

#1300 EIGHT BALL DELUXE LIMITED

HIGH GAME FEATURE: 3 FREE GAMES FOR BEATING HIGH SCORE TO DATE,  
OR SCORING OVER 10,000,000 SELF TEST POSITION 19  
ON: SET TO "03" OFF: SET TO "00"

HIGH SCORE FEATURE: AWARD AT EACH OF 2 or 3 PRESET LEVELS.  
FREE GAME – SELF TEST POSITION 16 SET TO "03"  
EXTRA BALL – SELF TEST POSITION 17 SET TO "02"

RECOMMENDED REPLAY GAME SETTINGS FOR:		3-BALL	5-BALL
INLINE TARGET 50K OR SPECIAL	SW. 6	ON	ON
C AND D ROLLOVER LITE	SW. 7	ON	OFF
A, B, C, D ROLLOVER 7 DROP TARGET	SW. 8	ON	ON
LEFT LANE FEATURE STEP UP LITE	SW.14	ON	ON
8 BALL SPECIAL LITE	SW.15	ON	OFF
SAUCER HOLE SCORING	SW.16	ON	ON
PANEL DELUXE LITE NEXT BALL	SW.21	ON	OFF
BACK BOX DELUXE LITE ADVANCE	SW.22	ON	ON
PANEL DELUXE 7 DROP TARGET RESET	SW.23	ON	ON
DELUXE 50K OR SPECIAL (SEE PAGE 7)	SW.24	ON	OFF
NUMBER OF REPLAYS PER GAME	SW.29	ON	ON
GAME OVER ATTRACT	SW.30	ON	ON
BALLS PER GAME	SW.31	OFF	ON
BALLS PER GAME	SW.32	OFF	OFF

SELF TEST

PUSHING SELF TEST BUTTON THE NUMBER OF TIMES SHOWN RESULTS IN:  
1X LAMP TEST: ALL FEATURE LAMPS FLASH ON AND OFF.  
2X DISPLAY TEST: ALL DISPLAY DIGITS COUNT 0-9, CONTINUOUSLY.  
3X SOLENOID TEST: SOLENOIDS ARE ENERGIZED, ONE AT A TIME, AND  
IDENTIFICATION NUMBERS FLASHED ON MATCH/BALL  
IN PLAY DISPLAY.  
4X SOUND TEST: SAME TUNE AS GAME OVER.  
5X SWITCH TEST: STUCK SWITCH ASSEMBLY (IF ANY) IDENTIFICATION  
NUMBER APPEARS ON MATCH/BALL IN PLAY DISPLAY.  
SEE OPERATING MANUAL.  
TO EXIT SELF TEST, TURN POWER OFF.

AWARD THRESHOLD ADJUSTMENTS

HIGH SCORE FEATURE:  
RECOMMENDED THRESHOLD SCORES:  
REFER TO INSTRUCTION MANUAL (PAGE 11).

1) VIEW Threshold: Push and release Self-Test button inside front door (approx. 6X)  
Number 01 (1st), 02 (2nd), 03 (3rd) appears on Match/ Ball in Play display  
2) CHANGE Threshold: Press credit button on door. Release when desired threshold  
appears  
3) DISABLE Threshold (any one or all) Do 1) Push S33 on MPU assembly in  
backbox or coin chute switch #3. "00" appears on player score displays.  
4) RESET AND CHANGE Threshold Do 1), 3) and 2)

HIGH GAME, END OF GAME FEATURE AWARDS  
RECOMMENDED THRESHOLD SCORE  
REFER TO INSTRUCTION MANUAL (PAGE 11)

1) VIEW Threshold Same as 1) above, look for number 04  
2) CHANGE Threshold Same as 2) above  
3) RESET AND CHANGE Same as 4) above

*MAXIMUM CREDITS:	# DESIRED	SWITCH POSITIONS			
	10	S26	S25		
	15	OFF	OFF		
	25	OFF	ON		
	40	ON	OFF		
		ON	ON		
*COIN-CREDITS:	# CREDITS/COIN	SWITCH POSITIONS			
1	S5	S4	S3	S2	S1
	S13	S12	S11	S10	S9
	3/2 COINS OFF	ON	ON	OFF	ON
	1/1 COIN OFF	OFF	OFF	OFF	OFF
	2/1 COIN OFF	OFF	OFF	OFF	ON
	3/1 COIN OFF	OFF	OFF	ON	OFF

COIN CHUTE  
#1  
#3  
NOTE: See Op. Inst.  
Manual for Coin  
Chute #2  
Information

\*ADDITIONAL SETTINGS ARE POSSIBLE. SEE OPERATING MANUAL.

