

Address	Page	Description
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0415	Main Loop	Ball Feed
0417	Sol. Fire Process	Solenoid Fire process
0419	Sol. Fire Process	Solenoid delay process
0420	Switch Code	Refeed lane
0439	Switch Code	Feature Lane
0456	Switch Code	Top Outhole
048A	Switch Code	Thumper process
04AD	Switch Code 2	Roll over lanes for 2x bonus
04F2	Switch Code 2	Center Trap target
04F5	Switch Code 2	Trap targets
0534	Switch Code	Light spinner
0546	Switch Code 2	Spinner switch
0568	Switch Code	Spinner Exit roll over
0572	Switch Code	Gate Target switch
0588	Switch Code 3	Mid Lane - left with possible special
05A8	Switch Code 3	Right lan - with possible special
05D2	Switch Code 3	Gate Lane
05EB	Switch Code 3	Drain sound process for some switches
05F1	Switch Code 3	Sling shots
0600	Switch Code 3	90 Point switch activations
0608	Switch Code 3	Sound and Score process for some switches
0612	Switch Code 3	Entry roll over switch
061B	Bonus Count Process	Bonus Count process
0636	Bonus Count Process	Connector
0642	Bonus Count Process	Bonus sound process
0666	Bonus Count Process	Shoot again process
0683	Bonus Count Process	Turn off sound and reset table then refeed ball
068C	Game Over process	Game over start with clear
069C	Game Over process	Find player in game over process
06A6	Game Over process	Start of high score check
06B6	Game Over process	New high score
06C2	Game Over process	Set Average Score
06C5	Game Over process	Connector for Average score calc.
06E3	Game Over process	Connector for Average score calc.
070C	Game Over process	Clear display of non-significant zeros
0717	Game Over process	Match Process
0735	Game Over process	Player high score check
0737	Display Processes 2	High Score Check
073E	Display Processes 2	Connector for high score check
0748	Display Processes 2	Connector for high score check
074F	Display Processes 2	Connector for high score check
0753	Display Processes 2	Connector for high score check

075E	Display Processes 2	Connector for high score check
0763	Display Processes	Display Match amount
076C	Display Processes	Connector for multiple player match check
079B	Display Processes	Display old scores for attract mode
07AC	Display Processes	Get credits and display if any
07BF	Display Processes	Check for game over
07CD	Display Processes	Get high score or average and display
07E5	Display Processes	Check for match and display it
07FC	Feature Land Process	Feature Lane Process
0825	Feature Land Process	Bump Feature Lane Index
086F	Vector Reset	Reset process
089A	Main Loop	Main Loop for game
08F4	Misc Routines	Delay Routine for sound
091C	Misc Routines	Play Tune Routine
0936	Game Process	Game process loop
094B	Game Process	Start ot check for Bonus
0952	Game Process	Connector
0961	New Game Process	New game pprocess
0977	New Game Process	Reset all players for new game
097D	New Game Process	Reset specific player for new game
098E	New Game Process	Connector
0990	New Game Process	Connector
09A2	Game Process	Game status determination
09C9	Game Process	Solenoid resets
09E4	Game Process	Tilt check
09EF	Switch Process	Switch Process
09F3	Switch Process	Loop for switch check
09FD	Switch Process	Found closed switch
0A12	Switch Process	Connector
0A17	Switch Process	Switch determination and routing
0A24	Switch Process	Switch routing
0A31	Demand Test routine	Checks for demand button press
0A65	Misc. Routines 2	Sound Off Player by stored player number into Y
0A68	Misc. Routines 2	Sound Off player by Y
0A6C	Misc. Routines 2	Connector for multiple players
0A82	Bump Score routine	Bump score process start
0AC6	Display Processes	Display data and add to score
0ACD	Display Processes	Add value to score
0AE6	Display Processes	Converts display to value by placing Y into A
0AE8	Display Processes	Converts display to value by A
0B0A	Misc Routines	Score pointer for specific player into Y
0B0C	Misc Routines	Score pointer by Y
0B1E	Misc Routines	Set point to X
0B2E	Misc Routines	Score award check routine
0B30	Misc Routines	Compare high
0B61	Give Award Routine	Give awards if options are set
0B77	Give Award Routine	Index award tune

