

IV. GAME PLAY AND SCORING

OFFENSE

- Score goals by advancing soccer ball (white lights) up the right or left lane to top rollovers. Each lit target hit makes one step. Three steps advances ball.

DEFENSE

- Game moves defense (yellow lights) to block advancing offense. Hitting three unlit targets or yellow pop bumpers advances defense.

PASSING

- Player can pass between left and right lanes by using the green buttons on the side of cabinet.
- Three passes are given for each ball in play.

The offense and defense can exist on only one side of the playfield at a time. The defense tries to prevent the offense from getting to the goal (top rollovers). When the offense lands on the defense, the defense gets pushed back. When the defense lands on the offense, the offense gets pushed back. Passing with the cabinet buttons to the opposite side of the field will confuse the defense.

SPECIAL

- Scoring four goals (3-ball) or five goals (5-ball) on any one ball lights center rollover for SPECIAL.
- Center rollover awards SPECIAL.

FREE KICK (EXTRA BALL)

- Completing either white drop target bank lights right hole for FREE KICK (EXTRA BALL).
- When lit, ball can be captured. If captured, the Free Kick Mode begins by releasing a ball to the shooter lane.

- All pass lamps remain lit (unlimited passing).
- When ball in play enters the outhole, the captured ball will be released for continued play.

BONUS MULTIPLIER

- Completing center drop target bank advances multiplier.
- Bonus equals number of goals scored times multiplier.
- Bonus is collected at the end of each ball.

SHOOTOUT TIME

- Each player receives additional playing time after the last ball, based on the number of goals scored during the game.
- Five seconds will be given to each player initially, and for each goal scored during the game five seconds will be added to shootout time.

RIGHT FLIPPER

- Rotates top rollover lights.

LEFT GREEN BUTTON (CABINET)

- Passes from left offense to right offense if any pass lamps are lit.

RIGHT GREEN BUTTON (CABINET)

- Passes from right offense to left offense if any pass lamps are lit.

TOP ROLLOVERS

- Scores 5,000 points.
- Adds one goal when lit.

