

FUSE LIST

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB
F102	+50V DC General (Right Flipper)	3A, 250V, SB
F103	Solenoids #25 to #28	3A, 250V, SB
F104	Solenoids #9 to #16	3A, 250V, SB
F105	Solenoids #1 to #8	3A, 250V, SB
F106	G.I. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Lamp Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB

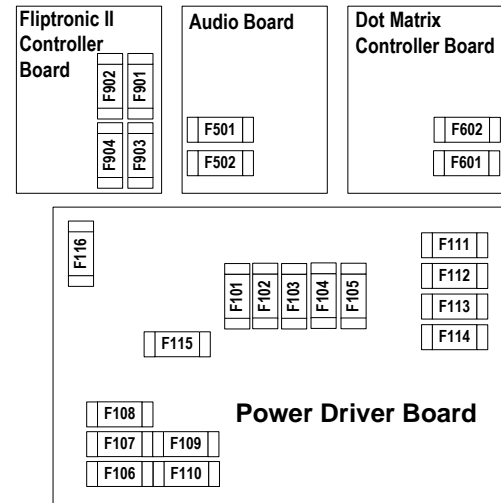
Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB

Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, FB
F602	-113V & -125V	3/8A, 250V, FB

LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	TROUGH EJECT	High Power	J107-2			Q82	J130-1			VIO-BRN	AE-26-1500	
02	AUTOPLUNGER	High Power	J107-2			Q80	J130-2			VIO-RED	AE-23-800	
03	POPPER	High Power	J107-2			Q78	J130-4			VIO-ORG	AE-24-900	
04	NOT USED	High Power				Q76	J130-5			VIO-YEL		
05	CLEAR MATRIX	High Power	J107-2			Q64	J130-6			VIO-GRN	AE-25-1000	
06	HAND MAGNET	High Power	J107-2			Q66	J130-7			VIO-BLU	20-10201	
07	KNOCKER	High Power		J107-2		Q68		J130-8		VIO-BLK		AE-23-800
08	NOT USED	High Power				Q70	J130-9			VIO-GRY		
09	LEFT SLINGSHOT	Low Power	J107-3			Q58	J127-1			BRN-BLK	AE-26-1200	
10	RIGHT SLINGSHOT	Low Power	J107-3			Q56	J127-3			BRN-RED	AE-26-1200	
11	LEFT JET BUMPER	Low Power	J107-3			Q54	J127-4			BRN-ORG	AE-26-1200	
12	BOTTOM JET BUMPER	Low Power	J107-3			Q52	J127-5			BRN-YEL	AE-26-1200	
13	RIGHT JET BUMPER	Low Power	J107-3			Q50	J127-6			BRN-GRN	AE-26-1200	
14	CRAZY BOB'S EJECT	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1500	
15	DROP TARGET UP	Low Power	J107-3			Q46	J127-8			BRN-VIO	AE-26-1200	
16	DROPTARGET DOWN	Low Power	J107-3			Q44	J127-9			BRN-GRY	SM1-26-600	
17	JETS FLASHER	Flasher	J107-6			Q42	J126-1			BLK-BRN	#89	#906
18	CRAZY BOB'S FLASHER	Flasher	J107-6	J106-5		Q40	J126-2	J125-2		BLK-RED	#906	#906
19	LEFT SLINGSHOT FLASHER	Flasher	J116-2			Q38	J126-3			BLK-ORG	#906	
20	RIGHT SLINGSHOT FLASHER	Flasher	J116-2	J106-5		Q36	J126-4	J1125-5		BLK-YEL	#906	#906
21	*X MOTOR DIRECTION	Flasher	J107-6			Q28	J126-5			BLU-GRN	**A-20532	
22	*X MOTOR ENABLE	Flasher	J107-6			Q30	J126-6			BLU-BLK	**A-20532	
23	*Y MOTOR DIRECTION	Flasher	J107-6			Q34	J126-7			BLU-VIO	**A-20532	
24	*Y MOTOR ENABLE	Flasher	J107-1			Q32	J126-8			BLU-GRY	**A-20532	
25	LEFT RAMP FLASHER	Gen. Purpose	J107-1	J106-5		Q26	J122-1	J124-1		BLU-BRN	#906	#906
26	RIGHT RAMP FLASHER	Gen. Purpose	J107-6			Q24	J122-2			BLU-RED	#906	
27	HAND POPPER FLASHER	Gen. Purpose	J107-6			Q22	J122-3			BLU-ORG	#89	
28	RIGHT BACKPANEL FLASHER	Gen. Purpose	J107-6	J106-5		Q20	J122-4	J124-5		BLU-YEL	#906	#906

