

Fuse List:

Wire in	Value	Wire out	description	location
Blk-Red-Red (022)	5 Amp Slo-Blo	Blk-Brn-Brn (011)	115V Primary Fuse	Bottom Board
	2½ Amp Slo-Blo		230V Primary Fuse	Bottom Board
Brn	1 Amp Slo-Blo	Brn	Small transformer primary fuse	Bottom Board
Wht-Blu	2 Amp	Lug 6	Small transformer secondary fuse 11VAC	Bottom Board
Wht-Brn	3/4 Amp	Lug 7	Small transformer secondary fuse 14VAC	Bottom Board
Yel-Blu-Blu (466)	¼ Amp Slo-Blo	Grn-Blk-Blk (500)	Displays 69VAC	Bottom Board
Blk-Blu-Blu (066)	5 Amp Slo-Blo	Red-Slt-Slt (288)	Coils 25VAC	Bottom Board
Orn-Blk-Blk (300)	5 Amp Slo-Blo	Orn-Brn-Brn (311)	Controlled lamps 8VAC	Bottom Board
Red-Blu-Blu (266)	10 Amp	Red-Orn-Orn (233)	G.I. Playfield (via Tilt Relay) & Coin Chute 6VAC	Bottom Board
Red-Blu-Blu (266)	10 Amp	Red-Red-Red (222)	G.I. Name & Scene Lights 6VAC	Bottom Board
Orn-Red-Red (322)	2 Amp Slo-Blo	Blu-Blk	Red Target Bank Reset	Playfield
			Green Target Bank Reset	Playfield
			Blue Target Bank Reset	Playfield
Orn-Red-Red (322)	2 Amp Slo-Blo	Brn-Blk	Yellow Target Bank Reset	Playfield

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COUNT-DOWN



Switch Matrix

	RETURN 0 A1J7-12 & A1J6-3 Blk- Blu-Blu (066)	RETURN 1 A1J7-13 Brn-Blk-Blk (100)	RETURN 2 A1J7-14 Brn-Red-Red (122)	RETURN 3 A1J7-17 Brn-Orn-Orn (133)	RETURN 4 A1J7-16 Brn-Yel-Yel (144)	RETURN 5 A1J7-15 Brn-Grn-Grn (155)	RETURN 6 A1J7-11 Brn-Blu-Blu (166)	RETURN 7 A1J7-10 Orn-Blu-Blu (366)
STROBE 0 A1J7-2 A1J6-8 Blk-Brn-Brn (011)	Test Button Brn-Blk-Blk (100) SW.00	Red Rollover Grn-Yel-Yel (544) SW.10	#1 Red Drop Target Yel_Blk-Blk (400) SW.20	#1 Green Drop Target Pur-Blk-Blk (700) SW.30	Left Rollover Button Red-Brn-Brn (211) SW.40	Right Rollover Button Blu-Grn-Grn (655) SW.50	#1 Yellow Drop Target Grn-Blk-Blk (500) SW.60	#1 Blue Drop Target Red-Blk-Blk (200) SW.70
STROBE 1 A1J7-3 A1J6-4 Blk-Red-Red (022)	#1 Coin Chute Brn-Red-Red (122) SW.01	Green Rollover Yel-Red-Red (422) SW.11	#2 Red Drop Target Yel-Brn-Brn (411) SW.21	#2 Green Drop Target Grn-Blu-Blu (566) SW.31	Hole Switch Brn-Red-Red (122) SW.41	Pop Bumper Red-Grn-Grn (255) SW.51	#2 Yellow Drop Target Pur-Grn-Grn (755) SW.61	#2 Blue Drop Target Blu-Orn-Orn (633) SW.71
STROBE 2 A1J7-4 A1J6-5 Blk-Orn-Orn (033)	#2 Coin Chute Brn-Orn-Orn (133) SW.02	Not Used SW.12	Not Used SW.22	Not Used SW.32	Not Used SW.42	Not Used SW.52	Not Used SW.62	Not Used SW.72
STROBE 3 A1J7-7 A1J6-6 Blk-Yel-Yel (044)	Replay Button Brn-Yel-Yel (144) SW.03	Yellow Rollover Blu-Blk-Blk (600) SW.13	#3 Red Drop Target Grn-Brn-Brn (511) SW.23	#3 Green Drop Target Grn-Red-Red (522) SW.33	Extra Ball Rollover Red-Yel-Yel (244) SW.43	10 Point Switches (10) Orn-Blk SW.53	#3 Yellow Drop Target Pur-Brn-Brn (711) SW.63	#3 Blue Drop Target Pur-Red-Red (722) SW.73
STROBE 4 A1J7-6 Blk-Grn-Grn (055)	Tilt Brn-Blu-Blu (166) SW.04	Blue Rollover Red-Blu-Blu (266) SW.14	#4 Red Drop Target Blu-Red-Red (622) SW.24	#4 Green Drop Target Blu-Yel-Yel (644) SW.34	Special Rollover Grn-Grn-Grn (555) SW.44	Not Used SW.54	#4 Yellow Drop Target Pur-Orn-Orn (733) SW.64	#4 Blue Drop Target Pur-Yel-Yel (744) SW.74

