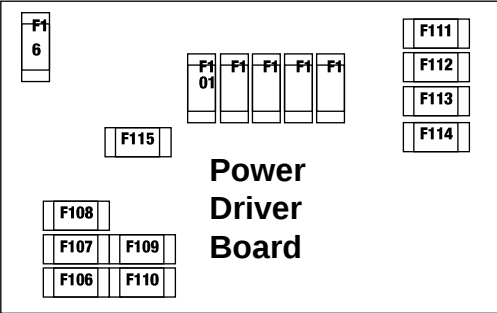
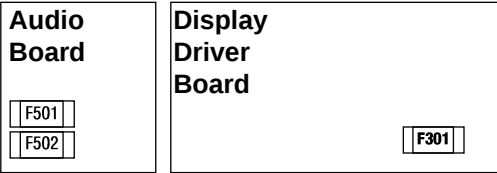


The Machine: Bride of Pinbot (50002)

FUSE LIST

POWER DRIVER BOARD			
F101	Left Flipper	3A, 250V, SB	
F102	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	
Display Driver Board			
F301	±100V 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	OUTHOLE	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-27-1200	
02	BALL RELEASE	High Power	J107-3			Q80	J130-2			VIO-RED	AE-26-1200	
03	UNDER PLAYFIELD KICKER	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-23-800	
04	CONTROLLED GATE	High Power	J107-3			Q76	J130-5			VIO-YEL	A-14406	
05	SKILL SHOT KICKER	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-24-900	
06	WIRE BALL HOLDER	High Power	J107-3			Q66	J130-7			VIO-BLU	AE-26-1200	
07	KNOCKER	High Power	J107-3			Q68	J130-8			VIO-BLK	AE-23-800	
08	HEAD - MOUTH	High Power	J107-3			Q70	J130-9			VIO-GRY	AE-30-2000	
09	UPPER LEFT JET BUMPER	Low Power	J107-1			Q58	J127-1			BRN-BLK	AE-26-1200	
10	LEFT SLINGSHOT	Low Power	J107-1			Q56	J127-3			BRN-RED	AE-26-1500	
11	UPPER RIGHT JET BUMPER	Low Power	J107-1			Q54	J127-4			BRN-ORG	AE-26-1200	
12	RIGHT SLINGSHOT	Low Power	J107-1			Q52	J127-5			BRN-YEL	AE-26-1500	
13	LOWER JET BUMPER	Low Power	J107-1			Q50	J127-6			BRN-GRN	AE-26-1200	
14	JETS SLINGSHOT	Low Power	J107-1			Q48	J127-7			BRN-BLU	AE-26-1500	
15	HEAD - LEFT EYE	Low Power	J107-1			Q46	J127-8			BRN-VIO	AE-30-2000	
16	HEAD - RIGHT EYE	Low Power	J107-1			Q44	J127-9			BRN-GRY	AE-30-2000	
17	BILLION FLASHER	Flasher	J107-5			Q42	J125-1			BLK-BRN	#89	
18	LEFT RAMP FLASHER	Flasher	J107-6			Q40	J125-2	J126-2		BLK-RED	#89	#906
19	JACKPOT FLASHER	Flasher	J107-6			Q38	J125-3	J126-3		BLK-ORG	#89	#906
20	SKILL SHOT FLASHER	Flasher	J107-6			Q36		J126-4		BLK-YEL	#89	
21	LEFT HELMET FLASHER	Flasher	J117-			Q28	J125-6	J126-6		BLU-GRN	#89	#906
22	RIGHT HELMET FLASHER	Flasher	J117-			Q30	J125-7	J126-7		BLU-BLK	#89	#906
23	JETS ENTER FLASHER	Flasher	J107-5			Q34	J125-8	J126-8		BLU-VIO	#89	#906
24	LEFT LOOP FLASHER	Flasher	J107-5			Q32	J125-9	J126-9		BLU-GRY	#89	#906
25	HELMET LIGHTS DATA PORT	Special	J107-2			Q26	J122-1			BLU-BRN		
26	HELMET LIGHTS CLOCK PORT	Special	J107-2			Q24	J122-2			BLU-RED		
27	MOTOR RELAY	Special	J107-2			Q22	J122-3			BLU-ORG	A-14423-1	
28	HEAD MOTOR	Special	J107-2			Q20	J122-4			BLU-YEL	A-14119	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	BACKGLASS BODY STRING	G.I.		J121-1		Q18		J121-7		WHT-BRN		#555
02	USED IN HELMET	G.I.				Q10	J120-8			WHT-ORG		#555
03	REAR PLAYFIELD	G.I.	J120-3	J121-3		Q14	J120-9	J121-9		WHT-YEL	#555	
04	BACKGLASS - NO BODY	G.I.		J121-5		Q16		J121-10		WHT-GRN	#555	
05	FRONT PLAYFIELD STRING	G.I.	J120-6		J119-3	Q12	J120-11		J119-1	WHT-VIO	#555	
Flipper Circuits			Power Voltage Connection		Playfield Connection		Cabinet Connection		Cabinet Ground		Coil Part No.	Coil Colors
	Upper Left Flipper (Not Used)	Flipper			J109-1 (BLK-BLU)		J110-9 (BLK-YEL)					
	Upper Right Flipper (Not Used)	Flipper			J109-2 (BLK-YEL)		J110-8 (BLK-YEL)					
	Lower Left Flipper	Flipper	J109-5 (GRY-YEL)		J109-3 (BLU-GRY)		J110-7 (BLU-GRY)		J110-2 (ORG-GRY)		FL-11630	RED
	Lower Right Flipper	Flipper	J109-7 (BLU-YEL)		J109-4 (BLU-VIO)		J110-6 (BLU-VIO)		J110-3 (ORG-VIO)		FL-11630	RED

J1XX = Power Driver Board.

