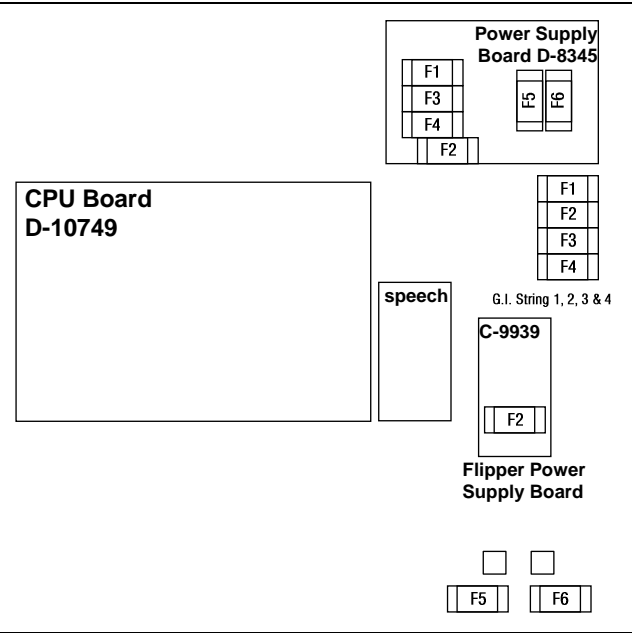




**COMET (16-540)
FUSE LIST**

Power Supply Board D-8345		
F1	100V Display Power Input	1/4A, 250V, SB
F2	Solenoids	2 1/2A, 250V, SB
F3	Controlled lamps 18V	8A, 250V, SB
F4	Flippers	Not used
F5	5V & 12V Logic Power Input	7A, 250V, SB
F6	5V & 12V Logic Power Input	7A, 250V, SB
Flipper Power Supply Board C-9939		
F2	Flipper Power	5A, 250V, SB
Playfield fuses		
Back Box fuses		
F1	General Illumination (Violet)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Brown)	5A, 250V, SB
F4	General Illumination (Green)	5A, 250V, SB
F5	Bridge Rectifier 18V	8A, 250V, SB
F6	Bridge Rectifier 34V	8A, 250V, SB
LINE FILTER		
Foreign	(220V)	4A, 250V, SB
Domestic	(110V)	8A, 250V, SB



LAMP MATRIX

		Red ←				→ Yellow (B+)			
Column	1 Yellow-Brown 1J7-1 Q23	2 Yellow-Red 1J7-2 Q24	3 Yellow-Orange 1J7-3 Q25	4 Yellow-Black 1J7-4 Q26	5 Yellow-Green 1J7-6 Q27	6 Yellow-Blue 1J7-7 Q28	7 Yellow-Violet 1J7-8 Q29	8 Yellow-Grey 1J7-9 Q30	
Row	1 Red-Brown 1J6-1 Q31	2 Red-Black 1J6-2 Q32	3 Red-Orange 1J6-3 Q33	4 Red-Yellow 1J6-5 Q34	5 Red-Green 1J6-6 Q35	6 Red-Blue 1J6-7 Q36	7 Red-Violet 1J6-8 Q37	8 Red-Grey 1J6-9 Q38	
1	Game Over	Cork-Screw Special	Rabbit Target #4	Cycle-Jump 20K	Duck-outhole Bonus	Rabbit-outhole Bonus	COMET Ramp 30K	One Million	
2	Match	Duck Target #1	Advance Bonus Multiplier	Cycle-Jump 50K	Duck-Bonus #1	Rabbit Bonus #1	50K	Win a Million (Backbox)	
3	Tilt	Duck Target #2	Collect Duck Bonus	Cycle-Jump 200K	Duck-Bonus #2	Rabbit Bonus #2	100K Lites Extra Ball	One Million	
4	High-Scores	Duck Target #3	Top Lanes 1	Cycle-Jump Extra Ball (Bottom)	Duck-Bonus #4	Rabbit Bonus #4	100K Lites Special	Ride Again (Playfield)	
5	Ride Again 2X (Backbox)	Duck Target #4	Top Lanes 9	Cycle-Jump Extra Ball (Middle)	Duck-Bonus #8	Rabbit Bonus #8	All Scores 2X	2X	
6	Ball-In-Play	Rabbit Target #1	Top Lanes 8	Cycle-Jump Extra Ball (Top)	Duck-Bonus #16	Rabbit Bonus #16	All Scores 3X	3X	
7	COMET Eyes	Rabbit Target #2	Top Lanes 6	Right Outlane Special	Duck-Bonus #32	Rabbit Bonus #32	All Scores 5X	4X	
8	COMET Eyes	Rabbit Target #3	Collect Rabbit Bonus	Left Outlane Special	All Rabbits Down	All Ducks Down	Cork-Screw Extra Ball	5X	

