

Gottlieb's

BUCK ROGERS

SOLID STATE
INSTRUCTION
MANUAL



D. Gottlieb & Co.

A Columbia Pictures Industries Company
165 W. Lake Street - Northlake, Illinois 60164
Phone: 312/562-7400 Telex: 72-8463

Price \$3.00

BUCK ROGERS

GAME PROM IS MARKED

“N”

INSERT GAME PROM WITH
INDENT NOTCH UP

SEE SECTION IX FOR DISCUSSION OF PROM
USED ON ELECTRONIC SOUND BOARD

I. INSTALLATION

To assemble the game, first bolt the legs to the cabinet. Place the lightbox atop the pedestal and inset the four #8 x 3/4 hex-head screws into the back of the pedestal. Open the lightbox and secure it to the cabinet with the long lightbox bolts. Connect all cables and gently but fully insert the connectors onto the printed circuit boards. Be sure to touch only the edges of the boards.

Inspecting the following items before plugging in the line cord may prevent future trouble:

1. Check that cables are clear of moving parts.
2. Look for any disconnected wires.
3. Check switches for loose solder or other foreign matter.
4. Check the soldering generally for cold joints.
5. Be certain all fuses are firmly seated.
6. Check the transformers for foreign matter across the terminals.

7. Be sure that the transformer wiring corresponds to the supply voltage.
8. Check the setting of the tilt switch on the underside of the playfield. One blade of this switch is free-floating with a weight on the end.

After levelling the machine, adjust the plumb-bob tilt (on left side of cabinet near front door) to the sensitivity desired.

II. GAME ADJUSTMENTS

A. Playfield Adjustments

Posts controlling access to the left and right outlanes can be adjusted. See page 8. The "conservative" (easier entry) position decreases playing time and scoring while the "liberal" position has the opposite effect.

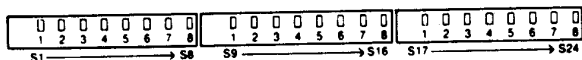
The game is shipped with adjustable posts in the position found to be suitable for the greatest number of players. Therefore the posts should not be changed unless the need is clearly evident.

NOTE: TOUCHING THE STATIC-SENSITIVE MOS COMPONENTS ON THE CPU CONTROL BOARD CAN DAMAGE THEM, MAKING THE GAME INOPERATIVE AND INVALIDATING THE WARRANTY.

CAUTION: IF GAME WAS SUBJECTED TO EXTREME COLD, ALLOW GAME TO WARM UP TO ROOM TEMPERATURE BEFORE PLUGGING IN LINE CORD.

B. Lightbox Adjustments

There are 24 switches on the Control Board (A1) which permit adjustment of the game parameters. These switches are contained in three packages of eight switches each, as shown below.



WARNING: TURN OFF POWER BEFORE MAKING ADJUSTMENTS!

SWITCHES				COIN CHUTE ADJUSTMENTS
S1	S2	S3	S4	#1 Coin Chute
S5	S6	S7	S8	#2 Coin Chute

				Coins/Credits
OFF	OFF	OFF	OFF	.1/1
OFF	OFF	OFF	ON	.1/2
OFF	OFF	ON	OFF	.1/3
OFF	OFF	ON	ON	.1/4
OFF	ON	OFF	OFF	.1/5
OFF	ON	OFF	ON	.1/6
OFF	ON	ON	OFF	.1/7
OFF	ON	ON	ON	.1/8
ON	OFF	OFF	OFF	.1/9
ON	OFF	OFF	ON	.2/1
ON	OFF	ON	OFF	.2/2
ON	OFF	ON	ON	.2/3 Note 1
ON	ON	OFF	OFF	.2/4
ON	ON	OFF	ON	.2/5
ON	ON	ON	OFF	.2/3 Note 2
ON	ON	ON	ON	.3/1 Note 3

Note 1: No credits until second coin is deposited.

Note 2: First coin gives one credit. Second coin gives two credits provided that no score is made between first and second coin. If scoring occurred, second coin becomes a "first" coin, giving one credit.

Note 3: No credit until third coin is deposited.

SWITCH 9	BALLS PER GAME
ON	.3
OFF	.5

SWITCH 10	MATCH FEATURE
ON	IN
OFF	OUT

SWITCH 11	(See Note A)	GAME MODE
ON		REPLAY
OFF		EXTRA BALL

SWITCH 12	TILT EFFECT
ON	BALL IN PLAY ONLY
OFF	GAME OVER

SWITCH 13	CREDITS DISPLAYED?
ON	YES
OFF	NO

SWITCH 14	CREDIT BUTTON TUNE?
ON	YES
OFF	NO

SWITCH 15	} NOT USED—MAY BE ON OR OFF
SWITCH 16	

SWITCHES		MAXIMUM CREDITS
17	18	
OFF	OFF	5
OFF	ON	8
ON	OFF	10
ON	ON	15

SWITCH 19	(See Note B)	COIN CHUTE CONTROL
ON		CHUTES SAME
OFF		CHUTES SEPARATE

SWITCH 20	TONES WHEN SCORING?
ON	YES
OFF	NO

SWITCH 21	HIGH GAME TO DATE DISPLAYED?
ON	YES
OFF	NO

SWITCH 22	BEATING HIGH GAME TO DATE AWARDS.
ON	.3 REPLAYS
OFF	NO REPLAYS

SWITCH 23	COIN SWITCH TUNE?
ON	YES
OFF	NO

SWITCH 24	NOT USED—MAY BE ON OR OFF
------------------	---------------------------

Note A: IF SWITCH 11 IS OFF, SWITCHES 10 AND 22 HAVE NO EFFECT; THE MATCH FEATURE IS DISABLED AND NO REPLAYS ARE AWARDED FOR BEATING HIGH GAME TO DATE.

Note B: WHEN SWITCH 19 IS ON, SWITCHES 5-8 HAVE NO EFFECT; SWITCHES 1-4 CONTROL BOTH COIN CHUTES.

III. BUCK ROGERS

GAME FEATURES (3 BALL)

Completing the B-U-C-K rollover sequence will reset and light the red drop targets to score "Special".

Completing the red drop targets scores 10,000 points, adds one bonus and resets the red drop targets.

Moving the vari-target arm from base to return to base:

With one hit will score 10,000 points, reset and light yellow drop targets, lights the kickout hole to score bonus and lights the extra ball rollover.

With two hits will score 5000 points, reset and light yellow drop targets.

With three hits will score 3000 points, reset yellow drop targets and light the left pair of yellow drop targets.

With more than three hits will score 1000 points.

Completing all of the yellow drop targets before a reset will also advance the bonus multiplier or if 5X is lit score 5000 points.

The pop bumpers and the rollover buttons score 1000 points.

FEATURE CHANGES FOR 5 BALL OPERATION ARE:

The pop bumpers and the rollover buttons score 100 points.

IV. GAME OPERATION

With the line cord unplugged drop a coin into one of the chutes. It should be rejected. Plug the line cord *only* into a properly-grounded 3-wire receptacle of the correct voltage. Turn on the game by pressing the main switch located on the cabinet bottom near the front right corner.

After a five-second delay all score displays will light and read zeros. The credit display will show the number of credits remaining and the ball in play display will show

"70." If the credits fail to light, turn off the game and inspect the normally closed switch on the ball-roll assembly and on the front door. Turn on the game; if the problem remains, refer to Section VI. (Troubleshooting).

Five seconds after the score displays light, they will flash "High Game to Date" score for one second. This cycle continues until the game is started. All playfield lights controlled by the micro-processor will be off.

Insert one or more coins and note that the correct number of credits are added on the credit display according to the information on the coin entrance plate. Press the credit button to reset the game; the ball should now be at the shooter. The first player score reads "0" and flashes, indicating that that player is now scoring. The other player displays are blank and a "1" appears on the ball-in-play display.

Additional players are indicated by a "0" showing in each corresponding player display. Thus if there are three players, a "0" will show in the first three player displays. After the fourth player has been added (or when the credit display reads "0"), the credit button has no effect.

The game features are described in Section III. When the ball enters the outhole, the bonus is scored, the ball is kicked to the shooter, and the display of the player now scoring begins to flash and continues to flash until a score is made. All playfield features reset after each ball. When the "Shoot Again" light is lit, neither the player designation (the flashing display) nor the ball-in-play display changes when the ball enters the outhole. Only one extra ball per ball in play can be given.

