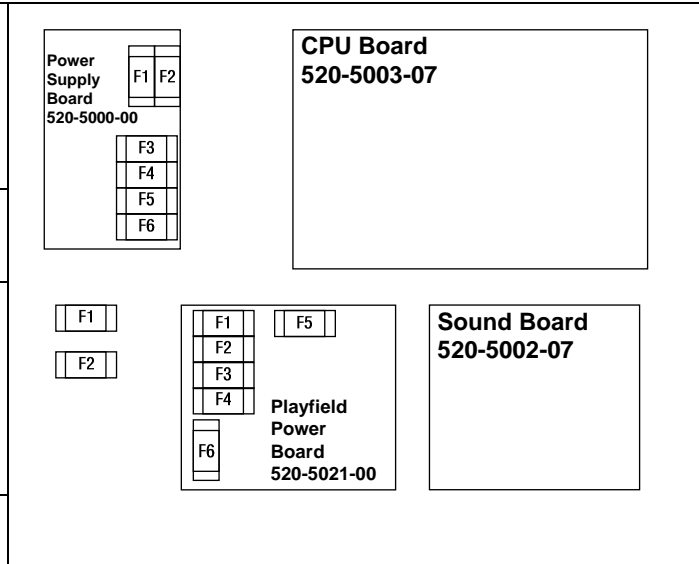


# MONDAY NIGHT FOOTBALL

## FUSE LIST

<b>Power Supply Board 520-5000-00</b>		
F1	5V & 12V Logic Power Input	7A, 250V, SB
F2	5V & 12V Logic Power Input	7A, 250V, SB
F3	90V Display Power Input	0.25A, 250V, SB
F4	18V Controlled lamps	8A, 250V, SB
F5	34V Solenoids 1-16	4A, 250V, SB
F6	34V Special Solenoids & Flashers	5A, 250V, SB
<b>Back Box fuses</b>		
F1	13VAC Controlled lamps	8A, 250V, SB
F2	25VAC Solenoids	8A, 250V, SB
<b>Playfield Power Board fuses 520-5021-00</b>		
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	3A, 250V, SB
<b>LINE FILTER</b>		
Foreign	(220V)	4A, 250V, SB
Domestic	(110V)	8A, 250V, SB



## LAMP MATRIX

		Red ←				Yellow (B+) →			
Column	1 Yellow-Brown CN7-1 Q71	2 Yellow-Red CN7-2 Q70	3 Yellow-Orange CN7-3 Q69	4 Yellow-Black CN7-4 Q68	5 Yellow-Green CN7-6 Q67	6 Yellow-Blue CN7-7 Q66	7 Yellow-Violet CN7-8 Q65	8 Yellow-Grey CN7-9 Q64	
Row	1 Red-Brown CN6-1 Q72	10 Yard Bottom 1	Right Goal 9	5X 17	A Lane 25	10 Yard Lamp 33	Million Jackpot 41	Back Panel Sacked 49	Top Special 57
2 Red-Black CN6-2 Q73	2X 2	20 Yard Bottom 10	Bonus Hold 18	B Eject 26	20 Yard Lamp 34	Jackpot 1 42	Back Panel 10 Yard 50	Top Million 58	
3 Red-Orange CN6-3 Q74	3X 3	Shoot Again 11	30 Yard Bottom 19	C Lane 27	30 Yard Lamp 35	Jackpot 2 43	Back Panel 20 Yard 51	Right Release 59	
4 Red-Yellow CN6-5 Q75	4X 4	Left Goal 12	Left Bank 100K 20	40 Yard Bottom 28	40 Yard Lamp 36	Jackpot 3 44	Back Panel 30 Yard 52	Jackpot 4 60	
5 Red-Green CN6-6 Q76	Right Return Lane 5	Right Bank 100K 13	Left Bank 75K 21	Top Goal 29	50 Yards 37	Center Extra Ball 45	Back Panel 40 Yard 53	Jackpot 5 61	
6 Red-Blue CN6-7 Q77	Right Extra Ball 6	Right Bank 75K 14	Left Bank 50K 22	Left Ball Lock 30	Right Arrow 38	40 Yard Top 46	Back Panel 50 Yard 54	Jackpot 6 62	
7 Red-Violet CN6-8 Q78	Left Extra Ball 7	Right Bank 50K 15	Bonus Shield 23	U Target 31	Left Arrow 39	Right Goal 47	30 Yard Top 55	10 Yard Top 63	
8 Red-Grey CN6-9 Q79	Left Return Lane 8	Extra Ball Shield 16	Goal Targets 24	P Target 32	10 Yard Top 40	2X Scores 48	Right Ball Lock 56	20 Yard Top 64	

