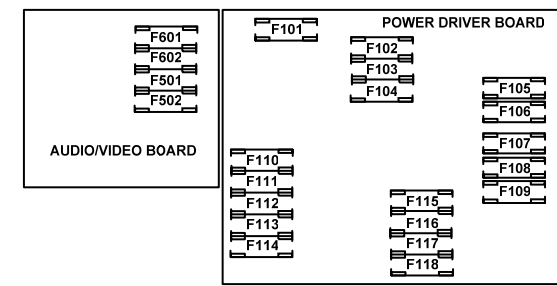


FUSE LIST

AUDIO/VIDEO BOARD			POWER DRIVER BOARD					
F501	-25V	T2.5A, 250V	F101	Regulated 12V	T0.63A, 250V	F110	G.I. #5 White-Violet	T4.0A, 250V
F502	+25V	T2.5A, 250V	F102	Solenoids #25 to #28	T4.0A, 250V	F111	G.I. #4 White-Green	T4.0A, 250V
F601	+62V	T0.315A, 250V	F103	Solenoids #1 to #8	T4.0A, 250V	F112	G.I. #3 White-Yellow	T4.0A, 250V
F602	-113V & -125V	T0.315A, 250V	F104	Solenoids #9 to #16	T4.0A, 250V	F113	G.I. #2 White-Orange	T4.0A, 250V
			F105	+5V Logic	T4.0A, 250V	F114	G.I. #1 White-Brown	T4.0A, 250V
			F106	+18V Lamp Matrix	T5.0A, 250V	F115	+50V Flippers	T4.0A, 250V
			F107	Flasher Secondary	T4.0A, 250V	F116	+50V Flippers	T4.0A, 250V
			F108	Solenoid Secondary	T6.3A, 250V	F117	+50V Flippers	T4.0A, 250V
			F109	Unregulated 12V	T4.0A, 250V	F118	+50V Flippers	T4.0A, 250V
LINE FILTER								
Foreign		T4.0A, 250V						
Domestic		T5.0A, 250V						



**CAUTION: FOR CONTINUED PROTECTION AGAINST RISK OF FIRE, REPLACE ONLY WITH THE SAME TYPE OF FUSE HAVING THE SAME ELECTRICAL RATINGS.**  
**ATTENTION: UTILISER UN FUSIBLE DE RECHARGE DE MEME TYPE.**

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	AUTO PLUNGER	High Power	J133-2			Q72	J116-1			VIO-BRN		
02	BRIDE POST	High Power	J133-2			Q68	J116-2			VIO-RED		
03	MUMMY COFFIN	High Power	J133-2			Q71	J116-4			VIO-ORG		
04	NOT USED	High Power				Q67				VIO-YEL		
05	LEFT GATE	High Power	J133-2			Q70	J116-6			VIO-GRN	A-14406	
06	RIGHT GATE	High Power	J133-2			Q66	J116-7			VIO-BLU	A-14406	
07	NOT USED	High Power				Q69				VIO-BLK		
08	RAMP LOCK POST	High Power	J133-2			Q65	J116-9			VIO-GRY	AE-27-1200	
09	TROUGH EJECT	Low Power	J133-3			Q44	J113-1			BRN-BLK	AE-26-1500	
10	LEFT SLINGSHOT	Low Power	J133-3			Q48	J113-3			BRN-RED	AE-26-1200	
11	RIGHT SLINGSHOT	Low Power	J133-3			Q43	J113-4			BRN-ORG	AE-26-1200	
12	LEFT JET BUMPER	Low Power	J133-3			Q47	J113-5			BRN-YEL	AE-26-1200	
13	RIGHT JET BUMPER	Low Power	J133-3			Q42	J113-6			BRN-GRN	AE-26-1200	
14	BOTTOM JET BUMPER	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1200	
15	LEFT EJECT	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-30-2000	
16	RIGHT POPPER	Low Power	J133-3			Q45	J113-9			BRN-GRY	AE-25-1000	
17	WOLFMAN FLASHERS	Flasher	J133-6	J134-5		Q28	J111-1	J112-1		BLK-BRN	#906 (2)	#906
18	BRIDE FLASHERS	Flasher	J133-6	J134-5		Q32	J111-2	J112-2		BLK-RED	#89	#906
19	FRANKENSTEIN FLASHERS	Flasher	J133-6	J134-5		Q27	J111-3	J112-3		BLK-ORG	#906 (2)	#906
20	DRACULA COFFIN FLASHERS	Flasher	J133-6	J134-5		Q31	J111-4	J112-5		BLK-YEL	#89	#906
21	CREATURE FLASHERS	Flasher	J133-6			Q26	J111-5			BLU-GRN	#906 (2)	
22	JETS/MUMMY FLASHERS	Flasher	J133-6	J134-5		Q30	J111-6	J112-7		BLU-BLK	#906 (2)	#906
23	RIGHT POPPER FLASHER	Flasher	J133-6			Q25	J111-7			BLU-VIO	#906	
24	FRANK ARROW FLASHER	Flasher	J133-6			Q29	J111-8			BLU-GRY	#906	
25	MONSTERS OF ROCK FLSHR	Gen. Purpose	J133-6	J134-5		Q16	J109-1			BLU-BRN	#906	#906
26	WOLFMAN LOOP FLASHERS	Gen. Purpose	J133-6			Q15	J109-2	J108-1		BLU-RED	#906 (2)	
27	FRANKENSTEIN MOTOR	Gen. Purpose	J140-2			Q14	J109-3			BLU-ORG	14-8015	
28	UP/DOWN BANK MOTOR	Gen. Purpose	J140-2			Q13	J109-4			BLU-YEL	14-8015	

