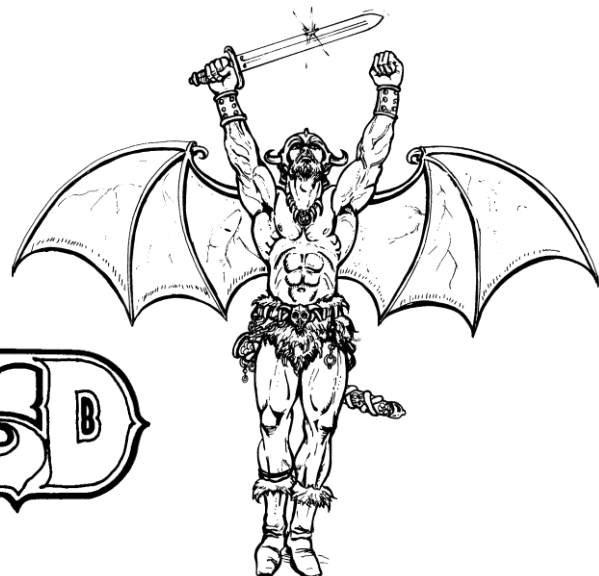


Bally

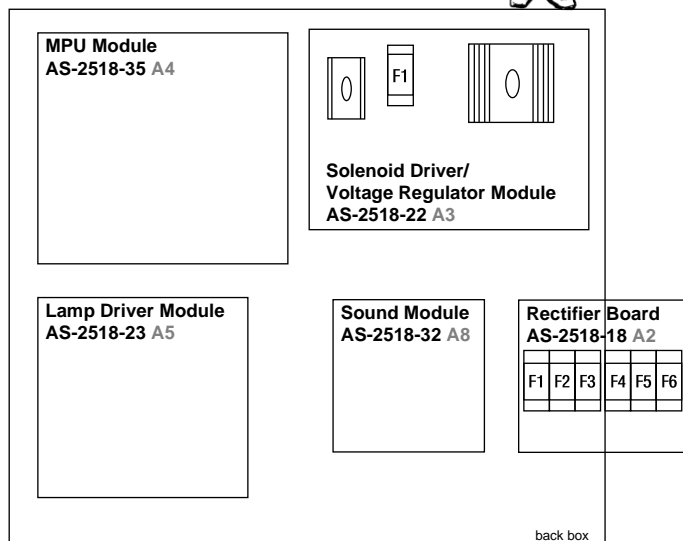
LOST

WORLD



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
Q06	A5J2-14	1st Player Up	12	Red-Blu	2N5060	Q23	A5J2-8	Match	93	Gry-Yel	MCR-106
Q19	A5J2-15	2nd Player Up	32	Yel-Blu	2N5060	Q53	A5J3-14	Outlane Special (Left)	84	Blk-Grn	2N5060
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q39	A5J3-24	Outlane Special (Right)	72	Orn-Blu	2N5060
Q45	A5J2-1	4th Player Up	60	Brn	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q16	A5J2-22	Ball-in-Play	62	Brn-Blu	MCR-106	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q11	A5J1-16	Saucer 1000	12	Red-Blu	2N5060
Q29	A5J1-1	Bonus 2K	41	Gm-Red	2N5060	Q26	A5J1-7	Saucer 2000	34	Yel-Gm	2N5060
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q32	A5J3-27	Saucer 4000	40	Gm	2N5060
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q59	A5J3-4	Saucer 6000	14	Red-Gm	2N5060
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060	Q04	A5J1-28	Saucer 8000	78	Orn-Blk	2N5060
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q25	A5J1-6	Saucer 10000	25	Blu-Wht	2N5060
Q38	A5J3-25	Bonus 7K	36	Yel-Brn	2N5060	Q20	A5J1-13	Saucer Special	96	Gry-Brn	2N5060
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q08	A5J1-23	Spinner 1 (Bottom)	56	Wht-Brn	MCR-106
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q35	A5J1-3	Spinner 2	45	Gm-Wht	MCR-106
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q49	A5J3-17	Spinner 3	27	Blu-Orn	MCR-106
Q44	A5J3-19	Bonus 20K	67	Brn-Orn	2N5060	Q54	A5J3-11	Spinner 4	20	Blu	MCR-106
Q60	A5J3-3	Bonus Multiplier 2X	81	Blk-Red	2N5060	Q09	A5J1-14	Spinner 5 (Top)	54	Wht-Gm	MCR-106
Q37	A5J3-23	Bonus Multiplier 3X	98	Gry-Blk	2N5060	Q46	A5J3-18	Target "A"	56	Wht-Brn	2N5060
Q22	A5J1-10	Bonus Multiplier 5X	32	Yel-Blu	MCR-106	Q41	A5J3-20	Target "B"	64	Brn-Gm	MCR-106
Q05	A5J2-16	Can Play 1	34	Yel-Gm	2N5060	Q56	A5J3-10	Target "C"	91	Gry-Red	MCR-106
Q18	A5J2-20	Can Play 2	35	Yel-Wht	2N5060	Q42	A5J3-21	Target "D"	30	Yel	MCR-106
Q30	A5J2-6	Can Play 3	85	Blk-Wht	2N5060	Q24	A5J1-5	Target "E"	48	Gm-Blk	MCR-106
Q43	A5J2-7	Can Play 4	91	Gry-Red	2N5060	Q01	A5J1-24	Target "F"	50	Wht	MCR-106
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q55	A5J3-9	Dragon's Den 5000	15	Red-Wht	MCR-106	Q10	A5J1-15		13	Red-Yel	MCR-106
Q48	A5J3-16	Dragon's Den Extra Ball	25	Blu-Wht	MCR-106	Q02	A5J1-25		90	Gry	MCR-106
Q21	A5J1-12	Flipper Feed Lane (Left)	61	Brn-Red	2N5060	Q34	A5J1-2		43	Gm-Yel	MCR-106
Q07	A5J1-27	Flipper Feed Lane (Right)	53	Wht-Yel	2N5060	Q17	A5J1-11		65	Brn-Wht	MCR-106
Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106	Q51	A5J3-15		53	Wht-Yel	2N5060
Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106	Q58	A5J3-2		95	Gry-Wht	2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Outhole kicker	Momentary	63	Brn-Yel	A3J1-5	Q4	AN-26-1200
2	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-4	Q3	AR-26-1200
3	Left Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
4	Right Saucer	Momentary	80	Blk	A3J5-13	Q12	AO-27-1300
5	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
6	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
7	Bottom Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
8	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
9	Right Slingshot	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
10	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
11	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	81	Blk-Red	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	
		Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	
		Continuous	67	Brn-Orn	A3J5-7	Q17	
		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 (Gm)	A3J1-8	A3J2-2	AQ-25-500/34-4500		
Right Flipper	60 (Brn)	70 (Orn)	A3J1-9	A3J2-1	AQ-25-500/34-4500		

Switch Matrix

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