



FUSE LIST

Power Supply Board fuses 520-5047-02			Power Supply Board 520-5047-02 F1 F2 F7 F3 F4 F5 F6		CPU Board 520-5003-00NR	
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	34V Solenoids	5A, 250V, SB				
F6	34V Solenoids	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 520-5021-05			F1 F2 F7 F6 F8 F9 Playfield Power Board 520-5021-05		Sound Board 520-5050-02	
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	Flipper Power & All 50V Coils	5A, 250V, SB				
F6	34V Flashers (Right)	5A, 250V, SB				
F7	34V Coils (Left)	3A, 250V, SB				
F8	50V Coils	4A, 250V, SB				
F9	50V Raptor Pit	5A, 250V, SB				
Solid State Flipper Board fuses 520-5033-03						
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				
F5	Coil C	3A, 250V, SB				
			Line Filter Foreign (220V) 4A, 250V, SB Domestic (110V) 8A, 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	Top Eject	Q46	Gry-Brn	CN11-1	Vio-Brn	J2-10	Brn	34V L	23-840
1R	1 insert, 3 Raptor Pit flashers		(to PPB)	to PPB J1-1	Blk-Brn	J9-5	Orn	34V R	
2L	Ball Release	Q45	Gry-Red	CN11-3	Vio-Red	J2-9	Brn	34V L	23-840
2R	1 insert, 3 playfield right side flashers		(to PPB)	to PPB J1-2	Blk-Red	J9-6	Orn	34V R	
3L	Auto Launch	Q5 PPB Q44 CPU	Gry-Orn	CN11-4	Wht-Orn/Vio-Orn	J2-8 J8-1/J8-2	Yel-Vio	50V	23-840
3R	4 Orbit Shot flashers		(to PPB)	to PPB J1-3	Blk-Orn	J9-7	Orn	34V R	
4L	Left Scoop	Q43	Gry-Yel	CN11-5	Vio-Yel	J2-7	Brn	34V L	23-840
4R	1 r. corner, 3 up. r. playfield flashers		(to PPB)	to PPB J1-4	Blk-Yel	J9-8	Orn	34V R	
5L	Right VUK	Q3 PPB Q42 CPU	Gry-Grn	CN11-6	Wht-Grn/Vio-Grn	J2-6 J8-6/J8-7	Yel-Vio	50V	23-840
5R	1 l. corner, 3 up. r. playfield flashers		(to PPB)	to PPB J1-5	Blk-Grn	J9-9	Orn	34V R	
6L	Diverter	Q41	Gry-Blu	CN11-7	Vio-Blu	J2-5	Brn	34V L	23-840
6R	1 insert, 3 playfield left side flashers		(to PPB)	to PPB J1-6	Blk-Blu	J9-10	Orn	34V R	
7L	Dino Eject	Q40	Gry-Vio	CN11-8	Vio-Blk	J2-3	Brn	34V L	23-840
7R	4 Turbo Bumpers flashers		(to PPB)	to PPB J1-7	Blk-Vio	J9-11	Orn	34V R	
8L	Knocker	Q39	Gry-Blk	CN11-9	Vio-Gry	J2-2	Brn	34V L	23-840
8R	Mosquito, Playfield, Top Display flash		(to PPB)	to PPB J1-8	Blk-Gry	J9-12	Orn	34V R	
9	Raptor Pit	Q4 PPB Q30 CPU	Brn-Blk	CN12-1	Brn-Blk	J8-3/J8-4	Vio-Yel	50V	23-840
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	T-Rex motor relay (left/right)	Q27	Brn-Yel	CN12-5			Red	34V	motor
13	Dino Mouth	Q26	Brn-Grn	CN12-6			Red	34V	23-800
14	T-Rex motor relay (up/down)	Q25	Brn-Blu	CN12-7			Red	34V	Relay: 24VDC
15	T-Rex motor relay (on/off)	Q24	Brn-Vio	CN12-8			Red	34V	Relay: 24VDC
16	Trough Lockout	Q23	Brn-Gry	CN12-9			Red	34V	27-1/2 765
17	Top Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
18	Left Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
19	Right Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
20	Left Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Shaker Motor	Q2 PPB Q13 CPU	Wht-Blu	CN19-9	Blu/Blk	J8-9/J8-10	Gry/Gry-Grn	12V	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	CN2-4,5	Blu-Gry	CN1-11	Blk-Wht / Blk-Wht	CN2-11,12 50VDC	23-900 (090-5020-30)
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-7,8	Blu-Vio	CN1-8	Gry / Gry Grn	CN2-9,10 8VAC	23-900 (090-5020-30)
	Upper Right Flipper (coil "C")	SR3, Q15-Q16	Blk-Yel	CN2-1,2	Gry-Vio	CN1-12			23-1100 (090-5030-00)

