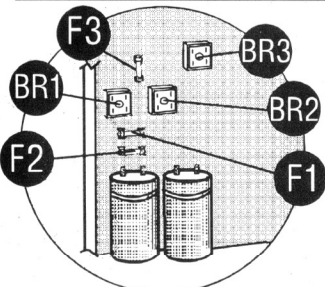
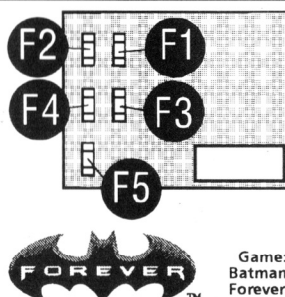


CAUTION: FOR CONTINUED PROTECTION AGAINST RISK OF FIRE, REPLACE ONLY WITH SAME TYPE OF FUSE HAVING THE SAME ELECTRICAL RATING!



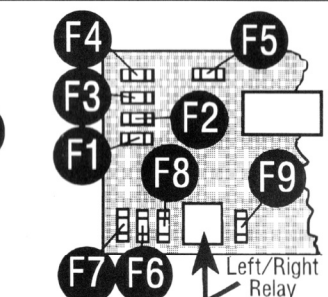
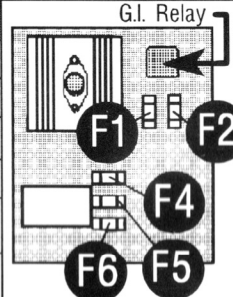
Backbox Bridges Mounted in Backbox	
F1	8A 250v Slo-Blo 32v DC BR2 Coils/Flashers
F2	8A 250v Slo-Blo 18v DC BR1 Lamps
F3	8A 250v Slo-Blo 18v DC BR3 Display

Cabinet Fuses	
Main Fuse Line: 8A Slo-Blo 250v	
International 2X 4A Slo-Blo 250v	



Solid State 2-Flipper SSFB	
F1	3A 250v Slo-Blo 50v DC Output (All Flippers) 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 Right Flipper

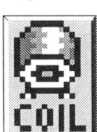
Power Supply Board PSB	
F1	7A Slo-Blo +5vDC Reg. Input (9vAC)
F2	7A Slo-Blo +5vDC Reg. Input (9vAC)
F3	Not Used
F4	8A Slo-Blo Switched Ill. Buss (18vDC)
F5	4A Slo-Blo Solenoid (32vDC) Bumpers, Slingshots, etc.
F6	5A Slo-Blo Solenoid Buss (32vDC) L/R Relay Coils/Flash



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

Open the coin door & press the Black "Begin Test" Button, choose any icon by pressing either flipper button or Green "Select" Button. Pressing the Start Button or Black "Enter" Button selects the icon chosen.

