

FUSE LIST

Power Supply Board D-8345

Connections to other boards:

- Audio Board D-11581:** F1, F3, F4, F2
- Aux. Power Driver Board D-12247:** F2A, F2C, F4, F5, F6, F8, F3, F1
- CPU Board D-11883:** F2, F3
- Interconnect D-12112 Board:** F1, F2, F3, F4
- 100V Display Power:** F2, F3
- +18V Controlled Lamps:** F1

Sol. No.	Function	Solenoid Type	Wire 1 Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type		
				CPU Brd	Playfield / Cabinet		Playfield	Insert	Marquee
01A ³	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800		
01C ³	Left spinner flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#89		
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800		
02C ³	Right spinner flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89		
03A ³	Lock kicker (upf ball popper)	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-23-800		
03C ³	1/6(M) / Ramp & Arrow (L) flashers	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89 (2)		#89
04A ³	Ball Cannon	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-23-800		
04C ³	2/6(M) / Ramp & Speed-O (L) flashers	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89 (2)		#89
05A ³	Pop-up flipper post (upf)	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800		
05C ³	3/6(M) / Ramp (L) & upf (hi) flashers	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89	#89	#89
06A ³	Freestyle kicker (upf)	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800		
06C ³	4/6(M) / Ramp (L) & upf (lo) flashers	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89	#89	#89
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800		
07C ³	5/6(M) / Ramp & Tach (L) flashers	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#89 (2)		#89
08A ³	Center eject hole	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-26-1200		
08C ³	6/6(M) / Ramp & Captive (L) flashers	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89 (2)		#89
09	Upper Flipper relay	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	5580-12299-00 ⁴ (K2)		
10	Lower playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-12145-01 ⁴ (K3)		
11	Upper playfield G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-12145-01 ⁴ (K4)		
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵		
13	Lifter Magnet	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	LW-31-3000		
14	Kickback (lower left outlane)	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	AE-23-800		
15	Lifter motor	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	14-7949 / 5580-12145-01 ⁶		
16	Eject hole	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	AE-26-1200		
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800		
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500		
19	Upper right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800		
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500		
21	Lower right jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800		
22	Up lamp relay	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	5580-09555-01 ⁴ (K5)		
Flipper Circuits									
	Lower right flipper (upf & lpf)	Flipper	Orn-Vio	1P19-1	2J3-1: 2J18-10: 7P1-15		FL11630/50VDC		
	Lower right flipper switch ²	Switch	Blu-Vio		7P1-16: 2J18-6: 2J17-4				
	Lower left flipper (upf & lpf)	Flipper	Orn-Gry	1P19-2	2J3-2: 2J18-8: 7P1-18		FL11630/50VDC		
	Lower left flipper switch ²	Switch	Blu-Gry		7P1-19: 2J18-5: 2J17-3				
	Upper right flipper (lpf only)	Flipper	Blk-Yel	1P19-1	7P1-13: 2J18-8: 2J17-1		FL11753/50VDC		
	Upper left flipper (upf only)	Flipper	Blk-Blu	1P19-2	7P1-17: 2J18-7: 2J16-1		FL11630/50VDC		

