



FUSES

Fuse Name	Fuse Rating	Type	Fuse Voltage
Coil Driver	5 Amp	5x20mm Slow Blow	250 volt
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Coil Driver	5 Amp	5x20mm Slow Blow	250 volt
	5 Amp	5x20mm Slow Blow	250 volt
Main Fuse	6 Amp	3AG Slow Blow	250 volt
Add-On Board F1	4 Amp	5x20mm Slow Blow	250 volt
Add-On Board F2	4 Amp	5x20mm Slow Blow	250 volt
RGB Playfield	1 Amp	5x20mm Slow Blow	250 volt
RGB Back Panel	4 Amp	5x20mm Slow Blow	250 volt

Dip Switch 1,2,3 ON		Coil Locations								Q = Transistor IRL540N						
	BLU	BLK	BLU	BRN	BLU	RED	BLU	ORG	BLU	YEL	BLU	GRN	BLU	GRY	BLU	VIO
48v Power	Pin#1	Pin#3	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	Upper Rt Flipper	Upper Rt Flipper Hold	Flipper Magnet	Lower Pop Bumper	Right Pop Bumper	Left Pop Bumper	Lane Magnet	Not Used								
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8								
48v Power	BLK	GRY	BLK	BRN	BLK	RED	BLK	ORG	BLK	YEL	BLK	GRN	BLK	BLU	BLK	VIO
	Pin#1	Pin#2	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	Scoop	Barrel lock Release	Upper Slingshot	Drop Target UP	Not Used	VUK	Coaster lock Release	Not Used								
	Q9	Q10	Q11	Q12	Q13	Q14	Q15	Q16								

Dip Switch 2,3,8 ON		Coil Locations								Q = Transistor IRL540N						
	RED	BLK	RED	BRN	RED	GRY	RED	ORG	RED	YEL	RED	GRN	RED	BLU	RED	VIO
48v Power	Pin#1	Pin#3	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	Left Flipper Main	Left Flipper Hold	Left Slingshot	Oktober Magnet	Up Ramp Main	Up Ramp Hold	Not Used	Not Used								
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8								
48v Power	BRN	BLK	BRN	GRY	BRN	RED	BRN	ORG	BRN	YEL	BRN	GRN	BRN	BLU	BRN	VIO
	Pin#1	Pin#2	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	Trough Kick	Shooter Lane	Rt Flipper Main	Rt Flipper Hold	Right Slingshot	Fest Magnet	Not Used	Not Used								
	Q9	Q10	Q11	Q12	Q13	Q14	Q15	Q16								



Cabinet SW-16 Board 0 - Dip switch 8 ON

J2 Bank A	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	WHT Leaf BLK 80	WHT Leaf BRN 81	WHT Micro RED 82	WHT Push ORG 83	WHT Push YEL 84	WHT Push GRN 85	WHT Push BLU 86	WHT N/A VIO 87
BLK-pin 10	Left Flipper button	Lower RT Flipper	Upper RT Flipper	Enter	Exit	Down	Up	Tilt
J6 Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	GRY Push BLK 88	GRY Push BRN 89	GRY Micro RED 90	GRY Micro ORG 91	GRY Opto YEL 92	GRY Opto GRN 93	GRY Leaf BLU 94	GRY Leaf VIO 95
BLK-pin 10	Start Button	Interlock/Dooropen	Coin #1	Coin #2	Bill Acceptor	Coin #3	Coin #4	MagNab button

SW-16 Board 1 - Dip switch 1 ON

J2 Bank A	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	YEL Micro BLK 48	YEL S/U BRN 49	YEL Micro RED 50	YEL Leaf ORG 51	YEL Leaf GRY 52	YEL Leaf GRN 53	YEL Micro BLU 54	YEL Micro VIO 55
BLK-pin 10	Pop Bumper Exit	Pop Bumper Duck	Right Orbit	Lower Pop Bumper	Left Pop Bumper	Right Pop Bumper	ta(P)	t(A)p
J6 Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	ORG Micro BLK 40	ORG M-Brane BRN 41	ORG M-Brane RED 42	ORG M-Brane GRY 43	ORG Micro YEL 44	ORG Micro GRN 45	ORG Micro BLU 46	ORG S/U VIO 47
BLK-pin 10	(T)ap	Barrel Lock 1	Barrel Lock 2	Barrel Lock 3	Vertical Up Kicker	Drop Target	Captive Ball 2	Captive Ball Std UP

SW-16 Board 2 - Dip switch 2 ON

J6 Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	BRN S/U BLK 24	BRN S/U GRY 25	BRN S/U RED 26	BRN S/U ORG 27	BRN S/U YEL 28	BRN S/U GRN 29	BRN S/U BLU 30	BRN S/U VIO 31
BLK-pin 10	(O)ktober	o(K)tober	ok(T)ober	okt(O)ber	okto(B)er	oktob(E)r	oktober(R)	Left Duck

