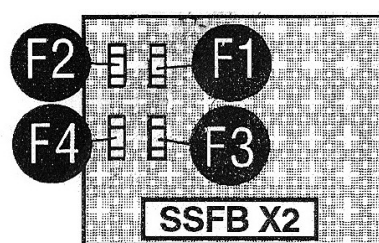


| Backbox Bridges Mounted in Backbox |                                      |
|------------------------------------|--------------------------------------|
| F1                                 | BR2 8A Slo-Blo 32v DC Coils/Flashers |
| F2                                 | BR1 8A Slo-Blo 18v DC Lamps          |
| F3                                 | BR3 8A Slo-Blo 18v DC Display        |

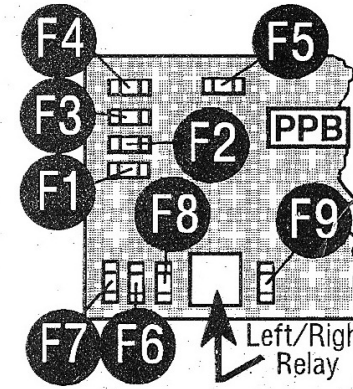
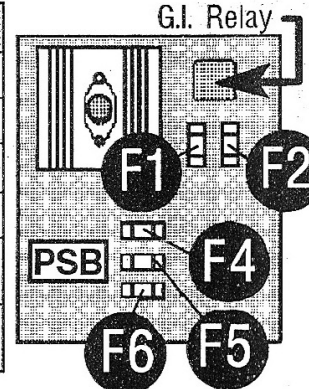
  

| Cabinet Fuses                    |  |
|----------------------------------|--|
| Main Fuse Line: 8A Slo-Blo 250v  |  |
| International 2X 4A Slo-Blo 250v |  |



| Solid State 2-Flipper SSFB |  |
|----------------------------|--|
| F1                         | 3A 250v Slo-Blo 50v DC Output (All Fuses) Right/Left |
| F2                         | 3A 250v Slo-Blo 9v AC Holding                        |
| F3                         | 3A 250v Slo-Blo 50v DC Output Left/Right             |
| F4                         | 3A 250v Slo-Blo 9v AC Holding                        |

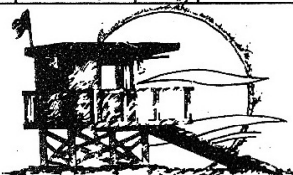
| Power Supply Board PSB |  |
|------------------------|--|
| F1                     | 7A Slo-Blo +5vDC Reg. Input (9vAC)                     |
| F2                     | 7A Slo-Blo +5vDC Reg. Input (9vAC)                     |
| F3                     | Not Used   |
| F4                     | 8A Slo-Blo Switched Ill. Buss (18vDC)                  |
| F5                     | 4A Slo-Blo Solenoid (32vDC) Bumpers, Slingshots, etc.  |
| F6                     | 5A Slo-Blo Solenoid Buss (32vDC) L/R Relay Coils/Flash |



| Playfield Power Board PPB |   |
|---------------------------|---|
| F1                        | G.I. 5A Slo-Blo Playfield               |
| F2                        | G.I. 5A Slo-Blo Backbox Dr./Spkr. Panel |
| F3                        | G.I. 5A Slo-Blo Playfield & Coin Door   |
| F4                        | G.I. 5A Slo-Blo Backbox Door            |
| F5                        | 50v 5A Filppers /All 50v Coils          |
| F6                        | 32v Flash Lamps 3A Slo-Blo/Right        |
| F7                        | 32v 3A Coils/Flash Right/Left           |
| F8                        | 50v 4A / 50v Coils                      |
| F9                        | 50v 5A Laser Kick                       |

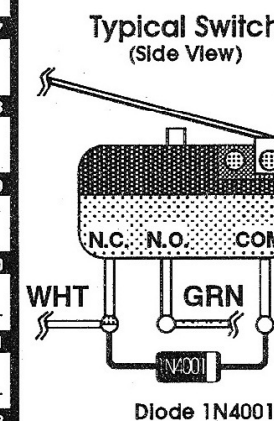
Switched, CPU Controlled Auxiliary & Constant Power Solenoids

