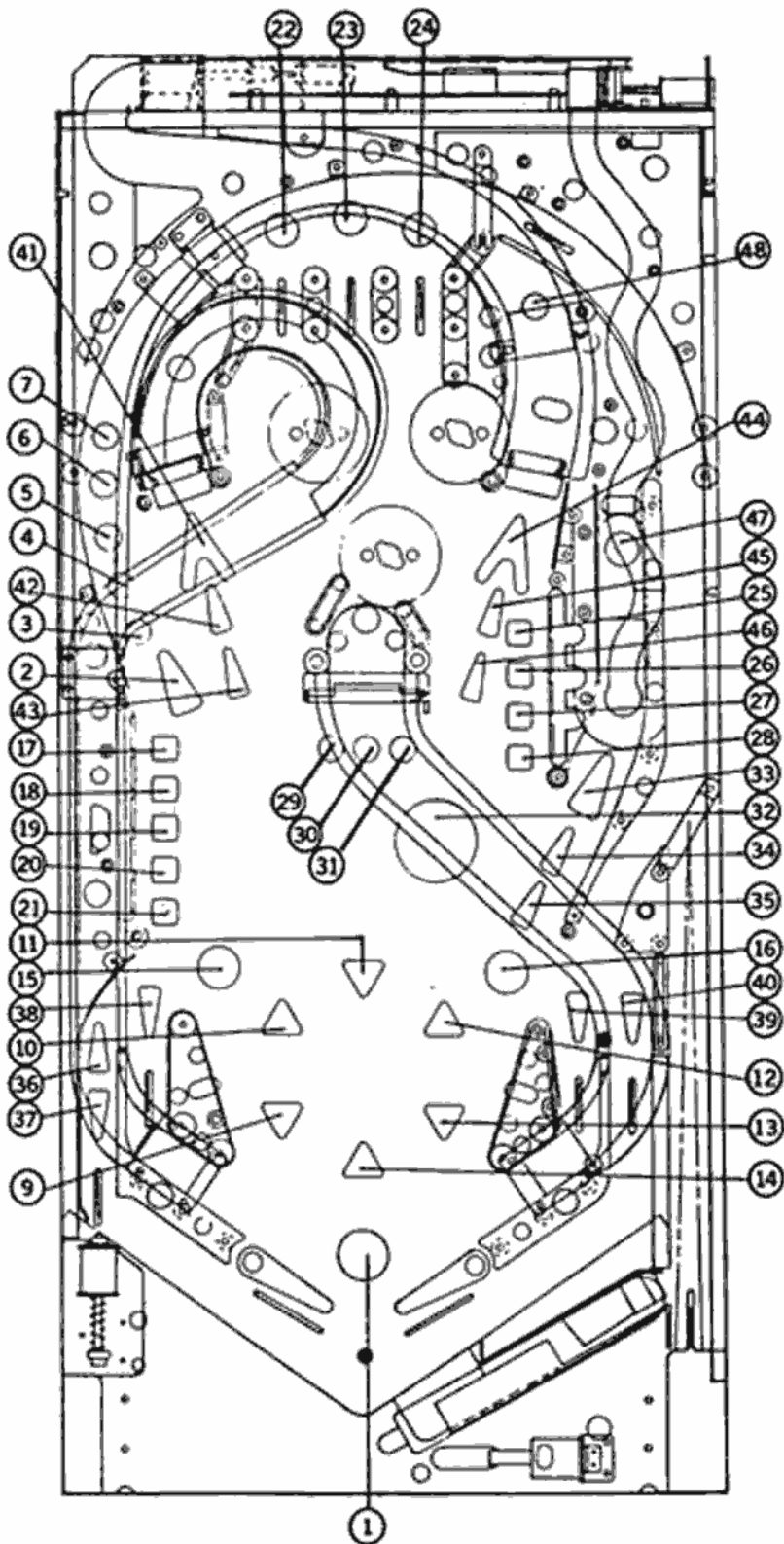


PLAYFIELD LAMP LOCATIONS



Lamp	Description
1	Shoot Again
2	Set Trap 2
3	50K
4	100K
5	150K
6	200K
7	250K
8	Jackpot
9	C (IN "CHEESE")
10	H (IN "CHEESE")
11	E (IN "CHEESE")
12	E (IN "CHEESE")
13	S (IN "CHEESE")
14	E (IN "CHEESE")
15	2X Bonus
16	3X Bonus
17	M (IN "MOUSE")
18	O (IN "MOUSE")
19	U (IN "MOUSE")
20	S (IN "MOUSE")
21	E (IN "MOUSE")
22	Top Lanes Left
23	Top Lanes Middle
24	Top Lanes Right
25	T (IN "TRAP")
26	R (IN "TRAP")
27	A (IN "TRAP")
