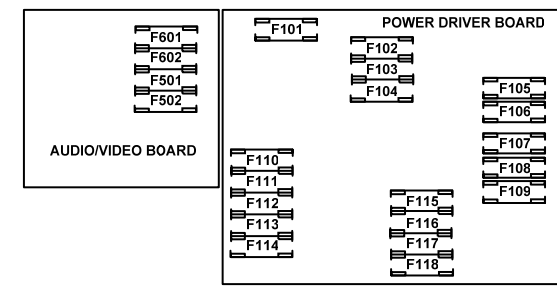


FUSE LIST

AUDIO/VIDEO BOARD			POWER DRIVER BOARD		
F501	-25V	T2.5A, 250V	F101	Regulated 12V	T0.63A, 250V
F502	+25V	T2.5A, 250V	F102	Solenoids #9 to #16	T4.0A, 250V
F601	+62V	T0.25A, 250V	F103	Solenoids #1 to #8	T4.0A, 250V
F602	-113V & -125V	T0.25A, 250V	F104	Solenoids #25 to #28	T4.0A, 250V
LINE FILTER			F105	+5V Logic	T4.0A, 250V
Foreign			F106	+18V Lamp Matrix	T5.0A, 250V
Domestic			F107	Flasher Secondary	T4.0A, 250V
			F108	Solenoid Secondary	T6.3A, 250V
			F109	Unregulated 12V	T4.0A, 250V
			F110	G.I. #5 White-Violet	T4.0A, 250V
			F111	G.I. #4 White-Green	T4.0A, 250V
			F112	G.I. #3 White-Yellow	T4.0A, 250V
			F113	G.I. #2 White-Orange	T4.0A, 250V
			F114	G.I. #1 White-Brown	T4.0A, 250V
			F115	+50V Flippers	T4.0A, 250V
			F116	+50V Flippers	T4.0A, 250V
			F117	+50V Flippers	T4.0A, 250V
			F118	+50V Flippers	T4.0A, 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	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	AUTO PLUNGER	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-23-800	
02	KICKBACK	High Power	J133-2			Q68	J116-2			VIO-RED	AE-23-800	
03	2-WAY POPPER UP	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-23-800	
04	2-WAY POPPER DOWN	High Power	J133-2			Q67	J116-5			VIO-YEL	AE-23-800	
05	RAMP DIVERTER	High Power	J133-2			Q70	J116-6			VIO-GRN	AE-26-1500	
06	VOLCANO POPPER	High Power	J133-2			Q66	J116-7			VIO-BLU	AE-23-800	
07	KNOCKER	High Power		J133-2		Q69		J116-8		VIO-BLK		AE-23-800
08	TOP LOOP POST	High Power	J133-2			Q65	J116-9			VIO-GRY	AE-26-1500	
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	GORILLA RIGHT	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-25-1000	
16	GORILLA LEFT	Low Power	J133-3			Q45	J113-9			BRN-GRY	AE-25-1000	
17	AMY FLASHER	Flasher	J133-6	J134-5		Q28	J111-1	J112-1		BLK-BRN	#906	#906
18	LEFT RAMP FLASHER	Flasher	J133-6			Q32	J111-2			BLK-RED	#89	
19	2-WAY POPPER FLASHER	Flasher	J133-6			Q27	J111-3			BLK-ORG	#89	
20	SKILL SHOT FLASHER	Flasher	J133-6	J134-5		Q31	J111-4	J112-5		BLK-YEL	#89	#906
21	GRAY GORILLA FLASHERS	Flasher	J133-2	J134-5		Q26	J111-5	J112-6		BLU-GRN	#906	#906
22	MAP EJECT	Flasher	J133-1			Q30	J111-6			BLU-BLK	AE-26-1200	
23	LEFT GATE	Flasher	J133-1			Q25	J111-7			BLU-VIO	A-14406	
24	RIGHT GATE	Flasher	J133-1			Q29	J111-8			BLU-GRY	A-14406	
25	LOWER RIGHT FLASHER	Gen. Purpose	J133-6			Q16	J109-1			BLU-BRN	#89	#906
26	RIGHT RAMP FLASHER	Gen. Purpose	J133-6			Q15	J109-2			BLU-RED	#89	
27	VOLCANO FLASHERS	Gen. Purpose	J133-6	J134-5		Q14	J109-3	J107-4		BLU-ORG	#89(2)#906	#906
28	PRMTR DFNS FLASHERS	Gen. Purpose	J133-6	J134-5		Q13	J109-4	J107-5		BLU-YEL	#89	#906

General Illumination	Voltage Connections	Drive Xistor	Drive Connections	Drive Wire	Bulb Type						
					Playfield	Insert					
01	PLAYFIELD GORILLA	G.I.	J105-1	J106-1	Q5	J105-7	J106-7	WHT-BRN	#555		
02	PLAYFIELD TOP	G.I.	J105-2		Q4	J105-8		WHT-ORG	#44		
03	PLAYFIELD BOTTOM	G.I.	J105-3	J106-3	Q3	J105-9	J106-9	WHT-YEL	#44		
04	*BACKBOX STRING 1	G.I.		J106-5	Q2		J106-10	WHT-GRN		#555	
05	*BACKBOX STRING 2	G.I.		J106-6	J104-3	Q1	J106-11	J104-1	WHT-VIO		#555

Flipper Circuits	Voltage Connection	Drive Transistors	Drive Connections	Drive Wire	Coil Part No.	Coil Colors		
							Playfield	Power
29	LOWER RIGHT FLIPPER	Power	J119-1 (RED-GRN)	Q90	J120-13	YEL-GRN	FL-11629	BLUE
31	LOWER LEFT FLIPPER	Hold	J119-1 (RED-GRN)	Q92	J120-11	ORG-GRN	FL-11629	BLUE
32		Power	J119-4 (RED-BLU)	Q67	J120-9	YEL-BLU		
33	UPPER LEFT POST	Power	J119-6 (RED-VIO)	Q84	J120-7	YEL-VIO	AE-27-1200	
34	MYSTERY EJECT	Hold	J119-6 (RED-VIO)	Q86	J120-4	ORG-VIO	AE-26-1200	
35	UPPER LEFT FLIPPER	Power	J119-8 (RED-GRY)	Q81	J120-3	YEL-GRY	FL-11630	RED
36		Hold	J119-8 (RED-GRY)	Q83	J120-1	ORG-GRY		

J1XX = POWER DRIVER BOARD
 24-6549 = #44 BULB; 24-8704 = #89 BULB; 24-8768 = #555 BULB; 24-8802 = #906 BULB;
 *These general illumination strings do not brighten and dim, they are always on

LAMP MATRIX

Column	Yellow (B+) → Red							
	1 Yellow-Brown J121-1 Q96	2 Yellow-Red J121-2 Q100	3 Yellow-Orange J121-3 Q95	4 Yellow-Black J121-4 Q99	5 Yellow-Green J121-5 Q94	6 Yellow-Blue J121-6 Q98	7 Yellow-Violet J121-7 Q93	8 Yellow-Grey J121-8 Q97
1 Red-Brown J125-1 Q104	(C)ONGO	ZI(N)J	AUTOFIRE	DIAMOND LEFT LOOP	LEFT RAMP 1	DIAMOND INNER LOOP	"TRAVI"	(H)IPPO
2 Red-Black J125-2 Q108	C(O)NGO	ZIN(J)	RIGHT RAMP EXTRA BALL	"WE ARE"	LEFT RAMP 2	(G)RAY	"COM"	H(I)PPO
3 Red-Orange J125-4 Q103	CO(N)GO	JET EXTRA COLLECT	RIGHT RAMP "COLLECT"	LEFT LOOP EXTRA BALL	LEFT RAMP 3	G(R)AY	"MINE SHAFT"	HI(P)PO
4 Red-Yellow J125-5 Q107	CON(G)O	JUNGLE JACKPOT	DIAMOND RIGHT RAMP	LEFT LOOP "LOCK"	DIAMOND LEFT RAMP	GR(A)Y	UPPER LOOP "LOCK"	HIP(P)O
5 Red-Green J125-6 Q102	CONG(O)	SKILL FIRE	LEFT EJECT EYE	LEFT BANK BOTTOM	LEFT RAMP JACKPOT	GRA(Y)	DIAMOND UPPER LOOP	HIPP(O)
6 Red-Blue J125-7 Q106	(A)MY	"YOU"	DIAMOND LEFT EJECT	"SKILL SHOT"	(Z)INJ	WATCHING	SATELLITE RIGHT	SHOOT AGAIN
7 Red-Violet J125-8 Q101	A(M)Y	"MAP"	"MYSTERY"	LEFT BANK CENTER	Z(I)NJ	SATELLITE LEFT	SATELLITE CENTER	NOT USED
8 Red-Grey J125-9 Q105	AM(Y)	DIAMOND RIGHT EJECT	RIGHT RAMP JACKPOT	LEFT BANK TOP	"KICKBACK"	"SUPER SCORE"	PERIMETER DEFENSE	START BUTTON

J1XX = Power Driver Board

SWITCH MATRIX

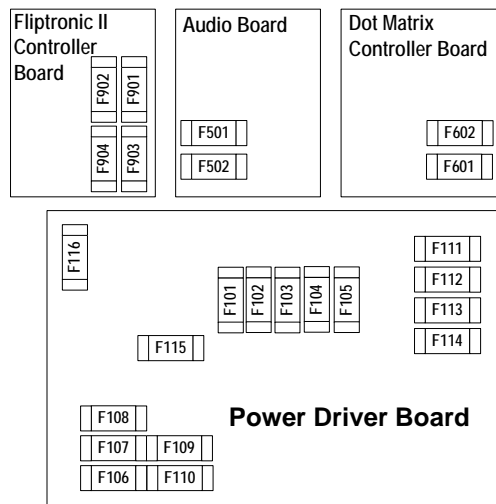
DEDICATED GROUNDED SWITCHES	Column	White → Green								FLIPPER GROUNDED SWITCHES	
		1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Grey J206-9 U20-11		
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	D1	1 White-Brown J208-1 U18-11	INNER LEFT LOOP	SLAM TILT	TROUGH EJECT	LOCK BALL 1	"TRAVI"	LEFT SLINGSHOT	(A)MY	NOT USED	Black-Green J208-13 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE U17-7	D2	2 White-Red J208-2 U18-9	UPPER LOOP	COIN DOOR CLOSED	TROUGH BALL 1	LOCK BALL 2	"COM"	RIGHT SLINGSHOT	A(M)Y	NOT USED	Blue-Violet J212-12 Lower Right Flipper Opto
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	D3	3 White-Orange J208-3 U18-5	START BUTTON	NOT USED	TROUGH BALL 2	LOCK BALL 3	2-WAY POPPER	LEFT JET BUMPER	AM(Y)	NOT USED	Black-Blue J208-12 Lower Left Flipper E.O.S.
Orange-Yellow J205-4 4th COIN CHUTE U17-9	D4	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	TROUGH BALL 3	"MINE SHAFT"	"WE ARE" STANDUP TARGET	RIGHT JET BUMPER	(C)ONGO	NOT USED	Blue-Gray J212-11 Lower Left Flipper Opto
Orange-Green J205-6 U16-9 Normal Function Srv Crdts	D5	5 White-Green J208-5 U19-11	JET EXIT	RIGHT EJECT RUBBER	TROUGH BALL 4	LEFT LOOP	WATCHING STANDUP TARGET	BOTTOM JET BUMPER	C(O)NGO	NOT USED	Black-Violet J208-11 Upper Right Flipper E.O.S.
Orange-Blue J205-7 U16-11 Normal Function Volume Dn	D6	6 White-Blue J208-7 U19-9	LEFT OUTLANE	LEFT RETURN LANE	VOLCANO STACK	LEFT BANK TOP	PERIMETER DEFENSE	NOT USED	CO(N)GO	NOT USED	Black-Yellow J212-10 Upper Right Flipper Opto
Orange-Violet J205-8 U16-7 Normal Function Volume Up	D7	7 White-Violet J208-8 U19-5	RIGHT RETURN LANE	RIGHT OUTLANE	"MYSTERY" EJECT	LEFT BANK CENTER	LEFT RAMP ENTER	RIGHT RAMP ENTER	CON(G)O	NOT USED	Black-Gray J208-10 Upper Left Flipper E.O.S.
Orange-Grey J205-9 U16-5 Normal Function Begin Test	D8	8 White-Grey J208-9 U19-7	SHOOTER LANE	"YOU" STANDUP TARGET	RIGHT EJECT	LEFT BANK BOTTOM	LEFT CAPTIVE BALL	RIGHT RAMP EXIT	CONG(O)	NOT USED	Black-Blue J212-9 Upper Left Flipper Opto

J2XX = CPU Board = OPTO, TYPICALLY CLOSED

FUSE LIST

INDIANA JONES (50017)

