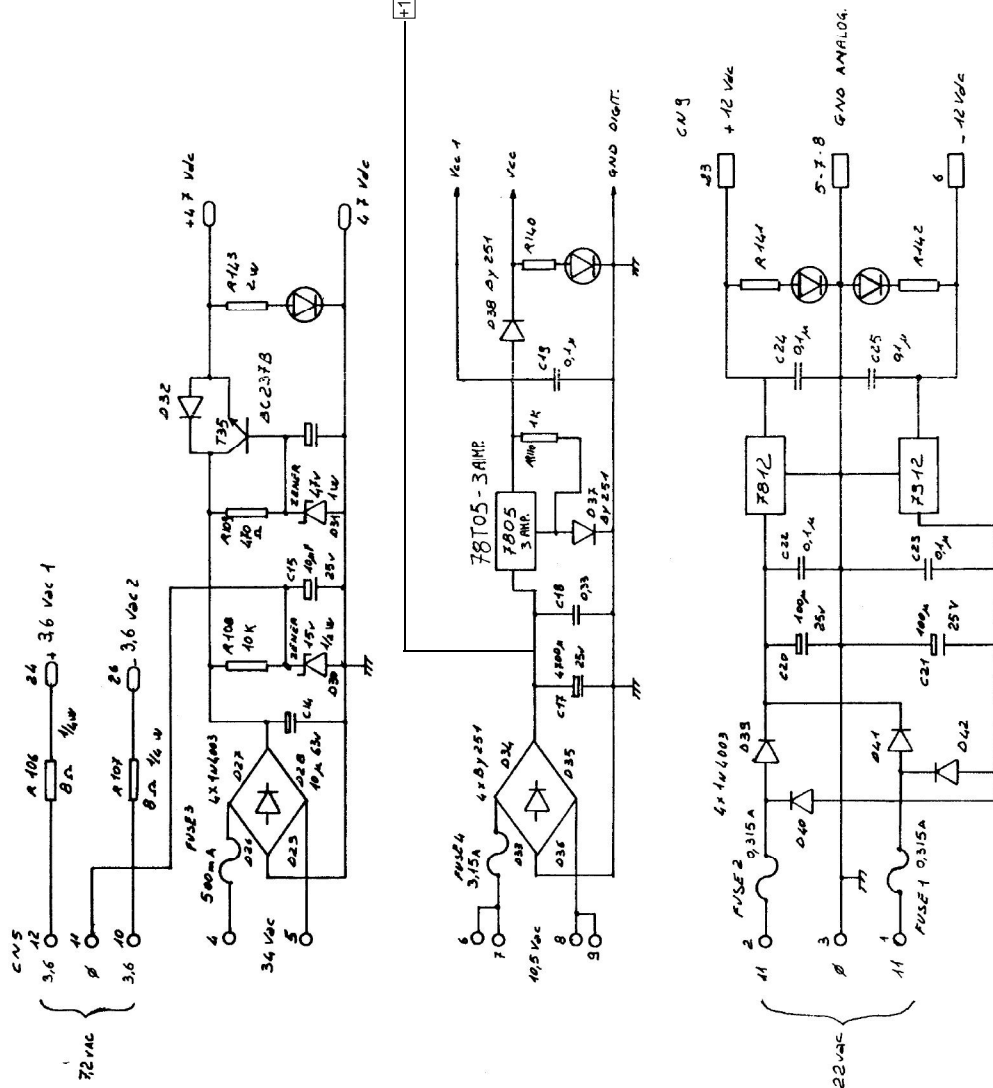




+12V to Audio Amp via CN9 Pins 1-4

iii Tecnoplay

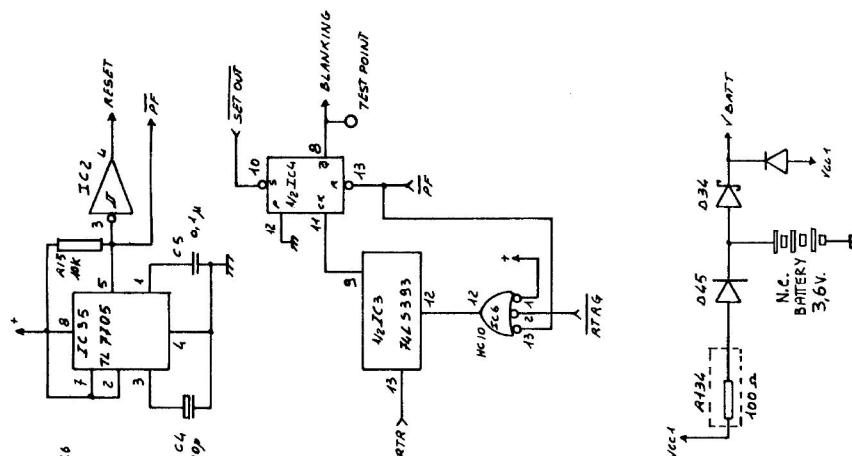
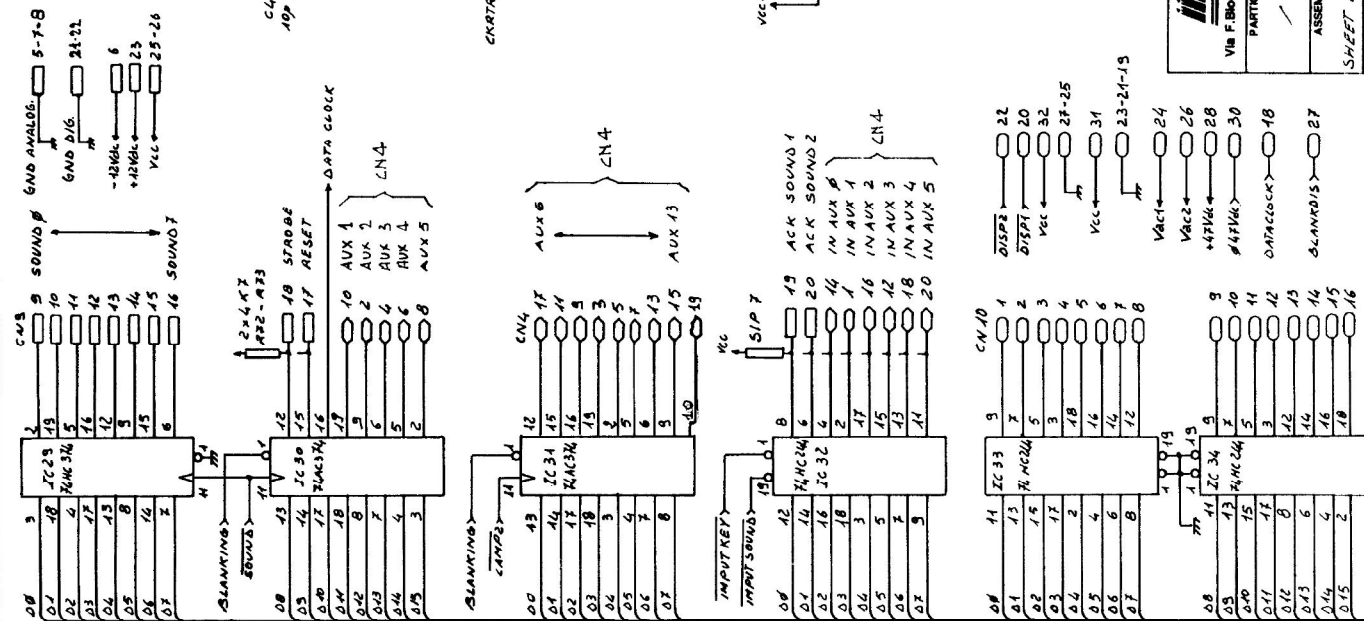
DISEGNO RISERVATO A NORMA
DI LEGGE E VIETATA
LA RIPRODUZIONE E LA
DIVULGAZIONE SENZA APPROVAZIONE

