EURO

RECEL SPAIN S.A.
Manufactured in Madrid

FLIP

Fair Fight

1.Ø53



SYSTEM III

SERVICE MANUAL

ELECTRONICS DIVISION
DOCUMENT NR. Ø35-623
APRIL - 1978

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.Ø53 / 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.

CONTENTS

Special Registers and Adjustments 1-1

Machine diagram 1-2

Representation table 1-3

Switch code and localization 1-4

Driver table 1-5

MX-DR diagram (Ø95-113) 1-6

MX-DR board assembly (Ø95-113) 1-7

Playboard assembly 1-8

Special mechanism 1-10

SPECIAL ADJUSTMENTS

In position 9Ø of the memory (area 8 on the left hand digit of the credit indicator), Bit "A" is the easy (Ø) - 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 Ø).

In resumée: 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.

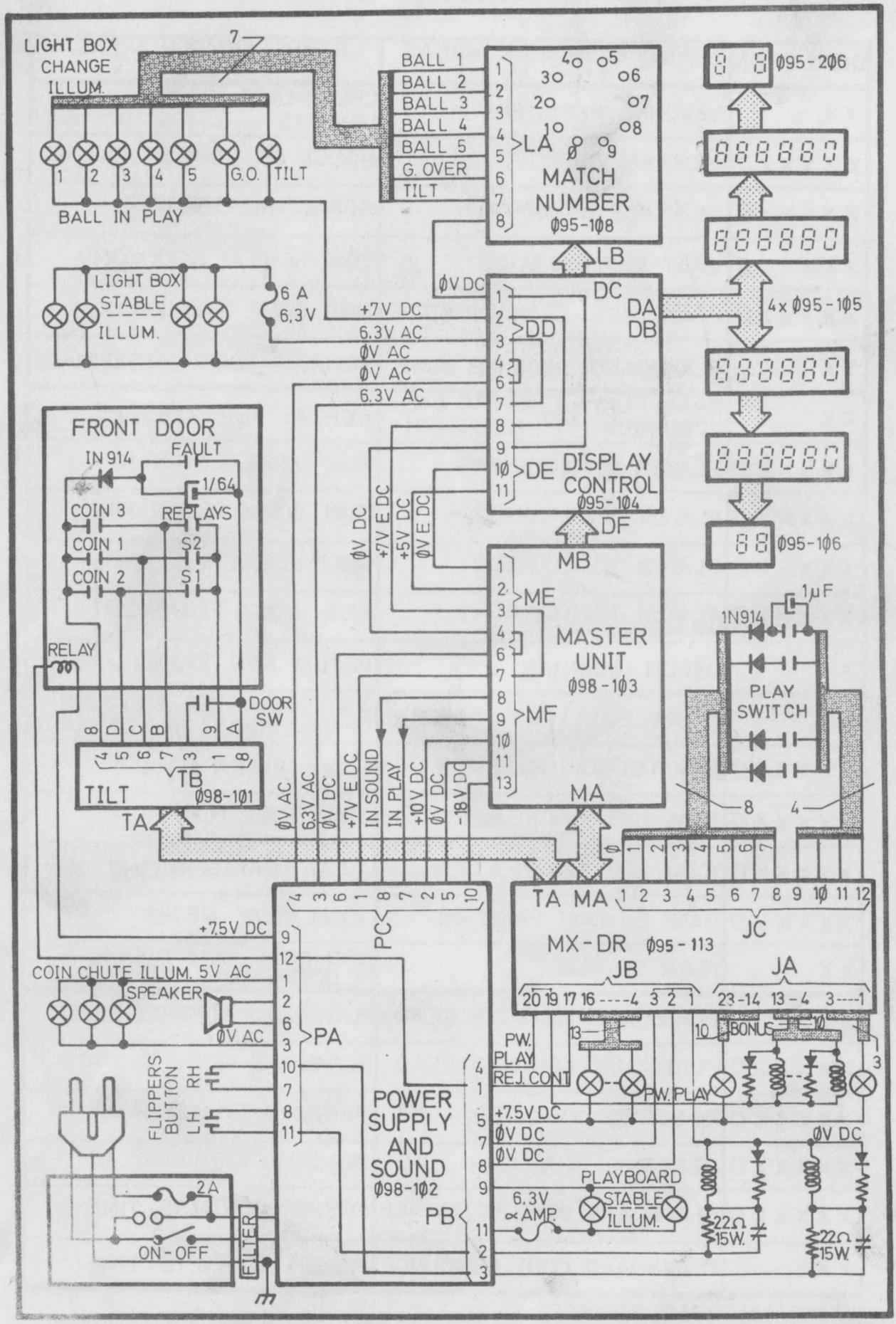
The targets A - D lite up left or right hand shields respectively.

