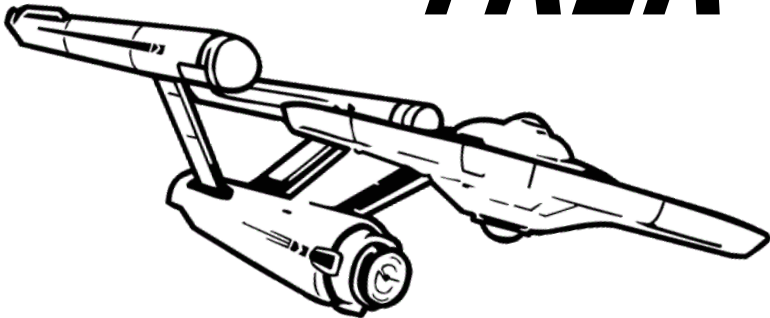


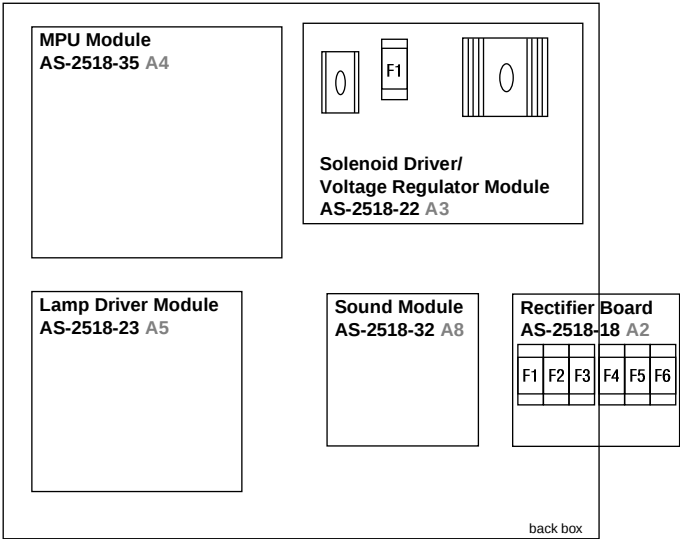
STAR TREK

Bally



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	Q58	A5J3-2	Flipper Feed Lane Left	95	Gry-Wht	2N5060
Q19	A5J2-15	2nd Player Up	23	Blu-Yel	2N5060	Q20	A5J1-13	Flipper Feed Lane Right	61	Brn-Red	2N5060
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106
Q45	A5J2-1	4th Player Up	60	Brn	2N5060	Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106
Q16	A5J2-22	Ball-in-Play	62	Brn-Blu	MCR-106	Q09	A5J1-14	Hyper Space 2K	54	Wht-Grn	MCR-106
Q07	A5J1-27	Bally 10K	53	Wht-Yel	2N5060	Q34	A5J1-2	Hyper Space 4K	43	Grn-Yel	MCR-106
Q21	A5J1-12	Bally 25K	96	Gry-Brn	2N5060	Q48	A5J3-16	Hyper Space 6K	25	Blu-Wht	MCR-106
Q39	A5J3-24	Bally 50K	72	Orn-Blu	2N5060	Q55	A5J3-9	Hyper Space 8K	15	Red-Wht	MCR-106
Q53	A5J3-14	Bally Special	84	Blk-Grn	2N5060	Q10	A5J1-15	Hyper Space 10K	13	Red-Yel	MCR-106
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060	Q22	A5J1-10	Hyper Space Extra Ball	32	Yel-Blu	MCR-106
Q29	A5J1-1	Bonus 2K	41	Grn-Red	2N5060	Q24	A5J1-5	Lane "A"	48	Grn-Blk	MCR-106
Q36	A5J3-26	Bonus 3K	38	Yel-Blk	2N5060	Q01	A5J1-24	Lane "B"	50	Wht	MCR-106
Q57	A5J3-1	Bonus 4K	10	Red	2N5060	Q37	A5J3-23	Left Middle Inside Lane	98	Gry-Blk	2N5060
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060	Q60	A5J3-3	Left Middle Outside Lane	81	Blk-Red	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	Q41	A5J3-20	Outlane Special Left	64	Brn-Grn	MCR-106
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060	Q17	A5J1-11	Outlane Special Right	65	Brn-Wht	MCR-106
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Grn-Orn	MCR-106
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q44	A5J3-19	Bonus 20K	67	Brn-Orn	2N5060	Q11	A5J1-16	Saucer "B"	12	Red-Blu	2N5060
Q05	A5J2-16	Center "B"	34	Yel-Grn	2N5060	Q26	A5J1-7	Saucer "A"	34	Yel-Grn	2N5060
Q18	A5J2-20	Center "A"	35	Yel-Wht	2N5060	Q59	A5J3-4	Saucer "L" (Lower)	14	Red-Grn	2N5060
Q30	A5J2-6	Center "L" (Left)	85	Blk-Wht	2N5060	Q32	A5J3-27	Saucer "L" (Upper)	40	Grn	2N5060
Q43	A5J2-7	Center "L" (Right)	91	Gry-Red	2N5060	Q04	A5J1-28	Saucer "Y"	78	Orn-Blk	2N5060
Q46	A5J3-18	Center "Y"	56	Wht-Brn	2N5060	Q56	A5J3-10	Target "L" (Lower)	91	Gry-Red	MCR-106
