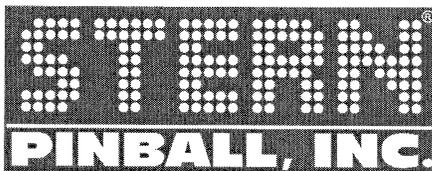


Find-It-In-Front: Dr. Pinball Section

The inside cover & the front pages
DR. ① thru DR. ⑩ covers the basics...

Find the answers to your questions here...
If you still need help, give us a call!

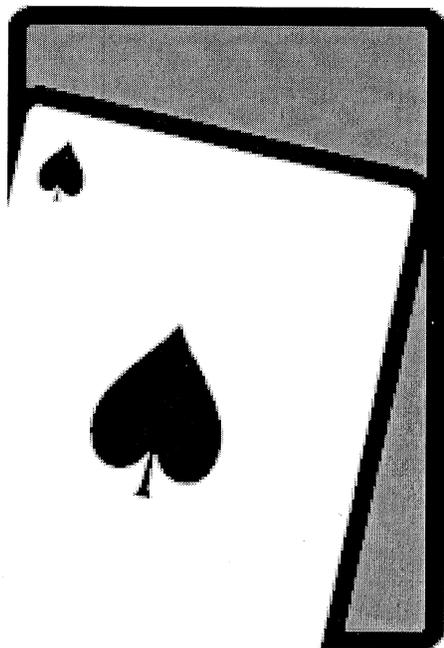


THIS PINBALL GAME IS
TOPS
TOURNAMENT PINBALL
SYSTEM READY!

Order the optional TOPS™
Kit SPI P/N:
502-5011-00

DR. DR. DR.
NO YES END PREQ QUIT ?

The Portals™ Service Menu,
Section 3, is your Technical Friend...



WORLD POKER TOUR™

© WPT Enterprises, Inc. All Rights Reserved. WPT, World Poker Tour, and Spade Card Design are trademarks of WPT Enterprises, Inc. All Rights Reserved.
Bee Royal Face Card Designs used are © 2005-2006 The United States Playing Card Company. All Rights Reserved.



Joe Blackwell
DIRECTOR,
Parts Sales &
Technical Support



Patty Schraps
Stock Room
SUPERVISOR



Dorothy Brown
Parts Sales
REPRESENTATIVE

Your Parts Sales & Technical Support Team



Chas Siddiqi
Technical Support
ENGINEER



Patrick Powers
Technical Support
ENGINEER



J. Alfer
Technical Support
Documentation
ADMINISTRATOR

Pinball Service Game Manual (Sample Games)

Some pages, chapters and / or sections are incomplete or may have been excluded for final editing (noted within).

Go to www.sternpinball.com and
click Tech. Support & Parts Sales



Once there, you will find Service Bulletins, ROM Code, Parts,
Appendixes, Coin Cards, helpful information and much more!

• Toll-Free: 1-800-KICKERS (542-5377) or 1-708-345-7700 • eMail: parts.service@sternpinball.com •

Stern® Pinball, Inc.
All Rights Reserved.
Printed in the U.S.A.
January 2006

SPI Part Number
780-5088-SP

HOW TO UPDATE YOUR GAME CODE FOR THE NEW S.A.M. SYSTEM

USB 2.0 Memory Sticks (a.k.a. Thumb, Flash or Jump Drives) 64MB min., recommendation 128MB or 256MB

S.A.M. System compatible, tested & SPI approved USB Memory Sticks (subject to change due to availability or technology) :

PNY Technologies Attaché™ 128MB (SPI PN: 970-0128-00*) or
PNY Technologies Attaché™ 256MB (SPI PN: 970-0256-00*)

Lexar JumpDrive™ Secure 128MB (SPI PN: 970-0128-01*) or
Lexar JumpDrive™ Secure 256MB (SPI PN: 970-0256-01*)

see it via : <http://www.pny.com/products/flash/attache.asp>

see it via : http://www.lexar.com/jumpdrive/jd_secure.html

* to get the Memory Stick with the latest WPT Game Code copied to it, add "-88" to above part numbers.

Game Code is subject to change. Update this game with the latest code downloaded from our website or order through your local distributor (ask for the part numbers above). With Dip Switch #8 set to 'ON', enter the SERVICE MENU, "GO TO UTILITIES MENU," "GO TO USB MENU," then enter the "GAME CODE UPDATE MENU" and follow on-screen prompts.

Upon power-up the display will describe the version of code installed in your game. When directed to do so (via Service Bulletin or website announcement) you will need to update your code ... with the BOOT FLASH EPROM* installed, here's how:

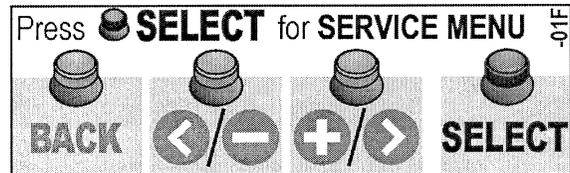
STEP 1 Open the Back Box and locate the 8-Position Dip Switch (SW1 on the CPU/Sound Board).

STEP 2 Switch Dip Switch #8 to 'ON'. (*BOOT FLASH EPROM must be installed.)

STEP 3 Press the White Reset Button (S1 RESET on the CPU/Sound Board) or Power Cycle the game OFF/ON (outside cabinet bottom front right).

STEP 4 Using the 4-Button Service Switch Set (inside the Coin Door):

- 4A } Press [SELECT].
- 4B } Press [>]. Go to the "UTIL." Icon. Press [SELECT].
- 4C } Press [>]. Go to the "USB" Icon. Press [SELECT].
- 4D } Press [>]. Go to the "UPDT" Icon. Press [SELECT].
- 4E } Follow on-screen prompts.

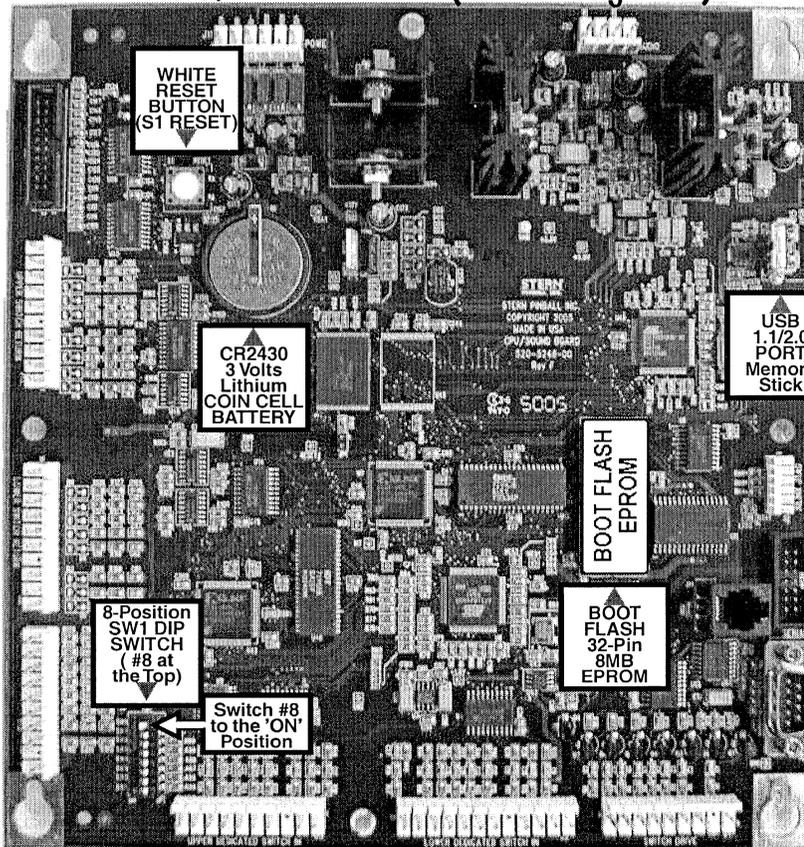


• Green Button
Press to
Escape
Back
(or Exit).

•• Red Buttons
Press to move
< Left , Right >.
Press to - Decrease
or + Increase values
or to change settings.

• Black Button
Press to
Enter
Select
(or 'OK').

CPU/Sound Board (S.A.M. System)



Got confused? Comments? Questions? Call Technical Support at 800-542-5377 or 708-345-7700 (Option 1).



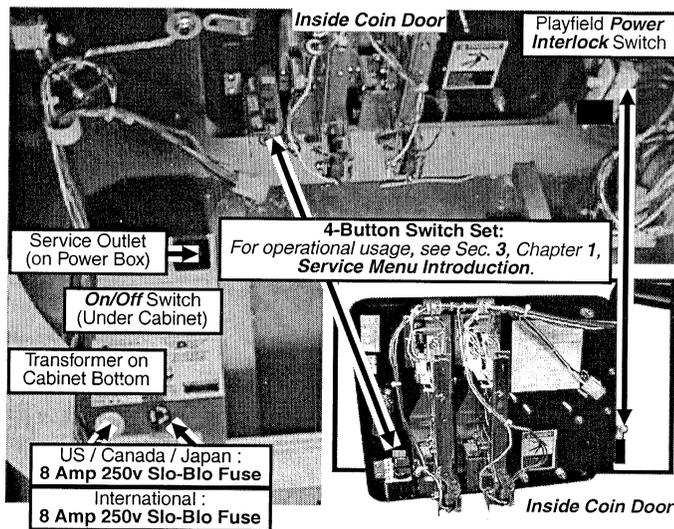
For Proper Operation of this Pinball Game, (4)
Pinballs must be installed in the Ball Trough!



Backbox Fuses*, Cabinet Fuses, Playfield Fuses and Cabinet Switches

QUICK REFERENCE FUSE CHART			
3/4A S.B. 200-5000-17 3A S.B. 200-5000-08 4A S.B. 200-5000-06 5A S.B. 200-5000-01 7A S.B. 200-5000-03 8A S.B. 200-5000-05			
BACKBOX FUSES		CABINET FUSES	
I/O POWER DRIVER BOARD		POWER (SERVICE OUTLET) BOX	
<i>with RED LED STATUS INDICATORS (if any RED LED is OFF, check the fuse)</i>		<i>(Access through Coin Door inside cabinet, front bottom.)</i>	
F1	5A S.B. 5.7VAC	G.I. Lamps [BROWN-WHITE↔WHT-BRN]	8A S.B. 110-120V Main Line US / Canada / Japan
F2	5A S.B. 5.7VAC	G.I. Lamps [YELLOW↔WHITE-YEL Circuit]	5A S.B. 220-240V Main Line International
F3	5A S.B. 5.7VAC	G.I. Lamps [GREEN↔WHITE-GRN Circuit]	
F4	5A S.B. 5.7VAC	G.I. Lamps [VIOLET↔WHITE-VIO Circuit]	
F5	7A S.B. 50VDC	Coils / Flippers [48VAC feed to BRDG 1]	PLAYFIELD FUSES
F6	3A S.B. 24VAC	Motor or Special Application	
F7	4A S.B. 50VDC	Magnet(s) or Special Application	
F8	3A S.B. 50VDC	Coils	
F9	8A S.B. 18VDC	Control Lamps [13VAC feed to BRDG 4]	FLIPPER OR SPECIAL APPLICATION
F10	5A S.B. 20VDC	Coils / Flashers [16VAC feed to BRDG 2]	<i>(Coil Fuses are located under the playfield near assembly.)</i>
F11	4A S.B. 5VDC	Logic Power [8VAC feed to BRDG 5]	3A S.B. 50VDC R. Flipper [BLU-YEL↔RED-YEL]
F12	5A S.B. 12VDC	Audio / Switches [19VAC feed to BRDG 3]	3A S.B. 50VDC L. Flipper [GRY-YEL↔RED-YEL]
F13	5A S.B. 12VDC	Audio / Switches [19VAC feed to BRDG 3]	3A S.B. 50VDC Additional Flipper Coil, if used.
DISPLAY POWER SUPPLY BOARD		3A S.B. 50VDC Spcl. Application Coil, if used.	
		<i>For location & more details on fuses, see Sec. 5, Chp. 2.</i>	
		<p>⚠ ALL FUSES ARE 250V S.B. (SLO-BLO) SEE FUSE OR TABLES FOR AMP RATING</p> <p>⚠ CAUTION : FOR CONTINUED PROTECTION AGAINST RISK OF FIRE, REPLACE ONLY WITH SAME TYPE FUSE WITH IDENTICAL ELECTRICAL RATING!</p>	
F1	3/4A S.B. 90VDC	High Voltage Dot Display Board	
		Stern Pinball®, Inc. ©2006 820-6384-00 Rev. A	

*CPU/Sound Board does not have fuses.



