

Gottlieb's Mars: God of War

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)	Not Used SW.00	Not Used SW.01	Not Used SW.02	Not Used SW.03	Not Used SW.04	Not Used SW.05	Not Used SW.06	Test Button Grn-Blk-Blk (500) SW.07
STROBE 1 A1J5-3 / A1J6-2 Yel-Brn-Brn (411)	Not Used SW.10	Not Used SW.11	Not Used SW.12	Not Used SW.13	Not Used SW.14	Not Used SW.15	Not Used SW.16	Left Coin Chute Grn-Brn-Brn (511) SW.17
STROBE 2 A1J5-4 / A1J6-3 Yel-Red-Red (422)	"M" Rollover Blk-Grn-Grn (055) SW.20	#1 Right Drop Target Pur-Blk-Blk (700) SW.21	#1 Center Drop Target Grn-Grn-Grn (555) SW.22	Left Top Pop Bumper Pur-Yel-Yel (744) SW.23	Not Used SW.24	Not Used SW.25	Not Used SW.26	Right Coin Chute Grn-Red-Red (522) SW.27
STROBE 3 A1J5-5 / A1J6-4 Yel-Orn-Orn (433)	"A" Rollovers (2) Blk-Yel-Yel (044) SW.30	#2 Right Drop Target Pur-Brn-Brn (711) SW.31	#2 Center Drop Target Grn-Blu-Blu (566) SW.32	Right Top Pop Bumper Pur-Grn-Grn (755) SW.33	Right Flipper Rotate Blk-Brn-Brn (011) SW.34	Not Used SW.35	Not Used SW.36	Center Coin Chute Grn-Orn-Orn (533) SW.37
STROBE 4 A1J5-6 / A1J6-5 Yel-Yel-Yel (444)	"R" Rollover Blk-Blu-Blu (066) SW.40	#3 Right Drop Target Pur-Red-Red (722) SW.41	#3 Center Drop Target Grn-Pur-Pur (577) SW.42	Left Bottom Pop Bumper Pur-Blu-Blu (766) SW.43	Trough Blk-Orn-Orn (033) SW.44	Not Used SW.45	Not Used SW.46	Replay Button Grn-Yel-Yel (544) SW.47
STROBE 5 A1J5-7 / A1J6-6 Yel-Grn-Grn (455)	"S" Rollover Blk-Slt-Slt (088) SW.50	#4 Right Drop Target Pur-Orn-Orn (733) SW.51	#4 Center Drop Target Grn-Slt-Slt (588) SW.52	Right Bottom Pop Bumper Pur-Pur-Pur (777) SW.53	Spin Target Blk-Blk-Blk (000) SW.54	Bottom "R" Rollover Slt-Red-Red (822) SW.55	Not Used SW.56	Tilt Grn-Grn-Grn (555) Slt-Orn-Orn (833) SW.57
STROBE 6 A1J6-7 Yel-Blu-Blu (466)	Left Outlane Slt-Blu-Blu (866) SW.60	Right Warbase Hole Slt-Yel-Yel (844) SW.61	Left Warbase Hole Slt-Brn-Brn (811) SW.62	Right Launch Lane Orn-Pur-Pur (377) SW.63	Outhole Orn-Red-Red (322) SW.64	Not Used SW.65	Not Used SW.66	Not Used SW.67
STROBE 7 A1J5-9 / A1J6-8 Yel-Pur-Pur (477)	Right Outlane Slt-Grn-Grn (855) SW.70	Right Extra Ball Target Brn-Brn-Brn (111) SW.71	Extra Ball Rollover Brn-Blk-Blk (100) SW.72	10 Point Switches (11) Slt-Pur-Pur (877) 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	Gm-Slt-Slt	MPS-U45
Q05	A3J2-2	L4	Left Extra Ball Rollover	500	Gm-Blk-Blk	MPS-A13
Q06	A3J2-3	L5	Right Extra Ball Target	511	Gm-Brn-Brn	MPS-A13
