

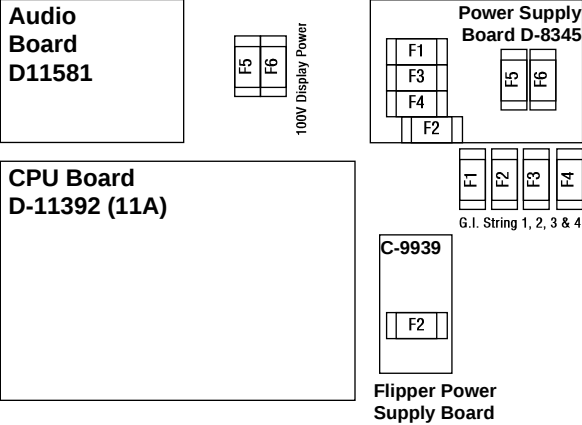
Fire! (16-556)

FUSE LIST

Power Supply Board D-8345		
F1	100V Display Power Input	1/4A, 250V, SB
F2	Solenoids 1-16	4A, 250V, SB
F3	Controlled lamps 18V	8A, 250V, SB
F4	Special Solenoids 17-22	4A, 250V, SB
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	4A, 250V, SB
Playfield fuses		
Left fuse	Outhole	2.5A, 250V, SB
Right fuse	Sol. 09 & Sol. 13	3A, 250V, SB
Back Box fuses		
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
F5, F6	+ & - 100V Display Power	1/8A 250V SB
LINE FILTER		
Foreign	(220V)	4A, 250V, SB
Domestic	(110V)	8A, 250V, SB

Audio Board
D11581

CPU Board
D-11392 (11A)



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 Kicker	Switched	Vio-Brn	1P11-1	8P3-1 (to B1 on Diode Switching Board)	Q33	AE-23-800-01	
01C ³	Left Rescue & 3-Bank flashers	Switched	Blk-Brn	(Gry-Brn)			#89 (4)	
02A ³	Ball Shooter Lane Feeder	Switched	Vio-Red	1P11-3	8P3-2 (to B2 on Diode Switching Board)	Q25	AE-23-800-03	
02C ³	Right Rescue & 3-Bank flashers	Switched	Blk-Red	(Gry-Red)			#89 (4)	
03A ³	Left Ramp Raise	Switched	Vio-Orn	1P11-4	8P3-3 (to B3 on Diode Switching Board)	Q32	AE-24-900-02	
03C ³	Center Ramp flashers	Switched	Blk-Orn	(Gry-Orn)			#89 (2)	
04A ³	Left Ramp Lower	Switched	Vio-Yel	1P11-5	8P3-4 (to B4 on Diode Switching Board)	Q24	SM-26-600-DC	
04C ³	Window & FIRE flashers	Switched	Blk-Yel	(Gry-Yel)			#89 (2)	
05A ³	Fireplug	Switched	Vio-Grn	1P11-6	8P3-5 (to B5 on Diode Switching Board)	Q31	AE-23-800-06	
05C ³	Right Ramp Lower	Switched	Blk-Grn	(Gry-Grn)			SM-26-600-DC	
06A ³	Right Lock-up	Switched	Vio-Blu	1P11-7	8P3-6 (to B6 on Diode Switching Board)	Q23	AE-23-800-02	
06C ³	Lwr. L. 3-Bank & L. B'box flashers	Switched	Blk-Blu	(Gry-Blu)			#89	#89 (2)
07A ³	Right Ramp Raise	Switched	Vio-Blk	1P11-8	8P3-7 (to B7 on Diode Switching Board)	Q30	AE-24-900-02	
07C ³	Lwr. R. 3-Bank & R. B'box flashers	Switched	Blk-Vio	(Gry-Vio)			#89	#89 (2)
08A ³	Knocker	Switched	Vio-Gry	1P11-9	8P3-8 (to B8 on Diode Switching Board)	Q22	AE-23-800-03	
08C ³	Bell	Switched	Blk-Gry	(Gry-Blk)			AE-23-800-02	
09	Center Ramp Motor	Controlled	Brn-Blk	1P12-1	8P3-9	Q17	5580-12145-01 ⁴	
10	General Illum. Relay (Playfield)	Controlled	Brn-Red	1P12-2	8P3-10	Q9	5580-12145-01 ⁴	
11	General Illum. Relay (Backbox)	Controlled	Brn-Orn	1P12-4	6P3-5	Q16	5580-12145-01 ⁴	
12	Solenoid A/C select relay	Controlled	Brn-Yel	1P12-5	8P3-12	Q8	5580-12145-01 ⁴	
13	Flames/Motor Relay (Playfield)	Controlled	Brn-Grn	1P12-6	8P3-13	Q15	5580-12145-01 ⁴	
14	Flames flasher (Backbox)	Controlled	Brn-Blu	1P12-7	8P3-14	Q7	#89	
15	Left Kickbig	Controlled	Brn-Vio	1P12-8	8P3-15	Q14	AE-23-800-03	
16	Window Lites Relay	Controlled	Brn-Gry	1P12-9	8P3-16	Q6	5580-12145-01 ⁴	
17	Not Used	Special #1	Blu-Brn	1P19-7	8P3-17	Q75		
18	Not Used	Special #2	Blu-Red	1P19-4	8P3-18	Q71		
19	Upper left slingshot	Special #3	Blu-Orn	1P19-3	8P3-19	Q73	AE-24-900-02	
20	Upper right slingshot	Special #4	Blu-Yel	1P19-6	8P3-20	Q69	AE-24-900-02	
21	Lower left slingshot	Special #5	Blu-Grn	1P19-8	8P3-21	Q77	AE-23-800-03	
22	Lower right slingshot	Special #6	Blu-Blk	1P19-9	8P3-22	Q79	AE-23-800-03	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	7P1-15		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		7P1-16, 8P3-34			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	7P1-18		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		7P1-19, 8P3-32			
	Not Used	Flipper	Blk-Blu					
	Not Used	Flipper	Blk-Yel					
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 B-terminal connection listed for the Diode Switching Board, which controls the device pulsing by Sol. 12.								
4. Relay is mounted on Relay Board p/n C-11677-2 or C-11677-3.								

LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	1 Yellow-Brown 1J6-1 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	Not Used	RESCUE SHOT (2 lamps)	Upper Left 3-Bank (top)	FIGHT FIRE AGAIN	SPECIAL (left outlane)	WEST SIDE	3-Bank Buildings (upper right)	Left Kickbig Buildings
2 Red-Black 1J6-2 Q81	Not Used	16 X 2 (center windows) (2 lamps)	Upper Left 3-Bank (center)	FIRE PLUG	SPECIAL (right outlane)	EAST SIDE	3-Bank Buildings (upper right)	Left Kickbig Buildings
3 Red-Orange 1J6-3 Q82	Not Used	Lower Left 3-Bank (top)	Upper Left 3-Bank (bottom)	RAISE FIREPLUG (left)	3-Bank Buildings (upper left)	Not Used	Corner Buildings (upper left)	Right Lockup Buildings
4 Red-Yellow 1J6-5 Q83	FIRE Multipliers X2	Lower Left 3-Bank (center)	Upper Right 3-Bank (top)	RAISE FIREPLUG (right)	3-Bank Buildings (upper left)	Left shop window 2X	Center Buildings (upper left)	Right Lockup Buildings
5 Red-Green 1J6-6 Q84	FIRE Multipliers X3	Lower Left 3-Bank (bottom)	Upper Right 3-Bank (center)	RESCUE VICTIM (left) (2 lamps)	Flames (left ramp)	Left center shop window 3X	Center Buildings (upper right)	PUT OUT FIRE (left return)
6 Red-Blue 1J6-7 Q85	FIRE Multipliers X5	Lower Right 3-Bank (top)	Upper Right 3-Bank (bottom)	RESCUE VICTIM (right) (2 lamps)	TRAP (left)	Center shop window 4X	Center Buildings (upper right)	PUT OUT FIRE (right return)
7 Red-Violet 1J6-8 Q86	FIRE Multipliers X7	Lower Right 3-Bank (center)	16 X 2 (upper left windows)	EXTRA BALL (left)	Flames (right ramp)	Right center shop window 5X	Corner Buildings (upper right)	LITE RESCUE (left ramp)
8 Red-Grey 1J6-9 Q87	FIRE Multipliers X10	Lower Right 3-Bank (bottom)	16 X 2 (upper right windows)	EXTRA BALL (right)	TRAP (right)	Right shop window 10X	Corner Buildings (upper right)	LITE RESCUE (right ramp)

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	Upper left 3-Bank (top)	Ball Shooter Lane	Drain Lane (left)	Left Ramp Down	Left Kickbig (top)	Lower Left Slingshot
2 White-Red 1J10-8	Not Used	Outhole	Upper left 3-Bank (center)	Fire Plug (down)	Drain Lane (right)	Right Ramp Down	Left Kickbig (bottom)	Lower Right Slingshot
3 White-Orange 1J10-7	Start Button	Lower left 3-Bank (top)	Upper left 3-Bank (bottom)	Horseshoe (left entry)	Return Lane (left)	Right Rollover 20K	Not Used	Center Ramp Down
4 White-Yellow 1J10-6	Right Coin Switch	Lower left 3-Bank (center)	Upper right 3-Bank (top)	Horseshoe (right entry)	Return Lane (right)	Right Rollover 10K	Right Lockup (middle)	WINDOW
5 White-Green 1J10-5	Center Coin Switch	Lower left 3-Bank (bottom)	Upper right 3-Bank (center)	Not Used	On Ramp (left)	Right Rollover 30K	Right Lockup (bottom)	Upper Left Slingshot
6 White-Blue 1J10-3	Left Coin Switch	Lower right 3-Bank (top)	Upper right 3-Bank (bottom)	Not Used	On Ramp (right)	Right Rollover 100K	Ball Trough #3 (left)	Upper Right Slingshot
7 White-Violet 1J10-2	Slam Tilt	Lower right 3-Bank (center)	Lane Change Left	Save Target (left)	Under Ramp (left)	Right Rollover 5K	Ball Trough #2 (mid)	Center Ramp Up
8 White-Grey 1J10-1	High Score Reset	Lower right 3-Bank (bottom)	Lane Change Right	Save Target (right)	Under Ramp (right)	1K Button	Ball Trough #1 (right)	Not Used