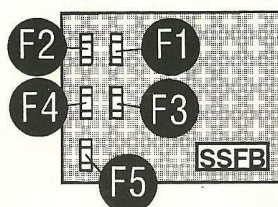
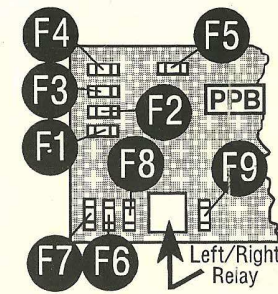
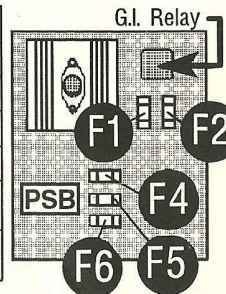


Backbox Bridges Mounted in Backbox	
F1	BR2 8A Slo-Blo 32v DC Coils/Flashers
F2	BR1 8A Slo-Blo 18v DC Lamps
F3	BR3 8A Slo-Blo 18v DC Display
Cabinet Fuses	
Main Fuse Line: 8A Slo-Blo 250v	
International 2X 4A Slo-Blo 250v	



Solid State 3-Flipper SSFB	
F1	3A 250v Slo-Blo 50v DC Output (All Fuses) Right Flipper
F2	3A 250v Slo-Blo 9v AC Holding
F3	3A 250v Slo-Blo 50v DC Output Left Flipper
F4	3A 250v Slo-Blo 9v AC Holding
F5	3A 250v Slo-Blo 50v DC Output Upper Flipper

Power Supply Board PSB	
F1	7A Slo-Blo +5vDC Reg. Input (9vAC)
F2	7A Slo-Blo +5vDC Reg. Input (9vAC)
F3	Not Used
F4	8A Slo-Blo Switched Ill. Buss (18vDC)
F5	4A Slo-Blo Solenoid (32vDC) Bumpers, Slingshots, etc.
F6	5A Slo-Blo Solenoid Buss (32vDC) L/R Relay Coils/Flash



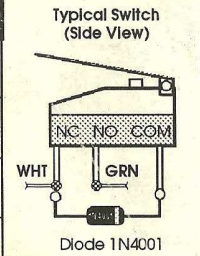
Playfield Power Board PPB	
F1	G.I. 5A Slo-Blo Playfield
F2	G.I. 5A Slo-Blo Backbox Dr./Spkr. Panel
F3	G.I. 5A Slo-Blo Playfield & Coin Door
F4	G.I. 5A Slo-Blo Backbox Door
F5	50v 5A Flippers /All 50v Coils
F6	32v Flash Lamps 3A Slo-Blo/Right
F7	32v 3A Coils/Flash Right/Left
F8	50v 4A / 50v Coils
F9	50v 5A Laser Kick

