

Gottlieb's Haunted House

Switch Matrix

	RETURN 0 A1J6-10 Blu-Blk-Blk (600)	RETURN 1 A1J6-11 Blu-Brn-Brn (611)	RETURN 2 A1J6-12 Blu-Red-Red (622)	RETURN 3 A1J6-13 Blu-Orn-Orn (633)	RETURN 4 A1J6-14 Blu-Yel-Yel (644)	RETURN 5 A1J6-15 Blu-Grn-Grn (655)	RETURN 6 A1J5-8 / A1J6-16 Blu-Blu-Blu (666)	RETURN 7 A1J5-1 / A1J6-17 Blu-Pur-Pur (677)
STROBE 0 A1J5-2 / A1J6-1 Yel-Blk-Blk (400)	Lower Playfield #1 Drop Target Pur-Blk-Blk (700) SW.00	Lower Playfield Pop Bumper Grn-Blk-Blk (500) SW.01	Upper Playfield #1 Drop Target Brn-Blk-Blk (100) SW.02	Upper Playfield #1 Target Brn-Red-Red (122) SW.03	Left Return Rollover Orn-Orn-Orn (333) SW.04	#3 Target Orn-Yel-Yel (344) SW.05	#1 Trough Red-Pur-Pur (277) SW.06	Test Button Grn-Blk-Blk (500) SW.07
STROBE 1 A1J5-3 / A1J6-2 Yel-Brn-Brn (411)	Lower Playfield #2 Drop Target Pur-Brn-Brn (711) SW.10	Lower Playfield Kicking Target Grn-Brn-Brn (511) SW.11	Upper Playfield #2 Drop Target Brn-Brn-Brn (111) SW.12	Upper Playfield #2 Target Brn-Orn-Orn (133) SW.13	#1 Kicking Target Pur-Yel-Yel (744) SW.14	#4 Target Pur-Blu-Blu (766) SW.15	#2 Trough Red-Slt-Slt (288) SW.16	Left Coin Chute Grn-Brn-Brn (511) SW.17
STROBE 2 A1J5-4 / A1J6-3 Yel-Red-Red (422)	Lower Playfield #3 Drop Target Pur-Red-Red (722) SW.20	Lower Playfield Outside Rollover Grn-Red-Red (522) SW.21	Upper Playfield #3 Drop Target Brn-Red-Red (122) SW.22	Upper Playfield #3 Target Brn-Blu-Blu (166) SW.23	#2 Kicking Target Pur-Grn-Grn (755) SW.24	#5 Top Kicking Target Pur-Pur-Pur (777) SW.25	Rolldown Target Trough Orn-Red-Red (322) SW.26	Right Coin Chute Grn-Red-Red (522) SW.27
STROBE 3 A1J5-5 / A1J6-4 Yel-Orn-Orn (433)	Lower Playfield #4 Drop Target Pur-Orn-Orn (733) SW.30	Lower Playfield Up Kicker Grn-Orn-Orn (533) SW.31	Upper Playfield #4 Drop Target Brn-Orn-Orn (133) SW.32	Upper Playfield #4 Target Brn-Pur-Pur (177) SW.33	Left Outside Rollover Blk-Brn-Brn (011) SW.34	Rollunder Blk-Red-Red (022) SW.35	Trap Door Trough Blk-Orn-Orn (033) SW.36	Center Coin Chute Grn-Orn-Orn (533) SW.37
STROBE 4 A1J5-6 / A1J6-5 Yel-Yel-Yel (444)	Lower Playfield #5 Drop Target Pur-Yel-Yel (744) SW.40	Lower Playfield Hole Grn-Yel-Yel (544) SW.41	Upper Playfield 10 Point Brn-Yel-Yel (133) SW.42	Upper Playfield Pop Bumper Brn-Grn-Grn (155) SW.43	Pop Bumpers (2) Blk-Yel-Yel (044) SW.44	Up Kicker Blk-Grn-Grn (055) SW.45	Top Center Hole Blk-Blu-Blu (066) SW.46	Replay Button Grn-Yel-Yel (544) SW.47
STROBE 5 A1J5-7 / A1J6-6 Yel-Grn-Grn (455)	Lower Playfield Right Target Pur-Grn-Grn (755) SW.50	Lower Playfield 10 Point & Rubbers Grn-Blu-Blu (566) SW.51	Not Used SW.52	Not Used SW.53	Right Outside Rollover Brn-Blk-Blk (100) SW.54	Right Bottom Target Brn-Brn-Brn (111) SW.55	Not Used SW.56	Tilt Grn-Grn-Grn (555) Blk-Slt-Slt (088) SW.57
STROBE 6 A1J6-7 Yel-Blu-Blu (466)	Lower Playfield Left Target Pur-Blu-Blu (766) SW.60	Not Used SW.61	Not Used SW.62	Not Used SW.63	Roundabout Orn-Blk-Blk (300) SW.64	Right Side Kicker Slt-Yel-Yel (844) SW.65	10 Point Switches & Kicking Rubber Orn-Grn-Grn (355) SW.66	Outhole Brn-Grn-Grn (155) SW.67
STROBE 7 A1J5-9 / A1J6-8 Yel-Pur-Pur (477)	Not Used SW.70	Not Used SW.71	Not Used SW.72	Not Used SW.73	Not Used SW.74	Not Used SW.75	Not Used SW.76	Not Used SW.77

