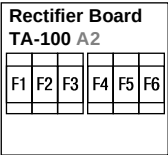
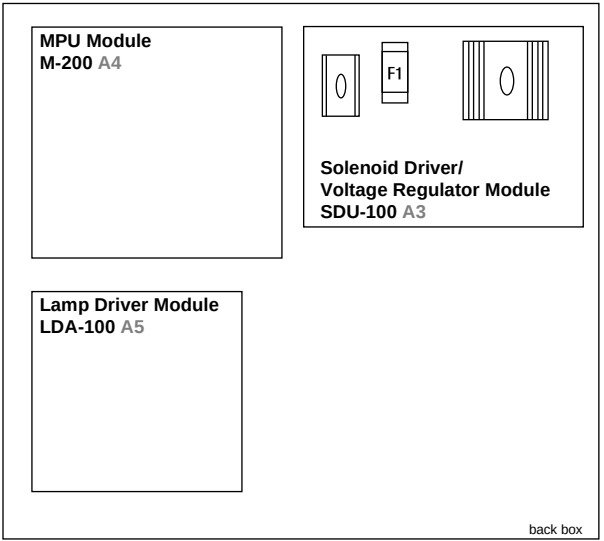


Fuse List

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
Q31	A5J2-2	Ball Lock (Left)	Grn-Orn	2N5060	Q45	A5J2-1	Match	Gry-Yel	2N5060
Q19	A5J2-15	Ball Lock (Middle)	Orn-Blu	2N5060	Q05	A5J2-16	Rotor 1	Blk	2N5060
Q06	A5J2-14	Ball Lock (Right)	Brn-Red	2N5060	Q18	A5J2-20	Rotor 2	Orn	2N5060
Q11	A5J1-16	Bonus 1,000	Blk	2N5060	Q30	A5J2-6	Rotor 3	Yel	2N5060
Q26	A5J1-7	Bonus 2,000	Yel-Grn	2N5060	Q43	A5J2-7	Rotor 4	Blu-Wht	2N5060
Q32	A5J3-27	Bonus 3,000	Orn-Wht	2N5060	Q15	A5J2-23	Rotor Arrow	Blk-Blu	MCR-106
Q59	A5J3-4	Bonus 4,000	Red-Wht	2N5060	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q04	A5J1-28	Bonus 5,000	Blk-Wht	2N5060	Q12	A5J1-19	Spinner 100 points	Gry-Grn	2N5060
Q25	A5J1-6	Bonus 6,000	Brn-Red	2N5060	Q27	A5J1-9	Spinner 120 points	Blu-Yel	2N5060
Q20	A5J1-13	Bonus 7,000	Wht-Blu	2N5060	Q38	A5J3-25	Spinner 140 points	Blu-Red	2N5060
Q58	A5J3-2	Bonus 8,000	Blu-Orn	2N5060	Q14	A5J1-18	Spinner 20 points	Orn-Red	2N5060
Q01	A5J1-24	Bonus 9,000	Brn-Blu	MCR-106	Q29	A5J1-1	Spinner 40 points	Red-Yel	2N5060
Q24	A5J1-5	Bonus 10,000	Pur-Wht	MCR-106	Q36	A5J3-26	Spinner 60 points	Gry	2N5060
Q42	A5J3-21	Bonus 20,000	Grn-Blk	MCR-106	Q57	A5J3-1	Spinner 80 points	Gry-Yel	2N5060
Q13	A5J1-17	Bonus Multiplier 2X	Blu-Grn	2N5060	Q50	A5J3-12	Spinner Special	Blu-Wht	2N5060
Q28	A5J1-8	Bonus Multiplier 3X	Grn-Wht	2N5060	Q09	A5J1-14	Target 1	Gry-Orn	MCR-106
Q44	A5J3-19	Bonus Multiplier 4X	Brn-Blu	2N5060	Q34	A5J1-2	Target 2	Gry	MCR-106
Q51	A5J3-15	Bonus Multiplier 5X	Wht-Blk	2N5060	Q48	A5J3-16	Target 3	Orn-Blu	MCR-106
Q08	A5J1-23	Bonus Multiplier 6X	Blk-Grn	MCR-106	Q55	A5J3-9	Target 4	Orn-Blk	MCR-106
Q35	A5J1-3	Bonus Multiplier 7X	Grn-Wht	MCR-106	Q10	A5J1-15	Target 5	Gry-Yel	MCR-106
Q49	A5J3-17	Bonus Multiplier 8X	Yel-Blu	MCR-106	Q22	A5J1-10	Target 6	Gry-Blu	MCR-106
Q54	A5J3-11	Bonus Multiplier 9X	Wht	MCR-106	Q37	A5J3-23	Target 7	Gry-Wht	2N5060
Q23	A5J2-8	Drop Target 1	Blk-Red	MCR-106	Q60	A5J3-3	Target 8	Wht-Blu	2N5060
Q40	A5J2-9	Drop Target 2	Wht-Red	MCR-106	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q52	A5J2-5	Drop Target 3	Blk-Yel	2N5060	Q17	A5J1-11	Top and Bottom Rollover (Left)	Blk-Orn	MCR-106
Q07	A5J2-13	Drop Target 4	Gry-Grn	2N5060	Q02	A5J1-25	Top and Bottom Rollover (Middle)	Blk-Blu	MCR-106
Q21	A5J2-12	Drop Target Extra Ball	Red-Wht	2N5060	Q56	A5J3-10	Top and Bottom Rollover (Right)	Gry-Blk	MCR-106
Q39	A5J2-4	Drop Target Special	Pur-Blk	2N5060	Q53	A5J2-3	Top Special	Blk-Wht	2N5060
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q46	A5J3-18			2N5060
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q41	A5J3-20			MCR-106

