

STERN

Lightning

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LIGHTNING
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STERN ELECTRONICS, INC.
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STERN®

ELECTRONICS, INC.

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WARNING: THIS EQUIPMENT GENERATES, USES, AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTION MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION IT HAS NOT BEEN TESTED FOR COMPLIANCE WITH THE LIMITS FOR CLASS A COMPUTING DEVICES PURSUANT TO SUBPART J OF PART 15 OF FCC RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER AT HIS OWN EXPENSE WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

SECTION I. INSTALLATION

Assemble the game as follows:

Bolt legs to cabinet. Using flat washers under bolt heads, bolt back box to cabinet. Feed cable connectors and ground braid through cable port in back box. Screw ground braid to braid in back box. Insert connectors so they are completely seated on printed circuit board assemblies.

On all games there are some items that must be checked after shipment. Making these visual inspections may avoid time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable. Cable connectors may be loosened, switches (especially tilt switches) may go out of adjustment. Plumb bob tilt switches should always be adjusted after game is set on location and leg levelers are adjusted.

Visual inspections before plugging in line cord:

1. Check that wiring of transformer corresponds to location voltage.
2. Check the transformer for any foreign material shorting across wiring lugs.
3. Check that fuses are firmly seated and making good contact.
4. Check wire on coils for proper soldering. Cold solder connections may not show up in factory inspection, but vibration in shipment may break contact.
5. Check switches for loose solder or other foreign material that may have come loose in shipment and could cause shorting of contacts.
6. Check for any wires that may have become disconnected.
7. Check that all cable connectors are completely seated on printed circuit board assemblies.
8. Check that cables are clear of all moving parts.

Check adjustment of the two (normally open) tilt switches:

1. Plumb bob tilt on left side of cabinet near front door.
2. Ball tilt above plumb bob tilt. Insert the smaller ball (gold 15/16" dia.) into ball tilt assembly, and adjust the bracket so the ball will roll free to contact the switch blade, if front of cabinet is raised.

STATIC DISCHARGE CAUTION

Integrated circuit chips can be damaged by static discharge from the body. Before touching chips, discharge body by touching any ground path.

SECTION II. ROUTINE MAINTENANCE ON LOCATION

Self tests, which are programmed into the design of the game, are very helpful. As with any solid state piece of equipment the three prong grounding receptacle is an important piece part of the game, that must not be tampered with and must be used properly.

MPU MODULE SELF-TEST:

During power-up, the MPU assembly tests itself, which can visibly be seen by the flashing of a LED on the board. When the game is turned on, the LED will flash, have a pause, flash again, a longer pause, then flash five more times and then will be dimly lit. Accompanying each flash is one note (total of seven), this indicates proper MPU game operation conditions.

GAME SELF-DIAGNOSTIC TESTS:

Pressing the Self-Test button inside the coin door activates the game into its "Self-Diagnostic Test."

1. BURN IN TEST - All outputs tested.
2. FEATURE LAMPS - All feature lamps will flash on and off continuously, determining any burnt lamps.
3. DISPLAYS - Each digit on all displays will cycle from 0 thru 9, then (a) number 8 will shift left to right. This test will recycle continuously.
4. SOLENOIDS - Each solenoid will be energized, one at a time, in a continuous sequence. (Holding both flipper buttons "in" during this test will cause the flipper coils to be energized). The number appearing on the "Player Score" display is the same as the number assigned to the solenoid and also the same transistor number on the SDU board. The sound of a solenoid pulling-in as a number appears indicates proper operation (providing transistor is being used), the absence of a solenoid sound shows a fault. If sound is absent, see Solenoid I.D. page in book for help in Solenoid Identification. (After the solenoids are tested, the game sounds are tested.)
5. SWITCHES - The MPU will look at each switch assembly for stuck contacts. *(Flipper Button and flipper End of Stroke switches are not included). If there are any stuck, the lowest number encountered is flashed on the Player Score displays. The number remains until the fault is corrected. See Switch I.D. page in book for help in switch identification. Other numbers may follow if more stuck contacts are present. If there are no stuck switches, the "Match/Ball in Play" display flashes '0'. DO NOT BURNISH OR FILE GOLD PLATED SWITCH CONTACTS.
6. GAME LEVELS AND BOOKKEEPING FUNCTIONS: - Pressing the Self-Test button eighteen more times causes the MPU to step thru the game levels and bookkeeping functions and finally to repeat the power-up test. To bypass these functions, turn the game off, then on. The game is now ready to play, after the MPU Self-Test.

