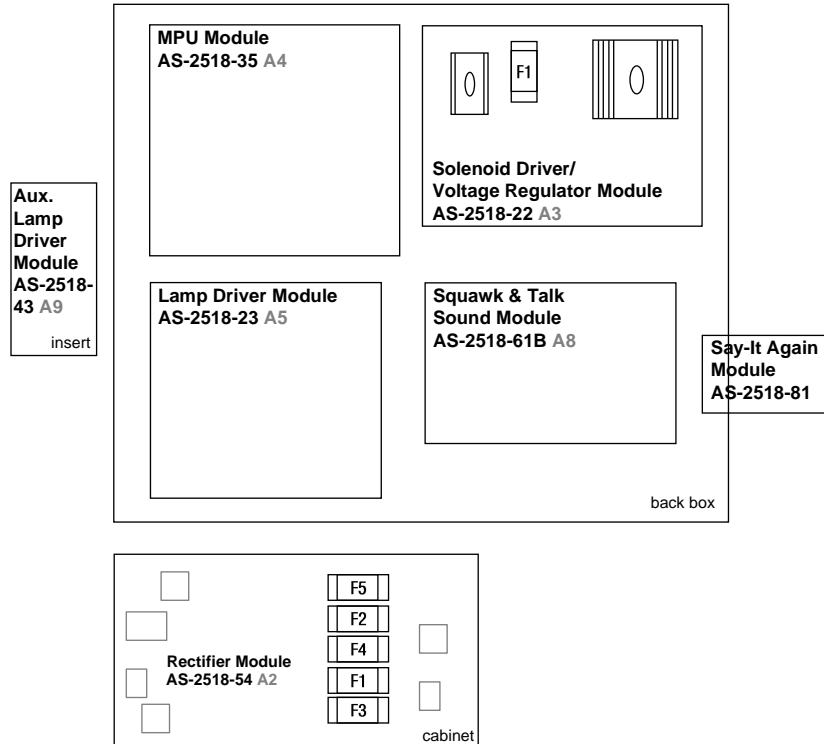
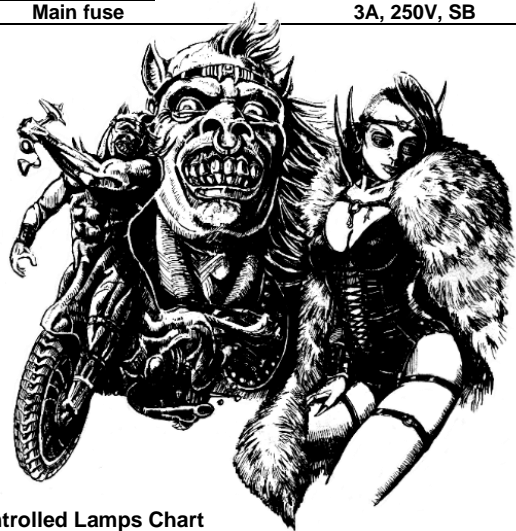


# Bally CENTAUR

## Fuse List

Rectifier Module AS-2518-54		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (2 flippers)	5A, 250V
F5	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



## Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q14	A5J1-18	GI Flasher Board	58	Wht-Blk	2N5060
Q12	A5J1-19	Bonus 1K	60	Brn	2N5060	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orm	MCR-106
Q27	A5J1-9	Bonus 2K	43	Grn-Yel	2N5060	Q60	A5J3-3	Left Out Rollover	81	Blk-Red	2N5060
Q38	A5J3-25	Bonus 3K	36	Yel-Brn	2N5060	Q37	A5J3-23	Left Return Rollover	98	Gry-Blk	2N5060
Q50	A5J3-12	Bonus 4K	21	Blu-Red	2N5060	Q23	A5J2-8	Match (Back Box)	70	Orm	MCR-106
Q13	A5J1-17	Bonus 5K	57	Wht-Orm	2N5060	Q58	A5J3-2	ORBS "O" Arrow	95	Gry-Wht	2N5060
Q28	A5J1-8	Bonus 6K	51	Wht-Red	2N5060	Q20	A5J1-13	ORBS "R" Arrow	30	Yel	2N5060
Q44	A5J3-19	Bonus 7K	67	Brn-Orm	2N5060	Q25	A5J1-6	ORBS "B" Arrow	25	Blu-Wht	2N5060
Q51	A5J3-15	Bonus 8K	53	Wht-Yel	2N5060	Q04	A5J1-28	ORBS "S" Arrow	78	Orm-Blk	2N5060
Q08	A5J1-23	Bonus 9K	12	Red-Blu	MCR-106	Q18	A5J2-20	ORBS 50K	98	Gry-Blk	2N5060
Q35	A5J1-3	Bonus 10K	45	Grn-Wht	MCR-106	Q05	A5J2-16	ORBS Special	34	Yel-Grn	2N5060
Q17	A5J1-11	Bonus 20K	65	Brn-Wht	MCR-106	Q29	A5J1-1	Release ORB	41	Grn-Red	2N5060
Q41	A5J3-20	Bonus 40K	13	Red-Blu	MCR-106	Q30	A5J2-6	Reset 1-4 Arrow	85	Blk-Wht	2N5060
Q46	A5J3-18	Bonus 60K	56	Wht-Brn	2N5060	Q59	A5J3-4	Right Drop Target 10K Arrow	14	Red-Grn	2N5060
Q09	A5J1-14	Bonus Multiplier 2X	67	Brn-Orm	MCR-106	Q32	A5J3-27	Right Drop Target 20K Arrow	40	Gm	2N5060
Q34	A5J1-2	Bonus Multiplier 3X	52	Wht-Blu	MCR-106	Q26	A5J1-7	Right Drop Target 40K Arrow	34	Yel-Grn	2N5060
Q48	A5J3-16	Bonus Multiplier 4X	25	Blu-Wht	MCR-106	Q11	A5J1-16	Right Drop Target 80K Arrow	15	Red-Wht	2N5060
Q55	A5J3-9	Bonus Multiplier 5X	15	Red-Wht	MCR-106	Q06	A5J2-14	Right Lane 2X	12	Red-Blu	2N5060
Q07	A5J1-27	Captive Orbs 1	53	Wht-Yel	2N5060	Q19	A5J2-15	Right Lane 3X	23	Blu-Yel	2N5060
Q21	A5J1-12	Captive Orbs 2	61	Brn-Red	2N5060	Q31	A5J2-2	Right Lane 4X	20	Blu	2N5060
Q39	A5J3-24	Captive Orbs 3	72	Orm-Blu	2N5060	Q45	A5J2-1	Right Lane 5X	60	Brn	2N5060
Q53	A5J3-14	Captive Orbs 4	84	Blk-Grn	2N5060	Q36	A5J3-26	Right Lane Release ORBS	43	Grn-Yel	2N5060
Q04	A9J2-5	Chamber #1 (2 lamps) Bottom	60	Brn	MCR-106	Q10	A5J1-15	Right Out Rollover	13	Red-Yel	MCR-106
Q03	A9J2-3	Chamber #2 (2 lamps)	62	Brn-Blu	MCR-106	Q22	A5J1-10	Right Return Rollover	23	Blu-Yel	MCR-106
Q10	A9J2-20	Chamber #3 (2 lamps)	95	Gry-Wht	MCR-106	Q03	A5J2-21	Same Player Shoot Again	47	Grn-Orm	MCR-106
Q09	A9J2-17	Chamber #4 (2 lamps) Top	96	Gry-Brn	MCR-106	Q02	A9J2-2	Slingshot Left	40	Gm	MCR-106
Q01	A5J1-24	Chamber 10K	50	Wht	MCR-106	Q05	A9J2-6	Slingshot Right	45	Grn-Wht	MCR-106
Q24	A5J1-5	Chamber 20K	48	Grn-Blk	MCR-106	Q43	A5J2-7	Spot 1-4	91	Gry-Red	2N5060
Q42	A5J3-21	Chamber 30K	64	Brn-Grn	MCR-106	Q08	A9J2-12	Thumper Bumper Left	27	Blu-Orm	MCR-106
Q56	A5J3-10	Chamber 40K	91	Gry-Red	MCR-106	Q11	A9J2-19	Thumper Bumper Right	82	Blk-Blu	MCR-106
Q02	A5J1-25	Chamber 50K	75	Orm-Wht	MCR-106	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q49	A5J3-17	Chamber Release	13	Red-Yel	MCR-106	Q40	A5J3-22	Tilt Warning	15	Red-Wht	MCR-106
Q54	A5J3-11	Chamber Special	20	Blu	MCR-106	Q06	A9J2-7	Top Lane Left	54	Wht-Grn	MCR-106
Q57	A5J3-1	Collect Bonus Arrow	10	Red	2N5060	Q01	A9J2-1	Top Lane Middle	43	Grn-Yel	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q12	A9J2-18	Top Lane Right	25	Blu-Wht	MCR-106
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q07	A9J2-11				MCR-106