SWITCH MATRIX GRID (with Sw. Part No's)								
Column (Drive)	1 Q55 GRN-BRN CN8-1	2 Q54 GRN-RED CN8-2	3 Q53 GRN-ORG 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 BOB TILT	NOT USED	NOT USED	LEFT RAMP S-U L (?)	LASER KICK	TOP EJECT	GUN TRIGGER	LEFT TURBO BUMPER
2 WHT-RED CN10-8	4TH COIN SLOT	NOT USED	4-BANK DROP (CAVE)	LEFT RAMP S-U R (?)	LEFT RETURN LANE	TOP GOOD HEADS-U	RIGHT GOOD HEADS-U	BOT. TURBO BUMPER
3 WHT-ORG CN10-7	START BUTTON	#1 BALL THROUGH (LEFT)	4-BANK DROP (CAVE)	VUK S-U (?)	LEFT SLINGSHOT	TOP BAD HEADS-U	RIGHT BAD HEADS-U	RIGHT TURBO BUMPER
4 WHT-YEL CN10-6	RIGHT COIN SLOT	#2 BALL THROUGH	4-BANK DROP (CAVE)	RIGHT RAMP S-U L (?)	RIGHT SLINGSHOT	BATWING CANNON LOADED	LEFT RAMP LOCK #3 (TOP)	LOCK #3 (TOP)
5 WHT-GRN CN10-5	CENTER COIN SLOT OR DBA	#3 BALL THROUGH	4-BANK DROP (CAVE)	RIGHT RAMP S-U R (?)	RIGHT RETURN INSIDE	BATWING CANNON SAFETY	LEFT RAMP EXIT	LOCK #2 (MIDDLE)
6 WHT-BLU CN10-3	LEFT COIN SLOT	#4 BALL THROUGH (RIGHT)	TOP LANE (BAT)	BATCAVE EXIT KICKER	RIGHT RETURN OUTSIDE	BATWING CANNON HOME	MIDDLE RAMP EXIT	LOCK #1 (BOTTOM)
7 WHT-VIO CN10-2	SLAM TILT	4-BALL TRGH. VUK OPTO	TOP LANE (BAT)	NOT USED	RIGHT OUTLANE	LEFT ORBIT	RIGHT RAMP ENTER	LT FLIPPER BUTTON VA Q7/SSB 180
8 WHT-GRY CN10-1	EB / LEAGUE BUTTON	SHOOTER LANE	TOP LANE (BAT)	VUK	U-TURN MINI-RAMP	RIGHT ORBIT	RIGHT RAMP EXIT	RT FLIPPER BUTTON VA Q5/SSB 180

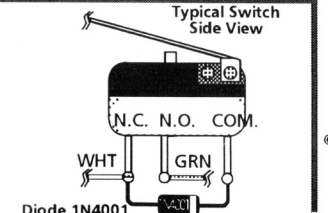
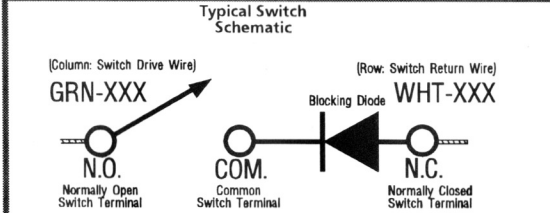
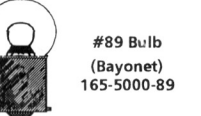
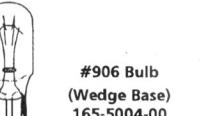
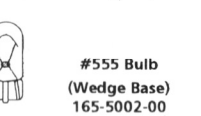
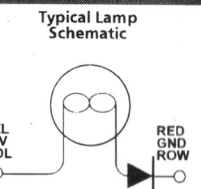


FOR MORE COMPLETE INSTRUCTIONS READ THE GAME MANUAL SECTION 3, CHAPTERS 1 & 2.

