

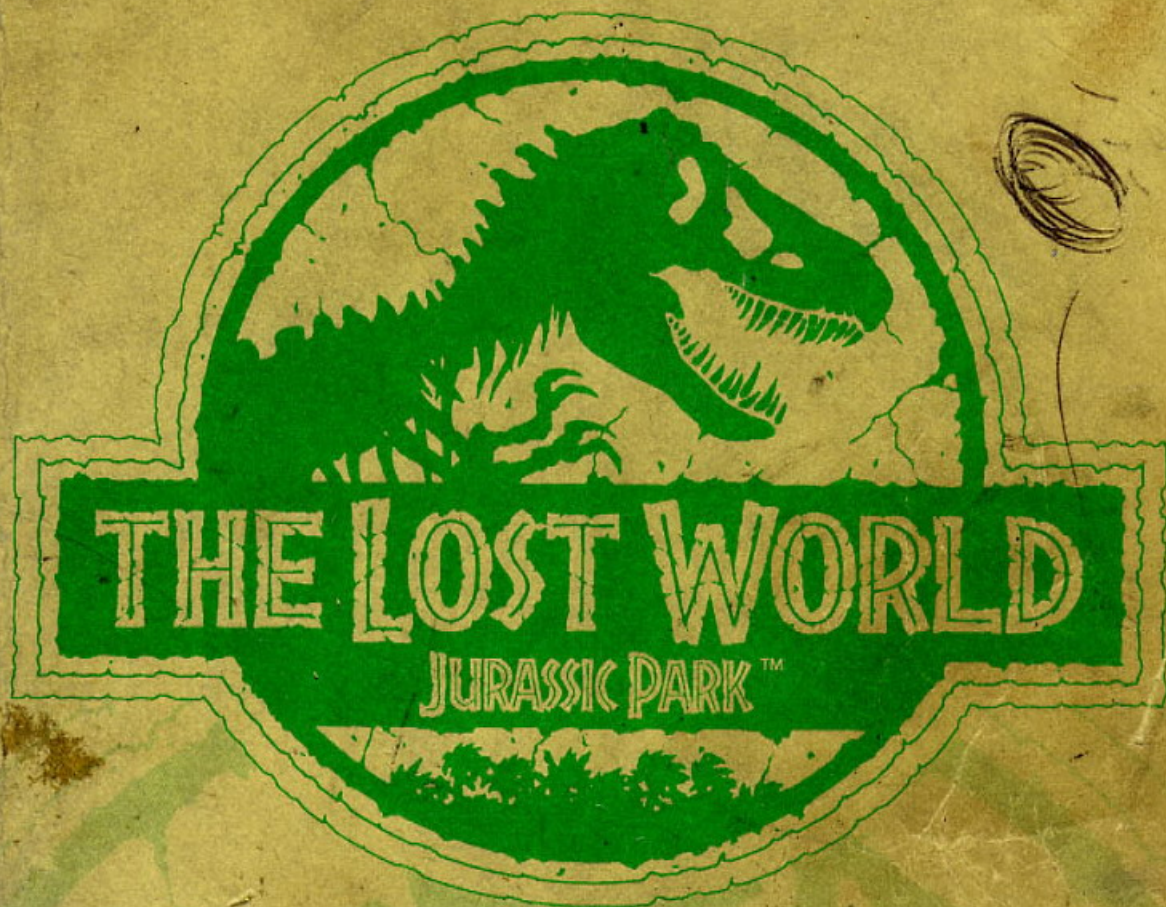
featuring our unique

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



10th

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780-5053-00

Snagger Motor OPTO Board / Micro Switches Adjustment Procedure

ABOUT THE SNAGGER ASSEMBLY & MOTOR:

The Snagger Motor Assembly runs Bidirectionally 180°, relying upon OPTOs which detect HOME (OP2) and DOWN (OP1) positions. There are also two Micro Switches used as Power Limit Switches. These two Micro Switches cut the power to the motor to avoid continuous rotation of 360° (which could cause potential damage to the Snagger Assembly) *if and only if* one of the OPTOs on the OPTO Board have failed.

CHECK YOUR SNAGGER ASSEMBLY:

Start a game & exercise the *Lock Ball Feature* and observe the Snagger Assembly. If *over-traveling* occurs with the Snagger Unit, you will normally see a *buckling effect* when the Snagger is down against the playfield; another possibility is if *under-travelling* occurs with the Snagger Unit; this is where the Snagger does not lay flat when extended out onto the playfield & does not pick up the pinball squarely or *excessive stop* when its returned to its Home Position (Snagger folded up over the Humvee). If either of the mentioned symptoms occur, it's possibly due to a misadjusted OPTO Board.

IF AN ADJUSTMENT IS REQUIRED:

Enter the **Portals Service Menu**. Activate the "DIAG" icon to get to the **Diagnostics Menu**. See Sec. 3, Chp. 1, for instructions and details. Advance to the "LOST" icon and activate. You will see 2 more "Lost" icons; the one on the *left* is "SNAGGER TEST" and the one to the *right* is "SNAGGER MOTOR TEST" (which ignores the OPTOs allowing you to test the Micro Switches ONLY). Activate the left "LOST" icon, **SNAGGER TEST**. The Snagger Test is a comprehensive test, which verifies the CPU is reading the OPTOs and allows you to check the proper mechanical alignment of the Snagger. Follow the instructions in the Display & return the Snagger Unit to ensure its Home (Rest) position. The **HOME Switch #35 (OP2)** should be highlighted in the display as **CLOSED** indicating the **HOME OPTO** switch is **CLOSED**. Run the Snagger test again. The Snagger will start to move. Watch the Display when the Snagger opens up. When it is laying flat on the playfield, the **DOWN OPTO Switch #36 (OP1)** should be highlighted **CLOSED**.

IF THE ABOVE DOES NOT HAPPEN YOU WILL HAVE TO:

Locate the Snagger Motor Assembly under the playfield. An adjustment to the OPTO Board is required. Simply loosen the four (4) OPTO PCB mounting screws. Move / slide the OPTO Board all the way forward (towards the motor shaft) so the OPTO Board is approx. 1/32" away from touching the motor shaft. Retighten screws.



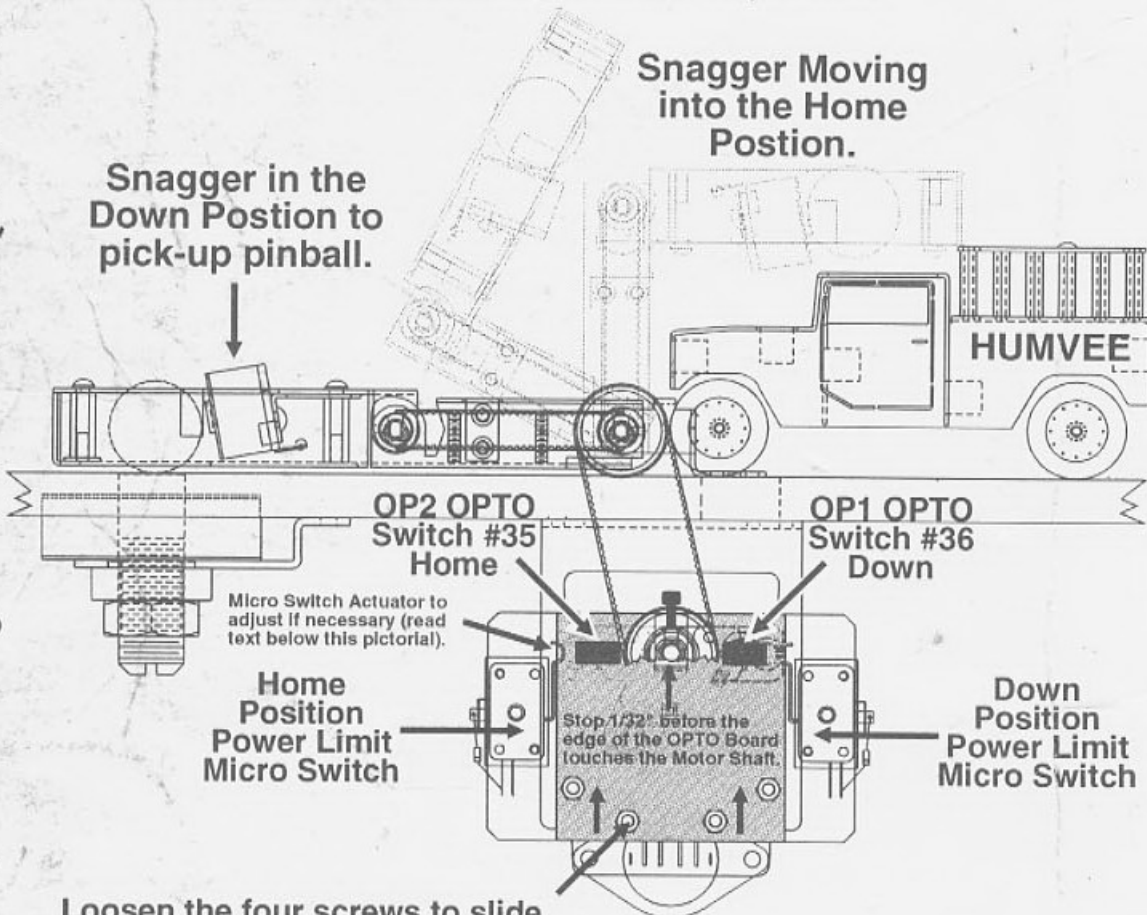
Snagger in the Down Position to pick-up pinball.

Snagger Moving into the Home Position.

REPEAT THE SNAGGER TEST AGAIN and ensure each OPTO Switch closes accordingly. After following the procedures described previously, if the Snagger Unit stops before actuating the Home OPTO Switch #35 (OP2) or the Down OPTO Switch #36 (OP1) then a slight adjustment of the Power Limit Micro Switches will be necessary.

Note:

Only adjust the Micro Switches if the OPTO Bd. Adjustment Procedure does not give you the proper sweep (up/down movement) of the Snagger Unit or the proper actuation of the Home position and Down position OPTO's.



Loosen the four screws to slide the OPTO Board up if necessary.

If the Home OPTO Switch #35 (OP2) will not activate after adjusting the OPTO Board then the Micro Switch on the Home Position (OP2) side (see the drawing above) will have to be adjusted so that the switch closes after the OPTO.

If the Down OPTO Switch #36 (OP1) will not activate after adjusting the OPTO Board then the Micro Switch on the Down Position (OP1) side (see the drawing above) will have to be adjusted so that the switch closes after the OPTO.

Using a Switch Adjustment Tool slightly bend the actuator of the switch towards the body of the switch; this will allow the cam pin and motor to travel farther before being cutoff. Repeat the OPTO Board Adjustment Procedure after completing Micro Switch Adjustment Procedure. *If you are not using a switch adjustment tool then you will have to remove the OPTO Board to be able to access and adjust the Micro Switches.* (Ensure when the OPTO Board is positioned back onto the Motor Assembly, that it's in the most upward position as described in the above text.)

Important: Do not over adjust the microswitch actuator or the cam pin will not actuate it at all. You can verify this in Snagger Motor Test (the right "LOST" icon in the Game Specific Sub-Menu). Also, for Part N's and more information on above, see the Assembly Drawings, Problem/Solution Table & Assembly Instructions in Section 4, Chapter 2, Drawings for Major Assemblies & Ramps, Blue Pages 78 - 81.

Inch fractions defined:



Standard USA 1/2 Inch Ruler (From the top to the bottom edge is 11")



ALTHOUGH EVERY EFFORT IS PUT INTO MAKING THIS MANUAL (AND ALL OTHER DOCUMENTS RELATING TO THIS PRODUCT) ACCURATE AND COMPLETE, PLAYFIELD COMPONENTS, FEATURES, RULES, PROGRAMMING AND OPERATION ARE SUBJECT TO CHANGE WITH OR WITHOUT NOTICE.

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THE LOST WORLD
JURASSIC PARK™



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CE Games shipped factory direct to Europe from Sega Pinball, Inc. are CE approved and will have an 'E' prefix attached to the Serial Number.



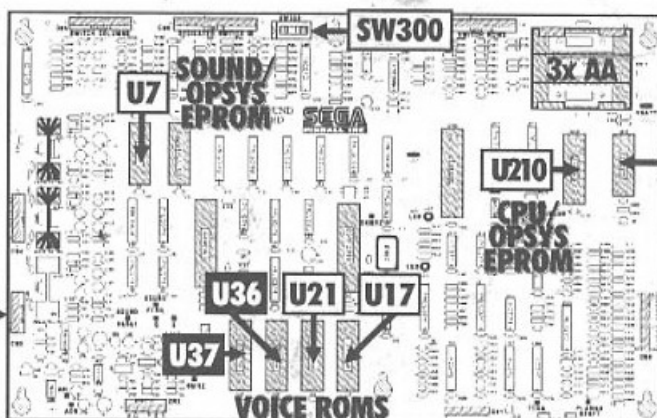
BACKBOX LAYOUT LOCATIONS: Fuses, Bridges, Relays & ROMs



Display Power Supply Bd.

CPU / Sound Board
No Fuses

I / O Power Driver Board



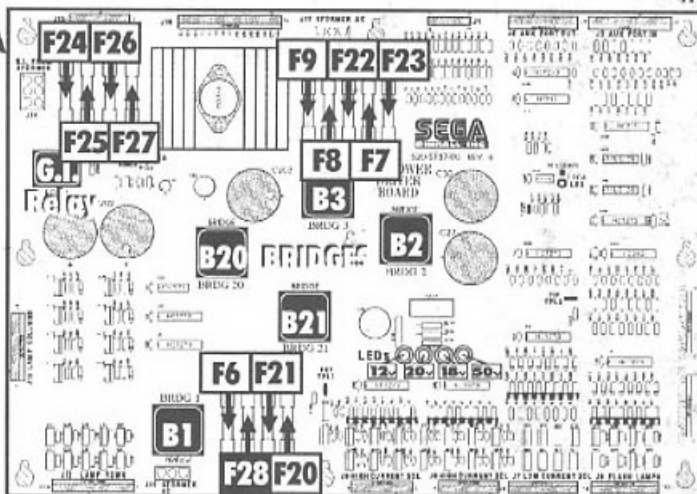
U212
CMOS
RAM

Note:

U36

U37

are Not Used
in this game.



Note:

F28

is Not Used
in this game.

*** All BRIDGES rated 35A @ 100v ***

B1	+50v DC High Current Coils
B2	+20v DC Low Current Coils
B3	+/- 12v DC Sound/Display/Logic
B20	+18v DC Illumination
B21	+5v DC Logic Voltage

QUICK REFERENCE FUSE CHART

Backbox Fuses

LOC: DISPLAY POWER SUPPLY (P.S.) BOARD

F1 ¼A 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 3A 250v S.B. 50v DC Magnets (Orbit & Snagger P/F)

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. Lamp (Playfield Upper Right)

F25 5A 250v S.B. 6.3v AC G.I. Lamp (Playfield Left Side)

F26 5A 250v S.B. 6.3v AC G.I. Lamp (P/F Lwr. Rt. & Coin Door)

F27 5A 250v S.B. 6.3v AC G.I. Lamp (Playfield Upper Left)

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 X1)

n/a 5A 250v S.B. 220v AC Main Fuse Line (International X2)

LOC: SHAKER MOTOR P.S. BD. (Cabinet Rt. Side)

F1 2½A 250v 12v DC Not Stuffed

F2 2½A 250v 12v DC Not Stuffed

F3 2½A 250v 12v DC Shaker Motor

Playfield Fuses

LOC: UNDER PLAYFIELD (By Flippers & Magnets)

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)

n/a 3A 250v S.B. 50v DC Orbit Mag. (BRN/GRN→VIO/YEL)

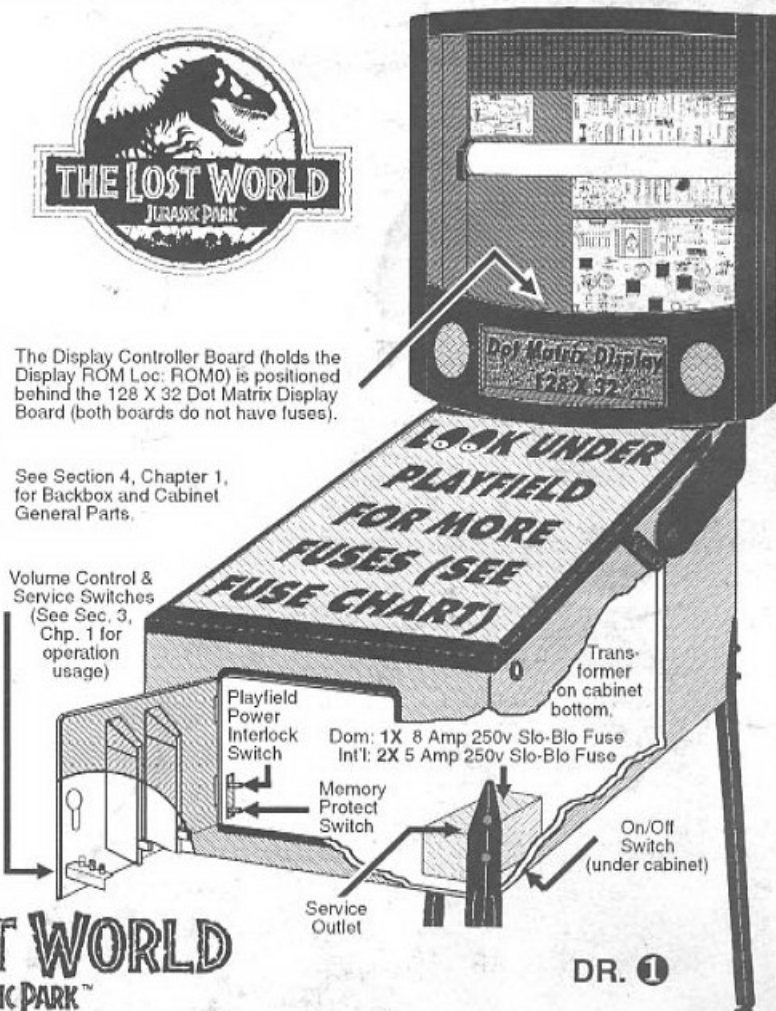
n/a 3A 250v SB 50v DC Sngr. P/F Mag. (BLU/BLK→VIO/YEL)



The Display Controller Board (holds the Display ROM Loc: ROM) is positioned behind the 128 X 32 Dot Matrix Display Board (both boards do not have fuses).

See Section 4, Chapter 1, for Backbox and Cabinet General Parts.

Volume Control & Service Switches (See Sec. 3, Chp. 1 for operation usage)



Playfield Power Interlock Switch

Dom: 1X 8 Amp 250v Slo-Blo Fuse
Int'l: 2X 5 Amp 250v Slo-Blo Fuse

Memory Protect Switch

Service Outlet

Transformer on cabinet bottom.

On/Off Switch (under cabinet)

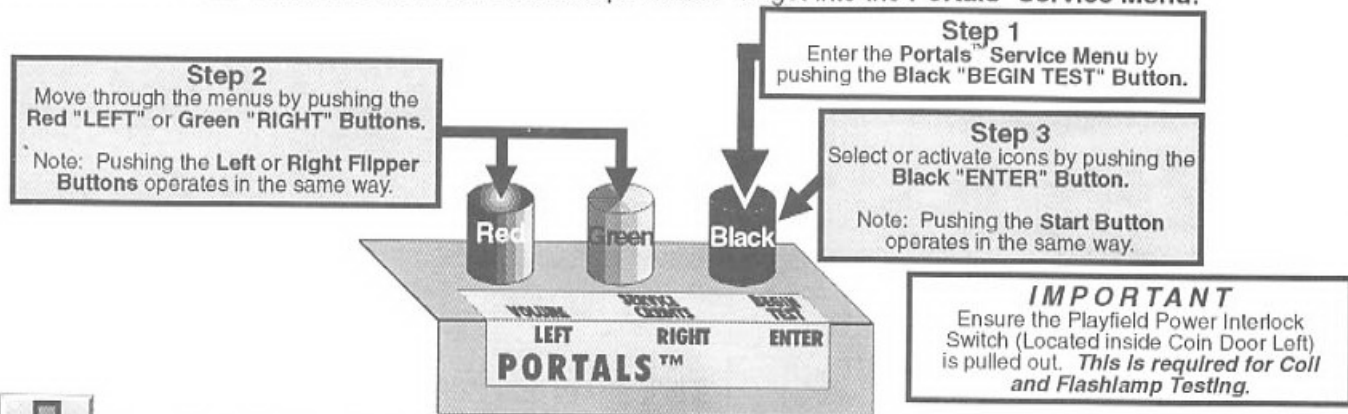


Find-It-In-Front:
Dr. Pinball

THE LOST WORLD
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* 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. ① - ⑩) will assist the technician in locating important technical information needed to troubleshoot the Pinball Machine. Dr. Pinball is also available on the game in the **Portals™ Service Menu**. This variation is in a Flow Chart Help Format. To get into the **Portals™ Service Menu**:



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 (Just follow along & answer the questions.).

★ ★ ★ ★ HOW IT WORKS ★ ★ ★ ★

First, the operator/technician must enter the Service Mode (for a complete description of the **Portals™ Service Menu** and **ICONS** see Section 3, Chapter 1). To get into the Service Menu Mode: • Power-up game (if not already) & open the Coin Door. • On the Coin Door is the **Portals™ Service Switch Set (Red, Green & Black Buttons)**. Push down the **Black "BEGIN TEST" Button**. 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™ © 1997 SEGA PINBALL, INC.," followed by the **MAIN MENU**.

While in the **MAIN MENU**, select the "DIAG" Icon, then select the Cross "DR." Icon. This will bring you (the operator / technician) into **DR. PINBALL** (Flow Chart Menus) which offers you a choice of three (3) Sub-Menus: Coil "DR.," Switch "DR.," and Lamp "DR." Icons. Selecting a particular sub-menu will give you a choice of which specific Flipper, Coil, 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.

Note: The "Portals" service switches located on the coin door can also be used to select and enter **Mini-Icons**. In switch test this is required since flipper and start switches are part of the test.



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

[-] [+] RUN PREV QUIT ?
Select a Coil, Lamp, Switch or Flipper to diagnose with "-" or "+" icon; Then select the "RUN" icon to activate the choice. "PREV" goes back to previous question. "QUIT" exits Portals completely.

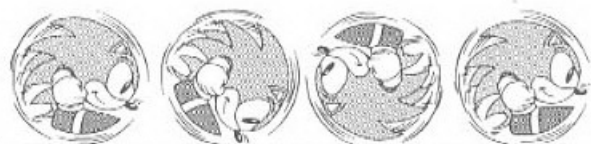
NO YES END PREV QUIT ?
Seen when question is being asked on the Display. Select "YES" or "NO" to answer question given. "END" lets you select a new item to test.

END PREV QUIT ?
Seen when diagnosis is given. Select any Icon for your next step. "?" gives Help.

PULSE NO YES END PREV QUIT ?
In Coil Flow Chart Menu, select "PULSE" to pulse the coil selected.



INSTALL 4 BALLS!



is a 4-Ball Game!

* 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 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 AUTOLAUNCH 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 CMOS RAM with power off.

CPU DIP SWITCH SETTINGS, LOC. SW300 CPU/SOUND BOARD CUSTOM FACTORY ADJUSTMENTS BY COUNTRY*

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
USA *	ON								
	OFF	●	●	●	●	●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
AUSTRIA	ON	●							
	OFF		●	●	●	●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
BELGIUM	ON		●						
	OFF	●		●	●	●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
BRAZIL	ON	●		●	●				
	OFF		●			●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
CANADA	ON	●	●						
	OFF			●	●	●	●	●	●

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
FRANCE	ON		●	●					
	OFF	●			●	●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
GERMANY	ON			●	●				
	OFF	●				●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
ITALY	ON				●				
	OFF	●	●	●		●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
JAPAN	ON	●			●				
	OFF		●	●		●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
NETHERLANDS (Holland / Dutch)	ON			●					
	OFF	●	●		●	●	●	●	●

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
NORWAY	ON		●		●				
	OFF	●		●		●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
SWEDEN	ON	●	●	●					
	OFF				●	●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
SWITZERLAND	ON			●	●				
	OFF	●	●			●	●	●	●
CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
UK	ON	●	●						
	OFF			●	●	●	●	●	●

*All countries not noted use the "USA Setting"

ROM SUMMARY TABLE

I.C. NAME	TYPE	BOARD NAME	LOC.	PART N°
Game ROM	1MB	CPU / Sound Board	U210	965-0240-53
Voice ROM 1	4MB	CPU / Sound Board	U17	965-0241-53
Voice ROM 2	4MB	CPU / Sound Board	U21	965-0242-53
Voice ROM 3	Not Used	CPU / Sound Board	U36	Not Used
Voice ROM 4	Not Used	CPU / Sound Board	U37	Not Used
Sound EPROM	512K	CPU / Sound Board	U7	965-0243-53
Display EPROM	4MB	Display Controller Bd.	ROM 0	965-0244-53
Display EPROM	Not Used	Display Controller Bd.	ROM 3	Not Used

FOR

THE LOST WORLD
JURASSIC PARK™



Find-It-In-Front:
Dr. Pinball

DR. 3



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 Swt
Menu
GO TO DEDICA
SWITCH TES

SWITCH MATRIX GRID & DEDICATED SWITCHES

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	GND	Ground	
Row (Return)	1 U400 WHT-BRN CN7-P9	NOT USED	ADD TIME S-U	INNER LOOP	NOT USED	LEFT SPINNER	SITE (B)	LEFT TURBO BUMPER	LEFT OUTLANE	1 GRY-BRN CN6-P2	#1 LEFT FLIPPER BUTTON
2 U400 WHT-RED CN7-P8	4TH COIN SLOT	NOT USED	LEFT ORBIT	NOT USED	RIGHT SPINNER	SIT (E) B	BOTTOM TURBO BUMPER	LEFT RETURN LANE	2 GRY-RED CN6-P3	#2 LEFT FLIPPER E.O.S. (End-of-Stroke)	
3 U400 WHT-ORG CN7-P7	6TH COIN SLOT	NOT USED	RIGHT ORBIT	NOT USED	MOTOR: HOME	SI (T) E B	RIGHT TURBO BUMPER	LEFT SLINGSHOT	3 GRY-ORG CN6-P4	#3 RIGHT FLIPPER BUTTON	
4 U400 WHT-YEL CN7-P6	RIGHT COIN SLOT	4-BALL TROUGH #1	NOT USED	NOT USED	MOTOR: DOWN	S (I) TE B	NOT USED	RIGHT OUTLANE	4 GRY-YEL CN6-P6	#4 RIGHT FLIPPER E.O.S. (End-of-Stroke)	
5 U401 WHT-GRN CN7-P5	CENTER COIN SLOT /DBA	4-BALL TROUGH #2	LEFT RAMP ENTER	DROP TARGET	INNER LOOP GATE	(S) ITE B	LAUNCH BUTTON	RIGHT RETURN LANE	5 (Not Used) GRY-GRN CN6-P7	NOT USED	
6 U401 WHT-BLU CN7-P3	LEFT COIN SLOT	4-BALL TROUGH #3	LEFT RAMP EXIT	RAPTO (R) S-U	(R) APTOR S-U	POWER SCOOP	START BUTTON	RIGHT SLINGSHOT	6 GRY-BLU CN6-P8	#6 VOLUME (RED BUTTON) (Normal) (In Test: LEFT)	
7 U401 WHT-VIO CN7-P2	5TH COIN SLOT	4-BALL TROUGH VUK OPTO	RIGHT RAMP ENTER	RAPT (O) R S-U	H (A) PTOR S-U	LEFT TOP LANE	SLAM TILT	NOT USED	7 GRY-VIO CN6-P9	#7 SERV. CRED. (GREEN BUTTON) (Normal) (In Test: RIGHT)	
8 U401 WHT-GRY CN7-P1	NOT USED	SHOOTER LANE	RIGHT RAMP EXIT	RAP (T) OR S-U	RA (P) TOR S-U	RIGHT TOP LANE	PLUMB BOB TILT	NOT USED	8 GRY-BLK CN6-P10	#8 BEGIN TEST (BLACK BUTTON) (Normal) (In Test: ENTER)	



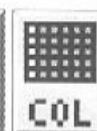
From the Diagnostics
Menu
GO TO LAMP
MENU



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

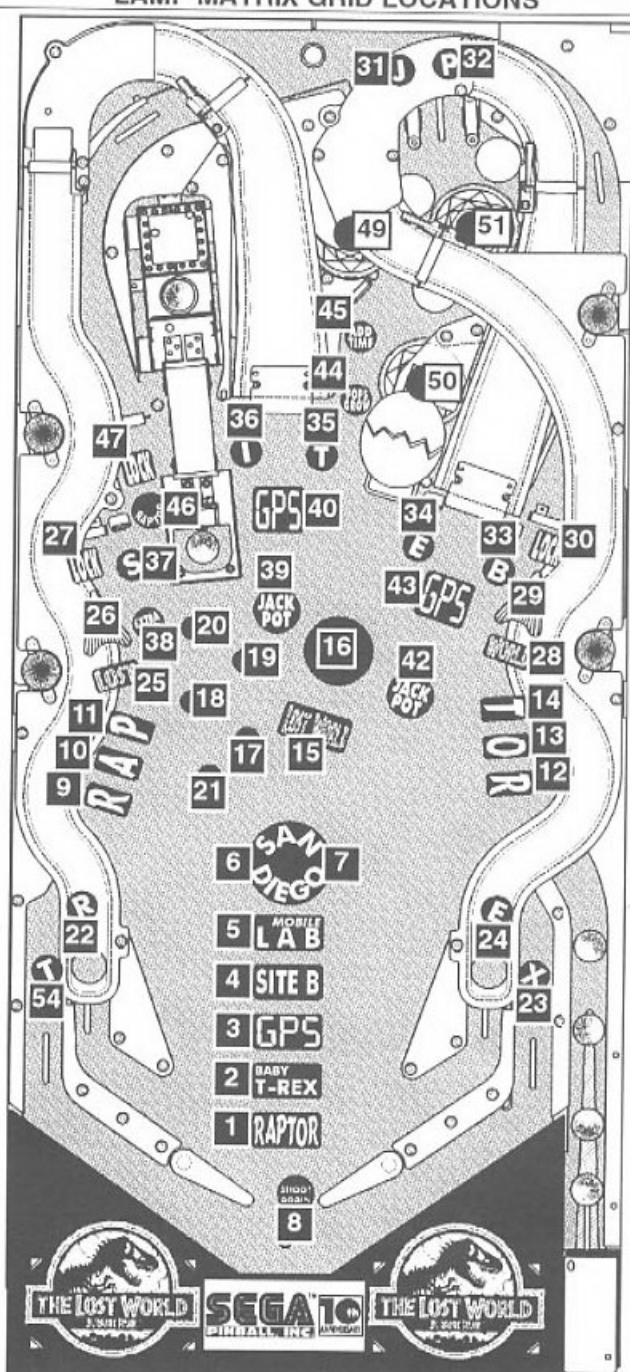
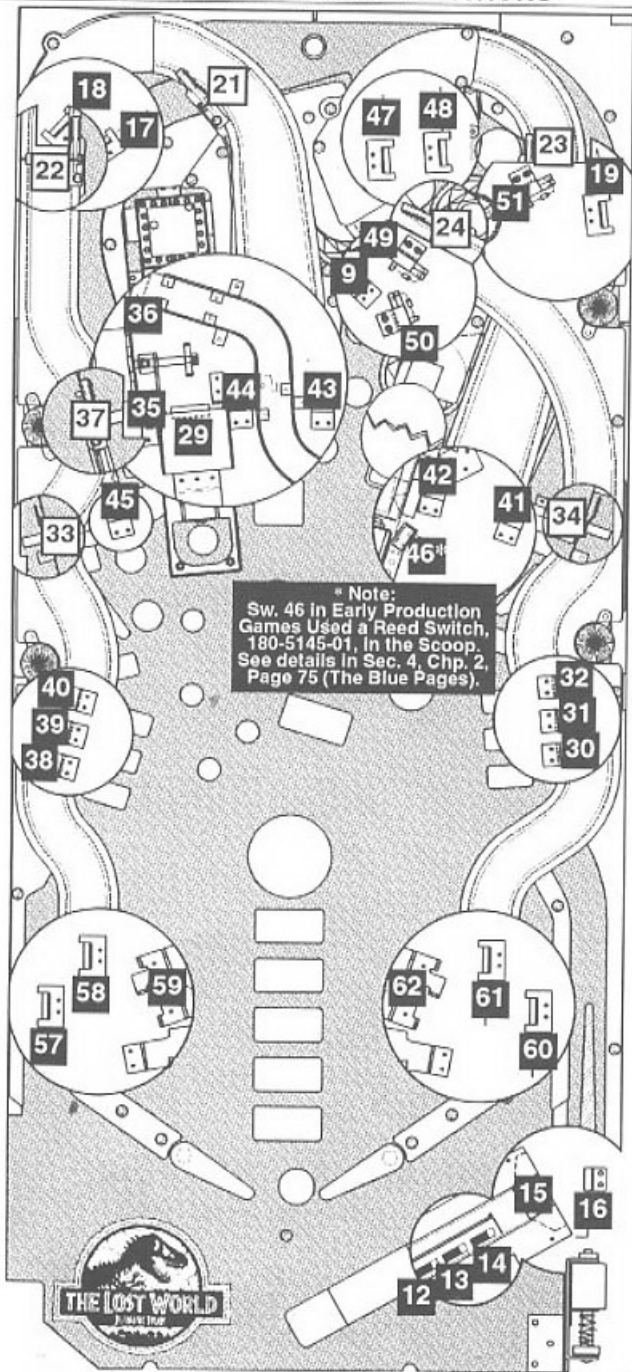
LAMP MATRIX GRID

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	
Row (GND)	1: Q33 RED-BRN J12-P1	TOWER: RAPTOR #555 Bulb	TOWER: BABY T-REX #555 Bulb	TOWER: GPS #555 Bulb	TOWER: SITE B #555 Bulb	TOWER: MOBILE LAB #555 Bulb	TOWER: SAN DIEGO #555 Bulb	TOWER: SAN DIEGO #555 Bulb	SHOOT AGAIN #555 Bulb
2: Q34 RED-BLK J12-P2	(R) APTOR #555 Bulb	R (A) PTOR #555 Bulb	RA (P) TOR #555 Bulb	RAPTO (R) #555 Bulb	RAPT (O) R #555 Bulb	RAP (T) OR #555 Bulb	LOST WORLD #555 Bulb	DINOSAUR EGG #555 Bulb	
3: Q35 RED-ORG J12-P3	TRUCK DINO 2 #555 Bulb	TRUCK DINO 3 #555 Bulb	TRUCK DINO 4 #555 Bulb	TRUCK DINO 5 #555 Bulb	TRUCK DINO 1 #44 Bulb	T (R) EX #555 Bulb	TRE (X) #555 Bulb	TR (E) X #555 Bulb	
4: Q36 RED-YEL J12-P4	LOST #555 Bulb	LEFT ORBIT ARROW #555 Bulb	LEFT ORBIT LOCK #555 Bulb	WORLD #555 Bulb	RIGHT ORBIT, ARROW #555 Bulb	RIGHT ORBIT LOCK #555 Bulb	LEFT TOP LANE #555 Bulb	RIGHT TOP LANE #555 Bulb	
5: Q37 RED-GRN J12-P5	SITE (B) #555 Bulb	SIT (E) B #44 Bulb	SI (T) E B #44 Bulb	S (I) TE B #555 Bulb	(S) ITE B #555 Bulb	EXTRA BALL #555 Bulb	LEFT RAMP JACKPOT #555 Bulb	LEFT RAMP GPS #555 Bulb	
6: Q38 RED-BLU J12-P6	NOT USED #555 Bulb	RIGHT RAMP JACKPOT #555 Bulb	RIGHT RAMP GPS #555 Bulb	POPS GROW #555 Bulb	ADD TIME #555 Bulb	RAPTOR (IN- NER LOOP) #555 Bulb	INNER LOOP LOCK #555 Bulb	NOT USED #555 Bulb	
7: Q39 RED-VIO J12-P8	LEFT TURBO BUMPER #555 Bulb	BOTTOM TUR- BO BUMPER #555 Bulb	RIGHT TURBO BUMPER #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	(T) REX #555 Bulb	NOT USED #555 Bulb	LAUNCH BUTTON #555 Bulb	
8: Q40 RED-GRY J12-P9	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	
9: Q41 RED-WHT J12-P10	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	
10: Q42 RED J12-P11	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	NOT USED #555 Bulb	



SWITCH MATRIX GRID LOCATIONS

LAMP MATRIX GRID LOCATIONS

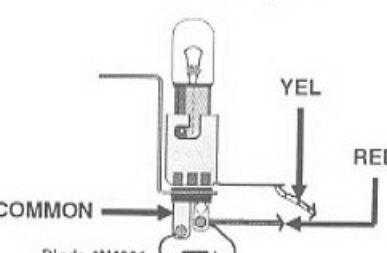
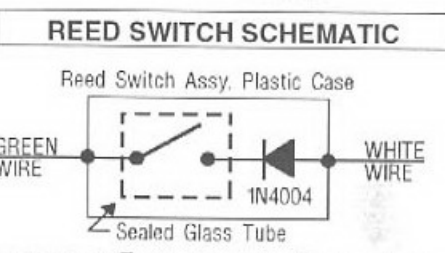
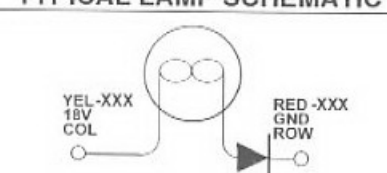
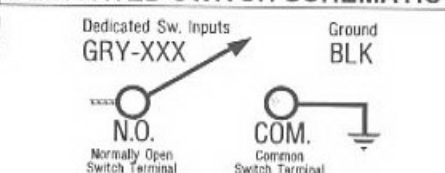
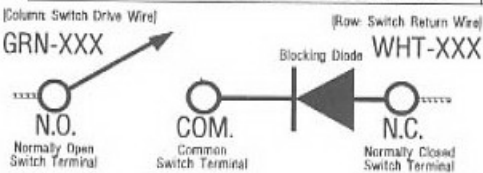


Legend Note: = Switches/Lamps mounted above playfield. = Switches/Lamps mounted below the playfield. 56

TYPICAL SWITCH SCHEMATIC

DEDICATED SWITCH SCHEMATIC

TYPICAL LAMP SCHEMATIC



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

THE LOST WORLD
JURASSIC PARK™



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 Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	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	24-940 090-5036-00B
#2	AUTO LAUNCH	Q2	I/O Pwr. Drvr.	BRN-RED	J8-P3	YEL-VIO	J10-P4/5	50v DC	24-940 090-5036-001
#3	DROP TARGET RESET	Q3	I/O Pwr. Drvr.	BRN-ORG	J8-P4	YEL-VIO	J10-P4/5	50v DC	24-940 090-5036-00B
#4	POWER SCOOP	Q4	I/O Pwr. Drvr.	BRY-YEL	J8-P5	YEL-VIO	J10-P4/5	50v DC	23-800 090-5001-00B
#5	ORBIT MAGNET	Q5	I/O Pwr. Drvr.	BRN-GRN	J8-P6	VIO-YEL	J10-P3	50v DC	22-650 090-5042-01
#6	SHAKER MOTOR	Q6	I/O Pwr. Drvr.	BRN-BLU	J8-P7	RED-WHT	J17-P7	16v AC 12v DC	JUST MOTOR 041-5029-00
#7	SNAGGER PICKUP MAGNET	Q7	I/O Pwr. Drvr.	BRN-VIO	J8-P8	BRN	J7-P1	20v DC	31-1500 090-5055-00
#8	EUROPEAN TOKEN DISPENSER	Q8	I/O Pwr. Drvr.	BRN-GRY	J8-P9	YEL-VIO	J10-P4/5	50v DC	N/A

High Current Coils Group 2		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type
#9	LEFT TURBO BUMPER	Q9	I/O Pwr. Drvr.	BLU-BRN	J9-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#10	BOTTOM TURBO BUMPER	Q10	I/O Pwr. Drvr.	BLU-RED	J9-P2	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#11	RIGHT TURBO BUMPER	Q11	I/O Pwr. Drvr.	BLU-ORG	J9-P4	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#12	LEFT SLINGSHOT	Q12	I/O Pwr. Drvr.	BLU-YEL	J9-P5	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#13	RIGHT SLINGSHOT	Q13	I/O Pwr. Drvr.	BLU-GRN	J9-P6	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#14	SNAGGER PF. MAGNET	Q14	I/O Pwr. Drvr.	BLU-BLK	J9-P7	VIO-YEL	J10-P3	50v DC	22-650 090-5042-01
#15	LEFT FLIPPER (50v RED/YEL)	Q15	I/O Pwr. Drvr.	ORG-GRY	J9-P8	RED-YEL GRY-YEL	J10-P1/2	50v DC	22-1080 090-5032-00T
#16	RIGHT FLIPPER (50v RED/YEL)	Q16	I/O Pwr. Drvr.	ORG-VIO	J9-P9	RED-YEL BLU-YEL	J10-P1/2	50v DC	22-1080 090-5032-00T

Low Current Coils Group 1		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type
#17	FLASH: IN EGG*1	Q17	I/O Pwr. Drvr.	VIO-BRN	J7-P2	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#18	SNAGGER DRIVER	Q18	I/O Pwr. Drvr.	VIO-RED	J7-P3	BRN	J7-P1	20v DC	JUST MOTOR 041-5059-03
#19	SNAGGER MOTOR RELAY	Q19	I/O Pwr. Drvr.	VIO-ORG	J7-P4	BRN	J7-P1	20v DC	DC RELAY BD 520-5066-00
#20	DROP TARGET DOWN	Q20	I/O Pwr. Drvr.	VIO-YEL	J7-P6	BRN	J7-P1	20v DC	32-1800 090-5031-00
#21	DINO EGG	Q21	I/O Pwr. Drvr.	VIO-GRN	J7-P7	BRN	J7-P1	20v DC	24-940 090-5036-00T
#22	FLASH: L RAMP*2	Q22	I/O Pwr. Drvr.	VIO-BLU	J7-P8	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#23	FLASH: POPS*3	Q23	I/O Pwr. Drvr.	VIO-BLK	J7-P9	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#24	OPTIONAL COIN METER	Q24	I/O Pwr. Drvr.	VIO-GRY	J7-P10	RED	J16-P7	5v DC	5v Meter (If Required)

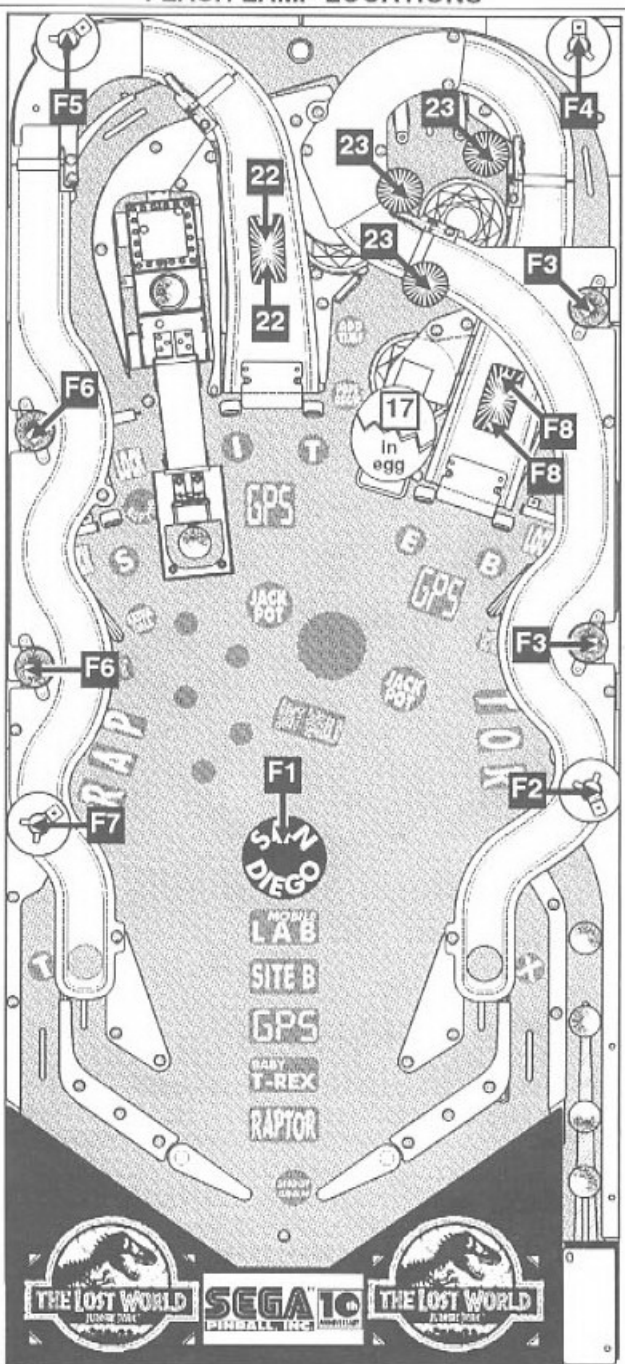
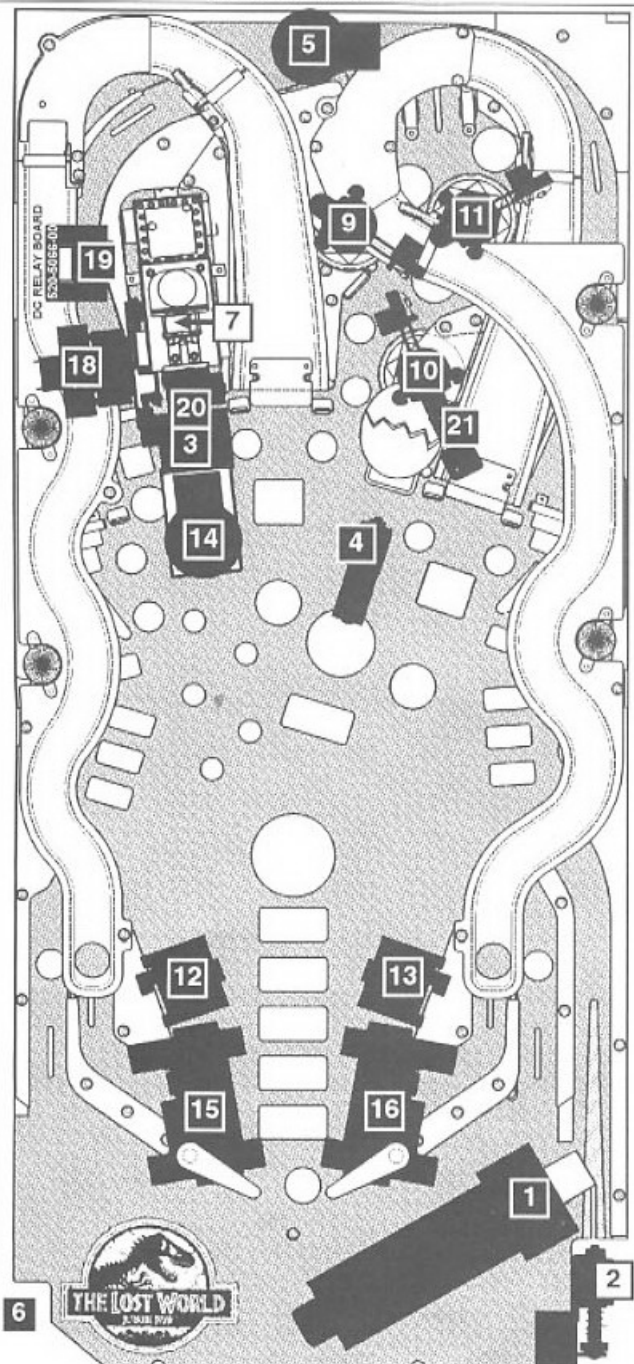
Flash Lamps (FLASH)		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Bulb Type
#F1	FLASH SAN DIEGO*1	Q25	I/O Pwr. Drvr.	BLK-BRN	J6-P1	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F2	FLASH LWR RT*1	Q26	I/O Pwr. Drvr.	BLK-RED	J6-P2	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F3	FLASH MID RT*2	Q27	I/O Pwr. Drvr.	BLK-ORG	J6-P3	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F4	FLASH TOP RT*1	Q28	I/O Pwr. Drvr.	BLK-YEL	J6-P4	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F5	FLASH TOP LT*1	Q29	I/O Pwr. Drvr.	BLK-GRN	J6-P5	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F6	FLASH MID LT*2	Q30	I/O Pwr. Drvr.	BLK-BLU	J6-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F7	FLASH LWR LT*1	Q31	I/O Pwr. Drvr.	BLK-VIO	J6-P7	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F8	FLASH R RAMP*2	Q32	I/O Pwr. Drvr.	BLK-GRY	J6-P8	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89



FLIBERS

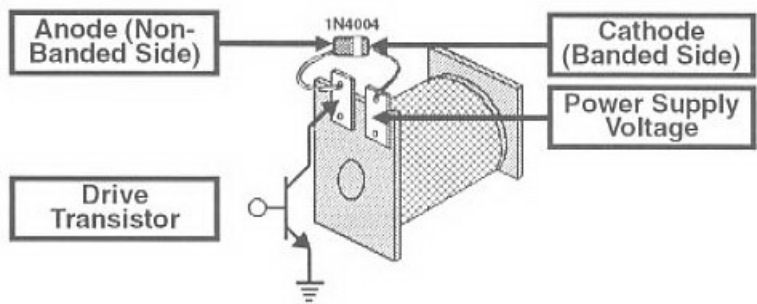
COIL LOCATIONS

FLASH LAMP LOCATIONS

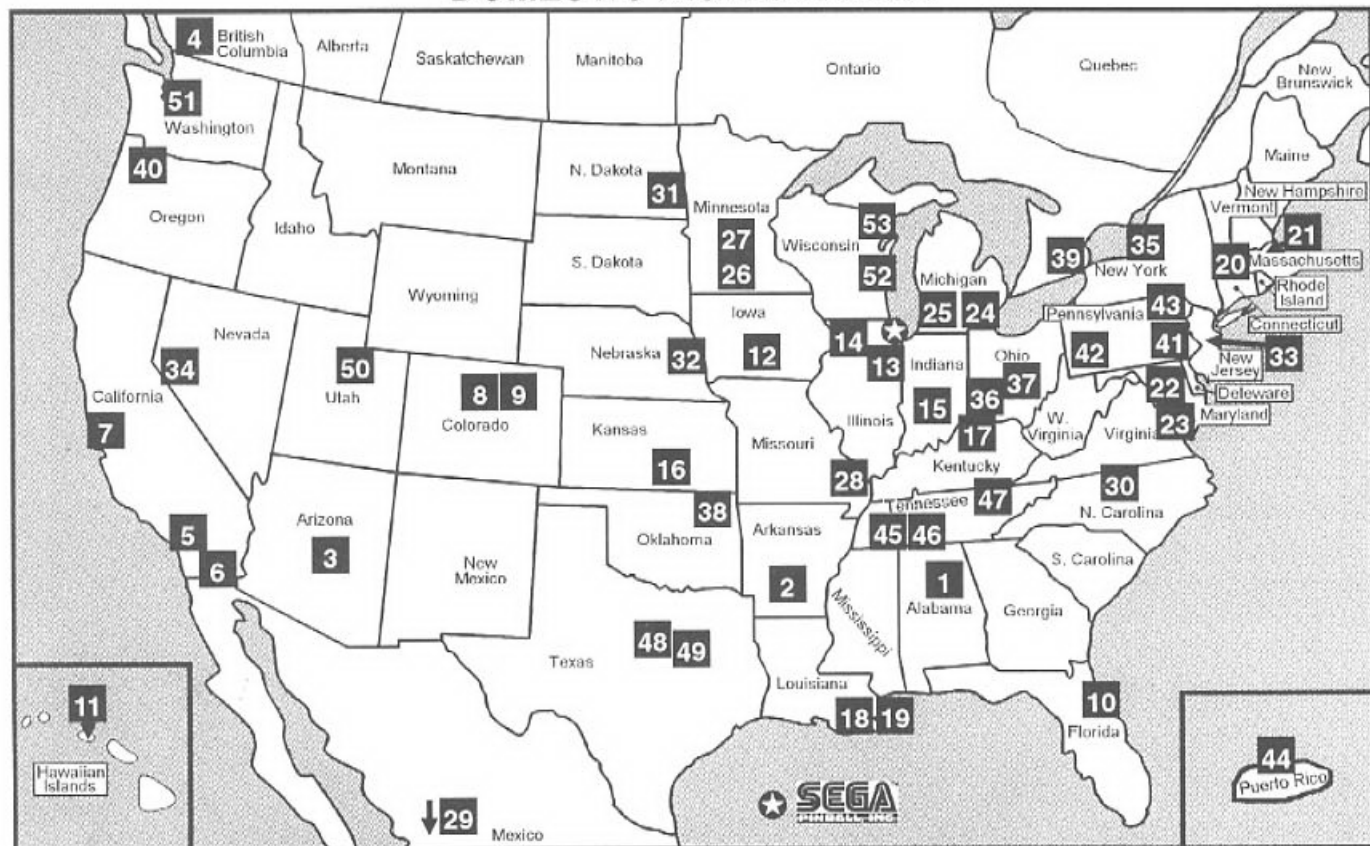


Legend Note: = Coils/Flashes mounted above playfield. = Coils/Flashes mounted below the playfield.

TYPICAL COIL WIRING



DOMESTIC DISTRIBUTORS



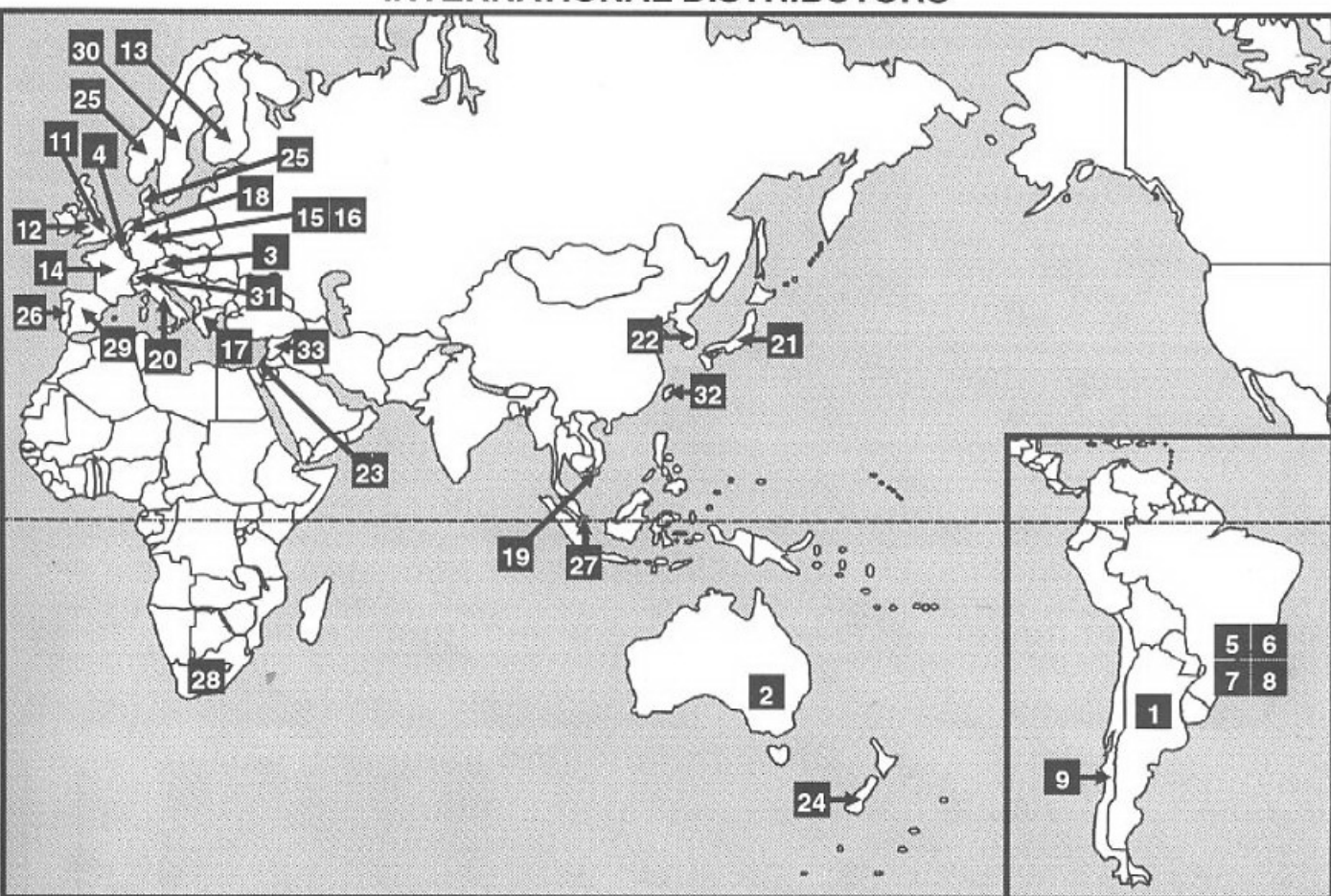
#	STATE/PROVINCE AND CITY	NAME	PHONE	#	STATE/PROVINCE AND CITY	NAME	PHONE
1	AL Birmingham	Birmingham Vending	205-324-7526	27	MN Minneapolis	Sandler Vending	612-996-0010
2	AR N. Little Rock	Godwin Distributing	501-753-1138	28	MO St. Louis	J. & J. Distributing	314-645-3393
3	AZ Phoenix	Bolton Pacific	602-233-0190	29	MX Col. Napoles	James Industries	011-525-593-1174
4	BC Burnaby (Can.)	Can. Coin Machine	604-420-4008	30	NC Archdal	Operators Distributing	910-884-5714
5	CA Buena Park	Bolton Pacific	714-228-7500	31	ND Fargo	M.H. Associates, Inc.	701-282-7877
6	CA San Diego	Bolton Pacific	619-459-0871	32	NE Omaha	Greater American Dist.	402-553-2812
7	CA S. San Francisco	Bolton Pacific	415-952-4220	33	NJ Springfield	Mondial Int'l. Dist.	201-467-9700
8	CO Denver	Col. Game Exchange	303-893-4300	34	NV Reno	Reno Game Sales	702-829-2080
9	CO Denver	Mountain Coin	303-427-2133	35	NY Rochester	Mondial Dist.	716-586-1100
10	FL Orlando	Birmingham Vending	407-425-1505	36	OH Cincinnati	Atlas Distributing	513-771-1909
11	HI Ewa Beach	50th State Coin Op.	808-682-4561	37	OH Columbus	Shaffer Dist.	614-421-6800
12	IA Des Moines	Greater American Dist.	515-244-2828	38	OK Tulsa	Galaxy Distributing, Co.	918-835-1166
13	IL Chicago	Atlas Distributing	312-276-5005	39	ON Rexdale (Can.)	New Way Sales	416-674-8000
14	IL Inverness	James Industries	708-358-8000	40	OR Portland	American Coin	503-233-7000
15	IN Indianapolis	J. & J. Distributing	317-899-2530	41	PA Bensalem	Mondial Int'l. Dist.	215-638-1122
16	KS Wichita	United Distributing	316-263-6181	42	PA Pittsburgh	Mondial Int'l. Dist.	412-881-8804
17	KY Louisville	Kentucky Coin Machine	502-966-5266	43	PA Wilkes-Barre	Roth Novelty	717-824-9994
18	LA Metairie	AMA Distributors, Inc.	504-835-3232	44	PR Carolina	James Industries	809-253-7149
19	LA Metairie	New Orleans Novelty	504-888-3500	45	TN Memphis	Games Sales Co., Inc.	901-525-8351
20	MA E. Long Meadow	Gokay Sales	413-525-2700	46	TN Memphis	Green G.A.M.E.S.	901-353-1000
21	MA Norwood	Mondial Int'l. Dist.	617-769-9966	47	TN Nashville	Sammons-Pennington	615-244-3020
22	MD Baltimore	Automated Services	410-646-4100	48	TX Corsicana	Master Sales	903-874-4740
23	MD Baltimore	Weiner Distributing	410-525-2600	49	TX Dallas	Commercial Music	214-741-6381
24	MI Farmington Hills	Atlas Distributing	810-615-1703	50	UT Salt Lake City	Struve Distributing	801-328-1636
25	MI Wyoming	Atlas Distributing	616-241-1472	51	WA Seattle	American Coin	206-764-9020
26	MN Bloomington	Hanson Distributing	612-884-6604	52	WI Green Bay	Pioneer Sales & Svc.	414-468-5200
				53	WI Menomonee Falls	Pioneer Sales & Svc.	414-781-1420



For Parts and Service, call your local distributor. The numbered locations are general areas. View table and map for corresponding numbered distributor. If your state/province does not have a distributor, call the nearest state/province. Distributors and phone numbers are subject to change. Call Sega Pinball, Inc. Technical Support with any questions or if your distributor cannot help you, at 1-800-542-5377 (USA or Canada or elsewhere at 1-708-345-7700).



INTERNATIONAL DISTRIBUTORS



#	COUNTRY AND CITY	NAME	PHONE (-011)
1	Argentina, Urquiza	Florencia	54-232-5532
2	Australia, Matraville	Amusement Machine Dist.	61-2-316-6000
3	Austria, Ansfelden	TAB Austria	43-72-297-8040
4	Belgium, Brussels	Splin S.A.	32-4-162-7677
5	Brazil, Sao Paulo	Parkland	55-11-792-42864
6		Topway Commercial	55-11-278-6838
7		Unimax	55-11-533-5615
8		Universe	55-11-575-0731
9	Chile, Santiago	Cuinsa	56-2-696-0167
10	Denmark, Glostrup	Dau Dansk	45-3-670-1087
11	England, London	Electrocoin	44-81-965-6899
12	So. Wales, Cardiff	Electrocoin	44-22-261-5100
13	Finland, Espoo	Pelika Ray Oy	35-804-37091
14	France, Aubervilliers	PLF Sa	33-14-811-3131
15	Germany, Berlin	Bally Wulff	49-3-062-0020
16	Germany, Hannover	Bally Wulff	49-511-358-5343
17	Greece, Athens	Alpha Distributing	30-1-554-1608

#	COUNTRY AND CITY	NAME	PHONE (-011)
18	Holland, Sittart	Veltmeijer Automaten	31-46-526-4444
19	Hong Kong, Kwai Fong	Bondeal Limited	85-2-487-9089
20	Italy (RSM), Serravalle	Technoplay Sa	39-54-990-0361
21	Japan, Tokyo	Data East, Corp.	81-35-370-0708
22	Korea, Seoul	Myung Sun Trading	82-2-771-0461
23	Lebanon, Beirut	Tinker Int'l. Corp.	35-7961141-3688
24	New Zealand, Auckland	Amco Machine Supp.	64-9-846-7606
25	Norway, Oslo	Vendcomatic	47-2-216-0830
26	Portugal, Amadora	Jacinto & Martins	35-11-495-1868
27	Singapore, Singapore	Valibel Technologies	65-748-8404
28	South Africa, Lalucia	Unimac	27-3-152-5544
29	Spain, Madrid	Dast Pim	34-1-541-7112
30	Sweden, Bromma	Axlon	46-8-704-6580
31	Switzerland, Harkingen	Novomat Ag	41-6-261-4061
32	Taiwan ROC, Taipei Hsien	Laxan Corp.	88-62-299-1722
33	Turkey, Iclevent-Istanbul	Emperyal	90-212-663-2081

For Parts and Service, call your local distributor. The numbered locations are general areas. View table and map for corresponding numbered distributor. If your country does not have a distributor, call the nearest country. Distributors and phone numbers are subject to change. Call Sega Pinball, Inc. Technical Support with any questions or if your distributor cannot help you, at 1-708-345-7700.



+ Dr. Pinball
DR. Find-It-In-Front:

THE LOST WORLD
 JURASSIC PARK™

DR. 9

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, & Low Line conditions.



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

TRANSPORTATION

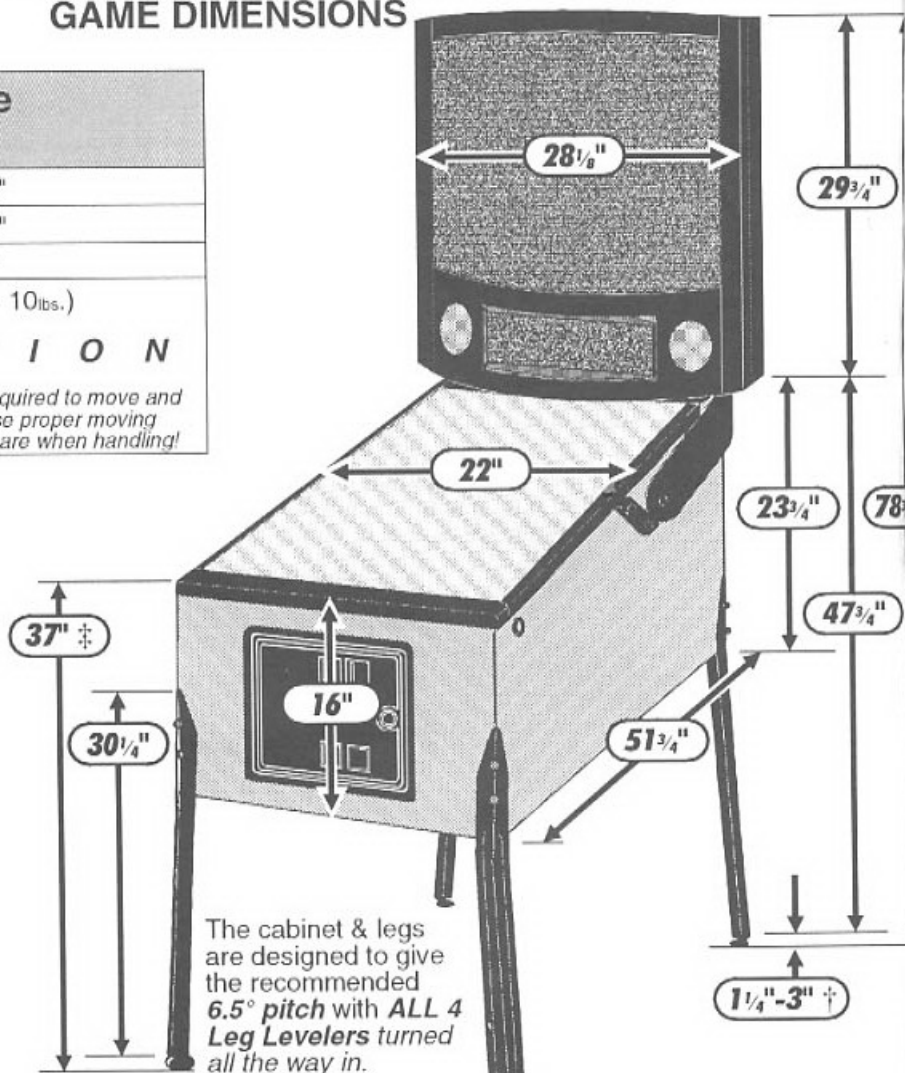
To reduce the possibility of damage, observe **ALL** precautions whenever transporting the game. **Read & follow Section 1, Chapter 1, Game Assembly Procedures, & How to Secure the Backbox for Transporting.** Remove the legs & secure the game within the transporting vehicle. *Save and retain all printed information on the game.*

GAME DIMENSIONS

Shipping Crate Dimensions	
Height:	55½"
Width:	30½"
Depth:	31"
Weight:	300lbs. (+/- 10lbs.)

CAUTION

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



Notes:

The Leg Levelers can add up to 1¾" **MORE** to the overall height.

The overall **FRONT & BACK** dimensions reflect the added +1¼" height from the Leg Levelers turned all the way in.

The cabinet & legs are designed to give the recommended **6.5° pitch** with **ALL 4 Leg Levelers** turned all the way in.



THE LOST WORLD JURASSIC PARK™

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



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THE LOST WORLD
JURASSIC PARK™

Game Set-Up

Game Assembly Procedures

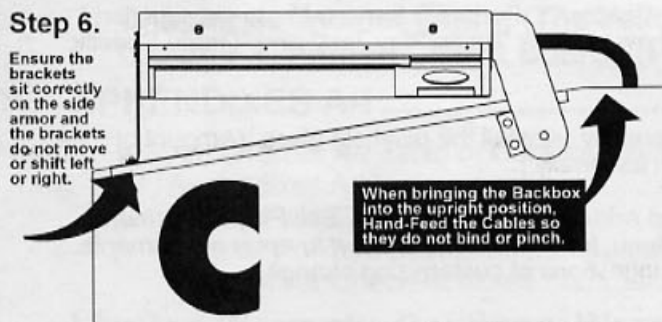
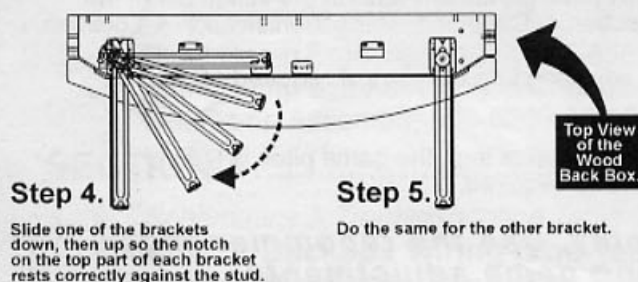
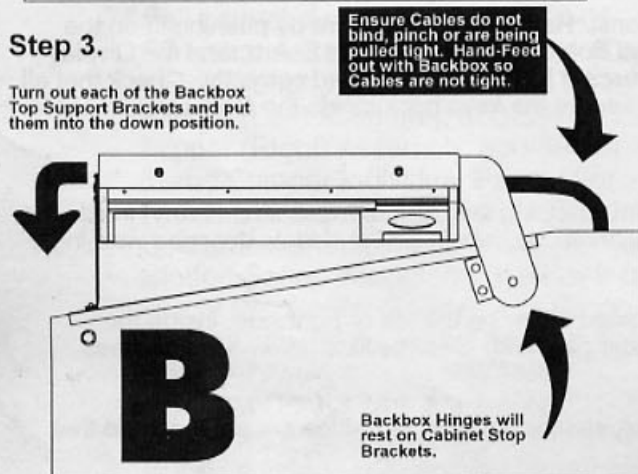
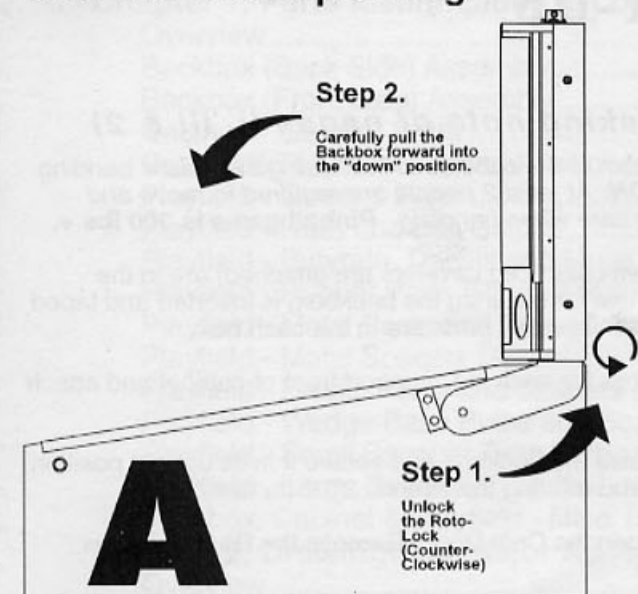
(Reference Find-It-In-Front: Dr. Pinball, taking note of pages ii, iii & 2)

1. Open the top of the carton and lay it on its side with the bottom of the cabinet down. Using the plastic banding strip as a handle, slide the game out of the carton. **CAUTION: At least 2 people are required to move and maneuver game. Use proper moving equipment & extreme care when handling. Pinball game is 300 lbs.+.**
2. Remove all packing material. The four (4) Cabinet Leg Assemblies (Leg Levelers are attached) are in the corner packing material of the crate. A large Allen Wrench (use for securing the backbox) is inserted and taped to the rear of the cabinet. Leg Bolts, Steel Balls and any miscellaneous parts are in the cash box.
3. Support rear of cabinet and attach rear legs using two leg bolts for each leg. Support front of cabinet and attach front legs using two leg bolts for each leg.
4. While assuring that no cables are being pinched, carefully raise the backbox and secure it in its upright position with the Allen Wrench in the hole in the back of the cabinet and rotating the wrench 270° (¾ turn).
5. Remove the Coin Door Keys from the playfield glass, and open the Coin Door. Remove the Backbox Keys hanging inside the Coin Door, unlock the Backbox and open.
6. 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 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 the keys back inside the Coin Door.
7. Carefully remove the playfield glass and set it aside.
8. Remove all shipping tie downs, shipping blocks, packing foam, shipping instruction pages, etc. (if any) inside the cabinet. **READ ALL PRINTED INFORMATION!** Shipping instructions, labels and/or decals describe warnings, cautions, and/or important information specific to the game.
9. Raise the playfield and support it, by lifting the Prop Rod (located either on the left or right side, inside the cabinet) and placing the notched end into the hole on the under playfield. See the illustration "Easy Access Service System" opposite this page.
10. Visually inspect all cabinet cables and connector terminations; ensure no wires or cables are pinched and that cable harnesses are not pulled tight.
11. Remove the Plumb Bob tilt from the parts package and install on the pendulum wire on the inside left of the cabinet. Check the plumb tilt and adjust as required. See Section 4, Chapter 1, Parts Identification & Location.
12. Lower the playfield and ensure game is level side-to-side by adjusting Leg Levelers, if required. See the illustration "Leg Leveler Adjustment" opposite this page.
13. 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.

