

Model # 504

FUSE LIST

Power Supply Board D-8345			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, SB	Back Box		
F4	Flippers and Magnets	20A, 250V SB	BR1	Bridge Rectifier 18V	8A, 250V, SB
F5	5V & 12V Logic Power Input	7A, 250V, SB	BR2	Bridge Rectifier 34V	8A, 250V, SB
F6	5V & 12V Logic Power Input	7A, 250V, SB	Line Filter		
F7	General Illumination	20A, 250V	Foreign	(220-230V)	4A, 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-23-850-DC
2	Ball Release	Controlled	Gry-Red	2J11-5	8P3-2	Q17	SG-23-850-DC
3	Backbox General Illumination Relay	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	5580-09613-00
4	Upper Playfield Gen. Illum. Relay	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	5580-09613-00
5	Lower Playfield Gen. Illum. Relay	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	5580-09613-00
6	Slaves Tomb Ball Shooter	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	SG-23-750-DC
7	Hidden Tomb Shooter Relay	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	5580-09613-00
8	Not Used	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	
9	Upper Left Drop Targets Reset	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	SA3-23-850-DC
10	Upper Center Drop Targets Reset	Controlled	Brn-Red	2J9-7	8P3-10	Q33	SA3-23-850-DC
11	Lower Center Drop Targets Reset	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	SA3-23-850-DC
12	Lower Right Drop Targets Reset	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	SA3-23-850-DC
13	Upper Eject Hole	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	SG-23-850-DC
14	Lower Eject Hole	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	SG-23-850-DC
15	Bell	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	SM-29-1000-DC
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	SM-35-4000-DC
17	Upper Slingshot	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SA-23-850-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Left Slingshot	Special #2	Blu-Red	2J12-4	8P3-18	Q4	SA-23-850-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Right Slingshot	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	SA-23-850-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Not Used	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Left Magnet Relay	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	5580-09613-00
		Sp. Switch #5	Orn-Grn	2J13-8	8P3-28	IC7	
22	Right Marnet Relay	Special #6	Blu-Blk	2J12-9	8P3-22	Q12	5580-09613-00
		Sp. Switch #6	Orn-Blu	2J13-5	8P3-29	IC7	
Flipper Circuits							
	Lower Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-34		SFL-19-400 / 30-750-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Upper Right Flipper	Flipper	Blk-Yel	7P1-31	8P3-33		SFL-19-400 / 30-750-DC
	Lower Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-32		SFL-19-400 / 30-750-DC
	Left Flipper switch ²	Switch	Orn-Gry	2P12-2	7P1-9		
	Upper Left Flipper	Flipper	Blk-Blu	7P1-30	8P3-31		SFL-19-400 / 30-750-DC
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.							
3. Relay is mounted on Power Supply Board D-8345 in the backbox.							

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 (Backbox) 1	Left Magnet Bottom Arrow 9	2X Scoring 17	A (Playfield) 25	Slaves Tomb Extra Ball When Lit 33	O (Backbox) 41	"1" Bonus 49	"9" Bonus 57
2 Red-Blk 2J7-2 Q49	Ball in Play 2	Left Magnet 2+ Arrow 10	Hidden Tomb Collect Bonus 18	O (Playfield) 26	Upper Eject Hole Arrow 34	H (Backbox) 42	"2" Bonus 50	"10" Bonus 58
3 Red-Orn 2J7-3 Q51	Tilt 3	Left Magnet 4+ Arrow 11	Lower Center 3-Bank 19	H (Playfield) 27	Lower Eject Hole Arrow 35	Hidden Tomb Extra Ball When Lit 43	"3" Bonus 51	"20" Bonus 59
4 Red-Yel 2J7-4 Q53	Game Over 4	Right Magnet Bottom Arrow 12	Lower Center 3-Bank 20	Upper Bull's-Eye Target 28	P (Backbox) 36	Slaves Tomb General Illumination 44	"4" Bonus 52	"30" Bonus 60
5 Red-Grn 2J7-5 Q55	Match 5	Right Magnet 2+ Arrow 13	P (Playfield) 21	Upper Left 3-Bank Bottom Arrow 29	H (Backbox) 37	Captive Ball General Illumination 45	"5" Bonus 53	"40" Bonus 61
6 Red-Blu 2J7-6 Q57	High Score 6	Right Magnet 4+ Arrow 14	H (Playfield) 22	Upper Left 3-Bank Center Arrow 30	A (Backbox) 38	Upper Center 3-Bank Left Arrow 46	"6" Bonus 54	Bonus Multiplier 2X 62
7 Red-Vio 2J7-9 Q61	Bonus Ball Timer 7	Left ? Outlane 15	A (Playfield) 23	Upper Left 3-Bank Top Arrow 31	R (Backbox) 39	Upper Center 3-Bank Center Arrow 47	"7" Bonus 55	Bonus Multiplier 3X 63
8 Red-Gry 2J7-8 Q59	Shoot Again (Playfield) 8	Right ? Outlane 16	R (Playfield) 24	Lower Bull's-Eye Target 32	A (Backbox) 40	Upper Center 3-Bank Right Arrow 48	"8" Bonus 56	Bonus Multiplier 5X 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	Left Magnet Button 9	Upper Left 3-Bank Bottom Target 17	Lower Center 3-Bank Bottom Target 25	Slaves Tomb Shooter 33	Captive Ball 41	Not Used 49	Not Used 57
2 Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	Right Magnet Button 10	Upper Left 3-Bank Center Target 18	Lower Center 3-Bank Center Target 26	Upper Eject Hole 34	Playfield Tilt 42	Not Used 50	Not Used 58
3 Wht-Orn 2J3-7 IC15	Credit Button 3	Not Used 11	Upper Left 3-Bank Top Target 19	Lower Center 3-Bank Top Target 27	Lower Eject Hole 35	Hidden Tomb Shooter 43	Not Used 51	Not Used 59
4 Wht-Yel 2J3-6 IC15	Right Coin Chute 4	Not Used 12	Upper Slingshot 20	Upper Bull's-Eye Target 28	Outhole 36	Right Slingshot 44	Not Used 52	Not Used 60
5 Wht-Grn 2J3-5 IC16	Center Coin Chute 5	Left Flipper Return Lane 13	Upper Center 3-Bank Left Target 21	Lower Right 3-Bank Top Target 29	Not Used 37	Not Used 45	Not Used 53	Not Used 61
6 Wht-Blu 2J3-4 IC16	Left Coin Chute 6	Right Flipper Return Lane 14	Upper Center 3-Bank Center Target 22	Lower Right 3-Bank Center Target 30	Left Ball Trough 38	Not Used 46	Not Used 54	Not Used 62
7 Wht-Vio 2J3-3 IC16	Slam Tilt 7	Left ? Outlane 15	Upper Center 3-Bank Right Target 23	Lower Right 3-Bank Bottom Target 31	Right Ball Trough 39	Not Used 47	Not Used 55	Not Used 63
8 Wht-Gry 2J3-1 IC16	High Score Reset 8	Right ? Outlane 16	Left Slingshot 24	Lower Bull's-Eye Target 32	Ball Shooter Lane 40	Not Used 48	Not Used 56	Not Used 64