

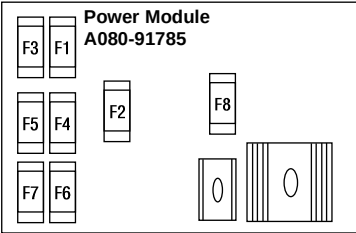
Bally/MIDWAY City Slicker

Fuse List

Power Module A080-91785-C000		
F1	43V Solenoids (3 flippers)	6A, 250V
F2	230V Display Power input	0.75A, 250V
F3	5V & 12V Logic Power Input	6A, 250V
F4	20V Controlled lamps	8A, 250V
F5	20V Controlled lamps	8A, 250V
F6	6.3V General Illumination	15A, 250V
F7	6.3V General Illumination	15A, 250V
F8	190V Display Power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB
F2	Bright Lights C-Phase	1A, 250V
F3	Bright Lights D-Phase	1A, 250V
Transformer Module		
F1	Main fuse	3A, 250V, SB

Sound Module
Turbo
Cheap
Squeak
(T.C.S.)
A084-91855

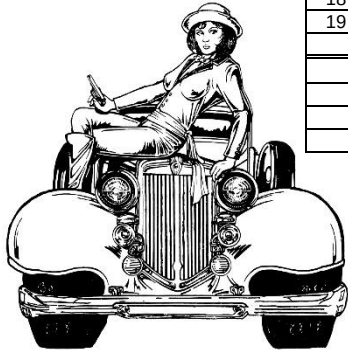
6803 Controller Module
A-084-91786



Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type
Q53	J13-12	50K	96	Gry-Brn	B	MCR-106
Q68	J13-10	100K	94	Gry-Grn	B	MCR-106
Q37	J13-4	150K	85	Blk-Wht	B	2N5060
Q34	J12-17/J13-1	Bright Backbox Left	81	Blk-Red	D	MCR-106
Q51	J12-15/J13-8	Bright Backbox Right	93	Gry-Yel	D	MCR-106
Q66	J12-16/J13-6	Bright Flipper Light	87	Blk-Orn	D	MCR-106
Q34	J12-17/J13-1	Bright Headlight Left	81	Blk-Red	C	MCR-106
Q51	J12-15/J13-8	Bright Headlight Right	93	Gry-Yel	C	MCR-106
Q66	J12-16/J13-6	Bright Left Gate	87	Blk-Orn	C	MCR-106
Q65	J11-1/J12-4	Bright Middle Saucer	48	Grn-Blk	D	MCR-106
Q35	J13-2	Bright Right Gate	83	Blk-Yel	C	MCR-106
Q65	J11-1/J12-4	Bright Top Saucer	48	Grn-Blk	C	MCR-106
Q35	J13-2	Bright Top Target	83	Blk-Yel	D	MCR-106
Q23	J10-1	CITY "C"	12	Red-Blu	A	2N5060
Q23	J10-1	CITY "C"	12	Red-Blu	B	2N5060
Q70	J10-7	CITY "I"	24	Blu-Grn	A	2N5060
Q70	J10-7	CITY "I"	24	Blu-Grn	B	2N5060
Q55	J10-16	CITY "T"	38	Yel-Blk	A	2N5060
Q55	J10-16	CITY "T"	38	Yel-Blk	B	2N5060
Q24	J10-2	CITY "Y"	13	Red-Yel	A	2N5060
Q24	J10-2	CITY "Y"	13	Red-Yel	B	2N5060
Q69	J13-7	Double Left 2X	91	Gry-Red	A	2N5060
Q31	J11-13/J12-13	Left Bottom Target	73	Orn-Yel	A	2N5060
Q63	J11-3/J12-2	Left Kicker	59	Wht-Gry	B	2N5060
Q41	J10-8	Left Middle Saucer 5K	25	Blu-Wht	B	2N5060
Q48	J11-10/J12-7	Left Middle Target	68	Brn-Blk	A	2N5060
Q50	J11-7/J12-9	Left Return 2X	63	Brn-Yel	A	2N5060
Q32	J11-14/J12-12	Left Spot	74	Orn-Grn	A	2N5060
Q49	J11-9/J12-8	Left Spot 1	67	Brn-Orn	A	2N5060
Q64	J11-2/J12-3	Left Spot 2	58	Wht-Blk	A	2N5060
Q33	J11-15/J12-11	Left Spot 3	75	Orn-Wht	A	2N5060
Q63	J11-3/J12-2	Left Top Target	59	Wht-Gry	A	2N5060
Q41	J10-8	Left Top Target Left	25	Blu-Wht	A	2N5060
Q48	J11-10/J12-7	Middle Flipper Light	68	Brn-Blk	B	2N5060
Q64	J11-2/J12-3	Middle Saucer Qualify	58	Wht-Blk	B	2N5060
Q56	J10-17	Middle Saucer Spot	41	Grn-Red	B	2N5060
Q56	J10-17	Middle Top Target Left	41	Grn-Red	A	2N5060
Q50	J11-7/J12-9	Right Double	63	Brn-Yel	B	2N5060
Q32	J11-14/J12-12	Right Kicker	74	Orn-Grn	B	2N5060
Q25	J10-3	Right Middle Saucer	14	Red-Grn	B	2N5060
Q62	J11-4/J12-1	Right Return Lane	61	Brn-Red	B	2N5060
Q46	J11-16	Right Spot	78	Orn-Blk	B	2N5060
Q61	J11-6/J12-10	Right Spot 1	62	Brn-Blu	B	2N5060
Q30	J11-12/J12-14	Right Spot 2	72	Orn-Blu	B	2N5060
Q47	J11-11/J12-6	Right Spot 3	71	Orn-Red	B	2N5060