14. 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.
15. **INSTALL 4 BALLS** on the playfield near the outhole and carefully reinstall the playfield glass. (Amount of balls are always specified on decal attached to the lock down assembly.)
16. 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 changes.

How to Secure the Backbox for Transporting



See Section 4, Chapter 1, Backbox (Back Side/ Front Side) Assemblies, for part numbers.

Leg Leveler Adjustment

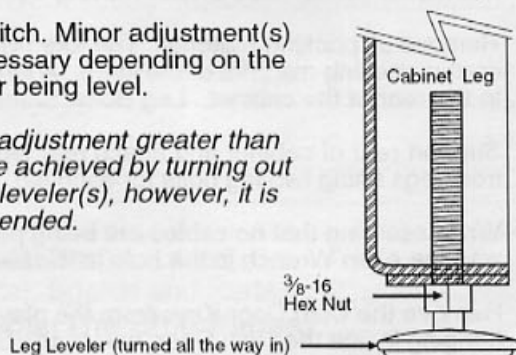
This cabinet is designed to automatically have a 6.5° pitch without any Leg Leveler adjustment!

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 achieved by turning out the rear leg leveler(s), however, it is not recommended.



Easy Access Service System - 2 Positions

Carefully lift the playfield using the left and right ba guides upward.

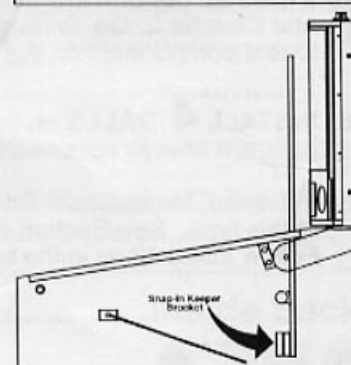
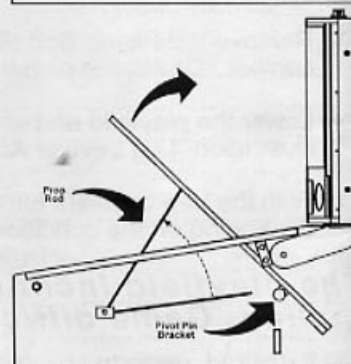
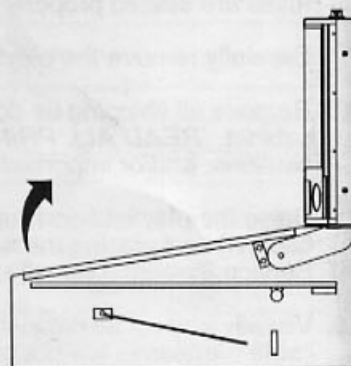
Position 1

When lifted high enough, support the bottom of the playfield with your hand and pull up the Prop Rod (located on the left or right side inside the cabinet) and position end of the Prop Rod into the receiving hole in the playfield. Or...

Position 2

Continue pushing upwards until the playfield's Snap-In Keeper Brackets "lock" into position with the Snap-In Keeper Bracket in the cabinet.

(Note: Push the release button on the Cabinet Snap-In Keeper Bracket to bring the playfield down.)



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. If the last Game Specific Adjustment, Novice Mode Enabled, is changed to **YES** (Default = **NO**), the display awaits choice from player 1 to select **REGULAR GAME** rules or **NOVICE GAME** rules with the *flipper buttons*. If the player *does not select rules*, the game will default to **Regular Rules**. After selection (or time-out default to Regular Game) subsequent players can be added (**up to 6 can play!**) by pressing the **START BUTTON** before the end of ball 1. **Note 1:** The subsequent players will play the same game (Novice or Regular) determined by Player's 1 choice.

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. 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 1/2 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/Tournament 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.

Starting Pinball Wizard Play

After credit is posted, while holding in the **RIGHT FLIPPER BUTTON**, press the **START BUTTON**. Pinball Wizard Play has now begun. The same as League/Tournament Play, but oooooooh! so much gosh darn harder!

During Game Features

Feature Mode & Combination Shots

Features are lit on the playfield and started by completing certain play shots (e.g. completion of target banks, orbit(s), ramp(s) and/or any combination of the shots). Combination shots (combos) are a series of shots completed in many different variations. For example, a shot to the Ramp with the ball being returned to the Left Inlane then immediately shot to the Orbit of the playfield returning to a Flipper and then shot to another Ramp would be a hard combo shot worthy of many points. These combinations vary per game. For feature modes & combos certain points or awards are given after completion.

Multiball

Multiball is started after completion of certain Feature Modes or may be a mode itself depending on game rules/play. Multiball may vary with the amount of balls used in Multiball depending on game style. Typically, if Multiball play was short, a "restart" option is given. Watch the Display for instructions on the restart.

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.

Video Mode

The video modes **may** require the player to "play on-screen". The interactive video play **may** require the player to use the flipper buttons to play the mode.

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=**7%**, 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.

Continued Next Page.

End of Game Features Continued

Entering Initials

If player achieved a new high score in any of the 3 categories (Regular, Novice or Wizard), the player may enter his/her initials. To enter your initials, 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) can be displayed during the *Attract Mode*; enter letters in the same fashion.)

Manual Percentaging

This game is equipped with a Manual Percentage Adjustment. As with our previous games, you can either set operator adjustments for a replay percent or you can set a fixed replay score. See Section 3, Chapter 4, Go To Adjustments Menu, Adjustments 1 & 2.

If you set operator adjustments for a particular replay percent, the game will compute a recommended score to keep the game at that replay percentage. If a change is recommended and the game coin door is opened, the display will indicate if the replay is too high or low and make a sound to alert the operator. By pressing the Start Button, the score to beat will be changed to a more appropriate level. If you close the Coin Door or enter the **Portals™ Service Menu**, no score change will be made.

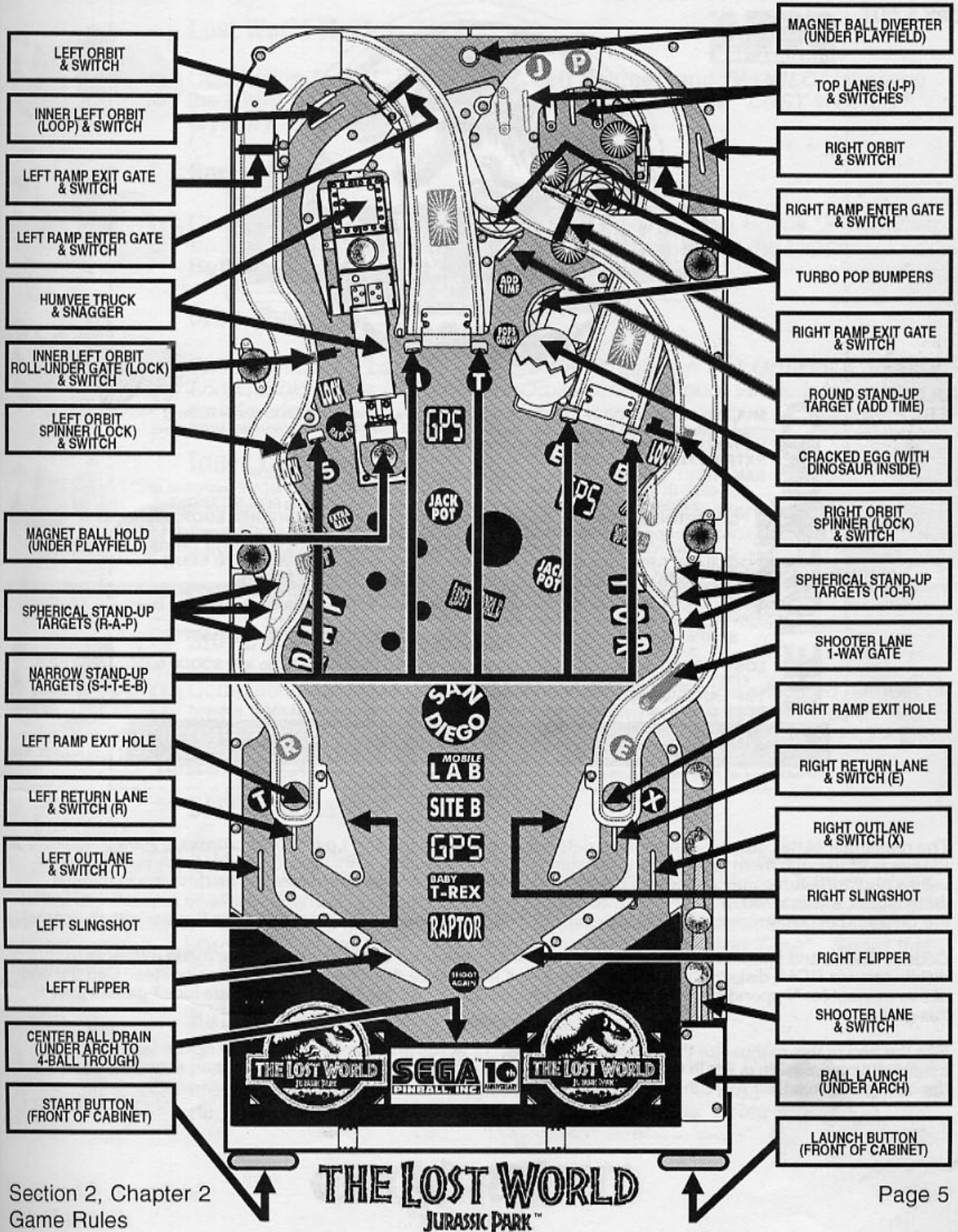
You may choose to ignore the recommended change; for example, you may not think last week's players were the usual crowd. Just close the door and the message will disappear without altering the existing level. Or you may choose to make a different score to beat adjustment; this is done by utilizing Adj. 2, Replay Levels.



Game Rules

Overview

Below is *The Lost World: Jurassic Park Playfield Map* showing all the Major Items & Ball Shots in this game. For component names & parts, review Sec. 4, Chp. 1 & 2. The rules in this chapter are numbered & divided into 5 parts: **Single Ball Play**, **Single Ball Modes**, **Multiball Modes**, **Multiball Play & Jackpots**, and **Misc. Features**.



Section 2 | Rules

Game Rules

Instruction Card

Below is a COPY of the game instruction card 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. (Suggestion: COPY & CUT along the dotted line and fold in the center to keep the "COPY" sturdy.)

COPY & CUT

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FOLD HERE

THE LOST WORLD
JURASSIC PARK™

MULTIBALL Shoot **DROP TARGET** to advance *Dinosaurs* to *Light Locks*. Shoot *flashing Lock Shots* to *Lock Balls* to start *Multiball*. *Multiball Smart Missile* advances *Multiball* — Press **LAUNCH BUTTON** when lit to fire *Smart Missile*!

EXTRA BALL Shoot **INNER LOOP** to *Light Extra Ball*.

SAN DIEGO Complete all of the following to *light San Diego* at **EGG SCOOP**:

- ① **SITE-B**: Shoot *flashing TARGETS* during *SITE-B*. ⇨ **TO START MODE**, complete all *SITE-B TARGETS* during regular play, then shoot any *flashing SITE-B TARGET*.
- ② **RAPTOR MULTIBALL**: Score *Jackpots* during *Raptor Multiball* at **INNER LOOP**. Shoot *flashing RAPTOR TARGETS* to *relight Jackpot*. ⇨ **TO START MODE**, complete *RAPTOR TARGETS* during regular play, then shoot any *flashing RAPTOR TARGET*.
- ③ **BABY T-REX**: Score *Hurry-Ups* at **EGG SCOOP** during *Baby T-Rex*. ⇨ **TO START MODE**, shoot **EGG SCOOP** during regular play until the *Egg hatches*.
- ④ **MOBILE LAB MULTIBALL**: Shoot **SPINNERS** to *add balls* during *Mobile Lab Multiball*. ⇨ **TO START MODE**, complete **BOTTOM LANES (T-R-E-X)** during regular play, then score *flashing BOTTOM LANE*.
- ⑤ **GPS**: Shoot *flashing RAMPS* during *GPS*. ⇨ **TO START MODE**, shoot lit **RAMPS** during regular play to *spell G-P-S*, then shoot *flashing RAMP*.

LOST WORLD Score **LOST (LEFT LOOP)** and **WORLD (RIGHT LOOP)** to *light SCOOP* for **LOST WORLD AWARD**.

TOP LANES Complete **J-P TOP LANES** to increase *Bonus Multiplier*.

POPS GROW Shoot **TARGET** in *Pop Bumpers* when lit to increase *Bumper Value*.

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

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The remainder of this chapter contains the detailed Game Rules for *The Lost World: Jurassic Park* Pinball. Please read through them for a better understanding of the operation of this game. Some game rules, point values and/or features may change as production continues. The changes, if any, will be describe in manual addendums, if warranted. Please note that some adjustments (see Sec. 3, Chapter 4, Go To Adjustments Menu) are designed to customize game play, (i.e. making it harder or easier as players get more familiar with the game).

Code revisions and updates may change as production continues. Code updates will be made available to distributors via ROM, diskette or modem. Changes, if any, will be described with the code updates. See the end of this manual for "Appendix A - Pinball Game Firmware Table," for the latest revision code for all games prior to this game.

See the end of this manual for the "Glossary of Terms," of words and acronyms you may not understand. If an acronym or expression is not in this glossary, please call our Technical Support Department, so we may add it in the next game manual. Any other suggestions or comments are always welcome!

SINGLE BALL PLAY

Game Start



Before you enter this **Lost World**, prepare yourself to *watch the Dot Display* as you play! **Use the Launch Button to help T-Rex Stomp on people - avoid the other dinosaurs!**

Lost World Mystery



Completing "**LOST**" (shooting the **Left Spinner**) and "**WORLD**" (shooting the **Right Spinner**) qualifies the **Center Scoop** for the "**LOST WORLD**" **Mystery**.

Bonus Multiplier



Completing both **Top Lanes "J" and "P"** advances the **Bonus "X" Multiplier**. **End-of-Ball Bonuses** are affected by this feature. **Press the Flipper Buttons to alternate the lit Top Lane Lamps.**

Orbit Shots



Shooting either a **Left or Right Orbit Shot** qualifies that **Orbit** for a **Jurassic Loop (Orbit) Value**. Consecutive Orbits score a higher value (for a short timed period).

Inner Loop Shot



Anytime the **Inner Orbit Shot** is made, the player is advanced toward an Award. Watch the **Dot Display** after making this shot for specific information.

SINGLE BALL MODES

Site-B Stand-Up Targets



Completing the "**S - I - T - E - B**" **Stand-Up Targets** the indicated number of times (Watch the **Dot Display** after completing each letter.), flashes all five "**S - I - T - E - B**" **Stand-Up Targets**. Shooting any flashing "**S - I - T - E - B**" **Stand-Up Targets** begins the **SITE-B Mode**.

SITE-B Mode



SITE-B is a **Timed Mode** which flashes one "**SITE-B**" **Stand-Up Target**. During this mode, use the **Flipper Buttons** to rotate these lit lamps. Shoot the flashing "**SITE-B**" **Stand-Up Target** to score and advance the displayed value. Achieving the indicated number of shots completes this mode. When the time has almost expired, a **Stand-Up Target** (in the **Pop Bumper** area) flashes "**Add Time**". Shoot this **Stand-Up Target** for more time.

Baby T-Rex



Each shot into the **Center Scoop** (below the **Big White Dinosaur Egg**) adds cracks in the **Baby T-Rex Egg** in the **Dot Display**. Completing the indicated number of shots hatches the egg to begin the **Baby T-Rex Mode**.

SINGLE BALL MODES CONTINUED

Baby T-Rex Mode



Shoot the **Center Scoop** for a *Countdown Value*. If the *Countdown Value* reaches the end, the **Mode Ends**. Shooting the **Center Scoop** while the *Countdown Bonus* is active collects the *Current Value*. The *Collected Value* is Locked-In and a timer is displayed. Each shot into the **Center Scoop** collects this *Value*. Achieving the indicated number of shots completes this **Mode**.

Raptor



Completing the "**R - A - P - T - O - R**" **Stand-Up Targets** the indicated number of times (*Watch the Dot Display...*) flashes all "**R - A - P - T - O - R**" **Stand-Up Targets**. Shooting any flashing "**R - A - P - T - O - R**" **Stand-Up Targets** begins the **Raptor Mode**.

Mobile Labs



Completing the **Left/Right Return Lanes** and **Left/Right Outlanes** the indicated number of times (*Watch the Dot Display...*) flashes one **Lane**. Use the **Flipper Buttons** to rotate (same side) **Lanes**. Completing the flashing **Lane** awards the **Mobile Labs Mode**.

GPS



Shooting a *lit Ramp* advances the **Ramps GPS Letter** (*Watch the Dot Display...*). Completing both **Ramps GPS Letter Sequences** flashes both **GPS Lamps**. Shooting either **Ramp** when flashing begins the **GPS Mode**.

GPS Mode



Each **Ramp Shot** awards the *Displayed Value*. Achieving the indicated number of **Ramp Shots** completes this **Mode**.

MULTIBALL MODES

Raptor Mode



This is a **2-Ball Mode**. This **Mode** lasts as long as two balls are in play. During this **Mode**, each completion of the flashing "**Raptor Shot**" scores and advances the **Raptor Jackpot**. Completing a **Raptor Jackpot** or taking too long resets the six flashing "**R - A - P - T - O - R**" **Stand-Up Targets** and turns off the **Raptor Shot**. Shooting any flashing "**R - A - P - T - O - R**" **Stand-Up Target** requalifies the **Raptor Jackpot**. Achieving the indicated amount of **Raptor Jackpots** completes this **Mode**.

Mobile Labs Mode



This is a **2-Ball Mode**. This **Mode** lasts as long as two balls are in play. During this **Mode**, the indicated number of spins awards the *Displayed Value* and adds one additional ball into play. Achieving the indicated number of thresholds completes this **Mode**.

MULTIBALL MODES CONTINUED

San Diego Mode



16

Success in any Mode completes the corresponding **San Diego Lamp**. (See the Mode Descriptions on the previous page for more information on completion.) Completing all *Five Lamps* qualifies **San Diego Mode**. Shoot the **Center Scoop** when the *San Diego Lamp* is flashing to begin this **Mode** (*Timed Multiball with everything lit!*).

MULTIBALL PLAY & JACKPOTS

Multiball Smart Missile



17

Only one "**Multiball Smart Missile**" is allowed per player per game, awarded from "*Lost World*" **Mystery**. You will see your **Smart Missile** in the **Dot Display**; press the **Launch Button** to use. If used during normal play and any lock is unlit, this feature will qualify them. If used during normal play with "**Multiball Ready**", this feature will begin **Multiball**. If used during "**Restart Multiball**", this feature will begin **Multiball**. If used during **Multiball**, will award any flashing **Jackpot Shots**.

Qualify Lock



18

Completing the **Single Drop Target** advances the **Dinosaur Lamp**. Completing all five **Dinosaur Lamps** flashes **Lock Shots**. Shooting a flashing **Lock Shot** will cause the ball in play to be picked up by the **Snagger** and dropped into the **Truck** (*Watch out for a pinball shooting out of the Center Scoop!*). **Multiball Ready** exists when two balls have been successfully locked and one **Lock Shot** is flashing. Locking the third ball (or using a "**Multiball Smart Missile**" during **Multiball Ready**) will begin **Multiball**. (*Note: Currently the Snagger does not snag the 3rd Lock - Multiball starts immediately.*)

Multiball



19

Three or four balls are put into play and both **Ramp "Jackpot" Lamps** are lit & active. Completing a **ramp shot** collects the corresponding **Jackpot** (*Watch the Dot Display...*). Completing both **Jackpots** qualifies both **Orbit Shots**. Completing an **Orbit Shot** collects the **Jackpot**. Completing both **Orbit Jackpots** qualifies the **Raptor Shot** (*Inner Left Orbit*) for the **Super Jackpot** (*Watch the Dot Display...*). Completing the **Super Jackpot** loops back to qualifying both **Ramps**.

Multiball Restart



20

If no **Jackpots** were collected during **Multiball**, the game may qualify the three **Lock Shots** and/or the **Drop Target** for **Multiball Restart** (*Watch the Dot Display...*).



MISCELLANEOUS FEATURES

Extra Balls



21 **Extra Balls** can be lit from the **Inner Loop** or by maxing out the *Bonus Multiplier* at the **Top Lanes**, or awarded from the **Lost World Scoop**.



Specials



22 **Specials** can be scored from the **Lost World Scoop** or the **Inner Loop**.

Combination Shots



23 The Lost World features several *Multi-Way Combos*. These *Combo Shots* involve natural sequences of key shots in the game. Many undocumented difficult combos may also be present.

End-Of-Ball-Bonus



24 At the end of each ball, players will receive a substantial *Bonus* (builds by completion of various features during game play). The

Bonus is multiplied by the determined amount achieved by the player by completing both **Top Lanes "J" and "P"**. Watch the **Dot Display** after the end of the ball for specific info.



Try and Leave the Island!



Don't count your dino's before they hatch!

Rules and Point Values may be subject to change with or without notice! (Changes may occur with any Code Rev. Update.)








Verify the Game Code Version upon power-up of the game as noted in the Dot Matrix Display.) Call your local Distributor to verify this game has the current Game Code. You can find your local Distributor in the "Find-It-In-Front: Dr. Pinball" Section (at the beginning of the Game Manual), on pages "DR. 6" and "DR. 9," or call 1-800-542-5377.



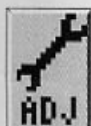
Portals™ Service Menu Introduction

PORTALS™

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Bullet Legend:
 • From Main Menu, Level 1.
 •• From Sub-Menu, Level 2.
 ••• From Sub-Menu, Level 3.
 ⌘ Added information / instruction.



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

Open Coin Door and view Service Switch Set (see figures below). The Memory Protect Switch is now disabled; when changing adjustments, leave the coin door open, so changes can be made. **Important:** The **Playfield Power Interlock Switch** must be pulled out for electro-mechanical device testing (this is required).

1 Entering Portals™ Service Menu (will not operate in Volume Mode):

Step 2
Move through the menus by pushing the Red "LEFT" or Green "RIGHT" Buttons.
Note: Pushing the Left or Right Flipper Buttons operates in the same way.

Step 1
Enter the Portals™ Service Menu by pushing the Black "BEGIN TEST" Button.

Step 3
Select or activate icons by pushing the Black "ENTER" Button.
Note: Pushing the Start Button operates in the same way.

2 Adding Service Credits (will not operate in Service or Volume Modes):

Step 1
Receive service credits by pushing the Green "SERVICE CREDITS" Button.
This button allows the technician to add Service Credits without adding any counts to the Coin Audits. Up to 30 credits can be applied.

3 Entering the Volume Menu (will not operate in Service Mode):

Step 1
Enter the Volume Menu by pushing the Red "VOLUME" Button.

Step 2
* Decrease volume by pushing the Red "LEFT" Button.
* Increase volume by pushing the Green "RIGHT" Button.
Note: Pushing the Left or Right Flipper Buttons operates in the same way. Once adjustments are made, this menu will automatically exit in a few seconds.

IMPORTANT NOTE:
Ensure the **Playfield Power Interlock Switch** is pulled out for all electro-mechanical device testing.

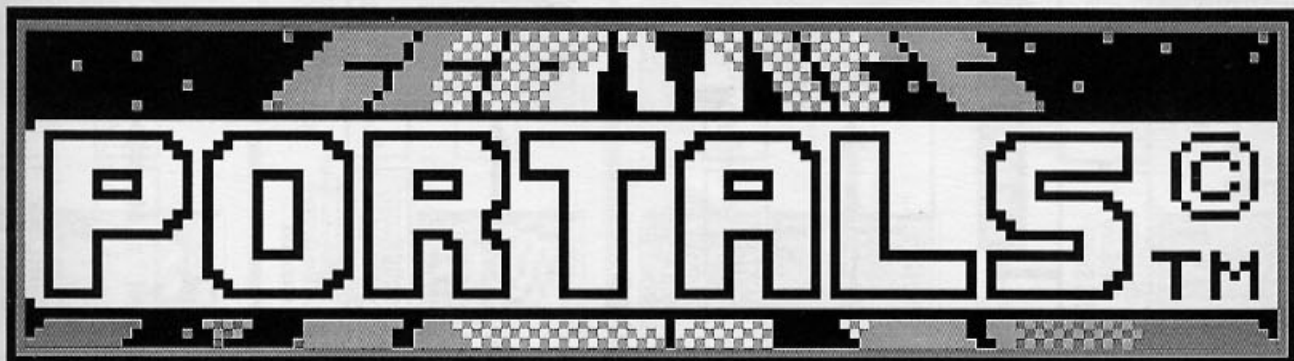
-Red Button- "Volume" or "Left"	-Green Button- "Service Credits" or "Right"	-Black Button- "Begin Test" or "Enter"
--	--	---

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: • Power-up game (if not already) & open the Coin Door. • On the Coin Door is the Service Switch Set (**Red, Green & Black Buttons**). Push down the **Black "BEGIN TEST" Button**.

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™ © 1996 SEGA PINBALL, INC.," followed by the **MAIN MENU**:



The Coin Door may be closed for security, however, please note with the Coin Door closed, the game's **MEMORY PROTECT** is enabled; *meaning any changes that are made will be not be written to memory*. If changing adjustments is required, ensure the Coin Door is open.

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.

For diagnostic purposes, be sure the **Playfield Power Interlock Switch** is pulled out so **Playfield Power** is not disabled.

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

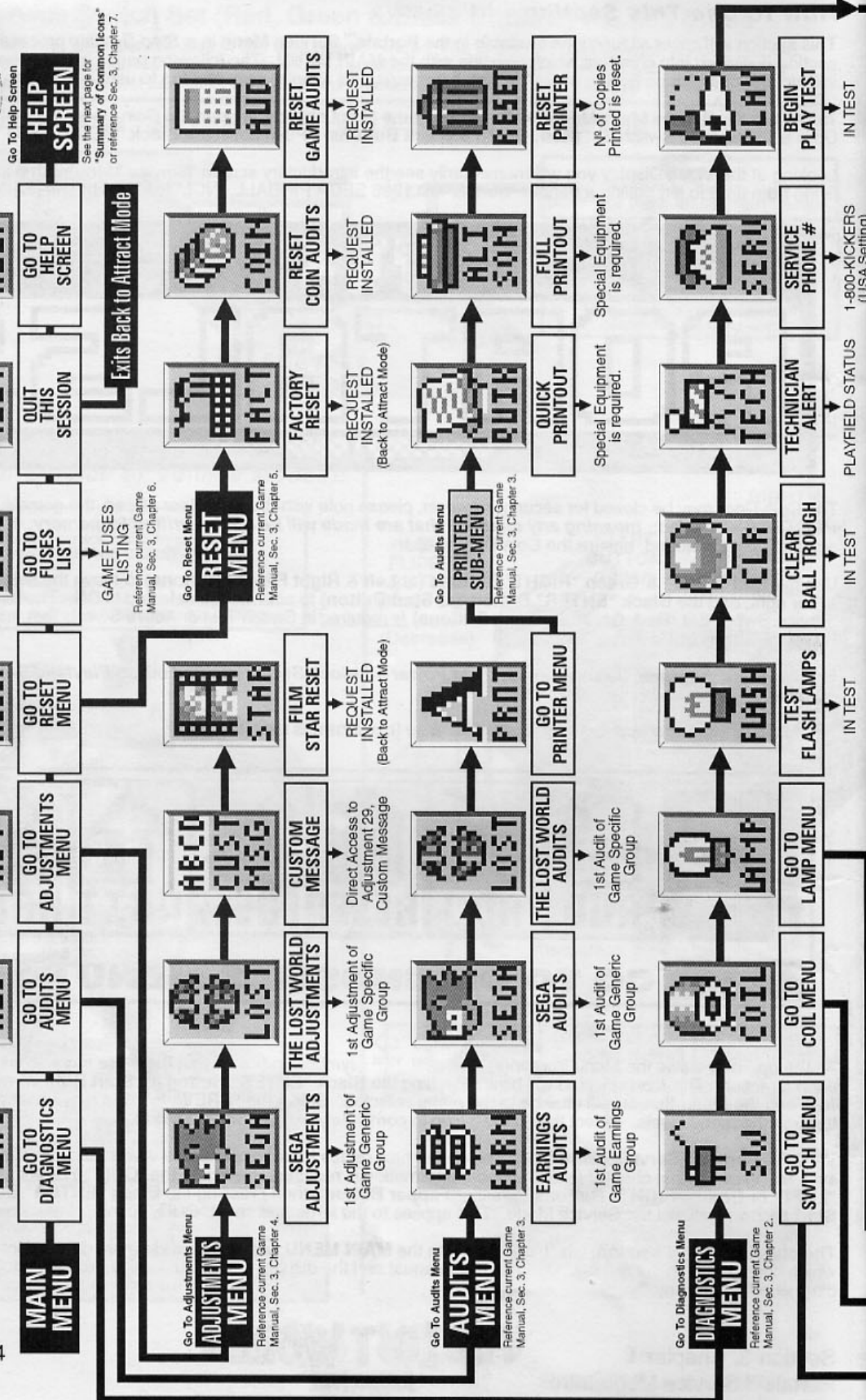


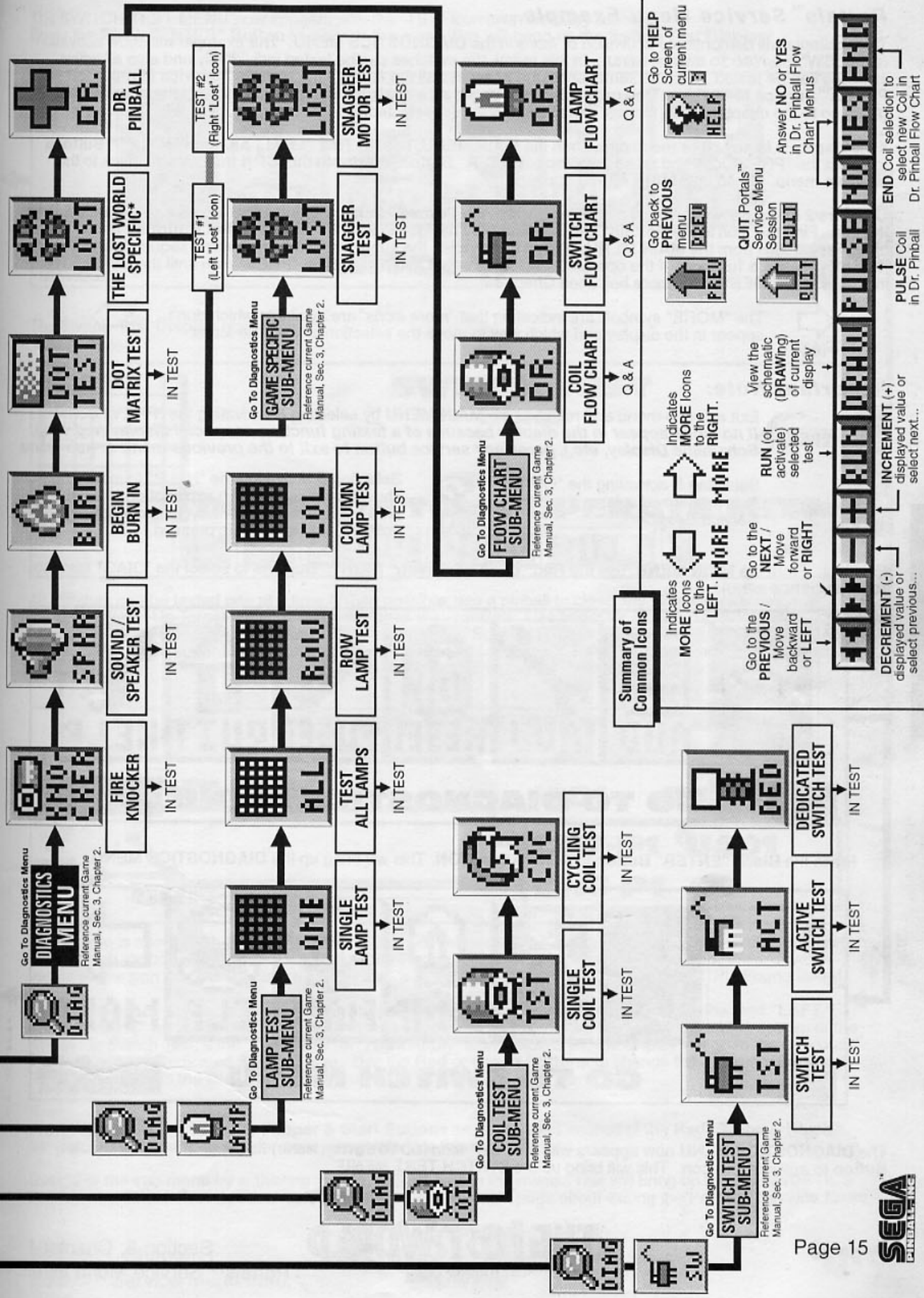
As the operator views the Menu Screen(s), the **MORE MORE** symbols indicates that there are more *Icons* to select in each direction. The *Icon* selected will blink. Pushing the **Black "ENTER" Button** (or **Start Button**) will select the *Icon* and the Menu Screen will change to the menu selected. 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 The Lost World: Jurassic Park





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:



PREV

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.



QUIT

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



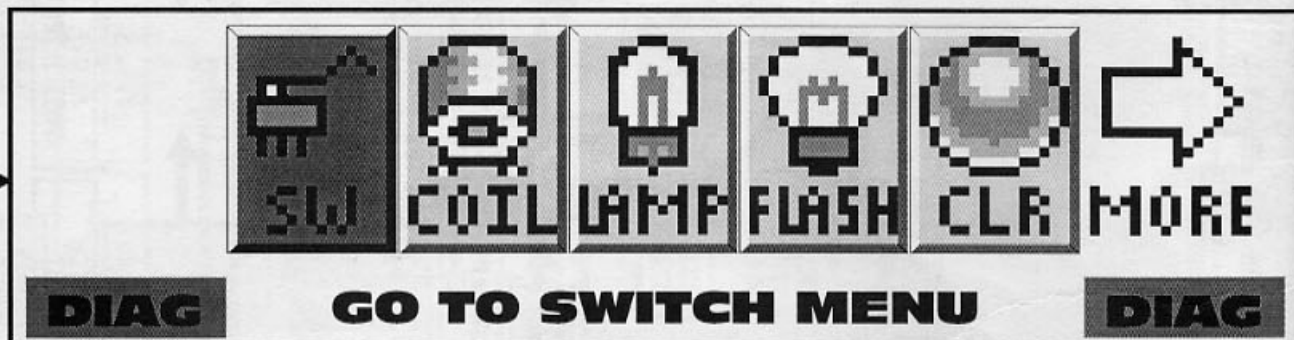
HELP

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).

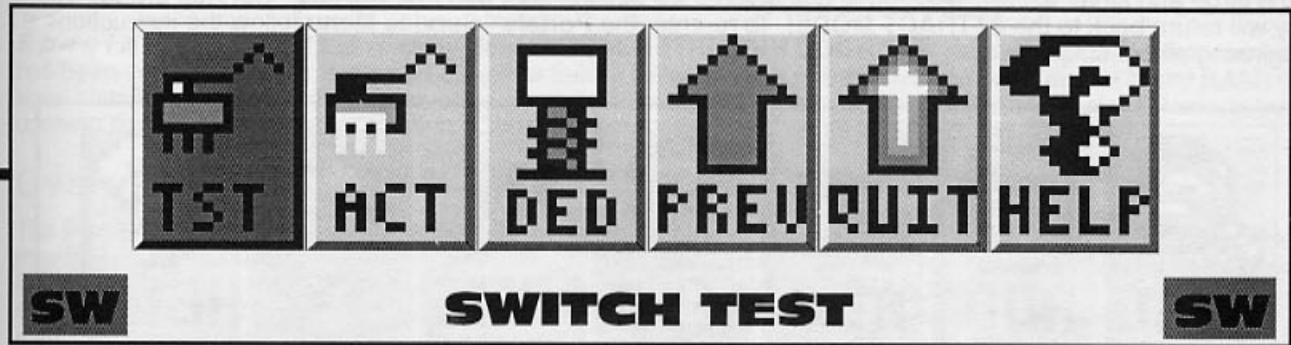


Press the Black "ENTER" Button to activate this **ICON**. This will bring up the **DIAGNOSTICS MENU**.

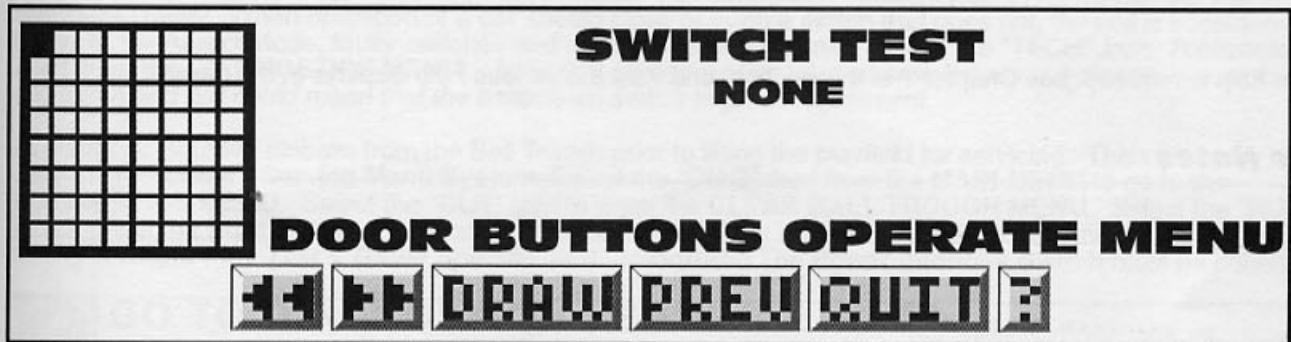


The **DIAGNOSTICS MENU** now appears with the "SW" *Icon* (GO TO SWITCH MENU) flashing. Press the Black Button to activate this icon. This will bring up the **SWITCH TEST MENU**.

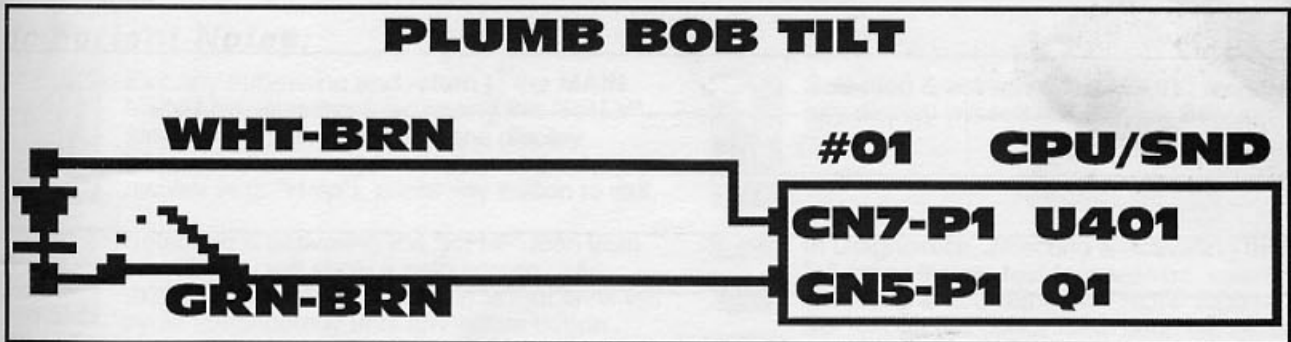
The **SWITCH TEST MENU** now appears with the "TST" *Icon* (SWITCH TEST) flashing:
 Press the **Black "ENTER" Button** to *activate* this icon. This will bring up the **Switch Test Display**.



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 #01, 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.

Your Notes

Section 3 | Icon Intro

Go To Diagnostics Menu

Special Note: If the *display flashes* "OPEN THE COIN DOOR" the game is indicating that memory has been corrupted. This is caused by 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*, by opening the *Memory Protect Switch*. Check battery voltage at **CMOS RAM** with the power off.

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 their 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* and *Lost World 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 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 "TST" *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 N^o, 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 mini "DRAW" *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 (Column) Wire, Drive Transistor, Part N^o, 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

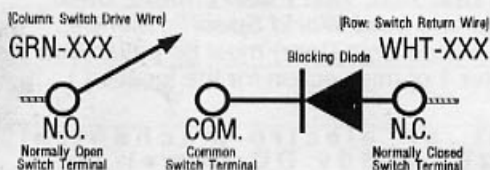
To initiate, from the **SWITCH MENU**, select the "DED" *Icon* with either **Flipper Button** & press the **Start Button** (The service switches are deactivated during this test.). The display will describe the switch which includes the Switch Name, Return (Row) Wire, Drive (Column) Wire, Part N^o, and the "Pin-Outs" from the CPU/SOUND Board.

SWITCH MATRIX GRID & DEDICATED SWITCHES

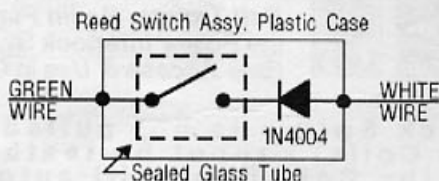
Column (Drive)	1 Q1 GRN-BRN CN5-P1	2 Q2 GRN-RED CN5-P3	3 Q3 GRN-ORG CN5-P4	4 Q4 GRN-YEL CN5-P5	5 Q5 GRN-BLK CN5-P6	6 Q6 GRN-BLU CN5-P7	7 Q7 GRN-VIO CN5-P8	8 Q8 GRN-GRY CN5-P9
1 U400 WHT-BRN CN7-P9	NOT USED	ADD TIME S-U	INNER LOOP	NOT USED	LEFT SPINNER	SITE (B)	LEFT TURBO BUMPER	LEFT OUTLANE
2 U400 WHT-RED CN7-P8	4TH COIN SLOT	NOT USED	LEFT ORBIT	NOT USED	RIGHT SPINNER	SIT (E) B	BOTTOM TURBO BUMPER	LEFT RETURN LANE
3 U400 WHT-ORG CN7-P7	6TH COIN SLOT	NOT USED	RIGHT ORBIT	NOT USED	MOTOR: HOME	SI (T) E B	RIGHT TURBO BUMPER	LEFT SLINGSHOT
4 U400 WHT-YEL CN7-P6	RIGHT COIN SLOT	4-BALL TROUGH #1	NOT USED	NOT USED	MOTOR: DOWN	S (I) TE B	NOT USED	RIGHT OUTLANE
5 U401 WHT-GRN CN7-P5	CENTER COIN SLOT / DBA	4-BALL TROUGH #2	LEFT RAMP ENTER	DROP TARGET	INNER LOOP GATE	(S) ITE B	LAUNCH BUTTON	RIGHT RETURN LANE
6 U401 WHT-BLU CN7-P3	LEFT COIN SLOT	4-BALL TROUGH #3	LEFT RAMP EXIT	RAPTO (R) S-U	(R) APTOR S-U	POWER SCOOP	START BUTTON	RIGHT SLINGSHOT
7 U401 WHT-VIO CN7-P2	5TH COIN SLOT	4-BALL TROUGH VUK OPTO	RIGHT RAMP ENTER	RAPT (O) R S-U	R (A) PTOR S-U	LEFT TOP LANE	SLAM TILT	NOT USED
8 U401 WHT-GRY CN7-P1	NOT USED	SHOOTER LANE	RIGHT RAMP EXIT	RAP (T) OR S-U	RA (P) TOR S-U	RIGHT TOP LANE	PLUMB BOB TILT	NOT USED

GND IC U206 INPUTS	Ground BLK CN6-P1, -P11
1 GRY-BRN CN6-P2	#1 LEFT FLIPPER BUTTON D9-1
2 GRY-RED CN6-P3	#2 LEFT FLIPPER E.O.S (End-of-Stroke) D9-2
3 GRY-ORG CN6-P4	#3 RIGHT FLIPPER BUTTON D9-3
4 GRY-YEL CN6-P6	#4 RIGHT FLIPPER E.O.S (End-of-Stroke) D9-4
5 (Not Used) GRY-GRN CN6-P7	NOT USED D9-5
6 GRY-BLU CN6-P8	#6 VOLUME (RED BUTTON) (Normal) (In Test: LEFT) D9-6
7 GRY-VIO CN6-P9	#7 SERV. CRED. (GREEN BUTTON) (Normal) (In Test: RIGHT) D9-7
8 GRY-BLK CN6-P10	#8 BEGIN TEST (BLACK BUTTON) (Normal) (In Test: ENTER) D9-8

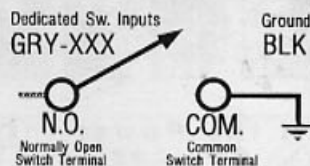
Typical Switch Schematic



Reed Switch Schematic

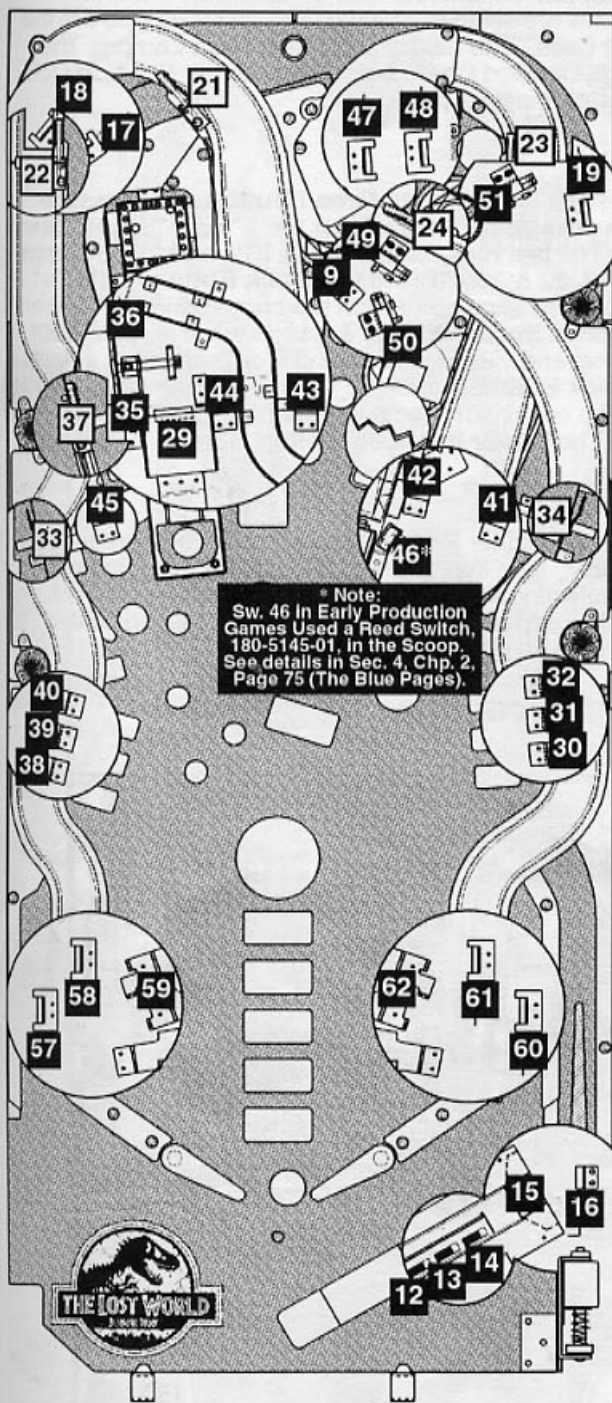


Dedicated Switch Schem.



Switch Matrix Grid Descriptions with Part Numbers and Locations †

† The switch locations correspond with the Switch N° in the table below and the Switch Matrix Grid.



* Note:
Sw. 46 In Early Production
Games Used a Reed Switch,
180-5145-01, In the Scoop.
See details in Sec. 4, Chp. 2,
Page 75 (The Blue Pages).

Sw. N°	Col. N°	Row N°	Switch Matrix Description	Part N°
Note: The Y Coin Switch (for Japan) is 180-5091-00				
1	1	1	NOT USED	
2*	1	2	4TH COIN SLOT	180-5024-00
3	1	3	6TH COIN SLOT	(Future Use)
4*	1	4	RIGHT COIN SLOT	
5*	1	5	CENTER COIN SLOT / DBA	180-5024-00
6*	1	6	LEFT COIN SLOT	
7	1	7	5TH COIN SLOT	(Future Use)
8	1	8	NOT USED	
9	2	1	ADD TIME S-U	500-6075-09
10	2	2	NOT USED	
11	2	3	NOT USED	
12	2	4	4-BALL TROUGH #1	
13	2	5	4-BALL TROUGH #2	180-5119-00
14	2	6	4-BALL TROUGH #3	
15	2	7	4-BALL TROUGH VUK OPTO TRANS REC	520-5124-00 520-5125-00
16	2	8	SHOOTER LANE	500-6096-00
17	3	1	INNER LOOP	
18	3	2	LEFT ORBIT	500-5706-00
19	3	3	RIGHT ORBIT	500-5707-00
20	3	4	NOT USED	
21	3	5	LEFT RAMP ENTER	
22	3	6	LEFT RAMP EXIT	180-5087-00
23	3	7	RIGHT RAMP ENTER	
24	3	8	RIGHT RAMP EXIT	
25	4	1	NOT USED	
26	4	2	NOT USED	
27	4	3	NOT USED	
28	4	4	NOT USED	
29	4	5	DROP TARGET	180-5158-00
30	4	6	RAPTO (R) S-U	
31	4	7	RAPT (O) R S-U	500-6189-02
32	4	8	RAP (T) OR S-U	
33	5	1	LEFT SPINNER	180-5010-04
34	5	2	RIGHT SPINNER	
35	5	3	MOTOR: HOME	520-5162-00
36	5	4	MOTOR: DOWN	
37	5	5	INNER LOOP GATE	180-5087-00
38	5	6	(R) APTOR S-U	
39	5	7	R (A) PTOR S-U	500-6189-02
40	5	8	RA (P) TOR S-U	
41	6	1	SITE (B)	
42	6	2	SITE (E) B	
43	6	3	SI (T) E B	500-6138-11
44	6	4	S (I) TE B	
45	6	5	(S) ITE B	
46	6	6	POWER SCOOP (See Sw. 46 Note)	180-5057-00
47	6	7	LEFT TOP LANE	500-5707-00
48	6	8	RIGHT TOP LANE	
49	7	4	LEFT TURBO BUMPER	
50	7	2	BOTTOM TURBO BUMPER	180-5015-03
51	7	3	RIGHT TURBO BUMPER	
52	7	4	NOT USED	
53	7	5	LAUNCH BUTTON	500-6121-06
54	7	6	START BUTTON	500-6090-06
55*	7	7	SLAM TILT (On Coin Door)	180-5022-00
56*	7	8	PLUMB BOB TILT HANGER CONTACT	535-5319-00 535-7563-01
57	8	1	LEFT OUTLANE	500-5707-00
58	8	2	LEFT RETURN LANE	
59	8	3	LEFT SLINGSHOT	180-5054-00
60	8	4	RIGHT OUTLANE	500-5707-00
61	8	5	RIGHT RETURN LANE	
62	8	6	RIGHT SLINGSHOT	180-5054-00
63	8	7	NOT USED	
64	8	8	NOT USED	

Legend Note:

□ = Switches mounted above playfield.

■ = Switches mounted below playfield.

* The following switches are located in the cabinet and are not noted in the diagram above:

2 4 5 6 55 56

The following switches are not used:

1 8 10 11 20 25 26 27 28

52 63 64



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. The first 2 groups are the High Current Coils. The next group is the Low Current Coils. The next group is the Flash Lamps. The remaining coils are special coils. These coils are listed in a Coils Detailed Chart Table following the Playfield Coil & Flash Lamp Locations. **Important:** The **Power Interlock Switch** must be pulled out.



Single Coil Test

To initiate, from the **COIL MENU**, select the "TST" *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 Coils 1-24 and Flash Lamps F1-F8; In this game, there are 3 Flash Lamps in Coil Positions 17, 22 & 23.). 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.



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.

Playfield Flash Lamp Locations

Type	Description
#17 (FLASH)	IN EGG*1 (#906 Bulb)
#22 (FLASH)	L RAMP*2 (#89 Bulb)
#23 (FLASH)	POPS*3 (#89 Bulb)
#F1 FLASH	SAN DIEGO*1 (#89 Bulb)
#F2 FLASH	LWR RT*1 (#89 Bulb)
#F3 FLASH	MID RT*2 (#89 Bulb)
#F4 FLASH	TOP RT*1 (#89 Bulb)
#F5 FLASH	TOP LT*1 (#89 Bulb)
#F6 FLASH	MID LT*2 (#89 Bulb)
#F7 FLASH	LWR LT*1 (#89 Bulb)
#F8 FLASH	R RAMP*2 (#89 Bulb)

Legend Note:

= Flash Lamps mounted above playfield.

= Flash Lamps mounted below playfield.

The following Flash Lamp is located in the Egg, inside the Dino Finger Puppet (the only #906 Bulb, the only Flash Lamp mounted above the playfield):

17

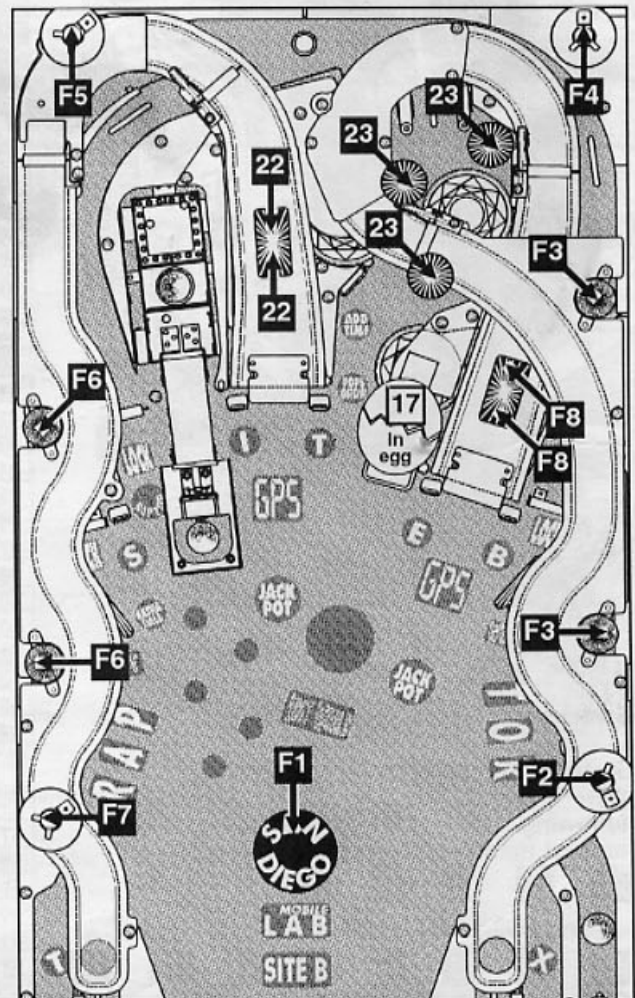
The following bulbs are used for Flash Lamps (see table above for bulb usage).



#89 Bulb
(Bayonet)
165-5000-89

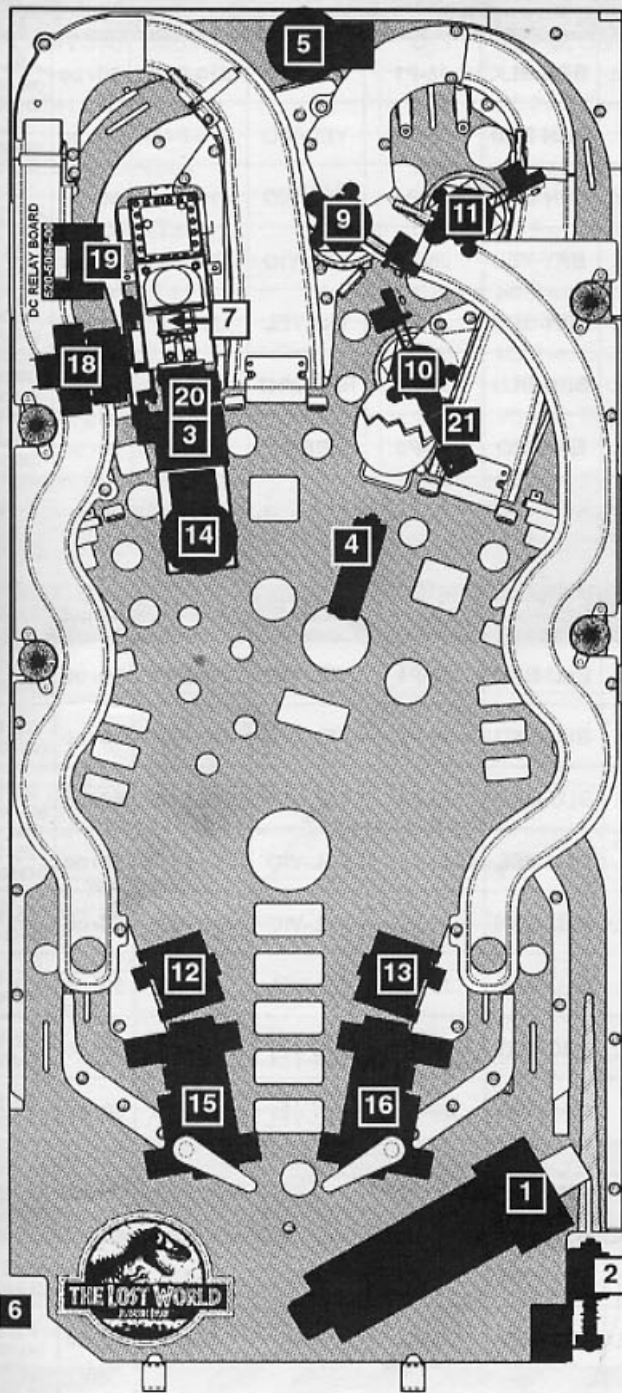


#906 Bulb
(Wedge Base)
165-5004-00



There are no Flash Lamps below this statement note.

Playfield Coil Locations



Type	Coil Description
#1 COIL	TROUGH UP-KICKER (VUK) (24-940)
#2 COIL	AUTO LAUNCH (50V) (24-940)
#3 COIL	DROP TARGET RESET (24-940)
#4 COIL	POWER SCOOP (23-800)
#5 COIL	ORBIT MAGNET (22-650)
#6 COIL	SHAKER MOTOR (Motor 041-5029-00)
#7 COIL	SNAGGER PICKUP MAGNET (31-1500)
#8 COIL	(EUROPEAN TOKEN DISPENSER)
#9 COIL	LEFT TURBO BUMPER (26-1200)
#10 COIL	BOTTOM TURBO BUMPER (26-1200)
#11 COIL	RIGHT TURBO BUMPER (26-1200)
#12 COIL	LEFT SLINGSHOT (26-1200)
#13 COIL	RIGHT SLINGSHOT (26-1200)
#14 COIL	SNAGGER PF. MAGNET (22-650)
#15 COIL	LEFT FLIPPER [50v RED/YEL] (22-1080)
#16 COIL	RIGHT FLIPPER [50v RED/YEL] (22-1080)
#17 COIL	FLASH: IN EGG*1 (#906 Bulb)
#18 COIL	SNAGGER DRIVER (Motor 041-5059-03)
#19 COIL	SNAGGER MOTOR RELAY (Bd. 520-5066-00)
#20 COIL	DROP TARGET DOWN (32-1800)
#21 COIL	DINO EGG (24-940)
#22 COIL	FLASH: L RAMP*1 (#89 Bulb)
#23 COIL	FLASH: POPS*1 (#89 Bulb)
#24 COIL	(OPTIONAL COIN METER)

Legend Note:

□ = Coils mounted above playfield.

■ = Coils mounted below playfield.

The following Coil Positions are used for Flash Lamps (see previous page for locations):

17 **22** **23**

The following coils are optional:

8 **24**

The following coil is located in the Cabinet:

6

COILS DETAILED CHART TABLE

High Current Coils Group 1		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	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	24-940 090-5036-00B
#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	DROP TARGET RESET	Q3	I/O Pwr. Drvr.	BRN-ORG	J8-P4	YEL-VIO	J10-P4/5	50v DC	24-940 090-5036-00B
#4	POWER SCOOP	Q4	I/O Pwr. Drvr.	BRY-YEL	J8-P5	YEL-VIO	J10-P4/5	50v DC	23-800 090-5001-00B
#5	ORBIT MAGNET	Q5	I/O Pwr. Drvr.	BRN-GRN	J8-P6	VIO-YEL	J10-P3	50v DC	22-650 090-5042-01
#6	SHAKER MOTOR	Q6	I/O Pwr. Drvr.	BRN-BLU	J8-P7	RED-WHT	J17-P7	16v AC 12v DC	JUST MOTOR 041-5029-00
#7	SNAGGER PICKUP MAGNET	Q7	I/O Pwr. Drvr.	BRN-VIO	J8-P8	BRN	J7-P1	20v DC	31-1500 090-5055-00
#8	EUROPEAN TOKEN DISPENSER	Q8	I/O Pwr. Drvr.	BRN-GRY	J8-P9	YEL-VIO	J10-P4/5	50v DC	N/A

High Current Coils Group 2		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type
#9	LEFT TURBO BUMPER	Q9	I/O Pwr. Drvr.	BLU-BRN	J9-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#10	BOTTOM TURBO BUMPER	Q10	I/O Pwr. Drvr.	BLU-RED	J9-P2	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#11	RIGHT TURBO BUMPER	Q11	I/O Pwr. Drvr.	BLU-ORG	J9-P4	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#12	LEFT SLINGSHOT	Q12	I/O Pwr. Drvr.	BLU-YEL	J9-P5	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#13	RIGHT SLINGSHOT	Q13	I/O Pwr. Drvr.	BLU-GRN	J9-P6	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#14	SNAGGER PF. MAGNET	Q14	I/O Pwr. Drvr.	BLU-BLK	J9-P7	VIO-YEL	J10-P3	50v DC	22-650 090-5042-01
#15	LEFT FLIPPER (50v RED/YEL)	Q15	I/O Pwr. Drvr.	ORG-GRY	J9-P8	RED-YEL GRY-YEL	J10-P1/2	50v DC	22-1080 090-5032-00T
#16	RIGHT FLIPPER (50v RED/YEL)	Q16	I/O Pwr. Drvr.	ORG-VIO	J9-P9	RED-YEL BLU-YEL	J10-P1/2	50v DC	22-1080 090-5032-00T

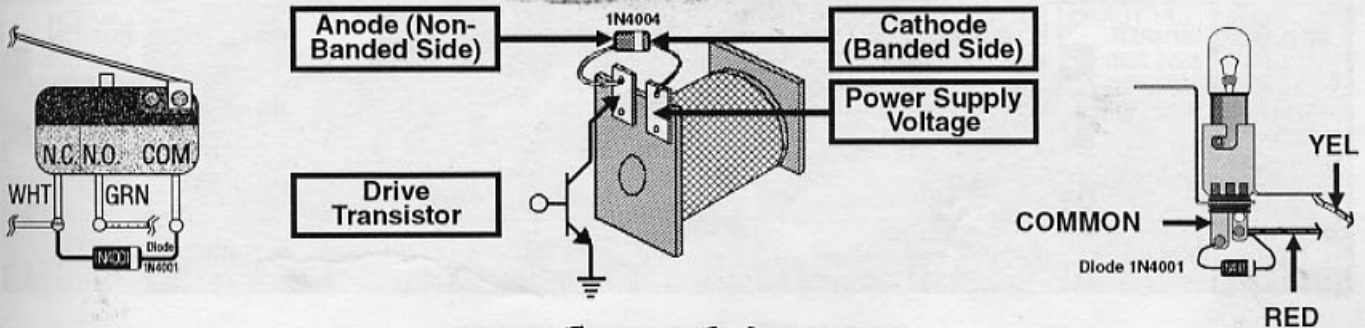
Low Current Coils Group 1		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type
#17	FLASH: IN EGG*1	Q17	I/O Pwr. Drvr.	VIO-BRN	J7-P2	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#18	SNAGGER DRIVER	Q18	I/O Pwr. Drvr.	VIO-RED	J7-P3	BRN	J7-P1	20v DC	JUST MOTOR 041-5059-03
#19	SNAGGER MOTOR RELAY	Q19	I/O Pwr. Drvr.	VIO-ORG	J7-P4	BRN	J7-P1	20v DC	DC RELAY RD 520-5066-00
#20	DROP TARGET DOWN	Q20	I/O Pwr. Drvr.	VIO-YEL	J7-P6	BRN	J7-P1	20v DC	32-1800 090-5031-00
#21	DINO EGG	Q21	I/O Pwr. Drvr.	VIO-GRN	J7-P7	BRN	J7-P1	20v DC	24-940 090-5036-00T
#22	FLASH: L RAMP*2	Q22	I/O Pwr. Drvr.	VIO-BLU	J7-P8	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#23	FLASH: POPS*3	Q23	I/O Pwr. Drvr.	VIO-BLK	J7-P9	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#24	OPTIONAL COIN METER	Q24	I/O Pwr. Drvr.	VIO-GRY	J7-P10	RED	J16-P7	5v DC	5v Meter (If Required)

Section 3 | Diags.

Coils Detailed Chart Table Continued

Flash Lamps (FLASH)	Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Bulb Type
#F1 FLASH SAN DIEGO*1	Q25	I/O Pwr. Drvr.	BLK-BRN	J6-P1	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F2 FLASH LWR RT*1	Q26	I/O Pwr. Drvr.	BLK-RED	J6-P2	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F3 FLASH MID RT*2	Q27	I/O Pwr. Drvr.	BLK-ORG	J6-P3	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F4 FLASH TOP RT*1	Q28	I/O Pwr. Drvr.	BLK-YEL	J6-P4	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F5 FLASH TOP LT*1	Q29	I/O Pwr. Drvr.	BLK-GRN	J6-P5	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F6 FLASH MID LT*2	Q30	I/O Pwr. Drvr.	BLK-BLU	J6-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F7 FLASH LWR LT*1	Q31	I/O Pwr. Drvr.	BLK-VIO	J6-P7	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F8 FLASH R RAMP*2	Q32	I/O Pwr. Drvr.	BLK-GRY	J6-P8	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89

TYPICAL SWITCH, COIL & LAMP 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 an 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 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, Switch 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

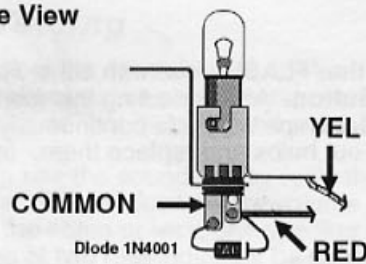
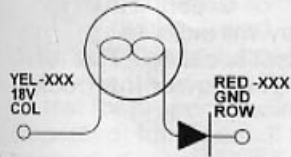
To initiate, from the **LAMP MENU**, select the "ROW" or "COL" *Icon* with either **Red "LEFT"** or **Green "RIGHT"** **Button** and press the **Black Button**. If still in a previous test, select the "PREV" *Icon* to return to Lamp Menu or selecting either of the "ARROW" *Icons* will move through the 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

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	TOWER: RAPTOR #555 Bulb 1	TOWER: BABY T-REX #555 Bulb 2	TOWER: GPS #555 Bulb 3	TOWER: SITE B #555 Bulb 4	TOWER: MOBILE LAB #555 Bulb 5	TOWER: SAN DIEGO #555 Bulb 6	TOWER: SAN DIEGO #555 Bulb 7	SHOOT AGAIN #555 Bulb 8
2: Q34 RED-BLK J12-P2	(R) APTOR #555 Bulb 9	R (A) PTOR #555 Bulb 10	RA (P) TOR #555 Bulb 11	RAPTO (R) #555 Bulb 12	RAPT (O) R #555 Bulb 13	RAP (T) OR #555 Bulb 14	LOST WORLD #555 Bulb 15	DINOSAUR EGG #555 Bulb 16
3: Q35 RED-ORG J12-P3	TRUCK DINO 2 #555 Bulb 17	TRUCK DINO 3 #555 Bulb 18	TRUCK DINO 4 #555 Bulb 19	TRUCK DINO 5 #555 Bulb 20	TRUCK DINO 1 #44 Bulb 21	T (R) EX #555 Bulb 22	TRE (X) #555 Bulb 23	TR (E) X #555 Bulb 24
4: Q36 RED-YEL J12-P4	LOST #555 Bulb 25	LEFT ORBIT ARROW #555 Bulb 26	LEFT ORBIT LOCK #555 Bulb 27	WORLD #555 Bulb 28	RIGHT ORBIT ARROW #555 Bulb 29	RIGHT ORBIT LOCK #555 Bulb 30	LEFT TOP LANE #555 Bulb 31	RIGHT TOP LANE #555 Bulb 32
5: Q37 RED-GRN J12-P5	SITE (B) #555 Bulb 33	SIT (E) B #44 Bulb 34	SI (T) E B #44 Bulb 35	S (I) TE B #555 Bulb 36	(S) ITE B #555 Bulb 37	EXTRA BALL #555 Bulb 38	LEFT RAMP JACKPOT #555 Bulb 39	LEFT RAMP GPS #555 Bulb 40
6: Q38 RED-BLU J12-P6	NOT USED 41	RIGHT RAMP JACKPOT #555 Bulb 42	RIGHT RAMP GPS #555 Bulb 43	POPS GROW #555 Bulb 44	ADD TIME #555 Bulb 45	RAPTOR (IN- NER LOOP) #555 Bulb 46	INNER LOOP LOCK #555 Bulb 47	NOT USED 48
7: Q39 RED-VIO J12-P8	LEFT TURBO BUMPER #555 Bulb 49	BOTTOM TUR- BO BUMPER #555 Bulb 50	RIGHT TURBO BUMPER #555 Bulb 51	NOT USED 52	NOT USED 53	(T) REX #555 Bulb 54	NOT USED 55	LAUNCH BUTTON #555 Bulb 56
8: Q40 RED-GRY J12-P9	NOT USED 57	NOT USED 58	NOT USED 59	NOT USED 60	NOT USED 61	NOT USED 62	NOT USED 63	NOT USED 64
9: Q41 RED-WHT J12-P10	NOT USED 65	NOT USED 66	NOT USED 67	NOT USED 68	NOT USED 69	NOT USED 70	NOT USED 71	NOT USED 72
10: Q42 RED J12-P11	NOT USED 73	NOT USED 74	NOT USED 75	NOT USED 76	NOT USED 77	NOT USED 78	NOT USED 79	NOT USED 80

Typical Switch Schematic & Side View



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



#555 Bulb (Wedge)
165-5002-00



#44 Bulb (Bayonet)
165-5000-44

Lamp Matrix Grid Locations

The lamp locations correspond with the Lamp Number in the Lamp Matrix Grid on the previous page.

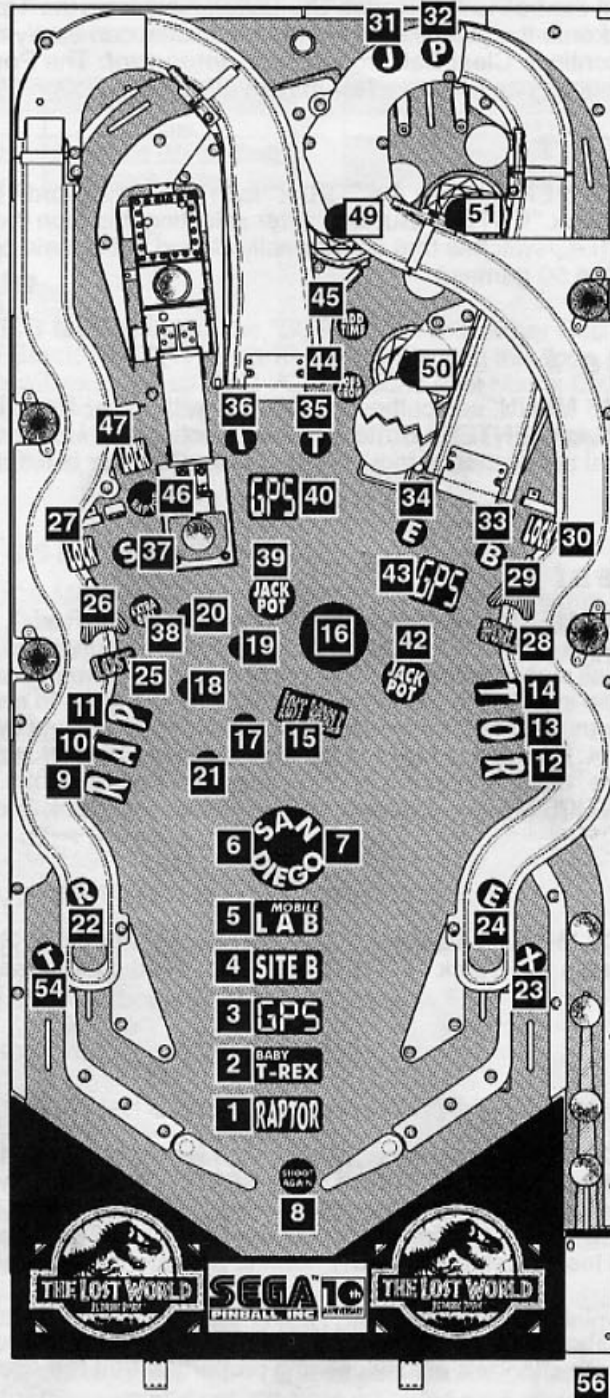
Legend Note:

= Lamps mounted above playfield.

