



## FUSES

Fuse Name	Fuse Rating	Voltage	Type	Fuse Voltage
Coil Driver C5	6.3 Amp	48 VDC	5x20 Slow Blow	250 Volt
	6.3 Amp	48 VDC	5x20 Slow Blow	250 Volt
Coil Driver C6	6.3 Amp	48 VDC	5x20 Slow Blow	250 Volt
	4 Amp	12 VDC	5x20 Slow Blow	250 Volt
Main Fuse	6 Amp (US)	120 VAC OR 230 VAC	3AG Slow Blow	250 Volt
	3 Amp (EU)			
Add On Board F1	4 Amp	12 VDC	5x20 Slow Blow	250 Volt
Add On Board F2	4 Amp	48 VDC	5x20 Slow Blow	250 Volt

### Board C5 - Dip Switch 1,3 ON Coil Locations Q = Transistor IRL540N

	BRN	BLK	BRN	GRY	BRN	RED	BRN	ORG	BRN	YEL	BRN	GRN	BRN	BLU	BRN	VIO
48v Power	Pin#1	Pin#3	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	Auto Fire	Through Kicker	Lower Catapult	Right flipper Main	Right flipper Hold	Left Flipper Main	Left Flipper Hold	Left Slingshot								
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8								
	BLU	BLK	BLU	BRN	BLU	RED	BLU	ORG	BLU	YEL	BLU	GRN	BLU	GRY	BLU	VIO
48v Power	Pin#1	Pin#2	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	Trunk Diverter	Upper VUK	Subway Release	Scoop	Left Magnet	Right Magnet	Center Magnet	Right Slingshot								
	Q9	Q10	Q11	Q12	Q13	Q14	Q15	Q16								

### Board C6 - Dip Switch 2,3 ON Coil Locations Q = Transistor IRL540N

	BLK	GRY	BLK	BRN	BLK	RED	BLK	ORG	BLK	YEL	BLK	GRN	BLK	BLU	BLK	VIO
12v Power	Pin#1	Pin#3	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	General Illumination	Spotlight lower left	Not Used	Backpanel LED strip	Not Used	Spotlight Lower Right	Spotlight Stage	Spotlight Trunk								
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8								
	RED	BLK	RED	BRN	RED	GRY	RED	ORG	RED	YEL	RED	GRN	RED	BLU	RED	VIO
48v Power	Pin#1	Pin#2	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
	Left Lock Release	Left Popbumper	Right Popbumper	Top Popbumper	UpPost Diverter	Upper Catapult	Trunk Lid	Not Used								
	Q9	Q10	Q11	Q12	Q13	Q14	Q15	Q16								

### Add-on board PCB0021\_00 Aux Locations Q = Transistor IRL540N

F1 Fuse	VIN-1	BLK 1	YEL 2	BLK	YEL					F2 Fuse	VIN-2	BLK 1	BRN 3
4 amp	12v Power	DRV-1	DRV-2							4 amp	48v Power	DRV-5	
5-20mm		Start Button	Shaker						5-20mm	Knocker			
Slow Blow		Q1	Q2						Slow Blow	Q5			



**Switch Locations - Board 0 - Dip switch - All off**

Board 0 J2-Bank A	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	BLK S/U 0	BLK S/U 1	BLK S/U 2	BLK S/U 3	BLK S/U 4	BLK S/U 5	BLK S/U 6	BLK S/U 7
BLK - pin 10	(E)scape	e(S)cape	es(C)ape	esc(A)pe	esca(P)e	escap(E)	Left Orbit	Right Orbit
Board 0 J6-Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	BRN Micro 8	BRN Micro 9	BRN S/U 10	BRN Leaf 11	BRN Micro 12	BRN Micro 13	BRN 14	BRN Micro 15
BLK - pin 10	Lower Catapult	Milk Can	Left Magic Standup	Left Slingshot	Left In-lane	Left Outlane	Left Flipper EOS	Upper Catapult

