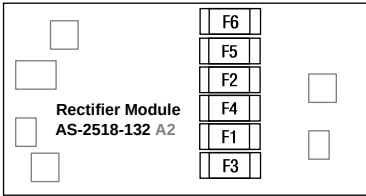
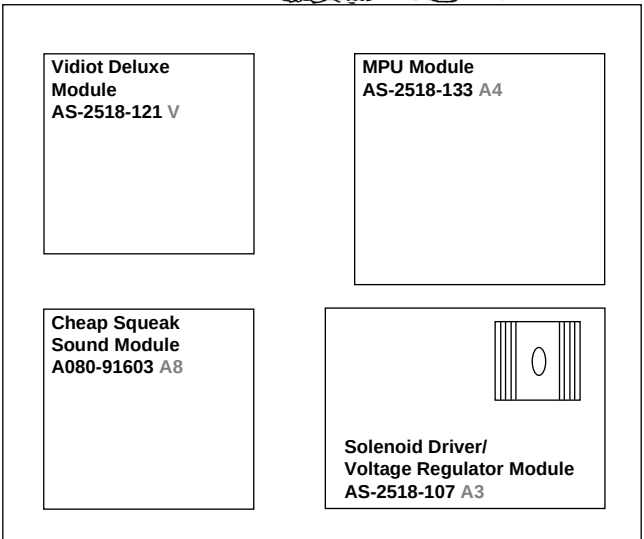




Fuse List

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

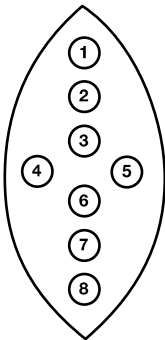


Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q13	A3J1-5	5 shots	95	Gry-Wht	A	2N5060	Q04	A3J1-12	Power Arrow "R"	20	Blu	A	2N5060
Q24	A3J3-9	10 Shots	30	Yel	A	2N5060	Q04	A3J1-12	Right Return Lane 5 shots	20	Blu	B	2N5060
Q11	A3J1-7	20 Shots	91	Gry-Red	A	2N5060	Q14	A3J1-4	Rollover Button Left Lower	56	Wht-Brn	A	2N5060
Q29	A3J3-3	30 Shots	64	Brn-Grn	A	2N5060	Q14	A3J1-4	Rollover Button Left Upper	56	Wht-Brn	B	2N5060
Q15	A3J3-14	Ammo Target "A"	67	Brn-Orn	B	2N5060	Q25	A3J3-8	Saucer Extra Canoe	78	Orn-Blk	B	2N5060
Q02	A3J1-14	Ammo Target "M" (first)	53	Wht-Yel	B	2N5060	Q29	A3J3-3	Saucer Power Paddle	64	Brn-Grn	B	2N5060
Q15	A3J3-14	Ammo Target "M" (second)	67	Brn-Orn	A	2N5060	Q11	A3J1-7	Saucer Video Exit	91	Gry-Red	B	2N5060
Q02	A3J1-14	Ammo Target "O"	53	Wht-Yel	A	2N5060	Q25	A3J3-8	Spot Rollover Button	78	Orn-Blk	A	2N5060
Q27	A3J3-6	Back Target "E"	25	Blu-Wht	A	2N5060	Q20	A3J3-12	Super Paddle Flash	40	Grn	A	2N5060
Q05	A3J1-11	Back Target "X"	15	Red-Wht	A	2N5060	Q08	A3J2-12				A	2N5060
Q06	A3J1-10	Back Target "I"	81	Blk-Red	A	2N5060	Q08	A3J2-12				B	2N5060
Q16	A3J3-15	Back Target "T"	98	Gry-Blk	A	2N5060	Q09	A3J2-11				B	2N5060
Q13	A3J1-5	Canoe #1	95	Gry-Wht	B	2N5060	Q09	A3J2-11				A	2N5060
Q24	A3J3-9	Canoe #2	30	Yel	B	2N5060	Q10	A3J2-10				A	2N5060
Q07	A3J1-9	Canoe #3	14	Red-Grn	B	2N5060	Q10	A3J2-10				B	2N5060
Q20	A3J3-12	Canoe #4	40	Grn	B	2N5060	Q12	A3J1-6, J2-9				A	2N5060
Q16	A3J3-15	Canoe #5	98	Gry-Blk	B	2N5060	Q12	A3J1-6, J2-9				B	2N5060
Q27	A3J3-6	Canoe #6	25	Blu-Wht	B	2N5060	Q17	A3J2-5				B	2N5060
Q05	A3J1-11	Canoe #7	15	Red-Wht	B	2N5060	Q17	A3J2-5				A	2N5060
Q06	A3J1-10	Canoe #8	81	Blk-Red	B	2N5060	Q18	A3J2-7				A	2N5060
Q19	A3J3-13	Kickback Lane "G"	36	Yel-Brn	B	2N5060	Q18	A3J2-7				B	2N5060
Q03	A3J1-13	Kickback Lane "O"	21	Blu-Red	B	2N5060	Q21	A3J2-3				A	2N5060
Q19	A3J3-13	Kickback Lane "L"	36	Yel-Brn	A	2N5060	Q21	A3J2-3				B	2N5060
Q03	A3J1-13	Kickback Lane "D"	21	Blu-Red	A	2N5060	Q23	A3J3-10				A	2N5060
Q23	A3J3-10	Left Return Lane 5 Shots	13	Red-Yel	B	2N5060	Q26	A3J2-1, J3-7				A	2N5060
Q07	A3J1-9	Paddle Again	14	Red-Grn	A	2N5060	Q26	A3J2-1, J3-7				B	2N5060
Q22	A3J3-11	Power Arrow "P"	43	Grn-Yel	B	2N5060	Q28	A3J2-4				B	2N5060
Q01	A3J1-15	Power Arrow "O"	10	Red	B	2N5060	Q28	A3J2-4				A	2N5060
Q22	A3J3-11	Power Arrow "W"	43	Grn-Yel	A	2N5060	Q30	A3J2-2, J3-2				A	2N5060
Q01	A3J1-15	Power Arrow "E"	10	Red	A	2N5060	Q30	A3J2-2, J3-2				B	2N5060