The number of balls per game is adjustable. When the last ball enters the outhole, the "Game Over" and "Number to Match" lights come on. A random number appears

in the ball-in-play display and if this number matches the last two digits in the player's score, a replay is added to the credit display. At this time a "High Game to Date" score is periodically flashed in all four player displays. When this score is achieved, three replays are given. This feature is adjustable.

Tilting the machine results in the loss of the ball in play or the entire game, depending upon the Tilt Reset adjustment. With this adjustment "on," the game comes on again when the ball enters the outhole, and play resumes. There is a normally-closed switch on the front door and one in the ball-roll assembly. If either of these switches opens from raising the front of the cabinet or pounding the front door, the entire game is ended. The "Game Over" light comes on and for three seconds the coin chute switches and replay button are inactive. This prevents accidental closing of these switches from residual vibration.

V. BOOKKEEPING FUNCTIONS AND SELF-TESTING

The circuitry in this game helps the operator perform many bookkeeping functions. The information is shown one step at a time on the first player score display while the step number is shown in the credit display. Pressing the button on the inside of the front door (the play/test button) begins the bookkeeping and advances it to the next step each time the button is pressed. If the button is not pressed within sixty seconds of each step, the machine returns to normal playing condition.

The data in any bookkeeping step may be reset to zero while it is displayed by pressing Switch Button #25 on A1, the CPU control board in the lightbox. Then the play/test button must be pressed to enter the zero.

NOTE:

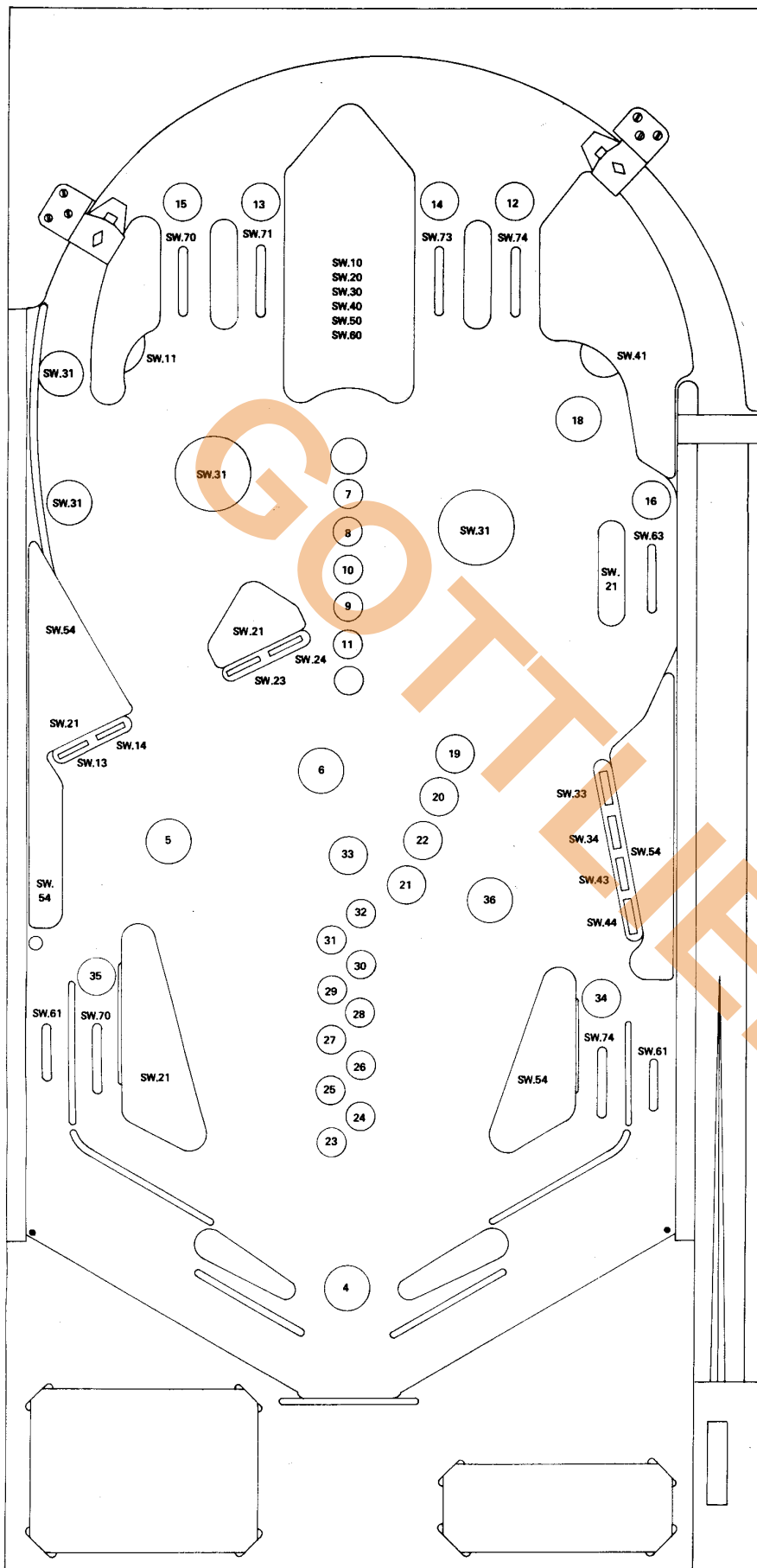
RESET ALL DROP TARGETS BEFORE STARTING SELF/TEST.

STEP (Credit Display)	INFORMATION SHOWN (First Player Display)
0	Total coins through #1 coin chute (left chute).
1	Total coins through #2 coin chute.*
2	Total plays.
3	Total replays given.
4	Number of times anti-cheat switches on front door and on ball-roll assembly have opened.
5	Total extra balls.
6	Number of tilts.
7	First high score replay.
8	Second high score replay.
9	Third high score replay.
10	Current "High Game to Date" score.
11	Display test: All digits in first and third player displays step "0" through "9."**
12	Display test: All digits in second and fourth player displays step "0" through "9."**
13	Self-test: All CPU-controlled lights come on for five seconds. Each solenoid is energized one at a time. All closed switches noted by a code number in ball-in-play display.

*If chutes are adjusted to be the same, coins deposited in either chute add only to the #1 chute total.

**If button is not pressed within two 0-9 cycles, machine returns to normal playing condition.

SWITCH MATRIX AND LAMP LOCATION SWITCHES ON MATRIX



SW. MATRIX NUMBER	SWITCH FUNCTION
SW.00	Test Button (On Front Door)
SW.01	#1 Coin Chute (On Front Door)
SW.02	#2 Coin Chute (On Front Door)
SW.03	Replay Button (On Front Door)
SW.04	Tilt Switches
SW.10	#1 Vari-Target
SW.11	Bulls-Eye Target.
SW.13	#1 Yellow Drop Target
SW.14	#2 Yellow Drop Target
SW.20	#2 Vari-Target
SW.21	10 Point Switches (4)
SW.23	#3 Yellow Drop Target
SW.24	#4 Yellow Drop Target
SW.30	#3 Vari-Target
SW.31	Pop Bumpers (2) and Rollover Buttons (2)
SW.33	#1 Red Drop Target
SW.34	#2 Red Drop Target
SW.40	#4 Vari-Target
SW.41	Kickout Hole
SW.43	#3 Red Drop Target
SW.44	#4 Red Drop Target
SW.50	#5 Vari-Target
SW.54	50 Point Switches (4)
SW.60	#6 Vari-Target
SW.61	Outside Rollovers (2)
SW.63	Right Side Rollover
SW.70	"B" Rollover (2)
SW.71	"U" Rollover
SW.73	"C" Rollover
SW.74	"K" Rollover (2)

CPU CONTROLLED LAMPS

LAMP NUMBER	LAMP FUNCTION
1	Game Over Relay (Lamp in Lightbox)
2	Tilt Relay (Lamp in Lightbox)
3	High Game to Date (In Lightbox)
4	Same Player Shoots Again (Playfield & Lightbox)
5	Left Advance Multiplier
6	Right Advance Multiplier
7	#5 Bonus
8	#4 Bonus
9	#2 Bonus
10	#3 Bonus
11	#1 Bonus
12	Top "K" Rollover
13	"U" Rollover
14	"C" Rollover
15	Top "B" Rollover
16	Extra Ball
17	Vari-Target Reset
18	Score Bonus When Lit
19	5X Bonus
20	4X Bonus
21	2X Bonus
22	3X Bonus
23	1000 Bonus
24	2000 Bonus
25	3000 Bonus
26	4000 Bonus
27	5000 Bonus
28	6000 Bonus
29	7000 Bonus
30	8000 Bonus
31	9000 Bonus
32	10,000 Bonus
33	20,000 Bonus
34	Bottom "K" Rollover
35	Bottom "B" Rollover
36	Special

TO CHANGE REPLAY SCORES OR "HIGH GAME TO DATE" SCORE:

- 1) Press the play/test button on the front door at one-second intervals to advance to step 7 (first high score replay).
- 2) Reset the display by pressing Switch Button #25 on A1, the CPU control board.
- 3) Press the replay button. This causes the display to advance by 10,000's. Hold in the replay button until the desired replay score is shown.
- 4) The new score is entered by advancing to the next function by pressing the play/test button.

