

SERVICE MANUAL

ELECTRONICS DIVISION
DOCUMENT NR. Ø35-623
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**We would advise you of the importance
of reading this Manual, which will help
you to obtain the very best efficiency
in our electronic Pin-Ball SYSTEM III
Model 1.053 / FAIR FIGHT**

INTRODUCTION

This Manual contains the technical information which personalizes and defines the model in question, within the family of electronic SYSTEM III Pinball games.

For full information on the characteristics, functioning, diagrams and other details of all the parts within the SYSTEM itself, consult our Publication Ref. Ø35-621.

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SPECIAL ADJUSTMENTS

In position 90 of the memory (area 8 on the left hand digit of the credit indicator), Bit "A" is the easy (0) - difficult (1) adjustment for Special on the upper Rollover.

Bit "D" in the same memory position, is the bonus advance adjustment: 1 advance (Bit "D" on 1), 2 advances (Bit "D" on 0).

In resumé: Indicator with odd values = difficult Special. Indicator with a value equal or more than 8, advance 1 bonus.

SPECIAL REGISTERS

1st Reserve Totalizer	=	Not used
2nd Reserve Totalizer	=	Total Extra Ball by combination
3rd Reserve Totalizer	=	Total Special by combination
4th Reserve Totalizer	=	Not used

INSTRUCTIONS

The targets B - C lite up 30.000 points in left or right hand rollovers respectively.

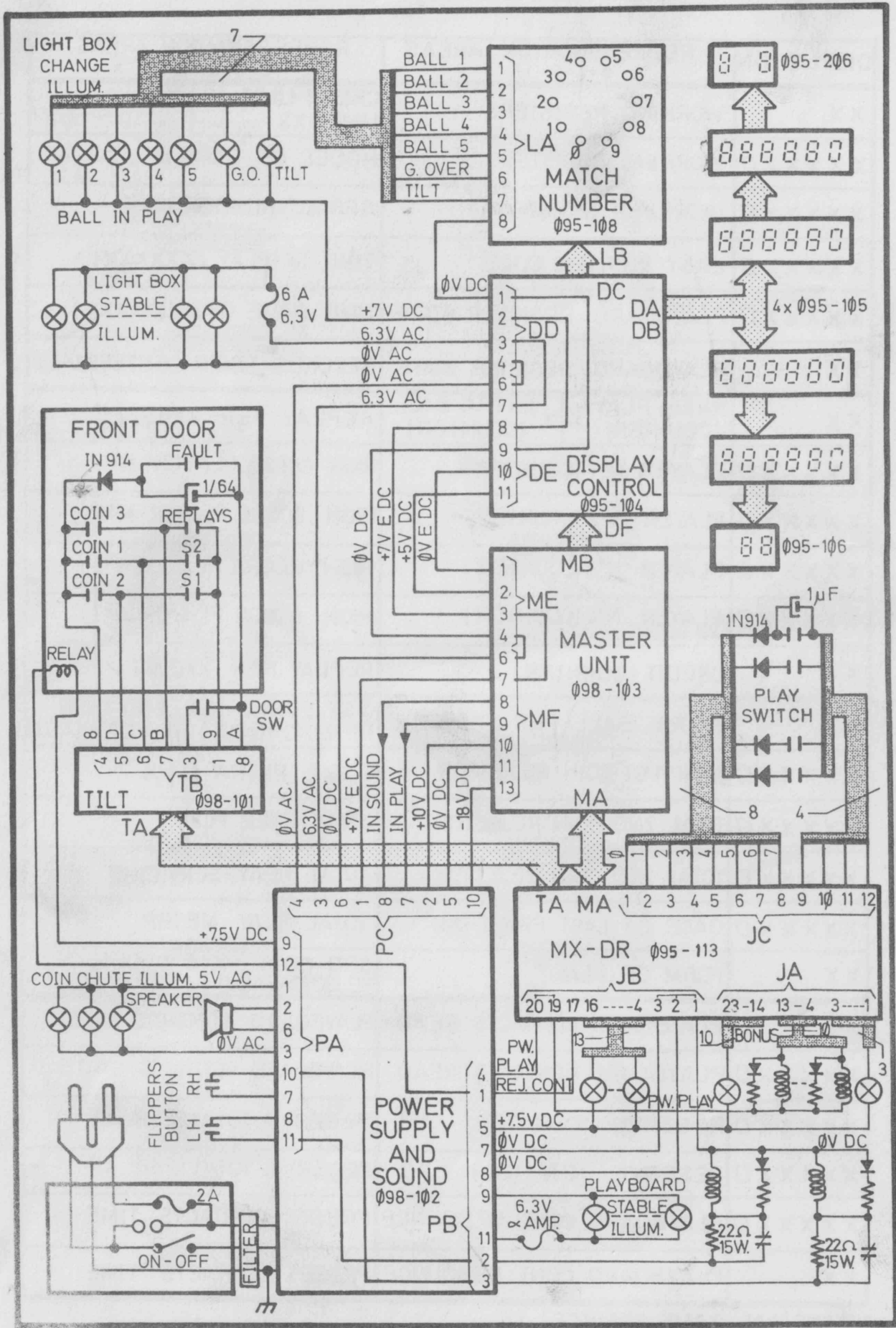
The targets A - D lite up left or right hand shields respectively.

