

DIP SWITCH SETTINGS AND JUMPERS

EPROM Jumper Settings for G11	W1	W2
1MEG, 2MEG, 4 MEG EPROM	In	Out

DIP Switch Chart

COUNTRY	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
AMERICA	Off	Off	On	On	On	On	On	On
EUROPEAN	Off	Off	On	On	On	Off	On	On
FRENCH	Off	Off	On	On	On	On	Off	Off
GERMAN	Off	Off	On	On	On	On	On	Off
SPAIN	Off	Off	On	On	Off	On	On	On

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Flashlamp Type	Playfield
01	AUTO PLUNGER	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-24-900	
02	NOT USED	High Power				Q68				VIO-RED		
03	LEFT RAMP DIVERTER	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-26-1500	
04	RIGHT LOOP DIVERTER	High Power	J133-2			Q67	J116-5			VIO-YEL	AE-26-1500	
05	EJECT	High Power	J133-2			Q70	J116-6			VIO-GRN	AE-30-2000	
06	LOOP GATE	High Power	J133-2			Q66	J116-7			VIO-BLU	A-14406	
07	BACKBOX FLIPPER	High Power		J133-2		Q69		J117-3		VIO-BLK		FL-11753
08	BALL CATCH MAGNET	High Power	J133-2			Q65	J116-9			VIO-GRY	B-13522	
09	TROUGH EJECT	Low Power	J133-3			Q44	J113-1			BRN-BLK	AE-28-1500	
10	LEFT SLINGSHOT	Low Power	J133-3			Q48	J113-3			BRN-RED	AE-26-1200	
11	RIGHT SLINGSHOT	Low Power	J133-3			Q43	J113-4			BRN-ORG	AE-26-1200	
12	LEFT JET BUMPER	Low Power	J133-3			Q47	J113-5			BRN-YEL	AE-26-1200	
13	MIDDLE JET BUMPER	Low Power	J133-3			Q42	J113-6			BRN-GRN	AE-26-1200	
14	RIGHT JET BUMPER	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1200	
15	PASS RIGHT 2	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-29-2000	
16	PASS LEFT 2	Low Power	J133-3			Q45	J113-9			BRN-GRY	AE-29-2000	
17	EJECT KICKOUT FLSHR	Flasher	J133-6			Q28	J111-1			BLK-BRN	#906 (1)	
18	LEFT JET BUMPER FLSHR	Flasher	J133-6			Q32	J111-2			BLK-RED	#906 (1)	
19	UPPER LEFT FLASHER	Flasher	J133-6	J134-5		Q27	J111-3	J112-3		BLK-ORG	#906 (1)	#906 (1)
20	UPPER RIGHT FLASHER	Flasher	J133-6	J134-5		Q31	J111-4	J112-5		BLK-YEL	#906 (1)	#906 (1)
21	NOT USED	Flasher				Q26				BLU-GRN		
22	TROPHY INSERT FLSHR	Flasher	J133-6			Q30	J111-6			BLU-BLK	#906 (1)	
23	NOT USED	Flasher				Q25				BLU-VIO		
24	LOWER RIGHT/LEFT FLSH	Flasher	J133-6			Q29	J111-8			BLU-GRY	#906 (2)	
25	*PASS RIGHT 1	Gen. Purpose	J133-1			Q16	J109-1			BLU-BRN	AE-29-2000	
26	*PASS LEFT 3	Gen. Purpose	J133-1			Q15	J109-2			BLU-RED	AE-29-2000	
27	*PASS RIGHT 3	Gen. Purpose	J133-1			Q14	J109-3			BLU-ORG	AE-29-2000	
28	*PASS LEFT 4	Gen. Purpose	J133-1			Q13	J109-4			BLU-YEL	AE-29-2000	

General Illumination

01	STRING 1	G.I.	J106-1	J105-1		Q5	J106-7	J105-7		WHT-BRN	#44	#555
02	STRING 2	G.I.	J106-2	J105-2		Q4	J106-8	J105-8		WHT-ORG	#44	#555
03	STRING 3	G.I.	J106-3	J105-3		Q3	J106-9	J105-9		WHT-YEL	#44	#555
04	**STRING 4	G.I.	J106-5			Q2	J106-10			WHT-GRN	#44	
05	**STRING 5	G.I.	J106-6	J105-6	J104-3	Q1	J106-11	J105-11	J104-1	WHT-VIO	#44	#555

Flipper Circuits

	Solenoid Type	Voltage Connection	Drive Xistors	Drive Connections	Drive Wire Colors	Coil Part No.	Coil Colors	
								Playfield
29		Lwr. Rt. Power	J119-1 (RED-GRN)	Q90	J120-13	YEL-GRN	FL-11630	RED
30	LOWER RIGHT FLIPPER	Lwr. Rt. Hold	J119-1 (RED-GRN)	Q92	J120-11	ORG-GRN		
31		Lwr. Lt. Power	J119-4 (RED-BLU)	Q87	J120-9	YEL-BLU	FL-11630	RED
32	LOWER LEFT FLIPPER	Lwr. Lt. Hold	J119-4 (RED-BLU)	Q89	J120-7	ORG-BLU		
33	SHOOT 1	Upr. Rt. Power	J119-6 (RED-VIO)	Q84	J120-6	YEL-VIO	AE-23-800	
34	SHOOT 2	Upr. Rt. Hold	J119-6 (RED-VIO)	Q86	J120-4	ORG-VIO	AE-23-800	
35	SHOOT 3	Upr. Lt. Power	J119-8 (RED-GRY)	Q81	J120-3	YEL-GRY	AE-23-800	
36	SHOOT 4	Upr. Lt. Hold	J119-8 (RED-GRY)	Q83	J120-1	ORG-GRY	AE-23-800	

Motor & Shot Clock Circuits

	Solenoid Type	Voltage Connections	Drive Gates	Drive Connections	Drive Wire Color	Device Part Number
37	MOTOR ENABLE	Low Power	U3A, U3B	J110-1	BRN-WHT	14-8034
38	MOTOR DIRECTION	Low Power	U3C, U3D	J110-3	ORG-WHT	14-8034
39	SHOT CLOCK ENABLE	Low Power	U3G, U3H	J110-4	YEL-WHT	A-21380
40	SHOT CLOCK COUNT	Low Power	U3E, U3F	J110-5	BLU-WHT	A-21380

