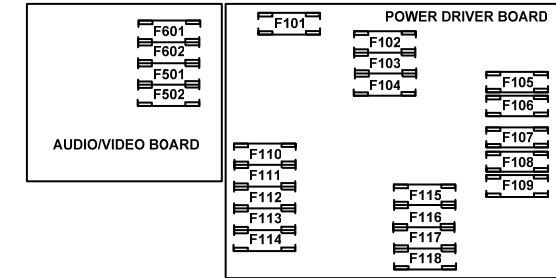






FUSE LIST

Table with two main sections: AUDIO/VIDEO BOARD and POWER DRIVER BOARD. Each section lists fuse numbers (F501-F602, F101-F118), voltage ratings (e.g., -25V, +25V, +5V), and current ratings (e.g., T2.5A, T0.63A).



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

Table with columns: Sol No., Function, Solenoid Type, Voltage Connections (Playfield, Backbox, Cabinet), Drive Xistor, Drive Connections (Playfield, Backbox, Cabinet), Drive Wire Color, Solenoid Part Number (Flashlamp Type, Playfield, Backbox).

Table with columns: General Illumination, Voltage Connections (Playfield, Insert, Cabinet), Drive Xistor, Drive Connections (Playfield, Insert, Cabinet), Drive Wire Color, Bulb Type (Playfield, Insert).

Table with columns: Flipper Circuits, Voltage Connection (Playfield), Drive Transistors (Power, Hold), Drive Connections (Playfield), Drive Wire Colors (Power, Hold), Coil Part No., Coil Colors.

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

Matrix table with 8 columns (1-8) and 8 rows (1-8). Columns are color-coded: Yellow-Brown, Yellow-Red, Yellow-Orange, Yellow-Black, Yellow-Green, Yellow-Blue, Yellow-Violet, Yellow-Grey. Rows are color-coded: Red-Brown, Red-Black, Red-Orange, Red-Yellow, Red-Green, Red-Blue, Red-Violet, Red-Grey. Cells contain alphanumeric codes and numbers.

J1XX = Power Driver Board

SWITCH MATRIX

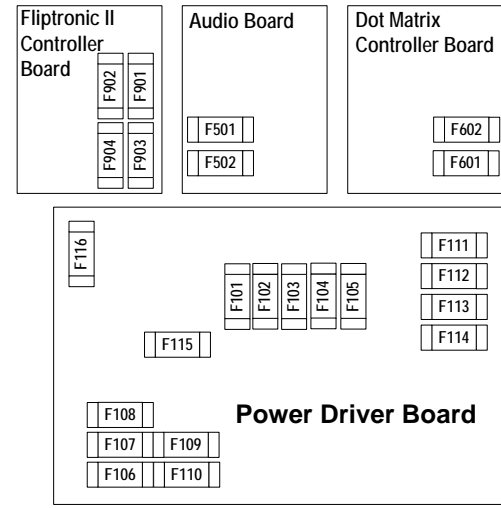
Matrix table with 8 columns (1-8) and 8 rows (1-8). Columns are color-coded: Green-Brown, Green-Red, Green-Orange, Green-Yellow, Green-Black, Green-Blue, Green-Violet, Green-Grey. Rows are color-coded: Orange-Brown, Orange-Red, Orange-Black, Orange-Yellow, Orange-Green, Orange-Blue, Orange-Violet, Orange-Grey. Cells contain alphanumeric codes and numbers.

J2XX = CPU Board = OPTO, TYPICALLY CLOSED

# The Getaway (50004)

## 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	Diverter High	High Power	J107-3			Q82	J130-1			VIO-BRN	A-14701	
02	Up Ramp	High Power	J107-3			Q80	J130-2			VIO-RED	AE-26-1200	
03	Down Ramp	High Power	J107-3			Q78	J130-4			VIO-ORG	SM1-28-900-DC	
04	Locker (Disappearing Post)	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-26-1200	
05	Left Slingshot	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-26-1500	
06	Right Slingshot	High Power	J107-3			Q66	J130-7			VIO-BLU	AE-26-1500	
07	Knocker	High Power		J107-3		Q68	J130-8			VIO-BLK	AE-23-800	
08	Kickback	High Power	J107-3			Q70	J130-9			VIO-GRY	AE-23-800	
09	Eject Hole	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-26-1200	
10	Diverter Low	Low Power	J107-3			Q56	J127-3			BRN-RED	A-14701	
11	Ball Release (Trough)	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-27-1200	
12	Plunger Kicker	Low Power	J107-2			Q52	J127-5			BRN-YEL	A-14789	
13	Top Jet Bumper	Low Power	J107-2			Q50	J127-6			BRN-GRN	AE-26-1200	
14	Left Jet Bumper	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	Bottom Jet Bumper	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-26-1200	
16	Outhole	Low Power	J107-2			Q44	J127-9			BRN-GRY	AE-26-1200	
17	Right Bank Flasher	Flasher	J107-6			Q42	J126-1			BLK-BRN	#89	#906
18	Supercharger Flasher	Flasher	J107-6			Q40	J126-2	J125-2		BLK-RED		#906
19	Left Slingshot Flasher	Flasher	J107-6			Q38	J126-3	J125-3		BLK-ORG	#89	#906
20	Free Ride Flasher	Flasher	J107-6			Q36	J126-4			BLK-YEL		#906
21	Left Ramp Flasher	Flasher	J107-6			Q28	J126-5	J125-6		BLU-GRN	#89	#906
22	Left Bank Flasher	Flasher	J107-6			Q30	J126-6			BLU-BLK	#89	-
23	Flipper Flasher	Flasher	J107-6			Q34	J126-7	J125-8		BLU-VIO	#89	#906
24	Right Slingshot Flasher	Flasher	J107-6			Q32	J126-8	J125-9		BLU-GRY	#89	#906
25	Enable 1	Low Power	J107-1			Q26	J122-1			BLU-BRN	A-15685	
26	Enable 2	Low Power	J107-1			Q24	J122-2			BLU-RED	A-15685	
27	Revolving Lamp	Low Power			J106-5	Q22	J122-4		J123-4	BLU-ORG	14-7971	
28	Enable 3	Low Power	J107-1			Q20	J122-4			BLU-YEL	A-15685	
General Illumination		Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type		
		Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox	
01	Playfield G.I.	G.I.	J120-1			Q18	J120-7			WHT-BRN	#555	#555
02	Playfield G.I.	G.I.	J120-2			Q10	J120-8			WHT-ORG	#555	#555
03	Insert G.I.	G.I.	J120-3	J121-3		Q14		J121-9		WHT-YEL	#555	#555
04	Insert G.I.	G.I.		J121-5		Q16		J121-10		WHT-GRN	#555	#555
05	Insert G.I.	G.I.		J121-6	J119-3	Q12		J121-11	J119-1	WHT-VIO	#555	#555
Flipper Circuits		Playfield Voltage Connection		Drive Transistors Power Hold		Playfield Drive Connections		Drive Wire Colors Power Hold		Coil Part No.		Coil Colors
	LOWER LEFT FLIPPER	Flipper	J907-6, 7 (GRY-YEL)	Q3	Q9	J902-7, 9		BLU-GRY ORG-BLU	FL-15629	BLUE		
	LOWER RIGHT FLIPPER	Flipper	J907-8, 9 (BLU-YEL)	Q4	Q11	J902-11, 13		BLU-VIO ORG-GRN	FL-15629	BLUE		
	UPPER RIGHT FLIPPER	Flipper	J907-4, 5 (BLU-YEL)	Q2	Q7	J902-4, 6		BLK-BLU ORG-VOI	FL-11630	RED		