0B7C	Give Award Routine	Adds credit if less than 15 already
0B84	Give Award Routine	Display Credits
0B93	Give Award Routine	Mod 10 routine
0BA9	Misc. Routines 2	Get Bonus Amount
0BAF	Misc. Routines 2	Connector for bonus loop
0BBF	Misc. Routines 2	Connector for bonus loop
0BC5	Misc. Routines 2	Set Bonus Lamps
0BDE	Bonus Count Process	Bump Bonus during game play
0BEA	Misc Routines	Delay 500ms routine
0BEE	Misc Routines	Delay 250ms routine
0BF2	Misc. Routines 2	Delay for 1167ms
0BFB	Misc. Routines 2	Clear sound and waits 50ms
0BFB	Misc Routines	Clears sound RIOT
0C04	Misc. Routines 2	Find Player up with reset
0C08	Misc. Routines 2	Connector loop
0C12	Misc. Routines 2	Connector point
0C1D	Misc Routines	Clear Switches Routine
0C1F	Misc Routines	Switch loop for clear
0C28	Misc Routines	All switches high
0C2A	Misc Routines	Some switches high
0C33	Table Reset routine	Table reset start
0C68	Table Reset routine	Feature Lane reset
0C7A	Table Reset routine	Start a Game
0C8F	Sol. Fire Process	Sequence lit thumpers
0D19	Test Routines	Solenoid tests
0D20	Test Routines	Connector for solenoid test
0D26	Test Routines	Display for solenoid in test
0D3B	Test Routines	Connector for solenoid test
0D49	Test Routines	Connector for solenoid test
0D4B	Test Routines	Connector for solenoid and lamp test
0D4D	Test Routines	Connector for solenoid test
0D52	Test Routines	Display Test
0D55	Test Routines	Set temp variable for number to use in display test
0D6B	Test Routines	Connector for solenoid and display test
0D6F	Test Routines	Fill display loop connector
0D76	Test Routines	Memory branch to Solenoid test
0D78	Set Test Process	Set Test Process begin
0D83	Set Test Process	Connector for set test process
0D8B	Set Test Process	Check for step and sound delays
0D9C	Set Test Process	Jump for jump back to main loop
0D9F	Set Test Process	Start of test check
0DC0	Test Routines 2	Sound Test process
0DCA	Test Routines 2	Found valid sound number in test mode
0DDA	Test Routines 2	Make sound in test mode
0DE3	Test Routines 2	Save sound delay into F3 and decrement EB
0DE9	Test Routines 2	Switch Test routine
0DF3	Test Routines 2	Connector for switch test routine

0DFD	Test Routines 2	Find active switch in switch test mode
0E08	Test Routines 2	Connector for switch test routine
0E17	Test Routines 2	Save delay number in switch test routine
0E23	Test Routines 2	Jump point for jump to main loop in switch test
0E26	Test Routines	Lamp test
0E2A	Test Routines	Loop connector for lamp test
0E3E	Option Process	Option Mode
0E69	Option Process	Bump a score by 5,000
0E85	Option Process	Set game options
0E94	Option Process	Options other than match
0EB9	Option Process	Sets option 0
0EBA	Option Process	Sets option A
0EBE	Display Processes 2	Number Display
0ECA	Display Processes	Display EB
0ED4	Display Processes 2	Fill Display for test
0ED6	Display Processes 2	Loop for display fill in display test
0EEE	Test Routines 2	Display Test number
0F0F	Vector Reset	NMI Process
0F81	IRQ Process	IRQ Process
0F9F	IRQ Process	IRQ Work
0FA2	IRQ Process	IRQ Check
0FE6	Switch Code	Switch 1 - Ball exit
0FFA	Vector Reset	Vector Jumps - for NMI, Reset and IRQ