Find-It-In-Front:
Dr. Pinball



DR. 1

////// FIND-IT-IN-FRONT: Dr. Pinball Section Explained ////

The key technical data from various parts of the manual were extracted and combined into the "Find-It-In-Front: Dr. Pinball Section." This front section (Pages DR. ① - ⑥) will assist the technician in locating important technical information needed to troubleshoot the Pinball Machine. **Dr. Pinball** is also available in a Flow Chart Help Format in the **Service Menu**. These menus can assist you in troubleshooting a problem with the machine in a Flow Chart format (*answer the questions using the **Service Menu** buttons*). To access or enter, read below.

● ● ● ● Service Switch X4 Set Overview

The four buttons (*inside Coin Door*) have dual functions depending if you have entered the **Service Menu** or not.

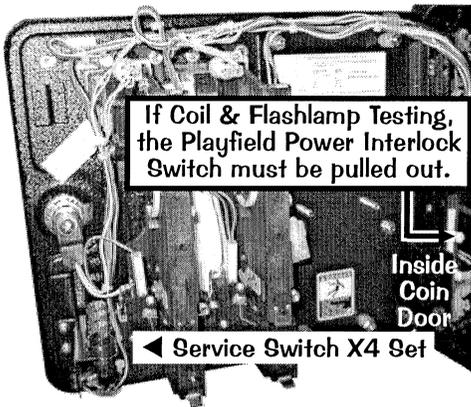
Functions in Game or Attract Mode

- **Green Button**
Press for **Service Credit(s)**.
- **Red Buttons**
Press for **Volume Adjustment** - for less (*quieter*), + for more (*louder*)
- **Black Button**
Press for **Service Menu entry**.

Functions in the Service Menu

Press ● **SELECT** for **SERVICE MENU**

- **Green Button**
Press to **Escape Back** (or *Exit*).
- **Red Buttons**
Press to move **< Left , Right >**. Press to - **Decrease** or + **Increase** values or to change settings.
- **Black Button**
Press to **Enter Select** (or *'OK'*).



OPEN THE COIN DOOR TO ACCESS THE SERVICE SWITCH X4 SET.

To enter the **SERVICE MENU**, then enter the **DR. PINBALL FLOW CHART MENUS**, perform the below steps.

- Step 1 Press [Select].
- Step 2 ... "DIAG" Icon. Press [Select].
- Step 3 Press [>]. Go to the + "DR." Icon. Press [Select].

Step 4 Press [>]. Go to the **Coil, Switch or Lamp "DR." Icons**. Press [Select].

Press [BACK] to exit or escape at any time.

Continue through the other menus. Select the Coil "DR" Icon for the **COIL FLOW CHART**; Select the Switch "DR" Icon for the **SWITCH FLOW CHART**; Select the Lamp "DR" Icon for the **LAMP FLOW CHART**. Each menu will help you diagnose the particular circuit. After selection, *Dr. Pinball* will display a question or a procedure to follow, such as "Does the lamp turn on?" or "Check bridge rectifier BR-20, if short replace." When *Dr. Pinball* displays a question or requests a procedure, simply answer them. You the operator or technician must respond by using the **Red Buttons** to highlight an answer, and the **Black Button** to select it or to say 'OK'.

More details & information on the **Service Menu** is covered in Section 3. Review the Table of Contents for page numbers.

IF MENU(S) ARE NOT FUNCTIONING, LOOK FOR FUTURE UPDATES.

The Service Menu is subject to change. Update this game with the latest code downloaded from our website with a USB Memory Stick (64MB min., recommendation 128MB or higher). See the inside front cover for directions or in the Service Menu "Go To Utilities Menu" then "Go To USB Menu" and follow prompts.

DIAGNOSTIC AIDS

**CLOSE COIN DOOR
50V / 20V DISABLED
CHECK FUSES: F5, F7, F8, F10**

Both of these **alert displays** alternate when the **50V / 20V Power** is disabled. Follow the on-screen instructions. The warning can be turned off while you're working on the game with the Coin Door open by pressing the 'escape' **Green [BACK] Button**.

**OPERATOR ALERT!
#2 AUTO LAUNCH
COIL MALFUNCTION**

This **alert display** is shown momentarily during **Game Mode** or **Power-Up** to alert the operator of a coil malfunction (*coil doesn't energize or coil fires a multiple number of times*). **OPERATOR ALERT!** works by monitoring any *switch activated coil* that has the potential to trap a ball when disabled (*e.g. in the Auto Launch, Scoop, Eject, etc.*). This alert can also appear if a switch associated with a coil (*e.g. #16 Shooter Lane & #2 Auto Launch*) is stuck closed (*caused by a switch jam or stuck ball*); the **CPU/Sound Board** will activate the coil approximately ten times and if the switch remains closed, the game will report this switch in **Technician Alerts** & will indicate the *following display warning*:

**PLEASE CHECK
TECH REPORT
PORTALS->DIAG->TECH**

If this **Tech Report Alert flashes** (along with an audible sound), the game has detected faulty switches and/or missing pinballs. Select the "TECH" *Icon* for information (*review Technician Alerts, Pages 24-25*). For this **Alert display** to appear, **Standard Adjustment 49, Tech Alert Warning, must be changed to POWERUP, COIN DOOR or POWERUP AND COIN DOOR**.

The default is **NEVER** (review *Sec. 3, Chp. 4, GO TO ADJUSTMENTS MENU, Standard Adjustments, Page 44*).

CPU DIP SWITCH SETTINGS

The 8-Pos. Dip Switch [SW1] is on the CPU/Sound Board (between Conn. J3 & J13, lower left corner)

CPU COUNTRY SETTING:	Pos.	1	2	3	4	5	6	7	8
USA	ON								
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Austria	ON	▲							
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Australia	ON	▲	▲	▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Belgium	ON	▲							
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Canada	ON	▲	▲						
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Croatia	ON	▲	▲	▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Denmark	ON	▲		▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Finland	ON	▲	▲						
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
France	ON	▲	▲						
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Germany	ON	▲	▲						
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Greece	ON	▲	▲	▲	▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Italy	ON				▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Japan	ON	▲	▲	▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Middle East	ON	▲	▲	▲	▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Netherlands	ON			▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
New Zealand	ON				▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Norway	ON	▲	▲						
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Portugal	ON	▲			▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Russia	ON	▲		▲	▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
So. Africa	ON			▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Spain	ON	▲		▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Sweden	ON	▲	▲	▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Switzerland	ON			▲	▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
Taiwan	ON			▲	▲				
	OFF	▼	▼	▼	▼	▼	▼	▼	▼
UK	ON	▲	▲	▲					
	OFF	▼	▼	▼	▼	▼	▼	▼	▼



Find-It-In-Front:
Dr. Pinball



SWITCH MATRIX GRID (01-64) {Switch Locations on the next page}

CPU/ Sound Board	01 IC-U22A RETURN WHT-BRN J6-P9	02 IC-U22B RETURN WHT-RED J6-P8	03 IC-U22C RETURN WHT-ORG J6-P7	04 IC-U22D RETURN WHT-YEL J6-P6	05 IC-U16A RETURN WHT-GRN J6-P5	06 IC-U16B RETURN WHT-BLU J6-P3	07 IC-U16C RETURN WHT-VIO J6-P2	08 IC-U16D RETURN WHT-GRY J6-P1	09 IC-U36A TAN-BLK J12-P9	10 IC-U36B TAN-RED J12-P8	11 IC-U36C TAN-ORG J12-P7	12 IC-U36D TAN-YEL J12-P6	13 IC-U40A TAN-GRN J12-P4	14 IC-U40B TAN-BLU J12-P3	15 IC-U40C TAN-VIO J12-P2	16 IC-U40D TAN-WHT J12-P1	
	01 SW. #1	02 SW. #2	03 SW. #3	04 SW. #4	05 SW. #5	06 SW. #6	07 SW. #7	08 SW. #8	09 SW. #9	10 SW. #10	11 SW. #11	12 SW. #12	13 SW. #13	14 SW. #14	15 SW. #15	16 SW. #16	
	NOT USED	NOT USED	SHOOTER LANE VUK	RIGHT DROP #4 (TOP)	RIGHT DROP #2	RIGHT DROP #3	RIGHT DROP #4 (TOP)	RIGHT ORBIT SPINNER	RIGHT RAMP ENTER	MIDDLE DROP #1 (L)	MIDDLE DROP #2	MIDDLE DROP #3	MIDDLE DROP #4 (R)	LOWER RIGHT 10PT	TOURNAMENT START	OPTIONAL	START BUTTON
	NOT USED	NOT USED	«DOTS.»	OPTO.U. 520-5252-04 On Assembly	GATE SW.	OPTO.U. 520-5252-04 On Assembly	OPTO.U. 502-5011-00 Optional Kit	180-5174-00 In Cabinet	SW. #32								
	02 DRIVE > GRN-FED J1-P3	02 SW. #17	02 SW. #18	02 SW. #19	02 SW. #20	02 SW. #21	02 SW. #22	02 SW. #23	02 SW. #24	02 SW. #25	02 SW. #26	02 SW. #27	02 SW. #28	02 SW. #29	02 SW. #30	02 SW. #31	02 SW. #32
	NOT USED	NOT USED	4-BALL TROUGH #4 (L)	4-BALL TROUGH #3	4-BALL TROUGH #2	VUK OPTO 44 (R)	4-BALL STACKING OPTO	SHOOTER LANE	LEFT OUTLANE	RETURN LANE	LEFT SLING-SHOT	RIGHT SLING-SHOT	RIGHT RETURN LANE	RIGHT OUTLANE	LEFT BUMPER	RIGHT BUMPER	BOTTOM BUMPER
	03 DRIVE > GRN-ORG J1-P4	03 SW. #33	03 SW. #34	03 SW. #35	03 SW. #36	03 SW. #37	03 SW. #38	03 SW. #39	03 SW. #40	03 SW. #41	03 SW. #42	03 SW. #43	03 SW. #44	03 SW. #45	03 SW. #46	03 SW. #47	03 SW. #48
	LEFT DROP #1 (BOT)	LEFT DROP #2	LEFT DROP #3	LEFT DROP #4	LEFT DROP #5	LEFT DROP #6	LEFT DROP #7	LEFT DROP #8 (TOP)	LOWER LEFT 10PT	LOWER LEFT TARGET	LEFT ORBIT SPINNER	LEFT ORBIT HI	POP STANDUP #1 (L)	POP STANDUP #2	POP STANDUP #3	POP STANDUP #4 (R)	POP STANDUP #4 (R)
	OPTO.U. 520-5252-04 On Assembly	OPTO.U. 520-5252-04 On Assembly	TRANS./REC TX 520-5227-01 2 per P/F	TRANS./REC TX 520-5227-01 2 per Asm.													
	04 DRIVE > GRN-YEL J1-P5	04 SW. #49	04 SW. #50	04 SW. #51	04 SW. #52	04 SW. #53	04 SW. #54	04 SW. #55	04 SW. #56	04 SW. #57	04 SW. #58	04 SW. #59	04 SW. #60	04 SW. #61	04 SW. #62	04 SW. #63	04 SW. #64
	POP ELECT	RIGHT ORBIT HI	SHOOTER VUK EXIT	RIGHT RAMP MADE	UPPE EXIT	LEFT RAMP MADE	LEFT RAMP MADE	UPPE ABOVE VUK	JAIL BARS BASH	JAIL BARS REST	TRANS-FER TUBE	UPPE STANDUP #1 (L)	UPPE STANDUP #2	UPPE STANDUP #3	JAIL BARS UP	NOT USED	NOT USED
	On Assembly	Above P/F	On Assembly	On Assembly	On Assembly	TRANS./REC TX 520-5227-01 2 per Asm.											

