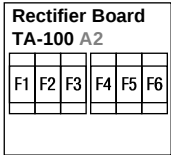


Rectifier Board TA-100		
F1	6.5V Switched illumination	10A, 250V
F2	230V Display power input	0.75A, 250V, SB
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids	7A, 250V, SB
F5	6.5V General illumination	20A, 250V
F6	Main fuse	3A, 250V, SB
<u>Sol. Dr./Volt. Reg. SDU-100</u>		
F1	190V Display power output (if present)	0.25A, 250V
<u>Under the Playfield fuses</u>		
F1	Playfield Solenoids	1A, 250V, SB



back box

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q18	A5J2-20	100th Game	Orn	2N5060	Q09	A5J1-14	Special by Right Drop Target Bank	Red-Grn	MCR-106
Q30	A5J2-6	100th Game	Yel	2N5060	Q60	A5J3-3	Special by Top Drop Target Bank	Wht-Blu	2N5060
Q01	A5J1-24	3000/Spin by Spinner	Brn-Blk	MCR-106	Q47	A5J2-10	Tilt	Gry-Blu	MCR-106
Q24	A5J1-5	3000/Spin by Spinner	Pur-Wht	MCR-106	Q22	A5J1-10			MCR-106
Q42	A5J3-21	3000/Spin by Spinner	Grn-Blk	MCR-106	Q20	A5J1-13			2N5060
Q06	A5J2-14	Extra Ball Special	Red-Wht	2N5060	Q10	A5J1-15			MCR-106
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q11	A5J1-16			2N5060
Q34	A5J1-2	Green Shoot Again	Yel-Blu	MCR-106	Q04	A5J1-28			2N5060
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q35	A5J1-3			MCR-106
Q44	A5J3-19	Left Drop Target Bank (Left)	Blu-Orn	2N5060	Q25	A5J1-6			2N5060
Q51	A5J3-15	Left Drop Target Bank (Middle)	Wht-Blk	2N5060	Q26	A5J1-7			2N5060
Q08	A5J1-23	Left Drop Target Bank (Right)	Brn-Blu	MCR-106	Q21	A5J2-12			2N5060
Q45	A5J2-1	Match	Gry-Wht	2N5060	Q07	A5J2-13			2N5060
Q56	A5J3-10	Multiplier 1X	Orn-Blk	MCR-106	Q19	A5J2-15			2N5060
Q02	A5J1-25	Multiplier 2X	Blk-Blu	MCR-106	Q05	A5J2-16			2N5060
Q17	A5J1-11	Multiplier 3X	Blk-Orn	MCR-106	Q31	A5J2-2			2N5060
Q41	A5J3-20	Multiplier 4X	Wht-Orn	MCR-106	Q53	A5J2-3			2N5060
Q46	A5J3-18	Multiplier 5X	Red-Blu	2N5060	Q39	A5J2-4			2N5060
Q14	A5J1-18	Orbitor Target "O" (1st)	Blu-Red	2N5060	Q52	A5J2-5			2N5060
Q29	A5J1-1	Orbitor Target "R" (1st)	Orn-Red	2N5060	Q43	A5J2-7			2N5060
Q36	A5J3-26	Orbitor Target "B"	Blu-Yel	2N5060	Q23	A5J2-8			MCR-106
Q57	A5J3-1	Orbitor Target "T"	Wht-Blu	2N5060	Q40	A5J2-9			MCR-106
Q12	A5J1-19	Orbitor Target "T"	Orn-Wht	2N5060	Q54	A5J3-11			MCR-106
Q27	A5J1-9	Orbitor Target "O" (2nd)	Gry-Blk	2N5060	Q48	A5J3-16			MCR-106
Q38	A5J3-25	Orbitor Target "R" (2nd)	Red-Yel	2N5060	Q49	A5J3-17			MCR-106
Q50	A5J3-12	Right Drop Target Bank (Left)	Blu-Wht	2N5060	Q58	A5J3-2			2N5060
Q13	A5J1-17	Right Drop Target Bank (Middle)	Grn-Red	2N5060	Q37	A5J3-23			2N5060
Q28	A5J1-8	Right Drop Target Bank (Right)	Blk-Grn	2N5060	Q32	A5J3-27			2N5060
Q15	A5J2-23	Shoot Again (Backglass)	Brn-Blk	MCR-106	Q59	A5J3-4			2N5060
Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106	Q55	A5J3-9			MCR-106

