20v DC	23-800 090-5001-00T
#19	DR. EVIL MOTOR RELAY BOARD	Q19	I/O Pwr. Drvr.	VIO-ORG	J7-P4	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#20	TIME MACHINE MTR RELAY BD	Q20	I/O Pwr. Drvr.	VIO-YEL	J7-P6	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#21	LASER BEAM MTR RELAY BD	Q21	I/O Pwr. Drvr.	VIO-GRN	J7-P7	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#22	LASER BEAM DIVERTER	Q22	I/O Pwr. Drvr.	VIO-BLU	J7-P8	BRN	J7-P1	20v DC	29-1000 090-5059-00
#23	ORBIT DIVERTER	Q23	I/O Pwr. Drvr.	VIO-BLK	J7-P9	BRN	J7-P1	20v DC	32-1800 090-5031-00
#24	OPTIONAL COIN METER	Q24	I/O Pwr. Drvr.	VIO-GRY	J7-P10	RED	J16-P7	5v DC	Meter 5v 091-5000-00

Diode On Terminal Strip (if noted)

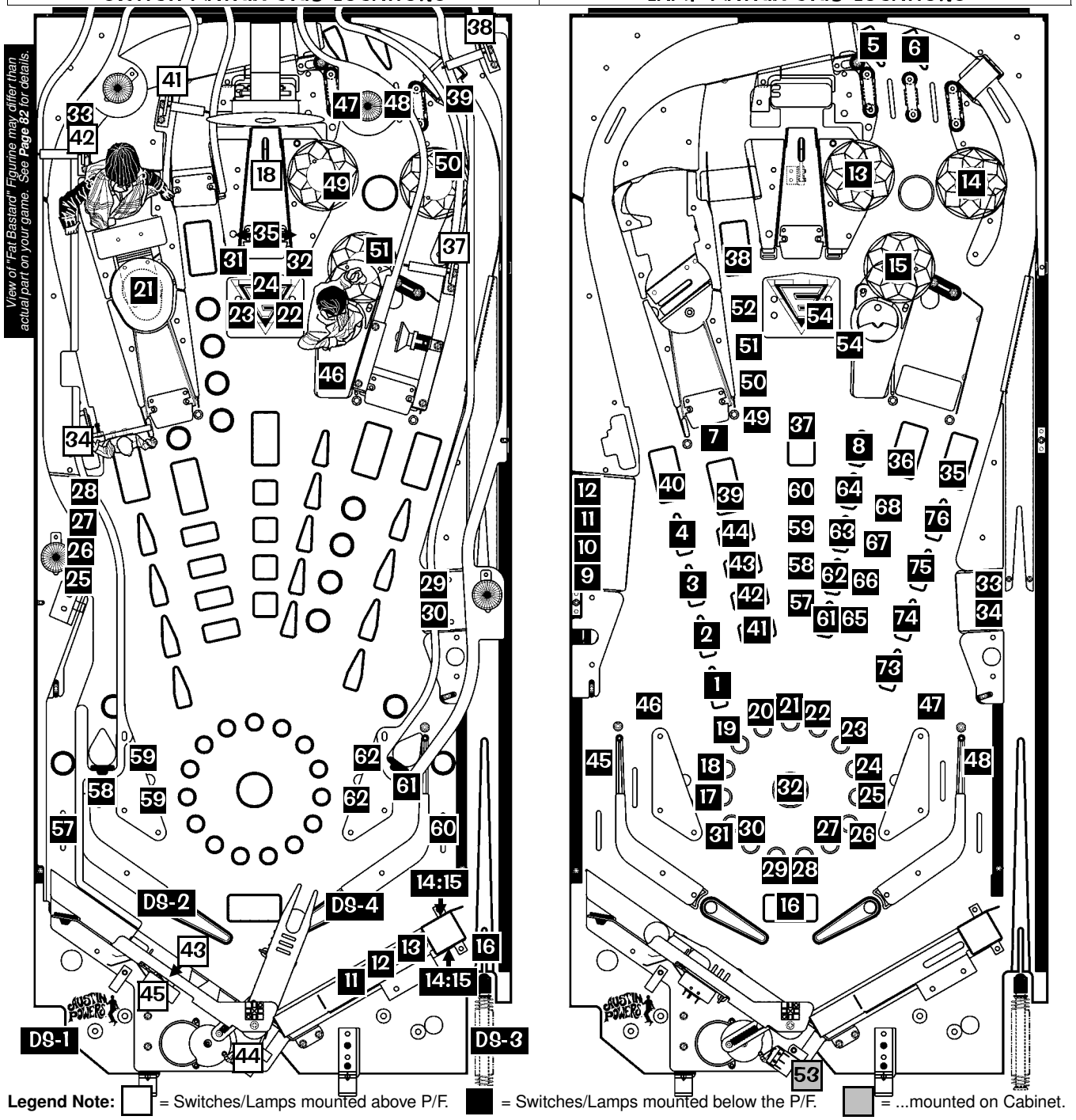
Low Current Coils Group 2		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Bulb Type
#25	FLASH: LEFT ORBIT	Q25	I/O Pwr. Drvr.	BLK-BRN	J6-P1	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#26	FLASH: TOILET	Q26	I/O Pwr. Drvr.	BLK-RED	J6-P2	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#27	FLASH: LEFT RAMP	Q27	I/O Pwr. Drvr.	BLK-ORG	J6-P3	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#28	FLASH: CENTER RAMP	Q28	I/O Pwr. Drvr.	BLK-YEL	J6-P4	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#29	FLASH: RIGHT RAMP	Q29	I/O Pwr. Drvr.	BLK-GRN	J6-P5	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#30	FLASH: RIGHT ORBIT	Q30	I/O Pwr. Drvr.	BLK-BLU	J6-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#31	FLASH: POPS X2	Q31	I/O Pwr. Drvr.	BLK-VIO	J6-P7	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#32	FLASH: LEFT RAMP (LOW)	Q32	I/O Pwr. Drvr.	BLK-GRY	J6-P8	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00

Note: In Test Flash Lamps Menu ("Flash" Icon), Flashers tested are all Flash Lamps located between Q1-Q32 (This Game:)

Auxilliary (UK ONLY)	Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn
AUX 1: LEFT UP/DOWN POST	Q1	Sol. Expander (Aux. Board)	WHT	J3-P11	BRN	J7-P1	20v DC	26-1200 090-5044-00T
AUX 2: CENTER UP/DOWN POST	Q2	Sol. Expander (Aux. Board)	RED	J3-P10	BRN	J7-P1	20v DC	23-1100 090-5030-00T
AUX 3: RIGHT UP/DOWN POST	Q3	Sol. Expander (Aux. Board)	ORG	J3-P9	BRN	J7-P1	20v DC	26-1200 090-5044-00T

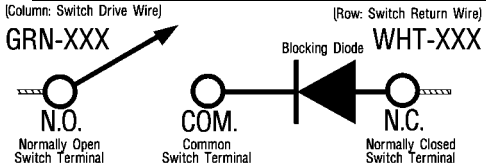
SWITCH MATRIX GRID LOCATIONS

LAMP MATRIX GRID LOCATIONS

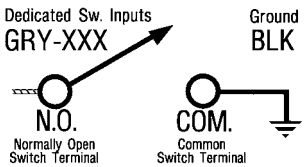


Legend Note: = Switches/Lamps mounted above P/F. = Switches/Lamps mounted below the P/F. = ...mounted on Cabinet.

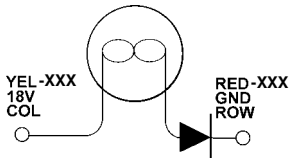
TYPICAL SWITCH SCHEMATIC



DEDICATED SWITCH SCHEMATIC

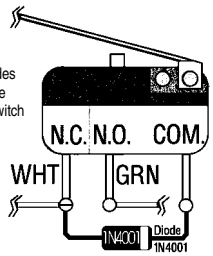


TYPICAL LAMP SCHEMATIC



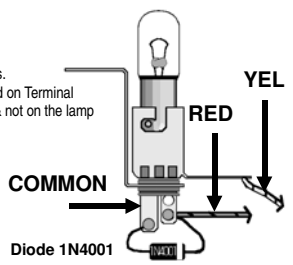
Note:
All Switches require diodes. Some diodes are located on Terminal Strips OR Diode Boards (under playfield) & not on the switch itself.

Diode
On
Terminal



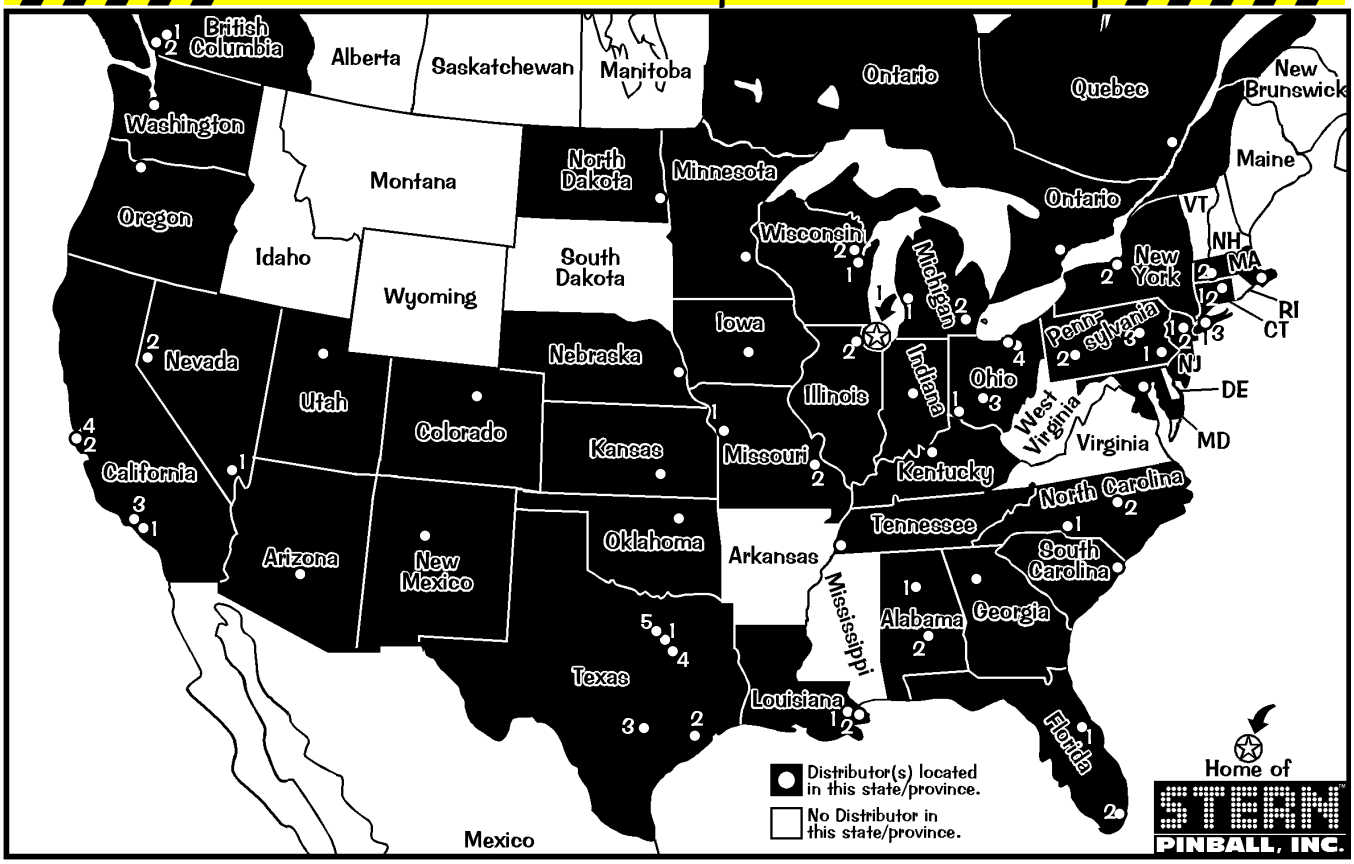
Note:
All Lamps require diodes.
Some diodes are located on Terminal Strips (under playfield) & not on the lamp itself.

Diode
On
Terminal

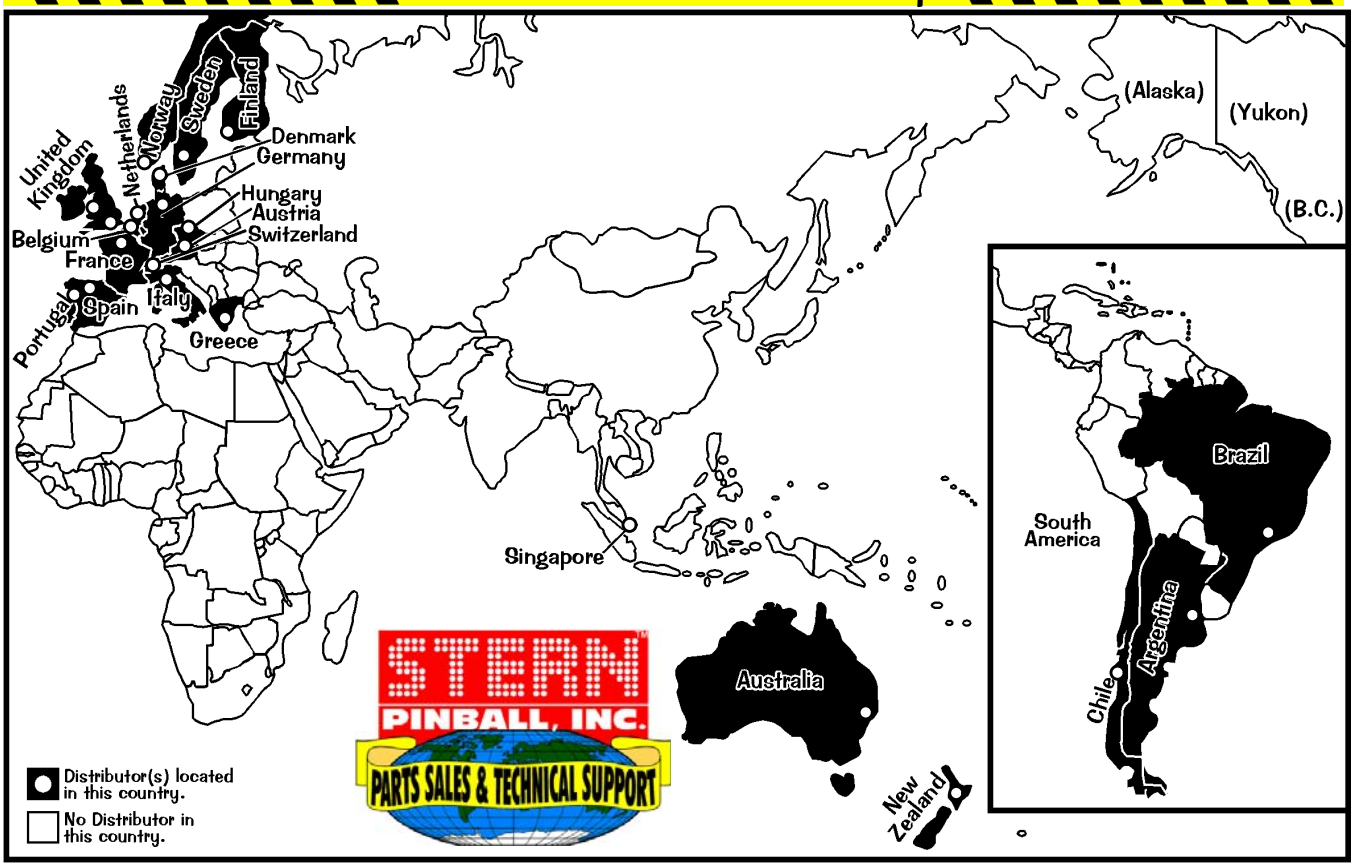


Dr. Pinball Find-It-In-Front:

Domestic Pinball & Redemption Distributors Map



International Distributors Map



For *Parts & Service*, call your nearest Distributor. View the above maps & the directories on the next page to locate your closest Distributor in your state, province, or country. Distributors and phone numbers are subject to change. Call **Stern™ Pinball, Inc.** *(Parts Sales & Technical Support)* with any questions or if your Distributor cannot help you: **1-800-542-5377** (in **USA** or **Canada**) or **1-708-786-5466**. Visit us at www.SternPinball.com for current Distributor Information & other pinball needs.

Domestic Pinball & Redemption Distributors Directory

ALABAMA
Birmingham Vending
Birmingham (1)
1-205-324-7526

Franco Distributing
Montgomery (2)
1-334-834-3455

ARIZONA
Mountain Coin
Phoenix
1-602-269-7596

CALIFORNIA
Betson West
Buena Park (1)
1-714-228-7500
So. San Francisco (2)
1-650-952-4220

C.A. Robinson
Los Angeles (3)
1-323-735-3001
San Francisco (4)
1-650-871-4280

COLORADO
Mountain Coin
Denver
1-303-427-2133

CONNECTICUT
Betson Enterprises
Milford (1)
1-203-878-6966

TDM Distributing
Williamantic (2)
1-860-423-1403

FLORIDA
Birmingham Vending
Orlando (1)
1-407-425-1505

Brady Distributing
Miami [Miramar] (2)
1-954-874-1100
Orlando (1)
1-407-872-1666

GEORGIA
Greater Southern Dist.
Smyrna
1-770-803-3040

ILLINOIS
American Vending
Elk Grove Village (1)
1-847-439-9400

Atlas Distributing
Elk Grove Village (1)
1-847-952-7500

World Wide Distributing
Chicago (2)
773-384-2300

IOWA
Greater America Dist.
Johnston
1-515-278-4455

Moss Distributing
Des Moines
1-515-266-6422

INDIANA
Atlas Distributing
Indianapolis
1-317-786-6892

Cleveland Coin
Indianapolis
1-317-895-4270

Shaffer Distributing
Indianapolis
1-317-899-2530

KANSAS
United Dist., Inc.
Wichita
1-316-263-6181

KENTUCKY
Atlas Distributing
Louisville
1-502-966-5266

LOUISIANA
AMA Distributors, Inc.
Metairie (1)
1-504-835-3232

New Orleans Novelty
New Orleans (2)
1-504-888-3500

MARYLAND
Betson Enterprises
Baltimore
1-410-646-4100

Weiner Distributing
Baltimore
1-410-525-2600

MASSACHUSETTS
Betson Ent. (NECO)
Norwood (1)
1-781-769-9760

Gekay Sales
E. Longmeadow (2)
1-413-525-2700

MICHIGAN
Atlas Distributing
Wyoming (1)
1-616-241-1472

Cleveland Coin
Livonia (2)
1-734-432-1040

MINNESOTA
Lieberman Music
Minneapolis
1-612-887-5299

MISSOURI
Greater America Dist.
Kansas City (1)
1-816-531-4300

Shaffer Distributing
St. Louis (2)
1-314-645-3393

NEBRASKA
Central Dist.
Omaha
1-402-493-5600

Greater America Dist.
Omaha
1-402-553-2812

NEVADA
Mountain Coin
Las Vegas (1)
1-702-798-0900

Reno Game Sales
Reno (2)
1-775-829-2080

NEW JERSEY
Betson Enterprises
Carlstadt (1)
1-201-438-1300
Carteret (2)
1-732-750-2700

Jack Guarnieri
Service Co., Inc.
(Pinballsales.com)
Lakewood
1-732-364-9900

NEW MEXICO
Mountain Coin
Albuquerque
1-505-345-7706

NEW YORK
Betson Enterprises
New Hyde Park (1)
1-516-354-4647
Syracuse (2)
1-315-455-5400

Deith Distributing
Roslyn Heights (3)
1-516-621-1234

NORTH CAROLINA
Brady Distributing
Charlotte (1)
1-704-357-6284

Operators Distributing
Archdale (2)
1-336-884-5714

NORTH DAKOTA
M.H. Associates, Inc.
Fargo
1-701-282-7877

OHIO
Atlas Distributing
Cincinnati (1)
1-513-851-4100

Cleveland Coin
Cleveland (2)
1-216-692-0960

Shaffer Distributing
Columbus (3)
1-614-421-6800
Macedonia (4)
1-330-467-4850

OKLAHOMA
Galaxy Distributing
Tulsa
1-918-835-1166

OREGON
Mountain Coin
Portland
1-503-234-5491

Specialty Coin Products
Portland
1-800-987-4946

PENNSYLVANIA
Betson Enterprises
King Of Prussia (1)
1-610-265-1155
Pittsburgh (2)
1-412-331-8703

Cleveland Coin
Pittsburgh (2)
1-412-323-8400

Green Coin
Pittsburgh (2)
1-412-881-8804

Roth Novelty (Superior)
Wilkes-Barre (3)
1-570-824-9994

SOUTH CAROLINA
Green Coin
Mrytle Beach
1-843-626-1900

TENNESSEE
Brady Distributing
Memphis
1-901-345-7811

Green G.A.M.E.S.
Memphis
1-901-353-1000

TEXAS
Commercial Music
Dallas (1)
1-214-741-6381

H.A. Franz, & Co.
Houston (2)
1-713-523-7366
San Antonio (3)
1-210-226-6322

Master Sales
Corsicana (4)
1-903-874-4740

Southgate Amusement
Houston (2)
1-713-691-7335
San Antonio (3)
1-210-225-3844

Southgate/Moss Dist.
Irving (5)
1-972-721-4600

UTAH
Mountain Coin
Salt Lake City
1-801-262-5494

Struve Distributing
Salt Lake City
1-801-328-1636

WASHINGTON
Mountain Coin
Seattle
1-206-682-5700

WISCONSIN
Pioneer Sales & Svc.
Green Bay (1)
1-920-336-5800
Menomonee Falls (2)
1-262-781-1420

Lieberman/Viking Vend.
Menomonee Falls (2)
1-262-255-6580

CANADA

ONTARIO
Starburst Coin Mach.
Toronto
1-416-251-2122

Parts & Service Only:

BRITISH COLUMBIA
Can. Coin Machine
Burnaby (1)
1-604-420-4008

Pacific Vending
Vancouver (2)
1-604-324-2164

QUEBEC
Laniel Automatic Mach.
Montreal
1-514-731-8571

Note: *For states and Canadian Provinces which do not have Distributors, call the neighboring state or province with the city closest to you (indicated with a white dot). States or Provinces with more than 1 city containing a distributor are numbered. View the map on the previous page.*

Note: *Distributors are subject to change. Visit us at* **www.SternPinball.com** *for current Distributor Information.*

International Distributors Directory

ARGENTINA
Universe Electronics
Buenos Aires
[54] 1865-4730

Electroport (Florencia)
Mar Del Plata
[54] 22-3495-5532

AUSTRALIA
Amusement Mach. Dist.
Matraville
[61] 2931-66000

AUSTRIA
R. Rupp
Kaindorf
[43] 3452-86105

BELGIUM
Brabo
Antwerpen
[32] 3238-9970

BRAZIL
DiverBras
São Paulo
[55] 1166-741000

CHILE
Cuinsa
Santiago
[56] 2641-8520

DENMARK
Vendcomatic
(Oslo, Norway)
[47] 2291-8383

FINLAND
Pelika Ray-Oy
Espoo
[35] (0) 5892-90452-99

FRANCE
Avranches Automatic
Ducey
[33] 2338-96162

SFA
Paris
[33] 1532-68082

GERMANY
Bergmann Automaten
Hamburg
[49] 4101/30 24-0

GREECE
Elcoin
Nikea
[30] 1492-9357

Greece Coin
Athens
[30] 1577-7012

ITALY (RSM)
Tecnoplay S.A.
San Marino
[39] 5499-00361

NEW ZEALAND
Amco Machine Supplies
Auckland
[64] 9846-7606

NORWAY
Vendcomatic
Oslo
[47] 2291-8383

PORTUGAL
Jacinto & Martins, Lda.
Amadora
[35] 1214-963744

SINGAPORE
Valibel Technologies
Singapore
[65] 748-8404

SPAIN
Commercial Cocomatic
Madrid
[34] 9167-16980

SWEDEN
Call for Information
or visit our website
www.SternPinball.com

SWITZERLAND
Novomat, A.G.
Harkingen
[41] 6238-88961

UNITED KINGDOM
Electrocoin
London, England
[44] 2089-652055

Electrocoin Aftersales
Cardiff, S. Wales
[44] (0) 2920 343888

POWER REQUIREMENTS

This game ***must be connected to a properly grounded outlet to reduce shock hazard*** & insure proper game operation. *See Sec.* ***5****, Schematics & Troubleshooting, Chp.* ***3****, Cabinet Wiring (Transformer Power 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** CURRENT: **2.8AMP** WATTAGE: **329w**	**MAX OPERATION** 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** CURRENT: **1.8AMP** WATTAGE: **412w**	**MAX OPERATION** CURRENT: **5AMP** | **8AMP*** (England & Hong Kong use an 8A Fuse.) WATTAGE: **1145w** | **1832w***
Low Line:	**95v AC - 108v AC @ 50Hz / 60Hz**	
Export Japan Only use an 8AMP 250v Slo-Blo Fuse.	**AVG OPERATION** CURRENT: **2.6AMP** WATTAGE: **264w**	**MAX OPERATION** CURRENT: **8AMP** WATTAGE: **812w**

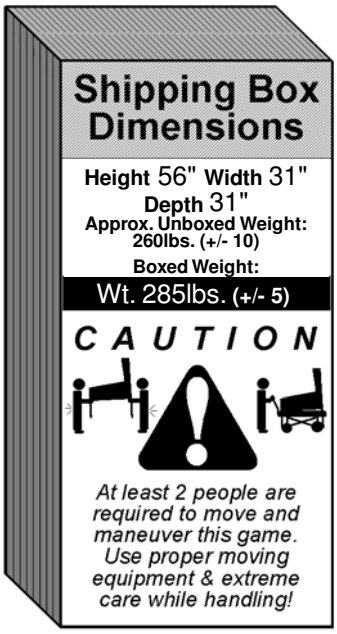
TRANSPORTATION

BEFORE TRANSPORTING

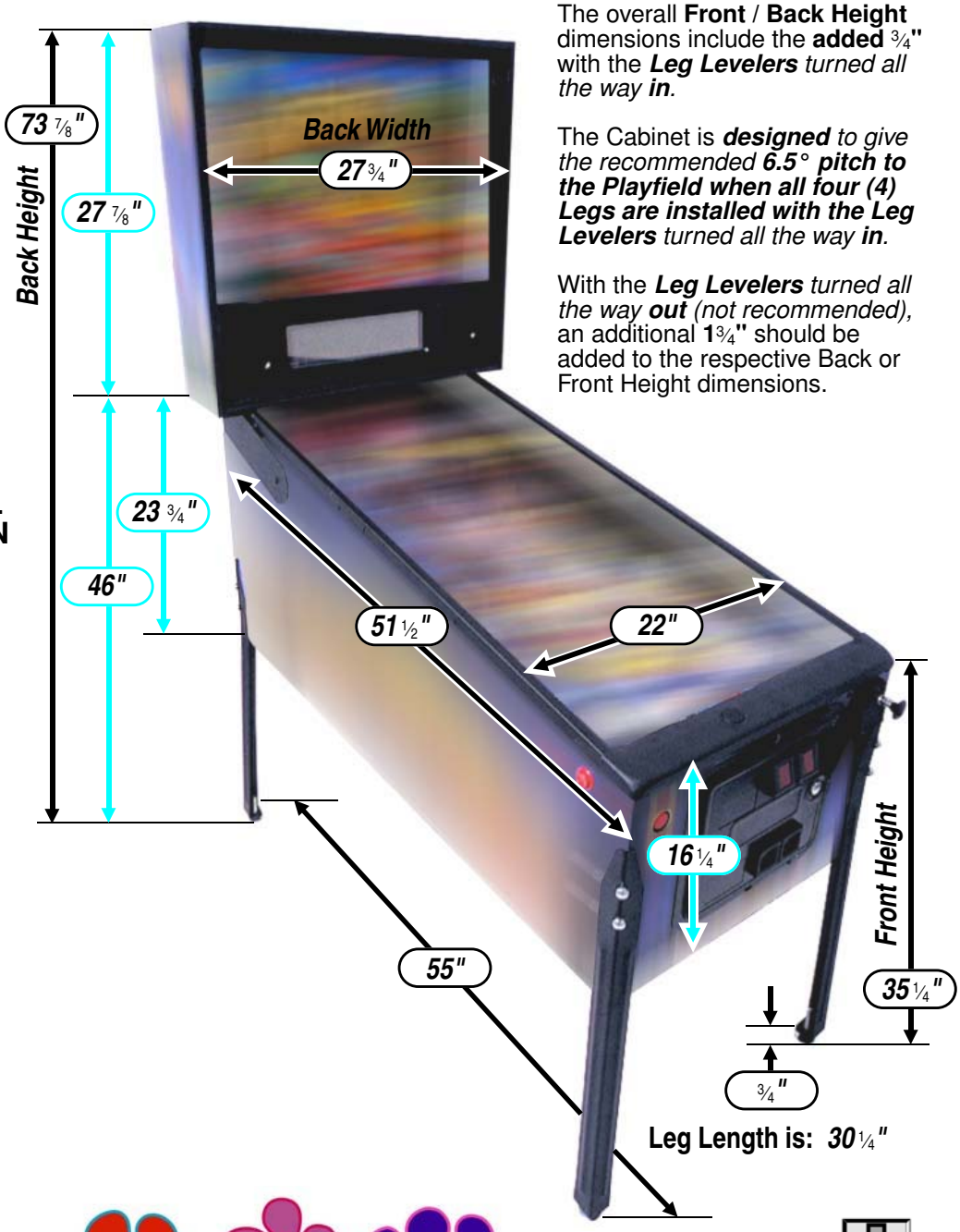
To reduce the possibility of damage, observe **ALL** precautions whenever transporting the game.

Read & follow *Section* ***1****, Chapter* ***1****,* ***Pinball Game Set-Up Procedures****, and* ***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 !



GAME DIMENSIONS



The overall **Front** / **Back Height** dimensions include the **added** ¾**"** with the ***Leg Levelers*** *turned all the way* ***in****.*

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 **1¾"** should be added to the respective Back or Front Height dimensions.

Leg Length is: ***30 1/4"***

Find-It-In-Front:
Dr. Pinball

Austin Powers Pinball Game Service Manual General Table of Contents

See Sections 3 & 5, Table Of Contents, for details of that Section and it's Chapters.

Section 4, Chapter 1, Parts Identification & Location (The Pink Pages) Continued on the Next Page

After Set-Up

Pinball Game Set-Up Procedures

...after reading the Pinball Game Set-Up Instruction Sheet (SPI Part Nº 755-5310-00) included with your New Pinball Game, continue with the below procedures:

With the Back Glass Removed:

1. Check all connectors in the Backbox for loose wire terminations. Reseat any loose wire by pushing in on the terminal. **Push on all** connectors plugged into the CPU/Sound Board, I/O Power Driver Board, and the Display Power Bd. to check that they are properly seated. Ensure Fluorescent Light Tube is seated correctly. Check that all fuses are seated properly. *Close and lock the Backbox and secure its' keys back inside the Coin Door.*

With the Playfield Glass Removed:

2. Make sure the proper amount of pinballs were installed *(Amount of balls are always specified on decal attached to the lock down assembly and top of Page **DR.** ❸ in the beginning of this manual).*

3. Remove all shipping tie downs, shipping blocks, packing foam, shipping instruction pages, etc. (if any) from the game. ***READ ALL PRINTED INFORMATION!*** Shipping instructions, labels and/or decals describe warnings, cautions, and/or important information specific to the game. **SAVE ALL PRINTED INFORMATION.**

4. Raise the playfield and support it, by lifting the **Prop Rod** *(located on the left, inside the cabinet).* The end of the Prop Rod should be placed into the hole under playfield. See the illustration **"Easy Access Service System"** *on Page 4.*

5. Visually inspect all cabinet cables and connector terminations; ensure no wires or cables are pinched and that cable harnesses are not pulled tight.

6. Lower the playfield and ensure game is **level side-to-side** by adjusting Leg Levelers, if required. See the illustration **"Leg Leveler Adjustment"** *on Page 4*. With the Leg Levelers turned all the way in (1.25" **from floor to bottom of leg)**, the **game pitch is 6.5°**; *depending on the condition of the floor, adjust the Leg Levelers as required.*

The playfield incline affects difficulty of play. Use the recommended incline; Game difficulty is best varied using game adjustments.

With the Coin Door Open:

7. If desired, perform any self tests at this time. See **Section 3**, **Chapter 1**, **Portals™ Service Menu Introduction**, and **Chapter 2**, **Go To Diagnostics Menu**, for instructions on how to *enter "Begin Play Test"* and *"Game Specific"* to test components on the game.

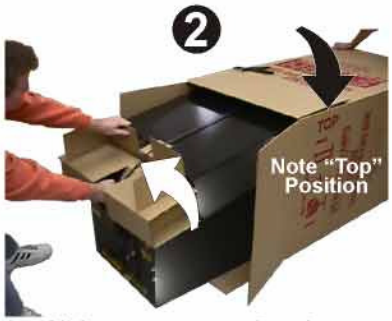
8. If desired, make **Game Pricing (Standard and/or Custom)** and **Add-A-Ball**, **Novelty**, or **X-Ball Play** adjustments at this time. See **Section 3**, **Chapter 4**, **Go To Adjustments Menu**, for instructions on how to enter adjustments. Follow instructions in the tables provided in the manual for suggestions of customizing.

➡Per CE "The appliance has to be placed in a horizontal position."
"This appliance is not to be cleaned by a Water Jet."

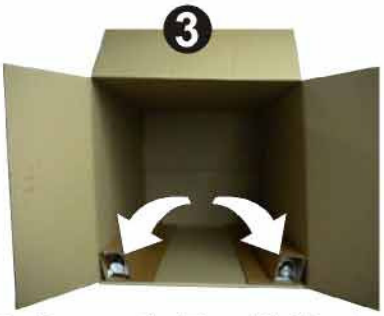
Pinball Game Set-Up Future Reference

CAUTION: At least 2 people are required to move and maneuver game.
Use proper moving equipment & extreme care while handling. Pinball game is 260lbs (+/- 10).
Refer to Game Manual for further Game Set-Up Procedures (Sec. 1, Chp. 1) and other important information!
TOOLS REQUIRED: 5/8" Socket Wrench & Utility Knife

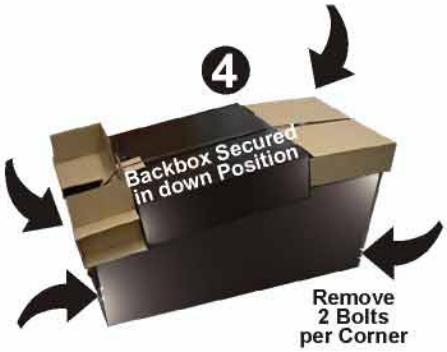
1. Before opening box, lay the box flat on its side with **"TRUCK THIS SIDE ONLY"** facing the floor.



2. Slide game out using the **Black Nylon Strapping** as a handle.



3. Remove the **Four (4) Identical Legs with Levelers** from the carton and set aside. (***SAVE!*** *all packing materials and information sheets related to this pinball until Set-Up is complete.)*



4. At this point **DO NOT CUT STRAPPING** *(You want to keep the Backbox secured in the down position).* Loosen and remove the 8 Leg Bolts (use 5/8" Socket Wrench) and set aside.

5. Lift game into an **UPRIGHT POSITION** *(Coin Door Facing Up).*

6. Install **FRONT LEGS** using the bolts removed from ***Step 4***. *Secure tightly.* ***Take care not to scratch the Black Finish on any of the Legs.***

7. Carefully set the game down on the **FRONT LEGS**. *Care should be taken...Game is heavy, two (2) people are recommended for this and the following step.*

8. Using supports or two (2) people, prop the rear of the cabinet up and install **REAR LEGS**. *Secure tightly.*

9. Cut **BLACK NYLON STRAPPING**. ***CAUTION:*** *Strapping will* ***SNAP, protect your eyes! Use extreme care*** *when using a utility knife or scissors.*

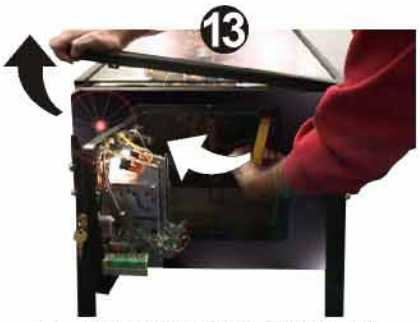
Pinball Game Set-Up Future Reference Continued

10. Lift the Backbox into the **UPRIGHT POSITION** *(Ensure the cables do not get pinched).*

11. After the **BACKBOX** is in the **UPRIGHT POSITION**, locate the **5/16" HEX KEY**. While inserted, rotate **KEY** with a **3/4** turn until latched & locked.

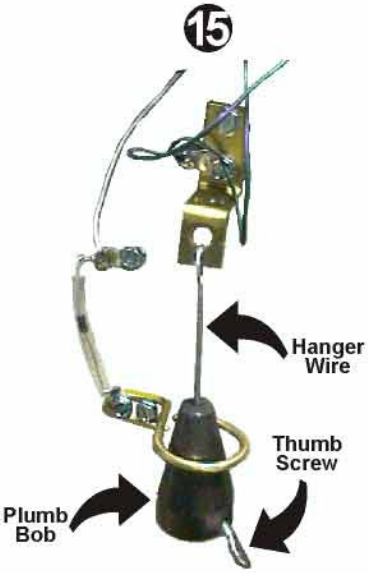
12. The next step you will remove the **PLAYFIELD GLASS** & **BACK GLASS** to access the inside of the cabinet & Backbox.

NOTE: KEYS are tied to the **Shooter Rod*** *(if equipped)* or taped to the **Playfield Glass** *(if equipped with Auto Plunger Button). Remove keys. One (1) set of keys opens the Coin Door, the other set is used to unlock the* ***Back Glass*** *to gain access to the White Star Board System.*

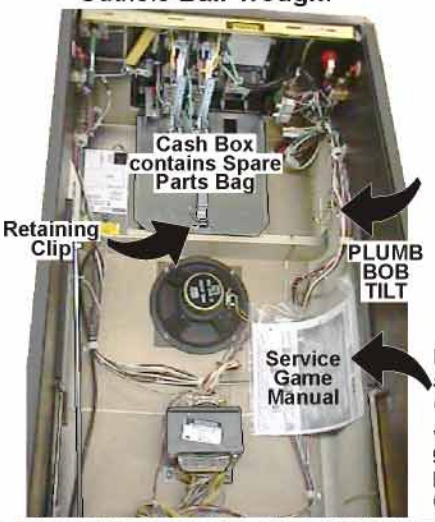


13. Open the Coin Door and pull the **YELLOW HANDLE** to the **LEFT** and at the same time pull up on the **FRONT TOP MOLDING** and remove. The **GLASS** can now be pulled out towards you and removed. ***TAKE CARE*** *while moving; set glass on a safe surface.*

14. Through the open **Coin Door**, remove the **RETAINING RING** at the rear of the **CASH BOX** and open. Remove the **PINBALLS** & the **PLUMB BOB** *from the* **SPARE PARTS BAG.** *(Save the other spare parts in cabinet).* Install the **PINBALLS** by placing them on the playfield so they can roll into the Outhole **Ball Trough**.



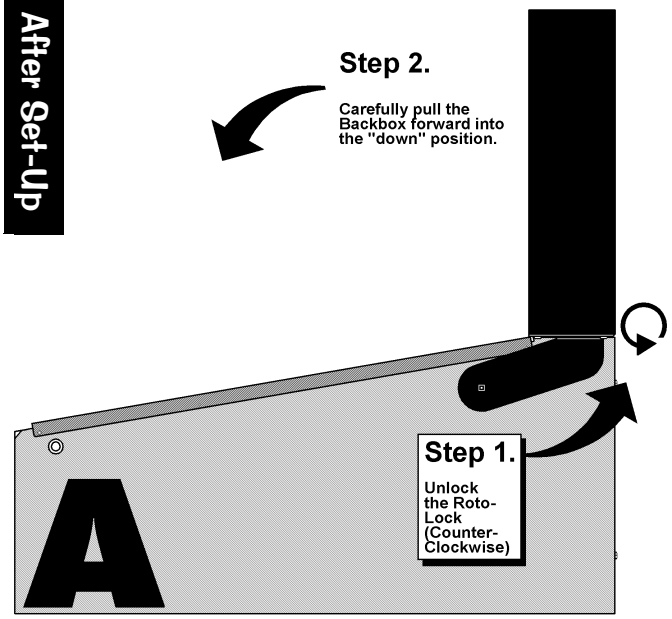
15. Install the **PLUMB BOB** on the **Hanger Wire** & tighten the **Thumb Screw**. Loosening the **Thumb Screw** & lowering or raising the **PLUMB BOB** makes the ***Games Tilt Function*** more or less sensitive.

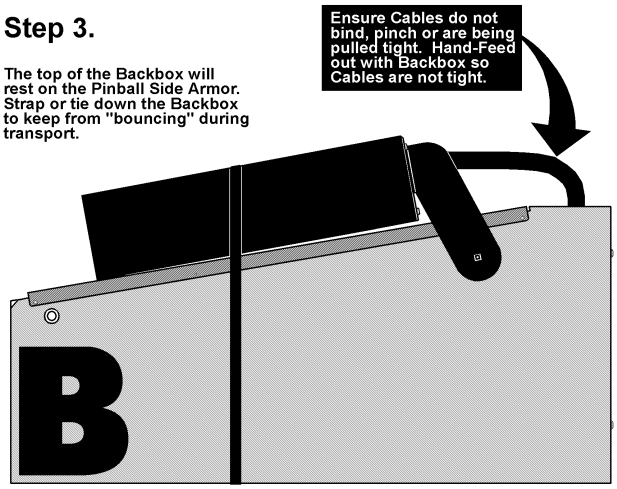


Remove the **PINBALL GAME MANUAL** *(stapled to side of the left wall of the cabinet). Review Section 1, Chapter 1, which describes how to lift the playfield to access the Plumb Bob Tilt Assembly.* The manual gives you all the important information you need to prepare for final set-up and other important information (such as Parts, Diagnostics, Schematics and more...).

ALWAYS STORE THE MANUAL & INFORMATION SHEETS INSIDE THE CABINET WHEN NOT USING.

How to Secure the Backbox for Transporting





See Section 4, Chapter 1, Backbox Assembly for more details and part numbers.

Leg Leveler Adjustment

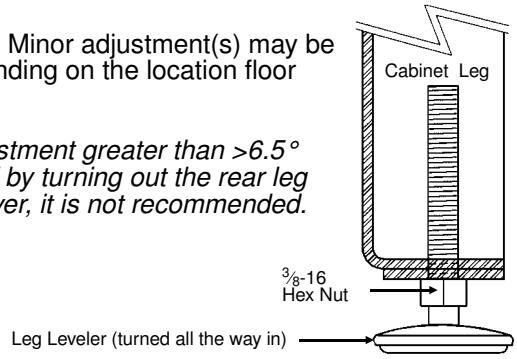
This cabinet is designed to automatically have a 6.5° pitch without any Leg Leveler adjustment!

Attach the four (4) Leg Assemblies to cabinet corners with the eight (8) leg bolts provided. See Section 4, Chapter 1, Cabinet - General Parts, for part numbers.

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

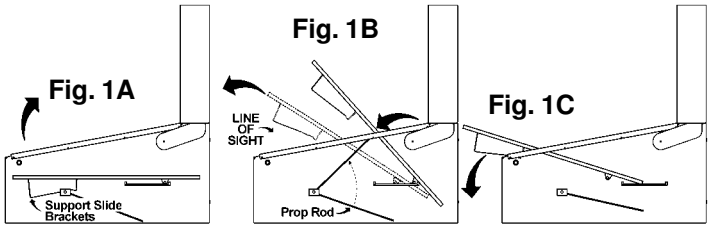
Verify 6.5° pitch. Minor adjustment(s) may be necessary depending on the location floor being level.

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

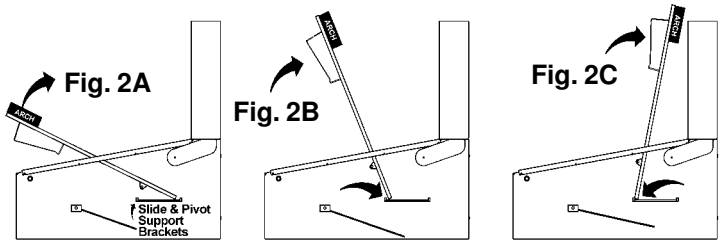


Easy Access Service System - 3 Positions

Carefully lift the playfield ***using the Left and Right Ball Guides*** upward.



Positions 1 & 2
When lifted high enough, the ***Playfield Support Slide Brackets*** (Fig. 1A) can be seen & can clear the cabinet front. 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); Or, the ***Prop Rod*** (located on the right inside of cabinet) can be used by positioning the ***Prop Rod*** end into the receiving playfield hole (Fig. 1B).



Position 3
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).

Game Operation & Features

Start of Game Features

Starting a Normal Game

Insert coin(s). The game generates a sound for the first coin & for each subsequent coin with the display indicating the number of credits posted. Press the **Start Button** and a start-up sound is produced, and the posted credits are reduced by one. Subsequent players can be added (**up to 4 can play!**) by pressing the **Start Button** before the end of ball 1 (with sufficient credit in the game).

The display now indicates the player or # of players selected from the total depressions of the **Start Button**. The display indicates the ball in play, and a ball is served to the *Shooter Lane*. An introduction is shown followed by Skill Shot Graphics and/or instructions. Pressing the **Start Button** after ball 1 of any player will start a new game (if credits are available), ***but only*** if the **Start Button** is depressed for 2-3 seconds. This delay is to avoid accidental "re-starts" of a game. *(Note: Any partial credit remaining during game play after the end of ball 1, or power down, will be eliminated.)*

Starting Team Play (Doubles!)

Team Play is a four player game. The totals for players 1 & 3 (Team 1) and players 2 & 4 (Team 2) are displayed individually as well as the combined score for both teams. Team Play only works in a 4-Player game. In all other cases, the individual scores are shown.

Starting League Play

After credit is posted, while holding in the **Left Flipper Button**, press the **Start Button**. League Play has now begun. The differences between Normal Game Play and League/Tournament Play are: There is no "auto-percentaging" (awarding extra balls, specials, etc. to players with very low scores on the second or third ball). Mystery Features are awarded in a set order rather than random in Normal Game Play. Percentage Game Features are not automatically advanced as they are for the Regular Play Features.

During Game Features

Feature Mode & Combination Shots

Features are lit on the playfield and started by completing *certain shots* (e.g. completion of Target Banks, Orbit(s), Ramp(s) and/or any combination of the shots).

Multiball

Multiball is started after completion of certain features. Multiball may vary with the amount of balls used depending on game style.

Replay Feature

Replay awards are given as the player exceeds a High Score Level during game play. This can be adjusted with Adjustment 3, Replay Awards (Default=**CREDIT**, adjustable). Players exceeding the High Score Levels can receive: **CREDIT**, **EXTRA BALL**, or **SPECIAL**. Adjust to **NONE** if a replay award is not desired.

End of Game Features

Game Endings

When all player(s) have played all balls (including any Extra Balls), the game ends. If power is interrupted during the course of a game, it will end that game (***see Starting a Normal Game***). Closure of the Plumb Bob Tilt Switch according to the number of tilts set (Default = 2, adjustable) or its prolonged closure will end the current Ball-In-Play. Closure of the Slam Tilt Switch on the coin door ends the current game(s).

Match Feature

At the end of each ball, earned bonuses are collected. At the end of the last ball of a game (including any extra balls, if applicable), earned bonuses are collected, then the system produces a random 2-digit number (a multiple of 10; 00 to 90). Matching the last 2 digits of the player's score with this number awards a credit. In Adj. 11, Match Percentage (Default=**9%**, adjustable) can be changed from 0-10%. Changing the percentage to **0%** displays the "Match Animation" at the end of the game, however, will never match (to award a credit). Changing this adjustment to **OFF** will not display the "Match Animation" nor award a credit.

Entering Initials/Name (Adjustable, see Sec. 3, Chp. 4, Adj. 27, High Score Initials)

If player achieved a new high score in any of the 3 categories (Regular, Wizard or Special Game Feature), the player may enter their 3 initials or 10-Letter Name. Use the **Left** & **Right Flipper Buttons** to choose letter or character as seen on the Dot Display. Hitting the Start Button locks in the letter or character and proceeds to the next letter. The game then proceeds into the *Game-Over Mode* and then to the *Attract Mode*.

*Note: A **Custom Message** (Adjustable, see Sec. 3, Chp. 4, Adj. 29) can be displayed during the Attract Mode; enter letters in the same fashion.*

Continued Next Page.

Auto Percentaging

This game is equipped with an Auto Percentaging Adjustment. The replay percent is automatically adjusted or you can set a fixed replay score. The factory default percentage is **20%**. Four levels may be selected. Adjust- ments allow awarding of a "credit" or an "extra ball" as each level is exceeded. With the ***Autopercentage Feature***, if the actual replay percentage is higher or lower than that desired, the game will automatically adjust for the new recommended percentage score(s). See Section 3, Chapter 4, Go To Adjustments Menu, Adj. 1 & Adj. 2. You may choose to make a different "score-to-beat" adjustment; this is done by utilizing Adj. 2, Replay Levels.

Instruction Card

Below is a **COPY** of the Game Instruction Card (SPI Nº: 755-5174-00 USA) which is included with every game. If your card is lost or damaged, simply **COPY** this page and *cut out* the Instruction Card as a *temporary replacement* until a *new card is ordered.*

(***Hint:*** **COPY & CUT** along the dotted line and fold in the center to keep the "COPY" sturdy.)

COPY & CUT

AUSTIN POWERS™

For more detailed game rules, visit our website @ www.SternPinball.com and click on the "Austin Powers" or "Game Archive" Pop Bumper Link.

FOLD HERE

SKILL SHOT Plunge ball into *Flashing Top Lane* for **Skill Shot**.

EVIL MODES *Start all 6 Modes* to light **Virtucon Multiball**.
Complete all 6 Modes to light **Moonbase Multiball**.

Mini Me - Shoot *Left Orbit* to start **Mini Me Hurryup** Mode.
Fat Bastard - Shoot *Toilet* to start **Fat Bastard Multiball**.
Laser Beam - Shoot *Left Ramp* to start **Frickin' Laser Beam Destruction** Mode.
Time Machine - Shoot *Center Ramp* to start **Time Machine Multiball**.
Subterranean Drill - Shoot *Right Ramp* to start **Subterranean Drill** Mode.
Evil Henchmen - Shoot *Right Orbit* to start **Evil Henchmen Round-Up** Mode.

MOJO Hit all *MOJO Targets* on the left side to light **MOJO Multiball**. In **MOJO Multiball,** bash *Dr. Evil* to regain your **MOJO**!

SHAG Spell ***S-H-A-G*** in the *Bottom Lanes* to get **SHAG awards**.

MYSTERY Shoot *Austin Powers Targets* on right side to light **Mystery**.

BONUS All switches and shots contribute to end of ball bonus. *Top Lanes* increase **Bonus Multiplier**.

EXTRA BALL Light **Extra Ball** by *starting modes*, *spelling* ***S-H-A-G***, *completing* ***Fat Bastard Multiball***, and from ***Mystery***.

SPECIAL Light **Special** at *Mystery* and *Moonbase Multiball*.

STERN PINBALL, INC.

Note to Beginners: To score better, shoot at the ((FLASHING SHOTS)) !!
Be sure to LOOK UP at the Dot Display for instructions when possible.

FOLD HERE

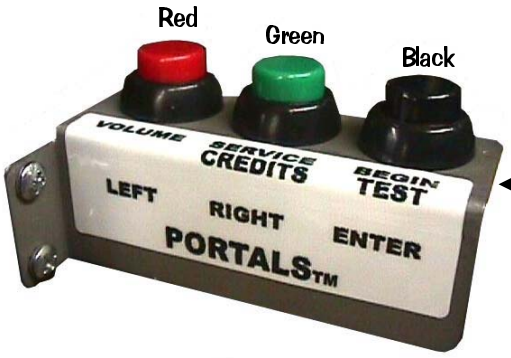
corner must be turned in to fit properly on the bottom arch.

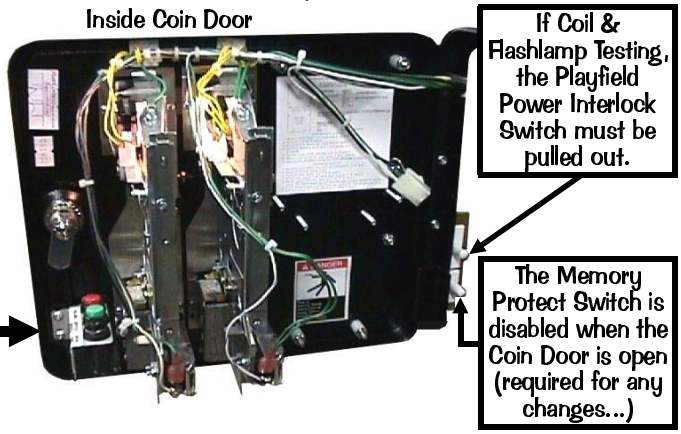
Portals™ Service Menu Introduction

Section 3
Table of Contents

Service Switch Set (Red, Green & Black Buttons) Access & Use

The ***Service Switch Set*** provides access for ***three (3) functions*** available for your use. They are **Volume Menu**, **Service Credits Menu** and **Portals™ Service Menu**. All are accessed separately depending on which colored button (**Red**, **Green** or **Black**) is ***pushed first***.





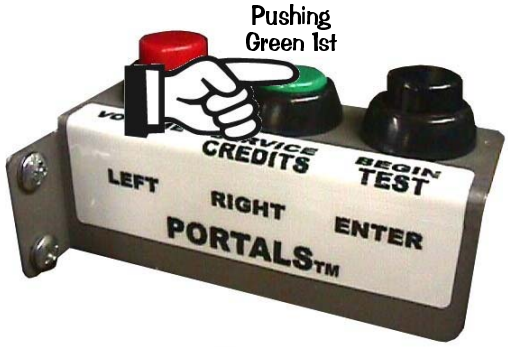
To access any of these ***three (3) functions*** you must first open the **Coin Door** (see pictorial above) with the Game in the ***Attract Mode*** *(not already in any Function or Menu stated below).*

Function 1, Volume Menu

Pushing the ***Red Button*** ***(VOLUME / LEFT)*** first, enters the ***Volume Menu***. While in this Mode, to **DECREASE** the volume, hold down or depress the **Red "LEFT" Button** until desired the volume is achieved; to **INCREASE** the volume, hold down or depress the **Green "RIGHT" Button** until the desired volume is achieved.

*Note: Pushing the **Left** or **Right Flipper Buttons** operates the same as the **Red** or **Green Buttons** of the Service Switch Set, while in this Volume Mode.*

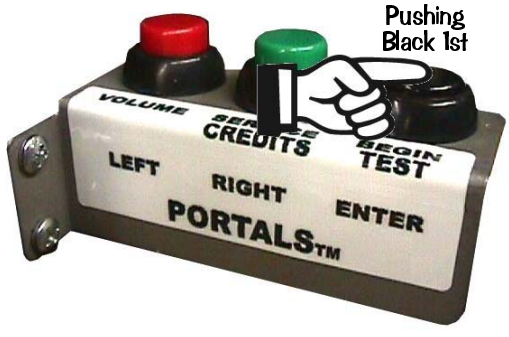
Set between **0** and **31**; **15** is the *Factory Default*. Once your adjustments are made, this menu will ***automatically exit*** a few seconds after the last button depression.



Function 2, Service Credits Menu

Pushing the ***Green Button*** ***(SERVICE CREDITS / RIGHT)*** first, adds ***Service Credits*** *(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. **Adj. 15**, **Credit Limit**, determines this, however, it can be changed from 04-50; *for details see Chapter **4** of this Section **3***. Once your credits are added, this menu will ***automatically exit*** a few seconds after the last button depression.

*Note: This function is disabled if **Adjustment 28**, **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, and there are 8 paid credits present, only 22 Service Credits can be applied.).*



Function 3, Portals™ Service Menu

Pushing the ***Black Button*** ***(BEGIN TEST / ENTER)*** first, enters the ***Portals™ Service Menu***. Once in, navigate through all menus depressing the **Red "LEFT"** or **Green "RIGHT" Buttons**.

*Note: Pushing the **Left** or **Right Flipper Buttons** operates the same as the **Red** or **Green Buttons** of the Service Switch Set, while in this Service Mode.*

Select or *activate* the *Icon* chosen *(the Icon will be "flashing")* by pushing down or depressing the **Black "ENTER" Button**.

*Note: Pushing the **Start Button** operates the same as the **Black Button** of the Service Switch Set, while in this Service Mode.*

Please read *the remainder of this Chapter for more information on the **Portals™ Service Menu**. The remaining six (6) Chapters of this Section explains all **Icons & Menus** in detail. **Read! Read! Read!***

Important: The ***Dual Switch Bracket*** holds the ***Playfield Power Interlock*** & ***Memory Protect Switches***. It is located just inside the Coin Door frame *(see pictorial of the **Coin Door** on the previous page)*. The Button Switch at the top is the ***Playfield Power Interlock Switch***. It 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 diasabled while the **Coin Door** is **OPEN**. The Button Switch at the bottom is the ***Memory Protect Switch***. It is enabled while the **Coin Door** is **CLOSED**; *meaning any adjustment changes that are made **will not be written to memory***. If changing adjustments is required, ensure the **Coin Door** is **OPEN** to disable this switch, thus allowing for desired changes.

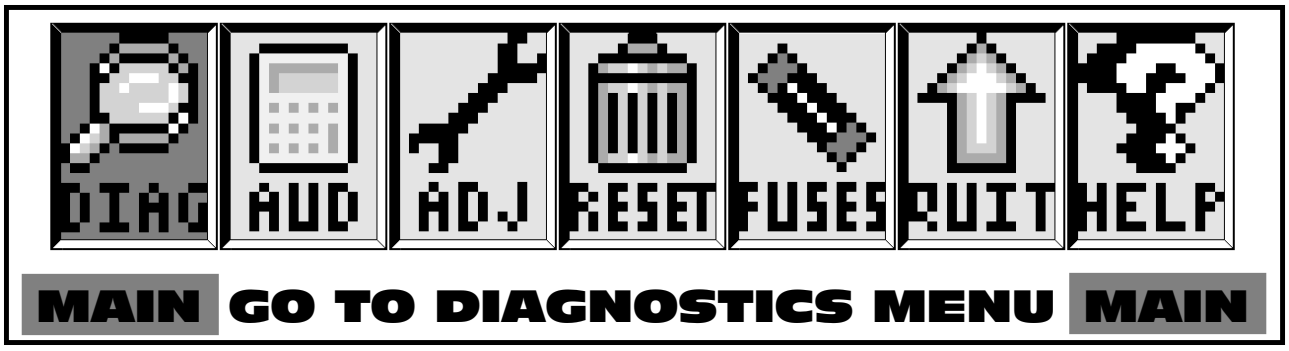
How to Use This Section

This section will cover all functions available in the **Portals™ Service Menu** in a *Step-By-Step* process. This section is divided into chapters which coincide with the **MAIN MENU**. The following pages in this chapter will instruct the operator on how to move through the menus. It's simple, easy and fun to use!

To get into the **Service Menu Mode** review **"Function 3, Portals™ Service Menu"** on the previous page. Push down the **Black "BEGIN TEST" Button** to begin. Looking at the Video Display you will momentarily see the introductory screen "**Service Menu**" with a *satellite flying from right to left pulling a banner* "**Portals©™**" followed by the **MAIN MENU**:

Use the **Red "LEFT" & Green "RIGHT" Buttons** (or **Left** & **Right Flipper Buttons**) to move the selected ***Icon*** left or right, and the **Black "ENTER" Button** (or **Start Button**) to activate the selected ***Icon***. The use of the Service Switch Set (**Red**, **Green**, & **Black Buttons**) *is required* in **Switch Test** or **Active Switch Test**, as the **Start & Flipper Buttons** are a part of this test.

The **MAIN MENU** now appears with the "DIAG" *Icon* (**DIAGNOSTICS MENU**) flashing:



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 "ENTER" Button** (or **Start Button**) will select the *Icon* and the Menu Screen will change to the menu selected. Select the **"PREV"** *Icons* to move backwards through the menu levels. Select the **"QUIT"** *Icon* to completely exit the Service Mode.

View the **Portals™ Service Menu Icon Tree** on the next pages for a complete overview of all menus used in this system. View the last chapter (HELP) if more information is required. Selecting the "QUIT" *Icon* with the **Red "LEFT"** or **Green "RIGHT" Buttons** (or either **Flipper Button**), then pressing the **Black "ENTER" Button** (or **Start Button**) will exit the Service Mode. This applies to the large and small "QUIT" *Icons*.

The **chapters** in this **section**, which coincide with the **MAIN MENU**, will also provide more detailed information which could not fit in the display. Use both the manual and the display to help customize, troubleshoot and/or diagnose faults, if any.

Portals™ Service Menu Icon Tree for Austin Powers™ Pinball Game

MAIN MENU

GO TO DIAGNOSTICS MENU

GO TO AUDITS MENU

GO TO ADJUSTMENTS MENU

GO TO RESET MENU

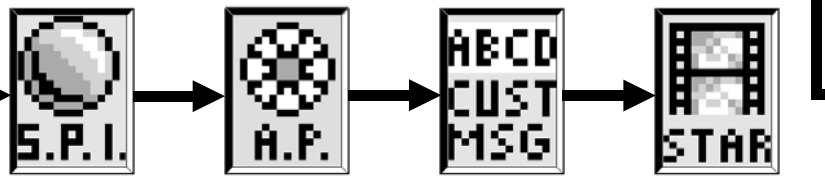
GO TO FUSES LIST
- GAME FUSES LISTING
  Reference current Game Manual, Sec. 3, Chapter 6.

QUIT THIS SESSION
- Exits back to Attract Mode

GO TO HELP SCREEN

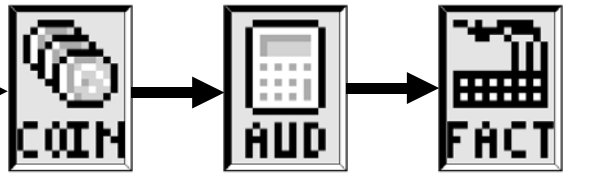
Go To Help Screen
HELP SCREEN
See the next page for "Summary of Common Icons" or reference Sec. 3, Chapter 7.

Go To Adjustments Menu
ADJUSTMENTS MENU
Reference current Game Manual, Sec. 3, Chapter 4.



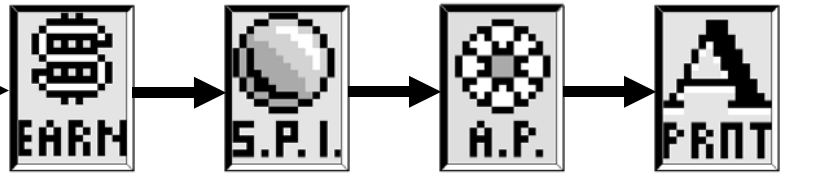
- **S.P.I. ADJUSTMENTS** → 1st Adjustment of Game Generic Group
- **AUSTIN POWERS ADJUSTMENTS** → 1st Adjustment of Game Specific Group
- **CUSTOM MESSAGE** → Direct Access to Adjustment 34, Custom Message
- **FILM STAR RESET** → REQUEST INSTALLED (Back to Attract Mode)

Go To Reset Menu
RESET MENU
Reference current Game Manual, Sec. 3, Chapter 5.



- **RESET COIN AUDITS** → REQUEST INSTALLED
- **RESET GAME AUDITS** → REQUEST INSTALLED
- **FACTORY RESET** → REQUEST INSTALLED (Back to Attract Mode)

Go To Audits Menu
AUDITS MENU
Reference current Game Manual, Sec. 3, Chapter 3.

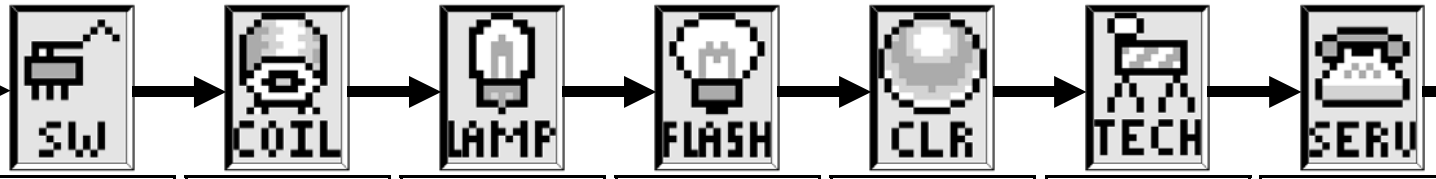


- **EARNINGS AUDITS** → 1st Audit of Game Earnings Group
- **S.P.I. AUDITS** → 1st Audit of Game Generic Group
- **AUSTIN POWERS AUDITS** → 1st Audit of Game Specific Group
- **GO TO PRINTER MENU**

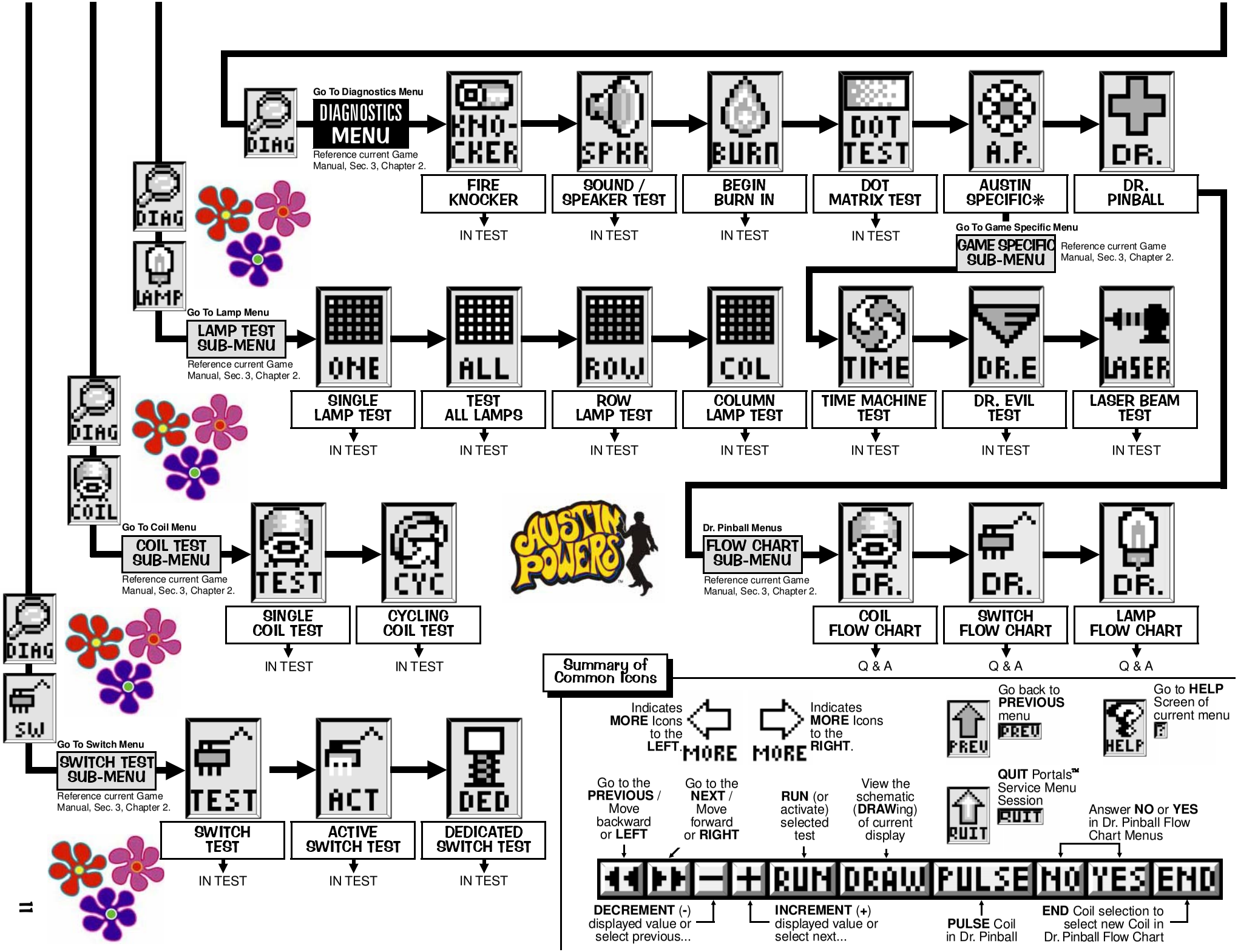
Go To Audits Menu
PRINTER SUB-MENU
Reference current Game Manual, Sec. 3, Chapter 3.

- **QUICK PRINTOUT** → Special Equipment is required.
- **FULL PRINTOUT** → Special Equipment is required.
- **RESET PRINTER** → Nº of Copies Printed is reset.

Go To Diagnostics Menu
DIAGNOSTICS MENU
Reference current Game Manual, Sec. 3, Chapter 2.



- **GO TO SWITCH MENU**
- **GO TO COIL MENU**
- **GO TO LAMP MENU**
- **TEST FLASH LAMPS** → IN TEST
- **CLEAR BALL TROUGH** → IN TEST
- **TECHNICIAN ALERT** → PLAYFIELD STATUS
- **SERVICE PHONE #** → 1-800-KICKERS (USA Setting)
- **BEGIN PLAY TEST** → IN TEST


DIAG
Go To Diagnostics Menu
DIAGNOSTICS MENU
Reference current Game Manual, Sec. 3, Chapter 2.
KNO-CKER
SPKR
BURN
DOT TEST
A.P.
DR.
FIRE KNOCKER
SOUND / SPEAKER TEST
BEGIN BURN IN
DOT MATRIX TEST
AUSTIN SPECIFIC*
DR. PINBALL
IN TEST
Go To Game Specific Menu
GAME SPECIFIC SUB-MENU
Reference current Game Manual, Sec. 3, Chapter 2.
LAMP
Go To Lamp Menu
LAMP TEST SUB-MENU
Reference current Game Manual, Sec. 3, Chapter 2.
ONE
ALL
ROW
COL
TIME
DR.E
LASER
SINGLE LAMP TEST
TEST ALL LAMPS
ROW LAMP TEST
COLUMN LAMP TEST
TIME MACHINE TEST
DR. EVIL TEST
LASER BEAM TEST
COIL
Go To Coil Menu
COIL TEST SUB-MENU
Reference current Game Manual, Sec. 3, Chapter 2.
TEST
CYC
SINGLE COIL TEST
CYCLING COIL TEST
AUSTIN POWERS
Dr. Pinball Menus
FLOW CHART SUB-MENU
Reference current Game Manual, Sec. 3, Chapter 2.
DR.
DR.
DR.
COIL FLOW CHART
SWITCH FLOW CHART
LAMP FLOW CHART
Q & A
SW
Go To Switch Menu
SWITCH TEST SUB-MENU
Reference current Game Manual, Sec. 3, Chapter 2.
TEST
ACT
DED
SWITCH TEST
ACTIVE SWITCH TEST
DEDICATED SWITCH TEST
Summary of Common Icons
Indicates MORE Icons to the LEFT.
MORE
MORE
Indicates MORE Icons to the RIGHT.
PREV
Go back to PREVIOUS menu
HELP
Go to HELP Screen of current menu
Go to the PREVIOUS / Move backward or LEFT
Go to the NEXT / Move forward or RIGHT
RUN (or activate) selected test
View the schematic (DRAWing) of current display
QUIT
QUIT Portals™ Service Menu Session
Answer NO or YES in Dr. Pinball Flow Chart Menus
RUN
DRAW
PULSE
NO
YES
END
DECREMENT (-) displayed value or select previous...
INCREMENT (+) displayed value or select next...
PULSE Coil in Dr. Pinball
END Coil selection to select new Coil in Dr. Pinball Flow Chart

Portals™ Service Menu Example

This example will demonstrate activation of *Icons* in the **DIAGNOSTICS MENU**. The example will show activation of the "SW" *Icon* (**GO TO SWITCH MENU**). In this menu, the switches can be tested individually and also all active switches can be tested. Use the same technique to access all the *Icons* in the **Portals™ Service Menu**. Follow **Portals™ Service Menu Icon Tree** on the previous pages as a guide to help navigate through the entire system (Also, go to the chapter in this manual explaining the icon(s) selected.).

If the display is in any other menu other than the **MAIN MENU**, use the **Red "LEFT"** & **Green "RIGHT" Buttons** to select the "PREV" *Icon* and press the **Black "ENTER" Button** to activate the **ICON** thus moving back to the previous menu. Do so until **MAIN MENU** appears.

Chapters 2 through 7 will cover all menu items within the **Portals™ Service Menu**. The *Icon* is shown preceding the text. Find the *Icon* in the **Portals™ Service Menu** by navigating with the **Red** or **Green Buttons**. Each chapter started is from the **MAIN MENU**. Within the chapter, the sub-menu's will be covered sequentially with their explanation & function. If the operator *"gets lost"*, select and activate the "PREV" *Icon* until the display indicates **MAIN MENU**. For more help, see Chapter 7.

The "MORE" *symbols* are indicating that *"more icons"* are available which don't appear in the display and which way to move the selection to view the *Icons*.

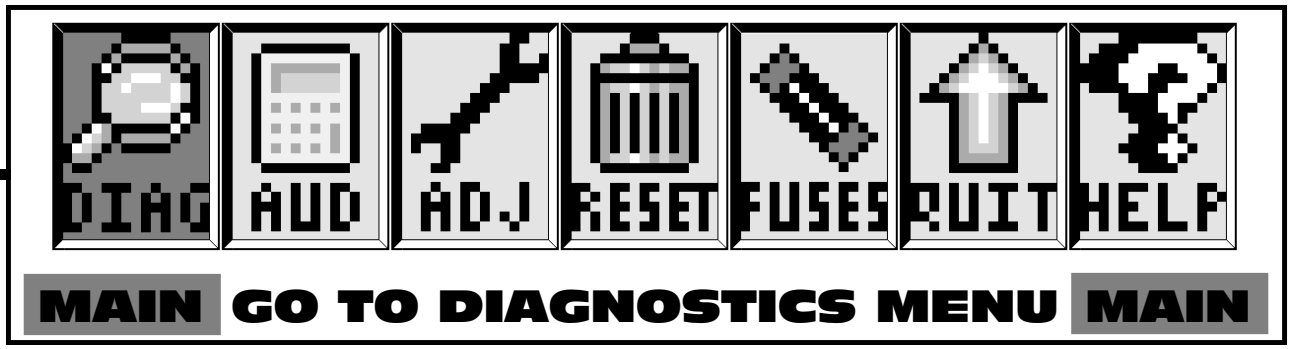
Important Note:

Exit any sub-menu and return to the **MAIN MENU** by selecting & activating the "PREV" *Icons*. ***If no Icons appear in the display because of a testing function or special display (e.g. Help, Schematic Display, etc.), press any service button to exit to the previous menu or sub-menu.***

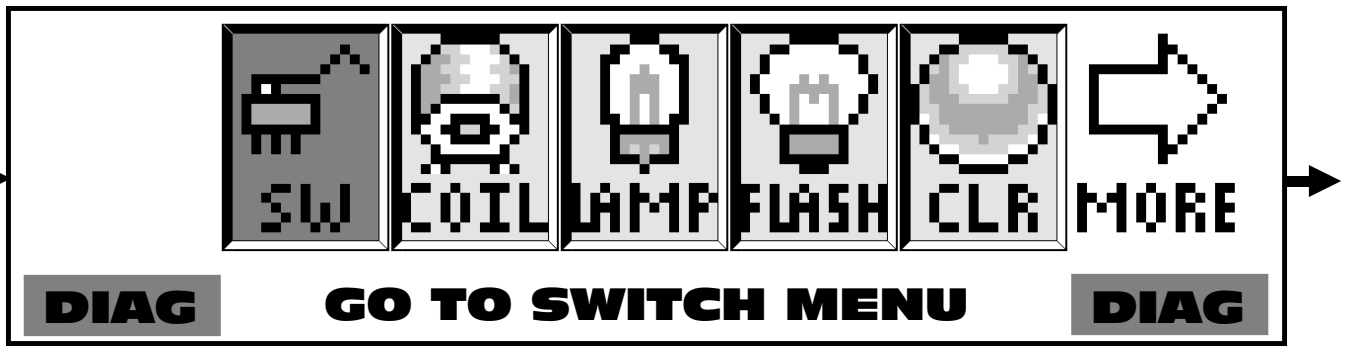
Selecting & activating the "QUIT" *Icon* from any display will exit the *Service Session.*

Selecting & activating the "HELP" *Icon* will show a help screen. (An explanation of each *Mini-Icon* at that level will cycle continuously until any active button is pressed.)

Example: From the **MAIN MENU**, use the **Red "LEFT"** or **Green "RIGHT" Buttons** to select the "DIAG" *Icon* (**GO TO DIAGNOSTICS MENU**).

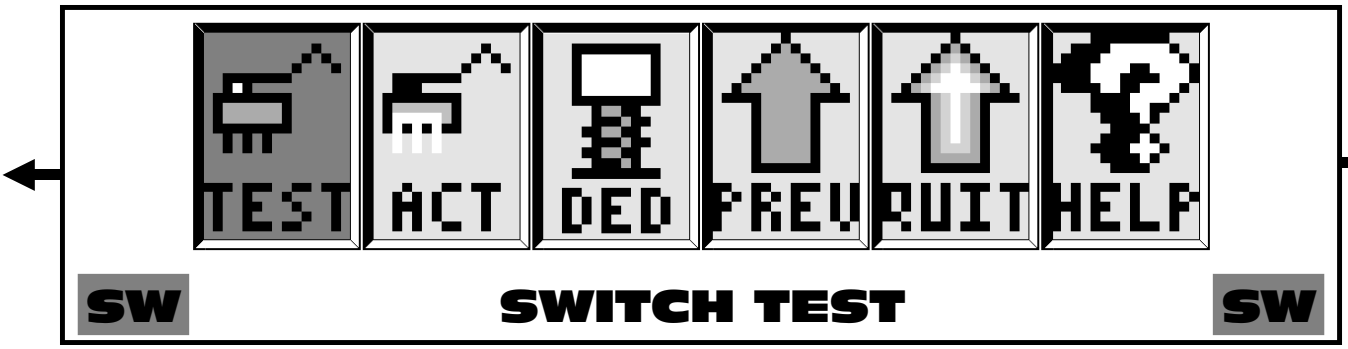


Press the **Black "ENTER" Button** to activate this **ICON**. This will bring up the **DIAGNOSTICS MENU**.

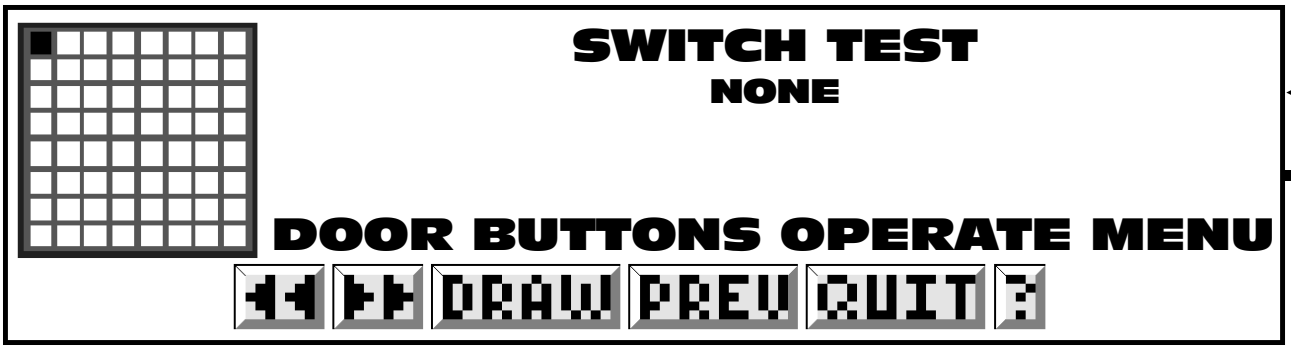


The **DIAGNOSTICS MENU** now appears with the "SW" *Icon* (**GO TO SWITCH MENU**) flashing. Press the **Black Button** to *activate* this icon. This will bring up the **SWITCH TEST MENU**.

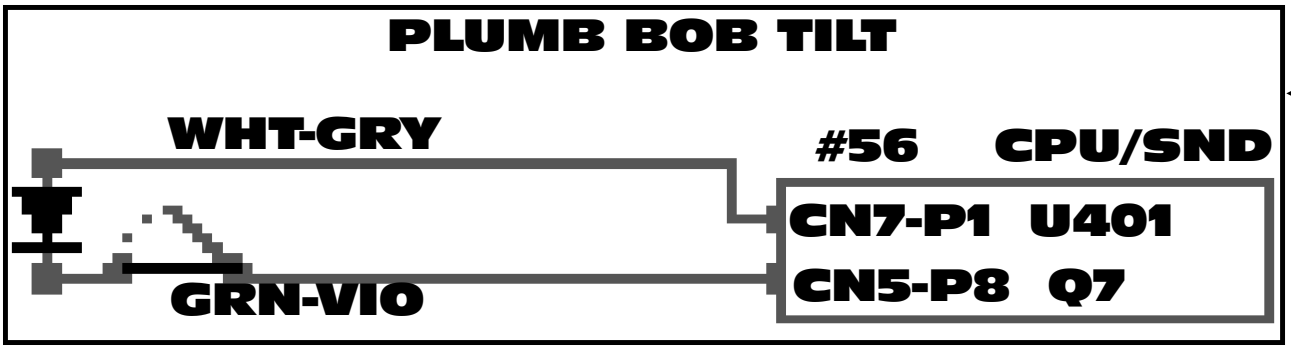
The **SWITCH TEST MENU** now appears with the "TEST" *Icon* (**SWITCH TEST**) flashing:
Press the **Black "ENTER" Button** to *activate* this icon. This will bring up the **Switch Test Display**.



The **Switch Test Display** now appears.



All switches can be tested one at a time (When possible, use a pinball to close any playfield switches; rolling the ball at Stand-Up Targets or over/under switches is suggested. Use finger for all non-playfield switches.) As each switch is closed, the respective Switch Matrix Grid Position (1-64) will be lit. To view the schematic for the switch selected, press the **Red** or **Green Buttons** to select the "DRAW" *Icon*. Press the **Black Button** to *activate* this icon. This will bring up the **Switch Schematic Display** for the switch being closed.



An example is shown with Switch #56, Plumb Bob Tilt, selected. The display describes the switch in the Switch Matrix which includes the name of the switch, the Return (Row) Wire and the Drive (Column) Wire, drive transistor, the part number (not shown in the above example) and the "Pin-Outs" from the CPU/Sound Board.

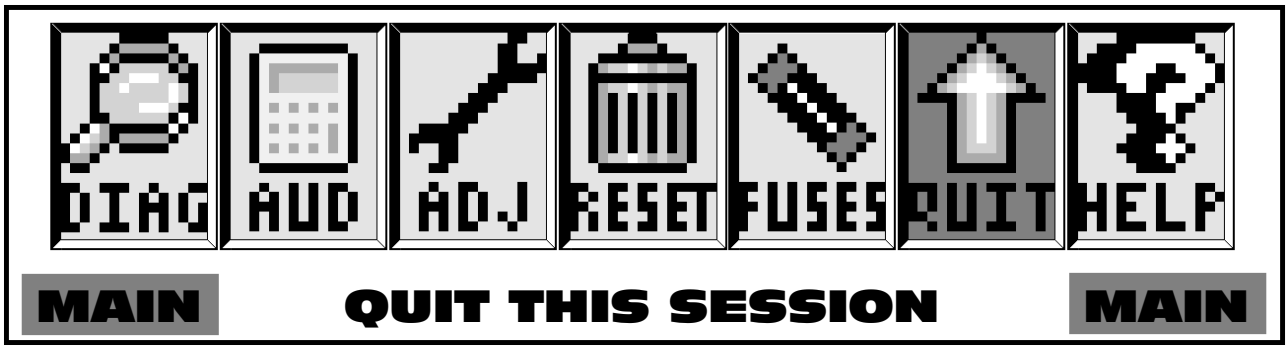
While in Switch or Active Switch Tests, the **Flipper & Start Buttons** are deactivated. Use the **Red "LEFT," Green "RIGHT"** and/or **Black "ENTER" Buttons** to select and activate the "**MINI-ICONS**" at the bottom of the display. In Switch Test, if the "Left Arrow" or "Right Arrow" *Icon* is activated, the display will go to the previous tests (Active and Dedicated Switch Tests). Use the **Red** or **Green Buttons** to change the selected **ICON** to "PREV"*Icon.* Press the **Black "ENTER" Button** to go to the previous menu.

Note:
In **Dedicated Switch Test**, the **Flipper & Start Buttons** are to be used instead of the **Red**, **Green** & **Black Service Buttons**, as these buttons are deactivated for this test.

Exit out of the sub-menu by activating the big "PREV" Icon in the menu. This will bring up the **DIAGNOSTICS MENU**. The Switch Test Session is now complete. See the next page about exiting the **Portals™ Service Menu**.

Exiting the Portals™ Service Menu

All *Icons* will be covered in the chapters of this section with the exception of the "QUIT" *Icon*, in the **MAIN MENU**. Both the large and small *Icons* if selected and activated, will exit the user from the **Portals™ Service Menu**. The display will return back to the **ATTRACT MODE**! To re-enter the **Portals™ Service Menu** follow the instructions at the beginning of this chapter.



If more help is required, see Chapter 7 of this section, and view the various help displays in the game.

Go To Diagnostics Menu

Special Note: If the ***display flashes*** **"OPEN THE DOOR"** the game is indicating that memory has been corrupted. This is caused be either failure in memory (e.g. batteries are dead and/or faulty **RAM**) or upon installation of updated version of game code. Opening the **Coin Door** will initiate a *Factory Restore (Reset)*, by opening the ***Memory Protect Switch***. Check battery voltage at **VBATT Test Point** on the **CPU/Sound Board**.

Overview

The **Portals™ Service Menu System** provides tests for sounds, display, lamps, switches and coils. Each feature may be tested manually or automatically after entering the **Portals™ Service Menu** (see Chapter 1 of this section). Select the "DIAG" *Icon* from the **MAIN MENU** to go to the **DIAGNOSTICS MENU**. The automatic tests (e.g. ***Cycling Coils***, ***Test Flash Lamps***) may be used for a quick verification of automatic test functions and the manual tests (***Begin Play Test***, ***Single Lamp / All / Row / Column Tests***, and ***Game Specific Test***.) may be used for troubleshooting. All *Icons* and there usages are explained throughout this chapter.

During game play, activation of switches and operation of coils with associated switches are monitored. If the **CPU/Sound Board** does not detect a switch transition ("Stuck Open" / "Stuck Closed") for 50 games, it is considered faulty. When operation of a coil should close or open a switch and does not, the coil is considered faulty. In the Attract Mode, faulty switches and coils (if any) are reported (Select the "TECH" *Icon*, ***Technician Alert***, from the **DIAGNOSTICS MENU**). *Note that reporting of an unused switch does not constitute a problem and that a bad coil could mean that the associated switch requires adjustment.*

⚠ **CAUTION:** Remove pinballs from the Ball Trough prior to lifting the playfield for servicing. This can easily be done in the **Portals™ Service Menu System**. Select the "DIAG" *Icon* from the **MAIN MENU** to go to the **DIAGNOSTICS MENU**. Select the "CLR" *Icon* to enter the **CLEAR BALL TROUGH MENU**. Select the "RUN" *Icon* & press the **Start Button** to remove one ball at a time. This is also useful to retrieve one ball for game testing in ***Begin Play Test*** & ***Game Specific Test***. ***Important:*** The **Power Interlock Switch** must be pulled out.

GO TO DIAGNOSTICS MENU

With the game in the Attract Mode, open the Coin Door and press the **Black "BEGIN TEST" Button**. Select the "DIAG" *Icon* in the **MAIN MENU** with either **Flipper** or **Red "LEFT"** & **Green "Right" Buttons** (upon entry of the **Portals™ Service Menu**, the system defaults with the selection of the "DIAG" *Icon* flashing) and press the **Start** or **Black "ENTER" Buttons**. The **DIAGNOSTICS MENU** appears.

The "MORE" *symbols* are indicating that *"more icons"* are available which don't appear in the display and which way to move the selection to view the *Icons*.

Important Notes:

Exit any sub-menu and return to the **MAIN** MENU by selecting & activating the "PREV" *Icons*. If no *Icons* appear in the display because of a testing function or special display (e.g. "Help"), press any button to exit.

Selecting & activating the "HELP" *Icon* from any display will show a help screen. (An explanation of each *Mini-Icon* at that level will cycle continuously until any active button is pressed.)

Selecting & activating the "QUIT" *Icon* from any display will exit the Service Session.

In Diagnostics, selecting & activating the "-" or "+" *Icons* moves test forwards/backwards. Selecting & activating the "RUN" *Icon* repeats the test on the coil or flash lamp left off at. Selecting & activating the "ARROW" *Icons* moves between tests in the sub-menu. Selecting & activating the "DRAW" *Icon* will show the schematic for that switch or coil.

Some tests require navigation through the menu(s) and selection of the *Icons* with **ONLY** the **Red "LEFT," Green "RIGHT"** and **Black "ENTER" Buttons**. This is required in ***Switch*** & ***Active Switch Tests***, as the **Flipper** & **Start Buttons** are a part of the test.

In ***Single Coil Test***, ***Cycling Coil Test***, ***Test Flash Lamps***, ***Clear Ball Trough, Begin Play Test*** & ***Austin Specific*** Menu's, ***the*** **Power Interlock Switch** (inside Coin Door) must be pulled out. (See ***Access & Use*** in Chapter 1 of this section for the location.)

If the Power Interlock Switch is not pulled out, all electro-mechanical devices (such as Coils) cannot be tested (20v & 50v DC power is disabled). Closing the Coin Door will automatically reset this switch.

Go To Switch Menu

From the **DIAGNOSTICS MENU**, select the "SW" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Switches are configured in an 8 x 8 Matrix of Columns (Switch Drives) and Rows (Switch Returns) with up to 64 switches possible. The Switch Test Menu consists of three (3) parts: Switch Test, Active Switches, and Dedicated Switch Test.

Note: The Flipper & Start Buttons are deactivated during Switch Tests.

Switch Test

To initiate, from the **SWITCH MENU**, select the "TEST" *Icon* with the **Red** or **Green Button** & press the **Black Button**. In Switch Test, close each switch and observe the display. The display will describe the switch in the Switch Matrix, which includes the switch name, Return (Row) Wire, Drive (Column) Wire, Part Nº, and the "Pin-Outs" from the CPU/SOUND Board. When the switch is released, the information of the last switch closed will remain in the display until another switch is closed or the test is exited. To view the switch schematic, select the "DRAW" *Mini-Icon* with the **Red** or **Green Button** & press the **Black Button**.

Active Switch Test

To initiate, from the **SWITCH MENU**, select the "ACT" *Icon* with either **Red** or **Green Button** & press the **Black Button**. If still in a previous test, select the "PREV" *Icon* to return to Switch Menu or selecting either of the "ARROW" *Icons* will move through the tests. If any switches are stuck closed (or made from the presence of a pinball), the display sequences through the Switch Names, Return (Row) Wire, Drive Transistor, Part Nº, and the "Pin-Outs" from the CPU/SOUND Board. This cycle continues until all switches are cleared or until the test is exited.

Dedicated Switch Test

To initiate, from the **SWITCH MENU**, select the "DED" *Icon* with either **Flipper Button** & press the **Start Button** (The service switches are deactivated during this test.). The display will describe the switch which includes the Switch Name, Return (Row) Wire, Drive (Column) Wire, Part Nº, and the "Pin-Outs" from the CPU/SOUND Board.

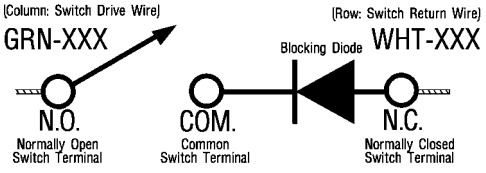
SWITCH MATRIX GRID & DEDICATED SWITCHES

Diode On Terminal Strip :

Row (Return) \ Column (Drive)	1: Q1 GRN-BRN CN5-P1	2: Q2 GRN-RED CN5-P3	3: Q3 GRN-ORG CN5-P4	4: Q4 GRN-YEL CN5-P5	5: Q5 GRN-BLK CN5-P6	6: Q6 GRN-BLU CN5-P7	7: Q7 GRN-VIO CN5-P8	8: Q8 GRN-GRY CN5-P9
1: U400 WHT-BRN CN7-P9	LEFT BUTTON (UK ONLY) on Cabinet side 1	NOT USED 9	NOT USED 17	(M) OJO STANDUP Under Playfield 25	LEFT ORBIT Under Playfield 33	LEFT RAMP ENTER On Ramp Assy. 41	LEFT BUMPER On Assembly 49	LEFT OUTLANE Under Playfield 57
2: U400 WHT-RED CN7-P8	4TH COIN SLOT On Coin Door 2	NOT USED 10	CENTER RAMP ENTER On Ramp Assy. 18	M (O) JO STANDUP Under Playfield 26	SPINNER (OPTO) On Assembly 34	LEFT RAMP EXIT On Ramp Assy. 42	RIGHT BUMPER On Assembly 50	LEFT RETURN LANE Under Playfield 58
3: U400 WHT-ORG CN7-P7	6TH COIN SLOT On Coin Door 3	4-BALL TROUGH #1 (LEFT) On Assembly 11	NOT USED 19	MO (J) O STANDUP Under Playfield 27	CENTER RAMP ENTER (OPTO) On Ramp Assy. 35	LASER BEAM HOME On Assembly 43	BOTTOM BUMPER On Assembly 51	LEFT SLINGSHOT On Assembly 59
4: U400 WHT-YEL CN7-P6	RIGHT COIN SLOT On Coin Door 4	4-BALL TROUGH #2 On Assembly 12	NOT USED 20	MOJ (O) STANDUP Under Playfield 28	NOT USED 36	LASER BEAM ENABLE On Assembly 44	DANCING AUSTIN On Assembly 52	RIGHT OUTLANE Under Playfield 60
5: U401 WHT-GRN CN7-P5	CENTER COIN SLOT / DBA On Coin Door 5	4-BALL TROUGH #3 On Assembly 13	TOILET Under Playfield 21	AUSTIN STANDUP Under Playfield 29	RIGHT RAMP ENTER On Ramp Assy. 37	LASER BEAM LOADED On Assembly 45	FIRE BUTTON Frnt Top Molding 53	RIGHT RETURN LANE Under Playfield 61
6: U401 WHT-BLU CN7-P3	LEFT COIN SLOT On Coin Door 6	4-BALL TROUGH VUK OPTO On Assembly 14	DR. EVIL UP On Assembly 22	POWERS STANDUP Under Playfield 30	RIGHT RAMP EXIT On Ramp Assy. 38	SCOOP On Assembly 46	START BUTTON Cabinet Front 54	RIGHT SLINGSHOT On Assembly 62
7: U401 WHT-VIO CN7-P2	5TH COIN SLOT On Coin Door 7	4-BALL STACKING OPTO On Assembly 15	DR. EVIL DOWN On Assembly 23	DR. EVIL LEFT STANDUP Under Playfield 31	RIGHT ORBIT Under Playfield 39	LEFT TOP LANE Under Playfield 47	SLAM TILT On Coin Door 55	NOT USED 63
8: U401 WHT-GRY CN7-P1	RIGHT BUTTON (UK ONLY) on Cabinet side 8	SHOOTER LANE Under Playfield 16	DR. EVIL (TARGET) On Assembly 24	DR. EVIL RIGHT STANDUP Under Playfield 32	NOT USED 40	RIGHT TOP LANE Under Playfield 48	PLUMB BOB TILT Inside Cabinet 56	NOT USED 64

GND / IC U206 INPUTS	Ground BLK CN6-P1, -P11
1: U206 GRY-BRN CN6-P2	#1 LEFT FLIPPER BUTTON in Cabinet side DS-1
2: U206 GRY-RED CN6-P3	#2 LEFT FLIPPER E.O.S (End-of-Stroke) in Cabinet side DS-2
3: U206 GRY-ORG CN6-P4	#3 RIGHT FLIPPER BUTTON in Cabinet side DS-3
4: U206 GRY-YEL CN6-P6	#4 RIGHT FLIPPER E.O.S. (End-of-Stroke) in Cabinet side DS-4
5: U206 NOT USED GRY-GRN CN6-P7	#5 NOT USED DS-5
6: U206 GRY-BLU CN6-P8	#6 VOLUME (RED BUTTON) (In Test: LEFT) on Coin Door DS-6
7: U206 GRY-VIO CN6-P9	#7 SERV. CRED. (GREEN BUTTON) (In Test: RIGHT) on Coin Door DS-7
8: U206 GRY-BLK CN6-P10	#8 BEGIN TEST (BLACK BUTTON) (In Test: ENTER) on Coin Door DS-8

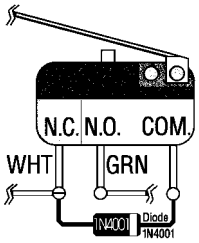
Typical Switch Schematic & Wiring



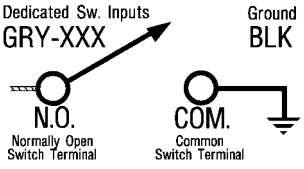
Note:
All Switches require diodes. Some diodes are located on Terminal Strips OR Diode Boards (under playfield) & not on the switch itself.

Diode **O**n **T**erminal **S**trip

Diode **O**n **D**iode **B**oard

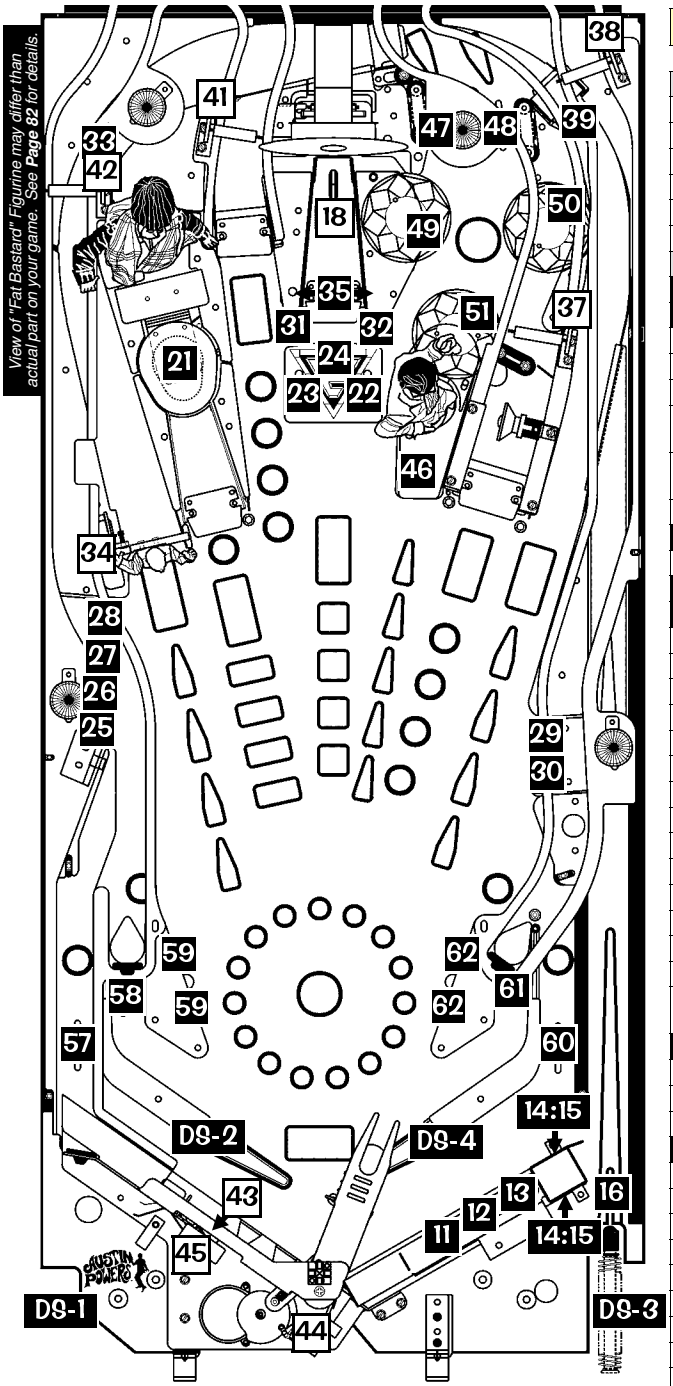


Dedicated Switch Schem.



Switch Matrix Grid Descriptions with Part Numbers and Locations

The Switch locations correspond with the Switch Nº in the Part Number Table shown & the Switch Matrix Grid (previous page).



Legend Note:

☐ = Switches mounted above playfield.

■ = Switches mounted below playfield.

DS: *Dedicated Switches descriptions on previous page.*
DOTS: **D**iode **O**n **T**erminal **S**trip *or* **DODB**: **D**iode **O**n **D**iode **B**oard.

Note 1: Sw. 14 / Sw. 15 have both REC/TRANS on same board.
Note 2: For a detailed switch description, see Playfield - General Parts & Switches, Pages 54-55.
Note 3: Switch sold only with Bracket.
Note 4: Switch Only; for entire Button Assembly, see Cabinet - General Parts & Switches, Pages 52-53.
Note 5: Switch located in/on Cabinet.
Note 6: Future Use.
Note 7: UK Only.

Sw. Nº	Col. Nº	Row Nº	See Notes:	Switch Matrix Description		Part Nº
				Note: The ¥ Coin Switch (for Japan) is 180-5091-00		
1	1	1	5, 7	LEFT BUTTON (UK ONLY)		180-5160-00
2	1	2	5	4TH COIN SLOT		180-5024-00
3	1	3	5, 6	*6TH COIN SLOT*		*(Future Use)*
4	1	4	5	RIGHT COIN SLOT		180-5024-00
5	1	5	5	CENTER COIN SLOT / DBA		
6	1	6	5	LEFT COIN SLOT		
7	1	7	5, 6	*5TH COIN SLOT*		*(Future Use)*
8	1	8	5, 7	RIGHT BUTTON (UK ONLY)		180-5160-00
9	2	1		NOT USED		
10	2	2		NOT USED		
11	2	3		4-BALL TROUGH #1 (LEFT)		180-5119-02
12	2	4		4-BALL TROUGH #2		
13	2	5		4-BALL TROUGH #3		
14	2	6	1	4-BALL TROUGH VUK OPTO	BOT TRANS: BOT REC:	515-5173-00 515-5174-00
15	2	7	1	4-BALL STACKING OPTO	TOP TRANS: TOP REC:	515-5173-00 515-5174-00
16	2	8		SHOOTER LANE		180-5157-00
17	3	1		NOT USED		
18	3	2		CENTER RAMP ENTER		180-5057-00
19	3	3		NOT USED		
20	3	4		NOT USED		
21	3	5	2, 3	TOILET	Switch w/ Lt. Brkt.	500-6227-01
22	3	6		DR. EVIL UP		180-5052-00
23	3	7		DR. EVIL DOWN		
24	3	8		DR. EVIL (TARGET)		180-5083-00
25	4	1	2	(**M**) OJO		500-6139-04
26	4	2	2	M (**O**) JO		
27	4	3	2	MO (**J**) O		
28	4	4	2	MOJ (**O**)		
29	4	5	2	**A**USTIN STANDUP		500-6139-05
30	4	6	2	**P**OWERS STANDUP		
31	4	7	2	DR. EVIL LEFT STANDUP		500-6138-04
32	4	8	2	DR. EVIL RIGHT STANDUP		
33	5	1	2, 3	LEFT ORBIT	Switch w/ Lt. Brkt.	500-6227-01
34	5	2		SPINNER (OPTO)		520-5212-00
35	5	3		CENTER RAMP ENTER (OPTO)	TOP TRANS: TOP REC:	520-5082-00 520-5083-01
36	5	4		NOT USED		
37	5	5		RIGHT RAMP ENTER		180-5087-00
38	5	6		RIGHT RAMP EXIT		
39	5	7	2, 3	RIGHT ORBIT	Switch w/ Rt. Brkt.	500-6227-02
40	5	8		NOT USED		
41	6	1		LEFT RAMP ENTER		180-5087-00
42	6	2		LEFT RAMP EXIT		
43	6	3		LASER BEAM HOME		180-5119-02
44	6	4		LASER BEAM ENABLE		
45	6	5		LASER BEAM LOADED		180-5181-00
46	6	6		SCOOP (KICKER)		180-5183-00
47	6	7	2, 3	LEFT TOP LANE	Switch w/ Rt. Brkt.	500-6227-02
48	6	8	2, 3	RIGHT TOP LANE	Switch w/ Rt. Brkt.	
49	7	4		LEFT BUMPER		180-5015-03
50	7	2		RIGHT BUMPER		
51	7	3		BOTTOM BUMPER		
52	7	4		DANCING AUSTIN		180-5119-02
53	7	5	4, 5	FIRE BUTTON		180-5174-00
54	7	6	4, 5	START BUTTON		
55	7	7	5	SLAM TILT	On Coin Door	180-5022-00
56	7	8	5	PLUMB BOB TILT	HANGER CONTACT	535-5319-00 535-7563-01
57	8	1	2, 3	LEFT OUTLANE	Switch w/ Rt. Brkt.	500-6227-02
58	8	2	2, 3	LEFT RETURN LANE	Switch w/ Rt. Brkt.	
59	8	3	2	LEFT SLINGSHOT	Leaf Sw. X2	180-5054-00
60	8	4	2, 3	RIGHT OUTLANE	Switch w/ Rt. Brkt.	500-6227-02
61	8	5	2, 3	RIGHT RETURN LANE	Sw. w/ Lt. Brkt.	500-6227-01
62	8	6	2	RIGHT SLINGSHOT	Leaf Sw. X2	180-5054-00
63	8	7		NOT USED		
64	8	8		NOT USED		

Go To Coil Menu

From the **DIAGNOSTICS MENU**, select the "COIL" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The coils are listed in groups. 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 26-32 (although may be used in any position & will be noted), read **Single Coil Test** below.

Single Coil Test

To initiate, from the **COIL MENU**, select the "TEST" *Icon* with either **Red** or **Green Button** and press the **Black Button**. Ensure the **Power Interlock Switch** is pulled out. Select either the "-" or "+" *Icons*. Start with the "+" *Icon* to start the manual Coil Test from #1 (The test runs through all Coils and Flash Lamps #1-#32 & AUX 1-3 *(Auxilliary Positions are Optional UK Only)*. Press the **Black Button** on the "+" *Icon*, as each coil is selected, the display will describe the Coil or Flash Lamp Name with the corresponding number, the wire with colors, the "Pin-Outs" from the I/O Power Driver Board, the Coil Voltage & Gauge-Turns (e.g. 23-800). Press the **Black Button** again to move forward in the test. To test and view a particular Coil or Flash Lamp, select the "RUN" *Icon* and press the **Black Button**. Each time the **Black Button** is pushed, the Coil or Flash Lamp will fire on the Playfield and/or Backbox, with the display indicating the Coil or Flash Lamp information. Continue with the same procedure to run through the entire test.

Important: The **Power Interlock Switch** must be pulled out for this *test to function* while the **Coin Door** is **OPEN**.

Cycling Coil Test

To initiate, from the **COIL MENU**, select the "CYC" *Icon* with either **Red** or **Green Button** and press the **Black Button**. If still in a previous test, select the "PREV" *Icon* to return to Coil Menu or selecting either of the "ARROW" *Icons* will move to Cycling Coil Test (selecting agaIn will return to Coil Test). The test pulses each regular Coil or Flash Lamp sequentially (cycling) on the Playfield and Backbox. The display indicates "CYCLING COILS."

Important: The **Power Interlock Switch** must be pulled out for this *test to function* while the **Coin Door** is **OPEN**.