The targets A + B or C + D lite up the Double Bonus on their respective side.

The targets A + B and C + D lite up the Extra Ball on the centre target.

When you obtain lite on the Extra Ball and A + B or C + D targets, the Special is lit up on the relevant side.

MACHINE DIAGRAM



FLAT WIRE

CONVENTIONAL WIRE

REPRESENTATION TABLE

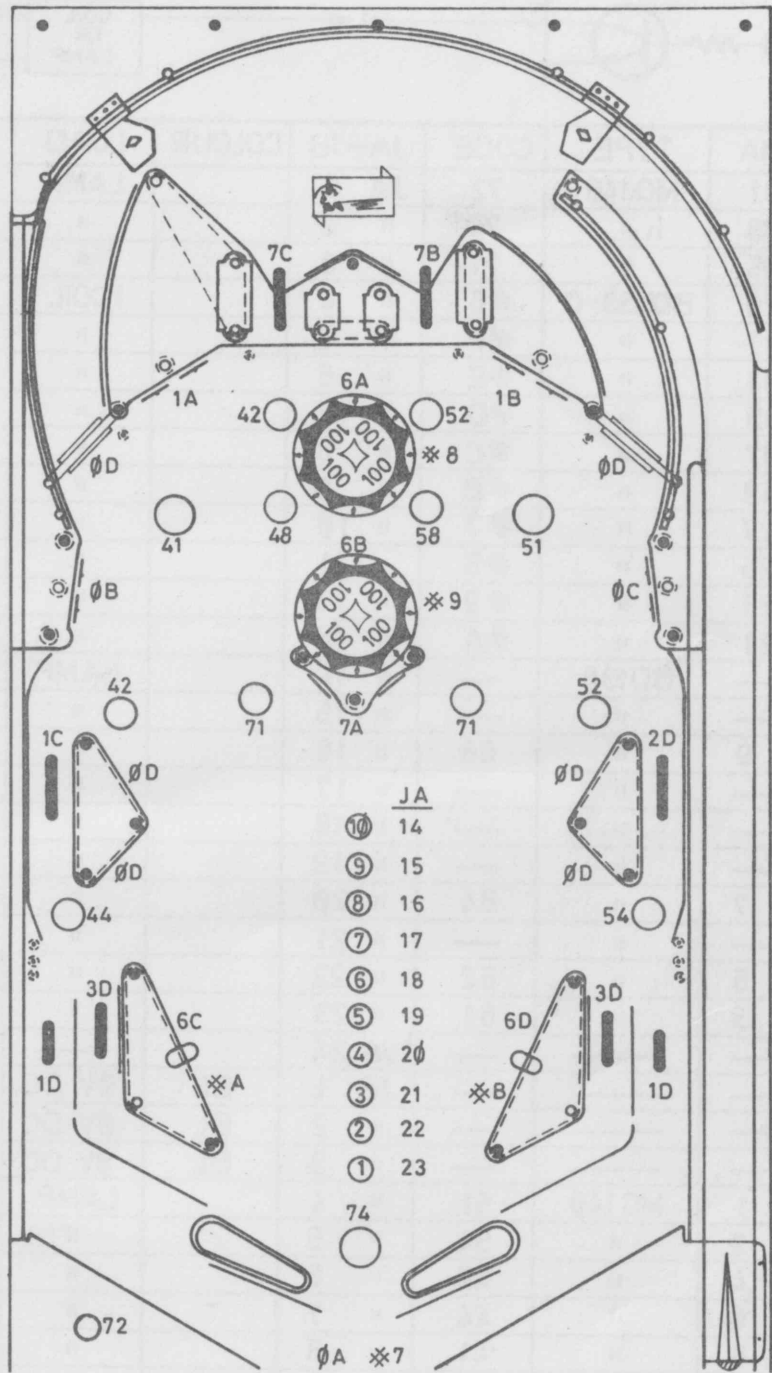
DISPLAY ON	REPRESENTATION AREAS 0-4-8-U	REPRESENTATION AREAS 2-6-C-E
XX	WORKING REGISTERS	CREDIT LIMIT X X LIMIT = X9
XXXXXX □	WORKING REGISTERS	MODEL OF GAME *
XXXXXX □	WORKING REGISTERS	SERIAL NUMBER *
XXXXXX □	LAST PRINTER CODE	TIME IN PLAY (XXXXXX)
XXXXXX □	PLAYBOARD REGISTER STATE	TIME GAME OVER (XXXXXX)
XX	PLAYBOARD REGISTER STATE	SECONDS TIMER (CENTESIMAL)
XX	FREE PLAY (COUNTER) X X EXTRA BALL (COUNTER)	REPLAY PER XX0.000
XXXXXX □	PLAYER N°1 (COUNTER)	HIGH SCORE PLAYER N°1
XXXXXX □	PLAYER N°2 (COUNTER)	HIGH SCORE PLAYER N°2
XXXXXX □	PLAYER N°3 (COUNTER)	HIGH SCORE PLAYER N°3
XXXXXX □	PLAYER N°4 (COUNTER)	HIGH SCORE PLAYER N°4
XX	CREDIT (COUNTER)	REPLAY PER XX0.000
XX	EXTRA BALL PER XX0.000	1 ST COIN X X 2ND COIN REJECTOR (ADJ) REJECTOR (ADJ)
XXXXXX □	TOTAL 1ST COIN REJECTOR	TOTAL EXTRA BALL
XXXXXX □	TOTAL 2ND COIN REJECTOR	TOTAL FREE PLAY
XXXXXX □	TOTAL 3RD COIN REJECTOR	TOTAL PLAY SERVICING
XXXXXX □	DATE OF LAST PRINT-OUT	TOTAL PLAY METER
XX	FORM OF PLAY *	3RD COIN X X MODE OF REJECTOR (ADJ) PLAY (ADJ)
XX	PLAYBOARD CONTACTS READ	PLAYBOARD CONTACTS STATE
XXXXXX □	PLAYBOARD CONTACTS READ	PLAYBOARD CONTACTS STATE
XXXXXX □	RESERVE TOTALIZER 1 *	RESERVE TOTALIZER 3 *
XXXXXX □	RESERVE TOTALIZER 2 *	RESERVE TOTALIZER 4 *
XXXXXX □	PLAYBOARD CONT. DEBOUNCE	PRESET CONTACTS TIME
XX	PLAYBOARD CONT. DEBOUNCE	PRESET CONTACTS TIME

