



GUNS N' ROSES



FUSE LIST

Power Supply Board fuses 520-5047-02		
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	4A, 250V, SB
F6	34V Solenoids	5A, 250V, SB
F7	90VAC Display Regulator	0.5A, 250V, SB
Back Box fuses		
F1	13VAC Controlled lamps	8A, 250V, SB
F2	25VAC Solenoids	8A, 250V, SB
Playfield Power Board fuses 520-5021-05		
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	Flipper Power & All 50V Coils	5A, 250V, SB
F6	34V Flashers (Right)	3A, 250V, SB
F7	34V Coils (Left)	3A, 250V, SB
F8	50V Coils	4A, 250V, SB
F9	50V Laser Kick	5A, 250V, SB
Solid State Flipper Board fuses 520-5076-00		
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
F5	Coil C	3A, 250V, SB

CPU Board 520-5003-04	
F1	
F2	
F3	
F4	
F5	
F6	

Sound Board 520-5077-00	
F1	
F2	
F3	
F4	
F5	
F6	
F7	
F8	
F9	

Line Filter	
Foreign	(220V)
Domestic	(110V)

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	6-Ball Assembly Lockout	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J2-10	Brn	34V L	25-1240
1R	2 back panel, 2 playfield flashers					Blk-Brn	J9-5	Orn	34V R #89 (4)
2L	Ball Release	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J2-9	Brn	34V L	23-800
2R	2 insert, 2 right playfield flashers					Blk-Red	J9-6	Orn	34V R #89 (4)
3L	Ball Launch	Q5 PPB Q44 CPU	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Wht-Orn/Vio-Orn	J2-8 J8-1/J8-2	Yel-Vio	50V	24-940
3R	2 insert, 2 left playfield flashers					Blk-Orn	J9-7	Orn	34V R #89 (4)
4L	Kicker, Eject	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J2-7	Brn	34V L	24-940
4R	2 insert, 2 captive ball flashers					Blk-Yel	J9-8	Orn	34V R #89 (4)
5L	VUK	Q4 PPB Q42 CPU	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Wht-Grn/Vio-Grn	J2-6 J8-3/J8-4	Yel-Vio	50V	23-800
5R	3 insert, 1 "R" ramp enter flashers					Blk-Grn	J9-9	Orn	34V R #89 (4)
6L	Kick Big/Scoop	Q3 PPB Q41 CPU	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Wht-Blu/Vio-Blu	J2-5 J8-6/J8-7	Yel-Vio	50V	23-800
6R	3 insert, 1 "G" ramp enter flashers					Blk-Blu	J9-10	Orn	34V R #89 (4)
7L	Ramp trap door	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-3	Brn	34V L	28-1050
7R	2 insert, 2 under "R" ramp flashers					Blk-Vio	J9-11	Orn	34V R #89 (4)
8L	Knocker	Q39	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J2-2	Brn	34V L	23-800
8R	2 insert, 2 under "G" ramp flashers					Blk-Gry	J9-12	Orn	34V R #89 (4)
9	Right 3-Bank Drop Target	Q30	Brn-Blk	CN12-1			Red	34V	23-800
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	Left 3-Bank Drop Target	Q27	Brn-Yel	CN12-5			Red	34V	23-800
13	Not Used	Q26	Brn-Grn	CN12-6					
14	Laser Kick	Q2 PPB Q25 CPU	Wht-Red	CN12-7	Brn-Blu	J7-2	Vio-Yel	50V	23-800
15	Not Used	Q24	Brn-Vio	CN12-8					
16	Shaker Motor	Q23 CPU Q1 PPB	Wht-Gry	CN12-9	Brn-Gry	J8-11/J8-12	Gry/Gry-Grn	12V	Motor
17	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
18	Bottom Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
19	Right Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
20	Left Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Top Slingshot	Q13	Blu-Blk	CN19-9			Red	34V	23-800
Flipper Circuits (SSFB)		SSFB Drive Transistor	SSFB to coil	SSFB Connection	SSFB to Flipperswitch	SSFB Sw. Connect	SSFB Power Wire	Power Description	Coil
SSFB 1	Lower Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-7,8	Blu-Vio	CN1-7	Blk-Wht / Blk-Wht	CN2-11, 12 50VDC	22-1080 (090-5032-00)
SSFB 1	Lower Left Flipper (coil "B")	SR2, Q10-Q9	Gry-Yel	CN2-4,5	Blu-Gry	CN1-11	Gry / Gry Grn	CN2-9, 10 8VAC	22-1080 (090-5032-00)
SSFB 1	Upper Left Flipper (coil "C")	SR3, Q16-Q15	Blk-Yel	CN2-1,2	Gry-Vio	CN1-12		23-1100 (090-5030-00)	

