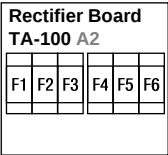
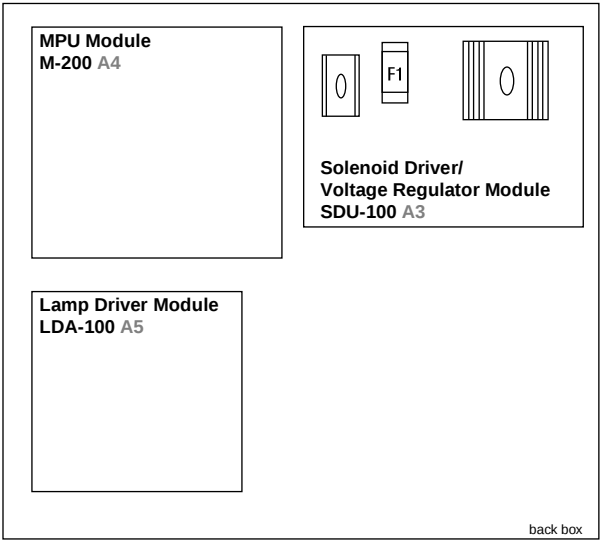


Fuse List

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
Q14	A5J1-18	Bonus 1,000	Orn-Red	2N5060	Q02	A5J1-25	Left Lane Rollover #6	Blk-Blu	MCR-106
Q29	A5J1-1	Bonus 2,000	Red-Yel	2N5060	Q17	A5J1-11	Left Lane Rollover #7	Blk-Orn	MCR-106
Q36	A5J3-26	Bonus 3,000	Gry	2N5060	Q41	A5J3-20	Left Lane Rollover #8	Wht-Orn	MCR-106
Q57	A5J3-1	Bonus 4,000	Gry-Yel	2N5060	Q46	A5J3-18	Left Lane Rollover #9	Red-Blu	2N5060
Q12	A5J1-19	Bonus 5,000	Gry-Grn	2N5060	Q32	A5J3-27	Left X Left	Orn-Wht	2N5060
Q27	A5J1-9	Bonus 6,000	Blu-Yel	2N5060	Q26	A5J1-7	Left X Middle	Yel-Grn	2N5060
Q38	A5J3-25	Bonus 7,000	Blu-Red	2N5060	Q11	A5J1-16	Left X Right	Blk	2N5060
Q50	A5J3-12	Bonus 8,000	Blu-Wht	2N5060	Q45	A5J2-1	Match	Gry-Wht	2N5060
Q13	A5J1-17	Bonus 9,000	Blk-Grn	2N5060	Q23	A5J2-8	Multiplier 2X	Blk-Red	MCR-106
Q28	A5J1-8	Bonus 10K	Grn-Wht	2N5060	Q40	A5J2-9	Multiplier 3X	Wht-Red	MCR-106
Q44	A5J3-19	Bonus 20K	Brn-Blu	2N5060	Q52	A5J2-5	Multiplier 4X	Blk-Yel	2N5060
Q51	A5J3-15	Bonus 30K	Wht-Blk	2N5060	Q07	A5J2-13	Multiplier 5X	Gry-Grn	2N5060
Q08	A5J1-23	Bonus 40K	Blu-Wht	MCR-106	Q21	A5J2-12	Multiplier 6X	Red-Wht	2N5060
Q35	A5J1-3	Bonus 50K	Red-Grn	MCR-106	Q39	A5J2-4	Multiplier 7X	Pur-Blk	2N5060
Q49	A5J3-17	Bonus 60K	Yel-Blu	MCR-106	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q54	A5J3-11	Bonus 70K	Wht	MCR-106	Q31	A5J2-2	Special #1 (Left)	Grn-Orn	2N5060
Q09	A5J1-14	Bonus 80K	Gry-Orn	MCR-106	Q19	A5J2-15	Special #2 (Middle)	Orn-Blu	2N5060
Q34	A5J1-2	Bonus 90K	Gry	MCR-106	Q06	A5J2-14	Special #3 (Right)	Brn-Red	2N5060
Q48	A5J3-16	Bonus 100K	Orn-Blu	MCR-106	Q55	A5J3-9	Stand-Up Target #1	Orn-Blk	MCR-106
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q10	A5J1-15	Stand-Up Target #2	Gry-Yel	MCR-106
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q22	A5J1-10	Stand-Up Target #3	Gry-Blu	MCR-106
Q53	A5J2-3	High Spin to Date	Blk-Wht	2N5060	Q37	A5J3-23	Stand-Up Target #4	Gry-Wht	2N5060
Q25	A5J1-6	Left Extra Ball Left	Brn-Red	2N5060	Q60	A5J3-3	Stand-Up Target #5	Wht-Blu	2N5060
Q04	A5J1-28	Left Extra Ball Middle	Blk-Wht	2N5060	Q05	A5J2-16	Stand-Up Target #6	Blk	2N5060
Q59	A5J3-4	Left Extra Ball Right	Red-Wht	2N5060	Q18	A5J2-20	Stand-Up Target #7	Orn	2N5060
Q58	A5J3-2	Left Lane Rollover #1	Blu-Orn	2N5060	Q30	A5J2-6	Stand-Up Target #8	Yel	2N5060
Q01	A5J1-24	Left Lane Rollover #2	Brn-Blu	MCR-106	Q43	A5J2-7	Stand-Up Target #9	Blu-Wht	2N5060