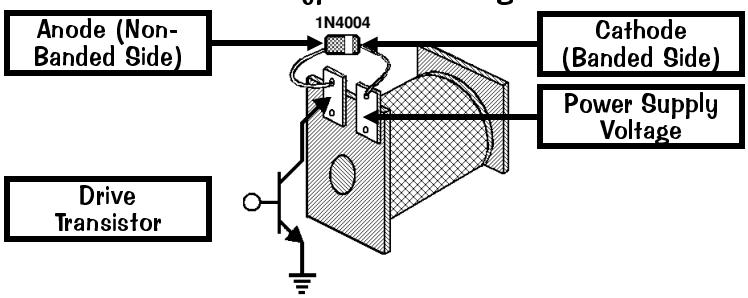
Coil & Flash Lamp Descriptions

#	Type	Coil / Flash Lamp Descriptions
1	**Coil**	TROUGH UP-KICKER (VUK) (26-1200)
2	**Coil**	AUTO LAUNCH (24-940)
3	**Coil**	SCOOP (23-800)
4	**Coil**	LASER BEAM EJECT (24-940)
5	**Flash**	FLASH: TIME MACHINE (#89 Bulb)
6	**Flash**	FLASH: RIGHT RAMP (LOW) (#906 Bulb)
7	**Coil**	DANCING AUSTIN (26-1200)
8	**Coil**	TOILET POST (27-1500)
9	**Coil**	LEFT BUMPER (26-1200)
10	**Coil**	RIGHT BUMPER (26-1200)
11	**Coil**	BOTTOM BUMPER (26-1200)
12	**Flash**	FLASH: LEFT RAMP (HIGH) (#906 Bulb)
13	**Flash**	FLASH: RIGHT RAMP (HIGH) (#906 Bulb)
14	**Coil**	TIME MACHINE MAGNET ($20\frac{1}{2}$-480)
15	**Coil**	LEFT FLIPPER [50V RED/YEL] (23-900)
16	**Coil**	RIGHT FLIPPER [50V RED/YEL] (23-1100)

#	Type	Coil / Flash Lamp Descriptions
17	**Coil**	LEFT SLINGSHOT (23-800)
18	**Coil**	RIGHT SLINGSHOT (23-800)
19	**Coil**	DR. EVIL MOTOR RELAY BOARD
20	**Coil**	TIME MACHINE MTR RELAY BD
21	**Coil**	LASER BEAM MTR RELAY BD
22	**Coil**	LASER BEAM DIVERTER (29-1000)
23	**Coil**	ORBIT DIVERTER (32-1800)
24	**Coil**	(OPTIONAL COIN METER)
25	**Flash**	FLASH: LEFT ORBIT (#89 Bulb)
26	**Flash**	FLASH: TOILET (#89 Bulb)
27	**Flash**	FLASH: LEFT RAMP (#89 Bulb)
28	**Flash**	FLASH: CENTER RAMP (#89 Bulb)
29	**Flash**	FLASH: RIGHT RAMP (#89 Bulb)
30	**Flash**	FLASH: RIGHT ORBIT (#89 Bulb)
31	**Flash**	FLASH: POPS X2 (#89 Bulb)
32	**Flash**	FLASH: LEFT RAMP (LOW) (#906 Bulb)

See the next three (3) pages for the **Coil & Flash Lamp Location Maps** (corresponds to above tables), **Coils Detailed Chart Table** & the **Backbox I/O Power Driver Board Detailed Wiring Diagram**.

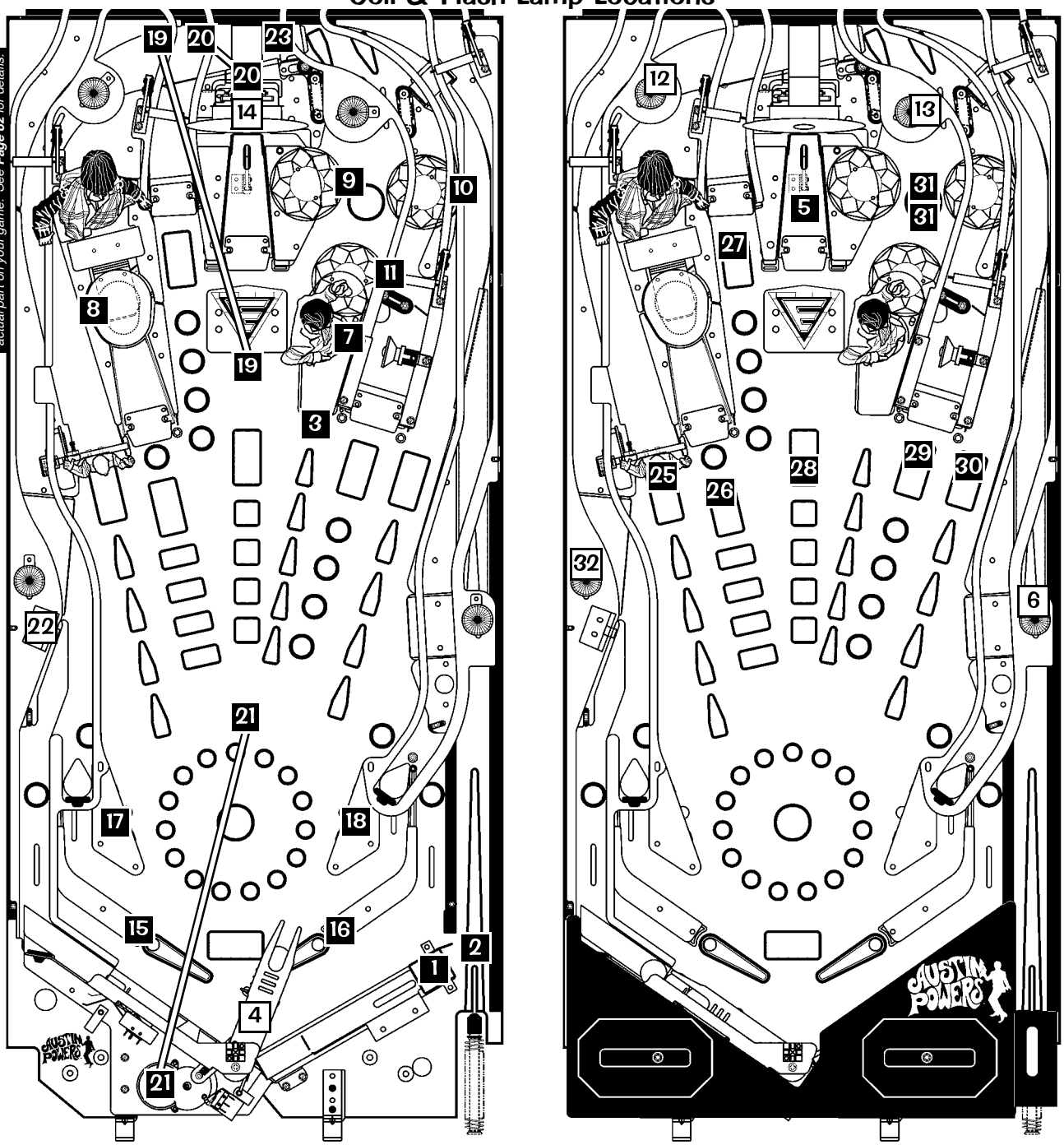
Typical Coil Wiring



Note:
All Coils require diodes. Some diodes are located on Terminal Strips (under playfield) & not on the coil itself.
D iode
O n
T erminal
S trip

Coil & Flash Lamp Locations

View of "Fat Bastard" Figurine may differ than actual part on your game. See ***Page 82*** *for details.*



Use the previous page and the following two (2) pages in conjunction with above Coil and Flash Lamp Maps.

Legend Note:

☐ = Coils and Flash Lamps mounted above playfield.

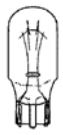
■ = Coils and Flash Lamps mounted below playfield.

The following Coil is optional:

24

The following Bulb Types are used for Flash Lamps:

#89 Bulb
(Bayonet)
165-5000-89



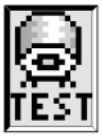
#906 Bulb
(Wedge Base)
165-5004-00

The following Coils are for **UK Only**:

Aux. 1 Aux. 2 Aux. 3

From the Main Menu in Portals™ GO TO DIAGNOSTICS MENU →

From the Diagnostics Menu GO TO COIL MENU →



From the Coil Menu GO TO COIL TEST →

From the Coil Menu GO TO CYCLING COILS

COILS DETAILED CHART TABLE

High Current Coils Group 1		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn or Bulb Type
#1	TROUGH UP-KICKER	Q1	I/O Pwr. Drvr.	BRN-BLK	J8-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#2	AUTO LAUNCH	Q2	I/O Pwr. Drvr.	BRN-RED	J8-P3	YEL-VIO	J10-P4/5	50v DC	24-940 090-5036-00T
#3	SCOOP	Q3	I/O Pwr. Drvr.	BRN-ORG	J8-P4	YEL-VIO	J10-P4/5	50v DC	23-800 090-5001-00B
#4	LASER BEAM EJECT	Q4	I/O Pwr. Drvr.	BRN-YEL	J8-P5	YEL-VIO	J10-P4/5	50v DC	24-940 090-5002-10
#5	FLASH: TIME MACHINE	Q5	I/O Pwr. Drvr.	BRN-GRN	J8-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#6	FLASH: RIGHT RAMP (LOW)	Q6	I/O Pwr. Drvr.	BRN-BLU	J8-P7	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#7	DANCING AUSTIN	Q7	I/O Pwr. Drvr.	BRN-VIO	J8-P8	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#8	TOILET POST	Q8	I/O Pwr. Drvr.	BRN-GRY	J8-P9	BRN	J7-P1	20v DC	27-1500 090-5004-00T

High Current Coils Group 2		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn
#9	LEFT BUMPER	Q9	I/O Pwr. Drvr.	BLU-BRN	J9-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#10	RIGHT BUMPER	Q10	I/O Pwr. Drvr.	BLU-RED	J9-P2	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#11	BOTTOM BUMPER	Q11	I/O Pwr. Drvr.	BLU-ORG	J9-P4	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#12	FLASH: LEFT RAMP (HIGH)	Q12	I/O Pwr. Drvr.	BLU-YEL	J9-P5	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#13	FLASH: RIGHT RAMP (HIGH)	Q13	I/O Pwr. Drvr.	BLU-GRN	J9-P6	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#14	TIME MACHINE MAGNET DOT8	Q14	I/O Pwr. Drvr.	BLU-BLK	J9-P7	VIO-YEL	J10-P3	50v DC	20½-480 090-5064-02
#15	LEFT FLIPPER (50v RED/YEL)	Q15	I/O Pwr. Drvr.	ORG-GRY	J9-P8	RED-YEL GRY-YEL	J10-P1/2	50v DC	23-900 090-5020-30T
#16	RIGHT FLIPPER (50v RED/YEL)	Q16	I/O Pwr. Drvr.	ORG-VIO	J9-P9	RED-YEL BLU-YEL	J10-P1/2	50v DC	23-1100 090-5030-00T

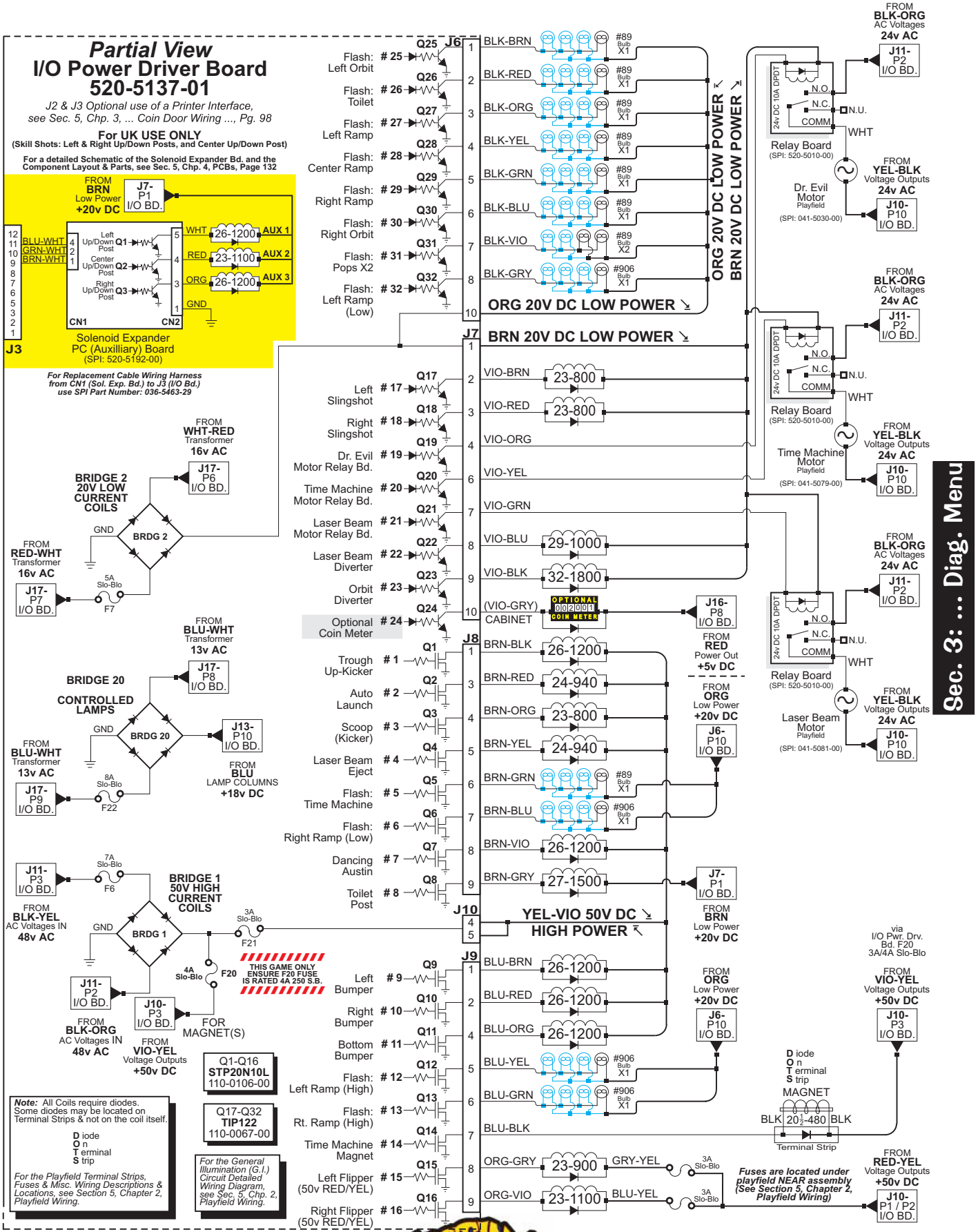
Low Current Coils Group 1		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn or Meter #
#17	LEFT SLINGSHOT	Q17	I/O Pwr. Drvr.	VIO-BRN	J7-P2	BRN	J7-P1	20v DC	23-800 090-5001-00T
#18	RIGHT SLINGSHOT	Q18	I/O Pwr. Drvr.	VIO-RED	J7-P3	BRN	J7-P1	20v DC	23-800 090-5001-00T
#19	DR. EVIL MOTOR RELAY BOARD	Q19	I/O Pwr. Drvr.	VIO-ORG	J7-P4	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#20	TIME MACHINE MTR RELAY BD	Q20	I/O Pwr. Drvr.	VIO-YEL	J7-P6	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#21	LASER BEAM MTR RELAY BD	Q21	I/O Pwr. Drvr.	VIO-GRN	J7-P7	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#22	LASER BEAM DIVERTER	Q22	I/O Pwr. Drvr.	VIO-BLU	J7-P8	BRN	J7-P1	20v DC	29-1000 090-5059-00
#23	ORBIT DIVERTER	Q23	I/O Pwr. Drvr.	VIO-BLK	J7-P9	BRN	J7-P1	20v DC	32-1800 090-5031-00
#24	OPTIONAL COIN METER	Q24	I/O Pwr. Drvr.	VIO-GRY	J7-P10	RED	J16-P7	5v DC	Meter 5v 091-5000-00

Diode On Terminal Strip (if noted)

Low Current Coils Group 2		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Bulb Type
#25	FLASH: LEFT ORBIT	Q25	I/O Pwr. Drvr.	BLK-BRN	J6-P1	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#26	FLASH: TOILET	Q26	I/O Pwr. Drvr.	BLK-RED	J6-P2	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#27	FLASH: LEFT RAMP	Q27	I/O Pwr. Drvr.	BLK-ORG	J6-P3	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#28	FLASH: CENTER RAMP	Q28	I/O Pwr. Drvr.	BLK-YEL	J6-P4	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#29	FLASH: RIGHT RAMP	Q29	I/O Pwr. Drvr.	BLK-GRN	J6-P5	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#30	FLASH: RIGHT ORBIT	Q30	I/O Pwr. Drvr.	BLK-BLU	J6-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#31	FLASH: POPS X2	Q31	I/O Pwr. Drvr.	BLK-VIO	J6-P7	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#32	FLASH: LEFT RAMP (LOW)	Q32	I/O Pwr. Drvr.	BLK-GRY	J6-P8	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00

Note: In Test Flash Lamps Menu ("Flash" Icon), Flashers tested are all Flash Lamps located between Q1-Q32 (This Game:)

Auxilliary (UK ONLY)	Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn
AUX 1: LEFT UP/DOWN POST	Q1	Sol. Expander (Aux. Board)	WHT	J3-P11	BRN	J7-P1	20v DC	26-1200 090-5044-00T
AUX 2: CENTER UP/DOWN POST	Q2	Sol. Expander (Aux. Board)	RED	J3-P10	BRN	J7-P1	20v DC	23-1100 090-5030-00T
AUX 3: RIGHT UP/DOWN POST	Q3	Sol. Expander (Aux. Board)	ORG	J3-P9	BRN	J7-P1	20v DC	26-1200 090-5044-00T


Partial View
I/O Power Driver Board
520-5137-01
J2 & J3 Optional use of a Printer Interface, see Sec. 5, Chp. 3, ... Coin Door Wiring ..., Pg. 98
For UK USE ONLY
(Skill Shots: Left & Right Up/Down Posts, and Center Up/Down Post)
For a detailed Schematic of the Solenoid Expander Bd. and the Component Layout & Parts, see Sec. 5, Chp. 4, PCBs, Page 132
FROM BRN Low Power +20v DC J7- P1 I/O BD.
J3
BLU-WHT
GRN-WHT
BRN-WHT
Left Up/Down Post Q1
Center Up/Down Post Q2
Right Up/Down Post Q3
WHT 26-1200 AUX 1
RED 23-1100 AUX 2
ORG 26-1200 AUX 3
GND
CN1
CN2
Solenoid Expander PC (Auxilliary) Board (SPI: 520-5192-00)
For Replacement Cable Wiring Harness from CN1 (Sol. Exp. Bd.) to J3 (I/O Bd.) use SPI Part Number: 036-5463-29
J6
J7
J8
J9
J10
Flash: Left Orbit # 25 Q25
Flash: Toilet # 26 Q26
Flash: Left Ramp # 27 Q27
Flash: Center Ramp # 28 Q28
Flash: Right Ramp # 29 Q29
Flash: Right Orbit # 30 Q30
Flash: Pops X2 # 31 Q31
Flash: Left Ramp (Low) # 32 Q32
Left Slingshot # 17 Q17
Right Slingshot # 18 Q18
Dr. Evil Motor Relay Bd. # 19 Q19
Time Machine Motor Relay Bd. # 20 Q20
Laser Beam Motor Relay Bd. # 21 Q21
Laser Beam Diverter # 22 Q22
Orbit Diverter # 23 Q23
Optional Coin Meter # 24 Q24
Trough Up-Kicker # 1 Q1
Auto Launch # 2 Q2
Scoop (Kicker) # 3 Q3
Laser Beam Eject # 4 Q4
Flash: Time Machine # 5 Q5
Flash: Right Ramp (Low) # 6 Q6
Dancing Austin # 7 Q7
Toilet Post # 8 Q8
Left Bumper # 9 Q9
Right Bumper # 10 Q10
Bottom Bumper # 11 Q11
Flash: Left Ramp (High) # 12 Q12
Flash: Rt. Ramp (High) # 13 Q13
Time Machine Magnet # 14 Q14
Left Flipper (50v RED/YEL) # 15 Q15
Right Flipper (50v RED/YEL) # 16 Q16
BLK-BRN
BLK-RED
BLK-ORG
BLK-YEL
BLK-GRN
BLK-BLU
BLK-VIO
BLK-GRY
#89 Bulb X1
#89 Bulb X2
#906 Bulb X1
ORG 20V DC LOW POWER ↘
BRN 20V DC LOW POWER ↘
VIO-BRN 23-800
VIO-RED 23-800
VIO-ORG
VIO-YEL
VIO-GRN
VIO-BLU 29-1000
VIO-BLK 32-1800
(VIO-GRY) CABINET
OPTIONAL COIN METER
J16- P8 I/O BD.
BRN-BLK 26-1200
BRN-RED 24-940
BRN-ORG 23-800
BRN-YEL 24-940
BRN-GRN #89 Bulb X1
BRN-BLU #906 Bulb X1
BRN-VIO 26-1200
BRN-GRY 27-1500
YEL-VIO 50V DC ↘
HIGH POWER ↖
BLU-BRN 26-1200
BLU-RED 26-1200
BLU-ORG 26-1200
BLU-YEL #906 Bulb X1
BLU-GRN #906 Bulb X1
BLU-BLK
ORG-GRY 23-900
ORG-VIO 23-1100
GRY-YEL
BLU-YEL
3A Slo-Blo
FROM BLK-ORG AC Voltages 24v AC J11- P2 I/O BD.
24v DC 10A DPDT
N.O.
N.C.
COMM
N.U.
WHT
Relay Board (SPI: 520-5010-00)
Dr. Evil Motor Playfield (SPI: 041-5030-00)
Time Machine Motor Playfield (SPI: 041-5079-00)
Laser Beam Motor Playfield (SPI: 041-5081-00)
FROM YEL-BLK Voltage Outputs 24v AC J10- P10 I/O BD.
FROM RED Power Out +5v DC
FROM ORG Low Power +20v DC J6- P10 I/O BD.
FROM BRN Low Power +20v DC J7- P1 I/O BD.
FROM WHT-RED Transformer 16v AC J17- P6 I/O BD.
BRIDGE 2 20V LOW CURRENT COILS
BRDG 2
GND
FROM RED-WHT Transformer 16v AC J17- P7 I/O BD.
5A Slo-Blo F7
FROM BLU-WHT Transformer 13v AC J17- P8 I/O BD.
BRIDGE 20 CONTROLLED LAMPS
BRDG 20
J13- P10 I/O BD.
FROM BLU LAMP COLUMNS +18v DC
FROM BLU-WHT Transformer 13v AC J17- P9 I/O BD.
8A Slo-Blo F22
FROM BLK-YEL AC Voltages IN 48v AC J11- P3 I/O BD.
7A Slo-Blo F6
BRIDGE 1 50V HIGH CURRENT COILS
BRDG 1
3A Slo-Blo F21
4A Slo-Blo F20
THIS GAME ONLY ENSURE F20 FUSE IS RATED 4A 250 S.B.
J11- P2 I/O BD.
FROM BLK-ORG AC Voltages IN 48v AC
J10- P3 I/O BD.
FOR MAGNET(S)
FROM VIO-YEL Voltage Outputs +50v DC
via I/O Pwr. Drv. Bd. F20 3A/4A Slo-Blo
FROM VIO-YEL Voltage Outputs +50v DC J10- P3 I/O BD.
Diode On Terminal Strip
MAGNET
BLK 20½-480 BLK
Terminal Strip
FROM RED-YEL Voltage Outputs +50v DC J10- P1 / P2 I/O BD.
Fuses are located under playfield NEAR assembly (See Section 5, Chapter 2, Playfield Wiring)
Q1-Q16 STP20N10L 110-0106-00
Q17-Q32 TIP122 110-0067-00
Note: All Coils require diodes. Some diodes may be located on Terminal Strips & not on the coil itself.
Diode On Terminal Strip
For the Playfield Terminal Strips, Fuses & Misc. Wiring Descriptions & Locations, see Section 5, Chapter 2, Playfield Wiring.
For the General Illumination (G.I.) Circuit Detailed Wiring Diagram, see Sec. 5, Chp. 2, Playfield Wiring.

Go To Lamp Menu

From the **DIAGNOSTICS MENU**, select the "LAMP" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Controlled lamps are configured in and 8 x 10 Matrix of Columns (Lamp Drives) and Rows (Lamp Returns) with up to 80 lamps possible. The Lamp Test Menu consists of four (4) parts: Single Lamp Test, Test All Lamps, Row Lamp Test and Column Lamp Test.

Single Lamp Test

To initiate, from the **LAMP MENU**, select the "ONE" *Icon* with either **Red** or **Green Button** and press the **Black Button**. Select either the "-" or "+" *Icons*. Start with the "+" *Icon* to start the manual Lamp Test from Column 1, Row 1, Lamp 1. Press the **Black Button** on the "+" *Icon*, as each lamp is selected, the lamp will light at it's location on the playfield as well as the display, indicating the Lamp Matrix Grid Position, lamp name with the corresponding number, Return (Row) Wire & Color, Drive (Column) Wire & Color, and associated drive transistors. Press the **Black Button** again to move forward in the test. To test and view a particular lamp, select the "RUN" *Icon* and press the **Black Button**. Each time the **Black Button** is pushed, the lamp will light-up on the playfield, with the display indicating the lamp information. Continue with the same procedure to run through the entire test.

Test All Lamps

To initiate, from the **LAMP MENU**, select the "ALL" *Icon* with either **Red** or **Green Button** and press the **Black Button**. If still in Single Lamp Test *(or any 1 of the 4 tests)*, select the "PREV" *Icon* to return to Lamp Menu or selecting either of the "ARROW" *Icons* will move through the tests, keep activating until Test All Lamps is displayed. The display will indicate "ALL LAMPS ON" and the lamps on the playfield will be lit, alternating between the rows in the Lamp Matrix Grid.

Row & Column Lamp Tests

To initiate, from the **LAMP MENU**, select the "ROW" or "COL" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black Button**. If still in a previous test, select the "PREV" *Icon* to return to Lamp Menu or selecting either of the "ARROW" *Icons* will move through the tests, keep activating until Row or Column Lamp Test (whichever desired) is displayed. In this test, each set of lamps in each Row or Column of the Lamp Matrix Grid (respective to each test) will light-up on the playfield and is indicated in the display.

LAMP MATRIX GRID

D iode O n T erminal S trip :

Row (GND) \ Column (18v)	1: U17 YEL-BRN J13-P9	2: U16 YEL-RED J13-P8	3: U15 YEL-ORG J13-P7	4: U14 YEL-BLK J13-P6	5: U13 YEL-GRN J13-P5	6: U12 YEL-BLU J13-P4	7: U11 YEL-VIO J13-P3	8: U10 YEL-GRY J13-P1
1: Q33 RED-BRN J12-P1	MINI ME 1 (BOTTOM) #555 Bulb 1	MINI ME 2 #555 Bulb 2	MINI ME 3 #555 Bulb 3	MINI ME 4 (TOP) #555 Bulb 4	IVANA #555 Bulb 5	ALOTTA #555 Bulb 6	SPECIAL #555 Bulb 7	MYSTERY #44 Bulb 8
2: Q34 RED-BLK J12-P2	(**M**) OJO #44 Bulb 9	M (**O**) JO #44 Bulb 10	MO (**J**) O #44 Bulb 11	MOJ (**O**) #44 Bulb 12	LEFT BUMPER #555 Bulb 13	RIGHT BUMPER #555 Bulb 14	BOTTOM BUMPER #555 Bulb 15	SHOOT AGAIN BABY #555 Bulb 16
3: Q35 RED-ORG J12-P3	BONUS 1 #44 Bulb 17	BONUS 2 #44 Bulb 18	BONUS 3 #555 Bulb 19	BONUS 4 #555 Bulb 20	BONUS 5 #555 Bulb 21	BONUS 10 #555 Bulb 22	BONUS 25 #555 Bulb 23	BONUS 50 #44 Bulb 24
4: Q36 RED-YEL J12-P4	BONUS 75 #44 Bulb 25	BONUS 100 #555 Bulb 26	BONUS 200 #555 Bulb 27	BONUS 300 #555 Bulb 28	BONUS 400 #555 Bulb 29	BONUS 500 #555 Bulb 30	BONUS 1000 #555 Bulb 31	BONUS HELD #555 Bulb 32
5: Q37 RED-GRN J12-P5	(**A**) P #44 Bulb 33	A (**P**) #44 Bulb 34	EVIL HENCHMEN #555 Bulb 35	SUB DRILL #555 Bulb 36	TIME MACHINE #555 Bulb 37	LASER BEAM #555 Bulb 38	FAT BASTARD #555 Bulb 39	MINI ME #555 Bulb 40
6: Q38 RED-BLU J12-P6	TOILET 1 (BOTTOM) #555 Bulb 41	TOILET 2 #555 Bulb 42	TOILET 3 #555 Bulb 43	TOILET 4 (TOP) #555 Bulb 44	(**S**) HAG #555 Bulb 45	S (**H**) AG #555 Bulb 46	SH (**A**) G #555 Bulb 47	SHA (**G**) #555 Bulb 48
7: Q39 RED-VIO J12-P8	LASER BEAM 1 (BOTTOM) #555 Bulb 49	LASER BEAM 2 #44 Bulb 50	LASER BEAM 3 #44 Bulb 51	LASER BEAM 4 (TOP) #44 Bulb 52	FIRE BUTTON #555 Bulb 53	DR. EVIL SPOT-LIGHT X2 #555 Bulbs 54	NOT USED 55	NOT USED 56
8: Q40 RED-GRY J12-P9	TIME MACHINE 1 (BOTTOM) #555 Bulb 57	TIME MACHINE 2 #555 Bulb 58	TIME MACHINE 3 #555 Bulb 59	TIME MACHINE 4 (TOP) #555 Bulb 60	MOON BASE #555 Bulb 61	VIRTUCON #555 Bulb 62	MOJO #555 Bulb 63	EXTRA BALL #44 Bulb 64
9: Q41 RED-WHT J12-P10	SUB DRILL 1 (BOTTOM) #555 Bulb 65	SUB DRILL 2 #555 Bulb 66	SUB DRILL 3 #555 Bulb 67	SUB DRILL 4 (TOP) #555 Bulb 68	NOT USED 69	NOT USED 70	NOT USED 71	NOT USED 72
10: Q42 RED J12-P11	EVIL HENCHMEN 1 (BOT) #555 Bulb 73	EVIL HENCHMEN 2 #555 Bulb 74	EVIL HENCHMEN 3 #555 Bulb 75	EVIL HENCHMEN 4 (TOP) #555 Bulb 76	NOT USED 77	NOT USED 78	NOT USED 79	NOT USED 80

Lamp Matrix Grid Locations

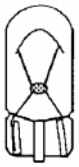
The lamp locations correspond with the Lamp Nº in the Lamp Matrix Grid on the previous page.

Legend Note:

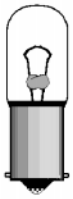
☐ = Lamps mounted above playfield.

■ = Lamps mounted below playfield.

The following Bulbs are used in the Lamp Matrix Grid (See Table Grid on previous page for details):

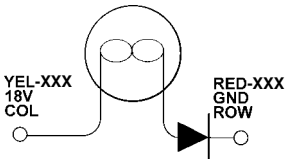


#555 Bulb (Wedge)
165-5002-00

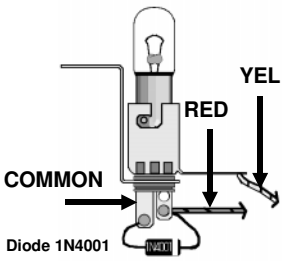


#44 Bulb (Bayonet)
165-5000-44

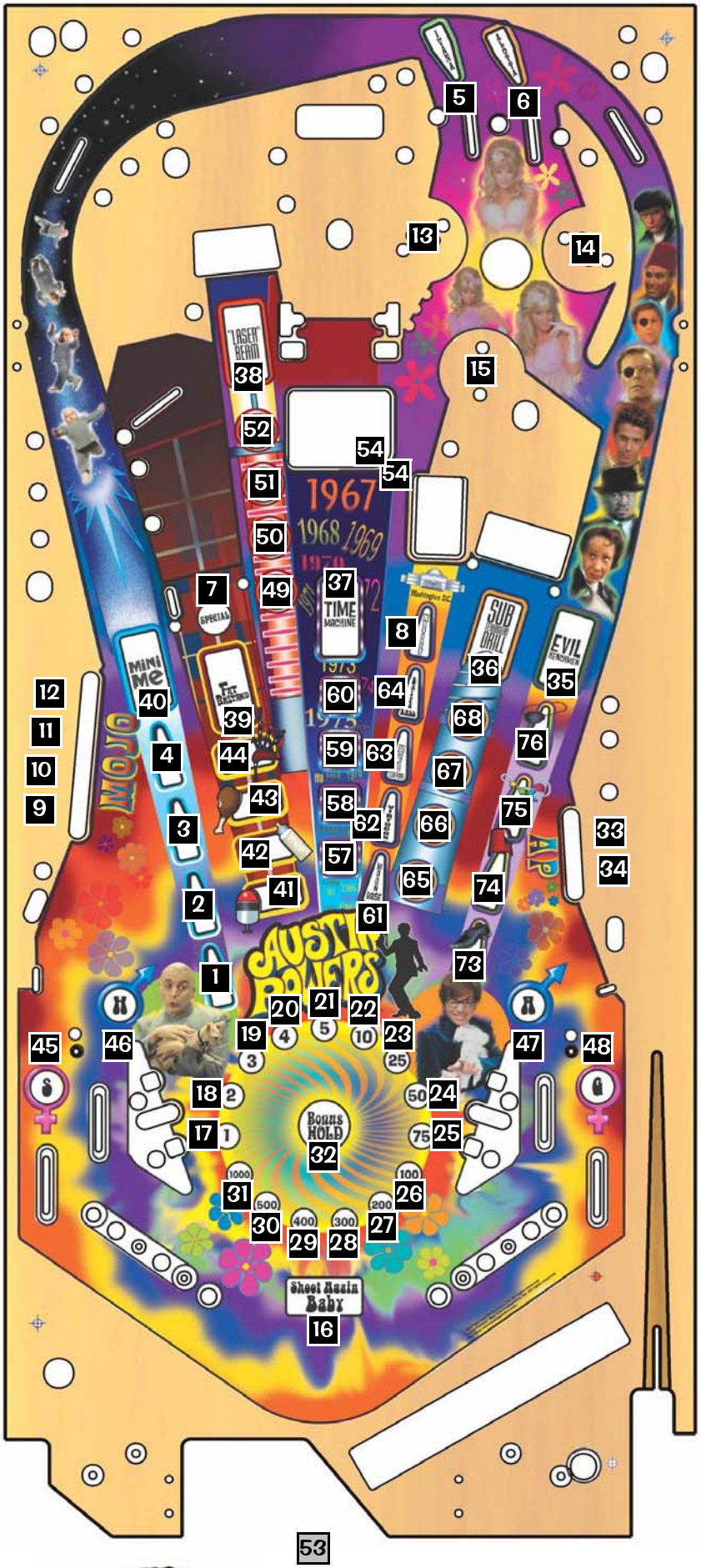
Typical Lamp Schematic



Typical Lamp Wiring



Note:
All Lamps require diodes. Some diodes are located on Terminal Strips (under the playfield) and not on the lamp itself. **DOTS: D**iode **O**n **T**erminal **S**trip



Test Flash Lamps

From the **DIAGNOSTICS MENU**, select the "FLASH" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. After selecting this *Icon* the display will indicate "CYCLING FLASHERS" and all the Flash Lamps will cycle continuously until the test is exited. This test is allows the technician to easily spot any burned-out bulbs and replace them. Flashers tested are Flash Lamps in Positions: **Q1-Q32** and in this game Flash Lamp(s) are in Position(s): **Q5-6**, **Q12-13** & **Q25-32**.

Important: The **Power Interlock Switch** must be pulled out for this *test to function* while the **Coin Door** is **OPEN**.

Clear Ball Trough

From the **DIAGNOSTICS MENU**, select the "CLR" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. This 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. After selecting this *Icon* the display will show a graphic of the ball trough with balls in the trough with it's corresponding switch number. Select the "RUN" *Icon* to eject the ball in the first position. Simultaneously, the display and the playfield will eject the ball to the Trough Up-Kicker, eject from the Trough Up-Kicker into the Shooter Lane and will be ejected onto the playfield where the technician can easily retrieve the pinball or allow the ball(s) to re-enter the trough to continue Clear Ball Trough Test. ***Important:*** The **Power Interlock Switch** must be pulled out. ⚠ **Caution:** *Continuous use of above test may overheat the Trough Up-Kicker Coil.* ⚠

Technician Alert

From the **DIAGNOSTICS MENU**, select the "TECH" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. After selecting this *Icon* the display will indicate if there are any faulty switches (i.e., switches that are normally closed but remain open or open switches that have not been closed (activated) in 50 games.)

Service Phone

From the **DIAGNOSTICS MENU**, select the "SERV" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. After selecting this *Icon* the display will indicate a phone number to call if technical assistance is required.

Begin Play Test

From the **DIAGNOSTICS MENU**, select the "PLAY" *Icon* with either **Red "LEFT"** or **Green "RIGHT"** Button and press the **Black "ENTER" Button**. After selecting this *Icon* the technician can test certain play functions to insure all switch activated coils function without entering game play. For example, by rolling the ball over the Shooter Lane switch, the Autoplunger should fire. If it kicks to early or too late, the switch actuator should be adjusted to compensate for this error. If it fails to fire, use the Switch Test or Coil Test to help determine the cause of the failure. During this function, similar tests may be performed on the "Ejects", Slingshots, Vertical Up-Kickers, Pop Bumpers, etc. in the game. For unique Play Test functions, select the "GAME SPECIFIC" *Icon* in the **DIAGNOSTICS MENU**. ***Important:*** The **Power Interlock Switch** must be pulled out.

Fire Knocker

From the **DIAGNOSTICS MENU**, select the "KNOCKER" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The digitally mastered "Knocker" is sounded.

Sound / Speaker Test

From the **DIAGNOSTICS MENU**, select the "SPKR" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The BSMT 2000 Sound System produces true digital stereo sound from Backbox & Cabinet Speakers or *"Mono"* on the Cabinet Speaker (when used by itself). After selecting this *Icon*, select the "-" or "+" *Icons* and press the **Black "ENTER" Button** to activate the first test. Repeat to visually see & hear all tests. Select the "RUN" *Icon* to activate the test chosen without moving to the next test.

Note: *During Sound Tests, the display shows the speaker identification and the corresponding sound(s). The sound functions allow verification that both channels are functioning properly & that the speaker connections are correct.*

Sound / Speaker Test Continued Next Page

Speaker Phase Testing

Continued

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 test to cycle through the Backbox & Cabinet, and Backbox Sine (repeated) functions. If the Cabinet Sine produces more volume and bass than the Left Sine, the speakers are connected properly. If it produces the same or less, one speaker is connected improperly. To isolate and correct reversed speaker connections, one of two methods may be used.

1. Check each speaker for polarity markings. If the speakers have polarity markings, verify that the Backbox Speaker RED/WHT Wire and the Cabinet Speaker YEL/WHT Wire is connected to the negative (-) terminal.

2. Disconnect the speaker output connector from the CPU / Sound Board and connect a 1.5-volt battery across each speaker pair one at a time while observing the speakers. Make sure the positive battery terminal is connected to the positive lead (CN4, Pin-3 (RED/BLK) or Pin-6 (YEL/BLK)) each time. As the connection is made, check speaker cone movement; proper connections are indicated by outward movement.

Auto / Manual Tests	Sounds Produced
Speaker Test	**Tone**
Sound/OPSYS EPROM (Loc. U7)	**Level 1-3+ (Music Test)**
Voice ROMs: 1 (U17) 2 (U21) 3 (U36) 4 (U37)	**Speech Pattern 1-3+**

Note: For ROM Locations, see Page* DR. ❶*. For ROM Usage (Summary Table) see Page* DR. ❸ *in the "Find-It-In-Front: Dr. Pinball Section". Voice ROMs (U17, U21, U36 & U37) which are 8MB must have a Jumper at W6 on the CPU/Sound Board to function properly.

Begin Burn In

From the **DIAGNOSTICS MENU**, select the "BURN" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. After selecting this *Icon* the Begin Burn-In Test will start. At this stage the game will exercise all CPU I/O Functions (Dot Matrix Display Test, Coil Testing, Lamp Testing, Sound, etc.). This is provided to constantly exercise sounds, coils, etc... Cumulative Burn-In minutes will be displayed. To reset Burn-In minutes to 00, select the "RESET" *Icon* in the **MAIN MENU** and select the "FACT" *Icon* (Factory Reset). See Chapter 5, Go To Reset Menu, of this section.

Dot Matrix Test

From the **DIAGNOSTICS MENU**, select the "DOT TEST" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. After selecting this *Icon* the Dot Matrix Test immediately begins. The display will immediately illuminate & cycle for 1 pass of each test continuously for each of the following tests:

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.
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.
3.	Illuminates all the dots, except for one column from left to right.
4.	Illuminates all the dots, except for one row from top to bottom.
5.	Illuminates every other dot lit, in both the rows and columns.
6.	Illuminates all dots at 30%, 70% & 100% brightness.

Note: Pressing any button will exit the test & return to **DIAGNOSTICS MENU**.

Dot Matrix Display Explained

The display utilizes a Micro-Processor Control Board mounted in piggyback fashion to the Dot Matrix Display (128 X 32) Driver Board. The purpose behind this board is to provide more information to the operator as well as displaying graphics to the player.

The board is controlled by a 6809E Microprocessor and its personality ROM (Unique to the Game). It receives Data, Reset & Clock Information from the CPU/Sound Board via the ribbon cable and sends back multiple Status and Busy Signals to the CPU. This is to insure synchronized communication between the CPU and the Display Controller Board. The Drivers for the rows and columns are provided on 5 surface mounted integrated circuits on the Dot Matrix Display Driver Board.

Austin Specific

To initiate, from the **DIAGNOSTICS MENU**, select the "A.P." *Icon* with either the **Red "LT"** or **Green "RT" Button** (the **FLIPPER Buttons** operates in the same manner) & press the **Black "ENTER" Button** (the **START Button** operates in the same manner).

This will bring up the **AUSTIN SPECIFIC MENU**. This Sub-Menu is used to test the operation of the **Time Machine Motor & Magnet with the Time Machine Ramp Switches** ("TIME" *Icon*); **Dr. Evil Target Up/Down Motor & Switches** ("DR. E" *Icon*); **Laser Beam Motor & Switches** ("LASER" *Icon*). To initiate, from the **AUSTIN SPECIFIC MENU**, select one of the 3 *Icons* with either the **Red "LEFT"** or **Green "RIGHT" Button** (the **LEFT** and **RIGHT FLIPPER Buttons** operates in the same manner) and press the **Black "ENTER" Button** (the **START Button** operates in the same manner). After finishing the Test, select the "PREV" *Icon* to return to the Sub-Menu or select either of the ">>" *Icon* to slip between the 3 Testing Menus.

CAUTION: Beware of MOVING PARTS!

Important: The **Power Interlock Switch** must be pulled out for the motors function while the **Coin Door** is **OPEN**.

Time Machine Test

Selecting the"TIME" *Icon* will bring up the **TIME MACHINE TEST MENU**. This test is provided to allow a method of testing the **Center Ramp OPTO (Sw. 35)** & **Center Ramp Enter (Sw. 18)**, **Motor Operation (Q20)** and **Magnet Operation (Q14)**. Upon entering the test, the **Time Machine Motor (Q20)** will begin to run. *With ball-in-hand, roll onto the ramp.* As the **OPTO Switch (Sw. 35)** is closed the ☐ box will turn solid ■; as the **Rollover Switch (Sw. 18)** is closed the ☐ box will turn solid ■. This indicates the switches are working properly. The **Magnet (Q14)** is pulsed *(when the OPTO Switch is closed)* and will grab the ball and throw it back *(Note: This can vary depending how long the magnet is being pulsed; it may let the ball pass through and drop out in the rear.)*. The motor will stop running after this Test Menu is exited.

Dr. Evil Test

Selecting the"DR. E" *Icon* will bring up the **DR. EVIL TEST MENU**. This test is provided to allow a method of testing the **Dr. Evil Top (Sw. 22)**, **Dr. Evil Bottom (Sw. 23), Dr. Evil Bash (Sw. 24)** and **Motor Operation (Q19)**. Upon entering the test, the **Dr. Evil Bottom Switch (Sw. 23)** is closed ■. Select either the "PULSE" or "RUN" *Icons* to activate the **Motor (Q19)** *(Note: Selecting Run will automatically bring the motor into the up position and stop).* As the motor turns and brings up the **Dr. Evil Target**, the **Sw. 23** box ■ will turn ☐ and the **Sw. 22 box** ☐ will turn solid ■. This indicates the switches are working properly. *With ball-in-hand, roll the ball into the **Dr. Evil Target** and note if **Sw. 24** is being closed* (☐ will turn solid ■). *(Note: The Dr. Evil Target will automatically return to the down position after exiting the Portals Menu.*)

Laser Beam Test

Selecting the "LASER" *Icon* will bring up the **LASER BEAM TEST MENU**. This test is provided to allow a method of testing the **Laser Beam Home (Sw. 43)**, **Laser Beam Enable (Sw. 44)**, **Laser Beam Loaded (Sw. 45)**, **Motor Operation (Q21)** and **Coil Operation (Q4)**. Upon entering the test, the **Laser Beam Home Switch (Sw. 43)** is closed ■. Select the "RUN" *Icon* to activate the **Motor (Q21)** *(Note: Selecting Run will automatically cycle the motor from Home, full out, and return Home).* As the motor turns out the ***Laser***, the **Sw. 43** box ■ will turn ☐ and the **Sw. 44 box** ☐ will turn solid ■. This indicates the switches are working properly. *With ball-in-hand, roll the ball into the **Laser Beam Ball Trough from the Left Plastic Ramp** and note if **Sw. 45** is being closed* (☐ will turn solid ■).

***CAUTION:** Upon switch closure of the **Laser Beam Loaded (Sw. 45)**, the **Motor (Q21)** will cycle and the **Laser Beam Eject (Q4)** will pulse. Be careful of moving parts and flying pinball if loaded!).*

For more details of the Switches & Coils (Part №s & views) tested on this page, see Sec. 4, Chp. 2, Drawings...

Dr. Pinball (Flow Chart Menus)

To initiate, from the **DIAGNOSTICS MENU**, select the Cross "DR." *Icon* with either the **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. This will bring you (the operator / technician) into **DR. PINBALL** (Flow Chart Menus) which offers you a choice of three sub-menus: Coil "DR.," Switch "DR." and Lamp "DR." *Icons.* Selecting a particular sub-menu will give you a choice of which specific Coil (any and all coil assemblies such as Flippers, VUKs, Magnets, etc.), Switch or Lamp circuit needs to be diagnosed. The display will now ask a question or give a procedure to follow such as "Does the lamp turn on?" or "Check bridge rectifier BR-20, if short replace." When Dr. Pinball asks a question or request a procedure the Dr. will expect a response such as "NO" or "YES" (see below examples of the *Mini-Icons* which will prompt the operator). You the operator/technician must respond by using your **Flipper Buttons** to "SELECT" a *Mini-Icon* and the **Start Button** to "ENTER" your selection.

The following are the *Mini-Icons* with explanations for the Dr. Pinball Sub-Menus to follow:

→ Select a Coil, Lamp or Switch to diagnose with "-" or "+" *Icon*; Then select the "RUN" *Icon* to activate the choice.
"PREV" goes back to previous question.
"QUIT" exits Portals completely.
Help "?" gives direction on button usage.

→ Seen when a question is being asked on the Display. Select "YES" or "NO" to answer the question given.
"END" lets you select a new item to test.
"PREV", "QUIT" and "?" (see first example above).

→ Seen when diagnosis is given. Select any *Icon* for your next step.
"END" lets you select a new item to test.
"PREV", "QUIT" and "?" (see first example above).

→ In Coil Flow Chart Menu, select "PULSE" to pulse the coil selected.
"END" lets you select a new item to test.
"PREV", "QUIT" and "?" (see first example above).

Coil Flow Chart

To initiate, from the **DR. PINBALL MENU**, select the Coil "DR." *Icon* with either the **Red** or **Green Button** and press the **Black Button**. This is the Coil Flow Chart. Follow the questions, answering by using the *Mini-Icons* in the display.

Switch Flow Chart

To initiate, from the **DR. PINBALL MENU**, select the Switch "DR." *Icon* with either the **Red** or **Green Button** and press the **Black Button**. This is the Switch Flow Chart. Follow the questions, answering by using the *Mini-Icons* in the display.

Lamp Flow Chart

To initiate, from the **DR. PINBALL MENU**, select the Lamp "DR." *Icon* with either the **Red** or **Green Button** and press the **Black Button**. This is the Lamp Flow Chart. Follow the questions, answering by using the *Mini-Icons* in the display.

Pinball Game Audit Table

What's the current Replay Score Level?

CPU version: ____.____

DISPLAY ver.: ____.____

LOCATION: _____

DATE: ____/____/____

AUDITOR: _____

Copy for Field Audit Tracking Performance *(Use blank boxes to fill-in Audit Information).*

01 thru 12

01: Total Paid Credits	03: Average Ball Time	05: Coins Thru Left Slot	07: Coins Thru Center Slot	09: Total Coins	11: Meter Clicks
02: Free Game Percentage	04: Average Game Time	06: Coins Thru Right Slot	08: Coins Thru 4th Slot	10: Total Earnings	12: Software Meter

13 thru 55

13: Total Balls Played	14: Total Extra Balls	15: Extra Ball Percent	16: Replay 1 Awards	17: Replay 2+ Awards

18: Total Replays	19: Replay Percent	20: Total Specials	21: Special Percent	22: Total Matches	23: High Score Awards	24: High Score Percent

25: Total Free Plays	26: Total Plays	27: 0—19.9m Scores	28: 20m—49.9m Scores	29: 50m—69.9m Scores	30: 70m—99.9m Scores	31: 100m—129.9m Scores

32: 130m+ Scores	33: Average Scores	34: Service Credits	35: Ball Search Started	36: Lost Ball Feeds	37: Lost Ball Game Starts	38: Left Drains

39: Center Drains	40: Right Drains	41: Slam Tilts	42: Total Balls Saved	Proprietary (43)	Proprietary (44)	Proprietary (45)

Proprietary (46)	Proprietary (47)	Proprietary (48)	Proprietary (49)	Proprietary (50)	Proprietary (51)	52: Left Flipper Used

53: Right Flipper Used	Proprietary (54)	Proprietary (55)

56 thru 173

56: Left Orbits	57: Right Orbits	58: Left Ramps	59: Right Ramps	60: Toilet Shots	61: Time Machine Shots	62: Scoop Arrivals	63: MOJO Targets Hit	64: Ramp Targets Hit	65: AP Targets Hit	66: Spinner Spins	67: Pop Bumper Hits	68: Left Return Lanes	69: Right Return Lanes	70: Dr. Evil Hits	71: Skill Shots Made	72: Skill Shots Missed
73: Super Skill Made	74: Super Skill Missed	75: Skill Shot Balks	76: MOJO Completions	77: MOJO Lit	78: MOJO Starts	79: 2+ MOJO Starts	80: MOJO Jackpots	81: MOJO Super Jackpots	82: Mystery Lit	83: Mystery Awards	84: SHAG Lanes Complete	85: Super Pop Hits	86: EB Lit from SHAG	87: EB Lit from Games	88: EB Lit from FB MB	89: EB Lit from Mystery	90: 1 MINI ME Shot	91: 2 MINI ME Shots
92: MINI ME Lit	93: MINI ME Starts	94: 2+ MINI ME Starts	95: MINI ME Jackpots	96: MINI ME Complete	97: 1 Fat Bast Shot	98: 2 Fat Bast Shots	99: Fat Bast Lit	100: Fat Bast Starts	101: 2+ Fat Bast Starts	102: Fat Bast Jackpots	103: Fat Bast Super JPS	104: Fat Bast Complete	105: 1 Laser Beam Shot	106: 2 Laser Beam Shots	107: Laser Beam Lit	108: Laser Beam Starts	109: 2+ Laser Beam Starts	110: Laser Beam Jackpots
111: Laser Beam Complete	112: 1 Time Machine Shot	113: 2 Time Machine Shots	114: Time Machine Lit	115: Time Machine Starts	116: 2+ Time Machine Starts	117: Time Machine Jackpots	118: Time Machine Super JPS	119: Time Machine Complete	120: 1 Drill Shot	121: 2 Drill Shots	122: Drill Lit	123: Drill Starts	124: 2+ Drill Starts	125: Drill Jackpots	126: Drill Complete	127: 1 Henchmen Shot	128: 2 Henchmen Shots	129: Henchmen Lit
130: Henchmen Starts	131: 2+ Henchmen Starts	132: Henchmen Jackpots	133: Henchmen Complete	134: 1 Game Started	135: 2 Games Started	136: 3 Games Started	137: 4 Games Started	138: 5 Games Started	139: Virtucon Lit	140: Virtucon Starts	141: 2+ Virtucon Starts	142: Virtucon Jackpots	143: Virtucon Super JPS	144: 1 Game Completed	145: 2 Games Completed	146: 3 Games Completed	147: 4 Games Completed	148: 5 Games Completed
149: Moon Base MB Lit	150: Moon Base Starts	151: 2+ Moon Base Starts	152: Moon Base Jackpots	153: Moon Base Super JPS	154: Bonus 2X	155: Bonus 3X	156: Bonus 4X	157: Bonus 5X	158: Bonus 10X	159: Bonus 25X	160: Bonus 50X	161: Bonus X Maxed Awards	162: Total Bonus X Awards	163: 25 Flowers	164: 50 Flowers	165: 75 Flowers	166: 100 Flowers	167: 200 Flowers
168: 300 Flowers	169: 400 Flowers	170: 500 Flowers	171: 1000 Flowers	172: Total Flowers	173: Sneak-Ins	

Go To Audits Menu

Overview

The **Portals™ Service Menu System** provides 173 Audit Functions for accounting purposes and for evaluation of *Game Difficulty Adjustments*. The Audit Functions are divided into 3 groups: • **Earnings (Coin) Audits**, are the first 12 most-used Audits • **S.P.I. Audits**, are the Game Play Generic Audits 13-55 • **Austin Powers™ Audits**, are the Game Play Specific Audits 56-173 (**Programming Use Only**); Audits left open (blank space *in gray*, e.g. Audits 43-51, 54 & 55) are currently ***Not Used,*** allowing for ***Future Expansion,*** if any, or are ***Proprietary***. If the code version is upgraded, view Audits in the display & write the audit(s) in the blank(s) if any audit(s) were added. Each group may be viewed in the **Portals™ Service Menu** (see Chapter 1, **Portals™ Service Menu Introduction**, of this Section). View all audits with the **Game Audit Table** provided on the previous page.

GO TO AUDITS MENU

With the game in the Attract Mode, open the Coin Door and press the **Black "BEGIN TEST" Button**. Select the "AUD" *Icon* in the **MAIN MENU** with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The **AUDITS MENU** appears.

Important Notes:

Exit any sub-menu and return to the **MAIN MENU** by selecting & activating the "PREV" *Icons*. If no *Icons* appear in the display because of a testing function or special display (e.g. "Help"), press any button to exit.

Selecting & activating the "QUIT" *Icon* from any display will exit the Service Session.

Selecting & activating the "HELP" *Icon* from any display will show a help screen. (An explanation of each *Mini-Icon* at that level will cycle continuously until any active button is pressed.)

Selecting & activating the "ARROW" *Icons* selects the next or previous audit in the group.

Earnings Audits (1-12)

From the **AUDITS MENU**, select the "EARN" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Select and activate the "RIGHT ARROW" *Icon* to view the 1st audit in this group. Continue to select either of the "ARROW" *Icons* to view each audit one at a time. The display will describe the audit number, the audit name, and the audit total or value. The current audit will remain in the display until the next audit is chosen or when the sub-menu is exited.

Au. Nº	Audit Name	Audit Definition
Au. 1	TOTAL PAID CREDITS	Provides the total number of paid credits.
Au. 2	FREE GAME PERCENTAGE	This percentage is derived from dividing Audit 25, Total Free Plays, by Audit 26, Total Plays.
Au. 3	AVERAGE BALL TIME	In seconds, the average ball time is derived from the total play time divided by Audit 13, Total Balls Played.
Au. 4	AVERAGE GAME TIME	The average game time is expressed in minutes and seconds.
Au. 5	COINS THRU LEFT SLOT	Provides the total number of times Coin Switch (Sw. 6) was closed.
Au. 6	COINS THRU RIGHT SLOT	Provides the total number of times Coin Switch (Sw. 4) was closed.
Au. 7	COINS THRU CENTER SLOT	Provides the total number of times Coin Switch (Sw. 5) was closed.
Au. 8	COINS THRU 4TH SLOT	Provides the total number of times Coin Switch (Sw. 2) was closed.
Au. 9	TOTAL COINS	Provides the total amount of coins registered through all the slots.
Au. 10	TOTAL EARNINGS	The total cash value accumulated since the last *Factory Restore* occurred (see Chapter 5, Go to Reset Menu, of this section).
Au. 11	METER CLICKS	Provides the total number of money clicks accumulated. (Based on the country's lowest coin denomination used for the game credit.)
Au. 12	SOFTWARE METER	Provides the continuing total of Meter Clicks. This audit cannot be reset; the display shows the constant addition of Meter Clicks.

S.P.I. Audits (13-55)

From the **AUDITS MENU**, select the "S.P.I." *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Select and activate the "RIGHT ARROW" *Icon* to view the 1st audit in this group. Continue to select either of the "ARROW" *Icons* to view each audit one at a time. The display will describe the audit number, the audit name, and the audit total or value. The current audit will remain in the display until the next audit is chosen or when the sub-menu is exited.

Au. Nº	Audit Name	Audit Definition
Au. 13	**TOTAL BALLS PLAYED**	Provides the total number of regular and extra balls.
Au. 14	**TOTAL EXTRA BALLS**	Provides the total number of extra balls awarded.
Au. 15	**EXTRA BALLS PERCENT**	Provides the percentage total from dividing Audit 14, Total Extra Balls, by Audit 26, Total Plays.
Au. 16	**REPLAY 1 AWARDS**	Provides the total awards (Credit, Extra Ball, Or Audit) for level 1.
Au. 17	**REPLAY 2+ AWARDS**	Provides the total awards (Credit, Extra Ball, Or Audit) for level(s) 2 or higher.
Au. 18	**TOTAL REPLAYS**	Provides the total awards (Credits, Extra Balls, Or Audit Only) for exceeding replay score levels.
Au. 19	**REPLAY PERCENT**	Provides the percentage total from dividing Audit 18, Total Replays, by Audit 26, Total Plays. The percentage reflects replay total awards for exceeding replay score levels.
Au. 20	**TOTAL SPECIALS**	Provides the total awards (Credits, Extra Balls, Or Scores) for making specials.
Au. 21	**SPECIAL PERCENT**	This percentage is derived from dividing Audit 20, Total Specials, by Audit 26, Total Plays.
Au. 22	**TOTAL MATCHES**	Provides the 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% by Adjustment 11, Match Percentage, if enabled. (See Chapter 4, Go to Adjustments Menu, of this section.)
Au. 23	**HIGH SCORE AWARDS**	Provides the total credits awarded for exceeding the High-Score-To-Date scores.
Au. 24	**HIGH SCORE PERCENT**	This percentage is derived from dividing Audit 23, High Score Awards, by Audit 26, Total Plays.
Au. 25	**TOTAL FREE PLAYS**	Provides the total free credits for replays, High-Score-To-Date, Specials, and Match.
Au. 26	**TOTAL PLAYS**	This total is derived by adding the sum of Audit 1, Total Paid Credits, and Audit 25, Total Free Plays. Note that free credits are not recorded in the Audit until they are actually used.
Au. 27	**0—19.9M SCORES**	Provides the total number of games the Player's final score was between 0 and 19,900,000 points.
Au. 28	**20M—49.9M SCORES**	Provides the total number of games the Player's final score was between 20,000,000 and 49,900,000 points.
Au. 29	**50M—69.9M SCORES**	Provides the total number of games the Player's final score was between 50,000,000 and 69,900,000 points.
Au. 30	**70M—99.9M SCORES**	Provides the total number of games the Player's final score was between 70,000,000 and 99,900,000 points.
Au. 31	**100M—129.9M SCORES**	Provides the total number of games the Player's final score was between 100,000,000 and 129,900,000 points.
Au. 32	**130M+ SCORES**	Provides the total number of games the Player's final score was over 130,000,000 points.
Au. 33	**AVERAGE SCORES**	This total is derived from adding the Final Score of each game to a table and dividing this sum by Audit 26, Total Plays.
Au. 34	**SERVICE CREDITS**	Provides the total number of times Dedicated Switch (DS-7) was closed, not in the Portals™ Service Menu. (See Chapter 1, Introduction [*Access & Use*] for instructions on how to receive Service Credits.)
Au. 35	**BALL SEARCH STARTED**	Provides the total number of times the game performed a ball search.
Au. 36	**LOST BALL FEEDS**	Provides the total number of times the game added a ball to play when it could not find a ball after ball search.

S.P.I. Audits Continued.

Audit Name		Audit Definition
Au. 37	LOST BALL GAME STARTS	Provides the total number of times the game started with a ball missing from the ball trough at the start of a game.
Au. 38	LEFT DRAINS	Provides the total number of times Rollover Switch 57 was closed.
Au. 39	CENTER DRAINS	Provides the total number of times the game ball had drained with the last switch closed was not Sw. 57 or Sw. 60.
Au. 40	RIGHT DRAINS	Provides the total number of times Rollover Switch 60 was closed.
Au. 41	SLAM TILTS	Provides the total number of times Contact Switch 55 was closed.
Au. 42	TOTAL BALLS SAVED	Provides the total number of times this feature was used. This feature is enabled at the start of each ball and is disabled as soon as the ball makes contact with 5 game switches or allocated time expired.
Au. 43-Au. 51		These audits are ***Not Used***, allowing for ***Future Expansion***, if any, and/or ***Proprietary*** (used for programming).
Au. 52	LEFT FLIPPER USED	Provides the total number of times Dedicated Sw. (DS-1) was closed.
Au. 53	RIGHT FLIPPER USED	Provides the total number of times Dedicated Sw. (DS-3) was closed.
Au. 54-Au. 55		These audits are ***Not Used***, allowing for ***Future Expansion***, if any, and/or ***Proprietary*** (used for programming).

Austin Powers™ Audits (56-173)

Programming Use Only

From the **AUDITS MENU**, select the "A.P." *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Select and activate the "RIGHT ARROW" *Icon* to view the 1st audit in this group. Continue to select either of the "ARROW" *Icons* to view each audit one at a time. The display will describe the audit number, the audit name, and the audit total or value. The current audit will remain in the display until the next audit is chosen or when the sub-menu is exited. These Game Specific Audits are primarily used for programming. They provide the total number of times a feature was started, awarded, lit, played and/or completed. They also may indicate the total number of Switch Closures during certain modes or features. Multiple variations of switch closures (see Diagnostics) are used to determine the lighting and/or completion of the feature stated.

Au. Nº	Audit Name	Au. Nº	Audit Name
Au. 56	LEFT ORBITS	Au. 77	MOJO LIT
Au. 57	RIGHT ORBITS	Au. 78	MOJO STARTS
Au. 58	LEFT RAMPS	Au. 79	2+ MOJO STARTS
Au. 59	RIGHT RAMPS	Au. 80	MOJO JACKPOTS
Au. 60	TOILET SHOTS	Au. 81	MOJO SUPER JACKPOTS
Au. 61	TIME MACHINE SHOTS	Au. 82	MYSTERY LIT
Au. 62	SCOOP ARRIVALS	Au. 83	MYSTERY AWARDS
Au. 63	MOJO TARGETS HIT	Au. 84	SHAG LANES COMPLETE
Au. 64	RAMP TARGETS HIT	Au. 85	SUPER POP HITS
Au. 65	AP TARGETS HIT	Au. 86	EB LIT FROM SHAG
Au. 66	SPINNER SPINS	Au. 87	EB LIT FROM GAMES
Au. 67	POP BUMPER HITS	Au. 88	EB LIT FROM FB MB
Au. 68	LEFT RETURN LANES	Au. 89	EB LIT FROM MYSTERY
Au. 69	RIGHT RETURN LANES	Au. 90	1 MINI ME SHOT
Au. 70	DR. EVIL HITS	Au. 91	2 MINI ME SHOTS
Au. 71	SKILL SHOTS MADE	Au. 92	MINI ME LIT
Au. 72	SKILL SHOTS MISSED	Au. 93	MINI ME STARTS
Au. 73	SUPER SKILL MADE	Au. 94	2+ MINI ME STARTS
Au. 74	SUPER SKILL MISSED	Au. 95	MINI ME JACKPOTS
Au. 75	SKILL SHOT BALKS	Au. 96	MINI ME COMPLETE
Au. 76	MOJO COMPLETIONS	Au. 97	1 FAT BAST SHOT

Audit Name	Au. №	Audit Name
Au. 98	2 FAT BAST SHOTS	Au. 146	3 GAMES COMPLETED
Au. 99	FAT BAST LIT	Au. 147	4 GAMES COMPLETED
Au. 100	FAT BAST STARTS	Au. 148	5 GAMES COMPLETED
Au. 101	2+ FAT BAST STARTS	Au. 149	MOON BASE MB LIT
Au. 102	FAT BAST JACKPOTS	Au. 150	MOON BASE STARTS
Au. 103	FAT BAST SUPER JPS	Au. 151	2+ MOON BASE STARTS
Au. 104	FAT BAST COMPLETE	Au. 152	MOON BASE JACKPOTS
Au. 105	1 LASER BEAM SHOT	Au. 153	MOON BASE SUPER JPS
Au. 106	2 LASER BEAM SHOTS	Au. 154	BONUS 2X
Au. 107	LASER BEAM LIT	Au. 155	BONUS 3X
Au. 108	LASER BEAM STARTS	Au. 156	BONUS 4X
Au. 109	2+ LASER BEAM STARTS	Au. 157	BONUS 5X
Au. 110	LASER BEAM JACKPOTS	Au. 158	BONUS 10X
Au. 111	LASER BEAM COMPLETE	Au. 159	BONUS 25X
Au. 112	1 TIME MACHINE SHOT	Au. 160	BONUS 50X
Au. 113	2 TIME MACHINE SHOTS	Au. 161	BONUS X MAXED AWARDS
Au. 114	TIME MACHINE LIT	Au. 162	TOTAL BONUS X AWARDS
Au. 115	TIME MACHINE STARTS	Au. 163	25 FLOWERS
Au. 116	2+ TIME MACHINE STARTS	Au. 164	50 FLOWERS
Au. 117	TIME MACHINE JACKPOTS	Au. 165	75 FLOWERS
Au. 118	TIME MACHINE SUPER JPS	Au. 166	100 FLOWERS
Au. 119	TIME MACHINE COMPLETE	Au. 167	200 FLOWERS
Au. 120	1 DRILL SHOT	Au. 168	300 FLOWERS
Au. 121	2 DRILL SHOTS	Au. 169	400 FLOWERS
Au. 122	DRILL LIT	Au. 170	500 FLOWERS
Au. 123	DRILL STARTS	Au. 171	1000 FLOWERS
Au. 124	2+ DRILL STARTS	Au. 172	TOTAL FLOWERS
Au. 125	DRILL JACKPOTS	Au. 173	SNEAK-INS
Au. 126	DRILL COMPLETE		
Au. 127	1 HENCHMEN SHOT		
Au. 128	2 HENCHMEN SHOTS		
Au. 129	HENCHMEN LIT		
Au. 130	HENCHMEN STARTS		
Au. 131	2+ HENCHMEN STARTS		
Au. 132	HENCHMEN JACKPOTS		
Au. 133	HENCHMEN COMPLETE		
Au. 134	1 GAME STARTED		
Au. 135	2 GAMES STARTED		
Au. 136	3 GAMES STARTED		
Au. 137	4 GAMES STARTED		
Au. 138	5 GAMES STARTED		
Au. 139	VIRTUCON LIT		
Au. 140	VIRTUCON STARTS		
Au. 141	2+ VIRTUCON STARTS		
Au. 142	VIRTUCON JACKPOTS		
Au. 143	VIRTUCON SUPER JPS		
Au. 144	1 GAME COMPLETED		
Au. 145	2 GAMES COMPLETED		

Go To Printer Menu

From the **AUDITS MENU**, select the "PRNT" *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The **PRINTER MENU** appears.

☞ Special equipment is required for this Sub-Menu

The **Portals™ Service Menu System** provides 3 Audit Printing Adjustment Functions to print information on a "Hand-Held" printer, download game information to a Laptop PC or clear the printout count. A printer interface board, hand-held printer and/or a special software program is required to run this menu. Entering this menu and selection/activation of the *Icons* without this equipment/software will not affect the game.

Quick Printout (Printer Interface)

From the **PRINTER MENU**, select the "QUIK" *Icon* with either **Red** or **Green Button** and press the **Black Button**. Select the "+" *Icon* and press the **Black Button** to start the printout. Only the Earnings Audits can be printed out to a "Hand-Held" Printer.

Full Printout (Alison Interface Program)

From the **PRINTER MENU**, select the "ALISON" *Icon* with either **Red** or **Green Button** and press the **Black Button**. Select the "+" *Icon* and press the **Black Button** to start the download. A special software program & a Lap Top PC is required. All game audits (Earnings, S.P.I. & Game Specific) can be retrieved.

Reset Printer (Nº of Copies Printed Reset)

From the **PRINTER MENU**, select the "RESET" *Icon* with either **Red** or **Green Button** and press the **Black Button**. Select the "+" *Icon* and press the **Black Button** to start the clear the "Nº of copies printed" count total.

RESETTING AUDIT NOTES:

Audit Note: 1st Way to Reset Audits

To reset audits, from the **MAIN MENU**, select the "ADJ" *Icon*. See Chapter 4, Go to Adjustments Menu, of this section.

Select the "S.P.I." *Icon*, from the **ADJUSTMENT MENU**, and advance to Adj. 8, Reset Coin Audits, with the "RIGHT ARROW" *Icon*. Select the "+" *Icon* to change setting to **YES**. When enabled, the *Coin Audits* (5-11) will be reset to zero. Advance to Adj. 9, Reset Game Audits, with the "RIGHT ARROW" *Icon*. Select the "+" *Icon* to change setting to **YES**. When enabled, *all the audits* will be reset to zero, **except** for the *Coin Audits* (5-11) ***and*** Audit 12, Software Meter (the only audit which cannot be reset to zero).

Audit Note: 2nd Way to Reset Audits

To reset audits, from the **MAIN MENU**, select the "RESET" *Icon*. See Chapter 5, Go to Reset Menu, of this section.

Selection of the "COIN" *Icon*, from the **RESET MENU**, will reset the *Coin Audits* (5-11) to zero.

Selection of the "AUD" *Icon*, from the **RESET MENU**, will reset all audits to zero, **except** for the *Coin Audits* (5-11) ***and*** Audit 12, Software Meter (the only audit which cannot be reset to zero).

Pinball Game Adjustment Table

Some adjustments have a "Drop-Down" Table for further customization.

S.P.I. Adjustments 1-43

	Adjustment Name	USA Default	Your Setting		Adjustment Name	USA Default	Your Setting
1	REPLAYS: FIXED/AUTO ‡	...20%...		22	DEFAULT HIGH SCORE #2	400,000,000	
2	REPLAY LEVELS ‡	1 ...		23	DEFAULT HIGH SCORE #3	350,000,000	
3	REPLAY AWARD	CREDIT		24	DEFAULT HIGH SCORE #4	325,000,000	
4	FREE GAME LIMIT	05		25	DEFAULT HIGH SCORE #5	300,000,000	
5	EXTRA BALL LIMIT	09		26	HSTD RESET COUNT	2,000	
6	GAME DIFFICULTY ‡	MODERATE		27	HIGH SCORE INITIALS	3 Initials	
7	GAME PRICING ‡	USA3		28	FREE PLAY	NO	
8	RESET COIN AUDITS	NO		29	CUSTOM MESSAGE	ON	
9	RESET GAME AUDITS	NO		30	FLASH LAMP POWER	NORMAL	
10	RESET HIGH SCORES	NO		31	COIL PULSE POWER	NORMAL	
11	MATCH PERCENTAGE	10%		32	KNOCKER VOLUME	NORMAL	
12	BALLS PER GAME	03		33	GAME RESTART	YES	
13	TILT WARNINGS	01		34	EXTRA BALL PERCENTAGE	10%	
14	REPLAY BOOST	YES		35	BILL VALIDATOR	NO	
15	CREDIT LIMIT	30		36	TOURNAMENT MODE	NONE	
16	ALLOW HIGH SCORES	YES		37	BKGRND MUSIC VOLUME	01	
17	HIGH SCORE #1 AWARDS	01		38	FREEZE TIME	AUTO	
18	HIGH SCORE #2 AWARDS	00		39	FAST BONUS COUNTDOWN	YES	
19	HIGH SCORE #3 AWARDS	00		40	UK COIN MECH. TYPE	CURRENT:	
20	HIGH SCORE #4 AWARDS	00		41	UK POST SAVE ENABLED	NO	
21	DEFAULT HIGH SCORE #1	500,000,000		42	LOCATION ID	00	
				43	GAME ID	00	

PLEASE NOTE: All Factory Settings (Defaults) described in the tables above/below and within the Adjustment Definitions are for USA Settings only (CPU/Snd Bd. Dip Sw. 300 Settings 1-8 are all "OFF"). Different countries may have different Factory Settings (Defaults). ‡ Adj. 1, 2, 6 & 7 have "Drop-Down" Tables, see definitions.

Adj. 40 & 41 are utilized only for the UK, with UK Dip Switch Option Setting 2
*(See **DR.** ❸, in the front part of this manual.)*

Austin Powers™ Adjustments 44-60

	Adjustment Name	USA Default	Your Setting		Adjustment Name	USA Default	Your Setting
44	MINI-ME DIFFICULTY	MODERATE		52	ADULT SPEECH ENABLED	YES	
45	FAT BASTARD DIFFICULTY	MODERATE		53	LASER BEAM MTR ENABLED	YES	
46	LASER BEAM DIFFICULTY	MODERATE		54	DR. EVIL MOTOR ENABLED	YES	
47	TIME MACH. DIFFICULTY	MODERATE		55	TIME MACH. MTR ENABLED	YES	
48	SUB. DRILL DIFFICULTY	MODERATE		56	SHAG EXTRA BALL EVERY	04	
49	HENCHMEN DIFFICULTY	MODERATE		57	# GAMES FOR EB	04	
50	MYSTERY DIFFICULTY	MODERATE		58	EXTRA BALL MEMORY	ON	
51	MOJO DIFFICULTY	MODERATE		59	TIMED PLUNGER	OFF	
				60	WASHINGTON D.C. ENABLED	OFF	

Go To Adjustments Menu

Overview

The **Portals™ Service Menu System** provides **60** Adjustment Functions to vary game difficulty or to customize (e.g. Adjusting: High Score Levels; Balls per game; Game Pricing; Default High Scores; etc.). The Adjustment Functions are divided into 2 groups: • **S.P.I. Adjustments**, are the Game Play Generic Adjustments (1-43) • **Austin Powers™ Adjustments**, are the Game Play Specific Adjustments (**44-60**); Any Adjustment(s) left open or are currently *Not Used*, are allowing for Future Expansion, if any, or are Proprietary. If the code version is upgraded, view Adjustments in the display & write the adjustment(s) in the blank(s) if any adjustment(s) were added. Each group may be viewed manually after entering the **Portals™ Service Menu** (see Chapter 1, **Portals™ Service Menu Introduction**, of this Section). All adjustments can be viewed at a glance with the **Game Adjustment Table** provided on the previous page. If a value is changed, the display will indicate **REQUEST INSTALLED**.

Important: *The **Coin Door** must be **OPEN** allowing the **Memory Protect Switch** to be disabled so changes can be made.*

GO TO ADJUSTMENTS MENU

With the game in the Attract Mode, open the Coin Door and press the **Black "BEGIN TEST" Button**. Select the "ADJ" *Icon* in the **MAIN MENU** with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The **ADJUSTMENTS MENU** appears.

Important Notes:

Exit any sub-menu and return to the **MAIN MENU** by selecting & activating the "PREV" *Icons*. If no *Icons* appear in the display because of a testing function or special display (e.g. "Help"), press any button to exit.

Selecting & activating the "QUIT" *Icon* from any display will exit the Service Session.

Selecting & activating the "HELP" *Icon* from any display will show a help screen. (An explanation of each *Mini-Icon* at that level will cycle continuously until any active button is pressed.)

In Adjustments, selecting & activating the "-" *Icon* decrements the value setting. Selecting & activating the "+" *Icon* increments the value setting.

Selecting & activating the "ARROW" *Icons* selects the next or previous adj. in the group.

S.P.I. Adjustments (1-43)

From the **ADJUSTMENTS MENU**, select the "S.P.I." *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Select and activate the "RIGHT ARROW" *Icon* to view the 1st adjustment in this group. Continue to select either of the "ARROW" *Icons* to view each adjustment one at a time. Select either the "-" or "+" *Icons* to change the value, if desired. The display will describe the adjustment number, the adjustment name, and the adjustment total or value. The current adjustment will remain in the display until the next adjustment is chosen or when the sub-menu is exited.

Adj. Nº	Adjustment Name	Adjustment Definition
Adj. 1	**REPLAYS: FIXED / AUTO**	Set between **01% - 50%** and **Fixed** (0%) for Replay Levels. Default is **20%**. Four levels may be selected. Adjustments allow awarding of a credit or an extra ball as each level is exceeded. With the ***Autopercentage Feature***, if the actual replay percentage is higher or lower than that desired, the game will automatically adjust for the new recommended percentage score(s).
Adj. 2	**REPLAY LEVELS**	Set between **1 - 4** or **NONE** for the number of replay levels to be active. A "Drop-Down" Table appears (after selection of number of replay levels) showing Replay Level 1. Adjust Replay Level 1 between 10M - 9.99B. Adjust Replay Level 2, 3 and/or 4 respectively.
Adj. 3	**REPLAY AWARD**	Set for replays to award: **CREDIT, EXTRA BALL, NONE** or **SPECIAL** (When score threshold is achieved, a Playfield Special is lit.) Default is **CREDIT**.
Adj. 4	**FREE GAME LIMIT**	Set between **01 - 09** or **NO FREE GAMES**. Default is **05**. Adjust the maximum number of *Free Games* that may be accumulated per game.
Adj. 5	**EXTRA BALL LIMIT**	Set between **01 - 09** or **NO EXTRA BALLS**. Default is **09**. Adjust the maximum number of *Extra Balls* that may be accumulated per game.

Adjustment Name	Adjustment Definition

Adj. 6 GAME DIFFICULTY

Set to **EXTRA EASY**, **EASY**, **MODERATE, HARD** or **EXTRA HARD.** *(Note: Additional game features which are not adjusted may also change when adjusting this adjustment; see below table.)* Default is **MODERATE**. Any one of the ***INSTALL*** settings (in a "Drop-Down" Table) for this adjustment may be activated to automatically select settings for multiple adjustments affecting game difficulty. Select and activate the "-" or "+" *Icons* to choose the difficulty level required. After activation, the individual adjustments may be readjusted, if desired. Adjustments which typically automatically get changed when changing this adjustment are Game Specific with adjustments values of **EXTRA EASY**, **EASY**, **MODERATE**, **HARD**, **EXTRA HARD**, **ON** or **OFF**. After changing this adjustment, make note of it in the Table on Page 34 (in pencil), and check all Game Specific adjustments, noting all changes in the "Your Setting" Column. *Performing a Factory Reset will revert all adjustments back to the defaults.*

Play Rules: Novelty & 4-Ball, plus Add-A-Ball Settings

The following three combinations are recommended for situations where local laws restrict certain game features regarding the use of replays or the number of balls per game:

Novelty Play Rules - Set to establish recommended settings for no Free Play or Extra Balls:

Adj.	Adjustment Name	Setting	Adj.	Adjustment Name	Setting
1	Replays: Fixed/Auto	Fixed	5	Extra Ball Limit	00
2	Replay Levels	None	11	Match Percentage	Off
3	Replay Award	None	17	High Score #1 Awards	1
4	Free Game Limit	0	18	High Score #2 Awards	0

4-Ball Play Rules - Set to establish recommended settings for 4-Ball Play:

Adj.	Adjustment Name	Setting	Adj.	Adjustment Name	Setting
1	Replays: Fixed/Auto	07%	5	Extra Ball Limit	3
2	Replay Levels	1	11	Match Percentage	4
3	Replay Award	Credit	12	Balls Per Game	5
4	Free Game Limit	5	17	High Score #1 Awards	1
			18	High Score #2 Awards	0

Add-A-Ball Settings -To disable awarding of credits and provide awards with an Extra Ball:

Adj.	Adjustment Name	Setting	Adj.	Adjustment Name	Setting
3	Replay Award	Extra Ball	16	Allow High Scores	No
4	Free Game Limit	00	17-20	High Score #1 - #4 Awards	0
11	Match Percentage	Off			

Adj. 7 GAME PRICING

Set between **USA1** thru **UK6** or **CUSTOM**. Default is **USA3** *(foreign Game Pricing Options are in the Standard Pricing Select Table on the following pages)*. There are two methods available for coin switch programming: Standard & Custom. Standard pricing uses a single adjustment as seen in the first display. See the Standard Pricing Table. If "Custom" is selected, a "Drop-Down" Table appears. Select a pricing scheme shown in the Custom Pricing Table as seen below.

With Adjustment 7 set to **CUSTOM** operating the **Black "Enter" Button** again initiates a drop down menu representing coin switch pulses for the LEFT, CENTER, RIGHT and 4TH Coin Slots. The prescribed the number of pulses are required for 1 Credit. For example, if *Left Coin Pulses,* was set to 02 and *Coin Switch Pulses Required for 1 Credit*, to 01 a coin in the Left Slot would produce 2 Credits. Further, if *Left Coin Pulses,* was set to 01 and *Coin Switch Pulses Required for 1 Credit*, to 02, 2 Coins in the Left Slot would be required for 1 Credit.

Coin Switch Pulses Required for Bonus Credit may be set to post bonus credits when a minimum amount of coins are inserted at one time. For example, if *Left Coin Pulses* was set to 01, *Coin Switch Pulses Required for 1 Credit* to 01 and *Coin Switch Pulses Required for Bonus Credit* to 04, 1 Credit would be posted for each of the first 3 Coins in the Left Slot and 2 Credits for the 4th Coin.

S.P.I. Adjustment 7 Continues on the next page.

S.P.I. Adjustment 7 Continued.

Standard/Custom Pricing - Set for the desired pricing scheme from the Standard Pricing Table as indicated on the Dot Matrix Display. For Custom Pricing, set to **CUSTOM**. When set to **CUSTOM**, the following adjustments are utilized to tailor each individual coin chute:

Left Coin Switch Pulses	Set the number of pulses registered for closure of the Left Coin Switch; **00** to **99**.
Right Coin Switch Pulses	Set the number of pulses registered for closure of the Right Coin Switch; **00** to **99**.
Center Coin Switch Pulses	Set the number of pulses registered for closure of the Center Coin Switch; **00** to **99**.
4th Coin Switch Pulses	Set the number of pulses registered for closure of the Fourth Coin Switch; **00** to **99**.
Coin Switch Pulses Required for 1 Credit	Set the number of pulses required to post one credit; **00** to **99**.
Coin Switch Pulses Required for Bonus Credit	Set the number of pulses required to award the 1st Bonus credit(s); **00** to **99**.
Coin Sw. Pulses Req. for 2nd Bonus Credit	Set the number of pulses required to award the 2nd Bonus credit; **00** to **99**.
Credits awarded for 1st Bonus	Set the number of credits awarded for achieving the first Bonus level; **00** to **99**.

Custom Pricing Table

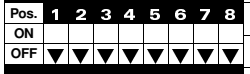
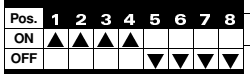
Coin Mechanisms					<<< Adjustments >>>							
LEFT	CENTER	RIGHT	4TH	*Plays/Coins*	LEFT Pulses	CENTER Pulses	RIGHT Pulses	4TH Pulses	Pulses /Credit	Pulses /Bonus	Pulses /2nd Bonus	Credit /1st Bonus
25¢	$1.00	25¢	N/U	1/25¢ 3/50¢	01	04	01	00	01	02	00	01
				1/25¢ 5/$1.00	01	04	01	00	01	04	00	01
				1/25¢ 6/$1.00	05	20	05	00	04	20	00	01
5*SCH*	10*SCH*	10*SCH*	N/U	1/10 S	01	02	02	00	02	00	00	00
				1/10 S 4/30 S	04	08	08	00	06	00	00	00
10*p*	50*p*	£1	20*p*	1/30*p* 2/50*p* 5/£1	01	06	15	02	03	00	00	00
				1/50*p* 3/£1	01	05	15	02	05	00	00	00
				1/30*p* 4/£1	01	05	12	02	03	00	00	00
20¢	N/U	$1.00	N/U	1/60¢ 2/$1.00	01	00	05	00	03	05	00	01

Below and the following page is the **Standard Pricing Select Table** for the individual countries listed. The *Pricing Scheme* is determined in two ways - **1:** The CPU/Sound Board Dip Switch (Sw. 300) Setting; and, **2:** The Country Setting Option. For each country listed, the Dip Switch Setting is shown (Column 1). At this time, not all countries have a *unique* Dip Switch Setting. For the countries without a unique setting, the USA Setting (or all positions in the "OFF" position) is used. In lieu of determining the best *Pricing Scheme* for your location, "pre-sets" were made available which would best suit any given situation. If the Factory Default setting is not the selection you feel is best for your location, choose any of the other pre-set settings. If any of these settings do not suit your needs, then **CUSTOM PRICING** will need to be accomplished (however, any "custom" changes made here will be lost after a **FACTORY RESET** so it is suggested to write down your unique set-up).

The Standard Pricing Select Table Explained:

Column 1: CPU/Sound Board Dip Switch 300 Settings: (self-explanatory). **Column 2:** Country Setting Option: The different available pre-sets are listed. **Columns 3-6:** Coin Mechanisms - These show the coinage through the available slots on the Coin Doors. Different countries use different Coin Doors. For example, USA style Coin Doors, which have only 2 coin acceptors (left & right) may utilize the "Center" slot cable for an optional Bill Validator. Different Coin Doors may have up to 4 coin acceptors. **Columns 7-10:** Pricing Scheme Explained - Shows the number of plays received for the monies required determined by the setting selected.

Standard Pricing Select Table

CPU/SOUND BOARD DIP SWITCH 300 SETTINGS	COUNTRY SETTING OPTION	Coin Mechanisms — COINS THRU ... SLOT: LEFT	CENTER	RIGHT	4TH	Pricing Scheme Explained — *Number of "Plays" for Price Amount Shown*			
	USA 1	25¢	$1.00	25¢		1 /25¢			
	USA 2					1 /50¢	2 /75¢	3 /$1.00	
	USA 3 (Default)					1 /50¢			
	USA 4					1 /50¢			
	USA 5					1 /50¢	5 /$2.00		
	USA 6					1 /50¢	2 /'4 X 25¢'	3 /$1.00 Bill	← Used to promote the Bill Validator
	USA 7					1 /50¢	4 /$1.50	6 /$2.00	
	USA 8					1 /50¢	3 /$1.00		
	Euro 1 (Default)	20¢	50¢	€1.00	€2.00	1 /50¢			
	Euro 2					2 /50¢			
	Euro 3					1 /50¢	5 /€2.00		
	Euro 4					1 /50¢	3 /€1.00		
	Euro 5					1 /€1.00	2 /€1.50	3 /€2.00	
	Euro 6					1 /€1.00	5 /€2.00		

Standard Pricing Select Table - (Continued)

CPU DIP SWITCH SETTINGS, Location SW300 CPU/SOUND BOARD	COUNTRY SETTING OPTION † ‡	Coin Mechanisms — COINS THRU ... SLOT: LEFT	CENTER	RIGHT	4TH	Pricing Scheme Explained — *Number of "Plays" for Price Amount Shown*			
		Please Note: for all USA Settings, see previous page (bottom).							
Pos. 1 2 3 4 5 6 7 8 / ON ▲ / OFF ▼▼▼▼▼▼▼▼	Austria †	5S	10S	10S		1 /10S	2 /15S	3 /20S	
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Australia 1 ‡	20¢	$A 1	$A 2		1 /$A 1	3 /$A 2		
	Australia 2 ‡					1 /$A 1			
Pos. 1 2 3 4 5 6 7 8 / ON ▲ / OFF ▼▼▼▼▼▼▼▼	(Belgium †)	5 BF	20 BF	50 BF		1 /20 BF	3 /50 BF		
		This country uses unique Tokens and/or Debit Cards *only* (pricing varies).							
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ ▲ / OFF ▼▼▼▼▼	(Brazil †)	1 'coin'	4 'coins'	1 'coin'		1 /'2 coins'			
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ / OFF ▼▼▼▼▼▼▼▼	Canada †	25¢	25¢	Can$ 1		1 /50¢	2 /75¢	3/ Can$ 1	
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Denmark 1 ‡	1 DKr	5 DKr	10 DKr	20 DKr	1 /3 DKr	2 /5 DKr		
	Denmark 2 ‡					1 /2 DKr	3 /5 DKr	7 /10DKr	
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Finland ‡	1 Fmk	5 Fmk			1 /5 Fmk	4 /10 Fmk		
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ / OFF ▼	France 1 †	1 Fr	5 Fr	10 Fr	20 Fr	1 /3 Fr	2 /5 Fr	5 /10 Fr	11 /20 Fr
	France 2					1 /5 Fr	3 /10 Fr	7 /20 Fr	
	France 3					1 /3 Fr	2 /5 Fr	4 /10 Fr	9 /20 Fr
	Germany 1	1 DM	2 DM	5 DM		1 /1 DM	6/'1 X 5 DM'		
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ ▲ / OFF ▼▼▼▼▼	Germany 2					1 /2 DM	2 /3 DM	3 /4 DM	4 /5 DM
	Germany 3 †					1 /2 DM	2 /3 DM	3 /4 DM	5 /5 DM
	Germany 4					1 /1 DM	6 /5 DM		
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Greece ‡	50 Dr		100 Dr		1 /50 Dr	3 /100 Dr		
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Hong Kong ‡	1 HK$	2 HK$	5 HK$		1 /5 HK$			
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Hungary ‡	10 Ft	10 Ft	20 Ft		1 /20 Ft	3 /40 Ft		
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼	Italy 1 †	500 Lit		500 Lit		1 /500 Lit			
	Italy 2					1 /1000 Lit	3 /2000 Lit		
Pos. 1 2 3 4 5 6 7 8 / ON ▲ / OFF ▼▼	Japan 1 †			100¥		1 /100¥			
	Japan 2					1 /100¥	3 /200¥		
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Korea ‡	100 Won		100 Won		1 /100 Won			
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Netherlands 1	1 Fls.	1 Fls.	2.5 Fls.		1 /1 Fls.	3 /2.5 Fls.		
	Netherlands 2 †		2.5 Fls.	5 Fls.		1 /1 Fls.	3 /2.5 Fls.	6 /5 Fls.	
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	New Zealand 1 ‡	$NZ 1		$NZ 2		1 /$NZ 1			
	New Zealand 2 ‡					1 /$NZ 1	3 /$NZ 2		
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ / OFF ▼ ▼	Norway 1 †	10 NKr	5 NKr	20 NKr		2 /10 NKr	1 /5 NKr	4 /20 NKr	
	Norway 2					1 /10 NKr	3 /20 NKr		
Pos. 1 2 3 4 5 6 7 8 / ON / OFF ▼▼▼▼▼▼▼▼	Spain ‡	100 Pts		500 Pts		1 /100 Pts	6 /500 Pts		
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ / OFF ▼▼▼▼▼	Sweden 1 †	1 SKr	5 SKr	10 SKr		1 /10 SKr	2 /15 SKr	3 /20 SKr	
	Sweden 2					1 /5 SKr	2 /10 SKr		
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ / OFF ▼▼	Switzerland 1 †	1 SwF	2 SwF	5 SwF		1 /1 SwF	6 /5 SwF		
	Switzerland 2					1 /1 SwF	3 /2 SwF	9 /5 SwF	
Pos. 1 2 3 4 5 6 7 8 / ON ▲ / OFF ▼	UK 1 †	10p	50p	£1	20p	3 /£1	7 /£2	The Pricing Scheme using the New UK Dip Sw. Setting (with 2, 3 & 4 = ON), is the same (UK1 - UK6). Use only with the *New Style Coin Mech. The New 50p & £2* Coins can be accomodated in 5th & 6th Coin Slots.	
	UK 2					4 /£1	8 /£2		
Dip Switch Setting for New 50p / £2:	UK 3					1 /50p	2 /£1	5 /£2	
Pos. 1 2 3 4 5 6 7 8 / ON ▲ ▲ ▲ / OFF ▼	UK 4					1 /30p	2 /60p	3 /90p	4 /£1
	UK 5					1 /£1	3 /£2	This is "software controlled" by noting the presence/non-presense of pulses via Normal Coin Slots 1-4 (Left, Center, Right & 4th). If an old style Coin Mech is used, see new adjustment to accomodate.	
SEE NOTES IN PRICING SCHEME	UK 6					3 /£2			

Notes: † Indicates Factory Default for that setting. ‡ Indicates a USA Dip Switch Setting (all positions in the "OFF" position).

Adjustment Name		Adjustment Definition
Adj. 8	**RESET COIN AUDITS**	Set to **YES** or **NO**. Default is **NO**. ⚠ When set to **YES** *(select the "+" Icon to change)* all *Coin Audits* (Audits 5-11), will be reset to zero.
Adj. 9	**RESET GAME AUDITS**	Set to **YES** or **NO**. Default is **NO**. ⚠ When set to **YES** *(select the "+" Icon to change)* all audits will be reset to zero, except for the *Coin Audits* (Audits 5-11) and Audit 12, Software Meter (the only audit which cannot be reset to zero).
Adj. 10	**RESET HIGH SCORES**	Set to **YES** or **NO**. Default is **NO**. When set to **YES** *(select the "+" Icon to change)* all the High Score Levels and associated initials will be restored to the backup settings.
Adj. 11	**MATCH PERCENTAGE**	Set between **0% - 10%** or **OFF**. Default is **10%**. At **0**% the match display occurs at the end of the game but never awards a credit.
Adj. 12	**BALLS PER GAME**	Set between **02 - 05**. Default is **03**. Adjusts the number of balls per game.
Adj. 13	**TILT WARNINGS**	Set to **00**, **01** or **03**. Default is **01**. Adjusts the number of plumb bob tilt switch closures before the ball in play is tilted.
Adj. 14	**REPLAY BOOST**	Set to **YES** or **NO**. Default is **YES**. When set to **YES**, exceeding a replay will set a temporary replay level for each time a replay level is surpassed. This new level will equal the previous replay level (when the replay was awarded) plus 50M for each following game, until the replays have all been played (then the previous level is resumed).
Adj. 15	**CREDIT LIMIT**	Set between **04 - 50**. Default is **30**. Adjusts the maximum number of credits that may be posted.
Adj. 16	**ALLOW HIGH SCORES**	Set to **YES** or **NO**. Default is **YES**. When set to **YES** if a player exceeds any 1 of the 4 High Scores, the player may receive an award (depending on Adj. 3, Replay Award). Set to **NO** to disable this feature. There are 10 High Scores that will allow the player to enter their initials (or name) (See **Adj. 27, High Score Initials**), however, only the top 4 can receive an award if this adjustment is enabled.
Adj. 17	**HIGH SCORE #1 AWARDS**	Set between **00 - 05**. Default is **01**. Adjusts the number of awards awarded for exceeding Level 1 *(the highest of the four (4) Levels).*
Adj. 18	**HIGH SCORE #2 AWARDS**	Set between **00 - 03**. Default is **00**. Adjusts the number of awards awarded for exceeding Level 2.
Adj. 19	**HIGH SCORE #3 AWARDS**	Set between **00 - 02**. Default is **00**. Adjusts the number of awards awarded for exceeding Level 3.
Adj. 20	**HIGH SCORE #4 AWARDS**	Set between **00 - 01**. Default is **00**. Adjusts the number of awards awarded for exceeding Level 4.
Adj. 21	**DEFAULT HIGH SCORE #1**	Set between **1,000,000 - 9,999,000,000** or **00** *(increments of 1M).* Default is **500,000,000**. Adjusts the desired ***High Score Level*** to which Level 1 may be achieved (not affected by **Adj. 26**).
Adj. 22	**DEFAULT HIGH SCORE #2**	Set between **1,000,000 - 9,999,000,000** or **00** *(increments of 1M).* Default is **400,000,000**. Adjusts the desired ***High Score Level*** to which Level 2 may be achieved (not affected by **Adj. 26**).
Adj. 23	**DEFAULT HIGH SCORE #3**	Set between **1,000,000 - 9,999,000,000** or **00** *(increments of 1M).* Default is **350,000,000**. Adjusts the desired ***High Score Level*** to which Level 3 may be achieved (not affected by **Adj. 26**).
Adj. 24	**DEFAULT HIGH SCORE #4**	Set between **1,000,000 - 9,999,000,000** or **00** *(increments of 1M).* Default is **325,000,000**. Adjusts the desired ***High Score Level*** to which Level 4 may be achieved (not affected by **Adj. 26**).
Adj. 25	**DEFAULT HIGH SCORE #5**	Set between **1,000,000 - 9,999,000,000** or **00** *(increments of 1M).* Default is **300,000,000**. Adjusts the desired ***High Score Level*** to which Level 5 may be achieved (not affected by **Adj. 26**).
Adj. 26	**HSTD RESET COUNT**	Set between **100 - 9,900** or **OFF** *(increments of 100).* Default is **2,000**. **HSTD** (**H**igh **S**core **T**o **D**ate). Adjusts the number of games between automatic resets of high score levels to backup settings and ball time averager adjustments. Set to **OFF** for "no reset or adjustment".
Adj. 27	**HIGH SCORE INITIALS**	Set to **3 INITIALS** or **10 LETTER**. Default is **3 INITIALS**. When set to **3 INITIALS**, player is allowed only 3 initials to input. When set to **10 LETTER NAME**, player is allowed to enter 10 initials to input.

Adjustment Name		Adjustment Definition
Adj. 28	**FREE PLAY**	Set to **YES** or **NO**. Default is **NO**. When set to **YES**, no coins are required for *Game Play.*
Adj. 29	**CUSTOM MESSAGE**	Set to **ON, CHANGE** or **OFF**. Default is **ON**. When set to **CHANGE** *(select the "+" Icon to change settings until "CHANGE" appears in the display, then select the ">>" Icon to access.) This adjustment can be accessed in two (2) ways by either selecting the "S.P.I." Icon* and advancing to this **Adjustment 29**, or can be directly accessed by selecting the "ABCD CUST MSG" *Icon* in the **ADJUSTMENTS MENU**. View the definition at the end of this chapter under the **Custom Message** entry for the operation explanation.
Adj. 30	**FLASH LAMP POWER**	Set to **NORMAL**, **DIM** or **OFF**. Default is **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.
Adj. 31	**COIL PULSE POWER**	Set to **NORMAL, HARD** or **SOFT**. Default is **NORMAL**. When **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. These adjustments are provided to compensate for Low Line or High Line voltage conditions where the solenoids appear to kicking too weak or too hard. Adjust as required.
Adj. 32	**KNOCKER VOLUME**	Set to **NORMAL, LOW** or **OFF**. Default is **NORMAL**. When set to **LOW**, the volume is decreased 50%. When set to **OFF**, no sound is heard when the "knocker" is sounded.
Adj. 33	**GAME RESTART**	Set to **YES** or **NO**. Default is **YES**. When set to **YES**, a new game may be started during any ball after the first ball is completed (if credits are available). Pressing the **Start Button** during the first ball will add additional players. When set to **NO**, the game disables the **Start Button** after the first ball until the final ball is in play. Review Section 2, Chapter 1, Game Operations & Features for details.
Adj. 34	**EXTRA BALL PERCENTAGE**	Set between **0% - 50%**. Default is **10%**. This adjustment allows the operator to adjust how frequently the ***Extra Ball Feature*** is made available to the player.
Adj. 35	**BILL VALIDATOR**	Set to **YES** or **NO**. Default is **NO**. When set to **YES**, in *Game Attract Mode* the Display will show an "*Insert Bill Animation*." When set to **NO,** the Display will show an "*Insert Coin Animation*."
Adj. 36	**TOURNAMENT MODE**	Set to **NONE, IFPA, EXPO, PAPA** or **HOME**. Default is **NONE**. Tournament Mode determines the default conditions to quickly prepare a game for tournament play. When this setting is changed ***all audits will be reset*** and ***all adjustments will be initiated*** to the particular style selected. The game will then return to *Game Over Attract Mode*, as if a *Factory Reset* had been performed. **NONE** - Same as a Factory Reset conditions. **IFPA -** Straight 50¢ play, No Replay, No Extra Ball, No High Scores, 2 Tilt Warnings and No Match. **EXPO or PAPA -** Same as **IFPA** settings except ***Free Play*** is enabled. **HOME -** Sets game for ***Free Play***, ***Extra Ball Play***, ***No Replay***, ***10% Match*** & ***30% Extra Ball***.
Adj. 37	**BKGRND (BACKGROUND) MUSIC VOLUME**	Set between **01** - **15**. Default is **01**. After volume is set via Portals Service Buttons (See Sec. 3, Chp. 1, ...Intro) 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 FX the same level.
Adj. 38	**FREEZE TIME (BALL SAVE)**	Set to **OFF**, **0:01-0:15** or **AUTO**. Default is **AUTO**. When set to **OFF** 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 Freeze Timer based on the average ball time.
Adj. 39	**FAST BONUS COUNTDOWN**	Set to **YES** or **NO**. Default is **YES**. When set to **NO**, this feature is not available. When set to **YES**, this feature is available.

Adjustments 40-43 continued on the next page.

S.P.I. Adjustments Continued.

Adjustment Name	Adjustment Definition
Adj. 40 **UK COIN MECH. TYPE**	**UK Only Dip Switch Set @ Option 2** Set to **CURRENT: 2 POUND AT #5** if using a Coin Control Mech 74-1129-104**U** (latest version). Set to **OLD: 2 POUND AT #6** if using older version Coin Control Mech 74-1129-104. Default is **CURRENT: 2 POUND AT #5**.
Adj. 41 **UK POST SAVE ENABLED**	**UK Only Dip Switch Set @ Option 2** Set to **YES** or **NO**. Default is **NO**, (UK Default is **YES**). When set to **YES** this feature is available when lit. Set to **NO** to disable this feature. (UK Games have Outlane & Center Post Save Devices which are accessed in a different way; Non-UK Games cannot adjust this setting.)
Adj. 42 **LOCATION ID**	Set between **00** to **9999**. Default is **00**. This adjustment allows the operator to assign a location identification number to the audit print-out sheet. *(Will not be affected by Factory Reset.)*
Adj. 43 **GAME ID**	Set between **00** to **9999**. Default is **00**. This adjustment allows the operator to assign a game identification number to the audit print-out sheet. *(Will not be affected by Factory Reset.)*

Please Note: *For more details on Audit Printing, review Section 3, Chapter 3, Go To Audits Menu (Go To Printer Menu, Page 33). For more details on Factory Reset, review Section 3, Chapter 5, Go To Reset Menu.*

Austin Powers™ Adjustments (44-60)

From the **ADJUSTMENTS MENU**, select the "A.P." *Icon* with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Select and activate the "RIGHT ARROW" *Icon* to view the 1st adjustment in this group. Continue to select either of the "ARROW" *Icons* to view each adjustment one at a time. Select either the "-" or "+" *Icons* to change the value, if desired. The display will describe the adjustment number, the adjustment name, and the adjustment total or value. The current adjustment will remain in the display until the next adjustment is chosen or when the sub-menu is exited.

Adj. Nº	Adjustment Name	Adjustment Definition
Adj. 44	**MINI-ME DIFFICULTY**	Set to **EXEASY, EASY, MODERATE, HARD** or **EXHARD**. Default is **MODERATE**. Determines how this Feature is started and played.
Adj. 45	**FAT BASTARD DIFFICULTY**	
Adj. 46	**LASER BEAM DIFFICULTY**	
Adj. 47	**TIME MACH. DIFFICULTY**	
Adj. 48	**SUB. DRILL DIFFICULTY**	
Adj. 49	**HENCHMEN DIFFICULTY**	
Adj. 50	**MYSTERY DIFFICULTY**	
Adj. 51	**MOJO DIFFICULTY**	
Adj. 52	**ADULT SPEECH ENABLED**	Set to **YES** or **NO**. Default is **YES**.
Adj. 53	**LASER BEAM MTR ENABLED** **CAUTION:** *If set to NO, a Ball Trap can occur if the ball bounces into the Left Ramp Exit to the Kicker; ball search will not activate the disabled Kicker. Correct any problem coil or switch immediately.*	Set to **YES** or **NO**. Default is **YES**. When set to **YES**, the **Laser Beam Motor Assembly Q21 (Motor Driver Relay Bd.)** and **Laser Beam Diverter Q22** (on Left Ramp) are operational. When set to **NO**, the **Dir. Kicker Motor Q21 & Laser Beam Diverter Q22** are disabled. Change setting to **NO** if any of the following is malfunctioning or is awaiting service and/or repair: Directional Kicker Motor, the Relay Board Q21 (see page 19 for locations), Laser Beam Diverter Q22 or Switches 43, 44 or 45. *Game programming is changed to accomodate player not being able to use the Laser Beam Directional Kicker.*

Adjustments 54-60 continued on the next page.

Adjustment Name		Adjustment Definition
Adj. 54	**DR. EVIL MOTOR ENABLED** **NOTE:** *If set to NO, ensure the target is in the down position. Correct any problem coil or switch immediately.*	Set to **YES** or **NO**. Default is **YES**. When set to **YES**, the **Dr. Evil Motor (Up/Down Target) Assembly Q19 (Motor Driver Relay Bd.)** is operational. When set to **NO**, the **Up/Down Target Motor Q19** is disabled. Change setting to **NO** if any of the following is malfunctioning or is awaiting service and/or repair: Motor Assembly for the Up/Down Target or Relay Board Q19 (see page 19 for location). *Game programming is changed to accomodate player not being able to hit the Dr. Evil Target.*
Adj. 55	**TIME MACHINE MTR ENABLED** **CAUTION:** *If set to NO, ensure the Disc Assembly (Ball Trough) is turned into the downward position to allow the ball to exit into the top lanes to prevent the ball from being trapped. Correct any problem coil or switch immediately.*	Set to **YES** or **NO**. Default is **YES**. When set to **YES**, the **Time Machine (Magnet) Motor Assembly Q20 (Motor Driver Relay Bd.)** is operational. When set to **NO**, the **Time Machine (Magnet) Motor Q20** is disabled. Change setting to **NO** if any of the following is malfunctioning or is awaiting service and/or repair: Motor Assembly or Timing Chain for the Time Machine, Relay Board Q20 (see page 19 for location) or if ***BOTH*** Switches 18 & 35 are nonfunctional (see ***CAUTION*** at left). If only 1 or the other switch is nonfunctional, or the Magnet Q14 is nonfunctional, and the Motor is operational, it is not necessary to change setting to ***NO***. Programming will accomodate noting the upper Left Orbit Switch Closure.
Adj. 56	**S-H-A-G EXTRA BALL EVERY**	Set to **01** through **10**. Default is **04**. After the Extra Ball Feature is qualified for the first time (to qualify, player must spell S-H-A-G by completing the Outlane & Return Lane Shots) the subsequent number of this mode being completed is needed to qualify, is the amount set in this adjustment.
Adj. 57	**# GAMES FOR EB**	Set to **OFF (00)** or **01** through **06**. Default is **04**. The Extra Ball Feature will be turned off after the amount set (equals the number of Game Modes Played) in this adjustment is acheived.
Adj. 58	**EXTRA BALL MEMORY**	Set to **ON** or **OFF**. Default is **ON**. When set to **ON**, this feature bonus will be retained in memory from ball-to-ball for the same player. When set to **OFF**, this feature will go out at the end of each ball.
Adj. 59	**TIMED PLUNGER**	Set to **OFF** or **0:15 - 1:00**. Default is **OFF**. When set to **0:15** to **1:00**, the plunger will "Autoplunge" the ball (at the time set) when the ball is at the beginning of play, awaiting the skill shot by the player.
Adj. 60	**WASHINGTON D.C. ENABLED**	Set to **OFF** or **0N**. Default is **OFF**. When set to **OFF**, all references (speech & display) of Washington D.C. are removed.

