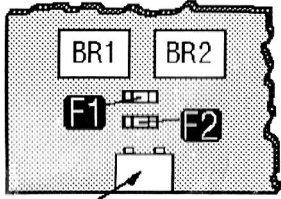


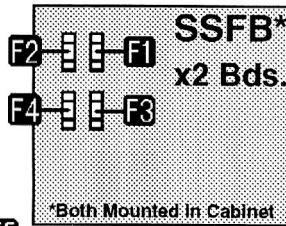
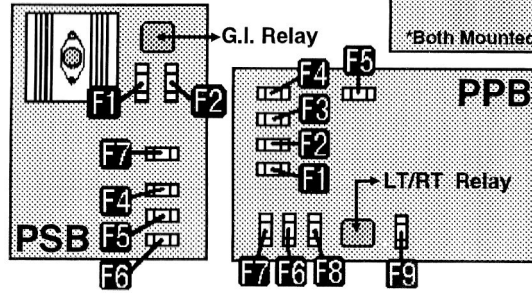
# WF ROYAL RUMBLE

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**Backbox Bridges Mounted In Backbox**  
 F1: 8A Slo-Bl0 32v Coils/Flashers (BR2) F2: 8A Slo-Bl0 18v DC Fr. Lamps (BR1)



Lamp Filter Capacitor



\*Both Mounted In Cabinet

Power Supply Board PSB		Playfield Power Board PPB		Solid State 2-Flipper Bds. (X2) SSFB	
F1	7A Slo-Bl0 +5vDC Regulator Input (9vAC)	F1	G.I. 5A Slo-Bl0 Playfield	F1	3A 250v Slo-Bl0 50v DC Output (All Fuses) Lwr. RT Flipper
F2	7A Slo-Bl0 +5vDC Regulator Input (9vAC)	F2	G.I. 5A Slo-Bl0 Backbox Dr./Spkr. Panel	F2	3A 250v Slo-Bl0 9v AC Holding
F3	Not Used	F3	G.I. 5A Slo-Bl0 Playfield & Coin Door	F3	3A 250v Slo-Bl0 50v DC Output
F4	8A Slo-Bl0 Switched Illum'ation Buss (18vDC)	F4	G.I. 5A Slo-Bl0 Backbox Door	F4	LT Flipper
F5	4A Slo-Bl0 Solenoid (32vDC) Bumpers, Slingshots, etc.	F5	50v 5A Flippers /All 50v Coils		
F6	5A Slo-Bl0 Solenoid Buss (32vDC) L/R Relay Coils/Flash	F6	32v Flash Lamps 3A Slo-Bl0/Right	<b>Cabinet Fuses</b>	
F7	0.5A 250v Slo-Bl0 Display Reg. Input (90vAC)	F7	32v 3A Coils/Flash Right/Left	<b>Main Fuse Line:</b>	
		F8	50v 4A / 50v Coils	8Amp 250v Slo-Bl0	
		F9	50v 5A Laser Kick	<b>International:</b>	
				2X 4Amp 250v Slo-Bl0	

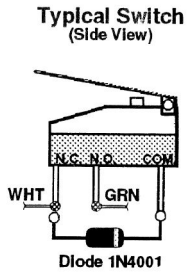
Shaker Motor Board SMB	
F1	2.5 Amp Slo-Bl0
F2	2.5 Amp Slo-Bl0
F3	2.5 Amp Slo-Bl0



