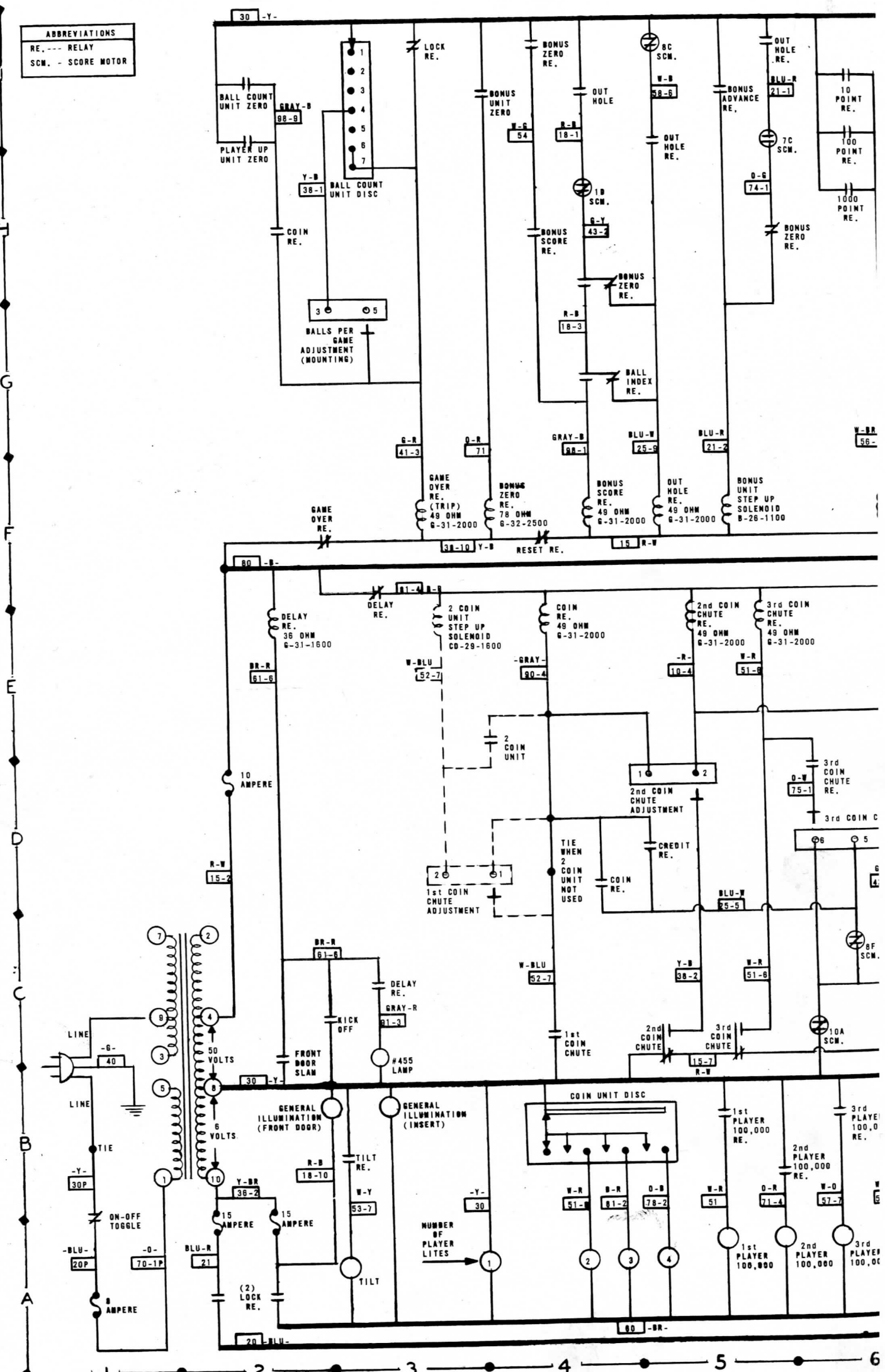
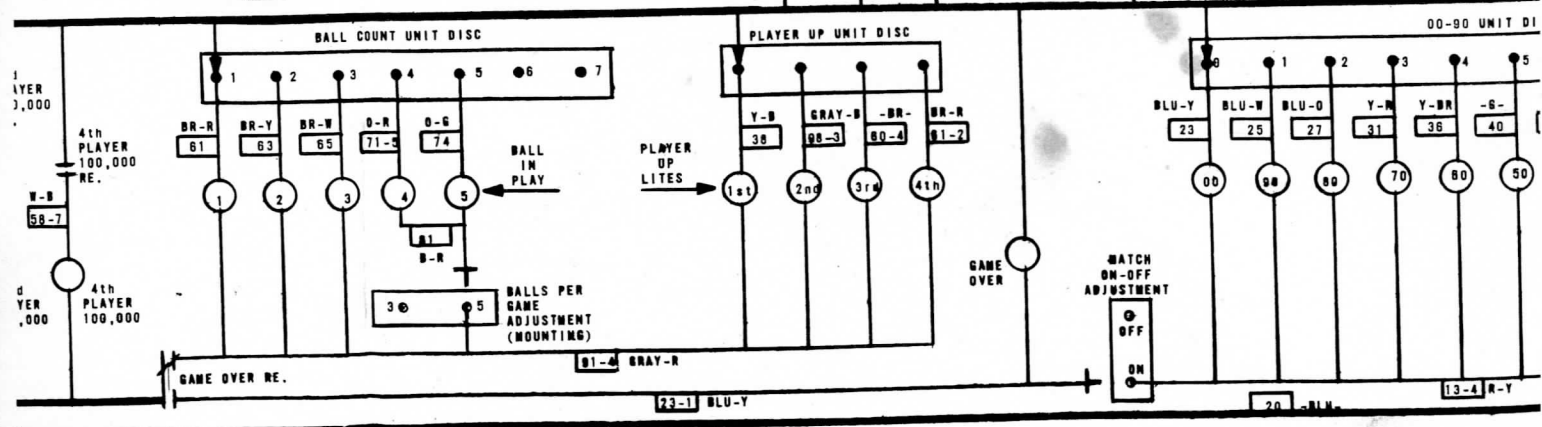
