



# AMH SWITCH MATRIX

switch[x] BYTE

COLUMN 7  
GREEN  
GRAY

COLUMN 6  
GREEN  
VIOLET

COLUMN 5  
GREEN  
BLUE

COLUMN 4  
GREEN  
BLACK

COLUMN 3  
GREEN  
YELLOW

COLUMN 2  
GREEN  
WHITE

COLUMN 1

COLUMN 0

ROW 0 WHITE BROWN	56	48 LEFT OUTLANE	40 "O"	32 BALCONY JUMP SUCCESS	24	16 WIKI	8	0
ROW 1 WHITE RED	57 SHOOTER LANE	49 LEFT INLANE	41 "R"	33 BALCONY JUMP APPROACH	25	17 TECH	9	1
ROW 2 WHITE BLACK	58	50 LEFT SLING	42 "B"	34 POP PATH/ JUMP FAIL	26	18 GHOST TARGET 1 (left)	10	2
ROW 3 WHITE YELLOW	59 TROUGH BALL 1	51 LEFT EOS	43 BALL IN ELEVATOR CAR	35 BASEMENT UPPER	27	19 GHOST TARGET 2 (middle)	11	3
ROW 4 WHITE GREEN	60 TROUGH BALL 2	52 RIGHT EOS	44	36 BASEMENT LOWER	28 HOTEL PATH	20 GHOST TARGET 3 (right)	12	4
ROW 5 WHITE BLUE	61 TROUGH BALL 3	53 RIGHT SLING	45 POP BUMPER 2	37 Pop Bumper 0	29 ELEVATOR CALL BUTTON	21	13	5
ROW 6 WHITE VIOLET	62 TROUGH BALL 4	54 RIGHT INLANE	46 POP BUMPER 1	38 UPPER LEFT ORBIT	30 PSYCHIC	22 BASEMENT RIGHT SCOOP	14	6
ROW 7 WHITE GREY	63 DRAIN	55 RIGHT OUTLANE	47	39 LOWER LEFT ORBIT	31	23 VUK LEFT BEHIND DOOR	15	7

## CABINET SWITCHES

TILT <sup>8</sup> (yellow)	0
9	1 COIN DOOR OPEN (gray)
10	2
11	3 RIGHT FLIPPER (Purp / black)
START <sup>12</sup> BUTTON (yellow/brown)	4 LEFT FLIPPER (green / red)
GHOST <sup>13</sup> LOOP OPTO (opto #1 on aux, yellow/red)	5 RED SERVICE MENU (blue)
SPOOKY <sup>14</sup> DOOR OPTO (opto #2 on aux, yellow/blue)	6 GREEN SERVICE MENU (green)
15	7 COIN MECH (purple)

## TCBDTWN

3V	GROUND	EMPTY	EMPTY	KEY	EMPTY	EMPTY	OPTO 2	OPTO 1
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## PCB SWITCH COLUMN CONNECTOR

GND	COL7	COL6	COL5	KEY	COL4	COL3	COL2	COL1	COL0
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## PCB SWITCH ROW CONNECTOR

GND	ROW7	ROW6	KEY	ROW5	ROW4	ROW3	ROW2	ROW1	ROW0
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SERVOS  
 SERVO 0 - Hellevator  
 SERVO 1 - Spooky Door  
 SERVO 2 - Ghost  
 SERVO 3 - Target

YELLOW / BROWN  
 YELLOW / GRAY

YELLOW / BLUE  
 YELLOW / RED