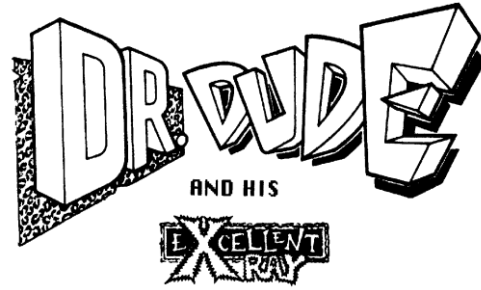
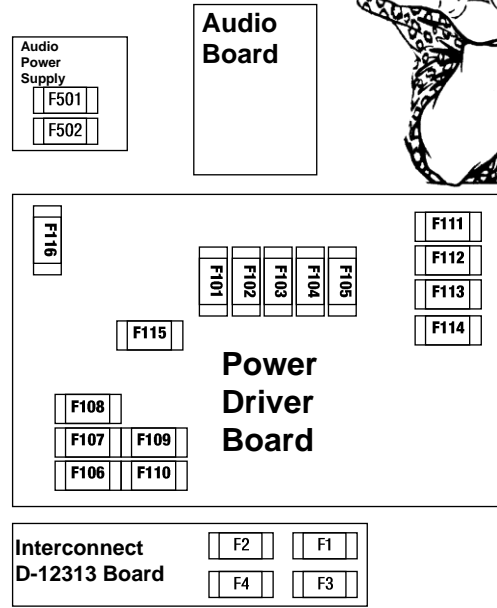


WPC version



FUSE LIST

POWER DRIVER BOARD		
F101	Lower Left Flipper	2.5A, 250V, SB
F102	Lower Right Flipper	2.5A, 250V, SB
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 (not used)	5A, 250V, SB
F107	G.I. #4 White-Green (inter. con. F3)	5A, 250V, SB
F108	G.I. #3 White-Brown (inter. con. F1)	5A, 250V, SB
F109	G.I. #2 White-Violet (inter. con. F4)	5A, 250V, SB
F110	G.I. #1 White-Yellow (inter. con. F2)	5A, 250V, SB
F111	Flasher Secondary	3A, 250V, SB
F112	Solenoid Secondary	5A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 250V, NB
F115	+12V Switch Matrix	3/4A, 250V, SB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V Circuit	3A, 250V, SB
F502	+25V Circuit	3A, 250V, SB
Display Driver Board		
F301	±100V Circuit	3/8A, 250V, SB
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, NB



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	Top left popper	High Power	J107-3			Q82	J130-1			VIO-ORG	AE-26-1200	
02	Middle right popper	High Power	J107-3			Q80	J130-2			VIO-YEL	AE-23-800	
03	Big Shot	High Power	J107-3			Q78	J132-3			BRN-BLU	AE-23-800	
04	Right drop target	High Power	J107-3			Q76	J130-5			VIO-BLK	AE-23-800	
05	Magnet	High Power	J107-3			Q64	J131-1			BRN-GRN	AE-26-1200	
06	Knocker	High Power	J107-3			Q66	J130-7			VIO-BLU	AE-23-800	
07	Left slingshot	High Power	J107-3			Q68	J130-8			BLU-RED	AE-26-1200	
08	Right slingshot	High Power	J107-3			Q70	J130-9			BLU-YEL	AE-26-1200	
09	Outhole	Low Power	J107-1			Q58	J127-1			VIO-BRN	AE-23-800	
10	Shooter lane feeder	Low Power	J107-1			Q56	J127-3			VIO-RED	SM-1-26-600	
11	Not used	Low Power	J107-1			Q54	J127-4			VIO-GRN		
12	Not used	Low Power	J107-1			Q52	J127-5			VIO-GRY		
13	Left jumper bumper	Low Power	J107-1			Q50	J127-6			BLU-BRN	AE-23-800	
14	Right jumper bumper	Low Power	J107-1			Q48	J127-7			BLU-ORG	AE-23-800	
15	Bottom jumper bumper	Low Power	J107-1			Q46	J127-8			BLU-GRN	AE-23-800	
16	Not used	Low Power	J107-1			Q44	J127-9					
17	Mixer Heart Flashers	Flasher	J107-5			Q42	J126-1			BLK-BRN	#89 / #906	
18	Mixer Gab Flashers	Flasher	J107-6			Q40	J126-2			BLK-RED	#89 / #906	
19	Mixer Magnet Flashers	Flasher	J107-6			Q38	J126-3			BLK-ORG	#89 / #906	
20	Magnetic Flasher	Flasher	J107-6			Q36	J126-4			BLK-YEL	#89 / #906	
21	Gab Flasher	Special	J107-5			Q28	J126-5			BLK-GRN	#89 / #906	
22	Heart Flasher	Special	J107-5			Q30	J126-6			BLK-BLU	#89 / #906	
23	Drop Target Flasher	Special	J107-5			Q34	J126-7			BLK-VIO	#89 / #906	
24	Raygun Flasher	Special	J107-5			Q32	J126-8			BLK-GRY	#89 / #906	
25	Not used	Special	J107-2			Q26	J123-1					
26	Big Shot flasher	Special	J107-2			Q24	J123-3			BRN-VIO	#89 / #906	
27	Motor	Special	J107-2			Q22	J123-4			BRN-GRY	?	
28	Insert Middle Flasher	Special	J107-2			Q20	J123-5			BRN-ORG		#906
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	String #1 Playfield (F110)	G.I.	J121-1	J120-1		Q18	J121-7	J120-7		WHT-YEL	#555	
02	String #2 Playfield (F109)	G.I.	J121-2	J120-2		Q10	J121-8	J120-8		WHT-VIO	#555	
03	String #3 Insert (F108)	G.I.	J121-3	J120-3		Q14	J121-9	J120-9		WHT-BRN	#555	
04	String #4 Insert (F107)	G.I.	J121-5	J120-5		Q16	J121-10	J120-10		WHT-GRN	#555	
05	String #5 not used (F106)	G.I.	J121-6	J120-6	J119-3	Q12	J121-11	J120-11	J119-1			
Flipper Circuits			Playfield Voltage Connection		Playfield Connection		Cabinet Switch		Power Board Ground		Coil Part No. / Coils	
Lower Left Flipper			Flipper J109-5 (GRY-YEL)		J109-3 (BLU-GRY)		J110-7 (GRY-BLU)		J110-4 (ORG-GRY)		FL-11630 RED	
Lower Right Flipper			Flipper J109-7 (BLU-YEL)		J109-4 (BLU-VIO)		J110-6 (GRY-VIO)		J110-2 (ORG-VIO)		FL-11630 RED	