Wire Color Abbreviations used: **BLK** Black **BLU** Blue **BRN** Brown **GRY** Gray **GRN** Green **LGN** Light Grm. **ORG** Orange **PNK** Pink **RED** Red **TAN** Tan **VIO** Violet **WHT** White **YEL** Yellow

Dedicated Switches (D1-D24) {Dedicated Switch Locations on the next page} // CPU/Snd. SW1 Dip Switches (1-8)

CPU/SND Board	01 SW. D-1	02 SW. D-2	03 SW. D-3	04 SW. D-4	05 SW. D-5	06 SW. D-6	07 SW. D-7	08 SW. D-8	09 SW. D-9	10 SW. D-10	11 SW. D-11	12 SW. D-12	13 SW. D-13	14 SW. D-14	15 SW. D-15	16 SW. D-16
	LEFT COIN SLOT	CENTER COIN SLOT/DBA	RIGHT COIN SLOT	4TH COIN SLOT	5TH COIN SLOT	NOT USED	LT POST (UK ONLY)	RT POST (UK ONLY)	LEFT FLIPPER BUTTON	LEFT FLIPPER E.O.S.	RIGHT FLIPPER BUTTON	RIGHT FLIPPER E.O.S.	UPP. LT. FLIPPER BUTTON	UPP. LT. FLIPPER E.O.S.	UPP. RT. FLIPPER BUTTON	UPP. RT. FLIPPER E.O.S.
	180-5204-00 Coin Door	180-5204-00 Coin Door	180-5204-00 Coin Door	180-5204-00 Coin Door	180-5192-04 Coin Door	NOT USED	180-5160-01 Cabinet Side	180-5160-01 Cabinet Side	180-5160-01 Cabinet Side	180-5149-00 Flipper Asm.						

CPU/SND Board	01 LGN-BRN J13-P1	02 LGN-RED J13-P3	03 LGN-ORG J13-P4	04 LGN-YEL J13-P5	05 LGN-BLK J13-P6	06 LGN-BLU J13-P7	07 LGN-VIO J13-P8	08 LGN-GRY J13-P9	CPU/SOUND BD. SW1 DIP SWITCH (located between Connectors J3/J13)							
	SW. D-17	SW. D-18	SW. D-19	SW. D-20	SW. D-21	SW. D-22	SW. D-23	SW. D-24	DIP SWITCH POSITION #1	DIP SWITCH POSITION #2	DIP SWITCH POSITION #3	DIP SWITCH POSITION #4	DIP SWITCH POSITION #5	DIP SWITCH POSITION #6	DIP SWITCH POSITION #7	DIP SWITCH POSITION #8
	THILT PENDULUM (PLUMB BOB)	SLAM THILT (OPT)	TICKET NOTCH	NOT USED	BACK BUTTON (GREEN)	</- BUTTON (RED)	+/> BUTTON (RED)	SELECT BUTTON (BLACK)								
	180-5033-00 Cfp. 1, Pg. 63 for cab. parts	OPTIONAL 180-5119-02 Below P/F	OPTIONAL 180-5119-02 Below P/F	NOT USED	180-5192-04 Coin Door	180-5192-04 Coin Door	180-5192-04 Coin Door	180-5192-04 Coin Door								



Find-It-In-Front:
Dr. Pinball



LAMP MATRIX GRID (01-80) {Lamp Locations on the next page}

I/O	01	02	03	04	05	06	07	08
Power Driver Board	18VDC YEL-BRN J13-P9	18VDC YEL-RED J13-P8	18VDC YEL-ORG J13-P7	18VDC YEL-BLK J13-P6	18VDC YEL-GRN J13-P5	18VDC YEL-BLU J13-P4	18VDC YEL-YIO J13-P3	18VDC YEL-GRY J13-P1
	IC-U17	IC-U16	IC-U15	IC-U14	IC-U13	IC-U12	IC-U11	IC-U10
01 Q33 GROUND RED-BRN J12-P1	#555 Clear LP. #1 START BUTTON 165-5002-00	#CM86 Cir. LP. #2 TOURNAMENT BUTTON 165-5103-00	#555 Clear LP. #3 DEAL AGAIN 165-5002-00	#555 Clear LP. #4 LEFT SPECIAL 165-5002-00	#555 Clear LP. #5 L TRIPLE SCORE 165-5002-00	#555 Clear LP. #6 R TRIPLE SCORE 165-5002-00	#555 Clear LP. #7 RIGHT SPECIAL 165-5002-00	#555 Clear LP. #8 LIGHT LOCK 165-5002-00
02 Q34 GROUND RED-BLK J12-P2	#555 Clear LP. #9 ONE PAIR 165-5002-00	#555 Clear LP. #10 TWO PAIR 165-5002-00	#555 Clear LP. #11 THREE OF A KIND 165-5002-00	#555 Clear LP. #12 SKILL FLIP 165-5002-00	#555 Clear LP. #13 LEFT RAMP ARROW 165-5002-00	#555 Clear LP. #14 LEFT RAMP RIVER 165-5000-44-HF	#555 Clear LP. #15 RIGHT RAMP ARROW 165-5002-00	#44 Clear LP. #16 RIGHT RAMP RIVER 165-5000-44-HF
03 Q35 GROUND RED-ORG J12-P3	#555 Clear LP. #17 STRAIGHT 165-5002-00	#555 Clear LP. #18 FLUSH 165-5002-00	#555 Clear LP. #19 FULL HOUSE 165-5002-00	#555 Clear LP. #20 MYSTERY 165-5002-00	#44 Clear LP. #21 LEFT RAMP TURN 165-5000-44-HF	#44 Clear LP. #22 LEFT RAMP FLOP 165-5000-44-HF	#44 Clear LP. #23 RIGHT RAMP TURN 165-5000-44-HF	#44 Clear LP. #24 RIGHT RAMP FLOP 165-5000-44-HF
04 Q36 GROUND RED-YEL J12-P4	#555 Clear LP. #25 FOUR OF A KIND 165-5002-00	#555 Clear LP. #26 STRAIGHT FLUSH 165-5002-00	#555 Clear LP. #27 ROYAL FLUSH 165-5002-00	#555 Clear LP. #28 ADVANCE HOLD EM 165-5002-00	#555 Clear LP. #29 LEFT RAMP CHIP TRICK 165-5002-00	#555 Clear LP. #30 EJECT ARROW 165-5002-00	#555 Clear LP. #31 WPT CHAMP-IONSHIP 165-5002-00	#555 Clear LP. #32 RIGHT RAMP CHIP TRICK 165-5002-00
05 Q37 GROUND RED-GRN J12-P5	#44 Clear LP. #33 ACE OF SPADES 165-5000-44-HF	#44 Clear LP. #34 QUEEN OF HEARTS 165-5000-44-HF	#44 Clear LP. #35 TEN OF SPADES 165-5000-44-HF	#44 Clear LP. #36 JACK OF DIAMONDS 165-5000-44-HF	#555 Clear LP. #37 POKER CORNER 165-5002-00	#555 Clear LP. #38 EJECT LOCK 165-5002-00	#555 Clear LP. #39 ARUBA 165-5002-00	#555 Clear LP. #40 LOS ANGELES 165-5002-00
06 Q38 GROUND RED-BLU J12-P6	#44 Clear LP. #41 EIGHT OF SPADES 165-5000-44-HF	#44 Clear LP. #42 QUEEN OF SPADES 165-5000-44-HF	#44 Clear LP. #43 TEN OF CLUBS 165-5000-44-HF	#44 Clear LP. #44 KING OF CLUBS 165-5000-44-HF	#555 Clear LP. #45 SPIN A CARD 165-5002-00	#555 Clear LP. #46 EJECT CHIP TRICK 165-5002-00	#555 Clear LP. #47 BAHAMAS 165-5002-00	#555 Clear LP. #48 PARIS 165-5002-00
07 Q39 GROUND RED-VIO J12-P8	#44 Clear LP. #49 NINE OF SPADES 165-5000-44-HF	#44 Clear LP. #50 KING OF HEARTS 165-5000-44-HF	#44 Clear LP. #51 NINE OF DIAMONDS 165-5000-44-HF	#44 Clear LP. #52 JACK OF SPADES 165-5000-44-HF	#555 Clear LP. #53 LEFT ORBIT ARROW 165-5002-00	#555 Clear LP. #54 LEFT ORBIT CHIP TRICK 165-5002-00	#555 Clear LP. #55 ATLANTIC CITY 165-5002-00	#555 Clear LP. #56 LAS VEGAS 165-5002-00
08 Q40 GROUND RED-GRY J12-P9	#44 Clear LP. #57 KING OF DIAMONDS 165-5000-44-HF	#44 Clear LP. #58 SEVEN OF SPADES 165-5000-44-HF	#44 Clear LP. #59 QUEEN OF CLUBS 165-5000-44-HF	#44 Clear LP. #60 KING OF SPADES 165-5000-44-HF	#555 Clear LP. #61 RIGHT ORBIT ARROW 165-5002-00	«DOTS»	#555 Clear LP. #62 STEAL THE BLIND 165-5002-00	#555 Clear LP. #64 A CHIP AND A CHAIR 165-5002-00
09 Q41 GROUND RED-WHT J12-P10	#555 Clear LP. #65 LEFT VUK ARROW 165-5002-00	#555 Clear LP. #66 CUT THE CARDS 165-5002-00	Lamp Note 1 LP. #67 POP STANDUP #1 (L) 112-5023-08	Lamp Note 1 LP. #68 POP STANDUP #2 112-5023-08	#555 Clear LP. #69 RIGHT ORBIT CHIP TRICK 165-5002-00	«DOTS»	#555 Clear LP. #71 PLAY THE BUTTON 165-5002-00	#555 Clear LP. #72 SPOT THE TELL 165-5002-00
10 Q42 GROUND RED J12-P11	#555 Clear LP. #73 LEFT VUK LOCK 165-5002-00	#555 Clear LP. #74 EXTRA BALL 165-5002-00	Lamp Note 1 LP. #75 POP STANDUP #3 112-5023-08	Lamp Note 1 LP. #76 POP STANDUP #4 (R) 112-5023-08	LP. #77	Lamp Note 2 LP. #78 BOTTOM BUMPER 112-5024-08	#555 Clear LP. #79 KNOW YOUR OUTS 165-5002-00	#555 Clear LP. #80 CHANGE GEARS 165-5002-00

Wire Color Abbreviations used:

BLK	BLU	BRN	GRY	GRN	ORG	RED	VIO	WHT	YEL
Black	Blue	Brown	Gray	Green	Orange	Red	Violet	White	Yellow

Lamp Note 1 = White LED Module (Bayonet #44 Style) 112-5023-08
Lamp Note 2 = White LED Module (Wedge Base #53 Style) 112-5024-08



Find-It-In-Front:
Dr. Pinball

DR. 6

COILS DETAILED CHART TABLE

High Current Coils Group 1		Drive Transistor	Driver Output Board	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#1	TROUGH UP-KICKER	Q1	▲ I/O Power Driver ▼	YEL-VIO	J10-P9/10	50v DC	BRN-BLK	J8-P1	26-1200 ∪ 090-5044-ND
#2	AUTO LAUNCH	Q2		YEL-VIO	J10-P9/10	50v DC	BRN-RED	J8-P3	24-940 ∪ 090-5036-ND
#3	SHOOTER LANE VUK	Q3		YEL-VIO	J10-P9/10	50v DC	BRN-ORG	J8-P4	26-1200 ∪ 090-5044-ND
#4	LEFT VUK	Q4		YEL-VIO	J10-P9/10	50v DC	BRN-YEL	J8-P5	26-1200 ∪ 090-5044-ND
#5	LOWER LEFT DROP RESET	Q5		YEL-VIO	J10-P9/10	50v DC	BRN-GRN	J8-P6	23-800 ∪ 090-5001-ND
#6	UPPER LEFT DROP RESET	Q6		YEL-VIO	J10-P9/10	50v DC	BRN-BLU	J8-P7	23-800 ∪ 090-5001-ND
#7	MIDDLE DROP RESET	Q7		YEL-VIO	J10-P9/10	50v DC	BRN-VIO	J8-P8	23-800 ∪ 090-5001-ND
#8	RIGHT DROP RESET	Q8		YEL-VIO	J10-P9/10	50v DC	BRN-GRY	J8-P9	23-800 ∪ 090-5001-ND

