

SCR	conn.	lamp description	code	wire color	tr type
Q54	A5J3-11	10 Elektra Units	20	Blu	MCR-106
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106
Q10	A5J1-15	Blue Target #1 (Bottom)	13	Red-Yel	MCR-106
Q22	A5J1-10	Blue Target #2	23	Blu-Yel	MCR-106
Q37	A5J3-23	Blue Target #3	98	Gry-Blk	2N5060
Q60	A5J3-3	Blue Target #4	81	Blk-Red	2N5060
Q59	A5J3-4	Blue Target #5 (Top)	14	Red-Grn	2N5060
Q14	A5J1-18	Bonus 1K	58	Wht-Blk	2N5060
Q29	A5J1-1	Bonus 2K	41	Gm-Red	2N5060
Q36	A5J3-26	Bonus 3K	52	Wht-Blu	2N5060
Q57	A5J3-1	Bonus 4K	10	Red	2N5060
Q12	A5J1-19	Bonus 5K	60	Brn	2N5060
Q27	A5J1-9	Bonus 6K	43	Gm-Yel	2N5060
Q38	A5J3-25	Bonus 7K	36	Yel-Brn	2N5060
Q50	A5J3-12	Bonus 8K	21	Blu-Red	2N5060
Q13	A5J1-17	Bonus 9K	57	Wht-Orn	2N5060
Q28	A5J1-8	Bonus 10K	51	Wht-Red	2N5060
Q44	A5J3-19	Bonus 20K	67	Brn-Orn	2N5060
Q02	A5J1-25	Bonus Multiplier 2X	75	Orn-Wht	MCR-106
Q17	A5J1-11	Bonus Multiplier 3X	65	Brn-Wht	MCR-106
Q41	A5J3-20	Bonus Multiplier 5X	78	Orn-Blk	MCR-106
Q51	A5J3-15	Bonus Special	53	Wht-Yel	2N5060
Q28	A9J3-13	Cloud #1 (Back Box)	96	Gry-Brn	MCR-106
Q21	A9J3-4	Cloud #2 (Back Box)	95	Gry-Wht	MCR-106
Q14	A9J2-12	Cloud #3 (Back Box)	62	Brn-Blu	MCR-106
Q07	A9J2-5	Cloud #4 (Back Box)	60	Brn	MCR-106
Q53	A5J3-14	Collect Bonus Gate Arrow	84	Blk-Grn	2N5060
Q52	A5J3-13	Credit Indicator	35	Yel-Wht	2N5060
Q01	A5J1-24	Elektra A (Back Box)	50	Wht	MCR-106
Q24	A5J1-5	Elektra B (Back Box)	48	Gm-Blk	MCR-106
Q42	A5J3-21	Elektra C (Back Box)	30	Yel	MCR-106
Q56	A5J3-10	Elektra D (Back Box)	91	Gry-Red	MCR-106
Q01	A9J2-7	Elektra Bonus 5K	10	Red	MCR-106
Q08	A9J2-14	Elektra Bonus 10K	12	Red-Blu	MCR-106
Q15	A9J3-8	Elektra Bonus 15K	13	Red-Yel	MCR-106
Q22	A9J3-15	Elektra Bonus 20K	14	Red-Grn	MCR-106
Q02	A9J2-4	Elektra Bonus 25K	15	Red-Wht	MCR-106
Q09	A9J2-11	Elektra Bonus 30K	18	Red-Blk	MCR-106
Q16	A9J3-3	Elektra Bonus 35K	20	Blu	MCR-106
Q23	A9J3-12	Elektra Bonus 40K	21	Blu-Red	MCR-106
Q03	A9J2-8	Elektra Bonus 45K	51	Wht-Red	MCR-106
Q10	A9J2-15	Elektra Bonus 50K	52	Wht-Blu	MCR-106
Q17	A9J3-9	Elektra Bonus 100K	53	Wht-Grn	MCR-106
Q24	A9J3-16	Elektra Bonus Multiplier 2X	56	Wht-Brn	MCR-106
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106
Q39	A5J3-24	Left Outlane 10 Untis	72	Orn-Blu	2N5060
Q23	A5J2-8	Match (Back Box)	82	Blk-Blu	MCR-106
