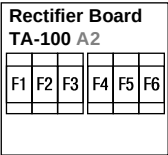
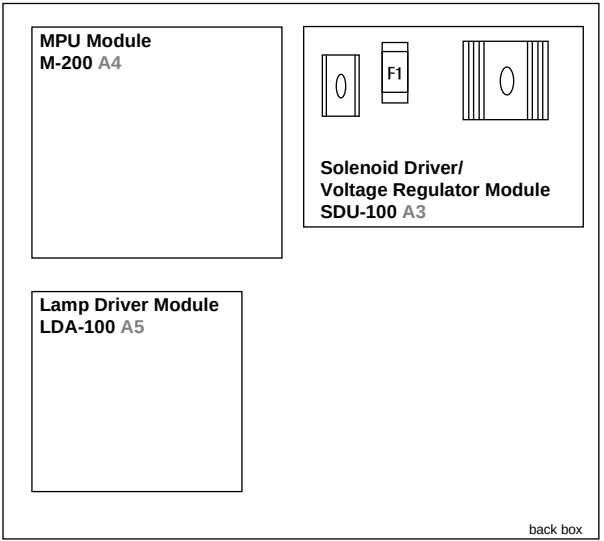


Fuse List

|                                    |                                        |                 |
|------------------------------------|----------------------------------------|-----------------|
| <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    |



