

**SYSTEM 80B**  
**BOOKKEEPING AND SELF-TEST PROCEDURE**

STEP NUMBER	INFORMATION
00	TEST MODE
01	TOTAL COINS THROUGH LEFT COIN CHUTE
02	TOTAL COINS THROUGH RIGHT COIN CHUTE
NOTE: IF CONTROL BOARD SWITCH 14 IS ON, STEPS 01 AND 02 ARE ADDED TOGETHER AND DISPLAYED IN STEP 01.	
03	TOTAL COINS THROUGH CENTER COIN CHUTE
04	TOTAL PLAYS
05	TOTAL REPLAYS
06	GAME PERCENTAGE (REPLAYS ÷ TOTAL PLAYS)
07	EXTRA BALLS
08	TILTS
09	SPECIAL
10	NUMBER OF TIMES HIGHEST GAME TO DATE HAS BEEN INCREMENTED TO REACH ITS PRESENT VALUE.
11	FIRST HIGH SCORE LEVEL
12	SECOND HIGH SCORE LEVEL
13	THIRD HIGH SCORE LEVEL
14	HIGHEST GAME TO DATE SCORE

**ADHERE TO CASHBOX LID**

15	AVERAGE PLAYING TIME PER GAME
NOTE: IF STEP 15 IS RESET, STEPS 1-10 ARE ALSO RESET. SELF-TEST FEATURES	
THE SELF-TEST ROUTINE BEGINS WITH STEP 16. TO BYPASS THE BOOKKEEPING FUNCTIONS AND ADVANCE DIRECTLY TO SELF- TEST, PRESS THE REPLAY BUTTON IN STEP 00.	
16	LAMP TEST
17	RELAY AND SOLENOID TEST (LAMP NUMBER OR SOLENOID NUMBER APPEARS WHEN PULSED)
18	SWITCH TEST
19	DIP SWITCH SETTINGS (IN HEXADECIMAL)
20	DISPLAY TEST
21	MEMORY TEST (ALSO DISPLAYS GAME PROM CHECK-SUM)
ANY OF THE TESTS IN STEP 16 THROUGH 20 MAY BE REPEATED ANY NUMBER OF TIMES BY PRESSING THE REPLAY BUTTON.	

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**Cards status:**

24431 Bookkeeping and Self-test Procedure card 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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