

Model # 486

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-23-900-DC |
| 2 | 5-Bank, Top Drop Targets Reset | Controlled | Gry-Red | 2J11-5 | 8P3-2 | Q17 | SA3-23-900-DC |
| 3 | 5-Bank, Bottom Drop Targets Reset | Controlled | Gry-Orn | 2J11-7 | 8P3-3 | Q19 | SA3-23-900-DC |
| 4 | 3-Bank Drop Targets Reset | Controlled | Gry-Yel | 2J11-8 | 8P3-4 | Q21 | SA3-23-900-DC |
| 5 | Eject Hole | Controlled | Gry-Grn | 2J11-9 | 8P3-5 | Q23 | SG-24-900-DC |
| 6 | "FLASH" Lights | Controlled | Gry-Blu | 2J11-3 | 8P3-6 | Q25 | #89 Flash Lamps |
| 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 | Sound (Alternator) | Controlled | Brn-Grn | 2J9-3 | 8P3-13 | Q39 | |
| 14 | Credit Knocker | Controlled | Brn-Blu | 2J9-4 | 8P3-14 | Q41 | SA2-23-900-DC |
| 15 | Not Used | Controlled | Brn-Vio | 2J9-5 | 7P1-17 | Q43 | |
| 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-23-900-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-23-900-DC |
| | | Sp. Switch #2 | Orn-Red | 2J13-3 | 8P3-25 | IC6 | |
| 19 | Jet Bumper | Special #3 | Blu-Orn | 2J12-3 | 8P3-19 | Q6 | SG-23-900-DC |
| | | Sp. Switch #3 | Orn-Blk | 2J13-2 | 8P3-26 | IC6 | |
| 20 | Right Slingshot | Special #4 | Blu-Yel | 2J12-6 | 8P3-20 | Q8 | SG-23-900-DC |
| | | Sp. Switch #4 | Orn-Yel | 2J13-4 | 8P3-27 | IC6 | |
| 21 | Left Slingshot | 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 | | |
| | Upper Right Flipper | Flipper | Blk-Yel | | Lower Right Flipper | | SFL-20-300 / 30-800-DC |
| | 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 | 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 | 8,000 Bonus 9 | Thunder 17 | 5-Bank 5 Arrow 25 | 5,000 Eject Hole 33 | Right Jet Bumper 41 | Not Used 48 | #1 Player Up 57 |
| 2 Red-Blk 2J7-2 Q49 | 1,000 Bonus 2 | 9,000 Bonus 10 | Lightning 18 | 5-Bank 4 Arrow 26 | 10,000 Eject Hole 34 | Lower Jet Bumper 42 | 1 Can Play 50 | #2 Player Up 58 |
| 3 Red-Orn 2J7-3 Q51 | 2,000 Bonus 3 | Not Used 11 | Tempest 19 | 5-Bank 3 Arrow 27 | Extra Ball Eject Hole 35 | Upper Left Arrows (2) 43 | 2 Can Play 51 | #3 Player Up 59 |
| 4 Red-Yel 2J7-4 Q53 | 3,000 Bonus 4 | 10,000 Bonus 12 | Super Flash 20 | 5-Bank 2 Arrow 28 | 1 Rollover 36 | Spinner & Upper Right Star Rollover 44 | 3 Can Play 52 | #4 Player Up 60 |
| 5 Red-Grn 2J7-5 Q55 | 4,000 Bonus 5 | 20,000 Bonus 13 | Left Outlane Special 21 | 5-Bank 1 Arrow 29 | 2 Rollover 37 | Center Right & Lower Right Star Rollover 45 | 4 Can Play 53 | Tilt 61 |
| 6 Red-Blu 2J7-6 Q57 | 5,000 Bonus 6 | 2X 14 | Right Outlane Special 22 | 3-Bank Right Arrow 30 | 3 Rollover 38 | Not Used 46 | Match 54 | Game Over 62 |
| 7 Red-Vio 2J7-9 Q61 | 6,000 Bonus 7 | 3X 15 | Left 3 Bonus Advance 23 | 3-Bank Center Arrow 31 | 4 Rollover 39 | Not Used 47 | Ball in Play 55 | Shoot Again (Backbox) 63 |
| 8 Red-Gry 2J7-8 Q59 | 7,000 Bonus 8 | Shoot Again (Playfield) 16 | Right 3 Bonus Advance 24 | 3-Bank Left Arrow 32 | Left Jet Bumper 40 | Not Used 48 | Credits (Playfield) 56 | High Score 64 |



SWITCH MATRIX

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