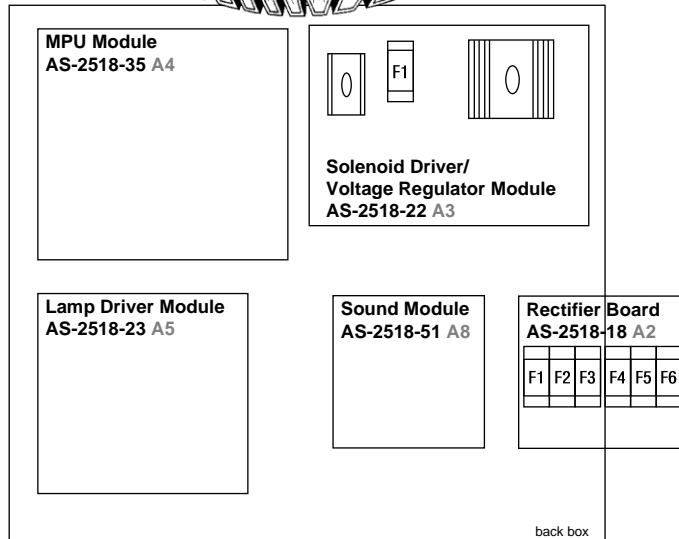




Fuse List

Rectifier Board AS-2518-18		
F1	6.5V Switched illumination	10A, 250V, SB
F2	230V Display power input	0.75A, 250V, SB
F3	5V Unregulated input	4A, 250V, SB
F4	43V Solenoids (2 flippers)	5A, 250V, SB
F5	6.5V General illumination	20A, 250V
F6	Main fuse	3A, 250V, SB
Sol. Dr./Volt. Reg. AS-2518-22		
F1	190V Display power output	0.25A, 250V, SB
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB



Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	tr type	SCR	connector	lamp description	code	wire color	tr type
Q16	A5J2-22	Ball-in-Play (Back Box)	62	Brn-Blu	MCR-106	Q06	A5J2-14	Insert "E"	12	Red-Blu	2N5060
Q42	A5J3-21	Bonus 15K	30	Yel	MCR-106	Q19	A5J2-15	Insert "R"	23	Blu-Yel	2N5060
Q02	A5J1-25	Bonus Multiplier 2X	90	Gry	MCR-106	Q31	A5J2-2	Insert "B"	20	Blu	2N5060
Q17	A5J1-11	Bonus Multiplier 3X	65	Brn-Wht	MCR-106	Q45	A5J2-1	Insert "A"	60	Brn	2N5060
Q41	A5J3-20	Bonus Multiplier 4X	64	Brn-Grn	MCR-106	Q07	A5J2-13	Insert "L" (2nd)	53	Wht-Yel	2N5060
Q03	A5J1-26	Bonus Multiplier 5X	91	Gry-Red	MCR-106	Q21	A5J2-12	Insert "L" (3rd)	61	Brn-Red	2N5060
Q24	A5J1-5	Bottom Kicker Up (2 lamps)	48	Grn-Blk	MCR-106	Q46	A5J3-18	Kicker Special When Lit	56	Wht-Brn	2N5060
Q14	A5J1-18	Center "S"	58	Wht-Blk	2N5060	Q23	A5J2-8	Match (Back Box)	93	Gry-Yel	MCR-106
Q29	A5J1-1	Center "I"	41	Gm-Red	2N5060	Q32	A5J3-27	Mania "M" (Left Outlane)	40	Gm	2N5060
Q36	A5J3-26	Center "L" (1st)	38	Yel-Blk	2N5060	Q59	A5J3-4	Mania "A" (Left Return Lane)	14	Red-Grn	2N5060
Q57	A5J3-1	Center "V"	10	Red	2N5060	Q04	A5J1-28	Mania "N" (Center Target)	78	Orn-Blk	2N5060
Q12	A5J1-19	Center "E"	60	Brn	2N5060	Q25	A5J1-6	Mania "I" (Right Return Lane)	25	Blu-Wht	2N5060
Q27	A5J1-9	Center "R"	52	Wht-Blu	2N5060	Q20	A5J1-13	Mania "A" (Right Outlane)	96	Gry-Brn	2N5060
Q38	A5J3-25	Center "B"	36	Yel-Brn	2N5060	Q40	A5J3-22	Same Player Shoot Again (Playfield)	23	Blu-Yel	MCR-106
Q50	A5J3-12	Center "A"	21	Blu-Red	2N5060	Q56	A5J3-10	Silverball Special & 30K	91	Gry-Red	MCR-106
Q13	A5J1-17	Center "L" (2nd)	57	Wht-Orn	2N5060	Q53	A5J3-14	Spinner Left	84	Blk-Grn	2N5060
Q28	A5J1-8	Center "L" (3rd)	51	Wht-Red	2N5060	Q58	A5J3-2	Spinner Right	95	Gry-Wht	2N5060
Q44	A5J3-19	Center "M"	67	Brn-Orn	2N5060	Q09	A5J1-14	Target "S" (Top)	54	Wht-Grn	MCR-106
Q51	A5J3-15	Center "A" (1st in MANIA)	53	Wht-Yel	2N5060	Q34	A5J1-2	Target "I" (Top)	43	Gm-Yel	MCR-106
Q08	A5J1-23	Center "N"	56	Wht-Brn	MCR-106	Q48	A5J3-16	Target "L" (Top)	25	Blu-Wht	MCR-106
Q35	A5J1-3	Center "I" (in MANIA)	45	Gm-Wht	MCR-106	Q55	A5J3-9	Target "V" (Top)	15	Red-Wht	MCR-106
Q49	A5J3-17	Center "A" (2nd in MANIA)	27	Blu-Orn	MCR-106	Q10	A5J1-15	Target "E" (Left)	13	Red-Yel	MCR-106
Q52	A5J3-13	Credit Indicator	13	Red-Yel	2N5060	Q22	A5J1-10	Target "R" (Left)	23	Blu-Yel	MCR-106
Q39	A5J3-24	Extra Ball Arrow	72	Orn-Blu	2N5060	Q37	A5J3-23	Target "B" (Left)	98	Gry-Blk	2N5060
Q33	A5J2-11	Game Over (Back Box)	95	Gry-Wht	MCR-106	Q60	A5J3-3	Target "A" (Right)	81	Blk-Red	2N5060
Q15	A5J2-23	High Score to Date (Back Box)	97	Gry-Orn	MCR-106	Q11	A5J1-16	Target "L" (Right Upper)	12	Red-Blu	2N5060
Q05	A5J2-16	Insert "S"	34	Yel-Grn	2N5060	Q26	A5J1-7	Target "L" (Right Lower)	34	Yel-Grn	2N5060
Q18	A5J2-20	Insert "I"	35	Yel-Wht	2N5060	Q47	A5J2-10	Tilt (Back Box)	98	Gry-Blk	MCR-106
Q30	A5J2-6	Insert "L" (1st)	85	Blk-Wht	2N5060	Q01	A5J1-24	Top Center Rollover Lane	50	Wht	MCR-106
Q43	A5J2-7	Insert "V"	91	Gry-Red	2N5060	Q54	A5J3-11	Top Left & Right Rollover Lane	20	Blu	MCR-106

