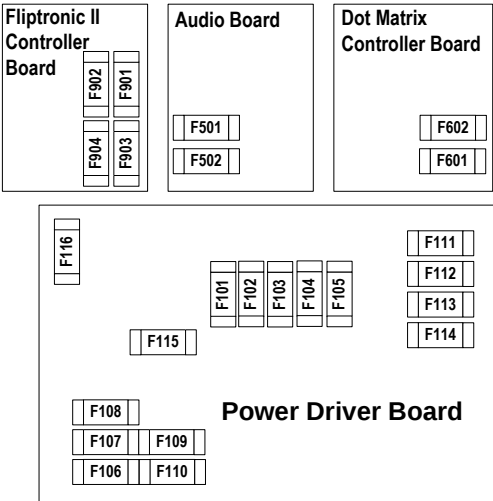


NO FEAR (50025)

FUSE LIST

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB
F102	+50V DC General (Right Flipper)	3A, 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. #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	7A, 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		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB
Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, FB
F602	-113V & -125V	3/8A, 250V, FB
LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

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	RIGHT POPPER	High Power	J107-2			Q82	J130-1			VIO-BRN	AE-23-800	
02	AUTO PLUNGER	High Power	J107-2			Q80	J130-2			VIO-RED	AE-23-800	
03	RIGHT MAGNET	High Power	J107-2			Q78	J130-4			VIO-ORG	20-10197-2	
04	KICKBACK	High Power	J107-2			Q76	J130-5			VIO-YEL	AE-23-800	
05	CENTER MAGNET	High Power	J107-2			Q64	J130-6			VIO-GRN	20-10197-1	
06	LEFT MAGNET	High Power	J107-2			Q66	J130-7			VIO-BLU	20-10197	
07	KNOCKER	High Power		J107-2		Q68		J130-8		VIO-BLK		AE-23-800
08	DROP TARGET DOWN	High Power	J107-2			Q70	J130-9			VIO-GRY	SM1-26-600	
09	NOT USED	Low Power	J107-3			Q58				BRN-BLK		
10	RIGHT SLINGSHOT	Low Power	J107-3			Q56	J127-3			BRN-RED	AE-26-1200	
11	LEFT SLINGSHOT	Low Power	J107-3			Q54	J127-4			BRN-ORG	AE-26-1200	
12	DROP TARGET UP	Low Power	J107-3			Q52	J127-5			BRN-YEL	AE-26-1200	
13	NOT USED	Low Power	J107-3			Q50				BRN-GRN		
14	TROUGH	Low Power	J107-3			Q48	J127-7			BRN-BLU	AE-26-1500	
15	EJECT	Low Power	J107-3			Q46	J127-8			BRN-VIO	AE-27-1200	
16	SKULL MOUTH	Low Power	J107-3			Q44	J127-9			BRN-GRY	SM-30-1100	
17	FLIPPER RETURN FLS (2)	Flasher	J107-6			Q42	J126-1			BLK-BRN	#89 (2)	
18	SPINNER FLS	Flasher	J107-6			Q40	J126-2			BLK-RED	#906 (1)	
19	NO FEAR FLS	Flasher	J107-6			Q38	J126-3			BLK-ORG	#906 (1)	
20	RIGHT RAMP FLS (3)	Flasher	J107-6	J106-5		Q36	J126-4	J125-5		BLK-YEL	#89 (1)	#906 (2)
21	SKULL FLS (3)	Flasher	J107-6	J106-5		Q28	J126-5	J125-6		BLU-GRN	#906 (2)	#906 (1)
22	INSERT EXPLODE FLS	Flasher		J106-5		Q30		J125-7		BLU-BLK		#906 (1)
23	LEFT RAMP FLS	Flasher	J107-6	J106-5		Q34	J126-7	J125-8		BLU-VIO	#89 (1)	#906 (2)
24	TOP LEFT FLS	Flasher	J107-6			Q32	J126-8			BLU-GRY	#906 (1)	
25	AUTOFIRE FLS (2)	Gen. Purpose	J107-6			Q26	J122-1			BLU-BRN	#89 (2)	
26	TOP LEFT INSERT FLS	Gen. Purpose		J106-5		Q24		J124-2		BLU-RED		#906 (1)
27	TOP RIGHT INSERT FLS	Gen. Purpose		J106-5		Q22		J124-3		BLU-ORG		#906 (1)
28	RIGHT POPPER FLS	Gen. Purpose	J107-6			Q20	J122-4			BLU-YEL	#89 (1)	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	PLAYFIELD TOP	G.I.		J121-1		Q18		J121-7		WHT-BRN		#555
02	PLAYFIELD RIGHT	G.I.	J120-2	J121-2		Q10	J120-8	J121-8		WHT-ORG	#44	#555
03	PLAYFIELD LEFT	G.I.		J121-3		Q14		J121-9		WHT-YEL		#555
04	INSERT TITLE	G.I.	J120-5			Q16	J120-10			WHT-GRN	#44	
05	INSERT BACKGROUND	G.I.	J120-6		J119-1	Q12	J120-11		J119-3	WHT-VIO	#44	
Flipper Circuits			Playfield Voltage Connection		Drive Transistors Power	Hold	Playfield Drive Connections		Drive Wire Colors	Hold	Coil Part No.	Coil Colors
29	LOWER RIGHT FLIPPER	Power	J907-1 (RED-GRN)				J902-13					
30		Hold	J907-1 (RED-GRN)				J902-11					
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	UPPER RIGHT FLIPPER	Power	J907-6 (RED-VIO)		Q2		J902-6		YEL-VIO		FI-11629	BLUE
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	J920-1		ORG-GRY			

