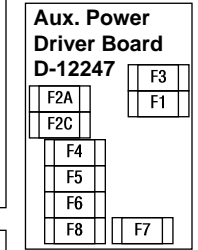
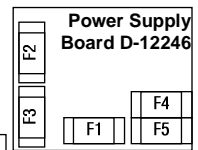
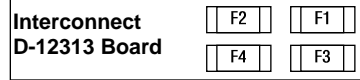
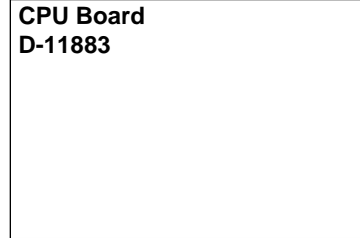
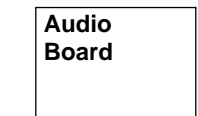


Bugs Bunny's Birthday Ball (16-20009)

FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
F1	General Illumination (Brown)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Green)	5A, 250V, SB
F4	General Illumination (Violet)	5A, 250V, SB
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



+18V Controlled Lamps

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Wire Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A <sup>3</sup>	Outhole	Switched	Vio-Brn	1P11-1 (Gry-Brn)	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C <sup>3</sup>	Left ramp flasher	Switched	Blk-Brn		5J5-9 (C)		#89 / #906	
02A <sup>3</sup>	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	SM-26-600-DC	
02C <sup>3</sup>	Standup by "L" flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89	#906
03A <sup>3</sup>	Not used	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32		
03C <sup>3</sup>	50 Million flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89	#906
04A <sup>3</sup>	Not used	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24		
04C <sup>3</sup>	Tazz Ramp flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89	#906
05A <sup>3</sup>	Eject hole	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C <sup>3</sup>	Standup by right drop targets flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89	#906
06A <sup>3</sup>	Right drop target bank reset	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800	
06C <sup>3</sup>	Bug's face flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89	#906
07A <sup>3</sup>	Knocker (in backbox)	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C <sup>3</sup>	Top left flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#89	#906
08A <sup>3</sup>	Not used	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22		
08C <sup>3</sup>	Right back panel flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89	#906
09	LOONEY relay	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-10	Q17	5580-09555-01 <sup>4a</sup>	
10	Playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-11	Q9	5580-09555-01 <sup>4a</sup>	
11	Insert G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-12	Q16	5580-09555-01 <sup>4a</sup>	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 <sup>5</sup>	
13	Ball launcher	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5: 2J4-13	Q15	AE-23-800	
14	Left outlane kickback	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3: 2J4-14	Q7	AE-23-800	
15	Top slingshot	Controlled	Brn-Vio	1P12-8	2J4-15: 2J4-2	Q14	AE-26-1200	
16	TUNES relay	Controlled	Brn-Gry	1P12-9	2J4-16: 2J4-1	Q6	5580-09555-01 <sup>4a</sup>	
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1200	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1200	
21	Lower jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Not used	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79		
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch <sup>2</sup>	Switch	Blu-Vio		2J10-1: 2P8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2P10-8		FL11630/50VDC	
	Lower left flipper switch <sup>2</sup>	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Upper right flipper switch <sup>2</sup>	Switch	Blk-Yel		2J10-3: 2P8-15			
	Upper left flipper	Flipper						
	Upper left flipper switch <sup>2</sup>	Switch						

Notes:  
 1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.  
 2. Flipper connections are from flipper button switch to flipper coil.  
 3. "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.  
 4. Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.  
 5. Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

LAMP MATRIX

Column	1 Yellow-Brown 1J7-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Grey 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	Shoot Again	Shopping Spree (50K)	Left (Left Drop Targets)	T (in TUNES)	N (in TUNES)	Candle 1	Candle 8	Backglass CAN. 3
2 Red-Black 1J6-2 Q81	Left Jet Bumper	Shopping Spree (100K)	Middle (Left Drop Targets)	U (in TUNES)	E (in TUNES)	Candle 2	Candle 10	Backglass CAN. 4
3 Red-Orange 1J6-3 Q82	Right Jet Bumper	Shopping Spree (200K)	Right (Right Drop Targets)	N (in LOONEY)	Y (in LOONEY)	Candle 3	Candle 11	Backglass PLAYER 1
4 Red-Yellow 1J6-5 Q83	Bottom Jet Bumper	Shopping Spree (500K)	Left (Right Drop Targets)	E (in LOONEY)	PORKY PIG	Candle 4	Candle 12	Backglass PLAYER 2
5 Red-Green 1J6-6 Q84	10K Skill Shot	Shopping Spree (Ex. Ball)	Middle (Right Drop Targets)	S (in TUNES)	Left Outlane	Candle 5	Left Top	Backglass PLAYER 3
6 Red-Blue 1J6-7 Q85	50K Skill Shot	Top Lane Left	Right (Right Drop Targets)	L (in LOONEY)	Middle Outlane	Candle 6	Left Bottom	Backglass PLAYER 4
7 Red-Violet 1J6-8 Q86	100K Skill Shot	Top Lane Middle	Spinner	O (in LOONEY)	Left Return Lane	Candle 7	Backglass CAN. 1	Captive Ball
8 Red-Grey 1J6-9 Q87	500K Skill Shot	Top Lane Right	Kick Back	O (in LOONEY)	Right Return Lane	Candle 8	Backglass CAN. 2	Cake

SWITCH MATRIX

Column	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46
1 White-Brown 1J10-9	Plump Bob Tilt	Not Used	Skill Standup	L (in LOONEY)	N (in TUNES)	Tazz Ramp Entry	Top Slingshot	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	Top Launch	O (in LOONEY)	E (in TUNES)	Tazz Ramp Score	Top Right 10 points	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough #1 (right)	Standup (by drop Target)	O (in LOONEY)	S (in TUNES)	Not Used	Left Outlane	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough #2 (left)	Right (Right Drop Targets)	N (in LOONEY)	Top Lane Left	Top (Mini Left)	Left Jet Bumper	Right (Left Drop Targets)
5 White-Green 1J10-5	Center Coin Switch	Not Used	Middle (Right Drop Targets)	E (in LOONEY)	Top Lane Middle	Bottom (Mini Left)	Right Jet Bumper	Middle (Left Drop Targets)
6 White-Blue 1J10-3	Left Coin Switch	Shooter Lane	Left (Right Drop Targets)	Y (in LOONEY)	Top Lane Right	Right Outlane	Lower Jet Bumper	Left (Left Drop Targets)
7 White-Violet 1J10-2	Slam Tilt	Left Ramp	Spinner	T (in TUNES)	Captive Ball Top	Left Return Lane	Left Bottom Slingshot	Not Used
8 White-Grey 1J10-1	High Score Reset	Eject Hole	Standup (by "L")	U (in TUNES)	Captive Ball Bottom	Right Return Lane	Right Bottom Slingshot	Not Used

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