High Current Coils Group 2		Drive Transistor	Driver Output Board	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#9	LEFT BUMPER	Q9	▲ I/O Power Driver ▼	YEL-VIO	J10-P9/10	50v DC	BLU-BRN	J9-P1	26-1200 ∪ 090-5044-ND
#10	RIGHT BUMPER	Q10		YEL-VIO	J10-P9/10	50v DC	BLU-RED	J9-P2	26-1200 ∪ 090-5044-ND
#11	BOTTOM BUMPER	Q11		YEL-VIO	J10-P9/10	50v DC	BLU-ORG	J9-P4	26-1200 ∪ 090-5044-ND
#12	JAIL UP	Q12		YEL-VIO	J10-P9/10	50v DC	BLU-YEL	J9-P5	26-1200 ∪ 090-5044-ND
#13	UPPER PF LEFT FLIPPER	Q13		GRY-YEL-3A Fuse-RED-YEL	J10-P6/7	50v DC	BLU-GRN	J9-P6	23-1100 ∪ 090-5030-ND
#14	UPPER PF RIGHT FLIPPER	Q14		BLU-YEL-3A Fuse-RED-YEL	J10-P6/7	50v DC	BLU-BLK	J9-P7	23-1100 ∪ 090-5030-ND
#15	LEFT FLIPPER (50v RED/YEL)	Q15		GRY-YEL-3A Fuse-RED-YEL	J10-P6/7	50v DC	ORG-GRY	J9-P8	22-1080 ∪ 090-5032-ND
#16	RIGHT FLIPPER (50v RED/YEL)	Q16		BLU-YEL-3A Fuse-RED-YEL	J10-P6/7	50v DC	ORG-VIO	J9-P9	22-1080 ∪ 090-5032-ND

Low Current Coils Group 1		Drive Transistor	Driver Output Board	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#17	LEFT SLINGSHOT	Q17	▲ I/O Power Driver ▼	BROWN	J7-P1	20v DC	VIO-BRN	J7-P2	23-800 ∪ 090-5001-ND
#18	RIGHT SLINGSHOT	Q18		BROWN	J7-P1	20v DC	VIO-RED	J7-P3	23-800 ∪ 090-5001-ND
#19	JAIL LATCH [MINI-COIL]	Q19		BROWN	J7-P1	20v DC	VIO-ORG	J7-P4	29-1400 ∪ 090-5072-03
#20	LEFT RAMP UP POST	Q20		BROWN	J7-P1	20v DC	VIO-YEL	J7-P6	25-1240 ∪ 090-5034-ND
#21	BUMPER EJECT	Q21	Step-Up Driver:	via Aux. Driver Bd. 520-5254-00 YEL-VIO : J10-P9/10		50v DC	via Aux. Driver Bd. 520-5254-00 VIO-GRN : J7-P7		26-1200 ∪ 090-5044-ND
#22	FLASH: LEFT SLINGSHOT	Q22	▲ I/O Power Driver ▼	ORANGE	J6-P10	20v DC	VIO-BLU	J7-P8	#89 Bulb 165-5000-89
#23	FLASH: RIGHT SLINGSHOT	Q23		ORANGE	J6-P10	20v DC	VIO-BLK	J7-P9	#89 Bulb 165-5000-89
#24	OPTIONAL COIL	Q24		RED	J16-P4>8	5v DC	VIO-GRY	J7-P10	Opt. 5v

Diode On Terminal Strip (if noted)

Low Current Coils Group 2		Drive Transistor	Driver Output Board	Power Line Color	Power Line Connection	Power Voltage	Drive Transistor Control Line Color	D.T. Control Line Connect	Coil GA-Turn or Bulb Type
#25	FLASH: LEFT SPINNER	Q25	▲ I/O Power Driver ▼	ORANGE	J6-P10	20v DC	BLK-BRN	J6-P1	#89 Bulb 165-5000-89
#26	FLASH: BACKPANEL #1 (L)	Q26		ORANGE	J6-P10	20v DC	BLK-RED	J6-P2	#89 Bulb 165-5000-89
#27	FLASH: BACKPANEL #2	Q27		ORANGE	J6-P10	20v DC	BLK-ORG	J6-P3	#89 Bulb 165-5000-89
#28	FLASH: BACKPANEL #3	Q28		ORANGE	J6-P10	20v DC	BLK-YEL	J6-P4	#89 Bulb 165-5000-89
#29	FLASH: BACKPANEL #4	Q29		ORANGE	J6-P10	20v DC	BLK-GRN	J6-P5	#89 Bulb 165-5000-89
#30	FLASH: BACKPANEL #5 (R)	Q30		ORANGE	J6-P10	20v DC	BLK-BLU	J6-P6	#89 Bulb 165-5000-89
#31	FLASH: RIGHT VUK	Q31		ORANGE	J6-P10	20v DC	BLK-VIO	J6-P7	#89 Bulb 165-5000-89
#32	RIGHT RAMP DOWN POST	Q32		BROWN	J7-P1	20v DC	BLK-GRY	J6-P8	26-1200 ∪ 090-5044-ND

Note: In Test Flash Lamps Menu ("Flash" Icon), Flashers tested are all Flash Lamps located between Q1-Q32 (This Game: Q22-Q23 & Q25-Q31)

∪ Coil Note: ∪ -ND means 'No Diode'. -00B or -00T can be used for coil replacements, but the diode must be removed. Call for more info.

Preliminary

DR. 8

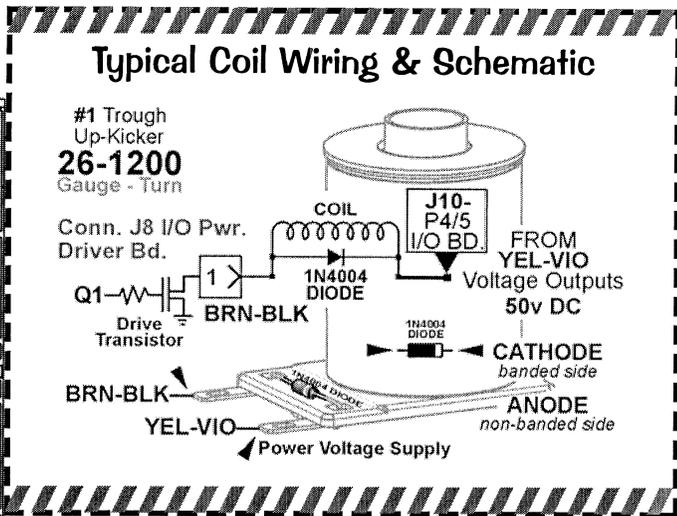
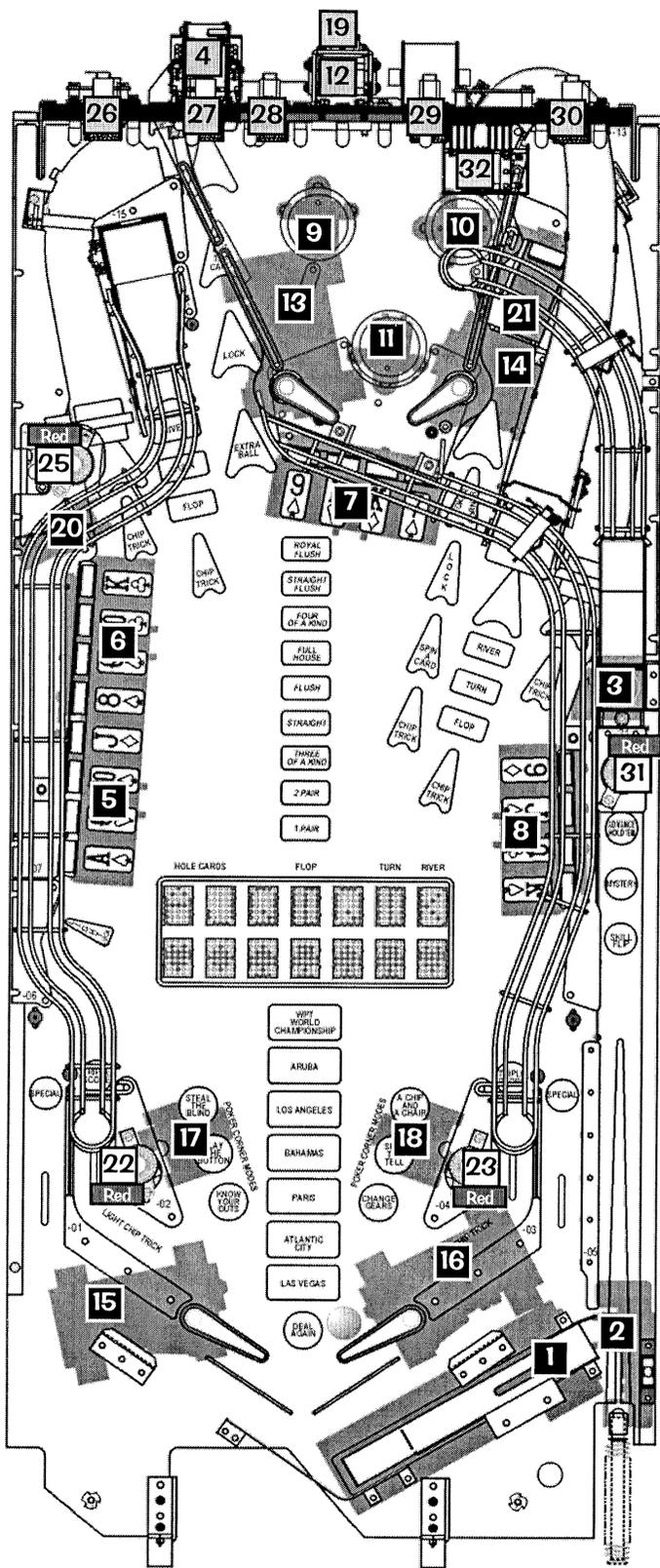
WPTTM
WORLD POKER TOUR

Find-It-In-Front:
Dr. Pinball

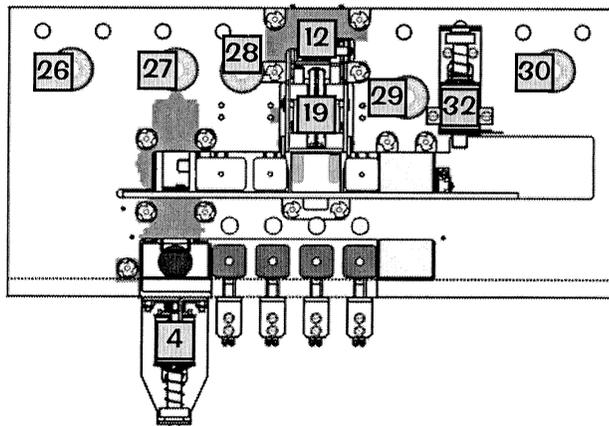


COIL & FLASH LAMP LOCATIONS

{Coils Detailed Chart Table on the previous page}



◀ Playfield | Back Panel ▶



- = Coils / Flash Lamps above Playfield.
- = Coils / Flash Lamps below Playfield.
- = Coils / Flash Lamps on Back Panel.

Color = Color of Mini-Mars or Flash Lamp Bulb.

Some Coil or Flash Lamp Diodes may be located under the playfield, in the Cabinet or Backbox on Terminal Strips or Diode Boards and not on the assemblies.