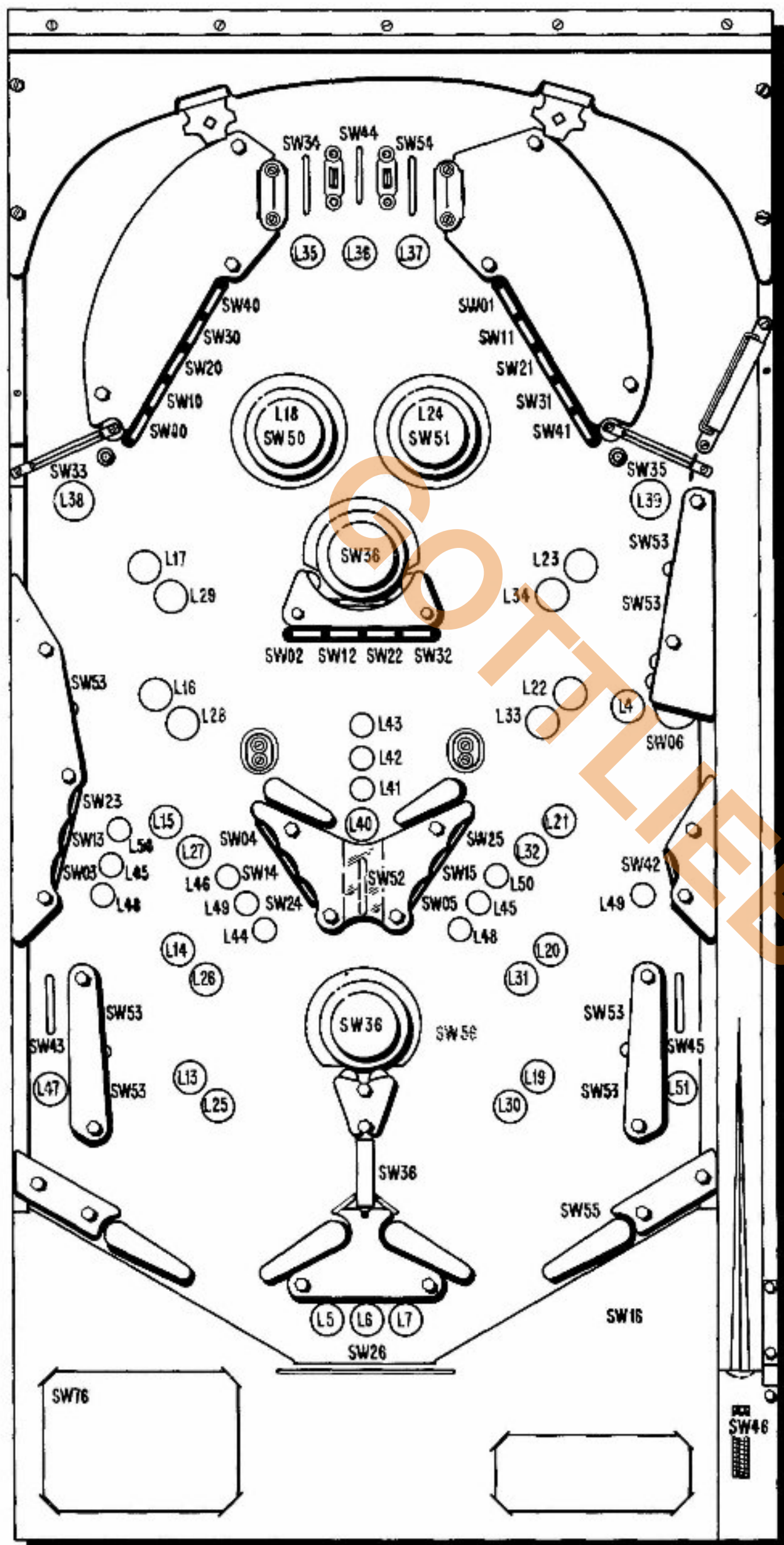
DROP TARGET BANKS

TOP LEFT

- Scores 5,000 points (3-ball), 3,000 points (5-ball).
- Completing bank advances the left offense and lights the right hole.

X. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS

PLAYBOARD SWITCH AND LAMP ASSIGNMENTS

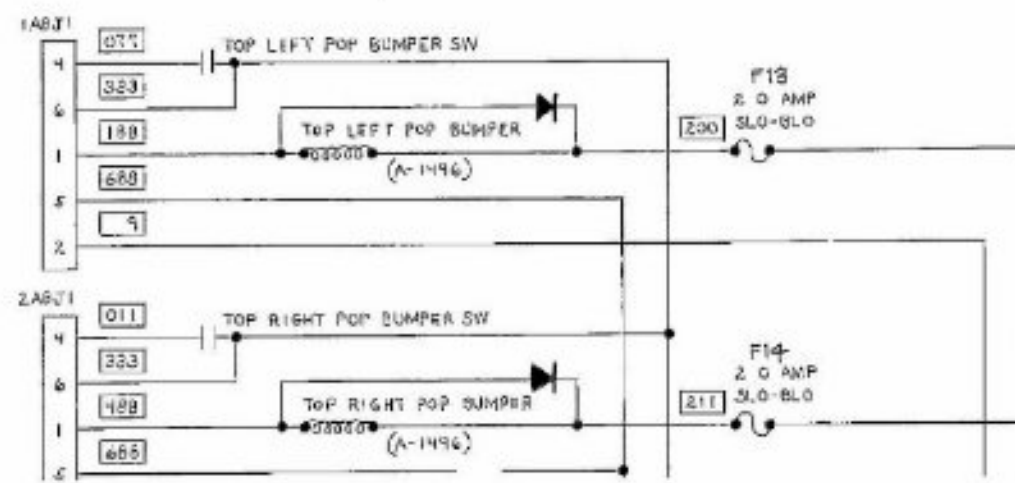
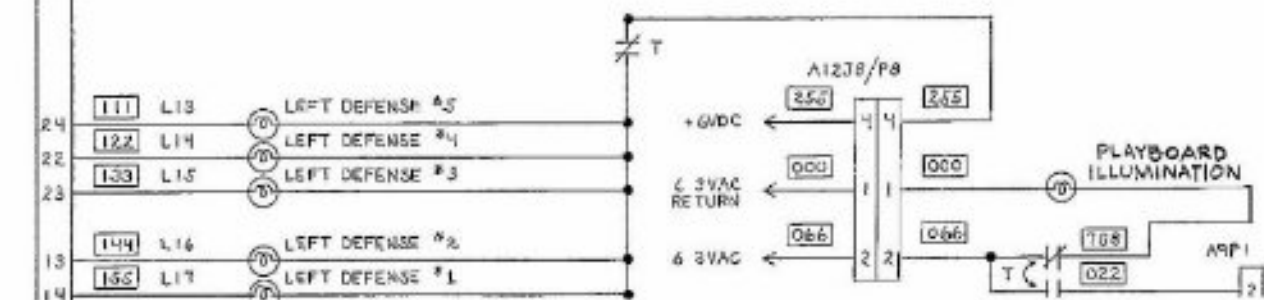


