

# PI-80 Pinball Board Setup & Menus

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## IMPORTANT PRELIMINARY INSTRUCTIONS PRIOR TO INSTALLING THE BOARD:



The pinball game must be turned off and unplugged from outlet before removing/installing any board  
 The electronic boards must be handled by their edges to reduce the risk of damage through static electricity  
 The AC cord must be in good shape and imperatively plugged into a grounded outlet before turning the pinball game on  
 All displays and **A6/A7** (sound) boards must be in perfect working condition, all coils and their respective diodes must have been checked good  
 All fuses must have been checked and strictly comply to game's prescriptions (rating -in amperes- and blowing speed) in the original game's manual  
 Pins of all connectors around boards **A1** (CPU) **A2** (power supply) **A3** (driver) and **A6/A7** (sound) must be clean and corrosion-free



## INSTALLING THE BOARD IN A GAME IN UNKNOWN CONDITION WILL VOID THE GUARANTEE

This color shows all changes in the manual's next pages since last version

This color shows all settings pertaining to Haunted House MULTIBALL game

### SOFTWARE VERSION

March 2018

### WHAT'S NEW?

« EIDorado City of Gold »	Newly added game
Stuck pop bumper error	Errors page
« Spirit »	New game setting

### GAMES LIST

With game number and release date

**Bold** : game ready. **Greyed out** : under programming.

System 80	System 80A	
Spiderman #653, 1/80	Devil's Dare #670, 8/82	Gom Nuts #682, 1/82
Panthera #652, 5/80	Caveman #810PV, 9/82	<b>Amazon Hunt #684, 9/83</b>
Circus #654, 6/80	Rocky #672, 9/82	Rack 'Em Up #685, 11/83
Counterforce #656, 8/80	Spirit #673, 11/82	Ready Aim Fire #686, 11/83
Star Race #657, 10/80	Punk #674, 12/82	Jacks to Open #687, 5/84
James Bond #658, 10/80	Striker #675, 1/83	Alien Star #689, 8/84
Time Line #659, 11/80	Krull, #676, 2/83	The Games #691, 8/84
Force II #661, 1/81	Q*bert's Quest #677, 3/83	Touchdown #688, 2/85
Pink Panther #664, 3/81	Super Orbit #680, 5/83	<b>EI Dorado City of Gold #692, 3/85</b>
Mars God of War #666, 4/81	Royal Flush Deluxe #681, 6/83	Ice Fever #695, 5/85
Volcano #667, 7/81		
Black Hole #668, 10/81		
Eclipse #671, 10/81		
Haunted House #669, 2/82		
<b>PI-80 exclusive --&gt;&gt; Haunted House MULTIBALL</b>		

### DERIVATIVE KIT GAMES

Game	Maker	Derivative Gottlieb Game
Grand 8	Christian Tabart	Panthera (System 80)
Ice Mania	IDI (Italie)	Ice Fever (System 80A) en version 6 digits
Mythology	Unknown	The Games (System 80A)

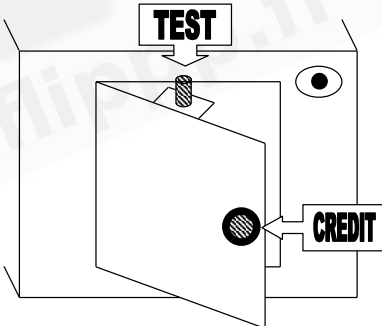
## Directions for use of the menus

### Key Feature

Key	Feature
<b>TEST</b>	- Enter main menu - Proceeds to next entry
<b>CREDIT</b>	- Enters displayed menu - Increases displayed value - Selects the next displayed value

### Change selected game upon power-up

Step	Description
1	The game displays « PI80X4 » then the date and the name + number of the currently selected game
2	Press TEST: the game number flashes
3	Press TEST once or several times to scroll thru the implemented games until the desired one is displayed
4	Press CREDIT to select the displayed game

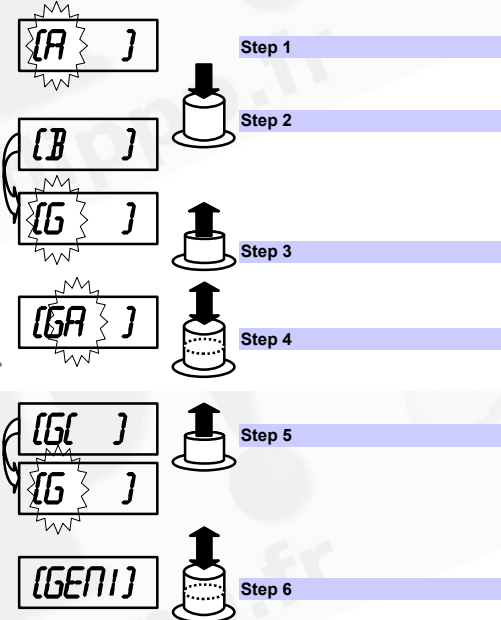


### Navigate thru the main menu

Step	Description
1	Press TEST to enter the main menu
2	Press TEST once or several times to scroll thru the sub-menus until the desired one is displayed
3	Press CREDIT to enter the displayed sub-menu - If the displayed sub-menu is "EXIT MENU", the software exits the main menu and returns to "game over" mode

### Navigate thru the sub-menus

Step	Description
1	Press TEST several times to scroll thru the available selections until the desired function or value is displayed, or hold TEST pressed to make them scroll continuously
2	Press CREDIT: - either to run the displayed function - or to modify the displayed value, or hold CREDIT pressed to make the possible values scroll continuously
3	Press TEST once or several times to change the displayed value, or hold TEST pressed to change the value continuously - Some functions, that take a certain time to execute, have their name flashing during execution, until the "DONE" message is briefly displayed in the end
4	Press CREDIT to exit from sub-menu, or select the displayed value (depends on sub-menu) - The software exits the sub-menu and returns to the main menu



### Enter name in high scores table (when enabled) - Example given with « GENI » name:

Step	Description
1	The currently edited letter flashes at 1st position
2	Press and hold CREDIT: the currently displayed letter scrolls to the next letter in the A..Z 0..9 list
3	the scrolling stops onto the currently displayed letter (which flashes again) when CREDIT is released
4	Press CREDIT briefly: the current letter is stored, and the cursor moves to the next character which flashes in turn, and so forth for all 4 positions
5	If CREDIT is held then released when '[' is displayed, this erases the current letter and brings back to the previous one in list (unless already set on the 1st letter)
6	Press CREDIT briefly after the 4th position: the final name is stored in the table
Timeout	If no action is performed by the player for 5 seconds, the displayed name is automatically stored