*SPECIAL GAME SERVICE

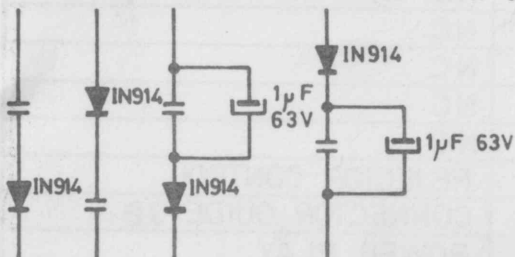
SWITCH CODE AND LOCALIZATION

(1.053-E)

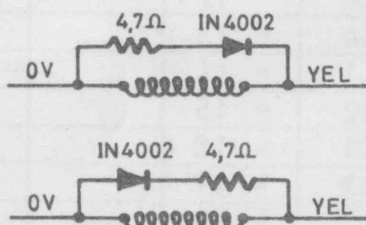
JC		D	C	B	A	BIT
1	BLK	3ØP. SW	RH LOWER TARGET	LH LOWER TARGET	BALL HOME	Ø
2	BRN	1Ø K SW	LH D. B. ROLLOVER	RH UPPER TARGET	LH UPPER TARGET	1
3	RED	RH D. B. ROLLOVER	NC	NC	NC	2
4	ORG	5ØP. SW	NC	NC	NC	3
5	YEL	NC	NC	NC	NC	4
6	GRN	NC	NC	NC	NC	5
7	BLU	RH KICKER	LH KICKER	LOWER BUMPER	UPPER BUMPER	6
8	PUR	NC	SPECIAL ROLLOVER	SPECIAL ROLLOVER	E. B. TARGET	7
9	SLT-WHT					
10	YEL-WHT					
11	RED-WHT					
12	BRN-WHT					



