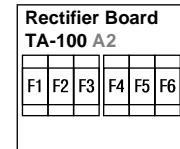
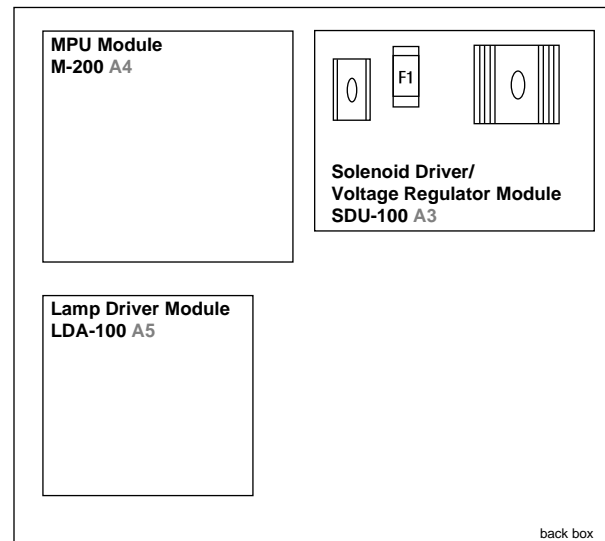


Fuse List

Rectifier Board TA-100		
F1	6.5V Switched illumination	10A, 250V
F2	230V Display power input	0.75A, 250V, SB
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids	7A, 250V, SB
F5	6.5V General illumination	20A, 250V
F6	Main fuse	3A, 250V, SB
Sol. Dr./Volt. Reg. SDU-100		
F1	190V Display power output (if present)	0.25A, 250V
Under the Playfield fuses		
F1	Playfield Solenoids	1A, 250V, SB



in the cabinet

Controlled Lamps Chart

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q21	A5J2-12	Advance Loop Value 1 (Left Drop Targets)	Gry-Grn	2N5060	Q53	A5J2-3	Drop Target 10,000 (Left Target Bank)	Blk-Wht	2N5060
Q17	A5J1-11	Advance Loop Value 2 (Center Drop Targets)	Blk-Orn	MCR-106	Q43	A5J2-7	Drop Target 10,000 (Top Target Bank)	Blu-Wht	2N5060
Q18	A5J2-20	Advance Loop Value 3 (Top Drop Targets)	Orn-Grn	2N5060	Q02	A5J1-25	Drop Target Increase Multiplier (Center Bank)	Pur-Blk	MCR-106
Q14	A5J1-18	Blue Left Side 1st	Brn-Blk	2N5060	Q07	A5J2-13	Drop Target Increase Multiplier (Left Bank)	Wht-Yel	2N5060
Q29	A5J1-1	Blue Left Side 2nd	Blu-Red	2N5060	Q05	A5J2-16	Drop Target Increase Multiplier (Top Bank)	Yel-Blu	2N5060
Q36	A5J3-26	Blue Left Side 3rd	Blk	2N5060	Q01	A5J1-24	Extra Ball Left Return Lane	Brn-Blu	MCR-106
Q57	A5J3-1	Blue Left Side 4th	Grn-Red	2N5060	Q24	A5J1-5	Extra Ball Right Return Lane	Blu-Orn	MCR-106
Q12	A5J1-19	Blue Left Side 5th	Gry-Grn	2N5060	Q33	A5J2-11	Game Over	Gry-Wht	MCR-106
Q44	A5J3-19	Blue Right Side 1st	Blk-Red	2N5060	Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106
Q28	A5J1-8	Blue Right Side 2nd	Grn-Blk	2N5060	Q52	A5J2-5	Lite Extra Ball Blue-1	Blk-Yel	2N5060
Q13	A5J1-17	Blue Right Side 3rd	Pur	2N5060	Q40	A5J2-9	Lite Extra Ball Blue-2	Gry	MCR-106
Q50	A5J3-12	Blue Right Side 4th	Orn-Red	2N5060	Q23	A5J2-8	Lite Extra Ball Blue-3	Pur-Blu	MCR-106
Q38	A5J3-25	Blue Right Side 5th	Blk-Yel	2N5060	Q45	A5J2-1	Match	Gry-Yel	2N5060
Q27	A5J1-9	Blue Rollover (Top)	Brn	2N5060	Q30	A5J2-6	Runaway Special	Yel	2N5060
Q09	A5J1-14	Bonus 1,000	Gry-Orn	MCR-106	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q34	A5J1-2	Bonus 2,000	Pur-Wht	MCR-106	Q41	A5J3-20	Special Left Outlane	Wht-Orn	MCR-106
Q48	A5J3-16	Bonus 3,000	Red-Blk	MCR-106	Q04	A5J1-28	Spinner #1 (Bottom)	Blk-Wht	2N5060
Q55	A5J3-9	Bonus 4,000	Wht-Red	MCR-106	Q25	A5J1-6	Spinner #2	Brn-Red	2N5060
Q10	A5J1-15	Bonus 5,000	Gry-Yel	MCR-106	Q20	A5J1-13	Spinner #3	Wht-Blu	2N5060
Q22	A5J1-10	Bonus 6,000	Gry-Blu	MCR-106	Q58	A5J3-2	Spinner #4 (Top)	Yel-Grn	2N5060
Q37	A5J3-23	Bonus 7,000	Wht-Gry	2N5060	Q11	A5J1-16	Stand-Up (Bottom)	Blk-Grn	2N5060
Q60	A5J3-3	Bonus 8,000	Wht-Blu	2N5060	Q26	A5J1-7	Stand-Up (Left)	Yel-Grn	2N5060
Q35	A5J1-3	Bonus 9,000	Red-Grn	MCR-106	Q32	A5J3-27	Stand-Up (Right)	Orn-Wht	2N5060
Q49	A5J3-17	Bonus 10,000	Yel-Blu	MCR-106	Q59	A5J3-4	Stand-Up (Top)	Red-Wht	2N5060
Q54	A5J3-11	Bonus 20,000	Wht	MCR-106	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q06	A5J2-14	Bonus Multiplier 1X	Blu-Red	2N5060	Q15	A5J2-23			MCR-106
Q19	A5J2-15	Bonus Multiplier 2X	Yel-Blu	2N5060	Q39	A5J2-4			2N5060
Q31	A5J2-2	Bonus Multiplier 4X	Red-Blu	2N5060	Q42	A5J3-21			MCR-106
Q08	A5J1-23	Double Loop Value	Blu-Wht	MCR-106	Q51	A5J3-15			2N5060
Q46	A5J3-18	Drop Target 10,000 (Center Target Bank)	Red-Blu	2N5060	Q56	A5J3-10			MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Thumper	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Top Thumper	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	J-26-1200
3	Knocker	Momentary	Blk-Yel	A3J2-5, J3-4	Q3	N-26-1200
4	Center Drop Target Reset	Momentary	Blk-Blu	A3J1-5	Q4	B-27-2300
5		Momentary		A3J2-10	Q5	
6	Left Slingshot	Momentary	Grn-Red	A3J2-11	Q6	J-27-1700
7	Right Slingshot	Momentary	Red-Yel	A3J2-12	Q7	J-27-1700
8	Left Drop Target Reset	Momentary	Blk-Orn	A3J5-10	Q8	B-27-2300
9	Right Thumper	Momentary	Red-Blu	A3J5-9	Q9	J-26-1200
10		Momentary		A3J5-15	Q10	
11		Momentary		A3J5-14	Q11	
12		Momentary		A3J5-13	Q12	
13	Top Right Drop Target Reset	Momentary	Blk-Yel	A3J5-12	Q13	B-27-2300
14	Outhole	Momentary	Blk-Grn	A3J5-11	Q14	JX-26-1100
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary		A3J5-8, J2-6, J3-7,	Q16	
17		Continuous		A3J5-7	Q17	
18		Continuous		A3J5-3, J2-15, J3-9	Q18	
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5300
	Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire		Coil
	Lower Left Flipper	Blu-Wht	Grn A3J1-8	Blu A3J2-2		J-25-475/34-4500
	Upper Left Flipper	Blu-Wht	--	via Lower Left EOS		J-25-600/34-4500
	Lower Right Flipper	Blu-Wht	Orn A3J1-9	Red A3J2-1		J-25-475/34-4500
	Upper Right Flipper	Blu-Wht	--	via Lower Right EOS		J-25-600/34-4500

