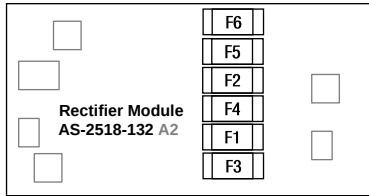
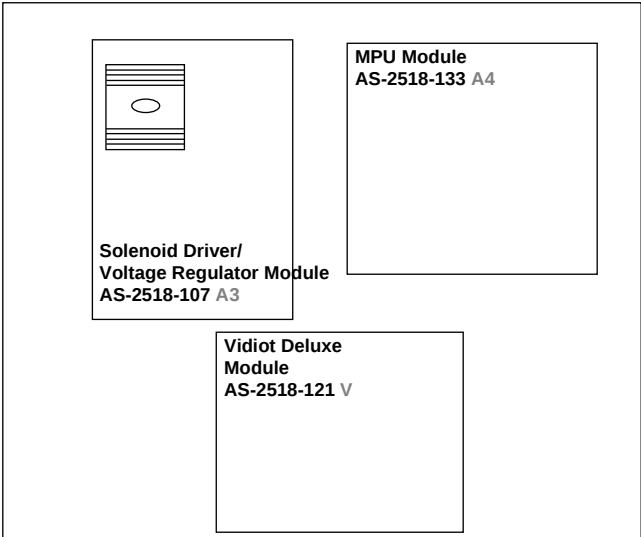


Fuse List		
Rectifier Module AS-2518-132		
F1	6.5V Switched Illumination	Not used
F2	230V Display power input	Not used
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (2 flippers)	5A, 250V
F5	6.5V General illumination	15A, 250V
F6	6.5V General illumination	15A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB
F2	Controlled lamps Phase A	10A, 250V
F3	Controlled lamps Phase B	10A, 250V
Transformer Module		
F1	Main fuse	3A, 250V, SB



Controlled Lamps Chart						
SCR	connector	lamp description	code	wire color	phase	tr type
Q17	A3J2-5	Arrow 2K	95	Gry-Wht	A	2N5060
Q09	A3J2-11	Arrow 4K	35	Yel-Wht	A	2N5060
Q17	A3J2-5	Arrow 6K	95	Gry-Wht	B	2N5060
Q09	A3J2-11	Arrow 8K	35	Yel-Wht	B	2N5060
Q16	A3J3-15	Energizer #1	98	Gry-Blk	A	2N5060
Q24	A3J3-9	Energizer #2	30	Yel	A	2N5060
Q25	A3J3-8	Energizer #3	78	Orn-Blk	B	2N5060
Q30	A3J3-2	Energizer #4	72	Orn-Blu	A	2N5060
Q28	A3J2-4	Extra Ball Arrow	85	Blk-Wht	A	2N5060
Q12	A3J1-6	Fruit Outlane	84	Blk-Grn	A	2N5060
Q22	A3J3-11	Fruits "F"	43	Grn-Yel	A	2N5060
Q01	A3J1-15	Fruits "R"	10	Red	A	2N5060
Q22	A3J3-11	Fruits "U"	43	Grn-Yel	B	2N5060
Q01	A3J1-15	Fruits "I"	10	Red	B	2N5060
Q19	A3J3-13	Fruits "T"	36	Yel-Brn	A	2N5060
Q03	A3J1-13	Fruits "S"	21	Blu-Red	A	2N5060
Q03	A3J1-13	Inside Lane Left	21	Blu-Red	B	2N5060
Q19	A3J3-13	Inside Lane Right	36	Yel-Brn	B	2N5060
Q08	A3J2-12	Outhole Left Side Flasher	91	Gry-Red	A	2N5060
Q28	A3J2-4	Outhole Right Side Flasher	85	Blk-Wht	B	2N5060
Q27	A3J3-6	Row #1 "P"	25	Blu-Wht	B	2N5060
Q05	A3J1-11	Row #1 "A" (First)	15	Red-Wht	B	2N5060
Q27	A3J3-6	Row #1 "C"	25	Blu-Wht	A	2N5060
Q05	A3J1-11	Row #1 "M"	15	Red-Wht	A	2N5060
Q16	A3J3-15	Row #1 "A" (Second)	98	Gry-Blk	B	2N5060
Q06	A3J1-10	Row #1 "N"	81	Blk-Red	B	2N5060
Q20	A3J3-12	Row #2 "P"	40	Grn	A	2N5060
Q07	A3J1-9	Row #2 "A" (First)	14	Red-Grn	A	2N5060
Q20	A3J3-12	Row #2 "C"	40	Grn	B	2N5060
Q07	A3J1-9	Row #2 "M"	14	Red-Grn	B	2N5060

