



SECRET SERVICE

FUSE LIST

Power Supply Board 520-5000-00			Sound Board 520-5002-01	Power Supply Board 520-5000-00 F6 F5 F4 F3 F1 F2
F1	5V & 12V Logic Power Input	7A, 250V, SB		
F2	5V & 12V Logic Power Input	7A, 250V, SB		
F3	100V Display Power Input	1/4A, 250V, SB		
F4	Controlled lamps 18V	8A, 250V, SB		
F5	Solenoids 1-16	4A, 250V, SB (S.B.-12)		
F6	Special Solenoids SP1-SP6	8A, 250V, SB		
Flipper Power Supply Board 520-5001-00			CPU Board 520-5003-02	2F1 2F2 2F3 2F4 G.I. Fuses 1, 2, 3 & 4 F1 Flipper Power Supply Board 520-5001-00
F1	Flipper Power	5A, 250V, SB		
Playfield fuses				
	Kickback	5A, 250V, SB		
	Kickbig	5A, 250V, SB		
Back Box fuses				
2F1	General Illumination (Brown)	5A, 250V, SB		
2F2	General Illumination (Yellow)	5A, 250V, SB		
2F3	General Illumination (Green)	5A, 250V, SB		
2F4	General Illumination (Violet)	5A, 250V, SB		
LINE FILTER			Mega Resistor Board (MRB) (located in cabinet) 520-5015	
Foreign	(220V)	4A, 250V, SB		
Domestic	(110V)	8A, 250V, SB		

LAMP MATRIX

Column Row	Red ← Yellow (B+)							
	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	Spy Again 1	Left Red Arrow 9	Left Clear Arrow 17	Left Blue Arrow 25	5-Bank Arrow 1 33	5-Bank Instant 2-Ball 41	Kickback 49	Bonus 8K 57
2 Red- Black CN6-2 Q73	White House #2 2	Left Red Circle 10	Right Clear Circle 18	Left Blue Circle 26	5-Bank Arrow 2 34	5-Bank Extra Ball 42	Left Outlane Special 50	Bonus 16K 58
3 Red- Orange CN6-3 Q74	Russian Embassy #2 (Jackpot) 3	Center Red Circle 11	Center Clear Circle 19	Center Blue Circle 27	5-Bank Arrow 3 35	5-Bank Bonus Hold 43	Left Return Lane 51	Bonus 32K 59
4 Red- Yellow CN6-5 Q75	Jefferson Memorial #1 (Jackpot) 4	Right Red Circle 12	Right Clear Circle 20	Right Blue Circle 28	5-Bank Arrow 4 36	5-Bank 100K 44	Right Return Lane 52	Bonus 64K 60
5 Red- Green CN6-6 Q76	Jefferson Memorial #2 5	Right Red Arrow 13	Right Clear Arrow 21	Right Blue Arrow 29	5-Bank Arrow 5 37	Eject 25K 45	Right Outlane Special 53	2X Bonus 61
6 Red- Blue CN6-7 Q77	S Lane 6	Russian Shield (Green) 14	2X Scores 22	Super Arrow 30	Bullet Target 38	Eject 50K 46	Bonus 1K 54	3X Bonus 62
7 Red- Violet CN6-8 Q78	P Lane 7	Russian 100K Shield (Clear) 15	Bonus Hold 23	Left Spinner 31	Hotline (2 Lamps) 39	Eject 75K 47	Bonus 2K 55	4X Bonus 63
8 Red- Grey CN6-9 Q79	Y Lane 8	Russian Shield (Amber) Lites Laser Kick 16	Up Post 24	Right Spinner 32	Eject Extra Ball 40	Eject 100K 48	Bonus 4K 56	5X Bonus 64

