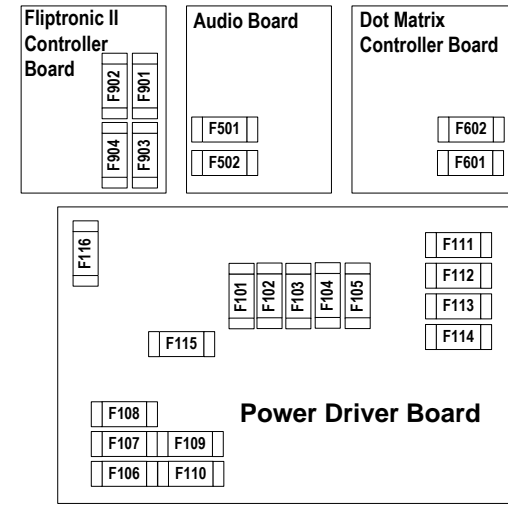


FUSE LIST

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB Not Used
F102	+50V DC General (Right Flipper)	3A, 250V, SB Not Used
F103	Solenoids #25 to #28	3A, 250V, SB
F104	Solenoids #9 to #16	3A, 250V, SB
F105	Solenoids #1 to #8	3A, 250V, SB
F106	G.I. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 250V, N.B.
F115	+12V Switch Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V Circuit	3A, 250V, SB
F502	+25V Circuit	3A, 250V, SB
Dot Matrix Controller Board		
F601	+62V Circuit	3/8A, 250V, SB
F602	-113V & -125V Circuits	3/8A, 250V, SB
LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	Ball Popper	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-24-900	
02	Outhole	High Power	J107-3			Q80	J130-2			VIO-RED	AE-27-1200	
03	Cannon Motor	High Power	J107-6			Q78	J130-4			VIO-ORG	14-7965 20V	
04	Ball Release	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-26-1200	
05	Right slingshot	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-26-1500	
06	Left Slingshot	High Power	J107-3			Q66	J130-7			VIO-BLU	AE-26-1500	
07	Knocker	High Power	J107-3			Q68	J130-8			VIO-BLK	AE-23-800	
08	Cannon Kicker	High Power	J107-3			Q70	J130-9			VIO-GRY	A-15016	
09	Left Ball Lockup	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-26-1500	
10	Ramp Up	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-26-1200	
11	Ramp Down	Low Power	J107-2			Q54	J127-4			BRN-ORG	SM1-29-1000-CD	
12	Not Used	Low Power				Q52				BRN-YEL		
13	Left Jet Bumper	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-26-1200	
14	Right Jet Bumper	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	Bottom Jet Bumper	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-26-1200	
16	Not Used	Low Power				Q44				BRN-GRY		
17	Left Bottom Flasher	Flasher	J107-6			Q42	J126-1	J125-1		BLK-BRN	#89	#906
18	Left Top Flasher	Flasher	J107-6			Q40	J126-2	J125-2		BLK-RED	#89	#906
19	Right Bottom Flasher	Flasher	J107-6			Q38	J126-3	J125-3		BLK-ORG	#89	#906
20	Right Top Flasher	Flasher	J107-6			Q36	J126-4	J125-4		BLK-YEL	#89	#906
21	Right Ramp Flasher	Flasher	J107-6			Q28	J126-5	J125-5		BLU-GRN	#89	#906
22	Left Ramp Flasher	Flasher	J107-6			Q30	J126-6	J125-6		BLU-BLK	#89	#906
23	Locker Open Flasher	Low Power	J107-6			Q34	J126-7	J125-7		BLU-VIO	#906	
24	Left Sword Flasher	Low Power	J107-6			Q32	J126-8	J125-8		BLU-GRY	#906	
25	Top Popper Flasher	Flasher	J107-6			Q26	J123-1			BLU-BRN	#906	
26	Cannon Flasher	Flasher	J107-6			Q24	J123-3			BLU-RED	#906	
27	Fire Button Flasher	Flasher	J107-6			Q22	J123-4	J124-3		BLU-ORG	#906	#906
28	Right Sword Flasher	Flasher	J107-6			Q20	J123-5	J124-5		BLU-YEL	#906	#906

General Illumination		Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
		Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Jet & Back Ramp String	G.I.	J120-1		Q18	J120-7			WHT-BRN	#555	
02	Top Playfield String	G.I.	J120-2		Q10	J120-8			WHT-ORG	#555	
03	Bottom Playfield String	G.I.	J120-3		Q14	J120-9			WHT-YEL	#555	
04	Left Insert String	G.I.		J121-5	Q16		J121-10		WHT-GRN		#555
05	Right Insert String	G.I.		J121-6	Q12		J121-11	J119-3	WHT-VIO		#555

Flipper Circuits		Playfield Voltage Connection	Drive Transistors Power Hold	Playfield Drive Connections	Drive Wire Colors Hold	Coil		
						Part No.	Colors	
29	LOWER RIGHT FLIPPER	Power	J907-9 (BLU-YEL)	Q4	J902-13	BLU-VIO	FL-15411	BLUE
30		Hold	J907-8 (BLU-YEL)	Q11	J902-11		ORG-GRN	
31	LOWER LEFT FLIPPER	Power	J907-7 (GRY-YEL)	Q3	J902-9	BLU-GRY	FL-15411	BLUE
32		Hold	J907-6 (GRY-YEL)	Q9	J902-7		ORG-BLU	
33	UPPER RIGHT FLIPPER	Power	J907-5 (BLU-YEL)	Q2	J902-6	BLK-YEL	FL-11753	YELLOW
34		Hold	J907-4 (BLU-YEL)	Q7	J902-4		ORG-VIO	
35	UPPER LEFT FLIPPER	Power	J907-2 (GRY-YEL)	Q1	J902-3	BLK-BLU		
36		(not used)	Hold	J907-1 (GRY-YEL)	Q5	J902-1	ORG-GRY	

