

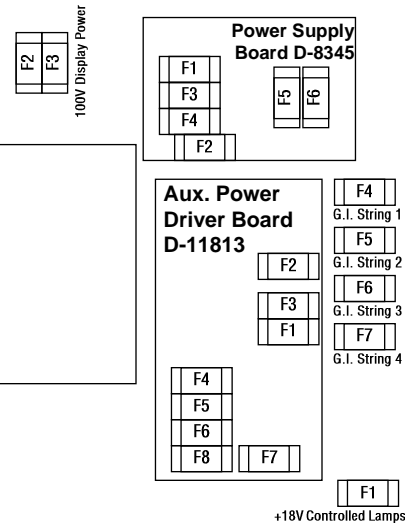
**Cyclone (16-564)**

**FUSE LIST**

<b>Power Supply Board D-8345</b>		
F1	100V Display Power Input	1/4A, 250V, SB
F2	Not used	
F3	Not used	
F4	Not used	
F5, F6	5V & 12V Logic Power Input	7A, 250V, SB
<b>Aux. Power Driver Board D-11813</b>		
F1	+25V Special Solenoids	2A, 250V, SB
F2	+25V Solenoids	4A, 250V, SB
F3	+25V Controlled Solenoids	2A, 250V, SB
F4	+50V Solenoids	2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	5A, 250V, SB
<b>Back Box fuses</b>		
F1	+18V Controlled Lamps	8A, 250V, SB
F2, F3	+ & - 100V Display Power	1/8A 250V SB
F4	General Illumination (Brown)	5A, 250V, SB
F5	General Illumination (Yellow)	5A, 250V, SB
F6	General Illumination (Green)	5A, 250V, SB
F7	General Illumination (Violet)	5A, 250V, SB
<b>LINE FILTER</b>		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB

**Audio Board D11581**

**CPU Board D-11883**



**LAMP MATRIX**

		Red		Yellow (B+)				
Column	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
Row	1 Red-Brown 1J6-1 Q80	2 Red-Black 1J6-2 Q81	3 Red-Orange 1J6-3 Q82	4 Red-Yellow 1J6-5 Q83	5 Red-Green 1J6-6 Q84	6 Red-Blue 1J6-7 Q85	7 Red-Violet 1J6-8 Q86	8 Red-Grey 1J6-9 Q87
1	HOLD	W/L SCORE FER. WHEEL BONUS	RIDE AGAIN	EXTRA BALL Left Outlane	Mystery Wheel (top dead center) 33	Mystery Wheel (180 deg from tdc) 41	2X	500,000 Bonus (backglass) 57
2	BONUS	Adv. "X"	SPINS MYSTERY WHEEL	EXTRA BALL Right Outlane	Mystery Wheel (22.5 deg rt of tdc) 34	Mystery Wheel (157.5 deg left of tdc) 42	7X	1,000,000 Bonus (backglass) 58
3	DOUBLE	Baloon 25K (Ducks)	Ducks (top)	COMET 20K	Mystery Wheel (45 deg rt of tdc) 35	Mystery Wheel (135 deg left of tdc) 43	6X	1,500,000 Bonus (backglass) 59
4	SCORES	Baloon 50K (Ducks)	Ducks (mid)	COMET 40K	Mystery Wheel (67.5 deg rt of tdc) 36	Mystery Wheel (112.5 deg left of tdc) 44	5X	2,000,000 Bonus (backglass) 60
5	CYCLONE 50K	Baloon Lites ex. Ball (Ducks)	Ducks (bottom)	COMET 60K	Mystery Wheel (90 deg rt of tdc) 37	Mystery Wheel (90 deg left of tdc) 45	4X	2,500,000 Bonus (backglass) 61
6	CYCLONE 100K	1 (Gate lane)	Ball Toss (top)	COMET 80K	Mystery Wheel (112.5 deg rt of tdc) 38	Mystery Wheel (67.5 deg left of tdc) 46	3X	3,000,000 Bonus (backglass) 62
7	CYCLONE Gate Bonus	2 (Gate lane)	Ball Toss (mid)	COMET 100K	Mystery Wheel (135 deg rt of tdc) 39	Mystery Wheel (45 deg left of tdc) 47	MYSTERY (backglass) 55	3,500,000 Bonus (backglass) 63
8	RIDE THE COMET (on ramp)	3 (Gate lane)	Ball Toss (bottom)	COMET 1 Million	Mystery Wheel (157.5 deg rt of tdc) 40	Mystery Wheel (22.5 deg left of tdc) 48	WHEEL (backglass) 56	4,000,000 Bonus (backglass) 64