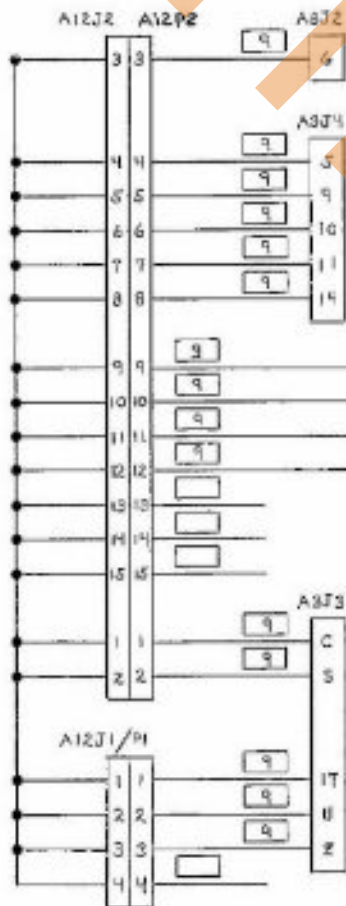
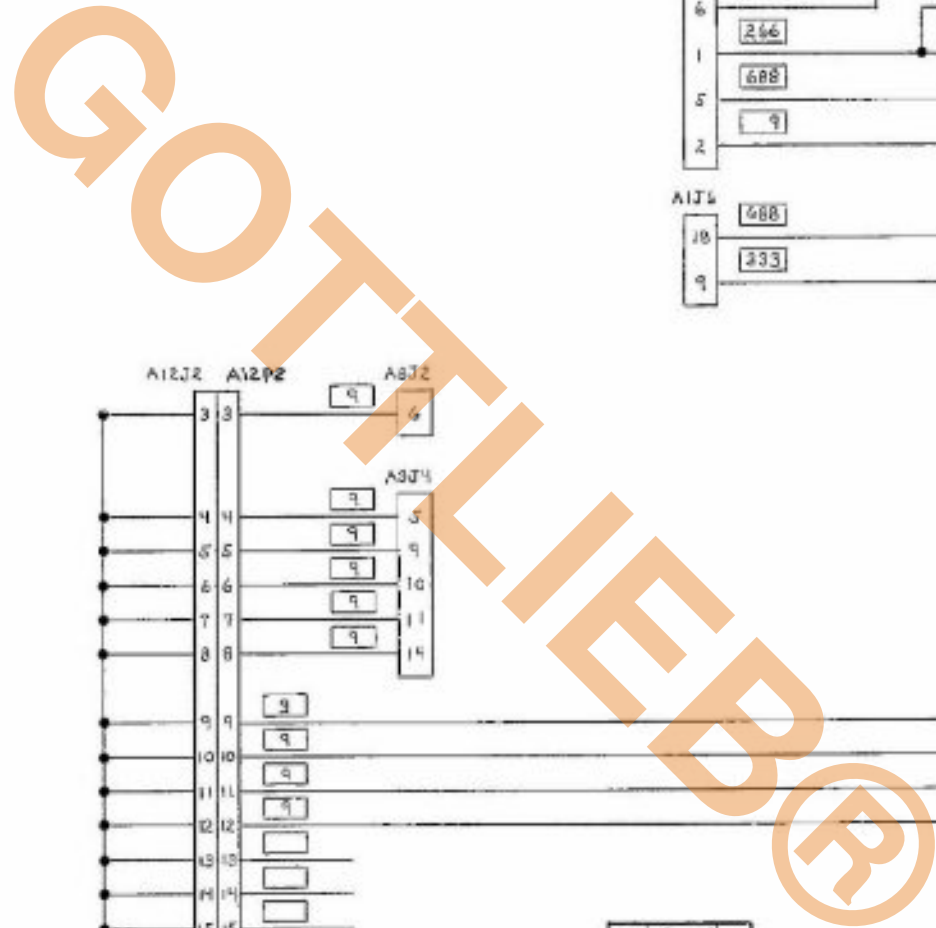
LAMP NO. LAMP ASSIGNMENT

L4	Hole
L5	#1 Pass
L6	#3 Pass
L7	#3 Pass
L13	Left Defense #5
L14	Left Defense #4
L15	Left Defense #3
L16	Left Defense #2
L17	Left Defense #1
L18	Top Left Pop Bumper
L19	Right Defense #5
L20	Right Defense #4
L21	Right Defense #3
L22	Right Defense #2
L23	Right Defense #1
L24	Top Right Pop Bumper
L25	Left Offense #1
L26	Left Offense #2
L27	Left Offense #3
L28	Left Offense #4
L29	Left Offense #5
L30	Right Offense #1
L31	Right Offense #2
L32	Right Offense #3
L33	Right Offense #4
L34	Right Offense #5
L35	#1 Top Rollover
L36	#2 Top Rollover
L37	#3 Top Rollover
L38	Left Spinner
L39	Right Spinner
L40	Special
L41	Center Bank Multiplier #1
L42	Center Bank Multiplier #2
L43	Center Bank Multiplier #3
L44	#6 Spot Target
L45	#2 and #8 Spot Target
L46	#4 Spot Target
L47	Left Return Rollover
L48	#1 and #7 Spot Target
L49	#5 and #10 Spot Target
L50	#3 and #9 Spot Target
L51	Right Return Rollover

SWITCH MATRIX NO.

