• Diagrams and Schematics:

  Cabinet Wiring
  3-Bank Opto Board
  Power Supply Board
  System 11B CPU Board
  Master Display Board
  Audio Board
  Aux Power Driver Board
  Backbox Interconnect Board
  Controlled, Special, & Switched Solenoids
  Power Wiring
  Game Circuit Boards Interboards Signals

• Diagnostic Test Flowchart
TAXI Cabinet Wiring

TAXI 64
3-Bank Drop Target Opto Board
p/n C-11318-1

3-Bank Drop Target Opto Board Schematic

TAXI 65
Power Supply Board Schematic
<table>
<thead>
<tr>
<th>Solenoid Type</th>
<th>Function</th>
<th>Wire Color</th>
<th>Connections</th>
<th>Wire Color</th>
<th>Connections</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU B</td>
<td>B</td>
<td>24V B</td>
<td>2</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>B</td>
<td>24V B</td>
<td>2</td>
<td>4</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>B</td>
<td>24V B</td>
<td>2</td>
<td>4</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>B</td>
<td>24V B</td>
<td>2</td>
<td>4</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>B</td>
<td>24V B</td>
<td>2</td>
<td>4</td>
<td>5</td>
<td>7</td>
</tr>
</tbody>
</table>

**Note:**
1. Wire colors, except Flipper Out Wire and One-Cycle Wire, are ground connections to coil terminals with solenoids and out-of-doors. Flipper Out Wire and One-Cycle Wire wires connect from CPU. Broken to flipper switch. Two flipper connections shown as being free from flipper switch in flipper coil. A and C circuits are parallel, when Sol. 12 is de-energized. \( C \) circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the flipper coil connections listed for the Asia Power Driver 34, which controls the devise pulling by Sol. 12.
2. Relay is mounted on Relay B, pin C-1998. 5. Relay is mounted on Asia Power Driver B, D-1224 in the backboard.
### TAXI Lamp-Matrix Table

<table>
<thead>
<tr>
<th>COLUMN ROW</th>
<th>1 O66 YEL-BRN 1/7-8</th>
<th>2 O66 YEL-RED 1/7-3</th>
<th>3 O66 YEL-ORR 1/7-3</th>
<th>4 O66 YEL-BLK 1/7-4</th>
<th>5 O66 YEL-GRN 1/7-8</th>
<th>6 O66 YEL-BLU 1/7-7</th>
<th>7 O66 YEL-VIO 1/7-8</th>
<th>8 O66 YEL-GRY 1/7-8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q80 RED-1</td>
<td>JOYRIE 10,000</td>
<td>AIRPORT 25%</td>
<td>PIN-BOT (Center)</td>
<td>PIN-BOT</td>
<td>2X cab</td>
<td>AIRPORT RIDE (Right)</td>
<td>JACKPOT (left above meter)</td>
<td>SPINOUT 1,000</td>
</tr>
<tr>
<td>Q81 RED-2</td>
<td>JOYRIE Spot Parking</td>
<td>AIRPORT 25%</td>
<td>DRACULA (Center)</td>
<td>DRACULA</td>
<td>4X cab</td>
<td>AIRPORT RIDE (Left)</td>
<td>JACKPOT (right above meter)</td>
<td>SPINOUT 5,000</td>
</tr>
<tr>
<td>Q81 RED-3</td>
<td>JOYRIE Mystery</td>
<td>AIRPORT 25%</td>
<td>MARLYN (Center)</td>
<td>MARLYN</td>
<td>3X cab</td>
<td>JOYRIE (left below meter)</td>
<td>SPINOUT 10,000</td>
<td></td>
</tr>
<tr>
<td>Q81 RED-4</td>
<td>JOYRIE EXTRA BALL</td>
<td>AIRPORT 25%</td>
<td>SANTA (Center)</td>
<td>SANTA</td>
<td>5X cab</td>
<td>JACKPOT (right below meter)</td>
<td>SPINOUT 25,000</td>
<td></td>
</tr>
<tr>
<td>Q81 RED-5</td>
<td>JOYRIE SPECIAL</td>
<td>AIRPORT 25%</td>
<td>GORBIE (Center)</td>
<td>GORBIE</td>
<td>1 MILLION (left of lane)</td>
<td>SPINOUT 50,000</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Q81 RED-6</td>
<td>RED 1/7-7</td>
<td>Williams Pinball Palace (top lane)</td>
<td>B (Top Lane)</td>
<td>A (Top Lane)</td>
<td>22</td>
<td>BONUS WL (right of lane)</td>
<td>SPINOUT 75,000</td>
<td></td>
</tr>
<tr>
<td>Q81 RED-7</td>
<td>VIO 1/7-8</td>
<td>Williams Pinball Palace (top lane)</td>
<td>B (Top Lane)</td>
<td>B (Top Lane)</td>
<td>24</td>
<td>LOCK (for return lane)</td>
<td>SPINOUT 100,000</td>
<td></td>
</tr>
</tbody>
</table>

