Sacramento
Amusement ★

THIS MANUAL COPY IS NOT COMPLETE, DISTRIBUTION WITH SAMPLE GAMES ONLY.

BAYWATCH
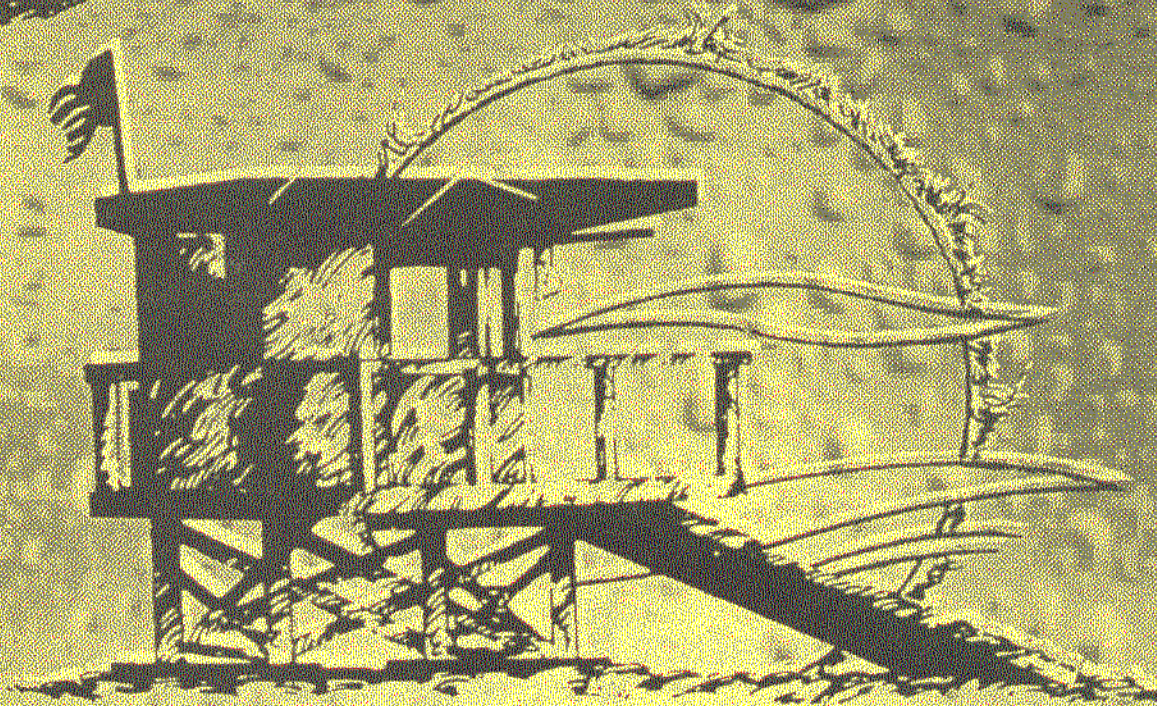
Joe Blackwell
Technical Support Manager

Eric Winston
Technical Support Engineer

Ted Kilpin
Technical Support Engineer

Jay Alfes
Tech. Documentation Admin.

Playfield Overview & Game Rules

CENTER PLASTIC RAMP

LEFT METAL RAMP

UPPER VERTICAL UP-KICKER

TRAP DOOR ON LEFT PLASTIC RAMP (Enters under Playfield RamP)

STAND-UP TARGET CENTER RAMP ENTRANCE

SHOOTER LANE WIRE RAMP

STAND-UP TARGETS LEFT RAMP ENTRANCE (Left & RiGHT)

UPPER LEFT FLIPPER

3-BANK DROP TARGET

SUPER SCOOP

5-BANK STAND-UP TARGETS

WIRE RAMP TO LEFT RETURN LANE FROM CENTER PLASTIC RAMP

UNDER PLAYFIELD RAMP

LEFT OUTLANE

LEFT & RIGHT SLINGSHOTS

LEFT RETURN LANE

LOWER FLIPPERS

LASER KICK-BACK (Under Arch)

SUPER VUK UNDER ARCH (Under Playfield Ramp Exit)

SHOOTER LANE WIRE RAMP EXIT TO TOP LANES

TOP 3 ROLLOVER LANES

1-WAY GATE AND MINI-COIL (Under Left RaMP)

LEFT PLASTIC RAMP

RIGHT TURBO BUMPER (Under Right RaMP)

LEFT TURBO BUMPER

BOTTOM TURBO BUMPER

WIRE RAMP EXIT FROM LEFT METAL RAMP

WIRE RAMP EXIT FROM RIGHT DOUBLERAMP

WIRE RAMP EXIT FROM UPPER VUK

RIGHT RAMP STAND-UP TARGETS LEFT/RIGHT

SPINNER TO MINI-LOOP

1-WAY GATE AND MINI-COIL (Under Plastic Butyrate)

UPPER BALL LAUNCH (Under Butyrate)

UPPER RIGHT SHARK FIN FLIPPER

2-BANK STAND-UP TARGETS (Under Shooter Lane Ramp)

INNER RIGHT RETURN LANE

OUTER RIGHT RETURN LANE

RIGHT OUTLANE

SHOOTER LANE RAMP ENTRANCE
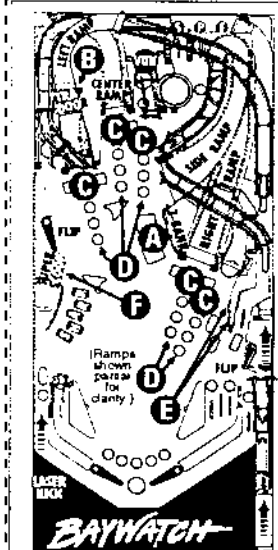
5-BALL TROUGH (Under Arch)

AUTO BALL LAUNCH (Under Plastic Butyrate)

BAYWATCH

START & EXTRA BALL BUY-IN/LEAGUE BUTTON

LAUNCH BUTTON

Copy & Cut

6

BAYWATCH

SKILL SHOT: Use flippers to select one of 3 skill shots indicated on the *Video Display.*

MULTIBALL LOCKS: Complete 3-Bank Drop Targets **A** to light lock **Trap Door B** on *Left Ramp.*

**MULTIBALL:** Collect all 3 locks to start Multiball.

JACKPOTS: Shoot five *Jackpots* to light *Super Jackpots.* After both *Super Jackpots* are collected. shoot for the *Roving Jackpots.* **C**

FEATURES: Collect vertical and horizontal lamps to start features. **D**

LASER KICK: Hit 2-Bank Stand-Up Targets to relight Laser Kick. **E**

SHARK: Shoot **Shark Super Scoop F** from *Upper Right Shark Fin Flipper* to collect Sharks to start features. Spell: **SHARK** to light **Shark Flips** for automatic shot at **SHARKS.**

SEARCH & RESCUE: During regular play, complete the five vehicle Stand-Up Targets in front of ramp entrances to lite feature at *Spinner.*

© 1995 SEGA PINBALL, INC. 755-5071-00
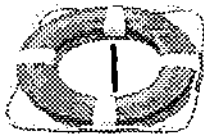
Skill Shot

Use flippers to select one of three skill shots: **A:** Hit flashing **SPF** Lane(s) (steer with flippers) for 10M. **B:** Shoot **SHARK** *Super Scoop* from *Shark Fin Flipper* for 20M. **C:** Shoot *Side Ramp* from Upper Left Flipper for 50M; each of these values is boosted by 10M for each successful *Skill Shot*. Completing one of each *Skill Shot*, or the same *Skill Shot* on all three balls, awards an additional 50M.
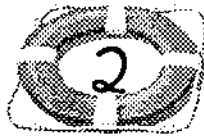
SPF Letters (Top Lanes)

Spell **SPF** to advance the bonus multiplier: 2X, 4X, 6X, 8X, 10X. Next completion scores 20M and lights Extra Ball at the upper Vertical Up-Kicker (**VUK**). All subsequent completions score *only* 20M. Bonus multiplier is never held between balls.
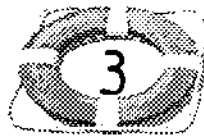
Turbo Bumpers

Turbo Bumpers start at 250K per hit on each ball, and increase by 250K after every 10 hits, to a maximum of 1M. **SQUID POPS** score 2M per bumper.
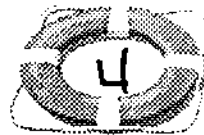
Laser Kick

The Laser Kick is lit at the beginning of each ball. It is relit by hitting the 2-Bank Stand-Up Targets above the Upper Right Shark Fin Flipper (multiple hits may be necessary).

Shown without ramps for clarity.

Side Ramp

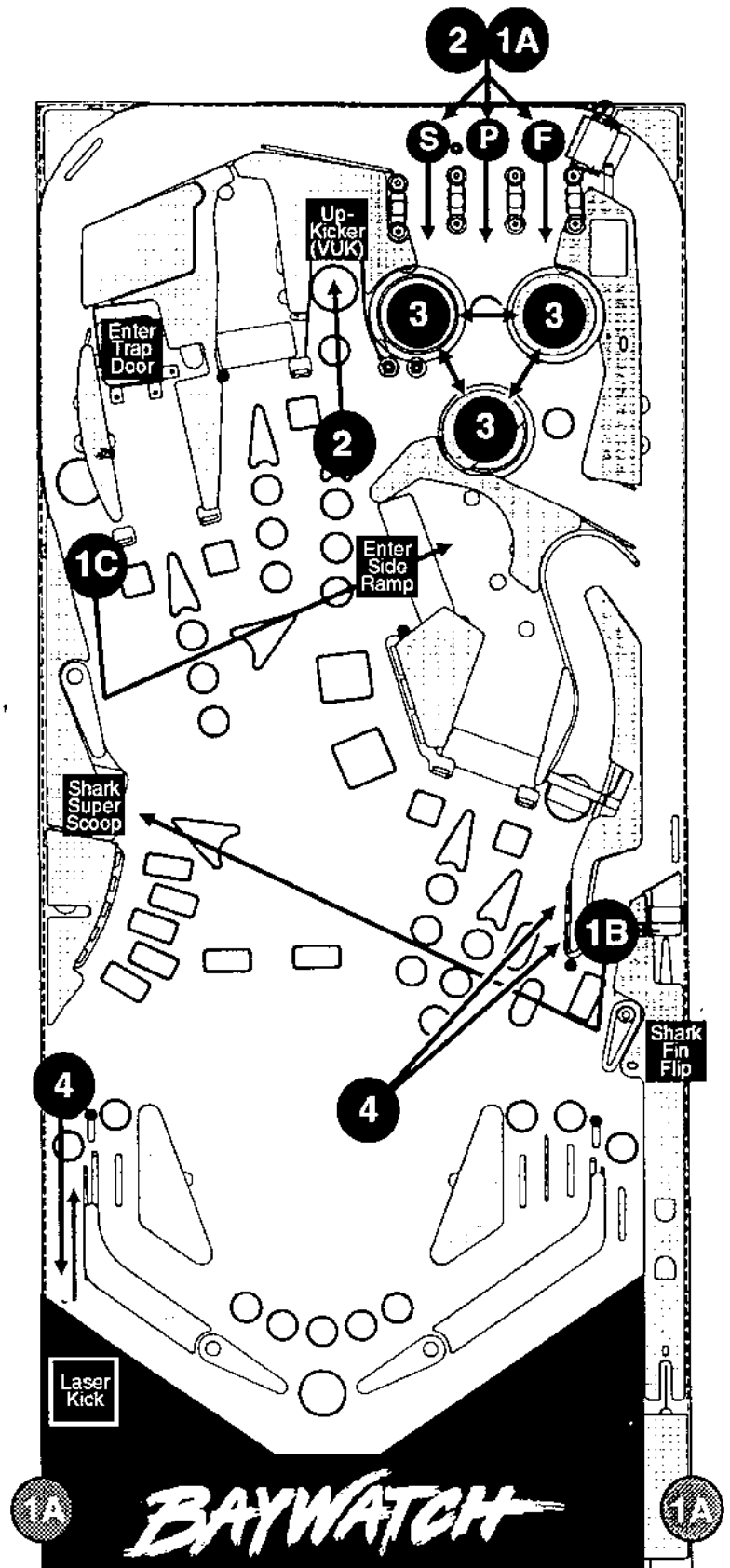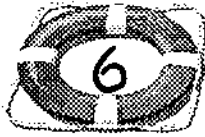⑤ During regular play, the Side Ramp *spots* a letter in **RESCUE**. When **RESCUE** is completed, 25M is awarded and a *Video Mode* is lit at the *Spinner Lane*.

