Bally/MIDWAY — HEAVY METAL MELTDOWN

Fuse List

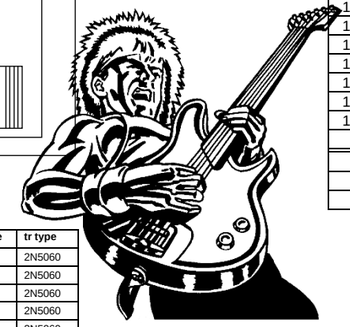
Power Module A080-91785		
F1	43V Solenoids (2 flippers)	5A, 250V
F2	230V Display Power input	0.75A, 250V
F3	5V & 12V Logic Power Input	6A, 250V
F4	20V Controlled lamps	8A, 250V
F5	20V Controlled lamps	8A, 250V
F6	6.3V General Illumination	15A, 250V
F7	6.3V General Illumination	15A, 250V
F8	190V Display Power output	0.25A, 250V
Bright Lights Fuse Board A080-91901		
F1 thru F16	Bright Lights	0.75A, 250V
Back Box Fuse		
F1	Light Bulb and Top Light	0.4A, 250V
Under the Playfield fuses		
F1	Playfield Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB

Bright Lights Fuse Board A080-91901

Sound Deluxe Module A084-91864

6803 Controller Module A-084-91786

Power Module A080-91785



Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Thumper Bumper	Momentary	31	Yel-Red	J6-1, J8-5	Q11	AN-26-1200
2	Middle Thumper Bumper	Momentary	32	Yel-Blu	J6-2, J8-4	Q12	AN-26-1200
3	Right Thumper Bumper	Momentary	34	Yel-Grn	J6-3	Q13	AN-26-1200
4	Left Slingshot	Momentary	35	Yel-Wht	J6-4	Q14	AO-26-1200
5	Right Slingshot	Momentary	27	Blu-Orn	J8-7, J7-1	Q16	AO-26-1200
6	Left Saucer	Momentary	25	Blu-Wht	J8-6	Q15	A-29-2100
7	Right Saucer	Momentary	36	Yel-Brn	J6-5	Q17	A-29-2100
8	Not Used	Momentary	51	Wht-Red	J9-1	Q18	--
9	Not Used	Momentary	52	Wht-Blu	J9-2	Q19	--
10	Pin Up	Momentary	53	Wht-Yel	J9-3	Q20	G-31-1800
11	Pin Down	Momentary	54	Wht-Grn	J9-4	Q21	AN-26-1200
12	Ball Eject	Momentary	56	Wht-Brn	J9-6	Q22	AO-27-1300
13	Drop Target (Proto Type only)	Momentary	57	Wht-Orn	J9-7	Q38	A-27-1300
14	Outhole	Momentary	58	Wht-Blk	J9-8	Q39	AN-26-1200
15	Knocker	Momentary	59	Wht-Gry	J7-2, J8-2, J9-11	Q40	AO-26-1200
16	Back Box Light	Continuous	511	Wht-Vio	J9-9	Q9	Solid State Relay
17	Top Box Lights	Momentary	311	Yel-Vio	J6-7, J7-4	Q10	Solid State Relay
18	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
19	G.I. Lights	Continuous	24	Blu-Grn	J7-3, J8-1, J9-10	Q8	Aux. Coil Driver Bd.
	Flipper Circuits	**Power Wire**		**Return Wire**	**Connector**		**Coil**
	Left Flipper	Brn (60)		Gry (90)	J6-8		A-24-570/34-3600
	Right Flipper	Brn (60)		Gry-Wht (95)	J6-9		A-24-570/34-3600

Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type
Q31	J11-13/J12-13	25K Target Left	73	Orn-Yel	A	2N5060
Q48	J11-10/J12-7	25K Target Right	68	Brn-Blk	A	2N5060
Q23	J10-1	Bonus 1K	12	Red-Blu	B	2N5060
Q70	J10-7	Bonus 2K	24	Blu-Grn	B	2N5060
Q55	J10-16	Bonus 4K	38	Yel-Blk	B	2N5060
Q24	J10-2	Bonus 8K	13	Red-Yel	B	2N5060
Q41	J10-8	Bonus 16K	25	Blu-Wht	B	2N5060
Q56	J10-17	Bonus 32K	41	Grn-Red	B	2N5060
Q25	J10-3	Bonus 64K	14	Red-Grn	B	2N5060
Q42	J10-9	Bonus 128K	26	Blu-Brn	B	2N5060
Q25	J10-3	Bonus Held	14	Red-Grn	A	2N5060
Q57	J10-18	Bonus Multiplier 2X	43	Grn-Yel	A	2N5060
Q26	J10-4	Bonus Multiplier 3X	15	Red-Wht	A	2N5060
Q43	J10-11	Bonus Multiplier 4X	31	Yel-Red	A	2N5060
Q58	J10-19	Bonus Multiplier 5X	45	Grn-Wht	A	2N5060
Q27	J10-5	Bonus Multiplier 6X	18	Red-Blk	A	2N5060
Q30	J11-12/J12-14	Booster 1 Bottom	72	Orn-Blu	A	2N5060
Q47	J11-11/J12-6	Booster 2 Middle	71	Orn-Red	A	2N5060
Q62	J11-4/J12-1	Booster 3 Top	61	Brn-Red	A	2N5060
Q34	J12-17/J13-1	Bright, Atom Smasher	81	Blk-Red	C	MCR-106
Q67	J13-5	Bright, Back Left	86	Blk-Brn	C	MCR-106
Q67	J13-5	Bright, Bumpers	86	Blk-Brn	D	MCR-106
Q36	J13-3	Bright, Drum Heavy	84	Blk-Grn	D	MCR-106
Q35	J13-2	Bright, Drum Metal	83	Blk-Yel	D	MCR-106
Q52	J13-13	Bright, Level 1	97	Gry-Orn	D	MCR-106
Q51	J12-15/J13-8	Bright, Level 2	93	Gry-Yel	C	MCR-106
Q66	J12-16/J13-6	Bright, Level 3	87	Blk-Orn	C	MCR-106
Q36	J13-3	Bright, Level 4	84	Blk-Grn	C	MCR-106
Q65	J11-1/J12-4	Bright, Meltdown 1	48	Grn-Blk	D	MCR-106
Q34	J12-17/J13-1	Bright, Meltdown 2	81	Blk-Red	D	MCR-106
Q51	J12-15/J13-8	Bright, Meltdown 3	93	Gry-Yel	D	MCR-106
Q66	J12-16/J13-6	Bright, Meltdown 4	87	Blk-Orn	D	MCR-106
Q65	J11-1/J12-4	Bright, Target Back Right	48	Grn-Blk	C	MCR-106
Q35	J13-2	Bright, Top 25K	83	Blk-Yel	C	MCR-106
Q52	J13-13	Bright, Top 50K	97	Gry-Orn	C	MCR-106
Q45	J10-10	Bumper Left	28	Blu-Blk	B	2N5060
Q60	J10-13	Bumper Middle	36	Yel-Brn	B	2N5060
Q29	J11-8	Bumper Right	64	Brn-Grn	B	2N5060
Q63	J11-3/J12-2	Collect Bonus Left	59	Wht-Gry	A	2N5060
Q32	J11-14/J12-12	Collect Bonus Right	74	Orn-Grn	A	2N5060
Q33	J11-15/J12-11	Extra Ball	75	Orn-Wht	B	2N5060
Q53	J13-12	Heavy "H"	96	Gry-Brn	A	MCR-106
Q68	J13-10	Heavy "E"	94	Gry-Grn	A	MCR-106
Q37	J13-4	Heavy "A"	85	Blk-Wht	A	2N5060
Q54	J13-11	Heavy "V"	95	Gry-Wht	A	2N5060

