

Police Force (16-573)

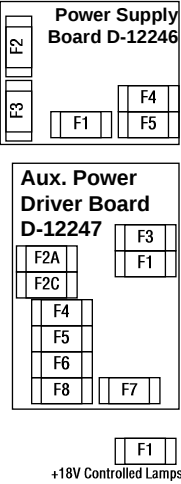
FUSE LIST

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	2-1/2A, 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

Audio Board

CPU Board D-11883

Interconnect D-12313 Board



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	Shark flashers	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#906	#89
02A ³	Top left eject	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Croc flashers	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#906	#89
03A ³	Ball diverter	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-26-1200	
03C ³	Rat flashers	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#906	#89
04A ³	Right 3-bank drop target reset	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-26-1200	
04C ³	Weasel flashers	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#906	#89
05A ³	Lower right eject	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Jackpot / scope flashers	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#906	#89 (2)
06A ³	Middle 3-bank drop target reset	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-26-1200	
06C ³	Million flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#906	
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Left dome flashers	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)			#906 (2 dome)
08A ³	Top right eject	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-23-800	
08C ³	Right dome flashers	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)			#906 (2 dome)
09	Take Highest flashers	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	#89	#89
10	Playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-09555-01 ^{4a}	
11	Backbox G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-09555-01 ^{4a}	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Skill flasher	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	#906	
14	Top Cop flashers	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	#906 (2)	
15	Car on/off motor	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	14-7953	
16	Car up/down relay	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	5580-09555-01 ^{4a}	
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	Shooter lane feeder	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	AE-23-800	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2P8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2P10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper						
	Upper left flipper	Flipper						
Notes:								
1. 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.								
2. Flipper connections are from flipper button switch to flipper coil.								
3. "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.								
4. Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.								
5. Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.								

LAMP MATRIX

Column Row	1 Yellow-Brown 1J7-1 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	2 Red-Black 1J6-2 Q81	3 Red-Orange 1J6-3 Q82	4 Red-Yellow 1J6-5 Q83	5 Red-Green 1J6-6 Q84	6 Red-Blue 1J6-7 Q85	7 Red-Violet 1J6-8 Q86	8 Red-Grey 1J6-9 Q87
	Hot Sheet Hot Score	Hot Sheet Extra Ball	Hot Sheet 5 Free Games	Hot Sheet Multi-Ball	Hot Sheet Spot P-O-L-I-C-E	Spot Police	Lock 1	Lock 2
	2X	3X	4X	5X	6X	Special When lit	Hotsheet Bonus When lit	Advance Handcuff Bonus
	P	O	L	I	C	E	Top Extra Ball	Shoot Again
	10K (Middle Ramp)	20K (Middle Ramp)	50K (Middle Ramp)	75K (Middle Ramp)	100K (Middle Ramp)	150K (Middle Ramp)	Unlimited Million When lit	Top Cop Bonus
	Shark	Croc	Drug Rat	Weasel	Shark in Jail	Croc in Jail	Drug Rat in Jail	Weasel in Jail
	Jackpot When lit	Skill 10K (Firing Range)	Skill 25K (Firing Range)	Skill 50K (Firing Range)	Skill 75K (Firing Range)	Skill 100K (Firing Range)	Car Headlight	Car Headlight
	Right Outlane	Left Outlane	Left Return Lane	Left Return Lane	Take Highest	G	U	N
	Left 3-bank Standup tgt (upper)	Left 3-bank Standup tgt (middle)	Left 3-bank Standup tgt (lower)	Scope (Backglass)	Left Jackpot (Backglass)	Right Jackpot (Backglass)	Left Dome (Backglass)	Right Dome (Backglass)

SWITCH MATRIX

Column Row	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	2 White-Red 1J10-8	3 White-Orange 1J10-7	4 White-Yellow 1J10-6	5 White-Green 1J10-5	6 White-Blue 1J10-3	7 White-Violet 1J10-2	8 White-Grey 1J10-1
	Plump Bob Tilt	A/C Relay C-Side	Start Button	Right Coin Switch	Center Coin Switch	Left Coin Switch	Slam Tilt	High Score Reset
	Playfield Tilt	Outhole	Ball Trough #1 Right	Ball Trough #2 Left	Not Used	Ball Shooter	Top Right Eject	Not Used
	Left 3-bank Standup tgt (upper)	Left 3-bank Standup tgt (middle)	Left 3-bank Standup tgt (lower)	Right 3-bank Drop target (upper)	Right 3-bank Drop target (middle)	Right 3-bank Drop target (lower)	Bottom Right Eject	Top Left Eject
	Mid 3-bank Drop target (upper)	Mid 3-bank Drop target (middle)	Mid 3-bank Drop target (lower)	Not Used	Not Used	Not Used	Car Up	Car Down
	Not Used	Enter Right Ramp	Top Left Target (Top Cop)	Diverter In	Right Ramp To Car	Right Ramp To Wire	Not Used	Not Used
	Skill Switch (Spinner)	Not Used	Not Used	Not Used	Not Used	Not Used	Not Used	Not Used
	Right Outlane	Left Outlane	Left Return Lane	Right Return Lane	Not Used	Not Used	U	N
	Right Flipper	Left Flipper	Not Used	Left Jet Bumper	Right Jet Bumper	Lower Jet Bumper	Left Slingshot	Right Slingshot