

GAME #1247 VECTOR

Self-Test Display Numbers Switch Assembly Identification

Switch Self		Switch Self	
<u>Test #</u>	<u>DESCRIPTION</u>	<u>Test #</u>	<u>DESCRIPTION</u>
01	#2 LEFT OF OUTHOLE & #1 RIGHT OF OUTHOLE	25	
02	#1 LEFT OF OUTHOLE	26	3 LOWER DROP TARGET (RIGHT)
03	OUTHOLE	27	3 LOWER DROP TARGET (MIDDLE)
04	RIGHT BOTTOM SAUCER	28	3 LOWER DROP TARGET (LEFT)
05	LEFT BOTTOM SAUCER	29	3 TOP DROP TARGET (RIGHT)
06	CREDIT BUTTON	30	3 TOP DROP TARGET (MIDDLE)
07		31	3 TOP DROP TARGET (LEFT)
08	PUSH BUTTON (Under Panel in Front)	32	
09	COIN III (RIGHT)	33	RIGHT OUTLANE
10	COIN I (LEFT)	34	RIGHT RETURN LANE
11	COIN II (MIDDLE)	35	LEFT OUTLANE
12	SHOOTER LANE	36	LEFT RETURN LANE
13	TOP RIGHT LANE	37	ADVANCE BONUS R.O. BUTTON
14	VECTORSCAN LEFT GATE	38	RIGHT SLINGSHOT
15	TILT (3)	39	LEFT SLINGSHOT
16	SLAM (2)	40	THUMPER BUMPER
17	CAPTIVE SAUCER (BOTTOM)	41	
18	CAPTIVE SAUCER (MIDDLE)	42	
19	CAPTIVE SAUCER (TOP)	43	
20		44	
21	"E" TARGET	45	
22	"P" TARGET	46	"Z" DROP TARGET
23	"Y" TARGET	47	"Y" DROP TARGET
24	"H" TARGET	48	"X" DROP TARGET

SOLENOID IDENTIFICATION

Self	
<u>Test #</u>	<u>SOLENOID IDENTIFICATION</u>
01	X-Y-Z DROP TARGET RESET
02	LEFT BOTTOM SAUCER
03	RIGHT BOTTOM SAUCER
04	KNOCKER
05	OUTHOLE
06	3 TOP DROP TARGET RESET
07	3 LOWER DROP TARGET RESET
08	CAPTIVE BALL #1 KICK UP
09	CAPTIVE BALL #1 KICK DOWN
10	CAPTIVE BALL #2
11	CAPTIVE BALL #3
12	THUMPER BUMPER
13	LEFT SLINGSHOT
14	RIGHT SLINGSHOT
15	3 TOP DROP TARGET (LEFT)
16	3 TOP DROP TARGET (MIDDLE)
17	3 TOP DROP TARGET (RIGHT)
18	3 LOWER DROP TARGET (LEFT)
19	3 LOWER DROP TARGET (MIDDLE)
20	3 LOWER DROP TARGET (RIGHT)
21	COIN LOCKOUT DOOR
22	K1 RELAY (FLIPPER ENABLE)

HIGH GAME FEATURE: 3 FREE GAMES FOR BEATING HIGH SCORE TO DATE, OR SCORING OVER 10,000,000
SELF TEST POSITION 19 ON: SET TO "03" OFF: SET TO "00"

HIGH SCORE FEATURE: AWARD AT EACH OF 2 OR 3 PRESET LEVELS.
FREE GAME - SELF TEST POSITION 16 SET TO "03"
EXTRA BALL - SELF TEST POSITION 17 SET TO "02"

RECOMMENDED REPLAY GAME SETTINGS FOR:		3-BALL	5-BALL
LOWER 3 LEFT SIDE DROP TARGET	SW. 6	ON	OFF
X-Y-Z DROP TARGETS MULTIPLIERS LITE	SW. 7	ON	ON
X-Y-Z DROP TARGETS SPECIAL LITE	SW. 8	OFF	OFF
VECTORSCAN TO DATE READOUT	SW.14	ON	ON
VECTORSCAN CAPTURE BALL LITE ON, 3 LOWER LEFT SIDE TARGETS	SW.15	ON	OFF
VECTORSCAN CAPTURE BALL LITE OFF, 3 UPPER AND LOWER TARGETS	SW.16	ON	ON
VECTORSCAN BONUS SCORE READOUT	SW.21	ON	ON
COINED GAME VOICE	SW.22	ON	ON
CAPTURE BALL LITE, VECTORSCAN SPEED READOUT SCORING	SW.23	ON	OFF
VECTORSCAN SCORE READOUT THRESHOLD SPECIAL AND EXTRA BALL	SW.24	OFF	OFF
NUMBER OF GAMES REPLAYS PER GAME	SW.29	ON	ON
H-Y-P-E TARGET BONUS ADVANCES	SW.30	ON	OFF
BALLS PER GAME	SW.31	OFF	ON
BALLS PER GAME	SW.32	OFF	OFF

M-469-1335-3

Font used: Courier Condensed.

M-469-1335-1 Self test display numbers (size 114 x 240 mm) confirmed.

M-469-1335-3 High game feature (size 183 x 90 mm) confirmed.

Enjoy and have fun,

Peter

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