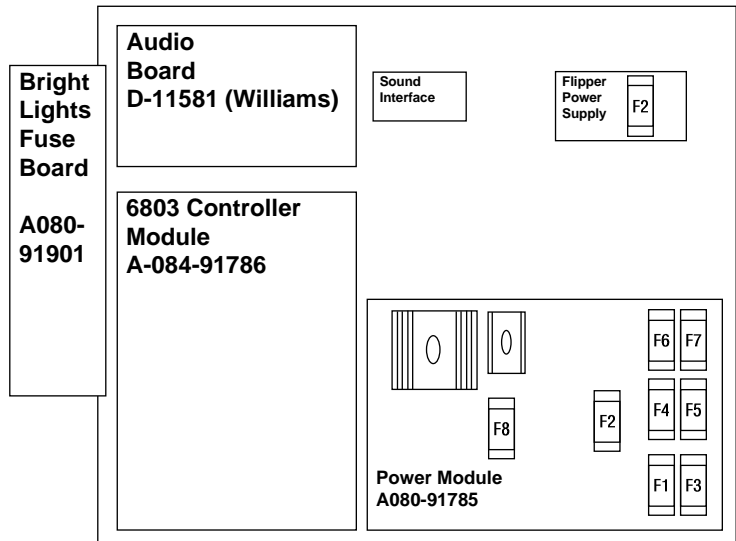


# Bally/MIDWAY ATLANTIS

## Fuse List

Power Module A080-91785		
F1	43V Solenoids	5A, 250V
F2	230V Display Power input	0.75A, 250V
F3	5V & 12V Logic Power Input	6A, 250V
F4	20V Controlled lamps	8A, 250V
F5	20V Controlled lamps	8A, 250V
F6	6.3V General Illumination	15A, 250V
F7	6.3V General Illumination	15A, 250V
F8	190V Display Power output	0.25A, 250V
Bright Lights Fuse Board A080-91901		
F1	Bright Lights	0.75A, 250V
F16	Bright Lights	0.75A, 250V
Back Box Fuse		
F1	Light Bulb and Top Light	0.4A, 250V
Under the Playfield fuses		
F1	Playfield Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB
Flipper Power Supply		
F2	Flippers	4A, 250V, SB



## Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Right Slingshot	Momentary	51	Wht-Red	J9-1	Q18	A-25-1050
2	Left Thumper Bumper	Momentary	35	Yel-Wht	J6-4	Q14	AO-26-1200
3	Drop Target Reset	Momentary	32	Yel-Blu	J6-2, J8-4	Q12	N-25-1600
4	Right Thumper Bumper	Momentary	25	Blu-Wht	J8-6	Q15	AO-26-1200
5	Middle Thumper Bumper	Momentary	27	Blu-Orn	J8-7, J7-1	Q16	AO-26-1200
6	Left Slingshot	Momentary	36	Yel-Brn	J6-5	Q17	A-25-1050
7	Popper Kicker	Momentary	31	Yel-Red	J6-1, J8-5	Q11	A-25-1050
8	Ramp Lift	Momentary	34	Yel-Grn	J6-3	Q13	AO-26-1200
9	Ball Eject	Momentary	56	Wht-Brn	J9-6	Q22	AO-26-1200
10	Outhole	Momentary	58	Wht-Blk	J9-8	Q39	AO-26-1200
11	Knocker	Momentary	59	Wht-Gry	J7-2, J8-2, J9-11	Q40	AO-26-1200
12	Submarine Eject	Momentary	311	Yel-Vio	J6-7, J7-4	Q10	AO-26-1200
13	Not Used	Continuous	24	Blu-Grn	J7-3, J8-1, J9-10	Q8	--
14	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
15	Drain Plug	Momentary	52	Wht-Blu	J9-2	Q19	AO-26-1200
16	Ramp Down	Momentary	53	Wht-Yel	J9-3	Q20	SM-28-900-DC
17	Saucer	Momentary	54	Wht-Grn	J9-4	Q21	AO-26-1200
18	(German games)	Momentary	57	Wht-Orn	J9-7	Q38	--
19	Not Used	Continuous	511	Wht-Vio	J9-9	Q9	--
Flipper Circuits		Power Wire	Coil Wire	Cabinet Switch Wire	Coil		
Left Flipper		Grn (FJ3-2)	Blu-Gry	Orn-Gry to J6-8	FL-11630		
Right Flipper		Grn (FJ3-1)	Blu-Vio	Orn-Vio to J6-9	FL-11630		

## Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q57	J10-18	Bonus 2K	43	Grn-Yel	A	2N5060	Q25	J10-3	Lock Arrow White	14	Red-Grn	B	2N5060
Q26	J10-4	Bonus 4K	15	Red-Wht	A	2N5060	Q42	J10-9	Lock Arrow Yellow	26	Blu-Brn	B	2N5060
Q43	J10-11	Bonus 6K	31	Yel-Red	A	2N5060	Q25	J10-3	Million Arrow	14	Red-Grn	A	2N5060
Q58	J10-19	Bonus 8K	45	Grn-Wht	A	2N5060	Q30	J11-12/J12-14	Multiplier 2X	72	Orn-Blu	A	2N5060
Q27	J10-5	Bonus 10K	18	Red-Blk	A	2N5060	Q47	J11-11/J12-6	Multiplier 3X	71	Orn-Red	A	2N5060
Q44	J10-12	Bonus 20K	32	Yel-Blu	A	2N5060	Q62	J11-4/J12-1	Multiplier 5X	61	Brn-Red	A	2N5060
Q59	J10-14	Bonus 30K	37	Yel-Orn	A	2N5060	Q59	J10-14	Next A/B Lights Extra Ball	37	Yel-Orn	B	2N5060
Q28	J10-6	Bonus 40K	21	Blu-Red	A	2N5060	Q33	J11-15/J12-11	Outlane Left	75	Orn-Wht	A	2N5060
Q45	J10-10	Bonus 50K	28	Blu-Blk	A	2N5060	Q50	J11-7/J12-9	Outlane Right	63	Brn-Yel	A	2N5060
Q66	J12-16/J13-6	Bright, Backbox #1	87	Blk-Orn	C	MCR-106	Q31	J11-13/J12-13	Popper 50K	73	Orn-Yel	A	2N5060
Q35	J13-2	Bright, Backbox #2	83	Blk-Yel	D	MCR-106	Q48	J11-10/J12-7	Popper 75K	68	Brn-Blk	A	2N5060
Q52	J13-13	Bright, Backbox #3	97	Gry-Orn	C	MCR-106	Q63	J11-3/J12-2	Popper 100K	59	Wht-Gry	A	2N5060
Q67	J13-5	Bright, Backbox #4	86	Blk-Brn	D	MCR-106	Q32	J11-14/J12-12	Popper 125K	74	Orn-Grn	A	2N5060
Q36	J13-3	Bright, Backbox #5	84	Blk-Grn	C	MCR-106	Q49	J11-9/J12-8	Popper 150K	67	Brn-Orn	A	2N5060
Q51	J12-15/J13-8	Bright, Backbox #6	93	Gry-Yel	C	MCR-106	Q64	J11-2/J12-3	Popper Extra Ball	58	Wht-Blk	A	2N5060
Q34	J12-17/J13-1	Bright, Drop Target Timer	81	Blk-Red	C	MCR-106	Q23	J10-1	Relay, Backbox	12	Red-Blu	A	2N5060
Q35	J13-2	Bright, Hold Bonus Left	83	Blk-Yel	C	MCR-106	Q23	J10-1	Relay, Backbox	12	Red-Blu	B	2N5060
Q65	J11-1/J12-4	Bright, Hold Bonus Right	48	Grn-Blk	D	MCR-106	Q70	J10-7	Relay, G.I. Red String	24	Blu-Grn	A	2N5060
Q34	J12-17/J13-1	Bright, Jackpot	81	Blk-Red	D	MCR-106	Q70	J10-7	Relay, G.I. Red String	24	Blu-Grn	B	2N5060
Q52	J13-13	Bright, Lane "A"	97	Gry-Orn	D	MCR-106	Q55	J10-16	Relay, G.I. White String	38	Yel-Blk	A	2N5060
Q36	J13-3	Bright, Lane "B"	84	Blk-Grn	D	MCR-106	Q55	J10-16	Relay, G.I. White String	38	Yel-Blk	B	2N5060
Q67	J13-5	Bright, Popper	86	Blk-Brn	C	MCR-106	Q68	J13-10	Return Lanes	94	Gry-Grn	A	MCR-106