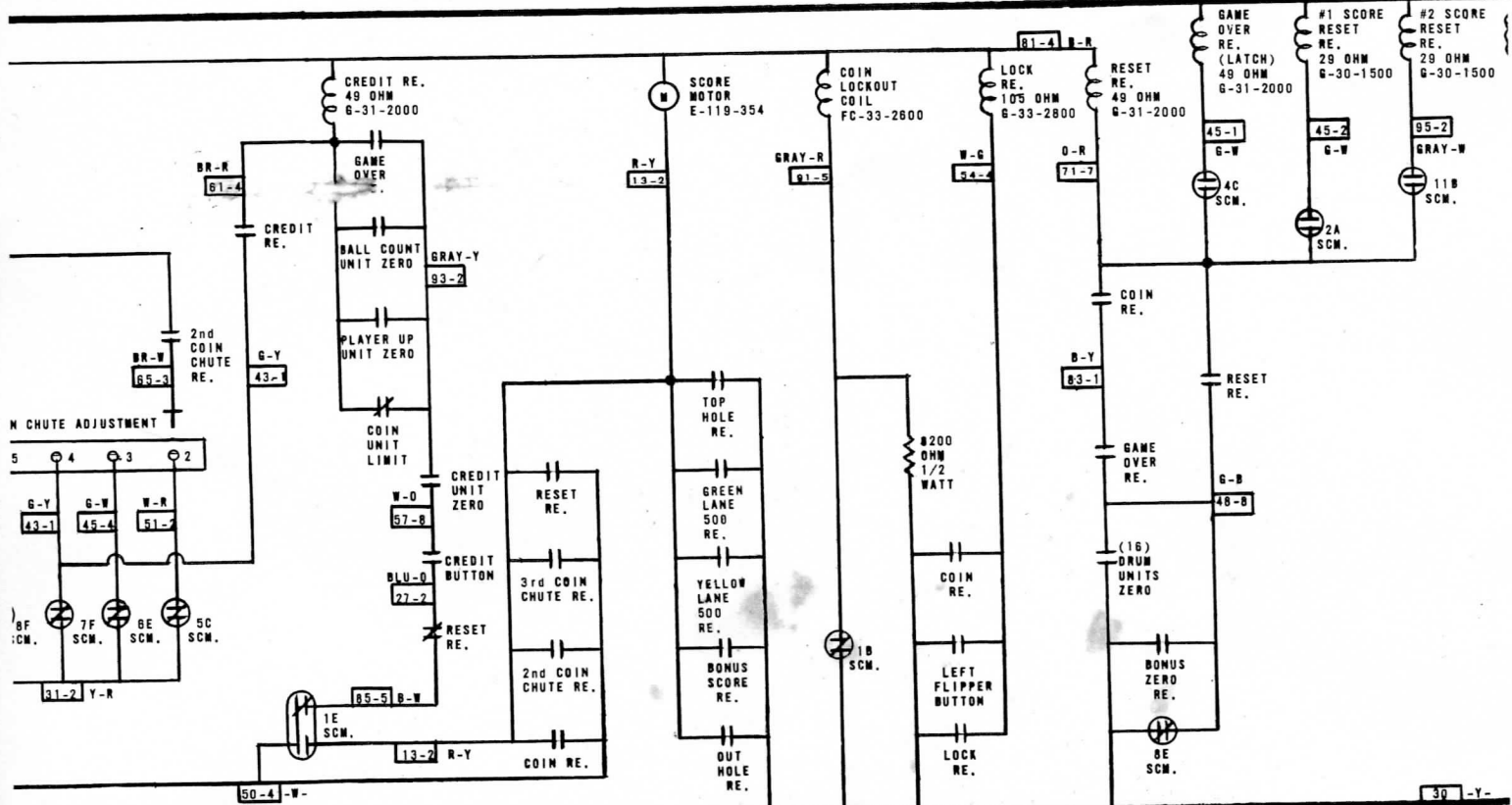
