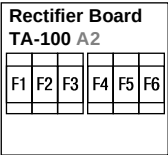
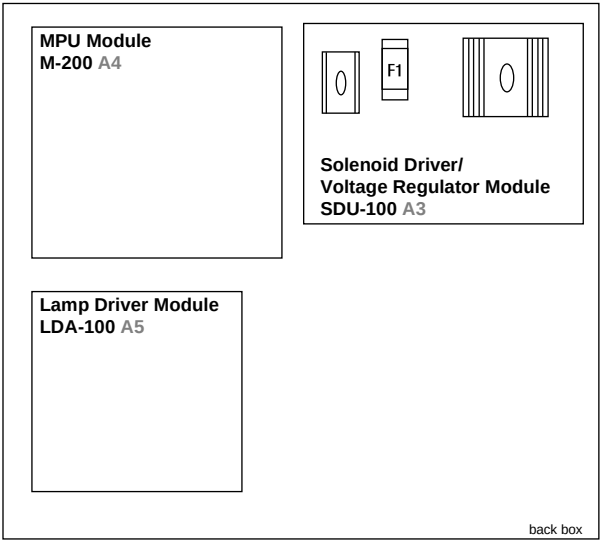


Fuse List

Rectifier Board TA-100		
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	5A, 250V, SB
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



in the cabinet

Controlled Lamps Chart

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

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Thumper Bumper	Momentary	Pur-Wht	A3J2-9, J1-2	Q1	J-26-1200
2	Left Slingshot	Momentary	Brn	A3J2-4, J1-3	Q2	J-27-1700
3	Knocker	Momentary	Blk-Yel	A3J2-5, J3-4	Q3	N-26-1200
4	Left Bottom Drop Target Reset	Momentary	Brn-Yel	A3J1-5	Q4	B-27-2300
5	Left Top Drop Target Reset	Momentary	Grn-Red	A3J2-10	Q5	B-27-2300
6	Drop Target "M"	Momentary	Gry	A3J2-11	Q6	C1-34-3400
7	Drop Target "E"	Momentary	Yel-Blk	A3J2-12	Q7	C1-34-3400
8	Drop Target "T"	Momentary	Blk-Yel	A3J5-10	Q8	C1-34-3400
9	Drop Target "E"	Momentary	Orn-Red	A3J5-9	Q9	C1-34-3400
10	Drop Target "O"	Momentary	Blk-Blu	A3J5-15	Q10	C1-34-3400
11	Drop Target "R"	Momentary	Yel-Blu	A3J5-14	Q11	C1-34-3400
12	6-Bank Drop Target Reset	Momentary	Orn-Wht	A3J5-13	Q12	B-27-2300
13	Right Drop Target Reset	Momentary	Orn-Blk	A3J5-12	Q13	B-27-2300
14	Right Slingshot	Momentary	Blk	A3J5-11	Q14	J-27-1700
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-36-5300
	Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire		Coil
	Left Flipper	Blu-Wht	Grn A3J1-8	Blu A3J2-2		J-25-500/34-4500
	Right Flipper	Blu-Wht	Orn A3J1-9	Red A3J2-1		J-25-500/34-4500
	Upper Right Flipper	Blu-Wht	--	via Lower Right EOS		J-25-600/34-4500

Switch Matrix

Switch Matrix

strobe (ST)

return (I)

Column Row	STROBE 0 A4J2-1 Wht-Red A4J3-2 Red-Yel	STROBE 1 A4J2-2 Brn-Wht A4J3-3 (not used)	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 I (Left) 1	Right 3-Bank Top Drop Target 9	Not Used 17	Not Used 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Right 3-Bank Lower Drop Target 10	Not Used 18	Not Used 26	Right Outlane 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Right 3-Bank Middle Drop Target 11	Top Left 3-Bank Top Drop Target 19	6-Bank "R" Drop Target 27	Left Outlane 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Stand-Up Target 4	Upper Right Bumper 12	Top Left 3-Bank Lower Drop Target 20	6-Bank "O" Drop Target 28	Right Return Lane 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Spin Target 5	Upper Left Bumper 13	Top Left 3-Bank Middle Drop Target 21	6-Bank "E" Drop Target 29	Left Return Lane 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Thumper Bumper 14	Lower Left 3-Bank Top Drop Target 22	6-Bank "T" Drop Target 30	Upper Rollover Button 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Right Slingshot 15	Lower Left 3-Bank Lower Drop Target 23	6-Bank "E" Drop Target 31	Middle Rollover Button 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Left Slingshot 16	Lower Left 3-Bank Middle Drop Target 24	6-Bank "M" Drop Target 32	Lower Rollover Button 40