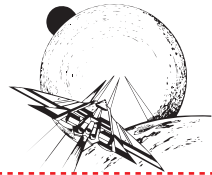


FIREPOWER
Sound Board & Speech Module (C-8228) Assembly Drawing (System 6)

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BOARD CONNECTIONS:
1 CPU BOARD
2 DRIVER BOARD
3 POWER SUPPLY BOARD
4 MASTER DISPLAY BOARD
5 SLAVE DISPLAY BOARD
6 BACKBOX
7 CABINET
8 PLAYFIELD
9 INSERT BOARD
10 SOUND BOARD
11 NOT ASSIGNED
12 SPEECH MODULE

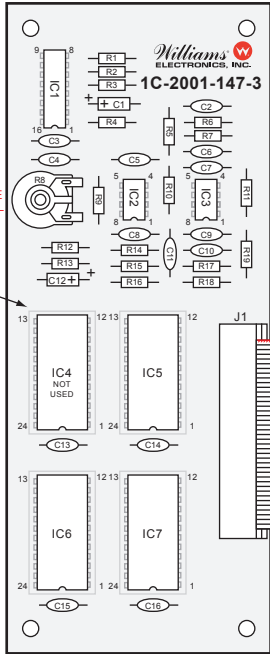
Speech Module (C-8228)

Table with 4 columns: VOCABULARY, LOCATED IN ROM, ACHIEVEMENT, PHRASE. It lists various game events and their corresponding sound effects and phrases.

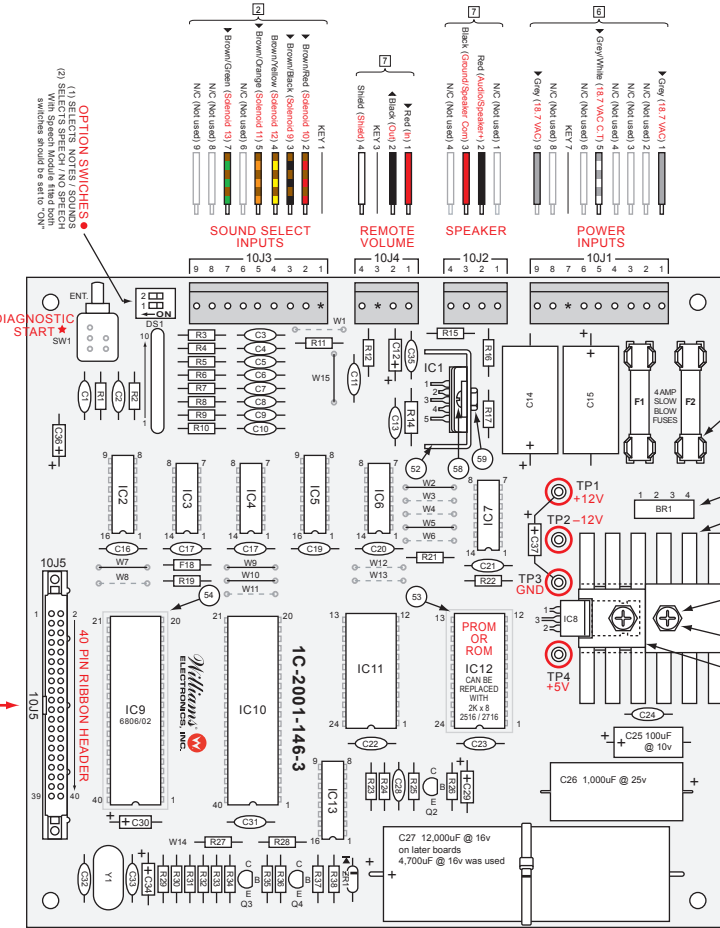
SPECIAL MAINTENANCE INFORMATION:
When the Diagnostic Start button is depressed, five electronic sounds are produced.
Next, if the optional speech module is provided, the FIREPOWER vocabulary is produced.
This sequence is continuously repeated until the game is turned OFF and back ON.

ELECTRICAL ADJUSTMENTS:
Option Switches:
(1) ON = Musical Notes
OFF = Synthesized Sounds
(2) ON = Enable Speech
OFF = Inhibit Speech
Adjust balance on Speech Module.
Adjust Volume in cabinet.

BILL OF MATERIALS table listing components like IC1, IC2, IC3, resistors, capacitors, and their quantities.



Sound Board



TROUBLESHOOTING: FAULTY SOUND BOARD OR SPEECH MODULE

Table with 3 columns: SYMPTOM, CHECK, INDICATION/ACTION. It provides troubleshooting steps for issues like no sound, intermittent sound, or distorted sound.

TROUBLESHOOTING: FAULTY SPEECH MODULE

Table with 3 columns: SYMPTOM, CHECK, INDICATION/ACTION. It provides troubleshooting steps for issues like no speech, distorted speech, or speech not matching the game state.

TROUBLESHOOTING: SOLENOID TEST

Table with 3 columns: SYMPTOM, CHECK, INDICATION/ACTION. It provides troubleshooting steps for issues like no solenoid action or intermittent solenoid action.

BILL OF MATERIALS table listing components like IC1, IC2, IC3, resistors, capacitors, and their quantities.