Main menu

Entry # (CREDIT)	Menu (PLAYER3 / PLAYER 4)	Description		
<b>INDIVIDUAL SETTINGS MENUS</b>				
A1	GAME AUDITS	All the parameters backed up game after game		
	Parameter	Description	Press CREDIT	
	LEFT COINS	Number of coins inserted in the left coin slot	Reset value	
	RIGHT COINS	Number of coins inserted in the right coin slot		
	CENTER COINS	Number of coins inserted in the center coin slot (if present)		
	TOTAL PLAYS	Total number of plays		
	TOTAL REPLAYS	Total number of replays earned: special, beating either score to beat, match, beating high scores		
	TOTAL EXBALLS	Total number of extraballs earned		
	TOTAL TILTS	Total number of tilt triggered		
	TOTAL SLAMS	Total number of slam triggered		
	BEATEN HISCORE	Total number of times the highest score (record) has been beaten		
	TOTAL TIME	Total play time, in Days Hours Minutes and Seconds		
S1	COMMON SETTING	General settings common to all games		
		Refer to « COMMON SETTINGS » menu		
S2	GAME SETTING	Settings specific to selected game, see separate « SPECIFIC » tag		
		Refer to « SPECIFIC SETTINGS » menu		
S3	SOUNDS SETTING	Game sound settings		
	Display	Description	Values	Feature
		Selects the type of played sounds, which depends on the game and its sound board:		
		<b>If additional PI-FX/80 sound board installed :</b> for games Panthera, Star Race, James Bond	SCORING	Does not play some background sounds
			CONTINUOUS	Plays some background sounds
	SOUND MODE	<b>If additional PI-FX/80 sound board installed :</b> for games Spiderman, Circus, Counterforce	TONE	Modifies some sounds
		For games released in both versions : Volcano, Black Hole, Devil's Dare	SOUND	Modifies some sounds
			CLASSIC	Uses the 'small' classic sound board (« export » game)
			SPEECH	Uses the 'large' speech-capable sound board (« domestic » game)
			DISABLE	Attract tune is disabled
	ATTRACT MODE	<b>If additional PI-FX/80 sound board installed :</b> enables or disabled the attract mode	12 MIN	Attract tune is played every 12 minutes
			6 MIN	Attract tune is played every 6 minutes
			SINUS	Sinus sound wave (like the original sound board)
	SOUND WAVE	<b>If additional PI-FX/80 sound board installed :</b> slightly changes the playback rendering of certain sounds (depends on sound and game)	SAW TOOTH	Sawtooth sound wave (slightly higher pitched)
			DISABLE	Variable volume envelope (like the original sound board)
			ENABLE	Flat volume envelope (stronger but flat sound)
	REMOLLO EFFECT	<b>If additional PI-FX/80 sound board installed :</b> modifie légèrement l'enveloppe sonore de certaines mélodies (depends on sound and game)		
S4	SCORES SETTING	Settings of 3 scores to beat and highest game to date, values can be set independantly of each other		
	Scores	Description	Values	Press TEST
				Press CREDIT
	BEAT 1	First score to beat	10,000 to 9,999,990 points (System80) or 99,999,990 points (System80A) 0 = disabled	Moves to next position (from 10M to 10K) or makes the whole score flash
	BEAT 2	Second score to beat	10,000 to 9,999,990 points (System80) or 99,999,990 points (System80A) 0 = disabled	
	BEAT 3	Third score to beat	10,000 to 9,999,990 points (System80) or 99,999,990 points (System80A) 0 = disabled	
	HIGHEST	Highest game to date (any change also erases any name associated to it)	10,000 to 9,999,990 points (System80) or 99,999,990 points (System80A) 0 = 1" score made will be stored	When a single digit flashes: increments it When the whole score flashes: stores it and quits <b>Hold pressed:</b> resets the whole score (no matter the flashing digit)
S5	COINS SETTING	Settings of 3 coins slots		
	Coin Slot	Location	Values	Press TEST
				Press CREDIT
	LEFT	Left coin slot	X=1..9 coins give Y=1..9 plays	Switches between X and Y values
	RIGHT	Right coin slot	X=1..9 coins give Y=1..9 plays	Increases the actual value (X or Y)
	CENTER	Center coin slot (no effect on games that do not have it)	X=1..9 coins give Y=1..9 plays	
<b>PRESET MENUS</b>				
To execute the selected preset/clear entry command, press CREDIT once. « Sure ? » is then displayed: press CREDIT again to confirm and hold it pressed until « DONE » is displayed.				
P1	PRESET SETTINGS	Preset of general settings = set of default values		Press CREDIT
		Refer to « General settings » menus above: each parameter's default value is printed in white over black background		Execute & hold to confirm
P2	PRESET SCORES	Preset of 3 scores to beat		Press CREDIT
	Scores	Description	Values	Press CREDIT
				Execute & hold to confirm
	BEAT 1	First score to beat	200,000	
	BEAT 2	Second score to beat	750,000	
	BEAT 3	Third score to beat	1,500,000	
P3	CLEAR AUDITS	Reset all audits (GAME AUDITS menu)		Press CREDIT
				Execute & hold to confirm
P4	CLEAR HISCORE	Reset high scores table		Press CREDIT
		All hiscore values are set to 0 and their associated names (if any) are erased		Execute & hold to confirm
<b>TEST MENUS</b>				
T1	COILS TEST	Tests all coils specific to the selected game	Press TEST	Press CREDIT
		Each coil can be tested individually	Next coil in list	Engerizes the displayed coil
T2	COILS G-TEST	Tests the 4 « generic » coils that are common to all games	Press TEST	Press CREDIT
		Game over relay coil (Q), Tilt relay coil (T), Coin lockout coil, Klocker coil (SOL8), Coin counters (SOL3, SOL4, SOL7)	Next coil in list	Engerizes the displayed coil
T3	DISPLAYS TEST	Tests all game displays	Press TEST	Press CREDIT
		Displays numbers from « 0 » to « F » in a cyclic way over 4, 6 or 7 digits depending on display type and series (80 ou 80A)	Flash all displays	End of test
T4	SOUNDS TEST	Tests all 5 sound signals (S1/2/4/8/16) that drive the sound board		Press CREDIT
	Display	Sound test	Press TEST	Press CREDIT
				Plays the selected sound number
	01..0F	Enables the hexadecimal combination of S8/S4/S2/S1 signals to the sound board	Next sound in list	
	11..1F	Enables the hexadecimal combination of S16/S8/S4/S2/S1 signals to the sound board for sound/speech boards only (depends on game)		
	DEMO PIFX	<b>If additional PI-FX/80 sound board installed :</b> plays all game sounds one after another (demonstration mode)		
T5	SWITCH TEST	Tests all switches on the playfield and on the front coins door	Press TEST	
		The last 4 pressed switches are displayed. A permanently held contact is shown with an « M » for Maintained. Four switches can be displayed at the same time.	Displays « 07 » then quits the switches test menu	
T6	LAMPS TEST	Tests all playfield lamps (and also in the front head, for some games)	Press TEST	Press CREDIT
		Each of the lamps L3 to L51 are successively turned on for 100ms.	During scrolling: quits When scrolling is frozen:	During scrolling: freezes scrolling When scrolling is frozen: flashes the lamp output 3 times
			- Press briefly to proceed to next lamp in range - Press and hold to quit	
E	-EXIT- -MENU-	Exit from main menu and return to « game over » mode		

# Ver. March 2018

Entry # (CREDIT)	Menu (PLAYER3 / PLAYER 4)	Description		Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
N0	COMMON SETTING	General settings common to all games				
	Réglages	Description				
0	BALLS P GAME	Number of balls per game		17	3 5	3 balls per play 5 balls per play
1	MAX PLAYS	Maximum number of credits allowed		15	8 PLAY 15 PLAY 25 PLAY	Max. 8 plays Max. 15 plays Max. 25 plays
		Enable free play mode	new		FREE	Unlimited plays; free play, the credits display shows 99
2	DISPLA CREDIT	Shows the number of remaining plays in « credit » display		28	DISABLE ENABLE	Credit display remains off Number of remaining credits
3	COIN TUNE	Plays a tune (or a sound) upon each newly inserted coin		27	DISABLE ENABLE	No sound Sound or tune
4	REPLAY TUNE	Plays a tune (or a sound) upon each newly started game when pressing the red credit button		26	DISABLE ENABLE	No sound Sound or tune
5	MAX SPECIAL	Awarded replay limit (by scoring points or playfield special) per game in play		19	1 UNLIM	Only 1 awarded play, any additionally awarded play is ignored No limit on awarded plays
6	GAME SPECIAL	Award given to player when playfield special is scored		22	NOTHING NORMAL EXBALL	No award 1 free play 1 extraball
			new		50 K 100 K 250 K 500 K	50,000 points 100,000 points 250,000 points 500,000 points
7	REPLAY AWARD	Award given to player when beating either of the 3 scores to beat		new	NOTHING NORMAL EXBALL	No award 1 free play 1 extraball
8	TILT MODE	Tilt effect upon game in play		29	BALL GAME	Current ball and bonus in play are lost for current player only The entire game in play is lost
9	BONUS CNTDOWN	Way to count bonus down (depends on game)		new	NORMAL CUMULAT	Normal count down Count down is cumulated per multiplier (in 1 pass)
10	HIT FLASH	Briefly flashes lamps coupled to a target, a rollover.. (visual effect)		new	DISABLE ENABLE	No effect Brief flash
11	FLASH EXBALL	Flashes extraball playfield lamp(s), instead of turning them on steadily (visual effect)		new	DISABLE ENABLE	No effect Flash lamp
12	FLASH SPECIAL	Flashes special playfield lamp(s), instead of turning them on steadily (visual effect)		new	DISABLE ENABLE	No effect Flash lamp
13	ANIM MULTIPL	Animates bonus multiplier lamps upon value change (visual effect, depends on game)		new	DISABLE ENABLE	No effect Alternately flash lamps
14	TILT LEVEL	Tilt level		new	UNLIM 1 2 3	Tilt is disabled, game can be shaken at will 1 hit triggers tilt (normal) 2 hits trigger tilt 3 hits trigger tilt
15	EXBALL LEVEL	Number of extraballs that can be cumulated during the game in play, or award for extraball		new	DISABLE 1 2 UNLIM 50 K 100 K 250 K 500 K	No extraball 1 extraball (normal) 2 extraballs No limit, the player can earn as many extraballs as s/he can 50,000 points 100,000 points 250,000 points 500,000 points
16	ANIMAT GAME	Additional visual animations during game in play: display, lamps..		new	DISABLE ENABLE	Disabled Enabled
17	PLAYER LEVEL	Storage of certain game parameters carried over from ball to ball for each player, and other features (depends on game) <b>Refer to « PLAYER LEVEL » menu</b>		new	EASY NORMAL HARD HARDEST	Easier than normal level (more backed-up parameters) Normal level (as on original CPU) More difficult than normal level (less backed-up parameters) No storage, all features must be re-scored with every new ball
18	MAX BONUS	Maximum bonus value on games with a bonus lamps ramp on the playfield (depends on game)		new	NORMAL 39	19,000 or 20,000 points 39,000 points (if 20,000 bonus lamp exists)
19	1-MILL AWARD	Extra award each time million points is reached (System80 series only)		new	DISABLE ENABLE	No award Award depends on setting 7
20	CHANCE BALL	Chance ball: the ball is given back to the player if s/he played for less time than set, even if some points were made		new	NONE 5 SEC 10 SEC 15 SEC	Disabled 5 seconds 10 seconds 15 seconds
21	HISCOR TABLE	Management and display of top high score(s)		new	NONE TOP 1 TOP 1+N TOP 5+N	No high score remembered nor displayed 1 highest game to date (as on original CPU) 1 highest game to date along with player's name Table of 5 highest games to date along with players' names
22	HISCOR AWARD	Award given when hiscores are beaten		23	NONE 1 PLAY 2PLAYS 3PLAYS	No award 1 replay 2 replays 3 replays
23	AWARD MATCH	Upon game end, draws a ten number at random (00 to 90) which is displayed in « MATCH ». Any player(s) whose last 2 scores digits match this number are given the award set here.		18	DISABLE ENABLE	No award 1 replay if setting 7 = NORMAL, none otherwise
24	SLAM	Enables or disables SLAM feature: the weighted switch on the back of the coin door + captive ball in the cabinet Note : when triggered, the SLAM cancels the whole game in play		new	DISABLE ENABLE	Slam disabled Slam enabled
25	ENTER NAMES	Selects the names entry mode for the players' names in the high scores table (if enabled) <b>The « SLOTS » mode requires a re-wiring of right and center coin slots switches (description on demand)</b>		new	NORMAL SLOTS	Normal mode: the CREDIT button is used Right and center coin slots switches scroll the letters
26	POWER IDLE	Turns off all playfield illumination lamps after a given delay (when in « game over » mode), to save energy		new	DISABLE 30 SEC 2 MIN 4 MIN	Lamps are never turned off (normal mode) Lamps are turned off 30 seconds after last played game ended Lamps are turned off 2 minutes after last played game ended Lamps are turned off 4 minutes after last played game ended
27	USE KNOCKER	Disables « knocker » coil that 'knocks' for every replay earned (special, match, high scores, beat scores) Notice: the coil can still be energized in COILS TEST menu		new	DISABLE ENABLE	Knocker coil disabled Knocker coil enabled
28	CHECK BUMPER	Periodically monitors all pop bumpers to check if they are locked in down position (electrical or mechanical failure). In case of trouble, the game in play ends and the switch number associated to the faulty bumper is displayed : see ERRORS page		new	DISABLE ENABLE	Bumpers are not monitored Bumpers are periodically monitored
29	SINGLE PLAYER	Restricts the number of players to 1 (impossible to add a new player after the first) and disables force-restarting the game in play Useful for tournaments, school festivals, etc		new	DISABLE ENABLE	Normal mode: 1 to 4 players can play at the same time Only 1 player can play
30	7 DIGIT MODE	For System80 games: allows to switch to 7-digit scores displays, as on System80A series <b>WARNING : this mode requires a specific displays rewiring in the front head + 7-digit displays, or new specific LED displays</b>		new	DISABLE ENABLE	Classic 6-digit System80 display 7-digit System80A display

