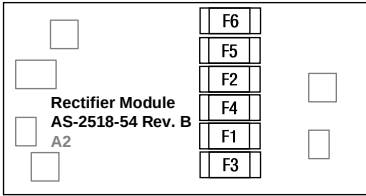




Fuse List

Rectifier Module AS-2518-54 Rev. B		
F1	6.5V Switched illumination	20A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (4 flippers)	7A, 250V
F5	6.5V General illumination	15A, 250V
F6	6.5V General illumination	15A, 250V
Sol. Dr./Volt. Reg. AS-2518-22		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB



Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q02	A5J1-25	Agent Bonus 70K	75	Orn-Wht	MCR-106	Q08	A9J2-12	Match Advance Special	82	Blk-Blu	MCR-106
Q17	A5J1-11	Agent Bonus 140K	65	Brn-Wht	MCR-106	Q29	A5J1-1	Missile Left	41	Gm-Red	2N5060
Q41	A5J3-20	Agent Bonus Special	78	Orn-Blk	MCR-106	Q36	A5J3-26	Missile Middle	43	Gm-Yel	2N5060
Q22	A5J1-10	Agent GK "A"	32	Yel-Blu	MCR-106	Q57	A5J3-1	Missile Right	10	Red	2N5060
Q37	A5J3-23	Agent GK "G" (first G)	98	Gry-Blk	2N5060	Q27	A5J1-9	OIL Left	43	Gm-Yel	2N5060
Q60	A5J3-3	Agent GK "E"	81	Blk-Red	2N5060	Q38	A5J3-25	OIL Middle	36	Yel-Brn	2N5060
Q11	A5J1-16	Agent GK "N"	15	Red-Wht	2N5060	Q50	A5J3-12	OIL Right	21	Blu-Red	2N5060
Q26	A5J1-7	Agent GK "T"	34	Yel-Gm	2N5060	Q08	A5J1-23	Outhole 2X	12	Red-Blu	MCR-106
Q32	A5J3-27	Agent GK "G" ("second G)	40	Gm	2N5060	Q35	A5J1-3	Outhole 3X	45	Gm-Wht	MCR-106
Q59	A5J3-4	Agent GK "K"	14	Red-Gm	2N5060	Q49	A5J3-17	Outhole 4X	13	Red-Yel	MCR-106
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q54	A5J3-11	Outhole 5X	92	Gry-Blu	MCR-106
Q40	A5J3-22	Boop-Ball Arrow	23	Blu-Yel	MCR-106	Q03	A5J1-26, J2-21	Shoot Again (Playfield & Back Box)	91, 47	Gry-Red, Gm-Orn	MCR-106
Q04	A9J2-5	Boop-Ball Bonus 25K	60	Brn	MCR-106	Q09	A5J1-14	Skill 10K	67	Brn-Orn	MCR-106
Q03	A9J2-3	Boop-Ball Bonus 50K & Playfield Double	62	Brn-Blu	MCR-106	Q34	A5J1-2	Skill 25K	52	Wht-Blu	MCR-106
Q10	A9J2-20	Boop-Ball Bonus 100K & Playfield Triple	95	Gry-Wht	MCR-106	Q48	A5J3-16	Skill 50K	25	Blu-Wht	MCR-106
Q09	A9J2-17	Boop-Ball Bonus Special	96	Gry-Brn	MCR-106	Q07	A5J1-27	SLOT "S"	53	Wht-Yel	2N5060
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060	Q21	A5J1-12	SLOT "L"	61	Brn-Red	2N5060
Q05	A5J2-16	Drop Target Bonus 10K	34	Yel-Gm	2N5060	Q39	A5J3-24	SLOT "O"	72	Orn-Blu	2N5060
Q18	A5J2-20	Drop Target Bonus 20K	96	Gry-Brn	2N5060	Q53	A5J3-14	SLOT "T"	84	Blk-Gm	2N5060
Q30	A5J2-6	Drop Target Bonus 30K	85	Blk-Wht	2N5060	Q28	A5J1-8	SMOKE Left	51	Wht-Red	2N5060
Q43	A5J2-7	Drop Target Bonus 40K	91	Gry-Red	2N5060	Q44	A5J3-19	SMOKE Middle	67	Brn-Orn	2N5060
Q06	A5J2-14	Drop Target Bonus 50K	12	Red-Blu	2N5060	Q51	A5J3-15	SMOKE Right	53	Wht-Yel	2N5060
Q19	A5J2-15	Drop Target Bonus 60K	23	Blu-Yel	2N5060	Q55	A5J3-9	Spinner 1K	15	Red-Wht	MCR-106
Q31	A5J2-2	Drop Target Bonus 70K	--	Pink	2N5060	Q04	A5J1-28	Spinner Match 25K	78	Orn-Blk	2N5060
Q45	A5J2-1	Drop Target Bonus Special	60	Brn	2N5060	Q25	A5J1-6	Spinner Match 50K	94	Gry-Gm	2N5060
Q46	A5J3-18	G.I. Control	56	Wht-Brn	2N5060	Q20	A5J1-13	Spinner Match 75K	30	Yel	2N5060
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q58	A5J3-2	Spinner Match 100K	95	Gry-Wht	2N5060
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106	Q01	A5J1-24	Spinner Match 125K	50	Wht	MCR-106
Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106	Q24	A5J1-5	Spinner Match 150K	48	Gm-Blk	MCR-106
Q06	A9J2-7	Match Advance 25K	32	Yel-Blu	MCR-106	Q42	A5J3-21	Spinner Match 200K	64	Brn-Gm	MCR-106
Q01	A9J2-1	Match Advance 50K	43	Gm-Yel	MCR-106	Q56	A5J3-10	Spinner Match Special	68	Brn-Blk	MCR-106
Q12	A9J2-18	Match Advance 75K	25	Blu-Wht	MCR-106	Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q07	A9J2-11	Match Advance 100K	15	Red-Wht	MCR-106	Q14	A5J1-18	Weapons 90K	58	Wht-Blk	2N5060
Q05	A9J2-6	Match Advance 125K	46	Gm-Brn	MCR-106	Q10	A5J1-15	Weapons Extra Ball	13	Red-Yel	MCR-106
Q02	A9J2-2	Match Advance 150K	40	Gm	MCR-106	Q13	A5J1-17	Weapons Special	57	Wht-Orn	2N5060
Q11	A9J2-19	Match Advance 200K	27	Blu-Orn	MCR-106	Q12	A5J1-19	Weapons Special	60	Brn	2N5060