Q66	J12-16/J13-6	Bright, Saucer	87	Blk-Orn	D	MCR-106	Q42	J10-9	Same Player Shoots Again	26	Blu-Brn	A	2N5060
Q65	J11-1/J12-4	Bright, Targets Left	48	Grn-Blk	C	MCR-106	Q29	J11-8	Saucer 2X	64	Brn-Grn	A	2N5060
Q51	J12-15/J13-8	Bright, Targets Right	93	Gry-Yel	D	MCR-106	Q46	J11-16	Saucer 3X	78	Orn-Blk	A	2N5060
Q53	J13-12	Drain Plug	96	Gry-Brn	B	MCR-106	Q61	J11-6/J12-10	Saucer 5X	62	Brn-Blu	A	2N5060
Q41	J10-8	DT Reset Timer	25	Blu-Wht	B	2N5060	Q37	J13-4	Spinner 1K	85	Blk-Wht	A	2N5060
Q30	J11-12/J12-14	DT Value Lights Hold Bonus	72	Orn-Blu	B	2N5060	Q54	J13-11	Spot Sequence Arrow	95	Gry-Wht	A	2N5060
Q47	J11-11/J12-6	DT Value Lights Extra Ball	71	Orn-Red	B	2N5060	Q43	J10-11	Target Left Orange	31	Yel-Red	B	2N5060
Q46	J11-16	DT Value Lights Lane	78	Orn-Blk	B	2N5060	Q26	J10-4	Target Left White	15	Red-Wht	B	2N5060
Q62	J11-4/J12-1	DT Value Lights Million	61	Brn-Red	B	2N5060	Q57	J10-18	Target Left Yellow	43	Grn-Yel	B	2N5060
Q61	J11-6/J12-10	DT Value Lights Multiplier	62	Brn-Blu	B	2N5060	Q45	J10-10	Target Middle Orange	28	Blu-Blk	B	2N5060
Q60	J10-13	Hold Bonus	36	Yel-Brn	A	2N5060	Q60	J10-13	Target Middle White	36	Yel-Brn	B	2N5060
Q69	J13-7	Hold Bonus Left	91	Gry-Red	A	2N5060	Q29	J11-8	Target Middle Yellow	64	Brn-Grn	B	2N5060
Q53	J13-12	Hold Bonus Right	96	Gry-Brn	A	MCR-106	Q58	J10-19	Target Right Orange	45	Grn-Wht	B	2N5060
Q31	J11-13/J12-13	Jackpot 0.5 Million	73	Orn-Yel	B	2N5060	Q27	J10-5	Target Right White	18	Red-Blk	B	2N5060
Q48	J11-10/J12-7	Jackpot 1 Million	68	Brn-Blk	B	2N5060	Q44	J10-12	Target Right Yellow	32	Yel-Blu	B	2N5060
Q63	J11-3/J12-2	Jackpot 1.5 Million	59	Wht-Gry	B	2N5060	Q24	J10-2	Top Lane "A"	13	Red-Yel	A	2N5060
Q32	J11-14/J12-12	Jackpot 2 Million	74	Orn-Grn	B	2N5060	Q41	J10-8	Top Lane "B"	25	Blu-Wht	A	2N5060
Q49	J11-9/J12-8	Jackpot 2.5 Million	67	Brn-Orn	B	2N5060	Q24	J10-2	Red-Yel	13	Red-Yel	B	2N5060
Q64	J11-2/J12-3	Jackpot 3 Million	58	Wht-Blk	B	2N5060	Q28	J10-6		21	Blu-Red	B	2N5060
Q33	J11-15/J12-11	Jackpot 3.5 Million	75	Orn-Wht	B	2N5060	Q37	J13-4		85	Blk-Wht	B	2N5060
Q50	J11-7/J12-9	Jackpot 4 Million	63	Brn-Yel	B	2N5060	Q54	J13-11		95	Gry-Wht	B	2N5060
Q56	J10-17	Jackpot Arrow	41	Grn-Red	A	2N5060	Q68	J13-10		94	Gry-Grn	B	MCR-106
Q56	J10-17	Lock Arrow Orange	41	Grn-Red	B	2N5060	Q69	J13-7		91	Gry-Red	B	2N5060

