FIREPOWER

Playfield Switch Wiring Diagram (System 6)

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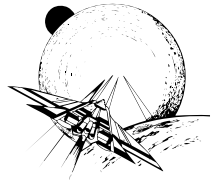
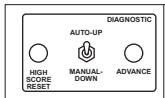


BOARD CONNECTIONS:
1 CPU BOARD
2 DRIVER BOARD
3 POWER SUPPLY BOARD
4 MASTER DISPLAY BOARD
5 SLAVE DISPLAY BOARD
6 BACKBOX
7 CABINET
8 PLAYFIELD
9 INSERT BOARD
10 SOUND BOARD
11 NOT ASSIGNED
12 SPEECH MODULE

DIAGNOSTICS



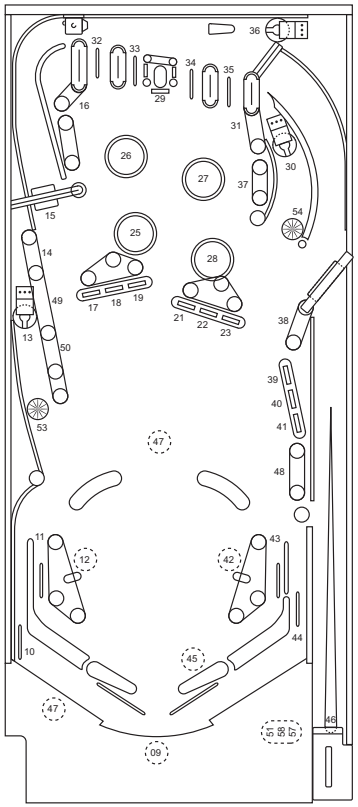
Switch Test –Test 03
This test permits checking of all multiplexed switches in the game. Proceed as follows:

1. Enter the Switch Test in one of the following ways:
a. From the Display Digits, Lamp, or Solenoid Tests, set the AUTO-UP/MANUAL-DOWN switch to AUTO-UP and operate the ADVANCE pushbutton until 03 is indicated on the number of credits display.
b. From the game over mode,
(1) Set the AUTO-UP/ MANUAL-DOWN switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton.
(2) Set the switch to AUTO-UP and operate the ADVANCE pushbutton until 03 is indicated on the number of credits display.

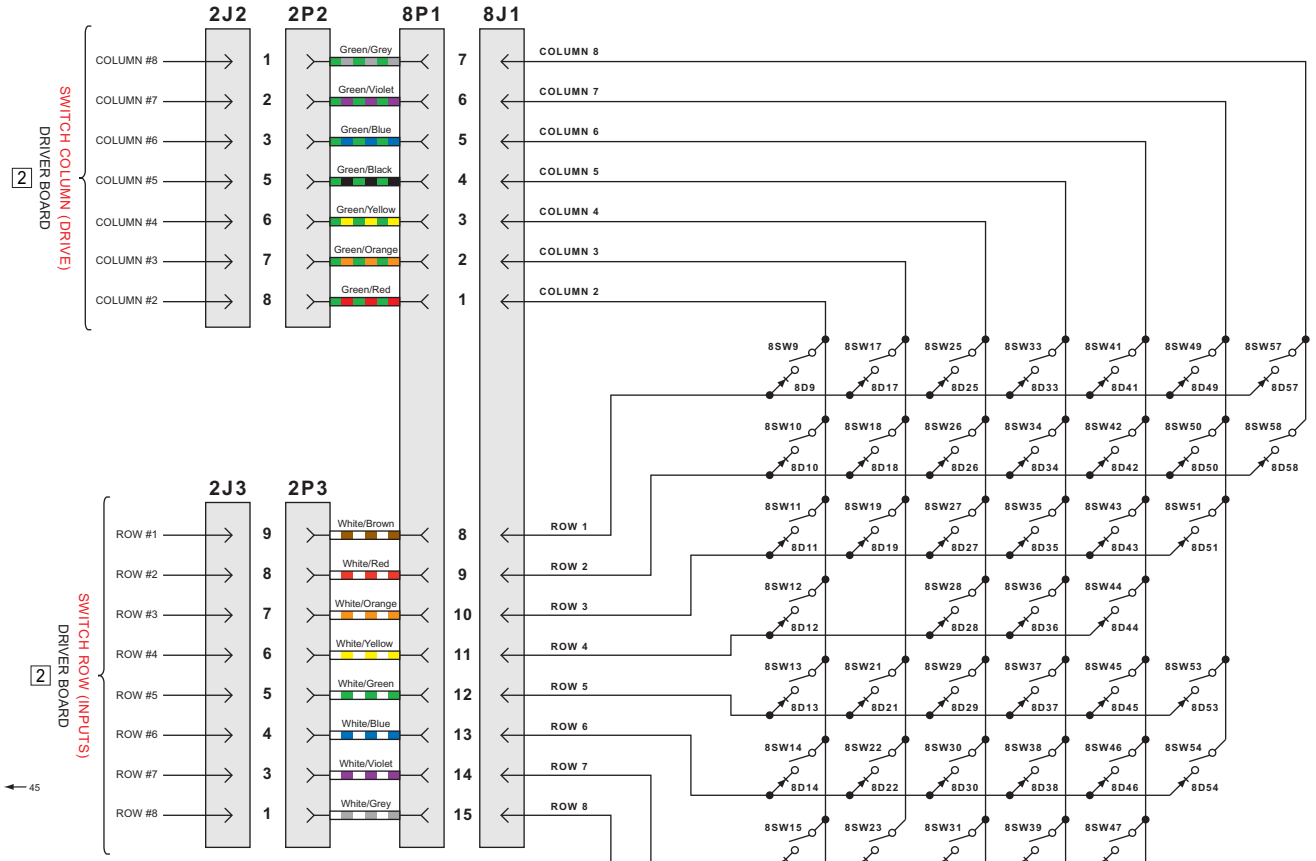
All stuck switches will be sequentially indicated on the ball in play display. If there are no stuck switches. the display will be blank.

