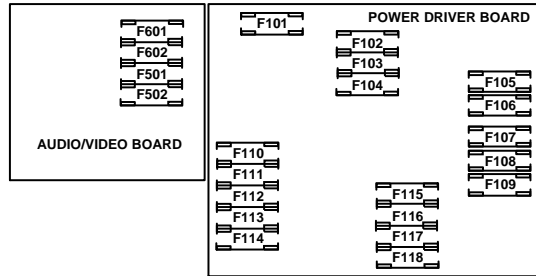


FUSE LIST

AUDIO/VIDEO BOARD			POWER DRIVER BOARD					
F501	-25V	T2.5A, 250V	F101	Regulated 12V	T0.63A, 250V	F110	G.I. #5 White-Violet	T4.0A, 250V
F502	+25V	T2.5A, 250V	F102	Solenoids #25 to #28	T4.0A, 250V	F111	G.I. #4 White-Green	T4.0A, 250V
F601	+62V	T0.315A, 250V	F103	Solenoids #1 to #8	T4.0A, 250V	F112	G.I. #3 White-Yellow	T4.0A, 250V
F602	-113V & -125V	T0.315A, 250V	F104	Solenoids #9 to #16	T4.0A, 250V	F113	G.I. #2 White-Orange	T4.0A, 250V
			F105	+5V Logic	T4.0A, 250V	F114	G.I. #1 White-Brown	T4.0A, 250V
			F106	+18V Lamp Matrix	T5.0A, 250V	F115	+50V Flippers	T4.0A, 250V
			F107	Flasher Secondary	T4.0A, 250V	F116	+50V Flippers	T4.0A, 250V
			F108	Solenoid Secondary	T6.3A, 250V	F117	+50V Flippers	T4.0A, 250V
			F109	Unregulated 12V	T4.0A, 250V	F118	+50V Flippers	T4.0A, 250V
LINE FILTER								
Foreign		T4.0A, 250V						
Domestic		T5.0A, 250V						



CAUTION: FOR CONTINUED PROTECTION AGAINST RISK OF FIRE, REPLACE ONLY WITH THE SAME TYPE OF FUSE HAVING THE SAME ELECTRICAL RATINGS.
ATTENTION: UTILISER UN FUSIBLE DE RECHARGE DE MEME TYPE.

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	AUTO PLUNGER	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-24-900	
02	BRIDE POST	High Power	J133-2			Q68	J116-2			VIO-RED	AE-26-1500	
03	MUMMY COFFIN	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-27-1200	
04	NOT USED	High Power				Q67				VIO-YEL		
05	LEFT GATE	High Power	J133-2			Q70	J116-6			VIO-GRN	A-14406	
06	RIGHT GATE	High Power	J133-2			Q66	J116-7			VIO-BLU	A-14406	
07	NOT USED	High Power				Q69				VIO-BLK		
08	RAMP LOCK POST	High Power	J133-2			Q65	J116-9			VIO-GRY	AE-27-1200	
09	TROUGH EJECT	Low Power	J133-3			Q44	J113-1			BRN-BLK	AE-26-1500	
10	LEFT SLINGSHOT	Low Power	J133-3			Q48	J113-3			BRN-RED	AE-26-1200	
11	RIGHT SLINGSHOT	Low Power	J133-3			Q43	J113-4			BRN-ORG	AE-26-1200	
12	LEFT JET BUMPER	Low Power	J133-3			Q47	J113-5			BRN-YEL	AE-26-1200	
13	RIGHT JET BUMPER	Low Power	J133-3			Q42	J113-6			BRN-GRN	AE-26-1200	
14	BOTTOM JET BUMPER	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1200	
15	LEFT EJECT	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-30-2000	
16	RIGHT POPPER	Low Power	J133-3			Q45	J113-9			BRN-GRY	AE-25-1000	
17	WOLFMAN FLASHERS	Flasher	J133-6	J134-5		Q28	J111-1	J112-1		BLK-BRN	#906 (2)	#906
18	BRIDE FLASHERS	Flasher	J133-6	J134-5		Q32	J111-2	J112-2		BLK-RED	#89	#906
19	FRANKENSTEIN FLASHERS	Flasher	J133-6	J134-5		Q27	J111-3	J112-3		BLK-ORG	#906 (2)	#906
20	DRACULA COFFIN FLASHERS	Flasher	J133-6	J134-5		Q31	J111-4	J112-5		BLK-YEL	#89	#906
21	CREATURE FLASHERS	Flasher	J133-6			Q26	J111-5			BLU-GRN	#906 (2)	
22	JETS/MUMMY FLASHERS	Flasher	J133-6	J134-5		Q30	J111-6	J112-7		BLU-BLK	#906 (2)	#906
23	RIGHT POPPER FLASHER	Flasher	J133-6			Q25	J111-7			BLU-VIO	#906	
24	FRANK ARROW FLASHER	Flasher	J133-6			Q29	J111-8			BLU-GRY	#906	
25	MONSTERS OF ROCK FLSHR	Gen. Purpose	J133-6	J134-5		Q16	J109-1			BLU-BRN	#906	#906
26	WOLFMAN LOOP FLASHERS	Gen. Purpose	J133-6			Q15	J109-2	J108-1		BLU-RED	#906 (2)	
27	FRANKENSTEIN MOTOR	Gen. Purpose	J140-2			Q14	J109-3			BLU-ORG	14-8015	
28	UP/DOWN BANK MOTOR	Gen. Purpose	J140-2			Q13	J109-4			BLU-YEL	14-8015	

