

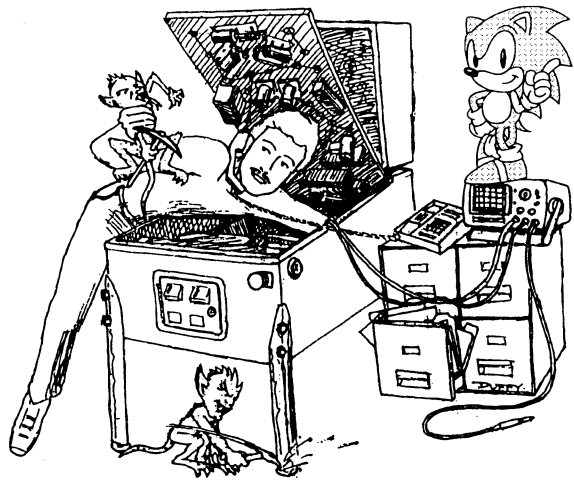
# Service Bulletin N° 73



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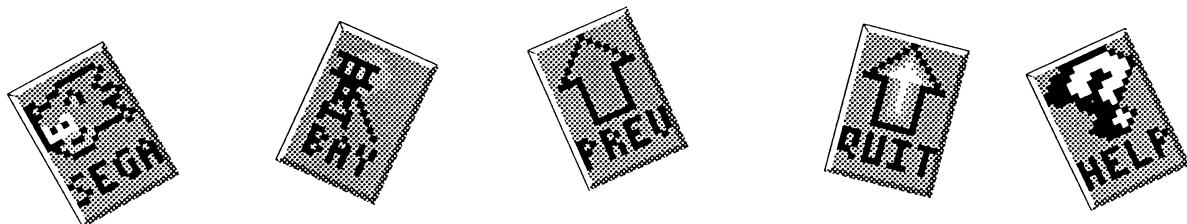
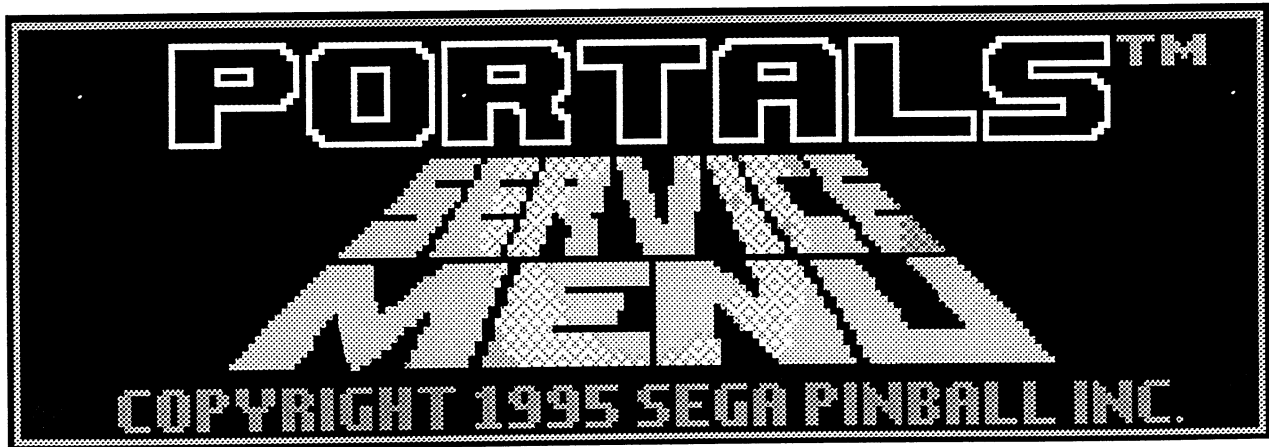
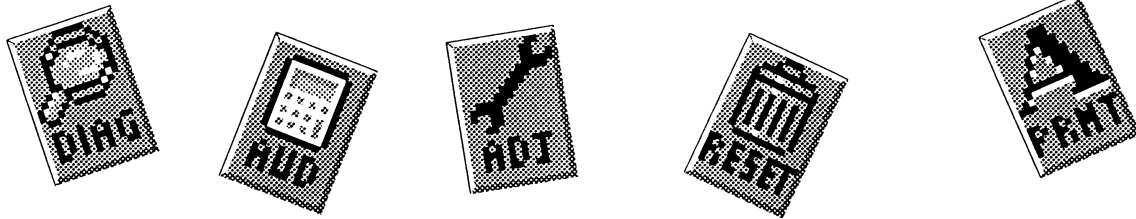
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TO: Parts & Service Managers

