

# Bally/MIDWAY

# ESCAPE FROM THE LOST WORLD

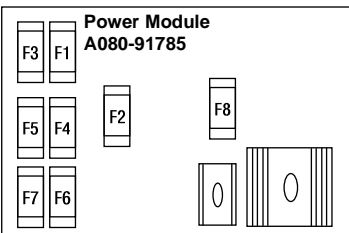
## Fuse List

<b>Power Module A080-91785</b>		
F1	43V Solenoids (4 flippers)	7A, 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
<b>Bright Lights Fuse Board A080-91901</b>		
F1 thru F16	Bright Lights	0.75A, 250V
<b>Back Box Fuse</b>		
F1	Light Bulb and Top Light	0.4A, 250V
<b>Under the Playfield fuses</b>		
F1	Playfield Solenoids	1A, 250V, SB
<b>Transformer Module</b>		
F1	Main fuse	3A, 250V, SB

Bright Lights Fuse Board  
A080-91901

Sound Deluxe Module  
A084-91864

6803 Controller Module  
A-084-91786



## Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Bottom Thumper Bumper	Momentary	31	Yel-Red	J6-1, J8-5	Q11	AN-26-1200
2	Top Thumper Bumper	Momentary	32	Yel-Blu	J6-2, J8-4	Q12	AN-26-1200
3	Top Slingshot	Momentary	34	Yel-Grn	J6-3	Q13	AO-26-1200
4	Right Slingshot	Momentary	35	Yel-Wht	J6-4	Q14	AO-26-1200
5	Left Slingshot	Momentary	27	Blu-Orn	J8-7, J7-1	Q16	AO-26-1200
6	Elevator Right	Momentary	36	Yel-Brn	J6-5	Q17	AO-26-1200
7	Elevator Top	Momentary	51	Wht-Red	J9-1	Q18	AO-26-1200
8	Multi-Ball Release	Momentary	52	Wht-Blu	J9-2	Q19	AO-26-1200
9	Outhole Left	Momentary	54	Wht-Grn	J9-4	Q21	AO-26-1200
10	Drop Target Reset	Momentary	56	Wht-Brn	J9-6	Q22	NO-26-1900
11	Outhole Right	Momentary	58	Wht-Blk	J9-8	Q39	AO-26-1200
12	Knocker	Momentary	59	Wht-Gry	J7-2, J8-2, J9-11	Q40	AO-26-1200
13	Escape Door	Momentary	311	Yel-Vio	J6-7, J7-4	Q10	G33-2800
14	G.I. Relay	Continuous	24	Blu-Grn	J7-3, J8-1, J9-10	Q8	Aux. Coil Driver Bd.
15	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
	Not Used	Momentary	25	Blu-Wht	J8-6	Q15	--
	Not Used	Momentary	53	Wht-Yel	J9-3	Q20	--
	(German games)	Momentary	57	Wht-Orn	J9-7	Q38	--
	Not Used	Continuous	511	Wht-Vio	J9-9	Q9	--

Flipper Circuits	Power Wire	Return Wire	Connector	Coil
Left Flipper	Brn (60)	90 Gry	J6-8	A-24-570/34-3600
Right Flipper	Brn (60)	95 Gry-Wht	J6-9	A-24-570/34-3600
Upper Left Flipper	Brn (60)	63 Brn-Yel	(to lower left flipper)	A-25-600/34-4000
Upper Right Flipper	Brn (60)	98 Gry-Blk	(to lower right flipper)	A-25-600/34-4000

## Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q48	J11-10/J12-7	25K Left	68	Brn-Blk	A	2N5060	Q59	J10-14	Lava #2	37	Yel-Orn	A	2N5060
Q31	J11-13/J12-13	25K Right	73	Orn-Yel	A	2N5060	Q44	J10-12	Lava #3	32	Yel-Blu	A	2N5060
Q23	J10-1	Bonus 2K	12	Red-Blu	B	2N5060	Q27	J10-5	Lava #4	18	Red-Blk	A	2N5060
Q70	J10-7	Bonus 4K	24	Blu-Grn	B	2N5060	Q58	J10-19	Lava #5	45	Grn-Wht	A	2N5060
Q55	J10-16	Bonus 8K	38	Yel-Blk	B	2N5060	Q43	J10-11	Lava #6	31	Yel-Red	A	2N5060
Q24	J10-2	Bonus 16K	13	Red-Yel	B	2N5060	Q28	J10-6	Mystery "A"	21	Blu-Red	B	2N5060
Q41	J10-8	Bonus 32K	25	Blu-Wht	B	2N5060	Q59	J10-14	Mystery "B"	37	Yel-Orn	B	2N5060
Q56	J10-17	Bonus 64K	41	Grn-Red	B	2N5060	Q61	J11-6/J12-10	Release Multi-Ball Memory 1	62	Brn-Blu	A	2N5060
Q25	J10-3	Bonus 128K	14	Red-Grn	B	2N5060	Q46	J11-16	Release Multi-Ball Memory 2	78	Orn-Blk	A	2N5060
Q42	J10-9	Bonus 256K	26	Blu-Brn	B	2N5060	Q29	J11-8	Release Multi-Ball Memory 3	64	Brn-Grn	A	2N5060
Q57	J10-18	Bonus Held	43	Grn-Yel	A	2N5060	Q69	J13-7	Rollover	91	Gry-Red	A	2N5060
Q36	J13-3	Bright, 30K	84	Blk-Grn	C	MCR-106	Q54	J13-11	Shoot Again	95	Gry-Wht	A	2N5060
Q36	J13-3	Bright, 50K	84	Blk-Grn	D	MCR-106	Q33	J11-15/J12-11	Slingshot Left Bottom	75	Orn-Wht	A	2N5060
Q51	J12-15/J13-8	Bright, Arch Return	93	Gry-Yel	D	MCR-106	Q50	J11-7/J12-9	Slingshot Left Top	63	Brn-Yel	A	2N5060
Q35	J13-2	Bright, Back Board Right	83	Blk-Yel	D	MCR-106	Q49	J11-9/J12-8	Slingshot Right Bottom	67	Brn-Orn	A	2N5060
Q68	J13-10	Bright, Back Box Center	94	Gry-Grn	D	MCR-106	Q64	J11-2/J12-3	Slingshot Right Top	58	Wht-Blk	A	2N5060
Q53	J13-12	Bright, Back Box Left	96	Gry-Brn	D	MCR-106	Q44	J10-12	Special "A"	32	Yel-Blu	B	2N5060
Q53	J13-12	Bright, Back Box Right	96	Gry-Brn	C	MCR-106	Q27	J10-5	Special "B"	18	Red-Blk	B	2N5060
Q68	J13-10	Bright, Back Box Volcano	94	Gry-Grn	C	MCR-106	Q57	J10-18	Thumper Bumper Bottom	43	Grn-Yel	B	2N5060
Q65	J11-1/J12-4	Bright, Bridge Left	48	Grn-Blk	D	MCR-106	Q26	J10-4	Thumper Bumper Top	15	Red-Wht	B	2N5060
Q66	J12-16/J13-6	Bright, Drop Target	87	Blk-Orn	D	MCR-106	Q42	J10-9	Treasure 30K #1	26	Blu-Brn	A	2N5060
Q66	J12-16/J13-6	Bright, Elevator Right	87	Blk-Orn	C	MCR-106	Q25	J10-3	Treasure 30K #2	14	Red-Grn	A	2N5060
Q34	J12-17/J13-1	Bright, Elevator Top	81	Blk-Red	C	MCR-106	Q56	J10-17	Treasure 30K #3	41	Grn-Red	A	2N5060
Q35	J13-2	Bright, Escape Cave	83	Blk-Yel	C	MCR-106	Q41	J10-8	Treasure 50K #1	25	Blu-Wht	A	2N5060
Q34	J12-17/J13-1	Bright, Hole Lower	81	Blk-Red	D	MCR-106	Q24	J10-2	Treasure 50K #2	13	Red-Yel	A	2N5060
Q67	J13-5	Bright, Lava Left	86	Blk-Brn	C	MCR-106	Q55	J10-16	Treasure 50K #3	38	Yel-Blk	A	2N5060
Q67	J13-5	Bright, Lava Right	86	Blk-Brn	D	MCR-106	Q70	J10-7	Treasure 50K #4	24	Blu-Grn	A	2N5060
Q51	J12-15/J13-8	Bright, Mountain	93	Gry-Yel	C	MCR-106	Q23	J10-1	Treasure 50K #5	12	Red-Blu	A	2N5060
Q52	J13-13	Bright, Multi-Ball	97	Gry-Orn	D	MCR-106	Q29	J11-8	Volcano #1	64	Brn-Grn	B	2N5060
Q52	J13-13	Bright, Outline Right	97	Gry-Orn	C	MCR-106	Q60	J10-13	Volcano #2	36	Yel-Brn	B	2N5060
Q65	J11-1/J12-4	Bright, Volcano	48	Grn-Blk	C	MCR-106	Q45	J10-10	Volcano #3	28	Blk-Blk	B	2N5060
Q62	J11-4/J12-1	Escape Door #1	61	Brn-Red	B	2N5060	Q26	J10-4		15	Red-Wht	A	2N5060
Q47	J11-11/J12-6	Escape Door #2	71	Orn-Red	B	2N5060	Q31	J11-13/J12-13		73	Orn-Yel	B	2N5060
Q30	J11-12/J12-14	Escape Door #3	72	Orn-Blu	B	2N5060	Q32	J11-14/J12-12		74	Orn-Grn	A	2N5060
Q61	J11-6/J12-10	Escape Door #4	62	Brn-Blu	B	2N5060	Q32	J11-14/J12-12		74	Orn-Grn	B	2N5060
Q46	J11-16	Escape Door #5	78	Orn-Blk	B	2N5060	Q33	J11-15/J12-11		75	Orn-Wht	B	2N5060
Q54	J13-11	Escape Left	95	Gry-Wht	B	2N5060	Q37	J13-4		85	Blk-Wht	A	2N5060
Q69	J13-7	Escape Right	91	Gry-Red	B	2N5060	Q45	J10-10		28	Blk-Blk	A	2N5060
Q37	J13-4	Extra Ball Offered	85	Blk-Wht	B	2N5060	Q48	J11-10/J12-7		68	Brn-Blk	B	2N5060
Q62	J11-4/J12-1	Gate Open 10 Time Units	61	Brn-Red	A	2N5060	Q49	J11-9/J12-8		67	Brn-Orn	B	2N5060
Q47	J11-11/J12-6	Gate Open 20 Time Units	71	Orn-Red	A	2N5060	Q50	J11-7/J12-9		63	Brn-Yel	B	2N5060
Q30	J11-12/J12-14	Gate Open 30 Time Units	72	Orn-Blu	A	2N5060	Q60	J10-13		36	Yel-Brn	A	2N5060
Q58	J10-19	Hold Bonus "A"	45	Grn-Wht	B	2N5060	Q63	J11-3/J12-2		59	Wht-Gry	A	2N5060
Q43	J10-11	Hold Bonus "B"	31	Yel-Red	B	2N5060	Q63	J11-3/J12-2		59	Wht-Gry	B	2N5060
Q28	J10-6	Lava #1	21	Blu-Red	A	2N5060	Q64	J11-2/J12-3		58	Wht-Blk	B	2N5060