A9 = Aux. Lamp Driver Board AS-2518-43

## Coil Table

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Outhole	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
2	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
3	Inline Drop Target Reset	Momentary	85	Blk-Wht	A3J5-10	Q8	NO-26-1900
4	Right 4 Drop Target Reset	Momentary	80	Blk	A3J5-12	Q13	NO-26-1900
5	Left Thumper Bumper	Momentary	78	Orm-Blk	A3J5-11	Q14	AN-26-1200
6	Right Thumper Bumper	Momentary	71	Orm-Red	A3J5-9	Q9	AN-26-1200
7	Left Slingshot	Momentary	74	Orm-Grn	A3J5-15	Q10	AO-26-1200
8	Right Slingshot	Momentary	67	Brn-Orm	A3J5-13	Q12	AO-26-1200
9	ORBS Drop Target Reset	Momentary	74	Orm-Grn	A3J1-3, J2-4	Q2	NO-26-1900
10	Right Drop Target #1 (Top)	Momentary	78	Orm-Blk	A3J1-2, J2-9	Q1	CJ-31-2000
11	Right Drop Target #2	Momentary	71	Orm-Red	A3J2-10	Q5	CJ-31-2000
12	Right Drop Target #3	Momentary	91	Gry-Red	A3J2-11	Q6	CJ-31-2000
13	Right Drop Target #4 (bot.)	Momentary	81	Blk-Red	A3J2-12	Q7	CJ-31-2000
14	Ball Release	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16	AO-27-1300
15	Ball Kick to Playfield	Momentary	83	Blk-Yel	A3J5-14	Q11	AO-25-950
16	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
17	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
18	Magnet	Continuous	91	Gry-Red	A3J2-15, J3-9, J5-3	Q18	E-184-284
		Continuous			A3J5-7	Q17	
<b>Flipper Circuits</b>		<b>Power Wire</b>	<b>Flipper Coil Wire</b>		<b>Flipper Button Wire</b>		<b>Coil</b>
Left Flipper		Brn (60)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500
Right Flipper		Brn (60)	70 (Orm)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500

## Switch Matrix

Row	Column	STROBE 0	STROBE 1	STROBE 2	STROBE 3	STROBE 4	STROBE 5					
		A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	A4J2-2 Orn (70) A4J3-3 Red-Grn (14)	A4J2-3 Gry-Yel (93)	A4J2-4 Wht-Yel (53)	A4J2-5 Yel-Red (31)	A4J4-5 Orn-Blu (72)					
<b>RETURN I 0</b> A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Ball Trough #4	1	Coin Chute III (Right)	9	Ball Trough #1	17	Right 4 Drop Targets #4 (Bottom)	25	33	End of Thought	41	1st Inline Drop Target
<b>RETURN I 1</b> A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	Ball Trough #5	2	Coin Chute I (Left)	10	Left Side Rollover Button (2)	18	Right 4 Drop Targets #3	26	34	10 Points Rebound (5)	42	2nd Inline Drop Target
<b>RETURN I 2</b> A4J2-10 Wht-Orm (57) A4J3-11 Blu (20)	Top Right Lane	3	Coin Chute II (Middle)	11	ORBS Right Lane Target	cap. 19	Right 4 Drop Targets #2	27	35	Not Used	43	3rd Inline Drop Target
<b>RETURN I 3</b> A4J2-11 Orn-Blk (78) A4J3-12 (not used)	Top Middle Lane	4	Top Left R.O. Button, ORBS back targets, Target behind right T.B.	cap. 12	Inline Back Target	cap. 20	Right 4 Drop Targets #1 (Top)	28	36	Not Used	44	4th Inline Drop Target
<b>RETURN I 4</b> A4J2-12 Brn (60) A4J3-13 (not used)	Top Left Lane	5	Not Used	13	Left & Right Flipper Button	21	"S" Drop Target	29	37	Right Slingshot	45	Right Outlane
<b>RETURN I 5</b> A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button	6	Not Used	14	Reset 1-4 Targets, Target	cap. 22	"B" Drop Target	30	38	Left Slingshot	46	Right Return Lane
<b>RETURN I 6</b> A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orm (27)	Not Used	7	Tilt (3)	15	Not Used	23	"R" Drop Target	31	39	Right Thumper Bumper	47	Left Return Lane
<b>RETURN I 7</b> A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole	8	Slam (2)	16	Top Spot 1-4 Target	cap. 24	"O" Drop Target	32	40	Left Thumper Bumper	48	Left Outlane