

ORBITOR 1 - MPU SWITCH SETTINGS

	FACTORY 3 BALL		FACTORY 5 BALL		OPERATOR CHANGE #1		OPERATOR CHANGE #2	
	ON	OFF	ON	OFF	ON	OFF	ON	OFF
32	8	ON	8	ON	8	OFF	8	OFF
31	7	ON	7	ON	7	OFF	7	OFF
30	6	ON	6	ON	6	OFF	6	OFF
29	5	ON	5	ON	5	OFF	5	OFF
28	4*	ON	4*	ON	4	OFF	4	OFF
27	3*	ON	3*	ON	3	OFF	3	OFF
26	2*	ON	2*	ON	2	OFF	2	OFF
25	1*	ON	1*	ON	1	OFF	1	OFF
24	8	ON	8	ON	8	OFF	8	OFF
23	7	ON	7	ON	7	OFF	7	OFF
22	6	ON	6	ON	6	OFF	6	OFF
21	5	ON	5	ON	5	OFF	5	OFF
20	4	ON	4	ON	4	OFF	4	OFF
19	3	ON	3	ON	3	OFF	3	OFF
18	2	ON	2	ON	2	OFF	2	OFF
17	1	ON	1	ON	1	OFF	1	OFF
16	8	ON	8	ON	8	OFF	8	OFF
15	7	ON	7	ON	7	OFF	7	OFF
14	6	ON	6	ON	6	OFF	6	OFF
13	5	ON	5	ON	5	OFF	5	OFF
12	4*	ON	4*	ON	4	OFF	4	OFF
11	3*	ON	3*	ON	3	OFF	3	OFF
10	2*	ON	2*	ON	2	OFF	2	OFF
9	1*	ON	1*	ON	1	OFF	1	OFF
8	8	ON	8	ON	8	OFF	8	OFF
7	7	ON	7	ON	7	OFF	7	OFF
6	6	ON	6	ON	6	OFF	6	OFF
5	5	ON	5	ON	5	OFF	5	OFF
4	4*	ON	4*	ON	4	OFF	4	OFF
3	3*	ON	3*	ON	3	OFF	3	OFF
2	2*	ON	2*	ON	2	OFF	2	OFF
1	1*	ON	1*	ON	1	OFF	1	OFF

* SEE CATALOG OR SHEET ON SIDE OF CABINET

RECOMMENDED SETTINGS

	3 BALL	5 BALL
1st Level	600,000	1,500,000
2nd Level	1,100,000	2,000,000
3rd Level	-----	-----
High score to Date	1,500,000	2,500,000

ORBITOR 1 - SWITCH ASSIGNMENT

		None X ball 100K Replay					ON OFF	
		OFF	ON	OFF	ON		ON	OFF
32	Special Award	OFF	ON	OFF	ON	32	←	←
31	Special Limit	OFF	OFF	ON	ON	31	←	←
30	Reset the Multiplier Lights					30	1/Game	1/Ball
29						29	YES	NO
28	Coin Chute #3					28	See Catalog	
27						27		
26						26		
25						25		
24	Extra Ball					24	YES	NO
23	Add-A-Ball					23	ON	OFF
22	Add-A-Ball Limit					22	5	3
21	Match Feature					21	ON	OFF
20	Display Credits	10	15	25	40	20	ON	OFF
19	Maximum Credit	OFF	OFF	ON	ON	19	←	←
18	Talking	OFF	ON	OFF	ON	18	←	←
17						17	YES	NO
16	High Game To Date	0	1	2	3	16	←	←
15		OFF	OFF	ON	ON	15	←	←
14	Green Timing Special (Sec.)	OFF	OFF	ON	ON	14	←	←
13		OFF	ON	OFF	ON	13	←	←
12	Coin Chute #2	90	120	150	180	12	See Catalog	
11						11		
10						10		
9						9		
8	Background Sound					8	ON	OFF
7	Ball Per Game					7	5	3
6	High Score Feature					6	Replay	X-Ball
5	100th Game: Free Credit					5	YES	NO
4	Coin Chute #1					4	See Catalog	
3						3		
2						2		
1						1		

Back Box Game Adjustments:

Each game has thirty-two switches located on the MPU module, located in the back box, that allows game play to be customized to the location. Credits per coin, maximum credits, credits display, ball (3 or 5) per game, match feature, high game feature, special award, maximum extra balls, time per game, and background sound are selectable by means of switches. The switches are contained in four-sixteen lead packages numbered S1-8, S9-16, S17-24, and S25-32 for easy identification. The "On" position is marked on the assembly. TURN OFF POWER BEFORE MAKING ADJUSTMENTS. MAKE ADJUSTMENTS BEFORE TURNING POWER BACK ON.

Fonts used: Helvetica.

Cards status:

Switch assignments card confirmed, although the setup of the real chart is a little different.

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.