**Board 1 - Dip switch 1 ON**

Board 1 J2-Bank A X14-Opto	Return 1 Pin 2 on SW-16 Pin10-PlugX9-Opto	Return 2 Pin 3 on SW-16 Pin11-PlugX10-Opto	Return 3 Pin 4 on SW-16	Return 4 Pin 5 on SW-16	Return 5 Pin 6 on SW-16	Return 6 Pin 7 on SW-16	Return 7 Pin 8 on SW-16	Return 8 Pin 9 on SW-16
Ground	RED Opto 16	RED Opto 17	RED Opto 18	RED Opto 19	RED Micro 20	RED Micro 21	RED Micro 22	RED Micro 23
BLK - pin 10	Ramp Entry	Wire Ramp Exit	Stage Back	Stage	Left lock 1	Left lock 2	Left lock 3	Middle Upper Orbit
Board 1 J6-Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	ORG 24	ORG Micro 25	ORG S/U 26	ORG Leaf 27	ORG Leaf 28	ORG Leaf 29	ORG Micro 30	ORG Micro 31
BLK - pin 10	Not Used	VUK	Key Standup	Top Popbumper	Right Popbumper	Left Popbumper	Stage Alley	Key Lane

**Board 2 - Dip switch 2 ON**

Board 2 J2-Bank A X14-Opto	Return 1 Pin 2 on SW-16 Pin3-PlugX2-Opto	Return 2 Pin 3 on SW-16 Pin4-PlugX3-Opto	Return 3 Pin 4 on SW-16 Pin5-PlugX4-Opto	Return 4 Pin 5 on SW-16 Pin6-PlugX5-Opto	Return 5 Pin 6 on SW-16 Pin7-PlugX6-Opto	Return 6 Pin 7 on SW-16 Pin8-Plug-X7-Opto	Return 7 Pin 8 on SW-16 Pin9-PlugX8-Opto	Return 8 Pin 9 on SW-16
Ground	YEL Opto 32	YEL Opto 33	YEL Opto 34	YEL Opto 35	YEL Opto 36	YEL Opto 37	YEL Opto 38	YEL Leaf 39
BLK - pin 10	Right Lock #1	Right lock #2	Right Lock #3	Magic Shop	Front of Stage	Stage Exit	Trunk	Trunk Lid
Board 2 J6-Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	GRN S/U 40	GRN S/U 41	GRN S/U 42	GRN S/U 43	GRN S/U 44	GRN S/U 45	GRN Micro 46	GRN Micro 47
BLK - pin 10	(S)eance	s(E)ance	se(A)n(ce	sea(N)ce	sean(C)e	seanc(E)	Right Inner Loop	Upper Inner Loop

**Board 3 - Dip switch 1,2,8 ON**

Board 3 J2-Bank A	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	BLU Micro 48	BLU Micro 49	BLU Micro 50	BLU Micro 51	BLU Micro 52	BLU Micro 53	BLU Micro 54	BLU Micro 55
BLK - pin 10	Ball Trough #1	Ball Through #2	Ball Trough #3	Ball Through #4	Ball Trough #5	Ball Through #6	Ball Through Jam	Unused
Board 3 J3-Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	VIO Micro 56	VIO Micro 57	VIO Leaf 58	VIO Micro 59	VIO Leaf 60	VIO S/U 61	VIO Micro 62	VIO Micro 63
BLK - pin 10	Shooter Lane	Right Outlane	Right Flipper EOS	Right Inlane	Right Slingshot	right magic standup	Scoop	Spinner

**Board 4 - Dip switch 3,8 ON**

Board 4 J2-Bank A	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	WHT Leaf 64	WHT Leaf 65	WHT Micro 66	WHT Push 67	WHT Push 68	WHT Push 69	WHT Push 70	WHT N/A 71
BLK - pin 10	Left Flipper button	Right flipper button	Start Button	Enter	Exit	Down	Up	Tilt
Board 4 J6-Bank B	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	GRY N/A 72	GRY Push 73	GRY Micro 74	GRY Micro 75	GRY Opto 76	GRY Opto 77	GRY Leaf 78	GRY WHT 79
BLK - pin 10	Not Used	Not Used	Coin #1	Coin #2	Dollar Bill Acceptor	Not Used	Not Used	Not Used

**service@americanpinball.com 833-API-HELP**