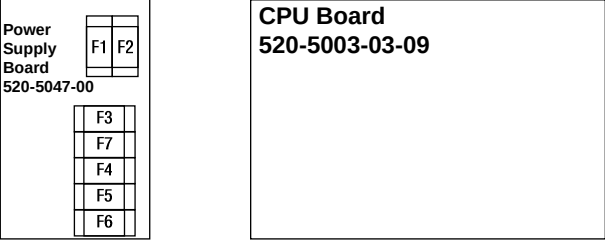
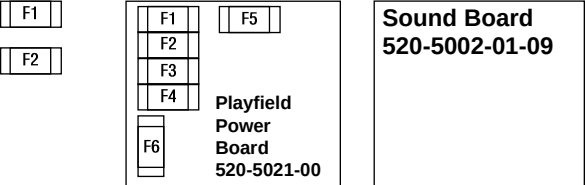




FUSE LIST

Power Supply Board 520-5047-00									
F1	5V & 12V Logic Power Input	7A, 250V, SB							
F2	5V & 12V Logic Power Input	7A, 250V, SB							
F3	Not used								
F4	18V Controlled lamps	8A, 250V, SB							
F5	34VDC Solenoid Buss	4A, 250V, SB							
F6	34VDC Solenoid Buss	5A, 250V, SB							
F7	90VAC Display Regulator	0.5A, 250V, SB							
Back Box fuses									
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									
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			2.5A, 250V, SB			
Domestic	(110V)	8A, 250V, SB	2 fuses for the Slingshots			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
1L	Outhole	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J2-9	Brn	34V L	23-840
1R	2 insert & 2 ramp flashers				Blk-Brn	J9-5	Orn	34V R	#89 (4)
2L	Ball Trough Eject	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J2-8	Brn	34V L	23-840
2R	2 insert, 1 spkpnl & 1 ramp flashers				Blk-Red	J9-6	Orn	34V R	#89 (4)
3L	Left Pitstop Eject	Q44	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J2-7	Brn	34V L	23-840
3R	2 insert,1 spkpnl & 1 ramp flashers				Blk-Orn	J9-7	Orn	34V R	#89 (4)
4L	Left Drop Targets Reset	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J2-6	Brn	34V L	23-800
4R	1 insert, 1 spnl, 1 ramp & 1 plfd flash				Blk-Yel	J9-8	Orn	34V R	#89 (4)
5L	Center Drop Targets Reset	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J2-5	Brn	34V L	23-800
5R	1 insert, 1 spkpnl & 1 ramp flashers				Blk-Grn	J9-9	Orn	34V R	#89 (3)
6L	Right Single Drop Target Reset	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J2-4	Brn	34V L	23-840
6R	2 insert, 1 ramp & 1 spkpnl flashers				Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	Top Left VUK	Q5 PPB	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Wht-Vio/Vio-Blk	J2-2 J8-1/J8-2	Yel-Vio	50V	23-800
7R	4 playfield flashers	Q40 CPU			Blk-Vio	J9-11	Orn	34V R	#906 (4)
8L	Shooter Kicker	Q3 PPB	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Wht-Gry/Vio-Gry	J2-1 J8-6/J8-7	Yel-Vio	50V	23-800
8R	4 playfield flashers	Q39 CPU			Blk-Gry	J9-12	Orn	34V R	#906 (4)
9	Single Drop Target Knockdown	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Red	34V	090-5026-00
10	L/R Power Relay	Q29	Blk-Red	CN12-2 to PPB J6-9		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	Knocker	Q2 PPB Q27 CPU	Wht-Yel	CN12-5 to PPB J8-9	Brn-Yel	J8-10	Vio-Yel	50V	23-800
13	4 playfield flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#89 (4)
14	1 insert & 1 playfield flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#906 (2)
15	1 insert & 3 playfield flashers	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	#89 (3), #906 (1)
16	2 insert & 2 playfield flashers	Q23	Brn-Gry	CN12-9 to PPB J1-15	Brn-Gry	J9-3	Red	34V	#89 (2), #906 (2)
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 Turbo Bumper	Q10	Blu-Yel	CN19-6			Red	34V	23-800
20	Left Slingshot	Q11	Blu-Brn	CN19-7			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Shaker Motor	Q4 PPB Q13 CPU	Wht-Blu	CN19-9 to PPB J8-1	Blu-Blk	J8-2	Gry-Grn	9Vac	motor
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	Pitstop Red	BLUELITE Million Lit	MILLION	Drop Target C	Flag USA	Top Lane L	Fast F	Release
2 RED-BLK (20) CN6-2 Q73	Pitstop Green	BLUELITE Redline	4000 RPM	Drop Target A	Flag Germany	Top Lane A	Fast A	Instant Re-Race
3 RED-ORN (23) CN6-3 Q74	CHECK POINT Red	BLUELITE Extra Ball	5000 RPM	Drop Target R	Flag France	Top Lane P	Fast S	Activate "Fast" Scores
4 RED-YEL (24) CN6-5 Q75	2000 RPM	BLUELITE Catch Up	6000 RPM	Drop Target R	Flag Japan	Spinner Mystery RPM	Fast T	Ramp Extra Ball
5 RED-GRN (25) CN6-6 Q76	3000 RPM	BLUELITE Special	7000 RPM	Drop Target E	Flag Belgium	Spinner Lite Extra Ball	Ramp Jackpot	Left Turbo Bumper
6 RED-BLU (26) CN6-7 Q77	Race Again	BLUELITE Double Scores	8000 RPM	Drop Target R	Flag Swiss	Spinner Mystery Scores	Ramp Skill Shot	Center Turbo Bumper
7 RED-VIO (27) CN6-8 Q78	Jackpot 2 Million	Jackpot 4 Million	Hot Nitro Active	Drop Target A	Flag Italy	Spinner Hot Nitro	Left Return Lane	Right Turbo Bumper
8 RED-GRY (28) CN6-9 Q79	Jackpot 3 Million	Double Jackpot Grand Prix	CHECK POINT Green	Return Lane Right	Flag England	Spinner 1 Million	Right Outlane	Left Outlane

(*) 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	Not Used	Left Outlane	Top Lane L	Drop Target C	Drop Target E	Not Used	Not Used
2 WHT-RED (92) CN10-8	Not Used	Outhole	Left Return Lane	Top Lane A	Drop Target A	Drop Target R	Not Used	Not Used
3 WHT-ORN (93) CN10-7	Start Button	Trough #1 Left	Right Outlane	Top Lane P	Drop Target R	Drop Target A	Not Used	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #2 Center	Right Return Lane	Ramp Entrance	Drop Target R	Checker Drop Target	Not Used	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3 Right	Left Slingshot	Ramp Exit	Pitstop Eject	Nitro Target	Not Used	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Shooter Lane	Right Slingshot	VUK Eject	Spinner	Left Turbo Bumper	Not Used	Not Used
7 WHT-VIO (97) CN10-2	Slam Tilt	Left Flipper (via SSFB)	Flat Tire	Not Used	Not Used	Center Turbo Bumper	Not Used	Not Used
8 WHT-GRY (98) CN10-1	Not Used	Right Flipper (via SSFB)	VUK Entrance	Not Used	Not Used	Right Turbo Bumper	Not Used	Not Used

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