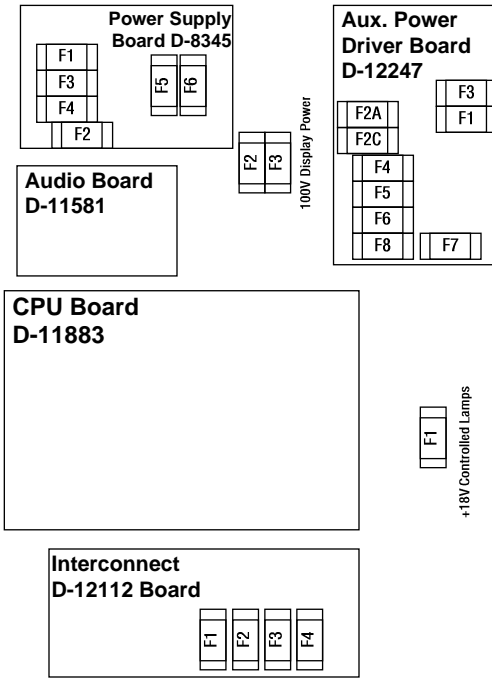


Banzai Run (16-566)

FUSE LIST

|   |                               |                  |
|---|-------------------------------|------------------|
| <b>Power Supply Board D-8345</b>        |                               |                  |
| F1                                      | 100V Display Power Input      | 1/4A, 250V, SB   |
| F2                                      | Not used                      |                  |
| F3                                      | Not used                      |                  |
| F4                                      | Not used                      |                  |
| F5, F6                                  | 5V & 12V Logic Power Input    | 7A, 250V, SB     |
| <b>Aux. Power Driver Board D-12247</b>  |                               |                  |
| F1                                      | +25V Special Solenoids        | 2-1/2A, 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                | 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     |
| <b>Interconnect Board D-12313-50007</b> |                               |                  |
| 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     |
| <b>BackBox Fuse</b>                     |                               |                  |
| F1                                      | +18V Controlled Lamps         | 8A, 250V, SB     |
| F2, F3                                  | + & - 100V Display Power      | 1/8A 250V SB     |
| <b>LINE FILTER</b>                      |                               |                  |
| Foreign                                 |                               | 4A, 250V, SB     |
| Domestic                                |                               | 8A, 250V, SB     |



