



Power goes to the BANDED side of the diode! 

- Sol Bank 0**
 Power - Purple
 0 - Kocker (option)
 1 - Shaker (option)
 2 - Upper Flipper High (center)
 3 - VUK
 4 - Stop Post (inner orbit, right)
 5 - Right Pop Bumper
 6 - Drop Target
 7 - Upper Flipper Low

- Sol Bank 1**
 Power - Orange
 8 - Left Lower Pop
 9 - Left Upper Pop
 10 - Left Upper Sling
 11 - Left Lower Sling
 12 - Left Flipper Low
 13 - Left Flipper High (center)
 14 -
 15 -

- Sol Bank 2**
 Power - BLUE
 16 - Autolauncher
 17 - Ball Trough
 18 - Right Flipper Low
 19 - Right Flipper High (center)
 20 - Right Lower Sling
 21 - Right Upper Sling
 22 -
 23 -

- GI_1**
 8 - brown
 9 - key
 10 - brown/white - White GI lamps
 11 - yellow/orange - red flasher
 12 - green/orange - purple flasher
 13 - brown/red - Red GI lamps
 14 - brown/purp - bottom pf GI -2
 5V - brown/yellow - bottom pf GI -1