

SWITCH TESTS

Switches are configured in an 8 x 8 matrix of columns (switch drives) and rows (switch returns) with up to 64 switches possible. The switch tests include three parts; switch test, active switches, and bad switches. Row and column wire colors are indicated in each test using corresponding resistor color code numbers.

Switch Test

From the Laser Kick test, operate STEP push-button switch. The display should indicate SWITCH TEST. Close each switch and observe the displays. The display will indicate the switch name, the display indicates the row and column wire colors, and indicates the switch number. When a switch is released, the name and number disappear until another switch is closed or the test is exited.

Active Switches

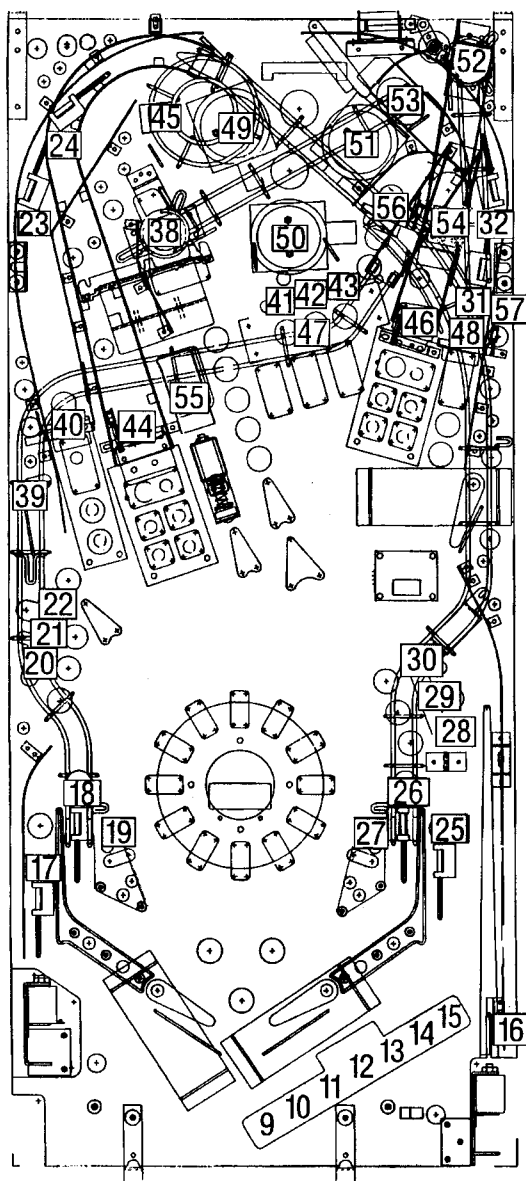
Operate the STEP push-button switch from the Switch Test. The display will indicate ACTIVE SWITCHES. If any switches are stuck closed (or made from the presence of a ball), the display sequences through switch names, and indicates the row and column wire colors, and the switch numbers are indicated in the display. This cycle continues until all switches are cleared or until the STEP push-button switch is depressed.

