

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								
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
1 st Level	600,000	1,500,000
2 nd Level	1,100,000	2,000,000
3 rd 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				
32	Special Award					32	←	32	←
31						31	←	31	←
30	Special Limit					30	1/Game	30	1/Ball
29	Reset the Multiplier Lights					29	YES	29	NO
28						28		28	
27	Coin Chute #3					27	See	27	Catalog
26						26	Catalog	26	
25						25		25	
24	Extra Ball					24	YES	24	NO
23	Add-A-Ball					23	ON	23	OFF
22	Add-A-Ball Limit					22	5	22	3
21	Match Feature					21	ON	21	OFF
20	Display Credits					20	ON	20	OFF
19						19	←	19	←
18	Maximum Credit					18	←	18	←
17	Talking					17	YES	17	NO
16	High Game					16	←	16	←
15	To Date					15	←	15	←
14	Green Timing					14	←	14	←
13	Special (Sec.)					13	←	13	←
12						12		12	
11	Coin Chute #2					11	See	11	Catalog
10						10	Catalog	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	100th Game: Free Credit					5	YES	5	NO
4						4		4	
3	Coin Chute #1					3	See	3	Catalog
2						2	Catalog	2	
1						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

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