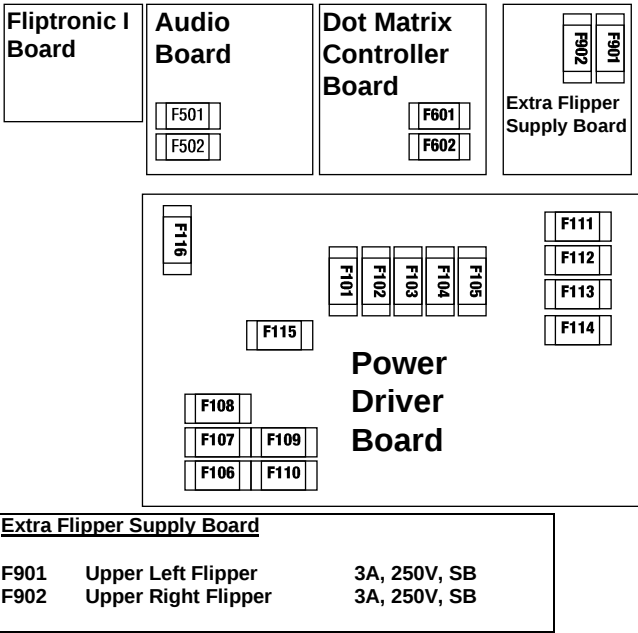


THE ADDAMS FAMILY (50038)

FUSE LIST

POWER DRIVER BOARD		
F101	Lower Left Flipper	3A, 250V, SB
F102	Lower Right Flipper	3A, 250V, SB
F103	Solenoids #25 to #28	3A, 250V, SB
F104	Solenoids #9 to #16	3A, 250V, SB
F105	Solenoids #1 to #8	3A, 250V, SB
F106	G.I. #2 White-Violet	5A, 250V, SB
F107	G.I. #3 White-Yellow	5A, 250V, SB
F108	G.I. #5 White-Green	5A, 250V, SB
F109	G.I. #4 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Switch Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V Circuit	3A, 250V, SB
F502	+25V Circuit	3A, 250V, SB
Dot Matrix Controller Board		
F601	+80V A.C. Circuit	3/8A, 250V, FB
F602	+100V A.C. Circuit	3/8A, 250V, FB
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Flashlamp Type	
01	CHAIR KICKER	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-23-1200	
02	THING KNOCKER	High Power	J107-3			Q80		J132-2		VIO-RED	AE-23-800	
03	RAMP DIVERTER	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-26-1500	
04	BALL RELEASE	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-26-1200	
05	OUTHOLE	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-27-1200	
06	THING MAGNET	High Power	J107-3			Q66	J130-7			VIO-BLU	A-12158-1	
07	THING KICKOUT	High Power	J107-3			Q68	J130-8			VIO-BLK	AE-23-800	
08	LOCKUP KICKOUT	High Power	J107-3			Q70	J130-9			VIO-GRY	AE-26-1200	
09	UPPER LEFT JET	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-26-1200	
10	UPPER RIGHT JET	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-26-1200	
11	CENTER LEFT JET	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-26-1200	
12	CENTER RIGHT JET	Low Power	J107-2			Q52	J127-5			BRN-YEL	AE-26-1200	
13	LOWER JET	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-26-1200	
14	LEFT SLINGSHOT	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-27-1200	
15	RIGHT SLINGSHOT	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-27-1200	
16	LEFT MAGNET *	Low Power	J107-5			Q44	J127-9			BRN-GRY	20-9247 12V	
17	TELEPHONE/UPPER RIGHT RAMP	Flasher	J107-6			Q42	J126-1	J125-1		BLK-BRN	#906	
18	TRAIN / UPPER LEFT RAMP	Flasher	J107-6			Q40	J126-2	J125-2		BLK-RED	#906	
19	LOWER RAMP / JET BUMPERS (2)	Flasher	J107-1			Q38	J126-3	J125-3		BLK-ORG	#906	
20	LEFT LIGHTNING / MINI FLIPPER	Flasher	J107-1			Q36	J126-4	J125-5		BLK-YEL	#906	
21	RIGHT LIGHTNING / SWAMP	Flasher	J107-1			Q28	J126-5	J125-6		BLU-GRN	#906	
22	THE POWER/BACKBOX CLOUD (3)	Flasher	J107-1			Q30	J126-6	J125-7		BLU-BLK	#906	
23	UPPER MAGNET *	Low Power	J107-5			Q34	J126-7	J125-8		BLU-VIO	20-9247 12V	
24	RIGHT MAGNET *	Low Power	J107-5			Q32	J126-8	J125-9		BLU-GRY	20-9247 12V	
25	THING MOTOR	Special Drive	J122-1, 5			Q26	J122-1			BLU-BRN	14-7966 12V	
26	THING EJECT HOLE	Special Drive	J122-2, 6			Q24	J122-2			BLU-RED	AE-30-2000	
27	BOOKCASE MOTOR	Special Drive	J122-3, 8			Q22	J122-3			BLU-ORG	14-7969 12V	
28	SWAMP RELEASE	Special Drive	J122-4, 9			Q20	J122-4			BLU-YEL	AE-30-2000	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	LEFT PLAYFIELD STRING	G.I.	J120-1			Q18	J120-7			WHT-BRN	#44	
02	INSERT HOUSE STRING	G.I.		J121-2		Q10		J121-8		WHT-ORG	#555	
03	INSERT PEOPLE STRING	G.I.		J121-3		Q14		J121-9		WHT-YEL	#555	
04	NOT USED	G.I.				Q16				WHT-GRN		
05	RIGHT PLAYFIELD STRING	G.I.	J120-6		J119-3	Q12	J120-11		J119-1	WHT-VIO	#44	
Flipper Circuits			Playfield Voltage Connection		Drive Transistors Power Hold		Playfield Drive Connections		Drive Wire Colors Power Hold		Coil Part No.	Coil Colors
	Upper Left Flipper	Flipper	J109-5 (GRY-YEL)		Q2	Q7	J802-3	J802-1	BLK-BLU	ORG-GRY	FL-11753	YELLOW
	Upper Right Flipper	Flipper	J109-7 (BLU-YEL)		Q3	Q9	J802-6	J802-4	BLK-YEL	ORG-VIO	FL-11630	RED
	Lower Left Flipper	Flipper	J109-5 (GRY-YEL)		Q2	Q7	J802-9	J802-7	BLU-GRY	ORG-BLU	FL-15411	ORANGE
	Lower Right Flipper	Flipper	J109-7 (BLU-YEL)		Q3	Q9	J802-13	J802-11	BLU-VIO	ORG-GRN	FL-15411	ORANGE