**Error codes**

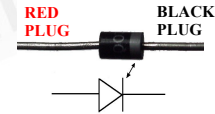
Upon energizing each coil (solenoids 1 2 5 6 8 9 only), the PI-80 board measures the current flooding thru the coil and scans its associated switches (for example, bottom hole switch, or the switches behind the drop targets).  
 The board also monitors the current during a game in play.  
 In case of trouble, an error message « ERR=n » is displayed along with the faulty coil number, and the game currently in play immediately comes to an end.  
**Furthermore, the PI-80 board puts itself in protection mode:**  
**no new game can be started (to avoid further damage to the board and/or the game) but the user can still enter the test menus.**  
 If the player tries to start a game, the TILT relay flashes briefly.  
 When in protection mode, the coils driving relay (on the bottom left corner of the board) will be turned off, and the red LED atop the relay will turn off as well.



Error	Description	Possible reasons	What to check
1	Some current is already flooding thru the coil before energizing it	Coil (or its diode in parallel) is dead shorted Driving transistor (under the playfield or on the PI-80 board) is dead shorted	Check all CPU-driven coils and their associated diode in parallel Check all 9 power transistors QS1..QS9 and their associated diodes DTS1..DTS9
2	No current is flooding thru the coil, although it is energized	Dead open coil (cut wire) Fuse in serial with the coil is blown or missing (do not replace it blindly, look for the true reason behind!) Driving transistor (under the playfield or on the PI-80 board) is dead open	Check that given coil Check the fuse of that coil (refer to game's manual), then the coil itself and its associated diode Check the related power transistor QSx, x = given coil number
3	Some current is still flooding thru the coil, although it is no longer energized	Most of the time, the diode in parallel to the coil has just died shorted <i>Also refer to error #1</i>	Check all CPU-driven coils and their associated diode in parallel Check all 9 power transistors QS1..QS9 and their associated diodes DTS1..DTS9
4	A switch is still detected closed after 5 consecutive coil firing attempts	Badly adjusted contact Drop target cannot be brought back up: broken target, or reset mechanism not operating or too weak Ball stuck on the bottom of a hole: eject mechanism not operating or too weak	Check all contacts at the bottom of the holes, the upkickers.. Check the coil mechanical assy Check the coil plunger and its reference number (refer to game's manual)
5	<b>BUMPER ERROR : one of the pop bumpers is locked in down position for more than 2 seconds</b>	Badly adjusted cup switch Jammed or faulty pop bumper mechanism	Check that the 2 pairs of switches under the pop bumper are normally open Check that the pop bumper plunger and ring move freely and don't remain stuck in down position

**How to check a coil and its diode**

Desolder one leg of the diode, otherwise the diode in parallel with the coil would corrupt each other's measurement  
 Personal tip: cut the diode's leg at half length, so that it will be easy to restore the leg by soldering over the cut after the measurements  
 Measure the coil's **resistance** (in ohms) on the multimeter's lowest resistance setting  
 Refer to the chart below for the expected resistance value depending on coil part number; a difference of +/- 20% is allowed  
 Measure the diode's **voltage** (in volts) on "diode" setting, or on the lowest resistance setting if the multimeter has no "diode" setting  
 It should read between 0.5 and 0.7V with red plug on NON BANDED side and black plug on BANDED side, and open when the plugs are reversed  
 If faulty, the diode must be replaced by a 1N4007



Gottlieb Part number	Common Coil Usage	Resistance (ohms)	Number of turns	Wire gauge	Wrapper color
A-1496	Slingshots (kicking rubbers), pop bumpers	2,95	635	#23	yellow
A-4893	Pop bumpers, ball kicker	2,1	535	#22	red
A-5194	Gong	4,5	780	#24	blue
A-5195	Knocker, hole kicker	12,3	1305	#26	white
A-16570	Hole kicker, outhole	15,5	1450	#27	green
A-16890	Game Over (Q) and Tilt (T) relays, coin lockout	231	4000	#35	orange
A-17564 or A-20558	Gate relay	156	3400	#34	white
A-17875	Flippers (regular strength)	2,8 / 40,0	560 / 1100	#24/31	yellow
A-17891	5 drop targets bank reset	3,35	850	#22	white
A-18102	3 drop targets bank reset, or 7 drop targets bank reset (2 coils in parallel)	9	1430	#24	red
A-18318	4 drop targets bank reset	6,7	1130	#24	orange
A-18642	Memory/drop targets	58	1590	#33	white
A-19300	Ball kicker	7,8	1075	#25	orange
A-20095	Super flippers (high power)	1,55 / 35,5	450/900	#22/31	red

**chart (c) Gottlieb**  
 About gauge value: the lower the gauge value, the thicker the actual coil wire  
 About wrapper color: the color may no longer match if the coil is not the original Gottlieb-made one.

## Status LED

Several LED lamps, of different colors, give information about the general state of the PI-80 board and are very helpful to diagnose failures.  
The location and availability of each LED depend on the PI-80 board's revision, ask if unsure ; also, red LED may sometimes be replaced by orange LED.  
Each LED's normal state is written in **bold**.

LED feature	Board's Revision				When lit	When unlit	Additional information and what to check
	1.0	1.1	1.2 and up	01/03/17			
12V general power supply		LD1	LD1	LD1	<b>12V available</b>	12V missing	This LED lights up when the game is turned on. If not, check the wires coming to pins 1 & 2 of power connector A2J1 Check the « POWER SUPPLY » fuse in the cabinet, refer to the game's original manual for exact location and rating Measure the 12V DC voltage across pins 1 & 3 of screw-clamp connector J1
5V power supply (PI-80 board, pop bumpers, sound board...)	LD1	LD2	LD2	LD2	<b>5V available</b>	5V missing	This LED lights up when the game is turned on. If not, there is a problem around U1 chip, or the 12V general power supply is missing (12V LED unlit, if present). Measure the 5V DC voltage across pins 2 & 3 of screw-clamp connector J1
60V, 42V, 8V power supplies (displays)	LD2	LD3	LD3	LD3	<b>60V 42V 8V available</b>	60V 42V 8V missing	This LED lights up when the game is turned on. If not, there is a problem around U2 chip, or the 12V general power supply is missing (12V LED unlit, if present). Check the fast-blow 100mA fuse (brown or black cylinder) mounted on a socket to the right of connector A2J3. Measure the 60V DC voltage across pins 1 & 4 of connector A2J3 Measure the 42V DC voltage across pins 3 & 4 of connector A2J3 Measure the 8V DC voltage at test point TP8 below connector A2J1
Solenoids relay (RLY1)	LD4	LD4	LD4	LD4	Relay is energized (during a game in play)	<b>Relay is off</b>	The relay is normally turned off when the game is turned on, then is energized when a play is started. In case of error detected by the PI-80 board on any of the coils 1 2 5 6 8 or 9, the relay is turned off to avoid further damage. Refer to the previous « ERRORS » page for diagnostics.
Test point for lamps/coils outputs	LD3	LD5	LD5	LD5	Tested transistor is on	<b>No test in progress</b> , or tested transistor is bad	This LED is normally off, it is used for transistor test purposes only. With a grip wire, connect the test point TPT (under the LED) to the desired lamp/coil test point. This will energize the corresponding output. If the LED is lit: the transistor under test is most probably good (base-emitter junction flooding) If the LED is unlit: the transistor is most probably defective (base-emitter junction open)
A current floods thru coils 1 2 5 6 8 or 9		LD6	LD6	LD6	A current is flooding	<b>No current is flooding</b>	This LED is normally off, and is on when either coil 1 2 5 6 8 or 9 is briefly energized. If the LED is on all the time: one of the output coils transistors (Qsx) or its transil diode (DTSx) is shorted. If the LED is never lit: the relay RLY1 has been turned off due to a problem, or the « SOLENOIDS » fuse in the cabinet is blown. Refer to the previous « ERRORS » page for diagnostics. Also, check the « SOLENOIDS » fuse in the cabinet, refer to the game's original manual for exact location and rating
RM5 coin validator: output 4			LD7	LD7	A coin has been inserted	No coin detected	Each LED is normally unlit, and turns on briefly only when a coin is sensed by the validation of the matching type in slots 4/5/6. If the LED is always on : validator is defective or wrongly connected. If the LED is always off when a coin is inserted : wrong coin type, faulty flat cable connection, defective validator.
RM5 coin validator: output 5			LD8	LD8	A coin has been inserted	No coin detected	
RM5 coin validator: output 6			LD9	LD9	A coin has been inserted	No coin detected	
RM5 coin validator: +12V power supply			LD10	LD10	Validator is powered	No power supply to the validator	This LED is normally on upon game power-up. If the LED is off : faulty flat cable connection or defective validator.