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	Insert Flashers	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J9-5	Brn	34V L	#906 (2), #89 (1)
1R	Outhole				Blk-Brn	J2-9		Orn	34V R
2L	Flash 1	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J9-6	Brn	34V L	#906 (2), #89 (2)
2R	Ball Trough Eject				Blk-Red	J2-8		Orn	34V R
3L	Flash 2	Q44 CPU	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J9-7	Brn	34V L	#906 (4)
3R	Shooter Lane Kicker				Wht-Orn/Blk-Orn	J2-7 J8-3/J8-4		Yel-Vio	50V
4L	Flash 3	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J9-8	Brn	34V L	#906 (1), #89 (2)
4R	Top Center Eject				Blk-Yel	J2-6		Orn	34V R
5L	Flash 4	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J9-9	Brn	34V L	#906 (1), #89 (2)
5R	Left Drop Target Reset				Blk-Grn	J2-5		Orn	34V R
6L	Flash 5	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J9-10	Brn	34V L	#906 (1), #89 (2)
6R	Right Drop Target Reset				Blk-Blu	J2-4		Orn	34V R
7L	Flash 6	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J9-11	Brn	34V L	#906 (1), #89 (2)
7R	Not Used				Blk-Vio	J2-2		Orn	34V R
8L	Flash 7	Q39	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J9-12	Brn	34V L	#906 (1), #89 (2)
8R	Not Used				Blk-Gry	J2-1		Orn	34V R
9	Flash 8	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Red	34V	#906 (2), #89 (2)
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		CN7-1	Red	34V	Relay: 24VDC
12	Flash 9	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	#906 (1), #89 (3)
13	Flash 10	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#906 (1), #89 (2)
14	Right Eject	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	27-1300
15	Ramp Relay	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	Relay: 24V
16	Super VUK	Q23 CPU Q5 PPB	Wht-Gry	CN12-9 to PPB J8-1	Brn-Gry	J8-2	Vio-Yel	50V	23-800
SP1	Right Pop Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
SP2	Center Pop Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
SP3	Left Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
SP4	Left Pop Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
SP5	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
SP6	Not Used	Q13	Blu-Blk	CN19-9					
<b>Flipper Circuits (The Deger Design)</b>		<b>PPB</b>	<b>To EOS</b>	<b>EOS-Coil</b>	<b>Coil-Button</b>	<b>Button-CPU</b>	<b>CPU</b>	<b>Coil</b>	
	Left Flipper	J7-5	Gry-Yel (50V)	Gry-Grn (9VAC) PSU CN1-10	Blu-Gry 1M/F-24	Orn-Gry 1M/F23	CN19-2	22-900 (090-5020-02)	
	Right Flipper	J7-1,2	Blk-Wht (50V)	Gry-Grn (9VAC) PSU CN1-10	Blu-Vio 1M/F-21	Orn-Vio 1M/F20	CN19-1	22-900 (090-5020-02)	

## SWITCH MATRIX

		White →				Green →			
Column	1 White-Brown CN8-1 Q55	2 Green-Red CN8-2 Q54	3 Green-Orange CN8-3 Q53	4 Green-Yellow CN8-4 Q52	5 Green-Black CN8-5 Q51	6 Green-Blue CN8-7 Q50	7 Green-Violet CN8-8 Q49	8 Green-Grey CN8-9 Q48	
Row	1 White-Brown CN10-9	Plump Bob Tilt 1	Not Used 9	Left Outlane 17	A Lane 25	Left Bank 1 33	Right Bank 1 41	U Target 49	Not Used 57
2 White-Red CN10-8	Not Used 2	Outhole 10	Left Return Lane 18	B Eject 26	Left Bank 2 34	Right Bank 2 42	P Target 50	Not Used 58	
3 White-Orange CN10-7	Start Button 3	Trough #1 11	Right Outlane 19	C Lane 27	Left Bank 3 35	Right Bank 3 43	Left Ramp Bottom 51	Not Used 59	
4 White-Yellow CN10-6	Right Coin Switch 4	Trough #2 12	Right Return Lane 20	Not Used 28	Left Spinner 36	Left Ramp Top 44	Not Used 52	Not Used 60	
5 White-Green CN10-5	Center Coin Switch 5	Trough #3 13	Left Slingshot 21	Kick-Off 10 Yards 29	Left VUK 37	Right Ramp 45	Not Used 53	Not Used 61	
6 White-Blue CN10-3	Left Coin Switch 6	Shooter Lane 14	Right Slingshot 22	Kick-Off 20 Yards 30	Right Spinner 38	Left Pop Bumper 46	Not Used 54	Not Used 62	
7 White-Violet CN10-2	Slam Tilt 7	Left Flipper EOS 15	Ramp Up 23	Kick-Off 30 Yards 31	Right Eject 39	Center Pop Bumper 47	Not Used 55	Not Used 63	
8 White-Grey CN10-1	Not Used 8	Right Flipper EOS 16	Ramp Down 24	Kick-Off 40 Yards 32	Not Used 40	Right Pop Bumper 48	Not Used 56	Not Used 64	