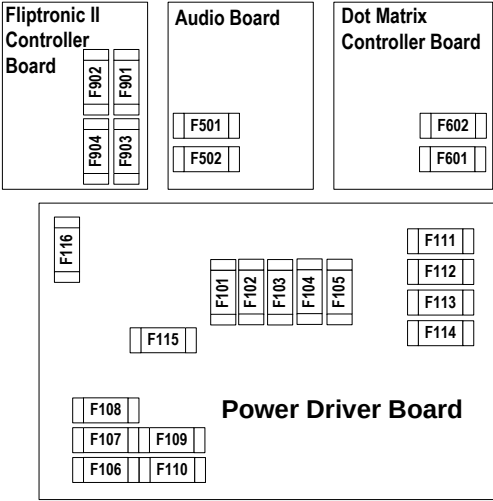


Dirty Harry (50030)

FUSE LIST

POWER DRIVER BOARD			
F101	+50V DC General (Left Flipper)	3A, 250V, SB	
F102	+50V DC General (Right Flipper)	3A, 250V, SB	
F103	Solenoids #25 to #28	3A, 250V, SB	
F104	Solenoids #9 to #16	3A, 250V, SB	
F105	Solenoids #1 to #8	3A, 250V, SB	
F106	G.I. #5 White-Violet	5A, 250V, SB	
F107	G.I. #4 White-Green	5A, 250V, SB	
F108	G.I. #3 White-Yellow	5A, 250V, SB	
F109	G.I. #2 White-Orange	5A, 250V, SB	
F110	G.I. #1 White-Brown	5A, 250V, SB	
F111	Flasher Secondary	5A, 250V, SB	
F112	Solenoid Secondary	7A, 250V, SB	
F113	+5V Logic	5A, 250V, SB	
F114	+18V Lamp Matrix	8A, 32V, N.B.	
F115	+12V Lamp Matrix	3/4A, 250V, FB	
F116	+12V Secondary	3A, 250V, SB	
Audio Board			
F501	-25V	3A, 250V, SB	
F502	+25V	3A, 250V, SB	
Dot Matrix Controller Board			
F601	+62V	3/8A, 250V, FB	
F602	-113V & -125V	3/8A, 250V, FB	
LINE FILTER			
Foreign		5A, 250V, SB	
Domestic		8A, 250V, SB	



Fliptronic II Controller Board			
F901	Upper Right Flipper	3A, 250V, SB	
F902	Upper Left Flipper	3A, 250V, SB	
F903	Lower Right Flipper	3A, 250V, SB	
F904	Lower Left Flipper	3A, 250V, SB	

