

SCR	conn.	lamp description	code	wire color	phase	tr type
Q30	A3J2-1	Ball in Play (Back Box)	31	Yel-Red	B	2N5060
Q20	A3J1-8	Base #1	15	Red-Wht	B	2N5060
Q03	A3J1-26	Base #2	43	Grn-Yel	A	2N5060
Q20	A3J1-8	Base #3	15	Red-Wht	A	2N5060
Q21	A3J1-7	Base Run 1A	67	Brn-Orn	B	2N5060
Q10	A3J1-19	Base Run 1B	45	Grn-Wht	B	2N5060
Q21	A3J1-7	Base Run 1C	67	Brn-Orn	A	2N5060
Q18	A3J1-11	Base Run 2A	75	Orn-Wht	B	2N5060
Q07	A3J1-22	Base Run 2B	23	Blu-Yel	B	2N5060
Q18	A3J1-11	Base Run 2C	75	Orn-Wht	A	2N5060
Q09	A3J1-20	Base Run 3A	85	Blk-Wht	B	2N5060
Q26	A3J1-2	Base Run 3B	64	Brn-Grn	B	2N5060
Q09	A3J1-20	Base Run 3C	85	Blk-Wht	A	2N5060
Q06	A3J1-23	Base Run 4A	90	Gry	B	2N5060
Q23	A3J1-5	Base Run 4B	14	Red-Grn	B	2N5060
Q06	A3J1-23	Base Run 4C	90	Gry	A	2N5060
Q10	A3J1-19	Bonus Multiplier 2X	45	Grn-Wht	A	2N5060
Q07	A3J1-22	Bonus Multiplier 3X	23	Blu-Yel	A	2N5060
Q12	A3J1-17	Credit Indicator	47	Grn-Orn	A	2N5060
Q02	A3J1-27	Diamond 25K	21	Blu-Red	B	2N5060
Q17	A3J1-12	Diamond 50K	95	Gry-Wht	B	2N5060
Q02	A3J1-27	Diamond Extra Ball	21	Blu-Red	A	2N5060
Q17	A3J1-12	Diamond Special	95	Gry-Wht	A	2N5060
Q13	A3J1-16	Double Lane	32	Yel-Blu	A	2N5060
Q05	A3J1-24	Flyaway "H"	12	Red-Blu	B	2N5060
Q22	A3J1-6	Flyaway "O"	72	Orn-Blu	B	2N5060
Q05	A3J1-24	Flyaway "M"	12	Red-Blu	A	2N5060
Q22	A3J1-6	Flyaway "E"	72	Orn-Blu	A	2N5060
Q08	A3J1-21	Flyaway "R"	25	Blu-Wht	B	2N5060
Q28	A3J2-3	Game Over (Back Box)	61	Brn-Red	A	2N5060
Q29	A3J2-2	High Score to Date (Back Box)	18	Red-Blk	A	2N5060
Q30	A3J2-1	Match (Back Box)	31	Yel-Red	A	2N5060
Q19	A3J1-10	Player 1 Million	97	Gry-Orn	B	2N5060
Q19	A3J1-10	Player 2 Million	97	Gry-Orn	A	2N5060
Q11	A3J1-18	Player 3 Million	35	Yel-Wht	B	2N5060
Q11	A3J1-18	Player 4 Million	35	Yel-Wht	A	2N5060
Q29	A3J2-2	Same Player Shoot Again (Back Box)	18	Red-Blk	B	2N5060
Q12	A3J1-17	Same Player Shoot Again (Playfield)	47	Grn-Orn	B	2N5060
Q15	A3J1-14	Saucer "H"	13	Red-Yel	B	2N5060
Q04	A3J1-25	Saucer "O"	98	Gry-Blk	B	2N5060
Q15	A3J1-14	Saucer "M"	13	Red-Yel	A	2N5060
Q04	A3J1-25	Saucer "E"	98	Gry-Blk	A	2N5060
Q23	A3J1-5	Saucer "R"	14	Red-Grn	A	2N5060
Q24	A3J1-4	Single Gate	50	Wht	A	2N5060
Q25	A3J1-3	Top Right Grand Lane	81	Blk-Red	B	2N5060
Q25	A3J1-3	Top Right Homer Lane	81	Blk-Red	A	2N5060
Q08	A3J1-21	Top Right Slam Lane	25	Blu-Wht	A	2N5060
Q26	A3J1-2	Steal Base 50K	64	Brn-Grn	A	2N5060
Q01	A3J1-28	Steal "S" Left Return Lane	27	Blu-Orn	B	2N5060
Q14	A3J1-15	Steal "T" Target	83	Blk-Yel	B	2N5060
Q01	A3J1-28	Steal "E" Target	27	Blu-Orn	A	2N5060
Q14	A3J1-15	Steal "A" Target	83	Blk-Yel	A	2N5060
Q03	A3J1-26	Steal "L" Right Return Lane	43	Grn-Yel	B	2N5060
Q28	A3J2-3	Tilt (Back Box)	61	Brn-Red	B	2N5060
Q27	A3J1-1	Triple Target "T"	43	Grn-Yel	B	2N5060
Q16	A3J1-13	Triple Target "R"	91	Gry-Red	B	2N5060
Q27	A3J1-1	Triple Target "I"	43	Grn-Yel	A	2N5060
Q16	A3J1-13	Triple Target "P"	91	Gry-Red	A	2N5060
Q24	A3J1-4	Triple Target "L"	50	Wht	B	2N5060
Q13	A3J1-16	Triple Target "E"	32	Yel-Blu	B	2N5060

