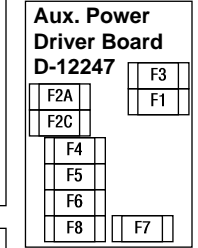
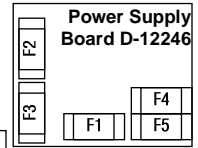
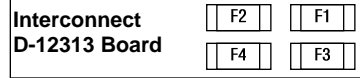
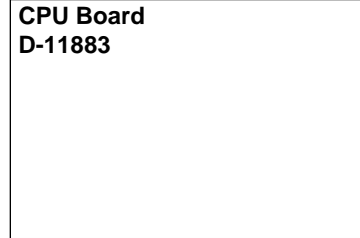
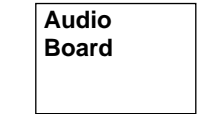


Pool Sharks (16-2014)

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, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Wire Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C ³	Captive ball flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#906	
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Shark flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89	
03A ³	Left drop target	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-26-1200	
03C ³	Right drop target flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89	
04A ³	Right drop target	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-23-800	
04C ³	Left drop target flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89	
05A ³	Eject hole	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Standup flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89	
06A ³	Diverter	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800	
06C ³	Right flipper flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89	
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Left flipper flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#89	
08A ³	Shark eject hole	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-23-800	
08C ³	Marquee flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89	
09	Back left flasher	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	#89	
10	Playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-09555-01 ^{4a}	
11	Insert G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-09555-01 ^{4a}	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Right Shark	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	SM2-35-4000	
14	Not used	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7		
15	Back right flasher	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	#89	
16	Backglass Tiger	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	#89	
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	Center jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Not used	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79		
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	Captive Chalk	Captive Million	H Drop Target	Top Stand-up Target	Right 9 Ball Shot	Bonus 2X	Ball 1	Ball 9
2 Red-Black 1J6-2 Q81	Captive 30K	Rack 1	O Drop Target	Middle Stand-up Target	Left 8 Ball	Bonus 3X	Ball 2	Ball 10
3 Red-Orange 1J6-3 Q82	Captive 50K	Rack 2	T Drop Target	Bottom Stand-up Target	Right 8 Ball	Bonus 4X	Ball 3	Ball 11
4 Red-Yellow 1J6-5 Q83	Captive 80K	Rack 3	S Drop Target	Left Lane	Extra Ball Lit	Bonus 5X	Ball 4	Ball 12
5 Red-Green 1J6-6 Q84	Captive 100K	Left Outlane	H Drop Target	Middle Lane	Trick Shot	Jackpot	Ball 5	Ball 13
6 Red-Blue 1J6-7 Q85	Captive 200K	Left Return Lane	O Drop Target	Right Lane	Select 8 Ball	Shark 1	Ball 6	Ball 14
7 Red-Violet 1J6-8 Q86	Captive 300K	Right Return Lane	T Drop Target	Right Bank Shot	Select 9 Ball	Shark 2	Ball 7	Ball 15
8 Red-Grey 1J6-9 Q87	Captive 500K	Right Outlane	L Drop Target	Left 9 Ball Shot	Pool Table Lamp	Shark 3	Ball 8	Shoot Again

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	Not Used	H Drop Target	Top Stand-up Target	Diverter	Ball Shooter	Not Used	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	O Drop Target	Middle Stand-up Target	Top Eject Hole	Right Return Ramp	Not Used	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough #1 (right)	T Drop Target	Bottom Stand-up Target	Right Jet Bumper	Left Return Ramp	Not Used	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough #2 (left)	S Drop Target	Left Shoot Lane	Left Jet Bumper	Lock in Game	Not Used	Not Used
5 White-Green 1J10-5	Center Coin Switch	Left Outlane	H Drop Target	Middle Shoot Lane	Center Jet Bumper	Not Used	Not Used	Not Used
6 White-Blue 1J10-3	Left Coin Switch	Left Return Lane	O Drop Target	Right Shoot Lane	Captive Stand-up Target	Not Used	Not Used	Not Used
7 White-Violet 1J10-2	Slam Tilt	Right Return Lane	T Drop Target	Shark Eject Hole	Left Slingshot	Not Used	Not Used	Not Used
8 White-Grey 1J10-1	High Score Reset	Right Outlane	Enter Right Ramp	Enter Left Ramp	Right Slingshot	Not Used	Not Used	Not Used