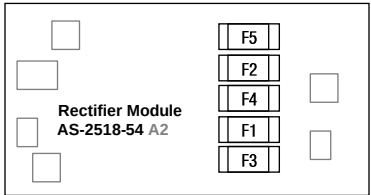


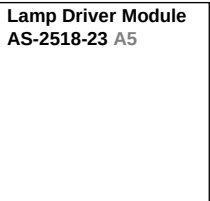


Fuse List

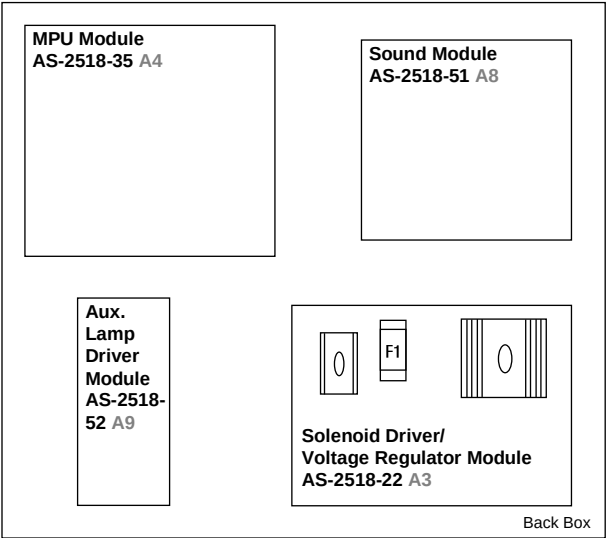
Rectifier Module AS-2518-54		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (3 flippers)	6A, 250V
F5	6.5V General illumination	20A, 250V
Sol. Dr./Volt. Reg. AS-2518-22		
F1	190V Display power output	0.25A, 250V, SB
Under the Playfield fuses		
F1	Switched Illumination Bus	10A, 250V
F2	Switched Illumination Bus	10A, 250V
F3	Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB



Cabinet



Insert panel (back side)



Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
2	Outhole	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
3	Left Thumper Bumper	Momentary	85	Blk-Wht	A3J5-10	Q8	AN-26-1200
4	Middle Thumper Bumper	Momentary	80	Blk	A3J5-12	Q13	AN-26-1200
5	Right Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
6	Left Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9	AO-26-1200
7	Right Slingshot	Momentary	74	Orn-Grn	A3J5-15	Q10	AO-26-1200
8	Center Cards Reset	Momentary	67	Brn-Orn	A3J5-13	Q12	AO-27-1300
9	Left Saucer	Momentary	83	Blk-Yel	A3J5-14	Q11	AO-28-1700
10	Right Saucer	Momentary	18	Red-Blk	A3J2-6, J3-7, J5-8	Q16	AO-28-1700
11	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
12	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary			A3J1-2, J2-9	Q1	
		Momentary			A3J1-3, J2-4	Q2	
		Momentary			A3J2-10	Q5	
		Momentary			A3J2-11	Q6	
		Momentary			A3J2-12	Q7	
		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	Brn (60)	40 (Grn)	J1-8	J2-2	AQ-25-500/34-4500	
	Right Flipper	Brn (60)	70 (Orn)	J1-9	10 (Red)	AQ-25-500/34-4500	

Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q06	A9J2-6	-2 Balls to Play	45	Grn-Wht	MCR-106	Q13	A5J1-17	Card "10"	57	Wht-Orn	2N5060
Q12	A9J2-17	-1 Ball to Play	43	Grn-Yel	MCR-106	Q28	A5J1-8	Card "Jack"	51	Wht-Red	2N5060
Q19	A9J3-10	0 Balls to Play	25	Blu-Wht	MCR-106	Q44	A5J3-19	Card "Queen"	67	Brn-Orn	2N5060
Q26	A9J3-17	1 Ball to Play	38	Yel-Blk	MCR-106	Q51	A5J3-15	Card "King"	53	Wht-Yel	2N5060
Q05	A9J2-9	2 Balls to Play	54	Wht-Grn	MCR-106	Q08	A5J1-23	Card "Ace"	12	Red-Blu	MCR-106
Q13	A9J2-13	3 Balls to Play	40	Grn	MCR-106	Q24	A5J1-5	Center Card Sequence	48	Grn-Blk	MCR-106
Q20	A9J3-7	4 Balls to Play	82	Blk-Blu	MCR-106	Q02	A5J1-25	Center Cards 25K	75	Om-Wht	MCR-106
Q27	A9J3-14	5 Balls to Play	27	Blu-Orn	MCR-106	Q17	A5J1-11	Center Cards 50K	65	Brn-Wht	MCR-106
Q07	A9J2-5	6 Balls to Play	65	Brn-Wht	MCR-106	Q41	A5J3-20	Center Cards 75K	64	Brn-Grn	MCR-106
Q14	A9J2-12	7 Balls to Play	63	Brn-Yel	MCR-106	Q46	A5J3-18	Center Cards 100K	56	Wht-Brn	2N5060
Q21	A9J3-4	8 Balls to Play	83	Blk-Yel	MCR-106	Q03	A5J1-26	Center Cards 125K	91	Gry-Red	MCR-106
Q28	A9J3-13	9 Balls to Play	96	Gry-Brn	MCR-106	Q20	A5J1-13	Center Cards Special	30	Yel	2N5060
Q25	A5J1-6	Arch Cancel Flash Left	25	Blu-Wht	2N5060	Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060
Q11	A5J1-16	Arrow 5K	15	Red-Wht	2N5060	Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q26	A5J1-7	Arrow 10K	34	Yel-Grn	2N5060	Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q32	A5J3-27	Arrow 15K	40	Grn	2N5060	Q07	A5J1-27	Joker Lane #1	53	Wht-Yel	2N5060
Q59	A5J3-4	Arrow 20K	14	Red-Grn	2N5060	Q21	A5J1-12	Joker Lane #2	61	Brn-Red	2N5060
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q39	A5J3-24	Joker Lane #3	72	Om-Blu	2N5060
Q01	A9J2-7	Bonus 1K	10	Red	MCR-106	Q53	A5J3-14	Joker Lane #4	84	Blk-Grn	2N5060
Q08	A9J2-14	Bonus 2K	12	Red-Blu	MCR-106	Q23	A5J2-8	Match (Back Box)	70	Om	MCR-106
Q15	A9J3-8	Bonus 3K	13	Red-Yel	MCR-106	Q04	A5J1-28	Outlane Special Arrow Left	78	Om-Blk	2N5060
Q22	A9J3-15	Bonus 4K	14	Red-Grn	MCR-106	Q01	A5J1-24	Outlane Special Arrow Right	50	Wht	MCR-106
Q02	A9J2-4	Bonus 5K	15	Red-Wht	MCR-106	Q27	A5J1-9	Return Lane Left	43	Grn-Yel	2N5060
Q09	A9J2-11	Bonus 6k	18	Red-Blk	MCR-106	Q10	A5J1-15	Right Lane 5K	13	Red-Yel	MCR-106
Q16	A9J3-3	Bonus 7k	20	Blu	MCR-106	Q22	A5J1-10	Right Lane 10K	23	Blu-Yel	MCR-106
Q23	A9J3-12	Bonus 8K	21	Blu-Red	MCR-106	Q37	A5J3-23	Right Lane 15K	98	Gry-Blk	2N5060
Q03	A9J2-8	Bonus 9K	51	Wht-Red	MCR-106	Q60	A5J3-3	Right Lane 20K	81	Blk-Red	2N5060
Q10	A9J2-15	Bonus 10K	52	Wht-Blu	MCR-106	Q50	A5J3-12	Right Lane 25K	21	Blu-Red	2N5060
Q17	A9J3-9	Bonus 11K	53	Wht-Yel	MCR-106	Q56	A5J3-10	Right Lane Special	91	Gry-Red	MCR-106
Q24	A9J3-16	Bonus 12K	56	Wht-Brn	MCR-106	Q40	A5J3-22	Spin Wheel Saucers	23	Blu-Yel	MCR-106
Q04	A9J2-10	Bonus 13K	80	Blk	MCR-106	Q05	A5J2-16	Spinner 500	34	Yel-Grn	2N5060
Q11	A9J2-18	Bonus 14K	57	Wht-Orn	MCR-106	Q18	A5J2-20	Spinner 1K	98	Gry-Blk	2N5060
Q18	A9J3-11	Bonus 15K	70	Orn	MCR-106	Q30	A5J2-6	Spinner 2K	85	Blk-Wht	2N5060
Q25	A9J3-18	Bonus 30K	72	Orn-Blu	MCR-106	Q43	A5J2-7	Spinner 3K	91	Gry-Red	2N5060
Q35	A5J1-3	Bonus 60K	45	Grn-Wht	MCR-106	Q38	A5J3-25	Spinner 5K	36	Yel-Brn	2N5060
Q06	A5J2-14	Bonus Multiplier 2X	90	Gry	2N5060	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q19	A5J2-15	Bonus Multiplier 3X	23	Blu-Yel	2N5060	Q49	A5J3-17	to J1-2 Solenoid Expander	13	Red-Yel	MCR-106
Q31	A5J2-2	Bonus Multiplier 5X	20	Blu	2N5060	Q54	A5J3-11	Top Cards Add-A-Ball	20	Blu	MCR-106
Q45	A5J2-1	Bonus Multiplier 10X	60	Brn	2N5060	Q42	A5J3-21	Top Cards Sequence	30	Yel	MCR-106
Q14	A5J1-18	Card "5"	58	Wht-Blk	2N5060	Q58	A5J3-2	Top Cards Special	95	Gry-Wht	2N5060
Q29	A5J1-1	Card "6"	41	Grn-Red	2N5060	Q34	A5J1-2	Wheel Flasher (Lower Left)	52	Wht-Blu	MCR-106
Q36	A5J3-26	Card "7"	43	Grn-Yel	2N5060	Q09	A5J1-14	Wheel Flasher (Lower Right)	67	Brn-Orn	MCR-106
Q57	A5J3-1	Card "8"	10	Red	2N5060	Q48	A5J3-16	Wheel Flasher (Top Left)	25	Blu-Wht	MCR-106
Q12	A5J1-19	Card "9"	60	Brn	2N5060	Q55	A5J3-9	Wheel Flasher (Top Right)	15	Red-Wht	MCR-106