| Coil No. | Coil or Flashlamp Description                                 | Drive Transistor (D.T.) | On Which Board? | D.T. Control Line | D.T. Control Line Connect | Power Line | Power Line Connection | Power Desc. | Coil or Flash Type    |
|----------|---|-------------------------|-----------------|-------------------|---------------------------|------------|-----------------------|-------------|-----------------------|
| 1L       | COIL: LOCK TROUGH 5-BALL TROUGH LOCK BALL                     | Q46                     | CPU             | VIO-BRN           | PPB J2-1                  | BRN        | PPB J6-1, 2           | 32v L       | 25-1240               |
| 1R       | Flashlamp: X0 P/F, Insert X2, X2 B/P<br>Flashes on Back Panel |                         |                 | BLK-BRN           | PPB J9-1                  | ORN        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 2L       | COIL: TROUGH UP-KICKER  | Q45                     | CPU             | VIO-RED           | PPB J2-2                  | BRN        | PPB J6-1, 2           | 32v L       | 23-800                |
| 2R       | Flashlamp: X2 P/F, Insert X2<br>Over 5-Bank Stand-Up/Slings.  |                         |                 | BLK-RED           | PPB J9-2                  | ORN        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 3L       | COIL: AUTO BALL LAUNCH 50V                                    | Q44/Q5                  | CPU/PPB         | VIO-ORN           | PPB J8-2                  | VEL-VIO    | PPB J7-8              | 50v L       | 23-900                |
| 3R       | Flashlamp: X2 P/F, Insert X2<br>Flashes by Upr. Rt. Flp       | Q44                     | CPU             | BLK-ORN           | PPB J9-3                  | ORN        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 4L       | COIL: UPPER BALL LAUNCH 50V                                   | Q43                     | CPU/PPB         | VIO-YEL           | PPB J2-4                  | BRN        | PPB J6-1, 2           | 32v L       | 22-600                |
| 4R       | Flashlamp: X2 P/F, Insert X1<br>Flsh. Upr. Lt. Flp. & Ramp    |                         |                 | BLK-YEL           | PPB J9-4                  | ORN        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 5L       | COIL: UPPER VUK 50V   | Q42/Q4                  | CPU             | VIO-GRN           | PPB J8-4                  | VEL-VIO    | PPB J7-8              | 50v L       | 24-940                |
| 5R       | Flashlamp: X2 P/F, Insert X2<br>Flashes over Upper VUK        | Q42                     | CPU/PPB         | BLK-GRN           | PPB J9-5                  | ORN        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 6L       | COIL: SUPER VUK 50V (UNDER ARCH)                              | Q41/Q3                  | PPB             | VIO-BLU           | PPB J8-6                  | BRN        | PPB J6-1, 2           | 32v L       | 24-940                |
| 6R       | Flashlamp: X2 P/F, Insert X2<br>Flashes over Spinner Enter    | Q41                     | CPU             | BLK-BLU           | PPB J9-6                  | ORN        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 7L       | COIL: SHARK SUPER SCOOP 50V (MID LEFT)                        | Q40/Q2                  | CPU/PPB         | VIO-BLK           | PPB J8-9                  | VEL-VIO    | PPB J7-8, 2           | 50v L       | 24-940                |
| 7R       | Flashlamp: X3 P/F, Insert X1<br>Flashes by Turbo Bumpers      | Q40                     | CPU             | BLK-VIO           | PPB J9-7                  | ORN        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 8L       | COIL: KNOCKER 32V (IN CABINET)                                | Q39                     | CPU             | VIO-GRY           | PPB J2-8                  | BRN        | PPB J6-1, 2           | 32v L       | 23-800                |
| 8R       | Flashlamp: X2 P/F, Insert X2<br>Flashes by Rt. Sling. & Ramp  |                         |                 | BLK-GRY           | PPB J9-8                  | ORG        | PPB J6-4, 5           | 32v R       | Bulb #89              |
| 09       | COIL: UPPER CONTROL GATE                                      | Q30                     | CPU             | BRN-BLK           | CPU CN12-1                | RED        | PS CN3-6, 7           | 32v         | 32-1800               |
| 10       | COIL: LEFT & RIGHT (A/B) RELAY Loc: PPB                       | Q29                     | CPU             | BLK-RED           | CPU CN12-2                | RED        | PS CN6-7              | 32v         | 24v DC 10A DPTD       |
| 11       | COIL: G.I. RELAY Loc: Power Supply                            |                         |                 | BRN-ORN           | CPU CN12-4                | RED        | PS CN3-6, 7           | 32v         | 24v DC 10A DPTD       |
| 12       | COIL: LOCK TRAP TO UNDER PLAYFIELD RAMP                       | Q27                     | CPU             | BRN-YEL           | CPU CN12-5                | RED        | PS CN3-6, 7           | 32v         | 27-950                |
| 13       | COIL: UPPER LEFT & RIGHT FLIPPERS (via SSFB CN1)              | Q26                     | CPU             | BRN-GRN           | CPU CN12-6                | RED        | PS CN3-6, 7           | 32v         | LT 24-1570 RT 23-1100 |
| 14       | COIL: LOWER CONTROL GATE                                      | Q25                     | CPU             | BRN-BLU           | CPU CN12-7                | RED        | PS CN3-6, 7           | 32v         | 28-1050               |
| 15       | COIL: NOT USED  | ---                     | ---             | ---               | ---                       | ---        | ---                   | ---         | ---                   |
| 16       | COIL: 3-BANK DROP TARGET RESET                                | Q23                     | CPU             | BRN-GRY           | PPB J8-12                 | RED        | PS CN3-6, 7           | 32v         | 23-800                |
| 17       | COIL: LEFT TURBO BUMPER                                       | Q11                     | CPU             | BLU-BRN           | CPU CN19-7                | RED        | PS CN3-6              | 32v         | 23-700                |
| 18       | COIL: BOTTOM TURBO BUMPER                                     | Q9                      | CPU             | BLU-RED           | CPU CN19-4                | RED        | PS CN3-6              | 32v         | 23-700                |
| 19       | COIL: RIGHT TURBO BUMPER                                      | Q8                      | CPU             | BLU-ORN           | CPU CN19-3                | RED        | PS CN3-6              | 32v         | 23-700                |
| 20       | COIL: LEFT SLINGSHOT  | Q10                     | CPU             | BLU-YEL           | CPU CN19-6                | RED        | PS CN6-6, 7           | 32v         | 23-800                |
| 21       | COIL: RIGHT SLINGSHOT   | Q12                     | CPU             | BLU-GRN           | CPU CN19-8                | RED        | PS CN6-6, 7           | 32v         | 23-800                |
| 22       | COIL: LASER KICK 50V  | Q13/Q1                  | CPU/PPB         | VIO-BLK           | PPB J9-12                 | VEL-VIO    | PS CN6-6, 7           | 32v         | 23-800                |