= Lamps mounted below playfield.

The following Lamps are not used:

41	48	52	53	55
57	58	59	60	
61	62	63	64	
65	66	67	68	
69	70	71	72	
73	74	75	76	
77	78	79	80	



Section 3 | Diags.



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. **Important:** The **Power Interlock Switch** must be pulled out.



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 (the phone number is different for each *Country Dip Switch Setting*).



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 left outlane switch, the Laser Kick 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.

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.



Speaker Phase Testing

Connections to each of speakers are polarized and each must be connected appropriately for the best quality sound. If one speaker has the positive and negative connections reversed with respect to the other one, bass frequencies will not be produced properly and the overall sound quality will be poor.

Continued

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 ROM 1 (Loc. U17)	Speech Pattern 1

Auto / Manual Tests	Sounds Produced
Voice ROM 2 (Loc. U21)	Speech Pattern 2
Voice ROM 3 (Loc. U36)	Not Used
Voice ROM 4 (Loc. U37)	Not Used



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.



Lost World Specific

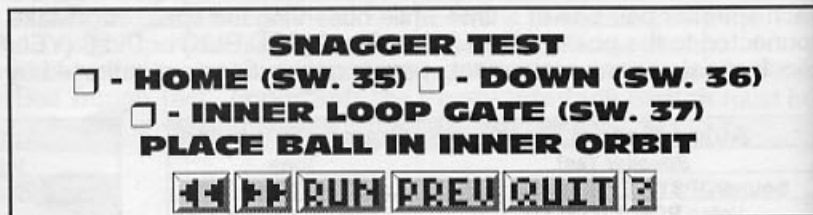
From the **DIAGNOSTICS MENU**, select the "LOST" *Icon* with either Red "LEFT" or Green "RIGHT" **Button** and press the **Black "ENTER" Button**. This will bring up the **LOST WORLD SPECIFIC MENU**. Similar to "BEGIN PLAY TEST," this menu is used to test and adjust the game specific features. The features are the **SNAGGER TEST** and **SNAGGER MOTOR TEST**. The **LOST WORLD SPECIFIC MENU** now appears with the left "LOST" *Icon* (SNAGGER TEST) flashing. Press the **Black "ENTER" Button** to activate this icon. This will bring up the **Snagger Test Display**.

BEFORE THIS TEST CAN OPERATE
the Power Interlock Switch must be pulled out.



Snagger Test

The **SNAGGER TEST DISPLAY MENU** now appears. The display will indicate the switch status of the *Snagger*. "HOME", "DOWN" & "INNER LOOP GATE". The "HOME" (Switch 35) indicator will be active when the *Snagger* is in the "HOME" position. This is the position it should be in when it is at rest, and for the *Raptor Drop Target* to operate during normal operation. The "DOWN" (Switch 36) indicator will be activated when the *Snagger* is in the "DOWN" position (unfolded, laying flat against the playfield). The "INNER LOOP GATE" (Switch 37) indicator will be active when the ball passes the "INNER LOOP GATE" Switch. The *Snagger Playfield Magnet* will activate to capture & hold the ball. (Note: If you are unfamiliar with the terms & locations of the Playfield, see Sec. 2, Chp. 2, Game Rules, & review of the Playfield Map on Pg. 5.)



TEST WITH A BALL: Select the "RUN" *Icon* and press the **Start Button**, then place the ball into the *Inner Orbit* (just behind the *Humvee Truck*). The ball will roll down the *Inner Orbit* activating the "INNER LOOP GATE" (Switch 37). The *Snagger Playfield Magnet* will capture and hold the ball. The *Raptor Drop Target* will automatically drop down. Then the *Snagger* will **unfold flat against the playfield** to the **DOWN** position and pick-up the ball with the *Snagger Pick-Up Magnet*. The *Snagger* will then refold up to the **HOME** position & drop the ball in to the *Humvee Truck*. The ball will drop into the *Under-Trough* & get shot out of the *Scoop* under the *Egg*.

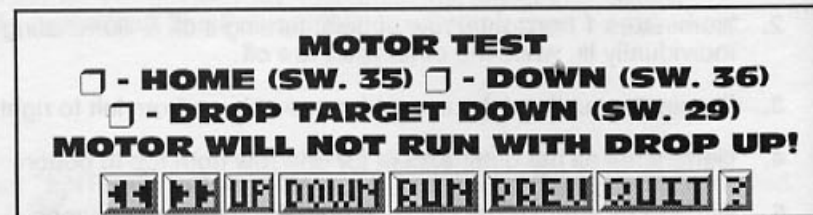
TEST WITHOUT A BALL: Select the "RUN" *Icon* and press the **Start Button**. The test will pause for a few seconds, then the *Snagger Playfield Magnet* will activate. The *Raptor Drop Target* will drop; the *Snagger* will unfold against the playfield. The *Snagger* will then refold to the up position and the *Drop Target* will reset up.

Activate the "PREV" *Icon* to step back to the previous Menu. The left "LOST" *Icon* (SNAGGER TEST) is flashing. **Select the right "LOST" *Icon*** (SNAGGER MOTOR TEST) and press the **Black "ENTER" Button** to activate this icon. This will bring up the **Motor Test Display**.



Snagger Motor Test

The **MOTOR TEST DISPLAY MENU** now appears. This procedure will allow you to test the *Snagger Motor Micro Switches (Power Limit Switches)* by ignoring the OPTOs "HOME" & "DOWN" Switches. **NOTE OF CAUTION!** The *Snagger Motor Assy.* is designed to run *bidirectionally* 180°. The two (2) *Micro Switches* cut the power to the *Motor* to prevent a continuous rotation of 360°, which can cause damage to the *Snagger Assembly*. **This procedure will not run** if the *Drop Target* is in the **up position**. When running this test, the *Drop Target* will automatically drop down upon entry into this Display Menu.



In this test procedure you will use the three (3) *Mini-Icons* "UP", "DOWN" & "RUN". *Usage Note:* To use the "UP" & "DOWN" *Mini-Icons* the **Start Button** must be pressed and held in. If the **Start Button** is released, the *Snagger Motor* will stop. The "UP" *Mini-Icon* will run the *Snagger Motor* to *refold* the *Snagger Assembly* from the **DOWN** position (against the playfield) to the **HOME** position. The "DOWN" *Mini-Icon* will run the *Snagger Motor* to *unfold* the *Snagger Assembly* from the **HOME** position (up over the *Humvee*) to the **DOWN** position. The "Run" *Mini-Icon* will cycle the *Snagger Assembly* from the **HOME** position to the **DOWN** position, then back to the **HOME** position (one complete cycle).

Note: In both Display Menu's the "<<" & ">>" *Icons* allow you to move between tests without having to exit to the previous Menu. To exit this Menu, select & activate the "PREV" *Icon* to go to the **DIAGNOSTICS MENU** or activate the "QUIT" *Icon* to exit **Portals Service Menu**. If this above tests fail or do not function properly, see the *Inside Front Cover* and the *Problem / Solution Table* in Sec. 4, Chp. 2, Page 81 for troubleshooting procedures.



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, Switch or Flipper 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 question is being asked on the Display. Select "YES" or "NO" to answer 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.



THE LOST WORLD JURASSIC PARK™ GAME AUDIT TABLE



Copy for Field Audit Tracking Performance (Use blank columns to fill-in Audit Info.).



Earnings Audits 1-12

Audit Name	Fill-In	Audit Name	Fill-In	Audit Name	Fill-In
1 TOTAL PAID CREDITS		5 COINS THRU LEFT SLOT		9 TOTAL COINS	
2 FREE GAME PERCENTAGE		6 COINS THRU RIGHT SLOT		10 TOTAL EARNINGS	
3 AVERAGE BALL TIME		7 COINS THRU CENTER SLOT		11 METER CLICKS	
4 AVERAGE GAME TIME		8 COINS THRU 4TH SLOT		12 SOFTWARE METER	



Sega Audits 13-55

Audit Name	Fill-In	Audit Name	Fill-In	Audit Name	Fill-In
13 TOTAL BALLS PLAYED		28 1M—1.99M SCORES		43 TOTAL REGULAR PLAYS	
14 TOTAL EXTRA BALLS		29 2M—3.99M SCORES		44 AVG. REGULAR GAME TIME	
15 EXTRA BALL PERCENT		30 4M—7.99M SCORES		45 REGULAR GAME MBALLS	
16 REPLAY 1 AWARDS		31 8M—11.99M SCORES		46 REGULAR GAME REPLAYS	
17 REPLAY 2+ AWARDS		32 12M+ SCORES		47 TOTAL NOVICE PLAYS	
18 TOTAL REPLAYS		33 AVERAGE SCORES		48 AVG. NOVICE GAME TIME	
19 REPLAY PERCENT		34 SERVICE CREDITS		49 NOVICE GAME MBALLS	
20 TOTAL SPECIALS		35 BALL SEARCH STARTED		50 NOVICE GAME REPLAYS	
21 SPECIAL PERCENT		36 LOST BALL FEEDS		51 AVG. NOVICE BALL SAVES	
22 TOTAL MATCHES		37 LOST BALL GAME STARTS		52 LEFT FLIPPER USED	
23 HIGH SCORE AWARDS		38 LEFT DRAINS		53 RIGHT FLIPPER USED	
24 HIGH SCORE PERCENT		39 CENTER DRAINS		54	
25 TOTAL FREE PLAYS		40 RIGHT DRAINS		55	
26 TOTAL PLAYS		41 SLAM TILTS			
27 0—999K SCORES		42 TOTAL BALLS SAVED			



The Lost World: Jurassic Park Audits 56-99

Audit Name	Fill-In	Audit Name	Fill-In	Audit Name	Fill-In
56 LEFT ORBITS		72 2+ MBALL START		88 SAN DIEGO STARTED	
57 RIGHT ORBITS		73 MULTIBALL RESTART LIT		89 LOST WORLD LIT	
58 INNER ORBITS		74 MBALL RESTARTED		90 LOST WORLD SCORED	
59 INNER ORBIT GATE		75 MBALL RAMP JACKPOTS		91 LOST WORLD MBALL START	
60 LEFT RAMP		76 MBALL ORBIT JACKPOTS		92 INNER LOOP E.B. LIT	
61 RIGHT RAMP		77 SUPER JACKPOT		93 SMART MISSILE LIT	
62 POWER SCOOP		78 RAPTOR STARTED		94 SMART MISSILE USED	
63 TOP LANES COMPLETED		79 BABY T-REX STARTED		95 SMART MISSILE MB START	
64 SITE B BANK COMPLETED		80 GPS MODE STARTED		96	
65 RAPTOR BANK COMPLETED		81 SITE B STARTED		97	
66 LEFT SPINNER		82 MOBILE LAB STARTED		98	
67 RIGHT SPINNER		83 RAPTOR MODE COMPLETED		99	
68 LOCKS LIT		84 BABY T-REX COMPLETED			
69 LOCKS MADE		85 GPS MODE COMPLETED			
70 MBALL READY		86 SITE B MODE COMPLETED			
71 MULTIBALL START		87 MOBILE LAB COMPLETED			

CPU Version:
Display Version:
Date Audited:
Audited By:

Location:

Go To Audits Menu

Overview

The **Portals™ Service Menu System** provides 99 Audit Functions for accounting purposes and for evaluation of *Game Difficulty Adjustments*. The Audit Functions are divided into 3 groups: 1st— **Earnings (Coin) Audits**, are the first 12 most-used Audits; 2nd— **Sega Audits**, are the Game Play Generic Audits 13-55; 3rd— **The Lost World: Jurassic Park Audits**, are the Game Play Specific Audits 56-99; Audits left open (blank space in gray, e.g. Audits 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. Copy page to fill-in important audit information as required.



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. №	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 <i>Factory Restore</i> 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.



Sega Audits (13-55)

From the **AUDITS MENU**, select the "SEGA" *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. N°	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—999K Scores	Provides the total number of games the Player's final score was between 0 and 999,990 points.
Au. 28	1M—1.99M Scores	Provides the total number of games the Player's final score was between 1,000,000 and 1,999,990 points.
Au. 29	2M—3.99M Scores	Provides the total number of games the Player's final score was between 2,000,000 and 3,999,990 points.
Au. 30	4M—7.99M Scores	Provides the total number of games the Player's final score was between 4,000,000 and 7,999,990 points.
Au. 31	8M—11.99M Scores	Provides the total number of games the Player's final score was between 8,000,000 and 11,999,990 points.
Au. 32	12M+ Scores	Provides the total number of games the Player's final score was over 12,000,000 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.



Sega 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 Total Regular Plays	Provides the total number of times Regular Games were played.
Au. 44 Avg. Regular Game Time	Provides the average game time of Regular played games.
Au. 45 Regular Game MBalls	Provides the number of times this feature was played in a Regular Game.
Au. 46 Regular Game Replays	Provides the total number of times this feature was awarded in a Regular Game.
Au. 47 Total Novice Plays	Provides the total number of times Novice Games were played.
Au. 48 Avg. Novice Game Time	Provides the average game time of Novice played games.
Au. 49 Novice Game MBalls	Provides the total number of times this feature was played in a Novice Game.
Au. 50 Novice Game Replays	Provides the total number of times this feature was awarded in a Novice Game.
Au. 51 Avg. Novice Ball Saves	Provides the average number of times this feature was used to maintain the ball time criteria for a Novice Game.
Au. 52 Left Flipper Used	Provides the total number of times Dedicated Switch (DS-1) was closed.
Au. 53 Right Flipper Used	Provides the total number of times Dedicated Switch (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).



The Lost World: Jurassic Park Audits (56-99)

From the AUDITS MENU, select the "LOST" *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. N ^o	Audit Name	Audit Definition
Au. 56	Left Orbits	Provides the total number of times this feature was completed. †
Au. 57	Right Orbits	Provides the total number of times this feature was completed. †
Au. 58	Inner Orbits	Provides the total number of times this feature was completed. †
Au. 59	Inner Orbit Gate	Provides the total number of times Switch 37 was closed.
Au. 60	Left Ramp	Provides the total number of times this feature was completed. †
Au. 61	Right Ramp	Provides the total number of times this feature was completed. †
Au. 62	Power Scoop	Provides the total number of times Switch 46 was closed.
Au. 63	Top Lanes Completed	Provides the total number of times this feature was completed. †
Au. 64	Site B Bank Completed	Provides the total number of times this feature bank of switches were completed. †
Au. 65	Raptor Bank Completed	Provides the total number of times this feature bank of switches were completed. †
Au. 66	Left Spinner	Provides the total number of times Switch 33 was closed.

† Multiple variations of switch closures are used to determine the completion of the feature stated.



The Lost World: Jurassic Park Audits Continued.

Audit Name	Audit Definition
Au. 67 Right Spinner	Provides the total number of times Switch 34 was closed.
Au. 68 Locks Lit	Provides the total number of times this feature was lit. †
Au. 69 Locks Made	Provides the total number of times this feature was completed. †
Au. 70 MBall Ready	Provides the total number of times feature was ready awaiting Multiball (see game rules).
Au. 71 Multiball Start	Provides the total number of times Multiball was played.
Au. 72 2+ MBall Start	Provides the total number of times Multiball was played more than once by a single player in one game.
Au. 73 Multiball Restart Lit	Provides the total number of times Multiball was played and no Jackpots were collected.
Au. 74 Multiball Restarted	Provides the total number of times Multiball was restarted after Multiball Restart was lit. ‡
Au. 75 MBall Ramp Jackpot	Provides the total number of times this feature was awarded by shooting the lit Ramp.
Au. 76 MBall Orbit Jackpots	Provides the total number of times this feature was awarded after completing the lit Orbit Shots. †
Au. 77 Super Jackpot	Provides the total number of times this feature was awarded (see game rules).
Au. 78 Raptor Started	Provides the total number of times this feature was started.
Au. 79 Baby T-Rex Started	Provides the total number of times this feature was started.
Au. 80 GPS Mode Started	Provides the total number of times this feature Mode was started.
Au. 81 Site B Started	Provides the total number of times this feature was started.
Au. 82 Mobile Lab Started	Provides the total number of times this feature was started.
Au. 83 Raptor Mode Completed	Provides the total number of times this feature Mode was completed. †
Au. 84 Baby T-Rex Completed	Provides the total number of times this feature was completed. †
Au. 85 GPS Mode Completed	Provides the total number of times this feature Mode was completed. †
Au. 86 Site B Mode Completed	Provides the total number of times this feature Mode was completed. †
Au. 87 Mobile Lab Completed	Provides the total number of times this feature was completed. †
Au. 88 San Diego Started	Provides the total number of times this feature was started.
Au. 89 Lost World Lit	Provides the total number of times this feature was lit. ‡
Au. 90 Lost World Scored	Provides the total number of times this feature was scored. †
Au. 91 Lost World MBall Start	Provides the total number of times this feature Multiball was started.
Au. 92 Inner Loop E.B. Lit	Provides the total number of times this feature was lit. ‡
Au. 93 Smart Missile Lit	Provides the total number of times this feature was lit (awarded by completing the Lost World Scoop Shot (Sw. 46)). †
Au. 94 Smart Missile Used	Provides the total number of times the Launch Button (when lit) was pressed to use the Multiball Smart Missile.
Au. 95 Smart Missile MB Start	Provides the total number of times the use of the Multiball Smart Missile resulted in Multiball Start.
Au. 96- Au. 99 Not Used	These audits are Not Used , allowing for Future Expansion , if any.

† Multiple variations of switch closures are used to determine the completion of the feature stated.

‡ Multiple variations of switch closures are used to determine the lighting of the feature stated.



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.



Adjustment 51, Printer Interface (Quick Printout)

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.



Adjustment 52, Alison Interface (Full Printout)

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 and a Lap Top PC is required. All game audits (Earnings, Sega & Game Specific) can be retrieved.



Adjustment 53, N° of Copies Printed (Reset Printer)

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 "N° 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 "SEGA" *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).



THE LOST WORLD JURASSIC PARK™ GAME ADJUSTMENT TABLE



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



Sega Adjustments 1-43

Adjustment Name		Factory Setting	Adjustment Name		Factory Setting
1	REPLAYS: FIXED/MANUAL <small>"Drop-Down"</small>	10%	23	DEFAULT HIGH SCORE #3	19,500,000
2	REPLAY LEVELS <small>"Drop-Down"</small>	1	24	DEFAULT HIGH SCORE #4	18,000,000
3	REPLAY AWARD	CREDIT	25	DEFAULT HIGH SCORE #5	16,500,000
4	FREE GAME LIMIT	5	26	DEFAULT HIGH SCORE #6	15,000,000
5	EXTRA BALL LIMIT	3	27	HSTD RESET COUNT	2,000
6	GAME DIFFICULTY <small>"Drop-Down"</small>	MODERATE	28	FREE PLAY	NO
7	GAME PRICING <small>"Drop-Down"</small>	USA7	29	CUSTOM MESSAGE	ON
8	RESET COIN AUDITS	NO	30	ATTRACT MODE MUSIC	ON
9	RESET GAME AUDITS	NO	31	FLASH LAMP POWER	NORMAL
10	RESET HIGH SCORES	NO	32	COIL PULSE POWER	NORMAL
11	MATCH PERCENTAGE	9%	33	KNOCKER VOLUME	NORMAL
12	BALLS PER GAME	3	34	MINIMUM GAME TIME	OFF
13	TILT WARNINGS	1	35	NOVICE MODE ENABLED	NO
14	REPLAY BOOST	YES	36	GAME RESTART	YES
15	CREDIT LIMIT	30	37	EXTRA BALL PERCENTAGE	25%
16	ALLOW HIGH SCORES	YES	38	BILL VALIDATOR	NO
17	HIGH SCORE #1 AWARDS	1	39	TOURNAMENT MODE	NONE
18	HIGH SCORE #2 AWARDS	0	40	EURO. TOKEN DISP.	OFF
19	HIGH SCORE #3 AWARDS	0	41	SPECIAL MEMORY	YES
20	HIGH SCORE #4 AWARDS	0	42	LOCATION ID	00
21	DEFAULT HIGH SCORE #1	24,000,000	43	GAME ID	00
22	DEFAULT HIGH SCORE #2	21,000,000			



The Lost World: Jurassic Park Adjustments 44-50

Adjustment Name		Factory Setting	Adjustment Name		Factory Setting
44	MBALL RESTART	MODERATE	49	SNAGGER ENABLED	YES
45	EXTRA BALL MEMORY	ON	50	NOT USED	
46	MULTIBALL CRITERION	MODERATE			
47	ORBIT CRITERION	MODERATE			
48	RAMP CRITERION	MODERATE			

Section 3 | Adjust.

Go To Adjustments Menu

Overview

The **Portals™ Service Menu System** provides 50 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: 1st— **Sega Adjustments**, are the Game Play Generic Adjustments (1-43); 2nd— **The Lost World: Jurassic Park Adjustments**, are the Game Play Specific Adjustments (44-50); Adjustment(s) left open (blank space in gray, e.g. Adj. 50) are currently Not Used, 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**.



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 "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 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.



Sega Adjustments (1-43)

From the **ADJUSTMENTS MENU**, select the "SEGA" *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. N ^o	Adjustment Name	Adjustment Definition
Adj. 1	Replays: Fixed / Manual	Adjust for percentage of awards for Replay Levels (1% through 50%). Lower the automatic value to 0% and the display will indicated Fixed. Replays may be adjusted either for fixed levels or for a system-adjusted manual percentage of replay awards. Four levels may be selected. Adjustments allow awarding of a credit or an extra ball as each level is exceeded. With the manual percentage feature, if the actual replay percentage is higher or lower than that desired, the game computes new recommended manual percentage score(s). When the coin door is subsequently opened the player displays indicate the recommended level and a sound is made to alert the operator of a potential change. This new level is entered into adjustments simply by pressing the Black "ENTER" Button . (If the coin door is closed or the operator enters the Portals™ Service Menu, the replay level is not changed.)
Adj. 2	Replay Levels	Adjust the number of replay levels to be active (1 to 4). Once the number of Replay Levels has been selected, a "Drop-Down" Table appears showing Replay Level 1. Adjust Replay Level 1 between 1M - 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.)



Sega Adjustments Continued.

Adjustment Name	Adjustment Definition
Adj. 4 Free Game Limit	Adjust the max. # of <i>Free Games</i> that may be accumulated per game; 0 - 9.
Adj. 5 Extra Ball Limit	Adjust the max. # of <i>Extra Balls</i> that may be accumulated per game; 1 - 9 or OFF.
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. Refer to the Install Adjustment Table below for details.

Adjustments which change when set to:

	Extra Easy	Easy	Moderate	Hard	Extra Hard
(44) MBall Restart	EXTRA EASY	EASY	MODERATE	HARD	EXTRA HARD
(45) Extra Ball Memory	ON	ON	ON	ON	OFF
(46) Multiball Criterion	EXTRA EASY	EASY	MODERATE	HARD	EXTRA HARD
(47) Orbit Criterion	EXTRA EASY	EASY	MODERATE	HARD	EXTRA HARD
(48) Ramp Criterion	EXTRA EASY	EASY	MODERATE	HARD	EXTRA HARD

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/Manual	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/Manual	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

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.



Sega 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 Switch Pulses Required 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¢ 1/25¢ 5/\$1.00 1/25¢ 6/\$1.00	01 01 05	04 04 20	01 01 05	00 00 00	01 01 04	02 04 20	00 00 00	01 01 01	
5SCH	10SCH	10SCH	N/U	1/10 S 1/10 S 4/30 S	01 04	02 08	02 08	00 00	02 06	00 00	00 00	00 00	
10p	50p	£1	20p	1/30p 2/50p 5/£1 1/50p 3/£1 1/30p 4/£1	01 01 01	06 05 05	15 15 12	02 02 02	03 05 03	00 00 00	00 00 00	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				Pricing Scheme Explained			
		COINS THRU ... SLOT:				Number of "Plays" for Price Amount Shown			
		LEFT	CENTER	RIGHT	4TH				
	USA1	25¢	\$1.00	25¢		1 /25¢			
	USA2	25¢	\$1.00	25¢		1 /50¢	2 /75¢	3 /\$1.00	
	USA3	25¢	\$1.00	25¢		1 /50¢			
	USA4	25¢		25¢		1 /50¢			
	USA5	25¢	\$1.00	25¢		1 /50¢	5 /\$2.00		
	USA6	25¢	\$1.00	25¢		1 /50¢	2 /4 X 25¢	3 /\$1.00 Bill	← Used to promote the Bill Validator
	USA7	25¢	\$1.00	25¢		1 /50¢	4 /\$1.50	6 /\$2.00	
	USA8 †	25¢	\$1.00	25¢		1 /50¢	3 /\$1.00		

Standard Pricing Select Table - (Continued)

CPU/SOUND BOARD DIP SWITCH 300 SETTINGS		COUNTRY SETTING OPTION † ‡	Coin Mechanisms				Pricing Scheme Explained			
			COINS THRU ... SLOT:				Number of "Plays" for Price Amount Shown			
			LEFT	CENTER	RIGHT	4TH				
Pos. 1 2 3 4 5 6 7 8 ON OFF		USA8 †	For all of USA Settings, see previous page (the USA Default Setting is repeated below):				1 /50¢	3 /\$1.00		
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	2 /\$A 2		
Pos. 1 2 3 4 5 6 7 8 ON OFF		Australia 2 †	20¢	\$A 1	\$A 2		1 /\$A 1	2 /\$A 2		
Pos. 1 2 3 4 5 6 7 8 ON OFF		Belgium †	5 BF	20 BF	50 BF		1 /20 BF	3 /50 BF		
Pos. 1 2 3 4 5 6 7 8 ON OFF		Brazil †	This country uses unique Tokens and/or Debit Cards <i>only</i> (pricing varies).				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		
Pos. 1 2 3 4 5 6 7 8 ON OFF		Denmark 2 †	1 DKr	5 DKr	10 DKr	20 DKr	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	5Fr	10 Fr	20 Fr	1 /3 Fr	2 /5 Fr	5 /10 Fr	11 /20 Fr
Pos. 1 2 3 4 5 6 7 8 ON OFF		France 2	1 Fr	5 Fr	10 Fr	20 Fr	1 /5 Fr	3 /10 Fr	7 /20 Fr	
Pos. 1 2 3 4 5 6 7 8 ON OFF		France 3	1 Fr	5 Fr	10 Fr	20 Fr	1 /3 Fr	2 /5 Fr	4 /10 Fr	9 /20 Fr
Pos. 1 2 3 4 5 6 7 8 ON OFF		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 DM	2 DM	5 DM		1 /2 DM	2 /3 DM	3 /4 DM	4 /5 DM
Pos. 1 2 3 4 5 6 7 8 ON OFF		Germany 3 †	1 DM	2 DM	5 DM		1 /2 DM	2 /3 DM	3 /4 DM	5 /5 DM
Pos. 1 2 3 4 5 6 7 8 ON OFF		Germany 4	1 DM	2 DM	5 DM		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			
Pos. 1 2 3 4 5 6 7 8 ON OFF		Italy 2	500 Lit		500 Lit		1 /1000 Lit	3 /2000 Lit		
Pos. 1 2 3 4 5 6 7 8 ON OFF		Japan 1 †			100¥		1 /100¥			
Pos. 1 2 3 4 5 6 7 8 ON OFF		Japan 2			100¥		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.		
Pos. 1 2 3 4 5 6 7 8 ON OFF		Netherlands 2 †	1 Fls.	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	2 /\$NZ 2		
Pos. 1 2 3 4 5 6 7 8 ON OFF		New Zealand 2 †	\$NZ 1		\$NZ 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	
Pos. 1 2 3 4 5 6 7 8 ON OFF		Norway 2	10 NKr	5 NKr	20 NKr		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	
Pos. 1 2 3 4 5 6 7 8 ON OFF		Sweden 2	1 SKr	5 SKr	10 SKr		1 /5 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		
Pos. 1 2 3 4 5 6 7 8 ON OFF		Switzerland 2	1 SwF	2 SwF	5 SwF		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	1 /50p	3 /1£		
Pos. 1 2 3 4 5 6 7 8 ON OFF		UK 2	10p	50p	1£	20p	1 /40p	3 /1£		
Pos. 1 2 3 4 5 6 7 8 ON OFF		UK 3 †	10p	50p	1£	20p	1 /50p			

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



Sega Adjustments Continued.

Adjustment Name	Adjustment Definition
Adj. 8 Reset Coin Audits	Default is NO . Select the "+" Icon to change to YES . ▲ When enabled, all <i>Coin Audits</i> (Audits 5-11), will be reset to zero.
Adj. 9 Reset Game Audits	Default is NO . Select the "+" Icon to change to YES . ▲ When enabled, all audits will be reset to zero, except for the <i>Coin Audits</i> (Audits 5-11) and Audit 12, Software Meter (the only audit which cannot be reset to zero).
Adj. 10 Reset High Scores	When enabled (set to YES) the High Score Levels and associated initials will be restored to the backup settings when the "+" Icon is selected and activated.
Adj. 11 Match Percentage	Set Match percent from 00% to 10% or OFF . At 00% the match display occurs at the end of the game but never awards a credit.
Adj. 12 Balls Per Game	Adjust the number of balls per game; 2 to 5 . Default is 3 .
Adj. 13 Tilt Warnings	Adjust the number of plumb bob tilt switch closures before the ball in play is tilted; 1 , 2 , 3 or OFF .
Adj. 14 Replay Boost	Set to YES or NO . 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 50 Million for each following game, until the replays have all been played. At this time the previous level is resumed.
Adj. 15 Credit Limit	Adjust the maximum number of credits that may be posted; 4 to 50 . Default is 30 .
Note: There are 4 of the 6 High Score Levels with associated player initials that are displayed during the attract mode. This provides a High-Score-To-Date feature. When players exceed these levels, the player initials may be entered to replace the previous ones. These levels may be adjusted to award credits and to be reset to backup values after a selected number of games.	
Adj. 16 Allow High Scores	Set to enable (set to YES) or disable the four high score levels by setting to zero.
Adj. 17 High Score #1 Awards	Adjust the number of awards (0 to 4) awarded for exceeding level 1 (the highest of the four levels).
Adj. 18 High Score #2 Awards	Adjust the number of awards (0 to 3) awarded for exceeding level 2.
Adj. 19 High Score #3 Awards	Adjust the number of awards (0 to 2) awarded for exceeding level 3.
Adj. 20 High Score #4 Awards	Adjust the number of awards (0 to 1) awarded for exceeding level 4.
Adj. 21-26 Default High Score #1 - #6	Adjust the score level to which the world record, (level 1) (the highest of the four levels) may be altered. This adjustment is not affected by Adj. 27, HSTD Reset Count. Adjust the backup score to which levels 2 - 6 may be reset, respectively.
Adj. 27 HSTD Reset Count	HSTD (High Score To Date). Adjust the number of games between automatic resets of high score levels to backup settings and ball time averager adjustments; 100 to 9,900 or OFF (no reset or adjustment). Default is 2,000 .
Adj. 28 Free Play	When set to YES , no coins are required for games.
Adj. 29 Custom Message	Set to ON or OFF . When set to ON , this function is used to establish a custom message periodically displayed during the attract mode. Set the feature to CHANGE selecting the "+" Icon. Using either of the Flipper Buttons or the " RED " and/or " GREEN " Buttons, select either of the " ARROW " Icons. Press the " BLACK " Button (<i>Request Installed</i> blinks at the top of the display and the letter A is indicated in the first position in the display. 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.
Adj. 30 Attract Mode Music	Set to ON or OFF . When set to ON , attraction music / sounds are played between games.



Sega Adjustments Continued.

Adjustment Name	Adjustment Definition
Adj. 31 Flash Lamp Power	Set to NORMAL , DIM or OFF . When set to NORMAL the flash lamps are active, when DIM the flash lamps impulse power is reduced by 25% and when OFF the flash lamps will not flash.
Adj. 32 Coil Pulse Power	Set to NORMAL , HARD or SOFT . When HARD the coil pulse power is <i>increased</i> by 12.5% of the normal pulse rate. When set to SOFT the coil pulse power is <i>decreased</i> 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. 33 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. 34 Minimum Game Time	Set between 0:01 - 8:59 for minimum game time. Default is OFF . If the last ball in play drains prior to what the game time is set for, another ball will be served into the shooter lane and normal play will continue. Subsequent balls will continue to do be served into the shooter lane if the last ball still drains prior to and up until minimum game time is satisfied.
Adj. 35 Novice Mode Enabled	Set to YES or NO . Default is YES . When set to YES , before game play, the player can choose Novice Play (a 1-Ball Game with a guaranteed play time). NOVICE GAME rules give the player a guaranteed minimum game time - <i>if the ball drains before the time is up, it will be returned to the player</i> . When the ball drains after the time is up, the game ends). When set to NO , this feature is turned off, and defaults to Regular Game Play.
Adj. 36 Game Restart	Set to YES or NO . When set to YES , a new game may be started during any ball after the first ball is completed (if credits are available). (Note-Pressing start 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. 37 Extra Ball Percentage	Set from 0 to 50 . Allows the operator to adjust how frequently the Extra Ball feature is made available to the player.
Adj. 38 Bill Validator	Set to YES or NO . When set to YES , the display, in game attract mode, will show an "Insert Bill Animation." When set to NO , the display, in game attract mode will show "Insert Coin Animation."
Adj. 39 Tournament Mode	Set to NONE , PINBALL EXPO , IFPA-PAPA or HOME . Tournament Mode determines the default conditions to quickly prepare a game for tournament play. When this setting is changed <i>all audits will be reset</i> and <i>all adjustments will be initiated</i> to the particular style selected. The game will then return to <i>Game Over Attract Mode</i> , as if a <i>Factory Reset</i> 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. PINBALL EXPO-PAPA - Same as IFPA settings except <i>Free Play is enabled</i> . HOME - Sets game for Free Play, Extra Ball Play, No Replay, 10% Match & 30% Extra Ball.
Adj. 40 Euro. Token Disp.	Set to ON or OFF . When set to ON , the operator can enable the "knocker" cable in the cabinet to drive an external device (e.g. European Token Dispenser) without the game giving a replay.
Adj. 41 Special Memory	Set to YES or NO . When set to YES , the lit 'Special' light will be retained in memory from ball to ball for the same player. When set to NO , the lit 'Special' light will go out at the end of each ball.
Adj. 42 Location ID	00 to 9999. Allows the operator to assign a location identification number to the audit print-out sheet. (Will not be affected by Factory Reset.) See the end of Chp. 3, Go To Audits Menu & Chp. 5, Go to Reset Menu (this section) for more details on Factory Reset & Printing.
Adj. 43 Game ID	00 to 9999. Allows the operator to assign a game identification number to the audit print-out sheet. (Will not be affected by Factory Reset.) See the end of Chp. 3, Go To Audits Menu & Chp. 5, Go to Reset Menu (this section) for more details on Factory Reset & Printing.



The Lost World: Jurassic Park Adjustments (44-50)

From the **ADJUSTMENTS MENU**, select the "LOST" *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. N°	Adjustment Name	Adjustment Definition
Adj. 44	MBall Restart	Set to EXEASY, EASY, MODERATE, HARD or EXHARD . Default is MODERATE . Determines how Multiball can restart.
Adj. 45	Extra Ball Memory	Set to ON or OFF . Default is ON . When set to ON , the lit 'Extra Ball' light will be retained in memory from ball-to-ball for the same player. When set to OFF , the lit 'Extra Ball' light will go out at the end of each ball.
Adj. 46	Multiball Criterion	Set to EXEASY, EASY, MODERATE, HARD or EXHARD . Default is MODERATE . Determines how the Multiball Feature is started and played.
Adj. 47	Orbit Criterion	Set to EXEASY, EASY, MODERATE, HARD or EXHARD . Default is MODERATE . Determines how the Orbit Features are started and played.
Adj. 48	Ramp Criterion	Set to EXEASY, EASY, MODERATE, HARD or EXHARD . Default is MODERATE . Determines how the Ramp Features are started and played.
Adj. 49	Snagger Enabled	Set to YES or NO . Default is YES . When set to YES , the Snagger is operational. When set to NO , the Snagger & Magnet under the playfield are disabled. Use the NO setting, if the Snagger or Playfield Magnet is malfunctioning awaiting service and/or repair.
Adj. 50	Not Used	This adjustment is Not Used , allowing for Future Expansion , if any.



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**. Set the feature to **CHANGE** selecting the "+" *Icon*. Using either of the Flipper Buttons or the **"RED"** and/or **"GREEN"** Buttons, select either of the **"ARROW"** *Icons*. Press the **"BLACK" Button** (*Request Installed* blinks at the top of the display and the letter **A** is indicated in the first position in the display. 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**.



Film Star Reset

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. See Chapter 5, Go to Reset Menu, of this section, to change to factory defaults if changes made are not desired.

RESETTING & PRINTING ADJUSTMENTS NOTES:



Adjustment Note: Resetting Adjustments

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



Selection of the "FACT" *Icon*, from the **RESET MENU**, will reset all adjustments to the *Factory Settings* (except for Proprietary Adjustments). The display will return to the **Attract Mode**. To perform any other functions, the system must be entered again by pressing the **Black "BEGIN TEST" Button** on the coin door (see Chapter 1, Introduction, of this section).



Adjustment Note: Printing Audit Information

To print audits, from the **AUDITS MENU** select the "PRNT" *Icon*. See Chapter 3, Go to Audits Menu, at the end of that section (*special equipment is required*).



Selection of the "QUIK" *Icon*, from the **PRINTER MENU**, will start a quick print.



Selection of the "ALISON" *Icon*, from the **PRINTER MENU**, will start a Full Printout (Downloads to a PC).



Selection of the "RESET" *Icon*, from the **PRINTER MENU**, will reset the total N^o of copies value to zero.

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 Factory Reset is performed, the Service Session is exited and returns to the Attract Mode. If reset of Coin or Game Audits is performed, the display will indicate **REQUEST INSTALLED** and return to the **RESET MENU**. Please note that once reset, all customized settings are lost! Certain audits and adjustments however 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.)



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**.



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, SEGA 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, SEGA 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

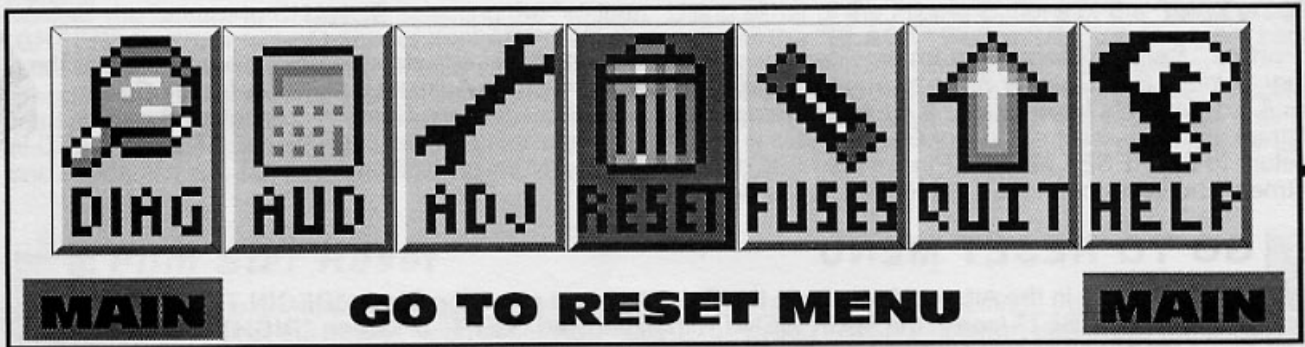
• Reset Coin Audits	
Earnings Audits (Coin Audits Only 5-11)	
Au. N°	Description
1-4	The first 4 Audits in the game.
5	Coins Thru Left Slot
6	Coins Thru Right Slot
7	Coins Thru Center Slot
8	Coins Thru 4th Slot
9	Total Coins
10	Total Earnings
11	Meter Clicks
12	Software Meter
13 +	The remainder of the Audits.

Fig. 2

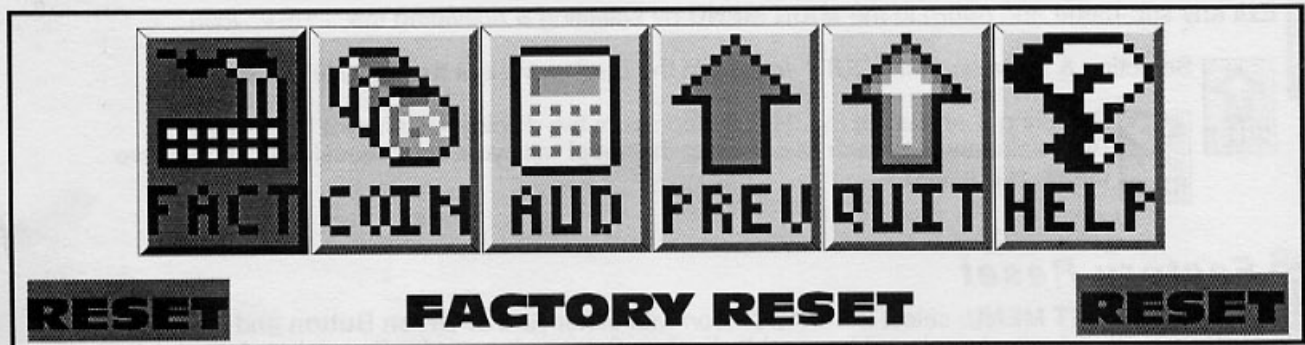
• Reset Game Audits	
Earnings (1-4), Generic/Specific Audits (13+)	
Au. N°	Description
1-4	The first 4 Audits in the game.
5	Coins Thru Left Slot
6	Coins Thru Right Slot
7	Coins Thru Center Slot
8	Coins Thru 4th Slot
9	Total Coins
10	Total Earnings
11	Meter Clicks
12	Software Meter
13 +	The remainder of the Audits.

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 "FACT" *Icon* (FACTORY RESET) flashing:



**IF CUSTOMIZED SETTINGS ARE MADE TO THE GAME,
DO NOT PRESS THE START BUTTON OR THESE SETTINGS WILL BE LOST!**



Press the **Black Button** to activate this **ICON**. This will reset all adjustments back to *Factory Settings*.



The **REQUEST INSTALLED** now appears momentarily and the *Service Session* is automatically exited with the display returning to the **ATTRACT MODE**.

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 return to the **RESET MENU**.

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). See the front of this manual (page DR. ①) for the complete Fuse List in the *Quick Reference Fuse Chart* and note the drawings.



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:



PREV

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.



HELP

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.)



QUIT

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

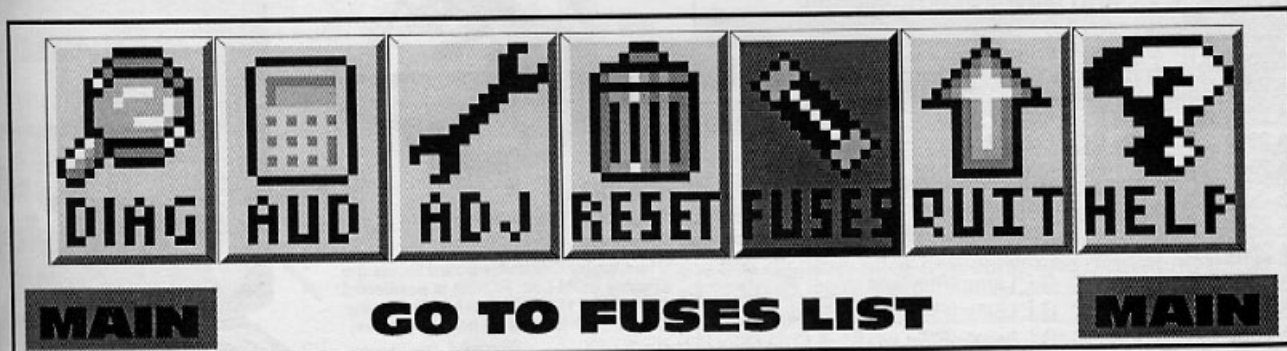


ARROW

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).

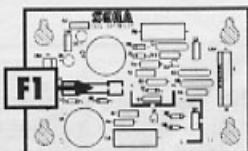


Press the **Black Button** to activate this **ICON**. This will bring up the **FUSES LIST**.

BACKBOX:
F1 DISPLAY POWER SUPPLY BD.
3/4A 250V S.B.
90V DC HIGH VOLTAGE DISPLAY
FUSES LIST



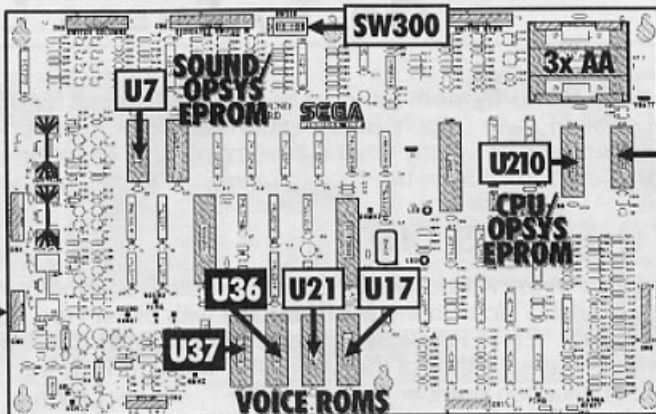
BACKBOX LAYOUT LOCATIONS: Fuses, Bridges, Relays & ROMs



Display Power Supply Bd.

CPU / Sound Board
No Fuses

I / O Power Driver Board



U12
CMOS
RAM

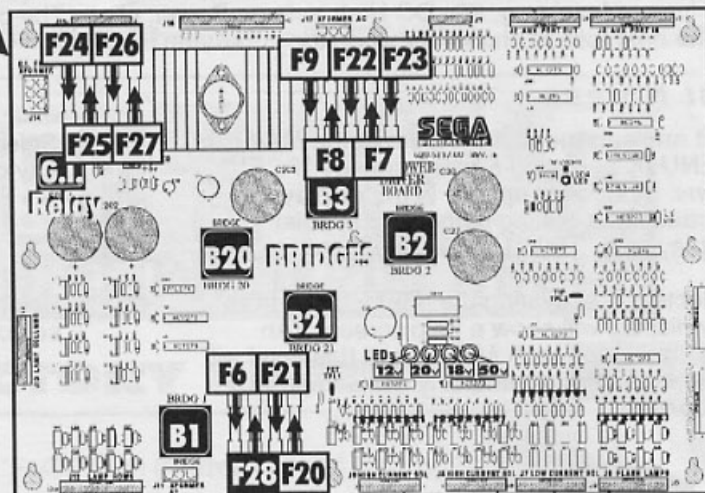
Note:

U36
U37

are Not Used in this game.

*** All BRIDGES rated 35A @ 100v ***

B1	+50v DC High Current Coils
B2	+20v DC Low Current Coils
B3	+/-12v DC Sound/Display/Logic
B20	+18v DC Illumination
B21	+5v DC Logic Voltage



Note:

F28

is Not Used in this game.

QUICK REFERENCE FUSE CHART

Backbox Fuses

LOC: DISPLAY POWER SUPPLY (P.S.) BOARD

F1 ¼A 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	3A 250v S.B.	50v DC	Magnets (Orbit & Snagger P/F)
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. Lamp (Playfield Upper Right)
F25	5A 250v S.B.	6.3v AC	G.I. Lamp (Playfield Left Side)
F26	5A 250v S.B.	6.3v AC	G.I. Lamp (P/F Lwr. Rt. & Coin Door)
F27	5A 250v S.B.	6.3v AC	G.I. Lamp (Playfield Upper Left)
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 X1)

n/a 5A 250v S.B. 220v AC Main Fuse Line (International X2)

LOC: SHAKER MOTOR P.S. BD. (Cabinet Rt. Side)

F1 2½A 250v 12v DC Not Stuffed

F2 2½A 250v 12v DC Not Stuffed

F3 2½A 250v 12v DC Shaker Motor

Playfield Fuses

LOC: UNDER PLAYFIELD (By Flippers & Magnets)

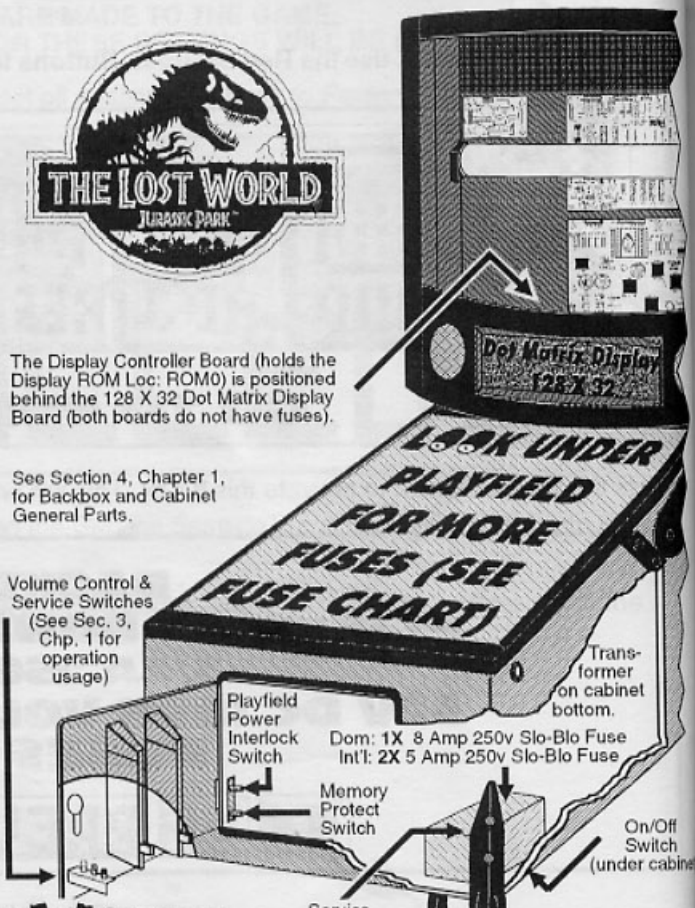
n/a	3A 250v S.B.	50v DC	Rt. Flipper (BLU/YEL ↔ RED/YEL)
n/a	3A 250v S.B.	50v DC	Lt. Flipper (GRY/YEL ↔ RED/YEL)
n/a	3A 250v S.B.	50v DC	Orbit Mag. (BRN/GRN ↔ VIO/YEL)
n/a	3A 250v SB	50v DC	Sngr. P/F Mag. (BLU/BLK ↔ VIO/YEL)



The Display Controller Board (holds the Display ROM Loc: ROM0) is positioned behind the 128 X 32 Dot Matrix Display Board (both boards do not have fuses).

See Section 4, Chapter 1, for Backbox and Cabinet General Parts.

Volume Control & Service Switches (See Sec. 3, Chp. 1 for operation usage)



LOOK UNDER PLAYFIELD FOR MORE FUSES (SEE FUSE CHART)

Dom: 1X 8 Amp 250v Slo-Blo Fuse
Int'l: 2X 5 Amp 250v Slo-Blo Fuse

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:



PREV

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.



HELP

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.)



QUIT

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



MINI

MINI

MINI

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 pg. i).

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.



PORTALS™ SERVICE MENU
PROBLEM/SOLUTION TABLE

Use this table for a quick simple solution(s) guide. For more technical assistance view Section 5.



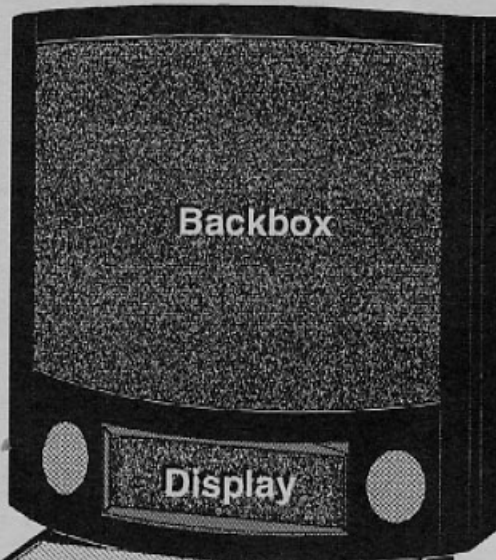
PROBLEM	SOLUTION
Will not enter the Service Mode after depressing the Black "BEGIN TEST" Button .	<ul style="list-style-type: none"> • Check the Service Switch(es) (Red, Green & Black Buttons) for loose connections or bad Ground. • Check the associated wiring harness to/from the CPU Board Connector CN14. • Check CPU Board, possibly failed.
Service Buttons (Red, Green and Black) are nonfunctional.	<ul style="list-style-type: none"> • Check the Service Switches for poor connections or broken wires.
The display blanks out.	<ul style="list-style-type: none"> • Check the Dot Matrix Display for loose wiring harness connections. • Check Bridge Rectifier 3 & 8 Amp Slo Blo Fuse. Refer to Section 5, Chapter 4, Schematics & Troubleshooting.
Icons " <i>scroll</i> " along continuously in the MAIN MENU .	<ul style="list-style-type: none"> • 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 Service Bulletin #74.)
The Start and Flipper Buttons do not select or activate <i>Icons</i> in the SWITCH TEST MENU .	<ul style="list-style-type: none"> • 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 <i>Icon</i> with the Left and/or Right Flipper Buttons .	<ul style="list-style-type: none"> • Check the Flipper Buttons for loose connections or bad Ground and refer to the Game Manual Flipper Troubleshooting Flowchart. • This is normal <i>only</i> in Diagnostic's Switch & Active Switch Tests (see previous Problem).
Some <i>Icons</i> appear non-functional in the PRINTER MENU(S) .	<ul style="list-style-type: none"> • If no printing equipment is connected, the "-" <i>Icon</i>, "+" <i>Icon</i> and "RUN" <i>Icon</i> will appear not to function (See Chapter 5).
Some <i>Icons</i> appear non-functional in the GAME SPECIFIC MENU under the DIAGNOSTICS MENU .	<ul style="list-style-type: none"> • If there is no other test under this Menu, the "Left Arrow" & "Right Arrow" <i>Icons</i> will appear not to function. The remaining <i>Icons</i> should function as normal. Note: If there is no Game Specific Special Test, the "GAME SPECIFIC" <i>Icon</i> will not invoke another display.
The display returns to the ATTRACT MODE exiting the Service Session from the FACTORY RESET MENU .	<ul style="list-style-type: none"> • This is normal. After a FACTORY RESET, the Service Session is automatically exited (See Chapter 4).
In COIL TEST MENU , the coils and flashlamps <i>do not</i> fire after activating the "RUN" <i>Icon</i> .	<ul style="list-style-type: none"> • Ensure the POWER INTERLOCK SWITCH (See figure on front inside cover) <i>is pulled out</i>.
In Portals™ Service Menu , the volume cannot be adjusted with the Red or Green Buttons .	<ul style="list-style-type: none"> • The Volume adjustment can only be made when the Service Menu is exited. 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.	<ul style="list-style-type: none"> • 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 Tech. Support for additional help.

**Parts Identification & Location
(The Pink Pages)**

Overview

This section provides the part numbers and locations of all the components in the pinball machine. The parts are arranged in basically 3 groups: Backbox, Cabinet, and 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 and rubber rings are drawn actual size). Major Assemblies & Ramps are detailed in the Blue Pages, Chapter 2, Drawings for Major Assemblies & Ramps.

Important: Read all "Take Note:" items.



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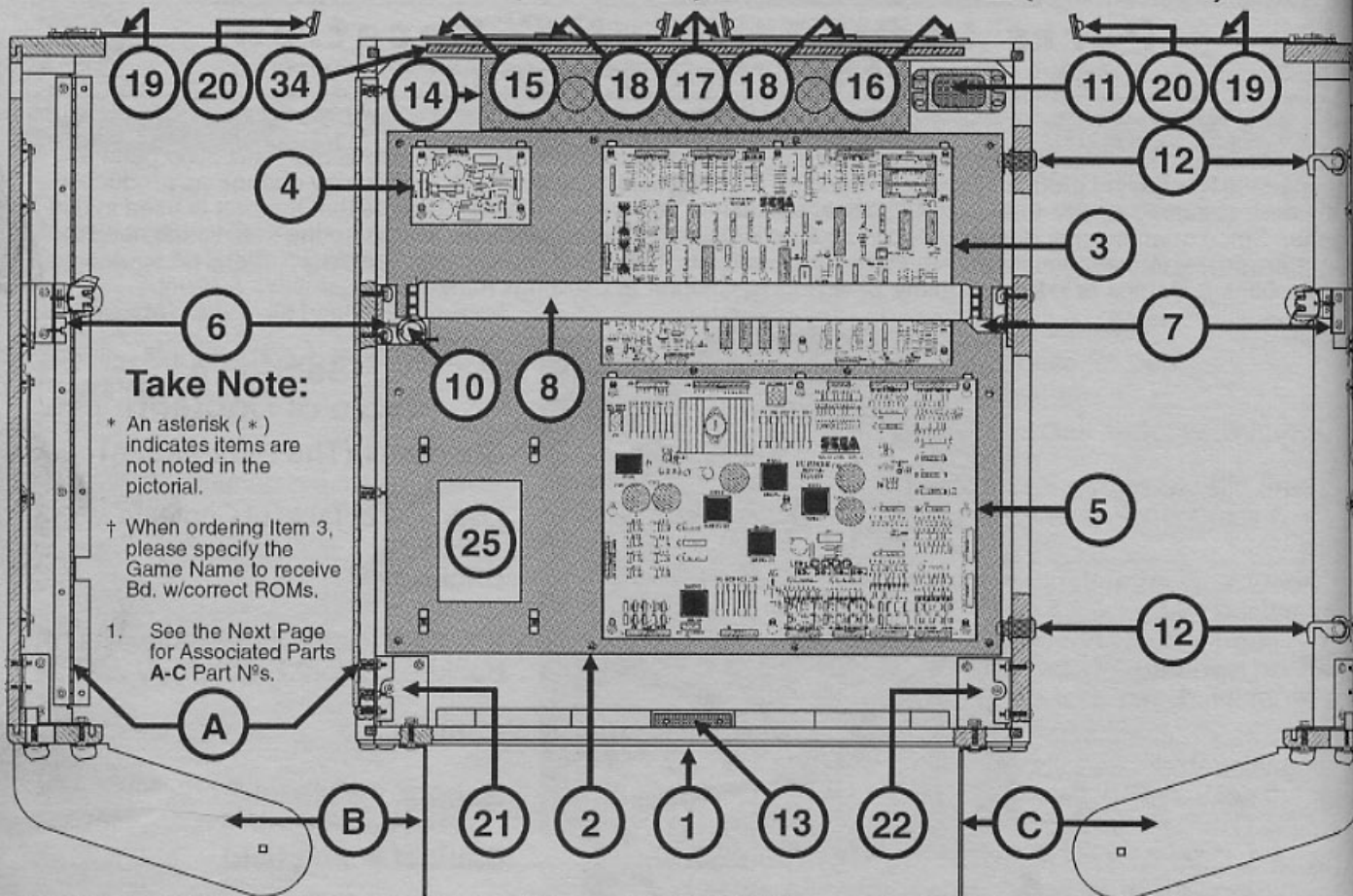
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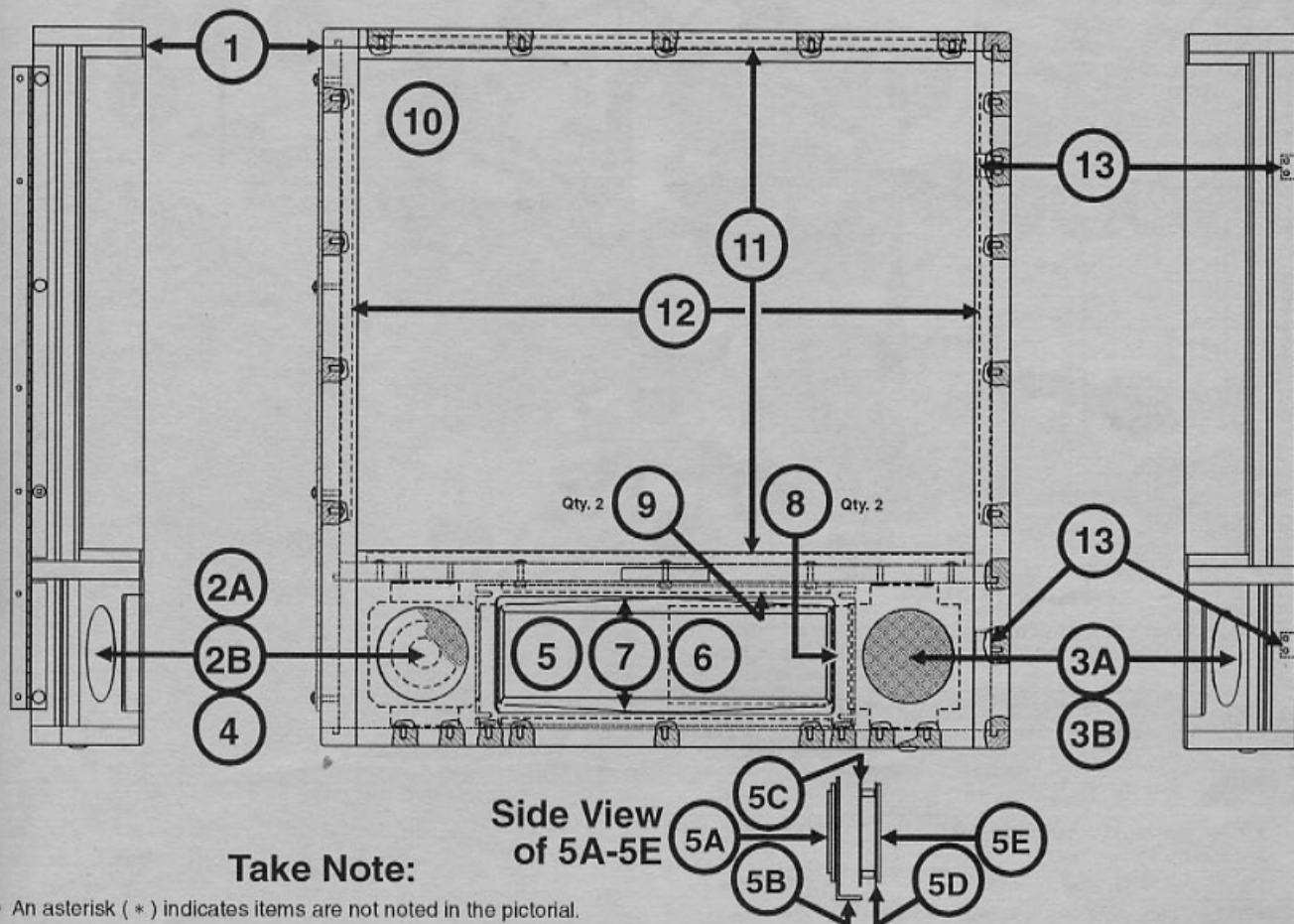
Backbox (Back Side) Assembly, 505-6002-53-53A (Items 1-35)



N ^o	Individual Part Name (Back)	QTY.	SPI Part N ^o	N ^o	Individual Part Name (Back)	QTY.	SPI Part N ^o
1	Backbox Housing (Wood)	1	525-5453-01	15	Top Support Mounting Bracket Left	1	515-6704-00
2	PCB Metal Mounting Plate	1	535-5809-04	16	Top Support Mounting Bracket Right	1	515-6704-01
Item 2 secured by: #8 X 1/2" HWH AB (Zinc) Blue (Qty. 8) (234-5101-05) and #8 Washer (Qty. 3) (242-5005-00)				17	Support Mounting Bracket (Small)	2	515-6706-00
3 †	CPU/Sound Board (Mono)	1	520-5136-10	Items 15, 16 & 17 secured by: #8 X 3/8" PPH MS (Zinc) (Qty. 6) (237-5902-00)			
4	Display Power Supply Board	1	520-5138-00	18	Support Bracket	2	535-8041-00
5	I/O Power Driver Board	1	520-5137-01	Item 18 secured by: #8 X 3/8" HWH MS (Zinc) (Qty. 4) (237-5903-00)			
Items 3, 4 & 5 secured by: #8-32 X 3/8" HWH MS (Qty. 10) (237-5903-00)				19	"Swing-Out Arm" Top Support Bracket	2	535-8040-00
6	Fluorescent Light Bracket Assy. Left	1	515-6545-00	Items 19 secured by: Washer 1/4" ID X 1" OD X .049" Thk (Qty. 2) (242-5009-00) and #10-32 X 3/8" PPH MS (Sems) Zinc (Qty. 2) (232-5401-00)			
ORDERING ABOVE (ITEM 6) SUB-ASSY. PART N^o WILL INCLUDE:							
6A	Fluorescent Light Bracket Left	1	535-7739-01	20	Deflector Pad	2	545-5428-00
6B	Lamp Holder (Self-Locking)	1	077-5214-00	21	Corner Support Bracket Left	1	515-6703-00
6C	#6-32 X 5/8" PPH MS (Sems) Zinc	1	232-5203-00	22	Corner Support Bracket Right	1	515-6703-01
6D	Starter Base (with Leads)	1	077-5213-00	Items 21 & 22 secured by: #10-24 X 1-1/4" Carriage Bolt Sq. Neck (Qty. 4) (231-5012-00), #10-24 X 1" Carriage Bolt Sq. Neck (Qty. 4) (231-5021-00), and #10-24 Keps Nut (Qty. 8) (240-5207-00)			
6E	#4-40 X 1/2" PPH MS (Sems) Zinc	2	237-5813-00	23*	Fuse Label (UL)	1	820-6143-00
7	Fluorescent Light Bracket Assy. Right	1	515-6545-01	24*	Backbox Date Label	1	820-5091-00
ORDERING ABOVE (ITEM 7) SUB-ASSY. PART N^o WILL INCLUDE:							
7A	Fluorescent Light Bracket Right	1	535-7739-00	25	Fuse Description Decal Game N ^o 53	1	820-6152-53
7B-7C	Identical to Items 6B-6C above.		See 6B-6C	26*	Ribbon Cable, 20-Pin	1	036-5000-04
Items 6 & 7 secured by: #10-24 X 1-1/4" Carriage Bolt Sq. Neck (Qty. 4) (231-5012-00) and #10-24 Keps Nut (Qty. 4) (240-5207-00)				27*	Ribbon Cable, 26-Pin	1	036-5001-80
8	Fluorescent Tube (F20T12CW)	1	165-5031-02	Item 26 (20-Pin) connects the CPU/Sound Board to the I/O Power Driver Board. Item 27 (26-Pin) connects the CPU/Sound Board to the Display Controller Board.			
9*	3/4" Reinforced Strapping Tape (6")	1	626-5040-00	28*	Display Cable Wiring Harness	1	036-5409-00
10	Starter - Fluorescent (FS2 Light)	1	165-5011-01	29*	Fluor. Power Cable Wiring Harness	1	036-5414-10
11	Ballast Assembly	1	500-6143-00	30*	1" Clamp (Single)	9	040-5000-09
ORDERING ABOVE (ITEM 11) SUB-ASSY. PART N^o WILL INCLUDE:							
11A	Ballast (SP2 120v 60Hz 13W UL)	1	010-5007-00	31*	3/4" Clamp (Single)	3	040-5000-08
11B	Fluor. Light Cable Wiring Harness	1	036-5402-15	32*	1/2" Clamp (Single)	1	040-5000-06
Item 11 secured by: #8 X 1/2" HWH AB (Zinc) Blue (Qty. 2) (234-5101-05)				33*	1/4" Clamp (Double)	3	040-5000-23
12	Backbox Lock & Key	2	355-5018-01	Items 30, 31 & 32 secured by: #8 X 1/2" HWH AB (Zinc) Blue (Qty. 13) (234-5101-05); Item 33 secured by: #6 X 1/2" HWH AB (Zinc) Red (Qty. 3) (234-5001-02)			
13	#1 Roto Lock Female (R2-0002-02)	1	355-5006-02	34	1' of 3/8" X 1/4" Poly Foam Tape	241	626-5038-00
Item 13 secured by: #10-24 X 1-3/4" Carriage Bolt Sq. Neck (Qty. 4) (231-5022-00), #10-32 Nylon Stop Nut (Qty. 2) (240-5203-00) and #10 Washer 7/32" ID X .5" OD X 1/16" (Qty. 2) (242-5003-00)				35*	Logo Sign Assembly	1	515-6720-00-53
<i>Note: #1 Roto Lock Male (on Cabinet)</i>				Item 35 is a riveted assembly consisting of the Logo Sign (Qty. 1) (830-5809-00), Sign Mounting Bracket (Qty. 2) (535-8072-00) and Rivet - 1/8" ø (Qty. 4) (249-5003-01)			
14	Back Vent Grill 2-1/2" X 18"	1	545-5072-02	Item 35 secured to Backbox by: #6 X 1/2" HWH AB (Zinc) Red (Qty. 2) (234-5001-02)			
Item 14 secured by: Staple 5/16" (Qty. 24) (631-5000-00)							

Section 4 | Parts

Backbox (Front Side) Assembly, 505-6002-53-53B (Items 1-16)

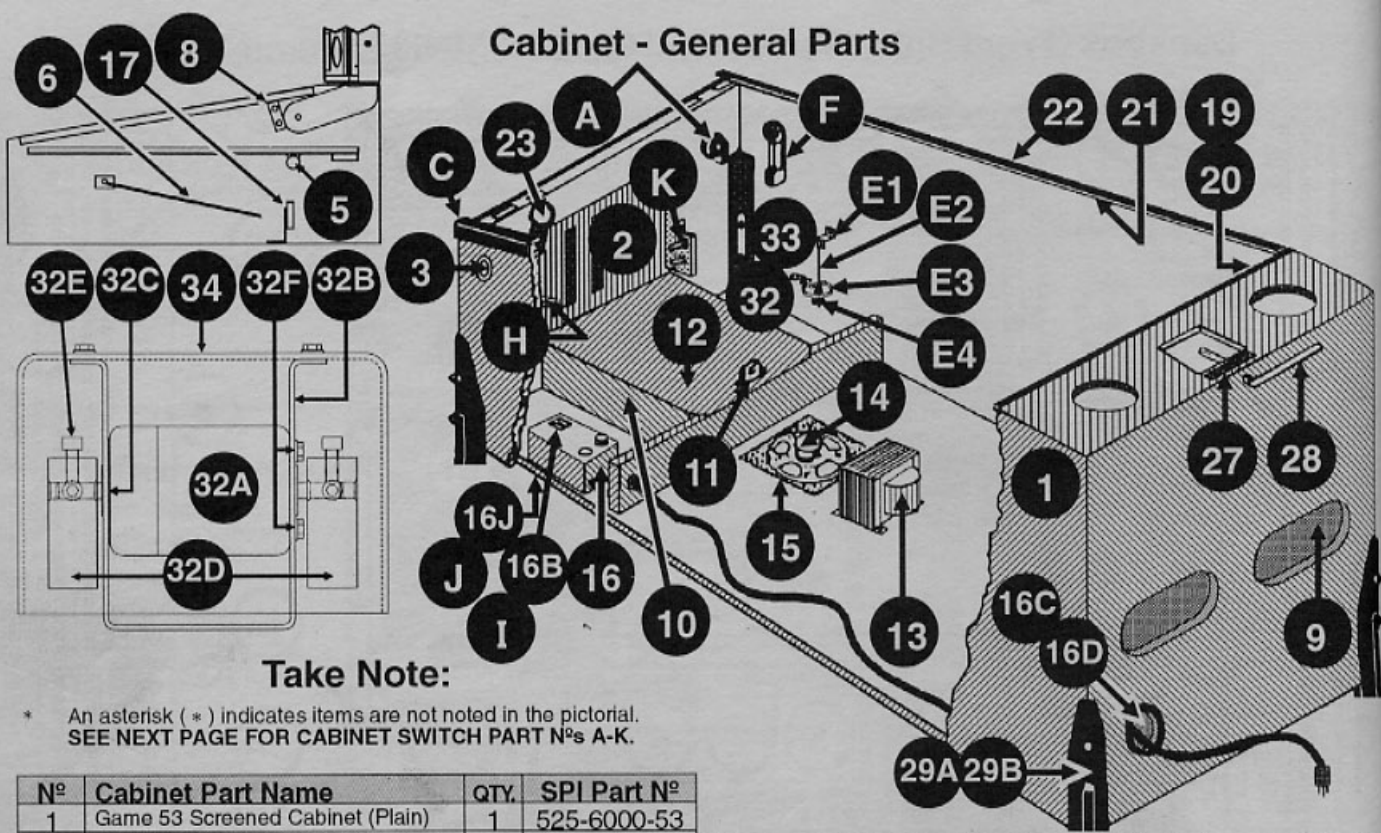


Take Note:

* An asterisk (*) indicates items are not noted in the pictorial.

