

Notes:

- Unless otherwise Specified:**
- All Resistor values given in ohms and 1/4 watt.
 - All Capacitor values given in microfarads.
 - ⊕ Indicates Electrolytic Capacitors at:
C12 (C30,C36), C14, C15, C25, C26, C27 and C29

Switch Settings:
DS1 (Dip Switch)
 Switch 1 ON - chime notes, OFF - synth sounds.
 Switch 2 ON - Speech, OFF - No Speech.

SW1 (Momentary Pushbutton)
 Diagnostic Start

CPU can be 6802 or 6808
 Foil jumper W14 under R30 selects.
 Cut W14 to use a 6802, IC11 is not used.
 With 6808 CPU, a 6810 RAM in IC11 is required.

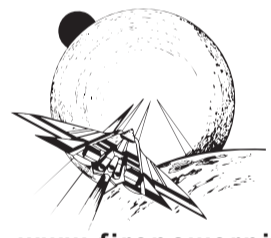
Jumper Settings:

- Jumper W13 never implemented (as far as I know).
- Remove W1 for Speech (Sinistar aux speech board).
- Use W2 and W9 for 2516 or 2716 Eprom (2K x 8) Pinball games and Warlock
- Use W3 and W4 for 2532 Eprom (4K x 8) Robotron,Bubbles,Sinistar
- W5 is used always unless Big Strike (use W6)
- W7 is used always.
- W10 is used always unless Big Strike (use W11)
- W12 is not used except Big Strike Board.
- W15 is used always.

Specific Games:

- Gorgar, Blackout, Firepower, Black Knight, Jungle Lord, Pharaoh (speech) **W2, W5, W7, W9, W10, W15**
- Defender (video & pin), Solar Fire, Barracora, Hyperball, Stargate, Cosmic Gunfight, Varkon, Time Fantasy and Stargate (sound only) **W1,W2,W5,W7,W9,W10,W15**
- Sinistar (upright & cockpit front) **W3, W4, W5, W7, W10, W1**
- Robotron, Joust (both video & pin), Bubbles, Sinistar (cockpit rear), **W1, W3, W4, W5, W7, W10, W15**
- Warlock (2516/2716, sound only) **W1, W2, W4, W5, W7, W10, W15**
- Big Strike (7641, sound only) **W1, W3, W6, W7, W9, W11, W12, W15**

FIREPOWER
 Sound Board Logic Drawing (Sys 6&7)
 Board Type 2



www.firepowerpinball.com

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