



FUSE LIST

Power Supply Board fuses 520-5047-02			Power Supply Board 520-5047-02	CPU Board 520-5003-04
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	4A, 250V, SB		
F6	34V Solenoids	5A, 250V, SB		
F7	90VAC Display Regulator	0.5A, 250V, SB		
Back Box fuses			F1 F2 F3 F4 F5 F6	
F1	13VAC Controlled lamps	8A, 250V, SB		
F2	25VAC Solenoids	8A, 250V, SB		
Playfield Power Board fuses 520-5021-05			Playfield Power Board 520-5021-05	Sound Board 520-5077-00
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	Flipper Power & All 50V Coils	5A, 250V, SB		
F6	34V Flashers (Right)	5A, 250V, SB		
F7	34V Coils (Left)	5A, 250V, SB		
F8	50V Coils	4A, 250V, SB		
F9	50V Laser Kick	5A, 250V, SB		
Solid State Flipper Board fuses 520-5080-00 (2X)			Line Filter Foreign (220V) Domestic (110V)	4A, 250V, SB 8A, 250V, SB
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		

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	6-Ball Assembly Lockout	Q46	Gry-Brn	CN11-1	Vio-Brn	J2-10	Brn	34V L	25-1240
1R	1 insert, 3 lower playfield flashers		(to PPB)	CN11-3	Blk-Brn	J9-5	Orn	34V R	#89 (4)
2L	Ball Release	Q45	Gry-Red	CN11-3	Vio-Red	J2-9	Brn	34V L	23-800
2R	1 insert, 3 drop target flashers		(to PPB)	CN11-4	Blk-Red	J9-6	Orn	34V R	#89 (4)
3L	Ball Launch	Q5 PPB	Gry-Orn	CN11-4	Wht-Orn/Vio-Orn	J2-8 J8-1/J8-2	Yel-Vio	50V	24-940
3R	2 insert, 2 right macho mad. flashers		(to PPB)	CN11-3	Blk-Orn	J9-7	Orn	34V R	#89 (4)
4L	Kicker, Eject	Q43	Gry-Yel	CN11-5	Vio-Yel	J2-7	Brn	34V L	23-800
4R	3 insert, 1 Super VUK flashers		(to PPB)	CN11-6	Blk-Yel	J9-8	Orn	34V R	#89 (4)
5L	VUK	Q4 PPB	Gry-Grn	CN11-6	Wht-Grn/Vio-Grn	J2-6 J8-3/J8-4	Yel-Vio	50V	23-800
5R	2 insert, 2 Right Orbit flashers		(to PPB)	CN11-7	Blk-Grn	J9-9	Orn	34V R	#89 (4)
6L	Super VUK	Q3 PPB	Gry-Blu	CN11-7	Wht-Blu/Vio-Blu	J2-5 J8-6/J8-7	Yel-Vio	50V	23-800
6R	3 insert, 1 Left Ramp flashers		(to PPB)	CN11-6	Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	Left 4-Bank Drop Target	Q40	Gry-Vio	CN11-8	Vio-Blk	J2-3	Brn	34V L	23-700
7R	1 insert, 3 Top Lanes flashers		(to PPB)	CN11-7	Blk-Vio	J9-11	Orn	34V R	#89 (4)
8L	Knocker	Q39	Gry-Blk	CN11-9	Vio-Gry	J2-2	Brn	34V L	23-800
8R	2 insert, Upper Plfd Right flashers		(to PPB)	CN11-8	Blk-Gry	J9-12	Orn	34V R	#89 (4)
9	Upper Plfd 3-Bank Drop Target	Q30	Brn-Blk	CN12-1			Red	34V	23-800
10	L/R Power Relay	Q29	Blk-Red	CN12-2		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	Back Panel Diverter	Q27	Brn-Yel	CN12-5			Red	34V	32-1800
13	Upper Playfield Left Diverter	Q26	Brn-Grn	CN12-6			Red	34V	27-1500
14	Not Used	Q25	Brn-Blu	CN12-7					
15	Not Used	Q24	Brn-Vio	CN12-8					
16	Shaker Motor	Q23 CPU Q1 PPB	Brn-Gry	CN12-9	Wht-Gry	J8-11/J8-12	Gry/Gry-Grn	12V	Motor
17	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
18	Bottom 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	Upper Playfield Right Diverter	Q13	Blu-Blk	CN19-9			Red	34V	27-1500
Flipper Circuits (SSFB)		SSFB Drive Transistor	SSFB to coil	SSFB Connection	SSFB to Flipperswitch	SSFB Sw. Connect	SSFB Power Wire	Power Description	Coil
SSFB 1	Lower Right Flipper (coil "A")	SR1, Q2-Q3	Gry-Yel	CN2-4,5	Blu-Vio	CN1-7	Blk-Wht / Blk-Wht	CN2-8, 9 50VDC	22-1080 (090-5032-00)
SSFB 1	Lower Left Flipper (coil "B")	SR2, Q10-Q9	Blu-Yel	CN2-1,2	Blu-Gry	CN1-9	Gry / Gry Grn	CN2-6, 7 8VAC	22-1080 (090-5032-00)
SSFB 2	Upper Right Flipper (coil "A")	SR1, Q2-Q3	Blk-Yel	CN2-4,5	Gry-Vio	CN1-7	Blk-Wht / Blk-Wht	CN2-8, 9 50VDC	25-1800 (090-5041-00)
SSFB 2	Upper Left Flipper (coil "B")	SR2, Q10-Q9	Brn-Yel	CN2-1,2	Gry-Blk	CN1-9	Gry / Gry Grn	CN2-6, 7 8VAC	25-1800 (090-5041-00)