28	P (IN "TRAP")
29	Left Center Target
30	Middle Center Target
31	Right Center Target
32	Timer
33	Set Trap 1
34	Playfield Multiply
35	Spot Cheese 3
36	Kickback
37	Left Outlane
38	Left Return Lane
39	Right Return Lane
40	Right Outlane
41	Qualify Million 1
42	Extra Ball 1
43	Spot Cheese 1
44	Qualify Million 2
45	Extra Ball 2
46	Spot Cheese 2

47 Right Stand-up
48 Cheezy Bonus

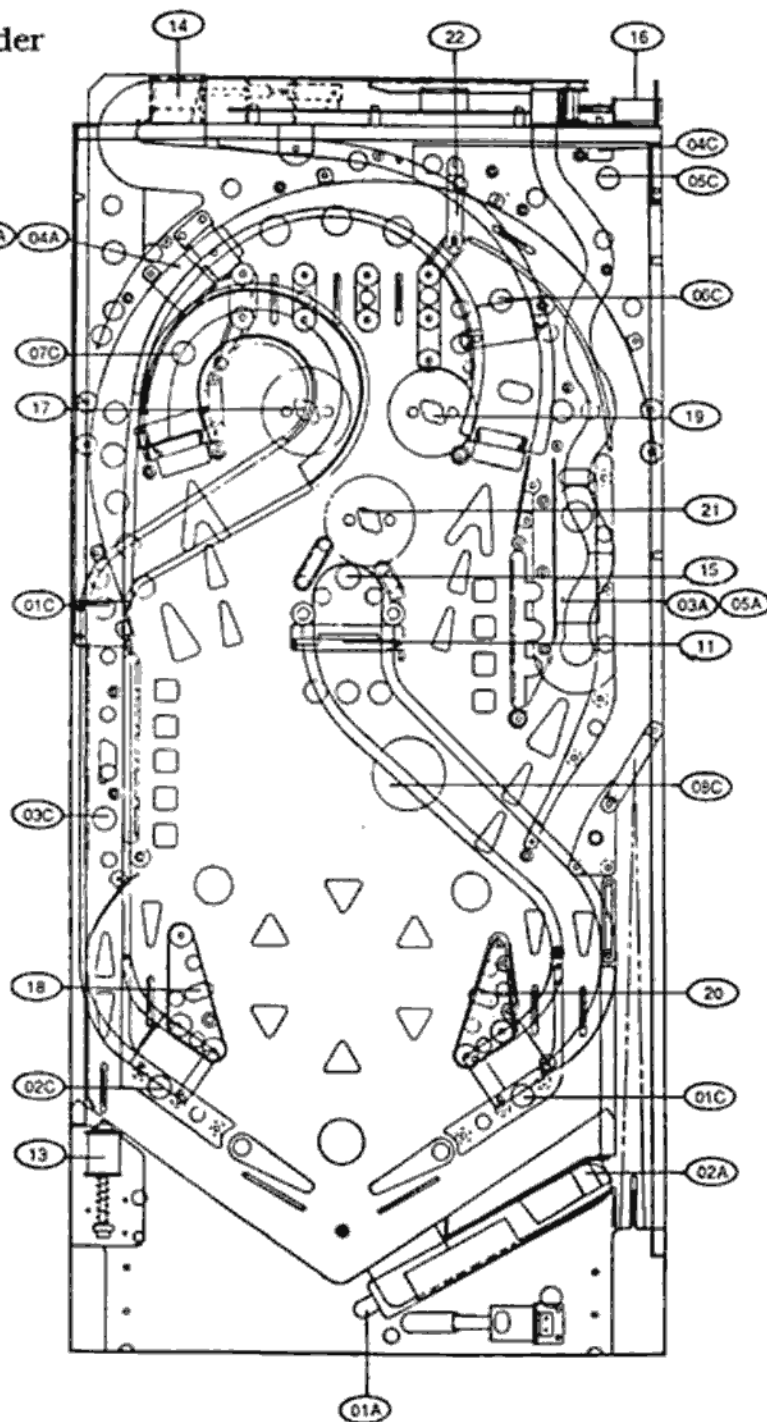
NOTE: #49-#56, Are on the Back Panel
#57-#63, Are on the Insert Board
#64, Is Not Used

