

Gottlieb's Eclipse

Switch Matrix

	RETURN 0 A1J6-10 Blu-Blk-Blk (600)	RETURN 1 A1J6-11 Blu-Brn-Brn (611)	RETURN 2 A1J6-12 Blu-Red-Red (622)	RETURN 3 A1J6-13 Blu-Orn-Orn (633)	RETURN 4 A1J6-14 Blu-Yel-Yel (644)	RETURN 5 A1J6-15 Blu-Grn-Grn (655)	RETURN 6 A1J5-8 / A1J6-16 Blu-Blu-Blu (666)	RETURN 7 A1J5-1 / A1J6-17 Blu-Pur-Pur (677)
STROBE 0 A1J5-2 / A1J6-1 Yel-Blk-Blk (400)	Top #1 Rollover Orn-Grn-Grn (355) SW.00	Right #1 Spot Target Orn-Blk-Blk (300) SW.01	Right #1 Drop Target Blk-Blk-Blk (000) SW.02	Left #1 Drop Target Brn-Brn-Brn (111) SW.03	Center #1 Drop Target Blk-Brn-Brn (011) SW.04	Ball Kicker Hole Switch Grn-Blk-Blk (500) SW.05	Center #1 Spot Target Pur-Blk-Blk (700) SW.06	Test Button Grn-Blk-Blk (500) SW.07
STROBE 1 A1J5-3 / A1J6-2 Yel-Brn-Brn (411)	Top #2 Rollover Orn-Blu-Blu (366) SW.10	Right #2 Spot Target Orn-Brn-Brn (311) SW.11	Right #2 Drop Target Blk-Yel-Yel (044) SW.12	Left #2 Drop Target Brn-Red-Red (122) SW.13	Center #2 Drop Target Blk-Red-Red (022) SW.14	Outhole Grn-Brn-Brn (511) SW.15	Center #2 Spot Target Pur-Brn-Brn (711) SW.16	Left Coin Chute Grn-Brn-Brn (511) SW.17
STROBE 2 A1J5-4 / A1J6-3 Yel-Red-Red (422)	Top #3 Rollover Orn-Pur-Pur (377) SW.20	Right #3 Spot Target Orn-Red-Red (322) SW.21	Right #3 Drop Target Blk-Grn-Grn (055) SW.22	Left #3 Drop Target Brn-Orn-Orn (133) SW.23	Center #3 Drop Target Blk-Orn-Orn (033) SW.24	3rd Position Ball Trough Grn-Red-Red (522) SW.25	Center #3 Spot Target Pur-Red-Red (722) SW.26	Right Coin Chute Grn-Red-Red (522) SW.27
STROBE 3 A1J5-5 / A1J6-4 Yel-Orn-Orn (433)	Ball Shooter Blk-Slt-Slt (088) SW.30	Right #4 Spot Target Orn-Orn-Orn (333) SW.31	Right #4 Drop Target Blk-Blu-Blu (066) SW.32	Left #4 Drop Target Brn-Yel-Yel (144) SW.33	Kicking Target Blk-Pur-Pur (077) SW.34	Left Spinning Target Grn-Orn-Orn (533) SW.35	Center #4 Spot Target Pur-Orn-Orn (733) SW.36	Center Coin Chute Grn-Orn-Orn (533) SW.37
STROBE 4 A1J5-6 / A1J6-5 Yel-Yel-Yel (444)	Not Used SW.40	Not Used SW.41	Not Used SW.42	Not Used SW.43	Not Used SW.44	Not Used SW.45	Not Used SW.46	Replay Button Grn-Yel-Yel (544) SW.47
STROBE 5 A1J5-7 / A1J6-6 Yel-Grn-Grn (455)	Top Lane Rollunder Brn-Blk-Blk (100) SW.50	Pop Bumper (4) Orn-Yel-Yel (344) SW.51	Right Side Rollover Brn-Blu-Blu (166) SW.52	Left #5 Drop Target Brn-Grn-Grn (155) SW.53	Bottom Right Outside Rollunder Brn-Pur-Pur (177) SW.54	Not Used SW.55	10 Point Switches & Kicking Rubber Pur-Grn-Grn (755) SW.56	Tilt Grn-Grn-Grn (555) Pur-Pur-Pur (777) SW.57
STROBE 6 A1J6-7 Yel-Blu-Blu (466)	Not Used SW.60	Not Used SW.61	Not Used SW.62	Not Used SW.63	Not Used SW.64	Not Used SW.65	Not Used SW.66	Not Used SW.67
STROBE 7 A1J5-9 / A1J6-8 Yel-Pur-Pur (477)	Not Used SW.70	Not Used SW.71	Not Used SW.72	Not Used SW.73	Not Used SW.74	Not Used SW.75	Not Used SW.76	Not Used SW.77