## 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-Gray J137-8 Q91
1 Red-Brown J133-1 Q90	FREEWAY 1	2X	TOP RED	TACH 1	SHOOT AGAIN	RIGHT RETURN LANE	4 <sup>TH</sup> GEAR	TACH 9	
2 Red-Black J133-2 Q89	FREEWAY 2	4X	TOP YELLOW	TACH 2	KICKBACK	LEFT RETURN LANE	5 <sup>TH</sup> GEAR	TACH 10	
3 Red-Orange J133-4 Q88	FREEWAY 3	HOLD BONUS	TOP GREEN	TACH 3	TACH 11	SIX BANK BOTTOM	STOP LIGHT RED	MIDDLE RED	
4 Red-Yellow J133-5 Q87	FREEWAY 4	6X	RIGHT FREEWAY	TACH 4	TACH 12	SIX BANK MIDDLE	STOP LIGHT YELLOW	MIDDLE YELLOW	
5 Red-Green J133-6 Q86	FREEWAY 5	8X	SPECIAL	TACH 5	TACH 13	SIX BANK TOP	STOP LIGHT GREEN	MIDDLE GREEN	
6 Red-Blue J133-7 Q85	SPEED	GET AWAY	VIDEO MODE	BOTTOM RED	TACH 14	SUPER CHARGER	1 <sup>ST</sup> GEAR	TACH 6	
7 Red-Violet J133-8 Q84	LEFT FREEWAY	SPEED MILLIONS	RANDOM LAMP	BOTTOM YELLOW	TACH 15	RED LINE MANIA	2 <sup>ND</sup> GEAR	TACH 7	
8 Red-Grey J133-9 Q83	LOCK	SUPER JACKPOT	EXTRA BALL	BOTTOM GREEN	SHIFT	START BUTTON	3 <sup>RD</sup> GEAR	TACH 8	

J1XX = Power Driver Board

## SWITCH MATRIX

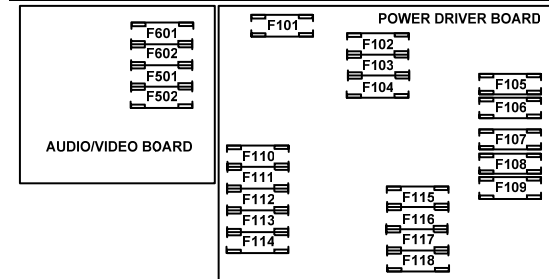
DEDICATED GROUNDED SWITCHES	Column	Row	1	2	3	4	5	6	7	8	FLIPPER GROUNDED SWITCHES
			Green-Brown J207-1 U20-18	Green-Red J207-2 U20-17	Green-Orange J207-3 U20-16	Green-Yellow J207-4 U20-15	Green-Black J207-5 U20-14	Green-Blue J207-6 U20-13	Green-Violet J207-7 U20-12	Green-Grey J207-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5	1 White-Brown J209-1 U18-11	NOT USED	SLAM TILT	LEFT SLING	TOP YELLOW	TOP GREEN	TOP JET	TOP LOOP	OPTO 1	BLACK-GREEN J906-1	
Orange-Red J205-2 CENTER COIN CHUTE U17-7	2 White-Red J209-2 U18-9	NOT USED	COIN DOOR CLOSED	RIGHT SLING	MIDDLE YELLOW	MIDDLE GREEN	LEFT JET	MIDDLE LOOP	OPTO 2	BLUE-VIOLET J905-1	
Orange-Black J205-3 RIGHT COIN CHUTE U17-11	3 White-Orange J209-3 U18-5	START BUTTON	TICKET OPTO.	GEAR SHIFTER LOW	BOTTOM YELLOW	BOTTOM GREEN	BOTTOM JET	BOTTOM LOOP	OPTO 3	BLACK-BLUE J906-3	
Orange-Yellow J205-4 4 <sup>TH</sup> COIN CHUTE U17-9	4 White-Yellow J209-4 U18-7	PLUMB BOB TILT	ALWAYS CLOSED	GEAR SHIFTER HIGH	RIGHT BANK BOTTOM	RAMP DOWN	NOT USED	TOP LOCK	OPTO MADE LOOP	BLUE-GRAY J905-2	
Orange-Green J205-6 Normal Function Srv Crdts	5 White-Green J209-5 U19-11	LEFT FREEWAY BOTTOM	LEFT OUTLANE	NOT USED	RIGHT BANK MIDDLE	OUTHOLE	MADE UP/DOWN RAMP	MIDDLE LOCK	ENTER LEFT RAMP	BLACK-VIOLET J906-4	
Orange-Blue J205-7 Normal Function Volume Dn	6 White-Blue J209-7 U19-9	LEFT FREEWAY TOP	LEFT FLIPPER LANE	TOP RED	RIGHT BANK TOP	LEFT TROUGH	NOT USED	BOTTOM LOCK	LEFT BANK BOTTOM	BLACK-YELLOW J905-3	
Orange-Violet J205-8 Normal Function Volume Up	7 White-Violet J209-8 U19-5	RIGHT FREEWAY BOTTOM	RIGHT FLIPPER LANE	MIDDLE RED	NOT USED	CENTER TROUGH	MADE LEFT RAMP	EJECT HOLE	LEFT BANK MIDDLE	BLACK-GRAY J906-5	
Orange-Grey J205-9 Normal Function Begin Test	8 White-Grey J209-9 U19-7	RIGHT FREEWAY TOP	RIGHT OUTLANE	BOTTOM RED	NOT USED	RIGHT TROUGH	NOT USED	SHOOTER	LEFT BANK TOP	BLACK-BLUE J905-5	

