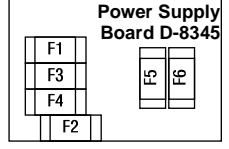
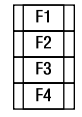
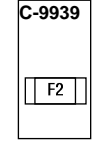


Grand Lizard (16-523)

FUSE LIST

Power Supply Board D-8345			Audio Board D-11029	
F1	100V Display Power Input	1/4A, 250V, SB		
F2	Solenoids 1-16	2 1/2A, 250V, SB	CPU Board D-10881	
F3	Controlled lamps 18V	8A, 250V, SB		
F4	Special Solenoids 17-22	10A, 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	5A, 250V, SB		
Playfield fuses			G.I. String 1, 2, 3 & 4	
Back Box fuses			Flipper Power Supply Board	
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		
LINE FILTER				
Foreign	(220V)	4A, 250V, SB		
Domestic	(110V)	8A, 250V, SB		

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	Game Over	4X	5	All Scores 2X	Multi-Ball Arrow (middle)	Special (Bottom Right Standup)	Left Outlane	4-Bank 20K	
2	Match	5X	6	All Scores 3X	Multi-Ball Arrow (upper)	Left Magnet (lower)	Right Outlane	4-Bank 40K	
3	Sword	10X	7	Bonus Holdover Collected	L	Left Magnet (middle)	Not Used	4-Bank 60K	
4	Sword	Shoot Again (Playfield)	8	Spinner	I	Left Magnet (upper)	Left Ramp Mystery	4-Bank 80K	
5	Ball In Play	1	9	Right Ramp B	Z	Right Magnet (lower)	Extra Ball (top)	4-Bank 100K	
6	Shoot Again (Backbox)	2	10	Lane to Top Bonus Holdover Arrow	A	Right Magnet (middle)	Turn 10K	Top Right 50K	
7	2X	3	20	Left Ramp A	R	Right Magnet (upper)	Turn 20K	Top Right Release	
8	3X	4	Extra Ball (bottom)	Multi-Ball Arrow (lower)	D	Right Ramp Mystery	Turn 40K	3-Bank Special	

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01	Outhole Kicker	Controlled	Gry-Brn	1P11-1	8P3-1	Q33	AE-23-800-01	
02	3-Bank Raise	Controlled	Gry-Red	1P11-3	8P3-2	Q25	AE-23-800-04	
03	4-Bank Raise 1 (left 2 targets)	Controlled	Gry-Orn	1P11-4	8P3-3	Q32	AE-23-800-04	
04	4-Bank Raise 2 (right 2 targets)	Controlled	Gry-Yel	1P11-5	8P3-4	Q24	AE-23-800-04	
05	Lockup Eject (Multi-Ball)	Controlled	Gry-Grn	1P11-6	8P3-5	Q31	AE-23-800-03	
06	Lockup Flasher	Controlled	Gry-Blu	1P11-7	8P3-6	Q23	#63 Flashlamps	
07	Left Magnet Flasher	Controlled	Gry-Vio	1P11-8	8P3-7	Q30	#63 Flashlamps	
08	Ball Shooter Lane Feeder	Controlled	Gry-Blk	1P11-9	8P3-8	Q22	AE-23-800-03	
09	Left Magnet	Controlled	Brn-Blk	1P12-1	8P3-9	Q17	5580-09613-00 ³	
10	Right Magnet	Controlled	Brn-Red	1P12-2	8P3-10	Q9	5580-09613-00 ³	
11	General Illumination Relay	Controlled	Brn-Orn	1P12-4	3P7-1	Q16	5580-09555-00 ⁵	
12	3-Bank Flasher	Controlled	Brn-Yel	1P12-5	8P3-12	Q8	#63 Flashlamps	
13	Eyes (Backbox & Head)	Controlled	Brn-Wht	1P12-6	8P3-13, 9P1-13	Q15	#63 Flashlamps	#63 Flashlamps
14	Knocker	Controlled	Brn-Blu	1P12-7	Backbox	Q7	AE-23-800-02	
15	Bell	Controlled	Brn-Blk	1P12-8	7P1-17	Q14	SM-29-1000-DC	
16	Coin-Lockout Relay	Controlled	Brn-Gry	1P12-9	7P1-18, 7P4-4	Q6	404603-2	(Coinco p/n)
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	Right Magnet Flasher	Special #3	Blu-Orn	1P19-3	8P3-19	Q73	#63 Flashlamps	
20	Not Used	Special #4	Blu-Yel	1P19-6	8P3-20	Q69		
21	Not Used	Special #5	Blu-Grn	1P19-8	8P3-21	Q77		
22	Not Used	Special #6	Blu-Blk	1P19-9	8P3-22	Q79		
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	7P1-7		FL23-600-30/2600-50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		7J1-8, 8P3-34			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	7P1-9		FL23-600-30/2600-50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		7J1-10, 8P3-32			
	Upper left flipper	Flipper	Blk-Blu		7J1-30, 8P3-31		FL24-600-30/2600-50VDC	
	Upper right flipper	Flipper	Blk-Yel		7J1-31, 8P3-33		FL24-600-30/2600-50VDC	

Notes:
1. 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.
2. Flipper connections are from flipper button switch to flipper coil.
3. Relay (p/n 5580-09613-00) is mounted under the playfield.
5. Relay is mounted on Power Supply Board D-8245 in the backbox.

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	Right Return Lane	3-Bank	Multi-Ball 2	Right Special Arrow	Not Used	Not Used	
2	Ball Roll Tilt	Outhole	Left Outlane	3-Bank	Multi-Ball 3	Ramp Tongue	Not Used	Not Used	
3	Start Button	Shooter Lane	Right Outlane	3-Bank	L	Left Slingshot	Not Used	Not Used	
4	Right Coin Switch	Ball Trough #1 (lower right)	4-Bank	Spinner	I	Right Slingshot	Not Used	Not Used	
5	Center Coin Switch	Ball Trough #2 (center)	4-Bank	Right Ramp	Z	Left Magnet	Not Used	Not Used	
6	Left Coin Switch	Ball Trough #3 (upper left)	4-Bank	Right Chute To Top	A	Right Magnet	Not Used	Not Used	
7	Slam Tilt	Turnaround	4-Bank	Left Ramp	R	Not Used	Not Used	Not Used	
8	High Score Reset	Left Return Lane	Top Right Standup	Multi-Ball 1	D	Right Flipper (EOS)	Not Used	Not Used	