Q11	A5J1-16	Middle Targets #1 (Left)	15	Red-Wht	2N5060
Q26	A5J1-7	Middle Targets #2 (Center)	34	Yel-Grn	2N5060
Q32	A5J3-27	Middle Targets #3 (Right)	40	Gm	2N5060
Q21	A5J1-12	Outlane Special (Left)	61	Brn-Red	2N5060
Q07	A5J1-27	Outlane Special (Right)	53	Wht-Yel	2N5060
Q20	A5J1-13	Right Saucer Arrow	30	Yel	2N5060
Q13	A9J2-13	Rollover Button Arrow Left (Lower Playfield)	40	Gm	MCR-106
Q06	A9J2-6	Rollover Button Arrow Right (Lower Playfield)	45	Gm-Wht	MCR-106
Q03	A5J2-21	Same Player Shoot Again (Back Box)	47	Gm-Orn	MCR-106
Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q55	A5J3-9	Special Rollover Button	15	Red-Wht	MCR-106
Q25	A5J1-6	Spinner Arrow (Left)	25	Blu-Wht	2N5060
Q04	A5J1-28	Spinner Arrow (Right)	78	Orn-Blk	2N5060
Q04	A9J2-10	Target Arrow #1 Left (Lower Playfield)	80	Blk	MCR-106
Q11	A9J2-18	Target Arrow #2 Left (Lower Playfield)	57	Wht-Orn	MCR-106
Q18	A9J3-11	Target Arrow #3 Left (Lower Playfield)	70	Orn	MCR-106
Q05	A9J2-9	Target Arrow #4 Right (Lower Playfield)	54	Wht-Grn	MCR-106
Q12	A9J2-17	Target Arrow #5 Right (Lower Playfield)	43	Gm-Yel	MCR-106
Q19	A9J3-10	Target Arrow #6 Right (Lower Playfield)	25	Blu-Wht	MCR-106
Q47	A5J2-10	Tilt (Back Box)	35	Yel-Wht	MCR-106
Q26	A9J3-17	Tilt (Back Box) ???	38	Yel-Blk	MCR-106
Q27	A9J3-14	to Aux. Driver (Playfield)	27	Blu-Orn	MCR-106
Q45	A5J2-1	to Aux. Driver (Insert Panel)	60	Brn	2N5060
Q20	A9J3-7	to Solenoid Expander J1-9	82	Blk-Blu	MCR-106
Q05	A5J2-16	Top Left Lane Rollover Button #1	34	Yel-Grn	2N5060
Q18	A5J2-20	Top Left Lane Rollover Button #2	98	Gry-Blk	2N5060
Q30	A5J2-6	Top Left Lane Rollover Button #3	85	Blk-Wht	2N5060
Q43	A5J2-7	Top Left Lane Rollover Button #4	96	Gry-Brn	2N5060
Q06	A5J2-14	Top Left Lane Rollover Button #5	12	Red-Blu	2N5060
Q19	A5J2-15	Top Left Lane Rollover Button #6	23	Blu-Yel	2N5060
Q58	A5J3-2	Top Saucer Arrow	95	Gry-Wht	2N5060
Q08	A5J1-23	Top Target #1	12	Red-Blu	MCR-106
Q35	A5J1-3	Top Target #2	45	Gm-Wht	MCR-106
Q49	A5J3-17	Top Target #3	13	Red-Yel	MCR-106
Q09	A5J1-14	Top Target Arrow #4	67	Brn-Orn	MCR-106
Q34	A5J1-2	Top Target Arrow #5	52	Wht-Blu	MCR-106
Q48	A5J3-16	Top Target Arrow #6	25	Blu-Wht	MCR-106
Q31	A5J2-2		67	Brn-Orn	2N5060
Q46	A5J3-18		56	Wht-Brn	2N5060
Q25	A9J3-18		72	Orn-Blu	MCR-106

Right Saucer Shoot Again ???

Top Saucer Shoot Again ???