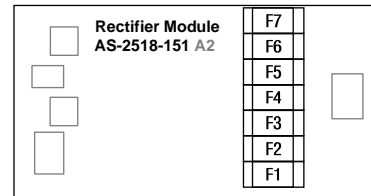
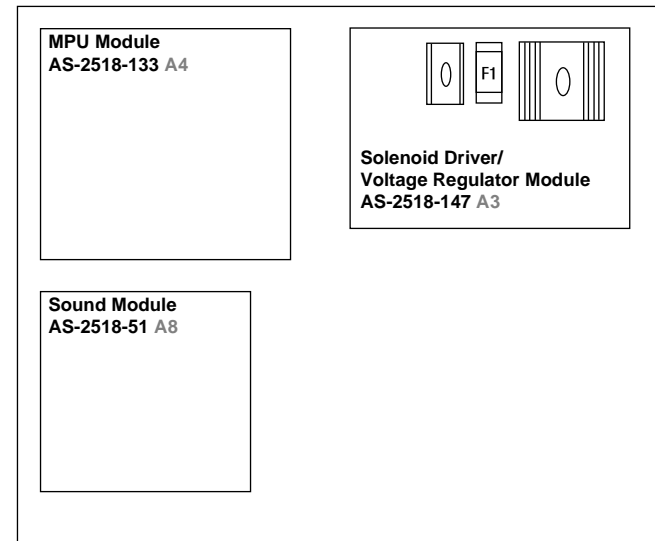


Bally



Fuse List

Rectifier Module AS-2518-151		
F1	5V Unregulated input	6A, 250V
F2	43V Solenoids (2 flippers)	5A, 250V
F3	230V Display power input	0.75A, 250V
F4	Feature lights Phase A	8A, 250V
F5	Feature lights Phase B	8A, 250V
F6	General illumination BackBox	8A, 250V
F7	General illumination Playfield	8A, 250V
Sol. Dr./Volt. Reg. AS-2518-147		
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	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q30	A3J2-1	Ball in Play (Back Box)	31	Yel-Red	B	2N5060	Q29	A3J2-2	High Score to Date (Back Box)	18	Red-Blk	A	2N5060
Q20	A3J1-8	Base #1	15	Red-Wht	B	2N5060	Q30	A3J2-1	Match (Back Box)	31	Yel-Red	A	2N5060
Q03	A3J1-26	Base #2	43	Grn-Yel	A	2N5060	Q19	A3J1-10	Player 1 Million	97	Gry-Orn	B	2N5060
Q20	A3J1-8	Base #3	15	Red-Wht	A	2N5060	Q19	A3J1-10	Player 2 Million	97	Gry-Orn	A	2N5060
Q21	A3J1-7	Base Run 1A	67	Brn-Orn	B	2N5060	Q11	A3J1-18	Player 3 Million	35	Yel-Wht	B	2N5060
Q10	A3J1-19	Base Run 1B	45	Grn-Wht	B	2N5060	Q11	A3J1-18	Player 4 Million	35	Yel-Wht	A	2N5060
Q21	A3J1-7	Base Run 1C	67	Brn-Orn	A	2N5060	Q29	A3J2-2	Same Player Shoot Again (Back Box)	18	Red-Blk	B	2N5060
Q18	A3J1-11	Base Run 2A	75	Orn-Wht	B	2N5060	Q12	A3J1-17	Same Player Shoot Again (Playfield)	47	Grn-Orn	B	2N5060
Q07	A3J1-22	Base Run 2B	23	Blu-Yel	B	2N5060	Q15	A3J1-14	Saucer "H"	13	Red-Yel	B	2N5060
Q18	A3J1-11	Base Run 2C	75	Orn-Wht	A	2N5060	Q04	A3J1-25	Saucer "O"	98	Gry-Blk	B	2N5060
Q09	A3J1-20	Base Run 3A	85	Blk-Wht	B	2N5060	Q15	A3J1-14	Saucer "M"	13	Red-Yel	A	2N5060
Q26	A3J1-2	Base Run 3B	64	Brn-Grn	B	2N5060	Q04	A3J1-25	Saucer "E"	98	Gry-Blk	A	2N5060
Q09	A3J1-20	Base Run 3C	85	Blk-Wht	A	2N5060	Q23	A3J1-5	Saucer "R"	14	Red-Grn	A	2N5060
Q06	A3J1-23	Base Run 4A	90	Gry	B	2N5060	Q24	A3J1-4	Single Gate	50	Wht	A	2N5060
Q23	A3J1-5	Base Run 4B	14	Red-Grn	B	2N5060	Q25	A3J1-3	Top Right Grand Lane	81	Blk-Red	B	2N5060
Q06	A3J1-23	Base Run 4C	90	Gry	A	2N5060	Q25	A3J1-3	Top Right Homer Lane	81	Blk-Red	A	2N5060
Q10	A3J1-19	Bonus Multiplier 2X	45	Grn-Wht	A	2N5060	Q08	A3J1-21	Top Right Slam Lane	25	Blu-Wht	A	2N5060
Q07	A3J1-22	Bonus Multiplier 3X	23	Blu-Yel	A	2N5060	Q26	A3J1-2	Steal Base 50K	64	Brn-Grn	A	2N5060
Q12	A3J1-17	Credit Indicator	47	Grn-Orn	A	2N5060	Q01	A3J1-28	Steal "S" Left Return Lane	27	Blu-Orn	B	2N5060
Q02	A3J1-27	Diamond 25K	21	Blu-Red	B	2N5060	Q14	A3J1-15	Steal "T" Target	83	Blk-Yel	B	2N5060
Q17	A3J1-12	Diamond 50K	95	Gry-Wht	B	2N5060	Q01	A3J1-28	Steal "E" Target	27	Blu-Orn	A	2N5060
Q02	A3J1-27	Diamond Extra Ball	21	Blu-Red	A	2N5060	Q14	A3J1-15	Steal "A" Target	83	Blk-Yel	A	2N5060
Q17	A3J1-12	Diamond Special	95	Gry-Wht	A	2N5060	Q03	A3J1-26	Steal "L" Right Return Lane	43	Grn-Yel	B	2N5060
Q13	A3J1-16	Double Lane	32	Yel-Blu	A	2N5060	Q28	A3J2-3	Tilt (Back Box)	61	Brn-Red	B	2N5060
Q05	A3J1-24	Flyaway "H"	12	Red-Blu	B	2N5060	Q27	A3J1-1	Triple Target "T"	43	Grn-Yel	B	2N5060
Q22	A3J1-6	Flyaway "O"	72	Orn-Blu	B	2N5060	Q16	A3J1-13	Triple Target "R"	91	Gry-Red	B	2N5060
Q05	A3J1-24	Flyaway "M"	12	Red-Blu	A	2N5060	Q27	A3J1-1	Triple Target "I"	43	Grn-Yel	A	2N5060
Q22	A3J1-6	Flyaway "E"	72	Orn-Blu	A	2N5060	Q16	A3J1-13	Triple Target "P"	91	Gry-Red	A	2N5060
Q08	A3J1-21	Flyaway "R"	25	Blu-Wht	B	2N5060	Q24	A3J1-4	Triple Target "L"	50	Wht	B	2N5060
Q28	A3J2-3	Game Over (Back Box)	61	Brn-Red	A	2N5060	Q13	A3J1-16	Triple Target "E"	32	Yel-Blu	B	2N5060