### TAXI Switch-Matrix Table

<table>
<thead>
<tr>
<th>COLUMN ROW</th>
<th>1 G41 GRN-BRN 1/10-9</th>
<th>2 G41 GRN-RED 1/10-4</th>
<th>3 G41 GRN-ORR 1/10-4</th>
<th>4 G41 GRN-BLK 1/10-5</th>
<th>5 G41 GRN-VIO 1/10-6</th>
<th>6 G41 GRN-VIO 1/10-7</th>
<th>7 G41 GRN-VIO 1/10-8</th>
<th>8 G41 GRN-VIO 1/10-9</th>
</tr>
</thead>
<tbody>
<tr>
<td>QWH-1 RED-1/10-9</td>
<td>Plum Bob (top lane)</td>
<td>Outsole</td>
<td>Left Jet Bumper</td>
<td>Left Ramp Entry</td>
<td>Right Ramp Exit</td>
<td>Caspall</td>
<td>SPINOUT Koolag</td>
<td>Lane Change Right</td>
</tr>
<tr>
<td>QWH-2 RED-1/10-4</td>
<td>Credit Button</td>
<td>Ball Trough #1</td>
<td>Right Jet Bumper</td>
<td>Right Ramp Exit</td>
<td>Left Ramp Exit</td>
<td>SPINOUT</td>
<td>Lane Change Left</td>
<td></td>
</tr>
<tr>
<td>QWH-3 RED-1/10-3</td>
<td>Left Coin Chute</td>
<td>Ball Trough #2</td>
<td>Right Jet Bumper</td>
<td>Mid 3-Bank DT (left)</td>
<td>Right Bank DT (left)</td>
<td>Mid 3-Bank DT (mid)</td>
<td>&quot;Smoke&quot; Counter</td>
<td></td>
</tr>
<tr>
<td>QWH-4 RED-1/10-2</td>
<td>Center Coin Chute</td>
<td>Top Eject Hole</td>
<td>Lower Jet Bumper</td>
<td>Mid 3-Bank DT (right)</td>
<td>Left Eject</td>
<td>Mid 3-Bank DT (right)</td>
<td>Left Outlane</td>
<td></td>
</tr>
<tr>
<td>QWH-5 RED-1/10-1</td>
<td>Right Coin Chute</td>
<td>Top Lane #1</td>
<td>Ball Shooter</td>
<td>R-3 Bank DT (top)</td>
<td>Right Return Lane</td>
<td>R-3 Bank DT (top)</td>
<td>Right Return Lane</td>
<td></td>
</tr>
<tr>
<td>QWH-6 RED-1/10-0</td>
<td>Slam Tilt</td>
<td>Top Lane #1</td>
<td>Carry Passenger</td>
<td>R-3 Bank DT (bottom)</td>
<td>Right Return Lane</td>
<td>R-3 Bank DT (bottom)</td>
<td>Right Return Lane</td>
<td></td>
</tr>
<tr>
<td>QWH-7 RED-1/10-9</td>
<td>High Score Reset</td>
<td>Top Lane #1</td>
<td>Carry Passenger</td>
<td>R-3 Bank DT (bottom)</td>
<td>Right Return Lane</td>
<td>R-3 Bank DT (bottom)</td>
<td>Right Return Lane</td>
<td></td>
</tr>
</tbody>
</table>
System 11B CPU Schematic (16-9019, Sheet 3 of 4)

TAXI 71
Audio Board (D-11581) Schematic

TAXI75
Aux Power Driver Unit Board
pn D-12247-566

Backbox Interconnect Board
pn D-12185-553

TAXI 77
AL SOLENOIDS (50V)

SWITCHED SOLENOIDS

Controlled, Special, and Switched Solenoids
WARNINGS & NOTICES

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ELECTRONICS GAMES, INC.
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