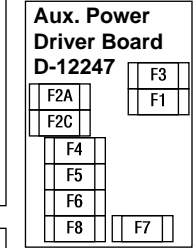
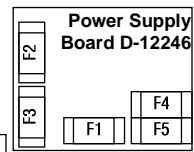
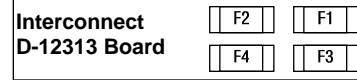
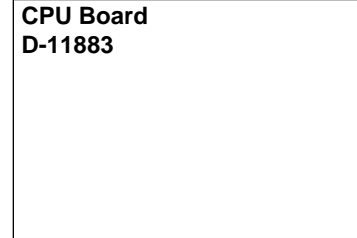


Mousin Around (16-2009)

FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
F1	General Illumination (Brown)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Green)	5A, 250V, SB
F4	General Illumination (Violet)	5A, 250V, SB
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, SB
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1 (Gry-Brn)	5J1-9: 5J4-9 (A) 5J5-9 (C)	Q33	AE-23-800	
01C ³	Right flipper flasher	Switched	Blk-Brn				#89 (2)	
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3 (Gry-Red)	5J1-7: 5J4-8 (A) 5J5-8 (C)	Q25	AE-23-800	
02C ³	Left flipper flasher	Switched	Blk-Red				#89 (2)	
03A ³	Trap 1 up	Switched	Vio-Orn	1P11-4 (Gry-Orn)	5J1-6: 5J4-7 (A) 5J5-7 (C)	Q32	AE-26-1400	
03C ³	Left side flasher	Switched	Blk-Orn				#89	
04A ³	Trap 2 up	Switched	Vio-Yel	1P11-5 (Gry-Yel)	5J1-5: 5J4-6 (A) 5J5-5 (C)	Q24	AE-26-1400	
04C ³	Back panel flasher	Switched	Blk-Yel					#906
05A ³	Trap 1 down	Switched	Vio-Grn	1P11-6 (Gry-Grn)	5J1-4: 5J4-5 (A) 5J5-4 (C)	Q31	SM1-28-800	
05C ³	Top right flasher	Switched	Blk-Grn				#89	
06A ³	Not used	Switched	Vio-Blu	1P11-7 (Gry-Blu)	5J1-3: 5J4-4 (A) 5J5-3 (C)	Q23		
06C ³	Right ramp flasher	Switched	Blk-Blu				#89	
07A ³	Knocker	Switched	Vio-Blk	1P11-8 (Gry-Vio)	5J1-2: 5J4-2 (A) 5J5-2 (C)	Q30	AE-23-800	
07C ³	Left ramp flashers	Switched	Blk-Vio				#89	
08A ³	Trap 2 down	Switched	Vio-Gry	1P11-9 (Gry-Blk)	5J1-1: 5J4-1 (A) 5J5-1 (C)	Q22	SM1-28-800	
08C ³	Timer flasher	Switched	Blk-Gry				#89 (2)	
09	Insert G.I. relay	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	5580-09555-01 ^{4a}	
10	Playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-09555-01 ^{4a}	
11	Motor relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-12145-01 ^{4b}	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Kickback (left outlane)	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	AE-24-900	
14	Ball diverter	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	AE-23-800	
15	Center flashers	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	#89	
16	Mouse hole exit	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	AE-26-1200	
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500	
21	Lower jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Top lanes gate	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	SM2-35-4000	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2P8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2P10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper	Blk-Blu					
	Upper left flipper	Flipper	Blk-Yel					

Notes:
 1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
 2. Flipper connections are from flipper button switch to flipper coil.
 3. "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.
 4. Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.
 5. Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

LAMP MATRIX

Column	1 Yellow-Brown 1J7-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Grey 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	Shoot Again	C	M	T	Set Trap 1	Qualify Million 1 (2 lamps)	N	Jackpot 1 Million
2 Red-Black 1J6-2 Q81	Set Trap 2	H	O	R	Playfield Multiply	Extra Ball 1	O	Jackpot 1.5 Million
3 Red-Orange 1J6-3 Q82	50K	E	U	A	Spot Cheese 3	Spot Cheese 1	I	Jackpot 2 Million
4 Red-Yellow 1J6-5 Q83	100K	E	S	P	Kickback	Qualify Million 2 (2 lamps)	L	Jackpot 2.5 Million
5 Red-Green 1J6-6 Q84	150K	S	E	Left Center Target	Left Outlane	Extra Ball 2	L	Jackpot 3 Million
6 Red-Blue 1J6-7 Q85	200K	E	Top Lane Left	Middle Center Target	Left Return Lane	Spot Cheese 2	I	Jackpot 4 Million
7 Red-Violet 1J6-8 Q86	250K	2X Bonus	Top Lane Middle	Right Center Target	Right Return Lane	Right Stand-up Target	M	Jackpot 5 Million
8 Red-Grey 1J6-9 Q87	Jackpot	3X Bonus	Top Lane Right	Double Playfield Value Timer	Right Outlane	Cheezy Bonus (2 lamps)	Build Jackpot	Not Used

SWITCH MATRIX

Column	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46
1 White-Brown 1J10-9	Plump Bob Tilt	Outhole	M	T	Trap 1 Up/Down	Trap 1 Ball	Ball Diverter	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Not Used	O	R	Trap 2 Up/Down	Trap 2 Ball	Motor Bank Down	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough #1 (right)	U	A	Center Ramp	Motor Bank Up	Left Outlane	Mouse Hole Lock 1
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough #2 (middle)	S	P	Playfield Multiply	Right Ramp Enter	Left Jet Bumper	Mouse Hole Lock 2
5 White-Green 1J10-5	Center Coin Switch	Ball Trough #3 (left)	E	Left Center Target	Left Ramp Exit	Not Used	Right Jet Bumper	Mouse Hole Lock 3
6 White-Blue 1J10-3	Left Coin Switch	Shooter Lane	Top Lanes Left	Middle Center Target	Left Return Lane	Right Ramp Exit	Bottom Jet Bumper	Not Used
7 White-Violet 1J10-2	Slam Tilt	Right Return Loop	Top Lanes Middle	Right Center Target	Right Return Lane	Left Ramp Enter	Left Slingshot	Not Used
8 White-Grey 1J10-1	High Score Reset	Left Return Loop	Top Lanes Right	Mouse Hole Enter	Right Outlane	Not Used	Right Slingshot	Not Used