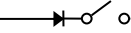
SCR	connector	lamp description	code	wire color	phase	tr type
Q45	J10-10	Right Target Bottom	28	Blu-Blk	B	2N5060
Q60	J10-13	Right Target Middle	36	Yel-Brn	B	2N5060
Q29	J11-8	Right Top Target	64	Brn-Grn	B	2N5060
Q25	J10-3	Right Top Target Left	14	Red-Grn	A	2N5060
Q53	J13-12	Rollover 1	96	Gry-Brn	A	MCR-106
Q68	J13-10	Rollover 2	94	Gry-Grn	A	MCR-106
Q37	J13-4	Rollover 3	85	Blk-Wht	A	2N5060
Q54	J13-11	Rollover 4	95	Gry-Wht	A	2N5060
Q42	J10-9	Shoot Again	26	Blu-Brn	A	2N5060
Q45	J10-10	Shootout 1	28	Blu-Blk	A	2N5060
Q60	J10-13	Shootout 2	36	Yel-Brn	A	2N5060
Q29	J11-8	Shootout 3	64	Brn-Grn	A	2N5060
Q46	J11-16	Shootout 4	78	Orn-Blk	A	2N5060
Q61	J11-6/J12-10	Shootout 5	62	Brn-Blu	A	2N5060
Q30	J11-12/J12-14	Shootout 6	72	Orn-Blu	A	2N5060
Q47	J11-11/J12-6	Shootout 100K	71	Orn-Red	A	2N5060
Q62	J11-4/J12-1	Shootout Special	61	Brn-Red	A	2N5060
Q57	J10-18	SLICKER "S"	43	Gm-Yel	A	2N5060
Q57	J10-18	SLICKER "S"	43	Gm-Yel	B	2N5060
Q26	J10-4	SLICKER "L"	15	Red-Wht	A	2N5060
Q26	J10-4	SLICKER "L"	15	Red-Wht	B	2N5060
Q43	J10-11	SLICKER "I"	31	Yel-Red	A	2N5060
Q43	J10-11	SLICKER "I"	31	Yel-Red	B	2N5060
Q58	J10-19	SLICKER "C"	45	Gm-Wht	A	2N5060
Q58	J10-19	SLICKER "C"	45	Gm-Wht	B	2N5060
Q27	J10-5	SLICKER "K"	18	Red-Blk	A	2N5060
Q27	J10-5	SLICKER "K"	18	Red-Blk	B	2N5060
Q44	J10-12	SLICKER "E"	32	Yel-Blu	A	2N5060
Q44	J10-12	SLICKER "E"	32	Yel-Blu	B	2N5060
Q59	J10-14	SLICKER "R"	37	Yel-Orn	A	2N5060
Q59	J10-14	SLICKER "R"	37	Yel-Orn	B	2N5060
Q69	J13-7	Special	91	Gry-Red	B	2N5060
Q52	J13-13	Thumper Bumper Left	97	Gry-Orn	B	MCR-106
Q36	J13-3	Thumper Bumper Middle	84	Blk-Grn	B	MCR-106
Q67	J13-5	Thumper Bumper Right	86	Blk-Brn	B	MCR-106
Q31	J11-13/J12-13	Top Flipper Light	73	Orn-Yel	B	2N5060
Q33	J11-15/J12-11	Top Spot Letter	75	Orn-Wht	B	2N5060
Q52	J13-13	Uptown 1	97	Gry-Orn	A	MCR-106
Q67	J13-5	Uptown 2	86	Blk-Brn	A	MCR-106
Q36	J13-3	Uptown 3	84	Blk-Grn	A	MCR-106
Q49	J11-9/J12-8	Uptown Qualifier	67	Brn-Orn	B	2N5060
Q54	J13-11	Xball	95	Gry-Wht	B	2N5060
Q28	J10-6		21	Blu-Red	A	2N5060
Q28	J10-6		21	Blu-Red	B	2N5060
Q42	J10-9		26	Blu-Brn	B	2N5060



