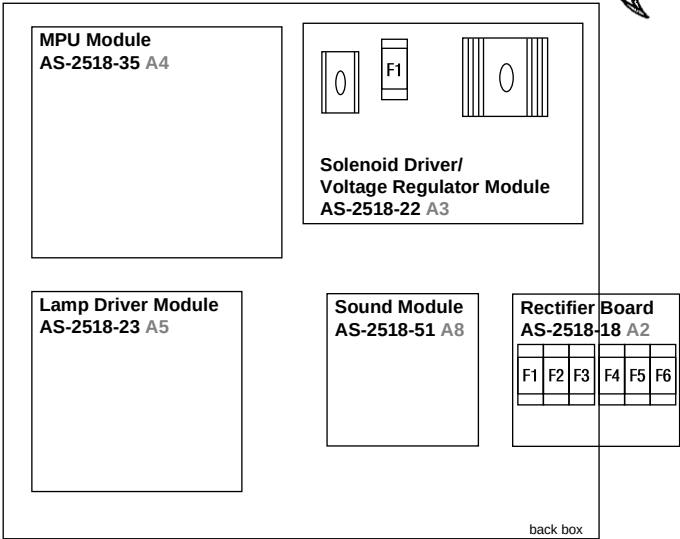




Fuse List

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. Req. 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
Q11	A5J1-16	4 Stars Extra Ball	12	Red-Blu	2N5060	Q49	A5J3-17	Center Pyramid 5	27	Blu-Orn	MCR-106
Q04	A5J1-28	4 Stars Special	78	Orn-Blk	2N5060	Q35	A5J1-3	Center Pyramid 6	45	Gm-Wht	MCR-106
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q55	A5J3-9	Center Pyramid 7	15	Red-Wht	MCR-106
Q14	A5J1-18	Bonus 9K	58	Wht-Blk	2N5060	Q48	A5J3-16	Center Pyramid 8	25	Blu-Wht	MCR-106
Q29	A5J1-1	Bonus 18K	41	Gm-Red	2N5060	Q34	A5J1-2	Center Pyramid 9	43	Gm-Yel	MCR-106
Q36	A5J3-26	Bonus 27K	38	Yel-Blk	2N5060	Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060
Q57	A5J3-1	Bonus 36K	10	Red	2N5060	Q13	A5J1-17	Drop Target Arrow Left	57	Wht-Orn	2N5060
Q12	A5J1-19	Bonus 45K	60	Brn	2N5060	Q09	A5J1-14	Drop Target Arrow Center	54	Wht-Grn	MCR-106
Q27	A5J1-9	Bonus 54K	52	Wht-Blu	2N5060	Q08	A5J1-23	Drop Target Arrow Right	56	Wht-Brn	MCR-106
Q38	A5J3-25	Bonus 63K	36	Yel-Brn	2N5060	Q39	A5J3-24	Drop Target Eye Left	72	Orn-Blu	2N5060
Q50	A5J3-12	Bonus 72K	21	Blu-Red	2N5060	Q07	A5J1-27	Drop Target Eye Right	53	Wht-Yel	2N5060
Q17	A5J1-11	Bonus Multiplier 2X	65	Brn-Wht	MCR-106	Q53	A5J3-14	Drop Target Pyramid Left	84	Blk-Gm	2N5060
Q41	A5J3-20	Bonus Multiplier 3X	64	Brn-Grn	MCR-106	Q21	A5J1-12	Drop Target Pyramid Right	61	Brn-Red	2N5060
Q46	A5J3-18	Bonus Multiplier 4X	56	Wht-Brn	2N5060	Q40	A5J3-22	Eye (Backglass)	32	Yel-Blu	MCR-106
Q10	A5J1-15	Bonus Special	13	Red-Yel	MCR-106	Q31	A5J2-2	Flipper Feed Lane Left, Star	20	Blu	2N5060
Q05	A5J2-16	Center Drop Target Eye	34	Yel-Grn	2N5060	Q45	A5J2-1	Flipper Feed Lane Right, Star	60	Brn	2N5060
Q18	A5J2-20	Center Drop Target Pyramid	35	Yel-Wht	2N5060	Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q60	A5J3-3	Center Eye 1	81	Blk-Red	2N5060	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q37	A5J3-23	Center Eye 2	98	Gry-Blk	2N5060	Q23	A5J2-8	Match (Back Box)	93	Gry-Yel	MCR-106
Q22	A5J1-10	Center Eye 3	23	Blu-Yel	MCR-106	Q01	A5J1-24	Mystical Lane 2X	50	Wht	MCR-106
Q59	A5J3-4	Center Eye 4	14	Red-Gm	2N5060	Q24	A5J1-5	Mystical Lane 3X	48	Gm-Blk	MCR-106
Q32	A5J3-27	Center Eye 5	40	Gm	2N5060	Q30	A5J2-6	Mystical Lane 4X	85	Blk-Wht	2N5060
Q26	A5J1-7	Center Eye 6	34	Yel-Grn	2N5060	Q02	A5J1-25	Mystical Lane 25K	90	Gry	MCR-106
Q58	A5J3-2	Center Eye 7	95	Gry-Wht	2N5060	Q43	A5J2-7	Mystical Lane Special	91	Gry-Red	2N5060
Q20	A5J1-13	Center Eye 8	96	Gry-Brn	2N5060	Q42	A5J3-21	Pyramid (Backglass)	30	Yel	MCR-106
Q25	A5J1-6	Center Eye 9	25	Blu-Wht	2N5060	Q06	A5J2-14	Rollover Star, Top Left	12	Red-Blu	2N5060
Q51	A5J3-15	Center Pyramid 1	53	Wht-Yel	2N5060	Q19	A5J2-15	Rollover Star, Top Right	23	Blu-Yel	2N5060
