

Fuse List

Rectifier Board TA-100		
F1	6.5V Switched illumination	10A, 250V
F2	230V Display power input	0.75A, 250V
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids (2 flippers)	5A, 250V
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

MPU Module
M-100 A4

Solenoid Driver/
Voltage Regulator Module
SDU-100 A3

Lamp Driver Module
LDA-100 A5

back box



Rectifier Board TA-100 A2					
F1	F2	F3	F4	F5	F6

in the cabinet

Controlled Lamps Chart

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q06	A5J2-14	1st Player Up	Wht-Yel	2N5060	Q18	A5J2-20	Player #2	Yel-Wht	2N5060
Q19	A5J2-15	2nd Player Up	Yel-Blu	2N5060	Q30	A5J2-6	Player #3	Blk-Wht	2N5060
Q31	A5J2-2	3rd Player Up	Blu	2N5060	Q43	A5J2-7	Player #4	Gry-Red	2N5060
Q45	A5J2-1	4th Player Up	Brn	2N5060	Q32	A5J3-27	Quadruple	Orn-Wht	2N5060
Q42	A5J3-21	Ace 4X (By Drop Targets)	Blk-Grn	MCR-106	Q01	A5J1-24	Queen 4X	Brn-Blu	MCR-106
Q12	A5J1-19	Ace of Clubs	Gry-Grn	2N5060	Q08	A5J1-23	Queen of Clubs	Blu-Wht	MCR-106
Q50	A5J3-12	Ace of Diamonds	Orn-Red	2N5060	Q54	A5J3-11	Queen of Diamonds	Wht	MCR-106
Q27	A5J1-9	Ace of Hearts	Gry	2N5060	Q35	A5J1-3	Queen of Hearts	Red-Grn	MCR-106
Q38	A5J3-25	Ace of Spades	Red-Yel	2N5060	Q49	A5J3-17	Queen of Spades	Yel-Blu	MCR-106
Q16	A5J2-22	Ball-in-Play	Brn-Blu	MCR-106	Q59	A5J3-4	Quintuple	Red-Wht	2N5060
Q41	A5J3-20	Center Drop Target & Spin 10X	Wht-Orn	MCR-106	Q17	A5J1-11	Right Return 10X	Blk-Orn	MCR-106
Q11	A5J1-16	Double	Brn-Red	2N5060	Q21	A5J1-12	Right Special	Wht-Yel	2N5060
Q58	A5J3-2	Extra Ball	Yel-Grn	2N5060	Q03	A5J1-26	Shoot Again	Gry-Red	MCR-106
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q14	A5J1-18	Suit Selection Clubs	Brn-Blk	2N5060
Q15	A5J2-23	Highest Score	Gry-Orn	MCR-106	Q57	A5J3-1	Suit Selection Diamonds	Gm-Red	2N5060
Q56	A5J3-10	Jack 4X	Gry-Blk	MCR-106	Q29	A5J1-1	Suit Selection Hearts	Blu-Red	2N5060
Q09	A5J1-14	Jack of Clubs	Gry-Orn	MCR-106	Q36	A5J3-26	Suit Selection Spades	Blk	2N5060
Q55	A5J3-9	Jack of Diamonds	Wht-Red	MCR-106	Q39	A5J3-24	Super Bonus	Gm-Wht	2N5060
Q34	A5J1-2	Jack of Hearts	Pur-Wht	MCR-106	Q24	A5J1-5	Ten 4X	Blu-Orn	MCR-106
Q48	A5J3-16	Jack of Spades	Red-Blk	MCR-106	Q10	A5J1-15	Ten of Clubs	Gry-Yel	MCR-106
Q40	A5J3-22	King 4X	Pur-Yel	MCR-106	Q60	A5J3-3	Ten of Diamonds	Blk-Yel	2N5060
Q13	A5J1-17	King of Clubs	Pur	2N5060	Q22	A5J1-10	Ten of Hearts	Gry-Blu	MCR-106
Q51	A5J3-15	King of Diamonds	Wht-Blu	2N5060	Q37	A5J3-23	Ten of Spades	Wht-Gry	2N5060
Q28	A5J1-8	King of Hearts	Gm-Blk	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q44	A5J3-19	King of Spades	Blk-Red	2N5060	Q26	A5J1-7	Triple	Yel-Grn	2N5060
Q02	A5J1-25	Left Return 10X	Pur-Blk	MCR-106	Q04	A5J1-28			2N5060
Q53	A5J3-14	Left Special	Blk-Wht	2N5060	Q07	A5J1-27			2N5060
Q23	A5J2-8	Match	Gry-Yel	MCR-106	Q20	A5J1-13			2N5060
Q46	A5J3-18	Mystery Score 10X	Red-Blu	2N5060	Q25	A5J1-6			2N5060
Q05	A5J2-16	Player #1	Yel-Grn	2N5060	Q52	A5J3-13			2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1		Momentary		A3J2-9, J1-2	Q1	
2		Momentary		A3J2-4, J1-3	Q2	
3	Knocker	Momentary	Blk-Yel	A3J2-5, J3-4	Q3	N-26-1200
4		Momentary		A3J1-5	Q4	
5		Momentary		A3J2-10	Q5	
6		Momentary		A3J2-11	Q6	
7		Momentary		A3J2-12	Q7	
8	Center Thumper	Momentary	Blk-Yel	A3J5-10	Q8	J-26-1200
9	Eject Pocket	Momentary	Orn-Red	A3J5-9	Q9	J-28-2300
10	Left Thumper	Momentary	Blk-Blu	A3J5-15	Q10	J-26-1200
11	Left Slingshot	Momentary	Yel-Blu	A3J5-14	Q11	J-26-1200
12	Right Slingshot	Momentary	Orn-Wht	A3J5-13	Q12	J-26-1200
13	5-Bank Drop Target Reset	Momentary	Orn-Blk	A3J5-12	Q13	B-24-1600
14	Right Thumper	Momentary	Blk	A3J5-11	Q14	J-26-1200
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16	Outhole	Momentary	Red-Blk	A3J5-8, J2-6, J3-7	Q16	J-26-1100
17		Continuous		A3J5-7	Q17	
18	Relay for Rotating Flipper	Continuous	Red-Grn	A3J5-3, J2-15, J3-9	Q18	Relay
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5500
	Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire		Coil
	Left Flipper	Blu-Wht	Gm A3J1-8	Blu A3J2-2		J-25-500/34-5050
	Right Flipper	Blu-Wht	Orn A3J1-9	Red A3J2-1		J-25-500/34-5050

