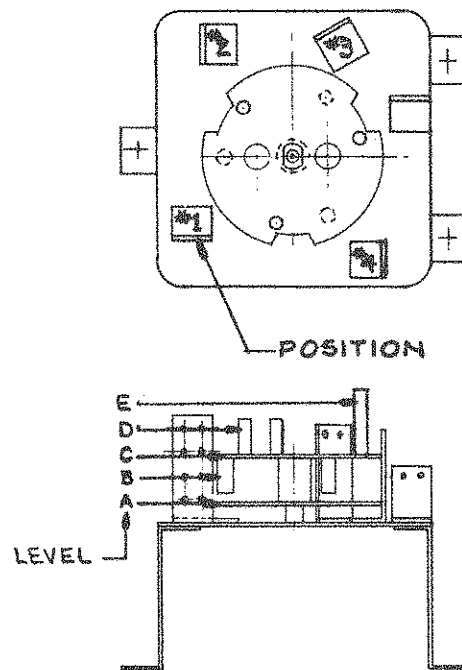


SCORE MOTOR SWITCH CODE



EXAMPLE:
SCORE MOTOR 1A = SWITCH AT
#1" POSITION "A" LEVEL

SCORE MOTOR UNIT SWITCH CHART

SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES	
1A-a	N.O.	K-11	30 45-2	Yellow Green-White	Pulses replay unit reset coil, total play meter and thumper control unit reset coil thru start or 2nd coin circuit. Pulses all point counter unit coils to return them to "0" position. Pulses game-over trip relay when match relay is energized. Pulses replay unit step-up coil for 25¢ play. Pulses 10 point relay when 50 point relay is energized.
1A-b	N.O.	D-25	65-4 14-4	Brown-White Red-Green	Pulses player-up unit step-up coil when circuit complete thru ball trough count circuit or player-up unit tilt circuit.
1A-c	N.O.	F-34	18-1 48-1	Red-Black Green-Black	Pulses replay unit step-up coil and thumper control unit step-up coil when match number circuit is complete.
1B-a	N.C.	F-32	54-1 78-1	White-Green Orange-Black	Subtracts a pulse from score motor switch 1A-a. (Replay step-up for 25¢ play)
1B-b	N.O.	B-31	27-1 40-4	Blue-Orange Green	Completes game-over trip relay circuit.
1B-c	N.O.	F-26	43-1 65-4	Green-Yellow Brown-White	Completes circuit to step player-up unit a 2nd time during 1 player game or when 1st or 2nd player tilts out during 2 player game.
1C-a	N.O.	H-7	13-2 30	Red-Yellow Yellow	Completes score motor carry-over circuit.
1C-b	N.C.	F-2	60-2P 50-1P	Brown (Plastic) White (Plastic)	Opens replay button circuit to start trip relay or 2nd coin relay.
1C-c	N.C.	B-23	81 40-2	Black-Red Green	Opens circuit to reset trip relay and 2nd ball release solenoid.
1C-d	N.C.	E-59	90-1 43-2	Gray Green-Yellow	Opens #1-2 target relay circuit to 10 point relay.
2B-a	N.C.	H-4	70P 60-3P	Orange (Plastic) Brown (Plastic)	Opens 2nd coin relay and 25¢ relay lock-in circuit.
2B-b	N.C.	K-17	30 80-2	Yellow Black	Opens out hole relay lock-in circuit.
2B-c	N.C.	A-47	70 83-4	Orange Black-Yellow	Opens circuit to 100 point, 10 point, 1 point and 50 point relays.
2C-a	N.O.	F-11	48-2 50-2	Green-Black White	Completes start relay or 2nd coin relay circuit to replay unit reset coil, total play meter and thumper control unit reset coil.
2C-b	N.O.	E-24	60-2 65-4	Brown Brown-White	Completes ball trough count circuit to player-up unit step-up coil.
2C-c	N.O.	G-37	81-4 57-1	Black-Red White-Orange	Completes circuit to step replay unit and thumper control unit when 1st player matches number.
2C-d	N.O.	F-5	10-1P 80-2P	Red (Plastic) Black (Plastic)	Completes 2nd coin circuit to two can play trip relay.
2C-e	N.O.	C-54	14-6 91-3	Red-Green Gray-Red	Completes #1 target relay and #2 target relay circuit to #1 hole kicker solenoid and #2 hole kicker solenoid.
3B-a	N.O.	D-23	60-2 41-3	Brown Green-Red	Completes ball trough count circuit to (5) rollover trip bank reset coil.
3B-b	N.O.	J-51	81-1 27-6	Black-Red Blue-Orange	Completes #1 and #2 target relay circuit to 100 point relay.
4B-a	N.O.	G-39	98-4 60-1	Gray-Black Brown	Completes circuit to step replay unit and thumper control unit when 2nd player matches number.
4B-b	N.O.	G-6	80P 30-1P	Black (Plastic) Yellow (Plastic)	Completes start relay or 25¢ relay circuit to (8) trip bank reset coil.
4C-a	N.C.	E-31	54-1 45-2	White-Green Green-White	Subtracts a pulse from score motor switch 1A-a. (Replay step-up for 25¢ play)
4C-b	N.O.	J-16	43-7 25-7	Green-Yellow Blue-White	Completes out-hole circuit to 1st ball release solenoid.