



**FUSE LIST**

<b>Power Supply Board 520-5000-00</b>				<b>CPU Board 520-5003-03-09</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>				<b>Sound Board 520-5002-01-09</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>Solid State Flipper Board Fuses 520-5033-00</b>				
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		
<b>Line Filter</b>			<b>Under the Playfield Fuses</b>	
Foreign	(220V)	4A, 250V, SB	3 fuses for the Turbo bumpers	
Domestic	(110V)	8A, 250V, SB	2 fuses for the Slingshots	
			2.5A, 250V, SB	

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
1A	3 insert & 1 plfd flashers	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J9-5	Brn	34V L	#89 (4)
1B	Outhole				Blk-Brn	J2-9	Orn	34V R	23-840
2A	2 insert & 2 plfd flashers	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J9-6	Brn	34V L	#906 (2), #89 (2)
2B	Ball Trough Eject				Blk-Red	J2-8	Orn	34V R	23-840
3A	1 bpnl, 1 ramp & 2 plfd flashers	Q44	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J9-7	Brn	34V L	#906 (2), #89 (2)
3B	Left Lock Eject				Blk-Orn	J2-7	Orn	34V R	23-840
4A	1 insert, 1 bpnl, 1 ramp & 1 plfd flash	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J9-8	Brn	34V L	#906 (1), #89 (3)
4B	Center Lock VUK				Blk-Yel	J2-6	Orn	34V R	23-800
5A	2 insert, 1 ramp & 1 plfd flashers	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J9-9	Brn	34V L	#906 (1), #89 (3)
5B	Not Used				Blk-Grn	J2-5	Orn	34V R	
6A	2 insert, 1 ramp & 1 plfd flashers	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J9-10	Brn	34V L	#906 (1), #89 (3)
6B	Right Lock VUK				Blk-Blu	J2-4	Orn	34V R	23-800
7A	1 insert, 1 ramp & 2 plfd flashers	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J9-11	Brn	34V L	#906 (2), #89 (2)
7B	Center Drop Target				Blk-Vio	J2-2	Orn	34V R	23-800
8A	2 insert & 2 plfd flashers	Q39 CPU Q4 PPB	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J9-12	Brn	34V L	#906 (2), #89 (2)
8B	Knocker				Wht-Gry/Blk-Gry	J2-1 J8-3/J8-4	Yel-Vio	50V	23-800
9	1 insert & 3 plfd 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	1 insert & 3 plfd flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	#89 (4)
13	3 insert & 1 plfd flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#89 (4)
14	1 insert, 1 bpnl & 2 plfd flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#89 (4)
15	4 playfield flashers	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	#89 (4)
16	Laser Kick	Q23 CPU Q5 PPB	Wht-Gry	CN12-9 to PPB J8-1	Brn-Gry	J8-2	Vio-Yel	50V	23-800
17	Left Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
18	Center Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
19	Right Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
20	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Right Drop Target	Q13	Blu-Blk	CN19-9			Red	34V	23-800
<b>Flipper Circuits (SSFB)</b>		<b>SSFB Drive Transistor</b>	<b>SSFB to coil</b>	<b>SSFB Connection</b>	<b>SSFB to Flipperswitch</b>	<b>SSFB Sw. Connect</b>	<b>SSFB Power Wire</b>	<b>Power Description</b>	<b>Coil</b>
	Left Flipper (coil "B")	SR2, Q10-Q9	Gry-Yel	CN2-1,2	Blu-Gry	CN1-9	Blk-Wht / Blk-Wht	CN2-8,9 50VDC	22-900 (090-5020-20)
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-4,5	Blu-Vio	CN1-1	Gry / Gry Grn	CN2-6,7 9VAC	22-900 (090-5020-20)

**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	Left Turbo Bumper	Chocolate	M Millions	Arrow Bonus Hold	6X	Outlane Left	Ramp Mystery	Right Bank 1 Top
2 RED-BLK (20) CN6-2 Q73	Center Turbo Bumper	Double Chocolate	I Millions	Left Lock	5X	Return Lane Right	Mystery Bonus Hold	Right Bank 2
3 RED-ORN (23) CN6-3 Q74	Right Turbo Bumper	Triple Chocolate	L Millions	Arrow Special	4X	Return Lane Left	Ramp Jackpot	Right Bank 3
4 RED-YEL (24) CN6-5 Q75	Mystery 5X	Mystery Double Score	L Millions	Center Lock	3X	Outlane Right	Clown	Right Bank 4
5 RED-GRN (25) CN6-6 Q76	Top Lane Right	Mystery Extra Ball	I Millions	Arrow Extra Ball	2X	Jackpot 1 Million	Red Tech Alert	Right Bank 5 Bottom
6 RED-BLU (26) CN6-7 Q77	Top Lane Center	Center Bank Left	O Millions	Right Lock	Bonus Held	Jackpot 2 Million	Green Cleaning	Right Bank Special
7 RED-VIO (27) CN6-8 Q78	Top Lane Left	Center Bank Center	N Millions	Mystery Catch Up	Marge Hair	Jackpot 3 Million	Jackpot	Right Bank Ex. Ball
8 RED-GRY (28) CN6-9 Q79	Shoot Again	Center Bank Right	S Millions	Laser Kick	Mystery Scores 500K	Jackpot 4 Million	Bart Right Bank	Right Bank Bonus Hold

(\*) 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 Outlane	Chocolate	Center Drop Target Left	Right Bank 1 Top	Top Lane Right	Not Used
2 WHT-RED (92) CN10-8	Not Used	Outhole	Left Return Lane	Double Chocolate	Center Drop Target	Right Bank 2	Top Lane Center	Not Used
3 WHT-ORN (93) CN10-7	Start Button	Trough #1 Left	Right Outlane	Triple Chocolate	Center Drop Target Right	Right Bank 3	Top Lane Left	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #2 Center	Right Return Lane	Left Lock	Spinner	Right Bank 4	Not Used	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3 Right	Left Slingshot	Center Lock Bottom	Right Lock	Right Bank 5 Bottom	Multiball Start	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Shooter Lane	Right Slingshot	Center Lock Top	Ramp Entrance	Left Turbo Bumper	Not Used	Not Used
7 WHT-VIO (97) CN10-2	Slam Tilt	Left Flipper (via SSFB)	Not Used	Not Used	Ramp Exit	Center Turbo Bumper	Not Used	Not Used
8 WHT-GRY (98) CN10-1	Not Used	Right Flipper (via SSFB)	Not Used	Not Used	Not Used	Right Turbo Bumper	Not Used	Not Used

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