

# GAME ADJUSTMENT AND DIAGNOSTIC PROCEDURES FOR STELLAR WARS

## BOOKKEEPING AND EVALUATION TOTALS

(Functions 01-12)

1. In game over mode, set toggle switch to AUTO-UP and depress ADVANCE pushbutton. Test 04 is indicated in number of credits display, Function 00 in ball in play display, and PROM ID in Player 1 display.
2. Operate the ADVANCE pushbutton to display each function on the ball in play display (see Table 1) and record each total from player 1 display. (To review a total that has been advanced past, set toggle switch to MANUAL-DOWN and operate ADVANCE pushbutton.)
3. Calculate the following as desired:  
 $\% \text{ Paid Credits} = \text{Function 08} \div \text{Function 04}$   
 $\text{Average Ball Time (Seconds)} = 60 \times \text{Function 10} \div \text{Function 11}$
4. Turn game OFF and back ON to return to game over mode.
5. To change current High Score to Date to value of Function 13, momentarily depress HIGH SCORE RESET pushbutton.
6. To zero Functions 01-11, see instructions adjacent to CPU Board in backbox.

## GAME ADJUSTMENT PROCEDURE

(Functions 13-35)

1. In game over mode, set toggle switch to AUTO-UP and depress ADVANCE pushbutton. Test 04 is indicated in number of credits display, Function 00 in ball in play display and PROM ID in player 1 display.
2. **To raise** Function number in ball in play display operate ADVANCE pushbutton with switch set to AUTO-UP.  
**To lower** Function number operate ADVANCE with it set to MANUAL-DOWN.
3. With desired Function indicated in ball in play display, **raise** value in player 1 display by operating credit button with switch set to AUTO-UP; **lower** value by operating credit button with it set to MANUAL-DOWN. Value left on player 1 display is new setting. For values see Table 1 and (for pricing) Table 2.
4. Repeat steps 2 and 3 until all required adjustments have been made.
5. Turn game OFF and back ON to return to the game over mode.
6. To restore factory settings, see instructions adjacent to CPU Board in backbox; game must be turned OFF and ON twice to return to game over.

Table 1. Game Adjustments

Function	Description	Notes	Factory Setting
00	PROM Identification	1	0490 1
01	Coins, Left Chute (Closest to coin door hinge)	1	—
02	Coins, Center Chute	1	—
03	Coins, Right Chute	1	—
04	Total Paid Credits	1	—
05	Total Specials	1	—
06	Total Replay (extra ball) scores	1	—
07	Match and High Score to Date credits	1	—
08	Total Credits	1,2	—
09	Total Extra Balls	1,3	—
10	Total ball time in minutes	1	—
11	Total number of balls played	1	—
12	Current High Score to Date	4	550,000
13	Backup High Score to Date	5	550,000
14	Replay 1 Score	5	250,000
15	Replay 2 Score	5	350,000
16	Replay 3 Score	5	450,000
17	Replay 4 Score (Disabled)	5	0
18	Maximum Credits	6	20
19	Standard and Custom Pricing Control (00-07)	7	02
20	Left Coin Slot Multiplier	7	01
21	Center Coin Slot Multiplier	7	01
22	Right Coin Slot Multiplier	7	01
23	Coin units required for credit	7	01
24	Coin units bonus point	7	00
25	Credits in game	—	00
26	High Score Credits	8	03
27	Play	—	04
	01-Eject Hole 2000 and 5000 lit separately, Captive Ball and Bottom Jet Bumpers lit together		
	02-Eject Hole 2000 and 5000 lit together, Captive Ball and Bottom Jet Bumpers lit together		
	03-Eject Hole 2000 and 5000 lit separately, Captive Ball and Bottom Jet Bumpers lit separately		
	04-Eject Hole 2000 and 5000 lit together, Captive Ball and Bottom Jet Bumpers lit separately		
28	Match (00=ON, 01=OFF)	—	00
29	Special	—	00
	00 = Awards Credit		
	01 = Awards Extra Ball		
	02 = Awards 50,000 Points		
30	Scoring Awards	—	
	00 = Credits at Replay Score		
	01 = Extra Ball at Replay Score		
31	Number of balls (03 or 05)	—	03
32	Maximum Plumb Bob Tilts (1-9)	—	03
33	Playfield Restore	9	00
	00-Bonus Multiplier and Eject Hole Lamps Restore		
	01-Eject Hole Lamps Restore		
	02-Bonus Multiplier Restores		
	03-Neither Feature Restores		
34	Extra Ball Control	—	00
	00 = Extra Ball allowed		
	01 = No Extra Ball		
35	Sweep Sound Select (00-31; 00-Sound Off)	10	00

