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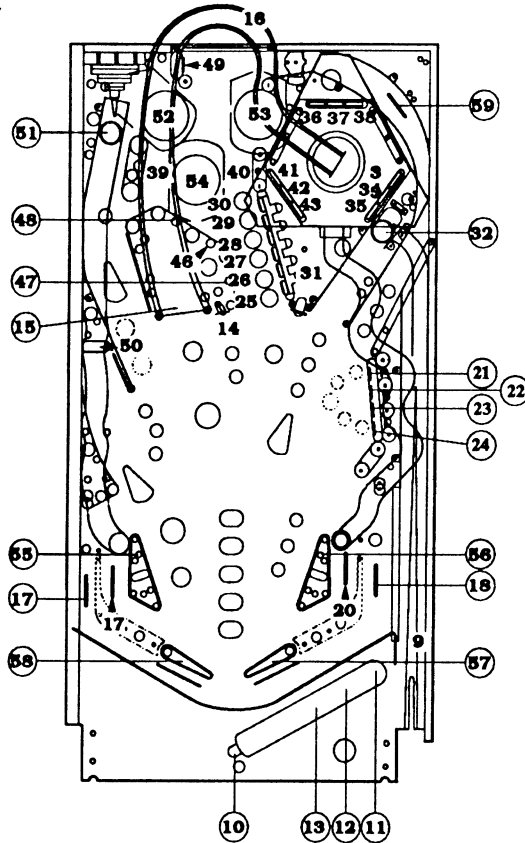
DR. DUDE Solenoid Table Switch Tests (06 & 07)

Sol.	Function	Solenoid Type	Wire Color	Connections	Drives/Timer	Solenoid Part Number
No.				CPU Bid	Playfield/Control	Flanklamp Type
01A3	Outboard Kicker	Switched	Vo-Bm	IP11-1	5.11-9: 5.1A-9 (A)	Q33
01C3	Mixer Heart	Switched	Vo-Bm	(Gry-Bm)	5.15-9 (C)	Q35
02A3	Trough	Switched	Vo-Red	IP11-3	5.11-7: 5.1A-8 (A)	Q25
02C3	Mixer Gob	Switched	Bk-Red	(Gry-Red)	5.15-8 (C)	Q26
03A3	Top Left Popper	Switched	Vo-Orn	IP11-4	5.11-4: 5.1A-7 (A)	Q32
03C3	Mixer Magnet	Switched	Bk-Orn	(Gry-Orn)	5.15-7 (C)	Q32
04A3	Middle Right Popper	Switched	Vo-Yel	IP11-5	5.11-5: 5.1A-5 (A)	Q24
04C3	Magnetic	Switched	Bk-Yel	(Gry-Yel)	5.15-5 (C)	Q24
05A3	Gob	Switched	Vo-Gm	IP11-6	5.11-4: 5.1A-5 (A)	Q31
05C3	Kicker	Switched	Bk-Gm	(Gry-Gm)	5.15-4 (C)	Q31
06A3	Knocker	Switched	Vo-Blu	IP11-7	5.11-3: 5.1A-4 (A)	Q23
06C3	Heart	Switched	Bk-Blu	(Gry-Blu)	5.15-3 (C)	Q23
07A3	Right Drop Target	Switched	Vo-Bk	IP11-8	5.11-3: 5.1A-3 (A)	Q30
07C3	Right Drop Targets	Switched	Bk-Vo	(Gry-Vo)	5.15-2 (C)	Q30
08A3	Raygun	Switched	Vo-Gry	IP11-9	5.11-1: 5.1A-1 (A)	Q22
08C3		Switched	Bk-Gry	(Gry-Bk)	5.15-1 (C)	Q22
9		Controlled	Bk-Bk			
10	Playfield G.I.	Controlled	Bm-Red	IP12-2	5.12-9: 5.1A-9: 5.2A-11 (A)	Q9
11	Middle Insert	Controlled	Bm-Red	IP12-3	5.12-3: 5.1A-9: 5.2A-14 (A)	Q9
12	A/C Select	Controlled	Bm-Yel	IP12-5	5.12-5 (C)	Q8
13	Magnet	Controlled	Bm-Gm	IP12-6	5.12-4: 5.1A-9: 5.2A-13 (A)	Q16
14	Big Shot	Controlled	Bk-Bk	IP19-9	5.13-1: 5.17-1 (A)	Q16
15	Big Shot	Controlled	Bm-Vo	IP12-8	2.1A-16: 2.111-2 (A)	Q14
16	Motor	Controlled	Bm-Gry	IP12-9	2.1A-16: 2.111-2 (A)	Q6
17	Left Jumper Bumper	Special #1	Bu-Bm	IP19-7	5.13-7: 5.17-7 (A)	Q78
18	Right Kicker (wing)	Special #2	Bu-Red	IP19-4	5.13-4: 5.17-4 (A)	Q71
19	Right Jumper Bumper	Special #3	Bu-Orn	IP19-3	5.13-3: 5.17-3 (A)	Q75
20	Right Kicker (wing)	Special #4	Bu-Yel	IP19-6	5.13-4: 5.17-4 (A)	Q49
21	Bottom Jumper Bumper	Special #5	Bu-Gm	IP19-8	5.13-2: 5.17-2 (A)	Q77
22						
-	Right Flipout		Orn-Vo (Bu-Vo)2	IP19-1	2.1A-5: 2.110-7 (A)	-
-	Left Flipout		Orn-Gry2 (Bu-Gry)2	IP19-2	2.110-1: 2.1A-18 (A)	-
-					2.110-1: 2.1A-18 (A)	PL11630/BOVDC
-					2.110-1: 2.1A-18 (A)	PL11630/BOVDC

