



FUSE LIST

Power Supply Board 520-5000-00				CPU Board 520-5003-03-09
F1	5V & 12V Logic Power Input	7A, 250V, SB		
F2	5V & 12V Logic Power Input	7A, 250V, SB		Sound Board 520-5002-01-09
F3	90V Display Power Input	0.25A, 250V, SB		
F4	18V Controlled lamps	8A, 250V, SB		
F5	34V Solenoids 1-16	4A, 250V, SB		
F6	34V Special Solenoids & Flashers	5A, 250V, SB		
Back Box fuses				
F1	13VAC Controlled lamps	8A, 250V, SB		
F2	25VAC Solenoids	8A, 250V, SB		Solid State Flipper Board Fuses 520-5033-00
F1	General Illumination (Violet)	5A, 250V, SB		
F2	General Illumination (Green)	5A, 250V, SB		
F3	General Illumination (Yellow)	5A, 250V, SB		
F4	General Illumination (Brown)	5A, 250V, SB		
F5	50V Flipper Power	5A, 250V, SB		
F6	34V Flashers & Solenoids	3A, 250V, SB		Line Filter
F1	Coil A	3A, 250V, SB		
F2	Coil (hold power)	3A, 250V, SB		
F3	Coil B	3A, 250V, SB		
F4	Coil (hold power)	3A, 250V, SB	Under the Playfield Fuses	Foreign (220V) 4A, 250V, SB Domestic (110V) 8A, 250V, SB
Foreign (220V) 4A, 250V, SB Domestic (110V) 8A, 250V, SB				

Switched, CPU Controlled Auxiliary & Constant Power Solenoids

Coil No.	Coil or Flashlamp Description	Drive Transistor	CPU wire	CPU connection	PPB wire	PPB connection	Power Line	Power Description	Coil or Flash Type
1A	Green Ramp Entrance Flashers	Q46	Gry-Brn (to PPB)	CN11-1 to PPB J1-1	Vio-Brn	J9-5	Brn	34V L	#906 (4)
1B	Outhole		Blk-Brn	J2-9	Orn	34V R	23-840		
2A	Yellow Ramp Entrance Flashers	Q45	Gry-Red (to PPB)	CN11-3 to PPB J1-2	Vio-Red	J9-6	Brn	34V L	#906 (4)
2B	Ball Trough Eject		Blk-Red	J2-8	Orn	34V R	23-840		
3A	Red Ramp Entrance Flashers	Q44	Gry-Orn (to PPB)	CN11-4 to PPB J1-3	Vio-Orn	J9-7	Brn	34V L	#906 (4)
3B	Ball Lock		Blk-Orn	J2-7	Orn	34V R	23-840		
4A	Ball Lock / Insert Flashers	Q43	Gry-Yel (to PPB)	CN11-5 to PPB J1-4	Vio-Yel	J9-8	Brn	34V L	#906 (2), #89 (2)
4B	Player Field Eject		Blk-Yel	J2-6	Orn	34V R	23-840		
5A	Top Left Mini Mars/ BTTF Flashers	Q42 CPU Q5 PPB	Gry-Grn (to PPB)	CN11-6 to PPB J1-5	Vio-Grn	J9-9	Brn	34V L	#89 (4)
5B	VUK		Whit-Grn/Blk-Grn	J2-5 J8-1/J8-2	Yel-Vio	50V	23-800		
6A	Top Left VUK Flashers	Q41	Gry-Blu (to PPB)	CN11-7 to PPB J1-6	Vio-Blu	J9-10	Brn	34V L	#89 (4)
6B	Drop Target Reset		Blk-Blu	J2-4	Orn	34V R	23-800		
7A	Center Ramp / Top Lt Insert Flashers	Q40	Gry-Vio (to PPB)	CN11-8 to PPB J1-7	Vio-Blk	J9-11	Brn	34V L	#89 (4)
7B	Not Used		Blk-Vio	J2-2	Orn	34V R			
8A	Clock Tower / Top Rt Insert Flashers	Q39 CPU Q4 PPB	Gry-Blk (to PPB)	CN11-9 to PPB J1-8	Vio-Gry	J9-12	Brn	34V L	#89 (4)
8B	Knocker		Whit-Gry/Blk-Gry	J2-1 J8-3/J8-4	Yel-Vio	50V	23-800		
9	Right Ramp Flashers	Q30	Brn-Blk	CN12-1 to PPB J1-9	Brn-Blk	J9-13	Red	34V	#89 (4)
10	L/R Power Relay	Q29	Blk-Red	CN12-2 to PPB J6-9		J6-7	Red-Wht	34V	Relay: 24VDC
11	General Illumination Relay (PSB)	Q28	Brn-Orn	CN12-4		(PSB) CN7-1	Red	34V	Relay: 24VDC
12	Top Right Ramp Mini Mars Flashers	Q27	Brn-Yel	CN12-5 to PPB J1-10	Brn-Yel	J9-14	Red	34V	#89 (4)
13	Spinner Flashers	Q26	Brn-Grn	CN12-6 to PPB J1-12	Brn-Grn	J9-15	Red	34V	#89 (4)
14	Mc. Fly Flashers	Q25	Brn-Blu	CN12-7 to PPB J1-13	Brn-Blu	J9-1	Red	34V	#89 (4)
15	Doc Flashers	Q24	Brn-Vio	CN12-8 to PPB J1-14	Brn-Vio	J9-2	Red	34V	#89 (4)
16	Middle Right Ramp Mars	Q23	Brn-Gry	CN12-9 to PPB J1-15	Brn-Gry	J9-3	Red	34V	#89 (4)
17	Left Turbo Bumper	Q8	Blu-Orn	CN19-3			Red	34V	23-800
18	Center Turbo Bumper	Q9	Blu-Red	CN19-4			Red	34V	23-800
19	Right Slingshot	Q10	Blu-Yel	CN19-6			Red	34V	23-800
20	Left Turbo Bumper	Q11	Blu-Brn	CN19-7			Red	34V	23-800
21	Right Slingshot	Q12	Blu-Grn	CN19-8			Red	34V	23-800
22	Not Used	Q13	Blu-Blk	CN19-9					
Flipper Circuits (SSFB)		SSFB Drive Transistor	SSFB to coil	SSFB Connection	SSFB to Flipperswitch	SSFB Sw. Connect	SSFB Power Wire	Power Description	Coil
	Left Flipper (coil "B")	SR2, Q10-Q9	Gry-Yel	CN2-1,2	Blu-Gry	CN1-9	Blk-Wht / Blk-Wht	CN2-8,9 50VDC	23-900
	Right Flipper (coil "A")	SR1, Q2-Q3	Blu-Yel	CN2-4,5	Blu-Vio	CN1-1	Gry / Gry Grn	CN2-6,7 9VAC	23-900

