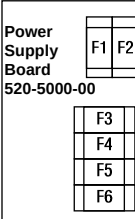
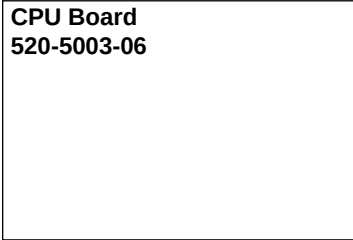
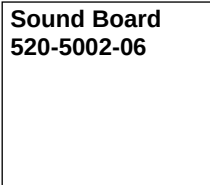
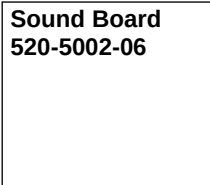


FUSE LIST

Power Supply Board 520-5000-00					
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					
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 A (hold power)	3A, 250V, SB			
F3	Coil B	3A, 250V, SB			
F4	Coil B (hold power)	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	Jackpot Flashers	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J9-5	Brn	34V L	#906 (1), #89 (3)
1R	Outhole				Blk-Brn	J2-9	Orn	34V R	23-840
2L	Special Flasher	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J9-6	Brn	34V L	#906 (1)
2R	Ball Trough Eject				Blk-Red	J2-8	Orn	34V R	23-840
3L	ED 209 1 Meg Flashers	Q44	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J9-7	Brn	34V L	#906 (1), #89 (2)
3R	Middle Eject				Blk-Orn	J2-7	Orn	34V R	27-1300
4L	Jones Flashers	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J9-8	Brn	34V L	#906 (1), #89 (1)
4R	Ball Guide Eject				Blk-Yel	J2-6	Orn	34V R	27-1300
5L	Bodd Flashers	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J9-9	Brn	34V L	#906 (1), #89 (1)
5R	Right Eject				Blk-Grn	J2-5	Orn	34V R	27-1300
6L	Emil Flashers	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J9-10	Brn	34V L	#906 (1), #89 (1)
6R	Vertical Up Kicker				Blk-Blu	J2-4	Orn	34V R	23-800
7L	Left Middle Flashers	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J9-11	Brn	34V L	#906 (1), #89 (3)
7R	Not Used				Blk-Vio	J2-2	Orn	34V R	
8L	Top Left Flasher	Q39	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J9-12	Brn	34V L	#906 (1)
8R	Not Used				Blk-Gry	J2-1	Orn	34V R	
9	Middle Blue Flashers	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Red	34V	#906 (2), #89 (2)
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		CN7-1	Red	34V	Relay: 24VDC
12	Middle Red Flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	#906 (2), #89 (2)
13	Right Blue Flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#906 (2), #89 (2)
14	Ramp Red Flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#906 (3), #89 (1)
15	Ramp Blue Flashers	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	#906 (3), #89 (1)
16	Laser Kick	Q23 CPU Q5 PPB	Wht-Gry	CN12-9 to PPB J8-1	Brn-Gry	J8-2	Vio-Yel	50V	23-800
SP1	Right Pop Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
SP2	Center Pop Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
SP3	Left Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
SP4	Left Pop Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
SP5	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
SP6	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 Row	1 Yellow-Brown CN7-1 Q71	2 Yellow-Red CN7-2 Q70	3 Yellow-Orange CN7-3 Q69	4 Yellow-Black CN7-4 Q68	5 Yellow-Green CN7-6 Q67	6 Yellow-Blue CN7-7 Q66	7 Yellow-Violet CN7-8 Q65	8 Yellow-Grey CN7-9 Q64
	1 Red-Brown CN6-1 Q72	2 Red-Black CN6-2 Q73	3 Red-Orange CN6-3 Q74	4 Red-Yellow CN6-5 Q75	5 Red-Green CN6-6 Q76	6 Red-Blue CN6-7 Q77	7 Red-Violet CN6-8 Q78	8 Red-Grey CN6-9 Q79
1	Green Target 4	Yellow Target 1	Eject robocop	Eject Robocop	Bottom Special	Back Red	2 Lane	Arrest Emil
2	Green Target 3	Yellow Target 2	Eject robocop	Eject Robocop	2X Multiplier	Back Yellow	0 Lane	Arrest Bodd
3	Green Target 2	Yellow Target 3	Trap Ball Top	Eject Robocop	3X Multiplier	Back Green	9 Lane	Arrest Jones
4	Green Target 1	Yellow Sight 3	Relite Laser Kick	Eject Robocop	Bonus Hold	Left Return Lane	Ball Guide 1	ED 209 1 Meg
5	Green Sight 4	Yellow Sight 2	Right Extra Ball	Eject Robocop	4X Multiplier	Laser Kick Outlane	Ball Guide 2	Ramp Special
6	Green Sight 3	Yellow Sight 1	Red Trap Ball	Spinner Green	5X Multiplier	Left Outlane	Ball Guide 3	Ramp Jackpot
7	Green Sight 2	ROBOCOP Mask	Red Sight	Spinner Yellow	Bottom Target Practice	ROBOCOP Green	Ball Guide 4	ED 209 Left
8	Green Sight 1	Right Outlane	Right Return Lane	Spinner Red	Extra Ball	ROBOCOP Orange	Not Used	ED 209 Right

SWITCH MATRIX

Column Row	1 White-Brown CN8-1 Q55	2 Green-Red CN8-2 Q54	3 Green-Orange CN8-3 Q53	4 Green-Yellow CN8-4 Q52	5 Green-Black CN8-5 Q51	6 Green-Blue CN8-7 Q50	7 Green-Violet CN8-8 Q49	8 Green-Grey CN8-9 Q48
	1 White-Brown CN10-9	2 White-Red CN10-8	3 White-Orange CN10-7	4 White-Yellow CN10-6	5 White-Green CN10-5	6 White-Blue CN10-3	7 White-Violet CN10-2	8 White-Grey CN10-1
1	Plump Bob Tilt	Not Used	Laser Kick	2 Lane	Green Target 1 (left)	Yellow Target 1 (left)	Not Used	Not Used
2	Not Used	Outhole	Left Return Lane	0 Lane	Green Target 2	Yellow Target 2	Not Used	Not Used
3	Start Button	Trough #1	Right Outlane	9 Lane	Green Target 3	Yellow Target 3 (right)	Not Used	Not Used
4	Right Coin Switch	Trough #2	Right Return Lane	Left Eject	Green Target 4 (right)	Spinner	Not Used	Not Used
5	Center Coin Switch	Trough #3	Left Slingshot	Center Eject	10 Point Top4	VUK	Not Used	Not Used
6	Left Coin Switch	Shooter Lane	Right Slingshot	Right Eject	10 Point Bottom	Left Pop Bumper	Not Used	Not Used
7	Slam Tilt	Left Flipper (via SSFB)	Right Trap Ball	Left Ramp	Not Used	Center Pop Bumper	Not Used	Not Used
8	Not Used	Right Flipper (via SSFB)	Not Used	Right Ramp	Not Used	Right Pop Bumper	Not Used	Not Used