To eliminate entirely one or more replay scores, set step 7, 8, or 9 at zero (as in #2 above), then press the play/test button to enter the value.

The switches and solenoids are checked in Step 13 in the order given in the following lists. A faulty solenoid or a closed switch that should be open will not stop the test sequence; the code number of the component will be shown in the ball-in-play display. The machine returns to the normal playing condition at the end of the test. It will do also if a tilt switch is closed, if an anti-cheat switch is opened, or if the power is interrupted.

SOLENOID NUMBER	SOLENOID
1	Outhole
2	Knocker
3	Tens
4	Hundreds
5	Thousands
6	Kickout Hole
7	Red Target Bank Reset
8	Yellow Target Bank Reset

SPECIAL NOTE:

The Vari-Target is reset through controlled lamp circuitry and will not energize during solenoid test.

VI. TROUBLE-SHOOTING GUIDE

Trouble-shooting the solid-state pinball game on location includes inspection and repair of the electro-mechanical devices and wiring, and inspection and replacement of printed circuit boards. Repair of printed circuit boards on location, while possible, is best done in a properly equipped shop.

Before replacing the control board (A1) or the driver board (A3), measure the voltages on the power supply (A2) after first disconnecting the two connectors A2J2 and A2J3. Before replacing any printed circuit board, check all connectors, crimp connections, and wire continuity.

WARNING! TURN OFF POWER BEFORE REMOVING ANY WIRE CONNECTORS OR REPLACING ANY PRINTED CIRCUIT BOARDS. ALL CONNECTORS MUST BE RECONNECTED BEFORE TURNING POWER ON AGAIN.

Basic game troubleshooting involves determining that the game powers up 5 seconds after power is turned on. If the 5 second delay does not occur, check the TILT and SLAM (anti-cheat) switches. Cycle the game through the self-test procedures described in SECTION V and observe any malfunctions. Detailed troubleshooting procedures and diagrams are in the Solid-State Pinball Game Service Manual.

VII. ROUTINE MAINTENANCE

After a successful completion of the self-test, check the playfield for dirt or particles. The playfield should be cleaned frequently with a non-abrasive wax-based cleaner. Any of the polishes made specifically for use on pinball machine playfields may be used. Make certain that kicker fulcrums and all pivot points receive a drop of fine oil. The pop bumper cup switches, the drop target shanks and the discs of Vari-targets should be lightly coated with White Lube, a special Gottlieb lubricant available at distributors.

When the playboard is clean and all components are working properly, start the game and try each feature. Make certain each rollover operates, that each pop bumper scores and kicks correctly and that in general everything works as it should. If an intermittent or dirty switch is found, clean the points by pressing them together with a piece of paper or a business card between them, moving the card back and forth.

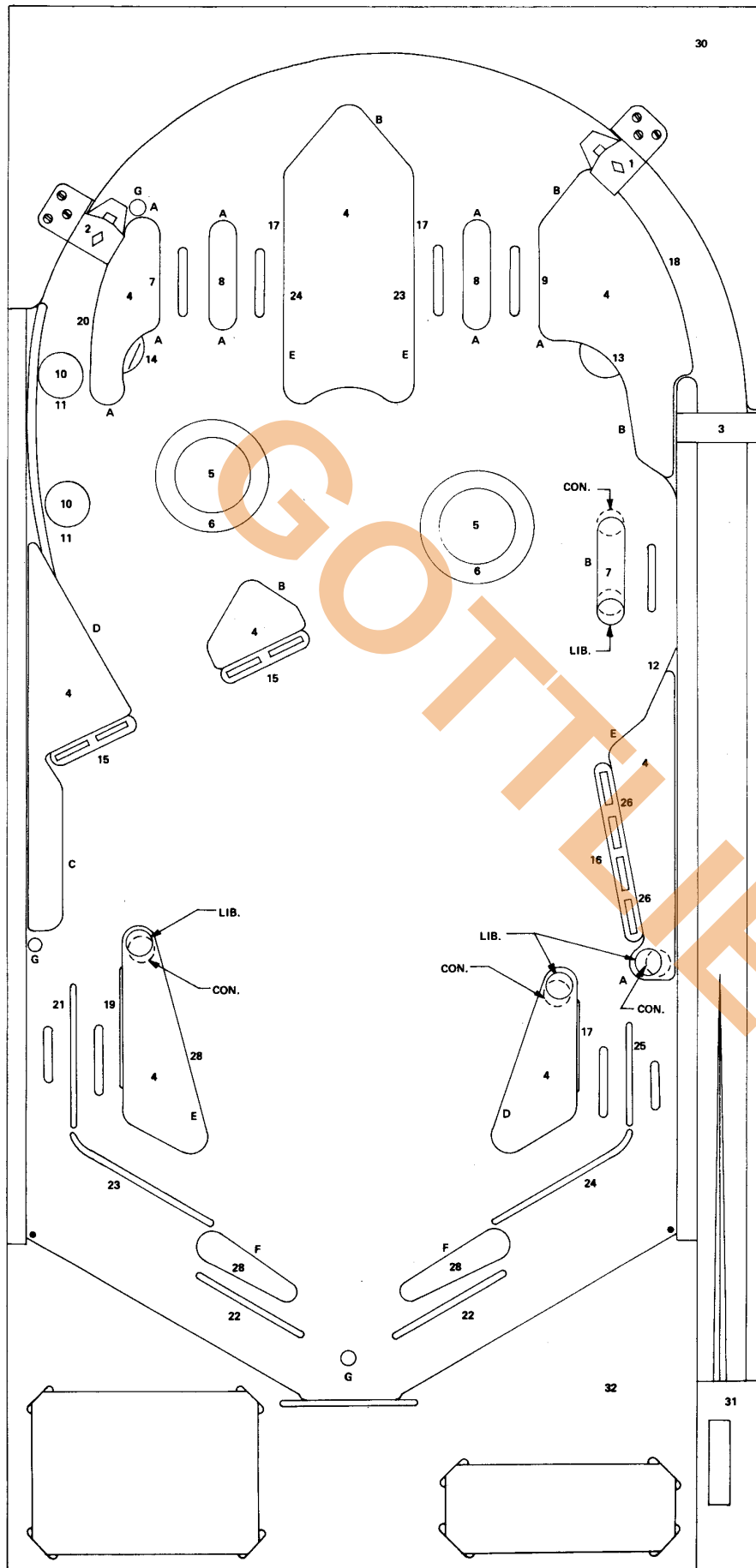
WARNING: DO NOT FILE, BURNISH OR IN ANY WAY ABRASE GOLD-PLATED SWITCH CONTACTS.

The only switches whose points may be burnished are the pop bumper cup switches, the rubber-actuated switches on kicking rubber units, and the flipper button switches.

VIII. SERVICE AND PARTS

A-9430	Plunger Link
A-18354	Assembly Ball Striker Arm
A-18356	Assembly of Track Frame and Studs
B-18358	Ball Return Fence
C-18359	Ball Return Fence
A-18549	Ball Return Plunger
C-18638	Complete Ball Return Unit (Less Fences)
A-18687	Assembly of Plunger and Link
A-18688	Assembly Rollover Wire, Switch and Bracket
A-18702	Assembly of Coil Stop Bracket
A-19372	Plastic Shield Set
A-19299	Vari-Target Disc

NOTE: Buck Rogers Uses Prom Marked "N."