SWITCH MATRIX CHART

Column \ Row	1 Q55 GRN-BRN CN8-1	2 Q54 GRN-RED CN8-2	3 Q53 GRN-ORN CN8-3	4 Q52 GRN-YEL CN8-4	5 Q51 GRN-BLK CN8-5	6 Q50 GRN-BLU CN8-7	7 Q49 GRN-VIO CN8-8	8 Q48 GRN-GRY CN8-9
1 WHT-BRN CN10-9	Plumb Tilt 1	Trough #1 Left 9	Left Outlane 17	Right Outlane 25	Up 33	Left Drop 41	Left Turbo 49	Lamp Ramp Exit 57
2 WHT-RED CN10-8	4th Coin 2	Trough #2 10	Left Return 18	Right Return 26	Not Used 34	Middle Drop 42	Bottom Turbo 50	Not Used 58
3 WHT-ORN CN10-7	Credit Button 3	Trough #3 11	Left Slingshot 19	Right Slingshot 27	Not Used 35	Right Drop 43	Right Turbo 51	Not Used 59
4 WHT-YEL CN10-6	Right Coin 4	Trough #4 12	Left Bottom 3-Bank 20	Right Bottom 3-Bank 28	Down 36	Left Ramp Enter 44	Super VUK Right 52	Not Used 60
5 WHT-GRN CN10-5	Center Coin 5	Trough #5 13	Left Middle 3-Bank 21	Right Middle 3-Bank 29	Grave-Stone 37	Left Ramp Middle 45	Small Trough 53	Not Used 61
6 WHT-BLU CN10-3	Left Coin 6	Trough #6 14	Left Top 3-Bank 22	Right Top 3-Bank 30	VUK Left 38	Right Ramp Enter 46	Large Trough 54	Launch Button 62
7 WHT-VIO CN10-2	Slam Tilt 7	Trough #7 Right 15	Left Bottom Orbit 23	Right Bottom Orbit 31	Captive Ball 39	Right Ramp Exit 47	Power Scoop 55	Left End of Stroke 63
8 WHT-GRY CN10-1	Buy-In Type 8	Shooter Lane 16	Left Top Orbit 24	Right Top Orbit 32	Left Spinner 40	Right Spinner 48	Middle Spinner 56	Right End of Stroke 64

Switch Matrix Locations, Descriptions & Switch Part Numbers

Switch Matrix No. & Description	Part No.
01* Plumb Tilt	See Cabinet
02* 4th Coin	--
03* Credit Button	500-5097-02
04* Right Coin	180-5024-00
05* Center Coin	180-5024-00
06* Left Coin	180-5024-00
07* Slam Tilt	180-5022-00
08* Buy-In Button	180-5073-00
09 Trough #1 Left	180-5119-00
10 Trough #2	180-5119-00
11 Trough #3	180-5119-00



Switch Locations

* = Location is in the cabinet.

Switch Matrix No. & Description	Part No.
12 Trough #4	180-5119-00
13 Trough #5	180-5119-00
14 Trough #6	180-5119-00
15 Trough #7 Right	180-5118-00
16 Shooter Lane	180-5100-01
17 Left Outlane	500-5706-00
18 Left Return	500-5706-00
19 Left Slingshot	180-5023-00
20 Left Bottom 3 Bank	180-5130-02
21 Left Mid 3 Bank	180-5130-01
22 Left Top 3 Bank	180-5130-00
23 Left Bottom Orbit	500-5706-00
24 Left Top Orbit	500-5707-00
25 Right Outlane	500-5707-00
26 Right Return	500-5707-00
27 Right Slingshot	180-5023-00
28 Right Bottom 3 Bank	180-5130-02
29 Right Mid 3 Bank	180-5130-01
30 Right Top 3 Bank	180-5130-02
31 Right Bottom Orbit	500-5706-00
32 Right Top Orbit	500-5707-00
33* Up (Tomb)	180-5052-00
34 Not Used	--
35 Not Used	--
36* Down (Tomb)	180-5052-00
37* Tombstone Score	180-5083-00
38 VUK Left	180-5064-00
39 Captive Ball Trgt. Switch	180-5114-08
40 Left Spinner	180-5010-04
41 Left Drop Target	180-5092-01
42 Mid Drop Target	180-5092-01
43 Right Drop Target	180-5092-01
44 Left Ramp Enter	180-5090-00
45 Left Ramp Middle	180-5090-00
46 Right Ramp Enter	180-5090-00
47 Right Ramp Exit	180-5093-00
48 Right Spinner	180-5010-04
49 Left Turbo Bumper	180-5015-01
50 Bottom Turbo Bumper	180-5015-01
51 Right Turbo Bumper	180-5015-01
52 Super VUK Right	180-5064-01
53 Small Trough	180-5093-00
54 Large Trough	180-5093-00
55 Power Scoop	500-5057-00
56 Middle Spinner	180-5010-04
57 Left Ramp Exit	180-5090-00
58 Not Used	--
59 Not Used	--
60 Not Used	--
61 Not Used	--
62 Launch Button	180-5073-00
63 Left End of Stroke	180-5124-00
64 Right End of Stroke	180-5124-00