



SORCERER (16-532)
FUSE LIST

Power Supply Board D-8345			
F1	100V Display Power Input	1/4A, 250V, SB	
F2	Solenoids	2 1/2A, 250V, SB	
F3	Controlled lamps 18V	8A, 250V, SB	
F4	Flippers	Not used	
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	5A, 250V, SB	
Playfield fuses			
Back Box fuses			
F1	General Illumination (Violet)	5A, 250V, SB	
F2	General Illumination (Yellow)	5A, 250V, SB	
F3	General Illumination (Brown)	5A, 250V, SB	
F4	General Illumination (Green)	5A, 250V, SB	
F5	Bridge Rectifier 18V	8A, 250V, SB	
F6	Bridge Rectifier 34V	8A, 250V, SB	
LINE FILTER			
Foreign	(220V)	4A, 250V, SB	
Domestic	(110V)	8A, 250V, SB	

LAMP MATRIX

		Red ←				Yellow (B+) →			
Column	1 Yellow-Brown 1J7-1 Q23	2 Yellow-Red 1J7-2 Q24	3 Yellow-Orange 1J7-3 Q25	4 Yellow-Black 1J7-4 Q26	5 Yellow-Green 1J7-6 Q27	6 Yellow-Blue 1J7-7 Q28	7 Yellow-Violet 1J7-8 Q29	8 Yellow-Grey 1J7-9 Q30	
Row	1 Red-Brown 1J6-1 Q31	2 Red-Black 1J6-2 Q32	3 Red-Orange 1J6-3 Q33	4 Red-Yellow 1J6-5 Q34	5 Red-Green 1J6-6 Q35	6 Red-Blue 1J6-7 Q36	7 Red-Violet 1J6-8 Q37	8 Red-Grey 1J6-9 Q38	
1	Game Over	S	A	Right Outlane	1	9	2X	Backglass Effect	
2	Match	O	B	Left Return Lane	2	10	4X	Backglass Effect	
3	Tilt	R	C	Right Return Lane	3	20	6X	Backglass Effect	
4	High-Score-To-Date	C	D	All Scores 2X	4	30	8X	Backglass Effect	
5	Shoot Again (Backbox)	E	Extra Ball	All Scores 3X	5	40	Left Drop Target	Backglass SORCERER Art	
6	Ball-In-Play	R	Bonus Hold Over	All Scores 4X	6	50	Center Drop Target	Backglass SORCERER Art	
7	Shoot Again (Playfield)	E	Demon	Light Below "S"	7	Lock	Right Drop Target	Backglass SORCERER Art	
8	Playfield Special	R	Left Outlane	Light Below "R"	8	Release	Backglass Effect	Backglass SORCERER Art	