upf = upper playfield; lpf = lower playfield; M=Marquee

Column Row	1 Yellow- Brown 1J7-1 Q66	2 Yellow- Red 1J7-2 Q64	3 Yellow- Orange 1J7-3 Q62	4 Yellow- Black 1J7-4 Q60	5 Yellow- Green 1J7-6 Q58	6 Yellow- Blue 1J7-7 Q56	7 Yellow- Violet 1J7-8 Q54	8 Yellow- Grey 1J7-9 Q52	
1 Red- Brown 1J6-1 Q80	Arrow (Banzai Hill) 1	Lock (Center Eject) 9	SUPER (Super Cycle Stunt) 17	Cliff Jump 2X 65	Freestyle (lower blue) 25	Rank 6 (low, left eject) 33	Green Machine Challenged Defeat Green Machine 49	SPECIAL (left outlane) 57	
2 Red- Black 1J6-2 Q81	Ramp Arrow (Rank #1) 2	Freestyle (Center Eject) 10	CYCLE (Super Cycle Stunt) 18	Extra Ball (Captive Ball) 66	Freestyle (upper blue) 26	Rank 5 (left eject) 34	RED (center red Standup Tgt) 42	Red hot Challenged Defeat Red Hot 50	LAPS 1 58
3 Red- Orange 1J6-3 Q82	Race Again 3	Timelock (Center Eject) 11	STUNT (Super Cycle Stunt) 19	Rank #1 (Captive Ball) 67	Freestyle (lower yellow) 27	Rank 4 (mid, left eject) 35	HOT (upper red Standup Tgt) 43	Prior Race Blue 51	LAPS 2 59
4 Red- Yellow 1J6-5 Q83	Ball in Play (Scoreboard) 4	Kickback (Center Eject) 12	Double Lap (Ramp, lower left) 20	A Standup Target 68	Freestyle (upper yellow) 28	Rank 3 (left eject) 36	RACE (lower blue Standup Tgt) 44	Prior Race Yellow 52	LAPS 3 60
5 Red- Green 1J6-6 Q84	Kickback 5	3000 W/L (Left Spinner) 13	Drop Bank Red II 21	B Standup Target 69	Freestyle (lower green) 29	Rank 2 (high, left eject) Lock Arrow 37	BLUE (center blue Standup Tgt) 45	Prior Race Green 53	LAPS 4 61
6 Red- Blue 1J6-7 Q85	Extra Ball (Captive Ball low) 6	RACE (Top left lane) 14	3000 W/L (Right Spinner) 22	C Standup Target 70	Freestyle (upper green) 30	RACE (left yellow Standup Tgt) 38	BEARD (upper blue Standup Tgt) 46	Prior Race Red 54	LAPS 5 62
7 Red- Violet 1J6-8 Q86	50,000 (Captive Ball center) 7	GREEN (Top center lane) 15	Flipper lane (both, 2 lamps) 23	Post Out 71	Freestyle (lower red) 31	YELLOW (center yellow Standup Tgt) 39	Blue Beard Challenged Defeat Blue Beard 47	SPECIAL (right outlane) 55	LAPS 10 63
8 Red- Grey 1J6-9 Q87	25,000 (Captive Ball high) 8	MACHINE (Top right lane) 16	1 LAP Standup Targets (2 lamps) 24	Cliff Jump 72	Freestyle (upper red) 32	BELLY (right yellow Standup Tgt) 40	Yellow Belly Challenged Defeat Yellow Belly 48	Ball Popper Arrow 56	LAPS 20 64

SWITCH MATRIX

Column Row	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46	
1 White-Brown 1J10-9	Plump Bob Tilt 1	Outhole 9	Center Eject Hole 17	Left Flipper Lane Change 25	Ramp Entrance 33	RACE (lower red Standup Tgt) 41	Freestyle (lower blue) 49	Freestyle (lower green) 57	
2 White-Red 1J10-8	Playfield Tilt 2	Ball Trough 1 (right) 10	RED (center red Standup Tgt) 18	Ramp Upper Exit 26	Right Flipper Lane Change 34	Freestyle (upper blue) 42	Flipper Post 50	Freestyle (upper green) 58	
3 White-Orange 1J10-7	Credit Button 3	Ball Trough 2 (middle) 11	Shooter Lane 19	Left Jet Bumper 27	Ramp Lower Exit 35	HOT (upper red Standup Tgt) 43	Freestyle (lower yellow) 43	Lower Lifter 51	Mouse Hole Drain 59
4 White-Yellow 1J10-6	Right Coin Switch 4	Ball Trough 3 (left) 12	Right Outlane 20	Upper Right Jet Bumper 28	Ball Cannon 36	RACE (lower blue Standup Tgt) 44	Freestyle (upper yellow) 44	Defeat Red Cliff Jump 52	A Standup Target 60
5 White-Green 1J10-5	Center Coin Switch 5	Left Eject Hole 13	Left Spinner 21	Lower Right Jet Bumper 29	Target Captive Ball 37	BLUE (center blue Standup Tgt) 45	Defeat Yellow Roll-Under 53	B Standup Target 61	
6 White-Blue 1J10-3	Left Coin Switch 6	Top Lane Left 14	Right Spinner 22	Left Slingshot 30	RACE (left yellow Standup Tgt) 38	BEARD (upper blue Standup Tgt) 46	Defeat Blue Roll-Under 54	C Standup Target 62	
7 White-Violet 1J10-2	Slam Tilt 7	Top Lane Center 15	Left Flipper Lane 23	Right Slingshot 31	YELLOW (center yellow Standup Tgt) 39	1 LAP Left Standup Tgt 47	Freestyle (lower red) 47	Target Captive Ball 55	Upper Lifter 63
8 White-Grey 1J10-1	High Score Reset 8	Top Lane Right 16	Right Flipper Lane 24	Left Outlane 32	BELLY (right yellow Standup Tgt) 40	1 LAP Right Standup Tgt 48	Freestyle (upper red) 48	Defeat Green Standup Tgt 56	Left Lock Ball Popper 64

 = are switches on the upper playfield.