

Space Station (16-552)

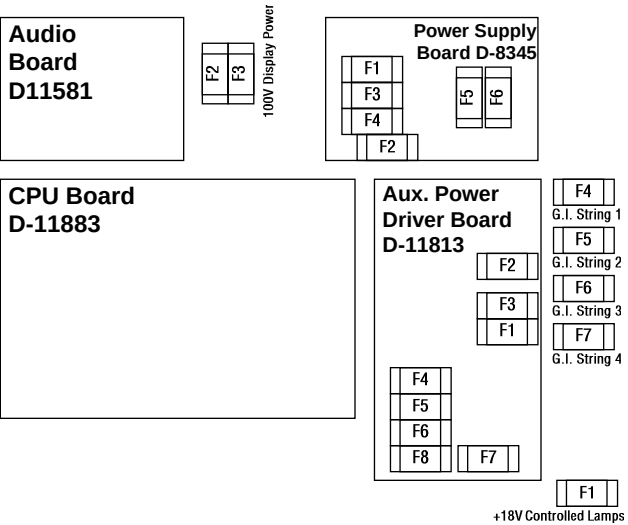
FUSE LIST

Power Supply Board D-8345		
F1	100V Display Power Input	1/4A, 250V, SB
F2	Not used	
F3	Not used	
F4	Not used	
F5, F6	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-11813		
F1	+25V Special Solenoids	2A, 250V, SB
F2	+25V Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2A, 250V, SB
F4	+50V Solenoids	2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	5A, 250V, SB
Back Box fuses		
F1	+18V Controlled Lamps	8A, 250V, SB
F2, F3	+ & - 100V Display Power	1/8A 250V SB
F4	General Illumination (Brown)	5A, 250V, SB
F5	General Illumination (Yellow)	5A, 250V, SB
F6	General Illumination (Green)	5A, 250V, SB
F7	General Illumination (Violet)	5A, 250V, SB
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB

Audio Board
D11581

CPU Board
D-11883

Aux. Power Driver Board
D-11813



SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1 (Gry-Brn)	8P3-1 via 5J1-9, 5J4-9 (A)	Q33	AE-23-800	
01C ³	Relaunch & "ON" flashers	Switched	Blk-Brn	1P11-3 (Gry-Brn)	5J5-9 (C)		#89 (2)	#89 (2)
02A ³	Ball Shooter Lane Feeder	Switched	Vio-Red	1P11-3 (Gry-Red)	8P3-2 via 5J1-7, 5J4-8 (A)	Q25	AE-23-800	
02C ³	Left side & "SP" flashers	Switched	Blk-Red	1P11-4 (Gry-Orn)	5J5-8 (C)		#89 (2)	#89 (2)
03A ³	Left Ball Popper	Switched	Vio-Orn	1P11-4 (Gry-Orn)	8P3-3 via 5J1-6, 5J4-7 (A)	Q32	AE-24-900	
03C ³	Right side & "AC" flashers	Switched	Blk-Orn	1P11-4 (Gry-Orn)	5J5-7 (C)		#89 (2)	#89 (2)
04A ³	Right Ball Popper	Switched	Vio-Yel	1P11-5 (Gry-Yel)	8P3-4 via 5J1-5, 5J4-6 (A)	Q24	AE-23-800	
04C ³	Top (upper p/f) & "ES" flashers	Switched	Blk-Yel	1P11-5 (Gry-Yel)	5J5-5 (C)		#89 (2)	#89 (2)
05A ³	Not used	Switched	Vio-Grn	1P11-6 (Gry-Grn)	8P3-5 via 5J1-4, 5J4-5 (A)	Q31		
05C ³	Playfield Top Panel & "TA" flashers	Switched	Blk-Grn	1P11-7 (Gry-Blu)	5J5-4 (C)		#89 (2)	#89 (2)
06A ³	3-Bank Drop Target	Switched	Vio-Blu	1P11-7 (Gry-Blu)	8P3-6 via 5J1-3, 5J4-4 (A)	Q23	AE-26-1200	
06C ³	Flame & "T" flashers	Switched	Blk-Blu	1P11-8 (Gry-Vio)	5J5-3 (C)		#89 (4)	
07A ³	Knocker	Switched	Vio-Blk	1P11-8 (Gry-Vio)	8P3-7 via 5J1-2, 5J4-2 (A)	Q30	AE-26-1200	
07C ³	Station flashers	Switched	Blk-Vio	1P11-9 (Gry-Blk)	5J5-2 (C)		#89 (2)	
08A ³	Right Single Drop Target - Raise	Switched	Vio-Gry	1P11-9 (Gry-Blk)	8P3-8 via 5J1-1, 5J4-1 (A)	Q22	AE-23-800	
08C ³	Left Dock Kickbig	Switched	Blk-Gry	1P11-9 (Gry-Blk)	5J5-1 (C)		AE-23-800	
09	General Illum. Relay (Playfield)	Controlled	Brn-Blk	1P12-1	8P3-9 via 5J2-9, 5J6-9	Q17	5580-09555-01 ⁴	
10	General Illum. Relay (Green)	Controlled	Brn-Red	1P12-2	8P3-10 via 5J2-8, 5J6-8	Q9	5580-09555-01 ⁴	
11	General Illum. Relay (Insert Board)	Controlled	Brn-Orn	1P12-4	6J3-1 via 5J2-6, 5J6-7	Q16	5580-09555-01 ⁴	
12	Solenoid A/C select relay	Controlled	Brn-Yel	1P12-5	8P3-12 via 5J2-5	Q8	5580-09555-01 ⁵	
13	Left Re-Entry Kickback (drain)	Controlled	Brn-Grn	1P12-6	8P3-13 via 5J2-4, 5J6-5	Q15	AE-24-900	
14	Not used	Controlled	Brn-Blu	1P12-7	8P3-14 via 5J2-3, 5J6-3	Q7		
15	Playfield Top Panel flashers	Controlled	Brn-Vio	1P12-8	8P3-15 via 5J2-2, 5J6-2	Q14		#1251 (3)
16	Space Station motor/relay	Controlled	Brn-Gry	1P12-9	8P3-16 via 5J2-1, 5J6-1	Q6	14-7941-3/5580-12145-01 ⁶	
17	Right Dock Kickback	Special #1	Blu-Brn	1P19-7	8P3-17 via 5J3-7, 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	8P3-18 via 5J3-6, 5J7-6	Q71	AE-26-1200	
19	Right Jet Bumper	Special #3	Blu-Orn	1P19-3	8P3-19 via 5J3-3, 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	8P3-20 via 5J3-4, 5J7-5	Q69	AE-26-1200	
21	Left Jet Bumper	Special #5	Blu-Grn	1P19-8	8P3-21 via 5J3-2, 5J7-2	Q77	AE-23-800	
22	Lower Jet Bumper	Special #6	Blu-Blk	1P19-9	8P3-22 via 5J3-1, 5J7-1	Q79	AE-23-800	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	7P1-15		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		7P1-16, 8P3-34			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	7P1-18		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		7P1-19, 8P3-32			
	Not used	Flipper	Blk-Blu					
	Not used	Flipper	Blk-Yel					

