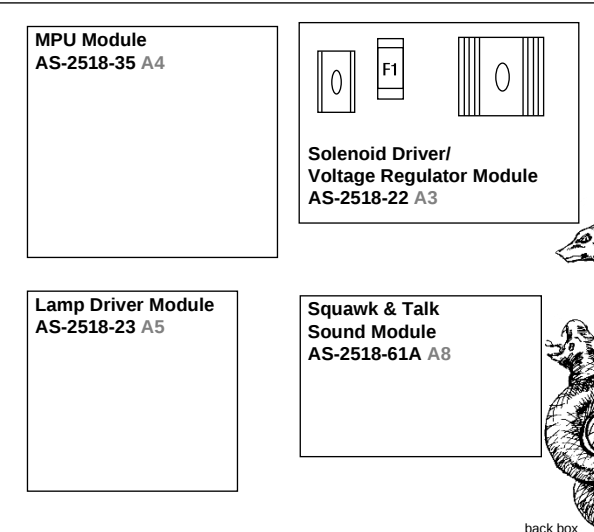
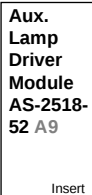
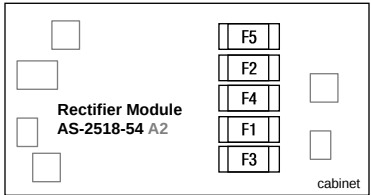




Fuse List

Rectifier Module AS-2518-54		
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	20A, 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