LAMP MATRIX

Column (*)	1 YEL-BRN (41) CN7-1 Q71	2 YEL-RED (42) CN7-2 Q70	3 YEL-ORN (43) CN7-3 Q69	4 YEL-BLK (40) CN7-4 Q68	5 YEL-GRN (45) CN7-6 Q67	6 YEL-BLU (46) CN7-7 Q66	7 YEL-VIO (47) CN7-8 Q65	8 YEL-GRY (48) CN7-9 Q64
1 RED-BRN (21) CN6-1 Q72	2X Bonus	Skyway 50K	Left Outlane	D Delorean	Picture Right	Left Bank "M"	Clock Multip. 5X	Right Bank "D"
2 RED-BLK (20) CN6-2 Q73	3X Bonus	Skyway 75K	Left Return Lane	E Delorean	Jackpot 500,000 Left	Left Bank "C"	Clock Lite Extra Ball	Right Bank "O"
3 RED-ORN (23) CN6-3 Q74	4X Bonus	Skyway 100K	Right Outlane	L Delorean	Jackpot 750,000 Left	Left Bank "F"	Clock 100K	Right Bank "C"
4 RED-YEL (24) CN6-5 Q75	5X Bonus	Skyway 125K	Right Return Lane	O Delorean	Jackpot 1,000,000 Left	Left Bank "L"	Clock Bonus Hold	Ramp Left Million
5 RED-GRN (25) CN6-6 Q76	6X Lite Special	Skyway Extra Ball	Extra Ball Arrow	R Delorean	Jackpot 500,000 Right	Left Bank "Y"	Hold Lite Million	Skill Take Hi Score
6 RED-BLU (26) CN6-7 Q77	Drop Target D	Shoot Again	Lock #3 "Future"	E Delorean	Jackpot 750,000 Right	Ramp Right Skill	Hold Bumper Power	Skill Double Scores
7 RED-VIO (27) CN6-8 Q78	Drop Target M	Ramp Left Skill	Lock #3 "In"	A Delorean	Jackpot 1,000,000 Right	2015 Jackpot	Hold 50K	Skill Extra Ball
8 RED-GRY (28) CN6-9 Q79	Drop Target C	Picture Left	Lock #3 "Back"	N Delorean	Spinner	Ramp Right Million	1885 Jackpot	Skill 100K

(*) 2 digit number in parentheses indicates resistor/wire color code number displayed during diagnostics.

SWITCH MATRIX

Column (*)	1 GRN-BRN (51) CN8-1 Q55	2 GRN-RED (52) CN8-2 Q54	3 GRN-ORN (53) CN8-3 Q53	4 GRN-YEL (54) CN8-4 Q52	5 GRN-BLK (50) CN8-5 Q51	6 GRN-BLU (56) CN8-7 Q50	7 GRN-VIO (57) CN8-8 Q49	8 GRN-GRY (58) CN8-9 Q48
1 WHT-BRN (91) CN10-9	Plump Bob Tilt	Not Used	Left Outlane	Doc	McFLY	Drop Target D	Not Used	Not Used
2 WHT-RED (92) CN10-8	Not Used	Outhole	Left Return Lane	Doc	McFLY	Drop Target M	Not Used	Not Used
3 WHT-ORN (93) CN10-7	Start Button	Trough #1 Left	Right Outlane	Doc	McFLY	Drop Target C	Not Used	Not Used
4 WHT-YEL (94) CN10-6	Right Coin Switch	Tough #2 Center	Right Return Lane	Spinner	McFLY	Not Used	Not Used	Not Used
5 WHT-GRN (95) CN10-5	Center Coin Switch	Trough #3 Right	Left Slingshot	Lock VUK	McFLY	Clock Eject	Not Used	Not Used
6 WHT-BLU (96) CN10-3	Left Coin Switch	Shooter Lane	Right Slingshot	Left Ramp	Left Lock Bottom	Left Turbo Bumper	Not Used	Not Used
7 WHT-VIO (97) CN10-2	Slam Tilt	Left Flipper (via SSFB)	Not Used	Right Ramp	Left Lock Center	Center Turbo Bumper	Not Used	Not Used
8 WHT-GRY (98) CN10-1	Not Used	Right Flipper (via SSFB)	Not Used	Not Used	Left Lock Top	Right Turbo Bumper	Not Used	Not Used

(*) 2 digit number in parentheses indicates resistor/wire color code number displayed during diagnostics.