

AMERICAN



PINBALL

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833-API-HELP

FUSES

Fuse Name	Fuse Rating	Type	Fuse Voltage
Coil Driver	5 Amp	5x20mm Slow Blow	250 volt
	5 Amp	5x20mm Slow Blow	250 volt
Coil Driver	5 Amp	5x20mm Slow Blow	250 volt
	5 Amp	5x20mm Slow Blow	250 volt
Main Fuse	6 Amp	3AG Slow Blow	250 volt
Add-On Board F1	4 Amp	5x20mm Slow Blow	250 volt
Add-On Board F2	4 Amp	5x20mm Slow Blow	250 volt
RGB Playfield	1 Amp	5x20mm Slow Blow	250 volt
RGB Back Panel	4 Amp	5x20mm Slow Blow	250 volt

Dip Switch 1,2,3 ON				Coil Locations								Q = Transistor IRL540N				
	BLU	BLK	BLU	BRN	BLU	RED	BLU	ORG	BLU	YEL	BLU	GRN	BLU	GRY	BLU	VIO
48v Power	Pin#1		Pin#3		Pin#4		Pin#5		Pin#6		Pin#7		Pin#8		Pin#9	
	Upper Rt Flipper		Upper Rt Flipper Hold		Flipper Magnet		Lower Pop Bumper		Right Pop Bumper		Left Pop Bumper		Lane Magnet		Not Used	
	Q1		Q2		Q3		Q4		Q5		Q6		Q7		Q8	
	BLK	GRY	BLK	BRN	BLK	RED	BLK	ORG	BLK	YEL	BLK	GRN	BLK	BLU	BLK	VIO
48v Power	Pin#1		Pin#2		Pin#4		Pin#5		Pin#6		Pin#7		Pin#8		Pin#9	
	Scoop		Barrel lock Release		Upper Slingshot		Drop Target UP		Not Used		VUK		Coaster lock Release		Not Used	
	Q9		Q10		Q11		Q12		Q13		Q14		Q15		Q16	

Dip Switch 2,3,8 ON				Coil Locations								Q = Transistor IRL540N				
	RED	BLK	RED	BRN	RED	GRY	RED	ORG	RED	YEL	RED	GRN	RED	BLU	RED	VIO
48v Power	Pin#1		Pin#3		Pin#4		Pin#5		Pin#6		Pin#7		Pin#8		Pin#9	
	Left Flipper Main		Left Flipper Hold		Left Slingshot		Oktober Magnet		Up Ramp Main		Up Ramp Hold		Not Used		Not Used	
	Q1		Q2		Q3		Q4		Q5		Q6		Q7		Q8	
	BRN	BLK	BRN	GRY	BRN	RED	BRN	ORG	BRN	YEL	BRN	GRN	BRN	BLU	BRN	VIO
48v Power	Pin#1		Pin#2		Pin#4		Pin#5		Pin#6		Pin#7		Pin#8		Pin#9	
	Trough Kick		Shooter Lane		Rt Flipper Main		Rt Flipper Hold		Right Slingshot		Fest Magnet		Not Used		Not Used	
	Q9		Q10		Q11		Q12		Q13		Q14		Q15		Q16	



