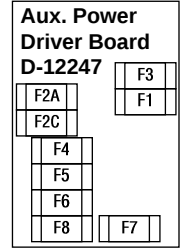
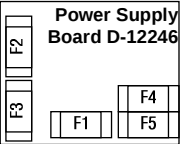
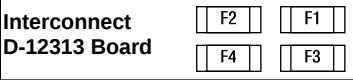
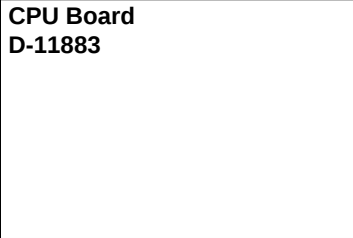


Earthshaker (16-568)

FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	5A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
F1	General Illumination (Brown)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Green)	5A, 250V, SB
F4	General Illumination (Violet)	5A, 250V, SB
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C ³	Captive ball flashers	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	Center ramp 1 & building flashers	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89 / #906 (2)	
03A ³	3-Bank drop target reset	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-26-1200	
03C ³	Center ramp 2 & spinner flashers	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89 / #906 (2)	
04A ³	California Fault	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-23-900	
04C ³	Center ramp 3 flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#906	
05A ³	Eject hole	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-26-1500	
05C ³	Center ramp 4 flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#906	
06A ³	Bottom ball popper	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800	
06C ³	Right ramp 1 flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#906	
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Right ramp 2 flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#906	
08A ³	Not used	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22		
08C ³	Right ramp 3 flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89 / #906 (2)	
09	Not used	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17		
10	Upper playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-12145-01 ^{4a}	
11	Insert G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-09555-01 ^{4b}	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Top ball popper	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	AE-23-800	
14	Jackpot flasher	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	#906 (2)	
15	Lower playfield G.I. relay	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	5580-12145-01 ^{4a}	
16	On ramp & jet bumper flashers	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	#89 / #906 (2)	
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	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	Top jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Quake motor	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	14-7951	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2J10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2J8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2J10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2J8-14			
	Upper right flipper	Flipper						
	Upper left flipper	Flipper	Blk-Blu		2J10-4: 2J8-12		FL11722/50VDC	
Notes:								
1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-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. "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.								
4. Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.								
5. Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.								

LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	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	Captive Ball 1 (low)	Bonus 2X	Building 7	Building 3	Miles 1	Top Jet Bumper	Left Road Sign	Right Road Sign
2 Red-Black 1J6-2 Q81	Captive Ball 2	Bonus 3X	Building 8	Right Standup (high) (Zone 2)	Miles 2	Left Jet Bumper	Left Standup (Zone 1)	Jackpot 1 (Speaker Panel)
3 Red-Orange 1J6-3 Q82	Captive Ball 3	Bonus 4X	Building 9	Right Standup (low) (Zone 3)	Miles 3	Right Jet Bumper	Eject Lock	Jackpot 2 (Speaker Panel)
4 Red-Yellow 1J6-5 Q83	Captive Ball 4	Bonus 5X	Building 4	Right Standup 50K	Miles 4	Right Ramp Jackpot	Eject Top (Zone 5)	Jackpot 3 (Speaker Panel)
5 Red-Green 1J6-6 Q84	Captive Ball 5 (high)	Bonus 6X / Lites Extra Ball	Building 5	Right inside Return Lane (Zone 7)	Miles 5	Right Ramp Lock	Center Standup (Zone 4)	Jackpot 4 (Speaker Panel)
6 Red-Blue 1J6-7 Q85	Captive Ball Arrow (Zone 9)	Bonus 6X / Lites Special	Building 6	Right outside Return Lane	Miles 10	Right Ramp 3 Miles	Drop Hole Extra Ball	Jackpot 5 (Speaker Panel)
7 Red-Violet 1J6-8 Q86	Spinner	Left Return Lane	Building 1	Right Outlane	Miles 20	Center Ramp 100K	Drop Hole Lock	Jackpot 6 (Speaker Panel)
8 Red-Grey 1J6-9 Q87	Jet Bumper Center	Left Outlane (Zone 8)	Building 2	Shoot Again	Miles 30	Center Ramp 2 Miles	Under Fault Loop (Zone 6)	Jackpot 7 (Speaker Panel)

SWITCH MATRIX

Column Row	White → Green							
	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	Playfield Tilt	Left Outlane	Not Used	On Ramp 50K	Spinner	Not Used	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	Left Return Lane (Zone 8)	Not Used	On Ramp 25K	Fault Open	Shooter Lane	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough 1 (right)	Left Standup (Zone 1)	3-Bank Drop Target (left)	On Ramp 100K	Right Ramp Entry	Not Used	Not Used
4 White-Yellow 1J10-6	Left Coin Switch	Ball Trough 2 (middle)	Eject Hole (Zone 5)	3-Bank Drop Target (middle)	On Ramp Bypass	Center Ramp Entry	Left Jet Bumper	Not Used
5 White-Green 1J10-5	Center Coin Switch	Ball Trough 3 (left)	Right Standup (high) (Zone 2)	3-Bank Drop Target (right)	Ball Popper (top)	Center Ramp Middle	Right Jet Bumper	Not Used
6 White-Blue 1J10-3	Right Coin Switch	Right Inside Return Lane (Zone 7)	Right Standup (low) (Zone 3)	Center Standup (Zone 4)	Under Playfield Drop Hole 1	Center Ramp End	Top Jet Bumper	Not Used
7 White-Violet 1J10-2	Slam Tilt	Right Outside Return Lane	Captive Ball (Zone 9)	Right Loop (Zone 6)	Under Playfield Drop Hole 2	Not Used	Left Slingshot	Not Used
8 White-Grey 1J10-1	High Score Reset	Right Outlane	Right Standup 50K	Left Loop (Zone 6)	Ball Popper (bottom)	Not Used	Right Slingshot	Not Used