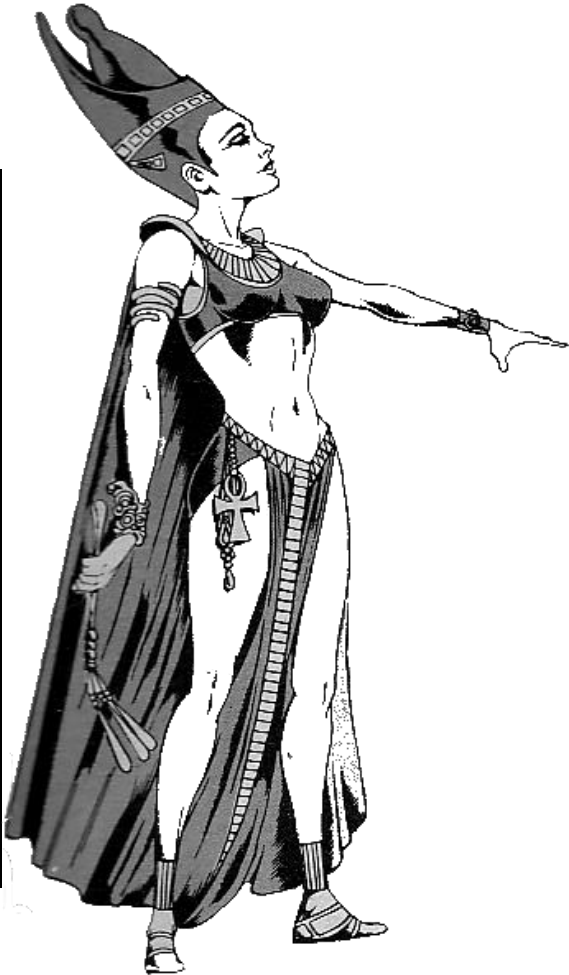


Fuse List

Wire in	Value	Wire out	description	location
Om	5 Amp Slo-Blo	Blu	115V Primary Fuse	Bottom Board
	2½ Amp Slo-Blo		230V Primary Fuse	Bottom Board
Wht-Yel	¼ Amp Slo-Blo	Blu-Wht-Red	Displays 69VAC	Bottom Board
Yel	5 Amp Slo-Blo	Red-Wht	Coils 25VAC	Bottom Board
Blu-Blk	5 Amp Slo-Blo	Orn-Blk	Controlled lamps 8VAC	Bottom Board
Yel-Red	7½ Amp	Brn-Red	G.I. Playfield (via Tilt Relay) & Coin Chute 6VAC	Bottom Board
Yel-Red	7½ Amp	Wht-Red	G.I. Name & Scene Lights 6VAC	Bottom Board

D. Gottlieb & Co.



Switch Matrix

	RETURN 0 A1J7-12 & A1J6-3 Yellow	RETURN 1 A1J7-13 Blue-White	RETURN 2 A1J7-14 Orange-White	RETURN 3 A1J7-17 Brown-White	RETURN 4 A1J7-16 Green-White	RETURN 5 A1J7-15 Purple-White	RETURN 6 A1J7-11 Yellow-White	RETURN 7 A1J7-10 Yellow-Black
STROBE 0 A1J7-2 A1J6-8 Blue	Test Button Blue-White SW.00	10 Point Switches (10) SW.10	Blue Rollovers (2) SW.20	Green Drop Target SW.30	Right & Left Pop Bumpers (2) SW.40	Not Used SW.50	Not Used SW.60	Not Used SW.70
STROBE 1 A1J7-3 A1J6-4 Orange	#1 Coin Chute Orange-White SW.01	Center Pop Bumper SW.11	Green Rollovers (2) SW.21	Red Rollover SW.31	Right Hole SW.41	Not Used SW.51	Not Used SW.61	Not Used SW.71
STROBE 2 A1J7-4 A1J6-5 Brown	#2 Coin Chute Brown-White SW.02	Right Side Target SW.12	Right & Left Star Rollovers (2) SW.22	Red Drop Target SW.32	Left Hole SW.42	Not Used SW.52	Not Used SW.62	Not Used SW.72
STROBE 3 A1J7-7 A1J6-6 Green	Replay Button Green-White SW.03	Center Target SW.13	White Drop Target SW.23	Yellow Rollovers (2) SW.33	Blue Drop Target SW.43	Not Used SW.53	Not Used SW.63	Not Used SW.73
STROBE 4 A1J7-6 Purple	Tilt Purple-White SW.04	Left Side Target SW.14	Yellow Drop Target SW.24	White Rollovers (2) SW.34	Not Used SW.44	Not Used SW.54	Not Used SW.64	Not Used SW.74