in the cabinet

Controlled Lamps Chart

| SCR | connector     | lamp description                     | wire color | tr type | SCR | connector | lamp description                | wire color | tr type |
|-----|---------------|--------------------------------------|------------|---------|-----|-----------|---------------------------------|------------|---------|
| Q15 | A5J2-23       | Advance Bonus Multiplier             | Orn-Blu    | MCR-106 | Q10 | A5J1-15   | Target 2                        | Gry-Yel    | MCR-106 |
| Q40 | A5J2-9/J3-22  | Advance Playfield Multiplier (Left)  | Grn-Orn    | MCR-106 | Q22 | A5J1-10   | Target 3                        | Gry-Blu    | MCR-106 |
| Q23 | A5J2-8/J1-4   | Advance Playfield Multiplier (Right) | Blk-Red    | MCR-106 | Q37 | A5J3-23   | Target 4                        | Gry-Wht    | 2N5060  |
| Q51 | A5J3-15       | Bonus Multiplier 1X                  | Wht-Blu    | 2N5060  | Q60 | A5J3-3    | Target 5                        | Wht-Blu    | 2N5060  |
| Q08 | A5J1-23       | Bonus Multiplier 2X                  | Blu-Wht    | MCR-106 | Q11 | A5J1-16   | Target 6                        | Blk        | 2N5060  |
| Q35 | A5J1-3        | Bonus Multiplier 3X                  | Red-Grn    | MCR-106 | Q26 | A5J1-7    | Target 7                        | Yel-Grn    | 2N5060  |
| Q49 | A5J3-17       | Bonus Multiplier 4X                  | Yel-Blu    | MCR-106 | Q32 | A5J3-27   | Target 8                        | Orn-Wht    | 2N5060  |
| Q54 | A5J3-11       | Bonus Multiplier 5X                  | Wht        | MCR-106 | Q59 | A5J3-4    | Target 9                        | Red-Wht    | 2N5060  |
| Q33 | A5J2-11       | Game Over                            | Gry-Wht    | MCR-106 | Q47 | A5J2-10   | Tilt                            | Gry-Blu    | MCR-106 |
| Q16 | A5J2-22       | High Score to Date                   | Gry-Orn    | MCR-106 | Q17 | A5J1-11   | Top Drop Target Bank Complete   | Blk-Orn    | MCR-106 |
| Q46 | A5J3-18       | Left Drop Target Bank Complete       | Red-Blu    | 2N5060  | Q58 | A5J3-2    | Top Drop Target Bank Extra Ball | Blu-Orn    | 2N5060  |
| Q24 | A5J1-5        | Left Drop Target Bank Extra Ball     | Pur-Wht    | MCR-106 | Q42 | A5J3-21   | Top Drop Target Bank Lamp       | Grn-Blk    | MCR-106 |
| Q02 | A5J1-25       | Left Drop Target Bank Lamp           | Blk-Blu    | MCR-106 | Q04 | A5J1-28   | Top Drop Target Bank Special    | Blk-Wht    | 2N5060  |
| Q20 | A5J1-13       | Left Drop Target Bank Special        | Wht-Blu    | 2N5060  | Q29 | A5J1-1    |                                 |            | 2N5060  |
| Q45 | A5J2-1        | Match                                | Gry-Yel    | 2N5060  | Q09 | A5J1-14   |                                 |            | MCR-106 |
| Q41 | A5J3-20       | Middle Drop Target Bank Complete     | Wht-Orn    | MCR-106 | Q13 | A5J1-17   |                                 |            | 2N5060  |
| Q01 | A5J1-24       | Middle Drop Target Bank Extra Ball   | Brn-Blu    | MCR-106 | Q14 | A5J1-18   |                                 |            | 2N5060  |
| Q56 | A5J3-10       | Middle Drop Target Bank Lamp         | Gry-Blk    | MCR-106 | Q12 | A5J1-19   |                                 |            | 2N5060  |
| Q25 | A5J1-6        | Middle Drop Target Bank Special      | Brn-Red    | 2N5060  | Q34 | A5J1-2    |                                 |            | MCR-106 |
| Q05 | A5J2-16       | Play Multiplier 1X                   | Blk        | 2N5060  | Q28 | A5J1-8    |                                 |            | 2N5060  |
| Q18 | A5J2-20       | Play Multiplier 2X                   | Orn        | 2N5060  | Q27 | A5J1-9    |                                 |            | 2N5060  |
| Q30 | A5J2-6        | Play Multiplier 3X                   | Yel        | 2N5060  | Q06 | A5J2-14   |                                 |            | 2N5060  |
| Q43 | A5J2-7        | Play Multiplier 4X                   | Blu-Wht    | 2N5060  | Q19 | A5J2-15   |                                 |            | 2N5060  |
| Q21 | A5J1-12/J2-12 | Return Lane Left Bottom              | Wht-Red    | 2N5060  | Q31 | A5J2-2    |                                 |            | 2N5060  |
| Q53 | A5J2-3        | Return Lane Left Top                 | Blk-Wht    | 2N5060  | Q57 | A5J3-1    |                                 |            | 2N5060  |
| Q07 | A5J1-27/J2-13 | Return Lane Right Bottom             | Gry-Grn    | 2N5060  | Q50 | A5J3-12   |                                 |            | 2N5060  |
| Q39 | A5J2-4/J3-24  | Return Lane Right Top                | Pur-Blu    | 2N5060  | Q48 | A5J3-16   |                                 |            | MCR-106 |
| Q03 | A5J1-26/J2-21 | Shoot Again (Playfield / Backglass)  | Gry-Red    | MCR-106 | Q44 | A5J3-19   |                                 |            | 2N5060  |
| Q52 | A5J2-5/J3-13  | Spinner                              | Blk-Yel    | 2N5060  | Q38 | A5J3-25   |                                 |            | 2N5060  |
| Q55 | A5J3-9        | Target 1                             | Blk-Red    | MCR-106 | Q36 | A5J3-26   |                                 |            | 2N5060  |