DATE: April 28, 1995

RE: "NEW" Portals™ Service Menu in **BAYWATCH™** Pinball

This service bulletin is an excerpt of our generic operations manual for "**THE EASY TO USE PORTALS™ SERVICE MENU**". This bulletin is intended to not only familiarize you with the system but should be used as a training tool or in conjunction with sales brochures.



**SEGA™**  
**PINBALL, INC.**

**THE EASY TO USE**  
**PORTALS™**  
**SERVICE MENU**



**PRELIMINARY**  
**MANUAL**

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ENGINEER

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TECH. DOCUMENTATION  
ADMINISTRATOR

# Portals™ Service Menu Icons

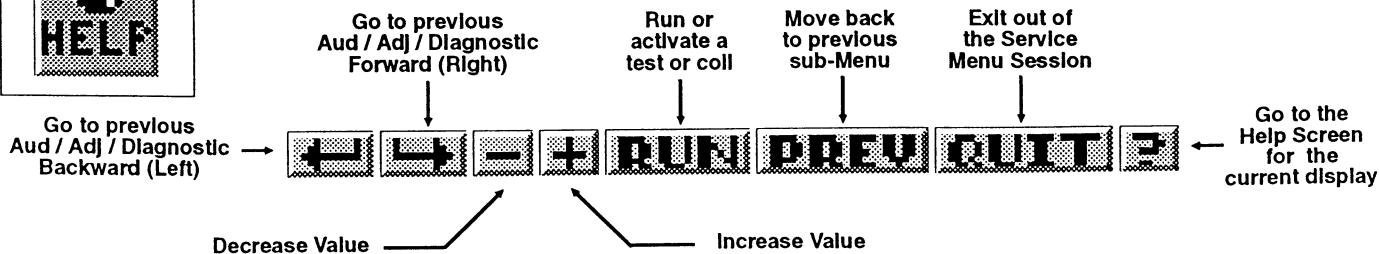
<b>GO TO DIAGNOSTICS MENU</b>  <b>DIAG</b>	<b>GO TO SWITCH MENU</b>  <b>SW</b>	<b>SWITCH TEST</b>  <b>TST</b>	<b>ACTIVE SWITCH TEST</b>  <b>ACT</b>	<b>GO TO COIL MENU</b>  <b>COIL</b>	<b>COIL TEST</b>  <b>TST</b>	<b>CYCLING COIL TEST</b>  <b>CYC</b>
<b>GO TO LAMP MENU</b>  <b>LAMP</b>	<b>SINGLE LAMP TEST</b>  <b>ONE</b>	<b>TEST ALL LAMPS</b>  <b>ALL</b>	<b>ROW LAMP TEST</b>  <b>ROW</b>	<b>COLUMN LAMP TEST</b>  <b>COL</b>	<b>TEST FLASH LAMPS</b>  <b>FLASH</b>	<b>CLEAR BALL TROUGH</b>  <b>CLR</b>
<b>TECHNICIAN ALERTS</b>  <b>TECH</b>	<b>SERVICE PHONE #</b>  <b>SERV</b>	<b>BEGIN PLAY TEST</b>  <b>PLAY</b>	<b>SOUND/SPEAKER TEST</b>  <b>SPKR</b>	<b>BEGIN BURN IN</b>  <b>BURN</b>	<b>DOT MATRIX TEST</b>  <b>DOT TEST</b>	<b>GO TO AUDITS MENU</b> ❶  <b>AUD</b>
<b>EARNINGS AUDITS</b>  <b>EARN</b>	<b>GO TO ADJUSTMENTS MENU</b>  <b>ADJ</b>	<b>GO TO RESET OPTIONS</b> ❷  <b>RESET</b>	<b>FACTORY RESET</b>  <b>FACT</b>	<b>RESET COIN AUDITS</b>  <b>COIN</b>	<b>GO TO PRINTER MENU</b>  <b>PRNT</b>	<b>QUICK PRINTOUT</b>  <b>QUICK</b>
<b>FULL PRINTOUT</b>  <b>ALL SH</b>	<b>GAME GENERIC AUD/ADJ</b> ❸  <b>SEGA</b>	<b>GAME SPECIFIC AUD/ADJ</b> ❹  <b>GEN</b>	<b>"SHOWS MORE ICONS LEFT"</b>  <b>MORE</b>	<b>"SHOWS MORE ICONS RIGHT"</b>  <b>MORE</b>	<b>GO TO MAIN MENU</b> ❺  <b>PREV</b>	<b>QUIT THIS SESSION</b>  <b>QUIT</b>