Search & Rescue

⑥ During regular play, complete the five vehicle Stand-Up Targets (**ATV (A)** & **Rescue Truck (R)** @ Left Ramp Enter; **Helicopter (H)** @ Center Ramp Enter; **Jet Ski (J)** & **Wave Runner (W)** @ Right Ramp Enter) to lite *SEARCH & RESCUE* at the *Spinner Lane*. This is a random award, except in *Tournament Mode*, when awards proceed in a fixed order.

Vertical Modes Definition

⑦ The five **Mode Shots** on the playfield are the *Left Ramp*, the *Center Ramp*, the *Upper VUK*, the *Right Ramp*, and the *Spinner Lane*. Shooting any **Mode Shot** four times (cumulative throughout the game) will start a **Vertical Mode**, each of which is described on the next page.
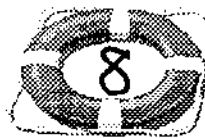
Horizontal Modes Definition

⑧ There are three lamps on each of the five **Mode Shots**. When the first lamp of each shot is solidly lit (one shot to each), the first **Horizontal Mode** begins. When the second lamp is solidly lit (three shots to each), the second **Horizontal Mode** begins. When the third lamp is solidly lit, the final mode **Earth Quake** is lit at the upper **VUK**.
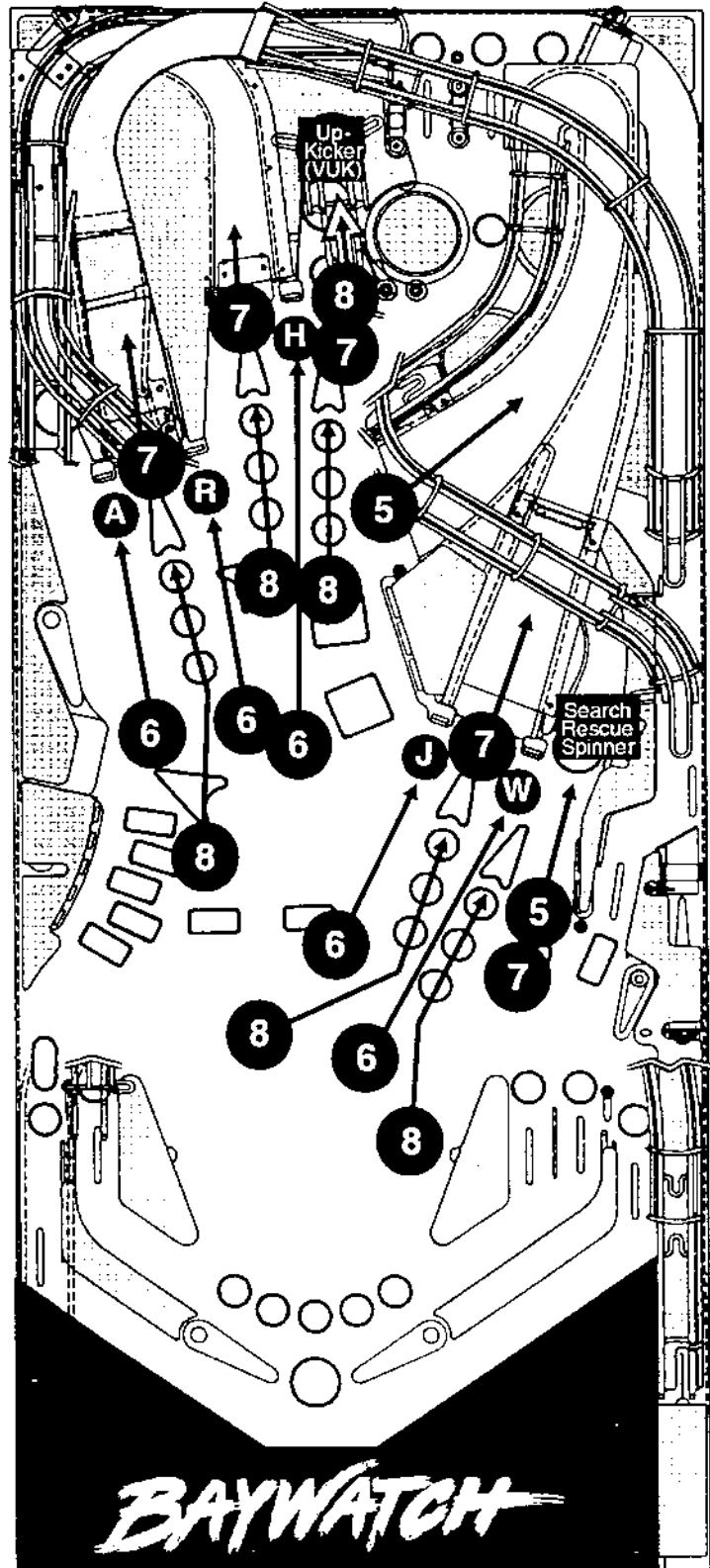
Shown with partial ramps for clarity.

Vertical & Horizontal Modes Described:

CPR

This *Vertical Mode* starts from the *Left Ramp*. During the 30-second round, the *Left Ramp, Center Ramp*, and *Right Ramp* are lit. The first shot is 50M, the second 60M, and the third 70M, plus a 50M *Completion Bonus*. Each shot can only be made once.
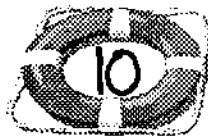
Copter Rescue

This *Vertical Mode* starts from the *Center Ramp*.
During the 30-second round, the five vehicle *Stand-Up Targets* (**ATV (A)** & **Rescue Truck (R)** @ Left Ramp Enter; **Helicopter (H)** @ Center Ramp Enter; **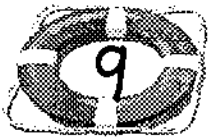Jet Ski (J)** & **Wave Runner (W)** @ Right Ramp Enter) are lit for 20M, each hit rescuing *one* person from the *Sinking Ship*. When all *ten* people have been rescued, the **Upper VUK** is lit for *Extra Ball* for only 15 seconds.
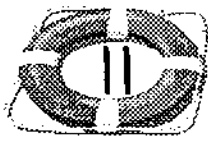
Diver Trapped

This *Vertical Mode* starts from the **Upper VUK**.
During the 30-second round, the **SHARK Super Scoop**, the **Upper VUK**, and the **Spinner Lane** are lit. The first shot is 20M, the second 30M, the third 40M, and the fourth 50M. Shots are repeatable, and shooting the same shot twice in a row awards an additional 30M *Fast Forward Bonus*. There is a 50M *Completion Bonus*.
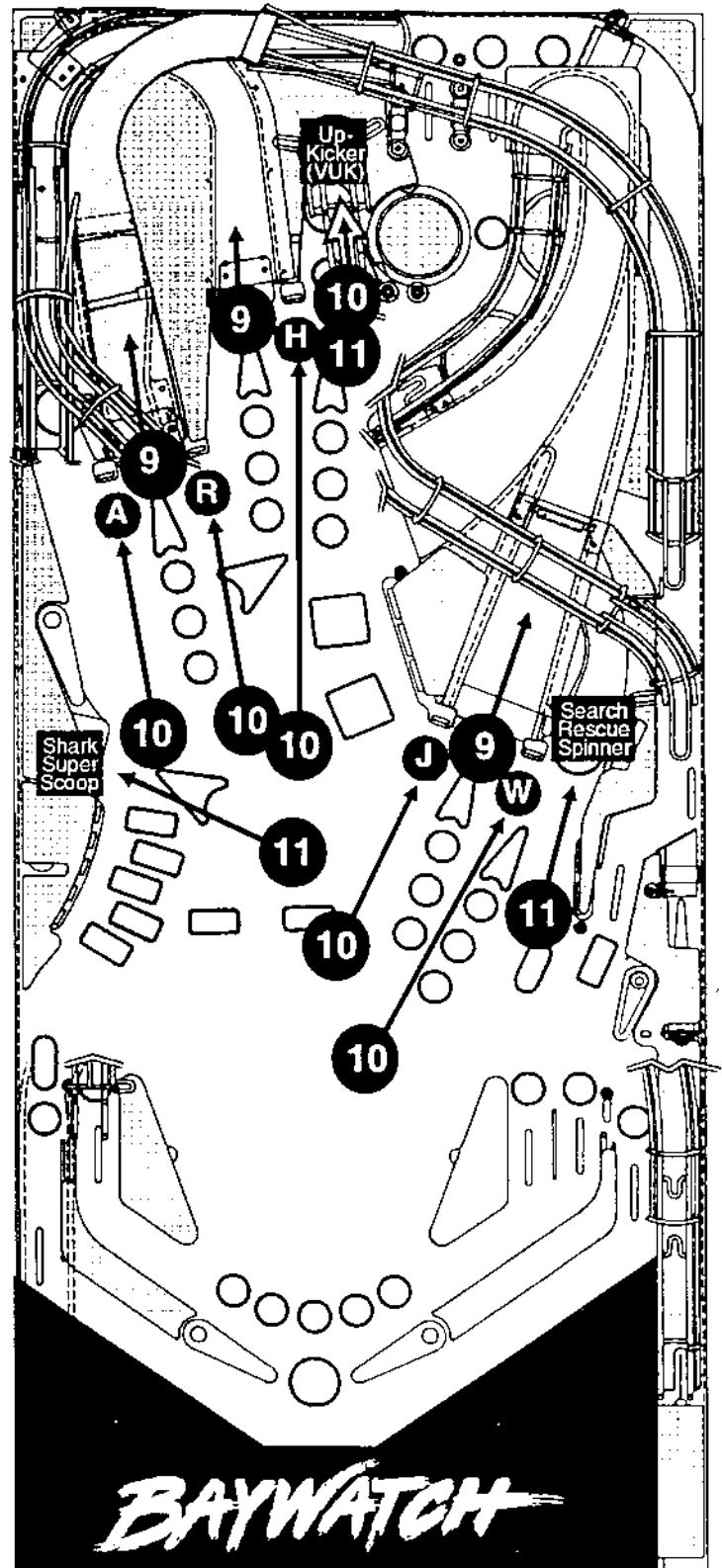
Shown with partial ramps for clarity.

Vertical & Horizontal Modes Described:

Shark Attack

This **Vertical Mode** starts from the *Right Ramp*.

During the 30-second round, the **SHARK Targets** and the **SHARK SUPER SCOOP** are lit. Each hit on the bank of **SHARK Targets** kills one shark. There is one shark at first, then a set of two, then a set of three, and finally a set of four. The first time the **SHARK SUPER SCOOP** is shot, all of the sharks currently on-screen are killed. Subsequent shots to the **SCOOP** will only kill one shark. Each shark is worth 10M, plus a 50M *Completion Bonus*.
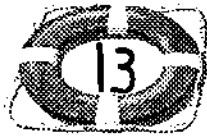
Tidal Wave

This **Vertical Mode** starts from the *Spinner Lane*.

