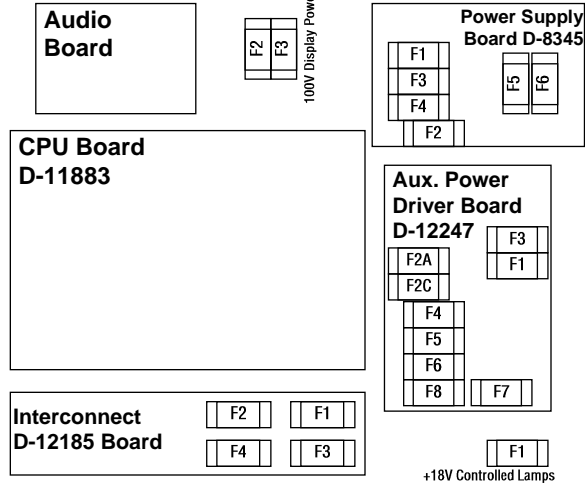


Swords of Fury (16-559)

FUSE LIST

<b>Power Supply Board D-8345</b>		
F1	100V Display Power Input	1/4A, 250V, SB
F2	Not used	
F3	Not used	
F4	Not used	
F5, F6	5V & 12V Logic Power Input	7A, 250V, SB
<b>Aux. Power Driver Board D-12247</b>		
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	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
<b>Interconnect Board D-12313-50007</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>BackBox Fuse</b>		
F1	+18V Controlled Lamps	8A, 250V, SB
F2, F3	+ & - 100V Display Power	1/8A 250V SB
<b>LINE FILTER</b>		
Foreign		4A, 250V, SB
Domestic		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
01A <sup>3</sup>	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C <sup>3</sup>	Mini-playfield flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C): 2J4-1: 2J12-15		#1251	
02A <sup>3</sup>	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C <sup>3</sup>	Left loop flashers	Switched	Blk-Red	(Gry-Red)	5J5-8 (C): 2J4-2: 2J12-14		#89 (2)	
03A <sup>3</sup>	Not used	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32		
03C <sup>3</sup>	Tube flashers	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C): 2J4-3: 2J11/12-13		#89	#89
04A <sup>3</sup>	Top left eject	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-23-800	
04C <sup>3</sup>	Top ramp flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C): 2J4-4: 2J12-12		#89	
05A <sup>3</sup>	Drop bank 2 ("A")	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-26-1400	
05C <sup>3</sup>	Left lockup flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C): 2J4-5: 2J12-11		#89	
06A <sup>3</sup>	Left lockup	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800	
06C <sup>3</sup>	Balrod flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C): 2J4-6: 2J12-10		#89	
07A <sup>3</sup>	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-26-1200	
07C <sup>3</sup>	Left spinner flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C): 2J4-7: 2J12-9		#89	
08A <sup>3</sup>	Drop bank 3 ("G")	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-26-1400	
08C <sup>3</sup>	Shooter lane flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C): 2J4-8: 2J12-7		#89	
09	Top center flasher	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-10: 2J11/12-6	Q17	#89	#89
10	Playfield / Insert G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-13: 2J11/12-3	Q9	5580-09555-01 <sup>4</sup>	
11	Swords flashers	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-11: 2J11-5	Q16		#89 (3)
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 <sup>5</sup>	
13	Not used	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15		
14	Left outlane kickback	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3: 2J4-14: 2J12-2	Q7	AE-23-800	
15	Drop bank 1 ("M")	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2: 2J4-15: 2J12-1	Q14	AE-26-1400	
16	Left outlane flasher	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1: 2J4-12: 2J12-4	Q6	#89	
17	Bottom diverter	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-26-1200	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500	
19	Top diverter	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-26-1200	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500	
21	Drop bank 4 ("I")	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-26-1400	
22	Drop bank 5 ("C")	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	AE-26-1400	
<b>Flipper Circuits</b>								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2J10-7		FL11630/50VDC	
	Lower right flipper switch <sup>2</sup>	Switch	Blu-Vio		2J10-1: 2J8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2J10-8		FL11630/50VDC	
	Lower left flipper switch <sup>2</sup>	Switch	Blu-Gry		2J10-2: 2J8-14			
	Upper right flipper	Flipper	Blk-Blu		2J10-4: 2J8-12		FL11753/50VDC	
	Upper left flipper	Flipper	Blk-Yel		2J10-3: 2J8-13		FL11753/50VDC	

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. 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.  
 4. Relay is mounted on Relay Board p/n C-11998-1.  
 5. Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

LAMP MATRIX

Column	1 Yellow-Brown 1J7-1 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	Magic Scores 50K	Left Outlane Advance	Drop Bank Red	Not Used	Avenger Scores 50K	Top Loop 20K (2 lamps)	Left Outlane Kicker	500,000
2 Red-Black 1J6-2 Q81	Magic Scores 100K	Left Outlane Collect	Drop Bank Yellow	A	Avenger Scores 150K	Top Loop 30K (2 lamps)	Release Titans	1,000,000
3 Red-Orange 1J6-3 Q82	Magic Scores 150K	Right Outlane Advance	Drop Bank Blue	V	Avenger Scores 250K	Left Spin 1K	Top Loop 40K (2 lamps)	1,500,000
4 Red-Yellow 1J6-5 Q83	Magic Scores 200K	Right Outlane Collect	Drop Bank Orange	E	Extra Ball	Left Spin 1.5K	Top Loop 50K (2 lamps)	2,000,000
5 Red-Green 1J6-6 Q84	Magic Scores 250K	Bonus Multiplier 1X	Drop Bank Red II	N	Right Ramp	Left Spin 2K	Top Loop Left Advance	2,500,000
6 Red-Blue 1J6-7 Q85	Top Loop 100K (2 lamps)	Bonus Multiplier 2X	Avenge Again	G	Playfield Multiplier 3X	Ball Deflect (top)	Top Loop Right Advance	3,000,000
7 Red-Violet 1J6-8 Q86	Top Loop 500K (2 lamps)	Bonus Multiplier 4X	Left Loop (left)	E	Playfield Multiplier 2X	Ball Deflect (middle)	Top Loop Left Collect	3,500,000
8 Red-Grey 1J6-9 Q87	Not Used	Special (2 lamps)	Left Loop (right)	R	Lionman Bonus	Ball Deflect (bottom)	Top Loop Right Collect	4,000,000

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	Drop Target Red	Left Return Lane	Not Used	Not Used	Not Used	Left Outlane
2 White-Red 1J10-8	German Score Board	Outhole	Drop Target Yellow	A	Not Used	Not Used	Not Used	Lane Change Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough 1 (right)	Drop Target Blue	V	Not Used	Not Used	Not Used	Right Outlane
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough 2 (middle)	Drop Target Orange	E	Not Used	Not Used	Not Used	Lane Change Right Flipper
5 White-Green 1J10-5	Center Coin Switch	Ball Trough 3 (left)	Drop Target Red II	N	Upper Right 10 Points	Not Used	Not Used	Top Loop (left)
6 White-Blue 1J10-3	Left Coin Switch	Ball Shooter Lane	Not Used	G	Right Ramp	Payoff Ramp	Top Eject	Top Loop (right)
7 White-Violet 1J10-2	Slam Tilt	Top Tube	Left Loop (left)	E	Left Spin	Top Center Ramp	Left Slot Lockup	Left Slingshot
8 White-Grey 1J10-1	High Score Reset	Bottom Tube	Left Loop (right)	R	Lower Right 10 Points	Right Return Lane	Upper Left Lock	Right Slingshot