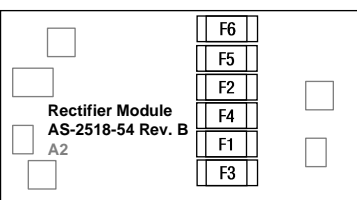
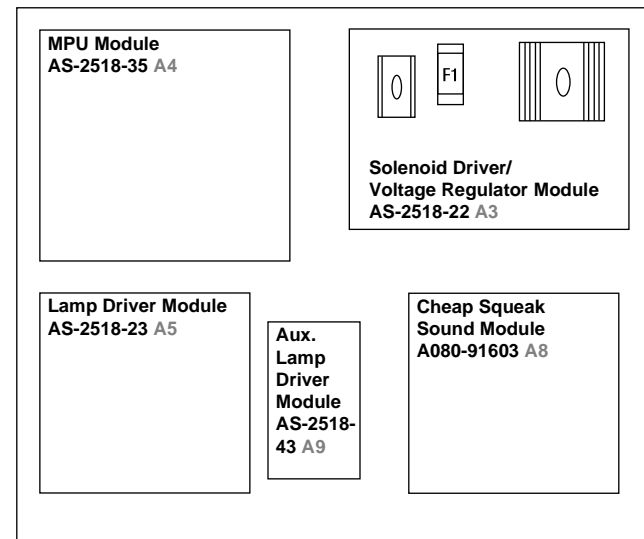




BLACK PYRAMID

Fuse List

Rectifier Module AS-2518-54 Rev. B		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (4 flippers)	7A, 250V
F5	6.5V General illumination	15A, 250V
F6	6.5V General illumination	15A, 250V
Sol. Dr./Volt. Reg. AS-2518-22		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB



Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q24	A5J1-5	200,000 "2"	48	Grn-Blk	MCR-106	Q10	A9J2-20	Left Lane 200,000 Arrow	95	Gry-Wht	MCR-106
Q42	A5J3-21	200,000 "0" (first 0)	64	Brn-Grn	MCR-106	Q38	A5J3-25	Left Lane Extra Ball	36	Yel-Brn	2N5060
Q56	A5J3-10	200,000 "0" (second 0)	68	Brn-Blk	MCR-106	Q50	A5J3-12	Left Lane Special	21	Blu-Red	2N5060
Q02	A5J1-25	200,000 "0" (third 0)	75	Orn-Wht	MCR-106	Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106
Q17	A5J1-11	200,000 "0" (fourth 0)	65	Brn-Wht	MCR-106	Q14	A5J1-18	Motor Control (via Sol. Expander)	58	Wht-Blk	2N5060
Q41	A5J3-20	200,000 "0" (last 0)	78	Orn-Blk	MCR-106	Q26	A5J1-7	Pyramid Bonus "P"	34	Yel-Grn	2N5060
Q18	A5J2-20	200,000 Arrow "2"	98	Gry-Blk	2N5060	Q32	A5J3-27	Pyramid Bonus "Y"	40	Grn	2N5060
Q30	A5J2-6	200,000 Arrow "0" (first 0)	85	Blk-Wht	2N5060	Q59	A5J3-4	Pyramid Bonus "R"	14	Red-Grn	2N5060
Q43	A5J2-7	200,000 Arrow "0" (second 0)	91	Gry-Red	2N5060	Q04	A5J1-28	Pyramid Bonus "A"	78	Orn-Blk	2N5060
Q06	A5J2-14	200,000 Arrow "0" (third 0)	12	Red-Blu	2N5060	Q25	A5J1-6	Pyramid Bonus "M"	94	Gry-Grn	2N5060
Q19	A5J2-15	200,000 Arrow "0" (fourth 0)	23	Blu-Yel	2N5060	Q20	A5J1-13	Pyramid Bonus "I"	30	Yel	2N5060
Q31	A5J2-2	200,000 Arrow "0" (last 0)	--	Pink	2N5060	Q58	A5J3-2	Pyramid Bonus "D"	95	Gry-Wht	2N5060
Q01	A5J1-24	25,000 (Left Star)	50	Wht	MCR-106	Q05	A9J2-6	Pyramid Bonus 60,000	45	Grn-Wht	MCR-106
Q46	A5J3-18	25,000 (Right Star)	56	Wht-Brn	2N5060	Q02	A9J2-2	Pyramid Bonus 120,000	40	Grn	MCR-106
Q05	A5J2-16	25,000 Star (Left Arrow)	34	Yel-Grn	2N5060	Q11	A9J2-19	Pyramid Special	82	Blk-Blu	MCR-106
Q45	A5J2-1	25,000 Star (Right Arrow)	60	Brn	2N5060	Q48	A5J3-16	Return Lane "I"	25	Blu-Wht	MCR-106
Q29	A5J1-1	2X Bonus Multiplier	41	Grn-Red	2N5060	Q34	A5J1-2	Return Lane "M"	52	Wht-Blu	MCR-106
Q36	A5J3-26	3X Bonus Multiplier	43	Grn-Yel	2N5060	Q01	A9J2-1	Right Lane "Black" Arrow	43	Grn-Yel	MCR-106
Q57	A5J3-1	5X Bonus Multiplier	10	Red	2N5060	Q12	A9J2-18	Right Lane "Pyramid" Arrow	25	Blu-Wht	MCR-106
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q13	A5J1-17	Saucer Arrow "B"	57	Wht-Orn	2N5060
Q10	A5J1-15	Black Bonus "B"	13	Red-Yel	MCR-106	Q28	A5J1-8	Saucer Arrow "L"	51	Wht-Red	2N5060
Q22	A5J1-10	Black Bonus "L"	32	Yel-Blu	MCR-106	Q44	A5J3-19	Saucer Arrow "A"	67	Brn-Orn	2N5060
Q37	A5J3-23	Black Bonus "A"	98	Gry-Blk	2N5060	Q51	A5J3-15	Saucer Arrow "C"	53	Wht-Yel	2N5060
Q60	A5J3-3	Black Bonus "C"	81	Blk-Red	2N5060	Q08	A5J1-23	Saucer Arrow "K"	12	Red-Blu	MCR-106
Q11	A5J1-16	Black Bonus "K"	15	Red-Wht	2N5060	Q03	A5J1-26, J2-21	Shoot Again (Playfield & Back Box)	91, 47	Gry-Red, Grn-Orn	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q08	A9J2-12	Swinger Back Target	27	Blu-Orn	MCR-106
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q06	A9J2-7	Swinger Special Arrow	34	Yel-Grn	MCR-106
Q40	A5J3-22	Gate Open Arrow	23	Blu-Yel	MCR-106	Q03	A9J2-3	Swinger Spots "Black" Arrow	62	Brn-Blu	MCR-106
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106	Q35	A5J1-3	Target "P"	45	Grn-Wht	MCR-106
Q07	A9J2-11	In-Line Targets 50,000	15	Red-Wht	MCR-106	Q49	A5J3-17	Target "Y"	13	Red-Yel	MCR-106
Q55	A5J3-9	In-Line Targets "D" Arrow	15	Red-Wht	MCR-106	Q54	A5J3-11	Target "R"	92	Gry-Blu	2N5060
Q09	A9J2-17	Left Lane "Black" Arrow	96	Gry-Brn	MCR-106	Q09	A5J1-14	Target "A"	67	Brn-Orn	MCR-106
Q07	A5J1-27	Left Lane 20,000	53	Wht-Yel	2N5060	Q12	A5J1-19	Thumper Bumper Left	60	Brn	2N5060
Q21	A5J1-12	Left Lane 30,000	61	Brn-Red	2N5060	Q27	A5J1-9	Thumper Bumper Right	43	Grn-Yel	2N5060
Q39	A5J3-24	Left Lane 40,000	72	Orn-Blu	2N5060	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q53	A5J3-14	Left Lane 50,000	84	Blk-Grn	2N5060	Q04	A9J2-5	Tilt (Back Box)	68	Brn-Blk	MCR-106

