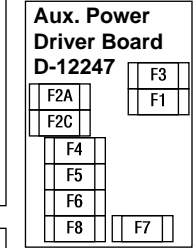
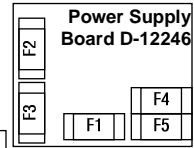
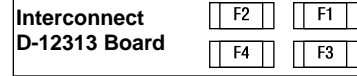
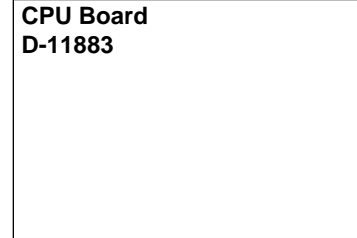


Riverboat Gambler (16-50007)

FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/4A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
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
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		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	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C ³	Left slingshot flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#906	#89
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Right slingshot flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#906	#89
03A ³	Left drop target bank reset	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-24-900	
03C ³	Left drop target flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#906	#89
04A ³	Right drop target bank reset	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-24-900	
04C ³	Right drop target flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#906	#89
05A ³	Ramp up	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Standup target flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#906	#89
06A ³	Ball kicker	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800	
06C ³	Left ramp flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#906	#89
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Right ramp flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#906	#89
08A ³	Ramp down	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	SM-1-26-600	
08C ³	Left back flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#906	
09	Right back flasher	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-11	Q17	#906	
10	Playfield / insert G.I. relays	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-12	Q9	5580-09555-01 ^{4a}	
11	Wheel flasher (top left + lower right)	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-13	Q16	#906	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Diverter	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5: 2J4-14	Q15	AE-24-900	
14	Roulette Wheel B	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3: 2J4-15	Q7	p/o B-12088	
15	Roulette Wheel A	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2: 2J4-16	Q14	p/o B-12088	
16	Wheel flasher (lower left + top right)	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1: 2J4-10	Q6		#906 (2)
17	Top jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500	
19	Bottom jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500	
21	Right jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Not used	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79		
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2P8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2P10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper						
	Upper left flipper	Flipper						

- 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. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.
 - Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.
 - Relay is mounted on Aux. Power Driver Board, D-12247, 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	Red	Bottom 21 Card	"C" Casino Lamps	20 Chips	"C" Stand-up Target	Ten	"F" Left Bank Target	Win Meter 1 Low
2 Red-Black 1J6-2 Q81	Green	Middle 21 Card	"A" Casino Lamps	10 Chips	"H" Stand-up Target	Jack	"I" Left Bank Target	Win Meter 2
3 Red-Orange 1J6-3 Q82	Black	Top 21 Card	"S" Casino Lamps	50 Chips	"I" Stand-up Target	Queen	"V" Left Bank Target	Win Meter 3
4 Red-Yellow 1J6-5 Q83	Play Roulette (2 lamps)	20 Hit Lamp	"I" Casino Lamps	Spot Star	"P" Stand-up Target	King	"E" Left Bank Target	Win Meter 4
5 Red-Green 1J6-6 Q84	Gold Star 1	Left Outlane	"N" Casino Lamps	Top Jet and 1	"S" Stand-up Target	Ace	"C" Right Bank Target	Win Meter 5
6 Red-Blue 1J6-7 Q85	Gold Star 2	Left Return Lane	"O" Casino Lamps	Bottom Jet and 3	Not Used	200 Chips	"A" Right Bank Target	Win Meter 6
7 Red-Violet 1J6-8 Q86	Gold Star 3	Right Return Lane	Hold Card	Right Jet and 2	Winning Streak	100 Chips	"A" Right Bank Target	Win Meter 7
8 Red-Grey 1J6-9 Q87	Spot Card	Right Outlane	Collect Royal	Not Used	Slot Shot	Shoot Again	"D" Right Bank Target	Bust Card

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	Shooter	Left Ramp Return	1/4 Skill Shot	"C" Stand-up Target	Not Used	"F" Left Drop Target	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	Left Outlane	1/2 Skill Shot	"H" Stand-up Target	Past Skill Shot	"I" Left Drop Target	Left Flipper
3 White-Orange 1J10-7	Start Button	Left Trough	Left Return Lane	3/4 Skill Shot	"I" Stand-up Target	21 Stand-up Target	"V" Left Drop Target	Roulette Wheel
4 White-Yellow 1J10-6	Right Coin Switch	Center Trough	Skill Shot Made	Left Slingshot	"P" Stand-up Target	Locker/Eject	"E" Left Drop Target	Red Button
5 White-Green 1J10-5	Center Coin Switch	Right Trough	Not Used	Top Jet Bumper	"S" Stand-up Target	Ramp Down Now	"C" Right Drop Target	Pass Button
6 White-Blue 1J10-3	Left Coin Switch	Right Ramp Entry	Right Return Lane	Bottom Jet Bumper	Not Used	Not Used	"A" Right Drop Target	Green Button
7 White-Violet 1J10-2	Slam Tilt	Top Ramp Entry	Right Outlane	Right Jet Bumper	Top Ramp Exit	Not Used	"R" Right Drop Target	Black Button
8 White-Grey 1J10-1	High Score Reset	Left Ramp Entry	Right Ramp Return	Right Slingshot	Bust Card	Ball at Diverter	"D" Right Drop Target	Rebound Switch