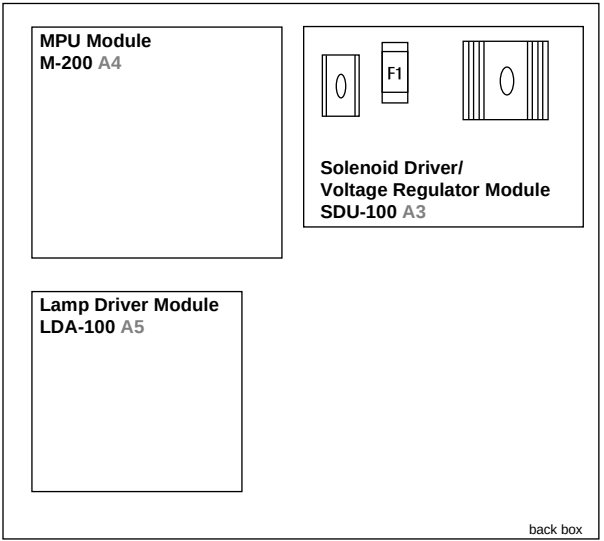


Fuse List

|                                    |                                        |                 |
|------------------------------------|----------------------------------------|-----------------|
| <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                    | 1A, 250V, SB    |



|                                  |    |    |    |    |    |
|----------------------------------|----|----|----|----|----|
| <b>Rectifier Board TA-100 A2</b> |    |    |    |    |    |
| 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   | Arrow (Lower Drop Targets)      | Brn-Red    | 2N5060  | Q34 | A5J1-2        | IRON "O"                            | Gry        | MCR-106 |
| Q19 | A5J2-15   | Arrow (Upper Drop Targets)      | Orn-Blu    | 2N5060  | Q09 | A5J1-14       | IRON "N"                            | Gry-Orn    | MCR-106 |
| Q14 | A5J1-18   | Bonus 1K                        | Orn-Red    | 2N5060  | Q17 | A5J1-11       | MAIDEN "M"                          | Blk-Orn    | MCR-106 |
| Q29 | A5J1-1    | Bonus 2K                        | Red-Yel    | 2N5060  | Q02 | A5J1-25       | MAIDEN "A"                          | Blk-Blu    | MCR-106 |
| Q36 | A5J3-26   | Bonus 3K                        | Gry        | 2N5060  | Q56 | A5J3-10       | MAIDEN "I"                          | Gry-Blk    | MCR-106 |
| Q57 | A5J3-1    | Bonus 4K                        | Gry-Yel    | 2N5060  | Q42 | A5J3-21       | MAIDEN "D"                          | Grn-Blk    | MCR-106 |
| Q12 | A5J1-19   | Bonus 5K                        | Blk-Wht    | 2N5060  | Q24 | A5J1-5        | MAIDEN "E"                          | Pur-Wht    | MCR-106 |
| Q27 | A5J1-9    | Bonus 6K                        | Blu-Yel    | 2N5060  | Q01 | A5J1-24       | MAIDEN "N"                          | Brn-Blu    | MCR-106 |
| Q38 | A5J3-25   | Bonus 7K                        | Blu-Red    | 2N5060  | Q45 | A5J2-1        | Match                               | Gry-Wht    | 2N5060  |
| Q50 | A5J3-12   | Bonus 8K                        | Blu-Wht    | 2N5060  | Q54 | A5J3-11       | Open Gate                           | Wht        | MCR-106 |
| Q13 | A5J1-17   | Bonus 9K                        | Blk-Grn    | 2N5060  | Q46 | A5J3-18       | Right Lane Arrow (Lower)            | Red-Blu    | 2N5060  |
| Q28 | A5J1-8    | Bonus 10K                       | Grn-Wht    | 2N5060  | Q41 | A5J3-20       | Right Lane Arrow (Upper)            | Wht-Orn    | MCR-106 |
| Q44 | A5J3-19   | Bonus 20K                       | Brn-Blu    | 2N5060  | Q52 | A5J2-5        | Seconds 5                           | Blk-Yel    | 2N5060  |