**NOTE: SOME ICONS ARE DUPLICATED AND ARE USED IN DIFFERENT SUB-MENUS.**

- ❶ "Go to Audits Menu" is used also as "Reset All Audits" under "Reset Options."
- ❷ "Go to Reset Options" is used also as "Reset Printer" under "Printer Menu."
- ❸ The "Sega" icon is displayed to represent Game Generic Audits or Adjustments.
- ❹ The current game icon is displayed to represent Game Specific Audits or Adjustments and is also used under "Diagnostics Menu" for Game Specific Tests. Each game will have its' own icon.
- ❺ "Go to Main Menu" is used also as "Go to Diagnostics Menu" under Switch, Coil and Lamp Tests.

**GO TO HELP SCREEN**

**HELP**



**ATTRACT MODE**

**Portals™ Service Menu Tree / Table of Contents**

Push the Black "BEGIN TEST" Button to start.

**MAIN MENU**

(Page 1)

**GO TO DIAGNOSTICS MENU**

(Page 2)

**GO TO SWITCH MENU**

(Page 2)

**GO TO COIL MENU**

**GO TO LAMP MENU**

**GO TO AUDITS MENU**

**GO TO ADJUSTMENTS MENU**

**GO TO RESET OPTIONS**

**GO TO PRINTER OPTIONS**

**QUIT THIS SESSION**

**HELP**

<b>SWITCH TEST</b>	TEST DISPLAY .....	2, 3
<b>ACTIVE SWITCH TEST</b>	TEST DISPLAY .....	3
<b>GO TO DIAGNOSTICS MENU</b>	DIAG. MENU .....	3
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	3
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	3

<b>COIL TEST</b>	TEST DISPLAY .....	
<b>CYCLING COILS</b>	TEST DISPLAY .....	
<b>GO TO DIAGNOSTICS MENU</b>	DIAG. MENU .....	
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	

<b>SINGLE LAMP TEST</b>	TEST DISPLAY .....	
<b>TEST ALL LAMPS</b>	TEST DISPLAY .....	
<b>ROW LAMP TEST</b>	TEST DISPLAY .....	
<b>COLUMN LAMP TEST</b>	TEST DISPLAY .....	
<b>GO TO DIAGNOSTICS MENU</b>	DIAG. MENU .....	
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	

<b>TEST FLASH LAMPS</b>	TEST DISPLAY .....	
<b>CLEAR BALL TROUGH</b>	PLAYFIELD STATUS .....	
<b>TECHNICIAN ALERTS</b>	PLAYFIELD STATUS .....	
<b>SERVICE PHONE #</b>	1-800-KICKERS .....	
<b>BEGIN PLAY TEST</b>	TEST DISPLAY .....	
<b>SOUND/SPEAKER TEST</b>	TEST DISPLAY .....	
<b>BEGIN BURN IN</b>	PLAYFIELD STATUS .....	
<b>DOT MATRIX TEST</b>	TEST DISPLAY .....	
<b>GAME SPECIFIC</b>	PLAYFIELD STATUS .....	
<b>GO TO MAIN MENU</b>	MAIN MENU .....	
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	

<b>EARNINGS AUDITS</b>	1ST AUDIT OF GROUP .....	
<b>SEGA (GENERIC) AUDITS</b>	1ST AUDIT OF GROUP .....	
<b>GAME (SPECIFIC) AUDITS</b>	1ST AUDIT OF GROUP .....	
<b>GO TO MAIN MENU</b>	MAIN MENU .....	
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	

