



FUSE LIST

Power Supply Board 520-5047-00				CPU Board 520-5003-03
F1	5V & 12V Logic Power Input	7A, 250V, SB		
F2	5V & 12V Logic Power Input	7A, 250V, SB		
F3	Not used			
F4	18V Controlled lamps	8A, 250V, SB		
F5	34V Solenoids 1-16	4A, 250V, SB		
F6	34V Special Solenoids & Flash	5A, 250V, SB		
F7	90VAC Display Regulator	0.5A, 250V, SB		
Back Box fuses				Sound Board 520-5050-00
F1	13VAC Controlled lamps	8A, 250V, SB		
F2	25VAC Solenoids	8A, 250V, SB		
Playfield Power Board fuses 520-5021-00				Sound Board 520-5050-00
F1	General Illumination (Violet)	5A, 250V, SB		
F2	General Illumination (Green)	5A, 250V, SB		
F3	General Illumination (Yellow)	5A, 250V, SB		
F4	General Illumination (Brown)	5A, 250V, SB		
F5	50V Flipper Power	5A, 250V, SB		
F6	34V Flashers & Solenoids	5A, 250V, SB		
Solid State Flipper Board Fuses 520-5033-00				Sound Board 520-5050-00
F1	Coil A	3A, 250V, SB		
F2	Coil (hold power)	3A, 250V, SB		
F3	Coil B	3A, 250V, SB		
F4	Coil (hold power)	3A, 250V, SB		
Line Filter			Under the Playfield Fuses	
Foreign	(220V)	4A, 250V, SB	3 fuses for the Turbo bumpers	
Domestic	(110V)	8A, 250V, SB	2 fuses for the Slingshots	

LAMP MATRIX

		Red	Yellow (B+)					
Column (*)	1 YEL-BRN (41) CN7-1 Q71	2 YEL-RED (42) CN7-2 Q70	3 YEL-ORN (43) CN7-3 Q69	4 YEL-BLK (40) CN7-4 Q68	5 YEL-GRN (45) CN7-6 Q67	6 YEL-BLU (46) CN7-7 Q66	7 YEL-VIO (47) CN7-8 Q65	8 YEL-GRY (48) CN7-9 Q64
Row (*)	1 RED-BRN (21) CN6-1 Q72 1 Million Bottom 2X Left Top Lane Backpanel Left Left 3-Bank Top Right 3-Bank Top Ramp Diverter BATMAN B	2 RED-BLK (20) CN6-2 Q73 Super Bumps Bottom 4X Center Top Lane Backpanel Center Left 3-Bank Middle Right 3-Bank Middle Insert-Moon BATMAN A	3 RED-ORN (23) CN6-3 Q74 Lite Extra Ball Bottom 6X Right Top Lane Backpanel Right Left 3-Bank Bottom Right 3-Bank Bottom Insert-5 Million BATMAN T	4 RED-YEL (24) CN6-5 Q75 Fast Money Bottom 8X Playfield Moon Backpanel 500K Joker Left Eye Left Bumper Insert-15 Million BATMAN M	5 RED-GRN (25) CN6-6 Q76 Instant 2-Ball Bottom 10X Left Return Lane Backpanel Extra Ball Joker Right Eye Center Bumper Insert-10 Million BATMAN A	6 RED-BLU (26) CN6-7 Q77 Million Plus Shoot Again Right Return Lane Double Score Joker 2 Million Right Bumper Cabinet-Start Button BATMAN N	7 RED-VIO (27) CN6-8 Q78 Man X Value Batman's Head Left Outlane Under Ramp Extra Ball Left VUK Extra Ball Spot Bat Monitor Museum Bat Symbol Lockball #1	8 RED-GRY (28) CN6-9 Q79 Spot Fast Money Batman's Chest Right Outlane 3 Million Left 3-Bank Done Right 3-Bank Done Jackpot Lit Lockball #2

(*) 2 digit number in parentheses indicates resistor/wire color code number displayed during diagnostics.