J2XX = CPU Board = OPTO, TYPICALLY CLOSED



FUSE LIST

Table with columns for AUDIO/VIDEO BOARD, POWER DRIVER BOARD, and various fuse specifications (F501-F602, F101-F109, F110-F118).



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

Table listing solenoid and flasher functions, solenoid types, voltage connections (Playfield, Backbox, Cabinet), drive wires, drive connections, and solenoid part numbers.

General Illumination table listing functions like BOTTOM PLAYFIELD, MIDDLE PLAYFIELD, TOP PLAYFIELD, and their connections.

Flipper Circuits table listing functions like LOWER RIGHT FLIPPER, LOWER LEFT FLIPPER, LEFT TROLL, and RIGHT TROLL with their connections and wire colors.

Motor Circuit table listing DRAWBRIDGE MOTOR with its connections and device part number.

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

LAMP MATRIX table showing lamp functions (e.g., RIGHT BANK TOP, RIGHT LOOP JACKPOT) and their connections to columns 1-8 and rows 1-8.

J1XX = Power Driver Board

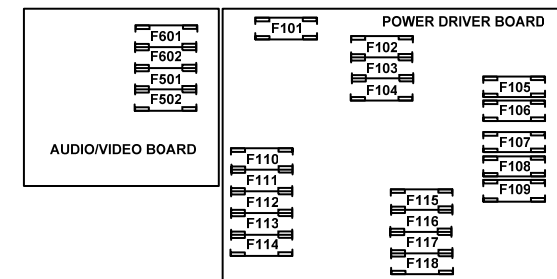
SWITCH MATRIX

SWITCH MATRIX table showing switch functions (e.g., LAUNCH BALL, SLAM TILT, TROUGH EJECT) and their connections to columns 1-8 and rows D1-D8.

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	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	

\*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	MONSTER MOSH PIT 11	RIGHT RAMP ARROW 21	QUARTER MOON (2) 31	LEFT RETURN 41	GIUITAR 51	CREATURE 61	LEFT FRANK ARM 71	MUCK 81
2 Red-Black J125-2 Q108	HALF MOON (2) 12	ROCK C.D. 22	LEFT BLUE TARGET 32	LEFT OUTLANE 42	DRUMS 52	BRIDE 62	LEFT FRANK LEG 72	SEAWEED 82
3 Red-Orange J125-4 Q103	FRANK ARROW 13	RIGHT RETURN 23	TOMB TREASURE 33	THREE QUARTERS MOON (2) 43	BASS GUITAR 53	FRANKEN-STEIN 63	FRANK TORSO 73	ALGAE 83
4 Red-Yellow J125-5 Q107	DRAC-ATTACK 14	FULL MOON FEVER (2) 24	DRACULA STANDUP TOP 34	RIGHT BLUE TARGET 44	KEYBOARD 54	MUMMY 64	FRANK HEAD 74	POND SCUM 84
5 Red-Green J125-6 Q102	EXTRA BALL 15	RIGHT GARGLE 25	RIGHT TOP LANE 35	LEFT RAMP ARROW 45	MICRO-PHONE 55	WOLFMAN 65	RIGHT FRANK LEG 75	CENTER LOOP ARROW 2 85
6 Red-Blue J125-7 Q106	MONSTERS OF ROCK 16	RIGHT WARM UP 26	CENTER TOP LANE 36	LEFT PRIMP 46	SAXOPHONE 56	DRACULA 66	RIGHT FRANK ARM 76	CENTER LOOP ARROW 1 86
7 Red-Violet J125-8 Q101	MONSTER BASH 17	RIGHT PRIMP 27	LEFT TOP LANE 37	LEFT WARM UP 47	CENTER LOOP ARROW 3 57	RIGHT OUTLANE 67	LEFT LOOP ARROW 77	LAUNCH BUTTON 87
8 Red-Grey J125-9 Q105	MUMMY MAYHEM 18	RIGHT LOOP ARROW 28	DRACULA STANDUP BOTTOM 38	LEFT GARGOYLE 48	CENTER BLUE TARGET 58	SHOOT AGAIN 68	NOT USED 78	START BUTTON 88

