

To remove a fuse use the fuse puller tool provided on the fuse panel cover.



The fuses are coded as follows.

Fuse/Relay Location	Fuse Amp Rating	Protected Circuits

Fuse/Relay Location	Fuse Amp Rating	Protected Circuits
10	15A	Backlighting, Puddle lamps
11	10A	AWD module
12	7.5A	Power outside mirrors
13	5A	SENC module
14	10A	Electronic Fresh Panel (EFP) radio and climate control buttons module, Navigation display, Center Information Display, GPS module
15	10A	Climate control
16	15A	Not used (Spare)
17	20A	Door locks, Trunk release
18	20A	Heated seats
19	25A	Amplifier
20	15A	On-Board Diagnostic connector
21	15A	Fog lamps
22	15A	Front side marker lamps, Park lamps, License plate lamp
23	15A	High beam headlamps
24	20A	Horn
25	10A	Demand lamps/power window relay
26	10A	Instrument cluster battery power
27	20A	Ignition switch
		Radio crank sense circuit

Fusion Fuse Manual

Bo Lou



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Armifacts Nicholas Benson, 2016-09-28 About The Book This book is a game manual and player guide for the role playing game Armifacts Inside this book are the game's story details on how to play and information on what games helped to inspire Armifacts Armifacts can be played by a minimum of two players but is made for five players to play The only material required to play this game is one six sided die which is referred to in the manual as 1d6 If you enjoy games like Psi Run Ultimate Werewolf or Story War then I believe that you will have a blast with Armifacts Armifacts is designed to be played in one hour and thirty minutes and to be an engaging and fun role playing experience

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Manual of Chemistry William Simon, Daniel Base, 1909

Manual of Determinative Mineralogy, with an Introduction on Blow-pipe Analysis George Jarvis Brush, 1888

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