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Driverboard

transistor	connector	code	description	wire code	wire color	transistor type
Q01	A3J3-A	L0	Game Over Relay (Q)	288	Red-Slt-Slt	MPS-U45
Q Relay			Match	011	Blk-Brn-Brn	Q relay n.c.
Q Relay			Ball in Play	033	Blk-Orn-Orn	Q relay n.o.
Q02	A3J3-B	L1	Tilt Relay (T)	277	Red-Pur-Pur	MPS-U45
T Relay			Tilt	022	Brn-Red-Red	T relay n.o.
Q03	A3J5-2	L2	Coin Lockout	877	Slt-Pur-Pur	MPS-U45
Q04	A3J2-1 / A3J3-C	L3	Same Player Shoot Again	588	Grn-Slt-Slt	MPS-U45
Q05	A3J2-2	L4	Not Used	500	Grn-Blk-Blk	MPS-A13
Q06	A3J2-3	L5	Not Used	511	Grn-Brn-Brn	MPS-A13
Q07	A3J2-5	L6	Not Used	522	Grn-Red-Red	MPS-A13
Q08	A3J2-4	L7	Not Used	533	Grn-Orn-Orn	MPS-A13
Q09	A3J2-10	L8	Extra Ball	544	Grn-Yel-Yel	MPS-U45
Q10	A3J2-9	L9	Sound 16	555	Grn-Grn-Grn	MPS-A13
Q11	A3J2-7	L10	High Game To Date	577	Grn-Pur-Pur	MPS-A13
Q12	A3J2-8	L11	Game Over	566	Grn-Blu-Blu	MPS-A13
Q13	A3J3-25	L12	K Relay	100	Brn-Blk-Blk	MPS-U45
Q14	A3J3-24	L13	Five Drop Target Bank Reset	111	Brn-Brn-Brn	MPS-U45 + UPT
Q15	A3J3-22	L14	Not Used	122	Brn-Red-Red	MPS-U45
Q16	A3J3-23	L15	Right Side Kicker	133	Brn-Orn-Orn	MPS-U45 + UPT
Q17	A3J3-13	L16	Trap Door	144	Brn-Yel-Yel	MPS-U45 + UPT
Q18	A3J3-14	L17	U Relay	155	Brn-Grn-Grn	MPS-U45
Q19	A3J3-16	L18	Double Bonus (Upper Plfd)	166	Brn-Blu-Blu	MPS-U45
Q20	A3J3-15	L19	Double Bonus (Main Plfd)	177	Brn-Pur-Pur	MPS-U45
Q21	A3J3-21	L20	Double Bonus (Lower Plfd)	300	Orn-Blk-Blk	MPS-U45
Q22	A3J3-20	L21	Double Scoring (Upper Plfd)	311	Orn-Brn-Brn	MPS-U45
Q23	A3J3-18	L22	Not Used	322	Orn-Red-Red	MPS-U45
Q24	A3J3-19	L23	Double Scoring (Lower Plfd)	333	Orn-Orn-Orn	MPS-U45
Q25	A3J3-9	L24	#1 Sequence (Lower Plfd)	344	Orn-Yel-Yel	MPS-U45
Q26	A3J3-10	L25	#2 Sequence & Left Target (Lower Plfd)	355	Orn-Grn-Grn	MPS-U45
Q27	A3J3-12	L26	#3 Sequence & Right Target (Lower Plfd)	366	Orn-Blu-Blu	MPS-U45
Q28	A3J3-11	L27	Top Left Hole	377	Orn-Pur-Pur	MPS-U45
