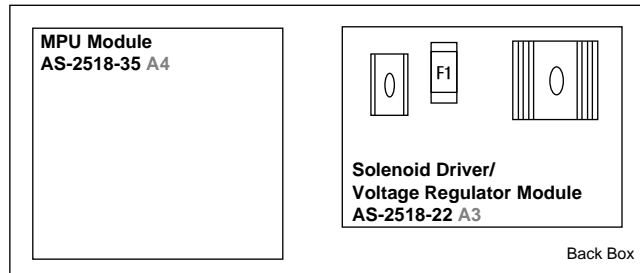
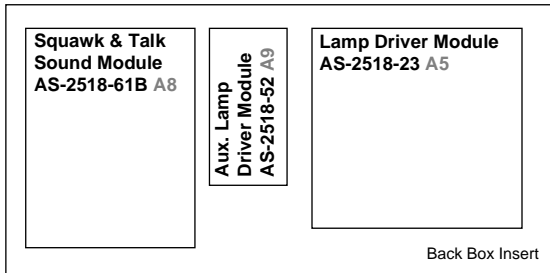
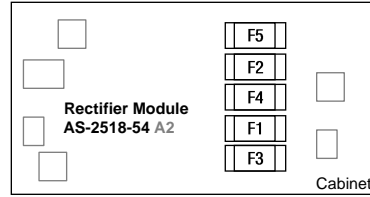