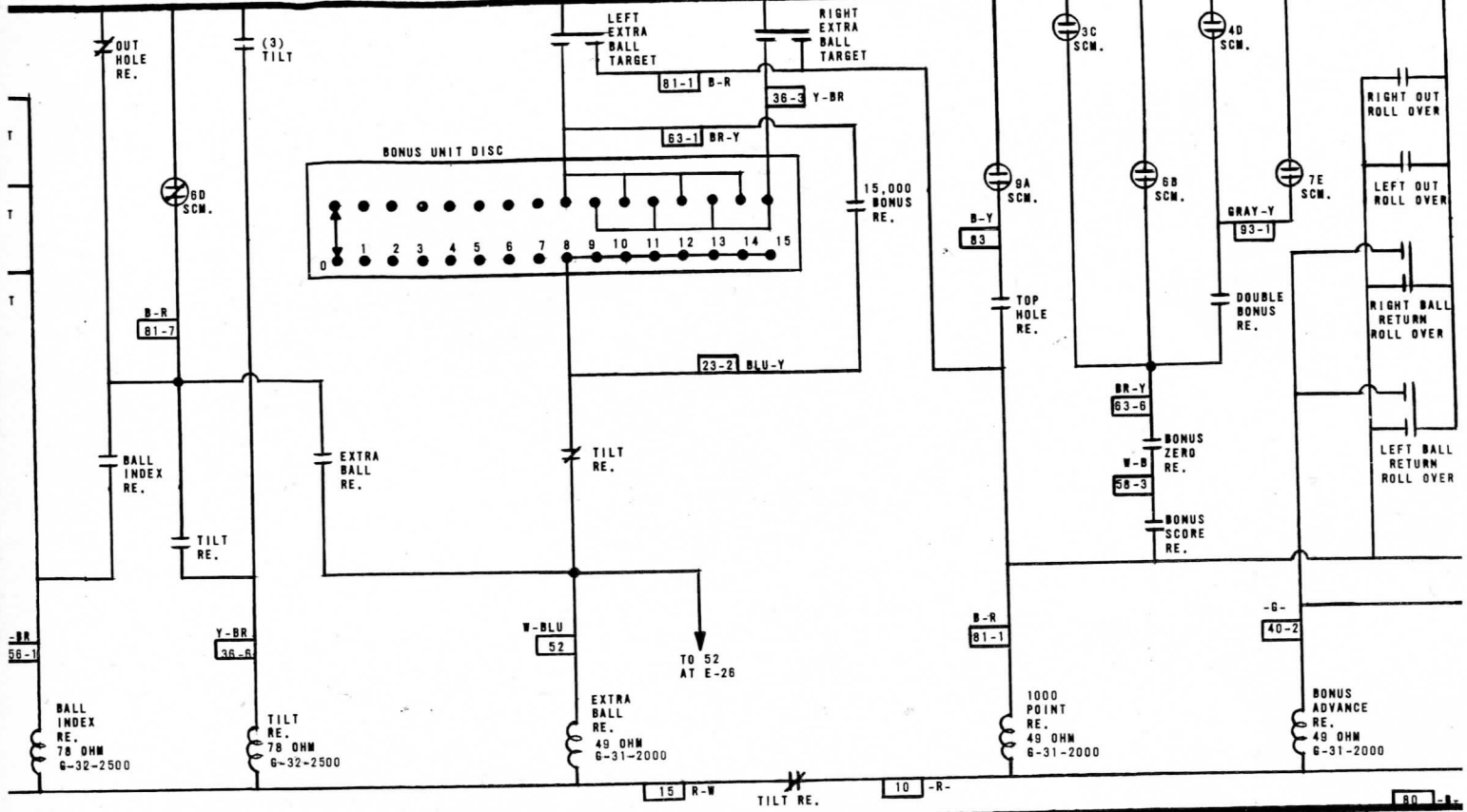
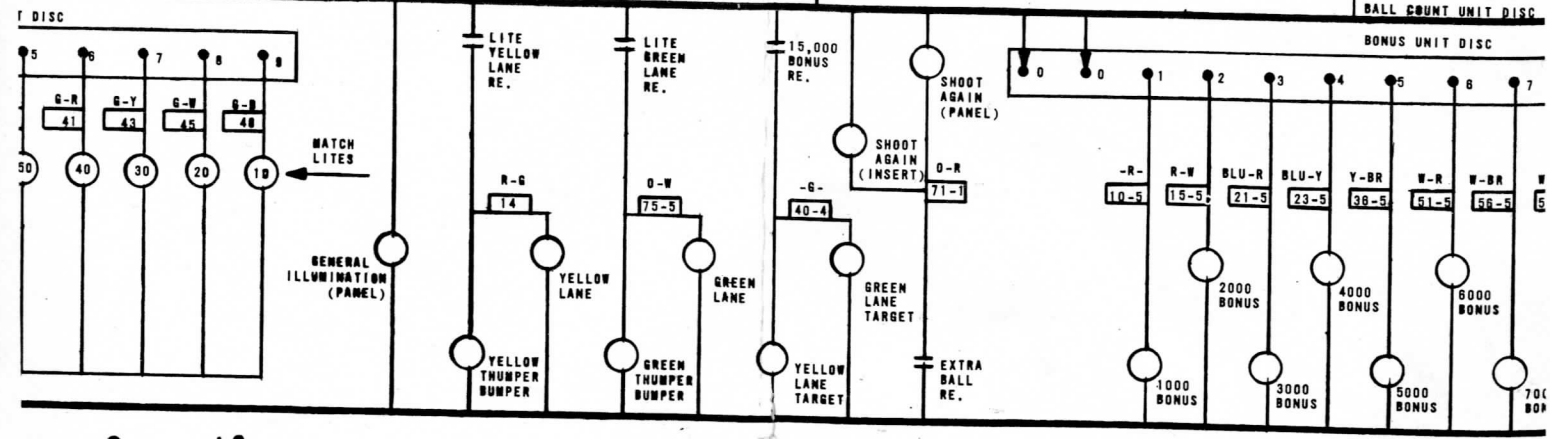