COLOURS (A-B-C-D) WIRED WITH GUIDE



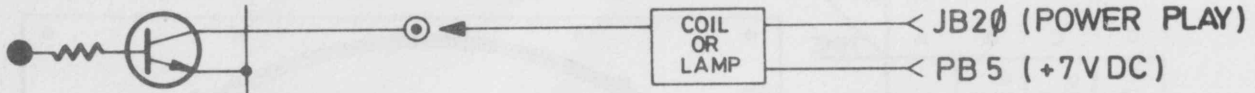
COLOURS (0+7) WIRED WITHOUT GUIDE



DRIVERS TABLE (UNIT Ø95-113)

MODEL 1.Ø53 / FAIR FIGHT

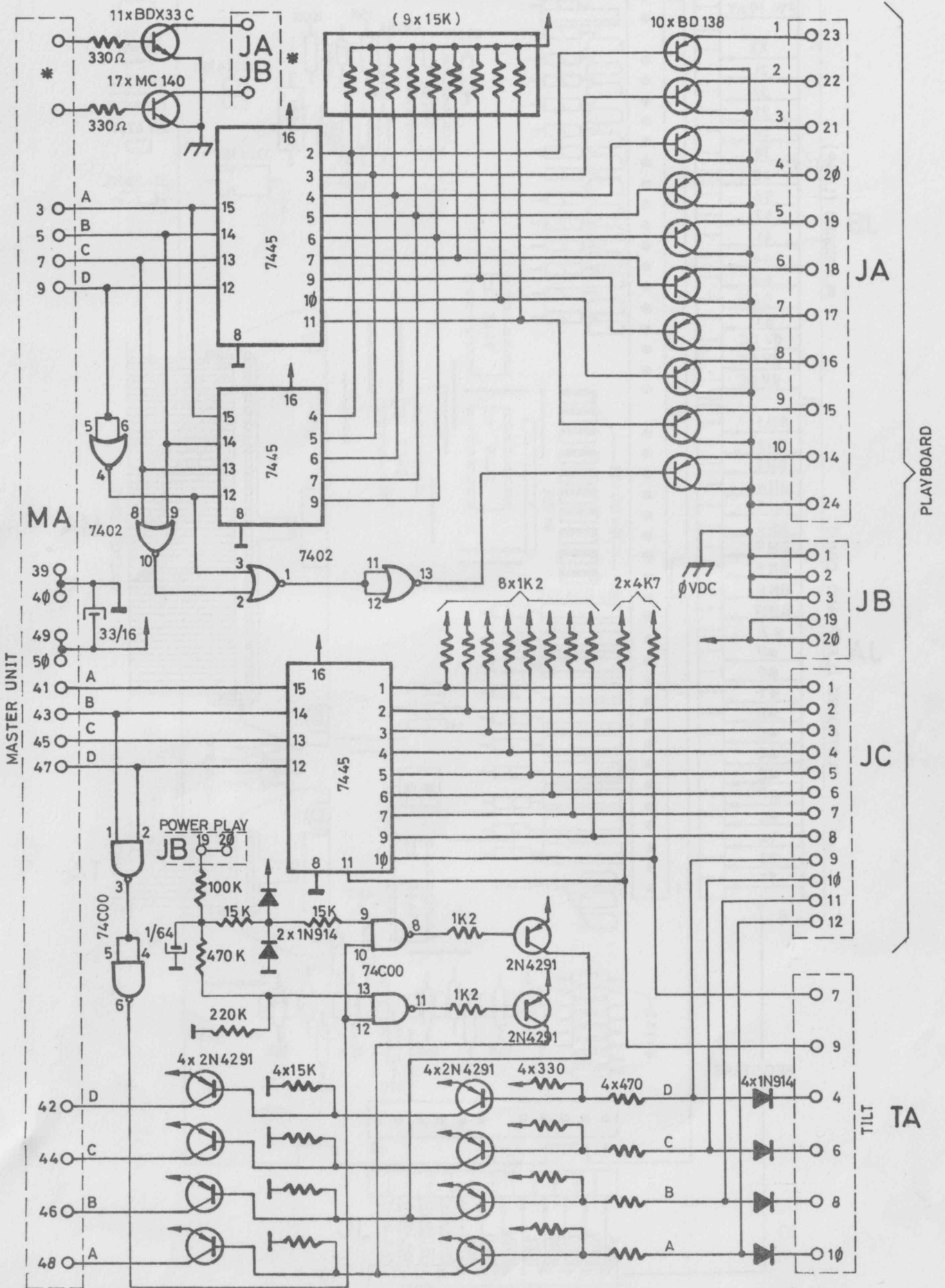
PIN IN	DRIVER	REGIST.	PIN OUT	COLOUR	LOAD	FUNCTION
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MA	TYPE	CODE	JA-JB	COLOUR	LOAD	FUNCTION
31	MC14Ø	72	JA 1		LAMP	INTERMITTENT E.B.WHEN LIT
33	"	74	" 2		"	INTERMITTENT E. B.
35	"	71	" 3		"	INTERMITTENT D. B.
29	BDX33-C	#6	" 4		1COIL	KNOCKER
11	"	#F	" 5		"	NC
13	"	#E	" 6		"	NC
15	"	#D	" 7		"	NC
17	"	#C	" 8		"	NC
19	"	#B	" 9		"	RH KICKER
27	"	#7	" 1Ø		"	BALL RETURN
25	"	#8	" 11		"	UPPER BUMPER
23	"	#9	" 12		"	LOWER BUMPER
21	"	#A	" 13		"	LH KICKER
—	BD138	—	" 14		LAMP	BONUS 1Ø
