

# Bally

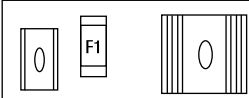
# PARAGON



### 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 (4 flippers)	7A, 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

MPU Module  
AS-2518-35 A4

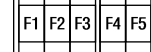


Solenoid Driver/  
Voltage Regulator Module  
AS-2518-22 A3

Lamp Driver Module  
AS-2518-23 A5

Sound Module  
AS-2518-50 A8

Rectifier Board  
AS-2518-18 A2



back box

### Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q39	A5J3-24	Golden Cliff 6K	72	Orn-Blu	2N5060
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q53	A5J3-14	Golden Cliff 8K	84	Blk-Grn	2N5060
Q29	A5J1-1	Bonus 2K	41	Grn-Red	2N5060	Q31	A5J2-2	Golden Cliff 10K	20	Blu	2N5060
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q45	A5J2-1	Golden Cliff 20K	60	Brn	2N5060
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060	Q23	A5J2-8	Match (Back Box)	93	Gry-Yel	MCR-106
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Grn-Orn	MCR-106
Q38	A5J3-25	Bonus 7K	36	Yel-Brn	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q11	A5J1-16	Saucer "P"	12	Red-Blu	2N5060
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q59	A5J3-4	Saucer "A" ("Right)	14	Red-Grn	2N5060
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q32	A5J3-27	Saucer "R"	40	Gm	2N5060
Q10	A5J1-15	Bonus Multiplier 2X	13	Red-Yel	MCR-106	Q26	A5J1-7	Saucer "A" (Left)	34	Yel-Grn	2N5060
Q22	A5J1-10	Bonus Multiplier 3X	32	Yel-Blu	MCR-106	Q04	A5J1-28	Saucer "G"	78	Orn-Blk	2N5060
Q37	A5J3-23	Bonus Multiplier 5X	98	Gry-Blk	2N5060	Q25	A5J1-6	Saucer "O"	25	Blu-Wht	2N5060
Q01	A5J1-24	Center "P"	50	Wht	MCR-106	Q20	A5J1-13	Saucer "N"	96	Gry-Brn	2N5060
Q24	A5J1-5	Center "A" (Left)	48	Grn-Blk	MCR-106	Q48	A5J3-16	Saucer Paragon Special	25	Blu-Wht	MCR-106
Q42	A5J3-21	Center "R"	30	Yel	MCR-106	Q05	A5J2-16	Spinner #1 (Bottom)	34	Yel-Grn	2N5060
Q56	A5J3-10	Center "A" (Right)	91	Gry-Red	MCR-106	Q18	A5J2-20	Spinner #2	35	Yel-Wht	2N5060
Q02	A5J1-25	Center "G"	90	Gry	MCR-106	Q30	A5J2-6	Spinner #3	85	Blk-Wht	2N5060
Q17	A5J1-11	Center "O"	65	Brn-Wht	MCR-106	Q43	A5J2-7	Spinner #4 (Top)	91	Gry-Red	2N5060
Q41	A5J3-20	Center "N"	64	Brn-Grn	MCR-106	Q44	A5J3-19	Super Bonus 20K	67	Brn-Orn	2N5060
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q51	A5J3-15	Super Bonus 30K	53	Wht-Yel	2N5060
Q35	A5J1-3	Drop Target 10K	45	Grn-Wht	MCR-106	Q08	A5J1-23	Super Bonus 40K	56	Wht-Brn	MCR-106
Q49	A5J3-17	Drop Target 15K	27	Blu-Orn	MCR-106	Q47	A5J2-10	Tilt (Back Box)	98	Gry-Blk	MCR-106
Q54	A5J3-11	Drop Target 20K	20	Blu	MCR-106	Q55	A5J3-9	Treasure Saucer 5X	15	Red-Wht	MCR-106
Q09	A5J1-14	Drop Target 25K	54	Wht-Grn	MCR-106	Q60	A5J3-3	Treasure Saucer Extra Ball	81	Blk-Red	2N5060
Q46	A5J3-18	Drop Target Special	56	Wht-Brn	2N5060	Q58	A5J3-2	Treasure Saucer Special	95	Gry-Wht	2N5060
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q19	A5J2-15	Water Lane 5K	32	Yel-Blu	2N5060
Q07	A5J1-27	Golden Cliff 2K	53	Wht-Yel	2N5060	Q06	A5J2-14	Water Lane 10K	12	Red-Blu	2N5060
Q21	A5J1-12	Golden Cliff 4K	61	Brn-Red	2N5060	Q34	A5J1-2	Water Lane Special	43	Grn-Yel	MCR-106

### 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, J3-4	Q3	AR-26-1200
3	Treasure Chamber Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
4	Paragon Saucer	Momentary	78	Orn-Blk	A3J5-11	Q14	AO-27-1300
5	Golden Cliffs Saucer	Momentary	75	Orn-Wht	A3J5-12	Q13	AO-27-1300
6	Left Slingshot	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
7	Right Slingshot	Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	AN-26-1200
8	Left Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
9	Right Thumper Bumper	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
10	Bottom Thumper Bumper	Momentary	81	Blk-Red	A3J1-3, J2-4	Q2	AN-26-1200
11	Center Thumper Bumper	Momentary	80	Blk	A3J5-13	Q12	AN-26-1200
12	Drop Target Reset (In-Line)	Momentary	67	Brn-Orn	A3J1-2, J2-9	Q1	NO-26-1900
13	3-Bank Drop Target Reset	Continuous	91	Gry-Red	A3J5-7	Q17	NO-26-1900
14	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
15	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
16		Momentary	67	Brn-Orn	A3J2-10	Q5	
17		Momentary	74	Orn-Grn	A3J2-11	Q6	
18		Momentary	81	Blk-Red	A3J2-12	Q7	
19		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	
Upper Left Flipper	60 (Brn)	90 (Gry)		(to lower left flipper)		AQ-25-500/34-4500	
Upper Right Flipper	60 (Brn)	50 (Wht)		(to lower right flipper)		AQ-25-500/34-4500	

### Switch Matrix

Column	strobe (ST)  return (I)				
Row	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Gry-Yel (93) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Wht-Blu (52)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
<b>RETURN I0</b> A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	In Line Drop Target "D" (Top) 1	Coin Chute III (Right) 9	Drop Target "C" (Bottom) 17	Not Used 25	Spinner 33
<b>RETURN I1</b> A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)	In Line Drop Target "C" 2	Coin Chute I (Left) 10	Drop Target "B" 18	Top Center Rollover Button 26	Top Right Rollover, Gold. Cliffs Rollover, Drop Target Rebound 34
<b>RETURN I2</b> A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	In Line Drop Target "B" 3	Coin Chute II (Middle) 11	Drop Target "A" (Top) 19	500 Points Rebound (2) 27	Right Slingshot 35
<b>RETURN I3</b> A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)	In Line Drop Target "A" (Bottom) 4	Not Used 12	Not Used 20	Waterfall Rollover Button 28	Left Slingshot 36
<b>RETURN I4</b> A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Not Used 5	Not Used 13	Not Used 21	Center Target 29	Bottom Thumper Bumper 37
<b>RETURN I5</b> A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)	Credit Button 6	Not Used 14	Right Outlane 22	Top Center Target 30	Center Thumper Bumper 38
<b>RETURN I6</b> A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Tilt (3) 7	Not Used 15	Right Flipper Feed Lane 23	Treasure Chamber Saucer 31	Right Thumper Bumper 39
<b>RETURN I7</b> A4J2-15 Orn (70) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	Paragon Saucer 24	Golden Cliffs Saucer 32	Left Thumper Bumper 40