Q44	A5J3-19	Center Pyramid 2	67	Brn-Orn	2N5060	Q03	A5J1-26 / A5J2-21	Same Player Shoot Again (Playfield) / Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q28	A5J1-8	Center Pyramid 3	51	Wht-Red	2N5060	Q56	A5J3-10	Spinner Left & Right	91	Gry-Red	MCR-106
Q54	A5J3-11	Center Pyramid 4	20	Blu	MCR-106	Q47	A5J2-10	Tilt (Back Box)	98	Gry-Blk	MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Slingshot	Momentary	85	Blk-Wht	A3J1-3, J2-4	Q2	AN-26-1200
2	Right Slingshot	Momentary	81	Blk-Red	A3J1-2, J2-9	Q1	AN-26-1200
3	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
4	Outhole Kicker	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
5	Pyramid Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
6	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AO-29-2100
7	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AO-29-2100
8	Bottom Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AO-29-2100
9	Left Drop Target Reset	Momentary	80	Blk	A3J5-13	Q12	NO-26-1900
10	Right Drop Target Reset	Momentary	83	Blk-Yel	A3J5-14	Q11	NO-26-1900
11	Center Drop Target Reset	Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	NO-26-1900
12	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
13	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	67	Brn-Orn	A3J2-10	Q5	
		Momentary	74	Orn-Grn	A3J2-11	Q6	
		Momentary	81	Blk-Red	A3J2-12	Q7	
		Momentary	85	Blk-Wht	A3J5-15	Q10	
		Continuous	81	Blk-Red	A3J5-7	Q17	
		Continuous	80	Blk	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-Grn (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)		Not Used 1	Coin Chute III (Right) 9	Right Outlane 17	Not Used 25	Not Used 33
RETURN I 1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)		Top Right Rollover 2	Coin Chute I (Left) 10	Left Outlane 18	Not Used 26	Not Used 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)		Top Left Rollover 3	Coin Chute II (Middle) 11	Flipper Feed Lane Right 19	Not Used 27	Not Used 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)		Right Spinner 4	30 Point Rebound (2) 12	Flipper Feed Lane Left 20	Not Used 28	Right Slingshot 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)		Left Spinner 5	Center Drop Target #3 (Right) 13	Right Drop Target #3 (Right) 21	Left Drop Target #3 (Top) 29	Left Slingshot 37
RETURN I 5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)		Credit Button 6	Center Drop Target #2 14	Right Drop Target #2 22	Left Drop Target #2 30	Bottom Thumper Bumper 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)		Tilt (3) 7	Center Drop Target #1 (Left) 15	Right Drop Target #1 (Left) 23	Left Drop Target #1 (Bottom) 31	Right Thumper Bumper 39
RETURN I 7 A4J2-15 Orn (70) A4J3-16 Yel (30)		Outhole 8	Slam (2) 16	Pyramid Saucer 24	Mystical Lane Target 32	Left Thumper Bumper 40