Switch Matrix



Column	STROBE 0 A4J2-1 Wht-Red A4J3-2 Red-Yel	STROBE 1 A4J2-2 Brn-Wht A4J3-3 (not used)	STROBE 2 A4J2-3 Wht-Blu	STROBE 3 A4J2-4 Wht-Yel	STROBE 4 A4J2-5 Yel-Red
RETURN 10 A4J2-8 Brn A4J3-9 Red-Wht	Coin Chute I (Center) 1	Top Thumper 9	Stand-Up Target (Top Right) 17	Runway Rollover Button 25	Outhole 33
RETURN 11 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Left) 2	Left Thumper 10	Stand-Up Target (Top Left) 18	Not Used 26	Left Outlane 34
RETURN 12 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Not Used 11	Stand-Up Target (Top Left Middle) 19	Not Used 27	Right Outlane 35
RETURN 13 A4J2-11 Wht-Blk A4J3-12 not used	Top Rollover Button 4	Left Slingshot 12	Stand-Up Target (Top Left Lower) 20	Not Used 28	Left Return Lane 36
RETURN 14 A4J2-12 Wht-Grn A4J3-13 not used	Spin Target 5	Right Slingshot 13	Center Drop Target #1 (Left) 21	Top Right Drop Target #1 (Top) 29	Right Return Lane 37
RETURN 15 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Right Thumper 14	Center Drop Target #2 22	Top Right Drop Target #2 30	Left Drop Target #1 (Top) 38
RETURN 16 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Not Used 15	Center Drop Target #3 23	Top Right Drop Target #3 31	Left Drop Target #2 (Center) 39
RETURN 17 A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Not Used 16	Center Drop Target #4 (Right) 24	Top Right Drop Target #4 (Bottom) 32	Left Drop Target #3 (Bottom) 40