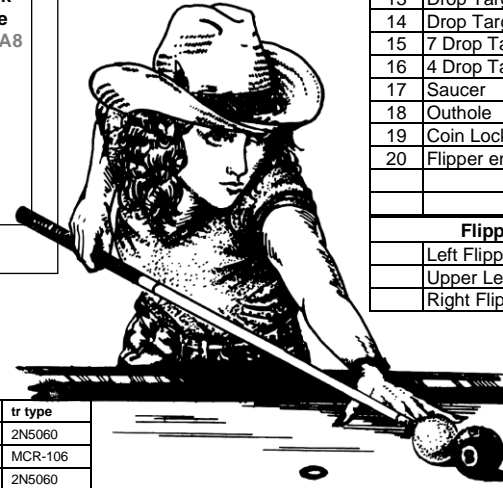
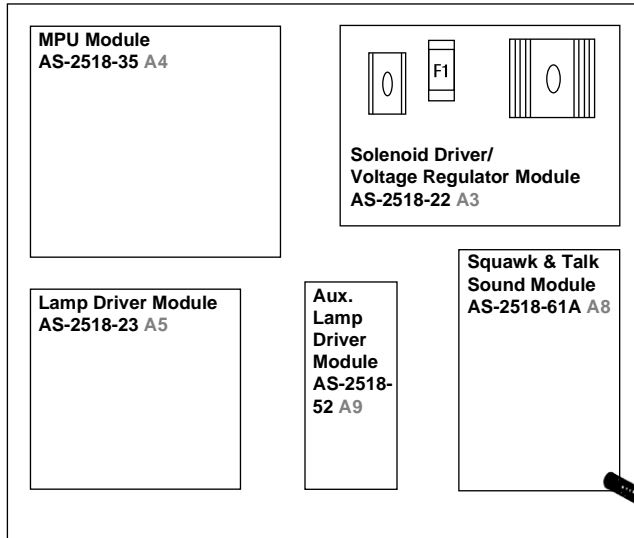
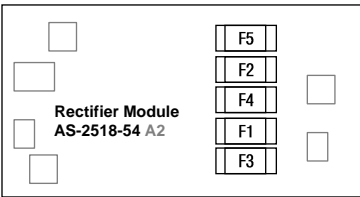


# Bally

# Eight Ball Deluxe

### Fuse List

<b>Rectifier Module AS-2518-54</b>		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (3 flippers)	6A, 250V
F5	6.5V General illumination	20A, 250V
<b>Sol. Dr./Volt. Reg. AS-2518-22</b>		
F1	190V Display power output	0.25A, 250V
<b>Under the Playfield fuses</b>		
F1	Solenoids	1A, 250V, SB
<b>Transformer Module</b>		
F1	Main fuse	3A, 250V, SB



### Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Sol. Exp. Wire Color	Solenoid Coil Type
1	Left Slingshot	Momentary	91	Gry-Red	A3J2-11	Q6		AN-26-1200
2	Right Slingshot	Momentary	81	Blk-Red	A3J2-12	Q7		AN-26-1200
3	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3		AR-26-1200
4	Left Thumper Bumper	Momentary	71	Orn-Red	A3J2-10	Q5		AN-26-1200
5	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1		AN-26-1200
6	Bottom Thumper Bumper	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2		AN-26-1200
7	Single Drop Target Reset	Momentary	95	Gry-Wht	A3J1-5	Q4		AN-26-1200
8	Drop Target 1, 9	Momentary	80	Blk	A3J5-12	Q13	(91) Gry-Red	CV-31-2000
9	Drop Target 2, 10	Momentary	78	Orn-Blk	A3J5-11	Q14	(91) Gry-Red	CV-31-2000
10	Drop Target 3, 11	Momentary	71	Orn-Red	A3J5-9	Q9		CJ-31-2000
11	Drop Target 4, 12	Momentary	74	Orn-Grn	A3J5-15	Q10		CJ-31-2000
12	Drop Target 5, 13	Momentary	67	Brn-Orn	A3J5-13	Q12		CJ-31-2000
13	Drop Target 6, 14	Momentary	83	Blk-Yel	A3J5-14	Q11		CJ-31-2000
14	Drop Target 7, 15	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16		CJ-31-2000
15	7 Drop Target Reset	Momentary	85	Blk-Wht	A3J5-10	Q8	(91) Gry-Red	NB-26-1900 (2)
16	4 Drop Target Reset	Momentary	78	Orn-Blk	A3J5-11	Q14	(67) Brn-Orn	NB-26-1900
17	Saucer	Momentary	85	Blk-Wht	A3J5-10	Q8	(67) Brn-Orn	AT-27-1300
18	Outhole	Momentary	80	Blk	A3J5-12	Q13	(67) Brn-Orn	AT-26-1200
19	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19		FO-36-7000
20	Flipper enabling relay	Continuous	--	--	--	Q15		48V Relay
		Continuous			A3J2-7	Q17		
		Continuous			A3J2-15, J3-9, J5-3	Q18		
Flipper Circuits		Power Wire	Flipper Coil Wire	Flipper Button Wire	Coil			
Left Flipper	Brn (60)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500		
Upper Left Flipper	Brn (60)	85 (Blk-Wht)		(to lower left flipper)		AQ-25-500/34-4500		
Right Flipper	Brn (60)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500		