LAMP MATRIX GRID (with Bulb #)								
Column (18v)	1 Q71 YEL-BRN CN7-1	2 Q70 YEL-RED CN7-2	3 Q69 YEL-ORG CN7-3	4 Q68 YEL-BLK CN7-4	5 Q67 YEL-GRN CN7-5	6 Q66 YEL-BLU CN7-7	7 Q65 YEL-VIO CN7-8	8 Q64 YEL-GRY CN7-9
1 Q72 RED-BRN CN6-1	ROOFTOP CHASE (GRID)	TOP LANE (BAT)	RIDDLER'S THRONE (GRID)	MR. E (VUK)	SPOT-LITE MID RAMP LEFT	TOP GOOD HEADS	ARM BATWING	LEFT TURBO BUMPER
2 Q73 RED-BLK CN6-2	TOP LANE (BAT)	4-BANK DROP (CAVE)	BAT SIGNAL (L ORBIT)	SPOT-LITE MID RAMP RIGHT	JACKPOT (LEFT RAMP)	TOP BAD HEADS	BOTTOM TURBO BUMPER	BOTTOM TURBO BUMPER
3 Q74 RED-ORG CN6-3	FACE TWO-FACE (GRID)	TOP LANE (BAT)	4-BANK DROP (CAVE)	BAT SIGNAL (L RAMP)	SUPER JACKPOT (U-TURN)	RIGHT GOOD HEADS	DOUBLE JACKPOT	RIGHT TURBO BUMPER
4 Q75 RED-YEL CN6-5	CRIME SREE (GRID)	LEFT RAMP L (?)	4-BANK DROP (CAVE)	BAT SIGNAL (M. RAMP)	NOT USED	RIGHT BAD HEADS	CRIME SREE (R RAMP)	NOT USED
5 Q76 RED-GRN CN6-6	BRAIN DRAIN (GRID)	LEFT RAMP R (?)	4-BANK DROP (CAVE)	BAT SIGNAL (U-TURN)	NOT USED	LASER KICK	JACKPOT (RIGHT RAMP)	BATWING CANNON
6 Q77 RED-BLU CN6-7	SAFE TRAP (GRID)	VUK (?)	ALL BAT SIGNALS...	NOT USED	RIGHT RETURN INSIDE	EXTRA BALL (U-TURN)	THE BAT LIVES	BAT LIVES
7 Q78 RED-VIO CN6-8	LITE EXTRA BALL (GRID)	RIGHT RAMP L (?)	GOOD HEADS MATCHED	BAT SIGNAL (R ORBIT)	LEFT RETURN LANE	RIGHT RETURN OUTSIDE	LOCK ARROW (VUK)	EB/ LEAGUE BUTTON
8 Q79 RED-GRY CN6-9	FOREVER (GRID)	RIGHT RAMP R (?)	BAD HEADS MATCHED	BAT SIGNAL (VUK)	LEFT OUTLANE SPECIAL	RIGHT OUTLANE SPECIAL	GOTHAM EVENT	START BUTTON

Coils (1L-8L), Flashers (1R-8R) and Constant Power Coils (9-22)									
Coils (1L-8L) & Flashers (1R-8R)	Draw Transistor (D.T.)	On Which Board?	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type	
#1L: 4-BALL LOCKOUT	Q46	CPU	VIO-BRN	PPB J2-1	BRN	PPB J6-1, 2	32v L	25-1240 090-5034-00	
#1R: *FLASH* 4-BANK X2 LEFT INLANE X2	Q46	CPU	BLK-BRN	PPB J9-1	ORG	PPB J6-4, 5	32v R	4X #89 0X #906	
#2L: *FLASH* LEFT RAMP X4	Q45	CPU	VIO-RED	PPB J2-2	BRN	PPB J6-1, 2	32v L	23-800 090-5001-00	
#2R: *FLASH* RIGHT RAMP X4	Q45	CPU	BLK-RED	PPB J9-2	ORG	PPB J6-4, 5	32v R	4X #89 0X #906	
#3L: AUTOLAUNCH 50V	Q44/Q5	CPU/PPB	VIO-ORG	PPB J8-2	YEL-VIO	PPB J7-8	50v L	23-800 090-5001-00	
#3R: *FLASH* LEFT ORBIT X4	Q44	CPU	BLK-ORG	PPB J9-3	ORG	PPB J6-4, 5	32v R	4X #89 0X #906	
#4L: VUK 50V	Q43/Q4	CPU/PPB	VIO-YEL	PPB J8-4	YEL-VIO	PPB J7-8, 9	50v L	24-940 090-5036-00	
#4R: *FLASH* TOP LEFT X2 BACK PANEL X1 INSERT X1	Q43	CPU	BLK-YEL	PPB J9-4	ORG	PPB J6-4, 5	32v R	3X #89 1X #906	
#5L: TOP EJECT	Q42	CPU	VIO-GRN	PPB J2-5	BRN	PPB J6-1, 2	32v L	24-940 090-5036-00	
#5R: *FLASH* LEFT RAMP X2 BACK PANEL X1 INSERT X2	Q42	CPU	BLK-GRN	PPB J9-5	ORG	PPB J6-4, 5	32v R	3X #89 1X #906	
#6L: NOT USED	Q41	CPU	VIO-BLU	PPB J2-6	BRN	PPB J6-1, 2	32v L	---	
#6R: *FLASH* MINI RAMP X1 BACK PANEL X1 INSERT X2	Q41	CPU	BLK-BLU	PPB J9-6	ORG	PPB J6-4, 5	32v R	2X #89 2X #906	
#7L: 4-BANK DROP TARGET RESET	Q40	CPU	VIO-BLK	PPB J2-7	BRN	PPB J6-1, 2	50v L	23-700 090-5022-00	
#7R: *FLASH* TOP RIGHT X2 BACK PANEL X1 INSERT X1	Q40	CPU	BLK-VIO	PPB J9-7	ORG	PPB J6-4, 5	32v R	3X #89 1X #906	
#8L: KNOCKER	Q39	CPU	VIO-GRY	PPB J2-8	BRN	PPB J6-1, 2	32v L	23-800 090-5001-00	
#8R: *FLASH* RIGHT 2-BANK X1 RIGHT INLANE X2 INSERT X1	Q39	CPU	BLK-GRY	PPB J9-8	ORG	PPB J6-4, 5	32v R	3X #89 1X #906	