A Phase wire color is (90) Gry
B Phase wire color is (20) Blu

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Thumper Bumper	Momentary	71	Orn-Red	A3J5-9, J6-6	Q37	AN-26-1200
2	Right Thumper Bumper	Momentary	74	Orn-Grn	A3J5-8, J6-7	Q38	AN-26-1200
3	Saucer	Momentary	75	Orn-Wht	A3J5-4, J6-11	Q43	AO-27-1300
4	Flyaway Target Reset	Momentary	83	Blk-Yel	A3J5-3, J6-12	Q42	AO-27-1300
5	Outhole	Momentary	85	Blk-Wht	A3J5-2, J6-14	Q41	AN-26-1200
6	Knocker	Momentary	85	Blk-Wht	A3J5-1, J6-15	Q40	AR-26-1200
7	Coin Lockout	Continuous	36	Yel-Brn	A3J5-2, J6-3	Q34	FO-36-7000
8	Flipper enabling relay	Continuous	--	--	--	Q44	48V Relay
		Continuous			A3J5-11, J6-4	Q35	
		Continuous			A3J5-10, J6-5	Q36	
		Momentary			A3J5-7, J6-8	Q39	
Flipper Circuits	Power Wire	Return Wire	Connector	Switch Wire	Connector	Coil	
Left Flipper	Brn (60)	40 (Grn)	A3J5-13	20 (Blu)	A3J6-1	AQ-25-500/34-4500	
Upper Left Flipper	Brn (60)	78 (Orn-Blk)		(to lower left flipper)		AQ-25-500/34-4500	
Right Flipper	Brn (60)	70 (Orn)	A3J5-14	10 (Red)	A3J6-2	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)
RETURN I 0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Flyaway "H" 1	Coin Chute III (Right) 9	Steal "S" Return Lane 17	Triple "T" Target cap. 25	Not Used 33
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	Flyaway "O" 2	Coin Chute I (Left) 10	Steal "T" Target cap. 18	Triple "R" Target cap. 26	Rebounds (3) 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Flyaway "M" 3	Coin Chute II (Middle) 11	Steal "E" Target cap. 19	Triple "I" Target cap. 27	Right Spinner 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	Flyaway "E" 4	Double Upper Left Lane cap. 12	Steal "A" Target cap. 20	Triple "P" Target cap. 28	Left Side Lane cap. 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 (not used)	Flyaway "R" 5	Right Thumper Bumper cap. 13	Steal "L" Return Lane 21	Triple "L" Target cap. 29	Home Base Rollover Button cap. 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Left Thumper Bumper cap. 14	Top Right "Grand" Lane 22	Triple "E" Target cap. 30	#1 Base Rollover Button cap. 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Right Flipper Button 7	Tilt (3) 15	Top Right "Slam" Lane 23	Left and Right Outlane 31	#2 Base Rollover Button cap. 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	Top Right "Homer" Lane 24	Saucer 32	#3 Base Rollover Button cap. 40