Q24	A5J1-5	Left Lane Rollover #3	Pur-Wht	MCR-106	Q47	A5J2-10	Tilt	Gry-Blu	MCR-106
Q42	A5J3-21	Left Lane Rollover #4	Grn-Blk	MCR-106	Q20	A5J1-13			2N5060
Q56	A5J3-10	Left Lane Rollover #5	Gry-Blk	MCR-106	Q15	A5J2-23			MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Right Thumper Bumper	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Left 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		Momentary	Blk-Blu	A3J1-5	Q4	
5	Left Slingshot	Momentary	Grn-Yel	A3J2-10	Q5	J-26-1500
6	Right Slingshot	Momentary	Grn-Red	A3J2-11	Q6	J-26-1500
7		Momentary	Red-Yel	A3J2-12	Q7	
8	Outhole Reflex	Momentary	Blk-Orn	A3J5-10	Q8	J-28-2300
9	Right Drop Target Bank Reset	Momentary	Red-Blu	A3J5-9	Q9	B-27-2300
10		Momentary	Orn-Wht	A3J5-15	Q10	
11		Momentary	Orn-Blk	A3J5-14	Q11	
12		Momentary	Orn-Grn	A3J5-13	Q12	
13	Left Drop Target Bank Reset	Momentary	Blk-Yel	A3J5-12	Q13	B-27-2300
14	Middle Drop Target Bank Reset	Momentary	Blk-Grn	A3J5-11	Q14	B-27-2300
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		Continuous	Red-Wht	A3J2-15, J5-3, J3-9	Q18	
19		Continuous	Blk-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	Left Thumper Bumper 9	Stand-Up Target (Near Bumper) 17	Left 10 Point Bumper 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Right Thumper Bumper 10	Stand-Up Target (Lower Left) 18	Stand-Up Target (Lower Right) 26	Not Used 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Left Slingshot 11	Right Drop Target (Left) 19	Stand-Up Target (Below Right Bumper) 27	Right Outlane 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Not Used 4	Right Slingshot 12	Right Drop Target (Middle) 20	Stand-Up Target (Below Right Bumper) 28	Left Outlane 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Spinner 5	Left Drop Target (Left) 13	Right Drop Target (Right) 21	Stand-Up Target (Above Right Bumper) 29	Right Return Lane 37
RETURN I 5 A4J2-13 Brn-Brn A4J3-14 Blu-Wht	Credit Button 6	Left Drop Target (Middle) 14	Middle Drop Target (Left) 22	Stand-Up Target (Above Right Bumper) 30	Left Return Lane 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Left Drop Target (Right) 15	Middle Drop Target (Middle) 23	Stand-Up Target (Above Left Bumper) 31	Lower Right 10 Point Bumper 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Outhole Reflex 8	Left Rollover Button 16	Middle Drop Target (Right) 24	Stand-Up Target (Near Bumper) 32	Upper Right 10 Point Bumper 40