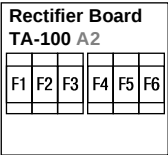
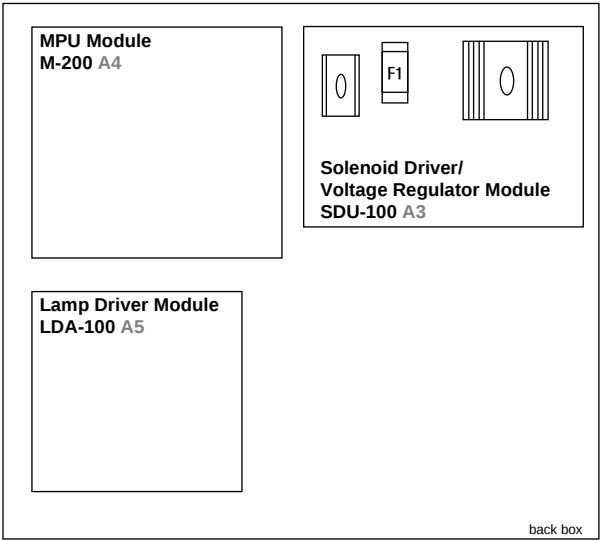


Fuse List

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
Q14	A5J1-18	Bonus 1,000	Brn-Blk	2N5060	Q18	A5J2-20	Return Lanes Right	Orn-Grn	2N5060
Q29	A5J1-1	Bonus 2,000	Blu-Red	2N5060	Q11	A5J1-16	Right Drop Target Bank 2X	Blk	2N5060
Q36	A5J3-26	Bonus 3,000	Blk	2N5060	Q26	A5J1-7	Right Drop Target Bank 3X	Yel-Grn	2N5060
Q57	A5J3-1	Bonus 4,000	Grn-Red	2N5060	Q32	A5J3-27	Right Drop Target Bank 4X	Orn-Wht	2N5060
Q12	A5J1-19	Bonus 5,000	Gry-Grn	2N5060	Q59	A5J3-4	Right Drop Target Bank 5X	Red-Wht	2N5060
Q27	A5J1-9	Bonus 6,000	Gry	2N5060	Q04	A5J1-28	Right Drop Target Bank 25,000	Blk-Wht	2N5060
Q38	A5J3-25	Bonus 7,000	Red-Yel	2N5060	Q03	A5J2-21	Shoot Again	Gry-Red	MCR-106
Q50	A5J3-12	Bonus 8,000	Blk-Yel	2N5060	Q60	A5J3-3	SILVER Target "S" (Right)	Gm	2N5060
Q13	A5J1-17	Bonus 9,000	Pur	2N5060	Q37	A5J3-23	SILVER Target "I" (Right)	Wht-Gry	2N5060
Q28	A5J1-8	Bonus 10,000	Grn-Blk	2N5060	Q22	A5J1-10	SILVER Target "L" (Right)	Gry-Yel	MCR-106
Q44	A5J3-19	Bonus 20,000	Blk-Red	2N5060	Q25	A5J1-6	SILVER Target "V" (Left)	Brn-Red	2N5060
Q51	A5J3-15	Bonus 75,000 (Super Bonus)	Wht-Blk	2N5060	Q20	A5J1-13	SILVER Target "E" (Left)	Wht-Blu	2N5060
Q09	A5J1-14	Bonus Multiplier 2X	Gry-Orn	MCR-106	Q58	A5J3-2	SILVER Target "R" (Left)	Yel-Blk	2N5060
Q34	A5J1-2	Bonus Multiplier 3X	Pur-Wht	MCR-106	Q06	A5J2-14	Special Left	Wht	2N5060
Q48	A5J3-16	Bonus Multiplier 4X	Red-Blk	MCR-106	Q19	A5J2-15	Special Right	Orn	2N5060
Q55	A5J3-9	Bonus Multiplier 5X	Wht-Red	MCR-106	Q31	A5J2-2	Special Top	Gm	2N5060
Q08	A5J1-23	Center Drop Target Bank 5,000	Blu-Wht	MCR-106	Q43	A5J2-7	Spinner Left	Blu-Wht	2N5060
Q35	A5J1-3	Center Drop Target Bank 10,000	Red-Grn	MCR-106	Q30	A5J2-6	Spinner Right	Yel	2N5060
Q49	A5J3-17	Center Drop Target Bank 15,000	Yel-Blu	MCR-106	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q54	A5J3-11	Center Drop Target Bank 20,000	Wht	MCR-106	Q46	A5J3-18	Top Rollover Dividers 1 (Left)	Red-Blu	2N5060
Q01	A5J1-24	Flashing Extra Ball	Brn-Blu	MCR-106	Q41	A5J3-20	Top Rollover Dividers 2	Wht-Orn	MCR-106
Q33	A5J2-11	Game Over	Orn-Grn	MCR-106	Q17	A5J1-11	Top Rollover Dividers 3	Blk-Orn	MCR-106
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q02	A5J1-25	Top Rollover Dividers 4	Pur-Blk	MCR-106
Q45	A5J2-1	Match	Gry-Yel	2N5060	Q56	A5J3-10	Top Rollover Dividers 5 (Right)	Gry-Blk	MCR-106
Q53	A5J2-3	QUICK Rollover "Q"	Blk-Wht	2N5060	Q10	A5J1-15			MCR-106
Q39	A5J2-4	QUICK Rollover "U"	Pur-Blk	2N5060	Q24	A5J1-5			MCR-106