## Notes:

1. Functions 00-11 cannot be changed from the coin door; however, Functions 01-11 can be set to zero as described on label adjacent to CPU Board in backbox.
2. Total credits (Function 08) is the sum of Function 04 and, as applicable, Functions 05, 06, and 07.
3. Total extra balls (Function 09) is the sum of the game extra ball feature and Functions 05 and 06, as applicable.
4. 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.
5. Functions 13-17 may be set to any multiple of 10,000 points. Setting a function to zero disables the High Score to Date (Function 13) or the replay score (Functions 14-17).
6. Setting Maximum Credits (Function 18) to zero places the game in a **free play** mode.
7. With Function 19 set to 00, Functions 20-24 can be set manually. Refer to Table 2 for seven standard pricing schemes (selected by values of 01-07 for Function 19) and custom pricing values.
8. Setting Function 26 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.
9. Bonus multiplier is not restored for any setting of Function 33 after "5X" is achieved.
10. When sound for Function 35 is turned on, a setting of 30 is recommended.

## RECOMMENDED SCORE LEVELS

Levels	CREDIT GAMES	Score Card
3-Ball:		
*250,000; 350,000; 450,000		490-10
or 240,000; 390,000		490-30
5-Ball:		
420,000; 560,000		490-50
	EXTRA BALL	
3-Ball:		
160,000		490-64
5-Ball:		
220,000		490-67

\*Factory setting

Table 2. Standard and Custom Pricing Settings

COIN DOOR MECHANISM	CREDITS	FUNCTION						
		19*	20	21	22	23	24	
Quarter, Twin-Quarter, or 3-Quarter	1/25c, 3/50c	01	01	01	01	01	02	
	1/25c	02	01	01	01	01	00	
	2/25c, 5/50c	00	02	02	02	01	04	
	2/25c	00	02	02	02	01	00	
	1/50c	00	01	01	01	02	00	
	1/50c, 3/\$1	00	01	01	01	02	04	
	1/75c	00	01	01	01	03	00	
	1/25c, 3/50c	00	01	02	05	05	10	
	1/25c	00	01	02	05	05	00	
	2/25c	00	01	02	05	05	05	
Nickel-Dime- Quarter	1/15c, 2/25c	00	02	04	10	05	00	
	1/10c, 3/25c	00	03	06	15	05	00	
	2/10c, 5/20c, 14/50c	03	13	65	26	05	65	
	1/20c, 3/50c	00	06	00	15	05	00	
	1/1c, 6/5c	04	01	00	05	01	05	
	1/1c, 7/5c	05	06	00	30	05	30	
	1/25c	06	01	00	04	01	00	
	1/25c, 5/10c	00	01	00	04	01	04	
	1/50c, 2/100c	07	01	00	02	01	00	
	1/1c, 3/2c	01	01	01	01	01	02	
1 Franc, 1 Franc 5 Franc, 10 Franc	1/1c	02	01	01	01	01	00	
	1/5c, 2/10c	07	01	00	02	01	00	
	1/10c	00	01	00	02	02	00	
	2 Franc, 2 Franc	02	01	01	01	01	00	
	10 Franc, 20 Franc	07	01	00	02	01	00	
	1 Sucre, 1 Sucre	00	02	00	02	05	00	

\*Function 19 set to values 01-07 automatically selects corresponding values of Functions 20-24. With Function 19 set to 00, Functions 20-24 must be set manually.

