



1. Credits digits: counts quarter insertions and free games
2. Ball digits: indicates the ball currently in play
- 2b. Match digits: cycle through a match sequence at the end of the game
3. DROP rollover lanes
4. SPECIAL and FREE GAME lites
5. DROP lane arrows
6. Left U-impulser
7. Left flipper
8. Bonus multiplier lites
9. Bonus count up/count down lites
10. Right flipper
11. Right U-impulser
12. Game mode digit for SubLOGIC modes 0 to 9
13. Hole kicker
14. Striker gauge
15. Striker
16. Quarter insertion slot
17. Start push button
18. BOMB AGAIN lite. Shoot another ball in to the game.
19. GAME OVER lite.
20. AB standup targets
21. TILT lite
22. Ball escape door
23. Small bumper
24. NIGHT rollover lanes
25. Lane lites
26. Large bumper
27. Small bumper
28. NIGHT lane arrows
29. Spinner value increase arrow
30. Outer spinner
31. CD standup targets
32. Dive bomb chute 25,000 arrow
33. Dive bomb chute spinner
34. City lites
35. Bomb release line
36. General's Stars (1-million point indicators)
37. Player 1 digits
38. High Score to Date lite
39. Player 2 General's stars
40. Player 2 digits
41. Player 3 General's stars
42. Player 3 digits
43. Dive bomb chute
44. Player 4 General's stars
45. Player 4 digits
46. FLY standup targets
47. Center post
48. D lane gate