Lamp wire colors are not confirmed!

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Right Slingshot	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1500
2	Left Slingshot	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	J-26-1500
3	Knocker	Momentary	Grn-Blk	A3J2-5, J3-4	Q3	N-26-1200
4	Left Drop Target Reset	Momentary	Blk-Blu	A3J1-5	Q4	B-27-2300
5	Left Thumper Bumper	Momentary	Grn-Yel	A3J2-10	Q5	J-26-1200
6	Right Thumper Bumper	Momentary	Grn-Red	A3J2-11	Q6	J-26-1200
7	Fire Missile (Rotor Kicker)	Momentary	Red-Yel	A3J2-12	Q7	J-26-1200
8	Right Drop Target Reset	Momentary	Blk-Orn	A3J5-10	Q8	B-27-2300
9		Momentary	Red-Blu	A3J5-9	Q9	
10		Momentary	Orn-Wht	A3J5-15	Q10	
11		Momentary	Orn-Blk	A3J5-14	Q11	
12		Momentary	Orn-Grn	A3J5-13	Q12	
13	Outhole Reflex	Momentary	Blk-Yel	A3J5-12	Q13	J-28-2300
14	Turn Style (Ball Release)	Momentary	Blk-Grn	A3J5-11	Q14	J-28-2300
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16		Momentary	Grn-Wht	A3J5-8, J2-6, J3-7,	Q16	
17	Ball Walker	Continuous	Orn-Red	A3J5-7	Q17	J-28-2300
18	Rotor Relay (On/Off)	Continuous	Red-Wht	A3J5-3, J2-15, J3-9	Q18	48V Relay
19	Rotor Ball Holder	Continuous	Blk-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
	Upper Right Flipper	Blu-Wht	Orn A3J1-9	via lower flipper EOS		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 Rollover (3) 9	Target #8 17	Right Drop Target (Right) 25	Right Outhole (Closest to Lane) 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Not Used 10	Target #7 18	Right Drop Target (Middle) 26	Middle Outhole 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Ball Walker 11	Target #6 19	Right Drop Target (Left) 27	Left Outhole 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Rotor Fire 4	Left Outlane 12	Target #5 20	Left Drop Target (Right) 28	Rollover Left (1) 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	Spinner 5	Right Thumper Bumper 13	Target #4 21	Left Drop Target (Middle) 29	Rollover Middle (2) 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Left Thumper Bumper 14	Target #3 22	Left Drop Target (Left) 30	Rotor Target (Red) 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Right Slingshot 15	Target #2 23	Rotor Target (Blue) 31	Rotor Target (Yellow) 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Outhole Reflex 8	Left Slingshot 16	Target #1 24	Rotor Target (White) 32	Rotor Catch 40