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-Pur-Pur (277)			Yel-Blk-Blk (400)	A3J5-18	Q01	MPS-U45	A-16890
L02	Tilt Relay	Controlled	Red-Pur-Pur (277)			Yel-Brn-Brn (411)	A3J5-19	Q02	MPS-U45	A-16890
Sol. 1	Outhole	Controlled	Red-Pur-Pur (277)			Red-Blk-Blk (200)	A3J4-6	Q32	2N6043	A-16570
Sol. 2	Knocker	Controlled	Red-Pur-Pur (277)			Red-Brn-Brn (211)	A3J2-1	Q25	2N6043	A-5195
Sol. 3	10's chime	Controlled				Orn-Brn-Brn (311)	A3J2-2	Q26	2N6043	Sound Board
Sol. 4	100's chime	Controlled				Red-Yel-Yel (244)	A3J2-3	Q27	2N6043	Sound Board
Sol. 5	1000's chime	Controlled				Red-Grn-Grn (255)	A3J2-4	Q28	2N6043	Sound Board
Sol. 6	Hole	Controlled	Red-Pur-Pur (277)			Red-Blu-Blu (266)	A3J4-5	Q31	2N6043	A-16570
Sol. 7	Green Target Bank Reset	Controlled				Orn-Blk-Blk (300)	A3J4-4	Q30	2N6043	A-18318
Sol. 8	Red Target Bank Reset	Controlled		2 Amp Slo-Blo	Blu-Blk	Orn-Brn-Brn (311)	A3J4-2	Q29 - Q45	MPS-U45 - 2N3055	A-18318
L18	Blue Drop Target Bank Reset	Controlled				Blu-Grn-Grn (655)	A3J5-2	Q18 - UPT	MPS-U45 - 2N5875	A-18318
L17	Yellow Drop Target Bank Reset	Controlled	Orn-Red-Red (322)	2 Amp Slo-Blo	Brn-Blk	Blu-Yel-Yel (644)	A3J5-1	Q17 - UPT	MPS-U45 - 2N5875	A-18318
	Pop Bumper	Directly	Orn-Red-Red (322)					Switch		A-1496
	Coin Lockout	Directly	Red-Pur-Pur (277)				A6J1-11	Directly wired to ground		A-16890
	Lower Left Flipper	Directly	Orn-Yel-Yel (344)				A6J5-4	Button		A-17875
	Upper Left Flipper	Directly	Orn-Yel-Yel (344)				A6J5-4	Button		A-17875
	Lower Right Flipper	Directly	Orn-Grn-Grn (355)				A6J5-5	Button		A-17875
	Upper Right Flipper	Directly	Orn-Grn-Grn (355)				A6J5-5	Button		A-17875