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	Rumble Left	Rumble Right	In The Ring Arrow	Extra Ball	Left Ramp Yokozuna	Right Ramp Crush	Upper Plfd Left Drop Target	Left Drop Target Top
2 RED-BLK (20) CN6-2 Q73	Lite Extra Ball	Tag Team Millions	Left Return Lane	Right Return Lane	Left Ramp Doink	Right Ramp Big Boss Man	Upper Plfd Middle Drop Target	Left Drop Target Bottom
3 RED-ORN (23) CN6-3 Q74	No Holds Brawl	Champion Belt Round	Top Left Stand-Up "G"	Buy-A-Ball Button	Left Ramp Tantanka	Right Ramp Shawn Michaels	Upper Plfd Right Drop Target	Macho Madness
4 RED-YEL (24) CN6-5 Q75	Pande-Monium	Banzai	Middle Left Stand-Up "A"	Left & Right Outlanes	Left Jackpot	Right Jackpot	Upper Drop Target Ready	Multiball Start
5 RED-GRN (25) CN6-6 Q76	Rumble Middle	Enter The Ramp	Bottom Left Stand-Up "T"	Collect Tag	Middle Ramp Bret Hart	Banzai	Left Over Eject	Left Turbo Bumper
6 RED-BLU (26) CN6-7 Q77	Search For Doink	Mode Start Left	Top Right Stand-Up "T"	Left Top Lane	Middle Ramp Hacksaw	Start Mode Middle	Right Over Eject	Bottom Turbo Bumper
7 RED-VIO (27) CN6-8 Q78	Super Pops Sleeper Hold	TAG Button	Middle Right Stand-Up "A"	Middle Top Lane	Middle Ramp Lex Luger	Middle Ramp Qualify	Increase Jackpot	Right Turbo Bumper
8 RED-GRY (28) CN6-9 Q79	Raise the Undertaker	Credit Button	Bottom Right Stand-Up "G"	Right Top Lane	Middle Jackpot	Right Orbit Qualify	Upper Plfd Exit	Wrestle Again

(*) 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	Trough #1 Left	Left Outlane	Right Outlane	Left 3-Bank Stand-Up "G"	Left Ramp Enter	Left Turbo Bumper	Not Used
2 WHT-RED (92) CN10-8	4th Coin Switch	Trough #2	Left Return Lane	Right Return Lane	Left 3-Bank Stand-Up "A"	Left Ramp Exit	Bottom Turbo Bumper	Upper Plfd Exit
3 WHT-ORN (93) CN10-7	Credit Button	Trough #3	Left Slingshot	Right Slingshot	Left 3-Bank Stand-Up "T"	Middle Ramp Enter	Right Turbo Bumper	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #4	VUK	Eject	Right 3-Bank Stand-Up "T"	Middle Ramp Exit	Left Top Rollover	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #5	Left Drop Target 1 "D"	Top Left Rollover	Right 3-Bank Stand-Up "A"	Right Rollover Bottom	Middle Top Rollover	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Trough #6	Left Drop Target 2 "A"	Right Ramp Enter	Right 3-Bank Stand-Up "G"	Right Rollover Top	Right Top Rollover	TAG Button
7 WHT-VIO (97) CN10-2	Slam Tilt	Trough #7 Right	Left Drop Target 3 "E"	Mirror Down	Under Trough	Captive Ball	Out of the Ring	Left Flipper (via SSFB)
8 WHT-GRY (98) CN10-1	Extra Ball Buy-In Button	Shooter Lane	Left Drop Target Bottom "D"	Mirror Target	Super VUK	Not Used	In the Ring	Right Flipper (via SSFB)

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