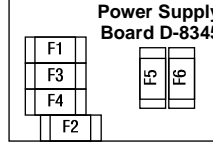
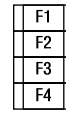
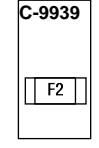
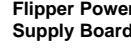


## Road Kings (16-542)

### FUSE LIST

<b>Power Supply Board D-8345</b>		<b>Audio Board D-11197</b>  	
F1	100V Display Power Input		1/4A, 250V, SB
F2	Solenoids 1-16		2 1/2A, 250V, SB
F3	Controlled lamps 18V		8A, 250V, SB
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	
<b>Flipper Power Supply Board C-9939</b>		<b>CPU Board D-10881</b>  	
F2	Flipper Power		4A, 250V, SB
<b>Playfield fuses</b>			 6.1. String 1, 2, 3 & 4
<b>Back Box fuses</b>			
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	
<b>LINE FILTER</b>			<b>Flipper Power Supply Board</b>  
Foreign	(220V)	4A, 250V, SB	
Domestic	(110V)	8A, 250V, SB	

### SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire <sup>1</sup> 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	Ball Shooter Lane Feeder	Controlled	Gry-Red	1P11-3	8P3-2	Q25	AE-23-800-03	
03	Left Eject Hole	Controlled	Gry-Orn	1P11-4	8P3-3	Q32	AE-23-800-03	
04	Center Eject Hole	Controlled	Gry-Yel	1P11-5	8P3-4	Q24	AE-23-800-03	
05A <sup>3</sup>	Rear Playfield Flashers	Switched	Vio-Grn	1P11-6	8P3-5 (to B4 on Diode Switching Board)	Q31	#63 Flashlamps	
05C <sup>3</sup>	Upper Left Kicker	Switched	Blk-Grn	(Gry-Grn)			AE-23-800-11 <sup>4</sup>	
06	Power Kicker (left outlane)	Controlled	Gry-Blu	1P11-7	8P3-6	Q23	AE-24-900-01 <sup>4</sup>	
07	Left Lighting Bolt	Controlled	Gry-Vio	1P11-8	8P3-7	Q30	#63 Flashlamps	
08	Right Lighting Bolt	Controlled	Gry-Blk	1P11-9	8P3-8	Q22	#63 Flashlamps	
09	Left Gate	Controlled	Bm-Blk	1P12-1	8P3-9	Q17	SM1-35-4000-DC	
10	Right Gate	Controlled	Bm-Red	1P12-2	8P3-10	Q9	SM1-35-4000-DC	
11	General Illumination Relay	Controlled	Bm-Orn	1P12-4	3P7-1	Q16	5580-09555-00 <sup>5</sup>	
12	Solenoid A/C select relay	Controlled	Bm-Yel	1P12-5	8P3-12	Q8	5580-09555-00 <sup>4</sup>	
13A <sup>3</sup>	Knocker	Switched	Vio-Wht	1P12-6	8P3-13 (to B3 on Diode Switching Board)	Q15	AE-23-800-02	
13C <sup>3</sup>	Ramp Up	Switched	Blk-Wht	(Bm-Grn)			AE-24-900-02	
14A <sup>3</sup>	Mid-Insert Board Flashers	Switched	Vio-Blu	1P12-7	8P3-14 (to B2 on Diode Switching Board)	Q7	#63 Flashlamps	
14C <sup>3</sup>	Ramp Down	Switched	Blk-Blu	(Bm-Blu)			SM-26-600-DC	
15A <sup>3</sup>	Bikes Flashers (Backbox)	Switched	Vio-Blk	1P12-8	8P3-15 (to B1 on Diode Switching Board)	Q14	#63 Flashlamps	
15C <sup>3</sup>	Drop Target	Switched	Blk-Vio	(Bm-Vio)			SA-5-24-750-DC	
16	Coin-Lockout Relay	Controlled	Bm-Gry	1P12-9	7P1-7, 7P2-4	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	Upper Jet Bumper	Special #3	Blu-Orn	1P19-3	8P3-19	Q73	AE-23-800-03	
20	Left Jet Bumper	Special #4	Blu-Yel	1P19-6	8P3-20	Q69	AE-23-800-03	
21	Right Jet Bumper	Special #5	Blu-Grn	1P19-8	8P3-21	Q77	AE-23-800-03	
22	Lower Jet Bumper	Special #6	Blu-Blk	1P19-9	8P3-22	Q79	AE-23-800-03	
<b>Flipper Circuits</b>								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	7P1-20		FL23-600-30/2600-50VDC	
	Lower right flipper switch <sup>2</sup>	Switch	Blu-Vio		7P1-21, 8P3-34			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	7P1-20		FL23-600-30/2600-50VDC	
	Lower left flipper switch <sup>2</sup>	Switch	Blu-Gry		7P1-24, 8P3-32			
		Flipper	Blk-Blu					
		Flipper	Blk-Yel					