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-White 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 J206-8 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE U17-5 D1	1 White-Brown J208-1 U18-11	LAUNCH BUTTON 11	SLAM TILT 21	TROUGH EJECT 31	NOT USED 41	LEFT SLINGSHOT 51	LEFT LOOP LOW 61	RIGHT RAMP ENTER 71	UP/DOWN BANK UP 81	BLACK-GREEN J208-13 LOWER RIGHT FLIPPER E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE U17-7 D2	2 White-Black J208-2 U18-9	DRACULA STANDUP TOP 12	COIN DOOR CLOSED 22	TROUGH BALL 1 32	LEFT FLIPPER OPTO 42	RIGHT SLINGSHOT 52	LEFT LOOP HIGH 62	RIGHT RAMP EXIT 72	UP/DOWN BANK DOWN 82	BLUE-VIOLET J212-12 LOWER RIGHT FLIPPER OPTO F2
Orange-Black J205-3 RIGHT COIN CHUTE U17-11 D3	3 White-Orange J208-3 U18-5	START BUTTON 13	TOMB TREASURE 23	TROUGH BALL 2 33	RIGHT FLIPPER OPTO 43	LEFT JET BUMPER 53	RIGHT LOOP LOW 63	RIGHT RAMP LOCK 73	FRANK TABLE DOWN 83	BLACK-BLUE J208-12 LOWER LEFT FLIPPER E.O.S. F3
Orange-Yellow J205-4 4TH COIN CHUTE U17-9 D4	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	ALWAYS CLOSED 24	TROUGH BALL 3 34	LEFT BLUE TARGET 44	RIGHT JET BUMPER 54	RIGHT LOOP HIGH 64	DRACULA POSITION 5 74	FRANK TABLE UP 84	BLUE-GRAY J212-11 LOWER LEFT FLIPPER OPTO F4
Orange-Green J205-6 U16-9 Normal Function Srv Crdts D5	5 White-Green J208-5 U19-11	DRACULA STANDUP BOTTOM 15	DRACULA TARGET 25	TROUGH BALL 4 35	CENTER BLUE TARGET 45	BOTTOM JET BUMPER 55	CENTER LOOP 65	DRACULA POSITION 4 75	LEFT UP/DOWN BANK TARGET 85	BLACK-VIOLET J208-11 UPPER RIGHT FLIPPER E.O.S. F5
Orange-Blue J205-7 U16-11 Normal Function Volume Dn D6	6 White-Blue J208-7 U19-9	LEFT OUTLANE 16	LEFT RETURN LANE 26	RIGHT POPPER 36	RIGHT BLUE TARGET 46	LEFT TOP LANE 56	LEFT RAMP ENTER 66	DRACULA POSITION 3 76	RIGHT UP/DOWN BANK TARGET 86	BLACK-YELLOW J212-10 UPPER RIGHT FLIPPER OPTO F6
Orange-Violet J205-8 U16-7 Normal Function Volume Up D7	7 White-Violet J208-8 U19-5	RIGHT RETURN LANE 17	RIGHT OUTLANE 27	NOT USED 37	LEFT FLIPPER PROXIMITY SENSOR 47	CENTER TOP LANE 57	LEFT RAMP EXIT 67	DRACULA POSITION 2 77	FRANK HIT 87	BLACK-GRAY J212-10 CENTER SPINNER F7
Orange-Grey J205-9 U16-5 Normal Function Begin Test D8	8 White-Grey J208-9 U19-8	SHOOTER LANE 18	LEFT EJECT 28	NOT USED 38	RIGHT FLIPPER PROXIMITY SENSOR 48	RIGHT TOP LANE 58	CENTER RAMP ENTER 68	DRACULA POSITION 1 78	NOT USED 88	BLACK-BLUE J208-10 UPPER LEFT FLIPPER OPTO F8

J2XX = CPU Board

= OPTO, TYPICALLY CLOSED

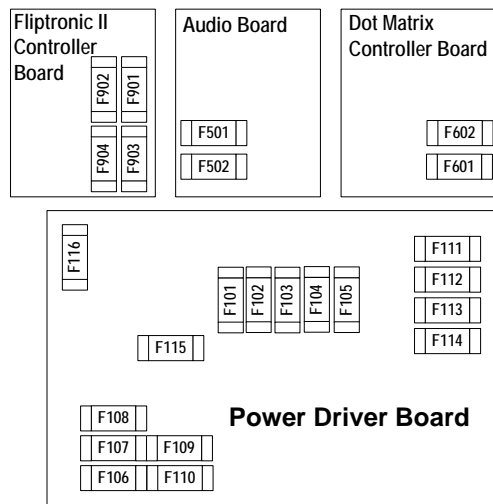




# FUSE LIST

# 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	LEFT 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		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		J907-7 (BLU-YEL)		Q4		J902-13		BLU-VIO		FL-11629	BLUE
30			J907-7 (BLU-YEL)		Q11		J902-11		ORG-GRN			
31	LOWER LEFT FLIPPER		J907-9 (GRY-YEL)		Q3		J902-9		BLU-GRY		FL-11629	BLUE
32			J907-9 (GRY-YEL)		Q9		J902-7		ORG-BLU			
33	UPPER RIGHT FLIPPER		J907-1 (BLU-YEL)		Q2		J902-6		BLK-YEL		FL-11629	BLUE
34			J907-1 (BLU-YEL)		Q7		J902-4		ORG-VIO			
35	NOT USED		J907-4 (GRY-YEL)		Q1		J902-3		BLK-BLU		NOT USED	NOT USED
36			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. F1
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 F2
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	MADE LEFT RAMP	NOT USED		Black-Blue J906-3 Lower Left Flipper E.O.S. F3
Orange-Yellow J205-4 4 <sup>TH</sup> 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 F4
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. F5
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 F6
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 7	TOP LANE CENTER	MADE RIGHT RAMP	LEFT GUN HOME		Black-Gray J906-5 Spinner F7
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 F8

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

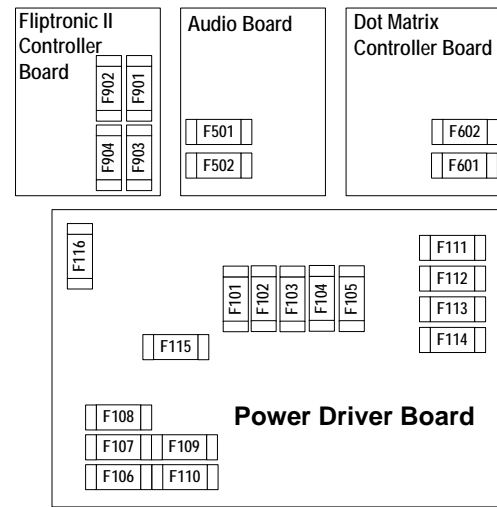
Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB

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.	J120-7	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	Drive Connections			Drive Wire Colors	Coil Part No.	Coil Colors
						Playfield	Drive	Insert			
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