SCR	connector	lamp description	code	wire color	phase	tr type
Q69	J13-7	Heavy "Y"	91	Gry-Red	A	2N5060
Q30	J11-12/J12-14	Jam "J"	72	Orn-Blu	B	2N5060
Q47	J11-11/J12-6	Jam "A"	71	Orn-Red	B	2N5060
Q62	J11-4/J12-1	Jam "M"	61	Brn-Red	B	2N5060
Q31	J11-13/J12-13	Level 1	73	Orn-Yel	B	2N5060
Q48	J11-10/J12-7	Level 2	68	Brn-Blk	B	2N5060
Q63	J11-3/J12-2	Level 3	59	Wht-Gry	B	2N5060
Q32	J11-14/J12-12	Level 4	74	Orn-Grn	B	2N5060
Q49	J11-9/J12-8	Level 5	67	Brn-Orn	B	2N5060
Q28	J10-6	Meltdown	21	Blu-Red	B	2N5060
Q53	J13-12	Metal "M"	96	Gry-Brn	B	MCR-106
Q68	J13-10	Metal "E"	94	Gry-Grn	B	MCR-106
Q37	J13-4	Metal "T"	85	Blk-Wht	B	2N5060
Q54	J13-11	Metal "A"	95	Gry-Wht	B	2N5060
Q69	J13-7	Metal "L"	91	Gry-Red	B	2N5060
Q23	J10-1	Outlane Left	12	Red-Blu	A	2N5060
Q70	J10-7	Outlane Right	24	Blu-Grn	A	2N5060
Q44	J10-12	Power Amp 1 Bottom	32	Yel-Blu	A	2N5060
Q59	J10-14	Power Amp 2 Middle	37	Yel-Orn	A	2N5060
Q28	J10-6	Power Amp 3 Top	21	Blu-Red	A	2N5060
Q64	J11-2/J12-3	Qualify Hold Bonus	58	Wht-Blk	B	2N5060
Q59	J10-14	Ramp 100K	37	Yel-Orn	B	2N5060
Q55	J10-16	Return Left	38	Yel-Blk	A	2N5060
Q24	J10-2	Return Right	13	Red-Yel	A	2N5060
Q42	J10-9	Rock Again	26	Blu-Brn	A	2N5060
Q41	J10-8	Rollover Left	25	Blu-Wht	A	2N5060
Q56	J10-17	Rollover Right	41	Grn-Red	A	2N5060
Q57	J10-18	Snare Drum 1 Left	43	Grn-Yel	B	2N5060
Q26	J10-4	Snare Drum 2 Middle	15	Red-Wht	B	2N5060
Q43	J10-11	Snare Drum 3 Right	31	Yel-Red	B	2N5060
Q50	J11-7/J12-9	Special	63	Brn-Yel	B	2N5060
Q33	J11-15/J12-11	Top Box Left	75	Orn-Wht	A	2N5060
Q50	J11-7/J12-9	Top Box Middle	63	Brn-Yel	A	2N5060
Q61	J11-6/J12-10	Top Box Right	62	Brn-Blu	B	2N5060
Q49	J11-9/J12-8	Top Lane 25K	67	Brn-Orn	A	2N5060
Q64	J11-2/J12-3	Top Lane 50K	58	Wht-Blk	A	2N5060
Q45	J10-10	Value 2X	28	Blu-Blk	A	2N5060
Q60	J10-13	Value 3X	36	Yel-Brn	A	2N5060
Q29	J11-8	Value 4X	64	Brn-Grn	A	2N5060
Q46	J11-16	Value 5X	78	Orn-Blk	A	2N5060
Q61	J11-6/J12-10	Value 10X	62	Brn-Blu	A	2N5060
Q27	J10-5		18	Red-Blk	B	2N5060
Q44	J10-12		32	Yel-Blu	B	2N5060
Q46	J11-16		78	Orn-Blk	B	2N5060
Q58	J10-19		45	Grn-Wht	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

strobe (ST) ——▶|——○—— return (I)

Column / Row	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)
RETURN I 0 CJ4-10 Red (10) CJ3-10 Red-Wht (15)	Left Saucer 01	Coin Chute III (Right) 09	Left Thumper Bumper 17	Left Outlane 25	Center Target 33	Not Used 41
RETURN I 1 CJ4-9 Blu (20) CJ3-9 Brn-Wht (65)	Right Saucer 02	Coin Chute I (Left) 10	Middle Thumper Bumper 18	Right Outlane 26	Metal Target 34	Not Used 42
RETURN I 2 CJ4-8 Yel (30) CJ3-8 Blu (20)	Load Chamber 03	Coin Chute II (Middle) 11	Right Thumper Bumper 19	Top 25K Lane 27	Heavy Target 35	Not Used 43
RETURN I 3 CJ4-7 Grn (40) CJ3-7 Blu-Red (21)	Eject Chamber 04	Left Return Lane 12	Left Slingshot 20	Top 50K Lane 28	Ball Trough 1 (Left) 36	Not Used 44
RETURN I 4 CJ4-6 Wht (50) CJ3-6 Gry-Orn (97)	Left Cabinet Button 05	Right Return Lane 13	Right Slingshot 21	Left Roll-over 29	Ball Trough 2 37	Not Used 45
RETURN I 5 CJ4-4 Brn (60) CJ3-5 Yel (30)	Credit Button 06	Slam 14	Top Lane J 22	Right Roll-over 30	Ball Trough 3 38	Not Used 46
RETURN I 6 CJ4-3 Orn (70) CJ3-4 Blu-Orn (27)	Right Cabinet Button 07	Tilt 15	Top Lane A 23	Left 25K Target 31	Ball Trough 4 39	Not Used 47
RETURN I 7 CJ4-2 Blk (80) CJ3-2 (not used)	Outhole 08	Drop Target (Proto Type only) 16	Top Lane M 24	Right 25K Target 32	Ball Trough 5 (Right) 40	Not Used 48

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