## DIAGNOSTIC PROCEDURES

(Display Digits, Lamp, Solenoid, and Switch Tests)

1. In game over mode, set toggle switch to MANUAL-DOWN and depress ADVANCE. All displays should go blank.
2. Momentarily depress ADVANCE and set toggle switch to AUTO-UP. Display Digits test is performed.
3. Momentarily depress ADVANCE. Test 01 is indicated on number of credits display and Lamp Test is performed.
4. Set toggle switch to MANUAL-DOWN and momentarily depress ADVANCE. Test 02 is indicated on number of credits display and solenoid 01 on ball in play display; solenoid 01 is pulsed by Driver Board.
5. Operate ADVANCE to pulse each solenoid (see Table 3).
6. Set toggle switch to AUTO-UP and momentarily depress ADVANCE. Test 03 is indicated on number of credits display and stuck switches on ball in play display.
7. See Table 4 and Figure A. Operate switches; switch number is indicated on ball in play display.
8. Turn game OFF and back ON to return to game over mode.
9. To set up Auto-Cycle Mode (Display Digits, Lamp, and Solenoid Tests) see instructions adjacent to CPU Board in backbox.

*Table 3. Solenoids*

### SOLENOID

#### NO.

1. Ball Release
2. Left 3-Bank Drop Targets Reset
3. Eject Hole
4. 4-Bank Left Drop Targets Reset
5. 4-Bank Right Drop Targets Reset
6. Right 3-Bank Drop Targets Reset
7. Bottom Right Jet Bumper
8. Flash Lamps\*
9. Sound
10. Sound
11. Sound
12. Sound
13. Sound
14. Credit Knocker
15. Not Used
16. Coin Lockout
17. Bottom Left Jet Bumper
18. Left Kicker
19. Top Left Jet Bumper
20. Top Right Jet Bumper
21. Top Center Jet Bumper
22. Right Kicker

