



**VOL. II**  
**1050-9000**

# **MICROCOMPUTER PINBALL SERVICE MANUAL**

## **Addendum II**



**MIRCO GAMES**

DIVISION OF MIRCO, INC.

Manufacturers of Coin and Non-Coin  
Operated Amusement Games

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Table 2 - For Diagnostic #1

Note: Use for games serialized #20 or higher.

If more than one switch assigned to a particular digit is closed simultaneously, the sum of the numbers (1, 2, 4 or 8) is displayed. If the sum is greater than 9, the digit is blanked.

<u>Digit Number</u>	<u>Switches Assigned</u>	<u>Displayed</u>
Digit 0.....	Upper right advance bonus	1
	Middle right advance bonus	2
	Lower right collect bonus	4
Digit 1.....	Right 50 pt. wing target	1
	Right side kicker	2
	Lower right advance bonus	4
Digit 2.....	"6" in 1776 chute	1
	Upper right side target	2
	Lower right side target	4
Digit 3.....	Right 100 pt. wing target	1
	Right pop bumper	2
Digit 4.....	Second "7" in 1776 chute	1
	Both upper eagle targets	2
	Lower right switch	4
Digit 5.....		**
Digit 6.....	Left 500 pt. wing target	1
	Center pop bumper	2
	Out hole	4
	Credit button	8
Digit 7.....		****
Digit 8.....	Left 100 pt. wing target	1
	Left pop bumper	2
	Lower left switch	4
	Right flipper	8
Digit 9.....	"1" in 1776 chute	1
	Left side kicker	2
	Lower left side target	4
Digit 10.....	Left 50 pt. wing target	1
	Upper left side target	2
	Lower left advance bonus	4
	Coin switch #1 (left side)*	8
Digit 11.....	Upper left advance bonus	1
	Middle left advance bonus	2
	Lower left collect bonus	4
	Coin switch #2 (right side)*	8

Table #2 (Continued)

<u>Digit Number</u>	<u>Switches Assigned</u>	<u>Displayed</u>
Digit 12.....	Game Setting Switch #1	8
	Game Setting Switch #2	4
	Game Setting Switch #3	2
	Game Setting Switch #4	1
Digit 13.....	Game Setting Switch #5	8
	Game Setting Switch #6	4
	Game Setting Switch #7	2
	Game Setting Switch #8	1
Digit 14.....	Coin Chute Switch #1	8
	Coin Chute Switch #2	4
	Coin Chute Switch #3	2
	Coin Chute Switch #4	1
Digit 15.....	Coin Chute Switch #5	8
	Coin Chute Switch #6	4
	Coin Chute Switch #7	2
	Coin Chute Switch #8	1

Scoring Display Digits

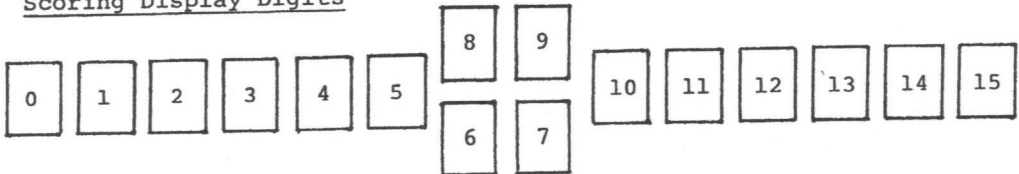


Table #2 (Continued)

Ball 'IN PLAY' indicators  
will show: \*\*\*

Right 500 pt. wing target.....	0 = off
	0 = off
	0 = off
	0 = off
	0 = on
Right 5000 pt. target.....	0 = off
	0 = on
	0 = on
	0 = on
	0 = on

Player 'UP' indicators will  
show:

	<u>1st Player</u>	<u>2nd Player</u>
First "7" in 1776 chute.....	0 = off & DS7 = blanked	0 = on
Left flipper.....	0 = off DS7 = blanked	0 = off
(Left 5000 pt. target must be depressed also)		
Left 5000 pt. target.....	0 = off	0 = on

Special Notes:

- \* Coin mech #1 is on the Left, facing the machine;  
Coin mech #2 is on the Right, facing the machine.
- \*\* Digit 5 is permanently on as "0". No switches are  
assigned to digit 5.
- \*\*\* The ball-in-play lights will be on except for the  
center light.
- \*\*\*\*Digit 7 is always "0" or blanked.