Coil Q24 is Optional. If either a Coin Meter, Token Dispenser or Knocker (all optional equipment) is required, call Technical Support for more information, 1-800-542-5377 or 1-708-345-7700.

DOTS: **D** iode **Q** n **T** erminal **S** trip, see Sec. 5, Chp. 2, Playfield Wiring.



STANDARD ADJUSTMENT 1

GO TO ADJUSTMENTS MENU: STANDARD ADJUSTMENTS (1-64)

To enter the **SERVICE MENU**, then enter the **STANDARD ADJUSTMENT MENU** to review or change a Standard Adjustment Setting, perform the below steps. For adjustment definitions or summary, review Section 3, Chapter 4, **GO TO ADJUSTMENTS MENU**. See Section 3, Chapter 5, **GO TO INSTALLS MENU**, to easily change all adjustments required depending on the Install Type (Easy, Hard, 5-Ball, Home Play, etc.) desired.

Step 1 Press [Select]. Press [BACK] to exit or escape at any time.

Step 2 Press [>]. Go to the "ADJ" Icon. Press [Select].

Adjustment Number
Adjustment Name
Adjustment Setting
Adjustment Comment



Step 3 ... "S.P.I." Icon. Press [Select].

Step 4 **STANDARD ADJUSTMENT #1** appears with the Adjustment Name [REPLAY TYPE] flashing. With the Adjustment Name flashing, press [<] [>] to move between adjustments.

Step 5: To change the Adjustment Setting, press [SELECT]. With the Adjustment Setting flashing, press [<] [>] repeatedly until the desired setting appears. Press the [SELECT] to "install" the change. The Adjustment Comment (bottom text line) will indicate [INSTALLED/FACTORY DEFAULT], if the Factory Default Setting is selected or [INSTALLED] if the change is not the Factory Default Setting.

STANDARD ADJUSTMENTS (1-64)

Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
1	REPLAY TYPE	AUTO	
2	‡ REPLAY PERCENTAGE	10%	
3	‡ REPLAY AWARD	CREDIT	
4	‡ REPLAY LEVELS	1	
5	‡ AUTO REPLAY START	20,000,000	
6	‡ DYNAMIC REPLAY START	60,000,000	
7	‡ REPLAY LEVEL #1	15,000,000	
8	‡ REPLAY LEVEL #2	30,000,000	
9	‡ REPLAY LEVEL #3	45,000,000	
10	‡ REPLAY LEVEL #4	60,000,000	
11	‡ REPLAY BOOST	YES	
12	SPECIAL AWARD	CREDIT	
13	‡ SPECIAL PERCENTAGE	10%	
14	FREE GAME LIMIT	5	
15	EXTRA BALL LIMIT	5	
16	‡ EXTRA BALL PERCENTAGE	25%	
17	GAME PRICING	USA 5	
18	MATCH AWARD	CREDIT	
19	MATCH PERCENTAGE	9%	
20	BALLS PER GAME	3	
21	TILT WARNINGS	2	
22	CREDIT LIMIT	30	
23	ALLOW HIGH SCORES	YES	
24	GRAND CHAMPION SCORE	75,000,000	
25	HIGH SCORE #1 SCORE	55,000,000	
26	HIGH SCORE #2 SCORE	40,000,000	
27	HIGH SCORE #3 SCORE	30,000,000	
28	HIGH SCORE #4 SCORE	25,000,000	
29	GRAND CHAMPION AWARD	CREDIT	
30	HIGH SCORE #1 AWARD	CREDIT	
31	HIGH SCORE #2 AWARD	CREDIT	
32	HIGH SCORE #3 AWARD	CREDIT	

Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
33	HIGH SCORE #4 AWARD	CREDIT	
34	GRAND CHAMPION AWARDS	1	
35	HIGH SCORE #1 AWARDS	1	
36	HIGH SCORE #2 AWARDS	0	
37	HIGH SCORE #3 AWARDS	0	
38	HIGH SCORE #4 AWARDS	0	
39	HSTD INITIALS	3 INITIALS	
40	HSTD RESET COUNT	2000	
41	FREE PLAY	NO	
42	LANGUAGE	ENGLISH	
43	CUSTOM MESSAGE	ON	
44	FLASH LAMP POWER	NORMAL	
45	COIL PULSE POWER	NORMAL	
46	KNOCKER VOLUME	NORMAL	
47	GAME RESTART	YES	
48	BILL VALIDATOR	NO	
49	MUSIC VOLUME	1	
50	BALL SAVE TIME	0:05	
51	UK POST SAVE	NO	
52	TIMED PLUNGER	OFF	
53	FLIPPER BALL LAUNCH	OFF	
54	COINDOOR BALL SAVER	NO	
55	COMPETITION MODE	NO	
56	CONSOLATION BALL	YES	
57	FAST BOOT	YES	
58	Q24 OPTION	COIN METER	
59	TICKET DISPENSER	NO	
60	PLAYER COMPETITION	YES	
61	TECH ALERT WARNING	NEVER	
62	TEAM SCORES	NO	
63	LOCATION ID	0	
64	GAME ID	0	

Factory Defaults Settings are subject to change during production (especially Standard Adjustments 2, 4, 5, 13, 15-16, 19, 24-28 & 50).
‡ Not all Standard Adjustments are shown. Depending on the setting (whether Factory Default or if changed by the operator), associated adjustments do not appear, if not required. **Note:** If Game Dip Switch other than USA is installed, different Defaults will appear.



DR. 10

Find-It-In-Front:
Dr. Pinball





GO TO ADJUSTMENTS MENU: PRELIMINARY FEATURE ADJUSTMENTS (1-37)

To enter the **SERVICE MENU**, then enter the **FEATURE ADJUSTMENT MENU** to review or change a Feature Adjustment Setting, perform the below steps. *For adjustment definitions or summary, review Section 3, Chapter 4, GO TO ADJUSTMENTS MENU. See Section 3, Chapter 5, GO TO INSTALLS MENU, to easily change all adjustments required depending on the Install Type (Easy, Hard, 5-Ball, Home Play, etc.) desired.*

Step 1 Press [Select]. Press [BACK] to exit or escape at any time.

Step 2 Press [>]. Go to the "ADJ" Icon.
Press [Select].

Adjustment Number
Adjustment Name
Adjustment Setting
Adjustment Comment



Step 3 Press [>]. Go to the "WPT" Icon.
Press [Select].

Step 4 **FEATURE ADJUSTMENT #1** appears with the Adjustment Name [DISABLE CARD DISPLAY] flashing. With the Adjustment Name flashing, press [<] [>] to move between adjustments.

Step 5: To change the Adjustment Setting, press [SELECT]. With the Adjustment Setting flashing, press [<] [>] repeatedly until the desired setting appears. Press the [SELECT] to "install" the change. The Adjustment Comment (*bottom text line*) will indicate [INSTALLED/FACTORY DEFAULT], if the Factory Default Setting is selected or [INSTALLED] if the change is not the Factory Default Setting.

PRELIMINARY FEATURE ADJUSTMENTS (1-37)

Nr.	FEATURE ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
1	DISABLE CARD DISPLAY	NO	
2	CITY ADVANCE DIFFICULTY	DISPLAY	
3	CITY EXTRA BALL DIFF	DISPLAY	
4	CITY EXTRA BALL MEMORY	YES	
5	HOLDEM DIFFICULTY	DISPLAY	
6	COMBO DIFFICULTY	DISPLAY	
7	DISABLE JAIL	NO	
8	A-I-T-H MB LOCK DIFF	DISPLAY	
9	A-I-T-H MB RELEASE DIFF	DISPLAY	
10	ACE-IN-THE-HOLE DIFF	DISPLAY	
11	MAIN POT DIFFICULTY	DISPLAY	
12	MYSTERY DIFFICULTY	DISPLAY	
13	MYSTERY EXBALL MEMORY	YES	
14	MYSTERY SPECIAL MEMORY	YES	
15	NO LIMIT MB LOCK DIFF	DISPLAY	
16	NO LIMIT MB DIFF	DISPLAY	
17	POKER CORNER DIFF	DISPLAY	
18	POKER HAND DIFF	DISPLAY	

Nr.	FEATURE ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
19	SPIN-A-CARD DIFF	DISPLAY	
20	SIDE POT DIFF	DISPLAY	
21	ALL-IN MB DIFF	DISPLAY	
22	HURRYUP DIFF	DISPLAY	
23	POKER HAND MB DIFF	DISPLAY	
24	TRIPLE SCORING TIMER	DISPLAY	
25	POKER CORNER TIMER	DISPLAY	
26	BLIND TROPHY DIFF	DISPLAY	
27	BUTTON TROPHY DIFF	DISPLAY	
28	OUTS TROPHY DIFF	DISPLAY	
29	CHIP TROPHY DIFF	DISPLAY	
30	TELL TROPHY DIFF	DISPLAY	
31	GEAR TROPHY DIFF	DISPLAY	
32	DISABLE LL DROP BANK	NO	
33	DISABLE UL DROP BANK	NO	
34	DISABLE MID DROP BANK	NO	
35	DISABLE RIGHT DROP BANK	NO	
36	DISABLE LEFT POST	NO	
37	DISABLE RIGHT POST	NO	

Factory Defaults Settings are subject to change during production
Note: If Game Dip Switch other than USA is installed, different Defaults will appear.



Find-It-In-Front:
Dr. Pinball



DR. 11



↑ CHOOSE EARNINGS or STANDARD AUDITS

GO TO AUDITS MENU: EARNINGS AUDITS (1-13) or STANDARD AUDITS (1-59)

To enter the **SERVICE MENU**, then enter the **EARNINGS or STANDARD AUDIT MENUS** to review the Earnings or Standard Audits, perform the below steps. For audit definitions or summary, review *Sec. 3, Chapter 3, GO TO AUDITS MENU*.

Step 1 Press [Select]. Press [BACK] to exit or escape at any time.

Step 2 Press [>]. Go to the "AUD" Icon.
Press [Select].

Audit Number
Audit Name
Audit Result



Step 3 Press [>]. Go to the "EARN" or "S.P.I." Icon.
Press [Select].

Step 4 Press [<] [>] to move between audits.

EARNINGS AUDITS (1-13) ▼

Nr.	EARNINGS AUDIT NAME	YOUR RESULT
01	TOTAL PAID CREDITS	
02	FREE GAME PERCENTAGE	
03	AVERAGE BALL TIME	
04	AVERAGE GAME TIME	
05	COINS THRU LEFT SLOT	

Nr.	EARNINGS AUDIT NAME	YOUR RESULT
06	COINS THRU RIGHT SLOT	
07	COINS THRU CENTER SLOT	
08	COINS THRU 4TH SLOT	
09	COINS THRU 5TH SLOT	
10	TOTAL COINS	

Nr.	EARNINGS AUDIT NAME	YOUR RESULT
11	TOTAL EARNINGS	
12	METER CLICKS	
13	SOFTWARE METER	

STANDARD AUDITS (1-59) ▼

Nr.	STANDARD AUDIT NAME	YOUR RESULT
01	TOTAL BALLS PLAYED	
02	TOTAL EXTRA BALLS	
03	EXTRA BALL PERCENTAGE	
04	REPLAY 1 AWARDS	
05	REPLAY 2 AWARDS	
06	REPLAY 3 AWARDS	
07	REPLAY 4 AWARDS	
08	TOTAL REPLAYS	
09	REPLAY PERCENTAGE	
10	TOTAL SPECIALS	
11	SPECIAL PERCENTAGE	
12	TOTAL MATCHES	
13	HIGH SCORE AWARDS	
14	HIGH SCORE PERCENT	
15	TOTAL FREE PLAYS	
16	TOTAL PLAYS	
17	SCORE HISTOGRAM #1	
18	SCORE HISTOGRAM #2	
19	SCORE HISTOGRAM #3	
20	SCORE HISTOGRAM #4	

Nr.	STANDARD AUDIT NAME	YOUR RESULT
21	SCORE HISTOGRAM #5	
22	SCORE HISTOGRAM #6	
23	SCORE HISTOGRAM #7	
24	SCORE HISTOGRAM #8	
25	SCORE HISTOGRAM #9	
26	SCORE HISTOGRAM #10	
27	SCORE HISTOGRAM #11	
28	SCORE HISTOGRAM #12	
29	SCORE HISTOGRAM #13	
30	SCORE HISTOGRAM #14	
31	SCORE HISTOGRAM #15	
32	SCORE HISTOGRAM #16	
33	SCORE HISTOGRAM #17	
34	AVERAGE SCORES	
35	SERVICE CREDITS	
36	BALL SEARCH STARTED	
37	LOST BALL FEEDS	
38	LOST BALL GAME STARTS	
39	LEFT DRAINS	
40	CENTER DRAINS	

Nr.	STANDARD AUDIT NAME	YOUR RESULT
41	RIGHT DRAINS	
42	TILTS	
43	TOTAL BALLS SAVED	
44	LEFT FLIPPER USED	
45	RIGHT FLIPPER USED	
46	0-1 MINUTE GAMES	
47	1 - 1.5 MINUTE GAMES	
48	1.5 - 2 MINUTE GAMES	
49	2 - 2.5 MINUTE GAMES	
50	2.5 - 3 MINUTE GAMES	
51	3 - 3.5 MINUTE GAMES	
52	3.5 - 4 MINUTE GAMES	
53	4 - 5 MINUTE GAMES	
54	5 - 6 MINUTE GAMES	
55	6 - 8 MINUTE GAMES	
56	8 - 10 MINUTE GAMES	
57	10 - 15 MINUTE GAMES	
58	15+ MINUTE GAMES	
59	RECENT REPLAY PERCENT	

Note: Audits are subject to change (with or without notice).

