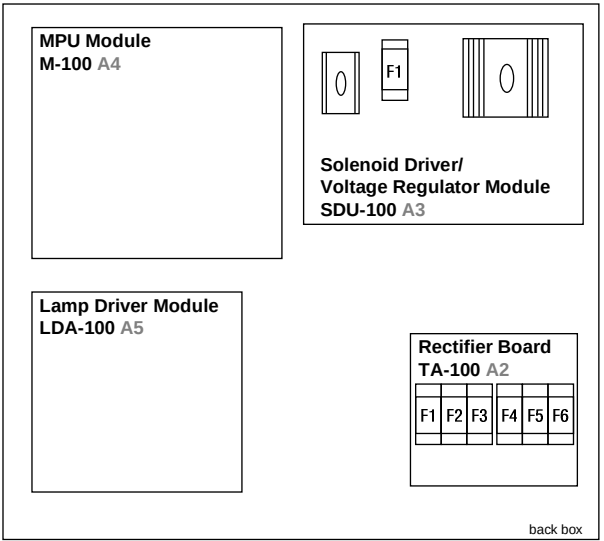


Fuse List

|                                    |                                        |                 |
|------------------------------------|----------------------------------------|-----------------|
| <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 |



PINBALL



Controlled Lamps Chart

| SCR | connector | lamp description                | code | wire color | tr type | SCR | connector | lamp description           | code | wire color | tr type |
|-----|-----------|---------------------------------|------|------------|---------|-----|-----------|----------------------------|------|------------|---------|
| Q06 | A5J2-14   | 1st Player Up                   | 12   | Red-Blu    | 2N5060  | Q18 | A5J2-20   | Player #2                  | 35   | Yel-Wht    | 2N5060  |
| Q19 | A5J2-15   | 2nd Player Up                   | 23   | Blu-Yel    | 2N5060  | Q30 | A5J2-6    | Player #3                  | 85   | Blk-Wht    | 2N5060  |
| Q31 | A5J2-2    | 3rd Player Up                   | 20   | Blu        | 2N5060  | Q43 | A5J2-7    | Player #4                  | 91   | Gry-Red    | 2N5060  |
| Q45 | A5J2-1    | 4th Player Up                   | 60   | Brn        | 2N5060  | Q24 | A5J1-5    | Score 50,000 When Lit      | 48   | Grn-Blk    | MCR-106 |
| Q16 | A5J2-22   | Ball-in-Play                    | 62   | Brn-Blu    | MCR-106 | Q03 | A5J2-21   | Shoot Again (Back Box)     | 47   | Grn-Orn    | MCR-106 |
| Q14 | A5J1-18   | Bonus 1K                        | 58   | Wht-Blk    | 2N5060  | Q03 | A5J1-26   | Shoot Again (Playfield)    | 91   | Gry-Red    | MCR-106 |
| Q29 | A5J1-1    | Bonus 2K                        | 41   | Grn-Red    | 2N5060  | Q54 | A5J3-11   | Special Left Outlane       | 20   | Blu        | MCR-106 |
| Q36 | A5J3-26   | Bonus 3K                        | 38   | Yel-Blk    | 2N5060  | Q55 | A5J3-9    | Special Right Outlane      | 15   | Red-Wht    | MCR-106 |
| Q57 | A5J3-1    | Bonus 4K                        | 10   | Red        | 2N5060  | Q07 | A5J1-27   | Spinner                    | 53   | Wht-Yel    | 2N5060  |
| Q12 | A5J1-19   | Bonus 5K                        | 60   | Brn        | 2N5060  | Q37 | A5J3-23   | Target Down Lights Special | 98   | Gry-Blk    | 2N5060  |
| Q27 | A5J1-9    | Bonus 6K                        | 52   | Wht-Blu    | 2N5060  | Q47 | A5J2-10   | Tilt                       | 98   | Gry-Blk    | MCR-106 |
| Q38 | A5J3-25   | Bonus 7K                        | 36   | Yel-Brn    | 2N5060  | Q21 | A5J1-12   | Top Saucer Light           | 61   | Brn-Red    | 2N5060  |
| Q50 | A5J3-12   | Bonus 8K                        | 21   | Blu-Red    | 2N5060  | Q53 | A5J3-14   | Triple Bonus               | 84   | Blk-Grn    | 2N5060  |
| Q13 | A5J1-17   | Bonus 9K                        | 57   | Wht-Orn    | 2N5060  | Q04 | A5J1-28   |                            |      |            | 2N5060  |
| Q28 | A5J1-8    | Bonus 10K                       | 51   | Wht-Red    | 2N5060  | Q08 | A5J1-23   |                            |      |            | MCR-106 |
| Q09 | A5J1-14   | Bonus Advance When Lit          | 54   | Wht-Grn    | MCR-106 | Q10 | A5J1-15   |                            |      |            | MCR-106 |
| Q59 | A5J3-4    | Bumper Bottom                   | 14   | Red-Grn    | 2N5060  | Q11 | A5J1-16   |                            |      |            | 2N5060  |
| Q49 | A5J3-17   | Bumper Left                     | 27   | Blu-Orn    | MCR-106 | Q17 | A5J1-11   |                            |      |            | MCR-106 |
| Q48 | A5J3-16   | Bumper Right                    | 25   | Blu-Wht    | MCR-106 | Q20 | A5J3-13   |                            |      |            | 2N5060  |
| Q39 | A5J3-24   | Double Bonus                    | 72   | Orn-Blu    | 2N5060  | Q22 | A5J1-10   |                            |      |            | MCR-106 |
| Q35 | A5J1-3    | Extra Ball Lane Left            | 45   | Grn-Wht    | MCR-106 | Q25 | A5J1-6    |                            |      |            | 2N5060  |
| Q34 | A5J1-2    | Extra Ball Lane Right           | 43   | Grn-Yel    | MCR-106 | Q26 | A5J1-7    |                            |      |            | 2N5060  |
| Q33 | A5J2-11   | Game Over                       | 95   | Gry-Wht    | MCR-106 | Q32 | A5J3-27   |                            |      |            | 2N5060  |
| Q15 | A5J2-23   | Highest Score                   | 97   | Gry-Orn    | MCR-106 | Q40 | A5J3-22   |                            |      |            | MCR-106 |
| Q42 | A5J3-21   | Lights Double Bonus When Lit    | 30   | Yel        | MCR-106 | Q41 | A5J3-20   |                            |      |            | MCR-106 |
| Q56 | A5J3-10   | Lights Extra Ball Lane When Lit | 91   | Gry-Red    | MCR-106 | Q44 | A5J3-19   |                            |      |            | 2N5060  |
| Q01 | A5J1-24   | Lights Spinner When Lit         | 50   | Wht        | MCR-106 | Q46 | A5J3-18   |                            |      |            | 2N5060  |
| Q02 | A5J1-25   | Lights Top Center Hole When Lit | 90   | Gry        | MCR-106 | Q51 | A5J3-15   |                            |      |            | 2N5060  |
| Q23 | A5J2-8    | Match                           | 93   | Gry-Yel    | MCR-106 | Q52 | A5J3-13   |                            |      |            | 2N5060  |
| Q05 | A5J2-16   | Player #1                       | 34   | Yel-Grn    | 2N5060  | Q58 | A5J3-2    |                            |      |            | 2N5060  |

