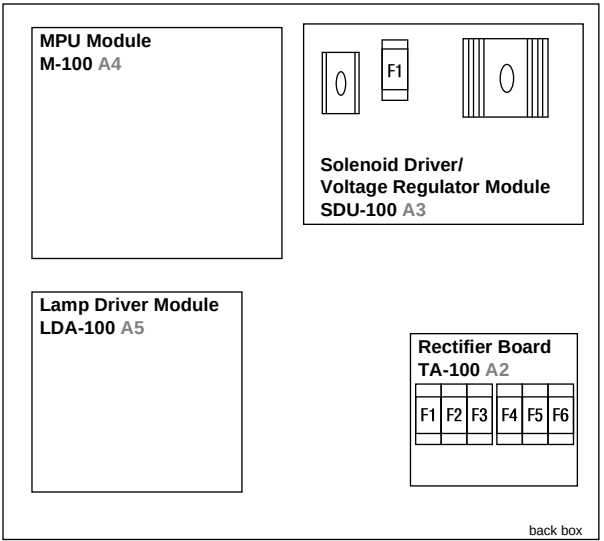


Fuse List

|                                    |                                        |                 |
|------------------------------------|----------------------------------------|-----------------|
| <b>Rectifier Board TA-100</b>      |                                        |                 |
| 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    |
| <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    |
| F2                                 | Chime Solenoids                        | 0.25A, 250V, SB |



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  | Q22 | A5J1-10   | Special #2           | Gry        | MCR-106 |
| Q19 | A5J2-15   | 2nd Player Up    | Yel-Blu    | 2N5060  | Q37 | A5J3-23   | Special #3           | Wht-Grn    | 2N5060  |
| Q31 | A5J2-2    | 3rd Player Up    | Blu        | 2N5060  | Q26 | A5J1-7    | Spinner Left         | Wht-Brn    | 2N5060  |
| Q45 | A5J2-1    | 4th Player Up    | Brn        | 2N5060  | Q11 | A5J1-16   | Spinner Right        | Yel-Grn    | 2N5060  |
| Q16 | A5J2-22   | Ball-in-Play     | Brn-Blu    | MCR-106 | Q58 | A5J3-2    | Strike               | Brn-Wht    | 2N5060  |
| Q40 | A5J3-22   | Double Bonus     | Blk        | MCR-106 | Q08 | A5J1-23   | Strikes -- S (first) | Wht-Yel    | MCR-106 |
| Q17 | A5J1-11   | Eject 2X         | Gry-Red    | MCR-106 | Q35 | A5J1-3    | Strikes -- T         | Gm-Wht     | MCR-106 |
| Q41 | A5J3-20   | Eject 3X         | Wht-Yel    | MCR-106 | Q49 | A5J3-17   | Strikes -- R         | Blu-Wht    | MCR-106 |
| Q46 | A5J3-18   | Extra Ball Lanes | Orn        | 2N5060  | Q54 | A5J3-11   | Strikes -- I         | Red-Grn    | MCR-106 |
| Q59 | A5J3-4    | Extra Ball Left  | Grn        | 2N5060  | Q09 | A5J1-14   | Strikes -- K         | Brn-Blu    | MCR-106 |
| Q32 | A5J3-27   | Extra Ball Right | Brn-Yel    | 2N5060  | Q34 | A5J1-2    | Strikes -- E         | Gm-Yel     | MCR-106 |
| Q33 | A5J2-11   | Game Over        | Gry-Wht    | MCR-106 | Q48 | A5J3-16   | Strikes -- S (last)  | Orn-Blu    | MCR-106 |
| Q15 | A5J2-23   | Highest Score    | Gry-Orn    | MCR-106 | Q47 | A5J2-10   | Tilt                 | Gry-Blk    | MCR-106 |
| Q23 | A5J2-8    | Match            | Gry-Yel    | MCR-106 | Q52 | A5J3-13   | Triple Bonus         | Yel-Red    | 2N5060  |
| Q14 | A5J1-18   | Pin #1           | Blk-Wht    | 2N5060  | Q01 | A5J1-24   |                      |            | MCR-106 |
| Q29 | A5J1-1    | Pin #2           | Gm-Red     | 2N5060  | Q02 | A5J1-25   |                      |            | MCR-106 |
| Q36 | A5J3-26   | Pin #3           | Yel-Blk    | 2N5060  | Q04 | A5J1-28   |                      |            | 2N5060  |
| Q57 | A5J3-1    | Pin #4           | Red-Wht    | 2N5060  | Q07 | A5J1-27   |                      |            | 2N5060  |
| Q12 | A5J1-19   | Pin #5           | Brn        | 2N5060  | Q20 | A5J1-13   |                      |            | 2N5060  |
| Q27 | A5J1-9    | Pin #6           | Blu-Wht    | 2N5060  | Q21 | A5J1-12   |                      |            | 2N5060  |
| Q38 | A5J3-25   | Pin #7           | Yel-Wht    | 2N5060  | Q24 | A5J1-5    |                      |            | MCR-106 |
| Q50 | A5J3-12   | Pin #8           | Blu-Red    | 2N5060  | Q25 | A5J1-6    |                      |            | 2N5060  |
| Q13 | A5J1-17   | Pin #9           | Wht-Orn    | 2N5060  | Q39 | A5J3-24   |                      |            | 2N5060  |
| Q28 | A5J1-8    | Pin #10          | Wht-Red    | 2N5060  | Q42 | A5J3-21   |                      |            | MCR-106 |
| Q05 | A5J2-16   | Player #1        | Yel-Grn    | 2N5060  | Q44 | A5J3-19   |                      |            | 2N5060  |
| Q18 | A5J2-20   | Player #2        | Yel-Wht    | 2N5060  | Q51 | A5J3-15   |                      |            | 2N5060  |
| Q30 | A5J2-6    | Player #3        | Blk-Wht    | 2N5060  | Q53 | A5J3-14   |                      |            | 2N5060  |
| Q43 | A5J2-7    | Player #4        | Gry-Red    | 2N5060  | Q55 | A5J3-9    |                      |            | MCR-106 |
| Q03 | A5J1-26   | Shoot Again      | Blu-Yel    | MCR-106 | Q56 | A5J3-10   |                      |            | MCR-106 |
| Q10 | A5J1-15   | Special #1       | Red-Wht    | MCR-106 | Q60 | A5J3-3    |                      |            | 2N5060  |