Flipper Circuits	Solenoid Type	Playfield Voltage Connection	Drive Xistors		Playfield Drive Connectors	Drive Wire Colors		Coil Part No.	Coil Colors
			Power	Hold		Power	Hold		
29	LOWER RIGHT FLIPPER	J119-1 (RED-GRN)	Q90		J120-13	YEL-GRN		FL-11629	BLUE
30				Q92		J120-11	ORG-GRN		
31	LOWER LEFT FLIPPER	J119-4 (RED-BLU)	Q67		J120-9	YEL-BLU		FL-11629	BLUE
32				Q69		J120-7	ORG-BLU		
33	NOT USED	J119-6 (RED-VIO)	Q84		J120-6	YEL-VIO			
34				Q86		J120-4	ORG-VIO		
35	NOT USED	J119-8 (RED-GRY)	Q81		J120-3	YEL-GRY			
36				Q83		J120-1	ORG-GRY		

Dracula Motor	Solenoid Type	Playfield Voltage Connection	Drive Gates		Playfield Drive Connectors	Drive Wire Colors		Device Part Number
			Power	Hold		Power	Hold	
37	Low Power	J141-2	U3A, U3B		J110-1	BRN-WHT		14-8034
38	Low Power	J141-2	U3C, U3D		J110-3	ORG-WHT		

General Illumination	Solenoid Type	Voltage Connections			Drive Xistor	Voltage Connections			Drive Wire	Bulb Type	
		Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	BOTTOM PLAYFIELD	G.I.	J105-1		Q5	J105-7			WHT-BRN	#44	
02	TOP RIGHT PLAYFIELD	G.I.	J105-2		Q4	J105-8			WHT-ORG	#44	
03	TOP LEFT PLAYFIELD	G.I.	J105-3		Q3	J105-9			WHT-YEL	#44	
04	*TOP INSERT PANEL	G.I.		J106-5			J106-10		WHT-GRN		#555
05	*BOTTOM INSERT PANEL	G.I.		J106-6	J104-3		J106-11	J104-1	WHT-VIO		#555

*These general illumination strings do not brighten and dim, they are always on

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J121-1 Q96	Yellow-Red J121-2 Q100	Yellow-Orange J121-3 Q95	Yellow-Black J121-4 Q99	Yellow-Green J121-5 Q94	Yellow-Blue J121-6 Q98	Yellow-Violet J121-7 Q93	Yellow-Grey J121-9 Q97
1	Red-Brown J125-1 Q104	MONSTER MOSH PIT 11	RIGHT RAMP ARROW 21	QUARTER MOON (2) 31	LEFT RETURN 41	GUITAR 51	CREATURE 61	LEFT FRANK ARM 71	MUCK 81
2	Red-Black J125-2 Q108	HALF MOON (2) 12	ROCK C.D. 22	LEFT BLUE TARGET 32	LEFT OUTLANE 42	DRUMS 52	BRIDE 62	LEFT FRANK LEG 72	SEAWEED 82
3	Red-Orange J125-4 Q103	FRANK ARROW 13	RIGHT RETURN 23	TOMB TREASURE 33	THREE QUARTERS MOON (2) 43	BASS GUITAR 53	FRANKENSTEIN 63	FRANK TORSO 73	ALGAE 83
4	Red-Yellow J125-5 Q107	DRAC ATTACK 14	FULL MOON FEVER (2) 24	DRACULA STANDUP TOP 34	RIGHT BLUE TARGET 44	KEYBOARD 54	MUMMY 64	FRANK HEAD 74	POND SCUM 84
5	Red-Green J125-6 Q102	EXTRA BALL 15	RIGHT GARGLE 25	RIGHT TOP LANE 35	LEFT RAMP ARROW 45	MICROPHONE 55	WOLFMAN 65	RIGHT FRANK LEG 75	CENTER LOOP ARROW 2 85
6	Red-Blue J125-7 Q106	MONSTERS OF ROCK 16	RIGHT WARM UP 26	CENTER TOP LANE 36	LEFT PRIMP 46	SAXOPHONE 56	DRACULA 66	RIGHT FRANK ARM 76	CENTER LOOP ARROW 1 86
7	Red-Violet J125-8 Q101	MONSTER BASH 17	RIGHT PRIMP 27	LEFT TOP LANE 37	LEFT WARM UP 47	CENTER LOOP ARROW 3 57	RIGHT OUTLANE 67	LEFT LOOP ARROW 77	LAUNCH BUTTON 87
8	Red-Grey J125-9 Q105	MUMMY MAYHEM 18	RIGHT LOOP ARROW 28	DRACULA STANDUP BOTTOM 38	LEFT GARGOYLE 48	CENTER BLUE TARGET 58	SHOOT AGAIN 68	NOT USED 78	START BUTTON 88

