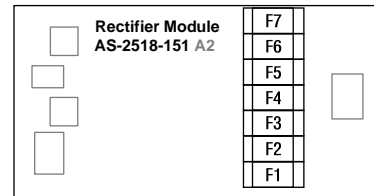
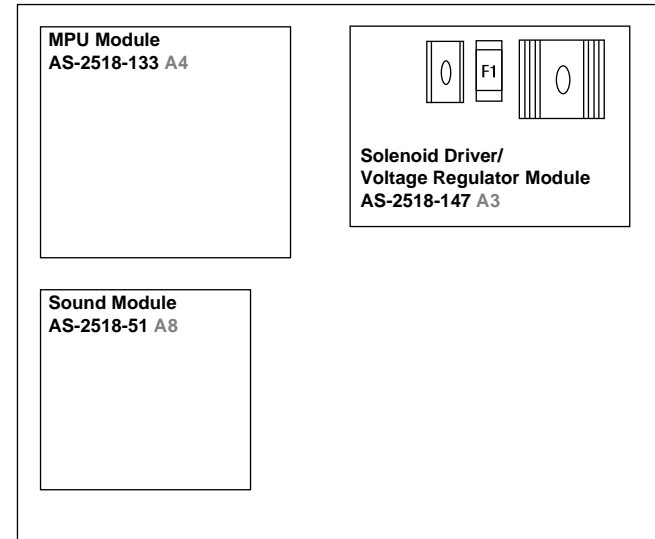


Fuse List

Rectifier Module AS-2518-151		
F1	5V Unregulated input	6A, 250V
F2	43V Solenoids (2 flippers)	5A, 250V
F3	230V Display power input	0.75A, 250V
F4	Feature lights Phase A	8A, 250V
F5	Feature lights Phase B	8A, 250V
F6	General illumination BackBox	8A, 250V
F7	General illumination Playfield	8A, 250V
Sol. Dr./Volt. Reg. AS-2518-147		
F1	190V Display power output	0.25A, 250V
Under the Playfield fuses		
F1	Solenoids	1A, 250V, SB
Transformer Module		
F1	Main fuse	3A, 250V, SB



Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q06	A3J1-23	Arrow "G" in GOLD	90	Gry	B	2N5060	Q20	A3J1-8	Circle "A" in BALL	15	Red-Wht	B	2N5060
Q23	A3J1-5	Arrow "O" in GOLD	14	Red-Grn	B	2N5060	Q03	A3J1-26	Circle "L" (1st) in BALL	43	Gm-Yel	A	2N5060
Q06	A3J1-23	Arrow "L" in GOLD	90	Gry	A	2N5060	Q20	A3J1-8	Circle "L" (2nd) in BALL	15	Red-Wht	A	2N5060
Q23	A3J1-5	Arrow "D" in GOLD	14	Red-Grn	A	2N5060	Q12	A3J1-17	Credit Indicator	47	Gm-Orn	A	2N5060
Q15	A3J1-14	Arrow "B" in BALL	13	Red-Yel	B	2N5060	Q28	A3J2-3	Game Over (Back Box)	61	Bm-Red	A	2N5060
Q04	A3J1-25	Arrow "A" in BALL	98	Gry-Blk	B	2N5060	Q08	A3J1-21	GI Flasher	25	Blu-Wht	A	2N5060
Q15	A3J1-14	Arrow "L" (1st) in BALL	13	Red-Yel	A	2N5060	Q08	A3J1-21	GI Flasher	25	Blu-Wht	B	2N5060
Q04	A3J1-25	Arrow "L" (2nd) in BALL	98	Gry-Blk	A	2N5060	Q26	A3J1-2	GOLDBALL Special	64	Bm-Grn	A	2N5060
Q30	A3J2-1	Ball in Play (Back Box)	31	Yel-Red	B	2N5060	Q29	A3J2-2	High Score to Date (Back Box)	18	Red-Blk	A	2N5060
Q27	A3J1-1	Bonus 3K	48	Gm-Blk	B	2N5060	Q05	A3J1-24	Lane "P"	12	Red-Blu	B	2N5060
Q16	A3J1-13	Bonus 6K	91	Gry-Red	B	2N5060	Q22	A3J1-6	Lane "L"	72	Orn-Blu	B	2N5060
Q27	A3J1-1	Bonus 9K	48	Gm-Blk	A	2N5060	Q05	A3J1-24	Lane "A"	12	Red-Blu	A	2N5060
Q16	A3J1-13	Bonus 12K	91	Gry-Red	A	2N5060	Q22	A3J1-6	Lane "Y"	72	Orn-Blu	A	2N5060
Q24	A3J1-4	Bonus 15K	50	Wht	B	2N5060	Q30	A3J2-1	Match (Back Box)	31	Yel-Red	A	2N5060
Q13	A3J1-16	Bonus 18K	32	Yel-Blu	B	2N5060	Q19	A3J2-15	Player 1 Million	97	Gry-Orn	B	2N5060
Q24	A3J1-4	Bonus 21K	50	Wht	A	2N5060	Q19	A3J2-15	Player 2 Million	97	Gry-Orn	A	2N5060
Q13	A3J1-16	Bonus 24K	32	Yel-Blu	A	2N5060	Q11	A3J1-18	Player 3 Million	35	Yel-Wht	B	2N5060
Q21	A3J1-7	Bonus 27K	67	Bm-Orn	B	2N5060	Q11	A3J1-18	Player 4 Million	35	Yel-Wht	A	2N5060
Q10	A3J1-19	Bonus 30K	45	Gm-Wht	B	2N5060	Q12	A3J1-17	Same Player Shoot Again (Playfield)	47	Gm-Orn	B	2N5060
Q21	A3J1-7	Bonus 60K	67	Bm-Orn	A	2N5060	Q29	A3J2-2	Same Player Shoot Again (Back Box)	18	Red-Blk	B	2N5060
Q18	A3J1-11	Bonus Multiplier 2X	75	Orn-Wht	B	2N5060	Q02	A3J1-27	Target #1	21	Blu-Red	B	2N5060
Q07	A3J1-22	Bonus Multiplier 3X	23	Blu-Yel	B	2N5060	Q17	A3J1-12	Target #2	95	Gry-Wht	B	2N5060
Q09	A3J1-20	Bulls Eye 100K	85	Blk-Wht	B	2N5060	Q02	A3J1-27	Target #3	21	Blu-Red	A	2N5060
Q26	A3J1-2	Bulls Eye 200K	64	Bm-Grn	B	2N5060	Q18	A3J1-11	Target 1-2-3 100K	75	Orn-Wht	A	2N5060
Q09	A3J1-20	Bulls Eye Special	85	Blk-Wht	A	2N5060	Q07	A3J1-22	Target 1-2-3 Special	23	Blu-Yel	A	2N5060
Q01	A3J1-28	Circle "G" in GOLD	27	Blu-Orn	B	2N5060	Q28	A3J2-3	Tilt (Back Box)	61	Bm-Red	B	2N5060
Q14	A3J1-15	Circle "O" in GOLD	83	Blk-Yel	B	2N5060	Q25	A3J1-3	Top Extra Ball	81	Blk-Red	B	2N5060
Q01	A3J1-28	Circle "L" in GOLD	27	Blu-Orn	A	2N5060	Q10	A3J1-19	Top Right Rollover Button	45	Gm-Wht	A	2N5060
Q14	A3J1-15	Circle "D" in GOLD	83	Blk-Yel	A	2N5060	Q25	A3J1-3	Top Special	81	Blk-Red	A	2N5060
Q03	A3J1-26	Circle "B" in BALL	43	Gm-Yel	B	2N5060	Q17	A3J1-12	Triple When Lit	95	Gry-Wht	A	2N5060