| Q51 | A5J3-15   | Bonus 30K                       | Wht-Blk    | 2N5060  | Q07 | A5J2-13       | Seconds 10                          | Gry-Grn    | 2N5060  |
| Q08 | A5J1-23   | Bonus 40K                       | Blu-Wht    | MCR-106 | Q21 | A5J2-12       | Seconds 15                          | Red-Wht    | 2N5060  |
| Q04 | A5J1-28   | Bonus Multiplier 2X             | Blk-Wht    | 2N5060  | Q39 | A5J2-4        | Seconds 20                          | Pur-Blk    | 2N5060  |
| Q25 | A5J1-6    | Bonus Multiplier 3X             | Brn-Red    | 2N5060  | Q53 | A5J2-3        | Seconds 25                          | Blk-Wht    | 2N5060  |
| Q20 | A5J1-13   | Bonus Multiplier 4X             | Wht-Blu    | 2N5060  | Q03 | A5J1-26/J2-21 | Shoot Again (Playfield / Backglass) | Gry-Red    | MCR-106 |
| Q58 | A5J3-2    | Bonus Multiplier 5X             | Blu-Orn    | 2N5060  | Q23 | A5J2-8        | Special (Lower Drop Targets)        | Blk-Red    | MCR-106 |
| Q11 | A5J1-16   | Bonus Time 5                    | Blk        | 2N5060  | Q37 | A5J3-23       | Special (Right Target)              | Gry-Wht    | 2N5060  |
| Q26 | A5J1-7    | Bonus Time 10                   | Yel-Grn    | 2N5060  | Q18 | A5J2-20       | Special (Upper Drop Targets)        | Orn        | 2N5060  |
| Q32 | A5J3-27   | Bonus Time 15                   | Orn-Wht    | 2N5060  | Q49 | A5J3-17       | Spinner 3X Value                    | Yel-Blu    | MCR-106 |
| Q59 | A5J3-4    | Bonus Time 20                   | Red-Wht    | 2N5060  | Q35 | A5J1-3        | Spinner Arrow                       | Red-Grn    | MCR-106 |
| Q40 | A5J2-9    | Extra Ball (Lower Drop Targets) | Wht-Red    | MCR-106 | Q22 | A5J1-10       | Spot Iron                           | Gry-Blu    | MCR-106 |
| Q60 | A5J3-3    | Extra Ball (Right Target)       | Wht-Blu    | 2N5060  | Q10 | A5J1-15       | Spot Maiden                         | Gry-Yel    | MCR-106 |
| Q30 | A5J2-6    | Extra Ball (Upper Drop Targets) | Yel        | 2N5060  | Q47 | A5J2-10       | Tilt                                | Gry-Blu    | MCR-106 |
| Q33 | A5J2-11   | Game Over                       | Gry-Wht    | MCR-106 | Q43 | A5J2-7        | X (Lower Drop Targets)              | Blu-Wht    | 2N5060  |
| Q16 | A5J2-22   | High Score to Date              | Gry-Orn    | MCR-106 | Q05 | A5J2-16       | X (Upper Drop Targets)              | Blk        | 2N5060  |
| Q55 | A5J3-9    | IRON "I"                        | Orn-Blk    | MCR-106 | Q31 | A5J2-2        |                                     |            | 2N5060  |
| Q48 | A5J3-16   | IRON "R"                        | Orn-Blu    | MCR-106 | Q15 | A5J2-23       |                                     |            | MCR-106 |