PLAYFIELD SWITCH ADJUSTMENTS

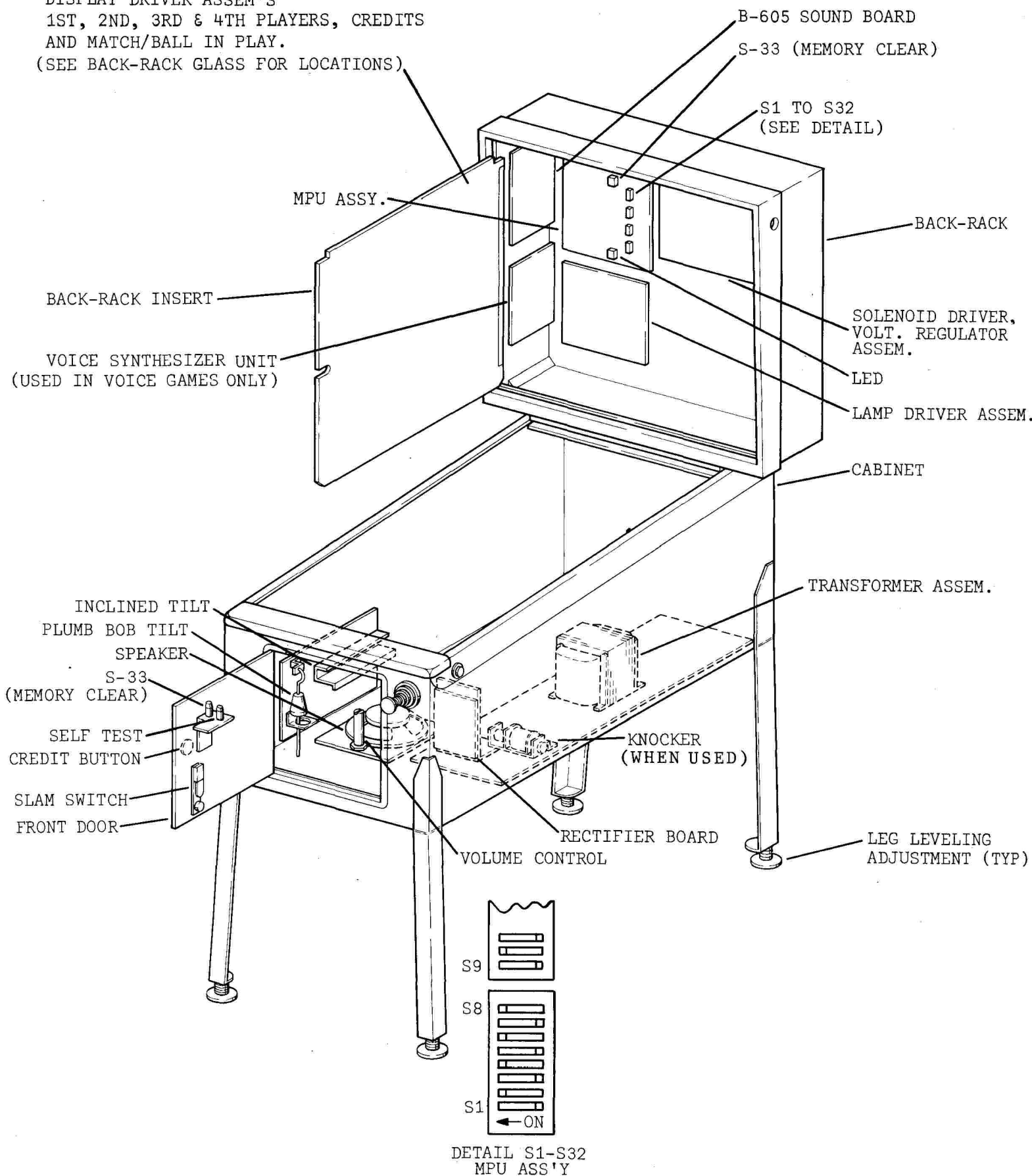
All contact switches should be adjusted to have a gap 1/16" in the open position, and have .010" overtravel closed. All contact switches (except for flipper buttons & flipper end of stroke switches) are gold plated to resist corrosion and, **SHOULD NOT BE FILED OR BURNISHED**. If contacts have dirt or dust on them, a clean piece of paper should be used to clean them, by closing the contacts and wiping gently.

FLIPPER BUTTON & FLIPPER SWITCHES ONLY. Tarnish or pitted contacts can be corrected with a contact file followed by a burnishing tool. Severely pitted contact must be replaced as an assembly.

CLEAN AND WAX THE PLAYFIELD

Stern playfields have a durable long life playing finish. Its life expectancy, as well as playing appeal can be greatly extended by periodic cleaning. Inspect and hand polish the ball with a clean cloth. A chipped ball must be replaced, as it will ruin the finish on the playfield. (DO NOT USE WATER IN LARGE QUANTITIES, HIGHLY CAUSTIC CLEANERS, ABRASIVE CLEANERS OR CLEANING PADS ON THE PLAYFIELD SURFACE.

DISPLAY DRIVER ASSEM'S
1ST, 2ND, 3RD & 4TH PLAYERS, CREDITS
AND MATCH/BALL IN PLAY.
(SEE BACK-RACK GLASS FOR LOCATIONS)



ELECTRONIC PIN BALL GAME

SECTION III. GENERAL GAME OPERATION

PLACE BALL INTO PLAYFIELD BY OUTHOLE:

COIN GAME. Plug in line cord. (For proper game operation grounding circuit must be used). Move power ON-OFF toggle switch at bottom right front corner of cabinet to "ON" position. Seven singular tones will be heard to indicate game-readiness. Feature lites will flash in a programmed attract mode, "HIGH SCORE" lite is lit, player displays flash high score to date, numbers 1 to 7 will display from right to left, all 7's will flash, "HIGH SCORE" lite goes off, previous played scores are flashed, "Coin lock-out coil" is energized and game is ready for play. Coin Game. The game should accept the coin and post credits for coins accepted (*). Pressing the credit button on the door will reset drop targets and cause the outhole kicker to move the ball to the shooter lane. The first player display will flash 00.

One player is registered each time the credit button is pressed (one to four can play). The credits are reduced by one each time the credit button is pressed until the credits are reduced to zero. (Credit button is in-operative after 4 players are registered). Shooting the ball initiates play.

When the ball enters the outhole, the bonus score is added to the player's score. The player-up and/or ball in play on the back box is advanced one position. The bonus score starts at ** points. The outhole kicker moves the ball to the shooter lane and play is resumed. This continues until each player has played the allowable number of balls per game (3 or 5). At this time the "Game Over" light becomes lit. A random "Match" number appears and the "Match" light becomes lit. If the match number is the same as the last two digits in the player's score a free game can be awarded (*).

Extra ball won during the course of the game is played immediately after the player's regular ball enters the outhole. The player-up and/or ball in play is not advanced for extra ball play. Bonus score is added to the player's score, the bonus is reset to ** and the bonus multiplier earned is restored (memory) or reset (*) before the game moves the extra ball for play.