SOLENOID/FLASHER TABLE

| Sol. No.                | Function                                | Solenoid Type | Wire <sup>1</sup> Color | Connections |                        | Driver Transtr | Solenoid Part Number Flashlamp Type  |        |         |
|-------------------------|---|---------------|-------------------------|-------------|------------------------|----------------|--------------------------------------|--------|---------|
|                         |   |               |                         | CPU Brd     | Playfield / Cabinet    |                | Playfield                            | Insert | Marquee |
| 01A <sup>3</sup>        | Outhole                                 | Switched      | Vio-Brn                 | 1P11-1      | 5J1-9: 5J4-9 (A)       | Q33            | AE-23-800                            |        |         |
| 01C <sup>3</sup>        | Left spinner flasher                    | Switched      | Blk-Brn                 | (Gry-Brn)   | 5J5-9 (C)              |                | #89                                  |        |         |
| 02A <sup>3</sup>        | Shooter lane feeder                     | Switched      | Vio-Red                 | 1P11-3      | 5J1-7: 5J4-8 (A)       | Q25            | AE-23-800                            |        |         |
| 02C <sup>3</sup>        | Right spinner flasher                   | Switched      | Blk-Red                 | (Gry-Red)   | 5J5-8 (C)              |                | #89                                  |        |         |
| 03A <sup>3</sup>        | Lock kicker (upf ball popper)           | Switched      | Vio-Orn                 | 1P11-4      | 5J1-6: 5J4-7 (A)       | Q32            | AE-23-800                            |        |         |
| 03C <sup>3</sup>        | 1/6(M) / Ramp & Arrow (L) flashers      | Switched      | Blk-Orn                 | (Gry-Orn)   | 5J5-7 (C)              |                | #89 (2)                              |        | #89     |
| 04A <sup>3</sup>        | Ball Cannon                             | Switched      | Vio-Yel                 | 1P11-5      | 5J1-5: 5J4-6 (A)       | Q24            | AE-23-800                            |        |         |
| 04C <sup>3</sup>        | 2/6(M) / Ramp & Speed-O (L) flashers    | Switched      | Blk-Yel                 | (Gry-Yel)   | 5J5-5 (C)              |                | #89 (2)                              |        | #89     |
| 05A <sup>3</sup>        | Pop-up flipper post (upf)               | Switched      | Vio-Grn                 | 1P11-6      | 5J1-4: 5J4-5 (A)       | Q31            | AE-23-800                            |        |         |
| 05C <sup>3</sup>        | 3/6(M) / Ramp (L) & upf (hi) flashers   | Switched      | Blk-Grn                 | (Gry-Grn)   | 5J5-4 (C)              |                | #89                                  | #89    | #89     |
| 06A <sup>3</sup>        | Freestyle kicker (upf)                  | Switched      | Vio-Blu                 | 1P11-7      | 5J1-3: 5J4-4 (A)       | Q23            | AE-23-800                            |        |         |
| 06C <sup>3</sup>        | 4/6(M) / Ramp (L) & upf (lo) flashers   | Switched      | Blk-Blu                 | (Gry-Blu)   | 5J5-3 (C)              |                | #89                                  | #89    | #89     |
| 07A <sup>3</sup>        | Knocker                                 | Switched      | Vio-Blk                 | 1P11-8      | 5J1-2: 5J4-2 (A)       | Q30            | AE-23-800                            |        |         |
| 07C <sup>3</sup>        | 5/6(M) / Ramp & Tach (L) flashers       | Switched      | Blk-Vio                 | (Gry-Vio)   | 5J5-2 (C)              |                | #89 (2)                              |        | #89     |
| 08A <sup>3</sup>        | Center eject hole                       | Switched      | Vio-Gry                 | 1P11-9      | 5J1-1: 5J4-1 (A)       | Q22            | AE-26-1200                           |        |         |
| 08C <sup>3</sup>        | 6/6(M) / Ramp & Captive (L) flashers    | Switched      | Blk-Gry                 | (Gry-Blk)   | 5J5-1 (C)              |                | #89 (2)                              |        | #89     |
| 09                      | Upper Flipper relay                     | Controlled    | Brn-Blk                 | 1P12-1      | 5J2-9: 5J6-9: 2J4-3    | Q17            | 5580-12299-00 <sup>4</sup> (K2)      |        |         |
| 10                      | Lower playfield G.I. relay              | Controlled    | Brn-Red                 | 1P12-2      | 5J2-8: 5J6-8: 2J4-5    | Q9             | 5580-12145-01 <sup>4</sup> (K3)      |        |         |
| 11                      | Upper playfield G.I. relay              | Controlled    | Brn-Orn                 | 1P12-4      | 5J2-6: 5J6-7: 2J4-6    | Q16            | 5580-12145-01 <sup>4</sup> (K4)      |        |         |
| 12                      | A/C select relay                        | Controlled    | Brn-Yel                 | 1P12-5      | 5J2-5                  | Q8             | 5580-09555-01 <sup>5</sup>           |        |         |
| 13                      | Lifter Magnet                           | Controlled    | Brn-Grn                 | 1P12-6      | 5J2-4: 5J6-5           | Q15            | LW-31-3000                           |        |         |
| 14                      | Kickback (lower left outlane)           | Controlled    | Brn-Blu                 | 1P12-7      | 5J2-3: 5J6-3           | Q7             | AE-23-800                            |        |         |
| 15                      | Lifter motor                            | Controlled    | Brn-Vio                 | 1P12-8      | 5J2-2: 5J6-2           | Q14            | 14-7949 / 5580-12145-01 <sup>6</sup> |        |         |
| 16                      | Eject hole                              | Controlled    | Brn-Gry                 | 1P12-9      | 5J2-1: 5J6-1           | Q6             | AE-26-1200                           |        |         |
| 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-26-1500                           |        |         |
| 19                      | Upper 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-26-1500                           |        |         |
| 21                      | Lower right jet bumper                  | Special #5    | Blu-Grn                 | 1P19-8      | 5J3-2: 5J7-2           | Q77            | AE-23-800                            |        |         |
| 22                      | Up lamp relay                           | Special #6    | Blu-Blk                 | 1P19-9      | 5J3-1: 5J7-1           | Q79            | 5580-09555-01 <sup>4</sup> (K5)      |        |         |
| <b>Flipper Circuits</b> |   |               |                         |             |                        |                |                                      |        |         |
|                         | Lower right flipper (upf & lpf)         | Flipper       | Orn-Vio                 | 1P19-1      | 2J3-1: 2J18-10: 7P1-15 |                | FL11630/50VDC                        |        |         |
|                         | Lower right flipper switch <sup>2</sup> | Switch        | Blu-Vio                 |             | 7P1-16: 2J18-6: 2J17-4 |                |                                      |        |         |
|                         | Lower left flipper (upf & lpf)          | Flipper       | Orn-Gry                 | 1P19-2      | 2J3-2: 2J18-8: 7P1-18  |                | FL11630/50VDC                        |        |         |
|                         | Lower left flipper switch <sup>2</sup>  | Switch        | Blu-Gry                 |             | 7P1-19: 2J18-5: 2J17-3 |                |                                      |        |         |
|                         | Upper right flipper (lpf only)          | Flipper       | Blk-Yel                 | 1P19-1      | 7P1-13: 2J18-8: 2J17-1 |                | FL11753/50VDC                        |        |         |
|                         | Upper left flipper (upf only)           | Flipper       | Blk-Blu                 | 1P19-2      | 7P1-17: 2J18-7: 2J16-1 |                | FL11630/50VDC                        |        |         |