During the 30-second round, the *Left Orbit, Upper VUK*, and *Spinner Lane* feed the ball to the **Upper Ball Launch** and award 10M. The ball is then kicked up (*Right Orbit*) to the **Upper Left Flipper**, from which the *Side Ramp* can be shot for a **Rescue Award** of 50M. This sequence can be completed three times, and there is a 50M *Completion Bonus*.
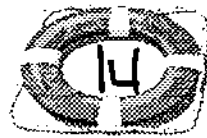
Guard

This is the *First Horizontal Mode*. During the 30-second round, each of the five *mode shots* are lit (**GUARD**) for 50M, counting down to 20M. Collecting any shot awards its value and disables that shot.
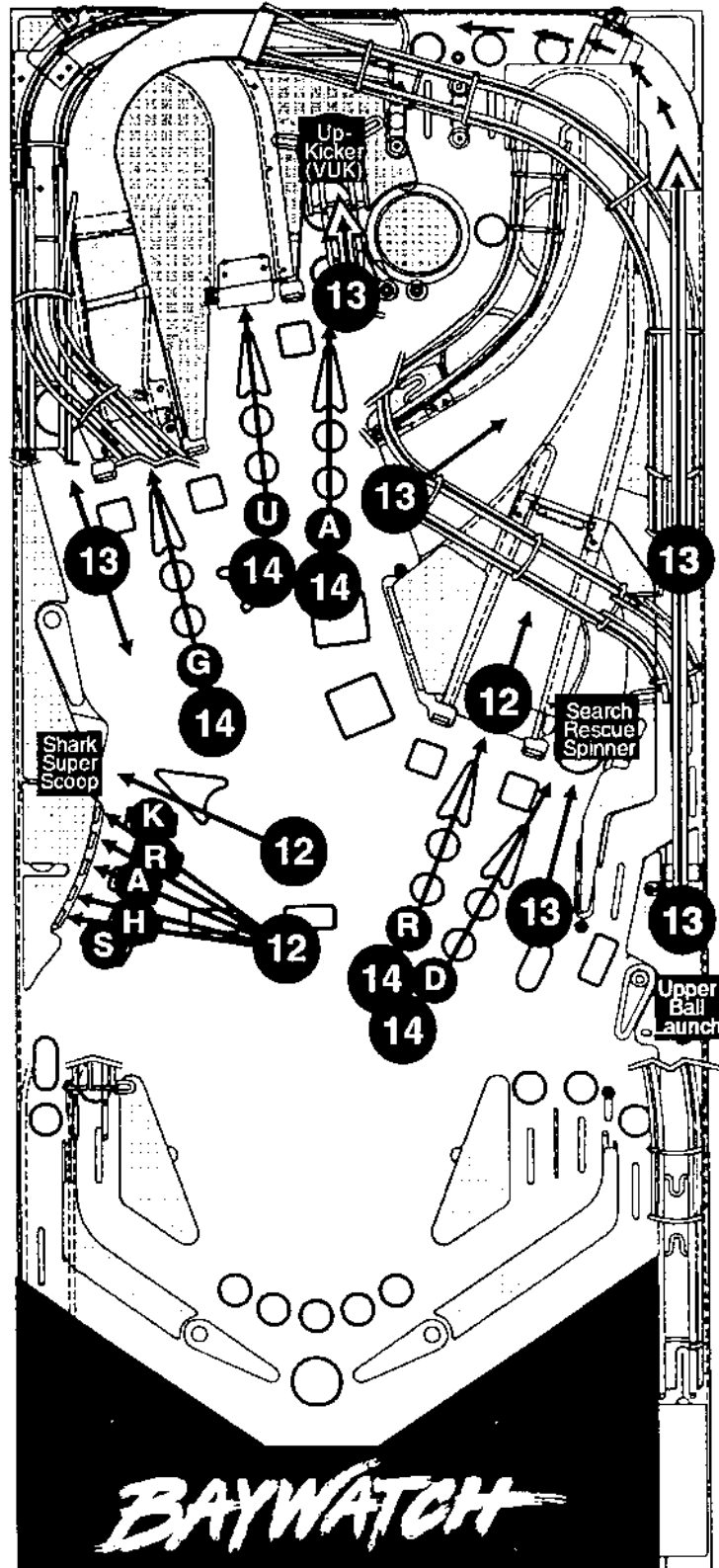
Shown with partial ramps for clarity.

Vertical & Horizontal Modes Described:

Tourist Season

15 This is the *Second Horizontal Mode.* This round is a **2-Ball Multiball** with a *Ball Saver.* The *Right Ramp* is lit to collect countries. The six countries are **Germany, Italy, France, Spain, Holland,** and **England.** Each country is worth 25M. After all six countries have been collected, 100M Jackpots can be collected from the *Side Ramp* for the remainder of the Multiball.

Shark Features

16 During regular play, shooting the **SHARK SUPER SCOOP** from the *Upper Right Shark Fin Flipper* (determined by the rollover switch above that flipper) awards one Shark. After a certain number of Sharks, the following awards are given (denoted by the five Lamp Inserts just above the Lower Flippers): • **10M + LITE VIDEO MODE (A)** (lit at the spinner lane) • **20M + (SUPER) LASER KICK (B)** (laser kick for remainder of ball) • **30M + SHARK (FRENZY) (C)** (Shark Flips for remainder of ball) • **50M + LITE EXTRA BALL (D)** (by Upper VUK) • **100M + (LITE) EARTH QUAKE (E)** (by Upper VUK).

Shark Flips

17 When the **SHARK Stand-Up Targets** are completed to spell **SHARK,** *Shark Flips* is enabled. During regular play, when the ball crosses the *Rollover Switch* above the *Upper Right Shark Fin Flipper,* the game will take control of the upper flippers and automatically shoot for the **SHARK VUK.** If successful, this awards a **Shark** and 25M.
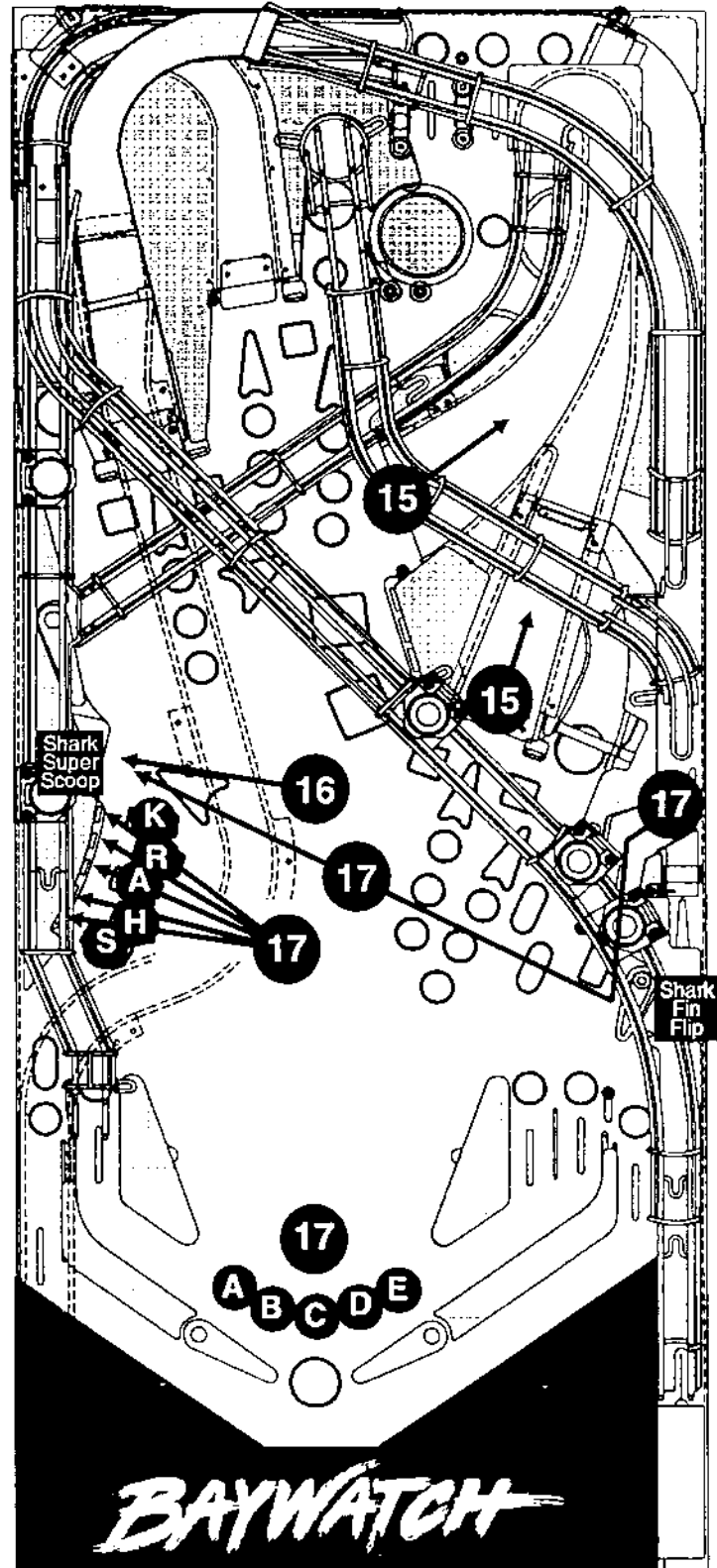
Shown with partial ramps for clarity.
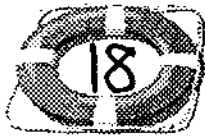
Earth Quake

When all five *Vertical Modes* and both *Horizontal Modes* have been completed, **EARTH QUAKE (E)** is lit at the **Upper VUK**. **EARTH QUAKE (E)** can also be lit from the fifth *Shark Feature*. When **EARTH QUAKE (E)** begins, the bonus multiplier is set to maximum (10X), *Mega Pops* is enabled (3M per hit), *Super Shark* is awarded (20M per **SUPER SCOOP** Shot, 10M per **SHARK** Stand-Up Target), *Super Laser Kick* (**L**) is enabled, and for 30 seconds, all balls are *Auto-Launched* into play repeatedly. During the round, each of the five *Mode Shots* is lit to recollect the total value of the modes that have been played from that shot. For example, the *Left Ramp* is lit for the total of all **CPR Rounds** that the current player has played, while the *Spinner Lane* is lit for the total of all **Tidal Wave Rounds (T)**. The minimum value of any of these awards is 25M. These shots remain lit throughout the 30-second round. When the timer expires, the flippers die and all balls drain. Modes are reset to their beginning status.

MULTIBALL & JACKPOT FEATURES

Multiball Locks

Completing the **3-Bank Drop Targets** lights one or more locks on the *Left Ramp*. Locked balls are diverted into the *Under Playfield Ramp* via a **TRAP DOOR** on the *Left Ramp* and another ball is launched into play.
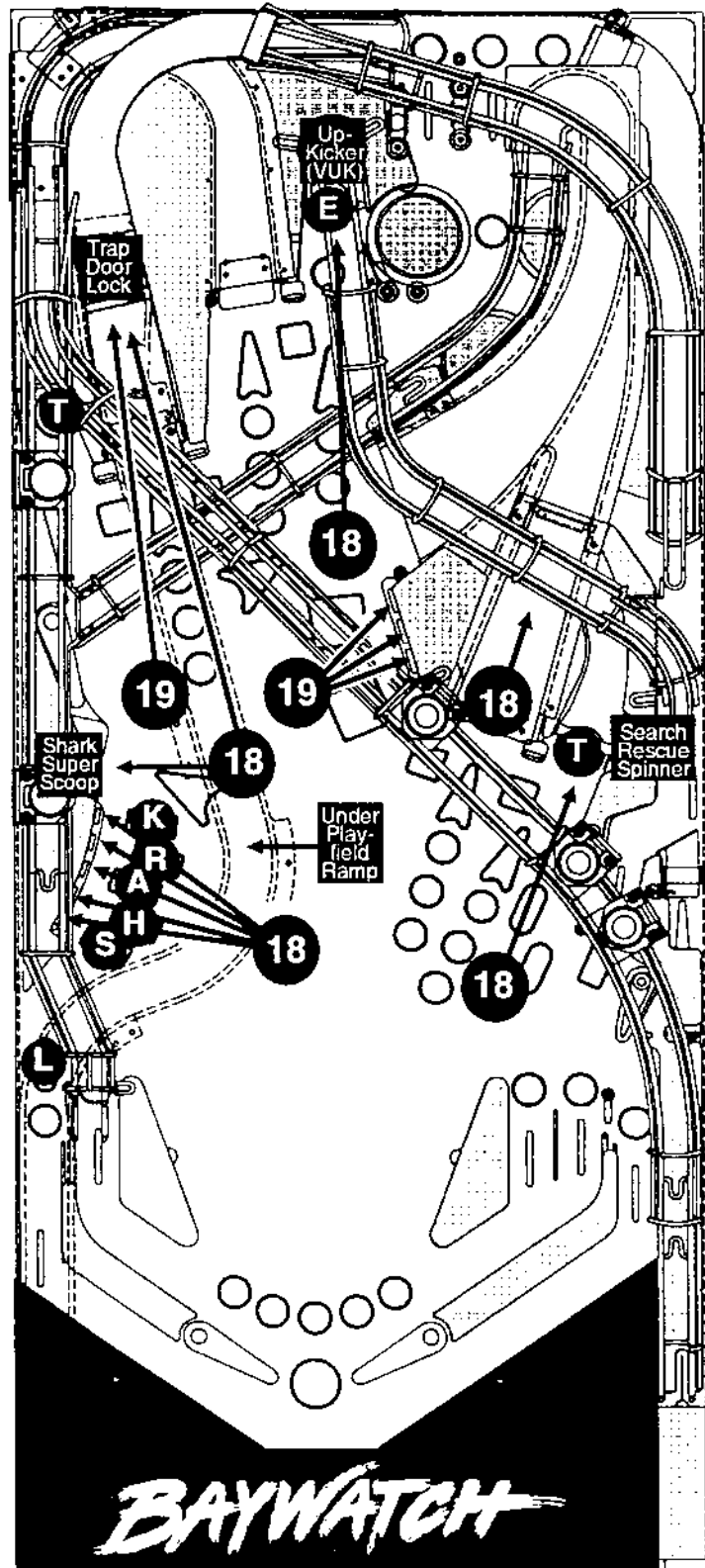
Shown with partial ramps for clarity.