Custom Message

To go directly to ***Adjustment 29, Custom Message,*** from the **ADJUSTMENT MENU**, select the "CUST MSG" *Icon* either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. At the top left corner of the Display, the letter **A** is indicated (blinking) in the first available position (Thirty-Six (36) characters including spaces are available). Vary the letter(s) by operating the Left and Right Flipper Buttons (or **"RED"** or **"GREEN" Buttons**). With the desired letter indicated, depress the **Start Button** to lock in the letter and advance to the next character. Repeat this procedure until the desired message is completed in the display. Select the "<" or ">" characters to back-space (erase) and/or to move forward in an already typed message. After completion, press the **"BLACK" Button**, **"REQUEST INSTALLED"** is indicated and then exits this sub-menu.

Film Star Reset (For the Home Setting)

To reset the game with *Special Home Settings* (*not the normal Factory Setting*), from the **ADJUSTMENT MENU**, select the "STAR" *Icon* either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. This *Special Setting* automatically changes ***Adjustment 6, Game Difficulty,*** to **EASY** and ***Adjustment 28, Free Play,*** to **YES**. This setting is determined to be ideal for the home environment.

Take Note:

To **Restore** or **Reset** any of the adjustments to the *Factory Settings (Default)*, review Sec. 3, Chp. 5, **Go To Reset Menu**. Follow the "RESET" *Icon* or "FACT" *Icon* and their explanations.

Eeeeeeeeiiii!

Go To Reset Menu

Overview

The **Portals™ Service Menu System** provides three (3) functions to reset adjustments and/or audits back to the *Factory Setting*. See Chapter 3, Go to Audits Menu, and Chapter 4, Go to Adjustments Menu, for the Game Audits & Adjustments Information. If a reset of ***Coin*** or ***Game Audits*** is performed, the display will indicate **REQUEST INSTALLED** and return to the **RESET MENU**. If a **Factory Reset** is performed, the display will indicate **REQUEST INSTALLED**, the ***Service Session*** is *exited* & returns to the ***Attract Mode***. Please note that once reset, all customized settings are lost! Certain *Audits & Adjustments* cannot be reset (refer to the details below).

GO TO RESET MENU

With the game in the Attract Mode, open the Coin Door and press the **Black "BEGIN TEST" Button**. Select the "RESET" *Icon* in the **MAIN MENU** with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The **RESET MENU** appears.

Important Notes:

Exit any sub-menu and return to the **MAIN MENU** by selecting & activating the "PREV" *Icon*.

Selecting & activating the "QUIT" *Icon* from the display will exit the Service Session.

Selecting & activating the "HELP" *Icon* from the display will show a help screen. (An explanation of each *Mini-Icon* at that level will cycle continuously until any active button is pressed.)

Reset Coin Audits

From the **RESET MENU**, select the "COIN" *Icon* with either **Red** or **Green Button** and press the **Black Button**. ⚠ All Coin Audits (See **Fig. 1**) will be reset to Factory Settings. The display will indicate **REQUEST INSTALLED** and return to the **RESET MENU**. Coin Audits can also be reset from the **ADJUSTMENTS MENU**, **S.P.I. ADJUSTMENT 8**. See Chapter 4, Go to Adjustments Menu, of this section. After selecting this *Icon*, all of the ***Coin Audits (5-11)*** are reset to zero.

Reset Game Audits

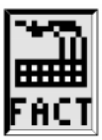
From the **RESET MENU**, select the "AUD" *Icon* with either **Red** or **Green Button** and press the **Black Button**. ⚠ All Game Audits (See **Fig. 2**) will be reset to Factory Settings. The display will indicate **REQUEST INSTALLED** and return to the **RESET MENU**. Game Audits can also be reset from the **ADJUSTMENTS MENU**, **S.P.I. ADJUSTMENT 9**. See Chapter 4, Go to Adjustments Menu, of this section. After selecting this *Icon*, all of the ***Audits*** are reset to zero, except for the Coin Audits (Audits 5-11) and Audit 12, Software Meter. Audit 12 is the only audit which cannot be reset.

Fig. 1

• Reset Coin Audits	
Earnings Audits (Coin Audits Only 5-11)	
Au. Nº	Description
1-4	The first 4 Audits in the game.
5	Coins Thru Left Slot
6	Coins Thru Right Slot
7	Coins Thru Center Slot
8	Coins Thru 4th Slot
9	Total Coins
10	Total Earnings
11	Meter Clicks
12	Software Meter
13 +	The remainder of the Audits.

Fig. 2

• Reset Game Audits	
Earnings (1-4), Generic/Specific Audits (13+)	
Au. Nº	Description
1-4	The first 4 Audits in the game.
5	Coins Thru Left Slot
6	Coins Thru Right Slot
7	Coins Thru Center Slot
8	Coins Thru 4th Slot
9	Total Coins
10	Total Earnings
11	Meter Clicks
12	Software Meter
13 +	The remainder of the Audits.

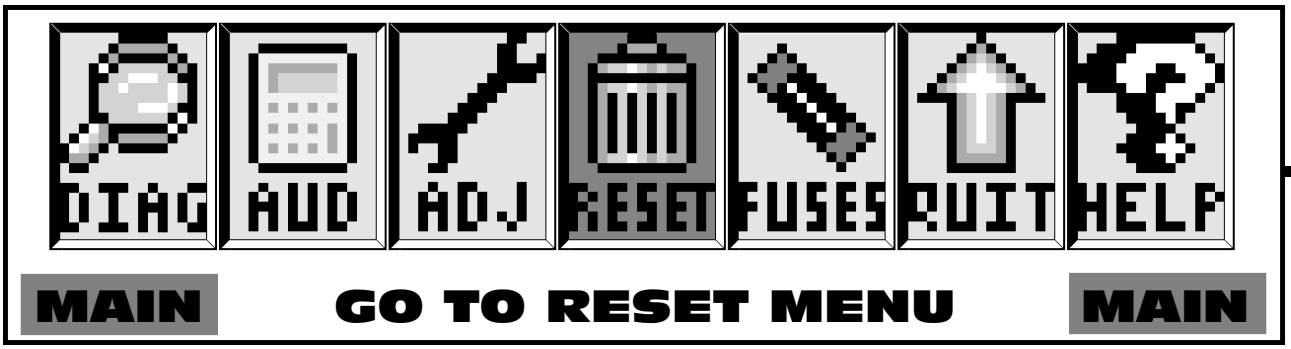


Factory Reset

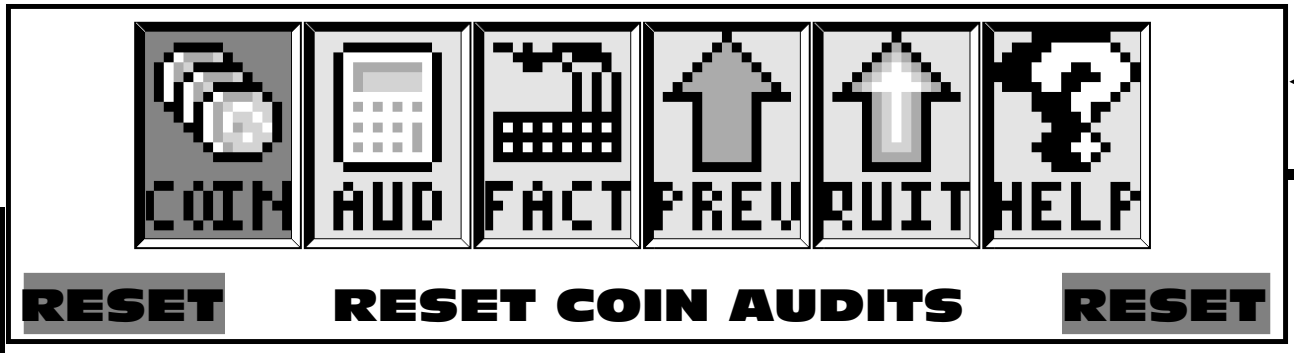
From the **RESET MENU**, select the "FACT" *Icon* with either **Red** or **Green Button** and press the **Black Button**. ⚠ All adjustments will be reset to *Factory Settings* (except for Proprietary Adjustments). The display will indicate **REQUEST INSTALLED** and exit the Service Session. See Chapter 4, Go to Adjustments Menu, of this section, for the *Factory Settings* in the **Game Adjustment Table**.

Example:

From the **MAIN MENU**, use the **Red** or **Green Buttons** to select the "RESET" *Icon* (**GO TO RESET MENU**).



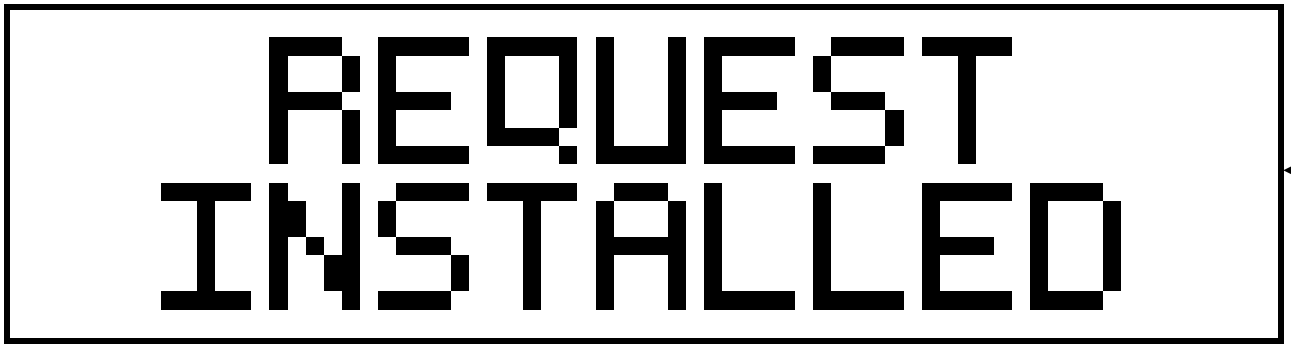
Press the **Black Button** to activate this **ICON**. This will bring up the **RESET MENU**.



The **RESET MENU** now appears with the "COIN" *Icon* (**RESET COIN AUDITS**) flashing:

***DO NOT PRESS THE START BUTTON* AFTER SELECTING ANY THREE OF THESE ICONS UNLESS THIS IS WHAT IS DESIRED (SETTINGS WILL BE LOST)! PLEASE READ THE PREVIOUS PAGE FOR EXACTLY WHAT WILL HAPPEN IF ANY OF THESE THREE ICONS ARE ACTIVATED.**

From the **RESET MENU**, select any of the *Icons* ("COIN", "AUD" or "FACT") with either **Red** or **Green Button** and press the **Black Button** to activate the **ICON** chosen.



If the "COIN" or "AUD" *Icons* are chosen and activated, the affected audits (see previous page) will be reset, the display will indicate **REQUEST INSTALLED** and the display will return to the **RESET MENU**.

If the "FACT" *Icon* is chosen and activated, all adjustments will be reset back to the *Factory Settings.* The display will indicate **REQUEST INSTALLED** (momentarily), the ***Service Session*** is automatically *exited* and returns to the ***Attract Mode***.

Go To Fuses List

Overview

The **Portals™ Service Menu System** provides a current Fuse List for this game. The fuses are located in the Backbox (on the Display Power Supply Board and the I/O Power Driver Board), and also in the Cabinet (under the playfield by the Flippers and/or by any unique assembly, such as magnets). For the complete Fuse List in the *Quick Reference Fuse Chart & Pictorials*, see the next page (identical to page **DR. ❶** in the front of this manual) .

GO TO FUSES LIST

With the game in the Attract Mode, open the Coin Door and press the **Black "BEGIN TEST" Button**. Select the "FUSES" *Icon* in the **MAIN MENU** with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. Select and activate the "RIGHT ARROW" *Icon* to view the 1st fuse in this group. Continue to select either of the "ARROW" *Icons* to view each fuse one at a time. The display will describe the fuse identification number (e.g. F1, F6, F7, etc.), location of fuse (i.e. Backbox: Board name located on; or Cabinet: Under the playfield or in Service Outlet), rating of fuse (e.g. 5A 250v S.B. - i.e. 5 Amp, 250 volt, Slo-Blo), and 'use of fuse' (e.g. 90v DC High Voltage Power, etc.). The current fuse listed will remain in the display until the next fuse is chosen or when the sub-menu is exited.

Important Notes:

Exit any sub-menu and return to the **MAIN MENU** by selecting & activating the "PREV" *Icons*. If no *Icons* appear in the display because of a testing function or special display (e.g. "Help"), press any button to exit.

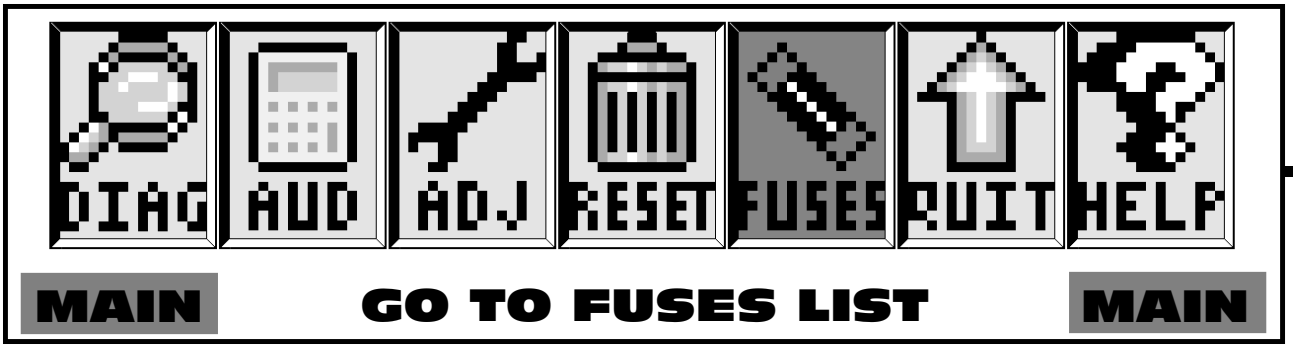
Selecting & activating the "QUIT" *Icon* from any display will exit the Service Session.

Selecting & activating the "HELP" *Icon* from any display will show a help screen. (An explanation of each *Mini-Icon* at that level will cycle continuously until any active button is pressed.)

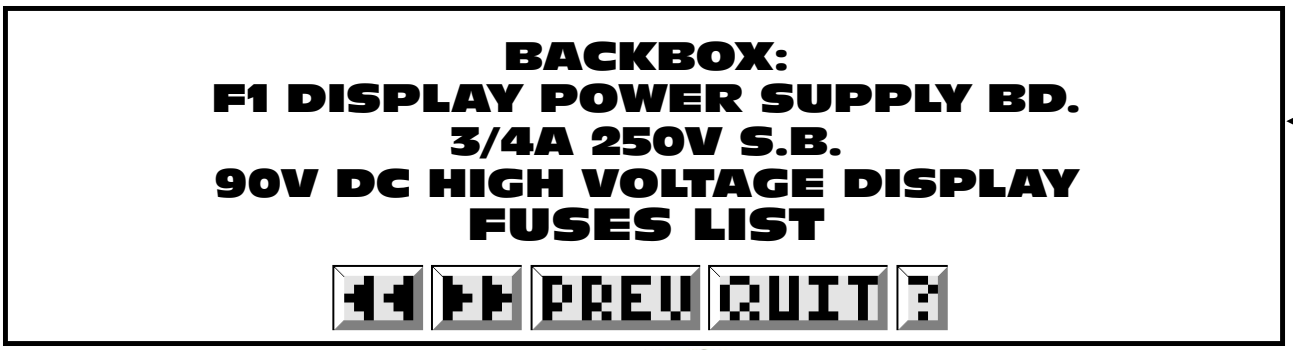
Selecting & activating the "ARROW" *Icons* selects the next or previous fuse in this group.

Example:

From the **MAIN MENU**, use the **Red** or **Green Buttons** to select the "FUSES" *Icon* (**GO TO FUSES LIST**).



Press the **Black Button** to activate this **ICON**. This will bring up the **FUSES LIST**.



▼ BACKBOX LAYOUT LOCATIONS: Fuses, Bridges, Relays & ROMs ▼

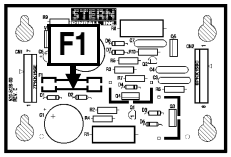
CAUTION: *For continued protection against risk of fire, replace only with same type of fuse having the same electrical rating!*

QUICK REFERENCE FUSE CHART

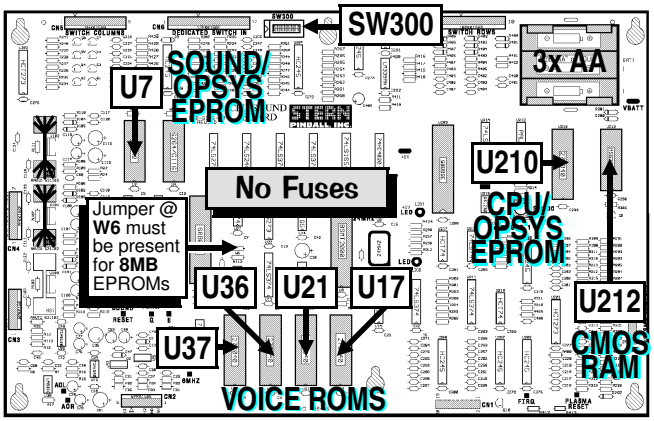
Backbox Fuses			
LOC:	**DISPLAY POWER SUPPLY (P.S.) BOARD**		
F1	¾A 250v S.B.	90v DC	High Voltage Display
LOC:	**I / O POWER DRIVER BOARD**		
F6	7A 250v S.B.	50v DC	Primary High Power Coils/Flippers
F7	5A 250v S.B.	20v DC	Low Power Coils
F8	5A 250v S.B.	12v DC	Logic Power
F9	5A 250v S.B.	12v DC	Logic Power
F20	**4A 250v S.B.**	50v DC	Magnet /// THIS GAME ONLY ///
F21	3A 250v S.B.	50v DC	Coils
F22	8A 250v S.B.	18v DC	Controlled Lamps
F23	4A 250v S.B.	5v DC	Logic
F24	5A 250v S.B.	6.3v AC	G.I. Lamps (BRN-WHT to WHT-BRN)
F25	5A 250v S.B.	6.3v AC	G.I. Lamps (YEL to WHT-YEL)
F26	5A 250v S.B.	6.3v AC	G.I. Lamps (GRN to WHT-GRN)
F27	5A 250v S.B.	6.3v AC	G.I. Lamps (VIO to WHT-VIO)
F28	3A 250v S.B.	24v AC	**Not Used / Spare**
Cabinet Fuses			
LOC:	**SERVICE (AC) OUTLET BOX (Cabinet Bottom)**		
n/a	8A 250v S.B.	115v AC	Main Fuse Line (Domestic or USA)
n/a	5A 250v S.B.	220v AC	Main Fuse Line (International)
Playfield Fuses			
LOC:	**UNDER PLAYFIELD (near Flippers)**		
n/a	3A 250v S.B.	50v DC	Rt. Flipper (BLU-YEL⇆RED-YEL)
n/a	3A 250v S.B.	50v DC	Lt. Flipper (GRY-YEL⇆RED-YEL)

For Backbox & Cabinet General Parts, review Section 4, Chapter 1, Parts Identification & Location (The Pink Pages).
For Schematics and/or Component Parts on above Boards, review Section 5, Chapter 4, Printed Circuit Boards (The Yellow Pages).

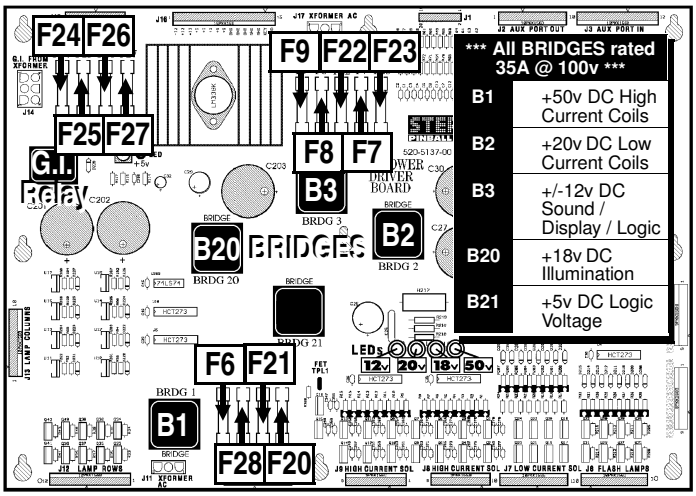
Display Power Supply Board

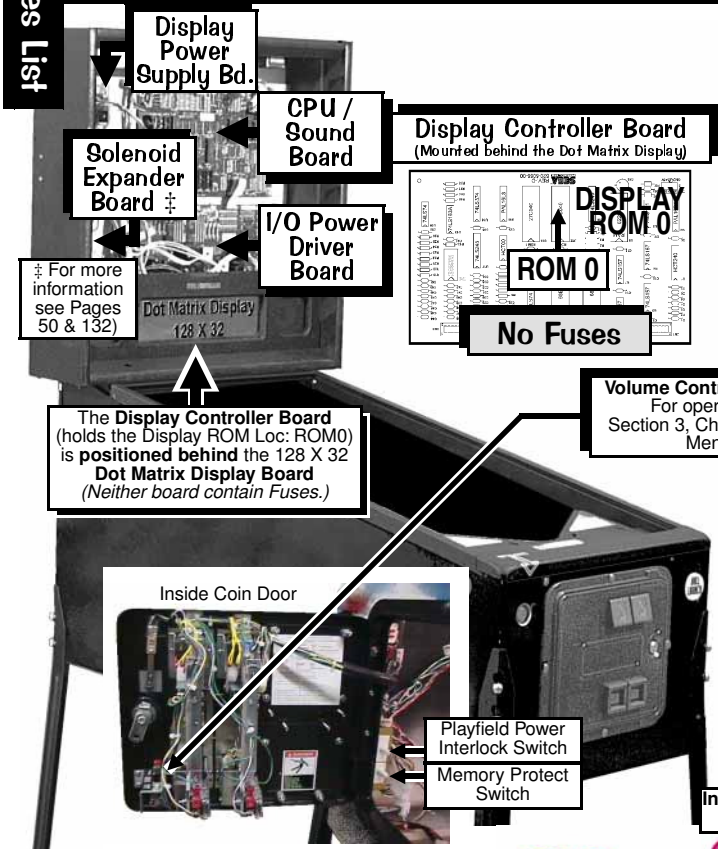


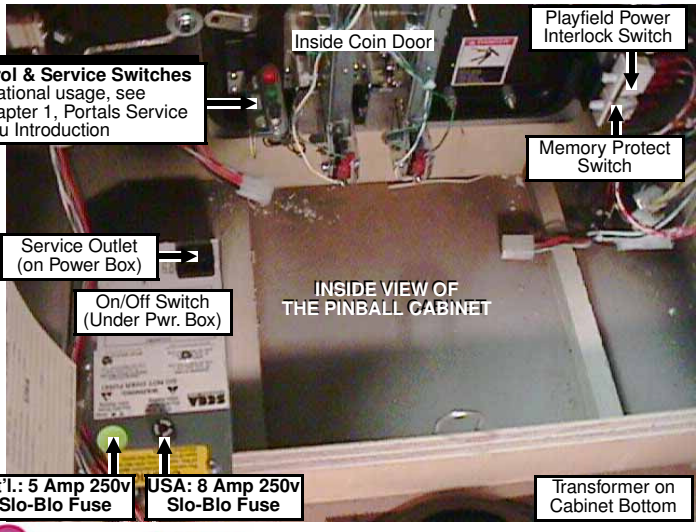
CPU / Sound Board



I/O Power Driver Board







Section 3, Chapter 6: Go To Fuses List

Go To Help Screen

Overview

The **Portals™ Service Menu System** provides help screens in each display (except if the display is in a testing mode). Each screen is basic and some terms may vary. At the beginning of each chapter in this section, *Icons* are shown and described to give detail of the particular function of the individual *Icons*. The table on the previous page was designed to help answer some questions of situations which may arise.

GO TO HELP SCREEN

With the game in the Attract Mode, open the Coin Door and press the **Black "BEGIN TEST" Button**. Select the "HELP" *Icon* in the **MAIN MENU** with either **Red "LEFT"** or **Green "RIGHT" Button** and press the **Black "ENTER" Button**. The **HELP SCREEN** appears cycling through the different icon usages pertinent to that menu level.

MENU HELP SCREEN
USE THE RED OR GREEN BUTTONS TO CHANGE THE SELECTED ICON. PRESS THE BLACK BUTTON TO ACTIVATE THE SELECTED ICON. THE FLIPPER & START BUTTONS FUNCTION IN THE SAME WAY.

Important Notes:

Exit any sub-menu and return to the **MAIN MENU** by selecting & activating the "PREV" *Icons*. If no *Icons* appear in the display because of a testing function or special display (e.g. "Help"), press any button to exit.

Selecting & activating the "HELP" *Icon* from any display will show a help screen. (An explanation of each *Mini-Icon* at that level will cycle continuously until any active button is pressed.)

Selecting & activating the "QUIT" *Icon* from any display will exit the Service Session.

These "Mini-Icons" vary in functionality depending in what sub-menu they are used. Refer to the beginning of each chapter in this section for the function they serve in that menu or select the "HELP" *Icons* in the display where the *Icon* in question is being used.

Review Chapter 1, Introduction: How to enter the **Portals™ Service Menu**. The chapter outlines the entire **Portals™ Service Menu**. View the **Icon Tree** in this manual which describes the names and menu descriptions of each *Icon*. View the display, after selecting and activating either of the "HELP" or "?" *Icons*.

Review Chapter 2, Go to Diagnostics Menu: Find all the tests needed to troubleshooting the game.

Review Chapter 3, Go to Audits Menu: Gather play information and printing functions (downloading).

Review Chapter 4, Go to Adjustments Menu: Customize the game to vary difficulty of play or to change functions of the game.

Review Chapter 5, Go to Reset Menu: Reset audits and adjustments to Factory Settings.

Review Chapter 6, Go to Fuses Menu: View the location & descriptions of the game fuses (the same information is referenced in the Fuse Chart Table on **DR. ❶**).

This concludes the **Portals™ Service Menu**. Review the Table of Contents at the beginning of this manual, and the detailed Table of Contents for Section 3 to quickly find the information required. The remainder of the sections in this manual will cover all the parts in this game and provide helpful information to aide in troubleshooting. If questions still arise after reading this Section completely, call our Technical Support Department.

PROBLEM	SOLUTION
Will not enter the Service Mode after depressing the **Black "BEGIN TEST" Button**.	• Check the Service Switch(es) (**Red, Green & Black Buttons**) for loose connections or bad Ground. • Check the associated wiring harness to/from the CPU Board Connector CN6. • Check CPU Board, possibly failed.
All Service Buttons (**Red, Green** and **Black**) appear nonfunctional.	• Check the Service Switches for poor connections or broken wires.
The **Green Service 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." *If the game is set to Free Play, adding Service Credits is not required.* • Check the Service Switche(s) for poor connections or broken wires.
The display blanks out.	• Check the Dot Matrix Display for loose wiring harness connections. • Check F1 (3/4A Fuse) on the Display Pwr. Supply Bd. Refer to Section 5, Chapter 4, Schematics & Troubleshooting.
Icons *"scroll"* along continuously in the **MAIN MENU**.	• If the Service Switch Set and/or the Coin Door was replaced, ensure the Locking Mechanism on the **Green Button** is removed. If the Green Button "clicks" and locks into an up/down position, the Green Button has this lock switch. Remove it. (Ref. to Svc. Bulletin #74.)
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. Use the **Red "LEFT" or Green "RIGHT" & Black "ENTER" Buttons** in this Sub-Menu (see Chapter 1).
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 ***only*** in Diagnostic's Switch & Active Switch Tests (see previous Problem).
Some *Icons* appear non-functional in the **PRINTER MENU(S)**.	• If no printing equipment is connected, the "-" *Icon*, "+" *Icon* and "RUN" *Icon* will appear not to function (see the end of Chapter 3).
Some *Icons* appear non-functional in the **GAME SPECIFIC MENU** under the **DIAGNOSTICS MENU**.	• If there is no other test under this Menu, the "Left Arrow" & "Right Arrow" *Icons* will appear not to function. The remaining *Icons* should function as normal. *Note: If there is no Game Specific Special Test, the "**GAME SPECIFIC**" Icon will not invoke another display.*
The display returns to the **ATTRACT MODE** exiting the Service Session from the **FACTORY RESET MENU**.	• This is normal. After a **FACTORY RESET**, the Service Session is automatically exited (see Chapter 4 (end) or Chapter 6).
In **COIL TEST MENU**, the coils and flashlamps ***do not*** fire after activating the "RUN" *Icon*.	• Ensure the **POWER INTERLOCK SWITCH*is pulled out*** (see Chapter 1).
In **ADJUSTMENTS MENU**, with the Coin Door **CLOSED**, adjustments are not getting changed as desired while using the **Flipper** & **Start Buttons** to select *Icons* and change values.	• This is normal. The ***Memory Protect Switch*** is enabled when the Coin Door is **CLOSED**. Changes can be made with the Coin Door **OPEN** only.
In **Portals™ Service Menu**, the volume cannot be adjusted with the **Red** or **Green Buttons**.	• The Volume adjustment can only be made when in the **Attract Mode**. The **Volume Mode** is entered by pressing the **Red "VOLUME" Button**. Then use the **Red** or **Green Button** to increase/decrease volume. (Red "LEFT" decrements; Green "RIGHT" increments.)
In **Portals™ 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 **Portals™ Service Menu**, and re-enter. If the problem persists, call Technical Support for additional help.

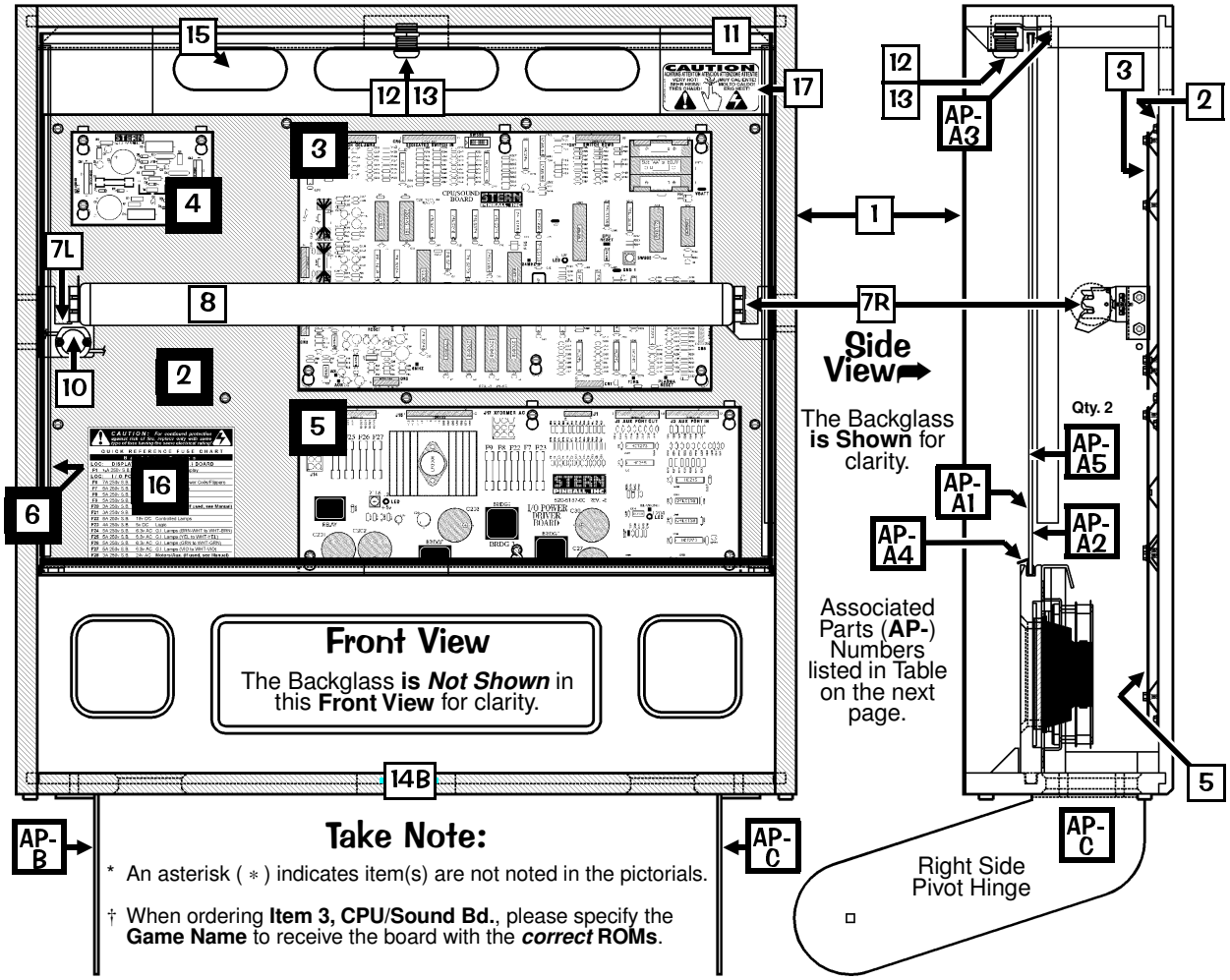
Parts Identification & Location (The Pink Pages)

Overview

This section provides the Part Nºs and locations of all the components in this pinball machine. The parts are arranged in three groups: **BACKBOX**, **CABINET** & **PLAYFIELD**. Generic parts which may change as production continues (quantity and/or size) are listed together. Quantities greater than 0 indicates that the part is used in this game. Since quantity changes *may occur*, an item indicating "0" may be used. Compare the item which needs to be replaced with the drawings provided (the *Posts, Sockets, Bulbs & Rubber Rings* are drawn actual size). Major Assemblies & Ramps are detailed in the Blue Pages, Chapter 2. **Important:** Read all "**Take Note:**" items.

Section 4, Table of Contents

Backbox (Austin Powers™) Assembly, 505-6002-74-74 (Items 1-25)

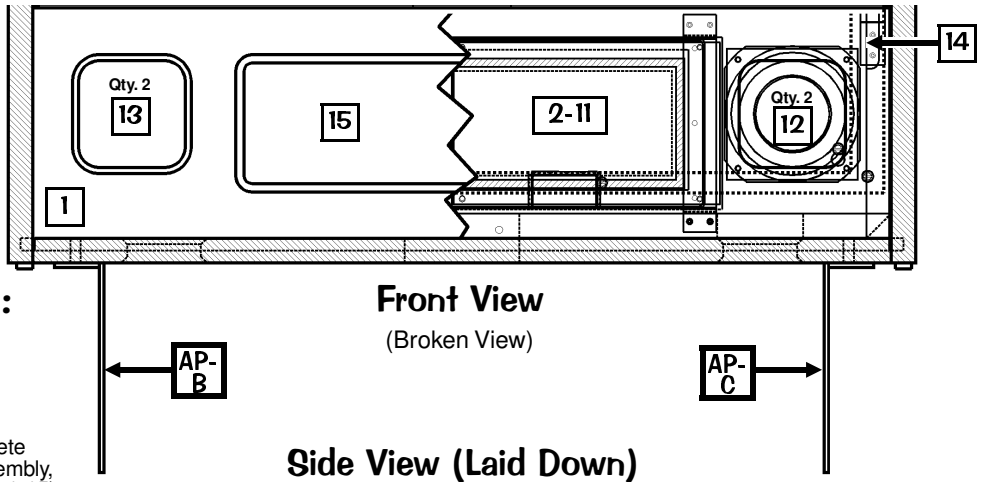


Sec. 4: Parts Id. ...

№	BACKBOX PART NAME	QTY.	SPI PART №
1	Backbox (Austin Powers™)	1	525-5558-74
	Item 1 Note: *Black Textured T-Molding is installed and cannot be ordered separately.*		
2	PCB Metal Mounting Plate	1	535-5809-04
	Item 2 is secured to Item 1 by: #8 X 1/2" SHWH AB (Zinc) (Qty. 13) (234-5101-00) **and** #10 Washer 7/32" I.D. X .5" O.D. X 1/16" Thick (Qty. 4) (242-5003-00)		
3 †	CPU/Sound Board (Mono) FCC-FEB98	1	520-5136-16
4	Display Power Supply Board	1	520-5138-00
5	I/O Power Driver Board	1	520-5137-01
	Items 3, 4 & 5 are secured to Item 2 by: #8-32 X 3/8" HWH MS (Qty. 19) (237-5903-00)		
6	Solenoid Expander Board (UK Only)	0	520-5192-00
	Item 6 is required for UK Games Only *to support the Left & Right Outlane Ball Deflectors & Center Up/Down Post Assemblies not supported in the Normal Coil Matrix of Q1-Q32.*		
7L	Fluorescent Light Bracket Assy. Left	1	515-6545-00
	ORDERING ABOVE (ITEM 7L) SUB-ASSY. PART № WILL INCLUDE:		
7A	Fluorescent Light Bracket Left	1	535-7739-00
7B	Lamp Holder (Self-Locking)	1	077-5214-00
7C	#6-32 X 5/8" PPH MS (Sems) Zinc	1	232-5203-00
7D	Starter Base (with Leads)	1	077-5213-00
7E	#4-40 X 1/2" PPH MS (Sems) Zinc	2	237-5813-00
7R	Fluorescent Light Bracket Assy. Right	1	515-6545-01
	ORDERING ABOVE (ITEM 7R) SUB-ASSY. PART № WILL INCLUDE:		
7A	Fluorescent Light Bracket Right	1	535-7739-01
7B-7C	Identical to Items 7B-7C above.		See 6B-6C
	Items 7L & 7R are secured by: #10-24 X 1-1/4" Carriage Bolt Sq. Neck (Qty. 2/per) (231-5012-00), #10-24 Keps Nut (Qty. 2/per) (240-5207-00) **and** 3/4" X 3" Reinforced Strapping Tape (Qty. 1, Sold in 12" Lengths only) (626-5040-00)		
8	Fluorescent Tube (F20T12CW)	1	165-5031-02
9*	Ground Strap (5") (by Item 11)	1	600-5006-05
10	Starter - Fluorescent (FS2 Light)	1	165-5011-01

№	BACKBOX PART NAME	QTY.	SPI PART №
11	Ballast SP2/K 5/8" Core 120v 50/60 Hz 13W	1	010-5015-00
	Ballast Mounting Plate	1	535-8657-00
	Item 11 is secured to Item 1 by: #6 X 5/8" HWH AB (Zinc) (Qty. 2) (234-5102-04)		
12	Lock Mounting Plate (2001)	1	535-8128-01
13	Camlock (Cam 440X) & Key	1	355-5018-02
	Items 12-13 are secured by: #8 X 5/8" TP Torx T20 (Qty. 4) (237-5947-00)		
14A	*#1 Roto Lock Male (on Cabinet)*	*1*	*355-5006-01*
14B	#1 Roto Lock Female (R2-0002-02)	1	355-5006-02
	Item 14B is secured by: #10-24 X 1-3/4" CBSN (Qty. 2) (231-5022-00), #10-24 Keps Nut (Qty. 2) (240-5207-00) **and** #10 Washer 7/32" ID X .5" OD X 1/16" (Qty. 2) (242-5003-00)		
15	Back Vent Grill 2-1/2" X 18"	1	545-5072-02
	Item 15 is secured by: Staple 5/16" (Qty. 24) (631-5000-00)		
16	Fuse Description Decal (Generic)	1	820-6152-01
17	"CAUTION - VERY HOT" Decal	1	820-6266-00
18*	Fuse Label (UL)	1	820-6143-00
19*	Backbox Date Label	1	820-5091-00
20*	Ribbon Cable, 20-Pin (4")	1	036-5000-04
21*	Ribbon Cable, 26-Pin (30")	1	036-5001-30
22*	1/4" Clamp (Double)	3	040-5000-23
23*	1/2" Clamp (Single)	1	040-5000-06
24*	3/4" Clamp (Single)	2	040-5000-08
25*	1" Clamp (Single)	6	040-5000-09
	Items 22-25 are secured to Item 1 by: #8 X 1/2" SHWH AB (Zinc) (Qty. 13) (234-5101-00)		

Speaker Panel Assy. for the Backbox (Austin Powers™), 515-6888-03 (Items 1-15) and Assoc. Parts: Backglass Assembly & Pivot Hinges (Left & Right) (See Below Table)



Front View
(Broken View)

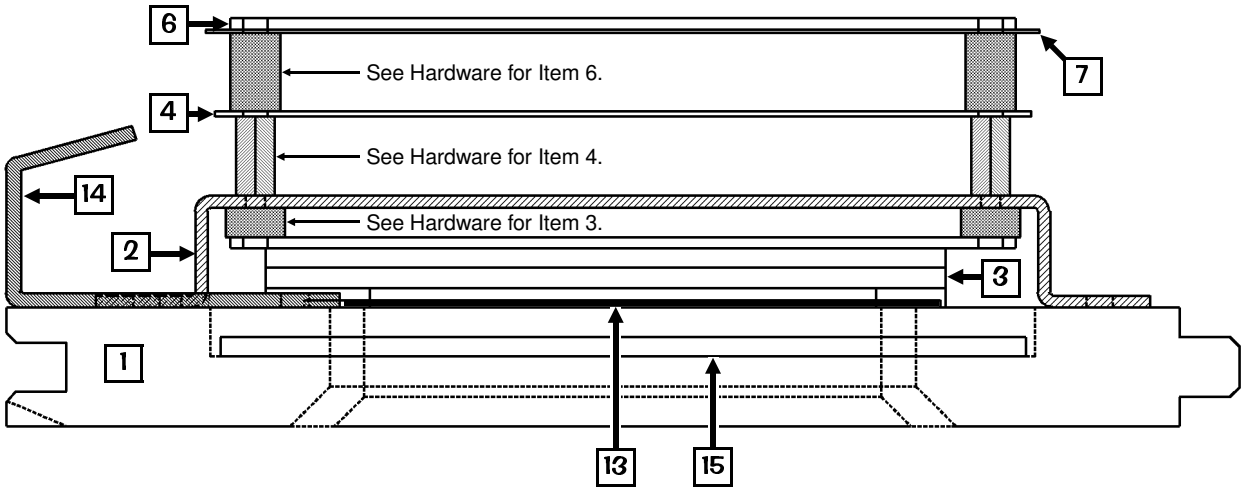
Take Note:

* An asterisk (∗) indicates item(s) are not noted in the pictorials.

1. Ordering the complete Speaker Panel Assembly, 515-6888-03 (Items 1-15) will include all hardware.

Side View (Laid Down)

For clarity, the below drawing ***does not show*** the speaker(s).



№	SPEAKER PANEL PART NAME	QTY.	SPI PART №
1	Speaker Panel (Black Wood)	1	525-5515-00
2	Dot Matrix Disp. Bd. Mounting Bracket	2	535-8368-01
	Item 2 is secured to Item 1 by: #8 X 3/4" HWH AB (Zinc) (Qty. 4/per) (234-5103-00)		
3	Dot Matrix Display Board 128 X 32	1	520-5052-00
	Item 3 is secured to Item 2 by (at corners): 3/16" X 3/8" Spacer Gray (Qty. 4) (254-5000-18) **and** #6-32 X 1/2" HWH Swage (Serr) Zinc (Qty. 4) (237-5976-03) **Item 3 is secured to Item 4 (at the top center) by:** 3/4" X 1/4" Hex Spacer #6-32 Tap (Qty. 1) (254-5008-04) **and** #6-32 X 1/4" PPH MS (Sems) Zinc (Qty. 1) (232-5200-00)		
4	Static Shield (Steel Plate)	1	535-6437-00
	Item 4 is secured to Item 2 by: 1/2" X 1/4" Hex Spacer #6-32 Tap (Qty. 4) (254-5008-03) **and** #6-32 X 1/2" PPH MS (Sems) Zinc (Qty. 2, on Left Side only) (232-5202-00)		
5∗	Edge Protector (on Item 4)	2	545-5592-01
6	Display Controller Board FCC-FEB98	1	520-5055-03
	Item 6 is secured to Item 4 by: 1/2" X 5/16" X .144 ID Spacer Tap (Qty. 3) (254-5014-00), #6-32 X 3/4" PPH MS (Sems) Zinc (Qty. 3) (237-5504-00), 1/2" X 1/4" Hex Spacer #6-32 Tap. (Qty. 1) (254-5008-03) **and** #6-32 X 1/4" PPH MS (Sems) Zinc (Qty. 2) (232-5200-00)		
7	RF Shield	1	820-5092-00
	Item 7 is secured inbetween: "Item 6" and its' mounting hardware described.		
8∗	Ground Strap (25") (on Items 4, 6, 12)	4	600-5006-25
9∗	1/2" Clamp (Single) (on Item 4)	1	040-5000-06
10∗	Ribbon Cable, 14-Pin	1	036-5260-00
	Item 10 Note: *The 14-Pin cable connects the Dot Matrix Disp. Bd. to the Disp. Controller Bd.*		
11∗	Foam 3/16" Thk. X 1/4" X 36"	6	626-5026-00
	Above Item 11 is self-adhesive. *Located between Items 3 & 17. Sold in 12" Lengths only.*		
12	Speaker (Shld.) 4" 8Ω MG Elec #4060SH	2	031-5004-01
13	Speaker Grill (Black w/no Artwork)	2	535-8081-01

№	INDIVIDUAL PART NAME	QTY.	SPI PART №
14	Speaker Panel Hook Bracket	2	535-7009-02
	Items 12, 13 & 14 are secured by: #8 X 3/4" HWH AB (Zinc) (**Items 12/13:** Qty. 4/per; **Item 14:** Qty. 2/per) (234-5103-00)		
15	Plastic Shield (Display Cover)	1	545-5884-00
	Item 15 is secured to Item 2 by: #6 X 3/8" HWH AB (Zinc) (Qty. 8) (234-5000-00)		

The Associated Parts AP-A thru AP-C are also noted in the Backbox Assembly drawings on the previous page.

ASSOC. PARTS **ARE NOT INCLUDED** WITH BACKBOX/SPKR. PANEL ASSY'S.

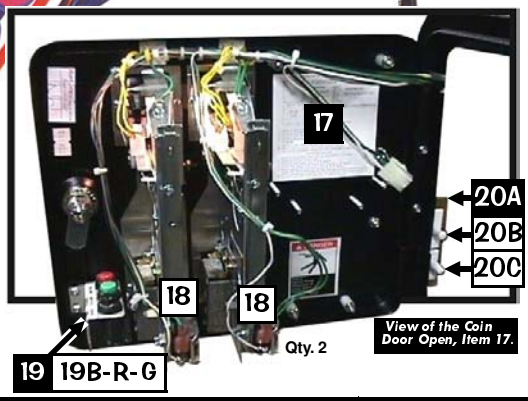
№	ASSOC. BACKBOX PART NAME	QTY.	SPI PART №
AP-A	Backglass Assembly (Game № 74)	1	515-5450-00-74
	ORDERING ABOVE (ITEM AP-A) ASSY. PART № WILL INCLUDE:		
AP-A1	Clear Backglass 25.906" X 19.187"	1	660-5038-02
AP-A2	**A. Powers™** Film Art (Game № 74)	1	830-5274-00
AP-A3	Top Plastic Channel - 26"	1	545-5018-15
AP-A4	Bottom Plastic Lift Channel - 26-1/16"	1	545-5021-01
AP-A5	Plastic Edging (Left/Right) - 18-1/8"	2	545-5018-14
AP-A6∗	Tape (double-sided) (12" Length)	1/2	626-5005-00
	*Note: AP-A6 secures AP-A5 to AP-A*1		
AP-B	Pivot Hinge Left	1	535-7999-00
AP-C	Pivot Hinge Right	1	535-7999-01
	Items AP-B & AP-C are secured to Backbox by: 1/4"-20 X 1-1/4" C.B. Sq. Neck (Qty. 4) (231-5003-00), 1/4"-20 Flange Nut (Qty. 4) (240-5300-00) **and** Fend Washer 1/4" I.D. X 1" O.D. (Qty. 1) (242-5009-00) **Items AP-B & AP-C are secured to Cabinet by:** 1/4"-20 X 7/8" Carriage Bolt Sq. Neck (Qty. 2) (231-5014-00), Hinge Spacer (Qty. 2) (530-5099-00), Washer 1/4" I.D. X 7/8" O.D. X 1/8" Yellow (Qty. 1/per) (242-5016-01), Fend Washer 1/4" I.D. X 1" O.D. (Qty. 1/per) (242-5009-00) **and** 1/4"-20 Flange Nut (Qty. 1/per) (240-5300-00)		

Cabinet - General Parts ■ & Switches □

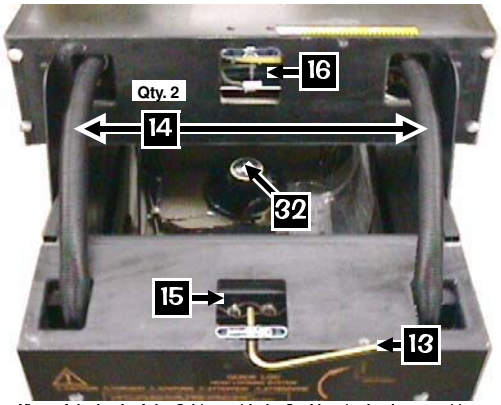
Enlarged View of Item 19 inside the Coin Door, Item 17. Buttons, Bracket & Decal sold separately. For usage, see Section 3, Chapter 1, Portals Service Menu Introduction, Page 8.

For Backbox Parts see the previous two pages.

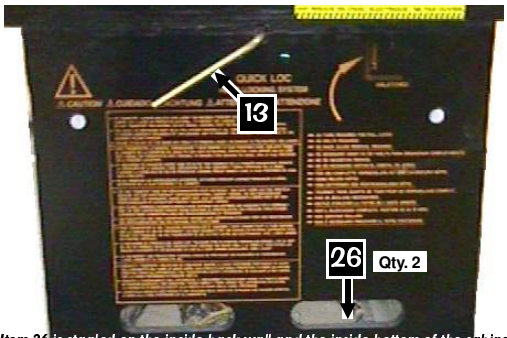
Item 34J (On/Off Switch) is located under the Cabinet (Front Right) directly below the Power Box.



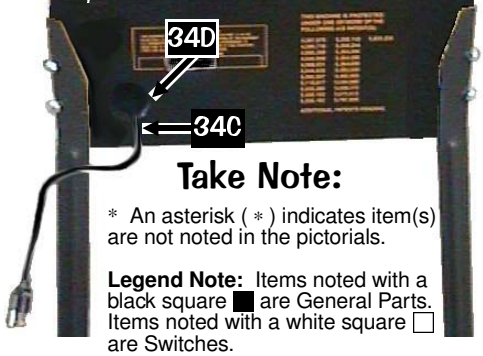
View of the Coin Door Open, Item 17.



View of the back of the Cabinet with the Backbox in the down position.



Item 26 is stapled on the inside back wall and the inside bottom of the cabinet.



Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

Legend Note: Items noted with a black square ■ are General Parts. Items noted with a white square □ are Switches.

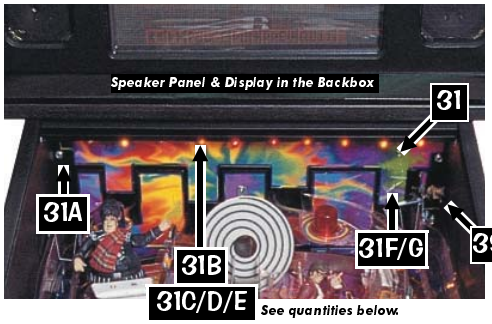
Sec. 4: Parts Id. ...

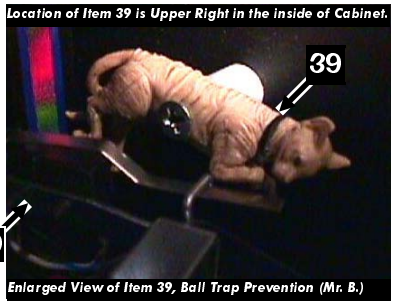
№	CABINET PART NAME	QTY.	SPI PART №
1	A. P. Screened Cabinet (No Parts)	1	525-6000-74
2	Black Leg & Leveler Assembly	4	500-5921-50
	Item 2 is secured by: Leg Bolt Back Plate (535-5703-00) **and** Leg Bolt 3/8" X 16 X 2-1/2" Hex 5/8" Hd. (2/per) (231-5001-01) *To order just a Leg Leveler (3/8" - 16 X 3") use SPI №: 500-5017-00. A Leg "without" a Leg Leveler is not available.*		
3	Start Button (Red) + Lamp Assembly	1	500-6388-02
	Item 3 includes the Switch.* FOR SWITCH ONLY *see Item 25 on the Next Page.		
4*	#555 Wedge Base Bulb (Clear)	1	165-5002-00
	Item 4 is included with Item 3, for just a replacement Bulb use the above number.		
5	Ball Shooter (Plunger) Assembly	1	500-6146-00-04
	Item 5 is secured by: Support Plate (Qty. 1) (535-5027-00), #10-32 X 3/8" SHWH (Serr) Swage (Qty. 3) (237-5985-00) **and** #6 X 5/8" HWH AB (Zinc) (Qty. 2) (234-5002-00). **FOR A BREAKDOWN OF PARTS SEE:** ***Sec. 4, Chp. 2, Drawings for ... Assemblies...***		
6	Flipper Button (Red) Assembly	2	500-5026-32
	Item 6 is secured by: Pal Nut for Flipper Button (Metal) (Qty. 2) (240-5003-01) **and is fitted with:** O-Ring 11/32" X 7/32" X 1/16" (Qty. 1/per) (545-5850-00) **Item 6 *DOES NOT* include the Switch. FOR SWITCHES ONLY *see Items 23A/B on the Next Page.***		
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
9	Side Armor "with holes" (Left & Right)	2	535-7297-02
	Item 9 is secured by: Pem Stud 1/4 X 1" FH (Qty. 2/per) (237-6116-01), 1/4-20 Flange Nut (Qty. 2/per) (240-5300-00) **and** #8 X 5/8" T20 Tamper Proof (Qty. 2/per) (237-5947-00)		
10	Front Molding - Black	1	500-5757-02-00
	Item 10 requires: Self-Adhesive Foam Rubber 3/8" X 3/16" X 20-3/8" (626-5001-00).		
11	1"ø Rd. Red Button Lighted (Text = "Fire")	1	500-6388-02
12*	P/F Glass (Tmprd.) 21" X 43" X 3/16"	1	660-5001-00

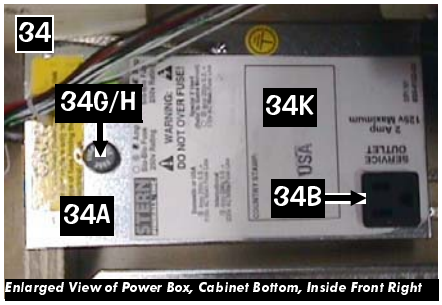
№	CABINET PART NAME	QTY.	SPI PART №
13	Hex Key Allen Wrench 5/16"	1	777-0001-00
14	Corrugated Tubing Black **1¼"ø X 2.6' Lg.**	2	605-5008-00
	Above Item 14 covers the Cables Wiring Harnesses going into the Backbox from the Cab.		
15	#1 Roto Lock Male (R2-0055-02)	1	355-5006-01
	Item 15 is secured by: #10-24 X 1-3/4" Carr. Bolt Sq. Neck (Qty. 2) (231-5022-00), #10-24 Nylon Stop Nut (Qty. 2) (240-5206-00) **and** #10 Washer 7/32" X .5" X 1/16" (Qty. 2) (242-5003-00)		
16	*#1 Roto Lock Female (on Backbox)*	*1*	*355-5006-02*
17	Coin Door (with Validator) USA only	1	500-5018-172
	Item 17 is secured by: 1/4"-20 X 1-1/4" Carriage Bolt Sq. Neck (Qty. 4) (231-5003-00) 1/4"-20 Flange Nut (Qty. 4) (240-5300-00) **and** Fend Washer 1/4" I.D. X 1" O.D. (Qty. 3) (242-5009-00) ***Note:*** *For Coin Door other than USA call Technical Support for SPI Part №.*		
18	Coin Door Switch (USA)	2	180-5024-00
	FYI: Coin Door Switch (¥ Japan)	0	180-5091-00
19	Bracket for below Portals™ Switches	1	535-6860-03
19B	Push-Button Portals™ Switch (Black)	1	180-5192-00
19R	Push-Button Portals™ Switch (Red)	1	180-5192-02
19G	Push-Button Portals™ Switch (Green)	1	180-5192-04
	Ordering Note: Securing hardware for switches included. For Decal, see Page 63.		
20	Dual Switch Assembly	1	500-5808-00
	ORDERING ABOVE (ITEM 20) ASSEMBLY PART № WILL INCLUDE:		
20A	Mounting Bracket	1	535-6958-00
20B	Playfield Power Interlock Sw. (Top)	1	180-5136-00
20C	Memory Protect Switch (Bottom)	1	180-5000-00
	Item 20 is secured to Cabinet by: #8 X 1/2" HWH AB (Zinc) (Qty. 2) (234-5101-00)		

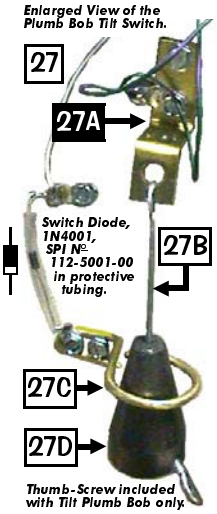
Parts Table & Views continue on the next page.

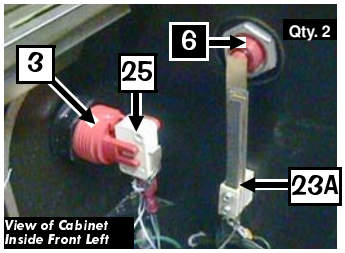
Cabinet - General Parts ■ & Switches □ Continued

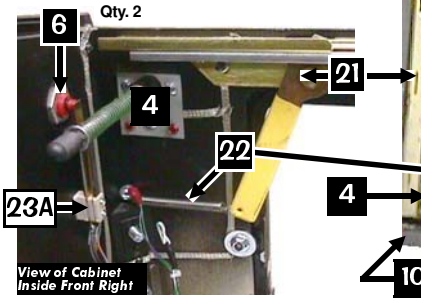


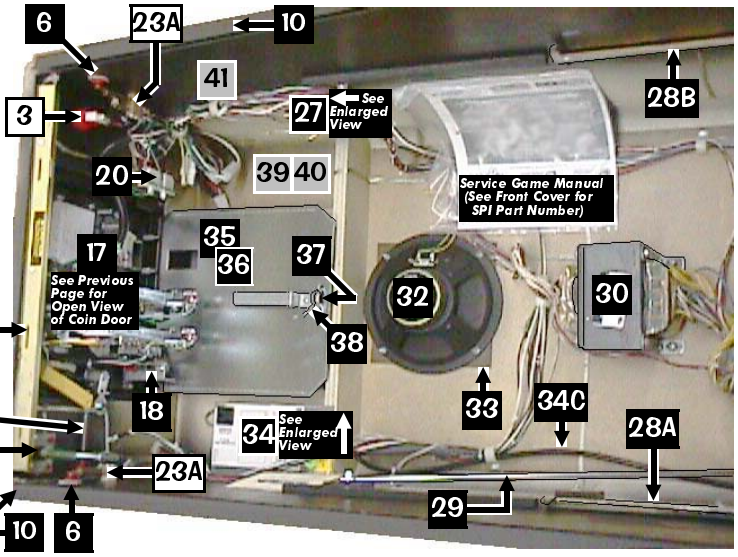












Take Note: * An asterisk (*) indicates item(s) are not noted in the pictorials.

№	INDIVIDUAL PART NAME	QTY.	SPI PART №
21	Front Molding Lockdown Assy. Altered	1	500-6509-00
	Item 21 is secured by: #10-24 X 1-1/4" Carr. Bolt (Qty. 2) (231-5012-00), #10-24 Keps Nut (Qty. 2) (240-5207-00), #8 X 5/8" HWH AB Zinc (Qty. 4) (234-5102-04) **and** #10 Washer 7/32" ID X 1/2" OD X 1/16" (Qty. 2) (242-5003-00)		
22	Lockdown Spring (connected to handle)	1	265-5008-00
23A	Flipper Switch **- Self-Cleaning**	2	180-5160-00
23B	Flipper Sw. **- X2 Stack for Lwr./Upr. Flipper(s)**	0	180-5164-00
24*	Foam Strip (2 on 23A; 1 on 23B)	3	626-5042-00
25	Start Button **(SWITCH ONLY)** Fire Button **(SWITCH ONLY)**	1 1	180-5174-00
26	Grills 2-1/2" X 18" (on Back & Bottom)	2	545-5072-02
27	Cabinet Plumb Bob Tilt Switch	1	see 27A-27D
	ORDER ONLY INDIVIDUAL PARTS NEEDED (NO ASSY. NUMBER):		
27A	Bracket for Hanger Wire	1	535-5221-00
27B	Hanger Wire	1	535-5319-00
27C	Contact Wire Form	1	535-7563-01
27D	Plumb Bob Weight (includes Thumb-Screw)	1	535-5029-00
	Items 27A & 27C are secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 4) (234-5101-00)		
28A	Slide & Pivot Support Bracket - Right	1	535-5989-00
28B	Slide & Pivot Support Bracket - Left	1	535-5990-00
	Items 28A & 28B are secured by: #10-24 X 1-1/4" Carriage Bolt Sq. Neck (3/per) (231-5012-00) **and** #10-24 KEPS Nut (3/per) (240-5207-00)		
29	Prop Rod	1	535-7553-00
	Item 29 is secured by: #10-24 X 1-3/4" Carriage Bolt Sq. Neck (Qty. 1) (231-5022-00), Washer #10 7/32" ID X .5" OD X 1/16" Thk (Qty. 1) (242-5003-00) **and** #10-24 Nylon Stop Nut (Qty. 1) (240-5206-00)		
30	Transformer 5.7v AC (with Ballast Winding)	1	010-5012-01
	Item 30 is secured by: 1/4"-20 X 5/8" PPH MS (Zinc) (Qty. 4) (237-5854-00) **and** 1/4" Split Lock Washer (Qty. 4) (244-5000-00)		
31	Cab. Light Bd. Assy. Austin Powers™	1	500-6413-74
	ORDERING ABOVE (ITEM 31) ASSEMBLY PART № WILL INCLUDE:		
31A*	Cab. Light Bd. Plain **(Austin Powers™)**	1	525-5570-00
31B*	2-Lug Staple Down Socket	10	077-5000-00
31C*	#44 Bulb Red (Small Bayonet Type)	2	165-5053-02
31D*	#44 Bulb Amber (Small Bayonet Type)	4	165-5053-03

Item 31 continues in the next column

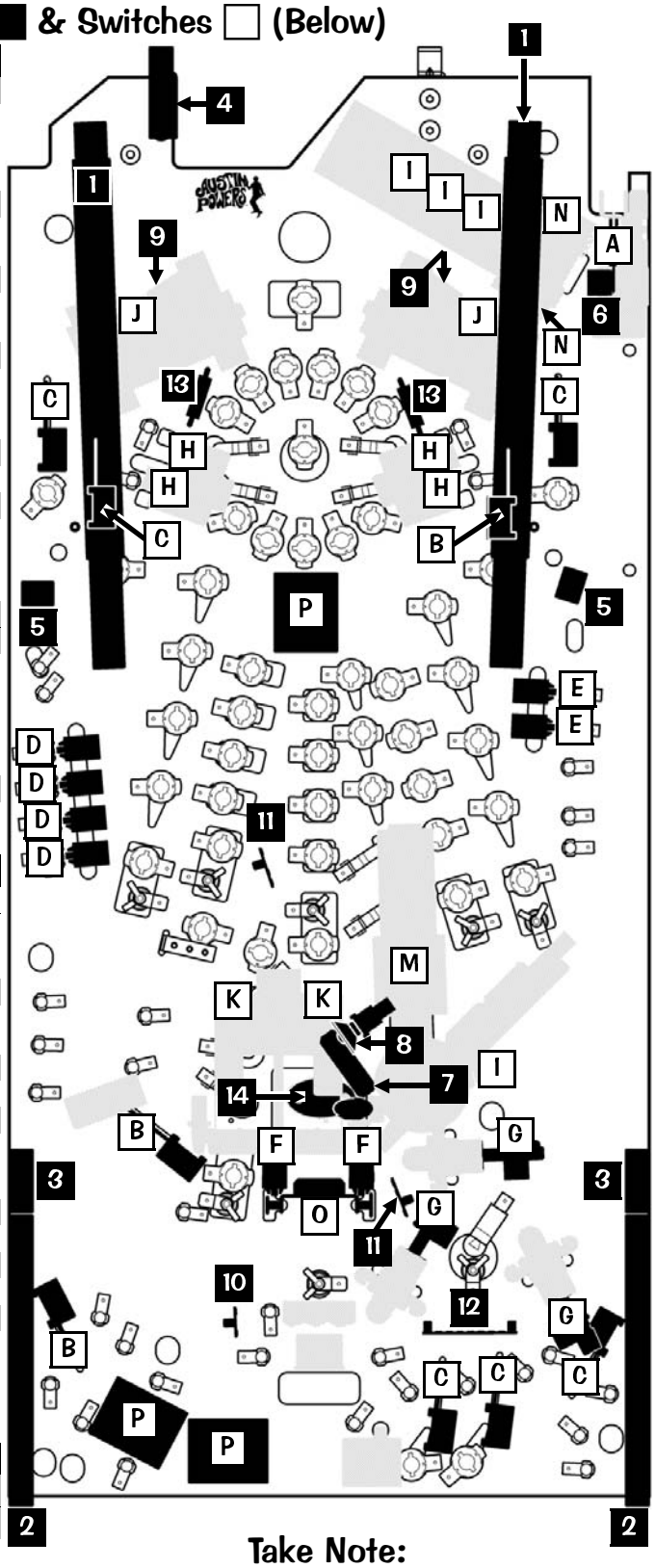
№	INDIVIDUAL PART NAME	QTY.	SPI PART №
31	*Cabinet Light Board Assy. Continued*	*1*	*500-6413-74*
31E*	#44 Bulb Yellow (Small Bayonet Type)	4	165-5053-06
31F*	Clear Plastic (Butyrate) -010	1	830-5984-010
31G*	Decal for Item 31F	1	820-6284-18
	Item 31B is secured by: Staple (5/16") (Qty. 2/per) (631-5000-00)fp		
	Item 31F is secured to Item 31A by: #6 X 1/2" PPH A Black (Qty. 3) (237-5805).		
	Special Ordering note on Items 31F & 31G: *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*		
	Item 31 is secured to the Cabinet by: #8-32 X 1½" HWH MS (Ser) Zinc (Qty. 2) (237-5946-00) **and** #8 Washer (Qty. 2) (242-5005-00)		
32	Speaker 8" ø Rd. 8010 4Ω	1	031-5007-00
33	Speaker Grill 7" X 7"	1	545-5072-03
	Items 32 & 33 are secured by: #6-32 X 1-1/4" Fin Shank Screw (Qty. 4) (237-5883-00) **and** #6-32 Keps Nut (Qty. 4) (240-5008-00)		
34	Power Input Box Sub-Assy.	1	515-5360-07
	ORDERING ABOVE (ITEM 34) SUB-ASSY. PART № WILL INCLUDE:		
34A	Power Box (Plain)	1	535-5932-00
34B	Service Outlet (for USA)	1	180-5008-01
34C	Line Cord 10' ROJ 3" Max.	1	034-5000-10
34D	Recessed Cup for Line Cord	1	545-5122-00
34E*	Line Filter	1	150-5000-00
34F*	Varistor TNR159211KM	1	150-5001-00
34G	Fuse 8 Amp 250v Slo-Blo (Domestic)	1	200-5000-05
34H	Fuse Holder	1	205-5001-00
34I*	On/Off Switch Bracket	1	535-8318-00
34J	On/Off Rocker Sw. (Arcolectric C1350AB)	1	180-5001-01
34K	Power Box Decal	1	820-6123-03
35	Cash Box Plastic Bottom	1	545-5090-00
36	Cash Box Cover (Validator)	1	535-5013-03
37	Cash Box Lock Bracket (wire)	1	535-7562-00
38	Large Hair-Pin Clip	1	535-7772-00
39	**Mr. Bigglesworth Figurine** (Ball Trap Prevention)	1	880-5053-00
	Item 39 is secured to the Cabinet by: #6 X 1¼" PFH A Zinc (Qty. 1) (237-5804-00) **and** 3/8" X 3/8" Spacer Gray (Qty. 1) (254-5000-12)		

Playfield - General Parts ■ & Switches □ (Below)

№	BELOW PLAYFIELD PART NAME	QTY.	SPI PART №
1	Playfield Support Slide Bracket	2	535-6862-02
	Item 1 is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 2/per) (234-5101-00) **and** #8-32 X 5/8" HWH Swage (Serr) Zinc (Qty. 1/per) (237-5975-03)		
2	Edge Slide Bracket (Extended)	2	535-5988-01
	Item 2 is secured by: #4 X 1/2" PFH (Zinc) (Qty. 5/per) (237-5840-00)		
3	Pivot Pin Bracket Welded Assembly	2	500-5329-03
4	Playfield Hanger Bracket (Left)	1	535-8867-00
	Items 3 & 4 are secured by: #8-32 X 5/8" HWH Swage (Ser) Zc. (Qty. 2/per) (237-5975-03)		
5	Outlane Adjustable Post Plate	2	535-5091-02
6	Switch Bracket (Shooter Lane)	1	535-6173-00
	Items 5 & 6 are secured by: #6 X 1/2" HWH AB (Zinc) Red (Qty. 2/per) (234-5001-02)		
7	Mounting Bracket (for Ball Trap Prevent)	1	535-8916-00
	Item 7 is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 2) (234-5101-00)		
8	Light Reflector (Silver Plastic)	1	545-5409-01
	Note: *For #555 Socket & Bulb, see* ***Page 64*** *(Items D & 1).*		
9	Insulation Fiche Paper (Flipper Base)	2	545-5721-00
10	Diode Terminal Strip 2-Lug (810) Isolated	1	055-5203-00
11	Diode Terminal Strip 3-Lug (813) Isolated	2	055-5204-03
12	Diode Terminal Strip 7-Lug Isolated	1	055-5204-07
	Items 10, 11 & 12 are secured by: #6 X 3/8 HWH AB Zinc (Qty. 1-2/per) (234-5000-00). ***Note:*** *1N4004 Diodes (112-5003-00) are used in all Diode applications. 1N4001 Diodes can be used for Switches and/or Lamps. See Sec. 5, Chp. 2, Playfield Diode Terminal Strip...*		
13	3A 250v Slo-Blo Fuse	2	200-5000-08
	Fuse Clip Holder (Socket)	2	205-5000-01
	Item 13 is secured by: #6 X 1/2" PPH AB (Qty. 1/per) (237-5805-00) ***Note:*** *Item 13, Fuse Clip Holder (Socket) 205-5000-01 is part of a set of 12 (205-5000-12). You can order them as individuals (...-01) or a set of 12 (...-12).*		
14	Dr. Evil Figurine (Altered)	1	880-5052-00
	Note: *For how Item 14 is secured or for a better view, see Sec. 4, Chp. 2, Drawings for Major Assemblies & Ramps,* ***Page 77****.*		
15*	#8 Solder Lug	5	055-5140-08
	Item 14 is secured by: #6 X 3/8" HWH AB (Zinc) Red (Qty. 1/per) (234-5000-00)		

№	BELOW SWITCHES PART NAME	QTY.	SPI PART №
A	Shooter Lane Micro Switch	1	180-5157-00
	Switch Body Protect Plate	2	535-6539-00
	Item A is secured to Item 5 (above) by: #2-56 X 1/2" HWH Ser UNS #4HD TR3 Black (Qty. 2) (237-5937-02) **and** #2-56 Hex Nut (Qty. 2) (240-5301-00).		
B	Micro Sw. Assy. R/O Lt. Mount Reg.	3	500-6227-01
C	Micro Sw. Assy. R/O Rt. Mount Reg.	6	500-6227-02
	Items B & C are secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 2/per) (234-5101-00)		
D	Modular S-U Target Square (Green)	4	500-6139-04
E	Modular S-U Target Square (Blue)	2	500-6139-05
F	Modular S-U Target Narrow (Green)	2	500-6138-04
	Items D - F are secured by: #8 X 3/4" HWH AB (Zinc) (Qty. 2/per) (234-5103-00) ***For better views, see Appendix I, Page A14 (end of manual).***		
G	Micro Sw. Bumper	3	180-5015-03
H	Stack **(Blade)** Sw. Slingshot	4	180-5054-00
I	Micro Switch **(Roller Actuator, Lite Force)**	4	180-5119-02
J	EOS Switch Flipper	2	180-5149-00
K	Micro Switch	2	180-5052-00
L	Micro Switch	1	180-5083-00
M	Micro Switch Scoop	1	180-5183-00
	Note: *For how Items G-M are secured or for a better view, see Sec. 4, Chp. 2, Drawings for Major Assemblies & Ramps, Item G, Page 71; Item H, Page 70; Item I, Pages 67 & 74-75; Item J, Pages 68-69; Item K, Page 76; Item L, Page 77; Item M, Page 78 Top.*		

№	BELOW MISC. PCB PART NAME	QTY.	SPI PART №
N	Dual OPTO TRANS Bd. (on Ball Trough)	1	520-5173-00
	Dual OPTO REC Board (on Ball Trough)	1	520-5174-00
	Note: *For more details on Item N and a break-down of parts, see Section 5, Chapter 4, Printed Circuit Boards,* ***Page 99****. For how Item N is secured or for a better view, see Sec. 4, Chp. 2, Drawings for Major Assemblies & Ramps,* ***Page 67****.*		
O	Long Hop OPTO TRANS Bd. (on Brkt.)	1	520-5082-00
	Long Hop OPTO REC Board (on Brkt.)	1	520-5083-01
	Note: *For more details on Item O and a break-down of parts, see Section 5, Chapter 4, Printed Circuit Boards,* ***Page 131****. For how Item O is secured or for a better view, see Sec. 4, Chp. 2, Drawings for Major Assemblies & Ramps,* ***Page 78 (Bottom)****.*		
P	Relay Board	3	520-5010-00
	Item P is secured by: #6 X 3/4" HWH AB (Zinc) (Qty. 4/per) (234-5003-00) **and** 3/8" Slf. Rtn. Spacer White (Qty. 1/per) (254-5007-01)		



Take Note:

* An asterisk (∗) indicates item(s) are not noted in the pictorials.

1. For Sockets & Bulbs (drawings & part numbers) see Pgs. 62-64.
2. Some unique parts *may be included with* **or** *associated with* a Major Assembly or Ramp Assembly; **see the Blue Pages, Sec. 4, Chp. 2**. for parts required not appearing on this page. If you still cannot find the part required, Call Stern™ Pinball Technical Support, 1-800-542-5377 or 1-708-345-7700.
3. **Legend Note:** Items noted with a black square ■ are General Parts. Items noted with a white square □ are Switches, OPTO Boards, or Misc. PC Boards.

Playfield - General Parts ■ & Switches □ (Above)

Views of "Austin Powers (Item 17)", "Fat Bastard (Item 19)" & "Mini-Me (Item 20)" Figurines may differ than actual part on your game. See Note under Item 20 for further information.

№	ABOVE PLAYFIELD PART NAME	QTY.	SPI PART №
1	P/F Screened **w/** Inserts & **NO** Parts	1	830-5100-74
	P/F Complete **w/** Inserts & **ALL** Parts	1	505-6004-74
2	Playfield Hanger Bracket (Right)	1	535-8385-00
	Item 2 is secured to the P/F by: #8-32 X 7/8" HWH MS Zinc (Qty. 2) (237-5890-00)		
3	A. Powers Bottom Arch (Plastic)	1	545-5995-01
	Item 3 is secured to the playfield by: Playfield Support Hex Post (double male threaded end #8-32 (Qty. 2) (530-5285-00) *[see **Page 59**, Item 15 for view]*, #8 Washer (Qty. 2) (242-5005-00) **and** #8-32 Nylon Stop Nut (Qty. 2) (240-5102-00). **Ball Trap Prevent under Arch by ball drain:** 1" X 3/8" Spacer Gray (Qty. 1) (254-5000-04), #8 Washer (Qty. 1) (242-5005-00), #8-32 Nylon Stop Nut (Qty. 1) (240-5102-00) **and** #8-32 X 1½" PFH MS Black (Qty. 1) (237-5940-01) ***Note:** For Decals, see Playfield - Plastics (Screened & Clear), Mylar & Decals, **Page 57**.*		
4	Instruction Card (USA) №: 74	1	755-5174-00
	***Note:** Visit **www.sternpinball.com** for a PDF copy of the Game Instruction Card which will contain any translated instruction cards made for this game. Find Game Link or Archives.*		
5	Coin Card (2-Sided) *New for 2002*	1	755-5400-00
	***Usage Note:** Use **Item 5** (**Back: 1 Play 50¢ - 5 Plays $2**) for Adj. 6, Game Pricing, **USA 5** Setting, or (**Front: 1 Play 50¢ - 3 Plays $1**) for Adj. 6, Game Pricing, **USA 8** Setting.*		
6	*Coin Card (2-Sided) New for 2002*	1	755-5400-02
	***Usage Note:** Use **Item 6** (**Front: 1 Play 50¢**) for Adj. 6, Game Pricing, **USA 2-7** Setting, (**Back: is Blank**) for Custom Settings.* ***Availability:** See **Appendix J** (back of manual) for all current Coin Cards (**USA**, **Canada**, **Euro** & other **International**). If this is a non-US Game, Coin Card(s) provided will differ.*		
7	1-1/16" Steel Balls	4	260-5000-00
8	Mini-Mars Light Cover (Snap-In)	4	550-5030-□□
	Note:** When ordering fill-in the last 2-digits will the 2-digits after the colors noted below.* ***Green -04 Blue -05 Yellow -06 Orange -07		
9	Light Reflector (Silver Plastic)	1	545-5409-01
	***Note:** For #555 Socket & Bulb, see **Page 64** (Items D & 1).*		
10*	Plug-Cap (3/16") Black Plastic	1	545-5232-01
	***Note:** Item 10 should plug hole if the Center Post (@ Drain) is Not Used.*		
11	Ramp Mounting Welded Bracket	2	515-6508-00
	Item 11 is secured on Wood Rail: #6 X 1/2" PTH A (Zinc) (Qty. 2/per) (237-5809-00)		
12	Control & 1-Way Gates	2	*Read Note Below*
	***Note:** Control Gates (Left Style with & without Wire Form) are detailed in Sec. 4, Chp. 2, Drawings for Major Assemblies & Ramps, **Page 73**.*		
13	Back Panel A. Powers™ (No Parts)	1	525-5589-00
	Item 13 is secured by: #6 X 13" PFH A (Zinc) (Qty. 6) (237-5850-00) **and** #6 X 3/4" HWH AB Zinc (Qty. 4) (234-5003-00)		
14*	Clear Dot (Self-Adhesive)	5	280-5012-00
	Item 14 are located on the following Plastics: Clear -002, Clear -004, Clear -007 and Screened -09 (X2). *See this Section **Page 57** for plastic locations.*		
15	Protect Bracket	1	535-8912-00
	Item 15 is located under the following Plastic: Screened -16.		
16	Trap Wire	1	265-5059-00
17	Austin Powers Figurine (Altered)	1	880-5051-01
18	Dr. Evil Figurine (Altered) (under P/F)	1	880-5052-00
19	Fat Bastard Figurine (Altered)	1	880-5050-01
20	Mini-Me Figurine (Altered)	1	880-5049-01
	Note:** For how Items 17-20 are secured or for a better view, see Sec. 4, Chp. 2, Drawings for Major Assemblies ..., **Item 17, Pg. 74; Item 18, Pg. 77; Item 19, Pg. 82; Item 20, Pg. 83;		
21	Level Assembly	1	515-7214-00
	***For Individual Items use :** .882" 8MM **Vial Mtg. Flange** (545-6027-00), **Level** .8mm Empire #0224 (545-6001-01) or **Level Bracket** (535-9010-00). **Flange secured by:** #6-32 X 1/4" PPH MS (no Sems) Zinc (Qty. 1) (237-5500-00) **and** #6-32 Keps Nut (Qty. 1) (240-5008-00)* **Item 21 is secured to wood rail by:** #6 X 1/2" HWH AB Zinc Red (Qty. 2) (234-5001-02)		

№	ABOVE SWITCHES PART NAME	QTY.	SPI PART №
A	Micro Switch (on Roll-Under Gates on Ramps)	4	180-5087-00
B	Micro Switch (Roll Over on Laser Beam)	1	180-5181-00
C	Micro Switch (Roller Actuator on Laser Beam)	2	180-5119-02
D	Micro Switch (Roll Over on Time Mach. Ramp)	1	180-5057-00

№	ABOVE MISC. PCB PART NAME	QTY.	SPI PART №
E	Pulse-Stretcher OPTO PC Board	1	515-7212-00

***Note:** For more details on **Item E** and a break-down of parts, see Section **5**, Chapter **4**, Printed Circuit Boards, **Page 130**. For how **Items A-E** is secured or for a better view, see Section **4**, Chapter **2**, Drawings for Major Assemblies & Ramps.*

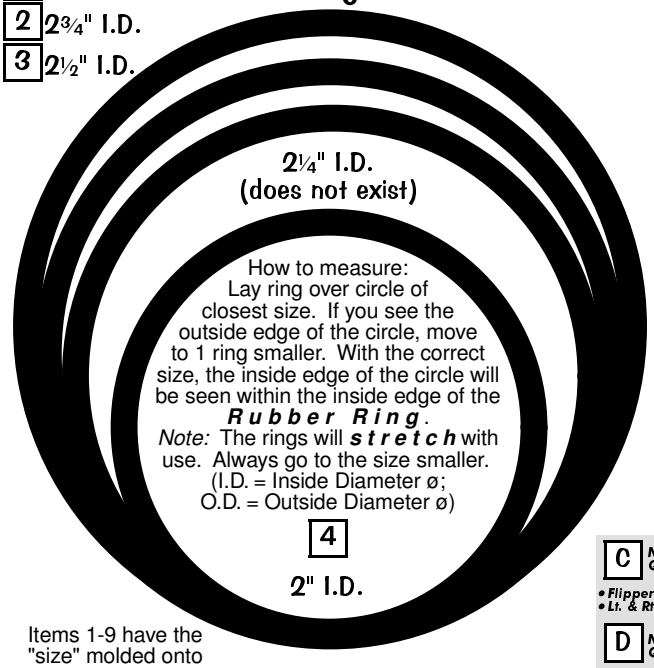
Take Note:

* An asterisk (∗) indicates item(s) are not noted in the pictorials.

1. Some unique parts *may be included with* **or** *associated with* a Major Assembly or Ramp Assembly; **see the Blue Pages, Sec. 4, Chp. 2**. for parts required not appearing on this page. If you still cannot find the part required, Call Stern™ Pinball Technical Support, 1-800-542-5377 or 1-708-345-7700.
2. **Legend Note:** Items noted with a black square ■ are General Parts. Items noted with a white square □ are Switches.

Playfield - Rubber Parts ☐ (Rings Actual Size) †

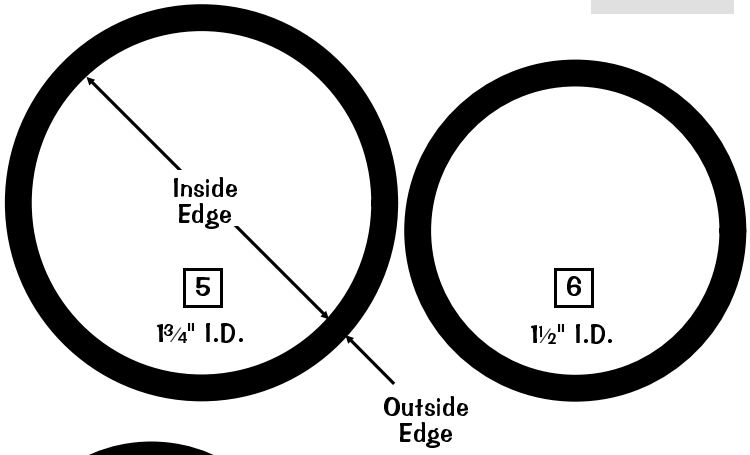
1 3" I.D.
2 2¾" I.D.
3 2½" I.D.

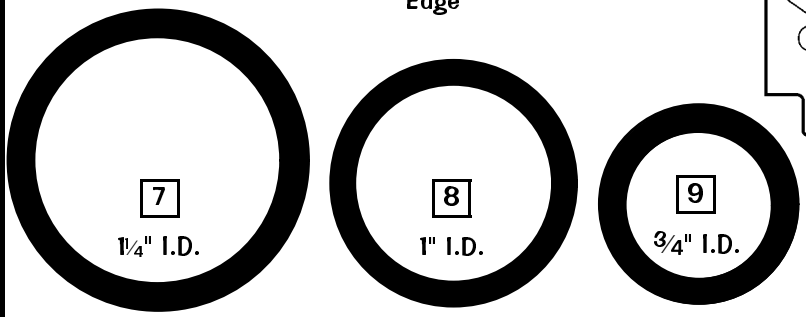


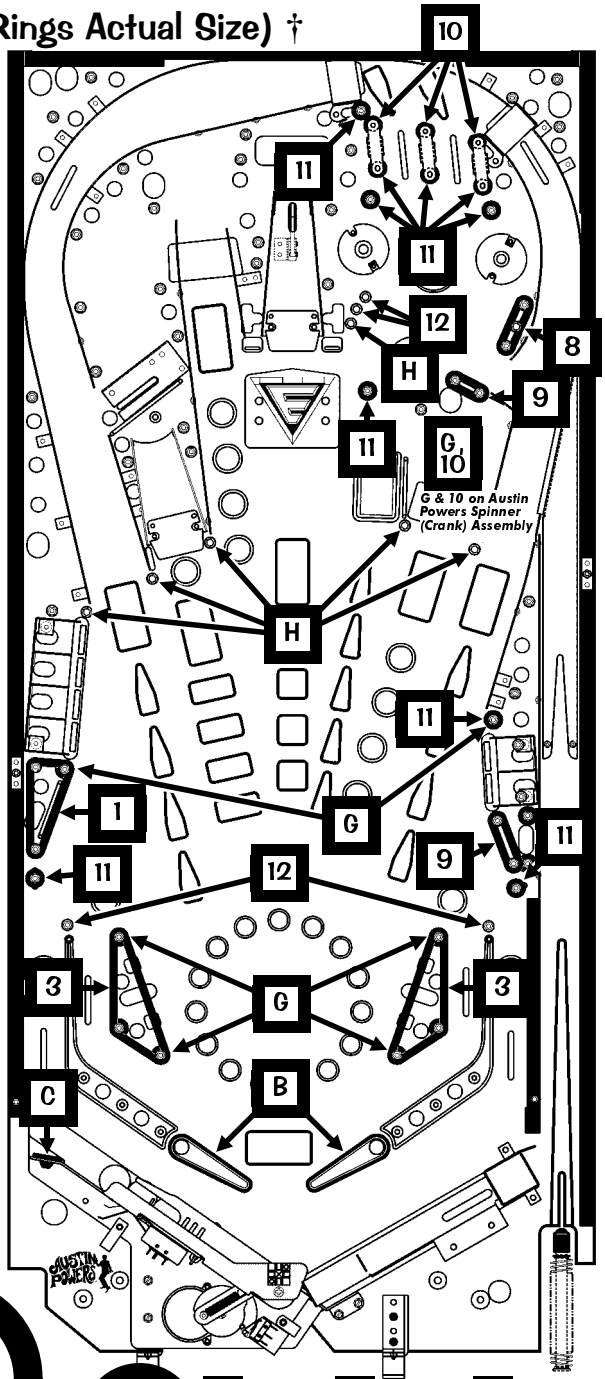
Items 1-9 have the "size" molded onto the Rubber Ring.

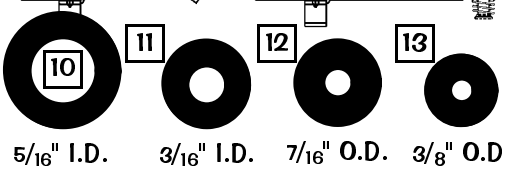
C Not Shown: Qty. 4
- Flipper Assemblies
- Lt. & Rt. Plas. Ramps

D Not Shown: Qty. 2
- Trough Up-Kicker
- Scoop







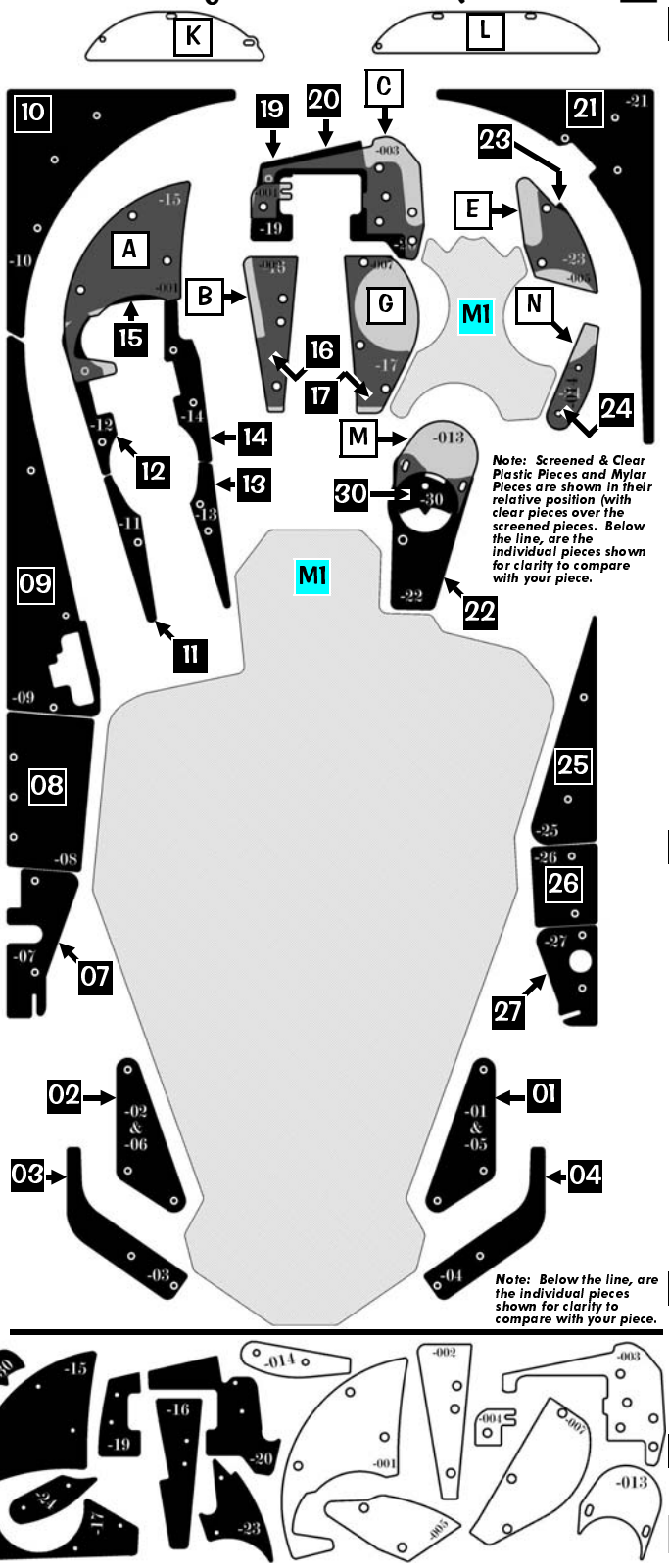


№	RUBBER PART NAME	QTY.	SPI PART №
A	Small Flipper Rubber Ring	0	545-5207-00
B	Large Flipper Black Rubber Ring	2	545-5277-00
C	Rubber Deflector Pad (Bumper)	5	545-5428-00
D*	Rubber Bumper (Grommet)	2	545-5105-00
E	Bumper Post Rubber	0	545-5009-00
F	Rubber Flange Bumper	0	545-5965-00
G	Post Rubber (Sleeve Short)	7	545-5151-00
H	Post Black Rubber (Sleeve Tall)	6	545-5308-00
1	3" I.D. BLK Rubber Ring	0	545-5348-10
2	2¾" I.D. Black Rubber Ring	0	545-5348-20
3	2½" I.D. Black Rubber Ring	2	545-5348-09

№	RUBBER PART NAME	QTY.	SPI PART №
4	2" I.D. Black Rubber Ring	1	545-5348-08
5	1¾" I.D. Black Rubber Ring	0	545-5348-21
6	1½" I.D. Black Rubber Ring	0	545-5348-07
7	1¼" I.D. Black Rubber Ring	0	545-5348-06
8	1" I.D. Black Rubber Ring	1	545-5348-05
9	¾" I.D. Black Rubber Ring	2	545-5348-04
10	5/16" I.D. Black Rubber Ring	4	545-5348-02
11	3/16" I.D. Black Rubber Ring	10	545-5348-01
12	7/16" O.D. Black Rubber Ring	4	545-5348-17
13	3/8" O.D. Black Rubber Ring	0	545-5348-19
14*	O-Ring 11/32" X 7/32" X 1/16"	1	545-5850-00

† Items with Ø Qty. are not used in this game. Size and/or quantities may change during production.

Playfield - Plastics (Screened ■ & Clear □), Mylar ■ & Decals*



Nº	SCREENED PLASTIC PART NAME	SPI PART Nº
Attention: *Individual Pieces may not be available. Piece -28 is* ***Not Used***.		**830-5982-XX**
01	Right Slingshot	830-5982-01
02	Left Slingshot	830-5982-02
03	Left Return Lane	830-5982-03
04	Right Return Lane	830-5982-04
05*	Right Slingshot (Spare in Parts Bag)	830-5982-05
06*	Left Slingshot (Spare in Parts Bag)	830-5982-06
07	Left Side, Lower	830-5982-07
08	Left Side, Middle	830-5982-08
09	Left Side, Upper	830-5982-09
10	Top Left Corner	830-5982-10
11	Toilet Front, Left Side	830-5982-11
12	Toilet Back, Left Side	830-5982-12
13	Toilet Front, Right Side	830-5982-13
14	Toilet Back, Right Side	830-5982-14
15	Behind Fat Bastard **(under "-001", Item A)**	830-5982-15
16	Time Machine Ramp, Left **(under "-002", Item B)**	830-5982-16
17	Time Mach. Ramp, Right **(under "-007", Item G)**	830-5982-17
18*	Key Fob	830-5982-18
19	Time Mach., Left **(under "-004", Item D)**	830-5982-19
20	Time Mach., Left & Back **(under "-003", Item C)**	830-5982-20
21	Top Right Corner	830-5982-21
22	Front of Austin Powers	830-5982-22
23	Top Right Bumper **(under "-005", Item E)**	830-5982-23
24	Bottom Rt. Bumper **(under "-014", Item N)**	830-5982-24
25	Right Side, Upper	830-5982-25
26	Right Side, Middle	830-5982-26
27	Right Side, Lower	830-5982-27
28*	Not Used	Not Used
29*	Spini-Me **(see Sec. 4, Chp. 2, Pg. 83 for Location)**	830-5982-29
30	Behind A. Powers **(see also Sec. 4, Chp. 2, Pg. 83)**	830-5982-30

Nº	CLEAR PLASTIC PART NAME	SPI PART Nº
Attention: *Individual Pieces may not be available. Pieces -006, -008 & -009 are* ***Identical***.		**830-5984-XX**
A	Behind Fat Bastard **(over "-15", Item 15)**	830-5984-001
B	Time Mach. Ramp, Left **(over "-16", Item 16)**	830-5984-002
C	Time Mach., Left & Back **(over "-020", Item 20)**	830-5984-003
D	Not Used	**Not Used**
E	Right Bumper, Top **(over "-23", Item 23)**	830-5984-005
F*	Laser Ring **(see Sec. 4, Chp. 2, Pgs. 80/81 for Loc'n)**	830-5984-006
G	Time Mach. Ramp, Right **(over "-17", Item 17)**	830-5984-007
H*	Laser Ring **(see Sec. 4, Chp. 2, Pgs. 80/81 for Loc'n)**	830-5984-008
I*	Laser Ring **(see Sec. 4, Chp. 2, Pgs. 80/81 for Loc'n)**	830-5984-009
J*	Light Strip **(located in Cabinet, requires Decal)**	830-5984-010
K	Left Ramp Cover **(see Sec. 4, Chp. 2, Pgs. 84/85)**	830-5984-011
L	Right Ramp Cover **(see Sec. 4, Chp. 2, Pgs. 86/87)**	830-5984-012
M	Over Bottom Bumper	830-5984-013
N	Right Bumper, Bottom **(over "-24", Item 24)**	830-5984-014

Nº	MYLAR PART NAME	QTY.	SPI PART Nº
M1	Clear - Playfield Pieces (A. Powers)	1	**820-5883-XX**
M2*	Clear - Slingshot Front Protect	2	820-5821-00
M3*	Clear - Square Ball Drop	3	820-5815-00
M4*	Black Mylar - Cover Discs **(in Cabinet)**	2	820-5041-00

Nº	GAME DECAL PART NAME	SPI PART Nº
D1*	Time Machine Disc **(see Sec. 4, Chp. 2, Pg. 79)**	820-6280-00
D2*	Under Ramp Decal Sheet Set	**820-6293-XX**
	Note: Individual pieces are not available, thus entire sheet set must be ordered. **-01:** Right Ramp Enter; **-02:** Left Ramp Enter	
D3*	Game Decal Sheet Set	**820-6284-XX**
	Note: Individual pieces are not available, thus entire sheet set must be ordered. **-01:** Arch Left; **-02:** Arch Center; **-03:** Arch Right; **-04, -05, -06:** Bumper Cap; **-07:** Dr. E Flap; **-08:** Flip. Bat Left; **-09:** Flip. Bat Rt.; **-10:** Tech. Support; **-11:** Install 4 Balls; **-12:** Back Panel; **-13, -14:** Nar. Stand-Up Target; **-15:** Toilet Flusher; **-16:** Portals; **-17:** Up Post; **-18:** Cab. Light Strip; **-19:** Arch Shooter; **-20** Coin Door Front; **-21:** Dr. Evil Target Brkt. Back; **-22:** Dr. Evil Trgt. Brkt. Left; **-23:** Dr. E Trgt. Brkt. Rt.; **-24:** Disc. Fire Button; **-25, -25A:** Rt. Ramp Lower; **-26:** Lt. Ramp Lower; **-27:** Left Ramp; **-28:** Right Ramp Top	
D4*	Diode Terminal Strip Desc. Decals	820-6221-74
	See Section 5, Chapter 2, Playfield Wiring, Page 95 for more details.	

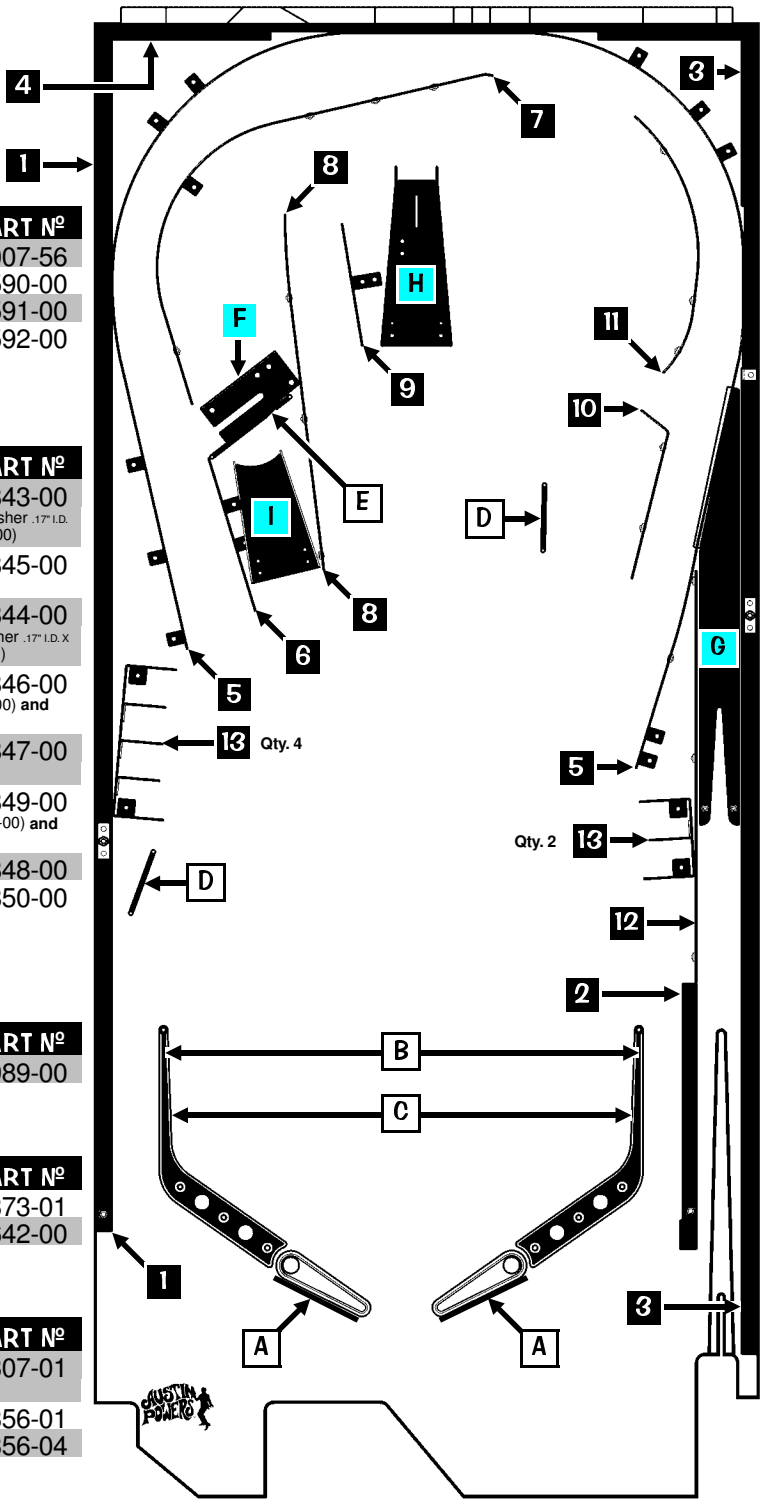
Misc. Decals: Power Box (**820-6223-00**); Protective Earth (**820-6224-00**); Gen. Backbox Fuse Location (**820-6152-01**); Suitable ... Use (UL) (**820-6001-01**); Can. UL Listing (**820-6141-01**); High Voltage Label (UL) (**820-6082-01**); Shock Hazard Label (UL)(**820-6263-00**)

Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

1. To order the entire Plastic Sheet Set (Screened & Clear), use the Part Nº with the "-XX" ending. For individual pieces replace the "-XX" with appropriate last 2-Digit Nº.
   Attention: Individual pieces are not be available.
2. **Legend Note:** Items noted with a black square ■ are Screened; ...a white square □ are © Clear; ...a gray square ■ is Mylar Set.

Playfield - Rails ■, Wire Forms □, Ball Guides □ and Flat Metal Ramps ■ †



№	WOOD RAIL PART NAME	QTY.	SPI PART №
1	Wood Rail (36.896")	1	525-5007-56
2	Wood Rail (Shooter Lane)	1	525-5590-00
3	Wood Rail (Right Side)	1	525-5591-00
4	Wood Rail (Top)	1	525-5592-00

Items 1-4 are secured by: #6 X 1-1/4" PFH A (Zinc) (Qty. 17) (237-5804-00)

№	METAL FLAT RAIL PART NAME	QTY.	SPI PART №
5	Metal Flat Rail (Outer Orbit)	1	535-8843-00
	Item 5 is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 10) (234-5101-00), #8 Washer .17" I.D. X 1/2" O.D. X .042" (Qty. 1) (242-5015-00) **and** #8-32 Nylon Stop Nut (Qty. 1) (240-5102-00)		
6	Metal Flat Rail (Inner Lt. Orbit Bottom)	1	535-8845-00
	Item 6 is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 2) (234-5101-00)		
7	Metal Flat Rail (Inner Left Orbit Top)	1	535-8844-00
	Item 7 is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 1) (234-5101-00), #8 Washer .17" I.D. X 1/2" O.D. X .042" (Qty. 4) (242-5015-00) **and** #8-32 Nylon Stop Nut (Qty. 4) (240-5102-00)		
8	Metal Flat Rail (Left Ramp, Left Side)	1	535-8846-00
	Item 8 is secured by: #8 Washer .17" I.D. X 1/2" O.D. X .042" (Qty. 2) (242-5015-00) **and** #8-32 Nylon Stop Nut (Qty. 2) (240-5102-00)		
9	Metal Flat Rail (Left Ramp, Rt. Side)	1	535-8847-00
	Item 9 is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 2) (234-5101-00)		
10	Metal Flat Rail (Inr. Rt. Orbit Bottom)	1	535-8849-00
	Item 10 is secured by: #8 Washer .17" I.D. X 1/2" O.D. X .042" (Qty. 2) (242-5015-00) **and** #8-32 Nylon Stop Nut (Qty. 2) (240-5102-00)		
11	Metal Flat Rail (Inner Rt. Orbit Top)	1	535-8848-00
12	Metal Flat Rail (Shooter Lane, Left)	1	535-8850-00
	Items 11 & 12 are secured by: #8 Washer .17" I.D. X 1/2" O.D. X .042" (Qty. 3) (242-5015-00) **and** #8-32 Nylon Stop Nut (Qty. 3) (240-5102-00)		

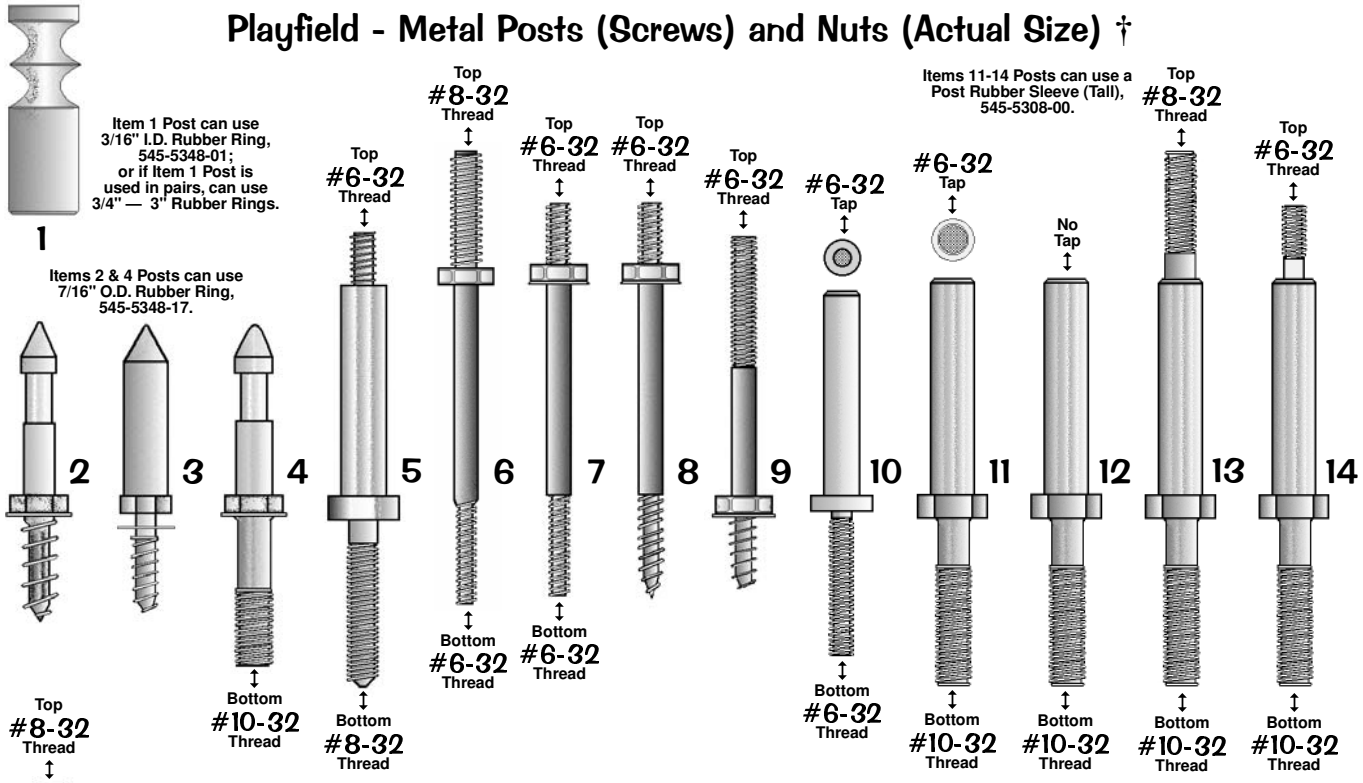
№	MISC. PART NAME	QTY.	SPI PART №
13	Shadow Box	6	545-5989-00

№	WIRE FORM PART NAME	QTY.	SPI PART №
A	Wire Form (Snubber)	2	535-5373-01
B	Wire Form (over Item C)	2	535-5642-00

№	BALL GUIDE RAIL PART NAME	QTY.	SPI PART №
C	Ball Guide Rail (Plastic) Return Lane	2	550-5307-01
	Item C is secured by: #6-32 X 1¾" PPH MS (Zinc) (Qty. 3/per) (237-5511-00)		
D	Ball Guide Rail (2")	2	535-5356-01
E	Ball Guide Rail (3")	1	535-5356-04

№	FLAT RAMPS PART NAME	QTY.	SPI PART №
F	Protect Bracket (Ball Drain, Toilet)	1	535-8914-00
	Item F is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 3) (234-5101-00) **and** #6 X 1/2" PTH A (Zinc) (Qty. 1) (237-5809-00)		
G	Metal Flat Rail (Shooter Lane, Ramp)	1	535-8145-00
	Item G is secured by: #4 X 1/2" PFH (Zinc) (Qty. 2) (237-5840-00)		
H	Time Machine Ramp Riveted Assy.	1	515-7200-00
I	Toilet Ramp Riveted Assembly	1	500-6503-00
	Items H & I are secured by: #4 X 5/8" PFH (Black) (Qty. 2/per) (237-5833-00)		
	Special Note on Items H & I: *For a break-down of parts on these two items, see the Blue Pages, Sec. 4, Chp. 2, Drawings for Major Assemblies & Ramps. Item H will not include the switch which must be ordered separately.*		

Playfield - Metal Posts (Screws) and Nuts (Actual Size) †



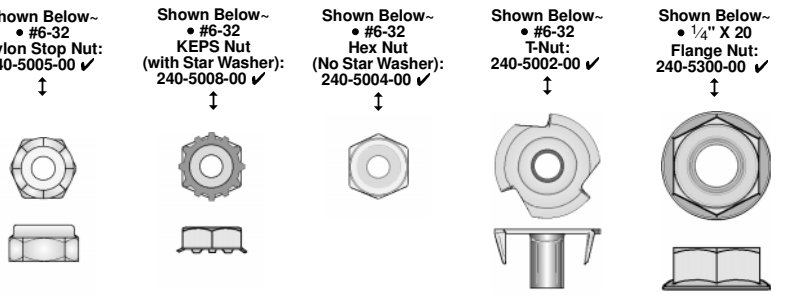
Item 16 is typically used to hold Hex Spacers onto the Playfield Top.

