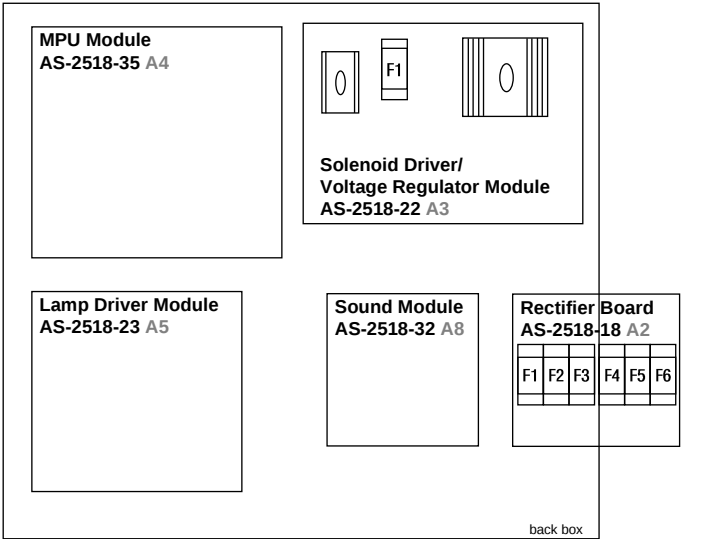
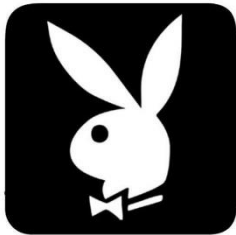




Fuse List

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. 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	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q06	A5J2-14	1st Player Up	12	Red-Blu	2N5060	Q37	A5J3-23	Grotto #3	98	Gry-Blk	2N5060
Q19	A5J2-15	2nd Player Up	32	Yel-Blu	2N5060	Q60	A5J3-3	Grotto #4	81	Blk-Red	2N5060
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q11	A5J1-16	Grotto #5	12	Red-Blu	2N5060
Q45	A5J2-1	4th Player Up	60	Brn	2N5060	Q34	A5J1-2	Grotto 25K	43	Grn-Yel	MCR-106
Q48	A5J3-16	5000 Arrow	25	Blu-Wht	MCR-106	Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106
Q16	A5J2-22	Ball-in-Play	62	Brn-Blu	MCR-106	Q08	A5J1-23	Key #1 Lane	56	Wht-Brn	MCR-106
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q35	A5J1-3	Key #2 Lane	45	Grn-Wht	MCR-106
Q29	A5J1-1	Bonus 2K	41	Grn-Red	2N5060	Q49	A5J3-17	Key #3 Lane	27	Blu-Orn	MCR-106
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q54	A5J3-11	Key #4 Lane	20	Blu	MCR-106
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q09	A5J1-14	Key #5 Target	54	Wht-Grn	MCR-106
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060	Q51	A5J3-15	Keys Special	53	Wht-Yel	2N5060
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q23	A5J2-8	Match	93	Gry-Yel	MCR-106
Q38	A5J3-25	Bonus 7K	36	Yel-Brn	2N5060	Q53	A5J3-14	Outlane Left	84	Blk-Grn	2N5060
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q39	A5J3-24	Outlane Right	72	Orn-Blu	2N5060
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q24	A5J1-5	Rollover Button	48	Grn-Blk	MCR-106
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Grn-Orn	MCR-106
Q44	A5J3-19	Bonus 20K	67	Brn-Orn	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q59	A5J3-4	Bonus Multiplier 2X	14	Red-Grn	2N5060	Q42	A5J3-1	Special Arrow	30	Yel	MCR-106
Q32	A5J3-27	Bonus Multiplier 3X	40	Grn	2N5060	Q20	A5J1-13	Target January	96	Gry-Brn	2N5060
Q26	A5J1-7	Bonus Multiplier 5X	34	Yel-Grn	2N5060	Q58	A5J3-2	Target July	95	Gry-Wht	2N5060
Q05	A5J2-16	Can Play 1	34	Yel-Grn	2N5060	Q04	A5J1-28	Target March	78	Orn-Blk	2N5060
Q18	A5J2-20	Can Play 2	35	Yel-Wht	2N5060	Q25	A5J1-6	Target May	25	Blu-Wht	2N5060
Q30	A5J2-6	Can Play 3	85	Blk-Wht	2N5060	Q01	A5J1-24	Target September	50	Wht	MCR-106
Q43	A5J2-7	Can Play 4	91	Gry-Red	2N5060	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q02	A5J1-25		90	Gry	MCR-106
Q55	A5J3-9	Drop Target Special	15	Red-Wht	MCR-106	Q07	A5J1-27		53	Wht-Yel	2N5060
Q56	A5J3-10	Extra Ball Arrow	91	Gry-Red	MCR-106	Q17	A5J1-11		65	Brn-Wht	MCR-106
Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106	Q21	A5J1-12		61	Brn-Red	2N5060
Q10	A5J1-15	Grotto #1	13	Red-Yel	MCR-106	Q41	A5J3-20		64	Brn-Grn	MCR-106
Q22	A5J1-10	Grotto #2	32	Yel-Blu	MCR-106	Q46	A5J3-18		56	Wht-Brn	2N5060

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, J3-4	Q3	AR-26-1200
3	Grotto Kickback	Momentary	74	Orn-Grn	A3J5-10	Q8	AN-26-1200
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	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
8	Right Slingshot	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
9	Drop Target Reset	Momentary	80	Blk	A3J5-13	Q12	NO-24-1400
10	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
11	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	81	Blk-Red	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	67	Brn-Orn	A3J5-7	Q17	
		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

Switch Matrix		strobe (ST)  return (I)				
Column Row	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)	Drop Target A (Top) 1	Coin Chute III (Right) 9	#5 Key Red Target 17	September Target 25	Drop Target Rebound 33	
RETURN I 1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)	Drop Target B 2	Coin Chute I (Left) 10	#4 Key Rollover 18	July Target 26	Not Used 34	
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Drop Target C 3	Coin Chute II (Middle) 11	#3 Key Rollover 19	January Target 27	Not Used 35	
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)	Drop Target D 4	Not Used 12	#2 Key Rollover 20	May Target 28	Right Slingshot 36	
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Drop Target E (Bottom) 5	Not Used 13	#1 Key Rollover 21	March Target 29	Left Slingshot 37	
RETURN I 5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)	Credit Button 6	Not Used 14	Right Outlane 22	Arrow Rollover Button 30	Bottom Thumper Bumper 38	
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Om (27)	Tilt (3) 7	Not Used 15	Left Outlane 23	Right Lane Rollover Button 31	Right Thumper Bumper 39	
RETURN I 7 A4J2-15 Orn (70) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	Left & Right Flipper Feed Lane 24	Playboy Grotto Rollover 32	Left Thumper Bumper 40	