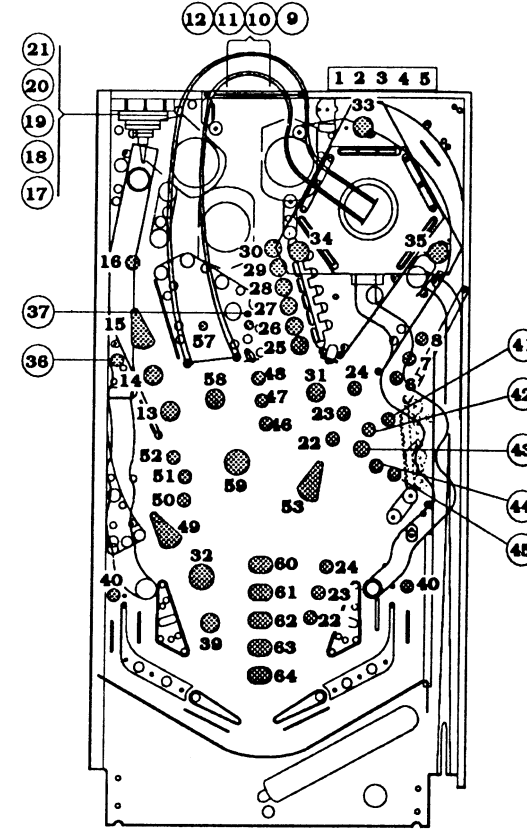


# DR. DUDE LAMP MATRIX

## DR. DUDE LAMP MATRIX

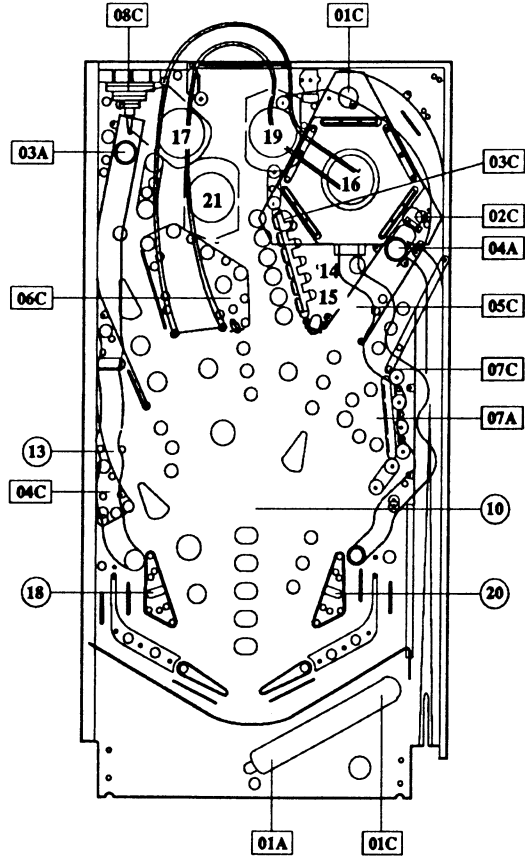
column	1	2	3	4	5	6	7	8
row	YEL-BRN 1J7-1 C80	YEL-RED 1J7-2 C84	YEL-ORN 1J7-3 C82	YEL-BLK 1J7-4 C86	YEL-GRN 1J7-5 C88	YEL-BLU 1J7-7 C86	YEL-VIO 1J7-8 C84	YEL-GRY 1J7-9 C82
1 RED-BRN 1J6-1 C81	Jumpot 1 Million	1 Test 2BK	Playguri's Lamp 1	re(X)	Mix Master Heart	Right Drop Target Hit Score	Magnate R.e.i.l.a.s. 9	Jumpot L1
2 RED-BLK 1J6-2 C82	Jumpot 2 Million	1 Test 8BK	Playguri's Lamp 2	re(Ex)	Mix Master Mag.	Right Drop Target Lib Millen	Magnate BK	Millen
3 RED-ORN 1J6-3 C83	Jumpot 3 Million	1 Test 7BK	Playguri's Lamp 3	re(L)re	Mix Master Club	Right Drop Target Double Jumpot	Magnate 2BK	Qu-Zillon
4 RED-YEL 1J6-5 C84	Jumpot 4 Million	1 Test 10BK	Playguri's Lamp 4	re(F)ex	Magnate Award	Right Drop Target Lib Extra Ball	Magnate 8BK	Super Dude (Top)
5 RED-GRN 1J6-6 C85	Jumpot 5 Million	Playguri's Special	Playguri's Lamp 5	re(Ex)	Heart Award	Right Drop Target Bonus Shoot	Club R.e.i.l.a.s. 2	Major Dude
6 RED-BLU 1J6-7 C86	Jumper Value 1K	Playguri's Extra Ball	2X	(F)dex	Club Award	Heart BK	Club BK	Cool Dude
7 RED-VIO 1J6-8 C87	Jumper Value 2.5K	Playguri's R.e.i.l.a.s. 1	4X	Big Shot	Shoot Again	Heart 2BK	Club 2BK	Party Dude
8 RED-GRY 1J6-9 C88	Jumper Value BK	Bag of Throats	8X	Playfield 2X	Left/Right Culture	Heart BK	Club BK	Plain Dude (Bottom)

