



Hook

FUSE LIST

Power Supply Board 520-5047-00		
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	5A, 250V, SB
F6	34V Special Solenoids & Flash	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	50V Flipper Power	5A, 250V, SB
F6	34V Flashers & Solenoids	5A, 250V, SB
Solid State Flipper Board Fuses 520-5033-00		
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		
Foreign	(220V)	4A, 250V, SB
Domestic	(110V)	8A, 250V, SB

Power Supply Board 520-5047-00

CPU Board 520-5003-03

Sound Board 520-5050-01

Playfield Power Board 520-5021-05

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	2 insert, 2 Pirate Town 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	2 insert, 2 playfield flashers				Blk-Red	J9-6	Orn	34V R	#89 (2), #906 (2)
3L	Left VUK	Q1 PPB	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Wht-Orn/Vio-Orn	J2-7 J8-11/J8-12	Yel-Vio	50V	23-800
3R	2 insert, 2 playfield flashers	Q44 CPU			Blk-Orn	J9-7	Orn	34V R	#89 (4)
4L	Big Kick	Q2 PPB	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Wht-Yel/Vio-Yel	J2-6 J8-9/J8-10	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	Drop Target	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J2-5	Brn	34V L	23-800
5R	2 insert, 2 playfield flashers				Blk-Grn	J9-9	Orn	34V R	#89 (4)
6L	Power Scoop	Q3 PPB	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Wht-Blu/Vio-Blu	J2-4 J8-6/J8-7	Yel-Vio	50V	23-800
6R	2 insert, 2 playfield flashers	Q41 CPU			Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	Ticket Dispenser (optional)	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-2	Brn	34V L	optional
7R	2 insert, 1 ramp, 1 playfield flashers				Blk-Vio	J9-11	Orn	34V R	#89 (3), #906 (1)
8L	Knocker	Q5 PPB	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Wht-Gry/Vio-Gry	J2-1 J8-1/J8-2	Yel-Vio	50V	23-800
8R	2 insert, 2 playfield flashers	Q39 CPU			Blk-Gry	J9-12	Orn	34V R	#89 (4)
9	2 insert, 2 playfield flashers	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Red	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	2 insert, 2 playfield flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	#89 (4)
13	1 insert, 3 skull flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#89 (4)
14	3 insert, 1 playfield flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#89 (4)
15	Laser Kick	Q4 PPB Q24 CPU	Wht-Vio	CN12-8 to PPB J8-3	Brn-Vio	J8-4	Vio-Yel	50V	23-800
16	Not used	Q23	Brn-Gry	CN12-9 to PPB J1-15	Brn-Gry	J9-3	Red	34V	
17	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
18	Center 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	Diverter	Q13	Blu-Blk	CN19-9			Red	34V	27-1400
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	23-900 (090-5020-30)

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	250K	2X	Backpanel Left	Multiball Bottom	Right 3-Bank Top	Left 3-Bank Top	Pirate Town Special	Light Bumper
2 RED-BLK (20) CN6-2 Q73	500K	4X	Backpanel Center	Skillshot Bottom	Right 3-Bank Middle	Left 3-Bank Middle	Pirate Town 10 Million	2 Million
3 RED-ORN (23) CN6-3 Q74	750K	6X	Backpanel Right	Multiball Middle	Right 3-Bank Bottom	Left 3-Bank Bottom	Pirate Town Extra Ball	Light Croc Time
4 RED-YEL (24) CN6-5 Q75	1 MIL	8X	Laser Kick (Ready)	Skillshot Middle	Left Toplane	Upper 3-Bank Top	Strike	Fast
5 RED-GRN (25) CN6-6 Q76	2 MIL	10X	Left Return/ Right Target	Multiball Top	Center Toplane	Upper 3-Bank Middle	Right Ramp Entry	Skull 10 Million
6 RED-BLU (26) CN6-7 Q77	3 MIL Plus		Shoot Again	Right Return Lane	Skillshot Top	Skull Left Eye	Upper 3-Bank Bottom	Left Turbo Bumper
7 RED-VIO (27) CN6-8 Q78			Right Ramp AM	Right Ramp Croc Clock	Left Outlane Top	Cabinet Start Button	Skull Right Eye	Extra Ball
8 RED-GRY (28) CN6-9 Q79			Right Ramp PM	Left VUK Top Arrow	Right Outlane	Top Left VUK Lock	Left Ramp Entry	Skull 10 Million Arrow
								Center Turbo Bumper
								Right Turbo Bumper
								Right Toplane

(*) 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	Not Used	Left Top Lane	Left Drop Target 1 (Top)	Right 3-Bank Top	Left 3-Bank Top	Right 10 Point	Not Used
2 WHT-RED (92) CN10-8	4th Coin Switch	Outhole	Center Top Lane	Left Drop Target 2	Right 3-Bank Middle	Left 3-Bank Middle	Upper Right Rollover	Not Used
3 WHT-ORN (93) CN10-7	Start Button	Trough #1 Left	Right Top Lane	Left Drop Target 3	Right 3-Bank Bottom	Left 3-Bank Bottom	Upper Left VUK	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #2 Center	Right Single Target	Left Drop Target 4 (Bottom)	Left Ramp Entrance	Upper 3-Bank Top	Left Slingshot	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3 Right	Left Return Lane	Skill Shot 3	Left Ramp #2	Upper 3-Bank Middle	Right Slingshot	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Shooter Lane	Right Return Lane	Skill Shot 2	Not Used	Upper 3-Bank Bottom	Left Turbo Bumper	Not Used
7 WHT-VIO (97) CN10-2	Slam Tilt	Left Flipper (via SSFB)	Left Outlane	Skill Shot 1 (Upper)	Right Ramp Entrance	Under Playfield Trough	Center Turbo Bumper	Not Used
8 WHT-GRY (98) CN10-1	Not Used	Right Flipper (via SSFB)	Right Outlane	Skill Shot 1 (Lower)	Right Ramp #2	Power Scoop	Right Turbo Bumper	Not Used

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