### 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	Q46	A5J3-18	Outlane Left	56	Wht-Brn	2N5060
Q14	A9J2-12	Bonus 112K	62	Brn-Blu	MCR-106	Q41	A5J3-20	Outlane Right	78	Orn-Blk	MCR-106
Q07	A9J2-5	Bonus 56K	60	Brn	MCR-106	Q14	A5J1-18	Rack 1	58	Wht-Blk	2N5060
Q07	A5J1-27	Bonus Multiplier 2X	53	Wht-Yel	2N5060	Q29	A5J1-1	Rack 2	41	Grn-Red	2N5060
Q21	A5J1-12	Bonus Multiplier 3X	61	Brn-Red	2N5060	Q36	A5J3-26	Rack 3	43	Grn-Yel	2N5060
Q39	A5J3-24	Bonus Multiplier 4X	72	Orn-Blu	2N5060	Q57	A5J3-1	Rack 4	10	Red	2N5060
Q53	A5J3-14	Bonus Multiplier 5X	84	Blk-Grn	2N5060	Q12	A5J1-19	Rack 5	60	Brn	2N5060
Q21	A9J3-4	Bonus Special	95	Gry-Wht	MCR-106	Q27	A5J1-9	Rack 6	43	Grn-Yel	2N5060
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q38	A5J3-25	Rack 7	36	Yel-Brn	2N5060
Q05	A5J2-16	Deluxe "D" (Back Box)	34	Yel-Grn	2N5060	Q50	A5J3-12	Rack 8	21	Blu-Red	2N5060
Q18	A5J2-20	Deluxe "E" (first) (Back Box)	98	Gry-Blk	2N5060	Q13	A5J1-17	Rack 9	57	Wht-Orn	2N5060
Q30	A5J2-6	Deluxe "L" (Back Box)	85	Blk-Wht	2N5060	Q28	A5J1-8	Rack 10	51	Wht-Red	2N5060
Q43	A5J2-7	Deluxe "U" (Back Box)	91	Gry-Red	2N5060	Q44	A5J3-19	Rack 11	67	Brn-Orn	2N5060
Q06	A5J2-14	Deluxe "X" (Back Box)	12	Red-Blu	2N5060	Q51	A5J3-15	Rack 12	53	Wht-Yel	2N5060
Q19	A5J2-15	Deluxe "E" (second) (Back Box)	23	Blu-Yel	2N5060	Q08	A5J1-23	Rack 13	12	Red-Blu	MCR-106
Q04	A9J2-10	Deluxe "D" (Playfield)	80	Blk	MCR-106	Q35	A5J1-3	Rack 14	45	Grn-Wht	MCR-106
Q11	A9J2-18	Deluxe "E" (first) (Playfield)	57	Wht-Orn	MCR-106	Q49	A5J3-17	Rack 15	13	Red-Yel	MCR-106
Q18	A9J3-11	Deluxe "L" (Playfield)	70	Orn	MCR-106	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q25	A9J3-18	Deluxe "U" (Playfield)	72	Orn-Blu	MCR-106	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Grn-Orn	MCR-106
Q05	A9J2-9	Deluxe "X" (Playfield)	54	Wht-Grn	MCR-106	Q03	A9J2-8	Saucer 20K	51	Wht-Red	MCR-106
Q12	A9J2-17	Deluxe "E" (second) (Playfield)	43	Grn-Yel	MCR-106	Q10	A9J2-15	Saucer 40K	52	Wht-Blu	MCR-106
Q31	A5J2-2	Deluxe 50K	20	Blu	2N5060	Q17	A9J3-9	Saucer 60K	53	Wht-Yel	MCR-106
Q45	A5J2-1	Deluxe Special	60	Brn	2N5060	Q60	A5J3-3	Saucer 8 Ball	81	Blk-Red	2N5060
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q24	A9J3-16	Saucer Special	56	Wht-Brn	MCR-106
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106	Q54	A5J3-11	Solenoid Expander	20	Blu	MCR-106
Q16	A9J3-3	In-Line 50K	20	Blu	MCR-106	Q09	A5J1-14	Target 1	67	Brn-Orn	MCR-106
Q23	A9J3-12	In-Line Special	21	Blu-Red	MCR-106	Q34	A5J1-2	Target 2	52	Wht-Blu	MCR-106
Q01	A5J1-24	Lane "A"	50	Wht	MCR-106	Q48	A5J3-16	Target 3	25	Blu-Wht	MCR-106
Q24	A5J1-5	Lane "B"	48	Grn-Blk	MCR-106	Q55	A5J3-9	Target 4	15	Red-Wht	MCR-106
Q42	A5J3-21	Lane "C"	64	Brn-Grn	MCR-106	Q10	A5J1-15	Target 5	13	Red-Yel	MCR-106
Q56	A5J3-10	Lane "D"	91	Gry-Red	MCR-106	Q22	A5J1-10	Target 6	23	Blu-Yel	MCR-106
Q02	A5J1-25	Lane Arrow "A"	75	Orn-Wht	MCR-106	Q37	A5J3-23	Target 7	98	Gry-Blk	2N5060
Q17	A5J1-11	Lane Arrow "B"	65	Brn-Wht	MCR-106	Q11	A5J1-16	Target 9	15	Red-Wht	2N5060
Q19	A9J3-10	Left & Right Lane Strobe #1 (bottom)	25	Blu-Wht	MCR-106	Q26	A5J1-7	Target 10	34	Yel-Grn	2N5060
Q26	A9J3-17	Left & Right Lane Strobe #2	83	Blk-Yel	MCR-106	Q32	A5J3-27	Target 11	40	Grn	2N5060
Q27	A9J3-14	Left & Right Lane Strobe #3	27	Blu-Orn	MCR-106	Q59	A5J3-4	Target 12	14	Red-Grn	2N5060
Q28	A9J3-13	Left & Right Lane Strobe #4 (top)	96	Gry-Brn	MCR-106	Q04	A5J1-28	Target 13	78	Orn-Blk	2N5060
Q01	A9J2-7	Left Lane 10K	10	Red	MCR-106	Q25	A5J1-6	Target 14	25	Blu-Wht	2N5060
Q08	A9J2-14	Left Lane 30K	12	Red-Blu	MCR-106	Q20	A5J1-13	Target 15	30	Yel	2N5060
Q15	A9J3-8	Left Lane 50K	13	Red-Yel	MCR-106	Q40	A9J3-7	Thumper Bumper Bottom	82	Blk-Blu	MCR-106
Q02	A9J2-4	Left Lane 70K	15	Red-Wht	MCR-106	Q06	A9J2-6	Thumper Bumper Left	45	Grn-Wht	MCR-106
Q22	A9J3-15	Left Lane Extra Ball	14	Red-Grn	MCR-106	Q13	A9J2-13	Thumper Bumper Right	40	Grn	MCR-106
Q09	A9J2-11	Left Lane Special	18	Red-Blk	MCR-106	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q23	A5J2-8	Match (Back Box)	70	Orn	MCR-106	Q58	A5J3-2		95	Gry-Wht	2N5060

