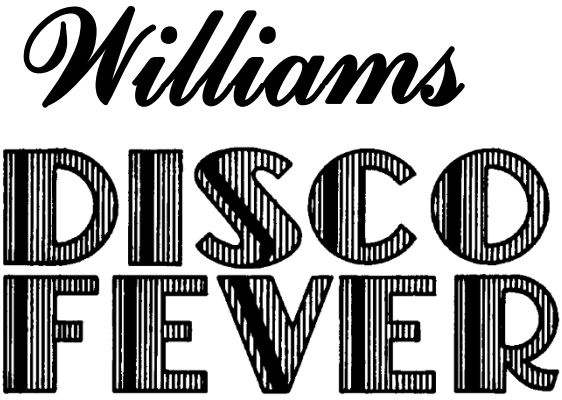


Model # 483

FUSE LIST

Power Supply Board D-7999			Sound Board D-8066 (Type-1A)		
F1	100V Display Power Input	0.25A, 250V, SB	F1	Power Input	4A, 250V, SB
F2	Solenoids	2.5A, 250V, SB	Back Box		
F3	Controlled lamps 18V	8A, 250V	Fuse Card	General Illumination	20A, 250V
F4	Not Used		BR1	Bridge Rectifier 18V	8A, 250V, SB
F5	5V Logic Power	4A, 250V	BR2	Bridge Rectifier 34V	8A, 250V, SB
Line Filter			Under Playfield		
Foreign	(220-230V)	4A, 250V, SB	F1	Flippers	10A, 250V, SB
Domestic	(110-120V)	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-23-800-DC
2	"FEV" Drop Target Reset	Controlled	Gry-Red	2J11-5	8P3-2	Q17	SA3-23-750-DC
3	"ER" Drop Target Reset	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	SA3-23-750-DC
4	Not Used	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	
5	Sound (Alternator)	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	
6	Not Used	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	
7	Not Used	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	
8	Not Used	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	
9	Sound (10 Points)	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	
10	Sound (100 Points)	Controlled	Brn-Red	2J9-7	8P3-10	Q33	
11	Sound (1,000 Points)	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	
12	Sound (10,000 Points)	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	
13	Not Used <i>Sound (Alternator)</i>	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	
14	Credit Knocker	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	SA2-23-750-DC
15	Tilt Sound	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	M-36-5500-DC
17	Left Jet Bumper	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SG-23-750-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-23-750-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Left Slingshot	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	SG-25-850-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Right Slingshot	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	SG-25-850-DC
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Not Used	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	SG-23-900-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-20-300 / 30-800-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-4		SFL-20-300 / 30-800-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	Not Used 1	20.000 Bonus 9	30,000 Bull's-Eye 17	S 25	Shoot Again (Playfield) 33	4.000 Bonus 41	Not Used 48	#1 Player Up 57
2 Red-Blk 2J7-2 Q49	Not Used 2	A Top 10	20,000 Bull's-Eye 18	C 26	Left Outlane Special 34	6.000 Bonus 42	1 Can Play 50	#2 Player Up 58
3 Red-Orn 2J7-3 Q51	Not Used 3	B Top 11	15,000 Bull's-Eye 19	O 27	Right Outlane Special 35	8.000 Bonus 43	2 Can Play 51	#3 Player Up 59
4 Red-Yel 2J7-4 Q53	Not Used 4	A Bottom 12	10,000 Bull's-Eye 20	F 28	1 36	10.000 Bonus 44	3 Can Play 52	#4 Player Up 60
5 Red-Grn 2J7-5 Q55	Top Left Advance Bonus 5	B Bottom 13	5,000 Bull's-Eye 21	E 29	2 37	12.000 Bonus 45	4 Can Play 53	Tilt 61
6 Red-Blu 2J7-6 Q57	Top Right Advance Bonus 6	2X 14	Disco Scores 5,000 22	V 30	3 38	14.000 Bonus 46	Match 54	Game Over 62
7 Red-Vio 2J7-9 Q61	Spot X Value 7	3X 15	D 23	E 31	4 39	16.000 Bonus 47	Ball in Play 55	Shoot Again (Backbox) 63
8 Red-Gry 2J7-8 Q59	Extra Ball Turn Around 8	5X 16	I 24	R 32	2.000 Bonus 40	18.000 Bonus 48	Credits (Playfield) 56	High Score 64

SWITCH MATRIX

Column Row	White → Green							
	1 Grn-Brn 2J2-9 IC17	2 Grn-Red 2J2-8 IC17	3 Grn-Orn 2J2-7 IC17	4 Grn-Yel 2J2-6 IC17	5 Grn-Blk 2J2-5 IC18	6 Grn-Blu 2J2-3 IC18	7 Grn-Vio 2J2-2 IC18	8 Grn-Gry 2J2-1 IC18
1 Wht-Brn 2J3-9 IC15	Plumb Bob Tilt 1	Top Left Rebounce 9	Right Jet Bumper 17	Left Outlane 25	Left Jet Bumper 33	Not Used 41	Not Used 49	Not Used 57
2 Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	A Top Rollover 10	Right Side Rebounce 18	Spot A or B Rollover 26	Top Left Spot Disco 34	Not Used 42	Not Used 50	Not Used 58
3 Wht-Orn 2J3-7 IC15	Credit Button 3	F Drop Target 11	Right Outlane 19	B Top Rollover 27	Turn Around Switch 35	Not Used 43	Not Used 51	Not Used 59
4 Wht-Yel 2J3-6 IC15	Left Coin Chute 4	Top Right Rebounce 12	E Drop Target 20	Right Flipper Return Lane 28	Not Used 36	Not Used 44	Not Used 52	Not Used 60
5 Wht-Grn 2J3-5 IC16	Center Coin Chute 5	Top Right Advance Bonus 13	Right Slingshot 21	V Drop Target 29	Not Used 37	Not Used 45	Not Used 53	Not Used 61
6 Wht-Blu 2J3-4 IC16	Right Coin Chute 6	Top Right Spot Disco 14	Outhole 22	Playfield Tilt 30	E Drop Target 38	Not Used 46	Not Used 54	Not Used 62
7 Wht-Vio 2J3-3 IC16	Slam Tilt 7	Bull's-Eye Target 15	Left Slingshot 23	Not Used 31	R Drop Target 39	Not Used 47	Not Used 55	Not Used 63
8 Wht-Gry 2J3-1 IC16	High Score Reset 8	Middle Right Rebounce 16	Left Flipper Return Lane 24	Not Used 32	"ER" (Center) Rebounce 40	Not Used 48	Not Used 56	Not Used 64