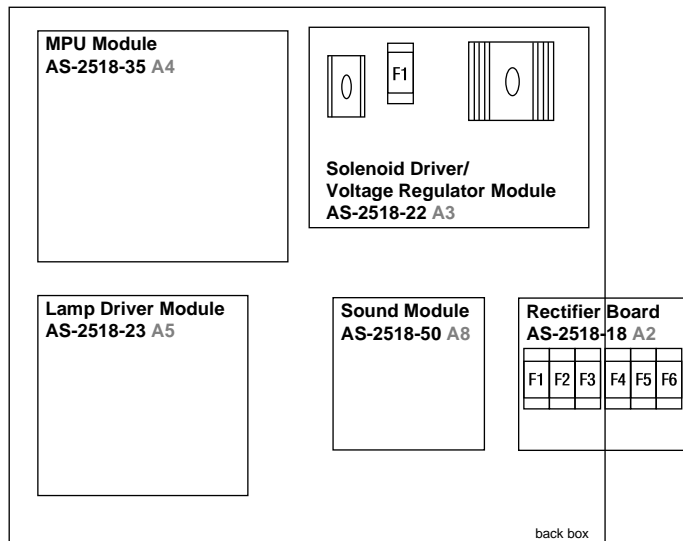


Bally

HARLEM GLOBETROTTERS

Fuse List

Rectifier Board AS-2518-18		
F1	6.5V Switched illumination	10A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (2 flippers)	5A, 250V
F5	6.5V General illumination	20A, 250V
F6	Main fuse	3A, 250V, SB
Sol. Dr./Volt. Reg. AS-2518-22		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB