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB
F102	+50V DC General (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. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Lamp Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB
Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, FB
F602	-113V & -125V	3/8A, 250V, FB
LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Coil/Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	BALL POPPER	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-26-1200	Insert
02	BALL LAUNCH	High Power	J107-3			Q80	J130-2			VIO-RED	AE-23-800	
03	TOTEM DROP UP	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-26-1200	
04	BALL RELEASE	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-26-1500	
05	CENTER DROP BANK	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-26-1200	
06	IDOL RELEASE	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	LEFT EJECT	High Power	J107-3			Q70	J130-9			VIO-GRY	AE-26-1200	
09	LEFT JET BUMPER	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-26-1200	
10	RIGHT JET BUMPER	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-26-1200	
11	BOTTOM JET BUMPER	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-26-1200	
12	LEFT SLINGSHOT	Low Power	J107-2			Q52	J127-5			BRN-YEL	AE-27-1200	
13	RIGHT SLINGSHOT	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-27-1200	
14	LEFT CONTROL GATE	Low Power	J107-2			Q48	J127-7			BRN-BLU	A-14406	
15	RIGHT CONTROL GATE	Low Power	J107-2			Q46	J127-8			BRN-VIO	A-14406	
16	TOTEM DROP DOWN	Low Power	J107-2			Q44	J127-9			BRN-GRY	SM1-26-600	
17	ETERNAL LIFE	Flasher	J107-6	J106-5		Q42	J126-1	J125-1		BLK-BRN	#906	#906 (3)
18	LIGHT JACKPOT	Flasher	J107-6			Q40	J126-2			BLK-RED	#906	
19	SUPER JACKPOT	Flasher	J107-6			Q38	J126-3			BLK-ORG	#89	
20	JACKPOT	Flasher	J107-6	J106-5		Q36	J126-4	J125-5		BLK-YEL	#89	#906 (2)
21	PATH OF ADVENTURE	Flasher	J107-6	J106-5		Q28	J126-5	J125-6		BLU-GRN	#89	#906 (4)
22	MINI MOTOR LEFT	Low Power	J118-2			Q30	J126-6			BLU-BLK		
23	MINI MOTOR RIGHT	Low Power	J118-2			Q34	J126-7			BLU-VIO	14-7988	
24	PLANE GUN LEDS	Flasher	J118-2	J106-5		Q32	J126-8			BLU-GRY	A-16834	
25	DOGFIGHT HURRY UP	Gen. Purpose	J107-6			Q26	J122-1			BLU-BRN	#89	
26	RIGHT RAMP	Gen. Purpose	J107-6	J106-5		Q24	J122-2	J124-2		BLU-RED	#89 (3)	#906
27	LEFT RAMP	Gen. Purpose	J107-6	J106-5		Q22	J122-3	J124-3		BLU-ORG	#89	#906
28	SUBWAY RELEASE	Gen. Purpose	J107-1			Q20	J122-4			BLU-YEL	AE-26-1500	
37	LEFT SIDE FLASHER	Low Power	J107-6	J106-5		Q16	* J4-2	J4-2		BRN-WHT	#89 (2)	#906
38	RIGHT SIDE FLASHER	Low Power	J107-6	J106-5		Q15	* J4-4	J4-4		BLK-WHT	#89 (2)	#906
39	SPECIAL FLASHER	Low Power	J107-6			Q14	* J4-5			ORG-WHT	#89 (2)	
40	TOTEM MULTIBALL	Low Power	J107-6			Q13	* J4-6			YEL-WHT	#89	
41	JACKPOT MULTIPLIER FLSH	Low Power	J107-6			Q9	* J3-2			GRN-WHT	#89	
42	WHEEL MOTOR	Low Power	J118-2			Q10	* J3-3			BLU-WHT	14-7982	
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	TOP PLAYFIELD	G.I.	J121-1			Q18	J121-7			WHT-BRN	#44	
02	BOTTOM PLAYFIELD	G.I.	J121-2			Q10	J121-8			WHT-ORG	#44	
03	INSERT TOP	G.I.		J120-3		Q14		J120-9		WHT-YEL		#555
04	INSERT BOTTOM	G.I.		J120-4		Q16		J120-10		WHT-GRN		#555
05	RETURN LANE / COIN	G.I.	J121-6		J119-3	Q12	J121-11		J119-1	WHT-VIO	#44	
Flipper Circuits			Playfield Voltage Connection		Drive Transistors		Playfield Drive Connections		Drive Wire Colors		Coil Part No. / Colors	
			Power	Hold	Power	Hold	Power	Hold	Power	Hold	Part No.	Colors
29	LOWER RIGHT FLIPPER		J907-9 (BLU-YEL)		Q4		J902-13		BLU-VIO		FL-11629	BLUE
30			J907-9 (BLU-YEL)		Q11		J902-11		ORG-GRN			
31	LOWER LEFT FLIPPER		J907-7 (GRY-YEL)		Q3		J902-9		BLU-GRY		FL-11629	BLUE
32			J907-7 (GRY-YEL)		Q9		J902-7		ORG-BLU			
33	DIVERTER		J907-1 (BLU-YEL)		Q2		J902-6		BLK-YEL		FL-11753-1	YELLOW
34			J907-1 (BLU-YEL)		Q7		J902-4		ORG-VIO			
35	TOP LOCKUP		J907-4 (GRY-YEL)		Q1		J902-3		BLK-BLU		A-15943	BROWN
36			J907-4 (GRY-YEL)		Q5		J902-1		ORG-GRY			

* From 8 Driver PCB, A-16100

** From D.C. Motor Control Assembly, A-16120

LAMP MATRIX

Column	Yellow (B+) → Red							
	1 Yellow-Brown J137-1 Q98	2 Yellow-Red J137-2 Q97	3 Yellow-Orange J137-3 Q96	4 Yellow-Black J137-4 Q95	5 Yellow-Green J137-5 Q94	6 Yellow-Blue J137-6 Q93	7 Yellow-Violet J137-7 Q92	8 Yellow-Grey J137-9 Q91
1 Red-Brown J133-1 Q90	MODE START 11	TANK CHASE 21	LEFT RAMP ARROW 31	MINE CART 41	CHOOSE WISELY 51	(I)NDY 61	MINI TOP LEFT 71	MINI MIDDLE BOTTOM LEFT 81
2 Red-Black J133-2 Q89	HAND OF FATE 12	ADVEN(T)URE LIGHT 22	CASTLE GRUNEWALD 32	ARK JACKPOT 42	RIGHT PLANE TOP 52	(I)NDY 62	MINI TOP RIGHT 72	MINI MIDDLE BOTTOM RIGHT 82
3 Red-Orange J133-4 Q88	EJECT EXTRA BALL 13	ADV(E)NTURE LIGHT 23	LEFT PLANE TOP 33	RAVEN BAR 43	ROPE BRIDGE 53	IN(D)Y 63	MINI MIDDLE TOP LEFT 73	MINI BOTTOM LEFT 83
4 Red-Yellow J133-5 Q87	AD(V)ENTURE LIGHT 14	ADVE(N)TURE LIGHT 24	MONKEY BRAINS 34	RIGHT PLANE MIDDLE 44	ADVENT(U)RE LIGHT 54	IND(Y) 64	MINI MIDDLE TOP RIGHT 74	MINI BOTTOM RIGHT 84
5 Red-Green J133-6 Q86	A(D)VENTURE LIGHT 15	STEAL THE STONES 25	LEFT PLANE MIDDLE 35	BONUS 6 X 45	ADVENTU(R)E LIGHT 55	WILLIE 65	MINI ARROW TOP 75	MINI BOTTOM ARROW 85
6 Red-Blue J133-7 Q85	(A)DVENTURE LIGHT 16	GRAIL JACKPOT 26	SALLAH 36	RIGHT PLANE BOTTOM 46	ADVENTUR(E) LIGHT 56	BONUS 2 X 66	MARION 76	TOTEM TOP ARROW 86
7 Red-Violet J133-8 Q84	SHOOT AGAIN 17	STREETS OF CAIRO 27	BONUS 4 X 37	WELL OF SOULS 47	THE 3 CHALLENGES 57	SHORTY 67	BONUS 8 X 77	CENTER LOCK 87
8 Red-Grey J133-9 Q83	GET THE IDOL 18	STONES JACKPOT 28	LEFT PLANE BOTTOM 38	LEFT LOOP 48	RIGHT LOOP 58	RIGHT RAMP ARROW 68	DR. JONES 78	START BUTTON 88

J1XX = Power Driver Board

SWITCH MATRIX

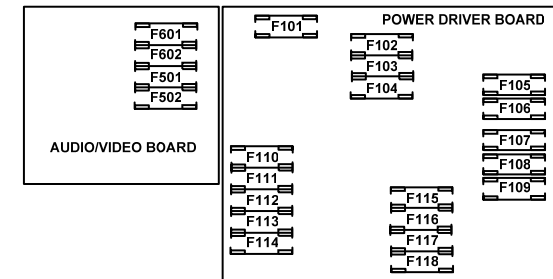
Column	Green → White								FLIPPER GROUNDED SWITCHES		
	1 Green-Brown J207-1 U20-18	2 Green-Red J207-2 U20-17	3 Green-Orange J207-3 U20-16	4 Green-Yellow J207-4 U20-15	5 Green-Black J207-5 U20-14	6 Green-Blue J207-6 U20-13	7 Green-Violet J207-7 U20-12	8 Green-Grey J207-9 U20-11		9 Grey-White *J5-4 Q11	
Orange-Brown J205-1 LEFT COIN CHUTE D1	White-Brown J209-1 U18-11	SINGLE DROP TARGET 11	SLAM TILT 21	LEFT EJECT 31	LEFT RAMP ENTER 41	ADVENT-(U)RE TARGET 51	(A)DVENT-URE TARGET 61	CAPTIVE BALL FRONT 71	TROUGH 6 81	WHEEL POSITION 1 91	Black-Green J906-1 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE D2	White-Red J209-2 U18-9	BUY-IN BUTTON 12	COIN DOOR CLOSED 22	EXIT IDOL 32	RIGHT RAMP ENTER 42	ADVENT-(U)RE TARGET 52	A(D)VENT-URE TARGET 62	MINI TOP HOLE 72	TROUGH 5 82	WHEEL POSITION 2 92	Black-Violet J905-1 Lower Right Flipper Opto F2
Orange-Black J205-3 RIGHT COIN CHUTE D3	White-Orange J209-3 U18-5	START BUTTON 13	TICKET OPTO 23	LEFT SLINGSHOT 33	TOP IDOL ENTER 43	ADVENT-(U)RE TARGET 53	AD(V)ENT-URE TARGET 63	MINI BOTTOM HOLD 73	TROUGH 4 83	WHEEL POSITION 3 93	Black-Blue J906-3 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4 TH COIN CHUTE D4	White-Yellow J209-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	GUN TRIGGER 34	RIGHT POPPER 44	LEFT LOOP TOP 54	CAPTIVE BALL BACK 64	RIGHT RAMP MADE 74	TROUGH 3 84	MINI PLAYFIELD LEFT LIMIT 94	Black-Gray J905-2 Lower Left Flipper Opto F4
Orange-Green J205-6 Normal Function Srv Crdts D5	White-Green J209-5 U19-11	LEFT OUTLANE 15	(I)NDY LANE 25	LEFT JET 35	CENTER ENTER 45	LEFT LOOP BOTTOM 55	MINI TOP LEFT 65	MINI TOP RIGHT 75	TROUGH 2 85	MINI PLAYFIELD RIGHT LIMIT 95	Black-Violet J906-4 Upper Right Flipper E.O.S. F5
Orange-Blue J205-7 Normal Function Volume Dn D6	White-Blue J209-7 U19-9	LEFT RETURN LANE 16	(I)NDY LANE 26	RIGHT JET 36	TOP POST 46	RIGHT LOOP TOP 56	MINI MIDDLE TOP LEFT 66	MINI MIDDLE TOP RIGHT 76	TROUGH 1 86		Black-Yellow J905-3 Upper Right Flipper Opto F6
Orange-Violet J205-8 Normal Function Volume Up D7	White-Violet J209-8 U19-5	RIGHT RETURN LANE 17	IN(D)Y LANE 27	BOTTOM JET 37	SUBWAY LOCKUP 47	RIGHT LOOP BOTTOM 57	MINI MIDDLE BOTTOM LEFT 67	MINI MIDDLE BOTTOM RIGHT 77	TOP TROUGH 87		Black-Gray J906-5 Upper Left Flipper E.O.S. F7
Orange-Grey J205-9 Normal Function Begin Test D8	White-Grey J209-9 U19-7	RIGHT OUTLANE TOP 18	IND(Y) LANE 28	CENTER STANDUP 38	RIGHT SLINGSHOT 48	RIGHT OUTLANE BOTTOM 58	MINI BOTTOM LEFT 68	MINI BOTTOM RIGHT 78	SHOOTER 88		Black-Blue J905-5 Upper Left Flipper Opto F8

J2XX = CPU Board; J9XX = Fliptronic II Board;

= OPTO, TYPICALLY CLOSED *Located on 8 driver PCB, A-16100, in backbox

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 #9 to #16	T4.0A, 250V	F111 G.I. #4 White-Green	T4.0A, 250V
F601 +62V	T0.25A, 250V		F103 Solenoids #1 to #8	T4.0A, 250V	F112 G.I. #3 White-Yellow	T4.0A, 250V
F602 -113V & -125V	T0.25A, 250V		F104 Solenoids #25 to #28	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



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	AE-24-900	
02	BRIDE POST	High Power	J133-2			Q68	J116-2			VIO-RED	AE-26-1500	
03	MUMMY COFFIN	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-27-1200	
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				
29	Power	J119-1 (RED-GRN)	Q90		J120-13	YEL-GRN	FL-11629	BLUE
30	Hold	J119-1 (RED-GRN)		Q92	J120-11	ORG-GRN		
31	Power	J119-4 (RED-BLU)	Q67		J120-9	YEL-BLU	FL-11629	BLUE
32	Hold	J119-4 (RED-BLU)		Q69	J120-7	ORG-BLU		
33	Power	J119-6 (RED-VIO)	Q84		J120-6	YEL-VIO	--	--
34	Hold	J119-6 (RED-VIO)		Q86	J120-4	ORG-VIO		
35	Power	J119-8 (RED-GRY)	Q81		J120-3	YEL-GRY	--	--
36	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
			U3A, U3B	U3C, U3D			
37	Low Power	J141-2	U3A, U3B		J110-1	BRN-WHT	14-8034
38	Low Power	J141-2	U3C, U3D		J110-3	ORG-WHT	

General Illumination	Solenoid Type	Voltage Connections			Drive Xistor	Voltage Connections			Drive Wire	Bulb Type	
		Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	G.I.	J105-1			Q5	J105-7			WHT-BRN	#44	
02	G.I.	J105-2			Q4	J105-8			WHT-ORG	#44	
03	G.I.	J105-3			Q3	J105-9			WHT-YEL	#44	
04	G.I.		J106-5		Q2		J106-10		WHT-GRN		#555
05	G.I.		J106-6	J104-3	Q1		J106-11	J104-1	WHT-VIO		#555

*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 J121-8 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

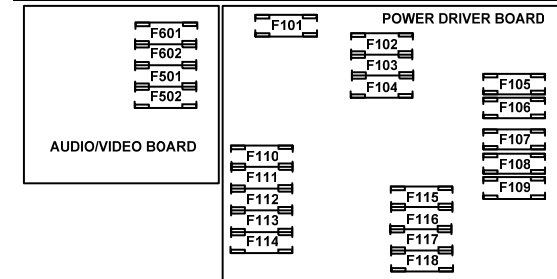
DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	FLIPPER GROUNDED SWITCHES
			Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-White J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Grey J206-8 U20-11	
Orange-Brown 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 Srv Crdts	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 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 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 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

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 #9 to #16	T4.0A, 250V	F111	G.I. #4 White-Green	T4.0A, 250V
F601	+62V	T0.25A, 250V	F103	Solenoids #1 to #8	T4.0A, 250V	F112	G.I. #3 White-Yellow	T4.0A, 250V
F602	-113V & -125V	T0.25A, 250V	F104	Solenoids #25 to #28	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



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	Backbox	Cabinet		Playfield	Backbox
01	AUTO PLUNGER	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-23-800	
02	TROUGH EJECT	High Power	J133-2			Q68	J116-2			VIO-RED	AE-26-1500	
03	LEFT POPPER	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-26-1200	
04	CASTLE	High Power	J133-2			Q67	J116-5			VIO-YEL	AE-26-1500	
05	CASTLE GATE POWER	High Power	J133-2			Q70	J116-6			VIO-GRN	A-20099	
06	CASTLE GATE HOLD	High Power				Q66	J116-7			VIO-BLU		
07	KNOCKER	High Power		J133-2		Q69		J116-8		VIO-BLK	AE-23-800	
08	CATAPULT	High Power	J133-2			Q65	J116-9			VIO-GRY	AE-23-800	
09	RIGHT EJECT	Low Power	J133-3			Q44	J113-1			BRN-BLK	AE-27-1200	
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	BOTTOM JET BUMPER	Low Power	J133-3			Q42	J113-6			BRN-GRN	AE-26-1200	
14	RIGHT JET BUMPER	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1200	
15	TOWER DIVERTER PWR	Low Power	J133-3			Q41	J113-8			BRN-VIO	A-20099	
16	TOWER DIVERTER HOLD	Low Power		J134-5		Q45	J113-9			BRN-GRY		
17	LEFT SIDE LOW FLSHRS	Flasher	J133-6	J134-5		Q28	J111-1	J112-1		BLK-BRN	#906	#906
18	LEFT RAMP FLASHERS	Flasher	J133-6	J134-5		Q32	J111-2	J112-2		BLK-RED	#89	#906
19	LEFT SIDE HIGH FLASHERS	Flasher	J133-6	J134-5		Q27	J111-3	J112-3		BLK-ORG	#906	#906
20	RIGHT SIDE HIGH FLASHERS	Flasher	J133-6			Q31	J111-4	J112-4		BLK-YEL	#906	#906
21	RIGHT RAMP FLASHERS	Flasher	J133-6			Q26	J111-5			BLU-GRN	#906, #89	
22	CASTLE RIGHT SIDE FLASHERS	Flasher	J133-6			Q30	J111-6			BLU-BLK	#906 (2)	
23	RIGHT SIDE LOW FLASHERS	Flasher	J133-6			Q25	J111-7			BLU-VIO	#906, #89	
24	MOAT FLASHERS	Flasher	J133-6			Q29	J111-8			BLU-GRY	#89 (2)	
25	CASTLE LEFT SIDE FLASHERS	Gen. Purpose	J133-6			Q16	J109-1	J108-1		BLU-BRN	#906 (2)	
26	*TOWER LOCK POST	Gen. Purpose	J133-1			Q15	J109-2	J108-2		BLU-RED	AE-27-1200	
27	*RIGHT GATE	Gen. Purpose	J133-1			Q14	J109-3	J108-3		BLU-ORG	A-14406	
28	*LEFT GATE	Gen. Purpose	J133-1			Q13	J109-4			BLU-YEL	A-14406	