Item 17 is typically used to hold the bottom Cabinet Speaker (used with #6-32 Nylon Stop Nut, 240-5005-00).

Item 18 is typically used to hold Item 15 (515-5939-00) in Turbo Bumper Assy., 515-6459-04.

Note: The "Fins" keep the screw from turning inside the wood hole.

Nut Note: All nuts shown with a " ✔ " are used in this game. The quantities (not specified) vary. The remaining Items listed are not used in this game and are noted for reference only (used in prior games).



Shown Below~ • #6-32 Nylon Stop Nut: 240-5005-00 ✔

Top & Side Views

Nylon Stop Nuts *Not Shown:*

- #6-32 (w/ 1/4" Hex Body): 240-5010-00 ✔
- #8-32: 240-5102-00 ✔
- #10-32: 240-5203-00 ✔
- #10-24: 240-5206-00 ✔
- #4-40: 240-5303-00 ✔
- #4-40 (18/8 Stainless): 240-5303-01
- 5/16"-18: 240-5316-00

Shown Below~ • #6-32 KEPS Nut (with Star Washer): 240-5008-00 ✔

Bottom & Side Views

KEPS Nuts *Not Shown:*

- #6-32 (w/ 1/4" Hex Body): 240-5011-00
- #8-32: 240-5104-00
- #10-32: 240-5208-00 ✔
- #10-24: 240-5207-00 ✔
- #4-40: 240-5318-00

Shown Below~ • #6-32 Hex Nut (No Star Washer): 240-5004-00 ✔

Top View

Hex Nuts *Not Shown:*

- #8-32: 240-5103-00
- #10-32: 240-5201-00
- #10-24: 240-5202-00 ✔
- #10-32 X 3/8": 240-5209-00
- 3/4-16: 240-5315-00 ✔
- #2-56: 240-5301-00 ✔
- 7/8"-14: 240-5317-00

Shown Below~ • #6-32 T-Nut: 240-5002-00 ✔

Bottom & Side Views

T-Nuts *Not Shown:*

- #6-32 (w/Side Cut Off): 240-5002-01
- #8-32: 240-5101-00 ✔
- #10-32 (Black Oxide): 240-5007-00
- #10-32 (w/Side Cut Off): 240-5205-00
- #10-24: 240-5200-00

Shown Below~ • 1/4" X 20 Flange Nut: 240-5300-00 ✔

Top & Side Views

Miscellaneous Nuts *Not Shown:*

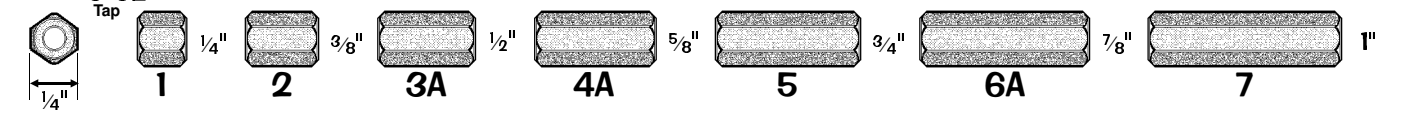
- Plastic Pal Nut (on Flipper Buttons): 240-5003-00
- Metal Pal Nut (on Flipper Buttons): 240-5003-01 ✔
- #6-32 Wing Nut: 240-5001-00
- #8-32 Wing Nut: 240-5100-00
- 1/4"-20 Wing Nut: 240-5302-00
- 1/4"-20 Toggle Wing: 240-5324-00

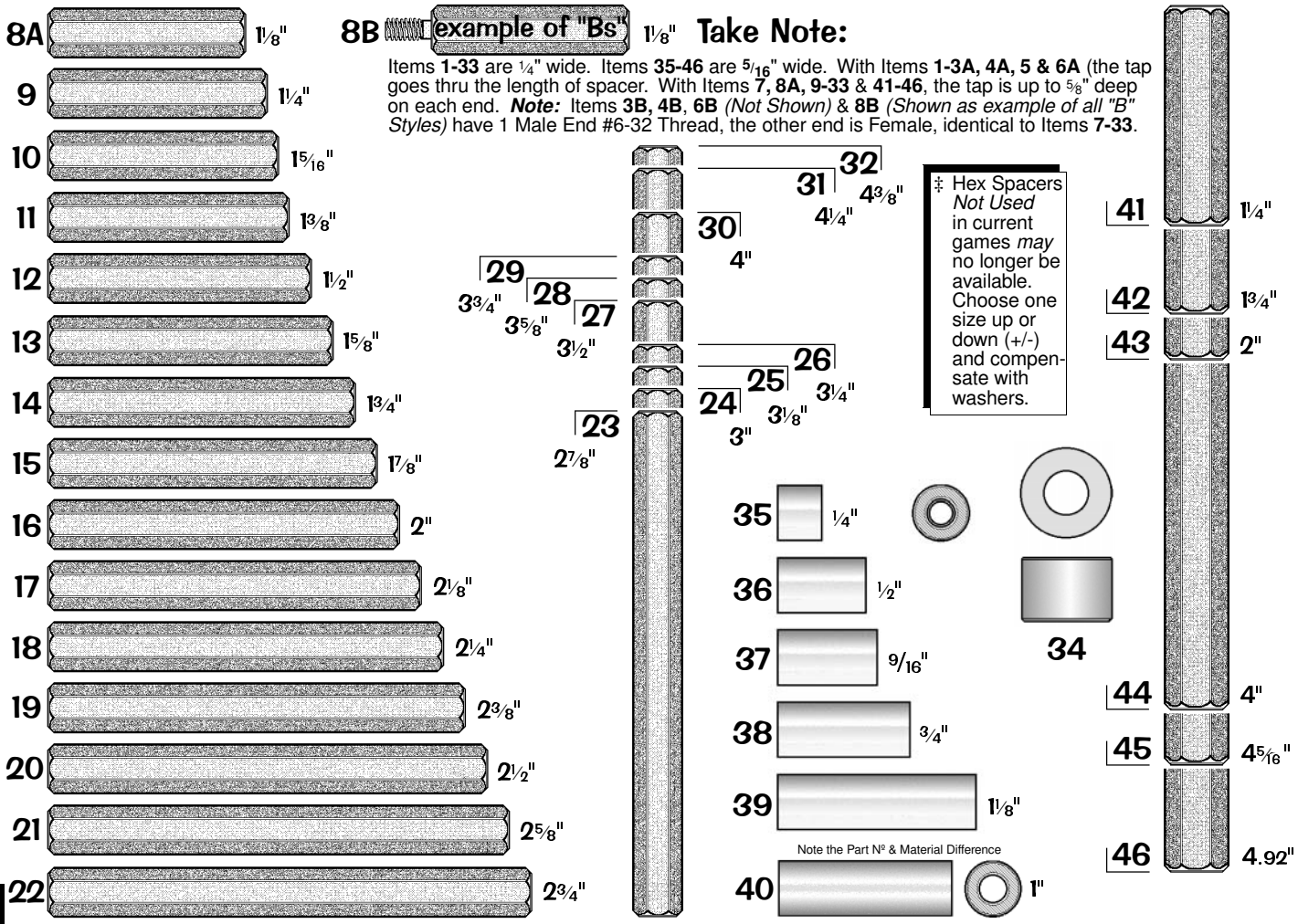
† Items with a Zero Qty. are not used in this game. Size and/or quantities may change during production.

№	METAL POST NAME	QTY.	SPI PART №
1	Stand-Off Double Groove Post 1 1/16"	0	530-5102-01
2	Mini-Post Wood Screw	2	530-5004-00
3	Mini-Post Wood Screw (no cut-away)	0	530-5004-01
4	Mini-Post Mach. Screw / #10-32 Bot.	3	530-5005-00
5	Post Fasten #6-32 Top / #8-32 Bot.	0	530-5007-00
6	Post Fasten #8-32 Top / #6-32 Bot.	0	530-5008-00
7	Post Fasten #6-32 Top / #6-32 Bot.	42	530-5012-02
8	Post Fstn. #6-32 Top / Wood Scr. Bot.	4	530-5010-02
9	Post #6-32 Top / Wood Screw Bottom	0	530-5263-01
10	Post #6-32 Tap / #6-32 Bottom	0	530-5127-00
11	Post Hex Base #6-32 Tap/#10-32 Bot.	1	530-5332-01
12	Post Hex Base (No Tap)/#10-32 Bot.	5	530-5332-00
13	Post Hex Base #8-32 Top/#10-32 Bot.	0	530-5332-02
14	Post Hex Base #6-32 Top/#10-32 Bot.	0	530-5332-03
15	Playfield Support #8-32 Top/Bottom	2	530-5285-00
16	#6-32 X 3/4" Fin Shank Screw	0	237-5921-02
17	#6-32 X 1 1/4" Fin Shank Screw	4	237-5883-00
18	#6-32 X 1 3/16" Spirol Fin Shank Screw	9	237-5957-00

Playfield - Metal Spacers (Actual Size) †

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





Take Note:

Items **1-33** are ¼" wide. Items **35-46** are 5/16" wide. With Items **1-3A, 4A, 5 & 6A** (the tap goes thru the length of spacer. With Items **7, 8A, 9-33** & **41-46**, the tap is up to ⅝" deep on each end. ***Note:*** Items **3B, 4B**, **6B** *(Not Shown)* & **8B** *(Shown as example of all "B" Styles)* have 1 Male End #6-32 Thread, the other end is Female, identical to Items **7-33**.

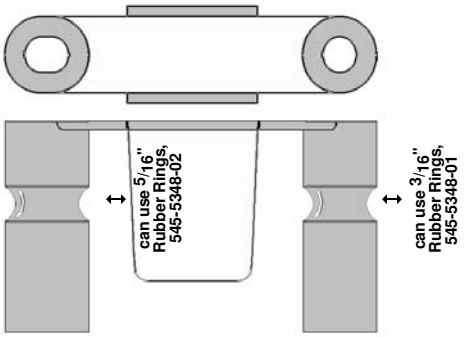
‡ Hex Spacers *Not Used* in current games *may* no longer be available. Choose one size up or down (+/-) and compensate with washers.

Nº	METAL SPACER NAME	QTY.	SPI PART Nº	Nº	METAL SPACER NAME	QTY.	SPI PART Nº
1	¼" X ¼" Hex Spacer #6-32 Tap	0	254-5008-00	22	2¾" X ¼" Hex Spacer #6-32 Tap	0	254-5008-15
2	⅜" X ¼" Hex Spacer #6-32 Tap	1	254-5008-12	23	2⅞" X ¼" Hex Spacer #6-32 Tap	0	254-5008-31
3A	½" X ¼" Hex Spacer #6-32 Tap	8	254-5008-03	24	3" X ¼" Hex Spacer #6-32 Tap	0	254-5008-14
3B	Same as 3A but with Male End #6-32	0	254-5024-03	25	3⅛" X ¼" Hex Spacer #6-32 Tap	0	254-5008-19
4A	⅝" X ¼" Hex Spacer #6-32 Tap	6	254-5008-02	26	3¼" X ¼" Hex Spacer #6-32 Tap	0	254-5008-26
4B*	Same as 4A but with Male End #6-32	0	254-5024-02	27	3½" X ¼" Hex Spacer #6-32 Tap	0	254-5008-27
5	¾" X ¼" Hex Spacer #6-32 Tap	6	254-5008-04	28	3⅝" X ¼" Hex Spacer #6-32 Tap	0	254-5008-25
6A	⅞" X ¼" Hex Spacer #6-32 Tap	5	254-5008-05	29	3¾" X ¼" Hex Spacer #6-32 Tap	0	254-5008-36
6B*	Same as 6A but with Male End #6-32	0	254-5024-05	30	4" X ¼" Hex Spacer #6-32 Tap	0	254-5008-21
7	1" X ¼" Hex Spacer #6-32 Tap	3	254-5008-06	31	4¼" X ¼" Hex Spacer #6-32 Tap	0	254-5008-30
8A	1⅛" X ¼" Hex Spacer #6-32 Tap	1	254-5008-17	32	4⅜" X ¼" Hex Spacer #6-32 Tap	0	254-5008-29
8B	Same as 8A but with Male End #6-32	0	254-5024-17	33*	5¼" X ¼" Hex Spacer #6-32 Tap	0	254-5008-35
9	1¼" X ¼" Hex Spacer #6-32 Tap	0	254-5008-11	34	⅜" X ½" Spacer (Used with Backbox)	2	530-5099-00
10	1 5/16" X ¼" Hex Spacer #6-32 Tap	0	254-5008-34	35	¼" X 5/16" X .144" I.D. Spacer Tap	1	254-5014-03
11 ‡	1⅜" X ¼" Hex Spacer #6-32 Tap	0	254-5008-33	36	½" X 5/16" X .144" I.D. Spacer Tap	3	254-5014-00
12	1½" X ¼" Hex Spacer #6-32 Tap	1	254-5008-09	37	9/16" X 5/16" X .144" I.D. Spacer Tap	0	254-5014-04
13 ‡	1⅝" X ¼" Hex Spacer #6-32 Tap	0	254-5008-13	38	¾" X 5/16" X .144" I.D. Spacer Tap	0	254-5014-01
14	1¾" X ¼" Hex Spacer #6-32 Tap	2	254-5008-10	39	1⅛" X 5/16" X .144" I.D. Spacer Tap	0	254-5014-02
15 ‡	1⅞" X ¼" Hex Spacer #6-32 Tap	0	254-5008-20	40	1" X 5/16" X .144" I.D. Spacer Tap	0	254-5001-00
16	2" X ¼" Hex Spacer #6-32 Tap	0	254-5008-07	41	1¼" X 5/16" Hex Spacer #6-32 Tap	3	254-5018-09
17	2⅛" X ¼" Hex Spacer #6-32 Tap	0	254-5008-32	42	1¾" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-06
18	2¼" X ¼" Hex Spacer #6-32 Tap	0	254-5008-18	43	2" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-07
19	2⅜" X ¼" Hex Spacer #6-32 Tap	0	254-5008-28	44	4" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-03
20	2½" X ¼" Hex Spacer #6-32 Tap	1	254-5008-16	45	4 5/16" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-00
21	2⅝" X ¼" Hex Spacer #6-32 Tap	1	254-5008-08	46	4.92" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-04

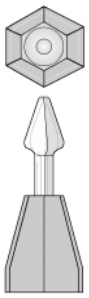
† Items with a Zero Qty. are not used in this game. Size and/or quantities may change during production.

Playfield - Plastic Posts and Spacers (Actual Size) †

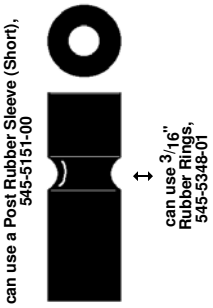
1** Various Colors



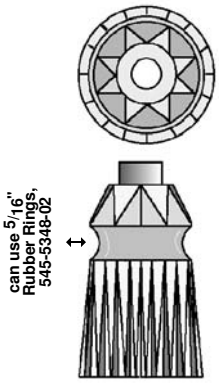
2** Various Colors



3** Limited Colors



4** Various Colors



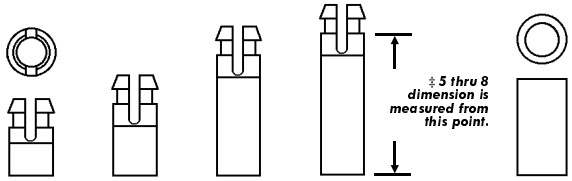
Items 3-4 Posts used in pairs can use 3/4" through 3" Rubber Rings, (See Rubber Parts for Part Nºs).

Take Note:

PLASTIC PART COLOR CHART					
Nº	Color	Nº	Color	Nº	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. Orange	-16	Gold
-05	Blue	-11	Fluor. Green		

** Items **1, 2 & 4** come in various colors (may not be available in every color). Item **3** is currently only available in the color stated in this game manual (other colors used in prior games may no longer be available). The "-XX" in Part Nºs which may come in various colors should be replaced with the desired 2-Digit Nº. corresponding to the color desired. *Some colors may no longer be available for desired item.*

5 ‡ 6 ‡ 7 ‡ 8 ‡ 9



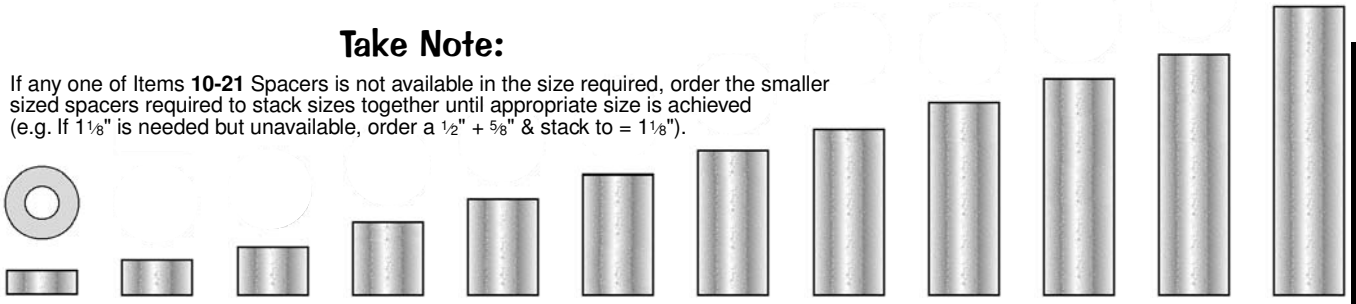
1/4" 3/8" 5/8" 3/4" 1/2"

‡ Items **5** through **8** (Board Spacers) dimensions are measured from bottom to just under cut-away (see pictorial with Item 8 above).

10 11 12 13 14 15 16 17 18 19 20 21

Take Note:

If any one of Items **10-21** Spacers is not available in the size required, order the smaller sized spacers required to stack sizes together until appropriate size is achieved (e.g. If 1 1/8" is needed but unavailable, order a 1/2" + 5/8" & stack to = 1 1/8").



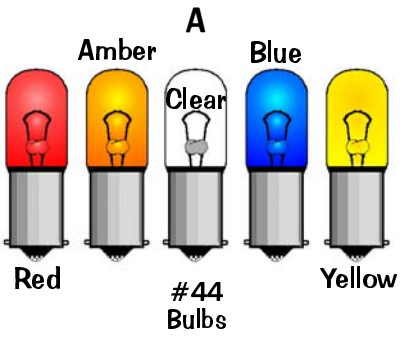
1/8" 3/16" 1/4" 3/8" 1/2" 5/8" 3/4" 7/8" 1" 1 1/8" 1 1/4" 1 1/2"

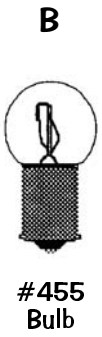
† Items with a Zero Qty. are not used in this game. Size and/or quantities may change during production.

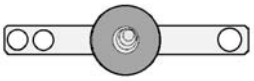
Nº	PLASTIC POST/SPACER NAME	QTY.	SPI PART Nº
1**	Top Lane Mini-Light Hood (Red)	3	550-5061-02
	Item 1 typically secured by: #6-32 X 1-3/4" PPH MS (Zinc) (Qty. 2/per) (237-5511-00) **and** Washer 9/64" X 5/16" OD X 1/32" (Qty. 2/per) (242-5017-00)		
2**	Mini-Jewel Post Clear	0	550-5052-01
	Item 2 typically secured by: #6 X 3/8" HWH AB (Zinc) (Qty. 1/per) (234-5000-00)		
3**	1 1/16" Single Groove Post (Black)	56	550-5059-00
4**	*Single* Groove Jewel Post (Clear)	0	550-5034-01
	Items 3 & 4 typically secured by: Post Fastening Screw #6-32 Top / #6-32 Bottom (Qty. 1/per) (530-5012-02, Item 7 Page 59)		
5 ‡	1/4" Slf. Rtn. Spacer White	0	254-5007-02
6 ‡	3/8" Slf. Rtn. Spacer White	12	254-5007-01
7 ‡	5/8" Slf. Rtn. Spacer White	0	254-5007-00
8 ‡	3/4" Slf. Rtn. Spacer White	0	254-5007-03
9	1/2" X 1/4" Spacer White (Narrow)	0	254-5000-03

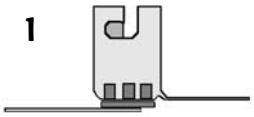
Nº	PLASTIC POST/SPACER NAME	QTY.	SPI PART Nº
10	1/8" X 3/8" Spacer Gray	2	254-5000-19
11	3/16" X 3/8" Spacer Gray (4 for Dot Display)	4	254-5000-18
12	1/4" X 3/8" Spacer Gray	0	254-5000-02
13	3/8" X 3/8" Spacer Gray	7	254-5000-12
14	1/2" X 3/8" Spacer Gray	0	254-5000-01
15	5/8" X 3/8" Spacer Gray	0	254-5000-14
16	3/4" X 3/8" Spacer Gray	1	254-5000-07
17	7/8" X 3/8" Spacer Gray	1	254-5000-11
18	1" X 3/8" Spacer Gray/Black	5	254-5000-04
19	1 1/8" X 3/8" Spacer Gray	0	254-5000-06
20	1 1/4" X 3/8" Spacer Gray	0	254-5000-05
21	1 1/2" X 3/8" Spacer Gray	2	254-5000-08

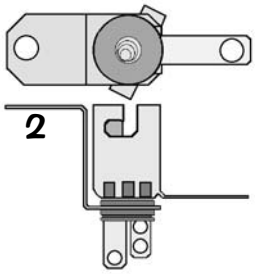
Playfield - Small Bayonet Type Bulbs and Sockets (Actual Size) †

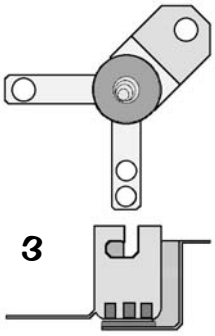


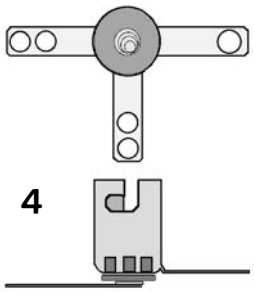


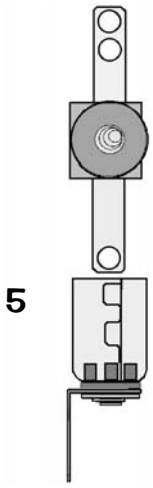


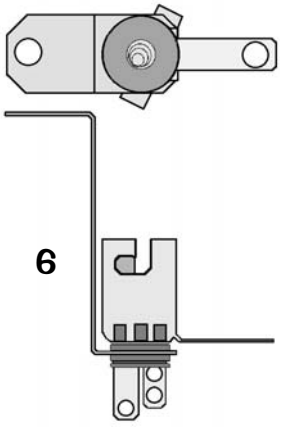


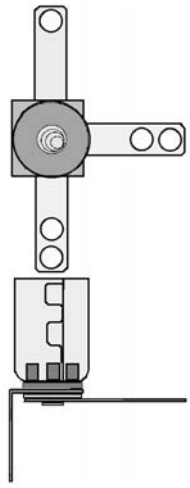


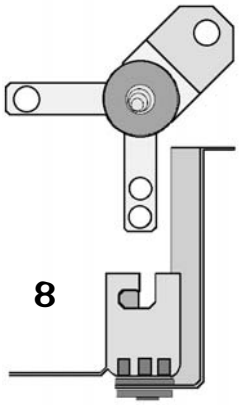


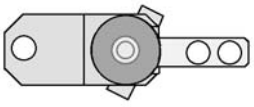


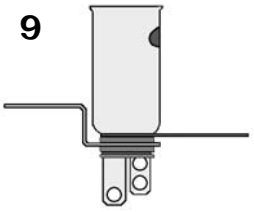


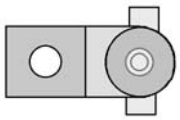


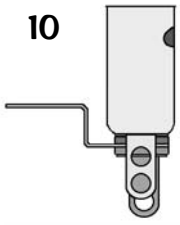


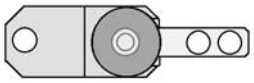


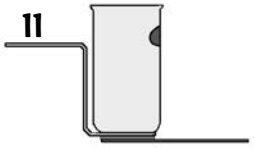


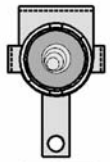










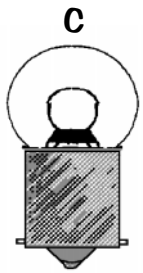


№	SMALL BULB & SOCKET NAME	QTY.	SPI PART №
	#44 Bulb (Clear)	50	165-5000-44
	#44 Bulb (Red)	2	165-5053-02
A	#44 Bulb (Amber)	4	165-5053-03
	#44 Bulb (Blue)	0	165-5053-05
	#44 Bulb (Yellow)	4	165-5053-06
B	#455 Twinkle Bulb	0	165-5003-00
1	2-Lug Staple Down Socket	14	077-5000-00
2	3-Lug Stand-Up Short Socket	0	077-5008-00
3	2-Lug Stand-Up Short Socket	1	077-5002-00
4	3-Lug Staple Down Socket	0	077-5001-00
5	2-Lug Laydown Socket	0	077-5003-00
6	3-Lug Stand-Up Long Socket	0	077-5009-00
7	3-Lug Laydown Socket (3 Lugs Flat)	9	077-5006-00
8	2-Lug Stand-Up Long Socket	0	077-5005-00
9	3-Lug Stand-Up Long Shell Socket	6	077-5013-00
10	2-Lug Stand-Up Lg. Shell Socket (Gls)	31	077-5031-00

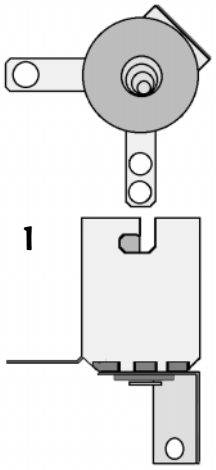
№	SMALL BULB & SOCKET NAME	QTY.	SPI PART №
11	1-Lug Stand-Up Long Shell Socket	0	077-5012-00
12	3-Lug Laydown Socket (2 Lugs Bent)	0	077-5032-00

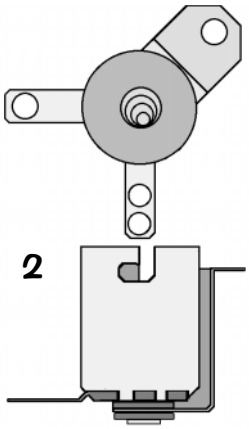
† Items with a Zero Qty. are not used in this game. Size and/or quantities may change during production.

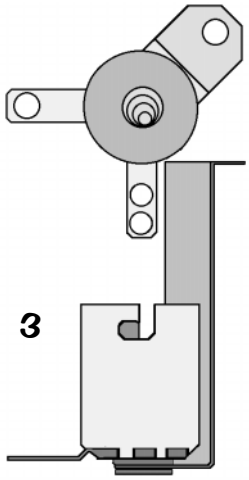
Playfield - Large Bayonet Type Bulb and Sockets (Actual Size) †

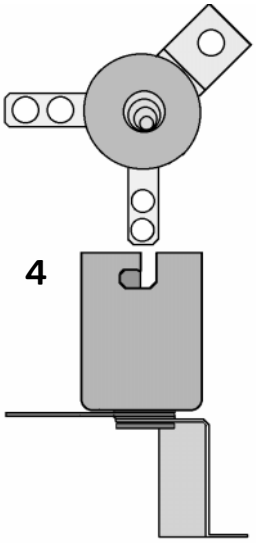


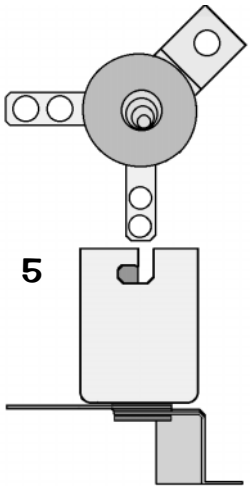
#89
Bulb

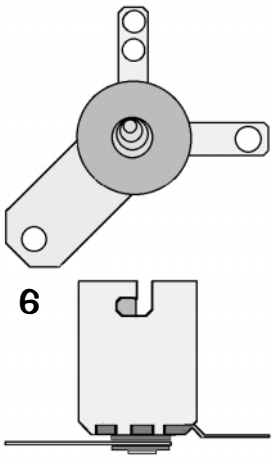








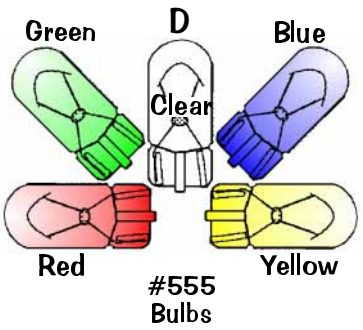


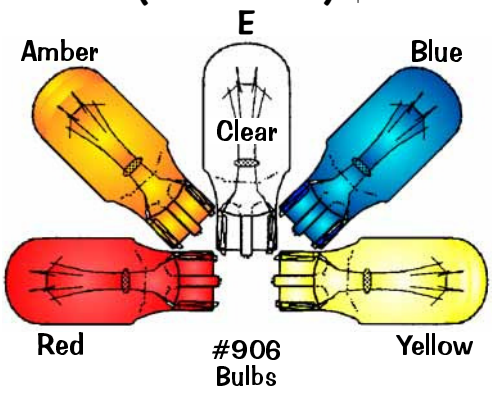


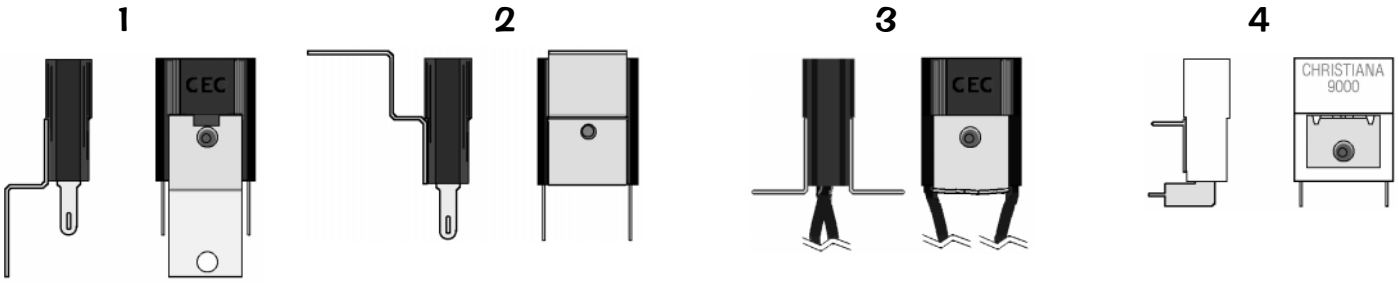
† Items with a Zero Qty. are not used in this game. Size and/or quantities may change during production.

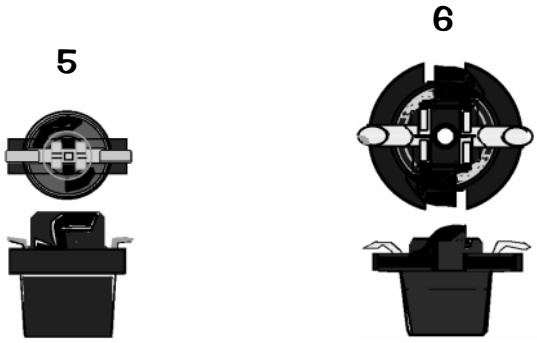
№	LARGE BULB & SOCKET NAME	QTY.	SPI PART №
C	#89 Bulb	9	165-5000-89
1	Laydown Standard Socket	1	077-5100-00
2	2-Lug Stand-Up Short Socket	0	077-5101-00
3	2-Lug Stand-Up Long Socket	8	077-5102-00
4	Stand-Up Socket Rev. Short	0	077-5103-00
5	2-Lug Stand-Up Small Socket	0	077-5106-00
6	Straight Leg Socket	0	077-5107-00

Playfield - Wedge Base Bulbs and Sockets (Actual Size) †

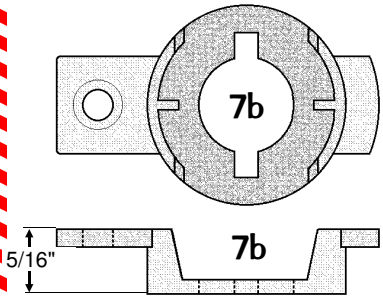






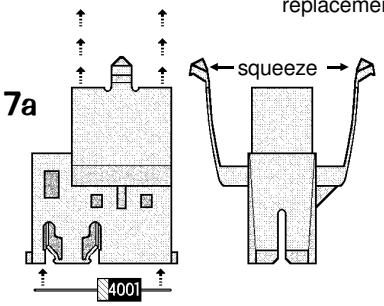


7b/8 Top View (8 Side View is Not Shown)



Take Special Note

Item 7a is an **IDC** (Insulation Displacement Connection) Style Socket. This style is solderless, and has a built-in diode. This socket is secured to the playfield or component by Items **7a** and **8** Snap-On Socket Brackets, or *may* also be snapped into **Item 9** Socket Mounting Board. Just squeeze the "side arms" of the socket together and pull away from the bracket or mounting board for easy Bulb replacement.



This Socket is equipped with a *built-in* Diode, 1N4003, (112-5003-00). However, replacement can be made with Diode, 1N4001, (112-5001-00).

*Note: Item **9** Clear Plastic (Buty.) Socket Mounting Board is used only when sockets are positioned too close together.*

*This Game Item **9** is Not Used.*

Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

1. Item **3** Socket has 2 Wires attached are approximately 12" ea.
2. Item **4** Socket **was** used on PC Light Boards to position bulbs horizontally; Item **4** Socket is secured by soldering into place.
3. Item **5** Socket **was** used on PC Light Boards to position bulbs vertically; Item **5** Socket is secured by "twisting" into place.
4. Item **E** Bulb (#906) is normally used in conjunction with Item **6** Socket, but ***can*** be used with Items **1, 2, 4** or **7a**.

Note: Always replace with same type bulb in original application.

5. See the start of this chapter for Fluor. Bulb & Assoc. Parts.

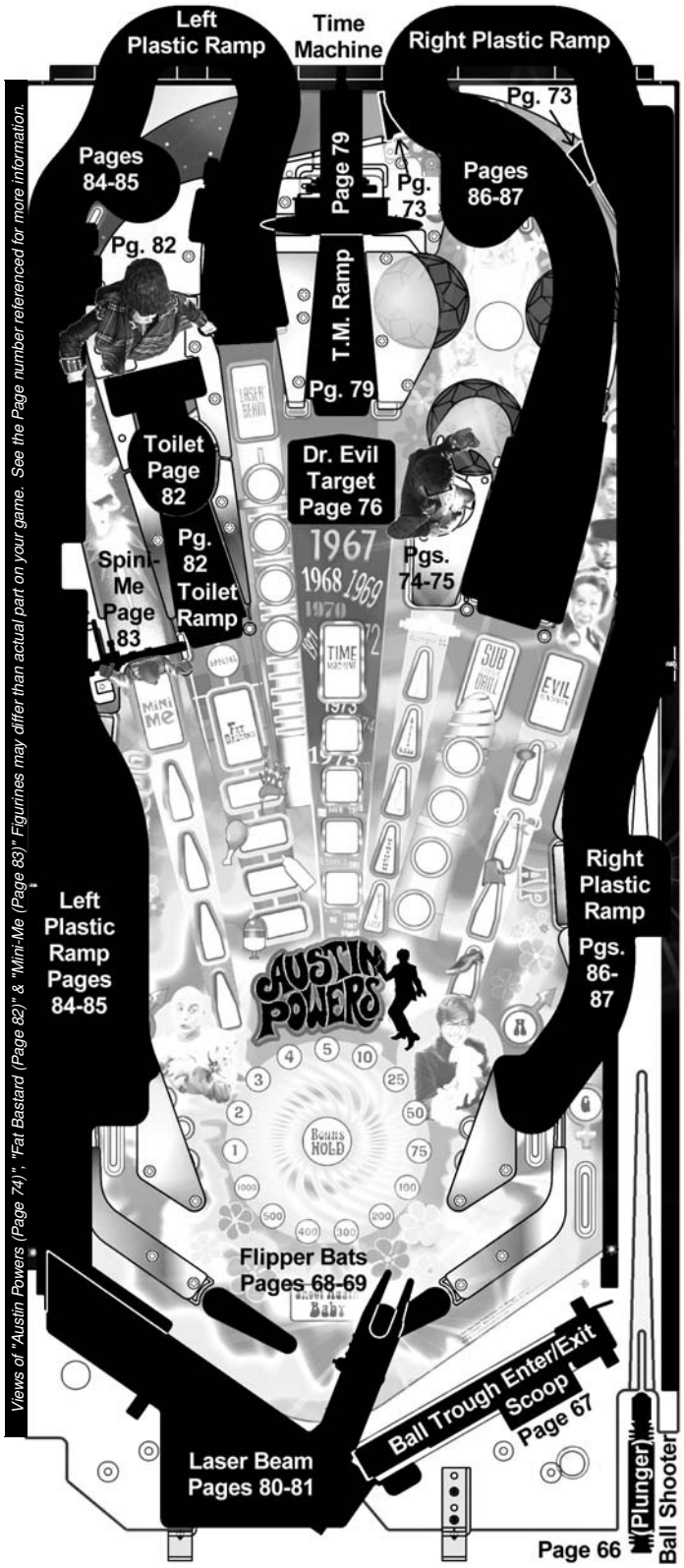
Nº	WEDGE BULB & SOCKET NAME	QTY.	SPI PART Nº	Nº	WEDGE BULB & SOCKET NAME	QTY.	SPI PART Nº
	#555 Wedge Base Bulb (Clear)	57	165-5002-00	1	#555 Wedge Base Socket (Laydown)	4	077-5026-01
	#555 Wedge Base Bulb (Red)	0	165-5054-02	2	#555 Wedge Base Socket (Offset)	4	077-5029-00
D	#555 Wedge Base Bulb (Green)	0	165-5054-04	3	#555 W.B. Socket (for Pop Bumper)	3	077-5206-00
	#555 Wedge Base Bulb (Blue)	0	165-5054-05	4	#555 W.B. Socket (Solder Type)	0	077-5207-00
	#555 Wedge Base Bulb (Yellow)	0	165-5054-06	5	#555 Wedge Base Socket (Twist)	0	077-5007-00
	#906 Wedge Base Bulb (Clear)	4	165-5004-00	6	#906 Wedge Base Socket (Twist)	0	077-5016-00
	#906 Wedge Base Bulb (Red)	0	165-5004-02	7a	#555 IDC Snap-On Socket	50	077-5216-00
E	#906 Wedge Base Bulb (Amber)	0	165-5004-03	7b	5/16" Ht. Snap-On Socket Bracket	50	545-5760-18
	#906 Wedge Base Bulb (Blue)	0	165-5004-05	8*	19/32" Ht. Snap-On Socket Bracket	0	545-5760-19
	#906 Wedge Base Bulb (Yellow)	0	165-5004-06	9*	Clear Plastic (Buty.) Socket Mtg. Bd.	0	

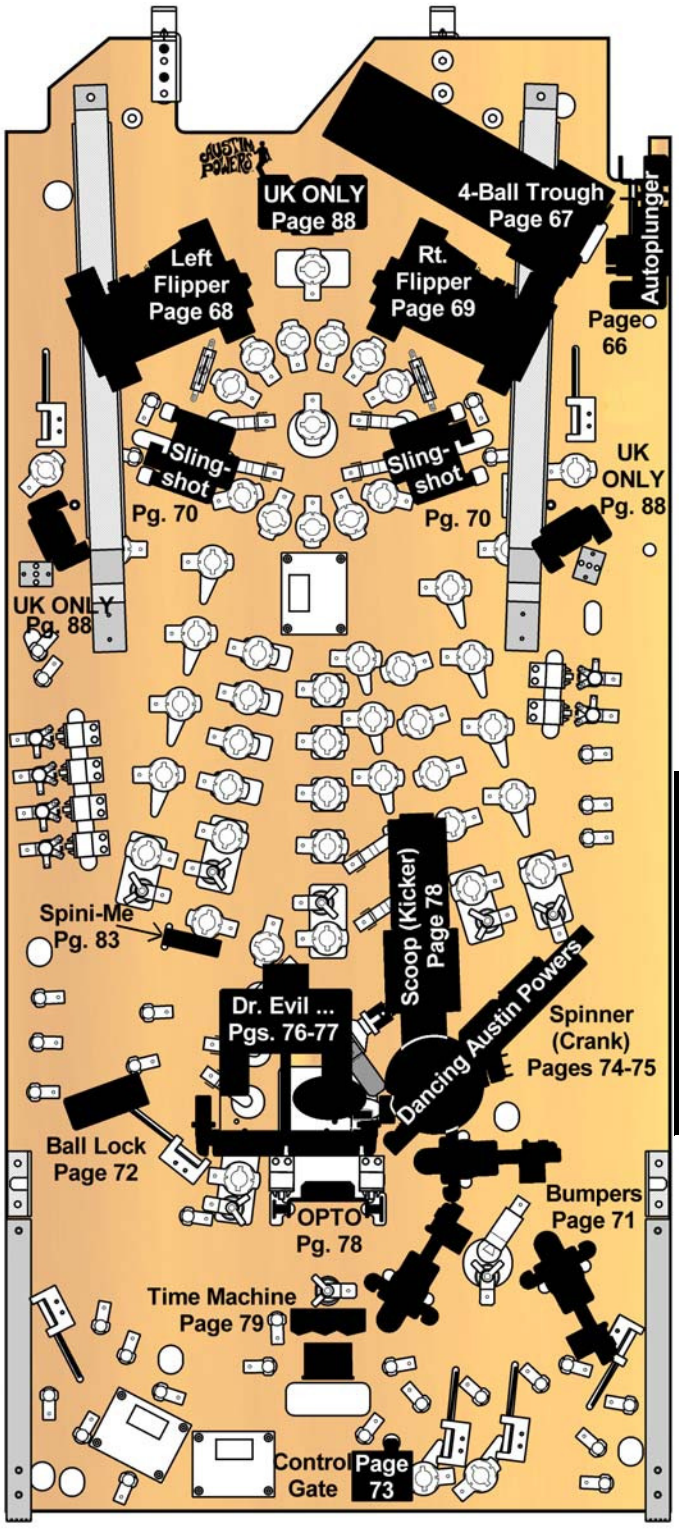
† Items with a Zero Qty. are not used in this game. Size and/or quantities may change during production.

Drawings for Major Assemblies & Ramps (The Blue Pages)

Overview

Drawings are provided for the Major Assemblies in this game with individual parts of each assembly numbered. Items noted with a white circle ○ are mounted above the playfield; items noted with a black circle ● are mounted below. All numbered parts describe the **NAME**, **QUANTITY** & **PART Nº**. **ASSOCIATED PARTS** (**AP-**) are noted and/or viewed with the associated Major Assembly. ***Important:*** Read all "**Take Note:**" items.

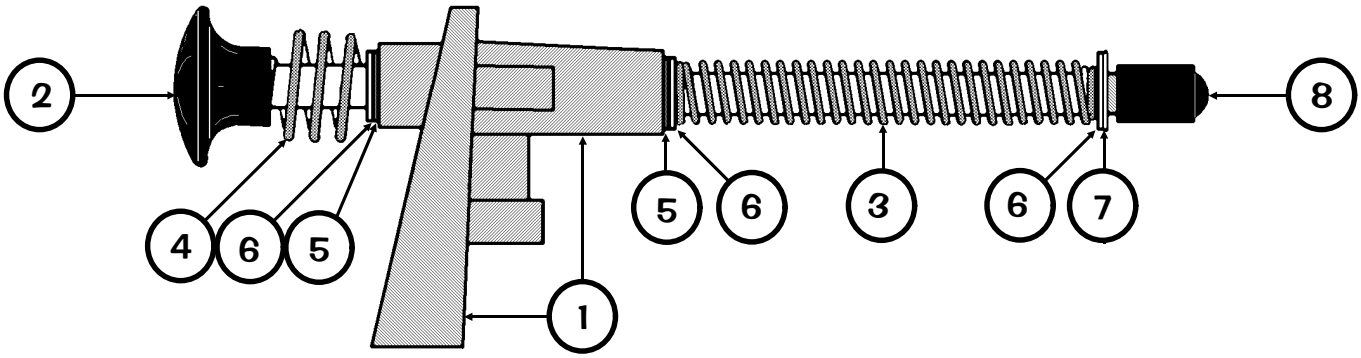




Ball Shooter (Plunger) Assembly, 500-6146-00-04 (Items 1-8)

Manually launch the ball into play.

№	INDIVIDUAL PART NAME	QTY.	SPI PART №
1	Housing (Shooter Assembly)	1	535-5067-02
	Item 1 is secured to the Cabinet by: Support Plate (Qty. 1) (535-5027-00), #10-32 X 1/2" PPH (Sems) Zinc TF (Qty. 3) (237-6033-00), #10 Split Lock Washer (Qty. 3) (234-5003-00) **and** #6 X 5/8" HWH AB (Zinc) (Qty. 2) (234-5002-00)		
2	Rod Assembly (w/Black Knob)	1	515-6557-00
3	Comp. (Return) Spring (GRN, .035" ø)	1	266-5001-04
4	Compression Spring (Short Plunger)	1	266-5010-00
5	Bushing, 3/8" I.D. (Oilite)	2	280-5010-00
6	Washer, 3/8" I.D. X 5/8" O.D. X 1/16"	3	242-5014-00
7	Retaining Ring, 3/8" ø Shaft	1	270-5012-00
8	Plunger Tip (Black 50 Duro)	1	545-5276-00

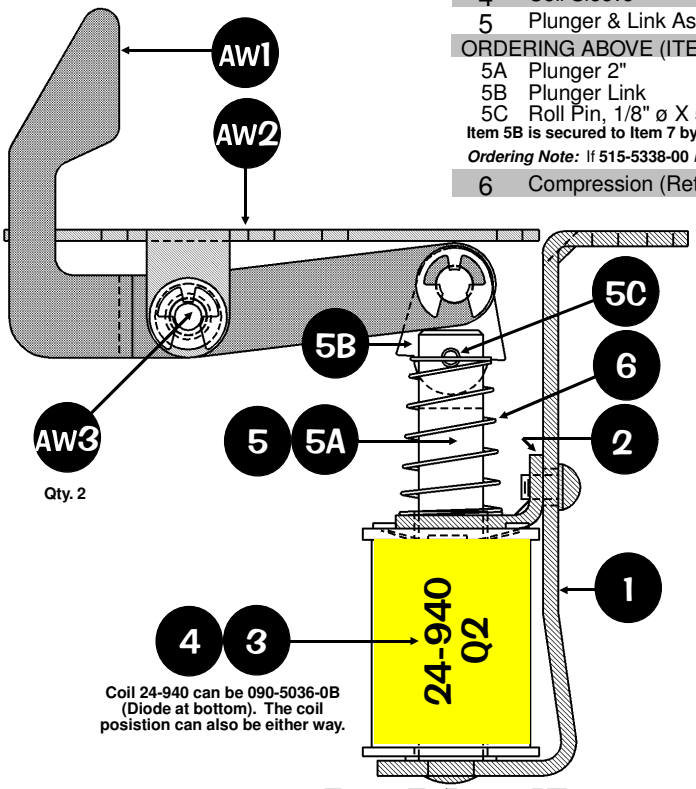


Autoplunger Arm Weld Assembly, 500-6091-00 (Items AW1-AW3)
Autoplunger Coil Assembly, 500-6092-02 (Items 7-9)

Automatically launches the ball into play.

№	... ARM WELD PART NAME	QTY.	SPI PART №
AW1	Arm Weld Assembly	1	515-6526-00
	Item AW1 is secured to Item AW2 by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00)		
AW2	Autoplunger Fulcrum	1	535-7697-00
AW3	Nyliner, 1/4" (Thomson #4l1-FF)	2	545-5423-00

№	'PLUNGER COIL PART NAME	QTY.	SPI PART №
1	Autoplunger Coil Bracket Assembly	1	515-6527-00
	Item 1 is secured below the playfield by: #8 X 1/2" HWH AB (Zinc) (Qty. 9) (234-5101-00)		
2	Coil Retainer Bracket	1	535-5203-03
	Item 2 is secured to Item 1 by: #8-32 X 1/4" PPH MS (Sems) Zinc (Qty. 2) (232-5300-00)		
3	Coil, 24-940	1	090-5036-00T
	ORDERING ABOVE (ITEM 3) COIL PART № WILL INCLUDE:		
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
4	Coil Sleeve	1	545-5031-00
5	Plunger & Link Assembly	1	515-5338-00
	ORDERING ABOVE (ITEM 5) SUB-ASSY. PART № WILL INCLUDE:		
5A	Plunger 2"	1	530-5025-01
5B	Plunger Link	1	545-5293-00
5C	Roll Pin, 1/8" ø X 5/8" Lg.	1	251-5008-00
	Item 5B is secured to Item 7 by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00)		
	Ordering Note: If **515-5338-00** *is unavailable*, order the individual part(s) actually required.		
6	Compression (Return) Spring	1	266-5020-00



Coil 24-940 can be 090-5036-0B (Diode at bottom). The coil posistion can also be either way.

4-Ball Trough Assembly, 500-6318-24 (Items 1-13)
and Associated Parts: See Parts Table below.

Ordering Note: Identical to 500-6318-14 except it does require Item 11, Trough Ball Guide Plate (used only when magnets are present in the game).

№	INDIVIDUAL PART NAME	QTY.	SPI PART №
1	Ball Trough Outhole Mounting Bracket	1	515-6580-01
	Item 1 is secured below the playfield by: #8 X 1/2" HWH AB (Zinc) (Qty. 6) (234-5101-00)		
2	Micro Switch **(Roller Actuator, Lite-Force)**	3	180-5119-02
	Item 2 is secured to Item 1 by: #2-56 X 1/2" HWH (Sr) UNS #4HD TR3 BO (Qty. 6) (237-5937-02)		
	Item 2 requires: Heat Shrink Tubing 1/8" ø PUI-24 (Qty. 1"/per) (605-5006-00)		
3	Switch Diode, 1N4001	3	112-5001-00
4	Coil Mounting Bracket	1	535-7330-01
	Item 4 is secured to Item 1 by: #8-32 X 3/8" HWH Swage (Sr.) Zinc (Qty. 4) (237-5975-00)		
5	Coil Retaining Bracket	1	535-5203-03
	Item 5 is secured to Item 4 by: #8-32 X 1/4" HWH MS (Serr) Zinc (Qty. 2) (237-5964-01)		
6	Coil, 26-1200	1	090-5044-00T
	ORDERING ABOVE (ITEM 6) COIL PART № WILL INCLUDE:		
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
7	Coil Sleeve (Short) (Formost #10-7077)	1	545-5076-01
8	Plunger Assembly	1	515-5941-01
9	Compression (Return) Spring	1	266-5020-00

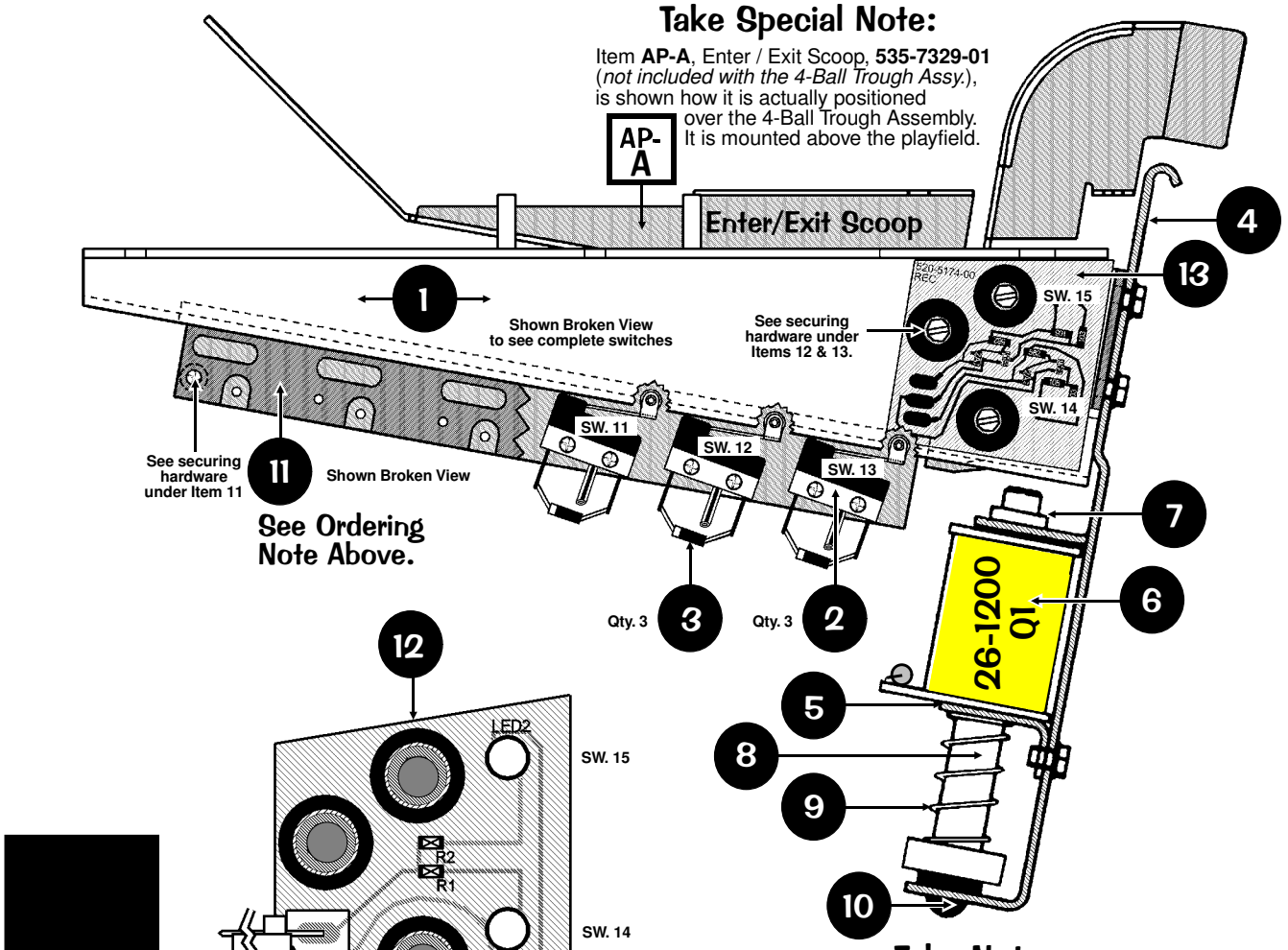
№	INDIVIDUAL PART NAME	QTY.	SPI PART №
10	Rubber Bumper (Grommet)	1	545-5105-00
11	Trough Ball Guide Plate *Not Required*	1	535-7801-00
	Item 11 is secured to Item 1 by: 1/4" X 5/16" X .144" I.D. Spacer Tap. (Qty. 1) (254-5014-03) **and** #2-56 X 1/2" HWH (Ser) UNS #4HD TR3 BO (Qty. 4) (237-5937-02)		
12	Dual OPTO TRANS Board Assembly	1	515-0173-00
13	Dual OPTO REC Board Assembly	1	515-0174-00
	Items 12 & 13 are by: #6-32 X 5/8" HWH Swage (Serr) Zinc (Qty. 3/per) (237-5976-04) *For Individual Items use :* Dual OPTO TRANS Bd. (Qty. 1) (**520-5173-00**), Dual OPTO REC Bd. (Qty. 1) (**520-5174-00**), OPTO PCB Tube Spacer (Brass) (Qty. 3/per) (**530-5308-02**) or OPTO PCB Rubber Grommet (Qty. 3/per) (**545-5518-00**)		

ASSOCIATED PARTS **ARE NOT INCLUDED** WITH THE ABOVE ASSEMBLY.

№	ASSOCIATED PART NAME	QTY.	SPI PART №
AP-A	Ball Trough Enter / Exit Scoop	1	535-7329-01
	Item AP-A secured to the playfield by: #8 X 1/2" HWH AB (Zinc) (Qty. 4) (234-5101-00).		
AP-B*	Steel Balls (1-1/16" ø)	4	260-5000-00

Take Special Note:

Item **AP-A**, Enter / Exit Scoop, **535-7329-01** (*not included with the 4-Ball Trough Assy.*), is shown how it is actually positioned over the 4-Ball Trough Assembly. It is mounted above the playfield.



Item 12, Dual OPTO TRANS (Transmitter) Board, 515-0173-00, is mounted on the other side of the Trough Assembly, in line with Item 13, Dual OPTO REC (Receiver) Board, 515-0174-00, using same hardware.

Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

For a break-down of parts of Items **12** & **13**, **OPTO Boards** (**515-0173-00** & **515-0174-00**), *see Section **5**, Chapter **4**, **Trough Up-Kicker Dual OPTO Boards Theory of Operation & Schematic**, **Component Layout & Parts**.*

Flipper (Left) Assembly, 500-6543-13 (Items 1-15)
and Associated Part: White Flipper Bat & Shaft Assy., 515-5133-08-06 (Item AP-A)

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Flipper Base Plate (**LEFT**)	1	**See FRP1**
	Item 1 is secured below the playfield by: #10 X 1/2" HWH MS (Serr) Zinc ST (Qty. 8) (237-5949-00) ***Ordering Note:*** *Use Item **FRP1**, see the end of this Parts Table.*		
2	Flipper Bat Bushing (White Plastic)	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 (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 (GRN) (Left)	1	090-5020-30T
	ORDERING ABOVE (ITEM 9) COIL PART Nº WILL INCLUDE:		
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
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
	ORDERING ABOVE (ITEM 12) SUB-ASSY. PART Nº WILL INCLUDE:		
12A	Flipper Plunger with "Flat"	1	530-5349-01
12B	Plunger "Flipper" Link	1	545-5611-01
	Item 12B is secured to 12A by: Bushing, .16" ø ID X .281" ø OD X .187" (Qty. 1) (530-5532-00) **and** Spirol Pin ø 5/32" X 3/4" Lg. (Qty. 1) (251-5015-02)		

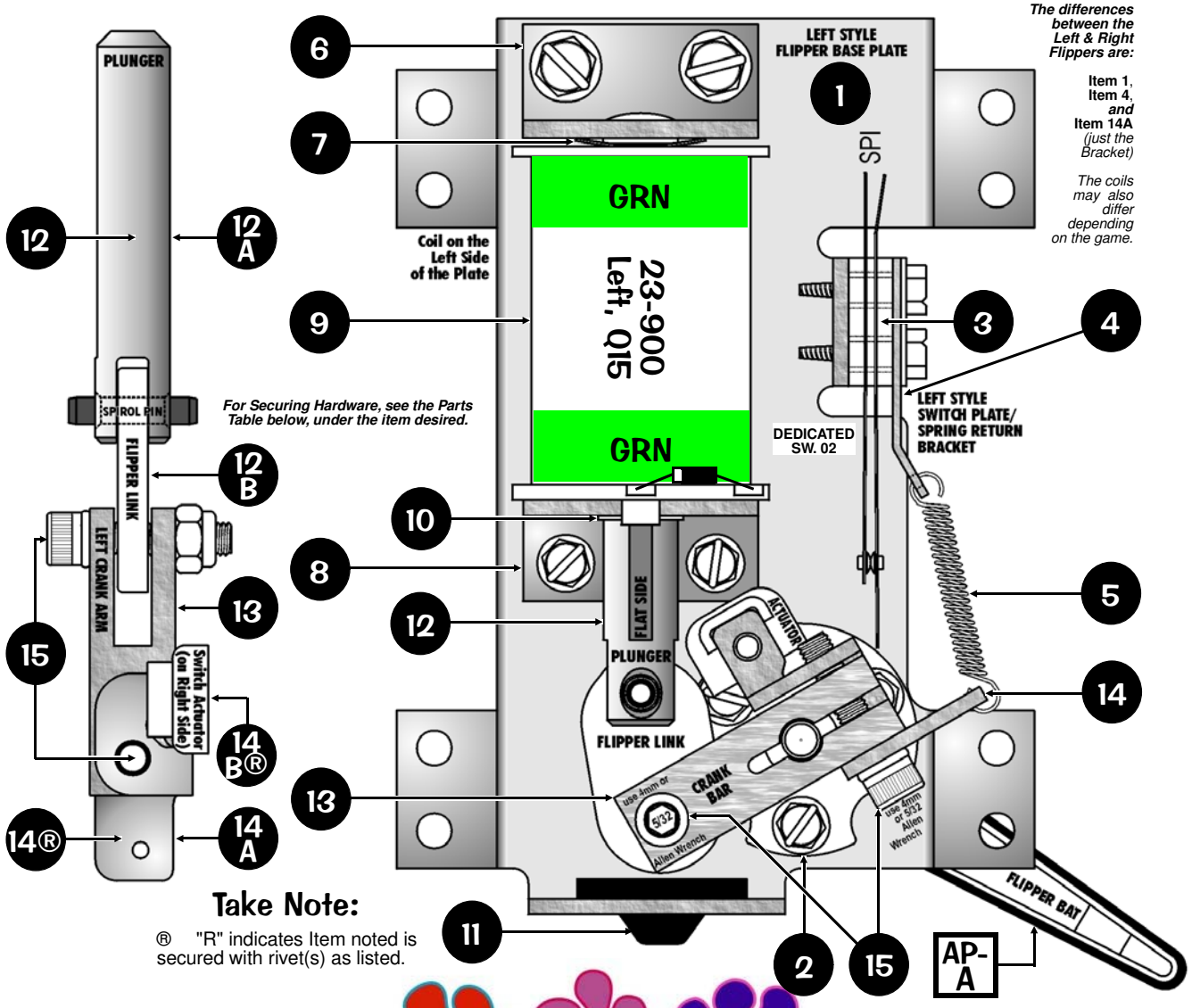
Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
13*	Crank Bar	1	530-5070-02
	Item 13 requires: Bushing, .192" ø ID X .312" ø OD X .195" (Qty. 1) (530-5139-00)		
14*	® Switch Actuator (**LEFT**) Sub-Assy.	1	515-7257-**01**
	ORDERING ABOVE (ITEM 14) SUB-ASSY. PART Nº WILL INCLUDE:		
14A	Actuator & Spring Bracket (**LEFT**)	1	535-9038-**01**
14B	® Switch Actuator (White Plastic)	1	545-5612-00
	Item 14B is secured to 14A by: Rivet, 1/8" ø X 1/4" Lg. (Qty. 1) (249-5003-00)		
15*	Set Screw: #10-32 X 7/8" Socket Hd.	2	237-5966-00
	Item 15 requires: #10 Split Lock Washer (Qty. 1/per) (244-5003-00) **and** #10-32 Nylon Stop Nut (Qty. 1/per) (240-5203-00) **Tool Required for Item 15: 5/32" or 4mm Allen Wrench**		

Flipper Rebuild Parts for Easier Installation, $ave $:

FRP1	**Flipper Base Plate Kit (LEFT)** *Includes Item 1 pre-threaded, with the Securing Hardware for Items 2, 3, 6 & 8.*	515-6617-**01**
FRP2	**Plunger, Link & Crank (LEFT) Assy.** *Includes above Items 12, 13, 14 and 15 and is pre-assembled.*	515-7203-**01**
FRP3	**Flipper (LEFT) Rebuild Kit** *Same as **FRP2**, but also includes above Items 6 & 10.*	500-6307-**10**

ASSOCIATED PARTS **ARE NOT INCLUDED** WITH THE ABOVE ASSEMBLY.

Nº	ASSOCIATED PART NAME	QTY.	SPI PART Nº
AP-A	**WHITE** Flipper Bat & Shaft (Plain) (Non-Knurled End) Assembly	1	515-5133-08-06
	Large Flipper **BLACK** Rubber Ring	1	545-5277-00



The differences between the Left & Right Flippers are:

Item 1, **Item 4**, ***and*** **Item 14A** *(just the Bracket)*

The coils may also differ depending on the game.

Take Note:

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

*** To Order the Flipper (Left) Rebuild Kit ask for Part Nr.: 500-6307-10 (includes Items 6, 10, 12, 13, 14 & 15)**

Flipper (Right) Assembly, 500-6543-04 (Items 1-15)
and Associated Part: White Flipper Bat & Shaft Assy., 515-5133-08-06 (Item AP-A)

№	INDIVIDUAL PART NAME	QTY.	SPI PART №
1	Flipper Base Plate (**RIGHT**)	1	**See FRP1**
	Item 1 is secured below the playfield by: #10 X 1/2" HWH MS (Serr) Zinc ST (Qty. 8) (237-5949-00) ***Ordering Note:*** *Use Item **FRP1**, see the end of this Parts Table.*		
2	Flipper Bat Bushing (White Plastic)	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 (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, 23-1100 (ORG) (Right)	1	090-5030-00T
	ORDERING ABOVE (ITEM 9) COIL PART № WILL INCLUDE:		
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
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
	ORDERING ABOVE (ITEM 12) SUB-ASSY. PART № WILL INCLUDE:		
12A	Flipper Plunger with "Flat"	1	530-5349-01
12B	Plunger "Flipper" Link	1	545-5611-01
	Item 12B is secured to 12A by: Bushing, .16" ø ID X .281" ø OD X .187" (Qty. 1) (530-5532-00) **and** Spirol Pin ø 5/32" X 3/4" Lg. (Qty. 1) (251-5015-02)		
13*	Crank Bar	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**
	ORDERING ABOVE (ITEM 14) SUB-ASSY. PART № WILL INCLUDE:		
14A	Actuator & Spring Bracket (**RIGHT**)	1	535-9038-**00**
14B	® Switch Actuator (White Plastic)	1	545-5612-00
	Item 14B is secured to 14A by: Rivet, 1/8" ø X 1/4" Lg. (Qty. 1) (249-5003-00)		
15*	Set Screw: #10-32 X 7/8" Socket Hd.	2	237-5966-00
	Item 15 requires: #10 Split Lock Washer (Qty. 1/per) (244-5003-00) **and** #10-32 Nylon Stop Nut (Qty. 1/per) (240-5203-00) **Tool Required for Item 15: 5/32" or 4mm Allen Wrench**		

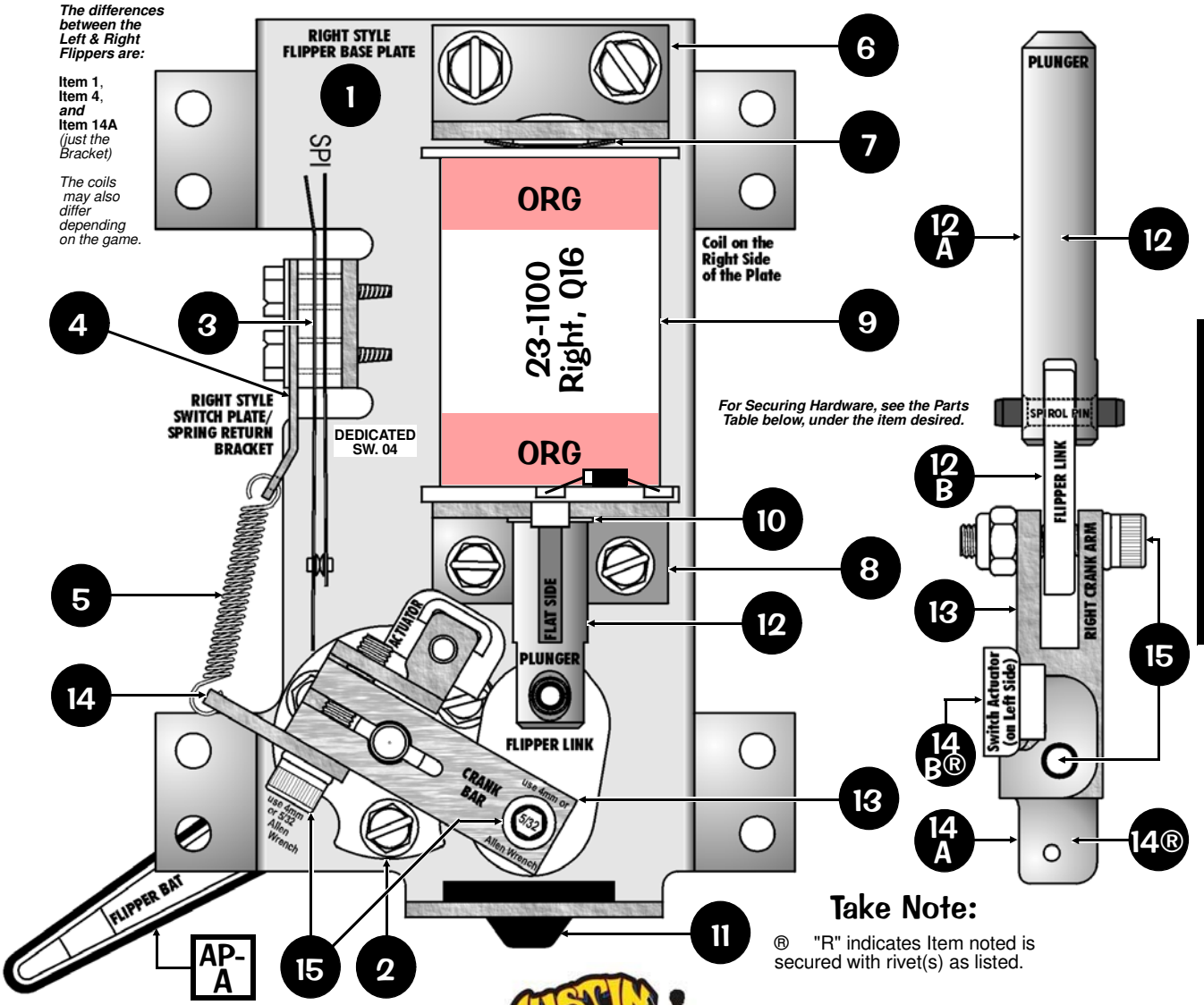
Flipper Rebuild Parts for Easier Installation, $ave $:

FRP1	**Flipper Base Plate Kit (RIGHT)** *Includes Item 1 pre-threaded, with the Securing Hardware for Items 2, 3, 6 & 8.*	515-6617-**00**
FRP2	**Plunger, Link & Crank (RIGHT) Assy.** *Includes above Items 12, 13, 14 and 15 and is pre-assembled.*	515-7203-**00**
FRP3	**Flipper (RIGHT) Rebuild Kit** *Same as **FRP2**, but also includes above Items 6 & 10.*	500-6307-**00**

***ASSOCIATED PARTS* ARE NOT INCLUDED** WITH THE ABOVE ASSEMBLY.

№	ASSOCIATED PART NAME	QTY.	SPI PART №
AP-A	**WHITE** Flipper Bat & Shaft (Plain) (Non-Knurled End) Assembly	1	515-5133-08-06
	Large Flipper **BLACK** Rubber Ring	1	545-5277-00

* To Order the Flipper (Right) Rebuild Kit ask for Part Nr.: 500-6307-00 (includes Items 6, 10, 12, 13, 14 & 15)

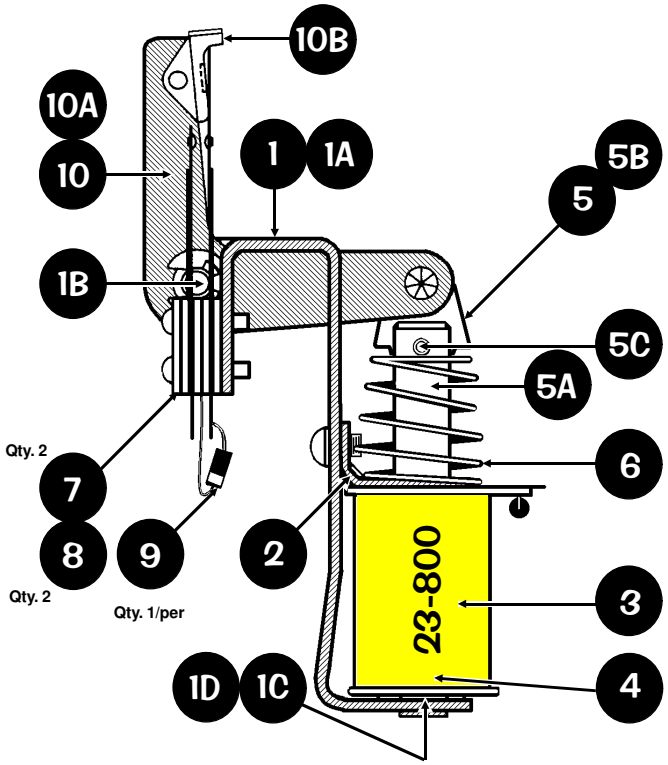


Take Note:

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

Sec. 4: Drawings ...

Slingshot Assemblies, 500-5849-00 (Qty. 2) (Items 1-10)



Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

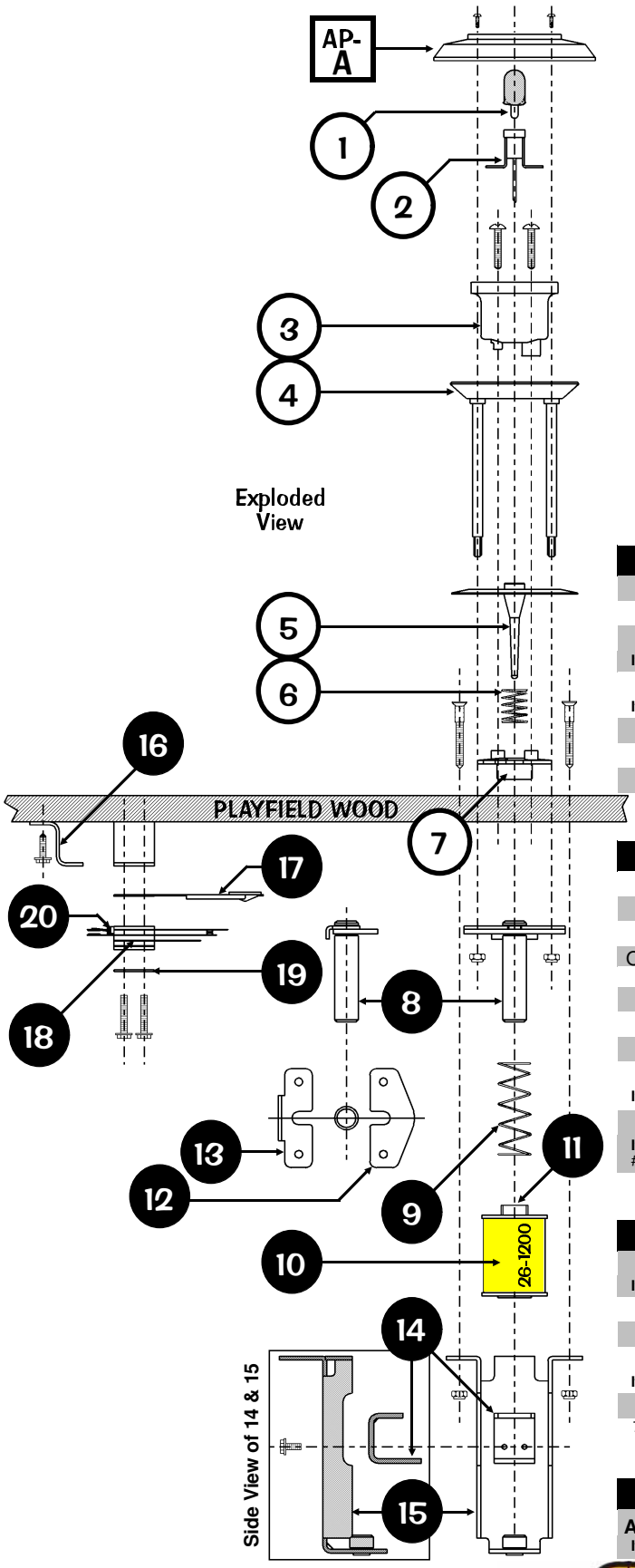
Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Slingshot Bracket Assembly	1	515-5339-01
2	Coil Retaining Bracket	1	535-5203-03
	Item 2 is secured to Item 1A by: #8-32 X 3/8" PPH MS (Sems) (Qty. 2) (232-5301-00)		
3	Coil, 23-800	1	090-5001-00T
	ORDERING ABOVE (ITEM 3) COIL PART Nº WILL INCLUDE:		
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
4	Coil Sleeve	1	545-5031-00
5	Plunger & Link Assembly	1	515-5338-00
	ORDERING ABOVE (ITEM 5) SUB-ASSY. PART Nº WILL INCLUDE:		
5A	Plunger 2" Lg.	1	530-5025-01
5B	Plunger Link	1	545-5293-00
5C	Roll Pin 1/8" ø x 5/8" Lg.	1	251-5008-00
	Item 5B is secured to Item 10A by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00)		

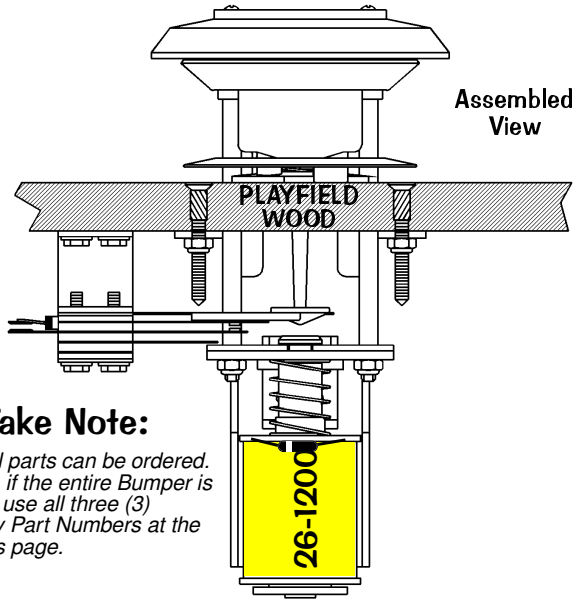
Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
6	Compression Spring	1	266-5020-00
7	Slingshot Stack (Blade) Switch	2	180-5054-00
8	Switch Body Protect Plate	2	535-5045-00
	Items 7 & 8 are secured to Item 1A by: #6-32 X 5/8" HWH Swage (Qty. 4) (237-5976-04)		
9	Switch Diode, 1N4001	2	112-5001-00
10®	Riveted Arm & Tip Assembly	1	515-5340-01
	ORDERING ABOVE ® RIVETED ASSY. PART Nº WILL INCLUDE:		
10A	Arm	1	515-5341-01
10B	Kicker Tip	1	545-5216-01
10C	Rivet, 1/8" ø x 1/4" Lg.	1	249-5003-00
	Item 10A is secured to Item 1A by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00)		

Slingshot Assemblies (500-5849-00) are secured below the playfield by:
#8 X 1/2" SHWH AB (Zinc) (Qty. 3/per) (234-5101-00)

Bumper Top Assy., 515-6459-01 (Qty. 3) (Items 1-7), Bumper Bottom Assy., 515-6459-04 (Qty. 3) (Items 8-15), Bumper Switch Assy., 515-6459-03 (Qty. 3) (Items 16-20)

and Associated Part(s): See Table Below (Item AP-A)





Take Note:

Individual parts can be ordered. However, if the entire Bumper is required, use all three (3) Assembly Part Numbers at the top of this page.

№	BUMPER TOP PART NAME	QTY.	SPI PART №
1	#555 Wedge Base Bulb	1	165-5002-00
2	#555 Wedge Base Socket	1	077-5206-00
3	Bumper Body	1	545-5197-00
	Item 3 is secured by: #5 X 7/8" PRH AB (Zinc) (Qty. 2) (237-5826-00)		
4	Ring Assembly	1	515-5085-00
	Item 4 is secured by: #6-32 Nylon Stop Nut (Qty. 2) (240-5005-00)		
5	Bumper Skirt	1	545-5607-00
6	Bumper Skirt Compression Spring	1	266-5048-00
7	Bumper Base	1	545-5195-00

№	BUMPER BOTTOM PART NAME	QTY.	SPI PART №
8	Plunger	1	530-5348-00
9	Coil Compression Spring	1	266-5047-00
10	Coil, 26-1200	1	090-5044-00T
	ORDERING ABOVE (ITEM 10) COIL PART № WILL INCLUDE:		
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
11	Coil Sleeve	1	545-5031-00
12	Fiber Yoke	1	545-5609-00
13	Metal Yoke	1	535-7346-00
14	Metal Yoke Stop	1	535-7347-00
	Item 14 is secured by: #6-32 X 1/4" HWH Swage (Serr.) Zinc (Qty. 2) (237-5976-01)		
15	Coil Bracket Welded Assembly	1	515-5939-00
	Item 15 is secured by: #6-32 X 1-3/16" Spiral Fin Shank (Qty. 3) (237-5957-00) **and** #6-32 Nylon Stop Nut (Qty. 3) (240-5005-00)		

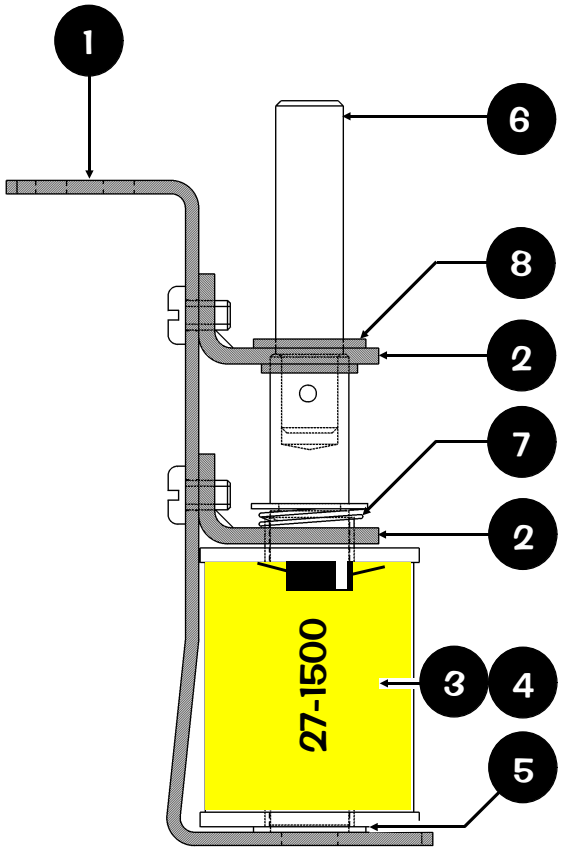
№	BUMPER SWITCH PART NAME	QTY.	SPI PART №
16	Switch Bracket	1	535-7342-00
	Item 16 is secured by: #8 X 1/2" SHWH AB (Zinc) (Qty. 2) (234-5101-00)		
17	Spoon Switch Actuator	1	545-5610-01
18	Bumper Stack (Blade) Switch	1	180-5015-03
19	Switch Body Protect Plate	1	535-7344-00
	Items 18 & 19 are secured by: #6-32 X 3/4" HWH Swage (Serr) Zc. (Qty. 2) (237-5976-05)		
20	Switch Diode, 1N4001	1	112-5001-00

The Top & Bottom Assemblies are secured together by hardware included in assemblies.

ASSOCIATED PART **IS NOT INCLUDED** WITH THE ABOVE ASSEMBLY.

№	ASSOCIATED PART NAME	QTY.	SPI PART №
AP-A	Bumper Cap (Red)	3	550-5057-02
	Item AP-A is secured to Item 4 by: #4 X 3/4" PRH (Zinc) T-25 (Qty. 2/per) (237-5873-00)		

Ball Lock (Short Plunger) Assembly, 500-5867-02 (Items 1-8)
(Located below under the Toilet Assembly, Upper Left of the Playfield.)

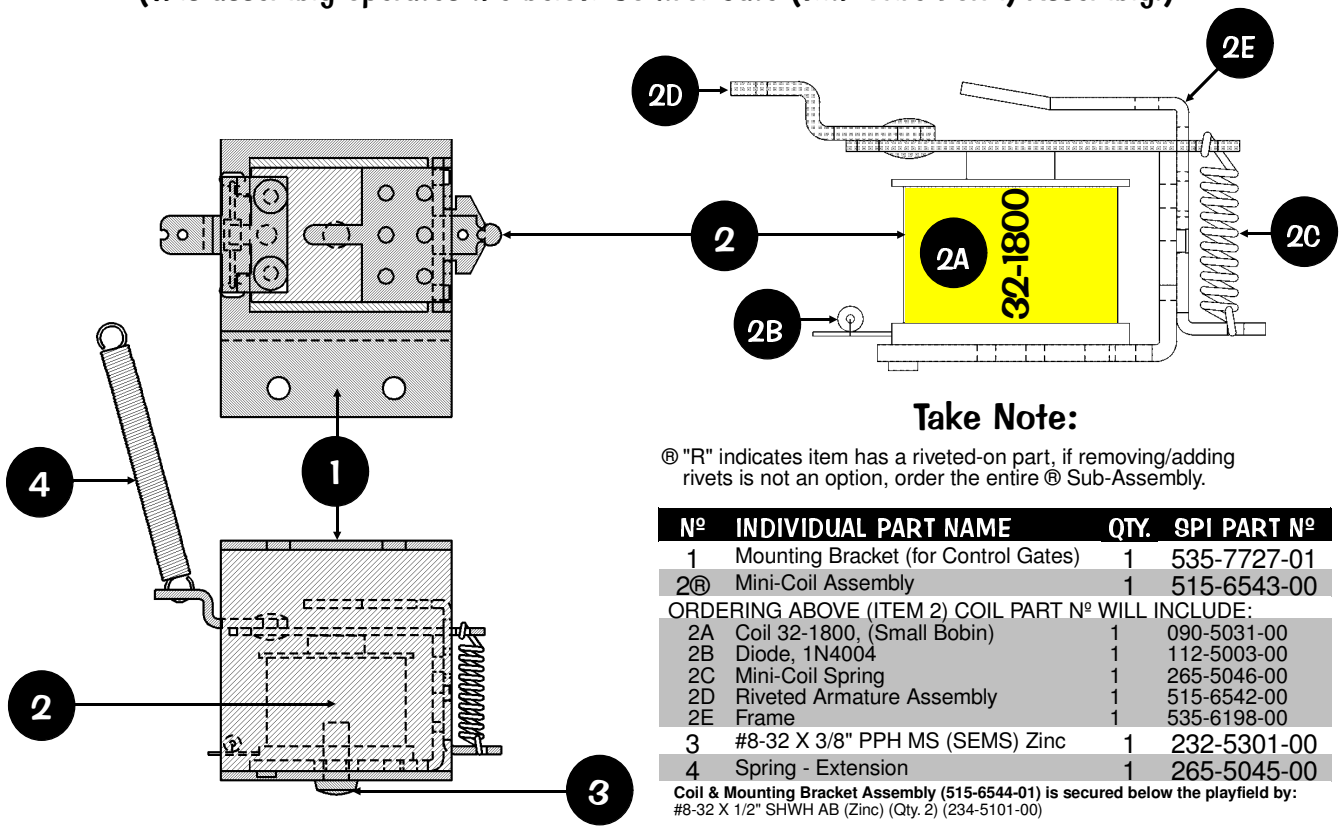


Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Ball Lock Mounting Bracket Assy.	1	515-7132-00
2	Coil Retaining Bracket	2	535-5203-03
Item 2 is secured by: #8-32 X 1/4" PPH MS (Sems) Zinc (Qty. 2/per) (232-5300-00)			
3	Coil, 27-1500	1	090-5004-00T
ORDERING ABOVE (ITEM 3) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
4	Coil Sleeve	1	545-5411-00
5	Spring Washer (17/32" ID X 3/4" X 1")	1	269-5002-00
6	Solid Plunger Assy. (Short)	1	515-6119-02
7	Compression (Relay) Spring	1	266-5020-00
8	Nyliner 7/16" Shaft (7L2-FF)	1	545-5418-01

Ball Lock (Short Plunger) Assembly (500-5867-02) is secured below the playfield by:
#8-32 X 1/2" SHWH AB (Zinc) (Qty. 3) (234-5101-00)

Coil & Mounting Bracket Assembly, 515-6544-01 (Items 1-4)
(This assembly operates the below Control Gate (with Wire Form) Assembly.)



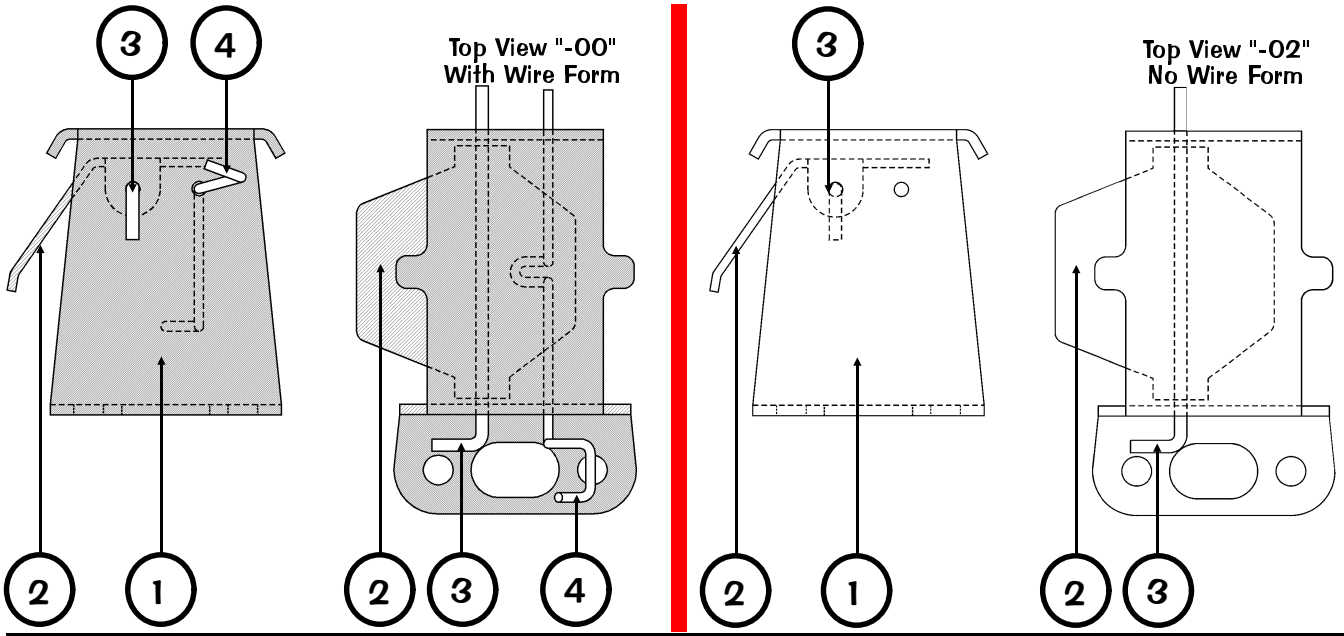
Take Note:

® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Mounting Bracket (for Control Gates)	1	535-7727-01
2®	Mini-Coil Assembly	1	515-6543-00
ORDERING ABOVE (ITEM 2) COIL PART Nº WILL INCLUDE:			
2A	Coil 32-1800, (Small Bobin)	1	090-5031-00
2B	Diode, 1N4004	1	112-5003-00
2C	Mini-Coil Spring	1	265-5046-00
2D	Riveted Armature Assembly	1	515-6542-00
2E	Frame	1	535-6198-00
3	#8-32 X 3/8" PPH MS (SEMS) Zinc	1	232-5301-00
4	Spring - Extension	1	265-5045-00

Coil & Mounting Bracket Assembly (515-6544-01) is secured below the playfield by:
#8-32 X 1/2" SHWH AB (Zinc) (Qty. 2) (234-5101-00)

Control Gate (Left Style with Wire Form) Assembly, 500-6100-00 (Items 1-4) and Control Gate (Lt. Style no Wire Form) Assembly, 500-6100-02 (Items 1-3)
(Only Assembly 500-6100-00 is operated by the above Coil & Mounting Bracket Assembly)



Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Ball Gate Mounting Bracket	1	535-7720-00
2	Ball Gate	1	535-7722-00
3	Rebound Hinge	1	535-5372-04
4	Wire Form **(for "500-6100-00" Control Gate)**	1	535-7721-01

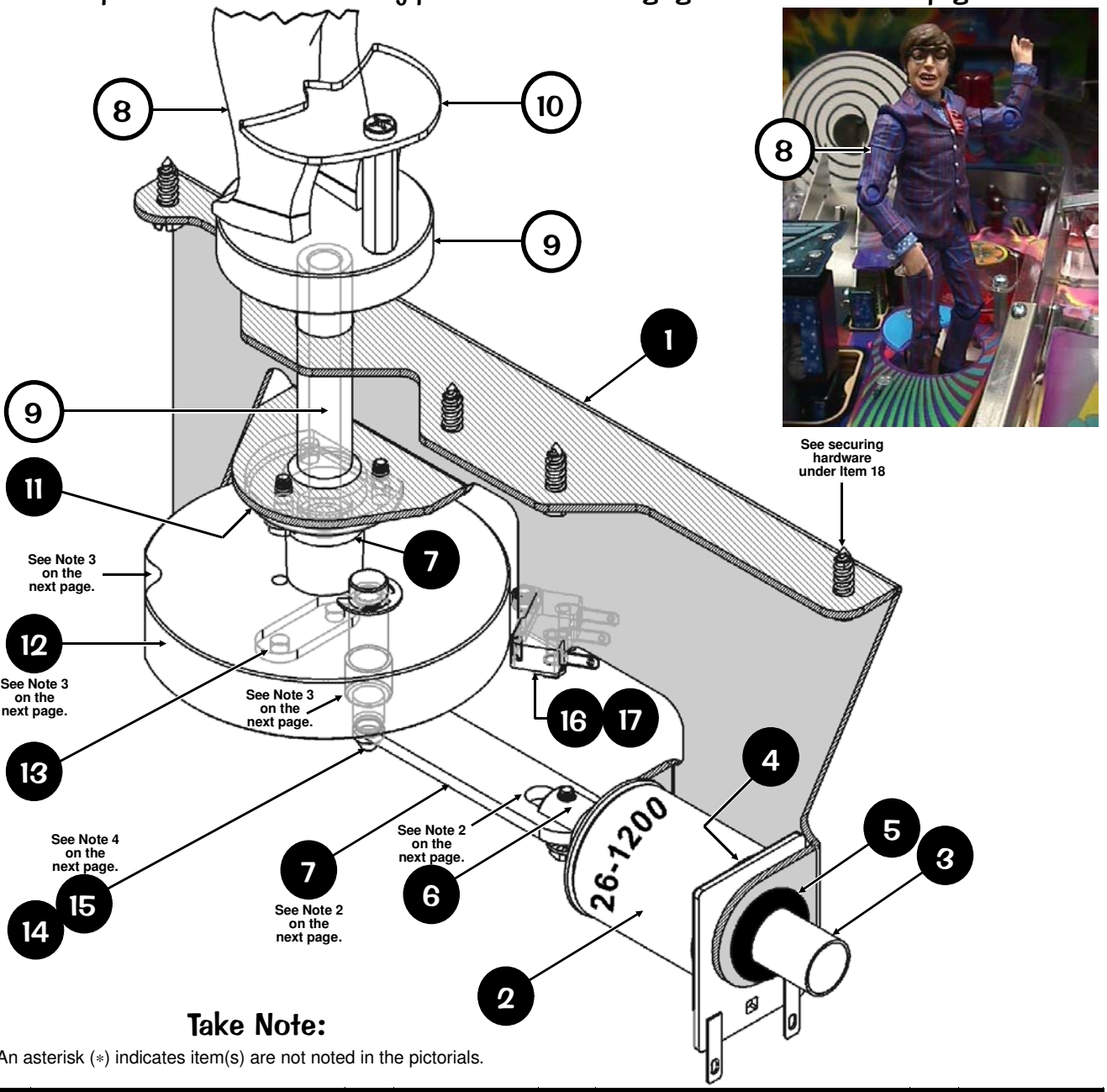
Control Gate Assembly (500-6100-00) is secured above the playfield by:
#8-32 X 1/2" SHWH AB (Zinc) (Qty. 1) (234-5101-00)

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Ball Gate Mounting Bracket	1	535-7720-00
2	Ball Gate	1	535-7722-00
3	Rebound Hinge	1	535-5372-04

Control Gate Assembly (500-6100-02) is secured above the playfield by:
#8-32 X 1/2" SHWH AB (Zinc) (Qty. 2) (234-5101-00), 1$\frac{1}{16}$" Single Groove Post (Blk) (Qty. 2) (550-5059-00), 3/4" I.D. Black Rubber Ring (Qty. 1) (545-5348-04) **and**
#6-32 DX 1$\frac{3}{4}$" PPH MS (Zinc) (Qty. 2) (237-5511-00)

Dancing Austin Powers Spinner (Crank) Individual Parts Only (Items 1-18)

Special Note on disassembly procedures for changing the coil on the next page.



Take Note:

* An asterisk (∗) indicates item(s) are not noted in the pictorials.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Spinner Frame	1	535-8909-00
2	Coil, 26-1200	1	090-5044-00T
ORDERING ABOVE (ITEM 2) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
3	Coil Sleeve with Extension	1	545-5847-00
4	Spring Washer	1	269-5002-00
5	5/16" I.D. Black Rubber Ring	1	545-5348-02
6	Plunger Assembly	1	515-7163-00
ORDERING ABOVE (ITEM 6) SUB-ASSY. PART Nº WILL INCLUDE:			
6A	Plunger $2\frac{1}{2}$"	1	530-5025-02
6B	Plunger Link	1	535-8863-00
6C	Spacer	1	545-5988-00
Item 6 is secured by: #6-32 X 1/2" SHWH Swage (Ser) Zinc (Qty. 1) (237-5976-03)			
7	Post Rubber (Sleeve Short)	1	545-5151-00
8	Austin Powers Figurine	1	880-5051-01
Item 8 is secured to Item 9 by: #6 X $1\frac{1}{4}$" PFH (Zinc) (Qty. 2) (237-5804-00)			
9	Shaft	1	530-5594-00
Item 9 requires: Washer Teflon 1/4" I.D. X 1/2" O.D. X .062" Thk. (Qty. 1) (242-5040-01)			
10	Screened Plastic (Butyrate) -30	1	830-5982-30
Item 10 is secured to Item 9 by: #6-32 X 3/4" PFH (Zinc) (Qty. 2) (237-5836-00) **and** $1\frac{1}{8}$" X 1/4" Hex Spacer #6-32 Tap (Qty. 1) (254-5008-17)			
Special Ordering note on Item 10: *The individual piece may not be available in which case the entire sheet must be ordered. See Sec. 4, Chp. 1, Parts Identification & Location, Pg. 57*			
11	Bushing (Bearing)	1	545-5715-00
Item 11 is secured by: #8-32 X 3/8" HWH Slot. Ser Type-C (Zinc) (Qty. 3) (237-5976-02)			
12	Flywheel	1	530-5595-00
13	Mounting Plate	1	535-8910-00
Item 13 is secured by: #6-32 X 1/4" HWH Swage (Ser) Zinc (Qty. 2) (237-5976-01)			
14	Spring (Return)	1	265-5062-00
15	Shoulder Pin	1	530-5597-00
Item 15 requires: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00)			
16	Micro Switch (Roller Actuator, Lite Force)	1	180-5119-02
17	Switch Body Protect Plate	1	535-6539-00
Items 16 & 17 are secured by: #2-56 X 1/2" HWH (Ser) UNS #4HD TR3 BO (Qty. 2) (237-5937-02)			
18*	Switch Diode, 1N4001	1	112-5001-00
Dancing A.P. Spinner (Crank) completed Assembly is secured under the playfield by: #8-32 X 1/2" SHWH AB (Zinc) (Qty. 4) (234-5101-00),			

Special Note on disassembly procedures for changing the coil
Dancing Austin Powers Spinner (Crank) Individual Parts Table on previous page.

Use the below drawing as a guide referencing the Items 1, 2, 3, 4, 5, 6, 7, 14 & 15 to change the coil, if necessary.

Step 1: Remove the **SPRING (14)** from the **SHOULDER PIN (15)**.

Step 2: Pull the **LINK (7)** to remove the **PLUNGER (6)** from the **COIL (2)**.

Step 3: Remove the **RUBBER RING (5)** from the end of the **COIL SLEEVE (3)**, and proceed to pull the **COIL SLEEVE (3)** from the **COIL (2)**.

Step 4: The **COIL (2)** will slide out from the **BRACKET (1)** very easily now.

Step 5: Be careful when removing the **COIL (2)** from the **BRACKET (1)** so you can retain the **SPRING WASHER (4)**.

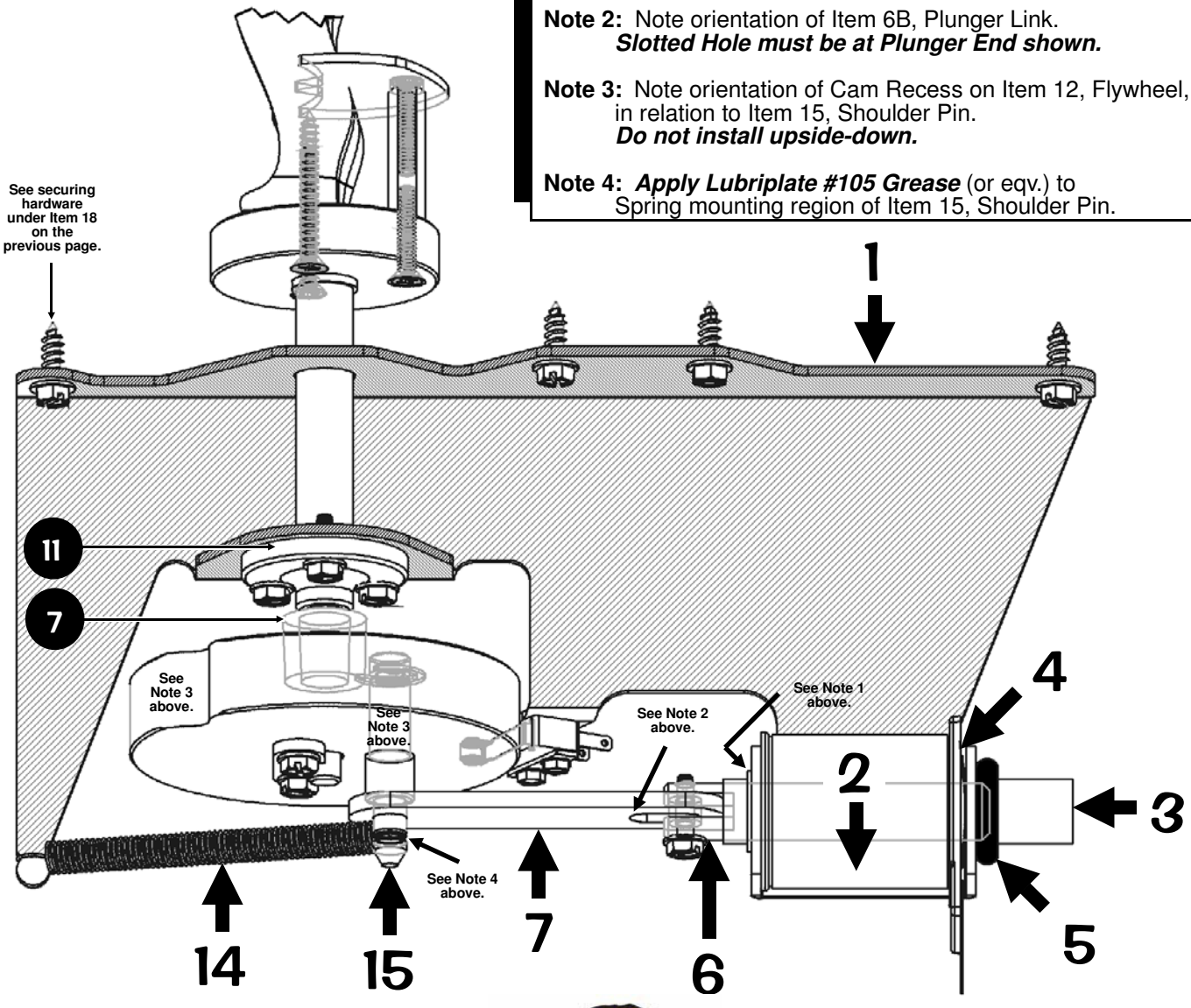
Step 6: Replace the **COIL (2)** and reassemble.

Note 1: Note orientation and position of Item 3, Coil Sleeve.
Flange must be located as shown.