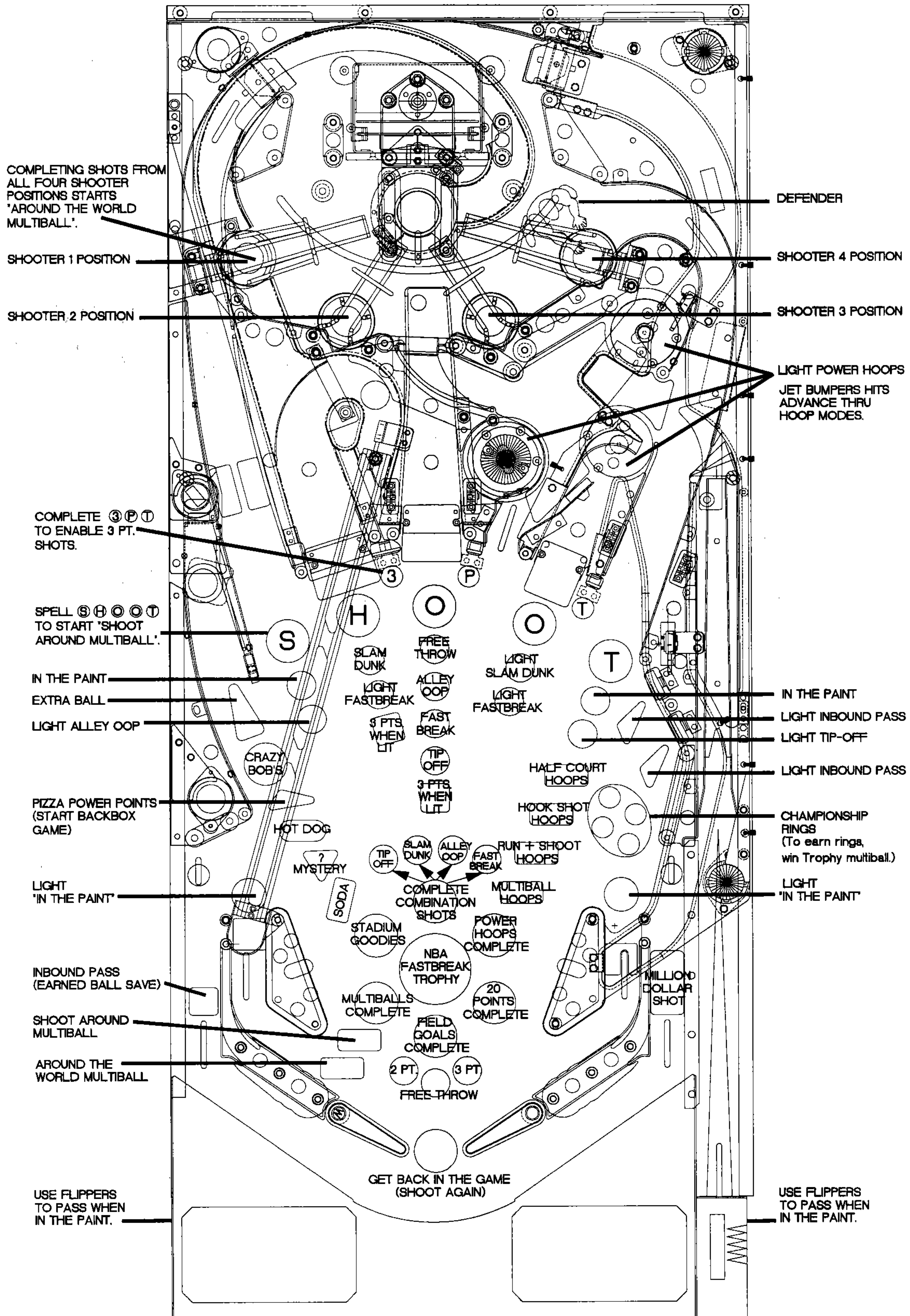
J1XX = POWER DRIVER BOARD

24-6549 = #44 BULB; 24-8704 = #89 BULB; 24-8768 = #555 BULB; 24-8802 = #906 BULB

*TIEBACK DIODES FOR SOLENOIDS 25 THROUGH 28 ARE AT J109-5, J109-6, J109-8, AND J109-9 RESPECTIVELY.

**THESE G.I. STRINGS DO NOT BRIGHTEN AND DIM, THEY ARE ALWAYS ON.

PLAYFIELD SHOTS



Solenoid/Flashlamp Locations

Item No.	Coil or Flasher Assembly Part Number	Coil or Flasher Part Number	Description
01	A-21553	AE-24-900	Auto Plunger
02	NOT USED		
03	A-21531	AE-26-1500	Left Ramp Diverter
04	A-21530	AE-26-1500	Right Loop Diverter
05	A-21405-1	AE-30-2000	Eject
06	A-17796	A-14406	Loop Gate
07	A-21717	FL-11753	Backbox Flipper*
08	A-21520	B-13522	Ball Catch Magnet
09	A-19963-1	AE-28-1500	Trough Eject
10	B-9362-R-3	AE-26-1200	Left Slingshot
11	B-9362-R-3	AE-26-1200	Right Slingshot
12	A-9415-3	AE-26-1200	Left Jet Bumper
13	A-9415-2	AE-26-1200	Middle Jet Bumper
14	A-9415-2	AE-26-1200	Right Jet Bumper
15	A-21411-2	AE-29-2000	Pass Right 2
16	A-21411-2	AE-29-2000	Pass Left 2
17	----	#906	Eject Kickout Flasher
18	----	#906	Left Jet Bumper Flasher
19	----	#906	Upper Left Flasher
	----	#906	Insert Panel Flasher*
20	----	#906	Upper Right Flasher
	----	#906	Insert Panel Flasher*
21	NOT USED		
22	C-13375	#906	Trophy Insert Flasher
23	NOT USED		
24	----	#906	Lower Right & Left Flashers
25	A-21411-1	AE-29-2000	Pass Right 1
26	A-21411-3	AE-29-2000	Pass Left 3
27	A-21411-3	AE-29-2000	Pass Right 3
28	A-21411-4	AE-29-2000	Pass Left 4

Flippers

Item No.	Coil or Flasher Assembly Part Number	Coil or Flasher Part Number	Description
29-30	A-14876-R	FL-11630	Lower Right Flipper
31-32	A-15849-L	FL-11630	Lower Left Flipper
33	A-21411-1	AE-23-800	Shoot 1
34	A-21411-2	AE-23-800	Shoot 2
35	A-21411-3	AE-23-800	Shoot 3
36	A-21411-4	AE-23-800	Shoot 3

Motor and Shot Clock

Item No.	Assembly Part Number	PC Board Part Number	Device Part Number	Description
37	A-21413	C-13963-1	14-8034	Motor Enable
38	A-21413	C-13963-1	14-8043	Motor Direction
39	A-21393	A-21399	A-21380	Shot Clock Enable
40	A-21393	A-21399	A-21380	Shot Clock Count

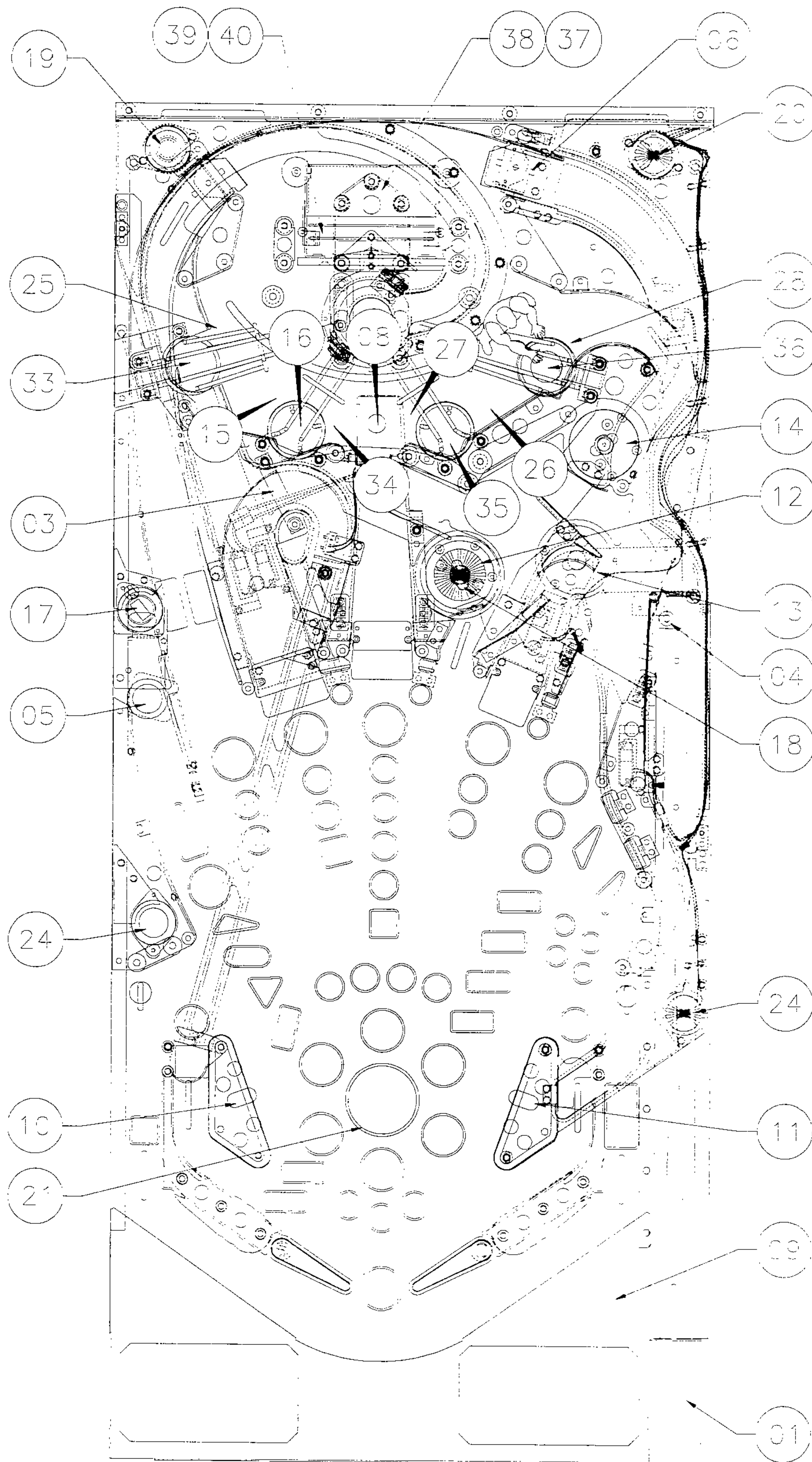
General Illumination

Item No.	Bulb Number	Description
01	#44 / #555	String 1
02	#44 / #555	String 2
03	#44 / #555	String 3
04	#44	String 4
05	#44 / #555	String 5