Nº	Individual Part Name (Front)	QTY.	SPI Part Nº	Nº	Individual Part Name (Front)	QTY.	SPI Part Nº
1	Backbox Door Pane (Wood)	1	525-5453-02	9	Plastic Shield Bracket (Top/Bottom)	2	515-6682-00
<small>Item 1 contains #8-32 Insert Nuts (Qty. 46) (240-5320-00) inlaid in the Door Pane and Sega Logo Stick-On Plate (Qty. 1) (535-7877-00).</small>				<small>Items 6-9 secured by: #6-32 X 1/2" PPH MS (Sems) Zinc (Qty. 3) (232-5302-00), #10-24 X 1-1/4" Carriage Bolt Sq. Neck (Black) (Qty. 3) (231-5012-00), #10-24 Keps Nut (Qty. 3) (240-5207-00) and #6-32 Nylon Stop Nut (Qty. 8) (240-5005-00)</small>			
2A	Speaker Mounting Plate (Left - Black)	1	515-6681-00	10	Backglass Assembly (Game Nº 53)	1	515-5450-00-53
2B	Speaker Grill (Left Black w/o Artwork)	1	535-8081-00	ORDERING ABOVE (ITEM 10) SUB-ASSY. PART Nº WILL INCLUDE:			
3A	Speaker Mounting Plate (Right - Raw)	1	515-6681-01	10A	Backglass - Lexan (Front)	1	545-5743-00
3B	Speaker Grill Buty -19 (Right)	1	830-5913-19	10B	Screened Film (Game Nº 53) (Middle)	1	830-5253-00
<small>Items 2A/B & 3A/B secured by: #6-32 X 3/8" HWH MS (Sems) Zinc (Qty. 4) (231-5012-00), #10-24 X 1-1/4" CB Sq. Neck (Black) (Qty. 4) (231-5012-00), #10-24 Keps Nut (Qty. 4) (240-5207-00) and Rivet - 1/8" ø X 3/16" (Qty. 8) (249-5001-00)</small>				10C	Backglass - Butyrate Cover (Back)	1	545-5753-00
4	Speaker 4 X 4 Quam (#89-9572)	1	031-5004-00	11	Backglass Assy. Retainer Brkt. (Top/Bot.)	2	535-8001-00
5	Dot Matrix Display Board Assembly	1	515-6713-00	12	Backglass Assy. Retainer Brkt. (Sides)	2	535-8002-00
ORDERING ABOVE (ITEM 5) SUB-ASSY. PART Nº WILL INCLUDE:				<small>Items 10 & 11 secured by: #10-24 X 1-1/4" Carriage Bolt Sq. Neck (Qty. 2) (231-5012-00), #10-24 Keps Nut (Qty. 2) (240-5207-00) and #8-32 X 3/8" HWH MS (Qty. 13) (237-5903-00)</small>			
5A	Dot Matrix Display Board 128 X 32	1	520-5052-00	13	Lock Bracket	2	535-8037-00
5B	Dot Matrix Display Holder	2	535-8005-00	<small>Item 12 secured by: #8-32 X 3/8" HWH MS (Sems) Zinc (Qty. 4) (237-5903-00)</small>			
5C	Static Shield	1	535-6437-00	14*	1' of 3/8" X 1/4" Poly Foam Tape	3.33	626-5038-00
5D	RF Shield (Display PCB Control)	1	820-5092-00	15*	Speaker Cable Wiring Harness	1	036-5388-01
5E	Display Controller Board	1	520-5055-01	16*	1" Clamp (Single)	2	040-5000-09
5F*	Edge Protector	2	545-5592-01	SEE THE PREVIOUS PAGE FOR LOCATIONS:			
5G*	Ribbon Cable, 14-Pin (connects 5B to 5C)	1	036-5260-00	ASSOCIATED PARTS ARE NOT INCLUDED WITH THE BACKBOX ASSEMBLIES.			
5H*	3/16" X 3/8" Spacer Gray	4	254-5000-18	Nº	Assoc. Backbox Part Name	QTY.	SPI Part Nº
5I*	#6-32 X 1/2" HWH Swage (Serr) Zn.	4	237-5976-03	A	Backbox Hinge (Full Length Left Side)	1	390-5031-00
5J*	1/2" X 1/4" Hex Spacer #6-32 Tap.	5	254-5008-03	<small>Item A secured to Backbox by: #10-24 X 1-1/4" CB Sq. Neck (Black) (Qty. 8) (231-5012-00) and #10-24 Keps Nut (Qty. 8) (240-5207-00)</small>			
5K*	3/4" X 1/4" Hex Spacer #6-32 Tap.	1	254-5008-04	B	Pivot Hinge Left	1	535-7999-00
5L*	1/2" X 5/16" X .144 I.D. Spacer Tap.	3	254-5014-00	C	Pivot Hinge Right	1	535-7999-01
5M*	#6-32 X 1/4" PPH MS (Sems) Zinc	5	232-5200-00	<small>Items B & C secured to Backbox by: 1/4"-20 X 1-1/4" C.B. Sq. Neck (Qty. 4) (231-5003-00) and 1/4"-20 Flange Nut (Qty. 4) (240-5300-00)</small>			
5N*	#6-32 X 3/4" PPH MS (Sems) Zinc	3	237-5504-00	<small>Items B & C 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. (Qty. 2) (242-5016-00), Washer 1/4" I.D. X 1" O.D. (Qty. 2) (242-5009-00) and 1/4"-20 Flange Nut (Qty. 2) (240-5300-00)</small>			
5O*	Ground Strap - 25"	2	600-5006-25				
5P*	Ground Strap - 41"	2	600-5006-41				
5Q*	5-1/2" Cable Tie	3	040-5001-06				
5R*	1/2" Clamp (Single)	1	040-5000-06				
6	Plastic Shield (Display Cover)	1	545-5800-00				
7	Showcase Bezel (Black Plastic)	1	545-5752-01				
8	Display Retainer Bracket (Sides)	2	535-8036-00				

Cabinet - General Parts



Take Note:

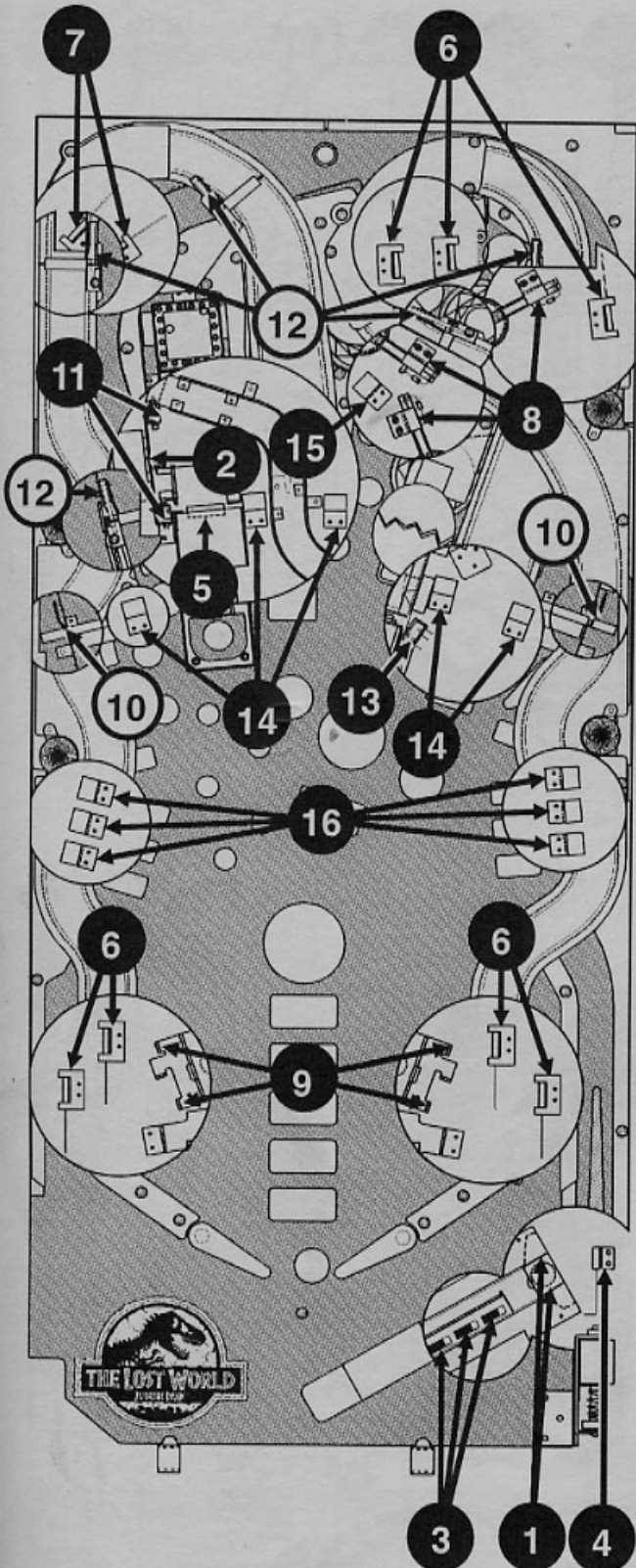
* An asterisk (*) indicates items are not noted in the pictorial.
SEE NEXT PAGE FOR CABINET SWITCH PART N^os A-K.

N ^o	Cabinet Part Name	QTY.	SPI Part N ^o
1	Game 53 Screened Cabinet (Plain)	1	525-6000-53
2	Coin Door (with Validator) USA only	1	500-5018-172
Item 2 secured by: 1/4"-20 X 1-1/4" Carriage Bolt Sq. Neck (Qty. 4) (231-5003-00) and 1/4"-20 Flange Nut (Qty. 4) (240-5300-00)			
3	Flipper Button Assembly Red	2	500-5026-32
4*	Pal Nut for Flipper Button	2	240-5003-00
5	Pivot Pin Keeper Brkt. (Female)	1	535-7685-00
Note: Pivot Pin Brkt. (Male) (On Playfield): 1 500-6088-00			
Item 5 secured by: 1/4"-20 X 1-1/4" Carriage Bolt Sq. Neck (2/per) (231-5003-00) and 1/4"-20 Flange Nut (2/per) (240-5300-00)			
6	Prop Rod	1	535-7553-00
Item 6 secured by: #10-24 X 1-3/4" Carriage Bolt Sq. Neck (231-5022-00) and #10-24 Nylon Stop Nut (240-5206-00)			
7*	Mylar Carriage Bolt Cover Disc	6	820-5041-00
8	Cabinet Stop Bracket (Nylon)	2	545-5763-00
ABOVE (ITEM 8) USES THE FOLLOWING WHEN SECURED:			
	Hinge Spacer	2	530-5099-00
	Washer 1/4" I.D. X 1" O.D.	2	242-5009-00
Item 8 secured by: 1/4"-20 X 1-1/4" Carriage Bolt Sq. Neck (2/per) (231-5003-00) and 1/4"-20 Flange Nut (2/per) (240-5300-00)			
9	Grills 2-1/2" X 18" (on Back & Bottom)	2	545-5072-02
10	Cash Box Plastic Bottom	1	545-5090-00
11	Cash Box Lock Bracket (wire)	1	535-7562-00
12	Cash Box Cover (Validator)	1	535-5013-03
13	Transformer with Ballast Winding	1	010-5012-00
14	Speaker - Round - 8" \varnothing Quam 4 Ω	1	031-5005-00
15	Speaker Grill 7" X 7"	1	545-5072-03
16	Power Input Box Sub-Assy. (no Vol. pot)	1	515-5360-01
ORDERING ABOVE (ITEM 16) SUB-ASSY. PART N^o WILL INCLUDE:			
16A*	Power Box (Plain)	1	535-5932-00
16B	Service Outlet (for USA)	1	180-5008-01
16C	Line Cord 10' ROJ 3" Max.	1	034-5000-10
16D	Recessed Cup for Line Cord	1	545-5122-00
16E*	Line Filter	1	150-5000-00
16F*	Varistor TNR159211KM	1	150-5001-00
16G*	Fuse 8 Amp (Domestic)	1	200-5000-05
16H*	Fuse Holder	1	205-5001-00
16I*	On/Off Switch Plate	1	535-5224-01
16J	On/Off Switch Toggle (Under Cabinet)	1	180-5001-00
16K*	Power Box Decal	1	820-6123-01
17	Snap-In Keeper Female	2	355-5016-02
Note: Snap-In Keeper Male (On Playfield) 1 355-5016-01			
18*	Catch Bracket (for Item 17)	2	535-7700-00
Item 18 secured by: #10-24 X 1-1/4" Carriage Bolt Sq. Neck (2/per) (231-5012-00) and #10-24 Keps Nut (2/per) (240-5207-00)			
19	Rear Glass Channel 20 3/8" Length	1	545-5038-00

N ^o	Cabinet Part Name	QTY.	SPI Part N ^o
20	Foam Rubber 1/2" X 3/4" (in Item 19)	1	626-5004-00
21	Plastic Channel 42 5/8" Lg. (Lt. & Rt.)	2	545-5017-00
22	Side Armor "with holes" (Lt. & Rt.)	2	535-7297-02
Item 22 secured by: #10-24 X 1" Carriage Bolt Sq. Neck (2/per) (231-5021-00), #10-24 Hex Nut (2/per) (240-5202-00) and #8 X 5/8" Tamper Proof (237-5947-00)			
23	Front Molding Lockdown Assembly	1	500-5020-01
Item 23 secured by: #10-24 X 1-1/4" Carriage Bolt (Qty. 2) (231-5012-00) and #10-24 Keps Nut (Qty. 2) (240-5207-00)			
24*	Front Molding Lockdown Spring	1	265-5008-00
25*	Front Molding - Black	1	500-5757-01-00
26*	P/F Glass (Tmprd.) 21" X 43" X 3/16"	1	660-5001-00
27	#1 Roto Lock Male	1	355-5006-01
Note: #1 Roto Lock Female (on Backbox) 1 355-5006-02			
Item 27 secured by: #10-24 X 1-3/4" Carriage Bolt Sq. Neck (Qty. 2) (231-5022-00) and #10-24 Nylon Stop Nut (Qty. 2) (240-5206-00)			
28	Hex Key Allen Wrench 5/16"	1	777-0001-00
29	Leg Assembly	4	500-5921-50
ORDERING ABOVE (ITEM 29) ASSEMBLY PART N^o WILL INCLUDE:			
29A	Leg (Black)	4	535-5020-50
29B	Leg Leveler 3/8" - 16 X 3"	4	500-5017-00
Item 29 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)			
30*	Cabinet Back Panel	1	525-5462-00
Item 30 secured by: #10-32 X 1-1/4" Socket Head Cap Screw (Qty. 2) (237-5950-00) and #10 Washer 7/32" I.D. X .5" O.D. X 1/16" Thick (Qty. 2) (242-5003-00)			
31*	Cabinet Back Panel Decal	1	820-6183-01
32	Shaker Motor (Vibrator) Assembly	1	515-5893-00
ORDERING ABOVE (ITEM 32) SUB-ASSY. PART N^o WILL INCLUDE:			
32A	Shaker Motor 10.5v DC 2950 RPM CW	1	041-5029-00
32B	Shaker Bracket	1	535-6711-00
32C	Insulator	1	545-5425-00
32D	Shaker Motor Weight	2	535-6727-00
32E	#10-32 X 5/8" Lg. Soc. Set Screw	2	237-5911-00
32F	#8-32 X 3/8" HWH MS (Tapite)	2	237-5967-00
32G*	Capacitor - Tecate .1 MFD 500v	1	130-5000-00
32H*	Shaker Motor Cable Wiring Harness	1	036-5123-00
Item 32 secured by: #8-32 T-Nut (Qty. 4) (240-5101-00) and #8 X 5/8" HWH SWAGE (Ser) Zinc (Qty. 4) (237-5975-03)			
33	Shaker Motor P.C. Board	1	520-5065-00
Item 33 secured by: 3/8" Sif. Rtn. Spacer White (Qty. 4) (254-5007-01) and #5 X 3/4" HWH AB (Zinc) (Qty. 4) (234-5003-00)			
34	Shaker Motor Plastic Cover Housing	1	545-5241-00
Item 34 secured to Item 32B by: #8-32 X 3/8" HWH MS (Tapite) (Qty. 2) (237-5967-00)			
35*	Warning ("fingers...") Motor Decal	1	820-6062-00

Section 4 | Parts

Cabinet & Playfield - Switches †



H Service Switch Set on Coin Door



N ^o	Cabinet Switch Name	QTY.	Part N ^o
A	Start Button Sw. Assy. (Yellow Flip. Style)	1	500-6090-06
B *	Coin Door Switch (USA)	4	180-5024-00
	Coin Door Switch (¥ Japan)	n/a	180-5091-00
C	Large Round Auto Launch Assy. (Yel.)	1	500-6121-06
D *	Slam Tilt Switch (On Coin Door)	1	180-5022-00
E	Cabinet Plumb Bob Tilt Switch	1	n/a
ORDER ONLY INDIVIDUAL PARTS NEEDED (NO ASSY. NUMBER):			
E1	Tilt Hanger Bracket	1	535-5221-00
E2	Tilt Hanger Wire (Attached to bracket)	1	535-5319-00
E3	Tilt Contact Wire	1	535-7563-01
E4	Tilt Plumb Bob (Atch'd to hanger wire)	1	535-5029-00
F	Flipper Cabinet Sw. - Self-Cleaning	2	180-5160-00
G *	EOS Switch (on Lwr. Flippers)	2	180-5149-00
H	Service Switch Set (X3 on Coin Door)	1	180-5012-03
I	Service Outlet	1	180-5008-01
J	On/Off Switch	1	180-5001-00
K	Dual Switch Assembly	1	500-5808-00
ORDERING ABOVE (ITEM K) ASSEMBLY PART N^o WILL INCLUDE:			
K1*	Mounting Bracket	1	535-6958-00
K2*	Power Interlock Switch (Top)	1	180-5136-00
K3*	Memory Protect Switch (Bottom)	1	180-5000-00

SEE PREV. PAGE FOR CABINET SWITCHES A-K LOCATIONS.

Take Note:

- * An asterisk (*) indicates items are not noted in the pictorial.
- 1. For switches used corresponding to the Switch Matrix Grid of this game, see Section 3, Chapter 2, ...Diagnostics.
- 2. For location of the Cabinet Switches, see the previous page.
- 3. ‡ Item 15, Mod. Stand-Up Target Round may be either Purple or Clear (see the Plastic Part Color Chart on Plastic Posts and Spacers, further in this chapter, for other color alternatives.)
- 4. **Legend Note:** Items noted with a white circle (⓪) are mounted above the playfield; items noted with a black circle (●) are mounted below the playfield or on/in the cabinet.

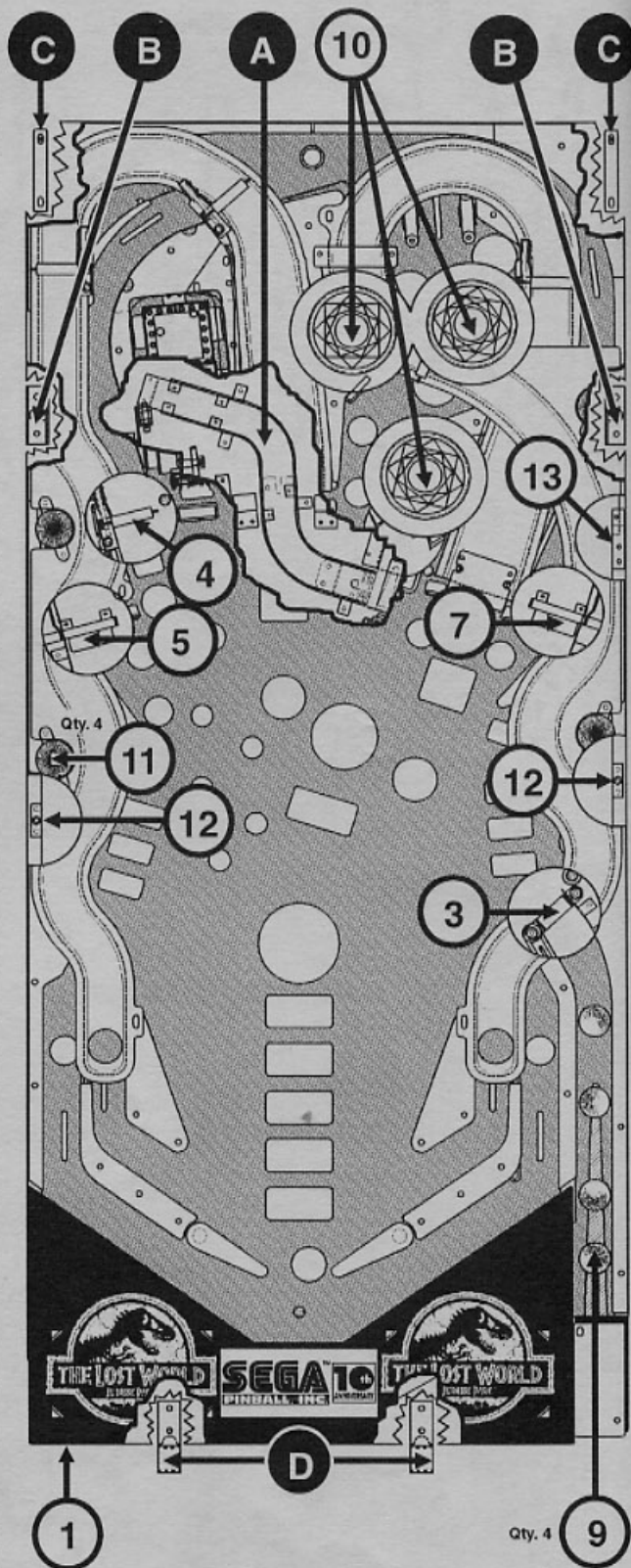
N ^o	Playfield Switch Name	QTY.	Part N ^o
1	OPTO TRANS Board	1	520-5124-00
	OPTO REC Board	1	520-5125-00
2	Slotted OPTO (REC/TRANS) Board	1	520-5162-00
3	Micro Rollover Sw. (In 4-Ball Trough)	3	180-5119-00
4	Shooter Lane Switch Assembly	1	500-5498-01
ORDERING ABOVE (ITEM 4) ASSEMBLY PART N^o WILL INCLUDE:			
4A*	Micro Switch	1	180-5100-01
4B*	Bracket	1	535-6173-00
4C*	#2-56 X 3/8" HWH Screw	2	237-5938-00
4D*	Diode, 1N4001	1	112-5001-00
5	Drop Target Switch	1	180-5158-00
6	Micro Sw. Rollover Assy. (Rt. Brkt.)	7	500-5707-00
7	Micro Sw. Rollover Assy. (Lt. Brkt.)	2	500-5706-00
8	Turbo Bumper Switch	3	180-5015-03
9	Slingshot Micro Switch	4	180-5054-00
10	Micro Switch (1-1/4")	2	180-5010-04
11	Micro Switch (Motor Power Limit)	2	180-5052-00
12	Micro Switch (Roll-Under Gate)	5	180-5087-00
13	Micro Switch (High Form)	1	180-5057-00
14	Modular S-U Target Narrow (Flo Gm)	5	500-6138-11
15‡	Modular S-U Target Round (Purple)	1	500-6075-09
	Modular S-U Target Round (Clear)	1	500-6075-01
16	Modular S-U Trgt. 1" Spherical (Red)	6	500-6189-02

Playfield - General Parts

Nº	Above Playfield Name	QTY.	SPI Part Nº
1	Bottom Arch Assembly (Plastic)	1	500-6005-00-53
ORDERING ABOVE (ITEM 1) ASSEMBLY PART Nº WILL INCLUDE:			
1A*	Bottom Arch with "Fork" (Plain)	1	545-5302-07
1B*	#6-32 X 1-1/4" PPH MS	2	237-5508-00
1C*	Spacer 3/4" Plastic 3/8" (Gray)	2	254-5000-07
1D*	#6-32 Nylon Stop Nut	2	240-5005-00
1E*	Bottom Arch Shooter Lane Buty. -11	1	830-5913-11
1F*	Nelson Protect Strip 8-9/16"	2	545-5212-02
1G*	Bottom Arch Fence	1	535-7901-00
2*	Decal Arch Left	1	820-6183-32
	Decal Arch Right		820-6183-33
	Decal Arch Center		820-6183-30
3	1-Way Gate Mounting Bracket	1	535-5269-03
	Wire Gate (for above)		535-5307-03
4	Roll-Under Gate Assembly	1	515-6556-02
ORDERING ABOVE (ITEM 4) ASSEMBLY PART Nº WILL INCLUDE:			
4A*	Exit Gate Bracket	1	535-7756-02
4B*	Wire Form	1	535-7755-02
4C*	Micro-Switch (Wire Gate)	1	180-5087-00
4D*	Diode, 1N4001	1	112-5001-00
4E*	#2-56 X 3/8 HWH AB Zinc	2	237-5938-00
5	Spinner Assembly (Left)	1	500-5655-00
ORDERING ABOVE (ITEM 5) ASSEMBLY PART Nº WILL INCLUDE:			
5A*	Spinner Bracket (for Left)	1	535-5127-00
5B*	Spinner	1	515-5553-00
5C*	Micro Switch (1-1/4")	1	180-5010-04
5D*	#2-56 X 1/2" PPH Mach. Screw	2	237-5806-00
5E*	#2-56 Split Lock Washer	2	244-5001-00
5F*	Switch Body Protection Plate	1	535-6539-00
5G*	#6 X 1/2" HWH AB (Zinc) Red	2	234-5001-02
5H*	Diode, 1N4001	1	112-5001-00
5I*	Cable Wiring Harness (for Left)	1	036-5427-01-53
6*	Decal Spinner Left Front	1	820-6183-09
	Decal Spinner Left Back		820-6183-10
7	Spinner Assembly (Right)	1	500-5656-00
ORDERING ABOVE (ITEM 7) ASSEMBLY PART Nº WILL INCLUDE:			
7A*	Spinner Bracket (for Right)	1	535-5128-00
7B*	Items 7B through 7H are identical		see Items 5B-
7H*	to Items 5B through 5H above.		5H above.
7I*	Cable Wiring Harness (for Right)	1	036-5427-02-53
8*	Decal Spinner Right Front	1	820-6183-11
	Decal Spinner Right Back		820-6183-12
9	1-1/16" Steel Balls	4	260-5000-00
10	Pop Bumper Cap (Clear)	3	550-5057-01
11	Mini-Mars Light Cover (Clear)	4	550-5031-01
12	Ramp Mounting Bracket Type #1	2	515-6508-00
13	Ramp Mounting Bracket Type #2	1	535-8049-00
14*	Rubber Lite Cover GRN (under P/F)	3	545-5014-04
15*	Rubber Lite Cover RED (under Item 4)	3	545-5014-02
16*	Playfield Back Panel Game Specific	1	525-5461-00
17*	Decal Playfield Back Panel	1	820-6183-02
18*	Cabinet Back Panel Game Specific	1	525-5462-00
19*	Decal Cabinet Back Panel	1	820-6183-01
20*	Plastic Button Plug (Black) 3/16"	0	545-5232-01

Special Note: Order above Item 20 if a Post was added then removed at the Center Drain to "hide" hole.

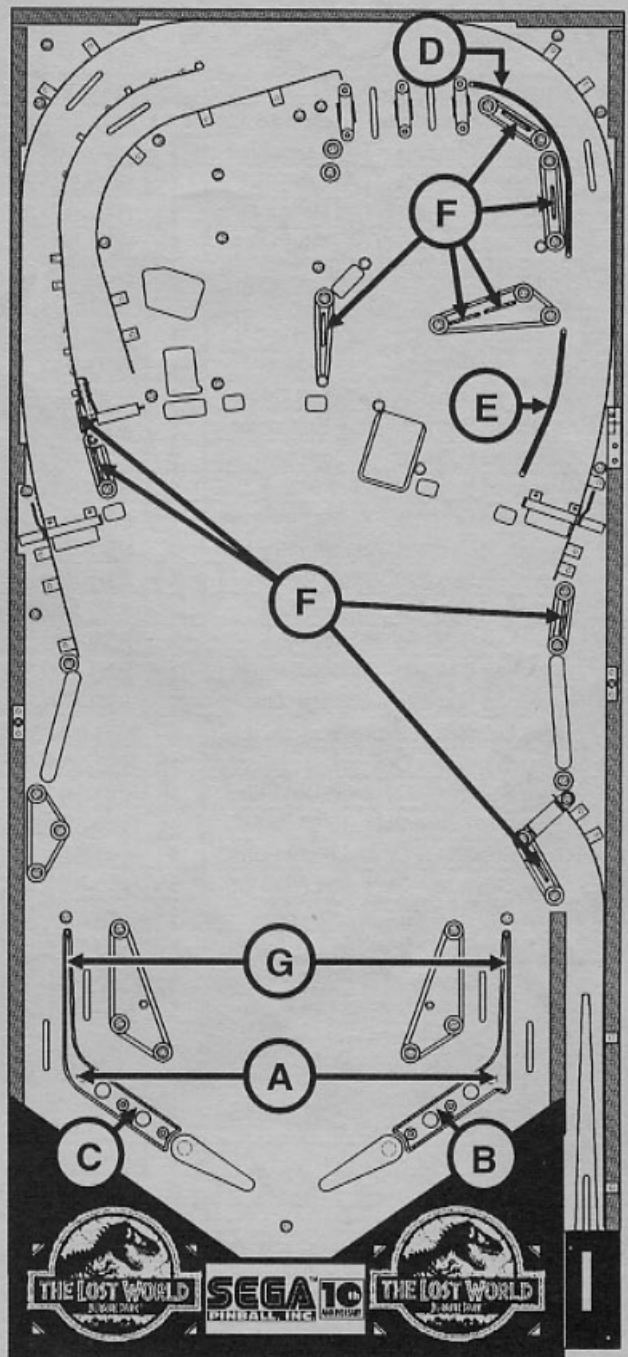
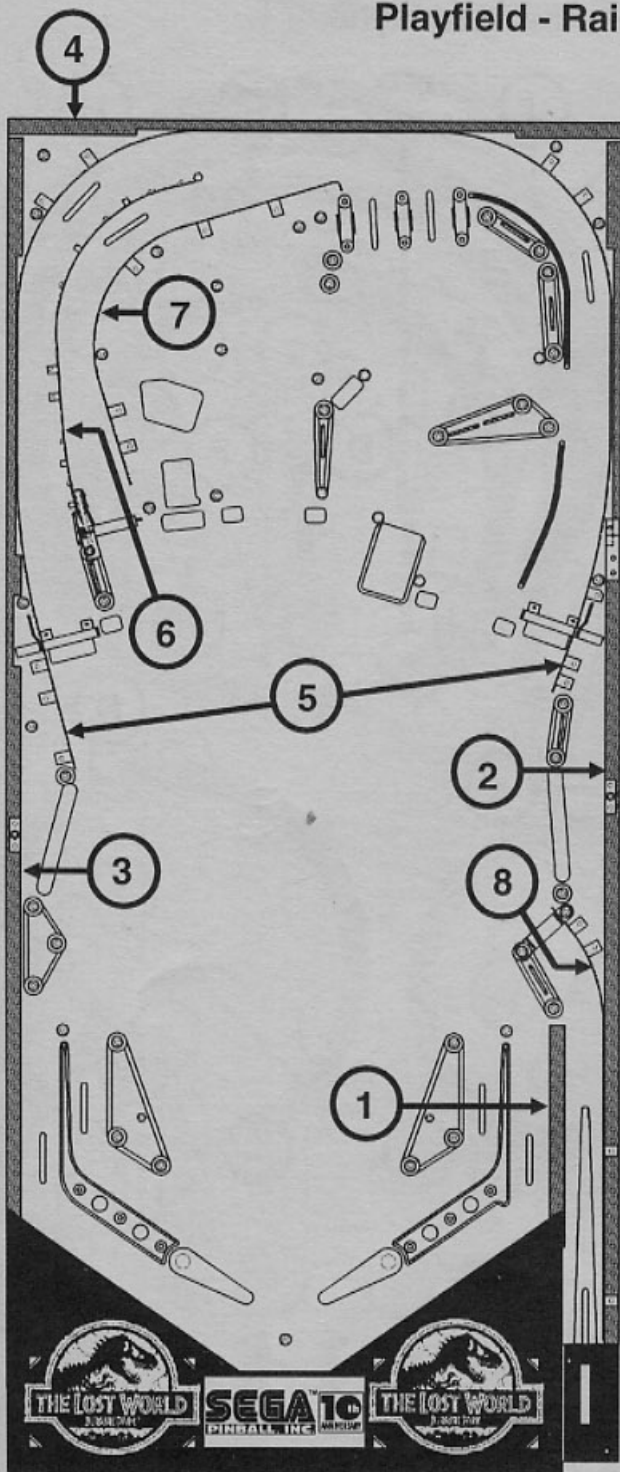
Nº	Below Playfield Name	QTY.	SPI Part Nº
A	Under Trough	1	515-6702-00
B	Pivot Pin Bracket (Male)	2	500-6088-00
	Note: Pivot Pin Brkt. (Female) (In Cabinet)	2	535-7685-010
C	Snap-In Keeper Male	2	355-5016-01
	Note: Snap-In Keeper Female (In Cabinet)	2	355-5016-010
D	Playfield Hanging Bracket	2	535-5216-03
n/a*	Playfield Screened (No Parts)	1	830-5153-00
	Playfield Complete with all Parts		505-6004-53-53



Take Note:

- * An asterisk (*) indicates items are not noted in the pictorial.
- 1. See Section 4, Chapter 2, for balance of items which are part of, attached to, or associated with a Major Assembly.
- 2. **Legend Note:** Items noted with a white circle (Ⓛ) are mounted above the playfield; items noted with a black circle (Ⓜ) are mounted below the playfield.

Playfield - Rails and Ball Guides



+ Items with QTY. are not used in this game. Size and/or quantities may change during production.

Nº	Rail Name	QTY.	SPI Part Nº	Nº	Ball Guide Name	QTY.	SPI Part Nº
1	Wood Rail 7 3/8" (Shooter Lane)	1	525-5007-40	A	Plastic Return Lane Guide Long	2	550-5037-01
2	Wood Rail Routed (Right Side)	1	525-5458-00	B	Plastic Return Guide (Right, over A)	1	550-5043-01
3	Wood Rail Routed (Left Side)	1	525-5459-00	C	Plastic Return Guide (Left, over A)	1	550-5045-01
4	Wood Rail Routed (Back Side)	1	525-5460-00	D	Metal Ball Guide Rail (Rt. Orbit Top)	1	535-7916-00
5	Flat Metal Rail #1 (Full Orbit)	1	535-8024-00	E	Metal Ball Guide Rail (Rt. Orbit Bot.)	1	535-7716-00
6	Flat Metal Rail #2 (Left Orbit)	1	515-6693-00	F	Metal Ball Guide Wire Form 1"	9	535-5300-05
7	Flat Metal Rail #3 (Inner Left Orbit)	1	515-6694-00	G	Metal Ball Guide Wire Form (over B/C)	2	535-5642-00
8	Flat Metal Rail #4 (Shooter Lane)	1	535-8038-00				

Playfield - Butyrate, Decals and Mylar



N ^o	Butyrate Name	QTY.	SPI Part N ^o
Complete Buty. Sheet Screened & Clear			830-5913-XX
1	Screened Butyrate - Right Slingshot	1	830-5913-01
2	Screened Butyrate - Left Slingshot	1	830-5913-02
3	Screened Butyrate - Left Return Lane	1	830-5913-03
4	Screened Butyrate - Rt. Return Lane	1	830-5913-04
5	Butyrate - NOT USED	1	830-5913-05
6	Butyrate - NOT USED	1	830-5913-06
7	Screened Butyrate - Right Side	1	830-5913-07
8	Screened Butyrate - Left Side	1	830-5913-08
9	Screened Butyrate - Top Left Corner	1	830-5913-09
10	Screened Butyrate - Top Rt. Corner	1	830-5913-10
11	Screened Butyrate - Bottom Arch	1	830-5913-11
12	Screened Butyrate - Left Orbit	1	830-5913-12
13	Screened Butyrate - Behind Humvee	1	830-5913-13
14	Screened Butyrate - Below Pops Left	1	830-5913-14
15	Screened Butyrate - Right Orbit	1	830-5913-15
16	Screened Butyrate - Behind Egg	1	830-5913-16
17	Screened Butyrate - Over -16	1	830-5913-17
18	Screened Butyrate - Shooter Lane	1	830-5913-18
19*	Screened Butyrate - Speaker Grill Rt.	1	830-5913-19
A	Clear Butyrate - Over -08	1	830-5913-001
B	Clear Butyrate - Over -07	1	830-5913-002
C	Clear Butyrate - Over -13 Left Side	1	830-5913-003
D	Clear Butyrate - Over -13 Rt. Side	1	830-5913-004
E	Clear Butyrate - Covers Right Ramp	1	830-5913-005
F	Clear Butyrate - Over -004 / -13 Rt.	1	830-5913-006
G	Clear Butyrate - NOT USED	1	830-5913-007
H	Clear Butyrate - Over -10	1	830-5913-008
I	Clear Butyrate - Over -003 / -13 Left	1	830-5913-009
J	Clear Butyrate - Covers Left Ramp	1	830-5913-010

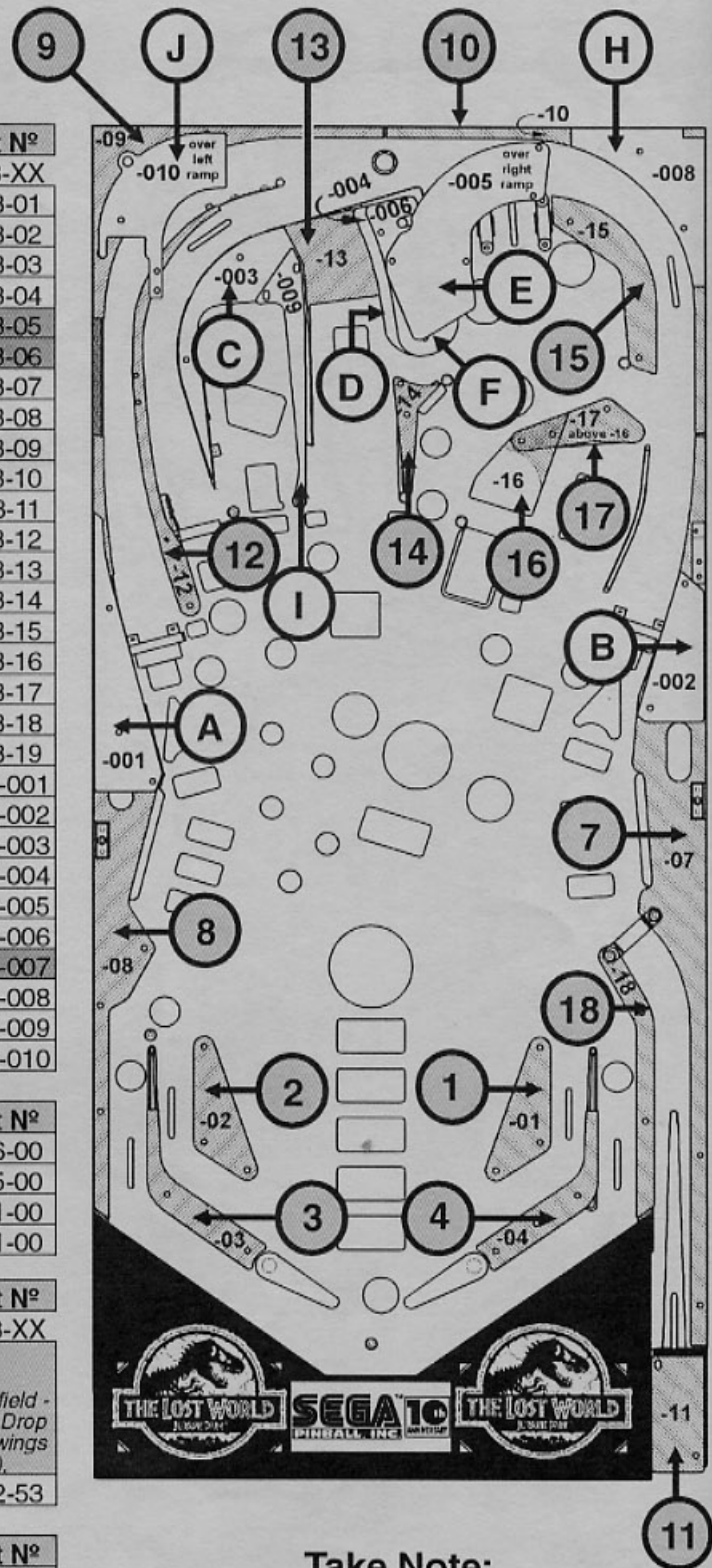
N ^o	Mylar Name	QTY.	SPI Part N ^o
M1*	Mylar The Lost World Playfield	1	820-5866-00
M2*	Mylar Sq. Pad - Ball Drop	2	820-5815-00
M3*	Mylar Sling Shot Protector	2	820-5821-00
n/a*	Mylar Cover Discs (Cabinet)	6	820-5041-00

N ^o	The Lost World Decal Name	QTY.	SPI Part N ^o
The Lost World Decal Sheet (Complete)			820-6183-XX

Coin Door: -08 (Portals Service Switch), -31 (Front Coin Door)
Backbox: -34 (Warning Don't Lean on Door...)
Note: For Bottom Arch, Spinners & Back Panel Decals, see Playfield - General Parts (earlier in this Chapter). For Flippers, Snagger, Drop Target, Ramps & Truck Decals, see Section 4, Chapter 2, Drawings for Major Assemblies & Ramps (locate assembly with decal(s)).

n/a*	Game Specific Backbox Fuse Loc.	1	820-6152-53
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N ^o	Generic Decal Name	QTY.	SPI Part N ^o
n/a*	"Suitable for Indoor Use Only (UL)"	1	820-6001-01
n/a*	"High Voltage Label (UL)"	2	820-6082-01
n/a*	"Power Box Decal - USA"	1	820-6123-01
n/a*	"Danger Coin Door Label (UL)"	1	820-6140-00
n/a*	"UL Listing Label"	1	820-6141-00
n/a*	"Fuse Label (UL)"	1	820-6143-00
n/a*	"Start" (Word & Arrow) Decal	1	820-6177-00
n/a*	"Warning-Fingers-Motor-Decal"	1	820-6062-00



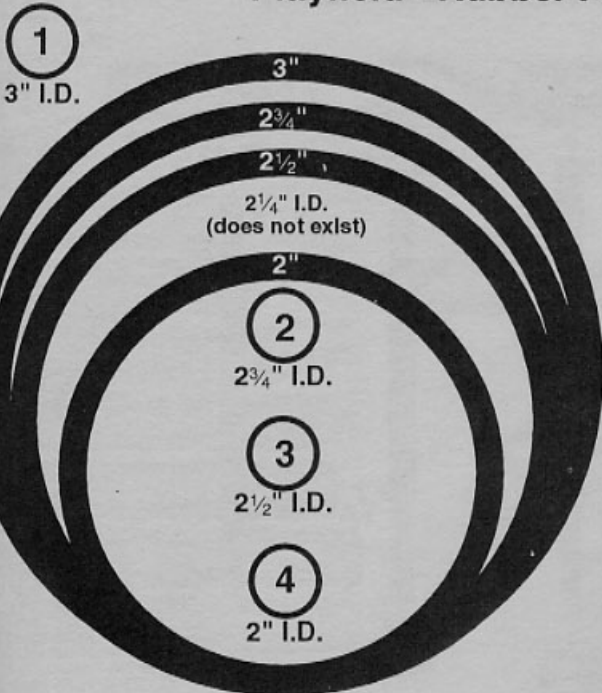
Take Note:

- * An asterisk (*) indicates items are not noted in the pictorial.
- To order the entire decal, screened butyrate or clear butyrate sheets, use the Part N^o with the "-XX" ending. For individual pieces replace the "-XX" with appropriate last 2-digit number. *Attention: Individual pieces may not be available. This game, clear butyrate pieces (distinguished by a 3-Digit "-XXX" ending) are combined on the Screened Butyrate Sheet.*
 - Legend Note:** Items noted with a gray circle (ⓐ) are Screened Butyrates; items noted with a white circle (ⓑ) are Clear.

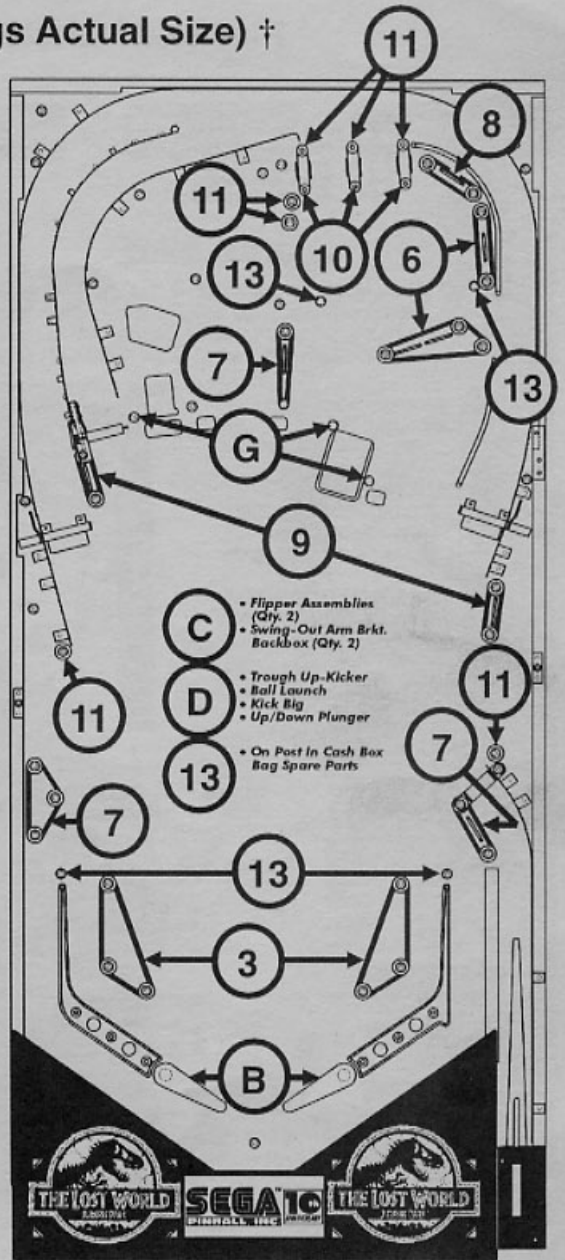
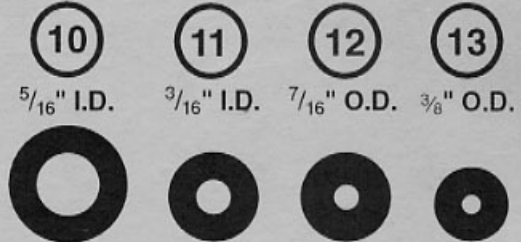
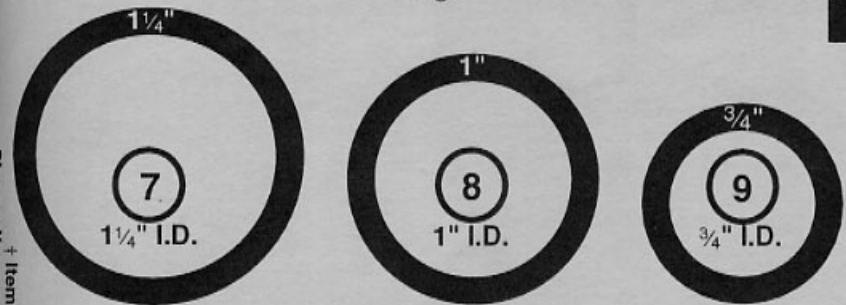
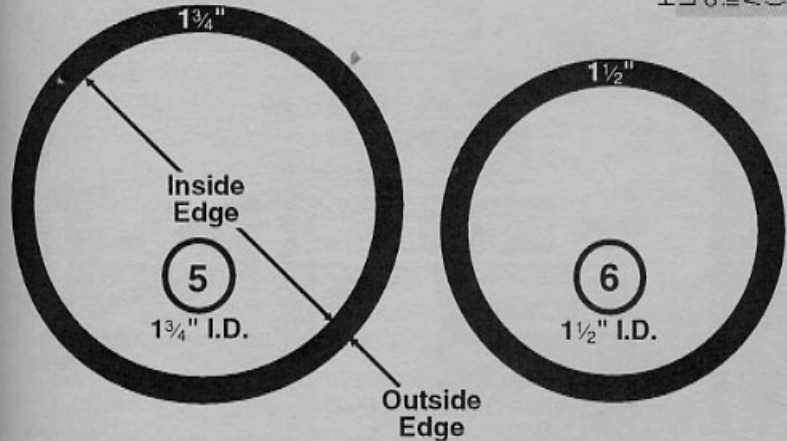
Section 4 | Parts

* Items with a QTY. are not used in this game.

Playfield - Rubber Parts (Rings Actual Size) †



How to measure:
Lay ring over circle of closest size. If you see the outside edge of the circle, move to one ring smaller. With the correct size you will see the inside edge of the circle around the inside of the rubber ring.
Note: The rings will **stretch** with use. Always go to the size smaller.
(I.D. = Inside Diameter; O.D. = Outside Diameter)



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

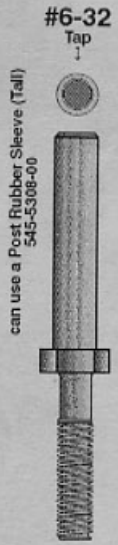
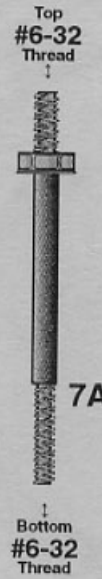
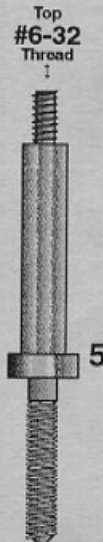
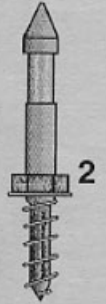
Nº	Rubber Part Name	QTY.	Part Nº	Nº	Rubber Part Name	QTY.	Part Nº
A	Small Flipper Rubber Ring	0	545-5207-00	4	2" I.D. Black Rubber Ring	0	545-5348-08
B	Large Flipper Rubber Ring	2	545-5277-00	5	1 3/4" I.D. Black Rubber Ring	0	545-5348-21
C*	Rubber Deflector Pad (Bumper)	4	545-5428-00	6	1 1/2" I.D. Black Rubber Ring	2	545-5348-07
D*	Rubber Bumper (Grommet)	4	545-5105-00	7	1 1/4" I.D. Black Rubber Ring	3	545-5348-06
E	Bumper Post Rubber	0	545-5009-00	8	1" I.D. Black Rubber Ring	1	545-5348-05
F	Post Rubber (Sleeve Short)	0	545-5151-00	9	3/4" I.D. Black Rubber Ring	2	545-5348-04
G	Post Rubber (Sleeve Tall)	3	545-5308-00	10	5/16" I.D. Black Rubber Ring	3	545-5348-02
1	3" I.D. BLK Rubber Ring	0	545-5348-10	11	3/16" I.D. Black Rubber Ring	7	545-5348-01
2	2 3/4" I.D. Black Rubber Ring	0	545-5348-20	12	7/16" O.D. Black Rubber Ring	0	545-5348-17
3	2 1/2" I.D. Black Rubber Ring	2	545-5348-09	13	3/8" O.D. Black Rubber Ring	5	545-5348-19

Playfield - Metal Posts and Nuts (Actual Size) †

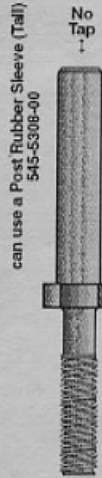


can use 3/16" Rubber Rings 545-5348-01

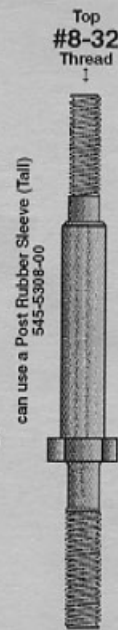
Item 1 Post used in pairs can use 3/4" through 3" Rubber Rings (See Rubber Parts for Part N's)



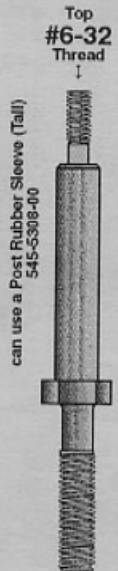
can use a Post Rubber Sleeve (Tall) 545-5308-00



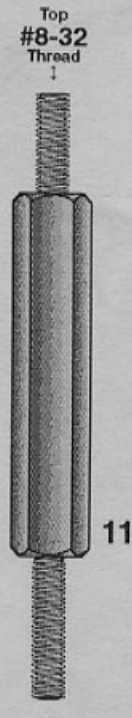
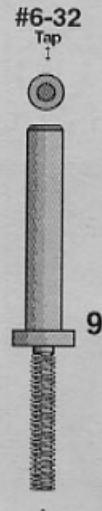
can use a Post Rubber Sleeve (Tall) 545-5308-00



can use a Post Rubber Sleeve (Tall) 545-5308-00



can use a Post Rubber Sleeve (Tall) 545-5308-00



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

Top & Side View

Not Shown:
• #6-32 Nylon Stop with 1/4" Hex Base 240-5010-00
• #8-32 Nylon Stop 240-5102-00
• #10-32 Nylon Stop 240-5203-00

Shown Below:
(with Star Washer) 240-5008-00

Bottom & Side View

Not Shown:
• #6-32 KEPS Nut with 1/4" Hex Base 240-5011-00
• #8-32 KEPS Nut 240-5104-00
• #10-32 KEPS Nut 240-5208-00

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

Bottom & Side View

Not Shown:
• #6-32 T-Nut with Side Cut Off 240-5002-01
• #8-32 T-Nut 240-5101-00
• #10-32 T-Nut 240-5007-00
• #10-32 T-Nut with Side Cut Off 240-5205-00

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

Top View

Not Shown:
• #8-32 Hex Nut 240-5003-00
• #10-32 Hex Nut 240-5201-00

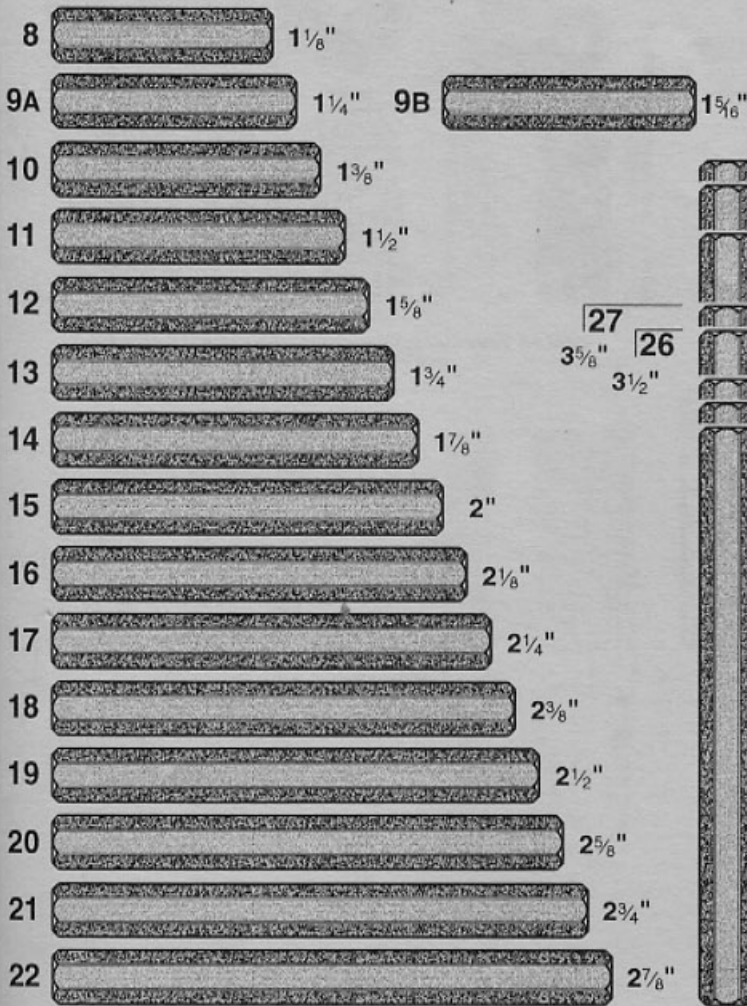
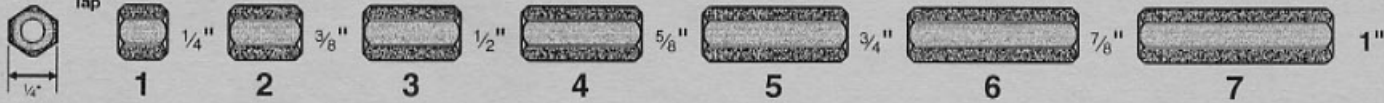
Section 4 | Parts

N ^o	Metal Post Name	QTY.	SPI Part N ^o	N ^o	Metal Post Name	QTY.	SPI Part N ^o
1	Stand-Off Double Groove Post 1 1/16"	0	530-5102-00	7B	Post #6-32 Top / Wood Screw Bottom	2	530-5010-02
2	Mini-Post Wood Screw	4	530-5004-00	8A	Post Hex Base #6-32 Tap/#10-32 Bot.	2	530-5332-01
3	Mini-Post Wood Screw (no cut-away)	0	530-5004-01	8B	Post Hex Base (No Tap)/#10-32 Bot.	1	530-5332-00
4	Mini-Post #10-32 Bottom	6	530-5005-00	8C	Post Hex Base #8-32 Top/#10-32 Bot.	0	530-5332-02
5	Post #6-32 Top / #8-32 Bottom	0	530-5007-00	8D	Post Hex Base #6-32 Top/#10-32 Bot.	0	530-5332-03
6	Post #8-32 Top / #6-32 Bottom	0	530-5008-00	9	Post #6-32 Tap / #6-32 Bottom	0	530-5127-00
7A	Post #6-32 Top / #6-32 Bottom	33	530-5012-02	10	Post #6-32 Top / Wood Screw Bottom	0	530-5263-01
	Some other nuts (Not Shown / Not Used with above posts):			11	Playfield Support #8-32 Top/Bottom	0	530-5285-00

• #10-24 T-Nut, 240-5200-00 • #10-24 Hex, 240-5202-00 • #10-24 Nylon Stop, 240-5206-00 • #10-24 KEPS, 240-5207-00
 • #6-32 Acorn Cap (WHT), 240-5000-00 • #6-32 Acorn Cap (BLK), 240-5006-00 • #6-32 Wing, 240-5001-00 • #8-32 Wing, 240-5100-00

Playfield - Metal Spacers (Actual Size) †

Hex Spacers:
#6-32
Tap



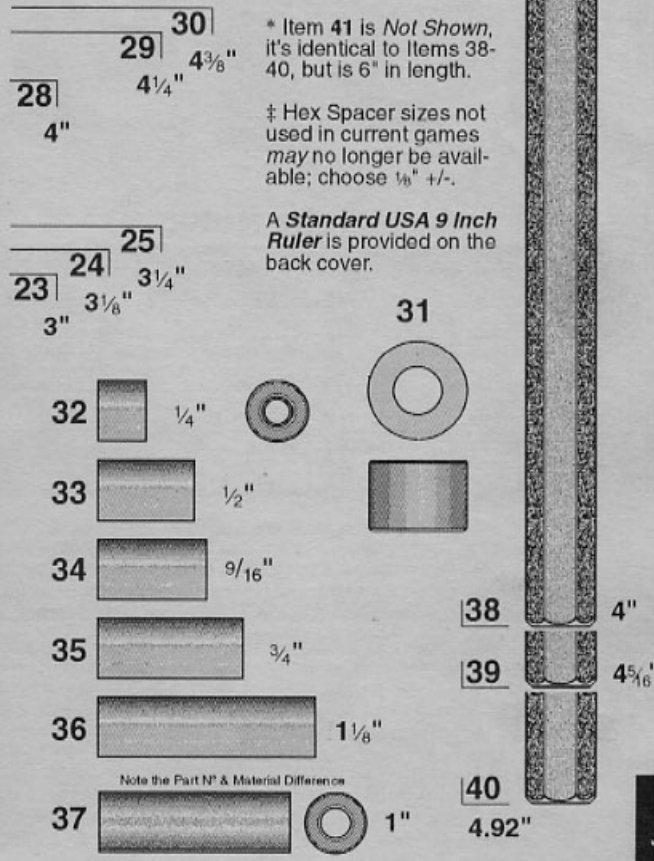
Take Note:

Items 1-30 are 1/4" wide. Items 38-41 are 5/16" wide. With Items 1-6, the tap goes through the length of the spacer. With Items 7-30 & Items 38-41, the tap is up to 5/8" deep on each end.

* Item 41 is *Not Shown*, it's identical to Items 38-40, but is 6" in length.

‡ Hex Spacer sizes not used in current games may no longer be available; choose 1/8" +/-.

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



Size and/or quantities may change during production.

Nº	Metal Spacer Name	QTY.	SPI Part Nº	Nº	Metal Spacer Name	QTY.	SPI Part Nº
1	1/4" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-00	21	2 3/4" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-15
2	3/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-12	22	2 7/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-31
3	1/2" X 1/4" Hex Spacer #6-32 Tap	13	254-5008-03	23	3" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-14
4	5/8" X 1/4" Hex Spacer #6-32 Tap	7	254-5008-02	24	3 1/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-19
5	3/4" X 1/4" Hex Spacer #6-32 Tap	13	254-5008-04	25	3 1/4" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-26
6	7/8" X 1/4" Hex Spacer #6-32 Tap	2	254-5008-05	26	3 1/2" X 1/4" Hex Spacer #6-32 Tap	2	254-5008-27
7	1" X 1/4" Hex Spacer #6-32 Tap	3	254-5008-06	27	3 5/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-25
8	1 1/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-17	28	4" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-21
9A	1 1/4" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-11	29	4 1/4" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-30
9B	1 5/16" X 1/4" Hex Spacer #6-32 Tap	4	254-5008-34	30	4 3/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-29
10 ‡	1 3/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-33	31	3/8" X 1/2" Spacer (Used with Backbox)	6	530-5099-00
11 ‡	1 1/2" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-09	32	1/4" X 5/16" X .144" I.D. Spacer Tap.	1	254-5014-03
12 ‡	1 5/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-13	33	1/2" X 5/16" X .144" I.D. Spacer Tap.	3	254-5014-00
13 ‡	1 3/4" X 1/4" Hex Spacer #6-32 Tap	3	254-5008-10	34	9/16" X 5/16" X .144" I.D. Spacer Tap.	0	254-5014-04
14 ‡	1 7/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-20	35	3/4" X 5/16" X .144" I.D. Spacer Tap.	0	254-5014-01
15 ‡	2" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-07	36	1 1/8" X 5/16" X .144" I.D. Spacer Tap.	0	254-5014-02
16 ‡	2 1/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-32	37	1" X 5/16" X .144" I.D. Spacer Tap.	0	254-5001-00
17 ‡	2 1/4" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-18	38	4" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-03
18 ‡	2 3/8" X 1/4" Hex Spacer #6-32 Tap	0	254-5008-28	39	4 5/16" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-00
19 ‡	2 1/2" X 1/4" Hex Spacer #6-32 Tap	1	254-5008-16	40	4.92" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-04
20 ‡	2 5/8" X 1/4" Hex Spacer #6-32 Tap	3	254-5008-08	41 *	6" X 5/16" Hex Spacer #6-32 Tap	0	254-5018-02

Playfield - Plastic Posts and Spacers (Actual Size) †

1** Various Colors

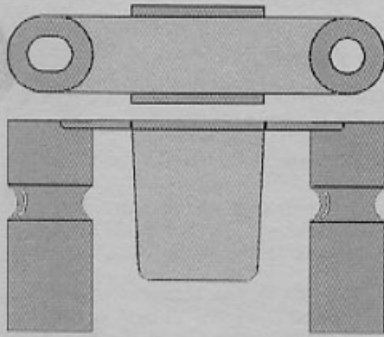
2** Various Colors

3** Limited Colors

4** Various Colors

5** Various Colors

can use 5/16" Rubber Rings 545-5348-02



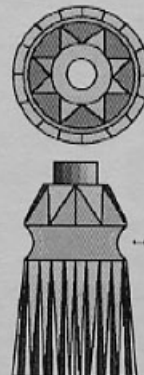
can use 3/16" Rubber Rings 545-5348-01



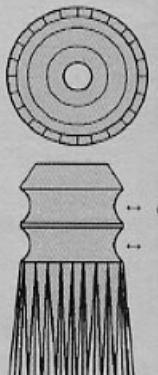
can use a Post Rubber Sleeve (Short) 545-5151-00



can use 3/16" Rubber Rings 545-5348-01



can use 5/16" Rubber Rings 545-5348-02



can use 5/16" Rubber Rings

Take Note:

Items 3-5 Posts used in pairs can use 3/4" through 3" Rubber Rings (See Rubber Parts for Part N's)

PLASTIC PART COLOR CHART					
Nº	Color	Nº	Color	Nº	Color
-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		
-06	Yellow	-12	Fluor. Blue		

** Items 1-2 and 4-5 come in various colors. These posts may not be available in every color; i.e. Item 3 is currently only available in Orange (-07), Teal Green (-13), Gold (-16) & Black (-00, Standard Color). The "-XX" in Part N's which may come in various colors should be replaced with the desired 2-Digit N's, corresponding to the color desired. *Not all colors may be available.*

6 †

7 †

8 †

9



† 6, 7, & 8 dimension is measured from this point.

1/4"

3/8"

3/4"

1/2"

† Items 6, 7 & 8 (Board Spacers) dimensions are measured from bottom to just under cut-away (see pictorial above).

10

11

12

13

14

15

16

17

18

19

—Items 10-19 Spacers are used in conjunction with Metal Posts (see Items 6, 7A & 7B on that page) and/or a #6-32 1 3/4" PPH Screw (237-5511-00) with a #6-32 Nylon Stop Nut (240-5005-00). These items are only available in the sizes specified / shown.



3/16"



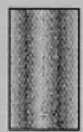
1/4"



3/8"



1/2"



5/8"



3/4"



1"



1 1/8"



1 1/4"



1 1/2"

Section 4 | Parts

Nº	Plastic Post/Spacer Name	QTY.	SPI Part Nº	Nº	Plastic Post/Spacer Name	QTY.	SPI Part Nº
1**	Top Lane Mini-Light Hood (RED)	3	550-5061-02	10	3/16" X 3/8" Spacer Gray (4 for Dot Display)	6	254-5000-18
2**	Mini-Jewel Post	0	550-5052-XX	11	1/4" X 3/8" Spacer Gray	0	254-5000-02
3**	1 1/16" Single Groove Post (BLK)	43	550-5059-00	12	3/8" X 3/8" Spacer Gray	0	254-5000-12
4**	Single Groove Jewel Post	0	550-5034-XX	13	1/2" X 3/8" Spacer Gray	0	254-5000-01
5**	Double Groove Jewel Post	0	545-5209-XX	14	5/8" X 3/8" Spacer Gray	0	254-5000-14
6 †	1/4" Slf. Rtn. Spacer White	0	254-5007-02	15	3/4" X 3/8" Spacer Gray	2	254-5000-07
7 †	3/8" Slf. Rtn. Spacer White	8	254-5007-01	16	1" X 3/8" Spacer Gray	0	254-5000-04
8 †	3/4" Slf. Rtn. Spacer White	0	254-5007-03	17	1 1/8" X 3/8" Spacer Gray	0	254-5000-06
9	1/2" X 1/4" Spacer White (Narrow)	0	254-5000-03	18	1 1/4" X 3/8" Spacer Gray	0	254-5000-05
				19	1 1/2" X 3/8" Spacer Gray	0	254-5000-08

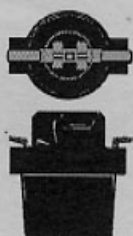
Playfield - Wedge Base Bulbs and Sockets (Actual Size) †

#555 Bulb

A

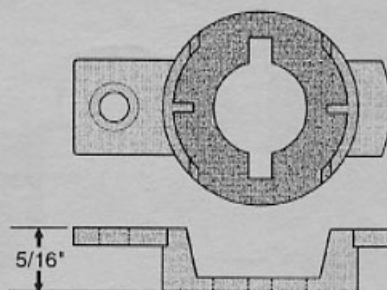


1

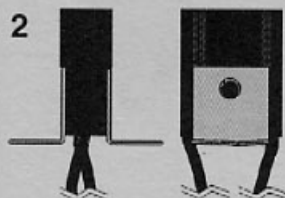


The below Snap-On Socket Bracket currently is available in two height sizes (Item 9a is 5/16" High and Item 9b is 19/32" High.)

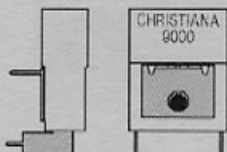
9a



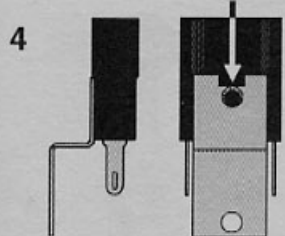
2



3

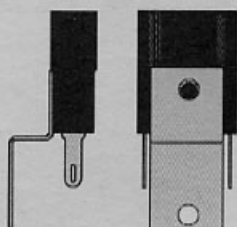


4

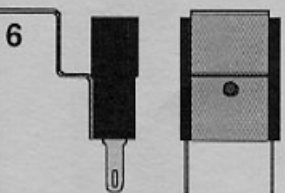


Note the notch.

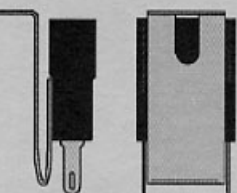
5



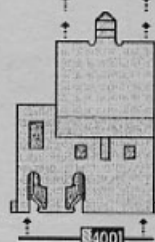
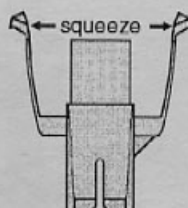
6



7



9



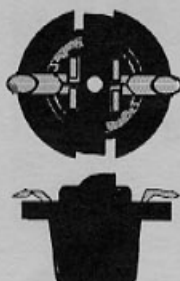
This Socket is equipped with a built-in Diode, 1N4003 (112-5013-00). Replacement can be made with Diode, 1N4001 (112-5003-00).

#906 Bulb

B



8



Take Note:

* An asterisk (*) indicates items are not shown on this page.

- Item 1 Socket was used on PC Light Boards to position bulbs vertically.
- Item 2 Socket has 2 Wires attached are approximately 12" ea.
- Item 3 Socket was used on PC Light Boards to position bulbs horizontally.
- Item 4 Socket is normally used with Reflectors.
- If Item 7 Socket is desired, order Item 6 for replacement. >>>Item 7 Socket is no longer available.<<<
- Item B Bulb (#906) is normally used in conjunction with Item 8 Socket, but **can** be used with Items 1-7 Sockets on this page. *Note: Always replace with same type bulb in original application.*
- Item 8 Socket is sometimes used in conjunction with Mini-Mars or special Butyrate assemblies.
- See the start of this chapter for Fluor. Bulb & associated parts. See the end of this chapter for misc. bulbs & parts.

Take Special Note:

Item 9 Socket is the new Insulation Displacement Connection (IDC) Style. This new design is used in the same application as PC Light Boards, allowing for easier bulb replacement. This style is solderless, and has a built-in diode. This socket is secured to the playfield or component by Items 9a & 9b Snap-On Socket Brackets, or may also be snapped into Item 9c Socket Mounting Boards (specially designed plastic sheets) where sockets are positioned too close together. Just squeeze the "side arms" of the socket together and pull away from the bracket or mounting board for easy #555 Bulb replacement.