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	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Yel	MCR-106
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q10	A5J1-15	Left Side Spinner 100	13	Red-Yel	MCR-106
Q29	A5J1-1	Bonus 2K	41	Grn-Red	2N5060	Q22	A5J1-10	Left Side Spinner 200	23	Blu-Yel	MCR-106
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q37	A5J3-23	Left Side Spinner 1K	98	Gry-Blk	2N5060
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q60	A5J3-3	Left Side Spinner 2K	81	Blk-Red	2N5060
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060	Q23	A5J2-8	Match (Back Box)	93	Gry-Yel	MCR-106
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q20	A5J1-13	Outlane Left 25K	96	Gry-Brn	2N5060
Q38	A5J3-25	Bonus 7K	36	Yel-Brn	2N5060	Q40	A5J2-9 A5J3-22	Same Player Shoot Again (Playfield) Same Player Shoot Again (Back Box)	23 47	Blu-Yel Grn-Orn	MCR-106
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q11	A5J1-16	Saucer "G"	12	Red-Blu	2N5060
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q26	A5J1-7	Saucer "L"	34	Yel-Grn	2N5060
Q05	A5J2-16	Bonus 10K	34	Yel-Grn	2N5060	Q32	A5J3-27	Saucer "O"	40	Grn	2N5060
Q18	A5J2-20	Bonus 20K	35	Yel-Wht	2N5060	Q59	A5J3-4	Saucer "B"	14	Red-Grn	2N5060
Q30	A5J2-6	Bonus 30K	85	Blk-Wht	2N5060	Q04	A5J1-28	Saucer "E"	78	Orn-Blk	2N5060
Q43	A5J2-7	Bonus 40K	91	Gry-Red	2N5060	Q55	A5J3-9	Saucer Target 25K	15	Red-Wht	MCR-106
Q07	A5J1-27	Bonus Multiplier 2X	53	Wht-Yel	2N5060	Q58	A5J3-2	Saucer Target Special	95	Gry-Wht	2N5060
Q21	A5J1-12	Bonus Multiplier 3X	61	Brn-Red	2N5060	Q02	A5J1-25	Side Target #1 (Bottom)	90	Gry	MCR-106
Q39	A5J3-24	Bonus Multiplier 5X	72	Orn-Blu	2N5060	Q56	A5J3-10	Side Target #2	91	Gry-Red	MCR-106
Q06	A5J2-14	Center "G"	12	Red-Blu	2N5060	Q42	A5J3-21	Side Target #3	30	Yel	MCR-106
Q19	A5J2-15	Center "L"	23	Blu-Yel	2N5060	Q24	A5J1-5	Side Target #4	48	Grn-Blk	MCR-106
Q31	A5J2-2	Center "O"	20	Blu	2N5060	Q01	A5J1-24	Side Target #5 (Top)	50	Wht	MCR-106
Q45	A5J2-1	Center "B"	60	Brn	2N5060	Q51	A5J3-15	Spinner Advances Bonus (Left)	53	Wht-Yel	2N5060
Q03	A5J1-26	Center "E"	91	Gry-Red	MCR-106	Q44	A5J3-19	Spinner Advances Bonus (Right)	67	Brn-Orn	2N5060
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q08	A5J1-23	Spinners #1 (Bottom)	56	Wht-Brn	MCR-106
Q28	A5J1-8	Dunk Shot 5K	51	Wht-Red	2N5060	Q35	A5J1-3	Spinners #2	45	Grn-Wht	MCR-106
Q46	A5J3-18	Dunk Shot Extra Ball	56	Wht-Brn	2N5060	Q49	A5J3-17	Spinners #3	27	Blu-Orn	MCR-106
Q34	A5J1-2	Dunk Shot Opens Gate	43	Grn-Yel	MCR-106	Q54	A5J3-11	Spinners #4	20	Blu	MCR-106
Q25	A5J1-6	Dunk Shot Special	25	Blu-Wht	2N5060	Q09	A5J1-14	Spinners #5 (Top)	54	Wht-Grn	MCR-106
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q17	A5J1-11	Thumper Bumper (Bottom)	65	Brn-Wht	MCR-106
Q48	A5J3-16	Gate Open When Lit	25	Blu-Wht	MCR-106	Q41	A5J3-20	Thumper Bumper (Left & Right)	64	Brn-Grn	MCR-106
Q53	A5J3-14	G-L-O-B-E Special	84	Blk-Grn	2N5060	Q47	A5J2-10	Tilt (Back Box)	98	Gry-Blk	MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Outhole Kicker	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
2	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
3	Globe Saucer	Momentary	80	Blk	A3J5-13	Q12	AO-27-1300
4	Target Saucer	Momentary	83	Blk-Yel	A3J5-14	Q11	AO-27-1300
5	Right Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
6	Left Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
7	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
8	Right Thumper Bumper	Momentary	74	Orn-Grn	A3J5-10	Q8	AN-26-1200
9	Bottom Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
10	Drop Target Reset	Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	NO-26-1900
11	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
12	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
13	Right Gate	Continuous	91	Gry-Red	A3J5-7	Q17	GA-34-4000
		Momentary	67	Brn-Orn	A3J1-2, J2-9	Q1	
		Momentary	81	Blk-Red	A3J1-3, J2-4	Q2	
		Momentary	67	Brn-Orn	A3J2-10	Q5	
		Momentary	74	Orn-Grn	A3J2-11	Q6	
		Momentary	81	Blk-Red	A3J2-12	Q7	
		Continuous	81	Blk-Red	A3J5-3, J2-15, J3-9	Q18	
Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire	Coil			
Left Flipper	60 (Brn)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500	
Right Flipper	60 (Brn)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500	

Switch Matrix

		strobe (ST) → return (I)				
Column	Row	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Gry-Yel (93) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Wht-Blu (52)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
RETURN I0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Drop Target "D" (Top)	Coin Chute III (Right)	Left Side Spinner	Center Right Spinner	Center Left Spinner	
RETURN I1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)	Drop Target "C"	Coin Chute I (Left)	Not Used	Target #1 (Bottom)	300 Points Rebound (2)	
RETURN I2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Drop Target "B"	Coin Chute II (Middle)	Not Used	Target #2	Dunk Shot Target	
RETURN I3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)	Drop Target "A" (Bottom)	Not Used	Not Used	Target #3	Right Slingshot	
RETURN I4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Not Used	Not Used	Not Used	Target #4	Left Slingshot	
RETURN I5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)	Credit Button	Not Used	Right Flipper Feed Lane	Target #5 (Top)	Bottom Thumper Bumper	
RETURN I6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Tilt (3)	Not Used	Right Outlane	Left Outlane	Right Thumper Bumper	
RETURN I7 A4J2-15 Orn (70) A4J3-16 Yel (30)	Outhole	Slam (2)	Globe Saucer	Target Saucer	Left Thumper Bumper	