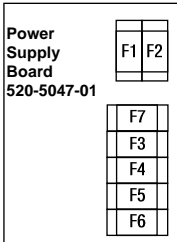
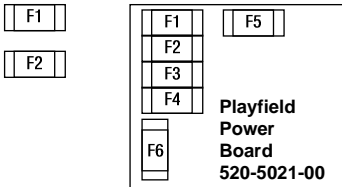
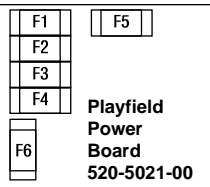




FUSE LIST

Power Supply Board 520-5047-01				CPU Board 520-5003-03
F1	5V & 12V Logic Power Input	7A, 250V, SB		
F2	5V & 12V Logic Power Input	7A, 250V, SB		
F3	Not used			
F4	18V Controlled lamps	8A, 250V, SB		
F5	34V Solenoids	5A, 250V, SB		
F6	34V Solenoids	5A, 250V, SB		
F7	90VAC Display Regulator	0.5A, 250V, SB		
Back Box fuses				Sound Board 520-5050-01
F1	13VAC Controlled lamps	8A, 250V, SB		
F2	25VAC Solenoids	8A, 250V, SB		
Playfield Power Board fuses 520-5021-00				
F1	General Illumination (Violet)	5A, 250V, SB		
F2	General Illumination (Green)	5A, 250V, SB		
F3	General Illumination (Yellow)	5A, 250V, SB		
F4	General Illumination (Brown)	5A, 250V, SB		
F5	50V Flipper Power	5A, 250V, SB		
F6	34V Flashers & Solenoids	5A, 250V, SB		
Solid State Flipper Board Fuses 520-5033-00				Playfield Power Board 520-5021-00
F1	Coil A	3A, 250V, SB		
F2	Coil (hold power)	3A, 250V, SB		
F3	Coil B	3A, 250V, SB		
F4	Coil (hold power)	3A, 250V, SB		
Line Filter				
Foreign	(220V)	4A, 250V, SB		
Domestic	(110V)	8A, 250V, SB		

Switched, CPU Controlled Auxiliary & Constant Power Solenoids									
Coil No.	Coil or Flashlamp Description	Drive Transistor	CPU wire	CPU connection	PPB wire	PPB connection	Power Line	Power Description	Coil or Flash Type
1L	Outhole	Q46	Gry-Brn	CN11-1	Vio-Brn	J2-9	Brn	34V L	
1R	1 insert, 3 playfield flashers		(to PPB)	to PPB J1-1	Blk-Brn	J9-5	Orn	34V R	#906 (1) #89 (3)
2L	Ball Trough Eject	Q45	Gry-Red	CN11-3	Vio-Red	J2-8	Brn	34V L	23-840
2R	3 back panel, 1 playfield flashers		(to PPB)	to PPB J1-2	Blk-Red	J9-6	Orn	34V R	#89 (4)
3L	Ball Launch	Q5 PPB	Gry-Orn	CN11-4	Wht-Orn/Vio-Orn	J2-7 J8-1/J8-2	Yel-Vio	50V	23-800
3R	2 insert, 2 playfield flashers	Q44 CPU	(to PPB)	to PPB J1-3	Blk-Orn	J9-7	Orn	34V R	#906 (2) #89 (2)
4L	Left Power Scoop	Q4 PPB	Gry-Yel	CN11-5	Wht-Yel/Vio-Yel	J2-6 J8-3/J8-4	Yel-Vio	50V	25-1240
4R	4 playfield flashers	Q43 CPU	(to PPB)	to PPB J1-4	Blk-Yel	J9-8	Orn	34V R	#89 (4)
5L	VUK	Q3 PPB	Gry-Grn	CN11-6	Wht-Grn/Vio-Grn	J2-5 J8-6/J8-7	Yel-Vio	50V	23-800
5R	2 insert, 2 Death Star flashers	Q42 CPU	(to PPB)	to PPB J1-5	Blk-Grn	J9-9	Orn	34V R	#906 (2) #89 (2)
6L	Drop Target	Q41	Gry-Blu	CN11-7	Vio-Blu	J2-4	Brn	34V L	23-800
6R	2 insert, 2 playfield flashers		(to PPB)	to PPB J1-6	Blk-Blu	J9-10	Orn	34V R	#906 (2) #89 (2)
7L	Right Power Scoop	Q2 PPB	Gry-Vio	CN11-8	Wht-Vio/Vio-Blk	J2-2 J8-8/J8-10	Yel-Vio	50V	23-800
7R	2 insert, 2 R2D2 flashers	Q40 CPU	(to PPB)	to PPB J1-7	Blk-Vio	J9-11	Orn	34V R	#906 (2) #89 (2)
8L	Knocker	Q39	Gry-Blk	CN11-9	Vio-Gry	J2-1	Brn	34V L	23-800
8R	1 insert, 3 playfield flashers		(to PPB)	to PPB J1-8	Blk-Gry	J9-12	Orn	34V R	#89 (4)
9	R2D2 dance	Q30	Brn-Blk	CN12-1			Red	34V	23-800
10	L/R Power Relay	Q29	Blk-Red	CN12-2		J6-7	Red-Wht	34V	Relay: 24VDC
11	General Illumination Relay (PSB)	Q28	Brn-Orn	CN12-4		(PSB) CN7-1	Red	34V	Relay: 24VDC
12	Bar Target Motor (Relay)	Q27	Brn-Yel	CN12-5			Red	34V	Relay: 24VDC
13	Not Used	Q26	Brn-Grn	CN12-6					
14	Not Used	Q25	Brn-Blu	CN12-7					
15	Death Star & R2D2 motor (Relay)	Q24	Brn-Vio	CN12-8			Red	34V	Relay: 24VDC
16	Laser Kick	Q1 PPB	Wht-Gry	CN12-9	Brn-Gry	J8-12	Vio-Yel	50V	23-800
17	Top Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
18	Left Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
19	Right Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
20	Bottom Turbo Bumper	Q10	Blu-Yel	CN19-6			Red	34V	23-800
21	Left Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Right Slingshot	Q13	Blu/Blk	CN19-9			Red	34V	23-800
Flipper Circuits (SSFB)		SSFB Drive Transistor	SSFB to coil	SSFB Connection	SSFB to Flipperswitch	SSFB Sw. Connect	SSFB Power Wire	Power Description	Coil
	Left Flipper (coil "B")	SR2, Q10-Q9	Gry-Yel	CN2-1,2	Blu-Gry	CN1-9	Blk-Wht / Blk-Wht	CN2-8,9 50VDC	22-1080 (090-5032-00)
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-4,5	Blu-Vio	CN1-1	Gry / Gry Grn	CN2-6,7 9VAC	22-1080 (090-5032-00)