Coil Table

| Sol. No          | Solenoid description     | Solenoid Type | Wire Code         | Wire Color | Connector           | Driver Transistor | Solenoid Coil Type |
|------------------|--------------------------|---------------|-------------------|------------|---------------------|-------------------|--------------------|
| 1                | Chime 10                 | Momentary     | 81                | Blk-Red    | A3J2-4, J1-3        | Q2                | N-31-2000          |
| 2                | Left Bumper              | Momentary     | 71                | Orn-Red    | A3J5-9              | Q9                | J-26-1200          |
| 3                | Chime 100                | Momentary     | 81                | Blk-Red    | A3J2-9, J1-2        | Q1                | N-31-2000          |
| 4                | Right Bumper             | Momentary     | 85                | Blk-Wht    | A3J5-15             | Q10               | J-26-1200          |
| 5                | Chime 1,000              | Momentary     | 67                | Brn-Orn    | A3J2-10             | Q5                | N-31-2000          |
| 6                | Bottom Bumper            | Momentary     | 80                | Blk        | A3J5-13             | Q12               | J-26-1200          |
| 7                | Chime 10,000             | Momentary     | 74                | Orn-Grn    | A3J2-11             | Q6                | N-31-2000          |
| 8                | Outhole Kicker           | Momentary     | 63                | Brn-Yel    | A3J1-5              | Q4                | J-26-1200          |
| 9                | Right Slingshot          | Momentary     | 83                | Blk-Yel    | A3J5-14             | Q11               | J-26-1200          |
| 10               | Right Saucer             | Momentary     | 76                | Orn-Brn    | A3J5-12             | Q13               | J-28-2300          |
| 11               | Right Drop Targets Reset | Momentary     | 81                | Blk-Red    | A3J2-12             | Q7                | J-27-1500 (3)      |
| 12               | Top Saucer               | Momentary     | 74                | Orn-Grn    | A3J5-10             | Q8                | J-28-2300          |
| 13               | Left Drop Targets Reset  | Momentary     | 78                | Orn-Blk    | A3J5-11             | Q14               | J-27-1500 (2)      |
| 14               | Left Slingshot           | Momentary     | 18                | Red-Blk    | A3J5-8, J2-6, J3-7  | Q16               | J-26-1200          |
| 15               | Knocker                  | Momentary     | 85                | Blk-Wht    | A3J3-4, J2-5        | Q3                | N-26-1200          |
| 16               | Flipper enabling relay   | Continuous    | --                | --         | --                  | Q15               | 48V Relay          |
| 17               | Coin Lockout             | Continuous    | 36                | Yel-Brn    | A3J2-8              | Q19               | C-36-5500          |
| 18               |                          | Continuous    | 67                | Brn-Orn    | A3J5-7              | Q17               |                    |
| 19               |                          | Continuous    | 81                | Blk-Red    | A3J5-3, J2-15, J3-9 | Q18               |                    |
| Flipper Circuits |                          | Power Wire    | Flipper Coil Wire |            | Flipper Button Wire |                   | Coil               |
|                  | Left Flipper             | 60 (Brn)      | 40 (Grn)          | A3J1-8     |                     | A3J2-2            | J-25-500/34-5050   |
|                  | Right Flipper            | 60 (Brn)      | 70 (Orn)          | A3J1-9     | 10 (Red)            | A3J2-1            | J-25-500/34-5050   |

