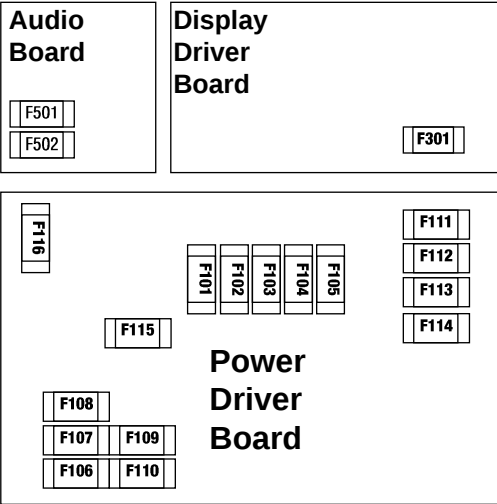


FUNHOUSE (50003)

FUSE LIST

POWER DRIVER BOARD		
F101	Lower Left Flipper	2,5A, 250V, SB
F102	Lower Right Flipper	2,5A, 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. #2 White-Violet	5A, 250V, SB
F107	G.I. #3 White-Yellow	5A, 250V, SB
F108	G.I. #5 White-Green	5A, 250V, SB
F109	G.I. #4 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, 250V, NB
F115	+12V Switch Matrix	3/4A, 250V, SB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V Circuit	3A, 250V, SB
F502	+25V Circuit	3A, 250V, SB
Display Driver Board		
F301	±100V Circuit	3/8A, 250V, SB
LINE FILTER		
Foreign	4A, 250V, SB	
Domestic	8A, 250V, NB	



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	Outhole	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-26-1200	
02	Ramp Diverter	High Power	J107-3			Q80	J130-2			VIO-RED	AE-26-1200	
03	Kickbig	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-26-1500	
04	Tunnel Kickbig	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-26-1200	
05	Trap Door Open	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-26-1500	
06	Trap Door Closed	High Power	J107-3			Q66	J130-7			VIO-BLU	SM1-26-600	
07	Knocker	High Power		J107-3		Q68	J130-8			VIO-BLK	AE-23-800	
08	Multi-ball Release	High Power	J107-3			Q70	J130-9			VIO-GRY	A-14189	
09	Upper Left Jet Bumper	Low Power	J107-1			Q58	J127-1			BRN-BLK	AE-26-1200	
10	Upper Right Jet Bumper	Low Power	J107-1			Q56	J127-3			BRN-RED	AE-26-1200	
11	Lower Jet Bumper	Low Power	J107-1			Q54	J127-4			BRN-ORG	AE-26-1200	
12	Left Slingshot	Low Power	J107-1			Q52	J127-5			BRN-YEL	AE-26-1500	
13	Right Slingshot	Low Power	J107-1			Q50	J127-6			BRN-GRN	AE-26-1500	
14	Steps Gate	Low Power	J107-1			Q48	J127-7			BRN-BLU	SZ-35-3500	
15	Trough	Low Power	J107-1			Q46	J127-8			BRN-VIO	AE-26-1200	
16	Dummy Eject Hole	Low Power	J107-1			Q44	J127-9			BRN-GRY	AE-26-1500	
17	3 Blue Flashers	Flasher	J107-5			Q42	J126-1			BLK-BRN	#906 (3)	
18	Dummy Flasher	Flasher	J107-6			Q40	J126-2			BLK-RED	#906	
19	2 Clock Flashers	Flasher	J107-6			Q38	J126-3			BLK-ORG	#906 (2)	
20	2 Superdogs Flashers	Flasher	J107-6			Q36	J126-4			BLK-YEL	#906 (2)	
21	Mouth Motor	Special	H/Driver Board			Q28	J126-5			BLU-GRN	A-13997	
22	Up/Down Driver	Special	H/Driver Board			Q30	J126-6			BLU-BLK	C-13963	
23	3 Red Flashers	Special	J107-5			Q34	J126-7			BLU-VIO	#906 (3)	
24	3 Clear Flashers	Special	J107-5			Q32	J126-8			BLU-GRY	#906 (3)	
25	Eyes Right	Special	J107-2			Q26	J122-1			BLU-BRN	SM-30-1100	
26	Eyelids Open	Special	J107-2			Q24	J122-2			BLU-RED	SM-30-1100	
27	Eyelids Closed	Special	J107-2			Q22	J122-3			BLU-ORG	SM-30-1100	
28	Eyes Left	Special	J107-2			Q20	J122-4			BLU-YEL	SM-30-1100	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Upper Backglass			J120-1		Q18		J120-7		WHT-BRN		#555
02	Front Playfield	G.I.	J121-2			Q10	J121-8			WHT-ORG	#555	
03	Left Rear Playfield	G.I.	J121-3			Q14	J121-9			WHT-YEL	#555	
04	Center Backglass & Right Rear Pfd	G.I.	J121-5	J120-5		Q16	J121-10	J120-10		WHT-GRN	#555	#555
05	Top Playfield	G.I.	J121-6		J119-3	Q12	J121-11		J119-1	WHT-VIO	#555	
Flipper Circuits			Playfield Voltage Connection		Playfield Connection		Cabinet Switch		Power Board Ground		Coil Part No.	Coil Colors
Upper Left Flipper			Flipper	J109-5 (GRY-YEL)	J109-1 (BLK-BLU)		J110-9 (BLK-BLU)		J110-2 (ORG-GRY)		FL-11753	YELLOW
Upper Right Flipper (Not Used)			Flipper	J109-7 (BLU-YEL)	J109-2		J110-8 (BLK-YEL)		J110-4 (ORG-VIO)			
Lower Left Flipper			Flipper	J109-5 (GRY-YEL)	J109-3 (BLU-GRY)		J110-7 (GRY-BLU)		J110-1 (ORG-GRY)		FL-11630	RED
Lower Right Flipper			Flipper	J109-7 (BLU-YEL)	J109-4 (BLU-VIO)		J110-6 (GRY-VIO)		J110-3 (ORG-VIO)		FL-11630	RED

J1XX = Power Driver Board.