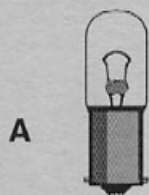
Nº	#555 Bulb & Socket Name	QTY.	SPI Part Nº
A	#555 Wedge Base Bulb	47	165-5002-00
1	#555 Wedge Base (WB) Socket	0	077-5007-00
2	Turbo Pop Bumper Socket	3	077-5206-00
3	PC Light Board Laydown WB Socket	0	077-5207-00
4	Laydown WB Socket (with notch)	1	077-5026-01
5	Laydown WB Socket (without notch)	0	077-5026-00
6	WB Offset Socket (Step-Bracket)	0	077-5029-00
7	WB Offset Socket (use Item 6)	0	077-5029-01

Nº	#906 Bulb & Socket Name	QTY.	SPI Part Nº
B	#906 Wedge Base Bulb	1	165-5004-00
8	#906 Wedge Base Socket	0	077-5016-00

Nº	#555 IDC Socket Name	QTY.	SPI Part Nº
9	#555 New IDC Snap-On Socket	44	077-5216-00
9a	5/16" Ht. Snap-On Socket Bracket	44	545-5760-18
9b *	19/32" Ht. Snap-On Socket Bracket	0	545-5760-19
9c *	#555 IDC Socket Mounting Boards	0	n/a

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

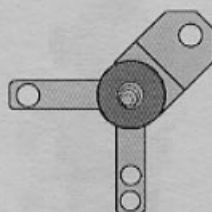
#44 Bulb



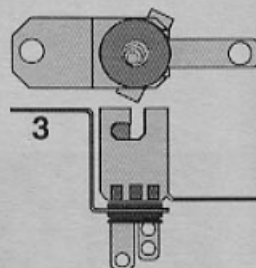
A



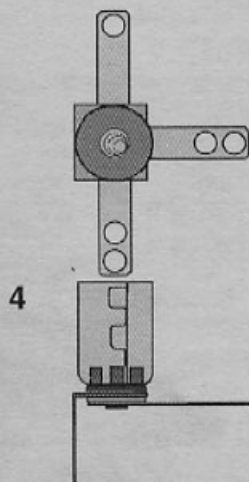
1



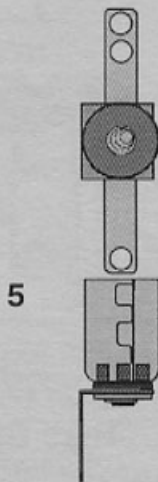
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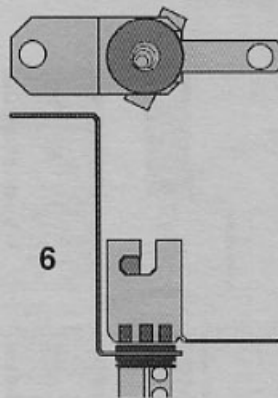
3



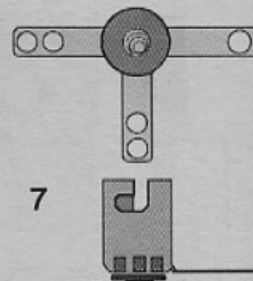
4



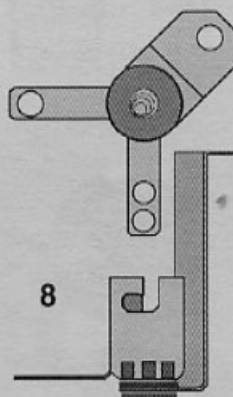
5



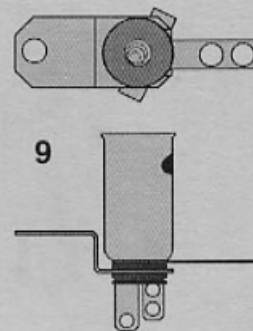
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7



8

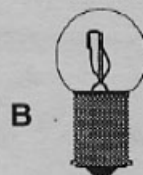


9

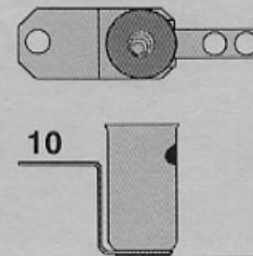
Nº	#44 Bulb & Socket Name	QTY.	SPI Part Nº
A	#44 Bulb	38	165-5000-44
1	2-Lug Staple Down Socket	36	077-5000-00
2	2-Lug Stand-Up Short Socket	0	077-5002-00
3	3-Lug Stand-Up Short Socket	0	077-5008-00
4	3-Lug Laydown Socket	1	077-5006-00
5	2-Lug Laydown Socket	0	077-5003-00
6	3-Lug Stand-Up Long Socket	1	077-5009-00
7	3-Lug Staple Down Socket	0	077-5001-00
8	2-Lug Stand-Up Long Socket	0	077-5005-00
9	3-Lug Stand-Up Long Shell Socket	0	077-5013-00

Nº	#455 Bulb & Socket Name	QTY.	SPI Part Nº
B	#455 Twinkle Bulb	0	165-5003-00
10	1-Lug Stand-Up Long Shell Socket	0	077-5012-00

#455 Bulb



B

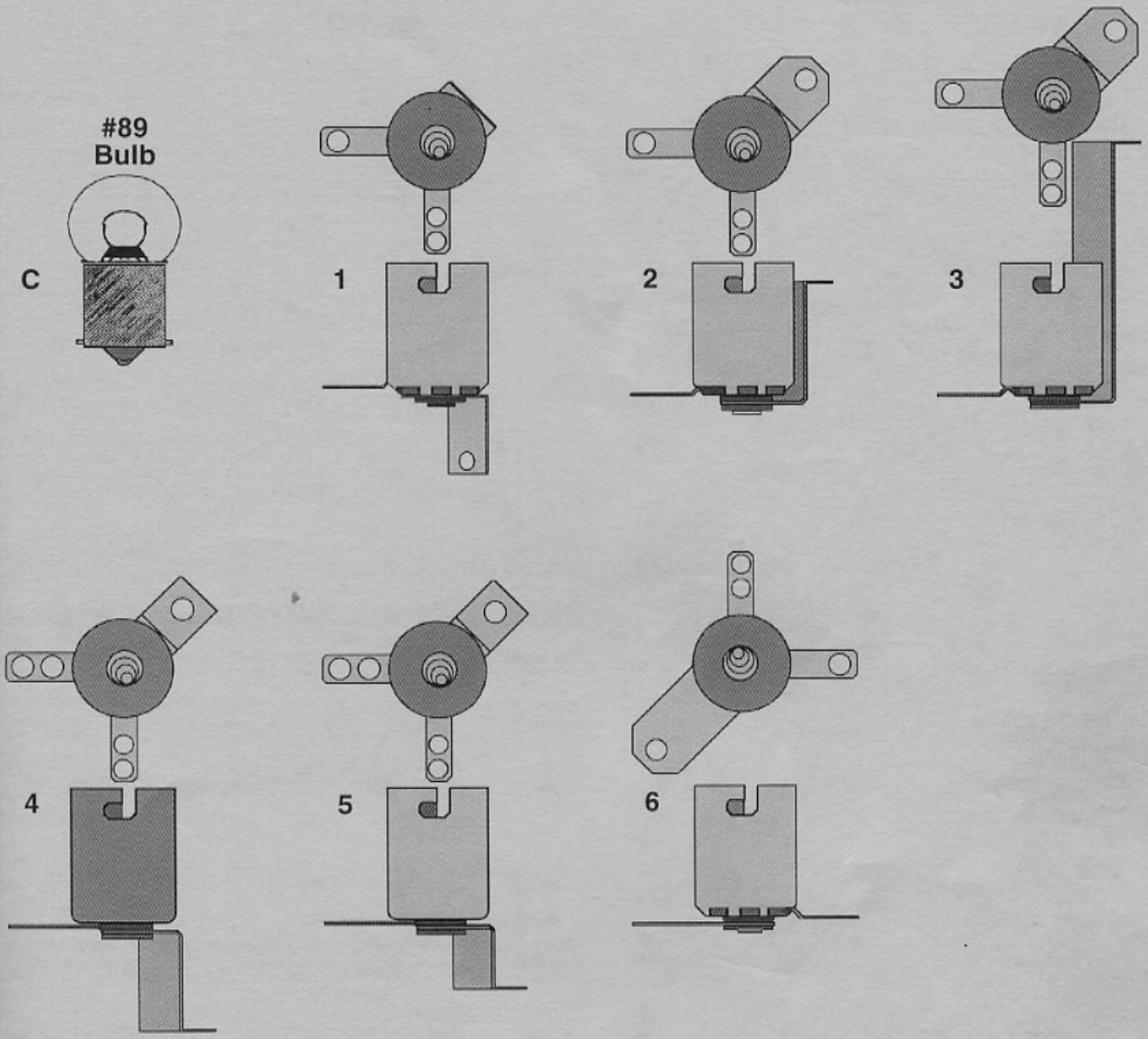


10

Take Note:

Item B Bulb (#455) is normally used in conjunction with Item 10 Socket, but **can** be used with Items 1-9 Sockets on this page.
 Note: Always replace with same type bulb in original application.

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



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

Nº	#89 Bulb & Socket Name	QTY.	SPI Part Nº
C	#89 Bulb	16	165-5000-89
1	Laydown Standard Socket	1	077-5100-00
2	2-Lug Stand-Up Short Socket	8	077-5101-00
3	2-Lug Stand-Up Long Socket	7	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



1
NEON
BULB

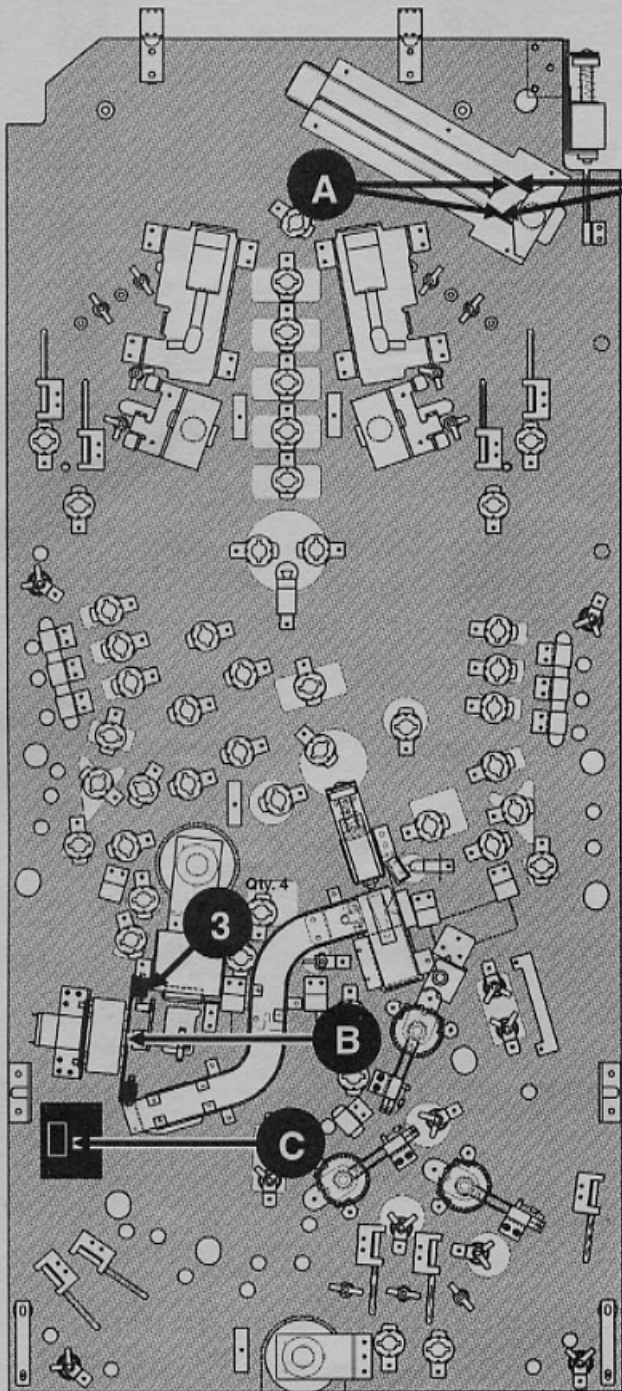
This Neon Bulb is used with Motors for voltage spike suppression.



2
OPTO
LED

This OPTO LED (Ultra Bright Red) is normally used on the Ball Trough OPTO Boards.

Under Playfield Shown in Upright Position



Take Note:

- * An asterisk (*) indicates items are not shown on this page.
- 1. See start of this chapter, Backbox (Back Side) Assembly, for Fluorescent Tube location and associated parts (e.g. starter, ballast & cable).
- 2. See Section 4, Chapter 2, Drawings for Major Assemblies & Ramps, for Assemblies referenced in the tables below.
- 3. Item D, Shaker Motor Board is located in the Cabinet (see the beginning of this Chapter, Cabinet - General Parts.).

Nº	Miscellaneous Bulb Name	QTY.	SPI Part Nº
1	Neon NE-2 Bulb (used with Motors)	0	165-5021-00
2	LED (MT5000UR) Ultra Bright OPTO	2	165-5100-00
Note: The above Item 2 is used on Item A OPTO Bds. (1 per).			
3	LED OPB804 Slotted OPTO	2	165-5036-00
Note: The above Item 3 is used on Item B OPTO Bds. (2 per).			
4 *	LED T1-3/4 Red Diffuser	8	165-5099-00
Note: The above Item 4 are used on the CPU/Sound Board and I/O Power Driver Board (located in the Backbox).			
5	LED (SSB-LX02SRC) (Sm. Rect. RED)	0	165-5102-00
6	LED (SSL-LX100133GD) (Lg. Round GRN)	0	165-5101-00
7 *	Fluorescent Tube - F20T12CW	1	165-5031-02

Nº	Miscellaneous Board Name	QTY.	SPI Part Nº
A	OPTO Transmitter (TRANS) Board	1	520-5124-00
	OPTO Receiver (REC) Board	1	520-5125-00
Note: The above Item A is found on the 4-Ball Trough Assembly, 500-6119-14, Major Assy., (see Sec. 4, Chp. 2).			
B	Slotted OPTO TRANS/REC Board	1	520-5162-00
Note: The above Item B is found on the Drive Motor (Snagger) Assy., 500-6203-00-53, Major Assy., (see Sec. 4, Chp. 2).			
C	DC Relay Board (Bi-Directional)	1	520-5066-00
Item C secured to the playfield by: 3/8" Sif. Rtn. Spacer White (Qty. 4) (254-5007-01) and #6 X 3/4 HWH Screw (Qty. 4) (234-5003-00)			
D *	Relay Board	0	520-5010-00
E *	Shaker Motor Board	1	520-5065-00
Note: The above Item E is used for operation of the Shaker Motor Assy. (Located in the Cabinet), 515-5893-00.			

Nº	Miscellaneous Part Name	QTY.	SPI Part Nº
n/a *	3 1/2" Plastic Post (holds cables)	9	545-5253-01
n/a *	5 1/2" Cable Tie (ties cable to post)	9	040-5001-02
n/a *	Insulating Tubing 1/8" ø (Clr.) (12" Long)	2	605-5006-00
n/a *	Insulating Tubing 1/8" ø (Blk.) (12" Long)	5	605-5002-00
n/a *	Insulating Tubing 3/8" ø (Clr.) (12" Long)	2	605-5005-00
n/a *	Insulating Tubing 1/4" ø (Clr.) (12" Long)	1	605-5004-00
n/a *	Insulating Tubing 1/4" ø (Blk.) (12" Long)	6	605-5004-01
n/a *	Insulating Tubing #18 (12" Long)	1	605-5003-00

Note: Tubing is used to insulate various cables/lugs. Tubing can only be ordered in 12" increments. Cut the amount required for each application. Cut sizes are variable in length. Above quantities reflect total lengths required for entire game (averaged up to nearest foot).

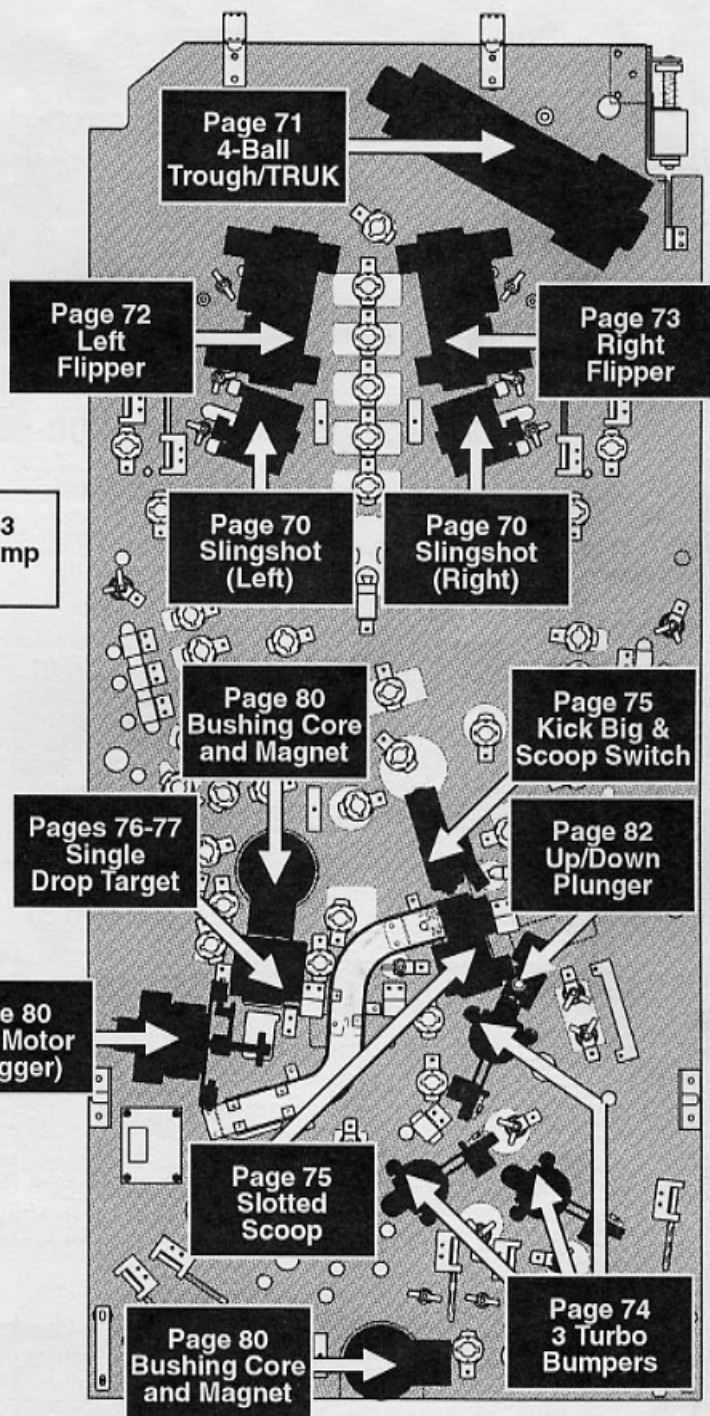
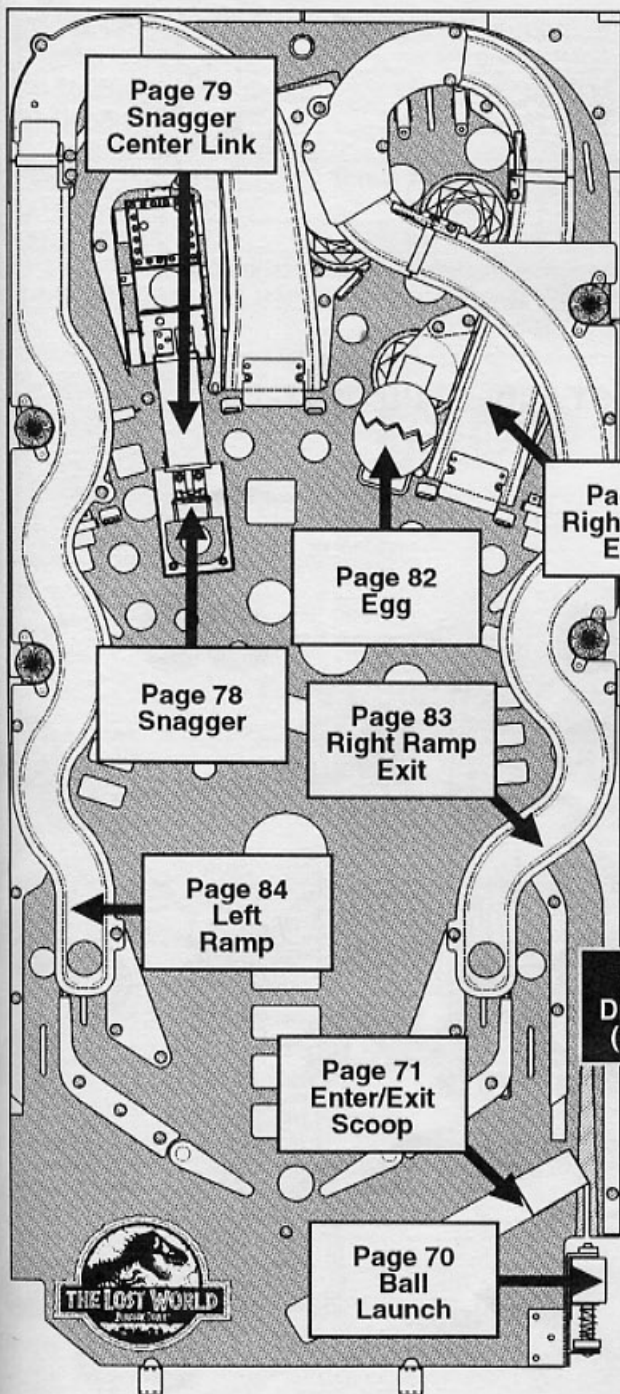
Drawings for Major Assemblies & Ramps (The Blue Pages)

Overview

Drawings are provided for the Major Assemblies in this game with individual parts of each assembly numbered. Items noted with a white circle (①) are mounted above the playfield; items noted with a black circle (●) are mounted below. All numbered parts describe the name, quantity and Part N°. Where multiple parts are riveted &/or assembled as sub-assemblies, the sub-assembly needs to be ordered. Minor changes may be made during production. Always verify the part to be replaced with the Part N° and/or description as noted. Replacement parts may be substituted with revised parts which may have a different Part N°. View any special notes on each page of this chapter. For General Part N°s or items not described in this chapter, see the Pink Pages: Chapter 1, of this section. Call our Technical Support Office at 800-542-5377 in USA/Canada or at 708-345-7700 with any questions.

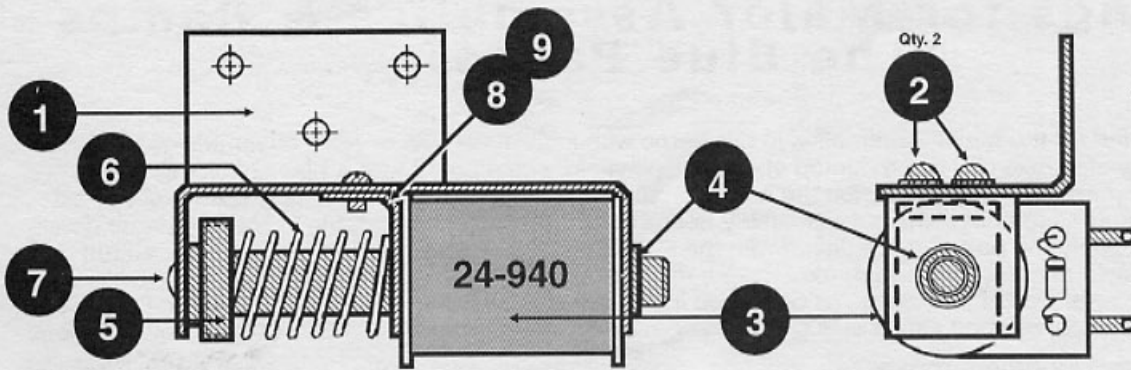
Assemblies Mounted Above

Assemblies Mounted Below



Section 4 | Drawings

Ball Launch Assembly, 500-5477-01 (Items 1-10)



Take Note:
 * An asterisk (*) indicates item is Not Shown in pictorial.

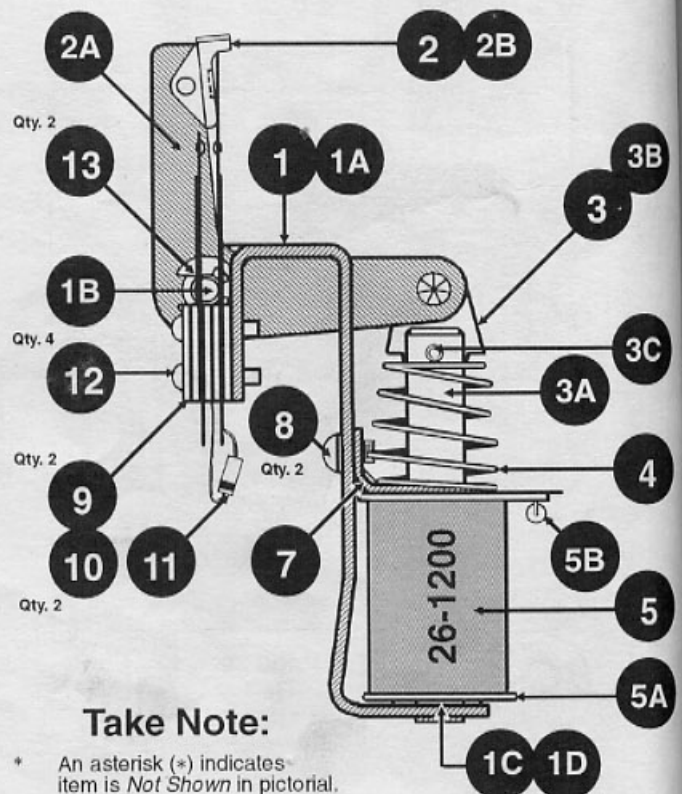
Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
1	Coil Mounting Bracket	1	535-6385-00	8	Coil Retaining Bracket	1	535-5203-03
2	#8-32 X 1/4" PPH MS (SEMS)	2	232-5300-00	9	Spring Washer	1	269-5002-00
3	Coil, 24-940	1	090-5036-00B	10 *	Cable Wiring Harness	1	036-5390-16
ORDERING ABOVE (ITEM 3) COIL PART Nº WILL INCLUDE:				ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00	Nº	Associated Part Name	QTY.	SPI Part Nº
4	Coil Sleeve	1	545-5076-00	n/a *	#8-32 X 7/8" HWH AB Zinc	3	237-5890-00
5	Plunger Assembly	1	515-5000-02	n/a *	#8-32 Nyloc Stop Nut	3	240-5102-00
6	Compression (Relay) Spring	1	266-5020-00	Note: Above item secures this Ball Launch to the playfield.			
7	Rubber Bumper (Grommet)	1	545-5015-00	n/a *	Shooter Lane Micro-Switch Assembly	1	500-5498-01

Slingshot Assembly, 500-5849-01 (Qty. 2) (Items 1-13)

Nº	Individual Part Name	QTY.	SPI Part Nº
1	Slingshot Bracket Assembly	1	515-5339-01
ORDERING ABOVE (ITEM 1) SUB-ASSY. PART Nº WILL INCLUDE:			
1A	Slingshot Bracket	1	535-5919-01
1B	Hinge Stud	1	530-5034-01
1C	Armature Stop	1	530-5017-01
1D	Shading Ring	1	530-5307-00
2	Arm & Tip Assembly	1	515-5340-01
ORDERING ABOVE (ITEM 2) SUB-ASSY. PART Nº WILL INCLUDE:			
2A	Arm	1	515-5341-01
2B	Kicker Tip	1	545-5216-01
2C	Rivet 1/8" ø x 1/4" Lg.	1	249-5003-00
3	Plunger & Link Assembly	1	515-5338-00
ORDERING ABOVE (ITEM 3) SUB-ASSY. PART Nº WILL INCLUDE:			
3A	Plunger 2" Lg.	1	530-5025-01
3B	Plunger Link	1	545-5293-00
3C	Roll Pin 1/8" ø x 5/8" Lg.	1	251-5008-00
4	Compression Spring	1	266-5020-00
5	Coil, 26-1200	1	090-5044-00T
ORDERING ABOVE (ITEM 5) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
6	Coil Sleeve	1	545-5031-00
7	Coil Retaining Bracket	1	535-5203-03
8	#8-32 X 1/4" PPH MS (SEMS)	2	232-5300-00
9	Slingshot Switch	2	180-5054-00
10	Switch Plate	2	535-5045-00
11	Switch Diode, 1N4001	2	112-5001-00
12	#6-32 X 5/8" HWH SWAGE	4	237-5976-04
13	Retaining Ring 1/4" ø	2	270-5002-00

ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

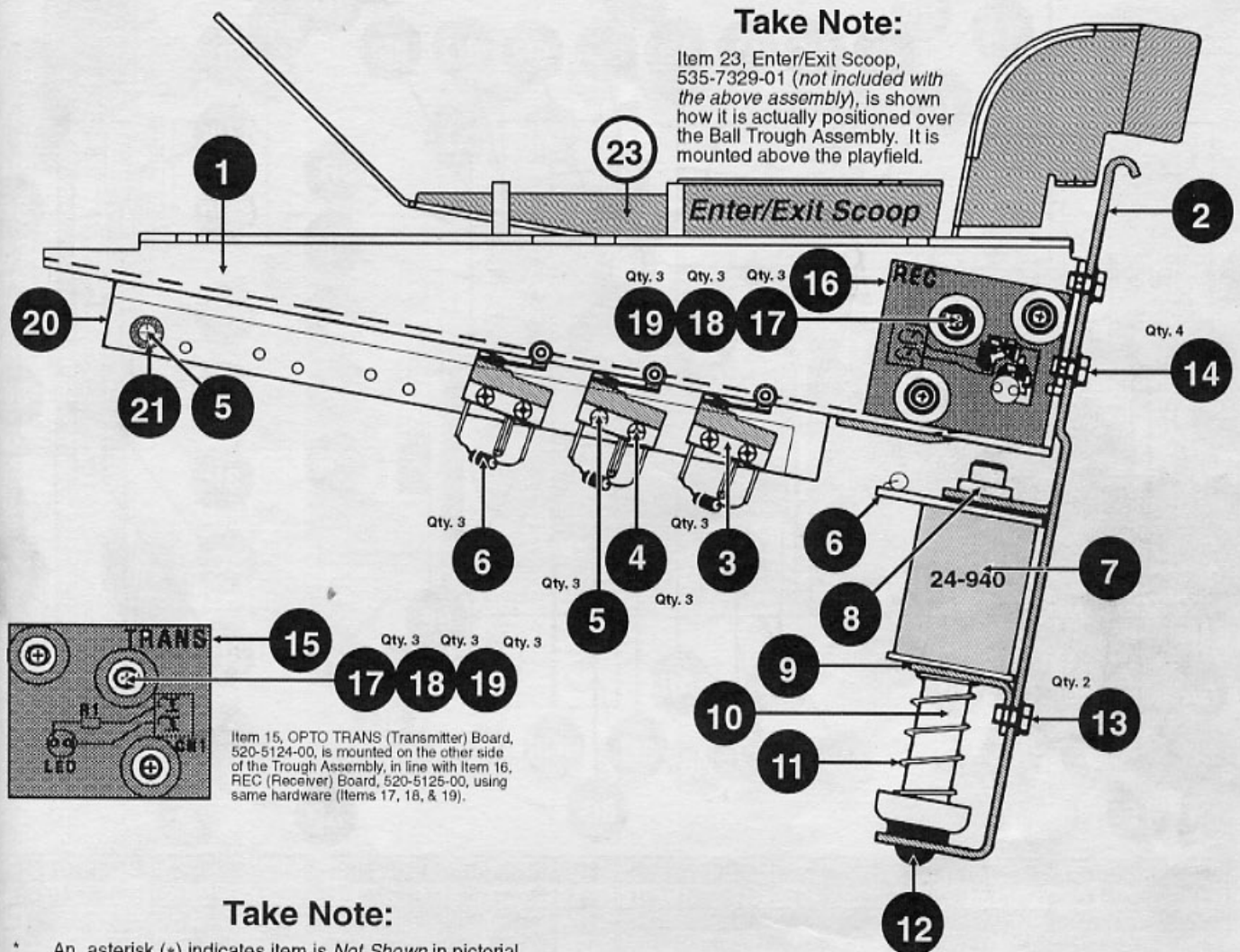
Nº	Associated Part Name	QTY.	SPI Part Nº
n/a *	2-1/2" I.D. Black Rubber Ring (1 per)	2	545-5348-09
n/a *	#8 X 1/2" HWH AB (Blue) (3 per)	6	234-5101-05
Note: Above item secures both Slingshots to the playfield.			



Take Note:

* An asterisk (*) indicates item is Not Shown in pictorial.

4-Ball Trough (OPTO) Assembly, 500-6119-14 (Items 1-22) and Ball Trough Enter/Exit Scoop, 535-7329-01 (Item 23)



Take Note:

* An asterisk (*) indicates item is *Not Shown* in pictorial.

1. The Lock Ball Assembly is no longer required. Ball Position (1) is determined by the OPTO Switch; therefore, a 4-Ball Trough, requires only 3 Submini-Switch Roller Actuators.

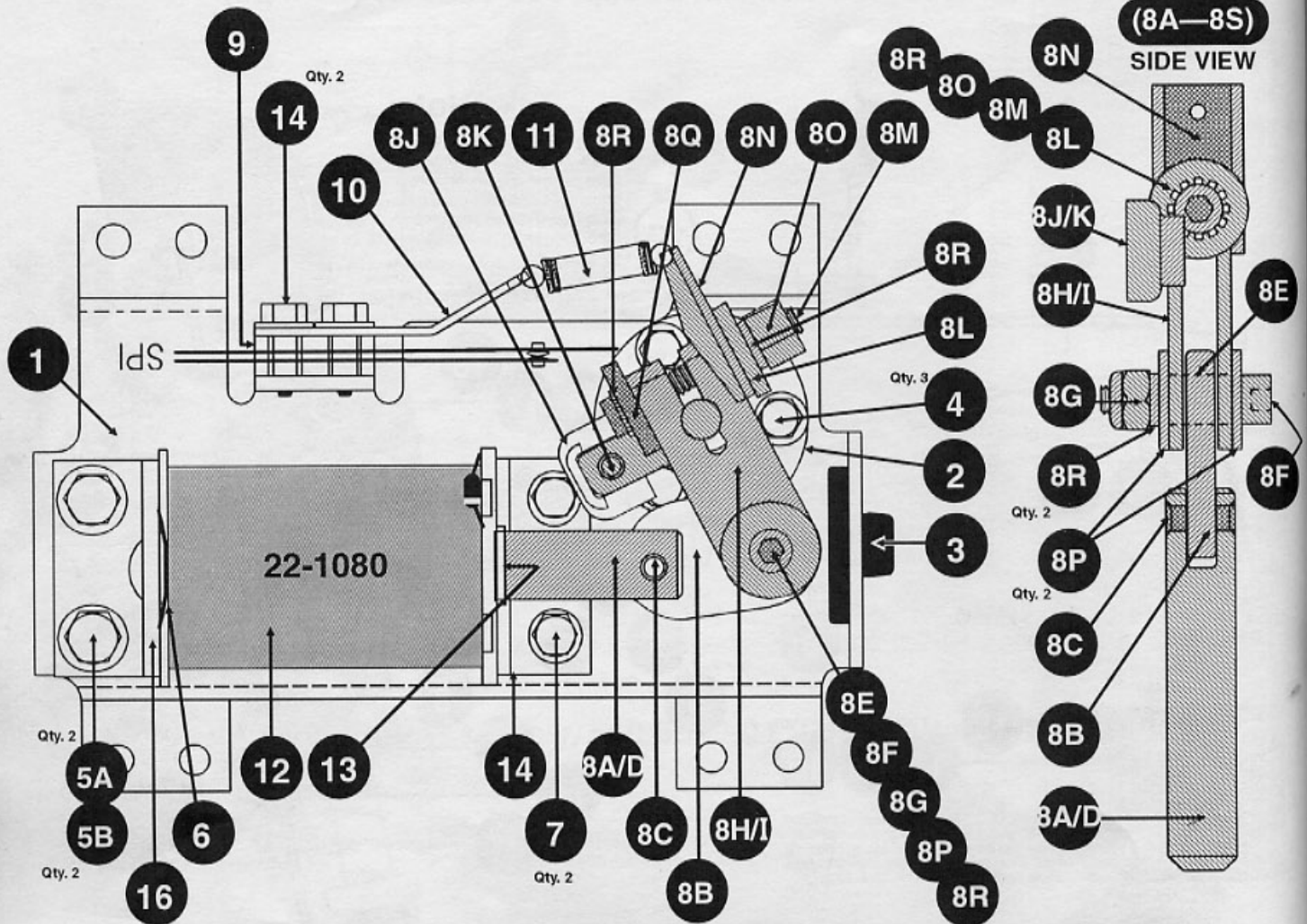
Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
1	Ball Trough Outhole Mounting Bracket	1	515-6580-00	15	OPTO Transmitter (TRANS) Board	1	520-5124-00
2	Coil Mounting Bracket	1	535-7330-01	16	OPTO Receiver (REC) Board	1	520-5125-00
3	Submini-Switch Roller Actuator	3	180-5119-00	17	OPTO PCB Tube Spacer	6	530-5308-02
4	#2-56 X 3/8" HWH SER TF	3	237-5938-00	18	OPTO PCB Rubber Grommet	6	545-5518-00
5	#2-56 X 1/2" HWH SER TF	4	237-5937-00	19	#6-32 X 5/8" HWH SWAGE	6	237-5976-04
6	Switch Diode, 1N4001	3	112-5001-00	20	Trough Ball Guide Plate	1	535-7801-00
7	Coil, 24-940	1	090-5036-00B	21	1/4" X 5/16" X .144" I.D. Spacer Tap.	1	254-5014-03
ORDERING ABOVE (ITEM 7) COIL PART Nº WILL INCLUDE:				22 *	Cable Wiring Harness	1	036-5399-04
8	Diode, 1N4004 (positioned at bottom)	1	112-5003-00				
9	Coil Sleeve	1	545-5076-00				
10	Coil Retaining Bracket	1	535-5203-03				
11	Plunger Assembly	1	515-5941-01				
12	Compression Spring	1	266-5020-00				
13	Rubber Bumper (Grommet)	1	545-5105-00				
14	#8-32 X 1/4" HWH SER TF	2	237-5964-00				
15	#8-32 X 3/8" HWH SWAGE	4	237-5975-00				

ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

Nº	Associated Part Name	QTY.	SPI Part Nº
23	Ball Trough Enter / Exit Scoop	1	535-7329-01
n/a *	#8 X 1/2" HWH AB (Blue)	9	234-5101-05

Note: Above item secures this 4-Ball Trough & Scoop to the playfield.
n/a * 1-1/16" Steel Balls 4 260-5000-00

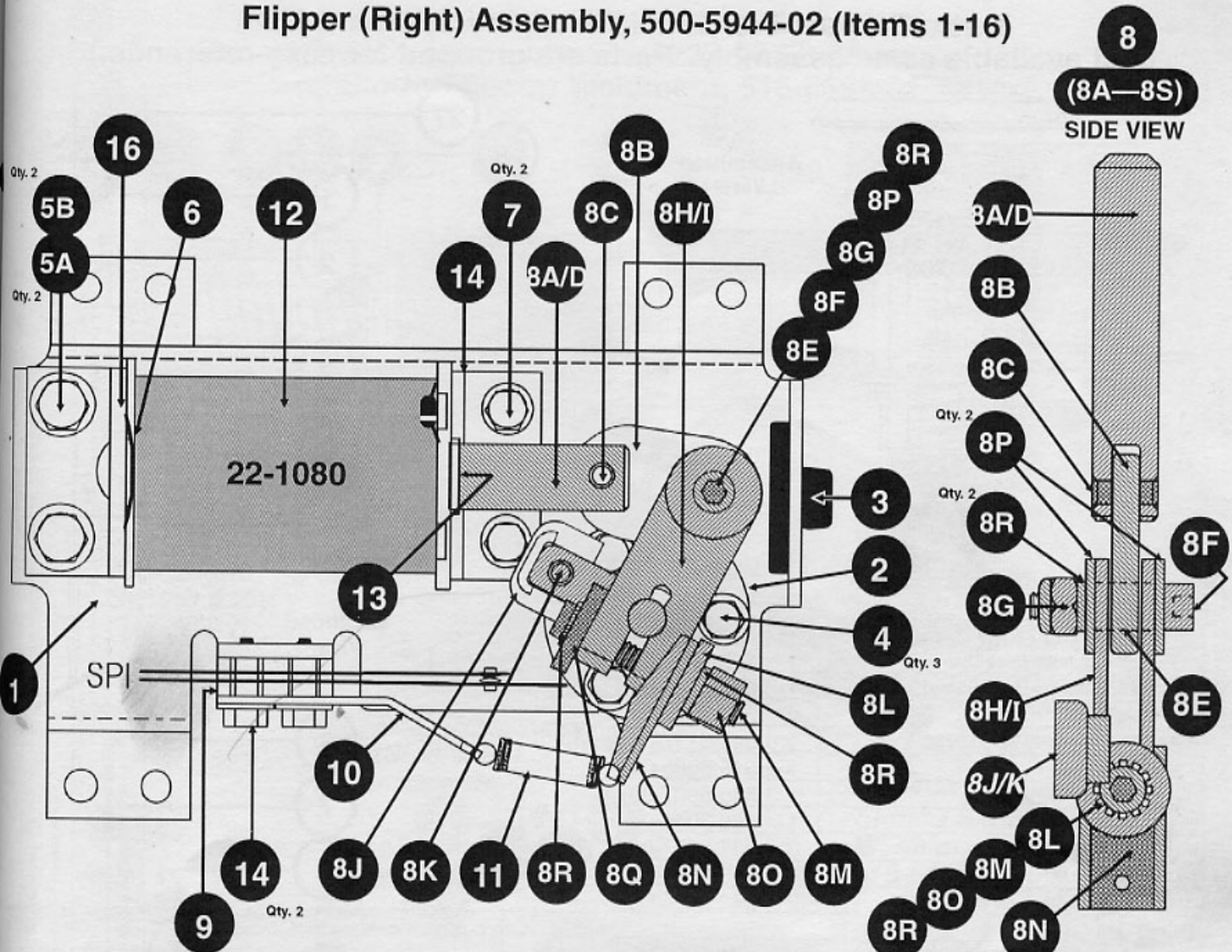
Flipper (Left) Assembly, 500-5944-12 (Items 1-16)



Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
1	Flipper Base Plate Kit (Left)	1	515-6617-01	9	Power (End of Stroke) Switch	1	180-5149-00
ORDERING ABOVE (ITEM 1) SUB-ASSY. PART Nº WILL INCLUDE:							
— Flipper Base Plate (Left) already threaded with all necessary Thread Forming Screws (Items 4, 5A, 7 & 15)							
2	Flipper Bushing	1	545-5594-00	10	Switch Plate/Spring Return Lt. Brkt.	1	535-7354-01
3	Deflector Pad (Bumper)	1	545-5428-00	11	Flipper Return Spring *	1	265-5035-00
4	#6-32 X .38" HWH TF SWAGE	3	237-5976-02	12	Coil, 22-1080 (YEL-GRN)	1	090-5032-00T
5A	#10-32 X .38" HWH SWAGE	2	237-5985-00	ORDERING ABOVE (ITEM 12) COIL PART Nº WILL INCLUDE:			
5B	#10 Lock Washer	2	246-5002-00	— Diode, 1N4004 (positioned at top)			
6	Spring Washer	1	269-5002-00	13	Coil Sleeve	1	545-5388-00
7	#8-32 X .38 HWH TF SWAGE	2	237-5975-00	14	Coil Support Bracket	1	535-7356-00
8	Plunger, Link & Pawl (Left) Sub-Assy.	1	515-6518-01	15	#6-32 X 5/8" HWH TF SWAGE	2	237-5976-04
ORDERING ABOVE (ITEM 8) SUB-ASSY. PART Nº WILL INCLUDE:							
8A	Flipper Plunger/Link Assembly (ordering 8A includes 8B-8D)	1	515-6304-01	16	Coil Stop Sub-Assembly	1	515-6308-01
8B	Flipper Link	1	545-5611-00	ORDERING ABOVE (ITEM 16) SUB-ASSY. PART Nº WILL INCLUDE:			
8C	Spiral Pin ø 5/32" X 7/16" Lg.	1	251-5015-01	16A	Coil Stop with with .093" ø Hole	1	530-5350-01
8D	Flipper Plunger with Flat	1	530-5349-01	16B	Shading Ring	1	530-5123-00
8E	Extended Flipper Bushing	1	530-5139-01	16C	Coil Stop Bracket	1	535-7355-00
8F	#10-32 X 7/8" Lg. SOC HD	1	237-5966-00	ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.			
8G	#10-32 Nylon Stop Nut	1	240-5203-00	Nº	Associated Part Name	QTY.	SPI Part Nº
8H	Pawl (Mounting Link) (Left) Sub-Assy.	1	515-6305-01	n/a *	Flipper & Shaft Assy. White with Sega Saturn™ Logo ©1997	1	515-5133-08-05
8I	Pawl (Mounting Link) (Left) Plain	1	535-7271-01	n/a *	Large Flipper Rubber Ring	1	545-5277-00
8J	Switch Actuator	1	545-5612-00	n/a *	Left Flipper Bat Decal	1	820-6183-29
8K	Rivet 1/8" ø X 1/4" Lg.	1	249-5003-00	n/a *	#10 X 1/2" HWH MS (Serr) Zinc ST	8	237-5949-00
8L	Washer .105" THK .203" ID X .63" OD	1	242-5039-00	Note: Above item secures this Flipper to the playfield.			
8M	#10-32 SOC HD X 1.25" Lg.	1	237-5950-01	Take Note:			
8N	Return Bracket	1	535-7353-00	* An asterisk (*) indicates item is <i>Not Shown</i> in pictorial.			
8O	#10-32 X 9/32" Long 3/8" Hex Nut	1	240-5209-00	1. IMPORTANT: When replacing Item 8B, Flipper Link, we advise replacing with entire Item 8A, Flipper Plunger/ Link Assy. due to overall wear & tear.			
8P	Wshr. .06" THK (same ID/OD)	2	242-5038-00	2. ### Check all other components and replace as required. ###			
8Q	Washer .105" THK .203" ID X .63" OD	1	242-5039-01				
8R	#10 Star Washer	3	246-5002-00				

Section 4 | Drawings

Flipper (Right) Assembly, 500-5944-02 (Items 1-16)



Nº	Individual Part Name	QTY.	SPI Part Nº
1	Flipper Base Plate Kit (Right)	1	515-6617-00
ORDERING ABOVE (ITEM 1) SUB-ASSY. PART Nº WILL INCLUDE:			
— Flipper Base Plate (Right) already threaded with all necessary Thread Forming Screws (Items 4, 5A, 7 & 15)			
2	Flipper Bushing	1	545-5594-00
3	Deflector Pad (Bumper)	1	545-5428-00
4	#6-32 X .38" HWH TF SWAGE	3	237-5976-02
5A	#10-32 X .38" HWH TF SWAGE	2	237-5985-00
5B	#10 Lock Washer	2	246-5002-00
6	Spring Washer	1	269-5002-00
7	#8-32 X .38 HWH TF SWAGE	2	237-5975-00
8	Plunger, Link & Pawl (Rt.) Sub-Assy.	1	515-6518-00
ORDERING ABOVE (ITEM 8) SUB-ASSY. PART Nº WILL INCLUDE:			
8A	Flipper Plunger/Link Assembly (ordering 8A includes 8B-8D)	1	515-6304-01
8B	Flipper Link	1	545-5611-00
8C	Spirol Pin ϕ 5/32" X 7/16" Lg.	1	251-5015-01
8D	Flipper Plunger with Flat	1	530-5349-01
8E	Extended Flipper Bushing	1	530-5139-01
8F	#10-32 X 7/8" Lg. SOC HD	1	237-5966-00
8G	#10-32 Nylon Stop Nut	1	240-5203-00
8H	Pawl (Mounting Link) (Rt.) Sub-Assy.	1	515-6305-00
8I	Pawl (Mounting Link) (Right) Plain	1	535-7271-00
8J	Switch Actuator	1	545-5612-00
8K	Rivet 1/8" ϕ X 1/4" Lg.	1	249-5003-00
8L	Washer, .105" THK .203" ID X .63" OD	1	242-5039-00
8M	#10-32 SOC HD X 1.25" Lg.	1	237-5950-01
8N	Return Bracket	1	535-7353-00
8O	#10-32 X 9/32" Long 3/8" Hex Nut	1	240-5209-00
8P	Wshr. .06" THK (same ID/OD)	2	242-5038-00
8Q	Washer, .105" THK .203" ID X .63" OD	1	242-5039-01
8R	#10 Star Washer	3	246-5002-00

Nº	Individual Part Name	QTY.	SPI Part Nº
9	Power (End of Stroke) Switch	1	180-5149-00
10	Switch Plate/Spring Return Rl. Brkt.	1	535-7354-00
11	Flipper Return Spring	1	265-5035-00
12	Coil, 22-1080 (YEL-GRN)	1	090-5032-00T
ORDERING ABOVE (ITEM 12) COIL PART Nº WILL INCLUDE:			
— Diode, 1N4004 (positioned at top)			
13	Coil Sleeve	1	112-5003-00
14	Coil Support Bracket	1	545-5388-00
15	#6-32 X 5/8" HWH TF SWAGE	2	535-7356-00
16	Coil Stop Sub-Assembly	1	237-5976-04
ORDERING ABOVE (ITEM 16) SUB-ASSY. PART Nº WILL INCLUDE:			
— Coil Stop with with .093" ϕ Hole			
— Shading Ring			
— Coil Stop Bracket			
1 530-5350-01			
1 530-5123-00			
1 535-7355-00			

ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

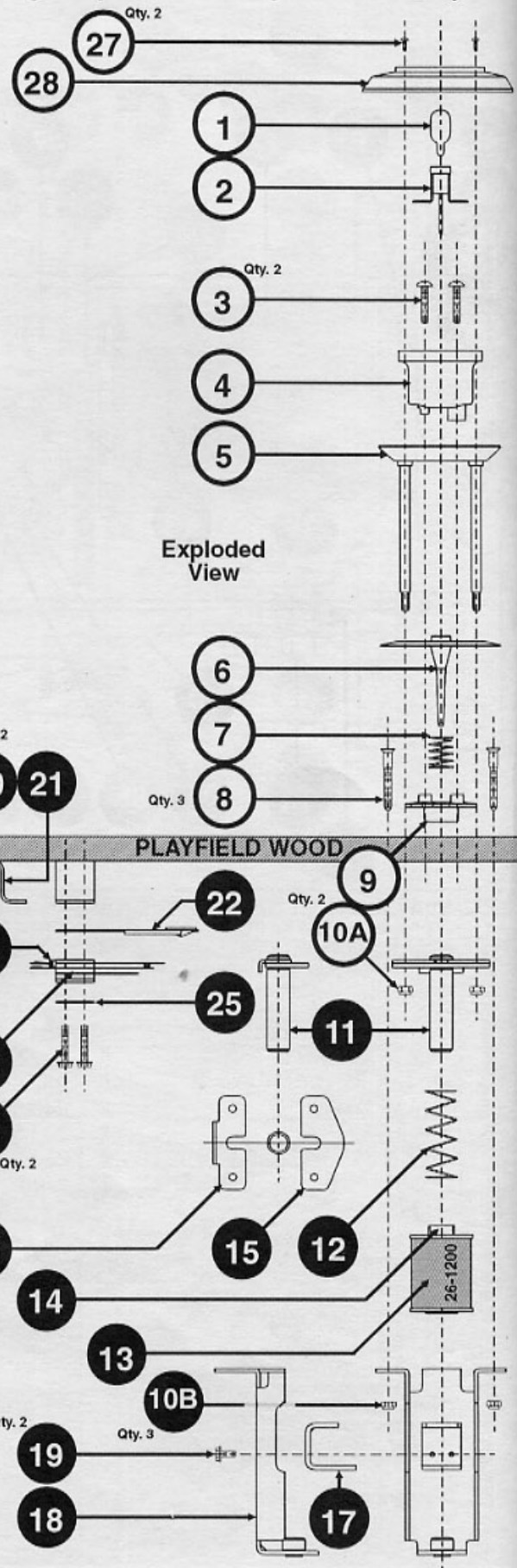
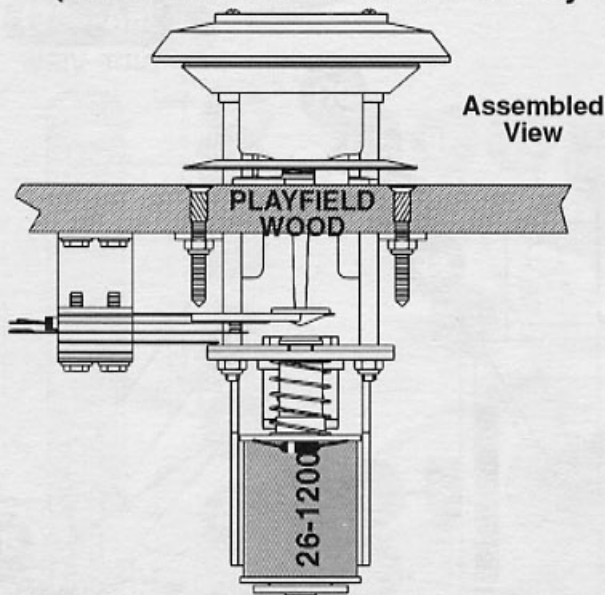
Nº	Associated Part Name	QTY.	SPI Part Nº
n/a *	Flipper & Shaft Assy. White with Sega Saturn™ Logo ©1997	1	515-5133-08-05
n/a *	Large Flipper Rubber Ring	1	545-5277-00
n/a *	Right Flipper Bat Decal	1	820-6183-28
n/a *	#10 X 1/2" HWH MS (Serr) Zinc ST	8	237-5949-00

Note: Above item secures this Flipper to the playfield.

Take Note:

- * An asterisk (*) indicates item is *Not Shown* in pictorial.
- 1. **IMPORTANT:** When replacing Item 8B, Flipper Link, we advise replacing with entire Item 8A, Flipper Plunger/ Link Assembly due to overall wear & tear.
- 2. ††† Check all other components and replace as required. †††

Turbo Bumper Individual Parts (Qty. 3) (Items 1-28)
 (Not available as an assembly. Parts are grouped for easy reference.)



TOP GROUP

Nº	Individual Part Name	QTY.	SPI Part Nº
1	#555 Wedge Base Bulb	1	165-5002-00
2	#555 Wedge Base Socket	1	077-5206-00
3	#5 X 7/8" PH RH (AB)	2	237-5826-00
4	Bumper Body	1	545-5197-00
5	Ring Assembly	1	515-5085-00
6	Bumper Skirt	1	545-5607-00
7	Bumper Skirt Spring	1	266-5048-00
8	#6-32 X 1-3/16" Spiral Shank	3	237-5957-00
9	Bumper Base	1	545-5195-00
10A	#6-32 Nylon Stop Nut	2	240-5005-00

BOTTOM GROUP

Nº	Individual Part Name	QTY.	SPI Part Nº
10B	#6-32 Nylon Stop Nut	3	240-5005-00
11	Plunger	1	530-5348-00
12	Coil Spring	1	266-5047-00
13	Coil, 26-1200	1	090-5044-00T
ORDERING ABOVE (ITEM 13) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at top)	1	112-5003-00
14	Coil Sleeve	1	545-5031-00
15	Fiber Yoke	1	545-5609-00
16	Metal Yoke	1	535-7346-00
17	Metal Yoke Stop	1	535-7347-00
18	Coil Bracket Welded Assembly	1	515-5939-00
19	#6-32 X 1/4" HWH TF SWAGE	2	237-5976-01

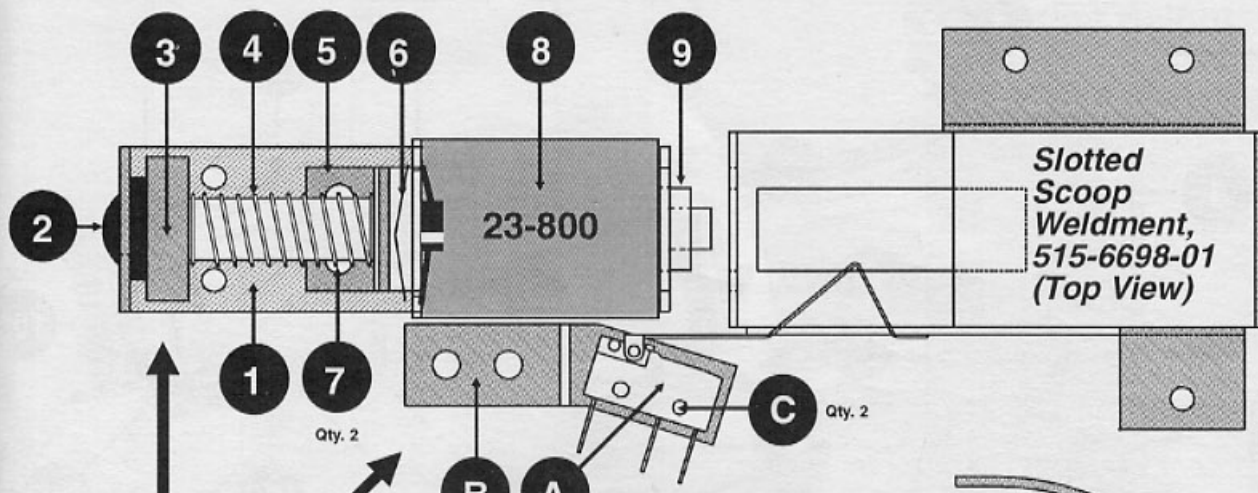
SWITCH GROUP

Nº	Individual Part Name	QTY.	SPI Part Nº
20	#6 X 1/2" HWH (AB)	2	234-5001-02
21	Switch Bracket	1	535-7342-00
22	Spoon Switch Actuator	1	545-5610-01
23	Stack Switch	1	180-5015-03
24	Switch Diode, 1N4001	1	112-5001-00
25	Switch Plate	1	535-7344-00
26	#6-32 X 3/4" HWH MS SWAGE	2	237-5976-05

ASSOCIATED GROUP

Nº	Associated Part Name	QTY.	SPI Part Nº
27	#4 X 3/4" PH RH (T25) (PER POP)	2	237-5873-00
28	Pop Bumper Cap (Clear) (PER POP)	1	550-5057-01

**Kick Big Assembly, 500-5862-00 (Items 1-9) and
Scoop Switch Assembly, 500-6222-00-53 (Items A-F) with
Slotted Scoop Weldment, 515-6698-01**



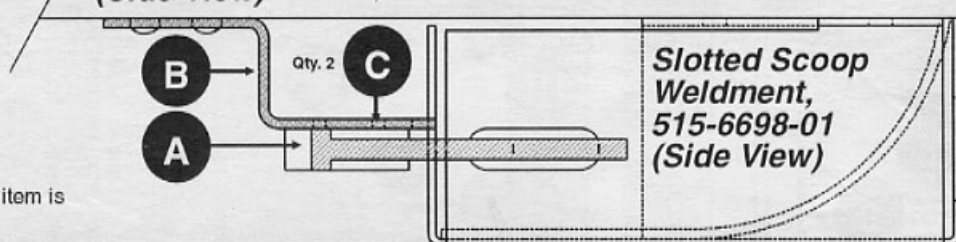
Kick Big & Switch Assy. (Top View)

Take Special Note:

The Slotted Scoop Weldment, 515-6698-01, is not included with either of these assemblies (must be ordered separately). The Scoop Sw. Assy., 500-6222-00-53, was introduced during production (used only with the Slotted Scoop Weldment). **Early Production Games** used a Power Scoop Assembly (500-6196-00-53) which included a different Power Scoop (no slot) & a Reed Switch; For those parts, see the small illustration & table below. The Kick Big Assembly remained the same.

Scoop Sw. Assy. (Side View)

Playfield



Take Note:

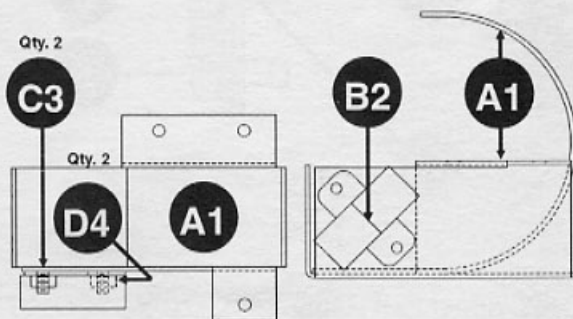
* An asterisk (*) indicates item is *Not Shown* in pictorial.

Nº	Individual Part Name	QTY.	SPI Part Nº
1	Mounting Frame	1	535-6730-00
2	Rubber Bumper (Grommet)	1	545-5105-00
3	Plunger Assembly	1	515-5000-02
4	Compression Spring	1	266-5020-00
5	Coil Retainer Bracket	1	535-5203-03
6	Spring Washer	1	269-5002-00
7	#8-32 X 1/4" PPH MS (Sems) Zinc	2	232-5300-00
8	Coil, 23-800	1	090-5001-00B
ORDERING ABOVE (ITEM 8) COIL PART Nº WILL INCLUDE:			
—	Diode, 1N4004 (positioned at bottom)	1	112-5003-00
9	Coil Sleeve	1	545-5076-00
A	Micro Switch	1	180-5057-00
B	Scoop Switch Bracket	1	535-8084-00
C	#2-53 X 1/2" HWH MS Ser TF 3/16" HD	2	237-5937-01
D*	Diode, 1N4001	1	112-5001-00
E*	Switch Body Plate	1	535-6539-00
F*	Switch Cable Wiring Harness	1	036-5421-01

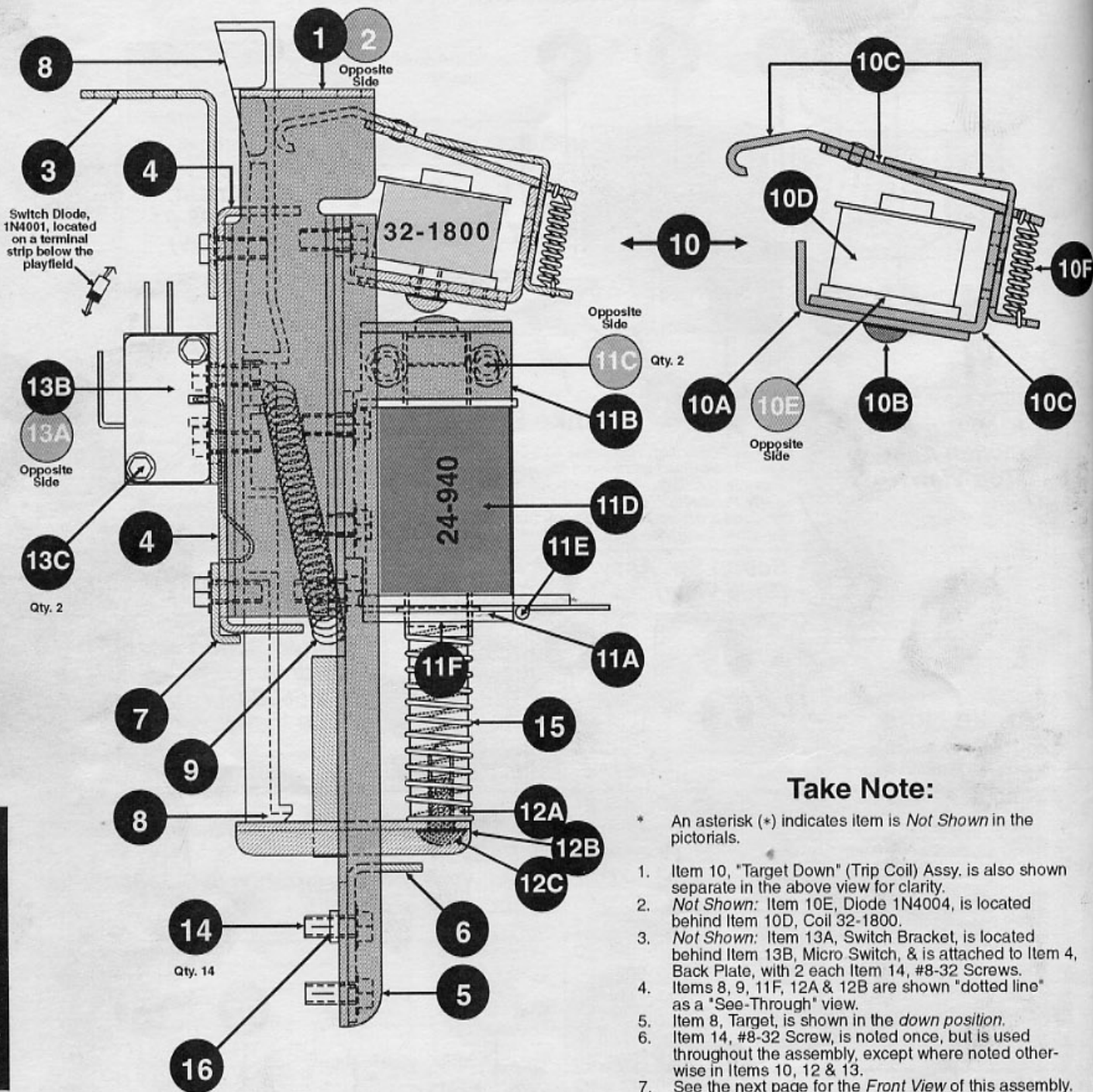
ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

Nº	Associated Part Name	QTY.	SPI Part Nº	Nº	Early Production Part Name	QTY.	SPI Part Nº
n/a*	#6 X 1/2" HWH AB (Zinc) Red	3	234-5001-02	n/a*	Power Scoop Assembly	1	500-6196-00-53
Note: Above item secures the Kick Big Assembly to the playfield.				ORDERING ABOVE EARLY ASSY. PART Nº WILL INCLUDE:			
n/a*	Slotted Scoop Weldment	1	515-6698-01	A1	Power Scoop Weldment (no slot)	1	515-6698-00
n/a*	#8 X 1/2" HWH AB (Zinc) Blue	5	234-5101-05	B2	Magnet Reed Switch (Tab Sides)	1	180-5145-01
Note: Above item secures the Scoop & Switch Assy. to the playfield.				C3	#4-40 3/8" PFH Scr. (18/8 Stainless)	2	237-5983-01
				D4	#4-40 Nylon Stop Nut (18/8 Stainless)	2	240-5303-01

Early Production Power Scoop Assembly, 500-6196-00-53 (Items A1-E5)



Single Drop Target (with Trip Coil) Assembly, 500-6207-00-53 (Items 1-16) (Side View)



Take Note:

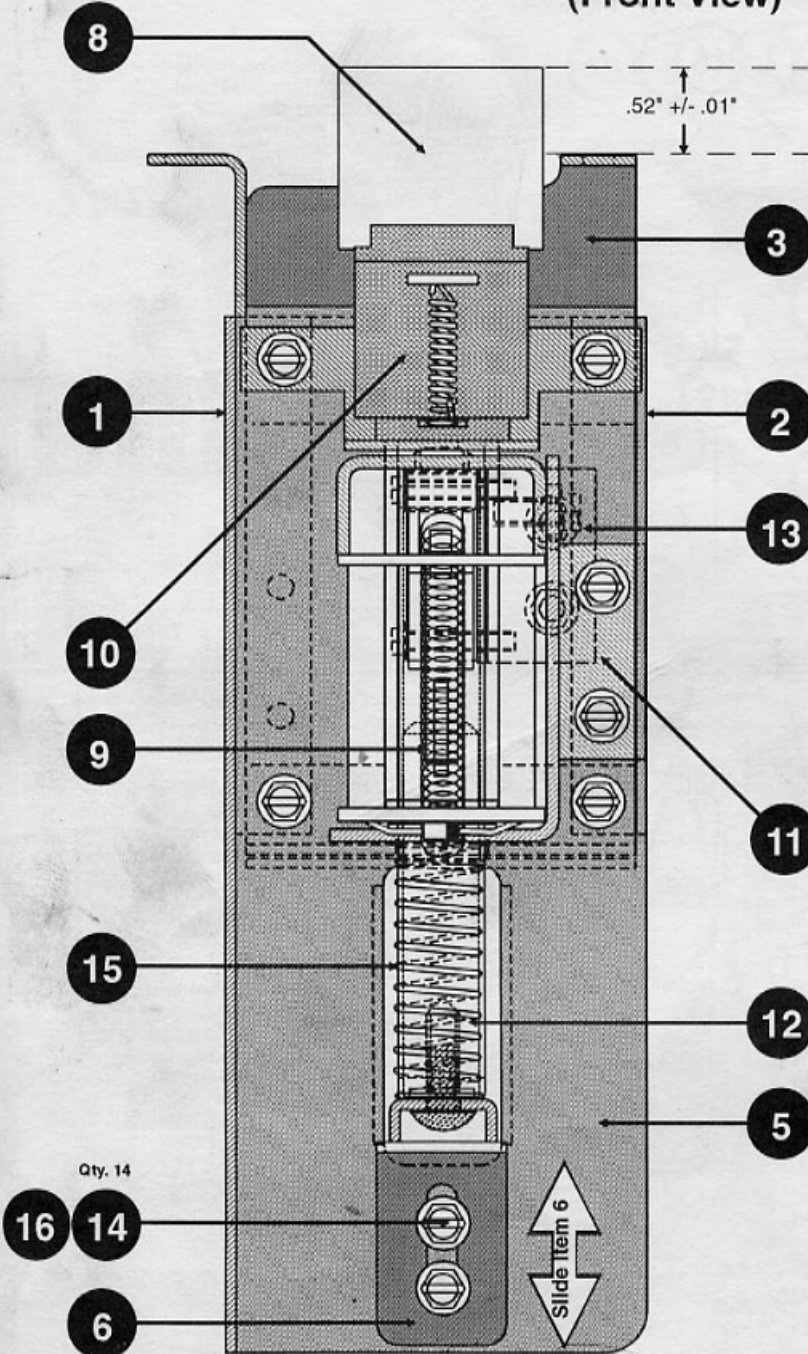
* An asterisk (*) indicates Item is *Not Shown* in the pictorials.

- Item 10, "Target Down" (Trip Coil) Assy. is also shown separate in the above view for clarity.
- Not Shown:* Item 10E, Diode 1N4004, is located behind Item 10D, Coil 32-1800.
- Not Shown:* Item 13A, Switch Bracket, is located behind Item 13B, Micro Switch, & is attached to Item 4, Back Plate, with 2 each Item 14, #8-32 Screws.
- Items 8, 9, 11F, 12A & 12B are shown "dotted line" as a "See-Through" view.
- Item 8, Target, is shown in the *down position*.
- Item 14, #8-32 Screw, is noted once, but is used throughout the assembly, except where noted otherwise in Items 10, 12 & 13.
- See the next page for the *Front View* of this assembly.
- See the next page for the **Target Height Adjustment Procedure**.

Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
1	Single D/T Left Side Bracket	1	535-8066-00	9	Drop Target Reset Spring	1	265-5003-00
2	Single D/T Right Side Bracket	1	535-8068-01	10	"Target Down" (Trip Coil) Brkt. Assy.	1	515-6538-00-53
3	Single D/T Mounting Foot Bracket	1	535-8067-00	ORDERING ABOVE (ITEM 10) SUB-ASSY. PART Nº WILL INCLUDE:			
4	Single D/T Back Plate	1	535-7713-00	10A	Single D/T Trip Coil Mounting Bracket	1	535-7711-00
5	Single D/T Support Bracket	1	535-7712-00	10B	#8-32 X 3/8" PPH (Sems)	1	232-5301-00
6	Single D/T Height Adjustment Bracket	1	535-7709-00	10C	Trip Coil Welded Assembly	1	515-6534-00
7	Single D/T Target Retainer Bracket	1	535-7728-00	<i>Note: Ordering above Item 10C will include:</i>			
8	Single Drop Target (Roll Over) White	1	545-5533-01	10D	Coil, 32-1800	1	090-5031-00
				10E*	Diode, 1N4004	1	112-5003-00
				10F	Small Spring	1	265-5024-00

Items 11-15 and Associated Parts are continued on the next page.

Single Drop Target Assembly, 500-6207-00-53 (Items 1-16) *Continued* (Front View)



Target Height Adjustment Procedure:

- i. Adjust the height of the top of Item 8, Target, at .52" (+/- .01"), [just over 1/2 inch] relative to Items 1 & 2, Left & Right Side Brackets, as shown left. (Item 8, Target, should be in the down position.)

Note: This adjustment procedure should have the top side of Item 8, Target, flush to approx. 1/16" above the playfield surface after reinstalling to the underside of the playfield.

Keeping the top side of the target (in the down position) from flush to approximately 1/16" above the playfield will prevent a ball trap from occurring.

- ii. Loosen Item 14, #8-32 Screws, and Item 16, Keps Nut (located on the top screw), holding Item 6, Height Adjustment Bracket, attached to Item 5, Support Bracket.

(Hint: Loosen the screws & nut just enough so that the adjustment plate will move only when touched.)

- iii. Slide Item 6, Height Adjustment Bracket, either up or down, causing Item 12B, Lift Bracket, to raise or lower the target to desired height.
- iv. Tighten Item 14, #8-32 Screws, and Item 16, Keps Nut, when proper adjustment is made.