Flipper Circuits	Solenoid Type	Playfield Voltage Connection	Drive Xistors		Playfield Drive Connectors	Drive Wire Colors		Coil Part No.	Coil Colors
			Power	Hold		Power	Hold		
29	LOWER RIGHT FLIPPER	Power	J119-1 (RED-GRN)		J120-13	YEL-GRN		FL-11629	BLUE
31	LOWER LEFT FLIPPER	Hold	J119-1 (RED-GRN)		J120-11	ORG-GRN		FL-11629	BLUE
32		Power	J119-4 (RED-BLU)	Q67	J120-9	YEL-BLU			
33	NOT USED	Hold	J119-4 (RED-BLU)	Q69	J120-7	ORG-BLU			
34		Power	J119-6 (RED-VIO)	Q84	J120-6	YEL-VIO			
35	NOT USED	Hold	J119-6 (RED-VIO)	Q86	J120-4	ORG-VIO			
36		Power	J119-8 (RED-GRY)	Q81	J120-3	YEL-GRY			
		Hold	J119-8 (RED-GRY)	Q83	J120-1	ORG-GRY			

Dracula Motor		Solenoid Type	Playfield Voltage Connection	Drive Gates		Playfield Drive Connectors	Drive Wire Colors		Device Part Number
Power	Low Power			Power	Hold		Power	Hold	
37	DRACULA MOTOR FORWARD	Low Power	J141-2	U3A, U3B		J110-1	BRN-WHT	14-8034	
38	DRACULA MOTOR BACKWARD	Low Power	J141-2	U3C, U3D		J110-3	ORG-WHT		

\*These general illumination strings do not brighten and dim, they are always on

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J121-1 Q96	Yellow-Red J121-2 Q100	Yellow-Orange J121-3 Q95	Yellow-Black J121-4 Q99	Yellow-Green J121-5 Q94	Yellow-Blue J121-6 Q98	Yellow-Violet J121-7 Q93	Yellow-Grey J121-9 Q97
1	Red-Brown J125-1 Q104	MONSTER MOSH PIT	RIGHT RAMP ARROW	QUARTER MOON (2)	LEFT RETURN	GIUITAR	CREATURE	LEFT FRANK ARM	MUCK
2	Red-Black J125-2 Q108	HALF MOON (2)	ROCK C.D.	LEFT BLUE TARGET	LEFT OUTLANE	DRUMS	BRIDE	LEFT FRANK LEG	SEAWEED
3	Red-Orange J125-4 Q103	FRANK ARROW	RIGHT RETURN	TOMB TREASURE	THREE QUARTERS MOON (2)	BASS GUITAR	FRANKENSTEIN	FRANK TORSO	ALGAE
4	Red-Yellow J125-5 Q107	DRAC ATTACK	FULL MOON FEVER (2)	DRACULA STANDUP TOP	RIGHT BLUE TARGET	KEYBOARD	MUMMY	FRANK HEAD	POND SCUM
5	Red-Green J125-6 Q102	EXTRA BALL	RIGHT GARGLE	RIGHT TOP LANE	LEFT RAMP ARROW	MICROPHONE	WOLFMAN	RIGHT FRANK LEG	CENTER LOOP ARROW 2
6	Red-Blue J125-7 Q106	MONSTERS OF ROCK	RIGHT WARM UP	CENTER TOP LANE	LEFT PRIMP	SAXOPHONE	DRACULA	RIGHT FRANK ARM	CENTER LOOP ARROW 1
7	Red-Violet J125-8 Q101	MONSTER BASH	RIGHT PRIMP	LEFT TOP LANE	LEFT WARM UP	CENTER LOOP ARROW 3	RIGHT OUTLANE	LEFT LOOP ARROW	LAUNCH BUTTON
8	Red-Grey J125-9 Q105	MUMMY MAYHEM	RIGHT LOOP ARROW	DRACULA STANDUP BOTTOM	LEFT GARGOYLE	CENTER BLUE TARGET	SHOOT AGAIN	NOT USED	START BUTTON

