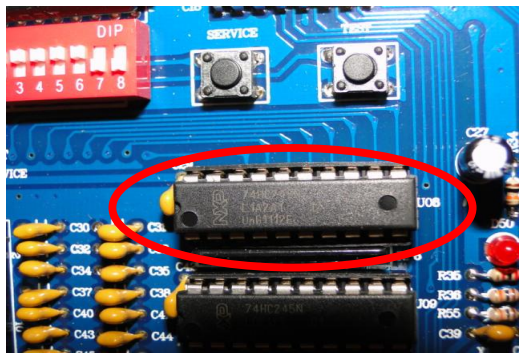
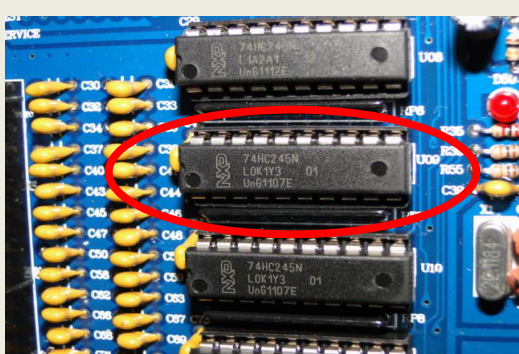
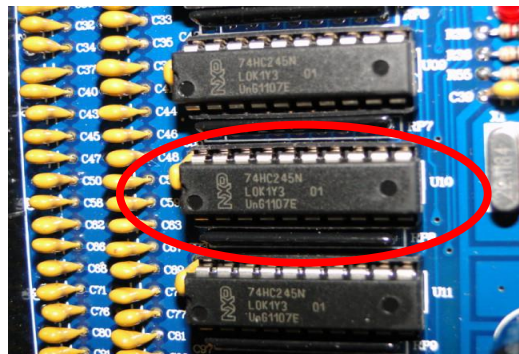
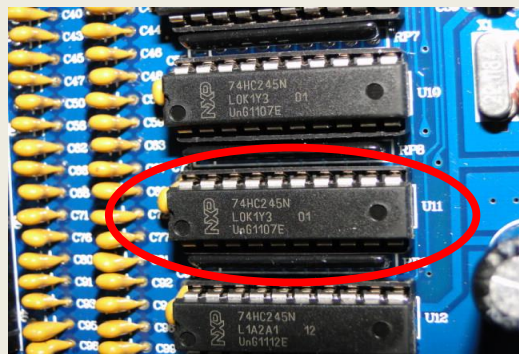


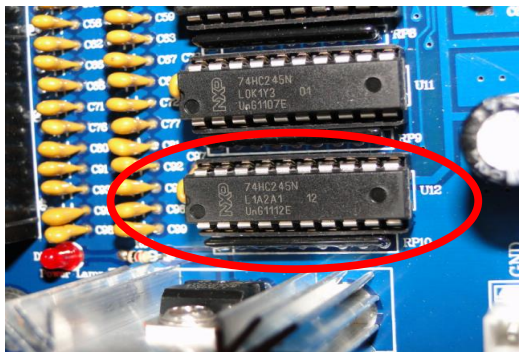
MAIN BOARD INPUTS

KAHUNA'S BIG WAVE - MAIN BOARD IC (74HC245N) INPUT CHART

IC	INPUT #	CONTENT	PICTURE
U08	1	PLAYER 1 COIN / CREDIT SIGNAL	
	2	PLAYER 1 BILL ACCEPTOR CREDIT SIGNAL	
	3	PLAYER 1 TICKET RESET SIGNAL	
	4	PLAYER 1 TICKET FEEDBACK SIGNAL # 1	
	5	PLAYER 1 TICKET FEEDBACK SIGNAL # 2	
	6	PLAYER 1 PLAY BUTTON	
	7		
	8	PLAYER 1 BRIDGE SENSOR	
U09	9	PLAYER 1 BALL SCORE SENSOR	
	10	PLAYER 1 CHAIN HOME POSITION SENSOR	
	11	PLAYER 1 BALL TRACK RELEASE SWITCH	
	12		
	13	PLAYER 2 COIN / CREDIT SIGNAL	
	14	PLAYER 2 BILL ACCEPTOR CREDIT SIGNAL	
	15	PLAYER 2 TICKET RESET SIGNAL	
	16	PLAYER 2 TICKET FEEDBACK SIGNAL # 1	
U10	17	PLAYER 2 TICKET FEEDBACK SIGNAL # 2	
	18	PLAYER 2 PLAY BUTTON	
	19		
	20	PLAYER 2 BRIDGE SENSOR	
	21	PLAYER 2 BALL SCORE SENSOR	
	22	PLAYER 2 CHAIN HOME POSITION SENSOR	
	23	PLAYER 2 BALL TRACK RELEASE SWITCH	
	24		
U11	25	SETTING UP BUTTON	
	26	SETTING DOWN BUTTON	
	27	ITEM SETTING SELECT BUTTON	
	28		
	29	LEFT SCREEN SENSOR (L X 11)	
	30	LEFT SCREEN SENSOR (MID X 11)	
	31	LEFT SCREEN SENSOR (R X 13)	
	32	LEFT SCREEN SENSOR (DOWN Y 11)	