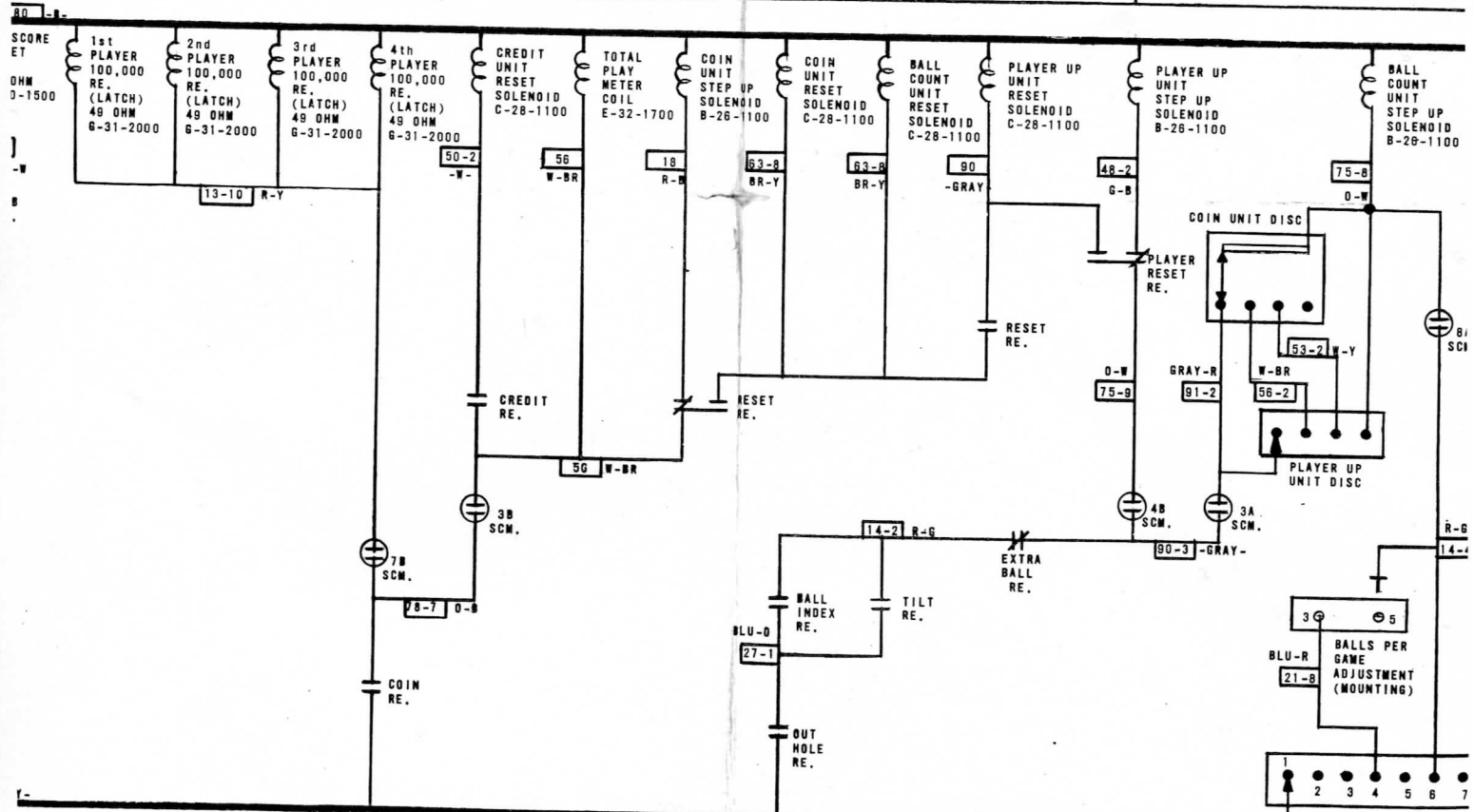
