

Switch and Coil Charts

The Evil Dead Switch Chart

Switch Bank for Main Playfield								
Switch Bank 1			Switch Bank 2			Switch Bank 3		
0	NONE	Grey	8	Trough 7	Grey	16	NONE	Grey
1	NONE	White	9	Trough 6	White	17	Lower PF EOS	White
2	NONE	Red	10	Trough 5	Red	18	Lower - Lock and Load	Red
3	NONE	Purple	11	Trough 4	Purple	19	Lower - Book Target	Purple
4	NONE	Blue	12	Trough 3	Blue	20	Sling Flipper EOS	Blue
5	NONE	Green	13	Trough 2	Green	21	Right Flipper EOS	Green
6	Topper Down	Yellow	14	Left Shooter Lane	Yellow	22	Right Inlane	Yellow
7	Spinner	Orange	15	Right Shooter Lane	Orange	23	Right Outlane	Orange
Ground	Ground	Black	Ground	Ground	Black	Ground	Ground	Black
Switch Bank 4			Switch Bank 5			Switch Bank 6		
24	None	Grey	32	Right VUK	Grey	40	Shotgun Right	Grey
25	None	White	33	Necklace Right	White	41	Shotgun Left	White
26	Hand Hit	Red	34	Necklace Center	Red	42	Left Deadite EOS	Red
27	Cabin VUK	Purple	35	Right Deadite Bash	Purple	43	Mouse Trap Target	Purple
28	Cabin Front Drop	Blue	36	Right Deadite EOS	Blue	44	Groovy Drop 1_G	Blue
29	Cabin Back Drop	Green	37	Lift Bank Left	Green	45	Groovy Drop 2_R	Green
30	Right Ramp Scoop	Yellow	38	Lift Bank Middle	Yellow	46	Groovy Drop 3_O	Yellow
31	Necklace Left	Orange	39	Lift Bank Right	Orange	47	Mouse Trap Target	Orange
Ground	Ground	Black	Ground	Ground	Black	Ground	Ground	Black
Switch Bank 7			Switch Bank 8					
48	Groovy Drop 4_O	Grey	56	Captive Ball	Grey			
49	Groovy Drop 5_V	White	57	Middle VUK	White			
50	Groovy Drop 6_Y	Red	58	Upper Pop	Red			
51	Left Sling	Purple	59	Middle Pop Target	Purple			
52	Left Flipper EOS	Blue	60	Top Pop Target	Blue			

The Evil Dead Coil Chart

Warden Board								
Red Chain			Green Chain			Blue Chain		
Wire	Coil	MOSFET #	Wire	Coil	MOSFET #	Wire	Coil	MOSFET #
0 Purple	Lower Playfield Flipper High	Q8	8 Purple	Right Front VUK	Q9	16 Purple	Upper Drop Knockdown	Q10
1 White	Left Lower Flipper High	Q29	9 White	Lower Right Flipper High	Q30	17 White	Upper Drop Reset	Q31
2 Black	Left Lower Flipper Low	Q11	10 Black	Upper Right Flipper Low	Q12	18 Black	Lower Drop Reset	Q13
3 Yellow	Lower Playfield Flipper Low	Q26	11 Yellow	Upper Right Flipper High	Q27	19 Yellow	Knocker*	Q28
4 Brown	Left Sling	Q14	12 Brown	Lower Right Flipper Low	Q15	20 Brown	Lower Drop Knockdown	Q16
5 Orange	Lower Playfield Auto-Launches	Q23	13 Orange	Left Auto Launch	Q24	21 Orange	Shaker*	Q25
6 Pink	Upper 3 Drop Bank	Q17	14 Pink	Right Auto Launch	Q18	22 Pink	Back Right VUK	Q19
7 Grey	Lower 3 Drop Bank	Q20	15 Grey	Trough Eject	Q21	23 Grey	Right Middle VUK	Q22

GI Chain								
Wire	Coil #	Coil	Light Color					
1 White	24	Right Pop	White					
2 Red	25	Left Pop	White					
3 Purple	26	Tape Deck	White					
4 Blue	27	Hand	Red					
5 Green	28	Launcher	Orange					
6 Yellow	29	Cabin	White					
7 Orange	30	Topper Motor	Motor					
8 Gray	31	Upper Pop	White					

Note: Ensure safety precautions are taken, and the machine is disconnected from power during this process. Seek professional assistance if you are not comfortable or experienced in working with electronic components.

NOTICE

Need to report a code bug in The Evil Dead? You can send an email directly to service@spookyinball.com with the subject "Code Bug"

Coil Expander Board

Red Chain 2			Blue Chain 2		
Wire	Coil	MOSFET #	Wire	Coil	MOSFET #
48 Purple	NONE	Q1	56 Purple	Upper Pop	Q9
49 White	Right Troll High	Q8	57 White	Left Troll High	Q16
50 Black	Magnet	Q2	58 Black	Left Troll Low	Q10
51 Yellow	Middle Playfield VUK	Q7	59 Yellow	Shotgun Reset	Q15
52 Brown	NONE	Q3	60 Brown	Right Pop	Q11
53 Orange	NONE	Q6	61 Orange	Left Pop	Q14
54 Pink	Right Troll Low	Q4	62 Pink	NONE	Q12
55 Grey	NONE	Q5	63 Grey	NONE	Q13