*NOTE: Coin Counter DC Source. Connects to the coin counter, using jumper wire to edge connector pin 16.

Game Speed Adjust

*NOTE: Q8/Q10 emitter to R26 connection made using jumper wire soldered to traces on original PCB layout.

Note: Output of UC3:A is unused, input connection is present on PCB

Backplane Connector

J5

Left signals	Pin	Pin	Right signals
SaucerVideo	1	A	StartSwitchNC
SaucerEnable	2	B	CoinSwitchNO
SaucerMissileVideo	3	C	2PlayPerConSW
RocketVideo	4	D	RocketEnable
RocketMissileVideo	5	E	ReplaySW
StartSwitchNO	6	F	CountEnable
VideoCommon	7	H	
	8	J	AudioGate
TestPatternIn	9	K	
	10	L	ExplosionCom
	11	M	Spin
	12	N	RocketSaucerVideo
	13	P	
	14	R	
J5-14	15	S	
	16	T	
CoinCounter1	17	U	
TestPatternOut	18	V	12VAC1
CLK	19	W	12VAC2
CoinCounter2	20	X	12VDC
VideoOut	21	Y	CLK
CoinSwitchNC	22	Z	VCC
VCC			

Backplane Connector

Filter/Decoupling Capacitors

VCC

C17 200nF	C18 200nF	C19 200nF	C20 200nF	C21 200nF	C22 200nF	C23 200nF	C24 200nF

C25 200nF	C26 200nF	C27 200nF	C28 200nF	C29 200nF	C30 200nF	C31 200nF	C32 250μF

Filter/Decoupling Capacitors

Unused Gates

UA3:A — 7404
UA3:B — 7404
UD4:C — 7408
UD4:D — 7408
UC5:A — 7410

UC3:B — 7405
UF3:C — 7408
UF3:D — 7408

Unused Gates