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Right Drop Target Bank Reset	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	B-27-2300
2	Top Drop Target Bank Reset	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	B-24-1600
3	Knocker	Momentary	Grn-Blk	A3J2-5, J3-4	Q3	N-26-1200
4		Momentary	Blk-Blu	A3J1-5	Q4	
5	Left Target Bank Reset	Momentary	Grn-Yel	A3J2-10	Q5	B-27-2300
6	Outhole	Momentary	Grn-Red	A3J2-11	Q6	J-28-2300
7	Multiball Holder / Ball Trap	Momentary	Red-Yel	A3J2-12	Q7	N-26-1200
8		Momentary	Blk-Orn	A3J5-10	Q8	
9	Drop Target "B"	Momentary	Red-Blu	A3J5-9	Q9	C1-31-1600
10	Drop Target "I"	Momentary	Orn-Wht	A3J5-15	Q10	C1-31-1600
11	Drop Target "O" 2nd	Momentary	Orn-Blk	A3J5-14	Q11	C1-31-1600
12	Drop Target "T"	Momentary	Orn-Grn	A3J5-13	Q12	C1-31-1600
13	Drop Target "O" 1st	Momentary	Blk-Yel	A3J5-12	Q13	C1-31-1600
14	Drop Target "R" 1st	Momentary	Blk-Grn	A3J5-11	Q14	C1-31-1600
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16	Drop Target "R" 2nd	Momentary	Grn-Wht	A3J5-8, J2-6, J3-7,	Q16	C1-31-1600
17		Continuous	Orn-Red	A3J5-7	Q17	
18	Rotor Wheel Enable Relay	Continuous	Red-Wht	A3J2-15, J5-3, J3-9	Q18	48V Relay
19		Continuous	Blk-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

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strobe (ST) ———▶|○ / ○—— return (I)

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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 10 A4J2-8 Brn A4J3-9 Red-Wht	Coin Chute I (Left) 1	Flipper Time Check 9	Lower Rotor 17	Upper Rotor 25	Outhole Right 33
RETURN 11 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Stand-Up Target 2nd "R" 10	Ball Lane 18	Top Drop Target 2nd "R" 26	Outhole Left 34
RETURN 12 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Stand-Up Target 2nd "O" 11	Left Drop Target (Left) 19	Top Drop Target 2nd "O" 27	Ball Trap 35
RETURN 13 A4J2-11 Wht-Blk A4J3-12 not used	Increase Spinner Value 4	Stand-Up Target "T" 12	Left Drop Target (Middle) 20	Top Drop Target "T" 28	Not Used 36
RETURN 14 A4J2-12 Wht-Grn A4J3-13 not used	Spinner 5	Stand-Up Target "I" 13	Left Drop Target (Right) 21	Top Drop Target "I" 29	Top Left Bumper 37
RETURN 15 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Stand-Up Target "B" 14	Right Drop Target (Left) 22	Top Drop Target "B" 30	Top Right Bumper 38
RETURN 16 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Stand-Up Target 1st "R" 15	Right Drop Target (Middle) 23	Top Drop Target 1st "R" 31	Bottom Left Bumper 39
RETURN 17 A4J2-15 Orn A4J3-16 Yel	Left & Right Bottom Gate 8	Stand-Up Target 1st "O" 16	Right Drop Target (Right) 24	Top Drop Target 1st "O" 32	Bottom Right Bumper 40