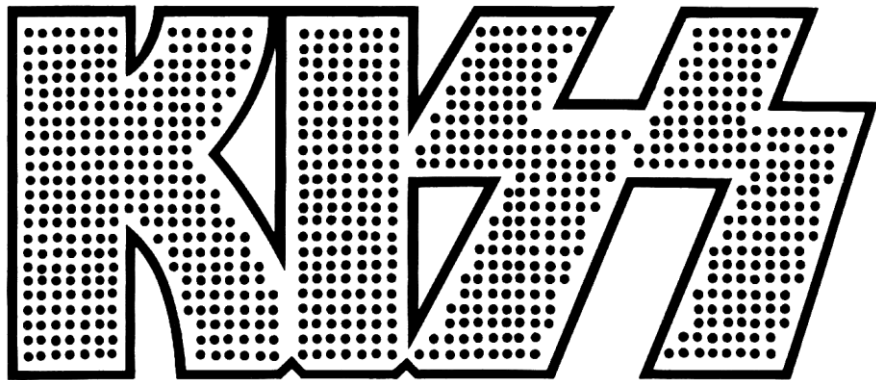
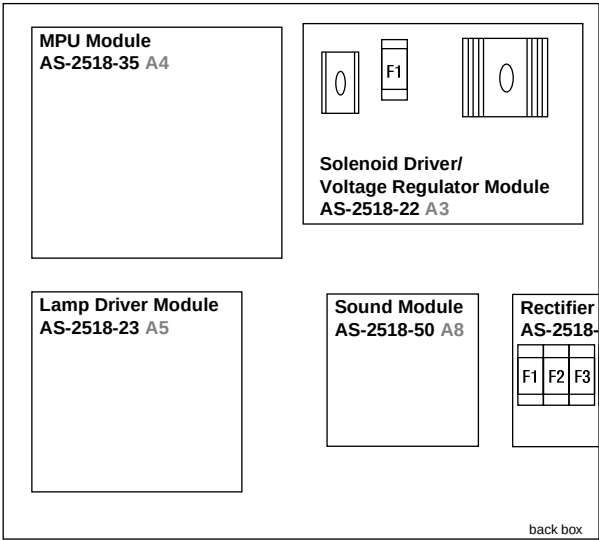
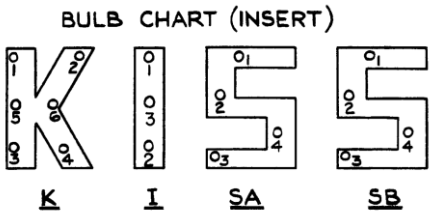