### Switched, CPU Controlled Auxiliary & Constant Power Solenoids

Coil No.	Coil or Flashlamp Description	Drive Transistor (D.T.)	On Which Board?	D.T. Control Line	D.T. Control Line Connect	Power Line	Power Line Connection	Power Description	Coil/Flash Type
1L	6-Ball Assembly Lockout Flashlamp: X1 P/F, Insert X3 Flash above "A-N-K"	Q46	CPU	VIO-BRN	PPB J2-1	BRN	J 6-1, 2	32v L	25-1240
1R	Flash above "A-N-K"			BLK-BRN	PPB J9-1	ORN	J 6-4, 5	32v R	Bulb #89
2L	Trough Up-Kicker (TRUK) Flashlamp: X2 P/F, Insert X2 Flashes above "F-R"	Q45	CPU	VIO-RED	PPB J2-2	BRN	J 6-1, 2	32v L	23-800
2R	Flashes above "F-R"			BLK-RED	PPB J9-2	ORN	J 6-4, 5	32v R	Bulb #89
3L	Auto Launch 50v Flashlamp: X1 P/F, Insert X3 Flash above "I-N"	Q44/Q5	CPU/PPB	VIO-ORN	PPB J8-2	YEL/VIO	J 7-8	50v L	24-940
3R	Flash above "I-N"	Q44	CPU	BLK-ORN	PPB J9-3	ORN	J 6-4, 5	32v R	Bulb #89
4L	Bottom Scoop Kick-Big Flashlamp: X4 P/F, Insert X0 Flashes by Pop Bumpers	Q43	CPU	VIO-YEL	PPB J2-4	BRN	J 6-1, 2	32v L	23-800
4R	Flashes by Pop Bumpers			BLK-YEL	PPB J9-4	ORN	J 6-4, 5	32v R	Bulb #89
5L	Top Scoop Kick-Big 50v Flashlamp: X2 P/F, Insert X2 Flashes by Spinner	Q42/Q2	CPU	VIO-GRN	PPB J2-5	YEL/VIO	J 7-8	50v L	23-800
5R	Flashes by Spinner	Q42	CPU/PPB	BLK-GRN	PPB J9-5	ORN	J 6-4, 5	32v R	Bulb #89
6L	Playfield Ball Eject Flashlamp: X3 P/F, Insert X1 Flashes Upr. Left Corner	Q41	PPB	VIO-BLU	PPB J2-6	BRN	J 6-1, 2	32v L	24-940
6R	Flashes Upr. Left Corner		CPU	BLK-BLU	PPB J9-6	ORN	J 6-4, 5	32v R	Bulb #89
7L	VUK 50v Flashlamp: X3 P/F, Insert X1 Flashes around VUK	Q40/Q4	CPU	VIO-BLK	PPB J8-4	YEL/VIO	J 7-8, 2	50v L	24-940
7R	Flashes around VUK			BLK-VIO	PPB J9-7	ORN	J 6-4, 5	32v R	Bulb #89
8L	Knocker 32v (In Cabinet) Flashlamp: X0 P/F, Insert X0 Not used in this game.	Q39	CPU	VIO-GRY	PPB J2-8	BRN	J 6-1, 2	32v L	23-800
8R	Not used in this game.			---	---	---	---	---	---
09	Ramp Trap Door Right Coil: Loc. on PPB in Backbox	Q30	CPU	BRN-BLK	CPU CN 12-1	RED	PS CN 3-6, 7	32v	28-1050
10	Left & Right Relay Coil: Loc. on P/S Bd.	Q29	CPU	BLK-RED	CPU CN 12-2	RED	PS CN 6-7	32v	24v DC 10A DPDT
11	G.I. Relay	Q28	CPU	BRN-ORN	CPU CN 12-4	RED	PS CN 3-6, 7	32v	24v DC 10A DPDT
12	Ramp Trap Door Left Coil:	Q27	CPU	BRN-YEL	CPU CN 12-5	RED	PS CN 3-6, 7	32v	28-1050
13	Monster Arms 50v Coil:	Q26/Q3	CPU/PPB	BRN-GRN	PPB J8-7	VIO-YEL	J 7-3	50v	23-800
14	Right Orbit Ball Diverter Flashlamp: X4 P/F, Insert X0 Flashes around VUK	Q25	CPU	BRN-BLU	CPU CN 12-7	RED	PS CN 3-6, 7	32v	27-1400
15	Flashes around VUK	Q24	CPU	BRN-VIO	CPU CN 12-8	RED	PS CN 3-6, 7	32v	27-1500
16	Laser Kick 50v Coil:	Q23/Q1	CPU/PPB	BRN-GRY	PPB J8-12	VIO-YEL	J 7-3	50v	23-800
17	Top Turbo Bumper Coil:	Q11	CPU	BLU-BRN	CPU CN 19-7	RED	PS CN 3-6	32v	23-700
18	Middle Left Turbo Bumper Coil:	Q9	CPU	BLU-RED	CPU CN 19-4	RED	PS CN 3-6	32v	23-700
19	Mid. Right Turbo Bumper Coil:	Q8	CPU	BLU-ORN	CPU CN 19-3	RED	PS CN 3-6	32v	23-700
20	Bottom Turbo Bumper Coil:	Q10	CPU	BLU-YEL	CPU CN 19-6	RED	PS CN 6-6, 7	32v	23-800
21	Left Slingshot Coil:	Q12	CPU	BLU-GRN	CPU CN 19-8	RED	PS CN 6-6, 7	32v	23-800
22	Right Slingshot Coil:	Q13	CPU	BLU-BLK	CPU CN 19-9	RED	PS CN 6-6, 7	32v	23-800