**NAME** Alien Star  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 689  
**DATE** August 1984  
**NUMBER OR BALLS** 2  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

## SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background sound: the game plays silently between scored points	31	DISABLE ENABLE	No background sound Regular background sound

## Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	A-L-I-E-N bullseye targets + capture lamp in 3-ball mode only (5 ball mode: not remembered)
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

## Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Hole	F13 : 1A sloblo (*1)	QS1	A-16570
SOL 8	A3J5-8	Knocker	<i>none</i>	QS8	A-5195
SOL 9	A3J4-8	Outhole	F13 : 1A sloblo (*1)	QS9	A-16570
L12	A3J3-25	Ball Release	F12 : 1A sloblo	QL12 (*P)	A-16570

(\*1) = the same fuse is shared by those 2 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

**NAME** Amazon Hunt  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 684 & 684B The 684B version has different switch numbers assigned to the drop targets and the left/right holes  
**DATE** September 1983 The 684B was released in september 1985  
**NUMBER OR BALLS** 1  
 Two versions :  
 - Speech  
**SOUND BOARD** (but does not speak) The version with the speech sound board is not equipped with the speech processor SC01  
 - Non speech  
 (the most common one)  
**PI-FX COMPATIBLE?** Yes for the non speech version

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	31	DISABLE ENABLE	No background melody Regular background melody
1	GAME TYPE	Selects the playfield model : normal (the most common, released in 1983) or specific (B model, rare, released in 1985) <i>Note : the normal game PROM was stamped « 684 » or « 684A », the specific prom was stamped « 684B »</i>	new	NORMAL 684-B	Normal playfield « B » playfield

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	No parameter is remembered
NORMAL	No parameter is remembered
HARD	Center left and right black drop targets (only those 2 are brought back up)
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Right Bank Trip	F11 : 2A sloblo (*1)	QS1	A-5194
SOL 2	A3J4-13	Left Bank Trip	F11 : 2A sloblo (*1)	QS2	A-5194
SOL 5	A3J4-6	Left Bank Reset	F11 : 2A sloblo (*1)	QS5	A-17891
SOL 6	A3J4-12	Right Bank Reset	F11 : 2A sloblo (*1)	QS6	A-17891
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F10 : 1A sloblo	QS9	A-5195
L12	A3J3-25	Left Hole	F12 : 2A sloblo (*2)	QL12 (*P)	A-5194
L13	A3J3-24	Right Hole	F12 : 2A sloblo (*2)	QL13 (*P)	A-5194

(\*1) = the same fuse is shared by those 4 coils

(\*2) = the same fuse is shared by those 2 coils

(\*P) = drives a PNP 2N5879 transistor, remotely installed under the playfield



**NAME** Black Hole  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 668  
**DATE** October 1981  
**NUMBER OR BALLS** 3

**SOUND BOARD** Two versions :  
 - Speech « domestic »  
 - Non speech « export »

**PI-FX COMPATIBLE?** Yes for the non speech  
 « export » version

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	SOUND MODE	Selects which sound board is installed in the game: classic (non-speech) or speech. <i>Note: this is the same sound mode setting as in SOUND SETTING general menu</i>	new	CLASSIC SPEECH	Classic sound board (also compatible with PI-FX board) Speech sound board
1	OPEN GATE	Open gate mode for upper playfield gate, when the balls is kicked from the bottom playfield. These "easy" modes allow for longer playing time on the bottom playfield.	new	NORMAL 7 SEC B-5000	Normal return gate behaviour Keep return gate open for 7 seconds Keep return gate open as long as earned bonus is < 5,000 points
2	BACKGD SND	Turns off background sound (both during and out of multiball): the game plays silently between scored points	32	DISABLE ENABLE	No background sound Regular background sound
3	ANIMAT EXPAND	Prevents the game's various relays & return game from « clicking » during the attract mode (which therefore becomes completely silent) and also animates lamps 4..6 (bottom playfield) and 7 (top playfield spinner)	new	DISABLE ENABLE	Regular attract mode Expanded attract mode

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
<b>EASY</b>	Refer to « NORMAL » + spinner + bottom right « open gate » rollover + top right « HOLE » rollover + return gate status
<b>NORMAL</b>	Yellow bullseye targets + top rollovers + lit BLACK/HOLE drop targets + capture hole (top playfield)
<b>HARD</b>	Yellow bullseye targets + top rollovers + lit BLACK/HOLE drop targets
<b>HARDEST</b>	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	4 Pos. Bank Upper Playfield	F14 : 2A sloblo (*2)	QS1	A-18318
SOL 2	A3J4-13	5 Pos. Bank Upper playfield	F14 : 2A sloblo (*2)	QS2	A-17891
SOL 5	A3J4-6	4 Pos. Bank Lower Playfield	F18 : 2A sloblo	QS5	A-18318
SOL 6	A3J4-12	3 Pos. Bank Lower Playfield	F20 : 1A sloblo (*3)	QS6	A-18102
SOL 8	A3J5-8	Capture Hole Upper Playfield	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F15 : 1A sloblo (*1)	QS9	A-16570
L8	A3J2-10	Ball Return Gate Lower Playfield	F19 : 1A sloblo	U21/U22-11 (*P)	A-16570
L12	A3J3-25	Hole Kicker Lower Playfield	F20 : 1A sloblo (*3)	QL12 (*P)	A-16570
L13	A3J3-24	Hole Kicker Upper Playfield	F15 : 1A sloblo (*1)	QL13 (*P)	A-16570
L14	A3J3-22	Ball Lift Kicker Lower Playfield	F17 : 6 1/2 A sloblo	QL14 (*P)	A-4893
L15	A3J3-23	Trough Ball Gate (Card Holder)	F16 : 1A sloblo	QL15 (*P)	A-16570
L16	A3J3-13	U Relay	none	QL16 (*P)	A-16890
L17	A3J3-14	L Relay	none	QL17 (*P)	A-16890
L18	A3J3-16	Wireform Ball Gate Upper Playfield	none	QL18 (*P)	A-17564

Main playfield (upper)

Bottom playfield (lower)

(\*1) = the same fuse is shared by those 2 coils

(\*2) = the same fuse is shared by those 2 coils

(\*3) = the same fuse is shared by those 2 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

**NAME** Circus  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 654  
**DATE** June 1980  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	MEMORY LEVEL1	Remember from ball to ball, if lit: top rollovers, <i>special</i> , center rollover	31	LIBERAL CONSERV	Storage enabled No storage (harder)
1	MEMORY LEVEL2	Remember from ball to ball, if lit: bottom left/right rollovers, spinner	32	LIBERAL CONSERV	Storage enabled No storage (harder)

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	Depends on the 2 specific settings
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered (has priority over specific settings)

### Coils driven by the PI-80, and associated fuses

Coil or Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Hole Kicker	1A sloblo (*1)	QS1	A-16570
SOL 2	A3J4-13	Roto Unit	2A sloblo (*2)	QS2	A-17891
SOL 5	A3J4-6	Target bank reset	2A sloblo (*2)	QS5	A-18318
SOL 8	A3J5-8	Knocker	<i>none</i>	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo (*1)	QS9	A-16570

(\*1) = the same fuse is shared by those 2 coils

(\*2) = the same fuse is shared by those 2 coils

**NAME** Counterforce  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 656  
**DATE** August 1980  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	EXTRABALL MODE	Turn off the <i>extraball</i> target once the missiles bank isreset at the end of the chase cycle	31	LIBERAL CONSERV	Extraball lamp remains lit Extraball lamp is turned off (harder)
1	SPECIAL MODE	Give a replay in addition to turning the <i>special</i> target lamp on, when all missiles are destroyed on the 1st row	32	LIBERAL CONSERV	Give a replay and turns the <i>special</i> target lamp on Turn the <i>special</i> target lamp on alone (harder)

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	The missiles sequence always resumes at the 1st row for each ball in play
NORMAL	The missiles sequence resumes at the previous position and the slowest speed
HARD	The missiles sequence resumes at the previous position and the same speed
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil or Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo (*1)	QS9	A-1496
SOL 1	A3J4-7	Hole kicker		QS1	A-1496
SOL 2	A3J4-13	Bank reset	2A sloblo (*2)	QS2	A-16570
SOL 5	A3J4-6	Bank reset		QS5	A-16570
L12	A3J3-25	Drop target trip coil 2	none	QL12	A-18642
L13	A3J3-24	Drop target trip coil 4	none	QL13	A-18642
L14	A3J3-22	Drop target trip coil 6	none	QL14	A-18642
L15	A3J3-23	Drop target trip coil 1	none	QL15	A-18642
L16	A3J3-13	Drop target trip coil 3	none	QL16	A-18642
L17	A3J3-14	Drop target trip coil 5	none	QL17	A-18642
L18	A3J3-16	Drop target trip coil 7	none	QL18	A-18642

