Self-Test button inside the coin door activates the game into its "Self-Diagnostic Test."

SELF TEST AND BOOKKEEPING FUNCTIONS

The game is designed to allow the operator to perform certain diagnostic tests as well as accounting functions as follows:

SELF TEST FUNCTIONS

1st	Burn in test - all outputs tested.
2nd	Lamp test - all feature lamps on and off.
3rd	Display test - all digits display 0000000 thru 9999999 then an 8 shifts from left to right.
4th	Solenoids test - continuous sequence of solenoids pulsed with solenoid driver transistor, "Q" number displayed.
5th	Switch test - switch I.D. number appears on display when it is manually closed. (Flashing 0 if all cabinet switches are open and all balls moved from the outhole to the shooter position.)

BOOKKEEPING FUNCTIONS

TEST SWITCH PUSH NUMBER	BALL/MATCH DISPLAY	DESCRIPTION	DISPLAYS
6th	01	1st Level (High Score)	
7th	02	2nd Level (High Score)	
8th	03	3rd Level (High Score)	
9th	04	Current High Game Threshold	
10th	05	Current Credits	00 to 99
11th	06	Total Plays	00 to 9999999
12th	07	Total Replays	00 to 9999999
13th	08	Total times high score is passed	00 to 9999999
14th	09	Number of coins thru Chute No. 3	00 to 9999999
15th	10	Number of coins thru Chute No. 2	00 to 9999999
16th	11	Number of coins thru Chute No. 1	00 to 9999999
17th	12	Total balls played	00 to 9999999
18th	13	Total Extra Balls Awarded	00 to 9999999
19th	14	Total Playfield Special Awards	00 to 9999999
20th	15	Total Level 1 Passed	00 to 9999999
21st	16	Total Level 2 Passed	00 to 9999999
22nd	17	Most time on Ball	00 to 9999999

CREDIT/COIN AND GAME ADJUSTMENTS

CREDITS/COIN ADJUSTMENTS:

The credits given are selectable by means of MPU switches. Sixteen credits ratios available. The MPU switch settings and resultant credits/coin are as follows:

CREDITS/COIN ADJUSTMENTS

MPU SWITCHES

					CREDITS	COIN
CHUTE No. 1 (BLU) (NEXT TO HINGE)	4	3	2	1		
CHUTE No. 2 (BRN-WHITE) (CENTER)	12	11	10	9		
CHUTE No. 3 (RED-WHITE) (NEXT TO LOCK)	28	27	26	25		
	OFF	OFF	OFF	OFF	 1	Per 1
	OFF	OFF	OFF	ON	 2	
	OFF	OFF	ON	OFF	 3	
	OFF	OFF	ON	ON	 4	
	OFF	ON	OFF	OFF	 5	
	OFF	ON	OFF	ON	 6	
	OFF	ON	ON	OFF	 7	
	OFF	ON	ON	ON	10	
	ON	OFF	OFF	OFF	14	

				CREDITS	COINS	SEQUENCE OF CREDITS PER COIN 1ST	2ND	3RD	4TH
ON	OFF	OFF	ON	..... 1	..... 2	0 + 1			
ON	OFF	ON	OFF	..... 3	..... 2	1 + 2			
ON	OFF	ON	ON	..... 5	..... 2	0 + 5			
ON	ON	OFF	OFF	..... 7	..... 2	0 + 7			
ON	ON	OFF	ON	..... 3	..... 4	0 + 1	+ 0	+ 2	
ON	ON	ON	OFF	..... 5	..... 4	1 + 1	+ 1	+ 2	
ON	ON	ON	ON	..... 7	..... 4	1 + 2	+ 1	+ 3	

If two of three coin chutes are adjusted the same for multiple coins, credits will increase as if dropped in same chute.

Credit sequence will reset when:

1) credit button is pressed
2) any points are scored

Font used: Helvetica
Orbitor 1 Self Test and Bookkeeping card (size 270 x 152 mm) confirmed.

Enjoy and have fun,
Peter
www.inkochnito.nl
If you like my work, please send me a donation via PayPal.