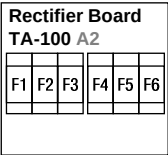
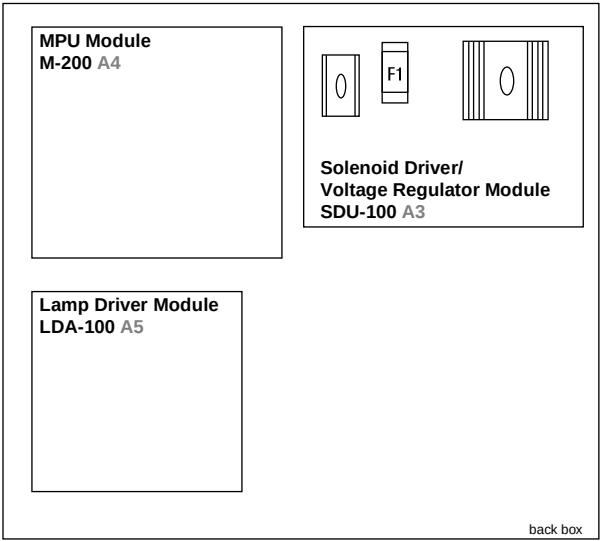


Fuse List

|                                    |                                        |                 |
|------------------------------------|----------------------------------------|-----------------|
| <b>Rectifier Board TA-100</b>      |                                        |                 |
| 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    |
| <b>Sol. Dr./Volt. Reg. SDU-100</b> |                                        |                 |
| F1                                 | 190V Display power output (if present) | 0.25A, 250V     |
| <b>Under the Playfield fuses</b>   |                                        |                 |
| F1                                 | Playfield Solenoids                    | 1.25A, 250V, SB |