SWITCH NO.	SWITCH ASSIGNMENT	PART NO.
00	#1 Left Drop Target	B-18094
01	#1 Right Drop Target	B-18094
02	#1 Center Drop Target	B-18094
03	#1 Spot Target	B-20867
04	#4 Spot Target	B-20867
05	#7 Spot Target	B-20867
06	Hole	B-18857
10	#2 Left Drop Target	B-18094
11	#2 Right Drop Target	B-18094
12	#2 Center Drop Target	B-18094
13	#2 Spot Target	B-20867
14	#5 Spot Target	B-20867
15	#8 Spot Target	B-20867
16	1st Position Trough	B-18892
20	#3 Left Drop Target	B-18094
21	#3 Right Drop Target	B-18094
22	#3 Center Drop Target	B-18094
23	#3 Spot Target	B-20867
24	#6 Spot Target	B-20867
25	#9 Spot Target	B-20867
26	Outhole	B-18892
30	#4 Left Drop Target	B-18094
31	#4 Right Drop Target	B-18094
32	#4 Center Drop Target	B-18094
33	Left Spinner	B-19353
34	#1 Top Rollover	B-18892
35	Right Spinner	B-19354
36	Rollover Plus Top and Bottom Center Pop Bumpers	(Rollover) B-21137 (Pop Bumpers) B-21352
40	#5 Left Drop Target	B-18094
41	#5 Right Drop Target	B-18094
42	#10 Spot Target	B-20867
43	Left Return Rollover	B-18892
44	#2 Top Rollover	B-18892
45	Right Return Rollover	B-18892
46	Right Button (Green)	B-17838
50	Left Top Pop Bumper	B-21353
51	Right Top Pop Bumper	B-21352
52	Special Rollover	B-18892
53	10 Point and Kicking (10 Pt Upper Right) Rubber	(Kicker)(7) B-17842 (10 Pt)(3) B-18086 (10 Pt)(3) B-18808
54	#3 Top Rollover	B-18892
55	Right Flipper Switch	B-22398
56	Tilt	B-9141
76	Left Button (Green)	B-17838



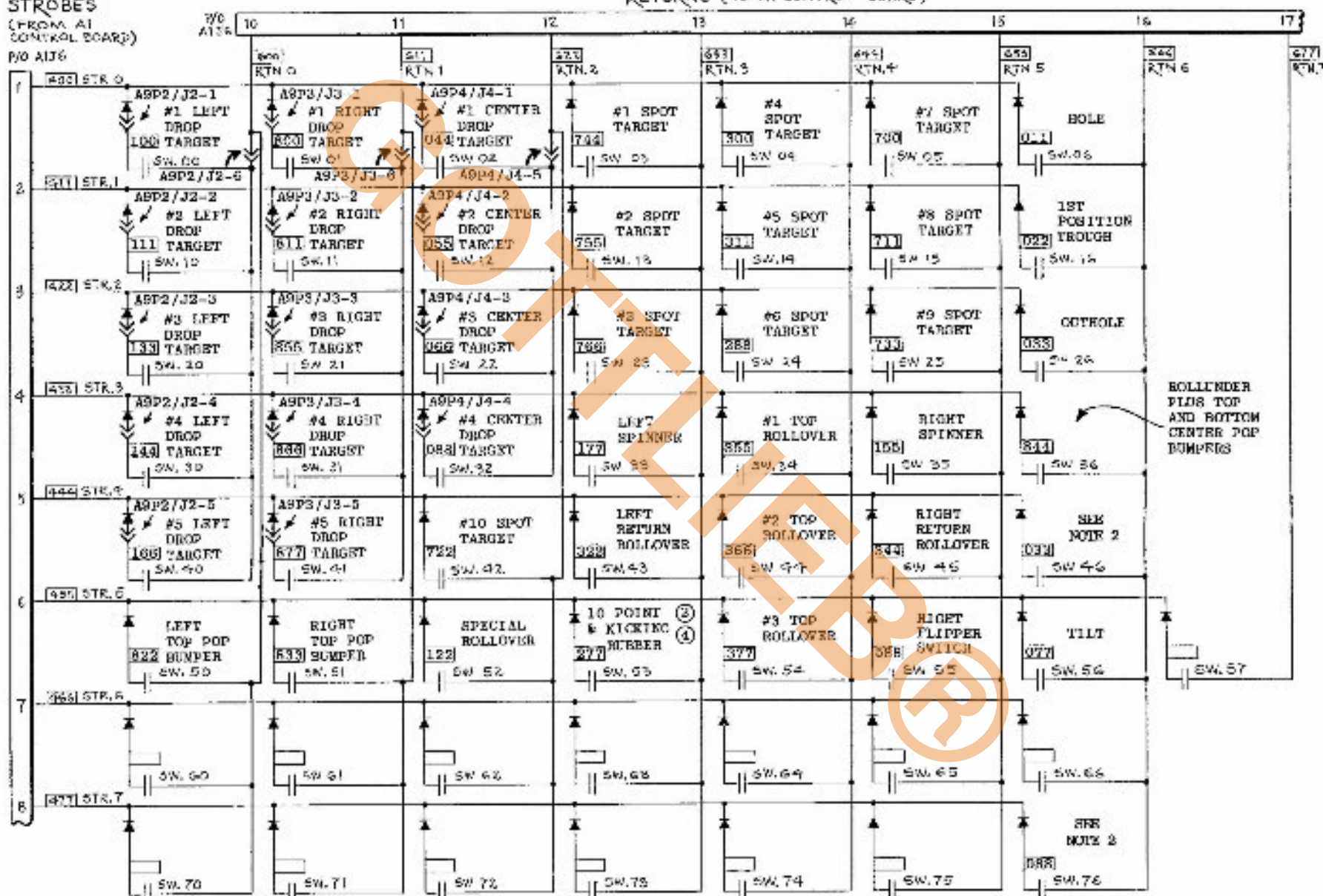
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D GOTTlieb & CO.	
TITLE	PLAYFIELD
USED ON	SOLENOIDS AND ILLUMINATION
DATE	GAVE # 675
DRAWN BY	M + 82
M	E-22456

X. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS

STROBES
(FROM A1
CONTROL BOARD)
NO A136

RETURNS (TO A1 CONTROL BOARD)



COLOR CODE

0 BLACK	5 GREEN
1 BROWN	6 BLUE
2 RED	7 PURPLE
3 ORANGE	8 SLATE
4 YELLOW	9 WHITE

NOTES:

1. ALL DIMENSIONS ARE IN INCHES.
2. SEE BOTTOM BOARD AND CABINET SCHEMATIC FOR LOCATION AND CIRCUITRY FOR SW. 46 AND SW. 76, RIGHT AND LEFT SIDE CABINET SWITCHES (GREEN).

D GOTTlieb & CO	
TITLE SWITCH MATRIX	
GAME #875	
DATE 11-15-82	APPROVED E-22455

VI. GAME ADJUSTMENTS

B. SOUND ADJUSTMENTS

The speaker output is controlled by the potentiometer mounted on the inside cabinet wall, (right side).

Turning the potentiometer counter clockwise will decrease the volume. Turning it clockwise will increase the volume.

The potentiometer is accessible through the front door.

IMPORTANT: Each of the potentiometers installed on the sound/speech board have been factory adjusted. The potentiometer settings should never be changed except when performing the recommended calibration procedure.

SWITCH BANK (SB1) SETTINGS:

SB1-1	NOT USED.
SB1-2	NOT USED.
SB1-3	SB1-4 Attract Mode
OFF	OFF Disabled
ON	OFF Every 10 Seconds.
OFF	ON Every 2 Minutes.
ON	ON Every 4 Minutes.
SB1-5	ON Background Sound enabled.
	OFF Background Sound disabled.
SB1-6	ON Speech enabled.
	OFF Speech disabled.
SB1-7	ON Crowd Cheer, full volume.
	OFF Crowd Cheer, half volume.
SB1-8	NOT USED.

V. SOUND/SPEECH

The Sound/Speech Board installed in this game has been programmed for sound and speech.

SPEECH OCCURRENCE

"SHOOT FOR GOAL"	When a top rollover is lit for a goal.
"SHOOT FOR FREE KICK"	When right hole is lit.
"PASS"	If Offense and Defense close to within three steps on same side.
"NICE MOVE"	Advancing Offense pushes back Defense.
"SHOOTOUT"	After 3rd ball (3-ball) or 5th ball (5-ball) enters outhole, Shootout ball is released to shooter lane.

VI. GAME ADJUSTMENTS

A. CONTROL BOARD SWITCH ADJUSTMENTS

NOTE: The following switch adjustments pertaining to system B0A only. There are 32 switches on the control board which permit adjustment of the game parameters. These switches are contained in four packages of eight switches each, as shown below.

COIN CHUTE COMBINATIONS SYSTEM B0A

SWITCHES					COIN CHUTE ADJUSTMENTS
S1	S2	S3	S4	S5	Left Coin Chute
S9	S10	S11	S12	S13	Right Coin Chute
S17	S18	S19	S20	S21	Center Coin Chute
					CREDITS/COINS
OFF	OFF	OFF	OFF	OFF	1/1
OFF	OFF	OFF	OFF	ON	2/1
OFF	OFF	OFF	ON	OFF	3/1
OFF	OFF	OFF	ON	ON	4/1
OFF	OFF	ON	OFF	OFF	5/1
OFF	OFF	ON	OFF	ON	6/1
OFF	OFF	ON	ON	OFF	7/1
OFF	OFF	ON	ON	ON	8/1
OFF	ON	OFF	OFF	OFF	9/1
OFF	ON	OFF	OFF	ON	10/1
OFF	ON	OFF	ON	OFF	1/2
OFF	ON	OFF	ON	ON	2/2
OFF	ON	ON	OFF	OFF	3/2
OFF	ON	ON	OFF	ON	4/2
OFF	ON	ON	ON	OFF	5/2
OFF	ON	ON	ON	ON	6/2
ON	OFF	OFF	OFF	OFF	7/2
ON	OFF	OFF	OFF	ON	8/2
ON	OFF	OFF	ON	OFF	9/2
ON	OFF	OFF	ON	ON	10/2
ON	OFF	ON	OFF	OFF	1/3
ON	OFF	ON	OFF	ON	2/3
ON	OFF	ON	ON	OFF	1/4
ON	OFF	ON	ON	ON	3/4
ON	ON	OFF	OFF	OFF	1/5

