

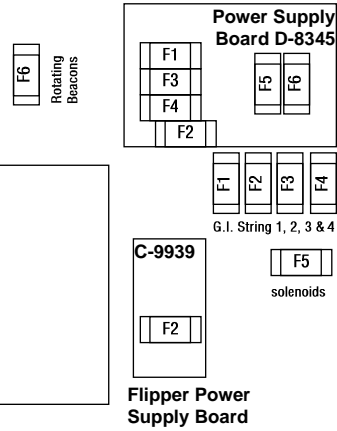
F-14 Tomcat (16-554)

FUSE LIST

Power Supply Board D-8345		
F1	100V Display Power Input	1/4A, 250V, SB
F2	Solenoids 1-16	4A, 250V, SB
F3	Controlled lamps 18V	8A, 250V, SB
F4	Special Solenoids 17-22	4A, 250V, SB
F5	5V & 12V Logic Power Input	7A, 250V, SB
F6	5V & 12V Logic Power Input	7A, 250V, SB
Flipper Power Supply Board C-9939		
F2	Flipper Power	4A, 250V, SB
Playfield fuses		
Lower fuse	Outhole	2.5A, 250V, SB
Upper fuse	Sol. 17, 18, 19, 20	3A, 250V, SB
Back Box fuses		
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
F5	Sol. 3A, 5A, 7A, 10, 12, 13	2.5A 250V, SB
F6	Rotating Beacons	4A 250V, SB
LINE FILTER		
Foreign	(220V)	4A, 250V, SB
Domestic	(110V)	8A, 250V, SB

Audio Board D11581

CPU Board D-11392 (11A)



LAMP MATRIX

Column	1 Yellow-Brown 1J6-1 Q80	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 LITES LOCK ON	2 Red-Black 1J6-2 Q81 LITES RELEASE	3 Red-Orange 1J6-3 Q82 BLUE LITE SPECIAL	4 Red-Yellow 1J6-5 Q83 FLY AGAIN	5 Red-Green 1J6-6 Q84 RESCUE (left center)	6 Red-Blue 1J6-7 Q85 KILL (center)	7 Red-Violet 1J6-8 Q86 RESCUE (right center)	8 Red-Grey 1J6-9 Q87 RESCUE (left outlane)
	ALPHA KILL	BRAVO KILL	CHARLIE KILL	DELTA KILL	ECHO KILL	FOX KILL	GOLF KILL	INSURANCE
	1000	2000	4000	8000	16000	32000	64000	SPECIAL (left & right outlanes) (2 lamps)
	2X	3X	4X	5X	6X	7X	8X	BONUS X (left loop)
	T (lower left)	O (lower left)	M (lower left)	T (lower right)	A (lower right)	C (lower right)	Flipper Lanes (2 lamps)	LANDING (Ball Popper)
	3 Target	2 Target	1 Target	4 Target	5 Target	6 Target	RELEASE (Ball Popper)	LOCK ON (Ball Popper)
	T (upper left)	O (upper left)	M (upper left)	T (upper right)	A (upper right)	C (upper right)	BONUS X (right loop)	Spinner 2000
	LOCK Top Ramp (red)	LOCK Middle Ramp (red)	LOCK Low Ramp (red)	LANDING Top Ramp (blue)	LANDING Middle Ramp (blue)	LANDING Low Ramp (blue)	RIPOFF (Line of Death)	EXTRA BALL (Line of Death)

