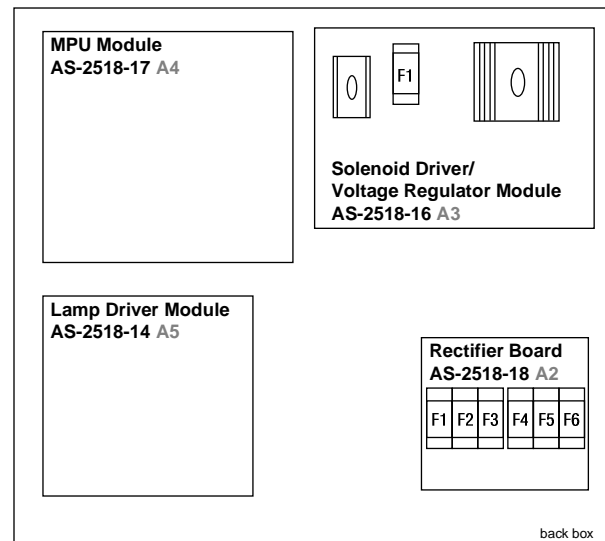


Fuse List

Rectifier Board AS-2518-18		
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
Sol. Dr./Volt. Reg. AS-2518-16		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
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	Q48	A5J3-16	Drop Target Lite 5X	25	Blu-Wht	MCR-106
Q19	A5J2-15	2nd Player Up	32	Yel-Blu	2N5060	Q55	A5J3-9	Drop Target Lite Ball	15	Red-Wht	MCR-106
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q10	A5J1-15	Drop Target Lite Special	13	Red-Yel	MCR-106
Q45	A5J2-1	4th Player Up	60	Bm	2N5060	Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106
Q49	A5J3-17	Alley Left	27	Blu-Orn	MCR-106	Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106
Q54	A5J3-11	Alley Left (2 lamps)	20	Blu	MCR-106	Q23	A5J2-8	Match	93	Gry-Yel	MCR-106
Q08	A5J1-23	Alley Right	56	Wht-Bm	MCR-106	Q53	A5J3-14	Outlane Special Left	84	Blk-Gm	2N5060
Q35	A5J1-3	Alley Right (2 lamps)	45	Gm-Wht	MCR-106	Q39	A5J3-24	Outlane Special Right	72	Om-Blu	2N5060
Q16	A5J2-22	Ball-in-Play	62	Bm-Blu	MCR-106	Q17	A5J1-11	Post Up (2 lamps)	65	Bm-Wht	MCR-106
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q29	A5J1-1	Bonus 2K	41	Gm-Red	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q46	A5J3-18	Thumper Bumper Bottom	56	Wht-Bm	2N5060
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q41	A5J3-20	Thumper Bumper Left and Right	64	Bm-Gm	MCR-106
Q12	A5J1-19	Bonus 5K	60	Bm	2N5060	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q11	A5J1-16	Top 3K	12	Red-Blu	2N5060
Q38	A5J3-25	Bonus 7K	36	Yel-Bm	2N5060	Q26	A5J1-7	Top 6K	34	Yel-Gm	2N5060
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q32	A5J3-27	Top 9K	40	Gm	2N5060
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q59	A5J3-4	Top 12K	14	Red-Gm	2N5060
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q04	A5J1-28	Top 15K	78	Om-Blk	2N5060
Q44	A5J3-19	Bonus 20K	67	Bm-Orn	2N5060	Q01	A5J1-24		50	Wht	MCR-106
Q56	A5J3-10	Bonus Multiplier 2X	91	Gry-Red	MCR-106	Q02	A5J1-25		90	Gry	MCR-106
Q42	A5J3-21	Bonus Multiplier 3X	30	Yel	MCR-106	Q07	A5J1-27		53	Wht-Yel	2N5060
Q24	A5J1-5	Bonus Multiplier 5X	48	Gm-Blk	MCR-106	Q22	A5J1-10		32	Yel-Blu	MCR-106
Q05	A5J2-16	Can Play 1	34	Yel-Gm	2N5060	Q25	A5J1-6		25	Blu-Wht	2N5060
Q18	A5J2-20	Can Play 2	35	Yel-Wht	2N5060	Q20	A5J1-13		96	Gry-Bm	2N5060
Q30	A5J2-6	Can Play 3	85	Blk-Wht	2N5060	Q21	A5J1-12		61	Bm-Red	2N5060
Q43	A5J2-7	Can Play 4	91	Gry-Red	2N5060	Q37	A5J3-23		98	Gry-Blk	2N5060
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q51	A5J3-15		53	Wht-Yel	2N5060
Q09	A5J1-14	Drop Target Lite 2X	54	Wht-Gm	MCR-106	Q58	A5J3-2		95	Gry-Wht	2N5060
Q34	A5J1-2	Drop Target Lite 3X	43	Gm-Yel	MCR-106	Q60	A5J3-3		81	Blk-Red	2N5060

