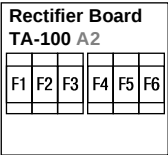
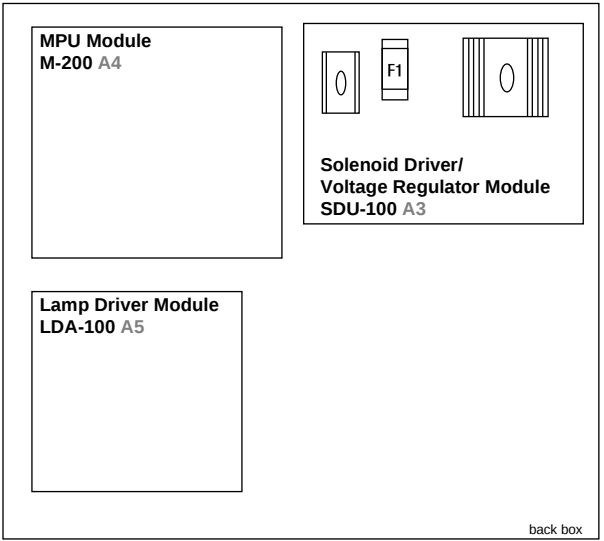


Fuse List

Rectifier Board TA-100		
F1	6.5V Switched illumination	10A, 250V
F2	230V Display power input	0.75A, 250V, SB
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids	5A, 250V, SB
F5	6.5V General illumination	20A, 250V
F6	Main fuse	3A, 250V, SB
Sol. Dr./Volt. Reg. SDU-100		
F1	190V Display power output (if present)	0.25A, 250V
Under the Playfield fuses		
F1	Playfield Solenoids	1A, 250V, SB