Q29	A3J3-Y	L28	Top Center Hole	500	Grn-Blk-Blk	MPS-U45
Q30	A3J3-X	L29	Top Right Hole	511	Grn-Brn-Brn	MPS-U45
Q31	A3J3-V	L30	#1 Kicking Target	522	Grn-Red-Red	MPS-U45
Q32	A3J3-W	L31	#2 Kicking Target	533	Grn-Orn-Orn	MPS-U45
Q33	A3J3-5	L32	#3 Target	544	Grn-Yel-Yel	MPS-A13
Q34	A3J3-6	L33	#4 Target	555	Grn-Grn-Grn	MPS-A13
Q35	A3J3-K	L34	#5 Top Kicking Target	566	Grn-Blu-Blu	MPS-A13
Q36	A3J3-7	L35	1X Multiplier	577	Grn-Pur-Pur	MPS-A13
Q37	A3J4-1	L36	2X Multiplier	700	Pur-Blk-Blk	MPS-A13
Q38	A3J4-2	L37	3X Multiplier	711	Pur-Brn-Brn	MPS-A13
Q39	A3J4-4	L38	4X Multiplier	722	Pur-Red-Red	MPS-A13
Q40	A3J4-3	L39	5X Multiplier	733	Pur-Orn-Orn	MPS-A13
Q41	A3J3-4	L40	#2 Target (Upper Plfd)	744	Grn-Yel-Yel	MPS-A13
Q42	A3J3-3	L41	#3 Target (Upper Plfd)	755	Grn-Grn-Grn	MPS-A13
Q43	A3J3-T	L42	#4 Target (Upper Plfd)	766	Grn-Blu-Blu	MPS-A13
Q44	A3J3-2	L43	Not Used	777	Grn-Pur-Pur	MPS-A13
Q45	A3J3-D	L44	Special (Upper Plfd)	800	Slt-Blk-Blk	MPS-U45
Q46	A3J3-F	L45	Special (Lower Plfd)	811	Slt-Brn-Brn	MPS-U45
Q47	A3J3-P	L46	Left Outside Rollover	822	Slt-Red-Red	MPS-U45
Q48	A3J3-M	L47	Roundabout	833	Slt-Orn-Orn	MPS-U45
Q49	A3J3-E	L48	Not Used	844	Slt-Yel-Yel	MPS-U45
Q50	A3J3-H	L49	Not Used	855	Slt-Grn-Grn	MPS-U45
Q51	A3J3-R	L50	Not Used	866	Slt-Blu-Blu	MPS-U45
Q52	A3J3-N	L51	Roll Down Target	877	Slt-Pur-Pur	MPS-U45
Q53	A3J5-8	Solenoid 8	Knocker	888	Slt-Slt-Slt	2N6043
Q54	A3J6-3	Solenoid 3	Coin Counter 1	655	Blu-Grn-Grn	MPS-U45
Q55	A3J6-2	Solenoid 4	Coin Counter 2	644	Blu-Yel-Yel	MPS-U45
Q56	A3J6-1	Solenoid 7	Coin Counter 3	633	Blu-Orn-Orn	MPS-U45
Q57-Q58	A3J4-13	Solenoid 2	Up Kicker	200	Red-Blk-Blk	MPS-U45 - 2N3055
Q59	A3J4-8	Solenoid 9	Outhole	244	Red-Yel-Yel	2N6043
Q60	A3J4-7	Solenoid 1	Top Hole	266	Red-Blu-Blu	2N6043
Q61-Q62	A3J4-6	Solenoid 5	Four Drop Target Bank Reset (Upper Plfd)	211	Red-Brn-Brn	MPS-U45 - 2N3055
Q63-Q64	A3J4-12	Solenoid 6	Hole	233	Red-Orn-Orn	MPS-U45 - 2N3055