<b>SEGA (GENERIC) ADJUSTMENTS</b>	1ST ADJUSTMENT OF GROUP .....	
<b>GAME (SPECIFIC) ADJUSTMENTS</b>	1ST ADJUSTMENT OF GROUP .....	
<b>GO TO MAIN MENU</b>	MAIN MENU .....	
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	

<b>FACTORY RESET</b>	REQUEST INSTALLED (RETURNS TO ATTRACT MODE) .....	
<b>RESET COIN AUDITS</b>	REQUEST INSTALLED .....	
<b>RESET ALL AUDITS</b>	REQUEST INSTALLED .....	
<b>GO TO MAIN MENU</b>	MAIN MENU .....	
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	

<b>QUICK PRINTOUT</b>	PRINTER INTERFACE ADJUSTMENT .....	
<b>FULL PRINTOUT</b>	ALISON INTERFACE ADJUSTMENT .....	
<b>RESET PRINTER</b>	RESET PRINTER ADJUSTMENT .....	
<b>GO TO MAIN MENU</b>	MAIN MENU .....	
<b>QUIT THIS SESSION</b>	ATTRACT MODE .....	
<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	

<b>ATTRACT MODE</b>	.....	
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<b>GO TO HELP SCREEN</b>	HELP DISPLAY .....	
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# Portals™ Service Menu Access & Use

## Step 1

Open Coin Door and view Service Switch Set.

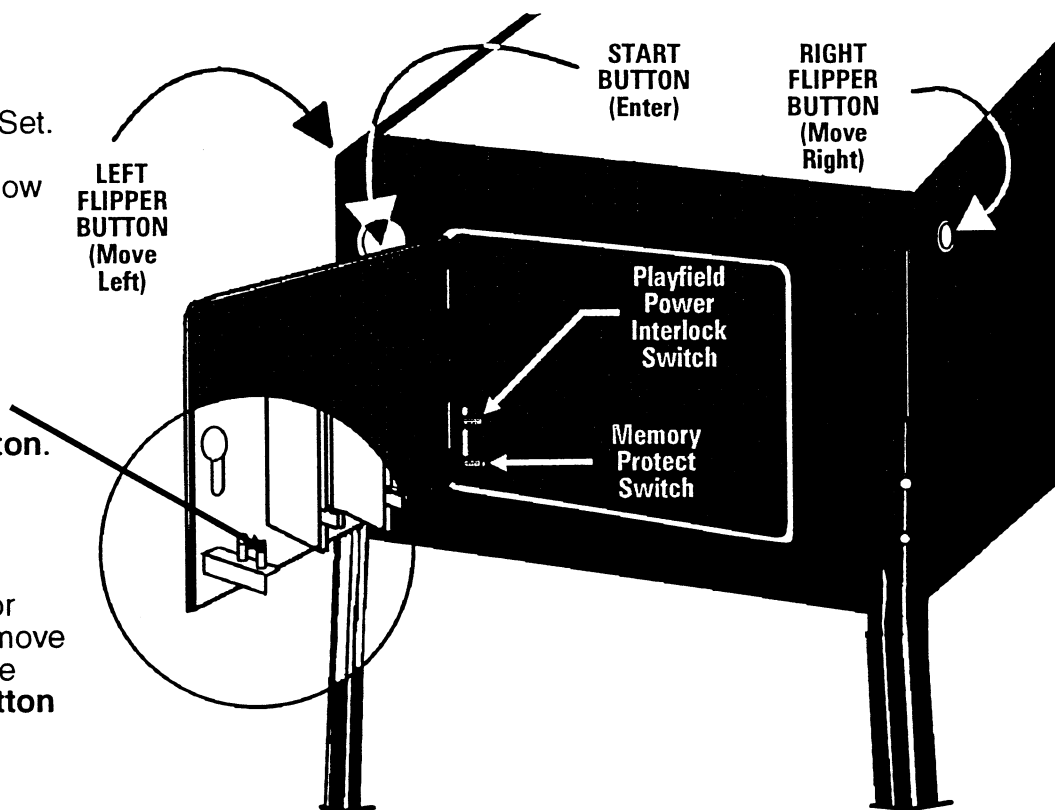
(Memory Protect is now disabled.)

