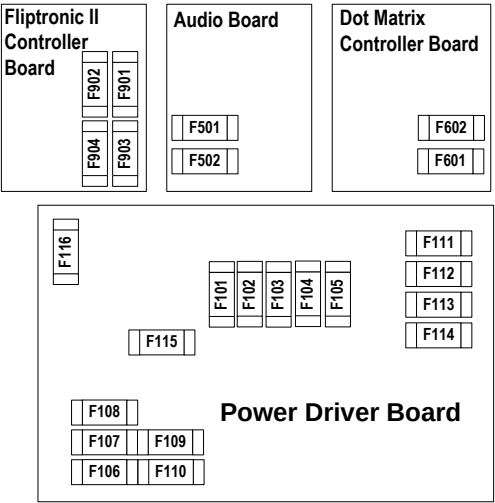


FUSE LIST

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, NB
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	Coil/Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	Trough	High Power	J107-2			Q82	J130-1			VIO-BRN	AE-26-1500	
02	Lower Left Diverter	High Power	J107-2			Q80	J130-2			VIO-RED	AE-26-1500	
03	Lock-up Pin	High Power	J107-2			Q78	J130-4			VIO-ORG	AE-26-1500	
04	Upper Left Diverter	High Power	J107-2			Q76	J130-5			VIO-YEL	AE-26-1200	
05	Upper Right Diverter	High Power	J107-2			Q64	J130-6			VIO-GRN	AE-26-1200	
06	Start City	High Power	J107-2			Q66	J130-7			VIO-BLU	AE-24-900	
07	Knocker	High Power		J107-2		Q68		J130-8		VIO-BLK		AE-23-800
08	Lock Kickout	High Power	J107-2			Q70	J130-9			VIO-GRY	AE-24-900	
09	Ted Eyes Left	Low Power	J107-3			Q58	J127-1			BRN-BLK	SM-30-1100	
10	Ted Lids Down	Low Power	J107-3			Q56	J127-3			BRN-RED	SM-30-1100	
11	Ted Lids Up	Low Power	J107-3			Q54	J127-4			BRN-ORG	SM-31-600	
12	Ted Eyes Right	Low Power	J107-3			Q52	J127-5			BRN-YEL	SM-30-1100	
13	Red Lids Down	Low Power	J107-3			Q50	J127-6			BRN-GRN	SM-30-1100	
14	Red Eyes Left	Low Power	J107-3			Q48	J127-7			BRN-BLU	SM-30-1100	
15	Red Lids Up	Low Power	J107-3			Q46	J127-8			BRN-VIO	SM-31-600	
16	Red Eyes Right	Low Power	J107-3			Q44	J127-9			BRN-GRY	SM-30-1100	
17	Red Motor On	Motor	J118-2			Q42	J126-1			BLK-BRN	A-13997	
18	Red Motor Direction	H-Drive Board	J1-8			Q40	J126-2			BLK-RED		
19	Ted Motor Direction	H-Drive Board	J1-6			Q38	J126-3			BLK-ORG		
20	Ted Motor On	Motor	J118-2			Q36	J126-4			BLK-YEL	A-13997	
21	Left Slingshot	Low Power	J107-1			Q28	J126-5			BLU-GRN	AE-26-1200	
22	Right Slingshot	Low Power	J107-1			Q30	J126-6			BLU-BLK	AE-26-1200	
23	Bulldozer Motor	Low Power	J107-6			Q34	J126-7			BLU-VIO	14-8016	
24	Red Eject	Low Power	J107-1			Q32	J126-8			BLU-GRY	AE-26-1500	
25	Top Jet Bumper	Gen. Purpose	J107-1			Q26	J122-1			BLU-BRN	AE-26-1200	
26	Left Jet Bumper	Gen. Purpose	J107-1			Q24	J122-2			BLU-RED	AE-26-1200	
27	Right Jet Bumper	Gen. Purpose	J107-1			Q22	J122-3			BLU-ORG	AE-26-1200	
28	Shaker Motor	Gen. Purpose	J107-6			Q20	J122-4			BLU-YEL	14-7651	
37	Little Flipper Flasher	Flasher	J107-6			Q16	* J4-2			BRN-WHT	#906	
38	Left Ramp Flasher	Flasher	J107-6			Q15	* J4-4			BLK-WHT	#906	
39	Back White Flashers	Flasher	J107-6			Q14	* J4-5			ORG-WHT	#906 (2)	
40	Back Yellow Flashers	Flasher	J107-6			Q13	* J4-6			YEL-WHT	#906 (2)	
41	Back Red Flashers	Flasher	J107-6			Q9	* J3-2			GRN-WHT	#906 (2)	
42	Blasting Zone Flashers	Flasher	J107-6			Q10	* J3-3			BLU-WHT	#89 (2)	
43	Right Ramp Flasher	Flasher	J107-6			Q11	* J3-4			VIO-WHT	#906	
44	Jet Bumpers Flasher	Flasher	J107-6			Q12	* J3-5			GRY-WHT	#89	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	Playfield / Insert 1	G.I.	J120-1	J121-1		Q18	J120-7	J121-7		WHT-BRN	#44	#555
02	Playfield / Insert 2	G.I.	J120-2	J121-2		Q10	J120-8	J121-8		WHT-ORG	#44	#555
03	Playfield / Insert 3	G.I.	J120-3	J121-3		Q14	J120-9	J121-9		WHT-YEL	#44	#555
04	Right Playfield	G.I.	J120-5			Q16	J120-10			WHT-GRN	#44	
05	Left Playfield	G.I.	J120-6			Q12	J120-11			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)		Q11		J902-11		ORG-GRN		FL-15411	ORANGE
31	Lower Left Flipper	Power	J907-4 (RED-BLU)		Q3		J902-9		YEL-BLU		FL-15411	ORANGE
32		Hold	J907-4 (RED-BLU)		Q9		J902-7		ORG-BLU			
33	Upper Left Flipper	Power	J907-5 (RED-VIO)		Q2		J902-6		YEL-VIO		FL-11753	YELLOW
34		Hold	J907-5 (RED-VIO)		Q7		J902-4		ORG-VIO			
35	Middle Left Flipper	Power	J907-8 (RED-GRY)		Q1		J902-3		YEL-GRY		FL-11722	GREEN
36		Hold	J907-8 (RED-GRY)		Q5		J902-1		ORG-GRY			