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	FLIPPER GROUNDED SWITCHES
			Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-White J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Grey J206-8 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1	White-Brown J208-1 U18-11	LAUNCH BUTTON	SLAM TILT	TROUGH EJECT	NOT USED	LEFT SLINGSHOT	LEFT LOOP LOW	RIGHT RAMP ENTER	UP/DOWN BANK UP	BLACK-GREEN J208-13 LOWER RIGHT FLIPPER E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2	White-Black J208-2 U18-9	DRACULA STANDUP TOP	COIN DOOR CLOSED	TROUGH BALL 1	LEFT FLIPPER OPTO	RIGHT SLINGSHOT	LEFT LOOP HIGH	RIGHT RAMP EXIT	UP/DOWN BANK DOWN	BLUE-VIOLET J212-12 LOWER RIGHT FLIPPER OPTO
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	3	White-Orange J208-3 U18-5	START BUTTON	TOMB TREASURE	TROUGH BALL 2	RIGHT FLIPPER OPTO	LEFT JET BUMPER	RIGHT LOOP LOW	RIGHT RAMP LOCK	FRANK TABLE DOWN	BLACK-BLUE J208-12 LOWER LEFT FLIPPER E.O.S.
Orange-Yellow J205-4 4TH COIN CHUTE U17-9	4	White-Yellow J208-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	TROUGH BALL 3	LEFT BLUE TARGET	RIGHT JET BUMPER	RIGHT LOOP HIGH	DRACULA POSITION 5	FRANK TABLE UP	BLUE-GRAY J212-11 LOWER LEFT FLIPPER OPTO
Orange-Green J205-6 U16-9 Normal Function Test Function Srv Crcts	5	White-Green J208-5 U19-11	DRACULA STANDUP BOTTOM	DRACULA TARGET	TROUGH BALL 4	CENTER BLUE TARGET	BOTTOM JET BUMPER	CENTER LOOP	DRACULA POSITION 4	LEFT UP/DOWN BANK TARGET	BLACK-VIOLET J208-11 UPPER RIGHT FLIPPER E.O.S.
Orange-Blue J205-7 U16-11 Normal Function Test Function Volume Dn	6	White-Blue J208-7 U19-9	LEFT OUTLANE	LEFT RETURN LANE	RIGHT POPPER	RIGHT BLUE TARGET	LEFT TOP LANE	LEFT RAMP ENTER	DRACULA POSITION 3	RIGHT UP/DOWN BANK TARGET	BLACK-YELLOW J212-10 UPPER RIGHT FLIPPER OPTO
Orange-Violet J205-8 U16-7 Normal Function Test Function Volume Up	7	White-Violet J208-8 U19-5	RIGHT RETURN LANE	RIGHT OUTLANE	NOT USED	LEFT FLIPPER PROXIMITY SENSOR	CENTER TOP LANE	LEFT RAMP EXIT	DRACULA POSITION 2	FRANK HIT	BLACK-GRAY J212-10 CENTER SPINNER
Orange-Grey J205-9 U16-5 Normal Function Test Function Begin Test	8	White-Grey J208-9 U19-8	SHOOTER LANE	LEFT EJECT	NOT USED	RIGHT FLIPPER PROXIMITY SENSOR	RIGHT TOP LANE	CENTER RAMP ENTER	DRACULA POSITION 1	NOT USED	BLACK-BLUE J208-10 UPPER LEFT FLIPPER OPTO

J2XX = CPU Board = OPTO, TYPICALLY CLOSED