# DR. DUDE LAMPS LOCATIONS



FLIPPERSPILL.COM

# DR. DUDE SOLENOID LOCATIONS



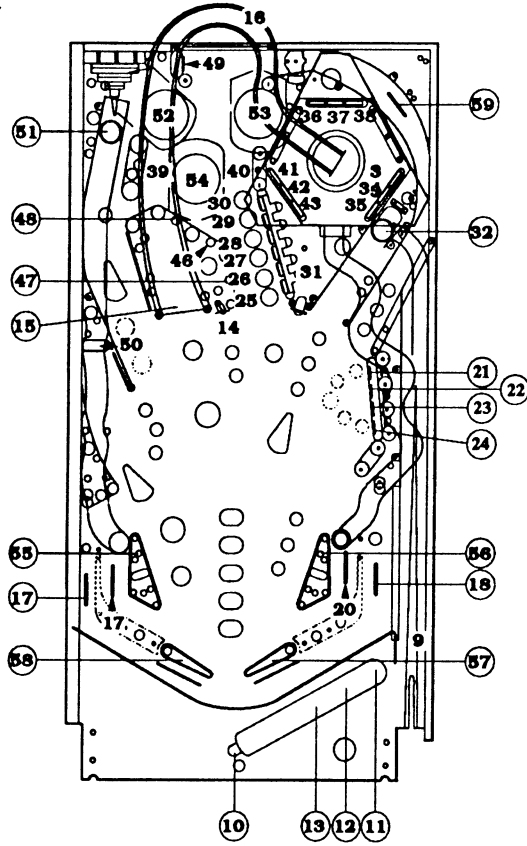
# DR. DUDE SOLENOID TABLE

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

Sol. No.	Function	Solenoid Type	Wire Color	Connections		Driver Trmr	Solenoid Part Number Flashlamp Type Cat. # (G.I. or P.I. #)
				CPU Bd	Playfield/ Coinfall		
01A	Outtake Kicker	Switched	Vo-Bm	IP11-1	SJ1-9; SJ4-9 (A)	Q33	AE-23-800
01C	Mixer Heart	Switched	Blk-Bm	(Gry-Bm)	SJ6-9 (C)	Q33	#89/906 flashlamps 2p
02A	Trough	Switched	Vo-Red	IP11-3	SJ1-7; SJ4-9 (A)	Q25	SA-1-26-400
02C	Mixer Gob	Switched	Blk-Red	(Gry-Red)	SJ5-9 (C)	Q26	#89/906 flashlamps 2p
03A	Top Left Popper	Switched	Vo-Orn	IP11-4	SJ1-6; SJ4-7 (A)	Q32	AE-26-1200
03C	Mixer Magnet	Switched	Blk-Orn	(Gry-Orn)	SJ1-6; SJ4-7 (C)	Q32	#89/906 flashlamps 2p
04A	Middle Right Popper	Switched	Vo-Yel	IP11-5	SJ1-6; SJ4-5 (A)	Q24	AE-23-800
04C	Magnetic	Switched	Blk-Yel	(Gry-Yel)	SJ5-5 (C)	Q24	#89/906 flashlamps 1p
05A	Gob	Switched	Vo-Gm	IP11-6	SJ1-4; SJ4-5 (A)	Q31	#89/906 flashlamps 1p
05C	Knocker	Switched	Blk-Gm	(Gry-Gm)	SJ5-4 (C)	Q31	#89/906 flashlamps 1p
06A	Knocker Heart	Switched	Vo-Bu	IP11-7	SJ1-3; SJ4-4 (A)	Q23	AE-23-800
06C	Heart	Switched	Blk-Bu	(Gry-Bu)	SJ5-3 (C)	Q23	#89/906 flashlamps 1p
07A	Right Drop Target	Switched	Vo-Bk	IP11-8	SJ1-2; SJ4-2 (A)	Q30	AE-23-800
07C	Drop Targets	Switched	Blk-Vo	(Gry-Vo)	SJ5-2 (C)	Q30	#89 flashlamps 1p
08A	Raygun	Switched	Vo-Gry	IP11-9	SJ1-1; SJ4-1 (A)	Q22	#89 flashlamps 1p
08C	Raygun	Switched	Blk-Gry	(Gry-Bk)	SJ5-1 (C)	Q22	#89 flashlamps 1p
9		Controlled	Bm-Bk				5590-09655-014
10	Playfield G.I.	Controlled	Bm-Red	IP12-2	SJ2-9; SJ4-9; SJ4-11	Q9	#906