MULTIBALL & JACKPOT FEATURES
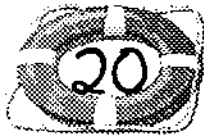
Multiball

Collecting all three locks starts **Multiball**. Five balls are *Auto-Launched* into play, and a **Ball Save**r is active. All five *Mode Shots* are lit for **SWIMMER JACKPOTS**. The value of each Jackpot is: 15M + 5M multiplied (X) by Balls-In-Play + 10M X Jackpots collected + 1M X Drops. Each *Drop Target* hit will boost the *Jackpot Value*, to a maximum boost of 20M. An additional boost is available from **Sneaky Shark** (see next rule). Any ball shot into the *Spinner Lane* will be fed into the Upper Ball Launch, where it will remain for ten seconds. During this time, all *Jackpot Values* are doubled.
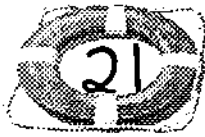
Sneaky Shark

Shooting the **SHARK SUPER SCOOP** from the *Upper Right Shark Fin Flipper* (detected via the *Rollover Switch*) during **Multiball** with regular Jackpots boosts the Jackpot by 10M. This does not collect an additional **Shark**. This boost is only allowed five times per **Multiball Sequence**.

Super Jackpots

After collecting all five *Jackpots*, a *Super Jackpot* is lit at the **SHARK SUPER SCOOP**, and a *Double Super Jackpot* at the *Side Ramp*. The value of the *Super Jackpot* is 50M X Balls-In-Play. The *Double Super Jackpot* is, imaginatively enough, double this value. The Upper Ball Launch does not double *Jackpot Values* at this stage; instead, it launches balls to the *Upper Left Flipper* via the *Right Orbit* for a shot at the *Side Ramp*.
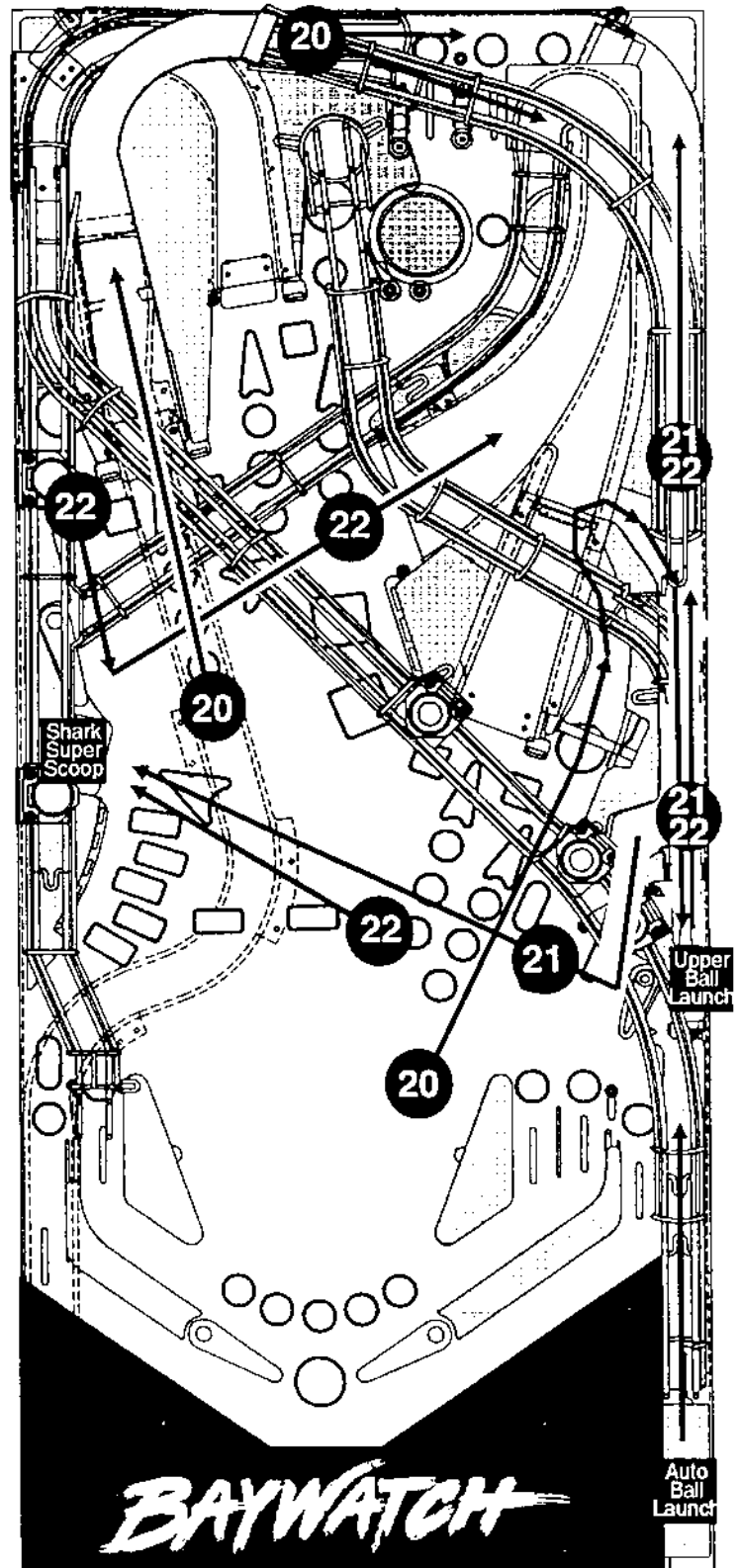
M-Ball & Jackpots cont.

Baywatch Jackpot

(23) After both **Super Jackpots** are collected, a **Roving Jackpot (Surf Board)** is lit at each of the five **mode shots**. The value of this *Jackpot* is 500M. The sequence of shots is: *Left Ramp, Center Ramp, Upper VUK, Right Ramp,* and *Spinner Lane*. If the sequence finishes twice or the *Jackpot* is collected, **Regular Jackpots** resume. If **Multiball** ends, this *Jackpot* sequence continues until it expires (last chance). Collecting the **Baywatch Jackpot** qualifies the player to enter his/her initials to be featured prominently during the game.

Multiball Restart

(24) If no **Jackpots** are collected during **Multiball**, a *Restart* is lit at the *Left Ramp*. The restart provides only two balls into play, with a starting **Jackpot Value** of 25M.

Other Bay Features

Video Mode (Not Finalized)

(25) There are four **Video Modes**. - One is lit by spelling **RESCUE** on the *Side Ramp*. - One is lit by the first **XXX??? Feature**. - One is lit by a **Mystery Award**. - One is lit (and immediately collected) by either *3-Way Combo* (see Combos). All **Video Modes** are collected from the *Spinner Lane*, but only if the ball properly feeds to the Upper Ball Launch.

******The details of each video mode are not finalized in this document yet. *TBA* *********
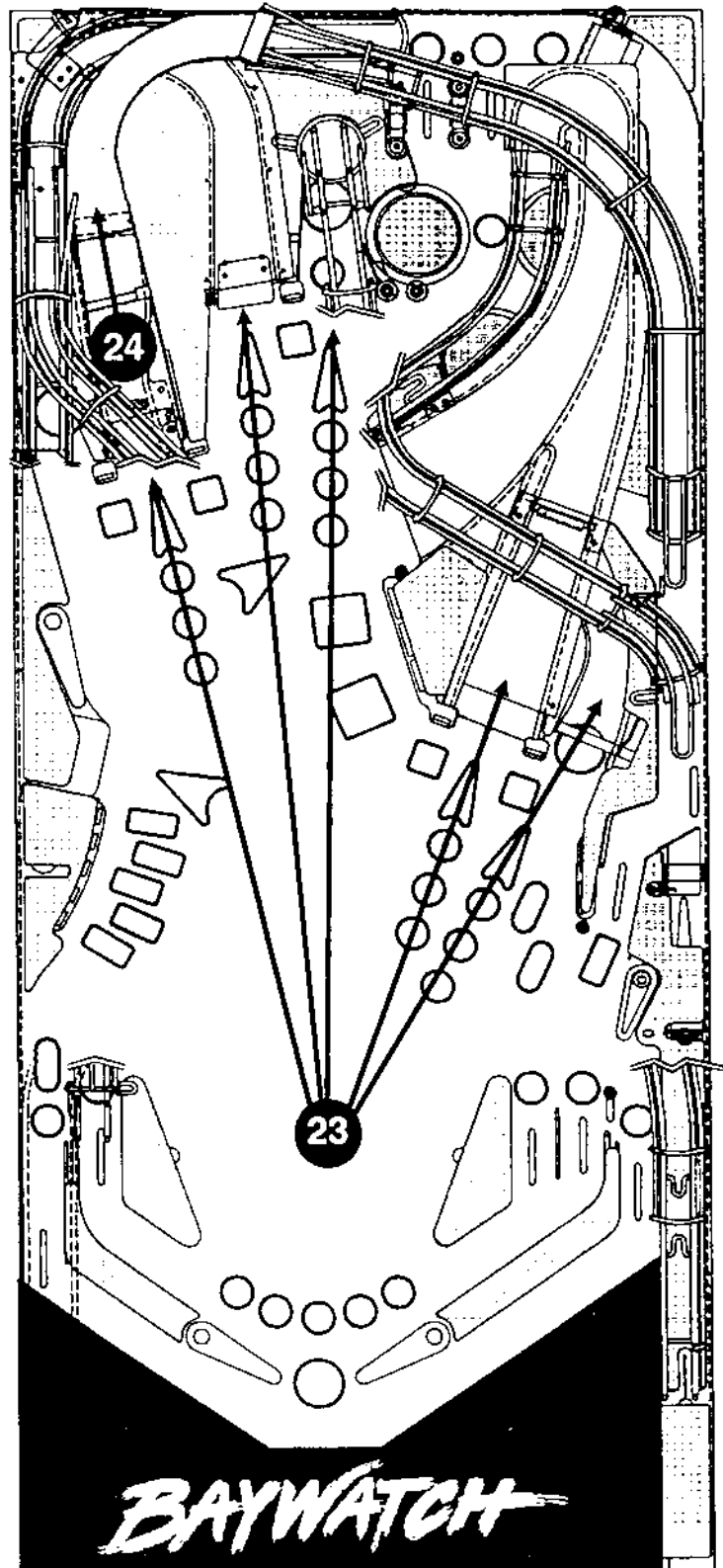
Shown with partial ramps for clarity.

Other Bay Features cont.
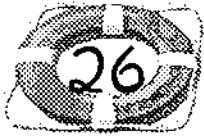
Inlanes

The *Left Inlane* briefly lights the *Spinner Lane* for an **Automatic Shark Flips**. The *Outer Right Inlane* lights the *Left Orbit* for an **Automatic Shark Flips**. The *Inner Right Inlane* lights the **SHARK SUPER SCOOP briefly for a *Shark*.

End-Of-Ball Bonus

This is calculated as the sum of: 1M X *Mode Lamps* collected (there are three lamps on each of the five shots) + 3M X *Sharks* collected + 250K X Stand-Up Targets hit; This total is multiplied by the **SPF *Factor*** (1,2,4,6,8,10). The first two values are cumulative over the course of the game for each player, while the third applies only to the current ball.
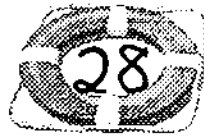
Combination Shots

There are two *3-Way Combos* which light the fourth *Video Mode* (and immediately collects it, as the combos end in the *Spinner Lane*). This *Video Mode* is available only once per player. These *3-Way Combos* are: *"Center Ramp - Right Ramp - Spinner Lane"* and *"Side Ramp - Right Ramp - Spinner Lane"*. The game does contain other hidden combos!

