

#1283 PAC MAN

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

BALL IN SAUCERS KICKOUT	SW.6	ON	ON
3 DROP TARGET 20,000 YELLOW ARROW	SW.7	ON	OFF
UNDER PAC MAZE 5 PAC-MAN LITES	SW.14	ON	OFF
PAC MAZE, PAC-MAN AGGRESSIVE LITE	SW.15	ON	OFF
PAC MAZE, PAC-MAN AGGRESSIVE LITE	SW.16	ON	OFF
TIME TO BEAT	SW.21	ON	OFF
TIME TO BEAT	SW.22	ON	ON
TIME TO BEAT	SW.23	OFF	OFF
SAUCERS EXTRA BALL LITE	SW.24	ON	OFF
NUMBER OF GAMES 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).

- 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
- CHANGE Threshold: Press credit button on door. Release when desired threshold appears
- 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.
- 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)

- VIEW Threshold Same as 1) above, look for number 04
- CHANGE Threshold Same as 2) above
- 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	
	S5 S4	S3 S2	S1 #1	
	S13 S12	S11 S10	S9 #3	
3/2 COINS	OFF ON	ON OFF	ON OFF	NOTE: See Op. Inst
1/1 COIN	OFF OFF	OFF OFF	OFF OFF	Manual for Coin
2/1 COIN	OFF OFF	OFF OFF	ON OFF	Chute #2
3/1 COIN	OFF OFF	OFF ON	OFF OFF	Information

*ADDITIONAL SETTINGS ARE POSSIBLE. SEE OPERATING MANUAL.

SELF-TEST DISPLAY NUMBERS

Switch Self-Test #	Switch Self-Test #
01 LEFT 4 DROP TAR 1 (BOTTOM)	21 RIGHT SAUCER ROLLOVER BUTTON
02 LEFT 4 DROP TARGET 2	22 TOP 3 DROP TARGET 1 (BOTTOM)
03 LEFT 4 DROP TARGET 3	23 TOP 3 DROP TARGET 2
04 LEFT 4 DROP TARGET 4 (TOP)	24 TOP 3 DROP TARGET 3 (TOP)
05 OUTHOLE KICKER	25 RIGHT 4 DROP TARGET 1 (TOP)
06 CREDIT BUTTON	26 RIGHT 4 DROP TARGET 2
07 TOP LEFT SAUCER	27 RIGHT 4 DROP TARGET 3
08 RIGHT SAUCER	28 RIGHT 4 DROP TARGET 4 (BOTTOM)
09 COIN III (RIGHT)	29 30 POINT REBOUND (2)
10 COIN I (LEFT)	30 LEFT & RIGHT WIRE SPINNER
11 COIN II (MIDDLE)	31
12 LEFT RETURN & RIGHT OUTLANE	32
13 RIGHT RETURN LANE	33 LEFT FLIPPER CABINET BUTTON
14 LEFT OUTLANE	34 "M" BACK TARGET
15 TILT (3)	35 "A" BACK TARGET
16 SLAM (2)	36 "N" BACK TARGET
17 LEFT THUMPER BUMPER	37 RIGHT FLIPPER CABINET BUTTON
18 CENTER THUMPER BUMPER	38 "P" BACK TARGET
19 LEFT SLINGSHOT	39 "A" BACK TARGET
20 RIGHT SLINGSHOT	40 "C" BACK TARGET

SOLENOID IDENTIFICATION

Self Test #	DESCRIPTION
01	TOP LEFT SAUCER (KICK TO LEFT)
02	TOP LEFT SAUCER (KICK TO RIGHT)
03	RIGHT SAUCER
04	KNOCKER
05	OUTHOLE
06	LEFT THUMPER BUMPER
07	CENTER THUMPER BUMPER
08	LEFT SLINGSHOT
09	RIGHT SLINGSHOT
10	LEFT 4 DROP TARGET RESET
11	RIGHT 4 DROP TARGET RESET
12	TOP 3 DROP TARGET RESET
13	LEFT 4 DROP TARGET #1 (BOTTOM)
14	LEFT 4 DROP TARGET #2
15	LEFT 4 DROP TARGET #3
16	LEFT 4 DROP TARGET #4 (TOP)
17	RIGHT 4 DROP TARGET #1 (TOP)
18	RIGHT 4 DROP TARGET #2
19	RIGHT 4 DROP TARGET #3
20	RIGHT 4 DROP TARGET #4 (BOTTOM)
21	GATE
22	COIN LOCKOUT DOOR
23	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
	OFF – SET S28 TO OFF

CREDIT DISPLAY:	DISPLAY ON – SET S27 TO ON
	DISPLAY OFF – SET S27 TO OFF

M-469-1370

Font used: HelvCondensed Normal
M-469-1370 (size 216 x 258 mm) confirmed.

Enjoy and have fun,
Peter
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If you like my work, please send me a donation via Paypal.