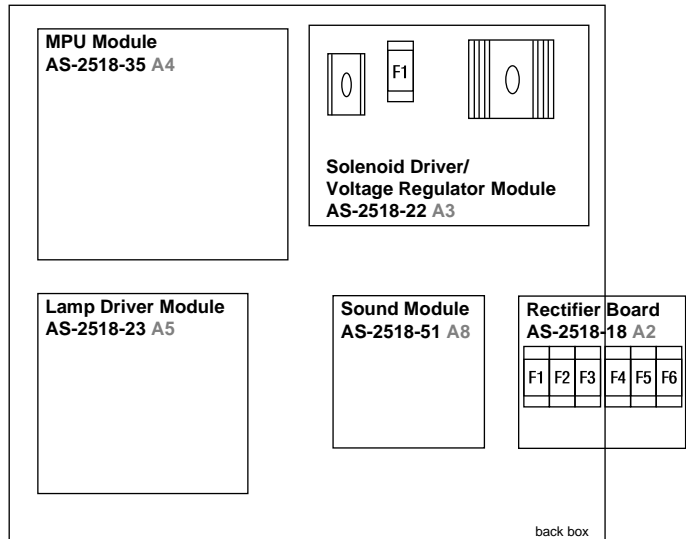


Bally



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	Q44	A5J3-19	Bonus Right 20K	67	Brn-Orn	2N5060
Q19	A5J2-15	2nd Player Up	23	Blu-Yel	2N5060	Q40	A5J3-22	Bottom Double Bonus	23	Blu-Yel	MCR-106
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q53	A5J3-14	Bottom Thumper Bumper	84	Blk-Grn	2N5060
Q45	A5J2-1	4th Player Up	60	Brn	2N5060	Q42	A5J3-21	Collect Left Bonus	30	Yel	MCR-106
Q60	A5J3-3	A Thru F Special	81	Blk-Red	2N5060	Q56	A5J3-10	Collect Right Bonus	91	Gry-Red	MCR-106
Q39	A5J3-24	Advance Left & Right Bonus	72	Orn-Blu	2N5060	Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q01	A5J1-24	Drop Target 5K	50	Wht	MCR-106
Q07	A5J1-27	Bonus 20K (Super)	53	Wht-Yel	2N5060	Q20	A5J1-13	Drop Target Extra Ball	96	Gry-Brn	2N5060
Q21	A5J1-12	Bonus 30K (Nitro)	61	Brn-Red	2N5060	Q58	A5J3-2	Drop Target Special	95	Gry-Wht	2N5060
Q08	A5J1-23	Bonus Left 1K	56	Wht-Brn	MCR-106	Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q35	A5J1-3	Bonus Left 2K	45	Gm-Wht	MCR-106	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q49	A5J3-17	Bonus Left 3K	27	Blu-Orn	MCR-106	Q23	A5J2-8	Match (Back Box)	93	Gry-Yel	MCR-106
Q54	A5J3-11	Bonus Left 4k	20	Blu	MCR-106	Q18	A5J2-20	Outlane Left Special	35	Yel-Wht	2N5060
Q09	A5J1-14	Bonus Left 5K	54	Wht-Grn	MCR-106	Q05	A5J2-16	Outlane Right Special	34	Yel-Grn	2N5060
Q34	A5J1-2	Bonus Left 6K	43	Gm-Yel	MCR-106	Q11	A5J1-16	Rollover "A"	12	Red-Blu	2N5060
Q48	A5J3-16	Bonus Left 7K	25	Blu-Wht	MCR-106	Q26	A5J1-7	Rollover "B"	34	Yel-Gm	2N5060
Q55	A5J3-9	Bonus Left 8K	15	Red-Wht	MCR-106	Q32	A5J3-27	Target "C"	40	Gm	2N5060
Q10	A5J1-15	Bonus Left 9K	13	Red-Yel	MCR-106	Q59	A5J3-4	Target "D"	14	Red-Grn	2N5060
Q22	A5J1-10	Bonus Left 10K	23	Blu-Yel	MCR-106	Q04	A5J1-28	Rollover "E"	78	Orn-Blk	2N5060
Q37	A5J3-23	Bonus Left 20K	98	Gry-Blk	2N5060	Q25	A5J1-6	Rollover "F"	25	Blu-Wht	2N5060
Q14	A5J1-18	Bonus Right 1K	58	Wht-Blk	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q29	A5J1-1	Bonus Right 2K	41	Gm-Red	2N5060	A5J1-26	Same Player Shoot Again (Playfield)	91	Gry-Red	MCR-106	
Q36	A5J3-26	Bonus Right 3K	38	Yel-Blk	2N5060	Q51	A5J3-15	Spinner 1K	53	Wht-Yel	2N5060
Q57	A5J3-1	Bonus Right 4K	10	Red	2N5060	Q47	A5J2-10	Tilt (Back Box)	98	Gry-Blk	MCR-106
Q12	A5J1-19	Bonus Right 5K	60	Brn	2N5060	Q17	A5J1-11	Top Saucer 5,000 Arrow	65	Brn-Wht	MCR-106
Q27	A5J1-9	Bonus Right 6K	52	Wht-Blu	2N5060	Q46	A5J3-18	Top Saucer Double Bonus	56	Wht-Brn	2N5060
Q38	A5J3-25	Bonus Right 7K	36	Yel-Brn	2N5060	Q02	A5J1-25	Top Saucer Left Arrow	90	Gry	MCR-106
Q50	A5J3-12	Bonus Right 8K	21	Blu-Red	2N5060	Q41	A5J3-20	Top Saucer Right Arrow	64	Brn-Grn	MCR-106
Q13	A5J1-17	Bonus Right 9K	57	Wht-Orn	2N5060	Q24	A5J1-5		48	Gm-Blk	MCR-106
Q28	A5J1-8	Bonus Right 10K	51	Wht-Red	2N5060	Q30	A5J2-6		85	Blk-Wht	2N5060
						Q43	A5J2-7		91	Gry-Red	2N5060

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	Top Center Saucer	Momentary	75	Orn-Wht	A3J5-12	Q13	AO-27-1300
4	Left Side Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
5	Right Slingshot	Momentary	80	Blk	A3J5-13	Q12	AN-26-1200
6	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
7	Left Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
8	Right Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
9	Bottom Thumper Bumper	Momentary	83	Blk-Yel	A3J5-14	Q11	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
		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	91	Gry-Red	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 (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)				
		STROBE 0	STROBE 1	STROBE 2	STROBE 3	STROBE 4
		A4J2-1 Wht-Red (51)	A4J2-2 Gry-Yel (93)	A4J2-3 Wht-Blu (52)	A4J2-4 Wht-Yel (53)	A4J2-5 Yel-Red (31)
Column	Row	A4J3-2 Red-Yel (13)	A4J3-3 Red-Gm (14)			
RETURN I0	A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	1	9	17	25	33
RETURN I1	A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)	2	10	18	26	34
RETURN I2	A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	3	11	19	27	35
RETURN I3	A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)	4	12	20	28	36
RETURN I4	A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	5	13	21	29	37
RETURN I5	A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)	6	14	22	30	38
RETURN I6	A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	7	15	23	31	39
RETURN I7	A4J2-15 Orn (70) A4J3-16 Yel (30)	8	16	24	32	40