## Step 2

Enter the Portals™ Service Menu by pushing the Black "BEGIN TEST" Button.

## Step 3

Use the Green "SELECT" Button or Flipper Buttons to move through test. Use the Black "ENTER" Button or Start Button to activate icons.



### GREEN BUTTON:

**FUNCTION 1:**  
(Not in the Service Mode)

**SERVICE CREDITS.** Allows the technician to Test / Play the game without adding any counts to the Coin Audits. Up to 30 credits can be applied.

**FUNCTION 2:**  
(In the Service Mode)

**SELECT.** Allows the technician to select an Icon by moving right (forward) only.

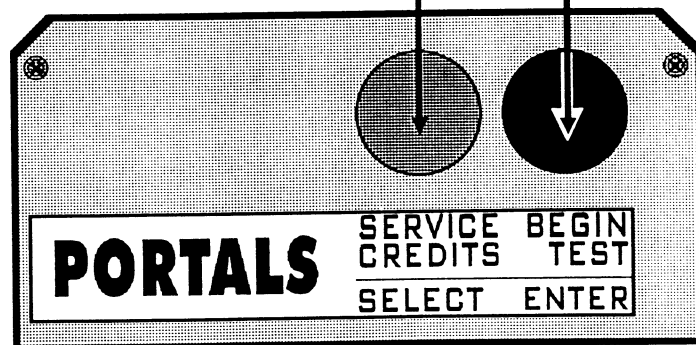
### BLACK BUTTON:

**FUNCTION 1:**  
(Not in the Service Mode)

**BEGIN TEST.** Allows the technician to begin the Portals™ Service Menu.

**FUNCTION 2:**  
(In the Service Mode)

**ENTER.** Allows the technician to activate Icon selected.



The Green "SELECT" Button will change the selection by moving *right (forward)* only. For left/right (forward/backward) movement, use the **Left & Right Flipper Buttons** accordingly. The Start "ENTER" Button is used like the Black "ENTER" Button. When using the Portals™ Service Menu, use the Flipper and Start Buttons for movement through the menu for viewing. Use the Black "ENTER" and Green "SELECT" Buttons only while in Switch Test as the Start Button & Flipper Buttons are a part of this test. *Please Note: The Coin Door must be open when changing Adjustments, so that the MEMORY PROTECT SWITCH is disabled.*

## Portals™ Service Menu Introduction

This manual will take the user through our new **Portals™ Service Menu** in a *Step-By-Step* process. Presented in the manual, will be each screen as shown in the *Video Display*. To get into the Service Menu Mode:

- Power-up Game (If not already) & Open up the Coin Door.
- On the Coin Door is the Service Switch Set. Push down the **Black "BEGIN TEST" Button**.

Looking at the Video Display you will see the introductory screen:

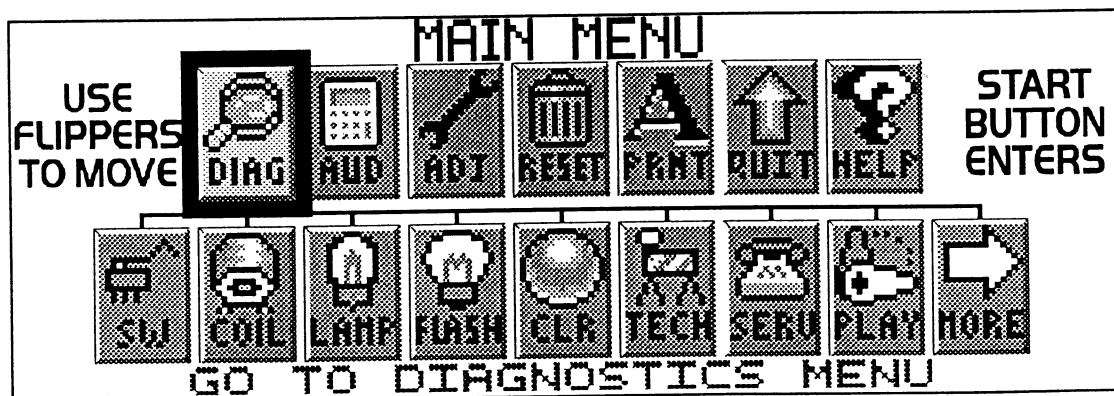


The Coin Door may be closed for security, however, please note with the Coin Door Closed the game's **MEMORY PROTECT** is enabled; meaning, any changes that are made will be not be written to memory. If changing adjustments is required, ensure the Coin Door is open.

