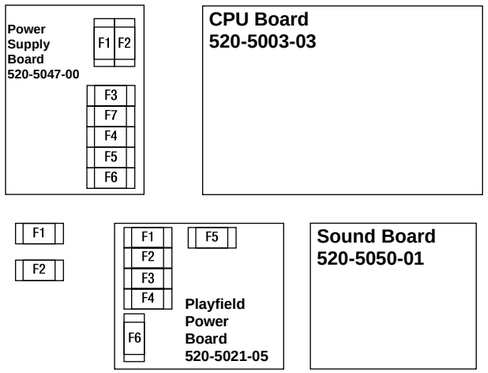
Hook

FUSE LIST

Power Supply Board 520-5047-00		
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 1-16	5A, 250V, SB
F6	34V Special Solenoids & Flash	5A, 250V, SB
F7	90VAC Display Regulator	0.5A, 250V, SB
Back Box fuses		
F1	13VAC Controlled lamps	8A, 250V, SB
F2	25VAC Solenoids	8A, 250V, SB
Playfield Power Board fuses 520-5021-05		
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	48V Flipper Power	5A, 250V, SB
F6	34V Flashers & Solenoids	5A, 250V, SB
Solid State Flipper Board Fuses 520-5033-00		
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



Under the Playfield Fuses

3 fuses for the Turbo bumpers	2.5A, 250V, SB
2 fuses for the Slingshots	2.5A, 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 (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J2-9	Brn	32V L	23-840
1R	2 insert, 2 Pirate Town flashers				Blk-Brn	J9-5	Orn	32V R	#89 (4)
2L	Ball Trough Eject	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J2-8	Brn	32V L	23-840
2R	2 insert, 2 playfield flashers				Blk-Red	J9-6	Orn	32V R	#89 (2), #906 (2)
3L	Left VUK	Q44 CPU Q1 PPB	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Wht-Orn/Vio-Orn	J2-7 J8-11/J8-12	Yel-Vio	50V	23-800
3R	2 insert, 2 playfield flashers				Blk-Orn	J9-7	Orn	32V R	#89 (4)
4L	Big Kick	Q43 CPU Q2 PPB	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Wht-Yel/Vio-Yel	J2-6 J8-9/J8-10	Yel-Vio	50V	22-600
4R	2 insert, 2 playfield flashers				Blk-Yel	J9-8	Orn	32V R	#89 (2), #906 (2)
5L	Drop Target	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J2-5	Brn	32V L	23-800
5R	2 insert, 2 playfield flashers				Blk-Grn	J9-9	Orn	32V R	#89 (4)
6L	Power Scoop	Q41 CPU Q3 PPB	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Wht-Blu/Vio-Blu	J2-4 J8-6/J8-7	Yel-Vio	50V	23-800
6R	2 insert, 2 playfield flashers				Blk-Blu	J9-10	Orn	32V R	#89 (4)
7L	Ticket Dispenser (optional)	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-3	Brn	32V L	optional
7R	2 insert, 1 ramp, 1 playfield flashers				Blk-Vio	J9-11	Orn	32V R	#89 (3), #906 (1)
8L	Knocker	Q39 CPU Q5 PPB	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Wht-Gry/Vio-Gry	J2-1 J8-1/J8-2	Yel-Vio	50V	23-800
8R	2 insert, 2 playfield flashers				Blk-Gry	J9-12	Orn	32V R	#89 (4)
9	2 insert, 2 playfield flashers	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Red	32V	#89 (4)
10	L/R Power Relay	Q29	Blk-Red	CN12-2 to PPB J6-9		J6-7	Red-Wht	32V	Relay: 24VDC
11	General Illumination Relay (PSB)	Q28	Brn-Orn	CN12-4		(PSB) CN7-1	Red	32V	Relay: 24VDC
12	2 insert, 2 playfield flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	32V	#89 (4)
13	1 insert, 3 skull flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	32V	#89 (4)
14	3 insert, 1 playfield flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	32V	#89 (4)
15	Laser Kick	Q24 CPU Q4 PPB	Wht-Vio	CN12-8 to PPB J8-3	Brn-Vio	J8-4	Vio-Yel	50V	23-800
16	Not used	Q23	Brn-Gry	CN12-9 to PPB J1-15	Brn-Gry	J9-3	Red	32V	
17	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	32V	23-800
18	Center Turbo Bumper	Q9	Blu-Red	CN19-4			Red	32V	23-800
19	Right Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	32V	23-800
20	Left Slingshot	Q10	Blu-Yel	CN19-6			Red	32V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	32V	23-800
22	Diverter	Q13	Blu-Blk	CN19-9			Red	32V	27-1400