LAMP MATRIX

Column (*)	Red ← Yellow (B+) →							
	1 YEL-BRN (41) CN7-1 Q71	2 YEL-RED (42) CN7-2 Q70	3 YEL-ORN (43) CN7-3 Q69	4 YEL-BLK (40) CN7-4 Q68	5 YEL-GRN (45) CN7-6 Q67	6 YEL-BLU (46) CN7-7 Q66	7 YEL-VIO (47) CN7-8 Q65	8 YEL-GRY (48) CN7-9 Q64
1 RED-BRN (21) CN6-1 Q72	S	D.S. Moon 1 Left	X-Mode / Video Mode	Cabinet Start Button	X-Wing Target 1 (Left)	10 Million Left	Ramp Hyper Space	R2D2 Dome Left
2 RED-BLK (20) CN6-2 Q73	T	D.S. Moon 2	Extra Ball	C3PO Left Eye	X-Wing Target 2	10 Million Center	Ramp Jackpot	R2D2 Dome Right
3 RED-ORN (23) CN6-3 Q74	A	D.S. Moon 3	Lite C3PO Eyes	C3PO Mouth	X-Wing Target 3	Large Tie Fighter	Ramp Empire	Victory
4 RED-YEL (24) CN6-5 Q75	R	D.S. Moon 4	Lite The Force	C3PO Right Eye	X-Wing Target 4	10 Million Right	Light Saber Arc (2 lamps)	Special
5 RED-GRN (25) CN6-6 Q76	W	D.S. Moon 5	Yoda	Death Star Sphere 1	X-Wing Target 5 (Right)	R2D2 When Lit	Right Outlane	Top Turbo Bumper
6 RED-BLU (26) CN6-7 Q77	A	D.S. Moon 6	D.S. X-Wing Mult.	Death Star Sphere 2	Drop Target Top	Lite Laser Kick	Right Return Lane	Left Turbo Bumper
7 RED-VIO (27) CN6-8 Q78	R	D.S. Moon 7	D.S. Tie Fighter	Launch	Drop Target Center	Power Scoop Left	Left Return Lane	Right Turbo Bumper
8 RED-GRY (28) CN6-9 Q79	S	D.S. Moon 8 Right	Death Star Insert	Upper Left Outlane	Drop Target Bottom	Power Scoop Right	Laser Kick	Bottom Turbo Bumper

(*) 2 digit number in parentheses indicates resistor/wire color code number displayed during diagnostics.

SWITCH MATRIX

Column (*)	White → Green →							
	1 GRN-BRN (51) CN8-1 Q55	2 GRN-RED (52) CN8-2 Q54	3 GRN-ORN (53) CN8-3 Q53	4 GRN-YEL (54) CN8-4 Q52	5 GRN-BLK (50) CN8-5 Q51	6 GRN-BLU (56) CN8-7 Q50	7 GRN-VIO (57) CN8-8 Q49	8 GRN-GRY (58) CN8-9 Q48
1 WHT-BRN (91) CN10-9	Plump Bob Tilt	Not Used	Right Loop	X-Wing Target 1 (Left)	Right Scoop	Bar Motor Up	Top Stand-Up	Not Used
2 WHT-RED (92) CN10-8	4th Coin Switch	Outhole	Middle Loop	X-Wing Target 2	Death Star Trough	Bar Motor Down	Shift Button	Not Used
3 WHT-ORN (93) CN10-7	Start Button	Trough #1 Left	Left Loop	X-Wing Target 3	Obi-Wan Trough	Left Slingshot	Shift Down	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #2 Center	Ramp Entrance	X-Wing Target 4	Left VUK	Right Slingshot	Shift Up	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3 Right	Right Outlane	X-Wing Target 5 (Right)	Left Scoop	Top Turbo Bumper	Not Used	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Shooter Lane	Right Return Lane	Top Drop Target	R2D2 Entrance	Left Turbo Bumper	Not Used	Not Used
7 WHT-VIO (97) CN10-2	Slam Tilt	Left Flipper (via SSFB)	Left Return Lane	Middle Drop Target	Ramp Exit	Right Turbo Bumper	Not Used	Not Used
8 WHT-GRY (98) CN10-1	Not Used	Right Flipper (via SSFB)	Left Outlane	Bottom Drop Target	Bar Target	Bottom Turbo Bumper	Not Used	Not Used

(*) 2 digit number in parentheses indicates resistor/wire color code number displayed during diagnostics.