



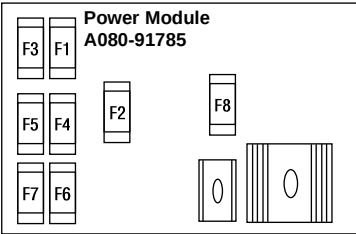
Eight ballCHAMP

Fuse List

Power Module A080-91785		
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	Playfield Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB

Sound Module
Squawk &
Talk
AS 2518-61A

6803 Controller Module
A-084-91786



Coil Table

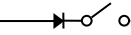
Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connections	Driver Transistor	Solenoid Coil Type
1	Saucer	Momentary	80	Blk	J9-1	Q18	AO-27-1300
2	Left Thumper Bumper	Momentary	71	Orn-Red	J9-3	Q20	AN-26-1200
3	Right Thumper Bumper	Momentary	78	Orn-Blk	J9-2	Q19	AN-26-1200
4	Drop Target 1, 2, 9, 10	Momentary	74	Orn-Grn	J6-1, J8-5	Q11	AO-27-1300
5	Drop Target 3, 11	Momentary	78	Orn-Blk	J6-2, J8-4	Q12	AO-27-1300
6	Drop Target 4, 5, 12, 13	Momentary	71	Orn-Red	J6-3	Q13	AO-27-1300
7	Drop Target 6, 14	Momentary	86	Blk-Brn	J6-4	Q14	AO-27-1300
8	Drop Target 7, 15	Momentary	81	Blk-Red	J7-1, J8-7	Q16	AO-27-1300
9	Right Slingshot	Momentary	74	Orn-Grn	J9-4	Q21	AO-26-1200
10	Left Slingshot	Momentary	67	Brn-Orn	J9-6	Q22	AO-26-1200
11	Outhole	Momentary	83	Blk-Yel	J9-8	Q39	AN-26-1200
12	Knocker	Momentary	85	Blk-Wht	J7-2, J8-2, J9-11	Q40	AR-26-1200
13	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
14	Not Used	Momentary			J8-6	Q15	--
15	Not Used	Momentary			J6-5	Q17	--
16	Not Used	Momentary			J6-7, J7-4	Q10	--
17	Not Used	Continuous			J7-3, J8-1, J9-10	Q8	--
18	Not Used	Momentary			J9-7	Q38	--
19	Not Used	Continuous			J9-9	Q9	--
Flipper Circuits		Power Wire	Return Wire		Connector		Coil
	Left Flipper	Brn (60)	90	Gry	J6-9		AQ-25-500/34-4500
	Right Flipper	Brn (60)	98	Gry-Blk	J6-8		AQ-25-500/34-4500
	Upper Right Flipper	Brn (60)	95	Gry-Wht	(to lower right flipper)		AQ-25-500/34-4500

Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q23	J10-1	"C" Rollover	91	Gry-Red	B	2N5060	Q44	J10-12	Drop Target 6	34	Yel-Grn	A	2N5060
Q70	J10-7	"H" Rollover	56	Wht-Brn	B	2N5060	Q59	J10-14	Drop Target 7	36	Yel-Brn	A	2N5060
Q55	J10-16	"A" Rollover	71	Orn-Red	B	2N5060	Q45	J10-10	Drop Target 9	57	Wht-Orn	A	2N5060
Q24	J10-2	"M" Rollover	45	Gm-Wht	B	2N5060	Q60	J10-13	Drop Target 10	51	Wht-Red	A	2N5060
Q41	J10-8	"P" Rollover	62	Brn-Blu	B	2N5060	Q29	J11-8	Drop Target 11	67	Brn-Orn	A	2N5060
Q50	J11-7/J12-9	"EIGHT BALL" Awards Extra Ball	81	Blk-Red	B	2N5060	Q46	J11-16	Drop Target 12	53	Wht-Yel	A	2N5060
Q36	J13-3	"EIGHT BALL" Awards Special	95	Gry-Wht	A	MCR-106	Q61	J11-6/J12-10	Drop Target 13	12	Red-Blu	A	2N5060
Q49	J11-9/J12-8	2X	18	Red-Blk	B	2N5060	Q30	J11-12/J12-14	Drop Target 14	45	Gm-Wht	A	2N5060
Q64	J11-2/J12-3	3X	23	Blu-Yel	B	2N5060	Q47	J11-11/J12-6	Drop Target 15	13	Red-Yel	A	2N5060
Q33	J11-15/J12-11	5X	98	Gry-Blk	B	2N5060	Q53	J13-12	EIGHT "E"	80	Blk	B	MCR-106
Q53	J13-12	5,000 Drop Target 1/2	80	Blk	A	MCR-106	Q68	J13-10	EIGHT "I"	57	Wht-Orn	B	MCR-106
Q68	J13-10	5,000 Drop Target 3	57	Wht-Orn	A	MCR-106	Q37	J13-4	EIGHT "G"	70	Orn	B	2N5060
Q37	J13-4	5,000 Drop Target 4/5	70	Orn	A	2N5060	Q54	J13-11	EIGHT "H"	72	Orn-Blu	B	2N5060
Q54	J13-11	5,000 Drop Target 6	72	Orn-Blu	A	2N5060	Q69	J13-7	EIGHT "T"	54	Wht-Grn	B	2N5060
Q69	J13-7	5,000 Drop Target 7	54	Wht-Grn	A	2N5060	Q70	J10-7	Extra Ball	56	Wht-Brn	A	2N5060
Q57	J10-18	BALL "B"	58	Wht-Blk	B	2N5060	Q25	J10-3	Game Over	95	Gry-Wht	A	2N5060
Q26	J10-4	BALL "A"	41	Gm-Red	B	2N5060	Q56	J10-17	High Score to Date	97	Gry-Orn	A	2N5060
Q43	J10-11	BALL first "L"	43	Gm-Yel	B	2N5060	Q59	J10-14	Left Outlane	36	Yel-Brn	B	2N5060
Q58	J10-19	BALL second "L"	10	Red	B	2N5060	Q55	J10-16	Match	71	Orn-Red	A	2N5060
Q41	J10-8	Ball in Play	62	Brn-Blu	A	2N5060	Q28	J10-6	Right Outlane	21	Blu-Red	B	2N5060
Q31	J11-13/J12-13	Bonus 1	61	Brn-Red	A	2N5060	Q65	J11-1/J12-4	Rollover Lanes 10,000	15	Red-Wht	B	MCR-106
Q45	J10-10	Bonus 2	52	Wht-Blu	A	2N5060	Q34	J12-17/J13-1	Rollover Lanes 20,000	34	Yel-Grn	B	MCR-106
Q63	J11-3/J12-2	Bonus 3	25	Blu-Wht	A	2N5060	Q51	J12-15/J13-8	Rollover Lanes 30,000	40	Grn	B	MCR-106
Q32	J11-14/J12-12	Bonus 4	73	Orn-Yel	A	2N5060	Q66	J12-16/J13-6	Rollover Lanes 40,000	14	Red-Grn	B	MCR-106
Q49	J11-9/J12-8	Bonus 5	18	Red-Blk	A	2N5060	Q35	J13-2	Rollover Lanes Special	78	Orn-Blk	B	MCR-106
Q64	J11-2/J12-3	Bonus 6	23	Blu-Yel	A	2N5060	Q23	J10-1	Same Player Shoots Again	91	Gry-Red	A	2N5060
Q33	J11-15/J12-11	Bonus 7	98	Gry-Blk	A	2N5060	Q30	J11-12/J12-14	Saucer 100K	73	Orn-Yel	B	2N5060
Q50	J11-7/J12-9	Bonus 8	81	Blk-Red	A	2N5060	Q31	J11-13/J12-13	Saucer 2X	61	Brn-Red	B	2N5060
Q65	J11-1/J12-4	Bonus 9	15	Red-Wht	A	MCR-106	Q48	J11-10/J12-7	Saucer 3X	52	Wht-Blu	B	2N5060
Q34	J12-17/J13-1	Bonus 10	34	Yel-Grn	A	MCR-106	Q63	J11-3/J12-2	Saucer 5X	25	Blu-Wht	B	2N5060
Q51	J12-15/J13-8	Bonus 11	40	Grn	A	MCR-106	Q28	J10-6	Saucer 8-Ball	21	Blu-Red	A	2N5060
Q66	J12-16/J13-6	Bonus 12	14	Red-Grn	A	MCR-106	Q56	J10-17	Spinner 1,000	97	Gry-Orn	B	2N5060
Q35	J13-2	Bonus 13	78	Orn-Blk	A	MCR-106	Q25	J10-3	Spinner 3,000	95	Gry-Wht	B	2N5060
Q52	J13-13	Bonus 14	25	Blu-Wht	A	MCR-106	Q42	J10-9	Spinner 5,000	35	Yel-Wht	B	2N5060
Q67	J13-5	Bonus 15	30	Yel	A	MCR-106	Q42	J10-9	Tilt	35	Yel-Wht	A	2N5060
Q52	J13-13	Bonus 120,000	25	Blu-Wht	B	MCR-106	Q44	J10-12	Triples Playfield Value	34	Yel-Grn	B	2N5060
Q67	J13-5	Bonus 240,000	30	Yel	B	MCR-106	Q48	J11-10/J12-7				A	2N5060
Q36	J13-3	Bonus Special	95	Gry-Wht	B	MCR-106	Q62	J11-4/J12-1				A	2N5060
Q24	J10-2	Credit	45	Gm-Wht	A	2N5060	Q29	J11-8				B	2N5060
Q27	J10-5	Doubles Playfield Value	60	Brn	B	2N5060	Q32	J11-14/J12-12				B	2N5060
Q57	J10-18	Drop Target 1	58	Wht-Blk	A	2N5060	Q46	J11-16				B	2N5060
Q26	J10-4	Drop Target 2	41	Gm-Red	A	2N5060	Q47	J11-11/J12-6				B	2N5060
Q43	J10-11	Drop Target 3	43	Gm-Yel	A	2N5060	Q60	J10-13				B	2N5060
Q58	J10-19	Drop Target 4	10	Red	A	2N5060	Q61	J11-6/J12-10				B	2N5060
Q27	J10-5	Drop Target 5	60	Brn	A	2N5060	Q62	J11-4/J12-1				B	2N5060

