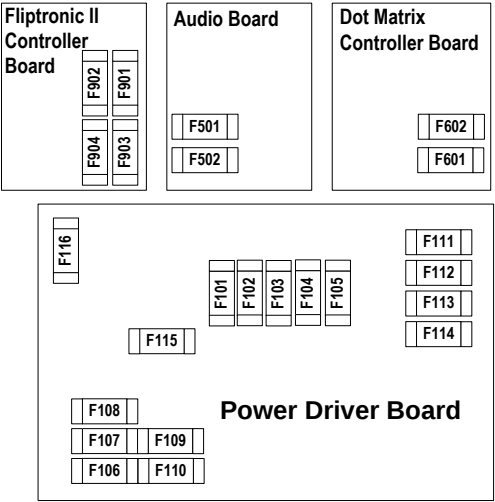


Who Dunnit (50044)

FUSE LIST

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, (not used)
F102	+50V DC General (Right Flipper)	3A, (not used)
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. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 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 Lamp Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB
Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, SB
F602	-113V & -125V	3/8A, 250V, SB
LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Coil/Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Trough	High Power	J107-2			Q82	J130-1			VIO-BRN	AE-26-1500	
02	Plunger	High Power	J107-2			Q80	J130-2			VIO-RED	AE-23-800	
03	Left Lock Up	High Power	J107-2			Q78	J130-4			VIO-ORG	AE-27-1200	
04	Right Back Popper	High Power	J107-2			Q76	J130-5			VIO-YEL	AE-24-900	
05	Ramp Down	High Power	J107-2			Q64	J130-6			VIO-GRN	AE-26-1200	
06	Not Used	High Power				Q66				VIO-BLU		
07	Knocker	High Power		J107-3		Q68		J130-8		VIO-BLK		AE-23-800
08	Right Front Popper	High Power	J107-2			Q70	J130-9			VIO-GRY	AE-23-800	
09	Left Slingshot	Low Power	J107-3			Q58	J127-1			BRN-BLK	AE-26-1200	
10	Right Slingshot	Low Power	J107-3			Q56	J127-3			BRN-RED	AE-26-1200	
11	Left Jet Bumper	Low Power	J107-3			Q54	J127-4			BRN-ORG	AE-26-1200	
12	Bottom Jet Bumper	Low Power	J107-3			Q52	J127-5			BRN-YEL	AE-26-1200	
13	Right Jet Bumper	Low Power	J107-3			Q50	J127-6			BRN-GRN	AE-26-1500	
14	Phone Flasher	Low Power	J107-6			Q48	J127-7			BRN-BLU	#906	
15	Not Used	Low Power				Q46				BRN-VIO		
16	Ramp Up	Low Power	J107-3			Q44	J127-9			BRN-GRY	SM1-28-900-DC	
17	Back Flasher	Flasher	J107-6	J105-5		Q42	J126-1	J125-1		BLK-BRN	#906 (2)	#906
18	Autofire Flasher	Flasher	J107-6			Q40	J126-2			BLK-RED	#89	
19	Lower Left Flasher	Flasher	J107-6	J105-5		Q38	J126-3	J125-3		BLK-ORG	#906	#906
20	Spinner Flasher	Flasher	J107-6	J105-5		Q36	J126-4	J125-5		BLK-YEL	#906	#906 (2)
21	Lower Right Flasher	Flasher	J107-6	J105-5		Q28	J126-5	J125-6		BLU-GRN	#906	#906
22	Motor 3-Bank Targets	Motor Board	J116-2			Q30	J126-6			BLU-BLK	14-8026 12V	
23	Left Slot B	Flasher	J116-2			Q34	J126-7			BLU-VIO	14-8026 12V	
24	Left Slot A	Flasher	J116-2			Q32	J126-8			BLU-GRY	14-8026 12V	
25	Center Slot B	Gen. Purpose	J116-2			Q26	J122-1			BLU-BRN	14-8026 12V	
26	Center Slot A	Gen. Purpose	J116-2			Q24	J122-2			BLU-RED	14-8026 12V	
27	Right Slot B	Gen. Purpose	J116-2			Q22	J122-3			BLU-ORG	14-8026 12V	
28	Right Slot A	Gen. Purpose	J116-2			Q20	J122-4			BLU-YEL	14-8026 12V	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Left Playfield	G.I.	J121-1			Q18	J121-7			WHT-BRN	#44	
02	Right Playfield	G.I.	J121-2			Q10	J121-8			WHT-ORG	#44	
03	Back Playfield	G.I.	J121-3			Q14	J121-9			WHT-YEL	#44	
04	Insert 1	G.I.		J120-5		Q16		J120-10		WHT-GRN		#555
05	Insert 2	G.I.		J120-6	J119-1	Q12		J120-11	J119-3	WHT-VIO		#555
Flipper Circuits			Playfield Voltage Connection		Drive Transistors Power	Hold	Playfield Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
							Power	Hold	Power	Hold		
29	Lower Right Flipper	Power	J907-1 (RED-GRN)			Q4		J902-13	YEL-GRN		FL-15411	ORANGE
30		Hold	J907-1 (RED-GRN)				Q11	J902-11	ORG-GRN			
31	Lower Left Flipper	Power	J907-4 (RED-BLU)			Q3		J902-9	YEL-BLU		FL-11629	ORANGE
32		Hold	J907-4 (RED-BLU)				Q9	J902-7	ORG-BLU			
33	Upper Right Flipper (Not Used)	Power	J907-6 (RED-VIO)			Q2		J902-6	YEL-VIO		Not Used	
34		Hold	J907-6 (RED-VIO)				Q7	J902-4	ORG-VIO			
35		Power	J907-8 (RED-GRY)			Q1		J902-3	YEL-GRY			
36	Up Post Down	Hold	J907-8 (RED-GRY)				Q5	J902-1	ORG-GRY		AE-27-1200	