PLAYBOARD INFORMATION

RUBBER RINGS

A—A-10217	(9)
B—A-10219	(5)
C—A-10221	(1)
D—A-10222	(2)
E—A-10223	(4)
F—A-13151	(2)
G—A-15705	(3)

PARTS LIST

1. A-3290 Ball Gate—Right.
 2. A-18469 Ball Gate—Left.
 3. A-8215 Ball Deflector.
 4. C-19372 Plastic Shield Set.
 5. Blue Pop Bumper A-13905 and A-15200 Cap in Blue and Red. (2)
 6. B-8246 Pop Bumper Platter. (2)
 7. A-9395 Yellow Plastic Guide Rail. (2)
 8. A-9396 Yellow Plastic Guide Rail. (2)
 9. A-9397 Yellow Plastic Guide Rail.
 10. D-11966 Red Rollover Insert. (2)
 11. D-11968 White Rollover Button. (2)
 12. A-19322 Metal Flat Rail.
 13. A-16038 Ball Snubber.
 14. A-9383 Plastic Target.
 15. 2 Pos. Yellow Drop Target Bank A-15177 in Black. (2)
 16. 4 Pos. Red Drop Target Bank A-17147 in White.
 17. A-3722 Ball Guide Rail. (3)
 18. A-4246 Ball Guide Rail.
 19. A-4832 Ball Guide Rail.
 20. A-4833 Ball Guide Rail.
 21. A-13782 Ball Guide Rail.
 22. A-13798 Ball Snubber Rail. (2)
 23. A-14571 Ball Guide Rail. (2)
 24. A-14572 Ball Guide Rail. (2)
 25. A-17106 Ball Guide Rail.
 26. A-18070 Ball Guide Rail. (2)
 27. B-19331 Ball Guide Rail.
 28. A-15836 Kicking Rubber.
 29. C-13150 White Jumbo Flipper. (2)
 30. D-4806 Top Arch G; D.D.
 31. C-9767 Ball Shooter Gage.
 32. D-13647-1E Card Holder
- C-11561 Plastic Post 1" High—(37)
C-11562 Plastic Post 1-3/16" High—(2)

CON. = CONSERVATIVE.
LIB. = LIBERAL.

IX. ELECTRONIC SOUND

A. DESCRIPTION

The electronic sound circuitry produces tunes in response to the following conditions: TILT switch closure, coin switch closure, credit button closure, and GAME OVER. In addition, tones or sounds are produced by scoring switches and by carry generation from 10's to 100's and 100's to 1000's. Either tones or sounds are selectable with SWITCH S1.

An attract mode tune will play every six minutes when the game is idle, if SWITCH S2 is off.

All tunes, tones, and sounds will be

generated sequentially when the TEST SWITCH, S3 is closed.

Volume is controlled by adjusting the potentiometer on the electronic sound circuit board.

The component location diagram indicates the location of all available adjustments (SECTION IX-E).

PROM U4 is programmed with specific sounds for each game and is marked with the same letter as the game PROM on the control board, plus the letters SND. PROM U4 must be inserted with the indent notch down.

B. TROUBLE-SHOOTING

Press TEST SWITCH S3 to test the electronic sound circuitry.

Check voltages at points indicated on the schematic diagram.

Check that PROM U4 is installed properly. The sound circuitry will not operate without a PROM.

Check edge connector A7 for secure connection.

C. PARTS LIST AND CABLE CONNECTORS

CONNECTOR A7

PIN	WIRE COLOR	FUNCTION
1	—	Spare
2	—	Spare
3	077	Game Over thru A6-P5-Pin 13
4	244	100 Point
5	255	1000 Point
6	311	10 Point
7	177	Tilt thru A6-P5-Pin 14
8	066	Output
9	444	AC Input
10	411	AC Input
11	*54	Ground
12	—	Spare Ground

All wires #22 gauge unless specified *(18 gauge)

C. PARTS LIST AND CABLE CONNECTORS**PARTS LIST****RESISTORS**

7		2.7K OHM, ¼W. 5% (R1-R7)
1		2.7 OHM, ¼W. 5% (R9)
1		6.8K OHM, ¼W. 5% (R10)
1		430 OHM, ½W. 5% (R11)
1		2.7M OHM, ¼W. 5% (R12)
1		1.8M OHM, ¼W. 5% (R13)
1		22.1K OHM, ¼W. 1% (R14)
1		10K OHM, ¼W. 5% (R15)
1		5.6K OHM, ¼W. 5% (R16)
1		270K OHM, ¼W. 5% (R17)
1	X201R 253B	25K OHM, ¼W. 10% Potentiometer (Pot. 1) CTS

CAPACITORS

5	C320C103MIR5CA	0.01 MFD, 100 V. 20% (C1-C5) KEMET
1	501D108F025QS	1,000 MFD, 25V. Min. (C6) SPRAGUE
1	5030476F035NB	47 MFD, 25V. Min. (C7) SPRAGUE
2	503D477F035QE	470 MFD, 25V. Min. (C8-C9) SPRAGUE
4	C330C104MIR5CA	0.1 MFD, 100V. 20% (C10-C13) KEMET
1	561CC0GBD102AE100J	10 PFD, 1000V. 5% (C14) NPO Type SPRAGUE
1	563CY5SJA250AG473M	0.047 MFD, 25V. 20% (C15) SPRAGUE
1	562CX5EBA251AE101M	100 PFD, 250V. 20% (C20)
1		0.0033 MFD, 50V. 20% (C16) KCK
1	501D106F035LL	10 MFD, 25V. Min. (C19) SPRAGUE

