

# COIL, SOLENOID & SWITCH ASSIGNMENT NUMBERS

## ○ H05 SWITCH ASSEMBLY IDENTIFICATION TABLE

SELF TEST #	SEQUENCE
1	FLINGER
2	50K MOUNTAIN
3	MULTIBALL-2
4	MULTIBALL-1
5	INITIAL BUTTON BOTTOM*
6	CREDIT*
7	INITIAL BUTTON TOP*
8	OUTHOLE
9	COINS RIGHT**
10	COINS LEFT**
11	COINS MIDDLE**
12	SLINGSHOT TOP
13	STAR ROLLOVER
14	SLAM**
15	TILT*
16	ESCAPE LOW
17	TREASURE 50K-5
18	TREASURE 50K-4
19	TREASURE 50K-3
20	TREASURE 50K-2
21	TREASURE 50K-1
22	TREASURE 30K-3
23	TREASURE 30K-2
24	TREASURE 30K-1
25	THUMPER BOTTOM
26	THUMPER TOP
27	SLINGSHOT RIGHT
28	SLINGSHOT LEFT
29	DROP TARGET-3
30	DROP TARGET-2
31	DROP TARGET-1
32	RETURN RIGHT
33	RETURN LEFT
34	ARCH RETURN
35	ESCAPE HIGH
36	SAUCER HOLE
37	RIGHT OUTLINE
38	ELEVATOR RIGHT
39	ELEVATOR TOP

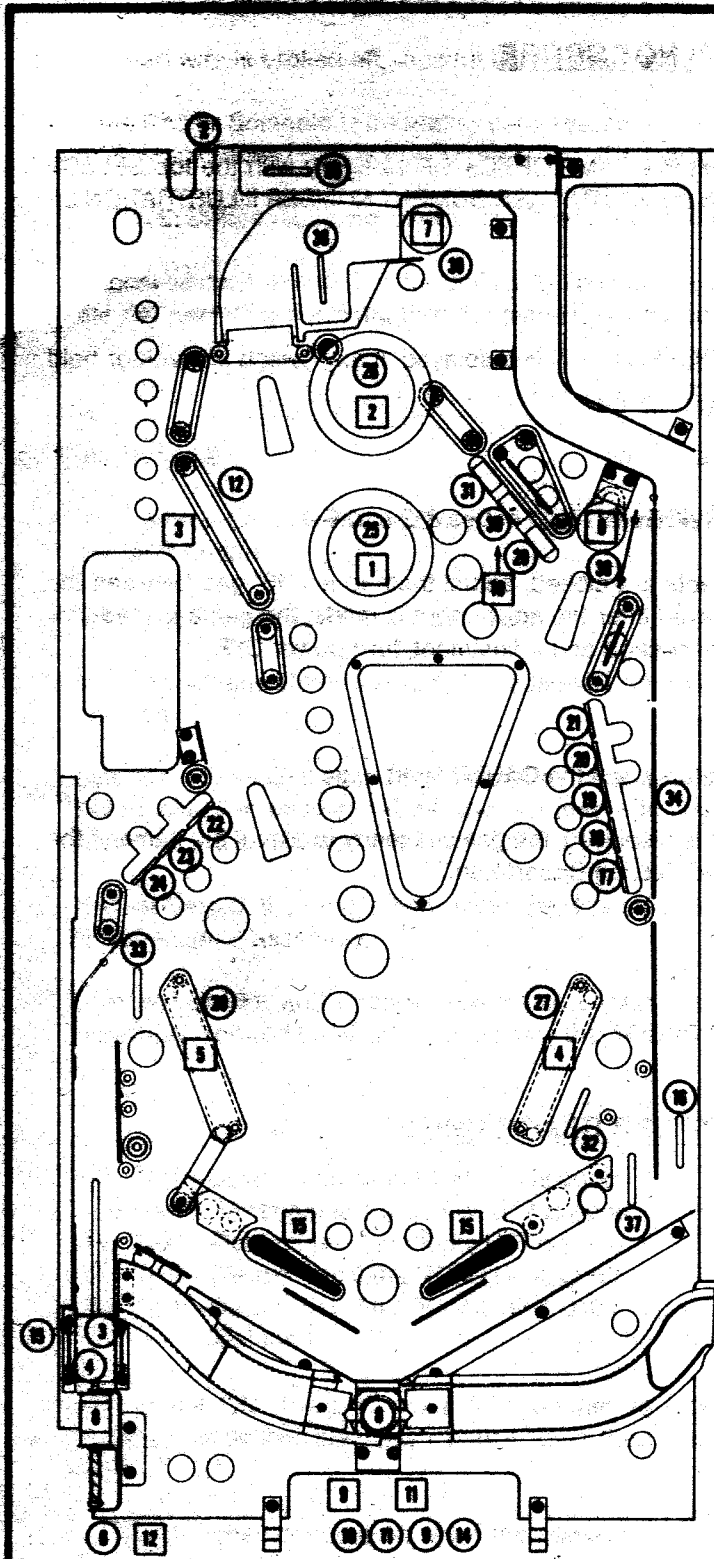
\* = CABINET SWITCH  
\*\* = DOOR SWITCH

