# MAIN BOARD INPUTS

	KAHUNA'S	BIG WAVE - MAIN BOARD I	C (74HC245N) INPUT CHART
IC	INPUT#	CONTENT	PICTURE
	1	PLAYER 1 COIN / CREDIT SIGNAL	
800	2	PLAYER 1 BILL ACCEPTOR CREDIT SIGNAL	
	3	PLAYER 1 TICKET RESET SIGNAL	3 1 5 6 7 6 2 8 8 9 8 9 9
	4	PLAYER 1 TICKET FEEDBACK SIGNAL # 1	100
ă	5	PLAYER 1 TICKET FEEDBACK SIGNAL # 2	CO.
	6	PLAYER 1 PLAY BUTTON	CS4 CS5
	7		C40 C4 100 FC50 100 F
	8	PLAYER 1 BRIDGE SENSOR	
	9	PLAYER 1 BALL SCORE SENSOR	201/3
	10	PLAYER 1 CHAIN HOME POSITION SENSOR	CO C
	11	PLAYER 1 BALL TRACK RELEASE SWITCH	CA C
600	12		0,7412/3 01 00 05 05 05 05 05 05 05 05 05 05 05 05
Ď	13	PLAYER 2 COIN / CREDIT SIGNAL	CM CM
	14	PLAYER 2 BILL ACCEPTOR CREDIT SIGNAL	COS CC (0, 74HC245N) (100 CC C
	15	PLAYER 2 TICKET RESET SIGNAL	00 00 00 00 00 00 00 00 00 00 00 00 00
	16	PLAYER 2 TICKET FEEDBACK SIGNAL # 1	on co
	17	PLAYER 2 TICKET FEEDBACK SIGNAL # 2	
	18	PLAYER 2 PLAY BUTTON	C34 C35 C3
	19		013 C4 Z U.EP107E
010	20	PLAYER 2 BRIDGE SENSOR	O48 048 0 744C745N
<b>)</b>	21	PLAYER 2 BALL SCORE SENSOR	CS CS 2 L061107E
	22	PLAYER 2 CHAIN HOME POSITION SENSOR	08 00 00 00 00 00 00 00 00 00 00 00 00 0
	23	PLAYER 2 BALL TRACK RELEASE SWITCH	C76 C77 22 Ua61407E 01
	24		1 100
	25	SETTING UP BUTTON	OS OM
	26	SETTING DOWN BUTTON	016 CM 0, 74HC2451 UM6
	27	ITEM SETTING SELECT BUTTON	CONTROL OF THE PROPERTY OF THE
N11	28		00 100 100 100 100 100 100 100 100 100
<b>D</b>	29	LEFT SCREEN SENSOR (L X 11)	CT. CT QT 74HC245N D1 CT CT CT CT QT
	30	LEFT SCREEN SENSOR (MID X 11)	OS OS
	31	LEFT SCREEN SENSOR (R X 13)	03 74H:245N 2 L1224N 12 L1224N 12 2 L1224N 12 L1224N 12 2 L1224N 12 2 L1224N 12 L122
	32	LEFT SCREEN SENSOR (DOWN Y 11)	000

#### **MAIN BOARD INPUTS - CONTINUED**

	KAHUNA'S BIG WAVE - MAIN BOARD INPUT CHART CONTINUED									
IC	INPUT#	CONTENT	PICTURE							
	33	LEFT SCREEN SENSOR (MID Y 12)								
	34	LEFT SCREEN SENSOR (UP Y 13)	000 C							
	35	RIGHT SCREEN SENSOR (L X 21)	GT. GT. 2 Lipsing DI Control C							
J12	36	RIGHT SCREEN SENSOR (MID X 22)	00 00 00 00 00 00 00 00 00 00 00 00 00							
Ü	37	RIGHT SCREEN SENSOR (R X 23)	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0							
	38	RIGHT SCREEN SENSOR (DOWN Y 21)								
	39	RIGHT SCREEN SENSOR (MID Y 22)								
	40	RIGHT SCREEN SENSOR (UP Y 23)								

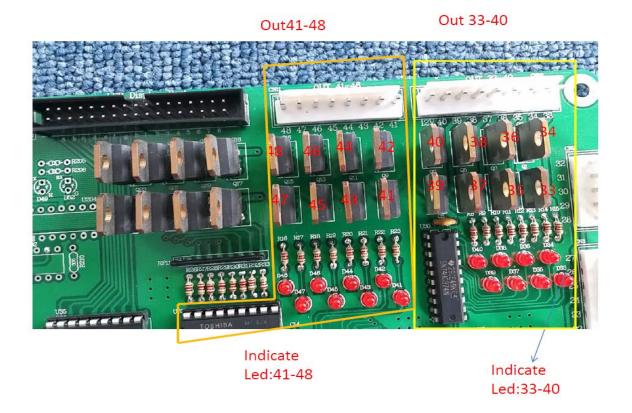
The Kuhuna's Big Wave input/output board utilizes all 5 input IC's to control all inputs used within the game. Should one of these five IC's become corrupt, you would need to replace that IC with a new input chip. Swapping one for the other would create additional problems during testing. If you suspect a defective IC - JET suggests replacing with a new chip first and not pulling one from another part of the I/O board.