Fuse List

Rectifier Module AS-2518-54		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (3 flippers)	6A, 250V
F5	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
F2	Pac Maze lamps	10A, 250V
F3	G.I. Flash Driver	10A, 250V
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
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q19	A9J3-10	Pac Maze Red #18	35	Yel-Wht	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q12	A9J2-17	Pac Maze Red #19	32	Yel-Blu	MCR-106
Q39	A5J3-24	Direction Arrow "DOWN"	72	Orn-Blu	2N5060	Q05	A9J2-9	Pac Maze Red #20	54	Wht-Grn	MCR-106
Q53	A5J3-14	Direction Arrow "LEFT"	84	Blk-Grn	2N5060	Q27	A9J3-14	Pac Maze Red #21	27	Blu-Orn	MCR-106
Q21	A5J1-12	Direction Arrow "RIGHT"	61	Brn-Red	2N5060	Q20	A9J3-7	Pac Maze Red #22	82	Blk-Blu	MCR-106
Q07	A5J1-27	Direction Arrow "UP"	53	Wht-Yel	2N5060	Q13	A9J2-13	Pac Maze Red #23	40	Grn	MCR-106
Q11	A5J1-16	Drop Target 3-Bank 20K	15	Red-Wht	2N5060	Q06	A9J2-6	Pac Maze Red #24	41	Gm-Red	MCR-106
Q26	A5J1-7	Drop Target 3-Bank 30K	34	Yel-Grn	2N5060	Q28	A9J3-13	Pac Maze Red #25	96	Gry-Brn	MCR-106
Q32	A5J3-27	Drop Target 3-Bank Pac-Man	40	Gm	2N5060	Q57	A5J3-1	Pac Maze Yellow #1	10	Red	2N5060
Q25	A5J1-6	Drop Target Left "P"	25	Blu-Wht	2N5060	Q36	A5J3-26	Pac Maze Yellow #2	38	Yel-Blk	2N5060
Q20	A5J1-13	Drop Target Left "A"	30	Yel	2N5060	Q29	A5J1-1	Pac Maze Yellow #3	41	Gm-Red	2N5060
Q58	A5J3-2	Drop Target Left "C"	95	Gry-Wht	2N5060	Q14	A5J1-18	Pac Maze Yellow #4	58	Wht-Blk	2N5060
Q19	A5J2-15	Drop Target Right "M"	23	Blu-Yel	2N5060	Q50	A5J3-12	Pac Maze Yellow #5	31	Yel-Red	2N5060
Q31	A5J2-2	Drop Target Right "A"	20	Blu	2N5060	Q38	A5J3-25	Pac Maze Yellow #6	36	Yel-Brn	2N5060
Q45	A5J2-1	Drop Target Right "N"	60	Brn	2N5060	Q27	A5J1-9	Pac Maze Yellow #7	43	Gm-Yel	2N5060
Q07	A9J2-5	G.I. Flash Driver J1-3	61	Brn-Red	MCR-106	Q12	A5J1-19	Pac Maze Yellow #8	60	Brn	2N5060
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q51	A5J3-15	Pac Maze Yellow #9	53	Wht-Yel	2N5060
Q15	A5J2-23	High Score to Data (Back Box)	97	Gry-Orn	MCR-106	Q44	A5J3-19	Pac Maze Yellow #10	67	Brn-Orn	2N5060
Q01	A5J1-24	Left & Right Lane 10K Arrow	50	Wht	MCR-106	Q28	A5J1-8	Pac Maze Yellow #11	51	Wht-Red	2N5060
Q24	A5J1-5	Left & Right Lane 20K Arrow	48	Gm-Blk	MCR-106	Q13	A5J1-17	Pac Maze Yellow #12	57	Wht-Orn	2N5060
Q42	A5J3-21	Left & Right Lane 30K Arrow	64	Brn-Grn	MCR-106	Q54	A5J3-11	Pac Maze Yellow #13	20	Blu	MCR-106
Q56	A5J3-10	Left & Right Lane 40K Arrow	91	Gry-Red	MCR-106	Q49	A5J3-17	Pac Maze Yellow #14	13	Red-Yel	MCR-106
Q02	A5J1-25	Left & Right Lane Extra Ball	75	Orn-Wht	MCR-106	Q35	A5J1-3	Pac Maze Yellow #15	45	Gm-Wht	MCR-106
Q41	A5J3-20	Left & Right Saucer Maze Arrow	78	Orn-Blk	MCR-106	Q08	A5J1-23	Pac Maze Yellow #16	12	Red-Blu	MCR-106
Q46	A5J3-18	Left Gate Arrow	56	Wht-Brn	2N5060	Q55	A5J3-9	Pac Maze Yellow #17	15	Red-Wht	MCR-106
Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106	Q48	A5J3-16	Pac Maze Yellow #18	25	Blu-Wht	MCR-106
Q04	A5J1-28	Pac Man Aggressive	78	Orn-Blk	2N5060	Q34	A5J1-2	Pac Maze Yellow #19	52	Wht-Blu	MCR-106
Q22	A9J3-15	Pac Maze Red #1	14	Red-Grn	MCR-106	Q09	A5J1-14	Pac Maze Yellow #20	67	Brn-Orn	MCR-106
Q15	A9J3-8	Pac Maze Red #2	13	Red-Yel	MCR-106	Q60	A5J3-3	Pac Maze Yellow #21	81	Blk-Red	2N5060
Q08	A9J2-14	Pac Maze Red #3	12	Red-Blu	MCR-106	Q37	A5J3-23	Pac Maze Yellow #22	98	Gry-Blk	2N5060
Q01	A9J2-7	Pac Maze Red #4	90	Gry	MCR-106	Q22	A5J1-10	Pac Maze Yellow #23	23	Blu-Yel	MCR-106
Q23	A9J3-12	Pac Maze Red #5	21	Blu-Red	MCR-106	Q10	A5J1-15	Pac Maze Yellow #24	13	Red-Yel	MCR-106
Q16	A9J3-3	Pac Maze Red #6	25	Blu-Wht	MCR-106	Q59	A5J3-4	Pac Maze Yellow #25	14	Red-Grn	2N5060
Q09	A9J2-11	Pac Maze Red #7	18	Red-Blk	MCR-106	Q05	A5J2-16	Pac-Man #1	34	Yel-Gm	2N5060
Q02	A9J2-4	Pac Maze Red #8	15	Red-Wht	MCR-106	Q18	A5J2-20	Pac-Man #2	98	Gry-Blk	2N5060
Q24	A9J3-16	Pac Maze Red #9	56	Wht-Brn	MCR-106	Q30	A5J2-6	Pac-Man #3	85	Blk-Wht	2N5060
Q17	A9J3-9	Pac Maze Red #10	65	Brn-Wht	MCR-106	Q43	A5J2-7	Pac-Man #4	91	Gry-Red	2N5060
Q10	A9J2-15	Pac Maze Red #11	52	Wht-Blu	MCR-106	Q06	A5J2-14	Pac-Man #5	12	Red-Blu	2N5060
Q03	A9J2-8	Pac Maze Red #12	91	Gry-Red	MCR-106	Q21	A9J3-4	Pac-Man Special	95	Gry-Wht	MCR-106
Q25	A9J3-18	Pac Maze Red #13	72	Orn-Blu	MCR-106	Q17	A5J1-11	Right Saucer 10 Moves Arrow	65	Brn-Wht	MCR-106
Q18	A9J3-11	Pac Maze Red #14	70	Orn	MCR-106	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q11	A9J2-18	Pac Maze Red #15	57	Wht-Orn	MCR-106	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q04	A9J2-10	Pac Maze Red #16	80	Blk	MCR-106	Q14	A9J2-12	Solenoid Expander J1-3	62	Brn-Blu	MCR-106
Q26	A9J3-17	Pac Maze Red #17	38	Yel-Blk	MCR-106	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106