Switch Matrix

		strobe (ST)  return (I)				
Row	Column	STROBE 0 A4J2-1 Wht-Red A4J3-2 Red-Yel	STROBE 1 A4J2-2 Brn-Wht A4J3-3 Red-Grn	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 III (Right) 1	Right Return Lane, Top Left Target 9	Right Outlane 17	Not Used 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht		Coin Chute II (Center) 2	Left Return Lane 10	Left Outlane 18	Not Used 26	Eject Pocket 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu		Coin Chute I (Left) 3	Spin Target 11	Rebound Switches (2) 19	Not Used 27	Not Used 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used		Not Used 4	Right Thumper 12	Stand-Up Target "K" 20	Drop Target "K" 28	Ball Pockets "K" (2) 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used		Rollover Button 5	Center Thumper 13	Stand-Up Target "J" 21	Drop Target "J" 29	Ball Pockets "J" (2) 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht		Credit Button 6	Left Slingshot 14	Stand-Up Target "A" Not Used 22	Drop Target "A" 30	Ball Pockets "A" Not Used 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn		Tilt 7	Right Slingshot 15	Stand-Up Target "10" 23	Drop Target "10" 31	Ball Pockets "10" (4) 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel		Slam (3) 8	Left Thumper 16	Stand-Up Target "Q" 24	Drop Target "Q" 32	Ball Pockets "Q" (2) 40