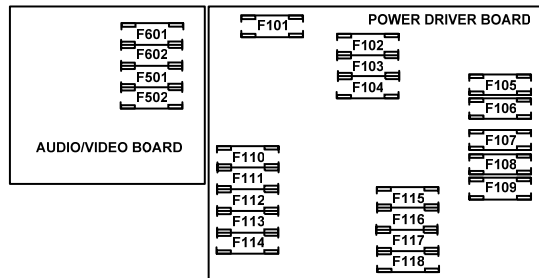
J2XX = CPU Board; J9XX = Fliptronic II Board

= 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
<b>LINE FILTER</b> 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	Voltage Connection	Drive Transistors		Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors
			Power	Hold	Playfield	Hold	Power	Hold		
29		J119-1 (RED-GRN)	Q90		J120-13		YEL-GRN		FL-11629	BLUE
30	LOWER RIGHT FLIPPER	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	J119-4 (RED-BLU)		Q69	J120-7		ORG-BLU			
33	LEFT DIVERTOR POWER	J119-6 (RED-VIO)	Q84		J120-6		YEL-VIO		FL-11753	YELLOW
34	LEFT DIVERTOR HOLD	J119-6 (RED-VIO)		Q86	J120-4		ORG-VIO			
35	VANISH MAGNET	J119-8 (RED-GRY)	Q81		J120-3		YEL-GRY		20-10197	
36	LOOP POST DIVERTOR	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

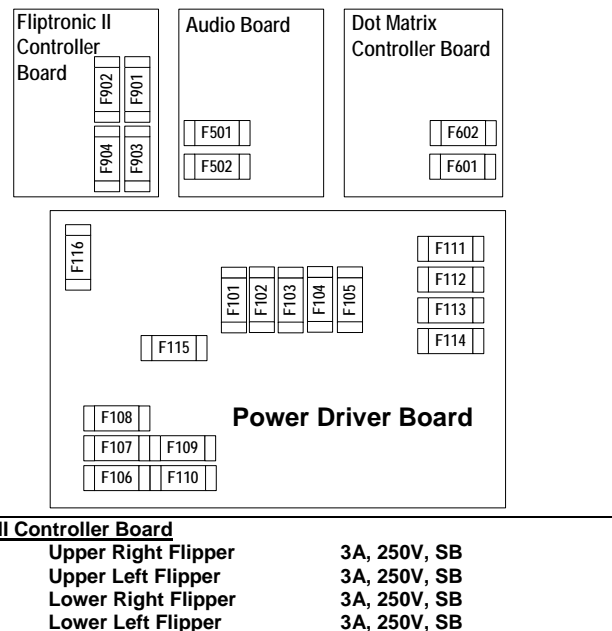
DEDICATED GROUNDED SWITCHES	Column	White → Green								FLIPPER GROUNDED SWITCHES
		1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Grey J206-9 U20-11	
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 U16-11 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 U16-7 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 U16-5 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

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

### TWILIGHT ZONE (50020)



### 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.		J120-5	Q16		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	D1	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	D2	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	D3	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 <sup>th</sup> COIN CHUTE	D4	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	D5	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	D6	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	D7	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	D8	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;

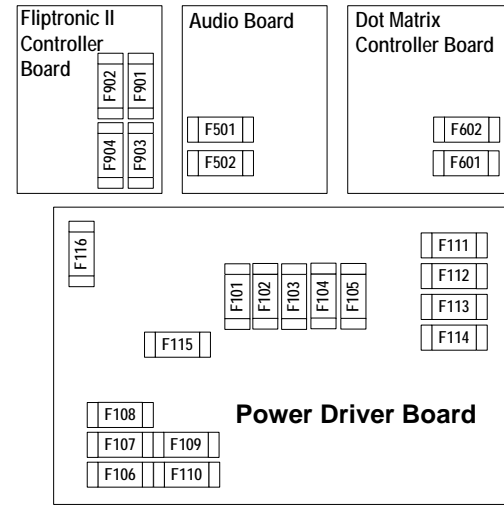
= OPTO, TYPICALLY CLOSED

\* 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 Power Hold		Playfield Drive Connections		Drive Wire Colors Power Hold		Coil Part No.		Coil Colors
	LOWER LEFT FLIPPER	Flipper	J907-6, 7 (GRY-YEL)	Q3	Q9	J902-7, 9		BLU-GRY ORG-BLU	FL-15629	BLUE		
	LOWER RIGHT FLIPPER	Flipper	J907-8, 9 (BLU-YEL)	Q4	Q11	J902-11, 13		BLU-VIO ORG-GRN	FL-15629	BLUE		
	UPPER RIGHT FLIPPER	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 32	3-BANK LOWER 42	HAZARD 5 52	RAFT 2 62	WHIRLPOOL 2 72	ADVANCE RAFT 82
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 J905-1 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