J1XX = Power Driver Board.

LAMP MATRIX

Column / Row	Red ← Yellow (B+) →							
	1 Yellow-Brown J138-1 Q98	2 Yellow-Red J138-2 Q97	3 Yellow-Orange J138-3 Q96	4 Yellow-Black J138-4 Q95	5 Yellow-Green J138-5 Q94	6 Yellow-Blue J138-6 Q93	7 Yellow-Violet J138-7 Q92	8 Yellow-Gray J138-9 Q91
1 Red-Brown J133-1 Q90	Jackpot 1 Million	I Test 25K	Raygun's Lamp 1	Reflex X	Mix Master Heart	Right Drop Target Hot Score	Magnetic R.e.f.l.e.x. 3	Jackpot Lit
2 Red-Black J133-2 Q89	Jackpot 2 Million	I Test 50K	Raygun's Lamp 2	Reflex E	Mix Master Mag.	Right Drop Target Lite Million	Magnetic 5K	Million
3 Red-Orange J133-4 Q88	Jackpot 3 Million	I Test 75K	Raygun's Lamp 3	Reflex L	Mix Master Gab	Right Drop Target Double Jackpot	Magnetic 25K	GaZillion
4 Red-Yellow J133-5 Q87	Jackpot 4 Million	I Test 100K	Raygun's Lamp 4	Reflex F	Magnetic Award	Right Drop Target Extra Ball	Magnetic 50K	Super Dude (Top)
5 Red-Green J133-6 Q86	Jackpot 5 Million	Raygun's Special	Raygun's Lamp 5	Reflex E	Heart Award	Right Drop Target Bonus Boost	Gab R.e.f.l.e.x. 2	Major Dude
6 Red-Blue J133-7 Q85	Jumper Value 1K	Raygun's Extra Ball	2X	Reflex R	Gab Award	Heart 5K	Gab 5K	Cool Dude
7 Red-Violet J133-8 Q84	Jumper Value 2.5K	Raygun's R.e.f.l.e.x. 1	4X	Big Shot	Shoot Again	Heart 25K	Gab 25K	Party Dude
8 Red-Gray J133-9 Q83	Jumper Value 5K	Bag of Tricks	6X	Playfield 2X	Left/Right Outlane	Heart 50K	Gab 50K	Plain Dude (Bottom)

J1XX = Power Driver Board

SWITCH MATRIX

Column / Row	White → Green ←								
	1 Green-Brown J207-1 U20-18	2 Green-Red J207-2 U20-17	3 Green-Orange J207-3 U20-16	4 Green-Yellow J207-4 U20-15	5 Green-Black J207-5 U20-14	6 Green-Blue J207-6 U20-13	7 Green-Violet J207-7 U20-12	8 Green-Gray J207-8 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	White-Brown J209-1 U18-11	Plump Bob Tilt	Shooter Lane	Left Outlane	Reflex X	Mixer Gab Top	Mixer Magnet Top	I Test Target	Right Flipper
Orange-Red J205-2 CENTER COIN CHUTE U17-7	White-Red J209-2 U18-9	A/C Relay C-Side	Outhole	Right Outlane	Reflex E	Mixer Gab Middle	Mixer Magnet Middle	Magnet Target	Left Flipper
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	White-Orange J209-3 U18-5	Start Button	Ball Trough #1	Right Return Lane	Reflex L	Mixer Gab Bottom	Mixer Magnet Right	Top Left Popper	Right Loop
Orange-Yellow J205-4 4TH COIN CHUTE U17-9	White-Yellow J209-4 U18-7	Right Coin Switch	Ball Trough #2	Left Return Lane	Reflex F	Mixer Heart Left	Not Used	Left Jet Bumper	Not Used
Orange-Green J205-6 Normal Function Srv Credits	White-Green J209-5 U19-11	Center Coin Switch	Ball Trough #3	Right Drop Target 1 (Top)	Reflex E	Mixer Heart Middle	Not Used	Right Jet Bumper	Not Used
Orange-Blue J205-7 Normal Function Volume Dn	White-Blue J209-7 U19-9	Left Coin Switch	Heart Target	Right Drop Target 2	Reflex R	Mixer Heart Right	Middle Middle 10 points	Bottom Jet Bumper	Not Used
Orange-Violet J205-8 Normal Function Volume Up	White-Violet J209-8 U19-5	Slam Tilt	Enter Left Ramp	Right Drop Target 3	Big Shot	Top Left 10 points	Middle Bottom 10 points	Left Slingshot	Not Used
Orange-Gray J205-9 Normal Function Begin Test	White-Gray J209-9 U19-7	High Score Reset	Score Left Ramp	Right Drop Target 4 (Bottom)	Middle Right Popper	Not Used	Middle Top 10 points	Right Slingshot	Not Used

J2XX = CPU Board