- 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 Backbox Interconnect Board p/n D-12112.
  - Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.
  - Relay is mounted on Relay Board p/n C-11902-1.

upf = upper playfield; lpf = lower playfield; M=Marquee

LAMP MATRIX

| Column                          | 1<br>Yellow-Brown<br>1J7-1<br>Q66 | 2<br>Yellow-Red<br>1J7-2<br>Q64 | 3<br>Yellow-Orange<br>1J7-3<br>Q62 | 4<br>Yellow-Black<br>1J7-4<br>Q60 | 5<br>Yellow-Green<br>1J7-6<br>Q58 | 6<br>Yellow-Blue<br>1J7-7<br>Q56      | 7<br>Yellow-Violet<br>1J7-8<br>Q54             | 8<br>Yellow-Grey<br>1J7-9<br>Q52                 |                           |
|---------------------------------|-----------------------------------|---------------------------------|------------------------------------|-----------------------------------|-----------------------------------|---------------------------------------|--|--|---------------------------|
| 1<br>Red-Brown<br>1J6-1<br>Q80  | Arrow (Banzai Hill) 1             | Lock (Center Eject) 9           | SUPER (Super Cycle Stunt) 17       | Cliff Jump 2X 65                  | Freestyle (lower blue) 25         | Rank 6 (low, left eject) 33           | RACE (lower red Standup Tgt) 41                | Green Machine Challenged Defeat Green Machine 49 | SPECIAL (left outlane) 57 |
| 2<br>Red-Black<br>1J6-2<br>Q81  | Ramp Arrow (Rank #1) 2            | Freestyle (Center Eject) 10     | CYCLE (Super Cycle Stunt) 18       | Extra Ball (Captive Ball) 66      | Freestyle (upper blue) 26         | Rank 5 (left eject) 34                | RED (center red Standup Tgt) 42                | Red hot Challenged Defeat Red Hot 50             | LAPS 1 58                 |
| 3<br>Red-Orange<br>1J6-3<br>Q82 | Race Again 3                      | Timelock (Center Eject) 11      | STUNT (Super Cycle Stunt) 19       | Rank #1 (Captive Ball) 67         | Freestyle (lower yellow) 27       | Rank 4 (mid, left eject) 35           | HOT (upper red Standup Tgt) 43                 | Prior Race Blue 51                               | LAPS 2 59                 |
| 4<br>Red-Yellow<br>1J6-5<br>Q83 | Ball in Play (Scoreboard) 4       | Kickback (Center Eject) 12      | Double Lap (Ramp, lower left) 20   | A Standup Target 68               | Freestyle (upper yellow) 28       | Rank 3 (left eject) 36                | RACE (lower blue Standup Tgt) 44               | Prior Race Yellow 52                             | LAPS 3 60                 |
| 5<br>Red-Green<br>1J6-6<br>Q84  | Kickback 5                        | 3000 W/L (Left Spinner) 13      | Drop Bank Red II 21                | B Standup Target 69               | Freestyle (lower green) 29        | Rank 2 (high, left eject) 37          | BLUE (center blue Standup Tgt) 45              | Prior Race Green 53                              | LAPS 4 61                 |
| 6<br>Red-Blue<br>1J6-7<br>Q85   | Extra Ball (Captive Ball low) 6   | RACE (Top left lane) 14         | 3000 W/L (Right Spinner) 22        | C Standup Target 70               | Freestyle (upper green) 30        | RACE (left yellow Standup Tgt) 38     | BEARD (upper blue Standup Tgt) 46              | Prior Race Red 54                                | LAPS 5 62                 |
| 7<br>Red-Violet<br>1J6-8<br>Q86 | 50,000 (Captive Ball center) 7    | GREEN (Top center lane) 15      | Flipper lane (both, 2 lamps) 23    | Post Out 71                       | Freestyle (lower red) 31          | YELLOW (center yellow Standup Tgt) 39 | Blue Beard Challenged Defeat Blue Beard 47     | SPECIAL (right outlane) 55                       | LAPS 10 63                |
| 8<br>Red-Grey<br>1J6-9<br>Q87   | 25,000 (Captive Ball high) 8      | MACHINE (Top right lane) 16     | 1 LAP Standup Targets (2 lamps) 24 | Cliff Jump 72                     | Freestyle (upper red) 32          | BELLY (right yellow Standup Tgt) 40   | Yellow Belly Challenged Defeat Yellow Belly 48 | Ball Popper Arrow 56                             | LAPS 20 64                |