- Notes:
- Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
 - Flipper connections are from flipper button switch to flipper coil.
 - "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.
 - Relay is mounted on Relay Board p/n C-11998-1.
 - Relay is mounted on Aux. Power Driver Board, D-11813, in the backbox.
 - Relay is mounted on Relay Board p/n C-11902-1.

LAMP MATRIX

Column Row	Red ← Yellow (B+)							
	1 Yellow-Brown 1J6-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Grey 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	Bonus Ball Player #1	Change Shuttle	RE-ENTRY WHEN LIT (left drain)	S	Stop & Score	Not Used	Big Flame (insert board)	Big Flame (insert board)
2 Red-Black 1J6-2 Q81	Bonus Ball Player #2	Change Station	S	T	DOCK WHEN LIT (right)	RELAUNCH WHEN LIT	Shuttle Score SPECIAL	Station Score SPECIAL
3 Red-Orange 1J6-3 Q82	Bonus Ball Player #3	1X	H	A	SPECIAL	DOCKED Port Side	Extra Ball	Extra Ball
4 Red-Yellow 1J6-5 Q83	Bonus Ball Player #4	2X	U	T	100.000 When Lit	Hold Bonus	50.000 + Re-Entry	50.000 + Re-Entry
5 Red-Green 1J6-6 Q84	Extra Ball (3-bank drop target)	4X	T	I	Little Shuttle (insert board)	DOCKED Starboard Side	50.000 + Bonus Ball	50.000 + Bonus Ball
6 Red-Blue 1J6-7 Q85	RELEASE (right)	1	T	O	U	Williams (insert board left)	150.000 + Hold Bonus	150.000 + Hold Bonus
7 Red-Violet 1J6-8 Q86	RELEASE (left)	2	L	N	S	Williams (insert board middle)	75.000	75.000
8 Red-Grey 1J6-9 Q87	DOCK WHEN LIT (left)	3	E	RE-ENTRY WHEN LIT (right drain)	A	Williams (insert board right)	25.000	25.000

SWITCH MATRIX

Column Row	White → Green							
	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46
1 White-Brown 1J10-9	Plump Bob Tilt	Playfield Tilt	Drain Lane (left)	S	Single Drop Target (right ramp)	Left Ball Popper	Not Used	3-bank Drop Target (upper)
2 White-Red 1J10-8	Not Used	Outhole	S	T	(German Score Board Switch)	Right Ball Popper	10-points (top right)	3-bank Drop Target (center)
3 White-Orange 1J10-7	Start Button	Ball Trough #1 (right)	H	A	Change Shuttle/ Station score	Ball Shooter	Not Used	3-bank Drop Target (lower)
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough #2 (mid)	U	T	Not Used	Not Used	Space Station #1	Left Jet Bumper
5 White-Green 1J10-5	Center Coin Switch	Ball Trough #3 (left)	T	I	Top left Roll-under	Right Lock	Space Station #2	Right Jet Bumper
6 White-Blue 1J10-3	Left Coin Switch	1	T	O	U	Right Lock Entry	10-points (lower right)	Lower Jet Bumper
7 White-Violet 1J10-2	Slam Tilt	2	L	N	S	Left Lock	Lane Change Left Flipper	Left Slingshot
8 White-Grey 1J10-1	High Score Reset	3	E	Drain Lane (right)	A	Left Lock Entry	Lane Change Right Flipper	Right Slingshot