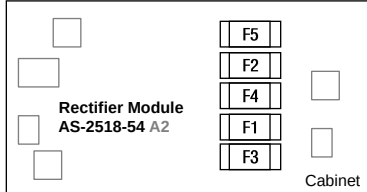


Bally Eight Ball Deluxe

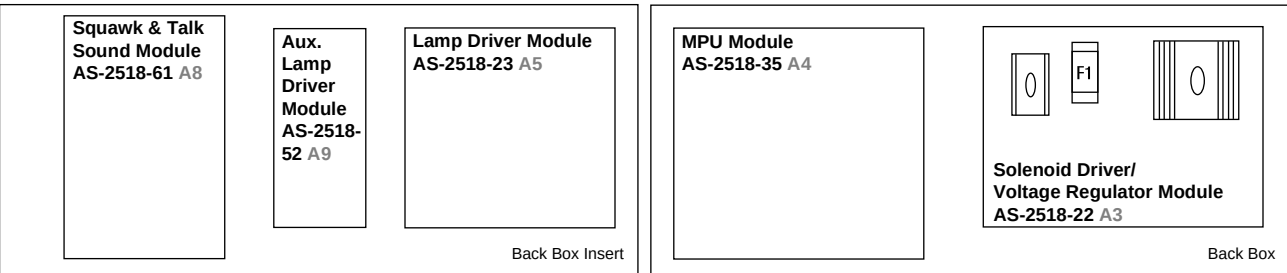
Fuse List

Rectifier Module AS-2518-54		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (3 flippers)	6A, 250V
F5	6.5V General illumination	20A, 250V
Sol. Dr./Volt. Reg. AS-2518-22		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB



Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Sol. Exp. Wire Color	Solenoid Coil Type
1	Left Slingshot	Momentary	91	Gry-Red	A3J2-11	Q6		AN-26-1200
2	Right Slingshot	Momentary	81	Blk-Red	A3J2-12	Q7		AN-26-1200
3	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3		AR-26-1200
4	Left Thumper Bumper	Momentary	71	Orn-Red	A3J2-10	Q5		AN-26-1200
5	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1		AN-26-1200
6	Bottom Thumper Bumper	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2		AN-26-1200
7	Single Drop Target Reset	Momentary	95	Gry-Wht	A3J1-5	Q4		AN-26-1200
8	Drop Target 1, 9	Momentary	80	Blk	A3J5-12	Q13	(91) Gry-Red	CV-31-2000
9	Drop Target 2, 10	Momentary	78	Orn-Blk	A3J5-11	Q14	(91) Gry-Red	CV-31-2000
10	Drop Target 3, 11	Momentary	71	Orn-Red	A3J5-9	Q9		CJ-31-2000
11	Drop Target 4, 12	Momentary	74	Orn-Grn	A3J5-15	Q10		CJ-31-2000
12	Drop Target 5, 13	Momentary	67	Brn-Orn	A3J5-13	Q12		CJ-31-2000
13	Drop Target 6, 14	Momentary	83	Blk-Yel	A3J5-14	Q11		CJ-31-2000
14	Drop Target 7, 15	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16		CJ-31-2000
15	7 Drop Target Reset	Momentary	85	Blk-Wht	A3J5-10	Q8	(91) Gry-Red	NB-26-1900 (2)
16	4 Drop Target Reset	Momentary	78	Orn-Blk	A3J5-11	Q14	(67) Brn-Orn	NB-26-1900
17	Saucer	Momentary	85	Blk-Wht	A3J5-10	Q8	(67) Brn-Orn	AT-27-1300
18	Outhole	Momentary	80	Blk	A3J5-12	Q13	(67) Brn-Orn	AT-26-1200
19	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19		FO-36-7000
20	Flipper enabling relay	Continuous	--	--	--	Q15		48V Relay
		Continuous			A3J5-7	Q17		
		Continuous			A3J2-15, J3-9, J5-3	Q18		
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire			Coil
	Left Flipper	Brn (60)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2		AQ-25-500/34-4500
	Upper Left Flipper	Brn (60)	85 (Blk-Wht)		(to lower left flipper)			AQ-25-500/34-4500
	Right Flipper	Brn (60)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1		AQ-25-500/34-4500



Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q16	A5J2-22	Ball in Play (Back Box)	62	Brn-Blu	MCR-106	Q46	A5J3-18	Outlane Left	56	Wht-Brn	2N5060
Q14	A9J2-12	Bonus 112K	62	Brn-Blu	MCR-106	Q41	A5J3-20	Outlane Right	78	Orn-Blk	MCR-106
Q07	A9J2-5	Bonus 56K	60	Brn	MCR-106	Q14	A5J1-18	Rack 1	58	Wht-Blk	2N5060
Q07	A5J1-27	Bonus Multiplier 2X	53	Wht-Yel	2N5060	Q29	A5J1-1	Rack 2	41	Gm-Red	2N5060
Q21	A5J1-12	Bonus Multiplier 3X	61	Brn-Red	2N5060	Q36	A5J3-26	Rack 3	43	Gm-Yel	2N5060
Q39	A5J3-24	Bonus Multiplier 4X	72	Orn-Blu	2N5060	Q57	A5J3-1	Rack 4	10	Red	2N5060
Q53	A5J3-14	Bonus Multiplier 5X	84	Blk-Grn	2N5060	Q12	A5J1-19	Rack 5	60	Brn	2N5060
Q21	A9J3-4	Bonus Special	95	Gry-Wht	MCR-106	Q27	A5J1-9	Rack 6	43	Gm-Yel	2N5060
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q38	A5J3-25	Rack 7	36	Yel-Brn	2N5060
Q05	A5J2-16	Deluxe "D" (Back Box)	34	Yel-Grn	2N5060	Q50	A5J3-12	Rack 8	21	Blu-Red	2N5060
Q18	A5J2-20	Deluxe "E" (first) (Back Box)	98	Gry-Blk	2N5060	Q13	A5J1-17	Rack 9	57	Wht-Orn	2N5060
Q30	A5J2-6	Deluxe "L" (Back Box)	85	Blk-Wht	2N5060	Q28	A5J1-8	Rack 10	51	Wht-Red	2N5060
Q43	A5J2-7	Deluxe "U" (Back Box)	91	Gry-Red	2N5060	Q44	A5J3-19	Rack 11	67	Brn-Orn	2N5060
Q06	A5J2-14	Deluxe "X" (Back Box)	12	Red-Blu	2N5060	Q51	A5J3-15	Rack 12	53	Wht-Yel	2N5060
Q19	A5J2-15	Deluxe "E" (second) (Back Box)	23	Blu-Yel	2N5060	Q08	A5J1-23	Rack 13	12	Red-Blu	MCR-106
Q04	A9J2-10	Deluxe "D" (Playfield)	80	Blk	MCR-106	Q35	A5J1-3	Rack 14	45	Gm-Wht	MCR-106
Q11	A9J2-18	Deluxe "E" (first) (Playfield)	57	Wht-Orn	MCR-106	Q49	A5J3-17	Rack 15	13	Red-Yel	MCR-106
Q18	A9J3-11	Deluxe "L" (Playfield)	70	Orn	MCR-106	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q25	A9J3-18	Deluxe "U" (Playfield)	72	Orn-Blu	MCR-106	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q05	A9J2-9	Deluxe "X" (Playfield)	54	Wht-Grn	MCR-106	Q03	A9J2-8	Saucer 20K	51	Wht-Red	MCR-106
Q12	A9J2-17	Deluxe "E" (second) (Playfield)	43	Grn-Yel	MCR-106	Q10	A9J2-15	Saucer 40K	52	Wht-Blu	MCR-106
Q31	A5J2-2	Deluxe 50K	20	Blu	2N5060	Q17	A9J3-9	Saucer 60K	53	Wht-Yel	MCR-106
Q45	A5J2-1	Deluxe Special	60	Brn	2N5060	Q60	A5J3-3	Saucer 8 Ball	81	Blk-Red	2N5060
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q24	A9J3-16	Saucer Special	56	Wht-Brn	MCR-106
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106	Q54	A5J3-11	Solenoid Expander	20	Blu	MCR-106
Q16	A9J3-3	In-Line 50K	20	Blu	MCR-106	Q09	A5J1-14	Target 1	67	Brn-Orn	MCR-106
Q23	A9J3-12	In-Line Special	21	Blu-Red	MCR-106	Q34	A5J1-2	Target 2	52	Wht-Blu	MCR-106
Q01	A5J1-24	Lane "A"	50	Wht	MCR-106	Q48	A5J3-16	Target 3	25	Blu-Wht	MCR-106
Q24	A5J1-5	Lane "B"	48	Gm-Blk	MCR-106	Q55	A5J3-9	Target 4	15	Red-Wht	MCR-106
Q42	A5J3-21	Lane "C"	64	Brn-Grn	MCR-106	Q10	A5J1-15	Target 5	13	Red-Yel	MCR-106
Q56	A5J3-10	Lane "D"	91	Gry-Red	MCR-106	Q22	A5J1-10	Target 6	23	Blu-Yel	MCR-106
Q02	A5J1-25	Lane Arrow "A"	75	Orn-Wht	MCR-106	Q37	A5J3-23	Target 7	98	Gry-Blk	2N5060
Q17	A5J1-11	Lane Arrow "B"	65	Brn-Wht	MCR-106	Q11	A5J1-16	Target 9	15	Red-Wht	2N5060
Q19	A9J3-10	Left & Right Lane Strobe #1 (bottom)	25	Blu-Wht	MCR-106	Q26	A5J1-7	Target 10	34	Yel-Grn	2N5060
Q26	A9J3-17	Left & Right Lane Strobe #2	83	Blk-Yel	MCR-106	Q32	A5J3-27	Target 11	40	Gm	2N5060
Q27	A9J3-14	Left & Right Lane Strobe #3	27	Blu-Orn	MCR-106	Q59	A5J3-4	Target 12	14	Red-Grn	2N5060
Q28	A9J3-13	Left & Right Lane Strobe #4 (top)	96	Gry-Brn	MCR-106	Q04	A5J1-28	Target 13	78	Orn-Blk	2N5060
Q01	A9J2-7	Left Lane 10K	10	Red	MCR-106	Q25	A5J1-6	Target 14	25	Blu-Wht	2N5060
Q08	A9J2-14	Left Lane 30K	12	Red-Blu	MCR-106	Q20	A5J1-13	Target 15	30	Yel	2N5060
Q15	A9J3-8	Left Lane 50K	13	Red-Yel	MCR-106	Q20	A9J3-7	Thumper Bumper Bottom	82	Blk-Blu	MCR-106
Q02	A9J2-4	Left Lane 70K	15	Red-Wht	MCR-106	Q06	A9J2-6	Thumper Bumper Left	45	Gm-Wht	MCR-106
Q22	A9J3-15	Left Lane Extra Ball	14	Red-Grn	MCR-106	Q13	A9J2-13	Thumper Bumper Right	40	Gm	MCR-106
Q09	A9J2-11	Left Lane Special	18	Red-Blk	MCR-106	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q23	A5J2-8	Match (Back Box)	70	Orn	MCR-106	Q58	A5J3-2		95	Gry-Wht	2N5060

