GAME OPERATES AS FOLLOWS

OBJECT OF THE GAME IS TO MAKE GOALS. FOR EACH GOAL MADE 2,000 POINTS ARE SCORED AS A BONUS WHEN THE BALL LEAVES THE PLAYFIELD. ALL GOALS MADE ARE CARRIED OVER FROM BALL TO BALL.

EVERYTIME S-T-A-R IS MADE IT INCREASES THE BONUS VALUE FIRST BY 2, THEN 3 AND FINALLY BY 5.

MAKING S-T-A-R THREE TIMES ALSO LIGHTS THE WORLD CUP LIGHT, WHICH, IN TURN, LIGHTS THE TOP CENTER ROLLOVER LANE FOR AN EXTRA BALL.

MAKING S-T-A-R A FOURTH TIME LIGHTS SUPER STAR LIGHT, WHICH, IN TURN, LIGHTS TWO BOTTOM OUT LANES ALTERNATELY FOR SPECIAL.

NOTE: AVAILABLE CONSERVATIVE ADJUSTMENT
MAKING S-T-A-R A FOURTH TIME LIGHTS SUPER STAR, WHICH, IN TURN, LIGHTS TOP CENTER ROLLOVER LANE FOR AN EXTRA BALL.

MAKING S-T-A-R A FIFTH TIME LIGHTS SUPER STAR LIGHT, WHICH, IN TURN, LIGHTS TWO BOTTOM OUT LANES ALTERNATELY FOR SPECIAL.

WHEN GAME IS SET FOR THREE BALL PLAY, A GOAL IS MADE EVERYTIME S-T-A-R IS MADE.

WHEN GAME IS SET FOR FIVE BALL PLAY, MAKING S-T-A-R DOES NOT ADVANCE A GOAL.

FOR BOTH THREE BALL AND FIVE BALL PLAY THE "S" AND "R" IN S-T-A-R LIGHT TOGETHER.

NOTE: AVAILABLE CONSERVATIVE ADJUSTMENT "S" AND "R" CAN BE SEPARATED AND THEN MUST BE MADE INDIVIDUALLY.
<table>
<thead>
<tr>
<th>Test O4 Readout No.</th>
<th>Function Switch</th>
<th>Data Switch</th>
<th>Factory Setting</th>
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<td>01</td>
<td>01</td>
<td>Replay 1 (Chart 2) 10,000 pts *</td>
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<td>Replay 2 (Chart 2) 10,000 pts *</td>
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<td>05</td>
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<td>Maximum Credits (Chart 2)</td>
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<td>Match/Credit/Extra Ball (Chart 1)</td>
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<td>Play (Chart 2)</td>
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<td>08</td>
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<td>01-Liberal Play 02-Normal Play</td>
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<td>09</td>
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<td>Left coin slot multiplier (Chart 1)</td>
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<td>Center coin slot multiplier (Chart 1)</td>
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<td>Minimum coin units for credit (Chart 1)</td>
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<td>13</td>
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<td>Coin units bonus point (Chart 1)</td>
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<td>14</td>
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<td>Coin units required for credit (Chart 1)</td>
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<td>18</td>
<td>Play adjustment (Chart 2)</td>
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- 03 - "S", "R" separate - 3 balls
- 05 - "S", "R" separate - 5 balls
- 13 - "S" and "R" together - 3 balls
- 15 - "S" and "R" together - 5 balls
- 23 - Extra ball for "special" - 3 balls
- 25 - Extra ball for "special" - 5 balls
- 33 - "S" and "R" together, Extra ball for "special" - 3 balls
- 35 - "S" and "R" together, Extra ball for "special" - 5 balls
- 43 - "Special" awards 1500 pts - 3 balls
- 45 - "Special" awards 1500 pts - 5 balls
- 53 - "S" and "R" together, "Special" awards 1500 pts - 3 balls
- 55 - "S" and "R" together, "Special" awards 1500 points - 5 balls

16 19 | Maximum Tilts (1-9) (Chart 2) | 01 |
17 20 | Credits in game (Chart 2)   | 00 |
18 21 | High score to date (Chart 2) 10,000 pts | 35 |
19 21 | High score to date (Chart 2) 100 pts | 00 |
20 21 | High score to date (Chart 2) 1 pt | 00 |
19  - | Number of coins left chute     |    |
20  - | Number of coins center chute   |    |
21  - | Number of coins right chute    |    |
22  - | Number of credits paid         |    |
23  - | Number of credits won           |    |

* To disable a replay point turn all data switches ON for that replay function number.