SWITCH MATRIX CHART

| Column (Drive)   | 1 Q55 GRN-BRN CN8-1              | 2 Q54 GRN-RED CN8-2    | 3 Q53 GRN-ORG 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 BOB TILT                   | 2-BANK STAND-UP (TOP)  | 5-BANK S-U (SHARK) (BOTTOM)        | LEFT RAMP ENTER             | LEFT RETURN LANE           | LEFT TURBO BUMPER            | CENTER RAMP EXIT              | LEFT OUTLANE                         |
| 2 WHT-RED CN10-8 | 4TH COIN SLOT                    | #1 BALL TROUGH (LEFT)  | 5-BANK S-U (SHARK) (MIDDLE BOTTOM) | LEFT RAMP EXIT              | NOT USED                   | BOTTOM TURBO BUMPER          | BALL LAUNCH BUTTON            | RIGHT OUTLANE                        |
| 3 WHT-ORG CN10-7 | START BUTTON                     | #2 BALL TROUGH         | 5-BANK S-U SH(A)RK (MIDDLE)        | NOT USED                    | NOT USED                   | RIGHT TURBO BUMPER           | NOT USED                      | RIGHT OUTER RETURN LANE              |
| 4 WHT-YEL CN10-6 | RIGHT COIN SLOT                  | #3 BALL TROUGH         | 5-BANK S-U SH(A)RK (MIDDLE TOP)    | RIGHT RAMP ENTER            | LEFT RAMP STAND-UP (LEFT)  | UPPER VUK                    | SPINNER                       | RIGHT INNER RETURN LANE              |
| 5 WHT-GRN CN10-5 | CENTER COIN SLOT                 | #4 BALL TROUGH         | 5-BANK S-U SHAR(K) (TOP)           | NOT USED                    | LEFT RAMP STAND-UP (RIGHT) | LEFT ORBIT ROLLER            | 2-BANK STAND-UP (BOTTOM)      | LEFT SLINGSHOT                       |
| 6 WHT-BLU CN10-3 | LEFT COIN SLOT                   | #5 BALL TROUGH (RIGHT) | 3-BANK DROPS (TOP)                 | RIGHT RAMP ENTER            | TOP LANE ROLLER (LEFT)     | LOWER SUPER VUK (UNDER ARCH) | UPPER RIGHT SHARK FIN FLIPPER | RIGHT SLINGSHOT                      |
| 7 WHT-VIO CN10-2 | SLAM TILT                        | 5-BALL TROUGH VUK OPTO | 3-BANK DROPS (MIDDLE)              | RIGHT RAMP STAND-UP (LEFT)  | TOP LANE ROLLER (MIDDLE)   | UPPER BALL LAUNCH            | UNDER PLAYFIELD RAMP ENTER    | LT FLIPPER BUTTON VIA Q7, ON SSFB X2 |
| 8 WHT-GRY CN10-1 | EXTRA BALL BUY-IN/ LEAGUE BUTTON | SHOOTER LANE           | 3-BANK DROPS (BOTTOM)              | RIGHT RAMP STAND-UP (RIGHT) | TOP LANE ROLLER (RIGHT)    | CENTER RAMP STAND-UP         | SHARK SUPER SCOOP             | RT FLIPPER BUTTON VIA Q5, ON SSFB X2 |



