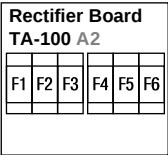
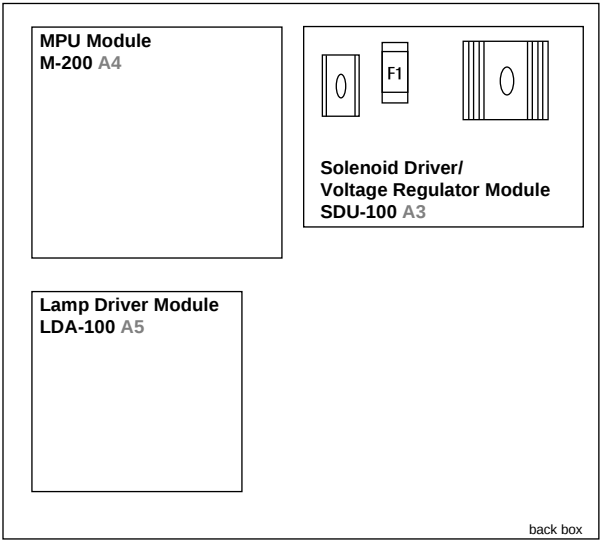


Fuse List

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	7A, 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
Q44	A5J3-19	Bonus Amber 1	Brn-Blu	2N5060	Q58	A5J3-2	Drop Target Bank "C" Red 7	Blu-Orn	2N5060
Q32	A5J3-27	Bonus Amber 4	Orn-Wht	2N5060	Q57	A5J3-1	Drop Target Bank "D" Lamp	Gry-Yel	2N5060
Q42	A5J3-21	Bonus Amber 13	Grn-Blk	MCR-106	Q41	A5J3-20	Drop Target Bank "D" Amber 13	Wht-Orn	MCR-106
Q48	A5J3-16	Bonus Amber 16	Orn-Blu	MCR-106	Q17	A5J1-11	Drop Target Bank "D" Blue 5	Blk-Orn	MCR-106
Q24	A5J1-5	Bonus Blue 5	Pur-Wht	MCR-106	Q02	A5J1-25	Drop Target Bank "D" Green 2	Blk-Blu	MCR-106
Q34	A5J1-2	Bonus Blue 8	Gry	MCR-106	Q46	A5J3-18	Drop Target Bank "D" Red 10	Red-Blu	2N5060
Q28	A5J1-8	Bonus Blue 9	Grn-Wht	2N5060	Q33	A5J2-11	Game Over	Gry-Wht	MCR-106
Q26	A5J1-7	Bonus Blue 12	Yel-Grn	2N5060	Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106
Q01	A5J1-24	Bonus Green 2	Brn-Blu	MCR-106	Q45	A5J2-1	Match	Gry-Yel	2N5060
Q09	A5J1-14	Bonus Green 3	Gry-Orn	MCR-106	Q23	A5J2-8	Multiplier 2X	Blk-Red	MCR-106
Q13	A5J1-17	Bonus Green 14	Blu-Grn	2N5060	Q40	A5J2-9	Multiplier 3X	Wht-Red	MCR-106
Q11	A5J1-16	Bonus Green 15	Blk	2N5060	Q52	A5J2-5	Multiplier 4X	Blk-Yel	2N5060
Q51	A5J3-15	Bonus Red 6	Wht-Blk	2N5060	Q07	A5J2-13	Multiplier 5X	Gry-Grn	2N5060
Q59	A5J3-4	Bonus Red 7	Red-Wht	2N5060	Q30	A5J2-6	Outlane Left	Yel	2N5060
Q56	A5J3-10	Bonus Red 10	Gry-Blk	MCR-106	Q43	A5J2-7	Outlane Right	Blu-Wht	2N5060
Q55	A5J3-9	Bonus Red 11	Orn-Blk	MCR-106	Q05	A5J2-16	Return Lane Left	Blk	2N5060
Q14	A5J1-18	Drop Target Bank "A" Lamp	Orn-Red	2N5060	Q18	A5J2-20	Return Lane Right	Orn	2N5060
Q49	A5J3-17	Drop Target Bank "A" Amber 1	Yel-Blu	MCR-106	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q35	A5J1-3	Drop Target Bank "A" Blue 9	Grn-Wht	MCR-106	Q06	A5J2-14	Spinner 1000 Top	Brn-Red	2N5060
Q08	A5J1-23	Drop Target Bank "A" Green 14	Blk-Grn	MCR-106	Q19	A5J2-15	Spinner 1000 Middle	Orn-Blu	2N5060
Q54	A5J3-11	Drop Target Bank "A" Red 6	Wht	MCR-106	Q31	A5J2-2	Spinner 1000 Bottom	Grn-Orn	2N5060
Q29	A5J1-1	Drop Target Bank "B" Lamp	Red-Yel	2N5060	Q21	A5J2-12	Spinner Lane Extra Ball	Red-Wht	2N5060
Q37	A5J3-23	Drop Target Bank "B" Amber 16	Gry-Wht	2N5060	Q39	A5J2-4	Spinner Lane Special	Pur-Blk	2N5060
Q22	A5J1-10	Drop Target Bank "B" Blue 8	Gry-Blu	MCR-106	Q27	A5J1-9	Spot 1 Lamp	Blu-Yel	2N5060
Q10	A5J1-15	Drop Target Bank "B" Green 3	Gry-Yel	MCR-106	Q38	A5J3-25	Spot 2 Lamp	Blu-Red	2N5060
Q60	A5J3-3	Drop Target Bank "B" Red 11	Wht-Blu	2N5060	Q50	A5J3-12	Spot 6 Lamp	Blu-Wht	2N5060
Q36	A5J3-26	Drop Target Bank "C" Lamp	Gry	2N5060	Q53	A5J2-3	Super Bonus	Blk-Wht	2N5060
Q20	A5J1-13	Drop Target Bank "C" Amber 4	Wht-Blu	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q25	A5J1-6	Drop Target Bank "C" Blue 12	Brn-Red	2N5060	Q12	A5J1-19			2N5060
