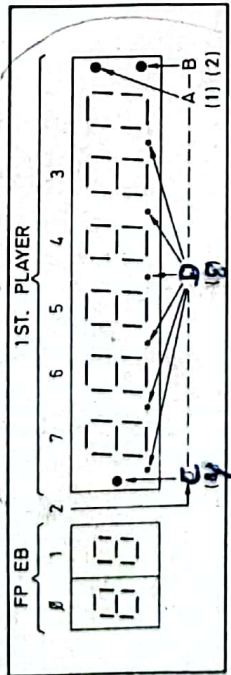


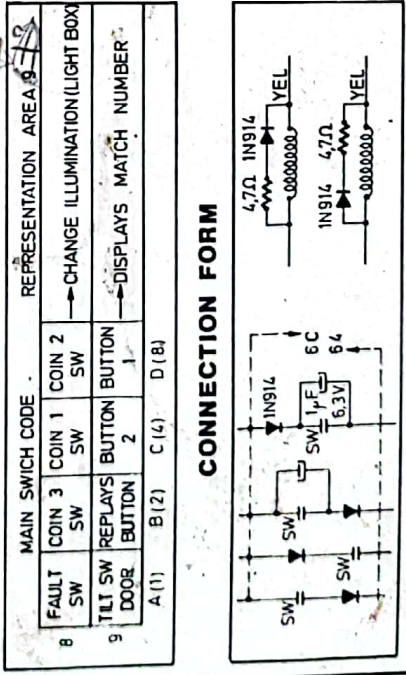
**DECIMAL/EXADECIMAL/BINARY TABLE**

DECIMAL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
EXADECIMAL	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
DISPLAY	D	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
BINARY	A	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
	B	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
	C	0	0	0	0	1	1	1	0	0	0	0	1	1	1	1	1
	D	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1

