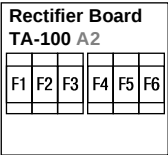
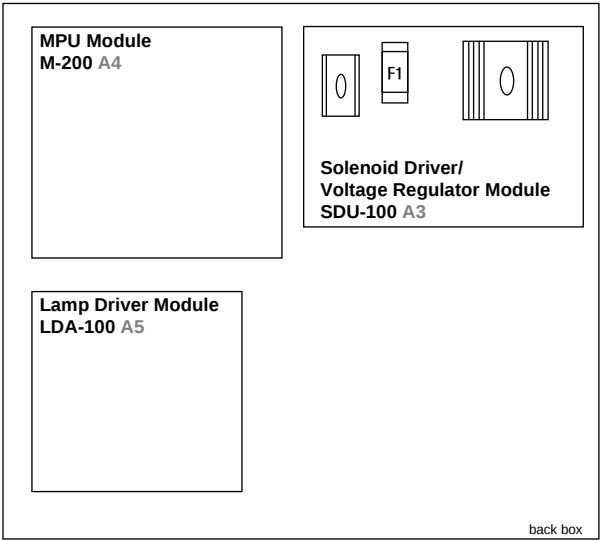


Fuse List

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
Q50	A5J3-12	Bonus Card #11 Row Selector A	Grn-Red	2N5060	Q43	A5J2-7	Multiplier 2X	Red	2N5060
Q38	A5J3-25	Bonus Card #12 Row Selector A	Red-Yel	2N5060	Q30	A5J2-6	Multiplier 3X	Yel	2N5060
Q27	A5J1-9	Bonus Card #13 Row Selector A	Gry	2N5060	Q18	A5J2-20	Multiplier 4X	Wht-Orn	2N5060
Q12	A5J1-19	Bonus Card #24 Row Selector B	Gry-Grn	2N5060	Q05	A5J2-16	Multiplier 5X	Grn-Wht	2N5060
Q13	A5J1-17	Bonus Card #25 Row Selector B	Pur	2N5060	Q60	A5J3-3	Reserve Bonus	Blk-Wht	2N5060
Q57	A5J3-1	Bonus Card #26 Row Selector B	Wht-Blu	2N5060	Q51	A5J3-15	Right Line "S"	Wht-Blk	2N5060
Q36	A5J3-26	Bonus Card #37 Row Selector C	Blk	2N5060	Q44	A5J3-19	Right Line "K"	Blk-Red	2N5060
Q29	A5J1-1	Bonus Card #38 Row Selector C	Blu-Red	2N5060	Q28	A5J1-8	Right Line "Y"	Wht-Orn	2N5060
Q14	A5J1-18	Bonus Card #39 Row Selector C	Brn-Blk	2N5060	Q58	A5J3-2	Right Line "D"	Yel-Blk	2N5060
Q21	A5J2-12	Drop Target #3 Extra Ball	Wht-Red	2N5060	Q20	A5J1-13	Right Line "I"	Wht-Blu	2N5060
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q25	A5J1-6	Right Line "V"	Brn-Red	2N5060
Q16	A5J2-22	High Game to Date	Gry-Orn	MCR-106	Q04	A5J1-28	Right Line "E"	Blk-Wht	2N5060
Q15	A5J2-23	Left & Right Outlane	Orn-Blu	MCR-106	Q59	A5J3-4	Right Line "R"	Red-Wht	2N5060
Q09	A5J1-14	Left & Right Return Lane "R"	Orn	MCR-106	Q32	A5J3-27	Right Line "S" (2nd)	Gry-Yel	2N5060
Q48	A5J3-16	Left & Right Return Lane "S"	Red-Blk	MCR-106	Q22	A5J1-10	Right Target "S"	Gry-Blu	MCR-106
Q53	A5J2-3	Left Bank in Sequence	Wht-Blk	2N5060	Q10	A5J1-15	Right Target "K" & Top Target "K"	Gry-Yel	MCR-106
Q39	A5J2-4	Left Bank out of Sequence	Pur-Wht	2N5060	Q55	A5J3-9	Right Target "Y"	Blk-Orn	MCR-106
Q46	A5J3-18	Left Lane Special	Red-Blu	2N5060	Q31	A5J2-2	Rollover Wire Selector A	Pur-Blk	2N5060
Q01	A5J1-24	Line 1 Left Lane 5K	Pur-Blk	MCR-106	Q19	A5J2-15	Rollover Wire Selector B	Grn	2N5060
Q24	A5J1-5	Line 2 Left Lane 10K	Blu-Orn	MCR-106	Q06	A5J2-14	Rollover Wire Selector C	Grn-Blk	2N5060
Q42	A5J3-21	Line 3 Left Lane 15K	Wht-Red	MCR-106	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Blk	MCR-106
Q56	A5J3-10	Line 4 Left Lane 20K	Gry-Blk	MCR-106	Q26	A5J1-7	Sky Diver 1	Yel-Grn	2N5060
Q02	A5J1-25	Line 5 Left Lane 25K	Orn-Blu	MCR-106	Q11	A5J1-16	Sky Diver 2	Blk	2N5060
Q17	A5J1-11	Line 6 Left Lane 30K	Gry-Red	MCR-106	Q34	A5J1-2	Spinner Top Right 5000	Pur-Wht	MCR-106
Q41	A5J3-20	Line 7 Left Lane 35K	Blu-Red	MCR-106	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q54	A5J3-11	Line 8 Left Lane 40K	Wht	MCR-106	Q07	A5J2-13	Top Rollover Wire "D" & Stand-Up	Gry-Grn	2N5060