Special Notes:

Extra Ball Buy-In/League Button

Pressing the **EXTRA BALL BUY-IN/LEAGUE BUTTON** at ay time during the course of a game activates the Extra Ball Buy-In Feature at the end of game play. Once the game ends, Extra Ball(s) may be purchased for one credit before the Buy-In Timer Expires. Cancel the Buy-In Feature by pressing the Start or both Flippers simultaneously.

Pressing the **EXTRA BALL BUY-IN/LEAGUE BUTTON** simoultaneously with the **START BUTTON** activates League (Tournament) Play.

Entering Your Initials

The player may enter their initials if a High Score was achieved by using the Left or Right Flipper Buttons to choose a letter or character as seen on the Video Display. Hitting the Start Button locks the character in. Precede with the 2nd and 3rd letter. Also, the player who was able to get the *Baywatch Jackpot can enter initials!*

Lifeguard Note:

Just like the weather on any beach, rules and point values are subject to change without notice!

Your Notes:

_____

_____

_____

_____

_____

_____

Switches are configured in an 8 x 8 matrix of columns (switch drives) and rows (switch returns) with up to 64 switches possible. The switch tests include two parts: Switch Test & Active Switches. Column and Row wire colors are indicated in each test using corresponding resistor color code numbers.

Switch Test

To initiate, push the STEP push-button switch, until the display indicates **SWITCH TEST**. Close each switch and observe the display. The display will indicate the switch name, column wire colors, row wire colors and the switch number. When a switch is released, the name and number disappear until another switch is closed or the test is exited.

Active Switches

Push the STEP push-button switch from the Switch Test. The display will indicate **ACTIVE SWITCHES**. If any switches are stuck closed (or made from the presence of a ball), the display sequences through switch names, and indicates the row and column wire colors, and the switch numbers are indicated in the display. This cycle continues until all switches are cleared or until the STEP push-button switch is depressed.

(Column: Switch Drive Wire)
GRN-XXX

(Row: Switch Return Wire)
WHT-XXX

Blocking Diode

N.O. Normally Open Switch Terminal

COM. Common Switch Terminal

N.C. Normally Closed Switch Terminal

WHT   GRN
Diode 1N4001
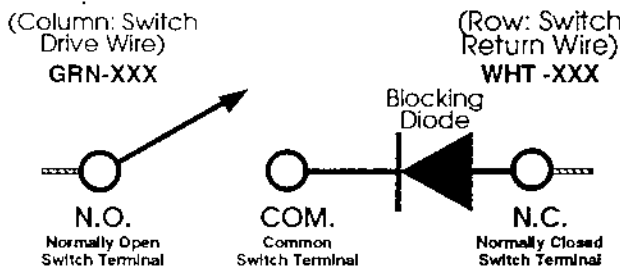
SWITCH MATRIX CHART

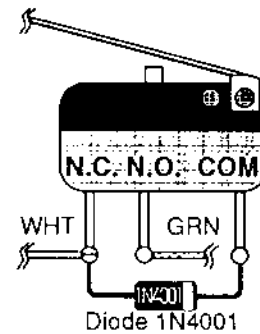| Column (Drive) → Row (Return) ↓	1 Q55 GRN-BRN CN8-1	2 Q54 GRN-RED CN8-2	3 Q53 GRN-ORG CN8-3	4 Q52 GRN-YEL CN8-4	5 Q51 GRN-BLK CN8-5	6 Q50 GRN-BLU CN8-7	7 Q49 GRN-VIO CN8-8	8 Q48 GRN-GRY CN8-9
1 WHT-BRN CN10-9	PLUMB BOB TILT **1**	2-BANK STAND-UP (TOP) **9**	5-BANK S-U (S)HARK (BOTTOM) **17**	LEFT RAMP ENTER **25**	LEFT RETURN LANE **33**	LEFT TURBO BUMPER **41**	CENTER RAMP EXIT **49**	LEFT OUTLANE **57**
2 WHT-RED CN10-8	4TH COIN SLOT **2**	#1 BALL TROUGH (LEFT) **10**	5-BANK S-U S(H)ARK (MIDDLE BOTTOM) **18**	LEFT RAMP EXIT **26**	NOT USED **34**	BOTTOM TURBO BUMPER **42**	BALL LAUNCH BUTTON **50**	RIGHT OUTLANE **58**
3 WHT-ORG CN10-7	START BUTTON **3**	#2 BALL TROUGH **11**	5-BANK S-U SH(A)RK (MIDDLE) **19**	NOT USED **27**	NOT USED **35**	RIGHT TURBO BUMPER **43**	NOT USED **51**	RIGHT OUTER RETURN LANE **59**
4 WHT-YEL CN10-6	RIGHT COIN SLOT **4**	#3 BALL TROUGH **12**	5-BANK S-U SHA(R)K (MIDDLE TOP) **20**	RIGHT RAMP ENTER **28**	LEFT RAMP STAND-UP (LEFT) **36**	UPPER VUK **44**	SPINNER **52**	RIGHT INNER RETURN LANE **60**
5 WHT-GRN CN10-5	CENTER COIN SLOT **5**	#4 BALL TROUGH **13**	5-BANK S-U SHAR(K) (TOP) **21**	NOT USED **29**	LEFT RAMP STAND-UP (RIGHT) **37**	LEFT ORBIT ROLLOVER **45**	2-BANK STAND-UP (BOTTOM) **53**	LEFT SLINGSHOT **61**
6 WHT-BLU CN10-3	LEFT COIN SLOT **6**	#5 BALL TROUGH (RIGHT) **14**	3-BANK DROPS (TOP) **22**	RIGHT RAMP EXIT **30**	TOP LANE ROLLOVER (LEFT) **38**	LOWER SUPER VUK (UNDER ARCH) **46**	UPPER RIGHT SHARK FIN FLIPPER **54**	RIGHT SLINGSHOT **62**
7 WHT-VIO CN10-2	SLAM TILT **7**	5-BALL TROUGH VUK OPTO **15**	3-BANK DROPS (MIDDLE) **23**	RIGHT RAMP STAND-UP (LEFT) **31**	TOP LANE ROLLOVER (MIDDLE) **39**	UPPER BALL LAUNCH **47**	UNDER PLAYFIELD RAMP ENTER **55**	LT FLIPPER BUTTON VIA Q7, ON SSFB X2 **63**
8 WHT-GRY CN10-1	EXTRA BALL BUY-IN/ LEAGUE BUTTON **8**	SHOOTER LANE **16**	3-BANK DROPS (BOTTOM) **24**	RIGHT RAMP STAND-UP (RIGHT) **32**	TOP LANE ROLLOVER (RIGHT) **40**	CENTER RAMP STAND-UP **48**	SHARK SUPER SCOOP **56**	RT FLIPPER BUTTON VIA Q5, ON SSFB X2 **64**

Switch Matrix Locations, Descriptions & Switch Part Numbers†

	Switch Matrix No. & Description	Part No.
1*	PLUMB BOB TILT (See Item 17, Cabinet Parts, Pg. 43)	
2*	4TH COIN SLOT (On Coin Door)	---
3*	START BUTTON (Left of Coin Door)	500-5097-02
4*	RIGHT COIN SLOT (On Coin Door)	180-5024-00
5*	CENTER COIN SLOT (On Coin Door)	180-5024-00
6*	LEFT COIN SLOT (On Coin Door)	180-5024-00
7*	SLAM TILT	180-5022-00
8*	EXTRA BALL BUY-IN/LEAGUE BUTTON	180-5073-00
9	2-BANK STAND-UP (TOP)	180-5133-00
10	#1 BALL TROUGH (LEFT)	180-5119-00
11	#2 BALL TROUGH	180-5119-00

	Switch Matrix No. & Description	Part No.
12	#3 BALL TROUGH	180-5119-00
13	#4 BALL TROUGH	180-5119-00
14	#5 BALL TROUGH (RIGHT)	180-5119-00
15	5-BALL TROUGH VUK OPTO (TRANS)	520-5124-00
	(REC)	520-5125-00
16	SHOOTER LANE	180-5100-01
17	5-BANK STAND-UP (S)HARK (BOTTOM)	180-5132-00
18	5-BANK STAND-UP S(H)ARK	180-5132-00
19	5-BANK STAND-UP SH(A)RK	180-5132-00
20	5-BANK STAND-UP SHA(R)K	180-5132-00
21	5-BANK STAND-UP SHAR(K) (TOP)	180-5132-00
22	3-BANK DROPS (TOP)	180-5104-00
23	3-BANK DROPS (MIDDLE)	180-5104-00
24	3-BANK DROPS (BOTTOM)	180-5104-00
25	LEFT RAMP ENTER	180-5090-00
26	LEFT RAMP EXIT	180-5057-00
27	NOT USED	--- ---
28	RIGHT RAMP ENTER	
29	NOT USED	--- ---
30*	RIGHT RAMP EXIT (Not Shown)	
31	RIGHT RAMP STAND-UP (LEFT)	180-5132-00
32	RIGHT RAMP STAND-UP (RIGHT)	180-5132-00
33	LEFT RETURN LANE	500-5706-00
34	NOT USED	--- ---
35	NOT USED	--- ---
36	LEFT RAMP STAND-UP (LEFT)	180-5132-00
37	LEFT RAMP STAND-UP (RIGHT)	180-5132-00
38	TOP LANE ROLLOVER (LEFT)	500-5706-00
39	TOP LANE ROLLOVER (MIDDLE)	500-5707-00
40	TOP LANE ROLLOVER (RIGHT)	500-5707-00
41	LEFT TURBO BUMPER	180-5015-02
42	BOTTOM TURBO BUMPER	180-5015-02
43	RIGHT TURBO BUMPER	180-5015-02
44	UPPER VUK (Vertical Up-Kicker)	180-5116-00
45*	LEFT ORBIT ROLLOVER (Not Shown)	500-5707-00
46	LOWER SUPER VUK (UNDER ARCH)	180-5116-00
47	UPPER BALL LAUNCH	500-5707-00
48	CENTER RAMP STAND-UP	180-5132-00
49	CENTER RAMP EXIT	
50*	BALL LAUNCH BUTTON	
51	NOT USED	--- ---
52	SPINNER	180-5010-04
53	2-BANK STAND-UP (BOTTOM)	180-5133-00
54	UPPER RIGHT SHARK FIN FLIPPER	500-5706-00
55	UNDER PLAYFIELD RAMP ENTER	180-5093-00
56	SHARK SUPER SCOOP	180-5116-00
57	LEFT OUTLANE	500-5707-00
58	RIGHT OUTLANE	500-5706-00
59	RIGHT OUTER RETURN LANE	500-5706-00
60	RIGHT INNER RETURN LANE	500-5706-00
61	LEFT SLINGSHOT	180-5054-00
62	RIGHT SLINGSHOT	180-5054-00
63*	UPPER & LOWER LEFT FLIPPER SWITCH STACK	180-5122-00
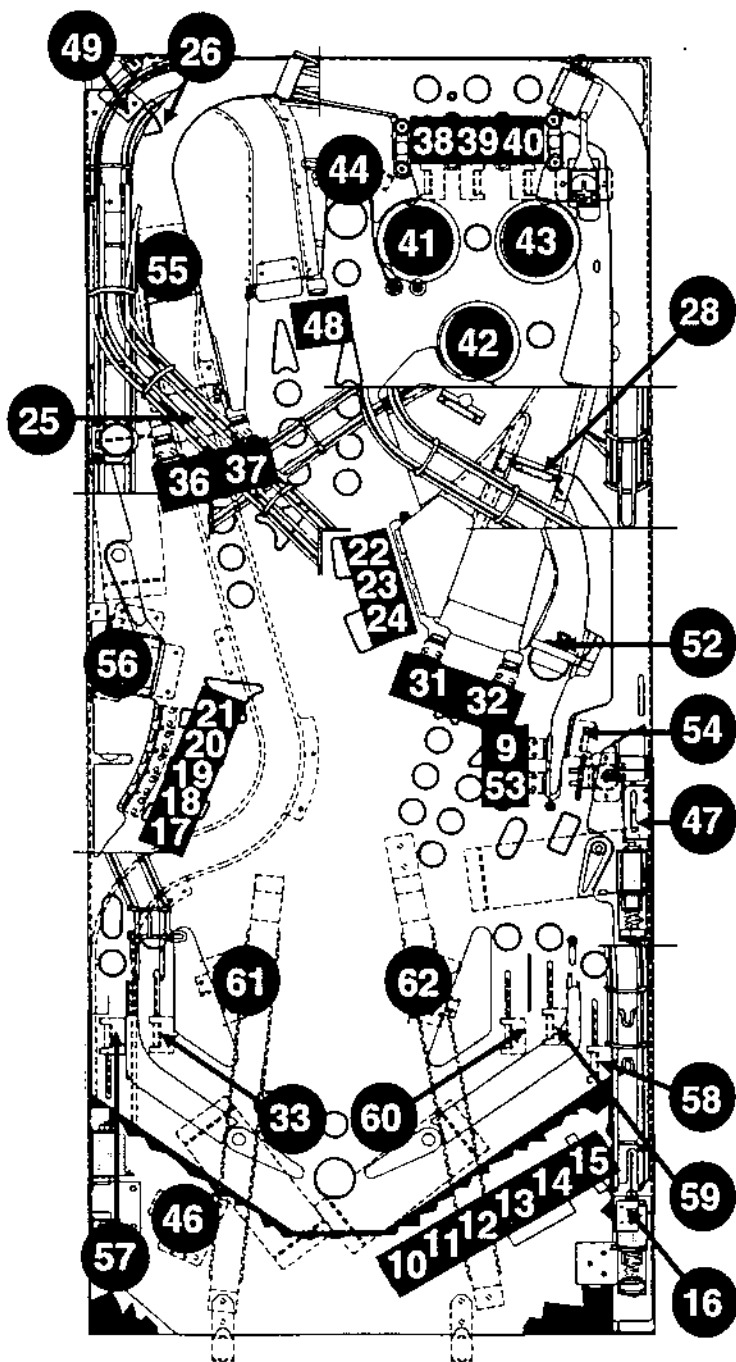
Note: Partial Ramps not shown for clarity.