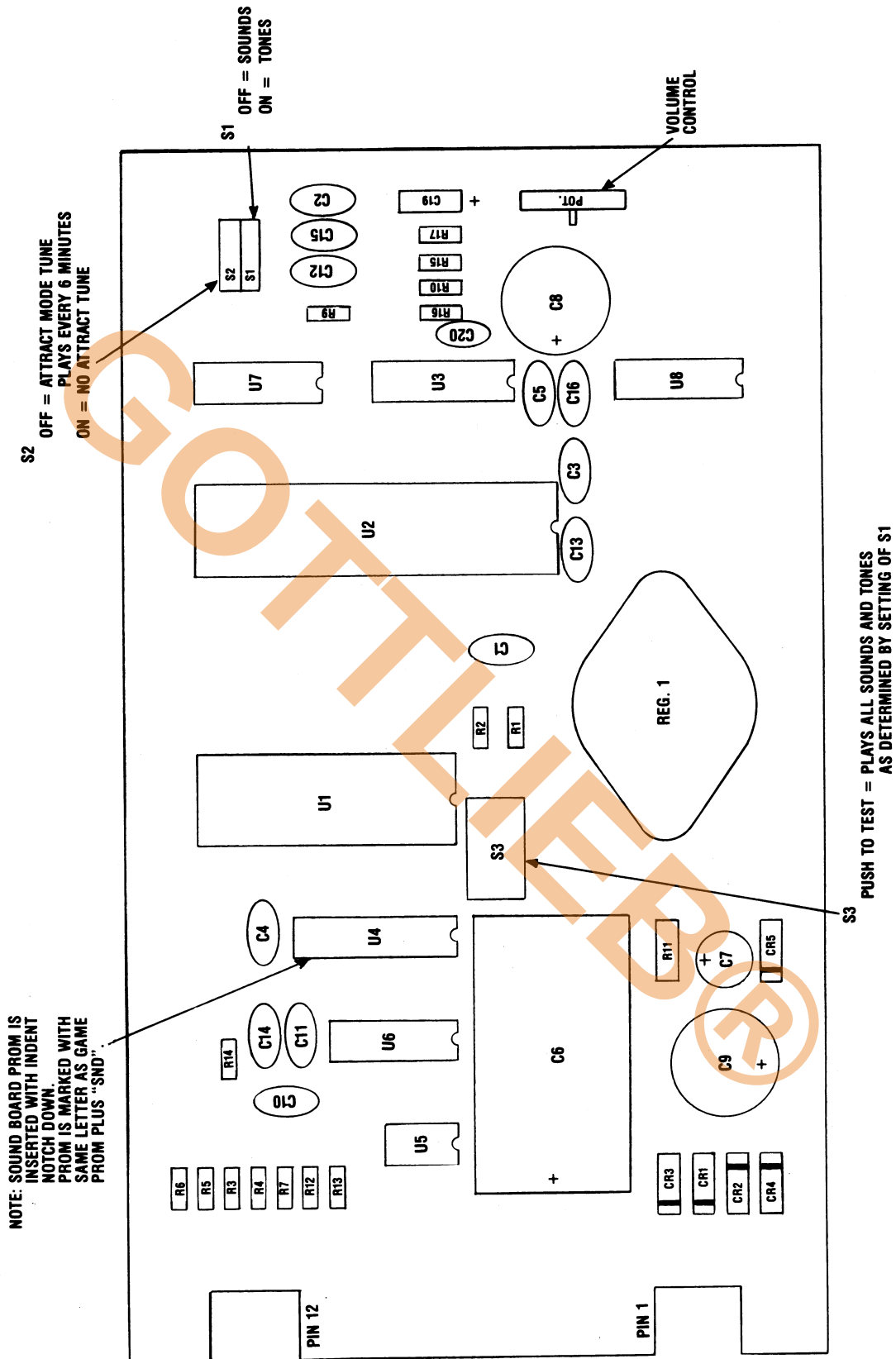
INTEGRATED CIRCUITS & SEMICONDUCTORS

1	R6503	CPU-(U1) ROCKWELL
1	R6530C: R3014-12	ROM/RAM/I/O—(U2) ROCKWELL
1	SSS1408-6P	DAC—(U3) PMI
1	HM7643-5	PROM—(U4) HARRIS
1	NE555P	Timer—(U5) T.I.
2	SN7404N	Inverter—(U6, U7) T.I.
1	LM380N	Amplifier—(U8) NATIONAL
4	1N4004	Diode (CR1-CR4)
1	1N4742A	12V., 1W. 5% Zener Diode (CR5)
1	MLM309K	5V. Regulator (Reg. 1) MOTOROLA

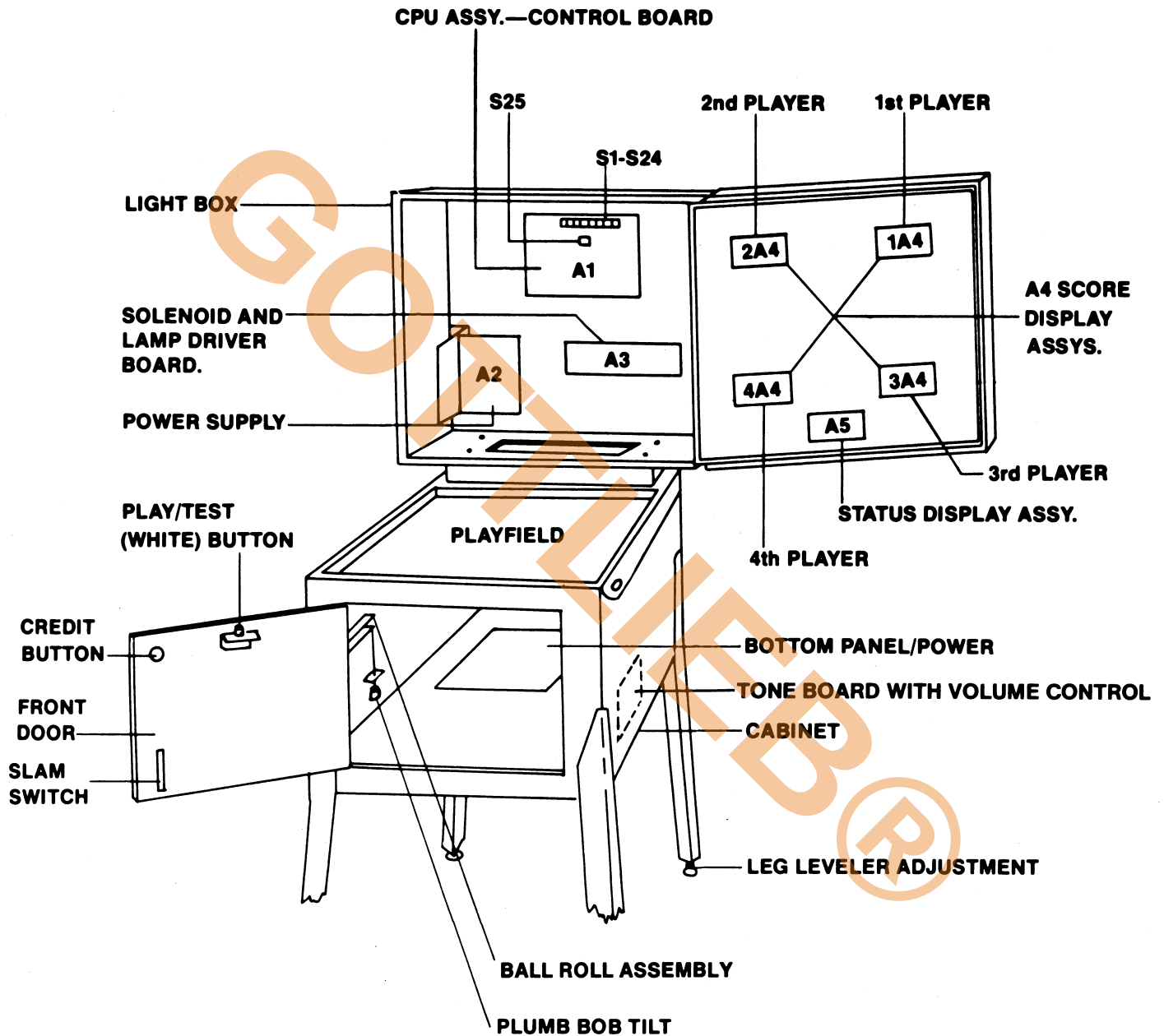
MISCELLANEOUS

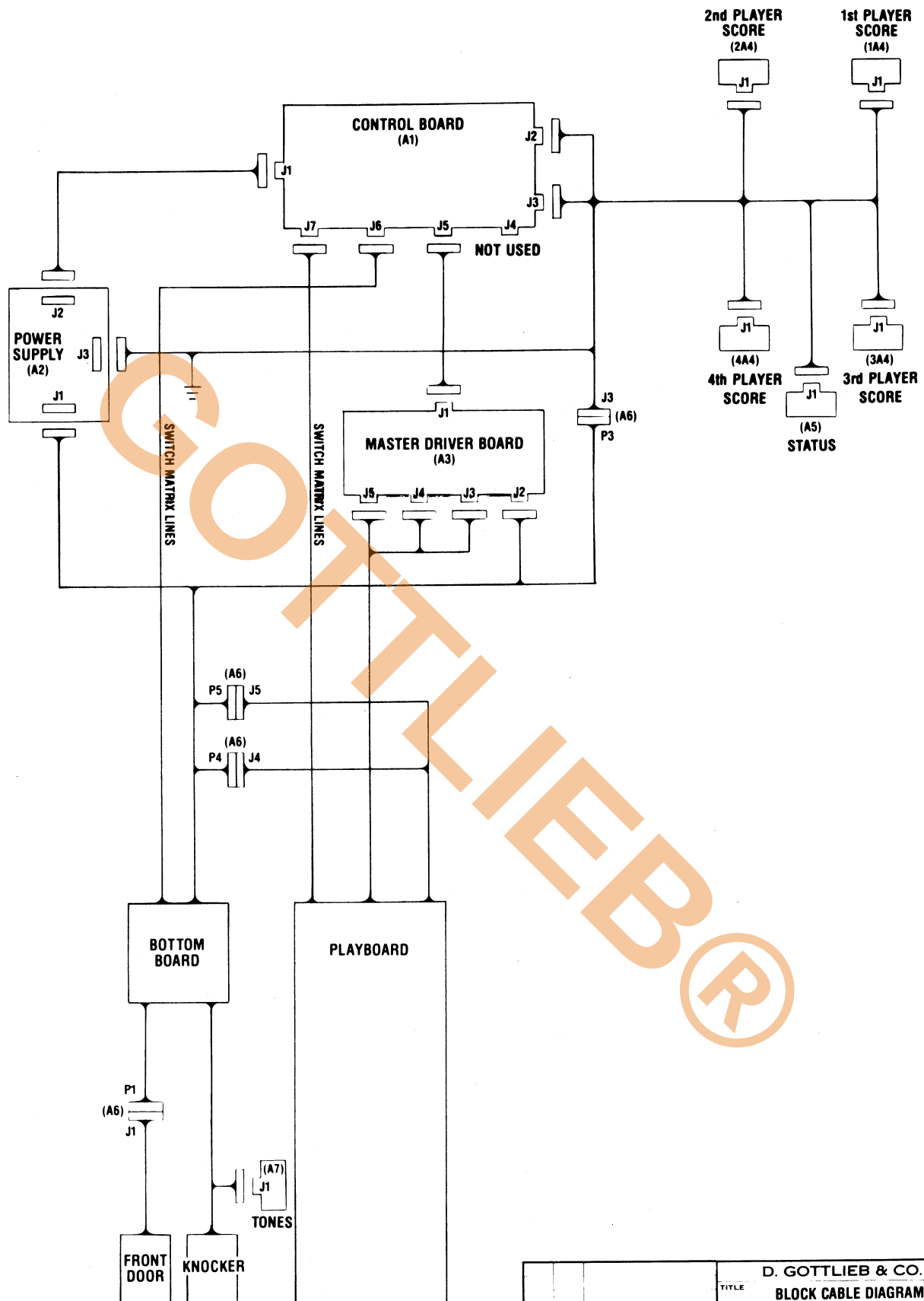
1	76SB02	2 Pos. Dip Sw. (S1, S2) GRAYHILL
1	EVQ-PAR-11K	Momentary Push Button Sw. (S3) PANASONIC
1	640359-1	Socket, 18 Pin (Prom Socket) AMP INC.
1	09-01-6121	12 Pin PCB Connector (A7-J1) MOLEX
1	#6013B	Heat Sink—THERMALLOY