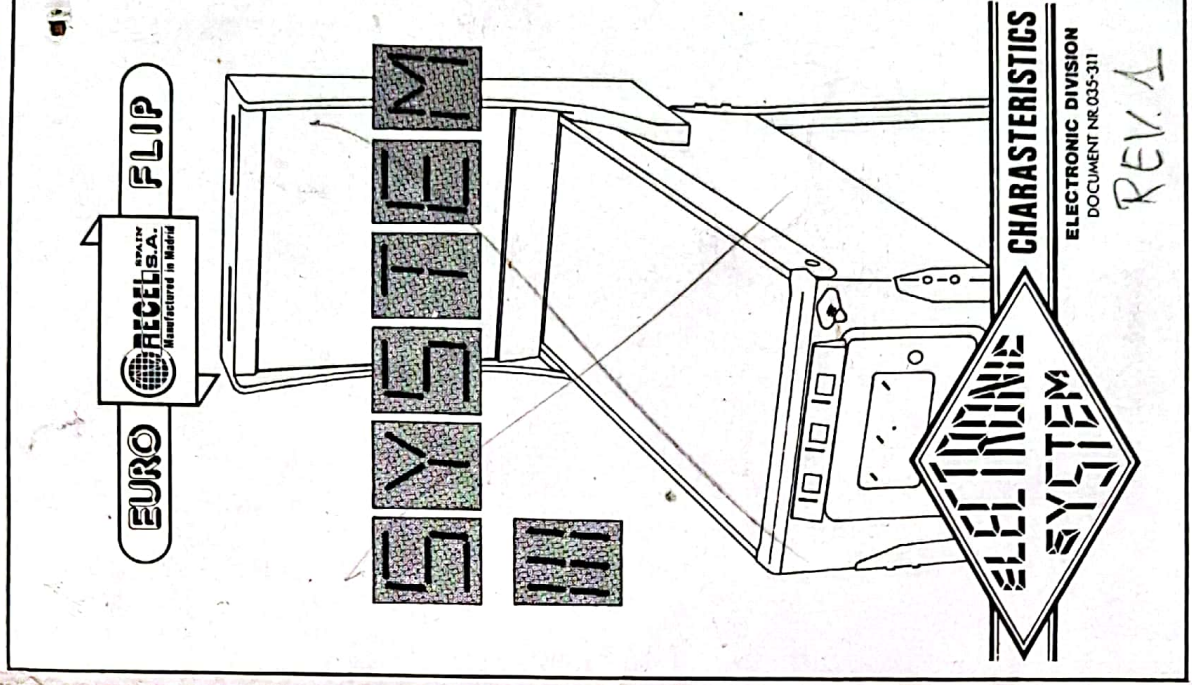
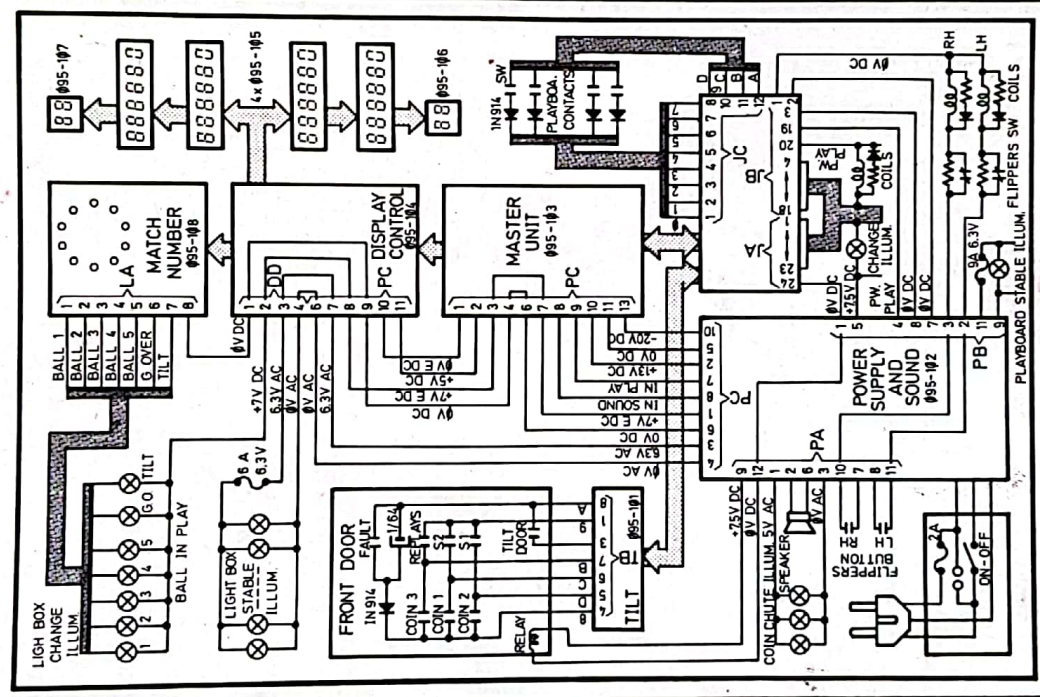
**PLAYBOARD CONTACTS STATE (AREA E)**



**CONNECTION FORM**



**MACHINE DIAGRAM**



### ADJUSTMENT TABLE

AREA	CREDIT DISPLAY	ADJUSTMENT FUNCTION
6	XX	REPLAY PER XX0000 POINTS
7	XX	REPLAY PER XX0000 POINTS
9	XX	EXTRA BALL PER XX0000 POINTS
	X0	3RD. COIN REJECTOR (X=PLAYS PER COIN)
		MODE OF PLAY (X=A+B+C)
		0 EXTRA BALL NOT REPETITIVE
A=		1 EXTRA BALL REPETITIVE
		2 EXTRA BALL ACCUMULATIVE
B=		0 FREE PLAY NOT REPETITIVE
		4 FREE PLAY REPETITIVE
C=		0 5 BALLS PER PLAY
		8 3 BALLS PER PLAY
		1ST COIN REJECTOR (X=B+D+E)
		0 1 PLAY
D=		1 2 PLAYS
		2 3 PLAYS
		3 4 PLAYS
E=		0 2 COINS
		4 1 COIN
		2ND COIN REJECTOR (X=D+G)
D=		SEE REJECTOR 1
G=		0 NORMAL PRICE
		8 PREMIUM PRICE*

\* 1 EXTRA PLAY WITH THE 2ND COIN  
(THIS STATE AFFECTS ALL 3 COIN REJECTORS)