24-6549 = #44 BULB
 24-8768 = #555 BULB
 24-8802 = #906 BULB

*IN BACKBOX
 ** NOT SHOWN

Solenoid/Flashlamp Locations



Switch Locations

Item No.	Switch Assembly Part Number <i>OR</i> Opto Assembly Part Number	Switch Part Number	Description
F1	----	SW-1A-194	LOWER RIGHT FLIPPER E.O.S.
F2	A-17316	----	LOWER RIGHT FLIPPER CABINET
F3	----	SW-1A-194	LOWER LEFT FLIPPER E.O.S.
F4	A-17316	----	LOWER LEFT FLIPPER CABINET
F5	A-16908 (LED) A-16909 (PHOTO TRANS)	----	BASKET MADE
F6	NOT USED	----	UPPER RIGHT FLIPPER CABINET
F7	----	5647-12693-04	BASKET HOLD
F8	NOT USED	----	UPPER LEFT FLIPPER CABINET
11	20-10327-4	----	BALL LAUNCH
12	A-21710	5647-12693-19	BACKBOX BASKET
13	20-9663-16	----	START BUTTON
14	----	04-10346	PLUMB BOB TILT
15	A-17791	5647-12693-32	SHOOTER LANE
16	A-17813	5647-12693-19	LEFT RETURN LANE
17	A-17813	5647-12693-19	RIGHT RETURN LANE
18	A-18019-6	----	LOWER RIGHT STANDUP TARGET
21	A-17238	----	SLAM TILT
22	----	5643-09268-00	COIN DOOR CLOSED
23	A-16443-1	SW-11A-37-1	RIGHT JET BUMPER
24	----	5643-15190-00	ALWAYS CLOSED
25	----	5647-12693-66	EJECT HOLE
26	A-17813	5647-12693-19	LEFT OUTLANE
27	A-17813	5647-12693-19	RIGHT OUTLANE
28	A-18019-6	----	UPPER RIGHT STANDUP TARGET
31	A-18617-1 (LED) A-18618-1 (PHOTO TRANS)	----	TROUGH ELECT
32	A-18617-1 (LED) A-18618-1 (PHOTO TRANS)	----	TROUGH BALL 1
33	A-18617-1 (LED) A-18618-1 (PHOTO TRANS)	----	TROUGH BALL 2
34	A-18617-1 (LED) A-18618-1 (PHOTO TRANS)	----	TROUGH BALL 3
35	A-18617-1 (LED) A-18618-1 (PHOTO TRANS)	----	TROUGH BALL 4
36	A-16908 (LED) A-16909 (PHOTO TRANS)	----	CENTER RAMP OPTO
37	A-16908 (LED) A-16909 (PHOTO TRANS)	----	RIGHT LOOP ENTER OPTO
38	A-17813	5647-12693-19	RIGHT LOOP EXIT
41	A-17799-3	----	STANDUP TARGET '3'
42	A-18530-3	----	STANDUP TARGET 'P'
43	A-18530-3	----	STANDUP TARGET 'T'
44	----	20-10293	RIGHT RAMP ENTER
45	----	20-10448	LEFT RAMP ENTER
46	A-21729	5647-12693-21	LEFT RAMP MADE
47	----	20-10293	LEFT LOOP ENTER
48	A-17813	5647-12693-19	LEFT LOOP MADE
51	A-21402	----	DEFENDER POSITION 4
52	A-21402	----	DEFENDER POSITION 3
53	A-21402	----	DEFENDER LOCK POSITION
54	A-21402	----	DEFENDER POSITION 2
55	A-21402	----	DEFENDER POSITION 1
56	A-19289	5647-12693-33	JET BALL DRAIN
57	A-17800 (KICK) A-17794 (**SCORE)	SW-1A-114 SW-1A-120	LEFT SLINGSHOT
58	A-17800 (KICK) A-17794 (**SCORE)	SW-1A-114 SW-1A-120	RIGHT SLINGSHOT
61	A-16443-1	SW-11A-37-1	LEFT JET BUMPER
62	A-16443-1	SW-11A-37-1	MIDDLE JET BUMPER
63	----	20-10293	LEFT LOOP RAMP EXIT
64	----	20-10293	RIGHT RAMP MADE
65	----	5467-12693-66	IN THE PAINT 4
66	----	5467-12693-66	IN THE PAINT 3
67	----	5467-12693-66	IN THE PAINT 2
68	----	5467-12693-66	IN THE PAINT 1

71 to 88 NOT USED

*NOT SHOWN. **SCORE SWITCHES HAVE DIODES ATTACHED.

NBA[®] FASTBREAK[™] RULES

TEAM SELECTION:

When a game is started, the player is prompted on the dot matrix display to select their team. The player can use the flippers to cycle through the 29 NBA teams. When the SHOOT button is pressed to launch the ball, the selected team is locked in place. Each team has an associated current high score. If the player beats that score during their game, they will be asked to enter their initials and their score will replace the current high score for that team.

SCORING:

Scores are representative of a basketball game. Each basket shot during normal play scores 1, 2, or 3 points depending on the situation. During modes, other non-basket shots may cause a backbox basket to be shot for 1, 2, or 3 points. In addition to points, good players will also collect "CHAMPIONSHIP RINGS". One ring is collected each time all six of the main goals are completed and the player plays and wins the "TROPHY MULTIBALL" round. In terms of score comparisons, rings are more significant than points (e.g. 1 ring 100 points beats 0 rings 150 points).

GOAL OF THE GAME:

Compete for the high score for each of the 29 NBA team champions. Complete the six main goals (listed below) to play "TROPHY MULTIBALL". Win at "TROPHY MULTIBALL" to collect "CHAMPIONSHIP RINGS" and to be the Most Valuable Player (M.V.P.).

NBA TEAM CHAMPIONS:

Each player competes to better the current high score for the NBA team they select. If the player's score beats the current team score, then the player's initials and score will replace the current high score the selected NBA team. Rings are included in determining winning scores. See "SCORING" above.

CHAMPIONSHIP RINGS:

One "CHAMPIONSHIP RING" is awarded each time the player wins during "TROPHY MULTIBALL". See "TROPHY MULTIBALL" below for further details.

M.V.P.:

The Most Valuable Player is the last player to complete the six main goals and to win "TROPHY MULTIBALL". The initials of the current M.V.P. are shown during attract mode and during game play on the dot matrix display.

THE SIX MAIN GOALS:

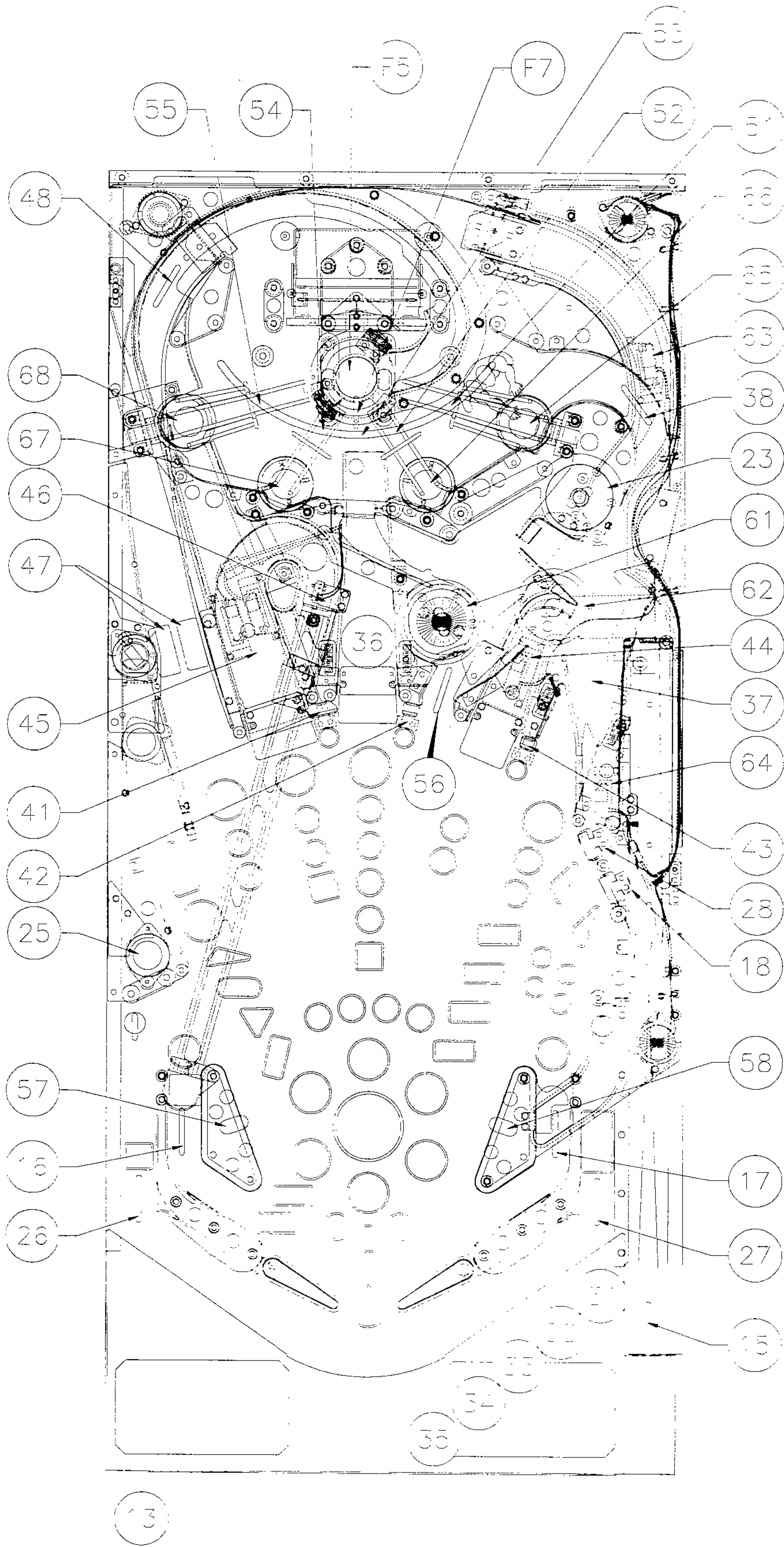
There are six main goals of the game that must be completed in order to play "TROPHY MULTIBALL". Each goal is completed by the criteria listed below:

1. "20 POINTS" complete
2. "MULTIBALLS" complete
3. "FIELD GOALS" complete
4. "COMBINATION SHOTS" complete
5. "POWER HOOPS" complete
6. "STADIUM GOODIES" complete

20 POINTS:

Once 20 points are achieved through any means of game play, the "20 POINTS" complete lamp is lit.

