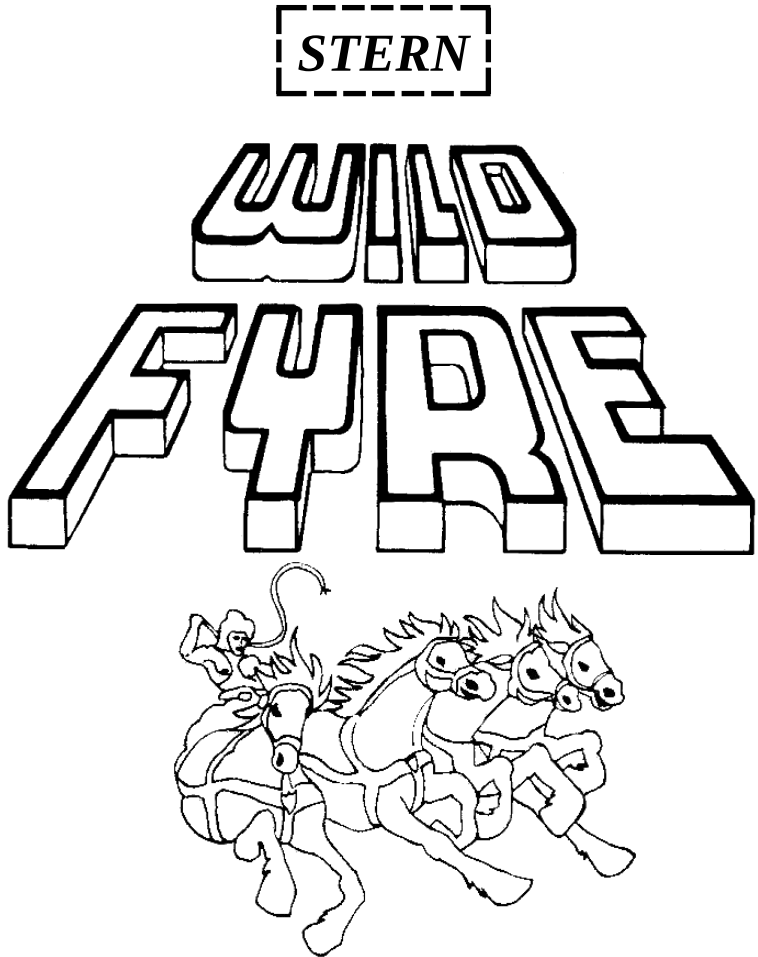
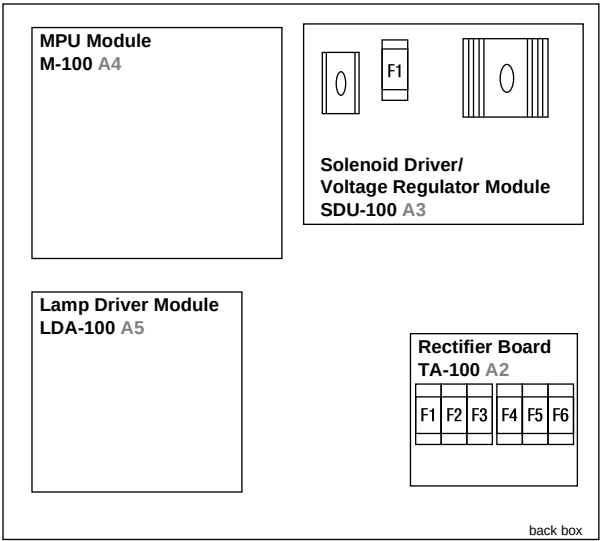


