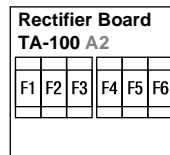
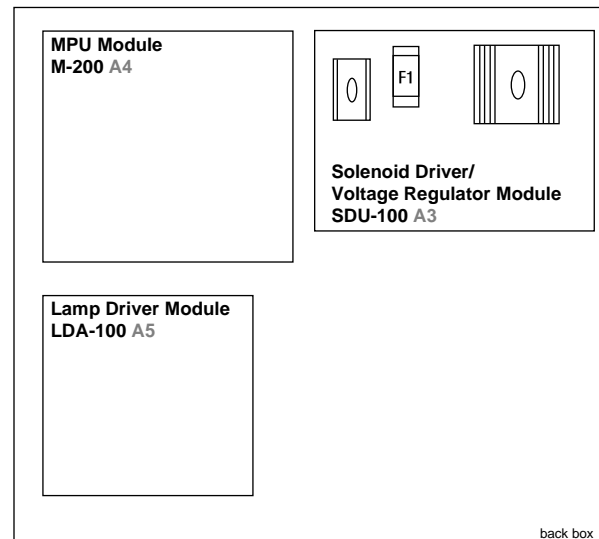


### Fuse List

<b>Rectifier Board TA-100</b>		
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
<b>Sol. Dr./Volt. Reg. SDU-100</b>		
F1	190V Display power output (if present)	0.25A, 250V
<b>Under the Playfield fuses</b>		
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
Q01	A5J1-24	3-Bank Drop Targets 50,000	Brn-Blu	MCR-106	Q38	A5J3-25	Bonus 7,000	Red-Yel	2N5060
Q56	A5J3-10	5-Bank Drop Target #1	Gry-Blk	MCR-106	Q50	A5J3-12	Bonus 8,000	Orn-Grn	2N5060
Q02	A5J1-25	5-Bank Drop Target #2	Pur-Blk	MCR-106	Q13	A5J1-17	Bonus 9,000	Pur	2N5060
Q17	A5J1-11	5-Bank Drop Target #3	Blk-Orn	MCR-106	Q28	A5J1-8	Bonus 10,000	Grn-Blk	2N5060
Q41	A5J3-20	5-Bank Drop Target #4	Wht-Orn	MCR-106	Q51	A5J3-15	Bonus Multiplier 1X	Wht-Blk	2N5060
Q46	A5J3-18	5-Bank Drop Target #5	Red-Blu	2N5060	Q08	A5J1-23	Bonus Multiplier 2X	Blu-Wht	MCR-106
Q18	A5J2-20	All Systems Go Left	Blu-Yel	2N5060	Q35	A5J1-3	Bonus Multiplier 3X	Red-Grn	MCR-106
Q21	A5J1-12	All Systems Go Top	Brn-Orn	2N5060	Q49	A5J3-17	Bonus Multiplier 4X	Yel-Blu	MCR-106
Q58	A5J3-2	BLASTOFF Left Lane "B"	Yel-Grn	2N5060	Q54	A5J3-11	Bonus Multiplier 5X	Wht	MCR-106
Q20	A5J1-13	BLASTOFF Left Lane "L"	Wht-Blu	2N5060	Q43	A5J2-7	First Stage Go Left	?	2N5060
Q25	A5J1-6	BLASTOFF Left Lane "A"	Brn-Red	2N5060	Q53	A5J3-14/J2-3	First Stage Go Top	?	2N5060
Q04	A5J1-28	BLASTOFF Left Lane "S"	Blk-Wht	2N5060	Q33	A5J2-11	Game Over	Gry-Wht	MCR-106
Q59	A5J3-4	BLASTOFF Left Lane "T"	Red-Wht	2N5060	Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106
Q32	A5J3-27	BLASTOFF Left Lane "O"	Orn-Wht	2N5060	Q45	A5J2-1	Match	Gry-Yel	2N5060
Q26	A5J1-7	BLASTOFF Left Lane "F" (first)	Yel-Grn	2N5060	Q44	A5J3-19	Release Next Rocket	Blk-Red	2N5060
Q11	A5J1-16	BLASTOFF Left Lane "F" (second)	Blk	2N5060	Q30	A5J2-6	Second Stage Go Left	?	2N5060
Q60	A5J3-3	BLASTOFF Rollover "B" (Bottom Left)	Wht-Blu	2N5060	Q39	A5J2-4/J3-24	Second Stage Go Top	?	2N5060
Q37	A5J3-23	BLASTOFF Rollover "L" (Top)	Wht-Gry	2N5060	Q03	A5J1-26/J2-21	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q22	A5J1-10	BLASTOFF Rollover "A" (Top)	Gry-Blu	MCR-106	Q05	A5J2-16	Special Lane	Wht	2N5060
Q10	A5J1-15	BLASTOFF Rollover "S" (Top)	Gry-Yel	MCR-106	Q15	A5J2-23	Special Lane Top	Pur-Wht	MCR-106
Q55	A5J3-9	BLASTOFF Rollover "T" (Top)	Red-Wht	MCR-106	Q19	A5J2-15	Special Outlane Left	Wht-Grn	2N5060
Q48	A5J3-16	BLASTOFF Rollover "O" (Top)	Red-Blk	MCR-106	Q06	A5J2-14	Special Outlane Right	Grn-Wht	2N5060
Q09	A5J1-14	BLASTOFF Rollover "F" (Bottom Left)	Gry-Orn	MCR-106	Q24	A5J1-5	Spinner Left	Blu-Orn	MCR-106
Q34	A5J1-2	BLASTOFF Rollover "F" (Bottom Right)	Pur-Wht	MCR-106	Q23	A5J1-4	Spinner Right 500	Pur-Blk	MCR-106
Q14	A5J1-18	Bonus 1,000	Brn-Blk	2N5060	Q40	A5J3-22	Spinner Right 1,000	Red	MCR-106
Q29	A5J1-1	Bonus 2,000	Blu-Red	2N5060	Q52	A5J3-13	Spinner Right 1,500	Blk	2N5060
Q36	A5J3-26	Bonus 3,000	Brn	2N5060	Q07	A5J1-27	Spinner Right 2,000	Wht-Brn	2N5060
Q57	A5J3-1	Bonus 4,000	Grn-Red	2N5060	Q42	A5J3-21	Spot Blast	Grn-Blk	MCR-106
Q12	A5J1-19	Bonus 5,000	Gry-Grn	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q27	A5J1-9	Bonus 6,000	Gry	2N5060	Q31	A5J2-2			2N5060

### Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Top Right Slingshot	Momentary	Grn-Orn	A3J2-9, J1-2	Q1	J-26-1500
2	Top Left Slingshot	Momentary	Grn-Blu	A3J2-4, J1-3	Q2	J-26-1500
3	Bottom Thumper Bumper	Momentary	Grn-Blk	A3J2-5, J3-4	Q3	J-26-1500
4	5-Bank Drop Target Reset	Momentary	Blk-Blu	A3J1-5	Q4	B-24-1600
5	Bottom Left Slingshot	Momentary	Grn-Yel	A3J2-10	Q5	J-26-1500
6	Bottom Right Slingshot	Momentary	Grn-Red	A3J2-11	Q6	J-26-1500
7	Top Thumper Bumper	Momentary	Red-Yel	A3J2-12	Q7	J-26-1500
8	Trip #5 Drop Target	Momentary	Blk-Orn	A3J5-10	Q8	C1-34-3400
9	Trip #4 Drop Target	Momentary	Red-Blu	A3J5-9	Q9	C1-34-3400
10	Trip #3 Drop Target	Momentary	Orn-Wht	A3J5-15	Q10	C1-34-3400
11	Trip #2 Drop Target	Momentary	Orn-Blk	A3J5-14	Q11	C1-34-3400
12	Trip #1 Drop Target	Momentary	Orn-Grn	A3J5-13	Q12	C1-34-3400
13	Ball Launcher	Momentary	Blk-Yel	A3J5-12	Q13	J-26-1500
14	Outhole	Momentary	Blk-Grn	A3J5-11	Q14	J-26-1200
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16	3-Bank Drop Target Reset	Momentary	Grn-Wht	A3J5-8, J2-6, J3-7,	Q16	B-27-2300
17	Right Top Kicker	Continuous	Orn-Red	A3J5-7	Q17	J-26-1500
18	Left Top Kicker	Continuous	Red-Wht	A3J5-3, J2-15, J3-9	Q18	J-26-1500
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5300
	<b>Flipper Circuits</b>	<b>Power Wire</b>	<b>Flipper Coil Wire</b>	<b>Flipper Button Wire</b>		<b>Coil</b>
	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

### Switch Matrix

strobe (ST) return (I)

Column	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 A4J3-5 (not used)	STROBE 3 A4J2-4 Wht-Yel A4J3-6 (not used)	STROBE 4 A4J2-5 Yel-Red A4J3-7 (not used)
<b>RETURN 10</b> A4J2-8 Brn A4J3-9 Red-Wht	Coin Chute I (Left) 1	Left Top Slingshot 9	Rollover Lane "B" 17	Right Drop Target (Top) 25	Outhole (Right) 33
<b>RETURN 11</b> A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Center) 2	Right Top Slingshot 10	Rollover Lane "L" 18	Right Drop Target (Middle) 26	Outhole (Center) 34
<b>RETURN 12</b> A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Bottom Left Slingshot 11	Rollover Lane "A" 19	Right Drop Target (Bottom) 27	Outhole (Left) 35
<b>RETURN 13</b> A4J2-11 Wht-Blk A4J3-12 not used	Left Spin Target 4	Bottom Right Slingshot 12	Rollover Lane "S" 20	Drop Target #1 28	Left Outlane 36
<b>RETURN 14</b> A4J2-12 Wht-Grn A4J3-13 not used	Right Spin Target 5	Top Thumper Bumper 13	Rollover Lane "T" 21	Drop Target #2 29	Right Outlane 37
<b>RETURN 15</b> A4J2-13 Wht-Brn A4J3-14 Blu-Wht	Credit Button 6	Bottom Thumper Bumper 14	Rollover Lane "O" 22	Drop Target #3 30	Spot "BLAST" 38
<b>RETURN 16</b> A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Left Kickout 15	Rollover Lane "F" 23	Drop Target #4 31	Ball Launcher 39
<b>RETURN 17</b> A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Right Kickout 16	Rollover Lane "F" 24	Drop Target #5 32	Release Next Rocket 40