Switch Locations



Lamp Locations

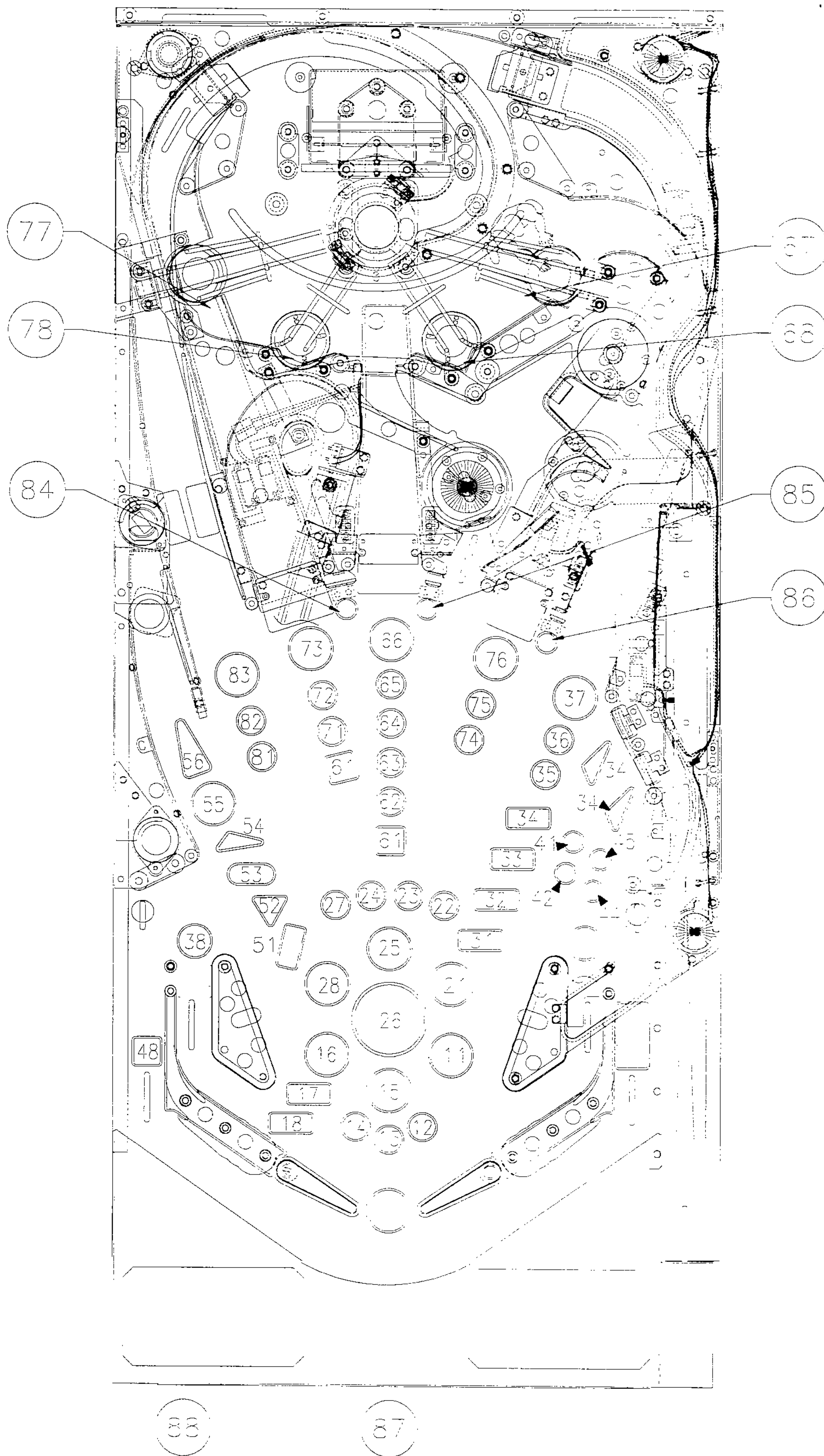
Item No.	Lamp Assembly Part Number	Bulb Part Number	Socket Part Number	Description
11	A-21547	24-8768	24-8767	20 POINTS
12	A-21547	24-8768	24-8767	FREE THROW
13	A-21547	24-8768	24-8767	3 POINTS
14	A-21547	24-8768	24-8767	2 POINTS
15	A-21547	24-8768	24-8767	FIELD GOALS
16	A-21547	24-8768	24-8767	MULTIBALLS
17	A-21547	24-8768	24-8767	SHOOT AROUND
18	A-21547	24-8768	24-8767	AROUND THE WORLD
21	A-21547	24-8768	24-8767	POWER HOOPS
22	A-21547	24-8768	24-8767	FASTBREAK COMBO
23	A-21547	24-8768	24-8767	ALLEY OOP COMBO
24	A-21547	24-8768	24-8767	SLAM DUNK COMBO
25	A-21547	24-8768	24-8767	COMBOS
26	A-21547	24-8768	24-8767	TROPHY
27	A-21547	24-8768	24-8767	TIP-OFF COMBO
28	A-21547	24-8768	24-8767	STADIUM GOODIES
31	A-21548	24-8768	24-8767	MULTIBALL HOOPS
32	A-21548	24-8768	24-8767	RUN & SHOOT HOOPS
33	A-21548	24-8768	24-8767	HOOK SHOT HOOPS
34	A-21548	24-8768	24-8767	HALF COURT HOOPS
35	A-21548	24-8768	24-8767	LIGHT TIP-OFF
36	A-21548	24-8768	24-8767	RIGHT "IN THE PAINT"
37	A-21548	24-8768	24-8767	SHOO(T)
38	A-17835*	24-6549	----	LEFT RETURN LANE
41	A-21548	24-8768	24-8767	CHAMPION RING 1
42	A-21548	24-8768	24-8767	CHAMPION RING 2
43	A-21548	24-8768	24-8767	RIGHT RETURN LANE
44	A-21548	24-8768	24-8767	CHAMPION RING 4
45	A-21548	24-8768	24-8767	CHAMPION RING 3
46	A-21548	24-8768	24-8767	LOWER RIGHT STANDUP
47	A-21548	24-8768	24-8767	UPPER RIGHT STANDUP
48	A-17835*	24-6549	----	LEFT OUTLANE
51	A-21549	24-8768	24-8767	SODA
52	A-21549	24-8768	24-8767	QUESTION
53	A-21549	24-8768	24-8767	HOT DOG
54	A-21549	24-8768	24-8767	PIZZA
55	A-21549	24-8768	24-8767	CRAZY BOB'S
56	A-21549	24-8768	24-8767	EXTRA BALL
57	A-17807	24-6549	A-17806	RIGHT OUTLANE
58	A-17807	24-6549	A-17806	SHOOT AGAIN
61**	A-21551	24-8768	24-8767	RAMPS: 3 POINTS (1 OF 2)
61**	A-21549	24-8768	24-8767	RAMPS: 3 POINTS (2 OF 2)
62	A-21549	24-8768	24-8767	TIP-OFF
63	A-21549	24-8768	24-8767	FASTBREAK
64	A-21549	24-8768	24-8767	ALLEY OOP
65	A-21549	24-8768	24-8767	FREE THROW
66	A-21549	24-8768	24-8767	SH(O)OT
67	A-21582*	24-8768	----	IN THE PAINT 4
68	A-21581*	24-8768	----	IN THE PAINT 3
71	A-21551	24-8768	24-8767	LEFT LIGHT FASTBREAK
72	A-21551	24-8768	24-8767	SLAM DUNK
73	A-21551	24-8768	24-8767	S(H)OOT
74	A-21322	24-8768	24-8767	RIGHT LIGHT FASTBREAK
75	A-21322	24-8768	24-8767	LIGHT SLAM DUNK
76	A-21322	24-8768	24-8767	SHO(O)T
77	A-21579*	24-8768	----	IN THE PAINT 1
78	A-21580*	24-8768	----	IN THE PAINT 2
81	A-21322	24-8768	24-8767	LIGHT ALLEY OOP
82	A-21322	24-8768	24-8767	LEFT "IN THE PAINT"
83	A-21322	24-8768	24-8767	(S)HOOT
84	A-17835*	24-6768	----	(3) PT.
85	A-17835*	24-8768	----	3 (P)T.
86	A-17835*	24-8768	----	3 P(T)
87	20-10327-4	SOLD AS ASSEMBLY ONLY		BALL LAUNCH
88	20-9663-16	SOLD AS ASSEMBLY ONLY		START BUTTON

* SOCKET IS NOT SOLD SEPARATELY.