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



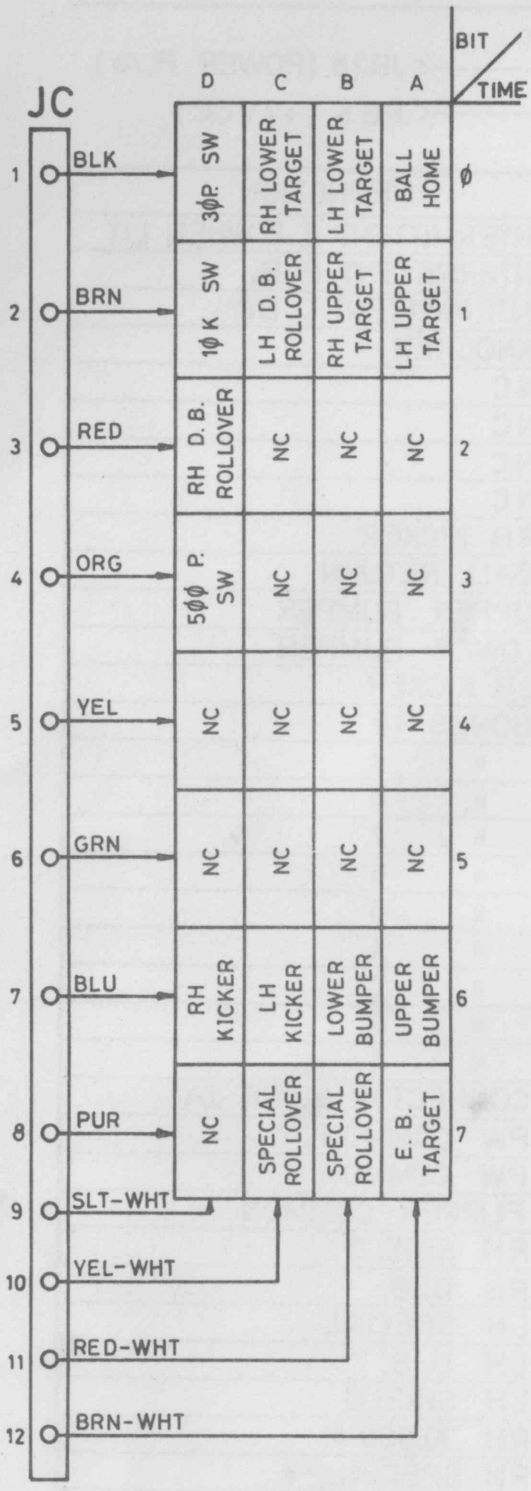
REPRESENTATION TABLE

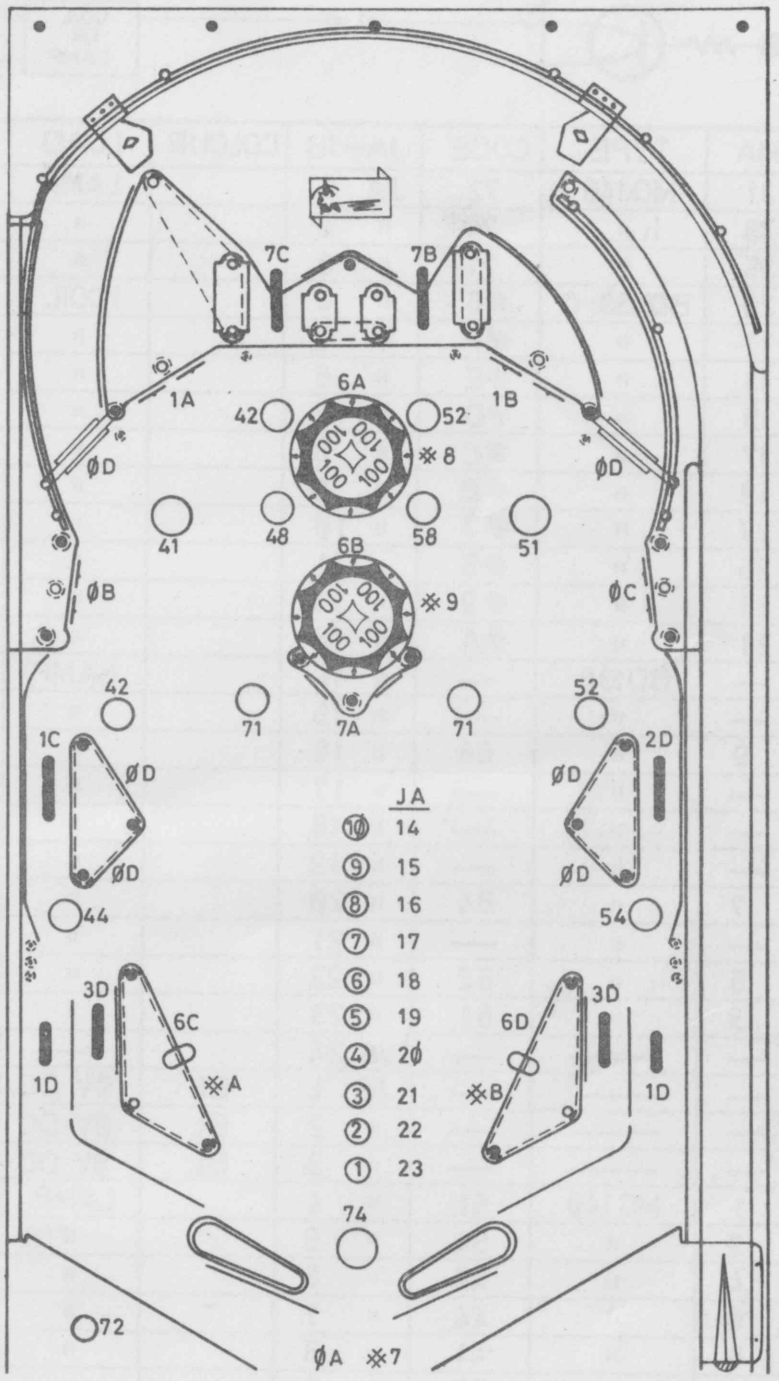
DISPLAY ON	REPRESENTATION AREAS 0-4-8-C	REPRESENTATION AREAS 2-6-A-E
XX	WORKING REGISTERS	CREDIT LIMIT X / X LIMIT = X9
XXXXX0	WORKING REGISTERS	MODEL OF GAME *
XXXXX0	WORKING REGISTERS	SERIAL NUMBER *
XXXXX0	LAST PRINTER CODE	TIME IN PLAY (XXXXXX)
XXXXX0	PLAYBOARD REGISTER STATE	TIME GAME OVER (XXXXXX)
XX	PLAYBOARD REGISTER STATE	SECONDS TIMER (CENTESIMAL)
XX	FREE PLAY (COUNTER) X / X EXTRA BALL (COUNTER)	REPLAY PER XX0.000
XXXXX0	PLAYER Nº1 (COUNTER)	HIGH SCORE PLAYER Nº1
XXXXX0	PLAYER Nº2 (COUNTER)	HIGH SCORE PLAYER Nº2
XXXXX0	PLAYER Nº3 (COUNTER)	HIGH SCORE PLAYER Nº3