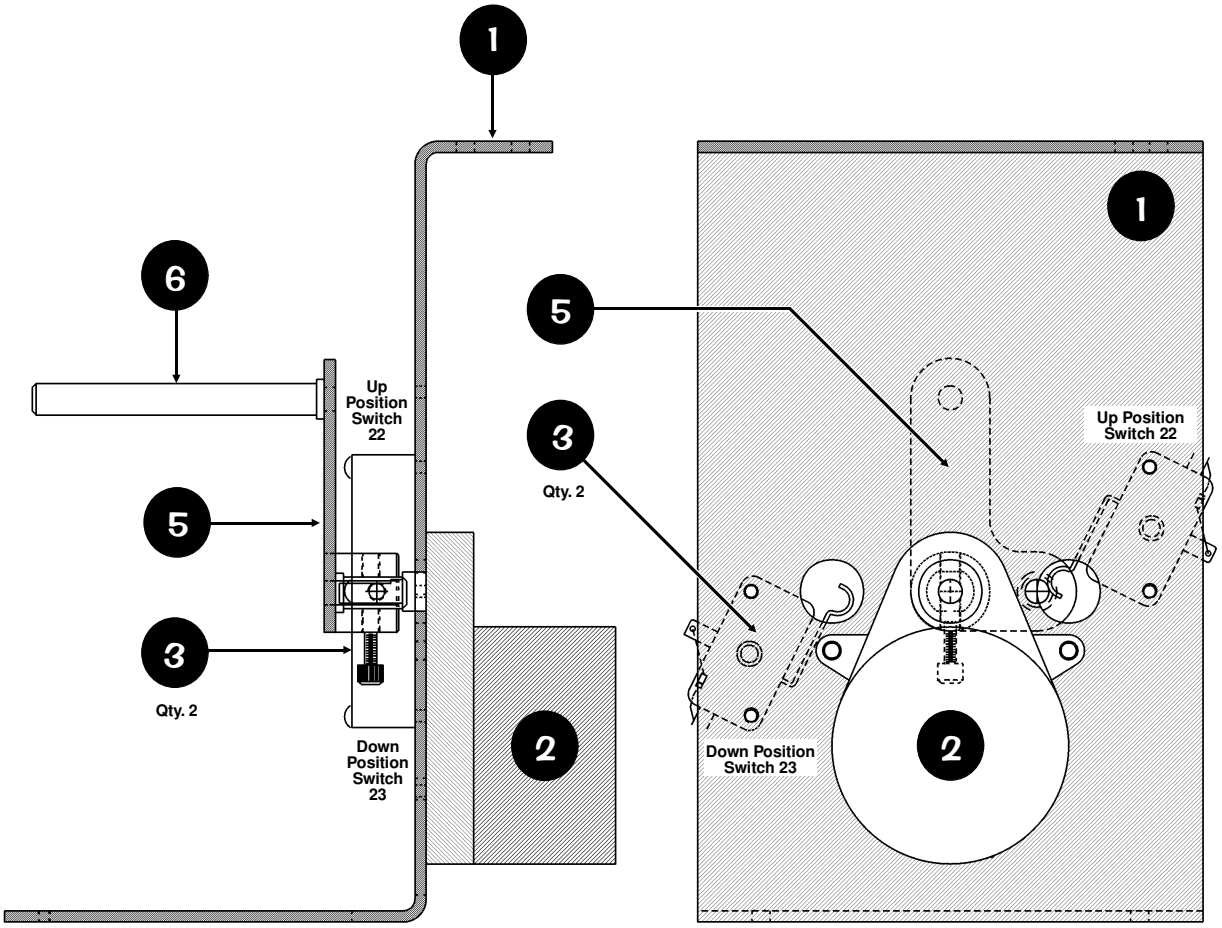
Note 2: Note orientation of Item 6B, Plunger Link.
Slotted Hole must be at Plunger End shown.

Note 3: Note orientation of Cam Recess on Item 12, Flywheel, in relation to Item 15, Shoulder Pin.
Do not install upside-down.

Note 4: ***Apply Lubriplate #105 Grease*** (or eqv.) to Spring mounting region of Item 15, Shoulder Pin.



Dr. Evil (Target) Motor, Cam & Switches Individual Parts Only (Items 1-6)
(Works in conjunction with parts on the next page)



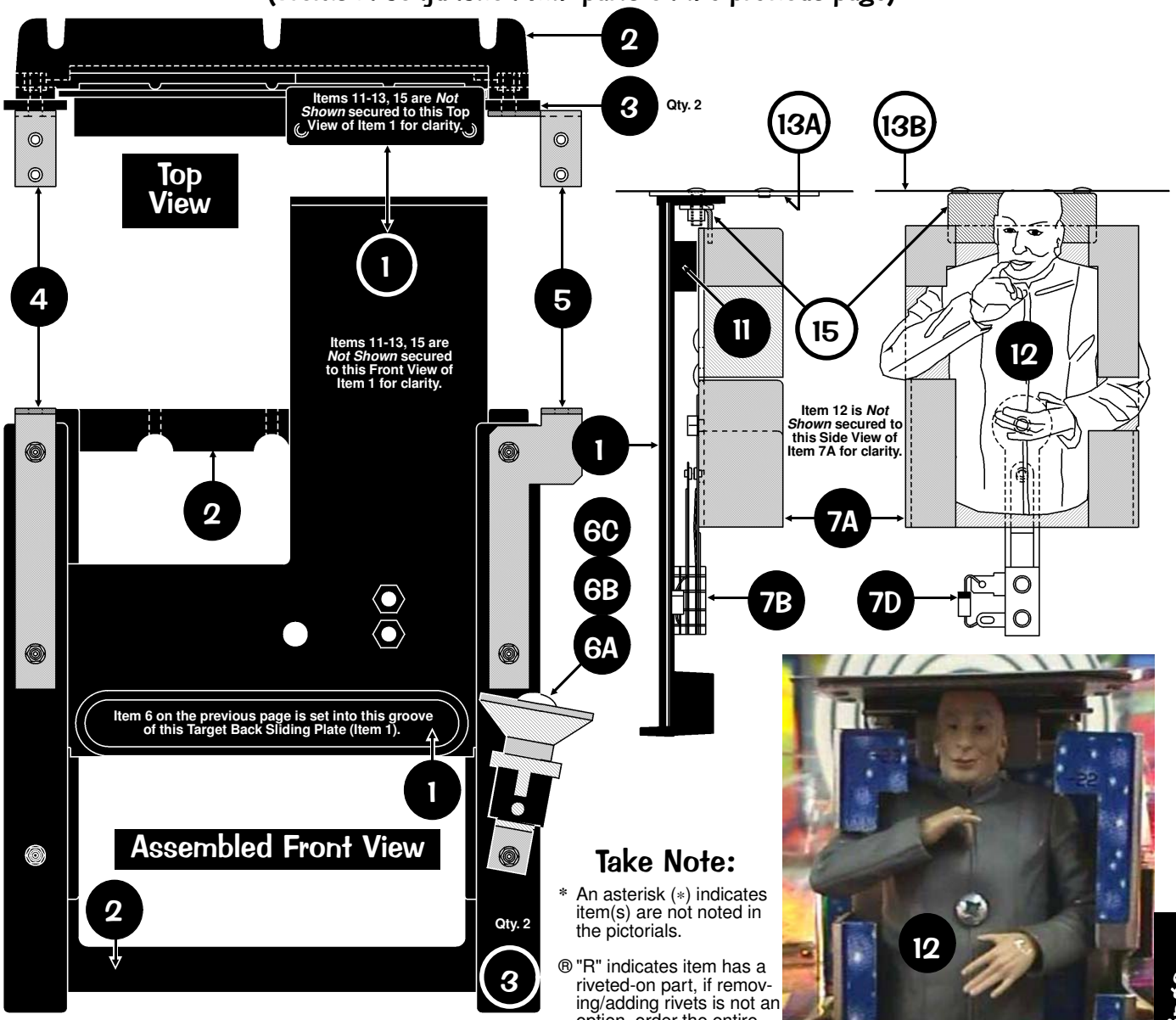
Take Note:

* An asterisk (∗) indicates item(s) are not noted in the pictorials.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Motor Bracket	1	535-8865-00
2	Motor Assembly	1	515-5900-00
ORDERING ABOVE (ITEM 2) ASSEMBLY PART Nº WILL INCLUDE:			
2A	Motor "E" 24v AC 50/60Hz 6RPM CCW	1	041-5030-00
2B	1X2 .093" Conn. Male 03-09-2022	1	045-5004-02
2C*	Capacitor, Tecate .1 MFD 500v Disc *(used to elimnate Line Noise)*	1	130-5000-00
2D*	Neon Bulb (NE-2) *(used for Spike Suppression)*	1	165-5021-00
Item 2 is secured to Item 1 by: #6-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2) (232-5201-00)			

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
3	Micro Switch	2	180-5052-00
Item 3 is secured by: #4-40 X 5/8" PPH MS (Sems) Zinc (Qty. 2/per) (237-5832-00)			
4*	Diode, 1N4001	1	180-5001-00
5	Cam Assembly	1	515-7160-00
Item 5 is secured by: #8-32 X 3/8" Soc. Hd. Cap. Screw (Zinc) (Qty. 1) (237-5897-00)			
6	Nylon Sleeve Spacer 2¼"	1	530-5083-02
Motor, Cam & Switches completed Assembly is secured below the playfield by: #8-32 X 1/2" SHWH AB (Zinc) (Qty. 4) (234-5101-00),			

Dr. Evil (Target) Back Plate Guide & Dr. Evil Target Individual Parts Only (Items 1-15)
(Works in conjunction with parts on the previous page)



Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

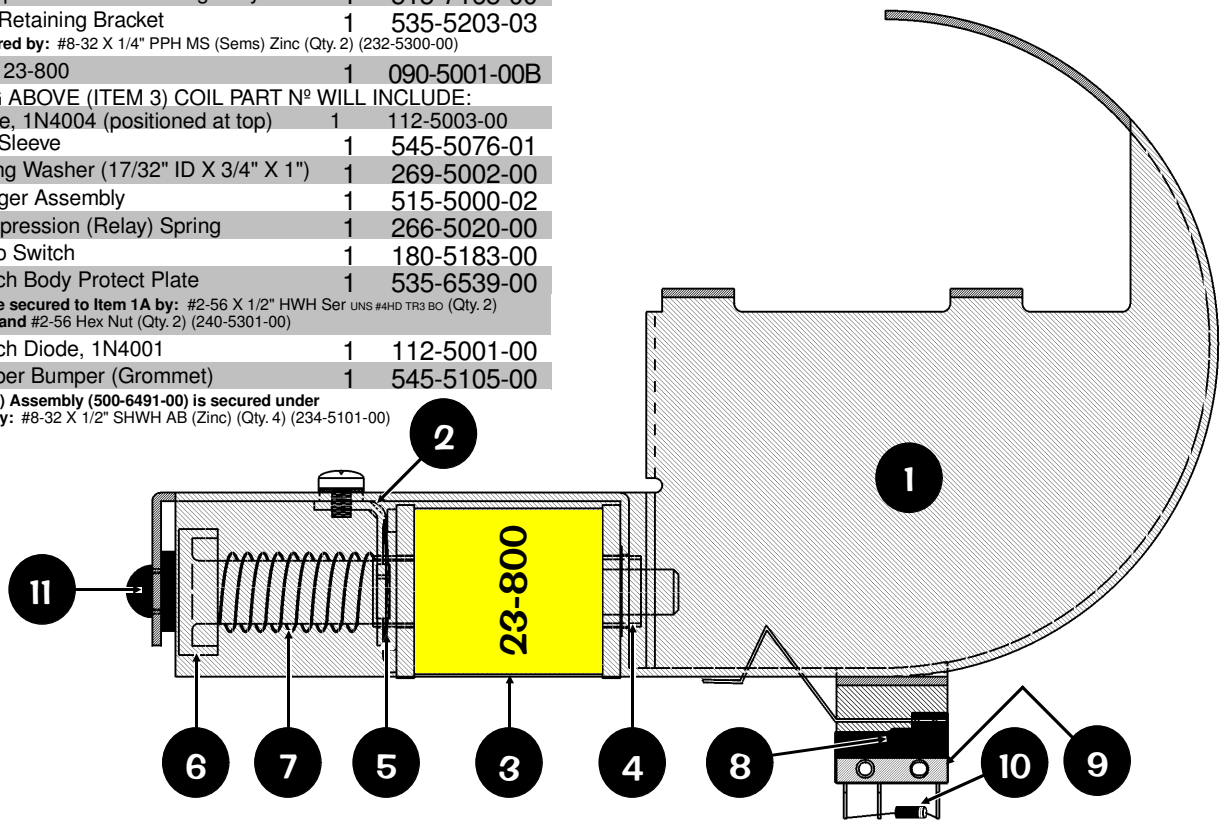
® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Target Back Sliding Plate (Modified)	1	545-5427-01
2	Target Back Plate Guide Frame	1	545-5728-00
3	Target Extension for Frame	2	545-5430-00
4	Support Bracket (Left Front)	1	535-6794-00
5	Support Bracket (Right Front)	1	535-8870-00
	Items 2, 4 & 5 are secured below the playfield by: #8-32 X 1/2" SHWH AB (Zc) (Qty. 7) (234-5101-00)		
6A	#555 Wedge Base Socket (Laydown)	1	077-5026-01
6B	#555 Wedge Base Bulb (Clear)	1	165-5002-00
6C	Light Reflector	1	545-5409-01
	Items 3, 4, 5 & 6A are secured to Item 2 by: #6 X 5/8" HWH Indented T-25 (Zinc) (Qty. 6) (237-5870-00)		
7®	Target Plate & Switch Assembly	1	515-7167-00
	ORDERING ABOVE (ITEM 7) SUB-ASSY. PART Nº WILL INCLUDE:		
7A	Target Plate Frame	1	535-8864-01
7B	Target Switch *(secured to 7A by 7C)*	1	180-5083-00
7C*	#4-40 Nylon Stop Nut	1	240-5303-00
7D	Diode, 1N4001	1	112-5001-00
	Item 7 is secured to Item 1 by: #6-32 X 5/8" PPH MS (Zinc) (Qty. 2) (237-5503-00) **and** #6-32 Nylon Stop Nut (Qty. 2) (240-5005-00)		
8*	Decal -21 **(from Decal Sheet Set)** Back	1	820-6284-21
9*	Decal -22 **(from Decal Sheet Set)** Left	1	820-6284-22
10*	Decal -23 **(from Decal Sheet Set)** Right	1	820-6284-23
	Items 8, 9 & 10 are secured to Item 7A. ***Special Ordering note on Items 8, 9 & 10:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*		
11	Foam Pad, Blk. (1⅛" X 1/2") Self-Adh.	1	626-5018-00
12	Dr. Evil Figurine (Altered)	1	880-5052-00
	Item 12 is secured to Item 7 by: #6 X 1/2" PTH A Zinc (Qty. 1) (237-5809-00) **and** #6-32 1¼" PPH MS (Zinc) (Qty. 1) (237-5508-00)		
13®	Pem Plate & Flap Riveted Assembly	1	515-7173-00
	ORDERING ABOVE ® RIVETED ASSY. PART Nº WILL INCLUDE:		
13A	Pem Plate	1	535-8907-00
13B	Flap *(secured to 10A by 10C & 10D)*	1	535-8908-01
13C*	Rivet, 1/8" ø X 1/8" Nickel	4	249-5008-00
13D*	#6 Lock Washer	4	246-5004-00
14*	Decal -07 **(from Decal Sheet Set)**	1	820-6284-07
	Item 14 secured to Item 13B. ***Special Ordering note on Item 14:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*		
15	Limit Bracket	1	535-8953-00
	Items 13 & 15 are secured to Item 1 @ Top by: #4-40 Nylon Stop Nut (Qty. 1 Left Side Only) (240-5303-00)		

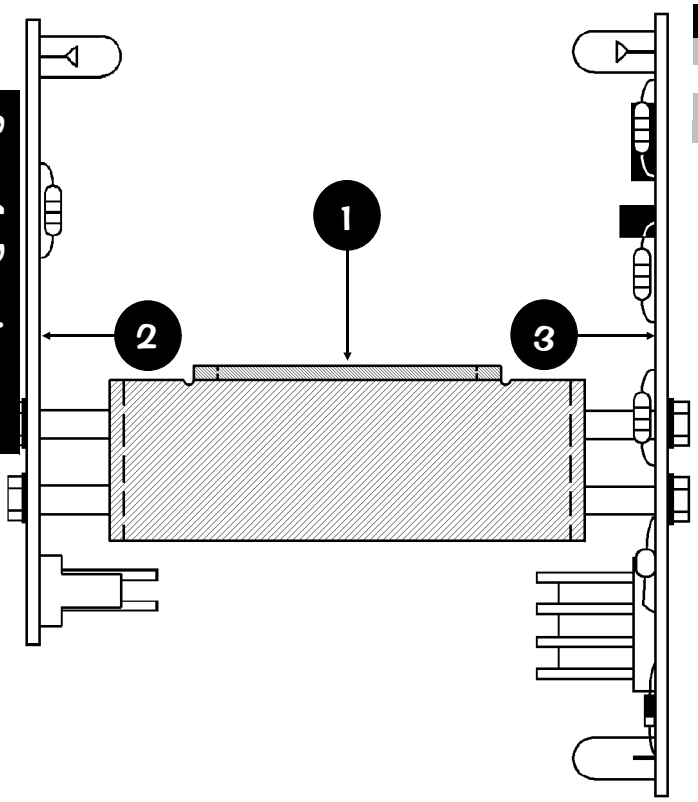
Scoop (Kicker) Assembly, 500-6491-00 (Items 1-11)

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Scoop Weldment Mounting Assy.	1	515-7165-00
2	Coil Retaining Bracket	1	535-5203-03
	Item 2 is secured by: #8-32 X 1/4" PPH MS (Sems) Zinc (Qty. 2) (232-5300-00)		
3	Coil, 23-800	1	090-5001-00B
	ORDERING ABOVE (ITEM 3) COIL PART Nº WILL INCLUDE:		
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
4	Coil Sleeve	1	545-5076-01
5	Spring Washer (17/32" ID X 3/4" X 1")	1	269-5002-00
6	Plunger Assembly	1	515-5000-02
7	Compression (Relay) Spring	1	266-5020-00
8	Micro Switch	1	180-5183-00
9	Switch Body Protect Plate	1	535-6539-00
	Items 8 & 9 are secured to Item 1A by: #2-56 X 1/2" HWH Ser UNS #4HD TR3 BO (Qty. 2) (237-5937-02) **and** #2-56 Hex Nut (Qty. 2) (240-5301-00)		
10	Switch Diode, 1N4001	1	112-5001-00
11	Rubber Bumper (Grommet)	1	545-5105-00

Scoop (Kicker) Assembly (500-6491-00) is secured under the playfield by: #8-32 X 1/2" SHWH AB (Zinc) (Qty. 4) (234-5101-00)



OPTO (Bracket & PEM) Individual Parts Only (Items 1-3)



Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	OPTO Mounting Bracket (w/Pems)	1	535-8869-00
2	OPTO Transmitter (TRANS) Board	1	520-5082-00
3	OPTO Receiver (REC) Board	1	520-5083-01
	Items 2 & 3 are secured by: #4-40 X 5/8" HWH (Serr) Zinc (Qty. 2/per) (237-5945-00)		

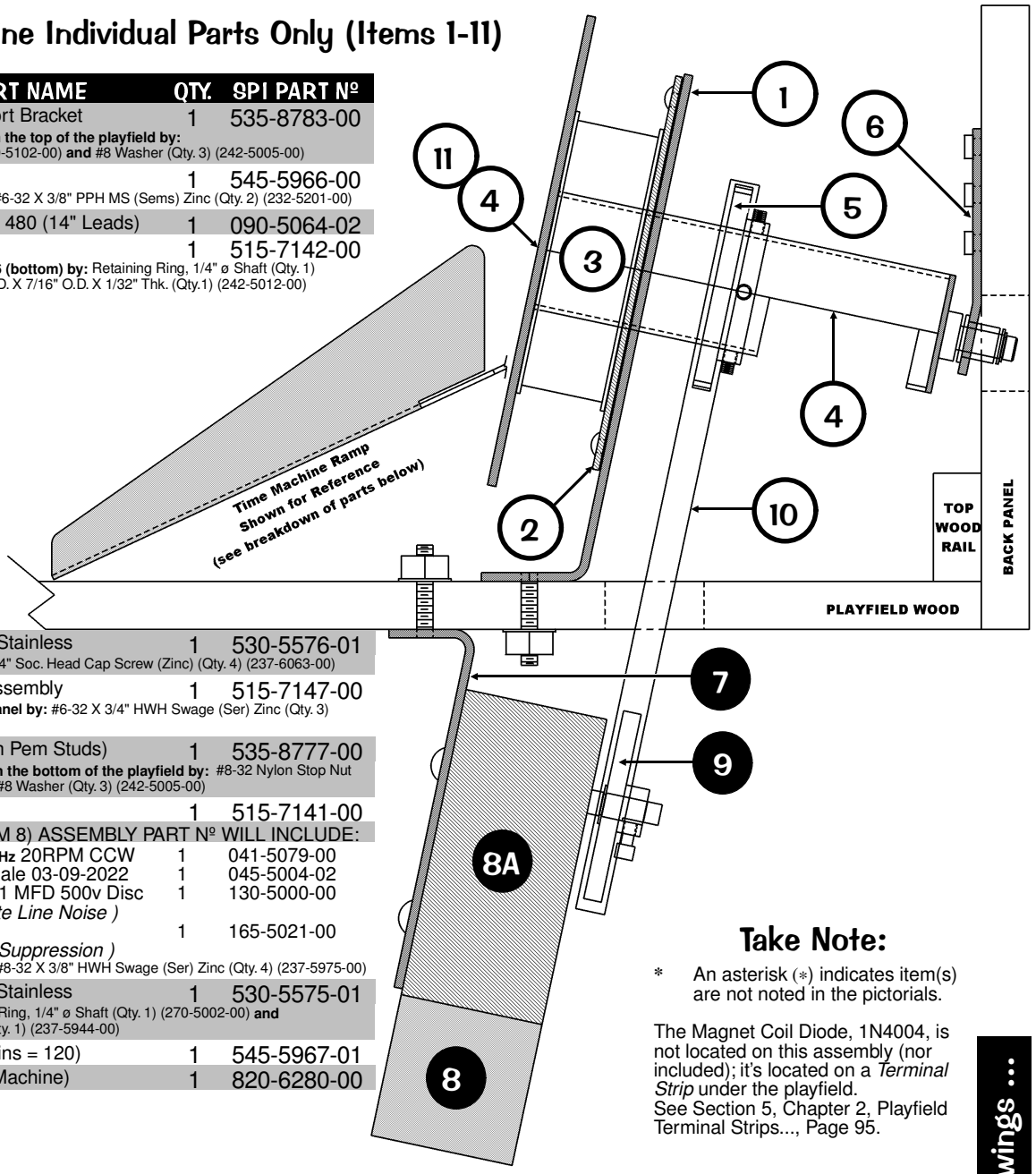
OPTO Bracket is secured under the playfield by:
#8-32 X 1/2" SHWH AB (Zinc) (Qty. 2) (234-5101-00)

Take Note:

For a break-down of parts on the OPTO Boards (520-5082-00 & 520-5083-01), see Section 5, Chapter 4, Playfield Sw. OPTO "Long-Hop" Boards Component Layout & Parts, Page 131.

Time Machine Individual Parts Only (Items 1-11)

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Magnet Coil Support Bracket	1	535-8783-00
	Item 1 is secured below through the top of the playfield by: #8-32 Nylon Stop Nut (Qty. 3) (240-5102-00) **and** #8 Washer (Qty. 3) (242-5005-00)		
2	Magnet Bushing	1	545-5966-00
	Item 2 is secured to Item 1 by: #6-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2) (232-5201-00)		
3	Magnet Coil, 20½ X 480 (14" Leads)	1	090-5064-02
4	Disc Weldment	1	515-7142-00
	Item 4 is secured through Item 6 (bottom) by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00) **and** Washer 1/4" I.D. X 7/16" O.D. X 1/32" Thk. (Qty.1) (242-5012-00)		
5	Gear (Upper) 303 Stainless	1	530-5576-01
	Item 5 is secured by: #6-32 X 1/4" Soc. Head Cap Screw (Zinc) (Qty. 4) (237-6063-00)		
6	Bearing Bracket Assembly	1	515-7147-00
	Item 6 is secured to the Back Panel by: #6-32 X 3/4" HWH Swage (Ser) Zinc (Qty. 3) (237-5976-05)		
7	Motor Bracket (with Pem Studs)	1	535-8777-00
	Item 7 is secured above through the bottom of the playfield by: #8-32 Nylon Stop Nut (Wht) (Qty. 3) (240-5102-00) **and** #8 Washer (Qty. 3) (242-5005-00)		
8	Motor Assembly	1	515-7141-00
	ORDERING ABOVE (ITEM 8) ASSEMBLY PART Nº WILL INCLUDE:		
8A	Motor 24v AC **50/60Hz** 20RPM CCW	1	041-5079-00
8B*	1X2 .093" Conn. Male 03-09-2022	1	045-5004-02
8C*	Capacitor, Tecate .1 MFD 500v Disc *(used to elimnate Line Noise)*	1	130-5000-00
8D*	Neon Bulb (NE-2) *(used for Spike Suppression)*	1	165-5021-00
	Item 8 is secured to Item 7 by: #8-32 X 3/8" HWH Swage (Ser) Zinc (Qty. 4) (237-5975-00)		
9	Gear (Lower) 303 Stainless	1	530-5575-01
	Item 9 is secured by: Retaining Ring, 1/4" ø Shaft (Qty. 1) (270-5002-00) **and** #6-32 X 3/8" Cap Screw (Zinc) (Qty. 1) (237-5944-00)		
10	Drive Belt (Drive Pins = 120)	1	545-5967-01
11	Disc Decal (Time Machine)	1	820-6280-00

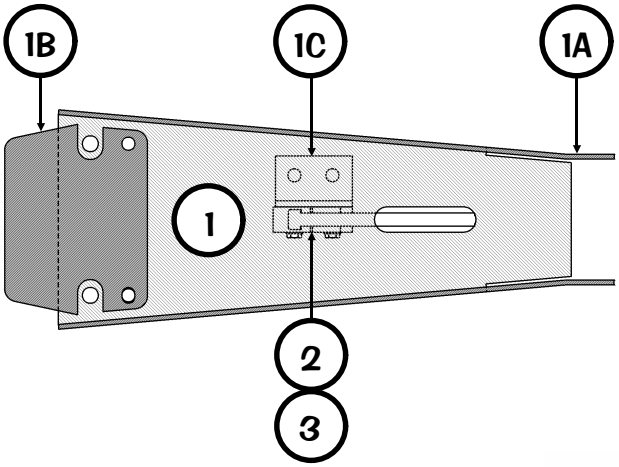


Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

The Magnet Coil Diode, 1N4004, is not located on this assembly (nor included); it's located on a *Terminal Strip* under the playfield.
See Section 5, Chapter 2, Playfield Terminal Strips..., Page 95.

Time Machine Ramp Individual Parts Only (Items 1-4)



Take Note:

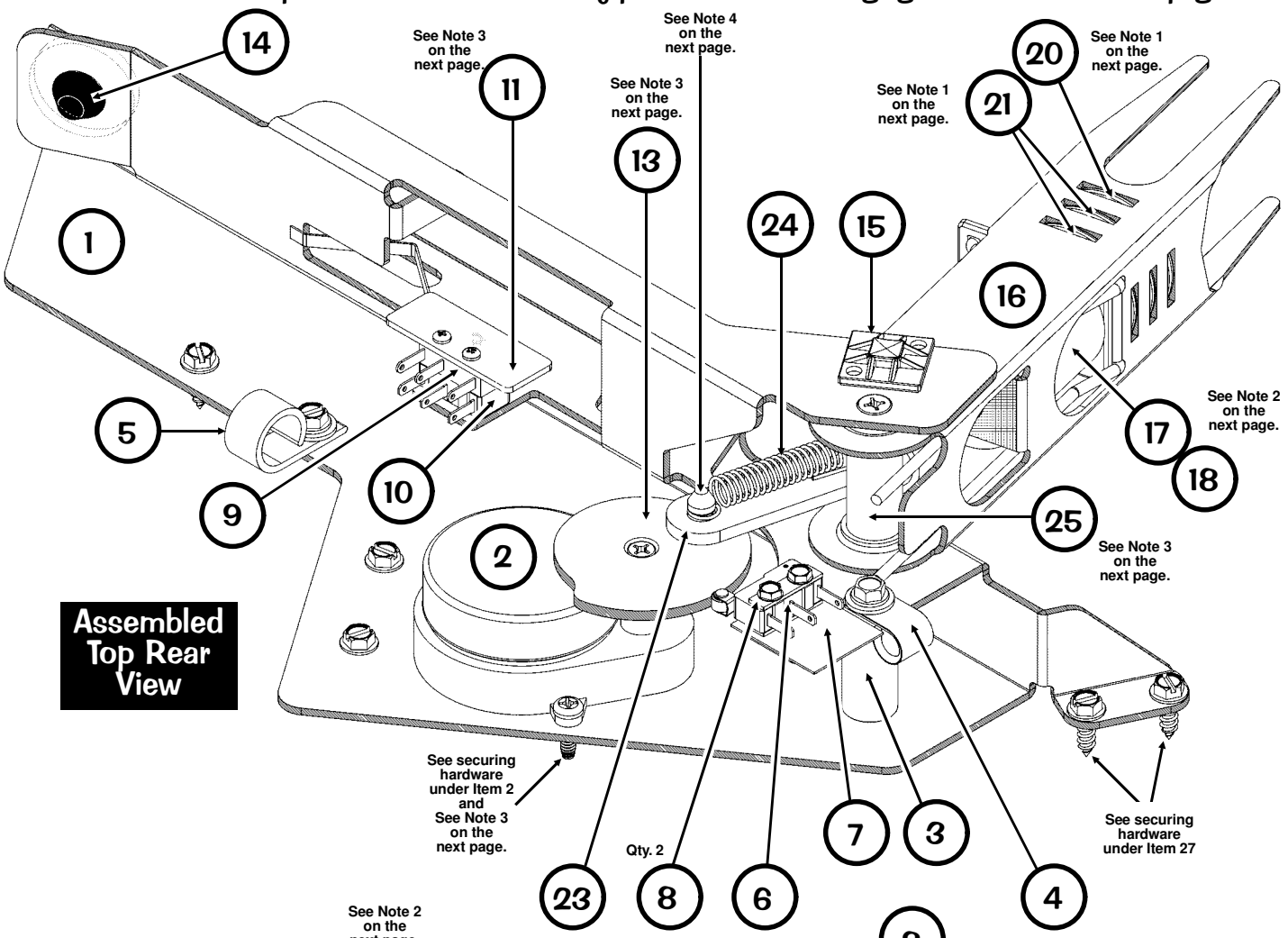
* An asterisk (*) indicates item(s) are not noted in the pictorials.

® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

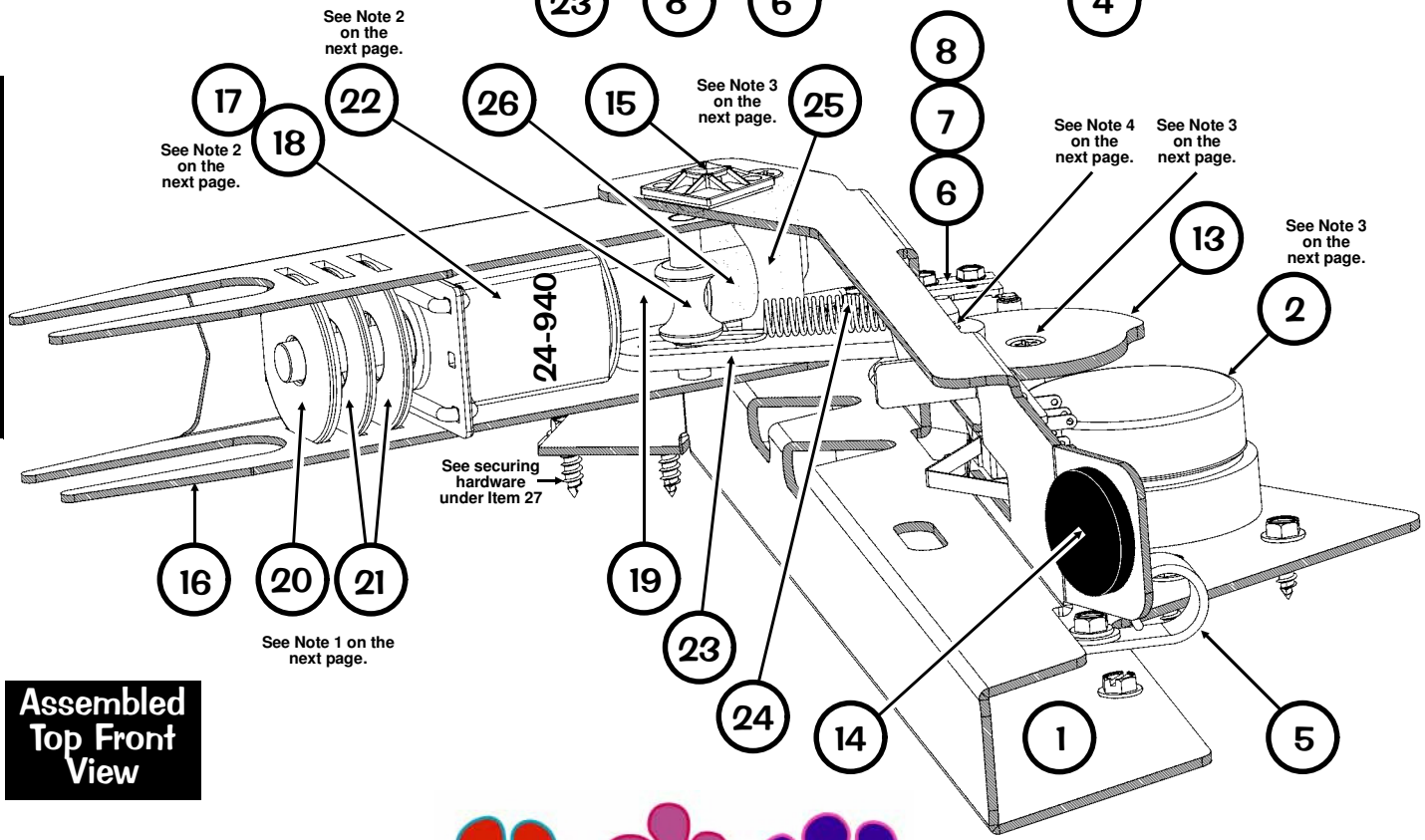
Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1®	Ramp Riveted Assembly	1	515-7200-00
	ORDERING ABOVE ® RIVETED ASSY. PART Nº WILL INCLUDE:		
1A	Ramp (Plain No Parts)	1	535-8780-00
1B	Ramp Flap *(secured to 1A by 1D)*	1	535-8778-00
1C	Switch Bracket *(secured to 1A by 1E)*	1	535-7319-05
1D*	Rivet, 1/8" ø X 3/16" Lg.	2	249-5001-00
1E*	Rivet, 1/8" ø X 5/32" Lg.	2	249-5009-00
	Item 1 is secured to above the playfield by: #4 X 5/8" PFH (Black) (Qty. 2) (237-5833-00)		
2	Micro Switch	1	180-5057-00
3	Switch Body Protect Plate	1	535-6539-00
	Items 2 & 3 are secured to Item 1C by: #2-56 X 1/2" HWH (Ser) (Qty. 2) (237-5937-02)		
4*	Switch Diode, 1N4001	1	112-5001-00

Laser Beam Assembly, 500-6483-00 (Items 1-26)

Parts Table & Special Note on disassembly procedures for changing the coil on the next page.



Assembled Top Rear View



Assembled Top Front View

Sec. 4: Drawings ...

Laser Beam Drawing Views on previous page.

Note 1: When reassembling, ensure Item 20, Washer, is ***installed in front*** of Item 21, Clear Plastics (Qty. 2).

Note 2: When reassembling, ensure Item 18, Coil Sleeve, is ***installed such that the flange end touches the rearward side*** of Item 22, Shoulder Pin.

Note 3: ***Apply Loctite 243 to thread contact regions*** of the securing hardware of Item 2, Motor Assembly; Item 11, Switch Plate; Item 13, Cam Plate Assembly; and, Item 25, 1⅜" x 1/2" Post Spacer.

Note 4: ***Apply Lubriplate #105 Grease*** (or eqv.) to Spring mounting region of Item 13, Cam Plate Assy..

Take Note:

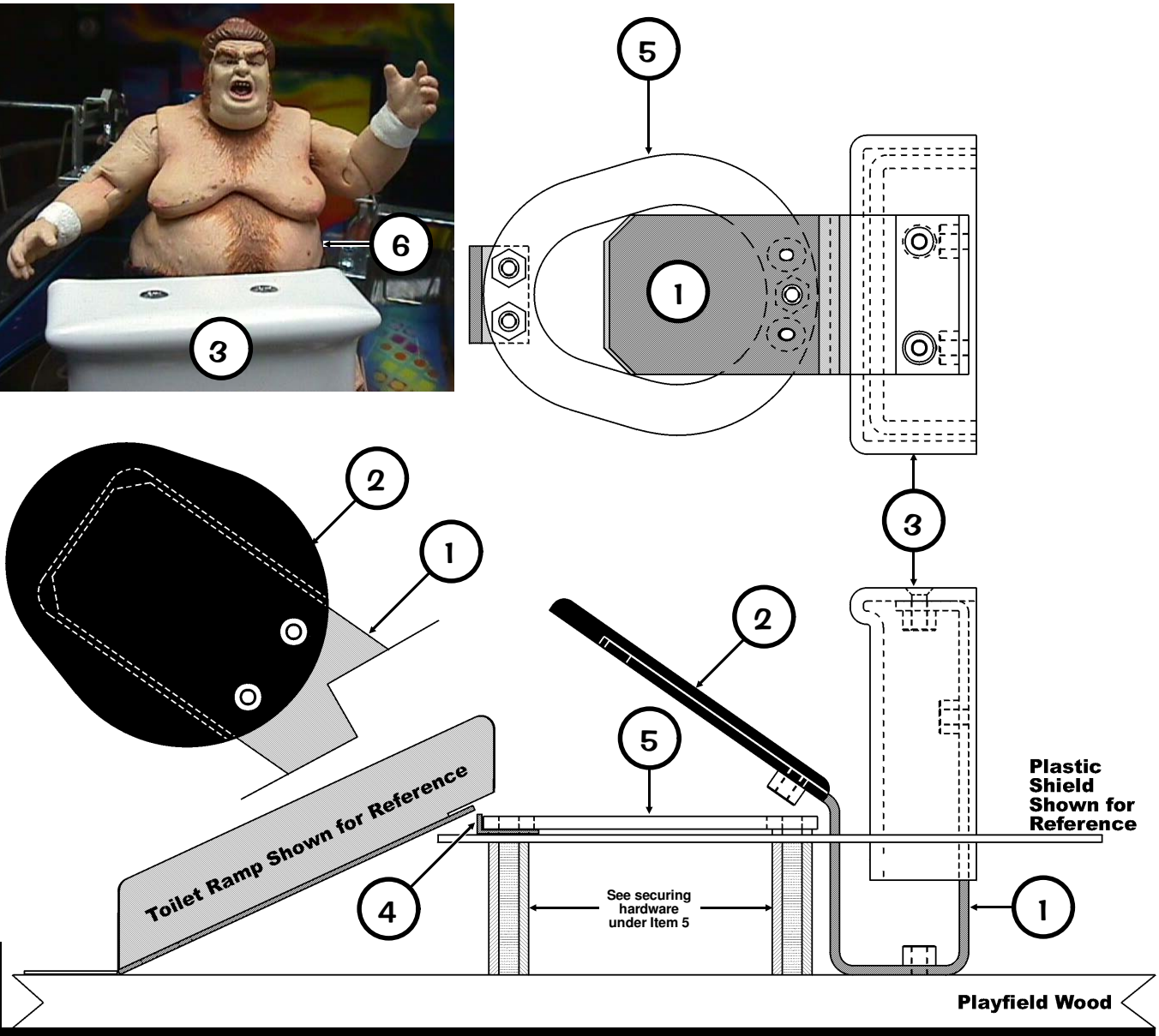
* An asterisk (*) indicates item(s) are not noted in the pictorials.

Use **SPI Part Number: 502-6001-00 to receive Items 3, 7, 11, 15, 20, 21, 22 & 25** (highlighted below in ■■) ***which cannot be ordered separately.*** They will **all be included** (with quantities stated) in the **Laser Beam Misc. Parts Pkg.** If the individual part number(s) is given, you will receive all items referenced.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Motor Platform	1	535-8859-00
2	Motor Assembly	1	515-7171-00
ORDERING ABOVE (ITEM 2) ASSEMBLY PART Nº WILL INCLUDE:			
2A	Motor 24v AC **50/60Hz** 4W 10RPM B/D	1	041-5081-00
2B*	1X2 .093" Conn. Male 03-09-2022	1	045-5004-02
2C*	Capacitor, Tecate .1 MFD 500v Disc *(used to elimnate Line Noise)*	1	130-5000-00
2D*	Neon Bulb (NE-2) *(used for Spike Suppression)*	1	165-5021-00
Item 2 is secured to Item 1 by: #6-32 X 1/2" PPH MS (Zinc) TF T-23 (Qty. 2) (237-5842-00)			
3	1" x 1/2" Post Spacer White Nylon	1	530-5590-00
4	1/4" Clamp (Double)	1	040-5000-23
Items 3-4 are secured to Item 1 by: #8 Washer (Qty. 1) (242-5005-00) **and** #8-32 X 1½" HWH MS (Ser) Zinc (Qty. 1) (237-5946-00)			
5	1/2" Clamp (Single)	1	040-5000-06
Item 5 is secured to Item 1 by: #8 Washer (Qty. 1) (242-5005-00) **and** #8-32 X 3/8" HWH MS Type C (Qty. 1) (237-5903-00)			
6	Micro Switch **(Roller Actuator, Lite-Force)**	1	180-5119-02
7	Switch Protector Fiche Paper	1	545-5633-00
8	Switch Body Protect Plate	2	535-6539-00
Items 6-8 are secured to Item 1 by: #2-56 X 1/2" HWH (Ser) UNS #4HD TR3 BO (Qty. 2) (237-5937-02)			
9	Micro Switch (Rollover)	1	180-5181-00
10	Micro Switch **(Roller Actuator, Lite-Force)**	1	180-5119-02
11	Switch Plate	1	535-8861-00
Items 9-11 are secured to Item 1 by: #2-56 X 3/4" PPH Zinc (Qty. 2) (237-6064-00)			
12*	Diode, 1N4001	3	112-5001-00

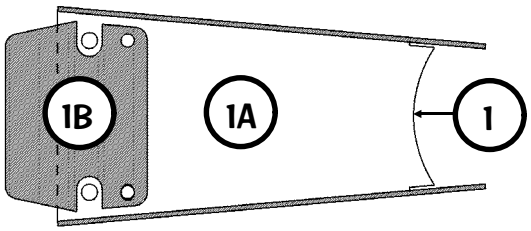
Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
13	Cam Plate Assembly	1	515-7158-00
ORDERING ABOVE (ITEM 13) COIL PART Nº WILL INCLUDE:			
13A	Cam Plate	1	535-8860-00
13B	Shoulder Pin	1	530-5586-00
Item 13 is secured by: #6-32 X 3/8" PFH MS (Zinc) (Qty. 1) (237-5850-00)			
14	Deflector Pad (Rubber Bumper)	1	545-5428-00
15	Mounting Pad Black Self-Adhesive	1	040-5002-01
16	Kicker (Turret) Platform	1	535-8858-00
17	Coil, 24-940 (Lugless)	1	090-5002-10
ORDERING ABOVE (ITEM 17) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
18	Coil Sleeve with Extension	1	545-5847-00
19	Plunger w/Nylon Rod Extension Assy.	1	515-7157-00
20	Washer **(Brass)** 11/32" ID X 1-5/16" OD X .089"	1	535-8862-00
21	Clear Plastic (Buty.) -006, -008 or -009	2	830-5984-006
Item 21 Replacement Note: Items may be marked with 3 different numbers but are identical.			
22	Shoulder Pin **(Single Groove, Wht. Nylon)**	1	530-5589-00
23	Link	1	535-8863-00
24	Spring (Return)	1	265-5061-00
25	1⅜" x 1/2" Post Spacer White Nylon		530-5591-00
Item 25 is secured by: #8-32 X 1¾" PFH MS (Zinc) (Qty. 1) (237-5953-00)			
26	1/2" Clamp (Single)	1	040-5000-06
Item 26 is secured by: Curled end placed around Item 19, Plunger Assembly.			
Laser Beam Assembly (500-6483-00) is secured above the playfield by: #8-32 X 1/2" SHWH AB (Zinc) (Qty. 5) (234-5101-00)			

Toilet Assembly Individual Parts Only (Items 1-6)



№	INDIVIDUAL PART NAME	QTY.	SPI PART №
1	Deflector Bracket	1	535-8872-00
Item 1 is secured below the playfield by: #6-32 X 1" HH MS (Zinc) (Qty. 2) (237-5881-00)			
2	Toilet Lid	1	545-5985-00
3	Reservoir Tank	1	545-5986-00
Items 2 & 3 are secured to Item 1 by: #6-32 X 3/8" PFH MS (Zinc) (Qty. 2) (237-5850-00)			
4	Trap Bracket	1	535-9009-00
5	Toilet Seat	1	535-8871-00
Item 5 is secured above the playfield by: 1¼" X 5/16" Hex Spacer #6-32 Tap (Qty. 3) (254-5018-09) **and** #6-32 X 3/8" PFH MS (Zinc) (Qty. 3) (237-5850-00). **Item 5 is also secured below the playfield by:** #6-32 X 3/8" PFH (Zinc) (Qty. 3) (237-6021-0)			
6	Fat Bastard Figurine	1	880-5050-01
Item 6 is secured below the playfield by: #6 X 1¼" PFH A (Zinc) (Qty. 2) (237-5804-00)			

Toilet Ramp Individual Part Only (Item 1)



Take Note:

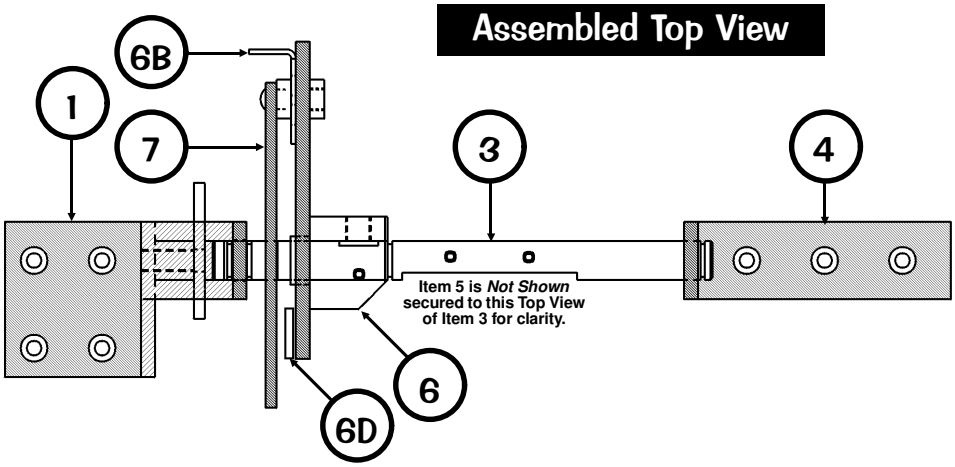
* An asterisk (*) indicates item(s) are not noted in the pictorials.

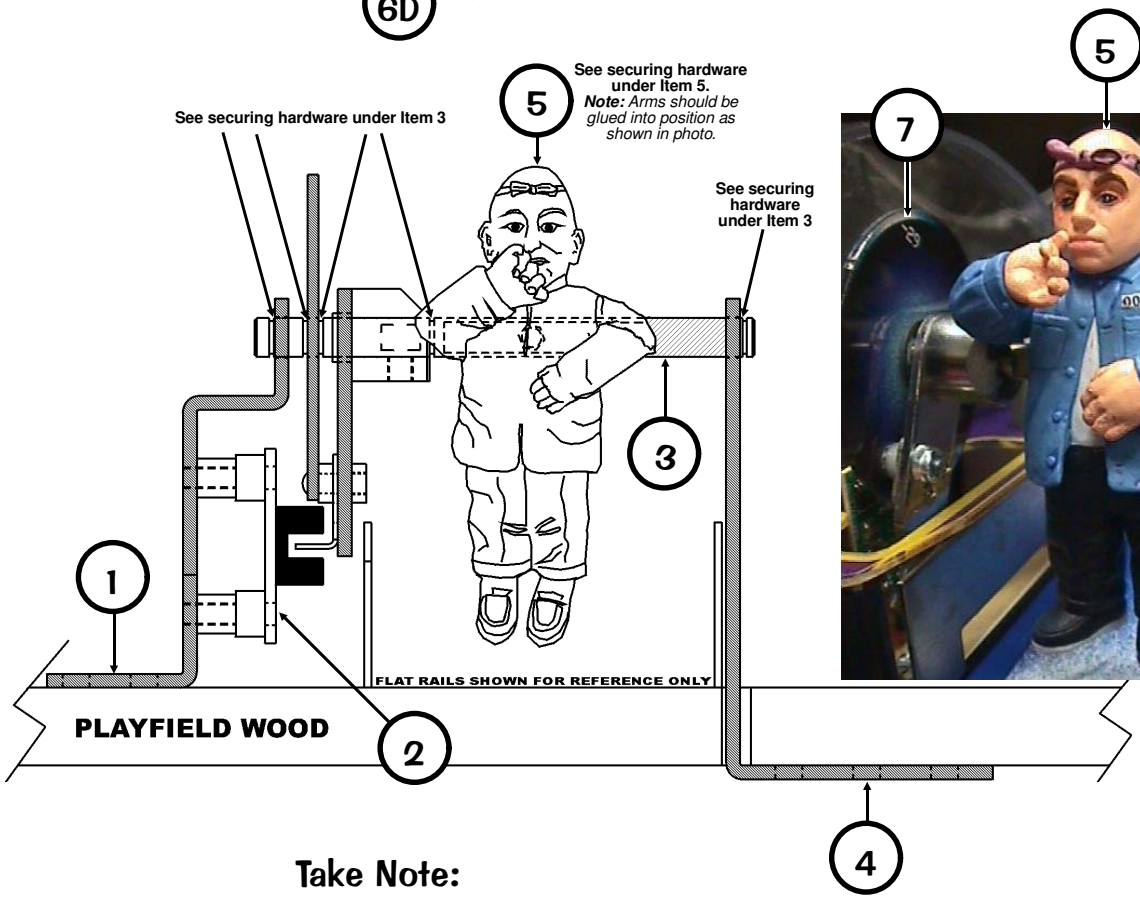
® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

№	INDIVIDUAL PART NAME	QTY.	SPI PART №
1®	Ramp Riveted Assembly	1	500-6503-00
ORDERING ABOVE ® RIVETED ASSY. PART № WILL INCLUDE:			
1A	Ramp (Plain No Parts)	1	535-8905-00
1B	Ramp Flap *(secured to 1A by 1C)*	1	535-8778-00
1C*	Rivet, 1/8" ø X 5/32" Lg.	2	249-5009-00
Item 1 is secured above the playfield by: #4 X 5/8" PFH (Black) (Qty. 2) (237-5833-00)			

Spini-Me Individual Parts Only (Items 1-7)

Assembled Top View





Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

For a break-down of parts of Item 2, OPTO Board (515-7212-00), see Section 5, Chapter 4, Pulse-Stretcher OPTO PC Board Schematic, Component Layout & Parts, Page 130.

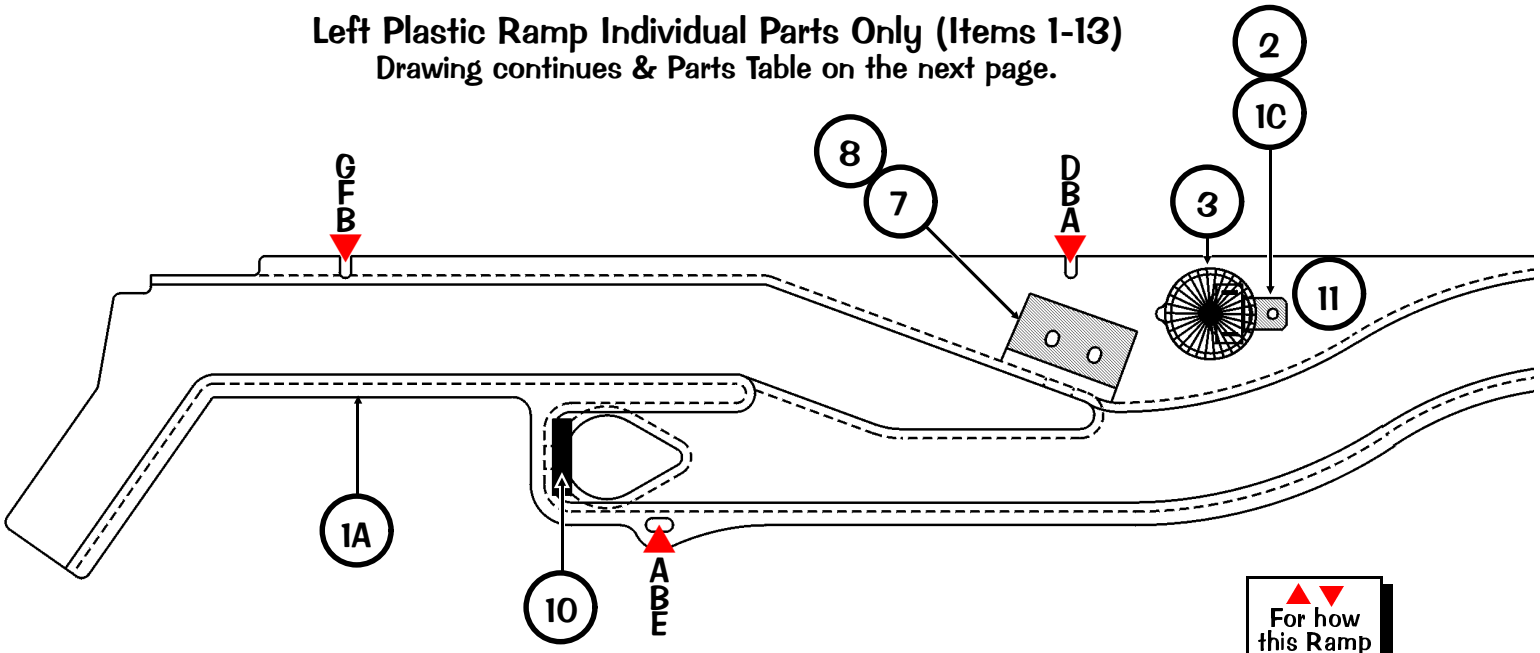
® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Spinner Support Bracket - Left	1	535-8775-00
	Item 1 is secured above the playfield by: #8-32 X 1/2" SHWH AB (Zinc) (Qty. 4) (234-5101-00)		
2	Pulse-Stretcher OPTO PC Bd. Assy.	1	515-7212-00
	ORDERING ABOVE (ITEM 2) ASSEMBLY PART Nº WILL INCLUDE:		
2A	Pulse-Stretcher OPTO PC Board	1	520-5212-00
2B*	Soldered Cable Harness	1	*See Take Note*
	Item 2 is secured to Item 1 by: #6-32 X 1/2" PPH (Qty. 2) (232-5202-00) **and** 1/8" X 3/8" Spacer Gray (Qty. 2) (254-5000-19)		
3	Shaft	1	530-5572-00
	Item 3 is secured by: Retaining Ring, 1/4" ø Shaft (Qty. 5) (270-5002-00)		
4	Spinner Support Bracket - Right	1	535-8776-00
	Item 4 is secured below the playfield by: #8-32 X 1/2" SHWH AB (Zinc) (Qty. 3) (234-5101-00)		

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
5	Mini-Me Figurine	1	880-5049-01
	Item 5 is secured to Item 3 by: #5 X7/8" PRH AB Zinc (Qty. 1) (237-5826-00)		
6®	Cam Assembly	1	515-7140-00
	ORDERING ABOVE ® RIVETED ASSY. PART Nº WILL INCLUDE:		
6A	Cam Plate/Hub Sub-Assy.	1	515-7139-00
6B	Flag Bracket *(secured to 6A by 6C)*	1	535-8774-00
6C*	Rivet, 1/8" ø X 3/16" Lg.	2	249-5001-00
6D	Counter Weight *(secured to 6A by 6E)*	1	535-9011-00
6E*	#4-40 X 3/16" PFH MS (Zinc)	1	237-6087-00
7	Screened Plastic (Butyrate) -29	1	830-5982-29
	Item 7 is secured to Item 6 by: Spacer .093" (Qty. 1) (254-5029-01), #4-40 X 1/2" PPH MS (Sems) Zinc (Qty. 1) (237-5813-00) **and** #4-40 Nylon Stop Nut (Qty. 1) (240-5303-00)		
	Special Ordering note on Item 7: *The individual piece may not be available in which case the entire sheet must be ordered. See Sec. 4, Chp. 1, Parts Identification & Location, Pg. 57.*		

Left Plastic Ramp Individual Parts Only (Items 1-13)

Drawing continues & Parts Table on the next page.



For how this Ramp is Secured to the Playfield see the Securing Hardware at the bottom of the next page.

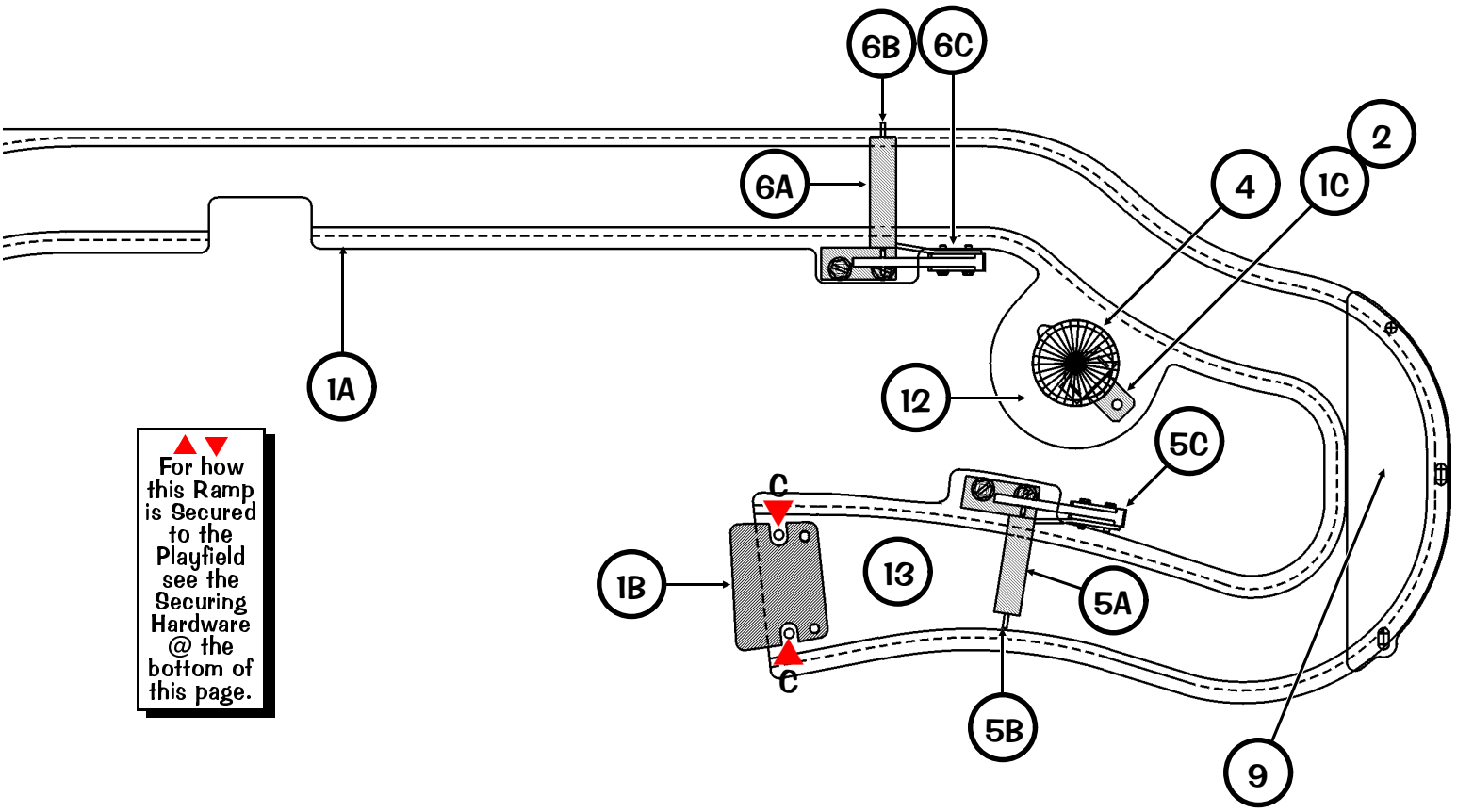
Assembled Top View

Views of "Austin Powers (Page 74)", "Fat Bastard (Page 82)" & "Mini-Me (Page 83)" Figurines may differ than actual part on your game.

I'VE GOT A LOT OF DEMONS KICKIN' AROUND IN MY NOGGIN, BUT WEIGHT ISSUES AIN'T ONE OF THEM.

Left Plastic Ramp Individual Parts Only (Items 1-13) Continued

Drawing continues on the previous page.



Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1®	Left Plastic Ramp Riveted Assembly	1	515-7154-01
ORDERING ABOVE® RIVETED ASSY. PART Nº WILL INCLUDE:			
1A	Ramp (Plain No Parts)	1	545-5978-01
1B	Ramp Flap *(secured to 1A by 1D/1E)*	1	535-8841-00
1C	#555 Wedge Base Offset Socket *(secured to 1A by 1D)*	2	077-5029-00
1D*	Rivet, 1/8" ø X 3/16" Lg.	4	249-5001-00
1E*	#6 Lock Washer (Riveting)	2	246-5000-00
2	#906 Wedge Base Bulb (Clear)	2	165-5004-00
3	Mini-Mars Light Cvr. (Snap-In) Yellow	1	550-5030-06
4	Mini-Mars Light Cover (Snap-In) Blue	1	550-5030-05
5	Gate (Roll-Under) Assembly	1	515-6556-02
ORDERING ABOVE (ITEM 5) SUB-ASSY. PART Nº WILL INCLUDE:			
5A	Gate Bracket	1	535-7756-02
5B	Wire Form (on above item)	1	535-7755-02
5C	Micro Switch (for Roll-Under Gate)	1	180-5087-00
5D*	Switch Body Protect Plate	1	535-6539-00
5E*	Diode, 1N4001	1	112-5001-00
5F*	#2-56 X 1/2" HWH Ser UNS #4HD TR3 BO	2	237-5937-02
6	Gate (Roll-Under) Assembly	1	515-6556-04
ORDERING ABOVE (ITEM 6) SUB-ASSY. PART Nº WILL INCLUDE:			
6A	Gate Bracket	1	535-7756-01
6B	Wire Form (on above item)	1	535-7755-02
6C	Micro Switch (for Roll-Under Gate)	1	180-5087-00
6D*	Switch Body Protect Plate	1	535-6539-00
6E*	Diode, 1N4001	1	112-5001-00
6F*	#2-56 X 1/2" HWH Ser UNS #4HD TR3 BO	2	237-5937-02

Items 5 & 6 are secured to Item 1A by: #6-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2/per) (232-5201-00) **and** #6-32 Nylon Stop Nut (Qty. 2/per) (240-5005-00)

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
7	Magnet Support Bracket	1	535-7994-00
Item 7 is secured to Item 1A by: #6-32 X 3/8" HWH Swage (Ser) Zinc (Qty. 2) (237-5976-02) **and** #6 Washer (Qty. 2) (242-5001-00)			
8	Mini-Coil, 29-1000	1	090-5059-00
Item 8 is secured to Item 7 by: #8-32 X 3/8" PPH MS (Sems) Zinc (Qty. 1) (232-5301-00)			
9	Clear Plastic (Butyrate) -011	1	830-5984-011
Item 9 is secured to Item 1A by: #6 X 3/4" PPH (Zinc) (Qty. 3) (232-5003-00) **and** 3/8" X 3/8" Spacer Gray (Qty. 3) (254-5000-12) ***Special Ordering note on Item 9:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*			
10	Deflector Pad (Rubber Bumper)	1	545-5428-00
11	Decal -26 **(from Decal Sheet Set)** Lower	1	820-6284-26
12	Decal -27 **(from Decal Sheet Set)**	1	820-6284-27
Items 11/12 are adhered to the top of Item 1A. ***Special Ordering note on Items 11/12:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*			
13	Decal Left Ramp **(from Decal Sheet Set)**	1	820-6293-02
Item 13 is adhered to the bottom of Item 1A. ***Special Ordering note on Item 13:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*			

Left Plastic Ramp is secured above the playfield by:

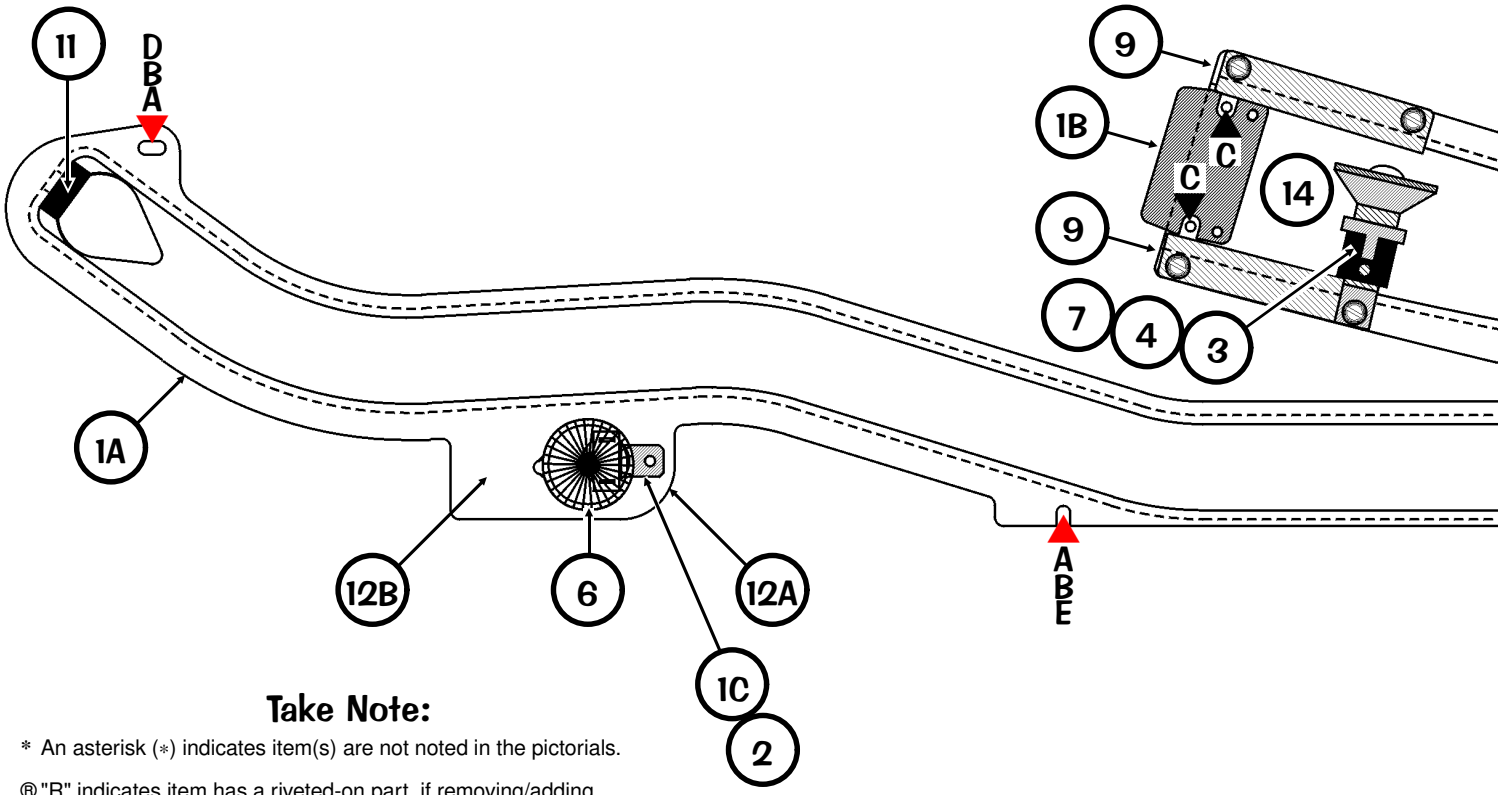
A▲▼	#6-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2) (232-5201-00)
B▲▼	#6 Washer (Qty. 3) (242-5001-00)
C▲▼	#4 X 5/8" PFH (Black) (Qty. 2) (237-5833-00)
D▼	1-3/4" X 1/4" Hex Spacer #6-32 Tap (Qty. 1) (254-5008-10)
E▲	1-1/2" X 1/4" Hex Spacer #6-32 Tap (Qty. 1) (254-5008-09)
F▼	#6 X 1½" PPH Zinc (Qty. 1) (232-5007-00)
G▼	1" X 3/8" Spacer Gray (Qty. 1) (254-5000-04)

Note: ***Item D*** ▼ *is mounted on a* ***Ramp Mounting Bracket*** *(515-6508-00) on the wood rail.*

Right Plastic Ramp Individual Parts Only (Items 1-14)

Drawing continues on the next page.

▲▼ For how this Ramp is Secured to the Playfield see the Securing Hardware @ the bottom of this page.



Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

® "R" indicates item has a riveted-on part, if removing/adding rivets is not an option, order the entire ® Sub-Assembly.

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1®	Right Plastic Ramp Riveted Assembly	1	515-7155-00
ORDERING ABOVE ® RIVETED ASSY. PART Nº WILL INCLUDE:			
1A	Ramp (Plain No Parts)	1	545-5979-00
1B	Ramp Flap *(secured to 1A by 1D/1E)*	1	535-8840-00
1C	#555 Wedge Base Offset Socket *(secured to 1A by 1D)*	2	077-5029-00
1D*	Rivet, 1/8" ø X 3/16" Lg.	4	249-5001-00
1E*	#6 Lock Washer (Riveting)	2	246-5000-00
2	#906 Wedge Base Bulb (Clear)	2	165-5004-00
3	#555 Wedge Base Socket Laydown	1	077-5026-01
Item 3 is secured to Item 1A by: 1" X 3/8" Spacer Gray (Qty. 1) (254-5000-04), #6-32 X 1½" PPH MS Zinc (Qty. 1) (237-5510-00) **and** #6-32 Nylon Stop Nut (Qty. 1) (240-5010-00) ***Item 3 Special Note:*** *Location may differ than that of the drawings. It can be positioned in front of Item 9, same side. All securing hardware referenced is correct.*			
4	#555 Wedge Base Bulb (Clear)	1	165-5002-00
5	Mini-Mars Light Cvr. (Snap-In) Orange	1	550-5030-07
6	Mini-Mars Light Cvr. (Snap-In) Green	1	550-5030-04
7	Light Reflector (Silver Plastic)	1	545-5409-01
8	Gate (Roll-Under) Assembly	2	515-6556-04
ORDERING ABOVE (ITEM 8) SUB-ASSY. PART Nº WILL INCLUDE:			
8A	Gate Bracket	1	535-7756-01
8B	Wire Form (on above item)	1	535-7755-02
8C	Micro Switch (for Roll-Under Gate)	1	180-5087-00
8D*	Switch Body Protect Plate	1	535-6539-00
8E*	Diode, 1N4001	1	112-5001-00
8F*	#2-56 X 1/2" HWH Ser UNS #4HD TR3 BO	2	237-5937-02
Item 8 is secured to Item 1A by: #6-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2/per) (232-5201-00) **and** #6-32 Nylon Stop Nut (Qty. 2/per) (240-5005-00)			

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
9	Ramp Protector Bracket	2	535-6707-00
Item 9 is secured to Item 1A by: #6-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2/per) (232-5201-00) **and** #6-32 Nylon Stop Nut (Qty. 2/per) (240-5010-00)			
10	Clear Plastic (Butyrate) -012	1	830-5984-012
Item 10 is secured to Item 1A by: #6 X 3/4" PPH (Zinc) (Qty. 3) (232-5003-00) **and** 3/8" X 3/8" Spacer Gray (Qty. 3) (254-5000-12) ***Special Ordering note on Item 10:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*			
11	Deflector Pad (Rubber Bumper)	1	545-5428-00
12A	Decal -25 **(from Decal Sheet Set)** Lwr. Top	1	820-6284-25
12B	Decal -25A **(from Decal Sheet Set)** Lower	1	820-6284-25A
13	Decal -28 **(from Decal Sheet Set)**	1	820-6284-28
Items 12/13 are adhered to the top of Item 1A. ***Special Ordering note on Items 12/13:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*			
14	Decal Right Ramp **(from Decal Sheet Set)**	1	820-6293-01
Item 14 is adhered to the bottom of Item 1A. ***Special Ordering note on Item 14:*** *The individual piece may not be available in which case the entire sheet must be ordered. See Section 4, Chapter 1, Parts Identification & Location, Page 57.*			

Right Plastic Ramp is secured above the playfield by:

A▲▼	#6-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2) (232-5201-00)
B▲▼	#6 Washer (Qty. 2) (242-5001-00)
C▲▼	#4 X 5/8" PFH (Black) (Qty. 2) (237-5833-00)
D▼	1-3/4" X 1/4" Hex Spacer #6-32 Tap (Qty. 1) (254-5008-10)
E▲	2-1/2" X 1/4" Hex Spacer #6-32 Tap (Qty. 1) (254-5008-16)

Right Plastic Ramp is secured onto the Back Panel by:

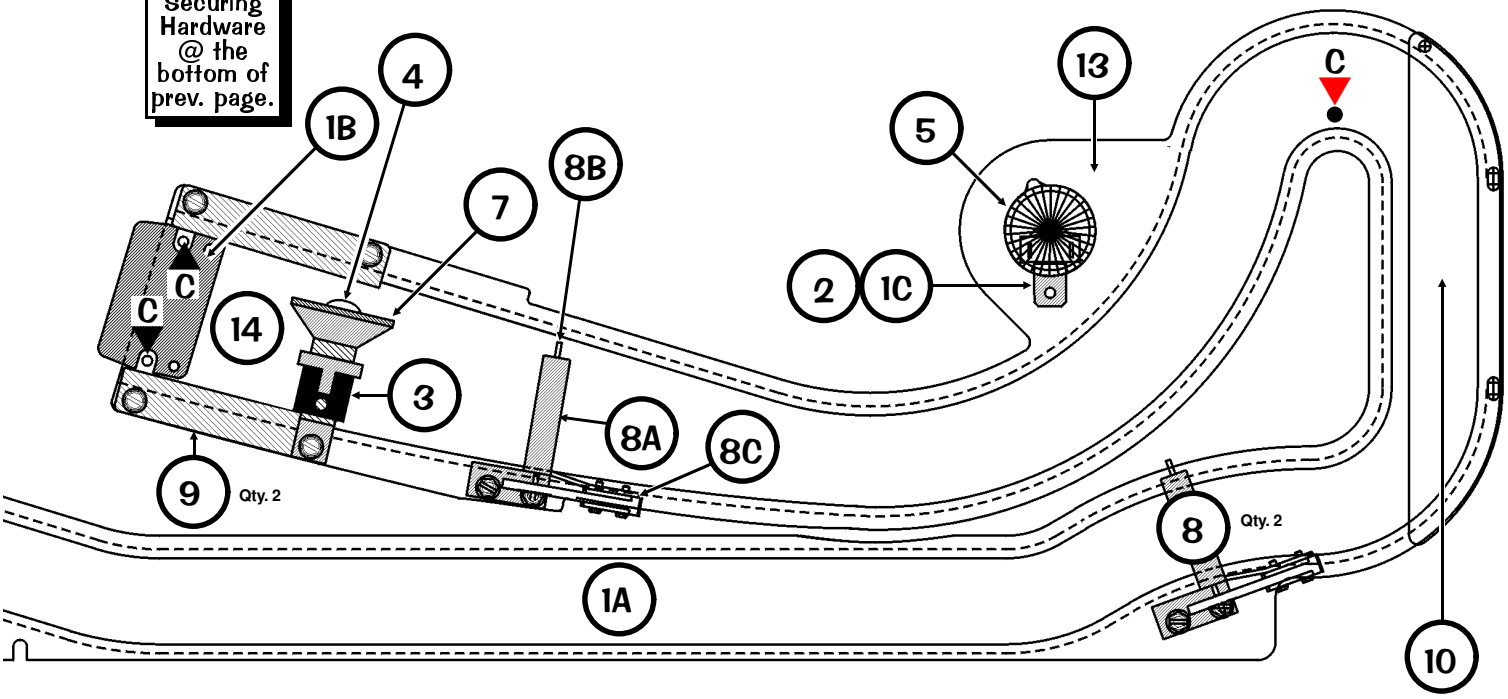
C▼	#4 X 5/8" PFH (Black) (Qty. 1) (237-5833-00)

Note: ***Item E*** ▼ *is mounted on a* ***Ramp Mounting Bracket*** *(515-6508-00) on the wood rail.*

Right Plastic Ramp Individual Parts Only (Items 1-14) Continued

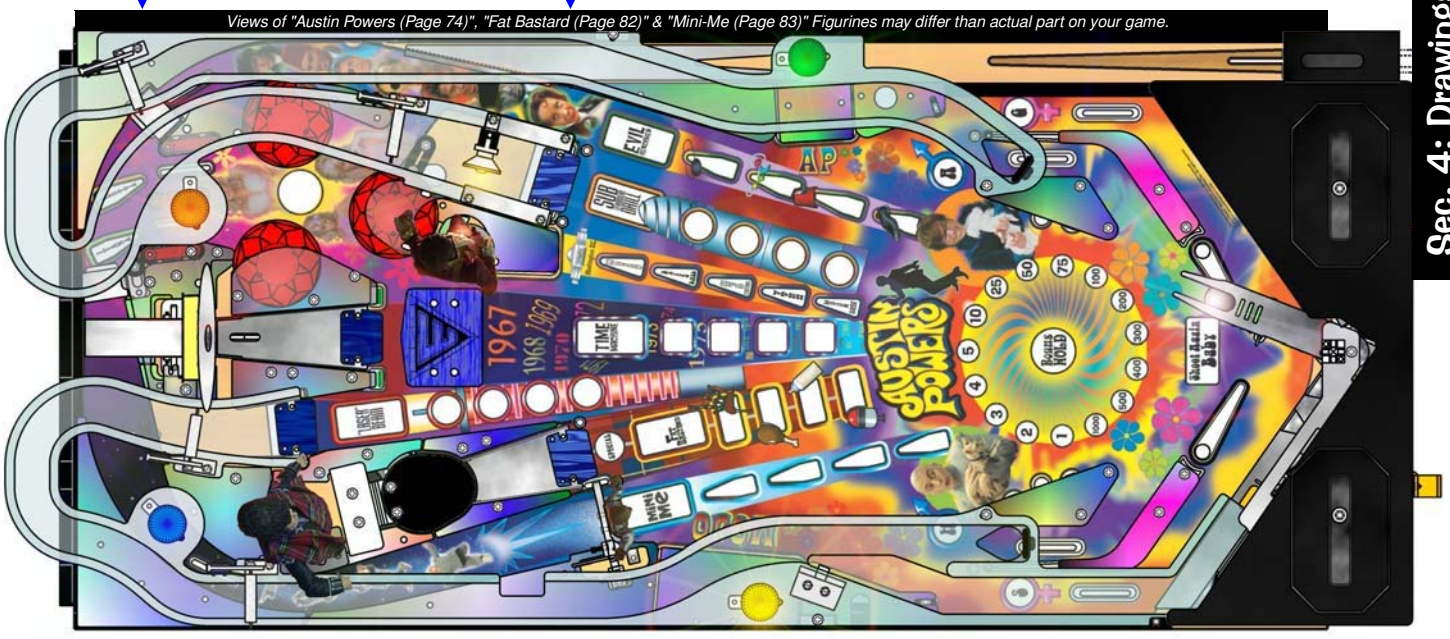
Drawing continues & Parts Table on the previous page.

For how this Ramp is Secured to the Playfield see the Securing Hardware @ the bottom of prev. page.



Assembled Top View

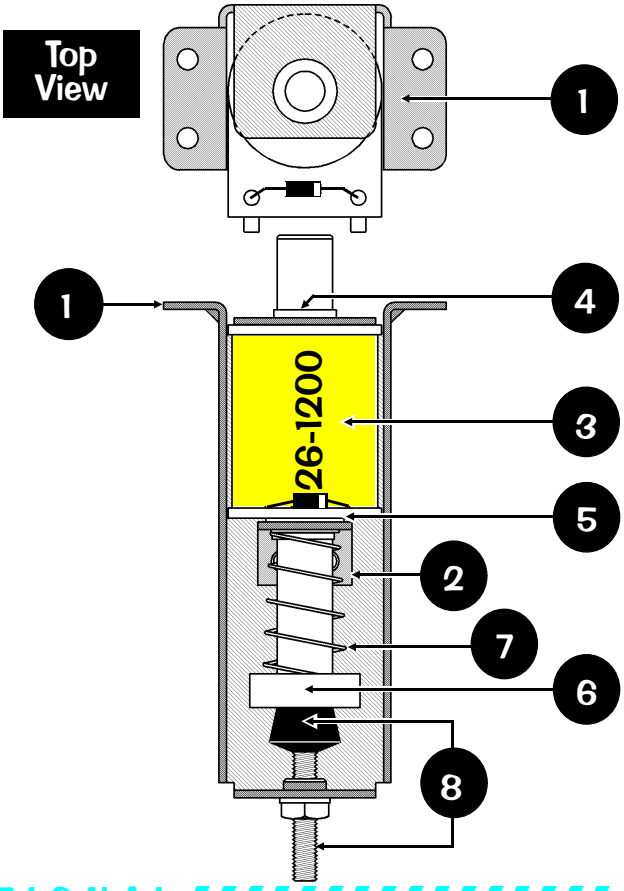
Views of "Austin Powers (Page 74)", "Fat Bastard (Page 82)" & "Mini-Me (Page 83)" Figurines may differ than actual part on your game.



UK ONLY OPTIONAL
Ball Deflector (over Lt. & Rt. Outlanes) Assy., 500-5788-02 (Qty. 2) (Items 1-8)

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Ball Deflector Coil Mounting Bracket	1	535-6857-02
2	Coil Retaining Bracket	1	535-5203-03
Item 2 is secured by: #8-32 X 1/4" PPH MS (Sems) Zinc (Qty. 2) (232-5300-00)			
3	Coil, 26-1200	1	090-5044-00T
ORDERING ABOVE (ITEM 3) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
4	Coil Sleeve (Short) (Formost #10-7077)	1	545-5076-01
5	Spring Washer (17/32" ID X 3/4" X 1")	1	269-5002-00
6	Solid Plunger Assembly	1	515-6858-00
7	Compression (Relay) Spring	1	266-5022-01
8	#10-32 Adj. Spindle Stop w/Rubber Tip	1	280-5014-00
Item 8 is secured by: #10-32 Keps Nut (Qty. 1) (240-5208-00)			

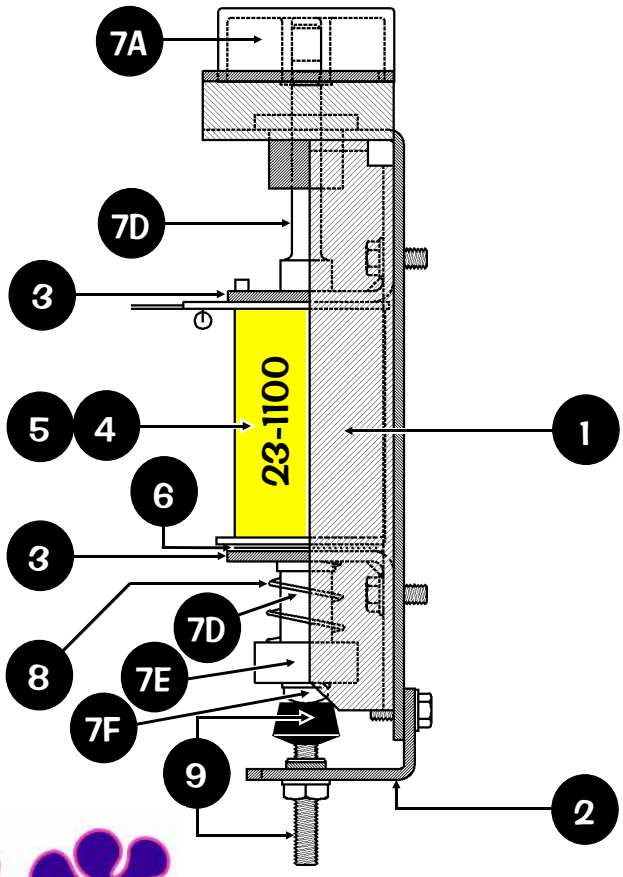
Ball Deflector Assembly (500-5788-02) is secured under the playfield by:
#8-32 X 1/2" SHWH AB (Zinc) (Qty. 4) (234-5101-00)



UK ONLY OPTIONAL
Up/Down Post Assembly, 500-6293-00 (Items 1-9)

Nº	INDIVIDUAL PART NAME	QTY.	SPI PART Nº
1	Up/Down Post Coil Mounting Bracket	1	515-6840-00
2	Adjustment Spindle Stop Bracket	1	535-8303-00
3	Coil Retaining Bracket	2	535-7356-00
Items 2 & 3 are secured by: #8-32 X 3/8" Swage (Serr) Zinc (Qty. 2/per) (237-5975-00)			
4	Coil, 23-1100 (ORG)	1	090-5030-00T
ORDERING ABOVE (ITEM 4) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
5	Coil Sleeve (with extension)	1	545-5847-00
6	Spring Washer, 17/32" ID X 3/4" X 1"	1	269-5002-00
7	Plunger & Shaft Assembly	1	515-6844-00
ORDERING ABOVE (ITEM 7) SUB-ASSY. PART Nº WILL INCLUDE:			
7A	Ball Bumper Plastic (Top) Red	1	550-5029-02
7B*	Roll Pin, 3/32" ø X 1/2" Long	1	251-5002-00
7C*	Retaining Ring, 1/4" ø Shaft	1	270-5002-00
7D	Plunger & Shaft Sub-Assembly	1	515-6841-00
7E	Plunger Head	1	530-5511-00
7F	#10-32 X 3/8" PPH MS (Sems) Zinc	1	232-5401-00
8	Compression (Relay) Spring	1	266-5022-01
9	#10-32 Adj. Spindle Stop w/Rubber Tip	1	280-5014-00
Item 9 is secured by: #10-32 Keps Nut (Qty. 1) (240-5208-00)			

Up/Down Post Assembly (500-6293-00) is secured under the playfield by:
#8-32 X 1/2" SHWH AB (Zinc) (Qty. 6) (234-5101-00)



Take Note:

* An asterisk (*) indicates item(s) are not noted in the pictorials.

1. Item **7D**, part of Item **7**, Plunger & Shaft Sub-Assembly, is 1 piece and cannot be ordered separated.

Section 5
Schematics & Troubleshooting
Table of Contents

Visit **www.SternPinball.com/schematics.htm** for the latest 11" X 17" Schematics (or "Split 8-1/2" X 11") for the **Display Power Supply, Display Controller, I/O Power Driver & CPU/Sound Boards** (White Star™ System Only). Along with the schematics you'll find the component layout and theory of operation. Keep visiting as these files are continuously improved with more "search" links in the documents. The files are in PDF Format (Adobe® Reader required). They may be slow to open in the website only, but once on your harddrive they'll open fast. Inside the schematics you can utilize internal links where addresses may direct you to another sheet in the schematic set (further instructions within documents). To "download" once open, in your browser click "File" "Send" "Page by eMail". It will be sent to your eMail Address, where there you can save the file to your hardrive.

Use the below ***Coils Detailed Chart Table*** in conjunction with Sec. 5, Chp. 1, Backbox I/O Power Driver Board Detailed Wiring Diagram (I/O Board Connectors J6, J7, J8 & J9) and Backbox Board Layout Wiring Diagram:

COILS DETAILED CHART TABLE

High Current Coils Group 1		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn or Bulb Type
#1	TROUGH UP-KICKER	Q1	I/O Pwr. Drvr.	BRN-BLK	J8-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#2	AUTO LAUNCH	Q2	I/O Pwr. Drvr.	BRN-RED	J8-P3	YEL-VIO	J10-P4/5	50v DC	24-940 090-5036-00T
#3	SCOOP	Q3	I/O Pwr. Drvr.	BRN-ORG	J8-P4	YEL-VIO	J10-P4/5	50v DC	23-800 090-5001-00B
#4	LASER BEAM EJECT	Q4	I/O Pwr. Drvr.	BRN-YEL	J8-P5	YEL-VIO	J10-P4/5	50v DC	24-940 090-5002-10
#5	FLASH: TIME MACHINE	Q5	I/O Pwr. Drvr.	BRN-GRN	J8-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#6	FLASH: RIGHT RAMP (LOW)	Q6	I/O Pwr. Drvr.	BRN-BLU	J8-P7	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#7	DANCING AUSTIN	Q7	I/O Pwr. Drvr.	BRN-VIO	J8-P8	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#8	TOILET POST	Q8	I/O Pwr. Drvr.	BRN-GRY	J8-P9	BRN	J7-P1	20v DC	27-1500 090-5004-00T

High Current Coils Group 2		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn
#9	LEFT BUMPER	Q9	I/O Pwr. Drvr.	BLU-BRN	J9-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#10	RIGHT BUMPER	Q10	I/O Pwr. Drvr.	BLU-RED	J9-P2	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#11	BOTTOM BUMPER	Q11	I/O Pwr. Drvr.	BLU-ORG	J9-P4	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#12	FLASH: LEFT RAMP (HIGH)	Q12	I/O Pwr. Drvr.	BLU-YEL	J9-P5	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#13	FLASH: RIGHT RAMP (HIGH)	Q13	I/O Pwr. Drvr.	BLU-GRN	J9-P6	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#14	TIME MACHINE MAGNET D0T8	Q14	I/O Pwr. Drvr.	BLU-BLK	J9-P7	VIO-YEL	J10-P3	50v DC	20½-480 090-5064-02
#15	LEFT FLIPPER (50v RED/YEL)	Q15	I/O Pwr. Drvr.	ORG-GRY	J9-P8	RED-YEL GRY-YEL	J10-P1/2	50v DC	23-900 090-5020-30T
#16	RIGHT FLIPPER (50v RED/YEL)	Q16	I/O Pwr. Drvr.	ORG-VIO	J9-P9	RED-YEL BLU-YEL	J10-P1/2	50v DC	23-1100 090-5030-00T

Low Current Coils Group 1		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn or Meter #
#17	LEFT SLINGSHOT	Q17	I/O Pwr. Drvr.	VIO-BRN	J7-P2	BRN	J7-P1	20v DC	23-800 090-5001-00T
#18	RIGHT SLINGSHOT	Q18	I/O Pwr. Drvr.	VIO-RED	J7-P3	BRN	J7-P1	20v DC	23-800 090-5001-00T
#19	DR. EVIL MOTOR RELAY BOARD	Q19	I/O Pwr. Drvr.	VIO-ORG	J7-P4	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#20	TIME MACHINE MTR RELAY BD	Q20	I/O Pwr. Drvr.	VIO-YEL	J7-P6	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#21	LASER BEAM MTR RELAY BD	Q21	I/O Pwr. Drvr.	VIO-GRN	J7-P7	BRN	J7-P1	20v DC	Relay Bd. 520-5010-00
#22	LASER BEAM DIVERTER	Q22	I/O Pwr. Drvr.	VIO-BLU	J7-P8	BRN	J7-P1	20v DC	29-1000 090-5059-00
#23	ORBIT DIVERTER	Q23	I/O Pwr. Drvr.	VIO-BLK	J7-P9	BRN	J7-P1	20v DC	32-1800 090-5031-00
#24	OPTIONAL COIN METER	Q24	I/O Pwr. Drvr.	VIO-GRY	J7-P10	RED	J16-P7	5v DC	Meter 5v 091-5000-00

Diode **O**n **T**erminal **S**trip (if noted)

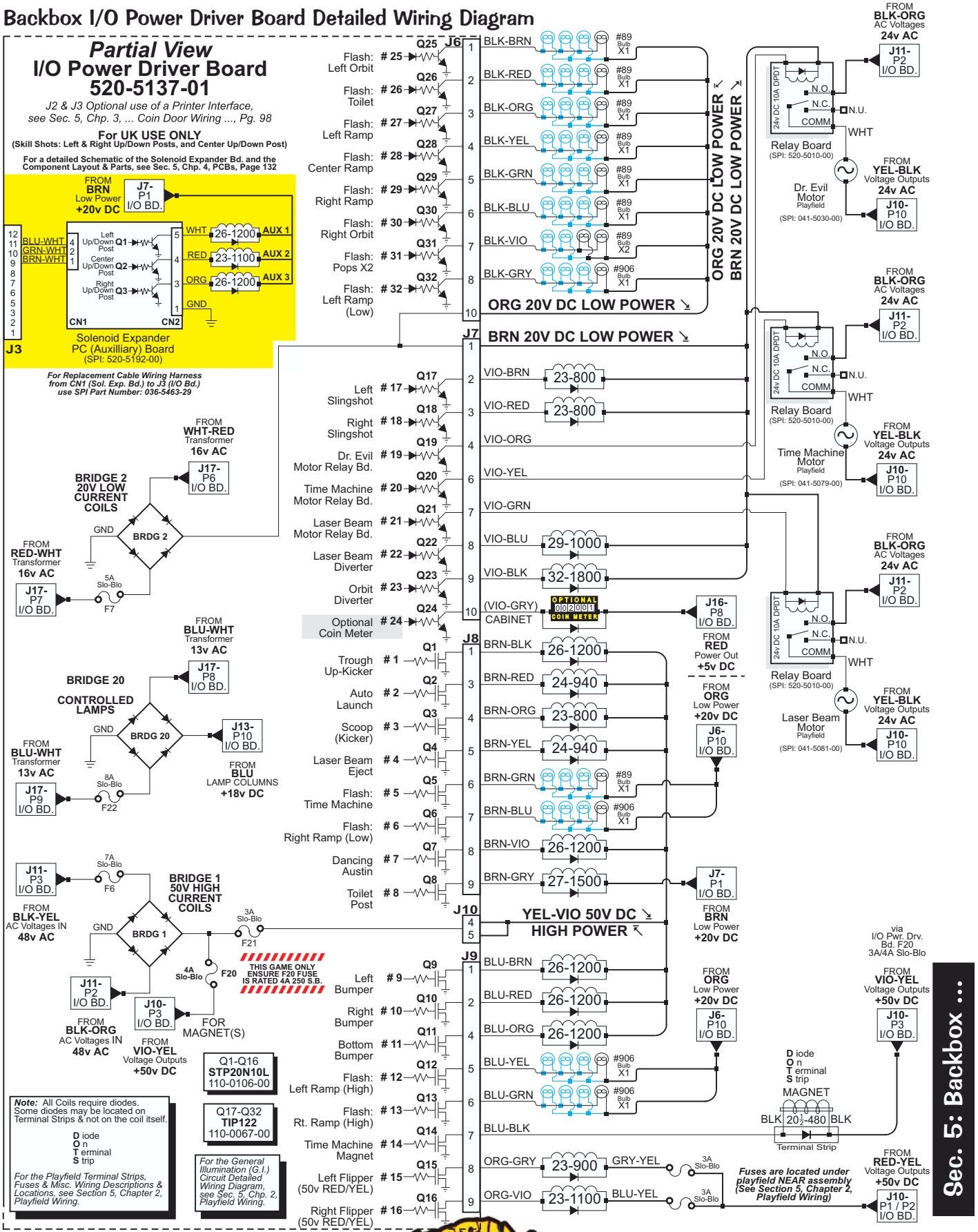
Low Current Coils Group 2		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Bulb Type
#25	FLASH: LEFT ORBIT	Q25	I/O Pwr. Drvr.	BLK-BRN	J6-P1	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#26	FLASH: TOILET	Q26	I/O Pwr. Drvr.	BLK-RED	J6-P2	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#27	FLASH: LEFT RAMP	Q27	I/O Pwr. Drvr.	BLK-ORG	J6-P3	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#28	FLASH: CENTER RAMP	Q28	I/O Pwr. Drvr.	BLK-YEL	J6-P4	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#29	FLASH: RIGHT RAMP	Q29	I/O Pwr. Drvr.	BLK-GRN	J6-P5	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#30	FLASH: RIGHT ORBIT	Q30	I/O Pwr. Drvr.	BLK-BLU	J6-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#31	FLASH: POPS X2	Q31	I/O Pwr. Drvr.	BLK-VIO	J6-P7	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#32	FLASH: LEFT RAMP (LOW)	Q32	I/O Pwr. Drvr.	BLK-GRY	J6-P8	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00

Note: In Test Flash Lamps Menu ("Flash" Icon), Flashers tested are all Flash Lamps located between Q1-Q32 (This Game:)

Auxilliary (UK ONLY)		Drive Transistor (D.T.)	Driver Ouput Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connnection	Power Voltage	Coil GA-Turn
AUX 1: LEFT UP/DOWN POST		Q1	Sol. Expander (Aux. Board)	WHT	J3-P11	BRN	J7-P1	20v DC	26-1200 090-5044-00T
AUX 2: CENTER UP/DOWN POST		Q2	Sol. Expander (Aux. Board)	RED	J3-P10	BRN	J7-P1	20v DC	23-1100 090-5030-00T
AUX 3: RIGHT UP/DOWN POST		Q3	Sol. Expander (Aux. Board)	ORG	J3-P9	BRN	J7-P1	20v DC	26-1200 090-5044-00T

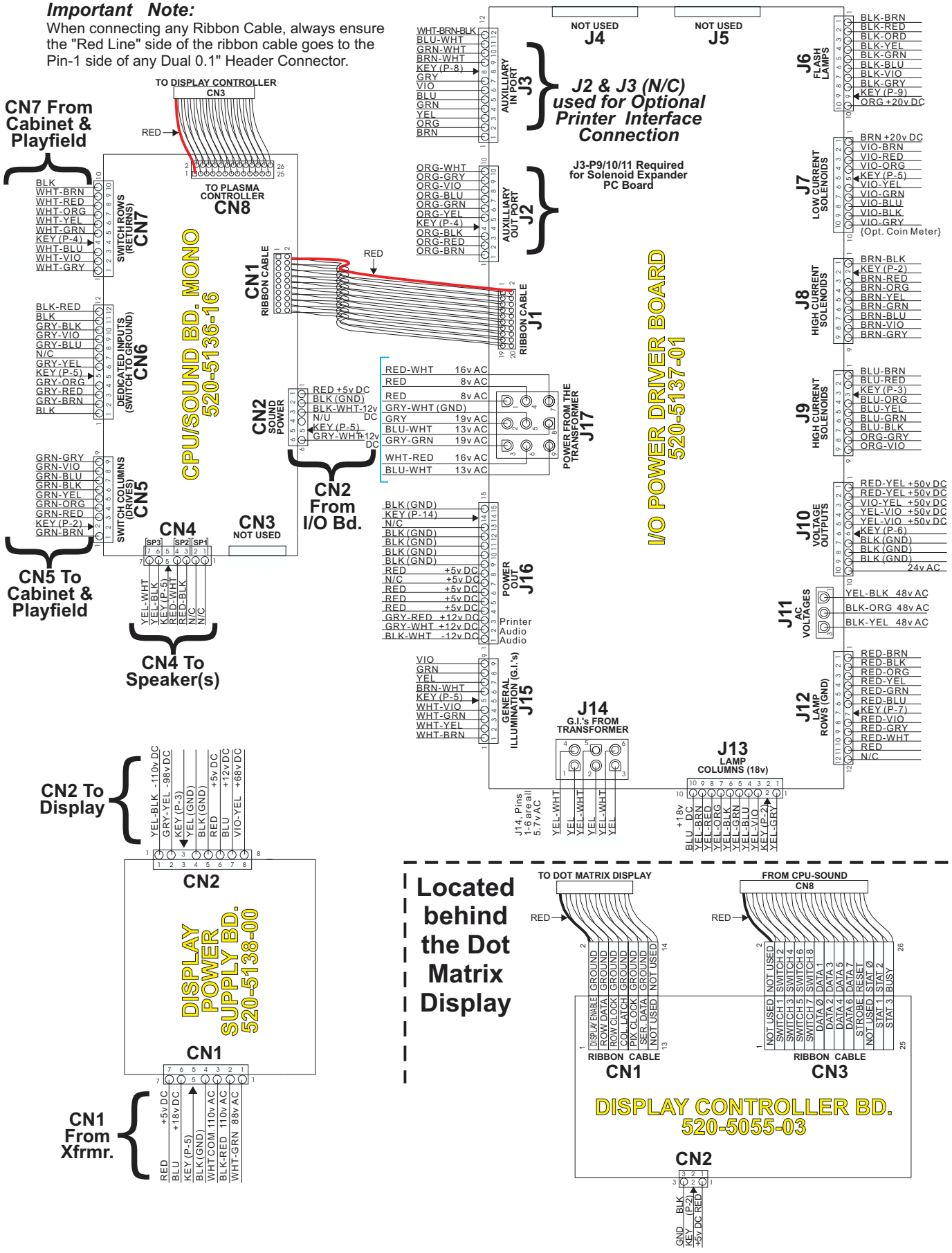
Backbox Wiring

Backbox I/O Power Driver Board Detailed Wiring Diagram



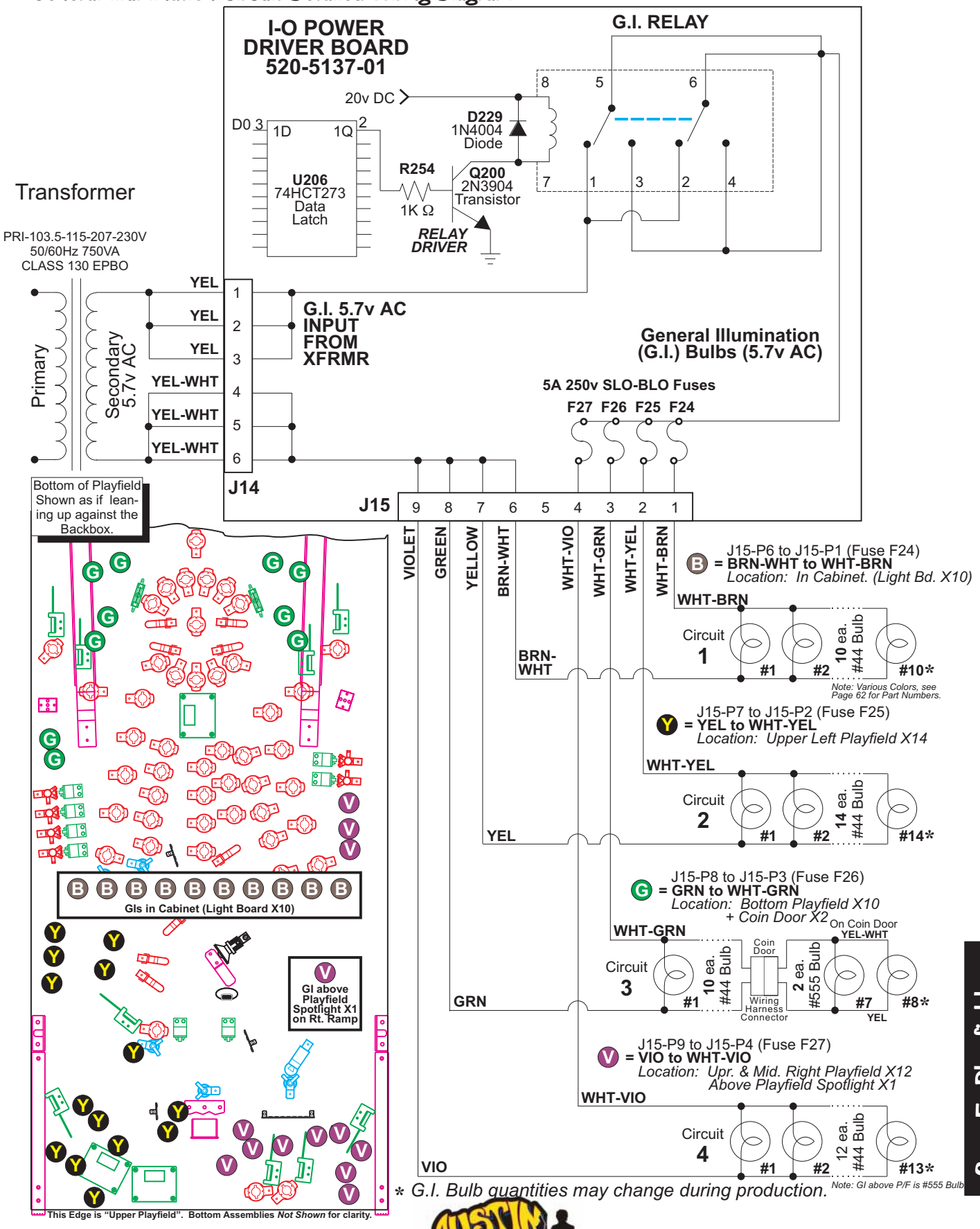
Important Note:

When connecting any Ribbon Cable, always ensure the "Red Line" side of the ribbon cable goes to the Pin-1 side of any Dual 0.1" Header Connector.



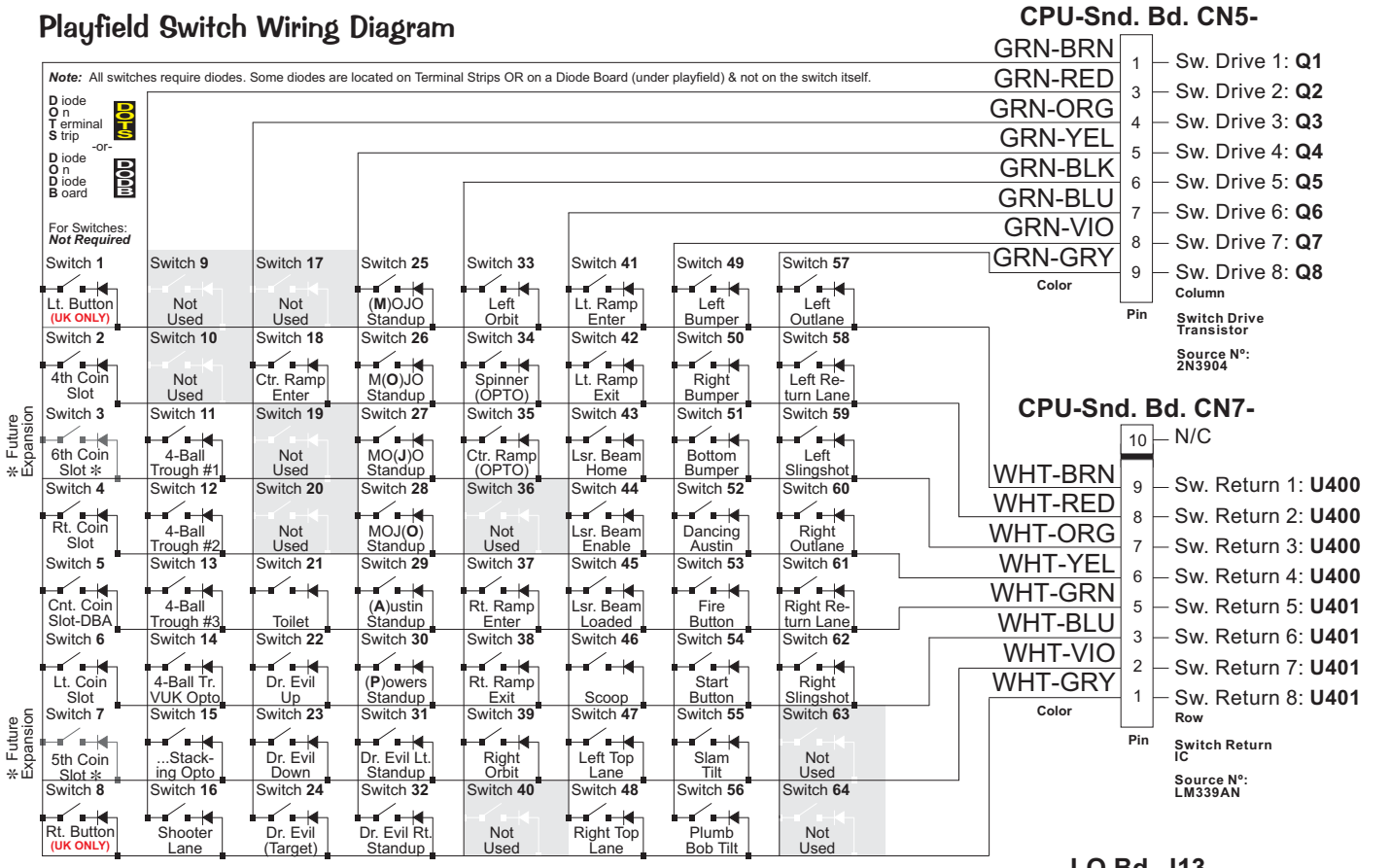
Playfield Wiring

General Illumination Circuit Detailed Wiring Diagram



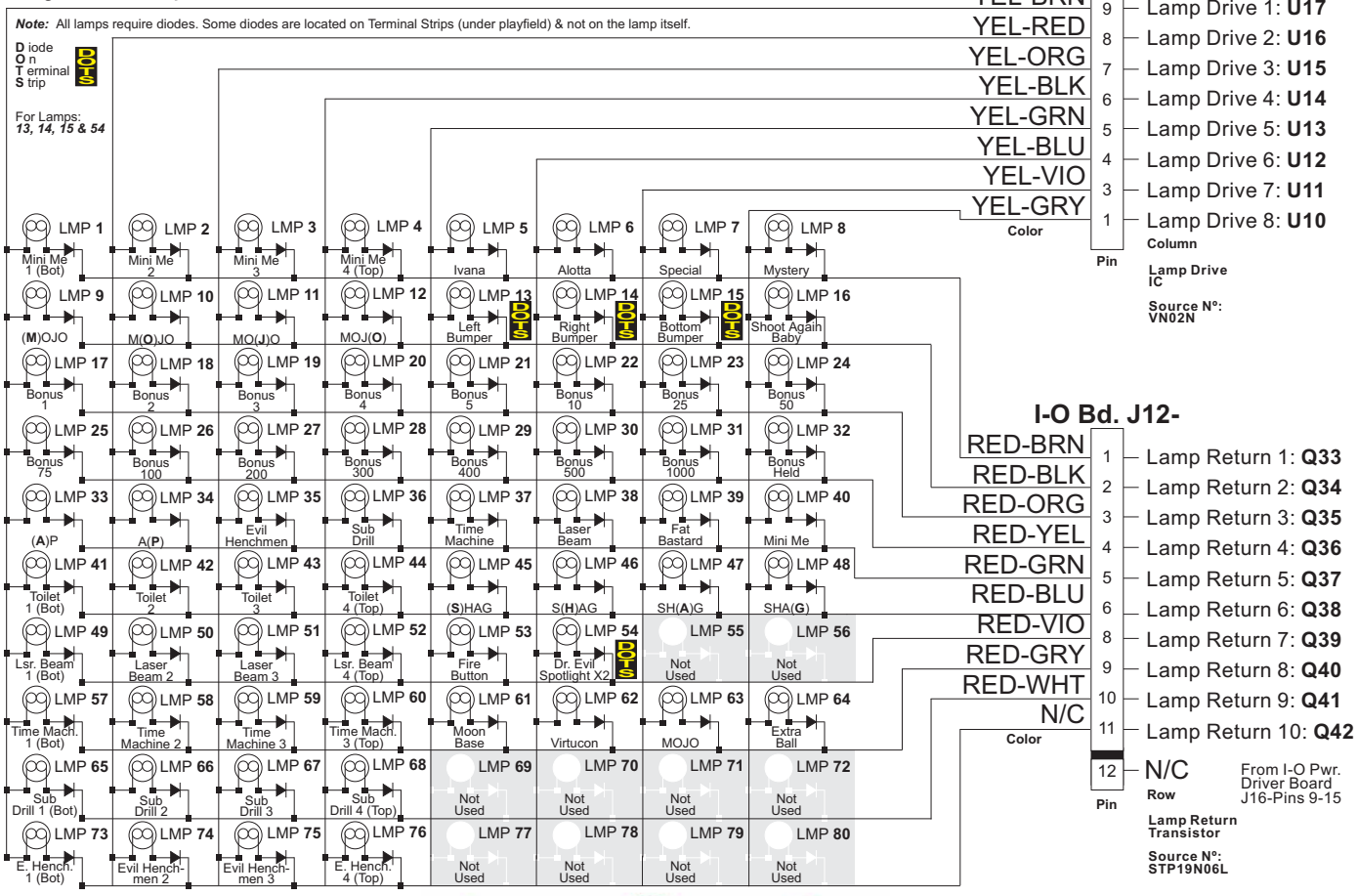
* G.I. Bulb quantities may change during production.