## **MAIN BOARD OUTPUTS**

	KAHUNA'S	BIG WAVE - MAIN BOARD IO	C (ULN2803) OUTPUT CHART
IC	OUTPUT#	CONTENT	PICTURE
	1		
U23	2		10 +0-10-100
	3		8
	4		8 5 8 8
)	5		BA COSHIDA TA LA SANCE LA SANC
	6		
	7		98 11 10 10 10 10 10 10 10 10 10 10 10 10
	8	PLAYER 1 CHAIN MOTOR	CONTRACTOR OF THE STATE OF THE
	9		
	10		1 1 10 100 to 10 100
	11		8
U25	12		7 2 3 1 2 8 8 8 8 8 4 8 8 8
)	13		B ULNZOJAPO NEW B
	14		
	15		en e
	16	PLAYER 2 CHAIN MOTOR	A MICHIGAN
	17	PLAYER 1 BLOWER	
	18	PLAYER 1 UPPER BALL RELEASE SOLENOID	12-ct 100
	19	PLAYER 1 LOWER BALL RELEASE SOLENOID	1 8 01 8 1 8 10 W
U27	20	PLAYER 1 SPOTLIGHT	
)	21		APG KIND ULINZEGRAPG KINN B
	22	PLAYER 1 BRIDGE MOTOR	56 666 666
	23	PLAYER 1 CHAIN SCORE HOLE LED	8 8 8 8 8 B
	24	PLAYER 1 CHAIN MOTOR DIRECTION	1.0
	25	PLAYER 2 BLOWER	12~22 too
	26	PLAYER 2 UPPER BALL RELEASE SOLENOID	Totaldada P
	27	PLAYER 2 LOWER BALL RELEASE SOLENOID	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
N29	28	PLAYER 2 SPOTLIGHT	2 TOSHIBA W MA
)	29		ULNZ803APG NICHO
	30	PLAYER 2 BRIDGE MOTOR	
	31	PLAYER 2 CHAIN SCORE HOLE LED	60 EM 800 MM 800
	32	PLAYER 2 CHAIN MOTOR DIRECTION	THE ASSESSMENT TO SECURE

## **MAIN BOARD OUTPUTS - CONTINUED**

	KAHUNA'S	BIG WAVE - MAIN BOARD O	OUTPUT CHART CONTINUED
	OUTPUT#	CONTENT	PICTURE
	33	COIN METER	
	34	TICKET METER	QUI 41-48
	35	PLAYER 1 TICKET DRIVER # 1	46 45 44 45 42 41   127 40 39 37 38 37 38 37 38
Q1-Q8	36	PLAYER 1 TICKET INDICATOR LIGHT	
01	37	PLAYER 2 TICKET DRIVER # 1	
	38	PLAYER 2 TICKET INDICATOR LIGHT	77.123.12
	39	PLAYER 1 COIN/CREDIT LOCK	To man of the control
	40	PLAYER 2 COIN/CREDIT LOCK	
	41	GROUND LED - RED	
	42	GROUND LED - GREEN	ON OUT 41-48
	43	GROUND LED - BLUE	40 47 40 40 44 43 42 41 127 40 59 35 57 36 57
Q16	44	PLAYER 1 BUTTON LED - RED	
<b>09</b> -	45	PLAYER 1 BUTTON LED - GREEN	
	46	PLAYER 2 BUTTON LED - RED	at 10' to 100 to 100 to 100 to
	47	PLAYER 2 BUTTON LED - GREEN	TITTITIE DE DE DE DE DE
	48		STEETS TO SEE STEETS ST



## MAIN BOARD OUTPUTS - CONTINUED

SEG DISPLAY OUTPUTS									
OUTPUT	CONTENT	OUTPUT	CONTENT						
SEG 1-1	PLAYER 1 - SCORE X 1	SEG 2-1	LITTLE TIKI BONUS - SCORE X 1						
SEG 1-2	PLAYER 1 -SCORE X 10	SEG 2-2	LITTLE TIKI BONUS - SCORE X 10						
SEG 1-3	PLAYER 1 - SCORE X 100	SEG 2-3	LITTLE TIKI BONUS - SCORE X 100						
SEG 1-4	PLAYER 1 - SCORE X 1000	SEG 2-4	LITTLE TIKI BONUS - SCORE X 1000						
SEG 1-5	PLAYER 2 - SCORE X 1	SEG 2-5							
SEG 1-6	PLAYER 2 -SCORE X 10	SEG 2-6							
SEG 1-7	PLAYER 2 - SCORE X 100	SEG 2-7							
SEG 1-8	PLAYER 2 - SCORE X 1000	SEG 2-8							

#### **DIP SWITCH SETTINGS**

SWITCH # 1 (SW1)									
DESCRIPTION	VALUE	SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
GAME FUNCTION	NOT COMMUNICATE	ON							
GAIVIE FONCTION	COMMUNICATE	OFF							
	3.5 MS/STEP		ON	ON	ON				
	4.0 MS/STEP		OFF	ON	ON				
	4.5 MS/STEP		ON	OFF	ON				
CHAIN SPEED	5.0 MS/STEP		OFF	OFF	ON				
CHAIN SPEED	5.5 MS/STEP		ON	ON	OFF				
	6.0 MS/STEP		OFF	ON	OFF				
	4.0 - 5.0 MS/STEP		ON	OFF	OFF				
	5.0 - 5.5 MS/STEP		OFF	OFF	OFF				
SEG DISPLAY	TEST CODE - NO PC							ON	
FUNCTION	NORMAL GAMEPLAY							OFF	
CHAIN SELF TEST	STOP 2 TIMES								ON
CHAIN SELF TEST	STOP 1 TIME								OFF

SWITCH # 2 (SW2)								
DESCRIPTION VALUE SW21 SW22 SW23 SW24 SW25 SW26 SW27 SW								SW28
SWITCH # 2 IS NOT USED IN KAHUNA'S BIG WAVE								

SWITCH # 3 (SW3)									
DESCRIPTION	VALUE	SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
GAME MODE / TEST	GAME MODE						ON		
MODE	TEST MODE						OFF		

## **NOTICE**

**DIP SWITCH #2 IS NOT CURRENTLY UTILIZED IN KAHUNA'S BIG WAVE**