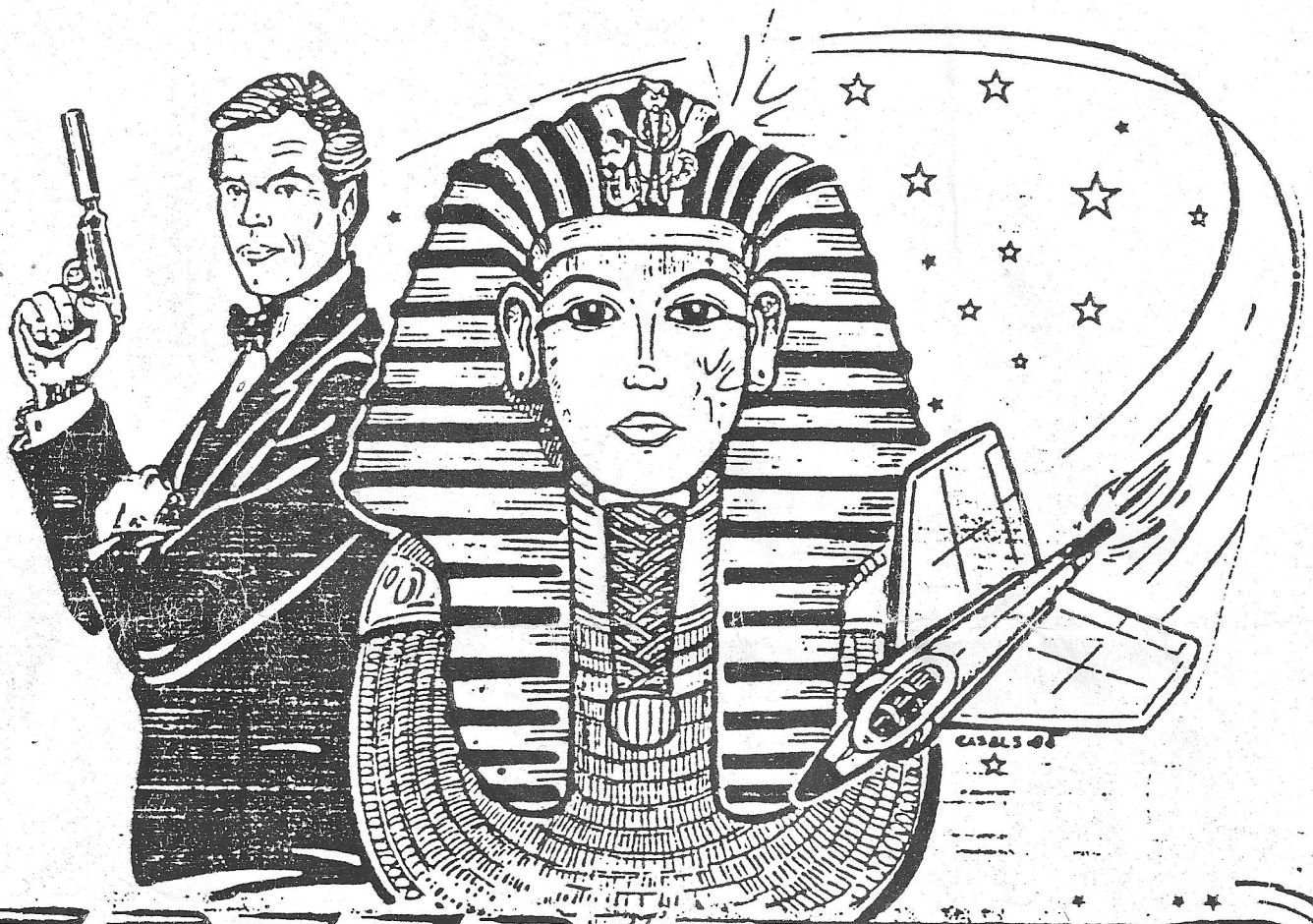


# DESYSTEM, S.A.

PRESENTA... un pinball  
PRESENTS A PINBALL

triple aventurero!!  
TRIPLE ADVENTURER !!



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 **TECFRI**  
T.M.

