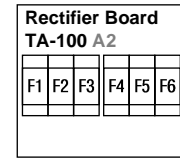
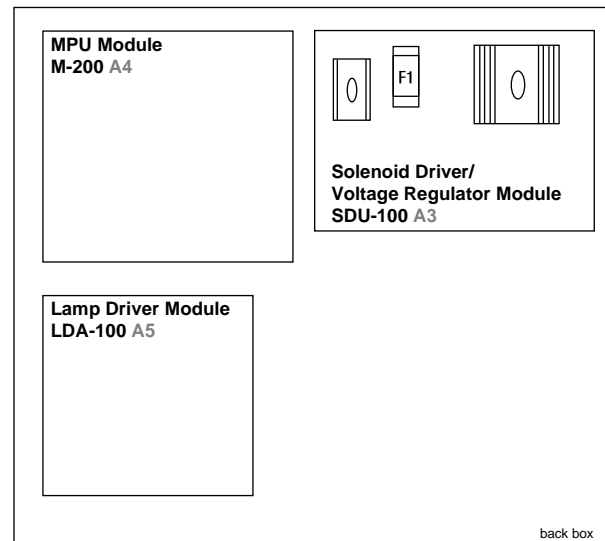


Fuse List

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	7A, 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
Q52	A5J2-5	1-8 Lites Special	Blk-Yel	2N5060	Q19	A5J2-15	Right Bank Top WOW	Gm-Wht	2N5060
Q11	A5J1-16	Bonus Multiplier 1X	Blk	2N5060	Q03	A5J2-21	Right Bank 7000 & Left Outlane	Gm	MCR-106
Q26	A5J1-7	Bonus Multiplier 2X	Yel-Grn	2N5060	Q06	A5J2-14	Right Bank Bottom WOW	Gm-Red	2N5060
Q32	A5J3-27	Bonus Multiplier 4X	Orn-Wht	2N5060	Q30	A5J2-6	Right Return Lane	Yel	2N5060
Q46	A5J3-18	Bonus Target 1	Red-Blu	2N5060	Q23	A5J2-8	Shoot Again	Gry-Red	MCR-106
Q41	A5J3-20	Bonus Target 2	Wht-Orn	MCR-106	Q34	A5J1-2	Special Drop Target 2	Pur-Wht	MCR-106
Q17	A5J1-11	Bonus Target 3	Blk-Orn	MCR-106	Q48	A5J3-16	Special Drop Target 3	Red-Blk	MCR-106
Q02	A5J1-25	Bonus Target 4	Pur-Blk	MCR-106	Q55	A5J3-9	Special Drop Target 4	Blk-Orn	MCR-106
Q56	A5J3-10	Bonus Target 5 & Capture Ball	Gry-Blk	MCR-106	Q10	A5J1-15	Special Drop Target 5	Gry-Yel	MCR-106
Q42	A5J3-21	Bonus Target 6	Blk-Grn	MCR-106	Q22	A5J1-10	Special Drop Target 6	Gry-Blk	MCR-106
Q24	A5J1-5	Bonus Target 7	Blu-Orn	MCR-106	Q37	A5J3-23	Special Drop Target 7	Orn-Blu	2N5060
Q01	A5J1-24	Bonus Target 8 & Left Bank	Brn-Blu	MCR-106	Q60	A5J3-3	Special Drop Target 8	Red	2N5060
Q09	A5J1-14	Bonus Target 9	Orn	MCR-106	Q07	A5J2-13	Spinner 1 (400)	Gry-Grn	2N5060
Q14	A5J1-18	Drop Target 1	Brn-Blk	2N5060	Q21	A5J2-12	Spinner 2 (900)	Wht-red	2N5060
Q29	A5J1-1	Drop Target 2	Blu-Red	2N5060	Q39	A5J2-4	Spinner 3 (1600)	Pur-Blk	2N5060
Q36	A5J3-26	Drop Target 3	Blk	2N5060	Q53	A5J2-3	Spinner 4 (2500)	Blk-Wht	2N5060
Q57	A5J3-1	Drop Target 4	Red-Grn	2N5060	Q05	A5J2-16	Super Bonus 77K	Blk	2N5060
Q12	A5J1-19	Drop Target 5	Gry-Grn	2N5060	Q47	A5J2-10	Tilt	Gry-Blu	MCR-106
Q27	A5J1-9	Drop Target 6	Gry	2N5060	Q40	A5J2-9	Top Bank Left WOW	Wht-Blu	MCR-106
Q38	A5J3-25	Drop Target 7	Red-Yel	2N5060	Q15	A5J2-23	Top Left Bank 7000 & Right Outlane	Orn-Blu	MCR-106
Q50	A5J3-12	Drop Target 8	Gm-Red	2N5060	Q31	A5J2-2	Top Bank Right WOW	Gm-Blk	2N5060
Q33	A5J2-11	Game Over	Orn-Gm	MCR-106	Q18	A5J2-20	Top Dead Bumper	Orn	2N5060
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q13	A5J1-17	WOW Target 1	Pur	2N5060
Q43	A5J2-7	Left Return Lane	Blu-Wht	2N5060	Q28	A5J1-8	WOW Target 2	Wht-Orn	2N5060
Q59	A5J3-4	Loop 10K	Red-Wht	2N5060	Q44	A5J3-19	WOW Target 3	Blk-Red	2N5060
Q04	A5J1-28	Loop 20K	Blk-Wht	2N5060	Q51	A5J3-15	WOW Target 4	Wht-Blk	2N5060
Q25	A5J1-6	Loop 30K	Brn-Red	2N5060	Q08	A5J1-23	WOW Target 5	Blu-Wht	MCR-106
Q20	A5J1-13	Loop 40K	Wht-Blu	2N5060	Q35	A5J1-3	WOW Target 6	Gm-Orn	MCR-106
Q58	A5J3-2	Loop 173K	Yel-Blk	2N5060	Q49	A5J3-17	WOW Target 7	Yel-Blu	MCR-106
Q45	A5J2-1	Match	Gry-Yel	2N5060	Q54	A5J3-11	WOW Target 8	Wht	MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Slingshot	Momentary	Gm-Orn	A3J2-9, J1-2	Q1	J-26-1600
2	Right Slingshot	Momentary	Gm-Blu	A3J2-4, J1-3	Q2	J-26-1600
3	Knocker	Momentary	Gm-Blk	A3J2-5, J3-4	Q3	N-26-1200
4	Outhole	Momentary	Blk-Blu	A3J1-5	Q4	J-26-1200
5	Right 3-Bank Drop Target Reset	Momentary	Gm-Yel	A3J2-10	Q5	B-27-2300
6	Top 3-Bank Drop Target Reset	Momentary	Gm-Red	A3J2-11	Q6	B-27-2300
7	Thumper Bumper	Momentary	Red-Yel	A3J2-12	Q7	J-26-1200
8	Left Lane Kickout Hole	Momentary	Blk-Orn	A3J5-10	Q8	J-28-2300
9	Drop Target #5	Momentary	Red-Blu	A3J5-9	Q9	C1-34-3400
10	Drop Target #4	Momentary	Orn-Wht	A3J5-15	Q10	C1-34-3400
11	Drop Target #2	Momentary	Orn-Blk	A3J5-14	Q11	C1-34-3400
12	Drop Target #3	Momentary	Orn-Grn	A3J5-13	Q12	C1-34-3400
13	Drop Target #7	Momentary	Blk-Yel	A3J5-12	Q13	C1-34-3400
14	Drop Target #6	Momentary	Blk-Grn	A3J5-11	Q14	C1-34-3400
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16	Drop Target #1	Momentary	Gm-Wht	A3J5-8, J2-6, J3-7,	Q16	C1-34-3400
17	8-Bank Drop Target Reset	Continuous	Orn-Red	A3J5-7	Q17	B-24-1600
18	Loop Drop Target Reset	Continuous	Red-Wht	A3J5-3, J2-15, J3-9	Q18	J-26-1200
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5300
Flipper Circuits		Power Wire	Flipper Coil Wire	Flipper Button Wire	Coil	
Lower Left Flipper		Blu-Wht	Gm 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	