# WHIRLWIND Matrix Label

### LAMP MATRIX

Column \ Row	1 Yellow-Brown 1J7-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Gray 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	MIDDLE STANDUP 1	LEFT OUTLANE 9	S ARROW 17	TOLL 1 25	BOTTOM JETS LEFT 33	RIGHT RAMP LOCK 41	LEFT RETURN LANE 49	SHOOT AGAIN 57
2 Red-Black 1J6-2 Q81	UP JETS ON (BACKGLASS) 2	RIGHT OUTLANE 10	S W ARROW 18	TOLL 2 26	BOTTOM JETS TOP 34	RIGHT RAMP DOUBLE 42	LEFT LOOP 50	2 X 58
3 Red-Orange 1J6-3 Q82	250K (BACKGLASS) 3	TOP DROP 50K 11	W ARROW 19	TOLL 3 27	BOTTOM JETS RIGHT 35	LEFT RAMP MILLION PLUS 43	LEFT STANDUP 51	3 X 59
4 Red-Yellow 1J6-5 Q83	EX BALL ON (BACKGLASS) 4	TOP DROP 75K 12	N W ARROW 20	TOLL 4 28	TOP JETS LEFT 36	LEFT RAMP MILLION 44	INNER LOOP ARROW 52	4 X 60
5 Red-Green 1J6-6 Q84	3-BANK 100K (BACKGLASS) 5	TOP DROP 100K 13	N ARROW 21	TOLL 5 29	TOP JETS RIGHT 37	LEFT RAMP RELEASE 45	RIGHT RAMP LEFT STANDUP 53	5 X 61
6 Red-Blue 1J6-7 Q85	500K (BACKGLASS) 6	TOP DROP 150K 14	N E ARROW 22	TOLL 30 30	TOP JETS BOTTOM 38	SHILL SHOT RIGHT 46	RIGHT RAMP RIGHT STANDUP 54	6 X LITES EXTRA BALL 62
7 Red-Violet 1J6-8 Q86	LITE MILLION (BACKGLASS) 7	TOP DROP QUICK 15	E ARROW 23	TOLL 20 31	LEFT CELLAR SIGN 39	SKILL SHOT MIDDLE 47	RIGHT LOOP 55	6 X LITES SPECIAL 63
8 Red-Grey 1J6-9 Q87	LOW JETS ON (BACKGLASS) 8	TOP DROP EXTRA BALL 16	S E ARROW 24	TOLL 10 32	RIGHT CELLAR SIGN 40	SKILL SHOT LEFT 48	RIGHT STANDUP 56	RIGHT SPINNER 64

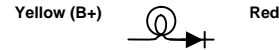
J1XX = Power Driver Board

### SWITCH MATRIX

Column \ Row	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q45
1 White-Brown 1J10-9	PLUMB BOB TILT 1		LEFT OUTLANE 17	RIGHT STANDUP 25	ENTER LEFT RAMP 33	SPINNER 41	TOP JETS LEFT 49	FLIPPER RIGHT 57
2 White-Red 1J10-8	C SIDE POWER A/C RELAY 2	OUTHOLE 10	LEFT RETURN LANE 18	TOP SINGLE DROP TARGET 26	LEFT RAMP SCORE TOP 34	RIGHT RAMP DOWN 42	TOP JETS RIGHT 50	FLIPPER LEFT 58
3 White-Orange 1J10-7	GAME START 3	BALL TROUGH #1 (LEFT) 11	RIGHT CELLAR 19	3-BANK DROP LOWER 27	LEFT RAMP SCORE BOTTOM 35	TOP RIGHT EJECT 43	TOP JETS MIDDLE 51	SHOOTER LANE 59
4 White-Yellow 1J10-6	RIGHT COIN CHUTE 4	BALL TROUGH #2 (MIDDLE) 12	LEFT CELLAR 20	3-BANK DROP MIDDLE 28	LEFT LOOP TOP 36	RIGHT RAMP SCORE TOP 44	BOTTOM JETS LEFT 52	LEFT 110 POINT 60
5 White-Green 1J10-5	CENTER COIN CHUTE 5	BALL TROUGH #3 (RIGHT) 13	LEFT STANDUP 21	3-BANK DROP TOP 29	LEFT LOOP BOTTOM 37	RIGHT RAMP SCORE BOTTOM 45	BOTTOM JETS RIGHT 53	RIGHT 110 POINT 61
6 White-Blue 1J10-3	LEFT COIN CHUTE 6		LEFT LOCK 1 LOWER 22	MIDDLE STANDUP 30	RIGHT LOOP TOP 38		BOTTOM JETS TOP 54	
7 White-Violet 1J10-2	SLAM TILT 7	RIGHT RETURN LANE 15	LEFT LOCK 2 MIDDLE 23		RIGHT LOOP BOTTOM 39	LEFT STANDUP RIGHT RAMP 47	BOTTOM LEFT SLING 55	
8 White-Grey 1J10-1	HIGH SCORE RESET 8	RIGHT OUTLANE 16	LEFT LOCK 3 TOP 24		INNER LOOP 40	RIGHT STANDUP RIGHT RAMP 48	BOTTOM RIGHT SLING 56	

# Creature From The Black Lagoon

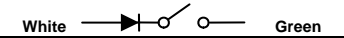
## LAMP MATRIX



Column Row	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 J138-7 Q92	8 Yellow-Gray J138-9 Q91
1 <b>Red-Brown</b> J133-1 Q90	(P)-A-I-D 11	(K)-I-S-S 21	START MEGA MENU 31	LIPS 41	SNACK BAR 51	FREE PASS 61	C 71	(F)-I-L-M 81
2 <b>Red-Black</b> J133-2 Q89	P-(A)-I-D 12	K-(I)-S-S 22	PLAYGROUND AWARD 32	LEFT SEARCH 42	CENTER SEARCH 52	BUILD COMBO 62	R 72	F-(I)-L-M 82
3 <b>Red-Orange</b> J133-4 Q88	P-A-(I)-D 13	K-I-(S)-S 23	LITE BIG MILLIONS 33	LEFT VIDEO 43	COLA 53	UNLIMITED MILLIONS 63	E 73	F-I-(L)-M 83
4 <b>Red-Yellow</b> J133-5 Q87	P-A-I-(D) 14	K-I-S-(S) 24	SLIDE 34	LEFT START MOVIE 44	HOTDOG 54	CREATURE FEATURE 64	A 74	F-I-L-(M) 84
5 <b>Red-Green</b> J133-6 Q86	LEFT JET 15	10 MILLION 25	RIGHT SEARCH 35	COMBO AWARD 45	SUPER JACKPOT 55	EXTRA BALL COUNTDOWN 65	T 75	START COMBO 85
6 <b>Red-Blue</b> J133-7 Q85	RIGHT JET 16	20 MILLION 26	RIGHT VIDEO 36	PARKING O.K. 46	JACKPOT 56	BIG MILLIONS 66	U 76	POPCORN 86
7 <b>Red-Violet</b> J133-8 Q84	BOTTOM JET 17	30 MILLION 27	RIGHT START MOVIE 37	MOVE YOUR CAR 47	RESCUE 57	MOVIE MADNESS 67	R 77	ICE CREAM 87
8 <b>Red-Gray</b> J133-9 Q83	ADMIT ONE 18	SPECIALS 28	MEGA MENU 38	EXTRA BALL 48	MULTIBALL RESTART 58	SNACK ATTACK 68	E 78	START BUTTON 88

