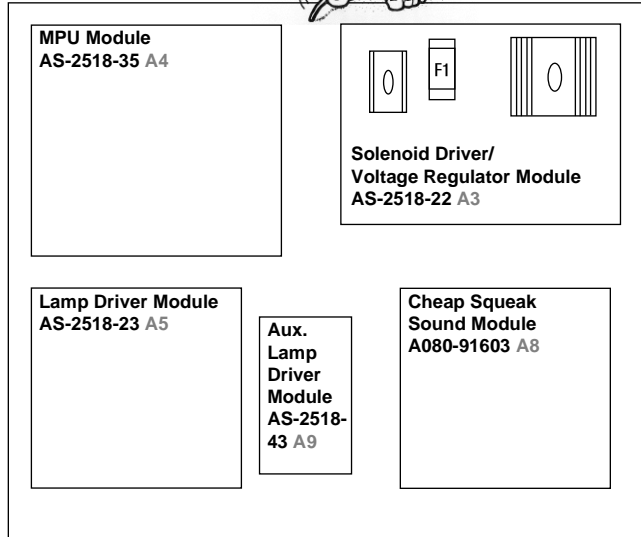
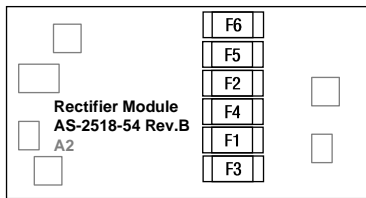