Q04	A5J1-28	Drop Target Bank "C" Green 15	Blk-Wht	2N5060	Q15	A5J2-23			MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Bottom Thumper Bumper	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Top Thumper Bumper	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	J-26-1200
3	Knocker	Momentary	Grn-Blk	A3J2-5, J3-4	Q3	N-26-1200
4	Left Kickout Hole	Momentary	Blk-Blu	A3J1-5	Q4	J-28-2300
5	Top Slingshot	Momentary	Grn-Yel	A3J2-10	Q5	J-26-1500
6	Left Slingshot	Momentary	Grn-Red	A3J2-11	Q6	J-26-1500
7	Right Slingshot	Momentary	Red-Yel	A3J2-12	Q7	J-26-1500
8	Right Kickout Hole	Momentary	Blk-Orn	A3J5-10	Q8	J-28-2300
9	Drop Target Bank Reset "A"	Momentary	Red-Blu	A3J5-9	Q9	B-27-2300
10	Drop Target Bank Reset "B"	Momentary	Orn-Wht	A3J5-15	Q10	B-27-2300
11	Drop Target Bank Reset "C"	Momentary	Orn-Blk	A3J5-14	Q11	B-27-2300
12	Drop Target Bank Reset "D"	Momentary	Orn-Grn	A3J5-13	Q12	B-27-2300
13	Outhole Reflex	Momentary	Blk-Yel	A3J5-12	Q13	J-28-2300
14	Turn Style (Ball Release)	Momentary	Blk-Grn	A3J5-11	Q14	J-28-2300
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary	Grn-Wht	A3J5-8, J2-6, J3-7,	Q16	
17		Continuous	Orn-Red	A3J5-7	Q17	
18	Backbox Flipper	Continuous	Red-Wht	A3J2-15, J5-3, J3-9	Q18	J-25-600/34-4500
19		Continuous	Yel-Wht	A3J2-8	Q19	
	Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire		Coil
	Lower Left Flipper	Blu-Wht	Grn A3J1-8	Blu A3J2-2		J-25-475/34-4500
	Lower Right Flipper	Blu-Wht	Orn A3J1-9	Red A3J2-1		J-25-475/34-4500

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 (Left) 1	Top Thumper Bumper 9	Outhole Reflex 17	Spot 6 Rollover Wire 25	Right Outhole (Closest to Lane) 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Bottom Thumper Bumper 10	Left Outlane 18	Spot 1 Rollover Wire 26	Middle Outhole 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Top Slingshot 11	Right Outlane 19	Spot 2 Stand-Up Target 27	Left Outhole 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Spinner 4	Left Slingshot 12	Left Return Lane 20	Top Switch Rollover 28	Left Kickout Hole 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Spinner Lane Gate 5	Right Slingshot 13	Right Return Lane 21	Top Right Rollover Wire 29	Right Kickout Hole 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Drop Target Set "A" (Right) 14	Drop Target Set "B" (Right) 22	Drop Target Set "C" (Right) 30	Drop Target Set "D" (Right) 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Drop Target Set "A" (Middle) 15	Drop Target Set "B" (Middle) 23	Drop Target Set "C" (Middle) 31	Drop Target Set "D" (Middle) 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Left Flipper Button 8	Drop Target Set "B" (Left) 16	Drop Target Set "B" (Left) 24	Drop Target Set "C" (Left) 32	Drop Target Set "D" (Left) 40