Use the **Left & Right Flipper Buttons** to change the selected **ICON** left or right, and the **Start Button** (or **Extra Ball Button**) to activate the selected **ICON**. The use of the **Green "SELECT" & Black "ENTER" Buttons** is required in Switch Test or Active Switch Test, as the **Start & Flipper Buttons** are a part of this test. The **Green "SELECT" & Black "ENTER" Buttons** can be used at any time as well as the **Left & Right Flipper Buttons** and **Start Button**.

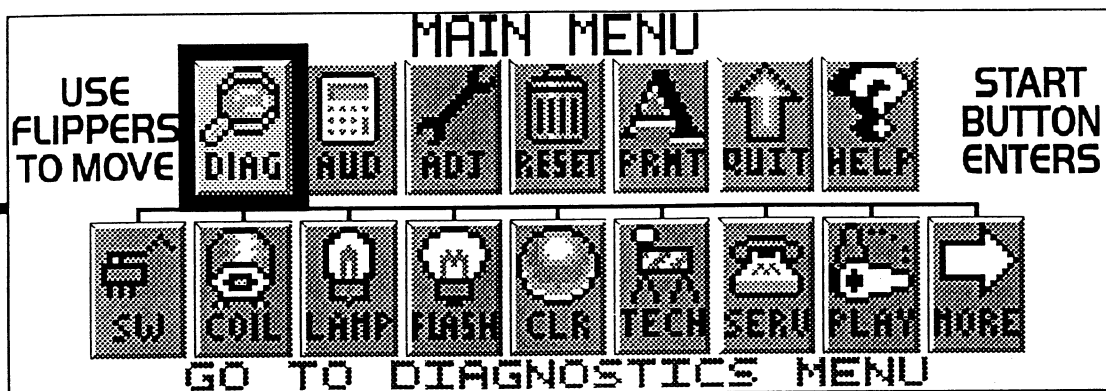
For Diagnostic Purposes, be sure the **Playfield Power Interlock Switch** is pulled out so Playfield Power is not disabled.

The **MAIN MENU** now appears with the "DIAG ICON" (DIAGNOSTICS MENU) flashing:

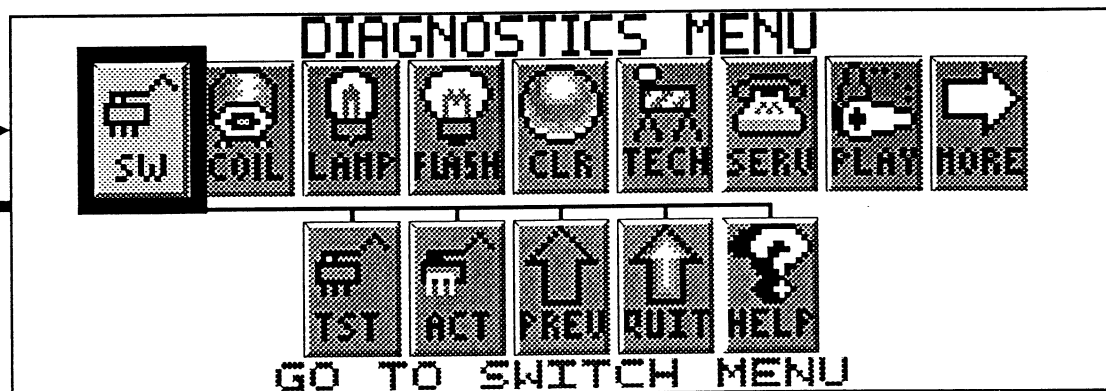


The following pages will demonstrate activation of the icons from the Main Menu.