Switched, CPU Controlled Auxiliary & Constant Power Solenoids									
Coil No.	Coil or Flashlamp Description	Drive Transistor	CPU wire	CPU connection	MRB wire	MRB connection	Power Line	Power Description	Coil or Flash Type
1L	Top Left Red Hotdog & Left Red Marquee flashers	Q46	Gry-Brn (to MRB)	CN11-1 to MRB J1-1	Vio-Brn	J4-12 / J5-1	Brn	32V L	#89
1R	Ball Eater Down				Blk-Brn	J2-9		32V R	32-590
2L	Top Left Yellow Hotdog & Left Yellow Marquee flashers	Q45	Gry-Red (to MRB)	CN11-3 to MRB J1-2	Vio-Red	J4-11 / J5-2	Brn	32V L	#89
2R	Outhole				Blk-Red	J2-8		32V R	23-840
3L	Blue Mars (back stop) & Blue Marquee flashers	Q44	Gry-Orn (to MRB)	CN11-4 to MRB J1-3	Vio-Orn	J4-10 / J5-3	Brn	32V L	#89
3R	Eject Hole				Blk-Orn	J2-7		32V R	27-1500
4L	Top Right Yellow Hotdog & Right Yellow Marquee flashers	Q43	Gry-Yel (to MRB)	CN11-5 to MRB J1-4	Vio-Yel	J4-9 / J5-4	Brn	32V L	#89
4R	5-Bank Drop Target Reset				Blk-Yel	J2-6		32V R	23-1200
5L	Top Right Red Hotdog & Right Red Marquee flashers	Q42	Gry-Grn (to MRB)	CN11-6 to MRB J1-5	Vio-Grn	J4-8 / J5-5	Brn	32V L	#89
5R	Not Used				Blk-Grn	J2-5		32V R	
6L	White House (Backglass) flashers	Q41	Gry-Blu (to MRB)	CN11-7 to MRB J1-6	Vio-Blu	J4-7 / J5-6	Brn	32V L	#89
6R	Ball Eater Up				Blk-Blu	J2-4		32V R	27-1500
7L	Russian Embassy (Backglass) flasher	Q40	Gry-Vio (to MRB)	CN11-8 to MRB J1-7	Vio-Blk	J4-6 / J5-7	Brn	32V L	#89
7R	Knocker				Blk-Vio	J2-3		32V R	23-800
8L	Shield, Clear Mars (Backstop) flasher	Q39	Gry-Blk (to MRB)	CN11-9 to MRB J1-8	Vio-Gry	J4-3	Brn	32V L	#89
8R	Ball Trough Eject				Blk-Gry	J2-1		32V R	23-840
9	KGB Hideout & Music Credits	Q30	Brn-Blk	CN12-1 to MRB J1-9	Brn-Blk	J4-2 / J5-11	Red	32V	#89
10	L/R Power Relay	Q29	Brn-Red	CN12-2	Brn-Red	J6-5	Red	32V	Relay: 24VDC
11	General Illumination Relay	Q28	Brn-Orn	CN12-4	(PSU) Brn-Orn	(PSU) CN7-3	Red	32V	Relay: 24VDC
12	2 Spies (Backglass)	Q27	Brn-Yel	CN12-5 to MRB J1-11	Brn-Yel	J4-1 / J5-12	Red	32V	27-1500
13	Secret Service (Backglass)	Q26	Brn-Grn	CN12-6 to MRB J1-12	Brn-Grn	J5-10	Red	32V	27-1500
14	Post (between flippers)	Q25	Brn-Blu	CN12-7			Red	32V	27-1500
15	Kickback (via Relay)	Q24	Brn-Vio	CN12-8			Red (Relay) Vio-Yel (Coil)	32V (Relay) 50V (Coil)	Relay: 24VDC Coil: 23-900
16	Kickbig (via Relay)	Q23	Brn-Gry	CN12-9			Red (Relay) Vio-Yel (Coil)	32V (Relay) 50V (Coil)	Relay: 24VDC Coil: 23-900
SP1	Blue Pop Bumper	Q8	Blu-Orn	CN19-3			Wht	32V	23-800
SP2	Clear Pop Bumper	Q9	Blu-Red	CN19-4			Wht	32V	23-800
SP3	Left Slingshot	Q10	Blu-Yel	CN19-6			Wht	32V	23-800
SP4	Red Pop Bumper	Q11	Blu-Brn	CN19-7			Wht	32V	23-800
SP5	Right Slingshot	Q12	Blu-Grn	CN19-8			Wht	32V	23-800
SP6	Not Used	Q13	Blu-Blk	CN19-9					
Flipper Circuits		FPS	To EOS	EOS-Coil	Coil-Button	Button-CPU	CPU	Coil	
	Left Flipper	CN3-1	Gry-Yel		Blu-Gry 1M/F24	Orn-Gry 1M/F23	CN19-2	23-620/30-2600 (090-5006-00)	
	Right Flipper	CN3-6	Blu-Yel		Blu-Vio 1M/F21	Orn-Vio 1M/F20	CN19-1	23-620/30-2600 (090-5006-00)	
	Upper Right Flipper	CN3-6	Blu-Yel		Blk-Yel 1M/F19	Orn-Vio 1M/F20	CN19-1	23-620/30-2600 (090-5006-00)	

SWITCH MATRIX

Column Row	White → Green							
	1 White- Brown CN10-9 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	Plump Bob Tilt 1	Shooter Lane 9	Right Spinner 17	Y Lane 25	Left Return Lane 33	Kickbig 1 41	Trough 3 49	Not Used 57
2 White- Red CN10-8	Not Used 2	Bullet Target 10	Top 10 Points 18	Left Spinner 26	Right Return Lane 34	Kickbig 2 42	Star Rollover 50	Not Used 58
3 White- Orange CN10-7	Start Button 3	Eater 1 11	Top Right Eject 19	Left 10 Points 27	Right Outlane 35	Top Left Ramp Switch 43	Not Used 51	Not Used 59
4 White- Yellow CN10-6	Right Coin Switch 4	Eater 2 12	Red Pop Bumper 20	Left Slingshot 10 Point 28	Drop Target 1 36	Top Right Ramp Switch 44	Up Post 52	Not Used 60
5 White- Green CN10-5	Center Coin Switch 5	Target Eater 13	Clear Pop Bumper 21	Right Slingshot 10 Point 29	Drop Target 2 37	Behind 5-Bank 10 Point 45	Not Used 53	Not Used 61
6 White- Blue CN10-3	Left Coin Switch 6	Target 1 14	Blue Pop Bumper 22	Left Flipper EOS 30	Drop Target 3 38	Outhole 46	Not Used 54	Not Used 62
7 White- Violet CN10-2	Slam Tilt 7	Target 2 15	S Lane 23	Right Flipper EOS 31	Drop Target 4 39	Trough 1 47	Not Used 55	Not Used 63
8 White- Grey CN10-1	Not Used 8	Target 3 16	P Lane 24	Left Kickback 32	Drop Target 5 40	Trough 2 48	Not Used 56	Not Used 64