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Fuse List

designation	Wire in	Value	Wire out	description	location
F1	Orn-Red-Red (322)	½ Amp Slo-Blo	Orn-Orn-Orn (333)	12VAC Sound Board	Bottom Board
F2	Red-Brn-Brn (211)	5 Amp Slo-Blo	Red-Orn-Orn (233)	10VAC Power Supply	Bottom Board
F3	Brn-Slt-Slt (188)	¼ Amp Slo-Blo	Brn-Blk-Blk (100)	60VAC Score Displays	Bottom Board
F4	Red-Blu-Blu (266)	8 Amp Slo-Blo	Red-Pur-Pur (277)	25VAC Solenoids	Bottom Board
F5	Orn-Blk-Blk (300)	7½ Amp	Orn-Brn-Brn (311)	8VAC Controlled Lamps	Bottom Board
F6	Blk-Slt-Slt (088)	7½ Amp Slo-Blo	Blk-Pur-Pur (077)	6.3VAC Playboard Illumination	Bottom Board
F7		7½ Amp Slo-Blo	Blk-Blu-Blu (066)	6.3VAC Lightbox Illumination	Bottom Board
F8	Red-Red-Red (222)	1 Amp Slo-Blo	Grn-Blu-Blu (566)	24VDC Sound / Speech Power Supply	Bottom Board
F9	Pur-Blu-Blu (766)	5 Amp Slo-Blo	Pur-Yel-Yel (744)	115VAC Primary Fuse	Bottom Board
		2½ Amp Slo-Blo		230VAC Primary Fuse	Bottom Board
F10	Orn-Slt-Slt (388)	2½ Amp Slo-Blo	Red-Brn-Brn (211)	Upper Left Pop Bumper	Main Playfield
F11	Orn-Slt-Slt (388)	2½ Amp Slo-Blo	Red-Orn-Orn (233)	Bottom Left Pop Bumper	Main Playfield
F12	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Yel-Yel (244)	Pop Bumper	Upper Playfield
F13	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Blk-Blk (200)	Pop Bumper	Lower Playfield
F14	Red-Red-Red (222)	2½ Amp Slo-Blo	Red-Slt-Slt (288)	Up Kicker	Main Playfield
				Right Side Kicker	Main Playfield
				Trap Door	Main Playfield
F15	Red-Red-Red (222)	2 Amp Slo-Blo	Red-Pur-Pur (277)	Outhole	Main Playfield
				Top Hole	Main Playfield
				Hole	Lower Playfield