E. COMPONENT LOCATION



COMPONENT LOCATION DIAGRAM





D. GOTTLIEB & CO.			
TITLE		BLOCK CABLE DIAGRAM	
USED ON		SOLID STATE	
DRAWN	APPROVED	DATE	C-18012
ISSUE DATE	REVISIONS		

Color Code Chart	
0	Black
1	Brown
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Purple
8	Slate

NOTE: 1

> TO PLAYBOARD

>> TO LIGHTBOX

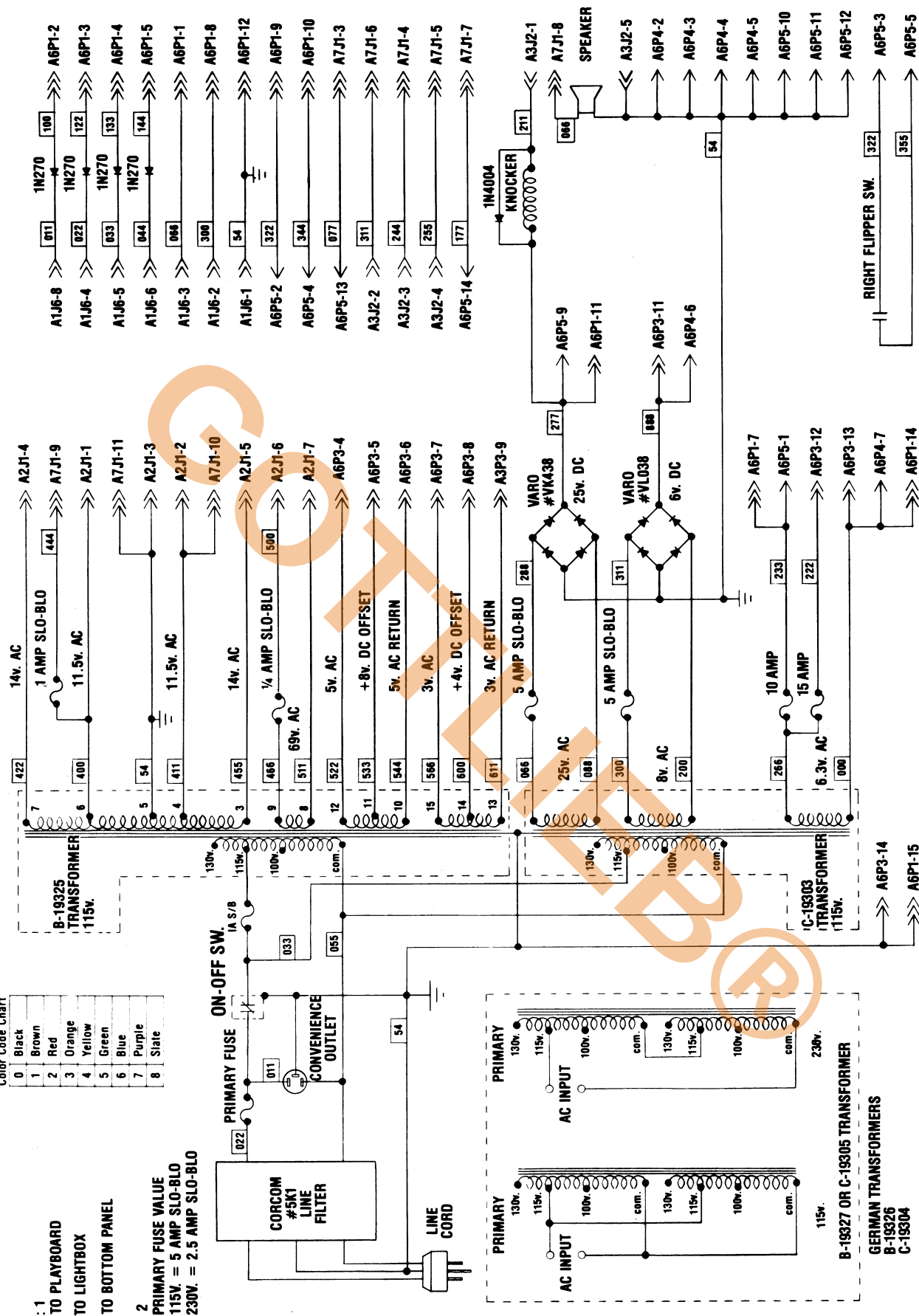
>>> TO BOTTOM PANEL

NOTE 2

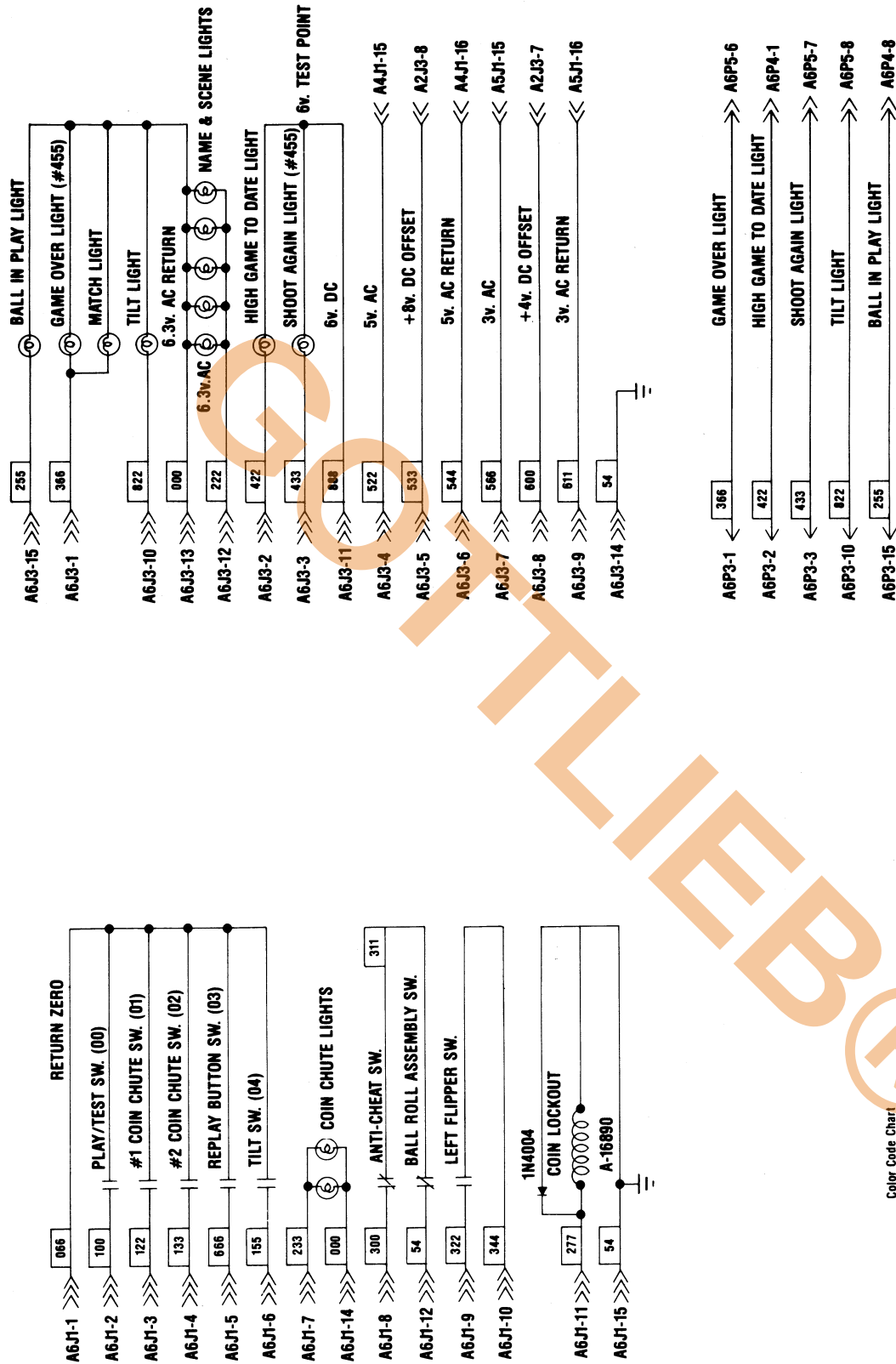
PRIMARY FUSE VALUE

115V. = 5 AMP SLO-BLO

230V. = 2.5 AMP SLO-BLO



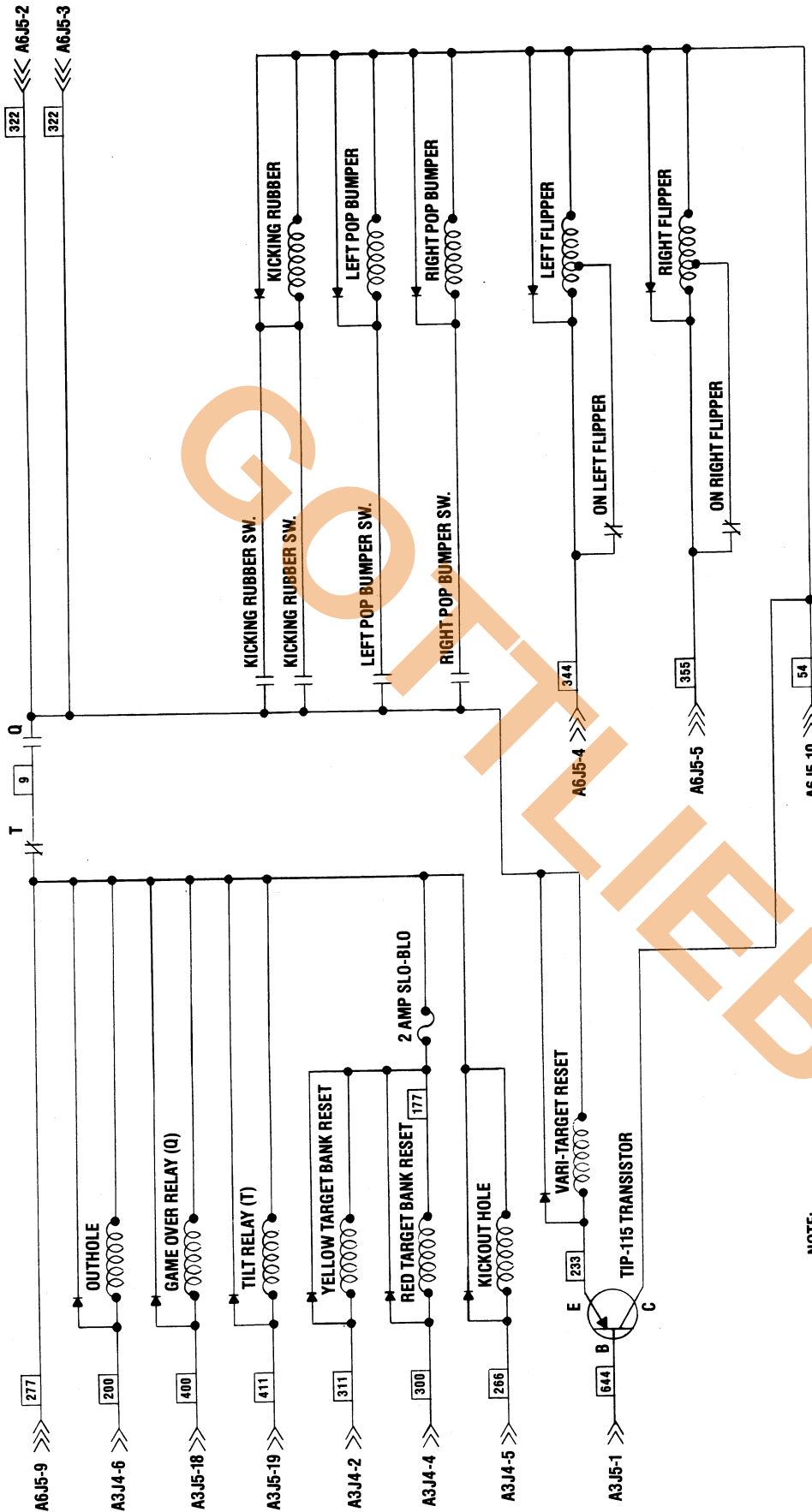