LAMP MATRIX

Column Row	1 Yellow-Brown J138-1 Q98	2 Yellow-Red J138-2 Q97	3 Yellow-Orange J138-3 Q96	4 Yellow-Black J138-4 Q95	5 Yellow-Green J138-5 Q94	6 Yellow-Blue J138-6 Q93	7 Yellow-Violet J138-7 Q92	8 Yellow-Gray J138-9 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
	Gangway 75,000 (Left)	Clock 45 Minutes	Clock 40 Minutes	Clock 9 o' clock	Lower Left Jet Bumper	Left & Inside Right Flipper Lanes (x2)	Magic Mirror Lights Extra Ball	Million Plus
	11	21	31	41	51	61	71	81
	Gangway 100,000	Clock 8 o' clock	Clock 35 Minutes	Clock 7 o' clock	Upper Left Jet Bumper	S-T-E-P "S"	Upper Right Jet Bumper	Special Outlanes (x2)
	12	22	32	42	52	62	72	82
	Gangway 150,000	Clock 6 o' clock	Clock 30 Minutes	Clock 5 o' clock	Superdog Lamp (x2)	Trap Door Bonus	S-T-E-P "P"	Trap Door Frenzy
	13	23	33	43	53	63	73	83
	Gangway 200,000	Clock 25 Minutes	Clock 20 Minutes	Clock 4 o' clock	Steps Lights Frenzy	Ramp Scores 250,000	Magic Mirror Lights Million	Ramp "Steps" Lamp
	14	24	34	44	54	64	74	84
	Gangway 250,000	Clock 15 Minutes	Clock 3 o' clock	Clock 2 o' clock	Steps Lights Extra Ball	S-T-E-P "T"	Magic Mirror Lights Jet Bumpers	Magic Mirror Arrow
	15	25	35	45	55	65	75	85
	Gangway Lights Extra Ball	Clock 10 Minutes	Clock 1 o' clock	Clock 5 Minutes	Steps 500,000	Upper Left Gangway Lane	Magic Mirror Lights Superdog	S-T-E-P "E"
	16	26	36	46	56	66	76	86
	Shoot Again	Clock 12 o' clock	Clock 11 o' clock	Clock 55 Minutes	Ramp Overhead Lamp	Data Base 1	Magic Mirror Opens Gate	Million
	17	27	37	47	57	67	77	87
	Steps Open (Gate)	Clock 0 Minutes	Clock 50 Minutes	Clock 10 o' clock	Right Gangway Overhead Lamp	Lock	Magic Mirror Lights Quick Multiball	Start Button (Cabinet)
	18	28	38	48	58	68	78	88

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES		Column Row	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 J207-8 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5		D1	1 White-Brown J209-1 U18-11	Right Flipper	Slam Tilt	S-T-E-P "P" (Lower Right)	Left Slingshot	Dummy Jaw (Opto)	Rt Inside Flipper Return Lane	Rt Outside Flipper Return Lane	Not Used
				11	21	31	41	51	61	71	81
Orange-Red J205-2 CENTER COIN CHUTE U17-7		D2	2 White-Red J209-2 U18-9	Left Flipper	Coin Door Closed	Top Superdog Standup Target	Left Flipper Return Lane	Right Outlane	Right Ballshooter	Left Trough	Not Used
				12	22	32	42	52	62	72	82
Orange-Black J205-3 RIGHT COIN CHUTE U17-11		D3	3 White-Orange J209-3 U18-5	Start Button	Ticket Dispenser	Upper Left Gangway Rollunder	Left Outlane	Right Slingshot	Right Trough	Outhole	Not Used
				13	23	33	43	53	63	73	83
Orange-Yellow J205-4 4 TH COIN CHUTE U17-9		D4	4 White-Yellow J209-4 U18-7	Plumb Bob Tilt	Always Closed	Bottom Superdog Standup Target	Wind Tunnel Hole	S-T-E-P "T" (Upper Left)	S-T-E-P "E" (Upper Center)	Center Trough	Not Used
				14	24	34	44	54	64	74	84
Orange-Green J205-6 Normal Function Srv Credits		D5	5 White-Green J209-5 U19-11	Steps Lights Frenzy	Lock Mech Right	Steps Track Lower	Trap Door	Steps Superdog (Opto)	Dummy Eject Hole	Upper Right Loop Switch	Not Used
				15	25	35	45	55	65	75	85
Orange-Blue J205-7 Normal Function Volume Dn		D6	6 White-Blue J209-7 U19-9	Upper Ramp Switch	Steps Lights Extra Ball	Steps 500,000	Rudy's Hideout Kickbig	Ramp Entrance	Upper Right Gangway Lane	Trap Door Closed	Not Used
				16	26	36	46	56	66	76	86
Orange-Violet J205-8 Normal Function Volume Up		D7	7 White-Violet J209-8 U19-5	S-T-E-P "S" (Lower Left)	Lock Mech Center	Center Superdog Standup Target	Left Ballshooter	Jet Bumper Lane	Lower Right Drop Hole	Upper Right Jet Bumper	Not Used
				17	27	37	47	57	67	77	87
Orange-Grey J205-9 Normal Function Begin Test		D8	8 White-Grey J209-9 U19-7	Upper Left Jet Bumper	Lock Mech Left	Steps Track Upper	Ramp Exit Track	Tunnel Kickout	Lower Jet Bumper	Not Used	Not Used
				18	28	38	48	58	68	78	88

J2XX = CPU Board