\* Mounted In Cabinet

Switched, CPU Controlled Auxiliary & Constant Power Solenoids									
Coil No.	Coil or Flashlamp Description	Drive Transistor (D.T.)	On Which Board?	D.T. Control Line	D.T. Control Line Connect	Power Line	Power Line Connection	Power Description	Coil or Flash Type
1L	6-Ball Ass'y Lockout	Q46	CPU	VIO-BRN	PPB J 2-1	BRN	PPB J 6-1, 2	32v L	25-1240
1R	Flashlamp: X3 P/F, X1 Insert Lower P/F Flash			BLK-BRN	PPB J 9-5	ORG	PPB J 6-4, 5	32v R	Bulb #89
2L	Ball Release (Eject)	Q45	CPU	VIO-RED	PPB J 2-2	BRN	PPB J 6-1, 2	32v L	23-800
2R	Flashlamp: X3 P/F, Insert X1 Drop Targets Flash			BLK-RED	PPB J 9-6	ORG	PPB J 6-4, 5	32v R	Bulb #89
3L	Auto Ball Launch 50v	Q5	PPB	VIO-ORG	PPB J 8-2	YEL/VIO	PPB J 7-8	50v L	24-940
3R	Flashlamp: X2 P/F, Insert X2 RT Macho Mad. Flash	Q44	CPU	BLK-ORG	PPB J 9-7	ORG	PPB J 6-4, 5	32v R	Bulb #89
4L	Kicker Eject	Q43	CPU	VIO-YEL	PPB J 2-4	BRN	PPB J 6-1, 2	32v L	23-800
4R	Flashlamp: X1 P/F, Insert X3 Super VUK Flash			BLK-YEL	PPB J 9-8	ORG	PPB J 6-4, 5	32v R	Bulb #89
5L	VUK 50v	Q4	PPB	VIO-GRN	PPB J 8-4	YEL/VIO	PPB J 7-9	50v L	23-800
5R	Flashlamp: X2 P/F, Insert X2 Right Orbit Flash	Q42	CPU	BLK-GRN	PPB J 9-9	ORG	PPB J 6-4, 5	32v R	Bulb #89
6L	Super VUK 50v	Q3	PPB	VIO-BLU	PPB J 8-7	YEL/VIO	PPB J 7-8	50v L	23-800
6R	Flashlamp: X3 P/F, Insert X1 Left Ramp Flash	Q41	CPU	BLK-BLU	PPB J 9-10	ORG	PPB J 6-4, 5	32v R	Bulb #89
7L	Left 4-Bnk Drops	Q40	CPU	VIO-BLK	PPB J 2-8	BRN	PPB J 6-1, 2	32v L	23-700
7R	Flashlamp: X3 P/F, Insert X1 Top Lanes Flash			BLK-VIO	PPB J 9-11	ORG	PPB J 6-4, 5	32v R	Bulb #89
8L	Knocker	Q39	CPU	VIO-GRY	PPB J 2-9	BRN	PPB J 6-1, 2	32v L	23-800
8R	Flashlamp: X1 P/F, Insert X2 Upper Right P/F Flash			BLK-GRY	PPB J 9-12	ORG	PPB J 6-4, 5	32v R	Bulb #89
09	Upr. P/F 3-Bnk Drops	Q30	PPB	BRN-BLK	CPU CN 12-1	RED	PS CN 3-6, 7, 8	32v	23-800
10	Coil: Located on PPB in Backbox Left & Right Relay	Q29	CPU	BLK-RED	CPU CN 12-2	RED/WHT	PS CN 3-5	32v	24v DC 10A DEDT
11	Coil: Located on Power Supply Bd. G.I. Relay	Q28	CPU	BRN-ORG	CPU CN 12-4	RED	PS CN 3-6, 7, 8	32v	24v DC 10A DEDT
12	Back Panel Diverter	Q27	CPU	BRN-YEL	CPU CN 12-5	RED	PS CN 3-6, 7, 8	32v	32-1800
13	Up. P/F Left Diverter	Q26	CPU	BRN-GRN	CPU CN 12-6	RED	PS CN 3-6, 7, 8	32v	27-1500
14	Not Used								
15	Not Used								
16	Shaker Motor	Q1	PPB	BRN-GRY	PPB J 8-11				
17	Left Turbo Bumper	Q11	CPU	BLU-BRN	CPU CN 19-7	RED	PS CN 3-6	32v	23-800
18	BOT Turbo Bumper	Q9	CPU	BLU-RED	CPU CN 19-4	RED	PS CN 3-6	32v	23-800
19	Right Turbo Bumper	Q8	CPU	BLU-ORG	CPU CN 19-3	RED	PS CN 3-6	32v	23-800
20	Left Slingshot	Q10	CPU	BLU-YEL	CPU CN 19-6	RED	PS CN 3-6	32v	23-800
21	Right Slingshot	Q12	CPU	BLU-GRN	CPU CN 19-8	RED	PS CN 3-6	32v	23-800
22	Up. P/F Right Diverter	Q13	CPU	BLU-BLK	CPU CN 19-9	RED	PS CN 3-6	32v	27-1500

SWITCH MATRIX								
Column Drive	1 Q55 GRN-BRN CN8-1	2 Q54 GRN-RED CN8-2	3 Q53 GRN-ORN CN8-3	4 Q52 GRN-YEL CN8-4	5 Q51 GRN-BLK CN8-5	6 Q50 GRN-BLU CN8-7	7 Q49 GRN-VIO CN8-8	8 Q48 GRN-GRY CN8-9
Row: Return	1 WHT-BRN CN10-9 Plumb Tilt	2 WHT-RED CN10-8 Ball Trough #1 LT	3 WHT-ORN CN10-7 Left Outlane	4 WHT-YEL CN10-6 Right Outlane	5 WHT-GRN CN10-5 LT 3-Bank S-U * G *	6 WHT-BLU CN10-3 Left Ramp Enter	7 WHT-VIO CN10-2 Left Turbo Bumper	8 WHT-GRY CN10-1 Not Used
1	1	9	17	25	33	41	49	57
2	2	10	18	26	34	42	50	58
3	3	11	19	27	35	43	51	59
4	4	12	20	28	36	44	52	60
5	5	13	21	29	37	45	53	61
6	6	14	22	30	38	46	54	62
7	7	15	23	31	39	47	55	63
8	8	16	24	32	40	48	56	64



Diode 1N4001

LAMP MATRIX								
Column 18v	1 Q71 YEL-BRN CN7-1	2 Q70 YEL-RED CN7-2	3 Q69 YEL-ORN CN7-3	4 Q68 YEL-BLK CN7-4	5 Q67 YEL-GRN CN7-6	6 Q66 YEL-BLU CN7-7	7 Q65 YEL-VIO CN7-8	8 Q64 YEL-GRY CN7-9
Row GND	1 RED-BRN CN6-1 Rumble Left	2 RED-BLK CN6-2 Rumble Right	3 RED-ORN CN6-3 In The Ring Arrow	4 RED-BLK CN6-2 Extra Ball	5 RED-GRN CN6-6 Left Ramp Yokozuna	6 RED-BLU CN6-7 Right Ramp Crush	7 RED-VIO CN6-8 Upper P/F Left D.T.	8 RED-GRY CN6-9 Left D.T. Top
1	1	9	17	25	33	41	49	57
2	2	10	18	26	34	42	50	58
3	3	11	19	27	35	43	51	59
4	4	12	20	28	36	44	52	60
5	5	13	21	29	37	45	53	61
6	6	14	22	30	38	46	54	62
7	7	15	23	31	39	47	55	63
8	8	16	24	32	40	48	56	64

Abbreviations: X=Times LT=Left RT=Right, BOT=Bottom, MID=Middle, CT=Center P/F=Playfield, D.T.=Drop Target S-U=Stand-Up 820-6104-01

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