General Illumination	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Bulb Type	
		Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	BOTTOM PLAYFIELD	G.I.	J106-1	J105-1	Q5	J106-7	J105-7		WHT-BRN	#44	#555
02	MIDDLE PLAYFIELD	G.I.		J105-2	Q4		J105-8		WHT-ORG		#555
03	TOP PLAYFIELD	G.I.		J105-3	Q3		J105-9		WHT-YEL		#555
04	**TOP INSERT	G.I.	J105-5		Q2	J106-10			WHT-GRN	#44	
05	**BOTTOM INSERT	G.I.	J105-6		Q1	J106-11		J104-1	WHT-VIO	#44	

Flipper Circuits	Solenoid Type	Voltage Connections		Drive Transistors		Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
		Playfield	Power	Hold	Playfield	Power	Hold	Playfield	Power		
29	LOWER RIGHT FLIPPER	Power	J119-1 (RED-GRN)	Q90		J120-13		YEL-GRN	FL-11629	BLUE	
30		Hold	J119-1 (RED-GRN)		Q92		J120-11		ORG-GRN		
31	LOWER LEFT FLIPPER	Power	J119-4 (RED-BLU)	Q67		J120-9		YEL-BLU	FL-11629	BLUE	
32		Hold	J119-4 (RED-BLU)		Q69		J120-7		ORG-BLU		
33	LEFT TROLL	Power	J119-6 (RED-VIO)	Q84		J120-6		YEL-VIO	FL-11753	YELLOW	
34		Hold	J119-6 (RED-VIO)		Q86		J120-4		ORG-VIO		
35	RIGHT TROLL	Power	J119-8 (RED-GRY)	Q81		J120-3		YEL-GRY	FL-11753	YELLOW	
36		Hold	J119-8 (RED-GRY)		Q83		J120-1		ORG-GRY		

Motor Circuit	Solenoid Type	Voltage Connections	Drive Gates	Drive Connections	Drive Wire Color	Device Part Number
37	DRAWBRIDGE MOTOR	J139-2	U3A, U3B	J110-1	BRN-WHT	14-8015

J1XX = POWER DRIVER BOARD

*Tieback diodes for solenoids 26 through 28 are at J109-6, J109-8, and J109-9 respectively

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

LAMP MATRIX

Column	Yellow (B+) → Red							
	1 Yellow-Brown J121-1 Q96	2 Yellow-Red J121-2 Q100	3 Yellow-Orange J121-3 Q95	4 Yellow-Black J121-4 Q99	5 Yellow-Green J121-5 Q94	6 Yellow-Blue J121-6 Q98	7 Yellow-Violet J121-7 Q93	8 Yellow-Grey J121-8 Q97
1 Red-Brown J125-2 Q104	RIGHT BANK TOP 11	RIGHT LOOP JACKPOT 21	TROLLS 31	LEFT LOOP JACKPOT 41	CENTER ARROW 51	FRANCOIS D'GRIMM 61	HOWARD HURTZ 71	RIGHT OUTLANE 81
2 Red-Black J125-2 Q108	RIGHT BANK MIDDLE 12	RIGHT JOUST VICTORY 22	EXTRA BALL 32	LEFT JOUST VICTORY! 42	BATTLE FOR THE KINGDOM 52	KING OF PAYNE 62	MAGIC SHIELD 72	RIGHT RETURN 82
3 Red-Orange J125-4 Q103	RIGHT BANK BOTTOM 13	RIGHT CLASH! 23	MERLIN'S MAGIC 33	LEFT CLASH! 43	MASTER OF TROLLS 53	EARL OF EGO 63	SIR PSYCHO 73	LEFT RETURN 83
4 Red-Yellow J125-5 Q107	RIGHT RAMP JACKPOT 14	RIGHT CHARGE! 24	TROLL MADNESS 34	LEFT CHARGE! 44	DEFENDER OF DAMSELS 54	LEFT RAMP JACKPOT 64	DUKE OF BOURBON 74	LEFT OUTLANE 84
5 Red-Green J125-6 Q102	SAVE THE DAMSEL (2) 15	PATRON OF THE PEASANTS 25	DAMSEL MADNESS 35	CATAPULT JACKPOT 45	LEFT TOP LANE 55	REVOLTING PEASANTS 65	CASTLE LOCK 2 75	CASTLE LOCK 3 85
6 Red-Blue J125-7 Q106	DRAGON DEATH 16	CATAPULT ACE 26	PEASANT MADNESS 36	CATAPULT SLAM! 46	RIGHT TOP LANE 56	UGLY RIOT! 66	CASTLE LOCK 1 76	SHOOT AGAIN 86
7 Red-Violet J125-8 Q101	DRAGON SNACK 17	JOUST CHAMPION 27	CATAPULT MADNESS 37	BAM! 47	LEFT TROLL TARGET 57	ANGRY MOB! 67	SUPER JACKPOT 77	LAUNCH BUTTON 87
8 Red-Grey J125-9 Q105	DRAGON BREATH 18	CASTLE CRUSHER 28	JOUST MADNESS 38	WAM! 48	RIGHT TROLL TARGET 58	RABBLE ROUSER 68	SUPER JETS (2) 78	START BUTTON 88

J1XX = Power Driver Board

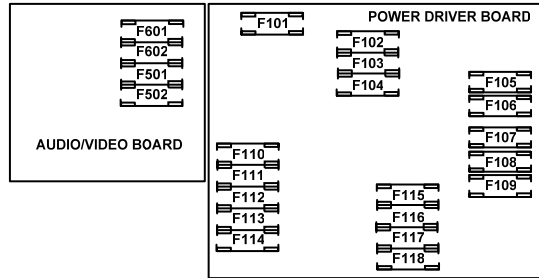
SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	Green → White								
		1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Grey J206-9 U20-11	FLIPPER GROUNDED SWITCHES
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1 White-Brown J208-1 U18-11	LAUNCH BALL 11	SLAM TILT 21	TROUGH EJECT 31	MOAT ENTER 41	LEFT SLINGSHOT 51	LEFT RAMP ENTER 61	RIGHT BANK TOP 71	NOT USED 81	Black-Green J208-13 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2 White-Red J208-2 U18-9	CATAPULT TARGET 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	NOT USED 42	RIGHT SLINGSHOT 52	LEFT RAMP EXIT 62	RIGHT BANK MIDDLE 72	NOT USED 82	Blue-Violet J212-12 Lower Right Flipper Opto F2
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	3 White-Orange J208-3 U18-5	START BUTTON 13	NOT USED 23	TROUGH BALL 2 33	NOT USED 43	LEFT JET BUMPER 53	RIGHT RAMP ENTER 63	RIGHT BANK BOTTOM 73	NOT USED 83	Black-Blue J208-12 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4TH COIN CHUTE U17-9	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	CASTLE LOCK 44	RIGHT JET BUMPER 54	RIGHT RAMP EXIT 64	LEFT TROLL UP 74	NOT USED 84	Blue-Gray J212-11 Lower Left Flipper Opto F4
Orange-Green J205-6 Normal Function U16-9 Srv Crdts	5 White-Green J208-5 U19-11	LEFT TROLL TARGET 15	RIGHT TROLL TARGET 25	TROUGH BALL 4 35	LEFT TROLL (UNDER PLAYFIELD) 45	MIDDLE JET BUMPER 55	LEFT LOOP LOW 65	RIGHT TROLL UP 75	NOT USED 85	Black-Violet J208-11 Upper Right Flipper E.O.S. F5
Orange-Blue J205-7 Normal Function Volume Dn	6 White-Blue J208-7 U19-9	LEFT OUTLANE 16	LEFT RETURN LANE 26	LEFT POPPER 36	RIGHT TROLL (UNDER PLAYFIELD) 46	DRAW-BRIDGE UP 56	LEFT LOOP HIGH 66	NOT USED 76	NOT USED 86	Black-Yellow J212-10 Upper Right Flipper Opto F6
Orange-Violet J205-8 Normal Function Volume Up	7 White-Violet J208-8 U19-5	RIGHT RETURN LANE 17	RIGHT OUTLANE 27	CASTLE GATE 37	LEFT TOP LANE 47	DRAW-BRIDGE DOWN 57	RIGHT LOOP LOW 67	NOT USED 77	NOT USED 87	Black-Gray J208-10 Upper Left Flipper E.O.S. F7
Orange-Grey J205-9 Normal Function Begin Test	8 White-Grey J208-9 U19-7	SHOOTER LANE 18	RIGHT EJECT 28	CATAPULT 38	RIGHT TOP LANE 48	TOWER EXIT 58	RIGHT LOOP HIGH 68	NOT USED 78	NOT USED 88	Black-Blue J212-9 Upper Left Flipper Opto F8

J2XX = CPU Board = OPTO, TYPICALLY CLOSED

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 #9 to #16	T4.0A, 250V	F111	G.I. #4 White-Green	T4.0A, 250V
F601	+62V	T0.25A, 250V	F103	Solenoids #1 to #8	T4.0A, 250V	F112	G.I. #3 White-Yellow	T4.0A, 250V
F602	-113V & -125V	T0.25A, 250V	F104	Solenoids #25 to #28	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	Power	J119-1 (RED-GRN)			J120-13	YEL-GRN		FL-11629	BLUE
30	Hold	J119-1 (RED-GRN)		Q92	J120-11	ORG-GRN			
31	Power	J119-4 (RED-BLU)	Q67		J120-9	YEL-BLU		FL-11629	BLUE
32	Hold	J119-4 (RED-BLU)		Q69	J120-7	ORG-BLU			
33	Power	J119-6 (RED-VIO)	Q84		J120-6	YEL-VIO			
34	Hold	J119-6 (RED-VIO)		Q86	J120-4	ORG-VIO			
35	Power	J119-8 (RED-GRY)	Q81		J120-3	YEL-GRY			
36	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	Hold		Power	Hold	
37	Low Power	J141-2	U3A, U3B		J110-1	BRN-WHT		14-8034
38	Low Power	J141-2	U3C, U3D		J110-3	ORG-WHT		

General Illumination	Solenoid Type	Voltage Connections			Drive Xistor	Voltage Connections			Drive Wire	Bulb Type	
		Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	G.I.	J105-1			Q5	J105-7			WHT-BRN	#44	
02	G.I.	J105-2			Q4	J105-8			WHT-ORG	#44	
03	G.I.	J105-3			Q3	J105-9			WHT-YEL	#44	
04	G.I.		J106-5		Q2		J106-10		WHT-GRN		#555
05	G.I.		J106-6	J104-3	Q1		J106-11	J104-1	WHT-VIO		#555

*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 J121-8 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	FRANKEN-STEIN	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	MICRO-PHONE	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	D1	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	D2	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	D3	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	D4	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	D5	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	D6	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	D7	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	D8	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

NO GOOD GOFERS (50061)

FUSE LIST

POWER DRIVER BOARD

F101	Regulated 12V	T0.63A, 250V
F102	Solenoids #9 to #16	T4.0A, 250V
F103	Solenoids #1 to #8	T4.0A, 250V
F104	Solenoids #25 to #28	T4.0A, 250V
F105	+5V Logic	T4.0A, 250V
F106	+18V Lamp Matrix	T5.0A, 250V
F107	Flasher Secondary	T4.0A, 250V
F108	Solenoid Secondary	T6.3A, 250V
F109	Unregulated 12V	T4.0A, 250V
F110	G.I. #5 White-Violet	T4.0A, 250V
F111	G.I. #4 White-Green	T4.0A, 250V
F112	G.I. #3 White-Yellow	T4.0A, 250V
F113	G.I. #2 White-Orange	T4.0A, 250V
F114	G.I. #1 White-Brown	T4.0A, 250V
F115	+50V Flippers	T4.0A, 250V
F116	+50V Flippers	T4.0A, 250V
F117	+50V Flippers	T4.0A, 250V
F118	+50V Flippers	T4.0A, 250V

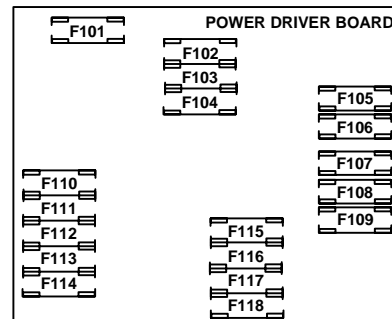
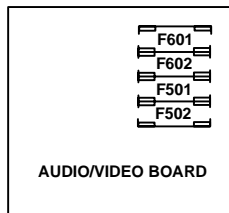
CAUTION: FOR CONTINUED PROTECTION AGAINST RISK OF FIRE, REPLACE ONLY WITH THE SAME TYPE OF FUSE HAVING THE SAME ELECTRICAL RATINGS.

