



LETHAL WEAPON 3

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				Playfield Power Board 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				Solid State Flipper Board 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		

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	34V L	23-840
1R	2 insert, 2 playfield flashers		Blk-Brn	J9-5	Orn	34V R	#89 (2) #906 (2)		
2L	Ball Trough Eject	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J2-8	Brn	34V L	23-840
2R	3 back panel, 1 playfield flashers		Blk-Red	J9-6	Orn	34V R	#89 (4)		
3L	Not used	Q44	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J2-7	Brn	34V L	
3R	1 insert, 3 playfield flashers		Blk-Orn	J9-7	Orn	34V R	#89 (3) #906 (1)		
4L	Left Eject	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J2-6	Brn	34V L	23-840
4R	3 playfield flashers		Blk-Yel	J9-8	Orn	34V R	#89 (3)		
5L	Right Eject	Q42	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J2-5	Brn	34V L	23-840
5R	2 insert, 2 playfield flashers		Blk-Grn	J9-9	Orn	34V R	#89 (2) #906 (2)		
6L	Left 3-Bank Drop Targets	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J2-4	Brn	34V L	23-800
6R	3 playfield flashers		Blk-Blu	J9-10	Orn	34V R	#89 (3)		
7L	Right 3-Bank Drop Targets	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J2-2	Brn	34V L	23-800
7R	2 insert, 2 playfield flashers		Blk-Vio	J9-11	Orn	34V R	#89 (2) #906 (2)		
8L	Knocker	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	1 insert, 3 playfield flashers	Q39 CPU	Blk-Gry	J9-12	Orn	34V R	#89 (3) #906 (1)		
9	4 IWSC Building flashers	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Orn	34V	#89 (4)
10	L/R Power Relay	Q29	Blk-Red	CN12-2 to PPB J6-9		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	Ball Launch	Q4 PPB Q27 CPU	Wht-Orn	CN12-5 to PPB J8-3	Brn-Yel	J8-4	Vio-Yel	50V	23-800
13	Not Used	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#89 (4)
14	Mars Light	Q25	Brn-Blu	CN12-7			Blu/Gry	18V	
15	VUK	Q2 PPB Q24 CPU	Wht-Vio	CN12-8 to PPB J8-9	Brn-Vio	J8-10	Vio-Yel	50V	23-800
16	2 insert, 1 playfield, 1 gun flashers	Q23	Brn-Gry	CN12-9 to PPB J1-15	Brn-Gry	J9-3	Orn	34V	#89 (2), 906 (2)
17	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
18	Center 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	Left Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Laser Kick	Q3 PPB Q13 CPU	Wht/Blu	CN19-9 to PPB J8-6	Blu-Blk	J8-7	Vio-Yel	50V	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	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	23-1100 (090-5030-00)

LAMP MATRIX

Column (*)	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	UziClip Bottom 1	Start Getaway	Shoot Again	Lite Karate Kick	Cabinet Start Button	Ramp Looping	3 Million	Karate Kick
2 RED-BLK (20) CN6-2 Q73	UziClip 2	3 Million	Murtough's Retire	Million Plus	Center Turbo Bumper	Double Jackpot	6 Million	Collect Jackpot
3 RED-ORN (23) CN6-3 Q74	UziClip 3	Bonus Multiplier	Center Drop Target Left	Subway	Top Left Lane	Victory Lap	9 Million	Freeway For Extra Ball
4 RED-YEL (24) CN6-5 Q75	UziClip 4	Lite Super Leo Gets	Center Drop Target Middle	2X	Top Middle Lane	Silent Alarm	12 Million	Left Turbo Bumper
5 RED-GRN (25) CN6-6 Q76	UziClip 5	Lite Video	Center Drop Target Right	4X	Top Right Lane	Left Bank 1 Top	15 Million	Right Turbo Bumper
6 RED-BLU (26) CN6-7 Q77	UziClip Top 6	Start Crazy Riggs	Right Drop Target Top	6X	Collect 1 L.W. 123	Left Bank 2	Collect 2 L.W. 123	Collect 3 L.W. 123
7 RED-VIO (27) CN6-8 Q78	Fire Uzi	Freeway Loops	Right Drop Target Middle	8X	Lite Jackpot 1	Left Bank 3	Lite Jackpot 2	Lite Jackpot 3
8 RED-GRY (28) CN6-9 Q79	Bullet Proof Vest	Lethal Weapon 1,2,3 10 Million	Right Drop Target Bottom	Bonus Multiplier & Hold	Extra Ball	Left Bank 4 Bottom	Video Mode	Leo Getz

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

SWITCH MATRIX

Column (*)	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	Launch Trigger	Left 4-Bank Top 4	Center Drop Target Left	Right Drop Target Top	Left Top Lane	Ramp Entrance	Not Used
2 WHT-RED (92) CN10-8	4th Coin Switch	Outhole	Left 4-Bank Middle 3	Center Drop Target Middle	Right Drop Target Middle	Center Top Lane	Ramp Exit	Not Used
3 WHT-ORN (93) CN10-7	Start Button	Trough #1 Left	Left 4-Bank Middle 2	Center Drop Target Right	Right Drop Target Bottom	Right Top Lane	Not Used	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #2 Center	Left 4-Bank Bottom 1	Left Outlane	Right Outlane	Left Turbo Bumper	Right 10 Points	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3 Right	Left Orbit Rollover	Left Return Lane	Right Return Lane	Center Turbo Bumper	Not Used	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Shooter Lane	Right Orbit Rollover	Left Slingshot	Right Slingshot	Right Turbo Bumper	Left Orbit R.O. Back Up	Not Used
7 WHT-VIO (97) CN10-2	Slam Tilt	Left Flipper (via SSFB)	Not Used	VUK	Left Stand-Up Target	Left Spinner	Right Orbit R.O. Back Up	Not Used
8 WHT-GRY (98) CN10-1	Not Used	Right Flipper (via SSFB)	Not Used	Right Saucer	Left Saucer	Right Spinner	Not Used	Not Used

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