* Location - In or On Cabinet

† Specify Game N° (33) & decal description if applicable.

LAMP TESTS

Controlled lamps are configured in an 8 x 8 matrix of columns (lamp drives) and rows (lamp returns) with up to 64 lamps possible. The lamp tests include four parts, all lamps, lamp return (row), lamp drive (column), and discrete (individual) lamps. Row and column wire colors are indicated in the discrete lamp test using corresponding resistor color code numbers.

All Lamps

From the Active Switch test, operate the STEP push-button switch. The dot matrix display will indicate ALL LAMPS and all controlled lamps will light.

Lamp Returns (Row)

From the ALL LAMPS test, depress the STEP push-button switch. The display indicates LAMP RETURNS, wire color and the LAMP RETURN driver transistor. All controlled lamps in row 1 should be lit. Operating the Game Start push-button switch cycles through each of the rows separately.
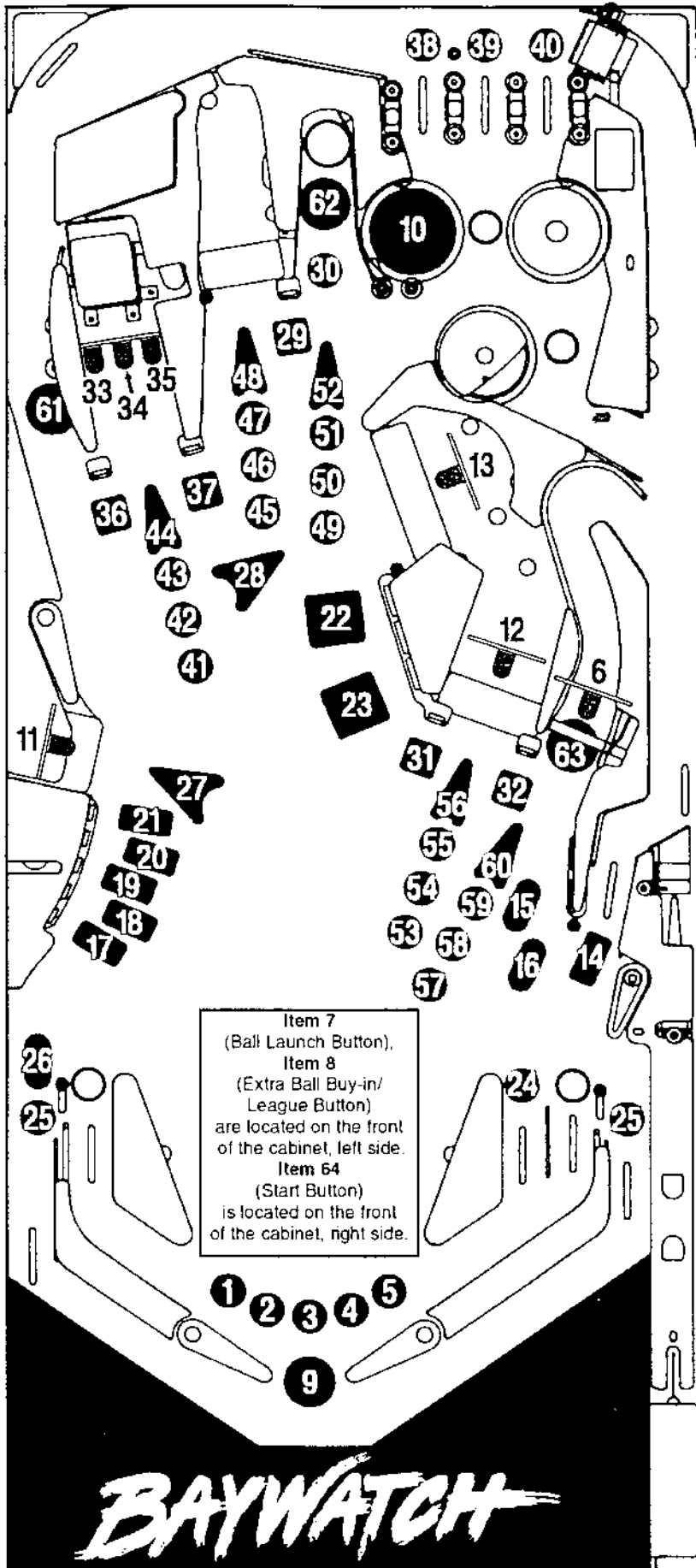
Lamp Drives (Column)

From the LAMP RETURNS test, depress the STEP push-button switch. The display will indicate LAMP COLUMNS, wire color and the LAMP DRIVES driver transistor. All controlled lamps in column 1 should be lit. Operating the Game Start push-button switch,cycles through each of the columns separately.

Lamp Test Continued of page 36

LAMP MATRIX CHART

Column (18v) / Row (GND)	1 Q71 YEL-BRN CN7-1	2 Q70 YEL-RED CN7-2	3 Q69 YEL-ORG CN7-3	4 Q68 YEL-BLK CN7-4	5 Q67 YEL-GRN CN7-5	6 Q66 YEL-BLU CN7-7	7 Q65 YEL-VIO CN7-8	8 Q64 YEL-GRY CN7-9
1 Q72 RED-BRN CN6-1	10 MIL + VIDEO MODE [1]	SHOOT AGAIN [9]	5-BANK S-U (S)HARK (BOTTOM) [17]	SPECIAL (LT & RT OUTLANES) [25]	LOCK 1 (LEFT RAMP ENTER) [33]	(G)UARD [41]	GU(A)RD [49]	GUAR(D) [57]
2 Q73 RED-BLK CN6-2	20 MIL + LASER KICK [2]	LEFT TURBO BUMPER [10]	5-BANK S(H)ARK (MIDDLE BOTTOM) [18]	LASER KICK (LEFT OUT-LANE) [26]	LOCK 2 (LEFT RAMP ENTER) [34]	MITCH [42]	C.J. [50]	STEPHANIE [58]
3 Q74 RED-ORG CN6-3	30 MIL + SHARK [3]	SHARK SUPER VUK (MIDDLE LEFT) [11]	5-BANK S-U SH(A)RK (MIDDLE) [19]	SHARK JACKPOT [27]	LOCK 3 (LEFT RAMP ENTER) [35]	CPR [43]	DIVER TRAPPED [51]	TIDAL WAVE [59]
4 Q75 RED-YEL CN6-5	50 MIL + LITE EXTRA BALL [4]	RIGHT RAMP ENTER [12]	5-BANK SHA(R)K (MIDDLE TOP) [20]	JACKPOT (SIDE RAMP) [28]	ATV (STAND-UP LEFT RAMP LEFT) [36]	SURF BOARD (LEFT RAMP) [44]	SURF BOARD (UPPER VUK) [52]	SURF BOARD (SPINNER) [60]
5 Q76 RED-GRN CN6-6	100 MIL + EARTH QUAKE [5]	SPELL RESCUE [13]	5-BANK S-U SHAR(K) (TOP) [21]	HELICOPTER (STAND-UP CENTER RAMP) [29]	RESCUE TRUCK (S-U LEFT RAMP RIGHT) [37]	G(U)ARD [45]	GUA(R)D [53]	TIDAL WAVE (LEFT ORBIT) [61]
6 Q77 RED-BLU CN6-7	SEARCH & RESCUE MYSTERY [6]	SHARK FLIP [14]	LITE (3-BANK DROPS) [22]	EXTRA BALL (UPPER VUK) [30]	S (TOP LANE LEFT ROLLOVER) [38]	MATT [46]	CAROLINE [54]	EARTH QUAKE (UPPER VUK) [62]
7 Q78 RED-VIO CN6-8	BALL LAUNCH BUTTON [7]	LASER (2-BANK S-U TOP) [15]	LOCK (3-BANK DROPS) [23]	JET SKI (STAND-UP RT RAMP LEFT) [31]	P (TOP LANE MID ROLLOVER) [39]	COPTER RESCUE [47]	SHARK COVE [55]	TIDAL WAVE (SPINNER) [63]
8 Q79 RED-GRY CN6-9	EXTRA BALL BUY-IN/ LEAGUE BUTTON [8]	KICK (2-BANK S-U BOTTOM) [16]	SQUID POPS (INNER RT RETURN LANE) [24]	WAVE RUN-NER (S-U RT RAMP RIGHT) [32]	F (TOP LANE RIGHT ROLLOVER) [40]	SURF BOARD (CENTER RAMP) [48]	SURF BOARD (RIGHT RAMP) [56]	START BUTTON [64]

Lamp Matrix Location and Descriptions

Item 7
(Ball Launch Button),
Item 8
(Extra Ball Buy-in/
League Button)
are located on the front
of the cabinet, left side.
Item 64
(Start Button)
is located on the front
of the cabinet, right side.

BAYWATCH

Please Note: General Illumination (G.I.) Lamps are not shown.
For Bulb Types & Sockets, see pages 52 & 53

Lamp Matrix No. & Description	
1	10 MIL + VIDEO MODE
2	20 MIL + LASER KICK
3	30 MIL + SHARK
4	50 MIL + LITE EXTRA BALL
5	100 MIL + EARTH QUAKE
6	SEARCH & RESCUE MYSTERY
7	BALL LAUNCH BUTTON
8	EXTRA BUTTON
9	SHOOT AGAIN
10	LEFT TURBO BUMPER
11	SHARK SUPER VUK
12	RIGHT RAMP ENTER
13	SPELL RESCUE
14	SHARK FLIP
15	LASER (2-BANK STAND-UP TOP)
16	KICK (2-BANK STAND-UP BOTTOM)
17	5-BANK STAND-UP S OF SHARK
18	5-BANK STAND-UP H OF SHARK
19	5-BANK STAND-UP A OF SHARK
20	5-BANK STAND-UP R OF SHARK
21	5-BANK STAND-UP K OF SHARK
22	LITE (3-BANK DROP TARGETS)
23	LOCK (3-BANK DROP TARGETS)
24	SQUID POPS (INNER RT RETURN LANE)
25	SPECIAL (LEFT & RIGHT OUTLANES)
26	LASER KICK (LEFT OUTLANE)
27	SHARK JACKPOT
28	JACKPOT (SIDE RAMP)
29	HELICOPTER (S-U CENTER RAMP)
30	EXTRA BALL (UPPER VUK)
31	JET SKI (S-U RT RAMP LEFT SIDE)
32	WAVE RUNNER (S-U RT RAMP RT)
33	LOCK 1 (OVER LEFT RAMP ENTER)
34	LOCK 2 (OVER LEFT RAMP ENTER)
35	LOCK 3 (OVER LEFT RAMP ENTER)
36	ATV (STAND-UP LEFT RAMP LEFT SIDE)
37	RESCUE TRUCK (S-U LEFT RAMP RT)
38	S OF SPF (TOP LANE LEFT ROLLOVER)
39	P OF SPF (TOP LANE MID ROLLOVER)
40	F OF SPF (TOP LANE RIGHT ROLLOVER)
41	G OF (G)UARD
42	MITCH
43	CPR
44	SURF BOARD (LEFT RAMP)
45	U OF G(U)ARD
46	MATT
47	COPTER RESCUE
48	SURF BOARD (CENTER RAMP)
49	A OF GU(A)RD
50	C.J.
51	DIVER TRAPPED
52	SURF BOARD (UPPER VUK)
53	R OF GUA(R)D
54	CAROLINE
55	SHARK COVE
56	SURF BOARD (RIGHT RAMP)
57	D OF GUAR(D)
58	STEPHANIE
59	TIDAL WAVE
60	SURF BOARD (SPINNER)
61	TIDAL WAVE (LEFT ORBIT)
62	EARTH QUAKE (UPPER VUK)
63	TIDAL WAVE (SPINNER)
64	START BUTTON

Single Lamp

From the LAMP DRIVES test, depress the STEP push-button switch. The display will indicate the lamp name. The display indicates the row and column wire colors and the lamp matrix number. Lamp 01 should light. With the FORWARD/REVERSE push-button switch in the FORWARD (up) position, operating the Game Start push-button switch selects higher-numbered lamps; with it in the REVERSE (down) position, Game Start selects lower-numbered lamps.

