

Model # 495

FUSE LIST

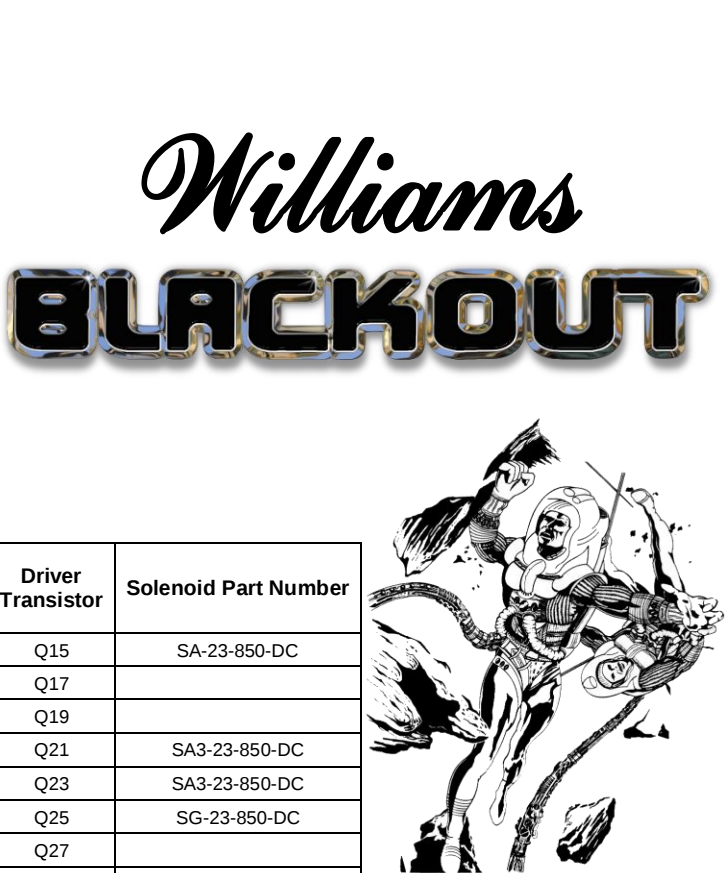
Power Supply Board D-7999			Sound Board D-8223 (Type-2)		
F1	100V Display Power Input	0.25A, 250V, SB	F1	Power Input	4A, 250V, SB
F2	Solenoids	2.5A, 250V, SB	F2	Power Input	4A, 250V, SB
F3	Controlled lamps 18V	8A, 250V	Back Box		
F4	Flippers	10A, 250V SB	F1	Logic AC	4A, 250V
F5	5V Logic Power	4A, 250V	F2	Logic AC	4A, 250V
Line Filter			F3	General Illumination	20A, 250V
Foreign	(220-230V)	4A, 250V, SB	BR1	Bridge Rectifier 18V	8A, 250V, SB
Domestic	(110-120V)	8A, 250V, SB	BR2	Bridge Rectifier 34V	8A, 250V, SB

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire Color ¹	Connections		Driver Transistor	Solenoid Part Number
				Driver Board	Playfield / Cabinet		
1	Outhole	Controlled	Gry-Brn	2J11-4	8P3-1	Q15	SA-23-850-DC
2	Not Used	Controlled	Gry-Red	2J11-5	8P3-2	Q17	
3	Not Used	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	
4	Center 3-Bank Drop Targets Reset	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	SA3-23-850-DC
5	Top 3-Bank Drop Targets Reset	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	SA3-23-850-DC
6	Eject Hole	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	SG-23-850-DC
7	Not Used	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	
8	Not Used	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	
9	Sound	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	
10	Sound	Controlled	Brn-Red	2J9-7	8P3-10	Q33	
11	Sound	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	
12	Sound	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	
13	Sound	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	
14	Credit Knocker	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	SA2-23-850-DC
15	General Illumination Relay	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	5A-9384
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	SM-35-4000-DC
17	Left Jet Bumper	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SG-23-850-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Right Jet Bumper	Special #2	Blu-Red	2J12-4	8P3-18	Q4	SG-23-850-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Bottom Jet Bumper	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	SG-23-850-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Left Slingshot	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	SG-23-850-DC
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Right Slingshot	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	SG-23-850-DC
		Sp. Switch #5	Orn-Grn	2J13-8	8P3-28	IC7	
22	Not Used	Special #6	Blu-Blk	2J12-9	8P3-22	Q12	
		Sp. Switch #6	Orn-Blu	2J13-5	8P3-29	IC7	
Flipper Circuits							
	Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-3		SFL-19-400 / 30-750-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-4		SFL-19-400 / 30-750-DC
	Left Flipper switch ²	Switch	Orn-Gry	2P12-2	7P1-9		

Notes:

1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode).
Flipper Orn-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
2. Flipper connections are from flipper button switch to flipper coil.



LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	1 Yel-Brn 2J5-8 Q63	2 Yel-Red 2J5-9 Q65	3 Yel-Orn 2J5-6 Q67	4 Yel-Blk 2J5-7 Q69	5 Yel-Grn 2J5-3 Q71	6 Yel-Blu 2J5-5 Q73	7 Yel-Vio 2J5-1 Q75	8 Yel-Gry 2J5-2 Q77
1 Red-Brn 2J7-1 Q47	Shoot Again (Playfield) 1	8,000 Bonus 9	Green Target #1 Arrow 17	Right Jet Bumper 25	Loop 5,000 33	Top Right Spinner 41	20,000 Bonus 49	#1 Player Up 57
2 Red-Blk 2J7-2 Q49	1,000 Bonus 2	9,000 Bonus 10	Green Target #2 Arrow 18	Left Jet Bumper 26	Loop 10,000 34	Middle Right Spinner 42	1 Can Play 50	#2 Player Up 58
3 Red-Orn 2J7-3 Q51	2,000 Bonus 3	Not Used 11	Green Target #3 Arrow 19	Center Jet Bumper 27	Loop 15,000 35	Eject Hole Green 43	2 Can Play 51	#3 Player Up 59
4 Red-Yel 2J7-4 Q53	3,000 Bonus 4	10,000 Bonus 12	Green Target #4 Arrow 20	1 28	Loop 20,000 36	Eject Hole Yellow 44	3 Can Play 52	#4 Player Up 60
5 Red-Grn 2J7-5 Q55	4,000 Bonus 5	2X 13	Green Target #5 Arrow 21	2 29	Extra Ball When Lit 37	Eject Hole Red 45	4 Can Play 53	Tilt 61
6 Red-Blu 2J7-6 Q57	5,000 Bonus 6	3X 14	Center 3-Bank Left Arrow 22	3 30	Top 3-Banks Left Arrow 38	Eject Hole Blackout 46	Match 54	Game Over 62
7 Red-Vio 2J7-9 Q61	6,000 Bonus 7	4X 15	Center 3-Bank Center Arrow 23	Left Flipper Return Lane 3,000 31	Top 3-Banks Center Arrow 39	Left Outlane Special 47	Ball in Play 55	Shoot Again (Backbox) 63
8 Red-Gry 2J7-8 Q59	7,000 Bonus 8	5X 16	Center 3-Bank Right Arrow 24	Right Flipper Return Lane 3,000 32	Top 3-Banks Right Arrow 40	Right Outlane Special 48	Credits (Playfield) 56	High Score 64

SWITCH MATRIX

Column Row	White → Green							
	1 Gm-Brn 2J2-9 IC17	2 Gm-Red 2J2-8 IC17	3 Gm-Orn 2J2-7 IC17	4 Gm-Yel 2J2-6 IC17	5 Gm-Blk 2J2-5 IC18	6 Gm-Blu 2J2-3 IC18	7 Gm-Vio 2J2-2 IC18	8 Gm-Gry 2J2-1 IC18
1 Wht-Brn 2J3-9 IC15	Plumb Bob Tilt 1	Outhole 9	Not Used 17	Center 3-Bank Left Drop Target 25	Top 3-Bank Left Drop Target 33	Right Outlane 41	Not Used 49	Not Used 57
2 Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	Left Outlane 10	Left Spinner 18	Center 3-Bank Center Drop Target 26	Top 3-Bank Center Drop Target 34	Right Flipper Return Lane 42	Not Used 50	Not Used 58
3 Wht-Orn 2J3-7 IC15	Credit Button 3	Green Target #1 (Bottom) 11	Left Spinner Rebounce 19	Center 3-Bank Right Drop Target 27	Top 3-Bank Right Drop Target 35	Right Slingshot 43	Not Used 51	Not Used 59
4 Wht-Yel 2J3-6 IC15	Right Coin Chute 4	Green Target #2 12	Upper Left Target 20	Center 3-Bank Drop Targets Series 28	Top 3-Bank Drop Targets Series 36	Left Slingshot 44	Not Used 52	Not Used 60
5 Wht-Grn 2J3-5 IC16	Center Coin Chute 5	Green Target #3 13	Right Jet Bumper 21	1 Rollover 29	Upper Right Spinner 37	Left Flipper Return Lane 45	Not Used 53	Not Used 61
6 Wht-Blu 2J3-4 IC16	Left Coin Chute 6	Green Target #4 14	Left Jet Bumper 22	2 Rollover 30	Middle Right Rebounce 38	Right Flipper Lane Change 46	Not Used 54	Not Used 62
7 Wht-Vio 2J3-3 IC16	Slam Tilt 7	Green Target #5 (Top) 15	Bottom Jet Bumper 23	3 Rollover 31	Middle Right Spinner 39	Not Used 47	Not Used 55	Not Used 63
8 Wht-Gry 2J3-1 IC16	High Score Reset 8	Not Used 16	Not Used 24	Playfield Tilt 32	Eject Hole 40	Not Used 48	Not Used 56	Not Used 64