XXXXX0	PLAYER Nº4 (COUNTER)	HIGH SCORE PLAYER Nº4
XX	CREDIT (COUNTER)	REPLAY PER XX0.000
XX	EXTRA BALL PER XX0.000	1 ST COIN REJECTOR (ADJ) X / X 2ND COIN REJECTOR (ADJ.)
XXXXX0	TOTAL 1 ST COIN REJECTOR	TOTAL EXTRA BALL
XXXXX0	TOTAL 2ND COIN REJECTOR	TOTAL FREE PLAY
XXXXX0	TOTAL 3RD COIN REJECTOR	TOTAL PLAY SERVICING
XXXXX0	DATE OF LAST PRINT-OUT	TOTAL PLAY METER
XX	FORM OF PLAY *	3RD COIN REJECTOR (ADJ) X / X MODE OF PLAY (ADJ)
XX	PLAYBOARD CONTACTS READ	PLAYBOARD CONTACTS STATE
XXXXX0	PLAYBOARD CONTACTS READ	PLAYBOARD CONTACTS STATE
XXXXX0	RESERVE TOTALIZER 1 *	RESERVE TOTALIZER 3 *
XXXXX0	RESERVE TOTALIZER 2 *	RESERVE TOTALIZER 4 *
XXXXX0	PLAYBOARD CONT. DEBOUNCE	PRESET CONTACTS TIME
XX	PLAYBOARD CONT. DEBOUNCE	PRESET CONTACTS TIME