J1XX-X = Power Driver Board, J9XX-X = Fliptronic II Board; * From 8 Driver PCB, A-16100

LAMP MATRIX

Column Row	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 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
	Salt Lake	Los Angeles	San Francisco	Bad Weather	Monday	Wednesday	Bonus 6X	Flying Rocks 5X Blast
	11	21	31	41	51	61	71	81
	Denver	Las Vegas	Seattle	Jets At Max	Spinner At Max	Tuesday	Bonus 5X	Flying Rocks Radio Riot
	12	22	32	42	52	62	72	82
	Butte	Albuquerque	Left Special	Radio	Hold Bonus	Thursday	Bonus 4X	Flying Rocks Extra Ball
	13	23	33	43	53	63	73	83
	Minnesota	Dallas	Shoot Here Left Loop	Million Plus Wheel	Light Extra Ball Wheel	Friday	Bonus 3X	Left Bridge Out
	14	24	34	44	54	64	74	84
	Kansas City	New Orleans	Shoot Again	Big Millions	Lunch Time	Lock	Bonus 2X	Bob's Bunker
	15	25	35	45	55	65	75	85
	New York City	Nashville	Right Special	Light Special	Bob's Freebie	Extra Ball	Light Extra Ball Lower	Right Bridge Out
	16	26	36	46	56	66	76	86
	Ohio	Atlanta	Blasting Zone	Light Big Blast	Shoot Here Left Ramp	Shoot Here Right Loop	Start City	Buy-In Button
	17	27	37	47	57	67	77	87
	Chicago	Miami	Shoot Here Right Ramp	Flying Rocks	You're There	Light Bob's	Million Plus Right Ramp	Start Button
	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 J207-9 U20-11	FLIPPER GROUNDED SWITCHES
Orange-Brown J205-1 LEFT COIN CHUTE		1 White-Brown J209-1 U18-11	Ted's Mouth	Slam Tilt	Skill Shot Lower	Trough Jam	Spinner	Left Slingshot	Right Ramp Enter	White Standup	Black-Green J906-1 Lower Right Flipper E.O.S.
D1			11	21	31	41	51	61	71	81	F1
Orange-Red J205-2 CENTER COIN CHUTE		2 White-Red J209-2 U18-9	Dozer Down	Coin Door Closed	Skill Shot Upper	Trough 1 (right)	Lockup 1	Right Slingshot	Right Ramp Exit Center	Red Standup	Black-Violet J905-1 Lower Right Flipper Opto
D2			12	22	32	42	52	62	72	82	F2
Orange-Black J205-3 RIGHT COIN CHUTE		3 White-Orange J209-3 U18-5	Start Button	Buy-In Button	Right Shooter	Trough 2	Lockup 2	Left Jet Bumper	Flying Rocks 5X Blast	Yellow Standup	Black-Blue J906-3 Lower Left Flipper E.O.S.
D3			13	23	33	43	53	63	73	83	F3
Orange-Yellow J205-4 4 TH COIN CHUTE		4 White-Yellow J209-4 U18-7	Plumb Bob Tilt	Always Closed	Radio 3-Bank	Trough 3	Lock Kickout	Top Jet Bumper	Flying Rocks Radio Riot	Orange Standup	Black-Gray J905-2 Lower Left Flipper Opto
D4			14	24	34	44	54	64	74	84	F4
Orange-Green J205-6 Normal Function Srvcs Credits		5 White-Green J209-5 U19-11	Dozer Up	Red's Mouth	Red Standup Upper	Trough 4	Right Ramp Exit Left	Right Jet Bumper	Flying Rocks Extra Ball	Middle Left Flipper Top	Black-Violet J906-4 Upper Left Flipper E.O.S.
D5			15	25	35	45	55	65	75	85	F5
Orange-Blue J205-7 Normal Function Volume Dn		6 White-Blue J209-7 U19-9	Right Outlane	Left Outlane	Red Standup Lower	Right Loop Enter	Left Ramp Exit	Not Used	Flying Rocks Top	Middle Left Flipper Bottom	Black-Yellow J905-3 Upper Left Flipper Opto
D6			16	26	36	46	56	66	76	86	F6
Orange-Violet J205-8 Normal Function Volume Up		7 White-Violet J209-8 U19-5	Right Inlane 2	Left Inlane	Hit Red	Hit Bulldozer	Left Ramp Enter	Not Used	Under Blast Zone	Not Used	Black-Gray J906-5 Middle Left Flipper E.O.S.
D7			17	27	37	47	57	67	77	87	F7
Orange-Grey J205-9 Normal Function Begin Test		8 White-Grey J209-9 U19-7	Right Inlane 1	Blast Zone 3-Bank	Right Loop Exit	Hit Ted	Left Shooter	Not Used	Start City	Not Used	Black-Blue J905-5 Middle Left Flipper Opto
D8			18	28	38	48	58	68	78	88	F8

J2XX = CPU Board; J9XX = Fliptronic II Board;

= OPTO, TYPICALLY CLOSED