

Unless otherwise Specified:

- 1. All Resistor values given in ohms and 1/4 watt. 2. All Capacitor values given in microfarads.
- 3. € Indicates Electrolytic Capactiors 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) Diagnsotic 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 a I know).

Use W1 when no speech board attached. 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)

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)

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

ISSUE NUMBER 1.1 (11 Nov 2008) CREATED BY: Richard Harvey and Phil Butcher