



FUSE LIST

Power Supply Board fuses 520-5047-03			Power Supply Board 520-5047-03 F1 F2 F4 F5 F6 F3 F1 F2 F1 F2 F3 F4 F7 F6 F8 F9 Playfield Power Board 520-5021-05 CPU Board 520-5003-04 Sound Board 520-5050-03		
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	34V Solenoids	4A, 250V, SB			
F6	34V Solenoids	5A, 250V, SB			
Back Box fuses					
F1	18VDC Controlled lamps	8A, 250V, SB			
F2	34VDC Solenoids	8A, 250V, SB			
F3	18VDC Display	8A, 250V, SB			
Playfield Power Board fuses 520-5021-05					
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	Flipper Power & 50V coils	5A, 250V, SB			
F6	34V Flashers (Right)	5A, 250V, SB			
F7	34V Coils (Left)	3A, 250V, SB			
F8	50V Coils	4A, 250V, SB			
F9	50V Laser Kick	5A, 250V, SB			
Solid State Flipper Board fuses 520-5076-00					
F1	Coil A (right flipper)	3A, 250V, SB			
F2	Coil (hold power)	3A, 250V, SB			
F3	Coil B (lower left flipper)	3A, 250V, SB			
F4	Coil (hold power)	3A, 250V, SB			
F5	Coil C (upper right flipper)	3A, 250V, SB			
			Line Filter		
			Foreign (220V)		
			Domestic (110V)		
			4A, 250V, SB		
			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	4-Ball Assembly Lockout	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J2-10	Brn	34V L	25-1240
1R	4 playfield Skill Shot flashers				Blk-Brn	J9-5	Orn	34V R	#89 (4)
2L	Ball Release	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J2-9	Brn	34V L	23-800
2R	4 Joker flashers				Blk-Red	J9-6	Orn	34V R	#89 (4)
3L	Ball Launch	Q5 PPB Q44 CPU	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Wht-Orn/Vio-Orn	J2-8 J8-1/J8-2	Yel-Vio	50V	24-800
3R	1 insert, 3 Turbo Bumper flashers				Blk-Orn	J9-7	Orn	34V R	#89 (4)
4L	5-Bank Autodrop Down	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J2-7	Brn	34V L	32-1800
4R	1 insert, 3 Paddle Wheel flashers				Blk-Yel	J9-8	Orn	34V R	#89 (4)
5L	5-Bank Drop Target reset	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J2-6	Brn	34V L	23-700
5R	2 insert, 2 lower left flashers				Blk-Grn	J9-9	Orn	34V R	#89 (4)
6L	3-Bank Drop Target reset	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J2-5	Brn	34V L	23-800
6R	2 insert, 2 Right Drop Target flashers				Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	4-Bank Drop Target reset	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-3	Brn	34V L	23-700
7R	3 insert, 3-Bank Drop Target flashers				Blk-Vio	J9-11	Orn	34V R	#89 (4)
8L	Knocker	Q39	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J2-2	Brn	34V L	23-800
8R	2 insert, 2 Lwr 5-Bank D.T. flashers				Blk-Gry	J9-12	Orn	34V R	#89 (4)
9	Plastic Ramp Diverter	Q30	Brn-Blk	CN12-1			Red	34V	32-1800
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	Riverboat Post Ball Lock	Q27	Brn-Yel	CN12-5			Red	34V	27-1500
13	5-Bank Lower Left Drop Target reset	Q26	Brn-Grn	CN12-6			Red	34V	23-700
14	Upper VUK	Q3 PPB Q25 CPU	Wht-Blu	CN12-7	Brn-Blu	J8-6/J8-7	Vio-Yel	50V	25-1240
15	Wheel Diverter	Q24	Brn-Vio	CN12-8			Red	34V	27-1500
16	Paddle Wheel Motor	Q23	Brn-Gry	CN12-9			Red	34V	Relay (motor)
17	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-700
18	Center Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-700
19	Right Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-700
20	Left Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Laser Kick	Q13 CPU Q1 PPB	Wht	CN19-9	Blu-Blk	J8-11/J8-12	Vio-Yel	50V	23-800
Flipper Circuits (SSFB)		SSFB Drive Transistor	SSFB to coil	SSFB Connection	SSFB to Flipperswitch	SSFB Sw. Connect	SSFB Power Wire	Power Description	Coil
SSFB 1	Lower Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-7,8	Blu-Vio	CN1-7	Blk-Wht / Blk-Wht	CN2-11, 12 50VDC	22-1080 (090-5032-00)
SSFB 1	Lower Left Flipper (coil "B")	SR2, Q10-Q9	Gry-Yel	CN2-4,5	Blu-Gry	CN1-11	Gry / Gry Grn	CN2-9, 10 8VAC	22-1080 (090-5032-00)
SSFB 1	Upper Right Flipper (coil "C")	SR3, Q16-Q15	Blk-Yel	CN2-1,2	Gry-Vio	CN1-12			23-1100 (090-5030-00)

