CACTUS CANYON (50066)

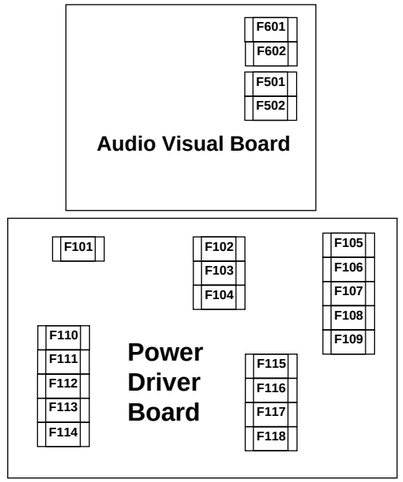
FUSE LIST

AUDIO/VIDEO BOARD		
F501	-25V	T2.5A, 250V
F502	+25V	T2.5A, 250V
F601	+62V	T0.315A, 250V
F602	-113V & -125V	T0.315A, 250V

LINE FILTER	
Foreign	T4.0A, 250V
Domestic	T5.0A, 250V

POWER DRIVER BOARD					
F101	Regulated 12V	T0.63A, 250V	F110	G.I. #5 White-Violet	T4.0A, 250V
F102	Solenoids #25 to #28	T4.0A, 250V	F111	G.I. #4 White-Green	T4.0A, 250V
F103	Solenoids #1 to #8	T4.0A, 250V	F112	G.I. #3 White-Yellow	T4.0A, 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

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



LAMP MATRIX

Yellow (B+) — RED

Row \ Column	1 Yellow-Brown J121-1 Q96	2 Yellow-Red J121-2 Q100	3 Yellow-Orange J121-3 Q95	4 Yellow-Black J121-4 Q99	5 Yellow-Green J121-5 Q94	6 Yellow-Blue J121-6 Q98	7 Yellow-Violet J121-7 Q93	8 Yellow-Grey J121-9 Q97
1 Red-Brown J125-1 Q104	RANK STRANGER 11	BOUNTY BEACON 21	R. CENTER DROP BAD GUY 3 31	RIGHT LOOP COMBO 41	RIGHT DROP BAD GUY 4 51	LEFT RAMP: WHITE-WATER 61	STAR: STAMPEDE 71	STAR: BART BROTHERS 81
2 Red-Black J125-2 Q108	RANK: PARTNER 12	JACKPOT BEACON 22	LEFT DROP BAD GUY 1 32	RIGHT LOOP JACKPOT 42	BOTTOM RIGHT STANDUP 52	LEFT RAMP: WATERFALL 62	STAR: COMBO 72	SHOOT AGAIN 82
3 Red-Orange J125-4 Q103	RANK: DEPUTY 13	SHOOT TO COLLECT 23	LEFT STANDUP 33	RIGHT LOOP MARKSMAN 43	TOP RIGHT STANDUP 53	LEFT RAMP: SAVE POLLY 63	STAR: HIGH NOON 73	STAR: SHOWDOWN 83
4 Red-Yellow J125-5 Q107	RANK: SHERIFF 14	EXTRA BALL LIT BEACON 24	R. RAMP SOUND ALARM 34	RIGHT LOOP GUNSLINGER 44	CENTER RAMP: CATCH TRAIN 54	LEFT RAMP: JACKPOT 64	LEFT LOOP: COMBO 74	L. CENTER DROP: BAD GUY 2 84
5 Red-Green J125-6 Q102	RANK: MARSHALL 15	BOUNTY (SALOON) 25	RIGHT RAMP: SHOOT OUT 35	RIGHT LOOP GOOD SHOT 45	CENTER RAMP: STOP TRAIN 55	LEFT RAMP: COMBO 65	LEFT LOOP: JACKPOT 75	NOT USED 85
6 Red-Blue J125-7 Q106	STAR: MOTHER-LODE 16	SALOON ARROW 26	RIGHT RAMP: SAVE POLLY 36	LEFT RETURN: QUICK DRAW 46	CENTER RAMP: SAVE POLLY 56	RIGHT RETURN: QUICK DRAW 66	LEFT LOOP: RIDE 'EM 76	NOT USED 86
7 Red-Violet J125-8 Q101	LEFT BONUS 'X' LANE 17	EXTRA BALL 27	RIGHT RAMP: JACKPOT 37	LEFT GUNFIGHT PIN 47	CENTER RAMP: JACKPOT 57	RIGHT OUT: SPECIAL 67	LEFT LOOP: WILD RIDE 77	NOT USED 87
8 Red-Grey J125-9 Q105	RIGHT BONUS 'X' LANE 18	MINE LOCK 28	RIGHT RAMP: COMBO 38	LEFT OUT: GUNFIGHT 48	CENTER RAMP: COMBO 58	RIGHT GUNFIGHT PIN 68	LEFT LOOP: BUCK'N BRONCO 78	START BUTTON 88