11	Middle Insert	Controlled	Bm-Bu	IP12-7	SJ2-3; SJ4-3; SJ4-14	Q7	
12	A/C Select	Controlled	Bm-Bu	IP12-5	SJ2-5	Q8	5590-09655-015
13	Magnet	Controlled	Bm-Yel	IP12-6	SJ2-6	Q15	AE-26-1200
14	Big Shot	Controlled	Bm-Bk	IP19-9	SJ3-1; SJ7-1	Q79	AE-23-800
15	Big Shot	Controlled	Blk-Bk	IP12-9	2J4-18; 2J11-2	Q14	#89 flashlamp
16	Motor	Controlled	Bm-Vo	IP12-9	2J4-16; 2J11-1	Q6	
17	Left Jumper Bumper	Special #1	Blu-Bm	IP19-7	SJ3-7; SJ7-7	Q76	AE-23-800
18	Left Kicker (wing)	Special #2	Bu-Red	IP19-4	SJ3-6; SJ7-6	Q71	AE-26-1200
19	Right Jumper Bumper	Special #3	Bu-Orn	IP19-3	SJ3-3; SJ7-3	Q73	AE-23-800
20	Right Kicker (wing)	Special #4	Blu-Yel	IP19-6	SJ3-4; SJ7-5	Q69	AE-26-1200
21	Bottom Jumper Bumper	Special #5	Blu-Gm	IP19-8	SJ3-2; SJ7-2	Q77	AE-23-800
22	Right Bumpst		Orn-Vo (Blu-Vo) <sup>2</sup>	IP19-1	2J8-5; 2J10-7		FL11630/60VDC
	Left Bumpst		Orn-Gry (Blu-Gry) <sup>2</sup>	IP19-2	2J10-1; 2J8-1B 2J10-2; 2J8-1A		FL11630/60VDC

NOTE: 1. Wire colors, except Bluer ORN-VIO and ORN-GRY, are ground connections (to coil terminal with unshaded end of leads). Bluer ORN-VIO and ORN-GRY wires connect from CPU Board to flipper switch on cabinet. 2. Flipper connections shown in traces are from flipper switch to flipper coil. 3. "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are shown from respective A and C terminals corresponding to the J1 terminal connection listed for the Act Power Driver Board, which controls the device feeding by Sol. 12. 4. Relay is mounted on Relay Board. (48) J/C C-11998-1; (48) J/C C-11992-1. 5. Relay is mounted on Act Power Driver Bd. D-12347, in the backbox.

