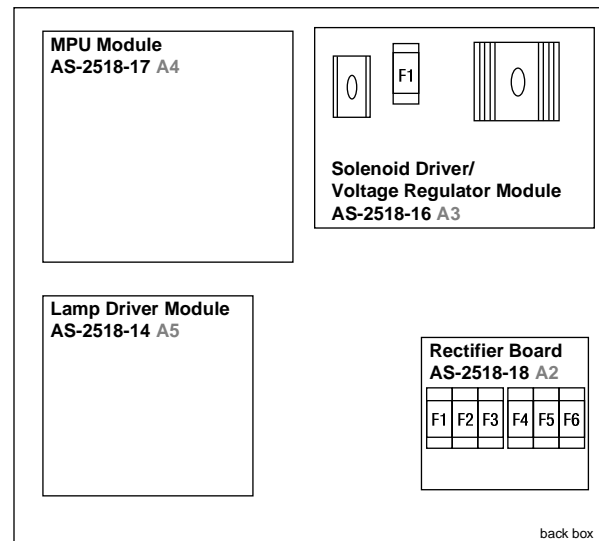


### Fuse List

<b>Rectifier Board AS-2518-18</b>		
F1	6.5V Switched illumination	10A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (2 flippers)	5A, 250V
F5	6.5V General illumination	20A, 250V
F6	Main fuse	3A, 250V, SB
<b>Sol. Dr./Volt. Reg. AS-2518-16</b>		
F1	190V Display power output	0.25A, 250V
<b>Under the Playfield fuses</b>		
F1	Solenoids	1A, 250V, SB



### Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q06	A5J2-14	1st Player Up	12	Red-Blu	2N5060	Q32	A5J3-27	Outlane Left	40	Grn	2N5060
Q19	A5J2-15	2nd Player Up	23	Blu-Yel	2N5060	Q26	A5J1-7	Outlane Right	34	Yel-Grn	2N5060
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q11	A5J1-16	Player 17	12	Red-Blu	2N5060
Q45	A5J2-1	4th Player Up	60	Bm	2N5060	Q60	A5J3-3	Player 18	81	Blk-Red	2N5060
Q43	A5J2-7	Backbox Club	91	Gry-Red	2N5060	Q37	A5J3-23	Player 19	98	Gry-Blk	2N5060
Q30	A5J2-6	Backbox Diamond	85	Blk-Wht	2N5060	Q22	A5J1-10	Player 20	32	Yel-Blu	MCR-106
Q05	A5J2-16	Backbox Heart	34	Yel-Grn	2N5060	Q10	A5J1-15	Player 21	13	Red-Yel	MCR-106
Q18	A5J2-20	Backbox Spade	35	Yel-Wht	2N5060	Q46	A5J3-18	Player Wins	56	Wht-Bm	2N5060
Q16	A5J2-22	Ball-in-Play	62	Bm-Blu	MCR-106	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Grn-Orn	MCR-106
Q04	A5J1-28	Bonus 1K	78	Orn-Blk	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q25	A5J1-6	Bonus 2K	25	Blu-Wht	2N5060	Q39	A5J3-24	Saucer 2X	72	Orn-Blu	2N5060
Q20	A5J1-13	Bonus 3K	96	Gry-Bm	2N5060	Q55	A5J3-9	Saucer 3X & Bonus Multiplier 2X	15	Red-Wht	MCR-106
Q58	A5J3-2	Bonus 4K	95	Gry-Wht	2N5060	Q48	A5J3-16	Saucer 5X & Bonus Multiplier 3X	25	Blu-Wht	MCR-106
Q01	A5J1-24	Bonus 5K	50	Wht	MCR-106	Q07	A5J1-27	Saucer Extra Ball	53	Wht-Yel	2N5060
Q24	A5J1-5	Bonus 6K	48	Grn-Blk	MCR-106	Q21	A5J1-12	Saucer Special	61	Bm-Red	2N5060
Q42	A5J3-21	Bonus 7K	30	Yel	MCR-106	Q13	A5J1-17	Spinner 1	57	Wht-Orn	2N5060
Q56	A5J3-10	Bonus 8K	91	Gry-Red	MCR-106	Q28	A5J1-8	Spinner 2	51	Wht-Red	2N5060
Q02	A5J1-25	Bonus 9K	90	Gry	MCR-106	Q44	A5J3-19	Spinner 3	67	Bm-Orn	2N5060
Q17	A5J1-11	Bonus 10K	65	Bm-Wht	MCR-106	Q51	A5J3-15	Spinner 4	53	Wht-Yel	2N5060
Q41	A5J3-20	Bonus 20K	64	Bm-Grn	MCR-106	Q08	A5J1-23	Spinner 5	56	Wht-Bm	MCR-106
Q53	A5J3-14	Bonus Multiplier 5X	84	Blk-Grn	2N5060	Q35	A5J1-3	Spinner 6	45	Grn-Wht	MCR-106
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q49	A5J3-17	Spinner 7	27	Blu-Orn	MCR-106
Q12	A5J1-19	Dealer 17	60	Bm	2N5060	Q54	A5J3-11	Spinner 8	20	Blu	MCR-106
Q57	A5J3-1	Dealer 18	10	Red	2N5060	Q09	A5J1-14	Spinner 9	54	Wht-Grn	MCR-106
Q36	A5J3-26	Dealer 19	38	Yel-Blk	2N5060	Q34	A5J1-2	Spinner 10	43	Grn-Yel	MCR-106
Q29	A5J1-1	Dealer 20	41	Grn-Red	2N5060	Q59	A5J3-4	Spinner 1000	14	Red-Grn	2N5060
Q14	A5J1-18	Dealer 21	58	Wht-Blk	2N5060	Q50	A5J3-12	Thumper Bumper Club	21	Blu-Red	2N5060
Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106	Q38	A5J3-25	Thumper Bumper Diamond & Heart	36	Yel-Bm	2N5060
Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106	Q27	A5J1-9	Thumper Bumper Spade	52	Wht-Blu	2N5060
Q23	A5J2-8	Match	93	Gry-Yel	MCR-106	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106

### Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Outhole kicker	Momentary	63	Brn-Yel	A3J1-5	Q4	AN-26-1200
2	Knocker	Momentary	83	Blk-Yel	A3J3-4, J2-5	Q3	AR-26-1200
3	Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
4	Chime 10	Momentary	58	Wht-Blk	A3J2-9, J1-2	Q1	CN-31-2000
5	Chime 100	Momentary	57	Wht-Orn	A3J2-10	Q5	CN-31-2000
6	Chime 1000	Momentary	56	Wht-Bm	A3J2-11	Q6	CN-31-2000
7	Chime Extra	Momentary	54	Wht-Grn	A3J2-12	Q7	CN-31-2000
8	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
9	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
10	Center Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
11	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
12	Right Slingshot	Momentary	80	Blk	A3J5-13	Q12	AN-26-1200
13	Coin Lockout	Continuous	36	Yel-Bm	A3J2-8	Q19	FO-36-7000
14	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
15		Momentary	50	Wht	A3J1-3, J2-4	Q2	
16		Momentary	83	Blk-Yel	A3J5-14	Q11	
17		Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	
18		Continuous	81	Blk-Red	A3J5-7	Q17	
19		Continuous			A3J5-3, J2-15, J3-9	Q18	
Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire	Coil			
Left Flipper	60 (Brn)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500	
Right Flipper	60 (Brn)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500	

### Switch Matrix

		strobe (ST) →				return (I)
Column	Row	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Gry-Yel (93) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Wht-Blu (52)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
RETURN I 0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)		Not Used	Coin Chute III (Right)	Not Used	Change Dealer Target (2)	Right Outlane
		1	9	17	25	33
RETURN I 1 A4J2-9 Wht-Bm (56) A4J3-10 Bm-Wht (65)		Not Used	Coin Chute I (Left)	Not Used	Change Player Target (2)	Left Outlane
		2	10	18	26	34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)		Not Used	Coin Chute II (Middle)	Not Used	Heart Lane	10 Points Rebound (2)
		3	11	19	27	35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)		Right Lane	Not Used	Not Used	Spade Lane	Right Slingshot
		4	12	20	28	36
RETURN I 4 A4J2-12 Bm (60) A4J3-13 Blu-Yel (23)		Spinner	Not Used	Not Used	Diamond Lane	Left Slingshot
		5	13	21	29	37
RETURN I 5 A4J2-13 Bm-Yel (63) A4J3-14 Blu-Wht (25)		Credit Button	Not Used	Not Used	Club Lane	Center Thumper Bumper
		6	14	22	30	38
RETURN I 6 A4J2-14 Bm-Wht (65) A4J3-15 Blu-Orn (27)		Tilt (3)	Not Used	Not Used	Left & Right Flipper Feeder Lanes	Right Thumper Bumper
		7	15	23	31	39
RETURN I 7 A4J2-15 Om (70) A4J3-16 Yel (30)		Outhole	Slam (2)	Not Used	Beat Dealer Saucer	Left Thumper Bumper
		8	16	24	32	40