A Phase wire color is (90) Gry

B Phase wire color is (20) Blu

AS-2518-147 Driver Board

SCR	conn.	lamp description	code	wire color	phase	tr type
Q01	A3J1-28	Steal "E" Target	27	Blu-Orn	A	2N5060
Q01	A3J1-28	Steal "S" Left Return Lane	27	Blu-Orn	B	2N5060
Q02	A3J1-27	Diamond Extra Ball	21	Blu-Red	A	2N5060
Q02	A3J1-27	Diamond 25K	21	Blu-Red	B	2N5060
Q03	A3J1-26	Base #2	43	Grn-Yel	A	2N5060
Q03	A3J1-26	Steal "L" Right Return Lane	43	Grn-Yel	B	2N5060
Q04	A3J1-25	Saucer "E"	98	Gry-Blk	A	2N5060
Q04	A3J1-25	Saucer "O"	98	Gry-Blk	B	2N5060
Q05	A3J1-24	Flyaway "M"	12	Red-Blu	A	2N5060
Q05	A3J1-24	Flyaway "H"	12	Red-Blu	B	2N5060
Q06	A3J1-23	Base Run 4C	90	Gry	A	2N5060
Q06	A3J1-23	Base Run 4A	90	Gry	B	2N5060
Q07	A3J1-22	Bonus Multiplier 3X	23	Blu-Yel	A	2N5060
Q07	A3J1-22	Base Run 2B	23	Blu-Yel	B	2N5060
Q08	A3J1-21	Top Right Slam Lane	25	Blu-Wht	A	2N5060
Q08	A3J1-21	Flyaway "R"	25	Blu-Wht	B	2N5060
Q09	A3J1-20	Base Run 3C	85	Blk-Wht	A	2N5060
Q09	A3J1-20	Base Run 3A	85	Blk-Wht	B	2N5060
Q10	A3J1-19	Bonus Multiplier 2X	45	Grn-Wht	A	2N5060
Q10	A3J1-19	Base Run 1B	45	Grn-Wht	B	2N5060
Q11	A3J1-18	Player 4 Million	35	Yel-Wht	A	2N5060
Q11	A3J1-18	Player 3 Million	35	Yel-Wht	B	2N5060
Q12	A3J1-17	Credit Indicator	47	Grn-Orn	A	2N5060
Q12	A3J1-17	Same Player Shoot Again (Playfield)	47	Grn-Orn	B	2N5060
Q13	A3J1-16	Double Lane	32	Yel-Blu	A	2N5060
Q13	A3J1-16	Triple Target "E"	32	Yel-Blu	B	2N5060
Q14	A3J1-15	Steal "A" Target	83	Blk-Yel	A	2N5060
Q14	A3J1-15	Steal "T" Target	83	Blk-Yel	B	2N5060
Q15	A3J1-14	Saucer "M"	13	Red-Yel	A	2N5060
Q15	A3J1-14	Saucer "H"	13	Red-Yel	B	2N5060
Q16	A3J1-13	Triple Target "P"	91	Gry-Red	A	2N5060
Q16	A3J1-13	Triple Target "R"	91	Gry-Red	B	2N5060
Q17	A3J1-12	Diamond Special	95	Gry-Wht	A	2N5060
Q17	A3J1-12	Diamond 50K	95	Gry-Wht	B	2N5060
Q18	A3J1-11	Base Run 2C	75	Orn-Wht	A	2N5060
Q18	A3J1-11	Base Run 2A	75	Orn-Wht	B	2N5060
Q19	A3J1-10	Player 2 Million	97	Gry-Orn	A	2N5060
Q19	A3J1-10	Player 1 Million	97	Gry-Orn	B	2N5060
Q20	A3J1-8	Base #3	15	Red-Wht	A	2N5060
Q20	A3J1-8	Base #1	15	Red-Wht	B	2N5060
Q21	A3J1-7	Base Run 1C	67	Brn-Orn	A	2N5060
Q21	A3J1-7	Base Run 1A	67	Brn-Orn	B	2N5060
Q22	A3J1-6	Flyaway "E"	72	Orn-Blu	A	2N5060
Q22	A3J1-6	Flyaway "O"	72	Orn-Blu	B	2N5060
Q23	A3J1-5	Saucer "R"	14	Red-Grn	A	2N5060
Q23	A3J1-5	Base Run 4B	14	Red-Grn	B	2N5060
Q24	A3J1-4	Single Gate	50	Wht	A	2N5060
Q24	A3J1-4	Triple Target "L"	50	Wht	B	2N5060
Q25	A3J1-3	Top Right Homer Lane	81	Blk-Red	A	2N5060
Q25	A3J1-3	Top Right Grand Lane	81	Blk-Red	B	2N5060
Q26	A3J1-2	Steal Base 50K	64	Brn-Grn	A	2N5060
Q26	A3J1-2	Base Run 3B	64	Brn-Grn	B	2N5060
Q27	A3J1-1	Triple Target "I"	43	Grn-Yel	A	2N5060
Q27	A3J1-1	Triple Target "T"	43	Grn-Yel	B	2N5060
Q28	A3J2-3	Game Over (Back Box)	61	Brn-Red	A	2N5060
Q28	A3J2-3	Tilt (Back Box)	61	Brn-Red	B	2N5060
Q29	A3J2-2	High Score to Date (Back Box)	18	Red-Blk	A	2N5060
Q29	A3J2-2	Same Player Shoot Again (Back Box)	18	Red-Blk	B	2N5060
Q30	A3J2-1	Match (Back Box)	31	Yel-Red	A	2N5060
Q30	A3J2-1	Ball in Play (Back Box)	31	Yel-Red	B	2N5060