At the end of the game, a "High Game" is flashed on all players scores. If the "High Game" is beat, this feature(*) can award up to 3 free games.

Tilting while playing the game results in loss of the ball in play. The flippers, thumper-bumper, etc., go "dead". Bonus score is not added. The purpose of the tilt penalty is to discourage the player from jostling the machine in an attempt to prolong play. Game action becomes normal after the outhole kicker moves the ball to the shooter lane.

Slamming the machine results in the loss of the game. All feature lights go out and the game becomes "dead" through a built-in time delay circuit. The purpose of the time delay circuit is to discourage abuse of the machine. After the delay, the "Game Over" light lites "Shoot Again" lite flashes and the game is ready for play. The time delay occurs anytime one of the slam switches is made to contact.

There is a slam switch on the front door, one on the tilt board. (Any number of slam switches could be installed by the operator, to meet his individual requirement). The switch should be adjusted to have approximately 1/16" gap between the contacts. The weighted blade should be adjusted to attain the desired sensitivity. Decreasing gap between contacts will make the switch more sensitive. Opening the gap will reduce sensitivity.

*Some tunes and features can be disabled by operator if so desired.

**Bonus starts at 0.

See back box adjustments.

SECTION IV. SELF TEST AND BOOKKEEPING FUNCTIONS

The game is designed to allow the operator to perform certain diagnostic tests as well as accounting functions as follows:

TABLE 4-1. SELF TEST FUNCTIONS

1st		Burn in test - all outputs tested.
2nd		Lamp test - all feature lamps on and off.
3rd		Display test - all digits display 0000000 thru 9999999 then an 8 shifts from left to right.
4th		Solenoid test - continuous sequence of solenoids pulsed with solenoid driver transistor, "Q" number displayed.
5th	Flashing O if all cabinet switches are open and all balls moved from the outhole to the shooter position.	Switch test - switch I.D. Number appears on display when it is manually closed.

TABLE 4-2. BOOKKEEPING FUNCTIONS

TEST SWITCH PUSH NUMBER	BALL/MATCH DISPLAY	DESCRIPTION	DISPLAYS
6th	01	1st Threshold (Bonus Time)	
7th	02	2nd Threshold (High Score)	
8th	03	3rd Threshold (High Score)	
9th	04	Current High Game Threshold	
10th	05	Current Credits	00 to 99
11th	06	Total Plays	00 to 999999
12th	07	Total Replays	00 to 999999
13th	08	Total times high score is passed	00 to 999999
14th	09	Number of coins thru Chute No. 2	00 to 999999
15th	10	Number of coins thru Chute No. 1	00 to 999999
16th	11	Number of coins thru Chute No. 3	00 to 999999
17th	12	Total balls played	00 to 999999
18th	13	Total Extra Balls Awarded	00 to 999999
19th	14	Total Playfield Special Awards	00 to 999999
20th	15	N/U	00
21st	16	Total level 1 passed	00 to 999999
22nd	17	Total level 2 passed	00 to 999999
23rd	18	Total level 3 passed	00 to 999999

SECTION V. FRONT DOOR GAME ADJUSTMENTS:

HIGH SCORE FEATURE ADJUSTMENTS:

This game is designed to award Optional Bonus Time, or Extra Ball/Free Game at the first score level. It will only give extra ball or free game at the 2nd and 3rd score levels.

Any level from 10,000 to 9,990,000 can be set, as desired. It is possible to reset or turn off (00) any or all of the levels, if desired.

1. Push and release Self-Test button at one second intervals six times or until number 01 appears on the Match/Ball in Play display.
2. The number on the Player Score Displays is the first score level. It can be increased, if desired, by holding the credit button in. To decrease the score level, reset to '00', and then hold the credit button in. Release the credit button when the desired score appears. Note that the level changes 10,000 points at a time. If the number '00' is left on the displays, the feature is eliminated for that level.
 - 2a. Bonus Time Feature for 1st score level — PMU Switch #5 On.
 - 2b. Extra Ball or Free Game Option for 1st level — MPU Switch #5 Off.
3. Repeat steps 1 and 2 for the second and third high score levels. The number '02' and '03' on the Match/Ball-in-Play display are for the second and third levels, respectively.

HIGH GAME TO DATE FEATURE:

The game is designed to award up to 3 free games (option) when "High Score to Date" is beat. **For the recommended, factory preset level, see below.**

It is recommended that the level, which will build with game play, be periodically reset to the factory recommended level to encourage game play. The adjustment procedure is the same as for the High Score Feature Adjustments, Steps 1 and 2. Continue pushing the Self-Test button until the number '04' appears on the Match/Ball-in-Play display and then do Step 2.

Any level from '00' to 9,990,000 can be set as described. It is to be noted that '00' does not turn off the feature, as it does on High Score feature. The feature can be turned off by positioning the correct MPU switches.

Can be quickly set to '00' by pressing S33 on the MPU assembly in the back box or front door.

RECOMMENDED SETTING

LIGHTING

3 BALLS

1ST LEVEL PAST	200,000	30 SECONDS BONUS TIME
2ND LEVEL PAST	660,000	1 CREDIT
3RD LEVEL PAST	1,700,000	1 CREDIT
4TH LEVEL PAST	2,500,000	HIGH SCORE TO DATE

5 BALLS

1ST LEVEL PAST	250,000	30 SECONDS BONUS TIME
2ND LEVEL PAST	460,000	1 CREDIT
3RD LEVEL PAST	800,000	1 CREDIT
4TH LEVEL PAST	1,260,000	HIGH SCORE TO DATE

GAME ADJUSTMENTS

A. Playfield Post Adjustments:

Posts that control left and right outlane openings on playfield can be moved to make access to outlanes conservative or liberal for ball to enter. (See appropriate illustrations).

Conservative entry will decrease playing time and scoring.

