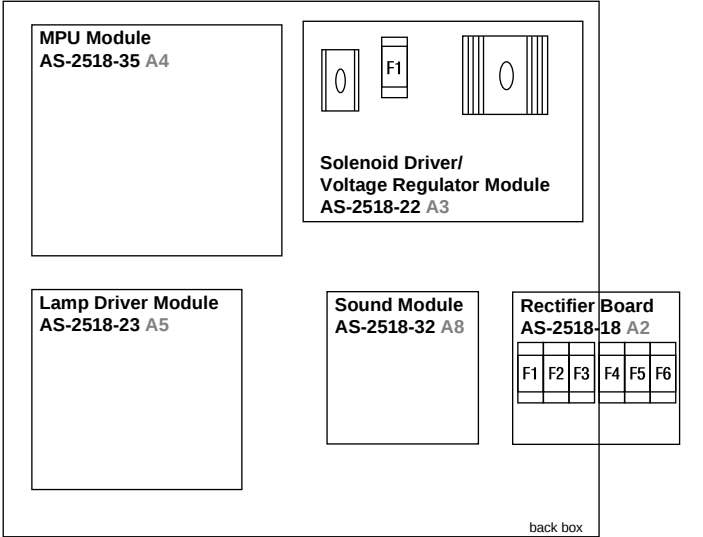




THE SIX MILLION DOLLAR MAN

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
Q05	A5J2-16	1st Player Up	34	Yel-Grn	2N5060	Q10	A5J1-15	Left Targets Bottom "0"	13	Red-Yel	MCR-106
Q18	A5J2-20	2nd Player Up	35	Yel-Wht	2N5060	Q22	A5J1-10	Left Targets Middle "0"	32	Yel-Blu	MCR-106
Q30	A5J2-6	3rd Player Up	85	Blk-Wht	2N5060	Q37	A5J3-23	Left Targets Top "0"	98	Gry-Blk	2N5060
Q43	A5J2-7	4th Player Up	91	Gry-Red	2N5060	Q23	A5J2-8	Match	93	Gry-Yel	MCR-106
Q06	A5J2-14	5th Player Up	12	Red-Blu	2N5060	Q32	A5J3-27	Outlane Special (Left)	40	Grn	2N5060
Q19	A5J2-15	6th Player Up	32	Yel-Blu	2N5060	Q26	A5J1-7	Outlane Special (Right)	34	Yel-Grn	2N5060
Q16	A5J2-22	Ball-in-Play	62	Brn-Blu	MCR-106	Q55	A5J3-9	Post Up (2 lamps)	15	Red-Wht	MCR-106
Q01	A5J1-24	Bionic Power Score, "5"	50	Wht	MCR-106	Q03	A5J1-26, A5J2-21	Same Player Shoot Again (Playfield) Same Player Shoot Again (Back Box)	91, 47	Gry-Red, Grn-Orn	MCR-106
Q58	A5J3-2	Bionic Power Score, Left "0"	95	Gry-Wht	2N5060	Q51	A5J3-15	Saucer 3K	53	Wht-Yel	2N5060
Q20	A5J1-13	Bionic Power Score, 2nd Left "0"	96	Gry-Brn	2N5060	Q48	A5J3-16	Saucer 5K	25	Blu-Wht	MCR-106
Q25	A5J1-6	Bionic Power Score, 3rd Left "0"	25	Blu-Wht	2N5060	Q46	A5J3-18	Saucer 2X	56	Wht-Brn	2N5060
Q04	A5J1-28	Bionic Power Score, Right "0"	78	Orn-Blk	2N5060	Q41	A5J3-20	Saucer 3X, Bonus Multiplier 2X	64	Brn-Grn	MCR-106
Q59	A5J3-4	Bionic Power Score, Special	14	Red-Grn	2N5060	Q17	A5J1-11	Saucer 5X, Bonus Multiplier 3X	65	Brn-Wht	MCR-106
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q02	A5J1-25	Saucer 10K, Bonus Multiplier 5X	90	Gry	MCR-106
Q29	A5J1-1	Bonus 2K	41	Grn-Red	2N5060	Q08	A5J1-23	Spinner #1 (Left & Right)	56	Wht-Brn	MCR-106
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q35	A5J1-3	Spinner #2 (Left & Right)	45	Grn-Wht	MCR-106
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q49	A5J3-17	Spinner #3 (Left & Right)	27	Blu-Orn	MCR-106
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060	Q54	A5J3-11	Spinner #4 (Left & Right)	20	Blu	MCR-106
Q27	A5J1-9	Bonus 6K	52	Wht-Blu	2N5060	Q09	A5J1-14	Spinner #5 (Left & Right)	54	Wht-Grn	MCR-106
Q38	A5J3-25	Bonus 7K	36	Yel-Brn	2N5060	Q56	A5J3-10	Spinner Left 1K When Lit	91	Gry-Red	MCR-106
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q24	A5J1-5	Spinner Right 1K When Lit	48	Grn-Blk	MCR-106
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q60	A5J3-3	Top Lane "0"	81	Blk-Red	2N5060
Q44	A5J3-19	Bonus 20K	67	Brn-Orn	2N5060	Q11	A5J1-16	Top Lane "5"	12	Red-Blu	2N5060
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q34	A5J1-2		43	Grn-Yel	MCR-106