A9 = Aux. Lamp Driver Board AS-2518-43

Coil Table

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Slingshot	Momentary	85	Blk-Wht	A3J5-10	Q8	AO-26-1200
2	Right Slingshot	Momentary	80	Blk	A3J5-12	Q13	AO-26-1200
3	Left Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
4	Right Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
5	Saucer	Momentary	74	Orn-Grn	A3J5-15	Q10	AO-27-1300
6	Drop Target Reset	Momentary	67	Brn-Orn	A3J5-13	Q12	NO-26-1900
7	Outhole	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
8	Knocker	Momentary	85	Blk-Wht	A3 J2-6, J3-7, J5-8	Q16	AR-26-1200
9	Gate	Continuous	91	Gry-Red	A3J5-7	Q17	GA-34-4000
10	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
11	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary			A3J2-11	Q6	
		Momentary			A3J2-10	Q5	
		Momentary			A3J2-12	Q7	
		Momentary			A3J1-2, J2-9	Q1	
		Continuous			A3J2-15, J3-9, J5-3	Q18	
		Momentary			A3J1-3, J2-4	Q2	
		Momentary			A3J2-5, J3-7	Q3	
		Momentary			A3J1-5	Q4	
Flipper Circuits		Power Wire	Flipper Coil Wire	Flipper Button Wire		Coil	
	Left Flipper	Brn (60)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500
	Right Flipper	Brn (60)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500

Switch Matrix

Row	Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Gry-Yel (93)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
			strobe (ST)	return (I)		
RETURN I 0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Left Slingshot	Coin Chute III (Right)	Top Left Bumper Lane	Not Used	Not Used	
RETURN I 1 A4J2-9 Brn-Red (63) A4J3-10 Brn-Wht (65)	Right Slingshot	Coin Chute I (Left)	"P" Target	Not Used	Not Used	
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Left Thumper Bumper	Coin Chute II (Middle)	"Y" Target	Not Used	Not Used	
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	Right Thumper Bumper	30 Points Rebound (2)	"R" Target	Gate Outlane	Not Used	
RETURN I 4 A4J2-12 Brn (60) A4J3-13 (not used)	Swinger Target	Top Left Rollover Button	"A" Target	Left Outlane	Not Used	
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button	Top Right Rollover Button	"M" Return Lane	In-Line Drop Target 2X	Not Used	
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Saucer	Tilt	"I" Return Lane	In-Line Drop Target 3X	Not Used	
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole	Slam	Top Right Bumper Lane	In-Line Drop Target 5X	Not Used	