WPTTM
WORLD POKER TOUR

DR. 12

Find-It-In-Front:
Dr. Pinball





FEATURE AUDIT 1

GO TO AUDITS MENU: FEATURE AUDITS (1-164)

To enter the **SERVICE MENU**, then enter the **FEATURE AUDIT MENUS** to review the Feature Audits, perform the below steps. For audit definitions or summary, review Section 3, Chapter 3, **GO TO AUDITS MENU**.

Step 1 Press [Select]. Press [BACK] to exit or escape at any time.

Step 2 Press [>]. Go to the "AUD" Icon.
Press [Select].

Audit Number →
Audit Name →
Audit Result →



Step 3 Press [>]. Go to the "WPT" Icon. Press [Select].

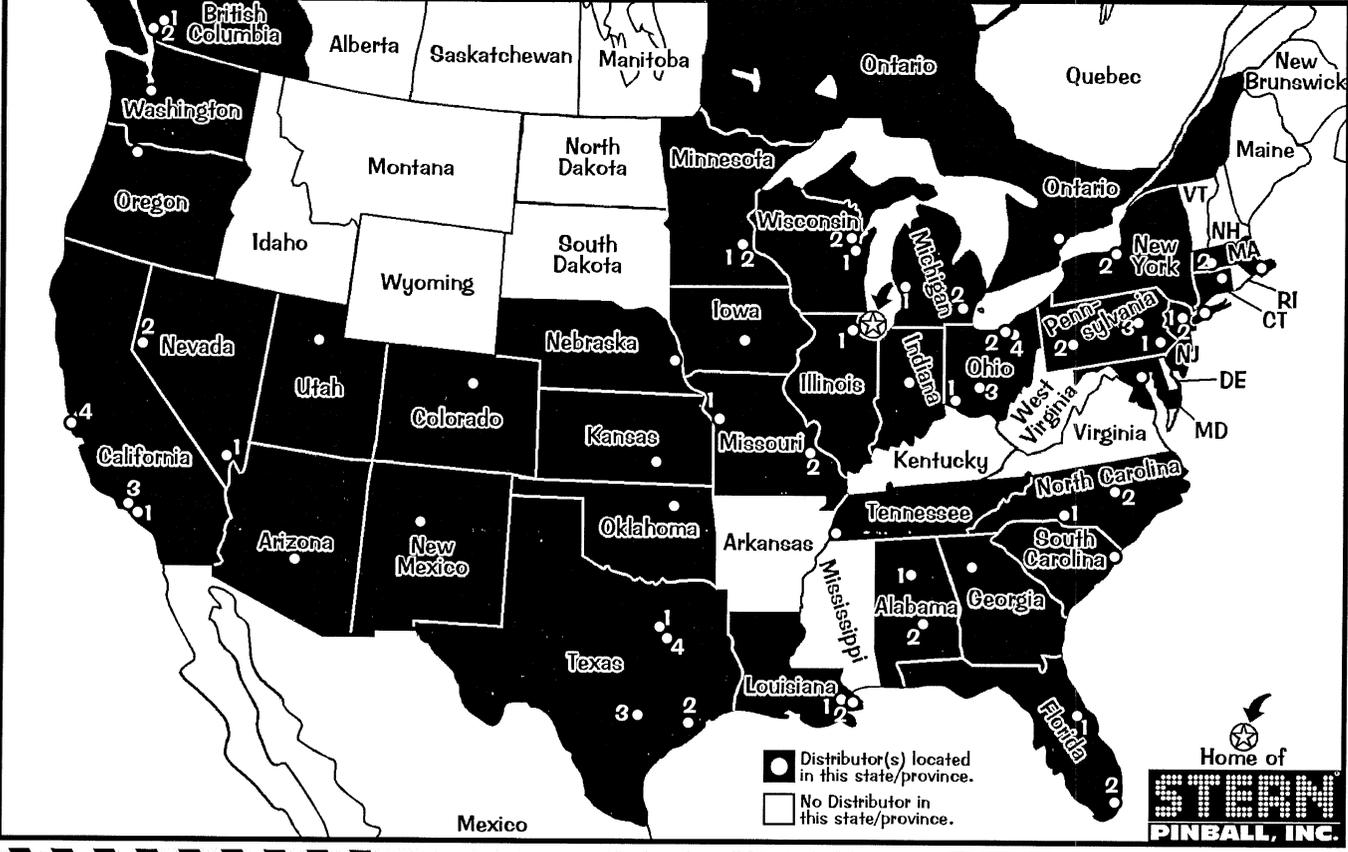
Step 4 Press [<] [>] to move between audits.

FEATURE AUDITS (1-164)

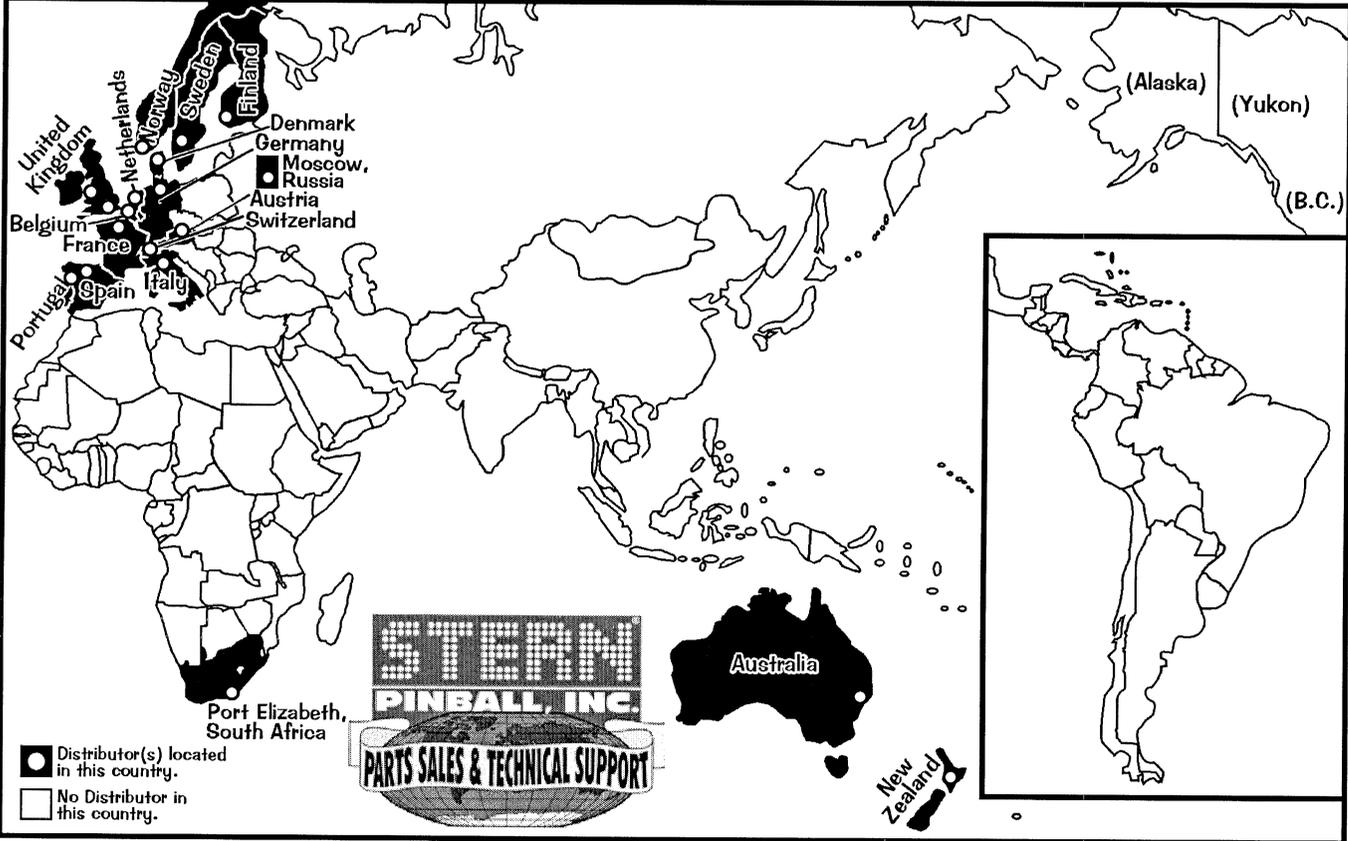
Nr.	FEATURE AUDIT NAME	YOUR RESULT	Nr.	FEATURE AUDIT NAME	YOUR RESULT	Nr.	FEATURE AUDIT NAME	YOUR RESULT	Nr.	FEATURE AUDIT NAME	YOUR RESULT
01	LEFT OUTLANES		42	HUPS...DRAINED		83	PKR HAND CARDS		124	CHIP TRICKS	
02	LEFT INLANES		43	JAIL BAR HITS		84	SHARPSHTR CARDS		125	UNQ CHIP TRICKS	
03	LEFT SLINGSHOTS		44	JAIL BAR RAISED		85	PKR HAND - 1 PAIR		126	CHIP TRCK TOTAL X	
04	RT SLINGSHOTS		45	J'L BALLS LOCKED		86	HAND - 2 PAIR		127	CHP TRCKS CMLPTD	
05	RIGHT INLANES		46	JAIL BALL HITS		87	HAND - 3/KIND		128	POKER CORNER LIT	
06	RIGHT OUTLANES		47	A/H MB STARTED		88	HAND - STRAIGHT		129	BLINDS STARTED	
07	LEFT REBOUND		48	A/H MB +2 STARTED		89	HAND - FLUSH		130	BLINDS - SM BLINDS	
08	LIGHT LOCK TRGT		49	A/H BAR HITS		90	HAND - FULL HOUSE		131	BLNDS - BIG BLINDS	
09	RIGHT REBOUND		50	A/H BARS RAISED		91	HAND - 4/KIND		132	BLINDS TROPHIES	
10	LEFT ORBITS		51	A/H BALLS LOCKED		92	HAND - STR FLUSH		133	BLINDS TOTAL PNTS	
11	LOOPING LT ORBIT		52	A/H INSTNT LOCKS		93	HAND - ROYAL FLSH		134	P.T. BTTN STARTED	
12	LEFT RAMPS		53	A/H BALL HITS		94	HAND MB STARTS		135	BTN - BTN SHOTS	
13	LEFT VUKS		54	A/H BALL RELEASES		95	HAND MB 2+ STARTS		136	BTN - OTHER SHOTS	
14	POP EJECT SHOTS		55	A/H AUTO R'LEASES		96	PHMB 1X JACKPOTS		134	BTN - TROPHIES	
15	POP EJECT R'BCKS		56	A/H JACKPOTS		97	PHMB 2X JACKPOTS		135	BTN - TOTAL POINTS	
16	RIGHT RAMPS		57	A/H 3X JACKPOTS		98	PHMB 3X JACKPOTS		136	KNOW YOUR OUTS	
17	RIGHT ORBITS		58	A/H SUPER JP LIT		99	PHMB 6X JACKPOTS		140	OUTS - DROPS HIT	
18	LEFT BANK DROPS		59	A/H SUPER JPS		100	PHMB 9X JACKPOTS		141	OUTS - DROPS CMP	
19	MID BANK DROPS		60	A/H TOTAL POINTS		101	PHMB SUPER JP LIT		142	OUTS TROPHIES	
20	RT BANK DROPS		61	HLDEM DEALT FLOP		102	PHMB SUPER JPS		143	OUTS TOTAL PNTS	
21	LT SPINNER SPINS		62	HLDEM DEALT TURN		103	PHMB 3X SPR JPS		144	CHIP & A CHAIR STR	
22	RT SPINNER SPINS		63	HLDM DEALT RIVER		104	PHMB TOTAL PNTS		145	CHIPS - DROPS HIT	
23	POP HITS		64	HLDEM - HIGH CARD		105	NL MB LOCKS LIT		146	CHIPS TROPHIES	
24	TRIPLE POP HITS		65	HOLDEM - 1 PAIR		106	NL MB LOCK 1		147	CHIPS TOTAL PNTS	
25	POP STANDUPS		66	HOLDEM - 2 PAIR		107	NL MB LOCK 2		148	CHNGE GEARS STR	
26	POP S-U CMLPTD		67	HOLDEM - 3/KIND		108	NL MB STARTS		149	- LOW GEAR SHOTS	
27	UPF LEFT LANE		68	HLDEM - STRAIGHT		109	NL MB 2+ STARTS		150	- HIGH GEAR SHOTS	
28	UPF STANDUPS		69	HOLDEM - FLUSH		110	NLMB 1X J'POT LIT		151	GEARS TROPHIES	
29	UPF JAIL BASH		70	HLDM - FULL HOUSE		111	NLMB 2X J'POT LIT		152	GEARS TOTAL PNTS	
30	UPF JAIL HOLE		71	HOLDEM - 4/KIND		112	NLMB 3X J'POT LIT		153	SPOT THE TELL STR	
31	UPF SCOOPS		72	HLDEM - STR FLUSH		113	NLMB J'POT INCRSD		154	TELL - SPOTTED	
32	UPF RIGHT RAMPS		73	HLDM - ROYAL FLSH		114	NLMB DRPS CMLPTD		155	TELL - MISSED	
33	UPF DRAINS		74	EARNED 1 CITY		115	NLMB 1X JACKPOTS		156	TELL TROPHIES	
34	SKL SHOT STARTS		75	EARNED 2 CITIES		116	NLMB 2X JACKPOTS		157	TELL TOTAL POINTS	
35	SS - HOLDEM		76	EARNED 3 CITIES		117	NLMB 3X JACKPOTS		158	P.C. WIZARD MODE	
36	SS - MYSTERY		77	EARNED 4 CITIES		118	NLMB 6X JACKPOTS		159	MYSTERY LIT	
37	SS - SKILL FLIP		78	EARNED 5 CITIES		119	NLMB 9X JACKPOTS		160	MYSTERY CLLCTD	
38	FLIP SHOT MADE		79	EARNED 6 CITIES		120	NLMB TTL POINTS		161	X3 SCORING LIT	
39	UPF HURRYUPS ...		80	WPT CHAMPIONSHIP		121	SIDE POTS		162	X3 SCORING STRTD	
40	HUPS... INCREASED		81	ALL-IN MB STARTS		122	SPIN-A-CARD LIT		163	BONUS X ADV	
41	HUPS...AWARDED		82	ALL-IN MB 2+ STRTS		123	SPN-A-CRD CLCTD		164	BONUS X MAX AWD	