Via F. Biondo, 61-Sernavalle 47031 Rep. S. Marino

PARTICOLARE DESCRIZIONE
CORRECTIONS BY KW

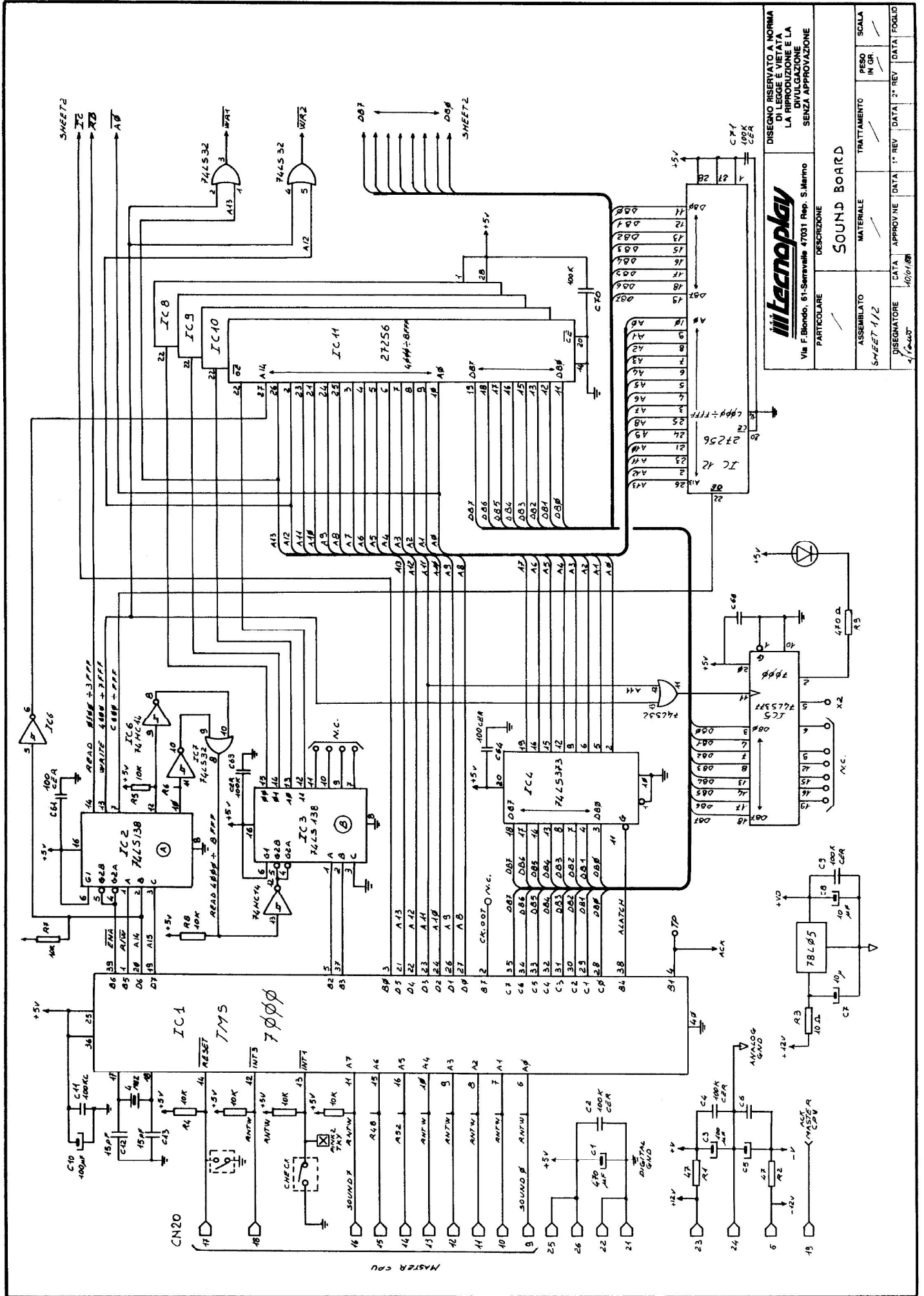
ASSEMBLATO	MATERIALE	TRATTAMENTO	PESO IN GR.	SCALA				
HEET 114	✓	✓	✓	✓				
DISEGNATORE	DATA	APPROV. NE	DATA	1° REV	DATA	2° REV	DATA	FOGLIO
7/6/42	11/1/42							