** ITEM #61 LIGHTS TWO BULBS WHICH ARE LOCATED ON SEPARATE LAMP BOARDS.

24-6549 = #44 Bulb 24-8768 = #555

Lamp Locations



SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	AUTO PLUNGER	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-24-900	
02	NOT USED	High Power				Q68				VIO-RED		
03	LEFT RAMP DIVERTER	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-26-1500	
04	RIGHT LOOP DIVERTER	High Power	J133-2			Q67	J116-5			VIO-YEL	AE-26-1500	
05	EJECT	High Power	J133-2			Q70	J116-6			VIO-GRN	AE-30-2000	
06	LOOP GATE	High Power	J133-2			Q66	J116-7			VIO-BLU	A-14406	
07	BACKBOX FLIPPER	High Power		J133-2		Q69		J117-3		VIO-BLK		FL-11753
08	BALL CATCH MAGNET	High Power	J133-2			Q65	J116-9			VIO-GRY	B-13522	
09	TROUGH EJECT	Low Power	J133-3			Q44	J113-1			BRN-BLK	AE-28-1500	
10	LEFT SLINGSHOT	Low Power	J133-3			Q48	J113-3			BRN-RED	AE-26-1200	
11	RIGHT SLINGSHOT	Low Power	J133-3			Q43	J113-4			BRN-ORG	AE-26-1200	
12	LEFT JET BUMPER	Low Power	J133-3			Q47	J113-5			BRN-YEL	AE-26-1200	
13	MIDDLE JET BUMPER	Low Power	J133-3			Q42	J113-6			BRN-GRN	AE-26-1200	
14	RIGHT JET BUMPER	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1200	
15	PASS RIGHT 2	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-29-2000	
16	PASS LEFT 2	Low Power	J133-3			Q45	J113-9			BRN-GRY	AE-29-2000	
17	EJECT KICKOUT FLSHR	Flasher	J133-6			Q28	J111-1			BLK-BRN	#906 (1)	
18	LEFT JET BUMPER FLSHR	Flasher	J133-6			Q32	J111-2			BLK-RED	#906 (1)	
19	UPPER LEFT FLASHER	Flasher	J133-6	J134-5		Q27	J111-3	J112-3		BLK-ORG	#906 (1)	#906 (1)
20	UPPER RIGHT FLASHER	Flasher	J133-6	J134-5		Q31	J111-4	J112-5		BLK-YEL	#906 (1)	#906 (1)
21	NOT USED	Flasher				Q26				BLU-GRN		
22	TROPHY INSERT FLSHR	Flasher	J133-6			Q30	J111-6			BLU-BLK	#906 (1)	
23	NOT USED	Flasher				Q25				BLU-VIO		
24	LOWER RIGHT/LEFT FLSH	Flasher	J133-6			Q29	J111-8			BLU-GRY	#906 (2)	
25	*PASS RIGHT 1	Gen. Purpose	J133-1			Q16	J109-1			BLU-BRN	AE-29-2000	
26	*PASS LEFT 3	Gen. Purpose	J133-1			Q15	J109-2			BLU-RED	AE-29-2000	
27	*PASS RIGHT 3	Gen. Purpose	J133-1			Q14	J109-3			BLU-ORG	AE-29-2000	
28	*PASS LEFT 4	Gen. Purpose	J133-1			Q13	J109-4			BLU-YEL	AE-29-2000	

General Illumination

01	STRING 1	G.I.	J106-1	J105-1		Q5	J106-7	J105-7		WHT-BRN	#44	#555
02	STRING 2	G.I.	J106-2	J105-2		Q4	J106-8	J105-8		WHT-ORG	#44	#555
03	STRING 3	G.I.	J106-3	J105-3		Q3	J106-9	J105-9		WHT-YEL	#44	#555
04	**STRING 4	G.I.	J106-5			Q2	J106-10			WHT-GRN	#44	
05	**STRING 5	G.I.	J106-6	J105-6	J104-3	Q1	J106-11	J105-11	J104-1	WHT-VIO	#44	#555

Flipper Circuits	Solenoid Type	Voltage Connection Playfield	Drive Xistors		Drive Connections Playfield	Drive Wire Colors		Coil Part No.	Coil Colors
			Power	Hold		Power	Hold		
29	LOWER RIGHT FLIPPER	Lwr. Rt. Power	J119-1 (RED-GRN)	Q90	J120-13	YEL-GRN		FL-11630	RED
30		Lwr. Rt. Hold	J119-1 (RED-GRN)	Q92	J120-11	ORG-GRN			
31	LOWER LEFT FLIPPER	Lwr. Lt. Power	J119-4 (RED-BLU)	Q87	J120-9	YEL-BLU		FL-11630	RED
32		Lwr. Lt. Hold	J119-4 (RED-BLU)	Q89	J120-7	ORG-BLU			
33	SHOOT 1	Upr. Rt. Power	J119-6 (RED-VIO)	Q84	J120-6	YEL-VIO		AE-23-800	
34	SHOOT 2	Upr. Rt. Hold	J119-6 (RED-VIO)	Q86	J120-4	ORG-VIO		AE-23-800	
35	SHOOT 3	Upr. Lt. Power	J119-8 (RED-GRY)	Q81	J120-3	YEL-GRY		AE-23-800	
36	SHOOT 4	Upr. Lt. Hold	J119-8 (RED-GRY)	Q83	J120-1	ORG-GRY		AE-23-800	

Motor & Shot Clock Circuits	Solenoid Type	Voltage Connections Playfield	Drive Gates	Drive Connections Playfield	Drive Wire Color	Device Part Number Playfield	
							37
38	MOTOR DIRECTION	Low Power	J139-2	U3C, U3D	J110-3	ORG-WHT	14-8034
39	SHOT CLOCK ENABLE	Low Power	J139-2	U3G, U3H	J110-4	YEL-WHT	A-21380
40	SHOT CLOCK COUNT	Low Power	J139-2	U3E, U3F	J110-5	BLU-WHT	A-21380

J1XX = POWER DRIVER BOARD

24-6549 = #44 BULB; 24-8704 = #89 BULB; 24-8768 = #555 BULB; 24-8802 = #906 BULB


*TIEBACK DIODES FOR SOLENOIDS 25 THROUGH 28 ARE AT J109-5, J109-6, J109-8, AND J109-9 RESPECTIVELY.

**THESE G.I. STRINGS DO NOT BRIGHTEN AND DIM, THEY ARE ALWAYS ON.

MOTOR WIRING DIAGRAM IS SHOWN ON PAGE 3-26.

SHOT CLOCK WIRING DIAGRAM IS SHOWN ON PAGE 3-25.

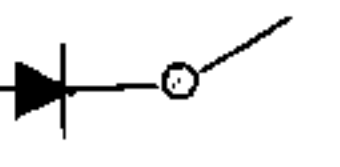
LAMP MATRIX

Yellow (B+)  Red


Column Row	1 Yellow-Brown J121-1 Q96	2 Yellow-Red J121-2 Q100	3 Yellow-Orange J121-3 Q95	4 Yellow-Black J121-4 Q99	5 Yellow-Green J121-5 Q94	6 Yellow-Blue J121-6 Q98	7 Yellow-Violet J121-7 Q93	8 Yellow-Gray J121-9 Q97
1 Red-Brown J125-1 Q104	20 POINTS 11	POWER HOOPS 21	MULTIBALL HOOPS 31	CHAMPION RING 1 41	SODA 51	RAMPS: 3 POINTS (2) 61	LEFT LIGHT FASTBREAK 71	LIGHT ALLEY OOP 81
2 Red-Black J125-2 Q108	FREE THROW 12	FASTBREAK COMBO 22	RUN & SHOOT HOOPS 32	CHAMPION RING 2 42	QUESTION 52	TIP-OFF 62	SLAM DUNK 72	LEFT "IN THE PAINT" 82
3 Red-Orange J125-4 Q103	3 POINTS 13	ALLEY OOP COMBO 23	HOOK SHOT HOOPS 33	RIGHT RETURN LANE 43	HOT DOG 53	FASTBREAK 63	S(H)OOT 73	(S)HOOT 83
4 Red-Yellow J125-5 Q107	2 POINTS 14	SLAM DUNK COMBO 24	HALF COURT HOOPS 34	CHAMPION RING 4 44	PIZZA 54	ALLEY OOP 64	RIGHT LIGHT FASTBREAK 74	(3)PT 84
5 Red-Green J125-6 Q102	FIELD GOALS 15	COMBOS 25	LIGHT TIP-OFF 35	CHAMPION RING 3 45	CRAZY BOB'S 55	FREE THROW 65	LIGHT SLAM DUNK 75	3(P)T 85
6 Red-Blue J125-7 Q106	MULTIBALLS 16	TROPHY 26	RIGHT "IN THE PAINT" 36	LOWER RIGHT STANDUP 46	EXTRA BALL 56	SH(O)OT 66	SHO(O)T 76	3P(T) 86
7 Red-Violet J125-8 Q101	SHOOT AROUND 17	TIP-OFF COMBO 27	SHOO(T) 37	UPPER RIGHT STANDUP 47	RIGHT OUTLANE 57	IN THE PAINT 4 67	IN THE PAINT 1 77	BALL LAUNCH 87
8 Red-Gray J125-9 Q105	AROUND THE WORLD 18	STADIUM GOODIES 28	LEFT RETURN LANE 38	LEFT OUTLANE 48	SHOOT AGAIN 58	IN THE PAINT 3 68	IN THE PAINT 2 78	START BUTTON 88