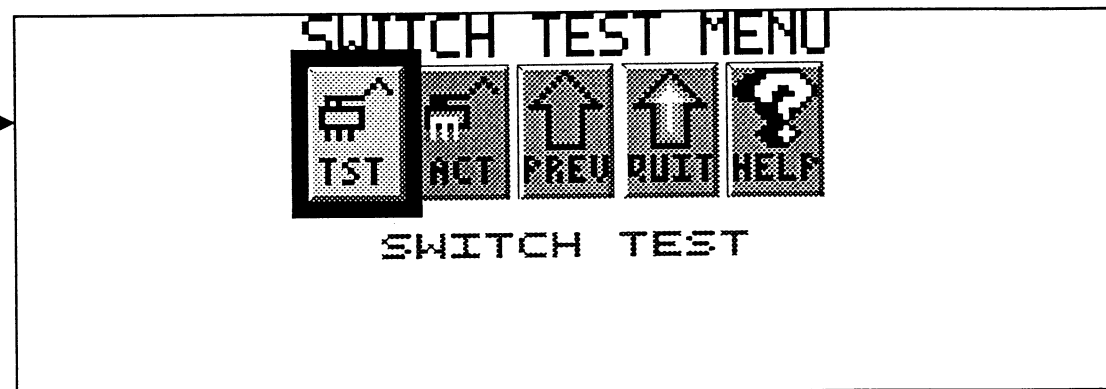
The **MAIN MENU** now appears with the "DIAG ICON" (GO TO DIAGNOSTICS MENU) flashing:  
Press the **Start Button** to *activate* this icon. This will bring up the **DIAGNOSTICS MENU**.



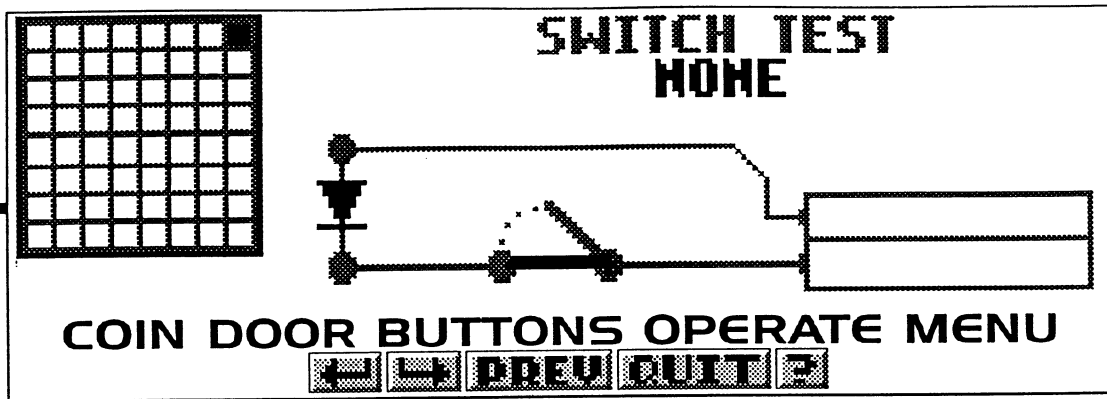
The **DIAGNOSTICS MENU** now appears with the "SW ICON" (GO TO SWITCH MENU) flashing:  
Press the **Start Button** to *activate* this icon. This will bring up the **SWITCH TEST MENU**.



The **SWITCH TEST MENU** now appears with the "TST ICON" (SWITCH TEST) flashing:  
Press the **Start Button** to *activate* this icon. This will bring up the **Switch Test Display**.