Opto Switch Board 2

J2-Bank A J10-opto	Return 1 Pin 2 on SW-16 Plug F - J2 opto bord	Return 2 Pin 3 on SW-16 Plug G - J3 opto bord	Return 3 Pin 4 on SW-16 Plug H - J4 opto bord	Return 4 Pin 5 on SW-16 Plug I - J5 opto bord	Return 5 Pin 6 on SW-16 Plug J - J6 opto bord	Return 6 Pin 7 on SW-16 J7 opto board	Return 7 Pin 8 on SW-16 Plug K - J8 opto bord	Return 8 Pin 9 on SW-16 J9 opto board
Ground	GRY Opto BLK 8	GRY Opto BRN 9	GRY Opto RED 10	GRY Opto ORG 11	GRY Opto YEL 12	GRY Opto GRN 13	GRY Opto BLU 14	GRY Opto VIO 15
BLK-pin 10	Scoop Loop Enter	Scoop Loop Exit	Left Orbit Enter	Coaster Ramp Enter	Barrel Ramp Enter	Not Used	Bar Subway	Not Used

SW-16 Board 3 - Dip switch 1,2,8 ON

J2 Bank A	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	BLU Opto BLK 64	BLU Opto BRN 65	BLU Opto RED 66	BLU Opto ORG 67	BLU Opto YEL 68	BLU Opto GRN 69	BLU Opto GRY 70	BLU Micro VIO 71
BLK-pin 10	Ball Trough 1	Ball Trough 2	Ball Trough 3	Ball Trough 4	Ball Trough 5	Ball Trough 6	Ball Trough Jam	Shooter Lane
J6 Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	VIO Leaf BLK 72	VIO Micro BRN 73	VIO Micro RED 74	VIO Leaf ORG 75	VIO S/U YEL 76	VIO S/U GRN 77	VIO S/U BLU 78	VIO S/U GRY 79
BLK-pin 10	Right Flipper EOS	Right Outlane	Right Inlane	Right Slingshot	Right Outlane StdUP	fes(T)	fe(S)t	f(E)st

SW-16 Board 4 - Dip switch 3 ON

J6 Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	RED S/U BLK 32	RED Micro BRN 33	RED M-Brane GRY 34	RED M-Brane ORG 35	RED M-Brane YEL 36	RED Micro GRN 37	RED S/U BLU 38	RED Micro VIO 39
BLK-pin 10	Upper Duck	Left Orbit Make	Coaster Lock 3	Coaster Lock 2	Coaster Lock 1	Scoop	Upper Slingshot	Captive Ball 1

Opto Switch Board 1

J2-Bank A J10-opto	Return 1 Pin 2 on SW-16 Plug A - J2 opto bord	Return 2 Pin 3 on SW-16 Plug B - J3 opto bord	Return 3 Pin 4 on SW-16 Plug C - J4 opto bord	Return 4 Pin 5 on SW-16 Plug D - J5 opto bord	Return 5 Pin 6 on SW-16 J6 opto board	Return 6 Pin 7 on SW-16 Plug E - J7 opto bord	Return 7 Pin 8 on SW-16 J8 opto bord	Return 8 Pin 9 on SW-16 J9 opto board
Ground	GRY Opto BLK 0	GRY Opto BRN 1	GRY Opto RED 2	GRY Opto ORG 3	GRY Opto YEL 4	GRY Opto GRN 5	GRY Opto BLU 6	GRY Opto VIO 7
BLK-pin 10	Bar Open	Bar Closed	Bartender Home	Left Orbit Exit	Not Used	Right orbit Exit	Not Used	Not Used

SW-16 Board 5 - Dip switch 1,3 ON

J2 Bank A	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	BLK Micro GRY 16	BLK Micro BRN 17	BLK Leaf RED 18	BLK Leaf ORG 19	BLK S/U YEL 20	BLK S/U GRN 21	BLK S/U BLU 22	BLK S/U VIO 23
BLK-pin 10	Left Outlane	Left Inlane	Left Slingshot	Left Flipper EOS	skill Left Stand-Up	Left Outlane Std-Up	Bar Hit	not used
J6 Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	GRN S/U BLK 56	GRN Micro BRN 57	GRN S/U RED 58	GRN S/U ORG 59	GRN S/U YEL 60	GRN S/U GRY 61	GRN Micro BLU 62	GRN Micro VIO 63
BLK-pin 10	(F)est	Spinner	Right Duck	(P)rost	p(R)ost	pr(O)st	pro(S)t	pros(T)