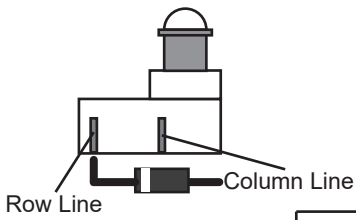


Jetson's LIGHT MATRIX



switch[x] BYTE

switch[x], x BIT

	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
ROW 0 RED BROWN	56	48	40	32 CENTER TARGET O	24 ASTRO J	16 GEORGE	8 E	0 J
ROW 1 RED BLACK	57	49	41	33 JACKPOT	25 LEFT ORBIT ARROW	17 JET SCREAMER	9 N	1 A
ROW 2 RED WHITE	58	50	42	34 KICKOUT C	26 JUDY J	18 ORBIT CITY MULTIBALL	10 RIGHT TARGET E	2 EXTRA BALL
ROW 3 RED YELLOW	59	51	43	35 KICKOUT ARROW	27 RAMP ARROW	19 SPACELY VS COGSWELL MULTIBALL	11 RIGHT TARGET G	3 LEFT SCOOP ARROW
ROW 4 RED GREEN	60	52	44	36 ORBITY J	28 ELROY J	20 JET AGAIN	12 RIGHT TARGET R	4 LEFT SCOOP S
ROW 5 RED BLUE	61	53	45	37 RIGHT ORBIT ARROW	29 ELROY LOOP ARROW	21	13 ORBITY	5 ROSIE
ROW 6 RED VIOLET	62	54	46	38	30 CENTER TARGET G	22	14 ELROY	6 ASTRO
ROW 7 RED GRAY	63	55	47	39	31 CENTER TARGET E	23	15 JANE	7 JUDY

PCB SWITCH COLUMN CONNECTOR



PCB SWITCH ROW CONNECTOR