J1XX = Power Driver Board

## SWITCH MATRIX



DEDICATED GROUNDED SWITCHES Row	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-Gray J206-9 U20-11	FLIPPER GROUNDED SWITCHES
Orange-Brown J205-1 LEFT COIN CHUTE D1	1 White-Brown J208-1 U18-11	NOT USED 11	SLAM TILT 21	NOT USED 31	COLA 41	LEFT OUTLANE 51	RIGHT RAMP EXIT 61	NOT USED 71	NOT USED 81	<b>Black-Green J906-1</b> Right Flipper E.O.S. F1
Orange-Red J205-2 CENTER COIN CHUTE D2	2 White-Red J208-2 U18-9	NOT USED 12	COIN DOOR 22	NOT USED 32	HOTDOG 42	LEFT RETURN LANE 52	LEFT RAMP EXIT 62	NOT USED 72	NOT USED 82	<b>Blue-Violet J905-1</b> Right Flipper Opto F2
Orange-Black J205-3 RIGHT COIN CHUTE D3	3 White-Orange J208-3 U18-5	CREDIT START BUTTON 13	NOT USED 23	BOTTOM JET 33	POPCORN 43	START COMBO 53	CENTER LANE EXIT 63	NOT USED 73	NOT USED 83	<b>Black-Blue J906-3</b> Left Flipper E.O.S. F3
Orange-Yellow J205-4 4 <sup>TH</sup> COIN CHUTE D4	4 White-Yellow J208-4 U18-7	PLUMB BOB TILT 14	NOT USED 24	RIGHT POPPER 34	ICE CREAM 44	RIGHT OUTLANE 54	UPPER RAMP 64	NOT USED 74	NOT USED 84	<b>Blue-Gray J905-2</b> Left Flipper Opto F4
Orange-Green J205-6 Normal Function Test Function Srv Crdts Escape D5	5 White-Green J208-5 U19-11	TOP LEFT ROLLOVER 15	P of P-A-I-D 25	RIGHT RAMP ENTER 35	LEFT JET 45	OUTHOLE 55	BOWL 65	NOT USED 75	NOT USED 85	<b>Black-Violet J906-4</b> Upper Right Flipper E.O.S. F5
Orange-Blue J205-7 Normal Function Test Function Volume Dn Down D6	6 White-Blue J208-7 U19-9	LEFT SUBWAY 16	A of P-A-I-D 26	LEFT RAMP ENTER 36	RIGHT JET 46	RIGHT TROUGH 56	SHOOTER 66	NOT USED 76	NOT USED 86	<b>Black-Yellow J905-3</b> Upper Right Flipper Opto F6
Orange-Violet J205-8 Normal Function Test Function Volume Up Up D7	7 White-Violet J208-8 U19-5	CENTER SUBWAY 17	I of P-A-I-D 27	LOWER RIGHT POPPER 37	LEFT SLINGSHOT 47	CENTER TROUGH 57	NOT USED 67	NOT USED 77	NOT USED 87	<b>Black-Gray J906-5</b> Upper Left Flipper E.O.S. F7
Orange-Gray J205-9 Normal Function Test Function Begin Test Enter D8	8 White-Gray J208-9 U19-7	CENTER SHOT 18	D of P-A-I-D 28	RAMP UP/DOWN 38	RIGHT SLINGSHOT 48	LEFT TROUGH 58	NOT USED 68	NOT USED 78	NOT USED 88	<b>Black-Blue J905-5</b> Left Flipper Opto F8





# WPC FUSE LIST

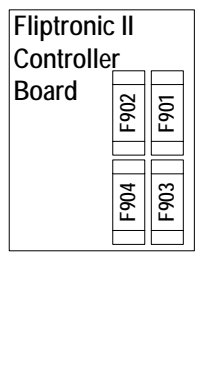
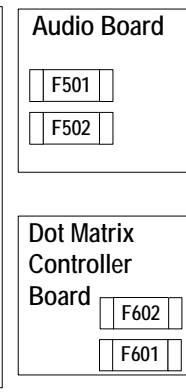
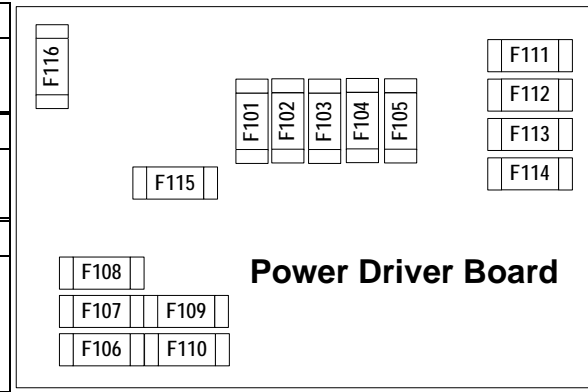
**CAUTION!** For continued protection against risk of fire, replace only with the same type of fuse having the same ratings.

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

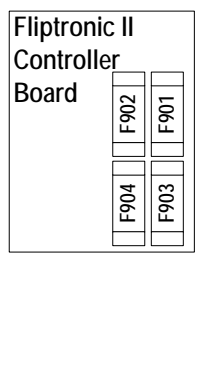
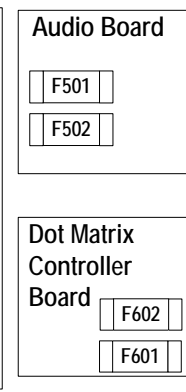
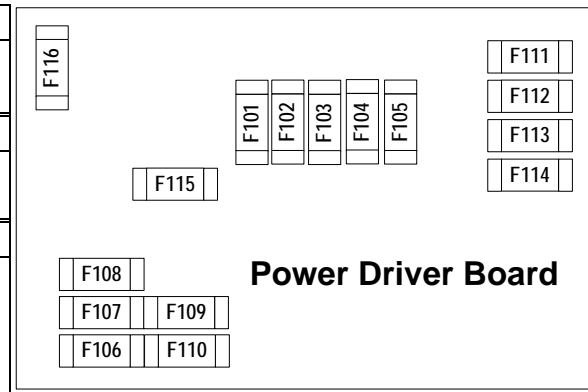
**CAUTION!** For continued protection against risk of fire, replace only with the same type of fuse having the same ratings.