A9 = Aux. Lamp Driver Board AS-2518-52

Switch Matrix

		strobe (ST)  return (I)				
Row	Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Gry-Yel (93)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
		A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	A4J2-2 Orn (70) A4J3-3 Red-Grn (14)	A4J2-3 Gry-Yel (93)	A4J2-4 Wht-Yel (53)	A4J2-5 Yel-Red (31)
RETURN I 0		In-Line Drop Target 2X 1	Coin Chute III (Right) 9	Drop Target 1, 9 17	Target "D" cap. 25	Single Drop Target 33
RETURN I 1		In-Line Drop Target 3X 2	Coin Chute I (Left) 10	Drop Target 2, 10 18	Target "E" cap. 26	Saucer 34
RETURN I 2		In-Line Drop Target 4X 3	Coin Chute II (Middle) 11	Drop Target 3, 11 19	Target "L" cap. 27	Rollover Button 35
RETURN I 3		In-Line Drop Target 5X 4	Rollover "A" 12	Drop Target 4, 12 20	Target "U" cap. 28	Right Slingshot 36
RETURN I 4		In-Line Back Target cap. 5	Rollover "B" 13	Drop Target 5, 13 21	Target "X" cap. 29	Left Slingshot 37
RETURN I 5		Credit Button 6	Rollover "C" 14	Drop Target 6, 14 22	Target "E" cap. 30	Left Thumper Bumper cap. 38
RETURN I 6		Tilt (3) 7	Rollover "D" 15	Drop Target 7, 15 23	Right Outlane 31	Right Thumper Bumper cap. 39
RETURN I 7		Outhole 8	Slam (2) 16	30 Point Rebound (2) 24	Left Outlane 32	Bottom Thumper Bumper cap. 40