MAIN BOARD INPUTS - CONTINUED

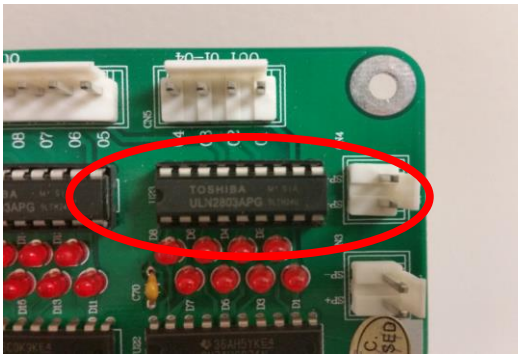
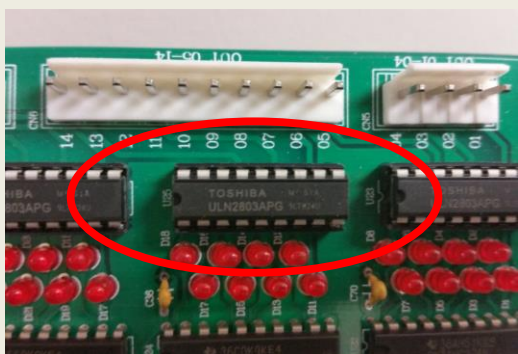
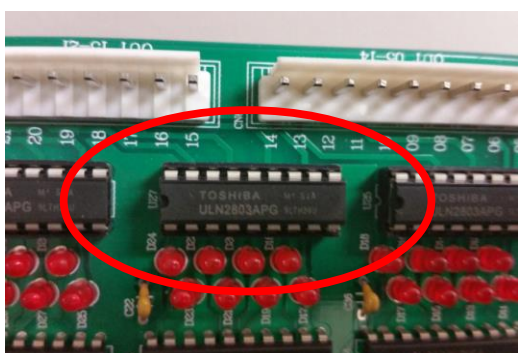
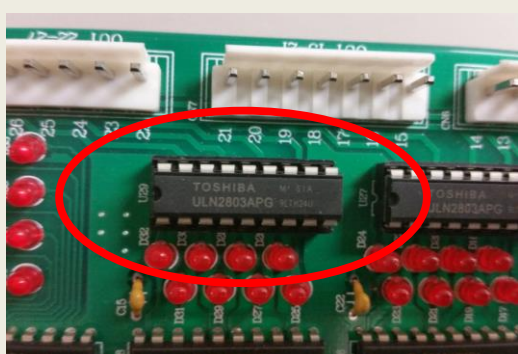
KAHUNA'S BIG WAVE - MAIN BOARD INPUT CHART CONTINUED

IC	INPUT #	CONTENT	PICTURE
U12	33	LEFT SCREEN SENSOR (MID Y 12)	
	34	LEFT SCREEN SENSOR (UP Y 13)	
	35	RIGHT SCREEN SENSOR (L X 21)	
	36	RIGHT SCREEN SENSOR (MID X 22)	
	37	RIGHT SCREEN SENSOR (R X 23)	
	38	RIGHT SCREEN SENSOR (DOWN Y 21)	
	39	RIGHT SCREEN SENSOR (MID Y 22)	
	40	RIGHT SCREEN SENSOR (UP Y 23)	

The Kahuna'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.

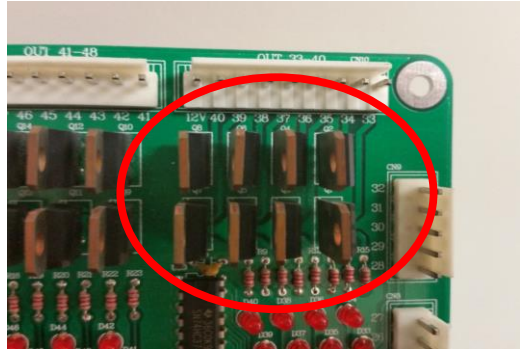
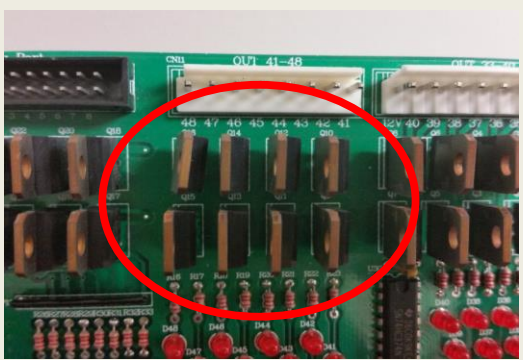
MAIN BOARD OUTPUTS