Q07	A3J2-5	L6	Left Captive (Hole) Activate Warbase	522	Gm-Red-Red	MPS-A13
Q08	A3J2-4	L7	Right Captive (Hole) Activate Warbase	533	Gm-Orn-Orn	MPS-A13
Q09	A3J2-10	L8	Ramp	544	Gm-Yel-Yel	MPS-A13 + UPT
Q10	A3J2-9	L9	Not Used	555	Gm-Gm-Gm	MPS-A13
Q11	A3J2-7	L10	High Game To Date	577	Gm-Pur-Pur	MPS-A13
Q12	A3J2-8	L11	Game Over	566	Gm-Blu-Blu	MPS-A13
Q13	A3J3-25	L12	Right Launch Lane	100	Brn-Blk-Blk	MPS-U45 + UPT
Q14	A3J3-24	L13	Ball Release	111	Brn-Brn-Brn	MPS-U45 + UPT
Q15	A3J3-22	L14	2X (3) Multipliers	122	Brn-Red-Red	MPS-U45
Q16	A3J3-23	L15	3X (3) Multipliers	133	Brn-Orn-Orn	MPS-U45
Q17	A3J3-13	L16	4X (3) Multipliers	144	Brn-Yel-Yel	MPS-U45
Q18	A3J3-14	L17	5X (3) Multipliers	155	Brn-Gm-Gm	MPS-U45
Q19	A3J3-16	L18	Left And Right Extra Ball (Hole)	166	Brn-Blu-Blu	MPS-U45
Q20	A3J3-15	L19	Left And Right Special (Hole)	177	Brn-Pur-Pur	MPS-U45
Q21	A3J3-21	L20	3X Scoring	300	Orn-Blk-Blk	MPS-U45
Q22	A3J3-20	L21	5X Scoring	311	Orn-Brn-Brn	MPS-U45
Q23	A3J3-18	L22	Launch (Right Shooter) (3)	322	Orn-Red-Red	MPS-U45
Q24	A3J3-19	L23	#1 Right Drop Target and #1 Spin Target	333	Orn-Orn-Orn	MPS-U45
Q25	A3J3-9	L24	#2 Right Drop Target and #2 Spin Target	344	Orn-Yel-Yel	MPS-U45
Q26	A3J3-10	L25	#3 Right Drop Target and #3 Spin Target	355	Orn-Gm-Gm	MPS-U45
Q27	A3J3-12	L26	#4 Right Drop Target and #4 Spin Target	366	Orn-Blu-Blu	MPS-U45
Q28	A3J3-11	L27	#1 Center Drop Target	377	Orn-Pur-Pur	MPS-U45
Q29	A3J3-Y	L28	#2 Center Drop Target	500	Gm-Blk-Blk	MPS-U45
Q30	A3J3-X	L29	#3 Center Drop Target	511	Gm-Brn-Brn	MPS-U45
Q31	A3J3-V	L30	#4 Center Drop Target	522	Gm-Red-Red	MPS-U45
Q32	A3J3-W	L31	20,000 Bonus	533	Gm-Orn-Orn	MPS-U45
Q33	A3J3-5	L32	1000 Bonus	544	Gm-Yel-Yel	MPS-A13
Q34	A3J3-6	L33	2000 Bonus	555	Gm-Gm-Gm	MPS-A13
Q35	A3J3-K	L34	3000 Bonus	566	Gm-Blu-Blu	MPS-A13
Q36	A3J3-7	L35	4000 Bonus	577	Gm-Pur-Pur	MPS-A13
Q37	A3J4-1	L36	5000 Bonus	700	Pur-Blk-Blk	MPS-A13
Q38	A3J4-2	L37	6000 Bonus	711	Pur-Brn-Brn	MPS-A13
Q39	A3J4-4	L38	7000 Bonus	722	Pur-Red-Red	MPS-A13
Q40	A3J4-3	L39	8000 Bonus	733	Pur-Orn-Orn	MPS-A13
Q41	A3J3-4	L40	9000 Bonus	744	Gm-Yel-Yel	MPS-A13
Q42	A3J3-3	L41	10,000 Bonus	755	Gm-Gm-Gm	MPS-A13
Q43	A3J3-T	L42	Left Special Rollover	766	Gm-Blu-Blu	MPS-A13
Q44	A3J3-2	L43	Right Special Rollover	777	Gm-Pur-Pur	MPS-A13
Q45	A3J3-D	L44	Left Bottom Pop Bumper	800	Slt-Blk-Blk	MPS-U45
Q46	A3J3-F	L45	Left Top Pop Bumper	811	Slt-Brn-Brn	MPS-U45
Q47	A3J3-P	L46	Right Bottom Pop Bumper	822	Slt-Red-Red	MPS-U45
Q48	A3J3-M	L47	Right Top Pop Bumper	833	Slt-Orn-Orn	MPS-U45