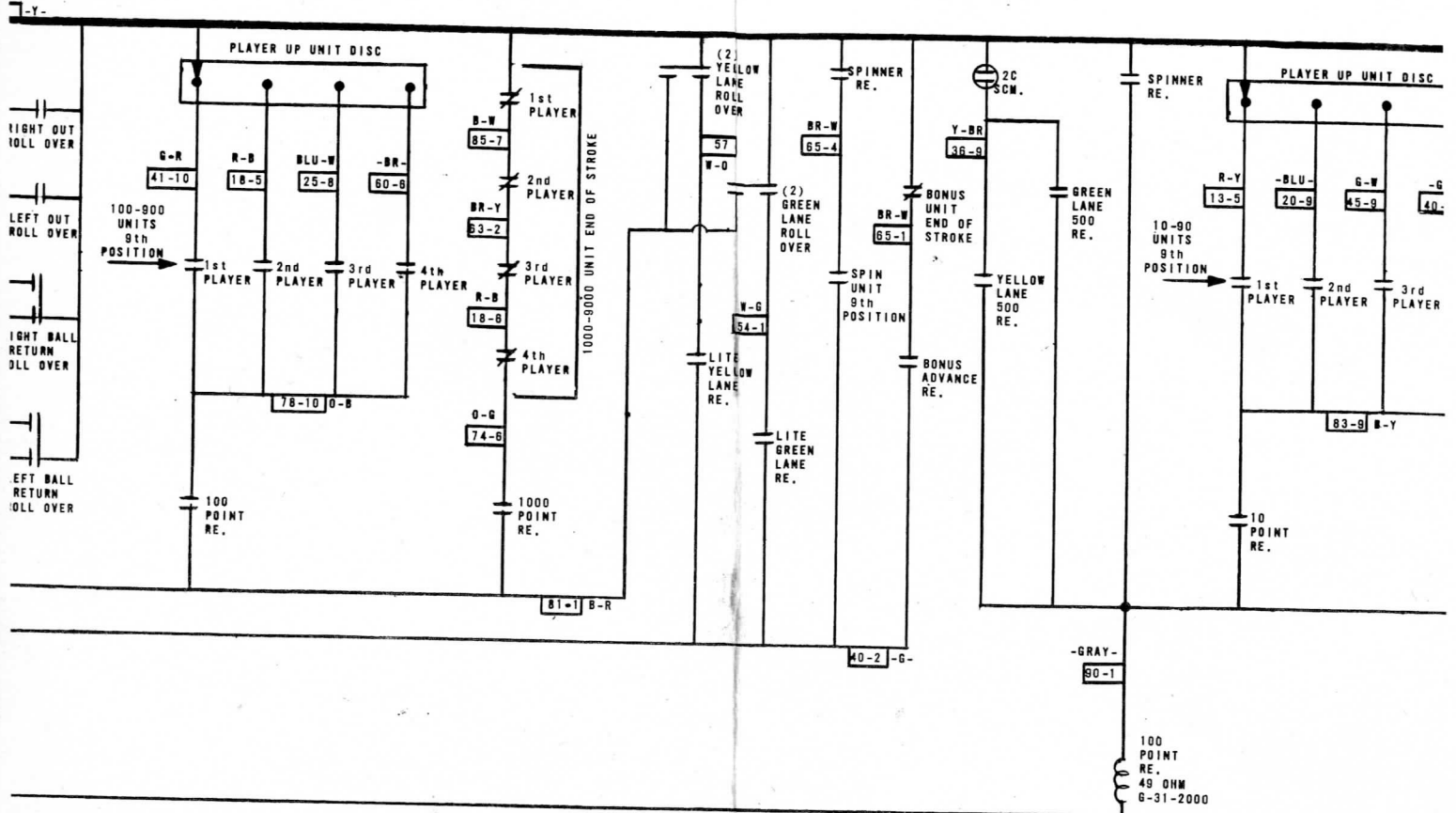
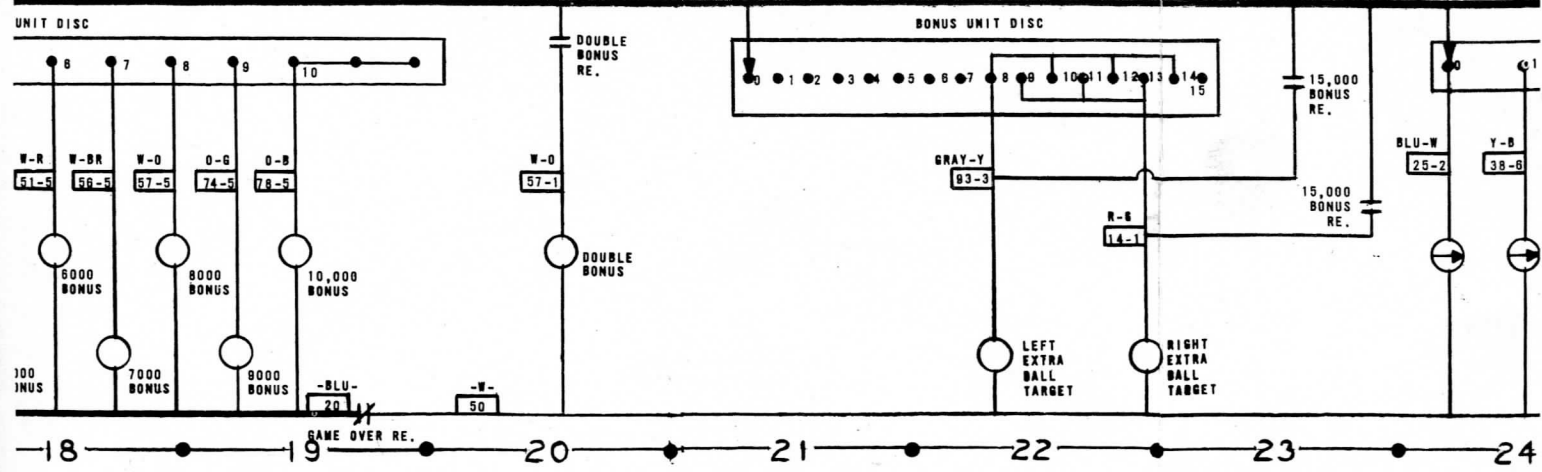