Switch Matrix

|                                                            |        | strobe (ST)  return (I) |                                                        |                                 |                                 |                                 |
|------------------------------------------------------------|--------|-------------------------------------------------------------------------------------------------------------|--------------------------------------------------------|---------------------------------|---------------------------------|---------------------------------|
| Row                                                        | Column | STROBE 0<br>A4J2-1 Wht-Red (51)<br>A4J3-2 Red-Yel (13)                                                      | STROBE 1<br>A4J2-2 Gry-Yel (93)<br>A4J3-3 Red-Grn (14) | STROBE 2<br>A4J2-3 Wht-Blu (52) | STROBE 3<br>A4J2-4 Wht-Yel (53) | STROBE 4<br>A4J2-5 Yel-Red (31) |
|                                                            |        |                                                                                                             |                                                        |                                 |                                 |                                 |
| RETURN I 0<br>A4J2-8 Wht-Grn (54)<br>A4J3-9 Red-Wht (15)   |        | Not Used<br>1                                                                                               | Coin Chute III (Right)<br>9                            | Not Used<br>17                  | Drop Target A<br>25             | Not Used<br>33                  |
| RETURN I 1<br>A4J2-9 Wht-Brn (56)<br>A4J3-10 Brn-Wht (65)  |        | Not Used<br>2                                                                                               | Coin Chute II (Center)<br>10                           | Not Used<br>18                  | Drop Target B<br>26             | Not Used<br>34                  |
| RETURN I 2<br>A4J2-10 Wht-Orn (57)<br>A4J3-11 Blu (20)     |        | Not Used<br>3                                                                                               | Coin Chute I (Left)<br>11                              | Not Used<br>19                  | Drop Target C<br>27             | Not Used<br>35                  |
| RETURN I 3<br>A4J2-11 Wht-Blk (58)<br>A4J3-12 Blu-Red (21) |        | Not Used<br>4                                                                                               | Right Saucer<br>12                                     | Not Used<br>20                  | Drop Target D<br>28             | Right Slingshot<br>36           |
| RETURN I 4<br>A4J2-12 Brn (60)<br>A4J3-13 Blu-Yel (23)     |        | Not Used<br>5                                                                                               | Top Saucer<br>13                                       | 10 Points Rebound (4)<br>21     | Drop Target E<br>29             | Left Slingshot<br>37            |
| RETURN I 5<br>A4J2-13 Brn-Yel (63)<br>A4J3-14 Blu-Wht (25) |        | Credit Button<br>6                                                                                          | Advance Bonus Rollovers (4)<br>14                      | Left & Right 50 Points<br>22    | Spinner<br>30                   | Bottom Bumper<br>38             |
| RETURN I 6<br>A4J2-14 Brn-Wht (65)<br>A4J3-15 Blu-Orn (27) |        | Tilt (3)<br>7                                                                                               | Not Used<br>15                                         | Right Side Inlane<br>23         | Right Outlane<br>31             | Right Bumper<br>39              |
| RETURN I 7<br>A4J2-15 Orn (70)<br>A4J3-16 Yel (30)         |        | Outhole<br>8                                                                                                | Slam (2)<br>16                                         | Left Side Inlane<br>24          | Left Outlane<br>32              | Left Bumper<br>40               |