## 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	WHIT-BRN 1J10-9 Plumb Tilt 1	GRN-RED 1J10-8 Shooter Lane 9	GRN-ORN 1J8-3 Left Outlane 17	GRN-YEL 1J8-4 ref (X) 25	GRN-BLK 1J8-5 Mixer Gab Top 33	GRN-BLU 1J8-7 Mixer Mag. Top 41	GRN-VIO 1J8-8 I Teed Target 49	GRN-GRY 1J8-9 Right Flipper 57
2	WHIT-RED 1J10-8 Not Used 2	GRN-RED 1J10-8 Outlets 10	GRN-ORN 1J8-3 Right Outlane 18	GRN-YEL 1J8-4 ref (E) x 26	GRN-BLK 1J8-5 Mixer Gab Middle 34	GRN-BLU 1J8-7 Mixer Mag. Middle 42	GRN-VIO 1J8-8 Magnet Target 50	GRN-GRY 1J8-9 Left Flipper 58
3	WHIT-ORN 1J10-7 Game Start 3	GRN-RED 1J10-8 Trough 1 Ball 11	GRN-ORN 1J8-3 Flight Return 19	GRN-YEL 1J8-4 ref (L) ex 27	GRN-BLK 1J8-5 Mixer Gab Bottom 35	GRN-BLU 1J8-7 Mixer Mag. Bottom 43	GRN-VIO 1J8-8 Top Left Popper 51	GRN-GRY 1J8-9 Flight Loop 59
4	WHIT-YEL 1J10-8 Right Coin Switch 4	GRN-RED 1J10-8 Trough 2 Balls 12	GRN-ORN 1J8-3 Left Return 20	GRN-YEL 1J8-4 re (F) her 28	GRN-BLK 1J8-5 Mixer Heart Left 36	GRN-BLU 1J8-7 Not Used 44	GRN-VIO 1J8-8 Left Jumper Bumper 52	GRN-GRY 1J8-9 Not Used 60
5	WHIT-GRN 1J10-5 Center Coin Switch 5	GRN-RED 1J10-8 Trough 3 Balls 13	GRN-ORN 1J8-3 Right Drop 1 (Top) 21	GRN-YEL 1J8-4 r (E) her 29	GRN-BLK 1J8-5 Mixer Heart Middle 37	GRN-BLU 1J8-7 Not Used 45	GRN-VIO 1J8-8 Right Jumper Bumper 53	GRN-GRY 1J8-9 Not Used 61
6	WHIT-BLU 1J10-3 Left Coin Switch 6	GRN-RED 1J10-8 Heart Target 14	GRN-ORN 1J8-3 Flight Drop 2 (Bottom) 22	GRN-YEL 1J8-4 (R) ex 30	GRN-BLK 1J8-5 Mixer Heart Right 38	GRN-BLU 1J8-7 Middle Middle 10 pin 46	GRN-VIO 1J8-8 Bottom Jumper Bumper 54	GRN-GRY 1J8-9 Not Used 62
7	WHIT-VIO 1J10-2 Stern Tilt 7	GRN-RED 1J10-8 Enter Left Ramp 15	GRN-ORN 1J8-3 Flight Drop 3 (Bottom) 23	GRN-YEL 1J8-4 Big Shot 31	GRN-BLK 1J8-5 Top Left 10 pin 39	GRN-BLU 1J8-7 Middle Bottom 10 pin 47	GRN-VIO 1J8-8 Left Slingshot 55	GRN-GRY 1J8-9 Not Used 63
8	WHIT-GRY 1J10-1 High Score Reset 8	GRN-RED 1J10-8 Score Left Ramp 16	GRN-ORN 1J8-3 Flight Drop 4 (Bottom) 24	GRN-YEL 1J8-4 Middle Flight Popper 32	GRN-BLK 1J8-5 Not Used 40	GRN-BLU 1J8-7 Middle Top 10 pin 48	GRN-VIO 1J8-8 Right Slingshot 56	GRN-GRY 1J8-9 Not Used 64