Liberal entry will increase playing time and scoring.

B. Back Box Game Adjustments:

Each game has thirty-two switches located on the MPU module, located in the back box, that allows play to be customized to the location. (See Fig. 1). Credits per coin, maximum credits, credit display, balls (3 or 5) per game, match feature, high game feature, special award, maximum extra balls and background sound are selectable by means of switches. The switches are contained in four sixteen lead packages numbered S1-8, S9-16, S17-24, and S25-32 for easy identification. The "On" position is marked on the assembly. **TURN OFF POWER BEFORE MAKING ADJUSTMENTS. MAKE ADJUSTMENTS BEFORE TURNING POWER BACK ON.**

TABLE 7-2. MPU SWITCH/GAME ADJUSTMENTS

						ON	OFF
32		NONE	X BALL	100K	REPLAY		
31	Red Special Award	OFF	ON	OFF	ON	←	←
30		OFF	OFF	OFF	ON	←	←
29	Green Special Award	OFF	ON	OFF	ON	←	←
28		OFF	OFF	OFF	ON	←	←
27							
26	Coin Chute #3						
25							
24	Red Special Feature					1 Per Ball	1 Per Game
23	Extra Ball Feature					1 Per Ball	1 Per Game
22	Extra Ball Option					ON	OFF
21	Match Feature					ON	OFF
20	Display Credits					ON	OFF
19		10	15	25	40		
18	Maximum Credit	OFF	OFF	ON	ON	←	←
17	Green Special Feature	OFF	ON	OFF	ON	1 Per Ball	1 Per Game
16		0	1	2	3		
15	High Score Feature	OFF	OFF	ON	ON	←	←
14	Add-A-Ball Feature	OFF	ON	OFF	ON	←	←
13	Add-A-Ball Option					5 ON	3 OFF
12							
11	Coin Chute #2						
10							
9							
8	Background Sound					ON	OFF
7	Ball Per Game					5	3
6	High Score Feature					Replay	X-Ball
5	Extra Time Option					ON	OFF
4							
3	Coin Chute #1						
2							
1							
	Red Special Option					When 5X Is Reached	
	Green Special Option					When 1-2-3 is Lit 2nd Time	

SECTION VII. CREDIT/COIN AND GAME ADJUSTMENTS

CREDITS/COIN ADJUSTMENTS:

The credits given are selectable by means of MPU switches. Sixteen credit ratios are available. The MPU switch settings and resultant credits/coin are as follows:

TABLE 7-1. CREDITS/COIN ADJUSTMENTS

MPU SWITCHES												
SWITCH No. 1 (BLU) (NEXT TO HINGE)	28	27	26	25	2, -							
SWITCH No. 2 (BRN-WHITE) (CENTER)	4	3	2	1	5, -							
SWITCH No. 3 (RED-WHITE) (NEXT TO LOCK)	12	11	10	9	1, -							
					CREDITS	COIN						
OFF					OFF	OFF	OFF	OFF	1	} Per 1		
OFF					OFF	OFF	ON	ON	2			
OFF					OFF	ON	OFF	OFF	3			
OFF					OFF	ON	ON	ON	4			
OFF					ON	OFF	OFF	OFF	5			
OFF					ON	OFF	ON	ON	6			
OFF					ON	ON	OFF	ON	7			
OFF					ON	ON	ON	ON	10			
ON					OFF	OFF	OFF	OFF	14			
					CREDITS	COINS	SEQUENCE OF CREDITS PER COIN					
							1	2	3	4		
ON					OFF	OFF	ON	ON	1			
ON					OFF	ON	OFF	OFF	2			
ON					OFF	ON	ON	ON	5			
ON					ON	OFF	OFF	OFF	7			
ON					ON	OFF	ON	ON	1	0	2	
ON					ON	ON	OFF	OFF	1	1	2	
ON					ON	ON	ON	ON	1	2	1	3

If two or three coin chutes are adjusted the same for multiple coins, credits will increase as if dropped in same chute.

Credit sequence will reset when:

- 1) credit button is pressed
- 2) any points are scored

BALLS PER GAME:

NO. OF BALLS PER GAME
3
5

MPU SWITCH 7
OFF
ON

ADD-A-BALL (MEMORY):

This adjustment can store in memory 3 or 5 "Add-A-Balls."

ADD-A-BALL (MEMORY)
3
5

MPU SWITCH 13
OFF
ON

CREDIT DISPLAY:

CREDIT DISPLAY
YES
NO

MPU SWITCH 20
ON
OFF

AWARDED MAXIMUM CREDITS:

in answer to public demand, we at "STERN" are trying to give the players what they want — *MORE* playfield excitement. In order to do this, additional features are *NEEDED*.

In an effort to do so, we have added a coil on the playfield, and eliminated the "Coin Lock-Out Coil" (often called a nuisance by operators).

This Stern game has a new feature not used in any previous Stern pinball:

Coins will be accepted and credit given for the amount of coins inserted.

There are no MPU switches to limit the amount of credits given as in older Stern pinballs (it is even possible to attain 99 credits). There are, however, two (2) MPU switches that will limit the amount of replays awarded. These two switches can be set for a limit of 10, 15, 25, and 40 replays. If the amount of credits shown in the credit/match window is greater than the MPU switches are set for, no replay credit will be awarded.

AWARDED MAXIMUM CREDITS

10

15.....

25

40.....

MPU SWITCHES

18

OFF

ON

OFF

ON

19

OFF

OFF

ON

ON

HIGH SCORE FEATURE:

The game is designed to award an "Extra Ball" or "Free Game" at one, two or three "High Score" levels. (See "Front Door Game Adjustments" for setting levels.)