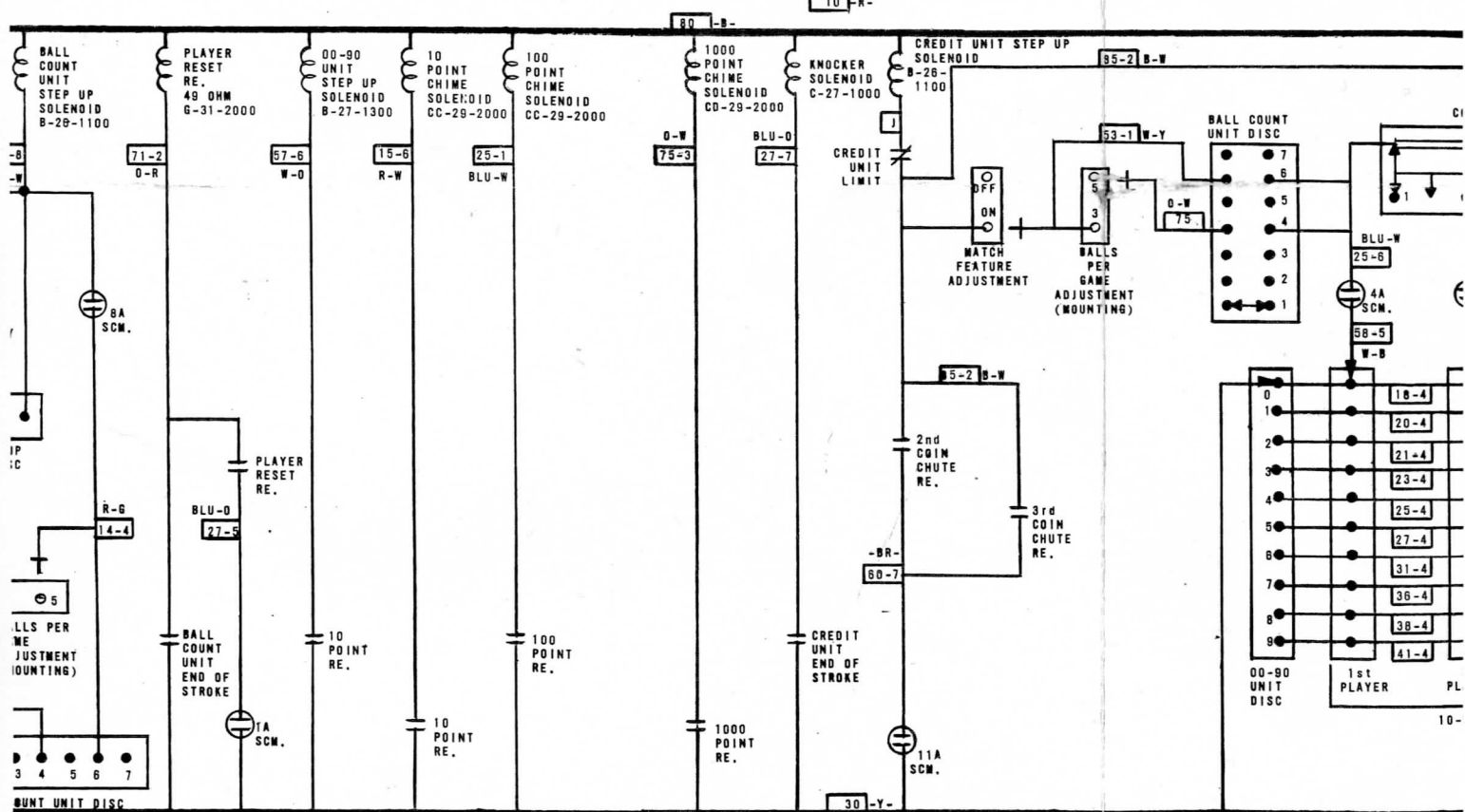
