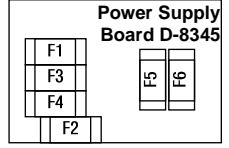
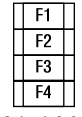
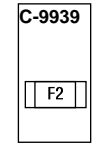


PIN-BOT (16-549)

FUSE LIST

| | | | | |
|--|-------------------------------|------------------|-----------------------------------|---|
| Power Supply Board D-8345 | | | Audio Board D-11297 |  |
| F1 | 100V Display Power Input | 1/4A, 250V, SB | | |
| F2 | Solenoids 1-16 | 4A, 250V, SB | CPU Board D-11392 (11A) |  |
| F3 | Controlled lamps 18V | 8A, 250V, SB | | |
| F4 | Special Solenoids 17-22 | 2 1/2A, 250V, SB | | |
| F5 | 5V & 12V Logic Power Input | 7A, 250V, SB | | |
| F6 | 5V & 12V Logic Power Input | 7A, 250V, SB | Flipper Power Supply Board |  |
| Flipper Power Supply Board C-9939 | | | | |
| Playfield fuses | | | | |
| Back Box fuses | | | | |
| F1 | General Illumination (Brown) | 5A, 250V, SB | | |
| F2 | General Illumination (Yellow) | 5A, 250V, SB | | |
| F3 | General Illumination (Green) | 5A, 250V, SB | | |
| F4 | General Illumination (Violet) | 5A, 250V, SB | | |
| LINE FILTER | | | | |
| Foreign | (220V) | 4A, 250V, SB | | |
| Domestic | (110V) | 8A, 250V, SB | | |

