Bally Silverball Mania Switch Matrix

Signal			ST0	ST1	ST2	ST3	ST4
	Color		White-Red	Gray-Yellow	White-Blue	White-Yellow	Yellow-Red
		J2 Pin	1	2	3	4	5
I0	White-Green	8	Bottom Center Lane Rollover [01]	[09]	Right "A" Target [17]	Right Spinner [25]	Left Spinner [33]
I1	White-Brown	9	Hoop Rollover Buttons (2) [02]	[10]	Left "B" Target [18]	"A" Rightout Rollover [26]	50 Point Rebounds (4) Top Bumpers (4) [34]
I2	White-Orange	10	Top Right Rollover [03]	[11]	Left "R" Target [19]	Right "I" Return Rollover [27]	Service Switch (Under Playfield) For Backglass Silverball [35]
I3	White-Black	11	Top Center Rollover [04]	[12]	Left "E" Target [20]	Center Target [28]	Right Slingshot [36]
I4	Brown	12	Top Left Rollover [05]	[13]	Top "V" Target [21]	"A" Left Return Rollover [29]	Left Slingshot [37]
I5	Brown-Yellow	13	Credit [06]	[14]	Top "L" Target [22]	"M" Leftout Rollover [30]	Center Thumper Bumper [38]
I6	Brown-White	14	Tilt (3) [07]	[15]	Top "I" Target [23]	Lower "L" SideTarget [31]	Right Thumper Bumper [39]
I7	Orange	15	Outhold [08]	[16]	Top "S" Target [24]	Upper "L" SideTarget [32]	Left Thumper Bumper [40]

NOTES: Number in square brackets [] is the number the switch test gives to the switch(es)

Example:
The Right Spinner is assigned switch Number 25, and has the wires:
(Column in Switch Matrix) ST3 wire color=White-Yellow goes to MPU J2 Pin 4