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

Switch Matrix

Switch Matrix

strobe (ST)  return (I)

Column	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)
Row					
RETURN I0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Left Cabinet Button 1	Coin Chute III (Right) 9	Left Target cap. 17	Outhole 25	Not Used 33
RETURN I1 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	Spin Wheel Subtract-A-Ball 2	Coin Chute I (Left) 10	Left Outlane Special 18	Right Lane Rollover Button cap. 26	Not Used 34
RETURN I2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Spin Wheel Add-A-Ball 3	Coin Chute II (Middle) 11	Left Return Lane 19	Rebounds (3) 27	Not Used 35
RETURN I3 A4J2-11 Orn-Blk (78) A4J3-12 Blu-Red (21)	Spin Wheel 15K (4) 4	Spinner 12	Right Slingshot 20	Card 5 28	Card Ace 36
RETURN I4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Spin Wheel 3K (6) 5	Right Outlane Special 13	Left Slingshot 21	Card 6 29	Card 10 37
RETURN I5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Jokers Return Lane 14	Right Thumper Bumper cap. 22	Card 7 30	Card Jack 38
RETURN I6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Right Saucer 7	Tilt (3) 15	Middle Thumper Bumper cap. 23	Card 8 31	Card Queen 39
RETURN I7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Left Saucer 8	Slam (2) 16	Left Thumper Bumper cap. 24	Card 9 32	Card King 40