AUDIO/VIDEO BOARD

F501	-25V	T2.5A, 250V
F502	+25V	T2.5A, 250V
F601	+62V	T0.25A, 250V
F602	-113V & -125V	T0.25A, 250V

LINE FILTER

Foreign	T4.0A, 250V
Domestic	T5.0A, 250V



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Solenoid/Flashlamp	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	AUTO FIRE	High Power	J133-2			Q72	J116-1			VIO-BRN	AE-23-800	
02	KICKBACK	High Power	J133-2	J134-3		Q68	J116-2			VIO-RED	AE-23-800	
03	CLUBHOUSE KICKER	High Power	J133-2			Q71	J116-4			VIO-ORG	AE-23-800	
04	LEFT GOFER UP	High Power	J133-2			Q67	J116-5			VIO-YEL	LE-22-925	
05	RIGHT GOFER UP	High Power	J133-2			Q70	J116-6			VIO-GRN	LE-22-925	
06	JET POPPER	High Power	J133-2			Q66	J116-7			VIO-BLU	AE-27-1200	
07	LEFT EJECT	High Power	J133-2			Q69	J116-8			VIO-BLK	AE-24-900	
08	UPPER RIGHT EJECT	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-27-1200	
11	RIGHT SLINGSHOT	Low Power	J133-3			Q43	J113-4			BRN-ORG	AE-27-1200	
12	TOP JET BUMPER	Low Power	J133-3			Q47	J113-5			BRN-YEL	AE-26-1200	
13	MIDDLE 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 GOFER DOWN	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-30-2000	
16	RIGHT GOFER DOWN	Low Power	J133-3			Q45	J114-9			BRN-GRY	AE-30-2000	
17	JET FLASHER	Flasher	J133-6			Q28	J111-1			BLK-BRN	#906	
18	LOWER LEFT FLASHER	Flasher	J133-6			Q32	J111-2			BLK-RED	#906	
19	LEFT SPINNER FLASHER	Flasher	J133-6			Q27	J111-3			BLK-ORG	#906	
20	RIGHT SPINNER FLASHER	Flasher	J133-6			Q31	J111-4			BLK-YEL	#906, #89	
21	LOWER RIGHT FLASHER	Flasher	J133-2			Q26	J111-5			BLU-GRN	#89	
22	NOT USED	Flasher				Q30				BLU-BLK		
23	NOT USED	Flasher				Q25				BLU-VIO		
24	UNDERGROUND PASS	Flasher	J133-1			Q29	J111-8			BLU-GRY	AE-27-1200	
25	SAND TRAP FLASHER	Gen. Purpose	J133-6			Q16	J109-1			BLU-BRN	#906 (2)	
26	WHEEL FLASHER	Gen. Purpose	J133-6			Q15	J109-2			BLU-RED	#906	
27	LEFT RAMP DOWN	Gen. Purpose	J133-1			Q14	J109-3			BLU-ORG	SM1-28-900	
28	RIGHT RAMP DOWN	Gen. Purpose	J133-1			Q13	J109-4			BLU-YEL	SM1-28-900	

General Illumination

01	LEFT SIDE STRING	G.I.	J105-1			Q5	J105-7			WHT-BRN	#555, #545	
02	RIGHT SIDE STRING	G.I.	J105-2			Q4	J105-8			WHT-ORG	#555, #545	
03	GOFER SPOTLIGHT	G.I.	J105-3			Q3	J105-9			WHT-YEL	#44	#555
04	*ILLUMINATION STRING 4	G.I.		J106-5		Q2		J106-10		WHT-GRN	#44	
05	*ILLUMINATION STRING 5	G.I.		J106-6	J104-3	Q1		J106-11	J104-1	WHT-VIO	#44	

Flipper Circuits

Sol No.	Function	Solenoid Type	Voltage Connection		Drive Xistors		Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
			Playfield	Backbox	Power	Hold	Playfield	Backbox	Power	Hold		
29	LOWER RIGHT FLIPPER	Power	J119-1 (RED-GRN)		Q90		J120-13		YEL-GRN		FL-11629	BLUE
30	LOWER RIGHT FLIPPER	Hold	J119-1 (RED-GRN)			Q92	J120-11		ORG-GRN			
31	LOWER RIGHT FLIPPER	Power	J119-4 (RED-BLU)		Q67		J120-9		YEL-BLU		FL-11629	BLUE
32	LOWER LEFT FLIPPER	Hold	J119-4 (RED-BLU)			Q69	J120-7		ORG-BLU			
33	UPPER RIGHT FLIPPER	Power	J119-6 (RED-VIO)		Q84		J120-6		YEL-VIO		FL-11630	RED
34	UPPER RIGHT FLIPPER	Hold	J119-6 (RED-VIO)			Q86	J120-4		ORG-VIO			
35	BALL LAUNCH RAMP	Power	J119-8 (RED-GRY)		Q81		J120-3		YEL-GRY		B-13522	YELLOW
36	NOT USED	Hold	J119-8 (RED-GRY)			Q83	J120-1		ORG-GRY			

Motor Circuit

Sol No.	Function	Solenoid Type	Voltage Connection	Drive Gates	Drive Connections	Drive Wire Color	Device Part Number
37	WHEEL SPIN (CCW)	Low Power	J139-2	U3A U3B	J110-1	BRN-WHT	SEE MANUAL
38	WHEEL SPIN (CLOCK-WISE)	Low Power	J139-2	U3C U3D	J110-3	ORG-WHT	SEE MANUAL

Auxiliary Circuit

Sol No.	Function	Solenoid Type	Voltage Connection	Drive Gates	Drive Connections	Drive Wire Color	Device Part Number
42	UPPER RIGHT 1 FLASHER	Flasher	J4-1	Q2	J4-2	BLU-BRN	#906
43	UPPER RIGHT 2 FLASHER	Flasher	J4-1	Q4	J4-3	BLU-RED	#906
44	UPPER RIGHT 3 FLASHER	Flasher	J4-1	Q6	J4-4	BLU-ORG	#906
45	UPPER PLAYFIELD RIGHT	Flasher	J4-1	Q8	J4-5	BLU-ORG	#906 (2)
46	UPPER PLAYFIELD LEFT	Flasher	J4-1	Q10	J4-7	BLU-GRN	#906
47	UPPER LEFT 1 FLASHER	Flasher	J4-1	Q12	J4-8	BLU-BLK	#906
48	UPPER LEFT 2 FLASHER	Flasher	J4-1	Q14	J4-9	BLU-VIO	#906
49	UPPER LEFT 3 FLASHER	Flasher	J4-1	Q16	J4-10	BLU-GRY	#906

LAMP MATRIX

Column	1 Yellow-Brown J121-1 Q96	2 Yellow-Red J121-2 Q100	3 Yellow-Orange J121-3 Q95	4 Yellow-Black J121-4 Q99	5 Yellow-Green J121-5 Q94	6 Yellow-Blue J121-6 Q98	7 Yellow-Violet J121-7 Q93	8 Yellow-Grey J121-8 Q97
1 Red-Brown J125-1 Q104	OUTLANE EXTRA BALL	HOLE 5	HOLE 6	DRIVING RANGE	(K)ICK	4 STROKES	ADVANCE TRAP	SIDE RAMP DRIVE
2 Red-Black J125-2 Q108	KICKBACK	HOLE 4	HOLE 7	INCREASE GOLF CART	K(I)CK	3 STROKES	CENTER DRIVE	EXTRA BALL
3 Red-Orange J125-4 Q103	LOWER DRIVING RANGE	HOLE 3	HOLE 2	INCREASE BUZZ VALUE	KIC(C)K	2 STROKES	CENTER LOCK	MULTIBALL
4 Red-Yellow J125-5 Q107	SHOOT AGAIN	HIT BUD	HIT BUZZ	INCREASE BUD VALUE	KIC(K)	5 STROKES	GET T.N.T.	JACKPOT
5 Red-Green J125-6 Q102	SPECIAL	HOLE 1	HOLE 9	NEWTON DRIVE	SKILL SHOT	7 STROKES	CENTER RAISE GOFER	PUTT OUT
6 Red-Blue J125-7 Q106	WHEEL VALUE	2X	4X	COLLECT	RIGHT RAISE GOFER	6 STROKES	RIGHT SPINNER	TOP JET BUMPER
7 Red-Violet J125-8 Q101	JET LIGHTNING	CART PATH 2	CART PATH 4	RIP OFF	RIGHT RAMP LOCK	LEFT SPINNER	RIGHT LOOP DRIVE	MIDDLE JET BUMPER
8 Red-Grey J125-9 Q105	HOLE 8	5X CART PATH	3X	LEFT LOOP DRIVE	RIGHT RAMP DRIVE	TRAP READY	BOTTOM JET BUMPER	START BUTTON

J1XX = Power Driver Board

SWITCH MATRIX

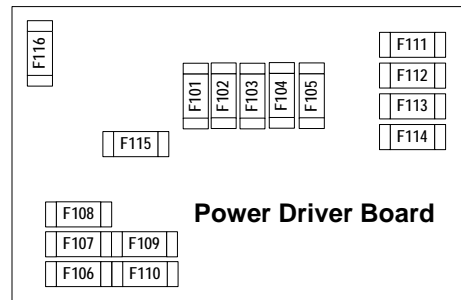
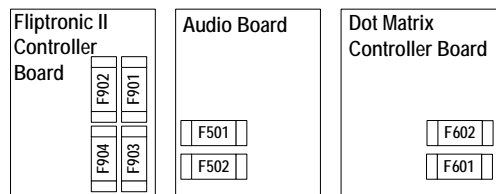
DEDICATED GROUNDED SWITCHES	Column	1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Grey J206-9 U20-11	FLIPPER GROUNDED SWITCHES
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1 White-Brown J208-1 U18-11	NOT USED	SLAM TILT	TROUGH EJECT	LEFT GOFER DOWN	LEFT SLING	LEFT SPINNER	LEFT CART PATH	K-I-C-K ADVANCE	Black-Green J208-13 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2 White-Red J208-2 U18-9	LEFT RAMP MAKE	COIN DOOR CLOSED	TROUGH BALL 1	RIGHT GOFER DOWN	RIGHT SLING	RIGHT SPINNER	RIGHT CART PATH	(K)ICK	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	JET ADVANCE STANDUP	TROUGH BALL 2	NOT USED	TOP JET BUMPER	INNER WHEEL OPTO	RIGHT RAMP MAKE	(K)ICK	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	PUTT OUT POPPER	MIDDLE JET BUMPER	OUTER WHEEL OPTO	GOLF CART	KI(C)K	Blue-Gray J212-11 Lower Left Flipper Opto
Orange-Green J205-6 Normal Function Srv Crdts	5 White-Green J208-5 U19-11	CENTER RAMP MAKE	UNDERGROUND PASS	TROUGH BALL 4	RIGHT POPPER JAM	BOTTOM JET BUMPER	LEFT GOFER 1	RIGHT GOFER 1	KIC(K)	Black-Violet J208-11 Upper Right Flipper E.O.S.
Orange-Blue J205-7 Normal Function Volume On	6 White-Blue J208-7 U19-9	LEFT OUTLANE	LEFT IN-LANE	TROUGH BALL 5	RIGHT POPPER	TOP SKILL SHOT	LEFT GOFER 2	RIGHT GOFER 2	CAPTIVE BALL	Black-Yellow J212-10 Upper Right Flipper Opto
Orange-Violet J205-8 Normal Function Volume Up	7 White-Violet J208-8 U19-5	RIGHT IN-LANE	RIGHT OUTLANE	TROUGH BALL 6	LEFT RAMP DOWN	MIDDLE SKILL SHOT	BEHIND LEFT GOFER	ADVANCE TRAP VALUE	NOT USED	Black-Gray J208-10 Upper Left Flipper E.O.S.
Orange-Grey J205-9 Normal Function Begin J2	8 White-Grey J208-9 U19-7	BALL SHOOTER	KICK BACK	JET POPPER	RIGHT RAMP DOWN	LOWER SKILL SHOT	HOLE-IN ONE MADE	SAND TRAP EJECT	NOT USED	Black-Blue J212-9 Upper Left Flipper Opto

J2XX = CPU Board = OPTO, TYPICALLY CLOSED

FUSE LIST

STAR TREK: The Next Generation (50023)

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB
F102	+50V DC General (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. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Lamp Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB
Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, FB
F602	-113V & -125V	3/8A, 250V, FB
LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Coil/Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	LEFT GUN KICKER	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-23-800	Insert
02	RIGHT GUN KICKER	High Power	J107-3			Q80	J130-2			VIO-RED	AE-23-800	
03	LEFT GUN POPPER	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-23-800	
04	RIGHT GUN POPPER	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-23-800	
05	LEFT POPPER	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-23-800	
06	PLUNGER	High Power	J107-3			Q66	J130-7			VIO-BLU	AE-23-800	
07	KNOCKER	High Power		J107-3		Q68		J130-8		VIO-BLK		AE-23-800
08	KICKER	High Power	J107-3			Q70	J130-9			VIO-GRY	AE-23-800	
09	LEFT SLINGSHOT	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-26-1200	
10	RIGHT SLINGSHOT	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-26-1200	
11	TROUGH	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-26-1500	
12	LEFT JET BUMPER	Low Power	J107-2			Q52	J127-5			BRN-YEL	AE-26-1200	
13	RIGHT JET BUMPER	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-26-1200	
14	BOTTOM JET BUMPER	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	TOP DIVERTER	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-25-1000	
16	BORG KICKER	Low Power	J107-2			Q44	J127-9			BRN-GRY	AL-23-800	
17	LEFT GUN MOTOR	Low Power	J118-2			Q42	J126-1			BLK-BRN	A-17562	
18	RIGHT GUN MOTOR	Low Power	J118-2			Q40	J126-2			BLK-RED	A-17562	
19	NOT USED					Q38				BLK-ORG		
20	JETS FLASHER	Flasher	J107-6			Q36	J126-4			BLK-YEL	#89	
21	RIGHT POPPER FLASHER	Flasher	J107-6	J106-5		Q28	J126-5	J125-6		BLU-GRN	#89	#906
22	MIDDLE RAMP FLASHER	Flasher	J107-6			Q30	J126-6			BLU-BLK	#89 (2)	
23	SHIELDS FLASHER	Flasher	J107-6	J106-5		Q34	J126-7	J125-8		BLU-VIO	#906 (3)	#906
24	AUTOFIRE FLASHER	Flasher	J107-6			Q32	J126-8			BLU-GRY	#906	
25	EXIT UNDERGRND FLASHER	Gen. Purpose	J107-6	J106-5		Q26	J122-1	J124-1		BLU-BRN	#89	#906
26	RIGHT BORG FLASHER	Gen. Purpose	J107-6	J106-5		Q24	J122-2	J124-2		BLU-RED	#906 (2)	#906
27	KEFT BORG FLASHER	Gen. Purpose	J107-6	J106-5		Q22	J122-3	J124-3		BLU-ORG	#906 (2)	#906
28	CENTER BORG FLASHER	Gen. Purpose	J107-6	J106-5		Q20	J122-4	J124-5		BLU-YEL	#906 (2)	#906
37	UNDER DIVERTER TOP	Low Power	J107-1			Q16	* J4-2			BRN-WHT	AE-25-1000	
38	UNDER DIVERTER BOTTOM	Low Power	J107-1			Q15	* J4-4			BLK-WHT	AE-25-1000	
39	TOP DROP UP	Low Power	J107-1			Q14	* J4-5			ORG-WHT	AE-26-1200	
40	TOP DROP DOWN	Low Power	J107-1			Q13	* J4-6			YEL-WHT	SM1-26-600	
41	ROMULAN FLASHERS	Low Power	J107-6	J106-5		Q9	* J3-2	* J3-2		GRN-WHT	#906	#906
42	RIGHT RAMP FLASHERS	Low Power	J107-6	J106-5		Q10	* J3-3	* J3-3		BLU-WHT	#89	#906
General Illumination			Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
			Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	SHIELDS G.I.	G.I.	J121-1			Q18	J121-7			WHT-BRN	#44	
02	INSERT G.I.	G.I.		J120-2		Q10		J120-8		WHT-ORG		#555
03	INSERT G.I.	G.I.		J120-3		Q14		J120-9		WHT-YEL		#555
04	PLAYFIELD G.I.	G.I.	J121-5			Q16	J121-10			WHT-GRN	#44	
05	RETURN LANE / COIN	G.I.	J121-6		J119-3	Q12	J121-11		J119-1	WHT-VIO	#44	
Flipper Circuits			Playfield Voltage Connection	Drive Transistors Power	Hold	Playfield Drive Connections	Drive Wire Colors Power	Hold	Coil Part No.	Coil Colors		
29	LOWER RIGHT FLIPPER	Power	J907-9 (BLU-YEL)	Q4		J902-13	BLU-VIO		FL-11629	BLUE		
30		Hold	J907-9 (BLU-YEL)		Q11	J902-11		ORG-GRN				
31	LOWER LEFT FLIPPER	Power	J907-7 (GRY-YEL)	Q3		J902-9	BLU-GRY		FL-11629	BLUE		
32		Hold	J907-7 (GRY-YEL)		Q9	J902-7		ORG-BLU				
33	UPPER RIGHT FLIPPER	Power	J907-1 (BLU-YEL)	Q2		J902-6	BLK-YEL		FL-11629	BLUE		
34		Hold	J907-1 (BLU-YEL)		Q7	J902-4		ORG-VIO				
35	NOT USED	Power	J907-4 (GRY-YEL)	Q1		J902-3	BLK-BLU		NOT USED	NOT USED		
36		Hold	J907-4 (GRY-YEL)		Q5	J902-1		ORG-GRY				

