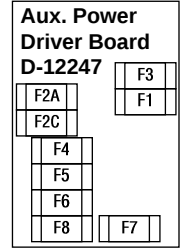
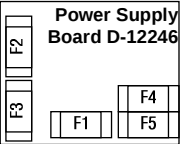
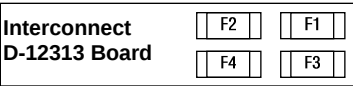
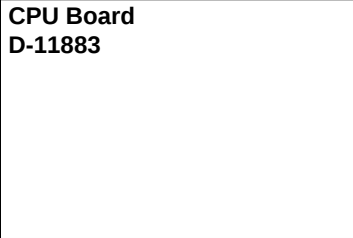


Jokerz! (16-567)

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	2-1/2A, 250V, SB
F4	+50V Solenoids	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	Left upper playfield / "JO" flashers	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#89 / #906	#89 / #906
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Upper playfield / "KE" flashers	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89 / #906	#89 / #906
03A ³	Bottom left 3-Bank drop target reset	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-26-1200	
03C ³	Upper playfield / "RZ" flashers	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89 / #906	#89 / #906
04A ³	Bottom right 3-Bank drop target reset	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-26-1200	
04C ³	Right upper playfield / "I" flashers	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89 / #906	#89 / #906
05A ³	Top left kicker	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Double Score flashers	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)			#89 (3)
06A ³	Top left 3-Bank drop target reset	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-26-1200	
06C ³	Top left drop target / top jokers flash	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89 / #906	#89 / #906
07A ³	Bottom left locking kicker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-26-1500	
07C ³	Bottom left drop target / middle jokers flashers	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#89 / #906	#89 / #906
08A ³	Knocker	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-26-1200	
08C ³	Bottom right drop target / lower jokers flashers	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89 / #906	#89 / #906
09	On center Ramp / Jackpot flashers	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	#89 / #906 (2)	#89 / #906
10	Playfield / insert G.I. relays	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-12145-01 ⁴	
11	Wheel flashers	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16		#89 (4)
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Wheel coil B	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	14-7948	
14	Wheel coil A	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	14-7948	
15	Center ramp motor	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	14-7944	
16	Top right eject	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	AE-23-800	
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	Lower jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	In center ramp flasher	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	#906 (2)	
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						

- Notes:
- 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.
 - Flipper connections are from flipper button switch to flipper coil.
 - "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.
 - Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.
 - Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

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	Bonus (left) 1K 1	Bonus 10K (top right) 9	B of BET 17	Drop target (bottom left) 25	Spinners 3,000 33	Hearts 41	Jackpot (2 lamps) 49	0.5 Million Jackpot (backglass) 57
2 Red-Black 1J6-2 Q81	Bonus 1K 2	Bonus 50K 10	E of BET 18	Drop target (bottom right) 26	Drow Poker 34	Spades 42	Deal Again 50	1.0 Million Jackpot (backglass) 58
3 Red-Orange 1J6-3 Q82	Bonus 1K 3	2X 11	T of BET 19	Drop target (top left) 27	Special 35	Clubs 43	Upper Playfield Illumination (left) 51	1.5 Million Jackpot (backglass) 59
4 Red-Yellow 1J6-5 Q83	Bonus (right) 1K 4	3X 12	Left Outlane 20	Ace (upper playfield) 28	1 Bell 36	Diamonds 44	Upper Playfield Illumination 52	2.0 Million Jackpot (backglass) 60
5 Red-Green 1J6-6 Q84	Bonus 5K 5	4X 13	Left Return Lane 21	King (upper playfield) 29	2 Bells 37	Left Ramp 45	Upper Playfield Illumination 53	2.5 Million Jackpot (backglass) 61
6 Red-Blue 1J6-7 Q85	Bonus 10K (bottom left) 6	5X 14	Right Return Lane 22	Queen (upper playfield) 30	3 Bells 38	Right Ramp 46	Upper Playfield Illumination 54	3.0 Million Jackpot (backglass) 62
7 Red-Violet 1J6-8 Q86	Bonus 10K (bottom right) 7	6X 15	Right Outlane 23	Jack (upper playfield) 31	4 Bells 39	Left Jet's 10K 47	Upper Playfield Illumination 55	3.5 Million Jackpot (backglass) 63
8 Red-Grey 1J6-9 Q87	Bonus 10K (top left) 8	7X 16	Double Scores (when flashing) 24	10 (upper playfield) 32	5 Bells Lites Special 40	Right Jet's 10K 48	Upper Playfield Illumination (right) 56	4.0 Million Jackpot (backglass) 64

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 1	Playfield Tilt 9	B of BET 17	Bottom left 3-Bank Drop Target (top) 25	Not Used 33	Top left 3-Bank Drop Target (top) 41	Left Ramp Score 49	Right Flipper 57
2 White-Red 1J10-8	A/C Relay C-Side 2	Outhole 10	E of BET 18	Bottom left 3-Bank Drop Target (middle) 26	Not Used 34	Top left 3-Bank Drop Target (middle) 42	Right Ramp Score 50	Left Flipper 58
3 White-Orange 1J10-7	Start Button 3	Ball Trough 1 11	T of BET 19	Bottom left 3-Bank Drop Target (bottom) 27	Not Used 35	Top left 3-Bank Drop Target (bottom) 43	Not Used 51	Draw Poker Home Backglass 59
4 White-Yellow 1J10-6	Left Coin Switch 4	Ball Trough 2 12	Left Outlane 20	Ace (upper playfield) 28	Bottom right 3-Bank Drop Target (top) 36	Top Left Kicker 44	Ramp Raise 52	Left Jet Bumper 60
5 White-Green 1J10-5	Center Coin Switch 5	Ball Trough 3 13	Left Return Lane 21	King (upper playfield) 29	Bottom right 3-Bank Drop Target (middle) 37	Left Lock 1 Ball 45	10 Points Top Right 53	Right Jet Bumper 61
6 White-Blue 1J10-3	Right Coin Switch 6	Shooter Lane 14	Right Return Lane 22	Queen (upper playfield) 30	Bottom right 3-Bank Drop Target (bottom) 38	Left Lock 2 Balls 46	Not Used 54	Lower Jet Bumper 62
7 White-Violet 1J10-2	Slam Tilt 7	Ramp Up 15	Right Outlane 23	Jack (upper playfield) 31	Not Used 39	Top Right Eject 47	Not Used 55	Left Slingshot 63
8 White-Grey 1J10-1	High Score Reset 8	Ramp Down 16	Double Score Target 24	10 (upper playfield) 32	Not Used 40	Spinner 48	10 Points Bottom Right 56	Right Slingshot 64