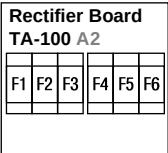
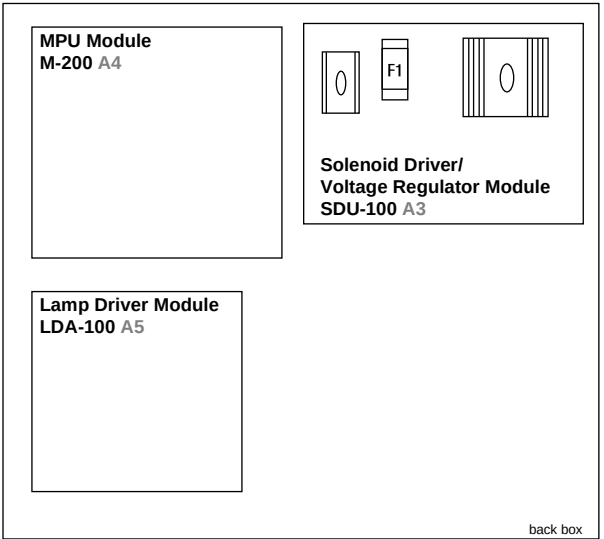


Fuse List

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	7½ A, 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
Q41	A5J3-20	BIGGAME "B"	Wht-Orn	MCR-106	Q32	A5J3-27	Card "Y" - 9	Orn-Wht	2N5060
Q17	A5J1-11	BIGGAME "I"	Blk-Orn	MCR-106	Q09	A5J1-14	Card "Z" & Right Side Lane 2,000	Gry-Orn	MCR-106
Q02	A5J1-25	BIGGAME "G" (1st)	Pur-Blk	MCR-106	Q07	A5J2-13	Card "Z" - 1	Gry-Grn	2N5060
Q56	A5J3-10	BIGGAME "G" (2nd)	Gry-Blk	MCR-106	Q23	A5J2-8	Card "Z" - 2	Pur-Blu	MCR-106
Q42	A5J3-21	BIGGAME "A"	Blk-Grn	MCR-106	Q40	A5J2-8	Card "Z" - 3	Gry	MCR-106
Q24	A5J1-5	BIGGAME "M"	Blu-Orn	MCR-106	Q46	A5J3-18	Card "Z" - 4	Red-Blu	2N5060
Q01	A5J1-24	BIGGAME "E"	Brn-Blu	MCR-106	Q21	A5J2-12	Card "Z" - 5	Wht-Yel	2N5060
Q12	A5J1-19	Bonus Multiplier 2X	Gry-Grn	2N5060	Q39	A5J2-4	Card "Z" - 6	Pur-Blk	2N5060
Q27	A5J1-9	Bonus Multiplier 3X	Gry	2N5060	Q03	A5J2-21	Card "Z" - 7	Gry-Red	MCR-106
Q57	A5J3-1	Bonus, Extra (5K/Line)	Gm-Red	2N5060	Q53	A5J2-3	Card "Z" - 8	Blk-Wht	2N5060
Q38	A5J3-25	Bonus, Reserve	Red-Yel	2N5060	Q52	A5J2-5	Card "Z" - 9	Blk-Yel	2N5060
Q48	A5J3-16	Card "X" & Left Spinner 2,000	Red-Blk	MCR-106	Q43	A5J2-7	Extra Ball (Left Side Lane)	Blu-Wht	2N5060
Q50	A5J3-12	Card "X" - 1	Gm-Red	2N5060	Q37	A5J3-23	Extra Ball (Right Outlane)	Wht-Gry	2N5060
Q13	A5J1-17	Card "X" - 2	Pur	2N5060	Q33	A5J2-11	Game Over	Gry-Wht	MCR-106
Q28	A5J1-8	Card "X" - 3	Gm-Blk	2N5060	Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106
Q44	A5J3-19	Card "X" - 4	Blk-Red	2N5060	Q36	A5J3-26	Left Drop Targets 25,000	Blk	2N5060
Q51	A5J3-15	Card "X" - 5	Wht-Blu	2N5060	Q14	A5J1-18	Lower Right Drop Targets 25,000	Brn-Blk	2N5060
Q08	A5J1-23	Card "X" - 6	Blu-Wht	MCR-106	Q45	A5J2-1	Match	Gry-Yel	2N5060
Q35	A5J1-3	Card "X" - 7	Red-Gm	MCR-106	Q18	A5J2-20	Right Spinner 1,000	Orn-Gm	2N5060
Q49	A5J3-17	Card "X" - 8	Yel-Blu	MCR-106	Q15	A5J2-23	Shoot Again	Gry-Red	MCR-106
Q54	A5J3-11	Card "X" - 9	Wht	MCR-106	Q22	A5J1-10	Special (Left Outlane)	Gry-Blu	MCR-106
Q34	A5J1-2	Card "Y"	Pur-Wht	MCR-106	Q30	A5J2-6	Special (Left Side Lane)	Yel	2N5060
Q20	A5J1-13	Card "Y" - 1	Wht-Blu	2N5060	Q55	A5J3-9	Stand-Up Targets 5,000	Wht-Red	MCR-106
Q25	A5J1-6	Card "Y" - 2	Brn-Red	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q58	A5J3-2	Card "Y" - 3	Yel-Blk	2N5060	Q10	A5J1-15	Top Lane "I" 5,000	Gry-Yel	MCR-106
Q59	A5J3-4	Card "Y" - 4	Red-Wht	2N5060	Q29	A5J1-1	Top Right Drop Targets 25,000	Blu-Red	2N5060
Q11	A5J1-16	Card "Y" - 5	Blk	2N5060	Q05	A5J2-16			2N5060
Q26	A5J1-7	Card "Y" - 6	Yel-Grn	2N5060	Q06	A5J2-14			2N5060
