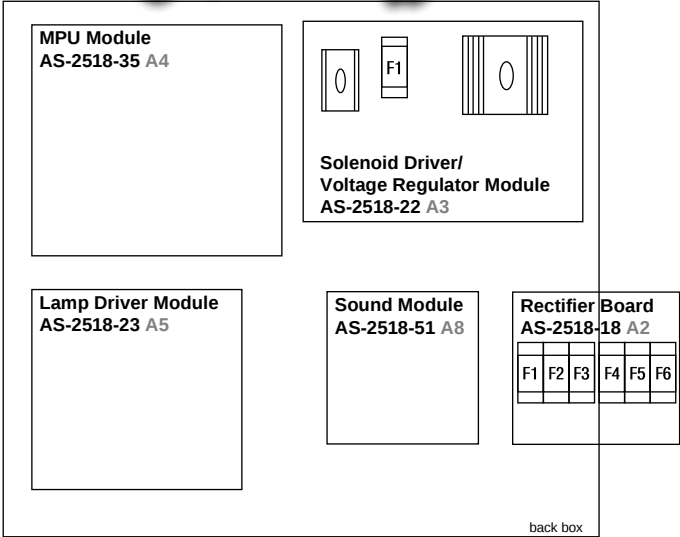




Fuse List

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-2518-22		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB



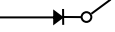
Controlled Lamps Chart

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	Q37	A5J3-23	Flipper Feed Lane Left 5K	98	Gry-Blk	2N5060
Q19	A5J2-15	2nd Player Up	23	Blu-Yel	2N5060	Q22	A5J1-10	Flipper Feed Lane Right 5K	23	Blu-Yel	MCR-106
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q45	A5J2-1	4th Player Up	60	Brn	2N5060	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q23	A5J2-8	Match (Back Box)	93	Gry-Yel	MCR-106
Q34	A5J1-2	Bonus 22K	43	Grn-Yel	MCR-106	Q25	A5J1-6	Parton Center "P"	25	Blu-Wht	2N5060
Q48	A5J3-16	Bonus 44K	25	Blu-Wht	MCR-106	Q20	A5J1-13	Parton Center "A"	96	Gry-Brn	2N5060
Q07	A5J1-27	Bonus Multiplier 2X	53	Wht-Yel	2N5060	Q58	A5J3-2	Parton Center "R"	95	Gry-Wht	2N5060
Q21	A5J1-12	Bonus Multiplier 3X	61	Brn-Red	2N5060	Q01	A5J1-24	Parton Center "T"	50	Wht	MCR-106
Q39	A5J3-24	Bonus Multiplier 5X	72	Orn-Blu	2N5060	Q24	A5J1-5	Parton Center "O"	48	Gm-Blk	MCR-106
Q05	A5J2-16	Can Play 1	34	Yel-Grn	2N5060	Q42	A5J3-21	Parton Center "N"	30	Yel	MCR-106
Q18	A5J2-20	Can Play 2	35	Yel-Wht	2N5060	Q27	A5J1-9	Parton Saucer "P"	52	Wht-Blu	2N5060
Q30	A5J2-6	Can Play 3	85	Blk-Wht	2N5060	Q38	A5J3-25	Parton Saucer "A"	36	Yel-Brn	2N5060
Q43	A5J2-7	Can Play 4	91	Gry-Red	2N5060	Q50	A5J3-12	Parton Saucer "R"	21	Blu-Red	2N5060
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q13	A5J1-17	Parton Saucer "T"	57	Wht-Orn	2N5060
Q11	A5J1-16	Dolly Center "D"	12	Red-Blu	2N5060	Q28	A5J1-8	Parton Saucer "O"	51	Wht-Red	2N5060
Q26	A5J1-7	Dolly Center "O"	34	Yel-Grn	2N5060	Q44	A5J3-19	Parton Saucer "N"	67	Brn-Orn	2N5060
Q32	A5J3-27	Dolly Center "L" (first)	40	Gm	2N5060	Q35	A5J1-3	Parton Saucer 5K	45	Gm-Wht	MCR-106
Q59	A5J3-4	Dolly Center "L" (second)	14	Red-Grn	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q04	A5J1-28	Dolly Center "Y"	78	Orn-Blk	2N5060	Q40	A5J3-22	Same Player Shoots Again (Playfield)	23	Blu-Yel	MCR-106
Q55	A5J3-9	Dolly Parton Special	15	Red-Wht	MCR-106	Q60	A5J3-3	Special Left Outlane	81	Blk-Red	2N5060
Q14	A5J1-18	Dolly Target "D"	58	Wht-Blk	2N5060	Q10	A5J1-15	Special Right Outlane	13	Red-Yel	MCR-106
Q29	A5J1-1	Dolly Target "O"	41	Gm-Red	2N5060	Q54	A5J3-11	Spinner 1K	20	Blu	MCR-106
Q36	A5J3-26	Dolly Target "L" (first)	38	Yel-Blk	2N5060	Q47	A5J2-10	Tilt (Back Box)	98	Gry-Blk	MCR-106
Q57	A5J3-1	Dolly Target "L" (second)	10	Red	2N5060	Q17	A5J1-11		65	Brn-Wht	MCR-106
Q12	A5J1-19	Dolly Target "Y"	60	Brn	2N5060	Q08	A5J1-23		56	Wht-Brn	MCR-106
Q49	A5J3-17	Dolly Target 1K	27	Blu-Orn	MCR-106	Q02	A5J1-25		90	Gry	MCR-106
Q09	A5J1-14	Drop Target 20K	54	Wht-Grn	MCR-106	Q56	A5J3-10		91	Gry-Red	MCR-106
Q41	A5J3-20	Drop Target Extra Ball	64	Brn-Grn	MCR-106	Q53	A5J3-14		84	Blk-Gm	2N5060
Q46	A5J3-18	Drop Target Special	56	Wht-Brn	2N5060	Q51	A5J3-15		53	Wht-Yel	2N5060