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

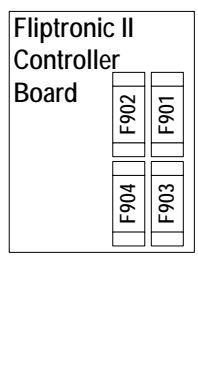
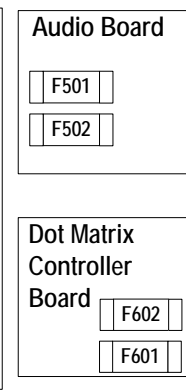
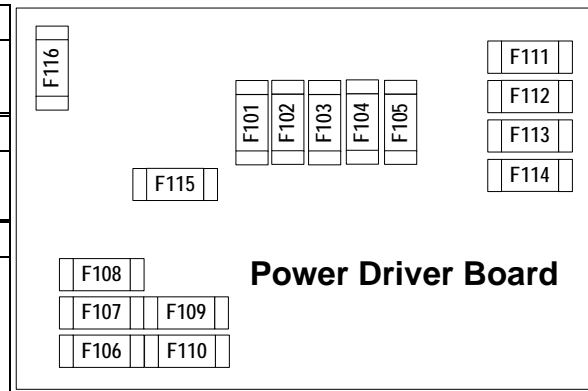
**CAUTION!** For continued protection against risk of fire, replace only with the same type of fuse having the same ratings.

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
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

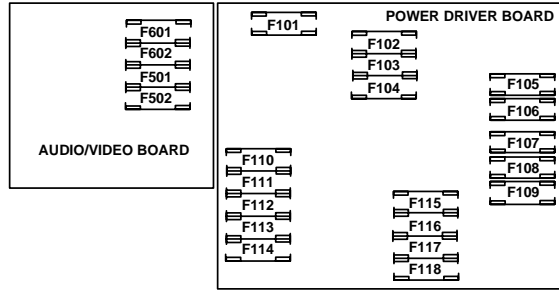
Dot Matrix Controller Board	
F601	3/8A, 250V, FB +62V
F602	3/8A, 250V, FB -113V & -125V

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-95 FUSE LIST

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.



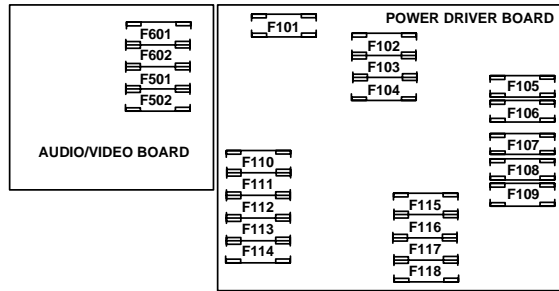
AUDIO/VIDEO BOARD			
F501	-25V	T2.5A, 250V	
F502	+25V	T2.5A, 250V	
F601	+62V	T0.25A, 250V	
F602	-113V & -125V	T0.25A, 250V	

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

POWER DRIVER BOARD			
F101	Regulated 12V	T0.63A, 250V	F110 G.I. #5 White-Violet T4.0A, 250V
F102	Solenoids #9 to #16	T4.0A, 250V	F111 G.I. #4 White-Green T4.0A, 250V
F103	Solenoids #1 to #8	T4.0A, 250V	F112 G.I. #3 White-Yellow T4.0A, 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

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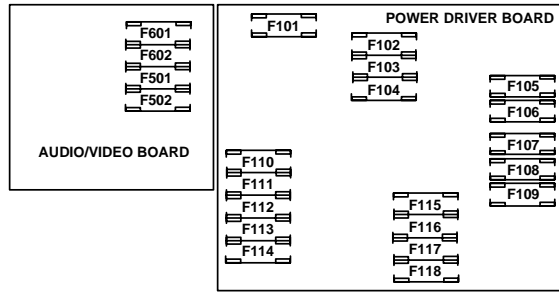
AUDIO/VIDEO BOARD			
F501	-25V	T2.5A, 250V	
F502	+25V	T2.5A, 250V	
F601	+62V	T0.25A, 250V	
F602	-113V & -125V	T0.25A, 250V	

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

POWER DRIVER BOARD			
F101	Regulated 12V	T0.63A, 250V	F110 G.I. #5 White-Violet T4.0A, 250V
F102	Solenoids #9 to #16	T4.0A, 250V	F111 G.I. #4 White-Green T4.0A, 250V
F103	Solenoids #1 to #8	T4.0A, 250V	F112 G.I. #3 White-Yellow T4.0A, 250V
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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

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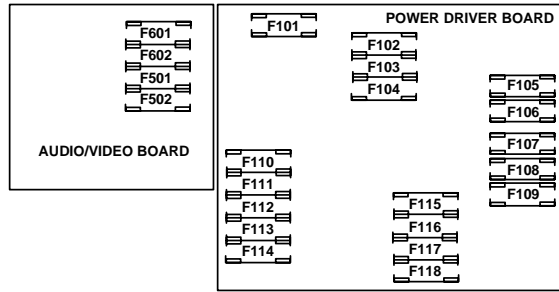
AUDIO/VIDEO BOARD			
F501	-25V	T2.5A, 250V	
F502	+25V	T2.5A, 250V	
F601	+62V	T0.25A, 250V	
F602	-113V & -125V	T0.25A, 250V	

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

POWER DRIVER BOARD			
F101	Regulated 12V	T0.63A, 250V	F110 G.I. #5 White-Violet T4.0A, 250V
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F103	Solenoids #1 to #8	T4.0A, 250V	F112 G.I. #3 White-Yellow T4.0A, 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

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F501	-25V	T2.5A, 250V	
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LINE FILTER	
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Domestic	T5.0A, 250V

POWER DRIVER BOARD			
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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