SWITCHES 6, 7 AND 8 _____ SPARES

SWITCH 14 _____ COIN CHUTE 1 & 2 CONTROL
ON Same
OFF Separate

SWITCHES 18 16 _____ MAXIMUM CREDITS
OFF OFF 8
OFF ON 10
ON OFF 15
ON ON 25

SWITCH 22 _____ PLAYFIELD SPECIAL
ON Extra Ball
OFF Special

SWITCHES 23 24 _____ HIGH GAME TO DATE AWARDS
OFF OFF None
OFF ON None
ON OFF 2 Replay
ON ON 3 Replay

SWITCH 25 _____ BALLS/GAME
ON 3
OFF 5

SWITCH 26 _____ MATCH
ON On
OFF Off

SWITCH 27 _____ REPLAY LIMIT
ON 1
OFF No Limit

SWITCH 28 _____ NOVELTY
ON Yes
OFF Normal

** SWITCH 29 _____ GAME MODE
ON Extra Ball
OFF Replay

SWITCH 30 _____ 3RD COIN CHUTE CREDIT CONTROL
ON Add 9
OFF No Effect

*** SWITCH 31 _____ LIB./CON
ON Lib
OFF Con

SWITCH 32 _____ NOT USED

* All of the above do not give credits until the last coin is inserted.

** IN THE EXTRA BALL MODE, EXTRA BALLS CANNOT BE WON DURING SHOOTOUT.

*** SW. 31 - ON = BEATING HIGH GOALS TO DATE AWARDS ONE REPLAY.
OFF = BEATING HIGH GOALS TO DATE AWARDS NO REPLAY.

ADDITIONAL COIN CHUTE COMBINATIONS CREDIT INCENTIVES

ALL OF THE BELOW CANNOT HAVE 9 CREDITS ADDED BASED ON SWITCH 30

SWITCHES											
S1	S2	S3	S4	S5	Left Coin Chute						
S9	S10	S11	S12	S13	Right Coin Chute						
S17	S18	S19	S20	S21	Center Coin Chute						
					COIN/CREDIT GIVEN	COIN/CREDIT GIVEN	COIN/CREDIT GIVEN	COIN/CREDIT GIVEN	COIN/CREDIT GIVEN	TOTAL COIN/TOTAL CREDIT	
ON	ON	OFF	OFF	ON	1st/1	2nd/2				2/3	
ON	ON	OFF	ON	OFF	1st/0	2nd/1	3rd/1	4th/1		4/3	
ON	ON	OFF	ON	ON	1st/0	2nd/1	3rd/0	4th/2		4/3	
ON	ON	ON	OFF	OFF	1st/1	2nd/1	3rd/1	4th/2		4/5	
ON	ON	ON	OFF	ON	1st/1	2nd/2	3rd/1	4th/3		4/7	
ON	ON	ON	ON	OFF	1st/1	2nd/2	3rd/2	4th/2		4/7	
ON	ON	ON	ON	ON	1st/0	2nd/0	3rd/1	4th/0	5th/1	5/2	

IV. GAME PLAY AND SCORING

TOP RIGHT

- Scores 5,000 points (3-ball), 3,000 points (5-ball).
- Completing bank advances the right offense and lights the right hole.

CENTER

- Scores 5,000 points.
- Completing bank advances the goal multiplier.
- When goal multiplier is at the top, completing bank scores 10,000 points.

RIGHT HOLE

- Scores 5,000 points and adds a pass lamp.
- Captures ball for Free Kick (Extra Ball) when lit.
- After Free Kick ball is lost, the captured ball is released into play.

SPOT TARGETS

LEFT (#1- #6)

- Scores 3,000 points when lit or 1,000 points unlit.
- Helps advance left offense when lit or left defense when unlit.

RIGHT (#7- #10)

- Scores 3,000 points when lit or 1,000 points unlit.
- Helps advance right offense when lit or right defense when unlit.

SPINNERS

LEFT

- Scores 3,000 points and advances left offense when lit.
- Scores 1,000 points unlit.

RIGHT

- Scores 3,000 points and advances right offense when lit.
- Scores 1,000 points unlit.

RETURN ROLLOVERS

LEFT

- Same as left spot targets.

RIGHT

- Same as right spot targets.

CENTER ROLLOVER

- Scores 5,000 points.
- Awards SPECIAL when lit.