D. GOTTLIEB & CO.	
TITLE	BOTTOM BOARD SCHEMATIC
USED ON	SOLID STATE
DRAWN	APPROVED DATE
ISSUE DATE	REVISIONS
	C-19393



D. GOTTLIEB & CO.	
TITLE	SCHEMATIC
USED ON	SCHEMATIC
DRAWN	APPROVED DATE
ISSUE DATE	REVISIONS
C-19410	



			D. GOTTLIEB & CO.
		TITLE	SWITCH MATRIX USED ON BUCK ROGERS
		ISSUE DATE	REVISIONS
		DRAWN	APPROVED DATE
			C-19392



NOTE:

>>> FROM LIGHTBOX

>>> FROM BOTTOM BOARD

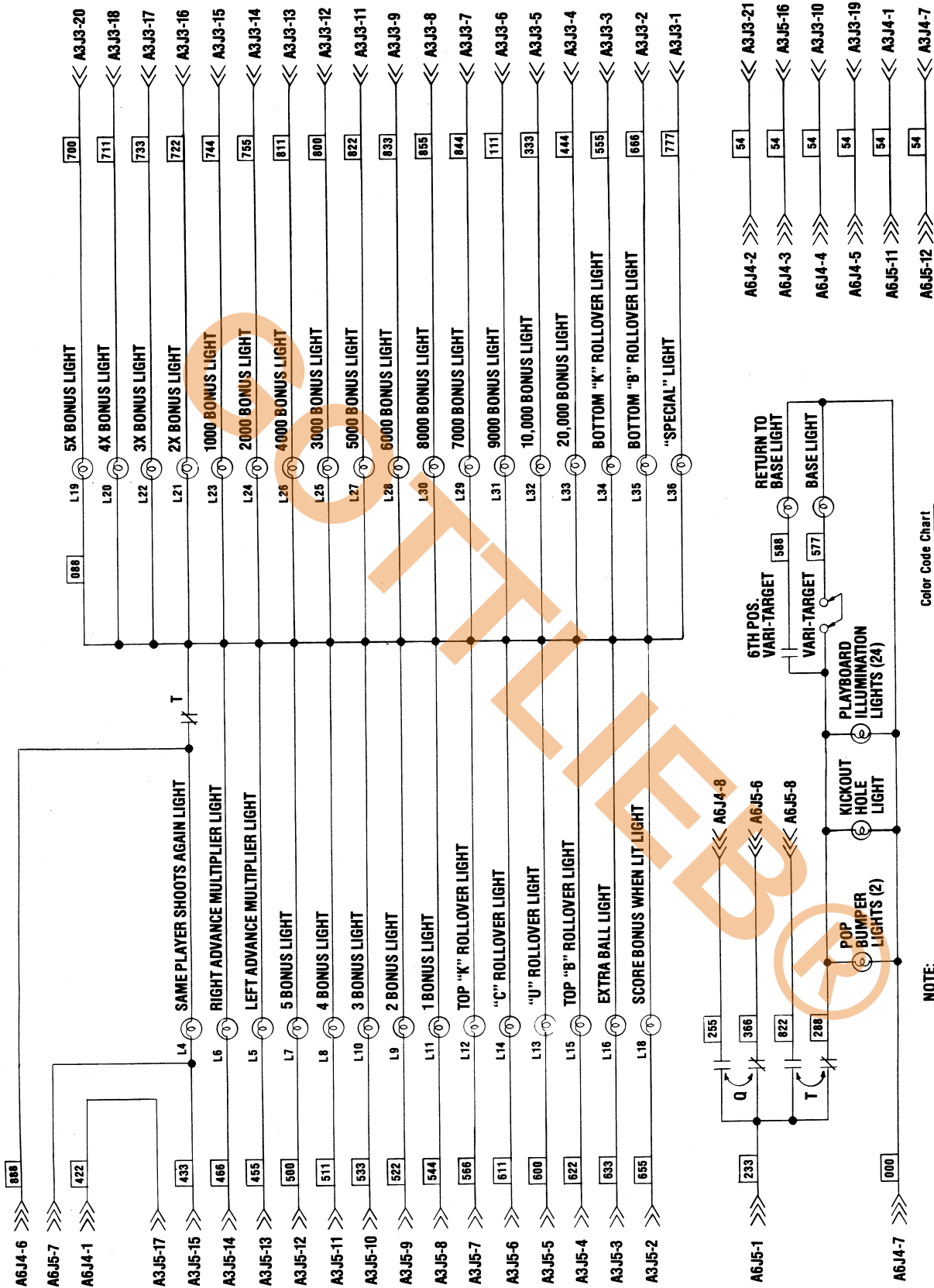
ALL DIODES ARE 1N4004

Color Code Chart	
0	Black
1	Brown
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Purple
8	State