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 B-terminal connection listed for the Diode Switching Board, which controls the device pulsing by Sol. 12.
- Relay (p/n 5580-09555-00) is mounted on Relay Snubber Board p/n C-11232 or C-11232-2, or Relay Board p/n C11232-1.
- Relay is mounted on Power Supply Board D-8245 in the backbox.

### LAMP MATRIX

Column \ Row	Red ← Yellow (B+) →							
	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	R Target	S Target	Right Collect Detour Value	Right Extra Ball	Bonus 40,000	Bonus 5000	Not Used
2 Red-Black 1J6-2 Q81	Match	O Target	Lane 1	Left Timelock	Mega-Score	Bonus 60,000	Bonus 6000	Not Used
3 Red-Orange 1J6-3 Q82	Shoot Again (Backbox)	A Target	Lane 2	Center Timelock	2X	Bonus 80,000	Bonus 7000	Not Used
4 Red-Yellow 1J6-5 Q83	Ball In Play	D Target	Lane 3	Power Kick	3X	Cruise Again	Bonus 8000	Not Used
5 Red-Green 1J6-6 Q84	Hold Bonus	K Target	Lane 4	Right Special	4X	Bonus 1000	Bonus 9000	Not Used
6 Red-Blue 1J6-7 Q85	Spots Letter	I Target	Bonus Hold When Lit	Left Special	5X	Bonus 2000	Center Extra Ball	Not Used
7 Red-Violet 1J6-8 Q86	Left Lock	N Target	All Scores Double	Right Timelock	Bonus 10,000	Bonus 3000	Detour When Lit	Not Used
8 Red-Grey 1J6-9 Q87	Center Lock	G Target	Left Collect Detour Value	Right Lock	Bonus 20,000	Bonus 4000	Not Used	Not Used

### SWITCH MATRIX

Column \ Row	White → Green							
	1 White-Brown 1J10-9	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	R Target	S Target	Left Jet Bumper	Right Ten Point	Right Trough	Not Used	Not Used
2 White-Red 1J10-8	Ball Roll Tilt	O Target	Lane 1	Right Jet Bumper	Upper Left Kicker	Left Trough	Not Used	Not Used
3 White-Orange 1J10-7	Start Button	A Target	Lane 2	Bottom Jet Bumper	Right Rollunder	Left Slingshot	Not Used	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	D Target	Lane 3	Left Outlane	Left Rollunder	Right Slingshot	Not Used	Not Used
5 White-Green 1J10-5	Center Coin Switch	K Target	Lane 4	Right Outlane	Left Eject	Left Ten Point	Not Used	Not Used
6 White-Blue 1J10-3	Left Coin Switch	I Target	Right Ramp Enter	Drop Target	Center Eject	Playfield Tilt	Not Used	Not Used
7 White-Violet 1J10-2	Slam Tilt	N Target	Ramp Raise (EOS)	Center Ramp Enter	Ball Shooter	Left Flipper (EOS)	Not Used	Not Used
8 White-Grey 1J10-1	High Score Reset	G Target	Top Jet Bumper	Center Ramp Right Exit	Outhole	Right Flipper (EOS)	Not Used	Not Used