



FUSE LIST

Power Supply Board fuses 520-5047-02			CPU Board 520-5003-00NR		
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 520-5050-02		
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	Flipper Power & All 50V Coils	5A, 250V, SB			
F6	34V Flashers (Right)	5A, 250V, SB			
F7	34V Coils (Left)	3A, 250V, SB			
F8	50V Coils	4A, 250V, SB			
F9	50V Laser Kick	5A, 250V, SB			
Solid State Flipper Board fuses 520-5033-03			Line Filter		
F1	Coil A	3A, 250V, SB	Foreign	(220V)	4A, 250V, SB
F2	Coil (hold power)	3A, 250V, SB	Domestic	(110V)	8A, 250V, SB
F3	Coil B	3A, 250V, SB			
F4	Coil (hold power)	3A, 250V, SB			
F5	Coil C	3A, 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	6-Ball Assembly Lockout	Q46	Gry-Brn	CN11-1	Vio-Brn	J2-10	Brn	34V L	25-1240
1R	1 insert, 1 back panel, 2 pflid flashers		(to PPB)	CN11-1	Blk-Brn	J9-5	Orn	34V R	#89 (4)
2L	Ball Release	Q45	Gry-Red	CN11-3	Vio-Red	J2-9	Brn	34V L	23-800
2R	1 insert, 3 playfield flashers		(to PPB)	CN11-3	Blk-Red	J9-6	Orn	34V R	#89 (4)
3L	Ball Launch	Q5 PPB	Gry-Orn	CN11-4	Wht-Orn/Vio-Orn	J2-8 J8-1/J8-2	Yel-Vio	50V	23-800
3R	2 insert, 2 playfield flashers	Q44 CPU	(to PPB)	CN11-4	Blk-Orn	J9-7	Orn	34V R	#89 (4)
4L	Drop Target reset	Q43	Gry-Yel	CN11-5	Vio-Yel	J2-7	Brn	34V L	23-800
4R	1 insert, 1 back panel, 2 pflid flashers		(to PPB)	CN11-5	Blk-Yel	J9-8	Orn	34V R	#89 (4)
5L	Scoop	Q42	Gry-Grn	CN11-6	Vio-Grn	J2-6	Brn	34V L	23-800
5R	1 insert, 3 playfield flashers		(to PPB)	CN11-6	Blk-Grn	J9-9	Orn	34V R	#89 (4)
6L	Left VUK	Q3 PPB	Gry-Blu	CN11-7	Wht-Blu/Vio-Blu	J2-5 J8-6/J8-7	Yel-Vio	50V	23-800
6R	1 insert, 1 back panel, 2 pflid flashers	Q41 CPU	(to PPB)	CN11-7	Blk-Blu	J9-10	Orn	34V R	#89 (4)
7L	Top VUK	Q2 PPB	Gry-Vio	CN11-8	Wht-Vio/Vio-Blk	J2-3 J8-9/J8-10	Yel-Vio	50V	23-800
7R	1 back panel, 3 pflid flashers	Q40 CPU	(to PPB)	CN11-8	Blk-Vio	J9-11	Orn	34V R	#89 (4)
8L	Knocker	Q39	Gry-Blk	CN11-9	Vio-Gry	J2-2	Brn	34V L	23-800
8R	1 insert, 1 back panel, 2 pflid flashers		(to PPB)	CN11-9	Blk-Gry	J9-12	Orn	32V R	#89 (4)
9	Diverter	Q30	Brn-Blk	CN12-1	Brn-Blk		Red	34V	27-1400
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	Not Used	Q27	Brn-Yel	CN12-5			Red	34V	
13	Not Used	Q26	Brn-Grn	CN12-6			Red	34V	
14	Not Used	Q25	Brn-Blu	CN12-7			Red	34V	
15	Up/Down motor relay	Q24	Brn-Vio	CN12-8			Red	34V	Relay: 24VDC
16	Shaker Motor	Q1 PPB	Wht-Gry	CN12-9	Brn-Gry	J8-11/J8-12	Gry/Gry-Grn	12V	Motor
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	Q4 PPB	Wht	CN19-9	Blu-Blk	J8-3/J8-4	Vio-Yel	50V	23-800
		Q13 CPU							
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	CN2-4,5	Blu-Gry	CN1-11	Blk-Wht / Blk-Wht	CN2-11,12 50VDC	22-1080 (090-5032-00)
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-7,8	Blu-Vio	CN1-8	Gry / Gry Grn	CN2-9,10 8VAC	22-1080 (090-5032-00)
	Upper Right Flipper (coil "C")	SR3, Q15-Q16	Blk-Yel	CN2-1,2	Gry-Vio	CN1-12			25-1800 (090-5041-00)

