



FUSE LIST

POWER DRIVER BOARD					
F101	+50V DC General (Left Flipper)	3A, (not used)	Fliptronic II Controller Board Audio Board Dot Matrix Controller Board F116 F101 F102 F103 F104 F105 F108 F107 F106 F109 F110 Power Driver Board		
F102	+50V DC General (Right Flipper)	3A, (not used)			
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	5A, 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			Fliptronic II Controller Board		
F501	-25V	3A, 250V, SB			
F502	+25V	3A, 250V, SB			
Dot Matrix Controller Board			Fliptronic II Controller Board		
F601	+62V	3/8A, 250V, SB			
F602	-113V & -125V	3/8A, 250V, SB			
LINE FILTER			Fliptronic II Controller Board		
Foreign		5A, 250V, SB			
Domestic		8A, 250V, SB			

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Coil/Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	BALL SHOOTER	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-23-800	
02	CATAPULT	High Power	J107-3			Q80	J130-2			VIO-RED	AL-23-800	
03	BALL POPPER	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-24-900	
04	LEFT SLINGSHOT	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-27-1200	
05	RIGHT SLINGSHOT	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-27-1200	
06	LEFT GATE	High Power	J107-3			Q66	J130-7			VIO-BLU	A-14406	
07	KNOCKER	High Power		J107-3		Q68	J130-8			VIO-BLK		AE-23-800
08	BACKBOX FISH	Low Power	J107-2			Q70	J130-9			VIO-GRY		AE-23-800
09	OUTHOLE	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-27-1200	
10	BALL RELEASE	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-26-1200	
11	EJECT HOLE	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-26-1200	
12	DROP TARGET UP	Low Power	J107-2			Q52	J127-5			BRN-YEL	AE-26-1200	
13	DROP TARGET DOWN	Low Power	J107-2			Q50	J127-6			BRN-GRN	SM1-26-600	
14	LEFT JET BUMPER	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	CENTER JET BUMPER	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-26-1200	
16	RIGHT JET BUMPER	Low Power	J107-2			Q44	J127-9			BRN-GRY	AE-26-1200	
17	JACKPOT FLASHER	Flasher	J107-6			Q42	J126-1			BLK-BRN	#906	
18	SUPER JACKPOT FLASHER	Flasher	J107-6			Q40	J126-2			BLK-RED	#906	
19	INSTANT MULTI-BALL FLASHER	Flasher	J107-6	J106-5		Q38	J126-3	J125-3		BLK-ORG	#906	#906 (2)
20	LIGHT EXTRA BALL FLASHER	Flasher	J107-6	J106-5		Q36	J126-4	J125-5		BLK-YEL	#906	#906 (2)
21	ROCK THE BOAT FLASHER	Flasher	J107-6	J106-5		Q28	J126-5	J125-6		BLU-GRN	#906	#906 (2)
22	VIDEO MODE FLASHER	Flasher	J107-6	J106-5		Q30	J126-6	J125-7		BLU-BLK	#906	#906 (2)
23	HOLD BONUS FLASHER	Flasher	J107-6	J106-5		Q34	J126-7	J125-8		BLU-VIO	#906	#906
24	NOT USED	Flasher	J107-6			Q32				BLU-GRY		
25	REEL FLASHER	Flasher	J107-6	J106-5		Q26	J122-1	J124-1		BLU-BRN	#89	#906 (3)
26	TOPEFT FLASHER	Flasher	J107-6			Q24	J122-2			BLU-RED	#89, #906	
27	CASTERS CLUB FLASHER	Flasher	J107-6	J106-5		Q22	J122-3	J124-3		BLU-ORG	#89	#906
28	REEL MOTOR	Low Power	J107-2			Q20	J122-4			BLU-YEL	14-7967	

General Illumination		Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
		Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Insert Board	G.I.	J121-1		Q18	J121-7			WHT-BRN		#555
02	Insert Board	G.I.	J120-2	J121-2	Q10	J120-8	J121-8		WHT-ORG		#555
03	Hood	G.I.	J120-3		Q14	J120-9			WHT-YEL	#44	
04	Playfield	G.I.		J121-5	Q16		J121-10		WHT-GRN	#555	
05	Playfield	G.I.	J120-6		J119-1	Q12	J120-11	J119-3	WHT-VIO	#44	

