



Power goes to the BANDED side of the diode!

- Sol Bank 0
- Power - Purple
  - 0 - Knocker (option)
  - 1 - Shaker (option)
  - 2 - Lower Pop Bumper
  - 3 - Left Pop Bumper
  - 4 - Right Pop Bumper
  - 5 - Magnet
  - 6 - Up Post
  - 7 -

- Sol Bank 1
- Power - Orange
  - 8 - Left Scoop
  - 9 - Left Flipper High (center)
  - 10 - Left Sling
  - 11 - Left Flipper Low
  - 12 - Right Scoop
  - 13 -
  - 14 -
  - 15 -

- Sol Bank 2
- Power - BLUE
  - 16 - Autolauncher
  - 17 - Ball Trough
  - 18 - Right Flipper Low
  - 19 - Right Sling
  - 20 - Right Flipper High (center)
  - 21 -
  - 22 -
  - 23 -

- Cabinet
- L. flipper - gray/red
  - R. flipper - gray/black
  - user0 -
  - door - gray/white
  - menu - gray/blue
  - enter - gray/green
  - coin mech - gray/purp
  - tilt - gray/yellow
  - start but - gray/brown
  - start light - white
  - 5V - gray/red
  - ground - black

- Flasher
- GI 0
  - GI 1
  - key
  - 5V
  - 12V
  - orange
  - FLASHER FUSE
  - GI 0 1A - Fast Blo
  - GI 1 1A - Fast Blo
  - key
  - POWER
  - Oven Flasher
  - GI
  - Left Flasher
  - Right Flasher