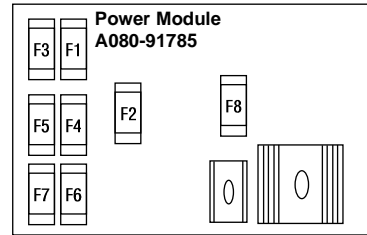
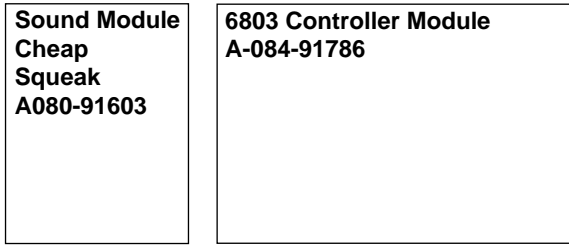


Bally/MIDWAY

LADY Luck

Fuse List

Power Module A080-91785-C000		
F1	43V Solenoids (3 flippers)	6A, 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
Under the Playfield Solenoids		
F1	Playfield Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB



Coil Table

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connections	Driver Transistor	Solenoid Coil Type
1	Left Thumper Bumper	Momentary	65	Brn-Wht	J6-1, J8-5	Q11	AN-26-1200
2	Middle Thumper Bumper	Momentary	62	Brn-Blu	J6-2, J8-4	Q12	AN-26-1200
3	Right Thumper Bumper	Momentary	67	Brn-Orn	J6-3	Q13	AN-26-1200
4	Left Slingshot	Momentary	81	Blk-Red	J6-4	Q14	A-26-1200
5	Right Slingshot	Momentary	87	Blk-Orn	J8-7, J7-1	Q16	A-26-1200
6	Drop Target Reset	Momentary	82	Blk-Blu	J8-6	Q15	AN-26-1900
7	Bright Lights	Momentary	32	Yel-Blu	J6-5	Q17	Lamp #912 (3 in series)
8	Outhole	Momentary	54	Wht-Grn	J9-8	Q39	AN-26-1200
9	Knocker	Momentary	54	Wht-Grn	J7-2, J8-2, J9-11	Q40	AR-26-1200
10	Right Gate	Continuous	51	Wht-Red	J9-9	Q9	GA-34-4000
11	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
	Not Used	Momentary			J6-7, J7-4	Q10	--
	Not Used	Momentary			J9-1	Q18	--
	Not Used	Momentary			J9-2	Q19	--
	Not Used	Momentary			J9-3	Q20	--
	Not Used	Momentary			J9-4	Q21	--
	Not Used	Momentary			J9-6	Q22	--
	Not Used	Momentary			J9-7	Q38	--
	Not Used	Continuous			J7-3, J8-1, J9-10	Q8	--
Flipper Circuits		Power Wire	Return Wire	Connector	Coil		
	Left Flipper	Brn (60)	90	Gry	J6-9		A-24-570/34-3600
	Right Flipper	Brn (60)	98	Gry-Blk	J6-8		A-24-570/34-3600
	Upper Right Flipper	Brn (60)	95	Gry-Wht	(to lower right flipper)		A-24-570/34-3600

Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q35	J13-2	2X	81	Blk-Red	A	MCR-106	Q25	J10-3	Joker #3	20	Blu	B	2N5060
Q52	J13-13	3X	83	Blk-Yel	A	MCR-106	Q42	J10-9	Joker #4	21	Blu-Red	B	2N5060
Q67	J13-5	4X	84	Blk-Grn	A	MCR-106	Q28	J10-6	Left Star	32	Yel-Blu	B	2N5060
Q36	J13-3	5X	85	Blk-Wht	A	MCR-106	Q55	J10-16	Match	13	Red-Yel	A	2N5060
Q41	J10-8	Ball in Play	15	Red/Wht	A	2N5060	Q31	J11-13/J12-13	Poker "P"	45	Gm-Wht	A	2N5060
Q30	J11-12/J12-14	Card 7	40	Gm	A	2N5060	Q48	J11-10/J12-7	Poker "O"	48	Gm-Blk	A	2N5060
Q47	J11-11/J12-6	Card 8	41	Gm-Red	A	2N5060	Q63	J11-3/J12-2	Poker "K"	50	Wht	A	2N5060
Q62	J11-4/J12-1	Card 9	43	Gm-Yel	A	2N5060	Q32	J11-14/J12-12	Poker "E"	51	Wht-Red	A	2N5060
Q53	J13-12	Cards 100K	60	Brn	B	MCR-106	Q49	J11-9/J12-8	Poker "R"	52	Wht-Blu	A	2N5060
Q68	J13-10	Cards 200K	61	Brn-Red	B	MCR-106	Q59	J10-14	Right Star	31	Yel-Red	B	2N5060
Q37	J13-4	Cards 300K	62	Brn-Blu	B	2N5060	Q57	J10-18	Rollover 10K	23	Blu-Yel	A	2N5060
Q54	J13-11	Cards 400K	63	Brn-Yel	B	2N5060	Q26	J10-4	Rollover 20K	24	Blu-Grn	A	2N5060
Q69	J13-7	Cards Special	65	Brn-Wht	B	2N5060	Q43	J10-11	Rollover 30K	25	Blu-Wht	A	2N5060
Q70	J10-7	Clubs	12	Red-Blu	B	2N5060	Q58	J10-19	Rollover 40K	28	Blu-Blk	A	2N5060
Q61	J11-6/J12-10	Clubs "A"	37	Yel-Orn	B	2N5060	Q27	J10-5	Rollover 50K	26	Blu-Brn	A	2N5060
Q60	J10-13	Clubs "J"	35	Yel-Wht	B	2N5060	Q44	J10-12	Rollover 60K	30	Yel	A	2N5060
Q46	J11-16	Clubs "K"	36	Yel-Brn	B	2N5060	Q59	J10-14	Rollover 70K	31	Yel-Red	A	2N5060
Q29	J11-8	Clubs "Q"	38	Yel-Blk	B	2N5060	Q28	J10-6	Rollover Special	32	Yel-Blu	A	2N5060
Q45	J10-10	Clubs "T"	34	Yel-Grn	B	2N5060	Q23	J10-1	Same Player Shoots Again (insert)	10	Red	A	2N5060
Q69	J13-7	Count Down #1	65	Brn-Wht	A	2N5060	Q51	J12-15/J13-8	Same Player Shoots Again (left)	59	Wht-Gry	A	MCR-106
Q54	J13-11	Count Down #2	63	Brn-Yel	A	2N5060	Q34	J12-17/J13-1	Same Player Shoots Again (right)	57	Wht-Orn	A	MCR-106
Q37	J13-4	Count Down #3	62	Brn-Blu	A	2N5060	Q66	J12-16/J13-6	Scores 10X	80	Blk	A	MCR-106
Q68	J13-10	Count Down #4	61	Brn-Red	A	MCR-106	Q24	J10-2	Spades	14	Red-Grn	B	2N5060
Q53	J13-12	Count Down #5	60	Brn	A	MCR-106	Q35	J13-2	Spades "A"	61	Brn-Red	B	MCR-106
Q24	J10-2	Credit	14	Red-Grn	A	2N5060	Q34	J12-17/J13-1	Spades "J"	57	Wht-Orn	B	MCR-106
Q55	J10-16	Diamonds	13	Red-Yel	B	2N5060	Q66	J12-16/J13-6	Spades "K"	80	Blk	B	MCR-106
Q49	J11-9/J12-8	Diamond "A"	52	Wht-Blu	B	2N5060	Q51	J12-15/J13-8	Spades "Q"	59	Wht-Gry	B	MCR-106
Q48	J11-10/J12-7	Diamond "J"	48	Gm-Blk	B	2N5060	Q65	J11-1/J12-4	Spades "T"	56	Wht-Brn	B	MCR-106
Q32	J11-14/J12-12	Diamond "K"	51	Wht-Red	B	2N5060	Q45	J10-10	Spinner 2K	34	Yel-Grn	A	2N5060
Q63	J11-3/J12-2	Diamond "Q"	50	Wht	B	2N5060	Q60	J10-13	Spinner 4K	35	Yel-Wht	A	2N5060
Q31	J11-13/J12-13	Diamond "T"	45	Gm-Wht	B	2N5060	Q29	J11-8	Spinner 6K	38	Yel-Blk	A	2N5060
Q64	J11-2/J12-3	Drop Target Double	53	Wht-Yel	A	2N5060	Q46	J11-16	Spinner 8K	36	Yel-Brn	A	2N5060
Q33	J11-15/J12-11	Drop Target Triple	54	Wht-Brn	A	2N5060	Q61	J11-6/J12-10	Spinner 10K	37	Yel-Orn	A	2N5060
Q50	J11-7/J12-9	Drop Target Special	58	Wht-Blk	A	2N5060	Q42	J10-9	Tilt	21	Blu-Red	A	2N5060
Q25	J10-3	Game Over	20	Blu	A	2N5060	Q70	J10-7				A	2N5060
Q65	J11-1/J12-4	Gate	56	Wht-Brn	A	MCR-106	Q30	J11-12/J12-14				B	2N5060
Q23	J10-1	Hearts	10	Red	B	2N5060	Q33	J11-15/J12-11				B	2N5060
Q27	J10-5	Hearts "A"	26	Blu-Brn	B	2N5060	Q36	J13-3				B	MCR-106
Q26	J10-4	Hearts "J"	24	Blu-Grn	B	2N5060	Q44	J10-12				B	2N5060
Q58	J10-19	Hearts "K"	28	Blu-Blk	B	2N5060	Q47	J11-11/J12-6				B	2N5060
Q43	J10-11	Hearts "Q"	25	Blu-Wht	B	2N5060	Q50	J11-7/J12-9				B	2N5060
Q57	J10-18	Hearts "T"	23	Blu-Yel	B	2N5060	Q52	J13-13				B	MCR-106
Q56	J10-17	High Score	18	Red-Blk	A	2N5060	Q62	J11-4/J12-1				B	2N5060
Q41	J10-8	Joker #1	15	Red/Wht	B	2N5060	Q64	J11-2/J12-3				B	2N5060
Q56	J10-17	Joker #2	18	Red-Blk	B	2N5060	Q67	J13-5				B	MCR-106