Coil Table

| Sol. No | Solenoid description          | Solenoid Type | Wire Color        | Connector             | Driver Transistor | Solenoid Coil Type |
|---------|-------------------------------|---------------|-------------------|-----------------------|-------------------|--------------------|
| 1       | Lower Right Slingshot         | Momentary     | Grn-Orn           | A3J2-9, J1-2          | Q1                | J-26-1500          |
| 2       | Lower Left Slingshot          | Momentary     | Grn-Blu           | A3J2-4, J1-3          | Q2                | J-26-1500          |
| 3       | Knocker                       | Momentary     | Grn-Blk           | A3J2-5, J3-4          | Q3                | N-26-1200          |
| 4       |                               | Momentary     | Blk-Blu           | A3J1-5                | Q4                |                    |
| 5       | Upper Right Slingshot         | Momentary     | Grn-Yel           | A3J2-10               | Q5                | J-26-1500          |
| 6       | Top Kicker                    | Momentary     | Grn-Red           | A3J2-11               | Q6                | J-26-1200          |
| 7       | Bottom Kicker                 | Momentary     | Red-Yel           | A3J2-12               | Q7                | J-26-1200          |
| 8       | Outhole Reflex                | Momentary     | Blk-Orn           | A3J5-10               | Q8                | J-28-2300          |
| 9       | Left Target Bank Reset        | Momentary     | Red-Blu           | A3J5-9                | Q9                | B-27-2300          |
| 10      | Turn Style (Ball Release)     | Momentary     | Orn-Wht           | A3J5-15               | Q10               | J-28-2300          |
| 11      |                               | Momentary     | Orn-Blk           | A3J5-14               | Q11               |                    |
| 12      |                               | Momentary     | Orn-Grn           | A3J5-13               | Q12               |                    |
| 13      | Top Drop Target Bank Reset    | Momentary     | Blk-Yel           | A3J5-12               | Q13               | B-27-2300          |
| 14      | Bottom 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      | Ball Walker                   | Continuous    | Orn-Red           | A3J5-7                | Q17               | J-26-2300          |
| 18      | Ball Return Gate              | Continuous    | Red-Wht           | A3J2-15, J5-3, J3-9   | Q18               | C-31-5300          |
| 19      | Top Ball Gates (2)            | Continuous    | Blk-Wht           | A3J2-8                | Q19               | C-31-1800          |
|         | 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   |
|         | Upper Left Flipper            | Blu-Wht       | Grn A3J1-8        | via lower flipper EOS |                   | J-25-475/34-4500   |
|         | Upper Right Flipper           | Blu-Wht       | Orn A3J1-9        | via lower flipper EOS |                   | J-25-475/34-4500   |

Switch Matrix

|                                                   |     | strobe (ST)  return (I) |                                                 |                                 |                                  |                                       |
|---------------------------------------------------|-----|-------------------------------------------------------------------------------------------------------------|-------------------------------------------------|---------------------------------|----------------------------------|---------------------------------------|
| Column                                            | 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 Slingshot<br>9                             | Top Drop Target #5<br>17        | Bottom Drop Target #5<br>25      | Left Outhole<br>33                    |
| RETURN I 1<br>A4J2-9 Gry<br>A4J3-10 Brn-Wht       |     | Coin Chute II (Center)<br>2                                                                                 | Right Slingshot<br>10                           | Top Drop Target #4<br>18        | Bottom Drop Target #4<br>26      | Middle Outhole<br>34                  |
| RETURN I 2<br>A4J2-10 Wht-Orn<br>A4J3-11 Blu      |     | Coin Chute III (Right)<br>3                                                                                 | Top Slingshot<br>11                             | Top Drop Target #3<br>19        | Bottom Drop Target #3<br>27      | Right Outhole<br>35                   |
| RETURN I 3<br>A4J2-11 Wht-Blk<br>A4J3-12 not used |     | Spinner<br>4                                                                                                | Stand-Up Target "R"<br>12                       | Top Drop Target #2<br>20        | Bottom Drop Target #2<br>28      | Top Kicker<br>36                      |
| RETURN I 4<br>A4J2-12 Wht-Grn<br>A4J3-13 not used |     | Outhole Reflex<br>5                                                                                         | Stand-Up Target "O"<br>13                       | Top Drop Target #1<br>21        | Bottom Drop Target #1<br>29      | Bottom Kicker<br>37                   |
| RETURN I 5<br>A4J2-13 Brn-Brn<br>A4J3-14 Blu-Wht  |     | Credit Button<br>6                                                                                          | Stand-Up Target "M"<br>14                       | Left Drop Target (Left)<br>22   | Stand-Up Target "E"<br>30        | Left & Right Middle Return Lane<br>38 |
| RETURN I 6<br>A4J2-14 Brn-Yel<br>A4J3-15 Blu-Orn  |     | Tilt<br>7                                                                                                   | Stand-Up Target "A"<br>15                       | Left Drop Target (Middle)<br>23 | Stand-Up Target Opens Gate<br>31 | Left & Right Return Lane<br>39        |
| RETURN I 7<br>A4J2-15 Orn<br>A4J3-16 Yel          |     | Ball Walker<br>8                                                                                            | Stand-Up Target "D"<br>16                       | Left Drop Target (Right)<br>24  | Stand-Up Target Feature<br>32    | Left & Right Outlane<br>40            |