Coil Table

| Sol. No | Solenoid description          | Solenoid Type | Wire Color        | Connector             | Driver Transistor | Solenoid Coil Type |
|---------|-------------------------------|---------------|-------------------|-----------------------|-------------------|--------------------|
| 1       | Right Slingshot (Bottom)      | Momentary     | Grn-Blk           | A3J2-9, J1-2          | Q1                | J-26-1500          |
| 2       | Right Slingshot (Top)         | Momentary     | Grn-Blu           | A3J2-4, J1-3          | Q2                | J-26-1600          |
| 3       | Knocker                       | Momentary     | Grn-Blk           | A3J2-5, J3-4          | Q3                | N-26-1200          |
| 4       | Outhole Reflex                | Momentary     | Blk-Blu           | A3J1-5                | Q4                | J-28-2300          |
| 5       | Left Slingshot (Top)          | Momentary     | Grn-Yel           | A3J2-10               | Q5                | J-26-1600          |
| 6       | Left Slingshot (Bottom)       | Momentary     | Grn-Red           | A3J2-11               | Q6                | J-26-1500          |
| 7       | Top Drop Target Bank Reset    | Momentary     | Grn-Yel           | A3J2-12               | Q7                | B-27-2300          |
| 8       | Turn Style (Ball Release)     | Momentary     | Blk-Orn           | A3J5-10               | Q8                | J-28-2300          |
| 9       | Trap Left                     | Momentary     | Red-Blk           | A3J5-9                | Q9                | J-28-2300          |
| 10      | Trap Right                    | Momentary     | Orn-Wht           | A3J5-15               | Q10               | J-28-2300          |
| 11      |                               | Momentary     | Orn-Blk           | A3J5-14               | Q11               |                    |
| 12      |                               | Momentary     | Orn-Grn           | A3J5-13               | Q12               |                    |
| 13      | Middle Drop Target Bank Reset | Momentary     | Blk-Yel           | A3J5-12               | Q13               | B-27-2300          |
| 14      | Left 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      | Bonus/Timer Board             | Continuous    | Orn-Red           | A3J5-7                | Q17               | Playfield Display  |
| 18      |                               | Continuous    | Red-Wht           | A3J2-15, J5-3, J3-9   | Q18               |                    |
| 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   |
|         | 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<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                     | Right Return Lane Bottom<br>9                   | Right Return Lane Top<br>17            | Target #8<br>25            | Out 3 (Closest to Lane)<br>33        |
| RETURN I 1<br>A4J2-9 Gry<br>A4J3-10 Brn-Wht       | Coin Chute II (Center)<br>2                  | Left Return Lane Bottom<br>10                   | Left Return Lane Top<br>18             | Target #7<br>26            | Out 2 (Middle)<br>34                 |
| RETURN I 2<br>A4J2-10 Wht-Orn<br>A4J3-11 Blu      | Coin Chute III (Right)<br>3                  | Loop<br>11                                      | Middle Drop Target Bank (Right)<br>19  | Target #6<br>27            | Out 1 (Left)<br>35                   |
| RETURN I 3<br>A4J2-11 Wht-Blk<br>A4J3-12 not used | Outhole Reflex<br>4                          | Right & Left Outlanes Bottom<br>12              | Middle Drop Target Bank (Middle)<br>20 | Target #5<br>28            | Trap 2 (Right)<br>36                 |
| RETURN I 4<br>A4J2-12 Wht-Grn<br>A4J3-13 not used | Spinner<br>5                                 | Left Slingshot Bottom<br>13                     | Middle Drop Target Bank (Left)<br>21   | Target #4<br>29            | Trap 1 (Left)<br>37                  |
| RETURN I 5<br>A4J2-13 Wht-Brn<br>A4J3-14 Blu-Wht  | Credit Button<br>6                           | Left Slingshot Top<br>14                        | Top Drop Target Bank (Right)<br>22     | Target #3<br>30            | Left Drop Target Bank (Right)<br>38  |
| RETURN I 6<br>A4J2-14 Brn-Yel<br>A4J3-15 Blu-Orn  | Tilt<br>7                                    | Right Slingshot Bottom<br>15                    | Top Drop Target Bank (Middle)<br>23    | Target #2<br>31            | Left Drop Target Bank (Middle)<br>39 |
| RETURN I 7<br>A4J2-15 Orn<br>A4J3-16 Yel          | Target #9<br>8                               | Right Slingshot Top<br>16                       | Top Drop Target Bank (Left)<br>24      | Target #1<br>32            | Left Drop Target Bank (Left)<br>40   |