

GAME OA40 - FIREBALL CLASSIC
Solenoid Identification Table

Self		Self	
Test #	SOLENOID IDENTIFICATION	Test #	SOLENOID IDENTIFICATION
01	Left Saucer	08	Right Slingshot
02	Right Saucer	09	Outhole
03	Italian Kicker	10	Outhole Controller
04	Top Bumper	11	Knocker
05	Mid Bumper	12	Gate
06	Bottom Bumper	13	Coin Box Lockout
07	Left Slingshot	14	Flippers

SWITCH ASSEMBLY SELF-TEST DISPLAY NUMBERS

Switch		Switch	
Self		Self	
Test #	DESCRIPTION	Test #	DESCRIPTION
01	Slingshot (Right)	17	Top Lane 20K
02	Slingshot (Left)	18	Button 1K
03	Bottom Bumper	19	Button Off Kicker
04	Mid Bumper	20	Button On Kicker
05	Top Bumper	21	Outlane (Right)
06	Credit	22	Outlane (Left)
07	Rebounders	23	Saucer (Right)
08	Outhole	24	Saucer (Left)
09	Coin III (Right)	25	Release Balls Target
10	Coin I (Left)	26	
11	Coin II (Middle)	27	
12	Mushroom Bumper (Right)	28	Outhole #3
13	Mushroom Bumper (Middle)	29	Outhole #2
14	Mushroom Bumper (Left)	30	Outhole #1
15	Tilt	31	Gate Lane
16	Slam	32	Top Lane 50K

FIREBALL CLASSIC - SWITCH SETTINGS

3-BALL GAME:

ADDITIONAL SPL EVERY 100K.	SW. 6	OFF
INITIAL BONUS SPL WITH 150K.	SW. 7	ON
INITIAL BONUS SPL WITH 150K.	SW. 8	OFF
BONUS SPL PER GAME UNLIMITED.	SW. 14	ON
LANE SPL PER GAME "ONE".	SW. 15	OFF
RECALL ON BONUS LITES.	SW. 16	ON
BOOP BALL ARROW ON WITH 4X.	SW. 21	ON
BOOP BALL ARROW ON WITH 4X.	SW. 22	OFF
BALLS DO NOT KICK OUT OF THE SAUCERS ON GAME OVER	SW. 23	OFF
IF THERE IS A BALL ON SHOOTER LANE, BALL WILL NOT KICK OUT OF THE OUTHOLE.	SW. 24	OFF
GAME IS SET FOR 3 BALLS.	SW. 31	OFF
GAME IS SET FOR 3 BALLS.	SW. 32	OFF

5-BALL GAME:

ADDITIONAL SPL EVERY 100K.	SW. 6	OFF
INITIAL BONUS SPL WITH 200K.	SW. 7	OFF
INITIAL BONUS SPL WITH 200K.	SW. 8	OFF
BONUS SPL PER GAME "ONE".	SW. 14	OFF
LANE SPL PER GAME "ONE".	SW. 15	OFF
RECALL ON BONUS LITES.	SW. 16	ON
BOOP BALL ARROW ON WITH 5X.	SW. 21	OFF
BOOP BALL ARROW ON WITH 5X.	SW. 22	OFF
BALLS DO NOT KICK OUT OF THE SAUCERS ON GAME OVER	SW. 23	OFF
IF THERE IS A BALL ON SHOOTER LANE, BALL WILL NOT KICK OUT OF THE OUTHOLE.	SW. 24	OFF
GAME IS SET FOR 5 BALLS.	SW. 31	ON
GAME IS SET FOR 5 BALLS.	SW. 32	OFF

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.
	OFF	-	SET	S28 TO OFF.

CREDIT DISPLAY:	DISPLAY ON	-	SET	S27 TO ON.
	DISPLAY OFF	-	SET	S27 TO OFF.

*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
		S5 S4 S3 S2 S1	#1
		S13 S12 S11 S10 S9	#3
	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	

NOTE: SEE OP. INST.
 MANUAL FOR COIN
 CHUTE #2 INFORMATION.

*ADDITIONAL SETTINGS ARE POSSIBLE. SEE OPERATING MANUAL.

M051-00365-A026

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.

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.

M051-00365-A027

Font used: Courier Prime
Large card size: 216 x 356 mm (legal size)
Smaller cards size: 216x152 mm

Cards status:
Self-Test Display Numbers confirmed.
M051-00365-A026 confirmed.
M051-00365-A027 confirmed.
If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,
Peter

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