

PIN-BOT (16-549)

FUSE LIST

Power Supply Board D-8345			Audio Board D-11297	
F1	100V Display Power Input	1/4A, 250V, SB		
F2	Solenoids 1-16	4A, 250V, SB		
F3	Controlled lamps 18V	8A, 250V, SB	CPU Board D-11392 (11A)	
F4	Special Solenoids 17-22	2 1/2A, 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			Flipper Power Supply Board	
F2	Flipper Power	5A, 250V, SB		
Playfield fuses				
Unmarked	Visor motor	1A, 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		
LINE FILTER				
Foreign	(220V)	4A, 250V, SB		
Domestic	(110V)	8A, 250V, SB		

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
01A ³	Outhole Kicker	Switched	Vio-Brn	1P11-1 (Gry-Brn)	8P3-1 (to B1 on Diode Switching Board)	Q33	AE-23-800-01	
01C ³	Knocker	Switched	Blk-Brn	1P11-2 (Gry-Brn)	8P3-2 (to B2 on Diode Switching Board)	Q25	AE-23-800-02	
02A ³	Ball Shooter Lane Feeder	Switched	Vio-Red	1P11-3 (Gry-Red)	8P3-2 (to B2 on Diode Switching Board)	Q25	AE-23-800-03	#89
02C ³	Upper Playfield & "Top" Flashers (2)	Switched	Blk-Red	1P11-4 (Gry-Orn)	8P3-3 (to B3 on Diode Switching Board)	Q32	AE-23-800-03	#89
03A ³	Single Eject Hole	Switched	Vio-Orn	1P11-5 (Gry-Orn)	8P3-4 (to B4 on Diode Switching Board)	Q24	AE-23-800-04	#89
03C ³	Insert Board Left Flasher	Switched	Blk-Orn	1P11-6 (Gry-Grn)	8P3-5 (to B5 on Diode Switching Board)	Q31	AE-24-900-02	#89
04A ³	Drop Target (3-Bank)	Switched	Vio-Yel	1P11-7 (Gry-Blu)	8P3-6 (to B6 on Diode Switching Board)	Q23	SM-25-600-DC	#89
04C ³	Insert Board Right Flasher	Switched	Blk-Yel	1P11-8 (Gry-Vio)	8P3-7 (to B7 on Diode Switching Board)	Q30	AE-23-800-03	#89
05A ³	Ramp Raise	Switched	Vio-Grn	1P11-9 (Gry-Blk)	8P3-8 (to B8 on Diode Switching Board)	Q22	AE-23-800-03	#89
05C ³	Lower Playfield & "Top" Flashers (1)	Switched	Blk-Grn	1P12-1 (Brn-Blk)	8P3-9	Q17		#1251
06A ³	Ramp Lower	Switched	Vio-Blu	1P12-2 (Brn-Red)	8P3-10	Q9	#1251	
06C ³	Energy Flashers	Switched	Blk-Blu	1P12-3 (Brn-Orn)	8P3-12	Q16	5580-09555-01 ⁴	
07A ³	Left Eject Hole (Visor)	Switched	Vio-Blk	1P12-4 (Brn-Yel)	3P7-1	Q8	5580-09555-01 ⁴	
07C ³	Left Playfield Flasher	Switched	Blk-Vio	1P12-5 (Brn-Grn)	8P3-13	Q15	5580-09555-01 ⁴	
08A ³	Right Eject Hole (Visor)	Switched	Vio-Gry	1P12-6 (Brn-Blu)	8P3-14	Q7	5580-09555-01 ⁴	
08C ³	Sun Flashers	Switched	Blk-Gry	1P12-7 (Brn-Vio)	8P3-15	Q14		#89
09	Robot Face (Insert)	Controlled	Brn-Blk	1P12-8 (Brn-Gry)	8P3-16	Q6		#89
10	Right Visor - General Illumination	Controlled	Brn-Red	1P12-9 (Blu-Brn)	8P3-17	Q75	AE-23-800-03	
11	General Illum. - Insert Board	Controlled	Brn-Orn	1P12-10 (Blu-Red)	8P3-18	Q71	#1251	
12	General Illum. - Playfield	Controlled	Brn-Yel	1P12-11 (Blu-Orn)	8P3-19	Q73	AE-23-800-03	
13	Visor Motor	Controlled	Brn-Grn	1P12-12 (Blu-Yel)	8P3-20	Q69	AE-23-800-03	
14	Solenoid A/C select relay	Controlled	Brn-Blu	1P12-13 (Blu-Grn)	8P3-21	Q77	AE-23-800-03	
15	"Top" Flashers (3)	Controlled	Brn-Vio	1P12-14 (Blu-Blk)	8P3-22	Q79	AE-23-800-03	
16	"Top" Flashers (4)	Controlled	Brn-Gry	1P19-1 (Orn-Vio)	7P1-20		FL23-600/2600-50VDC	
17	Lower Jet Bumper	Special #1	Blu-Brn	1P19-2 (Orn-Gry)	7P1-21, 8P3-34		FL23-600/2600-50VDC	
18	Left Visor - General Illumination	Special #2	Blu-Red	1P19-3 (Orn-Gry)	7P1-23		FL23-600/2600-50VDC	
19	Left Jet Bumper	Special #3	Blu-Orn	1P19-4 (Orn-Gry)	7P1-24, 8P3-32			
20	Left Slingshot	Special #4	Blu-Yel	1P19-5 (Orn-Gry)	8P4-3			
21	Right Slingshot	Special #5	Blu-Grn	1P19-6 (Orn-Gry)	8P4-5			
22	Upper Jet Bumper	Special #6	Blu-Blk	1P19-9 (Orn-Gry)				