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid Part Number Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	BALL RELEASE	High Power	J107-2			Q82	J130-1			VIO-BRN	AE-26-1500	
02	AUTOPLUNGER	High Power	J107-2			Q80	J130-2			VIO-RED	AE-23-800	
03	GUN LAUNCH	High Power	J107-2			Q78	J130-4			VIO-ORG	AE-23-800	
04	TOP RIGHT POPPER	High Power	J107-2			Q76	J130-5			VIO-YEL	AE-23-800	
05	GUN POPPER	High Power	J107-2			Q64	J130-6			VIO-GRN	AE-24-900	
06	NOT USED	High Power	J107-2			Q66	J130-7			VIO-BLU		
07	KNOCKER	High Power		J107-2		Q68		J130-8		VIO-BLK		AE-23-800
08	TRAP DOOR HIGH	High Power	J107-2			Q70	J130-9			VIO-GRY	A-14701	
09	LEFT SLINGSHOT	Low Power	J107-3			Q58	J127-1			BRN-BLK	AE-26-1200	
10	RIGHT SLINGSHOT	Low Power	J107-3			Q56	J127-3			BRN-RED	AE-26-1200	
11	LEFT JET BUMPER	Low Power	J107-3			Q54	J127-4			BRN-ORG	AE-26-1200	
12	MIDDLE JET BUMPER	Low Power	J107-3			Q52	J127-5			BRN-YEL	AE-26-1200	
13	RIGHT JET BUMPER	Low Power	J107-3			Q50	J127-6			BRN-GRN	AE-26-1200	
14	LEFT POPPER	Low Power	J107-3			Q48	J127-7			BRN-BLU	AE-26-1200	
15	RAMP DIVERTER	Low Power	J107-3			Q46	J127-8			BRN-VIO	AE-26-1200	
16	TRAP DOOR HOLD	Low Power	J107-3			Q44	J127-9			BRN-GRY	A-14701	
17	HEADQUARTERS	Flasher	J107-6			Q42	J126-1			BLK-BRN	#906 (2)	
18	SAFEHOUSE	Flasher	J107-6			Q40	J126-2			BLK-RED	#906 (1)	
19	WAREHOUSE	Flasher	J107-6			Q38	J126-3			BLK-ORG	#906 (1)	
20	GUN MOTOR	Low Power	J118-2			Q36	J126-4			BLK-YEL	A-19735	
21	GUN LOADED	Flasher	J107-6			Q28	J126-5			BLU-GRN	#906 (1)	
22	RIGHT RAMP	Flasher	J107-6			Q30	J126-6			BLU-BLK	#89 (1)	
23	RIGHT BACK	Flasher	J107-6			Q34	J126-7			BLU-VIO	#906 (2)	
24	LEFT BACK	Flasher	J107-6			Q32	J126-8			BLU-GRY	#906 (2)	
25	NOT USED	Gen. Purpose				Q26	J122-1			BLU-BRN		
26	TOP LEFT POPPER	Gen. Purpose	J107-1			Q24	J122-2	tieback	J122-6	BLU-RED	AE-26-1500	
27	LEFT DIVERTER	Gen. Purpose	J107-1			Q22	J122-3	tieback	J122-7	BLU-ORG	AE-26-1500	
28	RIGHT LOOP GATE	Gen. Purpose	J107-1			Q20	J122-4	tieback	J122-8	BLU-YEL	A-14406	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	RIGHT STRING	G.I.	J121-1	J120-1		Q18	J121-7	J120-7		WHT-BRN	#44	#555
02	LEFT STRING	G.I.	J121-2	J120-2		Q10	J121-8	J120-8		WHT-ORG	#44	#555
03	STRING 3	G.I.	J121-3	J120-3		Q14	J121-9	J120-9		WHT-YEL	#44	
04	STRING 4	G.I.	J121-5	J120-5		Q16	J121-10	J120-10		WHT-GRN	#44	#545
05	BOTTOM STRING	G.I.	J121-6	J120-6	J119-1	Q12	J121-11	J120-11	J119-3	WHT-VIO		#555
Flipper Circuits			Playfield Voltage Connection	Drive Transistors		Power	Playfield Drive Connections		Drive Wire Colors	Coil Part No.	Coil Colors	
					Hold				Hold			
29	LOWER RIGHT FLIPPER	Power	J907-1 (RED-GRN)		Q4		J902-13		YEL-GRN	FL-11629	BLUE	
30		Hold	J907-1 (RED-GRN)		Q11		J902-11		ORG-GRN			
31	LOWER LEFT FLIPPER	Power	J907-4 (RED-BLU)		Q3		J902-9		YEL-BLU	FL-11629	BLUE	
32		Hold	J907-4 (RED-BLU)		Q9		J902-7		ORG-BLU			
33	UPPER RIGHT FLIPPER	Power	J907-6 (RED-VIO)		Q2		J902-6		YEL-VIO	FI-11629	BLUE	
34		Hold	J907-6 (RED-VIO)		Q7		J902-4		ORG-VIO			
35	RIGHT LOOP MAGNET	Power	J907-8 (RED-GRY)		Q1		J902-3		YEL-GRY	MAGNET COIL		
36	NOT USED	Hold	J907-8 (RED-GRY)		Q5		J920-1		ORG-GRY			

