

Bally/MIDWAY

DUNGEONS



DRAGONS

Fuse List

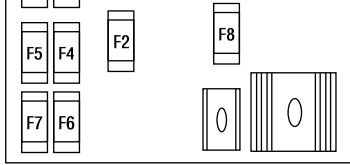
Power Module A080-91785		
F1	43V Solenoids (3 flippers)	6A, 250V
F2	230V Display Power input	0.75A, 250V
F3	5V & 12V Logic Power Input	6A, 250V
F4	20V Controlled lamps	8A, 250V
F5	20V Controlled lamps	8A, 250V
F6	6.3V General Illumination	15A, 250V
F7	6.3V General Illumination	15A, 250V
F8	190V Display Power output	0.25A, 250V
Bright Lights Fuse Board A080-91901		
F1 thru F16	Bright Lights	0.75A, 250V
Back Box Fuse		
F1	Light Bulb and Top Light	0.4A, 250V
Under the Playfield fuses		
F1	Playfield Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB

Bright Lights Fuse Board
A080-91901

Sound Deluxe Module
A084-91864

6803 Controller Module
A-084-91786

Power Module
A080-91785

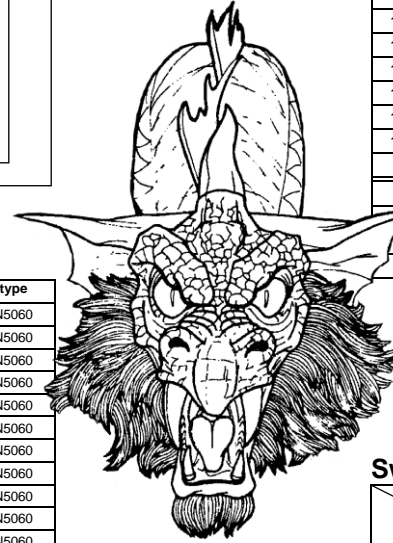


Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Top Thumper Bumper	Momentary	31	Yel-Red	J6-1, J8-5	Q11	AN-26-1200
2	Left Thumper Bumper	Momentary	32	Yel-Blu	J6-2, J8-4	Q12	AN-26-1200
3	Right Thumper Bumper	Momentary	34	Yel-Grn	J6-3	Q13	AN-26-1200
4	Bottom Thumper Bumper	Momentary	35	Yel-Wht	J6-4	Q14	AN-26-1200
5	Left Slingshot	Momentary	27	Blu-Orn	J8-7, J7-1	Q16	AO-26-1200
6	Right Slingshot	Momentary	25	Blu-Wht	J8-6	Q15	AO-26-1200
7	Reset Drop Target	Momentary	36	Yel-Brn	J6-5	Q17	N-25-1600
8	Kicker Left	Momentary	51	Wht-Red	J9-1	Q18	AO-26-1200
9	Kicker Right	Momentary	52	Wht-Blu	J9-2	Q19	AO-26-1200
10	Teleport Left	Momentary	53	Wht-Yel	J9-3	Q20	A27-1500
11	Teleport Right	Momentary	54	Wht-Grn	J9-4	Q21	A27-1500
12	Kick to Playfield	Momentary	56	Wht-Brn	J9-6	Q22	AO-27-1300
13	(German games)	Momentary	57	Wht-Orn	J9-7	Q38	--
14	Outhole	Momentary	58	Wht-Blk	J9-8	Q39	AO-26-1200
15	Knocker	Momentary	59	Wht-Gry	J7-2, J8-2, J9-11	Q40	AO-26-1200
16	Flexsave Right	Momentary	311	Yel-Vio	J6-7, J7-4	Q10	A-30-3000
17	Flexsave Left	Continuous	24	Blu-Grn	J7-3, J8-1, J9-10	Q8	A-30-3000
18	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
19	Not Used	Continuous	511	Wht-Vio	J9-9	Q9	--
Flipper Circuits		Power Wire	Return Wire	Connector	Coil		
Left Flipper		90	Gry	J6-9	A-24-570/34-3600		
Right Flipper		95	Gry-Wht	J6-8	A-24-570/34-3600		
Upper Right Flipper		98	Gry-Blk	(to lower right flipper)	A-24-570/34-3600		

Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type
Q55	J10-16	Advance Level Bottom	38	Yel-Blk	B	2N5060
Q24	J10-2	Advance Level Top	13	Red-Yel	B	2N5060
Q51	J12-15/J13-8	Bright, Dragon 1	93	Gry-Yel	D	MCR-106
Q66	J12-16/J13-6	Bright, Dragon 2	87	Blk-Orn	D	MCR-106
Q66	J12-16/J13-6	Bright, Dragon 3	87	Blk-Orn	C	MCR-106
Q36	J13-3	Bright, Drop Target	84	Blk-Grn	C	MCR-106
Q35	J13-2	Bright, Dust	83	Blk-Yel	D	MCR-106
Q67	J13-5	Bright, Extra Ball	86	Blk-Brn	D	MCR-106
Q65	J11-1/J12-4	Bright, Flash Left	48	Gm-Blk	C	MCR-106
Q34	J12-17/J13-1	Bright, Flash Right	81	Blk-Red	C	MCR-106
Q35	J13-2	Bright, Million	83	Blk-Yel	C	MCR-106
Q52	J13-13	Bright, Shield	97	Gry-Orn	C	MCR-106
Q36	J13-3	Bright, Skill Bottom	84	Blk-Grn	D	MCR-106
Q67	J13-5	Bright, Skill Middle	86	Blk-Brn	C	MCR-106
Q52	J13-13	Bright, Skill Top	97	Gry-Orn	D	MCR-106
Q65	J11-1/J12-4	Bright, Slingshot Left	48	Gm-Blk	D	MCR-106
Q34	J12-17/J13-1	Bright, Slingshot Right	81	Blk-Red	D	MCR-106
Q51	J12-15/J13-8	Bright, Sword	93	Gry-Yel	C	MCR-106
Q46	J11-16	Bumper Bottom	78	Orn-Blk	B	2N5060
Q60	J10-13	Bumper Left	36	Yel-Brn	B	2N5060
Q29	J11-8	Bumper Right	64	Bm-Grn	B	2N5060
Q45	J10-10	Bumper Top	28	Blu-Blk	B	2N5060
Q61	J11-6/J12-10	Dragon Lair Left	62	Bm-Blu	B	2N5060
Q30	J11-12/J12-14	Dragon Lair Right	72	Orn-Blu	B	2N5060
Q49	J11-9/J12-8	Dust 1	67	Bm-Orn	A	2N5060
Q64	J11-2/J12-3	Dust 2	58	Wht-Blk	A	2N5060
Q33	J11-15/J12-11	Dust 3	75	Orn-Wht	A	2N5060
Q50	J11-7/J12-9	Dust 4	63	Bm-Yel	A	2N5060
Q42	J10-9	Extra Life	26	Blu-Brn	A	2N5060
Q32	J11-14/J12-12	Flame 1K	74	Orn-Grn	A	2N5060
Q63	J11-3/J12-2	Flame 2K	59	Wht-Gry	A	2N5060
Q48	J11-10/J12-7	Flame 3K	68	Bm-Blk	A	2N5060
Q31	J11-13/J12-13	Flame 4K	73	Orn-Yel	A	2N5060
Q62	J11-4/J12-1	Flame 5K	61	Bm-Red	A	2N5060
Q47	J11-11/J12-6	Flame 6K	71	Orn-Red	A	2N5060
Q30	J11-12/J12-14	Flame 7K	72	Orn-Blu	A	2N5060
Q61	J11-6/J12-10	Flame 8K	62	Bm-Blu	A	2N5060
Q46	J11-16	Flame 9K	78	Orn-Blk	A	2N5060
Q29	J11-8	Flame 10K	64	Bm-Grn	A	2N5060
Q60	J10-13	Flame 11K	36	Yel-Brn	A	2N5060
Q45	J10-10	Flame 12K	28	Blu-Blk	A	2N5060
Q28	J10-6	Flame 13K	21	Blu-Red	A	2N5060
Q59	J10-14	Flame 14K	37	Yel-Orn	A	2N5060
Q44	J10-12	Flame 15K	32	Yel-Blu	A	2N5060
Q27	J10-5	Flame 16K	18	Red-Blk	A	2N5060
Q58	J10-19	Flame 17K	45	Gm-Wht	A	2N5060
Q43	J10-11	Flame 18K	31	Yel-Red	A	2N5060
Q26	J10-4	Flame 19K	15	Red-Wht	A	2N5060
Q57	J10-18	Flame 20K	43	Gm-Yel	A	2N5060
Q37	J13-4	Flame Multiplier 2X	85	Blk-Wht	A	2N5060
Q54	J13-11	Flame Multiplier 3X	95	Gry-Wht	A	2N5060
Q27	J10-5	Level 2	18	Red-Blk	B	2N5060
Q44	J10-12	Level 3	32	Yel-Blu	B	2N5060
Q59	J10-14	Level 4	37	Yel-Orn	B	2N5060
Q28	J10-6	Level 5	21	Blu-Red	B	2N5060
Q41	J10-8	Restore Dust Bottom	25	Blu-Wht	B	2N5060
Q56	J10-17	Restore Dust Top	41	Gm-Red	B	2N5060
Q57	J10-18	Restore Shield Bottom	43	Bm-Yel	B	2N5060
Q26	J10-4	Restore Shield Top	15	Red-Wht	B	2N5060
Q23	J10-1	Restore Sword Bottom	12	Red-Blu	B	2N5060
Q70	J10-7	Restore Sword Top	24	Blu-Grn	B	2N5060
Q37	J13-4	Restore Weapons	85	Blk-Wht	B	2N5060
Q53	J13-12	Return Left	96	Gry-Brn	A	MCR-106
Q68	J13-10	Return Right	94	Gry-Grn	B	MCR-106
Q23	J10-1	Shield Left	12	Red-Blu	A	2N5060
Q70	J10-7	Shield Middle	24	Blu-Grn	A	2N5060
Q55	J10-16	Shield Right	38	Yel-Blk	A	2N5060
Q53	J13-12	Skill Help Left	96	Gry-Brn	B	MCR-106
Q68	J13-10	Skill Help Right	94	Gry-Grn	A	MCR-106
Q24	J10-2	Sword Left	13	Red-Yel	A	2N5060
Q41	J10-8	Sword Middle	25	Blu-Wht	A	2N5060
Q56	J10-17	Sword Right	41	Gm-Red	A	2N5060
Q43	J10-11	Tele Left Bottom	31	Yel-Red	B	2N5060
Q58	J10-19	Tele Left Top	45	Gm-Wht	B	2N5060
Q25	J10-3	Tele Right Bottom	14	Red-Grn	B	2N5060
Q42	J10-9	Tele Right Top	26	Blu-Brn	B	2N5060
Q25	J10-3	Tele Right Top	14	Red-Grn	A	2N5060
Q31	J11-13/J12-13		73	Orn-Yel	B	2N5060
Q32	J11-14/J12-12		74	Orn-Grn	B	2N5060
Q33	J11-15/J12-11		75	Orn-Wht	B	2N5060
Q47	J11-11/J12-6		71	Orn-Red	B	2N5060
Q48	J11-10/J12-7		68	Bm-Blk	B	2N5060
Q49	J11-9/J12-8		67	Bm-Orn	B	2N5060
Q50	J11-7/J12-9		63	Bm-Yel	B	2N5060
Q54	J13-11		95	Gry-Wht	B	2N5060
Q62	J11-4/J12-1		61	Bm-Red	B	2N5060
Q63	J11-3/J12-2		59	Wht-Gry	B	2N5060
Q64	J11-2/J12-3		58	Wht-Blk	B	2N5060
Q69	J13-7		91	Gry-Red	A	2N5060
Q69	J13-7		91	Gry-Red	B	2N5060