* Magnet fuse is a 5 Amp S.B. located on the underside of the playfield.
J1XX = Power Driver Board; J8XX = Flipper Controller Board.

LAMP MATRIX

Column Row	1 Yellow-Brown J137-1 Q98	2 Yellow-Red J137-2 Q97	3 Yellow-Orange J137-3 Q96	4 Yellow-Black J137-4 Q95	5 Yellow-Green J137-5 Q94	6 Yellow-Blue J137-6 Q93	7 Yellow-Violet J137-7 Q92	8 Yellow-Gray J138-9 Q91
	1 Red-Brown J133-1 Q90	2 Red-Black J133-2 Q89	3 Red-Orange J133-4 Q88	4 Red-Yellow J133-5 Q87	5 Red-Green J133-6 Q86	6 Red-Blue J133-7 Q85	7 Red-Violet J133-8 Q84	8 Red-Grey J133-9 Q83
1	THING MULTIBALL	UPPER LEFT JET	G-R-E-E-D "G"	NOT USED	THING	LEFT SPECIAL	LITE ADVANCE X	*THING* ***-1
2	EXTRA BALL	UPPER RIGHT JET	G-R-E-E-D "R"	ADVANCE X	RAISE THE DEAD	LITE THING FLIPS	RIGHT SPECIAL	*THING* "T"
3	JACKPOT	CENTER LEFT JET	G-R-E-E-D "E"-1	GRAVE "G"	LITE EXTRA BALL	LITE 2 BEAR KICKS	SHOOT AGAIN	*THING* "H"
4	GRAVE "A"	CENTER RIGHT JET	G-R-E-E-D "E"-2	GRAVE "R"	HOUSE 6 MILLION	ELECTRIC CHAIR YELLOW	VAULT GREEN	*THING* "I"
5	STARS	LOWER JET	G-R-E-E-D "D"	THE MAMUSHKA	QUICK MULTIBALL	HOUSE "7"	VAULT RED	*THING* "N"
6	SUPER JACKPOT	COUSIN IT	5X GRAVEYARD	SWAMP LOCK	FESTER'S TUNNEL HUNT	HOUSE 9 MILLION	NOT USED	*THING* "G"
7	GRAVE "V"	2 BEAR KICKS	CENTER SWAMP MILLION	ELECTRIC CHAIR RED	HOUSE SEANCE	GRAVEYARD AT MAX	THING YELLOW	*THING* ***-2
8	UPPER SWAMP MILLION	THING FLIPS	LOWER SWAMP MILLION	GRAVE "E"	HIT COUSIN IT	HOUSE 3 MILLION	THING GREEN	CREDIT BUTTON