Q49	A3J3-E	L48	"M" Rollover	844	Slt-Yel-Yel	MPS-U45
Q50	A3J3-H	L49	"A" Rollover and Left Return Rollover	855	Slt-Gm-Gm	MPS-U45
Q51	A3J3-R	L50	"R" Rollover and Right Return Rollover	866	Slt-Blu-Blu	MPS-U45
Q52	A3J3-N	L51	"S" Rollover	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-Gm-Gm	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	Right Hole	200	Red-Blk-Blk	MPS-U45 - 2N3055
Q59	A3J4-8	Solenoid 9	Outhole	244	Red-Yel-Yel	2N6043
Q60	A3J4-7	Solenoid 1	Left Hole	266	Red-Blu-Blu	2N6043
Q61-Q62	A3J4-6	Solenoid 5	Center Drop Target Bank Reset	211	Red-Brn-Brn	MPS-U45 - 2N3055
Q63-Q64	A3J4-12	Solenoid 6	Right Drop Target Bank Reset	233	Red-Orn-Orn	MPS-U45 - 2N3055

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Fuse List

designation	Wire in	Value	Wire out	description	location
F1	Blk-Slt-Slt (088)	10 Amp	Blk-Pur-Pur (077)	6.3VAC Lightbox Illumination	Bottom Board
F2		7½ Amp	Blk-Blu-Blu (066)	6.3VAC Playboard Illumination	Bottom Board
F3	Orn-Blk-Blk (300)	8 Amp Slo-Blo	Orn-Brn-Brn (311)	8VAC Controlled Lamps	Bottom Board
F4	Orn-Red-Red (322)	2 Amp Slo-Blo	Orn-Orn-Orn (333)	12VAC Sound Board	Bottom Board
F5	Red-Brn-Brn (211)	5 Amp Slo-Blo	Red-Orn-Orn (233)	10VAC Power Supply	Bottom Board
F6	Red-Blu-Blu (266)	8 Amp Slo-Blo	Red-Pur-Pur (277)	25VAC Solenoids	Bottom Board
F7	Brn-Slt-Slt (188)	¼ Amp Slo-Blo	Brn-Blk-Blk (100)	60VAC Score Displays	Bottom Board
F8	--	5 Amp Slo-Blo	Grn-Slt-Slt (588)	115VAC Primary Fuse	Bottom Board
		2½ Amp Slo-Blo		230VAC Primary Fuse	Bottom Board
F9	Grn-Blu-Blu (566)	1 Amp Slo-Blo	Orn-Blu-Blu (366)	24VDC Sound / Speech Power Supply	Cabinet
F10	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Brn-Brn (211)	Left Top Pop Bumper	Playfield
F11	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Orn-Blk-Blk (300)	Right Top Pop Bumper	Playfield
F12	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Blk-Blk (200)	Left Bottom Pop Bumper	Playfield
F13	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Yel-Yel (244)	Right Bottom Pop Bumper	Playfield
F14	Red-Red-Red (222)	2 Amp Slo-Blo	Red-Blu-Blu (266)	Center Drop Target Bank Reset	Playfield
				Right Drop Target Bank Reset	
F15	Red-Red-Red (222)	2 Amp Slo-Blo	Brn-Slt-Slt (188)	Outhole	Playfield
				Left Captive Hole	
				Right Captive Hole	
F16	Red-Red-Red (222)	2 Amp Slo-Blo	Red-Slt-Slt (288)	Right Launch Lane	Playfield
F17	Red-Red-Red (222)	1 Amp Slo-Blo	Red-Orn-Orn (233)	Ball Release	Playfield
