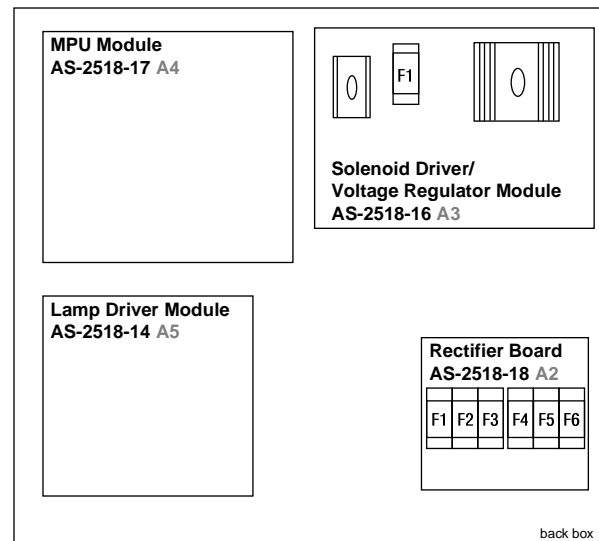


Fuse List

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

Strikes and Spares



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	Q22	A5J1-10	Pin #2	32	Yel-Blu	MCR-106
Q19	A5J2-15	2nd Player Up	32	Yel-Blu	2N5060	Q37	A5J3-23	Pin #3	98	Gry-Blk	2N5060
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q60	A5J3-3	Pin #4	81	Blk-Red	2N5060
Q45	A5J2-1	4th Player Up	60	Bm	2N5060	Q11	A5J1-16	Pin #5	12	Red-Blu	2N5060
Q53	A5J3-14	ABC 5K	84	Blk-Grn	2N5060	Q26	A5J1-7	Pin #6	34	Yel-Grn	2N5060
Q07	A5J1-27	ABC Special	53	Wht-Yel	2N5060	Q32	A5J3-27	Pin #7	40	Gm	2N5060
Q46	A5J3-18	Auto Strike When Lit	56	Wht-Bm	2N5060	Q59	A5J3-4	Pin #8	14	Red-Gm	2N5060
Q16	A5J2-22	Ball-in-Play	62	Bm-Blu	MCR-106	Q04	A5J1-28	Pin #9	78	Om-Blk	2N5060
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q25	A5J1-6	Pin #10	25	Blu-Wht	2N5060
Q29	A5J1-1	Bonus 2K	41	Gm-Red	2N5060	Q30	A5J2-6	Return Lane Left	85	Blk-Wht	2N5060
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q43	A5J2-7	Return Lane Right	91	Gry-Red	2N5060
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q12	A5J1-19	Bonus 5K	60	Bm	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q54	A5J3-11	Spare "S"	20	Blu	MCR-106
Q38	A5J3-25	Bonus 7K	36	Yel-Bm	2N5060	Q49	A5J3-17	Spare "P"	27	Blu-Orn	MCR-106
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q35	A5J1-3	Spare "A"	45	Gm-Wht	MCR-106
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q08	A5J1-23	Spare "R"	56	Wht-Bm	MCR-106
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q09	A5J1-14	Spare "E"	54	Wht-Gm	MCR-106
Q44	A5J3-19	Bonus 20K	67	Bm-Orn	2N5060	Q21	A5J1-12	Spare Special	61	Bm-Red	2N5060
Q58	A5J3-2	Bonus Multiplier 2X	95	Gry-Wht	2N5060	Q51	A5J3-15	Spinner	53	Wht-Yel	2N5060
Q20	A5J1-13	Bonus Multiplier 3X	96	Gry-Bm	2N5060	Q01	A5J1-24	Strike Value 5K	50	Wht	MCR-106
Q39	A5J3-24	Bonus Multiplier 5X	72	Orn-Blu	2N5060	Q24	A5J1-5	Strike Value 10K	48	Gm-Blk	MCR-106
Q41	A5J3-20	Bottom Thumper Bumper	64	Bm-Gm	MCR-106	Q42	A5J3-21	Strike Value 15K	30	Yel	MCR-106
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q56	A5J3-10	Strike Value 20K	91	Gry-Red	MCR-106
Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106	Q02	A5J1-25	Strike Value 30K	90	Gry	MCR-106
Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106	Q17	A5J1-11	Strike Value Special	65	Bm-Wht	MCR-106
Q23	A5J2-8	Match	93	Gry-Yel	MCR-106	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q05	A5J2-16	Outlane Left	34	Yel-Gm	2N5060	Q55	A5J3-9	Top Left "A"	15	Red-Wht	MCR-106
Q18	A5J2-20	Outlane Right	35	Yel-Wht	2N5060	Q34	A5J1-2	Top Center "B"	43	Gm-Yel	MCR-106
Q10	A5J1-15	Pin #1	13	Red-Yel	MCR-106	Q48	A5J3-16	Top Right "C"	25	Blu-Wht	MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Outhole kicker	Momentary	95	Gry-Wht	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-Gm	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	Bottom 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	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
13	Coin Lockout	Continuous	36	Yel-Bm	A3J2-8	Q19	FO-36-7000
14	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	81	Blk-Red	A3J1-3, J2-4	Q2	
		Momentary	80	Blk	A3J5-13	Q12	
		Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	
		Continuous	67	Bm-Orn	A3J5-7	Q17	
		Continuous	81	Blk-Red	A3J5-3, J2-15, J3-9	Q18	
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil
	Left Flipper	60 (Bm)	40 (Gm)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-5050
	Right Flipper	60 (Bm)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-5050

Switch Matrix

strobe (ST) → ← return (I)

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)	Top "B" Rollover Lane 1	Coin Chute III (Right) 9	#1 Pin Star Rollover 17	Spinner 25	Target "S" 33
RETURN I 1 A4J2-9 Wht-Bm (56) A4J3-10 Bm-Wht (65)	Top "C" Rollover Lane 2	Coin Chute I (Left) 10	#2 Pin Star Rollover 18	#9 Pin Star Rollover 26	Right Outlane 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Top "A" Rollover Lane 3	Coin Chute II (Middle) 11	#3 Pin Star Rollover 19	#10 Pin Star Rollover 27	Left Outlane 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)	Right Flipper Feed Lane 4	500 Points Side Target 12	#4 Pin Star Rollover 20	Target "E" 28	Right Slingshot 36
RETURN I 4 A4J2-12 Bm (60) A4J3-13 Blu-Yel (23)	Left Flipper Feed Lane 5	10 Points Rebound 13	#5 Pin Star Rollover 21	Target "R" 29	Left Slingshot 37
RETURN I 5 A4J2-13 Bm-Yel (63) A4J3-14 Blu-Wht (25)	Credit Button 6	50 Points Rebound 14	#6 Pin Star Rollover 22	Target "A" 30	Bottom Thumper Bumper 38
RETURN I 6 A4J2-14 Bm-Wht (65) A4J3-15 Blu-Orn (27)	Tilt (3) 7	Not Used 15	#7 Pin Star Rollover 23	Target "P" 31	Left Thumper Bumper 39
RETURN I 7 A4J2-15 Om (70) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	#8 Pin Star Rollover 24	Saucer 32	Right Thumper Bumper 40