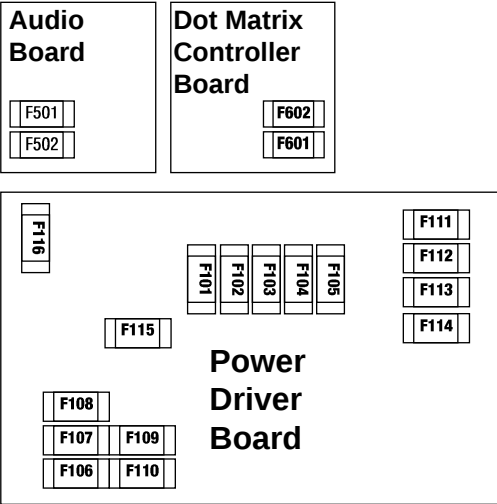


TERMINATOR 2 JUDGEMENT DAY (50013)

FUSE LIST

POWER DRIVER BOARD		
F101	Lower Left Flipper	3A, 250V, SB
F102	Lower 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. #2 White-Violet	5A, 250V, SB
F107	G.I. #3 White-Yellow	5A, 250V, SB
F108	G.I. #5 White-Green	5A, 250V, SB
F109	G.I. #4 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	5A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 250V, N.B.
F115	+12V Switch Matrix	3/4A, 250V, SB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V Circuit	3A, 250V, SB
F502	+25V Circuit	3A, 250V, SB
Dot Matrix Controller Board		
F601	+62V A.C. Circuit	3/8A, 250V, SB
F602	+113V A.C. Circuit	3/8A, 250V, SB
LINE FILTER		
Foreign	4A, 250V, SB	
Domestic	8A, 250V, NB	



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	Ball Popper	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-23-800	
02	Gun Kicker	High Power	J107-3			Q80	J130-2			VIO-RED	AE-24-900	
03	Outhole	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-27-1200	
04	Trough	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-26-1200	
05	Right Slingshot	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-26-1500	
06	Left Slingshot	High Power	J107-3			Q66	J130-7			VIO-BLU	AE-26-1500	
07	Knocker	High Power		J107-3		Q68	J130-8			VIO-BLK	AE-23-800	
08	Kickback	High Power	J107-3			Q70	J130-9			VIO-GRY	AE-23-800	
09	Plunger	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-23-800	
10	Top Lock	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-26-1500	
11	Gun Motor	Low Power	J107-2			Q54	J127-4			BRN-ORG	14-7963	
12	Drop Target Knock Down	Low Power	J107-2			Q52	J127-5			BRN-YEL	SM1-26-600	
13	Left Jet	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-26-1200	
14	Right Jet	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	Bottom Jet	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-26-1200	
16	Left Lock	Low Power	J107-5			Q44	J127-9			BRN-GRY	AE-26-1500	
17	Autofire (Hot Dog) Flashlamps	Flasher	J107-6			Q42	J126-1			BLK-BRN	#906 (4)	
18	Right Slingshot Flashlamps	Flasher	J107-6			Q40	J126-2	J125-2		BLK-RED	#89	#906
19	Left Slingshot Flashlamps	Flasher	J107-1			Q38	J126-3	J125-3		BLK-ORG	#89	#906
20	Left Lock Flashlamps	Flasher	J107-1			Q36	J126-4	J125-5		BLK-YEL	#89	#906
21	Gun Flashlamps	Special	J107-1			Q28	J126-5			BLU-GRN	#89(2)	
22	Right Ramp Flashlamps	Special	J107-1			Q30	J126-6	J125-7		BLU-BLK	#89	#906
23	Left Ramp Flashlamps	Special	J107-5			Q34	J126-7	J125-8		BLU-VIO	#89	#906
24	Backglass Flashlamps	Special	J107-5			Q32	J125-9			BLU-GRY		#906
25	Targets Flashlamps	Special	J122-5, 8			Q26	J122-1			BLU-BRN	#89 (2)	
26	Left Popper Flaslamps	Special	J122-6, 9			Q24	J122-2			BLU-RED	#89 (2)	
27	Right Popper Flashlamps	Special	J122-5, 8			Q22	J122-3			BLU-ORG	#89 (2)	
28	Drop Target Reset	Special	J122-6, 9			Q20	J122-4			BLU-YEL	AE-26-1200	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Top Insert String	G.I.		J120-1		Q18	J120-7			WHT-BRN		#555
02	Bottom Insert String	G.I.		J120-2		Q10		J120-8		WHT-ORG		#555
03	Right Playfield String	G.I.	J121-3			Q14	J120-9			WHT-YEL	#555	
04	CPU Playfield String	G.I.	J121-5			Q16	J120-10			WHT-GRN	#555	
05	Left Playfield String	G.I.	J121-6		J119-3	Q12	J120-11		J119-1	WHT-VIO	#555	
Flipper Circuits			Playfield Voltage Connection		Cabinet Connection		Cabinet Ground				Coil Part No.	Coil Colors
Upper Left Flipper (Not Used)			Flipper									
Upper Right Flipper (Not Used)			Flipper									
Lower Left Flipper			Flipper		J109-5 (GRY-YEL)	J109-3 (BLU-GRY)	J110-2 (ORG-GRY)				FL-11630	RED
Lower Right Flipper			Flipper		J109-7 (BLU-YEL)	J109-4 (BLU-VIO)	J110-3 (ORG-VIO)				FL-11630	RED

J1XX = Power Driver Board.