**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 (Gry-Brn)	8P3-1 via 5J1-9, 5J4-9 (A)	Q33	AE-23-800	#89
01C <sup>3</sup>	Left Ferris Wheel & Jackpot flashers	Switched	Blk-Brn		5J5-9 (C)			#89 (2)
02A <sup>3</sup>	Not used	Switched	Vio-Red	1P11-3	8P3-2 via 5J1-7, 5J4-8 (A)	Q25		#89
02C <sup>3</sup>	Right Ferris Wheel & Teeth flashers	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)			#89
03A <sup>3</sup>	Ball shooter Kickbig	Switched	Vio-Orn	1P11-4	8P3-3 via 5J1-6, 5J4-7 (A)	Q32	AE-24-900	#89
03C <sup>3</sup>	Top mid playfield & left Eye flashers	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)			#89
04A <sup>3</sup>	Boomerang Kickbig	Switched	Vio-Yel	1P11-5	8P3-4 via 5J1-5, 5J4-6 (A)	Q24	AE-26-1500	#89 (2)
04C <sup>3</sup>	Cats & lower Fireworks flashers	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)			#89
05A <sup>3</sup>	Drop target	Switched	Vio-Grn	1P11-6	8P3-5 via 5J1-4, 5J4-5 (A)	Q31	AE-23-800	#89 (2)
05C <sup>3</sup>	Ducks & right Fireworks flashers	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)			#89
06A <sup>3</sup>	Not used	Switched	Vio-Blu	1P11-7	8P3-6 via 5J1-3, 5J4-4 (A)	Q23		#89 (2)
06C <sup>3</sup>	Ferris Wheel flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)			#89 (2)
07A <sup>3</sup>	Knocker	Switched	Vio-Blk	1P11-8	8P3-7 via 5J1-2, 5J4-2 (A)	Q30	AE-26-1200	#89
07C <sup>3</sup>	Cyclone & right Eye flashers	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)			#89
08A <sup>3</sup>	Not used	Switched	Vio-Gry	1P11-9	8P3-8 via 5J1-1, 5J4-1 (A)	Q22		#89
08C <sup>3</sup>	Spook House & left Fireworks flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)			#89
09	Spook House Bonus flasher	Controlled	Brn-Blk	1P12-1	8P3-9 via 5J2-9, 5J6-9	Q17	#89	
10	Playfield G.I. relay	Controlled	Brn-Red	1P12-2	8P3-10 via 5J2-8, 5J6-8	Q9	5580-09555-01 <sup>4</sup>	
11	Backglass G.I. relay	Controlled	Brn-Orn	1P12-4	6J3-1 via 5J2-6, 5J6-7	Q16	5580-09555-01 <sup>4</sup>	
12	Solenoid A/C select relay	Controlled	Brn-Yel	1P12-5	8P3-12 via 5J2-5	Q8	5580-09555-01 <sup>5</sup>	
13	Mystery Wheel (coil B)	Controlled	Brn-Grn	1P12-6	6J2-3	Q15	14-7948/D-12045	
14	Mystery Wheel (coil A)	Controlled	Brn-Blu	1P12-7	6J2-4	Q7	14-7948/D-12045	
15	Boomerang flasher	Controlled	Brn-Vio	1P12-8	8P3-15 via 5J2-2, 5J6-2	Q14	#1251 (3)	
16	Ferris Wheel motor/relay	Controlled	Brn-Gry	1P12-9	8P3-16 via 5J2-1, 5J6-1	Q6	14-7941-3/5580-12145-01 <sup>6</sup>	
17	Left Jet Bumper	Special #1	Blu-Brn	1P19-7	8P3-17 via 5J3-7, 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	8P3-18 via 5J3-6, 5J7-6	Q71	AE-26-1500	
19	Right Jet Bumper	Special #3	Blu-Orn	1P19-3	8P3-19 via 5J3-3, 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	8P3-20 via 5J3-4, 5J7-5	Q69	AE-26-1500	
21	Bottom Jet Bumper	Special #5	Blu-Grn	1P19-8	8P3-21 via 5J3-2, 5J7-2	Q77	AE-23-800	
22	Not used	Special #6	Blu-Blk	1P19-9	8P3-22 via 5J3-1, 5J7-1	Q79		
<b>Flipper Circuits</b>								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	7P1-15		FL11630/50VDC	
	Lower right flipper switch <sup>2</sup>	Switch	Blu-Vio		7P1-16, 8P3-34			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	7P1-18		FL11630/50VDC	
	Lower left flipper switch <sup>2</sup>	Switch	Blu-Gry		7P1-19, 8P3-32			
	Not used	Flipper	Blk-Blu					
	Not used	Flipper	Blk-Yel					

- 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 p/n C-11998-1.
  - Relay is mounted on Aux. Power Driver Board, D-11813, in the backbox.
  - Relay is mounted on Relay Board p/n C-11902-1.

**SWITCH MATRIX**

		White		Green				
Column	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
Row	1 White-Brown 1J10-9	2 White-Red 1J10-8	3 White-Orange 1J10-7	4 White-Yellow 1J10-6	5 White-Green 1J10-5	6 White-Blue 1J10-3	7 White-Violet 1J10-2	8 White-Grey 1J10-1
1	Plump Bob Tilt	Playfield Tilt	Ferris Wheel Entrance	Ball Shooter Lane	Not Used	Mystery Wheel "Home" Opto	Not Used	Lane Change Left Flipper 57
2	Not Used	Outhole	Drop Target (center)	Shuttle 10K (kickbig)	Score CYCLONE	Not Used	Not Used	Lane Change Right Flipper 58
3	Start Button	Score Spook House	Ducks (top)	Shuttle 25K (bottom)	10 pt. (R. Bottom)	Not Used	Not Used	Spot Ball Toss 59
4	Right Coin Switch	Not Used	Ducks (middle)	Shuttle 100K	10 pt. (R. Middle)	Not Used	Not Used	Left Jet Bumper 60
5	Center Coin Switch	Boomerang Kickbig	Ducks (bottom)	Shuttle 25K	10 pt. (R. Top)	Not Used	Left Outlane Ex. Ball	Right Jet Bumper 61
6	Left Coin Switch	1 Lane	Ball Toss (top)	Shuttle 5K (top)	Not Used	Not Used	Right Outlane Ex. Ball	Bottom Jet Bumper 62
7	Slam Tilt	2 Lane	Ball Toss (middle)	Enter COMET Ramp	Not Used	Not Used	Left Return Lane	Left Slingshot 63
8	High Score Reset	3 Lane	Ball Toss (bottom)	Score COMET Ramp	Not Used	Not Used	Right Return Lane	Right Slingshot 64