COILS USED

PART NO.	DESCRIPTION
A-16570	OUTHOLE
A-16890	GAME OVER RELAY (O)
A-16890	TILT RELAY (T)
A-18318	YELLOW TARGET BANK RESET
A-18318	RED TARGET BANK RESET
A-16570	KICKOUT HOLE
A-17564	VARI-TARGET RESET
A-5194	KICKING RUBBER
A-17875	FLIPPER COILS
A-1496	RIGHT POP BUMPER
A-5194	LEFT POP BUMPER

D. GOTTLIEB & CO.	
TITLE	PLAYBOARD SOLENOIDS
USED ON	BUCK ROGERS
DRAWN	APPROVED DATE
ISSUE DATE	REVISIONS
	C-19390



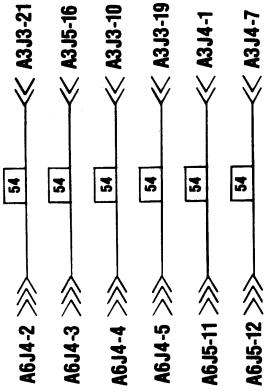
NOTE:

>> FROM LIGHTBOX

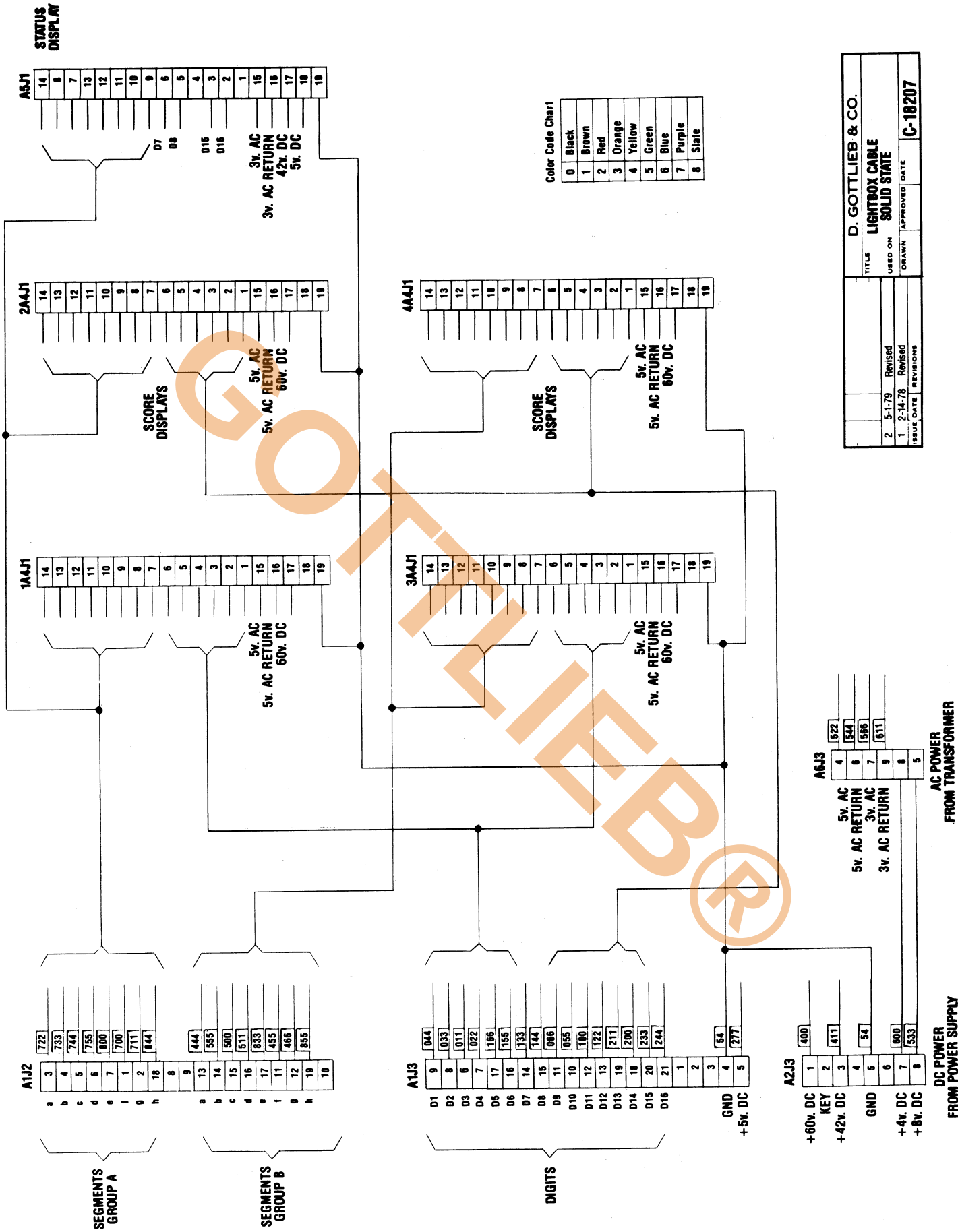
>>> FROM BOTTOM BOARD

Color Code Chart

0	Black
1	Brown
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Purple
8	State



D. GOTTLIEB & CO.	
TITLE	PLAYBOARD ILLUMINATION
USED ON	BUCK ROGERS
DRAWN	APPROVED
DATE	DATE
ISSUE	REVISIONS
8	C-19391



SELBSTTEST-PROGRAMM

Durch Betätigung des Testknopfes an der Innenseite der Kassentür kann das untenstehende Selbsttest-Programm abgerufen werden. Wird der Knopf innerhalb von 60 Sekunden nicht wieder betätigt, so kehrt das Programm in die normale Spielbereitschaft zurück. Soll eine gespeicherte Information gelöscht werden, ist der Kontakt Nr. 25 auf der CPU-Platine A1 im Aufsatz zu betätigen. Weitere Informationen im Bedienungshandbuch.

PRÜFSTUFE

(angezeigt in der Kreditanzeige)

INFORMATION

(angezeigt in der 1. Spieleranzeige)

0	Anzahl der in den linken Münzprüfer eingeworfenen Münzen
1	Anzahl der in den rechten Münzprüfer eingeworfenen Münzen
2	Anzahl der Spiele
3	Anzahl der Freispiele
4	Anzahl der gestörten Spiele (anti-cheat und Kugel-tilt)
5	Anzahl der Extra-Bälle
6	Anzahl der gekippten Spiele
7	Höhe des ersten Freispiels
8	Höhe des zweiten Freispiels
9	Höhe des dritten Freispiels
10	Höchste zuletzt erreichte Punktezahl
11	Test der Anzeigen des 1. und 3. Spielers. Die Ziffernanzeigen werden schrittweise von "0" bis "9" betätigt. ++)
12	Test der Anzeigen des 2. und 4. Spielers. Die Ziffernanzeigen werden schrittweise von "0" bis "9" betätigt. ++)
13	Automatischer Selbsttest: Alle CPU-gesteuerten Lämpchen leuchten für 5 Sekunden auf. Ebenso werden alle Zugspulen einzeln betätigt. Fehlerhaft geschlossene Kontakte werden in der "Kugel im Spiel"-Anzeige angezeigt. (siehe Kontakt-Code im Bedienungshandbuch.)

++) Wenn der Testknopf während der 0–9 Schritte nicht gedrückt wird, schaltet das Programm in die normale Spielbereitschaft zurück.