Switch Matrix

strobe (ST) \rightarrow $\begin{matrix} | \\ \text{---} \\ | \end{matrix}$ \rightarrow $\begin{matrix} | \\ \text{---} \\ | \end{matrix}$ return (I)

Column	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
Row					
RETURN 10 A4J2-8 Brn A4J3-9 Red-Wht	Coin Chute I (Left) 1	Drop Target #1 9	Top Dead Bumper 17	Right Outlane 25	Outhole 33
RETURN 11 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Drop Target #2 10	Top 3-Bank Left Target 18	Left Outlane 26	Left Lane Kick-Out Hole 34
RETURN 12 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Drop Target #3 11	Top 3-Bank Middle Target 19	Right Return Lane 27	Advance Spinner To End 35
RETURN 13 A4J2-11 Wht-Blk A4J3-12 not used	Loop Roll-Under 4	Drop Target #4 12	Top 3-Bank Right Target 20	Left Return Lane 28	Middle Outhole Switch 36
RETURN 14 A4J2-12 Wht-Grn A4J3-13 not used	Spinner 5	Drop Target #5 13	Loop Drop Target 21	Right Slingshot 29	Left Outhole Switch 37
RETURN 15 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Drop Target #6 14	Right 3-Bank Top Target 22	Left Slingshot 30	Left Lane Middle Switch 38
RETURN 16 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Drop Target #7 15	Right 3-Bank Middle Target 23	Pop Bumper 31	Left Lane Top Switch 39
RETURN 17 A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Drop Target #8 16	Right 3-Bank Bottom Target 24	Left Lane Lower Switch 32	Ball Shooter Lane 40