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire Color ¹	Connections		Driver Transistor	Solenoid Part Number Flashlamp Type	
				CPU Board	Playfield / Cabinet		Playfield	Insert
01	Outhole Kicker	Controlled	Gry-Brn	1J11-1	8P3-1	Q47	SA-23-850-DC	
02	Drop Target	Controlled	Gry-Red	1J11-3	8P3-2	Q48	SA-5-24-750-DC	
03	"Funhouse" Eject Hole	Controlled	Gry-Orn	1J11-4	8P3-3	Q49	SG1-23-850-DC	
04	"Corkscrew" Flashers	Controlled	Gry-Yel	1J11-5	8P3-4	Q50	#63 Flashlamps	
05	"Cycle Jump" Flashers	Controlled	Gry-Grn	1J11-6	8P3-5	Q39	#63 Flashlamps	
06	"Cycle Jump" Eject Hole	Controlled	Gry-Blu	1J11-7	8P3-6	Q40	SG1-23-850-DC	
07	Player-3 Flashers	Controlled	Gry-Vio	1J11-8	8P3-7	Q41		#63 Flashlamps
08	Player-1 Flashers	Controlled	Gry-Blk	1J11-9	8P3-8	Q42		#63 Flashlamps
09	Player-4 Flashers	Controlled	Brn-Blk	1J12-1	8P3-9	Q54		#63 Flashlamps
10	Player-2 Flashers	Controlled	Brn-Red	1J12-2	8P3-10	Q55		#63 Flashlamps
11	Playfield General Illumination Relay	Controlled	Brn-Orn	1J12-4	3P7-1	Q56	5580-09555-00 ³	
12	Not Used	Controlled	Brn-Yel	1J12-5	8P3-12	Q57		
13	Not Used	Controlled	Brn-Grn	1J12-6	8P3-13	Q58		
14	Not Used	Controlled	Brn-Blu	1J12-7	8P3-14	Q59		
15	Knocker	Controlled	Brn-Vio	1J12-8	7P1-17	Q60	SA4-23-850-DC	
16	Coin-Lockout Relay	Controlled	Brn-Gry	1J12-9	7P1-18, 7P2-4	Q61	SM-35-4000-DC	
17	Left Slingshot	Special #1	Blu-Brn	1J19-7	8P3-17	Q75	SG1-23-850-DC	
18	Right Slingshot	Special #2	Blu-Red	1J19-4	8P3-18	Q77	SG1-23-850-DC	
19	Upper Jet Bumper	Special #3	Blu-Orn	1J19-3	8P3-19	Q79	SG1-23-850-DC	
20	Left Jet Bumper	Special #4	Blu-Yel	1J19-6	8P3-20	Q81	SG1-23-850-DC	
21	Lower Jet Bumper	Special #5	Blu-Grn	1J19-8	8P3-21	Q83	SG1-23-850-DC	
22	Not Used	Special #6	Blu-Blk	1J19-9	8P3-22	Q85		
Flipper Circuits								
	Right Flipper	Flipper	Orn-Vio	1J19-1	7P1-7		FL23-600-30/2600-50VDC	
	Right Flipper switch ²	Switch	Blu-Vio		7J1-8, 8P3-34			
	Left Flipper	Flipper	Orn-Gry	1J19-2	7P1-9		FL23-600-30/2600-50VDC	
	Left Flipper switch ²	Switch	Blu-Gry		7J1-10, 8P3-32			

Notes:
1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Orn-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
2. Flipper connections are from flipper button switch to flipper coil.
3. Relay is mounted on Power Supply Board D-8245 in the backbox.

SWITCH MATRIX

		White →				← Green			
Column	1 Green-Brown 1J8-1 Q7	2 Green-Red 1J8-2 Q8	3 Green-Orange 1J8-3 Q9	4 Green-Yellow 1J8-4 Q10	5 Green-Black 1J8-5 Q11	6 Green-Blue 1J8-7 Q12	7 Green-Violet 1J8-8 Q13	8 Green-Grey 1J8-9 Q14	
Row	1 White-Brown 1J10-9	2 White-Red 1J10-8	3 White-Orange 1J10-7	4 White-Yellow 1J10-6	5 White-Green 1J10-5	6 White-Blue 1J10-3	7 White-Violet 1J10-2	8 White-Grey 1J10-1	
1	Plump Bob Tilt	Cork-Screw Rollover	Rabbit Target #4	Cycle-Jump Lower Ring Eject	Lower Left Stand-Up Switch	Left Jet Bumper	Playfield Tilt	Not Used	
2	Ball Roll Tilt	Duck-Target #1	Advance Bonus X (Eye)	Cycle-Jump Center Ring Switch	Upper Left Stand-Up Switch	Lower Jet Bumper	COMET Ramp Lower Sw.	Not Used	
3	Credit Button	Duck-Target #2	Cork-Screw Lower Sw.	Cycle-Jump Upper Ring Switch	Upper Right Stand-Up Switch	Left Outside Lane	Not Used	Not Used	
4	Right Coin Switch	Duck-Target #3	Top Lanes 1	COMET Ramp Upper Sw.	Left Center Stand-Up Switch	Left Inside Lane	Not Used	Not Used	
5	Center Coin Switch	Duck-Target #4	Top Lanes 9	"Dummy Dunk" Drop Target	Lower Right Stand-Up Switch	Outhole	Not Used	Not Used	
6	Left Coin Switch	Rabbit-Target #1	Top Lanes 8	Lane Change Switch	Center Stand-Up Switch	Plunger Switch	Not Used	Not Used	
7	Slam Tilt	Rabbit-Target #2	Top Lanes 6	Right Outlane Special	Center Right Stand-Up Switch	Left Slingshot	Not Used	Not Used	
8	High Score Reset	Rabbit-Target #3	Funhouse (Eject Hole)	Left Outlane Special	Upper Jet Bumper	Right Slingshot	Not Used	Not Used	