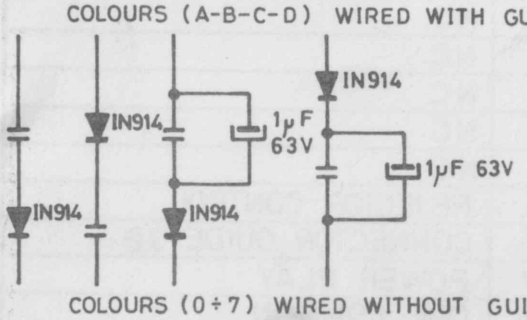
*SPECIAL GAME SERVICE

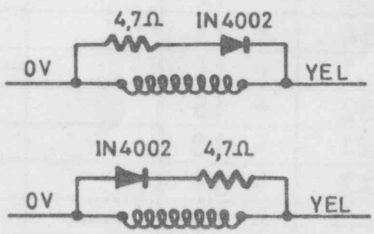
SWITCH CODE AND LOCALIZATION

(1.Ø53-E)





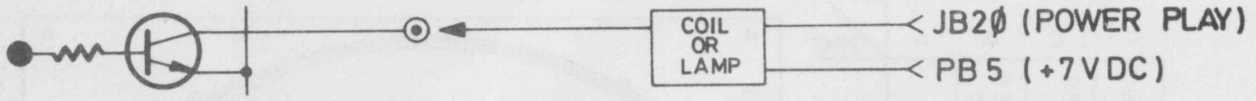






DRIVERS TABLE (UNIT Ø95-113)
MODEL 1.Ø53 / FAIR FIGHT

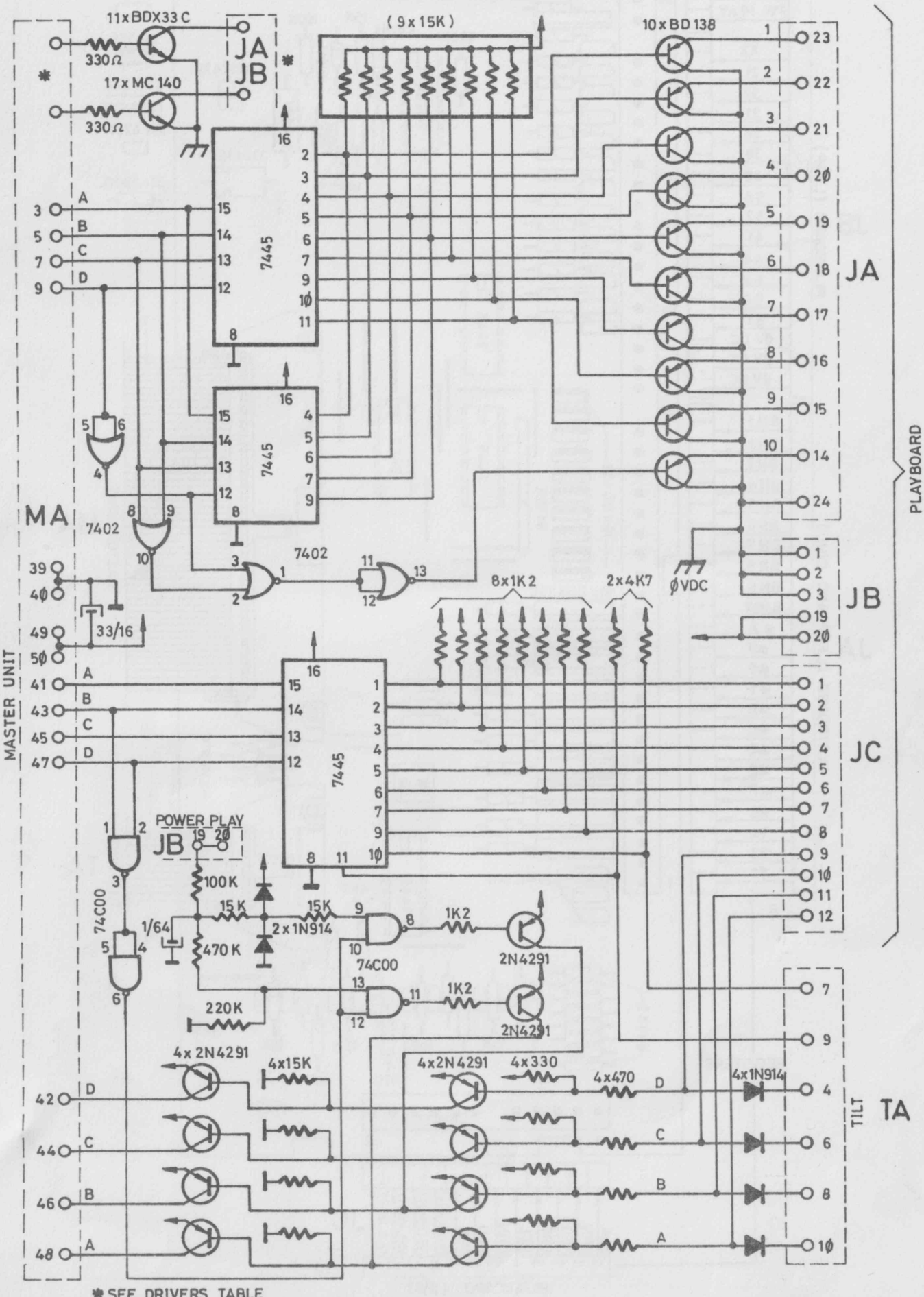
