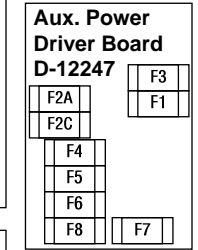
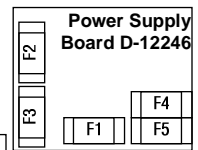
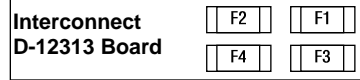
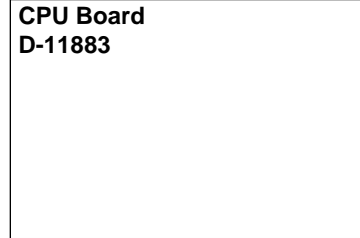
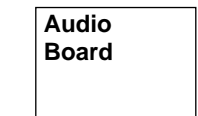


Elvira and the Party Monsters (16-2011)

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, SB
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1 (Gry-Brn)	5J1-9: 5J4-9 (A) 5J5-9 (C)	Q33	AE-23-800	#906
01C ³	Jets (playfield) / Bats (insert)	Switched	Blk-Brn					
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3 (Gry-Red)	5J1-7: 5J4-8 (A) 5J5-8 (C)	Q25	AE-23-800	#906
02C ³	Organ flasher	Switched	Blk-Red					
03A ³	Drop target bank	Switched	Vio-Orn	1P11-4 (Gry-Orn)	5J1-6: 5J4-7 (A) 5J5-7 (C)	Q32	AE-26-1400	#906
03C ³	Right ramp (playfield) / Punch (insert)	Switched	Blk-Orn					
04A ³	Not used	Switched	Vio-Yel	1P11-5 (Gry-Yel)	5J1-5: 5J4-6 (A) 5J5-5 (C)	Q24	#906	#89
04C ³	Left ramp (playfield) / Drac (insert)	Switched	Blk-Yel					
05A ³	Eject hole	Switched	Vio-Grn	1P11-6 (Gry-Grn)	5J1-4: 5J4-5 (A) 5J5-4 (C)	Q31	AE-23-800	#906 (2)
05C ³	Moon (playfield) / Wolfman (insert)	Switched	Blk-Grn					
06A ³	Ball popper	Switched	Vio-Blu	1P11-7 (Gry-Blu)	5J1-3: 5J4-4 (A) 5J5-3 (C)	Q23	AE-23-800	#906
06C ³	Right return (playfield) / Hot Dog, BBQ, Bun (insert)	Switched	Blk-Blu					
07A ³	Knocker	Switched	Vio-Blk	1P11-8 (Gry-Vio)	5J1-2: 5J4-2 (A) 5J5-2 (C)	Q30	AE-23-800	#906
07C ³	Left return (playfield) / Letters (insert)	Switched	Blk-Vio					
08A ³	Ball lock release	Switched	Vio-Gry	1P11-9 (Gry-Blk)	5J1-1: 5J4-1 (A) 5J5-1 (C)	Q22	AE-23-800	#906
08C ³	Skull (playfield) / House (insert)	Switched	Blk-Gry					
09	ELVIRA flasher	Controlled	Bm-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17		#89 (3)
10	Insert G.I. relay	Controlled	Bm-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-09555-01 ^{4b}	
11	Playfield G.I. relay	Controlled	Bm-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-09555-01 ^{4a}	
12	A/C select relay	Controlled	Bm-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Right side (playfield) / Graveyard (insert)	Controlled	Bm-Grn	1P12-6	5J2-4: 5J6-5	Q15	#906	#89
14	Boogie Monsters	Controlled	Bm-Blu	1P12-7	5J2-3: 5J6-3	Q7	AE-26-1200	
15	B/board left side (playfield) / Deadhead (insert)	Controlled	Bm-Vio	1P12-8	5J2-2: 5J6-2	Q14	#906 (2)	#89
16	Boogie Monsters flasher	Controlled	Bm-Gry	1P12-9	5J2-1: 5J6-1	Q6	#906 (2)	
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-26-1500	
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-26-1500	
21	Bottom jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Flip up reset	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	AE-26-1200	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch ²	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 ²	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper	Blk-Blu					
	Upper left flipper	Flipper	Blk-Yel					

- Notes:
- 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.
 - Flipper connections are from flipper button switch to flipper coil.
 - "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.
 - Relay is mounted on Relay Board: (4a) p/n C-11998-1; (4b) C-11902-1.
 - Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

LAMP MATRIX

Column	Red ← Yellow (B+)							
	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	E	4X	Eye 1	Left Ramp Sign	Right Ramp Potion 1	Hold Bonus	Pizza Standup 1	Dead Head 1
2 Red-Black 1J6-2 Q81	L	5X	Eye 2	Left Ramp Spots Elvira	Right Ramp Potion 2	Million	Pizza Standup 2	Dead Head 2
3 Red-Orange 1J6-3 Q82	V	Left Slingshot	Shoot Again	Left Ramp Million	Right Ramp Potion 3	Barbeque	Pizza Passage 1	Dead Head 3
4 Red-Yellow 1J6-5 Q83	I	3 Million	Right Slingshot	Left Ramp Special	Right Ramp Potion 4	Boogie	Pizza Passage 2	Barbeque 1
5 Red-Green 1J6-6 Q84	R	Lock	Dead Head 1T	Left Outlane	Right Ramp Extra Ball	B	Pizza Passage 3	Barbeque 2
6 Red-Blue 1J6-7 Q85	A	Left Flip Up	Dead Head 2T	Right Outlane	J	A	Left Jet Bumper	Barbeque 3
7 Red-Violet 1J6-8 Q86	2X	Right Flip Up	Dead Head 3T	Left Return Lane	A	T	Right Jet Bumper	Barbeque 4
8 Red-Grey 1J6-9 Q87	3X	Bonus Held	Dead Head 4T	Right Return Lane	M	Center Jackpot	Bottom Jet Bumper	Barbeque 5

SWITCH MATRIX

Column	White → Green							
	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	Outhole	Left Outlane	Left Standup Target 1	Left Slingshot	Left Drop Target	Lock 1	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Not Used	Left Return Lane	Left Standup Target 2	Right Slingshot	Center Drop Target	Lock 2	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough #1 (right)	Right Return Lane	Left Standup Target 3	Left Jet Bumper	Right Drop Target	Lock 3	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough #2 (middle)	Right Outlane	Left Standup Target 4	Right Jet Bumper	Right Ramp Entry	Lock Safety	Not Used
5 White-Green 1J10-5	Center Coin Switch	Ball Trough #3 (left)	Shooter Lane	Lock Entry	Bottom Jet Bumper	B	Flip Up Target 1	Not Used
6 White-Blue 1J10-3	Left Coin Switch	Not Used	Top Right Rollover	Left Ramp Entry	Not Used	A	Flip Up Target 2	Not Used
7 White-Violet 1J10-2	Slam Tilt	Right Standup 1	Right Side Rollover	Left Ramp End	Not Used	T	Flip Up 1 Open	Not Used
8 White-Grey 1J10-1	High Score Reset	Right Standup 2	Not Used	Ball Popper	Not Used	Eject Hole	Flip Up 2 Open	Not Used