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column Row		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	BUY-IN BUTTON	SLAM TILT	UPPER LEFT JET	GRAVE "G"	SHOOTER LANE	LEFT RAMP ENTER	SWAMP LOCK UPPER	BOOKCASE OPEN	BLACK-GREEN J806-1 RIGHT FLIPPER E.O.S. SWITCH
Orange-Red J205-2 CENTER COIN CHUTE U17-7	D2	2 White-Red J208-2 U18-9	NOT USED	COIN DOOR CLOSED	UPPER RIGHT JET	GRAVE "R"	NOT USED	TRAIN WRECK	SWAMP LOCK CENTER	BOOKCASE CLOSED	BLUE-VIOLET J805-1 RIGHT FLIPPER BUTTON
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	D3	3 White-Orange J208-3 U18-5	START BUTTON	TICKET OPTO	CENTER LEFT JET	CHAIR KICKOUT	BOOKCASE OPTO 1	THING EJECT LANE	SWAMP LOCK LOWER	NOT USED	BLACK-BLUE J806-3 LEFT FLIPPER E.O.S. SWITCH
Orange-Yellow J205-4 4 TH COIN CHUTE U17-9	D4	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	CENTER RIGHT JET	COUSIN IT	BOOKCASE OPTO 2	RIGHT RAMP ENTER	LOCKUP KICKOUT	THING DOWN OPTO	BLUE-GRAY J805-2 LEFT FLIPPER BUTTON
Orange-Green J205-6 Normal Function Srv Crdts	D5	5 White-Green J208-5 U19-11	LEFT TROUGH	RIGHT FLIPPER LANE	LOWER JET	LOWER SWAMP MILLION	BOOKCASE OPTO 3	RIGHT RAMP TOP	LEFT OUTLANE	THING UP OPTO	BLACK-VIOLET J806-4 UPPER RIGHT FLIPPER E.O.S. SWITCH
Orange-Blue J205-7 Normal Function Volume Dn	D6	6 White-Blue J208-7 U19-9	CENTER TROUGH	RIGHT OUTLANE	LEFT SLINGSHOT	NOT USED	BOOKCASE OPTO 4	LEFT RAMP TOP	LEFT FLIPPER LANE 2	GRAVE "A"	BLACK-YELLOW J805-3 UPPER RIGHT FLIPPER BUTTON
Orange-Violet J205-8 Normal Function Volume Up	D7	7 White-Violet J208-8 U19-5	RIGHT TROUGH	BALL SHOOTER	RIGHT SLINGSHOT	CENTER SWAMP MILLION	BUMPER LANE OPTO	UPPER RIGHT LOOP	THING KICKOUT	THING EJECT HOLE	BLACK-GRAY J806-5 UPPER LEFT FLIPPER E.O.S. SWITCH
Orange-Grey J205-9 Normal Function Begin Test	D8	8 White-Grey J208-9 U19-7	OUTHOLE	NOT USED	UPPER LEFT LOOP	UPPER SWAMP MILLION	RIGHT RAMP EXIT	VAULT	LEFT FLIPPER LANE 1	NOT USED	BLACK-BLUE J805-5 UPPER LEFT FLIPPER BUTTON

J2XX = CPU Board, J8XX = Flipper Controller Board

= OPTO, TYPICALLY CLOSED