General Illumination		G.I.	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	STRING 1	G.I.	J121-1	J120-1		Q18	J121-7	J120-7		WHT-BRN	#44	#555
02	STRING 2	G.I.	J121-2	J120-2		Q10	J121-8	J120-8		WHT-ORG	#44	#555
03	STRING 3	G.I.	J121-3	J120-3		Q14	J121-9	J120-9		WHT-YEL	#44	#555
04	STRING 4	G.I.	J121-5			Q16	J121-10			WHT-GRN	#44	
05	STRING 5	G.I.		J120-6	J119-3	Q12		J120-11	J119-1	WHT-VIO		#555

Flipper Circuits		Power	Playfield Voltage Connection	Drive Transistors Power	Hold	Playfield Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
						Playfield	Insert	Playfield	Insert		
29	LOWER RIGHT FLIPPER	Power	J907-1 (RED-GRN)	Q4		J902-13		YEL-GRN		FL-11629	BLUE
30		Hold	J907-1 (RED-GRN)		Q11		J902-11		ORG-GRN		
31	LOWER LEFT FLIPPER	Power	J907-4 (RED-BLU)	Q3		J902-9		YEL-BLU		FL-11629	BLUE
32		Hold	J907-4 (RED-BLU)		Q9		J902-7		ORG-BLU		
33	LEFT DIVERTER	Power	J907-6 (RED-VIO)	Q2		J902-6		YEL-VIO		FL-15411	ORANGE
34		Hold	J907-6 (RED-VIO)		Q7		J902-4		ORG-VIO		
35	RIGHT DIVERTER	Power	J907-8 (RED-GRY)	Q1		J902-3		YEL-GRY		NOT USED	NOT USED
36		Hold	J907-8 (RED-GRY)		Q5		J920-1		ORG-GRY		

J1xx = Power Driver Board J9xx = Fliptronic II Board  
 \* THE X MOTOR AND Y MOTOR PART NUMBER IS 14-8025.  
 \*\* A-20532 IS THE PART NUMBER FOR THE DUAL MOTOR DRIVER BOARD.

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J137-1 Q98	Yellow-Red J137-2 Q97	Yellow-Orange J137-3 Q96	Yellow-Black J137-4 Q95	Yellow-Green J137-5 Q94	Yellow-Blue J137-6 Q93	Yellow-Violet J137-7 Q92	Yellow-Grey J137-9 Q91
1	Red-Brown J133-1 Q90	MODE READY	POWER DOWN	LEFT RAMP BLOCK	LEFT LOOP TOP ARROW	CYBER MATRIX 13	CYBER MATRIX 12	CYBER MATRIX 11	RIGHT LOOP TOP ARROW
2	Red-Black J133-2 Q89	DOWNLOAD	N.A.S. CURE	EXTRA BALL	LEFT STANDUP ARROW	CYBER MATRIX 23	CYBER MATRIX 22	CYBER MATRIX 21	CYBER LOCK 3
3	Red-Orange J133-4 Q88	ACCESS CODE 2	RIGHT RAMP BLOCK 4	SECTOR 2	RIGHT RAMP BLOCK 1	CYBER MATRIX 33	CYBER MATRIX 32	CYBER MATRIX 31	SECTOR 7
4	Red-Yellow J133-5 Q87	ACCESS CODE 1	SECTOR 6	LEFT RAMP BLOCK 2	LIGHT SPINNER	RIGHT OUTLANE	RIGHT RETURN LANE	POPPER TOP ARROW	LEFT OUTLANE
5	Red-Green J133-6 Q86	UPLOAD	RIGHT RAMP BLOCK 2	LEFT RAMP BLOCK 1	BIG POINTS	BONUS HELD	SECTOR 5	SECTOR 3	LEFT RETURN LANE
6	Red-Blue J133-7 Q85	LEFT JET LANE	HOLD BONUS	SECTOR 1	GIGABYTES	BONUS 4X	SPINNER MILLIONS	CRAZY BOB'S	BALL LAUNCH
7	Red-Violet J133-8 Q84	MIDDLE JET LANE	RIGHT STANDUP RIGHT BLOCK	NOT USED	LIGHT EXTRA BALL	BONUS 3X	CYBER LOCK 2	MODE START	BUY-IN BUTTON
8	Red-Grey J133-9 Q83	RIGHT JET LANE	RIGHT STANDUP LEFT BLOCK	SHOOT AGAIN	QUICK MULTIBALL	BONUS 2X	INNER LOOP TOP	CYBER LOCK 1	START BUTTON

