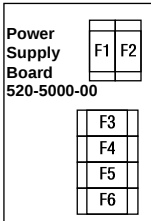
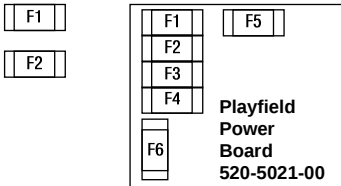
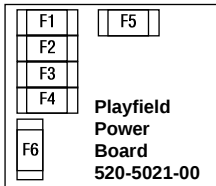




FUSE LIST

Power Supply Board 520-5000-00				CPU Board 520-5003-03-09	
F1	5V & 12V Logic Power Input	7A, 250V, SB			
F2	5V & 12V Logic Power Input	7A, 250V, SB			
F3	90V Display Power Input	0.25A, 250V, SB			
F4	18V Controlled lamps	8A, 250V, SB			
F5	34V Solenoids 1-16	4A, 250V, SB			
F6	34V Special Solenoids & Flashers	5A, 250V, SB			
Back Box fuses				Sound Board 520-5002-01-09	
F1	13VAC Controlled lamps	8A, 250V, SB			
F2	25VAC Solenoids	8A, 250V, SB			
Playfield Power Board fuses 520-5021-00					
F1	General Illumination (Violet)	5A, 250V, SB			
F2	General Illumination (Green)	5A, 250V, SB			
F3	General Illumination (Yellow)	5A, 250V, SB			
F4	General Illumination (Brown)	5A, 250V, SB			
F5	50V Flipper Power	5A, 250V, SB			
F6	34V Flashers & Solenoids	3A, 250V, SB			
Solid State Flipper Board Fuses 520-5033-00				Sound Board 520-5002-01-09	
F1	Coil A	3A, 250V, SB			
F2	Coil (hold power)	3A, 250V, SB			
F3	Coil B	3A, 250V, SB			
F4	Coil (hold power)	3A, 250V, SB			
Line Filter			Under the Playfield Fuses		
Foreign	(220V)	4A, 250V, SB	3 fuses for the Turbo bumpers		
Domestic	(110V)	8A, 250V, SB	2 fuses for the Slingshots		
			2.5A, 250V, SB		
			2.5A, 250V, SB		