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole Kicker	Switched	Vio-Brn	1P11-1	8P3-1 (to B1 on Diode Switching Board)	Q33	AE-23-800-01	#89 (2)
01C ³	Flasher 1	Switched	Blk-Brn	(Gry-Brn)				
02A ³	Ball Shooter Lane Feeder	Switched	Vio-Red	1P11-3	8P3-2 (to B2 on Diode Switching Board)	Q25	AE-23-800-03	#89 (2)
02C ³	Flasher 2	Switched	Blk-Red	(Gry-Red)				
03A ³	Ball Popper (Launch)	Switched	Vio-Orn	1P11-4	8P3-3 (to B3 on Diode Switching Board)	Q32	AE-23-800-12 ⁴	#89 (2)
03C ³	Flasher 3	Switched	Blk-Orn	(Gry-Orn)				
04A ³	Not used	Switched	Vio-Yel	1P11-5	8P3-4 (to B4 on Diode Switching Board)	Q24	AE-23-800-11 ⁴	#89 (2)
04C ³	Flasher 4	Switched	Blk-Yel	(Gry-Yel)				
05A ³	Center Right Eject	Switched	Vio-Grn	1P11-6	8P3-5 (to B5 on Diode Switching Board)	Q31	AE-23-800-11 ⁴	#89 (2)
05C ³	Flasher 5	Switched	Blk-Grn	(Gry-Grn)				
06A ³	Knocker	Switched	Vio-Blu	1P11-7	8P3-6 (to B6 on Diode Switching Board)	Q23	AE-23-800-02	#89 (2)
06C ³	Flasher 6	Switched	Blk-Blu	(Gry-Blu)				
07A ³	Right Eject	Switched	Vio-Blk	1P11-8	8P3-7 (to B7 on Diode Switching Board)	Q30	AE-23-800-11 ⁴	#89 (2)
07C ³	Flasher 7	Switched	Blk-Vio	(Gry-Vio)				
08A ³	Not used	Switched	Vio-Gry	1P11-9	8P3-8 (to B8 on Diode Switching Board)	Q22	AE-23-800-11 ⁴	#89 (3)
08C ³	Flasher 8	Switched	Blk-Gry	(Gry-Blk)				
09	Flasher 9	Controlled	Brn-Blk	1P12-1	8P3-9	Q17	#89	#89 (2)
10	Center Left Eject	Controlled	Brn-Red	1P12-2	8P3-10	Q9	AE-23-800-11 ⁴	
11	General Illum. Relay	Controlled	Brn-Orn	1P12-4	3P7-1	Q16	5580-09555-01 ⁵	
12	Line of Death Kickback (Yagov)	Controlled	Brn-Yel	1P12-5	8P3-12	Q8	AE-23-800-11 ⁴	
13	Rescue Kickback (left outlane)	Controlled	Brn-Grn	1P12-6	8P3-13	Q15	AE-23-800-11 ⁴	
14	Solenoid A/C select relay	Controlled	Brn-Blu	1P12-7	8P3-14	Q7	5580-09555-01 ⁵	
15	Flasher 10	Controlled	Brn-Vio	1P12-8	8P3-15	Q14	#89	#89 (2)
16	Rotating Beacons (backbox)	Controlled	Brn-Gry	1P12-9	8P3-16	Q6	#1683 & motor 14-7946 ⁴	
17	Left slingshot	Special #1	Blu-Brn	1P19-7	8P3-17	Q75	AE-23-800-03	
18	Right slingshot	Special #2	Blu-Red	1P19-4	8P3-18	Q71	AE-23-800-03	
19	Not used	Special #3	Blu-Orn	1P19-3	8P3-19	Q73		
20	Jet Bumper	Special #4	Blu-Yel	1P19-6	8P3-20	Q69	AE-23-800-03	
21	Upper Diverter - Launch Ramp	Special #5	Blu-Grn	1P19-8	8P3-21	Q77	AL-26-1500-02	
22	Lower Diverter - Launch Ramp	Special #6	Blu-Blk	1P19-9	8P3-22	Q79	AL-26-1500-02	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	7P1-15		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		7P1-16, 8P3-34			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	7P1-18		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		7P1-19, 8P3-32			
	Upper left flipper	Flipper	Blk-Blu	1P19-1	7P1-17, 8P3-31		FL11722/50VDC	
	Upper right flipper	Flipper	Blk-Yel	1P19-2	7P1-14, 8P3-33		FL11722/50VDC	

- 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. 14 is de-energized; "C" circuits are pulsed, with Sol. 14 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the B-terminal connection listed for the Diode Switching Board, which controls the device pulsing by Sol. 14.
 - Relay (p/n 5580-09555-01) is mounted on Relay Snubber Board p/n C-11232 or C-11232-2, or Relay Board p/n C11232-1.
 - Relay is mounted on Power Supply Board D-8245 in the backbox.

SWITCH MATRIX

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 Plump Bob Tilt	2 White-Red 1J10-8 Ball Roll Tilt	3 White-Orange 1J10-7 Start Button	4 White-Yellow 1J10-6 Right Coin Switch	5 White-Green 1J10-5 Center Coin Switch	6 White-Blue 1J10-3 Left Coin Switch	7 White-Violet 1J10-2 Slam Tilt	8 White-Grey 1J10-1 High Score Reset
	Playfield Tilt	Outhole	Right Ball Trough	Right Center Ball Trough	Left Center Ball Trough	Left Ball Trough	Right Flipper E.O.S.	Ball Shooter Lane
	Not Used	Not Used	Not Used	Not Used	Not Used	Not Used	Not Used	Ball Popper
	Left Center Target	Right Center Target	Not Used	Jet ("pop") Bumper	Not Used	Lower Ramp	Middle Ramp	Upper Ramp
	Lower Left T Target	Lower Left O Target	Lower Left M Target	Lower Right T Target	Lower Right A Target	Lower Right C Target	Not Used	Not Used
	3 Target	2 Target	1 Target	4 Target	5 Target	6 Target	Top Right Loop	Spinner
	Upper Left T Target	Upper Left O Target	Upper Left M Target	Upper Right T Target	Upper Right A Target	Upper Right C Target	Line of Death	Top Left Loop
	Left Slingshot	Right Slingshot	Left Flipper Lane	Right Flipper Lane	Left Drain Lane	Right Drain Lane	Left Flipper E.O.S.	Not Used