* From 8 Driver PCB, A-16100; J4-1 = Tieback Diode J1XX-X = Power Driver Board, J9XX-X = Fliptronic II Board

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J137-1 Q98	Yellow-Red J137-2 Q97	Yellow-Orange J137-3 Q96	Yellow-Black J137-4 Q95	Yellow-Green J137-5 Q94	Yellow-Blue J137-6 Q93	Yellow-Violet J137-7 Q92	Yellow-Grey J137-9 Q91
1 Red-Brown J133-1 Q90	LEFT BANK TOP	SHIP MODE 3	TOP LANE LEFT	Q	LEFT RETURN LANE	GENERIC 3	GENERIC 2	RIGHT RETURN LANES	
2 Red-Black J133-2 Q89	LEFT BANK MIDDLE	SHIP MODE 4	TOP LANE CENTER	GENERIC 1	LEFT LAUNCHER	INCREASE WARP	TOP 3-BANK LEFT	RIGHT LAUNCHER	
3 Red-Orange J133-4 Q88	SHIP MODE 1	SHIP MODE 5	TOP LANE RIGHT	RIGHT LOCK	ADVANCE IN RANK	SPINNER	TOP 3-BANK CENTER	MILLION JETS	
4 Red-Yellow J133-5 Q87	SHIP MODE 2	RIGHT BANK TOP	BONUS 2 X	HOLODECK	GENERIC 6	GENERIC 7	TOP 3-BANK RIGHT	KICKBACK	
5 Red-Green J133-6 Q86	LEFT BANK BOTTOM	RIGHT BANK MIDDLE	BONUS 4 X	RIGHT 2 X SHUTTLE	SUPER	LEFT MILLIONS	LEFT LOCK	BORG LOCK	
6 Red-Blue J133-7 Q85	FINAL FRONTIER	COMMAND DECISION	MULTIPLIERS HELP	GENERIC 4	JACKPOT	JACKPOT X	GENERIC 5	BORG JACKPOT	
7 Red-Violet J133-8 Q84	SHOOT AGAIN	SHIP MODE 6	BONUS 8 X	RIGHT MILLIONS	EXTRA BALL	RIFT	WORM HOLE	BUY-IN	
8 Red-Grey J133-9 Q83	SHIP MODE 7	RIGHT BANK BOTTOM	BONUS 10X	LEFT 2 X SHUTTLE	START MISSION	TIME	BORG SHIP	START BUTTON	

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	9	FLIPPER GROUNDED SWITCHES
			Green-Brown J207-1 U20-18	Green-Red J207-2 U20-17	Green-Orange J207-3 U20-16	Green-Yellow J207-4 U20-15	Green-Black J207-5 U20-14	Green-Blue J207-6 U20-13	Green-Violet J207-7 U20-12	Green-Grey J207-9 U20-11	Violet-White *J5-1 Q11	
Orange-Brown J205-1 LEFT COIN CHUTE	1 White-Brown J209-1 U18-11	BUY-IN BUTTON	SLAM TILT	BORG LOCK	UNDER LEFT LOCK SWITCH 1	LEFT BANK TOP	TROUGH 1	LEFT JET	TIME	NOT USED	Black-Green J906-1 Lower Right Flipper E.O.S.	
Orange-Red J205-2 CENTER COIN CHUTE	2 White-Red J209-2 U18-9	RIGHT FIRE BUTTON	COIN DOOR CLOSED	UNDER LEFT GUN SWITCH 2	UNDER LEFT LOCK SWITCH 3	LEFT BANK MIDDLE	TROUGH 2	RIGHT JET	RIFT	LEFT GUN MARK	Black-Violet J905-1 Lower Right Flipper Opto	
Orange-Black J205-3 RIGHT COIN CHUTE	3 White-Orange J209-3 U18-5	START BUTTON	MADE MIDDLE RAMP	UNDER RIGHT GUN SWITCH 2	UNDER LEFT LOCK SWITCH 4	LEFT BANK BOTTOM	TROUGH 3	BOTTOM JET	MAKE LEFT RAMP	NOT USED	Black-Blue J906-3 Lower Left Flipper E.O.S.	
Orange-Yellow J205-4 4 th COIN CHUTE	4 White-Yellow J209-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	RIGHT GUN SHOOTER	LEFT OUTER LOOP	RIGHT BANK TOP	TROUGH 4	RIGHT SLING	Q	NOT USED	Black-Gray J905-2 Lower Left Flipper Opto	
Orange-Green J205-6 Normal Function Srv Crdts	5 White-Green J209-5 U19-11	LEFT OUTLANE	ENTER RIGHT RAMP	UNDER LEFT LOCK SWITCH 2	UNDER TOP HOLE	RIGHT BANK MIDDLE	TROUGH 5	LEFT SLING	LEFT 2 X SHUTTLE	RIGHT GUN HOME	Black-Violet J906-4 Upper Right Flipper E.O.S.	
Orange-Blue J205-7 Normal Function Volume Dn	6 White-Blue J209-7 U19-9	LEFT RETURN LANE	LEFT 45° TARGET	UNDER LEFT GUN SWITCH 1	UNDER LEFT HOLE	RIGHT BANK BOTTOM	TROUGH 6	TOP LANE LEFT	RIGHT 2 X SHUTTLE	RIGHT GUN MARK	Black-Yellow J905-3 Upper Right Flipper Opto	
Orange-Violet J205-8 Normal Function Volume Up	7 White-Violet J209-8 U19-5	RIGHT RETURN LANE	CENTER 45° TARGET	UNDER RIGHT GUN SWITCH 1	UNDER BORG HOLE	TOP DROP TARGET	TROUGH TOP	TOP LANE CENTER	MADE RIGHT RAMP	LEFT GUN HOME	Black-Gray J906-5 Spinner	
Orange-Grey J205-9 Normal Function Begin Test	8 White-Grey J209-9 U19-7	RIGHT OUTLANE	RIGHT 45° TARGET	LEFT GUN SHOOTER	BORG ENTRY	RIGHT OUTER LOOP	SHOOTER	TOP LANE RIGHT	ENTER LEFT RAMP	NOT USED	Black-Blue J905-5 Not Used	

J2XX = CPU Board; J9XX = Fliptronic II Board;

█ = OPTO, TYPICALLY CLOSED *Located on 8 driver PCB, A-16100, in backbox

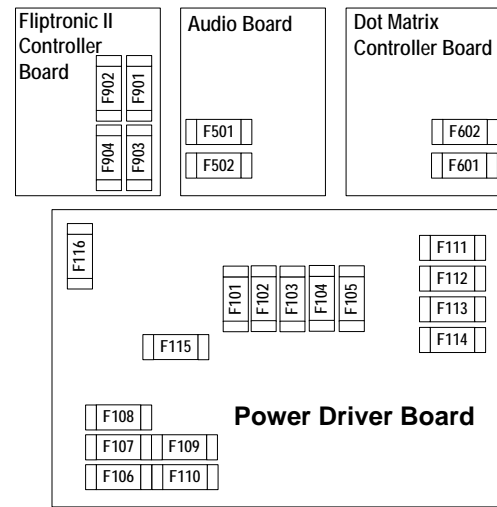
FUSE LIST

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB
F102	+50V DC General (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. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Lamp Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB

Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB

Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, FB
F602	-113V & -125V	3/8A, 250V, FB

LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

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 TROUGH	High Power	J107-2			Q82	J130-1			VIO-BRN	AE-26-1500	
02	MAGNET DIVERTER	High Power	J107-2			Q80	J130-2			VIO-RED	20-10179	
03	TRAP DOOR UP	High Power	J107-2			Q78	J130-4			VIO-ORG	A-20099	
04	SUBWAY POPPER	High Power	J107-2			Q76	J130-5			VIO-YEL	AE-26-1200	
05	RIGHT DRAIN MAGNET	High Power	J107-2			Q64	J130-6			VIO-GRN	20-10197	
06	CENTER LOOP POST	High Power	J107-2			Q66	J130-7			VIO-BLU	AE-27-1200	
07	KNOCKER	High Power		J107-2		Q68		J130-8		VIO-BLK		AE-23-800
08	TOP DIVERTER POST	High Power	J107-2			Q70	J130-9			VIO-GRY	AE-27-1200	
09	LEFT SLINGSHOT	Low Power	J107-3			Q58	J127-1			BRN-BLK	AE-27-1200	
10	RIGHT SLINGSHOT	Low Power	J107-3			Q56	J127-3			BRN-RED	AE-27-1200	
11	BOTTOM JET BUMPER	Low Power	J107-3			Q54	J127-4			BRN-ORG	AE-26-1200	
12	MIDDLE JET BUMPER	Low Power	J107-3			Q52	J127-5			BRN-YEL	AE-26-1200	
13	TOP JET BUMPER	Low Power	J107-3			Q50	J127-6			BRN-GRN	AE-26-1200	
14	TRAP DOOR HOLD	Low Power	J107-2			Q48	J127-7			BRN-BLU	A-20099	
15	LEFT UP/DOWN GATE	Low Power	J107-3			Q46	J127-8			BRN-VIO	A-14406	
16	RIGHT UP/DOWN GATE	Low Power	J107-3			Q44	J127-9			BRN-GRY	A-14406	
17	BOX CLOCKWISE	Flasher	J116-2			Q42	J126-1			BLK-BRN	14-8018	
18	BOX COUNTER CLOCKWISE	Flasher	J116-2			Q40	J126-2			BLK-RED	14-8018	
19	NOT USED	Flasher	J116-2			Q38	J126-3			BLK-ORG	--	
20	RETURN LANE FLASHER	Flasher	J107-6			Q36	J126-4			BLK-YEL	#89 (2)	
21	TOP KICKOUT	Flasher	J107-1			Q28	+ J126-5			BLU-GRN	AE-27-1200	
22	NOT USED	Flasher	J107-6			Q30	J126-6			BLU-BLK	--	
23	NOT USED	Flasher	J107-6			Q34	J126-7			BLU-VIO	--	
24	TRAP DOOR FLASHER	Flasher	J107-6			Q32	J126-8			BLU-GRY	#89 (2)	
25	SPIRIT RING FLASHER	Gen. Purpose	J107-6	J106-5		Q26	J122-1	J124-1		BLU-BRN	#906, #89	#906
26	SAW FLASHER	Gen. Purpose	J107-6	J106-5		Q24	J122-2	J124-2		BLU-RED	#906, #89(2)	#906
27	JET FLASHER	Gen. Purpose	J107-6	J106-5		Q22	J122-3	J124-3		BLU-ORG	#906, #89(2)	#906
28	BOX FLASHER	Gen. Purpose	J107-6	J106-5		Q20	J122-4	J124-5		BLU-YEL	#906, #89(2)	#906
33	CUBE MAGNET	High Power	J907-6,7			Q2	J902-6			YEL-VIO	20-10197	
34	SUB BALL RELEASE	Low Power	J907-6,7			Q7	J902-4			ORG-VIO	AE-27-1200	
35	LEFT DRAIN MAGNET	High Power	J907-8,9			Q1	J902-3			YEL-GRY	20-10197	

General Illumination		Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
		Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	ILLUMINATION STRING 1	G.I.	J120-7		Q18		J120-7		WHT-BRN		#555
02	ILLUMINATION STRING 2	G.I.	J120-2		Q10		J120-8		WHT-ORG		#555
03	ILLUMINATION STRING 3	G.I.	J121-3		Q14	J121-9			WHT-YEL		#44
04	ILLUMINATION STRING 4	G.I.	J131-5		Q16	J121-10			WHT-GRN		#44
05	ILLUMINATION STRING 5	G.I.	J121-6		Q12	J121-11			WHT-VIO		#44

Flipper Circuits		Power	Playfield Voltage Connection	Drive Transistors Power	Hold	Playfield Drive Connections			Drive Wire Colors	Coil Part No.	Coil Colors
						Playfield	Insert	Cabinet			
29	LOWER RIGHT FLIPPER	Power	J907-1 (RED-GRN)	Q4		J902-13			YEL-GRN	FL-11629	BLUE
30		Hold	J907-1 (RED-GRN)		Q11		J902-11		ORG-GRN		
31	LOWER LEFT FLIPPER	Power	J907-4 (RED-BLU)	Q3		J902-9			YEL-BLU	FL-11629	BLUE
32		Hold	J907-4 (RED-BLU)		Q9		J902-7		ORG-BLU		
33		Power	J907-6 (RED-VIO)	Q2		J902-6			YEL-VIO	--	--
34	NOT USED	Hold	J907-6 (RED-VIO)		Q7		J902-4		ORG-VIO		
35		Power	J907-8 (RED-GRY)	Q1		J902-3			YEL-GRY	--	--
36	NOT USED	Hold	J907-8 (RED-GRY)		Q5		J920-1		ORG-GRY		