POP BUMPERS

TOP LEFT

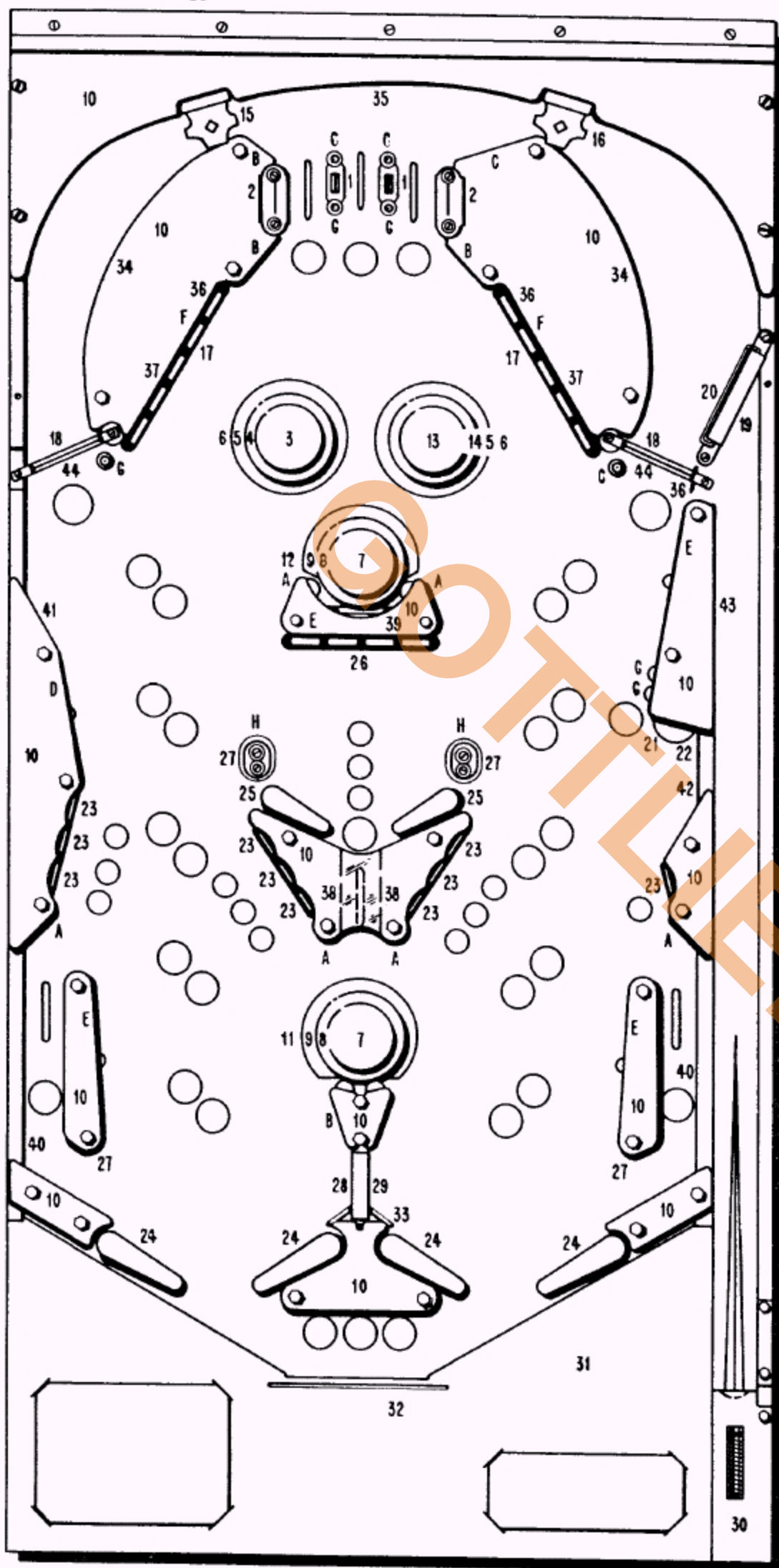
- Scores 3,000 points (3-ball), 1,000 points (5-ball).
- Helps advance left defense.

TOP RIGHT

- Scores 3,000 points (3-ball), 1,000 points (5-ball).
- Helps advance right defense.

KICKING RUBBERS AND 10 POINT SWITCHES

- Score 10 points and alternate left and right spinner lamps.



PLAYBOARD PARTS

RUBBER RINGS

A	A-10217	5/16"	(6)
B	A-10219	1"	(4)
C	A-10220	1-1/2"	(1)
D	A-10221	2"	(1)
E	A-10222	2-1/2"	(4)
F	A-10223	3"	(2)
G	A-15705	Mini	(8)
H	A-17493	Mini	(2)