in the cabinet

Controlled Lamps Chart

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q14	A5J1-18	Arch "G"	Brn-Blk	2N5060	Q60	A5J3-3	Left Drop Targets 10,000	Grn	2N5060
Q29	A5J1-1	Arch "R"	Blu-Red	2N5060	Q45	A5J2-1	Match	Gry-Yel	2N5060
Q36	A5J3-26	Arch "E" (1st)	Blk-Wht	2N5060	Q18	A5J2-20	Outlane (Left)	Yel-Blk	2N5060
Q57	A5J3-1	Arch "A"	Grn-Red	2N5060	Q30	A5J2-6	Outlane (Right)	Blu-Wht	2N5060
Q12	A5J1-19	Arch "T" (1st)	Gry-Grn	2N5060	Q35	A5J1-3	Return Lane "S" (Left)	Red-Grn	MCR-106
Q50	A5J3-12	Arch "E" (2nd)	Orn-Red	2N5060	Q49	A5J3-17	Return Lane "T" (Right)	Yel-Blu	MCR-106
Q27	A5J1-9	Arch "S"	Gry	2N5060	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q38	A5J3-25	Arch "T" (2nd)	Red-Yel	2N5060	Q13	A5J1-17	Target "G"	Pur	2N5060
Q23	A5J2-8	Bonus 2,000	Pur-Yel	MCR-106	Q28	A5J1-8	Target "R"	Grn-Blk	2N5060
Q40	A5J2-9	Bonus 4,000	Gry	MCR-106	Q44	A5J3-19	Target "E"	Blk-Red	2N5060
Q52	A5J2-5	Bonus 6,000	Blk-Yel	2N5060	Q51	A5J3-15	Target "A"	Wht-Blk	2N5060
Q07	A5J2-13	Bonus 8,000	Gry-Grn	2N5060	Q08	A5J1-23	Target "T"	Gry-Blk	MCR-106
Q21	A5J2-12	Bonus 10,000	Wht-Yel	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q39	A5J2-4	Bonus 20,000	Pur-Blk	2N5060	Q06	A5J2-14	Top Ali "A"	Blu-Red	2N5060
Q42	A5J3-21	Bonus Multiplier 2X	Blk-Grn	MCR-106	Q19	A5J2-15	Top Ali "L"	Blk-Blu	2N5060
Q56	A5J3-10	Bonus Multiplier 3X	Gry-Blk	MCR-106	Q31	A5J2-2	Top Ali "I"	Red-Blu	2N5060
Q02	A5J1-25	Bonus Multiplier 4X	Pur-Blk	MCR-106	Q09	A5J1-14	Top Drop Targets 5,000	Gry-Orn	MCR-106
Q17	A5J1-11	Bonus Multiplier 5X	Blk-Orn	MCR-106	Q34	A5J1-2	Top Drop Targets 10,000	Pur-Wht	MCR-106
Q11	A5J1-16	Center 200 "G"	Blk	2N5060	Q48	A5J3-16	Top Drop Targets 15,000	Red-Blk	MCR-106
Q26	A5J1-7	Center 400 "R"	Yel-Grn	2N5060	Q55	A5J3-9	Top Drop Targets 20,000	Wht-Red	MCR-106
Q32	A5J3-27	Center 600 "S"	Orn-Wht	2N5060	Q43	A5J2-7	Top Saucer 5,000	Yel-Wht	2N5060
Q59	A5J3-4	Center 800 "E"	Red-Wht	2N5060	Q53	A5J2-3	Top Saucer 10,000	Blk-Wht	2N5060
Q04	A5J1-28	Center Rollover Button 1,000	Blk-Blu	2N5060	Q05	A5J2-16	Top Saucer Special	Yel-Blu	2N5060
Q46	A5J3-18	Extra Ball (Left)	Red-Blu	2N5060	Q01	A5J1-24			MCR-106
Q41	A5J3-20	Extra Ball (Right)	Wht-Orn	MCR-106	Q15	A5J2-23			MCR-106
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q20	A5J1-13			2N5060
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q24	A5J1-5			MCR-106
Q10	A5J1-15	Left Drop Targets 4,000	Gry-Yel	MCR-106	Q25	A5J1-6			2N5060
Q22	A5J1-10	Left Drop Targets 6,000	Gry-Blu	MCR-106	Q54	A5J3-11			MCR-106
Q37	A5J3-23	Left Drop Targets 8,000	Wht-Gry	2N5060	Q58	A5J3-2			2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Right Slingshot	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-27-1700
2	Left Slingshot	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	J-27-1700
3	Knocker	Momentary	Grn-Blk	A3J2-5, J3-4	Q3	N-26-1200
4	Top Saucers	Momentary	Blk-Blu	A3J1-5	Q4	J-28-2300
5	Left Thumper	Momentary	Grn-Yel	A3J2-10	Q5	J-26-1200
6	Middle Thumper	Momentary	Gry-Red	A3J2-11	Q6	J-26-1200
7	Right Thumper	Momentary	Red-Yel	A3J2-12	Q7	J-26-1200
8	Top 3-Bank Drop Target Reset	Momentary	Blk-Orn	A3J5-10	Q8	B-27-2300
9	Outhole	Momentary	Red-Blu	A3J5-9	Q9	JX-26-1100
10		Momentary		A3J5-15	Q10	
11	G.I. Relay	Momentary	Orn-Blk	A3J5-14	Q11	48V Relay
12		Momentary		A3J5-13	Q12	
13	Lwr 3-Bank Drop Target Reset	Momentary	Blk-Yel	A3J5-12	Q13	B-27-2300
14	Middle Right Saucer	Momentary	Blk-Grn	A3J5-11	Q14	J-28-2300
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary		A3J5-8, J2-6, J3-7,	Q16	
17		Continuous		A3J5-7	Q17	
18		Continuous		A3J5-3, J2-15, J3-9	Q18	
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5300
	Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire		Coil
	Left Flipper	Blu-Wht	Grn A3J1-8	Blu A3J2-2		J-25-450/34-4500
	Right Flipper	Blu-Wht	Orn A3J1-9	Red A3J2-1		J-25-450/34-4500

Switch Matrix

strobe (ST) return (I)

Column \ Row	STROBE 0 A4J2-1 Wht-Red A4J3-2 Red-Yel	STROBE 1 A4J2-2 Brn-Wht A4J3-3 (not used)	STROBE 2 A4J2-3 Wht-Blu	STROBE 3 A4J2-4 Wht-Yel	STROBE 4 A4J2-5 Yel-Red
RETURN I 0 A4J2-8 Brn A4J3-9 Red-Wht	Coin Chute I (Center) 1	Top Left Rollover Button 9	Not Used 17	Stand-Up Target "G" 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Left) 2	Not Used 10	Not Used 18	Stand-Up Target "R" 26	Right Outlane 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Two Middle Rollover Buttons 11	Top 3-Bank Drop Targets (Left Target) 19	Stand-Up Target "E" 27	Left Outlane 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Not Used 4	Right Thumper 12	Top 3-Bank Drop Targets (Middle Target) 20	Stand-Up Target "A" 28	Right Return Lane 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Bottom Rollover Button 5	Left Thumper 13	Top 3-Bank Drop Targets (Right Target) 21	Stand-Up Target "T" 29	Left Return Lane 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Middle Thumper 14	Left 3-Bank Drop Targets (Bottom Target) 22	Top Left Saucer 30	Middle Right Saucer 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Right Slingshot 15	Left 3-Bank Drop Targets (Middle Target) 23	Top Middle Saucer 31	Middle Left Saucer 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Left Slingshot 16	Left 3-Bank Drop Targets (Top Target) 24	Top Right Saucer 32	Not Used 40