J1xx = Power Driver Board

J9xx = Fliptronic II Board + Tieback Diode J126-13

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J137-1 Q98	Yellow-Red J137-2 Q97	Yellow-Orange J137-3 Q96	Yellow-Black J137-4 Q95	Yellow-Green J137-5 Q94	Yellow-Blue J137-6 Q93	Yellow-Violet J137-7 Q92	Yellow-Grey J137-9 Q91
1 Red-Brown J133-1 Q90	(T)HEATRE	HAUNTED BASEMENT	MA(G)IC	EXTRA BALL	TRUNK HIT 2	TIGER SAW	HAT MAGIC	SPECIAL	
2 Red-Black J133-2 Q89	T(H)EATRE	META-MORPHISIS AWARD	MAG(C)	VANISH	HURRY UP	LEVITATE WOMAN	SPIRIT AWARD	NOT USED	
3 Red-Orange J133-4 Q88	TH(E)ATRE	RIGHT SPELL MAGIC	LIFT TRAPDOOR	SPELL THEATRE	TRUNK ESCAPE	GRAND FINALE	THEATRE	NOT USED	
4 Red-Yellow J133-5 Q87	THE(A)TRE	SPIRIT RING	CENTER SPELL MAGIC	JACKPOT	LOCK BALL	TRUNK ESCAPE	MULTI-BALL	NOT USED	
5 Red-Green J133-6 Q86	THEA(T)RE	ADVANCE CLOCK	LEVITATE AWARD	SAFE AWARD	HAT TRICK AWARD	SPIRIT CARDS	MIDNIGHT	LAMP IN CUBE	
6 Red-Blue J133-7 Q85	THEAT(R)E	JACKET AWARD	MAG(I)C	TIGER SAW AWARD	START ILLUSION	SAFE ESCAPE	ILLUSIONS	SHOOT AGAIN	
7 Red-Violet J133-8 Q84	THEATR(E)	M(A)GIC	TOP ROLLOVER 1	START FINALE	START MULTIBALL	META-MORPHISIS	SAW MULTI-BALL	BUY-IN	
8 Red-Grey J133-9 Q83	(M)AGIC	TRUNK HIT 3	TOP ROLLOVER 2	TRUNK HIT 1	LITE VANISH	STRAIT JACKET	HOCUS POCUS	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 J207-1 U20-18	Green-Red J207-2 U20-17	Green-Orange J207-3 U20-16	Green-Yellow J207-4 U20-15	Green-Black J207-5 U20-14	Green-Blue J207-6 U20-13	Green-Violet J207-7 U20-12	Green-Grey J207-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	D1	1 White-Brown J209-1 U18-11	NOT USED	SLAM TILT	TROUGH JAM	LOCK 1	LEFT BANK TARGET	LEFT SLING	CENTER RAMP EXIT	LOOP RIGHT	Black-Green J906-1 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE U17-7	D2	2 White-Red J209-2 U18-9	NOT USED	COIN DOOR CLOSED	TROUGH BALL 1	LOCK 2	CAPTIVE BALL REST	RIGHT SLING	NOT USED	CENTER RAMP TARGETS	Black-Violet J905-1 Lower Right Flipper Opto
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	D3	3 White-Orange J209-3 U18-5	START BUTTON	BUY-IN	TROUGH BALL 2	LOCK 3	RIGHT LANE ENTER	BOTTOM JET	RIGHT RAMP EXIT	VANISH LOCK 1	Black-Blue J906-3 Lower Left Flipper E.O.S.
Orange-Yellow J205-4 4TH COIN CHUTE U17-9	D4	4 White-Yellow J209-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	TROUGH BALL 3	POPPER	LEFT LANE ENTER	MIDDLE JET	RIGHT RAMP EXIT 2	VANISH LOCK 2	Black-Gray J905-2 Lower Left Flipper Opto
Orange-Green J205-6 Normal Function Srv Crdts	D5	5 White-Green J209-5 U19-11	SHOOTER LANE	LEFT OUTLANE	TROUGH BALL 4	LEFT DRAIN EDDY	CUBE POSITION 4	TOP JET	CENTER RAMP ENTER	TRUNK HIT	Black-Violet J906-4 Upper Right Flipper E.O.S.
Orange-Blue J205-7 Normal Function Volume Dn	D6	6 White-Blue J209-7 U19-9	NOT USED	LEFT RETURN LANE	SUBWAY OPTO	NOT USED	CUBE POSITION 1	TOP LANE 1	RIGHT RAMP ENTER	RIGHT LANE EXIT	Black-Yellow J905-3 Upper Right Flipper Opto
Orange-Violet J205-8 Normal Function Volume Up	D7	7 White-Violet J209-8 U19-5	NOT USED	RIGHT RETURN LANE	SPINNER	SUBWAY MICRO	CUBE POSITION 2	TOP LANE 2	CAPTIVE BALL TOP	LEFT LANE EXIT	Black-Gray J906-5 Upper Left Flipper E.O.S.
Orange-Grey J205-9 Normal Function Begin Test	D8	8 White-Grey J209-9 U19-7	NOT USED	RIGHT OUTLANE	RIGHT LOWER TARGET	RIGHT DRAIN EDDY	CUBE POSITION 3	NOT USED	LOOP LEFT	NOT USED	Black-Blue J905-5 Upper Left Flipper Opto

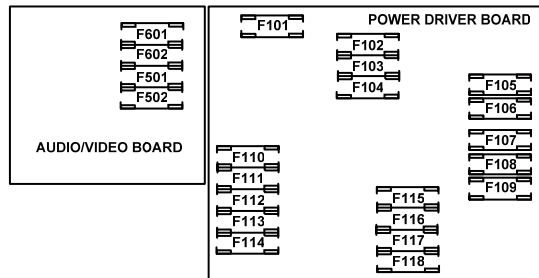
J2XX = CPU Board; J9XX = Fliptronic II Board

= OPTO, TYPICALLY CLOSED

ARABIAN NIGHTS (50047)

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 #9 to #16	T4.0A, 250V	F111	G.I. #4 White-Green	T4.0A, 250V
F601	+62V	T0.25A, 250V	F103	Solenoids #1 to #8	T4.0A, 250V	F112	G.I. #3 White-Yellow	T4.0A, 250V
F602	-113V & -125V	T0.25A, 250V	F104	Solenoids #25 to #28	T4.0A, 250V	F113	G.I. #2 White-Orange	T4.0A, 250V
LINE FILTER Foreign T4.0A, 250V Domestic T5.0A, 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



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	Backbox	Cabinet		Playfield	Backbox
01	LEFT CAGE	High Power	J133-2			Q72	J116-1			VIO-BRN	A-20099	
02	RIGHT CAGE	High Power	J133-2			Q68	J116-2			VIO-RED	A-20099	
03	VANISH DROP	High Power	J133-2			Q71	J116-4			VIO-ORG	FL-11753	
04	LOCK EJECT	High Power	J133-2			Q67	J116-5			VIO-YEL	AE-27-1200	
05	BAZAAR EJECT	High Power	J133-2			Q70	J116-6			VIO-GRN	AE-25-1000	
06	LOCK MAGNET	High Power	J133-2			Q66	J116-7			VIO-BLU	20-10197	
07	KNOCKER	High Power	J133-2	J133-2		Q69		J116-8		VIO-BLK		AE-23-800
08	RAMP MAGNET COIL	High Power	J133-1			Q65	J116-9			VIO-GRY	20-10197	
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-27-1200	
11	RIGHT SLINGSHOT	Low Power	J133-3			Q43	J113-4			BRN-ORG	AE-27-1200	
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	MIDDLE JET BUMPER	Low Power	J133-3			Q46	J113-7			BRN-BLU	AE-26-1200	
15	LEFT KICKER	Low Power	J133-3			Q41	J113-8			BRN-VIO	AE-27-1200	
16	LEFT EJECT FLASHER	Low Power	J133-6	J134-5		Q45	J113-9	J114-5		BRN-GRY	#89 (2)	#906
17	INLANE FLASHERS	Flasher	J133-6			Q28	J111-1			BLK-BRN	#89 (2)	
18	FINAL BATTLE FLASHER	Flasher	J133-6			Q32	J111-2			BLK-RED	#906	
19	LEFT LOOP FLASHER	Flasher	J133-6			Q27	J111-3			BLK-ORG	#906	
20	BAZAAR FLASHER	Flasher	J133-6			Q31	J111-4			BLK-YEL	#89	
21	RAMP DIVERTOR	Low Power	J133-2			Q26	J111-5			BLU-GRN	AE-30-2000	
22	RUB LAMP FLASHER	Flasher	J133-6			Q30	J111-6			BLU-BLK	#906	
23	MAGIC LAMP FLASHERS	Flasher	J133-6			Q25	J111-7			BLU-VIO	#906	
24	RIGHT LOOP FLASHER	Flasher	J133-6			Q29	J111-8			BLU-GRY	#906	
25	START TALE FLASHERS	Gen. Purpose	J133-6	J134-5		Q16	J109-1	J108-1		BLU-BRN	#906	#906
26	JET FLASHERS	Gen. Purpose	J133-6	J134-5		Q15	J109-2	J108-2		BLU-RED	#906	#906
27	TOP LOOP FLASHER	Gen. Purpose	J133-6	J134-5		Q14	J109-3	J108-3		BLU-ORG	#906	#906
28	RAMP FLASHER	Gen. Purpose	J133-6			Q13	J109-4			BLU-YEL	#906	

General Illumination

01	ILLUMINATION STRING 1	G.I.		J106-1		Q5		J105-7		WHT-BRN	#44	
02	ILLUMINATION STRING 2	G.I.		J106-2		Q4		J105-8		WHT-ORG	#44	
03	ILLUMINATION STRING 3	G.I.		J106-3		Q3		J105-9		WHT-YEL	#44	
04	ILLUMINATION STRING 4	G.I.	J105-5			Q2	J106-10			WHT-GRN		#555
05	ILLUMINATION STRING 5	G.I.	J105-6		J104-3	Q1	J106-11		J104-1	WHT-VIO		#555

Flipper Circuits	Power	Hold	Voltage Connection		Drive Transistors		Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
			Playfield	Backbox	Power	Hold	Playfield	Backbox	Power	Hold		
29			J119-1 (RED-GRN)		Q90		J120-13		YEL-GRN		FL-11629	BLUE
30	LOWER RIGHT FLIPPER	Hold	J119-1 (RED-GRN)		Q92		J120-11		ORG-GRN			
31			J119-4 (RED-BLU)		Q67		J120-9		YEL-BLU		FL-11629	BLUE
32	LOWER LEFT FLIPPER	Hold	J119-4 (RED-BLU)		Q69		J120-7		ORG-BLU			
33	LEFT DIVERTOR POWER	Power	J119-6 (RED-VIO)		Q84		J120-6		YEL-VIO		FL-11753	YELLOW
34	LEFT DIVERTOR HOLD	Hold	J119-6 (RED-VIO)		Q86		J120-4		ORG-VIO			
35	VANISH MAGNET	Power	J119-8 (RED-GRY)		Q81		J120-3		YEL-GRY		20-10197	
36	LOOP POST DIVERTOR	Hold	J119-8 (RED-GRY)		Q83		J120-1		ORG-GRY		AE-27-1200	

J1XX = POWER DRIVER BOARD

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

LAMP MATRIX

Column	Yellow (B+) → Red							
	1 Yellow-Brown J121-1 Q96	2 Yellow-Red J121-2 Q100	3 Yellow-Orange J121-3 Q95	4 Yellow-Black J121-4 Q99	5 Yellow-Green J121-5 Q94	6 Yellow-Blue J121-6 Q98	7 Yellow-Violet J121-7 Q93	8 Yellow-Grey J121-8 Q97
1 Red-Brown J125-1 Q104	JEWEL 1 (LEFT) 11	JACKPOT 21	MAGIC CARPET 31	SMOKE 6 41	SMOKE 14 (TOP) 51	MAKE A WISH 61	ACTION 2 71	EXTRA BALL 81
2 Red-Black J125-2 Q108	JEWEL 2 12	(G)ENIE 22	ACTION 3 32	SMOKE 7 42	LAMP-15 52	(B)AZAAR 62	LEFT LOCK 72	ACTION 5 82
3 Red-Orange J125-4 Q103	JEWEL 3 13	G(E)NIE 23	RAMP ARROW RIGHT 33	SMOKE 8 43	LAMP-30 53	B(A)ZAAR 63	HAREM ADVANCE 73	RIGHT LOCK 83
4 Red-Yellow J125-5 Q107	JEWEL 4 14	GE(N)IE 24	RAMP ARROW LEFT 34	SMOKE 9 44	LAMP-60 54	BA(Z)AAR 64	LEFT TIGER LOOP 74	RIGHT TIGER LOOP 84
5 Red-Green J125-6 Q102	JEWEL 5 15	GEN(I)E 1 25	SMOKE 1 (BOTTOM) 35	SMOKE 10 45	SMOKE 4 55	BAZ(A)AR 65	ACTION 1 75	CAPTIVE BALL RIGHT 85
6 Red-Blue J125-7 Q106	JEWEL 6 16	GENI(E) 26	SMOKE 2 36	SMOKE 11 46	SMOKE 5 56	BAZA(A)R 66	WISH 1 76	ACTION 4 86
7 Red-Violet J125-8 Q101	JEWEL 7 (RIGHT) 17	MULTIBALL 27	SMOKE 3 37	SMOKE 12 47	SHOOT STAR RIGHT 57	BAZAA(R) 67	WISH 2 77	CAPTIVE BALL LEFT 87
8 Red-Grey J125-9 Q105	SHOOT AGAIN 18	OUTLANE SPECIAL 28	AMULET 38	SMOKE 13 48	SHOOT STAR LEFT 58	CENTER LOCK 68	WISH 3 78	START BUTTON 88

J1XX = Power Driver Board

SWITCH MATRIX

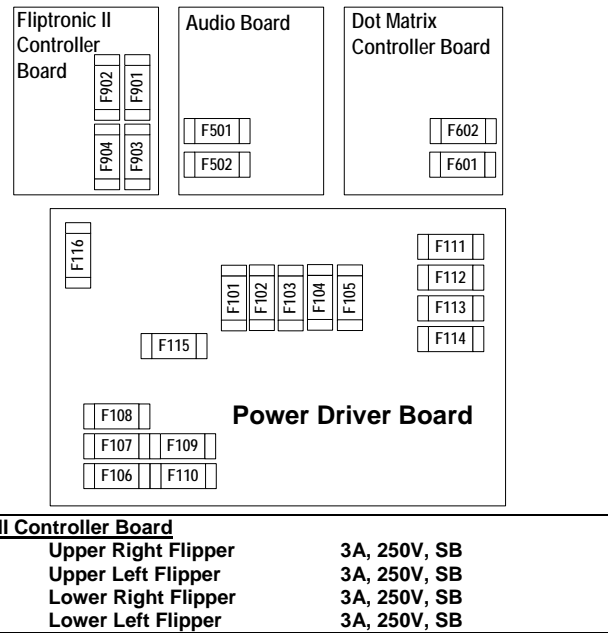
DEDICATED GROUNDED SWITCHES	Column	White → Green								FLIPPER GROUNDED SWITCHES
		1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Grey J206-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1 White-Brown J208-1 U18-11	HAREM PASSAGE 11	SLAM TILT 21	TROUGH EJECT 31	RAMP MADE LEFT 41	LEFT SLING 51	LEFT STANDUPS 61	NOT USED 71	NOT USED 81	Black-Green J208-13 Lower Right Flipper E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2 White-Red J208-2 U18-9	VANISH TUNNEL 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	GENIE TARGET 42	RIGHT SLING 52	RIGHT STANDUPS 62	NOT USED 72	NOT USED 82	Blue-Violet J212-12 Lower Right Flipper Opto F2
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	3 White-Orange J208-3 U18-5	START BUTTON 13	GENIE STANDUP TARGET 23	TROUGH BALL 2 33	LEFT LOOP 43	LEFT JET 53	TOP SKILL 63	NOT USED 73	NOT USED 83	Black-Blue J208-12 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4TH COIN CHUTE U17-9	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	INNER LOOP LEFT 44	RIGHT JET 54	MIDDLE SKILL 64	NOT USED 74	NOT USED 84	Blue-Gray J212-11 Lower Left Flipper Opto F4
Orange-Green J205-6 U16-9 Normal Function Test Function Srv Crdts	5 White-Green J208-5 U19-11	RAMP ENTER 15	BAZAAR EJECT 25	TROUGH BALL 4 35	INNER LOOP RIGHT 45	MIDDLE JET 55	BOTTOM SKILL 65	NOT USED 75	NOT USED 85	Black-Violet J208-11 Upper Right Flipper E.O.S. F5
Orange-Blue J205-7 Normal Function Test Function Volume On	6 White-Blue J208-7 U19-9	LEFT OUTLANE 16	LEFT INLANE 26	LEFT CAGE OPTO 36	MINI STANDUPS 46	LAMP SPIN CCW 56	LOCK 1 (BOTTOM) 66	NOT USED 76	NOT USED 86	Black-Yellow J212-10 Upper Right Flipper Opto F6
Orange-Violet J205-8 Normal Function Test Function Volume Up	7 White-Violet J208-8 U19-5	RIGHT INLANE 17	RIGHT OUTLANE 27	RIGHT CAGE OPTO 37	RAMP MADE RIGHT 47	LAMP SPIN CW 57	LOCK 2 (MIDDLE) 67	NOT USED 77	NOT USED 87	Black-Gray J208-10 Upper Left Flipper E.O.S. F7
Orange-Grey J205-9 Normal Function Test Function Begin Test	8 White-Grey J208-9 U19-7	BALL SHOOTER 18	LEFT WIRE MAKE 28	LEFT EJECT 38	RIGHT CAPTIVE BALL 48	LEFT CAPTIVE BALL 58	LOCK 3 (TOP) 68	NOT USED 78	NOT USED 88	Black-Blue J212-9 Upper Left Flipper Opto F8