MOUSIN' AROUND Lamp Matrix

column	1 Q66	2 Q64	3 Q62	4 Q60	5 Q58	6 Q56	7 Q54	8 Q52
row	YEL-BRN 1J7-1	YEL-RED 1J7-2	YEL-ORN 1J7-3	YEL-BLK 1J7-4	YEL-GRN 1J7-6	YEL-BLU 1J7-7	YEL-VIO 1J7-8	YEL-GRY 1J7-9
1 Q80 RED-BRN 1J6-1	Shoot Again 1	C 9	M 17	T 25	Set Trap 1 33	Quality Million 1 41	N 49	Jackpot 1 Million 57
2 Q81 RED-BLK 1J6-2	Set Trap 2 2	H 10	O 18	R 26	Playfield Multiply 34	Extra Ball 1 42	O 50	Jackpot 1.5 Million 58
3 Q82 RED-ORN 1J6-3	50 K 3	E 11	U 19	A 27	Spot Cheese 3 35	Spot Cheese 1 43	I 51	Jackpot 2 Million 59
4 Q83 RED-YEL 1J6-5	100 K 4	E 12	S 20	P 28	Kickback 36	Quality Million 2 44	L 52	Jackpot 2.5 Million 60
5 Q84 RED-GRN 1J6-6	150 K 5	S 13	E 21	Left Center Target 29	Left Outlane 37	Extra Ball 2 45	L 53	Jackpot 3 Million 61
6 Q85 RED-BLU 1J6-7	200 K 6	E 14	Top Lanes Left 22	Middle Center Target 30	Left Return Lane 38	Spot Cheese 2 46	I 54	Jackpot 4 Million 62
7 Q86 RED-VIO 1J6-8	250 K 7	2X Bonus 15	Top Lanes Middle 23	Right Center Target 31	Right Return Lane 39	Right Stand-up Target 47	M 55	Jackpot 5 Million 63
8 Q87 RED-GRY 1J6-9	Jackpot 8	3X Bonus 16	Top Lanes Right 24	Double Play Value Timer 32	Right Outlane 40	Cheesy Bonus 48	Build Jackpot 56	Not Used 64