Switched, CPU Controlled Auxiliary & Constant Power Solenoids									
Coil No.	Coil or Flashlamp Description	Drive Transistor	CPU wire	CPU connection	PPB wire	PPB connection	Power Line	Power Description	Coil or Flash Type
1A	Green Ramp Entrance Flashers	Q46	Gry-Brn	CN11-1	Vio-Brn	J9-5	Brn	34V L	#906 (4)
1B	Outhole		(to PPB)	to PPB J1-1	Blk-Brn	J2-9	Orn	34V R	23-840
2A	Yellow Ramp Entrance Flashers	Q45	Gry-Red	CN11-3	Vio-Red	J9-6	Brn	34V L	#906 (4)
2B	Ball Trough Eject		(to PPB)	to PPB J1-2	Blk-Red	J2-8	Orn	34V R	23-840
3A	Red Ramp Entrance Flashers	Q44	Gry-Orn	CN11-4	Vio-Orn	J9-7	Brn	34V L	#906 (4)
3B	Ball Lock		(to PPB)	to PPB J1-3	Blk-Orn	J2-7	Orn	34V R	23-840
4A	Ball Lock / Insert Flashers	Q43	Gry-Yel	CN11-5	Vio-Yel	J9-8	Brn	34V L	#906 (2), #89 (2)
4B	Player Field Eject		(to PPB)	to PPB J1-4	Blk-Yel	J2-6	Orn	34V R	23-840
5A	Top Left Mini Mars/ BTTF Flashers	Q42 CPU	Gry-Grn	CN11-6	Vio-Grn	J9-9	Brn	34V L	#89 (4)
5B	VUK		(to PPB)	to PPB J1-5	Wht-Grn/Blk-Grn	J2-5 J8-1/J8-2	Yel-Vio	50V	23-800
6A	Top Left VUK Flashers	Q41	Gry-Blu	CN11-7	Vio-Blu	J9-10	Brn	34V L	#89 (4)
6B	Drop Target Reset		(to PPB)	to PPB J1-6	Blk-Blu	J2-4	Orn	34V R	23-800
7A	Center Ramp / Top Lt Insert Flashers	Q40	Gry-Vio	CN11-8	Vio-Blk	J9-11	Brn	34V L	#89 (4)
7B	Not Used		(to PPB)	to PPB J1-7	Blk-Vio	J2-2	Orn	34V R	#89 (4)
8A	ClockTower / Top Rt Insert Flashers	Q39 CPU	Gry-Blk	CN11-9	Vio-Gry	J9-12	Brn	34V L	#89 (4)
8B	Knocker		(to PPB)	to PPB J1-8	Wht-Gry/Blk-Gry	J2-1 J8-3/J8-4	Yel-Vio	50V	23-800
9	Right Ramp Flashers	Q30	Brn-Blk	CN12-1	Brn-Blk	J9-13	Red	34V	#89 (4)
10	L/R Power Relay	Q29	Blk-Red	CN12-2		J6-7	Red-Wht	34V	Relay: 24VDC
11	General Illumination Relay (PSB)	Q28	Brn-Orn	CN12-4		(PSB) CN7-1	Red	34V	Relay: 24VDC
12	Top Right Ramp Mini Mars Flashers	Q27	Brn-Yel	CN12-5	Brn-Yel	J9-14	Red	34V	#89 (4)
13	Spinner Flashers	Q26	Brn-Grn	CN12-6	Brn-Grn	J9-15	Red	34V	#89 (4)
14	Mc. Fly Flashers	Q25	Brn-Blu	CN12-7	Brn-Blu	J9-1	Red	34V	#89 (4)
15	Doc Flashers	Q24	Brn-Vio	CN12-8	Brn-Vio	J9-2	Red	34V	#89 (4)
16	Middle Right Ramp Mars	Q23	Brn-Gry	CN12-9	Brn-Gry	J9-3	Red	34V	#89 (4)
17	Left Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
18	Center Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
19	Right Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
20	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Not Used	Q13	Blu-Blk	CN19-9					
Flipper Circuits (SSFB)		SSFB Drive Transistor	SSFB to coil	SSFB Connection	SSFB to Flipperswitch	SSFB Sw. Connect	SSFB Power Wire	Power Description	Coil
	Left Flipper (coil "B")	SR2, Q10-Q9	Gry-Yel	CN2-1,2	Blu-Gry	CN1-9	Blk-Wht / Blk-Wht	CN2-8,9 50VDC	22-900 (090-5020-20)
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-4,5	Blu-Vio	CN1-1	Gry / Gry Grn	CN2-6,7 9VAC	22-900 (090-5020-20)

