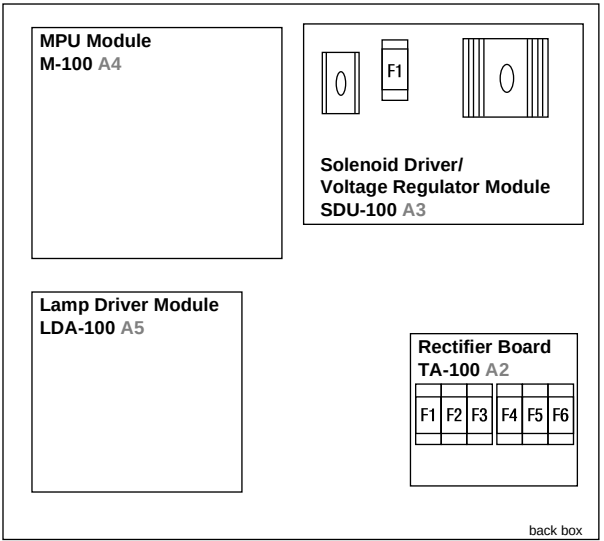


Fuse List

Rectifier Board TA-100		
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
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
F2	Chime Solenoids	0.25A, 250V, SB



Coil Table

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

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 Red-Grn	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	Left Spinner 1	Coin Chute III (Right) 9	Right Spinner 17	10 Point Switches (7) 25	Not Used 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Not Used 2	Coin Chute II (Center) 10	Not Used 18	Not Used 26	Not Used 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Not Used 3	Coin Chute I (Left) 11	Not Used 19	Drop Target No. 5 27	Not Used 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Left Outlane 4	Right Outlane 12	Star No. 5 20	Drop Target No. 2 28	Right Slingshot 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Left Return Lane 5	Right Return Lane 13	Star No. 4 21	Drop Target No. 6 29	Left Slingshot 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Not Used 14	Star No. 3 22	Drop Target No. 4 30	Thumper Bumper 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Roll-Over (Bonus) 15	Star No. 2 23	Drop Target No. 3 31	Not Used 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Outhole 8	Slam (3) 16	Star No. 1 24	Drop Target No. 1 32	Not Used 40

Controlled Lamps Chart

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q06	A5J2-14	1st Player Up	Wht-Yel	2N5060	Q24	A5J1-5	Return Lane Left & Right	Blu-Orn	MCR-106
Q19	A5J2-15	2nd Player Up	Yel-Blu	2N5060	Q03	A5J1-26	Shoot Again	Gry-Red	MCR-106
Q31	A5J2-2	3rd Player Up	Blu	2N5060	Q46	A5J3-18	Special Feature	Red-Blu	2N5060
Q45	A5J2-1	4th Player Up	Brn	2N5060	Q12	A5J1-19	Special with Amber Star	Gry-Grn	2N5060
Q04	A5J1-28	2 Advance Bonus	Blu-Yel	2N5060	Q29	A5J1-1	Special with Green Star	Blu-Red	2N5060
Q07	A5J1-27	400 #1 Spinner	Brn-Blu	2N5060	Q14	A5J1-18	Special with Purple Star	Brn-Blk	2N5060
Q21	A5J1-12	400 #2 Spinner	Grn-Yel	2N5060	Q22	A5J1-10	Special with White Star	Blk-Wht	MCR-106
Q52	A5J3-13	7000 Left	Yel-Blk	2N5060	Q36	A5J3-26	Special with Yellow Star	Blk	2N5060
Q40	A5J3-22	7000 Right	Pur-Yel	MCR-106	Q60	A5J3-3	Star Amber	Orn-Red	2N5060
Q16	A5J2-22	Ball-in-Play	Brn-Blu	MCR-106	Q37	A5J3-23	Star Green	Orn-Red	2N5060
Q13	A5J1-17	Bonus 1K	Pur	2N5060	Q10	A5J1-15	Star Purple	Red	MCR-106
Q28	A5J1-8	Bonus 2K	Grn-Blk	2N5060	Q57	A5J3-1	Star White	Grn-Red	2N5060
Q44	A5J3-19	Bonus 3K	Yel-Grn	2N5060	Q11	A5J1-16	Star Yellow	Orn-Blk	2N5060
Q51	A5J3-15	Bonus 4K	Gry-Yel	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q08	A5J1-23	Bonus 5K	Blu-Wht	MCR-106	Q53	A5J3-14	Triple Bonus	Pur-Wht	2N5060
Q35	A5J1-3	Bonus 6K	Red-Grn	MCR-106	Q17	A5J1-11	Triple Bonus Feature	Blk-Orn	MCR-106
Q49	A5J3-17	Bonus 7K	Yel-Wht	MCR-106	Q41	A5J3-20	WOW Feature	Pur-Blk	MCR-106
Q54	A5J3-11	Bonus 8K	Wht-Gry	MCR-106	Q01	A5J1-24			MCR-106
Q09	A5J1-14	Bonus 9K	Red-Blk	MCR-106	Q20	A5J1-13			2N5060
Q34	A5J1-2	Bonus 10K	Gry-Orn	MCR-106	Q26	A5J1-7			2N5060
Q39	A5J3-24	Double Bonus	Red-Yel	2N5060	Q27	A5J1-9			2N5060
Q02	A5J1-25	Double Bonus Feature	Brn-Orn	MCR-106	Q32	A5J3-27			2N5060
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q38	A5J3-25			2N5060
Q15	A5J2-23	Highest Score	Gry-Orn	MCR-106	Q42	A5J3-21			MCR-106
Q23	A5J2-8	Match	Gry-Yel	MCR-106	Q48	A5J3-16			MCR-106
Q25	A5J1-6	Outlane Left & Right	Blk-Yel	2N5060	Q50	A5J3-12			2N5060
Q05	A5J2-16	Player #1	Yel-Grn	2N5060	Q55	A5J3-9			MCR-106
Q18	A5J2-20	Player #2	Yel-Wht	2N5060	Q56	A5J3-10			MCR-106
Q30	A5J2-6	Player #3	Blk-Wht	2N5060	Q58	A5J3-2			2N5060
Q43	A5J2-7	Player #4	Gry-Red	2N5060	Q59	A5J3-4			2N5060