—	"	—	" 15		"	" 9
9	"	68	" 16		"	" 8
—	"	—	" 17		"	" 7
—	"	—	" 18		"	" 6
—	"	—	" 19		"	" 5
7	"	64	" 2Ø		"	" 4
—	"	—	" 21		"	" 3
5	"	62	" 22		"	" 2
3	"	61	" 23		"	" 1
—	—	—	JA 24		—	CONNECTOR GUIDE JA
—	—	—	JB 1	BL	ØV DC	PW COMMON
—	—	—	" 2	BL	ØV DC	PW COMMON
—	—	—	" 3	BL	ØV DC	FLIPPER COMMON
1	MC14Ø	51	" 4		LAMP	RH SHIELD
2	"	54	" 5		"	RH D. B.
4	"	48	" 6		"	LH SPECIAL
6	"	44	" 7		"	LH D. B.
8	"	41	" 8		"	LH SHIELD
1Ø	"	52	" 9		"	RH 30.000 P.
12	"	58	" 1Ø		"	RH SPECIAL
14	"	42	" 11		"	LH 30.000 P.
16	"	38	" 12		"	NC
22	"	34	" 13		"	NC
24	"	31	" 14		"	NC
26	"	32	" 15		"	NC
3Ø	"	21	" 16		"	NC
32	BDX33-C	X2	" 17		COIL	REJECTOR CONTROL
—	—	—	" 18	—	—	CONNECTOR GUIDE JB
—	—	—	" 19	YEL	+40 V	POWER PLAY
—	—	—	" 2Ø	YEL	+40 V	COIL COMMON

