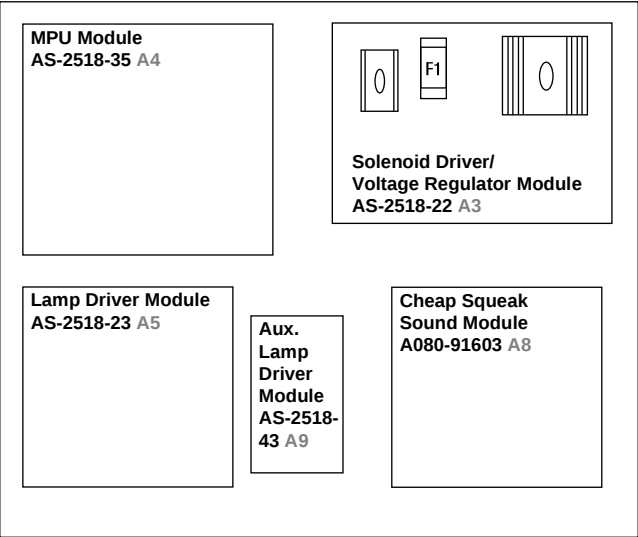
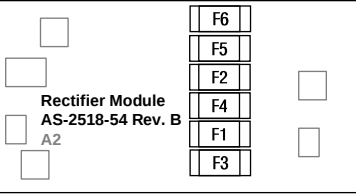




Fuse List

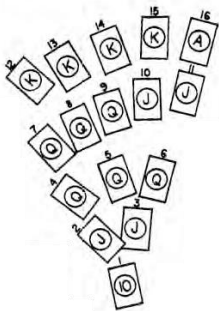
Rectifier Module AS-2518-54 Rev. B		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (4 flippers)	7A, 250V
F5	6.5V General illumination	15A, 250V
F6	6.5V General illumination	15A, 250V
Sol. Dr./Volt. Reg. AS-2518-22		
F1	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
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q09	A5J1-14	Drop Target "Q" (bottom)	67	Brn-Orn	MCR-106
Q07	A5J1-27	Bonus Multiplier 2X	53	Wht-Yel	2N5060	Q48	A5J3-16	Drop Target Arrow Special	25	Blu-Wht	MCR-106
Q21	A5J1-12	Bonus Multiplier 3X	61	Brn-Red	2N5060	Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q39	A5J3-24	Bonus Multiplier 4X	72	Orn-Blu	2N5060	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q53	A5J3-14	Bonus Multiplier 5X	84	Blk-Grn	2N5060	Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106
Q14	A5J1-18	Button #4	58	Wht-Blk	2N5060	Q01	A5J1-24	Return Lanes Left & Right	50	Wht	MCR-106
Q29	A5J1-1	Button #5	41	Grn-Red	2N5060	Q12	A5J1-19	Right Target 20,000	60	Brn	2N5060
Q36	A5J3-26	Button #6	43	Grn-Yel	2N5060	Q27	A5J1-9	Right Target 40,000	43	Gm-Yel	2N5060
Q57	A5J3-1	Button #7	10	Red	2N5060	Q38	A5J3-25	Right Target 60,000	36	Yel-Brn	2N5060
Q59	A5J3-4	Button #4-7 Special	14	Red-Grn	2N5060	Q50	A5J3-12	Right Target 80,000	21	Blu-Red	2N5060
Q04	A9J2-5	Card #1 "10"	68	Brn-Blk	MCR-106	Q05	A5J2-16	Right Target Extra Ball	34	Yel-Grn	2N5060
Q03	A9J2-3	Card #2 "J"	62	Brn-Blu	MCR-106	Q18	A5J2-20	Right Target Special	98	Gry-Blk	2N5060
Q10	A9J2-20	Card #3 "J"	54	Wht-Grn	MCR-106	Q11	A5J1-16	Saucer 40,000	15	Red-Wht	2N5060
Q09	A9J2-17	Card #4 "Q"	96	Gry-Brn	MCR-106	Q26	A5J1-7	Saucer 80,000	34	Yel-Grn	2N5060
Q05	A9J2-6	Card #5 "Q"	45	Gm-Wht	MCR-106	Q32	A5J3-27	Saucer Special	40	Gm	2N5060
Q02	A9J2-2	Card #6 "Q"	40	Gm	MCR-106	Q03	A5J1-26, J2-21	Shoot Again (Playfield & Back Box)	91, 47	Gry-Red, Grn-Orn	MCR-106
Q11	A9J2-19	Card #7 "Q"	82	Blk-Blu	MCR-106	Q24	A5J1-5	Start Wheel	48	Gm-Blk	MCR-106
Q08	A9J2-12	Card #8 "Q"	27	Blu-Orn	MCR-106	Q60	A5J3-3	Target "K" (top)	81	Blk-Red	2N5060
Q06	A9J2-7	Card #9 "Q"	95	Gry-Wht	MCR-106	Q37	A5J3-23	Target "K" (2nd from top)	98	Gry-Blk	2N5060
Q01	A9J2-1	Card #10 "J"	43	Grn-Yel	MCR-106	Q22	A5J1-10	Target "A"	32	Yel-Blu	MCR-106
Q12	A9J2-18	Card #11 "J"	25	Blu-Wht	MCR-106	Q10	A5J1-15	Target "K" (2nd from bottom)	31	Yel-Red	MCR-106
Q07	A9J2-11	Card #12 "K"	15	Red-Wht	MCR-106	Q55	A5J3-9	Target "K" (bottom)	15	Red-Wht	MCR-106
Q06	A5J2-14	Card #13 "K"	12	Red-Blu	2N5060	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q19	A5J2-15	Card #14 "K"	23	Blu-Yel	2N5060	Q30	A5J2-6	Top Left Targets 50,000	85	Blk-Wht	2N5060
Q31	A5J2-2	Card #15 "K"	--	Pink	2N5060	Q40	A5J3-22	Top Left Targets Advance Multiplier	23	Blu-Yel	MCR-106
Q45	A5J2-1	Card #16 "A"	60	Brn	2N5060	Q51	A5J3-15	Top Left Targets Arrow Left	53	Wht-Yel	2N5060
Q04	A5J1-28	Card 80 Hearts	78	Orn-Blk	2N5060	Q44	A5J3-19	Top Left Targets Arrow Middle	67	Brn-Orn	2N5060
Q25	A5J1-6	Card 160 Clubs	94	Gry-Grn	2N5060	Q28	A5J1-8	Top Left Targets Arrow Right	51	Wht-Red	2N5060
Q20	A5J1-13	Card 240 Diamonds	30	Yel	2N5060	Q43	A5J2-7	Top Left Targets Special	91	Gry-Red	2N5060
Q58	A5J3-2	Card 360 Spades	95	Gry-Wht	2N5060	Q42	A5J3-21	Wheel 10,000	64	Brn-Gm	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q41	A5J3-20	Wheel 25,000	78	Orn-Blk	MCR-106
Q54	A5J3-11	Drop Target "Q" (top)	92	Gry-Blu	MCR-106	Q02	A5J1-25	Wheel 50,000	75	Orn-Wht	MCR-106
Q49	A5J3-17	Drop Target "J" (2nd from top)	13	Red-Yel	MCR-106	Q46	A5J3-18	Wheel All Deuces	56	Wht-Brn	2N5060
Q35	A5J1-3	Drop Target "Q" (3rd from top)	45	Gm-Wht	MCR-106	Q56	A5J3-10	Wheel Open Gate	91	Gry-Red	MCR-106
Q08	A5J1-23	Drop Target "10"	12	Red-Blu	MCR-106	Q17	A5J1-11	Wheel Spot Card	65	Brn-Wht	MCR-106
Q34	A5J1-2	Drop Target "J" (2nd from bottom)	52	Wht-Blu	MCR-106	Q13	A5J1-17	Wheel Target Arrow	57	Wht-Orn	2N5060