Fuse List

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



Controlled Lamps Chart

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q51	A5J3-15	10K Rollover	Red-Blk	2N5060	Q23	A5J2-8	Match	Gry-Yel	MCR-106
Q06	A5J2-14	1st Player Up	Wht-Yel	2N5060	Q05	A5J2-16	Player #1	Yel-Grn	2N5060
Q19	A5J2-15	2nd Player Up	Yel-Blu	2N5060	Q18	A5J2-20	Player #2	Yel-Wht	2N5060
Q31	A5J2-2	3rd Player Up	Blu	2N5060	Q30	A5J2-6	Player #3	Blk-Wht	2N5060
Q45	A5J2-1	4th Player Up	Brn	2N5060	Q43	A5J2-7	Player #4	Gry-Red	2N5060
Q13	A5J1-17	Arrow #1	Pur	2N5060	Q40	A5J3-22	Plus 4000 Points by 3-Bank Targets	Pur-Yel	MCR-106
Q28	A5J1-8	Arrow #2	Grn-Blk	2N5060	Q58	A5J3-2	Plus 4000 Points by Eject Hole #1	Gry-Wht	2N5060
Q44	A5J3-19	Arrow #3	Pink-Blk	2N5060	Q52	A5J3-13	Plus Double Bonus by 3-Bank Targets	Yel-Blk	2N5060
Q16	A5J2-22	Ball-in-Play	Brn-Blu	MCR-106	Q03	A5J1-26	Shoot Again	Grn-Wht	MCR-106
Q14	A5J1-18	Bonus 2K	Brn-Blk	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q29	A5J1-1	Bonus 4K	Blu-Red	2N5060	Q49	A5J3-17	WILD -- W	Yel-Wht	MCR-106
Q36	A5J3-26	Bonus 6K	Blk	2N5060	Q48	A5J3-16	WILD -- I	Gry-Red	MCR-106
Q57	A5J3-1	Bonus 8K	Grn-Red	2N5060	Q37	A5J3-23	WILD -- L	Grn-Orn	2N5060
Q12	A5J1-19	Bonus 10K	Gry-Grn	2N5060	Q32	A5J3-27	WILD -- D	Grn-Yel	2N5060
Q27	A5J1-9	Bonus 20K	Orn-Grn	2N5060	Q01	A5J1-24			MCR-106
Q55	A5J3-9	Bonus Multiplier 5X	Gry-Blu	MCR-106	Q02	A5J1-25			MCR-106
Q54	A5J3-11	Center Saucer Special	Wht-Gry	MCR-106	Q07	A5J1-27			2N5060
Q60	A5J3-3	Double Bonus	Gry-Blk	2N5060	Q08	A5J1-23			MCR-106
Q04	A5J1-28	Eject #1	Blu-Yel	2N5060	Q09	A5J1-14			MCR-106
Q25	A5J1-6	Eject #2	Blk-Yel	2N5060	Q10	A5J1-15			MCR-106
Q20	A5J1-13	Eject #3	Brn-Orn	2N5060	Q11	A5J1-16			2N5060
Q53	A5J3-14	Extra Ball	Blu-Orn	2N5060	Q17	A5J1-11			MCR-106
Q35	A5J1-3	FYRE -- F	Red-Grn	MCR-106	Q21	A5J1-12			2N5060
Q34	A5J1-2	FYRE -- Y	Blk-Orn	MCR-106	Q24	A5J1-5			MCR-106
Q22	A5J1-10	FYRE -- R	Blu-Wht	MCR-106	Q38	A5J3-25			2N5060
Q26	A5J1-7	FYRE -- E	Brn-Red	2N5060	Q41	A5J1-20			MCR-106
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q42	A5J3-21			MCR-106
Q15	A5J2-23	Highest Score	Gry-Orn	MCR-106	Q46	A5J3-18			2N5060
Q39	A5J3-24	Left Return Special	Yel-Grn	2N5060	Q50	A5J3-12			2N5060
Q59	A5J3-4	Left Spinner	Orn-Wht	2N5060	Q56	A5J3-10			MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Sound 10	Momentary		A3J2-9, J1-2	Q1	
2	Sound 100	Momentary		A3J2-4, J1-3	Q2	
3	Sound 1.000	Momentary		A3J2-10	Q5	
4	Sound 10.000	Momentary		A3J2-11	Q6	
5		Continuous		A3J5-7	Q17	
6		Continuous		A3J5-3, J2-15, J3-9	Q18	
7	Left Thumper	Momentary	Orn-Red	A3J5-9	Q9	J-26-1200
8	Right Thumper	Momentary	Blk-Blu	A3J5-15	Q10	J-26-1200
9	Center Thumper	Momentary	Blk	A3J5-13	Q12	J-26-1200
10	Outhole	Momentary	Brn-Yel	A3J1-5	Q4	J-26-1100
11	Right Slingshot	Momentary	Blk-Yel	A3J5-14	Q11	J-26-1200
12	Saucer (Collect Bonus)	Momentary	Orn-Blu	A3J5-12	Q13	J-26-1200
13	3-Bank Drop Target Reset	Momentary	Red-Wht	A3J2-12	Q7	B-27-2300
14	Saucer (Top 3)	Momentary	Orn-Grn	A3J5-10	Q8	J-28-2300
15	4-Bank Drop Target Reset	Momentary	Orn-Wht	A3J5-11	Q14	B-27-2300
16	Left Slingshot	Momentary	Red-Blk	A3J5-8, J2-6, J3-7	Q16	J-26-1200
17	Knocker	Momentary	Blk-Yel	A3J3-4, J2-5	Q3	N-26-1200
18	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5500
	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	Right Outlane 1	Coin Chute III (Right) 9	Rollover Button (10 Points) 17	Not Used 25	Center Thumper 33
RETURN I 1 A4J2-9 Gry A4J3-10 Brn-Wht	Right Return Lane 2	Coin Chute I (Center) 10	1,000 Advance Bonus 18	Not Used 26	Right Thumper 34
RETURN I 2 A4J2-10 Wht-Orn A4J3-11 Blu	Left Outlane 3	Coin Chute II (Left) 11	10 Points 19	Left Middle Lane 27	Left Thumper 35
RETURN I 3 A4J2-11 Wht-Blk A4J3-12 not used	Left Return Lane 4	Target #1 (4-Bank) 12	Target #2 (4-Bank) 20	Target #3 (4-Bank) 28	Target #4 (4-Bank) 36
RETURN I 4 A4J2-12 Wht-Grn A4J3-13 not used	1,000 Advance Arrow 5	Right Middle Lane 13	Target #1 (3-Bank) 21	Target #2 (3-Bank) 29	Target #3 (3-Bank) 37
RETURN I 5 A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Not Used 14	Saucer #3 22	Not Used 30	Right Slingshot 38
RETURN I 6 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Spin-Target 15	Saucer #2 23	Not Used 31	Left Slingshot 39
RETURN I 7 A4J2-15 Orn A4J3-16 Yel	Outhole 8	Slam (3) 16	Saucer #1 24	Rollover (Extra Ball) 32	Saucer (Collect Bonus) 40