

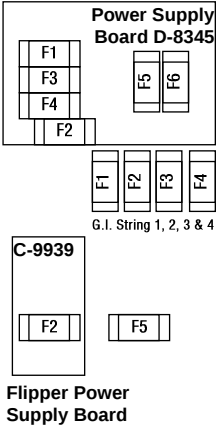
Millionaire (16-555)

FUSE LIST

Power Supply Board D-8345		
F1	100V Display Power Input	1/4A, 250V, SB
F2	Solenoids 1-16	2 1/2A, 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		
F1	Left & Right Eject Hole	2 1/2A, 250V, SB
F2	Moving Ball Guide	1A, 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	Left & Right Kickbig	2 1/2A 250V, SB
LINE FILTER		
Foreign	(220V)	4A, 250V, SB
Domestic	(110V)	8A, 250V, SB

Audio Board
D11581

CPU Board
D-11392 (11A)



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	GAME OVER (Backbox) (2 lamps) 1	Advance Multipliers (2 lamps) 9	B 17	M 25	C.B. Spin 40K 33	C.B. Spin Right Extra Ball 41	1K 49	9K 57
2 Red-Black 1J6-2 Q81	MATCH (Backbox) 2	Lights Cash Held (Bonus Hold) 10	A 18	O 26	C.B. Spin Left Multi-Ball 34	C.B. Spin 20K 42	2K 50	“M” (in Millionaire) 58
3 Red-Orange 1J6-3 Q82	BALL IN PLAY (Backbox) 3	GATE OPEN (Left) 11	N 19	N 27	C.B. Spin Left Extra Ball 35	C.B. Spin 30K 43	3K 51	“L” (1st) (in Millionaire) 59
4 Red-Yellow 1J6-5 Q83	“R” (in Millionaire) 4	GATE OPEN (Right) 12	K 20	E 28	C.B. Spin 50K 36	C.B. Spin Bottom Special 44	4K 52	“I” (1st) (in Millionaire) 60
5 Red-Green 1J6-6 Q84	CASH HELD 5	“I” (2nd) (in Millionaire) 13	GOLD 21	Y 29	C.B. Spin 100K 37	Extra Ball 45	5K 53	“L” (2nd) (in Millionaire) 61
6 Red-Blue 1J6-7 Q85	EARN AGAIN 6	“N” (in Millionaire) 14	SILVER 22	Right Lock 30	C.B. Spin Top Special 38	Bonus 10K 46	6K 54	2X 62
7 Red-Violet 1J6-8 Q86	“I” (3rd) (in Millionaire) 7	“O” (in Millionaire) 15	Ball Guide Moving when Flashing (2 lamps) 23	Left Spin When Lit 31	C.B. Spin 10K 39	Bonus 20K 47	7K 55	3X 63
8 Red-Grey 1J6-9 Q87	“E” (in Millionaire) 8	“A” (in Millionaire) 16	Left Lock 24	Right Spin When Lit 32	C.B. Spin Right Multi-Ball 40	Bonus 40K 48	8K 56	5X 64

