

#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 POSTION 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 PSOTION 17 SET TO "02"

RECOMMENDED REPLAY GAME SETTING FOR:		3-BALL	5-BALL
INLINE TARGET 50K OR SPECIAL	SW6	ON	ON
C AND D ROLLOVER LITE	SW7	ON	OFF
A,B,C,D ROLLOVER 7 DROP TARGET	SW8	ON	ON
LEFT LANE FEATURE STEP UP LITE	SW14	ON	ON
8 BALL SPECIAL LITE	SW15	ON	OFF
SAUCER HOLE SCORING	SW16	ON	ON
PANEL DELUXE LIGHT NEXT BALL	SW21	ON	OFF
BACK BOX DELUXE LITE ADVANCE	SW22	ON	ON
PANEL DELUXE 7 DROP TARGET RESET	SW23	ON	ON
DELUXE 50K OR SPECIAL (SEE PAGE 7)	SW24	ON	OFF
NUMBER OF REPLAYS PER GAME	SW29	ON	ON
GAME OVER ATTRACT	SW30	ON	ON
BALLS PER GAME	SW31	OFF	ON
BALLS PER GAME	SW32	OFF	OFF

SELF TEST

PUSHING SELF TEST BUTTON THE NUMBER OF TIMES 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 ENGERGIZED, 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:
RECOMMEND THRESHOLD SCORES:
REFER TO INSTRUCTION MANULA (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:
RECOMMEND 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
		S26 S25
	10	OFF OFF
	15	OFF ON
	25	ON OFF
	40	ON ON



*COIN CREDITS	# CREDITS/COIN	SWITCH POSITIONS	COIN CHUTE
1		S5 S4 S3 S2 S1	#1
		S13 S12 S11 S10 S9	#3
	3/2 COINS	OFF ON ON OFF ON	NOTE: See Op. Inst
	1/1 COIN	OFF OFF OFF OFF OFF	Manual for Coin
	2/1 COIN	OFF OFF OFF ON	Chute #2
	3/1 COIN	OFF OFF ON OFF	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" 2ND 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 THUMBER BUMPER
	11	COIN II (MIDDLE)		25	"D" TARGET		39	RIGHT THUMPER BUMPER
	12	"A" ROLLOVER		26	"E" FIRST TARGET		40	BOTTOM THUMPER
	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 THUMBER BUMPER		14	#7, 15 DROP TARGET
	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 CONNECTIONS
(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