J1XX = Power Driver Board


SWITCH MATRIX

White  Green

Dedicated Grounded Switches	Column Row	1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Gray J206-9 U20-11	Flipper Grounded Switches
Orange-Brown J205-1 Left Coin Chute U17-5 D1	1 White-Brown J208-1 U18-11	BALL LAUNCH 11	SLAM TILT 21	TROUGH EJECT 31	STANDUP TARGET '3' 41	DEFENDER POSITION 4 51	LEFT JET BUMPER 61	NOT USED 71	NOT USED 81	Black-Green J208-13 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 Center Coin Chute U17-7 D2	2 White-Red J208-2 U18-9	BACKBOX BASKET 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	STANDUP TARGET 'P' 42	DEFENDER POSITION 3 52	MIDDLE JET BUMPER 62	NOT USED 72	NOT USED 82	Blue-Violet J212-12 Lower Right Flipper Opto F2
Orange-Black J205-3 Right Coin Chute U17-11 D3	3 White-Orange J208-3 U18-5	START BUTTON 13	RIGHT JET BUMPER 23	TROUGH BALL 2 33	STANDUP TARGET 'T' 43	DEFENDER LOCK POSITION 53	LEFT LOOP RAMP EXIT 63	NOT USED 73	NOT USED 83	Black-Blue J208-12 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4th Coin Chute U17-9 D4	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	RIGHT RAMP ENTER 44	DEFENDER POSITION 2 54	RIGHT RAMP MADE 64	NOT USED 74	NOT USED 84	Blue-Gray J212-11 Lower Left Flipper Opto F4
Orange-Green J205-6 U16-9 Normal Function Srv Crdts Test Function Escape D5	5 White-Green J208-5 U19-11	SHOOTER LANE 15	EJECT HOLE 25	TROUGH BALL 4 35	LEFT RAMP ENTER 45	DEFENDER POSITION 1 55	IN THE PAINT 4 65	NOT USED 75	NOT USED 85	Black-Violet J208-11 BASKET MADE OPTO F5
Orange-Blue J205-7 U16-11 Normal Function Volume Dn Test Function Down D6	6 White-Blue J208-7 U19-9	LEFT RETURN LANE 16	LEFT OUTLANE 26	CENTER RAMP OPTO 36	LEFT RAMP MADE 46	JETS BALL DRAIN 56	IN THE PAINT 3 66	NOT USED 76	NOT USED 86	Black-Yellow J212-10 Upper Right Flipper Opto F6
Orange-Violet J205-8 U16-7 Normal Function Volume Up Test Function Up D7	7 White-Violet J208-8 U19-5	RIGHT RETURN LANE 17	RIGHT OUTLANE 27	RIGHT LOOP ENTER OPTO 37	LEFT LOOP ENTER 47	LEFT SLINGSHOT 57	IN THE PAINT 2 67	NOT USED 77	NOT USED 87	Black-Gray J208-10 BASKET HOLD F7
Orange-Gray J205-9 U16-5 Normal Function Begin Test Test Function Enter D8	8 White-Gray J208-9 U19-7	LOWER RIGHT STANDUP TARGET 18	UPPER RIGHT STANDUP TARGET 28	RIGHT LOOP EXIT 38	LEFT LOOP MADE 48	RIGHT SLINGSHOT 58	IN THE PAINT 1 68	NOT USED 78	NOT USED 88	Black-Blue J212-9 Upper Left Flipper Opto F8