Switched, CPU Controlled Auxiliary & Constant Power Solenoids

Coil No.	Coil or Flashlamp Description	Drive Transistor	CPU wire	CPU connection	PPB wire	PPB connection	Power Line	Power Description	Coil or Flash Type
1L	Outhole	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J2-9	Brn	34V L	23-840
1R	1 insert & 3 playfield flashers				Blk-Brn	J9-5	Orn	34V R	#89 (4)
2L	Ball Trough Eject	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J2-8	Brn	34V L	23-840
2R	3 ramp, 1 playfield flashers				Blk-Red	J9-6	Orn	34V R	#89 (1), #906 (3)
3L	Left VUK	Q44	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J2-7	Brn	34V L	23-800
3R	2 insert, 2 playfield flashers				Blk-Orn	J9-7	Orn	34V R	#89 (2), #906 (2)
4L	Ball Launch	Q5 PPB	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Wht-Yel/Vio-Yel	J2-6 J8-1/J8-2	Yel-Vio	50V	22-600
4R	2 insert, 2 playfield flashers	Q43 CPU			Blk-Yel	J9-8	Orn	34V R	#89 (2), #906 (2)
5L	Not used	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J2-5	Brn	34V L	
5R	4 playfield flashers				Blk-Grn	J9-9	Orn	34V R	#89 (4)
6L	Right VUK	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J2-4	Brn	34V L	23-800
6R	1 insert, 3 playfield flashers				Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	Not used	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-2	Brn	34V L	
7R	4 playfield flashers				Blk-Vio	J9-11	Orn	34V R	#89 (4)
8L	Knocker	Q4 PPB	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Wht-Gry/Vio-Gry	J2-1 J8-3/J8-4	Yel-Vio	50V	23-800
8R	2 insert, 2 playfield flashers	Q39 CPU			Blk-Gry	J9-12	Orn	34V R	#89 (2), #906 (2)
9	3 insert, 1 playfield flashers	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Orn	34V	#89 (4)
10	L/R Power Relay	Q29	Blk-Red	CN12-2 to PPB J6-9		J6-7	Red-Wht	34V	Relay: 24VDC
11	General Illumination Relay (PSB)	Q28	Brn-Orn	CN12-4 (PSB) CN7-1			Red	34V	Relay: 24VDC
12	3 insert, 1 playfield flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Orn	34V	#89 (4)
13	2 insert, 2 playfield flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Orn	34V	#89 (4)
14	4 insert flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Orn	34V	#89 (4)
15	Ticket Dispenser	Q24	Brn-Vio	CN12-8			Red	34V	optional
16	Bat Bar Motor (via relay board)	Q23	Brn-Gry	CN12-9			Red	34V	Relay: 24VDC
17	Left Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
18	Center Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
19	Right Turbo Bumper	Q10	Blu-Yel	CN19-6			Red	34V	23-800
20	Left Slingshot	Q11	Blu-Brn	CN19-7			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Gate	Q13	Blu-Blk	CN19-9			Red	34V	31-1800
Flipper Circuits (SSFB)		SSFB Drive Transistor	SSFB to coil	SSFB Connection	SSFB to Flipperswitch	SSFB Sw. Connect	SSFB Power Wire	Power Description	Coil
	Left Flipper (coil "B")	SR2, Q10-Q9	Gry-Yel	CN2-1,2	Blu-Gry	CN1-9	Blk-Wht / Blk-Wht	CN2-8,9 50VDC	23-1100 (090-5030-00)
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-4,5	Blu-Vio	CN1-1	Gry / Gry Grn	CN2-6,7 9VAC	23-1100 (090-5030-00)

SWITCH MATRIX

		White	Green						
Column (*)	1 GRN-BRN (51) CN8-1 Q55	2 GRN-RED (52) CN8-2 Q54	3 GRN-ORN (53) CN8-3 Q53	4 GRN-YEL (54) CN8-4 Q52	5 GRN-BLK (50) CN8-5 Q51	6 GRN-BLU (56) CN8-7 Q50	7 GRN-VIO (57) CN8-8 Q49	8 GRN-GRY (58) CN8-9 Q48	
Row (*)	1 WHT-BRN (91) CN10-9 Plump Bob Tilt 1 9	2 WHT-RED (92) CN10-8 Not Used 2 10	3 WHT-ORN (93) CN10-7 Start Button 3 11	4 WHT-YEL (94) CN10-6 Right Coin Switch 4 12	5 WHT-GRN (95) CN10-5 Center Coin Switch 5 13	6 WHT-BLU (96) CN10-3 Left Coin Switch 6 14	7 WHT-VIO (97) CN10-2 Slam Tilt 7 15	8 WHT-GRY (98) CN10-1 Not Used 8 16	9 Not Used 9 17

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