F18	Red-Red-Red (222)	2 Amp Slo-Blo	Red-Pur-Pur (277)	Ramp	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
L8	Ramp	controlled	Red-Red-Red (222)	F18	Red-Pur-Pur (288)	Grn-Yel-Yel (544)	A3J2-10	Q9 + UTP	MPS-U45 - 2N5875	A-17875
L12	Right Launch Lane	controlled	Red-Red-Red (222)	F16	Red-Slt-Slt (288)	Brn-Blk-Blk (100)	A3J3-25	Q13 + UTP	MPS-U45 - 2N5875	A-19300
L13	Ball Release	controlled	Red-Red-Red (222)	F17	Red-Orn-Orn (233)	Brn-Brn-Brn (111)	A3J3-24	Q14 + UTP	MPS-U45 - 2N5875	A-16750
Sol. 1	Left Captive Hole	controlled	Red-Red-Red (222)	F15	Brn-Slt-Slt (188)	Red-Blu-Blu (266)	A3J4-7	Q60	2N6043	A-16570
Sol. 2	Right Captive Hole	controlled	Red-Red-Red (222)	F15	Brn-Slt-Slt (188)	Red-Blk-Blk (200)	A3J4-13	Q57 + Q58	MPS-U45 + 2N3055	A-16570
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	Center Drop Target Bank Reset	controlled	Red-Red-Red (222)	F14	Red-Blu-Blu (266)	Red-Brn-Brn (211)	A3J4-6	Q61 + Q62	MPS-U45 + 2N3055	A-18318
Sol. 6	Right Drop Target Bank Reset	controlled	Red-Red-Red (222)	F14	Red-Blu-Blu (266)	Red-Orn-Orn (233)	A3J4-12	Q63 + Q64	MPS-U45 + 2N3055	A-18318
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	Brn-Slt-Slt (188)	Red-Yel-Yel (244)	A3J4-8	Q59	2N6043	A-16570
	Left Bottom Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F12	Red-Blk-Blk (200)	Brn-Slt-Slt (188)	1A8J1-1	board 1 - Q1	2N6057	A-1496
	Left Top Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F10	Red-Brn-Brn (211)	Yel-Slt-Slt (488)	2A8J1-1	board 2 - Q1	2N6057	A-1496
	Right Top Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F13	Red-Yel-Yel (244)	Slt-Slt-Slt (888)	3A8J1-1	board 3 - Q1	2N6057	A-1496
	Right Bottom Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F11	Orn-Blk-Blk (300)	Red-Pur-Pur (277)	4A8J1-1	board 4 - Q1	2N6057	A-1496
	Left Kicking Rubber	directly	Orn-Slt-Slt (388)					switch		A-1496
	Right Kicking Rubber	directly	Orn-Slt-Slt (388)					switch		A-1496
	Top Left Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Grn-Grn (055)	to coil	A7J5-9	button		A-20095
	Bottom Left Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Grn-Grn (055)	to coil	A7J5-9	button		A-20095
	Top Right Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Yel-Yel (044)	to coil	A7J5-10	button		A-20095
	Bottom Right Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Yel-Yel (044)	to coil	A7J5-10	button		A-20095

UPT = Under Playfield Transistor

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