Note: Audits are subject to change (with or without notice).

Domestic Pinball & Redemption Distributors Map



International Distributors Map



For Parts & Service, call your nearest Distributor. View the above maps & the directories on the next page to locate your closest Distributor in your state, province, or country. Distributors and phone numbers are subject to change. Call Stern® Pinball, Inc. (Parts Sales & Technical Support) with any questions or if your Distributor cannot help you: 1-800-542-5377 (in USA or Canada) or 1-708-786-5466. Visit us at www.SternPinball.com for current Distributor Information & other pinball needs.

Domestic Pinball & Redemption Distributors Directory

ALABAMA Birmingham Vending Birmingham (1) 1-205-324-7526 Franco Distributing Montgomery (2) 1-334-834-3455	IOWA Greater America Dist. Johnston 1-515-278-4455 Moss Distributing Des Moines 1-515-266-6422	MISSOURI Greater America Dist. Kansas City (1) 1-816-531-4300 Moss Distributing Kansas City (1) 1-816-231-6600 Shaffer Distributing St. Louis (2) 1-314-645-3393	OHIO Atlas Dist. International Cincinnati (1) 1-513-851-4100 Cleveland Coin Cleveland (2) 1-216-692-0960 Shaffer Distributing Columbus (3) 1-614-421-6800 Valley View (4) 1-216-447-4486	TEXAS Amusement Distributors San Antonio (3) 1-210-225-3844 Betson Texas Dallas (1) 1-214-638-4900 Commercial Music Dallas (1) 1-214-741-6381 Discount Arcade Games Crowley (1) 1-817-297-0440 H.A. Franz, & Co. Houston (2) 1-713-523-7366 San Antonio (3) 1-210-226-6322 Master Sales Corsicana (4) 1-903-874-4740	CANADA ONTARIO Starburst Coin Mach. Toronto 1-416-251-2122 BRITISH COLUMBIA Parts & Service Only: Can. Coin Machine Burnaby (1) 1-604-420-4008 Parts & Service Only: Pacific Vending Vancouver (2) 1-604-324-2164
ARIZONA Betson West Phoenix 1-480-380-8857 Mountain Coin Phoenix 1-602-269-7596	INDIANA Atlas Dist. International Indianapolis 1-317-786-6892 Shaffer Distributing Indianapolis 1-317-899-2530	NEBRASKA Central Dist. Omaha 1-402-493-5600 Greater America Dist. Omaha 1-402-553-2812	OKLAHOMA Galaxy Distributing Tulsa 1-918-835-1166	UTAH Mountain Coin Salt Lake City 1-801-262-5494 Struve Distributing Salt Lake City 1-801-328-1636	
CALIFORNIA Betson West Buena Park (1) 1-714-228-7500 So. San Francisco (2) 1-650-952-4220 C.A. Robinson Los Angeles (3) 1-323-735-3001 San Francisco (4) 1-650-871-4280	KANSAS United Dist., Inc. Wichita 1-316-263-6181 LOUISIANA AMA Distributors, Inc. Metairie (1) 1-504-835-3232 Parts & Service Only: New Orleans Novelty New Orleans (2) 1-504-888-3500	NEVADA Mountain Coin Las Vegas (1) 1-702-798-0900 Reno Game Sales Reno (2) 1-775-829-2080	OREGON Betson West Portland 1-503-772-4567 Mountain Coin Portland 1-503-234-5491 Specialty Coin Products Portland 1-503-786-9200 Toll-Free 1-800-987-4946	WASHINGTON Mountain Coin Auburn (Seattle) 1-206-682-5700 WISCONSIN Pioneer Sales & Svc. Green Bay (1) 1-920-336-5800 Menomonee Falls (2) 1-262-781-1420 Lieberman/Viking Vend. Menomonee Falls (2) 1-262-703-4168	
COLORADO Mountain Coin Denver 1-303-427-2133	MARYLAND Betson Enterprises Baltimore 1-410-646-4100 Parts & Service Only: Weiner Distributing Baltimore 1-410-525-2600	NEW JERSEY Betson Enterprises Carlstadt (1) 1-201-438-1300 Jack Guarnieri Service Co., Inc. (Pinballsales.com) Lakewood (2) 1-732-364-9900	PENNSYLVANIA Betson Enterprises King Of Prussia (1) 1-610-265-1155 Pittsburgh (2) 1-412-331-8703 Superior Amusements Wilkes-Barre (3) 1-570-824-9994 Shaffer Distributing Pittsburgh (2) 1-412-920-1300		
CONNECTICUT TDM Distributing Williamantic 1-860-423-1403	MASSACHUSETTS Betson Ent. (NECO) Norwood (1) 1-781-769-9760 Gekay Sales E. Longmeadow (2) 1-413-525-2700	NEW MEXICO Mountain Coin Albuquerque 1-505-345-7706	SOUTH CAROLINA Parts & Service Only: Green Coin Myrtle Beach 1-843-626-1900		
FLORIDA Birmingham Vending Orlando (1) 1-407-425-1505 Brady Distributing Miami [Miramar] (2) 1-954-874-1100 Orlando (1) 1-407-872-1666	MICHIGAN Atlas Dist. International Wyoming (1) 1-616-241-1472 Shaffer Distributing Livonia (2) 1-734-432-1040	NEW YORK Betson Enterprises New Hyde Park (2) 1-516-354-4647 Syracuse (3) 1-315-437-2400 Parts & Service Only: Bay Coin Richmond Hill (1) 1-718-291-5757	TENNESSEE Brady Distributing Memphis 1-901-345-7811 Parts & Service Only: Green G.A.M.E.S. Memphis 1-901-353-1000		
GEORGIA Greater Southern Dist. Smyrna 1-770-803-3040	MINNESOTA Lieberman Music Minneapolis (1) 1-952-887-5299 Moss Distributing Eagan (2) 1-612-798-8030	NORTH CAROLINA Brady Distributing Charlotte (1) 1-704-357-6284 Parts & Service Only: Operators Distributing Archdale (2) 1-336-884-5714			
ILLINOIS American Vending Elk Grove Village 1-847-439-9400 Atlas Dist. International Elk Grove Village 1-847-952-7500					

Note: For states and Canadian Provinces which do not have Distributors, call the neighboring state or province with the city closest to you (indicated with a white dot). States or Provinces with more than 1 city containing a distributor are numbered. View the map on the previous page.

Note: Distributors are subject to change. Visit us at www.SternPinball.com for current Distributor Information.

International Distributors Directory

AUSTRALIA Amusement Mach. Dist. Matraville [61] 2931-6-6000	FINLAND Pelika net Oy Vantaa [35] 8 (0) 9-290-450	GERMANY <i>CONTINUED</i> Merkur Gaming GmbH Espelkamp [49] 5741-273-520	NEW ZEALAND Coin Cascade Ltd. Christchurch [64] 3338-1411 Parts & Service Only: Amco Machine Supplies Auckland [64] 9846-7606	RUSSIA O.D.A. Game Machines Moscow [095] 219-2949 or [095] 219-8917	UNITED ARAB EMIRATES Warehouse of Games Dubai [97] 1-4881-8431
AUSTRIA Parts & Service Only: R. Rupp Leibnitz [43] 3452-8-6105	FRANCE Avranches Automatic Ducey [33] 2338-9-6162 SFA Paris [33] 1532-6-8080	HOLLAND see THE NETHERLANDS	NORWAY Parts for Pinballs Sandefjord [47] 9242-1402 Vendcomatic Oslo [47] 2291-8383	SOUTH AFRICA K & W Amusements Port Elizabeth [27] 4148-4-3344 or [27] 4148-4-2940	UNITED KINGDOM Electrocoin London, England [44] 2089-65-2055 Parts & Service Only: Electrocoin Aftersales Cardiff, S. Glamorgan [44] 2920-45-0345
BELGIUM NAMUSCO Brussels [32] 2414-4596	GERMANY ADP Gauselmann Espelkamp [49] 5741-27-3384 Bergmann Int'l Gaming Rellingen [49] 4101-3-0240 Witten [49] 2302-28-2540	ITALY (RSM) Tecnoplay S.A. San Marino [39] 5499-0-1508	PORTUGAL Jacinto & Martins, S.A. Belas [35] 1214-32-5624 or [35] 1214-32-5638	SPAIN Comercial Cocamatic Coslada (Madrid) [34] 9167-1-6980	SWEDEN Bjuvia Fritid AB Bjuv [46] 4238-6900
DENMARK JK Automater A/S Thisted [45] 9792-0925		JAPAN HIC, Inc. Chiba-Ken [04] 7176-4040		SWITZERLAND Novomat, A.G. Harking [41] 6238-8-8961	
ENGLAND see UNITED KINGDOM		THE NETHERLANDS JVH Gaming Products Tilburg [31] 1359-5-3200			

Note: From inside the US, use prefix 011-.