in the cabinet

Controlled Lamps Chart

| SCR | connector | lamp description                     | wire color | tr type | SCR | connector     | lamp description                    | wire color | tr type |
|-----|-----------|--------------------------------------|------------|---------|-----|---------------|-------------------------------------|------------|---------|
| Q01 | A5J1-24   | 3-Bank Drop Targets 50,000           | Brn-Blu    | MCR-106 | Q38 | A5J3-25       | Bonus 7,000                         | Red-Yel    | 2N5060  |
| Q56 | A5J3-10   | 5-Bank Drop Target #1                | Gry-Blk    | MCR-106 | Q50 | A5J3-12       | Bonus 8,000                         | Orn-Grn    | 2N5060  |
| Q02 | A5J1-25   | 5-Bank Drop Target #2                | Pur-Blk    | MCR-106 | Q13 | A5J1-17       | Bonus 9,000                         | Pur        | 2N5060  |
| Q17 | A5J1-11   | 5-Bank Drop Target #3                | Blk-Orn    | MCR-106 | Q28 | A5J1-8        | Bonus 10,000                        | Grn-Blk    | 2N5060  |
| Q41 | A5J3-20   | 5-Bank Drop Target #4                | Wht-Orn    | MCR-106 | Q51 | A5J3-15       | Bonus Multiplier 1X                 | Wht-Blk    | 2N5060  |
| Q46 | A5J3-18   | 5-Bank Drop Target #5                | Red-Blu    | 2N5060  | Q08 | A5J1-23       | Bonus Multiplier 2X                 | Blu-Wht    | MCR-106 |
| Q18 | A5J2-20   | All Systems Go Left                  | Blu-Yel    | 2N5060  | Q35 | A5J1-3        | Bonus Multiplier 3X                 | Red-Grn    | MCR-106 |
| Q21 | A5J1-12   | All Systems Go Top                   | Brn-Orn    | 2N5060  | Q49 | A5J3-17       | Bonus Multiplier 4X                 | Yel-Blu    | MCR-106 |
| Q58 | A5J3-2    | BLASTOFF Left Lane "B"               | Yel-Grn    | 2N5060  | Q54 | A5J3-11       | Bonus Multiplier 5X                 | Wht        | MCR-106 |
| Q20 | A5J1-13   | BLASTOFF Left Lane "L"               | Wht-Blu    | 2N5060  | Q43 | A5J2-7        | First Stage Go Left                 | ?          | 2N5060  |
| Q25 | A5J1-6    | BLASTOFF Left Lane "A"               | Brn-Red    | 2N5060  | Q53 | A5J3-14/J2-3  | First Stage Go Top                  | ?          | 2N5060  |
| Q04 | A5J1-28   | BLASTOFF Left Lane "S"               | Blk-Wht    | 2N5060  | Q33 | A5J2-11       | Game Over                           | Gry-Wht    | MCR-106 |
| Q59 | A5J3-4    | BLASTOFF Left Lane "T"               | Red-Wht    | 2N5060  | Q16 | A5J2-22       | High Score to Date                  | Gry-Orn    | MCR-106 |
| Q32 | A5J3-27   | BLASTOFF Left Lane "O"               | Orn-Wht    | 2N5060  | Q45 | A5J2-1        | Match                               | Gry-Yel    | 2N5060  |
| Q26 | A5J1-7    | BLASTOFF Left Lane "F" (first)       | Yel-Grn    | 2N5060  | Q44 | A5J3-19       | Release Next Rocket                 | Blk-Red    | 2N5060  |
| Q11 | A5J1-16   | BLASTOFF Left Lane "F" (second)      | Blk        | 2N5060  | Q30 | A5J2-6        | Second Stage Go Left                | ?          | 2N5060  |
| Q60 | A5J3-3    | BLASTOFF Rollover "B" (Bottom Left)  | Wht-Blu    | 2N5060  | Q39 | A5J2-4/J3-24  | Second Stage Go Top                 | ?          | 2N5060  |
| Q37 | A5J3-23   | BLASTOFF Rollover "L" (Top)          | Wht-Gry    | 2N5060  | Q03 | A5J1-26/J2-21 | Shoot Again (Playfield / Backglass) | Gry-Red    | MCR-106 |
| Q22 | A5J1-10   | BLASTOFF Rollover "A" (Top)          | Gry-Blu    | MCR-106 | Q05 | A5J2-16       | Special Lane                        | Wht        | 2N5060  |
| Q10 | A5J1-15   | BLASTOFF Rollover "S" (Top)          | Gry-Yel    | MCR-106 | Q15 | A5J2-23       | Special Lane Top                    | Pur-Wht    | MCR-106 |
| Q55 | A5J3-9    | BLASTOFF Rollover "T" (Top)          | Red-Wht    | MCR-106 | Q19 | A5J2-15       | Special Outlane Left                | Wht-Grn    | 2N5060  |
| Q48 | A5J3-16   | BLASTOFF Rollover "O" (Top)          | Red-Blk    | MCR-106 | Q06 | A5J2-14       | Special Outlane Right               | Grn-Wht    | 2N5060  |
| Q09 | A5J1-14   | BLASTOFF Rollover "F" (Bottom Left)  | Gry-Orn    | MCR-106 | Q24 | A5J1-5        | Spinner Left                        | Blu-Orn    | MCR-106 |
| Q34 | A5J1-2    | BLASTOFF Rollover "F" (Bottom Right) | Pur-Wht    | MCR-106 | Q23 | A5J1-4        | Spinner Right 500                   | Pur-Blk    | MCR-106 |
| Q14 | A5J1-18   | Bonus 1,000                          | Brn-Blk    | 2N5060  | Q40 | A5J3-22       | Spinner Right 1,000                 | Red        | MCR-106 |
| Q29 | A5J1-1    | Bonus 2,000                          | Blu-Red    | 2N5060  | Q52 | A5J3-13       | Spinner Right 1,500                 | Blk        | 2N5060  |
| Q36 | A5J3-26   | Bonus 3,000                          | Brn        | 2N5060  | Q07 | A5J1-27       | Spinner Right 2,000                 | Wht-Bm     | 2N5060  |
| Q57 | A5J3-1    | Bonus 4,000                          | Grn-Red    | 2N5060  | Q42 | A5J3-21       | Spot Blast                          | Grn-Blk    | MCR-106 |
| Q12 | A5J1-19   | Bonus 5,000                          | Gry-Grn    | 2N5060  | Q47 | A5J2-10       | Tilt                                | Gry-Blk    | MCR-106 |
| Q27 | A5J1-9    | Bonus 6,000                          | Gry        | 2N5060  | Q31 | A5J2-2        |                                     |            | 2N5060  |