2. Actuate each switch and cheek for the proper switch number on the ball in play display.

3. Turn the game OFF and back ON to return to the game over mode.



Location of switches on playfield



SWITCH NO.	FUCTION
09	Outhole
10	Left Outside Rollover
11	Left Inside Rollover
12	Left Kicker
13	Left Eject Hole
14	Upper Middle Left Standup
15	Spinner
16	Top Left Standup
17	"1" Target
18	"2" Target
19	"3" Target
20	Not Used
21	"4" Target
22	"5" Target
23	"6" Target
24	Not Used
25	Bottom Left Jet Bumper
26	Top Left Jet Bumper
27	Top Right Jet Bumper
28	Bottom Right Jet Bumper
29	Top Centre Target
30	Right Eject Hole
31	Upper Top Right Standup
32	"F" Rollover
33	"I" Rollover
34	"R" Rollover
35	"E" Rollover
36	Upper Right Eject Hole
37	Lower Top Right Standup
38	Middel Right Standup
39	Top "POWER" Target
40	Middle "POWER" Target
41	Bottom "POWER" Target
42	Right Kicker
43	Right Inside Rollover
44	Right Outside Rollover
45	Right Flipper LANE CHANGE Switch
46	Ball Shooter
47	Playfield Tilt
48	Lower Right Standup
49	Centre Middle Left Standup
50	Lower Middle Left Standup
51	Left Ball Ramp
52	Not Used
53	Left Eject Rollover
54	Right Eject Rollover
55	Not Used
56	Not Used
57	Right Ball Ramp
58	Centre Ball Ramp

SWITCH MATRIX *(Driver Board Connections)*

COL / ROW	1 GRN-BRN (2J2-9)	2 GRN-RED (2J2-8)	3 GRN-ORN (2J2-7)	4 GRN-YEL (2J2-6)	5 GRN-BLK (2J2-5)	6 GRN-BLU (2J2-3)	7 GRN-VIO (2J2-2)	8 GRN-GRY (2J2-1)
1 WHT-BRN (2J3-9)	PLUMB BOB TILT	OUTHOLE	"1" TARGET	BOTTOM LEFT JET BUMPER	"I" ROLLOVER	BOTTOM "POWER" TARGETS	CENTRE MIDDLE LEFT STANDUP	RIGHT BALL RAMP
2 WHT-RED (2J3-8)	BALL ROLL TILT	LEFT OUTSIDE ROLLOVER	"2" TARGET	TOP LEFT JET BUMPER	"R" ROLLOVER	RIGHT KICKER	LOWER MIDDLE LEFT STANDUP	CENTRE BALL RAMP
3 WHT-ORN (2J3-7)	CREDIT BUTTON	LEFT INSIDE ROLLOVER	"3" TARGET	TOP RIGHT JET BUMPER	"E" ROLLOVER	RIGHT INSIDE ROLLOVER	LEFT BALL RAMP	NOT USED
4 WHT-YEL (2J3-6)	RIGHT COIN SWITCH	LEFT KICKER	NOT USED	BOTTOM RIGHT JET BUMPER	UPPER RIGHT EJECT HOLE	RIGHT OUTSIDE ROLLOVER	NOT USED	NOT USED
5 WHT-GRN (2J3-5)	CENTRE COIN SWITCH	LEFT EJECT HOLE	"4" TARGET	TOP CENTRE TARGET	LOWER TOP RIGHT STANDUP	RIGHT FLIPPER LANE CHANGE SWITCH	LEFT EJECT ROLLOVER	NOT USED
6 WHT-BLU (2J3-4)	LEFT COIN SWITCH	UPPER MIDDLE LEFT STANDUP	"5" TARGET	RIGHT EJECT HOLE	MIDDLE RIGHT STANDUP	BALL SHOOTER	RIGHT EJECT ROLLOVER	NOT USED
7 WHT-VIO (2J3-3)	SLAM TILT	SPINNER	"6" TARGET	UPPER TOP RIGHT STANDUP	TOP "POWER" TARGET	PLAYFIELD TILT	NOT USED	NOT USED
8 WHT-GRY (2J3-1)	HIGH SCORE RESET	TOP LEFT STANDUP	NOT USED	"F" ROLLOVER	MIDDLE "POWER" TARGET	LOWER RIGHT STANDUP	NOT USED	NOT USED