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	Visitor Center (2 lamps) 1	Credit Button 9	Left Scoop Bottom 17	Spitter #1 Bottom 25	Center Scoop Bottom 33	Chaos C 41	Baryonyx Target 49	Right Scoop Bottom 57
2 RED-BLK (20) CN6-2 Q73	"T" Arch 2	Mosquito (2 lamps) 10	Left Scoop Top 18	Spitter #2 26	Center Scoop Top 34	Chaos H 42	#2 50	Right Scoop Top 58
3 RED-ORN (23) CN6-3 Q74	Brachia-Saurus Map 3	Electric Fence 11	Helo (2 lamps) 19	Spitter #3 27	Advance X 35	Chaos A 43	2 Ball Play Arrow 51	Brachia-Saurus Top 59
4 RED-YEL (24) CN6-5 Q75	Spitter Map 4	Spitter Attack 12	Raptor Multi-Million 20	Boat Dock (2 lamps) 28	Triceratops 36	Chaos O 44	Rator Pit 5 Million 52	"X" Arch 60
5 RED-GRN (25) CN6-6 Q76	Herrera-Saurus Map 5	2 Ball Grid 13	Feed T-Rex 21	Jackpot Loop 29	T-Rex Map 37	Chaos S 45	Rator Pit Jackpot 53	Egg 61
6 RED-BLU (26) CN6-7 Q77	Map 6	System Boot 14	Bone Buster 22	Jackpot Map 30	Herrara-saurus Low 38	Gate (2 lamps) 46	Rator Pit Danger 54	Left Turbo Bumper 62
7 RED-VIO (27) CN6-8 Q78	Triceratop Map 7	Raptor Rampage 15	Escape Isla Nubar 23	Top Turbo Bumper 31	Herrara-saurus High 39	"R" Arch 47	Outlanes Special (2 lamps) 55	Extra Ball Arrow 63
8 RED-GRY (28) CN6-9 Q79	Gallimimus 8	Light Extra Ball 16	Stampede 24	Right Turbo Bumper 32	Brachia-saurus Low 40	"C" Arch 48	Shoot Again 56	Smart Bomb (2 lamps) 64

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

SWITCH MATRIX

Column (*)	White							
	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	Trough #1 Left 9	Outer Loop Low 17	Spitter Target #1 Bottom 25	Right Ramp Enter 33	Launch Trigger 41	Baryonyx Target 49	T-Rex Top (Up) 57
2 WHT-RED (92) CN10-8	4th Coin Switch 2	Trough #2 10	Outer Loop Top 18	Spitter Target #2 Middle 26	Right Ramp Exit 34	Smart Bomb Button 42	Gallimimus Target 50	T-Rex Bottom (Down) 58
3 WHT-ORN (93) CN10-7	Start Button 3	Trough #3 11	Inner Loop Low 19	Spitter Target #3 Top 27	Left Scoop 35	Left Slingshot 43	Not Used 51	T-Rex Trough 59
4 WHT-YEL (94) CN10-6	Right Coin Switch 4	Trough #4 12	Inner Loop Top 20	Not Used 28	T-Rex Center 36	Right Slingshot 44	Triceratop Target 52	Right Scoop Trough 60
5 WHT-GRN (95) CN10-5	Center Coin Switch 5	Trough #5 13	Right Outlane 21	Raptor Pit 29	Center Scoop 37	Top Turbo Bumper 45	Brachia-saurus Top 53	Right VUK 61
6 WHT-BLU (96) CN10-3	Left Coin Switch 6	Trough #6 14	Right Return Lane 22	Not Used 30	Herrara-saurus Low 38	Left Turbo Bumper 46	Not Used 54	Not Used 62
7 WHT-VIO (97) CN10-2	Slam Tilt 7	Trough #7 Right 15	Left Return Lane 23	T-Rex Right 31	Herrara-saurus Top 39	Right Turbo Bumper 47	T-Rex Saucer Eject 55	Left Flipper (via SSFB) 63
8 WHT-GRY (98) CN10-1	Not Used 8	Shooter Lane 16	Left Outlane 24	T-Rex Left 32	Brachia-saurus Low 40	Mosquito Captive Ball 48	Right Saucer Eject 56	Right Flipper (via SSFB) 64

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