AWARD
Extra Ball
Replay

MPU SWITCH 6
OFF
ON

HIGH GAME TO DATE FEATURE:

The game is designed to award up to 3 free games when "High Score to Date" is beat. Each time this happens, the winning score becomes the new "High Game Score to Beat". This score is displayed on all 4 player score displays at the end of each game as an incentive to play.

AWARD

No Free Game

1 Free Game

2 Free Games

3 Free Games

MPU SWITCHES

15

16

OFF

OFF

ON

OFF

OFF

ON

ON

ON

MATCH FEATURE:

When the "Match Feature" is ON, a random tens digit number appears in the "Match/Ball in Play" window and the word "Match" is illuminated. If the number matches the ten digit in a player's score, a free game is awarded. The "Match Feature" creates an incentive to play.

MATCH

ON

OFF

MPU SWITCH 21

ON

OFF

Knocking down the 1-2-3 drop target banks in order awards red special.

Knocking down the 1-2-3 drop target banks in order a second time awards green special.

Knocking down drop target banks in order spots one (1) red arrow.

Lighting all red arrows on playfield gives multi-ball feature.

During multi-ball, blue arrows light to advance playfield multiplier, by going through hoop.

Lighting the 4 yellow arrows on the playfield, lights the yellow X's which advance bonus multiplier by going through hoop. When you have 5x bonus lit, and you lose the ball in play, after bonus score is awarded the bonus multiplier will reset back to 2x for your next ball.

GREEN SPECIAL FEATURE:**SPECIALS**

1 Per Ball
1 Per Game

MPU SWITCH 17

ON
OFF

GREEN SPECIAL AWARD:**SPECIAL AWARD**

No Award
Extra Ball
100,000 Points
Replay

MPU SWITCHES

29	30
OFF	OFF
OFF	ON
ON	OFF
ON	ON

RED SPECIAL FEATURE:**SPECIALS**

1 Per Ball
1 Per Game

MPU SWITCH 24

ON
OFF

RED SPECIAL AWARD:**SPECIAL AWARD**

No Award
Extra Ball
100,000 Points
Replay

MPU SWITCHES

31	32
OFF	OFF
OFF	ON
ON	OFF
ON	ON

BONUS TIME AWARD:

This Feature gives a Replay or Bonus Time for passing the 1st score level. Bonus Time gives 30 seconds extra playing time after losing the ball in play.

Bonus Time
Replay

MPU SWITCH 5

ON
OFF

PARTS LIST LIGHTNING

MISCELLANEOUS

PART NUMBER

Transformer (Domestic or Export)	16B-6
Transformer & Rectifier Board	B438-4
Bulbs, #44	8A-101
U1	E126-U1C14
U2	E126-U2C14
U5	E126-U5C14
U6	E126-U6C14
U9 Voice E-Prom	E126-U9VO
U10 Voice E-Prom	E126-U10VO

ASSEMBLY COILS

3 Drop Target Bank (3)	B-27-2300
Flippers	J-25-475/34-4500
Top Slingshot (2)	J-26-1600
Bottom Slingshot (2)	J-26-1500
Ball Ejector	J-28-2300
Ball Ejector Release	J-28-2300
Ball Trap (2)	J-28-2300
Knocker	N-26-1200

MODULES

Lamp Driver	B-431
Display Driver	A-645
Match, Ball in Play Display & Playfield Bonus Timer	A-434
Bonus Timer Interface Board	A-866
Solenoid Driver/Voltage Regulator	B-432
MPU (FOR E PROM SEE MISCELLANEOUS ABOVE)	C-602
Rectifier Board	A-430
Sound Module	C-605
Voice Synthesizer Unit (E PROM SEE MISCELLANEOUS ABOVE)	A-720

PLAYFIELD PARTS

SEE PLAYFIELD DIAGRAM

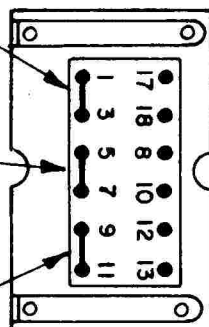
FIGURE 8-1. STERN 16B-6 TRANSFORMER WIRING CONNECTION INSTRUCTIONS

115/120V., 50/60 Cycle Input.
Varistor - Soldered to Line Filter on Left Side of Cabinet
Must Be Stern Part No. 25A-18-1.

Solder Lugs 1 & 3
Together. Solder Heavy
Red Wire To Lug 1

120V
Solder Lugs 5 & 7
Together. Solder Heavy
Yellow Wire To Lug 5

115V
Solder Lugs 9 & 11
Together. Solder Heavy
Yellow Wire To Lug 9



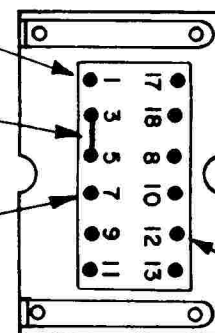
220/240V., 50/60 Cycle Input.
Varistor - Soldered to Line Filter on Left Side of Cabinet
Must be Stern Part No. 25A-18-2.