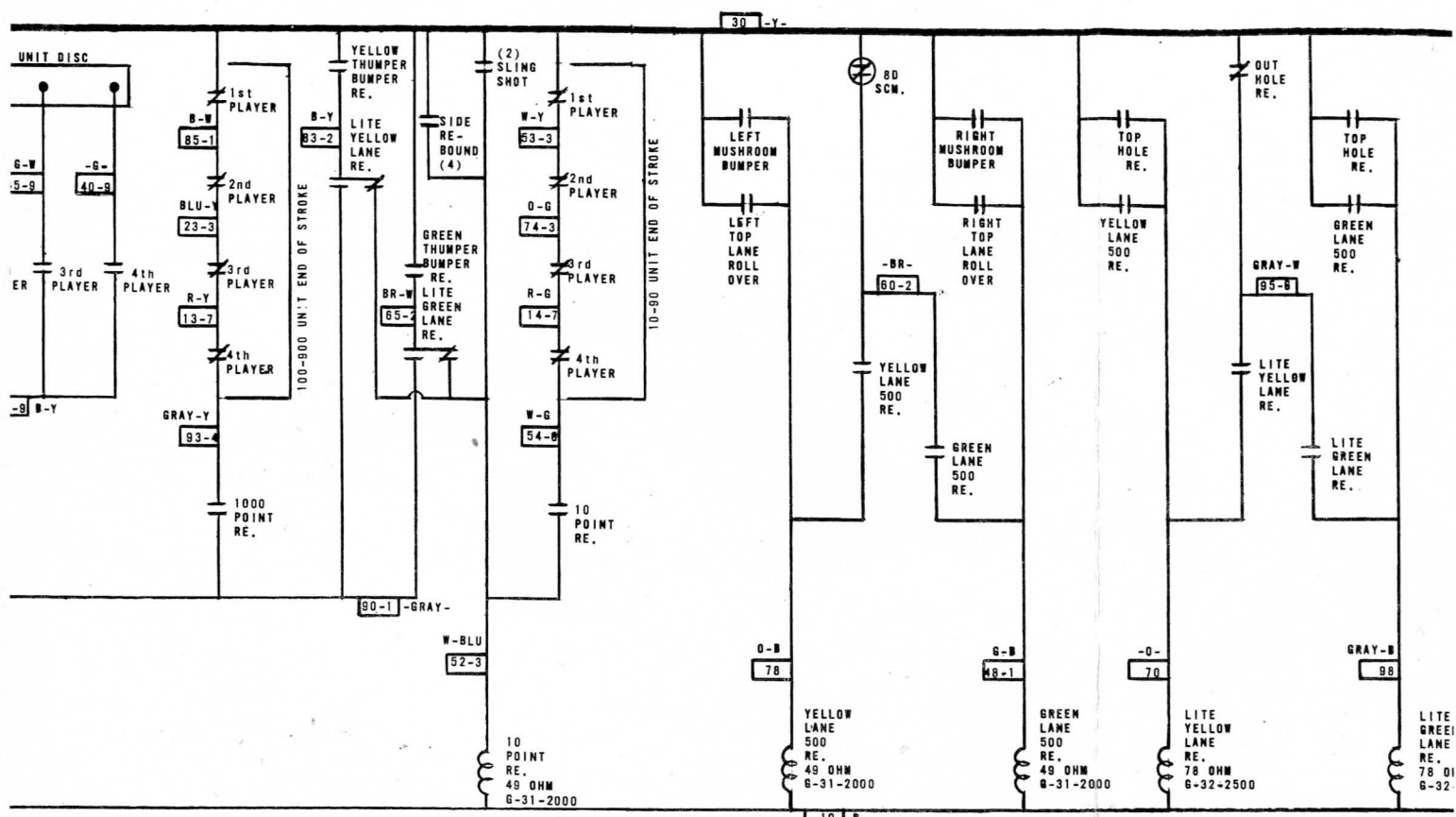