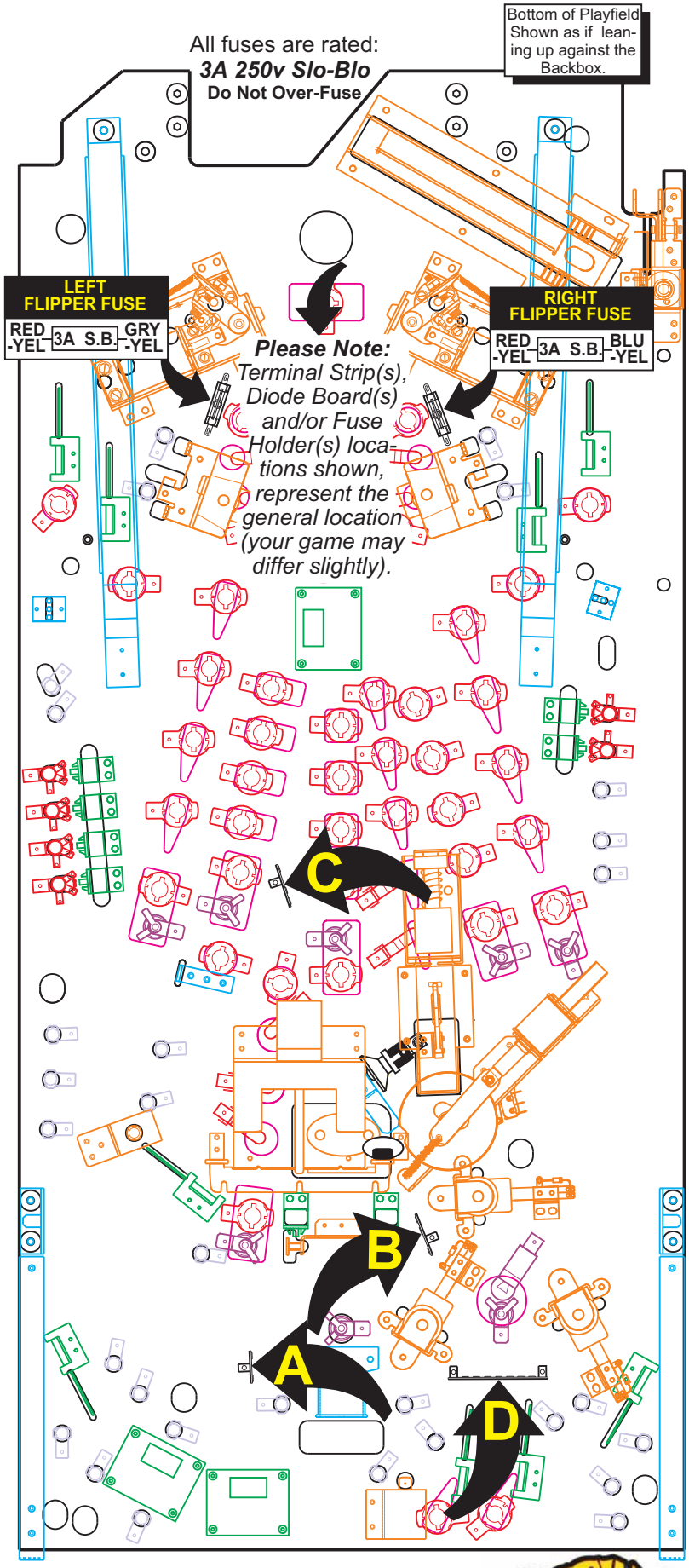
Playfield Switch Wiring Diagram



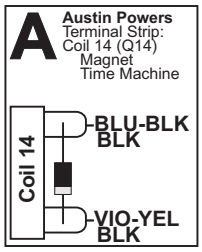
Please Note: Switch & Lamp Descriptions may differ slightly than that of the Dot Display due to space restraints.

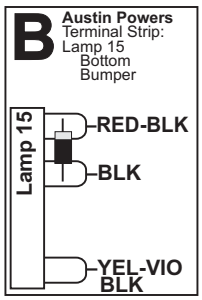
Playfield Lamp Wiring Diagram

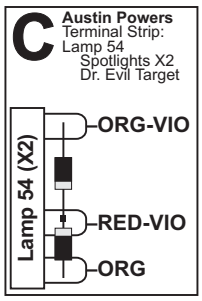


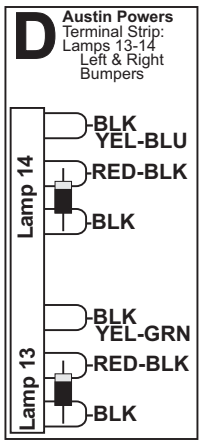


Explanation:
All switches, lamps, coils require diodes. The diodes not physically located on the switch, lamp or coil are located on Terminal Strips or Diode Bd. under the playfield. The Switch & Lamp Matrix Grids also note which switch or lamp has a diode on a Terminal Strip (noted by **"DOTS"** meaning: "Diode on Terminal Strip") or Diode Board (noted by **"DODB"** meaning: "Diode on Diode Board").
Note: This game there is no Diode Board used.





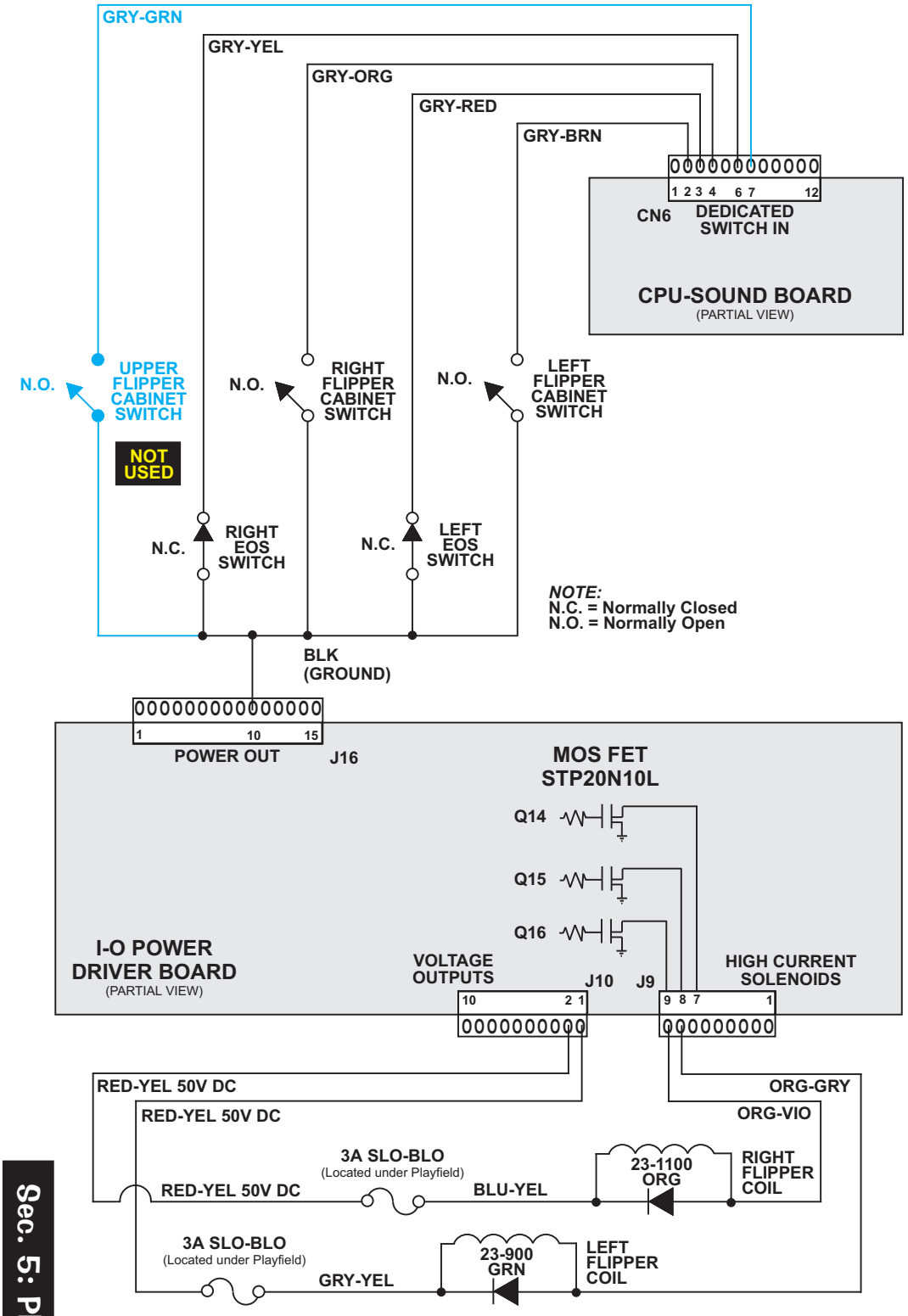




See the Pink Pages, Playfield - General Parts (Below) (Page 54) for Terminal Strips, Diodes, Fuses and Fuse Holders Part Nºs.

2-Flipper Circuit Wiring Diagram

The **White Star Board System**™ has allowed us to *simplify* the *Flipper Circuit* to the point where we have *eliminated the Flipper Board* all together. The *Flipper Circuit* is now configured the same as any other Solenoid Drive Circuit.



Technical Overview

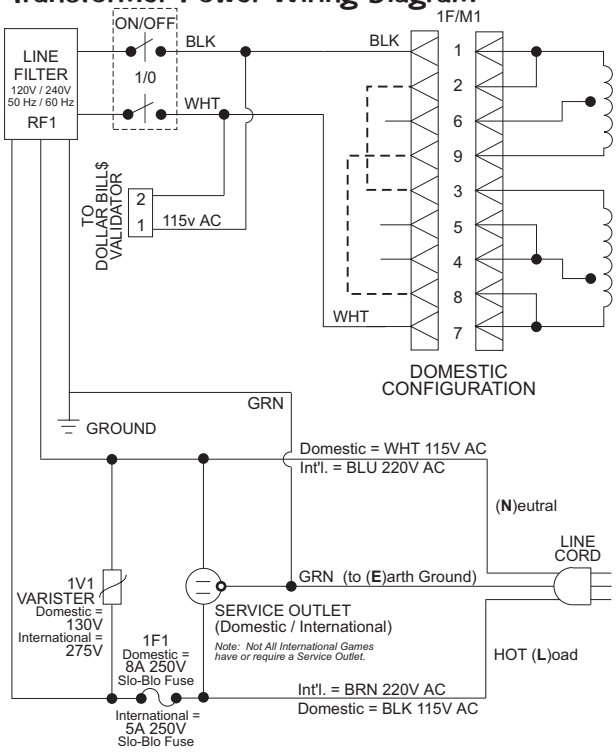
Our ***Flipper System*** uses one supply voltage (50v DC) for both ***kick*** & ***hold***. Once the **Game CPU** detects a Flipper Cabinet Switch closure (during game play) it applies a 40*msec* pulse to the gate of the Flipper Drive Transistor (STP-20N10L). If it continues to detect a Flipper Cabinet Switch closure *(the player holding the button in)* it will continue to pulse the flipper drive transistor 1*msec* every 12*msecs* for the duration of the hold cycle.

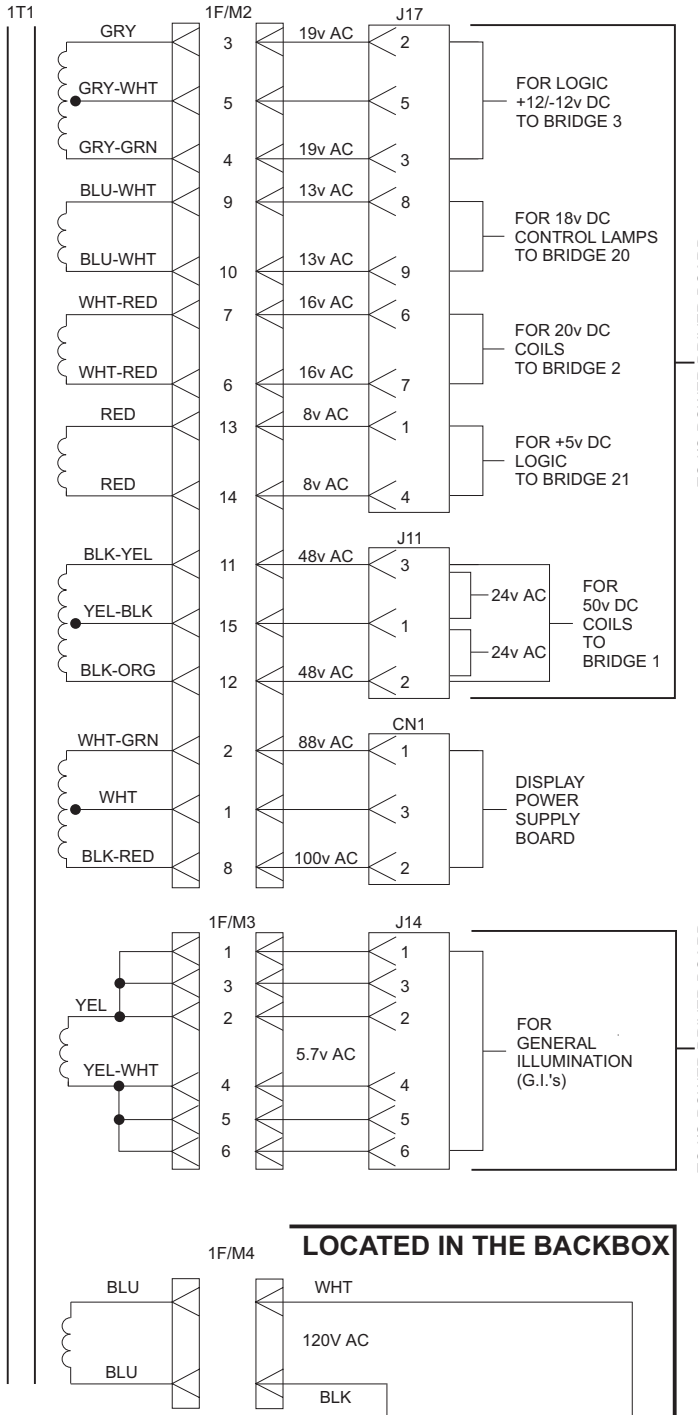
The **E.O.S.** (End-Of-Stroke) **Switch** serves the same function as before as it prevents foldback when the player has the flipper energized to capture balls. The **E.O.S. Switch** is a normally closed switch which opens approximately 1/16" when the flipper is energized. The **Game CPU** will detect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

Note: *If an Upper Flipper is used, the Flipper Button on the side of the Upper Flipper will have a* ***"Double-Stacked" E.O.S. Switch****. This allows the player to push the Flipper Button half-way down to energize only the Lower Flipper; pushing the Flipper Button all the way down will energize both the Lower & Upper Flippers.*

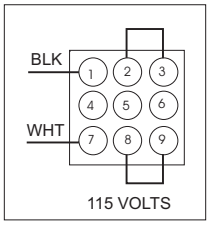
Cabinet Wiring

Transformer Power Wiring Diagram





JUMPERS FOR VOLTAGE VARIATION

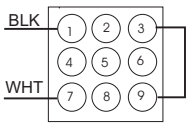


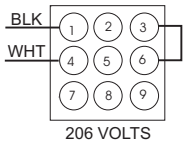
<<< CONFIGURATON FOR DOMESTIC 115V <<<

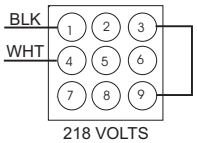
V V V CONFIGURATION OF 220V OR LOWER LINE VOLTAGES FOR INTERNATIONAL USE V V V

EXPORT/ HIGH LINE VOLTAGE 230/218/206 VOLTS

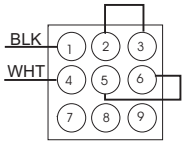
1F1= 5A 250V SLO BLO
1V1= 275V VARISTOR





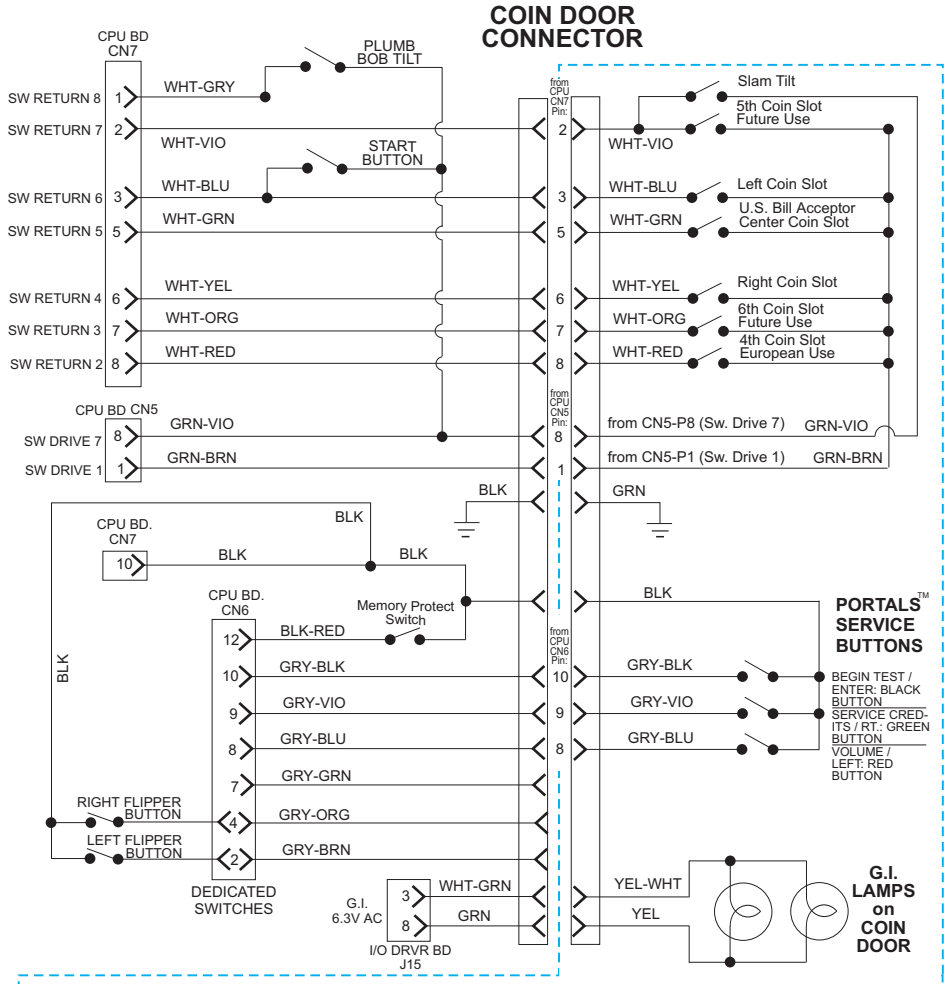


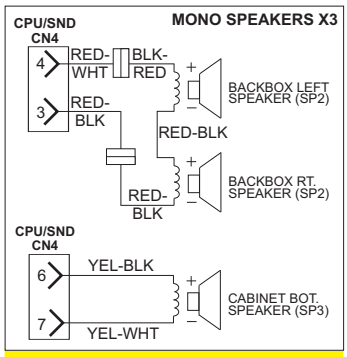
1F1= 8A SLO BLO
1V1= 130V VARISTOR



<<< CONFIGURATON FOR JAPAN or LOW LINE VOLTAGE <<<

Cabinet / Coin Door Wiring Diagram





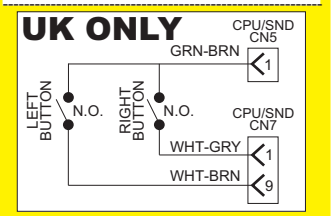
TO COIN METER

J16-7 +5VDC I/O DRVR BD	22	RED
J7-10 Q24 I/O DRVR BD	78	VIO-GRY
N/C		

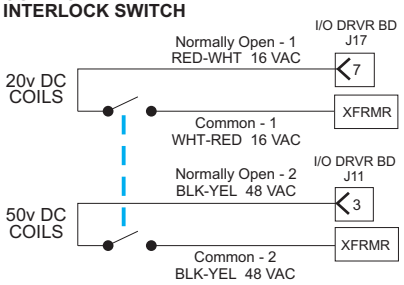
FOR THE PRINTER SUB-ASSEMBLY

GROUND	00	BLK
J16-7 +5VDC I/O DRVR BD	22	RED
J16-3 +12VDC I/O DRVR BD	82	GRY-RED

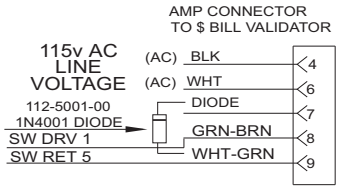
UK ONLY: 2 Extra Cabinet Buttons for the Post Save™ Feature are used. The Left Button operates the Left Outlane Ball Deflector. The Right Button operates the Right Outlane Ball Deflector. Both buttons pushed together, operate the Center Up/Down Post. Both buttons are located under the Flipper Buttons.



COIL POWER INTERLOCK SWITCH

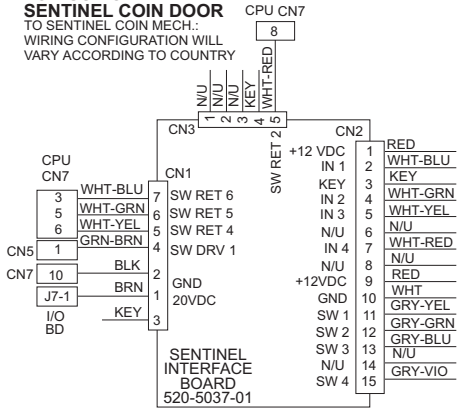


FOR USA 2 SLOT COIN DOOR ONLY

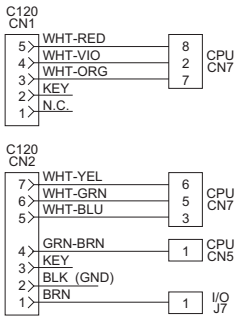


FOR USE ONLY IN SENTINEL COIN DOOR

TO SENTINEL COIN MECH.: WIRING CONFIGURATION WILL VARY ACCORDING TO COUNTRY



FOR C120 INTERFACE BOARD

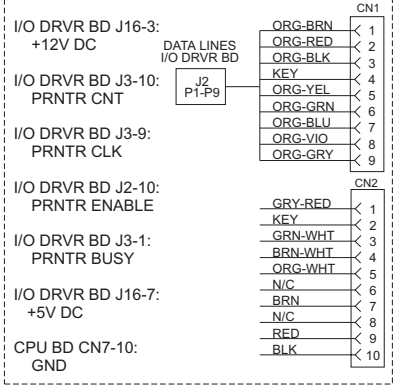


COIN DOOR

PRINTER INTERFACE OPTIONAL

Cable Wiring Harness SPI Part Nº:
036-5408-00
RS-232 Printer Interface Board SPI Part Nº:
520-5069-00

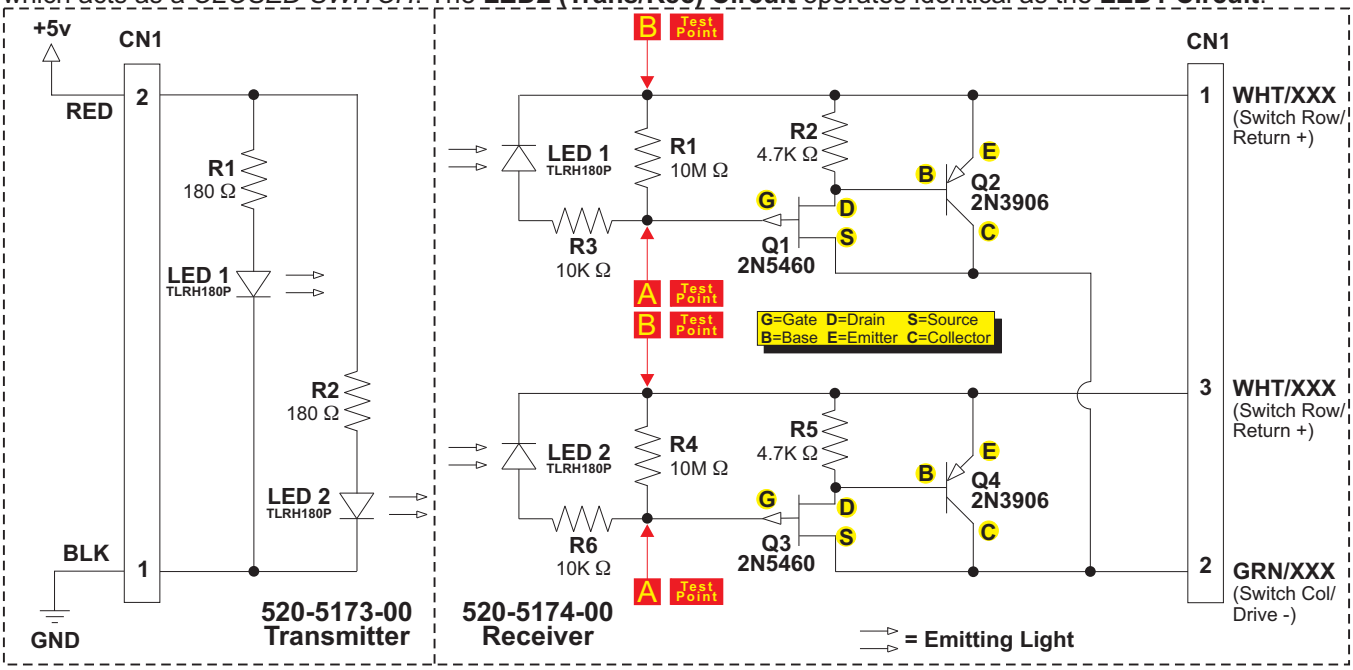
Connection Notes:



Printed Circuit Boards (PCBs)

Trough Up-Kicker Dual OPTO Boards Theory of Operation & Schematic

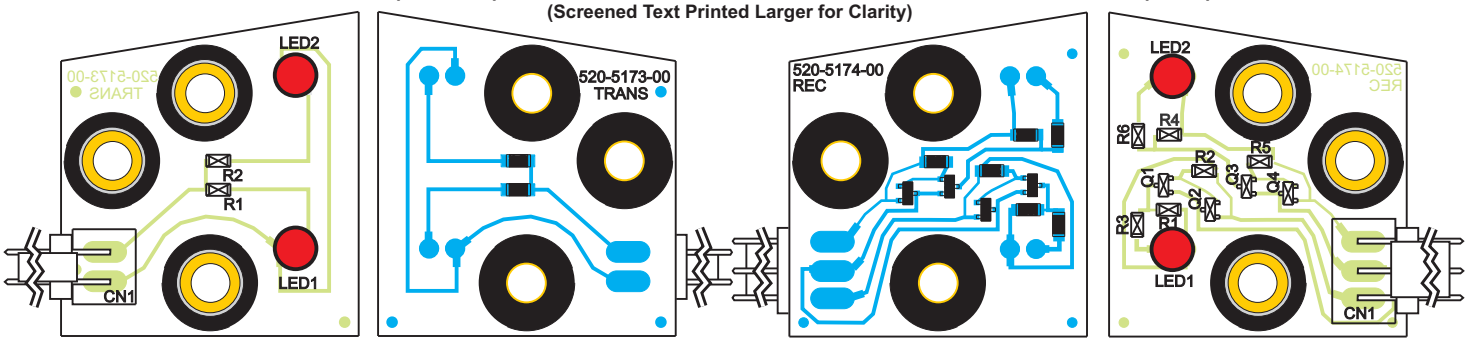
As light from the **Transmitter LED1** falls on the **Receiver LED1**, it generates a Positive Bias Voltage (0.7v to 1.5v) which is applied to the **Gate** (**G**) of **Q1 (Fet 2N5460)** turning **Q1** off. When **Q1** is held off, no current flows through **Q2**'s **(2N3906) Base** (**B**). With no *base current,* **Q2** is off and acts as an *OPEN SWITCH*. When the light is interrupted *(BLOCKED)* **R1** (Rec. Bd.) bleeds the gate voltage off of **Q1** allowing it to conduct, switching **Q2** on, which acts as a *CLOSED SWITCH*. The **LED2 (Trans/Rec) Circuit** operates identical as the **LED1 Circuit**.



Trough Up-Kicker Dual OPTO Boards Component Layout & Parts

520-5173-00 (TRANS) Boards Actual Size 520-5174-00 (REC)

(Screened Text Printed Larger for Clarity)



Front Side (LEDs & 2-Pin Connector) | Back Side (Solder / Surface Mounts) | Back Side (Solder / Surface Mounts) | Front Side (LEDs & 3-Pin Connector)

ITEM	QTY	PART NUMBER	REF-DESIGNATOR
A	**1**	**515-0173-00**	**Dual-OPTO Trans. Bd. Assy.**
—	**1**	**520-5173-00**	**Dual-OPTO Trans. Board**
01	1	045-5111-02	CN1
02	**2**	**165-5052-00**	**LED1, LED2**
03	2	121-5067-00	R1, R2
04	3	530-5308-02	n/a
05	3	545-5518-00	n/a
B	**1**	**515-0174-00**	**Dual-OPTO Rec. Bd. Assy.**
—	**1**	**520-5174-00**	**Dual-OPTO Rec. Board**
01	1	045-5111-03	CN1
02	**2**	**165-5052-00**	**LED 1, LED 2**
03	2	110-5006-00	Q1, Q3
04	2	110-0086-00	Q2, Q4
05	2	121-5082-00	R1, R4
06	2	121-5083-00	R2, R5
07	2	121-5011-00	R3, R6
08	3	530-5308-02	n/a
09	3	545-5518-00	n/a

Replacement Part:
LED TLRH180P
(T1-3/4 GaAlAs)
SPI Part №:
165-5052-00

DESCRIPTION
PCB Assy. (with all **Items 1-5**)
PCB Assy. (with Items **1-3** only)
2X, .156" Rt. Angle (26-60-5020) Conn.
LED TLRH180P (**Ultra Bright Red**)
180 Ω 1/8W Chip Res. (CRCW)
OPTO PCB Brass Tube Spacer
OPTO PCB Rubber Grommet
PCB Assy. (with all **Items 1-9**)
PCB Assy. (with **Items 1-7** only)
3X, .156" Rt. Angle (26-60-5030) Conn.
LED TLRH180P (**Ultra Bright Red**)
2N5460, Transistor (P-FET SOT-23)
2N3906, Transistor
10M Ω 1/8W Chip Res. (CRCW)
4.7K Ω 1/8W Chip Res. (CRCW)
10K Ω 1/8W Chip Res. (CRCW)
OPTO PCB Brass Tube Spacer
OPTO PCB Rubber Grommet

OPTO Troubleshooting

1. Volt Meter Test (indicates normal operating condition):

A. **OPEN OPTO** (Light Falling on LED) = *SWITCH OPEN*. Place meter leads across points **A** and **B** on the **LED1 Circuit** (Refer to Schematic Drawing on previos page, 520-5174-00 Receiver Side). It should read approximately 0.8 - 1.2v DC. The **LED2 Circuit** operates the same.

B. **CLOSED OPTO** (Light Blocked) = *SWITCH CLOSED*. Place meter leads across points **A** and **B** on the **LED1 Circuit** (Refer to Schematic Drawing on previous page, 520-5174-00 Receiver Side). It should read approximately 0.0 - 0.1v DC. The **LED2 Circuit** operates the same.

2. Oscilloscope Test (indicates normal operating condition):

Fig. A

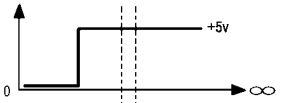
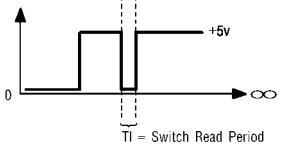


Fig. B



A. **OPEN OPTO** (Light Falling on LED) = *SWITCH OPEN*. Place Scope lead at **Pin-1** of OPTO Rec. Board with Scope Grounded (see Schematic). The Scope should display a **STEADY +5v** as shown in **Fig. A**, Wave Form Diagram.

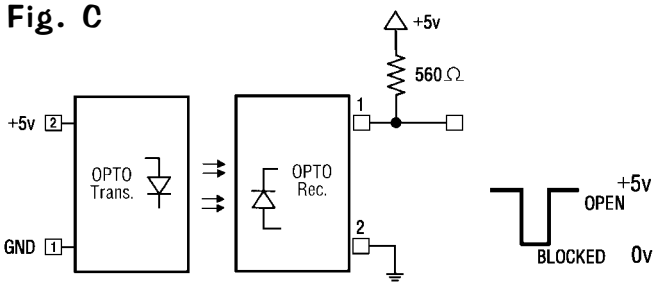
B. **CLOSED OPTO** (Light Blocked) = *SWITCH CLOSED*. Place Scope lead at **Pin-1** of OPTO Rec. Board with Scope Grounded (see Schematic). The Scope should display a **PULSE STREAM** indicating **Q2** has switched "On" as shown in **Fig. B**, Wave Form Diagram. This is your Switch Drive Pulse.

3. Bench Test (See Fig. C):

Please Note: To perform this test you must use a spare 560Ω Pull-Up Resistor, SPI Nº: 121-5047-00

Disconnect the OPTO Transmitter / Receiver Board from the circuit. Connect one side of a 560Ω Pull-Up Resistor to **Pin-1** of the OPTO Receiver Bd. and the other side of the resistor to a 5v DC source. Connect **Pin-2** to GND. Connect a +5v DC source to **Pin-1** of the Transmitter & GND to **Pin-2**. Align with the Receiver OPTO approx. 3" distance. Using your Volt-Meter or an Oscilloscope, monitor **Pin-1** while *BLOCKING* and *UNBLOCKING* the ***BEAM*** from the Trans. The output will be approx. +5v DC when the ***BEAM IS NOT BLOCKED*** and approx. 0v when the ***BEAM IS BLOCKED.***

Fig. C



Trough Dual OPTO Boards Alignment / Test for LED1

When a working **OPTO** is installed and connected in a game, the transmitter should light (LED1 lower & LED2 upper) when the power is switched on. With the playfield in Service Position #1 (playfield lifted up in the half-way position resting on the Prop Rod or edge slide support brackets) and the game on, the LED lights should show up as a **BRIGHT RED RINGS** through the back of the Receiver Board around the **Receivers LED1 & LED2** (See **Fig. 1**). Testing only **LED1:** With the game in ***Switch Test Mode***, lifting the Trough Plunger with a fingertip should block the **BEAM** and cause the Switch Position to trigger (See **Fig. 2**). View **Fig. 2a** & **2b** (on the next page) for a sectional view of the Light Path (note alignment) and what happens as a ball breaks the light beam.

Fig. 1

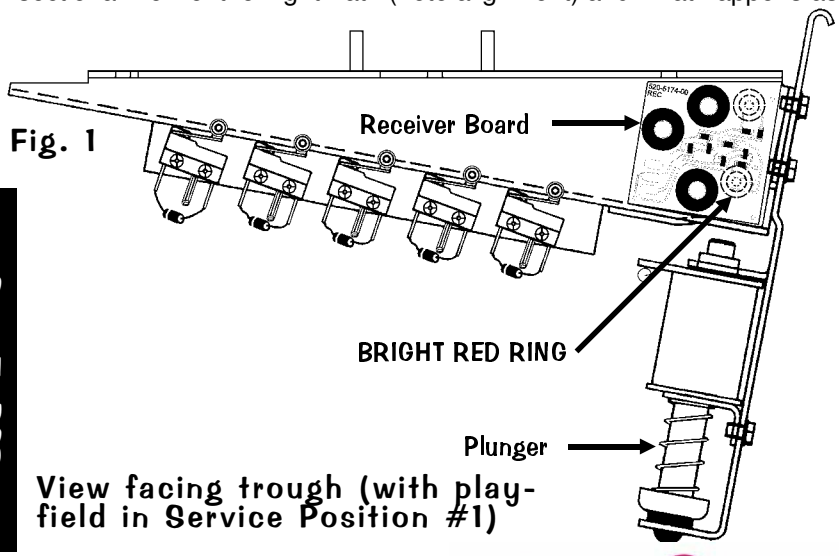
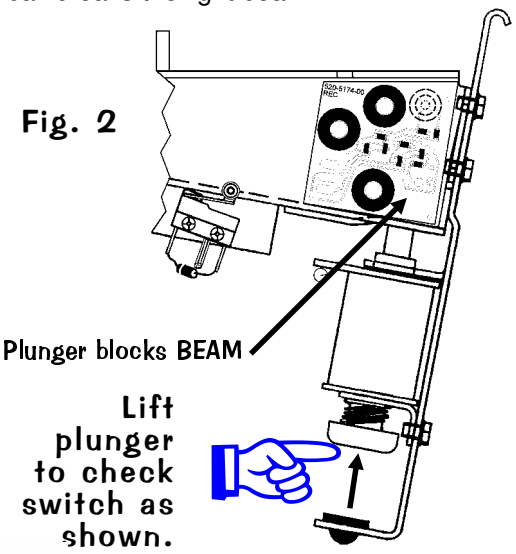
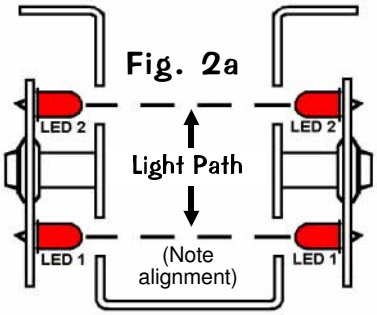
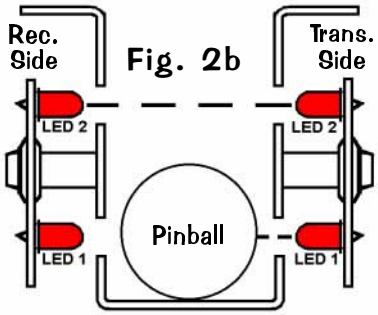


Fig. 2



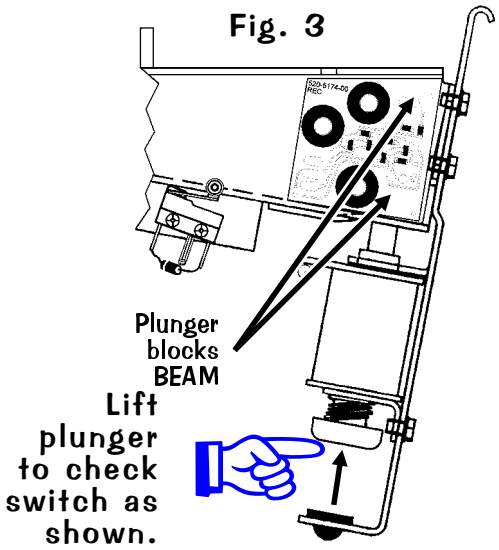
Sectional view from right (Fig. 2a & 2b)

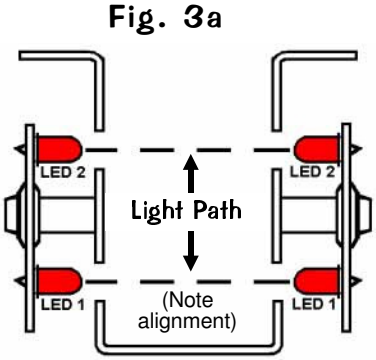


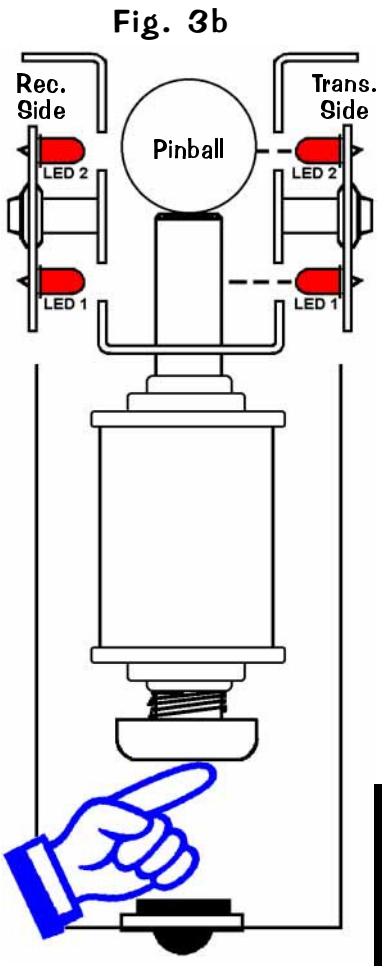


Trough Dual OPTO Boards Alignment / Test for LED2

When a working **OPTO** is installed and connected in a game, the transmitter should light (LED1 lower & LED2 upper) when the power is switched on. With the playfield in Service Position #1 (playfield lifted up in the half-way position resting on the Prop Rod or edge slide support brackets) and the game on, the LED lights should show up as a **BRIGHT RED RINGS** through the back of the Receiver Board around the **Receivers LED1 & LED2** (See **Fig. 1, previous page**). Testing only **LED2:** *TO PERFORM THIS TEST, A PINBALL MUST BE IN THE BALL TROUGH.* With the game in ***Switch Test Mode***, lifting the Trough Plunger with a finger tip should block the **BEAM** on LED2 and cause the Switch Position to trigger (See **Fig. 3**). View **Fig. 3a** & **3b** for a sectional view of the Light Path (note alignment) and what happens as a "double-stacked" ball scenario breaks the light beam.







I M P O R T A N T

If replacement of ***LED*** *is required, insure that is* ***mounted correctly before and after soldering*** *(See* ***Fig. 4a*** */* ***4b****).*

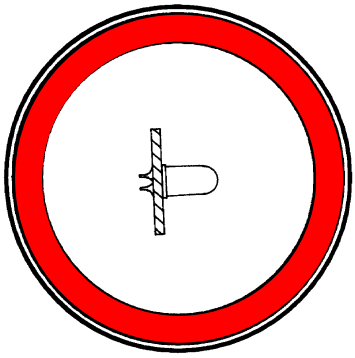


Fig. 4a
Correct Position

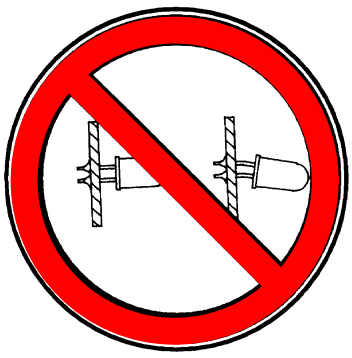
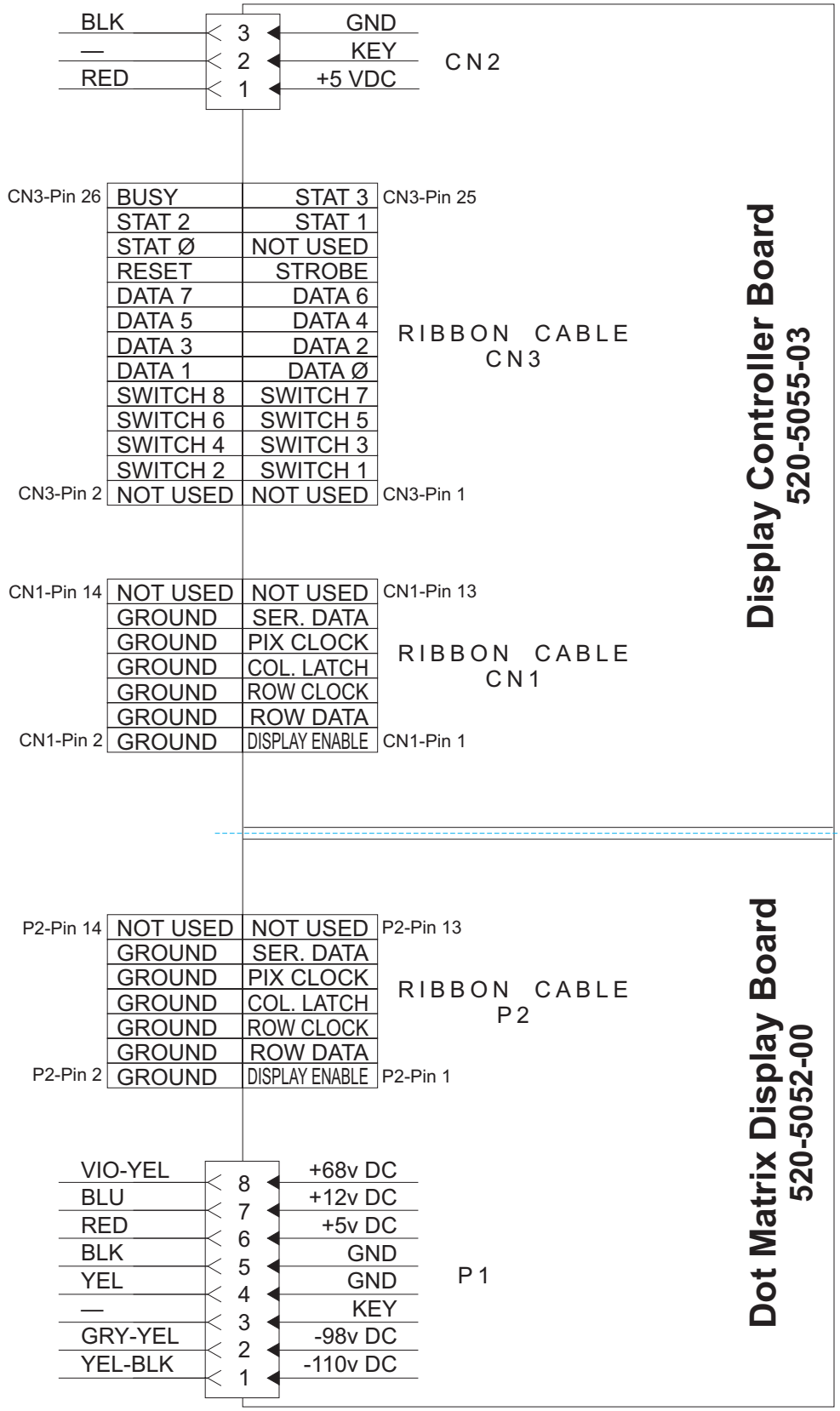
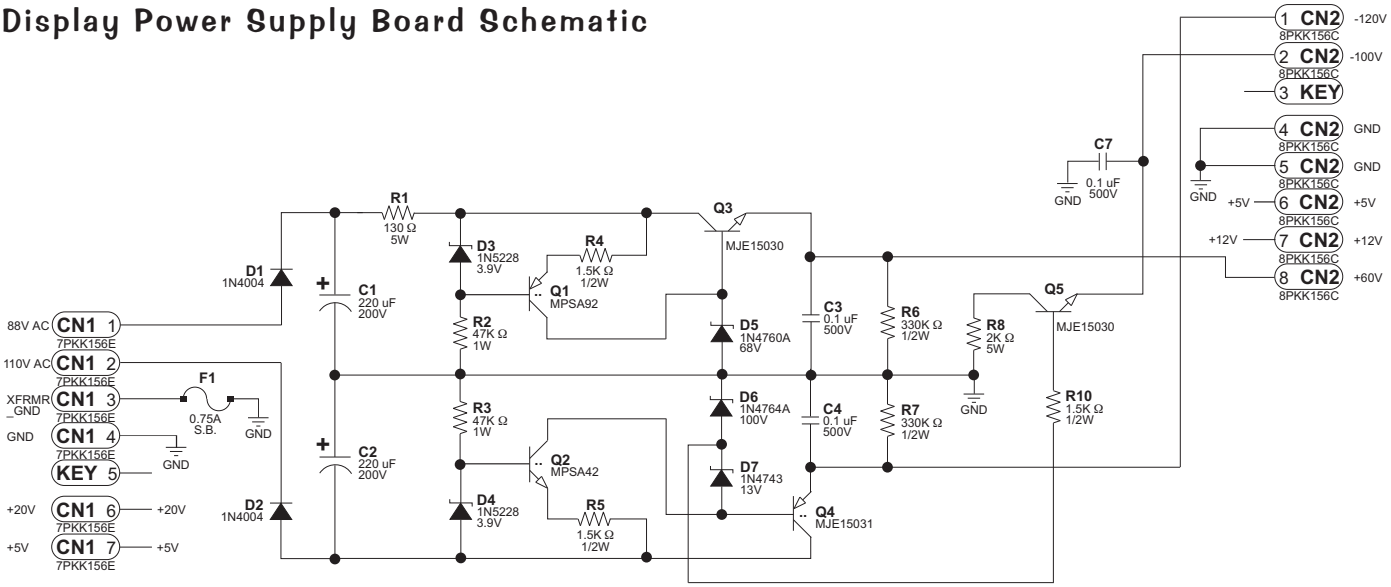


Fig. 4b
Incorrect Position

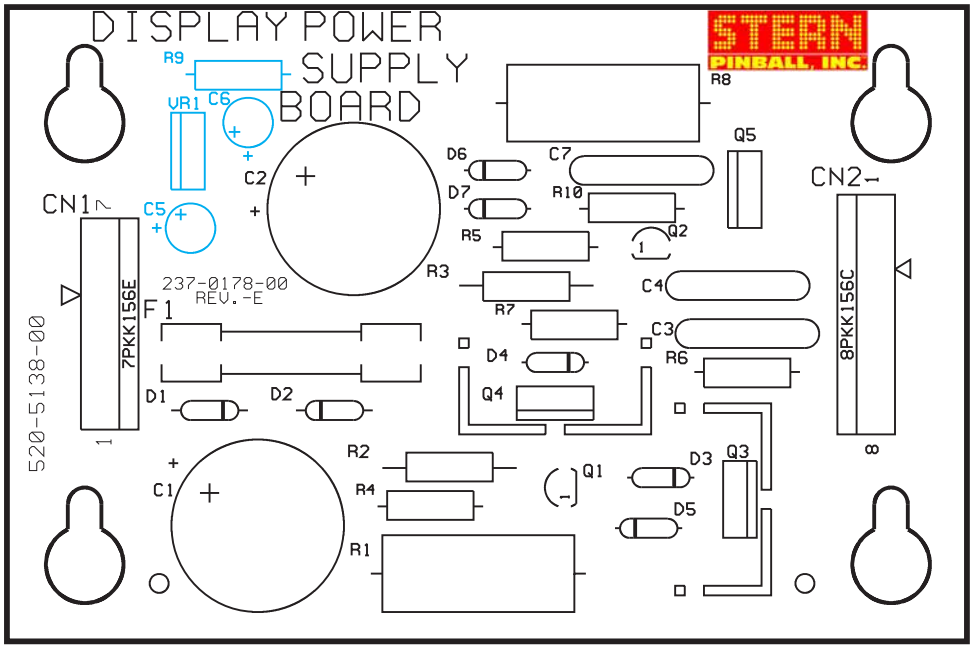

BLK
—
RED
3
2
1
GND
KEY
+5 VDC
CN2
CN3-Pin 26
BUSY
STAT 3
CN3-Pin 25
STAT 2
STAT 1
STAT Ø
NOT USED
RESET
STROBE
DATA 7
DATA 6
DATA 5
DATA 4
DATA 3
DATA 2
DATA 1
DATA Ø
SWITCH 8
SWITCH 7
SWITCH 6
SWITCH 5
SWITCH 4
SWITCH 3
SWITCH 2
SWITCH 1
CN3-Pin 2
NOT USED
NOT USED
CN3-Pin 1
RIBBON CABLE
CN3
Display Controller Board
520-5055-03
CN1-Pin 14
NOT USED
NOT USED
CN1-Pin 13
GROUND
SER. DATA
GROUND
PIX CLOCK
GROUND
COL. LATCH
GROUND
ROW CLOCK
GROUND
ROW DATA
CN1-Pin 2
GROUND
DISPLAY ENABLE
CN1-Pin 1
RIBBON CABLE
CN1
P2-Pin 14
NOT USED
NOT USED
P2-Pin 13
GROUND
SER. DATA
GROUND
PIX CLOCK
GROUND
COL. LATCH
GROUND
ROW CLOCK
GROUND
ROW DATA
P2-Pin 2
GROUND
DISPLAY ENABLE
P2-Pin 1
RIBBON CABLE
P2
Dot Matrix Display Board
520-5052-00
VIO-YEL
BLU
RED
BLK
YEL
—
GRY-YEL
YEL-BLK
8
7
6
5
4
3
2
1
+68v DC
+12v DC
+5v DC
GND
GND
KEY
-98v DC
-110v DC
P1


SHOW ME LOVE
SMASHING!
YOU'RE AN ANIMAL

Display Power Supply Board Schematic

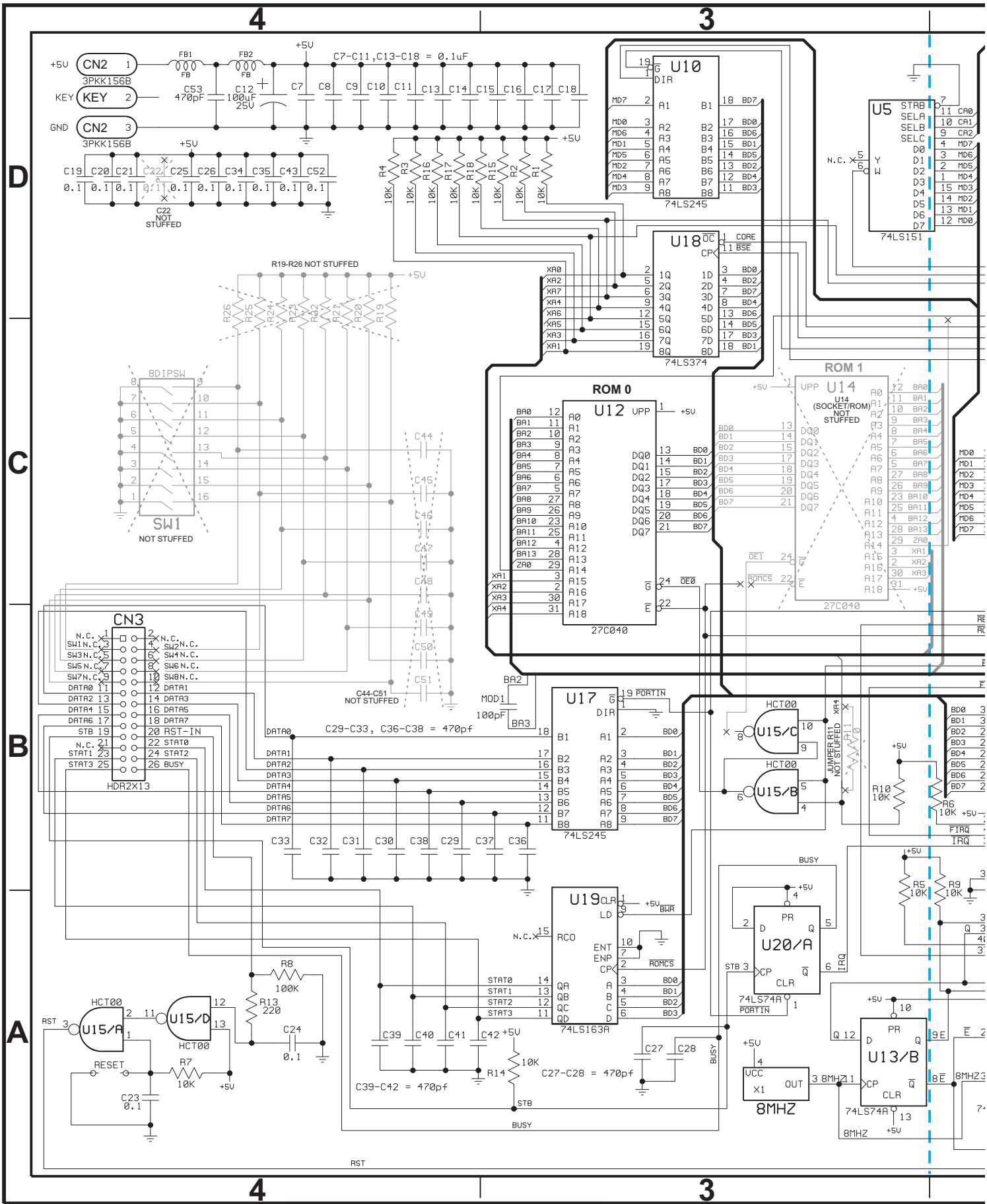


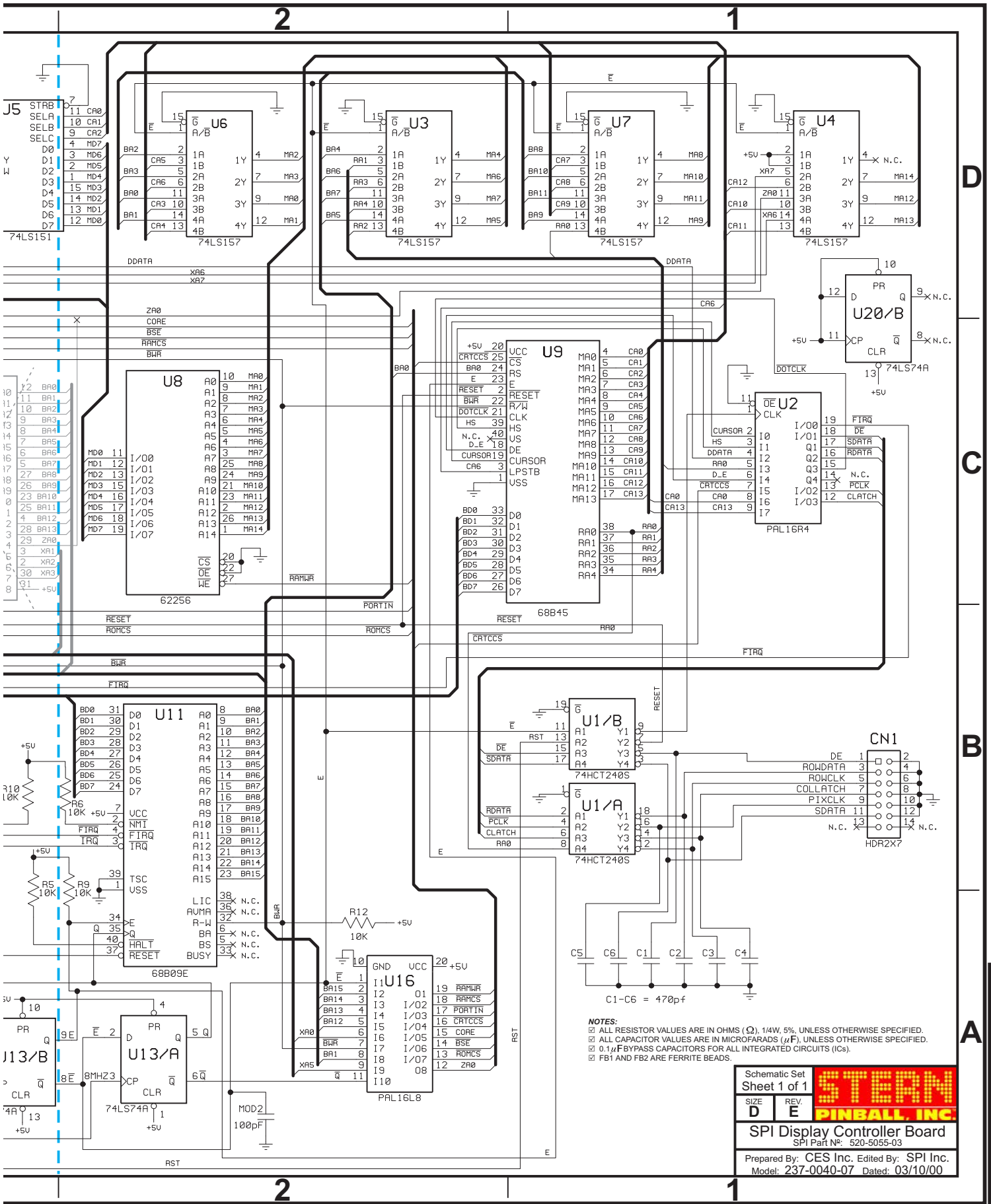
Display Power Supply Board Component Layout & Parts

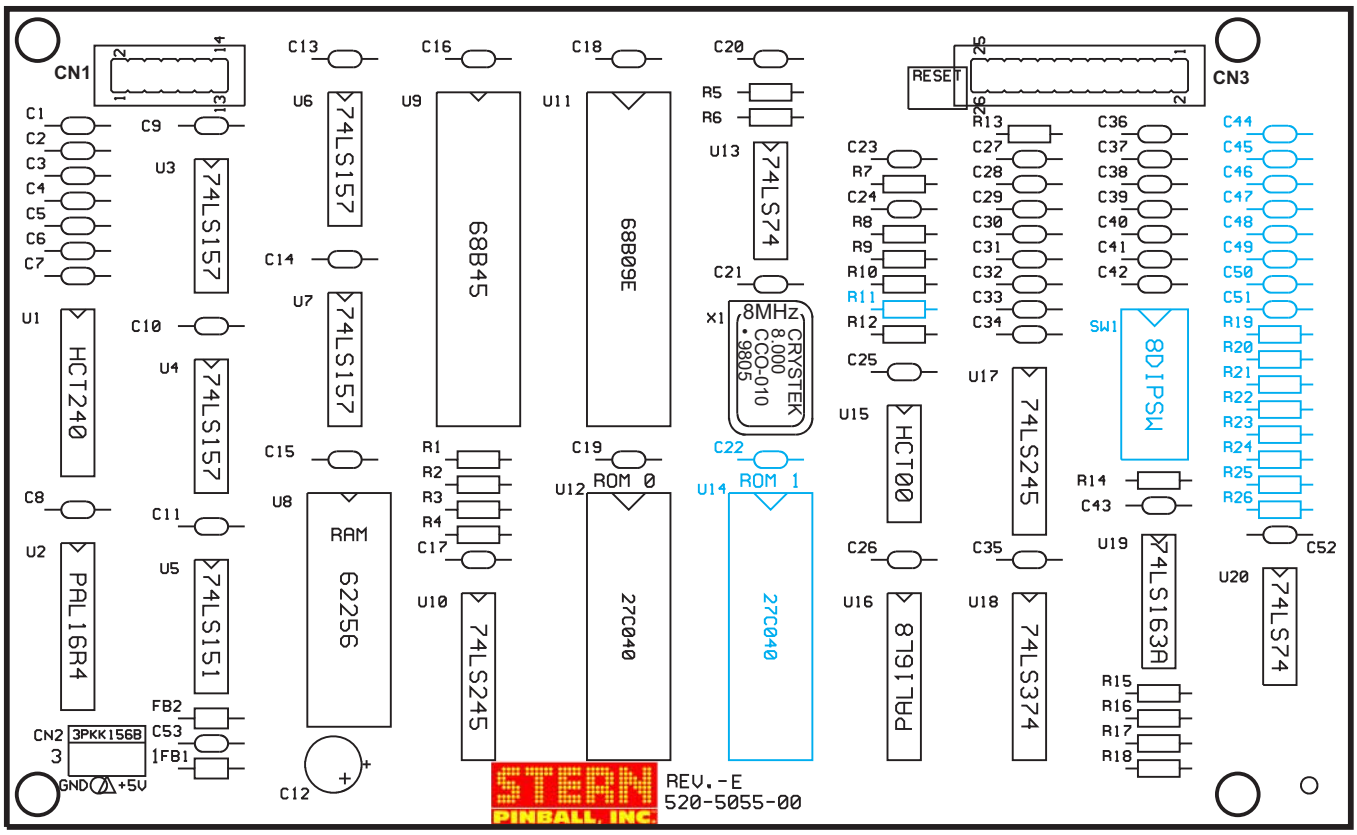


Actual Board Size 5" X 3.3"

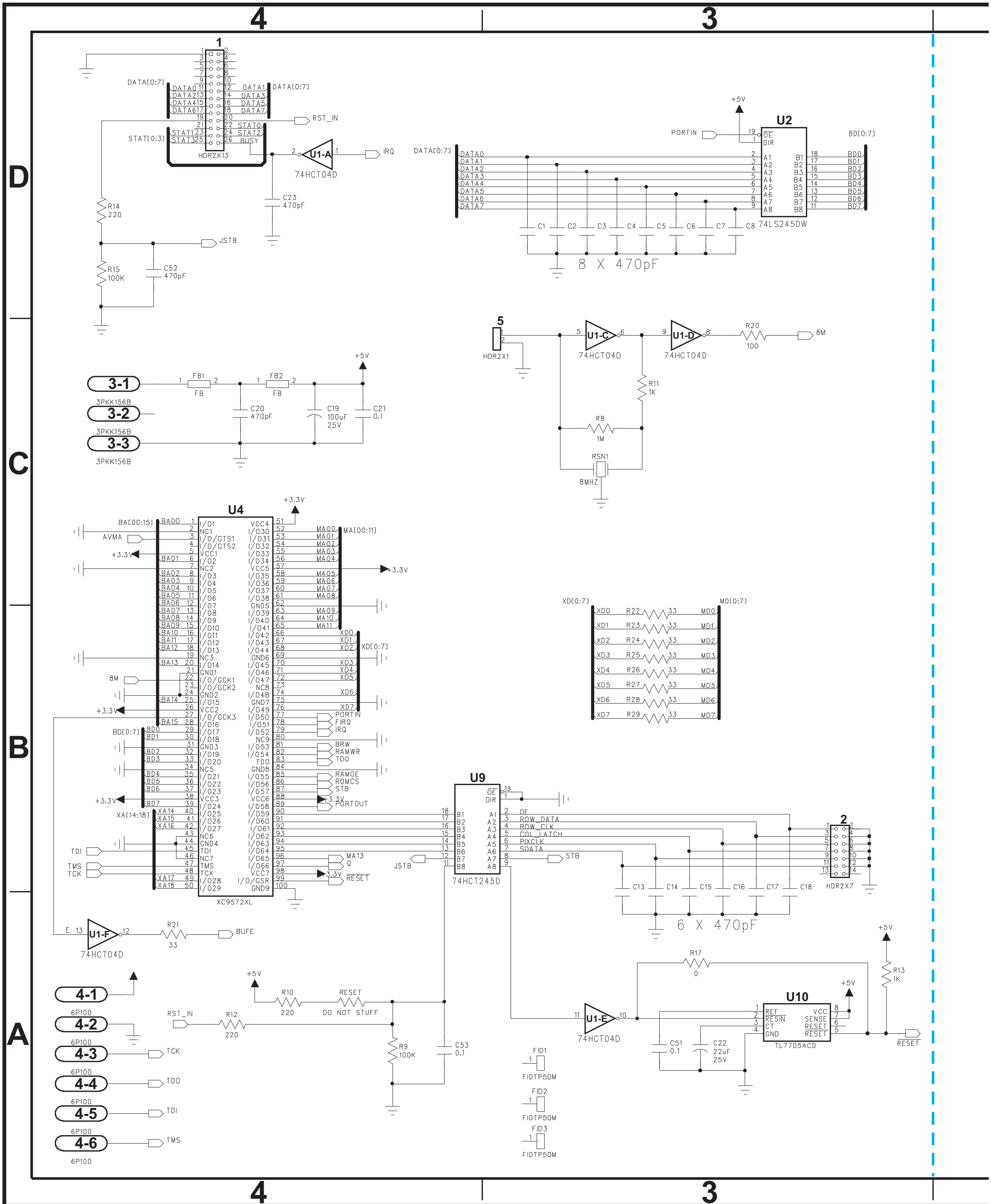
ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION (NS = Not Stuffed)
—	**1**	**520-5138-00**	**Display Power Supply Board**	**Complete PCB Assembly**
01	2	125-5044-00	C1, C2	220uF, 200v, Radial Lytic Cap.
02	3	125-5035-00	C3, C4, C7	0.1uF, 500v, Ceramic Disk Cap.
03	0	125-5003-00	(C5, C6: NS)	22uF, 35v, Rad Lytic Cap
04	1	045-5015-07	CN1	7PKK156E (PIN5=KEY)
05	1	045-5015-08	CN2	8PKK156 (PIN3=KEY)
06	2	112-5003-00	D1, D2	1N4004, Diode
07	2	112-0053-00	D3, D4	1N5228, 3.9v, Diode
08	1	112-0062-00	D5	1N4760A, 68v, Diode
09	1	112-0049-00A	D6	1N4764A, 100v, Diode
10	1	112-0061-00	D7	1N4743, 13v, Diode
11	1	200-5000-17	F1	3/4A (0.75A) S.B. Fuse
12	2	205-0004-00	F1	Fuse Clip
13	1	110-0100-00	Q1	MPSA92, Transistor
14	1	110-0082-00	Q2	MPSA42, Transistor
15	2	110-0101-00	Q3, Q5	MJE15030, Transistor
16	2	535-5000-11	Q3, Q4	Heatsinks - AAVID #563002
17	2	240-5008-00	Q3, Q4	#6-32 KEPS Nut
18	2	237-5501-00	Q3, Q4	#6-32 X 3/8" PPH Screw
19	1	110-0103-00	Q4	MJE15031, Transistor
20	1	121-5061-00	R1	130 Ω 5W Res.
21	2	121-5060-00	R2, R3	47K Ω 1W Res.
22	3	121-5038-00	R4, R5, R10	1.5K Ω 1/2W Res. (R9: NS)
23	2	121-5059-00	R6, R7	330K Ω 1/2W Res.
24	1	121-5062-00	R8	2K Ω 5W Res.
25	0	124-5003-00	(VR1: NS)	7812CT

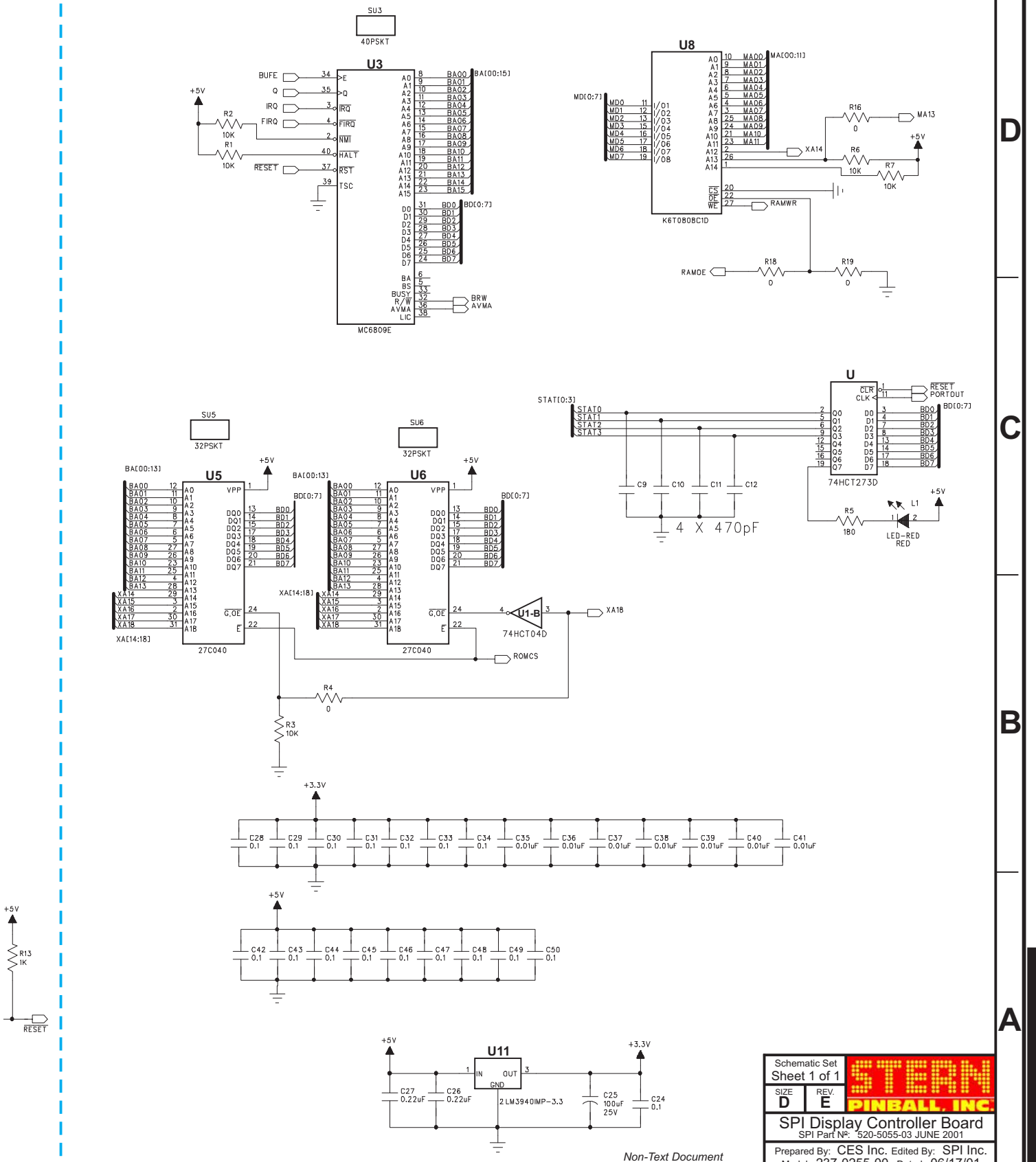

4
3
D
C
B
A
CN2
3PKK156B
KEY
GND
FB1
FB2
C53 470pF
C12 100uF 25V
C7-C11,C13-C18 = 0.1uF
C19 C20 C21 C22 C25 C26 C34 C35 C43 C52
0.1
C22 NOT STUFFED
R4 R3 R16 R17 R18 R15 R2 R1
10K
U10
74LS245
U5
74LS151
U18
74LS374
R19-R26 NOT STUFFED
R26 R25 R24 R23 R22 R21 R20 R19
8DIPSW
SW1
NOT STUFFED
ROM 0
U12
27C040
ROM 1
U14
(SOCKET/ROM) NOT STUFFED
C44 C45 C46 C47 C48 C49 C50 C51
C44-C51 NOT STUFFED
CN3
HDR2X13
DATA0 DATA1 DATA2 DATA3 DATA4 DATA5 DATA6 DATA7
STB
RST-IN
STAT0 STAT1 STAT2 BUSY
C29-C33, C36-C38 = 470pf
MOD1
100pF
BA2
BA3
U17
74LS245
C33 C32 C31 C30 C38 C29 C37 C36
U19
74LS163A
C39 C40 C41 C42
C39-C42 = 470pf
R14 10K
C27 C28
C27-C28 = 470pf
HCT00
U15/A
U15/B
U15/C
U15/D
R8 100K
R13 220
C24 0.1
RESET
R7 10K
C23 0.1
U20/A
74LS74A
U13/B
8MHZ
R10 10K
R6 10K
R5 10K
R9 10K
JUMPER R11 NOT STUFFED
FIRQ
IRQ
PORTIN
ROMCS
BUSY
RST
STB


2
1
D
C
B
A
U6
U3
U7
U4
74LS157
J5
74LS151
U8
62256
U9
68B45
U20/B
74LS74A
U2
PAL16R4
U11
68B09E
U1/B
U1/A
74HCT240S
CN1
HDR2X7
U13/B
U13/A
74LS74A
U16
PAL16L8
R6 10K
R5 10K
R9 10K
R12 10K
C1-C6 = 470pf
MOD2 100pF
8MHZ3
DDATA
DOTCLK
RAMWR
PORTIN
RESET
ROMCS
CRTCCS
FIRQ
BWR
RST
NOTES:
ALL RESISTOR VALUES ARE IN OHMS (Ω), 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
0.1μF BYPASS CAPACITORS FOR ALL INTEGRATED CIRCUITS (ICs).
FB1 AND FB2 ARE FERRITE BEADS.
Schematic Set
Sheet 1 of 1
SIZE D
REV. E
STERN PINBALL, INC.
SPI Display Controller Board
SPI Part №: 520-5055-03
Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0040-07 Dated: 03/10/00



ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION (NS = Not Stuffed)
—	1	**520-5055-03**	**Display Controller Board (FCC FEB98) Rev. E**	**Complete PCB Assembly**
01	14	125-5028-00	C1>C6, C27>C33, C36>C42, C53 (C44>C51: NS)	470pF, (471), Axl. Cap
02	23	125-5031-00	C7>C11, C13>C26, C34, C35, C43, C52 (C22: NS)	.1 uF, (104), Axial Cer. Cap
03	1	125-5015-00	C12	100uF, 25v, Cap. (Radial Elec.)
04	1	045-5015-02	CN1	7-Pin, Dual Row .1" Hdr. Conn.
05	1	045-5015-03	CN2	3-Pin, KK-156 Conn. (540445-3)
06	1	045-5015-26	CN3	13-Pin, Dual Row .1" HDR Conn.
07	2	n/a	FB1, FB2	Ferrite Bead (2743001182)
08	15	121-5011-00	R1>R7, R9, R10, R12, R14>R18 (R11: NS)	10K Ω 1/4W Res. 5%
09	1	121-5051-00	R8	100K Ω 1/4W C.F. Res. 5%
10	1	121-5014-00	R13	220 Ω 1/4W C.F. Res. 5%
11	0	n/a	(R19>R26: NS)	
12	0	Not Used	(SW1: NS)	(SW1)
13	1	100-5001-00	U1	74HCT240
14	1	n/a	U1 (@ Pins 9 & 10)	100pF, Cap.
15	1	965-0108-00	**U2 - ORANGE DOT** (Note the type of PAL)	PAL16R4 (25CN), (Programmed) **- ORANGE DOT**
16	4	100-0046-00	U3, U4, U6, U7	74LS157
17	1	100-5000-00	U5	74LS151
18	2	100-0058-00	U7, U10	74LS245
19	1	100-0397-00	U8	32K X 8 Static RAM (62256L-10PC)
20	1	100-0233-00	U9	68B45
21	1	100-0189-01	U11	68B09E
22	1	(See Pg. DR. ❸ Table)	U12 (ROM 0) (U14 ROM 1: NS)	4MB ROM
23	1	077-5217-00	U12 (U14: NS)	32-Pin, IC Dip Socket
24	2	100-0037-00	U13, U20	74LS74
25	1	100-0351-00	U15	74HCT00
26	1	965-0107-00	**U16 - ORANGE DOT** (Note the type of PAL)	PAL16L8 (15CN), (Programmed) **- ORANGE DOT**
27	1	100-0064-00	U18	74LS374
28	1	100-0049-00	U19	74LS163A
29	1	140-0013-00	X1	8Mhz Clock Oscillator

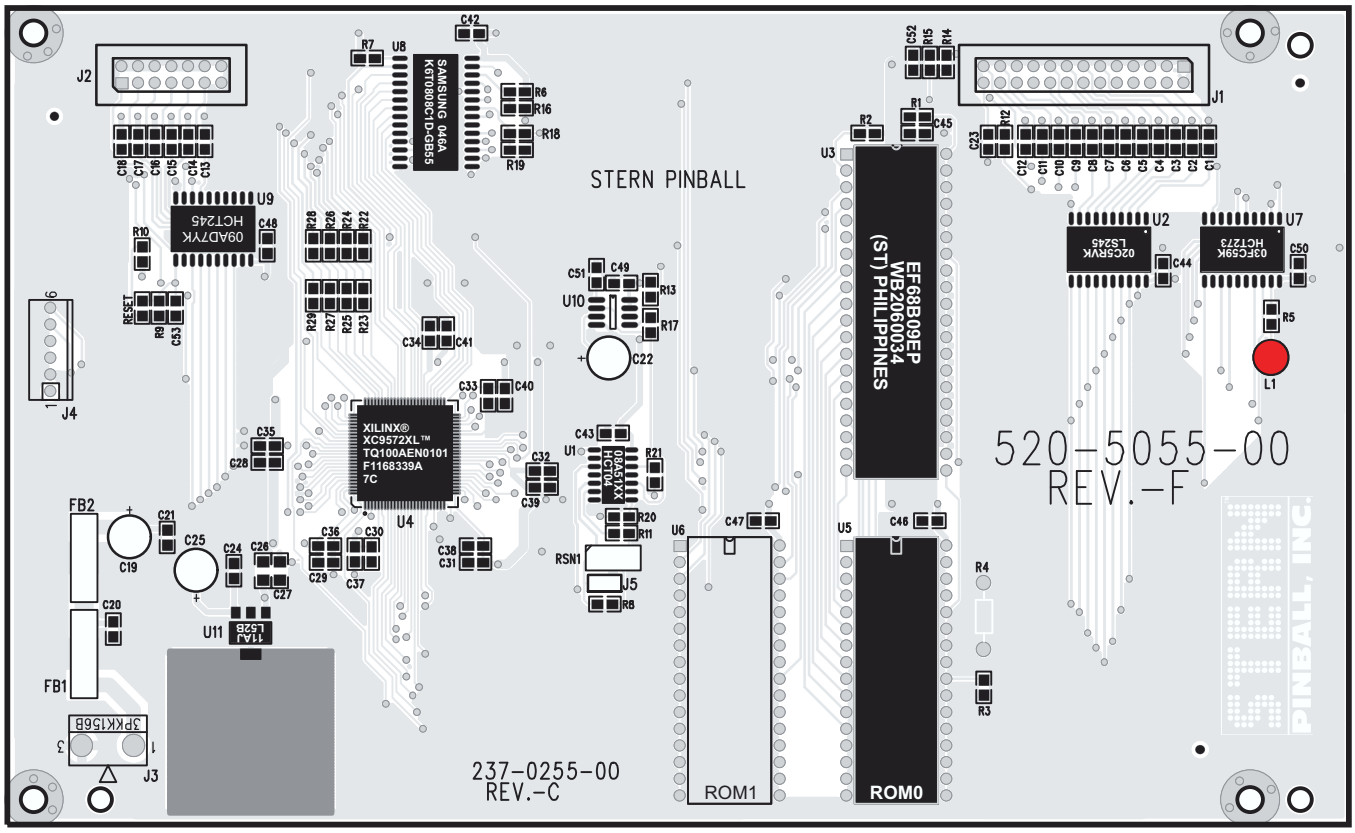

4
3
D
C
B
A
HDR2X13
RST_IN
IRQ
U1-A
74HCT04D
STAT[0:3]
DATA[0:7]
C23 470pF
R14 220
JSTB
R15 100K
C52 470pF
+5V
PORTIN
U2
74LS245DW
BD[0:7]
8 X 470pF
HDR2X1
U1-C
74HCT04D
U1-D
R20 100
8M
R11 1K
R8 1M
RSN1
8MHZ
3-1
3PKK156B
3-2
3-3
FB1
FB2
C20 470pF
C19 100uF 25V
C21 0.1
U4
XC9572XL
+3.3V
BA[00:15]
AVMA
MA[00:11]
XD[0:7]
MD[0:7]
BD[0:7]
XA[14:18]
TDI
TMS
TCK
U9
74HCT245D
JSTB
STB
HDR2X7
6 X 470pF
U1-F
R21 33
BUFE
4-1
4-2
4-3
4-4
4-5
4-6
6P100
R10 220
RESET DO NOT STUFF
R12 220
R9 100K
C53 0.1
U1-E
R17 0
R13 1K
U10
TL7705ACD
C51 0.1
C22 22uF 25V
RESET
FID1
FID2
FID3
FIDTP50M



Non-Text Document

Schematic Set	Sheet 1 of 1
SIZE D	REV. E
STERN PINBALL, INC.	
SPI Display Controller Board	
SPI Part №: 520-5055-03 JUNE 2001	
Prepared By: CES Inc. Edited By: SPI Inc.	
Model: 237-0255-00 Dated: 06/17/01	

Display Controller Board Component Layout & Parts



Actual Board Size 20.5cm X 12.5cm

ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION (NS = Not Stuffed)
—	**1**	**520-5055-03**	**Display Controller Bd. (FCC FEB98) Rev. E June 2001**	**Complete PCB Assembly**
1	2 (See Pg. **DR.** ③ Table)		U5 (ROM0) (U6 (ROM1): NS)	4mB ROM 27C040 (M27C401-100)
2	2	077-5217-00	U5 (U6: NS)	32-Pin, IC Dip Socket
3	1	045-5015-03	J3	3-Pin, PKK156B Connector
4A	1	100-0189-01	U3	MC6809E
4B	1	045-	U3	40-Pin, Socket
5	1	077-	J4	6-Pin (6P100)
6	1	100-	U1	74HCT04D (74LS04)
7	1	100-	U9	74HCT245D
8	1	100-	U7	74HCT273D
9	1	100-	U2	74LS245DW
10	1	140-	RSN1	8MHZRSN (8Mhz) Cyrstal
11	7	125-	C35-C39, C40, C41	CAP103-0805-X7R, 0.01uF, 50v
12	20	125-	C21, C24, C28-C32, C33, C34, C42, C43, C44, C45, C46 C47, C48, C49, C50, C53 (C51: NS)	CAP104-0805, 0.1, 50v
13	2	125-	C26, C27	CAP224-1206-Z5U, 0.22uF, 50v
14	21	125-	C1-C12, C13-C18, C20, C23, C52	CAP471-0805, 470pF, 50v
15	2	n/a	FB1, FB2	Ferrite Bead, FB0370
16	3		FID1-3	FIDTP50M
17	1	n/a	(J5: NS)	HDR2X1
18	1	045-5015-02	J2	7-Pin, Dual Row .1" Hdr. Conn HDR2X7
19	1	045-5015-26	J1	13-Pin, Dual row .1" Hdr. Conn HDR2X13
20	1	100-	U8	K6T0808C1D
21	**1**	**165-5099-00**	**L1**	**LED T1-3/4 DIFFUSER RED**
22	1	100-	U11	LM3940IMP-3.3
23	4	121-	R16-R18 (R19: NS)	RES0E1/10W0805, 0
24	1	n/a	RESET	DO NOT STUFF
25	1	n/a	(R4: NS)	RES0E1/4W5CF, 0
26	1	121-	R20	RES100E1/10W0805, 100
27	2	121-	R9, R15	RES100K1/10W0805, 100K
28	5	121-	R1, R2, R3, R7 (R6: NS)	RES10K1/10W0805, 10K
29	1	121-	R5	RES180E1/10W0805, 180
30	2	121-	R11, R13	RES1K1/10W0805, 1K
31	1	121-	R8	RES1M1/10W0805, 1M
32	3	121-	R10, R12, R14	RES220E1/10W0805, 220
33	9	121-	R21, R22-R29	RES33E1/10W0805, 33
34	2	125-5015-00	C19, C25	TCAP100M25VER, 100uF, 25v
35	1	n/a	(C22: NS)	TCAP22M25VER, 22uF, 25v
36	1	n/a	(U10: NS)	TL7705ACD
37	1	100-	U4	XC9572XL

5v Supply:
An AC voltage of approximately 9v comes into the board at [**J17-**(1-4)] this AC voltage is then *full-wave rectified* by bridge **BRDG 21** and filtered by Capacitor **C203**. The resulting voltage is 11v DC which is inserted into a linear voltage regulator for the output of 5v DC. This 5v regulated voltage can be adjusted by potentiometer **R116** the voltage should be set to 5.00v. Besides powering the I/O Board the regulated 5 volts supplies power to the CPU / Sound Board, Gas Plasma (Dot Matrix) Display and Plasma (Display) Controller Board. Power for these devices comes off the I/O Board on [**J16**-(4-8)].

+5v, +20v, +50v, +18v, & +12v LED Indicators:
These DC voltages are derived on the I/O Board by rectification and filtering. Each has a **LED** indicating that power is being supplied to each of these voltage sources. The **-12v** supply comes from the same transformer winding as the **+12v** thus it does not have a **LED** indicator.

*** Note** that the +50v & +20v power sources are turned off by the Interlock Switches when the Coin Door is OPEN.*

LED	SUPPLY VOLTAGE
L2	+5
L200	+20v
L201	+50v
L202	+18v
L203	+12v

Reset Circuitry:
The I/O will reset in three (3) cases:

1. The CPU is in reset. The CPU's reset signal is fed into the I/O through connector **J1** and forces the I/O into reset.
2. The 5v supply has fallen below 4.75v.
3. The watchdog is not being fed by the scanning of the light matrix. More specifically **Pin-19** of **U6** must be toggling once every ***50ms*** to prevent the watchdog from resetting. The scanning of the light matrix is controlled by the CPU through **J1**.

LED L204 shows the reset state of the I/O Board. If this **LED** is not lit either the 5v DC is below 4.75v or the CPU/Sound Board is holding the I/O in reset. If the **LED** is flashing this means that the watchdog is not being feed by the CPU/Sound Board and the I/O is oscillating into and out of reset. If the **LED** is continuously on the board is out of reset and communication from the CPU to the lamp matrix is confirmed. Testpoint Blanking is the actual reset signal on the I/O Board. A low voltage indicates that it is in reset this will turn off all Solenoid (Coil) Drivers, Flash Lamps, Lamp Matrix Drivers, Auxiliary Outputs and Flipper Outputs. A high voltage indicates that it is out of reset and normal operation can take place.

Address Decoding:
All Address decoding is done by two **74LS138's (U204 & U205)** (3 of 8 decoder). Both of these must be in operation for the I/O Board to function properly.

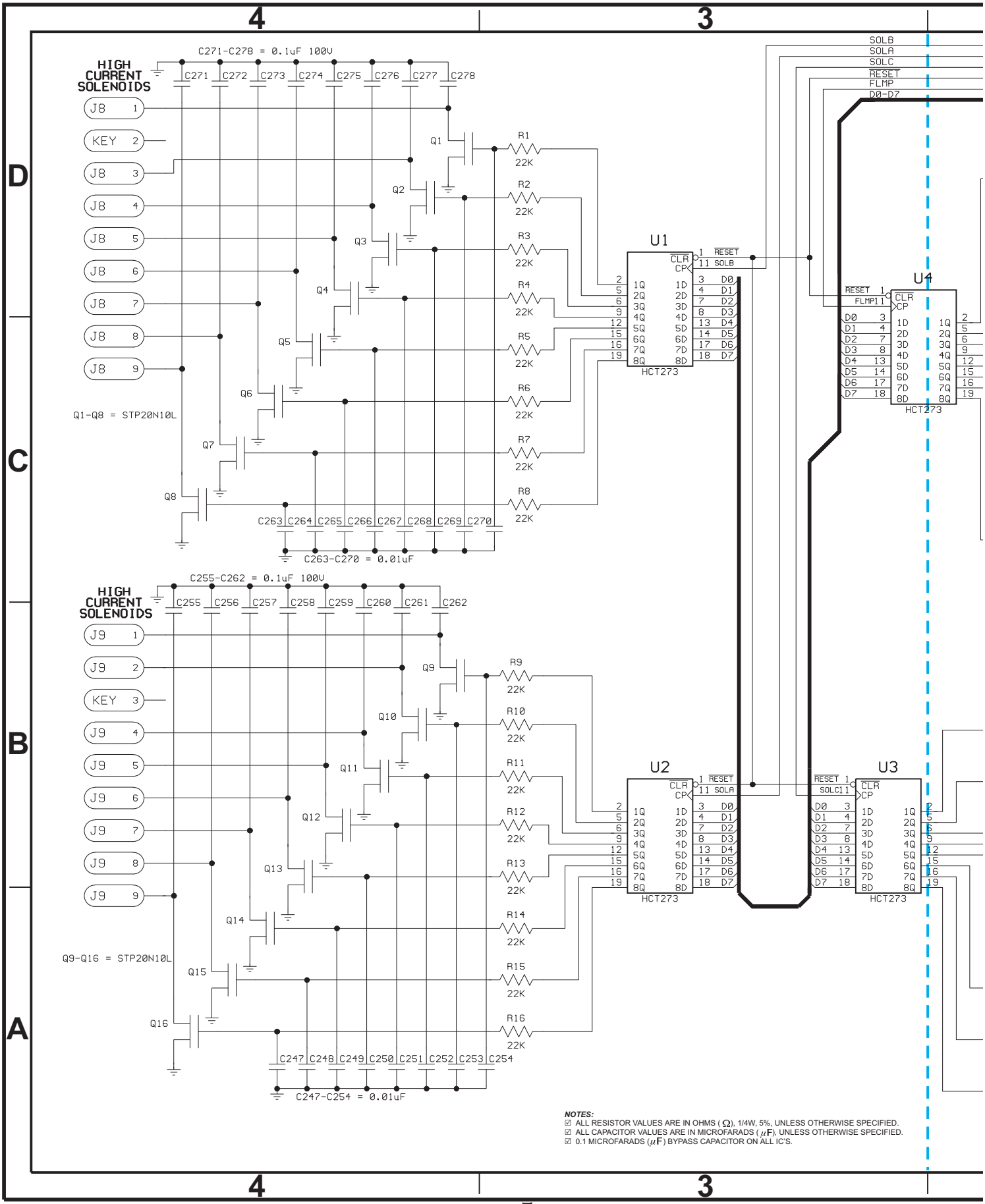
Solenoid (Coil) Drivers & Flash Lamps:
J8 & **J9** are high side drivers for driving solenoids and other heavy loads. Each connector has its own buffer driving 8 drivers. **J8** & **J9** consist of **MOSFET Drivers 20N10L** which can easily & safely be tested by clipping one end of a clip-lead to test point **FET TPL1** and then the other to the corresponding gate resistor **R1-R16** (see *Note 1*). This will apply 3.4v to the gate of the **MOSFET Transistor** thus switching it on. **J7** & **J6** each are a bank of 8 low side driver for driving lamps or other lower current solenoids (coils). They use a Bipolar Power Transistor **TIP122** which can also be tested by using **TEST POINT TIP TPL3** and the corresponding resistors **R17-R32*** *(see Note 1).*

***Note 1** • Clip on the resistor side with the white stripe. •• R1 controls Q1, R2 controls Q2, et cetera...*

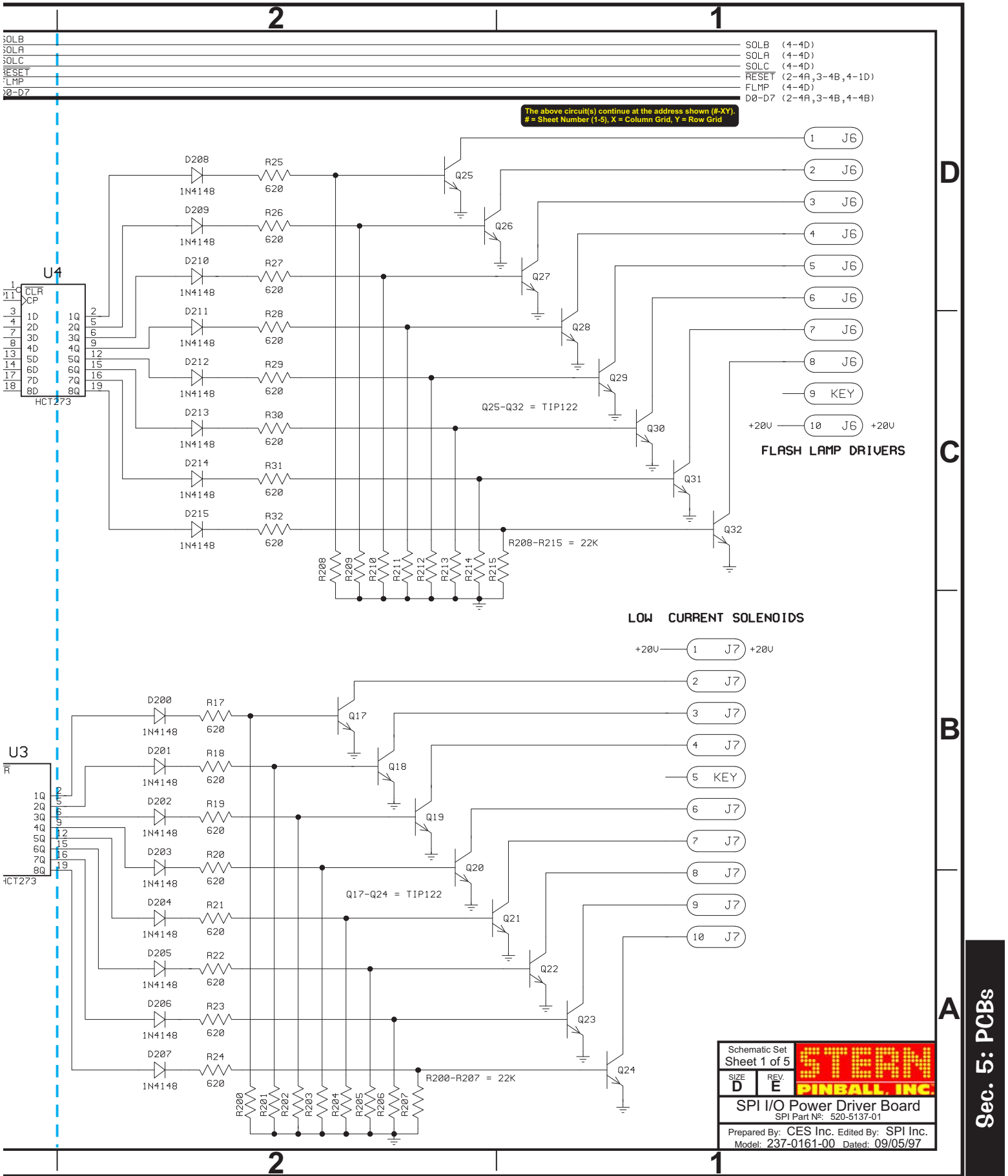
Auxiliary In & Out:
J2-8 CMOS Outputs sometimes used for a printer interface.
J3-8 CMOS Inputs general purpose inputs.

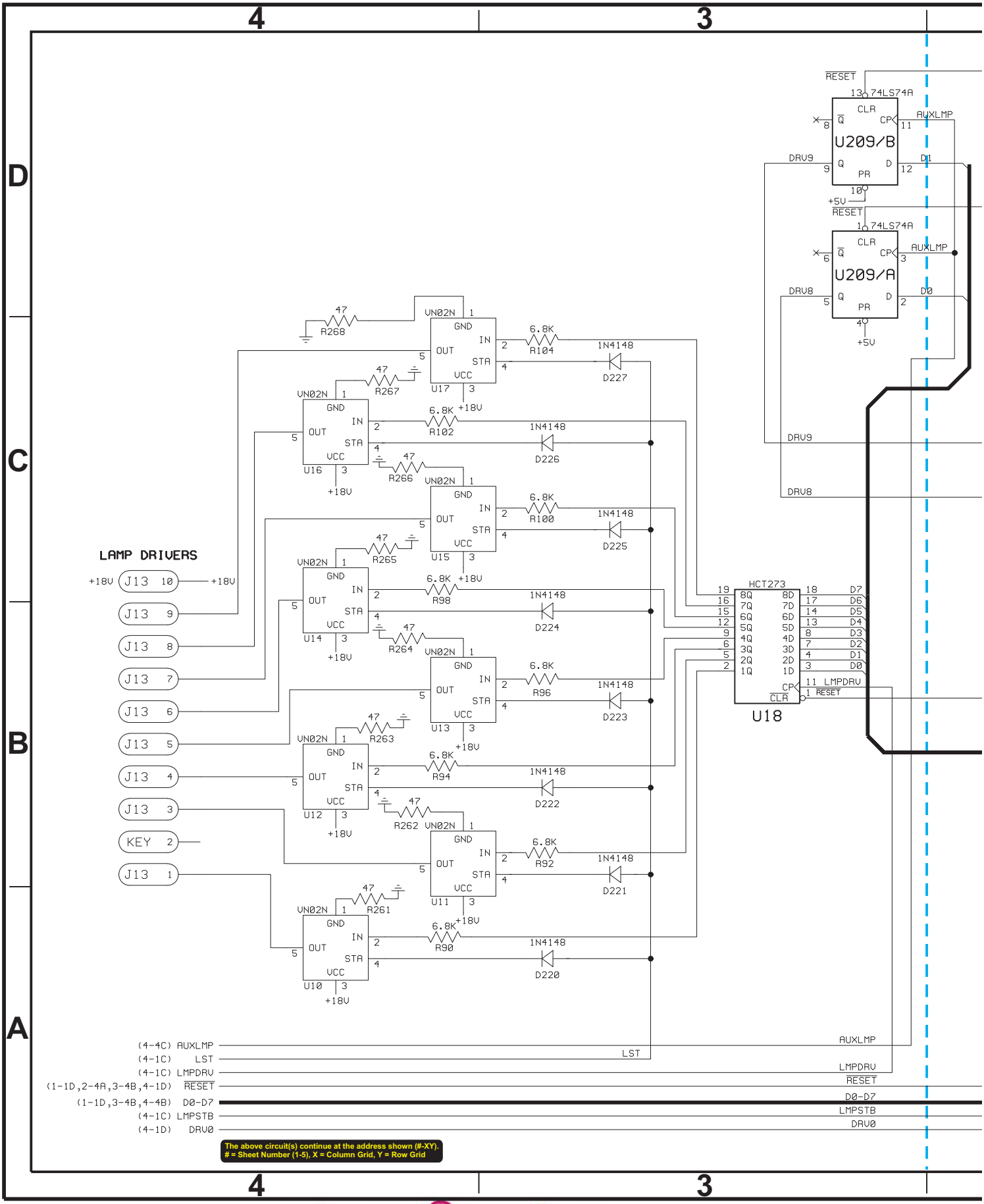
Lamp Matrix:
J12 has 10 low side drivers for the lamp strobes which consist of **19N06L MOSFETS**. Only one lamp strobe should be low at any time. Again the scanning of the lamp strobes keeps the I/O from resetting. **J13** has 8 high side drivers with each having a status indicator. All the status indicators are logically 'OR'ed together and fed back to the CPU/Sound Board. The status can identify open loads (for example open lamp filaments or intermittent connections) and short circuits. These drivers are also short-circuit protected.

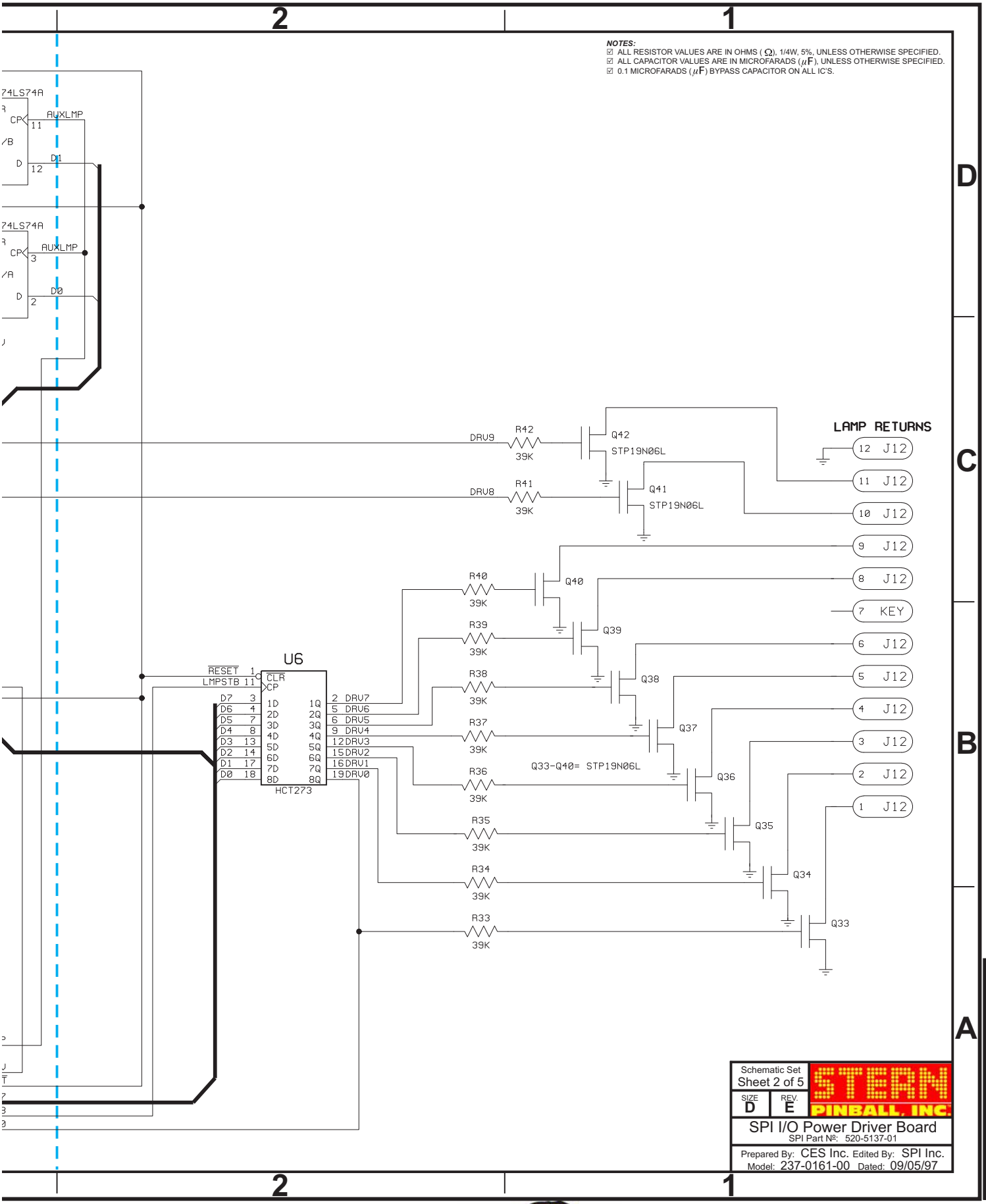
General Illumination (G.I.) Lights:
J15 has 6v AC switched on & off by a relay on the I/O Board. The relay is controlled by **Q200** which supplies power to the 24v coil winding to activate the relay. There are 4 taps on **J15** each fused at 5A for this 6v AC source.