Yellow = are lamps on the upper playfield.

SWITCH MATRIX

| Column                      | 1<br>Green-Brown<br>1J8-1<br>Q45 | 2<br>Green-Red<br>1J8-2<br>Q49 | 3<br>Green-Orange<br>1J8-3<br>Q44 | 4<br>Green-Yellow<br>1J8-4<br>Q48 | 5<br>Green-Black<br>1J8-5<br>Q43      | 6<br>Green-Blue<br>1J8-7<br>Q47   | 7<br>Green-Violet<br>1J8-8<br>Q42 | 8<br>Green-Grey<br>1J8-9<br>Q46 |
|-----------------------------|----------------------------------|--------------------------------|-----------------------------------|-----------------------------------|---------------------------------------|-----------------------------------|-----------------------------------|---------------------------------|
| 1<br>White-Brown<br>1J10-9  | Plump Bob Tilt 1                 | Outhole 9                      | Center Eject Hole 17              | Left Flipper Lane Change 25       | Ramp Entrance 33                      | RACE (lower red Standup Tgt) 41   | Freestyle (lower blue) 49         | Freestyle (lower green) 57      |
| 2<br>White-Red<br>1J10-8    | Playfield Tilt 2                 | Ball Trough 1 (right) 10       | Center Red Standup Target 18      | Ramp Upper Exit 26                | Right Flipper Lane Change 34          | RED (center red Standup Tgt) 42   | Freestyle (upper blue) 42         | Flipper Post 50                 |
| 3<br>White-Orange<br>1J10-7 | Credit Button 3                  | Ball Trough 2 (middle) 11      | Shooter Lane 19                   | Left Jet Bumper 27                | Ramp Lower Exit 35                    | HOT (upper red Standup Tgt) 43    | Freestyle (lower yellow) 43       | Lower Lifter 51                 |
| 4<br>White-Yellow<br>1J10-6 | Right Coin Switch 4              | Ball Trough 3 (left) 12        | Right Outlane 20                  | Upper Right Jet Bumper 28         | Ball Cannon 36                        | RACE (lower blue Standup Tgt) 44  | Freestyle (upper yellow) 44       | Defeat Red Cliff Target 52      |
| 5<br>White-Green<br>1J10-5  | Center Coin Switch 5             | Left Eject Hole 13             | Left Spinner 21                   | Lower Right Jet Bumper 29         | Target Captive Ball 37                | BLUE (center blue Standup Tgt) 45 | Defeat Yellow Roll-Under 53       | B Standup Target 61             |
| 6<br>White-Blue<br>1J10-3   | Left Coin Switch 6               | Top Lane Left 14               | Right Spinner 22                  | Left Slingshot 30                 | RACE (left yellow Standup Tgt) 38     | BEARD (upper blue Standup Tgt) 46 | Defeat Blue Roll-Under 54         | C Standup Target 62             |
| 7<br>White-Violet<br>1J10-2 | Slam Tilt 7                      | Top Lane Center 15             | Left Flipper Lane 23              | Right Slingshot 31                | YELLOW (center yellow Standup Tgt) 39 | 1 LAP Left Standup Tgt 47         | Freestyle (lower red) 47          | Target Captive Ball 55          |
| 8<br>White-Grey<br>1J10-1   | High Score Reset 8               | Top Lane Right 16              | Right Flipper Lane 24             | Left Outlane 32                   | BELLY (right yellow Standup Tgt) 40   | 1 LAP Right Standup Tgt 48        | Freestyle (upper red) 48          | Defeat Green Standup Tgt 56     |

Yellow = are switches on the upper playfield.