

Table 1. Game Adjustments

FUNCTION	DESCRIPTION	NOTES	FACTORY SETTING	
00	Game Identification	1	ggg n	<p>Notes:</p> <ol style="list-style-type: none"> Game Identification in Function 00 readout indicates game number (ggg) and revision level (n) of PROMs or Game ROM. Functions 01-11 cannot be changed from the coin door; however they can be set to zero as described in Section 4. Total Credits (Function 08) is the sum of Function 04 and as applicable, Functions 05, 06, and 07. Total Extra Balls (Function 09) is the sum of the game extra ball feature and Functions 05 and 06, as applicable. Current High Score to Date (Function 12) can be changed to the value of the Backup High Score to Date (Function 13) by operating the HIGH SCORE RESET switch while in the game over mode. Function 13 may be set to any multiple of 10,000 points. Setting Function 25 to zero with Function 13 set to any score but zero permits the High Score to Date feature to operate but no credits are awarded. Functions 14-17 (Replay Scores) may be set to any multiple of 10,000 points. Setting a function to zero disables the replay score point. Always disable the Replay 4 level first, the Replay 3 level second, etc. The replay levels must be set with ascending values. Setting Maximum Credits (Function 18) to zero places the game in a free play mode. A typical factory setting for pricing is shown. With Function 19 set to 00, Functions 20-24 must be set manually. Refer to Table 2 or 3 for seven standard pricing schemes (selected by values of 01-07 for Function 19) and custom pricing values.
01	Coins, Left Chute (Closest to coin door hinge)	2	—	
02	Coins, Center Chute	2	—	
03	Coins, Right Chute	2	—	
04	Total Paid Credits	2	—	
05	Total Specials	2	—	
06	Total Replay (Extra Ball) Scores	2	—	
07	Match and High Score to Date Credits	2	—	
08	Total Credits	2,3	—	
09	Total Extra Balls	2,4	—	
10	Total Ball Time in Minutes	2	—	
11	Total Number of Balls Played	2	—	
12	Current High Score to Date	5	*	
13	Backup High Score to Date	6	*	
14	Replay 1 Score	7	*	
15	Replay 2 Score	7	*	
16	Replay 3 Score	7	*	
17	Replay 4 Score	7	0	
18	Maximum Credits	8	20	
19	Standard and Custom Pricing Control (00-07)	9	*	
20	Left Coin Slot Multiplier	9	*	
21	Center Coin Slot Multiplier	9	*	
22	Right Coin Slot Multiplier	9	*	
23	Coin Units Required for Credit	9	*	
24	Coin Units Bonus Point	9	*	
25	High Score Credits	6	03	
26	Match (00 ON, 01 OFF)	—	00	
27	Special	—	00	
	00 = Awards Credit			
	01 = Awards Extra Ball			
	02 = Awards Points			
28	Scoring Awards	—	00	
	00 = Credits at Replay Score			
	01 = Extra Ball at Replay Score			
29	Maximum Plumb Bob Tilts (1-9)	—	03	
30	Number of Balls (03 or 05)	—	03	
31				
thru 35	Unique Game Adjustments	—	*	

*Indicates settings are game-dependent.