Q07	A5J1-27	Drop Target Spinners Lite	53	Wht-Yel	2N5060	Q45	A5J2-1		60	Brn	2N5060
Q21	A5J1-12	Drop Target Extra Ball	61	Brn-Red	2N5060	Q31	A5J2-2		20	Blu	2N5060
Q39	A5J3-24	Drop Target Special	82	Blk-Blu	2N5060	Q42	A5J3-21		30	Yel	MCR-106
Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106	Q40	A5J3-22		23	Blu-Yel	MCR-106
Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106	Q53	A5J3-14		84	Blk-Grn	2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Up Post	Momentary	80	Blk	A3J5-13	Q12	GA-31-2000
2	Outhole Kicker	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
3	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-4	Q3	AR-26-1200
4	Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
5	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
6	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
7	Bottom Thumper Bumper	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
8	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
9	Right Slingshot	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
10	Drop Target Reset	Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	NO-24-1400
11	Down Post	Momentary	81	Blk-Red	A3J1-3, J2-4	Q2	AN-26-1200
12	Gate	Continuous	67	Brn-Orn	A3J5-7	Q17	GA-34-4000
13	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
14	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	81	Blk-Red	A3J1-2, J2-9	Q1	
		Momentary	67	Brn-Orn	A3J2-10	Q5	
		Momentary	74	Orn-Grn	A3J2-11	Q6	
		Momentary	81	Blk-Red	A3J2-12	Q7	
		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	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)		Drop Target E (Bottom) 1	Coin Chute III (Right) 9	Top Right Lane 17	Down Post Rollover Buttons (2) 25	Not Used 33
RETURN I 1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)		Drop Target D 2	Coin Chute I (Left) 10	Top Left Lane 18	Drop Target Rebound Top Rollover Button 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	Not Used 19	Top Right Target 27	Left & Right Flipper Feed Lane 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)		Drop Target B 4	Not Used 12	Spinner Right 20	Top Left Target 28	Right Slingshot 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)		Drop Target A (Top) 5	Not Used 13	Spinner Left 21	Center Target 29	Left Slingshot 37
RETURN I 5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)		Credit Button 6	Right Outlane 14	Left Bottom Target 22	Not Used 30	Bottom Thumper Bumper 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)		Tilt (3) 7	Left Outlane 15	Left Middle Target 23	Not Used 31	Right Thumper Bumper 39
RETURN I 7 A4J2-15 Orn (70) A4J3-16 Yel (30)		Outhole 8	Slam (2) 16	Left Top Target 24	Saucer 32	Left Thumper Bumper 40