upright wiring tags	Quantum	Black Widow	Gravitar	Major Havoc	Space Duel	Star Wars & ESB	Tempest
main wiring	A039551-01	A038586 A039990-01	A038586-01	A041336-01	A037938-01	A040466-01	A037775-01
Regulator/Audio II	A038588-01	A038588-01	A038588-01	A041337-01	A037940-01	A040467-01	A037777-01
coin door	A037542-01 D	A037542-01 E	A037542-01 C	A037542-01 E	A037542-01 A	A037542-01 E	036835-01 A
utility panel	A038004-01 E	A038004-01	A038004-01 D	A039254-01 C	A038004-01	A039254-01 C	(none)
fluorescent light	A037457-01	A037457-01	A037457-01	A005493-01	A037943-01	A040469-01	A037457-01
coupler PCB	A035220-02 C	(none)	(none)	A035220-02 D	(none)	(none)	(none)
control panel	A039552-01	A039989-01	A038589-01	A041338-01	A037942-01	A040468-01	A037778-01
on-off switch	?	?	?	?	?	?	?

	Quantum wiring harness repro comments
general	Shaded areas are games with wiring components in common with Quantum
main wiring	To be reproduced.
Regulator/Audio II	Common among a few games. Needed for game to work. Will be included on reproduction.
coin door	Game will work without coin door connected. Can be acquired from several other Atari games. Not reproduced here.
utility panel	Game will work without utility panel connected. Can be acquired from several other Atari games. Not reproduced here.
fluorescent light	Game will work without fluorescent light connected. Can be acquired from several other Atari games. Not reproduced here.
coupler PCB	This is the wiring on the track ball (and roller in Major Havoc). This is provided with the track ball. Not reproduced here.
control panel	Absolutely needed, however, Dokert has reproduced this already. Not reproduced here.
on-off switch	Needed by game, but very common. Should be easily obtained if not present in cabinet. Not reproduced here. Even if you had a cabinet made, I'm guessing you can jumper this at the transformer brick and bypass the need for it.