

PLAYBOY

35th Anniversary

FUSE LIST

Power Supply Board 520-5000-00		
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

Back Box fuses		
F1	13VAC Controlled lamps	8A, 250V, SB
F2	25VAC Solenoids	8A, 250V, SB

Playfield Power Board fuses 520-5021-00		
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	3A, 250V, SB

LINE FILTER		
Foreign	(220V)	4A, 250V, SB
Domestic	(110V)	8A, 250V, SB

Power Supply Board 520-5000-00

CPU Board 520-5003-02

Playfield Power Board 520-5021-00

Sound Board 520-5002-01

LAMP MATRIX

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
1 Red-Brown CN6-1 Q72	P in Playboy 1	Miss July 50K 9	Photo Shoot 1 17	Upper Left & Right Release Ball 25	Upper Right Mansion Party 33	P in Pinball 41	I in Pinball 49	M in Mansion 57
2 Red-Black CN6-2 Q73	L in Playboy 2	Miss August 100K 10	Photo Shoot 2 18	Lock Ball #1 26	Bonus Holdover 34	Right Score Playboy Value 42	Left Score Playboy Value 50	A in Mansion 58
3 Red-Orange CN6-3 Q74	A in Playboy 3	Miss September Lite Outline 11	Photo Shoot 3 19	Lock Ball Big Arrow 27	Play Again 35	Right Peacock 43	Left Peacock 51	N in Mansion 59
4 Red-Yellow CN6-5 Q75	Y in Playboy 4	Miss October Bonus Hold 12	Photo Shoot 4 20	Left Green Arrow Target 28	2X 36	Drop Target 100K 44	Lower Left Bunny Hop 52	S in Mansion 60
5 Red-Green CN6-6 Q76	B in Playboy 5	Miss November Extra Ball 13	Photo Shoot 5 21	Center Green Arrow Target 29	3X 37	Drop Target 75K 45	N in Pinball 53	I in Mansion 61
6 Red-Blue CN6-7 Q77	O in Playboy 6	Miss December 1,000,000 14	Photo Shoot Special 22	Right Green Arrow Target 30	4X 38	Drop Target 50K 46	B in Pinball 54	O in Mansion 62
7 Red-Violet CN6-8 Q78	Y in Playboy 7	Top Left Bunny Hop 15	Spinner Extra Ball 23	Multiply All Scores 31	5X 39	Drop Target 25K 47	A in Pinball 55	N in Mansion 63
8 Red-Grey CN6-9 Q79	Left H Lane 8	Center M Lane 16	Right H Lane 24	Lock Ball #2 32	Upper Left Mansion Party 40	Upper Right Bunny Hop 48	L in Pinball 56	L in Pinball 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	Grotto 1 Flasher	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J9-5	Brn	34V L	#906
1R	Outhole				Blk-Brn	J2-9	Orn	34V R	23-840
2L	Grotto 2 Flashers	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J9-6	Brn	34V L	#906 (2)
2R	Ball Trough Eject				Blk-Red	J2-8	Orn	34V R	23-840
3L	Spinner 1 Flashers	Q44 CPU	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J9-7	Brn	34V L	#906 (1), #89 (3)
3R	Vertical Up-Kicker				Wht-Orn/Blk-Orn	J2-7 J8-1/J8-2	Yel-Vio	50V	23-800
4L	Spinner 2 Flashers	Q43 CPU	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J9-8	Brn	34V L	#906 (1), #89 (3)
4R	Champagne Kicker				Wht-Yel/Blk-Yel	J2-6 J8-3/J8-4	Yel-Vio	50V	22-500
5L	Spinner 3 Flashers	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J9-9	Brn	34V L	#906 (1), #89 (3)
5R	Drop Target Reset				Blk-Grn	J2-5	Orn	34V R	23-1200
6L	Multiball Flashers	Q41 CPU	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J9-10	Brn	34V L	#906 (2)
6R	Grotto Kickbig				Wht-Blu/Blk-Blu	J2-4 J8-6/J8-7	Yel-Vio	50V	24-900
7L	Ramp Left Flasher	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J9-11	Brn	34V L	#906
7R	Not Used				Blk-Vio	J2-2	Orn	34V R	
8L	Bra Flashers	Q39	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J9-12	Brn	34V L	#906 (2), #89 (2)
8R	Knocker				Blk-Gry	J2-1	Orn	34V R	23-900
9	Playboy Flashers	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	Insert Flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	#89 (4)
13	Drop Target Flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#906 (4), #89 (1)
14	Ramp Right Flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#906 (1), #89 (3)
15	Mansion Flashers	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	#906 (2), #89 (2)
16	Laser Kick	Q23 CPU	Wht-Gry	CN12-9 to PPB J8-9	Brn-Gry	J8-10	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					
Flipper Circuits (The Deger Design)		PPB	To EOS	EOS-Coil	Coil-Button	Button-CPU	CPU	Coil	
	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

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
1 White-Brown CN10-9	Plump Bob Tilt 1	Not Used 9	Left Outline 17	Left Top Lane 25	P Target 33	Center 3-Bank Left 41	Drop 1 Top 49	Not Used 57
2 White-Red CN10-8	Not Used 2	Outhole 10	Left Return Lane 18	Center Top Lane 26	L Target 34	Center 3-Bank Middle 42	Drop 2 Center 50	Not Used 58
3 White-Orange CN10-7	Start Button 3	Trough #1 11	Right Outline 19	Right Top Lane 27	A Target 35	Center 3-Bank Right 43	Drop 3 Bottom 51	Not Used 59
4 White-Yellow CN10-6	Right Coin Switch 4	Trough #2 12	Right Return Lane 20	Ramp Center 28	Y 1st Target 36	Not Used 44	Not Used 52	Not Used 60
5 White-Green CN10-5	Center Coin Switch 5	Trough #3 13	Left Slingshot 21	Ramp Right 29	B Target 37	VUK 45	Not Used 53	Not Used 61
6 White-Blue CN10-3	Left Coin Switch 6	Shooter Lane 14	Right Slingshot 22	Left Spinner 30	O Target 38	Left Pop Bumper 46	Not Used 54	Not Used 62
7 White-Violet CN10-2	Slam Tilt 7	Left Flipper EOS 15	Champagne Kicker 23	Grotto 2 31	Y 2nd Target 39	Center Pop Bumper 47	Not Used 55	Not Used 63
8 White-Grey CN10-1	Not Used 8	Right Flipper EOS 16	Grotto 1 24	Ramp Left 32	Not Used 40	Right Pop Bumper 48	Not Used 56	Not Used 64