Solder Heavy Red Wire
To Lug 1

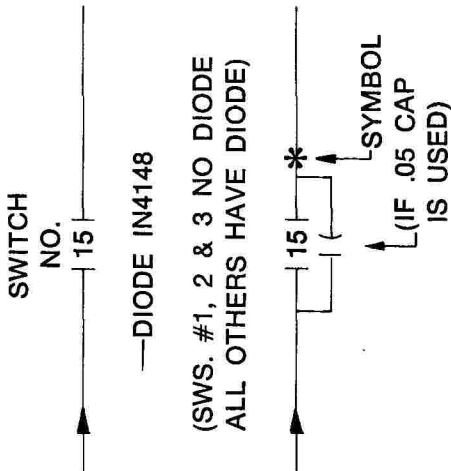
Solder Lugs 3 & 5
Together

240V
Solder Heavy Yellow
Wire To Lug 7

220V
Solder Heavy Yellow
Wire To Lug 12



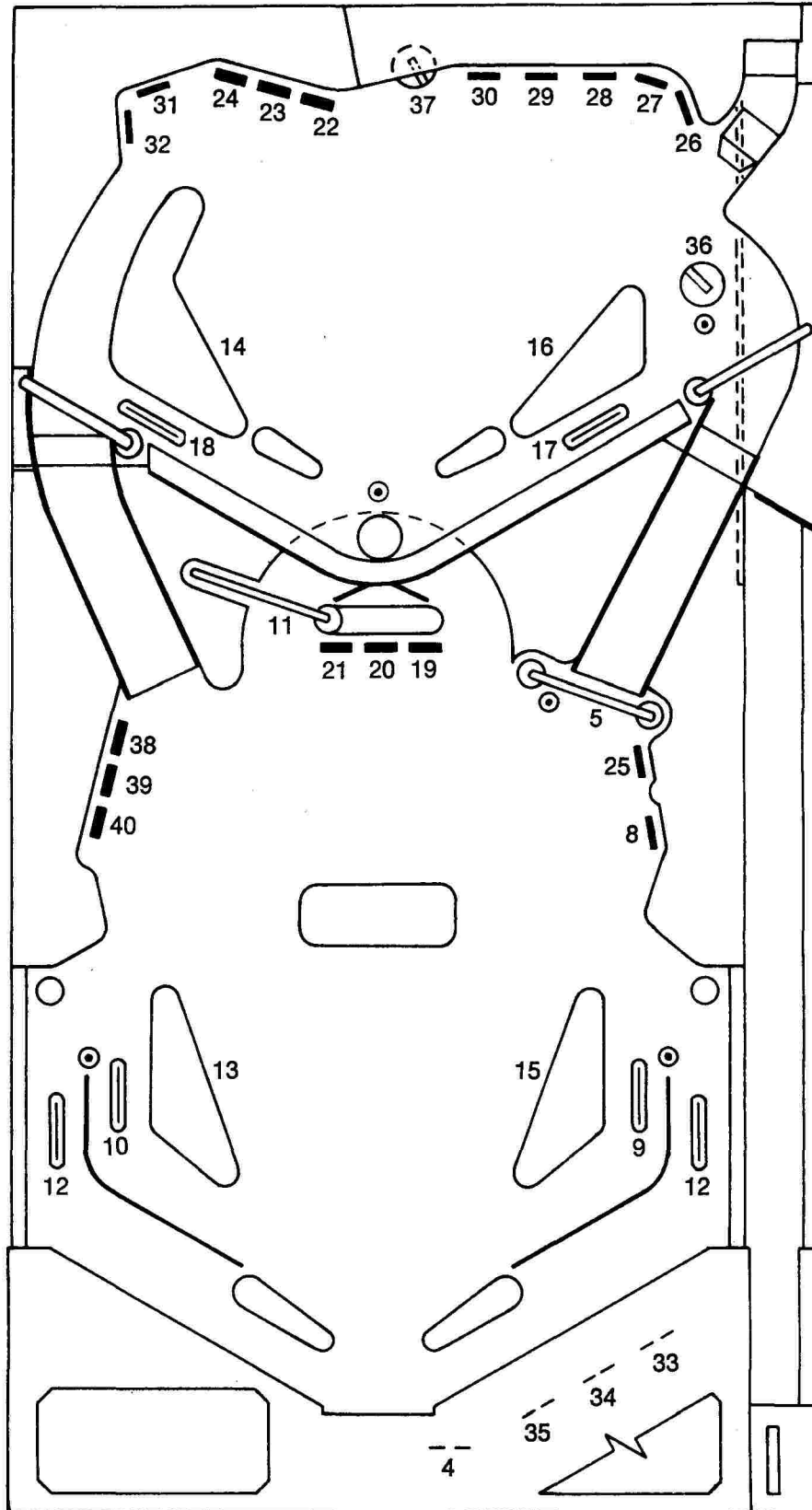
LIGHTNING **SWITCH IDENTIFICATION**



SWITCH NO.	WIRE COLOR	JACK NO.	DESCRIPTION
1	BLU	J3-9	• COIN CHUTE #1
2	BRN-W	J3-10	• COIN CHUTE #2
3	R-W	J3-11	• COIN CHUTE #3
4	W-B	J2-11	• OUTHOLE REFLEX
5	W-G	J2-12	• SPINNER
6	BLU-W	J3-14	• CREDIT (START) BUTTON
7	BLU-O	J3-15	• TILT
8	-Y	J3-16	• TARGET 9
9	BRN	J2-8	• RT. RETURN LANE BOTTOM
10		J2-9	• LT. RETURN LANE BOTTOM
11	W-O	J2-10	• LOOP
12	W-B	J2-11	• OUT LANES BOTTOM (2)
13	W-G	J2-12	• LT. SLINGSHOT BOTTOM
14	W-BRN	J2-13	• LT. SLINGSHOT TOP
15	BRN-Y	J2-14	• RT. SLINGSHOT BOTTOM
16	-O-	J2-15	• RT. SLINGSHOT TOP

