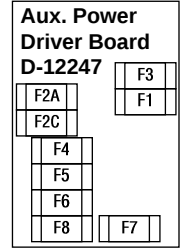
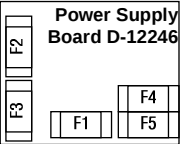
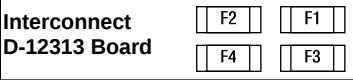
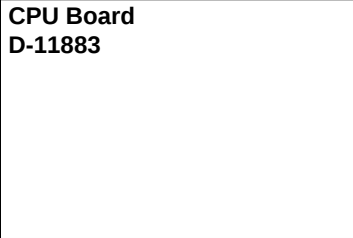


Rollergames (16-576)

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	5A, 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



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	Flashers 1	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#89 / #906 (4)	
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Flashers 2	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89 / #906 (2)	#89 / #906
03A ³	Not used	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32		
03C ³	Flashers 3	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89 / #906	#89 / #906 (2)
04A ³	Ball popper	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-23-900	
04C ³	Flashers 4	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89 / #906	#89 / #906 (2)
05A ³	Not used	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31		
05C ³	Flashers 5	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89 / #906 (2)	#89 / #906 (2)
06A ³	3-Bank drop target reset	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-26-1200	
06C ³	Flashers 6	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89 / #906	#89 / #906 (2)
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Flashers 7	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#89 / #906	#89 / #906 (2)
08A ³	Lock diverter	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-24-900	
08C ³	Flashers 8	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89 (3)	
09	Flashers 9	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	#89 / #906	#89 / #906 (2)
10	Insert G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-09555-01 ^{4a}	
11	Playfield G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-12145-00 ^{4b}	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Upper kickback	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	AE-23-800	
14	Lock kickback	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	AE-23-800	
15	Left slingshot	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	AE-23-800	
16	Right slingshot	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	Ramp diverter	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-23-800	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Outlane kickback	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-23-800	
21	Lower jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Deep freeze magnet	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	B-13522	
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	Blu-Yel		2J10-3: 2J8-13		FL11630/50VDC	
	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	Red ← Yellow (B+) →							
	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	W	Track 8	Track 13	S (Left Dr. Tgt.)	Bad Attitude Team 1	Top Standup 3	W (Top Dr. Tgt.)	Track 1
2 Red-Black 1J6-2 Q81	I	Track 11	Track 10	K (Left Dr. Tgt.)	Maniacs Team 2	Top Standup 2	A (Top Dr. Tgt.)	Track 2
3 Red-Orange 1J6-3 Q82	L	Track 4	Track 6	A (Left Dr. Tgt.)	Violators Team 3	Top Standup 1	R (Top Dr. Tgt.)	Track 3
4 Red-Yellow 1J6-5 Q83	L	Bonus 2X	Track 9	T (Left Dr. Tgt.)	Rockers Team 4	Extra Ball	Jackpot (Ramp Entry)	Track 5
5 Red-Green 1J6-6 Q84	I	Track 7	Skate Again	E (Left Dr. Tgt.)	Hot Flash Team 5	Special (2) Outlanes	Lock (Ramp Entry)	Track 14
6 Red-Blue 1J6-7 Q85	A	Bonus 1X	Left Jetway	A Bottom Rt Standup	T-Birds Team 6	J (Top Lane)	Million (Ramp Entry)	Track 15
7 Red-Violet 1J6-8 Q86	M	Bonus 4X	Roller Motion (Ball Popper)	B Bottom Rt Standup	Williams Bonus (Popper)	E (Top Lane)	Magnet (2)	Track 16
8 Red-Grey 1J6-9 Q87	S	Track 12	Right Jetway	C Bottom Rt Standup	Lites Jetway (Return Lanes) (2)	T (Top Lane)	Atomic Whip (Left Outlane)	Track 17

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	Outhole	Not Used	5-Bank Drop Target S	Left Slingshot	1 Top Standup	W Top Drop Target	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Not Used	Right Return Lane	5-Bank Drop Target K	Right Slingshot	2 Top Standup	A Top Drop Target	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough 1 (left)	Right Outlane	5-Bank Drop Target A	Left Jet Bumper	3 Top Standup	R Top Drop Target	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough 2 (middle)	Shooter Lane	5-Bank Drop Target T	Right Jet Bumper	Extra Ball	Ramp Lock Entry	Not Used
5 White-Green 1J10-5	Center Coin Switch	Ball Trough 3 (right)	Left Jetway Top	5-Bank Drop Target E	Lower Jet Bumper	Not Used	Ball Lock 1	Not Used
6 White-Blue 1J10-3	Left Coin Switch	Not Used	Right Jetway Top	A Bottom Right Standup	Ramp Diverter 1	J Top Lanes	Ball Lock 2	Not Used
7 White-Violet 1J10-2	Slam Tilt	Not Used	Left Spinner	B Bottom Right Standup	Ramp Diverter 2	E Top Lanes	Not Used	Not Used
8 White-Grey 1J10-1	High Score Reset	Ball Popper	Right Spinner	C Bottom Right Standup	Left Outlane	T Top Lanes	Left Return Lane	Not Used