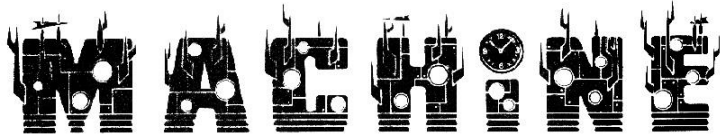
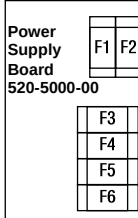
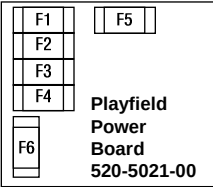




TIME



FUSE LIST

Power Supply Board 520-5000-00				CPU Board 520-5003-02	
F1	5V & 12V Logic Power Input	7A, 250V, SB			
F2	5V & 12V Logic Power Input	7A, 250V, SB			
F3	90V Display Power Input	1/4A, 250V, SB			
F4	18V Controlled lamps	8A, 250V, SB			
F5	34V Solenoids 1-16	3A, 250V, SB			
F6	34V Special Solenoids & Flashers	5A, 250V, SB			
Back Box fuses				Sound Board 520-5002-01	
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			
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	Knocker	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J9-5	Brn	34V L	29-900
1R	Outhole				Blk-Brn	J2-9	Orn	34V R	23-840
2L	Chime-1	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J9-6	Brn	34V L	27-1400
2R	Ball Trough Eject				Blk-Red	J2-8	Orn	34V R	23-840
3L	Chime-2	Q44 CPU to Q5 PPB	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J9-7	Brn	34V L	27-1400
3R	Super Vertical Up-Kicker				Wht-Orn/Blk-Orn	J2-7 J8-1/J8-2	Yel-Vio	50V	23-800
4L	Chime-3	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J9-8	Brn	34V L	27-1400
4R	Ball Lock				Blk-Yel	J2-6	Orn	34V R	24-900
5L	Flashers No. 1	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J9-9	Brn	34V L	#906 (4)
5R	Not Used				Blk-Grn	J2-5	Orn	34V R	
6L	Flashers No. 2	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J9-10	Brn	34V L	#906 (4)
6R	Not Used				Blk-Blu	J2-4	Orn	34V R	
7L	Flashers No. 3	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J9-11	Brn	34V L	#906 (4)
7R	Not Used				Blk-Vio	J2-2	Orn	34V R	
8L	Flashers No. 4	Q39	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J9-12	Brn	34V L	#906 (2), #89 (2)
8R	Not Used				Blk-Gry	J2-1	Orn	34V R	
9	Flashers No. 5	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	Flashers No. 6	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	#906 (2), #89 (2)
13	Flashers No. 7	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#906 (2), #89 (2)
14	Flashers No. 8	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#906 (2), #89 (2)
15	Flashers No. 9	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	#906 (2), #89 (2)
16	Laser Kick	Q23 CPU to Q4 PPB	Wht-Gry	CN12-9 to PPB J8-3	Brn-Gry	J8-4	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		PPB	To EOS	EOS-Coil	Coil-Button	Button-CPU	CPU	Coil	
	Left Flipper	J7-5	Gry-Yel		Blu-Gry 1M/F24	Orn-Gry 1M/F23	CN19-2	22-750/30-2600 (090-5011-00)	
	Right Flipper	J7-1,2	Blk-Wht		Blu-Vio 1M/F21	Orn-Vio 1M/F20	CN19-1	22-750/30-2600 (090-5011-00)	

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	S 1	Center Square 9	Special 17	2X All Scores (Center Plf) 25	Left Triangle 33	Right Square 41	Top Lane Triangle 49	Top Right Arrow 57
2 Red-Black CN6-2 Q73	T 2	Center Circle 10	3 Ball Jackpot 18	Extra Ball (Back Panel) 26	Left Circle 34	Right Circle 42	Top Lane Circle 50	Right Ramp E=MC² 58
3 Red-Orange CN6-3 Q74	A 3	Center Triangle 11	Left Ramp E=MC² 19	Bonus Hold (Back Panel) 27	Left Square 35	Right Triangle 43	Top Lane Square 51	Right Ramp 1950 59
4 Red-Yellow CN6-5 Q75	R 4	Left Ramp 1970 12	Left Mini Jackpot 20	100K (Back Panel) 28	Left Extra Ball 36	Right Hotdog 44	Left Pop Bumper 52	Right Ramp 1960 60
5 Red-Green CN6-6 Q76	W 5	Left Ramp 1960 13	Center Mini Jackpot 21	50K (Back Panel) 29	Laser Kick 37	Right Return Lane 45	Center Pop Bumper 53	Right Ramp 1970 61
6 Red-Blue CN6-7 Q77	A 6	Left Ramp 1950 14	Right Mini Jackpot 22	25K (Back Panel) 30	Left Return Lane 38	Right Extra Ball 46	Right Pop Bumper 54	Engine (Insert) 62
7 Red-Violet CN6-8 Q78	R 7	5X 15	3X 23	Targets Light Special 31	Extra Ball (Center Plf) 39	Left Hotdog 47	1980 55	1960 63
8 Red-Grey CN6-9 Q79	P 8	4X 16	2X 24	2X All Scores 32	Bonus Hold Over 40	Starwarp 48	1970 56	1950 64

SWITCH MATRIX

Column \ Row	White → Green ←							
	1 Green-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	Plump Bob Tilt 1	Not Used 9	Left Outlane 17	Top Lane Triangle 25	Left Bank Triangle 33	Center Bank Triangle 41	Right Bank Triangle 49	Not Used 57
2 White-Red CN10-8	Not Used 2	Outhole 10	Left Return Lane 18	Top Lane Circle 26	Left Bank Circle 34	Center Bank Circle 42	Right Bank Circle 50	Not Used 58
3 White-Orange CN10-7	Start Button 3	Trough #1 11	Right Outlane 19	Top Lane Square 27	Left Bank Square 35	Center Bank Square 43	Right Bank Square 51	Not Used 59
4 White-Yellow CN10-6	Right Coin Switch 4	Trough #2 12	Right Return Lane 20	Left Ramp 28	Lock Ball #1 36	Ramp Sw Under Playfield 44	Not Used 52	Not Used 60
5 White-Green CN10-5	Center Coin Switch 5	Trough #3 13	Left Slingshot 21	Center Ramp 29	Lock Ball #2 37	Right Super VUK 45	Not Used 53	Not Used 61
6 White-Blue CN10-3	Left Coin Switch 6	Shooter Lane 14	Right Slingshot 22	Right Ramp 30	Lock Ball #3 38	Left Pop Bumper 46	Not Used 54	Not Used 62
7 White-Violet CN10-2	Slam Tilt 7	Left Flipper EOS 15	Not Used 23	Left Star Rollover 31	Not Used 39	Center Pop Bumper 47	Not Used 55	Not Used 63
8 White-Grey CN10-1	Not Used 8	Right Flipper EOS 16	Not Used 24	Right Star Rollover 32	Not Used 40	Right Pop Bumper 48	Not Used 56	Not Used 64