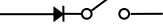
SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q54	A5J3-11	Advance Olympus 1	20	Blu	MCR-106	Q28	A5J1-8	Saucer 100K	51	Wht-Red	2N5060
Q49	A5J3-17	Advance Olympus 2	13	Red-Yel	MCR-106	Q44	A5J3-19	Saucer 150K	67	Brn-Orn	2N5060
Q35	A5J1-3	Advance Olympus 3	45	Grn-Wht	MCR-106	Q51	A5J3-15	Saucer 200K	53	Wht-Yel	2N5060
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q24	A5J1-5	Saucer Bonus Arrow	48	Grn-Blk	MCR-106
Q05	A5J2-16	Colossus Bonus 30K	34	Yel-Grn	2N5060	Q56	A5J3-10	Saucer Extended Play Arrow	91	Gry-Red	MCR-106
Q18	A5J2-20	Colossus Bonus 60K	98	Gry-Blk	2N5060	Q01	A5J1-24	Saucer Special	50	Wht	MCR-106
Q30	A5J2-6	Colossus Bonus 90K	10	Red	2N5060	Q14	A9J2-12	Shooter Lane "Ready"	62	Brn-Blu	MCR-106
Q43	A5J2-7	Colossus Bonus 120K	91	Gry-Red	2N5060	Q21	A9J3-4	Shooter Lane "Aim"	95	Gry-Wht	MCR-106
Q06	A5J2-14	Colossus Bonus 150K	12	Red-Blu	2N5060	Q28	A9J3-13	Shooter Lane "Fire"	96	Gry-Brn	MCR-106
Q19	A5J2-15	Colossus Special	23	Blu-Yel	2N5060	Q06	A9J2-6	Shooter Lane #1 R.O. Button & Gorgon B.	45	Grn-Wht	MCR-106
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q13	A9J2-13	Shooter Lane #2 R.O. Button & Gorgon B.	40	Grn	MCR-106
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q10	A9J3-7	Shooter Lane #3 R.O. Button & Gorgon B.	82	Blk-Blu	MCR-106
Q09	A5J1-14	Gate Lane Left 2X	67	Brn-Orn	MCR-106	Q27	A9J3-14	Shooter Lane #4 R.O. Button & Gorgon B.	27	Blu-Orn	MCR-106
Q34	A5J1-2	Gate Lane Left 3X & Bonus Multiplier 2X	52	Wht-Blu	MCR-106	Q07	A9J2-5	Shooter Lane #5 R.O. Button & Gorgon B.	60	Brn	MCR-106
Q48	A5J3-16	Gate Lane Left 5X & Bonus Multiplier 3X	25	Blu-Wht	MCR-106	Q07	A5J1-27	Target #1 Arrow	53	Wht-Yel	2N5060
Q55	A5J3-9	Gate Lane Left 50K & 5X Bonus Multiplier	15	Red-Wht	MCR-106	Q21	A5J1-12	Target #2 Arrow	61	Brn-Red	2N5060
Q14	A5J1-18	Gate Lane Right 10K	58	Wht-Blk	2N5060	Q39	A5J3-24	Target #3 Arrow	72	Orn-Blu	2N5060
Q29	A5J1-1	Gate Lane Right 20K	41	Grn-Red	2N5060	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q36	A5J3-26	Gate Lane Right 30K	43	Grn-Yel	2N5060	Q38	A5J3-25	to Solenoid Expander	36	Yel-Brn	2N5060
Q57	A5J3-1	Gate Lane Right 40K	10	Red	2N5060	Q17	A5J1-11	Top "A" Arrow	65	Brn-Wht	MCR-106
Q12	A5J1-19	Gate Lane Right 50K	60	Brn	2N5060	Q02	A5J1-25	Top "B" Arrow	75	Orn-Wht	MCR-106
Q27	A5J1-9	Gate Lane Right Special	43	Grn-Yel	2N5060	Q31	A5J2-2	Top Middle Back Target	20	Blu	2N5060
Q08	A5J1-23	Gate Lanes Left & Right, Arrow	12	Red-Blu	MCR-106	Q01	A9J2-7	Top of Panel #1 (Left)	10	Red	MCR-106
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106	Q08	A9J2-14	Top of Panel #2	12	Red-Blu	MCR-106
Q42	A5J3-21	Last Ball Extended Play	64	Brn-Grn	MCR-106	Q15	A9J3-8	Top of Panel #3	13	Red-Yel	MCR-106
Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106	Q22	A9J3-15	Top of Panel #4	14	Red-Grn	MCR-106
Q10	A5J1-15	Medusa Bonus 1K	13	Red-Yel	MCR-106	Q02	A9J2-4	Top of Panel #5	15	Red-Wht	MCR-106
Q22	A5J1-10	Medusa Bonus 2K	23	Blu-Yel	MCR-106	Q09	A9J2-11	Top of Panel #6	18	Red-Blk	MCR-106
Q37	A5J3-23	Medusa Bonus 3K	98	Gry-Blk	2N5060	Q16	A9J3-3	Top of Panel #7	20	Blu	MCR-106
Q60	A5J3-3	Medusa Bonus 4K	81	Blk-Red	2N5060	Q23	A9J3-12	Top of Panel #8	21	Blu-Red	MCR-106
Q11	A5J1-16	Medusa Bonus 5K	15	Red-Wht	2N5060	Q03	A9J2-8	Top of Panel #9	51	Wht-Red	MCR-106
Q26	A5J1-7	Medusa Bonus 6K	34	Yel-Grn	2N5060	Q10	A9J2-15	Top of Panel #10	52	Wht-Blu	MCR-106
Q32	A5J3-27	Medusa Bonus 7K	40	Grn	2N5060	Q17	A9J3-9	Top of Panel #11	53	Wht-Grn	MCR-106
Q59	A5J3-4	Medusa Bonus 8K	14	Red-Grn	2N5060	Q24	A9J3-16	Top of Panel #12	56	Wht-Brn	MCR-106
Q04	A5J1-28	Medusa Bonus 9K	78	Orn-Blk	2N5060	Q04	A9J2-10	Top of Panel #13	80	Blk	MCR-106
Q25	A5J1-6	Medusa Bonus 10K	25	Blu-Wht	2N5060	Q11	A9J2-18	Top of Panel #14	57	Wht-Orn	MCR-106
Q20	A5J1-13	Medusa Bonus 20K	30	Yel	2N5060	Q18	A9J3-11	Top of Panel #15	70	Orn	MCR-106
Q58	A5J3-2	Medusa Bonus 40K	95	Gry-Wht	2N5060	Q25	A9J3-18	Top of Panel #16	72	Orn-Blu	MCR-106
Q41	A5J3-20	Medusa Bonus 60K	78	Orn-Blk	MCR-106	Q05	A9J2-9	Top of Panel #17	54	Wht-Grn	MCR-106
Q46	A5J3-18	Medusa Bonus 80K	56	Wht-Brn	2N5060	Q12	A9J2-17	Top of Panel #18	43	Grn-Yel	MCR-106
Q45	A5J2-1	Medusa Special	60	Brn	2N5060	Q19	A9J3-10	Top of Panel #19	25	Blu-Wht	MCR-106
Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Grn-Orn	MCR-106	Q26	A9J3-17	Top of Panel #20	23	Blu-Yel	MCR-106
Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106	Q53	A5J3-14	Top of Panel #21 (Right)	84	Blk-Grn	2N5060
Q13	A5J1-17	Saucer 50K	57	Wht-Orn	2N5060	Q50	A5J3-12		21	Blu-Red	2N5060