FLASH LAMP / COIL TESTS

Twenty-Two regular (pulsed under microprocessor control) coil drivers are provided to switch ground to coils. The Left/Right Relay is used in conjunction with drives 1 through 8 to switch +32 volts between coils or flash lamps; these sets are termed "left" and "right". This relay is located on the PPB board which provides isolation diodes and current limiting resistors. This effectively provides 29 regular coils.

Flash Lamp

From the Single Lamp test, depress the STEP push-button switch. All Flash lamps will fire randomly. This allows the Technician to easily spot any burned out bulbs and replace them without stepping through the tests below.

Automatic Test

From the Flash Lamps test, depress the STEP push-button switch. The dot matrix display will indicate ALL COILS. The test pulses each regular solenoid or flash lamp sequentially with the coil/flash lamp names and the wire colors indicated in the display.

Select Coil

From the Coil Test, depress the STEP push-button switch. The display will indicate SELECT COIL and then the name of 1st drive and the wire colors. Operate either Flipper push-button switch to select the coil or flash lamp to be tested. With the desired drive number indicated in thedisplay, depress the START push-button switch to cause it to be pulsed repeatedly.

Return To Game Over

From the Select Coil test, depress the STEP push-button switch once. The game returns to the game-over mode.

PLAYFIELD COILS / BACKBOX & PLAYFIELD FLASH LAMP LOCATIONS

The remaining pages of this section will identify the coils and flash lamp locations on the playfield and back box. The next page illustrates this with a mini-table naming each one. The last two pages of this section describe in detail both coils & flash lamps in the "Switched, CPU Controlled Auxillary & Constant Power Solenoids" Table and the "Flipper Solenoids" Table. The page after next is the Coil Chart Schematic. For more information see the "Schematics / Troubleshooting" Yellow Section at the end of this manual.

Coil Locations
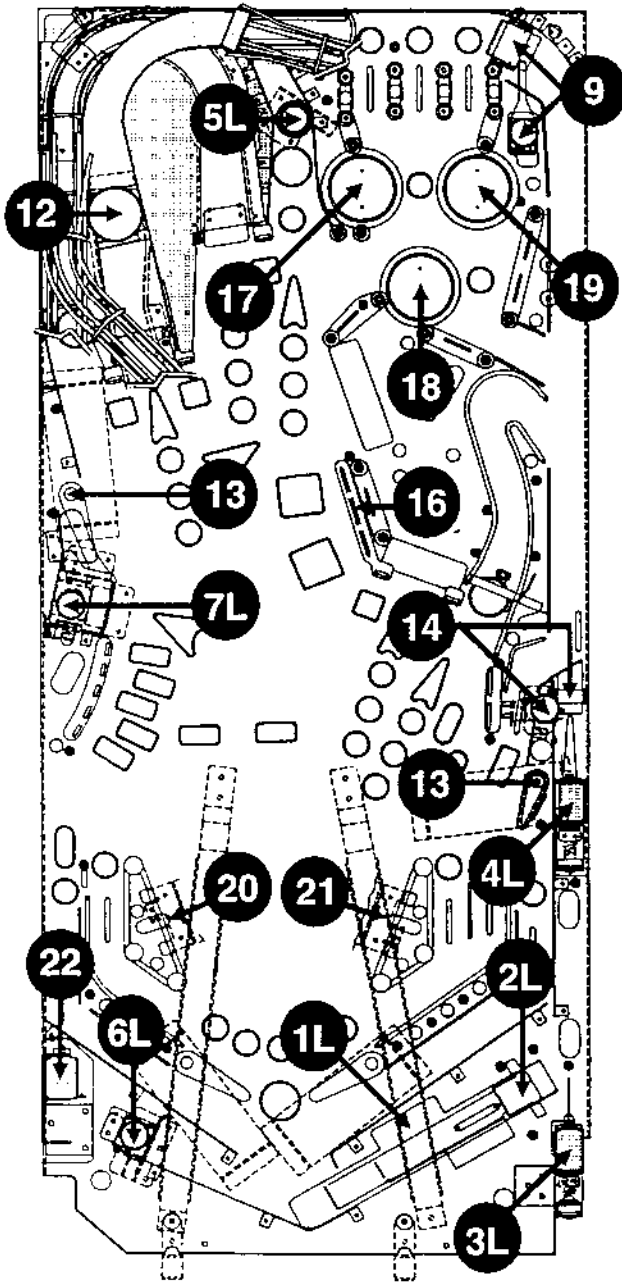
Flash Lamp Locations (⊙)
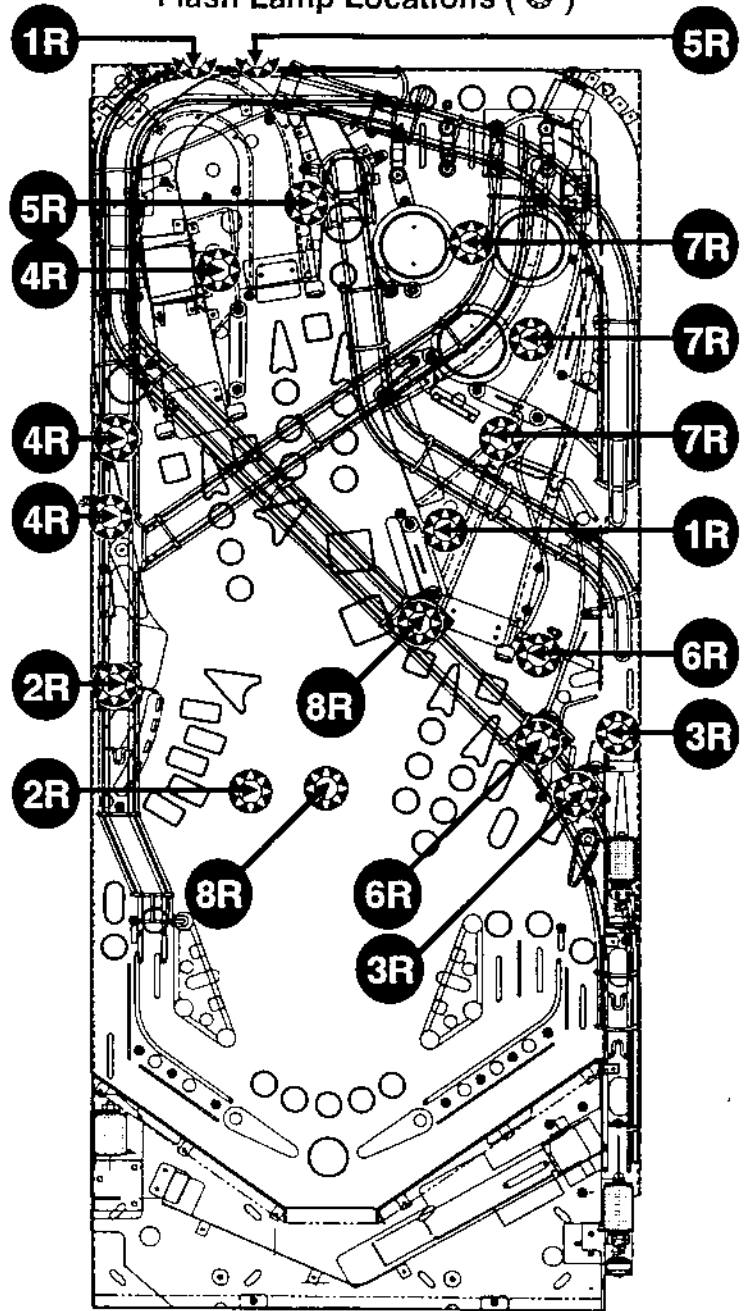
1L	5-Ball Ass'y Lockout	8R	Lower P/F & Ramp Flash
1R	3-Bank D.T. Flash	09	Upper Control Gate
2L	5-Ball Trough Up-Kicker	10	Left/Right (A/B) Relay
2R	Lower Lt. P/F Flashes	11	G.I. Relay
3L	Auto Launch 50v	12	Lock Trap (Under P/F Ramp)
3R	Lower Rt. P/F Flashes	13	Up. Rt. & Lt. Flippers
4L	Upper Ball Launch	14	Lower Control Gate
4R	Upper Lt. P/F Flashes	15	Not Used
5L	Upper VUK 50v	16	3-Bank Drop Target Reset
5R	Top Mid. P/F Flash	17	Left Turbo Bumper
6L	Super VUK (Under Arch) 50v	18	Bottom Turbo Bumper
6R	Playfield Flashes	19	Right Turbo Bumper
7L	Shark Super Scoop 50v	20	Left Slingshot
7R	Turbo Bumpers Flahses	21	Right Slingshot
8L	Knocker 32v	22	Laser Kick 50v

