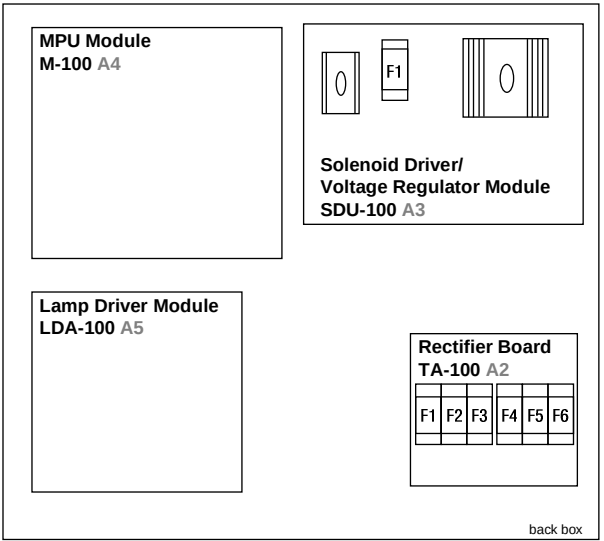


Fuse List

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	Left Bumper	Momentary	Orn-Red	A3J5-9	Q9	J-26-1200
3	Chime 100	Momentary	Wht-Orn	A3J2-9, J1-2	Q1	N-31-2000
4	Top Bumper	Momentary	Blk-Blu	A3J5-15	Q10	J-26-1200
5	Chime 1,000	Momentary	Wht-Brn	A3J2-10	Q5	N-31-2000
6	Right Bumper	Momentary	Blk	A3J5-13	Q12	J-26-1200
7	Extra Chime (10,000)	Momentary	Wht-Grn	A3J2-11	Q6	N-31-2000
8	Outhole Kicker	Momentary	Brn-Yel	A3J1-5	Q4	J-26-1200
9	Right Slingshot	Momentary	Blk-Yel	A3J5-14	Q11	J-26-1200
10	Saucers (2)	Momentary	Orn-Blu	A3J5-12	Q13	J-28-2300 (2)
11		Momentary		A3J2-12	Q7	
12		Momentary		A3J5-10	Q8	
13	Drop Targets Reset	Momentary	Orn-Wht	A3J5-11	Q14	B-27-2300
14	Left Slingshot	Momentary	Red-Blk	A3J5-8, J2-6, J3-7	Q16	J-26-1200
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	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
Row					
RETURN I 0 A4J2-8 Brn A4J3-9 Red-Wht	Not Used 1	Coin Chute III (Right) 9	Not Used 17	Drop Target A 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	Drop Target B 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 C 27	Not Used 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Not Used 4	Ball Kick Out (2) 12	Not Used 20	Drop Target D 28	Right Slingshot 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Not Used 5	Not Used 13	10 Points Rebound (2) 21	Drop Target E 29	Left Slingshot 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Advance Bonus Rollover 14	Left & Right 50 Points 22	Spinner, 5 Rollovers, 2 Targets 30	Right Bumper 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Not Used 15	Left Side Inlane 23	Left Outlane 31	Top Bumper 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Outhole 8	Slam (3) 16	Right Side Inlane 24	Right Outlane 32	Left Bumper 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	Q30	A5J2-6	Player #3	Blk-Wht	2N5060
Q19	A5J2-15	2nd Player Up	Yel-Blu	2N5060	Q43	A5J2-7	Player #4	Gry-Red	2N5060
Q31	A5J2-2	3rd Player Up	Blu	2N5060	Q24	A5J1-5	Score 55,000	Gry-Red	MCR-106
Q45	A5J2-1	4th Player Up	Brn	2N5060	Q03	A5J1-26	Shoot Again	Blu-Yel	MCR-106
Q16	A5J2-22	Ball-in-Play	Brn-Blu	MCR-106	Q55	A5J3-9	Special Left Outlane	Grn	MCR-106
Q14	A5J1-18	Bonus 10K	Wht-Blk	2N5060	Q54	A5J3-11	Special Right Outlane	Red-Grn	MCR-106
Q29	A5J1-1	Bonus 20K	Grn-Red	2N5060	Q07	A5J1-27	Spinner	Yel-Grn	2N5060
Q36	A5J3-26	Bonus 30K	Yel-Blk	2N5060	Q37	A5J3-23	Target Down Lights Special	Wht-Grn	2N5060
Q57	A5J3-1	Bonus 40K	Red-Wht	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q12	A5J1-19	Bonus 50K	Brn	2N5060	Q04	A5J1-28			2N5060
Q27	A5J1-9	Bonus 60K	Wht-Blu	2N5060	Q08	A5J1-23			MCR-106
Q38	A5J3-25	Bonus 70K	Yel-Wht	2N5060	Q10	A5J1-15			MCR-106
Q50	A5J3-12	Bonus 80K	Blu-Brn	2N5060	Q11	A5J1-16			2N5060
Q13	A5J1-17	Bonus 90K	Wht-Orn	2N5060	Q17	A5J1-11			MCR-106
Q28	A5J1-8	Bonus 100K	Wht-Red	2N5060	Q20	A5J1-13			2N5060
Q09	A5J1-14	Bonus Rollovers When Lit	Brn-Blu	MCR-106	Q21	A5J1-12			2N5060
Q49	A5J3-17	Bumper Left & Top	Blu-Wht	MCR-106	Q22	A5J1-10			MCR-106
Q48	A5J3-16	Bumper Right	Blu-Orn	MCR-106	Q25	A5J1-6			2N5060
Q39	A5J3-24	Double Bonus	Wht-Yel	2N5060	Q26	A5J1-7			2N5060
Q34	A5J1-2	Extra Ball Lane Left	Grn-Yel	MCR-106	Q32	A5J3-27			2N5060
Q35	A5J1-3	Extra Ball Lane Right	Grn-Wht	MCR-106	Q40	A5J3-22			MCR-106
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q41	A5J3-20			MCR-106
Q15	A5J2-23	Highest Score	Gry-Orn	MCR-106	Q44	A5J3-19			2N5060
Q02	A5J1-25	Lights 5K	Red-Wht	MCR-106	Q46	A5J3-18			2N5060
Q56	A5J3-10	Lights Extra Ball Lane	Grn-Blk	MCR-106	Q51	A5J3-15			2N5060
Q01	A5J1-24	Lights Spinner	Gry	MCR-106	Q52	A5J3-13			2N5060
Q42	A5J3-21	Lights Double Bonus When Lit	Yel	MCR-106	Q53	A5J3-14			2N5060
Q23	A5J2-8	Match	Gry-Yel	MCR-106	Q58	A5J3-2			2N5060
Q05	A5J2-16	Player #1	Yel-Grn	2N5060	Q59	A5J3-4			2N5060
Q18	A5J2-20	Player #2	Yel-Wht	2N5060	Q60	A5J3-3			2N5060