1. Locate Switches S1 Thru S32 On MPU Assembly.
2. Set Switches For Desired Game Conditions.
3. Turn Game Off, Then On. Adjustments Are Then Complete.

**Switch Game**

**Game Adjustments Switch No. Function Function**

SPECIAL LITE AWARD S31 & S32 ON-ON FREE GAME

FREE BALL

S31 & S32 OFF-OFF 100,000 PTS.

S31 ON

S32 OFF

S31 OFF

S32 ON

STRIKE SPECIAL S27 ON 1 REPLAY PER GAME

OFF OPEN ENDED

OUTLANE SPECIAL S24 ON 1 REPLAY PER GAME

OFF OPEN ENDED

EXTRA BALL S26 ON AWARD

OFF BYPASS

EXTRA BALL LANES S25 ON LANES ALTERNATE

OFF BOTH LANES ON

STRIKE LAMP S24 ON MULT. OF 40

OFF MULT. OF 20

NUMBER OF STRIKES S23 & S22 OFF-OFF 3 STRIKES

S23 OFF

S22 ON

S23 ON

S22 OFF

S23 & S22 ON-ON 6 STRIKES

S-32

S-25

S-24

S-17

S-16

S-9

S-8

S-1

ON OFF

FREE BALL

FREE GAME

4 STRIKES

5 STRIKES

12C-232

Font used: Helvetica, CentSchbook Mono BT.

12C-232 (size 7-3/4 x 6 inch / 197 x 152 mm) needed to verify.

Enjoy and have fun,

Peter

[www.inkochnito.nl](http://www.inkochnito.nl)

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