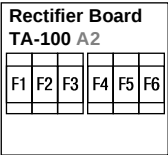
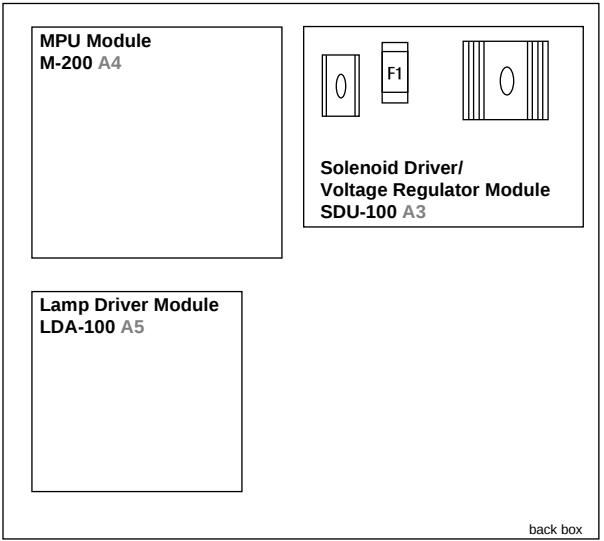


Fuse List

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

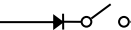
Controlled Lamps Chart

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q13	A5J1-17	Aquarius	Pur	2N5060	Q43	A5J2-7	Outlane Left	Blu-Wht	2N5060
Q44	A5J3-19	Aries	Blk-Red	2N5060	Q30	A5J2-6	Outlane Right	Yel	2N5060
Q08	A5J1-23	Bonus 1K	Blu-Wht	MCR-106	Q28	A5J1-8	Pisces	Grn-Blk	2N5060
Q35	A5J1-3	Bonus 2K	Red-Grn	MCR-106	Q38	A5J3-25	Sagittarius	Red-Yel	2N5060
Q49	A5J3-17	Bonus 3K	Yel-Blu	MCR-106	Q27	A5J1-9	Scorpio	Gry	2N5060
Q54	A5J3-11	Bonus 4K	Wht-Blu	MCR-106	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q09	A5J1-14	Bonus 5K	Gry-Orn	MCR-106	Q11	A5J1-16	Spinner & Bank 500	Blk	2N5060
Q34	A5J1-2	Bonus 6K	Pur-Wht	MCR-106	Q26	A5J1-7	Spinner & Bank 1000	Yel-Grn	2N5060
Q48	A5J3-16	Bonus 7K	Red-Blk	MCR-106	Q32	A5J3-27	Spinner & Bank 1500	Orn-Wht	2N5060
Q55	A5J3-9	Bonus 8K	Orn	MCR-106	Q59	A5J3-4	Spinner & Bank 2000	Red-Wht	2N5060
Q10	A5J1-15	Bonus 9K	Gry-Yel	MCR-106	Q04	A5J1-28	Spinner & Bank 2500	Blk-Wht	2N5060
Q22	A5J1-10	Bonus 10K	Gry-Blu	MCR-106	Q25	A5J1-6	Spinner & Bank 3000	Brn-Red	2N5060
Q37	A5J3-23	Bonus 11K	Wht	2N5060	Q20	A5J1-13	Spinner & Bank 3500	Wht-Blu	2N5060
Q60	A5J3-3	Bonus 12K	Grn	2N5060	Q58	A5J3-2	Spinner & Bank 4000	Yel-Blu	2N5060
Q23	A5J2-8	Bonus 12,000	Pur	MCR-106	Q52	A5J2-5	Spinner Left	Blk-Yel	2N5060
Q40	A5J2-9	Bonus 24,000	Gry	MCR-106	Q15	A5J2-23	Spinner Right	Wht	MCR-106
Q07	A5J2-13	Bonus Multiplier 1X	Gry-Grn	2N5060	Q56	A5J3-10	Star Rollover 1 (top)	Gry-Blk	MCR-106
Q21	A5J2-12	Bonus Multiplier 2X	Wht-Yel	2N5060	Q42	A5J3-21	Star Rollover 2 (second from top)	Blk-Grn	MCR-106
Q39	A5J2-4	Bonus Multiplier 3X	Pur-Blu	2N5060	Q24	A5J1-5	Star Rollover 3 (third from top)	Blu-Orn	MCR-106
Q53	A5J2-3	Bonus Multiplier 4X	Blk-Wht	2N5060	Q01	A5J1-24	Star Rollover 4 (Bottom)	Brn-Blu	MCR-106
Q29	A5J1-1	Cancer	Blu-Red	2N5060	Q19	A5J2-15	Star Rollover Button Left	Blu	2N5060
Q50	A5J3-12	Capicorn	Grn-Red	2N5060	Q31	A5J2-2	Star Rollover Button Right	Blk	2N5060
Q05	A5J2-16	Drop Target Bank Left	Grn	2N5060	Q51	A5J3-15	Taurus	Wht-Blu	2N5060
Q18	A5J2-20	Drop Target Bank Right	Grn-Orn	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q33	A5J2-11	Game Over	Orn-Grn	MCR-106	Q57	A5J3-1	Virgo	Red-Grn	2N5060
Q14	A5J1-18	Gemini	Brn-Blk	2N5060	Q02	A5J1-25	Zodiac Target 1000	Pur-Blk	MCR-106
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q17	A5J1-11	Zodiac Target 2000	Blk-Orn	MCR-106
Q36	A5J3-26	Leo	Blk	2N5060	Q41	A5J3-20	Zodiac Target 3000	Grn-Blk	MCR-106