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Solenoids

	Solenoid description	Solenoid Type	Power Wire	Fuse	Transfer Wire	Coil Wire Color	Connector	Driver Tr.	Transistor Type	Coil Type
L0	Game Over Relay	controlled	Red-Red-Red (222)			Red-Slt-Slt (288)	A3J3-A	Q1	MPS-U45	A-16890
L1	Tilt Relay	controlled	Red-Red-Red (222)			Red-Pur-Pur (277)	A3J3-B	Q2	MPS-U45	A-16890
L2	Lockout	controlled	Red-Red-Red (222)			Slt-Pur-Pur (877)	A3J5-2	Q3	MPS-U45	A-16890
L12	K Relay	controlled	Slt-Grn-Grn (855)			Brn-Blk-Blk (100)	A3J3-25	Q13	MPS-U45	A-20558
L13	Five Drop Target Bank Reset	controlled	Slt-Grn-Grn (855)	F14	Red-Yel-Yel (244)	Brn-Brn-Brn (111)	A3J3-24	Q14 + UTP	MPS-U45 - 2N5875	A-17891
L15	Right Side Kicker	controlled	Slt-Grn-Grn (855)	F14	Red-Yel-Yel (244)	Brn-Orn-Orn (133)	A3J3-23	Q16	MPS-U45	A-5195
L16	Trap Door	controlled	Slt-Grn-Grn (855)	F14	Red-Yel-Yel (244)	Brn-Yel-Yel (144)	A3J3-13	Q17	MPS-U45	A-17875
L17	U Relay	controlled	Red-Red-Red (222)			Brn-Grn-Grn (155)	A3J3-14	Q18	MPS-U45	A-16890
Sol. 1	Top Hole	controlled	Red-Red-Red (222)	F15	Red-Grn-Grn (255)	Red-Blu-Blu (266)	A3J4-7	Q60	2N6043	A-16570
Sol. 2	Up Kicker	controlled	Slt-Grn-Grn (855)	F14	Red-Yel-Yel (244)	Red-Blk-Blk (200)	A3J4-13	Q57 + Q58	MPS-U45 + 2N3055	A-21741
Sol. 3	Coin Counter #1	controlled	Red-Red-Red (222)			Blu-Grn-Grn (655)	A3J6-3	Q54	MPS-U45	
Sol. 4	Coin Counter #2	controlled	Red-Red-Red (222)			Blu-Yel-Yel (644)	A3J6-2	Q55	MPS-U45	
Sol. 5	Four Drop Target Bank Reset	controlled	Red-Red-Red (222)	F15	Red-Grn-Grn (255)	Red-Brn-Brn (211)	A3J4-6	Q61 + Q62	MPS-U45 + 2N3055	A-18102
Sol. 6	Hole (Lower Plfd)	controlled	Red-Red-Red (222)	F15	Red-Grn-Grn (255)	Red-Orn-Orn (233)	A3J4-12	Q63 + Q64	MPS-U45 + 2N3055	A-16570
Sol. 7	Coin Counter #3	controlled	Red-Red-Red (222)			Blu-Orn-Orn (633)	A3J6-1	Q56	MPS-U45	
Sol. 8	Knocker	controlled	Red-Red-Red (222)			Slt-Slt-Slt (888)	A3J5-8	Q53	2N6043	A-5195
Sol. 9	Outhole	controlled	Red-Red-Red (222)	F15	Red-Grn-Grn (255)	Red-Yel-Yel (244)	A3J4-8	Q59	2N6043	A-5195
	Upper Pop Bumper (Mail Plfd)	Pop Bumper Board	Orn-Pur-Pur (377)	F10	Red-Pur-Pur (277)	Brn-Slt-Slt (188)	1A8J1-1	board 1 - Q1	2N6057	A-1496
	Pop Bumper (Upper Plfd)	Pop Bumper Board	Orn-Slt-Slt (388)	F12	Orn-Blu-Blu (366)	Yel-Slt-Slt (488)	2A8J1-1	board 2 - Q1	2N6057	A-1496
	Pop Bumper (Lower Plfd)	Pop Bumper Board	Orn-Slt-Slt (388)	F13	Yel-Pur-Pur (477)	Slt-Slt-Slt (888)	3A8J1-1	board 3 - Q1	2N6057	A-1496
	Lower Pop Bumper	Pop Bumper Board	Orn-Pur-Pur (377)	F11	Slt-Blu-Blu (866)	Red-Blu-Blu (266)	4A8J1-1	board 4 - Q1	2N6057	A-1496
	Top Kicking Target	directly	Orn-Pur-Pur (377)					switch		A-1496
	Kicking Rubber	directly	Orn-Pur-Pur (377)					switch		A-5194
	Left Side Kicking Target 1	directly	Orn-Pur-Pur (377)					switch		A-5194
	Left Side Kicking Target 2	directly	Orn-Pur-Pur (377)					switch		A-5194
	Up Kicker (Lower Plfd)	controlled	Orn-Blu-Blu (366)			Wht (9)		via Relay K contact		A-21741
	Kicking Rubber (Lower Plfd)	directly	Orn-Slt-Slt (388)					switch		A-1496
	Kicking Rubber (Lower Plfd)	directly	Orn-Slt-Slt (388)					switch		A-1496
	Left Flipper (Upper Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Grn-Grn (055)	to coil	A7J5-9	green button		A-17875
	Right Flipper (Upper Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Yel-Yel (044)	to coil	A7J5-10	green button		A-17875
	Top Right Flipper (Main Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Grn-Orn (033)	via U relay n.c.	Red-Brn-Brn (211)	red button		A-17875
	Bottom Right Flipper (Main Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Orn-Orn (033)	via U relay n.c.	Red-Brn-Brn (211)	red button		A-17875
	Top Left Flipper (Main Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Slt-Slt (088)	via U relay n.c.	Red-Orn-Orn (233)	red button		A-17875
	Bottom Left Flipper (Main Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Slt-Slt (088)	via U relay n.c.	Red-Orn-Orn (233)	red button		A-17875
	Left Flipper (Lower Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Grn-Grn (055)	via U relay n.o.	Slt-Blu-Blu (866)	red button		A-17875
	Right Flipper (Lower Plfd)	directly	Orn-Slt-Slt (388)	to button,	Blk-Yel-Yel (044)	via U relay n.o.	Slt-Pur-Pur (877)	red button		A-17875

UPT = Under Playfield Transistor

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