(\*1) = the same fuse is shared by those 2 coils  
(\*2) = the same fuse is shared by those 2 coils

**NAME** Devil's Dare  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 670  
**DATE** August 1982  
**NUMBER OR BALLS** 3  
**SOUND BOARD** Two versions :  
 - Speech « domestic »  
 - Non speech « export »  
**PI-FX COMPATIBLE?** Yes for the non speech  
 « export » version

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	SOUND MODE	Selects which sound board is installed in the game: classic (non-speech) or speech. <i>Note: this is the same sound mode setting as in SOUND SETTING general menu</i>	new	CLASSIC SPEECH	Classic sound board Speech sound board
1	RELEASE CAVE	Once the 1 <sup>st</sup> ball in play is captured into the « CAPTURE CAVE » hole and the 2 <sup>nd</sup> ball in play is lost, this 1 <sup>st</sup> captured ball is put back in play instead of losing it (idea from Thibault Grandvilliers)	new	DISABLE ENABLE	1 <sup>st</sup> ball ejected from « CAPTURE CAVE » hole and lost 1 <sup>st</sup> ball ejected from « CAPTURE CAVE » hole and put back in play
2	BONUS CNTDOWN	Bonus count down speed	new	NORMAL FAST	Slow Fast
3	BACKGD SND	Turns off background music: the game plays silently between scored points	32	DISABLE ENABLE	No background music (only once when ball is put in play) Regular background music

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	« CAPTURE CAVE » hole's capture lamp
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Top Bank	F10 : 1A sloblo (*1)	QS1	A-18102
SOL 2	A3J4-13	Top Ball Kicker (Captive Pit)	F13 : 2A sloblo (*2)	QS2	A-5194
SOL 3	A3J6-3	Hole (Captive Cave)	F12 : 1A sloblo	QS3 (*P)	A-5195
SOL 4	A3J6-2	Ball Save Relay (B)	none	QS4	A-16890
SOL 5	A3J4-6	Left Bank	F13 : 2A sloblo (*2)	QS5	A-17891
SOL 6	A3J4-12	Right Bank (center targets)	F13 : 2A sloblo (*2)	QS6	A-17891
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F10 : 1A sloblo (*1)	QS9	A-16570
L12	A3J3-25	Ball Release	F11 : 1A sloblo	QL12 (*P)	A-16570

(\*1) = the same fuse is shared by those 2 coils

(\*2) = the same fuse is shared by those 3 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

<b>NAME</b>	Eclipse	
<b>SERIES</b>	SYSTEM-80	
<b>GAME PROM NUMBER</b>	671	
<b>DATE</b>	October 1981	
<b>NUMBER OR BALLS</b>	3	
<b>SOUND BOARD</b>	Non speech	Cheap version of BLACK HOLE (non speech, single playfield) A « 671K » (K for KIT) version exists, to install in a JAMES BOND cabinet
<b>PI-FX COMPATIBLE?</b>	Yes	

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	KICKING TARGET	Selects the operating mode of the kicking target (bottom right corner): allows to cumulate several scorings of the top 3 green rollovers, or just 1 as on the original board	new	NORMAL CUMULAT	Green lamp lights just once Cumulates green lamp scorings
1	ROLLUNDER MODE	Selects the speed at which the 3 50,000/extraball/special lamps of the top rollunder scroll, the slowest speed allows to aim at the desired lit lamp precisely	new	NORMAL SLOW	Normal speed (fast) Slow speed (easier)
2	BACKGD SND	Turns off background sound (both during and out of multiball): the game plays silently between scored points	32	DISABLE ENABLE	No background sound Regular background sound

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
<b>EASY</b>	Strobing lamp (top left rollunder) + kicking target + top rollovers are remembered
<b>NORMAL</b>	Kicking target + top rollovers are remembered
<b>HARD</b>	Top rollovers are remembered
<b>HARDEST</b>	No parameter is remembered

### Coils driven by the PI-80, and associated fuses (Eclipse 1<sup>st</sup> Edition)

Coil or Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	4 Pos. Bank	2A sloblo (*1)	QS1	A-18318
SOL 2	A3J4-13	5 Pos. Bank	2A sloblo (*1)	QS2	A-17891
SOL 5	A3J4-6	Ball Shooter	1A sloblo (*2)	QS5	A-19300
SOL 6	A3J4-12	3 Pos. Bank	1A sloblo (*2)	QS6	A-18102
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo (*2)	QS9	A-16570
L12	A3J3-25	Ball Gate	1A sloblo	QL12 (*P)	A-16570
L13	A3J3-24	Hole Kicker	2A sloblo (*1)	QL13 (*P)	A-1496

(\*1) = the same fuse is shared by those 3 coils

(\*2) = the same fuse is shared by those 3 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

**NAME** EIDorado City of Gold  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 692  
**DATE** March 1985  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	31	DISABLE ENABLE	No background melody Regular background melody
1	ROTATE TARGET	Both pop bumpers and the 30-pts switch move the flashing lamp on to the next drop target and rollover, just like the spot targets	new	DISABLE ENABLE	Disabled Enabled

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	Remembers when the top target bank has been hit in full once
HARD	No parameter is remembered
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 2	A3J4-13	Top Target Bank Reset (*)	F12 : 3A sloblo (*1)	QS2	A-18318
SOL 5	A3J4-6	Bottom Target Bank Reset	F13 : 2A sloblo	QS5	A-17891
SOL 6	A3J4-12	Top Target Bank Reset (*)	F12 : 3A sloblo (*1)	QS6	A-18318
SOL 8	A3J5-8	Knocker	no	QS8	A-5195
SOL 9	A3J4-8	Outhole	F14 : 1A sloblo	QS9	A-5195

(\*) driven at the same time by the CPU

(\*1) = the same fuse is shared by those 2 coils

**NAME** Force II  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 661  
**DATE** January 1981  
**NUMBER OR BALLS** 2  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	1-MILL AWARD	Additional award each time 1-million points are reached <i>Note: same as general setting 19</i>	32	DISABLE ENABLE	No award Award depends on general setting 7
1	GONG AWARD	Turns off gong that rings upon each awarded play (scoring or <i>special</i> )	new	DISABLE ENABLE	Gong is turned off Gong is turned on

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
<b>EASY</b>	Refer to « NORMAL »
<b>NORMAL</b>	Top blue/white/red rollovers + bonus lamps before red/blue drop targets
<b>HARD</b>	Refer to « NORMAL »
<b>HARDEST</b>	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil or Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Outhole	1A sloblo (*1)	QS1	A-16570
SOL 2	A3J4-13	Top Drop Target Bank	2A sloblo (*2)	QS2	A-18318
SOL 5	A3J4-6	Right Drop Target Bank	2A sloblo (*2)	QS5	A-17891
SOL 6	A3J4-12	Left Drop Target Bank	2A sloblo (*2)	QS6	A-17891
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Trough	1A sloblo (*1)	QS9	A-16570
L12	A3J3-25	Memory Relay	none	QL12	A-16890
L13	A3J3-24	Ball Kicker	2A sloblo (*2)	QL13 (*P)	A-5194
L14	A3J3-22	Hole Kicker	1A sloblo (*1)	QL14 (*P)	A-18642
L15	A3J3-23	#1 Left Drop Target trip coil (bottom left)	none	QL15	A-18642
L16	A3J3-13	#2 Left Drop Target trip coil	none	QL16	A-18642
L17	A3J3-14	#3 Left Drop Target trip coil	none	QL17	A-18642
L18	A3J3-16	#4 Left Drop Target trip coil	none	QL18	A-18642
L19	A3J3-15	#5 Left Drop Target trip coil	none	QL19	A-18642
L20	A3J3-21	#1 Top Drop Target trip coil (left)	none	QL20	A-18642
L21	A3J3-20	#2 Top Drop Target trip coil	none	QL21	A-18642
L22	A3J3-18	#3 Top Drop Target trip coil	none	QL22	A-18642
L23	A3J3-19	#4 Top Drop Target trip coil	none	QL23	A-18642
L24	A3J3-9	#1 Right Drop Target trip coil (top left)	none	QL24	A-18642
L25	A3J3-10	#2 Right Drop Target trip coil	none	QL25	A-18642
L26	A3J3-12	#3 Right Drop Target trip coil	none	QL26	A-18642
L27	A3J3-11	#4 Right Drop Target trip coil	none	QL27	A-18642
L28	A3J3-Y	#5 Right Drop Target trip coil	none	QL28	A-18642

(\*1) = the same fuse is shared by those 3 coils

(\*2) = the same fuse is shared by those 3 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

# NAME Haunted House

**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 669  
**DATE** February 1982  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Speech but not equipped with the speech processor SC01  
**PI-FX COMPATIBLE?** No

## SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	UPKICK CONFIG	Selects the way the « upkicker » (top right hole on the main playfield) is driven It required different GAME PROMs on the original CPU board: version 668/1 (proto) or 668/2 (normal)	new	NORMAL PROTO	Driven by SOL2 (normal production run) Driven by LAMP 14 + transistor on the playfield (preseries playfield)
1	BACKGD SND	Turns off background melody: the game plays silently between scored points In this mode, rollover switch 04 (on the main playfield, under the bottom left pop bumper) plays another sound (fix)	new	DISABLE ENABLE	No background melody Regular background melody

## Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	Bullseye targets (top playfield) + 1-2-3-4-5 targets (main playfield)
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

## Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Top center hole	F15 : 2A sloblo (*1)	QS1	A-16570
SOL 2 (*C)	A3J4-13	Up Kicker (top right hole), ejects the ball to the upper playfield : <b>on production games</b>	F14 : 2.5A sloblo (*2)	QS2	A-5194
SOL 5	A3J4-6	4 Bank (upstairs)	F15 : 2A sloblo (*1)	QS5	A-18102
SOL 6	A3J4-12	Special hole (lower)	F15 : 2A sloblo (*1)	QS6	A-16570
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F15 : 2A sloblo (*1)	QS9	A-5195
L12	A3J3-25	K Relay (lower), drives the Vertical Up Kicker (VUK) from lower playfield	none	QL12	A-20558 + A-4893
L13	A3J3-24	5 Bank (lower)	F14 : 2.5A sloblo (*2)	QL13 (*P)	A-17891
L14 (*C)	A3J3-22	Up Kicker (top right hole), ejects the ball to the upper playfield : <b>on sample games</b>	F14 : 2.5A sloblo (*2)	QL14 (*P)	A-5194
L15	A3J3-23	Extraball Right Side Kicker	F14 : 2.5A sloblo (*2)	QL15 (*P)	A-5195
L16	A3J3-13	Trap Door, under the ramp to the upper playfield	F14 : 2.5A sloblo (*2)	QL16 (*P)	A-17875
L17	A3J3-14	U Relay, powers the bottom playfield flippers	none	QL17	A-16890

(\*C) this coil is wired in one of those 2 possible configurations, depending on the main playfield version (production run or pre-series) ; the actual configuration must be selected by means of specific setting #0 : CONFIG UPKICK

Main playfield
Lower playfield
Upper playfield
Pre-series main playfield

(\*1) = the same fuse is shared by those 4 coils

(\*2) = the same fuse is shared by those 4 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield



# NAME

Haunted House Multiball

(C) Pascal Janin & Cédric Bérenger

## SERIES

SYSTEM-80

## GAME PROM NUMBER

None (based on 669)

## DATE

January 2014

## NUMBER OR BALLS

3

## SOUND BOARD

Speech

## PI-FX COMPATIBLE?

No

## SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	UPKICK CONFIG	Selects the way the « upkicker » (top right hole on the main playfield) is driven It required different GAME PROMs on the original CPU board: version 668/1 (proto) or 668/2 (normal)	new	NORMAL PROTO	Driven by SOL2 (normal production run) Driven by LAMP 14 + transistor on the playfield (preseries playfield)
1	BACKGD SND	Turns off background melody: the game plays silently between scored points In this mode, rollover switch 04 (under the main playfield's bottom left pop bumper) plays another sound (fix)	new	DISABLE ENABLE	No background melody Regular background melody
2	MULTIBALL	Selects the multiball mode Refer to the Haunted House Multiball specific manual available on line	new	NORMAL SELECT	Normal mode Select mode

## Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	Bullseye targets (top playfield) + 1-2-3-4-5 targets (main playfield)
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

## Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Top center hole	F15 : 2A sloblo (*1)	QS1	A-16570
SOL 2 (*C)	A3J4-13	Up Kicker (top right hole), ejects the ball to the upper playfield : <b>on production games</b>	F14 : 2.5A sloblo (*2)	QS2	A-5194
SOL 3	A3J6-3	Ball release (lower playfield)	1A sloblo (*3)	QS3	A-16570
SOL 4	A3J6-2	Ball release (main playfield)	F15 : 2A sloblo (*1)	QS4	A-16570
SOL 5	A3J4-6	4 Bank (upstairs)	F15 : 2A sloblo (*1)	QS5	A-18102
SOL 6	A3J4-12	Special hole (lower)	F15 : 2A sloblo (*1)	QS6	A-16570
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F15 : 2A sloblo (*1)	QS9	A-5195
L12	A3J3-25	K Relay (lower), drives the Vertical Up Kicker (VUK) from lower playfield	none	QL12	A-20558 + A-4893
L13	A3J3-24	5 Bank (lower)	F14 : 2.5A sloblo (*2)	QL13 (*P)	A-17891
L14 (*C)	A3J3-22	Up Kicker (top right hole), ejects the ball to the upper playfield : <b>on sample games</b>	F14 : 2.5A sloblo (*2)	QL14 (*P)	A-5194
L15	A3J3-23	Extraball Right Side Kicker	F14 : 2.5A sloblo (*2)	QL15 (*P)	A-5195
L16	A3J3-13	Trap Door, under the ramp to the upper playfield	F14 : 2.5A sloblo (*2)	QL16 (*P)	A-17875
L17	A3J3-14	U Relay, powers the bottom playfield flippers	none	QL17	A-16890
L49	A3J3-H	Z Relay	none	QL49	A-16890

(\*C) this coil is wired in one of those 2 possible configurations, depending on the main playfield version (production run or pre-series) ; the actual configuration must be selected by means of specific setting #0 : CONFIG UPKICK

Main playfield (\*1) = the same fuse is shared by those 5 coils  
Lower playfield (\*2) = the same fuse is shared by those 4 coils  
Upper playfield (\*3) = separate dedicated fuse

Pre-series main playfield (\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

Specific to this Multiball version

**NAME** Ice Fever  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 695  
**DATE** May 1985  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Controls background sound (crowd) level	31	LOW HIGH	Low volume High volume
1	ATTRAC + SND	Turns off sound and lights animation over bonus lamps ramp at regular periods of time in <i>game over</i> mode	32	DISABLE ENABLE	Animation is turned off Animation is turned on
2	TICKET DISPENSER	Dispenses a given number of tickets (set by common setting 22 « HISCORE AWARD ») when the highest game to date is beaten. This feature was available in specific game prom version « 695/Y ».	Prom version /Y	DISABLE ENABLE	Ticket dispenser disabled Ticket dispenser enabled

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Top I-C-E rollover lamps, multiplier, special (if not scored) and 1-2-3 goals are remembered
NORMAL	Multiplier, special (if not scored) and 1-2-3 goals are remembered
HARD	1-2-3 goals are remembered
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

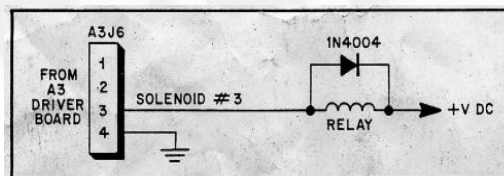
Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 2	A3J4-13	Target Bank Reset	F10 : 1A sloblo (*1)	QS2	A-18102
SOL 5	A3J4-6	« PUCK » Kicker (in the front head)	F9 : 2A sloblo	QS5	A-5194
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F10 : 1A sloblo (*1)	QS9	A-5195

(\*1) = the same fuse is shared by those 2 coils

### TICKET DISPENSER CONNECTION

when available in game's specific settings

The ticket dispenser must be connected to SOL3 output on A3J6 connector, as shown on Gottlieb's schematic below:



schematic (c) Gottlieb

**NAME** Jacks To Open  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 687  
**DATE** May 1984  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	31	DISABLE ENABLE	No background melody Regular background melody
1	ROTATE TARGET	The drop targets must be kicked down in a given order, shown by the corresponding flashing target lamp Otherwise, all targets must be kicked down to try again (much harder play mode)	new	DISABLE ENABLE	Disabled (= normal play mode) Enabled
2	DOUBLE TOP	Scoring all 4 top rollovers directly lights « double bonus » lamp for the ball in play (easier play mode) <i>Note: in 5 ball mode and at « royal flush » step, scoring all 4 top rollovers proceeds directly to extraball level</i>	new	DISABLE ENABLE	Disabled Enabled

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
<b>EASY</b>	Refer to « NORMAL » ; top left and right rollovers mutually unlit each other
<b>NORMAL</b>	Current level + drop targets already hit on that level
<b>HARD</b>	Current level only (not the targets that were hit)
<b>HARDEST</b>	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 2	A3J4-13	Target Bank Left Reset	F11 : 2A sloblo (*1)	QS2	A-18318
SOL 5	A3J4-6	Target Bank Trip	F12 : 2A sloblo	QS5	A-5194
SOL 6	A3J4-12	Target Bank Right Reset	F11 : 2A sloblo (*1)	QS6	A-18318
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F10 : 1A sloblo	QS9	A-5195

(\* ) driven at the same time by the CPU

(\*1) = the same fuse is shared by those 2 coils

**NAME** Mars God of War  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 666  
**DATE** January 1981  
**NUMBER OR BALLS** 3  
**SOUND BOARD** Speech  
**PI-FX COMPATIBLE?** No

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background sound: the game plays silently between scored points	new	DISABLE ENABLE	No background sound Regular background sound
1	LAST CHANCE	Enables last chance ball upon the very last ball in game: if the ball is lost thru the outlanes and if at least one ball remains captured in either warbase	31	DISABLE ENABLE	Last chance disabled Last chance enabled
2	SPC-EB LEVEL	Multiplier level above which <i>special</i> and <i>extraball</i> lamps are lit in the warbases	32	DISABLE ENABLE	<i>special</i> from 4X, <i>extraball</i> from 3X <i>special</i> from 5X, <i>extraball</i> from 4X (harder)

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	M-A-R-S rollovers + spinner lamps + left & right warbases
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Left Captive Hole	F15 : 1A sloblo (*1)	QS1	A-16570
SOL 2	A3J4-13	Right Captive Hole	F15 : 1A sloblo (*1)	QS2	A-16570
SOL 5	A3J4-6	Center Drop Target Bank	F14 : 2A sloblo (*2)	QS5	A-18318
SOL 6	A3J4-12	Right Drop Target Bank	F14 : 2A sloblo (*2)	QS6	A-18318
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F15 : 1A sloblo (*1)	QS9	A-16570
L12	A3J3-25	Right Launch Lane	F16 : 2A sloblo	QL12 (*P)	A-19300
L13	A3J3-24	Ball Release	F17 : 1A sloblo	QL13 (*P)	A-16570
L8	A3J2-10	Ramp	F18 : 2A sloblo	U21/U22-11 (*P)	A-17875