	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	23-1100 (090-5030-00)
	Right Flipper (coil “A”)	SR1, Q2-Q3	Blu-Yel	CN2-4,5	Blu-Vio	CN1-1	Gry / Gry Grn	CN2-6,7 9VAC	23-900 (090-5020-30)

LAMP MATRIX

Red — Yellow (B+)

Column (*) / Row (*)	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	250K 1	2X 9	Backpanel Left 17	Multiball Bottom 25	Right 3-Bank Top 33	Left 3-Bank Top 41	Pirate Town Special 49	Light Bumper 57
2 RED-BLK (20) CN6-2 Q73	500K 2	4X 10	Backpanel Center 18	Skillshot Bottom 26	Right 3-Bank Middle 34	Left 3-Bank Middle 42	Pirate Town 10 Million 50	2 Million 58
3 RED-ORN (23) CN6-3 Q74	750K 3	6X 11	Backpanel Right 19	Multiball Middle 27	Right 3-Bank Bottom 35	Left 3-Bank Bottom 43	Pirate Town Extra Ball 51	Light Croc Time 59
4 RED-YEL (24) CN6-5 Q75	1 MIL 4	8X 12	Laser Kick (Ready) 20	Skillshot Middle 28	Left Toplane 36	Upper 3-Bank Top 44	Strike 52	Fast 60
5 RED-GRN (25) CN6-6 Q76	2 MIL 5	10X 13	Left Return/ Right Target 21	Multiball Top 29	Center Toplane 37	Upper 3-Bank Middle 45	Right Ramp Entry 53	Skull 10 Million 61
6 RED-BLU (26) CN6-7 Q77	3 MIL Plus 6	Shoot Again 14	Right Return Lane 22	Skillshot Top 30	Skull Left Eye 38	Upper 3-Bank Bottom 46	Left Turbo Bumper 54	Light Extra Ball 62
7 RED-VIO (27) CN6-8 Q78	Right Ramp AM 7	Right Ramp Croc Clock 15	Left Outlane Top 23	Cabinet Start Button 31	Skull Right Eye 39	Extra Ball 47	Center Turbo Bumper 55	Bangerang 63
8 RED-GRY (28) CN6-9 Q79	Right Ramp PM 8	Left VUK Top Arrow 16	Right Outlane 24	Top Left VUK Lock 32	Left Ramp Entry 40	Skull 10 Million Arrow 48	Right Turbo Bumper 56	Right Toplane 64

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

SWITCH MATRIX

White — Green

Column (*) / Row (*)	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 1	Not Used 9	Left Top Lane 17	Left Drop Target 1 (Top) 25	Right 3-Bank Top 33	Left 3-Bank Top 41	Right 10 Point 49	Not Used 57
2 WHT-RED (92) CN10-8	4th Coin Switch 2	Outhole 10	Center Top Lane 18	Left Drop Target 2 26	Right 3-Bank Middle 34	Left 3-Bank Middle 42	Upper Right Rollover 50	Not Used 58
3 WHT-ORN (93) CN10-7	Start Button 3	Trough #1 Left 11	Right Top Lane 19	Left Drop Target 3 27	Right 3-Bank Bottom 35	Left 3-Bank Bottom 43	Upper Left VUK 51	Not Used 59
4 WHT-YEL (94) CN10-6	Right Coin Switch 4	Tough #2 Center 12	Right Single Target 20	Left Drop Target 4 (Bottom) 28	Left Ramp Entrance 36	Upper 3-Bank Top 44	Left Slingshot 52	Not Used 60
5 WHT-GRN (95) CN10-5	Center Coin Switch 5	Trough #3 Right 13	Left Return Lane 21	Skill Shot 3 29	Left Ramp #2 37	Upper 3-Bank Middle 45	Right Slingshot 53	Not Used 61
6 WHT-BLU (96) CN10-3	Left Coin Switch 6	Shooter Lane 14	Right Return Lane 22	Skill Shot 2 30	Not Used 38	Upper 3-Bank Bottom 46	Left Turbo Bumper 54	Not Used 62
7 WHT-VIO (97) CN10-2	Slam Tilt 7	Left Flipper (via SSFB) 15	Left Outlane 23	Skill Shot 1 (Upper) 31	Right Ramp Entrance 39	Under Playfield Trough 47	Center Turbo Bumper 55	Not Used 63
8 WHT-GRY (98) CN10-1	Not Used 8	Right Flipper (via SSFB) 16	Right Outlane 24	Skill Shot 1 (Lower) 32	Right Ramp #2 40	Power Scoop 48	Right Turbo Bumper 56	Not Used 64

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

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