Lamps and solenoids

transistor	connector	code	description	wire color	transistor type
Q01	J5-18	L01	Game Over Relay	Wht-Blu	MPS-U45
Q Relay			Match / Game Over Light	Yel-Blk	
Q Relay			Ball in Play	Pur-Red	
Q02	J5-19	L02	Tilt Relay	Wht-Orn	MPS-U45
T Relay			Tilt Light	Wht-Brn-Blk	
Q03	J5-17	L03	High Game to Date	Wht-Brn	MPS-U45
Q04	J5-15	L04	Same Player Shoot Again	Wht-Grn	MPS-U45
Q05	J5-13	L05	Red Bonus Left	Wht-Pur	MPS-A13
Q06	J5-14	L06	White Bonus Left	Wht-Yel	MPS-A13
Q07	J5-12	L07	Blue Bonus Left	Blu-Wht-Red	MPS-A13
Q08	J5-11	L08	Yellow Bonus Left	Orn-Wht-Red	MPS-A13
Q09	J5-9	L09	Green Bonus Left	Brn-Wht-Red	MPS-A13
Q10	J5-10	L10	Red Bonus Right	Grn-Wht-Red	MPS-A13
Q11	J5-8	L11	White Bonus Right	Pur-Wht-Red	MPS-A13
Q12	J5-7	L12	Blue Bonus Right	Yel-Wht-Red	MPS-A13
Q13	J5-5	L13	Yellow Bonus Right	Blu-Wht-Blk	MPS-A13
Q14	J5-6	L14	Green Bonus Right	Orn-Wht-Blk	MPS-A13
Q15	J5-4	L15	Red Bonus Arrow	Brn-Wht-Blk	MPS-A13
Q16	J5-3	L16	White Bonus Arrow	Grn-Wht-Blk	MPS-A13
Q17	J5-1	L17	Blue Bonus Arrow	Pur-Wht-Blk	MPS-A13
Q18	J5-2	L18	Yellow Bonus Arrow	Yel-Wht-Blk	MPS-A13
Q19	J3-20	L19	Green Bonus Arrow	Wht-Blu-Red	MPS-A13
Q20	J3-18	L20	Double Bonus Left	Wht-Orn-Red	MPS-A13
Q21	J3-16	L21	Double Bonus Right	Wht-Brn-Red	MPS-A13
Q22	J3-17	L22	Yellow Out Rollover	Wht-Grn-Red	MPS-A13
Q23	J3-15	L23	White Return Rollover	Wht-Pur-Red	MPS-A13
Q24	J3-14	L24	Blue Return Rollover	Wht-Yel-Red	MPS-A13
Q33	J3-12	L25	Green Out Rollover	Wht-Blu-Blk	MPS-A13
Q34	J3-13	L26	Center Target	Wht-Orn-Blk	MPS-A13
Q35	J3-11	L27	Not Used	Wht-Brn-Blk	MPS-A13
Q36	J3-9	L28	Yellow Top Rollover	Wht-Grn-Blk	MPS-A13
Q37	J3-7	L29	White Top Rollover	Wht-Pur-Blk	MPS-A13
Q38	J3-8	L30	Red Top Rollover	Wht-Yel-Blk	MPS-A13
Q39	J3-6	L31	Blue Top Rollover	Blu-Wht-Wht	MPS-A13
Q40	J3-5	L32	Green Top Rollover	Orn-Wht-Wht	MPS-A13
Q41	J3-4	L33	Extra Ball Right	Brn-Wht-Wht	MPS-A13
Q42	J3-3	L34	Extra Ball Left	Grn-Wht-Wht	MPS-A13
Q43	J3-2	L35	Special Left	Pur-Wht-Wht	MPS-A13
Q44	J3-1	L36	Special Right	Yel-Wht-Wht	MPS-A13
Q32	J4-6	Solenoid 1	Outhole	Blu-Red	2N6043
Q25	J2-1	Solenoid 2	Knocker	Orn-Red	2N6043
Q26	J2-2	Solenoid 3	10's chime	Orn-Blk	2N6043
Q27	J2-3	Solenoid 4	100's chime	Grn-Red	2N6043
Q28	J2-4	Solenoid 5	1000's chime	Pur-Red	2N6043
Q31	J4-5	Solenoid 6	Right Hole	Yel-Red	2N6043
Q30	J4-4	Solenoid 7	Left Hole	Blu-Blk	2N6043
Q29 - Q45	J4-2	Solenoid 8	Drop Target Bank Reset	Orn-Blk	MPS-U45 - 2N3055

Solenoids

	Solenoid description	Solenoid Type	Power Wire	Fuse	Transfer Wire	Coil Wire Color	Connector	Driver Transistor	Transistor Type	Coil Type
L01	Game Over Relay	Controlled	Red			Wht-Blu	A3J5-18	Q01	MPS-U45	A-16890
L02	Tilt Relay	Controlled	Red			Wht-Orn	A3J5-19	Q02	MPS-U45	A-16890
Sol. 1	Outhole	Controlled	Red			Blu-Red	A3J4-6	Q32	2N6043	A-16570
Sol. 2	Knocker	Controlled	Red			Orn-Red	A3J2-1	Q25	2N6043	A-5195
Sol. 3	10's chime	Controlled	Red			Orn-Blk	A3J2-2	Q26	2N6043	A-17876
Sol. 4	100's chime	Controlled	Red			Grn-Red	A3J2-3	Q27	2N6043	A-17876
Sol. 5	1000's chime	Controlled	Red			Pur-Red	A3J2-4	Q28	2N6043	A-17876
Sol. 6	Right Hole	Controlled	Red			Yel-Red	A3J4-5	Q31	2N6043	A-16570
Sol. 7	Left Hole	Controlled	Red			Blu-Blk	A3J4-4	Q30	2N6043	A-16570
Sol. 8	5-Drop Target Bank Reset	Controlled	Red	2 Amp Slo-Blo	?	Orn-Blk	A3J4-2	Q29 - Q45	MPS-U45 - 2N3055	A-17891
	Left Pop Bumper	Directly	Brn-Blk					Switch		A-1496
	Center Pop Bumper	Directly	Brn-Blk					Switch		A-1496
	Right Pop Bumper	Directly	Brn-Blk					Switch		A-1496
	Left Kicking Rubber	Directly	Brn-Blk					Switch		A-5194
	Right Kicking Rubber	Directly	Brn-Blk					Switch		A-5194
	Coin Lockout	Directly	Red				A6J1-11	Directly wired to ground		A-16890
	Left Flipper	Directly	Brn-Blk			Grn-Blk	A6J5-4	Button		A-17875
	Right Flipper	Directly	Brn-Blk			Pur-Blk	A6J5-5	Button		A-17875