

NBA Fastbreak (50053)

FUSE LIST

AUDIO/VIDEO BOARD			POWER DRIVER BOARD					
F501	-25V	T2.5A, 250V	F101	Regulated 12V	T0.63A, 250V	F110	G.I. #5 White-Violet	T4.0A, 250V
F502	+25V	T2.5A, 250V	F102	Solenoids #25 to #28	T4.0A, 250V	F111	G.I. #4 White-Green	T4.0A, 250V
F601	+62V	T0.315A, 250V	F103	Solenoids #1 to #8	T4.0A, 250V	F112	G.I. #3 White-Yellow	T4.0A, 250V
F602	-113V & -125V	T0.315A, 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

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

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Auto Plunger	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-24-900	
02	Not Used	High Power				Q68				VIO-RED		
03	Left Ramp Diverter	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-26-1500	
04	Right Loop Diverter	High Power	J133-2			Q67	J116-5			VIO-YEL	AE-26-1500	
05	Eject	High Power	J133-2			Q70	J116-6			VIO-GRN	AE-30-2000	
06	Loop Gate	High Power	J133-2			Q66	J116-7			VIO-BLU	A-14406	
07	Backbox Flipper	High Power		J133-2		Q69		J117-3		VIO-BLK		FL-11753
08	Ball Catch Magnet	High Power	J133-2			Q65	J116-9			VIO-GRY	B-13522	
09	Trough Eject	Low Power	J133-3			Q44	J113-1			BRN-BLK	AE-28-1500	
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	Middle Jet Bumper	Low Power	J133-3			Q42	J113-6			BRN-GRN	AE-26-1200	
14	Right Jet Bumper	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1200	
15	Pass Right 2	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-29-2000	
16	Pass Left 2	Low Power	J133-3			Q45	J113-9			BRN-GRY	AE-29-2000	
17	Eject Kickout Flasher	Flasher	J133-6			Q28	J111-1			BLK-BRN	#906	
18	Left Jet Bumper Flasher	Flasher	J133-6			Q32	J111-2			BLK-RED	#906	
19	Upper Left Flasher	Flasher	J133-6	J134-5		Q27	J111-3	J112-3		BLK-ORG	#906	#906
20	Upper Right Flasher	Flasher	J133-6	J134-5		Q31	J111-4	J112-5		BLK-YEL	#906	#906
21	Not Used	Flasher				Q26				BLU-GRN		
22	Trophy Insert Flasher	Flasher	J133-6			Q30	J111-6			BLU-BLK	#906	
23	Not Used	Flasher				Q25				BLU-VIO		
24	Lower Right / Left Flasher	Flasher	J133-6			Q29	J111-8			BLU-GRY	#906 (2)	
25	* Pass Right 1	Gen. Purpose	J133-1			Q16	J109-1			BLU-BRN	AE-29-2000	
26	* Pass Left 3	Gen. Purpose	J133-1			Q15	J109-2			BLU-RED	AE-29-2000	
27	* Pass Right 3	Gen. Purpose	J133-1			Q14	J109-3			BLU-ORG	AE-29-2000	
28	* Pass Left 4	Gen. Purpose	J133-1			Q13	J109-4			BLU-YEL	AE-29-2000	

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

Flipper Circuits	Solenoid Type	Connection	Drive Transistors		Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
			Power	Hold	Playfield	Power	Hold	Power		
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	Shoot 1	Power	J119-6 (RED-VIO)	Q84		J120-6	YEL-VIO		AE-23-800	
34	Shoot 2	Hold	J119-6 (RED-VIO)	Q86		J120-4	ORG-VIO		AE-23-800	
35	Shoot 3	Power	J119-8 (RED-GRY)	Q81		J120-3	YEL-GRY		AE-23-800	
36	Shoot 4	Hold	J119-8 (RED-GRY)	Q83		J120-1	ORG-GRY		AE-23-800	

Motor & Shot Clock Circuits	Solenoid Type	Connection	Drive Gates		Drive Connections		Drive Wire Colors		Device Part Number
			Playfield	Playfield	Playfield	Playfield	Playfield	Playfield	
37	Motor Enable	Low Power	J139-2		U3A, U3B	J110-1		BRN-WHT	14-8034
38	Motor Direction	Low Power	J139-2		U3C, U3D	J110-3		ORG-WHT	14-8034
39	Shot Clock Enable	Low Power	J139-2		U3G, U3H	J110-4		YEL-WHT	A-21380
40	Shot Clock Count	Low Power	J139-2		U3E, U3F	J110-5		BLU-WHT	A-21380