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	Bank Heist (Captive Ball)	Shoot Again	21 (When Lit)	(Left) Turbo Bumper	Skill Shot #1 Bottom	Top Lane 1	Ramp Joker #1 (Bottom)	4-Of-A-Kind
2 RED-BLK (20) CN6-2 Q73	Two of Hearts	Lock #3	Poker Championship	(Center) Turbo Bumper	Skill Shot #2	Top Lane 2	Ramp Joker #2 (Middle)	3-Of-A-Kind
3 RED-ORN (23) CN6-3 Q74	Three of Hearts	Special	Lock #2	(Right) Turbo Bumper	Skill Shot #3	Top Lane 3	Ramp Joker #3 (Top)	Straight
4 RED-YEL (24) CN6-5 Q75	Four of Hearts	Jackpot (Right Ramp Enter Right)	Coop's Cash	Lock #1	Not Used	Top Lane 4	Stagecoach (Right Ramp Enter Left)	Royal Flush
5 RED-GRN (25) CN6-6 Q76	Five of Hearts	Not Used	Lauren Belle	5 Million (1) (Left)	10 of Clubs / Diamonds	Ace of Spades	Seven of Clubs	Two of Diamonds (Stand-Up)
6 RED-BLU (26) CN6-7 Q77	Six of Hearts	Spot Card (Left)	Bank Heist	5 Million (2) (Middle Left)	Extra Ball	10 of Hearts / Spades	Seven of Diamonds	Two of Clubs (Stand-Up)
7 RED-VIO (27) CN6-8 Q78	Jack of Spades	Spot Card (Right)	Angel's Revenge	5 Million (3) (Middle Right)	\$ (Right Orbit) (#4)	\$ (VUK) (#2)	Six of Clubs / Diamonds	Extra Ball Buy-In Button
8 RED-GRY (28) CN6-9 Q79	Raise/ Fold	1 (One) Pair	Stage Coach	5 Million (4) (Right)	\$ (Right Enter) (#3)	\$ (Left Orbit) (#1)	Seven of Hearts	Credit Button

(*) 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	Lower Left 5-Bank D.T. Bottom	Upper Left 5-Bank R/O D.T. Bottom	Right 4-Bank D.T. Bottom	Left Turbo Bumper	Right Outlane	Left Outlane
2 WHT-RED (92) CN10-8	4th Coin Switch	Not Used	Lower Left 5-Bank D.T. Lower Middle	Upper Left 5-Bank R/O D.T. Lwr Mid.	Right 4-Bank D.T. Lower Middle	Center Turbo Bumper	Right Ramp Left Stand-Up Target	Right Ramp Right Stand-Up Target
3 WHT-ORN (93) CN10-7	Credit Button	Trough #1 (Left)	Lower Left 5-Bank R/O D.T. Middle	Upper Left 5-Bank R/O D.T. Middle	Right 4-Bank D.T. Bottom	Right Turbo Bumper	Right Slingshot	Left Slingshot
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #2	Lower Left 5-Bank D.T. Upper Middle	Upper Left 5-Bank R/O D.T. Upr Mid.	Right 4-Bank D.T. Bottom	Right Ramp Enter Gate	Right Ramp Kick Big Bottom	Left Orbit Rollover Switch
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3	Lower Left 5-Bank D.T. Top	Upper Left 5-Bank R/O D.T. Top	Top Lane Left	Paddle Wheel Front Lock OPTO	Right Ramp Skill Shot #1	Left Orbit Rollunder
6 WHT-BLU (96) CN10-3	Left Coin Switch	Trough #4	Center 3-Bank D.T. Left	Captive Ball Stand-Up Target	Top Lane Middle Left	Paddle Wheel Back Lock OPTO	Right Ramp Skill Shot #2	Left Return Lane
7 WHT-VIO (97) CN10-2	Slam Tilt	Trough #5 Right	Center 3-Bank D.T. Middle	VUK	Top Lane Middle Right	Right Return Lane	Right Ramp Skill Shot #3	Left Flipper (via SSFB)
8 WHT-GRY (98) CN10-1	Extra Ball Buy-In Button	Shooter Lane	Center 3-Bank D.T. Right	Upper Right Ramp Exit Gate	Top Lane Right	Not Used	Paddle Wheel Entrance OPTO	Right Flipper (via SSFB)

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