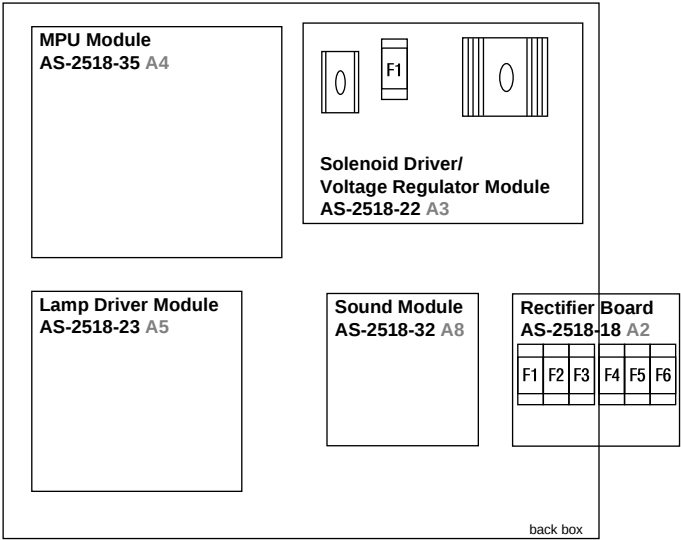




Fuse List

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	Q57	A5J3-1	Planet #4 Mars	10	Red	2N5060
Q19	A5J2-15	2nd Player Up	32	Yel-Blu	2N5060	Q12	A5J1-19	Planet #5 Jupiter	60	Brn	2N5060
Q31	A5J2-2	3rd Player Up	20	Blu	2N5060	Q27	A5J1-9	Planet #6 Saturn	52	Wht-Blu	2N5060
Q45	A5J2-1	4th Player Up	60	Brn	2N5060	Q38	A5J3-25	Planet #7 Neptune	36	Yel-Brn	2N5060
Q56	A5J3-10	A, B, C, D, Special	91	Gry-Red	MCR-106	Q50	A5J3-12	Planet #8 Uranus	21	Blu-Red	2N5060
Q20	A5J1-13	Arrow "C" Bottom	96	Gry-Brn	2N5060	Q13	A5J1-17	Planet #9 Pluto	57	Wht-Orn	2N5060
Q24	A5J1-5	Arrow "C" Top	48	Gm-Blk	MCR-106	Q08	A5J1-23	Planet #1 Rollover	56	Wht-Brn	MCR-106
Q58	A5J3-2	Arrow "D" Bottom	95	Gry-Wht	2N5060	Q48	A5J3-16	Planet #2 Target	25	Blu-Wht	MCR-106
Q01	A5J1-24	Arrow "D" Top	50	Wht	MCR-106	Q34	A5J1-2	Planet #3 Rollover	43	Gm-Yel	MCR-106
Q16	A5J2-22	Ball-in-Play	62	Brn-Blu	MCR-106	Q35	A5J1-3	Planet #4 Rollover	45	Gm-Wht	MCR-106
Q26	A5J1-7	Bonus 18K (Jumbo)	34	Yel-Grn	2N5060	Q10	A5J1-15	Planet #5 Target	13	Red-Yel	MCR-106
Q32	A5J3-27	Bonus 36K (Super)	40	Gm	2N5060	Q49	A5J3-17	Planet #6 Rollover	27	Blu-Orn	MCR-106
Q46	A5J3-18	Bonus Multiplier 3X	56	Wht-Brn	2N5060	Q09	A5J1-14	Planet #7 Rollover	54	Wht-Gm	MCR-106
Q11	A5J1-16	Bonus Special	12	Red-Blu	2N5060	Q55	A5J3-9	Planet #8 Target	15	Red-Wht	MCR-106
Q17	A5J1-11	Bottom Thumper Bumper	65	Brn-Wht	MCR-106	Q54	A5J3-11	Planet #9 Rollover	20	Blu	MCR-106
Q05	A5J2-16	Can Play 1	34	Yel-Gm	2N5060	Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q18	A5J2-20	Can Play 2	35	Yel-Wht	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q30	A5J2-6	Can Play 3	85	Blk-Wht	2N5060	Q60	A5J3-3	Spinner Left	81	Blk-Red	2N5060
Q43	A5J2-7	Can Play 4	91	Gry-Red	2N5060	Q37	A5J3-23	Spinner Right	98	Gry-Blk	2N5060
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q04	A5J1-28	Target "A"	78	Orn-Blk	2N5060
Q22	A5J1-10	Extra Ball Center Target Arrow	32	Yel-Blu	MCR-106	Q25	A5J1-6	Target "B"	25	Blu-Wht	2N5060
Q33	A5J2-11	Game Over	95	Gry-Wht	MCR-106	Q47	A5J2-10	Tilt	98	Gry-Blk	MCR-106
Q15	A5J2-23	High Score to Date	97	Gry-Orn	MCR-106	Q02	A5J1-25		90	Gry	MCR-106
Q59	A5J3-4	Lanes Score 5K	14	Red-Gm	2N5060	Q07	A5J1-27		53	Wht-Yel	2N5060
Q23	A5J2-8	Match	93	Gry-Yel	MCR-106	Q28	A5J1-8		51	Wht-Red	2N5060
Q51	A5J3-15	Outlane Left 50K	53	Wht-Yel	2N5060	Q21	A5J1-12		61	Brn-Red	2N5060
Q44	A5J3-19	Outlane Right 50K	67	Brn-Orn	2N5060	Q42	A5J3-21		30	Yel	MCR-106
Q14	A5J1-18	Planet #1 Mercury	58	Wht-Blk	2N5060	Q41	A5J3-20		64	Brn-Gm	MCR-106
Q29	A5J1-1	Planet #2 Venus	41	Gm-Red	2N5060	Q39	A5J3-24		72	Orn-Blu	2N5060
Q36	A5J3-26	Planet #3 Earth	38	Yel-Blk	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, J3-4	Q3	AR-26-1200
3	Right Thumper Bumper	Momentary	74	Orn-Grn	A3J5-10	Q8	AN-26-1200
4	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
5	Bottom Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
6	Left Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
7	Right Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
8	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
9	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	81	Blk-Red	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	83	Blk-Yel	A3J5-14	Q11	
		Momentary	80	Blk	A3J5-13	Q12	
		Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	
		Continuous	67	Brn-Orn	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 (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	Right Spinner 17	Planet #8 Target 25	Not Used 33
RETURN I 1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)		Not Used 2	Coin Chute I (Left) 10	Left Spinner 18	Planet #6 Rollover Lane 26	Right Outlane 34
RETURN I 2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)		Not Used 3	Coin Chute II (Middle) 11	Not Used 19	Planet #4 Rollover Lane 27	Left Outlane 35
RETURN I 3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)		Not Used 4	Not Used 12	Top Rollover Button 20	Planet #2 Target 28	Right Slingshot 36
RETURN I 4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)		Not Used 5	Not Used 13	30 Points Rebounds (5) 21	Planet #9 Rollover Lane 29	Left Slingshot 37
RETURN I 5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)	Credit Button	Not Used 6	Not Used 14	Planet #5 Center Target 22	Planet #7 Rollover Lane 30	Bottom Thumper Bumper 38
RETURN I 6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Tilt (3)	Not Used 7	Not Used 15	"B" Target 23	Planet #3 Rollover Lane 31	Left Thumper Bumper 39
RETURN I 7 A4J2-15 Orn (70) A4J3-16 Yel (30)	Outhole	Not Used 8	Slam (2) 16	"A" Target 24	Planet #1 Rollover Lane 32	Right Thumper Bumper 40