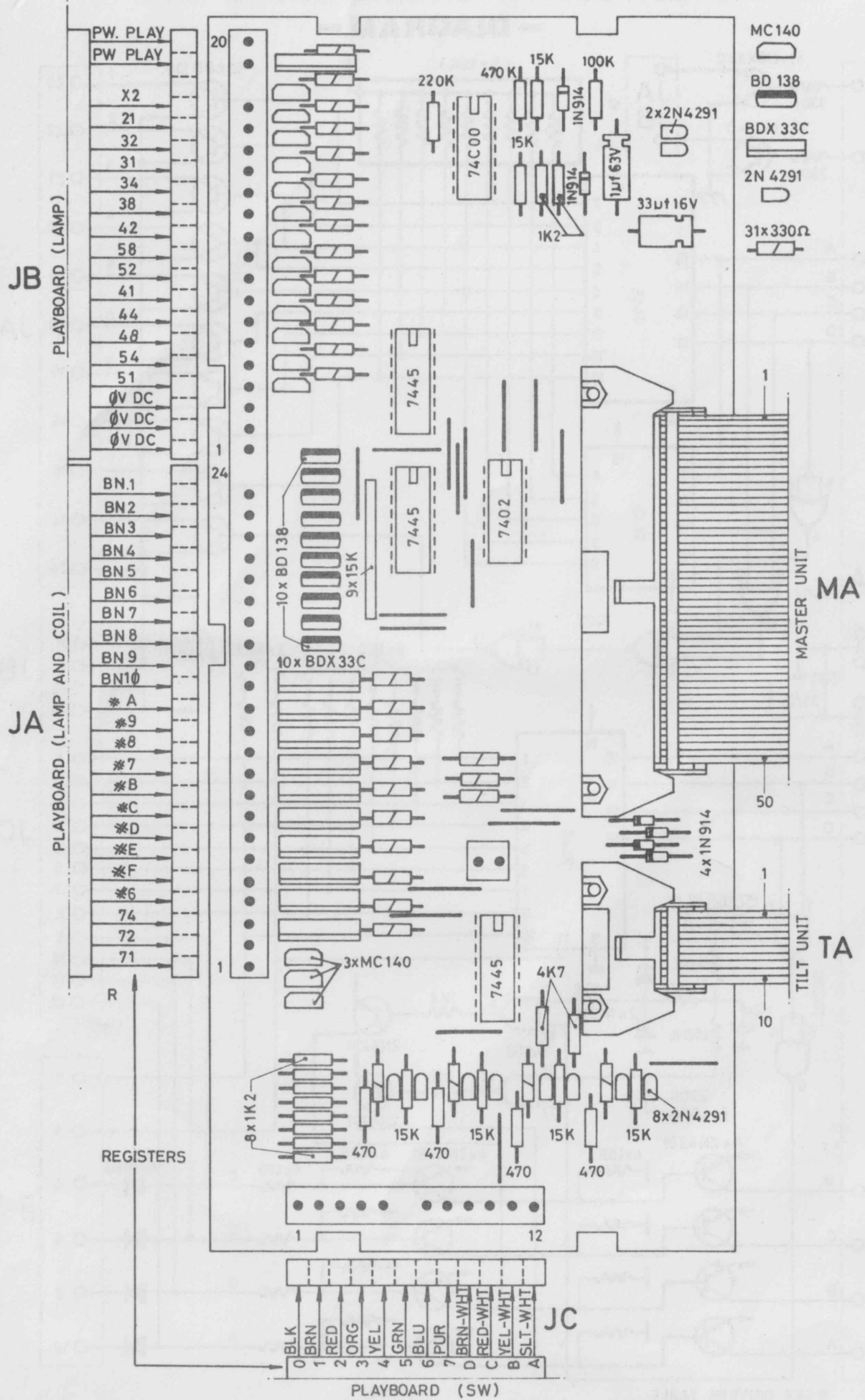
MULTIPLEXER DRIVERS Ø95-113

- DIAGRAM -



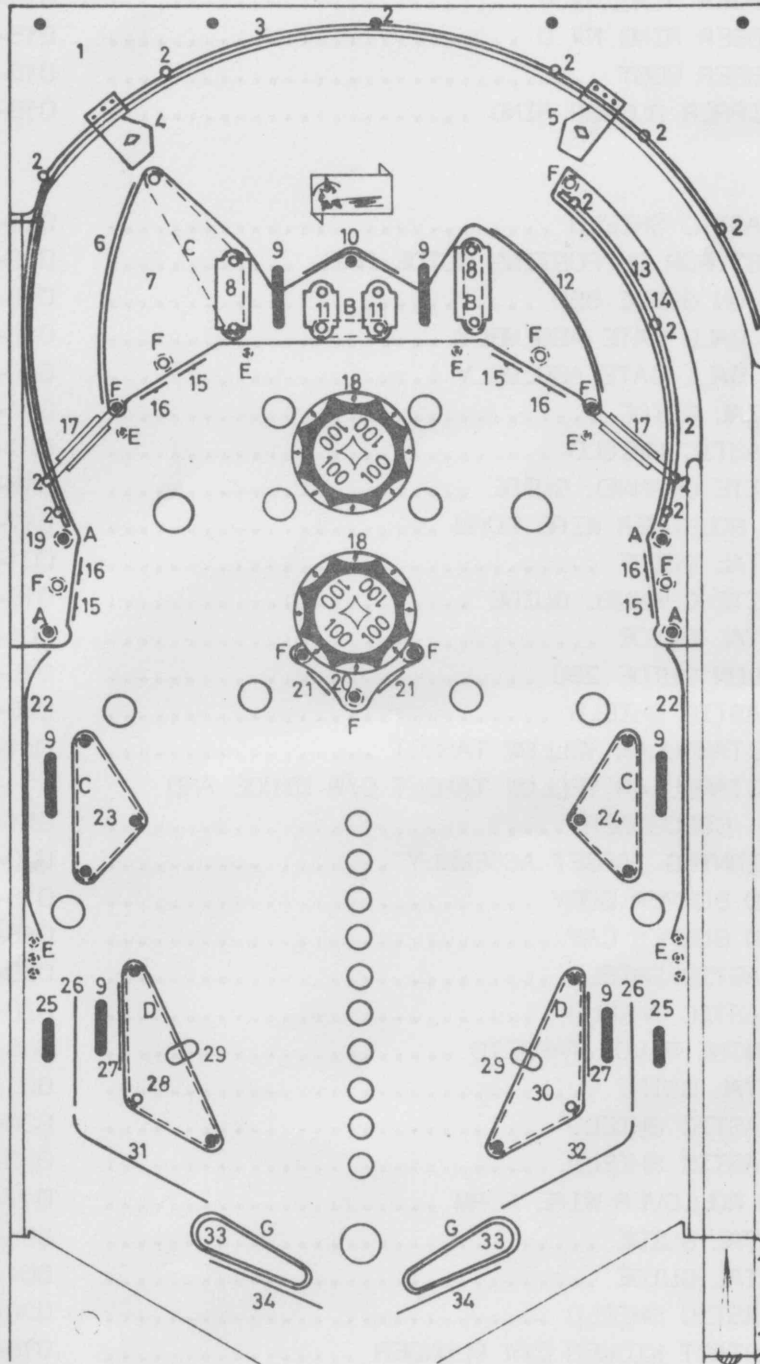
* SEE DRIVERS TABLE