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	FLIPPER GROUNDED SWITCHES	
			Green-Brown J207-1 U20-18	Green-Red J207-2 U20-17	Green-Orange J207-3 U20-16	Green-Yellow J207-4 U20-15	Green-Black J207-5 U20-14	Green-Blue J207-6 U20-13	Green-Violet J207-7 U20-12	Green-Grey J207-9 U20-11		
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	D1	1	White-Brown J209-1 U18-11	BALL LAUNCH	SLAM TILT	TROUGH JAM	LEFT RAMP ENTER	CYBER MATRIX 11	CYBER MATRIX 12	CYBER MATRIX 13	NOT USED	Black-Green J906-1 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE U17-7	D2	2	White-Red J209-2 U18-9	X HAND HOME	COIN DOOR CLOSED	TROUGH BALL 1	LEFT RAMP MADE	CYBER MATRIX 21	CYBER MATRIX 22	CYBER MATRIX 23	NOT USED	Black-Violet J905-1 Lower Right Flipper Opto
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	D3	3	White-Orange J209-3 U18-5	START BUTTON	BUY-IN BUTTON	TROUGH BALL 2	DROP TARGET	CYBER MATRIX 31	CYBER MATRIX 32	CYBER MATRIX 33	NOT USED	Black-Blue J906-3 Lower Left Flipper E.O.S.
Orange-Yellow J205-4 4TH COIN CHUTE U17-9	D4	4	White-Yellow J209-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	TROUGH BALL 3	LEFT JET BUMPER	RIGHT RAMP ENTER	LEFT JET LANE	X HAND ENCODER A	NOT USED	Black-Gray J905-2 Lower Left Flipper Opto
Orange-Green J205-6 Normal Function Srv Crdts	D5	5	White-Green J209-5 U19-11	LEFT OUTLANE	LEFT SLING SHOT	TROUGH BALL 4	BOTTOM JET BUMPER	RIGHT RAMP MADE	MIDDLE JET LANE	X HAND ENCODER B	NOT USED	Black-Violet J906-4 Upper Right Flipper E.O.S.
Orange-Blue J205-7 Normal Function Volume Dn	D6	6	White-Blue J209-7 U19-9	LEFT RETURN LANE	RIGHT SLING SHOT	BALL POPPER 1	RIGHT JET BUMPER	LEFT LOOP	RIGHT JET LANE	Y HAND ENCODER B	NOT USED	Black-Yellow J905-3 Upper Right Flipper Opto
Orange-Violet J205-8 Normal Function Volume Up	D7	7	White-Violet J209-8 U19-5	RIGHT RETURN LANE	LEFT STANDUP TARGET	Y HAND HOME	CRAZY BOB'S	RIGHT LOOP	RIGHT HAND CONTROL	Y HAND ENCODER A	NOT USED	Black-Gray J906-5 Upper Left Flipper E.O.S.
Orange-Grey J205-9 Normal Function Begin Test	D8	8	White-Grey J209-9 U19-7	RIGHT OUTLANE	RIGHT STANDUP TARGET	RIGHT RUBBER	SPINNER	INNER LOOP ENTRY	LEFT HAND CONTROL	SHOOTER LANE	NOT USED	Black-Blue J905-5 Upper Left Flipper Opto

J2XX = CPU Board; J9XX = Fliptronic II Board = OPTO, TYPICALLY CLOSED