Qty. 14

16 14

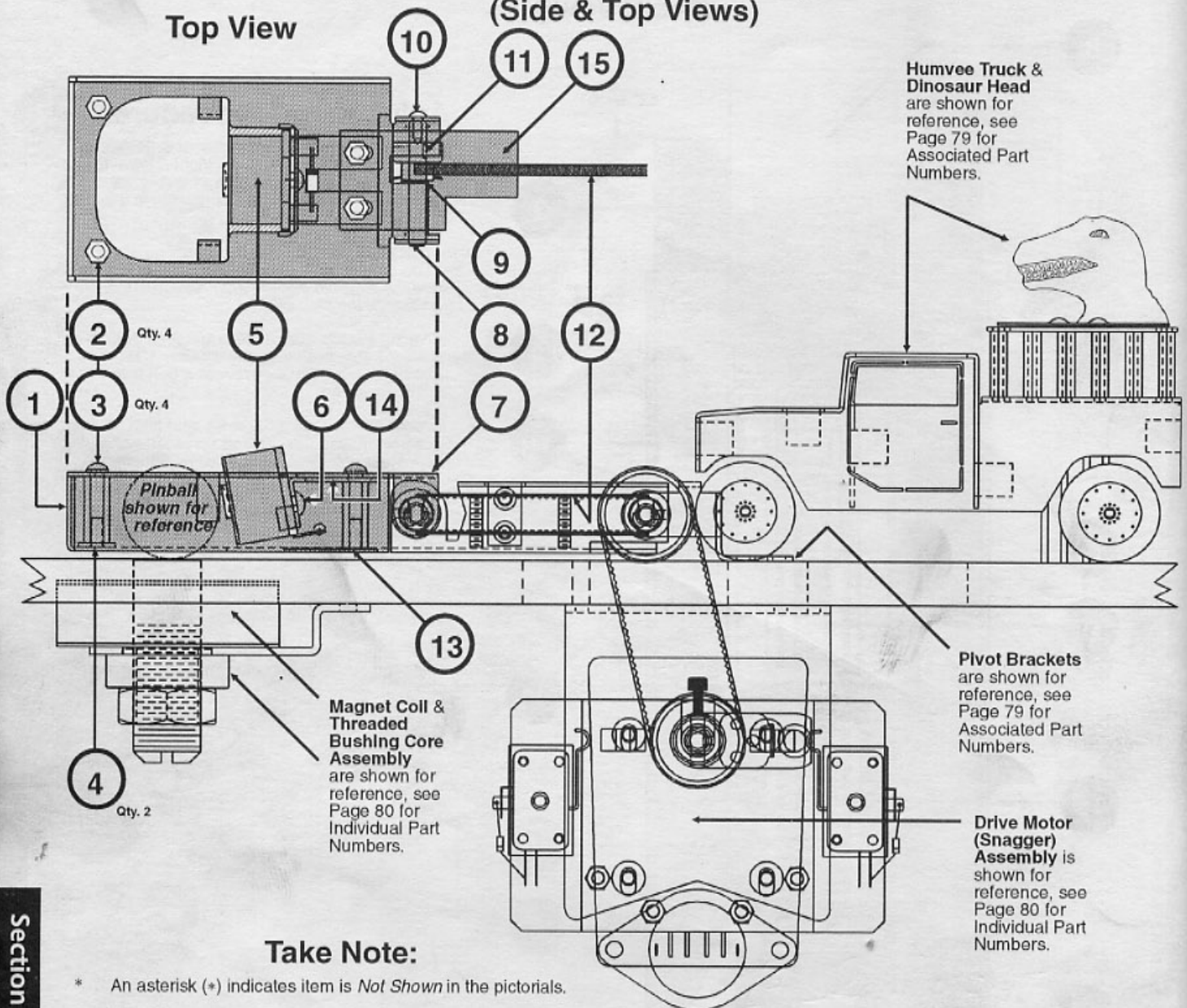
6

Slide Item 6

Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
11	Target Reset Coil Housing Assembly	1	515-6535-01-53	ORDERING PREV. (ITEM 13) SUB-ASSY. PART Nº WILL INCLUDE:			
ORDERING ABOVE (ITEM 11) SUB-ASSY. PART Nº WILL INCLUDE:				13A*	Drop Target Switch Bracket Assy.	1	535-7710-00
11A	Coil Housing Bracket	1	535-7707-00	13B	Drop Target Micro Switch	1	180-5158-00
11B	Coil Housing Welded Cap Assy.	1	515-6533-00	13C	#4-40 X 5/8" HWH TF	2	237-5945-00
11C	#8-32 X 3/8" HWH SWAGE	2	237-5975-00	13D*	#18 Insulating Tubing 1.2' Length	1	605-5003-00
11D	Coil, 24-940	1	090-5036-00B	<i>Note: Diode, 1N4001 loc. on terminal strip.</i>			
<i>Note: Ordering above Item 11D will include:</i>				14	#8-32 X 3/8" HWH SWAGE	14	237-5975-00
11E	Diode, 1N4004 (positioned at bottom)	1	112-5003-00	15	Compression Return Spring	1	266-5020-00
11F	Coil Sleeve	1	545-5709-00	16	#8-32 Keps Nut	1	240-5104-00
11G*	Spring Washer	1	269-5002-00	ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.			
12	Single D/T Plunger / Lift Bracket Assy.	1	515-6537-00-53	ORDERING ABOVE (ITEM 12) SUB-ASSY. PART Nº WILL INCLUDE:			
12A	Drop Target Plunger	1	530-5410-00	n/a *	Drop Target Front Decal	1	820-6183-06
12B	Single Drop Target Lift Bracket	1	535-7706-01	n/a *	Drop Target Top Decal	1	820-6183-07
12C	#10-32 X 3/8" PPH (Sems)	1	232-5401-00	n/a *	#8 X 1/2" HWH AB (Blue)	4	234-5101-05
13	Drop Target Switch Assembly	1	515-6536-00-53	<i>Note: Above Item secures this Single Drop Target to the playfield.</i>			

Snagger Assembly, 515-6716-00-53 (Items 1-16) (Side & Top Views)

Top View



Humvee Truck & Dinosaur Head are shown for reference, see Page 79 for Associated Part Numbers.

Pivot Brackets are shown for reference, see Page 79 for Associated Part Numbers.

Drive Motor (Snagger) Assembly is shown for reference, see Page 80 for Individual Part Numbers.

Magnet Coil & Threaded Bushing Core Assembly are shown for reference, see Page 80 for Individual Part Numbers.

Take Note:

* An asterisk (*) indicates item is *Not Shown* in the pictorials.

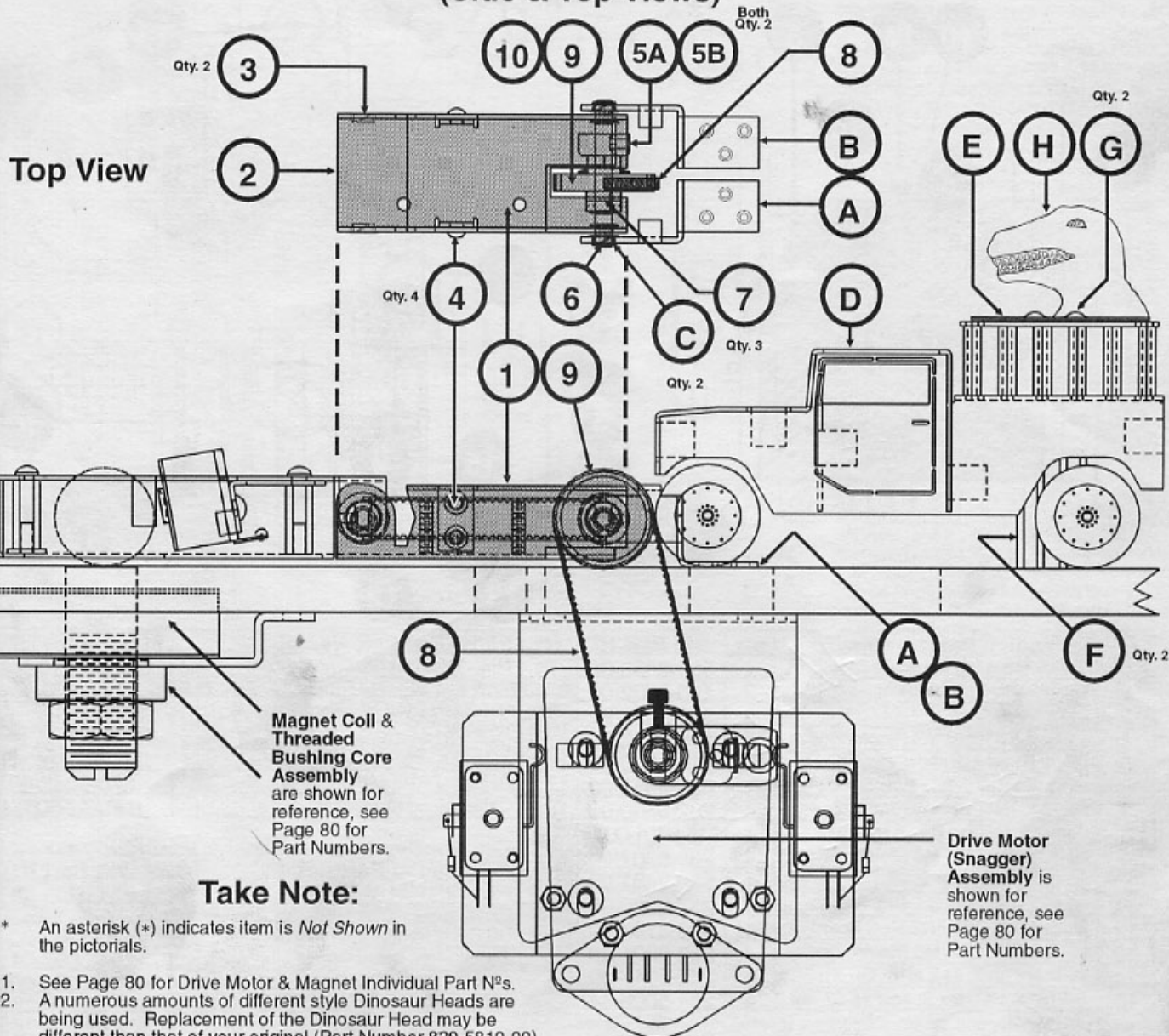
1. The following parts and assemblies are shown in the correct position in relation with the other assemblies for reference & are not included in these assemblies on this / next page:
Humvee Truck, Dinosaur Head & Plate, Left & Right Pivot Brackets, Snagger Drive Motor Assy., Threaded Bushing Core Assembly, Magnet Coil and securing hardware.

2. See Page 80 for Drive Motor & Magnet Individual Part Numbers.
3. The Snagger Assembly is shown in the "DOWN" Position, closing Switch 36 on the Motor OPTO board. In the "HOME" (or up) Position, Sw. 35 would be closed (also on the Motor OPTO Bd.)

Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
1	Snagger Frame Bottom	1	535-8059-00	13	Insulator	1	545-5821-00
2	3/4" X 1/4" Hex Spacer #6-32 Tap	4	254-5008-04	14	Magnet Mounting Bracket	1	535-8061-00
3	#6-32 X 3/8" PPH MS (Sems) Zinc	4	232-5201-00	15	Shield	1	545-5823-00
4	#6 Flat Washer	2	242-5001-00	16 *	Cable Wiring Harness	1	036-5427-07-53
5	Magnet, 31-1500 (w/Special Core)	1	090-5055-00	ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.			
<i>Note: Above Item 5 includes Diode, 1N4001, Qty. 1, 112-5003-00</i>				Nº	Associated Part Name	QTY.	SPI Part Nº
6	#8-32 X 3/8" PPH MS (Sems) Zinc	1	232-5301-00	n/a *	Snagger Front Decal	1	820-6183-19
7	Snagger Frame Top	1	535-8060-00	n/a *	Snagger Bottom Back Decal	1	820-6183-20
8	Shaft (Front)	1	530-5479-00	n/a *	Snagger Bottom Front Decal	1	820-6183-20A
9	Retaining Ring 3/16" ø	1	270-5001-00	n/a *	Snagger Top Back Decal	1	820-6183-21
10	#4-40 X 1/4" PPH MS (Sems) Zinc	1	237-5909-00	n/a *	Snagger Top Front Decal	1	820-6183-21A
11	Pulley (for Timing Belt)	1	530-5478-00	n/a *	Snagger Middle Bottom Decal	1	820-6183-22
12	Timing Belt	1	545-5817-02	n/a *	Snagger Middle Top Decal	1	820-6183-23

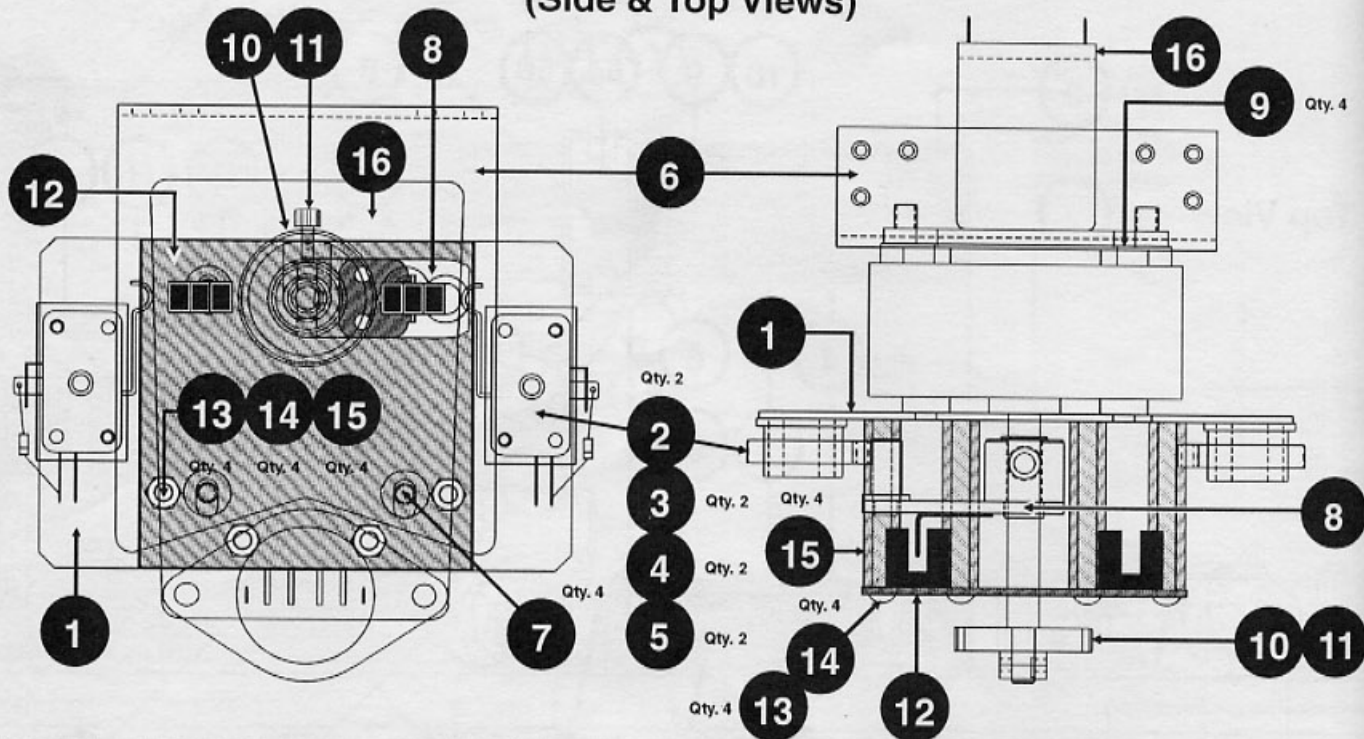
Section 4 | Drawings

Snagger Center Link Assembly, 515-6717-00-53 (Items 1-10) (Side & Top Views)



N ^o	Individual Part Name	QTY.	SPI Part N ^o	N ^o	Associated Part Name	QTY.	SPI Part N ^o
1	Snagger Center Link Frame Cover	1	535-8063-00	n/a *	#6 X 1/2" HWH AB (Red) Zinc	4	234-5001-02
2	Snagger Center Link Frame	1	535-8062-00	n/a *	#6 X 1/2" PRH Zinc	2	237-5001-00
3	Nyliner 3/16" (3LI-FF)	2	545-5352-00	Note: Previous 2 items secures Items A & B to the Playfield.			
4	#4-40 X 1/4 PPH MS (Sems) Zinc	4	237-5909-00	D	Truck Plastic	1	545-5818-00
5A	Pulley (for Timing Belt)	2	530-5478-00	E	Top Plate Truck Cover	1	535-8077-00
5B	#4-40 X 3/8" Set Screw	2	237-5989-00	F	2 5/8" X 1/4" Hex Spacer #6-32 Tap	2	254-5008-08
6	Shaft (Rear)	1	530-5480-00	G	#6-32 X 1/2" PPH MS (Sems) Zinc	2	232-5202-00
7	Retaining Ring 3/16" ø	3	270-5001-00	Note: Above Items F & G secures Item E to Item D & to the playfield.			
8	Timing Chain	1	545-5820-02	H	Dinosaur Head (Diff. Styles "pot-lock")	1	830-5810-00
9	Gear	1	530-5481-02	I *	#6 X 5/8" HWH AB Zinc	1	232-5002-04
10	#4-40 X 1/4" Soc. Hd. Cap Screw	1	237-5990-00	Note: Above Item I secures Item H to Item E.			
ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.							
n/a *	Truck Cage Top Decal	1	820-6183-24				
n/a *	Truck Hood Decal	1	820-6183-25				
n/a *	Windshield Passenger Side Decal	1	Both				
n/a *	Passenger Window Decal	1	820-6183-26				
n/a *	Windshield Driver Side Decal	1	Both				
n/a *	Driver Window Decal	1	820-6183-27				

Drive Motor (Snagger) Assy., 500-6203-00-53 (Items 1-18) (Side & Top Views)

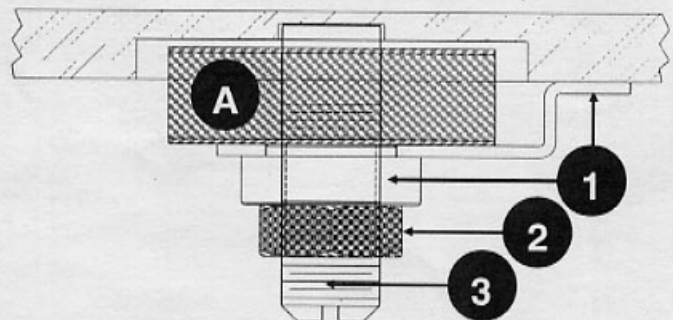


Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
1	Switch Mounting Plate	1	535-8058-00	16	Motor (Humvee) Sub-Assembly	1	515-6715-03-53
2	Micro Switch (Motor Cam)	2	180-5052-00	ORDERING ABOVE (ITEM 16) SUB-ASSY. PART Nº WILL INCLUDE:			
3	Diode, 1N4001	2	112-5001-00	16A*	Motor 20v DC 9 RPM (Non-Directional)	1	041-5059-03
4	#4-40 X 5/8" PPH MS (Sems) Zinc	4	237-5832-00	16B*	Resistor 22Ω 1/2W	1	121-5040-00
5	Diode Board Assembly	2	515-5249-00	16C*	Connector (Male) 1x3 .093 03-09-2032	1	045-5004-03
6	Motor Bracket	1	535-8057-00	16D*	Capacitor - Tecate .1 Mfd 500v	1	130-5000-00
7	#8-32 X 1/4" PPH MS (Sems) Zinc	4	232-5300-00	17*	Retaining Ring 1/4" ø	1	270-5002-00
8	Cam, OPTO Flag Brkt & Pin Assy.	1	515-6731-00-53	18*	Cable Wiring Harness	1	036-5427-06-53
9	#8-32 X 3/8" PPH MS (Sems) Zinc	4	232-5301-00	ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.			
10	Gear	1	530-5481-02	Nº	Associated Part Name	QTY.	SPI Part Nº
11	#4-40 X 1/4" Soc. Hd. Cap Screw	1	237-5990-00	n/a *	#8 X 1/2" HWH AB (Blue) Zinc	4	234-5101-05
12	Slotted OPTO TRANS/REC Board	1	520-5162-00	Note: Above item secures this Motor Assy. to the playfield.			
13	#6-32 X 3/8" PPH MS (Sems) Zinc	4	232-5201-00	n/a *	DC Relay Board (Bi-Directional)	1	520-5066-00
14	Washer - 9/64" ID X 5/16" OD X 1/32"	4	242-5017-00	n/a *	3/8" Slf. Rtn. Spacer White	4	254-5007-01
15	1-5/16" X 1/4" Hex Spacer #6-32 Tap	4	254-5008-34	n/a *	#6 X 3/4 HWH AB Zinc	4	234-5003-00
				Note: Above 2 items secures the DC Relay Board to the playfield.			

Threaded Bushing Core Assembly, 515-6142-00 (Items 1-3) (Qty. 2) (does not include the Magnet Coil (22-650) 090-5042-01)

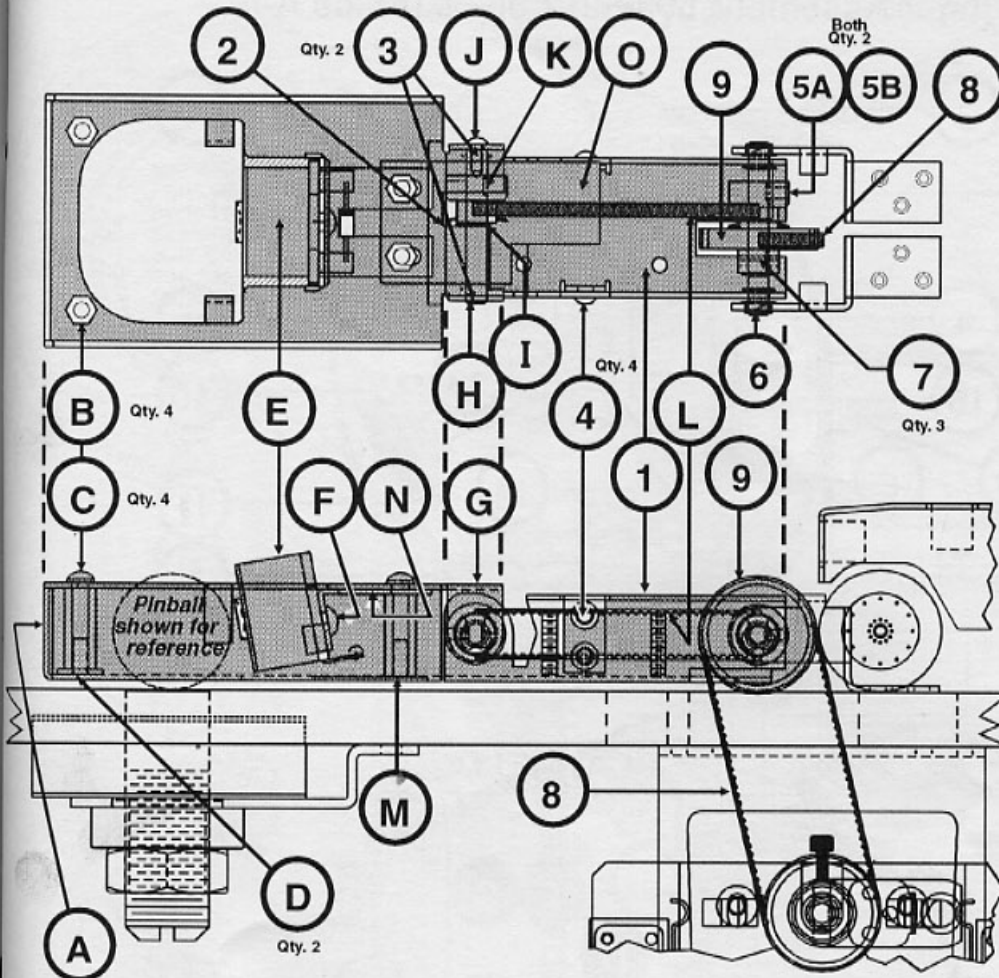
Take Note:

- * An asterisk (*) indicates item is *Not Shown* in the pictorials.
- 1. This Threaded Bushing Core Assembly & Magnet is located in **two places** on the playfield; One is used as a **Ball Diverter** in the **Top Lanes** and the other is used in conjunction with the **Humvee Assembly**.



Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Associated Part Name	QTY.	SPI Part Nº
1	Threaded Bushing Weld Assembly	1	515-6141-00	A	Magnet Coil, 22-650 (12" Leads)	2	090-5042-01
2	Threaded Core Plug	1	530-5320-00	n/a *	#8 X 1/2 HWH MS (Sems) Zinc	6	234-5101-05
3	3/4"-16 Hex Nut	1	240-5315-00	Note: Above item secures both Bushing Weld Assy. to the playfield.			

Humvee Snagger Assembly Instructions



Insert Item (6), 530-5480-00, Shaft Rear, into the hole at the cutaway side of Item (2), 535-8062-00, Center Link Frame, with the Shaft partly through the hole at the cutaway side, slip on Item (9), 530-5481-02, Gear (Silver), Item (5A), 530-5478-00, Pulley (Gold), Item (8), 545-5820-02, Timing Chain (attaches Center Link to Motor), and Item (L), 545-5817-02, Black Timing Belt (In Center Link). Add Item (7), 270-5001-00, Retaining Ring 3/16" ø, to the center groove of Item (6), 530-5480-00, Shaft Rear. This center Retaining Ring (E-Ring) is used to locate the Gears properly and align them. Slide the Gears to the Retaining Ring as illustrated. Tighten the Gears to the Shaft Flats with 2 each Item (5B), 237-5989-00, #4-40 X 3/8" Set Screw, use Loctite. Add 2 each Item (7), 270-5001-00, Retaining Rings to the two (2) outside grooves of Item (6), 530-5480-00, Shaft Rear.

Add 2 each Item (3), 545-5352-00, Nylon liners 3/16", to the front holes of Item (2), 535-8062-00, Center Link Frame. Place Item (G), 535-8060-00, Snagger Frame Top, in place where it joins with Item (2), 535-8062-00, Center Link Frame. Insert Item (H), 530-5479-00, Shaft Front, through the left or Humvee Drivers Side holes with the tapped hole end through first. Place Item (K), 530-5478-00, Pulley (Gold), on Item (L), 545-5817-02, Black Timing Belt (in Center Link), coming from the Rear Shaft. With the belt around the loose Pulley (Gold) slide Item (H), 530-5479-00, Shaft Front, through the hole of the Pulley (Gold). Add Item (1), 270-5001-00, Retaining Ring, to the Front Shaft. Slide the Pulley (Gold) to the Retaining Ring as illustrated and tighten the Pulley (Gold) to the Shaft Flat with Item (5B), 237-5989-00, #4-40 Set Screw, use Loctite.

Look through the double "D" shaped hole on the opposite side. Line up the double "D" on Item (H), 530-5479-00, Shaft Front, with the double "D" hole in Item (G), 535-8060-00, Snagger Frame Top. This can be done by rotating the Gear until the double "D"s line up. Push the Shaft double "D" into the Snagger Frame Top double "D". Secure the shaft to the Snagger Frame Top with Item (J), 237-5909-00, #4-40 X 1/4" PPH Screw. Feed the Magnet Coil Wiring Harness between the Front Shaft and the Center Link Frame ensuring it is between the cut-out side wall and the long screws protruding from the bottom of the Frame.

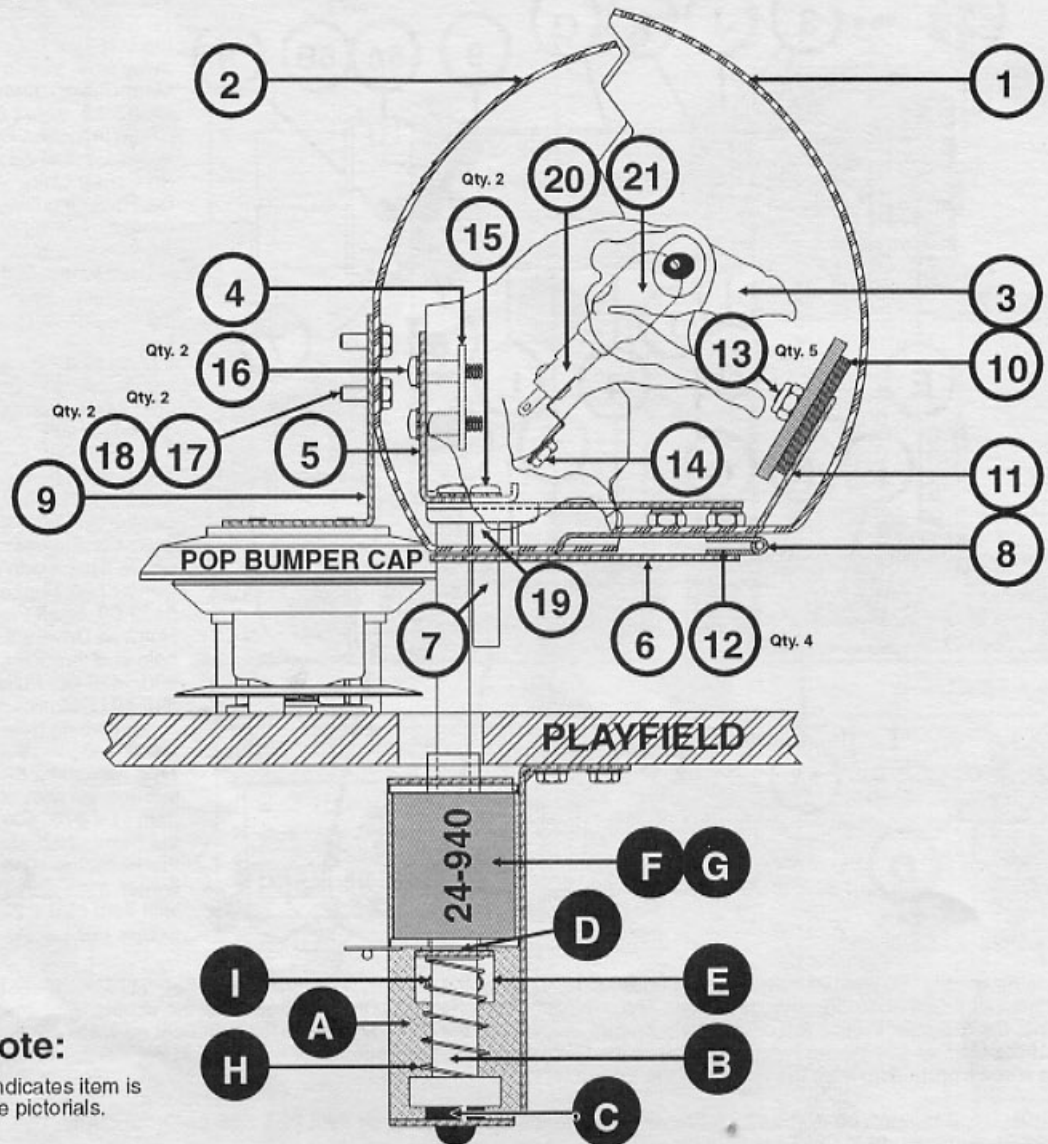
Assemble Item (1), 535-8063-00, Center Link Frame Cover, to the four (4) holes on Item (2), 535-8062-00, Center Link Frame, with four (4) Item (4), 237-5909-00, #4-40 X 1/4" PPH Screws.

Item (A), 535-8059-00, Snagger Frame Bottom, has four (4) threaded studs. Add 2 each Item (D), 242-5001-00, #6 Flat Washer, and 2 each Item (B), 254-5008-04, 3/4" X 1/4" Hex Spacers, to the front studs. Add Item (M), 545-5821-00, Insulator, Item (O), 545-5823-00, Gear Shield, and 2 each Item (B), 254-5008-04, 3/4" X 1/4" Hex Spacers to the back studs. (Reference Note: The back studs are closer together than the front studs.)

Attach Item (E), 090-5055-00, Magnet 31-1500, to Item (N), 535-8061-00, Magnet Mounting Bracket, with Item (F), 232-5301-00, #8-32 X 3/8" PPH Screw. Place the Magnet and Bracket Assembly over the Hex Spacers to the rear of Item (A), 535-8059-00, Snagger Frame Bottom. Locate the Snagger Top with the Center Link Assembly over the Snagger Frame Bottom and assemble with four (4) each Item (C), 232-5201-00, #6-32 X 3/8" PPH Screws.

PROBLEM	CAUSE	SOLUTION
1. The Snagger does not return completely to the Home position; the ball will not drop into Humvee Truck hole (appears to drop ball prematurely). While in the Down position, the Snagger and Center Link Assemblies buckle in the middle due to over-travelling.	Someone manually forced the Snagger to move from the Home position causing it to skip a tooth on the Black Timing Belt / Gold Gear.	In Diagnostics using the Snagger Test lower the Snagger Assy. into the Down position so that it is flat on the playfield. Push in the Power Interlock Switch on the Coin Door to remove power from the playfield. Using your left hand hold the Center Link Assy. down flat against the playfield. Grab the Snagger Assy. with your right hand & slowly rotate it up until you hear a click STOP! You have just caused the Black Timing Belt to skip back a tooth on the Gold Gear correcting the mechanical misalignment.
2. The Humvee & Snagger Assy. will not function in game mode.	Humvee / Snagger will not activate if Drop Target is not down or Drop Target Switch is not activated.	In Diagnostics, go to Coil Test and check that the Drop Target Drop coil is functioning properly. Go to Switch Test and verify that the Drop Target Switch is activating when the target is in the Down position.
	Snagger Home switch is not activated.	In Diagnostics, go to Snagger Test and verify proper OPTO Board alignment using the Home position and Down position indicators.

Egg Assembly, 500-6201-00-53 (Items 1-22) and Up/Down Plunger Assembly, 500-6212-00-53 (Items A-I)



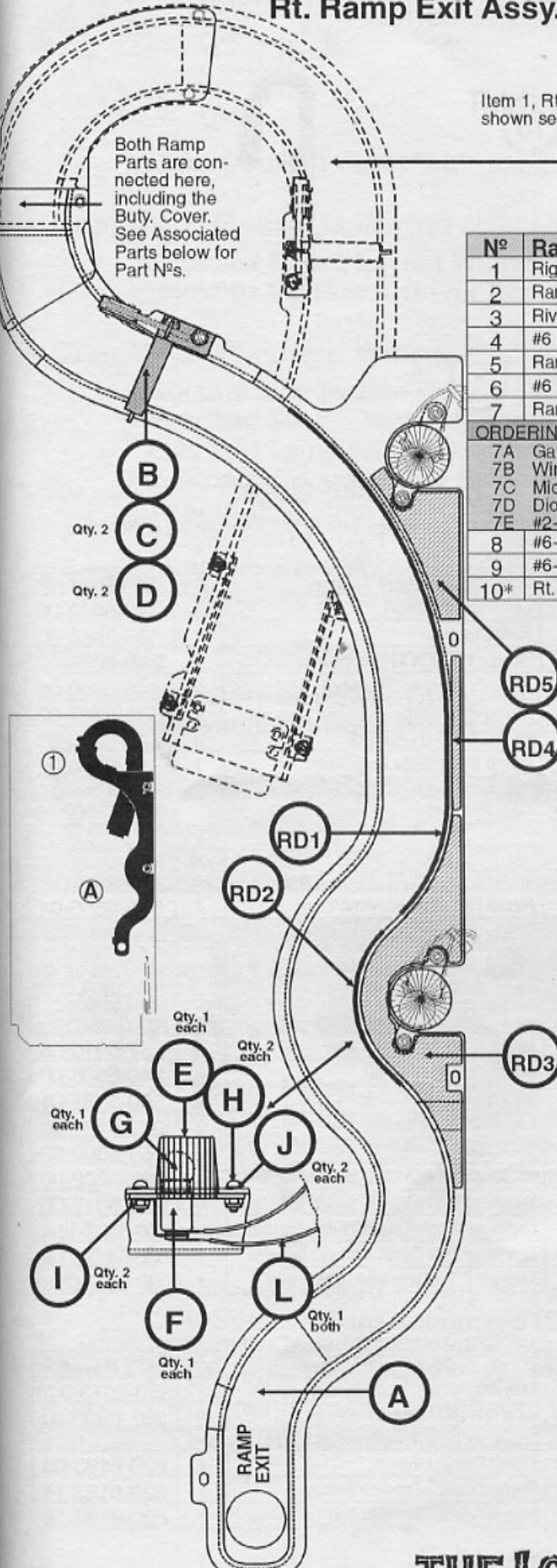
Take Note:

* An asterisk (*) indicates item is Not Shown in the pictorials.

Section 4 | Drawings

Nº	Individual Part Name	QTY.	SPI Part Nº	Nº	Individual Part Name	QTY.	SPI Part Nº
1*	Plastic Egg Front	1	545-5814-00	20	Laydown WB Socket (with notch)	1	077-5026-01
2*	Plastic Egg Back	1	545-5815-00	21	#906 Wedge Base (WB) Bulb	1	165-5004-00
3*	T-Rex Dino (Finger Puppet)	1	830-5811-00	22 *	Flash Cable Wiring Harness	1	036-5427-15-53
4	Inner Mounting Plate - Baby T-Rex	1	515-6726-00	A	Plunger & Coil Bracket	1	535-6857-01
5	Retaining Bracket - Baby T-Rex	1	535-8076-00	B	Shaft Assembly	1	515-6728-00
6	Base Plate	1	515-6727-00	C	Rubber Bumper (Grommet)	1	545-5105-00
7	Shaft - Alignment Bracket	1	530-5483-00	D	Spring Washer	1	269-5002-00
8	Egg Mounting Hinge	1	390-5022-01	E	Coil Retainer Bracket	1	535-5203-03
9	Egg Mounting Bracket Back	1	535-8080-00	F	Coil, 24-940	1	090-5036-00T
10	Egg Shell Weight	1	530-5485-00	ORDERING ABOVE (ITEM F) COIL PART Nº WILL INCLUDE:			
11	Egg Shell Rocker Plate	1	515-6730-00	—	Diode, 1N4004 (positioned at top)	1	112-5003-00
12	Rivet - 1/8" ø X 3/16" Long	4	249-5001-00	G	Coil Sleeve	1	545-5076-00
13	#6-32 Nylon Stop Nut	5	240-5005-00	H	Compression Spring	1	266-5000-00
14	#6 X 1/2" HWHW AB (Red) Zinc	1	234-5001-02	I	#8-32 X 1/4 PPH MS (Sems) Zinc	2	232-5300-00
15	#6-32 X 3/8" PPH MS (Sems) Zinc	2	232-5201-00	ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.			
16	#6-32 X 1/2" PPH MS (Sems) Zinc	2	232-5202-00	Nº	Associated Part Name	QTY.	SPI Part Nº
17	#6-32 X 3/8" HWH Swage (Serr) Zinc	2	237-5976-02	n/a *	#4 X 3/4" PHRH (T25) Screw	2	237-5873-00
18	#8 Washer	2	242-5005-00	Note: Above item secures Item 9 (Egg Brkt. Back) to Pop Bmpr. Cap.			
19	Nyliner - 1/4" (Thomson #4L1-FF)	1	545-5423-00	n/a *	#8 X 1/2" HWH AB (Blue) Zinc	3	234-5101-05
				Note: Above item secures Item A (Plunger/Coil Brkt.) to the playfield.			

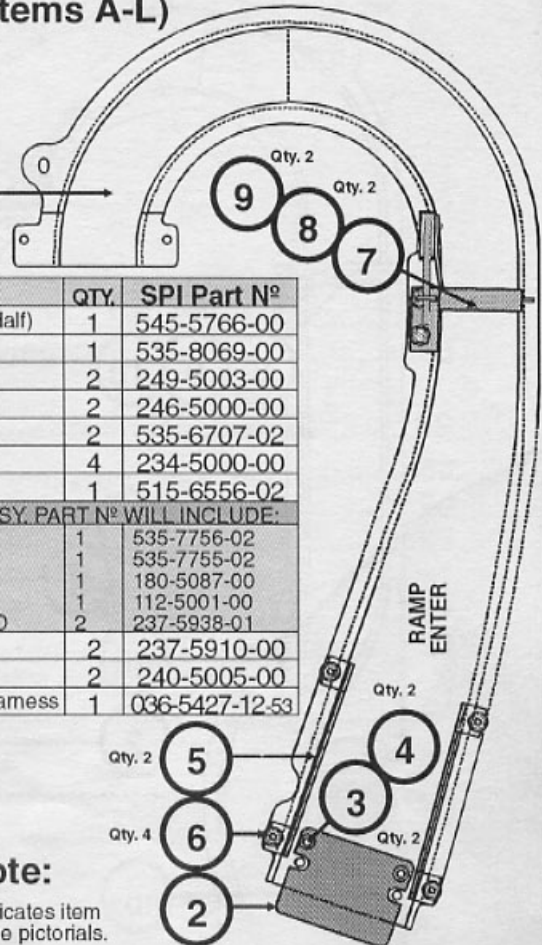
Right Ramp Enter Assembly, 515-6561-00 (Items 1-10) and Rt. Ramp Exit Assy., 515-6562-00 (Items A-L)



Item 1, Rt. Plastic Enter Ramp, shown separated for clarity.

Both Ramp Parts are connected here, including the Buty. Cover. See Associated Parts below for Part N^os.

N ^o	Ramp Enter Part Name	QTY.	SPI Part N ^o
1	Right Plastic Enter Ramp (Top Half)	1	545-5766-00
2	Ramp Flap	1	535-8069-00
3	Rivet - 1/8" ø X 1/4" Long	2	249-5003-00
4	#6 Lock Washer (Riveting)	2	246-5000-00
5	Ramp Protector	2	535-6707-02
6	#6 X 3/8 HWH AB Zinc	4	234-5000-00
7	Ramp Enter Gate Assembly	1	515-6556-02
ORDERING ABOVE (ITEM 7) SUB-ASSY. PART N ^o WILL INCLUDE:			
7A	Gate Bracket	1	535-7756-02
7B	Wire Form	1	535-7755-02
7C	Micro Switch	1	180-5087-00
7D	Diode, 1N4001	1	112-5001-00
7E	#2-56 X 3/8" HWH MS TF 1/8HD	2	237-5938-01
8	#6-32 X 3/8" HWH MS Zinc	2	237-5910-00
9	#6-32 Nylon Stop Nut	2	240-5005-00
10*	Rt. Ramp Enter Cable Wiring Harness	1	036-5427-12-53



Take Note:

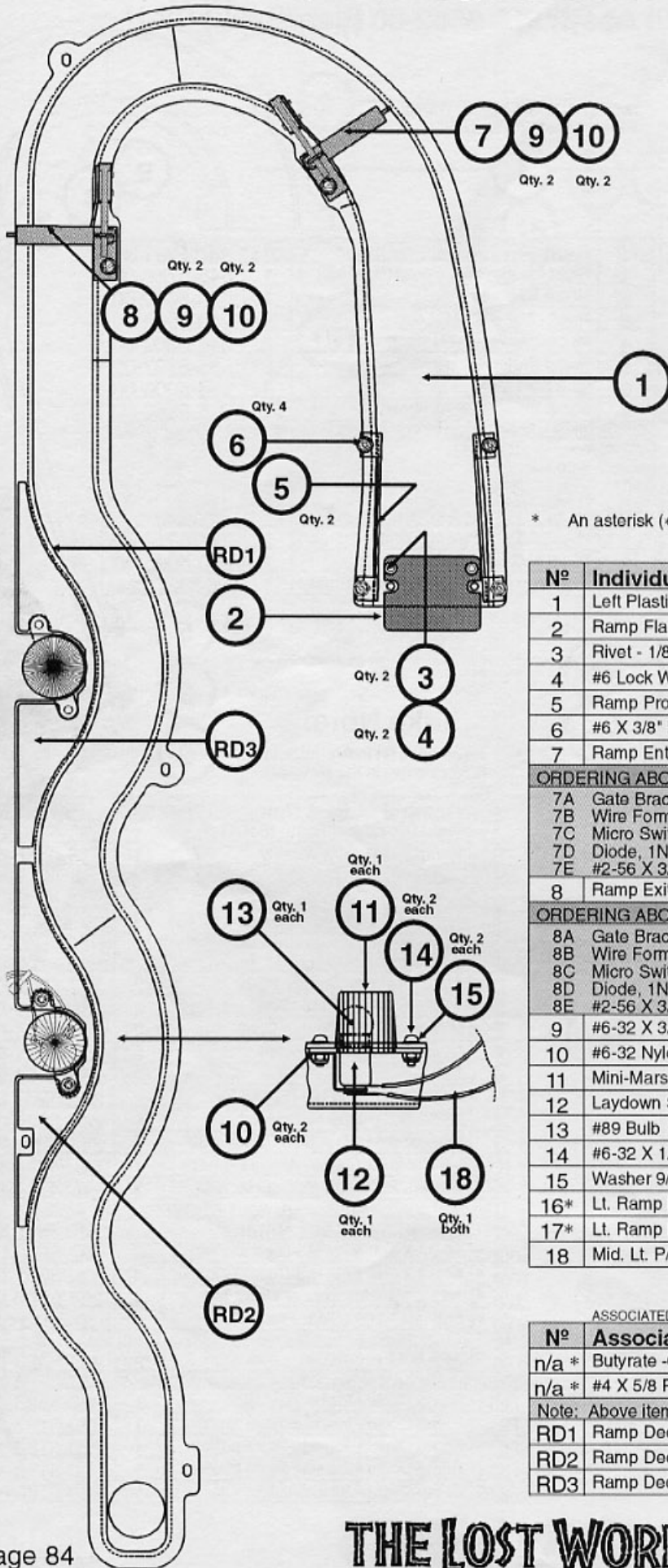
* An asterisk (*) indicates item is *Not Shown* in the pictorials.

N ^o	Ramp Exit Part Name	QTY.	SPI Part N ^o
A	Right Plastic Exit Ramp (Bot. Half)	1	545-5767-00
B	Ramp Exit Gate Assembly	1	515-6556-01
ORDERING ABOVE (ITEM B) SUB-ASSY. PART N ^o WILL INCLUDE:			
B1	Gate Bracket	1	535-7756-01
B2	Wire Form	1	535-7755-01
B3	Micro Switch	1	180-5087-00
B4	Diode, 1N4001	1	112-5001-00
B5	#2-56 X 3/8" HWH MS TF 1/8HD	2	237-5938-01
C	1/2" X 1/4" Hex Spacer #6-32 Tap.	2	254-5008-03
D	#6-32 X 3/8 PPH MS (Sems) Zinc	2	232-5201-00
E	Mini-Mars Light Cover - Clear	2	550-5031-01
F	Laydown Standard Socket	2	077-5101-00
G	#89 Bulb	2	165-5000-89
H	#6-32 X 1/2 PPH MS (Sems) Zinc	4	232-5202-00
I	#6-32 Nylon Stop Nut	4	240-5005-00
J	Washer 9/64" ID X 5/16" OD X 1/32"	4	242-5017-00
K*	Rt. Ramp Exit Cable Wiring Harness	1	036-5427-13-53
L	Mid. Rt. P/F Cable Wiring Harness	1	036-5427-04-53

ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

N ^o	Associated Part Name	QTY.	SPI Part N ^o
n/a *	#6-32 X 1/4" PPH MS (Sems) Zinc	2	232-5200-00
n/a *	#6-32 X 3/8" PPH MS (Sems) Zinc	4	232-5201-00
n/a *	1/2" X 1/4" Hex Spacer #6-32 Tap	4	254-5008-03
n/a *	Butyrate - 005 (Clear Plastic)	1	830-5913-005
Note: Above item secures the ramps together & butyrate to ramp.			
n/a *	#4 X 5/8 PFH (Black)	2	237-5833-00
Note: Above item secures the ramp to the playfield.			
RD1	Ramp Decal - Inside Top Large	1	820-6183-04
RD2	Ramp Decal - Inside Bottom Small	1	820-6183-05
RD3	Ramp Decal - Topside Right Bottom	1	820-6183-16
RD4	Ramp Decal - Topside Right Middle	1	820-6183-17
RD5	Ramp Decal - Topside Right Top	1	820-6183-18

Left Ramp Assembly, 500-6209-00-53 (Items 1-18)



Take Note:

* An asterisk (*) indicates item is *Not Shown* in the pictorials.

Nº	Individual Part Name	QTY.	SPI Part Nº
1	Left Plastic Ramp	1	545-5819-00
2	Ramp Flap	1	535-8069-00
3	Rivet - 1/8" ø X 1/4" Long	2	249-5003-00
4	#6 Lock Washer (Riveting)	2	246-5000-00
5	Ramp Protector	2	535-6707-02
6	#6 X 3/8" HWH AB Zinc	4	234-5000-00
7	Ramp Enter Gate Assembly	1	515-6556-02

ORDERING ABOVE (ITEM 7) SUB-ASSY. PART Nº WILL INCLUDE:

7A	Gate Bracket	1	535-7756-02
7B	Wire Form	1	535-7755-02
7C	Micro Switch	1	180-5087-00
7D	Diode, 1N4001	1	112-5001-00
7E	#2-56 X 3/8" HWH MS TF 1/8HD	2	237-5938-01

ORDERING ABOVE (ITEM 8) SUB-ASSY. PART Nº WILL INCLUDE:

8A	Gate Bracket	1	535-7756-01
8B	Wire Form	1	535-7755-02
8C	Micro Switch	1	180-5087-00
8D	Diode, 1N4001	1	112-5001-00
8E	#2-56 X 3/8" HWH MS TF 1/8HD	2	237-5938-01

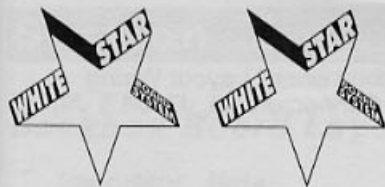
8	Ramp Exit Gate Assembly	1	515-6556-04
9	#6-32 X 3/8 HWH MS Zinc	4	237-5910-00
10	#6-32 Nylon Stop Nut	8	240-5005-00
11	Mini-Mars Light Cover - Clear	2	550-5031-01
12	Laydown Standard Socket	2	077-5101-00
13	#89 Bulb	2	165-5000-89
14	#6-32 X 1/2" PPH MS (Sems) Zinc	4	232-5202-00
15	Washer 9/64" ID 5/16" OD X 1/32"	4	242-5017-00
16*	Lt. Ramp Enter Cable Wiring Harness	1	036-5427-10-53
17*	Lt. Ramp Exit Cable Wiring Harness	1	036-5427-11-53
18	Mid. Lt. P/F Cable Wiring Harness	1	036-5427-05-53

ASSOCIATED PARTS ARE NOT INCLUDED WITH THE ABOVE ASSEMBLY.

Nº	Associated Part Name	QTY.	SPI Part Nº
n/a *	Butyrate -010 (Clear Plastic)	1	830-5913-010
n/a *	#4 X 5/8 PFH (Black)	2	237-5833-00

Note: Above item secures the ramp to the playfield.

RD1	Ramp Decal - Inside	1	820-6183-03
RD2	Ramp Decal - Topside Bottom	1	820-6183-14
RD3	Ramp Decal - Topside Top	1	820-6183-15



Section 5 Schematics & Troubleshooting



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

COILS DETAILED CHART TABLE

High Current Coils Group 1		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	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	24-940 090-5036-00B
#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	DROP TARGET RESET	Q3	I/O Pwr. Drvr.	BRN-ORG	J8-P4	YEL-VIO	J10-P4/5	50v DC	24-940 090-5036-00B
#4	POWER SCOOP	Q4	I/O Pwr. Drvr.	BRY-YEL	J8-P5	YEL-VIO	J10-P4/5	50v DC	23-800 090-5001-00B
#5	ORBIT MAGNET	Q5	I/O Pwr. Drvr.	BRN-GRN	J8-P6	VIO-YEL	J10-P3	50v DC	22-650 090-5042-01
#6	SHAKER MOTOR	Q6	I/O Pwr. Drvr.	BRN-BLU	J8-P7	RED-WHT	J17-P7	16v AC 12v DC	JUST MOTOR 041-5029-00
#7	SNAGGER PICKUP MAGNET	Q7	I/O Pwr. Drvr.	BRN-VIO	J8-P8	BRN	J7-P1	20v DC	31-1500 090-5055-00
#8	EUROPEAN TOKEN DISPENSER	Q8	I/O Pwr. Drvr.	BRN-GRY	J8-P9	YEL-VIO	J10-P4/5	50v DC	N/A

High Current Coils Group 2		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type
#9	LEFT TURBO BUMPER	Q9	I/O Pwr. Drvr.	BLU-BRN	J9-P1	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#10	BOTTOM TURBO BUMPER	Q10	I/O Pwr. Drvr.	BLU-RED	J9-P2	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#11	RIGHT TURBO BUMPER	Q11	I/O Pwr. Drvr.	BLU-ORG	J9-P4	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#12	LEFT SLINGSHOT	Q12	I/O Pwr. Drvr.	BLU-YEL	J9-P5	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#13	RIGHT SLINGSHOT	Q13	I/O Pwr. Drvr.	BLU-GRN	J9-P6	YEL-VIO	J10-P4/5	50v DC	26-1200 090-5044-00T
#14	SNAGGER PF. MAGNET	Q14	I/O Pwr. Drvr.	BLU-BLK	J9-P7	VIO-YEL	J10-P3	50v DC	22-650 090-5042-01
#15	LEFT FLIPPER (50v RED/YEL)	Q15	I/O Pwr. Drvr.	ORG-GRY	J9-P8	RED-YEL GRY-YEL	J10-P1/2	50v DC	22-1080 090-5032-00T
#16	RIGHT FLIPPER (50v RED/YEL)	Q16	I/O Pwr. Drvr.	ORG-VIO	J9-P9	RED-YEL BLU-YEL	J10-P1/2	50v DC	22-1080 090-5032-00T

Low Current Coils Group 1		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type
#17	FLASH: IN EGG*1	Q17	I/O Pwr. Drvr.	VIO-BRN	J7-P2	ORG	J6-P10	20v DC	#906 Bulb 165-5004-00
#18	SNAGGER DRIVER	Q18	I/O Pwr. Drvr.	VIO-RED	J7-P3	BRN	J7-P1	20v DC	JUST MOTOR 041-5059-03
#19	SNAGGER MOTOR RELAY	Q19	I/O Pwr. Drvr.	VIO-ORG	J7-P4	BRN	J7-P1	20v DC	DC RELAY BD 520-5066-00
#20	DROP TARGET DOWN	Q20	I/O Pwr. Drvr.	VIO-YEL	J7-P6	BRN	J7-P1	20v DC	32-1800 090-5031-00
#21	DINO EGG	Q21	I/O Pwr. Drvr.	VIO-GRN	J7-P7	BRN	J7-P1	20v DC	24-940 090-5036-00T
#22	FLASH: L RAMP*2	Q22	I/O Pwr. Drvr.	VIO-BLU	J7-P8	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#23	FLASH: POPS*3	Q23	I/O Pwr. Drvr.	VIO-BLK	J7-P9	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#24	OPTIONAL COIN METER	Q24	I/O Pwr. Drvr.	VIO-GRY	J7-P10	RED	J16-P7	5v DC	5v Meter (If Required)

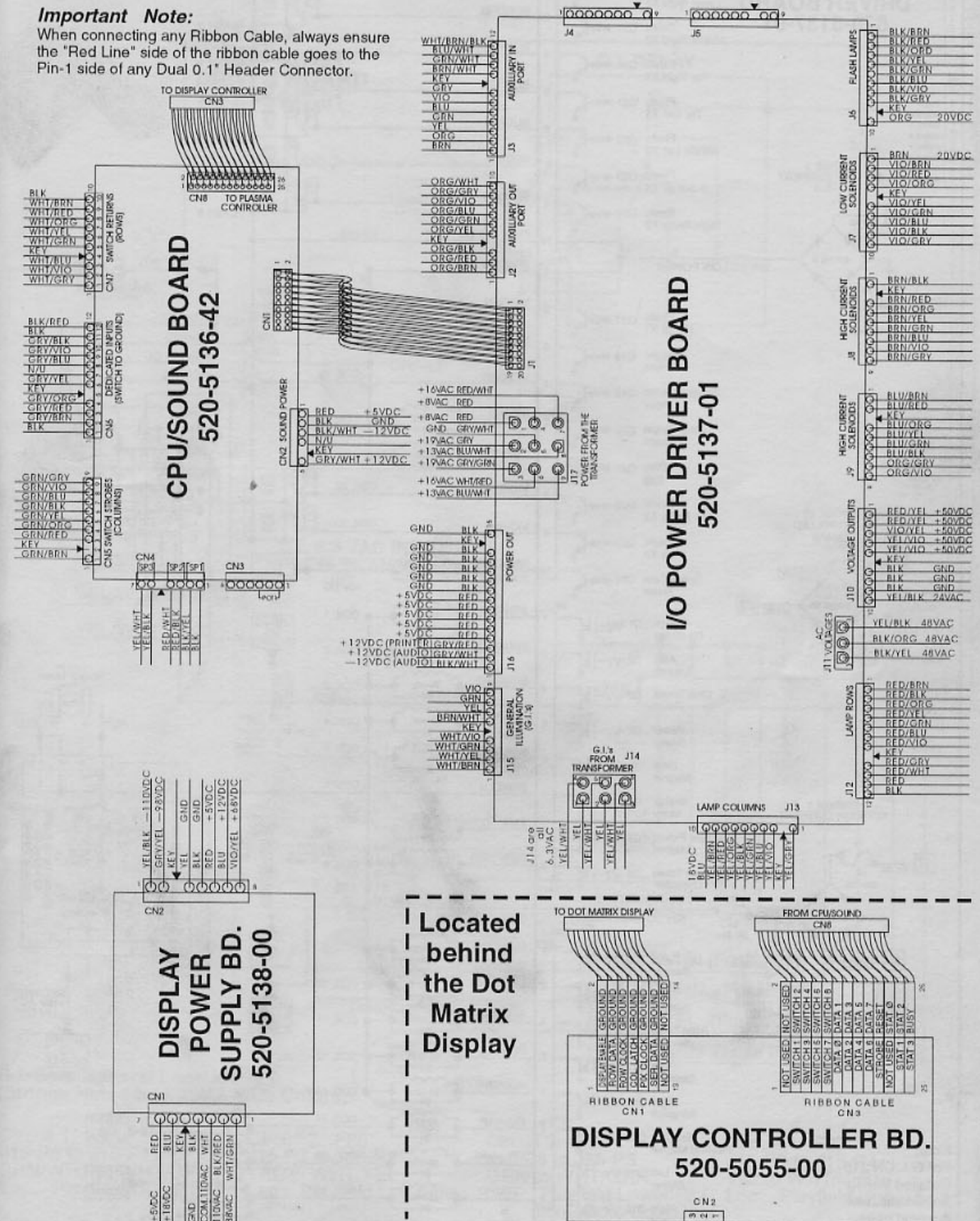
Flash Lamps (FLASH)		Drive Transistor (D.T.)	Driver Output Board	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Bulb Type
#F1	FLASH SAN DIEGO*1	Q25	I/O Pwr. Drvr.	BLK-BRN	J6-P1	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F2	FLASH LWR RT*1	Q26	I/O Pwr. Drvr.	BLK-RED	J6-P2	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F3	FLASH MID RT*2	Q27	I/O Pwr. Drvr.	BLK-ORG	J6-P3	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F4	FLASH TOP RT*1	Q28	I/O Pwr. Drvr.	BLK-YEL	J6-P4	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F5	FLASH TOP LT*1	Q29	I/O Pwr. Drvr.	BLK-GRN	J6-P5	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F6	FLASH MID LT*2	Q30	I/O Pwr. Drvr.	BLK-BLU	J6-P6	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F7	FLASH LWR LT*1	Q31	I/O Pwr. Drvr.	BLK-VIO	J6-P7	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89
#F8	FLASH R RAMP*2	Q32	I/O Pwr. Drvr.	BLK-GRY	J6-P8	ORG	J6-P10	20v DC	#89 Bulb 165-5000-89

Backbox Wiring

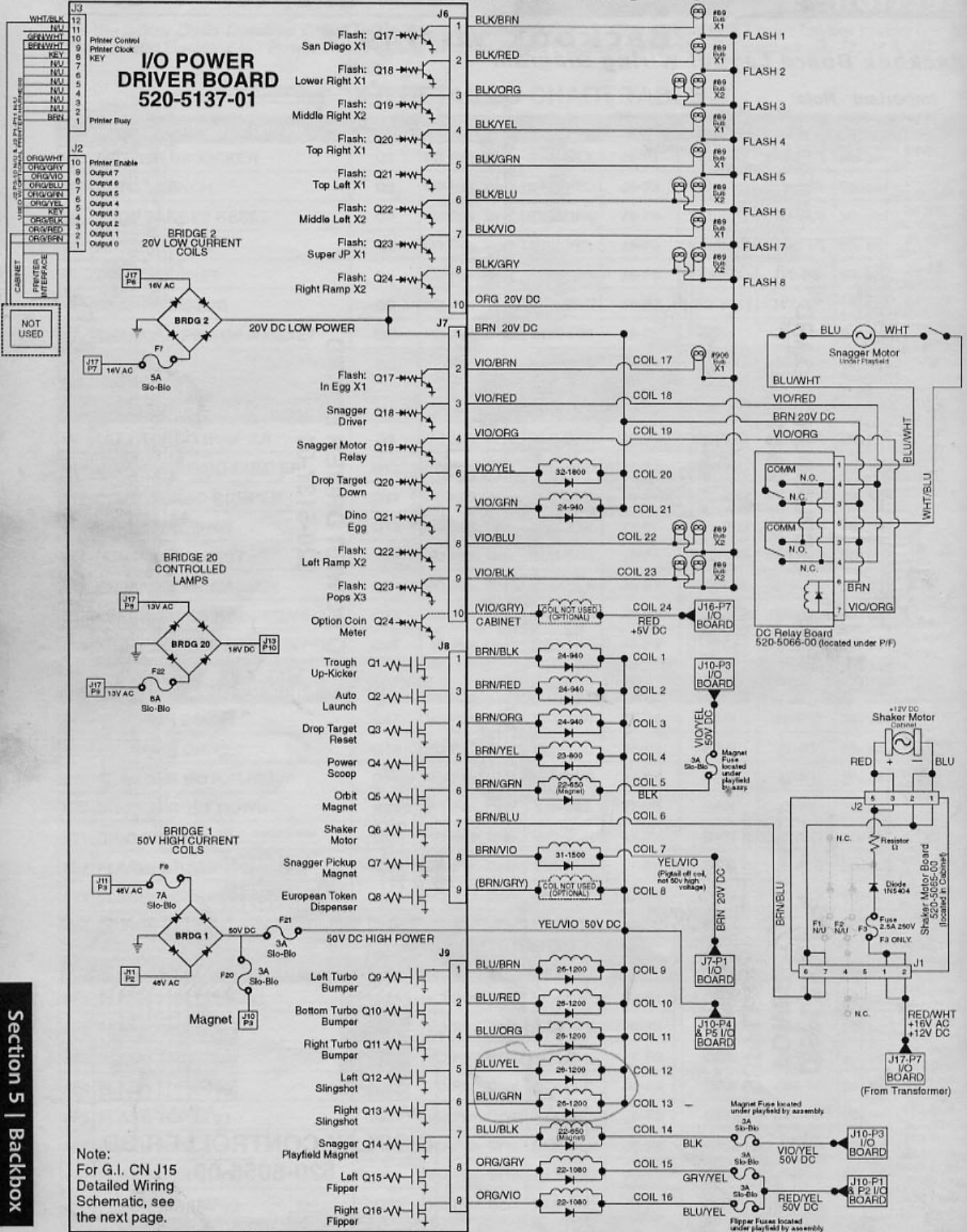
Backbox Board Layout Wiring Diagram

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.

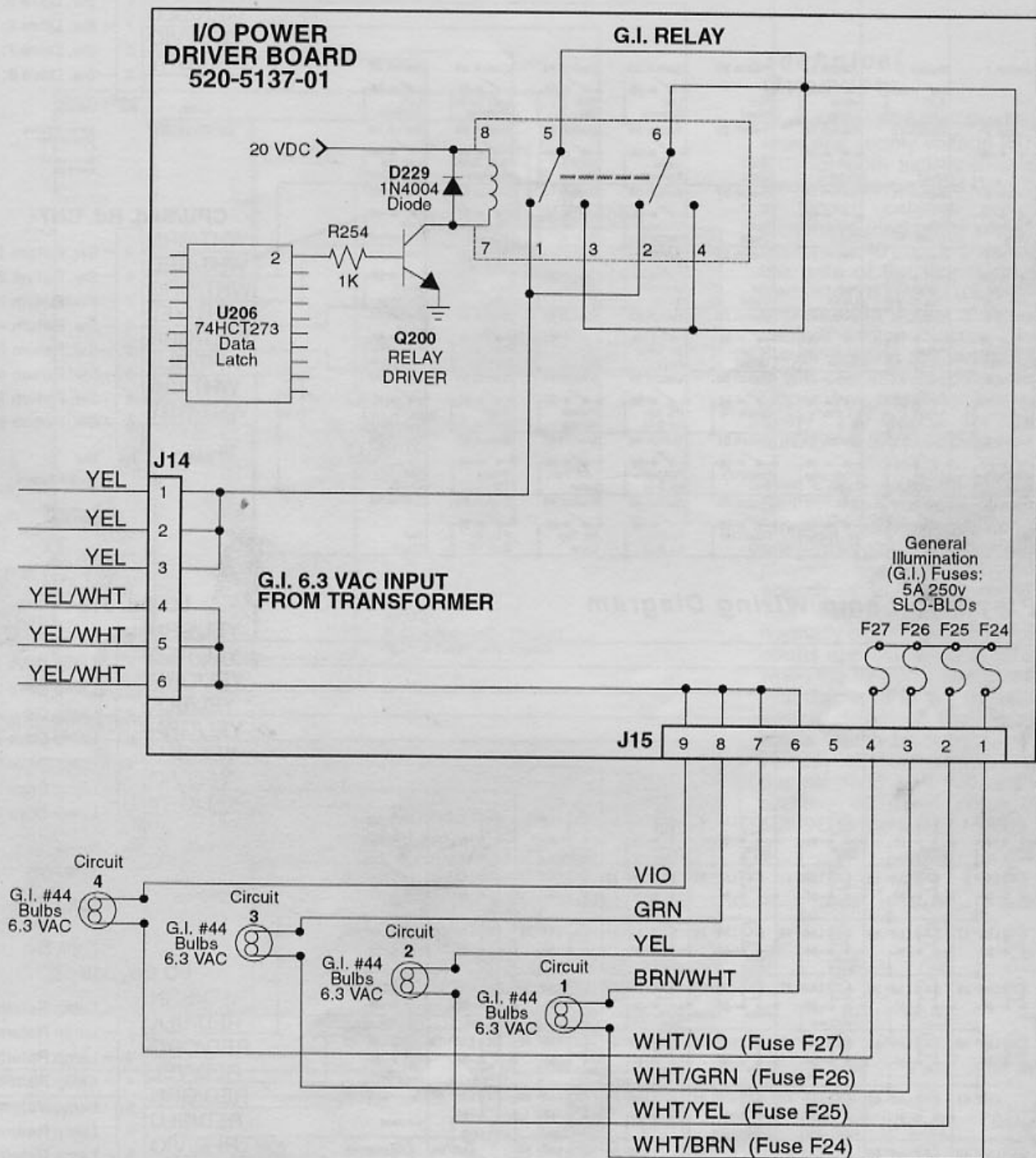


Backbox I/O Power Driver Board Detailed Wiring Diagram



Playfield Wiring

General Illumination Detailed Wiring Diagram



G.I. Bulb General Location
(Strings Noted by Fuse & Wire Colors):

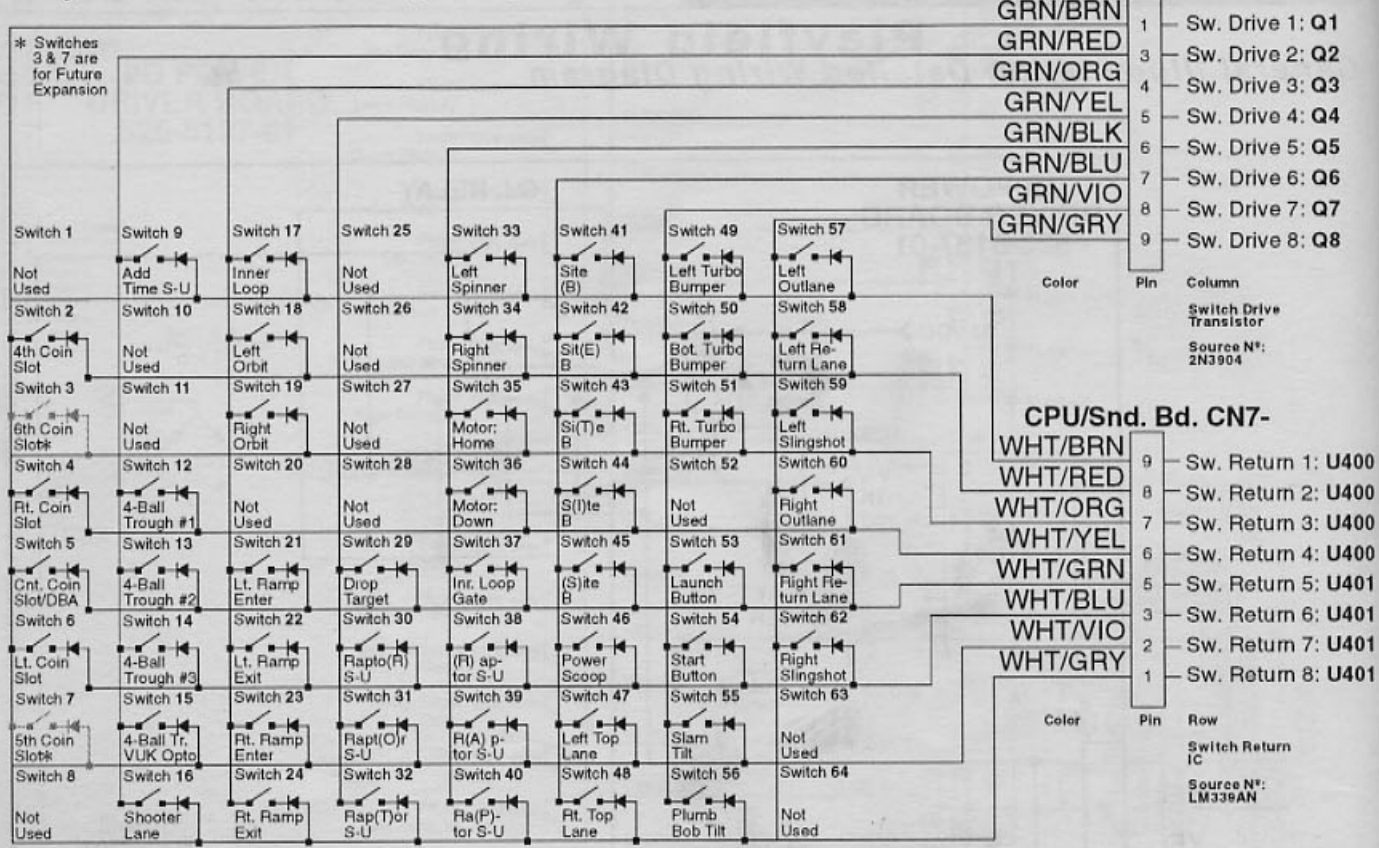
Circuit 1: F24
J15-P6 to J15-P1:
BRN/WHT to WHT/BRN
Loc.: Playfield Upper Rt.
Qty.: 7 Ea. #44 Bulbs

Circuit 2: F25
J15-P7 to J15-P2
YEL to WHT/YEL
Loc.: Playfield Left Side
Qty.: 9 Ea. #44 Bulbs

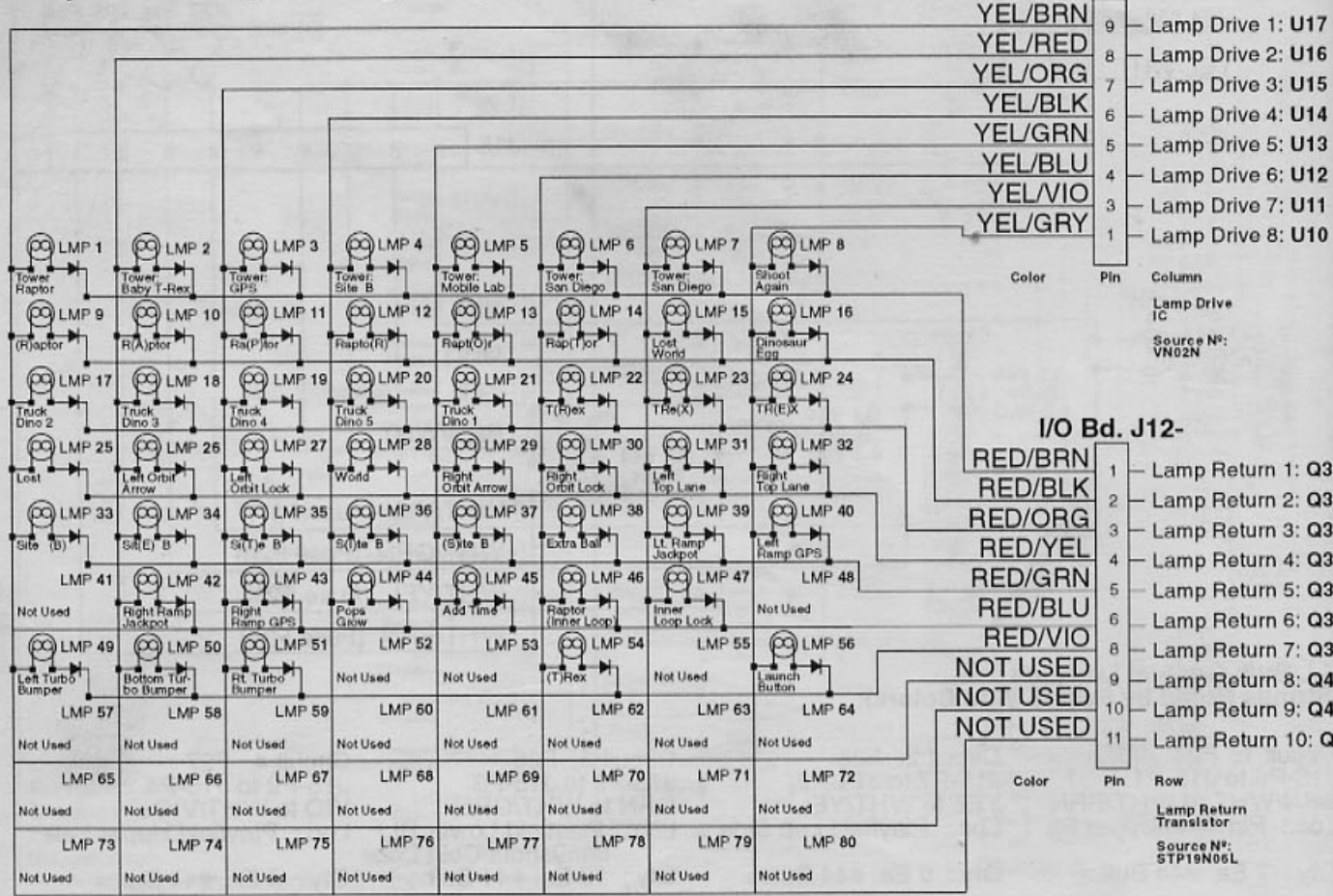
Circuit 3: F26
J15-P8 to J15-P3
GRN to WHT/GRN
Loc.: Playfield Lower Rt./
Slingshots/Coin Door
Qty.: 13 Ea. #44 Bulbs

Circuit 4: F27
J15-P9 to J15-P4
VIO to WHT/VIO
Loc.: Playfield Upper Left
Qty.: 9 Ea. #44 Bulbs

Playfield Switch Wiring Diagram



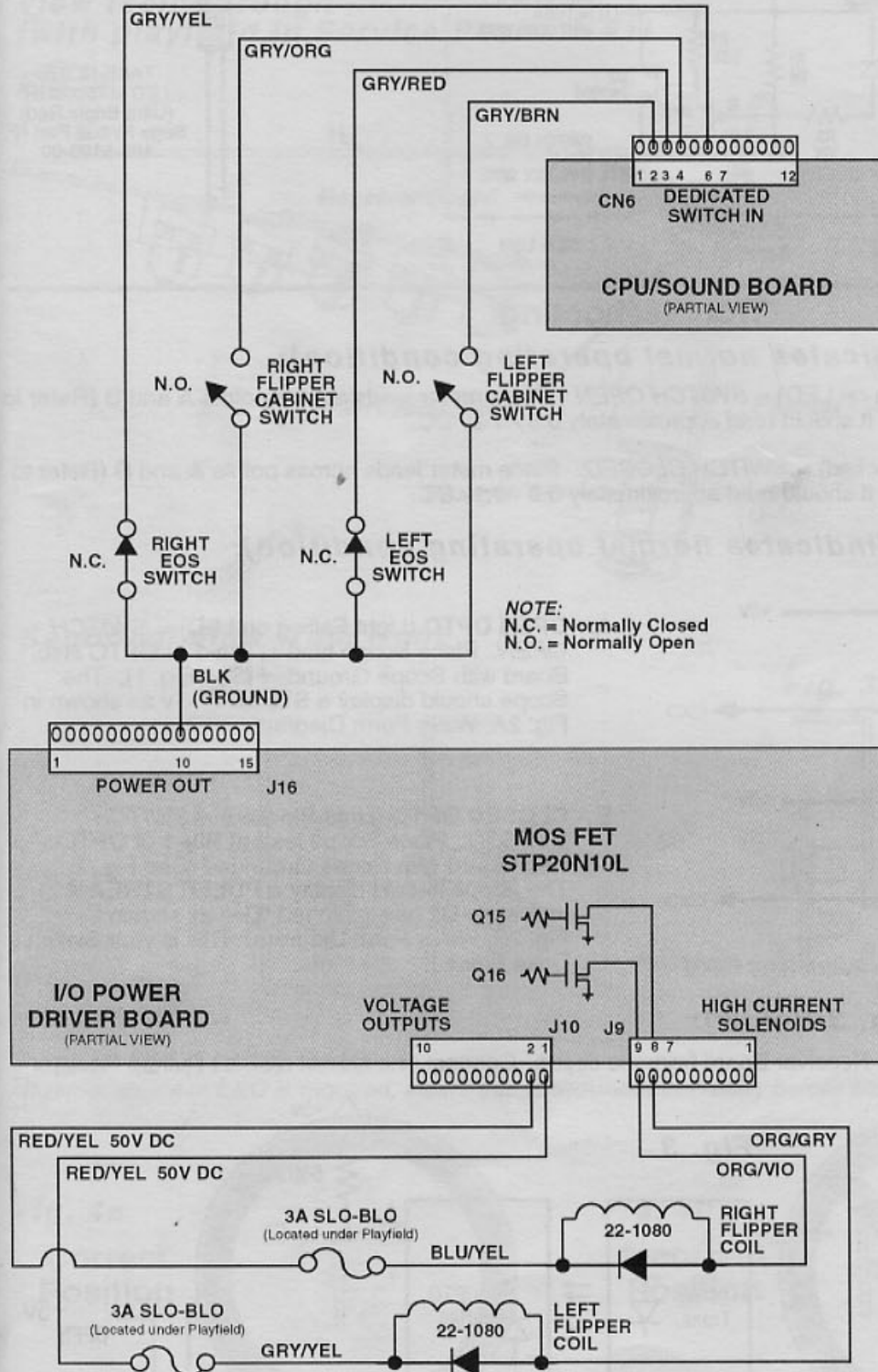
Playfield Lamp Wiring Diagram



Section 5 | Playfield

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 **New Flipper System** uses one supply voltage (50v DC) for both kick and 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 (STP20N10L). 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 msec for the duration of the hold cycle.