Q04	A5J1-28	Card "Y" - 7	Blk-Wht	2N5060	Q19	A5J2-15			2N5060
Q60	A5J3-3	Card "Y" - 8	Gm	2N5060	Q31	A5J2-2			2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Lower Left Thumper	Momentary	Wht-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Top Thumper	Momentary	Gm-Red	A3J2-4, J1-3	Q2	J-26-1200
3	Knocker	Momentary	Blk-Yel	A3J2-5, J3-4	Q3	N-26-1200
4	Left Drop Target Reset	Momentary	Brn-Yel	A3J1-5	Q4	B-27-2300
5	Lower Right Thumper	Momentary	Yel-Blu	A3J2-10	Q5	J-26-1200
6	Left Slingshot	Momentary	Blk-Blu	A3J2-11	Q6	J-27-1500
7	Right Slingshot	Momentary	Orn-Wht	A3J2-12	Q7	J-27-1500
8	Top Right Drop Target Reset	Momentary	Blk-Yel	A3J5-10	Q8	B-27-2300
9	Outhole	Momentary	Orn-Red	A3J5-9	Q9	J-26-1000
10		Momentary		A3J5-15	Q10	
11		Momentary		A3J5-14	Q11	
12		Momentary		A3J5-13	Q12	
13	Lower Right Drop Target Reset	Momentary	Orn-Blk	A3J5-12	Q13	B-27-2300
14	Saucer	Momentary	Blk	A3J5-11	Q14	J-28-2300
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary		A3J5-8, J2-6, J3-7,	Q16	
17	G.I. Relay	Continuous	not used	A3J5-7	Q17	48V Relay
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
	Lower Left Flipper	Blu-Wht	Gm A3J1-8	Blu A3J2-2		J-25-475/34-4500
	Upper Left Flipper	Blu-Wht	--	via Lower Left EOS		J-25-500/34-5050
	Lower Right Flipper	Blu-Wht	Orn A3J1-9	Red A3J2-1		J-25-475/34-4500
	Upper Right Flipper	Blu-Wht	--	via Lower Right EOS		J-25-500/34-5050

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 Thumper 9	Top Lane "B" 17	Rollover Button Center 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Left) 2	Lower Left Thumper 10	Top Lane "I" 18	Rollover Button Spinner lane 26	Saucer 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Lower Right Thumper 11	Top Lane "G" 19	Left Side Lane 27	Right Outlane 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Spin Target (Left) 4	Left Slingshot 12	Stand-Up Target "G" 20	Right Return Lane "E" 28	Left Outlane 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Spin Target (Right) 5	Right Slingshot 13	Stand-Up Target "A" 21	Left Return Lane "M" 29	Top Two 10 Points Rebounds 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Top Left Drop Target "3" 14	Top Right Drop Target "6" 22	Lower Right Drop Target "9" 30	Right Side Rollover Button (Top) 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Top Left Drop Target "2" 15	Top Right Drop Target "5" 23	Lower Right Drop Target "8" 31	Right Side Rollover Button (Middle) 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Top Left Drop Target "1" 16	Top Right Drop Target "4" 24	Lower Right Drop Target "7" 32	Right Side Rollover Button (Lower) 40