A9 = Aux. Lamp Driver Board AS-2518-43



LOOKING AT TOP OF PLAYFIELD

Coil Table

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Drop Target Reset	Momentary	83	Blk-Yel	A3J5-14	Q11	NO-26-1900 (2x)
2	Drop Target #6 "Q" (bottom)	Momentary	67	Brn-Orn	A3J5-13	Q12	CJ-31-2000
3	Drop Target #5 "J"	Momentary	74	Orn-Grn	A3J5-15	Q10	CJ-31-2000
4	Drop Target #4 "10"	Momentary	71	Orn-Red	A3J5-9	Q9	CJ-31-2000
5	Drop Target #3 "Q"	Momentary	78	Orn-Blk	A3J5-11	Q14	CJ-31-2000
6	Drop Target #2 "J"	Momentary	80	Blk	A3J5-12	Q13	CJ-31-2000
7	Drop Target #1 "Q" (top)	Momentary	85	Blk-Wht	A3J5-10	Q8	CJ-31-2000
8	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
9	Saucer	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16	AO-27-1300
10	Outhole	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
11	Left Thumper Bumper	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1	AN-26-1200
12	Right Thumper Bumper	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2	AN-26-1200
13	Bottom Thumper Bumper	Momentary	71	Orn-Red	A3J2-10	Q5	AN-26-1200
14	Right Slingshot	Momentary	81	Blk-Red	A3J2-12	Q7	AO-26-1200
15	Gate	Continuous	91	Gry-Red	A3J5-7	Q17	GA-34-4000
16	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
17	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary			A3J2-11	Q6	NO-26-900 (2x)
		Continuous			A3J2-15, J3-9, J5-3	Q18	NO-26-900 (2x)
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil
	Left Flipper	Brn (60)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500
	Upper Left Flipper	Brn (60)	38 (Yel-Blk)		(to lower left flipper)		AQ-25-500/34-4500
	Right Flipper	Brn (60)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500

Switch Matrix

Column Row	strobe (ST) ———▶——○—— return (I)				
	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-Grn (54) A4J3-9 Red-Wht (15)	Saucer 1	Coin Chute III (Right) 9	Wheel Target cap. 17	10 Point Rebounds (3) 25	Right Thumper Bumper cap. 33
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	Right Outlane 2	Coin Chute I (Left) 10	Target #2 (Right) cap. 18	Top Left Rebounds (2) 26	Left Thumper Bumper cap. 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Right Return Lane 3	Coin Chute II (Middle) 11	Target #2 (Middle) cap. 19	Bottom Thumper Bumper cap. 27	Drop Target #6 "Q" (bottom) 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	Left Outlane 4	Lower Left Rebound 12	Target #2 (Left) cap. 20	Target #5 "K" (bottom) cap. 28	Drop Target #5 "J" (2nd from bottom) 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 (not used)	Left Return Lane 5	3'S Target cap. 13	Button #4 21	Target #4 "K" (2nd from bottom) cap. 29	Drop Target #4 "10" 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Top Right Rebounds (2) 14	Button #5 22	Target #3 "A" (center) cap. 30	Drop Target #3 "Q" (3rd from top) 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Right Slingshot 7	Tilt 15	Button #6 23	Target #2 "K" (2nd from top) cap. 31	Drop Target #2 "J" (2nd from top) 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole 8	Slam 16	Button #7 24	Target #1 "K" (top) cap. 32	Drop Target #1 "Q" (top) 40