STERN

MEMORY LANE

Coil Table

| Sol. No | Solenoid description   | Solenoid Type | Wire Color        | Connector           | Driver Transistor | Solenoid Coil Type |
|---------|------------------------|---------------|-------------------|---------------------|-------------------|--------------------|
| 1       | Chime 10               | Momentary     | Wht-Blk           | A3J2-4, J1-3        | Q2                | N-31-2000          |
| 2       | Left Thumper           | Momentary     | Orn-Red           | A3J5-9              | Q9                | J-26-1200          |
| 3       | Chime 100              | Momentary     | Wht-Orn           | A3J2-9, J1-2        | Q1                | N-31-2000          |
| 4       |                        | Momentary     |                   | A3J5-15             | Q10               |                    |
| 5       | Chime 1,000            | Momentary     | Wht-Brn           | A3J2-10             | Q5                | N-31-2000          |
| 6       | Right Thumper          | Momentary     | Blk               | A3J5-13             | Q12               | J-26-1200          |
| 7       | Extra Chime (10,000)   | Momentary     | Wht-Grn           | A3J2-11             | Q6                | N-31-2000          |
| 8       | Outhole                | Momentary     | Brn-Yel           | A3J1-5              | Q4                | J-26-1100          |
| 9       | Right Slingshot        | Momentary     | Blk-Yel           | A3J5-14             | Q11               | J-26-1200          |
| 10      | Left Saucer            | Momentary     | Blk-Blu           | A3J5-12             | Q13               | J-28-2300          |
| 11      |                        | Momentary     |                   | A3J2-12             | Q7                |                    |
| 12      | Center Saucer          | Momentary     | Orn-Blu           | A3J5-10             | Q8                | J-28-2300          |
| 13      | Drop Target Reset      | Momentary     | Orn-Wht           | A3J5-11             | Q14               | B-27-2300          |
| 14      | Left Slingshot         | Momentary     | Red-Blk           | A3J5-8, J2-6, J3-7  | Q16               | J-26-1200          |
| 15      | Knocker                | Momentary     | Blu-Yel           | A3J3-4, J2-5        | Q3                | N-26-1200          |
| 16      | Flipper enabling relay | Continuous    | --                | --                  | Q15               | 48V Relay          |
| 17      | Coin Lockout           | Continuous    | Yel-Wht           | A3J2-8              | Q19               | C-36-5500          |
| 18      |                        | Continuous    |                   | A3J5-7              | Q17               |                    |
| 19      |                        | Continuous    |                   | A3J5-3, J2-15, J3-9 | Q18               |                    |
|         | Flipper Circuits       | Power Wire    | Flipper Coil Wire | Flipper Button Wire |                   | Coil               |
|         | Left Flipper           | Yel           | Grn A3J1-8        | Blu A3J2-2          |                   | J-25-500/34-5050   |
|         | Right Flipper          | Yel           | Orn A3J1-9        | Red A3J2-1          |                   | J-25-500/34-5050   |

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 Red-Grn | 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        | Target #3<br>1                               | Coin Chute III (Right)<br>9                  | Not Used<br>17             | Special #3<br>25           | Not Used<br>33             |
| RETURN I 1<br>A4J2-9 Gry<br>A4J3-10 Brn-Wht       | Target #2<br>2                               | Coin Chute I (Center)<br>10                  | 50 Points & Change<br>18   | Special #2<br>26           | Right Thumper<br>34        |
| RETURN I 2<br>A4J2-10 Wht-Orn<br>A4J3-11 Blu      | Target #1<br>3                               | Coin Chute II (Left)<br>11                   | 10 Points & Change<br>19   | Special #1<br>27           | Left Thumper<br>35         |
| RETURN I 3<br>A4J2-11 Wht-Blk<br>A4J3-12 not used | Left Outlane<br>4                            | Right Outlane<br>12                          | Pin #9<br>20               | Pin #10<br>28              | Right Slingshot<br>36      |
| RETURN I 4<br>A4J2-12 Wht-Grn<br>A4J3-13 not used | Left Return Lane<br>5                        | Right Return Lane<br>13                      | Pin #7<br>21               | Pin #8<br>29               | Left Slingshot<br>37       |
| RETURN I 5<br>A4J2-13 Wht-Brn<br>A4J3-14 Blu-Wht  | Credit Button<br>6                           | Left Spinner<br>14                           | Pin #5<br>22               | Pin #6<br>30               | 10 - Points<br>38          |
| RETURN I 6<br>A4J2-14 Brn-Yel<br>A4J3-15 Blu-Orn  | Tilt<br>7                                    | Right Spinner<br>15                          | Pin #3<br>23               | Pin #4<br>31               | Left Saucer<br>39          |
| RETURN I 7<br>A4J2-15 Orn<br>A4J3-16 Yel          | Outhole<br>8                                 | Slam (3)<br>16                               | Pin #1<br>24               | Pin #2<br>32               | Center Saucer<br>40        |