LAMP MATRIX

Column Row	Red				Yellow (B+)			
	1 Yellow-Brown J138-1 Q98	2 Yellow-Red J138-2 Q97	3 Yellow-Orange J138-3 Q96	4 Yellow-Black J138-4 Q95	5 Yellow-Green J138-5 Q94	6 Yellow-Blue J138-6 Q93	7 Yellow-Violet J138-7 Q92	8 Yellow-Gray J138-9 Q91
1 Red-Brown J133-1 Q90	Multiplier 2X 11	Kickback 21	Target 1 High 31	Lock Two 41	Eyes Lower 51	Left CPU Lit 61	Right CPU Lit 71	Chase Value 81
2 Red-Black J133-2 Q89	Multiplier 4X 12	Special 22	Target 2 32	Data Base 2 42	Upper Eyes 52	Left Vault Key 62	Right Vault Key 72	Right Ramp 82
3 Red-Orange J133-4 Q88	Hold Bonus 13	Left Return Lane 23	Target 3 33	10 Million 43	5 Million 53	Left Silent Alarm 63	Right Silent Alarm 73	Hurry Up 83
4 Red-Yellow J133-5 Q87	Multiplier 6X 14	Right Return Lane 24	Target 4 34	Extra Ball 44	3 Million 54	Left Passcode 64	Right Passcode 74	Start Button 84
5 Red-Green J133-6 Q86	Multiplier 8X 15	Data Base 3 25	Target 5 Low 35	Multiball 45	1 Million 55	Left Checkpoint 65	Right Checkpoint 75	Drop Target 85
6 Red-Blue J133-7 Q85	Shoot Again 16	Load Gun 26	Middle Target Bank Left 36	Light Hurry Up 46	750,000 56	Lock 1 66	Right Bank Top 76	Top Lane Left 86
7 Red-Violet J133-8 Q84	Mouth 17	Extra Ball 27	Middle Target Bank Center 37	Hold Bonus 47	500,000 57	Data Base 1 67	Right Bank Middle 77	Top Lane Center 87
8 Red-Grey J133-9 Q83	Not Used 18	Load for Jackpot 28	Middle Target Bank Right 38	Security Pass 48	250,000 58	Left Ramp 68	Right Bank Bottom 78	Top Lane Right 88

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column Row	White → ⚡ ← Green							
		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 J207-8 U20-11
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	D1	Right Flipper 11	Slam Tilt 21	Gun Loaded 31	Left Jet 41	Left Lock 51	Left Ramp Entry 61	Target 1 High 71	Not Used 81
Orange-Red J205-2 CENTER COIN CHUTE U17-7	D2	Left Flipper 12	Coin Door Closed 22	Gun Mark 32	Right Jet 42	Not Used 52	Left Ramp made 62	Target 2 72	Not Used 82
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	D3	Start Button 13	Ticket Dispenser 23	Gun Home 33	Bottom Jet 43	Low Escape Route 53	Right Ramp Entry 63	Target 3 73	Not Used 83
Orange-Yellow J205-4 4 th COIN CHUTE U17-9	D4	Plumb Bob Tilt 14	Always Closed 24	Grip Trigger 34	Left Slingshot 44	High Escape Route 54	Right Ramp Made 64	Target 4 74	Not Used 84
Orange-Green J205-6 Normal Function Srv Credits	D5	Trough Left 15	Left Outlane 25	Not Used 35	Right Slingshot 45	Top Lock 55	Low Chase Loop 65	Target 5 Low 75	Not Used 85
Orange-Blue J205-7 Normal Function Volume Dn	D6	Trough Center 16	Left Return Lane 26	Mid Left Stand-Up Target 36	Top Right Stand-Up Target 46	Top Lane Left 56	High Chase Loop 66	Ball Popper 76	Not Used 86
Orange-Violet J205-8 Normal Function Volume Up	D7	Trough Right 17	Right Return Lane 27	Mid Center Stand-Up Target 37	Mid Right Stand-Up Target 47	Top Lane Center 57	Not Used 67	Drop Target 77	Not Used 87
Orange-Grey J205-9 Normal Function Begin Test	D8	Outhole 18	Right Outlane 28	Mid Right Stand-Up Target 38	Bottom Right Stand-Up Target 48	Top Lane Right 58	Not Used 68	Shooter 78	Not Used 88

J2XX = CPU Board