Q25	A5J1-6	Center Target	25	Blu-Wht	2N5060	Q42	A5J3-21	Target "L" (Upper)	30	Yel	MCR-106
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q02	A5J1-25	Target "Y"	90	Gry	MCR-106
Q54	A5J3-11	Drop Target 2X	20	Blu	MCR-106	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q49	A5J3-17	Drop Target 3X, Bonus Multiplier 2X	27	Blu-Orn	MCR-106	Q08	A5J1-23		56	Wht-Brn	MCR-106
Q35	A5J1-3	Drop Target Special, Bonus Multiplier 3X	45	Grn-Wht	MCR-106	Q51	A5J3-15		53	Wht-Yel	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	Top Saucer	Momentary	74	Orn-Grn	A3J5-10	Q8	AO-27-1300
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	Drop Target Reset	Momentary	83	Blk-Yel	A3J5-14	Q11	NO-26-1900
8	Left Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
9	Right Slingshot	Momentary	80	Blk	A3J5-13	Q12	AN-26-1200
10	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
11	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	67	Brn-Orn	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	81	Blk-Red	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	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 "D" (Bottom) 1	Coin Chute III (Right) 9	Not Used 17	Left Middle Inside Lane 25	Not Used 33
RETURN I 1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)		Drop Target "C" 2	Coin Chute I (Left) 10	Top Lower Rollover Button 18	Left Middle Outside Lane 26	Right Outlane 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)		Drop Target "B" 3	Coin Chute II (Middle) 11	Right Flipper Feed Lane 19	Target "Y" 27	Left Outlane 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)		Drop Target "A" (Top) 4	Not Used 12	Left Flipper Feed Lane 20	Lower Target "L" 28	Right Slingshot 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)		Collect Bonus Lane 5	Not Used 13	Top Left Target 21	Upper Target "L" 29	Bottom Left Slingshot 37
RETURN I 5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)		Credit Button 6	Not Used 14	Top Upper Rollover Button 22	Rollover "A" 30	Bottom Thumper Bumper 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)		Tilt (3) 7	Not Used 15	Drop Target & 3x 10 Point Rebounds 23	Rollover "B" 31	Right Thumper Bumper 39
RETURN I 7 A4J2-15 Orn (70) A4J3-16 Yel (30)		Outhole 8	Slam (2) 16	Center Target 24	Saucer 32	Left Thumper Bumper 40