PARTS LIST

1.	C-15646T	Rollover Guide, Yellow (2)
2.	A-9393T	Guide Rail, Yellow (2)
3.	A-22482	Pop Bumper Cap, Yellow
4.	A-22488	Pop Bumper Body, Yellow
5.	C-10433T	Pop Bumper Skirt, Yellow
6.	B-8246	Pop Bumper Trim Platter (2)
7.	C-10434	Pop Bumper Cap, White (2)
8.	A-13905	Pop Bumper Body, White (2)
9.	C-10433Z	Pop Bumper Skirt, White (2)
10.	D-22438	Plastic Shield Set
11.	A-22441	Pop Bumper Trim Platter
12.	A-15845	Pop Bumper Trim Platter
13.	A-22484	Pop Bumper Cap, Yellow
14.	A-22486	Pop Bumper Body, Yellow
15.	A-19646	Arch Rebound
16.	A-19645	Arch Gate
17.	A-22480	Drop Target Bank, White (2)
18.	A-14043	Target Shield (2)
19.	A-1673	Shield
20.	A-1674	Gate Wireform
21.	A-11151	Liner
22.	A-16038	Ball Snubber
23.	A-14787	Target, White (10)
24.	C-13150	Flipper, White (4)
25.	C-11241	Flipper, White (Small)(2)
26.	A-13179	Drop Target Bank, Black (2)
27.	C-17492Z	Siamese Post, White (4)
28.	A-4705	Gate Shield
29.	A-22118	Gate Wireform
30.	C-9767	Ball Shooter Gauge
31.	E-18793	Cardholder
32.	A-6931	Ball Guide Rail
33.	A-22432	Ball Guide Rail
34.	B-21165	Ball Guide Rail (2)
35.	D-19649	Arch Rod
36.	A-18070	Ball Guide Rail (3)
37.	A-6612	Ball Guide Rail (2)
38.	A-20099	Ball Guide Rail (2)
39.	A-17106	Ball Guide Rail
40.	B-22434	Metal Flat Rail (2)
41.	A-22435	Metal Flat Rail
42.	A-22433	Metal Flat Rail
43.	A-11703	Ball Guide Rail
44.	A-20388	Swinging Target (2)
	A-14792	Mini Post Screw (9)
	A-21573	Mini Post Screw (4)

PLAYBOARD SWITCH AND LAMP ASSIGNMENTS

LAMP NO. LAMP ASSIGNMENT

L4	Hole
L5	#1 Pass
L6	#2 Pass
L7	#3 Pass
L13	Left Defense #5
L14	Left Defense #4
L15	Left Defense #3
L16	Left Defense #2
L17	Left Defense #1
L18	Top Left Pop Bumper
L19	Right Defense #5
L20	Right Defense #4
L21	Right Defense #3
L22	Right Defense #2
L21	Right Defense #1
L22	Top Right Pop Bumper
L25	Left Offense #1
L26	Left Offense #2
L27	Left Offense #3
L28	Left Offense #4
L29	Left Offense #5
L30	Right Offense #1
L31	Right Offense #2
L32	Right Offense #3
L33	Right Offense #4
L34	Right Offense #5
L35	#1 Top Rollover
L36	#2 Top Rollover
L37	#3 Top Rollover
L38	Left Spinner
L39	Right Spinner
L40	Special
L41	Center Bank Multiplier #1
L42	Center Bank Multiplier #2
L43	Center Bank Multiplier #3
L44	#6 Spot Target
L45	#2 and #8 Spot Target
L46	#4 Spot Target
L47	Left Return Rollover
L48	#1 and #7 Spot Target
L49	#5 and #10 Spot Target
L50	#3 and #9 Spot Target
L51	Right Return Rollover

SWITCH MATRIX

NO.	SWITCH ASSIGNMENT	PART NO.
00	#1 Left Drop Target	B-18094
01	#1 Right Drop Target	B-18094
02	#1 Center Drop Target	B-18094
03	#1 Spot Target	B-20867
04	#4 Spot Target	B-20867
05	#7 Spot Target	B-20867
06	Hole	B-19857
10	#2 Left Drop Target	B-18094
11	#2 Right Drop Target	B-18094
12	#2 Center Drop Target	B-18096
13	#2 Spot Target	B-20867
14	#5 Spot Target	B-20867
15	#8 Spot Target	B-20867
16	1st Position Trough	B-18892
20	#3 Left Drop Target	B-18096
21	#3 Right Drop Target	B-18096
22	#3 Center Drop Target	B-18093
23	#3 Spot Target	B-20867
24	#6 Spot Target	B-20867
25	#9 Spot Target	B-20867
26	Outhole	B-18892
30	#4 Left Drop Target	B-18093
31	#4 Right Drop Target	B-18093
32	#4 Center Drop Target	B-18093
33	Left Spinner	B-19353
34	#1 Top Rollover	B-18892
35	Right Spinner	B-19354
36	Rollunder Plus Top and Bottom Center Pop Bumpers	(Rollunder) B-21137 (Pop Bumpers) B-21352
40	#5 Left Drop Target	B-18093
41	#5 Right Drop Target	B-18093
42	#10 Spot Target	B-20867
43	Left Return Rollover	B-18892
44	#2 Top Rollover	B-18892
45	Right Return Rollover	B-18892
46	Right Button (Green)	B-17838
50	Left Top Pop Bumper	B-21353
51	Right Top Pop Bumper	B-21352
52	Special Rollover	B-18892
53	10 Point and Kicking (10 Pt Upper Right) Rubber	(Kicker)(7) B-17842 (10 Pt)(3) B-18086 B-18808
54	#3 Top Rollover	B-18892
55	Right Flipper Switch	B-22398
56	Tilt	B-9141
76	Left Button (Green)	B-17838