J1XX = Power Driver Board

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections Playfield	Backbox	Cabinet	Drive Xistor	Drive Connections Playfield	Backbox	Cabinet	Drive Wire Color	Solenoid Part Number Flashlamp Type Playfield	Backbox
01	AUTO PLUNGER	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-23-800	
02	LEFT DROP TARGET	High Power	J133-2			Q68	J116-2			VIO-RED	AE-26-1500	
03	LEFT CENTER DROP TARGET	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-26-1500	
04	RT CENTER DROP TARGET	High Power	J133-2			Q67	J116-5			VIO-YEL	AE-26-1500	
05	RIGHT DROP TARGET	High Power	J133-2			Q70	J116-6			VIO-GRN	AE-26-1500	
06	MINE POPPER	High Power	J133-2			Q66	J116-7			VIO-BLU	AE-24-900	
07	NOT USED	High Power				Q69	J116-8			VIO-BLK		
08	SALOON POPPER	High Power	J133-2			Q65	J116-9			VIO-GRY	AE-26-1500	
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	LEFT GUNFIGHT POST	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1500	
15	RIGHT GUNFIGHT POST	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-26-1500	
16	BOTTOM JET BUMPER	Low Power	J133-3			Q45	J113-9			BRN-GRY	AE-26-1500	
17	MINE MOTOR	Flasher	J140-2			Q28	J111-1			BLK-BRN	14-8015	
18	MINE FLASHER	Flasher	J133-6			Q32	J111-2			BLK-RED	#906	
19	FRONT LEFT FLASHER	Flasher	J133-6			Q27	J111-3			BLK-ORG	#906	
20	FRONT RIGHT FLASHER	Flasher	J133-6			Q31	J111-4			BLK-YEL	#906	
21	LEFT LOOP GATE	Flasher	J133-1			Q26	J111-5			BLU-GRN	A-14406	
22	RIGHT LOOP GATE	Flasher	J133-1			Q30	J111-6			BLU-BLK	A-14406	
23	NOT USED	Flasher				Q25	J111-7			BLU-VIO		
24	BEACON FLASHER	Flasher	J133-6	J134-5		Q29	J111-8	J112-9		BLU-GRY	#906	#906
25	MIDDLE RIGHT FLASHER	Gen. Purpose	J133-6			Q16	J109-1			BLU-BRN	#906	
26	SALOON FLASHER	Gen. Purpose	J133-6	J134-5		Q15	J109-2	J108-2		BLU-RED	#906	#906
27	BACK RIGHT FLASHER	Gen. Purpose	J133-6	J134-5		Q14	J109-3	J108-3		BLU-ORG	#906	#906
28	BACK LEFT FLASHER	Gen. Purpose	J133-6	J134-5		Q13	J109-4	J108-5		BLU-YEL	#906	#906

General Illumination			Voltage Connections Playfield	Insert	Cabinet	Drive Xistor	Drive Connections Playfield	Insert	Cabinet	Drive Wire	Bulb Type Playfield	Insert
01	STRING 1 INSERT PANEL	G.I.	J105-1			Q5	J105-7			WHT-BRN	#44	
02	STRING 2 INSERT PANEL	G.I.	J105-2			Q4	J105-8			WHT-ORG	#44	
03	STRING 3 INSERT PANEL	G.I.	J105-3			Q3	J105-9			WHT-YEL	#44	
04	*STRING 4 PLAYFIELD	G.I.		J106-5		Q2		J106-10		WHT-GRN		#555
05	*STRING 5 PLAYFIELD	G.I.		J106-6	J104-3	Q1		J106-11	J104-1	WHT-VIO		#555

Flipper Circuits		Solenoid Type	Voltage Connection Playfield	Drive Transistors Power	Hold	Drive Connections Playfield	Drive Wire Colors Power	Hold	Coil Part No.	Coil Colors
29	LOWER RIGHT FLIPPER	Power	J119-1 (RED-GRN)	Q90		J120-13	YEL-GRN		FL-11630	RED
30		Hold	J119-1 (RED-GRN)		Q92	J120-11		ORG-GRN		
31	LOWER LEFT FLIPPER	Power	J119-4 (RED-BLU)	Q87		J120-9	YEL-BLU		FL-11630	RED
32		Hold	J119-4 (RED-BLU)		Q89	J120-7		ORG-BLU		
33	MOVE BART TOY	Power	J119-6 (RED-VIO)	Q84		J120-6	YEL-VIO		AL-26-1000	
34	NOT USED	Hold	J119-6 (RED-VIO		Q86	J120-4		ORG-VIO		
35	NOT USED	Power	J119-8 (RED-GRY)	Q81		J120-3	YEL-GRY			
36	BART TOY HAT	Hold	J119-8 (RED-GRY)		Q83	J120-1		ORG-GRY	AE-26-1500	