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	FLIPPER GROUNDED SWITCHES
			Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-White J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Grey J206-8 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1	White-Brown J208-1 U18-11	LAUNCH BUTTON 11	SLAM TILT 21	TROUGH EJECT 31	NOT USED 41	LEFT SLINGSHOT 51	LEFT LOOP LOW 61	RIGHT RAMP ENTER 71	UP/DOWN BANK UP 81	BLACK-GREEN J208-13 LOWER RIGHT FLIPPER E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2	White-Black J208-2 U18-9	DRACULA STANDUP TOP 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	LEFT FLIPPER OPTO 42	RIGHT SLINGSHOT 52	LEFT LOOP HIGH 62	RIGHT RAMP EXIT 72	UP/DOWN BANK DOWN 82	BLUE-VIOLET J212-12 LOWER RIGHT FLIPPER OPTO F2
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	3	White-Orange J208-3 U18-5	START BUTTON 13	TOMB TREASURE 23	TROUGH BALL 2 33	RIGHT FLIPPER OPTO 43	LEFT JET BUMPER 53	RIGHT LOOP LOW 63	RIGHT RAMP LOCK 73	FRANK TABLE DOWN 83	BLACK-BLUE J208-12 LOWER LEFT FLIPPER E.O.S. F3
Orange-Yellow J205-4 4TH COIN CHUTE U17-9	4	White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	LEFT BLUE TARGET 44	RIGHT JET BUMPER 54	RIGHT LOOP HIGH 64	DRACULA POSITION 5 74	FRANK TABLE UP 84	BLUE-GRAY J212-11 LOWER LEFT FLIPPER OPTO F4
Orange-Green J205-6 U16-9 Normal Function Srv Crdts	5	White-Green J208-5 U19-11	DRACULA STANDUP BOTTOM 15	DRACULA TARGET 25	TROUGH BALL 4 35	CENTER BLUE TARGET 45	BOTTOM JET BUMPER 55	CENTER LOOP 65	DRACULA POSITION 4 75	LEFT UP/DOWN BANK TARGET 85	BLACK-VIOLET J208-11 UPPER RIGHT FLIPPER E.O.S. F5
Orange-Blue J205-7 U16-11 Normal Function Volume Dn	6	White-Blue J208-7 U19-9	LEFT OUTLANE 16	LEFT RETURN LANE 26	RIGHT POPPER 36	RIGHT BLUE TARGET 46	LEFT TOP LANE 56	LEFT RAMP ENTER 66	DRACULA POSITION 3 76	RIGHT UP/DOWN BANK TARGET 86	BLACK-YELLOW J212-10 UPPER RIGHT FLIPPER OPTO F6
Orange-Violet J205-8 U16-7 Normal Function Volume Up	7	White-Violet J208-8 U19-5	RIGHT RETURN LANE 17	RIGHT OUTLANE 27	NOT USED 37	LEFT FLIPPER PROXIMITY SENSOR 47	CENTER TOP LANE 57	LEFT RAMP EXIT 67	DRACULA POSITION 2 77	FRANK HIT 87	BLACK-GRAY J212-10 CENTER SPINNER F7
Orange-Grey J205-9 U16-5 Normal Function Begin Test	8	White-Grey J208-9 U19-8	SHOOTER LANE 18	LEFT EJECT 28	NOT USED 38	RIGHT FLIPPER PROXIMITY SENSOR 48	RIGHT TOP LANE 58	CENTER RAMP ENTER 68	DRACULA POSITION 1 78	NOT USED 88	BLACK-BLUE J208-10 UPPER LEFT FLIPPER OPTO F8

J2XX = CPU Board = OPTO, TYPICALLY CLOSED

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