Q49	A5J3-17	Line 9 Left Lane 45K	Yel-Blu	MCR-106	Q52	A5J2-5	Top Rollover Wire "I"	Blk-Yel	2N5060
Q35	A5J1-3	Line 10 Left Lane 50K	Grn-Orn	MCR-106	Q40	A5J2-9	Top Rollover Wire "V"	Wht-Blu	MCR-106
Q08	A5J1-23	Line 20 Left Lane 100K	Blu-Wht	MCR-106	Q23	A5J2-8	Top Rollover Wire "E" & Stand-Up	Blk-Wht	MCR-106
Q45	A5J2-1	Match	Gry-Yel	2N5060	Q37	A5J3-23			2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Pop Bumper	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Top Pop 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	Skyway Kicker	Momentary	Blk-Blu	A3J1-5	Q4	J-27-1700
5	Right Pop Bumper	Momentary	Grn-Yel	A3J2-10	Q5	J-26-1200
6	Right Slingshot	Momentary	Grn-Red	A3J2-11	Q6	J-26-1200
7		Momentary	Red-Yel	A3J2-12	Q7	
8	Outhole	Momentary	Blk-Orn	A3J5-10	Q8	J-28-2300
9	3-Bank Drop Target Reset	Momentary	Red-Blu	A3J5-9	Q9	B-27-2300
10	Left Slingshot	Momentary	Orn-Wht	A3J5-15	Q10	J-26-1200
11		Momentary	Orn-Blk	A3J5-14	Q11	
12	Outhole Reflex	Momentary	Orn-Grn	A3J5-13	Q12	J-28-2300
13	Sky Raider Lane Kicker	Momentary	Blk-Yel	A3J5-12	Q13	J-26-1200
14	5-Bank Drop Target Reset	Momentary	Blk-Grn	A3J5-11	Q14	B-24-1600
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary	Grn-Wht	A3J5-8, J2-6, J3-7,	Q16	
17	Walker	Continuous	Orn-Red	A3J5-7	Q17	J-28-2300
18	Lane Gate	Continuous	Red-Wht	A3J2-15, J5-3, J3-9	Q18	C-31-1800
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	Right & Left Return Lanes 2nd "S" 9	Left 5-Bank Drop Target #5 17	Left Lane Stand-Up Target 25	Outhole Kickout 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Not Used 10	Left 5-Bank Drop Target #4 18	Top "E" Rollover & Stand-Up 26	Outhole Middle 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Right Rebound 11	Left 5-Bank Drop Target #3 19	Top "V" Rollover 27	Outhole Left 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Right Sky Raider Kicker 4	Right Slingshot 12	Left 5-Bank Drop Target #2 20	Top "I" Rollover 28	Top Right Target & Left Spinner 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Sky Raider Kicker 5	Left Slingshot 13	Left 5-Bank Drop Target #1 21	Top "D" Rollover & Stand-Up 29	Right & Left Outlanes 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Right Pop Bumper 14	Center Bank Right Drop Target 22	Right "Y" Stand-Up Target 30	Shooter Lane 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Left Pop Bumper 15	Center Bank Center Drop Target 23	Top "K" Stand-Up & Right "K" Stand-Up Target 31	Walker 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Outhole Reflex 8	Top Pop Bumper 16	Center Bank Left Drop Target 24	Right "S" Stand-Up Target 32	Right & Left Return Lanes "R" 40