

**Bad Cats (16-575)**

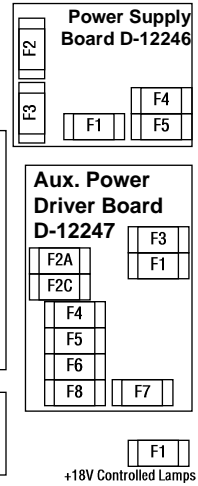
**FUSE LIST**

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
F1	General Illumination (Brown)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Green)	5A, 250V, SB
F4	General Illumination (Violet)	5A, 250V, SB
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB

**Audio Board**

**CPU Board D-11883**

**Interconnect D-12313 Board**



**SOLENOID/FLASHER TABLE**

Sol. No.	Function	Solenoid Type	Wire <sup>1</sup> Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A <sup>3</sup>	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)		AE-23-800	
01C <sup>3</sup>	Fish/Trash flashers	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)	Q33	#906	#89
02A <sup>3</sup>	Knocker	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C <sup>3</sup>	Tiger flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#906	#89
03A <sup>3</sup>	Doghouse Kickbig	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-23-800	
03C <sup>3</sup>	Bird Bank flashers	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#906	#89
04A <sup>3</sup>	Milk Bottle Bank (3-Drop Targets)	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-26-1200	
04C <sup>3</sup>	Left Tiger flashers	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#906	#89
05A <sup>3</sup>	Garbage Can (Eject)	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C <sup>3</sup>	Jackpot flashers	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#906	#89
06A <sup>3</sup>	Bird Cage Bank (5-Drop Targets)	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-24-900	
06C <sup>3</sup>	Seafood flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#906 (3)	
07A <sup>3</sup>	Not used	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30		
07C <sup>3</sup>	Doghouse flashers	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#906	#89
08A <sup>3</sup>	Not used	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22		
08C <sup>3</sup>	Barbeque flashers	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#906	#89
09	Cat Motor (backbox)	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	Motor 14-7954	
10	Playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-09555-01 <sup>4a</sup>	
11	Backbox G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-09555-01 <sup>4a</sup>	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 <sup>5</sup>	
13	Woman Motor (backbox)	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	Motor 14-7954	
14	BAD CATS flashers (backbox)	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7		#89 (4)
15	Seafood Wheel coil 2	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	Stepper Motor	
16	Seafood Wheel coil 1	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	p/n 14-7948	
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500	
21	Lower jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Not used	Special #6	Blu-Red	1P19-9	5J3-1: 5J7-1	Q79		
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2J10-7		FL11630/50VDC	
	Lower right flipper switch <sup>2</sup>	Switch	Blu-Vio		2J10-1: 2J8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2J10-8		FL11630/50VDC	
	Lower left flipper switch <sup>2</sup>	Switch	Blu-Gry		2J10-2: 2J8-14			
	Upper right flipper	Flipper						
	Upper left flipper	Flipper						

- Notes:
- Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
  - Flipper connections are from flipper button switch to flipper coil.
  - "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.
  - Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.
  - Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

**LAMP MATRIX**

Column	Red ← Yellow (B+) →							
	1 Yellow-Brown 1J6-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Grey 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	Meow Again	50K (Tiger Ramp)	T (Top Panel)	5,000 (Jet Bumpers)	B	Seafood Wheel 1	25K (Fishbone)	1,000,000 Jackpot (Backglass)
2 Red-Black 1J6-2 Q81	2X	100K (Tiger Ramp)	O (Top Panel)	Left Return Lane	A	Seafood Wheel 2	50K (Fishbone)	2,000,000 Jackpot (Backglass)
3 Red-Orange 1J6-3 Q82	3X	200K (Tiger Ramp)	Y (Top Panel)	Special (Left Outlane)	D	Seafood Wheel 3	75K (Fishbone)	3,000,000 Jackpot (Backglass)
4 Red-Yellow 1J6-5 Q83	4X	Unlimited Million (Tiger Ramp)	Jackpot (Cntr Ramp)	Special (Right Outlane)	C	Seafood Wheel 4	100K (Fishbone)	4,000,000 Jackpot (Backglass)
5 Red-Green 1J6-6 Q84	5X	20,000,000 (Tiger Ramp)	30K (Cntr Ramp)	Right Return Lane	A	Seafood Wheel 5	500K (Fishbone)	5,000,000 Jackpot (Backglass)
6 Red-Blue 1J6-7 Q85	6X	T (Playfield)	50K (Cntr Ramp)	SPIN (Seafood Wheel)	T	Seafood Wheel 6	Lamp (Shed) (Backglass)	6,000,000 Jackpot (Backglass)
7 Red-Violet 1J6-8 Q86	7X	O (Playfield)	100K (Cntr Ramp)	Seafood Arrow 1	S	Seafood Wheel 7	Jackpot (Backglass)	7,000,000 Jackpot (Backglass)
8 Red-Grey 1J6-9 Q87	Collect Fish	Y (Playfield)	Extra Ball (Cntr Ramp)	Seafood Arrow 2	Collect 10X (Fish)	Seafood Wheel 8	Candle (Backglass)	8,000,000 Jackpot (Backglass)

**SWITCH MATRIX**

Column	White → Green							
	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46
1 White-Brown 1J10-9	Plump Bob Tilt	Playfield Tilt	Not Used	Bird Target 1	Rubber 1	Exit Tiger Ramp	Not Used	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	Not Used	Bird Target 2	Rubber 2	Not Used	Not Used	Left Flipper
3 White-Orange 1J10-7	Start Button	T	In-line Fish Target	Bird Target 3	Left Outlane	Exit Center Ramp	Not Used	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	O	Not Used	Bird Target 4	Right Outlane	Seafood Wheel	Not Used	Left Jet Bumper
5 White-Green 1J10-5	Center Coin Switch	Y	Not Used	Bird Target 5	Milk Target 1	Not Used	Not Used	Right Jet Bumper
6 White-Blue 1J10-3	Left Coin Switch	Ball Shooter	Doghouse Kickbig	Left Return Lane	Milk Target 2	Not Used	Not Used	Lower Jet Bumper
7 White-Violet 1J10-2	Slam Tilt	Not Used	Enter Tiger Ramp	Right Return Lane	Milk Target 3	Not Used	Not Used	Left Slingshot
8 White-Grey 1J10-1	High Score Reset	Enter Center Ramp	Fish Collect	Not Used	Rubber 3	Not Used	Not Used	Right Slingshot