J2XX = CPU BOARD  = OPTO, TYPICALLY CLOSED

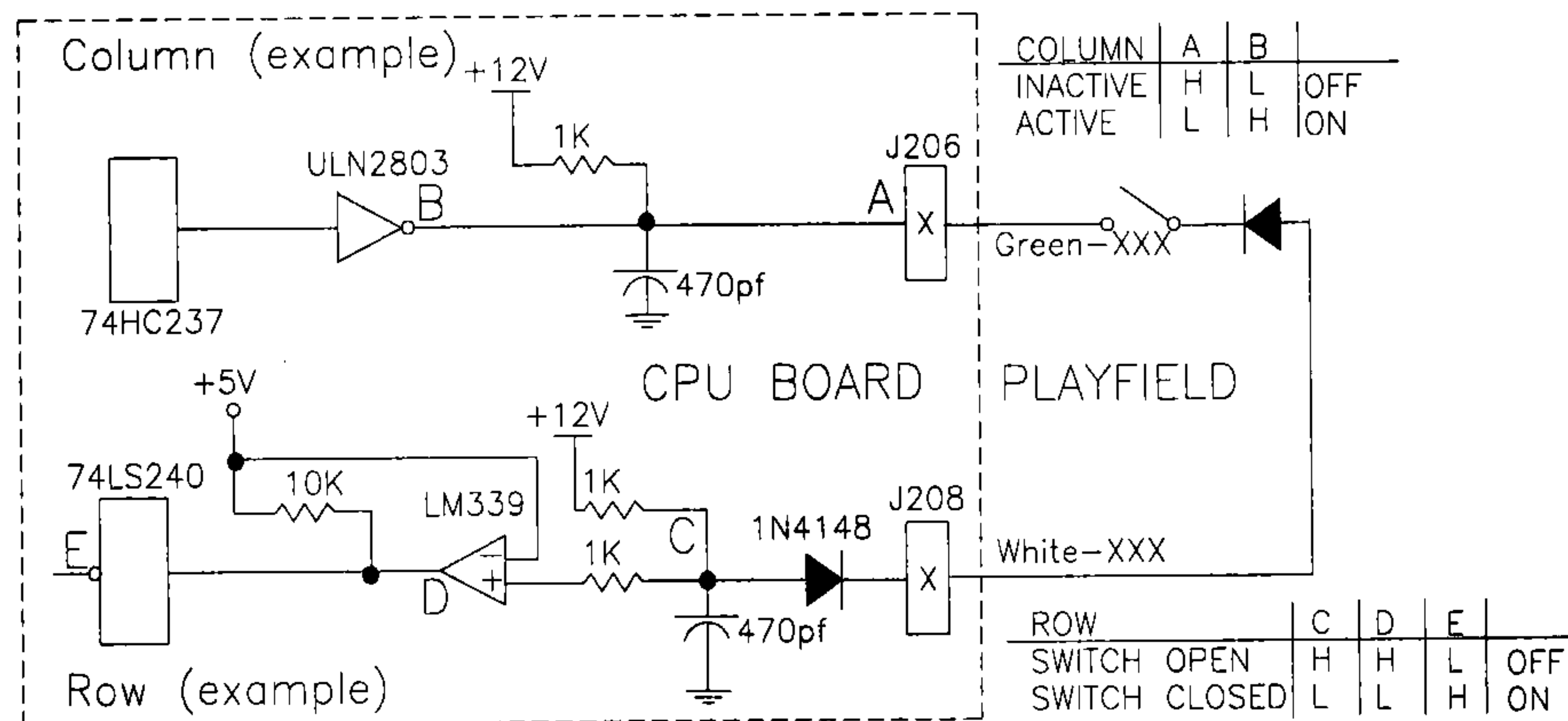
SWITCH MATRIX

White  Green

Dedicated Grounded Switches	Column	1	2	3	4	5	6	7	8	Flipper Grounded Switches
	Row	Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-Yellow J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Gray J206-9 U20-11	
Orange-Brown J205-1 Left Coin Chute U17-5 D1	1 White-Brown J208-1 U18-11	BALL LAUNCH 11	SLAM TILT 21	TROUGH EJECT 31	STANDUP TARGET '3' 41	DEFENDER POSITION 4 51	LEFT JET BUMPER 61	NOT USED 71	NOT USED 81	Black-Green J208-13 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 Center Coin Chute U17-7 D2	2 White-Red J208-2 U18-9	BACKBOX BASKET 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	STANDUP TARGET 'P' 42	DEFENDER POSITION 3 52	MIDDLE JET BUMPER 62	NOT USED 72	NOT USED 82	Blue-Violet J212-12 Lower Right Flipper Opto F2
Orange-Black J205-3 Right Coin Chute U17-11 D3	3 White-Orange J208-3 U18-5	START BUTTON 13	RIGHT JET BUMPER 23	TROUGH BALL 2 33	STANDUP TARGET 'T' 43	DEFENDER LOCK POSITION 53	LEFT LOOP RAMP EXIT 63	NOT USED 73	NOT USED 83	Black-Blue J208-12 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4th Coin Chute U17-9 D4	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	RIGHT RAMP ENTER 44	DEFENDER POSITION 2 54	RIGHT RAMP MADE 64	NOT USED 74	NOT USED 84	Blue-Gray J212-11 Lower Left Flipper Opto F4
Orange-Green J205-6 Normal Function Srv Crdts U16-9 Test Function Escape D5	5 White-Green J208-5 U19-11	SHOOTER LANE 15	EJECT HOLE 25	TROUGH BALL 4 35	LEFT RAMP ENTER 45	DEFENDER POSITION 1 55	IN THE PAINT 4 65	NOT USED 75	NOT USED 85	Black-Violet J208-11 BASKET MADE OPTO F5
Orange-Blue J205-7 Normal Function Volume Dn U16-11 Test Function Down D6	6 White-Blue J208-7 U19-9	LEFT RETURN LANE 16	LEFT OUTLANE 26	CENTER RAMP OPTO 36	LEFT RAMP MADE 46	JETS BALL DRAIN 56	IN THE PAINT 3 66	NOT USED 76	NOT USED 86	Black-Yellow J212-10 Upper Right Flipper Opto F6
Orange-Violet J205-8 Normal Function Volume Up U16-7 Test Function Up D7	7 White-Violet J208-8 U19-5	RIGHT RETURN LANE 17	RIGHT OUTLANE 27	RIGHT LOOP ENTER OPTO 37	LEFT LOOP ENTER 47	LEFT SLINGSHOT 57	IN THE PAINT 2 67	NOT USED 77	NOT USED 87	Black-Gray J208-10 BASKET HOLD F7
Orange-Gray J205-9 Normal Function Begin Test U16-5 Test Function Enter D8	8 White-Gray J208-9 U19-7	LOWER RIGHT STANDUP TARGET 18	UPPER RIGHT STANDUP TARGET 28	RIGHT LOOP EXIT 38	LEFT LOOP MADE 48	RIGHT SLINGSHOT 58	IN THE PAINT 1 68	NOT USED 78	NOT USED 88	Black-Blue J212-9 Upper Left Flipper Opto F8

J2XX = CPU BOARD  = OPTO, TYPICALLY CLOSED

SWITCH MATRIX CIRCUIT



The microprocessor is constantly strobing the column side of the switch. When point "A" on the column circuit toggles low, the column side is active. When a switch closes, the row side of the circuit activates. The "+" input to the LM339 drops below +5V, therefore, its output is low. Corresponding row and column switches must be low at the same time for the switch to be considered closed by the microprocessor. When the switch opens, the "+" input to the LM339 is above +5V, its output is high and the row is inactive.

MULTIBALLS:

Once the two primary multiballs (listed below) are played out, the "MULTIBALLS" complete lamp is lit.

1. "SHOOT AROUND"
2. "AROUND THE WORLD"

FIELD GOALS:

Once the three types of "FIELD GOAL" (listed below) are made, the "FIELD GOALS" complete lamp is lit. Most baskets award a two-point field goal. A three-point field goal is awarded for a shot to the basket with the "3 POINT" lamp lit, as well as during certain modes. A one-point field goal is awarded for a shot to the basket with the "FREE THROW" lamp lit.

1. "FREE THROW"
2. "2 POINT"
3. "3 POINT"

COMBINATION SHOTS:

Once the four types of combination shots (listed below) are made, the "COMBINATION SHOTS" complete lamp is lit. Each combination shot is made by making the "LIGHT {TIP-OFF, SLAM DUNK, ALLEY OOP, FASTBREAK}" shot followed quickly by the "{TIP-OFF, SLAM DUNK, ALLEY OOP, FASTBREAK}" shot to the basket.

1. "TIP-OFF"
2. "SLAM DUNK"
3. "ALLEY OOP"
4. "FASTBREAK"

POWER HOOPS:

Once the four "POWER HOOPS" modes (listed below) are played, the "POWER HOOPS" complete lamp is lit. Power hoops are started from "JET BUMPER" hits. The modes are explained in greater detail below.

1. "HALF COURT HOOPS"
2. "HOOK SHOT HOOPS"
3. "RUN & SHOOT HOOPS"
4. "HOOPS MULTIBALL"

STADIUM GOODIES:

Once the four "STADIUM GOODIES" items (listed below) have been collected, the "STADIUM GOODIES" complete lamp is lit. Visiting "CRAZY BOB'S" vendor stand collects stadium goodies (the LEFT EJECT).

1. PIZZA POWER SHOTS
2. HOT DOG MANIA
3. TRIVIA QUIZ
4. EGYPTIAN SODA

PIZZA POWER SHOTS:

The first of the "STADIUM GOODIES", this mode is played entirely in the backbox and on the dot matrix display. Each time the player hits a flipper (or pushes the SHOOT button), the backbox flips the ball towards the backbox basket. If the ball goes through the hoop, the player scores the point value on the dot matrix display. The point value cycles between 1, 2, and 3 points. The mode is over when the SHOT CLOCK expires.

HOT DOG MANIA:

The second of the "STADIUM GOODIES", during this mode, all shots made by the player cause the backbox to flip for a 3 point basket. In addition to points, the SHOT CLOCK time is reset to 24 each time a shot is made. The mode is over when the SHOT CLOCK expires.

TRIVIA QUIZ:

The third of the "STADIUM GOODIES", this mode is played entirely on the dot matrix display. The player is presented with a randomly selected question and four answers. The flippers cycle through the answers. If the selected answer is correct, the player is awarded 10 points. If the selected answer is wrong, the player is awarded 1 point. The mode is over when either the SHOT CLOCK expires, or the SHOOT button is pressed.

EGYPTIAN SODA:

Egyptian Soda is the fourth and final "STADIUM GOODIES" mode. During this mode, each ramp shot made by the player cause the backbox to flip for a three-point basket. The mode is over when the SHOT CLOCK expires.

IN THE PAINT:

This is the area below the top lanes, under the basket. There are four positions where the ball can be held in the ring around the basket. Each of the four positions can either pass or shoot the ball. There is also a defensive player which moves between any position and the basket to block the player's shot to the basket. If the player shoots either the left or right loop when "IN THE PAINT" is lit, the SHOT CLOCK is set to 24 seconds and begins counting down. The player must pass the ball to a position that is not defended and attempt to shoot a basket for 2 points, before the shot clock expires. Making a basket from a position lights the lamp at that position. If the shot clock expires before a basket is made, the ball is automatically passed out of the area and returned to normal play. Completing all of the lamps (making a basket from each position) starts "AROUND THE WORLD" multiball.

AROUND THE WORLD MULTIBALL:

This three-ball multiball is started when a shot is made from each of the four "IN THE PAINT" positions. During this multiball, one of the five main shots is lit. The shot moves either when it is made or after a short period of time. Making the lit shot scores one point for each ball remaining in play.

SHOOT SPELL OUT:

The letters 'S', 'H', 'O', 'O', and 'T' are located one per playfield shot. Making a shot lights the associated letter. Completing all of the letters starts "SHOOT AROUND" multiball.

SHOOT AROUND MULTIBALL:

This two-ball multiball is started when all of the "SHOOT" spell out letters are completed. During this multiball, the "SHOOT" letters start out blinking. Each time a letter is shot, two points are awarded and the letter is lit solid. Completing all of the letters starts them all blinking again and may light EXTRA BALL,

3 PT SPELL OUT:

The number and letters '3', 'P', and 'T' are located in front of the three center playfield standup targets. Completing all three standup target lamps lights the "3 POINTS" lamp on both the left and center ramps. Making a basket by either the left or center ramp with the "3 POINTS" lamp lit awards a three-point field goal.

TIP-OFF:

This combination shot is lit both at the start of each ball or by making the right loop shot into the "JET BUMPERS" when "LIGHT TIP-OFF" is lit. Making the center ramp shot when "TIP-OFF" is lit completes the "TIP-OFF COMBINATION SHOT".

SLAM DUNK:

This combination shot is lit by making the right ramp shot when "LIGHT SLAM DUNK" is lit. Making the left ramp shot when "SLAM DUNK" is lit completes the "SLAM DUNK COMBINATION SHOT".

ALLEY OOP:

This combination shot is lit by making the left loop shot when "LIGHT ALLEY OOP" is lit. Making the center ramp shot when "ALLEY OOP" is lit completes the "ALLEY OOP COMBINATION SHOT".

FASTBREAK:

This combination shot is lit by making either the left or right ramp shots when "LIGHT FASTBREAK" is lit. Making the center ramp shot when "FASTBREAK" is lit completes the "FASTBREAK COMBINATION SHOT".

HALF COURT HOOPS:

This mode is started at the first "POWER HOOPS" level, achieved in the "JET BUMPERS". During this mode, the center ramp scores 3 points per shot. The mode is over when the SHOT CLOCK expires.

HOOK SHOT HOOPS:

This mode is started at the second "POWER HOOPS" level, achieved in the "JET BUMPERS". During this mode, the left ramp scores 3 points per shot. The mode is over when the SHOT CLOCK expires.

