

## MANUAL AMENDMENT

**MANUAL AFFECTED:** FLASH Manual

**PURPOSE:** This game uses different software indicated by green-labeled ROMs and PROMs. Function numbers for game adjustment are slightly rearranged from the earlier software using yellow-labeled ROMs and PROMs.

**CHANGE:** Refer to the attached sheets for game adjustments.

To determine which ROMs and PROMs are in use without inspecting the CPU Board, observe the Test 04 Function 00 readout. Green-labeled ROMs and PROMs [Part Nos. 5A 9233 (IC20) and 5A 9234 (IC17)] are indicated by "1486 1" and yellow-labeled ones [Part Nos. 5A 9196 (IC20) and 5A 9197 (IC17)] are indicated by "0486 1" or "0486 2".

Note that green- and yellow-labeled ROMs and PROMs cannot be intermixed in a game.

With the new program, Diagnostic Test 02 pulses solenoid 18 with 17 displayed and pulses solenoid 17 with 18 displayed.



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FLASH Game Adjustments  
(Green-labeled ROMs and PROMs)

FUNCTION		DESCRIPTION	NOTES	FACTORY
NEW	OLD			SETTING
00	00	Game Identification	1	1486 1
01	01	Coins, Left Chute (Closest to coin door hinge)	1	--
02	02	Coins, Center Chute	1	--
03	03	Coins, Right Chute	1	--
04	04	Total Paid Credits	1	--
05	05	Total Specials	1	--
06	06	Total Replay (Extra Ball) Scores	1	--
07	07	Match and High Score to Date Credits	1	--
08	08	Total Credits	1,2	--
09	09	Total Extra Balls	1,3	--
10	10	Total Ball Time in Minutes	1	--
11	11	Total Number of Balls Played	1	--
12	12	Current High Score to Date	4	550,000
13	13	Backup High Score to Date	5	550,000
14	14	Replay 1 Score	6	270,000
15	15	Replay 2 Score	6	370,000
16	16	Replay 3 Score	6	470,000
17	17	Replay 4 Score	6	0
18	18	Maximum Credits	7	20
19	19	Standard and Custom Pricing Control (00-07)	8	01
20	20	Left Coin Slot Multiplier	8	01
21	21	Center Coin Slot Multiplier	8	01
22	22	Right Coin Slot Multiplier	8	01
23	23	Coin Units Required for Credit	8	01
24	24	Coin Units Bonus Point	8	02
25	26	High Score Credits	5	03
26	28	Match (00=ON, 01=OFF)	--	00
27	29	Special 00 = Awards Credit 01 = Awards Extra Ball 02 = Awards Points	--	00
28	30	Scoring Awards 00 = Credits at Replay Score 01 = Extra Ball at Replay Score	--	00
29	32	Maximum Plumb Bob Tilts (1-9)	--	03
30	31	Number of Balls (03 or 05)	--	03
31	33	Sound Option 00 = Background Sound OFF 01 = Background Sound ON	--	00
32	34	SUPER FLASH Scoring 00 = Awards 50,000 Points 01 = Awards Extra Ball	--	00
33	35	SUPER FLASH Restore 00 = Restores 01 = Does Not Restore	--	00
34	27	Extra Ball Control 00 = Extra Ball Allowed 01 = No Extra Ball	--	00
35	27	Play 01 = Eject Hole Lamps Restored, 5,000 Lamp Lit Initially 02 = Eject Hole Lamps Restored, 5,000 Lamp not Lit Initially 11 = Eject Hole Lamps not Restored, 5,000 Lamp Lit Initially 12 = Eject Hole Lamps not Restored, 5,000 Lamp not Lit Initially	--	11

The Function numbers in the OLD column are provided for reference to Function numbers in the text of Section 3. Note that old Function 25 (Credits in Game) is no longer provided.

## Notes:

(All notes refer to NEW Function numbers)

1. Functions 00-11 cannot be changed from the coin door; however, Functions 01-11 can be set to zero as described in Section 4 of the manual.
2. Total Credits (Function 08) is the sum of Function 04 and as applicable, Functions 05, 06, and 07.
3. Total Extra Balls (Function 09) is the sum of the game extra ball feature and Functions 05 and 06, as applicable.
4. Current High Score to Date (Function 12) can be changed to the value of the Backup High Score to Date (Function 13) by operating the HIGH SCORE RESET switch while in the game over mode.
5. Function 13 may be set to any multiple of 10,000 points. Setting Function 25 to zero with Function 13 set to any score but zero permits the High Score to Date feature to operate but no credits are awarded.
6. Functions 14-17 (Replay Scores) may be set to any multiple of 10,000 points. Setting a function to zero disables the replay score point. Always disable the Replay 4 level first, the Replay 3 level second, etc. The replay levels must be set with ascending values.
7. Setting Maximum Credits (Function 18) to zero places the game in a free play mode.
8. With Function 19 set to 00, Functions 20-24 can be set manually. Refer to Table 2 for seven standard pricing schemes (selected by values of 01-07 for Function 19) and custom pricing values.

## RECOMMENDED SCORE LEVELS

Levels	Score Card
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## CREDIT GAMES

3-Ball:	
*270,000; 370,000; 470,000	486-14
or 250,000; 390,000	486-33
5-Ball:	
410,000; 530,000	486-52

## EXTRA BALL

3-Ball:	
160,000	486-66
5-Ball:	
200,000	486-68

\*Factory setting