** To eliminate high score to date feature enter a value of 00 for the data for function 08.
WORLD CUP
POST ADJUSTMENT SHEET

TO MAKE GAME MORE "CONSERVATIVE" OR "LIBERAL" - MOVE POST 3/16" AS SHOWN IN SKETCH BELOW. SPOTTING HOLES ARE PROVIDED AND CAN BE SEEN ON REMOVAL OF POSTS.

ABBREVIATIONS:
CON. - CONSERVATIVE
LIB. - LIBERAL

RUBBER RING NUMBERS:
23A-6300 5/16 I.D.
23A-6303 1 1/4 I.D.
23A-6305 2" I.D.
23A-6306 2 3/8 I.D.
23A-6307 2 7/8 I.D.

RUBBER RING FLIPPERS — 23A-6519

DIMENSIONS INDICATED BY ARROWS ARE FOR SIZES OF RUBBER RINGS
PLAYFIELD SWITCHES

WORLD CUP

PLAYFIELD SWITCH CHART

01 Plumb Bob Tilt
02 Ball Roll Tilt
03 Credit Button
04 Right Coin Switch
05 Center Coin Switch
06 Left Coin Switch
07 Slam Tilt
08 Not used
09 Left Eject
10 Left Standup (50 pt)
11 Left Special
12 Left Standup (10 pt)
13 Left Ball Thrower ("T")
14 Outhole
15 Playfield Tilt
16 Right Ball Thrower ("A")
17 Right Standup (10 pt)
18 Right Special
19 Right Standup (50 pt)
20 Right Eject
21 Ball Advance 1
22 Ball Advance 2
23 Ball Advance 3
24 Ball Advance 4
25 Spinner
26 Super Ball Advance
27 "R" Target
28 Right Super Ball Advance
29 Top Right Standup (10 pt)
30 Top Right Rollover (A/R)
31 Top Center Rollover
32 Top Left Rollover (S/T)
33 Top Left Standup (10 pt)
34 "S" Target
35 Left Super Ball Advance
36 Left Inside Ball Advance
37 Left Jet Bumper
38 Right Jet Bumper
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<td>BALL ADVANCE</td>
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<td>SLAM TILT</td>
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<td>PLAYFIELD TILT</td>
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<td>GRN-GRAY</td>
<td>48</td>
<td>GRN-GRAY</td>
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</tbody>
</table>
## Typical Wiring

