

LIST of EQUIVALENT COMPONENTS:

**Transistor**  
 TIP122 NPN Darlington = TIP102 (SE9302) or TIP120  
 2N4401 NPN Pre-Driver = 2N3904  
 2N6427 NPN Darlington = MPSA14 (NTE46)  
 2N6122 NPN Power = TIP41C or 2N5296  
 2N5060 SCR = 2N5061 (NTE5400)

**ICs**  
 MC14049 Invert. Hex Buffer = 4049  
 6850 PIA = xx6821, xx68A21, xx68B21, where xx can be MC (Motorola) or HD (Hitachi Data), also G65SC21P (CMD).  
 740x = 74LS0x, 74HCT0x

SPECIAL SOLENOID TABLE

| ST# | PIA CHIP | Pin#         | Location / Board       |
|-----|----------|--------------|------------------------|
| 1   | III 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 J1-26 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 shown as W9 to W16 on the diagram  
 System 6 (Alien Poker, Firepower and earlier games) used 330 ohm resistors in the same 8 locations, called R204-R211. In all other respects the driver boards are identical.

