

XENON

Self-Test Display Numbers SWITCH Assembly Identification

| Switch Self- Test # | DESCRIPTION | Switch Self- Test # | DESCRIPTION |
|---------------------------|-------------------|---------------------------|-----------------------|
| 01 | END OF TUBE LANE | 21 | #4 DROP TARGET |
| 02 | BALL RELEASE #1 | 22 | #3 DROP TARGET |
| 03 | UPPER SIDE TARGET | 23 | #2 DROP TARGET |
| 04 | LOWER SIDE TARGET | 24 | #1 DROP TARGET |
| 05 | SPINNER | 25 | SHOOTER LANE |
| 06 | CREDIT BUTTON | 26 | 30 POINT REBOUND (2) |
| 07 | TILT (3) | 27 | TUBE SWITCH |
| 08 | OUTHOLE | 28 | BALL RELEASE #2 |
| 09 | COIN III (RIGHT) | 29 | LEFT OUTLANE |
| 10 | COIN I (LEFT) | 30 | LEFT FLIP FEED LANE |
| 11 | COIN II (MIDDLE) | 31 | RIGHT FLIP FEED LANE |
| 12 | | 32 | RIGHT OUTLANE |
| 13 | | 33 | SIDE SAUCER |
| 14 | | 34 | TOP SAUCER |
| 15 | | 35 | RIGHT SLINGSHOT |
| 16 | SLAM (2) | 36 | LEFT SLINGSHOT |
| 17 | #4 BUTTON | 37 | LOWER THUMPER BUMPER |
| 18 | #3 BUTTON | 38 | MIDDLE THUMPER BUMPER |
| 19 | #2 BUTTON | 39 | RIGHT THUMPER BUMPER |
| 20 | #1 BUTTON | 40 | LEFT THUMPER BUMPER |

SOLENOID IDENTIFICATION TABLE

| Self Test # | SOLENOID IDENTIFICATION |
|----------------|---------------------------|
| 01 | OUTHOLE KICKER |
| 02 | KNOCKER |
| 03 | BALL RELEASE |
| 04 | SIDE SAUCER |
| 05 | LEFT SLINGSHOT |
| 06 | RIGHT SLINGSHOT |
| 07 | LEFT THUMPER BUMPER |
| 08 | RIGHT THUMPER BUMPER |
| 09 | MIDDLE THUMPER BUMPER |
| 10 | LOWER THUMPER BUMPER |
| 11 | 4 DROP TARGET RESET |
| 12 | #1 DROP TARGET |
| 13 | #2 DROP TARGET |
| 14 | #3 DROP TARGET |
| 15 | #4 DROP TARGET |
| 16 | COIN LOCKOUT DOOR |
| 17 | K1 RELAY (FLIPPER ENABLE) |
| 18 | TOP SAUCER |

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 |
|---|-------|--------|--------|
| DROP TARGET 2X LITE | SW.6 | ON | OFF |
| DROP TARGET, SIDE SAUCER LITE ADVANCE | SW.7 | OFF | OFF |
| DROP TARGET 25K AND SPECIAL LITE | SW.8 | OFF | OFF |
| OUTLANE AND FLIP FEED ARROW LITES | SW.14 | ON | OFF |
| TOP SAUCER SCORING & XENON LITE ADVANCE | SW.15 | ON | ON |
| TOP SAUCER SCORING & XENON LITE ADVANCE | SW.16 | ON | OFF |
| SIDE SAUCER SPECIAL LITE | SW.21 | ON | OFF |
| SIDE SAUCER SCORE LITES RECALL | SW.22 | ON | ON |
| SIDE SAUCER LITE ADVANCE | SW.23 | ON | OFF |
| SIDE SAUCER 50K or 90K | SW.24 | ON | ON |
| GAME OVER VOICE | SW.29 | ON | ON |
| TOP SAUCER 2 X LITES RECALL | SW.30 | ON | OFF |
| BALLS PER GAME | SW.31 | OFF | ON |
| BALLS PER GAME | SW.32 | OFF | OFF |

M-469-1204-3

Font used: Courier New, Courier Condensed.

Cards status:

M-469-1204-1 Self-Test Display Numbers (size 114 x 240 mm) confirmed.
 M-469-1204-3 Recommended Game Settings (size 183 x 90 mm) confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,
 Peter

www.inkochnito.nl

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