



FUSE LIST

Power Supply Board 520-5000-00			Sound Board 520-5002-01 F1 F2 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	90V Display Power Input	1/4A, 250V, SB	
F4	18V Controlled lamps	8A, 250V, SB	CPU Board 520-5003-02 F5 Playfield Power Board 520-5021-00 F1 F2 F3 F4 F6
F5	34V Solenoids 1-16	3A, 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	
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	Destroyer Hotdog Flashers	Q46 CPU Q5 PPB	Gry-Brn	CN11-1	Vio-Brn	J9-5	Brn	34V L	#906 (2)
1R	Laser Kick		(to PPB)	to PPB J1-1	Wht-Brn/Blk-Brn	J2-9 J8-1/J8-2	Vio-Yel	50V	23-800
2L	Release Torpedo Hotdog Flashers	Q45 CPU Q4 PPB	Gry-Red	CN11-3	Vio-Red	J9-6	Brn	34V L	#906 (2)
2R	Left Kickback		(to PPB)	to PPB J1-2	Wht-Red/Blk-Red	J2-8 J8-3/J8-4	Vio-Yel	50V	24-900
3L	Flagship Hotdog Flashers	Q44	Gry-Orn	CN11-4	Vio-Orn	J9-7	Brn	34V L	#906 (2)
3R	Vertical Up-Kicker		(to PPB)	to PPB J1-3	Blk-Orn	J2-7	Orn	34V R	23-800
4L	Aircraft Carrier Hotdog Flashers	Q43 CPU Q3 PPB	Gry-Yel	CN11-5	Vio-Yel	J9-8	Brn	34V L	27-1400
4R	Center Kickback		(to PPB)	to PPB J1-4	Wht-Yel/Blk-Yel	J2-6 J8-6/J8-7	Vio-Yel	50V	24-900
5L	Special Hotdog Flashers	Q42	Gry-Grn	CN11-6	Vio-Grn	J9-9	Brn	34V L	#906 (2)
5R	3-Bank Drop Target Reset		(to PPB)	to PPB J1-5	Blk-Grn	J2-5	Orn	34V R	23-1200
6L	Cruiser Hotdog Flashers	Q41	Gry-Blu	CN11-7	Vio-Blu	J9-10	Brn	34V L	#906 (2)
6R	Knocker		(to PPB)	to PPB J1-6	Blk-Blu	J2-4	Orn	34V R	23-800
7L	Scope Flashers	Q40	Gry-Vio	CN11-8	Vio-Blk	J9-11	Brn	34V L	#89 (2)
7R	Outhole		(to PPB)	to PPB J1-7	Blk-Vio	J2-2	Orn	34V R	23-840
8L	Insert Top Flashers	Q39	Gry-Blk	CN11-9	Vio-Gry	J9-12	Brn	34V L	#89 (2)
8R	Sinking Ship		(to PPB)	to PPB J1-8	Blk-Gry	J2-1	Orn	34V R	30-800
9	Left Pair Flashers (insert board)	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Red	34V	#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		34V	Relay: 24VDC
12	Not Used	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	
13	Not Used	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	
14	Center Pair Flashers (insert board)	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#89 (2)
15	Right Pair Flashers (insert board)	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	#89 (2)
16	Trough Ball Release	Q23	Brn-Gry	CN12-9			Red	34V	23-840
SP1	Center Pop Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
SP2	Right 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	23-700/30-2600 (090-5013-00)	
	Right Flipper	J7-1,2	Blk-Wht		Blu-Vio 1M/F21	Orn-Vio 1M/F20	CN19-1	23-700/30-2600 (090-5013-00)	
	Upper Right Flipper	J7-1,2	Blk-Wht		Wht-Blk 1M/F19	Orn-Vio 1M/F20	CN19-1	26-800/30-2600 (090-5012-00)	

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	Lockball #2 (2 lamps)	S Lane	Top Right Playfield 2X	Ramp 20K Clear	Green Arrow #1	Shield Playfield 2X	Laser Kick	Jackpot 100K Shield
2	Spot Laser Kick	U Lane	5K When Lit	Ramp 30K Yellow	Green Arrow #2	Blue 10K	Green 30K	Blue 40K
3	Destroy Fleet 100K	B Lane	Yellow Arrow #1	Ramp 40K Green	Green Arrow #3	Green 10K	Yellow 30K	Green 40K
4	Destroy Fleet 25K Green	Extra Ball Triangle	Yellow Arrow #2	Ramp Bonus Hold Orange	Destroyer Hotdog	Yellow 10K	2X	Yellow 40K
5	Destroy Fleet 25K Blue	Flagship 25K Clear	Yellow Arrow #3	Ramp Extra Ball Amber	Blue Arrow #1	Blue 20K	3X	Blue 30K
6	Destroy Fleet 25K Yellow	Flagship 50K Yellow	Aircraft Carrier Hotdog	Ramp Hotdog Special	Blue Arrow #2	Green 20K	5X	Left Special
7	Top Left Playfield 2X	Flagship 100K Orange	Lockball Left (2 lamps)	Periscope Left (2 lamps)	Blue Arrow #3	Yellow 20K	Fire Again	Left Return Lane
8	Release Torpedoes Hotdog (2 lamps)	Insert 2 Torpedo (2 lamps)	Insert 1 Torpedo (2 lamps)	Periscope Right (2 lamps)	Cruiser Hotdog	Right Return Lane	Right Outlane	Release Balls

SWITCH MATRIX								
Column Row	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	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	Top Left Spinner	Left Yellow Target	Left Kicker #1	Left Pop Bumper	Not Used
2	Not Used	Outhole	Left Return Lane	S Lane	Center Yellow Target	Left Kicker #2	Right Pop Bumper	Not Used
3	Start Button	Trough #1	Not Used	U Lane	Right Yellow Target	Vertical Up Kicker	Center Pop Bumper	Not Used
4	Right Coin Switch	Trough #2	Left Green Target	B Lane	Right Star Rollover	Center Kicker #1	Left Slingshot	Not Used
5	Center Coin Switch	Trough #3	Center Green Target	Left Drop Target	Left 50 Point Switch	Center Kicker #2	Right Slingshot	Not Used
6	Left Coin Switch	Shooter Lane	Right Green Target	Center Drop Target	Left Blue Target	Ramp	Right Outlane	Not Used
7	Slam Tilt	Left Flipper EOS	Bottom Left Star Rollover	Right Drop Target	Center Blue Target	Not Used	Right Return Lane	Not Used
8	Not Used	Right Flipper EOS	Spots Laser Kick	Right Spinner	Right Blue Target	Not Used	Right 50 Point Switch	Not Used