



**Kurz-Kasch, Inc.**

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# Operating Instructions

## For Model 149 B

TV SUPER FLIPPER

Chicago Coin

	SL2			START 2		SR2		5V					
LLP	SL1	x	SL3	LRP	x	x	SR1	SR5	SR3	RRP	ON	OFF	
		SL5			START 1			x	x	x			
x		x	x	x	x	x		SR4		x			
		SL4											
	SL6	x	SL7		COIN		SR6		SR7		POWER		
	x		x		x		x		x	x	ON	OFF	

1. Insert 149 B card into program "B" connector, number side up.
2. Insert 458-2504 credit counter assembly board into 24 pin and 6 pin connectors with orange dots up. (ONE CABLE)
3. Insert 149 C 24 pin extender card into test fixture with number side up.
4. Insert 458-2500 computer board into 149 C card connector and 6 pin remote connector with orange dot up.
5. Push POWER switch to on.
6. Push 5 VOLT switch to on.
7. Push COIN switch once if game is set up for single coin.  
 Push COIN (coin 1) and SR6 (coin 2) if game is set up for 2 coin play.
8. Push START 1 switch once.
9. SHOOT BALL is SR7  
 RIGHT FLIPPERS are SR 5  
 LEFT FLIPPERS are SL5

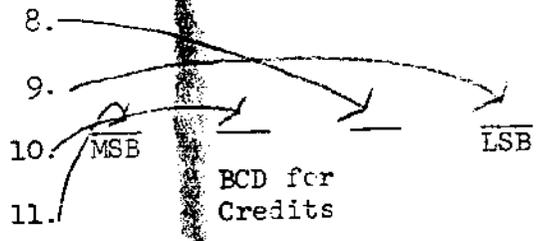
## "A" CONNECTOR Game Board

1. Lo - hi when UFC-B hit
2. Lo - hi when UFC-A hit
3. Lo - hi when UFC-D hit
4. Lo - hi when UFC-C hit
5. Special G 7
6. Hi
7. Hi - pulse when coin and start pushed
8. Lo for spots - high no spots
9. Lo going high when ball hits sides
10. Lo - high on win
11. Hi - (Vcc)
12. Lo GND
13. Hi & pulsing (video)
14. Lo goes high when ball hits bums 2, 3, 4, 5
15. Hi (VCC)
16. Lo goes high when ball hits flippers
17. Lo goes high when ball hits bums 2, 3, 4, 5
18. Lo - goes high on count 1000
19. Deadband (no probe lights)
20. Deadband (no probe lights)
21. Lo goes hi on count - 10
22. Lo - game on - hi - game over
23. Lo - hi on count 1
24. Lo - game on - hi game over

"C" CONNECTOR Game Board

- 1. Lo goes hi on coin 2 (R-6)
- 2. Hi goes lo on coin 2 (R-6)
- 3. Hi goes lo on start (start 1)
- 4. Lo goes hi on coin 1 (coin)
- 5. Hi goes lo on coin 1 (coin)
- 6. Hi
- 7. Hi - pulse when coin then start pushed
- 8. 2nd
- 9. BCD LSB
- 10. 3rd
- 11. MSB
- 12. Deadband
- 13. LO - Pulse when coin & start pushed
- 14. Deadband
- 15. Hi goes lo on shoot switch (SR-7)
- 16. LSB ball count
- 17. MSB ball count
- 18. Hi attract - lo game on
- 19. Hi pulse when coin & start pushed
- 20. Hi game over - lo game on
- 21. Lo for spots - high no spots
- 22. 2nd digit ball count
- 23. 3rd digit ball count
- 24. Deadband (no probe lights)

Credit



BCD Ballcount

MSB

LSB