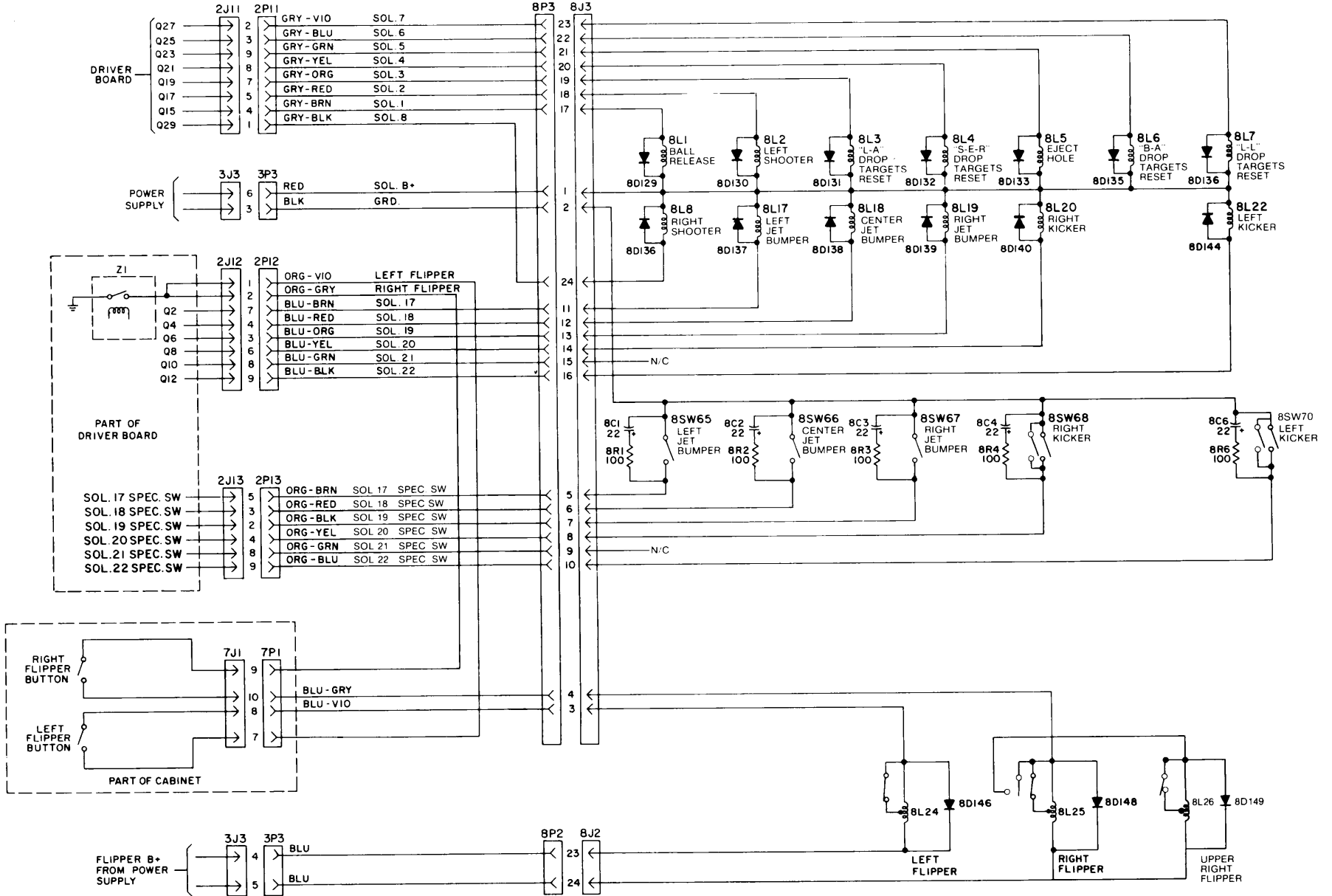
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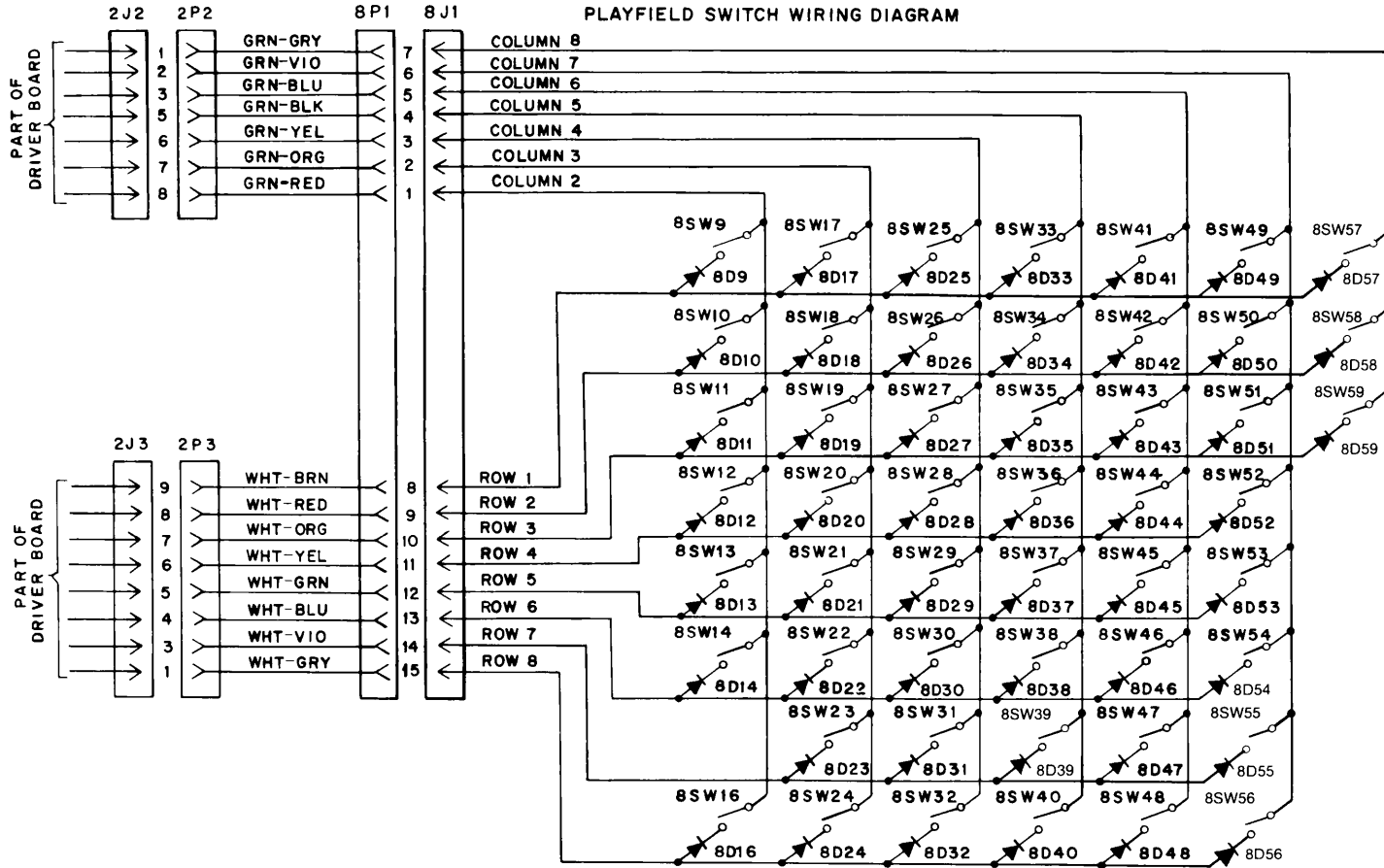
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LASER BALL PLAYFIELD SOLENOIDS WIRING DIAGRAM

