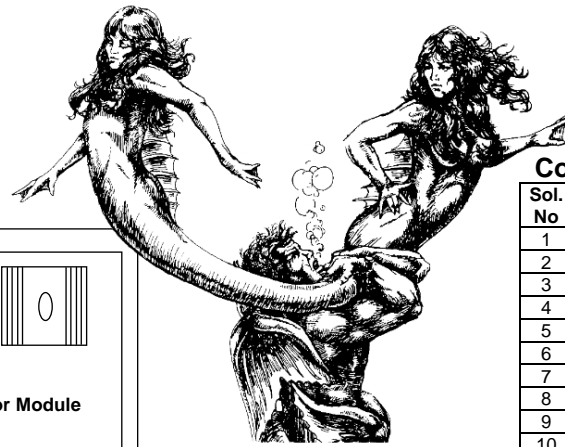


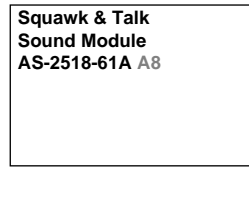
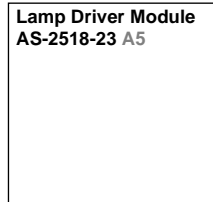
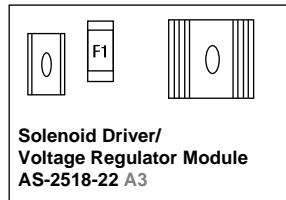
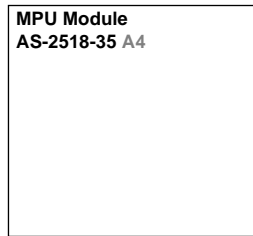
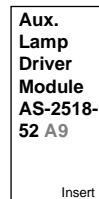
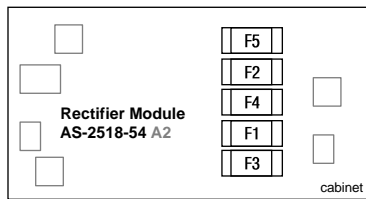
Bally

Fathom



Fuse List

Rectifier Module AS-2518-54		
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
Sol. Dr./Volt. Reg. AS-2518-22		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB



Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q01	A9J2-7	#1 Scan Rollover Button	10	Red	MCR-106	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q08	A9J2-14	#2 Scan Rollover Button	12	Red-Blu	MCR-106	Q30	A5J2-6	In Sequence	10	Red	2N5060
Q15	A9J3-8	#3 Scan Rollover Button	13	Red-Yel	MCR-106	Q41	A5J3-20	Lane "A"	64	Brn-Grn	MCR-106
Q22	A9J3-15	#4 Scan Rollover Button	14	Red-Grn	MCR-106	Q17	A5J1-11	Lane "B"	65	Brn-Wht	MCR-106
Q02	A9J2-4	#5 Back Scan & 1st Left Lane Scan	15	Red-Wht	MCR-106	Q02	A5J1-25	Lane "C"	75	Orn-Wht	MCR-106
Q09	A9J2-11	#6 Back Scan & 2nd Left Lane Scan	18	Red-Blk	MCR-106	Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106
Q16	A9J3-3	#7 Back Scan & 3rd Left Lane Scan	20	Blu	MCR-106	Q36	A5J3-26	Outlane Special Left	43	Grn-Yel	2N5060
Q46	A5J3-18	A-B-C Lane Special	56	Wht-Brn	2N5060	Q29	A5J1-1	Outlane Special Right	41	Gm-Red	2N5060
Q54	A5J3-11	Advance Blue Bonus (2)	20	Blu	MCR-106	Q58	A5J3-2	Release Cave Captive Ball	95	Gry-Wht	2N5060
Q49	A5J3-17	Advance Green Bonus (2)	13	Red-Yel	MCR-106	Q20	A5J1-13	Release Lagoon Captive Ball	96	Gry-Brn	2N5060
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q57	A5J3-1	Return Lane 50K Left	10	Red	2N5060
Q12	A5J1-19	Blue Bonus 1K	60	Brn	2N5060	Q14	A5J1-18	Return Lane 50K Right	58	Wht-Blk	2N5060
Q27	A5J1-9	Blue Bonus 2K	43	Gm-Yel	2N5060	Q19	A5J2-15	Right Saucer Arrow	23	Blu-Yel	2N5060
Q38	A5J3-25	Blue Bonus 3K	36	Yel-Brn	2N5060	Q03	A5J2-1	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q50	A5J3-12	Blue Bonus 4K	21	Blu-Red	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q13	A5J1-17	Blue Bonus 5K	57	Wht-Orn	2N5060	Q53	A5J3-14	Spinner	84	Blk-Grn	2N5060
Q28	A5J1-8	Blue Bonus 6K	51	Wht-Red	2N5060	Q21	A5J1-12	Thumper Bumper Bottom	61	Brn-Red	2N5060
Q44	A5J3-19	Blue Bonus 7K	67	Brn-Orn	2N5060	Q39	A5J3-24	Thumper Bumper Left	72	Orn-Blu	2N5060
Q51	A5J3-15	Blue Bonus 8K	53	Wht-Yel	2N5060	Q07	A5J1-27	Thumper Bumper Right	53	Wht-Yel	2N5060
Q08	A5J1-23	Blue Bonus 9K	12	Red-Blu	MCR-106	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q35	A5J1-3	Blue Bonus 10K	45	Gm-Wht	MCR-106	Q31	A5J2-2	to Solenoid Expander	20	Blu	2N5060
Q55	A5J3-9	Blue Bonus 55K	15	Red-Wht	MCR-106	Q06	A5J2-14	Top Saucer Lane Arrow	12	Red-Blu	2N5060
Q09	A5J1-14	Blue Bonus Multiplier 3X	54	Wht-Grn	MCR-106	Q18	A5J2-20	Triple Playfield Scores	98	Gry-Blk	2N5060
Q34	A5J1-2	Blue Bonus Multiplier 4X	52	Wht-Blu	MCR-106	Q04	A9J2-10		80	Blk	MCR-106
Q48	A5J3-16	Blue Bonus Multiplier 5X	25	Blu-Wht	MCR-106	Q14	A9J2-12		62	Brn-Blu	MCR-106
Q45	A5J2-1	Bonus Special	60	Brn	2N5060	Q13	A9J2-13		40	Gm	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q10	A9J2-15		52	Wht-Blu	MCR-106
Q05	A5J2-16	Double Playfield Scores	34	Yel-Grn	2N5060	Q12	A9J2-17		43	Gm-Yel	MCR-106
Q43	A5J2-7	Extra Ball	91	Gry-Red	2N5060	Q11	A9J2-18		57	Wht-Orn	MCR-106
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q07	A9J2-5		60	Brn	MCR-106
Q10	A5J1-15	Green Bonus 1K	13	Red-Yel	MCR-106	Q06	A9J2-6		45	Gm-Wht	MCR-106
Q22	A5J1-10	Green Bonus 2K	23	Blu-Yel	MCR-106	Q03	A9J2-8		51	Wht-Red	MCR-106
Q37	A5J3-23	Green Bonus 3K	98	Gry-Blk	2N5060	Q05	A9J2-9		54	Wht-Grn	MCR-106
Q60	A5J3-3	Green Bonus 4K	81	Blk-Red	2N5060	Q19	A9J3-10		25	Blu-Wht	MCR-106
Q11	A5J1-16	Green Bonus 5K	90	Gry	2N5060	Q18	A9J3-11		70	Orn	MCR-106
Q26	A5J1-7	Green Bonus 6K	34	Yel-Grn	2N5060	Q23	A9J3-12		21	Blu-Red	MCR-106
Q32	A5J3-27	Green Bonus 7K	40	Gm	2N5060	Q28	A9J3-13		96	Gry-Brn	MCR-106
Q59	A5J3-4	Green Bonus 8K	14	Red-Grn	2N5060	Q27	A9J3-14		40	Gm	MCR-106
Q04	A5J1-28	Green Bonus 9K	78	Orn-Blk	2N5060	Q24	A9J3-16		56	Wht-Brn	MCR-106
Q25	A5J1-6	Green Bonus 10K	25	Blu-Wht	2N5060	Q26	A9J3-17		68	Brn-Blk	MCR-106
Q56	A5J3-10	Green Bonus 55K	91	Gry-Red	MCR-106	Q25	A9J3-18		72	Orn-Blu	MCR-106
Q01	A5J1-24	Green Bonus Multiplier 3X	50	Wht	MCR-106	Q20	A9J3-7		20	Blu	MCR-106
Q24	A5J1-5	Green Bonus Multiplier 4X	48	Gm-Blk	MCR-106	Q21	A9J3-4		95	Gry-Wht	MCR-106
Q42	A5J3-21	Green Bonus Multiplier 5X	30	Yel	MCR-106	Q17	A9J3-9		53	Wht-Grn	MCR-106