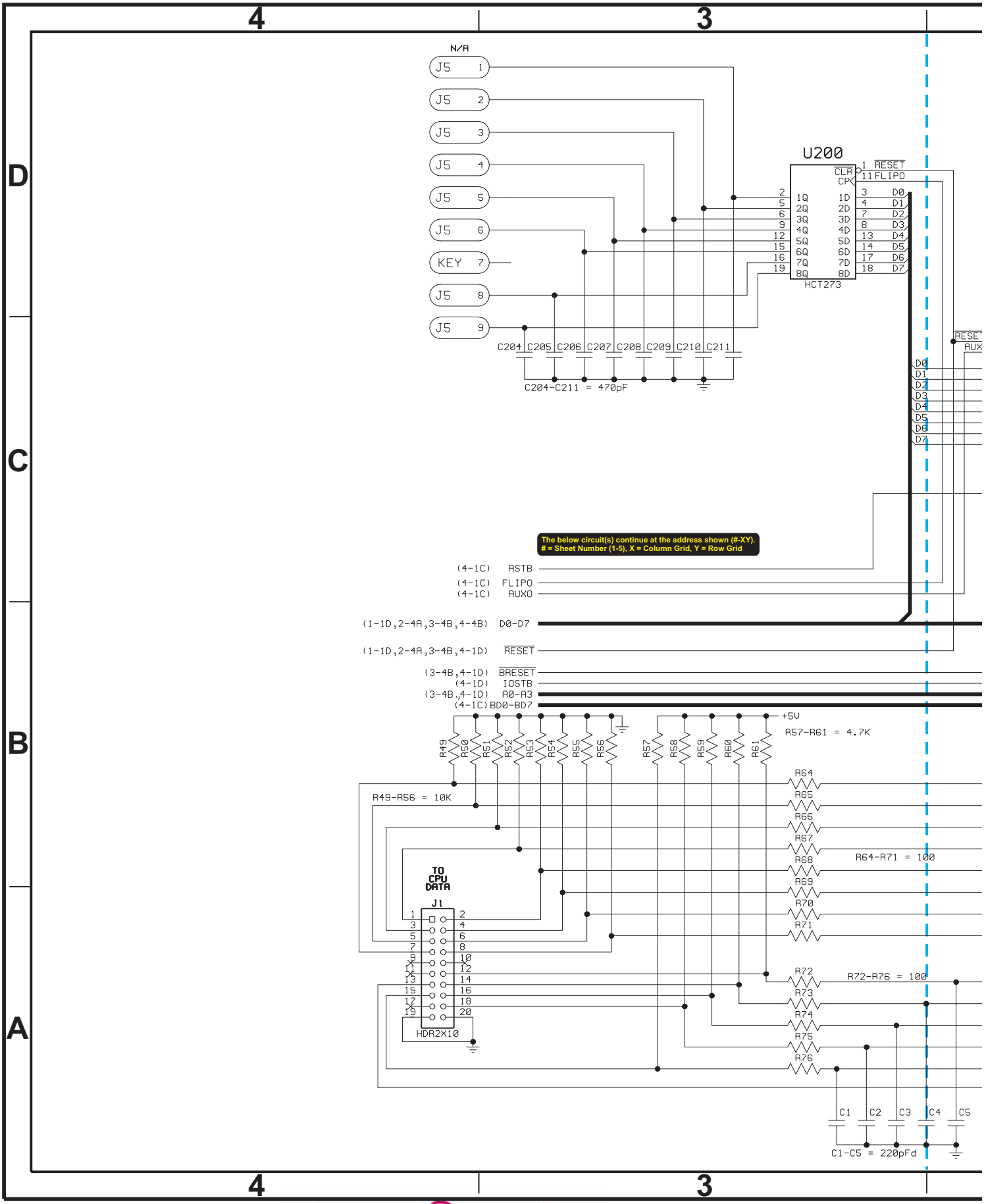


NOTES:
- ☑ ALL RESISTOR VALUES ARE IN OHMS (Ω), 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
- ☑ ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
- ☑ 0.1 MICROFARADS (μF) BYPASS CAPACITOR ON ALL IC'S.


SOLB (4-4D)
SOLA (4-4D)
SOLC (4-4D)
RESET (2-4A,3-4B,4-1D)
FLMP (4-4D)
D0-D7 (2-4A,3-4B,4-4B)
The above circuit(s) continue at the address shown (#-XY).
= Sheet Number (1-5), X = Column Grid, Y = Row Grid
U4
HCT273
U3
HCT273
D208 D209 D210 D211 D212 D213 D214 D215
1N4148
R25 R26 R27 R28 R29 R30 R31 R32
620
Q25 Q26 Q27 Q28 Q29 Q30 Q31 Q32
Q25-Q32 = TIP122
R208 R209 R210 R211 R212 R213 R214 R215
R208-R215 = 22K
1 J6
2 J6
3 J6
4 J6
5 J6
6 J6
7 J6
8 J6
9 KEY
+20V 10 J6 +20V
FLASH LAMP DRIVERS
LOW CURRENT SOLENOIDS
+20V 1 J7 +20V
2 J7
3 J7
4 J7
5 KEY
6 J7
7 J7
8 J7
9 J7
10 J7
D200 D201 D202 D203 D204 D205 D206 D207
1N4148
R17 R18 R19 R20 R21 R22 R23 R24
620
Q17 Q18 Q19 Q20 Q21 Q22 Q23 Q24
Q17-Q24 = TIP122
R200 R201 R202 R203 R204 R205 R206 R207
R200-R207 = 22K
Schematic Set
Sheet 1 of 5
SIZE D
REV. E
STERN PINBALL, INC.
SPI I/O Power Driver Board
SPI Part №: 520-5137-01
Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0161-00 Dated: 09/05/97


4
3
D
C
B
A
LAMP DRIVERS
+18V
J13 10
J13 9
J13 8
J13 7
J13 6
J13 5
J13 4
J13 3
KEY 2
J13 1
UN02N
GND
IN
OUT
STA
VCC
U17
U16
U15
U14
U13
U12
U11
U10
R268
R267
R266
R265
R264
R263
R262
R261
R104
R102
R100
R98
R96
R94
R92
R90
6.8K
47
1N4148
D227
D226
D225
D224
D223
D222
D221
D220
RESET
74LS74A
U209/B
U209/A
CLR
PR
AUXLMP
DRV9
DRV8
D1
D0
HCT273
U18
LMPDRV
(4-4C) AUXLMP
(4-1C) LST
(4-1C) LMPDRV
(1-1D,2-4A,3-4B,4-1D) RESET
(1-1D,3-4B,4-4B) D0-D7
(4-1C) LMPSTB
(4-1D) DRV0
The above circuit(s) continue at the address shown (#-XY).
= Sheet Number (1-5), X = Column Grid, Y = Row Grid


NOTES:
☑ ALL RESISTOR VALUES ARE IN OHMS (Ω), 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
☑ ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
☑ 0.1 MICROFARADS (μF) BYPASS CAPACITOR ON ALL IC'S.
74LS74A
AUXLMP
D1
D0
U6
RESET
LMPSTB
CLR
CP
HCT273
DRV9
DRV8
R42
R41
R40
R39
R38
R37
R36
R35
R34
R33
39K
Q42
Q41
Q40
Q39
Q38
Q37
Q36
Q35
Q34
Q33
STP19N06L
Q33-Q40= STP19N06L
LAMP RETURNS
J12
KEY
Schematic Set
Sheet 2 of 5
SIZE D
REV. E
STERN PINBALL, INC.
SPI I/O Power Driver Board
SPI Part №: 520-5137-01
Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0161-00 Dated: 09/05/97


4
3
D
C
B
A
N/A
J5 1
J5 2
J5 3
J5 4
J5 5
J5 6
KEY 7
J5 8
J5 9
U200
HCT273
1 RESET
11 FLIPO
C204 C205 C206 C207 C208 C209 C210 C211
C204-C211 = 470pF
RESET AUX
D0
D1
D2
D3
D4
D5
D6
D7
The below circuit(s) continue at the address shown (#-XY).
= Sheet Number (1-5), X = Column Grid, Y = Row Grid
(4-1C) ASTB
(4-1C) FLIPO
(4-1C) AUXO
(1-1D,2-4A,3-4B,4-4B) D0-D7
(1-1D,2-4A,3-4B,4-1D) RESET
(3-4B,4-1D) BRESET
(4-1D) IOSTB
(3-4B,4-1D) A0-A3
(4-1C) BD0-BD7
+5V
R49 R50 R51 R52 R53 R54 R55 R56
R57 R58 R59 R60 R61
R57-R61 = 4.7K
R49-R56 = 10K
R64 R65 R66 R67 R68 R69 R70 R71
R64-R71 = 100
R72 R73 R74 R75 R76
R72-R76 = 100
TO CPU DATA
J1
HDR2X10
C1 C2 C3 C4 C5
C1-C5 = 220pFd

NOTES:
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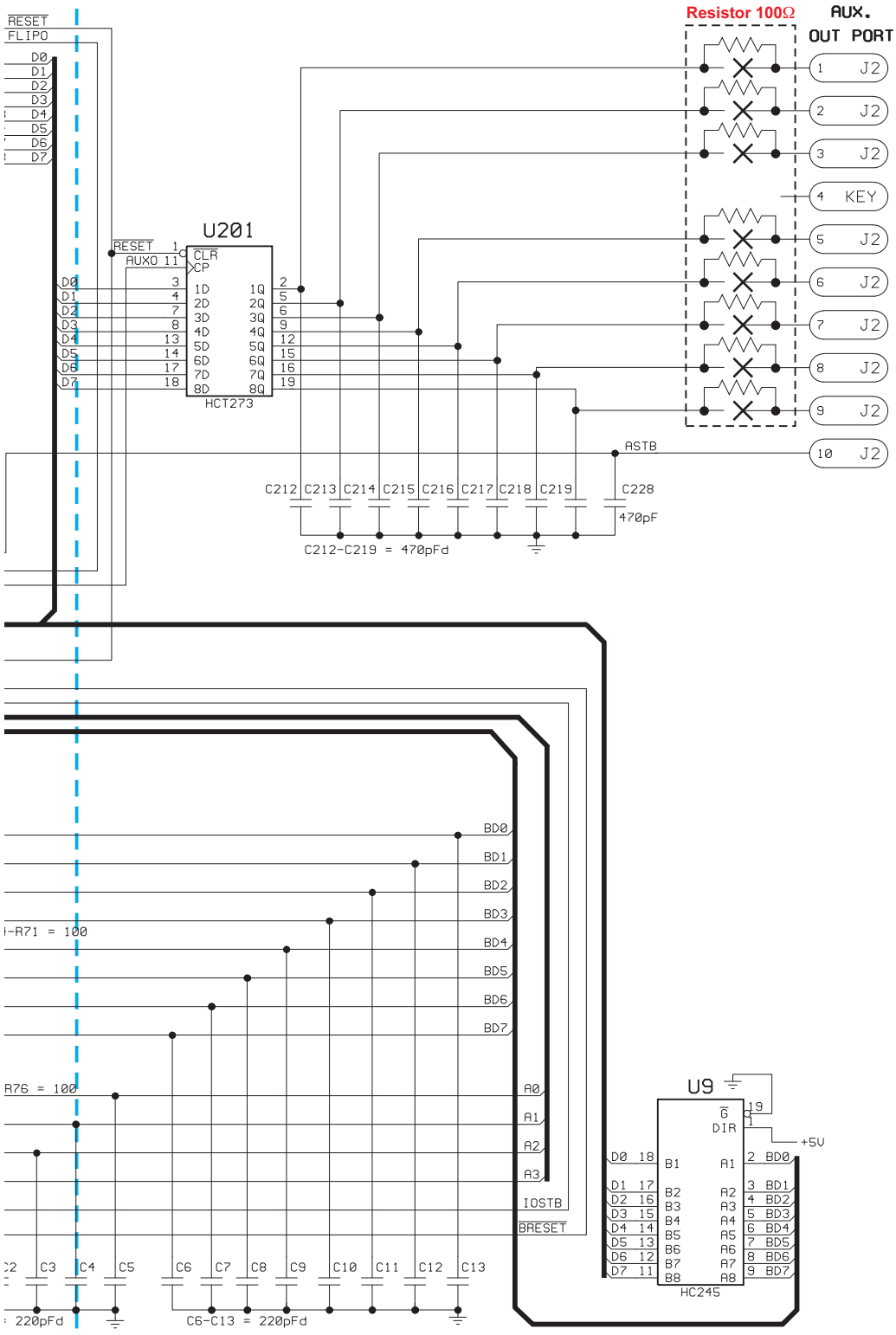
- ☑ ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
- ☑ 0.1 MICROFARADS (μF) BYPASS CAPACITOR ON ALL IC'S.

DATE	DESCRIPTION OF CHANGES / REVISIONS	REQ.	BY.
JAN 2001	Cut trace on solder side at Aux. Out Port J2-PIN1 thru J2-PIN3 & J2-PIN5 thru J2-PIN9; Soldered **Resistor 100Ω** 1/4W 5% (SPI Nº: 121-5007-00). This Modification (highlighted below at J2 with a dotted-line box) was accomplished on boards produced after Jan. 1, 2001. This board is backwards compatible for the White Star™ Board System.	TS	JET

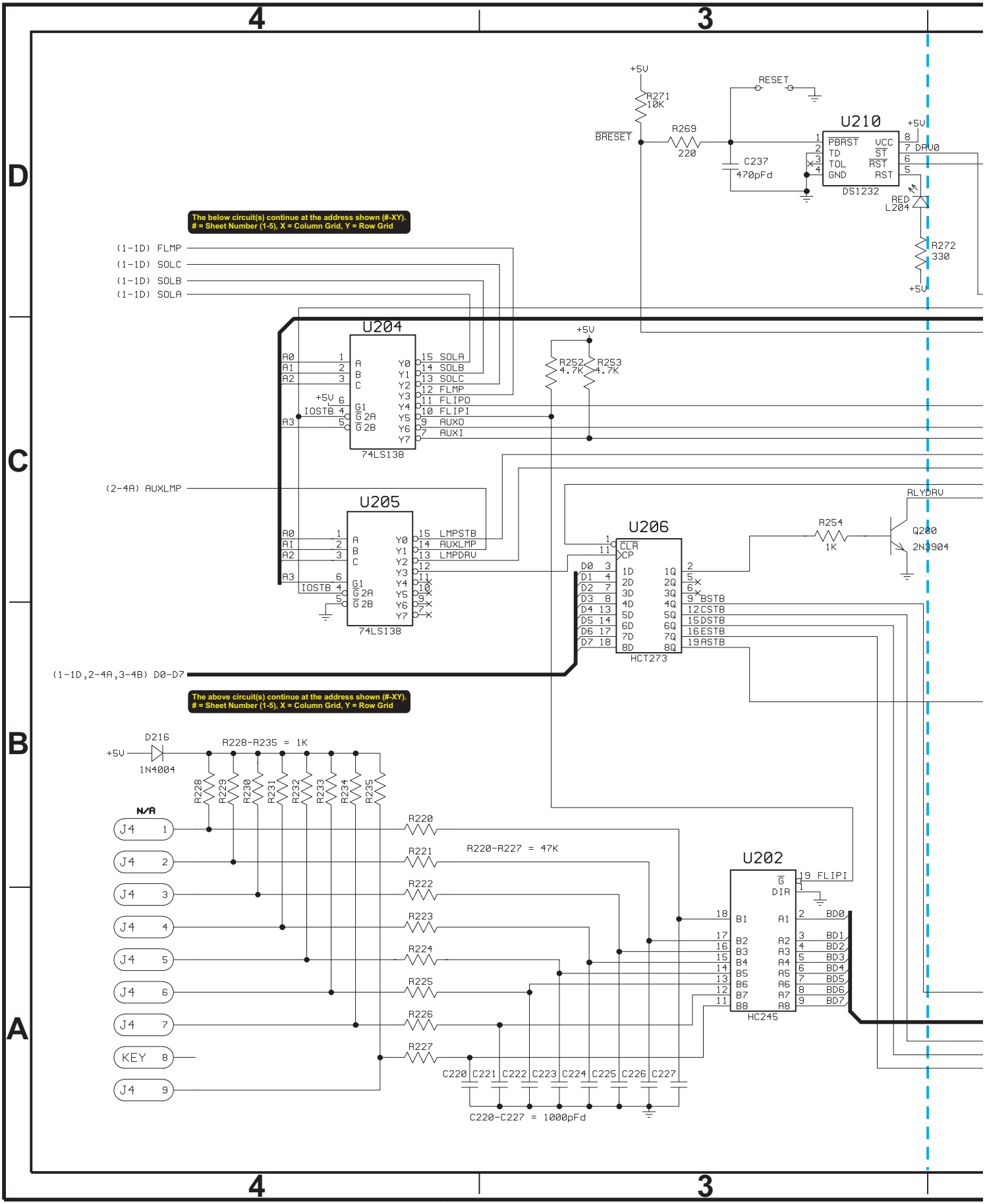


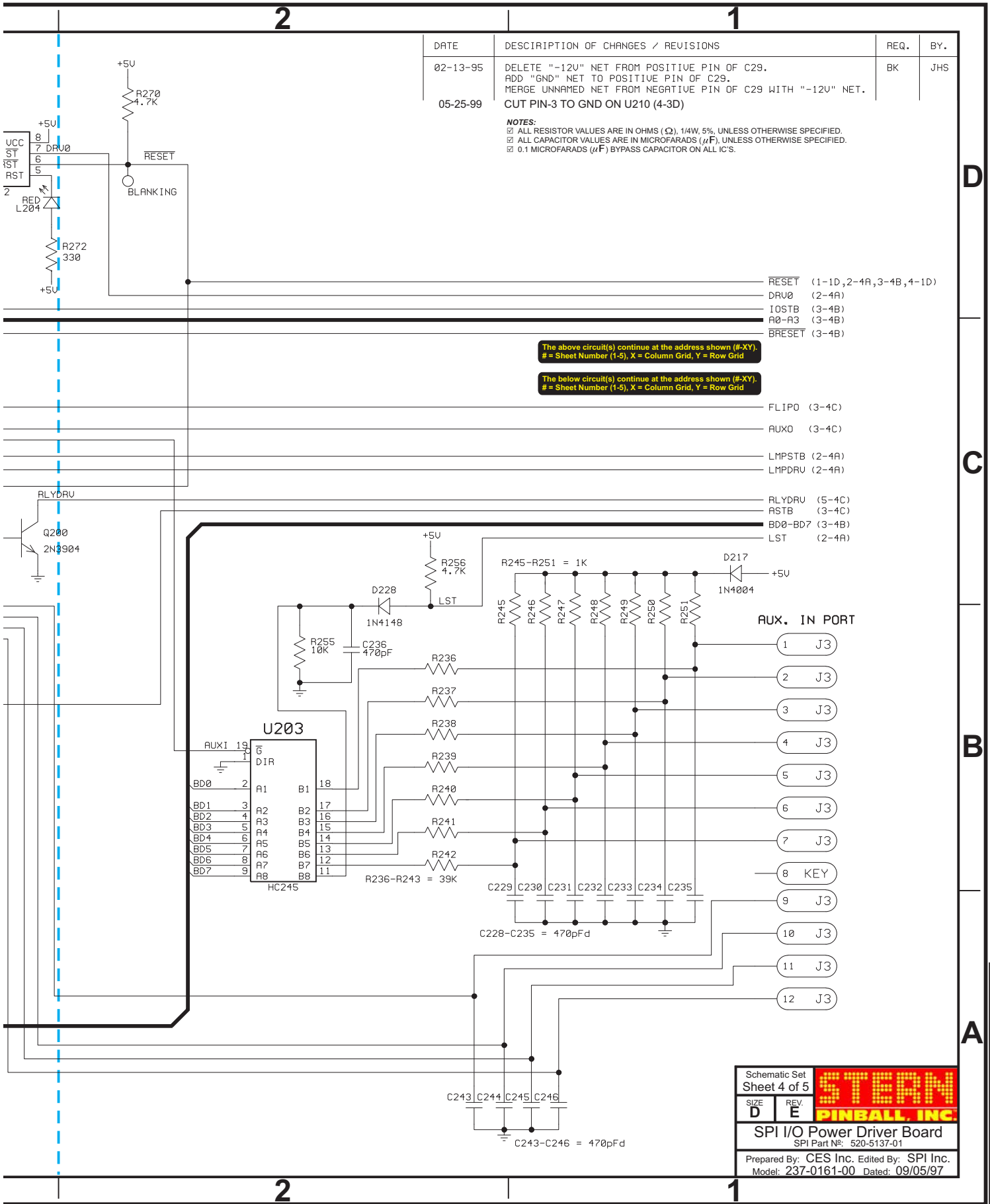
Schematic Set	Sheet 3 of 5
SIZE	D
REV.	E

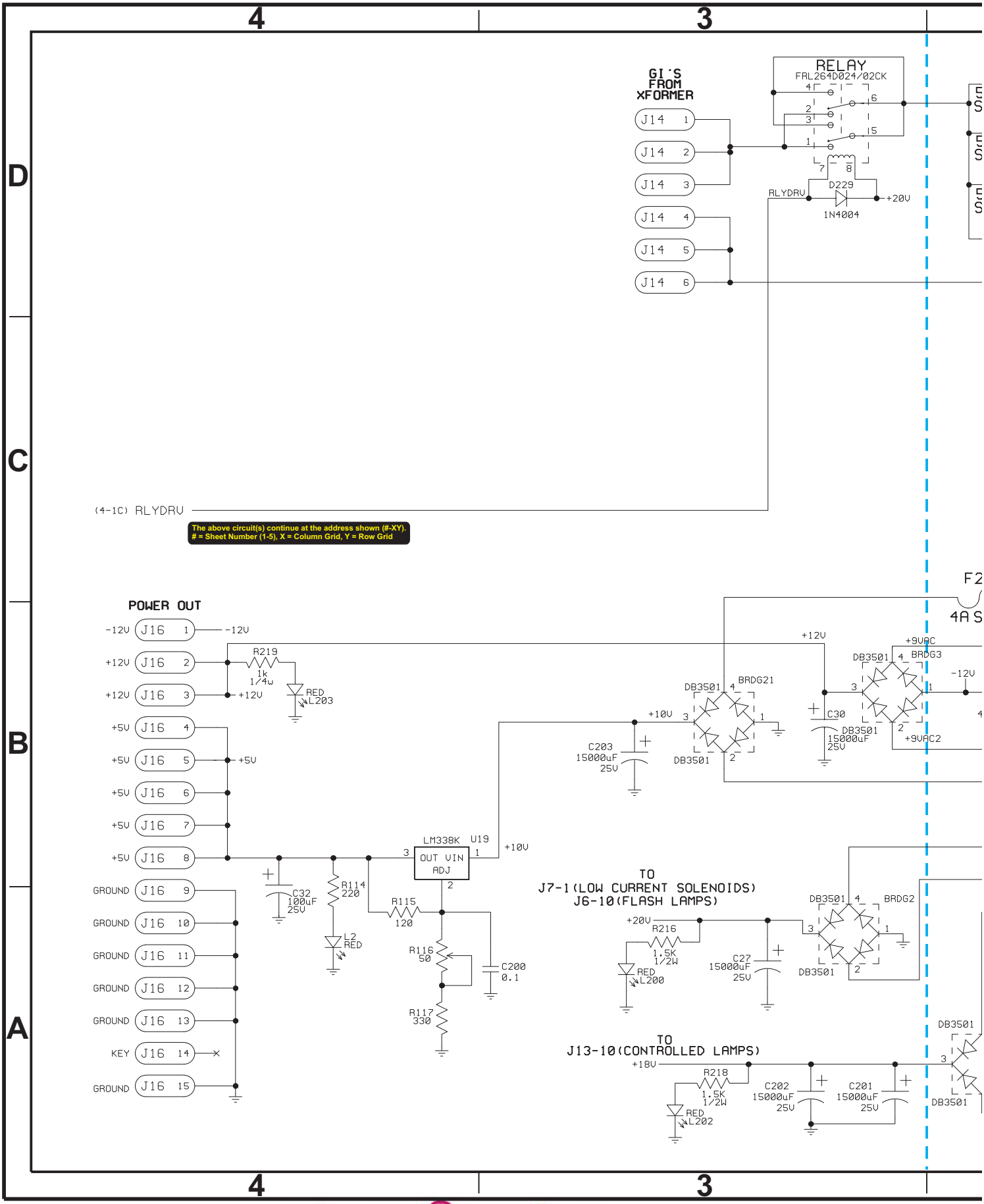
STERN PINBALL, INC.

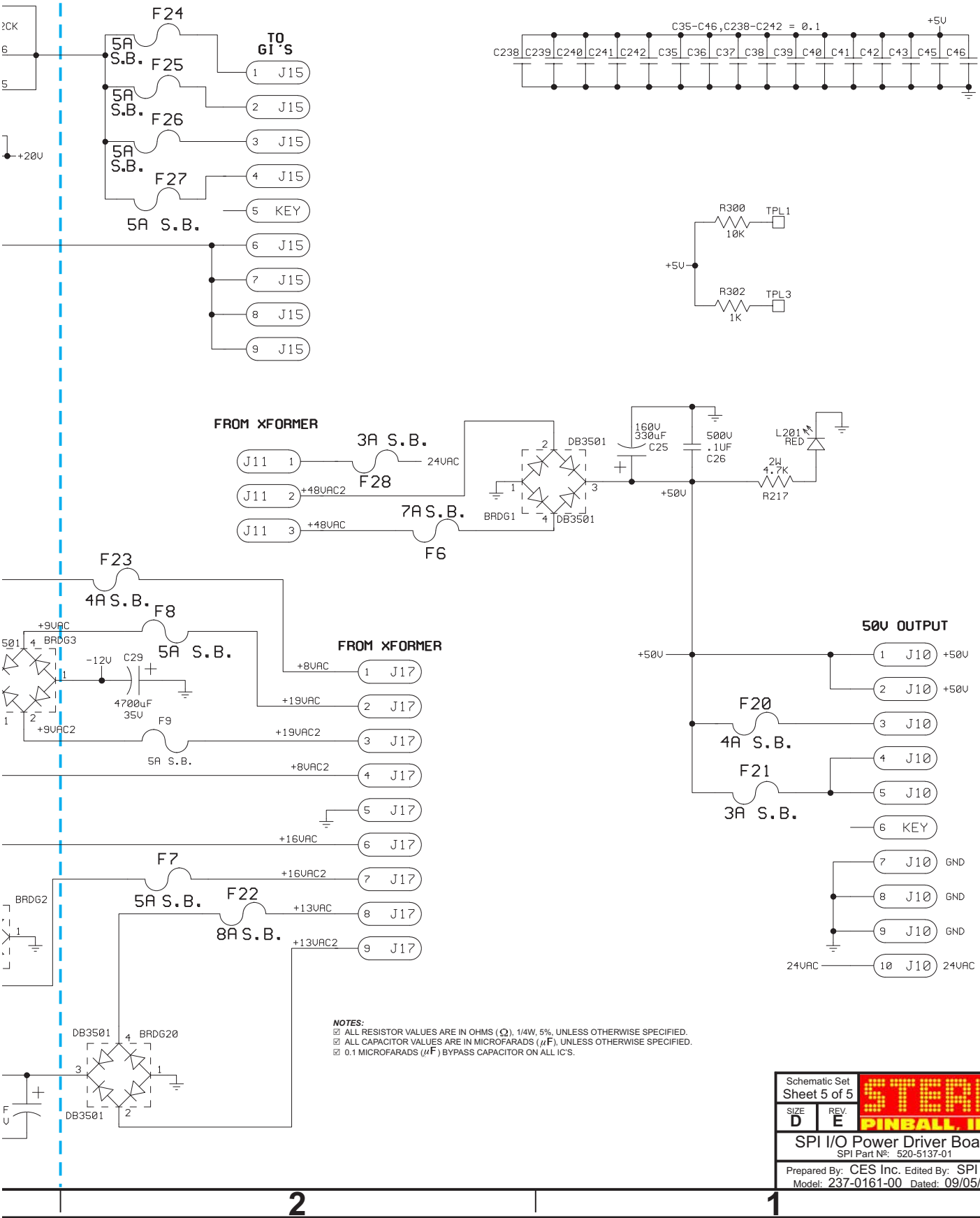
SPI I/O Power Driver Board
SPI Part Nº: 520-5137-01

Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0161-00 Dated: 09/05/97


4
3
D
C
B
A
+5V
R271
10K
RESET
BRESET
R269
220
C237
470pFd
U210
PBRST
TD
TOL
GND
VCC
ST
RST
RST
DS1232
+5V
DRV0
RED
L204
R272
330
+5V
The below circuit(s) continue at the address shown (#-XY).
= Sheet Number (1-5), X = Column Grid, Y = Row Grid
(1-1D) FLMP
(1-1D) SOLC
(1-1D) SOLB
(1-1D) SOLA
U204
A0
A1
A2
A3
+5V
IOSTB
G1
G 2A
G 2B
Y0 SOLA
Y1 SOLB
Y2 SOLC
Y3 FLMP
Y4 FLIPO
Y5 FLIPI
Y6 AUXO
Y7 AUXI
74LS138
+5V
R252
4.7K
R253
4.7K
(2-4A) AUXLMP
U205
A0
A1
A2
A3
IOSTB
G1
G 2A
G 2B
Y0 LMPSTB
Y1 AUXLMP
Y2 LMPDRV
74LS138
U206
CLR
CP
D0
D1
D2
D3
D4
D5
D6
D7
1D
2D
3D
4D
5D
6D
7D
8D
1Q
2Q
3Q
4Q
5Q
6Q
7Q
8Q
BSTB
CSTB
DSTB
ESTB
ASTB
HCT273
RLYDRV
R254
1K
Q200
2N3904
(1-1D,2-4A,3-4B) D0-D7
The above circuit(s) continue at the address shown (#-XY).
= Sheet Number (1-5), X = Column Grid, Y = Row Grid
D216
+5V
1N4004
R228-R235 = 1K
R228
R229
R230
R231
R232
R233
R234
R235
N/A
J4 1
J4 2
J4 3
J4 4
J4 5
J4 6
J4 7
KEY 8
J4 9
R220
R221
R222
R223
R224
R225
R226
R227
R220-R227 = 47K
U202
G
DIR
FLIPI
B1
B2
B3
B4
B5
B6
B7
B8
A1
A2
A3
A4
A5
A6
A7
A8
BD0
BD1
BD2
BD3
BD4
BD5
BD6
BD7
HC245
C220
C221
C222
C223
C224
C225
C226
C227
C220-C227 = 1000pFd


2
1
D
C
B
A
DATE
DESCIRIPTION OF CHANGES / REVISIONS
REQ.
BY.
02-13-95
DELETE "-12V" NET FROM POSITIVE PIN OF C29.
ADD "GND" NET TO POSITIVE PIN OF C29.
MERGE UNNAMED NET FROM NEGATIVE PIN OF C29 WITH "-12V" NET.
BK
JHS
05-25-99
CUT PIN-3 TO GND ON U210 (4-3D)
NOTES:
ALL RESISTOR VALUES ARE IN OHMS (Ω), 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
0.1 MICROFARADS (μF) BYPASS CAPACITOR ON ALL IC'S.
+5V
R270 4.7K
RESET
BLANKING
RED L204
R272 330
RESET (1-1D,2-4A,3-4B,4-1D)
DRV0 (2-4A)
IOSTB (3-4B)
A0-A3 (3-4B)
BRESET (3-4B)
The above circuit(s) continue at the address shown (#-XY). # = Sheet Number (1-5), X = Column Grid, Y = Row Grid
The below circuit(s) continue at the address shown (#-XY). # = Sheet Number (1-5), X = Column Grid, Y = Row Grid
FLIPO (3-4C)
AUXO (3-4C)
LMPSTB (2-4A)
LMPDRV (2-4A)
RLYDRV
Q200 2N3904
RLYDRV (5-4C)
ASTB (3-4C)
BD0-BD7 (3-4B)
LST (2-4A)
R256 4.7K
D228 1N4148
R255 10K
C236 470pF
R245-R251 = 1K
D217 1N4004
R245 R246 R247 R248 R249 R250 R251
AUX. IN PORT
1 J3
2 J3
3 J3
4 J3
5 J3
6 J3
7 J3
8 KEY
9 J3
10 J3
11 J3
12 J3
U203
HC245
AUXI
DIR
BD0 BD1 BD2 BD3 BD4 BD5 BD6 BD7
R236 R237 R238 R239 R240 R241 R242
R236-R243 = 39K
C229 C230 C231 C232 C233 C234 C235
C228-C235 = 470pFd
C243 C244 C245 C246
C243-C246 = 470pFd
Schematic Set Sheet 4 of 5
SIZE D
REV. E
STERN PINBALL, INC.
SPI I/O Power Driver Board
SPI Part №: 520-5137-01
Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0161-00 Dated: 09/05/97


4
3
D
C
B
A
GI'S FROM XFORMER
J14 1
J14 2
J14 3
J14 4
J14 5
J14 6
RELAY
FRL264D024/02CK
RLYDRV
D229
1N4004
+20V
(4-1C) RLYDRV
The above circuit(s) continue at the address shown (#-XY).
= Sheet Number (1-5), X = Column Grid, Y = Row Grid
POWER OUT
-12V J16 1
+12V J16 2
+12V J16 3
+5V J16 4
+5V J16 5
+5V J16 6
+5V J16 7
+5V J16 8
GROUND J16 9
GROUND J16 10
GROUND J16 11
GROUND J16 12
GROUND J16 13
KEY J16 14
GROUND J16 15
R219
1k
1/4w
RED
L203
C32
100uF
25V
R114
220
L2
RED
R115
120
R116
50
R117
330
C200
0.1
LM338K U19
OUT VIN
ADJ
+10V
C203
15000uF
25V
DB3501 BRDG21
DB3501
C30
15000uF
25V
+9VAC
DB3501 BRDG3
+9VAC2
-12V
TO
J7-1(LOW CURRENT SOLENOIDS)
J6-10(FLASH LAMPS)
R216
1.5K
1/2W
RED
L200
C27
15000uF
25V
DB3501 BRDG2
TO
J13-10(CONTROLLED LAMPS)
+18V
R218
1.5K
1/2W
RED
L202
C202
15000uF
25V
C201
15000uF
25V
DB3501
F2
4A S



NOTES:
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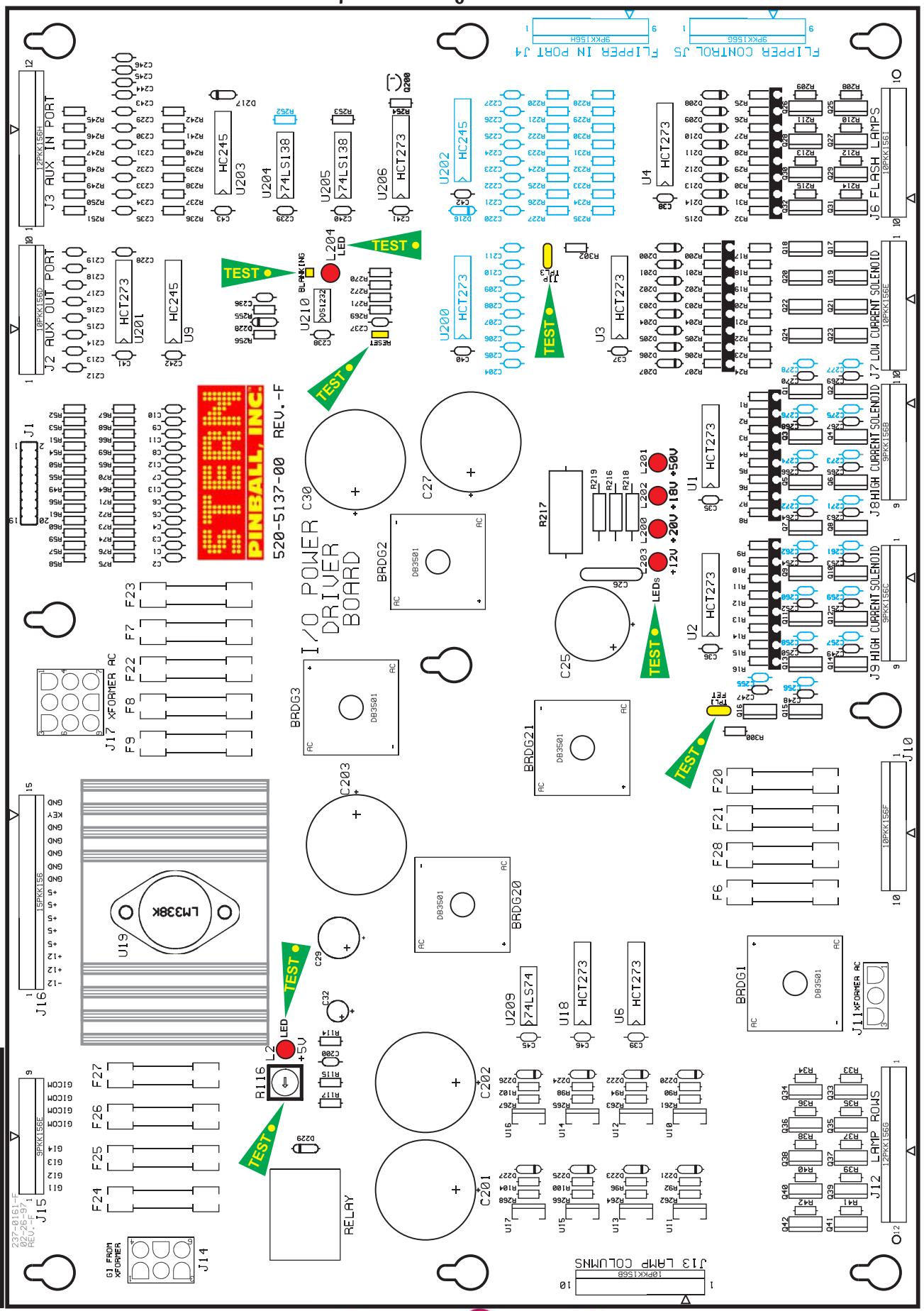
- ☑ ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
- ☑ 0.1 MICROFARADS (μF) BYPASS CAPACITOR ON ALL IC'S.

Schematic Set	Sheet 5 of 5
SIZE D	REV. E
STERN PINBALL, INC.	
SPI I/O Power Driver Board	
SPI Part №: 520-5137-01	
Prepared By: CES Inc.	Edited By: SPI Inc.
Model: 237-0161-00	Dated: 09/05/97


Test Points:
TEST
←TIP TPL3
←BLANKING
←L204 LED
←RESET
LEDs :
←L201+50v
←L202+18v
←L200+20v
←L203+12v
←FET TPL1
LED :
←L2+5V
←R116 POT
520-5137-00 REV.-F
I/O POWER DRIVER BOARD
PINBALL, INC.
FLIPPER CONTROL J5
FLIPPER IN PORT J4
J3 AUX IN PORT
J2 AUX OUT PORT
J6 FLASH LAMPS
J7 LOW CURRENT SOLENOID
J8 HIGH CURRENT SOLENOID
J9 HIGH CURRENT SOLENOID
J10
J11 XFORMER AC
J12 LAMP ROWS
J13 LAMP COLUMNS
J14 GI FROM XFORMER
J15
J16
J17 XFORMER AC
J1
RELAY
LM338K
BRDG1
BRDG2
BRDG3
BRDG20
BRDG21
Actual Board Size 15.698" X 11"

I/O Power Driver Board Parts

ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION (NS = Not Stuffed)
—	**1**	**520-5137-01**	**I/O Power Driver Board**	**Complete PCB Assembly**
01	5	112-5000-00	BRDG1, BRDG2, BRDG3, BRDG20, BRDG21	DB3501
02	13	125-5030-00	C1, C2, C3>C6, C7, C8, C9>C10, C11, C12	220pF, (221), Cap.
03	1	125-5033-00	C25	100uF, 150v, Radial Lytic Cap.
04	1	125-5035-00	C26	.1UF, 500v, Ceramic Disk Cap.
05	5	125-5036-00	C27, C30, C201, C202, C203	15000uF, 25v, Radial Lytic Cap.
06	1	125-5034-00	C29	4700uF, 35v, Radial Lytic Cap.
07	1	125-5032-00	C32	100uF, 25v, Radial Lytic Cap.
08	17	125-5031-00	C35, C36, C37, C38, C39, C40, C41, C42, C43, C45, C46, C200, C238, C239, C240, C241, C242	0.1uF, (104), Cap.
09	22	125-5028-00	C212>C219, C228>C237, C243>C246 (C204-C211: NS)	470pF, (471), Axial Cap.
10	0	n/a	(C220>C227: NS)	
11	16	125-5029-00	C247>C254, C263>C270	0.01uF, (103), 100v Cap.
12	0	125-5027-00	(C255>C262, C271>C278: NS)	0.1uF, (104), 100v, Cap.
13	25	112-0054-00	D200>D207, D208>D215, D220, D221, D222, D223, D224, D225, D226, D227	1N4148, Diode
14	2	112-5003-00	D217, D229 (D216: NS)	1N4004, Diode
15	26	205-0004-00	F6, F7, F8, F9, F20, F21, F22, F23, F24> F27, F28	Fuse Clips
16	1	200-5000-03	F6	7A 250v S.B. Fuse
17	7	200-5000-01	F7, F8, F9, F24>F27	5A 250v S.B. Fuse
18	2	200-5000-08	F21, F28	3A 250v S.B. Fuse
19	1	200-5000-05	F22	8A 250v S.B. Fuse
20	2	200-5000-06	F20, F23	4A 250v S.B. Fuse
21	1	045-5015-01	J1	20-Pin, 0.1 Dual Row Header
22	1	045-5014-01	J2 (Key Pin-4), J6 (Key Pin-9), J7 (Key Pin-5) J10 (Key Pin-6), J13 (Key Pin-2)	10PKK156
23	1	045-5015-00	J3 (Key Pin-8)	12PKK156
	0	n/a	(J4, J5: NS)	
24	1	045-5013-00	J8 (Key Pin-2), J9 (Key Pin-3), J15 (Key Pin-5)	9PKK156
25	1	045-0014-03	J11	10-84-4030 (3-Pin MOLEX)
26	1	045-5015-00	J12 (Key Pin-7)	12PKK156
27	1	045-0014-06	J14	10-84-4060 (6-Pin MOLEX)
28	1	045-5016-00	J16 (Key Pin-14)	15PKK156
29	1	045-0014-09	J17	10-84-4090 (9-Pin MOLEX)
30	**6**	**165-5099-00**	**L2, L200, L201, L202, L203, L204**	**LED T1-3/4 DIFFUSER LED**
31	16	110-0106-00	Q1>Q16	22NE10L STP, Transistor
32	16	110-0067-00	Q17>Q24, Q25>Q32	TIP122
33	10	110-0088-00	Q33>Q42	19N06L STP, Transistor
34	1	110-0069-00	Q200	2N3904, Transistor.
35	32	121-5042-00	R1>R8, R9>R16, R200>R207, R208>R215	22K Ω 1/4W Res.
36	16	121-5003-00	R17>R24, R25>R32	620 Ω 1/4W Res.
37	17	121-5045-00	R33>R42, R236>R242	39K Ω 1/4W Res.
38	8	121-5021-00	R49, R57>R61, R253, R256, R270 (R252: NS)	4.7K Ω 1/4W Res.
39	11	121-5011-00	R50>R56, R255, R271, R300	10K Ω 1/4W Res.
40	13	121-5007-00	R64>R76 Resistors on Solder Side @ J2-Pins: 1-3 & 5-9	100 Ω 1/4W Res.
41	8	121-5029-00	R90, R92, R94, R96, R98, R100, R102, R104	6.8K Ω 1/4W Res.
42	2	121-5033-00	R114, R269	220 Ω 1/4W Res.
43	1	121-5030-00	R115	120 Ω 1/4W Res.
44	1	121-5039-00	R116	50 Ω Pot
45	2	121-5036-00	R117, R272	330 Ω 1/4W Res.
46	2	121-5038-00	R216, R218	1.5K Ω 1/2W Res.
47	1	121-5050-00	R217	4.7K Ω 2W Res. (SANDBAR)
48	1	121-5009-00	R219	1K Ω 1/4W Res.
49	0	n/a	(R220>R227: NS)	
50	9	121-5009-00	R245>R251, R254, R302 (R228>R235: NS)	1K Ω 1/4W Res.
51	8	121-5032-00	R261, R262, R263, R264, R265, R266, R267, R268	47 Ω 1/4W Res.
52	1	190-5002-00	RELAY	FRL264D024/02CK Relay
53	2	n/a	TPL1, TPL3	*Test Point Wire (24ga.) Loops*
54	8	100-5012-00	U1, U2, U3, U4, U6, U18, U201, U206 (U200: NS)	74HCT273
55	1	110-0058-00	U9	74LS245
56	1	100-5023-00	U210	DS1232
57	8	110-0089-00	U10, U11, U12, U13, U14, U15, U16, U17	VN02N
58	1	100-0356-00	U19	LM338K
59	1	n/a	U19	Heatsink (5v Reg.)
60	1	100-0338-00	U203 (U202: NS)	74HC245
61	2	100-0148-00	U204, U205	74LS138
62	1	100-0037-00	U209	74LS74
63	1	n/a	BLANKING, RESET	*Test Points*


YEAH,
BABY,
GRRRR.

CPU Section:
The CPU is a **68B09E** (**U209**) with up to 8 MBytes of CPU *Code Space* (**U210**). The CPU code is bank selected by the use of **U211** and each bank consists of 16 KBytes. 8 KBytes of **RAM** (**U212**) is available to the CPU. The RAM is battery backed and has a write protected area. Battery back up is accomplished by **3-AA Cells** (**BAT1**) which have a **TEST POINT VBATT** to check the battery voltage status. The write protected area consists of 512 Bytes used for storing game settings. This section of **RAM** can only be written to when the coin door is open. The Coin Door switch comes into the CPU on **CN6-12** and is fed into the address decoding **PAL U213**. When this memory protect signal is low writes to the protected **RAM** area are prohibited. Address decoding for the system is accomplished by one **PAL U213** and one 1-of-8 decoder **U214**.

A watchdog is used to monitor the CPU and the 5v supply. If the 5v supply is below 4.75 the watchdog will hold the CPU/Sound Board & I/O Board in *reset*. The watchdog must be fed at a rate of ***250ms*** or faster. The signal used to feed the watchdog comes from the EPROM Bank select signal used to load **U211**. The CPU has a timer interrupt used as a heartbeat for the system this signal comes from counter **U2**. The clock for this counter is the **CPU Q CLOCK**. Clearing the timer interrupt is done by reading the ***DIP Switch***. The timer interrupt can be observed at **TEST POINT FIRQ**. In normal operation **"FIRQ"** should be toggling at a rate of *976Hz*.

The I/O Interface **CN1** is buffered by two (2) **HC245** Chips (**U207 & U208**). The CPU's reset line is buffered by **Q10** and fed over to the I/O through **CN1**. An I*/O Strobe Signal* is fed through **CN1-15** and is used to notify the I/O that a valid address is being sent.

Switches:
The Switch Matrix consists of eight (8) **2N3904** Transistors(**Q1-Q8**) which pull one of 8 strobes 'low' to *activate* a Single Column of switches. The *Switch Return Signals* are fed into **CN7** [SWITCH ROWS] and are highly filtered and compared to a 2.5v *reference voltage*. The *Switch Return Voltage* must be below 2.5v to make a *Valid Switch Closure*. If *false switches* are appearing, check that none of the **2N3904** Transistors are permanently pulling the *strobe line low*. Only one strobe from **CN5** [SWITCH COLUMNS] should be *low at any time*. **CN6** [DEDICATED SWITCH IN] is a *Dedicated Bank of Input Switches*. Switches connected to **CN6** are connected to ground instead of a strobe and may be read at any time.

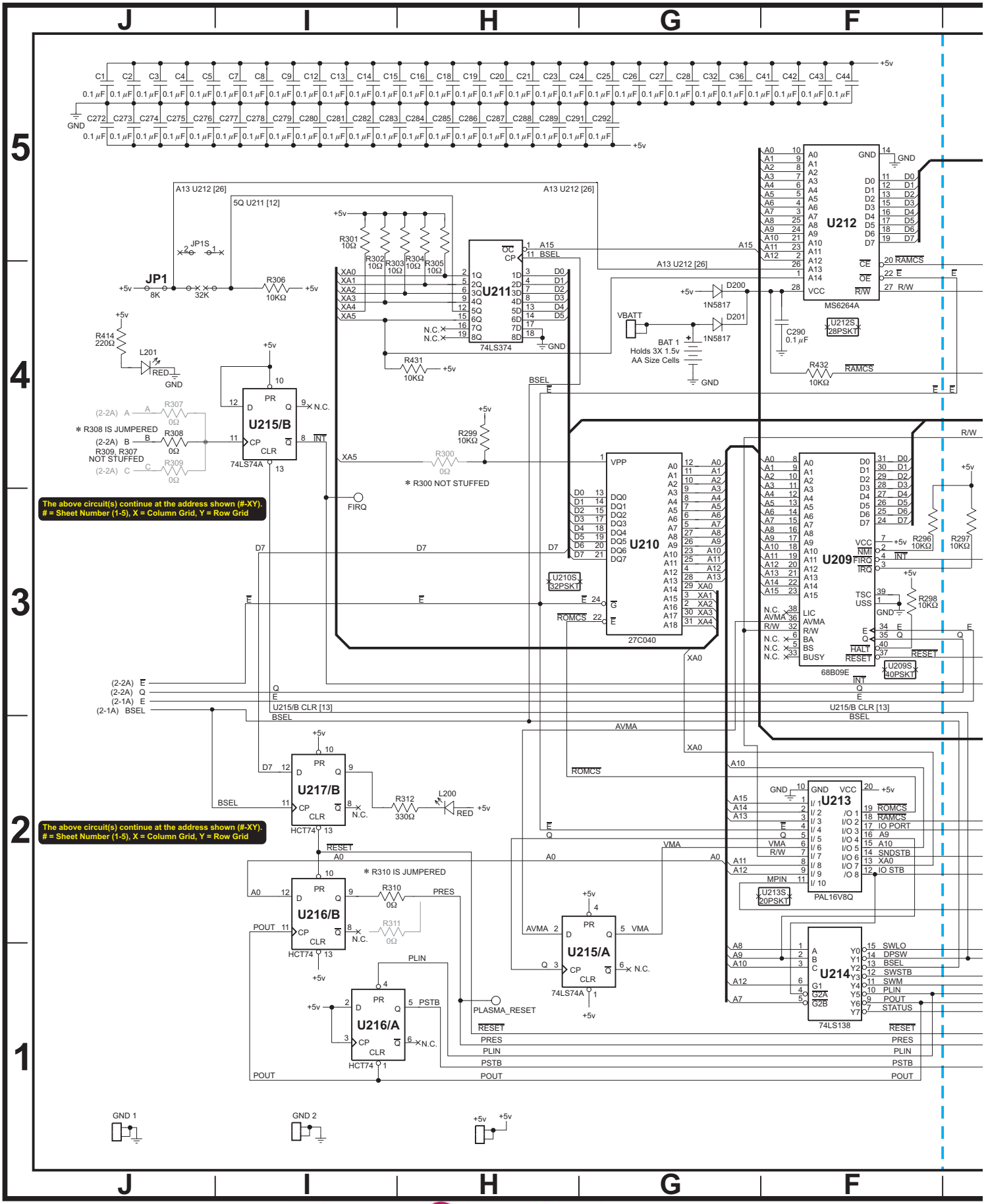
Plasma Interface:
The data path for communication to and from the Plasma Controller Board is 8 bits wide. There are separate *Input* and *Output Busses*. The *Input Bus* from the Plasma Controller to the CPU/Sound Board comes in on **CN8** [PLASMA CONTROL]-**Pins 3-10** and is fed into **U200** for input to the CPU's *Data Bus*. Data going out to the controller comes from the CPU's *Data Bus* through **U201** and onto **CN8-Pins 11-18**. Status back from the Plasma Controller comes in on **CN8-Pins 22-26** and is fed into **U202** for input to the CPU's *Data Bus*. Two control signals that go out to the Plasma Controller are **PRES** [PLASMA RESET] and **CN8-Pin 19** [**PSTB** - *Plasma Strobe*]. The Plasma Reset is software controllable through **U216/B** and also has a test point "Plasma Reset". The *Plasma Strobe Signal* to the controller is generated from **U216/A** and is *used to latch data* into the Plasma Controller.

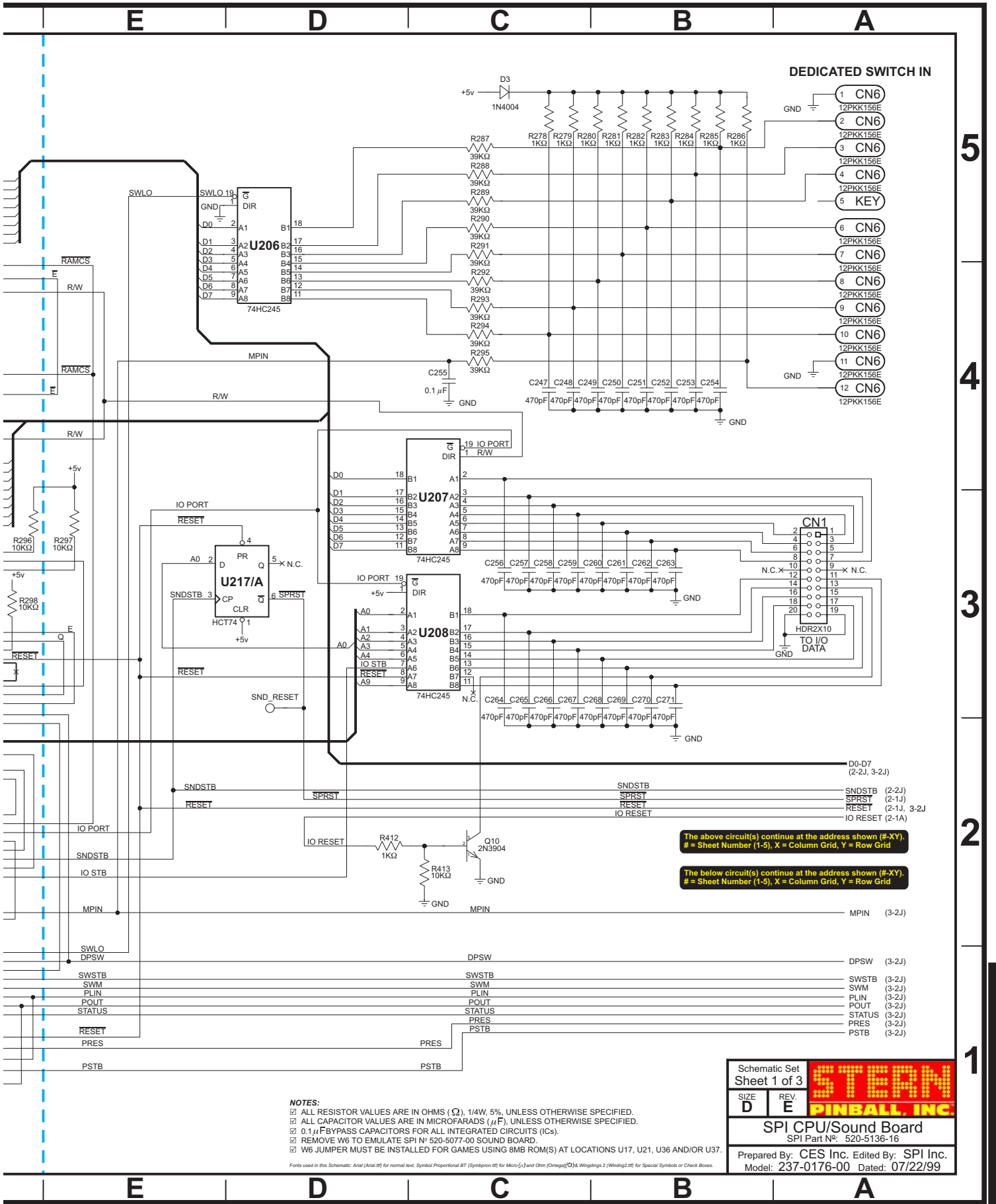
Sound Section:
The audio section consists of a **BSMT SOUND CHIP U9** Sound (Voice) EPROMs (**U17 U21 U36 U37**) **68B09E U6** and Sound Code **EPROM U7**. The **BSMT** latches sound EPROM addresses in **U13** & **U12** for output to the Sound EPROMs. Sound Data from the EPROMs is read through **U19** to the **BSMT**. The EPROMs are bank selected by **U22**. When the **BSMT** has sound data to be played out to the speakers it loads 16 bits into a 16 bit shift register made up of **U24** & **U23**. The data stream from the shift register is serially shifted into a stereo 16 bit *Digital to Analog Converter* (**DAC, U26**). When the system is operating properly the ws (word select) input of the **DAC** will be toggling. The ws input is used to latch the right and left channel sound data into the **DAC**. If the ws line is not oscillating no analog signal will come out of the **DAC**. The **DAC** outputs are a controlled current source. These outputs are converted to a voltage by an operational amplifier **U30** to form the analog signal. **TEST POINTS AOR** and **AOL** are the outputs of the operational amplifier. These outputs are then fed directly into the power amplifiers (**TDA2030A**) or optionally into an analog volume control chip **U35** for a potentiometer volume control. The analog section has its own +5v & -5v derived from **VR1** & **VR2**. These separate supply voltages are for the **DAC U26** Operational Amplifier **U30** and analog volume control **U35**.

Sound calls are made from the **CPU's 68B09E U209** to the sound section by latching data into **U5**. The sound section's **CPU 68BO9E (U6)** reads in this data and handles the interfacing to the **BSMT**.

Other Test Points:
E & **Q** - The CPU signals for both **68B09E** processors. Should be at 2Mhz with **Q** leading **E** by ***500 nsec***.
24Mhz - The oscillator used for the **BSMT** & derivation of **E** & **Q**.
SND-FIRQ - The sound sections **CPU Interupt**.
6Mhz - This clock is generated internally on the **BSMT** and is used for shifting the data samples into th **DAC**.

W6 Jumper - This jumper must be installed for games that use **8MB** Sound EPROMs (**U17 U21 U36 U37**). For games which use **4MB** Sound EPROMs this jumper is not installed but will operate on boards with **W6** installed.


J
I
H
G
F
5
4
3
2
1
U211
74LS374
U212
MS6264A
U210
27C040
U209
68B09E
U215/B
74LS74A
U217/B
HCT74
U216/B
U216/A
U215/A
U213
PAL16V8Q
U214
74LS138
JP1
JP1S
R301 10Ω
R302 10Ω
R303 10Ω
R304 10Ω
R305 10Ω
R306 10KΩ
R307 0Ω
R308 0Ω
R309 0Ω
R310 0Ω
R311 0Ω
R312 330Ω
R414 220Ω
R431 10KΩ
R432 10KΩ
R296 10KΩ
R297 10KΩ
R298 10KΩ
R299 10KΩ
R300 0Ω
D200 1N5817
D201 1N5817
L201 RED
L200 RED
BAT 1 Holds 3X 1.5v AA Size Cells
C290 0.1 µF
* R308 IS JUMPERED
R309, R307 NOT STUFFED
* R300 NOT STUFFED
* R310 IS JUMPERED
The above circuit(s) continue at the address shown (#-XY). # = Sheet Number (1-5), X = Column Grid, Y = Row Grid
A13 U212 [26]
5Q U211 [12]
U215/B CLR [13]
BSEL
AVMA
ROMCS
VMA
PLASMA_RESET
GND 1
GND 2



NOTES:

- ☑ ALL RESISTOR VALUES ARE IN OHMS (Ω), 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
- ☑ ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
- ☑ 0.1μF BYPASS CAPACITORS FOR ALL INTEGRATED CIRCUITS (ICs).
- ☑ REMOVE W6 TO EMULATE SPI № 520-5077-00 SOUND BOARD.
- ☑ W6 JUMPER MUST BE INSTALLED FOR GAMES USING 8MB ROM(S) AT LOCATIONS U17, U21, U36 AND/OR U37.

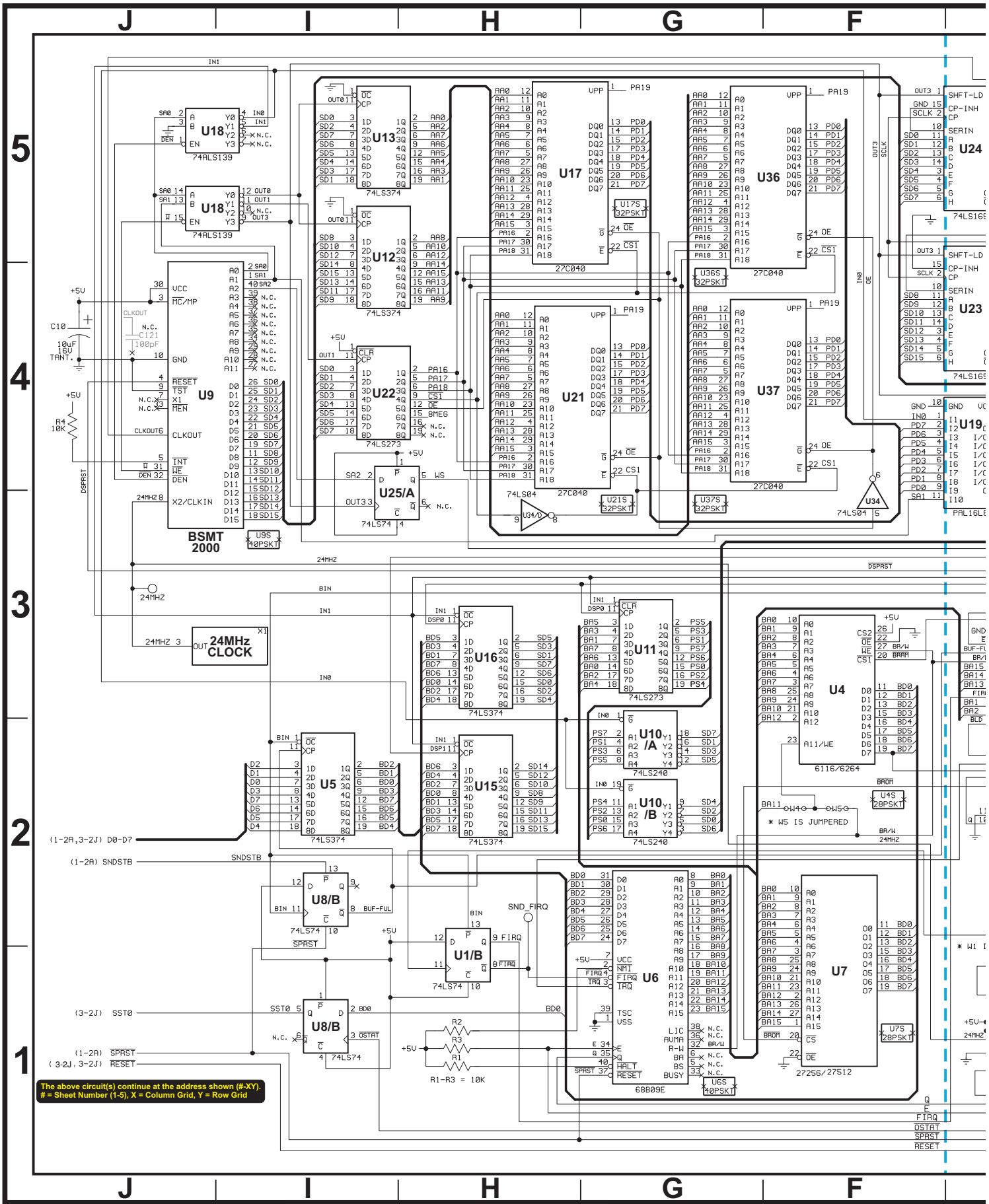
Fonts used in this Schematic: Arial (Arial.ttf) for normal text, Symbol Proportional BT (Symbpron.ttf) for Micro (μ) and Ohm (Omega) (Ω) & Wingdings 2 (Windng2.ttf) for Special Symbols or Check Boxes.

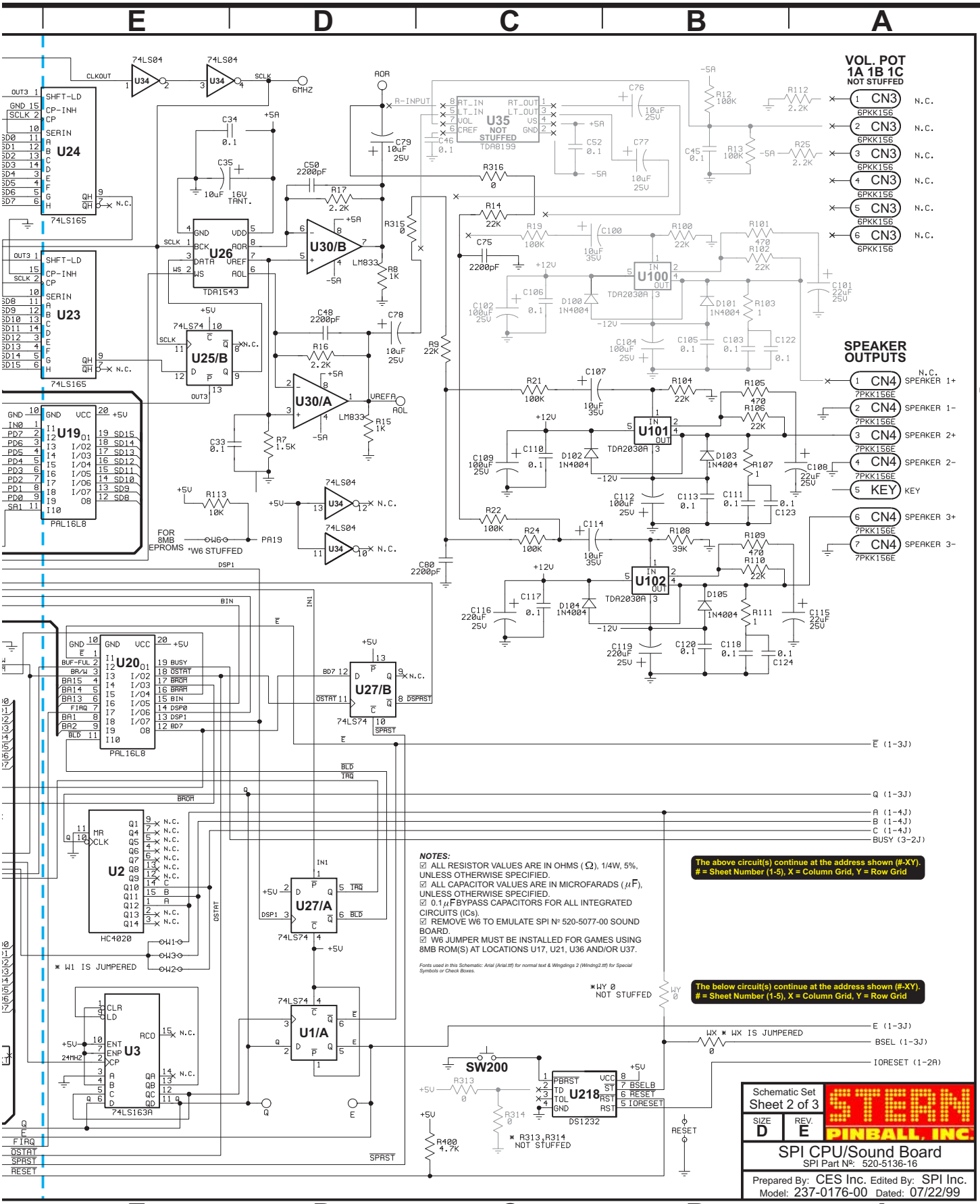
Schematic Set	Sheet 1 of 3
SIZE	D
REV.	E

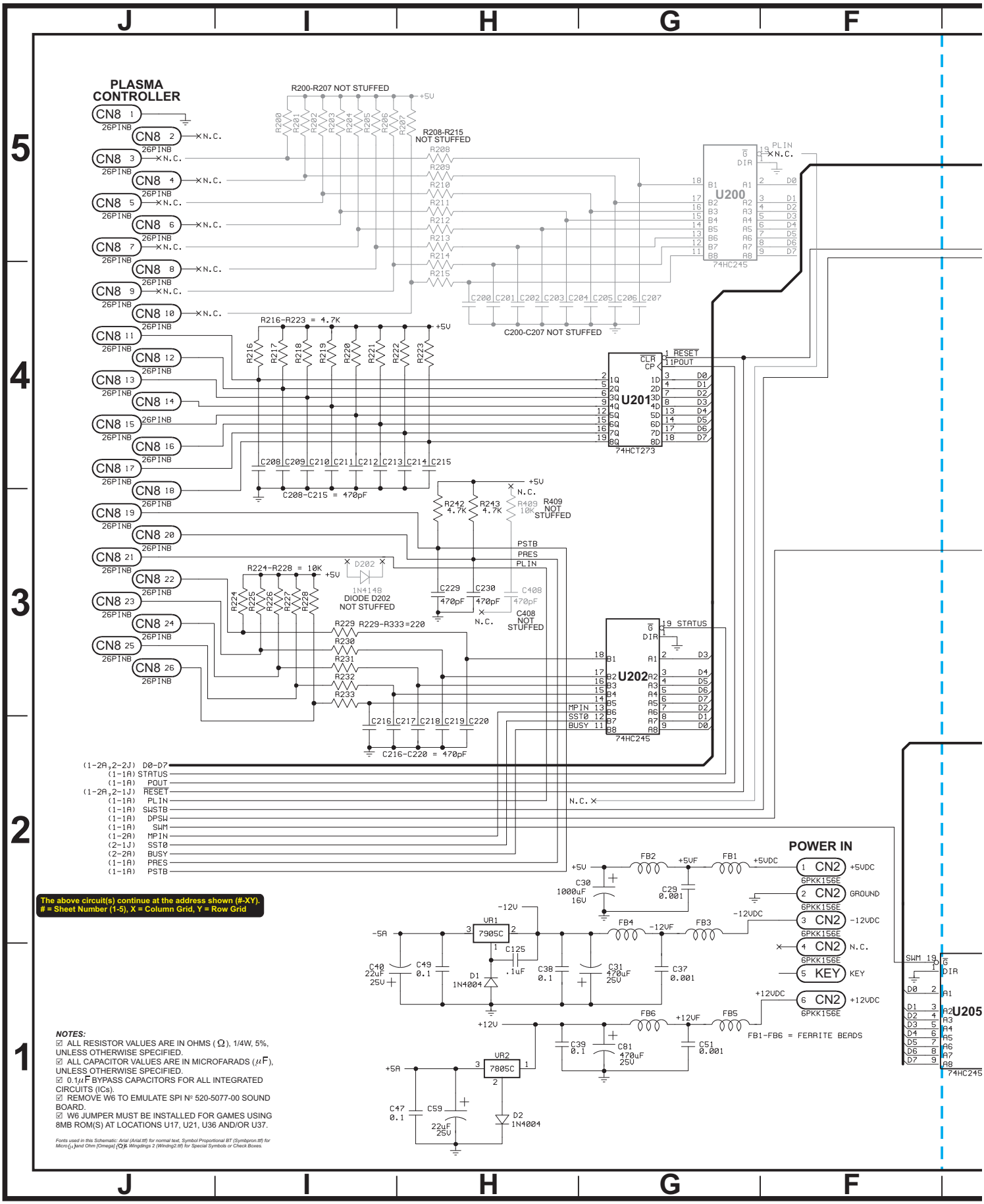
STERN PINBALL, INC.

SPI CPU/Sound Board
SPI Part №: 520-5136-16

Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0176-00 Dated: 07/22/99


J
I
H
G
F
5
4
3
2
1
U18
74ALS139
U13
U12
74LS374
U17
U36
27C040
U24
74LS165
U23
U19
PAL16L8
U9
BSMT 2000
U22
74LS273
U25/A
74LS74
U21
U37
74LS04
U34
24MHZ CLOCK
U16
U11
U15
U10 /A
U10 /B
74LS240
U5
U8/B
U1/B
U6
68B09E
U4
6116/6264
U7
27256/27512
* W5 IS JUMPERED
(1-2A,3-2J) D0-D7
(1-2A) SNDSTB
(3-2J) SST0
(1-2A) SPRST
(3-2J, 3-2J) RESET
R1-R3 = 10K
The above circuit(s) continue at the address shown (#-XY).
= Sheet Number (1-5), X = Column Grid, Y = Row Grid


VOL. POT
1A 1B 1C
NOT STUFFED
SPEAKER OUTPUTS
U24
U23
U19
U20
U25/B
U26
U30/B
U30/A
U35
NOT STUFFED
U100
U101
U102
U27/B
U27/A
U2
U3
U1/A
U218
SW200
NOTES:
☑ ALL RESISTOR VALUES ARE IN OHMS (Ω), 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
☑ ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
☑ 0.1μF BYPASS CAPACITORS FOR ALL INTEGRATED CIRCUITS (ICs).
☑ REMOVE W6 TO EMULATE SPI Nº 520-5077-00 SOUND BOARD.
☑ W6 JUMPER MUST BE INSTALLED FOR GAMES USING 8MB ROM(S) AT LOCATIONS U17, U21, U36 AND/OR U37.
The above circuit(s) continue at the address shown (#-XY). # = Sheet Number (1-5), X = Column Grid, Y = Row Grid
The below circuit(s) continue at the address shown (#-XY). # = Sheet Number (1-5), X = Column Grid, Y = Row Grid
Schematic Set Sheet 2 of 3
SIZE D
REV. E
STERN PINBALL, INC.
SPI CPU/Sound Board
SPI Part Nº: 520-5136-16
Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0176-00 Dated: 07/22/99

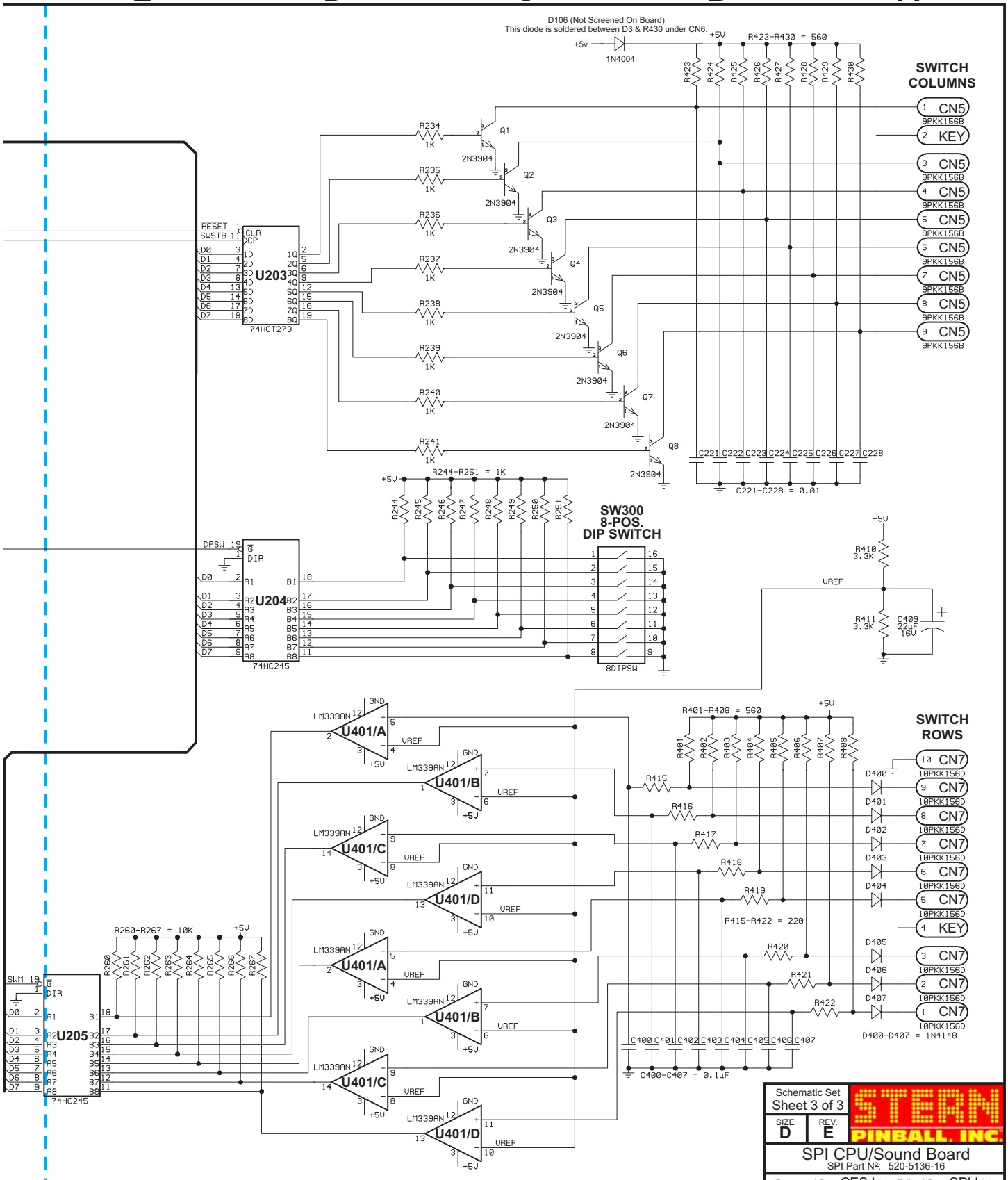


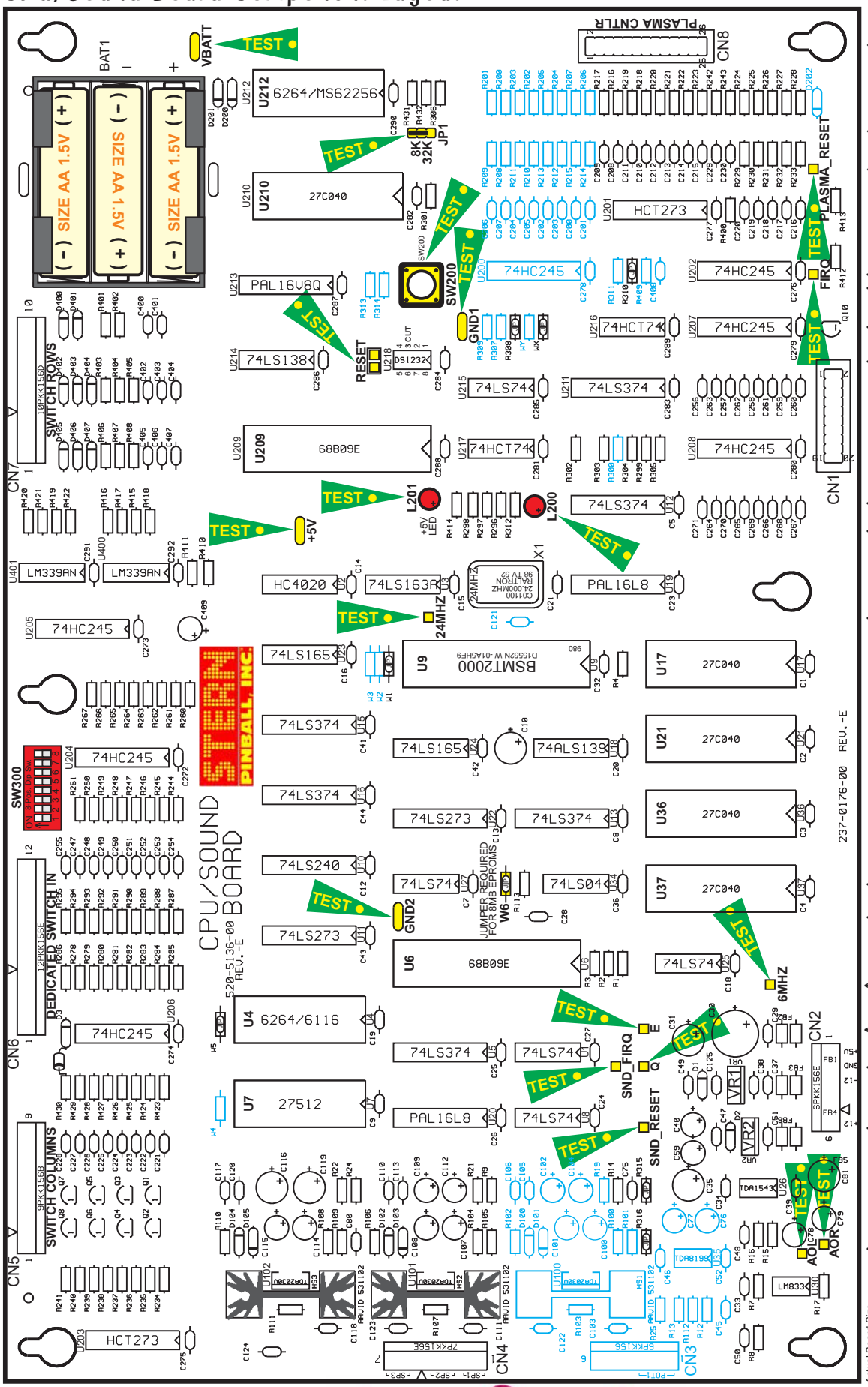
NOTES:

☑ ALL RESISTOR VALUES ARE IN OHMS (Ω), 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
☑ ALL CAPACITOR VALUES ARE IN MICROFARADS (μF), UNLESS OTHERWISE SPECIFIED.
☑ 0.1μF BYPASS CAPACITORS FOR ALL INTEGRATED CIRCUITS (ICs).
☑ REMOVE W6 TO EMULATE SPI Nº 520-5077-00 SOUND BOARD.
☑ W6 JUMPER MUST BE INSTALLED FOR GAMES USING 8MB ROM(S) AT LOCATIONS U17, U21, U36 AND/OR U37.

Fonts used in this Schematic: Arial (Arial.ttf) for normal text, Symbol Proportional BT (Symbpron.ttf) for Micro(μ) and Ohm [Omega] (Ω)& Wingdings 2 (Windng2.ttf) for Special Symbols or Check Boxes.

THE NAME IS FAT BASTARD! NOT FATTY.
I'M THE INCORRECT WEIGHT FOR MY HEIGHT AND I WAS BORN OUT OF WEDLOCK,
HENCE THE MONIKER FAT BASTARD.

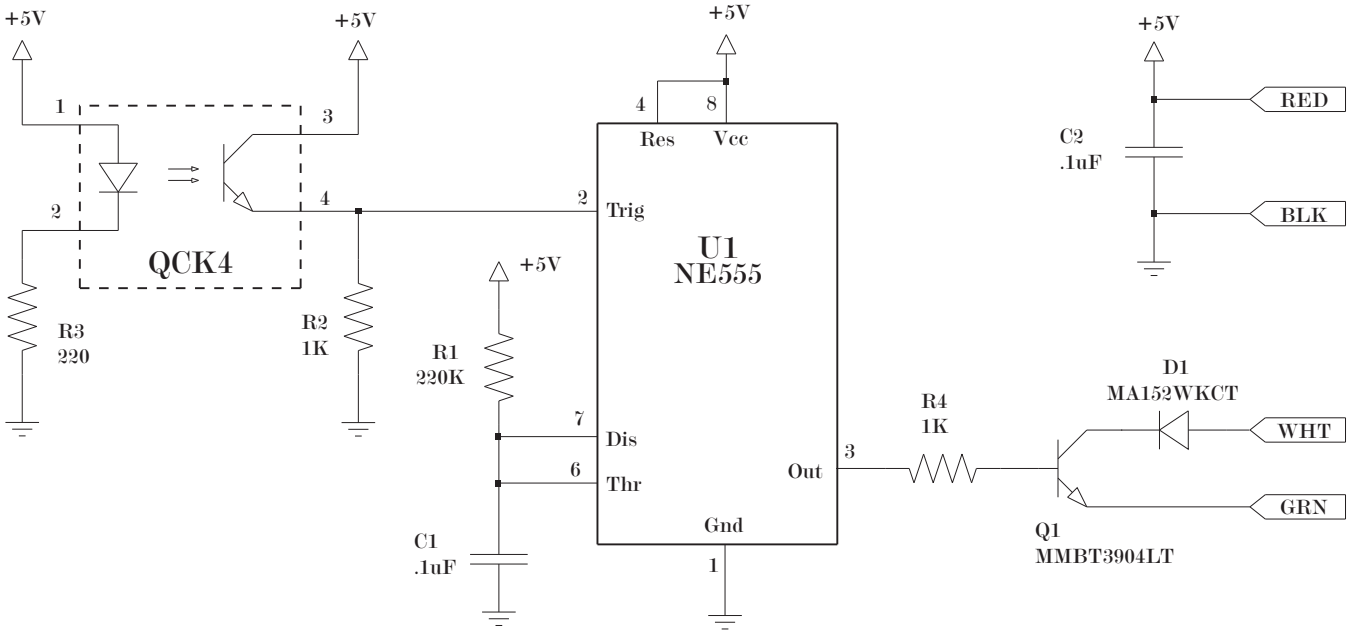

D106 (Not Screened On Board)
This diode is soldered between D3 & R430 under CN6.
1N4004
R423-R430 = 560
SWITCH COLUMNS
CN5 9PKK156B
KEY
U203 74HCT273
Q1 2N3904
Q2 2N3904
Q3 2N3904
Q4 2N3904
Q5 2N3904
Q6 2N3904
Q7 2N3904
Q8 2N3904
C221-C228 = 0.01
R244-R251 = 1K
SW300 8-POS. DIP SWITCH
8DIPSW
U204 74HC245
R410 3.3K
R411 3.3K
C409 22uF 16V
VREF
U401/A LM339AN
U401/B LM339AN
U401/C LM339AN
U401/D LM339AN
R401-R408 = 560
SWITCH ROWS
CN7 10PKK156D
R415-R422 = 220
D400-D407 = 1N4148
C400-C407 = 0.1uF
R260-R267 = 10K
U205 74HC245
Schematic Set Sheet 3 of 3
SIZE D
REV. E
STERN PINBALL, INC.
SPI CPU/Sound Board
SPI Part №: 520-5136-16
Prepared By: CES Inc. Edited By: SPI Inc.
Model: 237-0176-00 Dated: 07/22/99


Test Points:
←VBATT
←8K/32K JUMPER JP1
←PLASMA_RESET
←FIRQ
←SW200
←GND1
←RESET
LEDs :
←L201+5v & L200
←+5V
←24MHZ
REQUIRED FOR 8MB EPROM USE
←W6 JUMPER
←GND2
←6MHZ
←E
←SND_FIRQ & Q
←SND_RESET
←AOL & AOR
CPU/SOUND BOARD
520-5136-00 REV.-E
237-0176-00 REV.-E
PINBALL INC
Actual Board Size
14.67" X 9.125"

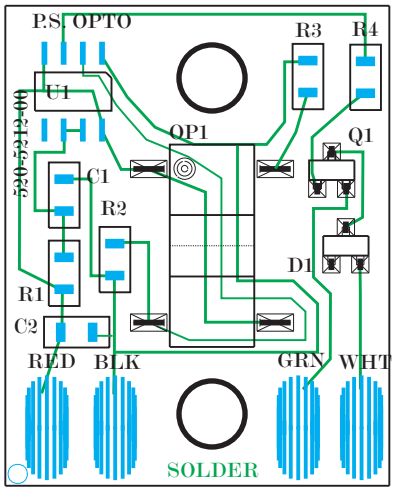
CPU/Sound Board Parts

ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION (NS = Not Stuffed)
—	**1**	**520-5136-16**	**CPU/Sound Board Mono (FCC FEB98)**	**Complete PCB Assembly**
01	1	545-5685-00	BAT1 HOLDER ***(Always replace all 3, Size AA 1.5v Cells, with new ones, when required)***	
02	79	125-5031-00	C1, C2, C3, C4, C5, C7, C8, C9, C12, C13, C14, C15, C16, C18, C19, C20, C21, C23, C24, C25, C26, C28, C32, C33, C34, C36, C38, C39, C41, C42, C43, C44, C47, C49, C110, C111, C113, C117, C118, C120, C123, C124, C125, C255, C272, C273, C274, C275, C276, C277, C279, C280, C281, C282, C283, C284, C285, C286, C287, C288, C289, C290, C291, C292, C400>C401, C402>C404, C405>C407 (C45, C46, C52, C103, C105, C106, C122: NS)	0.1uF, (104), Axial Cer. Cap.
03	2	125-5017-00	C10, C35	10uF, 16v, Radial Tant. Cap.
04	3	125-5043-00	C29, C37, C51	0.001uF, (102), Cap.
05	1	125-5037-00	C30	1000uF, 16v, Radial Lytic Cap.
06	2	125-5019-00	C31, C81	470uF, 25v, Radial Lytic Cap.
07	4	125-5020-00	C40, C59, C108, C115 (C76, C77, C101: NS)	22uF, 25v, Radial Lytic Cap.
08	4	125-5039-00	C48, C50, C75, C80	0.0022uF, (222), Cap.
09	6	125-5017-00	C78, C79, C107, C114 (C100: NS)	10uF, 25v-35v, Radial Lytic Cap.
10	2	125-5015-00	C109, C112 (C102, C104: NS)	100uF, 25v, Rad. Ltc. Cap.
11	2	125-5012-00	C116, C119	220uF, 25v, Radial Lytic Cap.
12	0	125-5038-00	(C121: NS)	100pF, (101), Cap.
13	44	125-5028-00	C208>C215, C216>C220, C229, C230, C247>C254, C256>C263, C264>C271 (C200>C207: NS)	470pF, (471), Cer. Cap.
14	8	125-5029-00	C221>C228 (C408: NS)	0.01uF, (103), 100v Cap.
15	1	125-5014-00	C409	22uF, 16v, Radial Lytic Cap.
16	1	045-5015-01	CN1	20-Pin, 0.1 HEADER
17	1	045-5015-06	CN2 (Key Pin-5) (CN3: NS)	6PKK156
18	1	045-5015-07	CN4 (Key Pin-5)	7PKK156
19	1	045-5013-00	CN5 (Key Pin-2)	9PKK156
20	1	045-5015-00	CN6 (Key Pin-5)	12PKK156
21	1	045-5014-01	CN7 (Key [illegible]n-4)	10PKK156
22	1	045-5015-26	CN8	26-Pin, 0.1 HEADER
23	7	112-5003-00	D1, D2, D3, D102, D103, D104, D105 (D100, D101: NS)	1N4004, Diode
24	2	112-5008-00	D200, D201	1N5817, Diode
25	8	112-0054-00	D400, D401, D402>D404, D405>D407 (D202: NS)	1N4148, Diode
26	6	n/a	(FB1)-FB2, FB3-(FB4), (FB5)-FB6	Ferrite Bead *(if required, call Tech Support)*
27	**1**	**165-5099-00**	**L200, L201**	**LED T1-3/4 DIFFUSER LED**
28	10	110-0069-00	Q1>Q8, Q10 (Q9 Not Used)	2N3904, Transistor
29	36	121-5011-00	R1>R3, R4, R106, R113, R224>R228, R244>R251, R260>R267, R296>R298, R299, R301, R302>R305, R306, R413, R431>R432 (R200>R207, R409: NS)	10K Ω 1/4W Res.
30	1	121-5018-00	R7	1.5K Ω 1/4W Res.
31	5	121-5023-00	R9, R14, R104, (R100, R102: NS)	22K Ω 1/4W Res.
32	20	121-5009-00	R15, R8, R234>R241, R278>R286, R412	1K Ω 1/4W Res.
33	2	121-5043-00	R16, R17 (R25, R112: NS)	2.2K Ω 1/4W Res.
34	3	121-5051-00	R21, R22, R24 (R12, R13, R19: NS)	100K Ω 1/4W Res.
35	2	121-5046-00	R105, R109 (R101: NS)	470K Ω 1/4W Res.
36	2	121-5009-00	R107, R111 (R103: NS)	1K Ω 1/4W Res.
37	9	121-5045-00	R108, R287>R294	39K Ω Res.
38	11	121-5021-00	R216>R223, R242, R243, R400	4.7K Ω 1/4W Res.
39	15	121-5033-00	R229>R233, R295, R414, R415>R422 (R208>R215: NS)	220 Ω 1/4W Res.
40	5	n/a	R308, R310, R315>R316, WX (R300,R307,R309,R311,R313>R314,WY:NS)	0Ω *Jumper Wire (24ga.)*
41	1	121-5036-00	R312	330 Ω 1/4W Res.
42	16	121-5047-00	R401>R402, R403>R405, R406>R408, R423>R430	560 Ω 1/4W Res.
43	2	121-5048-00	R410, R411	3.3K Ω 1/4W Res.
44	1	n/a	SW200	B3F4000
45	1	181-5002-00	SW300	8-Pin, Dip Switch
46	5	100-0037-00	U1, U8, U25, U27, U215	74LS74
47	1	100-0249-00	U2	74HC4020
48	1	100-0049-00	U3	74LS163
49	1	105-0052-05	U4	6116 RAM
50	3	077-5208-00	U4, U7, U212	28-Pin, IC Dip Socket
51	6	100-0064-00	U5, U12, U13, U15, U16, U211	74LS374
52	1	100-0189-01	U6, U209	68B09E
53	3	077-5209-00	U6, U9, U209	40-Pin, IC Socket
54	1	(See Pg. DR. ❸ Table)	U7	27512 EPROM
55	**1**	**105-0116-00**	**U9**	**BSMT2000**
56	1	100-0149-00	U10	74LS240
57	5	(See Pg. DR. ❸ Table)	U17, U21, U36, U37, U210	27C040 EPROM
58	5	077-5217-00	U17, U21, U36, U37, U210	32-Pin, IC Socket
59	1	100-0043-00	U18	74ALS139
60	**1**	**965-0136-00**	**U19 - YELLOW DOT**	**PAL16L8 (Programmed) YELLOW DOT**
61	**1**	**965-0137-00**	**U20 - WHITE DOT**	**PAL16L8 (Programmed) WHITE DOT**
62	2	100-0022-00	U22, U11	74LS273
63	2	100-5008-00	U23, U24	74LS165
64	1	100-5018-00	U26	TDA1543
65	1	100-0375-00	U30	LM833
66	1	100-0027-00	U34	74LS04
67	0	100-5016-00	(U35: NS)	TDA1899
68	2	100-5016-20	U101, U102 (U100 : NS)	TDA2030A
69	3	535-5000-10	U101 (HS2), U102 (HS3) (U100 (HS1): NS)	AAVID 531102 (Heat Sink)
70	2	100-5012-00	U201, U203	74HCT273
71	6	100-0338-00	U202, U204, U205, U206, U207, U208 (U200: NS)	74HC245
72	**1**	**105-5046-00**	**U212**	**MS6264A**
73	**1**	**965-6504-00**	**U213- BLUE DOT**	**PAL16L8 (Programmed) BLUE DOT**
74	1	100-0148-00	U214	74LS138
75	2	100-5015-00	U216, U217	HCT74
76	1	100-5023-00	U218	DS1232
77	2	100-0377-00	U400, U401	LM339AN
78	4	n/a	VBATT, +5v, GND1, GND2	*Test Point Wire (24ga.) Loops*
79	1	124-5002-00	VR1	LM7905CT **-5v** Regulator
80	1	124-5001-00	VR2	LM7805CT **+5v** Regulator
81	6	n/a	W1, W5, **W6* (*for 8MB EPROMs)** (W2-W3, W4: NS)	0Ω *Jumper Wire (24ga.)*
82	1	140-0011-00	X1	24Mhz
83	12	n/a	AOR, AOL, SND_RESET, SND_FIRQ, Q, E, 6Mhz, 24Mhz, FIRQ, PLASMA_RESET, RESET (X2)	*Test Points*
84	1	**(call Tech. Support)**	R110 *(New Rev. Change Feb 02)*	33K Ω 1/4W Res.

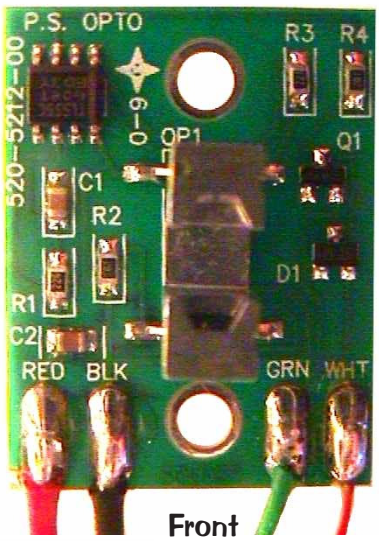
Pulse-Stretcher OPTO PC Board Schematic



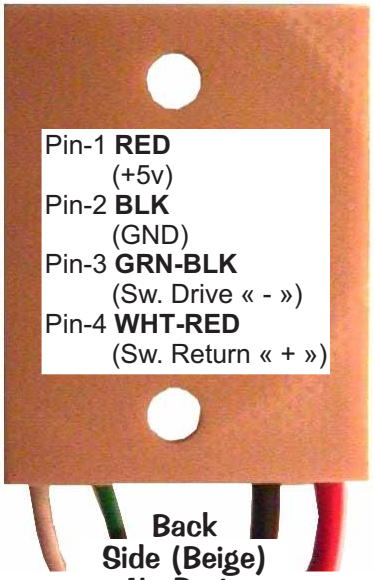
Pulse-Stretcher OPTO PC Board Component Layout & Parts



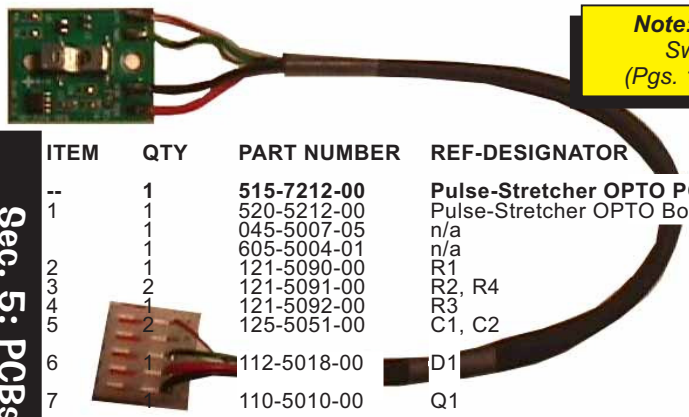
Component /Solder Side (Green)



Front Side (Green)



Back Side (Beige) No Parts

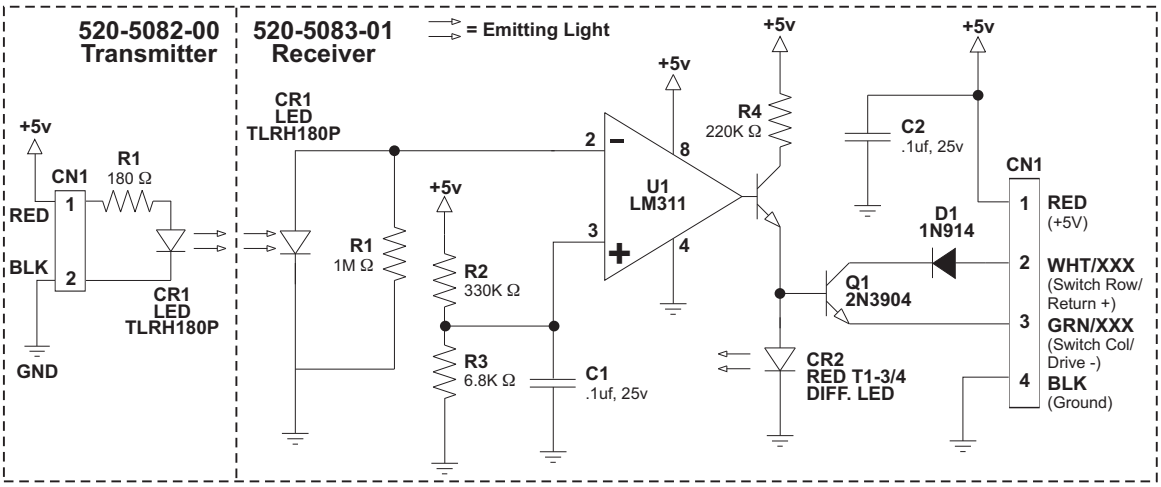


Note: *In this game, this OPTO Board is used as a Playfield Detection Switch for the "Spini-Me" Assembly. See the Switch Matrix Grid (Pgs. 16-17 or 94). PCB is used for Switch 34, (GRN-BLK, WHT-RED).*

ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION
--	1	**515-7212-00**	**Pulse-Stretcher OPTO PC Board**	**PCB Assy. with Cable & Connector**
1	1	520-5212-00	Pulse-Stretcher OPTO Board (without soldered cable)	
	1	045-5007-05	n/a	5-Pin, .156" Conn. (CE156F22-5)
	1	605-5004-01	n/a	1/4" Shrink Tubing (Black)
2	1	121-5090-00	R1	220K, 1/10W SMT Resistor, 0805 case
3	2	121-5091-00	R2, R4	1K, 1/10W SMT Resistor, 0805 case
4	1	121-5092-00	R3	220, 1/10W SMT Resistor, 0805 case
5	2	125-5051-00	C1, C2	.1uF, 16V SMT Capacitor, 0805 case, Philips 08052R104K7B20D or eqv.
6	1	112-5018-00	D1	Diode, Dual Common Cath, SOT-23 case, Panasonic MA152WKCT or eqv.
7	1	110-5010-00	Q1	NPN Trans, Small Sig, SOT-23 case, Motorola MMBT3904LT or eqv.
8	1	100-5042-00	OP1	Slotted OPTO, QT OPTO QCK4 or eqv.
9	1	100-5043-00	U1	TLC555CD Timer, Small-Outline Package

Please Note: *If ordering PCB 520-5212-00 and require the cable & connector soldered to the board use Part Number 515-7212-00.*

Playfield Switch OPTO "Long-Hop" Boards Theory of Operation & Schematic

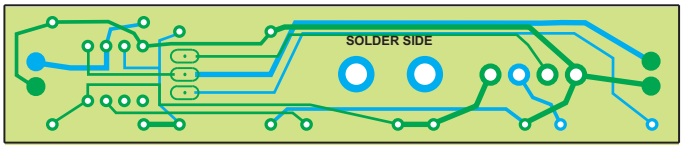


The light falling on **LED** (**CR1**) generates a voltage which is applied to the input (Pin-2) of the **LM311 Comparator** (**U1**). **R1** bleeds off excess charge. At about a volt input from **LED** (**CR1**) the **Comparator** (**U1**) *trips & drives* either **Q1** *(during switch line strobes)* or the indicator **LED** (**CR2**) *(in between strobes).* If a switch line is being strobed, the emitter of **Q1** drops to the saturation voltage of the *Switch Line Driver,* about **.3 volts**. This plus the **.7 volt** drop on the base give a **1v** forward bias voltage to **Q1**, which is lower than the **1.7v** drop on **LED** (**CR2**) so the current flows through the Transistor during strobes. This drives **Q1** on and *makes the switch*. If the strobe line is high, then the **1.7v** path through **LED** (**CR2**) is lower than **Q1**'s bias voltage so current flows through **LED** (**CR2**) and the indicator lights. **D1** prevents reverse bleed, **R2** and **R3** form the voltage divider for the trip point, **R4** is a current limiter for both **Q1** and **CR2**, **C1** and **C2** are general noise-filter caps.

Playfield Switch OPTO "Long-Hop" Boards Component Layout & Parts

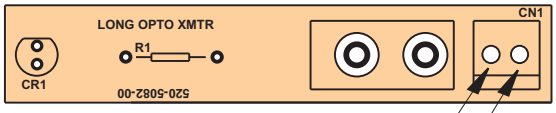
520-5082-00 (TRANS)

Solder Side (Green)



Solder Side (Green)

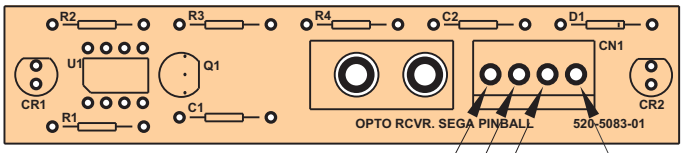
520-5083-01 (REC)



Component Side (Beige)

Pin-1 **RED** (+5v)
Pin-2 **BLK** (GROUND)

CN1



Component Side (Beige)

Pin-3 **GRN/XXX** (Sw. Drive « - »)
Pin-2 **WHT/XXX** (Sw. Return « + »)
Pin-1 **RED** (+5v)

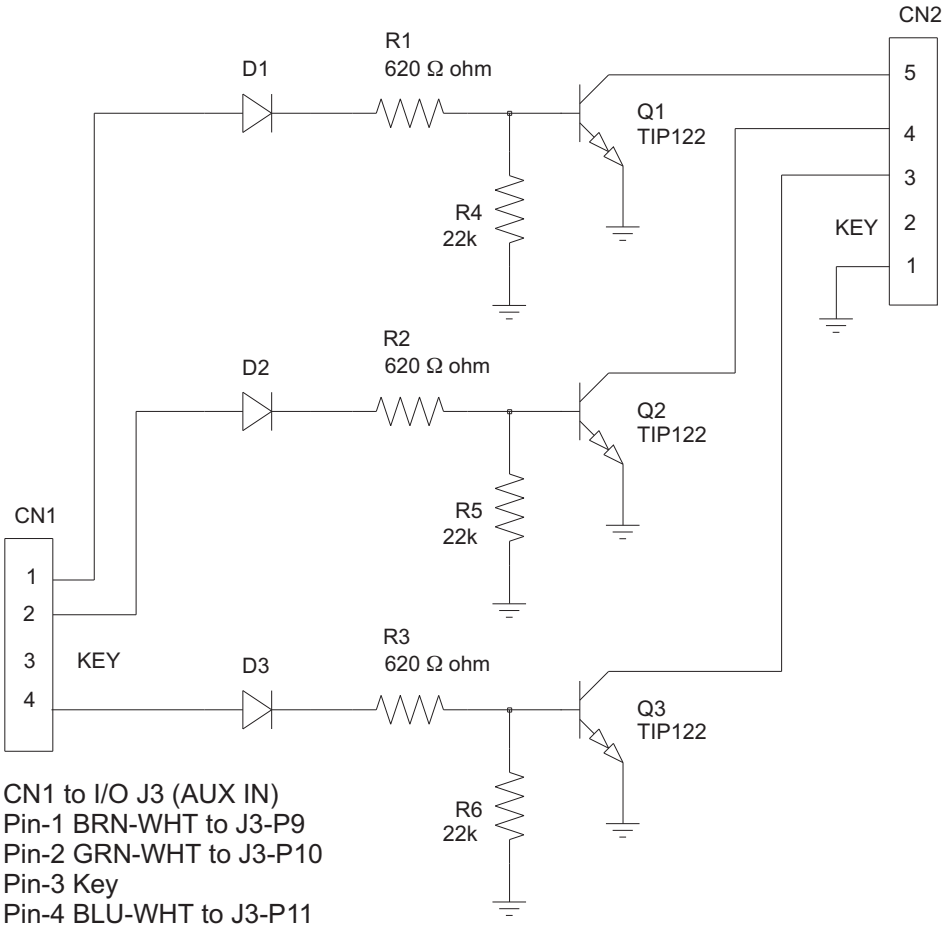
CN1

Pin-4 **BLK** (GROUND)

Note: *In this game, this Combo OPTO Board is used as a Playfield Detection Switch for the Time Machine Ramp. See the Switch Matrix Grid (Pgs. 16-17 or 94). 1 Pair is used for Switch 35, (GRN-BLK, WHT-ORG).*

ITEM	QTY	PART NUMBER	REF-DESIGNATOR		DESCRIPTION
A	**1**	**520-5083-01**	**OPTO Receiver Board**		**Complete PCB Assembly**
1	1	165-5052-00	**CR1**		**LED TLRH180P** (**Ultra Bright Red**)
2	1	165-5099-00	**CR2**		**LED T1-3/4 RED DIFFUSER**
3	1	112-5014-00	D1		1N914, Diode
4	1	121-5013-00	R1		1M Ω 1/4W Res., 5%
5	1	121-5037-00	R2		330K Ω 1/4W Res., 5%
6	1	121-5077-00	R3		6.8K Ω 1/4W Res., 5%
7	1	121-5014-00	R4		220 Ω 1/4W Res., 5%
8	2	125-5023-00	C1, C2		.1uF, 25v, Axial Ceramic Cap.
6	1	100-5025-00	U1		LM311
7	1	110-0069-00	Q1		2N3904, Transistor
8	1	045-5200-04	CN1	(Molex 50-84-1040)	4X1, .156" Locking Straight Hdr. Conn.
B	**1**	**520-5082-00**	**OPTO Transmitter Board**		**Complete PCB Assembly**
1	1	165-5052-00	**CR1**		**LED TLRH180P** (**Ultra Bright Red**)
2	1	121-5066-00	R1		180 Ω 1/4W Res.
3	1	045-5206-02	CN1	(Molex 50-84-1020)	2X1, .156" Locking Straight Hdr. Conn.

