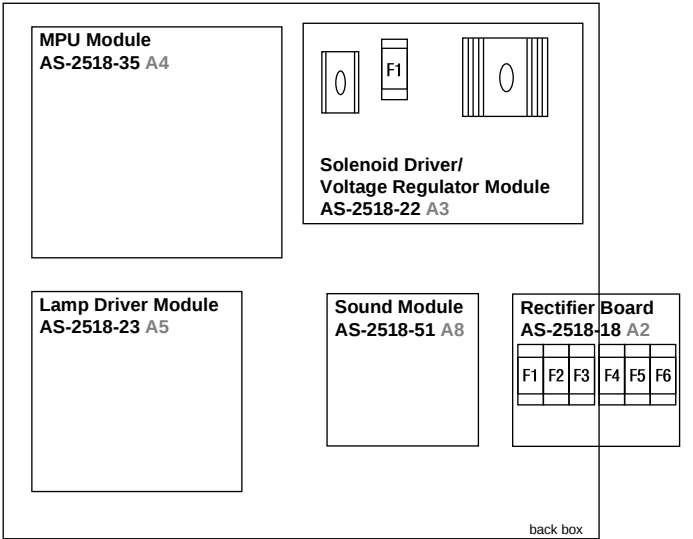




Fuse List

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
Q01	A5J1-24	#1 Target	50	Wht	MCR-106	Q19	A5J2-15	Drop Target Special	23	Blu-Yel	2N5060
Q02	A5J1-25	#2 Target	90	Gry	MCR-106	Q31	A5J2-2	Extra Ball Arrow	20	Blu	2N5060
Q17	A5J1-11	#3 Target	65	Brn-Wht	MCR-106	Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q41	A5J3-20	#4 Target	64	Brn-Grn	MCR-106	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q46	A5J3-18	#5 Target	56	Wht-Brn	2N5060	Q09	A5J1-14	Left Button 2K	54	Wht-Grn	MCR-106
Q51	A5J3-15	#5 Target Feature	30	Yel	2N5060	Q34	A5J1-2	Left Button 4K	43	Gm-Yel	MCR-106
Q60	A5J3-3	1-5 Special When Lit	81	Blk-Red	2N5060	Q48	A5J3-16	Left Button 6K	25	Blu-Wht	MCR-106
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q55	A5J3-9	Left Button 8K	15	Red-Wht	MCR-106
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q22	A5J1-10	Left Button 10K	23	Blu-Yel	MCR-106
Q29	A5J1-1	Bonus 2K	41	Gm-Red	2N5060	Q10	A5J1-15	Left Button Special	13	Red-Yel	MCR-106
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q23	A5J2-8	Match (Back Box)	93	Gry-Yel	MCR-106
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q58	A5J3-2	Outlane Special Left	95	Gry-Wht	2N5060
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060	Q20	A5J1-13	Outlane Special Right	96	Gry-Brn	2N5060
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q11	A5J1-16	Right Button 2K	12	Red-Blu	2N5060
Q38	A5J3-25	Bonus 7K	36	Yel-Brn	2N5060	Q26	A5J1-7	Right Button 4K	34	Yel-Gm	2N5060
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q32	A5J3-27	Right Button 6K	40	Gm	2N5060
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q59	A5J3-4	Right Button 8K	14	Red-Gm	2N5060
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q25	A5J1-6	Right Button 10K	25	Blu-Wht	2N5060
Q07	A5J1-27	Bonus 20K	53	Wht-Yel	2N5060	Q04	A5J1-28	Right Button Special	78	Orn-Blk	2N5060
Q21	A5J1-12	Bonus 40K	61	Brn-Red	2N5060	Q08	A5J1-23	ROCK Rollover "R"	56	Wht-Brn	MCR-106
Q39	A5J3-24	Bonus 60K	72	Orn-Blu	2N5060	Q35	A5J1-3	ROCK Rollover "O"	45	Gm-Wht	MCR-106
Q24	A5J1-5	Bonus Multiplier Arrow 2X	48	Gm-Blk	MCR-106	Q49	A5J3-17	ROCK Rollover "C"	27	Blu-Orn	MCR-106
Q42	A5J3-21	Bonus Multiplier Arrow 3X	12	Red-Blu	MCR-106	Q54	A5J3-11	ROCK Rollover "K"	20	Blu	MCR-106
Q56	A5J3-10	Bonus Multiplier Arrow 5X	91	Gry-Red	MCR-106	Q44	A5J3-19	ROCK Special	67	Brn-Orn	2N5060
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q05	A5J2-16	Drop Target 5K	34	Yel-Gm	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q18	A5J2-20	Drop Target 10K	35	Yel-Wht	2N5060	Q47	A5J2-10	Tilt (Back Box)	98	Gry-Blk	MCR-106
Q30	A5J2-6	Drop Target 15K	85	Blk-Wht	2N5060	Q45	A5J2-1		60	Brn	2N5060
Q43	A5J2-7	Drop Target 20K	91	Gry-Red	2N5060	Q37	A5J3-23		98	Gry-Blk	2N5060
Q06	A5J2-14	Drop Target 25K	12	Red-Blu	2N5060	Q53	A5J3-14		84	Blk-Gm	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, J3-7	Q3	AR-26-1200
3	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
4	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
5	Bottom Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
6	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AO-26-1200
7	Right Slingshot	Momentary	80	Blk	A3J5-13	Q12	AO-26-1200
8	Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
9	Drop Target "A" (Top)	Momentary	67	Brn-Orn	A3J1-2, J2-9	Q1	CJ-31-2000
10	Drop Target "B"	Momentary	81	Blk-Red	A3J1-3, J2-4	Q2	CJ-31-2000
11	Drop Target "C"	Momentary	83	Blk-Yel	A3J5-14	Q11	CJ-31-2000
12	Drop Target "D" (Bottom)	Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	CJ-31-2000
13	4-Drop Target Reset	Continuous	91	Gry-Red	A3J5-7	Q17	NO-26-1900
14	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
15	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
16	Saucer Drop Target	Continuous	81	Blk-Red	A3J5-3, J2-15, J3-9	Q18	AN-26-1200
		Momentary	67	Brn-Orn	A3J2-10	Q5	
		Momentary	74	Orn-Grn	A3J2-11	Q6	
		Momentary	81	Blk-Red	A3J2-12	Q7	
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil
	Left Flipper	60 (Brn)	40 (Gm)	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-Gm (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	ROCK Rollover "K" 17	Not Used 25	50 Point Rebound & Scoring Mini Post (2) 33
RETURN I 1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)		Not Used 2	Coin Chute I (Left) 10	ROCK Rollover "C" 18	Right Side Rollover Button 26	Right Flipper Feed Lane 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)		Not Used 3	Coin Chute II (Middle) 11	ROCK Rollover "O" 19	Left Side Rollover Button 27	Left Flipper Feed Lane 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)		Not Used 4	#1 Target 12	ROCK Rollover "R" 20	#5 Target 28	Right Slingshot 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)		Not Used 5	Saucer Drop Target 13	Drop Target #4 (Bottom) 21	#4 Target 29	Left Slingshot 37
RETURN I 5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)		Credit Button 6	Right Outlane 14	Drop Target #3 22	#3 Target 30	Bottom Thumper Bumper 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)		Tilt (3) 7	Left Outlane 15	Drop Target #2 23	#2 Target 31	Right Thumper Bumper 39
RETURN I 7 A4J2-15 Orn (70) A4J3-16 Yel (30)		Outhole 8	Slam (2) 16	Drop Target #1 (Top) 24	Saucer 32	Left Thumper Bumper 40