

LAMP	Connector	Wire	Drive
2 Rack	A5-J1-1	Green-Red	Q29
2 Target	A5-J1-2	White-Blue	Q34
14 Rack	A5-J1-3	Green-White	Q35
	A5-J1-4		
"B" Lane	A5-J1-5	Green-Black	Q24
14 Target	A5-J1-6	Blue-White	Q25
10 Target	A5-J1-7	Yellow-Green	Q26
10 Rack	A5-J1-8	White-Red	Q28
6 Rack	A5-J1-9	Green-Yellow	Q27
6 Target	A5-J1-10	Blue-Yellow	Q22
"B" Lane Arrow	A5-J1-11	Brown-White	Q17
3x Bonus	A5-J1-12	Brown-Red	Q21
15 Target	A5-J1-13	Yellow	Q20
1 Target	A5-J1-14	Brown-Orange	Q9
5 Target	A5-J1-15	Red-Yellow	Q10
9 Target	A5-J1-16	Red-White	Q11
9 Rack	A5-J1-17	White-Orange	Q13
1 Rack	A5-J1-18	White-Black	Q14
5 Rack	A5-J1-19	Brown	Q12
key	A5-J1-20		
	A5-J1-21		
	A5-J1-22		
13 Rack	A5-J1-23	Red-Blue	Q8
"A" Lane	A5-J1-24	White	Q1
"A" Lane Arrow	A5-J1-25	Orange-White	Q2
	A5-J1-26		
2x Bonus	A5-J1-27	White-Yellow	Q7
13 Target	A5-J1-28	Orange-Black	Q4
Special Deluxe	A5-J2-1	Brown	Q45
50k Deluxe	A5-J2-2	Blue	Q31
	A5-J2-3		
	A5-J2-4		
	A5-J2-5		
Deluxe "L" (Insert)	A5-J2-6	Black-White	Q30
Deluxe "U" (Insert)	A5-J2-7	Gray-Red	Q43
Match (Insert)	A5-J2-8	Orange	Q23
	A5-J2-9		
Tilt (Insert)	A5-J2-10	Yellow-White	Q47
Game Over (Insert)	A5-J2-11	Gray-White	Q33
	A5-J2-12		
	A5-J2-13		
Deluxe "X" (Insert)	A5-J2-14	Red-Blue	Q6
Deluxe 2nd "E" (Insert)	A5-J2-15	Blue-Yellow	Q19
Deluxe "D" (Insert)	A5-J2-16	Yellow-Green	Q16
	A5-J2-17		
key	A5-J2-18		
	A5-J2-19		
Deluxe 1st "E" (Insert)	A5-J2-20	Gray-White	Q18
Shoot Again (Insert)	A5-J2-21	Green-Orange	Q3
Ball in Play (Insert)	A5-J2-22	Brown-Blue	Q16
High Score to Date (Insert)	A5-J2-23	Gray-Orange	Q15

LAMP	Connector	Wire	Drive
4 Rack	A5-J3-1	Red	Q57
	A5-J3-2		
8 Saucer	A5-J3-3	Brown-Red	Q60
12 Target	A5-J3-4	Red-Green	Q59
	A5-J3-5		
	A5-J3-6		
	A5-J3-7		
key	A5-J3-8		
4 Target	A5-J3-9	Red-White	Q55
"D" Lane	A5-J3-10	Gray-Red	Q56
to Aux Expander J1-3	A5-J3-11	Blue	Q54
8 Rack	A5-J3-12	Blue-Red	Q50
Credit Indicator	A5-J3-13	Yellow-White	Q52
5x Bonus	A5-J3-14	Black-Green	Q53
12 Rack	A5-J3-15	White-Yellow	Q51
3 Target	A5-J3-16	Blue-White	Q48
15 Target	A5-J3-17	Red-Yellow	Q49
Left Outlane	A5-J3-18	White-Brown	Q46
11 Rack	A5-J3-19	Brown-Orange	Q44
Right Outlane	A5-J3-20	Orange-Black	Q41
"C" Lane	A5-J3-21	Brown-Green	Q42
Same Player Shoot Again	A5-J3-22	Blue-Yellow	Q40
7 Target	A5-J3-23	Gray-Black	Q37
4x Bonus	A5-J3-24	Orange-Blue	Q39
7 Rack	A5-J3-25	Yellow-Brown	Q38
3 Rack	A5-J3-26	Green-Yellow	Q36
11 Target	A5-J3-27	Green	Q32
	A5-J3-28		
	A9-J2-1		
	A9-J2-2		
key	A9-J2-3		
	A9-J2-4		
70k Left Lane	A9-J2-4	Red-White	Q2
56k Bonus	A9-J2-5	Brown	Q7
Left Thumper Bumper	A9-J2-6	Green-White	Q6
10k Left Lane	A9-J2-7	Red	Q1
20k Saucer	A9-J2-8	White-Red	Q3
Deluxe "X"	A9-J2-9	White-Green	Q5
Deluxe "D"	A9-J2-10	Black	Q4
Special Left Lane	A9-J2-11	Red-Gray	Q9
112k Bonus	A9-J2-12	Brown-Blue	Q14
Right Thumper Bumper	A9-J2-13	Green	Q13
30k Left Lane	A9-J2-14	Red-Blue	Q8
40k Saucer	A9-J2-15	White-Blue	Q10
	A9-J2-16		
Deluxe "E" (second)	A9-J2-17	Green-Yellow	Q12
Deluxe "E" (first)	A9-J2-18	White-Orange	Q11
key	A9-J3-1		
	A9-J3-2		
50k In Line	A9-J3-3	Blue	Q16
Special Bonus	A9-J3-4	Gray-White	Q21
	A9-J3-5		
	A9-J3-6		
Bottom Thumper Bumper	A9-J3-7	Black-Blue	Q20
50k Left Lane	A9-J3-8	Red-Yellow	Q15
60k Saucer	A9-J3-9	White-Yellow	Q17
#1 Left&Right Lane Strobe	A9-J3-10	Blue-White	Q19
Deluxe "L"	A9-J3-11	Orange	Q18
Special In Line	A9-J3-12	Blue-Red	Q23
#4 Left&Right Lane Strobe	A9-J3-13	Gray-Brown	Q28
#3 Left&Right Lane Strobe	A9-J3-14	Blue-Orange	Q27
Extra Ball Left Lane	A9-J3-15	Red-Green	Q22
Special Saucer	A9-J3-16	White-Brown	Q24
#2 Left&Right Lane Strobe	A9-J3-17	Black-Yellow	Q26
Deluxe "U"	A9-J3-18	Orange-Blue	Q25
	A9-J3-19		
	A9-J3-20		