### REPRESENTATION TABLE

DISPLAY ON	REPRESENTATION AREAS 0-4-8-U	REPRESENTATION AREAS 2-6-e-L
XX	WORKING REGISTERS	CREDIT LIMIT X X
XXXXXX	WORKING REGISTERS	MODEL OF GAME
XXXXXX	WORKING REGISTERS	SERIAL NUMBER
XXXXXX	LAST PRINTER	TIME IN PLAY (XXXXXX)
XXXXXX	PLAYBOARD REGISTER STATE	TIME GAME OVER (XXXXXX)
XX	PLAYBOARD REGISTER STATE	SECONDS TIMER
XX	FREE PLAY X X (COUNTER)	REPLAY PER XX0000
XXXXXX	EXTRA BALL (COUNTER)	HANDICAP PLAYER N°1
XXXXXX	PLAYER N°1 (COUNTER)	HANDICAP PLAYER N°2
XXXXXX	PLAYER N°2 (COUNTER)	HANDICAP PLAYER N°3
XXXXXX	PLAYER N°3 (COUNTER)	HANDICAP PLAYER N°4
XXXXXX	PLAYER N°4 (COUNTER)	REPLAY PER XX0000
XX	CREDIT (COUNTER)	1ST COIN X X 2ND COIN REJECTOR(ADJ) REJECTOR(ADJ)
XX	EXTRA BALL PER XX0000	TOTAL EXTRA BALL
XXXXXX	TOTAL 1ST COIN REJECTOR	TOTAL FREE PLAY
XXXXXX	TOTAL 2ND COIN REJECTOR	TOTAL PLAYS PAID FOR
XXXXXX	TOTAL 3RD COIN REJECTOR	TOTAL OF PLAYS PLAYED*
XXXXXX	DATE OF LAST PRINT-OUT	3RD COIN X X MODE OF REJECTOR(ADJ) PLAY(ADJ)
XX	FORM OF PLAY	PLAYBOARD CONTACTS STATE
XX	PLAYBOARD CONTACTS READ	PLAYBOARD CONTACTS STATE
XXXXXX	PLAYBOARD CONTACTS READ	RESERVE TOTALIZATOR 3
XXXXXX	RESERVE TOTALIZATOR 1	RESERVE TOTALIZATOR 4
XXXXXX	RESERVE TOTALIZATOR 2	PRESET CONTACTS TIME
XXXXXX	PLAYBOARD CONT. DEBOUNCE	PRESET CONTACTS TIME
XX	PLAYBOARD CONT. DEBOUNCE	

### SELF CHECK TABLE

STEP	FUNCTION	DISPLAY	COMMENT
1	TEST DISPLAY	0 0 0	END OF TEST DISPLAY
2	RAM MEMORY	9 X X	FAULT DETECTED. THE LAST TWO DIGITS INDICATE POSITION AT FAULT.
2	RAM MEMORY	9 0 0	END OF TEST. RAM O.K.
3	PIO	X X X	1ST DIGIT INDICATES GROUT 3-4-5-6-7-8 2ND DIGIT INDICATES THE DEFECTIVE BIT 3RD DIGIT INDICATES DEFECTIVE CONFIGURATION
3	PIO	8 0 0	END OF TEST. PIO O.K.
4	ROM I/O	1 7 X	SHORT IN OUTPUT X AT -12V (CHIP-1)
4	ROM I/O	1 4 X	SHORT IN OUTPUT X AT +5V (CHIP-1)
4	ROM I/O	2 7 X	SHORT IN OUTPUT X AT -12V (CHIP-2)
4	ROM I/O	2 4 X	SHORT IN OUTPUT X AT +5V (CHIP-2)
4	ROM I/O	2 4	END OF TEST. ROM O.K.
5	PW. PLAY VOLTAGE	2 4 6	VOLTAJE FAULT (POWER PLAY)
5	DRIVER	2 4 5	SHORT IN DRIVER
5	COIL	X 4 7	COIL X OPEN
5	COIL	X 4 4	SHORT IN COIL
5	DR/CL	3 0 0	END OF TEST. DR/BU NO GRAVE FAULTS DETECTED O.K.
6	RAM CMOS	8 X X	FAULT DETECTED. THE LAST TWO DIGITS INDICATE THE DEFECTIVE WORD
6	RAM CMOS	5 0 0	END OF TEST. CMOS O.K.

IF THE OUTPUT IS OPEN CIRCUITED IT WILL INDICATE +5