Lamps #555 are used in phase A (10) Red wire and phase B (80) Blk wire.  
Lamps #912 are used in phase C (81) Blk-Red wire and phase D (82) Blk-Blu wire.

## Switch Matrix

		strobe (ST)  return (I)					
Column		STROBE 0	STROBE 1	STROBE 2	STROBE 3	STROBE 4	STROBE 5
Row		J4-15 Wht-Red (51) J3-10 Red-Yel (13)	J4-14 Wht-Blu (52) J3-14 Red-Grn (14)	J4-13 Wht-Yel (53) J3-13 Orn-Grn (74)	J4-12 Wht-Grn (54) J3-12 Yel-Wht (35)	J4-11 Wht-Brn (56) J3-11 (not used)	J4-1 Wht-Vio (511)
<b>RETURN I0</b>	CJ4-10 Red (10) CJ3-10 Red-Wht (15)	Drop Target #1 Left 01	Coin Chute III (Right) 09	Left Thumper Bumper 17	Left Target Orange 25	Middle Target Orange 33	Not Used 41
<b>RETURN I1</b>	CJ4-9 Blu (20) CJ3-9 Brn-Wht (65)	Drop Target #2 02	Coin Chute I (Left) 10	Middle Thumper Bumper 18	Left Target White 26	Middle Target White 34	Sub Ball Lower 42
<b>RETURN I2</b>	CJ4-8 Yel (30) CJ3-8 Blu (20)	Drop Target #3 03	Coin Chute II (Middle) 11	Right Thumper Bumper 19	Left Target Yellow 27	Middle Target Yellow 35	Sub Ball Upper 43
<b>RETURN I3</b>	CJ4-7 Grn (40) CJ3-7 Blu-Red (21)	Drop Target #4 Right 04	Top Lane "A" 12	Left Slingshot 20	Right Target Orange 28	Spinner 36	Ball in Submarine 44
<b>RETURN I4</b>	CJ4-6 Wht (50) CJ3-6 Gry-Orn (97)	Left Cabinet Button 05	Top Lane "B" 13	Right Slingshot 21	Right Target White 29	Ramp Sensor 37	Hold Bonus 45
<b>RETURN I5</b>	CJ4-4 Brn (60) CJ3-5 Yel (30)	Credit Button 06	Slam 14	Plug-Post Sensor 22	Right Target Yellow 30	Return Lanes 38	Ball Though #1 (Left) 46
<b>RETURN I6</b>	CJ4-3 Orn (70) CJ3-4 Blu-Orn (27)	Right Cabinet Button 07	Tilt 15	Left Outlane 23	Rebounds 31	Saucer 39	Ball Though #2 (Middle) 47
<b>RETURN I7</b>	CJ4-2 Blk (80) CJ3-2 (not used)	Outhole 08	Shooter Lane 16	Right Outlane 24	Turn Around Loop 32	Popper Dish 40	Ball Though #3 (Right) 48

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