Constant Power Coils (9-22)									
Constant Power Coils (9-22)	Draw Transistor (D.T.)	On Which Board?	D.T. Control Line Color	D.T. Control Line Connect	Power Line Color	Power Line Connection	Power Voltage	Coil GA/Turn or Bulb Type	
#9 : BATCAVE BALL LOCK	Q30	CPU	BRN-BLK	CPU CN12-1	RED	PS CN3-6,7	32v	24-900 090-5002-00	
#10: LEFT & RIGHT (A/B) RELAY Loc: PPB (Not Shown in Display)	Q29	CPU	BLK-RED	CPU CN12-2	RED	PS CN6-7	32v	24v DC 10A DPDT	
#11: G.I. RELAY Loc: Power Supply	Q28	CPU	BRN-ORG	CPU CN12-4	RED	PS CN3-6,7	32v	24v DC 10A DPDT	
#12: BATWING RAMP DIVERTER	Q27	CPU	BRN-YEL	CPU CN12-5	RED	PS CN3-6,7	32v	27-1500 090-5004-00	
#13: NOT USED	Q26	CPU	BRN-GRN	CPU CN12-6	RED	PS CN3-6,7	32v	---	
#14: BATWING MOTOR RELAY Loc: Power Supply	Q25	CPU	BRN-BLU	CPU CN12-7	RED	PS CN3-6,7	32v	24v DC 10A DPDT	
#15: BATWING CANNON 50V	Q24/Q3	CPU/PPB	BRN-VIO	PPB J8-6	VIO-YEL	PPB J7-8, 9	50v	23-800 090-5001-00	
#16: BATCAVE KICKER 50V	Q23/Q2	CPU/PPB	BRN-GRY	PPB J8-8	VIO-YEL	PPB J7-8, 9	50v	24-940 090-5036-00	
#17: LEFT TURBO BUMPER	Q11	CPU	BLU-BRN	CPU CN19-7	RED	PS CN3-6	32v	23-700 090-5022-00	
#18: BOTTOM TURBO BUMPER	Q9	CPU	BLU-RED	CPU CN19-4	RED	PS CN3-6	32v	23-700 090-5022-00	
#19: RIGHT TURBO BUMPER	Q8	CPU	BLU-ORG	CPU CN19-3	RED	PS CN3-6	32v	23-700 090-5022-00	
#20: LEFT SLINGSHOT	Q10	CPU	BLU-YEL	CPU CN19-6	RED	PS CN6-6, 7	32v	23-800 090-5001-00	
#21: RIGHT SLINGSHOT	Q12	CPU	BLU-GRN	CPU CN19-8	RED	PS CN6-6, 7	32v	23-800 090-5001-00	
#22: LASER KICK 50V	Q13/Q1	CPU/PPB	BLU-BLK	PPB J8-10	VIO-YEL	PS CN6-6, 7	50v	23-800 090-5001-00	



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