www.inkochnito.nl

Gottlieb's Eclipse

Driverboard

transistor	connector	code	description	wire code	wire color	transistor type
Q01	A3J3-A	L0	Game Over Relay (Q)	288	Red-Slt-Slt	MPS-U45
Q Relay			Match	011	Blk-Brn-Brn	Q relay n.c.
Q Relay			Ball in Play	033	Blk-Orn-Orn	Q relay n.o.
Q02	A3J3-B	L1	Tilt Relay (T)	277	Red-Pur-Pur	MPS-U45
T Relay			Tilt	022	Brn-Red-Red	T relay n.o.
Q03	A3J5-2	L2	Coin Lockout	877	Slt-Pur-Pur	MPS-U45
Q04	A3J2-1 / A3J3-C	L3	Same Player Shoot Again	588	Grn-Slt-Slt	MPS-U45
Q05	A3J2-2	L4	Not Used	500	Grn-Blk-Blk	MPS-A13
Q06	A3J2-3	L5	Not Used	511	Grn-Brn-Brn	MPS-A13
Q07	A3J2-5	L6	Not Used	522	Grn-Red-Red	MPS-A13
Q08	A3J2-4	L7	Not Used	533	Grn-Orn-Orn	MPS-A13
Q09	A3J2-10	L8	Not Used	544	Grn-Yel-Yel	MPS-U45
Q10	A3J2-9	L9	Sound 16	555	Grn-Grn-Grn	MPS-A13
Q11	A3J2-7	L10	High Game To Date	577	Grn-Pur-Pur	MPS-A13
Q12	A3J2-8	L11	Game Over	566	Grn-Blu-Blu	MPS-A13
Q13	A3J3-25	L12	Ball Release Gate (Card Holder)	100	Brn-Blk-Blk	MPS-U45 + UPT
Q14	A3J3-24	L13	Hole Kicker	111	Brn-Brn-Brn	MPS-U45 + UPT
Q15	A3J3-22	L14	Kicking Target	122	Brn-Red-Red	MPS-U45
Q16	A3J3-23	L15	2X (Hole)	133	Brn-Orn-Orn	MPS-U45
Q17	A3J3-13	L16	3X (3-Bank)	144	Brn-Yel-Yel	MPS-U45
Q18	A3J3-14	L17	4X (4-Bank)	155	Brn-Grn-Grn	MPS-U45
Q19	A3J3-16	L18	5X (5-Bank)	166	Brn-Blu-Blu	MPS-U45
Q20	A3J3-15	L19	Captive Hole	177	Brn-Pur-Pur	MPS-U45
Q21	A3J3-21	L20	Captive Kicker	300	Orn-Blk-Blk	MPS-U45
Q22	A3J3-20	L21	50,000 (Rollunder)	311	Orn-Brn-Brn	MPS-U45
Q23	A3J3-18	L22	Extra Ball (Rollunder)	322	Orn-Red-Red	MPS-U45
Q24	A3J3-19	L23	Special (Rollunder)	333	Orn-Orn-Orn	MPS-U45
Q25	A3J3-9	L24	2X (Multi-Ball Scoring)	344	Orn-Yel-Yel	MPS-U45
Q26	A3J3-10	L25	3X (Multi-Ball Scoring)	355	Orn-Grn-Grn	MPS-U45
Q27	A3J3-12	L26	2X Multiplier	366	Orn-Blu-Blu	MPS-U45
Q28	A3J3-11	L27	3X Multiplier	377	Orn-Pur-Pur	MPS-U45
Q29	A3J3-Y	L28	4X Multiplier	500	Grn-Blk-Blk	MPS-U45
Q30	A3J3-X	L29	5X Multiplier	511	Grn-Brn-Brn	MPS-U45
Q31	A3J3-V	L30	1000 Bonus	522	Grn-Red-Red	MPS-U45
Q32	A3J3-W	L31	2000 Bonus	533	Grn-Orn-Orn	MPS-U45
Q33	A3J3-5	L32	3000 Bonus	544	Grn-Yel-Yel	MPS-A13
Q34	A3J3-6	L33	4000 Bonus	555	Grn-Grn-Grn	MPS-A13
Q35	A3J3-K	L34	5000 Bonus	566	Grn-Blu-Blu	MPS-A13
Q36	A3J3-7	L35	6000 Bonus	577	Grn-Pur-Pur	MPS-A13
Q37	A3J4-1	L36	7000 Bonus	700	Pur-Blk-Blk	MPS-A13
Q38	A3J4-2	L37	8000 Bonus	711	Pur-Brn-Brn	MPS-A13
Q39	A3J4-4	L38	9000 Bonus	722	Pur-Red-Red	MPS-A13
Q40	A3J4-3	L39	10,000 Bonus	733	Pur-Orn-Orn	MPS-A13
Q41	A3J3-4	L40	20,000 Bonus	744	Grn-Yel-Yel	MPS-A13
Q42	A3J3-3	L41	#1 Top Rollover	755	Grn-Grn-Grn	MPS-A13
Q43	A3J3-T	L42	#2 Top Rollover	766	Grn-Blu-Blu	MPS-A13
Q44	A3J3-2	L43	#3 Top Rollover	777	Grn-Pur-Pur	MPS-A13
Q45	A3J3-D	L44	#1 Center Spot Target	800	Slt-Blk-Blk	MPS-U45
Q46	A3J3-F	L45	#2 Center Spot Target	811	Slt-Brn-Brn	MPS-U45
Q47	A3J3-P	L46	#3 Center Spot Target	822	Slt-Red-Red	MPS-U45
Q48	A3J3-M	L47	#4 Center Spot Target	833	Slt-Orn-Orn	MPS-U45
Q49	A3J3-E	L48	#1 Right Spot Target	844	Slt-Yel-Yel	MPS-U45
Q50	A3J3-H	L49	#2 Right Spot Target	855	Slt-Grn-Grn	MPS-U45
Q51	A3J3-R	L50	#3 Right Spot Target	866	Slt-Blu-Blu	MPS-U45
Q52	A3J3-N	L51	#4 Right Spot Target	877	Slt-Pur-Pur	MPS-U45
Q53	A3J5-8	Solenoid 8	Knocker	888	Slt-Slt-Slt	2N6043
Q54	A3J6-3	Solenoid 3	Coin Counter 1	655	Blu-Grn-Grn	MPS-U45
Q55	A3J6-2	Solenoid 4	Coin Counter 2	644	Blu-Yel-Yel	MPS-U45
Q56	A3J6-1	Solenoid 7	Coin Counter 3	633	Blu-Orn-Orn	MPS-U45
Q57-Q58	A3J4-13	Solenoid 2	Five Drop Target Bank Reset	200	Red-Blk-Blk	MPS-U45 - 2N3055
Q59	A3J4-8	Solenoid 9	Outhole	244	Red-Yel-Yel	2N6043
Q60	A3J4-7	Solenoid 1	Four Drop Target Bank Reset	266	Red-Blu-Blu	2N6043
Q61-Q62	A3J4-6	Solenoid 5	Ball Shooter	211	Red-Brn-Brn	MPS-U45 - 2N3055
Q63-Q64	A3J4-12	Solenoid 6	Three Drop Target Bank Reset	233	Red-Orn-Orn	MPS-U45 - 2N3055