Q12	A5J1-19	Libra	Gry-Grn	2N5060	Q46	A5J3-18	Zodiac Target 4000	Red-Blu	2N5060
Q45	A5J2-1	Match	Gry-Yel	2N5060	Q03	A5J1-26			MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Slingshot	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1200
2	Right Slingshot	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	J-26-1200
3	Knocker	Momentary	Blk-Yel	A3J2-5, J3-4	Q3	N-26-1200
4	Left Drop Target Reset	Momentary	Blk-Blu	A3J1-5	Q4	B-27-2300
5	Top Drop Target Reset	Momentary	Grn-Yel	A3J2-10	Q5	B-27-2300
6	Right Drop Target Reset	Momentary	Grn-Red	A3J2-11	Q6	B-27-2300
7	Left Thumper Bumper	Momentary	Red-Yel	A3J2-12	Q7	J-26-1200
8	Middle Thumper Bumper	Momentary	Blk-Orn	A3J5-10	Q8	J-26-1200
9	Right Thumper Bumper	Momentary	Red-Blu	A3J5-9	Q9	J-26-1200
10	Outhole	Momentary	Orn-Wht	A3J5-15	Q10	JX-26-1200
11		Momentary		A3J5-14	Q11	
12		Momentary		A3J5-13	Q12	
13		Momentary		A3J5-12	Q13	
14		Momentary		A3J5-11	Q14	
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary		A3J5-8, J2-6, J3-7,	Q16	
17		Continuous		A3J5-7	Q17	
18		Continuous		A3J2-15, J5-3, 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)				
Row	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
RETURN I 0 A4J2-8 Brn A4J3-9 Red-Wht		Coin Chute I (Left) 1	Center Spin Target 9	Leo Stand-Up Target 17	Center Drop Target (Left) 25	Outhole 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht		Coin Chute II (Center) 2	Gemini Stand-Up Target 10	Virgo Stand-Up Target 18	Center Drop Target (Middle) 26	Right Outlane 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu		Coin Chute III (Right) 3	Cancer Stand-Up Target 11	Libra Stand-Up Target 19	Center Drop Target (Right) 27	Left Outlane 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used		Left Spin Target 4	Left Thumper Bumper 12	Scorpio Stand-Up Target 20	Right Drop Target (Top) 28	Right Rollover Button 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used		Right Spin Target 5	Right Thumper Bumper 13	Sagittarius Stand-Up Target 21	Right Drop Target (Middle) 29	Left Rollover Button 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht		Credit Button 6	Center Thumper Bumper 14	Left Drop Target (Bottom) 22	Right Drop Target (Bottom) 30	Pisces Stand-Up Target 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn		Tilt 7	Right Slingshot 15	Left Drop Target (Middle) 23	Capricorn Stand-Up Target 31	Aries Stand-Up Target 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel		Slam (3) 8	Left Slingshot 16	Left Drop Target (Top) 24	Aquarius Stand-Up Target 32	Taurus Stand-Up Target 40