

SCR	conn.	lamp description	wire color	tr type
Q01	A5J1-24	3-Bank Drop Targets 50,000	Brn-Blu	MCR-106
Q56	A5J3-10	5-Bank Drop Target #1	Gry-Blk	MCR-106
Q02	A5J1-25	5-Bank Drop Target #2	Pur-Blk	MCR-106
Q17	A5J1-11	5-Bank Drop Target #3	Blk-Orn	MCR-106
Q41	A5J3-20	5-Bank Drop Target #4	Wht-Orn	MCR-106
Q46	A5J3-18	5-Bank Drop Target #5	Red-Blu	2N5060
Q18	A5J2-20	All Systems Go Left	Blu-Yel	2N5060
Q21	A5J1-12	All Systems Go Top	Brn-Orn	2N5060
Q58	A5J3-2	BLASTOFF Left Lane "B"	Yel-Grn	2N5060
Q20	A5J1-13	BLASTOFF Left Lane "L"	Wht-Blu	2N5060
Q25	A5J1-6	BLASTOFF Left Lane "A"	Brn-Red	2N5060
Q04	A5J1-28	BLASTOFF Left Lane "S"	Blk-Wht	2N5060
Q59	A5J3-4	BLASTOFF Left Lane "T"	Red-Wht	2N5060
Q32	A5J3-27	BLASTOFF Left Lane "O"	Orn-Wht	2N5060
Q26	A5J1-7	BLASTOFF Left Lane "F" (first)	Yel-Grn	2N5060
Q11	A5J1-16	BLASTOFF Left Lane "F" (second)	Blk	2N5060
Q60	A5J3-3	BLASTOFF Rollover "B" (Bottom Left)	Wht-Blu	2N5060
Q37	A5J3-23	BLASTOFF Rollover "L" (Top)	Wht-Gry	2N5060
Q22	A5J1-10	BLASTOFF Rollover "A" (Top)	Gry-Blu	MCR-106
Q10	A5J1-15	BLASTOFF Rollover "S" (Top)	Gry-Yel	MCR-106
Q55	A5J3-9	BLASTOFF Rollover "T" (Top)	Wht-Red	MCR-106
Q48	A5J3-16	BLASTOFF Rollover "O" (Top)	Red-Blk	MCR-106
Q09	A5J1-14	BLASTOFF Rollover "F" (Bottom Left)	Gry-Orn	MCR-106
Q34	A5J1-2	BLASTOFF Rollover "F" (Bottom Right)	Pur-Wht	MCR-106
Q14	A5J1-18	Bonus 1,000	Brn-Blk	2N5060
Q29	A5J1-1	Bonus 2,000	Blu-Red	2N5060
Q36	A5J3-26	Bonus 3,000	Brn	2N5060
Q57	A5J3-1	Bonus 4,000	Grn-Red	2N5060
Q12	A5J1-19	Bonus 5,000	Gry-Grn	2N5060
Q27	A5J1-9	Bonus 6,000	Gry	2N5060
Q38	A5J3-25	Bonus 7,000	Red-Yel	2N5060
Q50	A5J3-12	Bonus 8,000	Orn-Red	2N5060
Q13	A5J1-17	Bonus 9,000	Pur	2N5060
Q28	A5J1-8	Bonus 10,000	Grn-Blk	2N5060
Q51	A5J3-15	Bonus Multiplier 1X	Wht-Blu	2N5060
Q08	A5J1-23	Bonus Multiplier 2X	Blu-Wht	MCR-106
Q35	A5J1-3	Bonus Multiplier 3X	Red-Grn	MCR-106
Q49	A5J3-17	Bonus Multiplier 4X	Yel-Blu	MCR-106
Q54	A5J3-11	Bonus Multiplier 5X	Wht	MCR-106
Q43	A5J2-7	First Stage Go Left	Red-Grn	2N5060
Q53	A5J1-27	First Stage Go Top	Wht-Brn	2N5060
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106
Q45	A5J2-1	Match	Gry-Yel	2N5060
Q44	A5J3-19	Release Next Rocket	Blk-Red	2N5060
Q30	A5J2-6	Second Stage Go Left	Yel	2N5060
Q39	A5J2-4	Second Stage Go Top	Wht-Blu	2N5060
Q03	A5J2-21	Shoot Again (Backglass)	Gry-Red	MCR-106
Q03	A5J1-26	Shoot Again (Playfield)	Gry-Red	MCR-106
Q05	A5J2-16	Special Lane	Wht	2N5060
Q15	A5J2-23	Special Lane Top	Pur-Wht	MCR-106
Q19	A5J2-15	Special Outlane Left	Wht-Grn	2N5060
Q06	A5J2-14	Special Outlane Right	Grn-Wht	2N5060
Q24	A5J1-5	Spinner Left	Blu-Orn	MCR-106
Q23	A5J2-8	Spinner Right 500	Pur-Blu	MCR-106
Q40	A5J3-22	Spinner Right 1,000	Red	MCR-106
Q52	A5J3-13	Spinner Right 1,500	Blk	2N5060
Q07	A5J2-13	Spinner Right 2,000	Wht-Yel	2N5060
Q42	A5J3-21	Spot Blast	Grn-Blk	MCR-106
Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q31	A5J2-2			2N5060