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	Right Top Kickbig Flasher	Switched	Blk-Brn	(Gry-Brn)			#89	
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	Left Top Kickbig Flasher	Switched	Blk-Red	(Gry-Red)			#89	
03A ³	Left Eject Hole	Switched	Vio-Orn	1P11-4	8P3-3 (to B3 on Diode Switching Board)	Q32	AE-26-1500-01	
03C ³	Top Kickbig	Switched	Blk-Orn	(Gry-Orn)			AE-24-900-02 ⁴	
04A ³	Right Eject	Switched	Vio-Yel	1P11-5	8P3-4 (to B4 on Diode Switching Board)	Q24	AE-26-1500-01	
04C ³	Middle Kicker Top Flashers	Switched	Blk-Yel	(Gry-Yel)			#89 (2)	#89 (2)
05A ³	Top Drop Target	Switched	Vio-Grn	1P11-6	8P3-5 (to B5 on Diode Switching Board)	Q31	AE-23-800-04	
05C ³	Middle Kicker Center Flashers	Switched	Blk-Grn	(Gry-Grn)			#89 (2)	#89 (2)
06A ³	Bottom Drop Target	Switched	Vio-Blu	1P11-7	8P3-6 (to B6 on Diode Switching Board)	Q23	AE-23-800-04	
06C ³	Middle Kicker Bottom Flashers	Switched	Blk-Blu	(Gry-Blu)			#89 (2)	#89 (2)
07A ³	Right Kickbig	Switched	Vio-Blk	1P11-8	8P3-7 (to B7 on Diode Switching Board)	Q30	AE-24-900-02 ⁴	
07C ³	Left Eject 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-23-800-02	
08C ³	Right Eject Flashers	Switched	Blk-Gry	(Gry-Blk)			#89	#89 (2)
09	Middle Kicker	Controlled	Brn-Blk	1P12-1	8P3-9	Q17	AE-23-800-03	
10	Not Used	Controlled	Brn-Red	1P12-2	8P3-10	Q9		
11	General Illum. Relay	Controlled	Brn-Orn	1P12-4	3P7-1	Q16	5580-09555-01 ⁵	
12	Solenoid A/C select relay	Controlled	Brn-Yel	1P12-5	8P3-12	Q8	5580-09555-01 ⁴	
13	Right Gate	Controlled	Brn-Grn	1P12-6	8P3-13	Q15	SZ-31-2000-DC	
14	Moving Ball Guide	Controlled	Brn-Blu	1P12-7	8P3-14	Q7	5580-09555-01 ⁴	
15	Captured Ball Spinner Detent	Controlled	Brn-Vio	1P12-8	8P3-15	Q14	SM-26-600-DC	
16	Captured Ball Spinner Motor	Controlled	Brn-Gry	1P12-9	8P3-16	Q6	14-7945	
17	Left Gate	Special #1	Blu-Brn	1P19-7	8P3-17	Q75	SZ-31-2000-DC	
18	Left Jet Bumper	Special #2	Blu-Red	1P19-4	8P3-18	Q71	AE-23-800-03	
19	Right Jet Bumper	Special #3	Blu-Orn	1P19-3	8P3-19	Q73	AE-23-800-03	
20	Bottom Jet Bumper	Special #4	Blu-Yel	1P19-6	8P3-20	Q69	AE-23-800-03	
21	Left Slingshot	Special #5	Blu-Grn	1P19-8	8P3-21	Q77	AE-23-800-03	
22	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		FL23-600/2600-50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		7P1-16, 8P3-34			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	7P1-18		FL23-600/2600-50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		7P1-19, 8P3-32			
		Flipper	Blk-Blu	1P19-1	7P1-17, 8P3-31			
	Upper right flipper	Flipper	Blk-Yel	1P19-2	7P1-14, 8P3-33		FL23-600/2600-50VDC	

- 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 B-terminal connection listed for the Diode Switching Board, which controls the device pulsing by Sol. 12.
 - Relay (p/n 5580-09555-01) is mounted on Relay Snubber Board p/n C-11232 or C-11232-2, or Relay Board p/n C11232-1.
 - Relay is mounted on Power Supply Board D-8245 in the backbox.

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 17	M 25	Right Trough 33	Enter Top Kickbig 41	Right Lock 49	Left Slingshot 57
2 White-Red 1J10-8	Ball Roll Tilt 2	Lites Cash Held 10	A 18	O 26	Left Trough 34	In Top Kickbig 42	Left Jet Bumper 50	Right Slingshot 58
3 White-Orange 1J10-7	Start Button 3	Left Outlane 11	N 19	N 27	Not Used 35	In Center Kickbig 43	Right Jet Bumper 51	Ten Points Switch 59
4 White-Yellow 1J10-6	Right Coin Switch 4	Right Outlane 12	K 20	E 28	Outhole 36	Enter Center Kickbig 44	Bottom Jet Bumper 52	Right Kickbig 60
5 White-Green 1J10-5	Center Coin Switch 5	Not Used 13	Not Used 21	Y 29	Left Flipper Lane Change 37	C.B. Spin 40K 45	C.B. Spin 100K 53	C.B. Spin Right Extra Ball 61
6 White-Blue 1J10-3	Left Coin Switch 6	Not Used 14	Silver Gold 22	Advance Multipliers Target 30	Right Flipper Lane Change 38	C.B. Spin Left Multi-Ball 46	C.B. Spin Top Special 54	C.B. Spin 20K 62
7 White-Violet 1J10-2	Slam Tilt 7	Left Return Lane 15	Not Used 23	Left Eject 31	Top Drop Target 39	C.B. Spin Left Extra Ball 47	C.B. Spin 10K 55	C.B. Spin 30K 63
8 White-Grey 1J10-1	High Score Reset 8	Right Return Lane 16	Ball Shooter 24	Right Eject 32	Bottom Drop Target 40	C.B. Spin 50K 48	C.B. Spin Right Multi-Ball 56	C.B. Spin Bottom Special 64