

- +5V -1 A-+5V
- +5V -2 B-+5V
- 3 C-
- 5 E-
- 6 F-2 PLAYER RIGHT
- 7 H-2 PLAYER FIRE
- 8 J-1 PLAYER START
- 9 K-C CREDIT SW
- 10 L-1 PLAYER RIGHT
- 11 M-1 PLAYER FIRE
- 12 N-GREEN
- 13 P-RED
- 14 R-
- 15 S-
- 16 T-
- 18 V-
- 19 W-SPEAKER GND
- +12V -20 X-+12V
- GND -21 Y-GND
- GND -22 Z-GND

	1	2	3	4	5	6	7	8
1 COIN/PLAY					ON			
2 COINS/PLAY					OF			
UPRIGHT					ON			
COCKTAIL				OF				
3 SHIPS				ON	ON			
4 SHIPS				ON	ON			
5 SHIPS				ON	ON			
6 SHIPS				OF	OF			
SKILL 1				OF	ON	OF		
SKILL 2				OF	ON	OF		
SKILL 3				OF	OF	OF		
SKILL 4				OF	OF	OF		
SKILL 5				ON	OF	OF		
SKILL 6				ON	OF	OF		
16 INVADERS				OF				
32 INVADERS				ON				

SWITCH SETTINGS

Use On
PARTS MUST BE CLEAN
AND FREE OF BURRS

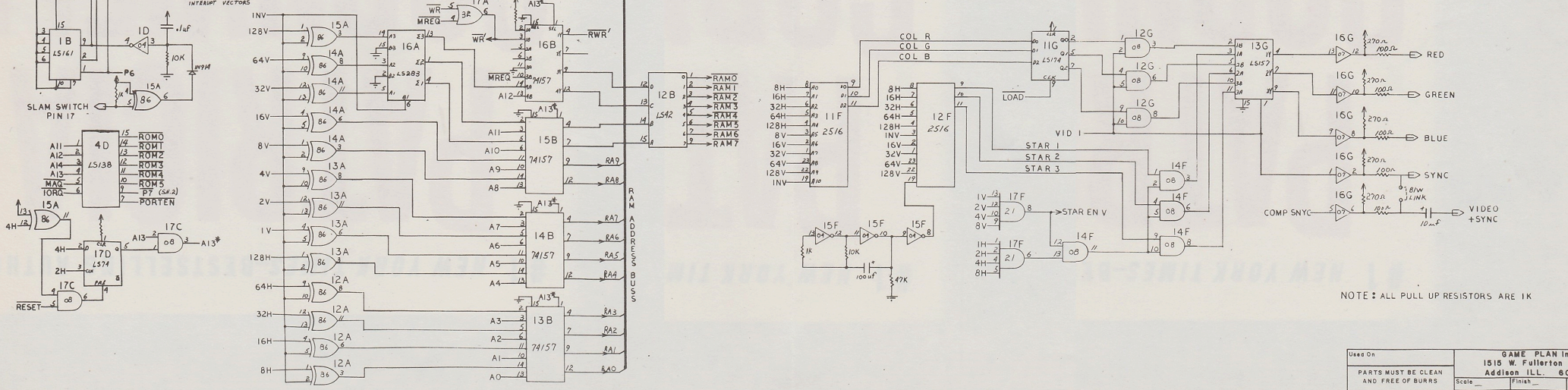
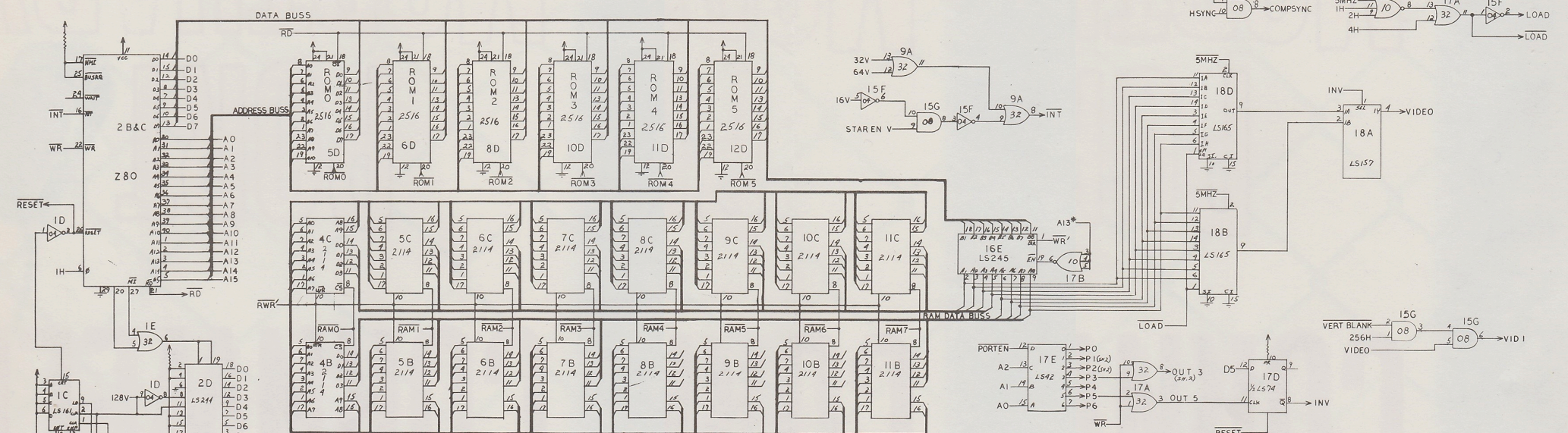
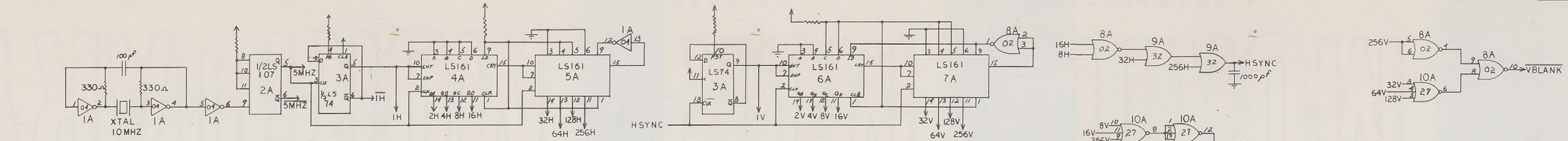
GAME PLAN Inc.
1515 W. Fullerton Ave
Addison IL. 60101

Scale
Date 10-13-81
Finish
Amt
App By

Tolerances Unless Specified
Fractional ± .015
Decimal ± .005
Angles ± 1/2
Screw Threads - Class 2

Drawing Number
02-70108CD
ENIGMA II SHEET 2 OF 2

Issue
Change
Date



NOTE: ALL PULL UP RESISTORS ARE 1K

Used On	GAME PLAN Inc. 1515 W. Fullerton Ave Addison, ILL. 60101		
PARTS MUST BE CLEAN AND FREE OF BURRS	Scale	1/16" = 1"	Drawn By: JFC
Tolerance Unless Specified	Date: 10-16-81	Am't	App By:
Fractional: ± 0.15			
Decimal: ± 0.05			
Angles: ± 0.5°			
Screw Threads: Class 2	ENIGMA II	Drawing Number	02-70108 CD
	PCB SCHEMATIC		SHEET 1 OF 2

ISSUE	CHANGE	DATE
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