Fuse List

Rectifier Board AS-2518-49		
F1	6.5V Switched illumination	20A, 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	conn.	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q22	A5J1-10	Amber Arrow "I"	23	Blu-Yel	MCR-106	Q53	A5J3-14	Outlane Special (Left)	84	Blk-Grn	2N5060
Q10	A5J1-15	Amber Arrow "K"	13	Red-Yel	MCR-106	Q39	A5J3-24	Outlane Special (Right)	72	Orn-Blu	2N5060
Q37	A5J3-23	Amber Arrow "S" (Left)	98	Gry-Blk	2N5060	Q14	A5J1-18	Red "K"	58	Wht-Blk	2N5060
Q60	A5J3-3	Amber Arrow "S" (Right)	81	Blk-Red	2N5060	Q29	A5J1-1	Red "I"	41	Grn-Red	2N5060
Q59	A5J3-4	Amber Arrow Green Kiss	14	Red-Grn	2N5060	Q36	A5J3-26	Red "S" (Left)	38	Yel-Blk	2N5060
Q11	A5J1-16	Amber Arrow Red Kiss	12	Red-Blu	2N5060	Q57	A5J3-1	Red "S" (Right)	10	Red	2N5060
Q26	A5J1-7	Amber Arrow White Kiss	34	Yel-Grn	2N5060	Q09	A5J1-14	Red Arrow	54	Wht-Grn	MCR-106
Q32	A5J3-27	Amber Arrow Yellow Kiss	40	Grn	2N5060	Q01	A5J1-24	Rollover "K"	50	Wht	MCR-106
Q01	A9J2-1	Back Box I1	43	Gm-Yel	MCR-106	Q24	A5J1-5	Rollover "I"	48	Gm-Blk	MCR-106
Q02	A9J2-2	Back Box I2	45	Gm-Wht	MCR-106	Q42	A5J3-21	Rollover "S" (Inner)	30	Yel	MCR-106
Q03	A9J2-3	Back Box I3	47	Gm-Orn	MCR-106	Q56	A5J3-10	Rollover "S" (Outer)	91	Gry-Red	MCR-106
Q06	A9J2-7	Back Box K1 & K2	58	Wht-Blk	MCR-106	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q05	A9J2-6	Back Box K3 & K4	54	Wht-Grn	MCR-106	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q04	A9J2-5	Back Box K5 & K6	56	Wht-Brn	MCR-106	Q21	A5J1-12	Spinner Left	61	Brn-Red	2N5060
Q12	A9J2-18	Back Box SA1 & SA2 (Left)	25	Blu-Wht	MCR-106	Q07	A5J1-27	Spinner Right	53	Wht-Yel	2N5060
Q11	A9J2-19	Back Box SA3 (Left)	27	Blu-Orn	MCR-106	Q04	A5J1-28	Target "A"	78	Orn-Blk	2N5060
Q10	A9J2-20	Back Box SA4 (Left)	21	Blu-Red	MCR-106	Q25	A5J1-6	Target "B"	25	Blu-Wht	2N5060
Q07	A9J2-11	Back Box SB1 & SB2 (Right)	15	Red-Wht	MCR-106	Q20	A5J1-13	Target "C"	96	Gry-Brn	2N5060
Q08	A9J2-12	Back Box SB3 (Right)	13	Red-Yel	MCR-106	Q58	A5J3-2	Target "D"	95	Gry-Wht	2N5060
Q09	A9J2-17	Back Box SB4 (Right)	12	Red-Blu	MCR-106	Q46	A5J3-18	Target A-B-C-D Bonus Multiplier 2X	56	Wht-Brn	2N5060
Q16	A5J2-22	Ball-in-Play	62	Brn-Blu	MCR-106	Q02	A5J1-25	Target A-B-C-D Extra Ball	90	Gry	MCR-106
Q06	A5J2-14	Bonus 40K	12	Red-Blu	2N5060	Q43	A5J2-7	Target A-B-C-D Special	91	Gry-Red	2N5060
Q45	A5J2-1	Bonus Multiplier 2X	60	Brn	2N5060	Q41	A5J3-20	Thumper Bumper (Left & Right)	64	Brn-Grn	MCR-106
Q19	A5J2-15	Colossal Bonus 80K	23	Blu-Yel	2N5060	Q17	A5J1-11	Thumper Bumper (Top & Bottom)	65	Brn-Wht	MCR-106
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106	Q12	A5J1-19	White "K"	60	Brn	2N5060
Q35	A5J1-3	Green "I"	45	Gm-Wht	MCR-106	Q27	A5J1-9	White "I"	52	Wht-Blu	2N5060
Q08	A5J1-23	Green "K"	56	Wht-Brn	MCR-106	Q38	A5J3-25	White "S" (Left)	36	Yel-Brn	2N5060
Q49	A5J3-17	Green "S" (Left)	27	Blu-Orn	MCR-106	Q50	A5J3-12	White "S" (Right)	21	Blu-Red	2N5060
Q54	A5J3-11	Green "S" (Right)	20	Blu	MCR-106	Q34	A5J1-2	White Arrow	43	Gm-Yel	MCR-106
Q55	A5J3-9	Green Arrow	15	Red-Wht	MCR-106	Q13	A5J1-17	Yellow "K"	57	Wht-Orn	2N5060
Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106	Q28	A5J1-8	Yellow "I"	51	Wht-Red	2N5060
Q31	A5J2-2	Kiss Special	20	Blu	2N5060	Q44	A5J3-19	Yellow "S" (Left)	67	Brn-Orn	2N5060
Q18	A5J2-20	Lite A Line When Lit	35	Yel-Wht	2N5060	Q51	A5J3-15	Yellow "S" (Right)	53	Wht-Yel	2N5060
Q23	A5J2-8	Match	93	Gry-Yel	MCR-106	Q48	A5J3-16	Yellow Arrow	25	Blu-Wht	MCR-106
Q30	A5J2-6	Open Gate When Lit	85	Blk-Wht	2N5060	Q05	A5J2-16		34	Yel-Grn	2N5060

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

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	Drop Target Reset	Momentary	83	Blk-Yel	A3J5-14	Q11	NO-26-1900
4	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
5	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
6	Bottom Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
7	Top Thumper Bumper	Momentary	74	Orn-Grn	A3J5-10	Q8	AN-26-1200
8	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
9	Right Slingshot	Momentary	80	Blk	A3J5-13	Q12	AN-26-1200
10	Gate	Continuous	81	Blk-Red	A3J5-7	Q17	GA-34-4000
11	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
12	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	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	
		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	A3J2-2	AQ-25-500/34-4500
Right Flipper			60 (Brn)	70 (Orn)	A3J1-9	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-Grn (14)	STROBE 2 A4J2-3 Wht-Blu (52)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
		A4J2-8 Wht-Brn (54) A4J3-9 Red-Wht (15)	Coin Chute III (Right)	Lower "S" Target	Rebounds (3)	Right Outlane
RETURN I 0		1	9	17	25	33
RETURN I 1		2	10	18	26	34
RETURN I 2		3	11	19	27	35
RETURN I 3		4	12	20	28	36
RETURN I 4		5	13	21	29	37
RETURN I 5		6	14	22	30	38
RETURN I 6		7	15	23	31	39
RETURN I 7		8	16	24	32	40