Train Motor Circuit		Solenoid Type	Playfield Voltage Connection	Drive Gates	Connections Playfield Drive	Drive Wire Colors	Device Part Number
37	TRAIN REVERSE	Low Power	J141-2	U3A, U3B	J110-1	BRN-WHT	14-8015
38	TRAIN FORWARD	Low Power	J141-3	U3C, U3D	J110-3	ORG-WHT	

J1XX = POWER DRIVER BOARD
***These general illumination strings do not brighten and dim, they are always on**
Tie-Back diode J111-5 & 6 to J111-10, 11 & 13

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SWITCH MATRIX

White → Green

DEDICATED GROUNDED SWITCHES	Row \ Column	1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Grey J206-9 U20-11	FLIPPER GROUNDED SWITCHES
Orange-Brown J205-1 LEFT COIN CHUTE U17-5 D1	1 White-Brown J208-1 U18-11	NOT USED 11	SLAM TILT 21	TROUGH EJECT 31	MINE POPPER 41	LEFT SLINGSHOT 51	DROP #1 LEFT 61	TRAIN ENCODER 71	NOT USED 81	Black-Green J208-13 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE U17-7 D2	2 White-Red J208-2 U18-9	NOT USED 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	SALOON POPPER 42	RIGHT SLINGSHOT 52	DROP #2 LEFT CENTER 62	TRAIN HOME 72	CENTER RAMP ENTER 82	Blue-Violet J212-12 Lower Right Flipper Opto F2
Orange-Black J205-3 RIGHT COIN CHUTE U17-11 D3	3 White-Orange J208-3 U18-5	START BUTTON 13	NOT USED 23	TROUGH BALL 2 33	NOT USED 43	LEFT JET BUMPER 53	DROP #3 RIGHT CENTER 63	SALOON GATE 73	LEFT RAMP MAKE 83	Black-Blue J208-12 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4TH COIN CHUTE U17-9 D4	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	TOP RIGHT STANDUP 44	RIGHT JET BUMPER 54	DROP #4 RIGHT 64	NOT USED 74	CENTER RAMP MAKE 84	Blue-Gray J212-11 Lower Left Flipper Opto F4
Orange-Green J205-6 U16-9 Normal Function / Test Function Srv Crdts / Escape D5	5 White-Green J208-5 U19-11	MINE ENTRANCE 15	NOT USED 25	TROUGH BALL 4 35	NOT USED 45	BOTTOM JET BUMPER 55	RIGHT RAMP MAKE 65	SALOON BART TOY 75	LEFT RAMP ENTER 85	Black-Violet J208-11 RIGHT SPINNER F5
Orange-Blue J205-7 U16-11 Normal Function / Test Function Volume Dn / Down D6	6 White-Blue J208-7 U19-9	LEFT OUTLANE 16	LEFT RETURN LANE 26	LEFT LOOP BOTTOM 36	BEER MUG SWITCH 46	RIGHT LOOP TOP 56	RIGHT RAMP ENTER 66	NOT USED 76	TOP LEFT STANDUP 86	Black-Yellow J212-10 Upper Right Flipper Opto F6
Orange-Violet J205-8 U16-7 Normal Function / Test Function Volume Up / Up D7	7 White-Violet J208-8 U19-5	RIGHT RETURN LANE 17	RIGHT OUTLANE 27	RIGHT LOOP BOTTOM 37	LEFT BONUS "X" LANE 47	RIGHT BONUS "X" LANE 57	SKILL BOWL 67	MINE HOME 77	BOTTOM LEFT STANDUP 87	Black-Gray J208-10 LEFT SPINNER F7
Orange-Grey J205-9 U16-5 Normal Function / Test Function Begin Test / Enter D8	8 White-Grey J208-9 U19-7	SHOOTER LANE 18	BOTTOM RIGHT STANDUP 28	NOT USED 38	JET EXIT 48	LEFT LOOP TOP 58	BOTTOM RIGHT RAMP 68	MINE ENCODER 78	NOT USED 88	Black-Blue J212-9 Upper Left Flipper Opto F8

J2XX = CPU Board = OPTO, TYPICALLY CLOSED