KAHUNA'S BIG WAVE - MAIN BOARD IC (ULN2803) OUTPUT CHART

IC	OUTPUT #	CONTENT	PICTURE
U23	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8	PLAYER 1 CHAIN MOTOR	
U25	9		
	10		
	11		
	12		
	13		
	14		
	15		
	16	PLAYER 2 CHAIN MOTOR	
U27	17	PLAYER 1 BLOWER	
	18	PLAYER 1 UPPER BALL RELEASE SOLENOID	
	19	PLAYER 1 LOWER BALL RELEASE SOLENOID	
	20	PLAYER 1 SPOTLIGHT	
	21		
	22	PLAYER 1 BRIDGE MOTOR	
	23	PLAYER 1 CHAIN SCORE HOLE LED	
	24	PLAYER 1 CHAIN MOTOR DIRECTION	
U29	25	PLAYER 2 BLOWER	
	26	PLAYER 2 UPPER BALL RELEASE SOLENOID	
	27	PLAYER 2 LOWER BALL RELEASE SOLENOID	
	28	PLAYER 2 SPOTLIGHT	
	29		
	30	PLAYER 2 BRIDGE MOTOR	
	31	PLAYER 2 CHAIN SCORE HOLE LED	
	32	PLAYER 2 CHAIN MOTOR DIRECTION	

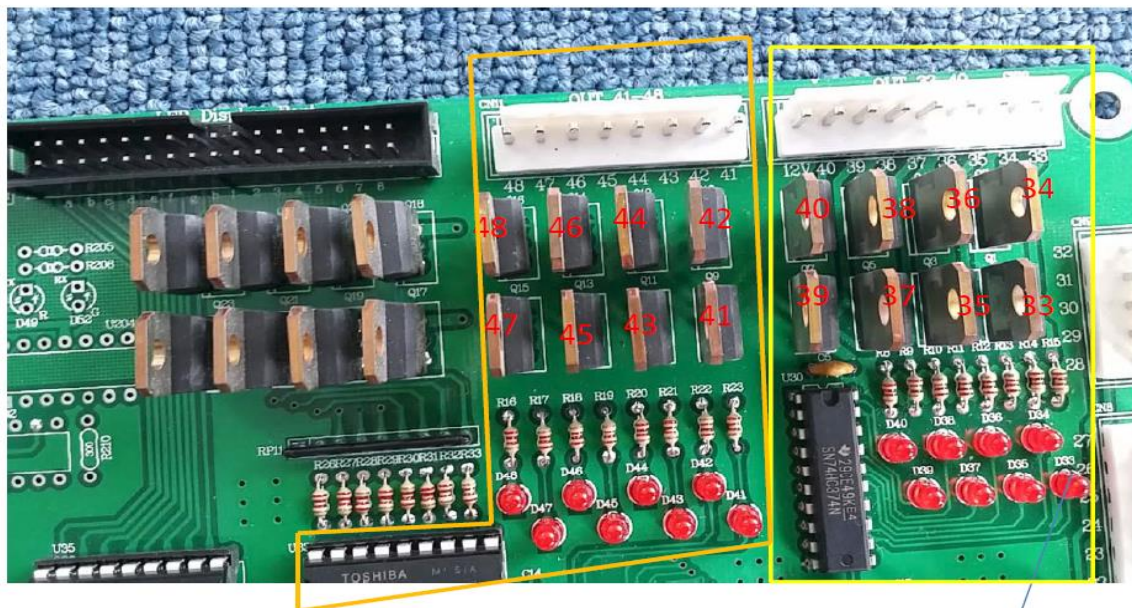
MAIN BOARD OUTPUTS - CONTINUED

KAHUNA'S BIG WAVE - MAIN BOARD OUTPUT CHART CONTINUED

	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	COIN METER	
	34	TICKET METER	
	35	PLAYER 1 TICKET DRIVER # 1	
	36	PLAYER 1 TICKET INDICATOR LIGHT	
	37	PLAYER 2 TICKET DRIVER # 1	
	38	PLAYER 2 TICKET INDICATOR LIGHT	
	39	PLAYER 1 COIN/CREDIT LOCK	
	40	PLAYER 2 COIN/CREDIT LOCK	
Q9 - Q16	41	GROUND LED - RED	
	42	GROUND LED - GREEN	
	43	GROUND LED - BLUE	
	44	PLAYER 1 BUTTON LED - RED	
	45	PLAYER 1 BUTTON LED - GREEN	
	46	PLAYER 2 BUTTON LED - RED	
	47	PLAYER 2 BUTTON LED - GREEN	
	48		

Out41-48

Out 33-40



Indicate
Led:41-48

Indicate
Led:33-40

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							
	COMMUNICATE	OFF							
CHAIN SPEED	3.5 MS/STEP		ON	ON	ON				
	4.0 MS/STEP		OFF	ON	ON				
	4.5 MS/STEP		ON	OFF	ON				
	5.0 MS/STEP		OFF	OFF	ON				
	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 FUNCTION	TEST CODE - NO PC							ON	
	NORMAL GAMEPLAY							OFF	
CHAIN SELF TEST	STOP 2 TIMES								ON
	STOP 1 TIME								OFF

SWITCH # 2 (SW2)									
DESCRIPTION	VALUE	SW21	SW22	SW23	SW24	SW25	SW26	SW27	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 MODE	GAME MODE						ON		
	TEST MODE						OFF		

NOTICE

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