A9 = Aux. Lamp Driver Board AS-2518-52

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Sol. Exp. Wire Color	Solenoid Coil Type
1	Knocker	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2	(91) Gry-red	ATT-26-1200
2	4-Bank Drop Target Reset	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1	(91) Gry-red	NO-26-1900
3	7-Bank Drop Target Reset	Momentary	71	Orn-Red	A3J2-10	Q5	(91) Gry-red	NO-26-1900 (2)
4	Top Drop Target #2	Momentary	91	Gry-Red	A3J2-11	Q6	(91) Gry-red	CV-31-2000
5	Top Drop Target #4	Momentary	81	Blk-Red	A3J2-12	Q7	(91) Gry-red	CV-31-2000
6	Top Drop Target #6	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	(91) Gry-red	CV-31-2000
7	Shield of the Gods Post	Momentary	95	Gry-Wht	A3J1-5	Q4		AO-26-1200
8	Outhole	Momentary	85	Blk-Wht	A3J5-10	Q8	(91) Gry-red	AT-26-1200
9	Bottom Left Thumper Bumper	Momentary	80	Blk	A3J5-12	Q13		AT-26-1200
10	Bottom Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14		AT-26-1200
11	Top Left Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9		AT-26-1200
12	Top Right Thumper Bumper	Momentary	74	Orn-Grn	A3J5-15	Q10		AT-26-1200
13	Left Slingshot	Momentary	67	Brn-Orn	A3J5-13	Q12		AN-26-1200
14	Bottom Right Slingshot	Momentary	83	Blk-Yel	A3J5-14	Q11		AN-26-1200
15	Top Right Slingshot	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16		AN-26-1200
16	Open Movable Flipper	Momentary	74	Orn-Grn	A3J1-3, J2-4	Q2	(67) Brn-Orn	GT-30-1300
17	Close Movable Flipper	Momentary	78	Orn-Blk	A3J1-2, J2-9	Q1	(67) Brn-Orn	NB-24-1500
18	Top Drop Target #1	Momentary	71	Orn-Red	A3J2-10	Q5	(67) Brn-Orn	CV-31-2000
19	Top Drop Target #3	Momentary	91	Gry-Red	A3J2-11	Q6	(67) Brn-Orn	CV-31-2000
20	Top Drop Target #5	Momentary	81	Blk-Red	A3J2-12	Q7	(67) Brn-Orn	CV-31-2000
21	Top Drop Target #7	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	(67) Brn-Orn	CV-31-2000
22	Saucer	Momentary	85	Blk-Wht	A3J5-10	Q8	(67) Brn-Orn	AT-27-1300
23	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19		FO-36-7000
24	Flipper enabling relay	Continuous	--	--	--	Q15		48V Relay
		Continuous			A3J5-7	Q17		
		Continuous			A3J2-15, J3-9, J5-3	Q18		
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil	
	Left Flipper	67 (Brn-Orn)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2		AQ-25-500/34-4500
	Right Flipper	67 (Brn-Orn)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1		AQ-25-500/34-4500
	Top Left Flipper	67 (Brn-Orn)	85 (Blk-Wht)		(to lower left flipper)			AQ-25-500/34-4500
	Top Right Flipper	67 (Brn-Orn)	83 (Blk-Yel)		(to lower right flipper)			AQ-25-500/34-4500

Switch Matrix

Switch Matrix		strobe (ST)  return (I)				
Column \ Row	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Gry-Yel (93)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)	STROBE 5 A4J4-8 Orn-Blu (72)
RETURN I 0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	4-Bank Drop Target D (Bottom) 1	Coin Chute III (Right) 9	Cabinet Post Button 17	Left & Right Lower Gate 25	Spinner 33	Movable Flipper End of Stroke 41
RETURN I 1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	4-Bank Drop Target C 2	Coin Chute I (Left) 10	10 Points Rebounds (3) 18	Right Top Gate 26	Top Right Slingshot 34	7-Bank Drop Target #7 (Right) 42
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	4-Bank Drop Target B 3	Coin Chute II (Middle) 11	Saucer 19	Top Right Back Target 27	Bottom Right Slingshot 35	7-Bank Drop Target #6 43
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 Blu-Red (21)	4-Bank Drop Target A (Top) 4	Left Side Target (Top) 12	Shooter Lane Rollover Button #1 20	Top Left Gate 28	Left Slingshot 36	7-Bank Drop Target #5 44
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Not Used 5	Left Side Target (Middle) 13	Shooter Lane Rollover Button #2 21	Top Left Back Target 29	Top Right Thumper Bumper 37	7-Bank Drop Target #4 45
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Left Side Target (Bottom) 14	Shooter Lane Rollover Button #3 22	Top Middle Back Target 30	Top Left Thumper Bumper 38	7-Bank Drop Target #3 46
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Not Used 7	Tilt (3) 15	Shooter Lane Rollover Button #4 23	Left & Right Outlane Rollover Button 31	Lower Right Thumper Bumper 39	7-Bank Drop Target #2 47
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole	Slam (2)	Shooter Lane Rollover Button #5	Left & Right Outlane	Lower Left Thumper Bumper	7-Bank Drop Target #1 (Left)