**Find-It-In-Front-
Dr. Pinball**



POWER REQUIREMENTS

⚠ This game **must be connected to a properly grounded outlet to reduce shock hazard** & insure proper game operation. See Sec. 5, Schematics & Troubleshooting, Chp. 3, Cabinet Wiring (Transformer Power Wiring), for transformer connections required for **Normal, High, and Low Line** conditions. **⚡**

Normal Line:		110v AC - 125v AC @ 60Hz	
Domestic use an 8AMP 250v Slo-Blo Fuse.	AVG OPERATION	MAX OPERATION	
	CURRENT: 2.8AMP WATTAGE: 329w	CURRENT: 8AMP WATTAGE: 940w	
High Line:		218v AC - 240v AC @ 50Hz	
Export use 2x 5AMP 250v Slo-Blo Fuses. (*England & Hong Kong use an 8AMP 250v S/B Fuse.)	AVG OPERATION	MAX OPERATION	
	CURRENT: 1.8AMP WATTAGE: 412w	CURRENT: 5AMP 8AMP* WATTAGE: 1145w 1832w*	England & Hong Kong use an 8A Fuse.
Low Line:		95v AC - 108v AC @ 50Hz / 60Hz	
Export Japan Only use an 8AMP 250v Slo-Blo Fuse.	AVG OPERATION	MAX OPERATION	
	CURRENT: 2.6AMP WATTAGE: 264w	CURRENT: 8AMP WATTAGE: 812w	

TRANSPORTATION GAME DIMENSIONS

BEFORE TRANSPORTING



To reduce the possibility of damage, observe **ALL** precautions whenever transporting the game.

Read & follow Section 1, Chapter 1, Pinball Game Set-Up Procedures, and How to Secure the Backbox for Transporting. Remove the legs and secure the game within the transporting vehicle.

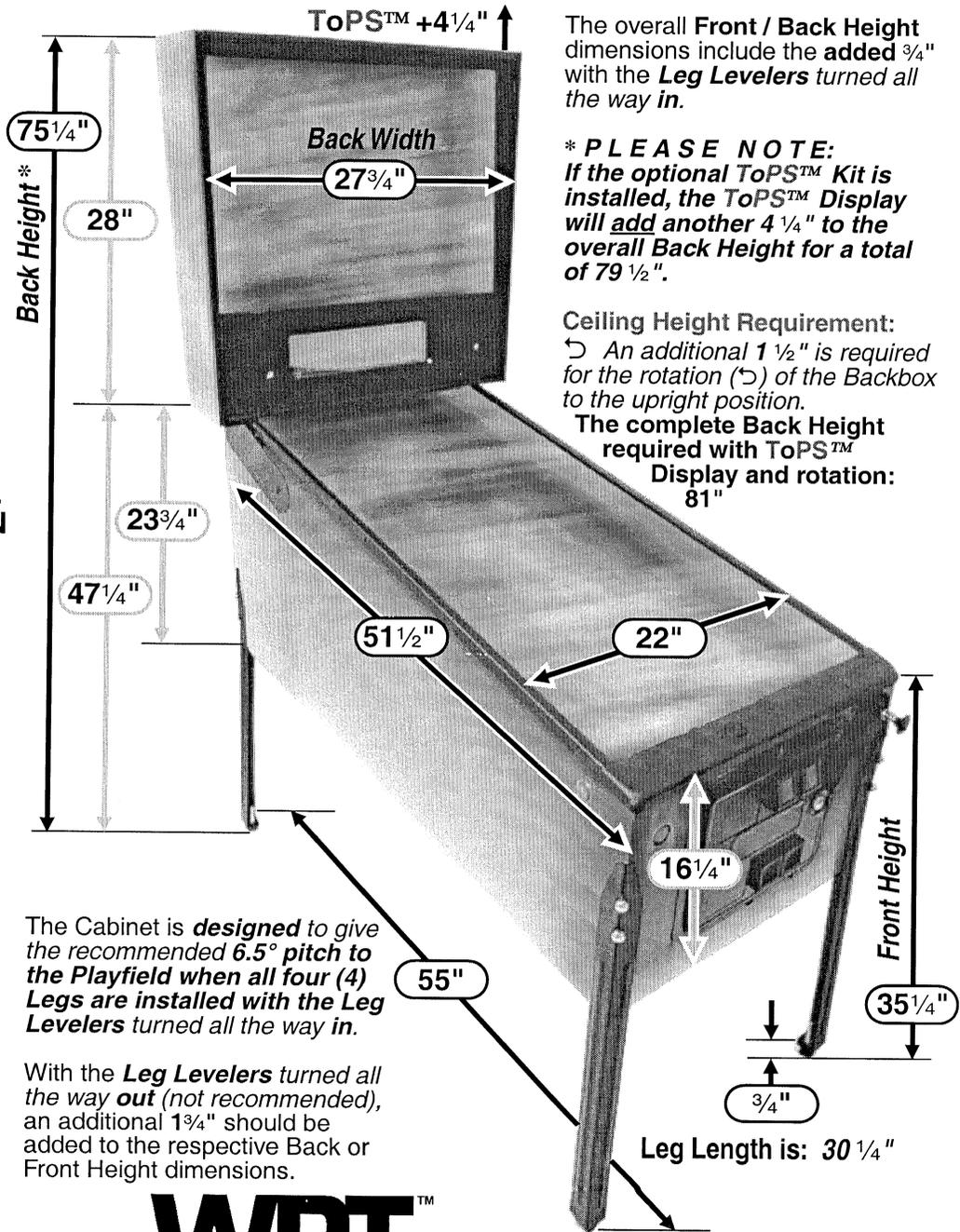
SAVE AND RETAIN ALL PRINTED INFORMATION INSIDE THE CABINET!

Shipping Box Dimensions

Height 56" Width 31"
Depth 31"
Approx. Unboxed Weight: 270lbs. (+/- 10)
Boxed Weight:
Wt. 290lbs. (+/- 5)

CAUTION

At least 2 people are required to move and maneuver this game. Use proper moving equipment & extreme care while handling!



The overall **Front / Back Height** dimensions include the **added 3/4"** with the **Leg Levelers** turned all the way in.

*** PLEASE NOTE:** If the optional **ToPS™ Kit** is installed, the **ToPS™ Display** will add another **4 1/4"** to the overall **Back Height** for a total of **79 1/2"**.

Ceiling Height Requirement:
 ↷ An additional **1 1/2"** is required for the rotation (↷) of the **Backbox** to the upright position.

The complete **Back Height** required with **ToPS™ Display** and rotation: **81"**

The Cabinet is **designed** to give the recommended **6.5° pitch** to the **Playfield** when all four (4) **Legs** are installed with the **Leg Levelers** turned all the way in.

With the **Leg Levelers** turned all the way **out** (not recommended), an additional **1 3/4"** should be added to the respective **Back** or **Front Height** dimensions.

WPT™
 WORLD POKER TOUR

Find-It-In-Front: Dr. Pinball

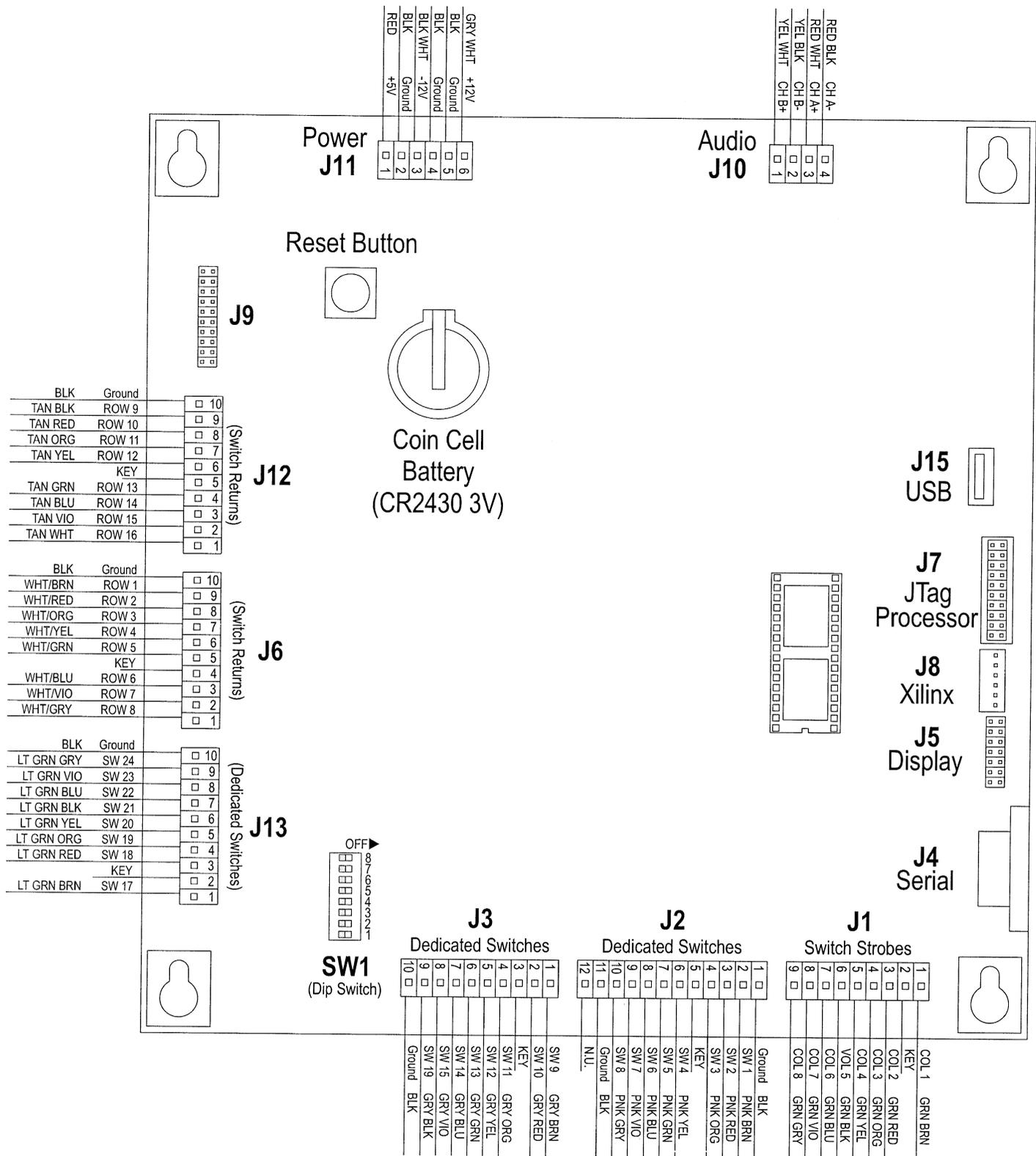
WPT[™]
WORLD POKER TOUR
SCHEMATICS

Printed Circuit
Boards (PCBs)

Section 5, WPT
Page 1

CPU/SOUND BOARD (S.A.M.)

520-5246-00



I/O POWER DRIVER BOARD (S.A.M.)

520-5249-00