Coil Table

| Sol. No | Solenoid description     | Solenoid Type | Wire Color        | Connector           | Driver Transistor | Solenoid Coil Type |
|---------|--------------------------|---------------|-------------------|---------------------|-------------------|--------------------|
| 1       | Top Right Slingshot      | Momentary     | Grn-Orn           | A3J2-9, J1-2        | Q1                | J-26-1500          |
| 2       | Top Left Slingshot       | Momentary     | Grn-Blu           | A3J2-4, J1-3        | Q2                | J-26-1500          |
| 3       | Bottom Thumper Bumper    | Momentary     | Grn-Blk           | A3J2-5, J3-4        | Q3                | J-26-1500          |
| 4       | 5-Bank Drop Target Reset | Momentary     | Blk-Blu           | A3J1-5              | Q4                | B-24-1600          |
| 5       | Bottom Left Slingshot    | Momentary     | Grn-Yel           | A3J2-10             | Q5                | J-26-1500          |
| 6       | Bottom Right Slingshot   | Momentary     | Grn-Red           | A3J2-11             | Q6                | J-26-1500          |
| 7       | Top Thumper Bumper       | Momentary     | Red-Yel           | A3J2-12             | Q7                | J-26-1500          |
| 8       | Trip #5 Drop Target      | Momentary     | Blk-Orn           | A3J5-10             | Q8                | C1-34-3400         |
| 9       | Trip #4 Drop Target      | Momentary     | Red-Blu           | A3J5-9              | Q9                | C1-34-3400         |
| 10      | Trip #3 Drop Target      | Momentary     | Orn-Wht           | A3J5-15             | Q10               | C1-34-3400         |
| 11      | Trip #2 Drop Target      | Momentary     | Orn-Blk           | A3J5-14             | Q11               | C1-34-3400         |
| 12      | Trip #1 Drop Target      | Momentary     | Orn-Grn           | A3J5-13             | Q12               | C1-34-3400         |
| 13      | Ball Launcher            | Momentary     | Blk-Yel           | A3J5-12             | Q13               | J-26-1500          |
| 14      | Outhole                  | Momentary     | Blk-Grn           | A3J5-11             | Q14               | J-26-1200          |
| 15      | Flipper enabling relay   | Continuous    | --                | --                  | Q15               | 48V Relay          |
| 16      | 3-Bank Drop Target Reset | Momentary     | Grn-Wht           | A3J5-8, J2-6, J3-7, | Q16               | B-27-2300          |
| 17      | Right Top Kicker         | Continuous    | Orn-Red           | A3J5-7              | Q17               | J-26-1500          |
| 18      | Left Top Kicker          | Continuous    | Red-Wht           | A3J5-3, J2-15, J3-9 | Q18               | J-26-1500          |
| 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       | 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<br>Row                                     | STROBE 0<br>A4J2-1 Wht-Red<br>A4J3-2 Red-Yel | STROBE 1<br>A4J2-2 Brn-Wht<br>A4J3-3 (not used) | STROBE 2<br>A4J2-3 Wht-Blu | STROBE 3<br>A4J2-4 Wht-Yel       | STROBE 4<br>A4J2-5 Yel-Red |
|---------------------------------------------------|----------------------------------------------|-------------------------------------------------|----------------------------|----------------------------------|----------------------------|
| RETURN I 0<br>A4J2-8 Brn<br>A4J3-9 Red-Wht        | Coin Chute I (Left)<br>1                     | Left Top Slingshot<br>9                         | Rollover Lane "B"<br>17    | Right Drop Target (Top)<br>25    | Outhole (Right)<br>33      |
| RETURN I 1<br>A4J2-9 Gry<br>A4J3-10 Brn-Wht       | Coin Chute II (Center)<br>2                  | Right Top Slingshot<br>10                       | Rollover Lane "L"<br>18    | Right Drop Target (Middle)<br>26 | Outhole (Center)<br>34     |
| RETURN I 2<br>A4J2-10 Wht-Orn<br>A4J3-11 Blu      | Coin Chute III (Right)<br>3                  | Bottom Left Slingshot<br>11                     | Rollover Lane "A"<br>19    | Right Drop Target (Bottom)<br>27 | Outhole (Left)<br>35       |
| RETURN I 3<br>A4J2-11 Wht-Blk<br>A4J3-12 not used | Left Spin Target<br>4                        | Bottom Right Slingshot<br>12                    | Rollover Lane "S"<br>20    | Drop Target #1<br>28             | Left Outlane<br>36         |
| RETURN I 4<br>A4J2-12 Wht-Grn<br>A4J3-13 not used | Right Spin Target<br>5                       | Top Thumper Bumper<br>13                        | Rollover Lane "T"<br>21    | Drop Target #2<br>29             | Right Outlane<br>37        |
| RETURN I 5<br>A4J2-13 Brn-Brn<br>A4J3-14 Blu-Wht  | Credit Button<br>6                           | Bottom Thumper Bumper<br>14                     | Rollover Lane "O"<br>22    | Drop Target #3<br>30             | Spot "BLAST"<br>38         |
| RETURN I 6<br>A4J2-14 Brn-Yel<br>A4J3-15 Blu-Orn  | Tilt<br>7                                    | Left Kickout<br>15                              | Rollover Lane "F"<br>23    | Drop Target #4<br>31             | Ball Launcher<br>39        |
| RETURN I 7<br>A4J2-15 Orn<br>A4J3-16 Yel          | Slam (3)<br>8                                | Right Kickout<br>16                             | Rollover Lane "F"<br>24    | Drop Target #5<br>32             | Release Next Rocket<br>40  |