\*Flash lamps glow dimly as part of normal operation

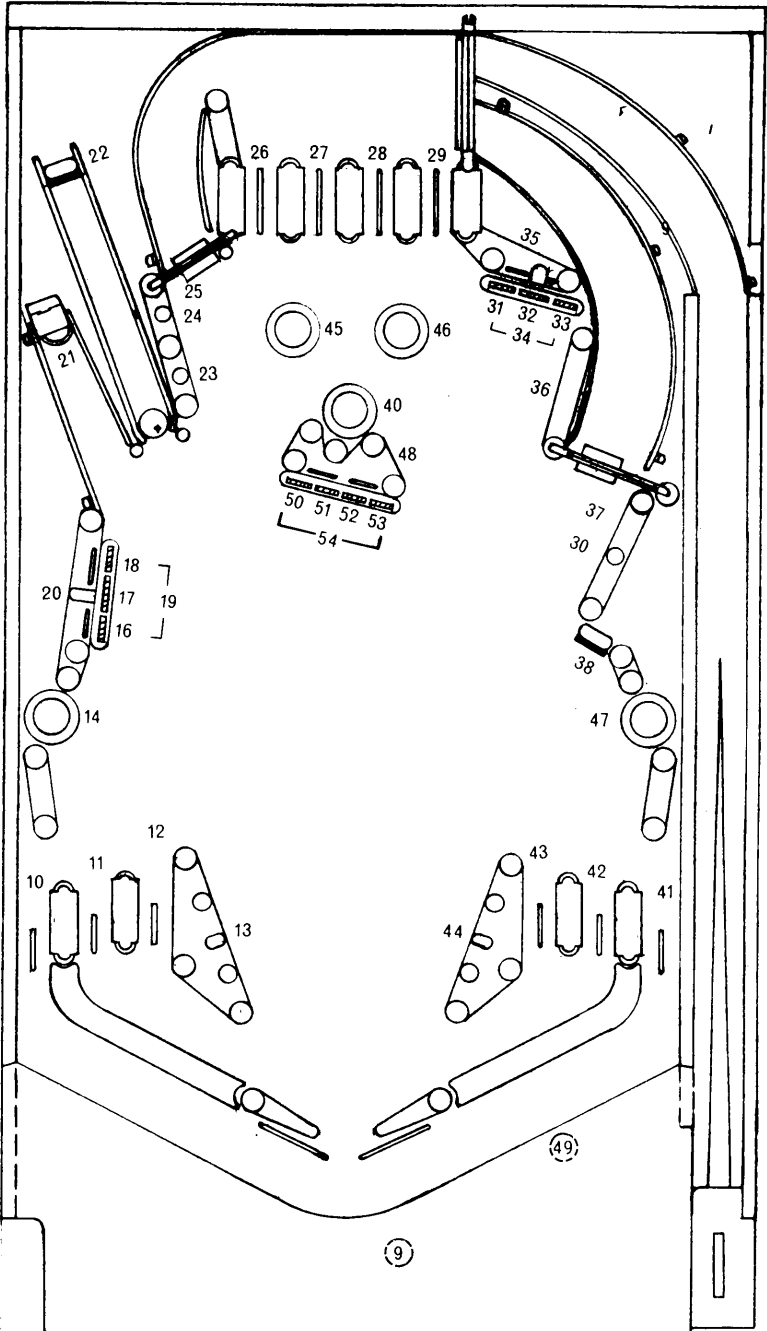


Figure A. Playfield Switch Locations

Table 4. Switches

**SWITCH  
NO.**

- 01 Plumb Bob Tilt
- 02 Ball Roll Tilt
- 03 Credit Button
- 04 Right Coin Switch
- 05 Center Coin Switch
- 06 Left Coin Switch
- 07 Slam Tilt
- 08 High Score Reset
- 09 Outhole
- 10 Left Special
- 11 "W" Rollover
- 12 "A" Rollover
- 13 Left Kicker
- 14 Bottom Left Jet Bumper
- 15 Not Used
- 16 Left 3-Bank, Bottom Drop Target
- 17 Left 3-Bank, Center Drop Target
- 18 Left 3-Bank, Top Drop Target
- 19 Left 3-Bank Drop Target Series
- 20 Left 3-Bank Standup
- 21 Eject Hole
- 22 Captive Ball Target
- 23 Lower Top Left Standup
- 24 Upper Top Left Standup
- 25 Left Spinner
- 26 "1" Rollover
- 27 "2" Rollover
- 28 "3" Rollover
- 29 "4" Rollover
- 30 Middle Right Standup
- 31 Top 3-Bank, Left Drop Target
- 32 Top 3-Bank, Center Drop Target
- 33 Top 3-Bank, Right Drop Target
- 34 Top 3-Bank, Drop Target Series
- 35 Top 3-Bank Series
- 36 Top Right Standup
- 37 Right Spinner
- 38 Right Bull's-Eye Target
- 39 Not Used
- 40 Top Center Jet Bumper
- 41 Right Special
- 42 "S" Rollover
- 43 "R" Rollover
- 44 Right Kicker
- 45 Top Left Jet Bumper
- 46 Top Right Jet Bumper
- 47 Lower Right Jet Bumper
- 48 Center Standup
- 49 Playfield Tilt
- 50 4-Bank, Left Drop Target
- 51 4-Bank, Left Center Drop Target
- 52 4-Bank, Right Center Drop Target
- 53 4-Bank, Right Drop Target
- 54 4-Bank, Series

*Game Adjustment Settings for this Game*

<b>Function</b>	<b>Setting</b>
13	_____
14	_____
15	_____
16	_____
17	_____
18	_____
19	_____
20	_____
21	_____
22	_____
23	_____
24	_____
25	_____
26	_____
27	_____
28	_____
29	_____
30	_____
31	_____
32	_____
33	_____
34	_____
35	_____