A Phase wire color is (90) Gry
B Phase wire color is (20) Blu

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Left Thumper Bumper	Momentary	71	Orn-Red	A3J5-9, J6-6	Q37	AN-26-1200
2	Lower Thumper Bumper	Momentary	74	Orn-Grn	A3J5-8, J6-7	Q38	AN-26-1200
3	Right Thumper Bumper	Momentary	75	Orn-Wht	A3J5-4, J6-11	Q43	AN-26-1200
4	Right Slingshot	Momentary	83	Blk-Yel	A3J5-3, J6-12	Q42	AN-26-1200
5	Knocker	Momentary	85	Blk-Wht	A3J5-2, J6-14	Q41	AR-26-1200
6	Outhole (regular)	Momentary	95	Gry-Wht	A3J5-1, J6-15	Q40	AO-27-1300
7	Gold Ball Outhole Kicker	Momentary	91	Gry-Red	A3J5-7, J6-8	Q39	AO-27-1300
8	Open Gate	Continuous	78	Orn-Blk	A3J5-10, J6-5	Q36	C-31-2000
9	Coin Lockout	Continuous	36	Yel-Brn	A3J5-2, J6-3	Q34	FO-36-7000
10	Flipper enabling relay	Continuous	--	--	--	Q44	48V Relay
11	Close Gate	Continuous	15	Red-Wht	A3J5-11, J6-4	Q35	C-31-2000

Flipper Circuits	Power Wire	Return Wire	Switch Wire	Coil	Flipper Circuits
Left Flipper	Bm (60)	40 (Gm)	A3J5-13	20 (Blu)	A3J6-1 AQ-25-500/34-4500
Right Flipper	Bm (60)	70 (Orn)	A3J5-14	10 (Red)	A3J6-2 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 Orn (70) A4J3-3 Red-Gm (14)	STROBE 2 A4J2-3 Gry-Yel (93) A4-J3-5 (not used)	STROBE 3 A4J2-4 Wht-Yel (53) A4-J3-6 (not used)	STROBE 4 A4J2-5 Yel-Red (31) A4-J3-7 (not used)	STROBE 5 A4J2-7 Orn-Blu (72) A4-J3-8 (not used)
RETURN 10 A4J2-8 Wht-Grn (54) A4J3-9 Red-Wht (15)	Left Thumper Bumper 1	Coin Chute III (Right) 9	Left Outlane 17	Single Target 25	Not Used 33	Not Used 41
RETURN 11 A4J2-9 Brn-Yel (63) A4J3-10 Brn-Wht (65)	Lower Thumper Bumper 2	Coin Chute I (Left) 10	Left Return Lane 18	Right Outlane 26	Not Used 34	Not Used 42
RETURN 12 A4J2-10 Wht-Orn (57) A4J3-11 Blu (20)	Right Thumper Bumper 3	Coin Chute II (Middle) 11	Right Side Rollover Button 19	Rebounds (4) 27	Not Used 35	Not Used 43
RETURN 13 A4J2-11 Orn-Blk (78) A4J3-12 (not used)	Right Slingshot 4	Target #1 12	Top Rollover Button 20	Bulls Eye Side Switch (2) 28	Not Used 36	Not Used 44
RETURN 14 A4J2-12 Brn (60) A4J3-13 (not used)	Right Flipper Button 5	Target #2 13	"P" Lane 21	Bulls Eye Target 29	Not Used 37	Not Used 45
RETURN 15 A4J2-13 Wht-Brn (56) A4J3-14 Blu-Wht (25)	Credit Button 6	Target #3 14	"L" Lane 22	Outhole Gold Ball 30	Not Used 38	Not Used 46
RETURN 16 A4J2-14 Brn-Wht (65) A4J3-15 Blu-Orn (27)	Spinner 7	Tilt (3) 15	"A" Lane 23	Lower Left Rebounds 31	Not Used 39	Not Used 47
RETURN 17 A4J2-15 Wht-Blu (52) A4J3-16 Yel (30)	Outhole (regular) 8	Slam (2) 16	"Y" Lane 24	Not Used 32	Not Used 40	Not Used 48