Switch Matrix

Column	STROBE 0 J4-15 Wht-Red (51) J3-15 Red-Yel (13)	STROBE 1 J4-14 Wht-Blu (52) J3-14 Red-Grn (14)	STROBE 2 J4-13 Wht-Yel (53) J3-13 Orn-Grn (74)	STROBE 3 J4-12 Wht-Grn (54) J3-12 Yel-Wht (35)	STROBE 4 J4-11 Wht-Brn (56) J3-11 (not used)	STROBE 5 J4-1 Wht-Vio (511)
RETURN 10 CJ4-10 Red (10) CJ3-10 Red-Wht (15)	Dust 1 (Left) 01	Coin Chute III (Right) 09	Top Thumper Bumper 17	Shield Target 1 (Left) 25	Drop Target (Bottom) 33	Left Bottom Gate 41
RETURN 11 CJ4-9 Blu (20) CJ3-9 Brn-Wht (65)	Dust 2 02	Coin Chute I (Left) 10	Left Thumper Bumper 18	Shield Target 2 (Middle) 26	Drop Target (Middle) 34	Level Switch 42
RETURN 12 CJ4-8 Yel (30) CJ3-8 Blu (20)	Dust 3 03	Coin Chute II (Middle) 11	Right Thumper Bumper 19	Shield Target 3 (Right) 27	Drop Target (Top) 35	Million Switch 43
RETURN 13 CJ4-7 Grn (40) CJ3-7 Blu-Red (21)	Dust 4 (Right) 04	Left Return Lane 12	Bottom Thumper Bumper 20	Sword Target 1 (Left) 28	Skill 1 (Bottom) 36	Restore Weapons 44
RETURN 14 CJ4-6 Wht (50) CJ3-6 Gry-Orn (97)	Left Cabinet Button 05	Right Return Lane 13	Left Slingshot 21	Sword Target 2 (Middle) 29	Skill 2 (Middle) 37	Not Used 45
RETURN 15 CJ4-4 Brn (60) CJ3-5 Yel (30)	Credit Button 06	Slam 14	Right Slingshot 22	Sword Target 3 (Right) 30	Skill 3 (Top) 38	Ball Trough 1 (Left) 46
RETURN 16 CJ4-3 Orn (70) CJ3-4 Blu-Orn (27)	Right Cabinet Button 07	Tilt 15	Dragon Lair Left 23	Teleport Left Empty 31	Teleport Right Empty 39	Ball Trough 2 (Middle) 47
RETURN 17 CJ4-2 Blk (80) CJ3-2 (not used)	Outhole 08	Rebound 16	Dragon Lair Right 24	Teleport Left Loaded 32	Teleport Right Loaded 40	Ball Trough 3 (Right) 48

Lamps #555 are used in phase A (10) Red wire and phase B (80) Blk wire.
Lamps #912 are used in phase C (81) Blk-Red wire and phase D (82) Blk-Blu wire.