CPU BOARD - POWER SECTION

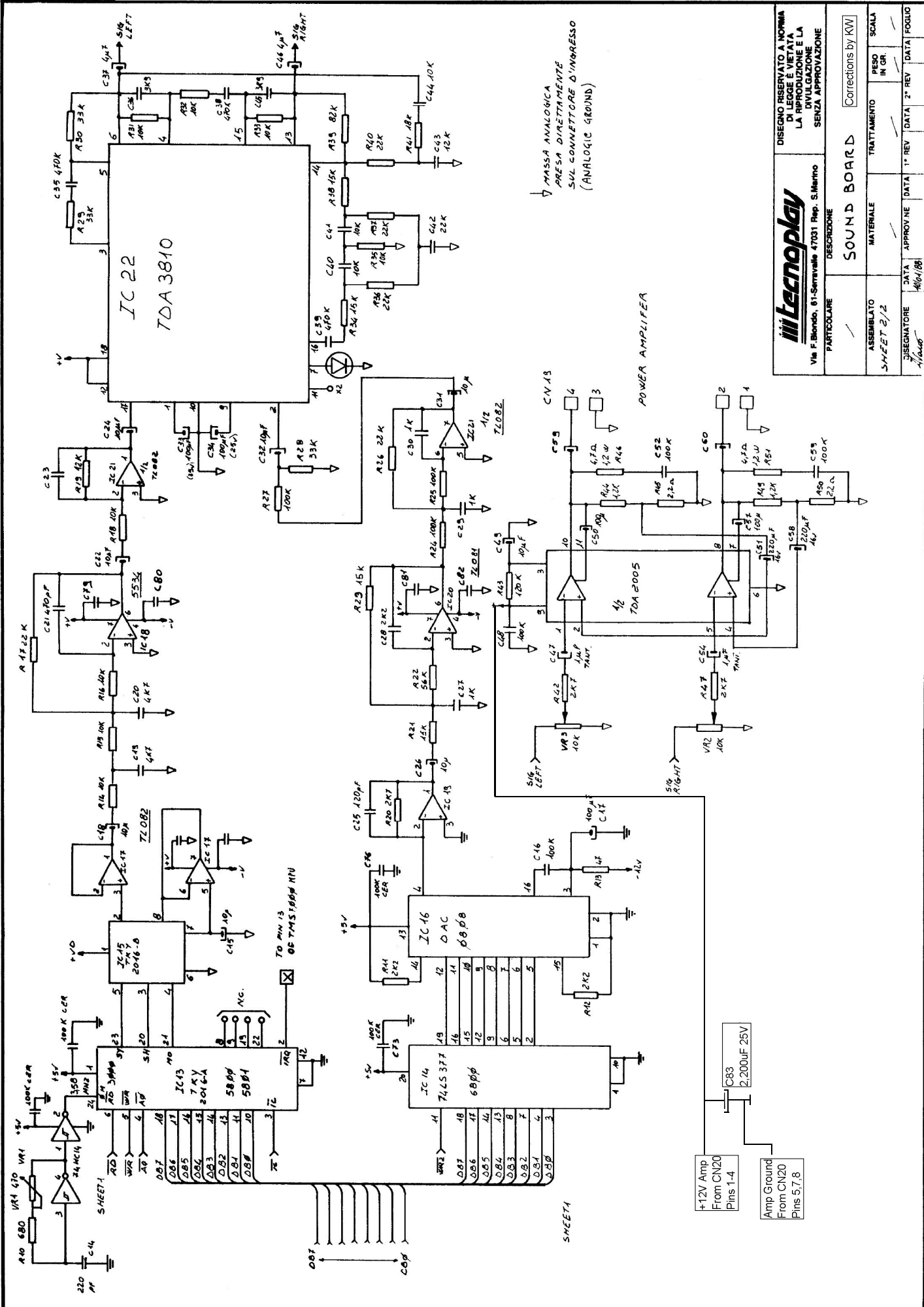


iii tecnoplay
Via F. Blondo, 61-Serravalle 47031 Rep. S. Marino

PARTICOLARE	DESCRIZIONE	MATERIALE	TRATTAMENTO	PESO IN GR.	SCALA
/	CPU BOARD				/

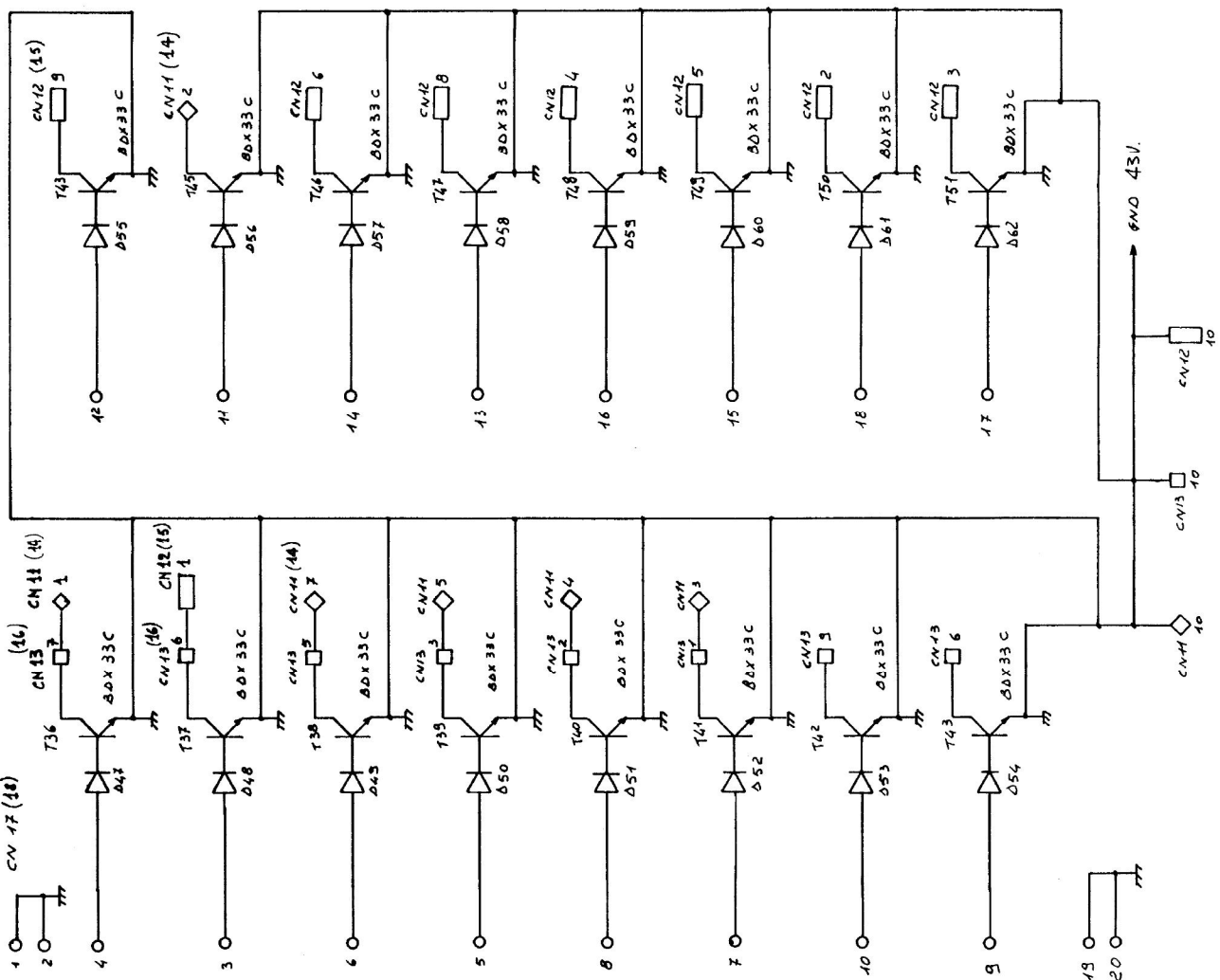


iii Tecnoplay Via F. Biondo, 61-Serravalle 47031 Rep. S. Marino		DISEGNO RISERVATO A NORMA DI LEGGE È VIETATA LA RIPRODUZIONE E LA DIVULGAZIONE SENZA APPROVAZIONE	
PARTICOLARE	DESCRIZIONE	TRATTAMENTO	SCALA
ASSEMBLATO	MATERIALE	1° REV	2° REV
SHEET 1/2	APPROV. NE	DATA	DATA
DISEGNATORE	DATA	10/01/88	FOGLIO
4/16/88			



MASSA ANALOGICA
PRESA DIRETTAMENTE
SUL CONNETTORE D'INGRESSO
(ANALOGIC GROUND)

iii TecnoPlay Via F. Biondo, 61-Sarnavalle 47031 Rep. S. Marino		DISEGNO RISERVATO A NORMA DI LEGGE È VIETATA LA RIPRODUZIONE E LA DIVULGAZIONE SENZA APPROVAZIONE	
PARTICOLARE	DESCRIZIONE	DESCRIZIONE	Corrections by KWI
ASSEMBLATO	MATERIALE	TRATTAMENTO	SCALA
SHEET 2/2			PESO IN GR.
DESIGNATORE	DATA	APPROV. NE	DATA
4/10/88			1° REV
			2° REV
			DATA
			FOGLIO