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	Thunder Storm	Werewolf Countdown	Left/Right Outlane	Multiball	Lite Creature Feature	Left Drop Target	Mystery Door 1	Left Turbo Bumper
2 RED-BLK (20) CN6-2 Q73	Skull Crackin'	Video Mode	Extra Ball	Left/Right Return Lane	Frightmare	Middle Drop Target	Mystery Door 2	Bottom Turbo Bumper
3 RED-ORN (23) CN6-3 Q74	Door Prize Select	Electric Chair	Skull Crush	Clone	Increase Double Jackpot	Right Drop Target	Mystery Door 3	Right Turbo Bumper
4 RED-YEL (24) CN6-5 Q75	Frightmare	Keeper Targets	Keeper K	Keeper R	Lite Creature Feature	Crypt T	Double Jackpot	Jackpot
5 RED-GRN (25) CN6-6 Q76	Psycho Pops	Scoop	Keeper E	Keeper E	Rats	Crypt P	Living Dead	Multiball
6 RED-BLU (26) CN6-7 Q77	Robbing The Crypt	Buy-In Type	Keeper E	Keeper P	Goblins	Crypt Y	Grave Digger	Left Ramp Enter
7 RED-VIO (27) CN6-8 Q78	Extra Ball	Launch	Collect Creature Feature	Werewolf Countdown	Ghosts	Crypt R	Chainsaw Mode	Right Ramp Enter
8 RED-GRY (28) CN6-9 Q79	Super Guillotine Targets	Start Button	Monster Jackpot	Increase Jackpot	Bats	Crypt C	Play The Organ	"Axe-tra" Ball

(*) 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	Trough #1 Left	Left Outlane	Right Outlane	Up	Left Drop Target	Top Turbo Bumper	Lamp Ramp Exit
2 WHT-RED (92) CN10-8	4th Coin Switch	Trough #2	Left Return Lane	Right Return Lane	Not Used	Middle Drop Target	Bottom Turbo Bumper	Not Used
3 WHT-ORN (93) CN10-7	Credit Button	Trough #3	Left Slingshot	Right Slingshot	Not Used	Right Drop Target	Right Turbo Bumper	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Trough #4	Left Bottom 3-Bank	Right Bottom 3-Bank	Down	Left Ramp Enter	Right Super VUK	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #5	Left Middle 3-Bank	Right Middle 3-Bank	Gravestone	Left Ramp Middle	Small Trough	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Trough #6	Left Top 3-Bank	Right Top 3-Bank	VUK Left	Right Ramp Enter	Large Trough	Launch Button
7 WHT-VIO (97) CN10-2	Slam Tilt	Trough #7 Right	Left Bottom Orbit	Right Bottom Orbit	Captive Ball	Right Ramp Exit	Power Scoop	Left Flipper (via SSFB)
8 WHT-GRY (98) CN10-1	Buy-In Type	Shooter Lane	Left Top Orbit	Right Top Orbit	Left Spinner	Right Spinner	Middle Spinner	Right Flipper (via SSFB)

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