Note: Shaded areas not shown on Diagrams.
G.I. = General Illumination Lamps

Backbox (Insert) Flash Lamps & G.I.s

Switched, CPU Controlled Auxiliary & Constant Power Solenoids

| Coil No.	Coil or Flashlamp Description	Drive Transistor (D.T.)	On Which Board?	D.T. Control Line	D.T. Control Line Connect	Power Line	Power Line Connection	Power Description	Coil or Flash Type
1L	COIL: 5-BALL TROUGH LOCK BALL	Q46	CPU	VIO-BRN	PPB J2-1	BRN	PPB J6-1,2	32v L	25-1240
1R	Flashlamp: X1 P/F, Insert X2, X1 B/P Flash above 3-Bank Drop Target			BLK-BRN	PPB J9-1	ORN	PPB J6-4,5	32v R	Bulb #89
2L	COIL: TROUGH UP-KICKER	Q45	CPU	VIO-RED	PPB J2-2	BRN	PPB J6-1,2	32v L	23-800
2R	Flashlamp: X2 P/F, Insert X2 Flashes above 5-Bank S/U/Slingshot			BLK-RED	PPB J9-2	ORN	PPB J6-4,5	32v R	Bulb #89
3L	COIL: AUTO BALL LAUNCH 50V	Q44/Q5	CPU/PPB	VIO-ORN	PPB J8-2	YEL-VIO	PPB J7-8	50v L	23-800
3R	Flashlamp: X2 P/F, Insert X2 Flashes by Upper Right Flipper	Q44	CPU	BLK-ORN	PPB J9-3	ORN	PPB J6-4,5	32v R	Bulb #89
4L	COIL: UPPER BALL LAUNCH 50V	Q43	CPU	VIO-YEL	PPB J2-4	BRN	PPB J6-1,2	32v L	23-800
4R	Flashlamp: X3 P/F, Insert X1 Flashes by Upr. Lt. Flip./Lt. Ramp			BLK-YEL	PPB J9-4	ORN	PPB J6-4,5	32v R	Bulb #89
5L	COIL: UPPER VUK 50V	Q42/Q4	CPU/PPB	VIO-GRN	PPB J8-4	YEL-VIO	PPB J7-8	50v L	24-940
5R	Flashlamp: X2 P/F, Insert X2 Flash on Backpanel & over SVUK	Q42	CPU	BLK-GRN	PPB J9-5	ORN	PPB J6-4,5	32v R	Bulb #89
6L	COIL: SUPER VUK 50V (UNDER ARCH)	Q41/Q3	PPB	VIO-BLU	PPB J8-6	BRN	PPB J6-1,2	32v L	24-940
6R	Flashlamp: X2 P/F, Insert X2 Flashes over Spinner Enter	Q41	CPU	BLK-BLU	PPB J9-6	ORN	PPB J6-4,5	32v R	Bulb #89
7L	COIL: SHARK SUPER SCOOP 50V	Q40/Q2	CPU/PPB	VIO-BLK	PPB J8-9	YEL-VIO	PPB J7-8,2	50v L	24-940
7R	Flashlamp: X3 P/F, Insert X1 Flashes around Turbo Bumpers	Q40	CPU	BLK-VIO	PPB J9-7	ORN	PPB J6-4,5	32v R	Bulb #89
8L	COIL: KNOCKER 32V (IN CABINET)	Q39	CPU	VIO-GRY	PPB J2-8	BRN	PPB J6-1,2	32v L	23-800
8R	Flashlamp: X2 P/F, Insert X2 Flashes by Rt. Slingshot/Rt. Ramp			BLK-GRY	PPB J9-8	ORG	PPB J6-4,5	32V R	Bulb #89
09	COIL: UPPER CONTROL GATE	Q30	CPU	BRN-BLK	CPU CN 12-1	RED	PS CN 3-6,7	32v	32-1800
10	COIL: LEFT & RIGHT (A/B) RELAY Loc: PPB	Q29	CPU	BLK-RED	CPU CN 12-2	RED	PS CN 6-7	32v	24v DC 10A DPDT
11	COIL: G.I. RELAY Loc: Power Supply	Q28	CPU	BRN-ORN	CPU CN 12-4	RED	PS CN 3-6,7	32v	24v DC 10A DPDT
12	COIL: LOCK TRAP TO UNDER PLAYFIELD RAMP	Q27	CPU	BRN-YEL	CPU CN 12-5	RED	PS CN 3-6,7	32v	27-950
13	COIL: UPPER LEFT & RIGHT FLIPPERS (via SSFB CN1)	Q26	CPU	BRN-GRN	CPU CN 12-6	RED	PS CN 3-6,7	32v	LT 24-1570 RT 23-1100
14	COIL: LOWER CONTROL GATE	Q25	CPU	BRN-BLU	CPU CN 12-7	RED	PS CN 3-6,7	32v	28-1050
15	COIL: NOT USED	—	—	—	—	—	—	—	—
16	COIL: 3-BANK DROP TARGET RESET	Q23	CPU	BRN-GRY	PPB J8-12	RED	PS CN 3-6,7	32v	23-800
17	COIL: LEFT TURBO BUMPER	Q11	CPU	BLU-BRN	CPU CN 19-7	RED	PS CN 3-6	32v	23-700
18	COIL: BOTTOM TURBO BUMPER	Q9	CPU	BLU-RED	CPU CN 19-4	RED	PS CN 3-6	32v	23-700
19	COIL: RIGHT TURBO BUMPER	Q8	CPU	BLU-ORN	CPU CN 19-3	RED	PS CN 3-6	32v	23-700
20	COIL: LEFT SLINGSHOT	Q10	CPU	BLU-YEL	CPU CN 19-6	RED	PS CN 6-6,7	32v	23-800
21	COIL: RIGHT SLINGSHOT	Q12	CPU	BLU-GRN	CPU CN 19-8	RED	PS CN 6-6,7	32v	23-800
22	COIL: LASER KICK 50V	Q13/Q1	CPU/PPB	VIO-BLK	PPB J9-12	VIO-YEL	PS CN 6-6,7	32v	23-800

Flipper Solenoids

SSFB No.	Flipper Coil	Cabinet Switch	Switch Drive	Switch Return	E.O.S.	GND	Flipper 50vDC Power	Flipper 8vAC Hold	Flipper Coil Output	
SSFB 1	Lwr. Rt. Flipper 23-1100	BLU-VIO SSFB CN1-7	GRN-GRY CPU CN8-9 TO SSFB CN1-4	WHT-GRY CPU CN10-1 TO SSFB CN1-3	BRN-VIO RT. EOS SW. TO CN1-1	BLK CPU CN5 TO CN1-6	BLK-WHT PPB J7-1, -5 to SSFB CN2-8, -9	GRY-GRN-GRY P/S CN1-10, -11, to SSFB CN2-7, -8	50v Q2, Q3, CN2-4,5	8vAC SR1
SSFB 1	Lwr. Lt. Flipper 23-1100	BLU-GRY SSFB CN1-10	GRN-GRY CPU CN8-9 TO SSFB CN1-4	WHT-VIO CPU CN10-2 TO SSFB CN1-5	BRN-GRY LT. EOS SW. TO CN1-9	BLK CPU CN5 TO CN1-6	BLK-WHT PPB J7-1, -5 to SSFB CN2-8, -9	GRY-GRN-GRY P/S CN1-10, -11, to SSFB CN2-7, -8	50v Q1, Q10, CN2-1,2	8vAC SR2
SSFB 2	Upr. Rt. Flipper 23-1100	GRY-VIO SSFB CN1-10	GRN-GRY CPU CN8-9 TO SSFB CN1-4	WHT-GRY CPU CN10-1 TO SSFB CN1-3	Not Used	BLK CPU CN5 TO CN1-6	BLK-WHT PPB J7-1, -5 to SSFB CN2-8, -9	GRY-GRN-GRY P/S CN1-10, -11, to SSFB CN2-7, -8	50v Q2, Q3, CN2-4,5	8vAC SR1
SSFB 2	Upr. Lt. Flipper 24-1570	GRY-BLK SSFB CN1-10	GRN-GRY CPU CN8-9 TO SSFB CN1-4	WHT-VIO CPU CN10-1 TO SSFB CN1-3	Not Used	BLK CPU CN5 TO CN1-6	BLK-WHT PPB J7-1, -5 to SSFB CN2-8, -9	GRY-GRN-GRY P/S CN1-10, -11, to SSFB CN2-7, -8	50v Q9, Q10, CN2-1,2	8vAC SR2

LAMPS

Column / Row	1 Yellow-Brown J137-1 Q98	2 Yellow-Red J137-2 Q97	3 Yellow-Orange J137-3 Q96	4 Yellow-Black J137-4 Q95	5 Yellow-Green J137-5 Q94	6 Yellow-Blue J137-6 Q93	7 Yellow-Violet J137-7 Q92	8 Yellow-Gray J137-9 Q91
Red-Brown J133-1 1 Q90	Mode Start 11	Tank Chase 21	Left Ramp Arrow 31	Mine Cart 41	Choose Wisely 51	(I)ndy 61	Mini Top Left 71	Mini Middle Bottom Left 81
Red-Black J133-2 2 Q89	Hand of Fate 12	Adven(t)ure Light 22	Castle Grunewald 32	Ark Jackpot 42	Right Plane Top 52	I(n)dy 62	Mini Top Right 72	Mini Middle Bottom Right 82
Red-Orange J133-4 3 Q88	Eject Extra Ball 13	Adv(e)ture Light 23	Left Plane Top 33	Raven Bar 43	Rope Bridge 53	In(d)y 63	Mini Middle Top Left 73	Mini Bottom Left 83
Red-Yellow J133-5 4 Q87	Ad(v)enture Light 14	Adve(n)ture Light 24	Monkey Brains 34	Right Plane Middle 44	Advent(u)re Light 54	Ind(y) 64	Mini Middle Top Right 74	Mini Bottom Right 84
Red-Green J133-6 5 Q86	A(d)venture Light 15	Steal The Stones 25	Left Plane Middle 35	Bonus 6X 45	Adventu(r)e Light 55	Willie 65	Mini Top Arrow 75	Mini Bottom Arrow 85
Red-Blue J133-7 6 Q85	(A)dventure Light 16	Grail Jackpot 26	Sallah 36	Right Plane Bottom 46	Adventur(e) Light 56	Bonus 2X 66	Marion 76	Totem Top Arrow 86
Red-Violet J133-8 7 Q84	Shoot Again 17	Streets Of Cairo 27	Bonus 4X 37	Well Of Souls 47	The 3 Challenges 57	Shorty 67	Bonus 8X 77	Center Lock 87
Red-Gray J133-9 8 Q83	Get The Idol 18	Stones Jackpot 28	Left Plane Bottom 38	Left Loop 48	Right Loop 58	Right Ramp Arrow 68	Dr. Jones 78	Start Button 88

SWITCHES

Dedicated Grounded Switches	Column / Row	1 Green-Brown J207-1 U20-18	2 Green-Red J207-2 U20-17	3 Green-Orange J207-3 U20-16	4 Green-Yellow J207-4 U20-15	5 Green-Black J207-5 U20-14	6 Green-Blue J207-6 U20-13	7 Green-Violet J207-7 U20-12	8 Green-Gray J207-9 U20-11	9 Violet-White Q11 J5-4	Flipper Grounded Switches
Orange-Brown J205-1 Left Coin Chute D1	White-Brown J209-1 1 U18-11	Single Drop Top 11	Slam Tilt 21	Left Eject 31	Left Ramp Enter 41	Advent(u)re Tgt. 51	(A)dventure Tgt. 61	Captive Ball Frt. 71	Trough 6 81	Wheel Position 1 91	Black-Green J906-1 Lower Right E.O.S. F1
Orange-Red J205-2 Center Coin Chute D2	White-Red J209-2 2 U18-9	Buy-in Button 12	Coin Door Closed 22	Exit Idol 32	Right Ramp Enter 42	Adventu(r)e Tgt. 52	A(d)venture Tgt. 62	Mini Top Hole 72	Trough 5 82	Wheel Position 2 92	Blue-Violet J905-1 Lower Right Opto F2
Orange-Black J205-3 Right Coin Chute D3	White-Orange J209-3 3 U18-5	Start Button 13	Ticket Opto 23	Left Slingshot 33	Top Idol Enter 43	Adventur(e) Tgt. 53	Ad(v)enture Tgt. 63	Mini Bottom Hole 73	Trough 4 83	Wheel Position 3 93	Black-Blue J906-3 Lower Left E.O.S. F3
Orange-Yellow J205-4 4th Coin Chute D4	White-Yellow J209-4 4 U18-7	Plumb Bob Tilt 14	Always Closed 24	Gun Trigger 34	Right Popper 44	Left Loop Top 54	Captive Ball Back 64	Right Ramp Made 74	Trough 3 84	Mini Playfield Left Limit 94	Blue-Gray J905-2 Lower Left Opto F4
Orange-Green J205-6 Normal Function Service Credits / Test Function Escape D5	White-Green J209-5 5 U19-11	Left Outlane 15	(I)ndy Lane 25	Left Jet 35	Center Enter 45	Left Loop Bottom 55	Mini Top Left 65	Mini Top Right 75	Trough 2 85	Mini Playfield Right Limit 95	Black-Violet J906-4 *Center Drop Bank Left F5
Orange-Blue J205-7 Normal Function Volume Down / Test Function Down D6	White-Blue J209-7 5 U19-9	Left Return Lane 16	I(n)dy Lane 26	Right Jet 36	Top Post 46	Right Loop Top 56	Mini Middle Top Left 66	Mini Middle Top Right 76	Trough 1 86		Black-Yellow J905-3 *Center Drop Bank Middle F6
Orange-Violet J205-8 Normal Function Volume Up / Test Function Up D7	White-Violet J209-8 7 U19-5	Right Return Lane 17	In(d)y Lane 27	Bottom Jet 37	Subway Lockup 47	Right Loop Bottom 57	Mini Middle Bottom Left 67	Mini Middle Bottom Right 77	Top Trough 87		Black-Gray J906-5 *Center Drop Bank Right F7
Orange-Gray J205-9 Normal Function Begin Test / Test Function Enter D8	White-Gray J209-9 8 U19-7	Right Outlane Top 18	Ind(y) Lane 28	Center Standup 38	Right Slingshot 48	Right Outlane Bottom 58	Mini Bottom Left 68	Mini Bottom Right 78	Shooter 88		Black-Blue J905-5 *Left Ramp Made F8

*Note: Used as switches other than flipper switches in this game.