



**FUSE LIST**

Power Supply Board 520-5047-01			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	5A, 250V, SB			
F6	34V Solenoids	5A, 250V, SB			
F7	90VAC Display Regulator	0.5A, 250V, SB			
Back Box fuses			Sound Board 520-5050-01		
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	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			

**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
Row (*)	1 RED-BRN (21) CN6-1 Q72 Top Blue 1	2 RED-BLK (20) CN6-2 Q73 Middle Blue 2	3 RED-ORN (23) CN6-3 Q74 Bottom Blue 3	4 RED-YEL (24) CN6-5 Q75 Top Yellow 4	5 RED-GRN (25) CN6-6 Q76 Middle Yellow 5	6 RED-BLU (26) CN6-7 Q77 Bottom Yellow 6	7 RED-VIO (27) CN6-8 Q78 Bottom Red 7	8 RED-GRY (28) CN6-9 Q79 Middle Red 8
1	Top Blue	Top Red	Drop Target 1	B Light	WABAC ???	Daisy S	Left Top Lane	Top Hat Target
2	Middle Blue	Bottom Green	Drop Target 2	O Light	Looping	Daisy E	Center Top Lane	Middle Hat Target
3	Bottom Blue	Middle Green	Drop Target 3	M Light	Instant TRI-BALL	Daisy L	Right Top Lane	Bottom Hat Target
4	Top Yellow	Top Green	Drop Target 4	B Light	10 Million	Daisy E	TRI-BALL	Hat Trick
5	Middle Yellow	Pie TRI-BALL	Drop Target 5	Laser Kick 1 Million	Lite Mystery Select	Daisy C	Right Ramp Entrance	Rhino Bonus
6	Bottom Yellow	Spin & Win	Left Return Lane	Laser Kick 3 Million	Loose Moose	Daisy T	Jackpot	Lite Laser Kick
7	Bottom Red	Credit Button	Right Return Lane	Laser Kick 5 Million	Bomb Millions	Extra Ball	Lite WABAC	Special
8	Middle Red	Left Ramp Entrance	Right Outlane	Advance X	Super Pops	Launch Button	Mystery Select	Shoot Again

(\*) 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	4 playfield flashers				Blk-Red	J9-6	Orn	34V R	#89 (4)
3L	Lion (insert)	Q5 PPB	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Wht-Orn/Vio-Orn	J2-7 J8-1/J8-2	Yel-Vio	50V	23-800
3R	4 playfield flashers	Q44 CPU			Blk-Orn	J9-7	Orn	34V R	#89 (4)
4L	Playfield VUK	Q3 PPB	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Wht-Yel/Vio-Yel	J2-6 J8-6/J8-7	Yel-Vio	50V	23-800
4R	1 insert, 3 playfield flashers	Q43 CPU			Blk-Yel	J9-8	Orn	34V R	#89 (4)
5L	Super VUK	Q4 PPB	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Wht-Grn/Vio-Grn	J2-5 J8-3/J8-4	Yel-Vio	50V	23-800
5R	2 left ramp, 2 playfield flashers	Q42 CPU			Blk-Grn	J9-9	Orn	34V R	#89 (4)
6L	Rocky (insert)	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J2-4	Wht	34V L	23-800
6R	1 insert, 3 playfield flashers				Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	Rhino (insert)	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-2	Wht	34V L	23-800
7R	1 insert, 3 playfield 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	J2-1	Brn	34V L	23-800
8R	2 insert, 2 playfield flashers				Blk-Gry	J9-12	Orn	34V R	#89 (4)
9	Saw Motor (Relay)	Q30	Brn-Blk	CN12-1	Brn-Blk		Red	34V	Relay: 24VDC
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	Ramp Diverter	Q27	Brn-Yel	CN12-5			Red	34V	27-1400
13	Playfield Diverter	Q26	Brn-Grn	CN12-6			Red	34V	23-800
14	Control Gate	Q25	Brn-Blu	CN12-7			Red	34V	31-1800
15	Drop Target	Q24	Brn-Vio	CN12-8			Red	34V	22-600
16	Auto Launch	Q1 PPB Q23 CPU	Wht-Gry	CN12-9 to PPB J8-11	Vio-Gry	J8-12	Vio-Yel	50V	23-800
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	Laser Kick	Q13	Blu/Blk	CN19-9			Vio-Yel	50V	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
Left Flipper (coil "B")		SR2, Q10-Q9	Gry-Yel	CN2-1,2	Blu-Gry	CN1-9	Blk-Wht / Blk-Wht	CN2-8,9 50VDC	23-900 (090-5020-30)
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)

**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
Row (*)	1 WHT-BRN (91) CN10-9 Plump Bob Tilt 1	2 WHT-RED (92) CN10-8 4th Coin Switch 2	3 WHT-ORN (93) CN10-7 Start Button 3	4 WHT-YEL (94) CN10-6 Right Coin Switch 4	5 WHT-GRN (95) CN10-5 Center Coin Switch 5	6 WHT-BLU (96) CN10-3 Left Coin Switch 6	7 WHT-VIO (97) CN10-2 Slam Tilt 7	8 WHT-GRY (98) CN10-1 Not Used 8
1	Launch Button	#1 Drop Target Top	"B" Stand-Up Target	Left Orbit Bottom	Left Top Lane	Right Ramp Entrance	Not Used	
2	4th Coin Switch	Outhole	#2 Drop Target	"O" Stand-Up Target	Left Orbit Top	Center Top Lane	Right Ramp Exit	
3	Start Button	Trough #1 Left	#3 Drop Target	"M" Stand-Up Target	Right Orbit Top	Right Top Lane	Not Used	
4	Right Coin Switch	Trough #2 Center	#4 Drop Target	"B" Stand-Up Target	Right Orbit Bottom	Left Turbo Bumper	VUK	
5	Center Coin Switch	Trough #3 Right	#5 Drop Target Bottom	Super VUK	Under Trough	Center Turbo Bumper	Not Used	
6	Left Coin Switch	Shooter Lane	Hat Target Bottom	Left Slingshot	Right Slingshot	Right Turbo Bumper	Not Used	
7	Slam Tilt	Left Flipper (via SSFB)	Hat Target Middle	Left Return Lane	Right Return Lane	Left Ramp Entrance	Not Used	
8	Not Used	Right Flipper (via SSFB)	Hat Target Top	Left Outlane	Right Outlane	Left Ramp Exit	Not Used	

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