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	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
3	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
4	Bottom Thumper Bumper	Momentary	74	Orn-Grn	A3J5-10	Q8	AN-26-1200
5	Top Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
6	Parton Saucer	Momentary	80	Blk	A3J5-13	Q12	AO-27-1300
7	Right Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
8	Left Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
9	Drop Target Reset	Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	NO-26-1900
10	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
11	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	67	Brn-Orn	A3J1-2, J2-9	Q1	
		Momentary	81	Blk-Red	A3J1-3, J2-4	Q2	
		Momentary	67	Brn-Orn	A3J2-10	Q5	
		Momentary	74	Orn-Grn	A3J2-11	Q6	
		Momentary	81	Blk-Red	A3J2-12	Q7	
		Momentary	83	Blk-Yel	A3J5-14	Q11	
		Continuous	91	Gry-Red	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 (Brn)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500
	Right Flipper	60 (Brn)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500

Switch Matrix

		strobe (ST)  return (I)				
Row	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-Grn (54) A4J3-9 Red-Wht (15)		Drop Target 5X 1	Coin Chute III (Right) 9	Spinner 17	Not Used 25	Not Used 33
RETURN I 1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)		Drop Target 3X 2	Coin Chute I (Left) 10	Not Used 18	Not Used 26	30 Points Rebound (5) 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)		Drop Target 2X 3	Coin Chute II (Middle) 11	White 500 Point Target 19	Not Used 27	5 Side Rollover 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)		First Drop Target 4	Not Used 12	Right Outlane 20	Dolly "Y" Target 28	Right Slingshot 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)		Superstar Target 5	Not Used 13	Right Flipper Feed Lane 21	Dolly Second "L" Target 29	Left Slingshot 37
RETURN I 5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)		Credit Button 6	Not Used 14	Left Flipper Feed Lane 22	Dolly First "L" Target 30	Top Thumper Bumper 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)		Tilt (3) 7	Not Used 15	Left Outlane 23	Dolly "O" Target 31	Bottom Thumper Bumper 39
RETURN I 7 A4J2-15 Orn (70) A4J3-16 Yel (30)		Outhole 8	Slam (2) 16	Parton Saucer 24	Dolly "D" Target 32	Left Thumper Bumper 40