SOLENOID/FLASHER TABLE

| Sol. No. | Function | Solenoid Type | Wire ¹ Color | Connections | | Driver Transtr | Solenoid Part Number Flashlamp Type | |
|-------------------------|---|---------------|-------------------------|------------------|--|----------------|-------------------------------------|--------|
| | | | | CPU Brd | Playfield / Cabinet | | Playfield | Insert |
| 01A ³ | Outhole Kicker | Switched | Vio-Brn | 1P11-1 (Gry-Brn) | 8P3-1 (to B1 on Diode Switching Board) | Q33 | AE-23-800-01 | |
| 01C ³ | Knocker | Switched | Blk-Brn | | | | AE-23-800-02 | |
| 02A ³ | Ball Shooter Lane Feeder | Switched | Vio-Red | 1P11-3 (Gry-Red) | 8P3-2 (to B2 on Diode Switching Board) | Q25 | AE-23-800-03 | #89 |
| 02C ³ | Upper Playfield & "Top" Flashers (2) | Switched | Blk-Red | | | | #89 | #89 |
| 03A ³ | Single Eject Hole | Switched | Vio-Orn | 1P11-4 (Gry-Orn) | 8P3-3 (to B3 on Diode Switching Board) | Q32 | AE-23-800-03 | |
| 03C ³ | Left Insert Board Flasher | Switched | Blk-Orn | | | | | #89 |
| 04A ³ | Drop Target (3-Bank) | Switched | Vio-Yel | 1P11-5 (Gry-Yel) | 8P3-4 (to B4 on Diode Switching Board) | Q24 | AE-23-800-04 | |
| 04C ³ | Right Insert Board Flasher | Switched | Blk-Yel | | | | | #89 |
| 05A ³ | Ramp Raise | Switched | Vio-Grn | 1P11-6 (Gry-Grn) | 8P3-5 (to B5 on Diode Switching Board) | Q31 | AE-24-900-02 | |
| 05C ³ | Lower Playfield & "Top" Flashers (1) | Switched | Blk-Grn | | | | #89 | #89 |
| 06A ³ | Ramp Lower | Switched | Vio-Blu | 1P11-7 (Gry-Blu) | 8P3-6 (to B6 on Diode Switching Board) | Q23 | SM-25-600-DC | |
| 06C ³ | Energy Flashers | Switched | Blk-Blu | | | | #89 | |
| 07A ³ | Left Eject Hole (Visor) | Switched | Vio-Blk | 1P11-8 (Gry-Vio) | 8P3-7 (to B7 on Diode Switching Board) | Q30 | AE-23-800-03 | |
| 07C ³ | Left Playfield Flasher | Switched | Blk-Vio | | | | #89 | |
| 08A ³ | Right Eject Hole (Visor) | Switched | Vio-Gry | 1P11-9 (Gry-Blk) | 8P3-8 (to B8 on Diode Switching Board) | Q22 | AE-23-800-03 | |
| 08C ³ | Sun Flashers | Switched | Blk-Gry | | | | #89 | |
| 09 | Robot Face (Insert) | Controlled | Brn-Blk | 1P12-1 | 8P3-9 | Q17 | #1251 | |
| 10 | Right Visor – General Illumination | Controlled | Brn-Red | 1P12-2 | 8P3-10 | Q9 | #1251 | |
| 11 | General Illum. – Insert Board | Controlled | Brn-Orn | 1P12-4 | 8P3-12 | Q16 | 5580-09555-01 ⁴ | |
| 12 | General Illum. – Playfield | Controlled | Brn-Yel | 1P12-5 | 3P7-1 | Q8 | 5580-09555-01 ⁴ | |
| 13 | Visor Motor | Controlled | Brn-Grn | 1P12-6 | 8P3-13 | Q15 | 5580-09555-01 ⁴ | |
| 14 | Solenoid A/C select relay | Controlled | Brn-Blu | 1P12-7 | 8P3-14 | Q7 | 5580-09555-01 ⁴ | |
| 15 | "Top" Flashers (3) | Controlled | Brn-Vio | 1P12-8 | 8P3-15 | Q14 | #89 | |
| 16 | "Top" Flashers (4) | Controlled | Brn-Gry | 1P12-9 | 8P3-16 | Q6 | #89 | |
| 17 | Lower Jet Bumper | Special #1 | Blu-Brn | 1P19-7 | 8P3-17 | Q75 | AE-23-800-03 | |
| 18 | Left Visor – General Illumination | Special #2 | Blu-Red | 1P19-4 | 8P3-18 | Q71 | #1251 | |
| 19 | Left Jet Bumper | Special #3 | Blu-Orn | 1P19-3 | 8P3-19 | Q73 | AE-23-800-03 | |
| 20 | Left Slingshot | Special #4 | Blu-Yel | 1P19-6 | 8P3-20 | Q69 | AE-23-800-03 | |
| 21 | Right Slingshot | Special #5 | Blu-Grn | 1P19-8 | 8P3-21 | Q77 | AE-23-800-03 | |
| 22 | Upper Jet Bumper | Special #6 | Blu-Blk | 1P19-9 | 8P3-22 | Q79 | AE-23-800-03 | |
| Flipper Circuits | | | | | | | | |
| | Lower right flipper | Flipper | Orn-Vio | 1P19-1 | 7P1-20 | | FL23-600/2600-50VDC | |
| | Lower right flipper switch ² | Switch | Blu-Vio | | 7P1-21, 8P3-34 | | | |
| | Lower left flipper | Flipper | Orn-Gry | 1P19-2 | 7P1-23 | | FL23-600/2600-50VDC | |
| | Lower left flipper switch ² | Switch | Blu-Gry | | 7P1-24, 8P3-32 | | | |
| | | Flipper | Blk-Blu | 1P19-1 | | | | |
| | | Flipper | Blk-Yel | 1P19-2 | | | | |

- Notes:
- Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
 - Flipper connections are from flipper button switch to flipper coil.
 - "A" circuits are pulsed, when Sol. 14 is de-energized; "C" circuits are pulsed, with Sol. 14 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the B-terminal connection listed for the Diode Switching Board, which controls the device pulsing by Sol. 14.
 - Relay (p/n 5580-09555-01) is mounted on Relay Snubber Board p/n C-11232 or C-11232-2, or Relay Board p/n C11232-1.
 - Relay is mounted on Power Supply Board D-8245 in the backbox.