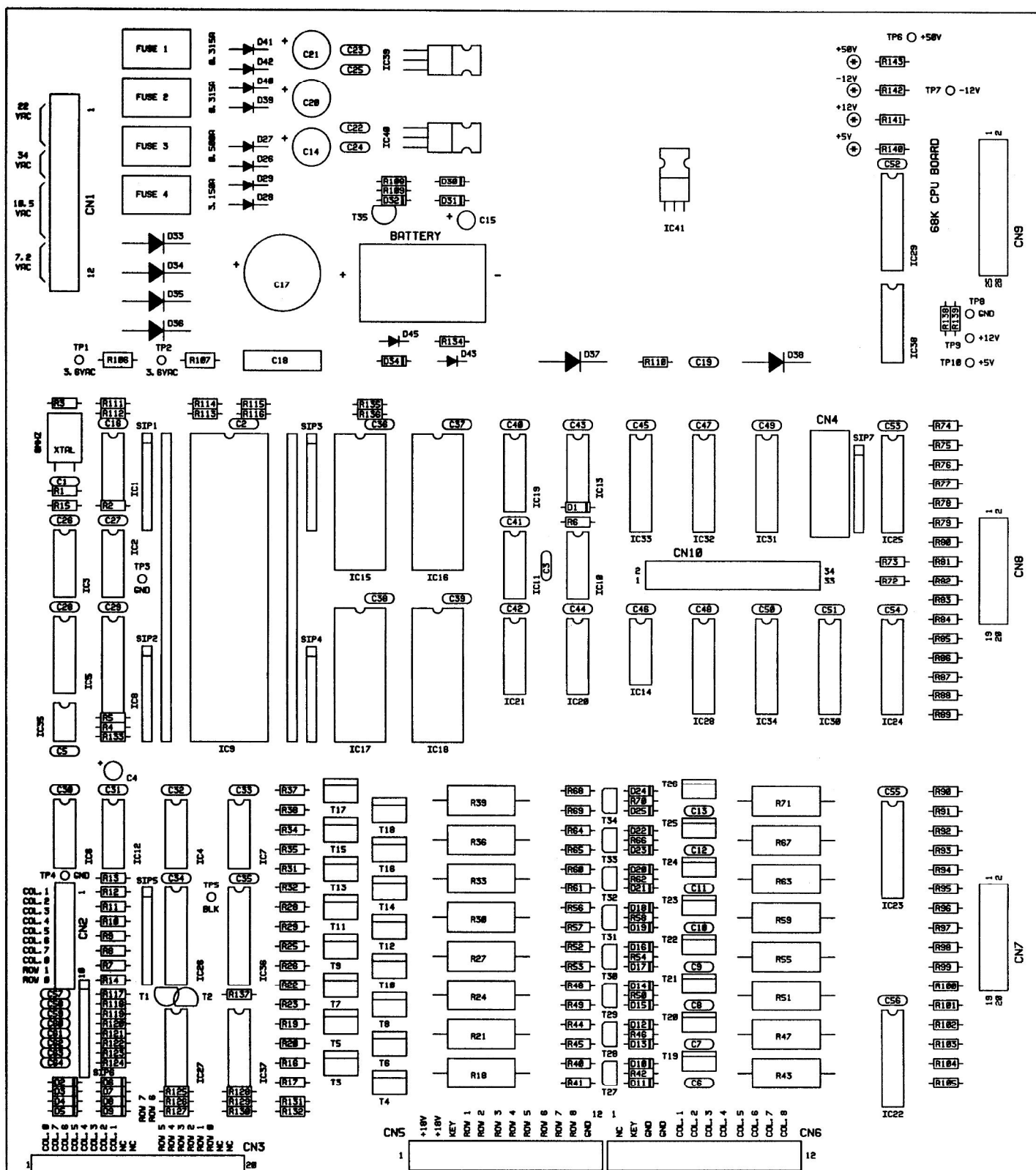


iii Tecnoplay

Via F. Blondo, 61-Serravalle 47031 Rep. S. Marino

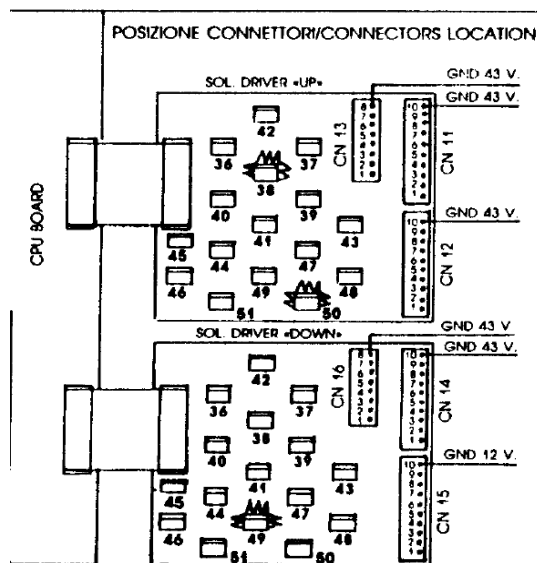
DISEGNO RISERVATO A NORMA
DI LEGGE È VIETATA
LA RIPRODUZIONE E LA
DIVULGAZIONE
SENZA APPROVAZIONE

DESCRIZIONE		TRATTAMENTO		RISERVA		SCALA	
PARTICOLARE		MATERIALE		IN GR.			
ASSEMBLATO							
SHEET 1/1							
DESIGNATORE		APPROVAZIONE	DATA	1° REV	DATA	2° REV	DATA
7/6443			12/01/91				



SOLENOID TABLE - SPACE TEAM									
SOL N°	DRIVER trans	CONN N°	CONN PIN	WIRE COL.	FUNCTION	COIL/LAMP	COIL OHMS	FUSE N°	6.3x32 T
1	36 UP	CN13	7	Y	KNOCKER (TIC-TOC)	40/1200	10.8R	Unfused fire hazard. Fit T1.6A inline fuse holder.	
2	37 UP	CN13	6	R/W	TOKEN DISPENSER (Option)				
3	38 UP	CN11	7	R/W	LEFT CANAL KICKER	50/1500	9.7R	9	1.6A
4	39 UP	CN11	5	Bk/Bn	LEFT SLINGSHOT	40/1200	10.8R	5	2A
5	40 UP	CN11	4	Y/W	RIGHT SLINGSHOT	40/1200	10.8R	5	2A
6	41 UP	CN11	3	R/Bu	HEAD LIGHT EFFECT	2x 10W LAMP (speakers)		via 2 pin connector in head	
7	42 UP	CN11	9		NC				
8	43 UP	CN11	6	R/Bk	MOVING TARGET RED	45/1000-14/5000	6.5/500R	3	1.6A
9	45 UP	CN11	2	O/Bk	MOVING TARGET ORAN.	45/1000-14/5000	6.5/500R	4	1.6A
10	44 UP	CN12	9	R/Y	TOP LEFT 3FLASH	3x 5W LAMP(pfield)			
11	47 UP	CN12	8	Bk/Pk	TOP RIGHT 3FLASH	3x 5W LAMP(pfield)			
12	46 UP	CN12	6		NC				
13	49 UP	CN12	5	Gn/W	TOP MULTIBALLS EJECT	50/1500	9.7R	10	1.6A
14	48 UP	CN12	4	Bu/Bk	LEFT BUMPER	45/1000	6.8R	7	1.6A
15	51 UP	CN12	3	Y/Bk	RIGHT BUMPER	45/1000	6.8R	6	1.6A
16	50 UP	CN12	2	Y/R	AIM MOTOR (12V)				
17	36 DWN	CN16	7	Bk/Gn	LAMP POWER LEFT	LAMP			
18	37 DWN	CN16	6	Bn/R	LAMP POWER RIGHT	LAMP			
19	38 DWN	CN14	7	Pk/W	MOVING MINI POST	45/1000-14/5000	6.5/500R	8	1.6A
20	39 DWN	CN14	5	Bk/Gy	FLIPPER RELAY	48VDC			
21	43 DWN	CN14	6	Bu/Y	PF.EFFECT LAMP LASER	3x 10W LAMP(pfield)			
22	42 DWN	CN14	9	Bk/W	TOP KICKER	40/2200	21.8R	5	2A
23	41 DWN	CN14	3	Pk/Bu	OUTHOLE KICKER	40/1200	10.8R	5	2A
24	40 DWN	CN14	4	Gy/R	HOLE EJECT	355/2600	21R	5	2A
25	45 DWN	CN14	2	W	LAMP BOOST 6	BA15 12V/5W			
26	44 DWN	CN15	9	O	LAMP BOOST 5	BA15 12V/5W			
27	47 DWN	CN15	8	Bu	LAMP BOOST 4	BA15 12V/5W			
28	46 DWN	CN15	6	V	LAMP BOOST 3	BA15 12V/5W			
29	49 DWN	CN15	5	Y	LAMP BOOST 2	BA15 12V/5W			
30	48 DWN	CN15	4	Gn	LAMP BOOST 1	BA15 12V/5W			
31	51 DWN	CN15	3	O/W	LAMP RIGHT BUMPER	BA15 12V/5W			
32	50 DWN	CN15	2	R/V	LAMP LEFT BUMPER	BA15 12V/5W			

