

## FREEFALL - 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								
31	7								
30	6								
29	5								
28	4*								
27	3*								
26	2*								
25	1*								
24	8								
23	7								
22	6								
21	5								
20	4								
19	3								
18	2								
17	1								
16	8								
15	7								
14	6								
13	5								
12	4*								
11	3*								
10	2*								
9	1*								
8	8								
7	7								
6	6								
5	5								
4	4*								
3	3*								
2	2*								
1	1*								

\* SEE CATALOG OR SHEET ON SIDE OF CABINET

### RECOMMENDED SETTINGS

	3 BALL	5 BALL
1st Level	500,000	980,000
2nd Level	940,000	2,200,000
3rd Level	-----	-----
High score to Date	1,300,000	3,000,000

## FREEFALL - SWITCH ASSIGNMENT

		None X ball 100K Replay				ON		OFF	
		OFF	ON	OFF	ON				
32	Special Award					32	←	32	←
31						31	←	31	←
30	Special Feature					30	1/Game	30	1/Ball
29	Bonus Multiplier Carry-Over					29	ON	29	OFF
28						28		28	
27						27	See	27	Catalog
26	Coin Chute #3					26		26	
25						25		25	
24	Add-A-Ball Feature (See 13)					24	ON	24	OFF
23	3-Ball Feature Outlane Special (See 5)					23	1 Time	23	2 Time
22	Arrow-Card Selector					22	2 (*)	22	1
21	Match Feature					21	ON	21	OFF
20	Display Credits					20	ON	20	OFF
19						19	←	19	←
18	Maximum Credit					18	←	18	←
17	Talking Sound					17	ON	17	OFF
16						16	←	16	←
15	High Score Feature					15	←	15	←
14	Balls in Walker					14	Carry Over	14	Reset
13	Maximum Add-A-Balls (See 24)					13	5	13	3
12						12		12	
11						11	See	11	Catalog
10	Coin Chute #2					10		10	
9						9		9	
8	Background Sound					8	ON	8	OFF
7	Ball Per Game					7	5	7	3
6	High Score Feature					6	Replay	6	X-Ball
5	Completed Card Outlane Special (See 23)					5	1 Card	5	2 Cards
4						4		4	
3						3	See	3	Catalog
2	Coin Chute #1					2		2	
1						1		1	

\* 2 on 25% of the Time

### 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

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