

**Model # 530**

**FUSE LIST**

Power Supply Board D-8345			Back Box fuses		
F1	100V Display Power Input	0.25A, 250V, SB	F1	General Illumination (Violet)	5A, 250V, SB
F2	Solenoids	2.5A, 250V, SB	F2	General Illumination (Yellow)	5A, 250V, SB
F3	Controlled lamps 18V	8A, 250V, SB	F3	General Illumination (Brown)	5A, 250V, SB
F4	Flippers	Not used	F4	General Illumination (Green)	5A, 250V, SB
F5	5V & 12V Logic Power Input	7A, 250V, SB	BR1	Bridge Rectifier 18V	8A, 250V, SB
F6	5V & 12V Logic Power Input	7A, 250V, SB	BR2	Bridge Rectifier 34V	8A, 250V, SB
F7	General Illumination	Jumper Wire	<b>Under Playfield Fuses</b>		
<b>Flipper Power Supply Board C-9939</b>			<b>Line Filter</b>		
F2	Flipper Power	5A, 250V, SB	Foreign	(220-230V)	4A, 250V, SB
<b>Sound Board D-8223 (Type-2)</b>			Domestic	(110-120V)	8A, 250V, SB
F1	Power Input	4A, 250V, SB			
F2	Power Input	4A, 250V, SB			



**SOLENOID/FLASHER TABLE**

Sol. No.	Function	Solenoid Type	Wire Color <sup>1</sup>	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	Ramp Eject	Controlled	Gry-Red	2J11-5	8P3-2	Q17	SG1-23-850-DC
3	Eject Hole	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	SG1-23-850-DC
4	Flash Lamps	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	#89 Flash Lamps
5	Not Used	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	Not Used	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	
10	Not Used	Controlled	Brn-Red	2J9-7	8P3-10	Q33	
11	General Illumination Relay	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	5580-09555-00 <sup>3</sup>
12	Not Used	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	
13	Not Used	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	
14	Not Used	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	
15	Knocker	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	SA2-23-850-DC
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	904218-696
17	Left Slingshot	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SG1-23-850-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Right Slingshot	Special #2	Blu-Red	2J12-4	8P3-18	Q4	SG1-23-850-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Left Jet Bumper	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	SG1-23-850-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Lower Jet Bumper	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	SG1-23-850-DC
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Right Jet Bumper	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	SG1-23-850-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	
<b>Flipper Circuits</b>							
	Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-34		FL24-600 / 30-2600-50VDC
	Right Flipper switch <sup>2</sup>	Switch	Orn-Vio	2P12-1	7P1-7		
	Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-32		FL24-600 / 30-2600-50VDC
	Left Flipper switch <sup>2</sup>	Switch	Orn-Gry	2P12-2	7P1-9		

- Notes:
- 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.
  - Flipper connections are from flipper button switch to flipper coil.
  - 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	Game Over 1	2X 9	L 17	Spinner 25	Star 8 33	Top Lane 6 41	10.000 49	LEO 57
2	Red-Blk 2J7-2 Q49	Match 2	3X 10	I 18	Star 1 26	Star 9 34	Top Lane 7 42	30.000 50	ARIES 58
3	Red-Orn 2J7-3 Q51	Tilt 3	5X 11	G 19	Star 2 27	Star 10 35	Top Lane 8 43	50.000 51	LIBRA 59
4	Red-Yel 2J7-4 Q53	High Score 4	10X 12	H 20	Star 3 28	Top Lane 1 36	Top Lane 9 44	100.000 & Lites Eject 52	PISCES 60
5	Red-Grn 2J7-5 Q55	Shoot Again (Backbox) 5	S 13	T 21	Star 4 29	Top Lane 2 37	Top Lane 10 45	Extra Ball Right Lane 53	VIRGO 61
6	Red-Blu 2J7-6 Q57	Ball in Play 6	T 14	Advance "X" Left Target 22	Star 5 30	Top Lane 3 38	Left Special 46	Extra Ball (Eject) 54	GEMINI 62
7	Red-Vio 2J7-9 Q61	All Scores Double 7	A 15	Advance "X" Right Lane 23	Star 6 31	Top Lane 4 39	Right Special 47	Lock (Eject) 55	STAR 63
8	Red-Gry 2J7-8 Q59	Bonus Holdover 8	R 16	Advance "X" Right Target 24	Star 7 32	Top Lane 5 40	Lites Bonus Holdover 48	Shoot Again (Playfield) 56	LIGHT 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	Outhole 9	L 17	Spinner 25	Star 8 33	Left Jet Bumper 41	Upper Left Rebound 49	Not Used 57
2	Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	Left Ball Trough 10	I 18	Star 1 26	Star 9 34	Lower Jet Bumper 42	Left Slingshot 50	Not Used 58
3	Wht-Orn 2J3-7 IC15	Credit Button 3	Right Ball Trough 11	G 19	Star 2 27	Star 10 35	Right Jet Bumper 43	Right Slingshot 51	Not Used 59
4	Wht-Yel 2J3-6 IC15	Left Coin Chute 4	Ball Shooter Lane 12	H 20	Star 3 28	Top Lanes 1-2 36	Left Flipper Return Lane 44	Eject 52	Not Used 60
5	Wht-Grn 2J3-5 IC16	Center Coin Chute 5	S 13	T 21	Star 4 29	Top Lanes 3-4 37	Right Flipper Return Lane 45	Playfield Tilt 53	Not Used 61
6	Wht-Blu 2J3-4 IC16	Right Coin Chute 6	T 14	Advance X Top Left Target 22	Star 5 30	Top Lanes 5-6 38	Left Special 46	Lane Change 54	Not Used 62
7	Wht-Vio 2J3-3 IC16	Slam Tilt 7	A 15	Advance X Right Lane 23	Star 6 31	Top Lanes 7-8 39	Right Special 47	Not Used 55	Not Used 63
8	Wht-Gry 2J3-1 IC16	High Score Reset 8	R 16	Advance X Right Target 24	Star 7 32	Top Lanes 9-10 40	Lower Left Rebound 48	Not Used 56	Not Used 64