PIN IN	DRIVER	REGIST.	PIN OUT	COLOUR	LOAD	FUNCTION



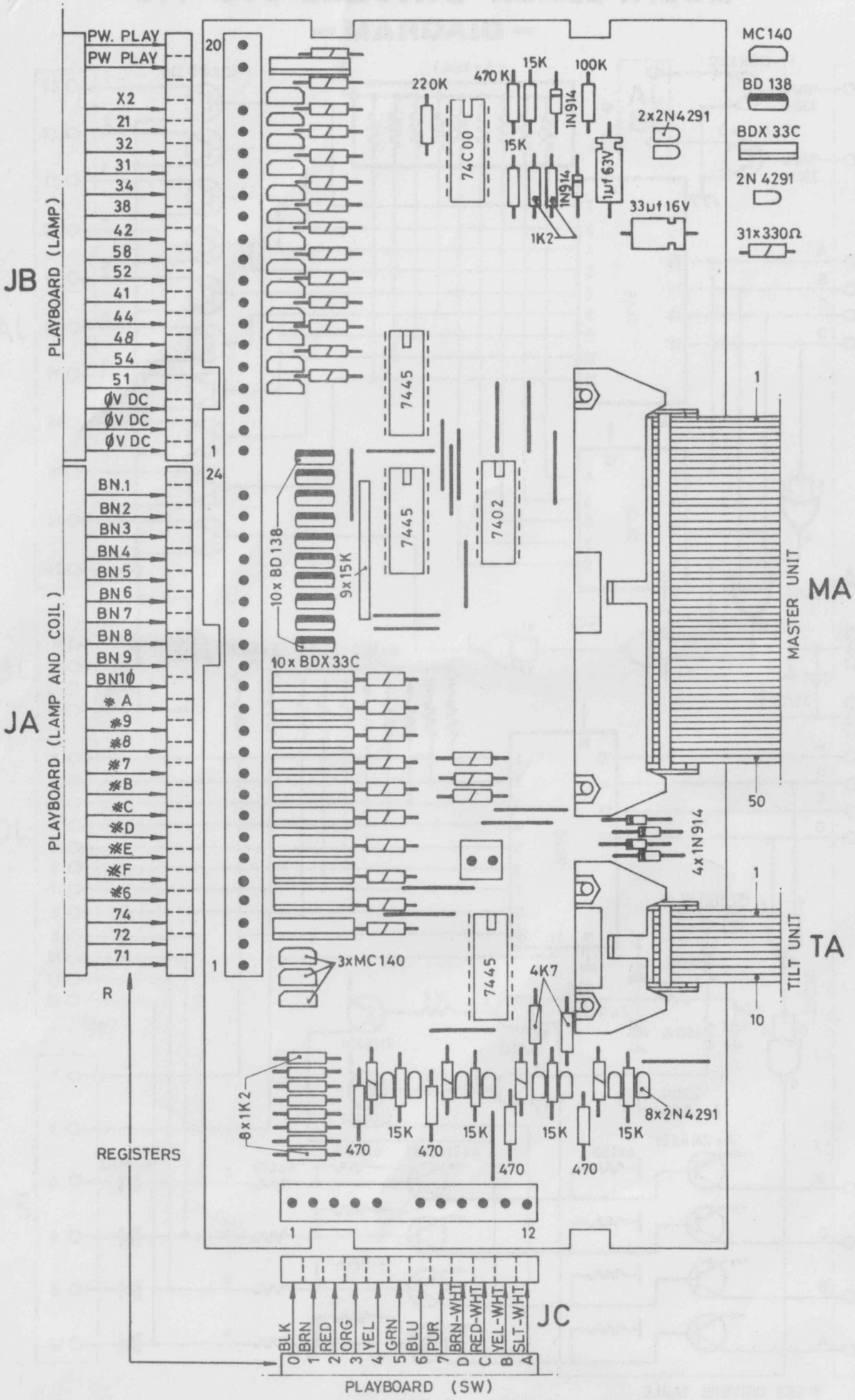
MA	TYPE	CODE	JA–JB	COLOUR	LOAD	FUNCTION
31	MC 14Ø	72	JA 1		LAMP	INTERMITTENT E.B.WHEN LIT
33	"	74	" 2		"	INTERMITTENT E.B.
35	"	71	" 3		"	INTERMITTENT D.B.
29	BDX33-C	#6	" 4		1COIL	KNOCKER
11	"	#F	" 5		"	NC
13	"	#E	" 6		"	NC
15	"	#D	" 7		"	NC
17	"	#C	" 8		"	NC
19	"	#B	" 9		"	RH KICKER
27	"	#7	" 1Ø		"	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	MC 14Ø	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	+40V	POWER PLAY
—	———	—	" 2Ø	YEL	+40V	COIL COMMON