A9 = Aux. Lamp Driver Board AS-2518-43



Coil Table

Sol. No.	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Saucer	Momentary	83	Blk-Yel	A3J5-11	Q14	AO-27-1300
2	Drop Target Reset	Momentary	71	Orn-Red	A3J5-9	Q9	NO-26-1900
3	Thumper Bumper	Momentary	74	Orn-Gm	A3J5-15	Q10	AN-26-1200
4	Left Slingshot	Momentary	80	Blk	A3J5-13	Q12	AO-26-1200
5	Outhole	Momentary	78	Orn-Blk	A3J5-14	Q11	AN-26-1200
6	Knocker	Momentary	85	Blk-Wht	A3 J2-6, J3-7, J5-8	Q16	AR-26-1200
7	Gate	Continuous	91	Gry-Red	A3J5-7	Q17	GA-34-4000
8	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
9	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary			A3J2-10	Q5	--
		Momentary			A3J2-11	Q6	--
		Momentary			A3J2-12	Q7	--
		Momentary			A3J1-2, J2-9	Q1	--
		Momentary			A3J5-12	Q13	--
		Continuous			A3J2-15, J3-9, J5-3	Q18	--
		Momentary			A3J1-3, J2-4	Q2	--
		Momentary			A3J2-5, J3-7	Q3	--
		Momentary			A3J1-5	Q4	--
		Momentary			A3J5-10	Q8	--
Flipper Circuits		Power Wire	Flipper Coil Wire		Flipper Button Wire		Coil
	Left Flipper	Brn (60)	40 (Gm)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500
	Upper Left Flipper	Brn (60)	85 (Blk-Wht)		(to lower left flipper)		AQ-26-600/34-4500
	Right Flipper	Brn (60)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500
	Upper Right Flipper	Brn (60)	18 (Red-Blk)		(to lower right flipper)		AQ-26-600/34-4500

Switch Matrix

		strobe (ST) return (I)				
Row	Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Orn (70) A4J3-3 Red-Gm (14)	STROBE 2 A4J2-3 Gry-Yel (93)	STROBE 3 A4J2-4 Wht-Yel (53)	STROBE 4 A4J2-5 Yel-Red (31)
RETURN I 0 A4J2-8 Wht-Brn (54) A4J3-9 Red-Wht (15)		Rebound 1	Coin Chute III (Right) 9	Drop Target #1 (Left) 17	Outlane & Return Lane 25	Shooter Lane cap. 33
RETURN I 1 A4J2-9 Brn-Wht (63) A4J3-10 Brn-Wht (65)		Left "Missile" Rollover Button 2	Coin Chute I (Left) 10	Drop Target #2 18	Top Target "A" cap. 26	Left "SMOKE" Rollover Button 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)		Center "Missile" Rollover Button 3	Coin Chute II (Middle) 11	Drop Target #3 19	Top Target "G" cap. 27	Middle "SMOKE" Rollover Button 35
RETURN I 3 A4J2-11 Orn-Blk (78) A4J3-12 (not used)		Right "Missile" Rollover Button 4	Lane Change (Cabinet) 12	Drop Target #4 20	Top Target "E" cap. 28	Right "SMOKE" Rollover Button 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 (not used)		Saucer 5	Left Slingshot 13	SHOT "S" cap. 21	Top Target "N" cap. 29	Boob-Ball Target cap. 37
RETURN I 5 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)		Credit Button 6	Thumper Bumper cap. 14	SHOT "H" cap. 22	Top Target "T" cap. 30	Left "OIL" Rollover Button 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)		Spinner 7	Tilt 15	SHOT "O" cap. 23	Top Target "G" cap. 31	Middle "OIL" Rollover Button 39
RETURN I 7 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)		Outhole 8	Slam 16	SHOT "T" cap. 24	Top Target "K" cap. 32	Right "OIL" Rollover Button 40