SWITCH NO.	WIRE COLOR	JACK NO.	DESCRIPTION
17	BRN	J2-8	• RT. RETURN LANE TOP
18	GREY	J2-9	• LT. RETURN LANE TOP
19	W-O	J2-10	• MIDDLE DROP BANK (RIGHT)
20	W-B	J2-11	• MIDDLE DROP BANK (MID.)
21	W-G	J2-12	• MIDDLE DROP BANK (LEFT)
22	W-BRN	J2-13	• TOP DROP BANK (RIGHT)
23	BRN-Y	J2-14	• TOP DROP BANK (MID.)
24	-O-	J2-15	• TOP DROP BANK (LEFT)
25	BRN	J2-8	• TARGET 8
26	GREY	J2-9	• TARGET 7
27	W-O	J2-10	• TARGET 6
28	W-B	J2-11	• TARGET 5
29	W-G	J2-12	• TARGET 4
30	W-BRN	J2-13	• TARGET 3
31	BRN-Y	J2-14	• TARGET 2
32	-O-	J2-15	• TARGET 1
33	BRN	J2-8	• OUT 3 CLOSEST TO LANE
34	GREY	J2-9	• OUT 2 MIDDLE OUTHOLE
35	W-O	J2-10	• OUT 1 LEFT OUTHOLE
36	W-B	J2-11	• TRAP 2 (RIGHT)
37	W-G	J2-12	• TRAP 1 LEFT
38	W-BRN	J2-13	• LEFT DROP BANK (RIGHT)
39	BRN-Y	J2-14	• LEFT DROP BANK (MID.)
40	-O-	J2-15	• LEFT DROP BANK (LEFT)

LIGHTNING **SWITCHES**



SWITCHES NOT ON PLAYFIELD

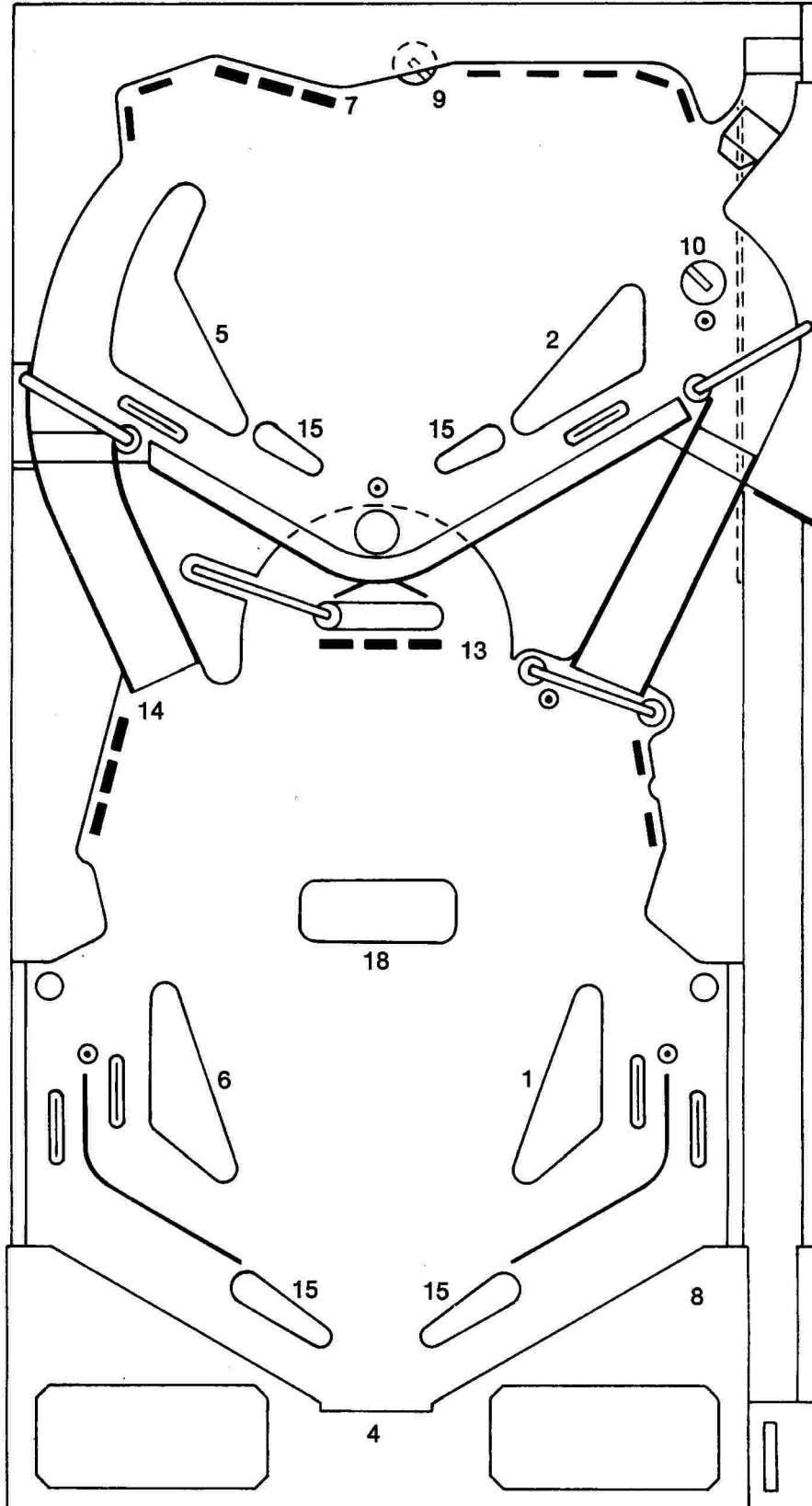
- | | |
|------------------|------------------|
| 1. *LEFT CHUTE | 6. CREDIT BUTTON |
| 2. *CENTER CHUTE | 7. TILT |
| 3. *RIGHT CHUTE | |

