



FUSES

Fuse Name	Fuse Rating	Voltage	Type	Fuse Voltage
Coil Driver	6.3 Amp	48 VDC	5x20 Slow Blow	250 Volt
	6.3 Amp	48 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	5 Amp	48 VDC	5x20 Slow Blow	250 Volt
RGB/Flasher - PCB00053	4 Amp	5/12VDC	5x20 Slow Blow	250 Volt
RGB - PCB00040-01	4 Amp	5 VDC	5x20 Slow Blow	250 Volt

Add-on board PCB0021_02 Coil Locations Q = Transistor IRL540N

	BRN +	BLK -			RED +	BLK -				
	J10 - Pin2	J10 - Pin3	J10 - Pin4	J10 - Pin5	J11 - Pin3	J11 - Pin4	J11 - Pin5	J11 - Pin6		
48v Power	Not Used	Knocker	Not Used	Not Used	Thor's Hammer	Not Used	Not Used	Not Used		
	Q8	Q9	Q10	Q11	Q12	Q13	Q14	Q15		

Add-on board PCB0021_02 Aux Locations Q = Transistor DMN3404L-7

	BLK -	YEL +	BLK -	GRY +	BLK -	ORG +								
	J1	J2	J3	J4	J5	J6	J7							
12v Power	Start Button	Backbox LED	Shaker Motor	Not Used	Not Used	Not Used	Not Used							
	Q1	Q2	Q3	Q4	Q5	Q6	Q7							

Dip Switch 2,3,8 ON PD-16 Coil Locations Q = Transistor IRL540N

	GRY	BLK	GRY	BRN	GRY	RED	GRY	ORG	GRY	YEL	GRY	GRN	GRY	BLU	GRY	VIO
	Pin#1	Pin#3	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
48v Power BankA - J7	Trough Kick	Left Flipper Main	Left Flipper Hold	Left Slingshot	Scoop	Upper flipper Main	Upper flipper Hold	Upper Magnet								
J3 + ORG	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8								
	VIO	BLK	VIO	BRN	VIO	RED	VIO	ORG	VIO	YEL	VIO	GRN	VIO	BLU	VIO	GRY
	Pin#1	Pin#2	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9								
48v Power BankB - J11	Auto Plunger	Rt Flipper Main	Rt Flipper Hold	Right Slingshot	Berzerker drop target	Berzerker Drop trip	Ship Magnet	Ship post								
J4 + VIO	Q9	Q10	Q11	Q12	Q13	Q14	Q15	Q16								



AMERICAN PINBALL

Cabinet Switch Board 0- PCB0021-02

J9 Add-On Board	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	BLK 0	WHT Leaf	BRN 1	WHT Leaf	RED 2	WHT Push	ORG 3	WHT Push	YEL 4	WHT Push	GRN 5	WHT Push	BLU 6	WHT N/A	VIO 7
BLK-pin 10	Left Flipper button		Right Flipper button		Action Button		Enter		Exit		Down		Up		Tilt	
J8 Add-On Board	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 Push	BLK 8	GRY Push	BRN 9	GRY Micro	RED 10	GRY Micro	ORG 11	GRY Opto	YEL 12	GRY Opto	GRN 13	GRY Leaf	BLU 14	GRY Leaf	VIO 15
BLK-pin 10	Start Button		Interlock/Dooropen		Coin #1		Coin #2		Dollar Bill Acceptor		Coin #4		Coin #5		Left Upper flipper	

SW-16 Board 1 - Dipswitch 1 ON

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	ORG Micro	BLK 16	ORG S/U	BRN 17	ORG S/U	RED 18	ORG S/U	GRY 19	ORG Micro	YEL 20	ORG Leaf	GRN 21	ORG Micro	BLU 22	ORG Micro	VIO 23
BLK-pin 10	Drop Target		target Light		target ship		target locks		right shooter lane		right slingshot		right in lane		right out lane	
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	VIO leaf	BLK 24	VIO leaf	BRN 25	VIO leaf	RED 26	VIO Micro	ORG 27	VIO Micro	YEL 28	VIO S/U	GRN 29	VIO S/U	BLU 30	VIO S/U	GRY 31
BLK-pin 10	Right flipper EOS		Left flipper EOS		Left Slingshot		Left Return Lane		Left Outlane		Blood Rage Target		Left Ramp Standup		Cntr Ramp Standup	

SW-16 Board 2 - Dipswitch 2 ON

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	GRN Micro	BLK 32	GRN Micro	BRN 33	GRN Micro	RED 34	GRN Micro	ORG 35	GRN Micro	YEL 36	GRN Micro	GRY 37	GRN Micro	BLU 38	GRN S/U	VIO 39
BLK-pin 10	Left Orbit		(A)xe		a(X)e		ax(E)		Upper loop left		Upper loop Right		Right Orbit		Ship Standup	
J6-Bank A X14-opto	Return 1 Pin2 on SW-16 Pin3-Plug-X2 opto		Return 2 Pin3 on SW-16 Pin4-Plug-X3 opto		Return 3 Pin4 on SW-16 Pin5-Plug-X4 opto		Return 4 Pin5 on SW-16 Pin6-Plug-X5 opto		Return 5 Pin6 on SW-16 Pin7-Plug-X6 opto		Return 6 Pin7 on SW-16 Pin8-Plug-X7 opto		Return 7 Pin8 on SW-16 Pin9-Plug-X8 opto		Return 8 Pin9 on SW-16	
Ground	YEL Opto	BLK 40	YEL Opto	BRN 41	YEL Opto	RED 42	YEL Opto	ORG 43	YEL Opto	GRY 44	YEL Opto	GRN 45	YEL Opto	BLU 46	YEL Micro	VIO 47
BLK-pin 10 Pin1 -opto	Subway		Scoop		Center Ramp Enter		Left Ramp Entry		Right Ramp Enter		Ship Lock 1		Ship Lock 2		Spinner	

SW-16 Board 3 - Dip switch 1,2 ON

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 Opto	BLK 48	BLU Opto	BRN 49	BLU Opto	RED 50	BLU Opto	ORG 51	BLU Opto	YEL 52	BLU Opto	GRN 53	BLU Opto	GRY 54	BLU Micro	VIO 55
BLK-pin 10	Ball Trough 1		Ball Trough 2		Ball Trough 3		Ball Trough 4		Ball Trough 5		Ball Trough 6		Ball Trough Jam		Shooter Lane	