SCR	connector	lamp description	code	wire color	phase	tr type
Q24	A3J3-9	Row #2 "A" (Second)	30	Yel	B	2N5060
Q13	A3J1-5	Row #2 "N"	95	Gry-Wht	B	2N5060
Q29	A3J3-3	Row #3 "P"	64	Brn-Gm	B	2N5060
Q11	A3J1-7	Row #3 "A" (First)	91	Gry-Red	B	2N5060
Q29	A3J3-3	Row #3 "C"	64	Brn-Gm	A	2N5060
Q11	A3J1-7	Row #3 "M"	91	Gry-Red	A	2N5060
Q25	A3J3-8	Row #3 "A" (Second)	78	Orn-Blk	A	2N5060
Q14	A3J1-4	Row #3 "N"	56	Wht-Brn	B	2N5060
Q26	A3J3-7	Row #4 "P"	23	Blu-Yel	B	2N5060
Q18	A3J1-3	Row #4 "A" (First)	35	Yel-Wht	B	2N5060
Q26	A3J3-7	Row #4 "C"	23	Blu-Yel	A	2N5060
Q18	A3J1-3	Row #4 "M"	35	Yel-Wht	A	2N5060
Q30	A3J3-2	Row #4 "A" (Second)	72	Orn-Blu	B	2N5060
Q12	A3J1-6	Row #4 "N"	84	Blk-Gm	B	2N5060
Q06	A3J1-10	Saucer Arrow Left	81	Blk-Red	A	2N5060
Q13	A3J1-5	Saucer Arrow Right	95	Gry-Wht	A	2N5060
Q14	A3J1-4	Shoot Again	56	Wht-Brn	A	2N5060
Q04	A3J1-12	Spinner Arrow Left	20	Blu	A	2N5060
Q23	A3J3-10	Spinner Arrow Right	13	Red-Yel	B	2N5060
Q15	A3J3-14	Tunnel "T"	67	Brn-Orn	A	2N5060
Q02	A3J1-14	Tunnel "U"	53	Wht-Yel	A	2N5060
Q15	A3J3-14	Tunnel "N" (First)	67	Brn-Orn	B	2N5060
Q02	A3J1-14	Tunnel "N" (Second)	53	Wht-Yel	B	2N5060
Q23	A3J3-10	Tunnel "E"	13	Red-Yel	A	2N5060
Q04	A3J1-12	Tunnel "L"	20	Blu	B	2N5060
Q08	A3J2-12	Tunnel Outlane	91	Gry-Red	B	2N5060
Q10	A3J2-10				A	2N5060
Q10	A3J2-10				B	2N5060
Q21	A3J2-3				A	2N5060
Q21	A3J2-3				B	2N5060

A Phase wire color is (90) Gry
B Phase wire color is (20) Blu

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Outhole	Momentary	74	Orn-Grn	A3J6-3	Q37	AO-27-1300
2	Drop Target Reset	Momentary	78	Orn-Blk	A3J6-4	Q36	NO-26-1900
3	Drop Target #1 (Left)	Momentary	71	Orn-Red	A3J6-7	Q35	CJ-31-2000
4	Drop Target #2	Momentary	91	Gry-Red	A3J6-8	Q34	CJ-31-2000
5	Drop Target #3	Momentary	81	Blk-Red	A3J6-11	Q33	CJ-31-2000
6	Drop Target #4	Momentary	85	Blk-Wht	A3J6-12	Q32	CJ-31-2000
7	Drop Target #5 (Right)	Momentary	83	Blk-Yel	A3J5-4	Q31	CJ-31-2000
8	Flipper enabling relay	Continuous	--	--	--	Q40	48V Relay
9	Left Maze Saucer	Continuous	67	Brn-Orn	A3J6-2	Q39	AO-27-1300
10	Right Maze Saucer	Continuous	18	Red-Blk	A3J6-1	Q38	AO-27-1300
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil
	Left Flipper	Brn (60)	40 (Grn)	A3J10-5	20 (Blu)	A3J11-3	AQ-25-500/34-4500
	Right Flipper	Brn (60)	70 (Orn)	A3J10-4	10 (Red)	A3J11-5	AQ-25-500/34-4500

		strobe (ST) return (I)				
Row	Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Wht-Red (51)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Orn (70)	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 Wht-Grn (54)		Right Flipper E.O.S. 1	Coin Chute Right 9	Top Loop Lane (Right) 17	Drop Target #5 (Right) 25	Not Used 33
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Yel (63)		Not Used 2	Coin Chute Left 10	Not Used 18	Drop Target #4 26	Not Used 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Wht-Orn (57)		Start Game for 2 Players 3	Not Used 11	Not Used 19	Drop Target #3 27	Not Used 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 Orn-Blk (78)		Not Used 4	Not Used 12	Top Loop Lane (Left) 20	Drop Target #2 28	Not Used 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Wht-Brn (56)		Rebounds (2) 5	Not Used 13	Tunnel Outlane 21	Drop Target #1 (Left) 29	Not Used 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Wht-Brn (56)		Start Game for 1 Player 6	Not Used 14	Fruits Outlane 22	Outhole Saucer 30	Not Used 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Brn-Wht (65)		Right Spinner 7	Tilt (2) 15	Right Inside Outlane 23	Right Maze Saucer 31	Not Used 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Wht-Blu (52)		Left Spinner 8	Slam 16	Left Inside Outlane 24	Left Maze Saucer 32	Not Used 40