

Playfield Lamp Wiring Diagram

BOARD CONNECTIONS:	
1	CPU BOARD
2	DRIVER BOARD
3	POWER SUPPLY BOARD
4	MASTER DISPLAY BOARD
5	SLAVE DISPLAY BOARD
6	BACKBOX
7	CABINET
8	PLAYFIELD
9	INSERT BOARD
10	SOUND BOARD
11	NOT ASSIGNED
12	SPEECH MODULE

DIAGNOSTICS

DIAGNOSTIC

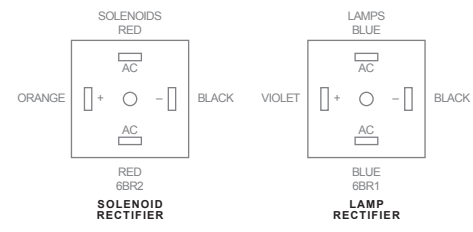
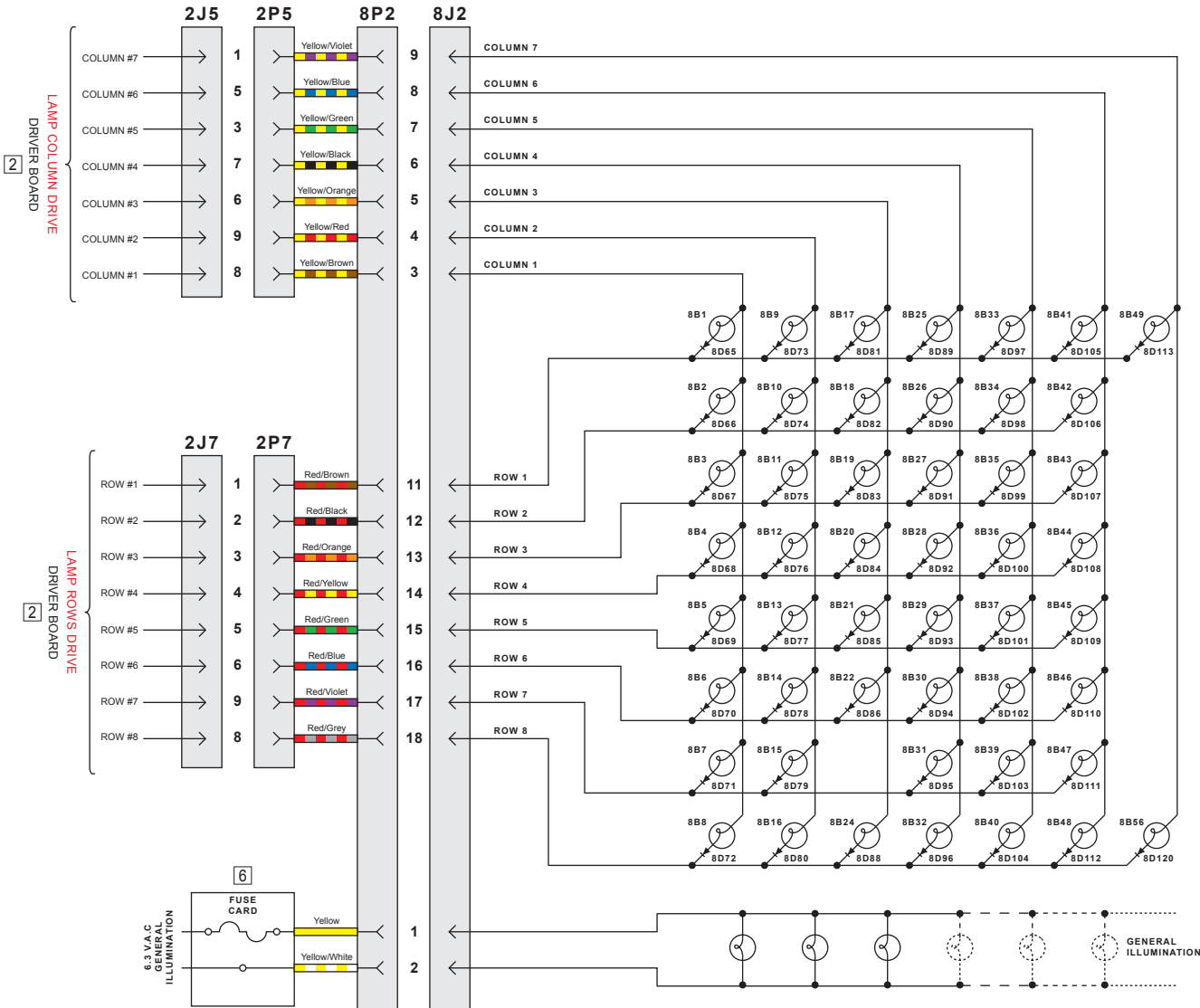
AUTO-UP
MANUAL-DOWN

HIGH SCORE RESET ADVANCE

Lamp Test – Test 01
This test causes all multiplexed lamps to blink on and off. Note that general illumination lamps are not controlled by this test or by any test. Proceed as follows:

1. Enter the Lamp Test in one of the following ways:
 - a. From the Display Digits test, set the AUTO UP/MANUAL-DOWN switch to AUTO-UP and momentarily depress the ADVANCE pushbutton.
 - b. From the game over mode,
 - (1) Set the AUTO-UP/ MANUAL-DOWN switch to MANUAL-DOWN and momentarily depress the ADVANCE pushbutton.
 - (2) Set the switch to AUTO-UP and operate the ADVANCE pushbutton until 01 is indicated on the number of credits display.
2. If no further tests are required, turn the game OFF and back ON to return to the game over mode.

The multiplexed lights should blink on and off.



FUSES 6F1, 6F2 & 6F3 ARE MOUNTED ON A FUSECARD, LOCATED BELOW THE POWER SUPPLY BOARD. (SEE DIAGRAM BELOW)

