



AMH LIGHT MATRIX

switch[x] BYTE

COLUMN 7
YELLOW
GRAY

COLUMN 6
YELLOW
VIOLET

COLUMN 5
YELLOW
BLUE

COLUMN 4
YELLOW
GREEN

COLUMN 3
YELLOW
BLACK

COLUMN 2
YELLOW
WHITE

COLUMN 1
YELLOW
RED

COLUMN 0
YELLOW
BROWN

switch[x], x BIT

ROW 0
RED
BROWN

ROW 1
RED
BLACK

ROW 2
RED
WHITE

ROW 3
RED
YELLOW

ROW 4
RED
GREEN

ROW 5
RED
BLUE

ROW 6
RED
VIOLET

ROW 7
RED
GRAY

56	48	40	32	24	16	8	0
SPOOK AGAIN	BOSSSES BEATEN	UPPER LEFT FLASHER	"O"	ELEVATOR UP	JACKPOT	DOOR 1	WIKI
57	49	41	33	25	17	9	1
HOSPITAL MODE	MULTI BALL COMPLETE	HELL FLASHER	"R"	ELEVATOR DOWN	GHOST TARGET 1	DOOR 2	TECH
58	50	42	34	26	18	10	2
THEATER MODE	PHOTO ACE	SCOOP FLASHER	"B"	HOTEL 1	"GHOST TARGET 2	DOOR 3	MINION MASTER
59	51	43	35	27	19	11	3
FORT MODE	PSYCHIC	PHOTO HUNT	NOT USED	HOTEL 2	GHOST TARGET 3	DOCTOR GHOST	PRISON 1
60	52	44	36	28	20	12	4
BAR MODE	"G"	ARMY GHOST	THEATER 1	HOTEL 3	EVP	THEATER GHOST	PRISON 2
61	53	45	37	29	21	13	5
HOTEL MODE	"L"	BAR GHOST	THEATER 2	HOTEL GHOST	ADVANCE FORT	FIGHT DEMON	PRISON 3
62	54	46	38	30	22	14	6
PRISON MODE	"I"	SPIRIT GUIDE	THEATER 3	LOCK	ADVANCE BAR	DOOR CAMERA	PRISON LOCK
63	55	47	39	31	23	15	7
DEMON BATTLE	"R"	BASEMENT CAMERA	THEATER CAMERA	HOTEL CAMERA	POP CAMERA	EXTRA BALL	LEFT ORBIT CAMERA

PCB SWITCH COLUMN CONNECTOR



PCB SWITCH ROW CONNECTOR