MULTIPLEXER DRIVERS Ø95-113 - ASSEMBLY -



PLAYBOARD ASSEMBLY

MODEL 1.053



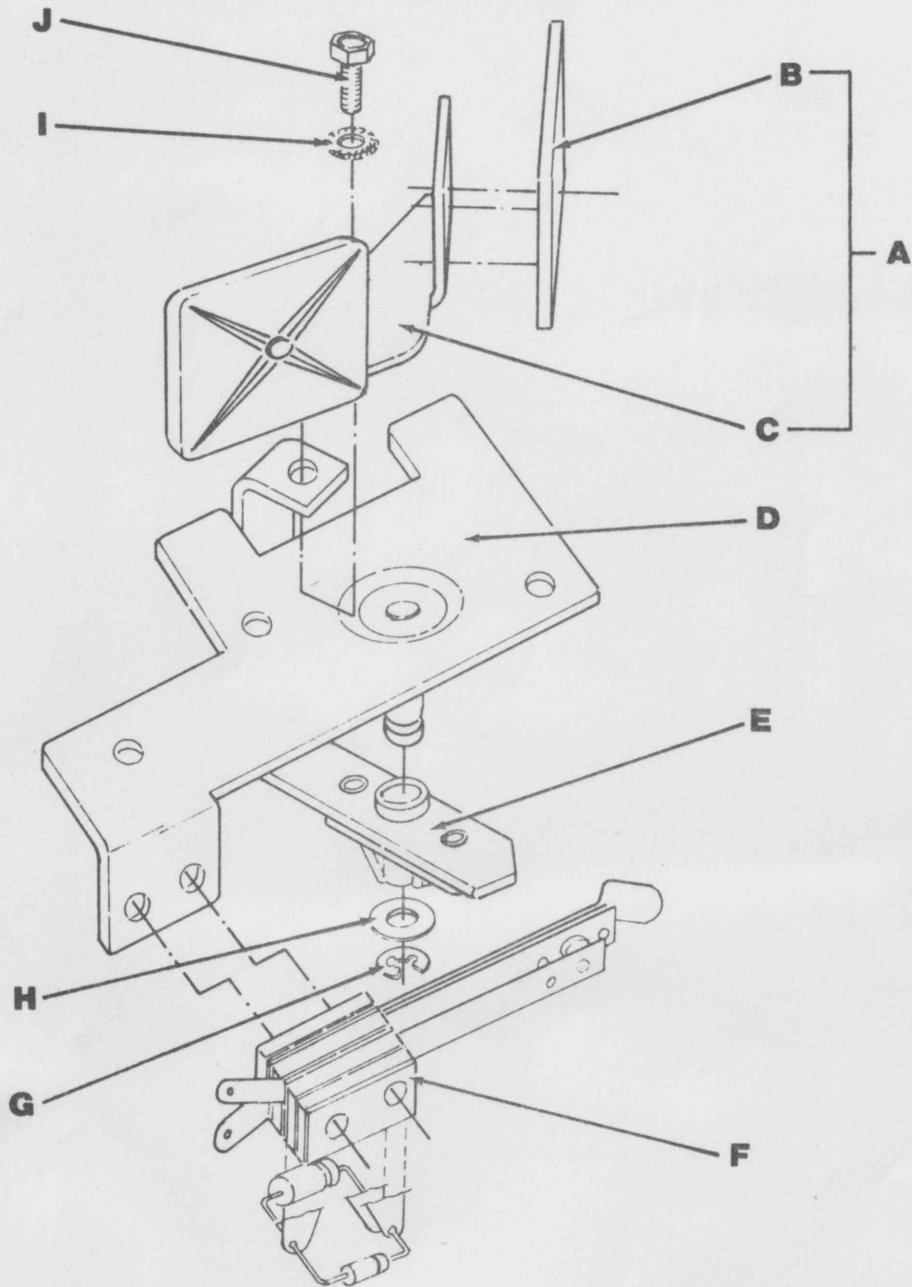
SEE TABLE ON THE NEXT PAGE.

