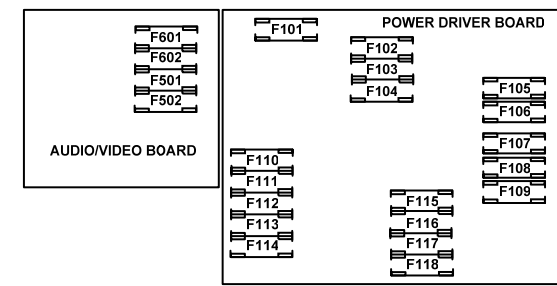


FUSE LIST

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	
			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	#906
19	2-WAY POPPER FLASHER	Flasher	J133-6			Q27	J111-3			BLK-ORG	#89	#906
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	Low Power	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	#906
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	J105-1	J106-1	Q5	J106-7	WHT-BRN	#555
02	J105-2		Q4	J105-8	WHT-ORG	#44
03	J105-3	J106-3	Q3	J105-9	WHT-YEL	#44
04	J106-5		Q2	J106-10	WHT-GRN	#555
05	J106-6	J104-3	Q1	J106-11	WHT-VIO	#555

Flipper Circuits	Voltage Connection	Drive Transistors	Drive Connections	Drive Wire Colors	Coil Part No.	Coil Colors
29	J119-1 (RED-GRN)	Q90	J120-13	YEL-GRN	FL-11629	BLUE
30	J119-1 (RED-GRN)	Q92	J120-11	ORG-GRN		
31	J119-4 (RED-BLU)	Q67	J120-9	YEL-BLU	FL-11629	BLUE
32	J119-4 (RED-BLU)	Q69	J120-7	ORG-BLU		
33	J119-6 (RED-VIO)	Q84	J120-6	YEL-VIO	AE-27-1200	
34	J119-6 (RED-VIO)	Q86	J120-4	ORG-VIO	AE-26-1200	
35	J119-8 (RED-GRY)	Q81	J120-3	YEL-GRY	FL-11630	RED
36	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									
		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