Lamps #555 are used in phase A (Pink) wire and phase B (Violet) wire.

Switch Matrix

		strobe (ST) → return (I)					
Column	Row	STROBE 0 J4-15 Gry-Grn (94) J3-15 Red-Yel (13)	STROBE 1 J4-14 Gry-Wht (95) J3-14 Red-Grn (14)	STROBE 2 J4-13 Gry-Yel (93) J3-13 Orn-Grn (74)	STROBE 3 J4-12 Gry-Brn (96) J3-12 Yel-Wht (35)	STROBE 4 J4-11 Gry-Orn (97) J3-11 (not used)	STROBE 5 J4-1 (511) Wht-Vio
	RETURN 10 CJ4-10 Orn-Red (71) CJ3-10 Red-Wht (15)	Drop Target "T" 01	Coin Chute III (Right) 09	Left Thumper Bumper 17	"P" Poker 25	Joker 1 33	Not Used 41
	RETURN 11 CJ4-9 Orn-Blu (72) CJ3-9 Brn-Wht (65)	Drop Target "J" 02	Coin Chute I (Left) 10	Middle Thumper Bumper 18	"O" Poker 26	Joker 2 34	Not Used 42
	RETURN 12 CJ4-8 Orn-Yel (73) CJ3-8 Blu (20)	Drop Target "Q" 03	Coin Chute II (Middle) 11	Right Thumper Bumper 19	"K" Poker 27	Joker 3 35	Not Used 43
	RETURN 13 CJ4-7 Orn-Grn (74) CJ3-7 Blu-Red (21)	Drop Target "K" 04	Lane Change 12	Left Slingshot 20	"E" Poker 28	Joker 4 36	Not Used 44
	RETURN 14 CJ4-6 Orn-Wht (75) CJ3-6 (not used)	Drop Target "A" 05	Spinner 13	Right Slingshot 21	"R" Poker 29	Right Star 37	Not Used 45
	RETURN 15 CJ4-4 Gry-Red (91) CJ3-5 Yel (30)	Credit Button 06	Slam 14	Right Outlane 22	Left "Deuce" Card 30	Left Star 38	Not Used 46
	RETURN 16 CJ4-3 Gry-Blu (92) CJ3-4 Blk-Orn (87)	Captive Ball 07	Tilt 15	Left Outlane 23	Middle "Deuce" Card 31	Not Used 39	Not Used 47
	RETURN 17 CJ4-2 Gry-Yel (93) CJ3-2 (not used)	Outhole 08	Rebound 16	Left Rollover 24	Right "Deuce" Card 32	Not Used 40	Not Used 48