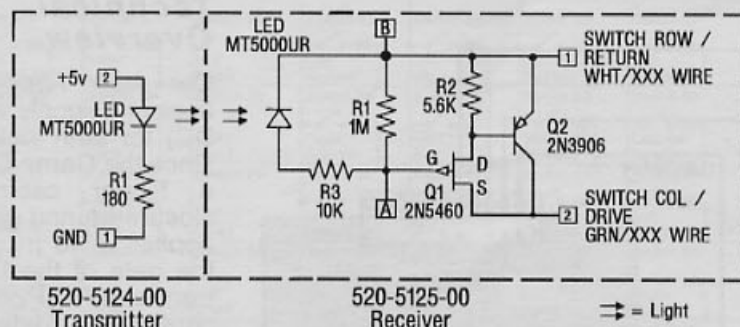
The **E.O.S. (End-Of-Stroke) Switch** serves the same function as before as it prevents foldback when the player has the flipper energized to capture balls. The **E.O.S. Switch** is a normally closed switch which opens approximately a 1/16" when the flipper is energized. The **Game CPU** will detect 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.

Trough Up-Kicker OPTO Theory of Operation & Schematic

Theory of Operation

As light from the Transmitter falls on the **Receiver LED**, it generates a Positive Bias Voltage (0.7v to 1.5v) which is applied to the gate of **Q1**, turning **Q1** off. When **Q1** is held off, no current flows through **Q2**'s Base, the transistor is off acting as an **OPEN SWITCH**. When the light is interrupted (**BLOCKED**) **R1** bleeds the gate voltage off of **Q1** allowing it to conduct, switching **Q2** on, which acts as a **CLOSED SWITCH**.

Fig. 1



TAKE NOTE:
LED MT5000UR
(Ultra Bright Red)
Sega Pinball Part N°
165-5100-00

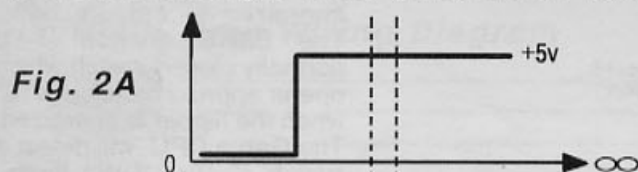
Troubleshooting

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

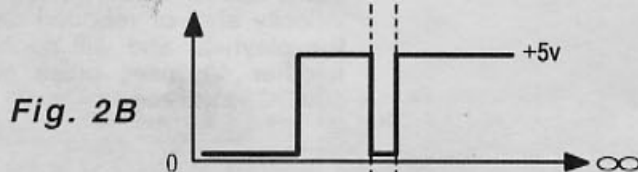
A. **OPEN OPTO** (Light Falling on LED) = **SWITCH OPEN**. Place meter leads across points **A** and **B** (Refer to Schematic Drawing Fig. 1 above). It should read approximately 0.8 - 1.2v DC.

B. **CLOSED OPTO** (Light Blocked) = **SWITCH CLOSED**. Place meter leads across points **A** and **B** (Refer to Schematic Drawing Fig. 1 above). It should read approximately 0.0 - 0.1v DC.

2. Oscilloscope Test (indicates normal operating condition):



A. **OPEN OPTO** (Light Falling on LED) = **SWITCH OPEN**. Place Scope lead at **Pin-1** of OPTO Rec. Board with Scope Grounded (See Fig. 1). The Scope should display a **STEADY +5v** as shown in Fig. 2A, Wave Form Diagram.

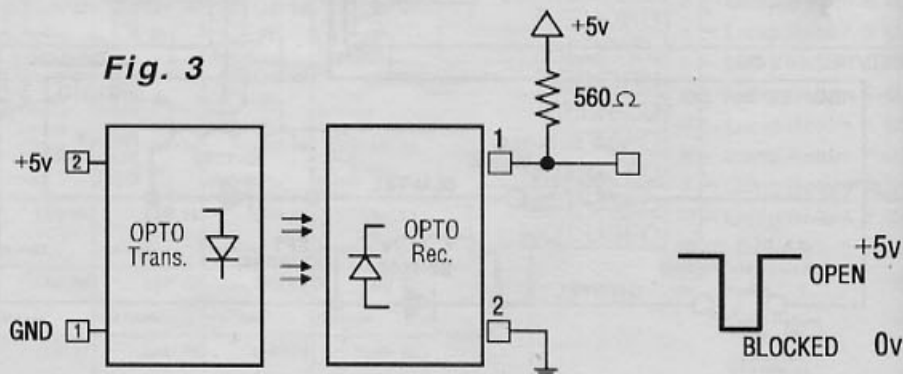


B. **CLOSED OPTO** (Light Blocked) = **SWITCH CLOSED**. Place Scope lead at **Pin-1** of OPTO Rec. Board with Scope Grounded (See Fig. 1). The Scope should display a **PULSE STREAM** indicating **Q2** has switched "On" as shown in Fig. 2B, Wave Form Diagram. This is your Switch Drive Pulse.

T1 = Switch Read Period

3. Bench Test (See Fig. 3 Below):

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 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**.

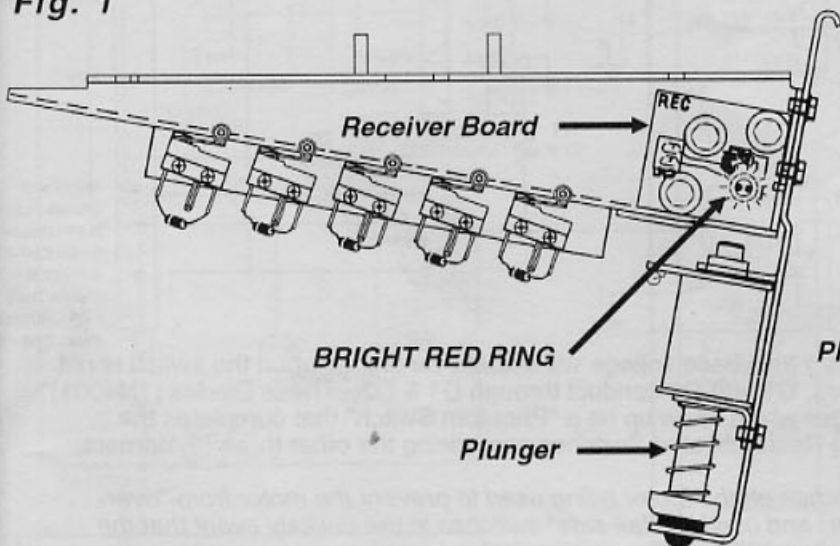


Single Trough OPTO Alignment / Test

When a working OPTO is installed and connected in a game, the transmitter should light 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) and the game on, the light should show up as a **BRIGHT RED RING** through the back of the Receiver Board around the **Receiver LED** (See Fig. 1). 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. 3a & 3b for a sectional view of the Light Path (note alignment) and what happens as a ball breaks the light beam.

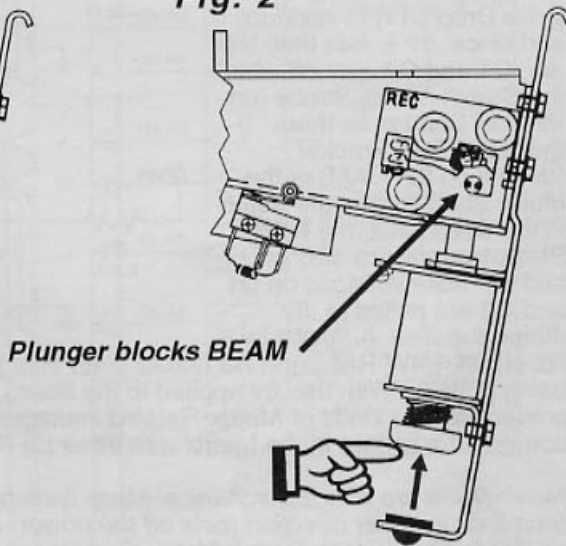
*View facing trough
(with playfield in Service Position #1)*

Fig. 1



Lift plunger to check switch as shown.

Fig. 2



Sectional view from right

Fig. 3a

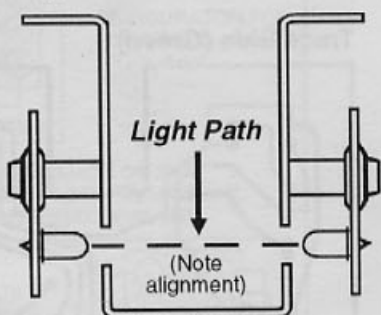
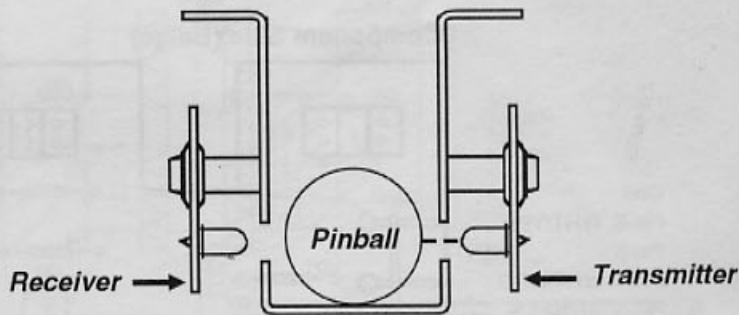


Fig. 3b



IMPORTANT

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

Fig. 4a

Correct Position

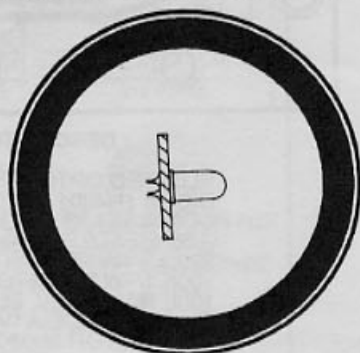


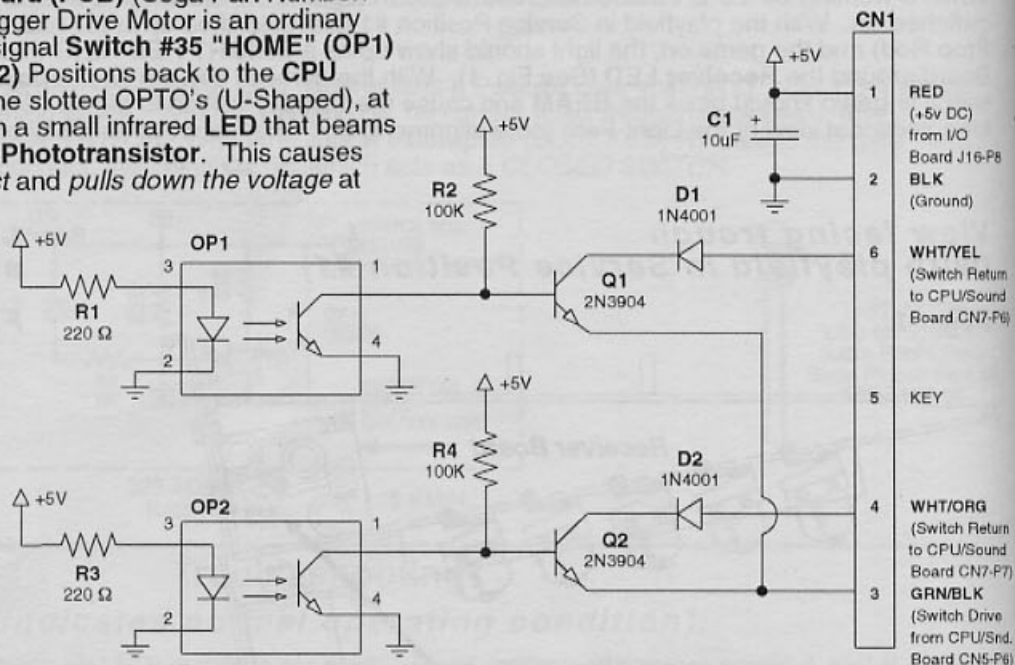
Fig. 4b

Incorrect Position



Snagger Drive Motor OPTO PCB Theory of Operation & Schematic

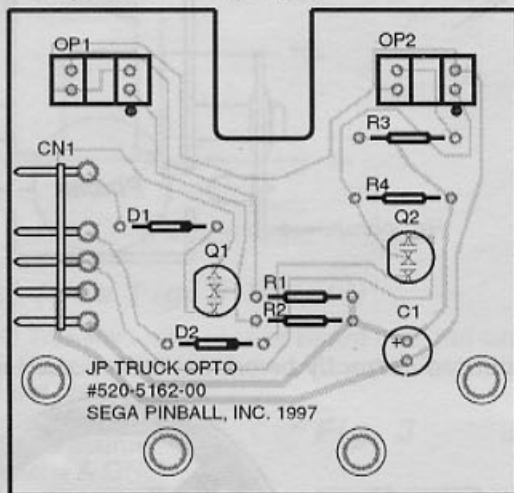
This OPTO Printed Circuit Board (PCB) (Sega Part Number: 520-5162-00) used on the Snagger Drive Motor is an ordinary Photo-Interrupter designed to signal **Switch #35 "HOME" (OP1)** and **Switch #36 "DOWN" (OP2)** Positions back to the CPU Board (Switch Matrix Grid). The slotted OPTO's (U-Shaped), at locations **OP1** and **OP2** contain a small infrared LED that beams light across the slot to an **NPN Phototransistor**. This causes the **Phototransistor** to *conduct* and *pulls down the voltage* at the base of **Q1** and **Q2** (Transistors 2N3904) to **.3v or less**. **Q1** and **Q2** require the Base-Emitter Drop Voltage (**.7v**) plus the Switch Drive Drop (**.1v**) to *conduct*, and since **.3v** is less than this **.8v**, **Q1** and **Q2** stay off when the *Switch Matrix Strobe* (on Pin-4 of CN1) polls them. If the Metal Flag Bracket (riveted on the CAM) of the Motor Shaft breaks the beam in the **OPTO** slot, the **NPN Phototransistors** stay off, and the *base voltages* on **Q1** and **Q2** are pulled to **.8v** during the *Switch Strobe* by **R2** (100K 1/4W Res.) and **R3** (220Ω 1/4W Res.) (this base voltage will actually be higher when the switch is not being polled). With the **.8v** applied to the bases, **Q1** and **Q2** conduct through **D1** & **D2**; These Diodes (1N4001) prevent certain kinds of *Matrix-Related leakages* which show up as a "Phantom Switch" that completes the corners of a square in the Matrix with three (3) Real Activated Switches comprising the other three (3) corners.



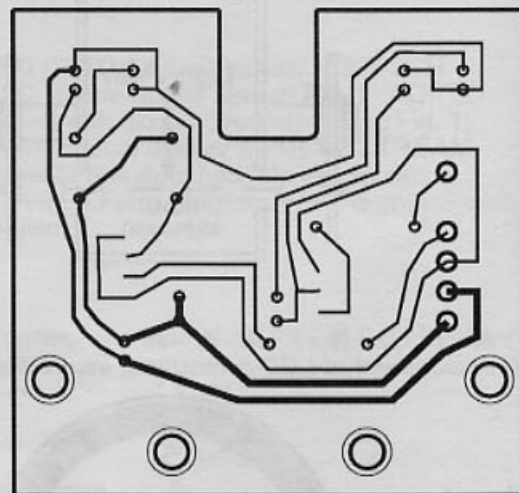
Note: There are also 2 mechanical Micro Switches on the Motor being used to prevent the motor from "over-traveling" in either direction (cuts off the power) and used as "fail-safe" switches in the unlikely event that the OPTO PCB fails (see Switch Matrix Grid Switches #35 & #36).

Snagger Drive Motor OPTO PCB Component Layout & Parts

Component Side (Beige)



Trace Side (Green)



CN1
Pin-6 WHT/YEL
Pin-5 (KEY)
Pin-4 WHT/ORG
Pin-3 GRN/BLK
Pin-2 BLK (GND)
Pin-1 RED (+5v DC)

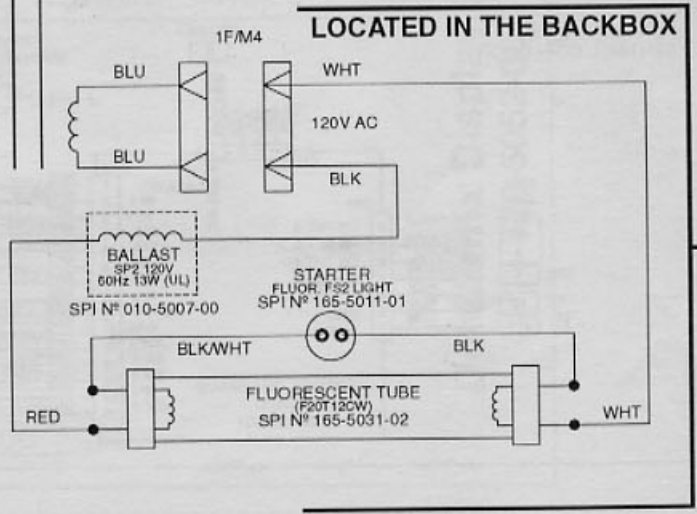
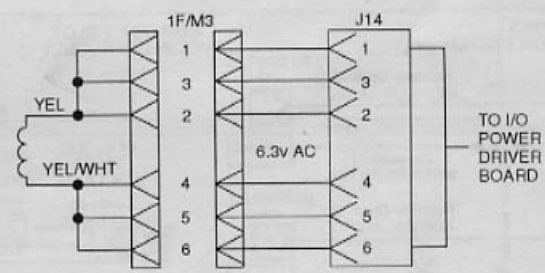
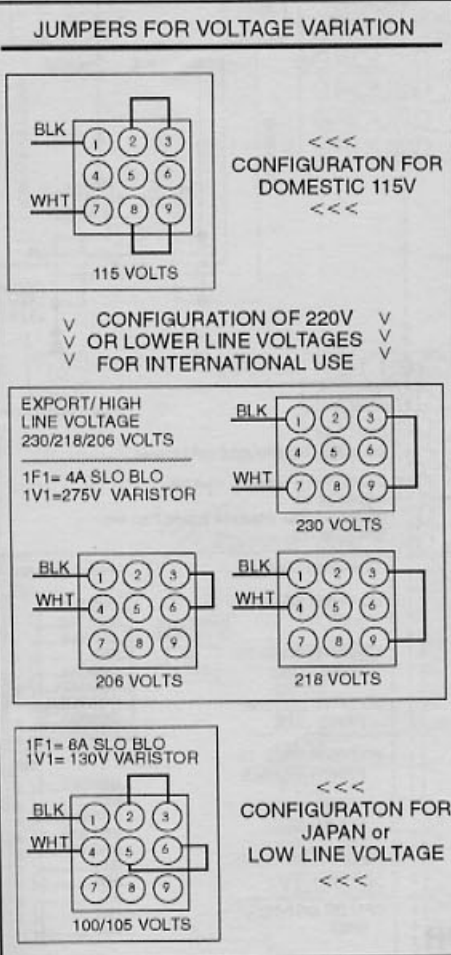
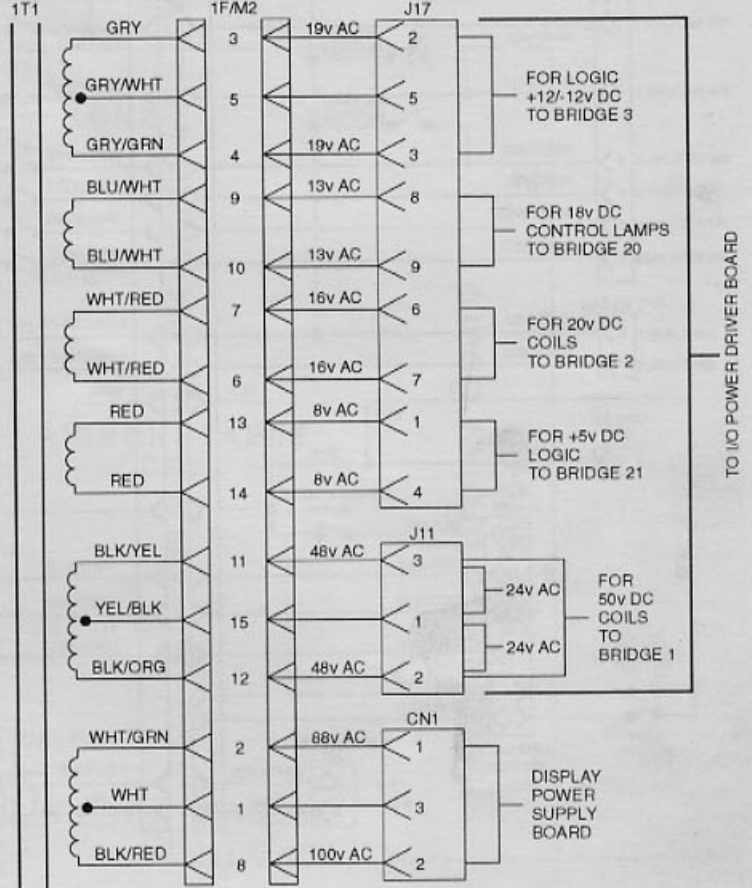
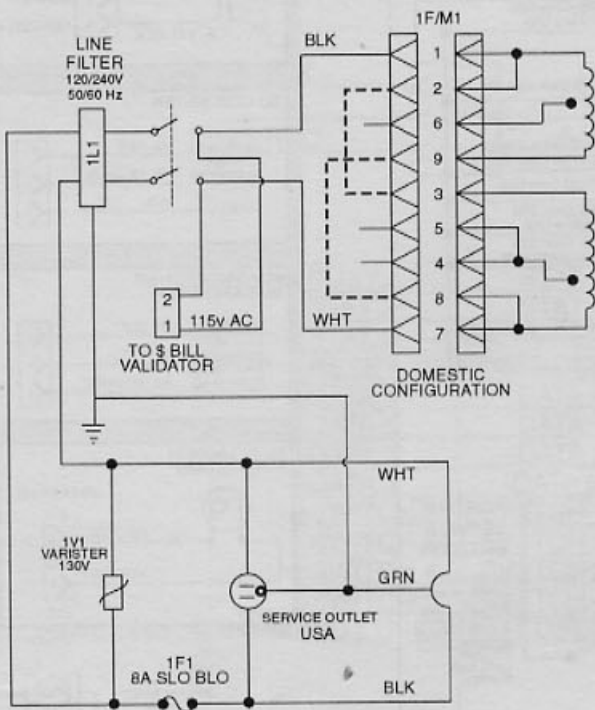
ITEM	QTY	PART NUMBER	REF-DESIGNATOR
1	2	165-5036-00	OP1, OP2
2	2	112-5001-00	D1, D2
3	1	045-5013-06	CN1
4	2	121-5014-00	R1, R3
5	2	121-5051-00	R2, R4
6	1	125-5017-00	C1
7	2	110-0069-00	Q1, Q2

DESCRIPTION

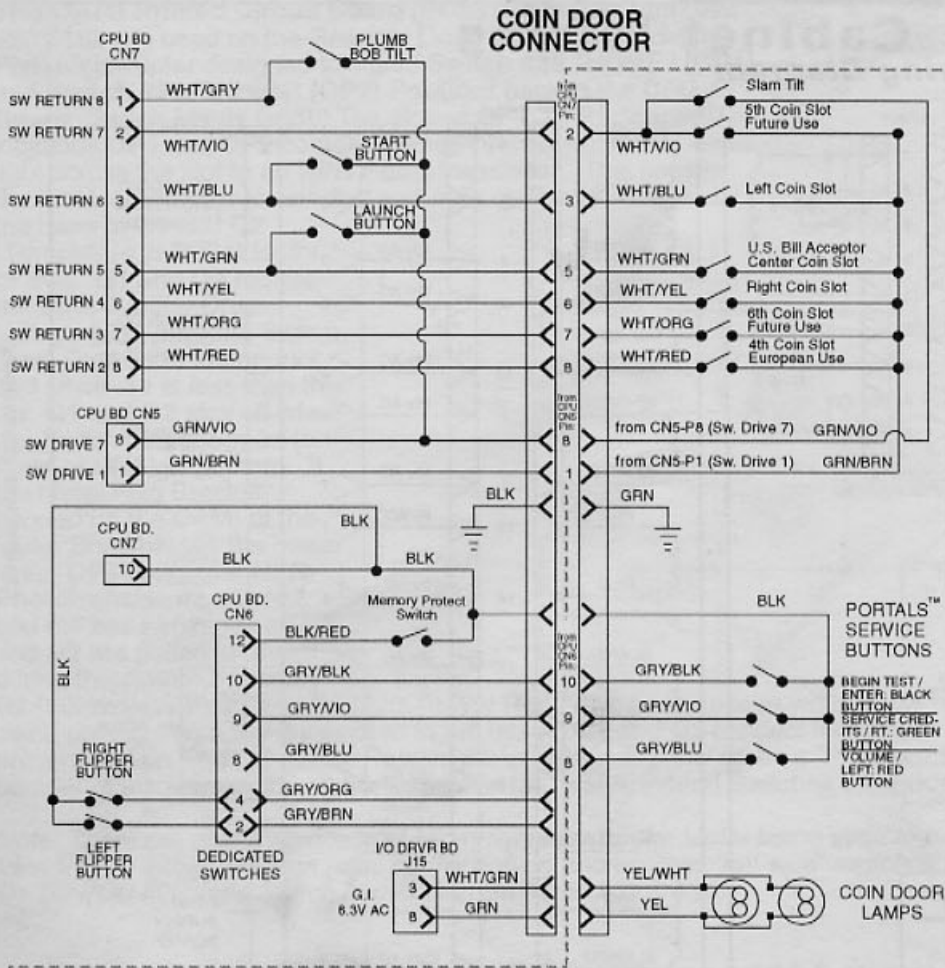
SLOTTED OPTO OPB804 REC/TRANS
DIODE 1N4001
CONN: 6X1 RT. ANGLE LOCKING
.156" HEADER (Molex #26-48-1066 or eqv.)
220Ω 1/4W RESISTOR 5%
100K 1/4W RESISTOR 5%
10uf, 16V RADIAL ELECTROLYTIC CAP.
(Panasonic ECE-A1VU100 (35v) or eqv.)
TRANSISTOR 2N3904

Cabinet Wiring

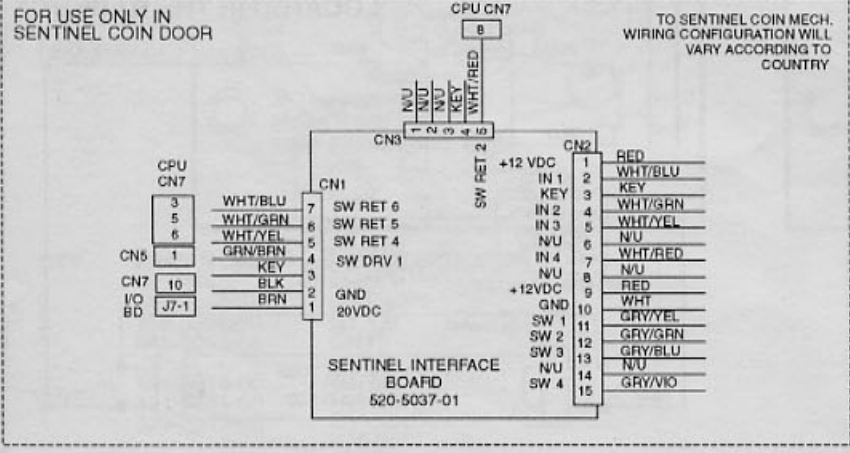
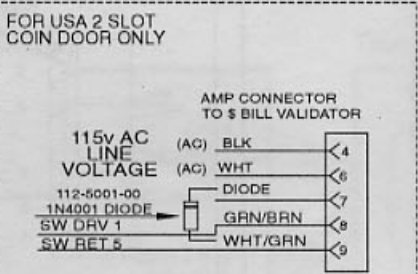
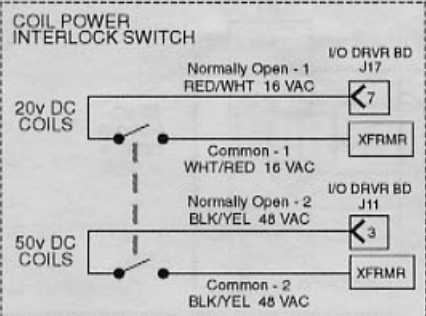
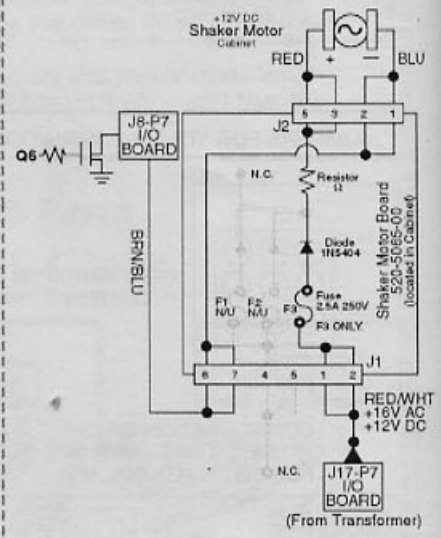
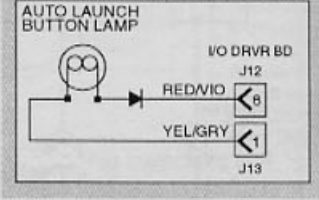
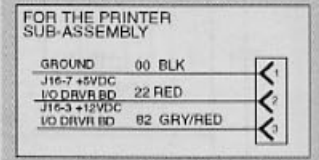
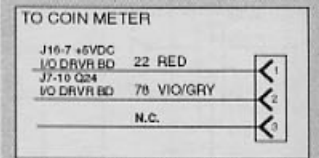
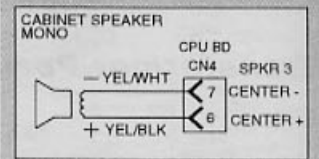
Transformer Power Wiring Diagram



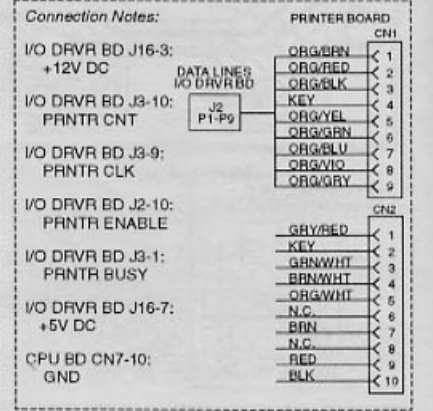
Cabinet/Coin Door Wiring Diagram



CABINET HARNESSES:



PRINTER INTERFACE OPTIONAL
 Cable Wiring Harness Part #: 036-5408-00
 RS-232 Printer Interface Board Part #: 520-5069-00

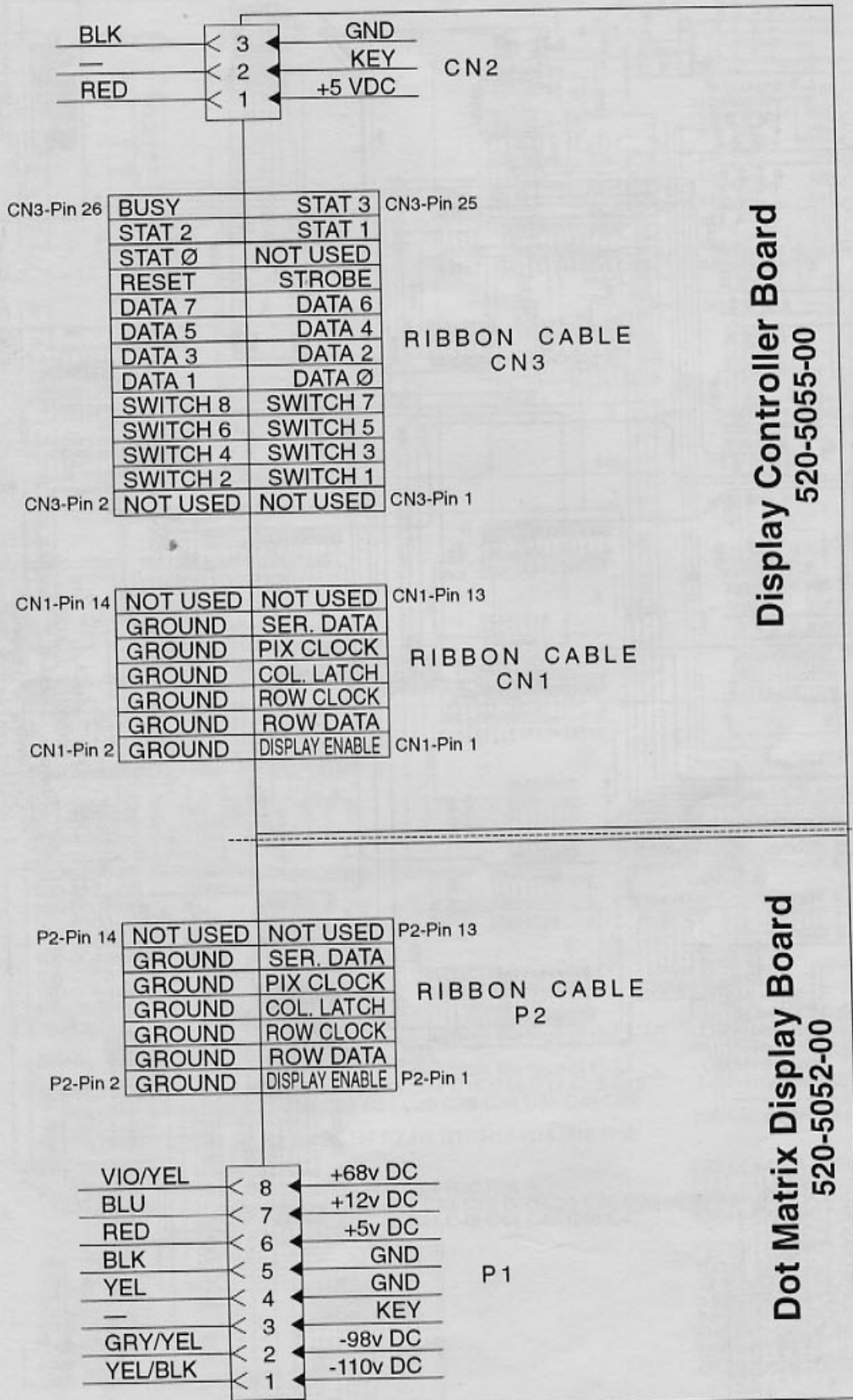


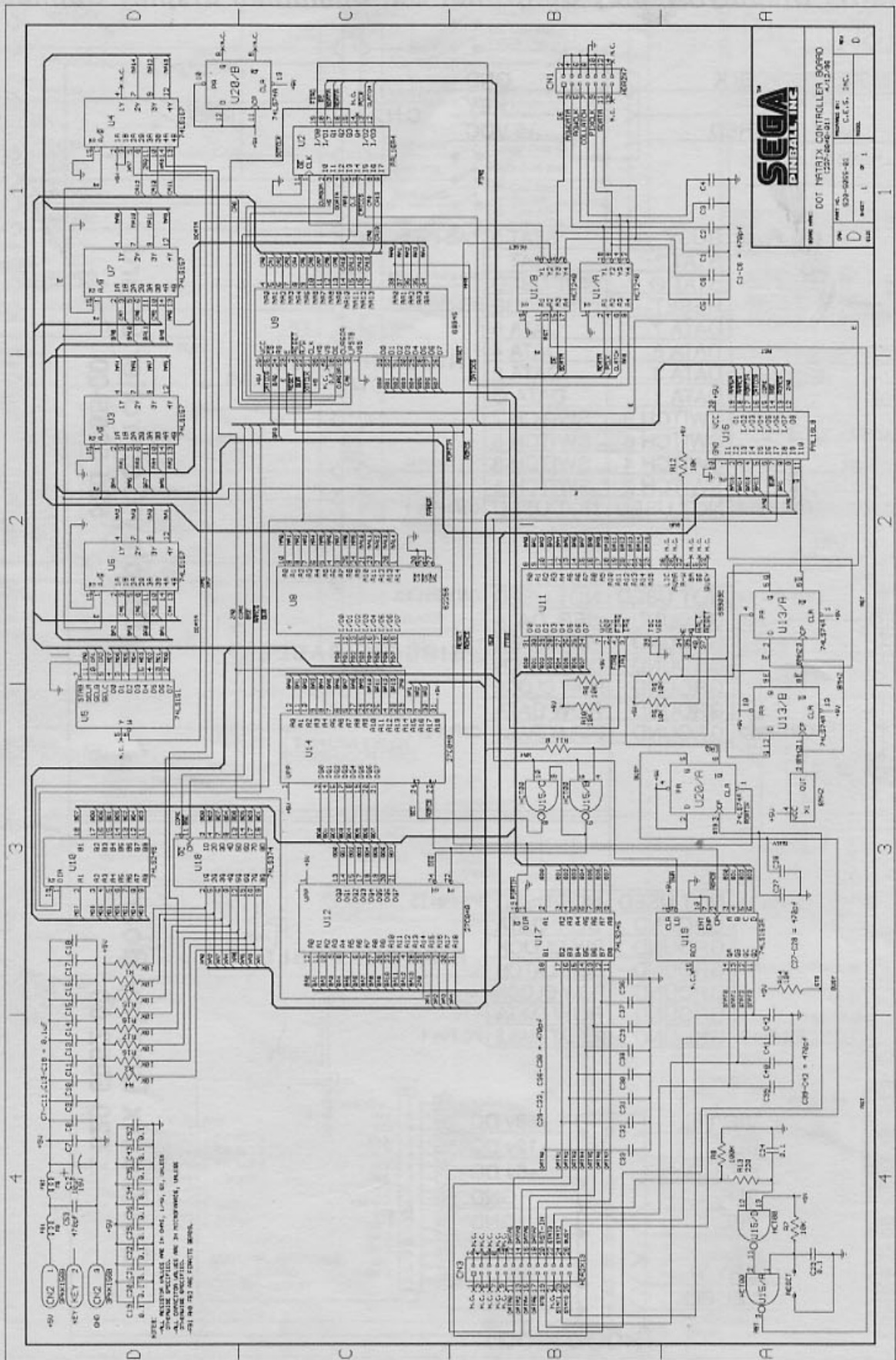
COIN DOOR

Section 5 | Cabinet

Printed Circuit Boards (PCBs)

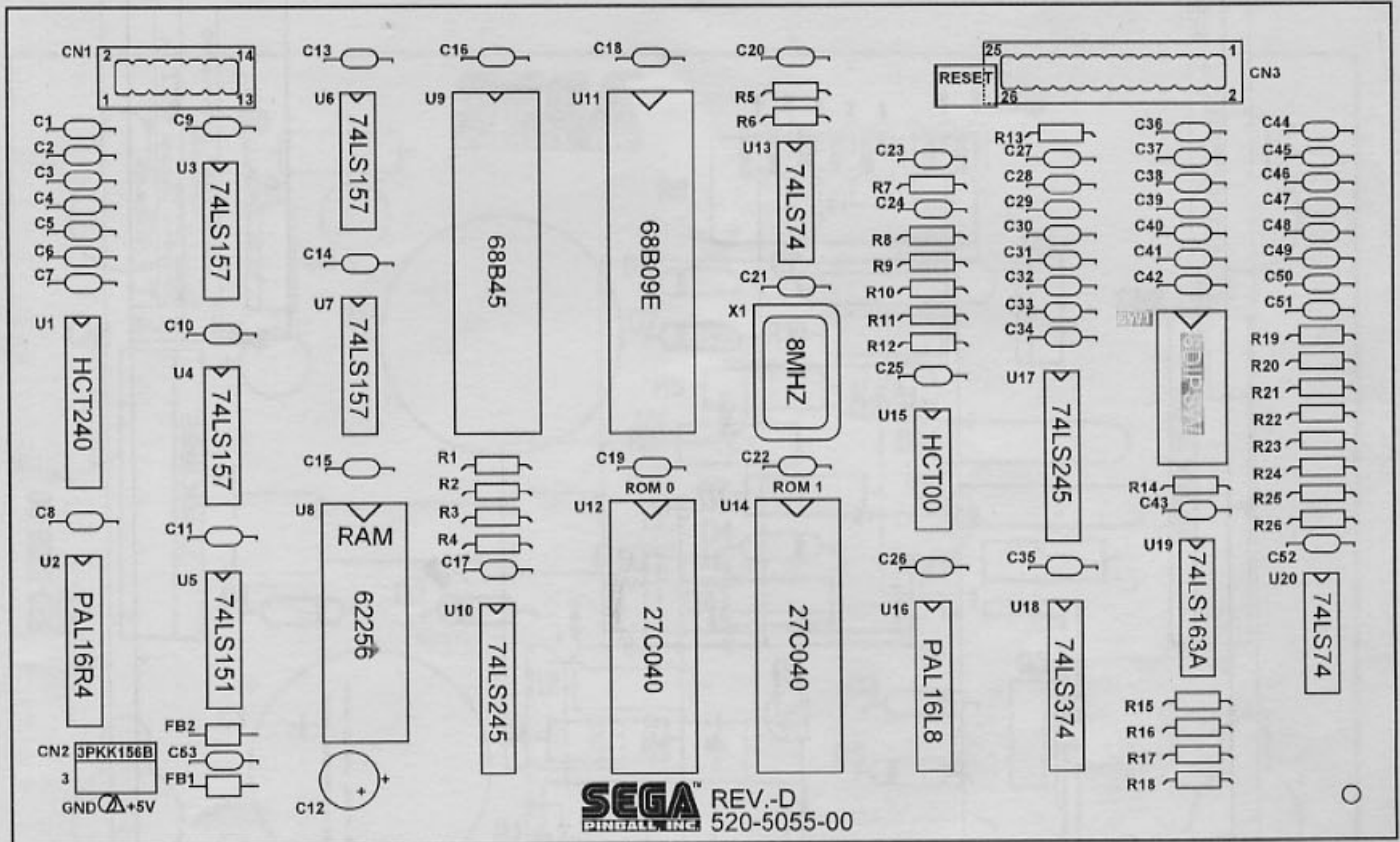
Dot Matrix Display/Display Controller Bd. Combined Display Connections





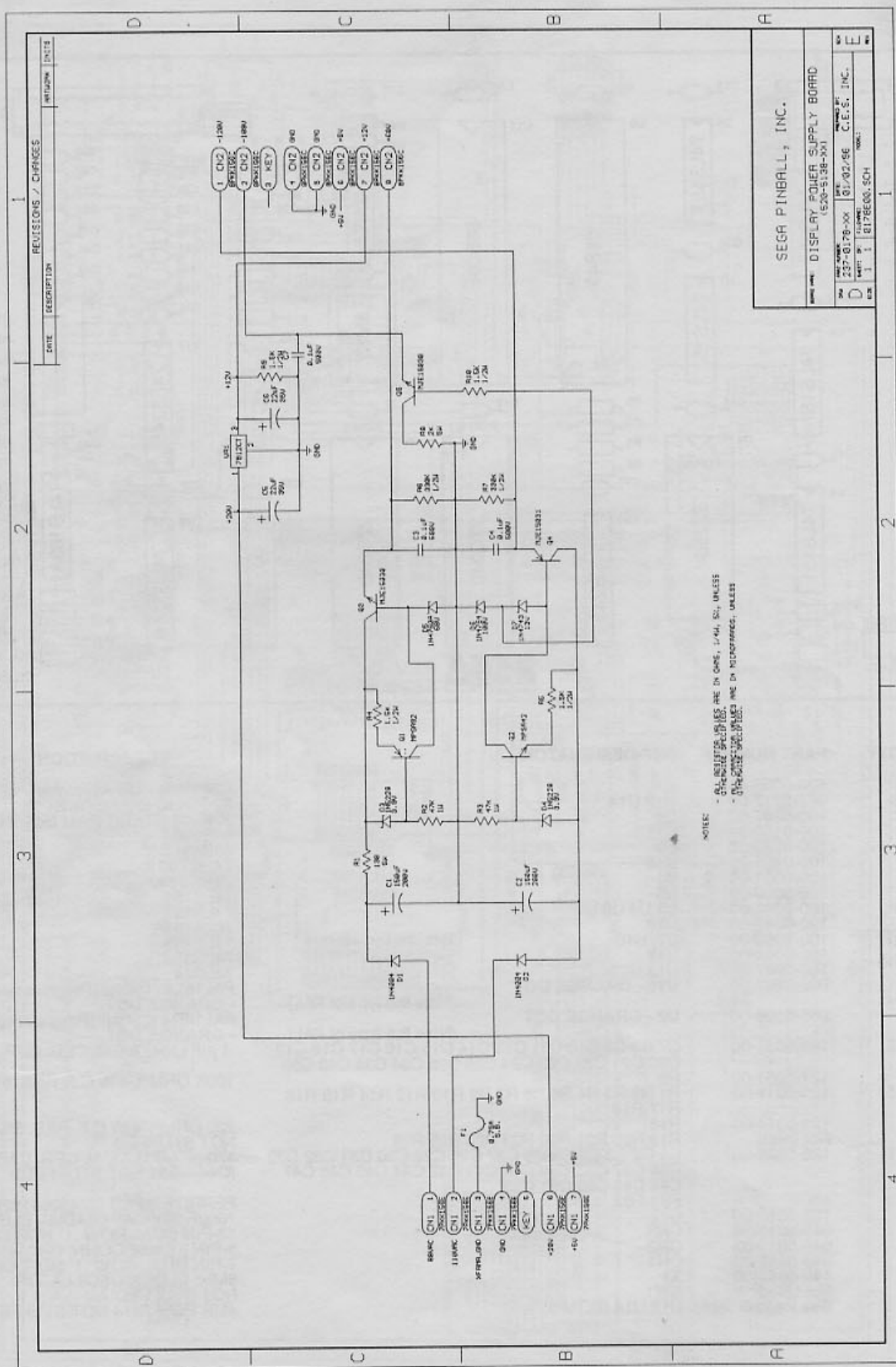
Section 5 | PCBs

Display Controller Board Component Layout & Parts

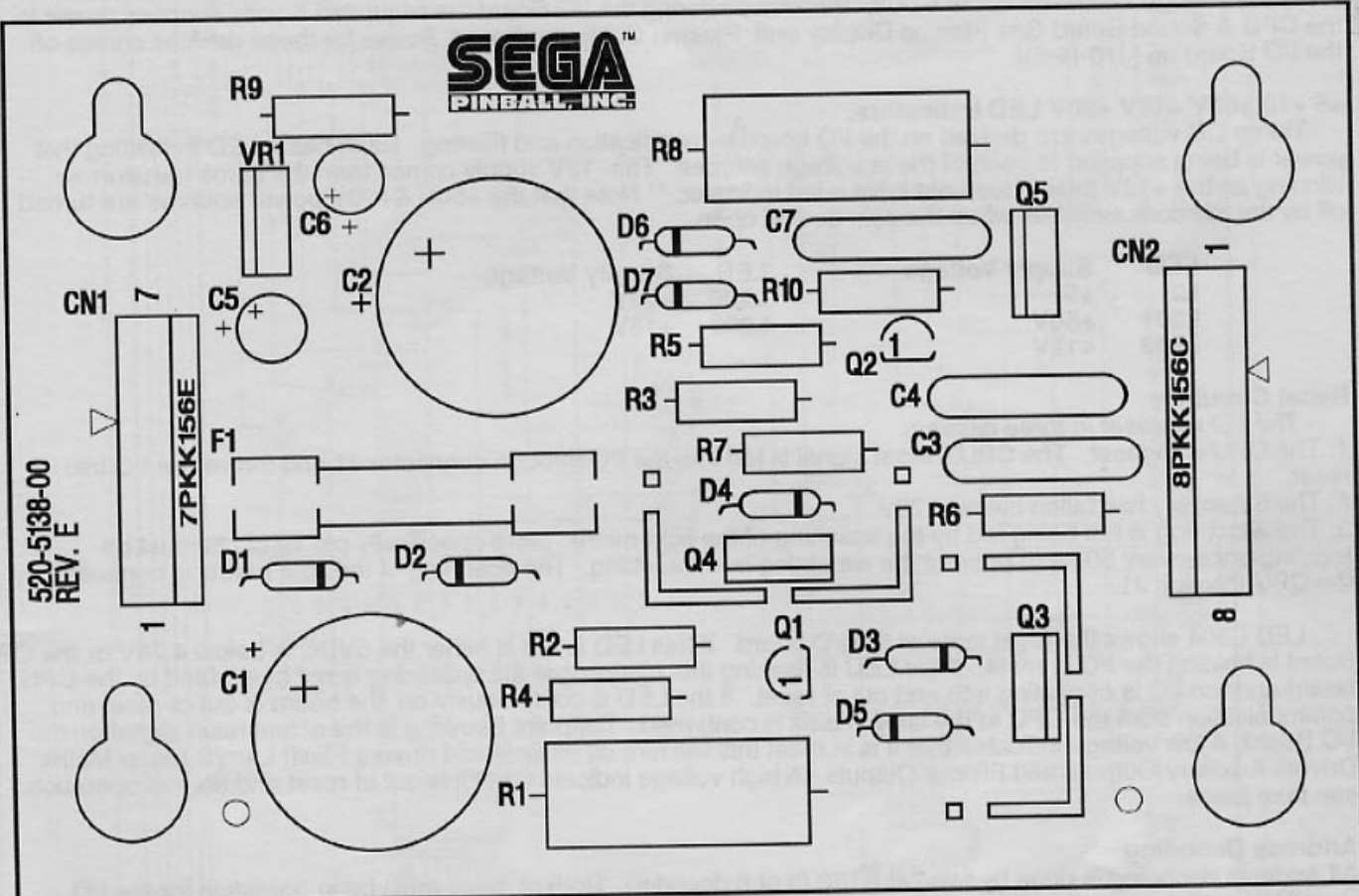


ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION
—	1	520-5055-00	—	Complete PCB Assembly
1	2	077-5217-00	U12 U14	32-PIN IC DIP SOCKET
2	1	100-0397-00	U8	32K X 8 STATIC RAM (62256L-10PC)
3	1	100-0189-01	U11	68B09E
4	1	100-0233-00	U9	68B45
5	1	100-0351-00	U15	74HCT00
6	1	100-5001-00	U1	74HCT240
7	1	100-5000-00	U5	74LS151
8	4	100-0046-00	U3 U4 U6 U7	74LS157
9	1	100-0049-00	U19	74LS163A
10	2	100-0058-00	U7, U10	74LS245
11	1	100-0064-00	U18	74LS374
12	2	100-0037-00	U13 U20	74LS74
13	1	965-0107-00	U16 - ORANGE DOT	PAL16L8 (15CN) (Programmed)
				(Note the type of PAL)
14	1	965-0108-00	U2 - ORANGE DOT	PAL16R4 (25CN) (Programmed)
				(Note the type of PAL)
15	23	125-5031-00	C7 C8 C9 C10 C11 C13 C14 C15 C16 C17 C18 C19 C20 C21 C22 C23 C24 C25 C26 C34 C35 C43 C52 R8	.1 mF (104) AXIAL CER. CAP
16	1	121-5051-00	R8	100K OHM 1/4 W C.F. RES. 5%
17	15	121-5011-00	R1 R2 R3 R4 R5 R6 R7 R9 R10 R12 R14 R15 R16 R17 R18	220 OHM 1/4 W C.F. RES. 5%
18	1	121-5014-00	R13	NOT STUFFED
19	0	Not Used	R19 R20 R21 R22 R23 R24 R25 R26	NOT STUFFED
20	21	125-5028-00	C1 C2 C3 C4 C5 C6 C27 C28 C29 C30 C31 C32 C33 C36 C37 C38 C39 C40 C41 C42 C44 C45 C46 C47 C48 C49 C50 C51 C53 FB1 FB2	470 pF (471) AXIAL CER. CAP (C44—C51 NOT STUFFED)
21	2	n/a		FERRITE BEAD (2743001182)
22	1	125-5015-00	C12	100uF 25V CAP (RADIAL ELEC)
23	1	045-5015-26	CN3	13-PIN DUAL ROW .1" HDR CONN.
24	1	045-5015-03	CN2	3-PIN KK-156 CONN. (540445-3)
25	1	045-5015-02	CN1	7-PIN DUAL ROW .1" HDR. CONN.
26	1	140-0013-00	X1	8Mhz CLOCK OSCILLATOR
27	0	Not Used	SW1	NOT STUFFED
28	1	See Page iii Table	U12 U14 (ROM 0)	4MB ROM (U14 NOT STUFFED)

Display Power Supply Board Schematic



Section 5 | PCBs



520-5138-00
REV. E

ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION
—	1	520-5138-00	—	Complete PCB Assembly
1	1	200-5000-10	F1	S.B. 0.75A
2	2	535-5000-11	Q3 Q4	HEATSINKS - AAVID #563002
3	2	125-5041-00	C2 C1	200V 150uF RADIAL LYTIC
4	4	121-5038-00	R10 R9 R5 R4	1/2W 1.5K
5	2	121-5059-00	R7 R6	1/2W 330K
6	2	121-5060-00	R2 R3	1W 47K
7	1	121-5061-00	R1	5W 130
8	1	121-5062-00	R8	5W 2K
9	2	112-0053-00	D3 D4	3.9V 5228
10	1	112-0062-00	D5	68V 4760A
11	1	112-0049-00	D6	100V 4764
12	1	112-0061-00	D7	13V 4743
13	1	110-0100-00	Q1	MPSA92
14	1	110-0082-00	Q2	MPSA42
15	3	125-5035-00	C3 C4 C7	500V 0.1uF CERAMIC DISK
16	1	110-0103-00	Q4	MJE15031
17	2	110-0101-00	Q3 Q5	MJE15030
18	2	125-5003-00	C5 C6	25V 22uF RADIAL LYTIC
19	1	124-5003-00	VR1	7812CT
20	1	045-5015-08	CN2	8pkk156 (PIN3=KEY)
21	2	112-5003-00	D1 D2	1N4004
22	1	045-5015-07	CN1	7PKK156E (PIN5=KEY)
23	2	n/a	Q3 Q4	6/32 KEY NUT
24	2	n/a	Q3 Q4	6/32 X 3/8 SCREW
25	2	205-0004-00	F1	FUSECLIPS

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 11VDC which is inserted into a linear voltage regulator for the output of 5VDC. 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 Display and Plasma Controller Board. Power for these devices comes off the I/O Board on [J16-(4-8)].

+5 +12 +50V +18V +20V 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	LED	Supply Voltage
L2	+5	L200	+20V
L201	+50V	L202	+18V
L203	+12V		

Reset Circuitry:

The I/O will reset in three 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 5VDC is below 4.75V or the CPU 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 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 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 (3 of 8 decoder). Both of these must be in operation for the I/O Board to function properly.

Solenoid 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. 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 and R2 controls Q etc...

Auxiliary In & Out:

J2 8 CMOS Outputs sometimes used for a printer interface.

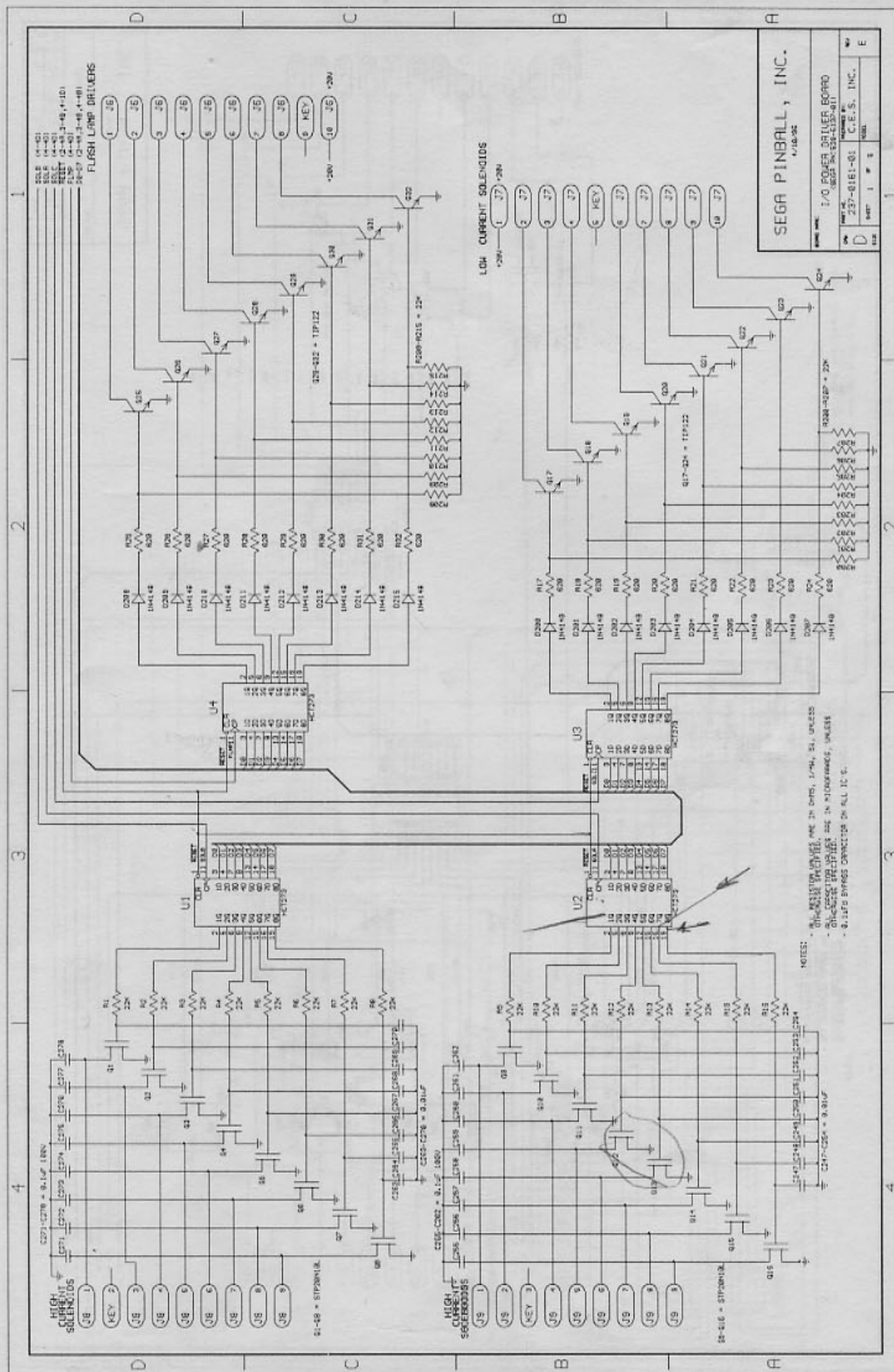
J3 8 CMOS Inputs general purpose inputs.

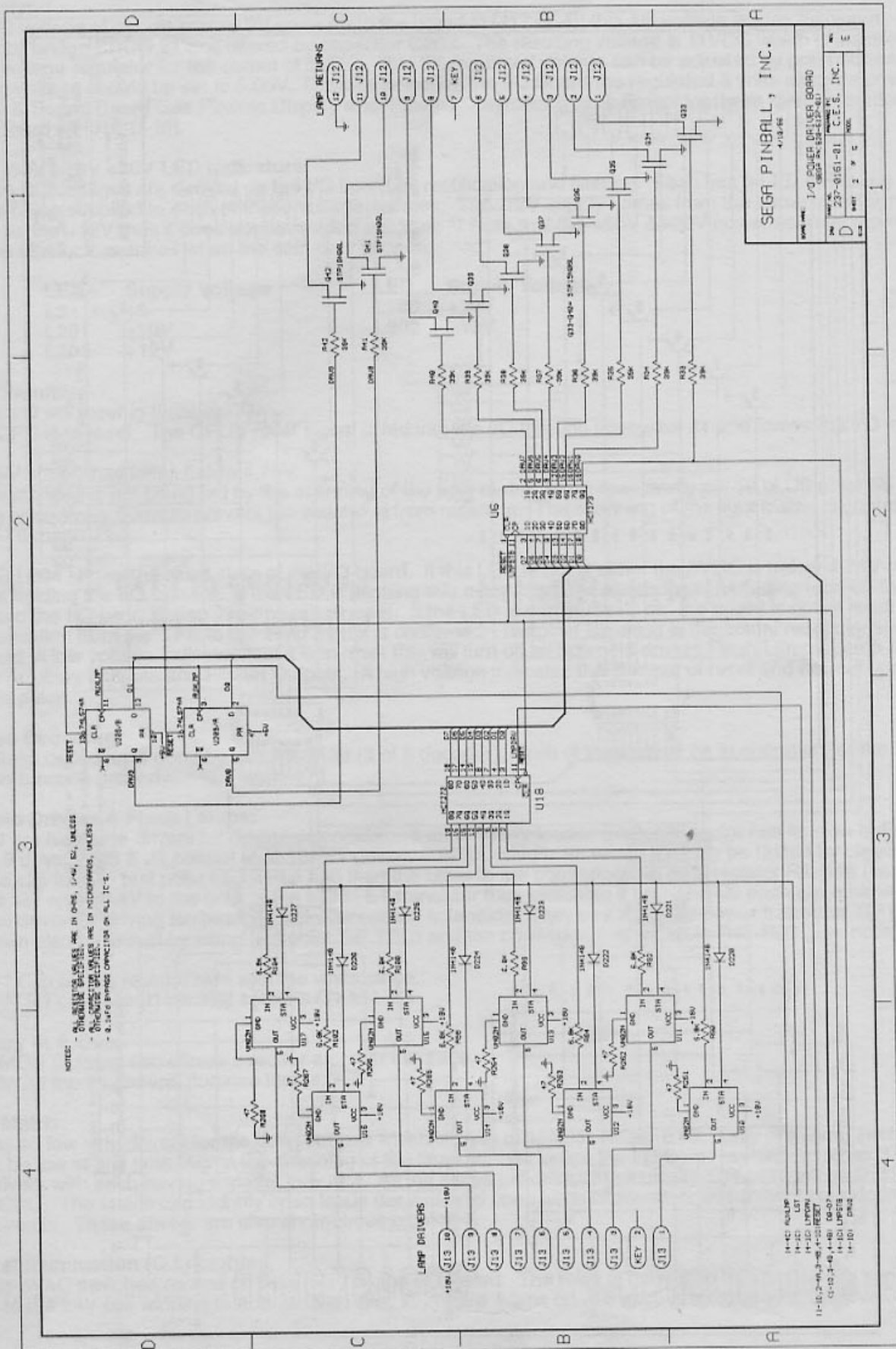
Lamp Matrix:

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. 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 6VAC switched on and 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 6VAC source.



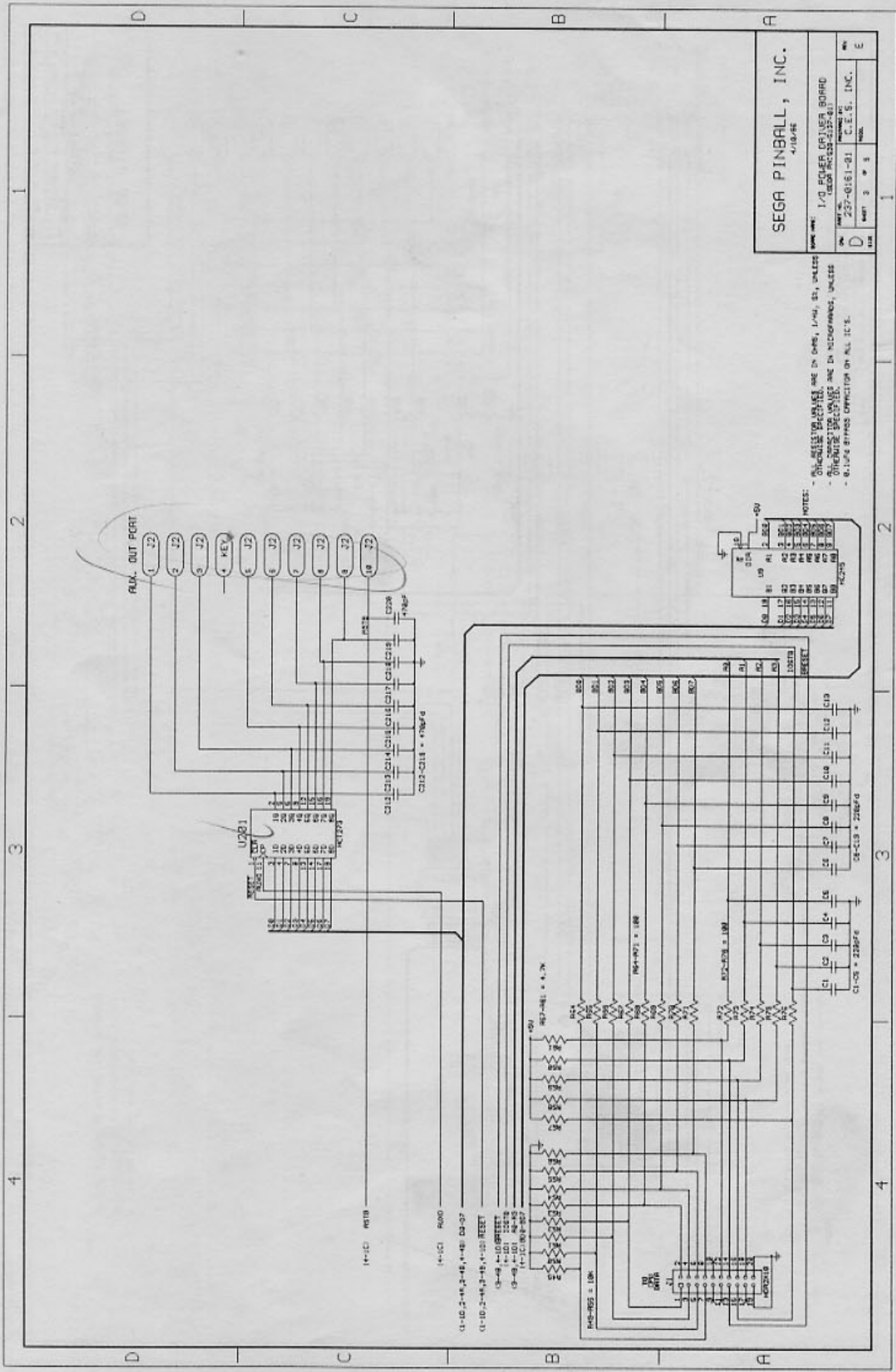


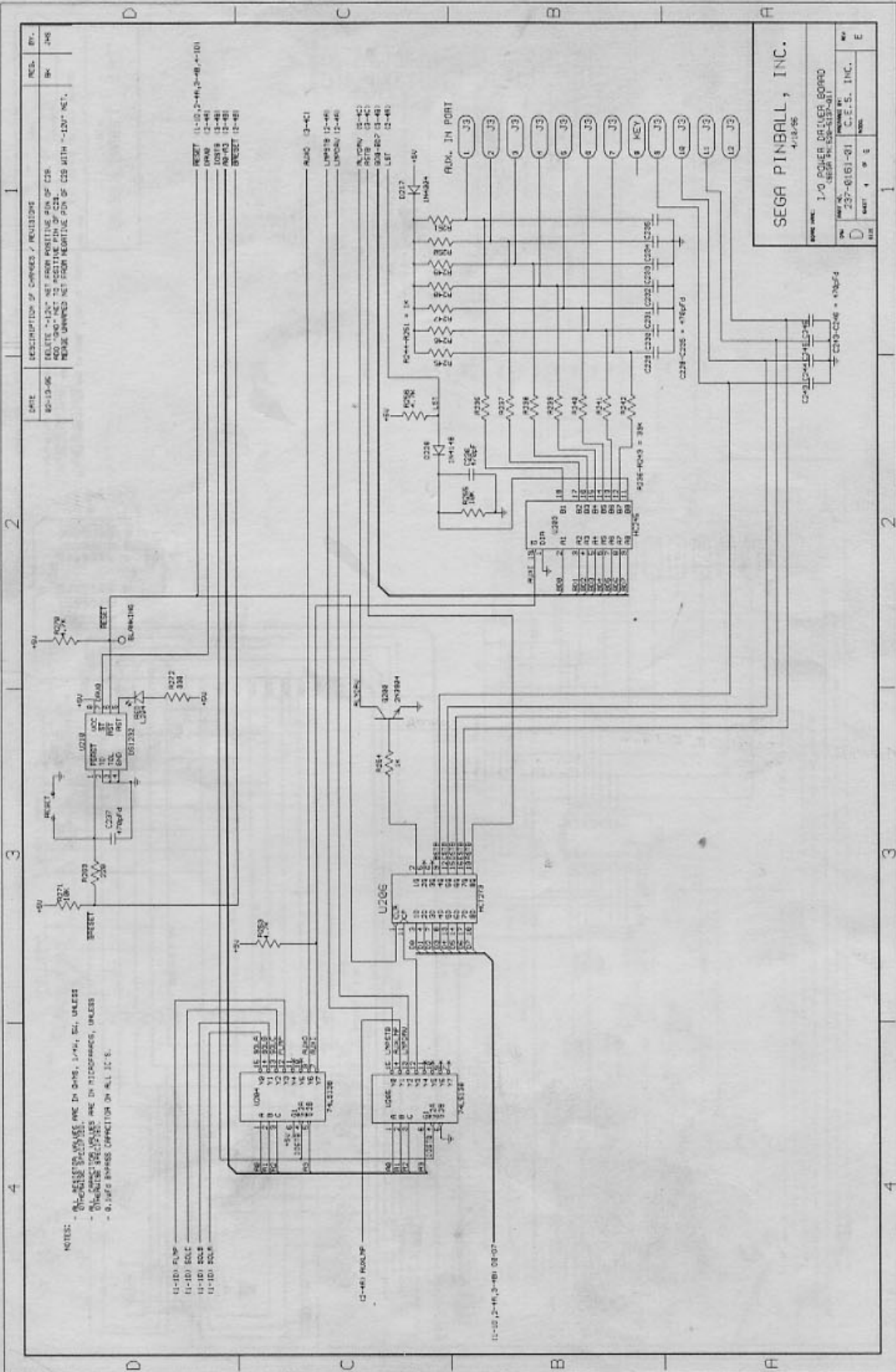
SEGA PINBALL, INC.
4/13/86

WORK NO.	1/0 POWER DRIVER BOARD
REV.	0001 Rev. 03/23/86
DATE	2/27/86
BY	C.E.S., INC.
CHKD	
APP'D	

NOTES:
- ALL DIMENSIONS ARE IN ONS, 1/4", 1/2", UNLESS OTHERWISE SPECIFIED.
- DIMENSIONS ARE IN MILLIMETERS, UNLESS OTHERWISE SPECIFIED.
- 2.540 BYPASS CONNECTION ON ALL IC'S.