www.inkochnito.nl

Gottlieb's Eclipse

Fuse List

designation	Wire in	Value	Wire out	description	location
F1	Orn-Red-Red (322)	½ Amp Slo-Blo	Orn-Orn-Orn (333)	12VAC Sound Board	Bottom Board
F2	Red-Brn-Brn (211)	5 Amp Slo-Blo	Red-Orn-Orn (233)	10VAC Power Supply	Bottom Board
F3	Brn-Slt-Slt (188)	¼ Amp Slo-Blo	Brn-Blk-Blk (100)	60VAC Score Displays	Bottom Board
F4	Red-Blu-Blu (266)	8 Amp Slo-Blo	Red-Pur-Pur (277)	25VAC Solenoids	Bottom Board
F5	Orn-Blk-Blk (300)	5 Amp	Orn-Brn-Brn (311)	8VAC Controlled Lamps	Bottom Board
F6	Blk-Slt-Slt (088)	7½ Amp Slo-Blo	Blk-Pur-Pur (077)	6.3VAC Playboard Illumination	Bottom Board
F7		7½ Amp Slo-Blo	Blk-Blu-Blu (066)	6.3VAC Lightbox Illumination	Bottom Board
F8	Red-Red-Red (222)	1 Amp Slo-Blo	Grn-Blu-Blu (566)	24VDC Sound / Speech Power Supply	Bottom Board
F9	Pur-Blu-Blu (766)	5 Amp Slo-Blo	Pur-Yel-Yel (744)	115VAC Primary Fuse	Bottom Board
		2½ Amp Slo-Blo		230VAC Primary Fuse	Bottom Board
F10	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Brn-Brn (211)	Left Pop Bumper	Playfield
F11	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Orn-Orn (233)	Center Pop Bumper	Playfield
F12	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Yel-Yel (244)	Right Pop Bumper	Playfield
F13	Orn-Slt-Slt (388)	2 Amp Slo-Blo	Red-Blk-Blk (200)	Bottom Pop Bumper	Playfield
F14	Red-Red-Red (222)	2 Amp Slo-Blo	Red-Slt-Slt (288)	Five Drop Target Bank Reset	Playfield
				Four Drop Target Bank Reset	Playfield
				Hole Kicker	Playfield
F15	Red-Red-Red (222)	2 Amp Slo-Blo	Red-Pur-Pur (277)	Outhole	Playfield
				Ball Shooter	Playfield
				Three Drop Target Bank Reset	Playfield
F16	Red-Red-Red (222)	1 Amp Slo-Blo	Yel-Slt-Slt (488)	Ball Gate (Card Holder)	Playfield