Coil Table

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connections	Driver Transistor	Solenoid Coil Type
1	Left Thumper Bumper	Momentary	31	Yel-Red	J6-1, J8-5	Q11	AN-26-1200
2	Right Thumper Bumper	Momentary	32	Yel-Blu	J6-2, J8-4	Q12	AN-26-1200
3	Middle Thumper Bumper	Momentary	34	Yel-Grn	J6-3	Q13	AN-26-1200
4	Left Slingshot	Momentary	35	Yel-Wht	J6-4	Q14	AO-26-1200
5	Right Slingshot	Momentary	27	Blu-Orn	J7-1, J8-7	Q16	AO-26-1200
6	Top Saucer	Momentary	25	Blu-Wht	J8-6	Q15	A-29-2100
7	Top Thumper Bumper	Momentary	36	Yel-Brn	J6-5	Q17	AN-26-1200
8	Kick to Playfield	Momentary	51	Wth-Red	J9-1	Q18	AO-27-1300
9	Middle Saucer	Momentary	52	Wht-Blu	J9-2	Q19	A-29-2100
10	Captive Flipper	Momentary	53	Wht-Yel	J9-3	Q20	AN-26-1200
11	Middle Flipper	Momentary	54	Wht-Grn	J9-4	Q21	AN-26-1200
12	Not Used	Momentary	67	Brn-Orn	J9-6	Q22	--
13	(German Games)	Momentary	57	Wht-Orn	J9-7	Q38	--
14	Outhole	Momentary	58	Wht-Blk	J9-8	Q39	AN-26-1200
15	Knocker	Momentary	59	Wht-Gry	J7-2, J8-2, J9-11	Q40	AO-26-1200
16	Not Used	Continuous	511	Wht-Vio	J9-9	Q9	--
17	Not Used	Momentary	311	Yel-Vio	J6-7, J7-4	Q10	--
18	Back Box Lights	Continuous	24	Blu-Grn	J7-3, J8-1, J9-10	Q8	Solid State Relay Bd.
19	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
Flipper Circuits		Power Wire	Return Wire		Connector		Coil
Left Flipper		Brn (60)	90		Gry	J6-9	A-24-570/34-3600
Right Flipper		Brn (60)	95		Gry-Wht	J6-8	A-24-570/34-3600
Upper Right Flipper		Brn (60)	98		Gry-Blk	(to lower right flipper)	A-24-570/34-3600

Switch Matrix

		strobe (ST)  return (I)					
Column	Row	STROBE 0 J4-15 Wht-Red (51) J3-15 Red-Yel (13)	STROBE 1 J4-14 Wht-Blu (52) J3-14 Red-Grn (14)	STROBE 2 J4-13 Wht-Yel (53) J3-13 Orn-Grn (74)	STROBE 3 J4-12 Wht-Grn (54) J3-12 Yel-Wht (35)	STROBE 4 J4-11 Wht-Brn (56) J3-11 (not used)	STROBE 5 J4-1 Wht-Vio (511)
		01	09	17	25	33	41
RETURN I 0 CJ4-10 Red (10) CJ3-10 Red-Wht (15)		Rollover 1	Coin Chute III (Right)	Top Left Target	Left Thumper Bumper	Left Bottom Target	Not Used
RETURN I 1 CJ4-9 Blu (20) CJ3-9 Brn-Wht (65)		Rollover 2	Coin Chute I (Left)	Top Middle Target	Right Thumper Bumper	Left Middle Target	Not Used
RETURN I 2 CJ4-8 Yel (30) CJ3-8 Blu (20)		Rollover 3	Coin Chute II (Middle)	Top Right Target	Middle Thumper Bumper	Left Top Target	Not Used
RETURN I 3 CJ4-7 Grn (40) CJ3-7 Blu-Red (21)		Rollover 4	Left Return Lane	Left Gate Lane	Left Slingshot	Right Bottom Target	Not Used
RETURN I 4 CJ4-6 Wht (50) CJ3-6 Gry-Orn (97)		Left Flipper Button	Right Return Lane	Right Gate Lane	Right Slingshot	Right Middle Target	Not Used
RETURN I 5 CJ4-4 Brn (60) CJ3-5 Yel (30)		Credit Button	Slam	Right Uptown Target	Top Thumper Bumper	Right Left Target	Not Used
RETURN I 6 CJ4-3 Orn (70) CJ3-4 Blu-Orn (27)		Right Flipper Button	Tilt	Middle Uptown Target	Ball Trough #2	Ball Trough #1	Not Used
RETURN I 7 CJ4-2 Blk (80) CJ3-2 (not used)		Outhole	Top Saucer	Left Uptown Target	Middle Saucer	Outlanes	Not Used

Lamps #555 are used in phase A (10) Red wire and phase B (80) Blk wire.
Lamps #912 are used in phase C (81) Blk-Red wire and phase D (82) Blk-Blu wire.