J1xx = Power Driver Board

J9xx = Fliptronic II Board

LAMP MATRIX

Column Row	Yellow (B+)  Red							
	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 J134-1 Q90	RACEWAY AWARD 3	NO FEAR	SKULL	LEFT TRACK	RACEWAY	TUBE	LIGHT KICKBACK TOP	SHOOT AGAIN
2 Red-Black J133-2 Q89	RACEWAY AWARD 2	RACEWAY AWARD 4	RIGHT TRACK	FIRST PLACE	LEFT RAMP TURN	VIDEO MODE	LIGHT KICKBACK BOTTOM	LEFT SKULL EYE
3 Red-Orange J134-4 Q88	RACEWAY AWARD 1	RACEWAY AWARD 5	CENTER JACKPOT	SECOND PLACE	SUPER SPINNER	RIGHT RAMP WIN	RIGHT FLIPPER LANE	JUMP NOW
4 Red-Yellow J134-5 Q87	LEFT OVER THE EDGE	RIGHT OVER THE EDGE	EXTRA BALL	THIRD PLACE	LEFT RAMP START	RIGHT RAMP TURN	RIGHT OUTLANE	SUPER JACKPOT
5 Red-Green J134-6 Q86	DIRT	AIR	START CHALLENGE	SKYDIVE	LEFT RAMP WIN	RIGHT RAMP START	HAIRPIN	RIGHT SKULL EYE
6 Red-Blue J134-7 Q85	ASPHALT	SNOW	CENTER LOCK	DROP JACKPOT	HILL CLIMB	LEFT FLIPPER LANE	DOWNHILL	BALL LAUNCH
7 Red-Violet J134-8 Q84	NO LIMITS	FEAR FEST	RIGHT AUTOFIRE (2)	DROP LOCK	SCREAMER	LEFT OUTLANE	SUMMIT	BUY-IN BUTTON
8 Red-Grey J134-9 Q83	WATER	MEET YOUR MAKER	LEFT HURRY UP	LEFT AUTOFIRE (2)	NOT USED	KICKBACK	RIGHT HURRY UP	START BUTTON

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column Row	White  Green								FLIPPER GROUNDED SWITCHES
		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 J207-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	D1	BALL LAUNCH	SLAM TILT	TROUGH STACK	RIGHT POPPER	DROP TARGET	EJECT HOLE	NOT USED	NOT USED	Black-Green J906-1 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE U17-7	D2	NOT USED	COIN DOOR CLOSED	TROUGH BALL 1 (RIGHT)	RIGHT POPPER	NOT USED	LEFT LOOP	NOT USED	NOT USED	Black-Violet J905-1 Lower Right Flipper Opto
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	D3	START BUTTON	BUY EXTRA BALL	TROUGH BALL 2	NOT USED	NOT USED	LEFT RAMP ENTER	NOT USED	NOT USED	Black-Blue J906-3 Lower Left Flipper E.O.S.
Orange-Yellow J205-4 4 TH COIN CHUTE U17-9	D4	PLUMB BOB TILT	ALWAYS CLOSED	TROUGH BALL 3	NOT USED	LEFT WIREFORM	LEFT RAMP MIDDLE	NOT USED	NOT USED	Black-Gray J905-2 Lower Left Flipper Opto
Orange-Green J205-6 Normal Function Srv Crdts	D5	SHOOTER LANE	KICKBACK	TROUGH BALL 4	NOT USED	INNER LOOP	NOT USED	NOT USED	NOT USED	Black-Violet J906-4 Upper Right Flipper E.O.S.
Orange-Blue J205-7 Normal Function Volume Dn	D6	SPINNER	LEFT RETURN	NOT USED	LEFT MAGNET	LIGHT KICKBACK BOTTOM	RIGHT RAMP ENTER	NOT USED	NOT USED	Black-Yellow J905-3 Upper Right Flipper Opto
Orange-Violet J205-8 Normal Function Volume Up	D7	RIGHT OUTLANE	LEFT SLINGSHOT	CENTER TROUGH ENTER	CENTER MAGNET	LIGHT KICKBACK TOP	RIGHT RAMP EXIT	NOT USED	NOT USED	Black-Gray J906-5 Upper Left Flipper E.O.S.
Orange-Grey J205-9 Normal Function Begin Test	D8	RIGHT RETURN	RIGHT SLINGSHOT	LEFT TROUGH ENTER	RIGHT MAGNET	RIGHT LOOP	NOT USED	NOT USED	NOT USED	Black-Blue J905-5 Upper Left Flipper Opto

J2XX = CPU Board; J9XX = Fliptronic II Board

 = OPTO, TYPICALLY CLOSED