(\*1) = the same fuse is shared by those 3 coils

(\*2) = the same fuse is shared by those 2 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

**NAME** Panthera  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 652  
**DATE** May 1980  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	ALTERN EXBALL	Makes <i>extraball</i> lamp alternate when 10 points switches and bumpers are hit	31	LIBERAL CONSERV	Steadily lit lamp Alternates lamp (harder)
1	ALTERN SPECIAL	Makes <i>special</i> lamp alternate when 10 points switches and bumpers are hit	32	LIBERAL CONSERV	Steadily lit lamp Alternates lamp (harder)

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL » + Extraball if not scored
NORMAL	Color rollovers + targets (of the same color of the already scored rollovers) + Special if not scored
HARD	No parameter is remembered
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	#3 Target Bank Reset	2A sloblo (*1)	QS1	A-18318
SOL 2	A3J4-13	#1 Target Bank Reset	2A sloblo (*1)	QS2	A-18318
SOL 5	A3J4-6	#2 Target Bank Reset	2A sloblo (*1)	QS5	A-18318
SOL 6	A3J4-12	Hole Kicker	2A sloblo (*1)	QS6	A-1496
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo	QS9	A-16570
L12	A3J3-25	#1 Yellow drop target trip coil	none	QL12	A-18642
L13	A3J3-24	#1 Blue drop target trip coil	none	QL13	A-18642
L14	A3J3-22	#1 White drop target trip coil	none	QL14	A-18642
L15	A3J3-23	#1 Green drop target trip coil	none	QL15	A-18642
L16	A3J3-13	#2 Yellow drop target trip coil	none	QL16	A-18642
L17	A3J3-14	#2 Blue drop target trip coil	none	QL17	A-18642
L18	A3J3-16	#2 White drop target trip coil	none	QL18	A-18642
L19	A3J3-15	#2 Green drop target trip coil	none	QL19	A-18642
L20	A3J3-21	#3 Yellow drop target trip coil	none	QL20	A-18642
L21	A3J3-20	#3 Blue drop target trip coil	none	QL21	A-18642
L22	A3J3-18	#3 White drop target trip coil	none	QL22	A-18642
L23	A3J3-19	#3 Green drop target trip coil	none	QL23	A-18642

(\*1) = the same fuse is shared by those 4 coils

**NAME** Pink Panther  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 664  
**DATE** March 1981  
**NUMBER OR BALLS** 3  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	TIME SPECIAL	Time during which <i>special</i> (black drop targets bank) remains lit in multiball mode	31	20 SEC 25 SEC	20 seconds 25 seconds
1	MAX DIAMOND	Maximum number of cumulated diamonds in multiball mode	32	40DIAM 50DIAM 99DIAM	40 diamonds 50 diamonds 99 diamonds

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL » + Extraball if not scored + P-I-N-K rollovers
NORMAL	Capture status of both left and right capture holes
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Lower Right Hole Kicker	1A sloblo (*1)	QS1	A-16570
SOL 2	A3J4-13	Center Drop Target Bank (White)	1A sloblo (*1)	QS2	A-18102
SOL 5	A3J4-6	Left Drop Target Bank (Black)	2A sloblo	QS5	A-18318
SOL 6	A3J4-12	Trough Switch (Ball Release)	1A sloblo	QS6	A-16570
SOL 8	A3J5-8	Knocker	<i>non</i>	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo (*1)	QS9	A-16570
L8	A3J2-10	Left Captive Hole	1A sloblo (*1)	U21/U22-11 (*P)	A-16570
L9	A3J2-9	Right Captive Hole	1A sloblo	U21/U22-12 (*P)	A-5195

(\*1) = the same fuse is shared by those 4 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

**NAME** Q\*Bert's Quest  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 677  
**DATE** March 1983  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Speech  
**PI-FX COMPATIBLE?** No

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	ATTRAC + SND	Turns off sound and lights animation over « Coily » at regular periods of time in <i>game over</i> mode	7	DISABLE ENABLE	Animation is turned off Animation is turned on
1	FIG-8 VILLAIN	Controls the destruction of the currently lit <i>villain</i> when the ball makes a grand « 8 » loop	8	ANY POS 1ST POS	Destruction no matter the <i>villain</i> position Destruction only when <i>villain</i> on top 1 <sup>st</sup> position (harder)
2	PYRAMI SPECIAL	Number of pyramids to complete until <i>special</i> is lit	31	5 6 7 8	5 pyramids 6 pyramids 7 pyramids 8 pyramids
3	TRIPLE ATTACK	New special attack of all 3 <i>villains</i> together, after a certain number of hits on <i>villains</i>	new	DISABLE ENABLE	Disabled Enabled

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	Lit cubes + lit pyramids + villains attack positions + Special if not scored
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Left 2 Bank Reset	F13 : 1A sloblo (*1)	QS1	A-18102
SOL 2	A3J4-13	Right Kicker	F12 : 2A sloblo (*2)	QS2	A-1496
SOL 5	A3J4-6	Left Kicker	F12 : 2A sloblo (*2)	QS5	A-1496
SOL 6	A3J4-12	Right 2 Bank Reset	F13 : 1A sloblo (*1)	QS6	A-18102
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F13 : 1A sloblo (*1)	QS9	A-5195

(\*1) = the same fuse is shared by those 3 coils

(\*2) = the same fuse is shared by those 2 coils

**NAME** Rack'Em Up  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 685  
**DATE** November 1983  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	31	DISABLE ENABLE	No background melody Regular background melody

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL » + right flipper button unlimitedly cycles lamps in front of targets and rollovers
NORMAL	Remember center lamps, lamps in front of targets and rollovers, and special if not scored during previous ball
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 2	A3J4-13	Shooter	2A sloblo (*1)	QS2	A-5194
SOL 5	A3J4-6	3-bank reset (bottom right)	1A sloblo (*2)	QS5	A-18102
SOL 6	A3J4-12	4-bank reset (top left)	2A sloblo (*1)	QS6	A-18318
SOL 8	A3J5-8	Knocker	<i>none</i>	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo (*2)	QS9	A-5195

(\*1) = the same fuse is shared by those 2 coils

(\*2) = the same fuse is shared by those 2 coils



**NAME** Ready Aim Fire!  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 686  
**DATE** November 1983  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	31	DISABLE ENABLE	No background melody Regular background melody

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Top rollover bonus lamp is remembered
NORMAL	Top rollover bonus lamp is remembered
HARD	Top rollover bonus lamp is not remembered (= reset to 5,000 pts)
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 8	A3J5-8	Knocker	<i>none</i>	QS8	A-5195
SOL 9	A3J4-8	Outhole	F15 : 1A sloblo	QS9	A-5195

**NAME** Royal Flush Deluxe

**SERIES** SYSTEM-80A

**GAME PROM NUMBER** 681

**DATE** June 1983

**NUMBER OR BALLS** 1

**SOUND BOARD** Speech but not equipped with the speech processor SC01

**PI-FX COMPATIBLE?** No

## SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	new	DISABLE ENABLE	No background melody Regular background melody
1	ROYAL S-MODE	New 10,000 points bonus on center <i>DIP</i> target and <i>bumper</i> for a limited amount of time Starts with black « K » and black « J » are the only 2 kicked down targets of the bank	new	DISABLE ENABLE	Disabled Enabled

## Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Bottom right return gate
NORMAL	No parameter is remembered
HARD	No parameter is remembered
HARDEST	No parameter is remembered

## Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 2	A3J4-13	Target Bank Reset (*)	F12 : 2A sloblo (*1)	QS2	A-18102
SOL 5	A3J4-6	Hole	F11 : 1A sloblo (*2)	QS5	A-5195
SOL 6	A3J4-12	Target Bank Reset (*)	F12 : 2A sloblo (*1)	QS6	A-18102
SOL 8	A3J5-8	Knocker	<i>non</i>	QS8	A-5195
SOL 9	A3J4-8	Outhole	F11 : 1A sloblo (*2)	QS9	A-5195
L12	A3J3-25	Gate	<i>non</i>	QL12	A-20558

(\*) driven at the same time by the CPU

(\*1) = the same fuse is shared by those 2 coils

(\*2) = the same fuse is shared by those 2 coils

**NAME** Spider-Man  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 653  
**DATE** January 1980  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

No specific setting

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL » + spinner lamp
NORMAL	1-2-3 holes + green multiplier lamps before right targets
HARD	Green multiplier lamps before right targets
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	#2 Hole Kicker	1A sloblo (*1)	QS1	A-16570
SOL 2	A3J4-13	#1 & #3 Hole Kickers (2 coils)	1A sloblo (*1)	QS2	A-16570
SOL 5	A3J4-6	Left target bank reset	1A sloblo (*1)	QS5	A-18102
SOL 6	A3J4-12	Right target bank reset	2A sloblo	QS6	A-17891
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo (*1)	QS9	A-16570

(\*1) = the same fuse is shared by those 5 coils

**NAME** Spirit  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 673  
**DATE** November 1982  
**NUMBER OR BALLS** 3  
**SOUND BOARD** Speech but not equipped with the speech processor SC01  
**PI-FX COMPATIBLE?** No

## SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	FAST MULTIBALL	Ejects the captured balls much faster when the multiball sequence starts	new	DISABLE ENABLE	Green lamp lights just once Cumulates green lamp scorings
1	HOMAGE STEVE	During the attract mode, displays a scrolling message about the Spirit-A-Go-Go alignment held at Bourgogne Game Show expo in september 2017, in homage to our friend Steve Charland (1956-2017)	new	DISABLE ENABLE	No message Homage message to Steve
2	RELEASE CAPTURE	If one or several balls have been captured and the ball in play is lost, one of the captured balls is immediately released, allowing the current player to continue to play : once per ball in play, or as long as some balls remain captured. Warning : choosing the last setting may lead to very long plays, as they continue while captured balls last..	new	NO ONCE INFINITE	Normal game play Captured ball released once No limit on captured balls releases

## Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL » + 'STARGATE' ramp remains open for 30 hits (instead of 15) + pop bumper remains flashing for 30 hits (instead of 15)
NORMAL	Remembers « S-P-I-R-I-T » letters
HARD	Refer to « NORMAL »
HARDEST	No parameter is remembered

## Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	3 Bank	F10 : 1A sloblo (*1)	QS1	A-18102
SOL 2	A3J4-13	Left Bottom Hole	F15 : 2A sloblo (*2)	QS2	A-5194
SOL 5	A3J4-6	3 Bank Upper Playfield	F11 : 1A sloblo (*3)	QS5	A-18102
SOL 6	A3J4-12	Center Top Hole	F15 : 2A sloblo (*2)	QS6	A-5194
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F10 : 1A sloblo (*1)	QS9	A-16570
L12	A3J3-25	Ball Release	F13 : 1A sloblo	QL12 (*P)	A-16570
L13	A3J3-24	STARGATE Ramp	F14 : 2A sloblo	QL13 (*P)	A-17875
L14	A3J3-22	Left Top Hole	F11 : 1A sloblo (*3)	QL14 (*P)	A-16570
L15	A3J3-23	Right Bottom Hole	F12 : 1A sloblo	QL15 (*P)	A-16570

Main playfield  
 Upper playfield

(\*1) = the same fuse is shared by those 2 coils  
 (\*2) = the same fuse is shared by those 2 coils  
 (\*3) = the same fuse is shared by those 2 coils  
 (\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield

**NAME** Striker  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 675  
**DATE** January 1983  
**NUMBER OR BALLS** 2  
**SOUND BOARD** Speech, 3 national anthems versions :  
 American, French, German  
**PI-FX COMPATIBLE?** No

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BEAT HIGOALS	Award when scored goals record is broken	31	NOTHING 1 PLAY	No award 1 replay
1	MAX GOALSCORE	Max bonus value per scored goal, displayed by the 5,000 10,000 and 15,000 lamps between the center r In 100 K mode, the 3 lamps flash together to indicate 100,000 bonus points	new	15 K 100 K	From 5,000 up to 15,000 points From 5,000 to 30,000 then 100,000 points

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	Defense/offense sides + top lit goal rollovers + number of scored goals
HARD	Defense/offense sides + number of scored goals
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Hole	F12 : 1A sloblo (*1)	QS1	A-5195
SOL 2	A3J4-13	Center 4 Bank	F11 : 2A sloblo (*2)	QS2	A-18318
SOL 5	A3J4-6	Left 5 Bank	F11 : 2A sloblo (*2)	QS5	A-17891
SOL 6	A3J4-12	Right 5 Bank	F11 : 2A sloblo (*2)	QS6	A-17891
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F12 : 1A sloblo (*1)	QS9	A-16570
L12	A3J3-25	Ball Release	F10 : 1A sloblo	QL12 (*P)	A-16570

(\*1) = the same fuse is shared by those 2 coils

(\*2) = the same fuse is shared by those 3 coils

(\*P) = drives a PNP 2N5879 transistor, remotely installed under the playfield

**NAME** Super Orbit  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 680  
**DATE** May 1983  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Speech but not equipped with the speech processor SC01  
**PI-FX COMPATIBLE?** No

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background sound: the game plays silently between scored points	new	DISABLE ENABLE	No background sound Regular background sound
1	FLIPPE SOUND	Turns off flippers sound when energized	new	DISABLE ENABLE	No flippers sound Regular flippers sound
2	ORBIT SPECIAL	Position of « orbit » lamps at which <i>special</i> is lit And number of « orbit » positions advanced upon each hit on targets and rollovers <i>Note: refer to original game manual for complete details about each setting</i>	31	LIBERAL MEDIUM CONSERV	Liberal (easiest) Average level Conservative (hardest)
3	JACKPT MODE	New <i>varitarget</i> jackpot mode, enabled when <i>special</i> is not lit	new	DISABLE BALL PLAY	Disabled Jackpot enabled, value is reset with every new ball Jackpot enabled, value is cumulated ball after ball (per player)
4	VARITG DELAY	Delay until <i>varitarget</i> is reset to resting position (bottom) to avoid throwing the ball back in play	new	DISABLE ENABLE	No delay, immedaite return to resting position Delay (½ second)

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Bottom right return gate ; top right rollunder no longer resets it
NORMAL	No parameter is remembered
HARD	No parameter is remembered + lit bumpers give 3,000 instead of 10,000
HARDEST	Refer to « HARD »

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	F13 : 1A sloblo	QS9	A-5195
L12	A3J3-25	Gate	none	QL12	A-20558
L13	A3J3-24	Vari-Target Reset	none	QL13	A-17564

**NAME** The Games  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 691  
**DATE** August 1984  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	31	DISABLE ENABLE	No background melody Regular background melody
1	MEDAL SETTING	Turn on the extraball targets depending on the number of balls per play (3 or 5) and this setting <i>Refer to game's manual for all details about required medals number (for example: 3 balls and LIBERAL = 2 medals)</i>	32	LIBERAL CONSERV	Extraball easier to earn Extraball more difficult to earn

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL »
NORMAL	Remember bonus value and restore it upon next ball in play if all 5 medals were earned on the previous ball
HARD	No parameter is remembered
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Hole	F13 : 1A sloblo (*1)	QS1	A-16570
SOL 8	A3J5-8	Knocker	no	QS8	A-5195
SOL 9	A3J4-8	Outhole	F13 : 1A sloblo (*1)	QS9	A-5195
L12	A3J3-25	Vari-Target Reset	no	QL13	A-17564

(\*1) = the same fuse is shared by those 2 coils

**NAME** Time Line  
**SERIES** SYSTEM-80  
**GAME PROM NUMBER** 659  
**DATE** November 1980  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	1-MILL AWARD	Additional award each time 1-million points are reached <i>Note: same as general setting 19</i>	32	DISABLE ENABLE	No award Award depends on general setting 7
1	BACKGD SND	Turns off background sound: the game plays silently between scored points	new	DISABLE ENABLE	No background sound Regular background sound
2	GONG AWARD	Turns off gong that rings upon each awarded play (scoring or <i>special</i> )	new	DISABLE ENABLE	Gong is turned off Gong is turned on

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Refer to « NORMAL » + 5,000 lamps before yellow targets + return gate
NORMAL	5,000 lamps before red targets + 1-2-3 targets + Extraball if not scored + multiplier level + X/O matrix
HARD	Multiplier level alone (X/O matrix emptied)
HARDEST	No parameter is remembered

### Coils driven by the PI-80, and associated fuses

Coil / Lamp Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 1	A3J4-7	Yellow Drop Target Bank Reset	2A sloblo (*1)	QS1	A-18318
SOL 2	A3J4-13	Red Drop Target Bank Reset	2A sloblo (*1)	QS2	A-17891
SOL 5	A3J4-6	Ball Kicker	2A sloblo (*1)	QS5	A-5194
SOL 6	A3J4-12	Black Drop Target Bank Reset	2A sloblo (*1)	QS6	A-17891
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo	QS9	A-16570
L34	A3J3-K	Gong	2A sloblo	U17/U18-17 (*P)	A-5194
L45	A3J3-F	Gate Open Relay	none	QL45	A-20558
L47	A3J3-M	Auxiliary Relay	none	QL47	A-16890

(\*1) = the same fuse is shared by those 4 coils

(\*P) = drives a PNP 2N5875 transistor, remotely installed under the playfield



**NAME** Touchdown  
**SERIES** SYSTEM-80A  
**GAME PROM NUMBER** 688  
**DATE** February 1985  
**NUMBER OR BALLS** 1  
**SOUND BOARD** Non speech  
**PI-FX COMPATIBLE?** Yes

### SPECIFIC SETTINGS TO SELECTED GAME

Setting number (CREDIT)	Setting	Description	Original DIPSW (PLAYER2)	Values (PLAYER1)	Features
0	BACKGD SND	Turns off background melody: the game plays silently between scored points	31	DISABLE ENABLE	No background melody Regular background melody

### Playfield parameters remembered from ball to ball for each player

Player Level	Stored game parameters matching that level
EASY	Remember yards and touchdown lamps, and re-lit flashing holes if not scored or if PASS spinner not scored
NORMAL	Remember yards and touchdown lamps
HARD	No parameter is remembered
HARDEST	No parameter is remembered, and defense stepback occurs every 3 <sup>rd</sup> kicking targets hit (instead of 5)

### Coils driven by the PI-80, and associated fuses

Coil Output	Connector and Pin	Function	Dedicated Fuse	Driven by PI-80	Gottlieb coil reference
SOL 5	A3J4-6	Left hole	1A sloblo (*1)	QS5	A-16570
SOL 6	A3J4-12	Right hole	1A sloblo (*1)	QS6	A-16570
SOL 8	A3J5-8	Knocker	none	QS8	A-5195
SOL 9	A3J4-8	Outhole	1A sloblo (*1)	QS9	A-5195

(\*1) = the same fuse is shared by those 3 coils