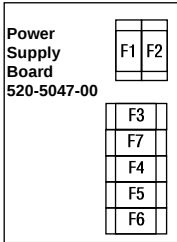
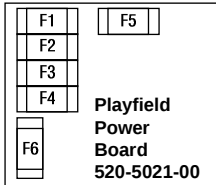




FUSE LIST

Power Supply Board 520-5047-00			 Power Supply Board 520-5047-00		CPU Board 520-5003-03	
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 F2		Sound Board 520-5002-03	
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	5A, 250V, SB				
Solid State Flipper Board Fuses 520-5033-00			 Playfield Power Board 520-5021-00			
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						
Foreign	(220V)	4A, 250V, SB				
Domestic	(110V)	8A, 250V, SB				
Under the Playfield Fuses			 F1 F2			
3 fuses for the Turbo bumpers						
2 fuses for the Slingshots					2.5A, 250V, SB	

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	75K	TURTLES T	Last Chance Left	Red Arrow Top	Amber Arrow Left	Donatello	Captive Ball Arrow	Ransom
2 RED-BLK (20) CN6-2 Q73	100K	TURTLES U	Left Return Lane	Red Arrow Center	Amber Arrow Center	Michael- angelo	Rollover #1 Bottom	Lite Ten Million
3 RED-ORN (23) CN6-3 Q74	125K	TURTLES R	Last Chance Right	Red Arrow Bottom	Amber Arrow Right	Panel Mystery X	Rollover #2/#3	Lock Release Jackpot
4 RED-YEL (24) CN6-5 Q75	150K	TURTLES T	Right Return Lane	Purple Arrow Top	Blue Arrow Top	Panel Instant 3-Ball	Rollover #4	Start Awesome
5 RED-GRN (25) CN6-6 Q76	Lite Awesome	TURTLES L	Jackpot Left	Purple Arrow Center	Blue Arrow Center	Panel Lite Million	Not Used	Spinner Special
6 RED-BLU (26) CN6-7 Q77	Lite Super Awesome	TURTLES E	Jackpot Right	Purple Arrow Bottom	Blue Arrow Bottom	Panel Mystery Scores	Not Used	Not Used
7 RED-VIO (27) CN6-8 Q78	Leonardo	TURTLES S	Million Left	Left Ramp Looping	Right Ramp 250K	Panel Looping	Spinner Arrow	Not Used
8 RED-GRY (28) CN6-9 Q79	Shoot Again	Raphael	Million Right	Left Ramp 250K	Right Ramp Victory	Panel Lite Extra Ball	Captive Extra Ball	Not Used

(*) 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	Red Arrow Top	Amber Arrow Left	Manhole VUK	Captive Ball Target	Not Used
2 WHT-RED (92) CN10-8	Not Used	Outhole	Left Return Lane	Red Arrow Center	Amber Arrow Center	Not Used	Rollover #1 Bottom	Not Used
3 WHT-ORN (93) CN10-7	Start Button	Trough #1 Left	Right Outlane	Red Arrow Bottom	Amber Arrow Right	Not Used	Not Used	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #2 Center	Right Return Lane	Purple Arrow Top	Blue Arrow Top	Not Used	Not Used	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3 Right	Left Slingshot	Purple Arrow Center	Blue Arrow Center	Not Used	Not Used	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Shooter Lane	Right Slingshot	Purple Arrow Bottom	Blue Arrow Bottom	Left Turbo Bumper	Not Used	Not Used
7 WHT-VIO (97) CN10-2	Slam Tilt	Left Flipper (via SSFB)	Not Used	Not Used	Not Used	Center Turbo Bumper	Ransom Target	Not Used
8 WHT-GRY (98) CN10-1	Not Used	Right Flipper (via SSFB)	Not Used	Left Ramp Exit Yellow	Right Ramp Exit Green	Right Turbo Bumper	Spinner	Not Used

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

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 (2), #906 (2)
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, 2 playfield flashers				Blk-Red	J9-6	Orn	34V R	#89 (2), #906 (2)
3L	Not used	Q44	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J2-7	Brn	34V L	
3R	2 insert, 2 playfield flashers				Blk-Orn	J9-7	Orn	34V R	#89 (2), #906 (2)
4L	Turbo Boost Kicker	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J2-6	Brn	34V L	22-600
4R	2 insert, 2 playfield flashers				Blk-Yel	J9-8	Orn	34V R	#89 (2), #906 (2)
5L	Not used	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J2-5	Brn	34V L	
5R	1 insert, 2 Turtle sign & 1 plfd flashers				Blk-Grn	J9-9	Orn	34V R	#89 (4)
6L	Not used	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J2-4	Brn	34V L	
6R	4 back panel flashers				Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	Man Hole VUK	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-2	Brn	34V L	22-600
7R	1 insert, 3 playfield flashers				Blk-Vio	J9-11	Orn	34V R	#89 (2), #906 (2)
8L	Knocker	Q4 PPB	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Wht-Gry/Vio-Gry	J2-1 J8-3/J8-4	Yel-Vio	50V	23-800
8R	4 playfield flashers	Q39 CPU			Blk-Gry	J9-12	Orn	34V R	#89 (4)
9	2 insert, 2 playfield flashers	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Orn	34V	#89 (4)
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	2 insert, 2 playfield flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Orn	34V	#89 (2), #906 (2)
13	2 insert, 2 playfield flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Orn	34V	#89 (2), #906 (2)
14	4 insert flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Orn	34V	#89 (4)
15	Ticket Dispenser	Q24	Brn-Vio	CN12-8			Red	34V	optional
16	Man Hole Cover	Q23	Brn-Gry	CN12-9			Red	34V	23-840
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	Spinning Pizza Motor (relay board)	Q13	Blu-Blk	CN19-9			Red	34V	Relay: 24VDC
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	23-900 (090-5020-30)
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-4,5	Blu-Vio	CN1-1	Gry / Gry Grn	CN2-6,7 9VAC	23-900 (090-5020-30)