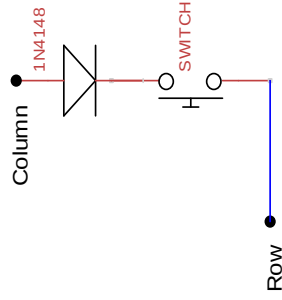
J8	2	Pk	FLIPPER LEFT	56/600-21/4500	2.4/175R	1	4A
J8	1	O	FLIPPER RIGHT	56/600-21/4500	2.4/175R	2	4A



Colour Codes	
Bk	Black
Bn	Brown
R	Red
O	Orange
Y	Yellow
Gn	Green
Bu	Blue
V	Violet
Gy	Grey
W	White
Pk	Pink

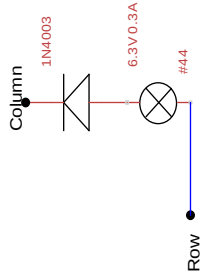
SWITCH MATRIX - Space Team

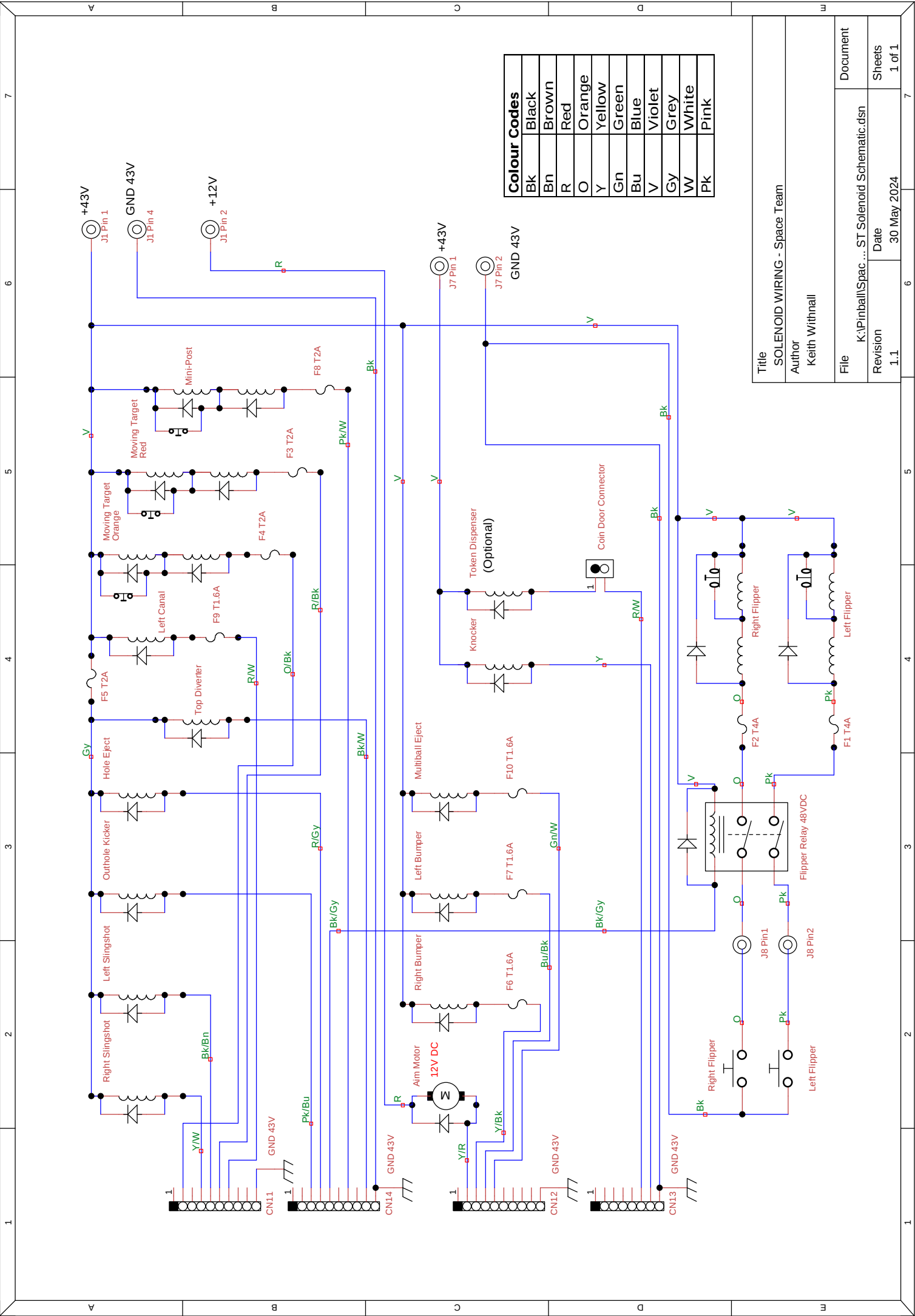
CN3 Pin	1	8	7	6	5	4	3	2
Column #	0	1	2	3	4	5	6	7
Colour	Bk/W	Bn/W	R/W	O/W	Y/W	Gn/W	Bu/W	V/W
18	#0 Test Up	#1 Test Down	#2 Tilt2 (Vertical)	#3 Left Door Push	#4 Coin Switch Left	#5 Coin Switch Right	#6 Not used	#7 Letter Selection Forward
17	#8 Letter Selection Rewind	#9 Credit	#10 Tilt 1 (Horizontal)	#11 Start	#12 Right Door Push	#13 Not used	#14 Not used	#15 Not used
16	#16 Outhole	#17 4th Ball Trough	#18 3rd Ball Trough	#19 2nd Ball Trough	#20 1st Ball Trough	#21 Exit Canal Right 100k	#22 Inner Canal Left 50k	#23 20k Left Target
15	#24 Not used	#25 Inner Canal Right 50k	#26 Exit Canal Left (Black Hole)	#27 Left Kicker	#28 Right Kicker	#29 Horseshoe Gate Left	#30 Horseshoe Gate Right	#31 Right Pop Bumper
14	#32 Left Pop Bumper	#33 Not used	#34 Not used	#35 Not used	#36 Space Station Left	#37 Space Station Right	#38 Thrust 1	#39 Thrust 2
13	#40 Thrust 3	#41 Thrust 4	#42 Thrust 5	#43 Thrust 6	#44 Top Left/Right Rubbers	#45 Top Target 1	#46 Top Target 2	#47 Top Target 3
12	#48 Top Target 4	#49 Not used	#50 Not used	#51 4th Ball Multiball	#52 3rd Ball Multiball	#53 2nd Ball Multiball	#54 1st Ball Multiball	#55 Top Target 5
11	#56 Top Target 6	#57 Top Target 7	#58 Top Target 8	#59 Not used	#60 Lift Off Target	#61 Not used	#62 Not used	#63 Not used