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

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Sol. Exp. Wire Color	Solenoid Coil Type
1	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3		AR-26-1200
2	Top Saucer	Momentary	67	Brn-Orn	A3J5-13	Q12	(91) Gry-red	AT-27-1300
3	Right Saucer	Momentary	83	Blk-Yel	A3J5-14	Q11	(91) Gry-red	AT-27-1300
4	Left Thumper Bumper	Momentary	85	Blk-Wht	A3J5-10	Q8		AN-26-1200
5	Bottom Thumper Bumper	Momentary	80	Blk	A3J5-12	Q13		AN-26-1200
6	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14		AN-26-1200
7	Left Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9		AN-26-1200
8	Right Slingshot	Momentary	74	Orn-Grn	A3J5-15	Q10		AN-26-1200
9	3 Top Drop Target Reset	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2	(91) Gry-red	NB-26-1900
10	6 Drop Target Reset	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1	(91) Gry-red	NB-26-1900
11	3 Middle Drop Target Reset	Momentary	71	Orn-Red	A3J2-10	Q5	(91) Gry-red	NB-26-1900
12	Right Inline Drop Target Reset	Momentary	91	Gry-Red	A3J2-11	Q6		NO-26-1900
13	Outhole	Momentary	95	Gry-Wht	A3J1-5	Q4		AO-27-1300
14	1st Green Inline Drop Target	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2	(75) Orn-Wht	CV-29-1500
15	2nd Green Inline Drop Target	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1	(75) Orn-Wht	CV-29-1500
16	3rd Green Inline Drop Target	Momentary	71	Orn-Red	A3J2-10	Q5	(75) Orn-Wht	CV-29-1500
17	1st Blue Inline Drop Target	Momentary	67	Brn-Orn	A3J5-13	Q12	(75) Orn-Wht	CV-29-1500
18	2nd Blue Inline Drop Target	Momentary	83	Blk-Yel	A3J5-14	Q11	(75) Orn-Wht	CV-29-1500
19	3rd Blue Inline Drop Target	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16		CJ-29-1500
20	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19		FO-36-7000
21	Flipper enabling relay	Continuous	--	--	--	Q15		48V Relay
		Momentary			A3J2-12	Q7		
		Continuous			A3J5-7	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 (Gm)	A3J1-8	20 (Blu)	A3J2-2		AQ-25-500/34-4500
	Right Flipper	Brn (60)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1		AQ-25-500/34-4500
	Upper Right Flipper	Brn (60)	85 (Blk-Wht)		(to lower right flipper)			AQ-25-500/34-4500

Switch Matrix

Column	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)	STROBE 5 A4J4-8 Orn-Blu (72)
RETURN I 0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Outhole 1	Coin Chute III (Right) 9	Right Center Target 17	Top Saucer Rollover Button 25	#3 Middle Drop Target 33	Not Used 41
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	#1 Left of Outhole 2	Coin Chute I (Left) 10	Spinner 18	Right Saucer Rollover Button 26	#2 Middle Drop Target 34	#3 Blue Inline Drop Target 42
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	#2 Left and #1 Right of Outhole 3	Coin Chute II (Middle) 11	10 Point and 6 Drop Target Rebounds 19	Left Side Drop Target F (Bottom) 27	#1 Middle Drop Target 35	#2 Blue Inline Drop Target 43
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 Blu-Red (21)	Top Saucer 4	"C" Lane 12	3 Left Rollover Buttons 20	Left Side Drop Target E 28	Right Slingshot 36	#1 Blue Inline Drop Target 44
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Right Saucer 5	"B" Lane 13	Right Return Lane 21	Left Side Drop Target D 29	Left Slingshot 37	Not Used 45
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	"A" Lane 14	Right Outlane 22	Left Side Drop Target C 30	Right Thumper Bumper 38	#3 Green Inline Drop Target 46
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Right Flipper Button 7	Tilt (3) 15	Left Outlane 23	Left Side Drop Target B 31	Bottom Thumper Bumper 39	#2 Green Inline Drop Target 47
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Not Used 8	Slam (2) 16	Left Return Lane 24	Left Side Drop Target A (Top) 32	Left Thumper Bumper 40	#1 Green Inline Drop Target 48