Coil	Power	Drive	Coil Type			
Right Flipper	A2-J1-7	brown	A3-J1-9	orange	---	AQ-25-500 / 34-4500
Left Flipper	A2-J1-7	brown	A3-J1-8	green	---	AQ-25-500 / 34-4500
Upper Left Flipper	A2-J1-7	brown	---	black-white*	---	AQ-25-500 / 34-4500
Single Drop Target Reset	A2-J1-7	yellow	A3-J1-5	gray-white	Q4	AO-27-1300
7 Drop Target Reset	A15-J1-7	gray-red	A3-J5-10	black-white	Q8	NB-26-1900
Saucer	A15-J1-5	brown-orange	A3-J5-10	black-white	Q8	AT-27-1300
Droptarget 2, 10	A15-J1-7	gray-red	A3-J5-11	orange-black	Q14	CV-31-2000
4 Drop Target Reset	A15-J1-5	brown-orange	A3-J5-11	orange-black	Q14	NB-26-1900
Droptarget 1, 9	A15-J1-7	gray-red	A3-J5-12	black	Q13	CV-31-2000
Outhole Kicker	A15-J1-5	brown-orange	A3-J5-12	black	Q13	AT-26-1200
Droptarget 3, 11	A2-J1-7	yellow	A3-J5-9	orange-red	Q9	CJ-31-2000
Droptarget 4, 12	A2-J1-7	yellow	A3-J5-15	orange-green	Q10	CJ-31-2000
Droptarget 5, 13	A2-J1-7	yellow	A3-J5-13	brown-orange	Q12	CJ-31-2000
Droptarget 6, 14	A2-J1-7	yellow	A3-J5-14	black-yellow	Q11	CJ-31-2000
Droptarget 7, 15	A2-J1-7	yellow	A3-J5-8	red-black	Q16	CJ-31-2000
Left Bumper	A2-J1-7	yellow	A3-J2-10	orange-red	Q5	AN-26-1200
Left Slingshot	A2-J1-7	yellow	A3-J2-11	gray-red	Q6	AN-26-1200
Right Slingshot	A2-J1-7	yellow	A3-J2-12	black-red	Q7	AN-26-1200
Right Bumper	A2-J1-7	yellow	A3-J2-9	orange-black	Q1	AN-26-1200
Bottom Bumper	A2-J1-7	yellow	A3-J2-4	orange-green	Q2	AN-26-1200
Knocker	A2-J2-4	green	A3-J2-5	black-white	Q3	AN-26-1200
Coin Lockout Door	A2-J2-4	green	A3-J2-8	yellow-brown	Q19	FO-36-7000

* from Left Flipper Switch

Column	0 white-red A4J2-1	1 orange A4J2-2	2 gray-yellow A4J2-3	3 white-yellow A4J2-4	4 yellow-red A4J2-5
Row					
0 white-green A4J2-8	Bonus x 2		Droptarget 1, 9	Target "D"	Single Drop Target 8
1 brown-yellow A4J2-9	Bonus x 3		Droptarget 2, 10	Target "E"	Saucer
2 white-orange A4J2-10	Bonus x 4		Droptarget 3, 11	Target "L"	Rollover Button
3 orange-black A4J2-11	Bonus x 5	Rollover "A"	Droptarget 4, 12	Target "U"	Right Slingshot
4 brown A4J2-12	Inline Back Target	Rollover "B"	Droptarget 5, 13	Target "X"	Left Slingshot
5 white-brown A4J2-13		Rollover "C"	Droptarget 6, 14	Target "E"	Left Bumper
6 brown-white A4J2-14	Tilt	Rollover "D"	Droptarget 7, 15	Right Outlane	Right Bumper
7 white-blue A4J2-15	Outhole		30 Point Rebound	Left Outlane	Bottom Bumper

blue switches have 0.05 µF capacitor