LAMP MATRIX - Space Team

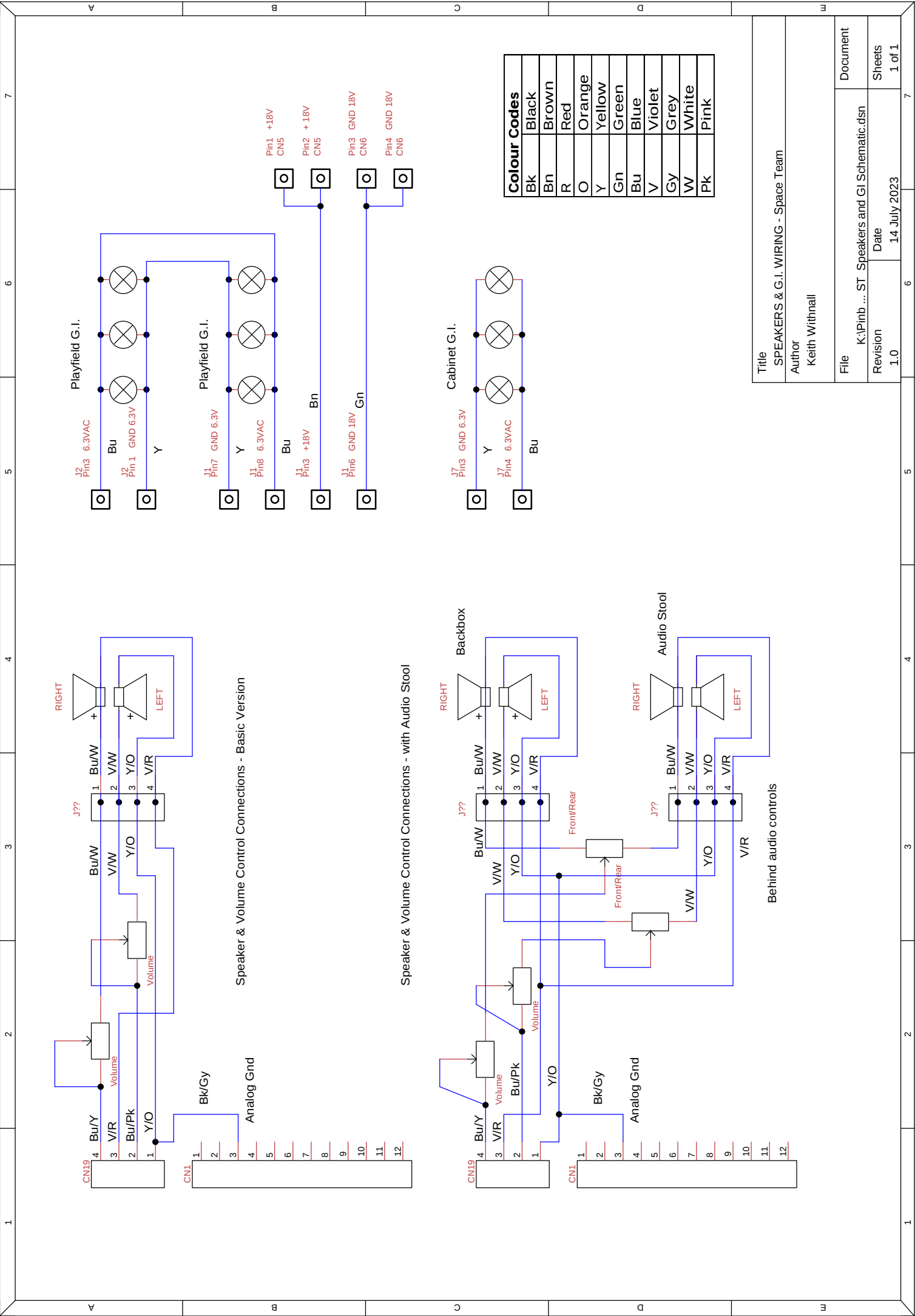
	CN6 Pin	5	6	7	8	9	10	11	12
	Column #	1	2	3	4	5	6	7	8
	Colour	Bk/W	Bn/W	R/W	O/W	Y/W	Gn/W	Bu/W	V/W
4	1	#1 Bonus Multiplier x80	#2 Bonus Multiplier x40	#3 Bonus Multiplier x20	#4 Bonus Multiplier x10	#5 Black Hole 1	#6 Black Hole 2	#7 Black Hole 3	#8 Black Hole 4
5	2	#9 Thrust 1	#10 Thrust 2	#11 Thrust 3	#12 Countdown 60k N	#13 Countdown 70k U	#14 Countdown 80k O	#15	#16
6	3	#17 Extra Ball	#18 Countdown 30k O	#19 Countdown 40k D	#20 Countdown 50k T	#21 Thrust 4	#22 Thrust 5	#23 Thrust 6	#24 AIM
7	4	#25 Top Target 1	#26 Top Target 2	#27 Top Target 3	#28 Top Target 4	#29 Countdown 100k Special	#30 Countdown 90k C	#31	#32
8	5	#33 Black Hole 5	#34 Red Special	#35 Orange Special	#36 Countdown 20k W	#37 Countdown 10k C	#38 50k Left Rollover	#39 50k Right Rollover	#40 100k Right Rollover
9	6	#41 Top Target 5	#42 Top Target 6	#43 Top Target 7	#44 Top Target 8	#45 Countdown 100k Special	#46	#47	#48
10	7	#49 Horseshoe 1	#50 Horseshoe 2	#51 Horseshoe 3	#52 Horseshoe 4	#53 Horseshoe 5	#54	#55	#56
11	8	#57 Horseshoe 6	#58 Horseshoe 7	#59 Horseshoe 8	#60 Horseshoe 9	#61 Horseshoe 10	#62	#63	#64