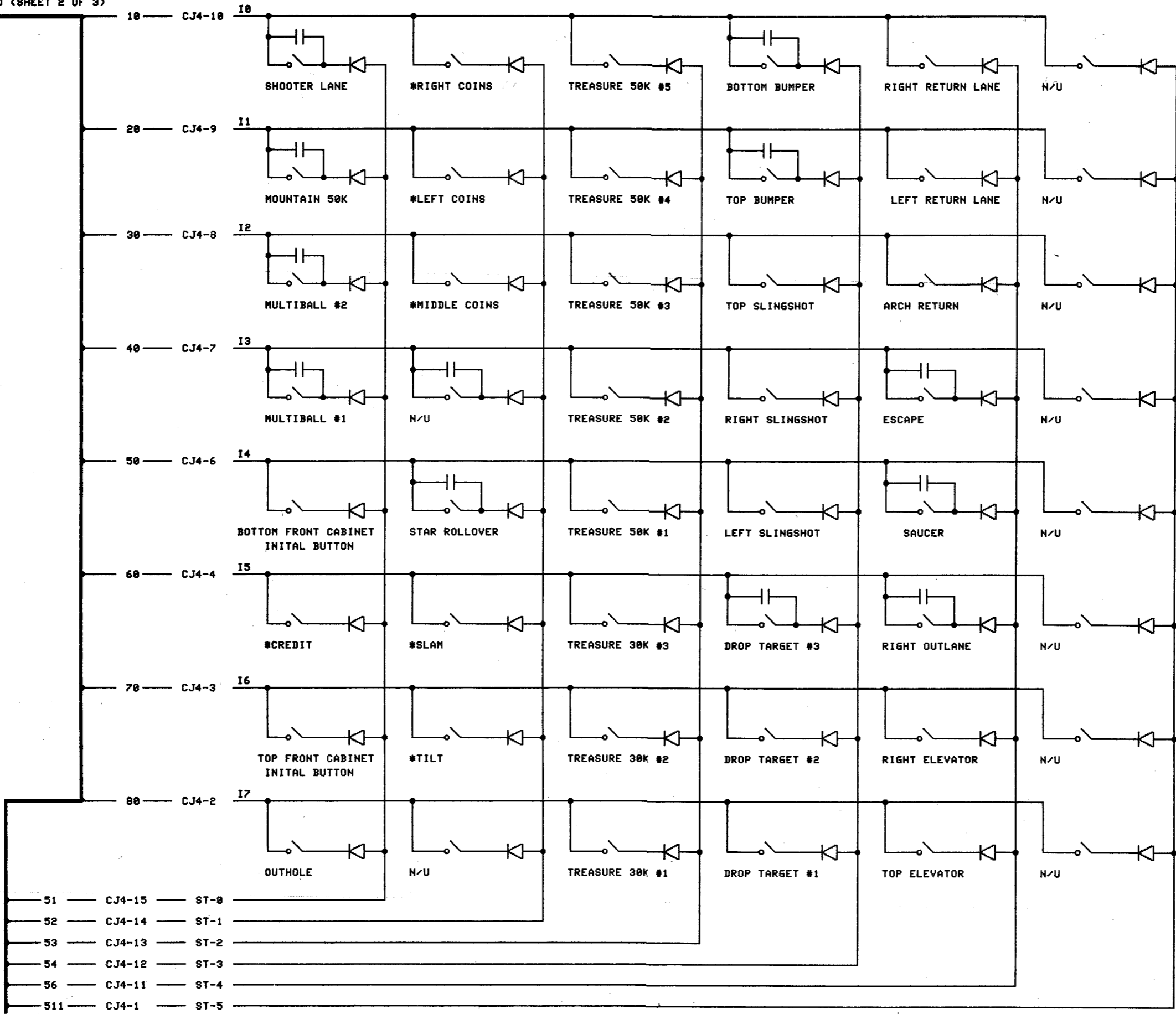
NOTE: 1) THE SEQUENCE NUMBERS SHOWN HERE ARE USED AS AN AID IN LOCATING FAULTY SOLENOID OR SWITCH ON FIGURE

## □ H05 SOLENOID IDENTIFICATION TABLE

SELF TEST #	SEQUENCE
1	BOTTOM THUMPER BUMPER
2	TOP THUMPER BUMPER
3	TOP SLINGSHOT
4	RIGHT SLINGSHOT
5	LEFT SLINGSHOT
6	RIGHT ELEVATOR
7	TOP ELEVATOR
8	MULTI-BALL RELEASE
9	LEFT OUTHOLE
10	DROP TARGET
11	RIGHT OUTHOLE
12	KNOCKER
13	ESCAPE GATE
14	GENERAL ILLUMINATION LIGHTS*
15	FLIPPERS

\* = THE GENERAL ILLUMINATION CIRCUITRY IS CONTAINED ON THE SOLENOID BUSS CIRCUIT.





COLOR CODE	
1-RED	6-BROWN
2-BLUE	7-ORANGE
3-YELLOW	8-BLACK
4-GREEN	9-GRAY
5-WHITE	0-NO TRACE
	11-VIOLET

NOTE 1. ALL SWITCH DIODES ARE 1N4148  
 NOTE 2. \* INDICATES NOT USED ON PLAYFIELD. DRAWING ONLY TO SHOW RESPECTIVE CABINET SWITCH POSITION IN SWITCH MATRIX.  
 NOTE 3. ALL CAPACITORS ARE .05MF, 25V

PLAYFIELD SWITCHES

51	CJ4-15	ST-0
52	CJ4-14	ST-1
53	CJ4-13	ST-2
54	CJ4-12	ST-3
56	CJ4-11	ST-4
511	CJ4-1	ST-5

NOTES:	BALLY MIDWAY MFG. CO.
M KONOPA	ESCAPE FROM THE LOST WORLD
11/2/87	PLAYFIELD DIAGRAM
	M051-00H05-A005
	SHEET 2 OF 3
	REV