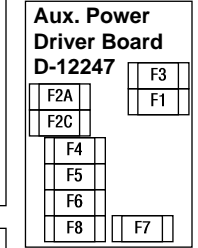
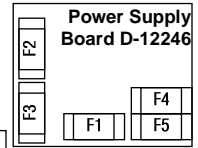
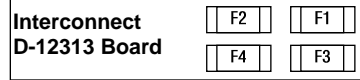
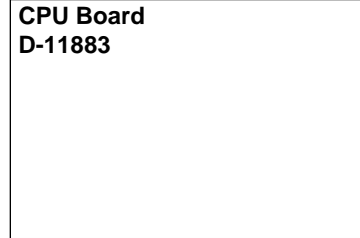
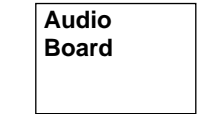


Diner (16-571)

FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	5A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
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
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		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	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C ³	Haji flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#89 / #906	#89 / #906
02A ³	Ramp Down	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	SM-1-26-600	
02C ³	Babs flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89 / #906	#89 / #906
03A ³	Center 3-bank drop target reset	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-26-1200	
03C ³	Boris flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89 / #906	#89 / #906
04A ³	Ramp up	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-23-800	
04C ³	Pepe flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89 / #906	#89 / #906
05A ³	Upper left eject	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Buck flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89 / #906	#89 / #906
06A ³	Sub-playfield shooter	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800	
06C ³	Cup flashers	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89 / #906 (4)	
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Clock flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)			#89 (2)
08A ³	Lower left eject	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-23-800	
08C ³	DINE - TIME flashers	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89	#89 (2)
09	Right ramp flasher	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-10	Q17	#89 / #906 (2)	#89 / #906
10	Playfield / insert G.I. relays	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-11	Q9	5580-09555-01 ^{4a}	
11	Left ramp flashers	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-12	Q16	#906 (2)	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Left 3-bank drop target reset	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5: 2J4-13	Q15	AE-26-1200	
14	Diverter	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3: 2J4-14	Q7	AE-26-1200	
15	Clock Wheel (B)	Controlled	Brn-Vio	1P12-8	2J4-15: 2J11-2	Q14	Stepper Motor	
16	Clock Wheel (A)	Controlled	Brn-Gry	1P12-9	2J4-16: 2J11-1	Q6	14-7948	
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1200	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1200	
21	Lower jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Shooter lane feeder	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	AE-23-800	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2P8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2P10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper						
	Upper left flipper	Flipper						

- 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. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.
 - Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.
 - Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

LAMP MATRIX

Column	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	20K (C Regstr)	Serve Again	D (in DINER)	Jukebox 1	Haji	100K Grill Bonus	1 o'clock Dine Time	9 o'clock Dine Time
2 Red-Black 1J6-2 Q81	40K (C Regstr)	Left Ramp 500K	I (in DINER)	Jukebox 2	Babs	250K Grill Bonus	2 o'clock Dine Time	10 o'clock Dine Time
3 Red-Orange 1J6-3 Q82	60K (C Regstr)	Right Ramp 500K	N (in DINER)	Jukebox 3	Boris	500K Grill Bonus	3 o'clock Dine Time	11 o'clock Dine Time
4 Red-Yellow 1J6-5 Q83	80K (C Regstr)	Left Ramp Lock	E (in DINER)	Jukebox 4	Pepe	1 Million Grill Bonus	4 o'clock Dine Time	12 o'clock Dine Time
5 Red-Green 1J6-6 Q84	100K (C Regstr)	Upper Right Release	R (in DINER)	Jukebox 5	Buck	Extra Ball Grill Bonus	5 o'clock Dine Time	Top 5 Hits When lit
6 Red-Blue 1J6-7 Q85	Left Return Lane	Upper Right RUSH 1	E (Top Lane) (2 lamps)	Hot Dog (Center Dr. Tgt.)	Root Beer (Left Dr. Tgt.)	Spot Food (Left)	6 o'clock Dine Time	Today's Special
7 Red-Violet 1J6-8 Q86	Right Return Lane	Lower Right RUSH 2	A (Top Lane) (2 lamps)	Burger (Center Dr. Tgt.)	Fries (Left Dr. Tgt.)	Cup Scores 10X Diner Letter	7 o'clock Dine Time	Dine Time Collect
8 Red-Grey 1J6-9 Q87	Right Outlane Extra Ball	Spinner	T (Top Lane) (2 lamps)	Chilli (Center Dr. Tgt.)	Iced Tea (Left Dr. Tgt.)	Left Outlane Extra Ball	8 o'clock Dine Time	Spot Food Right

SWITCH MATRIX

Column	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	Outhole	Cup	Not Used	Not Used	Not Used	Upper Left Eject	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Up/Down Left Ramp	Grill Bonus	Not Used	Not Used	Not Used	Lower Left Eject	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough 1 (right)	E (Top Lane)	Right Ramp Entry	Not Used	Not Used	Left Jet Bumper	Clock Wheel
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough 2 (middle)	A (Top Lane)	Right Ramp Exit	Left Ramp Exit	Not Used	Right Jet Bumper	Not Used
5 White-Green 1J10-5	Center Coin Switch	Ball Trough 3 (left)	T (Top Lane)	Cup Entry Right Ramp	Left Outlane	Not Used	Lower Jet Bumper	Not Used
6 White-Blue 1J10-3	Left Coin Switch	Shooter Lane	Hot Dog (Center Dr. Tgt.)	Root Beer (Left Dr. Tgt.)	Left Return Lane	Not Used	Right Slingshot	Not Used
7 White-Violet 1J10-2	Slam Tilt	Sub-playfield Shooter 1	Burger (Center Dr. Tgt.)	Fries (Left Dr. Tgt.)	Right Return Lane	Not Used	Left Slingshot	Not Used
8 White-Grey 1J10-1	High Score Reset	Sub-playfield Shooter 2	Chilli (Center Dr. Tgt.)	Iced Tea (Left Dr. Tgt.)	Right Outlane	Not Used	Spinner	Not Used