

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

F1

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	Q39	A5J3-24	Left Spin - Amber "A"	Wht-Yel	2N5060
Q19	A5J2-15	2nd Player Up	Yel-Blu	2N5060	Q35	A5J1-3	Left Spin - White "I"	Red-Grn	MCR-106
Q31	A5J2-2	3rd Player Up	Blu	2N5060	Q08	A5J1-23	Left Spin - White "M"	Blu-Wht	MCR-106
Q45	A5J2-1	4th Player Up	Brn	2N5060	Q23	A5J2-8	Match	Gry-Yel	MCR-106
Q16	A5J2-22	Ball-in-Play	Brn-Blu	MCR-106	Q05	A5J2-16	Player #1	Yel-Grn	2N5060
Q14	A5J1-18	Bonus 1K	Brn-Blk	2N5060	Q18	A5J2-20	Player #2	Yel-Wht	2N5060
Q29	A5J1-1	Bonus 2K	Blu-Red	2N5060	Q30	A5J2-6	Player #3	Blk-Wht	2N5060
Q36	A5J3-26	Bonus 3K	Blk	2N5060	Q43	A5J2-7	Player #4	Gry-Red	2N5060
Q57	A5J3-1	Bonus 4K	Grn-Red	2N5060	Q21	A5J1-12	Right Outlane Special	Wht-Yel	2N5060
Q12	A5J1-19	Bonus 5K	Gry-Grn	2N5060	Q07	A5J1-27	Right Spin - Amber "A"	Yel-Wht	2N5060
Q27	A5J1-9	Bonus 6K	Gry	2N5060	Q34	A5J1-2	Right Spin - White "C"	Pur-Wht	MCR-106
Q38	A5J3-25	Bonus 7K	Red-Yel	2N5060	Q09	A5J1-14	Right Spin - White "G"	Gry-Orn	MCR-106
Q50	A5J3-12	Bonus 8K	Orn-Red	2N5060	Q03	A5J1-26	Shoot Again	Gry-Red	MCR-106
Q13	A5J1-17	Bonus 9K	Pur	2N5060	Q51	A5J3-15	Stand-Up Special	Wht-Blu	2N5060
Q28	A5J1-8	Bonus 10K	Grn-Blk	2N5060	Q49	A5J3-17	Stand-Up White "C"	Yel-Blu	MCR-106
Q56	A5J3-10	Bonus Multiplier 2X	Gry-Red	MCR-106	Q48	A5J3-16	Stand-Up White "G" & Top Lane "G"	Red-Blk	MCR-106
Q42	A5J3-21	Bonus Multiplier 3X	Blk-Grn	MCR-106	Q54	A5J3-11	Stand-Up White "I"	Wht	
Q24	A5J1-5	Bonus Multiplier 4X	Blu-Orn	MCR-106	Q55	A5J3-9	Stand-Up White "M" & Top Lane "M"	Wht-Red	MCR-106
Q01	A5J1-24	Bonus Multiplier 5X	Brn-Blu	MCR-106	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q59	A5J3-4	Drop Targets 5K	Red-Wht	2N5060	Q40	A5J3-22	Top Lane Amber "A"	Pur-Yel	MCR-106
Q32	A5J3-27	Drop Targets 10K	Orn-Wht	2N5060	Q04	A5J1-28			2N5060
Q26	A5J1-7	Drop Targets 20K	Yel-Grn	2N5060	Q10	A5J1-15			MCR-106
Q11	A5J1-16	Drop Targets 30K	Brn-Red	2N5060	Q20	A5J1-13			2N5060
Q52	A5J3-13	Drop Target Special	Yel-Blk	2N5060	Q22	A5J1-10			MCR-106
Q53	A5J3-14	Extra Ball	Blk-Wht	2N5060	Q25	A5J1-6			2N5060
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q37	A5J3-23			2N5060
Q15	A5J2-23	Highest Score	Gry-Orn	MCR-106	Q44	A5J3-19			2N5060
Q41	A5J3-20	Left Lane 4K	Brn-Orn	MCR-106	Q46	A5J3-18			2N5060
Q17	A5J1-11	Left Lane 6K	Blk-Orn	MCR-106	Q58	A5J3-2			2N5060
Q02	A5J1-25	Left Lane 8K	Pur-Blk	MCR-106	Q60	A5J3-3			2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Thumper	Momentary	Wht-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Right Thumper	Momentary	Orn-Blk	A3J2-4, J1-3	Q2	J-26-1200
3	Knocker	Momentary	Blk-Yel	A3J2-5, J3-4	Q3	N-26-1200
4	Left Slingshot	Momentary	Wht-Blk	A3J1-5	Q4	J-26-1200
5	Center Thumper	Momentary	Wht-Brn	A3J2-10	Q5	J-26-1200
6		Momentary		A3J2-11	Q6	
7		Momentary		A3J2-12	Q7	
8		Momentary		A3J5-10	Q8	
9		Momentary		A3J5-9	Q9	
10		Momentary		A3J5-15	Q10	
11	3-Bank Drop Target Reset	Momentary	Blu-Yel	A3J5-14	Q11	B-27-2300
12	Eject Pocket	Momentary	Blk	A3J5-13	Q12	J-28-2300
13		Momentary		A3J5-12	Q13	
14	Right Slingshot	Momentary	Orn-Wht	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		Continuous		A3J5-3, J2-15, J3-9	Q18	
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5600
	Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire		Coil
	Left Flipper	Blu-Wht	Grn 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	Not Used 9	Right Outlane 17	Not Used 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht		Coin Chute II (Center) 2	Lower Rollover Button 10	Left Rollover Button 18	Saucer 26	Not Used 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu		Coin Chute I (Left) 3	Not Used 11	Left & Right Return Lanes 19	10 Points & Change (2) 27	Not Used 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used		Spin Target (Right) 4	Center Thumper 12	Upper Rollover Button (Center) 20	Drop Target #3 28	Not Used 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used		Spin Target (Left) 5	Right Slingshot 13	Stand-Up Target #1 (Right) 21	Drop Target #3 29	Not Used 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht		Credit Button 6	Left Slingshot 14	Stand-Up Target #2 (Right) 22	Drop Target #2 30	Not Used 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn		Tilt 7	Right Thumper 15	Stand-Up Target #1 (Left), Upper Rollover (Right) 23	Drop Target #1 31	Left Outlane 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel		Slam (3) 8	Left Thumper 16	Stand-Up Target #2 (Left) 24	Drop Target #1 32	Center Rollover Button 40