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Cabinet SW-16 Board 0 - Dip switch 8 ON																
J2 Bank A	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	WHT Leaf	BLK 80	WHT Leaf	BRN 81	WHT Micro	RED 82	WHT Push	ORG 83	WHT Push	YEL 84	WHT Push	GRN 85	WHT Push	BLU 86	WHT N/A	VIO 87
BLK-pin 10	Left Flipper button		Lower RT Flipper		Upper RT Flipper		Enter		Exit		Down		Up		Tilt	
J6 Bank B	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	GRY Push	BLK 88	GRY Push	BRN 89	GRY Micro	RED 90	GRY Micro	ORG 91	GRY Opto	YEL 92	GRY Opto	GRN 93	GRY Leaf	BLU 94	GRY Leaf	VIO 95
BLK-pin 10	Start Button		Interlock/Dooropen		Coin #1		Coin #2		Bill Acceptor		Coin #3		Coin #4		Mag Nab button	
SW-16 Board 1 - Dip switch 1 ON																
J2 Bank A	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	YEL Micro	BLK 48	YEL S/U	BRN 49	YEL Micro	RED 50	YEL Leaf	ORG 51	YEL Leaf	GRY 52	YEL Leaf	GRN 53	YEL Micro	BLU 54	YEL Micro	VIO 55
BLK-pin 10	Pop Bumper Exit		Pop Bumper Duck		Right Orbit		Lower Pop Bumper		Left Pop Bumper		Right Pop Bumper		ta(P)		t(A)p	
J6 Bank B	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	ORG Micro	BLK 40	ORG M-Brane	BRN 41	ORG M-Brane	RED 42	ORG M-Brane	GRY 43	ORG Micro	YEL 44	ORG Micro	GRN 45	ORG Micro	BLU 46	ORG S/U	VIO 47
BLK-pin 10	(T)ap		Barrel Lock 1		Barrel Lock 2		Barrel Lock 3		Vertical Up Kicker		Drop Target		Captive Ball 2		Captive Ball Std UP	
SW-16 Board 2 - Dip switch 2 ON																
J6 Bank B	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	BRN S/U	BLK 24	BRN S/U	GRY 25	BRN S/U	RED 26	BRN S/U	ORG 27	BRN S/U	YEL 28	BRN S/U	GRN 29	BRN S/U	BLU 30	BRN S/U	VIO 31
BLK-pin 10	(O)ktober		o(K)tober		ok(T)ober		okt(O)ber		okto(B)er		oktob(E)r		oktobe(R)		Left Duck	
Opto Switch Board 2																
J2-Bank A	Return 1 Pin 2 on SW-16		Return 2 Pin 3 on SW-16		Return 3 Pin 4 on SW-16		Return 4 Pin 5 on SW-16		Return 5 Pin 6 on SW-16		Return 6 Pin 7 on SW-16		Return 7 Pin 8 on SW-16		Return 8 Pin 9 on SW-16	
J10-opto	Plug F - J2 opto bord		Plug G - J3 opto bord		Plug H - J4 opto bord		Plug I - J5 opto bord		Plug J - J6 opto bord		J7 opto board		Plug K - J8 opto bord		J9 opto board	
Ground	GRY Opto	BLK 8	GRY Opto	BRN 9	GRY Opto	RED 10	GRY Opto	ORG 11	GRY Opto	YEL 12	GRY Opto	GRN 13	GRY Opto	BLU 14	GRY Opto	VIO 15
BLK-pin 10	Scoop Loop Enter		Scoop Loop Exit		Left Orbit Enter		Coaster Ramp Enter		Barrel Ramp Enter		Not Used		Bar Subway		Not Used	
SW-16 Board 3 - Dip switch 1,2,8 ON																
J2 Bank A	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	BLU Opto	BLK 64	BLU Opto	BRN 65	BLU Opto	RED 66	BLU Opto	ORG 67	BLU Opto	YEL 68	BLU Opto	GRN 69	BLU Opto	GRY 70	BLU Micro	VIO 71
BLK-pin 10	Ball Trough 1		Ball Trough 2		Ball Trough 3		Ball Trough 4		Ball Trough 5		Ball Trough 6		Ball Trough Jam		Shooter Lane	
J6 Bank B	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	VIO Leaf	BLK 72	VIO Micro	BRN 73	VIO Micro	RED 74	VIO Leaf	ORG 75	VIO S/U	YEL 76	VIO S/U	GRN 77	VIO S/U	BLU 78	VIO S/U	GRY 79
BLK-pin 10	Right Flipper EOS		Right Outlane		Right Inlane		Right Slingshot		Right Outlane StdUP		fes(T)		fe(S)t		f(E)st	
SW-16 Board 4 - Dip switch 3 ON																
J6 Bank B	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	RED S/U	BLK 32	RED Micro	BRN 33	RED M-Brane	GRY 34	RED M-Brane	ORG 35	RED M-Brane	YEL 36	RED Micro	GRN 37	RED S/U	BLU 38	RED Micro	VIO 39
BLK-pin 10	Upper Duck		Left Orbit Make		Coaster Lock 3		Coaster Lock 2		Coaster Lock 1		Scoop		Upper Slingshot		Captive Ball 1	
Opto Switch Board 1																
J2-Bank A	Return 1 Pin 2 on SW-16		Return 2 Pin 3 on SW-16		Return 3 Pin 4 on SW-16		Return 4 Pin 5 on SW-16		Return 5 Pin 6 on SW-16		Return 6 Pin 7 on SW-16		Return 7 Pin 8 on SW-16		Return 8 Pin 9 on SW-16	
J10-opto	Plug A - J2 opto bord		Plug B - J3 opto bord		Plug C - J4 opto bord		Plug D - J5 opto bord		J6 opto board		Plug E - J7 opto bord		J8 opto bord		J9 opto board	
Ground	GRY Opto	BLK 0	GRY Opto	BRN 1	GRY Opto	RED 2	GRY Opto	ORG 3	GRY Opto	YEL 4	GRY Opto	GRN 5	GRY Opto	BLU 6	GRY Opto	VIO 7
BLK-pin 10	Bar Open		Bar Closed		Bartender Home		Left Orbit Exit		Not Used		Right orbit Exit		Not Used		Not Used	
SW-16 Board 5 - Dip switch 1,3 ON																
J2 Bank A	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	BLK Micro	GRY 16	BLK Micro	BRN 17	BLK Leaf	RED 18	BLK Leaf	ORG 19	BLK S/U	YEL 20	BLK S/U	GRN 21	BLK S/U	BLU 22	BLK S/U	VIO 23
BLK-pin 10	Left Outlane		Left Inlane		Left Slingshot		Left Flipper EOS		skill Left Stand-Up		Left Outlane Std-Up		Bar Hit		not used	
J6 Bank B	Return 1 Pin 2		Return 2 Pin 3		Return 3 Pin 4		Return 4 Pin 5		Return 5 Pin 6		Return 6 Pin 7		Return 7 Pin 8		Return 8 Pin 9	
Ground	GRN S/U	BLK 56	GRN Micro	BRN 57	GRN S/U	RED 58	GRN S/U	ORG 59	GRN S/U	YEL 60	GRN S/U	GRY 61	GRN Micro	BLU 62	GRN Micro	VIO 63
BLK-pin 10	(F)est		Spinner		Right Duck		(P)rost		p(R)ost		pr(O)st		pro(S)t		pros(T)	