LAMP MATRIX CHART

| Column (18v)        | 1 Q71 YEL-BRN CN7-1              | 2 Q70 YEL-RED CN7-2      | 3 Q69 YEL-ORG CN7-3                | 4 Q68 YEL-BLK CN7-4               | 5 Q67 YEL-GRN CN7-5                | 6 Q66 YEL-PLU CN7-7      | 7 Q65 YEL-VIO CN7-8     | 8 Q64 YEL-GRY CN7-9     |
|---------------------|----------------------------------|--------------------------|------------------------------------|-----------------------------------|------------------------------------|--------------------------|-------------------------|-------------------------|
| 1 Q72 RED-BRN CN6-1 | 10 MIL + VIDEO MODE              | SHOOT AGAIN              | 5-BANK S-U (SHARK) (BOTTOM)        | SPECIAL (LT & RT OUTLANES)        | LOCK 1 (LEFT RAMP ENTER)           | (G)UARD                  | GU(A)RD                 | GUAR(D)                 |
| 2 Q73 RED-BLK CN6-2 | 20 MIL + LASER KICK              | LEFT TURBO BUMPER        | 5-BANK S-U (SHARK) (MIDDLE BOTTOM) | LASER KICK (LEFT OUT-LANE)        | LOCK 2 (LEFT RAMP ENTER)           | MITCH                    | C.J.                    | STEPHANIE               |
| 3 Q74 RED-ORG CN6-3 | 30 MIL + SHARK                   | SHARK SUPER SCOOP        | 5-BANK S-U SH(A)RK (MIDDLE)        | SHARK JACKPOT                     | LOCK 3 (LEFT RAMP ENTER)           | CPR                      | DIVER TRAPPED           | TIDAL WAVE              |
| 4 Q75 RED-YEL CN6-5 | 50 MIL + LITE EXTRA BALL         | RIGHT RAMP ENTER         | 5-BANK S-U SH(A)RK (MIDDLE TOP)    | JACKPOT (SIDE RAMP)               | ATV (STAND-UP LEFT RAMP LEFT)      | SURF BOARD (LEFT RAMP)   | SURF BOARD (UPPER VUK)  | SURF BOARD (SPINNER)    |
| 5 Q76 RED-GRN CN6-6 | 100 MIL + EARTH QUAKE            | SPELL IRONMAN            | 5-BANK S-U SHAR(K) (TOP)           | HELICOPTER (STAND-UP CENTER RAMP) | RESCUE TRUCK (S-U LEFT RAMP RIGHT) | (G)UARD                  | GUA(R)D                 | TIDAL WAVE (LEFT ORBIT) |
| 6 Q77 RED-BLU CN6-7 | SEARCH & RESCUE                  | SHARK FLIP               | LITE (3-BANK DROPS)                | EXTRA BALL (UPPER VUK)            | S (TOP LANE LEFT ROLLER)           | MATT                     | CAROLINE                | EARTH QUAKE (UPPER VUK) |
| 7 Q78 RED-VIO CN6-8 | BALL LAUNCH BUTTON               | LASER (2-BANK S-U TOP)   | LOCK (3-BANK DROPS)                | WAVE RUNNER (S-U RT RAMP LEFT)    | P (TOP LANE MID ROLLER)            | COPTER RESCUE            | SHARK COVE              | TIDAL WAVE (SPINNER)    |
| 8 Q79 RED-GRY CN6-9 | EXTRA BALL BUY-IN/ LEAGUE BUTTON | KICK (2-BANK S-U BOTTOM) | SQUID POPS (INNER RT RETURN LANE)  | SCARAB (STAND-UP RT RAMP RIGHT)   | F (TOP LANE RIGHT ROLLER)          | SURF BOARD (CENTER RAMP) | SURF BOARD (RIGHT RAMP) | START BUTTON            |



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\* \* \* \*  
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