Advanced sound board **PI-FX/1** for Gottlieb™ **System-1** pinball games

J. Totem	**P. Torch**
K. Hulk	**R. Roller Disco**
L. Genie	**S. Asteroid Annie**
N. Buck Rogers	

SET UP

1. <u>Switch the pinball off</u> !!! ⚡
2. Open the coin door, move the lever down to unlock the lockdown bar & remove it, slide the playfield glass out, lift the playfield and use the prop-stick to hold it
3. Find on the right hand-side the position of the sound board
4. Insert the (supplied) plastic spacers into the 3 mounting holes
5. Fix the board with 3 screws (do not over-tighten them)
6. Snap the (supplied) volume knob into the center of the potentiometer
7. Plug the **A7J1** connector on the connector of the sound board
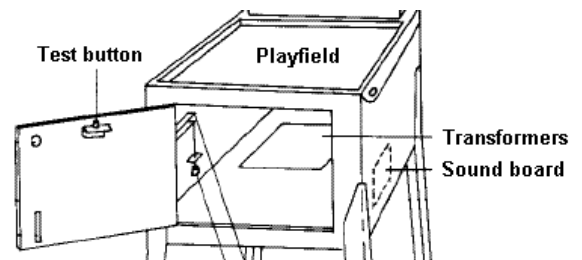
Do NOT force! This means that the board is not well aligned with **A7J1**, or that it does not fit that game (such as 3-tone System-1 games before *TOTEM*).
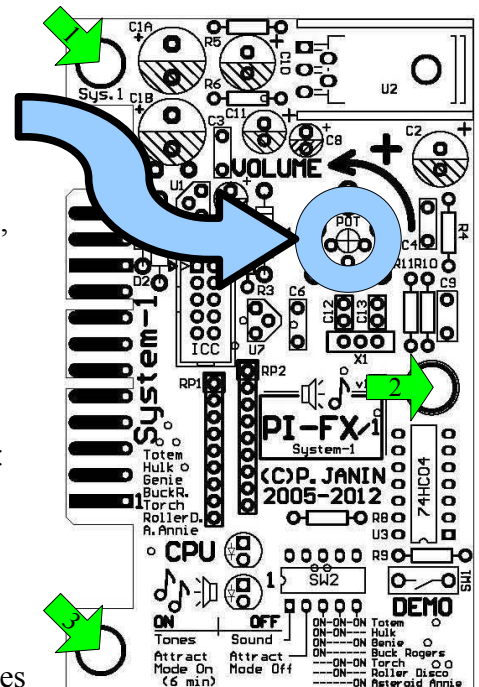
CONFIGURATION

The 5 switches configuration is clearly printed on the sound board itself:
- **1** for sounds type : *tones* ou *sounds*
- **2** to play the *attract tune* every 6 minutes
- **3**/**4**/**5** for the sound set, as a chart

By default, the sound board is delivered with all 5 switches on "**OFF**": no sound is selected. In that case, upon power-up, the "**CPU**" LED flashes very fast and until the desired game is set up.
Once done, the "**CPU**" LED flashes very slowly (once per second) ; it stops while a sound is being played.

The « **DEMO** » button, as its name shows, plays all game sounds for the selected game, in *tones* or *sounds* mode depending on switch **1**. If a game is in progress, no scoring sound is played until the demo is over.

VOLUME SETTING

The potentiometer increases the volume anticlockwise.

STATUS LAMPS

The "**CPU**" LED shows that the sound board processor is running.
- Refer to **CONFIGURATION** for more details.

The "**NOTES**" LED shows that a sound is being played by the processor and that the audio amplifier works.