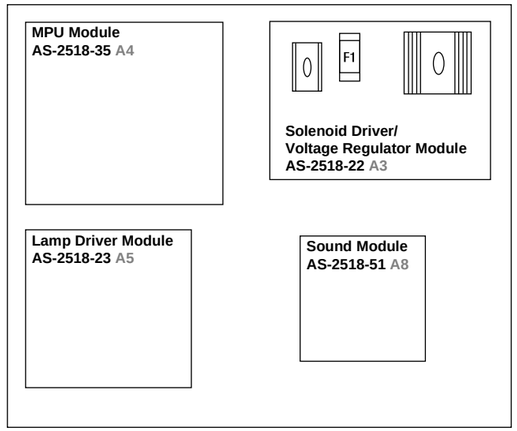
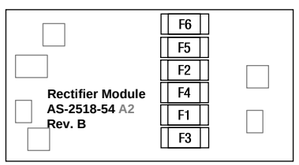
Bally BMX

Fuse List

Rectifier Module AS-2518-54 rev. B		
F1	**6,5V Switched illumination**	**20A, 250V**
F2	**230V Display power input**	**0.75A, 250V**
F3	**5V Unregulated input**	**4A, 250V**
F4	**43V Solenoids (4 flippers)**	**7A, 250V**
F5	**6,5V General illumination**	**15A, 250V**
F6	**6,5V General illumination**	**15A, 250V**
Sol. Dr./Volt. Reg. AS-2518-22		
F1	**190V Display power output**	**0.25A, 250V**
Under the Playfield fuses		
F1	**Solenoids**	**1A, 250V, SB**
Transformer Module		
F1	**Main fuse**	**3A, 250V, SB**





Coil Table

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
2	Outhole	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
3	Center Saucer	Momentary	85	Blk-Wht	A3J5-10	Q8	AO-27-1300
4	6 Drop Target Reset	Momentary	80	Blk	A3J5-12	Q13	NO-26-1900 (2x)
5	4 Drop Target Reset	Momentary	78	Orn-Blk	A3J5-11	Q14	NO-26-1900
6	Right Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9	AO-26-1200
7	Left Slingshot	Momentary	74	Orn-Grn	A3J5-15	Q10	AO-26-1200
8	Magnet	Momentary	67	Brn-Orn	A3J5-13	Q12	E-184-283
9	Top Left Saucer	Momentary	83	Blk-Yel	A3J5-14	Q11	AO-29-2100
10	Left Flexsave	Continuous	75	Orn-Wht	A3J5-7	Q17	AO-24-2100
11	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
12	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
13	Right Flexsave	Continuous	18	Red-Blk	A3J2-15, J3-9, J5-3	Q18	AO-24-2100
		Momentary			A3J1-2, J2-9	Q1	
		Momentary			A3J1-3, J2-4	Q2	
		Momentary			A3J2-10	Q5	
		Momentary			A3J2-11	Q6	
		Momentary			A3J2-12	Q7	
		Momentary			A3J2-6, J3-7, J5-8	Q16	

Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil
	Lower Left Flipper	Brn (60)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500
	Upper Left Flipper	Brn (60)			(to lower left flipper)		AQ-25-500/34-4500
	Lower Right Flipper	Brn (60)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500
	Upper Right Flipper	Brn (60)			(to lower right flipper)		AQ-25-500/34-4500

Switch Matrix

strobe (ST) ——▶|—o/ o— return (I)

Row \ Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Gry-Yel (93)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
RETURN I 0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Outhole 1	Coin Chute III (Right) 9	Right Slingshot 17	10K Lane 25	6 Drop Target A Right 33
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	Not Used 2	Coin Chute I (Left) 10	Left Slingshot 18	25K Lane 26	6 Drop Target B 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Top Left Saucer 3	Coin Chute II (Middle) 11	Not Used 19	2 Right Rollover Buttons 27	6 Drop Target C 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	Center Saucer 4	2X Target (White) cap. 12	Target Behind 6 Drop Target cap. 20	2 Left Rollover Buttons 28	6 Drop Target D 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 (not used)	Right Cabinet Button 5	3X Target (Yellow) cap. 13	4 Drop Target #1 (Right) 21	Not Used 29	6 Drop Target E 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Rebounds (2) And Behind 4 Drop Target 14	4 Drop Target #2 22	Lower 3 Target (Right) cap. 30	Upper 3 Target (Right) cap. 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	6 Drop Target F (Left) 7	Tilt (3) 15	4 Drop Target #3 23	Lower 3 Target (Middle) cap. 31	Upper 3 Target (Middle) cap. 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Left Cabinet Button 8	Slam (2) 16	4 Drop Target #4 (Left) 24	Lower 3 Target (Left) cap. 32	Upper 3 Target (Left) cap. 40

Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type
Q01	A5J1-24	2X Arrow	50	Wht	MCR-106
Q24	A5J1-5	3X Arrow	48	Grn-Blk	MCR-106
Q42	A5J3-21	2X Score	64	Brn-Grn	MCR-106
Q56	A5J3-10	3X Score	91	Gry-Red	MCR-106
Q07	A5J1-27	4 Drop Target #1 (Right)	53	Wht-Yel	2N5060
Q21	A5J1-12	4 Drop Target #2	61	Brn-Red	2N5060
Q39	A5J3-24	4 Drop Target #3	72	Orn-Blu	2N5060
Q53	A5J3-14	4 Drop Target #4 (Left)	84	Blk-Grn	2N5060
Q04	A5J1-28	6 Drop Target "A" 100K (Right)	78	Orn-Blk	2N5060
Q25	A5J1-6	6 Drop Target "B" 20K	25	Red-Wht	2N5060
Q20	A5J1-13	6 Drop Target "C" 150K	30	Yel	2N5060
Q58	A5J3-2	6 Drop Target "D" 20K	95	Gry-Wht	2N5060
Q11	A5J1-16	6 Drop Target "E" 100K	15	Red-Wht	2N5060
Q26	A5J1-7	6 Drop Target "F" 20K (Left)	34	Yel-Grn	2N5060
Q41	A5J3-20	6 Drop Target Extra Ball Arrow	80	Blk	MCR-106
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106
Q06	A5J2-14	Center Saucer 15K	12	Red-Blu	2N5060
Q05	A5J2-16	Center Saucer 20K	43	Grn-Yel	2N5060
Q40	A5J3-22	Center Saucer Special	23	Blu-Yel	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q43	A5J2-7	Lower 3 Target Left	91	Gry-Red	2N5060
Q30	A5J2-6	Lower 3 Target Middle	85	Blk-Wht	2N5060
Q18	A5J2-20	Lower 3 Target Right	98	Gry-Blk	2N5060
Q23	A5J2-8	Match (Back Box)	70	Orn	MCR-106
Q17	A5J1-11	Rollover Buttons Left (2)	65	Brn-Wht	MCR-106
Q02	A5J1-25	Rollover Buttons Right (2)	75	Orn-Wht	MCR-106
Q03	A5J1-26, J2-21	Same Player Shoot Again (2)	47	Grn-Orn	MCR-106
Q32	A5J3-27	Target 2X	40	Grn	2N5060

SCR	connector	lamp description	code	wire color	tr type
Q59	A5J3-4	Target 3X	14	Red-Grn	2N5060
Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q45	A5J2-1	Upper 3 Target Left	60	Brn	2N5060
Q31	A5J2-2	Upper 3 Target Middle	20	Blu	2N5060
Q19	A5J2-15	Upper 3 Target Right	23	Blu-Yel	2N5060
Q09	A5J1-14	Wheel "A" Blue 5K	67	Brn-Orn	MCR-106
Q34	A5J1-2	Wheel "B" Blue 25K	52	Wht-Blu	MCR-106
Q48	A5J3-16	Wheel "C" Blue 5K	25	Blu-Wht	MCR-106
Q55	A5J3-9	Wheel "D" Blue 10K	15	Red-Wht	MCR-106
Q10	A5J1-15	Wheel "E" Blue 5K	13	Red-Yel	MCR-106
Q22	A5J1-10	Wheel "F" Blue 25K	23	Blu-Yel	MCR-106
Q37	A5J3-23	Wheel "G" Blue 5K	98	Gry-Blk	2N5060
Q60	A5J3-3	Wheel "H" Blue 10K	81	Blk-Red	2N5060
Q13	A5J1-17	Wheel "I" Amber 5K	57	Wht-Orn	2N5060
Q28	A5J1-8	Wheel "J" Amber 25K	51	Wht-Red	2N5060
Q44	A5J3-19	Wheel "K" Amber 5K	67	Brn-Orn	2N5060
Q51	A5J3-15	Wheel "L" Amber 10K	53	Wht-Yel	2N5060
Q08	A5J1-23	Wheel "M" Amber 5K	12	Red-Blu	MCR-106
Q35	A5J1-3	Wheel "N" Amber 25K	45	Grn-Wht	MCR-106
Q49	A5J3-17	Wheel "O" Amber 5K	13	Red-Yel	MCR-106
Q54	A5J3-11	Wheel "P" Amber 10K	20	Blu	MCR-106
Q14	A5J1-18	Wheel "Q" Green 5K	58	Wht-Blk	2N5060
Q29	A5J1-1	Wheel "R" Green 25K	41	Grn-Red	2N5060
Q36	A5J3-26	Wheel "S" Green 5K	38	Yel-Blk	2N5060
Q57	A5J3-1	Wheel "T" Green 10K	10	Red	2N5060
Q12	A5J1-19	Wheel "U" Green 5K	60	Brn	2N5060
Q27	A5J1-9	Wheel "V" Green 25K	43	Grn-Yel	2N5060
Q38	A5J3-25	Wheel "W" Green 5K	36	Yel-Brn	2N5060
Q50	A5J3-12	Wheel "X" Green 10K	21	Blu-Red	2N5060
Q46	A5J3-18	Wheel "Y" Special	56	Wht-Brn	2N5060