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. "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.
 4. 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.
 5. Relay is mounted on Power Supply Board D-8245 in the backbox.

LAMP MATRIX

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
1 Red-Brown 1J6-1 Q80	GAME OVER (Backbox) (2 lamps)	2X	Drop Targets Single Timer Lamp	Earth	Shoot Again (Playfield)	Drop Targets Top Lamp	Left Outlane Extra Ball	Right Outlane Extra Ball
2 Red-Black 1J6-2 Q81	MATCH (Backbox)	3X	Advance Planet	Venus	Score ENERGY	Drop Targets Middle Lamp	Left Return Extra Ball	Right Return Extra Ball
3 Red-Orange 1J6-3 Q82	BALL IN PLAY (Backbox)	4X	Pluto	Mercury	Solar Energy Value	Drop Targets Bottom Lamp	Special	Not Used
4 Red-Yellow 1J6-5 Q83	Mouth 1 (Backbox Left)	5X	Neptune	Yellow 1 (top)	Blue 1 (top)	Amber 1 (top)	Green 1 (Top)	Red 1 (Top)
5 Red-Green 1J6-6 Q84	Mouth 2 (Backbox)	Single Eject's 25K	Uranus	Yellow 2	Blue 2	Amber 2	Green 2	Red 2
6 Red-Blue 1J6-7 Q85	Mouth 3 (Backbox)	Single Eject's 50K	Saturn	Yellow 3	Blue 3	Amber 3	Green 3	Red 3
7 Red-Violet 1J6-8 Q86	Mouth 4 (Backbox)	Single Eject's 75K	Jupiter	Yellow 4	Blue 4	Amber 4	Green 4	Red 4
8 Red-Grey 1J6-9 Q87	Mouth 5 (Backbox Right)	Single Eject's Extra Ball	Mars	Yellow 5 (Bottom)	Blue 5 (Bottom)	Amber 5 (Bottom)	Green 5 (Bottom)	Red 5 (Bottom)

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
1 White-Brown 1J10-9	Plump Bob Tilt	Playfield Tilt	Ball Trough #1 (Lower Right)	Left Eject	Right 5-Bank (Top)	Not Used	Left Drop Target (Upper)	Not Used
2 White-Red 1J10-8	Ball Roll Tilt	Left Lane Change	Ball Trough #2 (Center)	Right Eject	Right 5-Bank	Not Used	Left Drop Target (Mid)	Not Used
3 White-Orange 1J10-7	Start Button	Right Lane Change	Advance Planet	Not Used	Right 5-Bank (Center)	Not Used	Left Drop Target (Lower)	10 Point
4 White-Yellow 1J10-6	Right Coin Switch	Left Outlane	Shooter Lane	Visor Target 1 (Left)	Right 5-Bank	Ramp Down	Top Jet Bumper	10 Point
5 White-Green 1J10-5	Center Coin Switch	Left Return Lane	Not Used	Visor Target 2	Right 5-Bank (Bottom)	Score Energy	Bottom Jet Bumper	Not Used
6 White-Blue 1J10-3	Left Coin Switch	Right Return Lane	Vortex 20K	Visor Target 3 (Center)	Single Eject	Visor Closed	Left Slingshot	Not Used
7 White-Violet 1J10-2	Slam Tilt	Right Outlane	Vortex 100K	Visor Target 4	Exit Ramp	Visor Open	Right Slingshot	Not Used
8 White-Grey 1J10-1	High Score Reset	Outhole	Vortex 5K (Exit)	Visor Target 5 (Right)	Enter Ramp	Left Jet Bumper	10 Point	Not Used