* SEE DRAWG. ON SWITCH IDENTIFICATION PAGE

TABLE 8-3. LIGHTNING SOLENOID IDENTIFICATION

I.D. NUMBER	TRANS. NUMBER	JACK	WIRE COLOR	DESCRIPTION SLINGSHOT
1	Q1	J2-9	G-O	RIGHT SLINGSHOT (BOTTOM)
2	Q2	J2-4	G-BLU	RIGHT SLINGSHOT (TOP)
3	Q3	J2-5	G-B	KNOCKER
4	Q4	J1-5	B-BLU	OUTHOLE REFLEX
5	Q5	J2-10	G-Y	LEFT SLINGSHOT (TOP)
6	Q6	J2-11	G-R	LEFT SLINGSHOT (BOTTOM)
7	Q7	J2-12	R-Y	TOP DROP BANK
8	Q8	J5-10	B-O	TURN STYLE
9	Q9	J5-9	R-BLU	TRAP LEFT
10	Q10	J5-15	O-W	TRAP RIGHT
11	Q11	N/U	N/U	N/U
12	Q12	N/U	N/U	N/U
13	Q13	J5-12	B-Y	MID DROP TANK
14	Q14	J5-11	B-G	LEFT DROP TANK
15	Q15	J1-8, 9	8-G, 9-O	FLIPPER ENABLE RELAY
16	Q16	N/U	N/U	N/U
17	Q17	N/U	N/U	N/U
18	Q18	J2-15	R-W	BONUS BOARD
19	Q19	N/U	N/U	N/U

LIGHTNING
SOLENOIDS



SOLENOID NOT ON PLAYFIELD

3. KNOCKER

TABLE 8-4. MPU-200 JUMPER COMBINATIONS

The MPU-200 can be converted to use 25A Roms or E-Proms or any combination of Roms or E-Proms. Below are listed the jumpers needed for each memory chip.

U1	
ROM Stern #25A-	E-PROMS (paper on top)
E9 to E8	E9 to E10
E28 to E26	E28 to E27
U2	
ROM	E-PROM
E5 to E1	E5 to E7
E2 to E6	E2 to E3

U5	
ROM	E-PROM
E19 to E20	E19 to E21
E29 to E31	E29 to E30
U6	
ROM	E-PROM
E13 to E12	E13 to E14
E25 to E22	E25 to E23

The MPU-200 can be down graded to act as a MPU-100 (Rom's Only) following are jumper modifications:

Remove - E32 - E33
Remove - E34 - E35

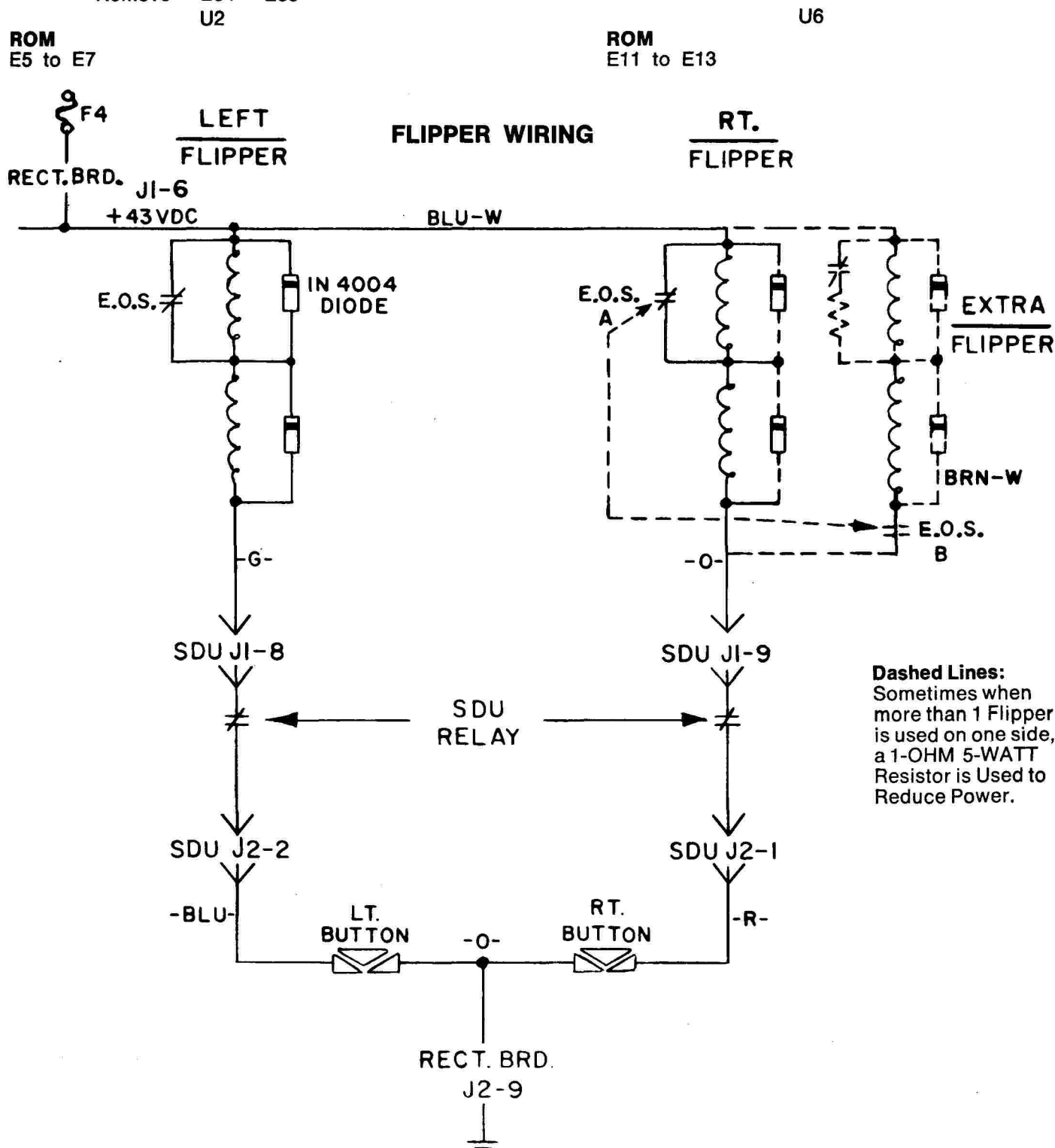


FIGURE 8-4. ADDITIONAL FLIPPER WIRING



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