Solenoid Expander PC Board Schematic (UK Only)



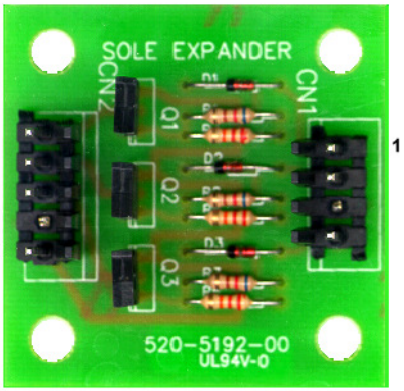
CN2 to Coils to I/O J7-P1 20v BRN

Pin-1 GND
Pin-2 Key
Pin-3 ORG
Right Up/Down Post (Aux. 3)
Pin-4 RED
Center Up/Down Post (Aux. 2)
Pin-5 WHT
Left Up/Down Post (Aux. 1)

CN1 to I/O J3 (AUX IN)
Pin-1 BRN-WHT to J3-P9
Pin-2 GRN-WHT to J3-P10
Pin-3 Key
Pin-4 BLU-WHT to J3-P11

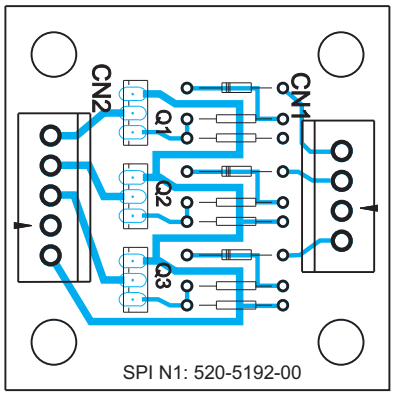
See next page for more details.

Component Side

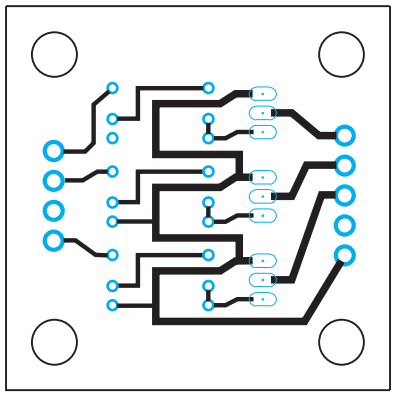


Solenoid Expander PC Board Component Layout & Parts

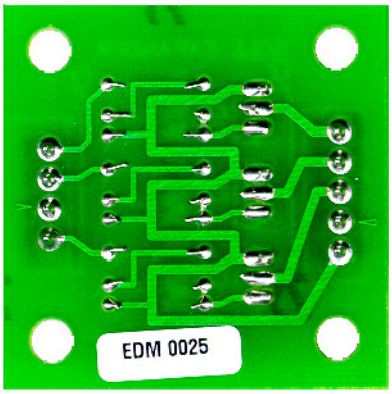
Component Side



Solder Side



Solder Side



ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION
—	1	**520-5192-00**	**Solenoid Expander PC Board**	**Complete PCB Assembly**
1	1		CN1	Connector, 4X .156”
2	1		CN2	Connector, 5X .156”
3	3	112-5014-00	D1, D2, D3	1N914, Signal Diode
4	3	121-5003-00	R1, R2, R3	620Ω, 1/4W CF Resistor
5	3	121-5042-00	R4, R5, R6	22KΩ, 1/4W CF Resistor
6	3	110-0067-00	Q1, Q2, Q3	Tip122 (NPN Darl. Transistor)

Appendixes A through J

Appendix
Table of Contents

Appendixes A-J
Table of Contents

APPENDIX A

Pinball Game Firmware Table

EPROM	Chip Size	Program Part №	USA Ver.	Bd. Loc.	Raw Part №
Laser War					
CPU	(256K)	965-0004-00	LWAR.C5	C5	960-5007-00
Sound (Old)	(256K)	965-0005-00		J5	960-5007-00
Sound (Old)	(256K)	965-0006-00		J6	960-5007-00
Sound (Old)	(256K)	965-0007-00		J7	960-5007-00
			- OR -		
Sound	(256K)	965-0008-00		7F	960-5007-00
Sound 1	(512K)	965-0009-00		6F	960-7001-02
Sound 2	(512K)	965-0010-00		4F	960-7001-02
Secret Service					
CPU	(256K)	965-0011-00	A4-6	B5	960-5007-00
CPU	(256K)	965-0012-00	A4-6	C5	960-5007-00
Voice 1	(512K)	965-0014-00		6F	960-7001-02
Voice 2	(512K)	965-0015-00		4F	960-7001-02
Sound	(256K)	965-0013-00		7F	960-5007-00
Torpedo Alley					
CPU	(256K)	965-0016-00	A2-1	B5	960-5007-00
CPU	(256K)	965-0017-00	A2-1	C5	960-5007-00
Voice 1	(512K)	965-0019-00		6F	960-7001-02
Voice 2	(512K)	965-0020-00		4F	960-7001-02
Sound	(256K)	965-0018-00		7F	960-5007-00
Time Machine					
CPU	(128K)	965-0021-00	A2-4	B5	960-5006-00
CPU	(256K)	965-0022-00	A2-4	C5	960-5007-00
Voice 1	(512K)	965-0024-00		6F	960-7001-02
Voice 2	(512K)	965-0025-00		4F	960-7001-02
Sound	(256K)	965-0023-00		7F	960-5007-00
Playboy 35th Anniversary					
CPU	(256K)	965-0046-00	A2-4	B5	960-5007-00
CPU	(256K)	965-0047-00	A2-4	C5	960-5007-00
Voice 1	(512K)	965-0049-00		6F	960-7001-02
Voice 2	(512K)	965-0050-00		4F	960-7001-02
Sound	(256K)	965-0048-00		7F	960-5007-00
ABC Monday Night Football					
CPU	(128K)	965-0031-00	A2-7	B5	960-5006-00
CPU	(256K)	965-0032-00	A2-7	C5	960-5007-00
Voice 1	(512K)	965-0034-00		6F	960-7001-02
Voice 2	(512K)	965-0035-00		4F	960-7001-02
Sound	(256K)	965-0033-00		7F	960-5007-00
Robocop					
CPU	(256K)	965-0036-00	A3-4	B5	960-5007-00
CPU	(256K)	965-0037-00	A3-4	C5	960-5007-00
Voice 1	(512K)	965-0039-00		6F	960-7001-02
Voice 2	(512K)	965-0040-00		4F	960-7001-02
Sound	(256K)	965-0038-00		7F	960-5007-00
Phantom of the Opera					
CPU	(128K)	965-0026-00	A3-2	B5	960-5006-00
CPU	(256K)	965-0027-00	A3-2	C5	960-5007-00
Voice 1	(512K)	965-0029-00		6F	960-7001-02
Voice 2	(512K)	965-0030-00		4F	960-7001-02
Sound	(256K)	965-0028-00		7F	960-5007-00
Back to the Future					
CPU	(256K)	965-0041-00	A2-0	B5	960-5007-00
CPU	(256K)	965-0042-00	A2-0	C5	960-5007-00
Voice 1	(512K)	965-0044-00		6F	960-7001-02
Voice 2	(512K)	965-0045-00		4F	960-7001-02
Sound	(256K)	965-0043-00		7F	960-5007-00
The Simpsons					
CPU	(128K)	965-0051-00	A2-7	B5	960-5006-00
CPU	(256K)	965-0052-00	A2-7	C5	960-5007-00
Voice 1	(512K)	965-0054-00		6F	960-7001-02
Voice 2	(512K)	965-0055-00		4F	960-7001-02
Sound	(256K)	965-0053-00		7F	960-5007-00
Checkpoint					
CPU	(128K)	965-0056-00	A1-7	B5	960-5006-00
CPU	(256K)	965-0134-00	A1-7	C5	960-5007-00
Voice 1	(1M)	965-0057-00		F7	960-5009-00
Voice 2	(1M)	965-0058-00		F5	960-5009-00
Sound	(256K)	965-0059-00		F4	960-5007-00
Display	(512K)	965-0060-00	CP80	U8	960-7001-02
Teenage Mutant Ninja Turtles					
CPU	(128K)	965-0061-00	A1.04	B5	960-5006-00
CPU	(256K)	965-0062-00	A1.04	C5	960-5007-00
Voice 1	(1M)	965-0063-00		F5/6	960-5009-00
Voice 2	(1M)	965-0064-00		F4/5	960-5009-00
Sound	(256K)	965-0065-00		F7	960-5007-00
Display	(512K)	965-0066-00	A1.04	U8	960-7001-02
Batman					
CPU	(128K)	965-0067-00	A1.06	B5	960-5006-00
CPU	(256K)	965-0135-00	A1.06	C5	960-5007-00
Voice 1	(2M)	965-0068-00		U17	960-5010-00
Voice 2	(1M)	965-0069-00		U21	960-5009-00
Sound	(256K)	965-0070-00		U7	960-5007-00
Display	(1M)	965-0071-00	A1.06	U8	960-5009-00
Star Trek 25th Anniversary					
CPU	(512K)	965-0072-00	A2.01	C5	960-7001-02
Voice 1	(2M)	965-0073-00		U17	960-5010-00
Voice 2	(2M)	965-0074-00		U21	960-5010-00
Sound	(256K)	965-0075-00		U7	960-5007-00
Display	(1M)	965-0076-00	A1.09	U8	960-5009-00
Hook					
CPU	(512K)	965-0077-00	A4.08	C5	960-7001-02
Voice 1	(2M)	965-0078-00		U17	960-5010-00
Voice 2	(2M)	965-0079-00		U21	960-5010-00
Sound	(256K)	965-0080-00		U7	960-5007-00
Display	(1M)	965-0081-00	A4.01	U8	960-5009-00
Lethal Weapon 3					
CPU	(512K)	965-0082-00	A2.08	C5	960-7001-02
Voice 1	(2M)	965-0083-00		U17	960-5010-00
Voice 2	(2M)	965-0084-00		U21	960-5010-00
Sound	(256K)	965-0085-00		U7	960-5007-00
Display	(2M)	965-0086-00	A2.06	ROM 0	960-5010-00
Display	(2M)	965-0087-00	A2.06	ROM 1	960-5010-00
	(Used on Display PCB 520-5055-00)				
			-OR-		
Display	(4M)	965-0087-04	A2.06	ROM 0	960-5015-00
	(Used on Display PCB 520-5055-01)				
Star Wars					
CPU	(512K)	965-0119-00	A1.03	C5	960-7001-02
Voice 0	(4M)	965-0132-00		U17	960-5015-00
Voice 1	(2M)	965-0133-00		U21	960-5010-00
Sound	(256K)	965-0131-00		U7	960-5007-00
Display	(2M)	965-0120-00	A1.04	ROM 0	960-5010-00
Display	(2M)	965-0121-00	A1.04	ROM 1	960-5010-00
	(Used on Display PCB 520-5055-00)				
			-OR-		
Display	(4M)	965-0122-00	A1.05	ROM 0	960-5015-00
	(Used on Display PCB 520-5055-01)				
Rocky & Bullwinkle & Friends					
CPU	(512K)	965-0138-00	A1.30	C5	960-7001-02
Voice 0	(4M)	965-0139-00		U17	960-5015-00
Voice 1	(2M)	965-0140-00		U21	960-5010-00
Sound	(256K)	965-0141-00		U7	960-5007-00
Display	(4M)	965-0142-00	A1.30	ROM 0	960-5015-00
Jurassic Park					
CPU	(512K)	965-0143-00	A5.13	C5	960-7001-02
Voice 0	(4M)	965-0144-00		U17	960-5015-00
Voice 1	(2M)	965-0145-00		U21	960-5010-00
Sound	(256K)	965-0146-00		U7	960-5007-00
Display	(4M)	965-0147-00	A5.10	ROM 0	960-5015-00
Last Action Hero					
CPU	(512K)	965-0148-00	A1.12	C5	960-7001-02
Voice 0	(4M)	965-0149-00		U17	960-5015-00
Voice 1	(2M)	965-0150-00		U21	960-5010-00
Sound	(256K)	965-0151-00		U7	960-5007-00
Display	(4M)	965-0152-00	A1.06	ROM 0	960-5015-00
Tales from the Crypt					
CPU	(512K)	965-0157-00	A3.03	C5	960-7001-02
Voice 0	(4M)	965-0158-00		U17	960-5015-00
Voice 1	(2M)	965-0159-00		U21	960-5010-00
Sound	(256K)	965-0160-00		U7	960-5007-00
Display	(4M)	965-0161-00	A3.01	ROM 0	960-5015-00
The Who's Tommy					
CPU	(512K)	965-0162-00	A4.00	C5	960-7001-02
Voice 1	(4M)	965-0165-00		U17	960-5015-00
Voice 2	(4M)	965-0166-00		U21	960-5015-00
Voice 3	(4M)	965-0167-00		U36	960-5015-00
Voice 4	(4M)	965-0168-00		U37	960-5015-00
Sound	(512K)	965-0164-00		U7	960-7001-02
Display	(4M)	965-0163-00	A4.00	ROM 0	960-5015-00
WWF Royal Rumble					
CPU	(512K)	965-0169-00	A1.06	C5	960-7001-02
Voice 1	(4M)	965-0172-00		U17	960-5015-00
Voice 2	(4M)	965-0173-00		U21	960-5015-00
Voice 3	(4M)	965-0174-00		U36	960-5015-00
Sound	(512K)	965-0171-00		U7	960-7001-02
Display	(4M)	965-0170-00	A1.02	ROM 0	960-5015-00
Guns N' Roses					
CPU	(512K)	965-0175-00	A3.00	C5	960-7001-02
Voice 1	(4M)	965-0178-00		U17	960-5015-00
Voice 2	(4M)	965-0179-00		U21	960-5015-00
Voice 3	(4M)	965-0180-00		U36	960-5015-00
Voice 4	(4M)	965-0181-00		U37	960-5015-00
Sound	(512K)	965-0177-00		U7	960-7001-02
Display	(4M)	965-0176-00	A3.00	ROM 0	960-5015-00
Maverick *					
CPU	(512K)	965-0182-00	A4.04	C5	960-7001-02
Voice 1	(4M)	965-0186-00		U17	960-5015-00
Voice 2	(4M)	965-0187-00		U21	960-5015-00
Voice 3	(4M)	965-0187-01		U36	960-5015-00
Sound	(512K)	965-0185-00		U7	960-7001-02
Display*	(4M)	965-0183-00	A4.01	ROM 0	960-5015-00
Display*	(4M)	965-0184-00	A4.01	ROM 3	960-5015-00
Mary Shelley's Frankenstein *					
CPU	(512K)	965-0188-00	A1.03	C5	960-7001-02
Voice 1	(4M)	965-0192-00		U17	960-5015-00
Voice 2	(4M)	965-0193-00		U21	960-5015-00
Voice 3	(4M)	965-0194-00		U36	960-5015-00
Sound	(512K)	965-0191-00		U7	960-7001-02
Display*	(4M)	965-0189-00	A1.03	ROM 0	960-5015-00
Display*	(4M)	965-0190-00	A1.03	ROM 3	960-5015-00
Baywatch *		(CPU Board 520-5003-04)			
CPU	(512K)	965-0195-00	A4.00	C5	960-7001-02
Voice 1	(4M)	965-0196-00		U17	960-5015-00
Voice 2	(4M)	965-0197-00		U21	960-5015-00
Sound	(512K)	965-0199-00		U7	960-7001-02
Display*	(4M)	965-0200-00	A4.00	ROM 0	960-5015-00
Display*	(4M)	965-0201-00	A4.00	ROM 3	960-5015-00
Batman Forever *		(CPU Board 520-5003-04)			
CPU	(512K)	965-0202-00	A3.02	C5	960-7001-02
Voice 1	(4M)	965-0203-00		U17	960-5015-00
Voice 2	(4M)	965-0204-00		U21	960-5015-00
Sound	(512K)	965-0205-00		U7	960-7001-02
Display*	(4M)	965-0206-00	A3.00	ROM 0	960-5015-00
Display*	(4M)	965-0207-00	A3.00	ROM 3	960-5015-00

* ***Note:*** *Display* ***EPROMS (4M)*** *for* ***Maverick*** *thru* ***Batman Forever*** *require an access time of* ***120 Nsec*** *or faster.*

APPENDIX A

Pinball Game Firmware (for White Star Board System) Table

ROM	Chip Size	Program Part Nº	USA Ver. & Check Sum	Bd. Loc.	Raw Part Nº
Apollo 13 (Note 1)					
Game ROM	(1M)	965-0208-00	A5.01 | $09FF	U210	960-5009-00
Sound	(512K)	965-0212-00		U7	960-7001-02
Display	(4M)	965-0213-00	A5.00 | $B92B	ROM 0	960-5015-01
Voice 1	(4M)	965-0209-00		U17	n/a (masked)
Voice 2	(4M)	965-0210-00		U21	n/a (masked)
Voice 3	(4M)	965-0211-00		U36	n/a (masked)
Golden Eye (Note 1)					
Game ROM	(1M)	965-0214-42	A4.04 | $3FFF	U210	960-5009-00
Sound	(512K)	965-0217-42		U7	960-7001-02
Display	(4M)	965-0218-42	A4.00 | $E6ED	ROM 0	960-5015-01
Voice 1	(4M)	965-0215-42		U17	n/a (masked)
Voice 2	(4M)	965-0216-42		U21	n/a (masked)
Twister (Note 2)					
Game ROM	(1M)	965-0219-41	A4.05 | $E9FF	U210	960-5009-00
Sound	(512K)	965-0221-41		U7	960-7001-02
Display	(4M)	965-0222-41	A4.01 | $FD01	ROM 0	960-5015-01
Voice 1	(4M)	965-0220-41		U17	960-5015-01
Voice 2	(4M)	965-0223-41		U21	960-5015-01
ID4: Independence Day (Note 2)					
Game ROM	(1M)	965-0224-45	A2.02 | $9CFF	U210	960-5009-00
Sound	(512K)	965-0227-45		U7	960-7001-02
Display	(4M)	965-0228-45	A2.00 | $ABF7	ROM 0	960-5015-01
Voice 1	(4M)	965-0225-45		U17	960-5015-01
Voice 2	(4M)	965-0226-45		U21	960-5015-01
Space Jam (Note 2)					
Game ROM	(1M)	965-0229-43	A3.00 | $E6FF	U210	960-5009-00
Sound	(512K)	965-0233-43		U7	960-7001-02
Display	(4M)	965-0234-43	A3.00 | $0057	ROM 0	960-5015-01
Voice 1	(4M)	965-0230-43		U17	960-5015-01
Voice 2	(4M)	965-0231-43		U21	960-5015-01
Voice 3	(4M)	965-0232-43		U36	960-5015-01
The Star Wars Trilogy - Special Edition (S.E.) (Note 2)					
Game ROM	(1M)	965-0235-56	A4.03 | $5EFF	U210	960-5009-00
Sound	(512K)	965-0238-56		U7	960-7001-02
Display	(4M)	965-0239-56	A4.00 | $8817	ROM 0	960-5015-01
Voice 1	(4M)	965-0236-56		U17	960-5015-01
Voice 2	(4M)	965-0237-56		U21	960-5015-01
The Lost World: Jurassic Park (Note 2)					
Game ROM	(1M)	965-0240-53	A2.02 | $C8FF	U210	960-5009-00
Sound	(512K)	965-0243-53		U7	960-7001-02
Display	(4M)	965-0244-53	A2.01 | $7F46	ROM 0	960-5015-01
Voice 1	(4M)	965-0241-53		U17	960-5015-01
Voice 2	(4M)	965-0242-53		U21	960-5015-01
The X-Files (Note 2)					
Game ROM	(1M)	965-0245-46	A3.03 | $A2FF	U210	960-5009-00
Sound	(512K)	965-0248-46		U7	960-7001-02
Display	(4M)	965-0249-46	A3.00 | $66D0	ROM 0	960-5015-01
Voice 1	(4M)	965-0246-46		U17	960-5015-01
Voice 2	(4M)	965-0247-46		U21	960-5015-01
Starship Troopers (Note 3)					
Game ROM	(1M)	965-0250-59	A2.01 | $85FF	U210	960-5009-00
Sound	(512K)	965-0253-59		U7	960-7001-02
Display	(4M)	965-0254-59	A2.00 | $E77B	ROM 0	960-5015-01
Voice 1	(4M)	965-0251-59		U17	960-5015-01
Voice 2	(4M)	965-0252-59		U21	960-5015-01
Voice 3	(4M)	965-0255-59		U36	960-5015-01
Viper Night Drivin' (Note 4)					
Game ROM	(1M)	965-0266-35	A2.01 | $C5FF	U210	960-5009-00
Sound	(512K)	965-0271-35		U7	960-7001-02
Display	(4M)	965-0272-35	A2.01 | $C17D	ROM 0	960-5015-01
Voice 1	(4M)	965-0267-35		U17	960-5015-01
Voice 2	(4M)	965-0268-35		U21	960-5015-01
Voice 3	(4M)	965-0269-35		U36	960-5015-01
Voice 4	(4M)	965-0270-35		U37	960-5015-01
Lost In Space (Note 4)					
Game ROM	(1M)	965-0282-60	A1.01 | $B2FF	U210	960-5009-00
Sound	(512K)	965-0287-60		U7	960-7001-02
Display	(4M)	965-0288-60	A1.02 | $32AB	ROM 0	960-5015-01
Voice 1	(4M)	965-0283-60		U17	960-5015-01
Voice 2	(4M)	965-0284-60		U21	960-5015-01
Voice 3	(4M)	965-0285-60		U36	960-5015-01
Voice 4	(4M)	965-0286-60		U37	960-5015-01
Godzilla (Note 4)					
Game ROM	(1M)	965-0289-40	A2.05| $B1FF	U210	960-5009-00
Sound	(512K)	965-0294-40		U7	960-7001-02
Display	(4M)	965-0295-40	A2.00 | $C929	ROM 0	960-5015-01
Voice 1	(4M)	965-0290-40		U17	960-5015-01
Voice 2	(4M)	965-0291-40		U21	960-5015-01
Voice 3	(4M)	965-0292-40		U36	960-5015-01
Voice 4	(4M)	965-0293-40		U37	960-5015-01
South Park (Notes 4, 5)					
Game ROM	(1M)	965-0301-71	A1.03 | $58FF	U210	960-5009-00
Sound	(512K)	965-0306-71		U7	960-7001-02
Display	(4M)	965-0307-71	A1.01 | $166F	ROM 0	960-5015-01
Voice 1	(8M)	965-0302-71		U17	960-5016-00
Voice 2	(8M)	965-0303-71		U21	960-5016-00
Voice 3	(8M)	965-0304-71		U36	960-5016-00
Voice 4	(8M)	965-0305-71		U37	960-5016-00
Harley-Davidson® (Notes 4, 5)					
Game ROM	(1M)	965-0319-67	A1.03 | $3EFF	U210	960-5009-00
Sound	(512K)	965-0320-67		U7	960-7001-02
Display	(4M)	965-0321-67	A1.04 | $FC7C	ROM 0	960-5015-01
Voice 1	(8M)	965-0322-67		U17	960-5016-00
Voice 2	(8M)	965-0323-67		U21	960-5016-00
Voice 3	(8M)	965-0324-67		U36	960-5016-00
Voice 4	(4M)	965-0325-67		U37	960-5015-01
Striker Xtreme (Notes 4, 5)					
Game ROM	(1M)	965-0326-68	A1.02 | $E4FF	U210	960-5009-00
Sound	(512K)	965-0327-68		U7	960-7001-02
Display	(4M)	965-0328-68	A1.03 | $1957	ROM 0	960-5015-01
Voice 1	(8M)	965-0329-68		U17	960-5016-00
Voice 2	(8M)	965-0330-68		U21	960-5016-00
Voice 3	(8M)	965-0331-68		U36	960-5016-00
Voice 4	(8M)	965-0332-68		U37	960-5016-00
NFL (Notes 4, 5)					
Game ROM	(1M)	965-0339-73	A1.00 | $D2FF	U210	960-5009-00
Sound	(512K)	965-0340-73		U7	960-7001-02
Display	(4M)	965-0341-73	A1.01 | $845A	ROM 0	960-5015-01
Voice 1	(8M)	965-0342-73		U17	960-5016-00
Voice 2	(8M)	965-0343-73		U21	960-5016-00
Voice 3	(8M)	965-0344-73		U36	960-5016-00
Voice 4	(8M)	965-0345-73		U37	960-5016-00
Sharkey's Shootout (Notes 4, 5)					
Game ROM	(1M)	965-0333-72	A2.04 | $5CFF	U210	960-5009-00
Sound	(512K)	965-0334-72		U7	960-7001-02
Display	(4M)	965-0335-72	A2.01 | $6C33	ROM 0	960-5015-01
Voice 1	(8M)	965-0336-72		U17	960-5016-00
Voice 2	(8M)	965-0337-72		U21	960-5016-00
Voice 3	(8M)	965-0338-72		U36	960-5016-00
High Roller Casino (Notes 4, 5)					
Game ROM	(1M)	965-0346-65	A2.10 | $19FF	U210	960-5009-00
Sound	(512K)	965-0347-65		U7	960-7001-02
Display	(4M)	965-0348-65	A2.00 | $13EE	ROM 0	960-5015-01
Voice 1	(8M)	965-0349-65		U17	960-5016-00
Voice 2	(8M)	965-0350-65		U21	960-5016-00
Voice 3	(8M)	965-0351-65		U36	960-5016-00
Voice 4	(8M)	965-0352-65		U37	960-5016-00
Austin Powers™ (Notes 4, 5)					
Game ROM	(1M)	965-0353-74	A3.00 | $ACFF	U210	960-5009-00
Sound	(512K)	965-0354-74		U7	960-7001-02
Display	(4M)	965-00355-74	A3.00 | $6A34	ROM 0	960-5015-01
Voice 1	(8M)	965-0356-74		U17	960-5016-00
Voice 2	(8M)	965-0357-74		U21	960-5016-00
Voice 3	(8M)	965-0358-74		U36	960-5016-00
Voice 4	(8M)	965-0359-74		U37	960-5016-00
Monopoly® (Notes 4, 5)					
Game ROM	(1M)	965-0360-75	A2.51 | $42FF	U210	960-5009-00
Sound	(512K)	965-0361-75		U7	960-7001-02
Display	(4M)	965-0062-75	A2.06 | $91F7	ROM 0	960-5015-01
Voice 1	(8M)	965-0363-75		U17	960-5016-00
Voice 2	(8M)	965-0364-75		U21	960-5016-00
Voice 3	(8M)	965-0365-75		U36	960-5016-00
Voice 4	(8M)	965-0366-76		U37	960-5016-00
Playboy (Notes 4, 5)					
Game ROM	(1M)	965-0360-75	A | $	U210	960-5009-00
Sound	(512K)	965-0361-75		U7	960-7001-02
Display	(4M)	965-0062-75	A | $	ROM 0	960-5015-01
Voice 1	(8M)	965-0363-75		U17	960-5016-00
Voice 2	(8M)	965-0364-75	**GAME CODE**	U21	960-5016-00
Voice 3	(8M)	965-0365-75	**IN**	U36	960-5016-00
Voice 4	(8M)	965-0366-76	**PRODUCTION**	U37	960-5016-00

footnotes:

1 ROMs on CPU/Sound Bd.: 520-5136-**00** (Stereo) & Display Cont. Bd.: 520-5055-01
2 ROMs on CPU/Sound Bd.: 520-5136-**10** (Mono) & Display Cont. Bd.: 520-5055-01
3 ROMs on CPU/Sound Board: 520-5136-**15*** (Mono) (*FCC 11-97) & Display Controller Board: 520-5055-**02*** (*FCC 11-97)
4 ROMs on CPU/Sound Bd.: 520-5136-**16**† (Mono) (†FCC 02-98) & Display Controller Board: 520-5055-**03**‡ (‡FCC 02-98)
5 This game uses **8MB** VOICE ROMS at U17, U21, U36 & U37 *(if 3 ROMs use U37 will be unused)* requiring a **Jumper at Loc. W6**. Refer to CPU/Snd. Bd. Schematic (2 of 3).

Game Revisions can be updated after the Production Run. This Table is accurate as of the printing of this manual. If any changes occurred, the next game manual will include the updated information. The version stated is USA. If there is a question of as to the latest Code Revision & Check Sum call our Technical Support Department, 1-800-542-5377 or 1-708-345-7700 (Select Option 1). Visit our website www.SternPinball.com where code can be downloaded (an EPROM Burner is required).

APPENDIX B

Semi-Conductors / Integrated Circuits (I.C.) / Relays Cross-Reference Table

Table №	Type	Source Number	STERN™ PINBALL	N T E®	E C G®	Radio Shack®	R C A®
	RECTIFICATION, BLOCKING, DAMPENING DIODES AND/OR LIGHT EMITTING DIODES (LEDs)						
1	Diode	1N4001	112-5001-00	NTE552	ECG552	- — - — -	SK9000
	Diode	1N4004	112-5003-00	NTE116	ECG116	276-1103	SK3312
	Diode	1N5401	112-0056-00	NTE5801	ECG5801	276-1143	SK9004
	Diode	1N5404	112-5004-00	NTE5804	ECG5804	276-1144	SK9007
	Diode	T6A10L	112-5006-01	NTE5812	ECG5812	- — - — -	- — - — -
	Diode	FR302	112-5009-00	NTE588	ECG588	- — - — -	SK5014
	Diode, Signal	1N914	112-5014-00	- — - — -	- — - — -	- — - — -	- — - — -
	LED	**MT5000UR** or **TLRH180P** (T1-3/4 GaAlAs)	165-5052-00 *(old SPI Part №: 165-5100-00)*	- — - — -	- — - — -	276-066B	- — - — -
	ZENER DIODES						
2	Diode	1N4742A 12v	112-0061-00	NTE142A	ECG142A	276-563	SK12V
	Diode	1N4760B 68v	112-0062-00B	NTE5092A	ECG5092A	- — - — -	SK68V
	Diode	1N4764A 100v	112-0049-00A	NTE5096A	ECG5096A	- — - — -	SK100V
	Diode	1N5228 3.9v	112-0053-00	NTE5007A	ECG5007A	- — - — -	SK3A9
	Diode	1N5234B 6.2v	112-0047-00B	NTE5013A	ECG5013A	276-561	SK6A2
	Diode	1N5379 110v	112-0072-00	NTE5157	ECG5157	- — - — -	SK110X
	Diode	1N6267A 6.8v	112-5011-00	NTE4902	ECG4902	- — - — -	- — - — -
	Diode	1N4752A 33v	112-5010-00A	NTE147A	ECG147A	- — - — -	SK33V
	Diode	1N4736 6.8v 1w	112-5007-00	NTE5071A	ECG5071A	- — - — -	- — - — -
	TRANSISTORS - TYPE FET, NPN, PNP AND/OR SCR						
3	FET Trans.	STP20N10L	110-0106-00	NTE2987	ECG2987	- — - — -	- — - — -
	FET Trans.	STP19N06L	110-0088-00	NTE2985	ECG2985	- — - — -	- — - — -
	FET Trans.	VN02N	110-0089-00	- — - — -	- — - — -	- — - — -	- — - — -
	NPN Trans.	2N4401	110-0073-00	NTE85	ECG85	276-2009	SK3124A
	NPN Trans.	2N6427	110-0070-00	NTE48	ECG48	- — - — -	SK4906
	NPN Trans.	MJE340	110-0071-00	NTE157	ECG157	- — - — -	SK3747
	NPN Trans.	MPSA42	110-0082-00	NTE287	ECG287	- — - — -	SK3232
	NPN Trans.	2N3904	110-0069-00	NTE123AP	ECG123AP	276-2009	- — - — -
	NPN Trans.	TIP122	110-0067-00	NTE261	ECG261	276-2068	SK3896
	NPN Trans.	MJE15030	110-0101-00	NTE375	ECG375	- — - — -	SK9118
	PNP Trans.	2N5401	110-0078-00	NTE288	ECG288	- — - — -	SK3434
	PNP Trans.	MJE15031	110-0103-00	NTE292	ECG292	- — - — -	SK3441
	PNP Trans.	MJE350	110-0072-00	NTE374	ECG374	- — - — -	SK9042
	PNP Trans.	MPSA92	110-0100-00	NTE288	ECG278	- — - — -	SK3434
	PNP Trans.	TIP42	110-0068-00	NTE332	ECG332	- — - — -	SK9236
	PNP Trans.	TIP32C	110-0081-00	NTE292	ECG292	- — - — -	SK3441
	PNP Trans.	TIP36C	110-0077-00	NTE393	ECG393	- — - — -	SK3961
	SCR Trans.	2N5060	110-0074-00	NTE5400	ECG5400	276-1067	SK3950
	SCR Trans.	SCR2800B	110-0083-00	NTE5461-8	ECG5461-8	- — - — -	- — - — -
	BRIDGE RECTIFIERS (BR)			**Comments:**			
4	BR (Present)	DB3501 or CM3501	112-5000-00	For White Star I/O Bds., BR = 35 Amp @ 100v P.I.V.			
	RELAYS			**Comments:**			
5	Relay	FRL-264 D024/02CK	190-5002-00	For PPB, Power Supply, & White Star I/O Boards, Relay = 24v DC 10 Amp DPDT			
	Relay	FRL-264 D006/04CV	190-5001-00	For CPU Boards, Relay = 6v DC 5 Amp 4 Pole DT			

APPENDIX C

Game Mfg. Date, Manual Part Nº & CPU Jumper Table†

Game Name	Game Mfg. Date and Manual PNº	CPU Ver.	EPROM Position	Jumpers Installed (*see Note)	Jumpers Removed (*see Note)
1. Laser War	MAY 87 780-5001-00	1	5C	J4 J6a J7a	J5 J6 J7b
		2	5B, 5C	J4 J5a J6a	J5 J5b J6b
2. Secret Service	MAR 88 780-5002-00	2	5B, 5C	J4	J5
3. Torpedo Alley	AUG 88 780-5003-00	2	5B, 5C	J4	J5
4. Time Machine	DEC 88 780-5004-00	2	5B, 5C	J4	J5
5. Playboy 35th Anniversary	MAY 89 780-5005-00	2	5B, 5C	J4	J5
6. ABC Monday Night Football	SEP 89 780-5007-00	2	5B, 5C	J4	J5
7. Robocop	NOV 89 780-5006-00	2	5B, 5C	J4	J5
8. Phantom of the Opera	JAN 90 780-5008-00	2	5B, 5C	J4	J5
9. Back to the Future	JUN 90 780-5009-00	3	5B, 5C	J4	J5
10. The Simpsons	SEP 90 780-5012-00	3	5B, 5C	J4	J5
11. Checkpoint	FEB 91 780-5010-00	3	5B, 5C	J4	J5
12. Teenage Mutant Ninja Turtles	MAY 91 780-5017-00	3	5B, 5C	J4	J5
13. Batman	JUL 91 780-5011-00	3	5B, 5C	J4	J5
14. Star Trek 25th Anniversary	OCT 91 780-5014-00	3	5C	J5	J4
15. Hook	JAN 92 780-5019-00	3	5C	J5	J4
16. Lethal Weapon 3	JUN 92 780-5026-00	3	5C	J5	J4
17. Star Wars	OCT 92 780-5024-00	3	5C	J5	J4
18. Rocky & Bullwinkle & Friends	FEB 93 780-5022-00	3	5C	J5	J4
19. Jurassic Park	APR 93 780-5020-00	3	5C	J5	J4
20. Last Action Hero	AUG 93 780-5027-00	3	5C	J5	J4
21. Tales from the Crypt	NOV 93 780-5018-00	3	5C	J5	J4
22. The Who's Tommy	FEB 94 780-5028-00	3	5C	J5	J4
23. WWF Royal Rumble	MAY 94 780-5023-00	3	5C	J5	J4
24. Guns-N'-Roses	JUL 94 780-5029-00	3	5C	J5	J4
25. Maverick	SEP 94 780-5031-00	3	5C	J5	J4
26. Mary Shelley's Frankenstein	DEC 94 780-5036-00	3	5C	J5	J4
27. Baywatch	MAR 95 780-5033-00	3	5C	J5	J4
28. Batman Forever	JUL 95 780-5038-00	3	5C	J5	J4
29. Apollo 13 (A13)	NOV 95 780-5044-00	—	U210	n / a	n / a
30. Golden Eye	FEB 96 780-5042-00	—	U210	n / a	n / a
31. Twister	APR 96 780-5041-00	—	U210	n / a	n / a
32. ID4: Independence Day	JUL 96 780-5045-00	—	U210	n / a	n / a
33. Space Jam	OCT 96 780-5043-00	—	U210	n / a	n / a
34. The Star Wars Trilogy - S.E.	FEB 97 780-5056-00	—	U210	n / a	n / a
35. The Lost World: J.P.	JUN 97 780-5053-00	—	U210	n / a	n / a
36. The X-Files	AUG 97 780-5046-00	—	U210	n / a	n / a
37. Starship Troopers	NOV 97 780-5059-00	—	U210	n / a	n / a
38. Viper Night Drivin'	FEB 98 780-5035-00	—	U210	n / a	n / a
39. Lost In Space	JUN 98 780-5060-00	—	U210	n / a	n / a
40. Godzilla	SEP 98 780-5040-00	—	U210	n / a	n / a
41. South Park	JAN 99 780-5071-00	—	U17 U21 U36 U37	W6 CPU/Snd.	n / a
42. Harley-Davidson®	AUG 99 780-5067-01	—	U17 U21 U36 U37	W6 CPU/Snd.	n / a
43a. Striker Xtreme	MAR 00 780-5068-01	—	U17 U21 U36 U37	W6 CPU/Snd.	n/a
43b. NFL	OCT 00 780-5073-00	—	U17 U21 U36 U37	W6 CPU/Snd.	n/a
44. Sharkey's Shootout	OCT 00 780-5072-01	—	U17 U21 U36	W6 CPU/Snd.	n/a
45. High Roller Casino	JAN 01 780-5065-00	—	U17 U21 U36 U37	W6 CPU/Snd.	n/a
46. Austin Powers™	MAY 01 780-5074-00	—	U17 U21 U36 U37	W6 CPU/Snd.	n/a
47. Monopoly®	SEP 01 780-5075-00	—	U17 U21 U36 U37	W6 CPU/Snd.	n/a
48. Playboy	FEB 02 780-5076-00	—	U17 U21 U36 U37	W6 CPU/Snd.	n/a

† Additional Information for Installed / Removed Jumpers (List 1-28 only):

Board Combinations with **ROM** at Location **5C** (Game 1, Ver1) **Installed** J1b, J3, J4, J6a, **J7a** & J8 **Removed** J1a, J2, J5, **J6** & **J7b**

Board Combinations w/ **ROM** at Locations **5B**, **5C** (Game 1, Ver2) **Installed** J1b, J3, J4, **J5a, J6a, J7b** & J8 **Removed** J1a, J2, J5, **J5b, J6b,** & **J7a**

Board Combinations w/ **ROM** at Locations **5B**, **5C** (Games 2-12, Ver2/3) **Installed** J1b, J3, **J4**, **J5b**, **J6b,** J7b & J8 **Removed** J1a, J2, **J5, J5a, J6a** & J7a

Board Combinations with **ROM** at Locations **5C** (Games 14-28, Ver3) **Installed** J1b, J3, **J5,** J5b, J6b, J7b & J8 **Removed** J1a, J2, **J4,** J5a, J6a & J7a

* Version 1 has a 2K RAM which is a 24-pin IC in Position 5D; Versions 2 & 3 have a 8K RAM which is a 28-PIN IC in Position 5D.

APPENDIX D

Board Type Table

Game Name	Flipper	Sound	Power Supply	Display X-Digit
Laser War	2-Flipper **Board Not Required**	***initial:*** 520-5002-00 ***replaced with:*** 520-5002-02 *520-5002-01 was not used.*	520-5000-00	Master: 520-5004-00 plus: 520-5005-00 (Qty. 2): 7 Digit Alpha/Numeric 520-5006-00 (Qty. 2): 7 Digit Numeric 520-5007-00 (Qty. 1): 4 Digit Numeric
Secret Service	3-Flipper **Board Not Required**	520-5002-02	520-5000-00	520-5014-01 7 Digit Alpha/Numeric Combined
Torpedo Alley	3-Flipper **Board Not Required**	520-5002-02	520-5000-00	520-5014-01 7 Digit Alpha/Numeric Combined
Time Machine	2-Flipper **Board Not Required**	520-5002-02	520-5000-00	520-5014-01 7 Digit Alpha/Numeric Combined
Playboy 35th Anniversary	520-5033-00 2-Flipper (for 100 games)	520-5002-02	520-5000-00	520-5014-01 7 Digit Alpha/Numeric Combined
ABC Monday Night Football	520-5033-00 2-Flipper (for 100 games)	520-5002-02	520-5000-00	520-5030-00 16 Digit Alpha/Numeric Combined
Robocop	520-5033-00 2-Flipper	520-5002-02	520-5000-00	520-5030-00 16 Digit Alpha/Numeric Combined
Phantom of the Opera	520-5033-00 2-Flipper	520-5002-02	520-5000-00	520-5030-00 16 Digit Alpha/Numeric Combined
Back to the Future	520-5033-00 2-Flipper	520-5002-02	520-5000-00	520-5030-00 16 Digit Alpha/Numeric Combined
The Simpsons	520-5033-00 2-Flipper	520-5002-03	520-5000-00	520-5030-00 16 Digit Alpha/Numeric Combined

Game Name	Flipper	Sound	Power Supply	Dot Matrix Display	Display Controller	OPTO Transmitter	OPTO Receiver	OPTO Apllication
Checkpoint	520-5033-00 2-Flipper	520-5002-03	520-5047-00	520-5042-00 128 X 16				
Teenage Mutant Ninja Turtles	520-5033-00 2-Flipper	520-5002-03	520-5047-00	520-5042-00 128 X 16				
Batman	520-5033-00 2-Flipper	520-5050-01	520-5047-00	520-5042-00 128 X 16				
Star Trek 25th Anniversary	520-5033-00 2-Flipper	520-5050-01	520-5047-00	520-5042-00 128 X 16				
Hook	520-5033-00 2-Flipper	520-5050-01	520-5047-00	520-5042-00 128 X 16				
Lethal Weapon 3	520-5033-00 2-Flipper	520-5050-01	520-5047-01	520-5052-00 128 X 32	520-5055-00			
Star Wars	520-5033-00 2-Flipper	520-5050-02	520-5047-01	520-5052-00 128 X 32	520-5055-00			
Rocky & Bull-winkle & Friends	520-5033-00 2-Flipper	520-5050-02	520-5047-01	520-5052-00 128 X 32	520-5055-00			
Jurassic Park	520-5076-00 3-Flipper	520-5050-02	520-5047-02	520-5052-00 128 X 32	520-5055-00			
Last Action Hero	520-5070-00 2-Flipper	520-5050-03	520-5047-02	520-5052-00 128 X 32	520-5055-00			
Tales from the Crypt	520-5076-00 3-Flipper	520-5050-03	520-5047-02	520-5052-00 128 X 32	520-5055-01			
The Who's Tommy	520-5076-00 3-Flipper	520-5077-00	520-5047-02	520-5052-00 128 X 32	520-5055-01			
WWF Royal Rumble	**520-5070 / 5080 -00** 4-Flipper (2X2)	520-5077-00	520-5047-02	520-5052-00 128 X 32	520-5055-01			
Guns N' Roses	520-5076-00 3-Flipper	520-5077-00	520-5047-02	520-5052-00 128 X 32	520-5055-01			
Maverick	520-5076-00 3-Flipper	520-5050-03	520-5047-03	520-5075-00 192 X 64	520-5092-01	520-5102-00 Single OPTO	520-5103-00 Single OPTO	Paddle Boat Wheel Enter
Mary Shelley's Frankenstein	520-5076-00 3-Flipper	520-5077-00	520-5047-03	520-5075-00 192 X 64	520-5092-01			
Baywatch	**520-5070 / 5080 -00** 4-Flipper (2X2)	520-5126-02	520-5047-03	520-5075-00 192 X 64	520-5092-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	5-Ball Trough over Up-Kicker
Batman Forever	520-5076-00 3-Flipper	520-5126-02	520-5047-03	520-5075-00 192 X 64	520-5092-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	4-Ball Trough over Up-Kicker

Miscellaneous Boards (Lamp Boards & Relay Boards) not listed above can be found in each individual game manual.

GAMES HEREON USE THE WHITE STAR BOARD SYSTEM™ *(with the addition of the I/O Power Driver Board):*

Game Name	Flipper	I/O Power Driver	CPU/Sound Stereo	Disp. Power Supply	Dot Matrix Display	Display Controller	OPTO Transmitter	OPTO Receiver	OPTO Apllication
Apollo 13	520-5080-00 2-Flipper	520-5137-00	520-5136-00	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	5-Ball Trough over Up-Kicker
	Miscellaneous PC Boards:	Light Boards 520-5130-01, -04 & -05 Magnet Interface, 7-Segment Display & Light Bd. 520-5130-06 Magnet Driver Board 520-5130-02 Switch Membrane Board 520-5130-03				Relay Board 520-5010-00			
Golden Eye	520-5080-00 2-Flipper	520-5137-00	520-5136-00	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	5-Ball Trough over Up-Kicker
	Miscellaneous PC Boards:	Light Boards 520-5128-05 through -08		Mag. Processor X2 Driver Bd. 520-5143-00		Relay Board 520-5010-00			

Table continued on the next page.

APPENDIX D

Board Type Table

GAMES HEREON USE THE WHITE STAR BOARD SYSTEM™ *(with the deletion of the Flipper Board):*

Game Name	I/O Power Driver	CPU/Sound Mono	Disp. Power Supply	Dot Matrix Display	Display Controller	OPTO Transmitter	OPTO Receiver	OPTO Application	Misc OPTO & App.
Twister	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	5-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	Light Boards 520-5145-01 through -07		Mag. Drv. Bd. 520-5143-00	Relay Board 520-5010-00				
Independence Day (ID4)	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	Light Boards 520-5149-01 through -10		Servo Mtr. Bd. 520-5152-00		520-5082-00 Long Hop OPTO	520-5083-00 Long Hop OPTO	Alien Head Enter	
Space Jam	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	5-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	2X 7-Segment Display Board 520-5153-00							
The Star Wars Trilolgy - Special Ed.	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	Relay Board 520-5010-00							
The Lost World: J.P.	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	4-Ball Trough over Up-Kicker	520-5162-00 2-Pos. Motor Sensor on Snagger Motor
	Miscellaneous PC Boards:	DC Relay Bd. 520-5066-00	Shaker Mtr. Bd. 520-5065-00						
The X-Files	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01	520-5124-00 Single OPTO	520-5125-00 Single OPTO	4-Ball Trough over Up-Kicker	520-5155-00 3-Pos. Motor Sensor on File Cab. Motor
	Miscellaneous PC Boards:					520-5082-00 Long Hop OPTO	520-5083-00 Long Hop OPTO	File Cabinet Enter	
Starship Troopers	520-5137-01	520-5136-15	520-5138-00	520-5052-00 128 X 32	520-5055-02	520-5124-00 Single OPTO	520-5125-00 Single OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	4X 7-Segment Display Board 520-5166-00				520-5082-00 Long Hop OPTO	520-5083-01 Long Hop OPTO	L/R Orbit Lane Enter	
Viper Night Drivin'	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5124-00 Single OPTO	520-5125-00 Single OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	Relay Board 520-5010-00				520-5082-00 Long Hop OPTO	520-5083-01 Long Hop OPTO	Jump Ramp	
Lost In Space	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	Relay Board 520-5010-00							
Godzilla	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	Shaker Mtr. Bd. 520-5065-00							
South Park	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	5-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:					520-5082-00 Long Hop OPTO	520-5083-01 Long Hop OPTO	Kenny Under Trough Enter	
Harley-Davidson®	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	Relay Board 520-5010-00	Shaker Mtr. Bd. /520-5065-00	Diode Board 520-5146-00		520-5082-00 Long Hop OPTO	520-5083-01 Long Hop OPTO	Motorcycle Enter	
Striker Xtreme (NFL)	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	520-5155-00 3-Pos. Motor Sensor on Goalie Motor
	Miscellaneous PC Boards:	DC Relay Bd. 520-5066-00	Relay Board 520-5010-00	Diode Board 520-5146-00	for **UK ONLY> Sol-enoid Expander Bd. 520-5192-00**	520-5082-00 Long Hop OPTO	520-5083-01 Long Hop OPTO	Goalie Under-Trough Enter	
Sharkey's Shootout	520-5137-64	520-5136-64	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	520-5194-00 4-Pos. Motor Sensor on ?-Ball Motor
	Miscellaneous PC Boards:	Relay Board 520-5010-00	Sol. Exp. Bd. 520-5192-00						
High Roller Casino	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	520-5194-00 4-Pos. Motor Sensor on Roulette Wheel Motor
						520-5082-00 Long Hop OPTO	520-5083-01 Long Hop OPTO	Ball Lock Under Roulette	
	Miscellaneous PC Boards:	Dot Display (5X7) in Slot Mach. 520-5197-00			for **UK ONLY> Sol-enoid Expander Bd. 520-5192-00**	520-5196-00 3-Pos. OPTO	520-5195-00 3-Pos. OPTO	Up/Dn Ramp in Slot Mach.	
Austin Powers™	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	520-5212-00 **Pulse-Stretcher OPTO on Spini-Me**
	Miscellaneous PC Boards:	Relay Bd. (X3) 520-5010-00			for UK ONLY> Sol-enoid Expander Bd. 520-5192-00				
Monopoly®	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	DC Relay Bd. 520-5066-00	Dot Display (5X7) in Elec. Sign 520-5197-00		for **UK ONLY> Sol-enoid Expander Bd. 520-5192-00**	520-5218-00 4-Pos. OPTO	520-5210-00 4-Pos. OPTO	Bank Door	
Playboy	520-5137-01	520-5136-16	520-5138-00	520-5052-00 128 X 32	520-5055-03	520-5173-00 Dual OPTO	520-5174-00 Dual OPTO	4-Ball Trough over Up-Kicker	
	Miscellaneous PC Boards:	DC Relay Bd. 520-5066-00	Relay Bd. 520-5010-00		for **UK ONLY> Sol-enoid Expander Bd. 520-5192-00**				

† ***N o t e :*** To order Game Specific CPU/Sound Board please specify Game Name.

APPENDIX E

Generic Coil Cross-Reference Guide † ‡

STANDARD COILS					
GA-TURNS	Res. (Ω)	SPI PART Nº	GA-TURNS	Res. (Ω)	SPI PART Nº
20-400	1.0 Ω	090-5021-00	24-940 †	5.5 Ω	090-5036-00T
22-500	1.7 Ω	090-5017-00			090-5036-00B
22-600	2.2 Ω	090-5023-00	25-1240	9.3 Ω	090-5034-00
23-700	3.1 Ω	090-5022-00	26-1200 †	10.3 Ω	090-5044-00T
23-750	3.4 Ω	090-5019-00			090-5044-00B
23-800 †	3.6 Ω	090-5001-00T	27-1300	14.2 Ω	090-5003-00
		090-5001-00B	27-1400	14.7 Ω	090-5015-00
23-840	4.0 Ω	090-5005-00	27-1500	16.3 Ω	090-5004-00T
23-1200	7.1 Ω	090-5008-00			090-5004-00B
23½-765	3.6 Ω	090-5037-03	28-1050	11.5 Ω	090-5046-00
24-900	5.0 Ω	090-5002-00	29-2000	33.6 Ω	090-5016-00

FLIPPER COILS			
GAUGE-TURNS	Res. (Ω)	COLOR	SPI PART Nº
21-900 †	*not available*	RED	090-5020-10T
22-750/30-2600 ‡	2.6 / 92.0 Ω	N/A	090-5011-00
22-900 †	3.4 Ω	YEL	090-5020-20T
22-1080 †	4.3 Ω	YEL/GRN	090-5032-00T
			090-5032-00B
23-620/30-2600 ‡	2.4 / 75.0 Ω	N/A	090-5006-00
23-700/30-2600 ‡	3.0 / 83.5 Ω	N/A	090-5013-00
23-800/30-2600 ‡	2.8 / 90.5 Ω	N/A	090-5012-00
23-900	3.8 Ω	GRN	090-5020-30
23-1100	5.1 Ω	ORG	090-5030-00
23-1500	4.4 Ω	BLU	090-5062-00T
24-1570	9.5 Ω	N/A	090-5025-00
25-1800	13.8 Ω	BLU/GRN	090-5041-00

NOTE: Ohm values may vary +/- .03 Ω ***depending on meter calibration.***

† Coil Part Nºs ending with a "T" signifies the Diode is on the top of the lug; ...ending with a "B" signifies the Diode is on the bottom of the lug.

‡ These coils are dual-wound. ***Also Note:*** All Coil Part Nºs listed ***Do Not Include*** Coil Sleeves (must be ordered separately).

MAGNET COILS w/12" leads			TRIP COILS (Miniature)						LUGLESS COILS	
GA-TURNS	Res. (Ω)	SPI PART Nº	GA-TURNS	Res. (Ω)	SPI PART Nº	GA-TURNS	Res. (Ω)	SPI PART Nº	GA-TURNS	Res. (Ω)
22-650	4.3 Ω	090-5042-01	29-1000	15.2 Ω	090-5059-00	33-1590	59 Ω	515-6916-00	SPI PART Nº	
24-780	8 Ω	090-5061-00	31-1500	52.0 Ω	090-5054-00	32-1250	35 Ω	515-6916-**01**	23-800	3.6 Ω
20½-480	2.9 Ω	090-5064-02	32-1800	50.2 Ω	090-5031-00	Note: 33-1590 WHT & 32-1250 YEL			090-5053-00	

Flipper Coil Table ‡ ††

GAME NAME	Nº of Flippers	LOWER FLIPPERS SPI Nº / GAUGE-TURNS / Color		UPPER FLIPPERS SPI Nº / GAUGE-TURNS / Color	
		LEFT	RIGHT	LEFT	RIGHT
Laser War ‡	2	090-5011-00 **22-750 / 30-2600**	SAME	Not Used	Not Used
Secret Service ‡	3	090-5006-00 **23-620 / 30-2600**	SAME	Not Used	090-5006-00 **23-620 / 30-2600**
Torpedo Alley ‡	3	090-5011-00 **22-750 / 30-2600**	090-5013-00 **23-700 / 30-2600**	Not Used	090-5012-00 **23-800 / 30-2600**
Time Machine ‡	2	090-5011-00 **22-750 / 30-2600**	SAME	Not Used	Not Used
‡ These coils are dual-wound.					
Playboy 35th Anniversary ††	2	090-5020-02 **22-900 -YEL-**	SAME	Not Used	Not Used
ABC Monday Night Football ††	2	090-5020-02 **22-900 -YEL-**	SAME	Not Used	Not Used
†† A very small % of these games used a 090-5020-20 coil which used a proto-type Solid State Flipper System. The two types of coils both are 22-900 coils; the only difference being the addition of the 1N5404 Diode on the (-02) coils which was used in the Deger Design.					
Robocop	2	090-5020-20 **22-900 -YEL-**	SAME	Not Used	Not Used
Phantom of the Opera	2	090-5020-20 **22-900 -YEL-**	SAME	Not Used	Not Used
Back to the Future	2	090-5020-20 **22-900 -YEL-**	SAME	Not Used	Not Used
The Simpsons	2	090-5020-20 **22-900 -YEL-**	SAME	Not Used	Not Used
Checkpoint	2	090-5020-20 **22-900 -YEL-**	SAME	Not Used	Not Used
Teenage Mutant Ninja Turtles	2	090-5020-30 **23-900 -GRN-**	SAME	Not Used	Not Used
Batman	2	090-5020-30 **23-900 -GRN-**	SAME	Not Used	Not Used
Star Trek 25th Anniversary	2	090-5020-30 **23-900 -GRN-**	SAME	Not Used	Not Used
Hook	2	090-5030-00 **23-1100 -ORG-**	090-5020-30 **23-900 -GRN-**	Not Used	Not Used
Lethal Weapon 3	2	090-5030-00 **23-1100 -ORG-**	SAME	Not Used	Not Used

Table continued on the next page.

APPENDIX E

Flipper Coil Table †

GAME NAME	Nº of Flippers	LOWER FLIPPERS		UPPER FLIPPERS	
		SPI Nº / GAUGE-TURNS / Color		SPI Nº / GAUGE-TURNS / Color	
		LEFT	RIGHT	LEFT	RIGHT
Star Wars	2	090-5032-00 **22-1080 -YEL-GRN-**	SAME	Not Used	Not Used
Rocky & Bullwinkle & Friends	2	090-5020-30 **23-900 -GRN-**	SAME	Not Used	Not Used
Jurassic Park	3	090-5020-30 **23-900 -GRN-**	SAME	Not Used	090-5030-00 **23-1100 -ORG-**
Last Action Hero	2	090-5020-30 **23-900 -GRN-**	SAME	Not Used	Not Used
Tales from the Crypt	3	090-5032-00 **22-1080 -YEL-GRN-**	SAME	Not Used	090-5041-00 **25-1800 -BLU-GRN-**
The Who's Tommy	3	090-5020-30 **23-900 -GRN-**	SAME	090-5041-00 **25-1800 -BLU-GRN-**	Not Used
WWF Royal Rumble	4	090-5032-00 **22-1080 -YEL-GRN-**	SAME	090-5041-00 **25-1800 -BLU-GRN-**	SAME
Guns N' Roses	3	090-5032-00 **22-1080 -YEL-GRN-**	SAME	090-5030-00 **23-1100 -ORG-**	Not Used
Maverick	3	090-5032-00 **22-1080 -YEL-GRN-**	SAME	Not Used	090-5032-00 **22-1080 -YEL-GRN-**
Mary Shelley's Frankenstein	3	090-5030-00 **23-1100 -ORG-**	SAME	Not Used	090-5030-00 **23-1100 -ORG-**
Baywatch	4	090-5030-00 **23-1100 -ORG-**	090-5020-30 **23-900 -GRN-**	090-5025-00 **24-1570 -N/A-**	090-5030-00 **23-1100 -ORG-**
Batman Forever	3	090-5032-00 **22-1080 -YEL-GRN-**	090-5020-20 **22-900 -YEL-**	Not Used	090-5020-30 **23-900 -GRN-**
Apollo 13	2	090-5032-00 **22-1080 -YEL-GRN-**	SAME	Not Used	Not Used
Golden Eye	2	090-5032-00 **22-1080 -YEL-GRN-**	SAME	Not Used	Not Used
Twister	2	090-5020-20 **22-900 -YEL-**	090-5032-00 **22-1080 -YEL-GRN-**	Not Used	Not Used
ID4: Independence Day	3	090-5032-00 **22-1080 -YEL-GRN-**	SAME	Not Used	090-5020-30 **23-900 -GRN-**
Space Jam †	2	090-5032-00T **22-1080 -YEL-GRN-**	090-5020-20T **22-900 -YEL-**	Not Used	Not Used
The Star Wars Trilogy - Special Edition †	2	090-5032-00T **22-1080 -YEL-GRN-**	SAME	Not Used	Not Used
The Lost World: Jurassic Park †	2	090-5032-00T **22-1080 -YEL-GRN-**	SAME	Not Used	Not Used
The X-Files †	2	090-5032-00T **22-1080 -YEL-GRN-**	SAME	Not Used	Not Used
Starship Troopers †	3	090-5030-00T **23-1100 -ORG-**	SAME	Not Used	090-5032-00T **22-1080 -YEL-GRN-**
Viper Night Drivin' †	2	090-5030-00T **23-1100 -ORG-**	SAME	Not Used	Not Used
Lost In Space †	2	090-5030-00T **23-1100 -ORG-**	090-5032-00T **22-1080 -YEL-GRN-**	Not Used	Not Used
Godzilla †	2	090-5032-00T **22-1080 -YEL-GRN-**	SAME	Not Used	Not Used
South Park †	2	090-5030-00T **23-1100 -ORG-**	SAME	Not Used	Not Used
Harley-Davidson® †	2	090-5032-00T **22-1080 -YEL-GRN-**	090-5030-00T **23-1100 -ORG-**	Not Used	Not Used
Striker Xtreme (NFL) †	3	090-5032-00T **22-1080 -YEL-GRN-**	090-5030-00T **23-1100 -ORG-**	090-5030-00T **23-1100 -ORG-**	Not Used
Sharkey's Shootout †	3	090-5030-00T **23-1100 -ORG-**	090-5030-00T **23-1100 -ORG-**	090-5030-00T **23-1100 -ORG-**	Not Used
High Roller Casino †	2	090-5020-20T **22-900 -YEL-**	090-5032-00T **23-1080 -YEL-GRN-**	Not Used	Not Used
Austin Powers™ †	2	090-5020-30 **23-900 -GRN-**	090-5030-00T **23-1100 -ORG-**	Not Used	Not Used
Monopoly® †	3	090-5032-00T **22-1080 -YEL-GRN-**	090-5032-00T 22-1080 -YEL-GRN-	Not Used	090-5062-00T 23-1500 -BLU-
Playboy †	2	090-5030-00T **23-1100 -ORG-**	090-5030-00T **23-1100 -ORG-**	Not Used	Not Used

† Coil Part Nºs ending with a "T" signifies the Diode is on the top of the lug (on the coil-winding side);
Coil Part Nºs ending with a "B" signifies the Diode is on the bottom of the lugs.

APPENDIX F

Motor Specification Table

The following table only list games that used motors. *Part Numbers starting with "515-" will include the Wiring Harness & Connector.*

Game Name	Function	Specifications	Part №
ABC Monday Night Football	Goal Post Up/Down Movement	Motor 24v A.C. 60 RPM CW	515-5222-00
Phantom of the Opera	Organ Up/Down Movement	Bowman Motor 24v 60Hz 3W 11 RPM CCW	515-5256-00
Checkpoint	Mag Wheel (in Backbox)	Motor D.C. (KEN)	041-5005-00
	Shaker	Johnson Motor (Vibrator)	041-5002-00
Teenage Mutant Ninja Turtles	Spinning Pizza Ball Deflector	Gear Motor 24v A.C. 325 RPM CW	515-5397-00
Batman	Bar Target Up/Down Movement	Bowman Motor 24v 60Hz 3W 11 RPM CCW	515-5256-00
Star Trek 25th Anniversary	Swinging Target	Bowman Motor 24v 22½ RPM	515-5534-00
	Transporter F/X	Gear Motor 24v A.C. 3½ RPM	500-5421-00
	Cooling Fan (for Transporter F/X)	4½" Motor 12v	041-5014-00
Lethal Weapon 3	Spinning Light	Motor 2½ v A.C. 4000 RPM CCW	041-5017-00
Star Wars	Bar Target Up/Down Movement	Bowman Motor 24v 60hz 3W 11 RPM CCW	515-5256-00
	R2D2 Robot Left/Right Movement	Bowman Motor 24v A.C. 22½ RPM CW	515-5571-00
	Death Star Rotation	Bowman "G" Motor 24v A.C. 60Hz 6 RPM CW	515-5570-00
Rocky & Bullwinkle & Friends	Nell Log "Cutting Blade" Forward/Back Movement	Autotrol Model E Motor 24v 60hz 4W 3 RPM CCW	041-5023-00
Jurassic Park	T-Rex Left/Right Movement	Multi Motor 5v D.C.	041-5025-00
	T-Rex Up/Down Movement	Bowman Motor 24v 11 RPM CW	041-5026-00
	Shaker	Johnson Motor (Vibrator)	041-5002-00
Last Action Hero	Crane Left/Right Movement	Multi Products Motor 12v D.C. #3312 OSC	041-5027-00
	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW	041-5029-00
Tales from the Crypt	Tombstone Up/Down Movement	Bowman Motor 24v A.C. 6 RPM CCW	515-5900-00
	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW	041-5029-00
The Who's Tommy	Mirror Up/Down Movement	Bowman Motor 24v A.C. 6 RPM CCW	515-5900-00
	Flipper Blinders	Servo Motor (94102)	041-5032-00
	Spinning Airplane Propellers	Motor D.C.	041-5033-00
WWF Royal Rumble	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW	041-5029-00
Maverick, The Movie	Turning Paddle Wheel	Motor 24v A.C. 10 RPM	041-5036-00
Mary Shelley's Frankenstein	Creature Head Left/Right Movement	Servo Motor (94102)	041-5032-00
Batman Forever	Cannon Left/Right Movement	Bowman Motor 24v A.C. 60Hz 3W 6 RPM CCW	515-6383-00
Apollo 13	Rocket Up/Down Movement	Bowman Motor 24v A.C. 60Hz 3W 6 RPM CCW	515-6383-00
	Moon Unit Rotational Orbit	Multi Products Motor 24v A.C. 50/60Hz 3W 6 RPM CCW	515-6487-00
	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW	041-5029-00
Golden Eye	Satellite Left/Right Movement	Bowman Motor 24v A.C. 60Hz 3W 6 RPM CW	515-6528-00

Table continued on the next page.

APPENDIX F

Motor Specification Table

The following table only list games that used motors. *Part Numbers starting with "515-" will include the Wiring Harness & Connector.*

Game Name	Function	Specifications	Part №
Twister	Spinning Disc with Magnet	Multi Products Motor 24v A.C. (041-5026-00) 50/60Hz 3W 325 RPM CCW	515-6347-00
	Backbox Fan (Tornado Wind)	Multi Products Motor 24v A.C. (041-5052-00) 50/60Hz 3W 3600 RPM CW	515-6531-00
ID4: Independence Day	Alien Head Open/Close Movement	Servo Motor (94322)	041-5045-00
The Star Wars Trilogy - S.E.	X-Wing Left/Right Movement	Bowman Motor 24v A.C. (041-5058-00) 60Hz 3W 10 RPM CCW	515-6383-01
The Lost World: J.P.	Snagger & Center Link Lift Up/Down Movement	Multi Products Motor 20v D.C. (041-5059-03) 9 RPM Non-Directional	515-6715-03
	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW	041-5029-00
The X-Files	X-File Cabinet Lift Up/Down Movement	Multi Products Motor 20v D.C. 9 RPM CCW	041-5057-00
Starship Troopers	Warrior Bug Forward/Reverse Movement	Haydon Switch & Instrument, Inc. Stepper Motor 12v D.C. 4.6W (041-5062-00), Series 36000: 1.4"ø (Non-Captive Shaft not incl.) HSI #36864-12 (Unipolar) Travel per Step: .004 Step Angle: 15°	515-6794-00 **Requires 7" Shaft:** 530-5503-00
Lost In Space	Spinning Disc with Magnet	Multi Products Motor 24v A.C. (041-5046-00) 50/60Hz 3W 325 RPM CCW	515-6347-00
Godzilla	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW ‡	041-5029-**01**
Harley-Davidson®	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW ‡	041-5029-**01**
	Motorcycle Lift Up/Down Movement	Autotrol 24v A.C. (041-5072-01) 20 RPM CCW	515-7025-00
Striker Xtreme (NFL)	Goalie (Linebacker) Left to Right Movement	Multi #3590 12v D.C. (041-5075-00) 60 RPM	515-7071-00
Sharkey's Shootout	Mystery Ball Rotating Movement	Hankscraft Motor Model-E 24v A.C. (041-5076-00) 50/60Hz 3W 20 RPM CW	515-7095-00
High Roller Casino	Roulette Wheel Rotating Movement	Multi Products Motor 20V D.C. (041-5078-00) 17 RPM CCW	515-7153-00
	Up/Dn. Ramp in Slot Mach. Lift Up/Down Movement	Haydon Switch & Instrument, Inc. Stepper Motor 12v D.C. 4.6W (041-5062-00), Series 36000: 1.4"ø (Non-Captive Shaft not incl.) HSI #36864-12 (Unipolar) Travel per Step: .004 Step Angle: 15°	515-6794-00 **Requires Shaft 4¼":** 530-5503-01
Austin Powers™	Time Machine Rotating Movement	Multi Products Motor 24v A.C. (041-5079-00) 50/60Hz 20RPM CCW	515-7141-00
	Laser Beam Left to Right Directional	Autotrol Motor 24V A.C. (041-5081-00) 50/60Hz 4W 10RPM Bi-Directional	515-7171-00
	Dr. Evil Target Lift Up/Down Movement	Hankscraft Motor Model-E 24v A.C. (041-5030-00) 50/60Hz 6RPM CCW	515-5900-00
Monopoly®	Mini-Flipper (Waterworks) Rotating Movement	Multi Prod. Motor & Gear Box #7000 EX00159A 20v D.C. 50/60Hz 85RPM CC/CCW	041-5083-00
Playboy	Triangular Billboard Rotating Movement	Autotrol Motor (BD511 150-1387) 24v A.C. 50/60Hz 12RPM Bi-Directional	041-5086-02
	Centerfold Mechanism Open/Close Movement	Multi Products (3680) Motor 12v DC 10/12 RPM CC/CCW	041-5075-04
	Tease Drop Screen Lift Up/Down Movement	Haydon Switch & Instrument, Inc. Stepper Motor 12v D.C. 4.6W (041-5062-00), Series 36000: 1.4"ø (Non-Captive Shaft not incl.) HSI #36864-12 (Unipolar) Travel per Step: .004 Step Angle: 15°	515-6794-00 **Requires 7" Shaft:** 530-5503-00

No motors were used on the following games: Laser War, Secret Service, Torpedo Alley, Time Machine, Playboy 35th Anniversary, Robocop, Back to the Future, The Simpsons, Hook, Guns N' Roses, Baywatch, Space Jam, Viper Night Drivin', South Park.

‡ ***Please Note:*** *"-01" Shaker Motor is* ***Not Compatible*** *with old Shaker Motor 041-5029-**00** (Shaker Motor Assy. 515-5893-00). THIS NEW MOTOR CAN ONLY BE USED IN NEW SHAKER MOTOR ASSY. 515-5893-**01**.*

APPENDIX G

Part Number Prefix Classification Codes

I. Electrical Source, Energy & Signal Converters
- 010- Transformers
- 031- Speakers
- 090- Solenoids (Coils)

II. Conductors, Connectors & Insulators
- 034- Line Cords
- 036- Cable and Harness Assemblies
- 041- Motors
- 045- Connectors (All Types)
- 077- Lamp Sockets

III. Circuits & Circuit Elements
- 100- ICs
- 110- Transistors
- 112- Diodes
- 121- Resistors
- 123- Resistors (Variable & Adjustable)
- 124- Regulators & Bridge Rectifiers
- 125- CAPS
- 140- Crystals
- 165- Light Bulbs
- 180- Switches
- 190- Relays

IV. Bolts, Screws, Nuts & Washers
- 231- Bolts
- 232- Screws (Pan Head)
- 234- Screws (HWH)
- 237- Screws (Misc.)
- 240- Nuts (Misc.)
- 242- Washers (Flat, Round)
- 244- Washers (Split Lock)
- 246- Washers (Lockers, External Tooth)

V. Mechanical Components
- 249- Rivets
- 251- Pins (Dowel)
- 254- Stand-Offs, Spacers and Shims
- 260- Steel Ball
- 265- Springs (Extension)
- 266- Springs (Compression)
- 269- Springs (Washers - Belleville, Wave)
- 280- Grommets and Bushing

VI. Handles, Locks, Catches & Latches, Keys & Hinges
- 355- Handles, Locks, Catches & Latches and Keys
- 390- Hinges

VII. Fabricated Parts (In-House Assemblies)
- 500- End Product (Systems and Models)
- 515- Sub-Assemblies
- 520- Printed Circuit Boards (PCBs)
- 522- Display Glass
- 525- Wood Parts
- 530- Screw Machined Parts
- 535- Fabricated Parts
- 545- Molded (Extruded) Plastic/Rubber Parts
- 550- Molded (Inserts)

VIII. Bulk Materials
- 600- Braided Ground Wire
- 601- Stranded Wire
- 602- Ribbon Cable
- 605- Sleeving (Shrink Tubing)
- 626- Foam Rubber

IX. Miscellaneous
- 705- Packing & Shipping Items
- 820- Decals and Labels (Sets & Misc.)
- 830- Butyrate (Plastic Pieces)
- 900- Game Posters
- 960- EPROM (Raw Part)
- 965- EPROM (Programmed Part)

APPENDIX H

Playfield Inserts (Plastic Light Covers)

Patterns: **STARBURST**  **STIPPLE** 	**STARBURST CIRCULAR** 5/8" ø **550-5000-XX**	**STARBURST CIRCULAR** 3/4" ø **550-5001-XX**	**STARBURST CIRCULAR** 1" ø **550-5002-XX**	**STARBURST CIRCULAR** 1-3/16" ø **550-5003-XX**	**STARBURST CIRCULAR** 1-1/2" ø **550-5004-XX**
STARBURST CIRCULAR 2-1/4" ø **550-5005-XX**	**STARBURST CIRCULAR** 2-3/4" ø **550-5006-XX**	**PLAIN CIRCULAR** 3/4" ø **550-5007-XX**	**PLAIN CIRCULAR** 1" ø **550-5008-XX**	**PLAIN CIRCULAR** 1-3/16" ø **550-5009-XX**	**PLAIN CIRCULAR** 1-1/2" ø **550-5010-XX**
PLAIN CIRCULAR 2-1/4" ø **550-5011-XX**	**PLAIN CIRCULAR** 2-3/4" ø **550-5012-XX**	**STIPPLE CIRCULAR** 1" ø **550-5048-XX**	**STIPPLE 1" SQUARE** 1" **550-5019-XX**	**ROLLOVER BUTTON BASE** **550-5026-XX**	**WHITE STAR** *(only in white)* **545-5015-00**
STIPPLE RECTANGULAR 1-1/2" X 3/4" **550-5018-XX**	**STIPPLE RECTANGULAR** 1-5/8" X 1-1/2" **550-5051-XX**	**STARBURST RECTANGULAR** 2-1/4" X 1-1/8" **550-5044-XX**	**PLAIN RECTANGULAR** 2-1/4" X 1-1/8" **550-5049-XX**	**PLAIN RECTANGULAR** 1-1/4" X 1-1/2" **550-5050-XX**	**PLAIN RECTANGULAR** 2" X 2-1/2" **550-5063-XX**
STARBURST MINI SHIELD 1" X 1" **550-5024-XX**	**STARBURST LARGE SHIELD** **550-5025-XX**	**MINI HOT DOG** 1-5/8" **550-5020-XX**	**BEVEL HOT DOG** 3-1/2" **550-5021-XX**	**PLAIN HOT DOG** 3-1/2" **550-5022-XX**	**BANANA** **550-5023-XX**
STARBURST ARROW-SMALL **550-5013-XX**	**STARBURST ARROW-LARGE** **550-5070-XX**	**STARBURST ARROW-HEAD SMALL** **550-5014-XX**	**STARBURST ARROW-HEAD LARGE** **550-5015-XX**	**STARBURST BULLET** **550-5016-XX**	**STARBURST TRIANGLE** **550-5017-XX**

Note: *The shapes and sizes shown above are not to scale. Some shapes may no longer be available in every color.*

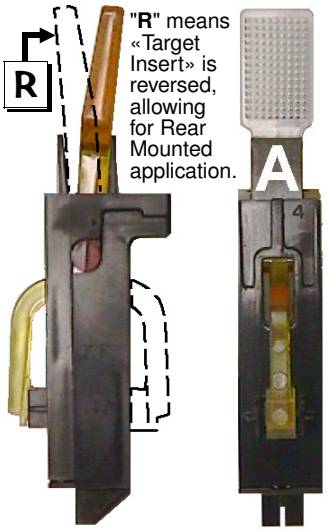
Instructions: Parts which may come in various colors (i.e. targets, some posts, playfield inserts, etc.) end in a 2-digit Nº which correspond to the color of that part. The "**-XX**" in Part Nºs which may come in various colors should be replaced with the desired 2-Digit Nº. corresponding to the color desired. *Not all colors may be available.*

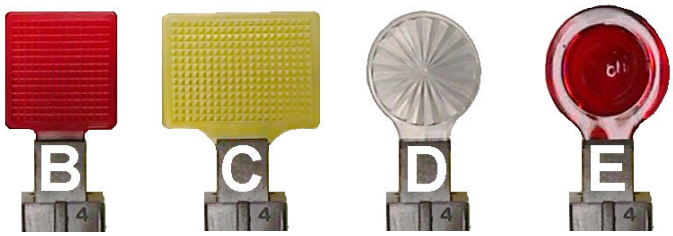
PLASTIC PART COLOR CHART

Nº	Color	Nº	Color	Nº	Color	Nº	Color	Nº	Color	Nº	Color
-00	**Black** or Solid Clear	**-03**	Amber	**-06**	Yellow	**-09**	Purple	**-12**	Fluor. Blue	**-15**	Luminescent
-01	Clear	**-04**	Green	**-07**	Orange	**-10**	Fluor. Orange	**-13**	Teal Green	**-16**	Gold
-02	Red	**-05**	Blue	**-08**	White	**-11**	Fluor. Green	**-14**	Gray	**-17**	Trans. Brown

APPENDIX I

Stand-Up Targets



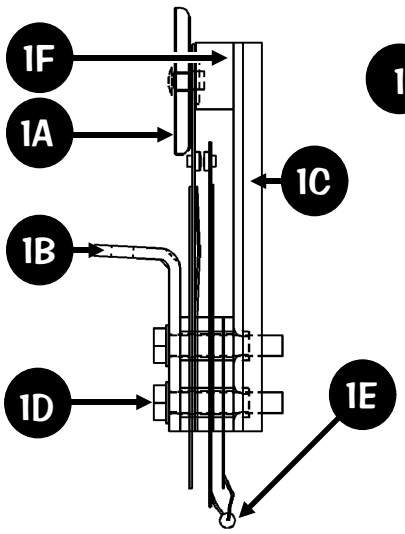


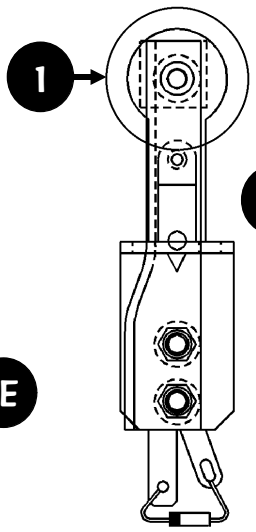
PLASTIC PART COLOR CHART	
Nº	Color
-00	Black
-01	Clear
-02	Red
-03	Amber
-04	Green
-05	Blue
-06	Yellow
-07	Orange
-08	White
-09	Purple
-10	Fluor. Orange
-11	Fluor. Green
-12	Fluor. Blue
-13	Teal Green
-14	Gray
-15	Luminescent
-16	Gold

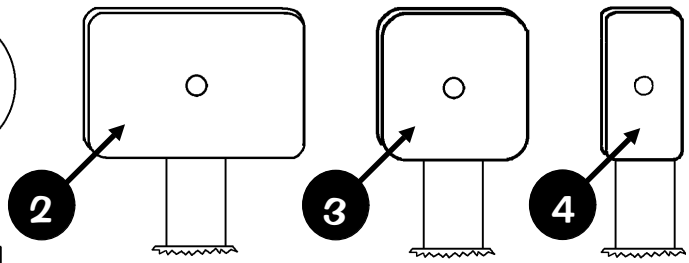
Take Note:

1. For **Items A-E**, for the Target Assembly use the **"500-"** SPI Nº; For the Target Assy. with Rear Mount add **"R"** to **"500-"** SPI Nº; For just the «Target Insert» use the **"545-"** SPI Nº.
2. **Items A-E** come in various colors. *These targets may not be available in every color.* The **"-XX"** in should be replaced with the desired 2-Digit Nº for the color desired described in the Chart ➶.
   As of date of print, the following colors were used for Items A-E:
   -01 Clear **(A, D); -02** Red **(A, B, C, D, E); -03** Amber **(D, E); -04** Green **(A, B); -05** Blue **(C); -06** Yellow **(A, C), -09** Purple **(B, D); -11** Fluorescent Green **(A, B, D).**
3. See Section 3, Chapter 2, Go To Diagnostics Menu, for switches used corresponding to the Switch Matrix Grid of this game.

Nº	STAND-UP TARGET NAME	SPI PART Nº	Nº	STAND-UP TARGET NAME	SPI PART Nº
A	Modular Stand-Up Target Narrow Assy.	500-6138-XX	D	Modular Stand-Up Target Round Assy.	500-6075-XX
	Stand-Up Target Narrow (Insert)	545-6138-XX		Stand-Up Target Round (Insert)	545-6075-XX
B	Modular Stand-Up Target Square Assy.	500-6139-XX	E	Mod. Stand-Up Target 1" Spherical Assy.	500-6189-XX
	Stand-Up Target Square (Insert)	545-6139-XX		Stand-Up Target 1" Spherical (Insert)	545-6189-XX
C	Modular Stand-Up Target Rectangle Assy.	500-6228-XX	***Note:*** *To receive the Target Assembly with the « Target Insert » « **R**eversed » simply add a **"R"** at the end of the Part Nº. See Side View picture above to compare (dashed line shows target reversed).*		
	Stand-Up Target Rectangle (Insert)	545-6228-XX			







Take Note:

1. For Items 1-4, "single" components can be ordered.
2. Items 1-4 come in various colors. *These targets may not be available in every color.* The "-XX" in Part Nºs should be replaced with the desired 2-Digit Nº for the color desired described in the above Chart.
3. For switches used corresponding to the Switch Matrix Grid of this game, see Sec. 3, Chp. 2, ...Diagnostics.

Nº	STAND-UP (FLAT) TARGET NAME	SPI PART Nº
1	1" Round Stand-Up Target Assy.	500-5835-XX
ORDERING ABOVE (ITEM 1) ASSY. PART Nº WILL INCLUDE:		
1A‡	Switch & Target Assy. 1" Round	515-5966-XX
1B	Mounting Bracket	535-6896-00
1C	Switch Back Plate	535-6452-00
1D	6-32 X ¾ HWH Swage (Qty. 2)	237-5976-05
1E	Switch Diode, 1N4001	112-5001-00
1F	Foam Pad	626-5029-00

‡ ***Note:*** Item **1A**, is a riveted Sub-Assy. which includes the following items for reference: **A1**— Stack Switch Radius End (180-5133-00), **A2**— Washer 5/16" (242-5017-00), **A3**— Rivet 1/8" ø X 3/16" (249-5001-00) **and A4**— 1" Round Target (545-5456-XX).

Nº	STAND-UP (FLAT) TARGET NAME	SPI PART Nº
2	1" X 1½" Stand-Up Rect. Target Assy.	500-5321-XX
ORDERING ABOVE (ITEM 2) ASSY. PART Nº WILL INCLUDE:		
2A‡	Sw. & Target Assy. 1" X 1½" Rect. Items 2B-F are identical to 1B-F	515-6027-XX Same as 1B-F

Item 2 Table Note continued in the next column.

‡ ***Note:*** Item **2A**, is a riveted Sub-Assy. which includes the following items for reference: **A1**— Stack Switch Radius End (180-5133-00), **A2**— Washer 5/16" (242-5017-00), **A3**— Rivet 1/8" ø X 3/16" (249-5001-00) **and A4**— Rectangular Target (545-5145-XX).

Nº	STAND-UP (FLAT) TARGET NAME	SPI PART Nº
3	1" Sq. Stand-Up Target Assy.	500-5232-XX
ORDERING ABOVE (ITEM 3) ASSY. PART Nº WILL INCLUDE:		
3A‡	Sw. & Target Assy. 1" Square Items 3B-F are identical to 1B-F	515-5162-XX Same as 1B-F

‡ ***Note:*** Item **3A**, is a riveted Sub-Assy. which includes the following items for reference: **A1**— Stack Switch Radius End (180-5133-00), **A2**— Washer 5/16" (242-5017-00), **A3**— Rivet 1/8" ø X 3/16" (249-5001-00) **and A4**— 1" Square Target (545-5470-XX).

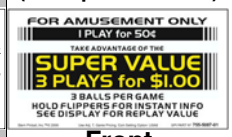
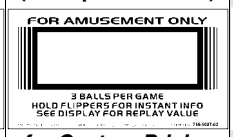
Nº	STAND-UP (FLAT) TARGET NAME	SPI PART Nº
4	Narrow Stand-Up Target Assy.	500-5857-XX
ORDERING ABOVE (ITEM 4) ASSY. PART Nº WILL INCLUDE:		
4A‡	Sw. & Target Assy. Narrow Items 4B-F are identical to 1B-F	515-5967-XX Same as 1B-F

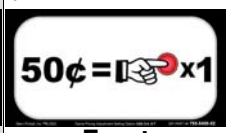
‡ ***Note:*** Item **4A**, is a riveted Sub-Assy. which includes the following items for reference: **A1**— Stack Switch Square End (180-5132-00), **A2**— Washer 5/16" (242-5017-00), **A3**— Rivet 1/8" ø X 3/16" (249-5001-00) **and A4**— Narrow Target (545-5210-XX).

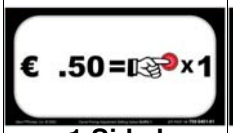
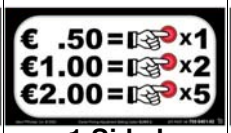
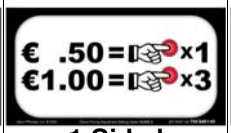
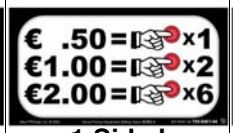
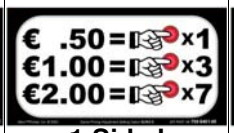
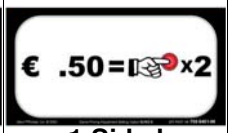
SORRY I FARTED.

APPENDIX J

Coin Cards (USA & International)

Pricing Default: (note):	**USA 8** *or Canada* (used prior 03/2002)	**USA 2-7** *or Canada* (used prior 03/2002)	**USA** *or International* (used prior Mar. 02)	**USA 1*** *(optional)* (used prior Mar. 02)	**USA 5** (used prior Mar. 02)
See Section **3**, Chapter **4**, **Go To Adjustments Menu**, Adj. **6**, **Game Pricing**, **USA & International Standard Pricing Select Table**, to view *Custom* or *Standard Pricing Schemes* these Coin Cards correspond to.					
Description: **SPI Part Nº:**	**Front** **755-5087-01**	**Back** **755-5087-01**	*for Custom Pricing* **755-5087-02**	**1-Sided** **755-5087-03**	**1-Sided** **755-5087-05**

USA 8 *or Canada* *(supercedes 755-5087-01)*	**USA 5** *or Canada* *(supercedes 755-5087-05)*	**USA 1*** *(optional)* *(supercedes 755-5087-03)*	**Custom Pricing†** *(supercedes 755-5087-02)*	**USA 2-7** *or Canada* *(supercedes 755-5087-01)*	**Custom Pricing†** *(supercedes 755-5087-02)*
					
Front **755-5400-00**	**Back** **755-5400-00**	**Front** **755-5400-01**	**Back** **755-5400-01**	**Front** **755-5400-02**	**Back** **755-5400-02**

EURO 1	**EURO 2**	**EURO 3**	**EURO 4**	**EURO 5**	**EURO 6**
					
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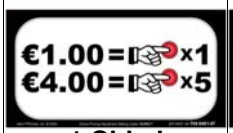
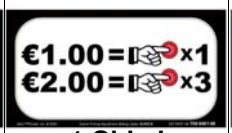
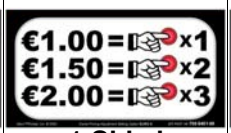
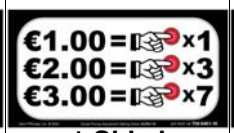
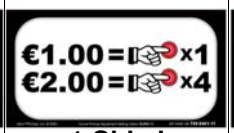
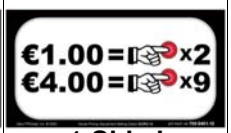
EURO 7	**EURO 8**	**EURO 9**	**EURO 10**	**EURO 11**	**EURO 12**
					
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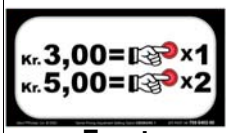
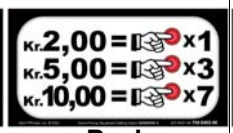
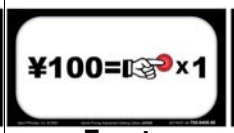
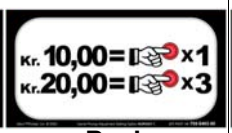
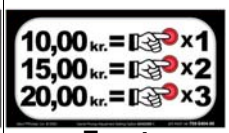
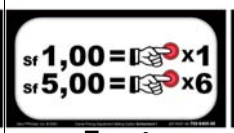
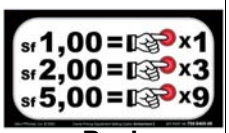
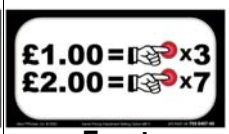
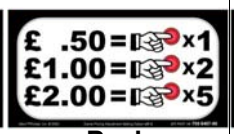
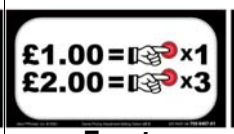
Note: *You can download any Coin Card (in PDF Format**) from our website* **www.sternpinball.com/coinagecards.htm.** *Only the Coin Cards shown on this page are available. Older styles (foreign or domestic), if no longer available through your distributor, cannot be replaced.*

** Requires Adobe®Reader 5.0 available for free download through our website **www.sternpinball.com/techsupport.htm. Printing Suggestions:** Print on high-gloss paper with a color printer (the highest dpi possible) for best results. Check print preview to ensure page ***is not fit to size*** (print actual size). Finished Cards should be 5½" x 2 15/16". Trim off borders. *For double-sided cards, print both separately, as aligning may be difficult.*

DENMARK 1	**DENMARK 2**	**JAPAN**	**JAPAN Custom**
			
Front **755-5402-00**	**Back** **755-5402-00**	**Front** **755-5408-00**	**Back** **755-5408-00**

NORWAY 1	**NORWAY 2**	**SWEDEN 1**	**SWEDEN 2**	**SWITZERLAND 1**	**SWITZERLAND 2**
					
Front **755-5403-00**	**Back** **755-5403-00**	**Front** **755-5404-00**	**Back** **755-5404-00**	**Front** **755-5405-00**	**Back** **755-5405-00**

AUSTRALIA 1 **NEW ZEALAND 2**	**AUSTRALIA 2** **NEW ZEALAND 1**	**UK 1**	**UK 3**	**UK 5**	**UK Custom**
					
Front **755-5406-00**	**Back** **755-5406-00**	**Front** **755-5407-00**	**Back** **755-5407-00**	**Front** **755-5407-01**	**Back** **755-5407-01**

† **International can use the back side of this card for Custom Pricing.**

* **Optional Card not included with this game, but available.**

Parts Order Checklist Notes

Date Ordered	Part Nº	Qty.	Description	Date Received

WHERE'S MY (BLEEPIN) MONEY?

GLOSSARY OF TERMS

A Followed after a number means "Amp." or Ampage in an expression relating to an electrical object. (e.g. 8**A**).

AC (Acronym) **A**lternating **C**urrent.

Adj. (Abbreviation) Adjustment(s).

Assy. (Abbreviation) Assembly.

Au. (Abbreviation) Audit(s).

Bd. (Abbreviation) Board.

BOT (Abbreviation) Bottom.

Brkt. (Abbreviation) Bracket.

Bridge Rectifier A configuration of a diode that allows current to flow in one direction producing both positive and negative pulsating DC Voltages.

Color Coding See Appendix H or I, Plastic Part Color Chart or Section 4, Chapter 1, Playfield - Plastic Posts & Spacers.

Combination (Combo) [Shot] Any variable pinball shot(s) made successively.

Conn. (Abbreviation) Connector.

CMOS Short for COSMOS (Complementary Symmetry M.O.S.); Complementary Metal-Oxide Semi-Conductor.

CN (Abbreviation) Connector (e.g. **CN**5-P3).

CT (Abbreviation) Center.

DC (Abbreviation) Direct Current.

DT (Abbreviation) Drop Target(s).

DOTS (Acronym) **D**iode **O**n **T**erminal **S**trip.

EB (Abbreviation) Extra Ball.

Eject Playfield surface device to kick ball back into play; Saucer.

EPROM (Acronym) **E**rasable **P**rogrammable **R**ead **O**nly **M**emory. Can be erased using UV Light and re-programmed.

e.g. (Abbreviation) Latin- Exempli gratia. For Example.

EOS (Acronym) **E**nd-**O**f-**S**troke (i.e. Switch for flipper).

F (Abbreviation) Fuse (i.e. F23).

GA-Turn Gauge & Turn describing the windings on a coil (e.g. 23-800, 23 is the gauge of wire and 800 is the amount of windings.

G.I. (Abbreviation) General Illumination (Lamps).

HWH (Abbreviation) Hex Washer Head.

IC (Acronym) **I**ntegrated **C**ircuit (As in after 24-Pin IC).

ID or I.D. (Acronym) **I**nside **D**imension.

i.e. (Abbreviation) Latin- Id est. That is.

IO or I/O (Abbreviation) Input / Output (e.g. I/O Power Driver Bd.)

LT, Lt. or L. (Abbreviation) Left.

Laser Kick A coil/plunger used above the playfield to kick pinball back into play.

LED (Acronym) **L**ight **E**mitting **D**iode.

Loop [Shot] Continuously up a ramp and back to the flipper.

Lwr. (Abbreviation) Lower.

Orbit [Shot] From the left or right flipper around the back rail of the playfield back to the flipper.

MB (Abbreviation) Magnet Board.

M-BALL or MBALL (Abbreviation) Multiball™ More than 1 ball in game play.

MID (Abbreviation) Middle

Non-Reflexive See Reflexive.

No. or Nº or # (Abbreviation) Number

NPF (Acronym) **N**o **P**roblem **F**ound.

N.C. or NC (Abbreviation) Normally Closed.

N.O. or NO (Abbreviation) Normally Open.

NS (Abbreviation) Not Stuffed. (Use in Part Listings, Sec. 5)

OD or O.D. (Abbreviation) Outside Dimension.

P (Abbreviation) Pin (e.g. CN5-**P**3).

PCB (Acronym) **P**rinted **C**ircuit **B**oard

P/F (Abbreviation) Playfield.

PIA LED (Acronym) **P**eripheral **I**nterface **A**dapter **L**ight **E**mitting **D**iode.. This is a diagnostic LED on the CPU; it should not be lit during normal operation of a pinball game.

Plumb Bob Tilt Weight on Tilt Assembly.

PPH (Abbreviation) Phillips Pan Head.

Pop(s) Another term for Turbo Bumper(s).

PPB (Acronym) Playfield Power Board ("Popcorn-Popping Bd.").

PREV (Abbreviation) Previous.

PSB (Abbreviation) Power Supply Board

RAM (Acronym) **R**andom **A**ccess **M**emory. RAM **can** store input instructions and supply output information.

Reflexive/Non-Reflexive Reflexive—Solenoid Drive Transistor is enabled directly by a switch closure on the (Relating to CPU Boards) solenoid assembly (Ver. 1/2).
Non-Reflexive—Solenoid Drive Transistor is enabled by the CPU after reading a switch closure in the Switch Matrix (Ver. 3). Also note: All CPU Boards are backwards compatible (e.g. Jurassic Park/Ver. 3 to Time Machine/ Ver. 2). Swapping a Ver. 2 Board to a Ver. 3 is not possible due to the special solenoids section (i.e. Slingshots, Turbo Bumpers, etc.) changing from ***REFLEXIVE*** to ***NON-REFLEXIVE*** on Ver. 3 Boards.

Relay An automatic switch operated by current in a coil.

ROM (Acronym) **R**ead **O**nly **M**emory. ROM **canno**t store input instructions but can supply output information. ROM can be programmed only once.

RMA (Abbreviation) Return Merchandise Authorization Number

RT, Rt. or R. (Abbreviation) Right; ("**R**" at the end of Target Assy. Part Nº signifies Target Insert is **R**eversed.)

RO (Abbreviation) Rollover (switches).

Saucer See Eject.

Scoop A hole into the playfield. A metal scoop is in place to guide the ball into the kick-back under the playfield.

Slam Tilt A switch which closes when the game is slammed into or the Coin Door is slammed shut. Depending on adjustable settings, will cancel game in play when the number of closures required is achieved.

SMB (Abbreviation) Shaker Motor Board.

Solenoid A coil used for Electro Magnetic devices such as relays, flippers, slingshots, etc.

SSFB (Abbreviation) Solid State Flipper Board.

STEP Refers to the service switches on the coin door.

Sub-Assy. (Abbreviation) Sub-Assembly.

S-U or S/U (Abbreviation) Stand-Up (targets).

TM (Abbreviation) Trademark

Transfer [Shot] Maneuvering the ball in play from one flipper to the other. With flipper in the up position and the ball cradled by that flipper one would activate the flipper button in a quick repetitive manner to bounce the ball to the other side. Skilled players can rebound the ball off the slingshot.

Tri-Ball Three balls in play.

TTL (Abbreviation) Transistor-Transistor Logic

Upr. (Abbreviation) Upper.

V or v (Abbreviation) Volt(s).

Ver. (Abbreviation) Version.

VUK (Acronym) **V**ertical **U**p-**K**icker (Super or Standard).

X (Abbreviation) "Times" A multiplier; also used in dimensions.

X-Ball An undetermined number of ball(s) during game play.

Zener Diode A semi-conductor diode used for voltage regulation. Application depends on reverse break-down voltage.

"-00B" "B" at the end of Coil Part Numbers signifies that the diode is attached to the bottom of the lug.

"-00T" "T" at the end of Coil Part Numbers signifies that the diode is attached to the top of the lug (the side nearest the coil-winding).

Glossary of Terms

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PRINTED CIRCUIT BOARDS (GAME LOGIC):	2 MONTHS
DOT MATRIX DISPLAY BOARDS:	9 MONTHS

NO OTHER PARTS OF SELLER'S PRODUCT ARE WARRANTED.

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Always Disconnect The Line Voltage Before Servicing. Some Parts May Still Hold Current When Unplugged.

Warning

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In SWITCH MENU also select:

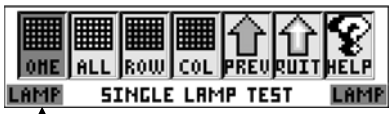
ACTIVE and DEDICATED SWITCH TESTS

SWITCH MATRIX GRID & DEDICATED SWITCHES

Diode On Terminal Strip:

Column (Drive) / Row (Return)	1: Q1 GRN-BRN CN5-P1	2: Q2 GRN-RED CN5-P3	3: Q3 GRN-ORG CN5-P4	4: Q4 GRN-YEL CN5-P5	5: Q5 GRN-BLK CN5-P6	6: Q6 GRN-BLU CN5-P7	7: Q7 GRN-VIO CN5-P8	8: Q8 GRN-GRY CN5-P9
1: U400 WHT-BRN CN7-P9	LEFT BUTTON (UK ONLY) on Cabinet side 1	NOT USED 9	NOT USED 17	(M) OJO STANDUP Under Playfield 25	LEFT ORBIT Under Playfield 33	LEFT RAMP ENTER On Ramp Assy. 41	LEFT BUMPER On Assembly 49	LEFT OUTLANE Under Playfield 57
2: U400 WHT-RED CN7-P8	4TH COIN SLOT On Coin Door 2	NOT USED 10	CENTER RAMP ENTER On Ramp Assy. 18	M (O) JO STANDUP Under Playfield 26	SPINNER (OPTO) On Assembly 34	LEFT RAMP EXIT On Ramp Assy. 42	RIGHT BUMPER On Assembly 50	LEFT RETURN LANE Under Playfield 58
3: U400 WHT-ORG CN7-P7	6TH COIN SLOT On Coin Door 3	4-BALL TROUGH #1 (LEFT) On Assembly 11	NOT USED 19	MO (J) O STANDUP Under Playfield 27	CENTER RAMP ENTER (OPTO) On Ramp Assy. 35	LASER BEAM HOME On Assembly 43	BOTTOM BUMPER On Assembly 51	LEFT SLINGSHOT On Assembly 59
4: U400 WHT-YEL CN7-P6	RIGHT COIN SLOT On Coin Door 4	4-BALL TROUGH #2 On Assembly 12	NOT USED 20	MOJ (O) STANDUP Under Playfield 28	NOT USED 36	LASER BEAM ENABLE On Assembly 44	DANCING AUSTIN On Assembly 52	RIGHT OUTLANE Under Playfield 60
5: U401 WHT-GRN CN7-P5	CENTER COIN SLOT / DBA On Coin Door 5	4-BALL TROUGH #3 On Assembly 13	TOILET Under Playfield 21	AUSTIN STANDUP Under Playfield 29	RIGHT RAMP ENTER On Ramp Assy. 37	LASER BEAM LOADED On Assembly 45	FIRE BUTTON Frnt Top Molding 53	RIGHT RETURN LANE Under Playfield 61
6: U401 WHT-BLU CN7-P3	LEFT COIN SLOT On Coin Door 6	4-BALL TROUGH VUK OPTO On Assembly 14	DR. EVIL UP On Assembly 22	POWERS STANDUP Under Playfield 30	RIGHT RAMP EXIT On Ramp Assy. 38	SCOOP On Assembly 46	START BUTTON Cabinet Front 54	RIGHT SLINGSHOT On Assembly 62
7: U401 WHT-VIO CN7-P2	5TH COIN SLOT On Coin Door 7	4-BALL STACKING OPTO On Assembly 15	DR. EVIL DOWN On Assembly 23	DR. EVIL LEFT STANDUP Under Playfield 31	RIGHT ORBIT Under Playfield 39	LEFT TOP LANE Under Playfield 47	SLAM TILT On Coin Door 55	NOT USED 63
8: U401 WHT-GRY CN7-P1	RIGHT BUTTON (UK ONLY) on Cabinet side 8	SHOOTER LANE Under Playfield 16	DR. EVIL (TARGET) On Assembly 24	DR. EVIL RIGHT STANDUP Under Playfield 32	NOT USED 40	RIGHT TOP LANE Under Playfield 48	PLUMB BOB TILT Inside Cabinet 56	NOT USED 64

GND / IC U206 INPUTS	Ground BLK CN6-P1, -P11
1: U206 GRY-BRN CN6-P2	#1 LEFT FLIPPER BUTTON in Cabinet side DS-1
2: U206 GRY-RED CN6-P3	#2 LEFT FLIPPER E.O.S (End-of-Stroke) in Cabinet side DS-2
3: U206 GRY-ORG CN6-P4	#3 RIGHT FLIPPER BUTTON in Cabinet side DS-3
4: U206 GRY-YEL CN6-P6	#4 RIGHT FLIPPER E.O.S. (End-of-Stroke) in Cabinet side DS-4
5: U206 NOT USED GRY-GRN CN6-P7	#5 NOT USED DS-5
6: U206 GRY-BLU CN6-P8	#6 VOLUME (RED BUTTON) (In Test: LEFT) on Coin Door DS-6
7: U206 GRY-VIO CN6-P9	#7 SERV. CRED. (GREEN BUTTON) (In Test: RIGHT) on Coin Door DS-7
8: U206 GRY-BLK CN6-P10	#8 BEGIN TEST (BLACK BUTTON) (In Test: ENTER) on Coin Door DS-8



In LAMP MENU also select:

TEST ALL LAMPS, ROW & COLUMN LAMP TESTS

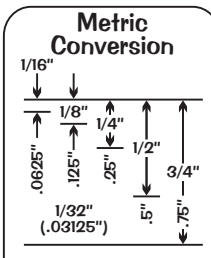
LAMP MATRIX GRID

Diode On Terminal Strip:

Column (18v) / Row (GND)	1: U17 YEL-BRN J13-P9	2: U16 YEL-RED J13-P8	3: U15 YEL-ORG J13-P7	4: U14 YEL-BLK J13-P6	5: U13 YEL-GRN J13-P5	6: U12 YEL-BLU J13-P4	7: U11 YEL-VIO J13-P3	8: U10 YEL-GRY J13-P1
1: Q33 RED-BRN J12-P1	MINI ME 1 (BOTTOM) #555 Bulb 1	MINI ME 2 #555 Bulb 2	MINI ME 3 #555 Bulb 3	MINI ME 4 (TOP) #555 Bulb 4	IVANA #555 Bulb 5	ALOTTA #555 Bulb 6	SPECIAL #555 Bulb 7	MYSTERY #44 Bulb 8
2: Q34 RED-BLK J12-P2	(M) OJO #44 Bulb 9	M (O) JO #44 Bulb 10	MO (J) O #44 Bulb 11	MOJ (O) #44 Bulb 12	LEFT BUMPER #555 Bulb 13 (D018)	RIGHT BUMPER #555 Bulb 14 (D018)	BOTTOM BUMPER #555 Bulb 15 (D018)	SHOOT AGAIN BABY #555 Bulb 16
3: Q35 RED-ORG J12-P3	BONUS 1 #44 Bulb 17	BONUS 2 #44 Bulb 18	BONUS 3 #555 Bulb 19	BONUS 4 #555 Bulb 20	BONUS 5 #555 Bulb 21	BONUS 10 #555 Bulb 22	BONUS 25 #555 Bulb 23	BONUS 50 #44 Bulb 24
4: Q36 RED-YEL J12-P4	BONUS 75 #44 Bulb 25	BONUS 100 #555 Bulb 26	BONUS 200 #555 Bulb 27	BONUS 300 #555 Bulb 28	BONUS 400 #555 Bulb 29	BONUS 500 #555 Bulb 30	BONUS 1000 #555 Bulb 31	BONUS HELD #555 Bulb 32
5: Q37 RED-GRN J12-P5	(A) P #44 Bulb 33	A (P) #44 Bulb 34	EVIL HENCHMEN #555 Bulb 35	SUB DRILL #555 Bulb 36	TIME MACHINE #555 Bulb 37	LASER BEAM #555 Bulb 38	FAT BASTARD #555 Bulb 39	MINI ME #555 Bulb 40
6: Q38 RED-BLU J12-P6	TOILET 1 (BOTTOM) #555 Bulb 41	TOILET 2 #555 Bulb 42	TOILET 3 #555 Bulb 43	TOILET 4 (TOP) #555 Bulb 44	(S) HAG #555 Bulb 45	S (H) AG #555 Bulb 46	SH (A) G #555 Bulb 47	SHA (G) #555 Bulb 48
7: Q39 RED-VIO J12-P8	LASER BEAM 1 (BOTTOM) #555 Bulb 49	LASER BEAM 2 #44 Bulb 50	LASER BEAM 3 #44 Bulb 51	LASER BEAM 4 (TOP) #44 Bulb 52	FIRE BUTTON #555 Bulb 53	DR. EVIL SPOT-LIGHT X2 #555 Bulbs (D018) 54	NOT USED 55	NOT USED 56
8: Q40 RED-GRY J12-P9	TIME MACHINE 1 (BOTTOM) #555 Bulb 57	TIME MACHINE 2 #555 Bulb 58	TIME MACHINE 3 #555 Bulb 59	TIME MACHINE 4 (TOP) #555 Bulb 60	MOON BASE #555 Bulb 61	VIRTUCON #555 Bulb 62	MOJO #555 Bulb 63	EXTRA BALL #44 Bulb 64
9: Q41 RED-WHT J12-P10	SUB DRILL 1 (BOTTOM) #555 Bulb 65	SUB DRILL 2 #555 Bulb 66	SUB DRILL 3 #555 Bulb 67	SUB DRILL 4 (TOP) #555 Bulb 68	NOT USED 69	NOT USED 70	NOT USED 71	NOT USED 72
10: Q42 RED J12-P11	EVIL HENCH-MEN 1 (BOT) #555 Bulb 73	EVIL HENCHMEN 2 #555 Bulb 74	EVIL HENCHMEN 3 #555 Bulb 75	EVIL HENCH-MEN 4 (TOP) #555 Bulb 76	NOT USED 77	NOT USED 78	NOT USED 79	NOT USED 80

▼ U.S. ▼
Customary
Inch Ruler

Metric Conversion



1" = 2.54cm /25.4mm
1cm = .3937"
1mm = .03937"

- For metric, multiply inch value by metric value, e.g. 5" X 2.54cm = 12.7cm or 127mm.
- For US, multiply metric value by inch value, e.g. 13cm X .3937" = 5.1181"

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