



**SPECIAL SOLENOID TABLE:**

ST#	PIA CHIP	Pin#	Location / Board
1	II	IC10	Lamps 19 Mid PIA Driver Board
2	III	IC10	Lamps 39 Mid PIA Driver Board
3	II	IC11	SW Matrix 19 Left PIA Driver Board
4	II	IC11	SW Matrix 39 Left PIA Driver Board
5	IV	IC 5	Solenoids 39 Right PIA Driver Board
6	I	IC18	Displays 19 Via J11-26 CPU Board

**IMPORTANT Note:**  
 System 7 (Black Knight and later games) used 0 ohm resistors or wire jumpers on the Switch Matrix Drive. The positions are W9 to W16 on the above diagram.  
 System 6 (Alien Poker, Firepower and earlier games) used 330 ohm resistors in the same 8 locations, and they were called R204-R211.  
 In all other respects the driver boards are identical.

- LIST OF COMPONENT EQUIVALENTS:**
- Transistors**  
 TIP122 NPN Darlington = TIP102 (SE9302) or TIP120  
 2N4401 NPN Pre-Driver = 2N3904  
 2N4427 NPN Darlington = MPSA14 (NTE46)  
 2N122 NPN Power = TIP110 or 2N5296  
 2N5060 SCR = 2N5061 (NTE5400)
- Integrated Circuits**  
 MC14049 Inverting Hex Buffer = 4049  
 6820 / 6821 PIA = xx6821, xx68A21, xx68B21, xx can be MC (Motorola) or HD (Hitachi Data), also G655C21P (CMD).