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.

## Switch Matrix

Column	strobe (ST)  return (I)					
	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)
<b>RETURN 10</b> CJ4-10 Red (10) CJ3-10 Red-Wht (15)	Shooter Lane 01	Coin Chute III (Right) 09	Treasure 50K #5 (Bottom) 17	Bottom Thumper Bumper 25	Right Return Lane 33	Not Used 41
<b>RETURN 11</b> CJ4-9 Blu (20) CJ3-9 Brn-Wht (65)	Mountain 50K 02	Coin Chute I (Left) 10	Treasure 50K #4 18	Top Thumper Bumper 26	Left Return Lane 34	Not Used 42
<b>RETURN 12</b> CJ4-8 Yel (30) CJ3-8 Blu (20)	Multiball #2 03	Coin Chute II (Middle) 11	Treasure 50K #3 19	Top Slingshot 27	Arch Return Lane 35	Not Used 43
<b>RETURN 13</b> CJ4-7 Grn (40) CJ3-7 Blu-Red (21)	Multiball #1 04	Not Used 12	Treasure 50K #2 20	Right Slingshot 28	Escape High 36	Not Used 44
<b>RETURN 14</b> CJ4-6 Wht (50) CJ3-6 Gry-Orn (97)	Cabinet Front Bottom Button 05	Star Rollover 13	Treasure 50K #1 (Top) 21	Left Slingshot 29	Saucer Hole 37	Not Used 45
<b>RETURN 15</b> CJ4-4 Brn (60) CJ3-5 Yel (30)	Credit Button 06	Slam 14	Treasure 30K #3 (Top) 22	Drop Target (Bottom) 30	Right Outline 38	Not Used 46
<b>RETURN 16</b> CJ4-3 Orn (70) CJ3-4 Blu-Orn (27)	Cabinet Front Top Button 07	Tilt 15	Treasure 30K #2 23	Drop Target (Middle) 31	Right Elevator 39	Not Used 47
<b>RETURN 17</b> CJ4-2 Blk (80) CJ3-2 (not used)	Outhole 08	Escape Low 16	Treasure 30K #1 (Bottom) 24	Drop Target (Top) 32	Top Elevator 40	Not Used 48