Fuse List

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
Q08	A5J1-23	Arrow 20K / Drop Target 30K	12	Red-Blu	MCR-106	Q13	A5J1-17	Feature Card #9 "X"	57	Wht-Orn	2N5060
Q35	A5J1-3	Arrow 40K / Drop Target 60K	45	Gm-Wht	MCR-106	Q05	A5J2-16	Feature Card 90K	34	Yel-Gm	2N5060
Q49	A5J3-17	Arrow 60K / Drop Target 90K	13	Red-Yel	MCR-106	Q18	A5J2-20	Feature Card 180K	98	Gry-Blk	2N5060
Q54	A5J3-11	Arrow Special / Drop Target Special	38	Orn-Blk	MCR-106	Q30	A5J2-6	Feature Card 270K	85	Blk-Wht	2N5060
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q43	A5J2-7	Feature Card Special	91	Gry-Red	2N5060
Q11	A5J1-16	Bonus 20K	15	Red-Wht	2N5060	Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q26	A5J1-7	Bonus 40K	71	Orn-Red	2N5060	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q32	A5J3-27	Bonus 60K	40	Gm	2N5060	Q07	A9J2-11	Left Targets "O"	15	Red-Wht	MCR-106
Q59	A5J3-4	Bonus 80K	14	Red-Gm	2N5060	Q57	A5J3-1	Left Targets "X"	10	Red	2N5060
Q04	A5J1-28	Bonus 100K	78	Orn-Blk	2N5060	Q02	A5J1-25	Left Targets 5000	75	Orn-Blk	MCR-106
Q25	A5J1-6	Bonus 120K	25	Blu-Wht	2N5060	Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106
Q20	A5J1-13	Bonus 140K	30	Yel	2N5060	Q46	A5J3-18	Next Extra Ball Lane	56	Wht-Brn	2N5060
Q58	A5J3-2	Bonus 160K	95	Gry-Wht	2N5060	Q45	A5J2-1	Next Top Lane Special	60	Brn	2N5060
Q01	A5J1-24	Bonus 180K	50	Wht	MCR-106	Q09	A9J2-17	Right Targets "O"	96	Gry-Brn	MCR-106
Q24	A5J1-5	Bonus 200K	48	Gm-Blk	MCR-106	Q51	A5J3-15	Right Targets "X"	53	Wht-Yel	2N5060
Q08	A9J2-12	Center Targets "O"	27	Blu-Orn	MCR-106	Q41	A5J3-20	Right Targets 5000	78	Orn-Blk	MCR-106
Q50	A5J3-12	Center Targets "X"	21	Blu-Red	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q17	A5J1-11	Center Targets 5000	65	Brn-Wht	MCR-106	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q06	A5J2-14	Skill Lane 100K	12	Red-Blu	2N5060
Q12	A9J2-18	Feature Card #1 "O"	25	Blu-Wht	MCR-106	Q19	A5J2-15	Skill Lane 200K	23	Blu-Yel	2N5060
Q36	A5J3-26	Feature Card #1 "X"	91	Gry-Red	2N5060	Q31	A5J2-2	Skill Lane Special	20	Blu	2N5060
Q01	A9J2-1	Feature Card #2 "O"	43	Gm-Yel	MCR-106	Q55	A5J3-9	Tac "T" (Back Box)	15	Red-Wht	MCR-106
Q29	A5J1-1	Feature Card #2 "X"	41	Gm-Red	2N5060	Q10	A5J1-15	Tac "A" (Back Box)	13	Red-Yel	MCR-106
Q06	A9J2-7	Feature Card #3 "O"	54	Wht-Gm	MCR-106	Q22	A5J1-10	Tac "C" (Back Box)	32	Yel-Blu	MCR-106
Q14	A5J1-18	Feature Card #3 "X"	58	Wht-Blk	2N5060	Q09	A5J1-14	Tic "T" (Back Box)	67	Brn-Orn	MCR-106
Q11	A9J2-19	Feature Card #4 "O"	82	Blk-Blu	MCR-106	Q34	A5J1-2	Tic "I" (Back Box)	52	Wht-Blu	MCR-106
Q38	A5J3-25	Feature Card #4 "X"	36	Yel-Brn	2N5060	Q48	A5J3-16	Tic "C" (Back Box)	25	Blu-Wht	MCR-106
Q02	A9J2-2	Feature Card #5 "O"	40	Gm	MCR-106	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q27	A5J1-9	Feature Card #5 "X"	18	Red-Blk	2N5060	Q37	A5J3-23	Toe "T" (Back Box)	98	Gry-Blk	2N5060
Q05	A9J2-6	Feature Card #6 "O"	45	Gm-Wht	MCR-106	Q60	A5J3-3	Toe "O" (Back Box)	81	Blk-Red	2N5060
Q12	A5J1-19	Feature Card #6 "X"	35	Yel-Wht	2N5060	Q42	A5J3-21	Toe "E" (Back Box)	64	Brn-Gm	MCR-106
Q10	A9J2-20	Feature Card #7 "O"	95	Gry-Wht	MCR-106	Q07	A5J1-27	Top Lane 50K	53	Wht-Yel	2N5060
Q44	A5J3-19	Feature Card #7 "X"	67	Brn-Orn	2N5060	Q39	A5J3-24	Top Lane 100K	72	Orn-Blu	2N5060
Q03	A9J2-3	Feature Card #8 "O"	63	Brn-Yel	MCR-106	Q21	A5J1-12	Top Lane Extra Ball	61	Brn-Red	2N5060
Q28	A5J1-8	Feature Card #8 "X"	51	Wht-Red	2N5060	Q53	A5J3-14	Top Lane Special	84	Blk-Gm	2N5060
Q04	A9J2-5	Feature Card #9 "O"	60	Brn	MCR-106	Q56	A5J3-10		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	Drop Target Reset	Momentary	80	Blk	A3J5-12	Q13	NO-26-1900
2	Saucer	Momentary	78	Orn-Blk	JA35-11	Q14	AO-27-1300
3	Outhole	Momentary	71	Orn-Red	JA35-9	Q9	AO-27-1300
4	Top Thumper Bumper	Momentary	74	Orn-Gm	A3J5-15	Q10	AN-26-1200
5	Left Thumper Bumper	Momentary	67	Brn-Orn	A3J5-13	Q12	AN-26-1200
6	Bottom Thumper Bumper	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
7	Knocker	Momentary	85	Blk-Wht	A3J2-6, J3-7, J5-8	Q16	AR-26-1200
8	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
9	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary			A3J2-11	Q6	
		Momentary			A3J5-10	Q8	
		Momentary			A3J2-5, J3-7	Q3	
		Momentary			A3J1-5	Q4	
		Momentary			A3J1-2, J2-9	Q1	
		Momentary			A3J1-3, J2-4	Q2	
		Momentary			A3J2-10	Q5	
		Momentary			A3J2-12	Q7	
		Continuous			A3J5-7	Q17	
		Continuous			A3J2-15, J3-9, J5-3	Q18	
Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire	Coil			
Left Flipper	Brn (60)	40 (Gm)	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)	35 (Yel-Wht)		(to lower right flipper)		AQ-25-500/34-4500	

Switch Matrix

strobe (ST) ———> o ——— 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-Gm (54) A4J3-9 Red-Wht (15)	3 Drop Target (Left) 1	Coin Chute III (Right) 9	Left Return Lane 17	Target Left (Top) cap. 25	Not Used 33
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	3 Drop Target (Middle) 2	Coin Chute I (Left) 10	Bottom Thumper Bumper cap. 18	Target Left (Center) cap. 26	Not Used 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	3 Drop Target (Right) 3	Coin Chute II (Middle) 11	Left Thumper Bumper cap. 19	Target Left (Bottom) cap. 27	Not Used 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	Saucer 4	Left & Right Outlane cap. 12	Top Thumper Bumper cap. 20	Skill Shot Lane 28	Not Used 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 (not used)	Extra Ball / 50,000 Lane cap. 5	Right Return Lane 13	Target Right (Top) cap. 21	Target Center (Top) cap. 29	Not Used 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Special / 100,000 Lane 14	Target Right (Center) cap. 22	Target Center (Center) cap. 30	Not Used 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	30 Point Rebound (4) 7	Tilt (3) 15	Target Right (Bottom) cap. 23	Target Left (Bottom) cap. 31	Not Used 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	"Kill" Skill Shot Lane 24	Left Side Arrow Lane cap. 32	Bottom Left & Right Rebound cap. 40