MULTIPLEXER DRIVERS ø95-113

– DIAGRAM –

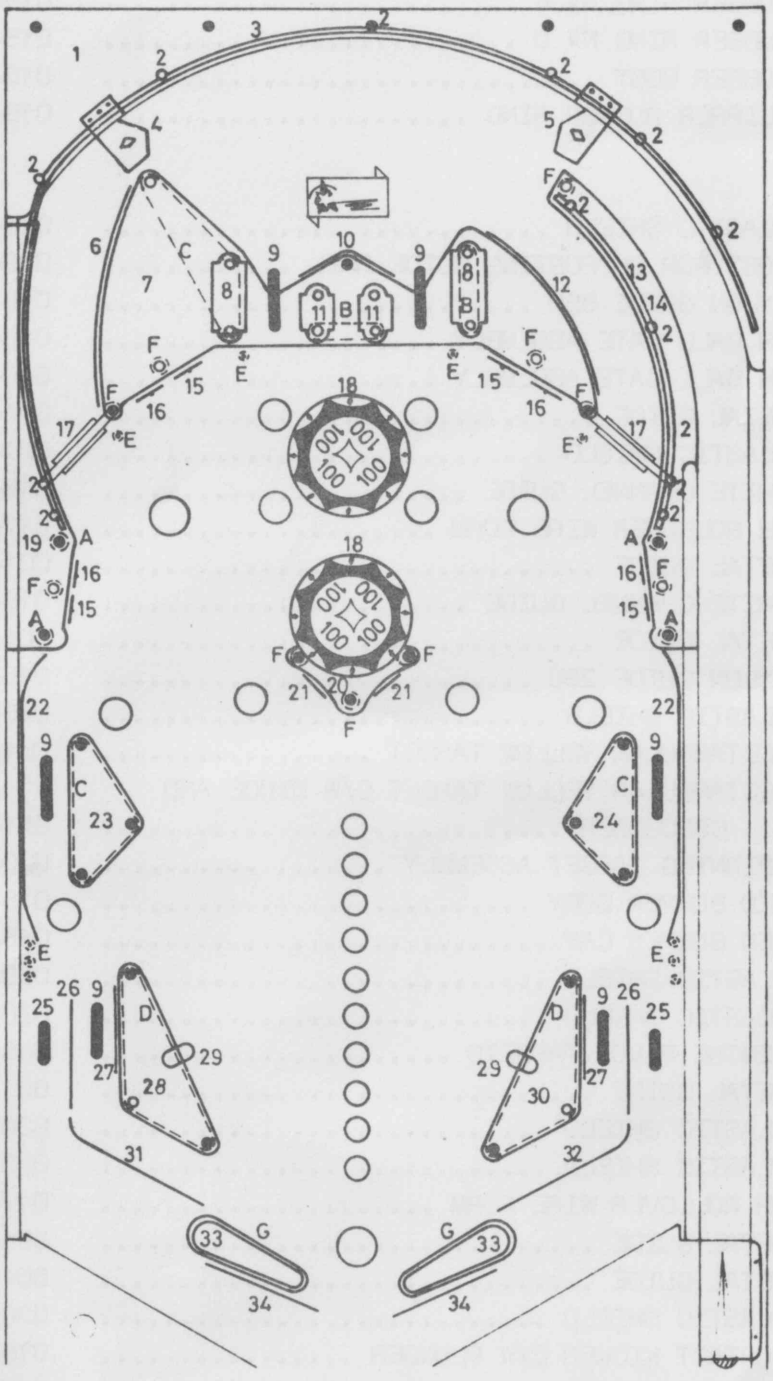


MULTIPLEXER DRIVERS ø95-113
- ASSEMBLY -



PLAYBOARD ASSEMBLY

MODEL 1.Ø53



SEE TABLE ON THE NEXT PAGE.