J2XX = CPU Board = OPTO, TYPICALLY CLOSED

FUSE LIST

TWILIGHT ZONE (50020)

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB
F102	+50V DC General (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. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Lamp Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB
Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB
Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, FB
F602	-113V & -125V	3/8A, 250V, FB
LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Coil/Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	SLOT KICKOUT	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-24-900	Insert
02	ROCKET KICKERR	High Power	J107-3			Q80	J130-2			VIO-RED	AE-23-800	
03	AUTO-FIRE KICKER	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-23-800	
04	GUMBALL POPPER	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-23-800	
05	RIGHT RAMP DIVERTER	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-26-1200	
06	GUMBALL DIVERTER	High Power	J107-3			Q66	J130-7			VIO-BLU	AE-26-1500	
07	KNOCKER	High Power	J107-3	J107-3		Q68		J130-8		VIO-BLK		AE-23-800
08	OUTHOLE	High Power	J107-3			Q70	J130-9			VIO-GRY	AE-27-1200	
09	BALL RELEASE	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-26-1200	
10	RIGHT SLINGSHOT	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-27-1200	
11	LEFT SLINGSHOT	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-27-1200	
12	LOWER JET BUMPER	Low Power	J107-2			Q52	J127-5			BRN-YEL	AE-26-1200	
13	LEFT JET BUMPER	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-26-1200	
14	RIGHT JET BUMPER	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	LOCK RELEASE	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-27-1200	
16	SHOOTER DIVERTER	Low Power	J107-2			Q44	J127-9			BRN-GRY	SZ-33-3300	
17	BUMPERS (2)	Flasher	J107-6			Q42	J125-1			BLK-BRN	#906	
18	POWER PAYOFF (2)	Flasher	J107-6			Q40	J125-2			BLK-RED	#906	
19	MINI-PLAYFIELD (2)	Flasher	J107-6			Q38	J125-3			BLK-ORG	#906	
20	UPPER LEFT RAMP	Flasher	J107-6			Q36	J125-5			BLK-YEL	#906	
21	LEFT MAGNET	Flasher	J109-5			Q28	J125-6			BLU-GRN	20-9247	
22	THIRD MAGNET (PROTO)	Flasher	J109-5			Q30	J125-7			BLU-BLK	20-9247	
23	LOWER RIGHT MAGNET	Flasher	J109-5			Q34	J125-8			BLU-VIO	20-9247	
24	GUMBALL MOTOR	Flasher	J109-6			Q32	J125-9			BLU-GRY	14-7984	
25	LEFT MINI MAGNET	Gen. Purpose	J109-5			Q26	J124-1			BLU-BRN	20-9247	
26	RIGHT MINI MAGNET	Gen. Purpose	J109-7			Q24	J124-2			BLU-RED	20-9247	
27	LEFT RAMP DIVERTER	Gen. Purpose	J109-7			Q22	J124-3			BLU-ORG	AR-26-1500	
28	INSIDE RAMP	Gen. Purpose	J109-6			Q20	J124-5			BLU-YEL	#906	
37	UPPER RIGHT FLIPPER	Flasher	J109-6				* J4-1			BRN-WHT	#906	
38	GUMBALL MACHINE HIGH	Flasher	J109-6				* J4-2			RED-WHT	#906	
39	GUMBALL MACHINE MIDDLE	Flasher	J109-6				* J4-3			ORG-WHT	#906	
40	GUMBALL MACHINE LOW	Flasher	J109-6				* J4-5			YEL-WHT	#906	
41	UPPER RIGHT RAMP	Flasher	J109-6				* J3-5			GRN-WHT	#906	
42	CLOCK REVERSE	Flasher	** J1-5				** J1-2			BLU-WHT	A-16120	
43	CLOCK FORWARD	Flasher	** J1-5				** J1-1			VIO-WHT	A-16120	
44	CLOCK SWITCH STROBE	Flasher	J107-8				* J5-1			GRY-WHT	---	

General Illumination		Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type	
		Playfield	Insert	Cabinet		Playfield	Insert	Cabinet		Playfield	Insert
01	PLAYFIELD LEFT	G.I.	J121-1		Q18	J121-7			WHT-BRN	#44	
02	MINI-PLAYFIELD & INSERT	G.I.	J121-2	J120-2	Q10	J121-8	J120-8		WHT-ORG	#555	#555
03	CLOCK & INSERT	G.I.	J121-3	J120-3	Q14	J121-9	J120-9		WHT-YEL	#86	#555
04	INSERT MAIN	G.I.	J121-3	J120-5	Q16	J121-10	J120-10		WHT-GRN		#555
05	PLAYFIELD RIGHT	G.I.	J121-6		Q12	J121-11			WHT-VIO	#44	

Flipper Circuits		Power	Playfield Voltage Connection	Drive Transistors Power	Hold	Playfield Drive Connections	Drive Wire Colors	Hold	Coil Part No.	Coil Colors
30		Hold	J907-9 (BLU-YEL)			J902-11	ORG-GRN			
31	LOWER LEFT FLIPPER		J907-7 (GRY-YEL)	Q3	Q9	J902-9	BLU-GRY		FL-15411	ORANGE
32		Hold	J907-7 (GRY-YEL)			J902-7	ORG-BLU			
33	UPPER RIGHT FLIPPER		J907-4 (BLU-YEL)	Q2	Q7	J902-6	BLK-YEL		FL-11722	GREEN
34		Hold	J907-4 (BLU-YEL)			J902-4	ORG-VIO			
35	UPPER LEFT FLIPPER		J907-1 (GRY-YEL)	Q1	Q5	J902-3	BLK-BLU		FL-11753	YELLOW
36		Hold	J907-1 (GRY-YEL)			J902-1	ORG-GRY			

* From 8 Driver PCB, A-16100

** From D.C. Motor Control Assembly, A-16120

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J133-1 Q98	Yellow-Red J137-2 Q97	Yellow-Orange J137-3 Q96	Yellow-Black J137-4 Q95	Yellow-Green J137-5 Q94	Yellow-Blue J137-6 Q93	Yellow-Violet J137-7 Q92	Yellow-Grey J137-9 Q91
1 Red-Brown J133-1 Q90	CAMERA (DOOR)	DOOR PANEL "LOCK 2"	LEFT EXTRA BALL	SPIRAL "2 MILLION"	LEFT RAMP BONUS X	LEFT JET BUMPER	LOWER RIGHT 5 MILLION	LEFT SPIRAL	
2 Red-Black J133-2 Q89	HITCH HICKER (DOOR)	GREED (DOOR)	DOOR PANEL "LOCK 1"	SPIRAL LEFT BATTLE POWER	LEFT RAMP MULTIBALL	LOWER JET BUMPER	MIDDLE RIGHT 5 MILLION 1	CLOCK MILLIONS	
3 Red-Orange J133-4 Q88	CLOCK CHAOS (DOOR)	10 MILLION (DOOR)	LEFT INLANE 1	SPIRAL "4 MILLION"	LEFT RAMP "SUPER SKILL"	RIGHT JET BUMPER	MIDDLE RIGHT 5 MILLION 2	PIANO YELLOW	
4 Red-Yellow J133-5 Q87	SUPER SKILL (DOOR)	BATTLE THE POWER (DOOR)	DOOR HANDLE	SPIRAL RIGHT BATTLE POWER	LEFT POWERBALL	MIDDLE LEFT 5 MILLION	POWER PAYOFF	PIANO RED	
5 Red-Green J133-6 Q86	FAST LOCK (DOOR)	THE SPIRAL (DOOR)	LEFT INLANE 2	SPIRAL 10 MILLION	THE CAMERA	UPPER LEFT 5 MILLION	UPPER RIGHT 5 MILLION	SLOT MACHINE	
6 Red-Blue J133-7 Q85	LITE GUMBALL (DOOR)	CLOCK MILLION (DOOR)	DOOR PANEL "GUM"	SPIRAL "EXTRA BALL"	RIGHT RAMP THE POWER	RIGHT SPECIAL	MINI PLAYFIELD 500,000	RIGHT LANE GUMBALL	
7 Red-Violet J133-8 Q84	TOWN SQUARE MADNESS (DOOR)	SUPER SLOT (DOOR)	LOWER LEFT 5 MILLION	SHOOT AGAIN	LOCK EXTRA BALL	RIGHT POWERBALL	MINI PLAYFIELD 1,000,000	BUY-IN BUTTON	
8 Red-Grey J133-9 Q83	LIGHT EXTRA BALL (DOOR)	DOOR PANEL "BALL"	DEAD END	RIGHT INLANE	LOCK ARROW	RIGHT LANE SPIRAL	MINI PLAYFIELD 750,000	START BUTTON	

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	9	FLIPPER GROUNDED SWITCHES
			Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-Yellow J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Grey J206-9 U20-11	Grey-White *J5-1	
Orange-Brown J205-1 LEFT COIN CHUTE	White-Brown J208-1 U18-11	RIGHT INLANE	SLAM TILT	LEFT JET BUMPER	DEAD END	GUMBALL POPPER LANE	LOWER SKILL	NOT USED	LOWER RIGHT MAGNET	Clock 15 Minutes	Black-Green J906-1 Lower Right Flipper E.O.S.	
Orange-Red J205-2 CENTER COIN CHUTE	White-Red J208-2 U18-9	RIGHT OUTLANE	COIN DOOR CLOSED	RIGHT JET BUMPER	THE CAMERA	HITCH HIKER	CENTER SKILL	AUTO-FIRE KICKER	THIRD MAGNET (PROTO)	Clock 0 Minutes	Black-Violet J905-1 Lower Right Flipper Opto	
Orange-Black J205-3 RIGHT COIN CHUTE	White-Orange J208-3 U18-5	START BUTTON	BUY-IN BUTTON	LOWER JET BUMPER	PLAYER PIANO	LEFT RAMP ENTER	UPPER SKILL	RIGHT RAMP	LEFT MAGNET	Clock 45 Minutes	Black-Blue J906-3 Lower Left Flipper E.O.S.	
Orange-Yellow J205-4 4 th COIN CHUTE	White-Yellow J208-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	LEFT SLING	MINI PLAYFIELD ENTER	LEFT RAMP	UPPER RIGHT 5 MILLION	GUMBALL POPPER	CENTER LOCK	Clock 30 Minutes	Black-Gray J905-2 Lower Left Flipper Opto	
Orange-Green J205-6 Normal Function Srv Crdts	White-Green J208-5 U19-11	RIGHT TROUGH	FAR LEFT TROUGH	RIGHT SLING 4	MINI PLAYFIELD LEFT (2)	GUMBALL GENEVA	POWER PAYOFF (2)	MINI PLAYFIELD TOP	UPPER LOCK	Clock Hour 1	Black-Violet J906-4 Upper Right Flipper E.O.S.	
Orange-Blue J205-7 Normal Function Volume Dn	White-Blue J208-7 U19-9	CENTER TROUGH	TROUGH PROXIMITY	LEFT OUTLANE	MINI PLAYFIELD RIGHT (2)	GUMBALL EXIT	MIDDLE RIGHT 5 MILLION 1	MINI PLAYFIELD EXIT	NOT USED	Clock Hour 2	Black-Yellow J905-3 Upper Right Flipper Opto	
Orange-Violet J205-8 Normal Function Volume Up	White-Violet J208-8 U19-5	LEFT TROUGH	BALL SHOOTER	LEFT INLANE 1	CLOCK MILLIONS	SLOT PROXIMITY	MIDDLE RIGHT 5 MILLION 2	MIDDLE LEFT 5 MILLION	GUMBALL ENTER	Clock Hour 3	Black-Gray J906-5 Upper Left Flipper E.O.S.	
Orange-Grey J205-9 Normal Function Begin Test	White-Grey J208-9 U19-7	OUTHOLE	ROCKET KICKER	LEFT INLANE 2	LOWER LEFT 5 MILLION	SLOT KICKOUT	LOWER RIGHT 5 MILLION	UPPER LEFT 5 MILLION	LOWER LOCK	Clock Hour 4	Black-Blue J905-5 Upper Left Flipper Opto	

J2XX = CPU Board; J9XX = Fliptronic II Board;

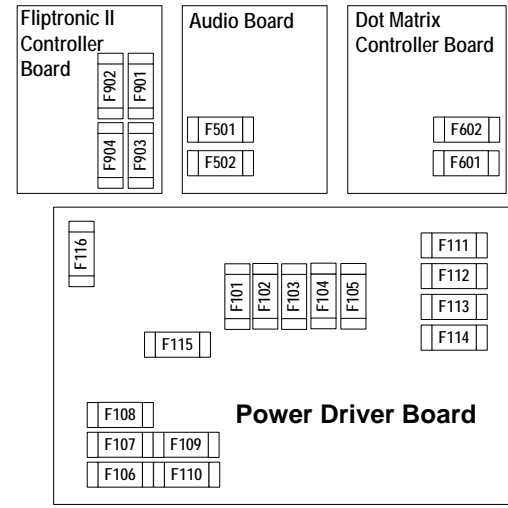
= OPTO, TYPICALLY CLOSED

* Located on 8 driver PCB, A-16100, in backbox

WHITEWATER (50018)

FUSE LIST

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, 250V, SB Not Used
F102	+50V DC General (Right Flipper)	3A, 250V, SB Not Used
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. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	7A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Switch Matrix	3/4A, 250V, FB
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 Circuit	3/8A, 250V, FB
F602	-113V & -125V Circuits	3/8A, 250V, FB
LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB



Fliptronic II Controller Board		
F901	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