# **CONECTOR**

## SOLDER SIDE

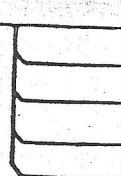
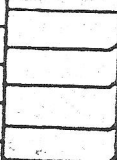
## COMPONENT SIDE

PLAYER 2 BALL START	1	2	
PLAYER 2 SHAKE	3	4	PLAYER 2 LEFT
PLAYER 2 RIGHT	5	6	
	7	8	
PLAYER 1 BALL START	9	10	
PLAYER 1 SHAKE	11	12	PLAYER 1 LEFT
PLAYER 1 RIGHT	13	14	
COIN COUNTER 1	15	16	COIN COUNTER 2
COIN 1	17	18	COIN 2
PLAYER 1 START	19	20	PLAYER 2 START
GND	21	22	GND
GND	23	24	GND
GND	25	26	GND
SOUND +	27	28	SOUND -
+12 v	29	30	+12 v
	31	32	
+5 v	33	34	+5 v
+5 v	35	36	+5 v

## **CONECTOR TV**

• CONECTOR  
DE 6 PINS  
EN PLACA  
INFERIOR

BLUE	1
GREEN	2
RED	3
GND	4
SYMC	5
GND	6



**MONITOR**

# DIP SWITCH



DIP SWITCH 2		1	2	3	4	5	6	7	8
COIN 1	1 COIN-2 CREDITS	OFF	OFF						
	1 COIN - 3 CREDITS	ON	OFF						
	1 COIN - 4 CREDITS	OFF	ON						
	1 COIN - 5 CREDITS	ON	ON						
COIN 2	1 COIN - 1 CREDIT			OFF	OFF				
	2 COIN - 1 CREDIT			ON	OFF				
	3 COIN - 1 CREDIT			OFF	ON				
	4 COIN - 1 CREDIT			ON	ON				
NUMBER OF BALLS	3					OFF	OFF		
	4					ON	OFF		
	5					OFF	ON		
	2					ON	ON		
TYPE	TABLE PLAY							OFF	
	VERTICAL PLAY							ON	
EXHIBITION SOUND		SOUND							OFF
		NO SOUND,							ON

DIP SWITCH 1		1	2	3	4	5	6	7	8
EXTRA BALL	70000, 200000	OFF	OFF	OFF					
	70000, 200000, 1000000	ON	OFF	OFF					
	100000	OFF	ON	OFF					
	100000, 300000	ON	ON	OFF					
	100000, 300000, 1000000	OFF	OFF	ON					
	200000	ON	OFF	ON					
	200000, 1000000	OFF	ON	ON					
	IN	ON	ON	ON					
DIFFICULTY 1 (DISTANCE BETWEEN FLIPPERS)					OFF				
					ON				
	VERY EASY					OFF	OFF		
	EASY				→	ON	OFF		
DIFFICULTY 2 (DIFFICULTY IN LATERAL OUTLINE)					→	OFF	ON		
	DIFFICULT					ON	ON		
	VERY DIFFICULT							OFF	ON
	VERY EASY				→			ON	ON
	EASY							ON	ON
	DIFFICULT							OFF	ON
	VERY DIFFICULT							ON	ON



A,B,C, contacts: When the four contacts are ON, the left scape gate is opened and bonus multiplier is in "per 2" position. In the second time the "extra ball" lights are ON, and bonus multiplier is in "per 3" position.

Screen Change : When you drop the blue targets and you introduce the ball into the white hole, the game changes to the "PAST SCREEN". When you drop the red targets and you introduce the ball into the blue hole, the game converts to the "FUTURE SCREEN".

#### FUTURE SCREEN (Space Ship)

Spinner : The movement of spinner lights the "add bonus" lights (1 to 7) and when the ball is in the superior hole, the bonus is increased as bonus lights are ON.

#### A,B,C, CONTACTS.

When A,B,C, lights are ON:

First Time: Left gate is opened

2nd Time: right gate is opened

3rd Time: Extra ball lights are ON.

#### SCREEN CHANGE

When you drop the right targets and you introduce the ball into the right hole, the game will change to the "PAST SCREEN". When you drop the left targets and you introduce the ball into the left hole, the game will change to the "PRESENT SCREEN".

#### RECOMMENDATION

If the ball start button is connected, connect the start button of the board to a flipper contact.



## SPEED BALL

### Game Description

#### EXTRA BALL

- 1/. You can obtain extra ball, if you win more than the score value, adjusted in the switches.
- 2/. In each screen you can obtain extra ball taking the necessary steps explained as follows.

#### LOTTERY

Free credit possibility in the lottery screen at the end of the game.

#### S C R E E N S

When you insert coins you have the possibility of choosing the initial screen composed of the PAST, PRSESENT and FUTURE.

#### • PAST SCREEN (Egyptian)

Extra Ball: You can obtain extra ball if you drop the targets and pyramids and introducing the ball into the superior hole, when lights are in the "special" position.

Screen Change : You have to put the ball into the superior hole when light is in the "2" or "3" position, then the gate is opened and you have to put the ball in the change screen hole.

Stop Flippers: When you introduce the ball into the superior hole and light is in the "up position", the stopper goes up.

Bonus : You accumulate "bonus" passing the ball through the indicated lights "add bonus" corridors. Stars down, multiplies the bonus per 2 (first time) and per 3 (2nd time).

#### PRESENT SCREEN

Spinner: The movement of spinner lights up the "add bonus" lights, (1 to 9) and when the ball is in the superior hole, the bonus are increased as bonus lights are ON.