Section 5 | PCBs





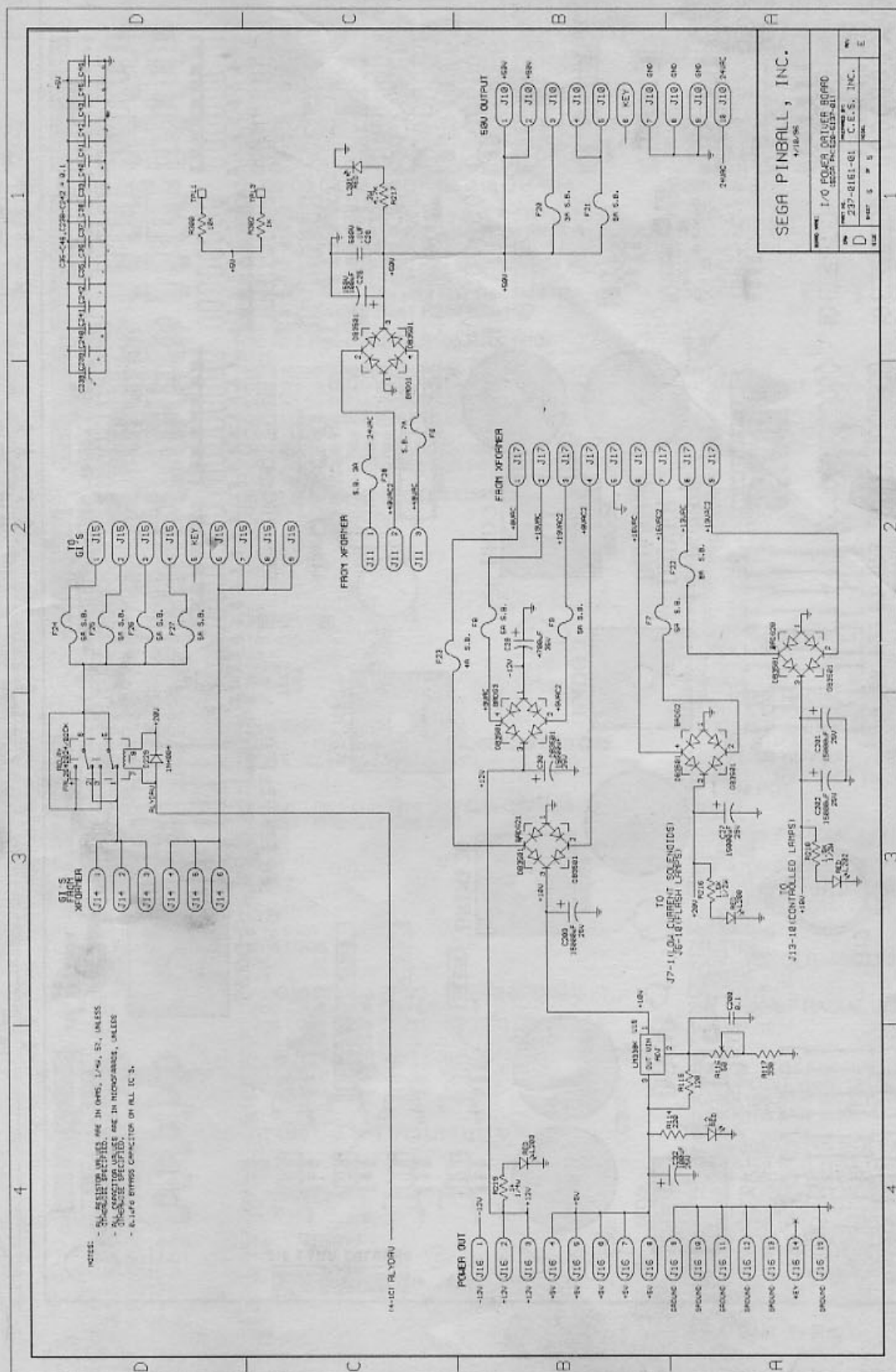
SEGA PINBALL, INC.
4/18/86

DATE: 82-12-06
DRAWN BY: [Signature]
CHECKED BY: [Signature]
C.E.S. INC.

NOTES:

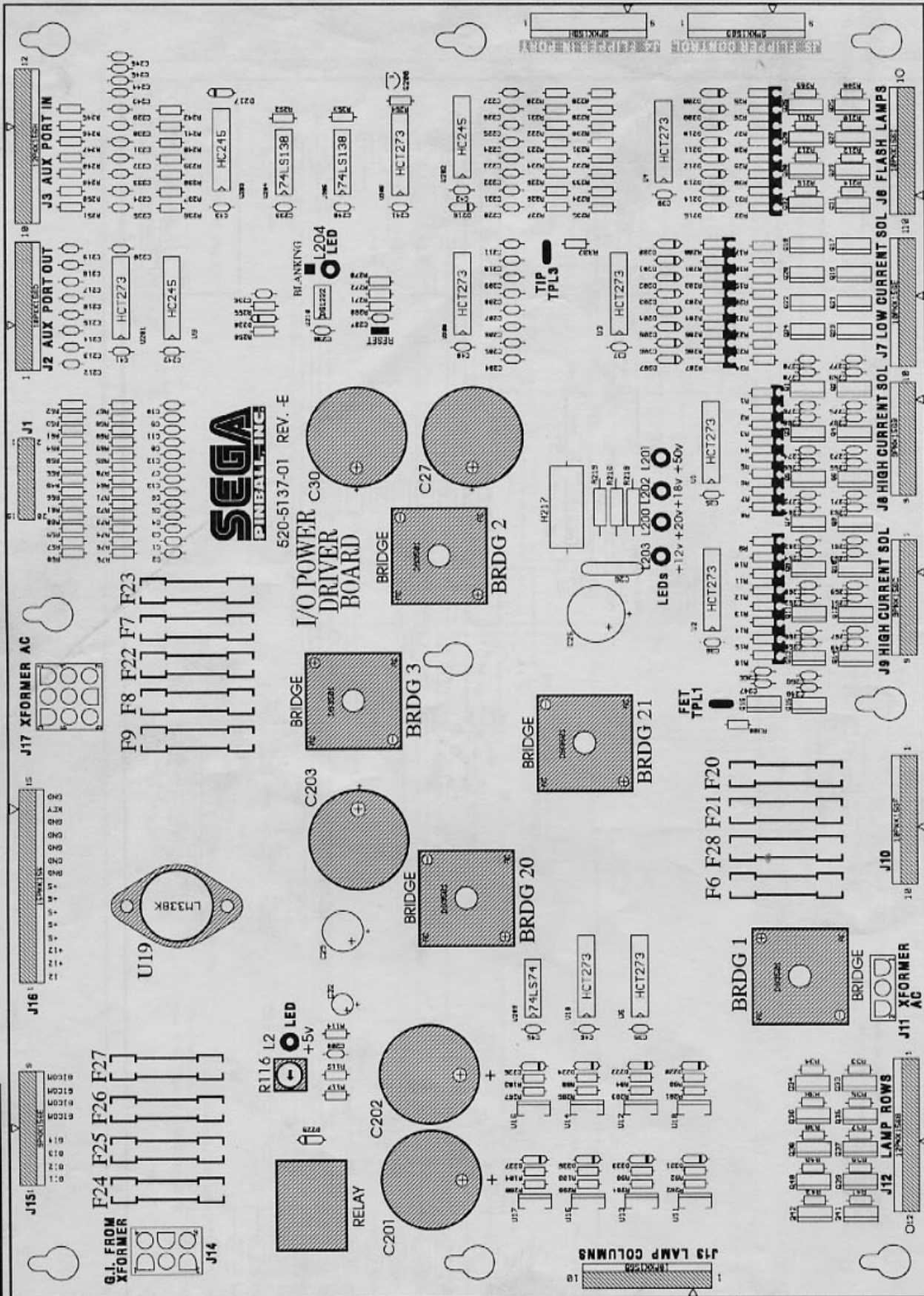
- ALL DIMENSIONS ARE IN INCHES, UNLESS OTHERWISE SPECIFIED.
- DIMENSIONS ARE IN MICROINCHES, UNLESS OTHERWISE SPECIFIED.
- 0.125 INCH CORNER IN ALL IC'S.

Section 5 | PCBs



I/O Power Driver Board Component Layout

TEST POINTS:



- ^^ TIP TPL3
- ^^ BLANKING
- ^^ L204 LED
- ^^ RESET
- ^^ L201 LED+50v
- ^^ L202 LED+18v
- ^^ L200 LED+20v
- ^^ L200 LED+12v
- ^^ FET TPL1
- ^^ L2 LED +5v
- ^^ R116 POT

Section 5 | PCBs

I/O Power Driver Board Parts

ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION
—	1	520-5137-01	—	Complete PCB Assembly
1	16	125-5027-00	C260 C259 C258 C257 C256 C278 C271 C255 C261 C262 C277 C276 C275 C274 C273 C272 C204 C206 C207 C208 C209 C210 C211 C235 C234 C228 C229 C230 C231 C232 C233 C219 C217 C216 C215 C214 C212 C213 C237 C218 C236 C205 C243 C245 C246 C244 C263 C264 C265 C270 C269 C268 C267 C266 C247 C254 C253 C252 C251 C250 C249 C248 C7 C8 C9 C10 C11 C12 C13 C1 C2 C3 C4 C5 C6 C227 C226 C220 C221 C222 C223 C224 C225 C35 C36 C37 C38 C39 C40 C41 C42 C43 C45 C46 C200 C239 C238 C240 C241 C242 Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q16 Q15 Q14 Q13 Q12 Q11 Q10 Q9 R2 R3 R4 R5 R6 R7 R8 R16 R15 R14 R13 R12 R11 R10 R9 R200 R201R202 R203 R204 R205 R206 R207 R215 R214 R213 R212 R211 R210 R209 R208 R1 R17 R32 R18 R19 R20 R21 R22 R23 R24 R31 R30 R29 R28 R27 R26 R25 R236 R237 R40 R39 R38 R37 R36 R35 R34 R33 R238 R239 R240 R241 R242 R42 R41 R64 through R76 R90 R92 R94 R96 R98 R100 R102 R104 R115 R221 R220 R222 R223 R224 R225 R226 R227 R254 R248 R249 R250 R251 R232 R246 R247 R245 R233 R234 R235 R230 R231 R228 R229 R302 R262 R261 R263 R264 R265 R266 R267 R268 R269 R114 R57 R58 R59 R60 R61R252 R253 R256 R270 R49 R271 R56 R55 R54 R53 R52 R51 R50 R255 R300 R117 R272 U6 U4 U18 U2 U1 U200 U3 U201 U206 RESET R219 R218 R216 F24 F25 F26 F27 F8 F9 F7 F6 F23 F22 F20 F21 F28 J15 J16 U210 Q200 C32 J1 U202 U203 Q41 Q33 Q34 Q35 Q36 Q37 Q38 Q39 Q40 Q42 L203 L202 L204 L200 L2 L201 J2 R116 Q23 Q22 Q21 Q20 Q19 Q18 Q26 Q27 Q28 Q29 Q30 Q31 Q32 Q17 Q25 Q24 C25 U9 C29 RELAY J5 U209 J4 U204 U205 C26 U19 BRDG20 BRDG3 BRDG1 BRDG2 BRDG21 C202 C203 C201 C30 C27 D208 D225 D226 D221D220 D223 D227 D224 D222 D200 D201 D202 D203 D204 D205 D206 D207 D209 D210 D211 D212 D213 D214 D215 D228 D217 D216 D229 TPL3 TPL1 J7 J6 U17 U16 U15 U14 U13 U12 U11 U10 J11 J12 J17 Not Used BLANKING R217 J13 J14 J10 J3 J9 J8 -> U19	100V 104 (0.1uF) 471 (470pF) AXIAL CAP (C204—C11 Not Stuffed) 103 (0.01uF) 221 (220pF) Not Stuffed 104 (0.1uF) 20N10L STP 22K 620 39K 100 6.8K 120 Not Stuffed 1K 1/4 W REST. (R228—R235 Not Stuffed) 47K 1/4W RESISTOR 220K 1/4W RESISTOR 4.7K 1/4W RES. (R252 Not Stuffed) 10K 330 74HCT273 (U200 Not Stuffed) Not Stuffed 1/4W 1K 1/2W 1.5K S.B. 5A S.B. 7A S.B. 4A S.B. 8A S.B. 3A 9PKK156 (PIN 5=KEY) 15PKK156 DS1232 2N3904 25V 100uF RADIAL LYTIC 20 PIN 0.1 DUAL ROW HEADER 74HC245 (U202 Not Stuffed) 19N06L STP LED T1-3/4 DIFFUSER LED 10PKK156 (PIN 4=KEY) 50 OHM POT TIP122 150V 100uF RADIAL LYTIC 74LS245 35V 4700uF RADIAL LYTIC FRL264D024/02CK RELAY Not Stuffed 74LS74 Not Stuffed 74LS138 500V .1UF CERAMIC DISK LM338K DB3501 25V 15000uF RADIAL LYTIC 1N4148 1N4004 (D216 Not Stuffed) TEST POINT WIRE (24ga.) LOOPS 10PKK156 (PIN 5=KEY) 10PKK156 (PIN 9=KEY) VN02N 10-84-4030 (3 PIN MOLEX) 12PKK156 (PIN 7=KEY) 10-84-4090 (9 PIN MOLEX) TEST POINT - DO NOT STUFF 2W 4.7K SANDBAR 10PKK156 (PIN 2=KEY) 10-84-4060 (6 PIN MOLEX) 10PKK156 (PIN 6=KEY) 12PKK156 (PIN 8=KEY) 9PKK156 (PIN 3=KEY) 9PKK156 (PIN 2=KEY) FUSECLIPS HEATSINK (5v Reg.)
2	22	125-5028-00		
3	16	125-5029-00		
4	13	125-5030-00		
5	0	Not Used		
6	17	125-5031-00		
7	16	110-0106-00		
8	32	121-5042-00		
9	16	121-5003-00		
10	17	121-5045-00		
11	13	121-5007-00		
12	8	121-5029-00		
13	1	121-5030-00		
14	0	Not Used		
15	9	121-5009-00		
16	8	121-5032-00		
17	2	121-5033-00		
18	8	121-5021-00		
19	11	121-5011-00		
20	2	121-5036-00		
21	8	100-5019-00		
22	1	Not Used		
23	1	121-5009-00		
24	2	121-5038-00		
25	7	200-5000-01		
26	1	200-5000-03		
27	1	200-5000-06		
28	1	200-5000-07		
29	3	200-5000-08		
30	1	045-5013-00		
31	1	045-5016-00		
32	1	100-5023-00		
33	1	110-0069-00		
34	1	125-5032-00		
35	1	045-5015-01		
36	1	100-0338-00		
37	10	110-0088-00		
38	6	165-5099-00		
39	1	045-5014-01		
40	1	121-5039-00		
41	16	110-0067-00		
42	1	125-5033-00		
43	1	110-0058-00		
44	1	125-5034-00		
45	1	190-5002-00		
46	0	Not Used		
47	1	100-0037-00		
48	0	Not Used		
49	2	100-0148-00		
50	1	125-5035-00		
51	1	100-0356-00		
52	5	124-5000-00		
53	5	125-5036-00		
54	25	112-0054-00		
55	2	112-5003-00		
56	2	n/a		
57	1	045-5014-01		
58	1	045-5014-01		
59	8	110-0089-00		
60	1	045-0014-03		
61	1	045-5015-00		
62	1	045-0014-09		
63	1	Not Used		
64	1	121-5050-00		
65	1	045-5014-01		
66	1	045-0014-06		
67	1	045-5014-01		
68	1	045-5015-00		
69	1	045-5013-00		
70	1	045-5013-00		
71	26	205-0004-00		
72	1	n/a		

CPU Section:

The CPU is a 68B09E (U209) with up to 8Mbytes of CPU code space (U210). The CPU code is bank selected by the use of U211 and each bank consists of 16Kbytes. 8Kbytes 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 which have a test point VB 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 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 2 HC245 chips. 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 8 2N3904 Transistors 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 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). 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 three 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 U200 to the sound section by latching data into U5. The sound section's CPU 68B09E (U6) reads in this data and handles the interfacing to the BSMT.

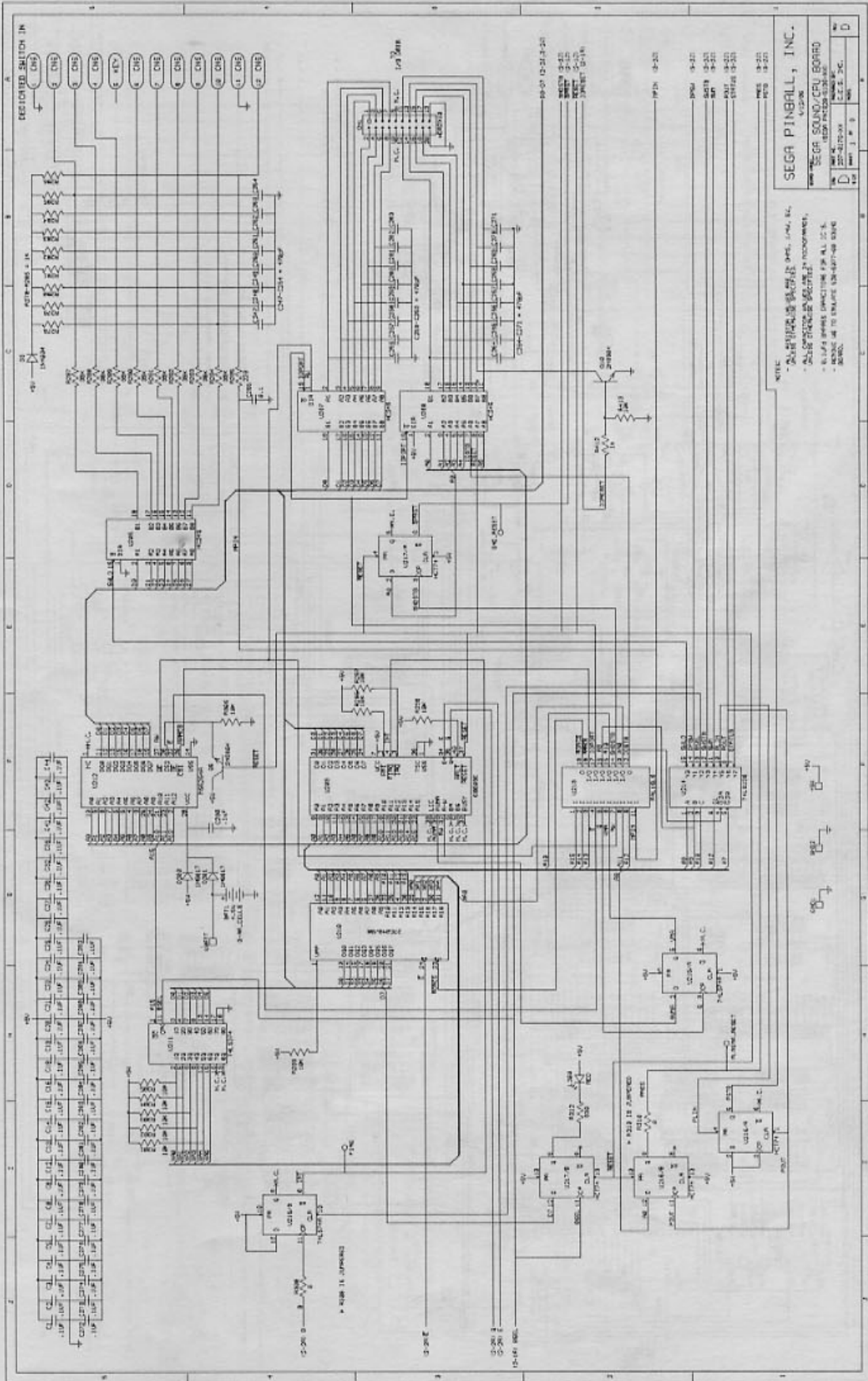
Other Test Points:

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.

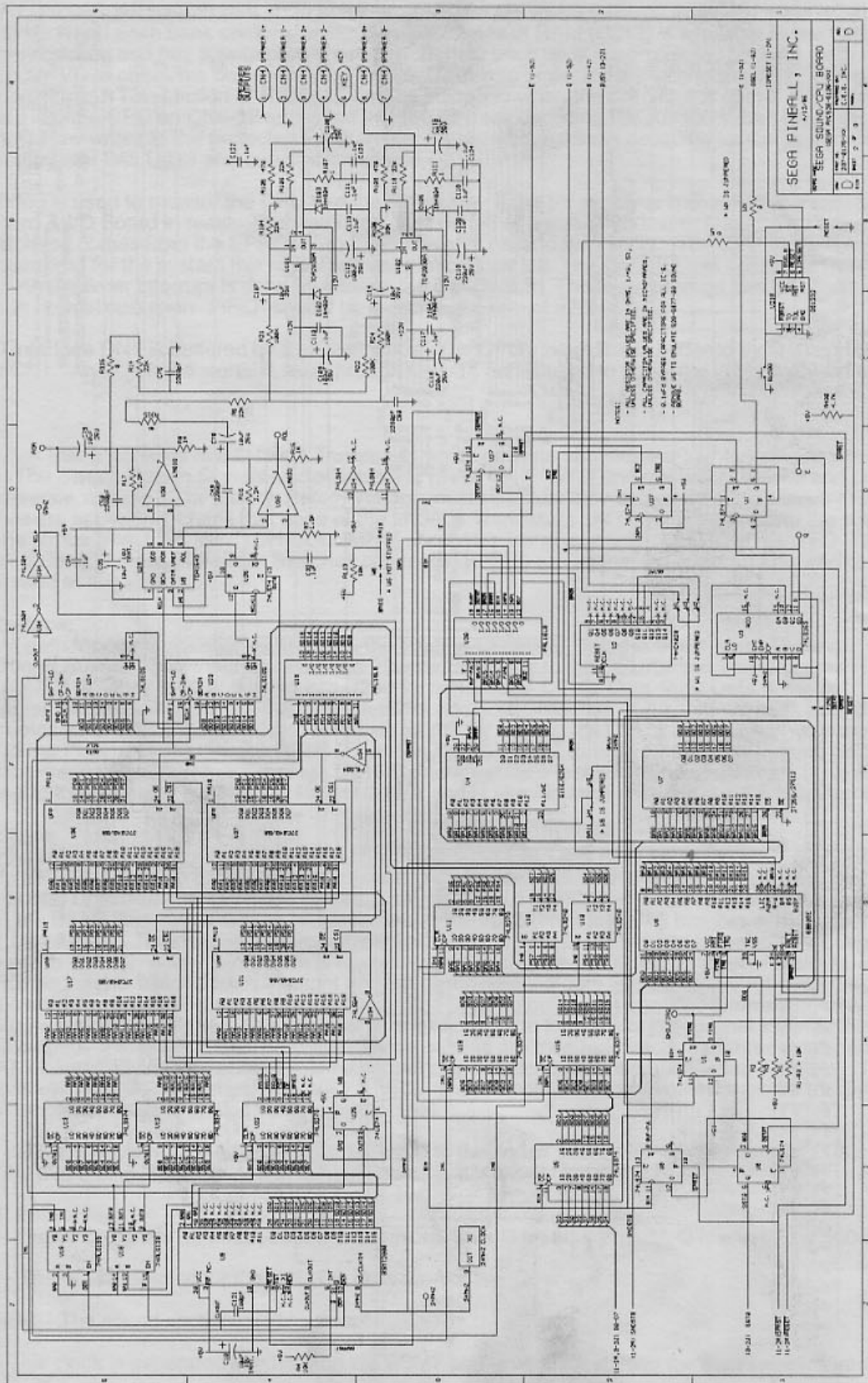
SND-FIRQ - The sound sections CPU interrupt.

6Mhz - This clock is generated internally on the BSMT and is used for shifting the data samples into the DAC.

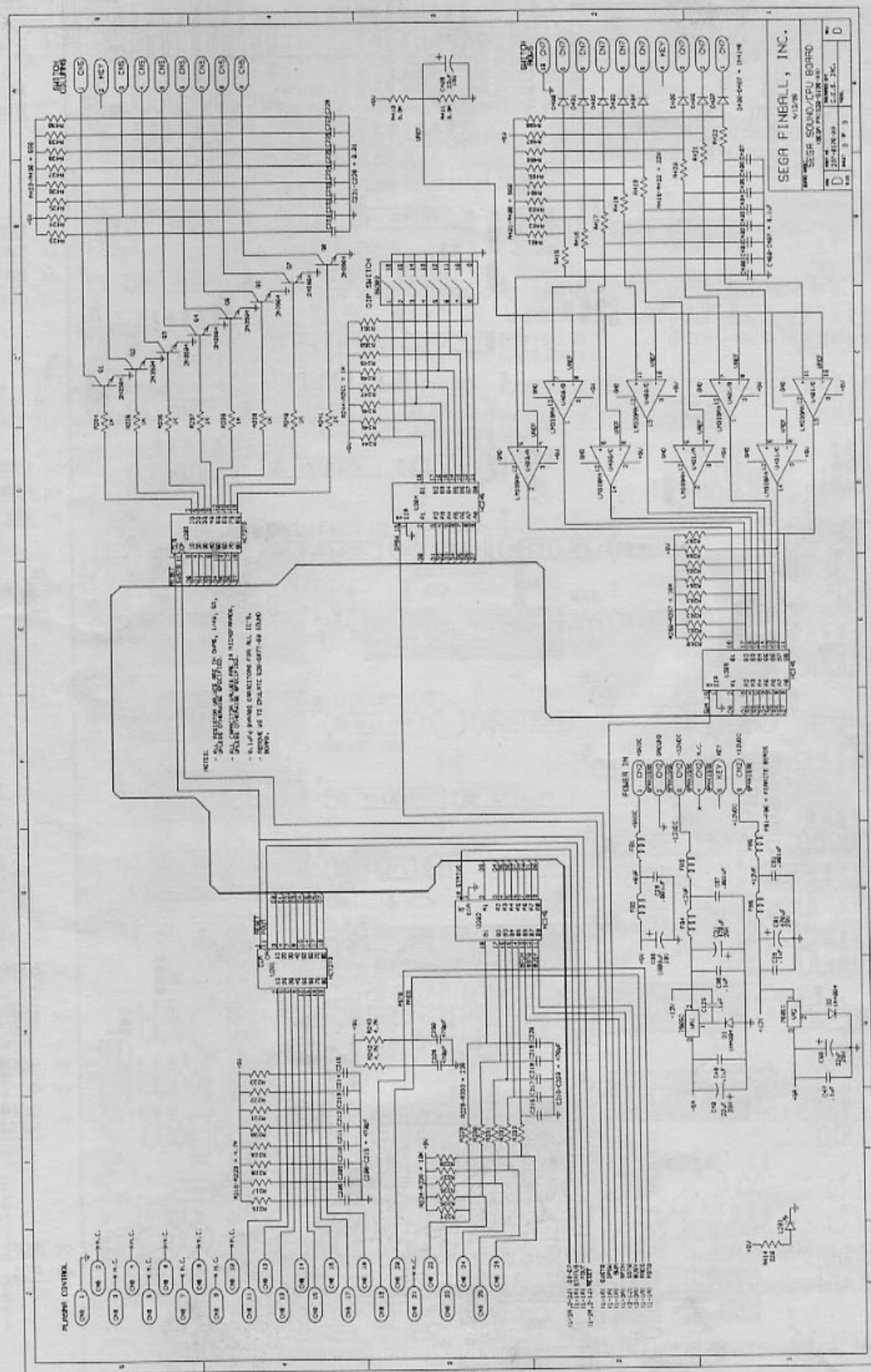


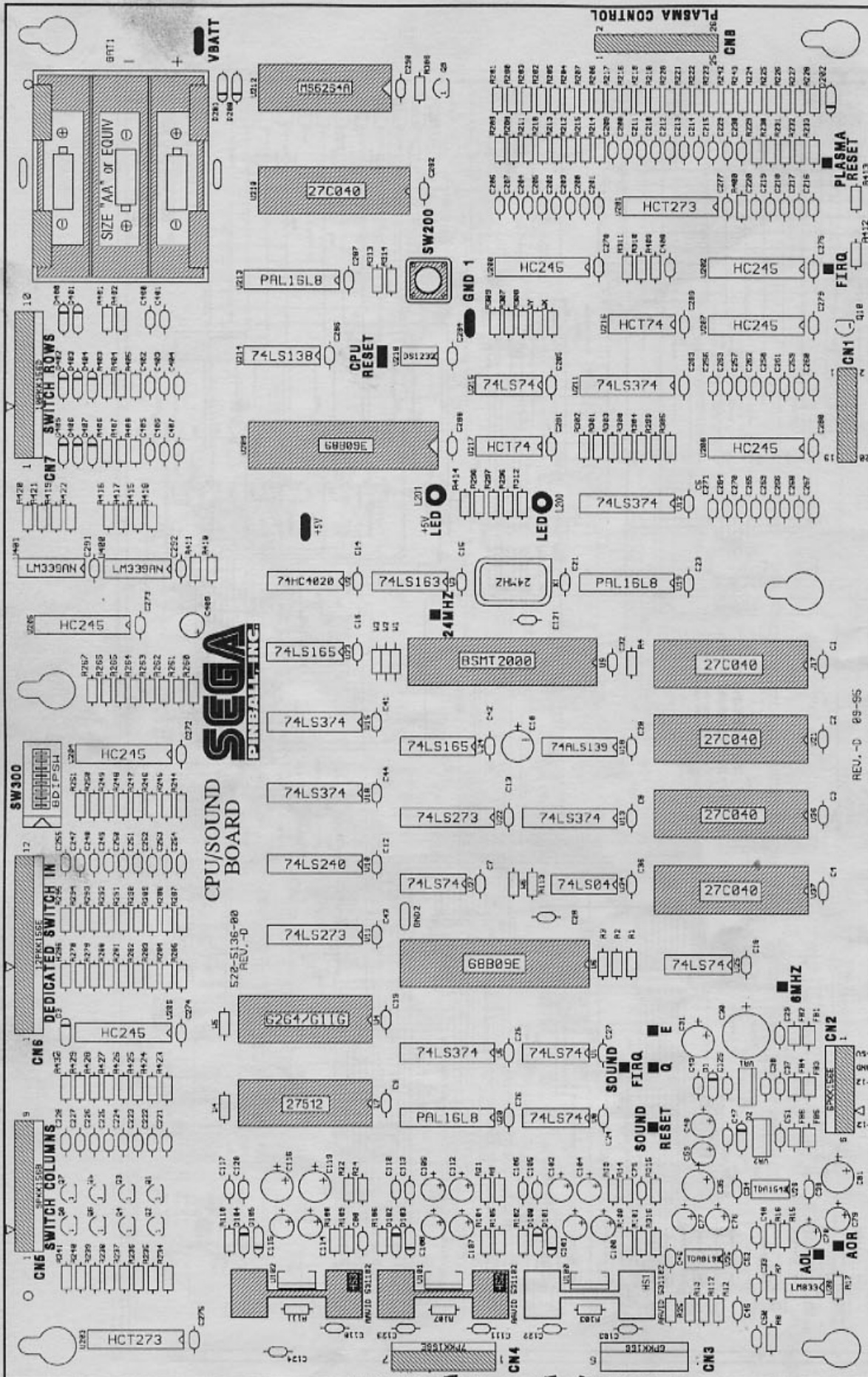
SEGA PINBALL, INC.
 1000 N. GARDEN AVENUE
 GARDEN CITY, CA 92345
 TEL: (909) 441-2000
 FAX: (909) 441-2001
 WWW: WWW.SEGA.COM

NOTES:
 1. ALL PARTS ARE NEW UNLESS OTHERWISE SPECIFIED.
 2. ALL PARTS ARE NEW UNLESS OTHERWISE SPECIFIED.
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 9. ALL PARTS ARE NEW UNLESS OTHERWISE SPECIFIED.
 10. ALL PARTS ARE NEW UNLESS OTHERWISE SPECIFIED.



Section 5 | PCBs





- TEST POINTS:
- ↖ VBATT
 - ↖ PLASMA RESET
 - ↖ FIRQ
 - ↖ SW200
 - ↖ GROUND 1
 - ↖ CPU RESET
 - ↖ L201 LED+5v
 - ↖ L200 LED
 - ↖ +5v
 - ↖ 24 Mhz
 - ↖ 6 Mhz
 - ↖ E
 - ↖ SOUND FIRQ
 - ↖ Q
 - ↖ SOUND RESET
 - ↖ AOR
 - ↖ AOL

Section 5 | PCBs

CPU/Sound Board Parts

ITEM	QTY	PART NUMBER	REF-DESIGNATOR	DESCRIPTION
—	1	520-5136-00	—	Complete PCB Assembly
1	1	124-5001-00	VR2	7805
2	5	121-5051-00	R13 R24 R21 R12 R19 R22	100K 1/4W RES. (R19 Not Stuffed)
3	2	121-5009-00	R111 R103 R107	1K 1/4W RES. (R103 Not Stuffed)
4	38	121-5011-00	R4 R3 R2 R1 R113 R306 R301 R302 R303 R305 R304 R299 R296 R298 R297 R247 R248 R249 R251 R250 R246 R245 R244 R266 R267 R265 R264 R263 R228 R227 R226 R225 R224 R200 R201 R202 R203 R204 R205 R206 R207 R262 R261 R260 R409 R413	10K1/4W RES. (R200-R207 R409 R413 Not Stuffed)
5	5	121-5023-00	R14 R104 R110 R102 R100 R106 R9	22K1/4W RES. (R100 R102 Not Stuffed)
6	20	121-5009-00	R15 R8 R241 R240 R239 R238 R237 R236 R235 R234 R278 R279 R280 R281 R282 R283 R285 R286 R284 R412 R25 R17 R16 R112	1K 1/4W RES.
7	4	121-5043-00	R7	2.2K
8	1	121-5018-00	R105 R101 R109	1.5K
9	2	121-5046-00	R108 R294 R293 R292	470K 1/4W RES. (R101 Not Stuffed)
10	9	121-5045-00	R291 R290 R289 R288 R287	39K
11	1	121-5036-00	R312	330Ω RES.
12	12	n/a	R311 R310 R307 R309 R308 R300 R313 R316 R315 R314 WX WY	0Ω (Jumper Wire 24ga.)
13	15	121-5033-00	R295 R229 R230 R231 R232 R233 R215 R214 R213 R212 R211 R210 R209 R208 R414 R422 R421 R420 R419 R418 R417 R416 R415	220K 1/4W RES. (R208—R215 Not Stuffed)
14	11	121-5021-00	R223 R222 R221 R220 R219 R218 R217 R216 R243 R242 R400	4.7K 1/4W RES.
15	16	121-5047-00	R408 R407 R406 R405 R404 R403 R402 R401 R430 R429 R428 R427 R426 R425 R424 R423 R411 R410	560
16	2	121-5048-00	U3	3.3K 1/4W RES.
17	1	100-0049-00	U7	74LS163
18	1	See Page iii Table	CN4	27512 EPROM
19	1	045-5015-07	RESET	7PKK156 (PIN5=KEY)
20	1	Not Used	U37 U36 U21 U17 U210	DO NOT STUFF
21	5	See Page iii Table	U24 U23	27C040 EPROM
22	2	100-5008-00	C76 C78 C79 C77	74LS165
23	4	125-5017-00	C59 C101 C108 C115 C40	25V 10uF RADIAL LYTIC
24	4	125-5020-00	C100 C107 C114	25V 22uF RADIAL LYTIC (C101 Not Stuffed)
25	2	125-5017-00	C102 C104 C109 C112	35V 10uF RADIAL LYTIC (C100 Not Stuffed)
26	2	125-5015-00	C409	25V 100uF RADIAL LYTIC (C102/104 N. Stuffed)
27	1	125-5014-00	U35	16V 22uF RADIAL LYTIC
28	1	100-5016-00	C30	TDA1899
29	1	125-5037-00	U34	16V 1000uF RADIAL LYTIC
30	1	100-0027-00	U18	74LS04
31	1	100-0043-00	U16 U12 U13 U15 U211U5	74ALS139
32	6	100-0064-00	U2	74LS374
33	1	100-0249-00	U10	74HC4020
34	1	100-0149-00	W2 W3 W1 W4 W5 W6	74LS240
35	6	n/a	C81 C31	0Ω (Jumper Wire 24ga.)
36	2	125-5012-00	C10 C35	25V 470uF RADIAL LYTIC
37	2	125-5017-00	C116 C119	16V 10uF RADIAL TANT.
38	2	125-5019-00	CN2	25V 220uF RADIAL LYTIC
39	1	045-5015-06	X1	6PKK156 (PIN 5=KEY)
40	1	140-0011-00	U9	24MHZ
41	1	105-0116-00	U19 - YELLOW DOT	BSMT2000
42a	1	965-0136-00	U20 - WHITE DOT	PAL16L8 (Programmed) - YELLOW DOT
42b	1	965-0137-00	U213 - BLUE DOT	PAL16L8 (Programmed) - WHITE DOT
42c	1	965-6504-00	U27 U1 U25 U8 U215	PAL16L8 (Programmed) - BLUE DOT
43	5	100-0037-00	C29 C37 C51	74LS74
44	3	125-5043-00	C2 C12 C13 C14 C15 C20 C1 C42 C24 C32 C28 C43 C16 C103 C23 C27 C52 C36 C21 C26 C39 C47 C105 C120 C44 C46 C34 C25 C4 C19 C8 C41 C49 C3 C33 C9 C38 C18 C106 C45 C7 C118 C110 C122 C124 C113 C123 C5 C117 C111 C125 C290 C289 C288 C287 C286 C285 C284 C283 C282 C281 C280 C279 C278 C277 C276 C275 C273 C272 C255 C274 C292 C291 C407 C406 C405 C404 C400 C403 C401 C402 C102 C103	102 (0.001uF) 104 (0.1uF) AXIAL CER. CAP. (C102 C103 C105 C106 Not Stuffed)
45	79	125-5031-00	C121	101 (100pF)
46	1	125-5038-00	C48 C50 C75 C80	222 (0.0022uF)
47	4	125-5039-00	C270 C269 C268 C267 C271 C265 C266 C262 C261 C260 C259 C263 C256 C257 C258 C249 C248 C247 C254 C250 C251 C252 C220 C219 C218 C217 C216 C215 C213 C212 C211 C210 C209 C208 C200 C201 C202 C203 C205 C206 C207 C230 C229 C253 C214 C204 C264 C408 C221 C222 C223 C225 C226 C227 C228 C224 C408	471 (470pF) CER. CAP (C200—C107, C408 Not Stuffed)
48	41	125-5028-00	CN3	103 (0.01uF)
49	8	125-5029-00	U30	6PKK156
50	1	045-5015-06	U22 U11	LM833
51	1	100-0375-00	D1 D100 D2 D103 D104 D101 D105 D102 D3 D201 D200	74LS273
52	2	100-0022-00	D407 D406 D405 D404 D403 D402 D401 D400 D202 FB6 FB4 FB5 FB2 FB1 FB3	1N4004 (D100 D101 Not Stuffed)
53	7	112-5003-00	VR1	1N5817
54	2	112-5008-00		1N4148 (D202 Not Stuffed)
55	8	112-0054-00		FB
56	6	n/a		7905
57	1	124-5002-00		

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APPENDIX A

Pinball Game Firmware Table

EPROM	Chip Size	Part N°	Ver.	Loc.	Raw Part N°
Laser War					
CPU	(256K)	965-0004-00		C5	960-5007-00
Sound (Ch-D)	(256K)	965-0005-00		J5	960-5007-00
Sound (Ch-L)	(256K)	965-0006-00		J6	960-5007-00
Sound (Ch-R)	(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	A-6	B5	960-5007-00
CPU	(256K)	965-0012-00	A-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	A02-1	B5	960-5007-00
CPU	(256K)	965-0017-00	A02-1	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	A02-3	B5	960-5007-00
CPU	(256K)	965-0022-00	A02-3	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	A02-3	B5	960-5007-00
CPU	(256K)	965-0047-00	A02-3	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	(256K)	965-0031-00	A02-7	B5	960-5007-00
CPU	(256K)	965-0032-00	A02-7	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	A03-4	B5	960-5007-00
CPU	(256K)	965-0037-00	A03-4	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	(256K)	965-0026-00	A03-2	B5	960-5007-00
CPU	(256K)	965-0027-00	A03-2	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	A02-0	B5	960-5007-00
CPU	(256K)	965-0042-00	A02-0	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	(256K)	965-0051-00	A02-7	B5	960-5007-00
CPU	(256K)	965-0052-00	A02-7	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	(256K)	965-0056-00	A1-7	B5	960-5007-00
CPU	(256K)	965-0057-00	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	(256K)	965-0061-00	A1.04	B5	960-5007-00
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

Table Notes:
 Game Revisions can be updated after the production run. This table is accurate as of the printing of this manual. To see if any changes occurred, the next game manual will include updates.
 The version stated is USA. If there is a question of what revision number any particular ROM is and the next game manual(s) are not available, call our Technical Support Department.

EPROM	Chip Size	Part N°	Ver.	Loc.	Raw Part N°
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	A2.07	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

Table continued on the next page.
 Appendix — A —
 Pinball Game Firmware Table

APPENDIX A

Pinball Game Firmware Table

EPROM	Chip Size	Part N°	Ver.	Loc.	Raw Part N°	ROM	Chip Size	Part N°	Ver. / Sum	Loc.	Raw Part N°
Maverick						Space Jam					
CPU	(512K)	965-0182-00	A4.04	C5	960-7001-02	CPU / Sound Board:	(1M)	520-5136-10 (Mono)			
Voice 1	(4M)	965-0186-00		U17	960-5015-00	Game ROM	(1M)	965-0229-43	A3.00	U210	960-5009-00
Voice 2	(4M)	965-0187-00		U21	960-5015-00				\$E6FF		
Voice 3	(4M)	965-0187-01		U36	960-5015-00	Voice 1	(4M)	965-0230-43		U17	960-5015-00
Sound	(512K)	965-0185-00		U7	960-7001-02	Voice 2	(4M)	965-0231-43		U21	960-5015-00
Display*	(4M)	965-0183-00	A4.01	ROM 0	960-5015-00	Voice 3	(4M)	965-0232-43		U36	960-5015-00
Display*	(4M)	965-0184-00	A4.01	ROM 3	960-5015-00	Sound	(512K)	965-0233-43		U7	960-7001-02
Mary Shelley's Frankenstein						The Star Wars Trilogy - Special Edition (S.E.)					
CPU	(512K)	965-0188-00	A1.03	C5	960-7001-02	CPU / Sound Board:	(1M)	520-5136-10 (Mono)			
Voice 1	(4M)	965-0192-00		U17	960-5015-00	Game ROM	(1M)	965-0235-56	A4.03	U210	960-5009-00
Voice 2	(4M)	965-0193-00		U21	960-5015-00				\$5EFF		
Voice 3	(4M)	965-0194-00		U36	960-5015-00	Voice 1	(4M)	965-0236-56		U17	960-5015-00
Sound	(512K)	965-0191-00		U7	960-7001-02	Voice 2	(4M)	965-0237-56		U21	960-5015-00
Display*	(4M)	965-0189-00	A1.03	ROM 0	960-5015-00	Sound	(512K)	965-0238-56		U7	960-7001-02
Display*	(4M)	965-0190-00	A1.03	ROM 3	960-5015-00	Display Controller Bd:	(4M)	520-5055-01			
Baywatch (CPU Board 520-5003-04)						The Lost World: Jurassic Park					
CPU	(512K)	965-0195-00	A4.00	C5	960-7001-02	CPU / Sound Board:	(1M)	520-5136-10 (Mono)			
Voice 1	(4M)	965-0196-00		U17	960-5015-00	Game ROM	(1M)	965-0240-53		U210	960-5009-00
Voice 2	(4M)	965-0197-00		U21	960-5015-00						
Voice 3	(4M)	965-0197-00		U21	960-5015-00	Voice 1	(4M)	965-0241-53		U17	960-5015-00
Sound	(512K)	965-0199-00		U7	960-7001-02	Voice 2	(4M)	965-0242-53		U21	960-5015-00
Display*	(4M)	965-0200-00	A4.00	ROM 0	960-5015-00	Sound	(512K)	965-0243-53		U7	960-7001-02
Display*	(4M)	965-0201-00	A4.00	ROM 3	960-5015-00	Display Controller Bd:	(4M)	520-5055-01			
Batman Forever (CPU Board 520-5003-04)						The Star Wars Trilogy - Special Edition (S.E.)					
CPU	(512K)	965-0202-00	A3.02	C5	960-7001-02	CPU / Sound Board:	(1M)	520-5136-10 (Mono)			
Voice 1	(4M)	965-0203-00		U17	960-5015-00	Game ROM	(1M)	965-0240-53			
Voice 2	(4M)	965-0204-00		U21	960-5015-00						
Sound	(512K)	965-0205-00		U7	960-7001-02	Voice 1	(4M)	965-0241-53		U17	960-5015-00
Display*	(4M)	965-0206-00	A3.00	ROM 0	960-5015-00	Voice 2	(4M)	965-0242-53		U21	960-5015-00
Display*	(4M)	965-0207-00	A3.00	ROM 3	960-5015-00	Sound	(512K)	965-0243-53		U7	960-7001-02
* Note: Display EPROMS (4M) for Maverick thru Batman Forever require an access time of 120 Nsec or faster.						GAME CODE IN PRODUCTION					



Games hereon use the White Star Board System™ :

ROM	Chip Size	Part N°	Ver.	Loc.	Raw Part N°
Apollo 13					
CPU / Sound Board:		520-5136-00 (Stereo)			
Game ROM	(1M)	965-0208-00	A5.01	U210	960-5009-00
			\$09FF		
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)
Sound	(512K)	965-0212-00		U7	960-7001-02
Display Controller Bd:		520-5055-01			
Display	(4M)	965-0213-00	A5.00	ROM 0	960-5015-00
			\$B92B		
Golden Eye					
CPU / Sound Board:		520-5136-00 (Stereo)			
Game ROM	(1M)	965-0214-42	A4.04	U210	960-5009-00
			\$3FFF		
Voice 1	(4M)	965-0215-42		U17	n/a (masked)
Voice 2	(4M)	965-0216-42		U21	n/a (masked)
Sound	(512K)	965-0217-42		U7	960-7001-02
Display Controller Bd:		520-5055-01			
Display	(4M)	965-0218-42	A4.00	ROM 0	960-5015-00
			\$E6ED		
Twister					
CPU / Sound Board:		520-5136-10 (Mono)			
Game ROM	(1M)	965-0219-41	A4.05	U210	960-5009-00
			\$E9FF		
Voice 1	(4M)	965-0220-41		U17	960-5015-00
Voice 2	(4M)	965-0223-41		U21	960-5015-00
Sound	(512K)	965-0221-41		U7	960-7001-02
Display Controller Bd:		520-5055-01			
Display	(4M)	965-0222-41	A4.01	ROM 0	960-5015-00
			\$FD01		
ID4: Independence Day					
CPU / Sound Board:		520-5136-10 (Mono)			
Game ROM	(1M)	965-0224-45	A2.02	U210	960-5009-00
			\$9CFF		
Voice 1	(4M)	965-0225-45		U17	960-5015-00
Voice 2	(4M)	965-0226-45		U21	960-5015-00
Sound	(512K)	965-0227-45		U7	960-7001-02
Display Controller Bd:		520-5055-01			
Display	(4M)	965-0228-45	A2.00	ROM 0	960-5015-00
			\$ABE7		

THE LOST WORLD
JURASSIC PARK™

APPENDIX B

Semi-Conductors / Integrated Circuits / Relays Cross-Reference Table

Table N°	Type	Source Number	SEGA PINBALL™	NTE®	ECG®	Radio Shack®	RCA®
RECTIFICATION, BLOCKING AND/OR DAMPENING DIODES							
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	-----	-----	-----	-----
	Diode	FR302	112-5009-00	-----	ECG588	-----	SK5014
ZENER DIODES							
2	Diode	1N4742A 12v	112-0061-00	NTE142A	ECG142A	276-563	SK12V
	Diode	1N4760B 68v	112-0062-00	NTE5092A	ECG5092A	-----	SK68V
	Diode	1N4764 100v	112-0049-00	NTE5096A	ECG5096A	-----	SK100V
	Diode	1N5228 3.9v	112-0053-00	NTE5007A	ECG5007A	-----	SK3A9
	Diode	1N5234B 6.2v	112-0047-00	NTE5013A	ECG5013A	276-561	SK6A2
	Diode	1N5379 110v	112-0072-00	NTE5157	ECG5157	-----	SK110X
	Diode	1N6267A 6.8v	112-5011-00	-----	ECG4902	-----	-----
	Diode	1N4752A 33v	112-5010-00	-----	-----	-----	SK33V
	Diode	1N4736 6.8v 1w	112-5007-00	-----	-----	-----	-----
TRANSISTORS - TYPE FET, NPN, PNP AND/OR SCR							
3	FET Trans.	STP20N10L	110-0106-00	-----	ECG2943	-----	-----
	FET Trans.	STP19N06L	110-0088-00	-----	-----	-----	-----
	FET Trans.	VN02	110-0089-00	-----	-----	-----	-----
	NPN Trans.	2N4401	-----	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	-----	ECG5463 / 65 / 66 / 68	-----	-----
BRIDGE RECTIFIERS (BR)				Comments:			
4	BR (Present)	DB or CM3501	112-0052-00	For White Star I/O Bds., BR = 35 Amp @ 100v P.I.V.			
	BR (Old)	MDA2501	112-0054-00	BR = 25 Amp @ 100v P.I.V.			
	BR (Old)	MDA3502	112-0057-00	BR = 35 Amp @ 200v 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 CPU Jumper Table

Game Name	Game Mfg. Date and Manual PN	CPU Ver.	EPROM Position	Jumpers Installed	Jumpers Removed
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

Game Name	Game Mfg. Date and Manual PN	CPU Ver.	EPROM Position	Jumpers Installed	Jumpers Removed
29. Apollo 13	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

† 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+, 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	<i>initial:</i> 520-5002-00 <i>replaced with:</i> 520-5002-02 520-5002-01 was not used.	520-5000-00	Master: 520-5004-00 plus: 7 Digit Alpha/Numeric 520-5005-00 (Qty. 2) 7 Digit Numeric 520-5006-00 (Qty. 2) 4 Digit Numeric 520-5007-00
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-Flip. (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-Flip. (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
Checkpoint	520-5033-00 2-Flipper	520-5002-03	520-5047-00	520-5042-00 128 X 16	Not Required with 128 X 16
Teenage Mutant Ninja Turtles	520-5033-00 2-Flipper	520-5002-03	520-5047-00	520-5042-00 128 X 16	Not Required with 128 X 16
Batman	520-5033-00 2-Flipper	520-5050-01	520-5047-00	520-5042-00 128 X 16	Not Required with 128 X 16
Star Trek 25th Anniversary	520-5033-00 2-Flipper	520-5050-01	520-5047-00	520-5042-00 128 X 16	Not Required with 128 X 16
Hook	520-5033-00 2-Flipper	520-5050-01	520-5047-00	520-5042-00 128 X 16	Not Required with 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 & Bullwinkle & 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	520-5070-00 (Qty. 2) 4-Flipper (2X2)	520-5077-00	520-5047-02	520-5052-00 128 X 32	520-5055-01

Table continued on the next page.

APPENDIX D Board Type Table

Game Name	Flipper	Sound	Power Supply	Dot Matrix Display	Display Controller
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
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	520-5080-00 (Qty. 2) 4-Flipper (2X2)	520-5126-02	520-5047-03	520-5075-00 192 X 64	520-5092-01
Batman Forever	520-5076-00 3-Flipper	520-5126-02	520-5047-03	520-5075-00 192 X 64	520-5092-01



Games hereon use the White Star Board System™:

Game Name	Flipper	I/O Power Driver	CPU / Sound †	Display Power Supply	Dot Matrix Display	Display Controller
Apollo 13	520-5070-00 2-Flipper	520-5137-00	520-5136-00	520-5138-00	520-5052-00 128 X 32	520-5055-01
Golden Eye	520-5070-00 2-Flipper	520-5137-00	520-5136-00	520-5138-00	520-5052-00 128 X 32	520-5055-01
Twister	2-Flipper Bd. Not Required	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-f5055-01
ID4: Independence Day	3-Flipper Bd. Not Required	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01
Space Jam	2-Flipper Bd. Not Required	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01
The Star Wars Trilogy - S.E.	2-Flipper Bd. Not Required	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01
The Lost World: J.P.	2-Flipper Bd. Not Required	520-5137-01	520-5136-10	520-5138-00	520-5052-00 128 X 32	520-5055-01

† **Note:** To order Game Specific CPU/Sound Board please specify Game Name; -00 = Stereo; -10 = Mono.

APPENDIX E

Generic Coil Cross-Reference Guide † ‡

STANDARD COILS					FLIPPER COILS				
GA-TURNS	Res. (Ω)	SPI PART N°	GA-TURNS	Res. (Ω)	SPI PART N°	GAUGE-TURNS	Res. (Ω)	COLOR	SPI PART N°
20-400	1.0 Ω	090-5021-00	24-940 †	5.5 Ω	090-5036-00T	22-750/30-2600 ‡	2.6 / 92.0 Ω	N/A	090-5011-00
22-500	1.7 Ω	090-5017-00			090-5036-00B	22-900 †	3.4 Ω	YEL	090-5020-20T
22-600	2.2 Ω	090-5023-00	25-1240	9.3 Ω	090-5034-00	22-1080 †	4.3 Ω	YEL/GRN	090-5032-00T
23-700	3.1 Ω	090-5022-00			090-5044-00T				090-5032-00B
23-750	3.4 Ω	090-5019-00	26-1200 †	10.3 Ω	090-5044-00B	23-620/30-2600 ‡	2.4 / 75.0 Ω	N/A	090-5006-00
23-800 †	3.6 Ω	090-5001-00T			090-5003-00	23-700/30-2600 ‡	3.0 / 83.5 Ω	N/A	090-5013-00
		090-5001-00B	090-5015-00	23-800/30-2600 ‡	2.8 / 90.5 Ω	N/A	090-5012-00		
23-840	4.0 Ω	090-5005-00	27-1500	16.3 Ω	090-5004-00	23-900	3.8 Ω	GRN	090-5020-30
23-1200	7.1 Ω	090-5008-00	28-1050	11.5 Ω	090-5046-00	23-1100	5.1 Ω	ORG	090-5030-00
23½-765	3.6 Ω	090-5037-03	29-2000	33.6 W	090-5016-00	24-1570	9.5 W	N/A	090-5025-00
24-900	5.0 Ω	090-5002-00				25-1800	13.8 Ω	BLU/GRN	090-5041-00

NOTE: Ohm values may vary +/- .03Ω depending on meter callbratlon.

† Coil Part N°s 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.

MAGNET COILS		
GA-TURNS	Res. (Ω)	SPI PART N°
22-650	4.3 Ω	090-5042-00

MINI-COILS		
GA-TURNS	Res. (Ω)	SPI PART N°
31-1500	52.0 Ω	090-5054-00
32-1800	50.2 Ω	090-5031-00

LUGLESS COILS		
GA-TURNS	Res. (Ω)	SPI PART N°
23-800	3.6 Ω	090-5053-00

NOTE: All Coil Part N°s listed **Do Not Include** Coil Sleeves (must be ordered separately).

Flipper Coil Table ‡ ††

GAME NAME	N° of Flippers	LOWER FLIPPERS		UPPER FLIPPERS	
		SPI N° / Gauge-Turns / Color		SPI N° / 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-	090-5032-00T 22-1080 -YEL/GRN-	Not Used	Not Used
The Lost World: Jurassic Park †	2	090-5032-00T 22-1080 -YEL/GRN-	090-5032-00T 22-1080 -YEL/GRN-	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

Game Name	Function	Specifications	Part N°
Laser War Secret Service Torpedo Alley Time Machine Playboy 35th Anniversary	No motors were used on the games listed on the shaded lines.		
ABC Monday Night Football	Goal Post Up/Down Movement	Motor 24v A.C. 60 RPM CW	515-5222-00
Robocop			
Phantom of the Opera	Organ Up/Down Movement	Bowman Motor 24v 60Hz 3W 11 RPM CCW	515-5256-00
Back to the Future The Simpsons			
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
Hook			
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

Table continued on the next page.

APPENDIX F Motor Specification Table

Game Name	Function	Specifications	Part N°
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
Guns N' Roses			
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
Baywatch			
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
Twister	Spinning Disc with Magnet	Multi Products Motor 24v A.C. 50/60Hz 3W 325 RPM CCW	515-6347-00
	Backbox Fan (Tomado Wind)	Multi Products Motor 24v A.C. 50/60Hz 3W 3600 RPM CW	515-6531-00
ID4: Independence Day	Alien Head Open/Close Movement	Servo Motor (94322)	041-5045-00
Space Jam			
The Star Wars Trilogy - S.E.	X-Wing Left/Right Movement	Bowman Motor 24v A.C. 60Hz 3W 10 RPM CCW	515-6383-01
The Lost World: J.P.	Snagger & Center Link Lift Up/Down Movement	Motor 20v D.C. 9 RPM Non-Directional	515-6715-03
	Shaker	Johnson Motor (Vibrator) 10.5v D.C. 10 AMP 2950 RPM CW	041-5029-00








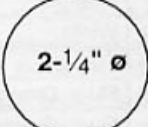
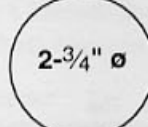





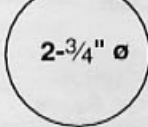

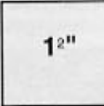

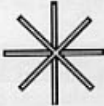
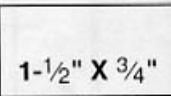
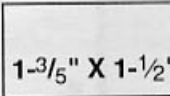
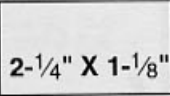
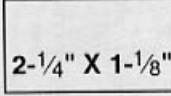
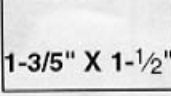
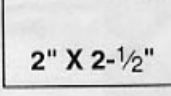

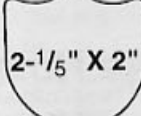
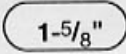
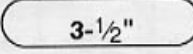
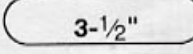

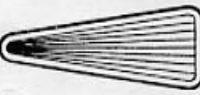
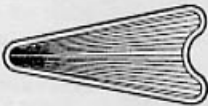
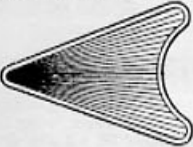


APPENDIX G

Part Number Prefix Classification Codes

I.	ELECTRICAL SOURCE AND ENERGY AND SIGNAL CONVERTERS 010- Transformers 031- Speakers 090- Solenoids
II.	CONDUCTORS, CONNECTORS AND INSULATORS 034- Line Cords 036- Cable and Harness Assemblies 041- Motors 045- Connectors (All Types) 077- Lamp Sockets
III.	CIRCUITS AND CIRCUIT ELEMENTS 100- ICs 110- Transistors 112- Diodes 121- Resistors 123- Resistors (Variable & Adjustable) 125- CAPS 140- Crystals 165- Light Bulbs 180- Switches 190- Relays
IV.	BOLTS, SCREWS, NUTS, AND WASHERS 231- Bolts 232- Screws (Pan Head) 234- Screws (HXW) 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- P.C. Boards 522- Display Glass 525- Wood Parts 530- Screw Machined Parts 535- Fabricated Parts 545- Molded (Extruded) Parts (Rubber Rings, Molded Plastic) 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.) 820- Butyrate 900- Game Posters 960- EPROM (Raw Part) 965- EPROM (Programmed Part)

APPENDIX H

Playfield Inserts (Plastic Light Covers)

Patterns: STARBURST  STIPPLE 	STARBURST CIRCULAR  550-5000-XX	STARBURST CIRCULAR  550-5001-XX	STARBURST CIRCULAR  550-5002-XX	STARBURST CIRCULAR  550-5003-XX	STARBURST CIRCULAR  550-5004-XX
STARBURST CIRCULAR  550-5005-XX	STARBURST CIRCULAR  550-5006-XX	PLAIN CIRCULAR  550-5007-XX	PLAIN CIRCULAR  550-5008-XX	PLAIN CIRCULAR  550-5009-XX	PLAIN CIRCULAR  550-5010-XX
PLAIN CIRCULAR  550-5011-XX	PLAIN CIRCULAR  550-5012-XX	STIPPLE CIRCULAR  550-5048-XX	STIPPLE 1" SQUARE  550-5019-XX	ROLLOVER BUTTON BASE  550-5026-XX	WHITE STAR (only in white)  545-5015-00
STIPPLE RECTANGULAR  550-5018-XX	STIPPLE RECTANGULAR  550-5051-XX	STARBURST RECTANGULAR  550-5044-XX	PLAIN RECTANGULAR  550-5049-XX	PLAIN RECTANGULAR  550-5050-XX	PLAIN RECTANGULAR  550-5063-XX
STARBURST MINI SHIELD  550-5024-XX	STARBURST LARGE SHIELD  550-5025-XX	MINI HOT DOG  550-5020-XX	BEVEL HOT DOG  550-5021-XX	PLAIN HOT DOG  550-5022-XX	BANANA  550-5023-XX
STARBURST ARROW-SHORT  550-5013-XX	STARBURST ARROW-LARGE  550-5014-XX	STARBURST ARROW-HEAD  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.

P l a s t i c P a r t C o l o r C h a r t

Nº	Color Name	Nº	Color Name	Nº	Color Name	Nº	Color Name
-01	Clear	-09	Purple	-05	Blue	-13	Teal Green
-02	Red	-10	Fluorescent Orange	-06	Yellow	-14	Gray
-03	Amber	-11	Fluorescent Green	-07	Orange	-15	Luminescent
-04	Green	-12	Fluorescent Blue	-08	White	-16	New: Gold

Instructions: Parts which may come in various colors (i.e. targets, some posts, playfield inserts, etc.) end in a 2-digit N^o which correspond to the color of that part. The "-XX" in Part N^os which may come in various colors should be replaced with the desired 2-Digit N^o corresponding to the color desired.
 Not all colors may be available.

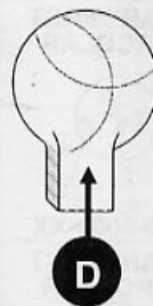
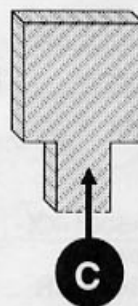
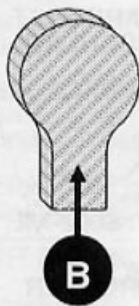
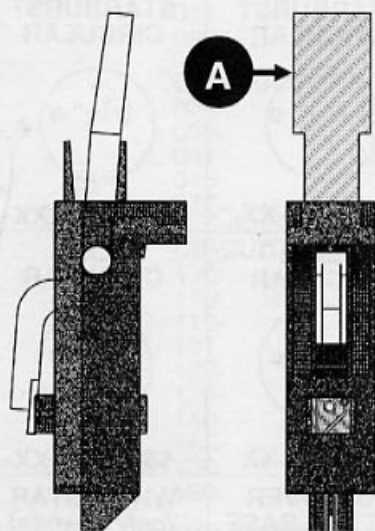
THE LOST WORLD

JURASSIC PARK™

APPENDIX I Stand-Up Targets

PLASTIC PART COLOR CHART

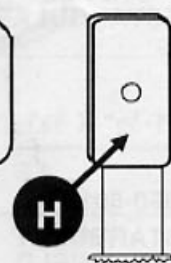
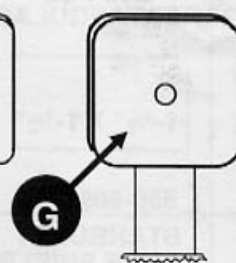
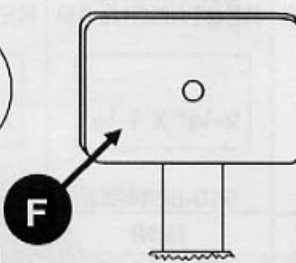
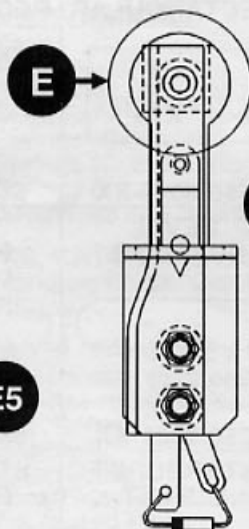
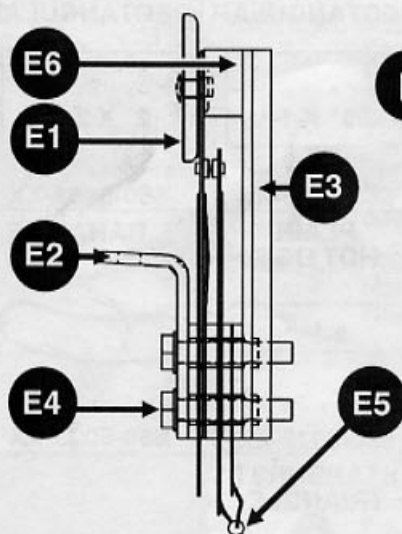
Nº	Color
-01	Clear
-02	Red
-03	Amber
-04	Green
-05	Blue
-06	Yellow
-07	Orange
-08	White
-09	Purple
-10	Fluor. Orange
-11	Fluor. Green
-12	Fluor. Blue
-13	Teal Green
-14	Gray
-15	Luminescent
-16	Gold



Take Note:

- For Items A-D, there are no "single" components. The entire target must be ordered if replacement is necessary.
- For switches used corresponding to the Switch Matrix Grid of this game, see Sec. 3, Chp. 2, ...Diagnostics.
- Items A-D come in various colors. *These targets may not be available in every color.* The "-XX" in Part N^os which may come in various colors should be replaced with the desired 2-Digit N^o for the color desired described in the Chart.

Nº	Stand-Up Target Name	Part N ^o	Nº	Stand-Up Target Name	Part N ^o
A	Modular Stand-Up Target Narrow	500-6138-XX	C	Modular Stand-Up Target Square	500-6139-XX
B	Modular Stand-Up Target Round	500-6075-XX	D	Modular Stand-Up Target 1" Spherical	500-6189-XX



Take Note:

- For Items E-H, "single" components can be ordered.
- For switches used corresponding to the Switch Matrix Grid of this game, see Sec. 3, Chp. 2, ...Diagnostics.
- Items E-H come in various colors. *These targets may not be available in every color.* The "-XX" in Part N^os which may come in various colors should be replaced with the desired 2-Digit N^o for the color desired described in the above Chart.

Nº	Stand-Up (Flat) Target Name	Part N ^o	Nº	Stand-Up (Flat) Target Name	Part N ^o
E	1" Round Stand-Up Target Assy.	500-5835-XX	‡ Note: Item F1, is a riveted Sub-Assy, which includes the following items for reference: 1— Stack Switch Radius End (180-5133-00), 2— Washer 5/16" (242-5017-00), 3— Rivet 1/8" ø X 3/16" (249-5001-00) and 4— 1" Round Target (545-5145-XX).		
ORDERING ABOVE (ITEM E) ASSY. PART N ^o WILL INCLUDE:			G	1" Sq. Stand-Up Target Assy.	500-5232-XX
E1‡	Switch & Target Assy. 1" Round	515-5966-XX	ORDERING ABOVE (ITEM G) ASSY. PART N ^o WILL INCLUDE:		
E2	Mounting Bracket	535-6896-00	G1‡	Sw. & Target Assy. 1" Square	515-5162-XX
E3	Switch Back Plate	535-6452-00	Items G2-6 are identical to E2-6		
E4	6-32 X 3/4 HWH Swags (Qty. 2)	237-5976-05	‡ Note: Item G1, is a riveted Sub-Assy, which includes the following items for reference: 1— Stack Switch Radius End (180-5133-00), 2— Washer 5/16" (242-5017-00), 3— Rivet 1/8" ø X 3/16" (249-5001-00) and 4— 1" Square Target (545-5470-XX).		
E5	Switch Diode, 1N4001	112-5001-00	H	Narrow Stand-Up Target Assy.	500-5835-XX
E6	Foam Pad	626-5029-00	ORDERING ABOVE (ITEM H) ASSY. PART N ^o WILL INCLUDE:		
‡ Note: Item E1, is a riveted Sub-Assy, which includes the following items for reference: 1— Stack Switch Radius End (180-5133-00), 2— Washer 5/16" (242-5017-00), 3— Rivet 1/8" ø X 3/16" (249-5001-00) and 4— 1" Round Target (545-5145-XX).			H1‡	Sw. & Target Assy. Narrow	515-5967-XX
F	1" X 1 1/2" Stand-Up Rect. Target Assy.	500-5321-XX	Items H2-6 are identical to E2-6		
ORDERING ABOVE (ITEM F) ASSY. PART N ^o WILL INCLUDE:			‡ Note: Item H1, is a riveted Sub-Assy, which includes the following items for reference: 1— Stack Switch Square End (180-5132-00), 2— Washer 5/16" (242-5017-00), 3— Rivet 1/8" ø X 3/16" (249-5001-00) and 4— Narrow Target (545-5210-XX).		
F1‡	Sw. & Target Assy. 1" X 1 1/2" Rect.	515-6027-XX	Same as E2-6		
Items F2-6 are identical to E2-6					

Item F Table Note continued in the next column.

GLOSSARY OF TERMS

- A** Followed after a number means "Amp." or Ampage in an expression relating to an electrical object. (e.g. 8A).
- AC** (Acronym) Alternating Current.
- 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, Color Chart (Bottom) or Section 4, Chapter 1, Playfield & Cabinet - General Switches.
- 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. CN5-P3).
- CT** (Abbreviation) Center.
- DC** (Abbreviation) Direct Current.
- DT** (Abbreviation) Drop Target(s).
- EB** (Acronym) Extra Ball.
- Eject** Playfield surface device to kick ball back into play; Saucer.
- EPROM** (Acronym) Erasable Programmable Read Only Memory. Can be erased using UV Light and re-programmed.
- e.g. (Abbreviation) Latin- Exempla gratia. For Example.
- EOS** (Acronym) End-of-Stroke (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) Integrated Circuit (As in after 24-Pin IC).
- ID or I.D.** (Acronym) Inside Dimension.
- I.e.** (Abbreviation) Latin- Id est. That is.
- IO or I/O** (Acronym) 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** Light emitting diode.
- 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** (Acronym) Magnet Board.
- M-BALL or MBALL** (Abbreviation) Multiball™ More than 1 ball in game play.
- MID** (Abbreviation) Middle
- Non-Reflexive** See Reflexive.
- No. or N^o or #** (Abbreviation) Number
- NPF** (Acronym) No Problem Found.
- N.C. or NC** (Abbreviation) Normally Closed.
- N.O. or NO** (Abbreviation) Normally Open.
- OD or O.D.** (Acronym) Outside Dimension.
- P** (Abbreviation) Pin (e.g. CN5-P3).
- PCB** (Acronym) Printed Circuit Board
- P/F** (Abbreviation) Playfield.
- PIA LED** (Acronym) Peripheral Interface Adapter. 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** Playfield Power Board ("Popcom Popping Board").
- PREV** (Abbreviation) Previous.
- PSB** (Acronym) Power Supply Board
- RAM** (Acronym) Random Access Memory. 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) Read Only Memory. ROM cannot store input instructions but can supply output information. ROM can be programmed only once.
- RMA** (Acronym) Return Merchandise Authorization Number
- RT, Rt. or R.** (Abbreviation) Right.
- 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** (Acronym) Shaker Motor Board.
- Solenoid** A coil used for Electro Magnetic devices such as relays, flippers, slingshots, etc.
- SSFB** (Acronym) 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** (Acronym) 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** (Acronym) Transistor-Transistor Logic
- Upr.** (Abbreviation) Upper.
- V or v** (Abbreviation) Volt(s).
- Ver.** (Abbreviation) Version.
- VUK** (Acronym) Vertical Up-Kicker (Super or Standard).
- X** (Acronym) "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).