J1xx = Power Driver Board

J9xx = Fliptronic II Board

LAMP MATRIX

Column Row	Yellow (B+)  Red							
	1 Yellow-Brown J137-1 Q98	2 Yellow-Red J137-2 Q97	3 Yellow-Orange J137-3 Q96	4 Yellow-Black J137-4 Q95	5 Yellow-Green J137-5 Q94	6 Yellow-Blue J137-6 Q93	7 Yellow-Violet J137-7 Q92	8 Yellow-Grey J137-9 Q91
1 Red-Brown J133-1 Q90	Left Rollover 11	Right Ramp Badge 21	Barroom Brawl 31	Safehouse Badge 41	Safehouse 51	Left Loop Generic 61	Not Used 71	Silver 8 Bullet 81
2 Red-Black J133-2 Q89	Middle Rollover 12	Silver 6 Bullet 22	Car Chase 32	Left Ramp Badge 42	Silver 4 Bullet 52	Ricochet 62	Not Used 72	Left Shootout 82
3 Red-Orange J133-4 Q88	Right Rollover 13	Right Loop Generic 23	Warehouse Raid 33	Silver 3 Bullet 43	Silver 5 Bullet 53	Extra Ball 63	Not Used 73	Light Magna Force 83
4 Red-Yellow J133-5 Q87	Magnum Jets 14	Magna Force 24	Letter Bomb 34	Super Jackpot 44	Left Loop HQ 54	HQ Badge 64	Not Used 74	Jets 84
5 Red-Green J133-6 Q86	Magnum Bullets 15	Right Ramp Generic 25	Meet The Mob 35	Left Ramp Generic 45	Warehouse Start Multiball 55	Ransom 65	Not Used 75	Jets 85
6 Red-Blue J133-7 Q85	Light Extra Ball 16	Right Ramp Jackpot 26	Stop Scorpio 36	Ramp Start Multiball 46	Feel Lucky 56	Silver 1 Bullet 66	Not Used 76	Body Armor 86
7 Red-Violet J133-8 Q84	Light Shootout 17	Right Loop HQ 27	Crime Wave 37	Magazine Award 47	Right Shootout 57	HQ 67	Shoot Again 77	Buy In Button 87
8 Red-Grey J133-9 Q83	Playfield Promo 18	Warehouse Badge 28	Bank Robber Hurry Up 38	Contraband 48	Light Ransom 58	Silver 2 Bullet 68	Silver 7 Bullet 78	Start Button 88

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column Row	White  Green								FLIPPER GROUNDED SWITCHES
		1 Green-Brown J207-1 U20-18	2 Green-Red J207-2 U20-17	3 Green-Orange J207-3 U20-16	4 Green-Yellow J207-4 U20-15	5 Green-Black J207-5 U20-14	6 Green-Blue J207-6 U20-13	7 Green-Violet J207-7 U20-12	8 Green-Grey J207-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	D1	Gun Handle Trigger 11	Slam Tilt 21	Trough Jam 31	Left Ramp Enter 41	Right Ramp Enter 51	Left Slingshot 61	Left Loop 71	Not Used 81	Black-Green J906-1 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE U17-7	D2	Not Used 12	Coin Door Closed 22	Trough Ball 1 32	Right Loop 42	Not Used 52	Right Slingshot 62	Not Used 72	Not Used 82	Black-Violet J905-1 Lower Right Flipper Opto F2
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	D3	Start Button 13	Buy In Button 23	Trough Ball 2 33	Left Ramp Make 43	Not Used 53	Left Jet Bumper 63	Safehouse 73	Not Used 83	Black-Blue J906-3 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4 TH COIN CHUTE U17-9	D4	Plumb Bob Tilt 14	Always Closed 24	Trough Ball 3 34	Gun Chamber 44	Standup 6 54	Middle Jet Bumper 64	Not Used 74	Not Used 84	Black-Gray J905-2 Lower Left Flipper Opto F4
Orange-Green J205-6 Normal Function Srv Crdts	D5	Shooter Lane 15	Left Inlane 25	Trough Ball 4 35	Gun Popper 45	Standup 7 55	Right Jet Bumper 65	Not Used 75	Not Used 85	Black-Violet J906-4 Upper Right Flipper E.O.S. F5
Orange-Blue J205-7 Normal Function Volume Dn	D6	Right Outlane 16	Left Outlane 26	Not Used 36	Warehouse Popper 46	Standup 5 56	Left Rollover 66	Gun Position 76	Not Used 86	Black-Yellow J905-3 Upper Right Flipper Opto F6
Orange-Violet J205-8 Normal Function Volume Up	D7	Right Inlane 17	Standup 1 27	Not Used 37	Left Popper 47	Standup 4 57	Middle Rollover 67	Gun Lockup 77	Not Used 87	Black-Gray J906-5 Upper Left Flipper E.O.S. F7
Orange-Grey J205-9 Normal Function Begin Test	D8	Standup 8 18	Standup 2 28	Right Ramp Make 38	Not Used 48	Standup 3 58	Right Rollover 68	Not Used 78	Not Used 88	Black-Blue J905-5 Upper Left Flipper Opto F8

J2XX = CPU Board; J9XX = Fliptronic II Board

 = OPTO, TYPICALLY CLOSED