NOTES: 1. Wire colors, except Orange-Yellow and Orange-Black, are ground connections (to call terminal with unshielded end of shield). Flipper ORN-YEL and ORN-GRY, when connected from CPU Board, is an original cable. 2. Flipper connections shown in brackets are from solenoid to flipper. 3. "A" circuits are pulled, when Sol. 12 is energized. 4. "C" circuits are pulled, when Sol. 12 is energized. 5. Wire colors in brackets are those from respective A and Channel connections to the 11 terminal connection listed for the Axis Power Driver Board, which controls the driver solenoid. 6. Sol. 12, 4, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 30

NOTES: 1. Wire colors, except **flapper ORN-VTD** and **ORN-CRY**, are ground connections (to coil terminal with insulated end of diode). **flapper ORN-VTD** and **ORN-CRY** when connect from CPU Board to flapper switch on coilnut. 2. **flapper connections** shown in brackets are for flapper switch to flapper coil. 3. "A" circuitry are pulsed, when Sol. 12 is de-energized; "C" circuitry are pulsed, with Sol.12 energized. Wire colors in brackets are those from respective A and C terminal corresponding to the J-terminal connection listed for the **Act. Power Driver Board**, which controls the device yielding by Sol. 12. 4. **Bady** is mounted on **Relay Board** (44) Jh C-11996-1; (44) Jh C-11902-1. 5. **Bulky** is mounted on **Act. Power Driver Board** (44) Jh C-11996-1.