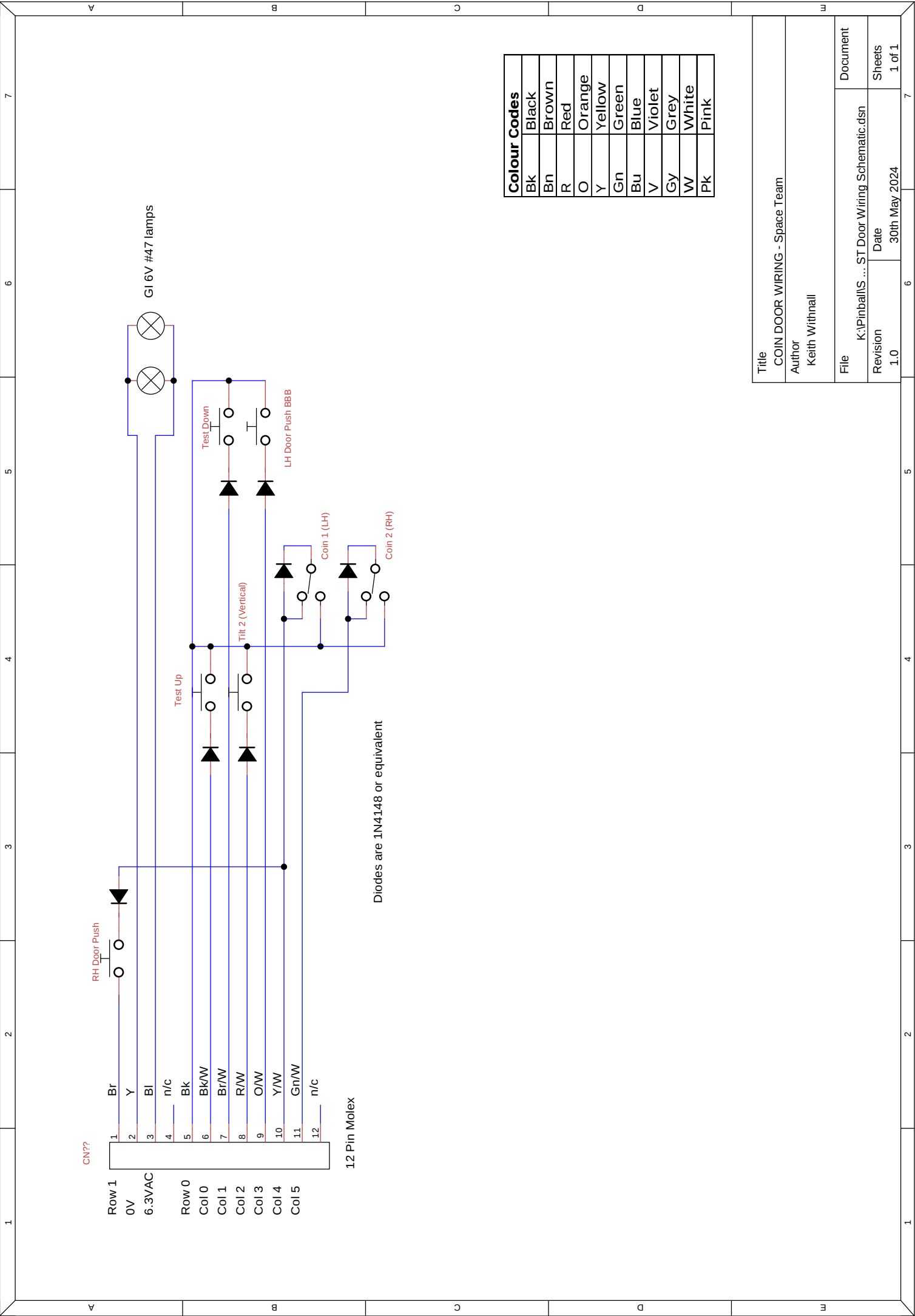


Colour Codes	
Bk	Black
Bn	Brown
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O	Orange
Y	Yellow
Gn	Green
Bu	Blue
V	Violet
Gy	Grey
W	White
Pk	Pink

Title SOLENOID WIRING - Space Team	
Author Keith Withnall	
File K:\Pinball\Spac ... ST Solenoid Schematic.dsn	Document
Revision 1.1	Date 30 May 2024
Sheets 1 of 1	



Title SPEAKERS & G.I. WIRING - Space Team	
Author Keith Withnall	
File K:\Pinb ... ST Speakers and GI Schematic.dsn	Document
Revision 1.0	Date 14 July 2023
Sheets 1 of 1	



Colour Codes	
Bk	Black
Bn	Brown
R	Red
O	Orange
Y	Yellow
Gn	Green
Bu	Blue
V	Violet
Gy	Grey
W	White
Pk	Pink

Title COIN DOOR WIRING - Space Team	
Author Keith Withnall	
File K:\Pinballs ... ST Door Wiring Schematic.dsn	Document
Revision 1.0	Date 30th May 2024
Sheets 1 of 1	

