



PINSHAKERS

UPDATED: 11/9/2020

The following pages contain the DIP switch settings on the motor driver board for all of the Gottlieb Sys 3 era pinball machines currently in use with the Pinshakers Universal Shaker Motor Kit.

You may choose to have one or more of these switches to be on at any given time. Each setting contains the name and solenoid number found in the solenoid table.

These settings are derived from the operator's manuals. Due to occasional misprints, we recommend you verify these settings first by going into the test menu.

Legend

Do Not Use - This position is connected on the machine however we do not recommend you turn it on as we have not done sufficient testing for that particular solenoid type. No damage will likely occur if you do, however you understand the risks of turning on an untested circuit.

Not Used - This position has no connection on the machine according to the user manual. Turning on this position should have no effect on the shaker, however it is recommended that you leave it off anyways.

Not Connected - This position has no connection between the wire harness adapter and the motor driver board. Nothing will happen if this position is turned on or off. There is still a connection between the machine's connector and the power driver board, just not between the motor driver board and the machine.

Unknown - We do not have any information about the triggers on this machine. Please refer to your user manual for available trigger selections.

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Stargate / Harness "A" / A3P5

Bottom Pop Bumper 00		Top Pop Bumper 01		Left Slingshot 02		Right Slingshot 03		Left Kicking Target 04		Center Kicking Target 05		Right Kicking Target 06		Lower Left Kicker 07																																																																																				
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8																											
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Stargate / Harness "B" / A3P5

Pyramid Unit 15		Right Pivot Unit 14		Left Pivot Unit 13		Lower Left Ball Gate 12		Top Right VUK 11		Top Center VUK 10		Top Left VUK 09		Shooter Lane Kicker 08																																																																																				
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8																																				
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Stargate / Harness "A" / A3P6

Not Used -		Do Not Use -		Do Not Use -		Ball Release 27		Outhole 28		Knocker 29		Tilt Relay 30		Do Not Use -																																																
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8																		
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Stargate / Harness "B" / A3P6

Forward Glider Motor 23		Lt/Rt Glider Motor 22		Rope Lights 21		Not Used -		Rollover Target Trip 19		Rollover Target Reset 18		2 Bank Drop Target Reset 17		3 Bank Drop Target Reset 16																																																
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8									
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Stargate / Harness "C" / A111J2

Top Left Flasher 1		Left Stargate Flasher 2		Right Stargate Flasher 3		Top Right Flasher 4		Bottom Right Flasher 5		Rebellion Flasher 0		Rails Flasher 7		RA'S Eyes Flasher 6																																																
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8									
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Super Mario Bros. / Harness "A" / A3P5

Left Pop Bumper		00		Top Pop Bumper		01		Bottom Pop Bumper		02		Left Kicking Rubber		03		Right Kicking Rubber		04		1 Bank Reset		05		#1 Trip		06		Kicksave		07					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼

Super Mario Bros. / Harness "B" / A3P5

#4 Flashers		15		#3 Flashers		14		#2 Flashers		13		#1 Flashers		12		Upkicker		11		Right Upkicker		10		Left Upkicker		09		Shooter		08					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼

Super Mario Bros. / Harness "A" / A3P6

Motor Relay		24		Do Not Use		-		Do Not Use		-		Ball Release		27		Outhole		28		Knocker		29		Tilt Relay		30		Do Not User		-					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
ON	▲								ON	▲								ON									ON								
OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼

Super Mario Bros. / Harness "B" / A3P6

Lightstrip #3 Flashers		23		Lightstrip #2 Flashers		22		Lightstrip #1 Flashers		21		Bottom Left Flashers		20		Castle Flashers		19		Mario's Cave Flashers		18		Right Ramp Flasher		17		Left Ramp Flasher		16					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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Tee'd Off / Harness "A" / A3P5

Pop Bumper		00		Left Kicking Rubber		01		Right Kicking Rubber		02		Top Kicking Rubber		03		Hole		04		Plunger Gate		05		5 Bank Reset		06		Top Upkicker		07					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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Tee'd Off / Harness "B" / A3P5

Right Top Flasher		15		Center Top Center		14		Center Middle Flasher		13		Left Top Flasher		12		Left Center		11		Left Flipper		10		Bottom Upkicker		09		Center Upkicker		08					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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Tee'd Off / Harness "A" / A3P6

Motor Relay		24		Do Not Use		-		Do Not Use		-		Ball Release		27		Outhole		28		Knocker		29		Tilt Relay		30		Do Not Use		-					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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Tee'd Off / Harness "B" / A3P6

Gopher Motor Relay		23		Gopher Flashers		22		Lightbox #3 Flashers		21		Lightbox #2 Flashers		20		Lightbox #1 Flashers		19		Right Flipper Flasher		18		Right Center Flasher		17		Right Top Flasher		16					
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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