www.inkochnito.nl

Solenoids

	Solenoid description	Solenoid Type	Power Wire	Fuse	Transfer Wire	Coil Wire Color	Connector	Driver Tr.	Transistor Type	Coil Type
L0	Game Over Relay	controlled	Red-Red-Red (222)			Red-Slt-Slt (288)	A3J3-A	Q1	MPS-U45	A-16890
L1	Tilt Relay	controlled	Red-Red-Red (222)			Red-Pur-Pur (277)	A3J3-B	Q2	MPS-U45	A-16890
L2	Lockout	controlled	Red-Red-Red (222)			Slt-Pur-Pur (877)	A3J5-2	Q3	MPS-U45	A-16890
L12	Ball Release	controlled	Red-Red-Red (222)	F16	Pur-Slt-Slt (488)	Brn-Blk-Blk (100)	A3J3-25	Q13 + UTP	MPS-U45 - 2N5875	A-16570
L13	Hole Kicker	controlled	Red-Red-Red (222)	F14	Red-Slt-Slt (288)	Brn-Brn-Brn (111)	A3J3-24	Q14 + UTP	MPS-U45 - 2N5875	A-1496
Sol. 1	Four Drop Target Bank Reset	controlled	Red-Red-Red (222)	F14	Red-Slt-Slt (288)	Red-Blu-Blu (266)	A3J4-7	Q60	2N6043	A-18318
Sol. 2	Five Drop Target Bank Reset	controlled	Red-Red-Red (222)	F14	Red-Slt-Slt (288)	Red-Blk-Blk (200)	A3J4-13	Q57 + Q58	MPS-U45 + 2N3055	A-17891
Sol. 3	Coin Counter #1	controlled	Red-Red-Red (222)			Blu-Grn-Grn (655)	A3J6-3	Q54	MPS-U45	
Sol. 4	Coin Counter #2	controlled	Red-Red-Red (222)			Blu-Yel-Yel (644)	A3J6-2	Q55	MPS-U45	
Sol. 5	Ball Shooter	controlled	Red-Red-Red (222)	F15	Red-Pur-Pur (277)	Red-Brn-Brn (211)	A3J4-6	Q61 + Q62	MPS-U45 + 2N3055	A-19300
Sol. 6	Three Drop Target Bank Reset	controlled	Red-Red-Red (222)	F15	Red-Pur-Pur (277)	Red-Orn-Orn (233)	A3J4-12	Q63 + Q64	MPS-U45 + 2N3055	A-18102
Sol. 7	Coin Counter #3	controlled	Red-Red-Red (222)			Blu-Orn-Orn (633)	A3J6-1	Q56	MPS-U45	
Sol. 8	Knocker	controlled	Red-Red-Red (222)			Slt-Slt-Slt (888)	A3J5-8	Q53	2N6043	A-5195
Sol. 9	Outhole	controlled	Red-Red-Red (222)	F15	Red-Pur-Pur (277)	Red-Yel-Yel (244)	A3J4-8	Q59	2N6043	A-16570
	Left Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F10	Red-Brn-Brn (211)	Brn-Slt-Slt (188)	1A8J1-1	board 1 - Q1	2N6057	A-1496
	Center Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F11	Red-Orn-Orn (233)	Yel-Slt-Slt (488)	2A8J1-1	board 2 - Q1	2N6057	A-1496
	Right Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F12	Red-Yel-Yel (244)	Slt-Slt-Slt (888)	3A8J1-1	board 3 - Q1	2N6057	A-1496
	Bottom Pop Bumper	Pop Bumper Board	Orn-Slt-Slt (388)	F13	Red-Blk-Blk (200)	Red-Blu-Blu (266)	4A8J1-1	board 4 - Q1	2N6057	A-4893
	Left Kicking Rubber	directly	Orn-Slt-Slt (388)					switch		A-4893
	Right Kicking Rubber	directly	Orn-Slt-Slt (388)					switch		A-4893
	Kicking Target	directly	Orn-Slt-Slt (388)					switch		A-5194
	Upper Left Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Grn-Grn (055)	to coil	A7J5-9	button		A-17875
	Lower Left Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Grn-Grn (055)	to coil	A7J5-9	button		A-20095
	Upper Right Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Yel-Yel (044)	to coil	A7J5-10	button		A-20095
	Lower Right Flipper	directly	Orn-Slt-Slt (388)	to button,	Blk-Yel-Yel (044)	to coil	A7J5-10	button		A-20095

UPT = Under Playfield Transistor

www.inkochnito.nl