LAMP MATRIX

Column (*)	Red ← Yellow (B+)							
	1 YEL-BRN (41) CN7-1 Q71	2 YEL-RED (42) CN7-2 Q70	3 YEL-ORN (43) CN7-3 Q69	4 YEL-BLK (40) CN7-4 Q68	5 YEL-GRN (45) CN7-6 Q67	6 YEL-BLU (46) CN7-7 Q66	7 YEL-VIO (47) CN7-8 Q65	8 YEL-GRY (48) CN7-9 Q64
1 RED-BRN (21) CN6-1 Q72	2X Bonus 1	Skyway 50K 9	Left Outlane 17	D Delorean 25	Picture Right 33	Left Bank "M" 41	Clock Multip. 5X 49	Right Bank "D" 57
2 RED-BLK (20) CN6-2 Q73	3X Bonus 2	Skyway 75K 10	Left Return Lane 18	E Delorean 26	Jackpot 500,000 Left 34	Left Bank "c" 42	Clock Lite Extra Ball 50	Right Bank "O" 58
3 RED-ORN (23) CN6-3 Q74	4X Bonus 3	Skyway 100K 11	Right Outlane 19	L Delorean 27	Jackpot 750,000 Left 35	Left Bank "F" 43	Clock 100K 51	Right Bank "C" 59
4 RED-YEL (24) CN6-5 Q75	5X Bonus 4	Skyway 125K 12	Right Return Lane 20	O Delorean 28	Jackpot 1,000,000 Left 36	Left Bank "L" 44	Clock Bonus Hold 52	Ramp Left Million 60
5 RED-GRN (25) CN6-6 Q76	6X Lite Special 5	Skyway Extra Ball 13	Extra Ball Arrow 21	R Delorean 29	Jackpot 500,000 Right 37	Left Bank "Y" 45	Hold Lite Million 53	Skill Take Hi Score 61
6 RED-BLU (26) CN6-7 Q77	Drop Target D 6	Shoot Again 14	Lock #3 "Future" 22	E Delorean 30	Jackpot 750,000 Right 38	Ramp Right Skill 46	Hold Bumper Power 54	Skill Double Scores 62
7 RED-VIO (27) CN6-8 Q78	Drop Target M 7	Ramp Left Skill 15	Lock #3 "In" 23	A Delorean 31	Jackpot 1,000,000 Right 39	2015 Jackpot 47	Hold 50K 55	Skill Extra Ball 63
8 RED-GRY (28) CN6-9 Q79	Drop Target C 8	Picture Left 16	Lock #3 "Back" 24	N Delorean 32	Spinner 40	Ramp Right Million 48	1885 Jackpot 56	Skill 100K 64

(*) 2 digit number in parentheses indicates resistor/wire color code number displayed during diagnostics.

SWITCH MATRIX

Column (*)	White → Green							
	1 GRN-BRN (51) CN8-1 Q55	2 GRN-RED (52) CN8-2 Q54	3 GRN-ORN (53) CN8-3 Q53	4 GRN-YEL (54) CN8-4 Q52	5 GRN-BLK (50) CN8-5 Q51	6 GRN-BLU (56) CN8-7 Q50	7 GRN-VIO (57) CN8-8 Q49	8 GRN-GRY (58) CN8-9 Q48
1 WHT-BRN (91) CN10-9	Plump Bob Tilt 1	Not Used 9	Left Outlane 17	Doc 25	McFLY 33	Drop Target D 41	Not Used 49	Not Used 57
2 WHT-RED (92) CN10-8	Not Used 2	Outhole 10	Left Return Lane 18	Doc 26	McFLY 34	Drop Target M 42	Not Used 50	Not Used 58
3 WHT-ORN (93) CN10-7	Start Button 3	Trough #1 Left 11	Right Outlane 19	Doc 27	McFLY 35	Drop Target C 43	Not Used 51	Not Used 59
4 WHT-YEL (94) CN10-6	Right Coin Switch 4	Trough #2 Center 12	Right Return Lane 20	Spinner 28	McFLY 36	Not Used 44	Not Used 52	Not Used 60
5 WHT-GRN (95) CN10-5	Center Coin Switch 5	Trough #3 Right 13	Left Slingshot 21	Lock VUK 29	McFLY 37	Clock Eject 45	Not Used 53	Not Used 61
6 WHT-BLU (96) CN10-3	Left Coin Switch 6	Shooter Lane 14	Right Slingshot 22	Left Ramp 30	Left Lock Bottom 38	Left Turbo Bumper 46	Not Used 54	Not Used 62
7 WHT-VIO (97) CN10-2	Slam Tilt 7	Left Flipper (via SSFB) 15	Not Used 23	Right Ramp 31	Left Lock Center 39	Center Turbo Bumper 47	Not Used 55	Not Used 63
8 WHT-GRY (98) CN10-1	Not Used 8	Right Flipper (via SSFB) 16	Not Used 24	Not Used 32	Left Lock Top 40	Right Turbo Bumper 48	Not Used 56	Not Used 64

(*) 2 digit number in parentheses indicates resistor/wire color code number displayed during diagnostics.