A9 = Aux. Lamp Driver Board AS-2518-52

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Sol. Exp. Wire Color	Solenoid Coil Type
1	Top Left Saucer, Kick Left	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2		AO-29-2100
2	Top Left Saucer, Kick Right	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1		AO-30-3000
3	Right Saucer	Momentary	71	Orn-Red	A3J2-10	Q5		AO-27-1300
4	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3		AR-26-1200
5	Outhole	Momentary	95	Gry-Wht	A3J1-5	Q4		AN-26-1200
6	Left Thumper Bumper	Momentary	80	Blk	A3J5-12	Q13	(90) Gry	AT-26-1200
7	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	(90) Gry	AT-26-1200
8	Left Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9	(90) Gry	AT-26-1200
9	Right Slingshot	Momentary	74	Orn-Grn	A3J5-15	Q10	(90) Gry	AT-26-1200
10	Left 4-Bank Drop Target Reset	Momentary	67	Brn-Orn	A3J5-13	Q12	(90) Gry	NB-26-1900
11	Right 4-Bank Drop Target Reset	Momentary	83	Blk-Yel	A3J5-14	Q11	(90) Gry	NB-26-1900
12	Top 3-Bank Drop Target Reset	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16	(90) Gry	NB-26-1900
13	Left 4-Bank Drop Target #1	Momentary	85	Blk-Wht	A3J5-10	Q8	(91) Gry-Red	CJ-31-2000
14	Left 4-Bank Drop Target #2	Momentary	80	Blk	A3J5-12	Q13	(91) Gry-Red	CV-31-2000
15	Left 4-Bank Drop Target #3	Momentary	78	Orn-Blk	A3J5-11	Q14	(91) Gry-Red	CV-31-2000
16	Left 4-Bank Drop Target #4	Momentary	71	Orn-Red	A3J5-9	Q9	(91) Gry-Red	CV-31-2000
17	Right 4-Bank Drop Target #1	Momentary	74	Orn-Grn	A3J5-15	Q10	(91) Gry-Red	CV-31-2000
18	Right 4-Bank Drop Target #2	Momentary	67	Brn-Orn	A3J5-13	Q12	(91) Gry-Red	CV-31-2000
19	Right 4-Bank Drop Target #3	Momentary	83	Blk-Yel	A3J5-14	Q11	(91) Gry-Red	CV-31-2000
20	Right 4-Bank Drop Target #4	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16	(91) Gry-Red	CV-31-2000
21	Gate	Continuous			A3J5-7	Q17		GA-34-4000
22	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19		FO-36-7000
23	Flipper enabling relay	Continuous	--	--	--	Q15		48V Relay
		Continuous			A3J2-15, J3-9, J5-3	Q18		
		Momentary			A3J2-11	Q6		
		Momentary			A3J2-12	Q7		
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
Upper Right Flipper	Brn (60)	18 (Red-Blk)				(to lower right flipper)		AQ-25-500/34-4500

Switch Matrix

strobe (ST) → return (I)

Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Red-Gm (14)	STROBE 2 A4J2-3 Gry-Yel (93)	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)	Left 4-Bank Drop Target #1 (Bottom) 1	Coin Chute III (Right) 9	Left Thumper Bumper 17	Right 4-Bank Drop Target #1 (Top) 25	Left Flipper Cabinet Button 33
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	Left 4-Bank Drop Target #2 2	Coin Chute I (Left) 10	Right Thumper Bumper 18	Right 4-Bank Drop Target #2 26	Back Target "M" 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Left 4-Bank Drop Target #3 3	Coin Chute II (Middle) 11	Left Slingshot 19	Right 4-Bank Drop Target #3 27	Back Target "A" 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 Blu-Red (21)	Left 4-Bank Drop Target #4 (Top) 4	Left Return & Right Outlane 12	Right Slingshot 20	Right 4-Bank Drop Target #4 (Bottom) 28	Back Target "N" 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Outhole 5	Right Return Lane 13	Right Saucer Rollover Button 21	30 Point Rebound 29	Right Flipper Cabinet Button 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Left Outlane 14	Top 3-Bank Drop Target #1 (Bottom) 22	Left & Right Wire Spinner 30	Back Target "P" 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Top Left Saucer 7	Tilt (3) 15	Top 3-Bank Drop Target #2 23	Not Used 31	Back Target "A" 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Right Saucer 8	Slam (2) 16	Top 3-Bank Drop Target #3 (Top) 24	Not Used 32	Back Target "C" 40