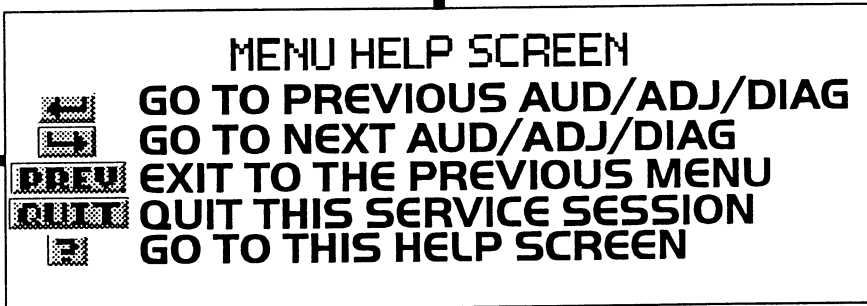
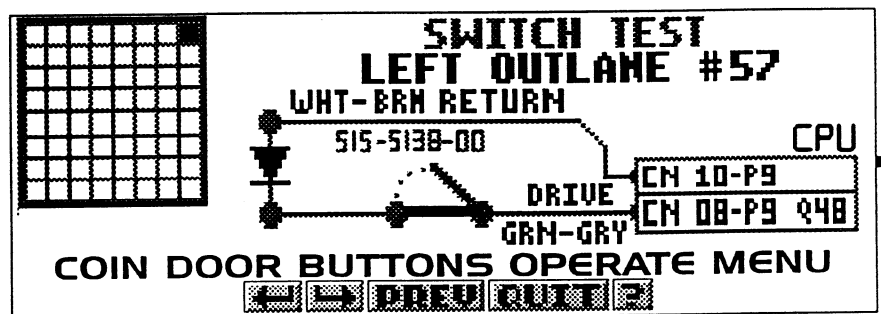


The **Switch Test Display** now appears. All switches can be tested one at a time.



An example is shown with Switch #57 being closed:

As each switch is closed, the grid position (1-64) will be lit up respectively. In the example, the grid is lit (right corner). Under "SWITCH TEST", describes the switch in the Switch Matrix which includes the name (e.g. Left Outlane #57), the Return (Row) Wire (WHT-BRN) and the Drive (Column) Wire (GRN-GRY), the switch part number and the "Pin-Outs" from the CPU Board.



At the bottom of the display are "MINI-ICONS". While in Switch Test or Active Switch Test, the **Flipper & Start Buttons** are deactivated. Use the **Green "SELECT"** or **Black "ENTER"** Buttons to select and activate the "MINI-ICONS" on this screen. Using the **Green "SELECT"** Button, shift over to the "? ICON" (Help). At different menus, there

are different help screens which relate to the menu which is displayed. The display above will appear. Hit any button to exit from the **HELP SCREEN**. In Switch Test, if the "Left or Right Arrow ICON" is activated, the display will go to the previous diagnostic, which is the Active Switch Test and vice versa.

Use the **Green "SELECT"** Button to change the selected **ICON** to "PREV ICON". Press the **Black "ENTER"** Button to go to the previous menu. Change the selected **ICON** to the "ACT ICON" (ACTIVE SWITCH TEST). **Note: The use of the Start & Flipper Buttons may be used again outside of the Switch & Active Switch Tests.** Go through the same steps as above to activate this **ICON**. Exit out by activating the small "PREV ICON" then the big "PREV ICON" in the previous menu. This will bring up the **DIAGNOSTICS MENU**. The Switch Test Session is now complete.

Note: Activating the "QUIT ICON" in any display will completely exit the Service Session.



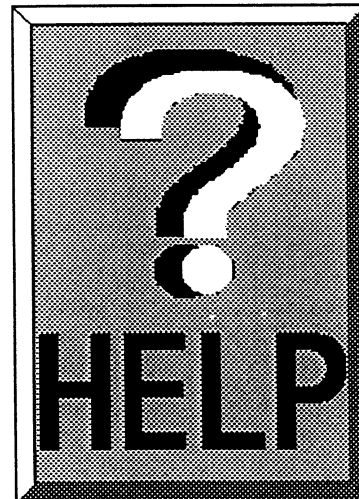
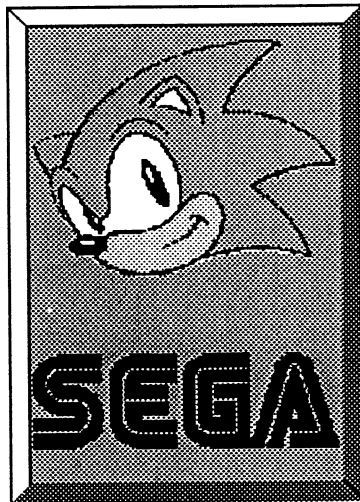


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