PLAYBOARD PARTS (1.053)

A	RUBBER RING N ^o 1	015-021
B	RUBBER RING N ^o 2 $\frac{1}{2}$	015-024
C	RUBBER RING N ^o 3	015-025
D	RUBBER RING N ^o 4	015-026
E	RUBBER RING N ^o 0	015-020
F	RUBBER POST	015-019
G	FLIPPER RUBBER RING	015-046
1	PLASTIC SHIELD	020-272
2	POST FOR SUPPORTING GUIDE RAIL	018-106
3	NYLON GUIDE 850	018-111
4	LH BALL GATE ASSEMBLY	046-312
5	RH BALL GATE ASSEMBLY	046-311
6	METAL GUIDE	001-214
7	PLASTIC SHIELD	020-273
8	WHITE CHANNEL GUIDE	018-155
9	RH ROLLOVER WIRE FORM	017-018
10	METAL GUIDE	001-219
11	WHITE CHANNEL GUIDE	018-147
12	METAL GUIDE	001-213
13	NYLON GUIDE 280	018-112
14	PLASTIC SHIELD	020-275
15	RECTANGULAR YELLOW TARGET	051-075
16	RECTANGULAR YELLOW TARGET C/W DIODE AND CONDENSER	051-716
17	SPINNING TARGET ASSEMBLY	020-301
18	RED BUMPER BODY	018-352
	RED BUMPER CAP	018-370
19	PLASTIC SHIELD	020-274
20	PLASTIC SHIELD	020-276
21	CENTRE PIVOT TARGETS	046-319
22	METAL GUIDE	001-167
23	PLASTIC SHIELD	020-277
24	PLASTIC SHIELD	020-278
25	RH ROLLOVER WIRE FORM	017-020
26	METAL GUIDE	001-194
27	METAL GUIDE	001-193
28	PLASTIC SHIELD	020-279
29	CONTACT KICKER C/W PLUNGER	018-341
30	PLASTIC SHIELD	020-280
31	METAL GUIDE	001-229
32	METAL GUIDE	001-230
33	FLIPPER HEAD	018-339
34	METAL GUIDE	001-291

PIVOT TARGET

(Mod. FAIR FIGHT)



A	PIVOT TARGET ASSEMBLY (SHIELDS).....	046-319
B	RECTANGULAR TARGET (SHIELD)	018-260
C	2 TARGET ACTIVATING SUPPORT	003-404
D	PIVOT TARGET SUPPORT	046-317
E	PIVOT TARGET LEVER ARM	046-318
F	PIVOT TARGET SWITCH ASSBLY C/W DIODE & CONDENSER	051-720
G	RETAINING RING N° 4 (DIN 6799)	023-038
H	BEVEL WASHER 614 (DIN 125)	023-006
I	LOCKWASHER A 4.3 (DIN 6798)	023-030
J	HEXAGONAL HEAD SCREW M4 x 8 (DIN 933)	021-038

NOTES



.....	PIVOT TARGET	A
.....	PIVOT TARGET LEVER	B
.....	PIVOT TARGET LEVER PIN	C
.....	PIVOT TARGET LEVER PIN WASHER	D
.....	PIVOT TARGET LEVER PIN NUT	E
.....	PIVOT TARGET LEVER PIN WASHER	F
.....	PIVOT TARGET LEVER PIN NUT	G
.....	PIVOT TARGET LEVER PIN WASHER	H
.....	PIVOT TARGET LEVER PIN NUT	I
.....	PIVOT TARGET LEVER PIN WASHER	J