Lamps and solenoids

transistor	connector	code	description	wire code	wire color	transistor type
Q01	J5-18	L01	Game Over Relay (Q)	400	Yel-Blk-Blk	MPS-U45
Q Relay			Match / Game Over Light	366	Orn-Blu-Blu	
Q Relay			Ball in Play	255	Red-Grn-Grn	
Q02	J5-19	L02	Tilt Relay (T)	411	Yel-Brn-Brn	MPS-U45
T Relay			Tilt Light	822	Slt-Red-Red	
Q03	J5-17	L03	High Game to Date	422	Yel-Red-Red	MPS-U45
Q04	J5-15	L04	Same Player Shoot Again	433	Yel-Orn-Orn	MPS-U45
Q05	J5-13	L05	Red Rollover	455	Yel-Grn-Grn	MPS-A13
Q06	J5-14	L06	Green Rollover	466	Yel-Blu-Blu	MPS-A13
Q07	J5-12	L07	Blue Rollover	500	Grn-Blk-Blk	MPS-A13
Q08	J5-11	L08	Yellow Rollover	511	Grn-Brn-Brn	MPS-A13
Q09	J5-9	L09	Red Drop Target	522	Grn-Red-Red	MPS-A13
Q10	J5-10	L10	Green Drop Target	533	Grn-Orn-Orn	MPS-A13
Q11	J5-8	L11	Right Rollover Button	544	Grn-Yel-Yel	MPS-A13
Q12	J5-7	L12	Left Rollover Button	566	Grn-Blu-Blu	MPS-A13
Q13	J5-5	L13	Hole	600	Blu-Blk-Blk	MPS-A13
Q14	J5-6	L14	Special	611	Blu-Brn-Brn	MPS-A13
Q15	J5-4	L15	Score Bonus	622	Blu-Red-Red	MPS-A13
Q16	J5-3	L16	Extra Ball	633	Blu-Orn-Orn	MPS-A13
Q17	J5-1	L17	Yellow Target Bank Reset	644	Blu-Yel-Yel	MPS-A13
Q18	J5-2	L18	Blue Target Bank Reset	655	Blu-Grn-Grn	MPS-A13
Q19	J3-20	L19	5X Bonus	700	Pur-Blk-Blk	MPS-A13
Q20	J3-18	L20	4X Bonus	711	Pur-Brn-Brn	MPS-A13
Q21	J3-16	L21	2X Bonus	722	Pur-Red-Red	MPS-A13
Q22	J3-17	L22	3X Bonus	733	Pur-Orn-Orn	MPS-A13
Q23	J3-15	L23	1,000 Bonus	744	Pur-Yel-Yel	MPS-A13
Q24	J3-14	L24	2,000 Bonus	755	Pur-Grn-Grn	MPS-A13
Q33	J3-12	L25	3,000 Bonus	800	Slt-Blk-Blk	MPS-A13
Q34	J3-13	L26	4,000 Bonus	811	Slt-Brn-Brn	MPS-A13
Q35	J3-11	L27	5,000 Bonus	822	Slt-Red-Red	MPS-A13
Q36	J3-9	L28	6,000 Bonus	833	Slt-Orn-Orn	MPS-A13
Q37	J3-7	L29	7,000 Bonus	844	Slt-Yel-Yel	MPS-A13
Q38	J3-8	L30	8,000 Bonus	855	Slt-Grn-Grn	MPS-A13
Q39	J3-6	L31	9,000 Bonus	111	Brn-Brn-Brn	MPS-A13
Q40	J3-5	L32	10,000 Bonus	333	Orn-Orn-Orn	MPS-A13
Q41	J3-4	L33	20,000 Bonus	444	Yel-Yel-Yel	MPS-A13
Q42	J3-3	L34	Not Used	555	Grn-Grn-Grn	MPS-A13
Q43	J3-2	L35	Blue Rollover	666	Blu-Blu-Blu	MPS-A13
Q44	J3-1	L36	Yellow Rollover	777	Pur-Pur-Pur	MPS-A13
Q32	J4-6	Solenoid 1	Outhole	200	Red-Blk-Blk	2N6043
Q25	J2-1	Solenoid 2	Knocker	211	Red-Brn-Brn	2N6043
Q26	J2-2	Solenoid 3	10's chime	311	Orn-Brn-Brn	2N6043
Q27	J2-3	Solenoid 4	100's chime	244	Red-Yel-Yel	2N6043
Q28	J2-4	Solenoid 5	1000's chime	255	Red-Grn-Grn	2N6043
Q31	J4-5	Solenoid 6	Hole	266	Red-Blu-Blu	2N6043
Q30	J4-4	Solenoid 7	Green Target Bank Reset	300	Orn-Blk-Blk	2N6043
Q29 - Q45	J4-2	Solenoid 8	Red Target Bank Reset	311	Orn-Brn-Brn	MPS-U45 - 2N3055

2N6043 can be replaced with a TIP 102