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	Top Hole Saucer	Momentary	74	Orn-Gm	A3J5-10	Q8	AO-27-1300
4	Down Post	Momentary	50	Wht	A3J1-3, J2-4	Q2	AN-26-1200
5	Chime 10	Momentary	58	Wht-Blk	A3J2-9, J1-2	Q1	CN-31-2000
6	Chime 100	Momentary	57	Wht-Orn	A3J2-10	Q5	CN-31-2000
7	Chime 1000	Momentary	56	Wht-Bm	A3J2-11	Q6	CN-31-2000
8	Chime Extra	Momentary	54	Wht-Gm	A3J2-12	Q7	CN-31-2000
9	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
10	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
11	Bottom Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
12	Drop Target Reset Left	Momentary	80	Blk	A3J5-13	Q12	NO-26-1900
13	Drop Target Reset Right	Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	NO-26-1900
14	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
15	Right Slingshot	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
16	Up Post	Continuous	81	Blk-Red	A3J5-7	Q17	GA-31-2000
17	Coin Lockout	Continuous	36	Yel-Bm	A3J2-8	Q19	FO-36-7000
18	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Continuous			A3J5-3, J2-15, J3-9	Q18	
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil
Left Flipper		60 (Brn)	40 (Gm)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-5050
Right Flipper		60 (Brn)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-5050

Switch Matrix

Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Gry-Yel (93) A4J3-3 Red-Gm (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-Gm (54) A4J3-9 Red-Wht (15)	Left & Right Flipper Feeder Lanes 1	Coin Chute III (Right) 9	Right Drop Target D (Bottom) 17	Down Post Rollover Button 25	Top Rollover Button & Center Target 33
RETURN I 1 A4J2-9 Wht-Bm (56) A4J3-10 Bm-Wht (65)	50 Points Rebound 2	Coin Chute I (Left) 10	Right Drop Target C 18	Center Rollover Button 26	Right Rollover Button Lane (Center) 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blk (20)	10 Point Drop Target Rebound (2) 3	Coin Chute II (Middle) 11	Right Drop Target B 19	Right Outlane 27	Left Rollover Button Lane (Center) 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)	Right Rollover Button Lane (Bottom) 4	Not Used 12	Right Drop Target A (Top) 20	Left Outlane 28	Right Slingshot 36
RETURN I 4 A4J2-12 Bm (60) A4J3-13 Blu-Yel (23)	Left Rollover Button Lane (Bottom) 5	Not Used 13	Left Drop Target D (Bottom) 21	Right Rollover Button Lane (Top) 29	Left Slingshot 37
RETURN I 5 A4J2-13 Bm-Yel (63) A4J3-14 Blu-Wht (25)	Credit Button 6	Not Used 14	Left Drop Target C 22	Left Rollover Button Lane (Top) 30	Bottom Thumper Bumper 38
RETURN I 6 A4J2-14 Bm-Wht (65) A4J3-15 Blu-Orn (27)	Tilt (3) 7	Not Used 15	Left Drop Target B 23	Not Used 31	Right Thumper Bumper 39
RETURN I 7 A4J2-15 Om (70) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	Left Drop Target A (Top) 24	Top Hole Saucer 32	Left Thumper Bumper 40