

# ////// FIND-IT-IN-FRONT: Dr. Pinball Section Explained ////

The key technical data from various parts of the manual were extracted and combined into the "Find-It-In-Front: Dr. Pinball Section." This section (pages DR. ① - ⑩) will assist the technician in locating important technical information needed to troubleshoot the Pinball Machine. **Dr. Pinball** is also available in a Flow Chart Help Format in the Game Display. To access, enter the **Portals™ Service Menu**.

## ////// How It Works ////

First, the operator / technician must enter the **Service Menu Mode** (for a complete description of the **Portals™ Service Menu and ICONS Read! Section 3, Chapter 1**). To get into the **Service Menu Mode**, power-up the game (if not already) and open the **Coin Door**. On the **Coin Door** is the **Portals™ Service Switch Set** (Red, Green & Black Buttons).

**Step 1:** Push down the **Black "BEGIN TEST" Button**. Looking at the Video Display you will momentarily see the introductory screen followed by the **MAIN MENU**.

**Step 2:** Move through the Menus by pushing the **Red "LEFT"** or **Green "RIGHT"** Buttons.

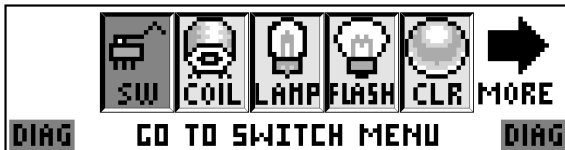


**Step 3:** Select or activate the *Icons* by pushing the **Black "ENTER" Button**.

While in the **Portals™ Service Menu**, the **Start Button** can be used in lieu of the **Black Button**; the **Left & Right Flipper Buttons** can be used in lieu of the **Red & Green Buttons**. However, in *Switch or Active Switch Tests* **only** the **Red & Green Buttons** can be used.



In our **Portals™ Service Menu**, selecting the "DR." *Icon* will bring the operator/technician into **DR. PINBALL** (Flow Chart Menus), the "on-screen" diagnostic aide. This is a feature that will allow you to utilize the power of the micro-processor assisting in troubleshooting a problem with the machine in a **Flow Chart** format (follow the questions & answer by using the *Mini-Icons* in the display).



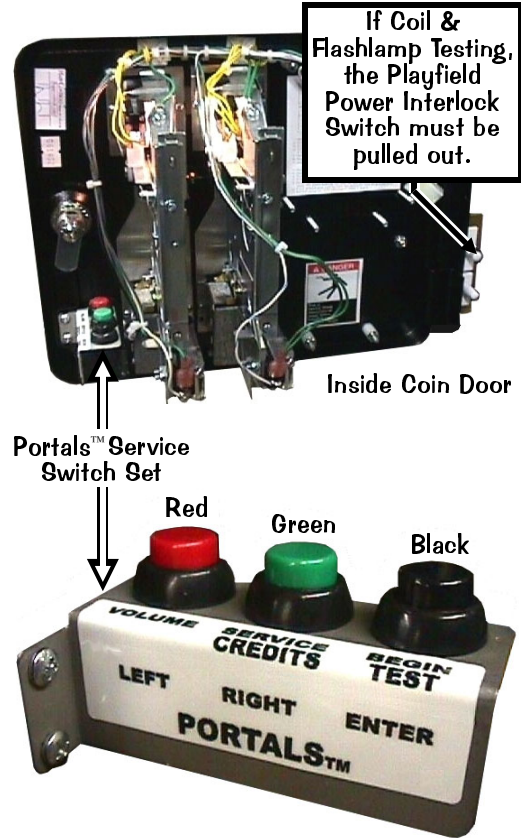
After entering **Portals™**, the **MAIN MENU** now appears with the "DIAG" *Icon* (GO TO DIAGNOSTICS MENU) flashing; press the **Black "ENTER" Button** to activate this **ICON**. The **DIAGNOSTICS MENU** now appears with the "SW" *Icon* (GO TO SWITCH MENU) flashing; use the **Red "LEFT"** or **Green "RIGHT"** Buttons, until the "DR." *Icon* (DR. PINBALL) is flashing:



Press the **Black "ENTER" Button** to activate this **ICON**. The **DR. PINBALL MENU** (Flow Chart Menus) now appears with the **COIL "DR." Icon** flashing. Three (3) *Icons*, **Coil "DR."**, **Switch "DR."** and **Lamp "DR."** are available for selection. Selecting a particular *Icon* will give you a choice of which specific **Coil** (any and all coil assemblies such as *Flippers, VUKs, Magnets, etc.*), **Switch** or **Lamp Circuit** needs to be diagnosed. After selection, **Dr. Pinball** will now display a question or a procedure to follow such as "Does the lamp turn on?" or "Check bridge rectifier BR-20, if short replace." When **Dr. Pinball** displays a question or requests a procedure, **Dr. Pinball** will expect a response such as "NO" or "YES". You the operator/technician must respond by using the **Red** or **Green Buttons** to "SELECT" a *Mini-Icon* and the **Black Button** to "ACTIVATE or ENTER" your selection.



For *Mini-Icons* explanations & details, see the end of **Section 3, Chapter 2, GO TO DIAGNOSTICS MENU, Dr. Pinball**.



If Coil & Flashlamp Testing, the Playfield Power Interlock Switch must be pulled out.

Inside Coin Door

Portals™ Service Switch Set

Red Green Black

VOLUME SERVICE CREDITS BEGIN TEST  
LEFT RIGHT ENTER  
PORTALS™