Q21	A5J2-12	QUICK Rollover "I"	Wht-Yel	2N5060	Q15	A5J2-23			MCR-106
Q07	A5J2-13	QUICK Rollover "C"	Gry-Grn	2N5060	Q23	A5J2-8			MCR-106
Q52	A5J2-5	QUICK Target "K"	Blk-Yel	2N5060	Q40	A5J2-9			MCR-106
Q05	A5J2-16	Return Lanes Left	Blk	2N5060	Q42	A5J3-21			MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Thumper Bumper	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Right Thumper Bumper	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	J-26-1200
3	Knocker	Momentary	Grn-Blk	A3J2-5, J3-4	Q3	N-26-1200
4	Center Drop Target Reset	Momentary	Blk-Blu	A3J1-5	Q4	B-27-2300
5	Lower Thumper Bumper	Momentary	Grn-Yel	A3J2-10	Q5	J-26-1200
6	Left Slingshot	Momentary	Grn-Red	A3J2-11	Q6	J-26-1500
7	Right Slingshot	Momentary	Red-Yel	A3J2-12	Q7	J-26-1500
8	Right Drop Target Reset	Momentary	Blk-Orn	A3J5-10	Q8	B-27-2300
9		Momentary		A3J5-9	Q9	
10		Momentary		A3J5-15	Q10	
11		Momentary		A3J5-14	Q11	
12		Momentary		A3J5-13	Q12	
13	Kick-Out Hole	Momentary	Blk-Yel	A3J5-12	Q13	J-28-2300
14	Outhole	Momentary	Blk-Grn	A3J5-11	Q14	JX-26-1200
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary		A3J5-8, J2-6, J3-7,	Q16	
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
	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

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 Thumper Bumper 9	Top Left Rollover Lane "Q" 17	Right Stand-Up Target (Top) 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Left Thumper Bumper 10	Top Rollover Lane "U" 18	Right Stand-Up Target (Center) 26	Left Outlane 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Bottom Thumper Bumper 11	Top Rollover Lane "I" 19	Right Stand-Up Target (Bottom) 27	Right Outlane 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Right Spin Target 4	Left Slingshot 12	Top Right Rollover Lane "C" 20	Special Rollover Switch 28	Left Return Lane 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Left Spin Target 5	Right Slingshot 13	Center Drop Target #1 (Top) 21	Kickout Hole 29	Right Return Lane 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Left Stand-Up Target (Bottom) 14	Center Drop Target #2 22	Right Drop Target (Top) 30	All 10 Point Bounce Switch 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Left Stand-Up Target (Center) 15	Center Drop Target #3 23	Right Drop Target (Center) 31	10 Point Rollover Switch 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Left Stand-Up Target (Top) 16	Center Drop Target #4 (Bottom) 24	Right Drop Target (Bottom) 32	Lane Stand-Up Target 40