LAMP MATRIX

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
1 RED-BRN (21) CN6-1 Q72	Cross Grid Top "Dizzy" 1	Same Player Shoots Again 9	Left Outlane 17	Right Outlane 25	"R" Ramp Millions 33	Riot Ball 41	Matt Scoring 49	JAM J 57
2 RED-BLK (20) CN6-2 Q73	ROCK R 2	Cross Grid Left "Matt" 10	Left Return Lane 18	Right Return Lane 26	"R" Ramp Jackpot 34	Axl 3-Ball 42	Slash Solo 50	JAM A 58
3 RED-ORN (23) CN6-3 Q74	ROCK O 3	Double Mode 11	Cross Grid Middle 1 "Axl" 19	Captive Ball 27	"R" Ramp Enter 35	Dizzy Ball 43	Lite COMA 51	JAM M 59
4 RED-YEL (24) CN6-5 Q75	ROCK C 4	ROSES R 12	GUNS N' G 20	Cross Grid Right "Duff" 28	Magnets ON 36	Duff Rocks 44	Gilby Rolls 52	Back Stage Pass 60
5 RED-GRN (25) CN6-6 Q76	ROCK K 5	ROSES O 13	GUNS N' U 21	DUFF D 29	Cross Grid Middle "Slash" 37	Super Snake Pit 45	Extra Ball 53	Slash 61
6 RED-BLU (26) CN6-7 Q77	COMA 6	ROSES S 14	GUNS N' N 22	DUFF U 30	"G" Ramp Millions 38	Cross Grid Bottom "Gilby" 46	Mystery Scoop 54	Right Shooter Lane 62
7 RED-VIO (27) CN6-8 Q78	Multi-Ball Ready 7	ROSES E 15	GUNS N' S 23	DUFF F 31	"G" Ramp Jackpot 39	RIOT Jackpot 47	Left Shooter Left Ramp 55	Extra Ball Buy-In Button 63
8 RED-GRY (28) CN6-9 Q79	Add Band Member 8	ROSES S 16	GUNS N' N' 24	DUFF F 32	"G" Ramp Enter 40	Super Jackpot 48	Roll 56	Credit 64

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

SWITCH MATRIX

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
1 WHT-BRN (91) CN10-9	Plump Bob Tilt 1	Trough #1 Left 9	Captive Stand-Up "D" / DUFF 17	Left Turbo Bumper 25	Left Drop Target Bottom 33	Not Used 41	"R" Ramp Enter 49	Right Drop Target Top 57
2 WHT-RED (92) CN10-8	4th Coin Switch 2	Trough #2 10	Captive Stand-Up "U" / DUFF 18	Bottom Turbo Bumper 26	Left Drop Target 34	Not Used 42	"R" Ramp Exit 50	Right Orbit Top 58
3 WHT-ORN (93) CN10-7	Credit Button 3	Trough #3 11	Captive Stand-Up "F" / DUFF 19	Right Turbo Bumper 27	Right Drop Target 35	Not Used 43	"G" Ramp Enter 51	Left Drop Target Top 59
4 WHT-YEL (94) CN10-6	Right Coin Switch 4	Trough #4 12	Captive Stand-Up "F" / DUFF 20	Right Slingshot 28	Right Drop Target Bottom 36	Not Used 44	"G" Ramp Exit 52	Left Orbit Top 60
5 WHT-GRN (95) CN10-5	Center Coin Switch 5	Trough #5 13	Top Lane Left "J" / JAM 21	Left Slingshot 29	Eject 37	Not Used 45	Left Return Lane 53	Not Used 61
6 WHT-BLU (96) CN10-3	Left Coin Switch 6	Trough #6 14	Top Lane Middle "A" / JAM 22	Top Slingshot 30	Center Scoop 38	Not Used 46	Left Outlane 54	Gun Trigger 62
7 WHT-VIO (97) CN10-2	Slam Tilt 7	Trough #7 Right 15	Top Lane Right "M" / JAM 23	Not Used 31	VUK 39	Not Used 47	Right Outlane 55	Left Flipper (via SSFB) 63
8 WHT-GRY (98) CN10-1	Extra Ball Buy-In Button 8	Shooter Lane 16	Left Shooter Lane 24	Not Used 32	Funnel Snake Pit 40	Inner Orbit Bottom 48	Right Return Lane 56	Right Flipper (via SSFB) 64

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