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 SERVE	High Power	J107-3			Q80	J130-2			VIO-RED	AE-26-1200	
03	WHIRLPOOL POPPER	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-23-800	
04	LOCKUP POPPER	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-23-800	
05	KICKBACK	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-23-800	
06	RAMP DIVERTER	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	BACKGLASS (2)	High Power		J106-5		Q70		J131-5		VIO-GRY		#906 (2)
09	WET WILLIE HEAD	Low Power		J106-5		Q58		J129-1		BRN-BLK		#906
10	LEFT SLING	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-27-1200	
11	RIGHT SLING	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-27-1200	
12	LEFT JET BUMPER	Low Power	J107-2			Q52	J127-5			BRN-YEL	AE-26-1200	
13	RIGHT JET BUMPER	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-26-1200	
14	CENTER JET BUMPER	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	BACKGLASS RAFT	Low Power		J106-5		Q46		J128-3		BRN-VIO		#906 (2)
16	BACKGLASS RIDERS	Low Power		J106-5		Q44		J128-5		BRN-GRY		#906 (2)
17	BIGFOOT BODY	Flasher	J107-6	J106-5		Q42	J126-1	J125-1		BLK-BRN	#89	#906
18	RIGHT MOUNTAINS	Flasher	J107-6	J106-5		Q40	J126-2	J125-2		BLK-RED	#89	#906
19	LEFT MOUNTAINS	Flasher	J107-6			Q38	J126-3			BLK-ORG	#89	-
20	UPPER LEFT PLAYFIELD	Flasher	J107-6	J106-5		Q36	J126-4	J125-5		BLK-YEL	#89	#906
21	INSANITY FALLS	Flasher	J107-6			Q28	J126-5			BLU-GRN	#89	-
22	WHIRLPOOL POPPER	Flasher	J107-6			Q30	J126-6			BLU-BLK	#89	-
23	WHIRLPOOL ENTER	Flasher	J107-6			Q34	J126-7			BLU-VIO	#89	-
24	BIGFOOT CAVE	Flasher	J107-6	J106-5		Q32	J126-8	J125-9		BLU-GRY	#89	#906
25	BIGFOOT DRIVE	Low Power	J107-1			Q26	J122-1			BLU-BRN	A-15680	
26	BIGFOOT ENABLE	Low Power	J118-2,3			Q24	J122-2			BLU-RED	A-15680	
27	CHASE LAMP CLOCK	Low Power		J105-4,5; J118-2,3		Q22		J123-4		BLU-ORG	A-15761	
28	CHASE LAMP DATA	Low Power		J105-4,5; J118-2,3		Q20		J123-5		BLU-YEL	A-15761	
General Illumination		Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type		
		Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox	
01	PLAYFIELD UPPER	G.I.	J120-1			Q18	J121-7			WHT-BRN	#555	#555
02	PLAYFIELD CENTER	G.I.	J120-2			Q10	J121-8			WHT-ORG	#555	#555
03	PLAYFIELD LOWER	G.I.	J120-3	J121-3		Q14	J121-9	J120-9		WHT-YEL	#555	#555
04	BACKGLASS BOAT	G.I.		J121-5		Q16		J120-10		WHT-GRN	#555	#555
05	BACKGLASS SKY	G.I.		J121-6	J119-3	Q12		J120-11	J119-1	WHT-VIO	#555	#555
Flipper Circuits		Playfield Voltage Connection		Drive Transistors		Playfield Drive Connections		Drive Wire Colors		Coil Part No.		Coil Colors
		Flipper	J907-6, 7 (GRY-YEL)	Q3	Q9	J902-7, 9	BLU-GRY ORG-BLU	FL-15629			BLUE	
		Flipper	J907-8, 9 (BLU-YEL)	Q4	Q11	J902-11, 13	BLU-VIO ORG-GRN	FL-15629			BLUE	
		Flipper	J907-4, 5 (BLU-YEL)	Q2	Q7	J902-4, 6	BLK-BLU ORG-VOI	FL-11630			RED	

LAMP MATRIX

Column	Red				Yellow (B+)			
	1 Yellow-Brown J137-1 Q98	2 Yellow-Red J137-2 Q97	3 Yellow-Orange J137-3 Q96	4 Yellow-Black J137-4 Q95	5 Yellow-Green J137-5 Q94	6 Yellow-Blue J137-6 Q93	7 Yellow-Violet J137-7 Q92	8 Yellow-Gray J137-8 Q91
1 Red-Brown J133-1 Q90	SHOOT AGAIN 11	RIVER 1ST "R" 21	RAFT 7 31	3-BANK CENTER 41	HAZARD 1 51	RAFT 1 61	WHIRLPOOL 1 71	LIGHT EXTRA BALL 81
2 Red-Black J133-2 Q89	KICKBACK 12	RIVER "I" 22	RAFT 8 33	3-BANK LOWER 43	HAZARD 5 53	RAFT 2 63	WHIRLPOOL 2 73	ADVANCE RAFT 83
3 Red-Orange J133-4 Q88	LEFT OUTLANE 13	RIVER "V" 23	WET WILLIE 33	LOCK RELEASE 43	HAZARD 6 53	RAFT 3 63	WHIRLPOOL 3 73	MYSTERY 83
4 Red-Yellow J133-5 Q87	LEFT FLIPPER LANE 14	RIVER "E" 24	RAMP MILLIONS 34	3-BANK TOP 44	HAZARD 7 54	RAFT 4 64	WHIRLPOOL 4 74	BOLDER 5 X AWARD 84
5 Red-Green J133-6 Q86	RIGHT FLIPPER LANE 15	RIVER 2ND "R" 25	HAZARD 5 35	HAZARD 4 45	WHIRLPOOL LIT 55	RAFT 5 65	WHIRLPOOL 5 75	NOT USED 85
6 Red-Blue J133-7 Q85	RIGHT OUTLANE 16	HAZARD 3 26	LEFT LIGHT LOCK 36	RIGHT LIGHT LOCK 46	EXTRA BALL 56	RAFT 6 66	WHIRLPOOL 6 76	NOT USED 86
7 Red-Violet J133-8 Q84	LIGHTS WHIRLPOOL 17	LOCK 1 27	2 X MULTIPLIER 37	4 X MULTIPLIER 47	WHIRL CHALLENGE 57	2-BANK UPPER 67	MULTI JACKPOT 77	NOT USED 87
8 Red-Grey J133-9 Q83	6 X MULTIPLIER 18	LOCK 2 28	3 X MULTIPLIER 38	5 X MULTIPLIER 48	BOLDER MAN OVER 58	2-BANK LOWER 68	BIGFOOT JACKPOT 78	START BUTTON 88

J1XX = Power Driver Board

SWITCH MATRIX

DEDICATED GROUNDED SWITCHES	Column	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 J207-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1 White-Brown J209-1 U18-11	NOT USED 11	SLAM TILT 21	RIVER 2ND "R" 31	LIGHT LOCK LEFT 41	LEFT SLING 51	WHIRL POOL POPPER 61	RAPIDS RAMP MAIN 71	NOT USED 81	BLACK-GREEN J906-1 LOWER RIGHT E.O.S. SWITCH F1
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2 White-Red J209-2 U18-9	NOT USED 12	COIN DOOR CLOSED 22	RIVER "E" 32	LIGHT LOCK RIGHT 42	RIGHT SLING 52	WHIRL POOL EXIT 62	NOT USED 72	NOT USED 82	BLUE-VIOLET J906-2 LOWER RIGHT FLIPPER OPTO F2
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	3 White-Orange J209-3 U18-5	START BUTTON 13	TICKET OPTO. 23	RIVER "V" 33	LEFT LOOP 43	BALL SHOOTER 53	LOCKUP RIGHT 63	HOT FOOT UPPER 73	NOT USED 83	BLACK-BLUE J906-3 LOWER LEFT E.O.S. SWITCH F3
Orange-Yellow J205-4 4" COIN CHUTE U17-9	4 White-Yellow J209-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	RIVER "I" 34	RIGHT LOOP 44	LOWER JET ARENA 54	LOCKUP CENTER 64	HOT FOOT LOWER 74	NOT USED 84	BLUE-GRAY J905-2 LOWER LEFT FLIPPER OPTO F4
Orange-Green J205-6 Normal Function Srv Crdts	5 White-Green J209-5 U19-11	OUTHOLE 15	LEFT OUTLANE 25	RIVER 1ST "R" 35	SECRET PASSAGE 45	RIGHT JET ARENA 55	LOCKUP LEFT 65	DISASTER DROP MAIN 75	NOT USED 85	BLACK-VIOLET J906-4 UPPER RIGHT E.O.S. SWITCH F5
Orange-Blue J205-7 Normal Function Volume Dn	6 White-Blue J209-7 U19-9	LEFT JET BUMPER 16	LEFT FLIPPER LANE 26	3-BANK TOP 36	LEFT RAMP ENTER 46	EXTRA BALL 56	LEFT RAMP MAIN 66	RIGHT TROUGH 76	BIGFOOT OPTO 1 86	BLACK-YELLOW J905-3 UPPER RIGHT FLIPPER OPTO F6
Orange-Violet J205-8 Normal Function Volume Up	7 White-Violet J209-8 U19-5	RIGHT JET BUMPER 17	RIGHT FLIPPER LANE 27	3-BANK CENTER 37	RAPIDS ENTER 47	CANYON MAIN 57	NOT USED 67	CENTER TROUGH 77	BIGFOOT OPTO 2 87	BLACK-GRAY J906-5 UPPER LEFT E.O.S. SWITCH F7
Orange-Grey J205-9 Normal Function Begin Test	8 White-Grey J209-9 U19-7	CENTER JET BUMPER 18	RIGHT OUTLANE 28	3-BANK LOWER 38	CANYON ENTRANCE 48	BIGFOOT CAVE 58	DISASTER DROP ENTER 68	LEFT TROUGH 78	NOT USED 88	BLACK-BLUE J905-5 UPPER LEFT FLIPPER OPTO F8

J2XX = CPU Board = OPTO, TYPICALLY CLOSED

WPC FUSE LIST

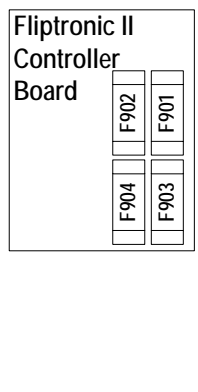
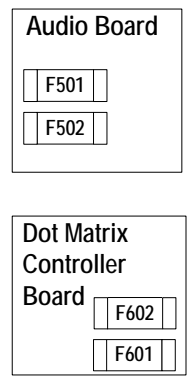
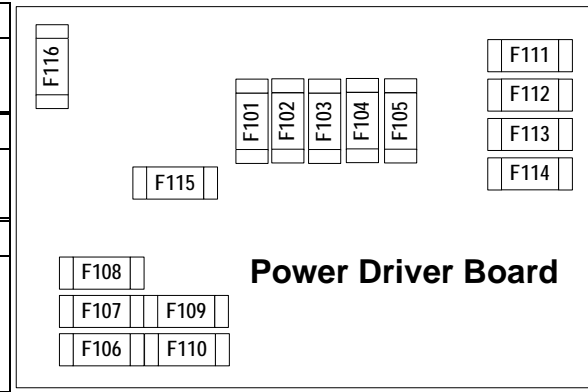
CAUTION! For continued protection against risk of fire, replace only with the same type of fuse having the same ratings.

Power Driver Board					
F101	+50V DC General (Lt. Flipper)	3A, 250V, SB	F109	G.I. #2 White-Orange	5A, 250V, SB
F102	+50V DC General (Rt. Flipper)	3A, 250V, SB	F110	G.I. #1 White-Brown	5A, 250V, SB
F103	Solenoids #25 to #28	3A, 250V, SB	F111	Flasher Secondary	5A, 250V, SB
F104	Solenoids #9 to #16	3A, 250V, SB	F112	Solenoid Secondary	7A, 250V, SB
F105	Solenoids #1 to #8	3A, 250V, SB	F113	+5V Logic	5A, 250V, SB
F106	G.I. #5 White-Violet	5A, 250V, SB	F114	+18V Lamp Matrix	8A, 32V, N.B.
F107	G.I. #4 White-Green	5A, 250V, SB	F115	+12V Lamp Matrix	3/4A, 250V, FB
F108	G.I. #3 White-Yellow	5A, 250V, SB	F116	+12V Secondary	3A, 250V, SB

Audio Board	
F501	-25V 3A, 250V, SB
F502	+25V 3A, 250V, SB

Dot Matrix Controller Board	
F601	3/8A, 250V, FB +62V
F602	3/8A, 250V, FB -113V & -125V

Fliptronic II Controller Board	
F901	3A, 250V, SB Upper Right Flipper
F902	3A, 250V, SB Upper Left Flipper
F903	3A, 250V, SB Lower Right Flipper
F904	3A, 250V, SB Lower Left Flipper



WPC FUSE LIST

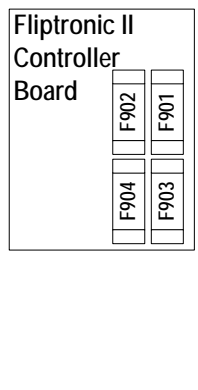
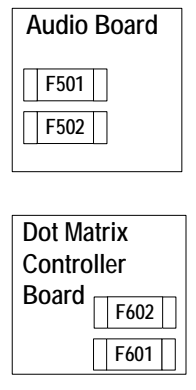
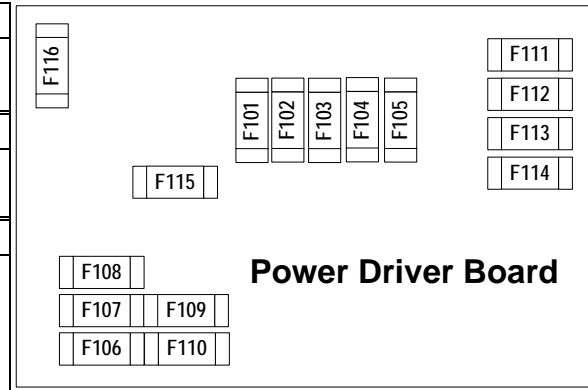
CAUTION! For continued protection against risk of fire, replace only with the same type of fuse having the same ratings.

Power Driver Board					
F101	+50V DC General (Lt. Flipper)	3A, 250V, SB	F109	G.I. #2 White-Orange	5A, 250V, SB
F102	+50V DC General (Rt. Flipper)	3A, 250V, SB	F110	G.I. #1 White-Brown	5A, 250V, SB
F103	Solenoids #25 to #28	3A, 250V, SB	F111	Flasher Secondary	5A, 250V, SB
F104	Solenoids #9 to #16	3A, 250V, SB	F112	Solenoid Secondary	7A, 250V, SB
F105	Solenoids #1 to #8	3A, 250V, SB	F113	+5V Logic	5A, 250V, SB
F106	G.I. #5 White-Violet	5A, 250V, SB	F114	+18V Lamp Matrix	8A, 32V, N.B.
F107	G.I. #4 White-Green	5A, 250V, SB	F115	+12V Lamp Matrix	3/4A, 250V, FB
F108	G.I. #3 White-Yellow	5A, 250V, SB	F116	+12V Secondary	3A, 250V, SB

Audio Board	
F501	-25V 3A, 250V, SB
F502	+25V 3A, 250V, SB

Dot Matrix Controller Board	
F601	3/8A, 250V, FB +62V
F602	3/8A, 250V, FB -113V & -125V

Fliptronic II Controller Board	
F901	3A, 250V, SB Upper Right Flipper
F902	3A, 250V, SB Upper Left Flipper
F903	3A, 250V, SB Lower Right Flipper
F904	3A, 250V, SB Lower Left Flipper



WPC FUSE LIST

CAUTION! For continued protection against risk of fire, replace only with the same type of fuse having the same ratings.

Power Driver Board					
F101	+50V DC General (Lt. Flipper)	3A, 250V, SB	F109	G.I. #2 White-Orange	5A, 250V, SB
F102	+50V DC General (Rt. Flipper)	3A, 250V, SB	F110	G.I. #1 White-Brown	5A, 250V, SB
F103	Solenoids #25 to #28	3A, 250V, SB	F111	Flasher Secondary	5A, 250V, SB
F104	Solenoids #9 to #16	3A, 250V, SB	F112	Solenoid Secondary	7A, 250V, SB
F105	Solenoids #1 to #8	3A, 250V, SB	F113	+5V Logic	5A, 250V, SB
F106	G.I. #5 White-Violet	5A, 250V, SB	F114	+18V Lamp Matrix	8A, 32V, N.B.
F107	G.I. #4 White-Green	5A, 250V, SB	F115	+12V Lamp Matrix	3/4A, 250V, FB
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Audio Board	
F501	-25V 3A, 250V, SB
F502	+25V 3A, 250V, SB

Dot Matrix Controller Board	
F601	3/8A, 250V, FB +62V
F602	3/8A, 250V, FB -113V & -125V

Fliptronic II Controller Board	
F901	3A, 250V, SB Upper Right Flipper
F902	3A, 250V, SB Upper Left Flipper
F903	3A, 250V, SB Lower Right Flipper
F904	3A, 250V, SB Lower Left Flipper