SOLENOID/FLASHERS

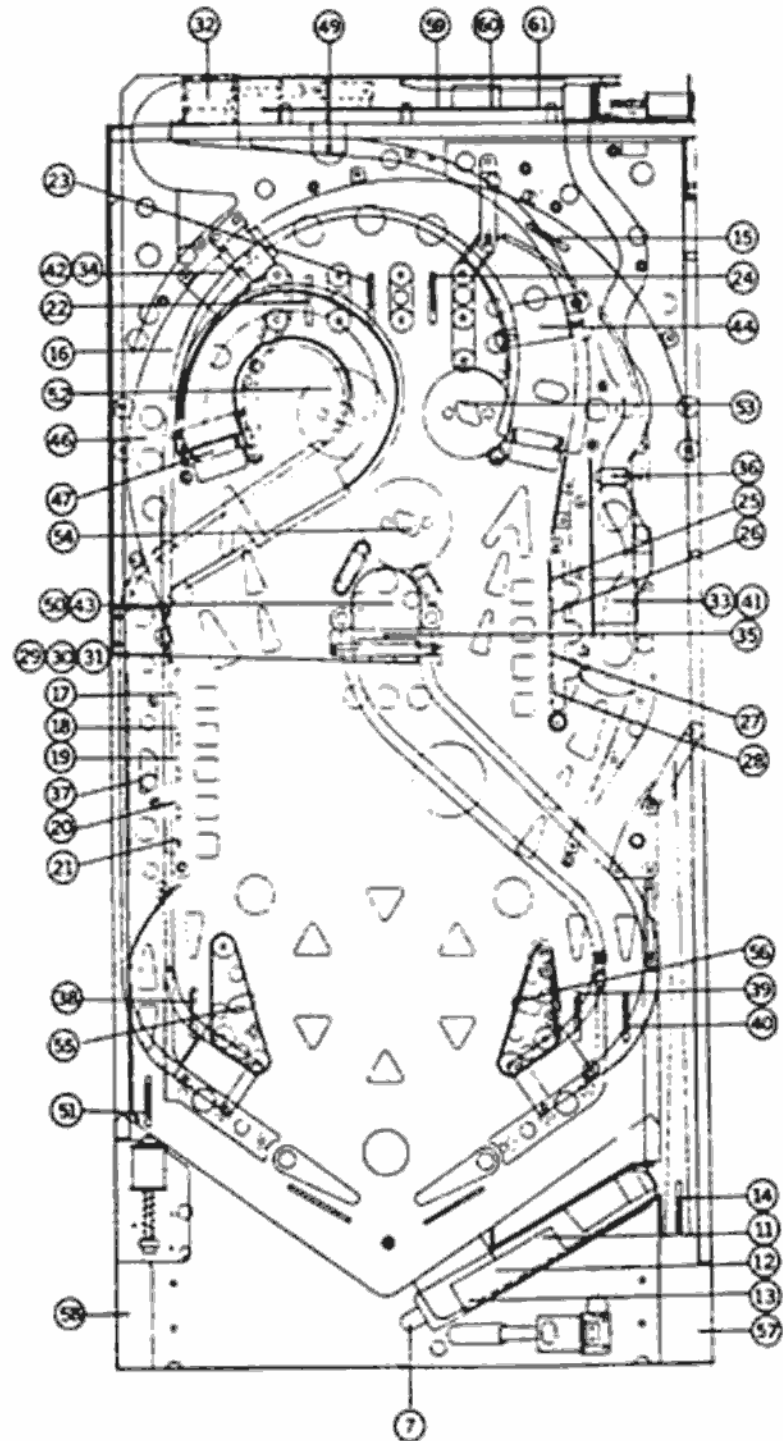
Item	Part #	Description
01A	AE-23-800	Outhole
01C	#89 Flashlamp	Right Flipper Flasher
02A	AE-23-800	Ball Shooter Lane Feeder
02C	#89 Flashlamp	Left Flipper Flasher
03A	AE-26-1400	Trap 1 Up
03C	#89 Flashlamp	Left side Flasher
04A	AE-26-1400	Trap 2 Up
04C	#906 Flashlamp	Back Panel Flasher
05A	SM1-28-800	Trap 1 Down
05C	#89 Flashlamp	Top Right Flasher
06A		Not Used
06C	#89 Flashlamp	Right Ramp Flasher
07A	AE-23-800	Knocker
07C	#89 Flashlamps	Left Ramp Flashers
08A	SM1-28-800	Trap 2 Down
08C	#89 Flashlamp	Timer Flashers
09	5580-09555-01	Insert Bd. Gen. Illum.
10	5580-09555-01	Playfield Gen. Illum.
11	5580-12145-01	Motor Relay
12	5580-09555-01	Solenoid A/C Select
13	AE-24-900	Kickback
14	AE-23-800	Ball Diverter
15	#89 Flashlamp	Center Flashers
16	AE-26-1200	Mouse Hole Ext
17	AE-23-800	Left Jet Bumper
18	AE-23-1500	Left Kicker (sling)
19	AE-23-800	Right Jet Bumper
20	AE-26-1500	Right Kicker (sling)
21	AE-23-800	Lower Jet Bumper
22	SM2-35-4000 F1 11630/50VDC	Top Lanes Gate Left and Right Flippers



Note: Solenoid #16 is on the Back Panel.

