

WHIRLWIND Matrix Label

LAMP MATRIX

Column \ Row	1 Yellow-Brown 1J7-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Gray 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	MIDDLE STANDUP	LEFT OUTLANE	S ARROW	TOLL 1	BOTTOM JETS LEFT	RIGHT RAMP LOCK	LEFT RETURN LANE	SHOOT AGAIN
2 Red-Black 1J6-2 Q81	UP JETS ON (BACKGLASS)	RIGHT OUTLANE	S W ARROW	TOLL 2	BOTTOM JETS TOP	RIGHT RAMP DOUBLE	LEFT LOOP	2 X
3 Red-Orange 1J6-3 Q82	250K (BACKGLASS)	TOP DROP 50K	W ARROW	TOLL 3	BOTTOM JETS RIGHT	LEFT RAMP MILLION PLUS	LEFT STANDUP	3 X
4 Red-Yellow 1J6-5 Q83	EX BALL ON (BACKGLASS)	TOP DROP 75K	N W ARROW	TOLL 4	TOP JETS LEFT	LEFT RAMP MILLION	INNER LOOP ARROW	4 X
5 Red-Green 1J6-6 Q84	3-BANK 100K (BACKGLASS)	TOP DROP 100K	N ARROW	TOLL 5	TOP JETS RIGHT	LEFT RAMP RELEASE	RIGHT RAMP LEFT STANDUP	5 X
6 Red-Blue 1J6-7 Q85	500K (BACKGLASS)	TOP DROP 150K	N E ARROW	TOLL 30	TOP JETS BOTTOM	SHILL SHOT RIGHT	RIGHT RAMP RIGHT STANDUP	6 X LITES EXTRA BALL
7 Red-Violet 1J6-8 Q86	LITE MILLION (BACKGLASS)	TOP DROP QUICK	E ARROW	TOLL 20	LEFT CELLAR SIGN	SKILL SHOT MIDDLE	RIGHT LOOP	6 X LITES SPECIAL
8 Red-Grey 1J6-9 Q87	LOW JETS ON (BACKGLASS)	TOP DROP EXTRA BALL	S E ARROW	TOLL 10	RIGHT CELLAR SIGN	SKILL SHOT LEFT	RIGHT STANDUP	RIGHT SPINNER

J1XX = Power Driver Board

SWITCH MATRIX

Column \ Row	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q45
1 White-Brown 1J10-9	PLUMB BOB TILT		LEFT OUTLANE	RIGHT STANDUP	ENTER LEFT RAMP	SPINNER	TOP JETS LEFT	FLIPPER RIGHT
2 White-Red 1J10-8	C SIDE POWER A/C RELAY	OUTHOLE	LEFT RETURN LANE	TOP SINGLE DROP TARGET	LEFT RAMP SCORE TOP	RIGHT RAMP DOWN	TOP JETS RIGHT	FLIPPER LEFT
3 White-Orange 1J10-7	GAME START	BALL TROUGH #1 (LEFT)	RIGHT CELLAR	3-BANK DROP LOWER	LEFT RAMP SCORE BOTTOM	TOP RIGHT EJECT	TOP JETS MIDDLE	SHOOTER LANE
4 White-Yellow 1J10-6	RIGHT COIN CHUTE	BALL TROUGH #2 (MIDDLE)	LEFT CELLAR	3-BANK DROP MIDDLE	LEFT LOOP TOP	RIGHT RAMP SCORE TOP	BOTTOM JETS LEFT	LEFT 110 POINT
5 White-Green 1J10-5	CENTER COIN CHUTE	BALL TROUGH #3 (RIGHT)	LEFT STANDUP	3-BANK DROP TOP	LEFT LOOP BOTTOM	RIGHT RAMP SCORE BOTTOM	BOTTOM JETS RIGHT	RIGHT 110 POINT
6 White-Blue 1J10-3	LEFT COIN CHUTE		LEFT LOCK 1 LOWER	MIDDLE STANDUP	RIGHT LOOP TOP		BOTTOM JETS TOP	
7 White-Violet 1J10-2	SLAM TILT	RIGHT RETURN LANE	LEFT LOCK 2 MIDDLE		RIGHT LOOP BOTTOM	LEFT STANDUP RIGHT RAMP	BOTTOM LEFT SLING	
8 White-Grey 1J10-1	HIGH SCORE RESET	RIGHT OUTLANE	LEFT LOCK 3 TOP		INNER LOOP	RIGHT STANDUP RIGHT RAMP	BOTTOM RIGHT SLING	