J1XX = Power Driver Board, J9XX = Fliptronics II Board

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J137-1 Q98	Yellow-Red J137-2 Q97	Yellow-Orange J137-3 Q96	Yellow-Black J137-4 Q95	Yellow-Green J137-5 Q94	Yellow-Blue J137-6 Q93	Yellow-Violet J137-7 Q92	Yellow-Gray J137-9 Q91
1	Red-Brown J133-1 Q90	Special	Letter (S)INK	Bottom Standup Bottom	Middle Standup Top	Top Standup Bottom	Middle Ramp Jewel	Millions	Skill (Open)
2	Red-Black J133-2 Q89	Jet Enter 8K	Letter S(I)NK	Bottom Standup Middle	Middle Standup Middle	Top Standup Middle	Top Loop Jewel	Rigging Swing	Skill (Locker)
3	Red-Orange J133-4 Q88	Jet Enter 4K	Letter S(I)NK	Bottom Standup Top	Middle Standup Bottom	Top Standup Top	Top Standup Jewel	Treasure Chest	Middle Ramp 200K
4	Red-Yellow J133-5 Q87	Jet Enter 2K	Letter SIN(K)	Right Ramp 100K	Left Outlane	Lockup 1	Broadside Jewel	Walk The Plank	Middle Ramp 300K
5	Red-Green J133-6 Q86	Jet Enter 1K	Letter (S)HIP	Right Ramp 200K	Left Return Lane	Lockup 2	Bottom Standup Jewel	Instant Multi-Ball	Middle Ramp 400K
6	Red-Blue J133-7 Q85	Jet Enter Jewel	Letter S(H)IP	Right Ramp 300K	Right Return Lane	Lockup Jewel	Right Ramp Coins	Knife Throw	Jackpot
7	Red-Violet J133-8 Q84	Combo Shot Right	Letter SH(I)P	Right Ramp 400K	Right Outlane	Left Ramp Coins	Sequence Shot 1	Polly	Insert Right
8	Red-Gray J133-9 Q83	Right Single Standup	Letter SH(I)P	Right Ramp Million	Shoot Again	Bottom Standup Jewel	Multi-ball Ready	Insert Left	Credit Button

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	FLIPPER GROUNDED SWITCHES
			Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-Yellow J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Gray J206-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	White-Brown J208-1 U18-11	D1	Not Used	Slam Tilt	Bottom Standup Bottom	Middle Standup Top	Top Standup Bottom	Subway Top	Lockup Enter	Not Used	BLACK-GREEN J906-1 LOWER RIGHT E.O.S. SWITCH
Orange-Red J205-2 CENTER COIN CHUTE U17-7	White-Red J208-2 U18-9	D2	Not Used	Coin Door Closed	Bottom Standup Middle	Middle Standup Middle	Top Standup Middle	Backboard Ramp	Middle Ramp	Not Used	BLUE-VIOLET J905-1 LOWER RIGHT FLIPPER OPTO
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	White-Orange J208-3 U18-5	D3	Start Button	Ticket Opto	Bottom Standup Top	Middle Standup Bottom	Top Standup Top	Lockup 1	Not Used	Not Used	BLACK-BLUE J906-3 LOWER LEFT E.O.S. SWITCH
Orange-Yellow J205-4 4 th COIN CHUTE U17-9	White-Yellow J208-4 U18-7	D4	Plumb Bob Tilt	Always Closed	Fire Button	Left Ramp Enter	Ramp Down	Lockup 2	Not Used	Not Used	BLUE-GRAY J905-2 LOWER LEFT FLIPPER OPTO
Orange-Green J205-6 Normal Function Srv Crdts	White-Green J208-5 U19-11	D5	Outhole	Shooter	Cannon Kicker	Top Left Loop	Ball Popper	Right Single Standup	Not Used	Not Used	BLACK-VIOLET J906-4 UPPER RIGHT E.O.S. SWITCH
Orange-Blue J205-7 Normal Function Volume Dn	White-Blue J208-7 U19-9	D6	Right Trough	Left Outlane	Right Outlane	Left Jet	Right Ramp Made	Subway Bottom	Right Ramp Enter	Not Used	BLACK-YELLOW J905-3 UPPER RIGHT FLIPPER OPTO
Orange-Violet J205-8 Normal Function Volume Up	White-Violet J208-8 U19-5	D7	Center Trough	Left Return Lane	Right Return Lane	Right Jet	Jet Bumpers Exit	Not Used	Not Used	Not Used	BLACK-GRAY J906-5 UPPER LEFT E.O.S. SWITCH
Orange-Gray J205-9 Normal Function Begin Test	White-Gray J208-9 U19-7	D8	Left Trough	Left Slingshot	Right Slingshot	Bottom Jet	Jet Bumper Enter	Not Used	Not Used	Not Used	BLACK-BLUE J905-5 UPPER LEFT FLIPPER OPTO

J2XX = CPU Board, J9XX = Fliptronics II Board

Yellow = OPTO, TYPICALLY CLOSED

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