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire Color 1	Connections		Driver Transistor	Solenoid Part Number Flashlamp Type	
				CPU Board	Playfield / Cabinet		Playfield	Insert
01	Outhole Kicker	Controlled	Gry-Brn	1J11-1	8P3-1	Q47	SA-23-850-DC	
02	Ramp Eject	Controlled	Gry-Red	1J11-3	8P3-2	Q48	SG1-23-850-DC	
03	Multiball Eject	Controlled	Gry-Orn	1J11-4	8P3-3	Q49	SG1-23-850-DC	
04	3-Bank Drop Target	Controlled	Gry-Yel	1J11-5	8P3-4	Q50	SA-3-23-850-DC	
05	Demon Background Flashers	Controlled	Gry-Grn	1J11-6	8P3-5	Q39		#63 Flashlamps
06	3-Bank Flashers	Controlled	Gry-Blu	1J11-7	8P3-6	Q40	#63 Flashlamps	
07	SORCERER Bank Flashers	Controlled	Gry-Vio	1J11-8	8P3-7	Q41	#63 Flashlamps	
08	Flash Eyes (cabinet)	Controlled	Gry-Blk	1J11-9	8P3-8	Q42	5580-08994-00	
09	Not Used	Controlled	Brn-Blk	1J12-1	8P3-9	Q54		
10	Not Used	Controlled	Brn-Red	1J12-2	8P3-10	Q55		
11	Playfield General Illumination Relay	Controlled	Brn-Orn	1J12-4	3P7-1	Q56	5580-09555-00 3	
12	Not Used	Controlled	Brn-Yel	1J12-5	8P3-12	Q57		
13	Not Used	Controlled	Brn-Grn	1J12-6	8P3-13	Q58		
14	Not Used	Controlled	Brn-Blu	1J12-7	8P3-14	Q59		
15	Bell	Controlled	Brn-Vio	1J12-8	7P1-17	Q60	SM-29-1000-DC	
16	Coin-Lockout Relay	Controlled	Brn-Gry	1J12-9	7P1-18, 7P2-4	Q61	SM-35-4000-DC	
17	Left Slingshot	Special #1	Blu-Brn	1J19-7	8P3-17	Q75	SG1-23-850-DC	
18	Right Slingshot	Special #2	Blu-Red	1J19-4	8P3-18	Q77	SG1-23-850-DC	
19	Left Jet Bumper	Special #3	Blu-Orn	1J19-3	8P3-19	Q79	SG1-23-850-DC	
20	Lower Jet Bumper	Special #4	Blu-Yel	1J19-6	8P3-20	Q81	SG1-23-850-DC	
21	Right Jet Bumper	Special #5	Blu-Grn	1J19-8	8P3-21	Q83	SG1-23-850-DC	
22	Not Used	Special #6	Blu-Blk	1J19-9	8P3-22	Q85		
Flipper Circuits								
	Right Flipper	Flipper	Orn-Vio	1J19-1	7P1-7		FL23-600-30/2600-50VDC	
	Right Flipper switch 2	Switch	Blu-Vio		7J1-8, 8P3-34			
	Left Flipper	Flipper	Orn-Gry	1J19-2	7P1-9		FL23-600-30/2600-50VDC	
	Upper Left Flipper	Flipper	Blk-Blu	1J19-2	7P1-30		FL24-600-30/2600-50VDC	
	Left Flipper switch 2	Switch	Blu-Gry		7J1-10, 8P3-32			

- Notes:
- Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Orn-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.
 - Relay is mounted on Power Supply Board D-8245 in the backbox.

SWITCH MATRIX

		White →				Green ←			
Column	1 Green-Brown 1J8-1 Q7	2 Green-Red 1J8-2 Q8	3 Green-Orange 1J8-3 Q9	4 Green-Yellow 1J8-4 Q10	5 Green-Black 1J8-5 Q11	6 Green-Blue 1J8-7 Q12	7 Green-Violet 1J8-8 Q13	8 Green-Grey 1J8-9 Q14	
Row	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	
1	Plump Bob Tilt	Left Spinner S	A	Right Outlane	Right Slingshot	Not Used	Not Used	Not Used	
2	Ball Roll Tilt	O	B	Left Return Lane	Left Drop Target	Upper Left Switch	Not Used	Not Used	
3	Credit Button	R	C	Right Return Lane	Center Drop Target	Lane Switch	Not Used	Not Used	
4	Right Coin Switch	C	D	Outhole	Right Drop Target	Lane Change	Not Used	Not Used	
5	Center Coin Switch	E	Left Jet Bumper	Ramp 1	Multiball Ramp	Playfield Tilt	Not Used	Not Used	
6	Left Coin Switch	R	Lower Jet Bumper	Ramp 2	Multiball Switch	Not Used	Not Used	Not Used	
7	Slam Tilt	E	Right Jet Bumper	Shooter Lane	Lower Right Switch	Not Used	Not Used	Not Used	
8	High Score Reset	Right Spinner R	Left Outlane	Left Slingshot	Lower Left Switch	Not Used	Not Used	Not Used	