SELF-TEST DISPLAY NUMBERS

Switch Self Test #	DESCRIPTION	Switch Self Test #	DESCRIPTION	Switch Self Test #	DESCRIPTION
01	2X INLINE DROP TARGET	15	"D" ROLLOVER	29	"X" TARGET
02	3X INLINE DROP TARGET	16	SLAM (2)	30	"E" TARGET
03	4X INLINE DROP TARGET	17	1, 9 DROP TARGET	31	RIGHT OUTLANE
04	5X INLINE DROP TARGET	18	2, 10 DROP TARGET	32	LEFT OUTLANE
05	INLINE BACK TARGET	19	3, 11 DROP TARGET	33	SINGLE DROP TARGET
06	CREDIT BUTTON	20	4, 12 DROP TARGET	34	SAUCER
07	TILT (3)	21	5, 13 DROP TARGET	35	ROLLOVER BUTTON
08	OUTHOLE	22	6, 14 DROP TARGET	36	RIGHT SLINGSHOT
09	COIN III (RIGHT)	23	7, 15 DROP TARGET	37	LEFT SLINGSHOT
10	COIN I (LEFT)	24	30 POINT REBOUND (2)	38	LEFT THUMPER BUMPER
11	COIN II (MIDDLE)	25	"D" TARGET	39	RIGHT THUMPER BUMPER
12	"A" ROLLOVER	26	"E" FIRST TARGET	40	BOTTOM THUMPER BUMPER
13	"B" ROLLOVER	27	"L" TARGET		
14	"C" ROLLOVER	28	"U" TARGET		

SOLENOID IDENTIFICATION TABLE

Self Test #	SOLENOID IDENTIFICATION	Self Test #	SOLENOID IDENTIFICATION
01	LEFT SLINGSHOT	11	#4, 12 DROP TARGET
02	RIGHT SLINGSHOT	12	#5, 13 DROP TARGET
03	KNOCKER	13	#6, 14 DROP TARGET
04	LEFT THUMPER BUMPER	14	#7, 15 DROP TARGET (BOTTOM)
05	RIGHT THUMPER BUMPER	15	7 DROP TARGET RESET
06	BOTTOM THUMPER BUMPER	16	4 DROP TARGET RESET
07	SINGLE DROP TARGET RESET	17	SAUCER
08	#1, 9 DROP TARGET (TOP)	18	OUTHOLE KICKER
09	#2, 10 DROP TARGET	19	COIN LOCKOUT DOOR
10	#3, 11 DROP TARGET	20	K1 RELAY (FLIPPER ENABLE)

"TUCK AWAY" TM

GAME ADJUSTMENTS: (1) LOCATE SWITCHES S1 THRU S32 ON MPU ASSEMBLY A4  
(2) SET SWITCHES FOR DESIRED PLAYFIELD CONDITIONS.  
(3) TURN GAME OFF. THEN ON. ADJUSTMENTS ARE THEN COMPLETE.

BALLS PER GAME: 5-BALL – SET S31 TO ON S32 TO OFF  
4-BALL – SET S31 TO OFF S32 TO ON  
3-BALL – SET S31 TO OFF S32 TO OFF  
2-BALL – SET S31 TO ON S32 TO ON

SOUND OPTION: (REFER TO INSTRUCTION MANUAL PAGE 7)

MATCH FEATURE: ON – SET S28 TO ON CREDIT DISPLAY: DISPLAY ON – SET S27 TO ON  
OFF – SET S28 TO OFF DISPLAY OFF – SET S27 TO OFF

Paper size: Tabloid (A3)  
Font used: Helvetica Condensed  
M-469-1265-3 (size 254 x 216 mm) confirmed.

Enjoy and have fun,  
Peter

[www.inkochnito.nl](http://www.inkochnito.nl)

If you like my work, please send me a donation via PayPal.