Flipper Circuits		Playfield Voltage Connection		Drive Transistors		Playfield Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
		Power		Power	Hold			Power	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	NOT USED	Power	J907-6 (RED-VIO)	Q2		J902-6		YEL-VIO			
34		Hold	J907-6 (RED-VIO)		Q7	J902-4		ORG-VIO			
35	NOT USED	Power	J907-8 (RED-GRY)	Q1		J902-3		YEL-GRY			
36		Hold	J907-8 (RED-GRY)		Q5	J902-1		ORG-GRY			

LAMP MATRIX

Column Row	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	2 Red-Black J133-2 Q89	3 Red-Orange J133-4 Q88	4 Red-Yellow J133-5 Q87	5 Red-Green J133-6 Q86	6 Red-Blue J133-7 Q85	7 Red-Violet J133-8 Q84	8 Red-Grey J133-9 Q83
	Hold Bonus	Stringer Body 1	Stringer Tail 1	Tropical	Bonus 1X	School Fish 1	Casters Club	Stretch 5X Actual
	Video Mode	Stringer Body 2	Stringer Tail 2	Freshwater	Bonus 2X	School Fish 2	Doubles Jackpot	Stretch 3X Actual
	Rock The Boat	Stringer Body 3	Stringer Tail 3	Cast Again	Auto Cast	School Fish 3	Lock 3	Stretch 2X Actual
	Light Extra Ball	Stringer Body 4	Stringer Tail 4	Deep Sea	Bonus 4X	School Fish 4	Lock 2	Stretch Actual Size
	Instant Multi-ball	Left Side Feed Frenzy	Right Boat Entry	Left Fish Head	Right Fish Head	School Fish 5	Lock 1	Stretch Total Lie
	Lie (L)	Monster Bonus	Right Boat Feed Frenzy	Left Fish Body	Right Fish Body	School Fish 6	Right Side Feed Frenzy	Video Mode
	Lie (I)	Fish Finder	Left Boat Entry	Left Fish Tail	Right Fish Tail	Super Jackpot	Long Cast	Cast
	Lie (E)	Jackpot	Left Boat Feed Frenzy	Specials	Light Long Cast	Light Fish Finder	Extra Ball	Start Button

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column Row	1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Grey J206-9 U20-11	FLIPPER GROUNDED SWITCHES
		1 White-Brown J208-1 U18-11	2 White-Red J208-2 U18-9	3 White-Orange J208-3 U18-5	4 White-Yellow J208-4 U18-7	5 White-Green J208-5 U19-11	6 White-Blue J208-7 U19-9	7 White-Violet J208-8 U19-5	8 White-Grey J208-9 U19-7	
Orange-Brown J205-1 LEFT COIN CHUTE	D1	Not Used	Slam Tilt	Cast	Captive Ball	Left jet Bumper	Extra Ball	Not Used	Not Used	Black-Green J906-1 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE	D2	Not Used	Coin Door Closed	Left Boat Exit	Right Boat Entry	Center Jet Bumper	Top Right Loop	Not Used	Not Used	Black-Violet J905-1 Lower Right Flipper Opto
Orange-Black J205-3 RIGHT COIN CHUTE	D3	Start Button	Ticket Opto	Right Boat Exit	Left Boat Entry	Right Jet Bumper	Top Eject Hole	Not Used	Not Used	Black-Blue J906-3 Lower Left Flipper E.O.S.
Orange-Yellow J205-4 4 TH COIN CHUTE	D4	Plumb Bob Tilt	Always Closed	Spinner	Lie (L)	Right Stand-Up Target 1	Top Left Loop	Not Used	Not Used	Black-Gray J905-2 Lower Left Flipper Opto
Orange-Green J205-6	D5	Outhole	Left Outlane	Reel Entry	Lie (I)	Right Stand-Up Target 2	Right Return Lane	Not Used	Not Used	Black-Violet J906-4 Upper Right Flipper E.O.S.
Orange-Blue J205-7	D6	Trough 1	Left Return Lane	Catapult	Lie (E)	Ball Shooter	Right Outlane	Not Used	Not Used	Black-Yellow J905-3 Upper Right Flipper Opto
Orange-Violet J205-8	D7	Trough 2	Left Stand-Up Target 1	Reel 1	Ball Popper	Left Slingshot	Not Used	Not Used	Not Used	Black-Gray J906-5 Upper Left Flipper E.O.S.
Orange-Grey J205-9	D8	Trough 3	Left Stand-Up Target 2	Reel 2	Drop Target	Right Slingshot	Not Used	Not Used	Not Used	Black-Blue J905-5 Upper Left Flipper Opto

J2XX = CPU Board; J9XX = Fliptronic II Board;

1 = OPTO, TYPICALLY CLOSED

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