RUN & SHOOT HOOPS:

This mode is started at the third "POWER HOOPS" level, achieved in the "JET BUMPERS". During this mode, the left and center ramps are alternately lit and score 3 points when shot. The mode is over when the SHOT CLOCK expires.

HOOPS MULTIBALL:

This two-ball multiball is started at the fourth "POWER HOOPS" level. During this multiball, the left and right ramps are alternately lit and score 3 points when shot.

HOOP LOOPS:

If the left loop shot is made during any of the "POWER HOOPS" modes/multiball, "HOOP LOOPS" are tallied. When a certain auto-percentaged number of loops are completed, an EXTRA BALL may be lit.

POWER POINTS:

At various numbers of "JET BUMPER" hits, the backbox flips the ball for a "POWER POINTS" 2 point basket.

TROPHY MULTIBALL:

This timed three-ball continuous multiball is started when the six main goals are completed. During this multiball, the player competes for approximately one minute to beat an artificial computer score. The multiball starts with the computer's score (shown on the right of the display) tied with the player's score (shown on the left - as usual). The computer's score escalates randomly over the timed period. The player's score increases as shots are made. Once the time expires (as shown on the 24 "second" SHOT CLOCK), the flippers are turned off and the balls are drained. If the player beats the computer, a "CHAMPIONSHIP RING" is awarded. If the player ties the computer, a short sudden death round is played where the player has a certain amount of time to score before the computer scores. The first to score wins. In either case (win or lose) all of the six main goals are reset, and play begins again, with increased difficulty.

EXTRA BALL:

There are a number of ways to light the "EXTRA BALL" lamp. The first is to shoot the "FREE THROW" shot an auto-percentaged number of times. The second is to complete all of the jackpots (spell "SHOOT" during "SHOOT AROUND" multiball. The third is lit by completing all four "COMBINATION SHOTS". The fourth is by completing the auto-percentaged number of "HOOP LOOPS".

LIGHT INBOUND PASS (right standups):

Completing the right hand standup target lamps lights the left outlane "INBOUND PASS" lamp.

INBOUND PASS (left outlane):

This lamp is lit by completing the right hand standup targets. When the ball goes out the left outlane and "INBOUND PASS" is lit, a new ball is put back into play via the auto plunger and the player continues to play.

MILLION DOLLARS SHOT (right outlane):

This lamp is lit on the player's last ball, after the BALL SAVE lamp has expired. Draining out the right outlane when this lamp is lit gives the player a chance to continue playing by making the center ramp basket shot before the SHOT CLOCK expires.

LAMP MATRIX

		Yellow (B+)				Red			
Column	1	2	3	4	5	6	7	8	
Row	Yellow-Brown J121-1 Q96	Yellow-Red J121-2 Q100	Yellow-Orange J121-3 Q95	Yellow-Black J121-4 Q99	Yellow-Green J121-5 Q94	Yellow-Blue J121-6 Q98	Yellow-Violet J121-7 Q93	Yellow-Gray J121-9 Q97	
1 Red-Brown J125-1 Q104	20 POINTS 11	POWER HOOPS 21	MULTIBALL HOOPS 31	CHAMPION RING 1 41	SODA 51	RAMPS: 3 POINTS (2) 61	LEFT LIGHT FASTBREAK 71	LIGHT ALLEY OOP 81	
2 Red-Black J125-2 Q108	FREE THROW 12	FASTBREAK COMBO 22	RUN & SHOOT HOOPS 32	CHAMPION RING 2 42	QUESTION 52	TIP-OFF 62	SLAM DUNK 72	LEFT 'IN THE PAINT' 82	
3 Red-Orange J125-4 Q103	3 POINTS 13	ALLEY OOP COMBO 23	HOOK SHOT HOOPS 33	RIGHT RETURN LANE 43	HOT DOG 53	FASTBREAK 63	S(H)OOT 73	(S)HOOT 83	
4 Red-Yellow J125-5 Q107	2 POINTS 14	SLAM DUNK COMBO 24	HALF COURT HOOPS 34	CHAMPION RING 4 44	PIZZA 54	ALLEY OOP 64	RIGHT LIGHT FASTBREAK 74	(3)PT 84	
5 Red-Green J125-6 Q102	FIELD GOALS 15	COMBOS 25	LIGHT TIP-OFF 35	CHAMPION RING 3 45	CRAZY BOB'S 55	FREE THROW 65	LIGHT SLAM DUNK 75	3(P)T 85	
6 Red-Blue J125-7 Q106	MULTIBALLS 16	TROPHY 26	RIGHT 'IN THE PAINT' 36	LOWER RIGHT STANDUP 46	EXTRA BALL 56	SH(O)OT 66	SHO(O)T 76	3P(T) 86	
7 Red-Violet J125-8 Q101	SHOOT AROUND 17	TIP-OFF COMBO 27	SHOO(T) 37	UPPER RIGHT STANDUP 47	RIGHT OUTLANE 57	IN THE PAINT 4 67	IN THE PAINT 1 77	BALL LAUNCH 87	
8 Red-Gray J125-9 Q105	AROUND THE WORLD 18	STADIUM GOODIES 28	LEFT RETURN LANE 38	LEFT OUTLANE 48	SHOOT AGAIN 58	IN THE PAINT 3 68	IN THE PAINT 2 78	START BUTTON 88	

SWITCH MATRIX

		White				Green				
Dedicated Grounded Switches	Column	1	2	3	4	5	6	7	8	Flipper Grounded Switches
Row	1	2	3	4	5	6	7	8		
	White- Brown J208-1 U18-11	Green- Brown J206-1 U20-18	Green- Red J206-2 U20-17	Green- Orange J206-3 U20-16	Green- Yellow J206-4 U20-15	Green- Black J206-5 U20-14	Green- Blue J206-6 U20-13	Green- Violet J206-7 U20-12	Green- Gray J206-9 U20-11	
Orange-Brown J205-1 Left Coin Chute U17-5 D1	White- Brown J208-1 U18-11	BALL LAUNCH 11	SLAM TILT 21	TROUGH EJECT 31	STANDUP TARGET '3' 41	DEFENDER POSITION 4 51	LEFT JET BUMPER 61	NOT USED 71	NOT USED 81	Black-Green J208-13 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 Center Coin Chute U17-7 D2	White- Red J208-2 U18-9	BACKBOX BASKET 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	STANDUP TARGET 'P' 42	DEFENDER POSITION 3 52	MIDDLE JET BUMPER 62	NOT USED 72	NOT USED 82	Blue-Violet J212-12 Lower Right Flipper Opto F2
Orange-Black J205-3 Right Coin Chute U17-11 D3	White- Orange J208-3 U18-5	START BUTTON 13	RIGHT JET BUMPER 23	TROUGH BALL 2 33	STANDUP TARGET 'T' 43	DEFENDER LOCK POSITION 53	LEFT LOOP RAMP EXIT 63	NOT USED 73	NOT USED 83	Black-Blue J208-12 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4th Coin Chute U17-9 D4	White- Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	RIGHT RAMP ENTER 44	DEFENDER POSITION 2 54	RIGHT RAMP MADE 64	NOT USED 74	NOT USED 84	Blue-Gray J212-11 Lower Left Flipper Opto F4
Orange-Green J205-6 U16-9 Normal Function Srv Crdts Test Function Escape D5	White- Green J208-5 U19-11	SHOOTER LANE 15	EJECT HOLE 25	TROUGH BALL 4 35	LEFT RAMP ENTER 45	DEFENDER POSITION 1 55	IN THE PAINT 4 65	NOT USED 75	NOT USED 85	Black-Violet J208-11 BASKET MADE OPTO F5
Orange-Blue J205-7 U16-11 Normal Function Volume Dn Test Function Volume Up D6	White- Blue J208-7 U19-9	LEFT RETURN LANE 16	LEFT OUTLANE 26	CENTER RAMP OPTO 36	LEFT RAMP MADE 46	JETS BALL DRAIN 56	IN THE PAINT 3 66	NOT USED 76	NOT USED 86	Black-Yellow J212-10 Upper Right Flipper Opto F6
Orange-Violet J205-8 U16-7 Normal Function Volume Up Test Function Volume Up D7	White- Violet J208-8 U19-5	RIGHT RETURN LANE 17	RIGHT OUTLANE 27	RIGHT LOOP ENTER OPTO 37	LEFT LOOP ENTER 47	LEFT SLINGSHOT 57	IN THE PAINT 2 67	NOT USED 77	NOT USED 87	Black-Gray J208-10 BASKET HOLD F7
Orange-Gray J205-9 U16-5 Normal Function Begin Test Test Function Enter D8	White- Gray J208-9 U19-7	LOWER RIGHT STANDUP TARGET 18	UPPER RIGHT STANDUP TARGET 28	RIGHT LOOP EXIT 38	LEFT LOOP MADE 48	RIGHT SLINGSHOT 58	IN THE PAINT 1 68	NOT USED 78	NOT USED 88	Black-Blue J212-9 Upper Left Flipper Opto F8

J2XX = CPU BOARD = OPTO, TYPICALLY CLOSED