LAMP MATRIX

| Column | Red ← Yellow (B+) | | | | | | | |
|------------------------|-------------------------------|---------------------------|--------------------------------|--------------------------|--------------------------|--------------------------|---------------------------|--------------------------|
| | 1 Yellow-Brown 1J6-1 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-Grey 1J7-9 Q52 |
| 1 Red-Brown 1J6-1 Q80 | GAME OVER (Backbox) (2 lamps) | 2X | Drop Targets Single Timer Lamp | Earth | Shoot Again (Playfield) | Drop Targets Top Lamp | Left Outlane Extra Ball | Right Outlane Extra Ball |
| 2 Red-Black 1J6-2 Q81 | MATCH (Backbox) | 3X | Advance Planet | Venus | Score ENERGY | Drop Targets Middle Lamp | Left Return Extra Ball | Right Return Extra Ball |
| 3 Red-Orange 1J6-3 Q82 | BALL IN PLAY (Backbox) | 4X | Pluto | Mercury | Solar Energy Value | Drop Targets Bottom Lamp | Special | Not Used |
| 4 Red-Yellow 1J6-5 Q83 | Mouth 1 (Backbox Left) | 5X | Neptune | Yellow 1 (top) | Blue 1 (top) | Amber 1 (top) | Green 1 (Top) | Red 1 (Top) |
| 5 Red-Green 1J6-6 Q84 | Mouth 2 (Backbox) | Single Eject's 25K | Uranus | Yellow 2 | Blue 2 | Amber 2 | Green 2 | Red 2 |
| 6 Red-Blue 1J6-7 Q85 | Mouth 3 (Backbox) | Single Eject's 50K | Saturn | Yellow 3 | Blue 3 | Amber 3 | Green 3 | Red 3 |
| 7 Red-Violet 1J6-8 Q86 | Mouth 4 (Backbox) | Single Eject's 75K | Jupiter | Yellow 4 | Blue 4 | Amber 4 | Green 4 | Red 4 |
| 8 Red-Grey 1J6-9 Q87 | Mouth 5 (Backbox Right) | Single Eject's Extra Ball | Mars | Yellow 5 (Bottom) | Blue 5 (Bottom) | Amber 5 (Bottom) | Green 5 (Bottom) | Red 5 (Bottom) |

SWITCH MATRIX

| Column | White → Green | | | | | | | |
|-----------------------|-------------------------|-----------------------|------------------------------|--------------------------|-------------------------|------------------------|--------------------------|------------------------|
| | 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 Q46 |
| 1 White-Brown 1J10-9 | Plump Bob Tilt | Playfield Tilt | Ball Trough #1 (Lower Right) | Left Eject | Right 5-Bank (Top) | Not Used | Left Drop Target (Upper) | Not Used |
| 2 White-Red 1J10-8 | Ball Roll Tilt | Left Lane Change | Ball Trough #2 (Center) | Right Eject | Right 5-Bank | Not Used | Left Drop Target (Mid) | Not Used |
| 3 White-Orange 1J10-7 | Start Button | Right Lane Change | Advance Planet | Not Used | Right 5-Bank (Center) | Not Used | Left Drop Target (Lower) | 10 Point |
| 4 White-Yellow 1J10-6 | Right Coin Switch | Left Outlane | Shooter Lane | Visor Target 1 (Left) | Right 5-Bank | Ramp Down | Top Jet Bumper | 10 Point |
| 5 White-Green 1J10-5 | Center Coin Switch | Left Return Lane | Not Used | Visor Target 2 | Right 5-Bank (Bottom) | Score Energy | Bottom Jet Bumper | Not Used |
| 6 White-Blue 1J10-3 | Left Coin Switch | Right Return Lane | Vortex 20K | Visor Target 3 (Center) | Single Eject | Visor Closed | Left Slingshot | Not Used |
| 7 White-Violet 1J10-2 | Slam Tilt | Right Outlane | Vortex 100K | Visor Target 4 | Exit Ramp | Visor Open | Right Slingshot | Not Used |
| 8 White-Grey 1J10-1 | High Score Reset | Outhole | Vortex 5K (Exit) | Visor Target 5 (Right) | Enter Ramp | Left Jet Bumper | 10 Point | Not Used |