Playfield Lamp and Solenoid Wiring Diagrams

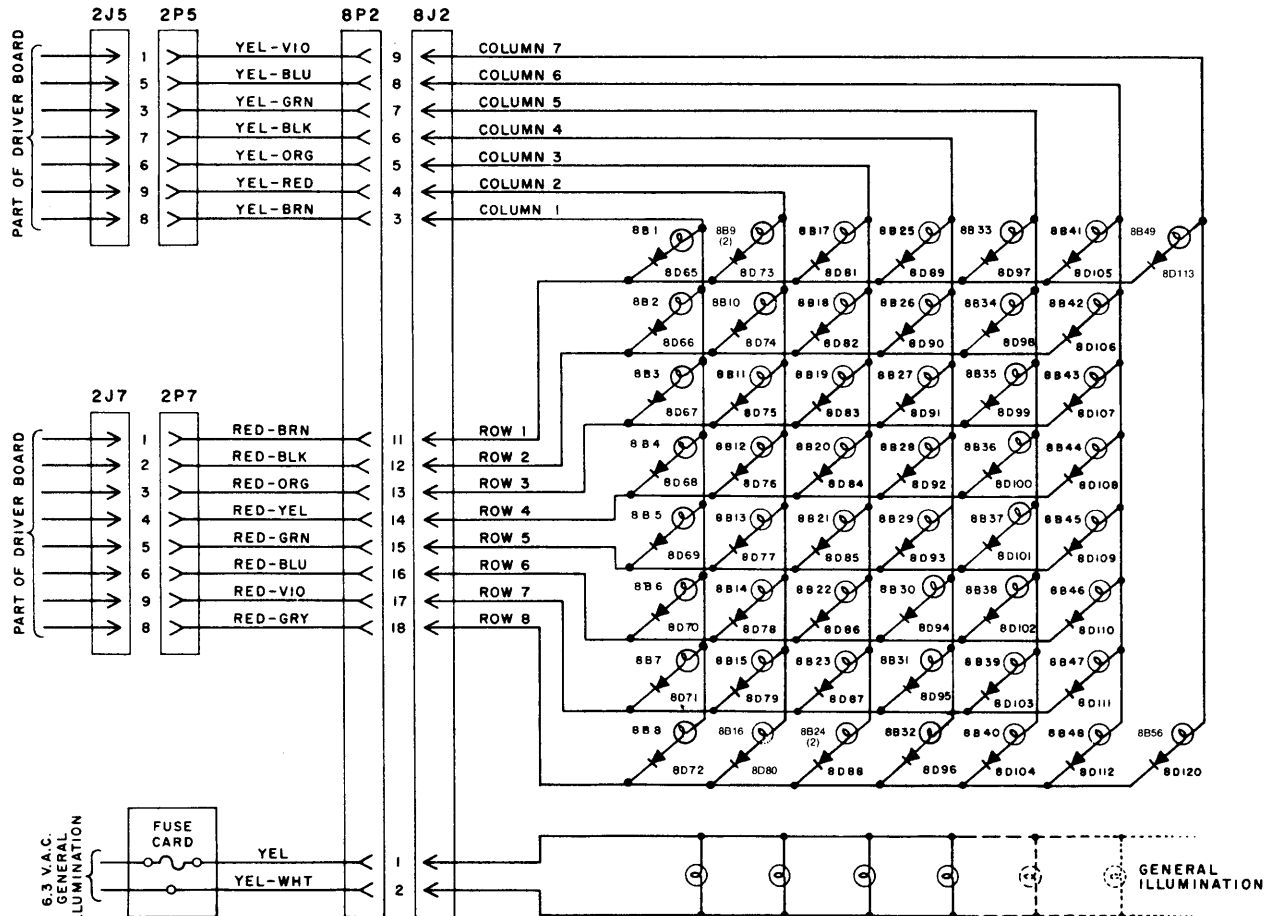


LASER BALL PLAYFIELD SWITCH WIRING DIAGRAM



SWITCH NO.	FUNCTION
09	Outhole
10	Left Shooter
11	Left Special
12	Left Inside Rollover
13	Left Kicker
14	Middle Left Side Standup
15	Not Used
16	Left Side Target
17	Left Spinner
18	Bull's-Eye Target
19	"L" Drop Target
20	"A" Drop Target
21	"S" Drop Target
22	"E" Drop Target
23	"R" Drop Target
24	L-A-S-E-R Drop Target Series
25	Lower Top Left Standup
26	Upper Top Left Standup
27	"1" and "2" Rollover
28	"3" and "4" Rollover
29	"5" and "6" Rollover
30	"7" and "8" Rollover
31	"9" and "10" Rollover
32	Eject Hole
33	Upper Right Standup
34	"B" Drop Target
35	"A" Drop Target
36	"L" Drop Target
37	"L" Drop Target (Bottom)
38	B-A-L-L Drop Target Series
39	B-A-L-L Drop Target Standup
40	Right Spinner
41	Right Shooter
42	Right Special
43	Right Inside Rollover
44	Right Kicker
45	Left Jet Bumper
46	Right Jet Bumper
47	Center Jet Bumper
48	"S-E-R" Drop Target Standup
49	Playfield Tilt
50	Star 1 Rollover
51	Star 2 Rollover
52	Star 3 Rollover
53	Star 4 Rollover
54	Star 5 Rollover
55	Star 6 Rollover
56	Star 7 Rollover
57	Star 8 Rollover
58	Star 9 Rollover
59	Star 10 Rollover

LASER BALL PLAYFIELD LAMP WIRING DIAGRAM



BULB NO.	FUNCTION
01	Shoot Again
02	Bull's-Eye Extra Ball when Lit
03	Æ 1 (Top)
04	Æ 2
05	Æ 3
06	Æ 4
07	Æ 5
08	Æ 6 (Bottom Right)
09	Left and Right Specials (2)
10	10,000 Bonus
11	2X
12	3X
13	5X
14	1000 Bonus
15	2000 Bonus
16	3000 Bonus
17	4000 Bonus
18	5000 Bonus
19	6000 Bonus
20	7000 Bonus
21	8000 Bonus
22	9000 Bonus
23	Bull's-Eye Special
24	Spinner 1000 (2)
25	20,000 Bonus
26	L-A-S-E-R 10,000
27	L-A-S-E-R 15,000
28	L-A-S-E-R 20,000
29	Top 1
30	Top 2
31	Top 3
32	Top 4
33	Top 5
34	Top 6
35	Top 7
36	Top 8
37	Top 9
38	Top 10
39	Star 1
40	Star 2
41	Star 3
42	Star 4
43	Star 5
44	Star 6
45	Star 7
46	Star 8
47	Star 9
48	Star 10
49	Eject Hole Extra Ball when Lit
56	Credits (Playfield)