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Outhole Kicker	Momentary	95	Gry-Wht	A3J1-5	Q4	AN-26-1200
2	Knocker	Momentary	85	Blk-Wht	A3J2-5, J3-7	Q3	AR-26-1200
3	Kick & Down Coil	Momentary	83	Blk-Yel	A3J5-14	Q11	AN-26-1200
4	Right Slingshot	Momentary	85	Blk-Wht	A3J5-15	Q10	AN-26-1200
5	Left Slingshot	Momentary	71	Orn-Red	A3J5-9	Q9	AN-26-1200
6	Up Kicker	Momentary	80	Blk	A3J5-13	Q12	NO-26-1900
7	Left Thumper Bumper	Momentary	75	Orn-Wht	A3J5-12	Q13	AN-26-1200
8	Right Thumper Bumper	Momentary	74	Orn-Grn	A3J5-10	Q8	AN-26-1200
9	Center Thumper Bumper	Momentary	78	Orn-Blk	A3J5-11	Q14	AN-26-1200
10	Coin Lockout	Continuous	36	Yel-Brn	A3J2-8	Q19	FO-36-7000
11	Flipper enabling relay	Continuous	--	--	--	Q15	48V Relay
		Momentary	67	Brn-Orn	A3J1-2, J2-9	Q1	
		Momentary	81	Blk-Red	A3J1-3, J2-4	Q2	
		Momentary	67	Brn-Orn	A3J2-10	Q5	
		Momentary	74	Orn-Grn	A3J2-11	Q6	
		Momentary	81	Blk-Red	A3J2-12	Q7	
		Momentary	18	Red-Blk	A3J5-8, J2-6, J3-7,	Q16	
		Continuous	91	Gry-Red	A3J5-7	Q17	
		Continuous	81	Blk-Red	A3J5-3, J2-15, J3-9	Q18	
Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire	Coil			
Left Flipper	60 (Brn)	40 (Grn)	A3J1-8	20 (Blu)	A3J2-2	AQ-25-500/34-4500	
Right Flipper	60 (Brn)	70 (Orn)	A3J1-9	10 (Red)	A3J2-1	AQ-25-500/34-4500	

Switch Matrix

strobe (ST) return (I)

Column	STROBE 0 A4J2-1 Wht-Red (51) A4J3-2 Red-Yel (13)	STROBE 1 A4J2-2 Gry-Yel (93) A4J3-3 Red-Grn (14)	STROBE 2 A4J2-3 Wht-Blu (52) A4J3-5 (not used)	STROBE 3 A4J2-4 Wht-Yel (53) A4J3-6 (not used)	STROBE 4 A4J2-5 Yel-Red (31) A4J3-7 (not used)	STROBE 5 A4J2-7 Orn-Blu (72) A4J3-8 (not used)
RETURN I0 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Bottom Center Lane 1	Coin Chute III (Right) 9	Right "A" Target 17	Right Spinner 25	Left Spinner 33	Not Used 41
RETURN I1 A4J2-9 Wht-Brn (56) A4J3-10 Brn-Wht (65)	Hoop Rollover Button (2) 2	Coin Chute I (Left) 10	Left "B" Target 18	Right Outlane "A" Rollover 26	50 Points Rebounds (4) & Top Bumpers (4) 34	Not Used 42
RETURN I2 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Top Right Rollover 3	Coin Chute II (Middle) 11	Left "R" Target 19	Right Return Lane "I" Rollover 27	Service Switch (Panel) 35	Not Used 43
RETURN I3 A4J2-11 Wht-Blk (58) A4J3-12 Blu-Red (21)	Top Center Rollover 4	Not Used 12	Left "E" Target 20	Center "N" Target 28	Right Slingshot 36	Not Used 44
RETURN I4 A4J2-12 Brn (60) A4J3-13 Blu-Yel (23)	Top Left Rollover 5	Not Used 13	Top "V" Target 21	Left Return Lane "A" Rollover 29	Left Slingshot 37	Not Used 45
RETURN I5 A4J2-13 Brn-Yel (63) A4J3-14 Blu-Wht (25)	Credit Button 6	Not Used 14	Top "L" Target 22	Left Outlane "M" Rollover 30	Center Thumper Bumper 38	Not Used 46
RETURN I6 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Tilt (3) 7	Not Used 15	Top "I" Target 23	Right "L" Target (Lower) 31	Right Thumper Bumper 39	Not Used 47
RETURN I7 A4J2-15 Orn (70) A4J3-16 Yel (30)	Outhole 8	Slam (2) 16	Top "S" Target 24	Right "L" Target (Upper) 32	Left Thumper Bumper 40	Not Used 48