SWITCHES

Item	Part No.	Description
1	20-6502-A	Plumb Bob Tilt
2		Not Used
3	SW-1A-126	Credit Button
4	27-1092	Right Coin Sw.
5	Not Used	Center Coin Sw.
6	27-1092	Left Coin Sw.
7	27-1066	Slam Tilt
8	27-1008	High Score Reset
9	A-10417	Outhole
10		Not Used
11	5647-12073-00	Trough 1. Right
12	5647-09957-00	Trough 2. Middle
13	5647-09957-00	Trough 3. Left
14	5647-12073-04	Shooter Lane
15	A-12866	RT. Ret. Lane Loop
16	5647-12133-04	LT. Ret. Lane Loop
17	B-12912-16	M (In Mouse)
18	B-12912-16	O (In Mouse)
19	B-12912-16	U (In Mouse)
20	B-12912-16	S (In Mouse)
21	B-12912-16	E (In Mouse)
22	5647-12073-19	Top Lanes Left
23	5647-12073-19	Top Lanes Mid.
24	5647-12073-19	Top Lanes Rt.
25	B-12912-16	T (In Trap)
26	B-12912-16	R (In Trap)
27	B-12912-16	A (In Trap)
28	B-12912-16	P (In Trap)
29	A-11177-1	Left Center Tgt.
30	A-11315-3	Mid. Center Tgt.
31	A-11315-3	Rt. Center Tgt.
32	A-11991	Mouse Hole Enter
33	p/o B-20-9629	Trap 1 Up/Down
34	p/o B-20-9629	Trap 2 Up/Down
35	5647-12073-31	Center Ramp
36	B-11696-6	Playfield Multiply
37	A-12238	Left Ramp Exit
38	A-12688	Left Return Lane
39	A-12688	Right Return Lane
40	A-12688	Right Outlane
41	p/o B-20-9629	Trap 1 Ball
42	p/o B-20-9629	Trap 2 Ball
43	5647-12073-06	Motor Up
44	A-12238	Right Ramp Enter
45		Not Used
46	5647-12133-04	Right Ramp Exit
47	A-12238	Left Ramp Enter
48		Not Used
49	A-12953	Ball Diverter
50	5647-12073-06	Motor Down
51	5647-12073-19	Left Outlane
52	SW-11A-37	Left Jet
53	SW-11A-37	Right Jet
54	SW-11A-37	Bottom Jet



55	SW-1A-114	Left Sling (kicker)
55a	SW-1A-120	Left Sling (score)
56	SW-1A-114	Right Sling (kicker)
56a	SW-1A-120	Right Sling (score)
57	03-7811	Right Flipper
58	03-7811	Left Flipper
59	p/o C-13061	Mouse Hole Lock 1
60	p/o C-13061	Mouse Hole Lock 2
61	p/o C-13061	Mouse Hole Lock 3
62-64		Not Used

Note: Each Ball Eater has two switches. The center is #41 & #42 and tells the CPU if a ball is in the Ball Eater. The switch to the back and side is #33 & #34 and tells the CPU if the Ball Eater is up or down. The Motorized Target also has two switches. The right side switch tells the CPU the target is down, the left side switch tells the CPU the target is up.

MOUSIN' AROUND Switch Matrix

column	1 Q45	2 Q49	3 Q44	4 Q48	5 Q43	6 Q47	7 Q42	8 Q46
row	GRN-BRN 1J8-1	GRN-RED 1J8-2	GRN-ORN 1J8-3	GRN-YEL 1J8-4	GRN-BLK 1J8-5	GRN-BLU 1J8-7	GRN-VIO 1J8-8	GRN-GRY 1J8-9
1 WHT-BRN 1J10-9	Plumb Bob Tilt 1	Outhole 9	M 17	T 25	Trap 1 Up/Down 33	Trap 1 Ball 41	Ball Diverter 49	Right Flipper 57
2 WHT-RED 1J10-8	Not Used 2	Not Used 10	O 18	R 26	Trap 2 Up/Down 34	Trap 2 Ball 42	Motor Bank Down 50	Left Flipper 58
3 WHT-ORN 1J10-7	Credit Button 3	Trough 1 Right 11	U 19	A 27	Center Ramp 35	Motor Bank Up 43	Left Outlane 51	Mouse Hole Lock 1 59
4 WHT-YEL 1J10-6	Right Coin Chute 4	Trough 2 Middle 12	S 20	P 28	Playfield Multiply 36	Right Ramp Enter 44	Left Jet 52	Mouse Hole Lock 2 60
5 WHT-GRN 1J10-5	Center Coin Chute 5	Trough 3 Left 13	E 21	Left Center Target 29	Left Ramp Exit 37	Not Used 45	Right Jet 53	Mouse Hole Lock 3 61
6 WHT-BLU 1J10-3	Left Coin Chute 6	Shooter Lane 14	Top Lanes Left 22	Middle Center Target 30	Left Return Lane 38	Right Ramp Exit 46	Bottom Jet 54	Not Used 62
7 WHT-VIO 1J10-2	Slam Tilt 7	Right Return Loop 15	Top Lanes Middle 23	Right Center Target 31	Right Return Lane 39	Left Ramp Enter 47	Left Sling 55	Not Used 63
8 WHT-GRY 1J10-1	High Score Rset 8	Left Return Loop 16	Top Lanes Right 24	Mouse Hole Enter 32	Right Outlane 40	Not Used 48	Right Sling 56	Not Used 64