Lamps #555 are used in phase A (pink wire) and phase B (violet).

Switch Matrix

strobe (ST)  return (I)

Column \ Row	STROBE 0 J4-15 Wht-Red (51) J3-15 Red-Yel (13)	STROBE 1 J4-14 Orn (70) J3-14 Red-Grn (14)	STROBE 2 J4-13 Gry-Yel (93) J3-13 Orn-Grn (74)	STROBE 3 J4-12 Wht-Yel (53) J3-12 Yel-Wht (35)	STROBE 4 J4-11 Wht-Red (51) J3-11 (not used)	STROBE 5 J4-1 Wht-Vio (511) (not used)
RETURN I 0 CJ4-10 Wht-Grn (54) CJ3-10 Red-Wht (15)	Right Thumper Bumper 01	Coin Chute III (Right) 09	"C" Return Lane 17	Drop Target 1, 2, 9, 10 25	"E" Lane 33	Not Used 41
RETURN I 1 CJ4-9 Brn-Yel (63) CJ3-9 Brn-Wht (65)	Left Thumper Bumper 02	Coin Chute I (Left) 10	"H" Top Lane 18	Lane Change 26	"I" Lane 34	Not Used 42
RETURN I 2 CJ4-8 Wht-Orn (57) CJ3-8 Blu (20)	Right Slingshot 03	Coin Chute II (Middle) 11	"A" Top Lane 19	Drop Target 3 27	"G" Lane 35	Not Used 43
RETURN I 3 CJ4-7 Orn-Blk (78) CJ3-7 Blu-Red (21)	Left Slingshot 04	Left Rollover Button 12	"M" Top Lane 20	Drop Target 4, 5 28	"H" Lane 36	Not Used 44
RETURN I 4 CJ4-6 Brn (60) CJ3-6 (not used)	Saucer 05	Right Rollover Button 13	"P" Return Lane 21	Center Rollover Button 29	"T" Lane 37	Not Used 45
RETURN I 5 CJ4-4 Wht-Brn (56) CJ3-5 Yel (30)	Credit Button 06	Slam 14	Not Used 22	Drop Target 6 30	Not Used 38	Not Used 46
RETURN I 6 CJ4-3 Brn-Wht (65) CJ3-4 Blk-Orn (87)	Rebound 07	Tilt 15	Left Outlane 23	Drop Target 7 31	Not Used 39	Not Used 47
RETURN I 7 CJ4-2 Wht-Blu (52) CJ3-2 (not used)	Outhole 08	Not Used 16	Right Outlane 24	Spinner 32	Not Used 40	Not Used 48