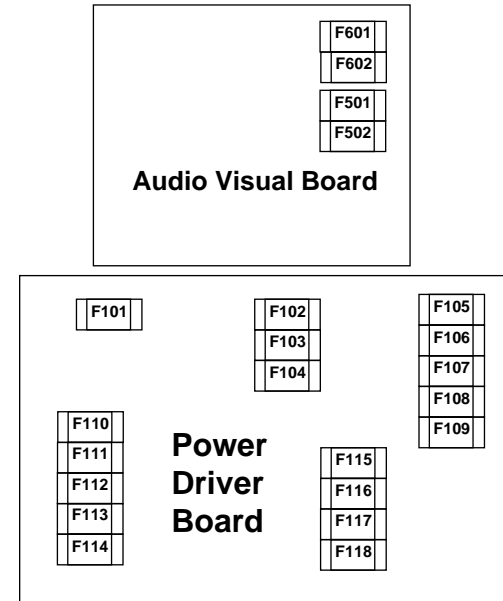
J1XX = POWER DRIVER BOARD

24-6549 = #44 BULB; 24-8704 = #89 BULB; 24-8768 = #555 BULB; 24-8802 = #906 BULB

* Tieback Diodes for solenoids 25 through 28 are at J109-5, J109-6, J109-8, and J109-9 respectively.

**These general illumination strings do not brighten and dim, they are always on.

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

Column	Yellow (B+)				Red			
	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	20 Points	Power Hoops	Multiball Hoops	Champion Ring 1	Soda	Ramps: 3 Points (2)	Left Light Fastbreak	Light Alley Oop
2 Red-Black J125-2 Q108	Free Throw	Fastbreak Combo	Run & Shoot Hoops	Champion Ring 2	Question	Tip-Off	Slam Dunk	Left "In The Paint"
3 Red-Orange J125-4 Q103	3 Points	Alley Oop Combo	Hook Shot Hoops	Right Return Lane	Hot Dog	Fastbreak	S(H)OOT	(S)HOOT
4 Red-Yellow J125-5 Q107	2 Points	Slam Dunk Combo	Half Court Hoops	Champion Ring 4	Pizza	Alley Oop	Right Light Fastbreak	(3)PT
5 Red-Green J125-6 Q102	Field Goals	Combo's	Light Tip-Off	Champion Ring 3	Crazy Bob's	Free Throw	Light Slam Dunk	3(P)T
6 Red-Blue J125-7 Q106	Multiballs	Trophy	Right "In The Paint"	Lower Right Standup	Extra Ball	SH(O)OT	SHO(O)T	3P(T)
7 Red-Violet J125-8 Q101	Shoot Around	Tip-Off Combo	SHOO(T)	Upper Right Standup	Right Outlane	In The Paint 4	In The Paint 1	Ball Launch
8 Red-Grey J125-9 Q105	Around The World	Stadium Goodies	Left Return Lane	Left Outlane	Shoot Again	In The Paint 3	In The Paint 2	Start Button

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	White								Green
		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	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1 White-Brown J208-1 U18-11	Ball Launch	Slam Tilt	Trough Eject	Standup Target "3"	Defender Position 4	Left Jet Bumper	Not Used	Not Used	Black-Green J208-13 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2 White-Red J208-2 U18-9	Backbox Basket	Coin Door Closed	Trough Ball 1	Standup Target "P"	Defender Position 3	Middle Jet Bumper	Not Used	Not Used	Blue-Violet J212-12 Lower Right Flipper Opto
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	3 White-Orange J208-3 U18-5	Start Button	Right Jet Bumper	Trough Ball 2	Standup Target "T"	Defender Lock Position	Left Loop Ramp Exit	Not Used	Not Used	Black-Blue J208-12 Lower Left Flipper E.O.S.
Orange-Yellow J205-4 4 TH COIN CHUTE U17-9	4 White-Yellow J208-4 U18-7	Plumb Bob Tilt	Always Closed	Trough Ball 3	Right Ramp Enter	Defender Position 2	Right Ramp Made	Not Used	Not Used	Blue-Gray J212-11 Lower Left Flipper Opto
Orange-Green J205-6 Normal Function Srv Crdts	5 White-Green J208-5 U19-11	Shooter Lane	Eject Hole	Trough Ball 4	Left Ramp Enter	Defender Position 1	In The Paint 4	Not Used	Not Used	Black-Violet J208-11 RIGHT SPINNER
Orange-Blue J205-7 Normal Function Volume Dn	6 White-Blue J208-7 U19-9	Left Return Lane	Left Outlane	Center Ramp Opto	Left Ramp Made	Jets Ball Drain	In The Paint 3	Not Used	Not Used	Black-Yellow J212-10 Upper Right Flipper Opto
Orange-Violet J205-8 Normal Function Volume Up	7 White-Violet J208-8 U19-5	Right Return Lane	Right Outlane	Right Loop Enter Opto	Left Loop Enter	Left Slingshot	In The Paint 2	Not Used	Not Used	Black-Gray J208-10 LEFT SPINNER
Orange-Grey J205-9 Normal Function Begin Test	8 White-Grey J208-9 U19-7	Lower Right Standup Target	Upper Right Standup Target	Right Loop Exit	Left Loop Made	Right Slingshot	In The Paint 1	Not Used	Not Used	Black-Blue J212-9 Upper Left Flipper Opto

J2XX = CPU Board = OPTO, TYPICALLY CLOSED