DR. DUDE SWITCH LOCATIONS



DR. DUDE SWITCH MATRIX

DR. DUDE SWITCH MATRIX

column	1	2	3	4	5	6	7	8
row	GRN-BRN 1J8-1 O45	GRN-RED 1J8-2 O46	GRN-ORN 1J8-3 O44	GRN-YEL 1J8-4 O48	GRN-BLK 1J8-5 O43	GRN-BLU 1J8-7 O47	GRN-VIO 1J8-8 O42	GRN-GRY 1J8-9 O46
1	Plumb Tilt 1	Shooter Lane 9	Left Outlane 17	ref (X) 25	Mixer Gub Top 33	Mixer Mag. Top 41	I Test Target 49	Flight Flipper 57
2	Not Used 2	Outlane 10	Right Outlane 18	ref (E) x 26	Mixer Gub Middle 34	Mixer Mag. Middle 42	Magnet Target 50	Left Flipper 58
3	Game Start 3	Trough 1 Ball 11	Flight Return 19	ref (L) ac 27	Mixer Gub Bottom 35	Mixer Mag. Bottom 43	Top Left Popper 51	Flight Loop 59
4	Right Coin Switch 4	Trough 2 Balls 12	Left Return 20	re (F) ler 28	Mixer Heart Left 36	Not Used 44	Left Jumper Bumper 52	Not Used 60
5	Center Coin Switch 5	Trough 3 Balls 13	Right Drop 1 (Top) 21	r (E) ler 29	Mixer Heart Middle 37	Not Used 45	Flight Jumper Bumper 53	Not Used 61
6	Left Coin Switch 6	Heart Target 14	Flight Drop 2 22	(R) elier 30	Mixer Heart Right 38	Middle Middle 10 pla. 46	Bottom Jumper Bumper 54	Not Used 62
7	Slam Tilt 7	Enter Left Ramp 15	Flight Drop 3 23	Big Shot 31	Top Left 10 pla. 39	Middle Bottom 10 pla. 47	Left Slingshot 55	Not Used 63
8	High Score Reset 8	Score Left Ramp 16	Flight Drop 4 (Bottom) 24	Middle Flight Popper 32	Not Used 40	Middle Top 10 pla. 48	Right Slingshot 56	Not Used 64

DR. DUDE LAMP MATRIX

DR. DUDE LAMP MATRIX

column	1	2	3	4	5	6	7	8
row	YEL-BRN 1J7-1 OS6	YEL-RED 1J7-2 OS4	YEL-ORN 1J7-3 OS2	YEL-BLK 1J7-4 OS0	YEL-GRN 1J7-5 OS8	YEL-BLU 1J7-7 OS6	YEL-VIO 1J7-8 OS4	YEL-GRY 1J7-9 OS2
1 RED-BRN 1J6-1 OS0	Jackpot 1 Million	1 Test 25K	Playgun's Lamp 1	re(IX) 25	Mix Heart	Right Drop Target Hit Score	Magrudo R.L.I.L.x. 8	Jackpot Li
2 RED-BLK 1J6-2 OS1	Jackpot 2 Million	1 Test 50K	Playgun's Lamp 2	re(IX) 26	Mix Master	Right Drop Target Like Million	Magrudo BK	Million
3 RED-ORN 1J6-3 OS2	Jackpot 3 Million	1 Test 75K	Playgun's Lamp 3	re(IX) 27	Mix Master	Right Drop Target Double Jackpot	Magrudo 25K	Quadrillion
4 RED-YEL 1J6-5 OS3	Jackpot 4 Million	1 Test 100K	Playgun's Lamp 4	re(IX) 28	Magrudo Award	Right Drop Target Like Extra Ball	Magrudo BK	Super Dude (Top)
5 RED-GRN 1J6-6 OS4	Jackpot 5 Million	Playgun's Special	Playgun's Lamp 5	re(IX) 29	Heart Award	Right Drop Target Bonus Shoot	Quadrillion R.L.I.L.x. 2	Major Dude
6 RED-BLU 1J6-7 OS5	Jumpin' Value 1K	Playgun's Extra Ball	2X	(IX) 30	Quadrillion Award	Heart BK	Quadrillion BK	Cool Dude
7 RED-VIO 1J6-8 OS6	Jumpin' Value 2.5K	Playgun's R.L.I.L.x. 1	4X	Big Shot	Shoot Again	Heart 25K	Quadrillion BK	Party Dude
8 RED-GRY 1J6-9 OS7	Jumpin' Value BK	Bag of Tricks	6X	Playfield 2X 32	Left/Right Culture	Heart BK	Quadrillion BK	Plain Dude (Bottom)

DR. DUDE LAMPS LOCATIONS