A Phase wire color is (90) Gry

B Phase wire color is (20) Blu

AS-2518-147 Driver Board

SCR	conn.	lamp description	code	wire color	phase	tr type
Q27	A3J1-1	Triple Target "T"	43	Grn-Yel	B	2N5060
Q27	A3J1-1	Triple Target "I"	43	Grn-Yel	A	2N5060
Q26	A3J1-2	Base Run 3B	64	Brn-Grn	B	2N5060
Q26	A3J1-2	Steal Base 50K	64	Brn-Grn	A	2N5060
Q25	A3J1-3	Top Right Grand Lane	81	Blk-Red	B	2N5060
Q25	A3J1-3	Top Right Homer Lane	81	Blk-Red	A	2N5060
Q24	A3J1-4	Single Gate	50	Wht	A	2N5060
Q24	A3J1-4	Triple Target "L"	50	Wht	B	2N5060
Q23	A3J1-5	Base Run 4B	14	Red-Grn	B	2N5060
Q23	A3J1-5	Saucer "R"	14	Red-Grn	A	2N5060
Q22	A3J1-6	Flyaway "O"	72	Orn-Blu	B	2N5060
Q22	A3J1-6	Flyaway "E"	72	Orn-Blu	A	2N5060
Q21	A3J1-7	Base Run 1A	67	Brn-Orn	B	2N5060
Q21	A3J1-7	Base Run 1C	67	Brn-Orn	A	2N5060
Q20	A3J1-8	Base #1	15	Red-Wht	B	2N5060
Q20	A3J1-8	Base #3	15	Red-Wht	A	2N5060
Q19	A3J1-10	Player 1 Million	97	Gry-Orn	B	2N5060
Q19	A3J1-10	Player 2 Million	97	Gry-Orn	A	2N5060
Q18	A3J1-11	Base Run 2A	75	Orn-Wht	B	2N5060
Q18	A3J1-11	Base Run 2C	75	Orn-Wht	A	2N5060
Q17	A3J1-12	Diamond 50K	95	Gry-Wht	B	2N5060
Q17	A3J1-12	Diamond Special	95	Gry-Wht	A	2N5060
Q16	A3J1-13	Triple Target "R"	91	Gry-Red	B	2N5060
Q16	A3J1-13	Triple Target "P"	91	Gry-Red	A	2N5060
Q15	A3J1-14	Saucer "H"	13	Red-Yel	B	2N5060
Q15	A3J1-14	Saucer "M"	13	Red-Yel	A	2N5060
Q14	A3J1-15	Steal "T" Target	83	Blk-Yel	B	2N5060
Q14	A3J1-15	Steal "A" Target	83	Blk-Yel	A	2N5060
Q13	A3J1-16	Double Lane	32	Yel-Blu	A	2N5060
Q13	A3J1-16	Triple Target "E"	32	Yel-Blu	B	2N5060
Q12	A3J1-17	Credit Indicator	47	Grn-Orn	A	2N5060