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

ROLLOVER BUTTONS
& CANOE LIGHTS



Coil Table

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	5 Drop Target Reset	Momentary	78	Orn-Blk	A3J6-4	Q36	NO-26-1900
3	Right Kickback	Momentary	71	Orn-Red	A3J6-7	Q35	AN-26-1200
4	Top Saucer	Momentary	91	Gry-Red	A3J6-8	Q34	AO-27-1300
5	Flipper enabling relay	Continuous	--	--	--	Q40	48V Relay
		Momentary			A3J5-4	Q31	
		Momentary			A3J6-12	Q32	
		Momentary			A3J6-11	Q33	
		Continuous			A3J6-1	Q38	
		Continuous			A3J6-2	Q39	
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

Switch Matrix

Column Row	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	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 (not used)	#1 Canoe Rollover Button cap. 1	Not Used 9	Not Used 17	Top Saucer 25	"T" Back Target cap. 33
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Yel (63)	#2 Canoe Rollover Button cap. 2	Coin Chute Left 10	Outhole Saucer 18	Right Lane Kickback 26	"I" Back Target cap. 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Wht-Grn (54)	#3 Canoe Rollover Button cap. 3	Coin Chute Right 11	Top Right Gate 19	Not Used 27	"X" Back Target cap. 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	#4 Canoe Rollover Button cap. 4	Not Used 12	Not Used 20	Not Used 28	"E" Back Target cap. 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 (not used)	#5 Canoe Rollover Button cap. 5	Start Game for 2 Players 13	Left Rollover Buttons (2) cap. 21	Ammo Target "O" cap. 29	"P" Drop Target 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 (not used)	#6 Canoe Rollover Button cap. 6	Start Game for 1 Player 14	Right Return Lane 22	Ammo Target 2nd "M" cap. 30	"O" Drop Target 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Brn-Wht (65)	#7 Canoe Rollover Button cap. 7	Tilt (2) 15	Left Return Lane 23	Ammo Target 1st "M" cap. 31	"W" Drop Target 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Wht-Blu (52)	#8 Canoe Rollover Button cap. 8	Slam 16	"R" Drop Target 24	Ammo Target "A" cap. 32	"E" Drop Target 40