### Special Solenoids
- **Switch Coil**
  - **ORN-BRN**
  - **BLU-BRN**

### Playfield Solenoids
- **ORN-RED**
- **BLU-RED**

### Cabinet Solenoids
- **ORN-BLK**
- **BLU-ORN**

### World Cup Solenoids
- **ORN-YEL**
- **BLU-YEL**

### Left Jet Bumper
- **ORN-BRN**
- **BLU-BRN**

### Right Jet Bumper
- **ORN-RED**
- **BLU-RED**

### Not Used
- **ORN-BLK**
- **BLU-ORN**

### Left Thrower
- **ORN-YEL**
- **BLU-YEL**

### Right Thrower
- **ORN-RED**
- **BLU-RED**

### Not Used
- **ORN-BRN**
- **BLU-BRN**

### Ball Release
- **ORN-VIO**
- **BLU-VIO**

### Right Flipper
- **ORN-MUL**
- **BLU-MUL**

### Left Flipper
- **ORN-GRY**
- **BLU-GRY**

### Credit Knocker
- **ORN-VIO**
- **BLU-VIO**

### Not Used
- **ORN-BRN**
- **BLU-BRN**

### Coin Lockout
- **ORN-RED**
- **BLU-RED**
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<tr>
<th></th>
<th>YEL-PRN</th>
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<tr>
<td>1</td>
<td>BALL ADVANCE 1 (x2)</td>
<td>TOP &quot;S&quot;</td>
<td>TOP GOAL WHEN LIT</td>
<td>2 GOALS</td>
<td>Bonus 2</td>
<td>Bonus 10</td>
<td>Bonus 18</td>
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<td>EXTRA BALL WHEN LIT</td>
<td>4 GOALS</td>
<td>Bonus 3</td>
<td>Bonus 11</td>
<td>1 CAN PLAY</td>
<td>#2 PLAYER UP</td>
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<td>BALL ADVANCE 3 (x2)</td>
<td>TOP &quot;A&quot;</td>
<td>SPINNER 100 WHEN LIT</td>
<td>6 GOALS</td>
<td>Bonus 4</td>
<td>Bonus 12</td>
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<td>#3 PLAYER UP</td>
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<td>BALL ADVANCE 4 (x2)</td>
<td>TOP &quot;R&quot;</td>
<td>BRONZE STAR</td>
<td>1 GOAL</td>
<td>Bonus 5</td>
<td>Bonus 13</td>
<td>3 CAN PLAY</td>
<td>#4 PLAYER UP</td>
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<td>GOAL WHEN LIT (x2)</td>
<td>&quot;S&quot;</td>
<td>SILVER STAR</td>
<td>3 GOALS</td>
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<td>Bonus 14</td>
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<td>&quot;T&quot;</td>
<td>GOLD STAR</td>
<td>5 GOALS</td>
<td>Bonus 7</td>
<td>Bonus 15</td>
<td>MATCH</td>
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<td>7 GOALS</td>
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<td>Bonus 16</td>
<td>BALL IN PLAY</td>
<td>SAME PLAYER SHOOTS AGAIN (BACK BOX)</td>
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<td>BONUS 1</td>
<td>Bonus 9</td>
<td>Bonus 17</td>
<td>CREDITS (PLAYFIELD)</td>
<td>HIGH SCORE</td>
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WORLD CUP - LIGHTS
**WORLD CUP**

**3 BALL PLAY SER FEATURE**

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<th>Conservative Position SER Separated</th>
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**Procedure:**

1. If not already in diagnostic, enter diagnostic by pressing lower pushbutton once.

2. Set up function and data switches as shown above.

3. Press enter pushbutton once. The LED's will blink to indicate that new data is locked in.
PROCEDURE:

1. IF NOT ALREADY IN DIAGNOSTIC, ENTER DIAGNOSTIC BY PRESSING LOWER PUSHBUTTON ONCE.

2. SET UP FUNCTION AND DATA SWITCHES AS SHOWN ABOVE.

3. PRESS ENTER PUSHBUTTON ONCE. THE LED'S WILL BLINK TO INDICATE THAT NEW DATA IS LOCKED IN.
WORLD CUP
WORLD CUP LITE & SUPER STAR LITE FEATURE

LIBERAL

8
7
6
5
4
3
2
1
ON

DATA

CONSERVATIVE
WORLD CUP LITES WHEN S-T-A-R IS MADE 4TH. TIME SUPER STAR LITES WHEN S-T-A-R IS MADE 5TH. TIME.

8
7
6
5
4
3
2
1
ON

DATA

FUNCTION

FUNCTION

PROCEDURE:
1. IF NOT ALREADY IN DIAGNOSTIC, ENTER DIAGNOSTIC BY PRESSING LOWER PUSHBUTTON ONCE.

2. SET UP FUNCTION AND DATA SWITCHES AS SHOWN ABOVE.

3. PRESS ENTER PUSHBUTTON ONCE. THE LED'S WILL BLINK TO INDICATE THAT NEW DATA IS LOCKED IN.