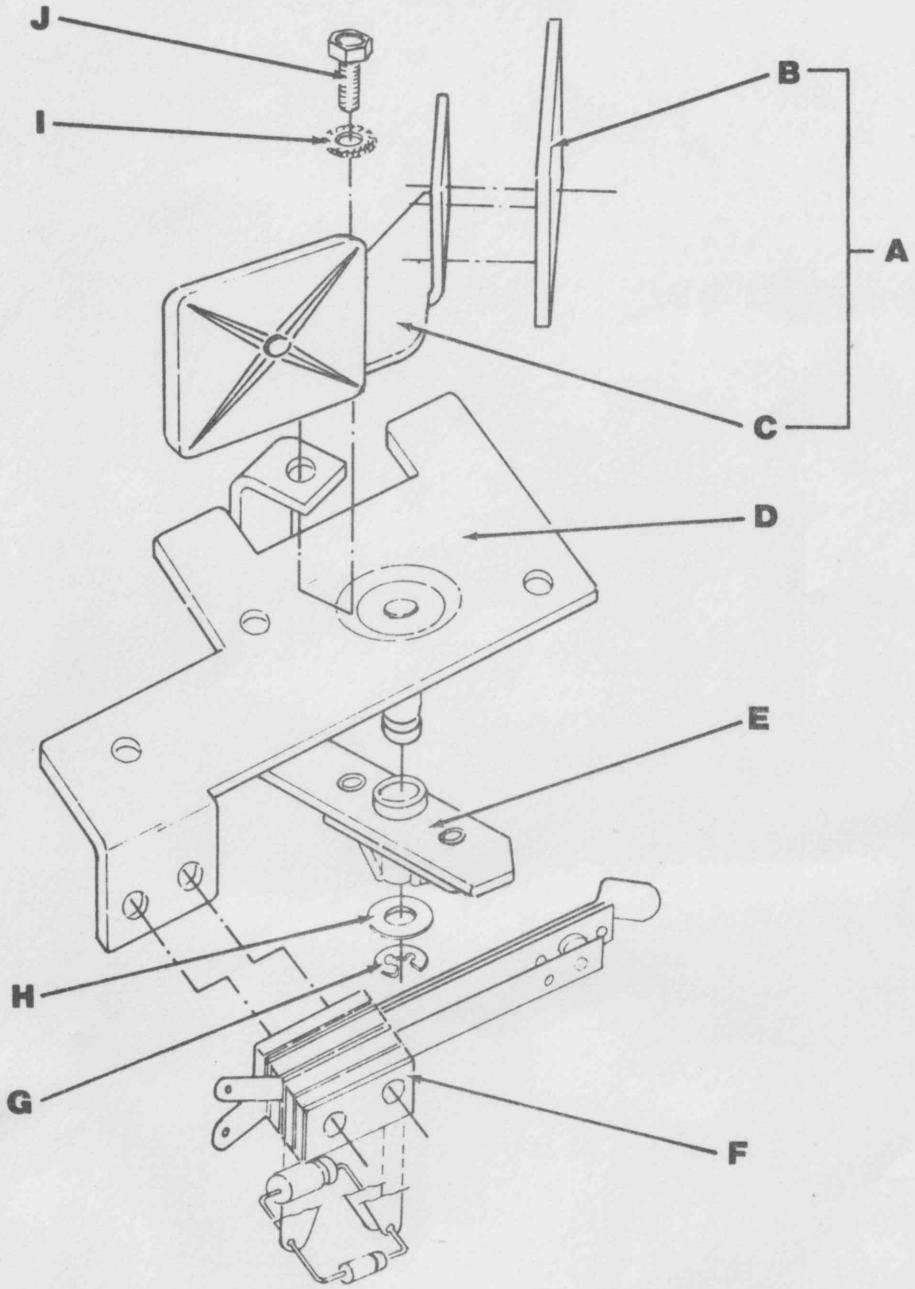
PLAYBOARD PARTS (1.053)

A	RUBBER RING Nº 1	015-021
B	RUBBER RING Nº $2\frac{1}{2}$	015-024
C	RUBBER RING Nº 3	015-025
D	RUBBER RING Nº 4	015-026
E	RUBBER RING Nº 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
T		
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 Nº 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


REGEL
SPAIN
S.A.
Manufactured in Madrid