### SWITCH MATRIX CHART

Column (Drive/Return)	1 Q55 GRN-BRN CN8-1	2 Q54 GRN-RED CN8-2	3 Q53 GRN-ORN CN8-3	4 Q52 GRN-YEL CN8-4	5 Q51 GRN-BLK CN8-5	6 Q50 GRN-BLU CN8-7	7 Q49 GRN-VIO CN8-8	8 Q48 GRN-GRY CN8-9
1 WHT-BRN CN10-9	Plumb Tilt 1	#1 (Left) Ball Trough 9	Bottom 2-Bank S-U Left "F" 17	Middle 1-Bank S-U "Move Jackpot" 25	Left Orbit Rollover Bottom 33	Top Turbo Bumper 41	Not Used 49	Not Used 57
2 WHT-RED CN10-8	4th Coin 2	#2 Ball Trough 10	2-Bank S-U Left "R" 18	Ramp 1-Bank S-U Left "T" 26	Left Orbit Rollover Top 34	Mid. Right Turbo Bumper 42	Not Used 50	Not Used 58
3 WHT-ORN CN10-7	Credit Button 3	#3 Ball Trough 11	Middle 3-Bank S-U Bot. "A" 19	Ramp 1-Bank S-U Right "E" 27	Right Orbit Rollover Top 35	Mid. Right Turbo Bumper 43	Not Used 51	Not Used 59
4 WHT-YEL CN10-6	Right Coin 4	#4 Ball Trough 12	Middle 3-Bank S-U Mid. "N" 20	Right 2-Bank S-U Top "I" 28	Right Orbit Rollover Bottom 36	Bottom Turbo Bumper 44	Not Used 52	Not Used 60
5 WHT-GRN CN10-5	Center Coin 5	#5 Ball Trough 13	Middle 3-Bank S-U Top "K" 21	Right 2-Bank S-U Bot. "N" 29	Left Outlane Rollover 37	Ramp Entrance Gate 45	"North Pole" VUK 53	Not Used 61
6 WHT-BLU CN10-3	Left Coin 6	#6 Ball Trough 14	Top 3-Bank S-U Left "E" 22	Not Used 30	Left Return Lane Rollover 38	Ramp Exit Gate 46	"Ingolstadt" Rt. Orbit Spinner 54	"The Switch" Lever 62
7 WHT-VIO CN10-2	Slam Tilt 7	#7 (Right) Ball Trough 15	Top 3-Bank S-U Mid. "N" 23	Sarcophagus Upper Scoop 31	Rt. Return Lane Rollover 39	Left Slingshot 47	"Ice Cave" above Ball Eject 55	Left Flipper Lower 63
8 WHT-GRY CN10-1	Extra Ball Button 8	Shooter Lane 16	Top 3-Bank S-U Right "S" 24	Geneva Lower Scoop 32	Right Outlane Rollover 40	Right Slingshot 48	Mini-Orbit Rollover By Eject 56	Right Flipper Upr./Lwr. 64



### LAMP MATRIX CHART

Column 18V GND	1 Q71 YEL-BRN CN7-1	2 Q70 YEL-RED CN7-2	3 Q69 YEL-ORN CN7-3	4 Q68 YEL-BLK CN7-4	5 Q67 YEL-GRN CN7-6	6 Q66 YEL-BLU CN7-7	7 Q65 YEL-VIO CN7-8	8 Q64 YEL-GRY CN7-9
1 Q72 RED-BRN CN6-1	F 01	T 09	Frankenstein Millions Mode 17	Ramp Jackpot 25	Left Outlane Alive Kick-Back 33	Move Jackpot 41	Not Used 49	Not Used 57
2 Q73 RED-BLK CN6-2	R 02	E 10	Stoning Mode 18	North Pole VUK Jackpot 26	Left Outlane Special 34	Change Scene 42	Not Used 50	Not Used 58
3 Q74 RED-ORN CN6-3	A 03	I 11	Creature Feature Mode 19	Ice Cave Ball Eject Jackpot 27	Left Return Lane Life Ingolstadt 35	Ingolstadt Spinner Mode 43	Not Used 51	Not Used 59
4 Q75 RED-YEL CN6-5	N 04	N 12	Lynch Justice Mode 20	Left Orbit Jackpot 28	Rt. Return Lane Life Geneva 36	Jackpot Grows 44	Not Used 52	Not Used 60
5 Q76 RED-GRN CN6-6	K 05	Top Turbo Bumper 13	North Pole Mode 21	Geneva Lower Scoop 29	Outlane Double Bonus 37	Justine Mode 45	Not Used 53	Not Used 61
6 Q77 RED-BLU CN6-7	E 06	Mid. Left Turbo Bumper 14	Life Extra Ball Mode 22	Sarcophagus Upper Scoop 30	Ice Cave Mode 38	Extra Ball 46	Not Used 54	Not Used 62
7 Q78 RED-VIO CN6-8	N 07	Mid. Right Turbo Bumper 15	Voltage Mode 23	VUK Entrance Left 31	Lock 1 39	Creature Mode 47	Live Again 55	Extra-Ball Button 63
8 Q79 RED-GRY CN6-9	S 08	Bottom Turbo Bumper 16	Graveyard Mode 24	VUK Entrance Right 32	Lock 2 40	Shooter Lane 48	VUK Entrance Middle 56	Start Button 64

MARY SHELLEY'S  
**FRANKENSTEIN**



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