



AMH SWITCH MATRIX

Row Line

switch[x] BYTE

COLUMN 7
GREEN
GRAY

COLUMN 6
GREEN
VIOLET

COLUMN 5
GREEN
BLUE

COLUMN 4
GREEN
BLACK

COLUMN 3
GREEN
YELLOW

COLUMN 2
GREEN
WHITE

COLUMN 1

COLUMN 0

ROW 0
WHITE
BROWN

56

48
LEFT
OUTLANE

40
"O"

32
BALCONY
JUMP
SUCCESS

24

16
WIKI

8

0

ROW 1
WHITE
RED

57
SHOOTER
LANE

49
LEFT
INLANE

41
"R"

33
BALCONY
JUMP
APPROACH

25

17
TECH

9

1

ROW 2
WHITE
BLACK

58

50
LEFT
SLING

42
"B"

34
POP PATH/
JUMP FAIL

26

18
GHOST
TARGET 1
(left)

10

2

ROW 3
WHITE
YELLOW

59
TROUGH
BALL 1

51
LEFT
EOS

43
BALL IN
ELEVATOR
CAR

35
BASEMENT
UPPER

27

19
GHOST
TARGET 2
(middle)

11

3

ROW 4
WHITE
GREEN

60
TROUGH
BALL 2

52
RIGHT
EOS

44

36
BASEMENT
LOWER

28
HOTEL
PATH

20
GHOST
TARGET 3
(right)

12

4

ROW 5
WHITE
BLUE

61
TROUGH
BALL 3

53
RIGHT
SLING

45
POP
BUMPER
2

37
Pop
Bumper
0

29
ELEVATOR
CALL
BUTTON

21

13

5

ROW 6
WHITE
VIOLET

62
TROUGH
BALL 4

54
RIGHT
INLANE

46
POP
BUMPER
1

38
UPPER
LEFT
ORBIT

30
PSYCHIC

22
BASEMENT
RIGHT
SCOOP

14

6

ROW 7
WHITE
GREY

63
DRAIN

55
RIGHT
OUTLANE

47

39
LOWER
LEFT
ORBIT

31

23
VUK
LEFT
BEHIND
DOOR

15

7

switch[x], x BIT

PCB SWITCH COLUMN CONNECTOR

GND	COL7	COL6	COL5	KEY	COL4	COL3	COL2	COL1	COL0
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PCB SWITCH ROW CONNECTOR

GND	ROW7	ROW6	KEY	ROW5	ROW4	ROW3	ROW2	ROW1	ROW0
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SERVOS
SERVO 0 - Hellevator
SERVO 1 - Spooky Door
SERVO 2 - Ghost
SERVO 3 - Target

CABINET SWITCHES

TILT 8 (yellow)	0
9	1 COIN DOOR OPEN (gray)
10	2
11	3 RIGHT FLIPPER (Purp / black)
12 START BUTTON (yellow/brown)	4 LEFT FLIPPER (green / red)
13 GHOST LOOP OPTO (opto #1 on aux, yellow/red)	5 RED SERVICE MENU (blue)
14 SPOOKY DOOR OPTO (opto #2 on aux, yellow/blue)	6 GREEN SERVICE MENU (green)
15	7 COIN MECH (purple)

TCBDTWN

3V	GROUND	EMPTY	EMPTY	KEY	EMPTY	EMPTY	OPTO 2	OPTO 1
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YELLOW / BROWN
YELLOW / GRAY

YELLOW / BLUE
YELLOW / RED