LAMP MATRIX

Column Row	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	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
	Left Outlane 11	Circle Lite Jackpot 21	Circle 250K 31	Skill Shot 50K 41	Left Loop 500K 51	Right Ramp 100K 61	Jackpot 8 Million 71	Backglass Hip 81
	Left Return Lane 12	Circle Lite Billion 22	Circle 10 Million 32	Skill Shot 75K 42	Left Loop 100K 52	Right Ramp 500K 62	Jackpot 7 Million 72	Backglass Middle Leg 82
	Right Return Lane 13	Circle Extra Ball 23	Circle 50 Million 33	Skill Shot 100K 43	Left Loop 50K 53	Right Ramp Million 63	Jackpot 6 Million 73	Backglass Knee 83
	Right Outlane 14	Circle Lite Extra Ball 24	Circle Special 34	Skill Shot 200K 44	Left Loop 25K 54	Wire Ball Lock 64	Jackpot 5 Million 74	Backglass Foot 84
	Left Standup 15	Circle 500K 25	Circle 5 Million 35	Skill Shot 25K 45	Right Loop 500K 55	Jet Enter 500K 65	Jackpot 4 Million 75	Backglass Shoulder 85
	Right Top Standup 16	Circle 100K 26	Circle 1 Million 36	Head Left Eye 46	Right Loop 100K 56	Jet Enter 100K 66	Jackpot 3 Million 76	Mini Playfield 100K 86
	Right Bottom Standup 17	Value Doubled 27	Space Shuttle 37	Head Right Eye 47	Right Loop 50K 57	Jet Enter 50K 67	Jackpot 2 Million 77	Mini Playfield 200K 87
	Shoot Again 18	Spin Small Wheel 28	Launch Pad 38	Head Mouth 48	Right Loop 25K 58	Jet Enter 25K 68	Jackpot 1 Million 78	Mini Playfield 300K 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 J207-8 U20-11
Orange-Brown J205-1 LEFT COIN CHUTE U17-5		1 White-Brown J209-1 U18-11	Right Flipper	Slam Tilt	Skill Shot 50K	Right Ramp Made	Spinner	Not Used	Wireform Top	Not Used
D1			11	21	31	41	51	61	71	81
Orange-Red J205-2 CENTER COIN CHUTE U17-7		2 White-Red J209-2 U18-9	Left Flipper	Coin Door Closed	Skill Shot 75K	Not Used	Shooter	Not Used	Wireform Bottom	Not Used
D2			12	22	32	42	52	62	72	82
Orange-Black J205-3 RIGHT COIN CHUTE U17-11		3 White-Orange J209-3 U18-5	Start Button	Ticket Dispenser	Skill Shot 100K	Left Loop	Upper Right Jet Bumper	Head Left Eye	Enter Mini Playfield	Not Used
D3			13	23	33	43	53	63	73	83
Orange-Yellow J205-4 4 TH COIN CHUTE U17-9		4 White-Yellow J209-4 U18-7	Plumb Bob Tilt	Always Closed	Skill Shot 200K	Right Loop Top	Upper Left Jet Bumper	Head Left Eye	Mini Playfield Exit Left	Not Used
D4			14	24	34	44	54	64	74	84
Orange-Green J205-6 Normal Function Srv Credits		5 White-Green J209-5 U19-11	Left Outlane	Right Trough	Skill Shot 25K	Right Loop Bottom	Lower Jet Bumper	Head Mouth	Mini Playfield Exit Right	Not Used
D5			15	25	35	45	55	65	75	85
Orange-Blue J205-7 Normal Function Volume Dn		6 White-Blue J209-7 U19-9	Left Return Lane	Center Trough	Right Top Stand-Up Target	Under Playfield Kickback	Jet Bumper Slingshot	Not Used	Left Ramp Enter	Not Used
D6			16	26	36	46	56	66	76	86
Orange-Violet J205-8 Normal Function Volume Up		7 White-Violet J209-8 U19-5	Right Return Lane	Left Trough	Right Bottom Stand-Up Target	Enter Head	Left Slingshot	Face Position	Right Ramp Enter	Not Used
D7			17	27	37	47	57	67	77	87
Orange-Grey J205-9 Normal Function Begin Test		8 White-Grey J209-9 U19-7	Right Outlane	Left Stand-Up Target	Outhole	Not Used	Right Slingshot	Not Used	Not Used	Not Used
D8			18	28	38	48	58	68	78	88

J2XX = CPU Board