Q12	A3J1-17	Same Player Shoot Again (Playfield)	47	Grn-Orn	B	2N5060
Q11	A3J1-18	Player 3 Million	35	Yel-Wht	B	2N5060
Q11	A3J1-18	Player 4 Million	35	Yel-Wht	A	2N5060
Q10	A3J1-19	Base Run 1B	45	Grn-Wht	B	2N5060
Q10	A3J1-19	Bonus Multiplier 2X	45	Grn-Wht	A	2N5060
Q09	A3J1-20	Base Run 3A	85	Blk-Wht	B	2N5060
Q09	A3J1-20	Base Run 3C	85	Blk-Wht	A	2N5060
Q08	A3J1-21	Flyaway "R"	25	Blu-Wht	B	2N5060
Q08	A3J1-21	Top Right Slam Lane	25	Blu-Wht	A	2N5060
Q07	A3J1-22	Base Run 2B	23	Blu-Yel	B	2N5060
Q07	A3J1-22	Bonus Multiplier 3X	23	Blu-Yel	A	2N5060
Q06	A3J1-23	Base Run 4A	90	Gry	B	2N5060
Q06	A3J1-23	Base Run 4C	90	Gry	A	2N5060
Q05	A3J1-24	Flyaway "H"	12	Red-Blu	B	2N5060
Q05	A3J1-24	Flyaway "M"	12	Red-Blu	A	2N5060
Q04	A3J1-25	Saucer "O"	98	Gry-Blk	B	2N5060
Q04	A3J1-25	Saucer "E"	98	Gry-Blk	A	2N5060
Q03	A3J1-26	Base #2	43	Grn-Yel	A	2N5060
Q03	A3J1-26	Steal "L" Right Return Lane	43	Grn-Yel	B	2N5060
Q02	A3J1-27	Diamond 25K	21	Blu-Red	B	2N5060
Q02	A3J1-27	Diamond Extra Ball	21	Blu-Red	A	2N5060
Q01	A3J1-28	Steal "S" Left Return Lane	27	Blu-Orn	B	2N5060
Q01	A3J1-28	Steal "E" Target	27	Blu-Orn	A	2N5060
Q30	A3J2-1	Ball in Play (Back Box)	31	Yel-Red	B	2N5060
Q30	A3J2-1	Match (Back Box)	31	Yel-Red	A	2N5060
Q29	A3J2-2	High Score to Date (Back Box)	18	Red-Blk	A	2N5060
Q29	A3J2-2	Same Player Shoot Again (Back Box)	18	Red-Blk	B	2N5060
Q28	A3J2-3	Game Over (Back Box)	61	Brn-Red	A	2N5060
Q28	A3J2-3	Tilt (Back Box)	61	Brn-Red	B	2N5060

A Phase wire color is (90) Gry

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