A9 = Aux. Lamp Driver Board AS-2518-52

### Switch Matrix

Column	strobe (ST) → return (I)				
	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Gry-Yel (93)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
RETURN 10 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	In-Line Drop Target 2X 1	Coin Chute III (Right) 9	Drop Target 1, 9 17	Target "D" cap. 25	Single Drop Target 33
RETURN 11 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	In-Line Drop Target 3X 2	Coin Chute I (Left) 10	Drop Target 2, 10 18	Target "E" cap. 26	Saucer 34
RETURN 12 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	In-Line Drop Target 4X 3	Coin Chute II (Middle) 11	Drop Target 3, 11 19	Target "L" cap. 27	Rollover Button 35
RETURN 13 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	In-Line Drop Target 5X 4	Rollover "A" 12	Drop Target 4, 12 20	Target "U" cap. 28	Right Slingshot 36
RETURN 14 A4J2-12 Brn (60) A4J3-13 (not used)	In-Line Back Target cap. 5	Rollover "B" 13	Drop Target 5, 13 21	Target "X" cap. 29	Left Slingshot 37
RETURN 15 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Rollover "C" 14	Drop Target 6, 14 22	Target "E" cap. 30	Left Thumper Bumper cap. 38
RETURN 16 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Tilt (3) 7	Rollover "D" 15	Drop Target 7, 15 23	Right Outlane 31	Right Thumper Bumper cap. 39
RETURN 17 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	30 Point Rebound (2) 24	Left Outlane 32	Bottom Thumper Bumper cap. 40