J1XX = Power Driver Board; J9XX = Fliptronic II 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-Grey J137-9 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
	Trixie	Map	Case 1	Bullet	Slot Right	Right Jackpot	Right Loop Mark	Slot Center
	11	21	31	41	51	61	71	81
	Bruno	Flashlight	Case 2	Mirror	TAX(I)	Penthouse Key	Black	Slot Left
	12	22	32	42	52	62	72	82
	Butler	Magnifying Glass	Case 3	Dagger	TA(X)I	Right Hole Mark	Train Combo's	Left Spot
	13	23	33	43	53	63	73	83
	Victoria	Revolver	Case 4	Print	T(A)XI	Right Spin	Right Taxi Chase	Right Spot
	14	24	34	44	54	64	74	84
	Tony	Left Spin	Case 5	Matches	(T)AXI	Roulette	Down Elevator	Not Used
	15	25	35	45	55	65	75	85
	Left Jet Bumper	Extra Ball	Left Hole Mark	Left Free Spin	Left Taxi Chase	Middle Spin	Exit Elevator	Not Used
	16	26	36	46	56	66	76	86
	Right Jet Bumper	Who Dunnit	Mystery	Shoot Again	Nudge Slots	Left Jackpot	Up Elevator	Buy-In Button
	17	27	37	47	57	67	77	87
	Bottom Jet Bumper	Red	Left Lite Taxi	Right Lane Mark	Left Loop Mark	Right Lite Taxi	Right Free Spin	Start Button
	18	28	38	48	58	68	78	88

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
		1 White-Brown J208-1 U18-11	2 White-Red J208-2 U18-9	3 White-Orange J208-3 U18-5	4 White-Yellow J208-4 U18-7	5 White-Green J208-5 U19-11	6 White-Blue J208-7 U19-9	7 White-Violet J208-8 U19-5	8 White-Grey J208-9 U19-7	
Orange-Brown J205-1 LEFT COIN CHUTE	D1	3-Bank Position 2	Slam Tilt	Trough Jam	Top Left Hole	Lock Up 1	Left Slingshot	Top 2-Bank	Not Used	Black-Green J906-1 Lower Right Flipper E.O.S.
		11	21	31	41	51	61	71	81	F1
Orange-Red J205-2 CENTER COIN CHUTE	D2	Slot Index Left	Coin Door Closed	Trough 1	Post Jets	Top 4-Bank	Right Slingshot	Bottom 2-Bank	Not Used	Black-Violet J905-1 Lower Right Flipper Opto
		12	22	32	42	52	62	72	82	F2
Orange-Black J205-3 RIGHT COIN CHUTE	D3	Start Button	Buy-In Button	Trough 2	Back Right Popper	2 ND 4-Bank	Left Jet Bumper	3-Bank Position Up	Not Used	Black-Blue J906-3 Lower Left Flipper E.O.S.
		13	23	33	43	53	63	73	83	F3
Orange-Yellow J205-4 4 TH COIN CHUTE	D4	Plumb Bob Tilt	Always Closed	Trough 3	Lower Right Popper	3 RD 4-Bank	Bottom Jet Bumper	Up/ Down Ramp	Not Used	Black-Gray J905-2 Lower Left Flipper Opto
		14	24	34	44	54	64	74	84	F4
Orange-Green J205-6	D5	Shooter Lane	Slot Index Center	Trough 4	Not Used	Bottom 4-Bank	Right Jet Bumper	Scoop Center	Not Used	Black-Violet J906-4 Upper Right Flipper E.O.S.
Normal Function Srv Credits										
		15	25	35	45	55	65	75	85	F5
Orange-Blue J205-7	D6	Right Outlane	Left Inlane	Enter Ramp	Not Used	Mystery Target	Left 3-Bank	Scoop Right	Not Used	Black-Yellow J905-3 Upper Right Flipper Opto
Normal Function Volume Dn										
		16	26	36	46	56	66	76	86	F6
Orange-Violet J205-8	D7	Right Inlane	Left Outlane	Left Ramp Made	Enter Right Hole	Lower Right Lock 2	Center 3-Bank	Scoop Left	Not Used	Black-Gray J906-5 Upper Left Flipper E.O.S.
Normal Function Volume Up										
		17	27	37	47	57	67	77	87	F7
Orange-Grey J205-9	D8	Right Loop	Left Loop	Not Used	Slot Index Right	Red	Right 3-Bank	Black	Not Used	Black-Blue J905-5 Upper Left Flipper Opto
Normal Function Begin Test										
		18	28	38	48	58	68	78	88	F8

J2XX = CPU Board; J9XX = Fliptronic II Board;

= OPTO, TYPICALLY CLOSED