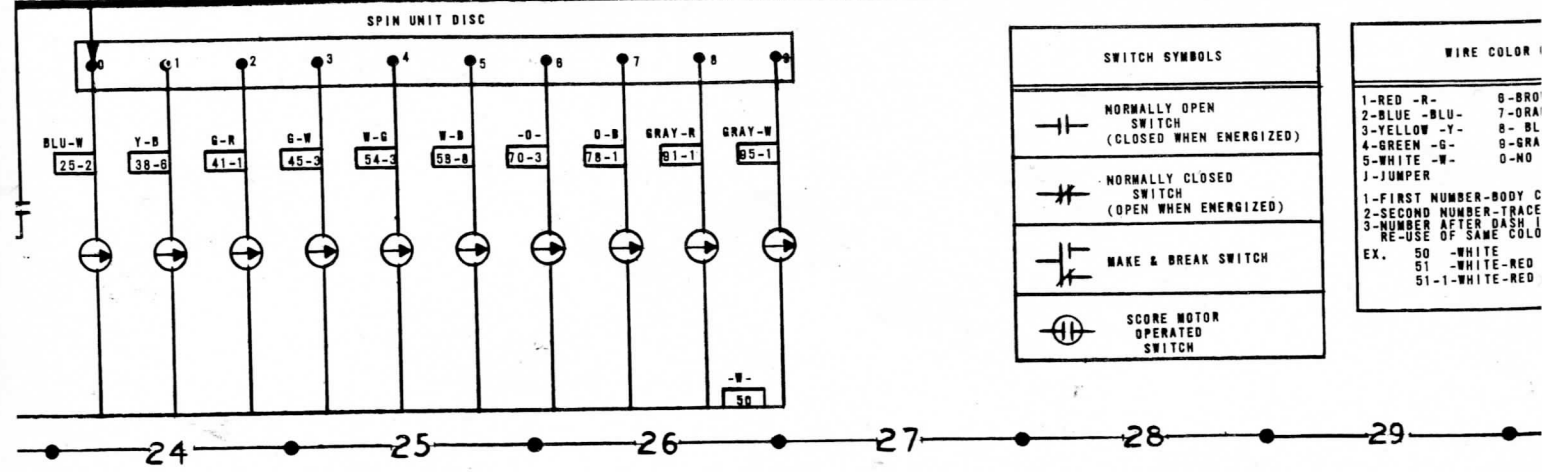
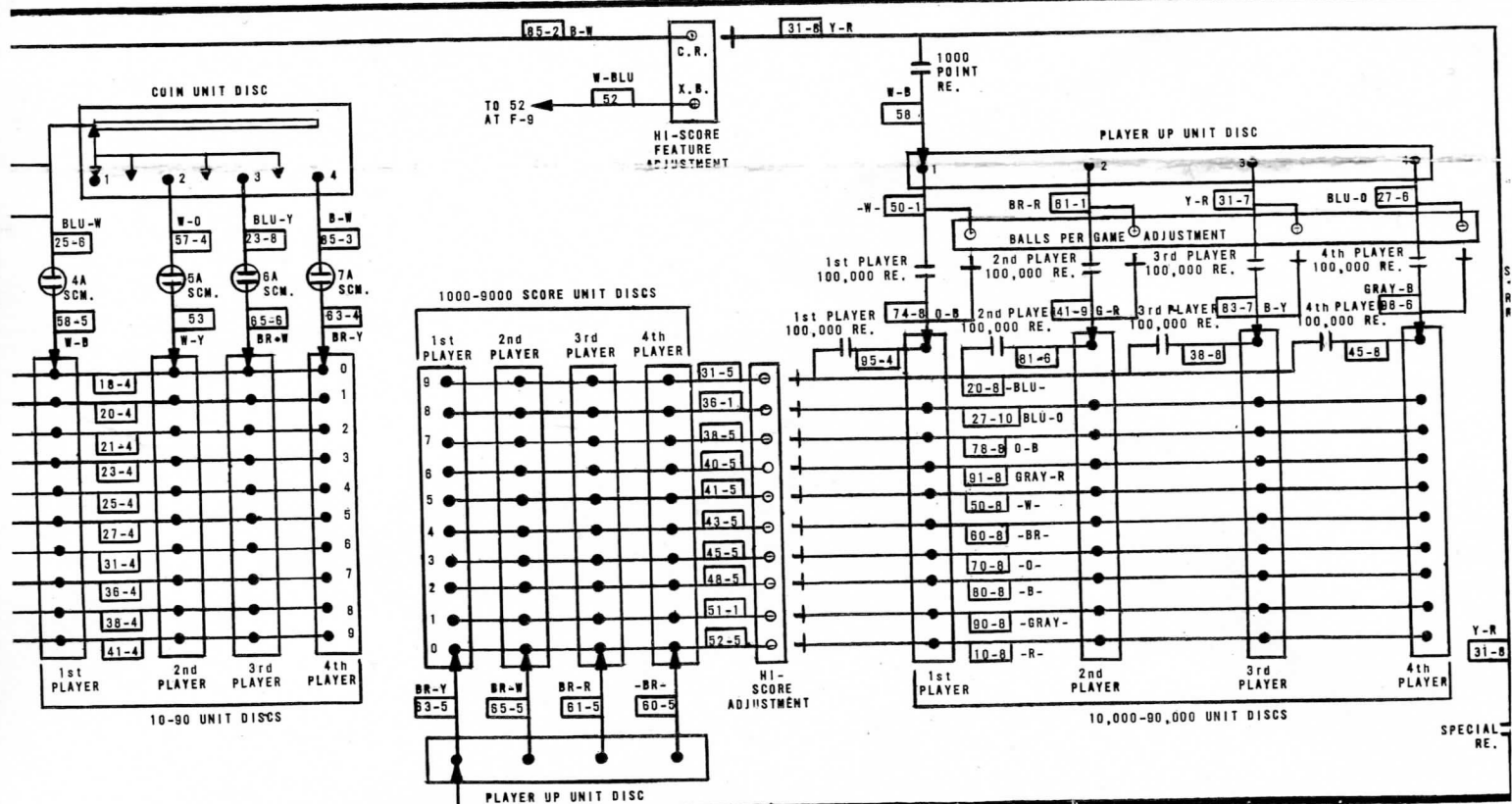
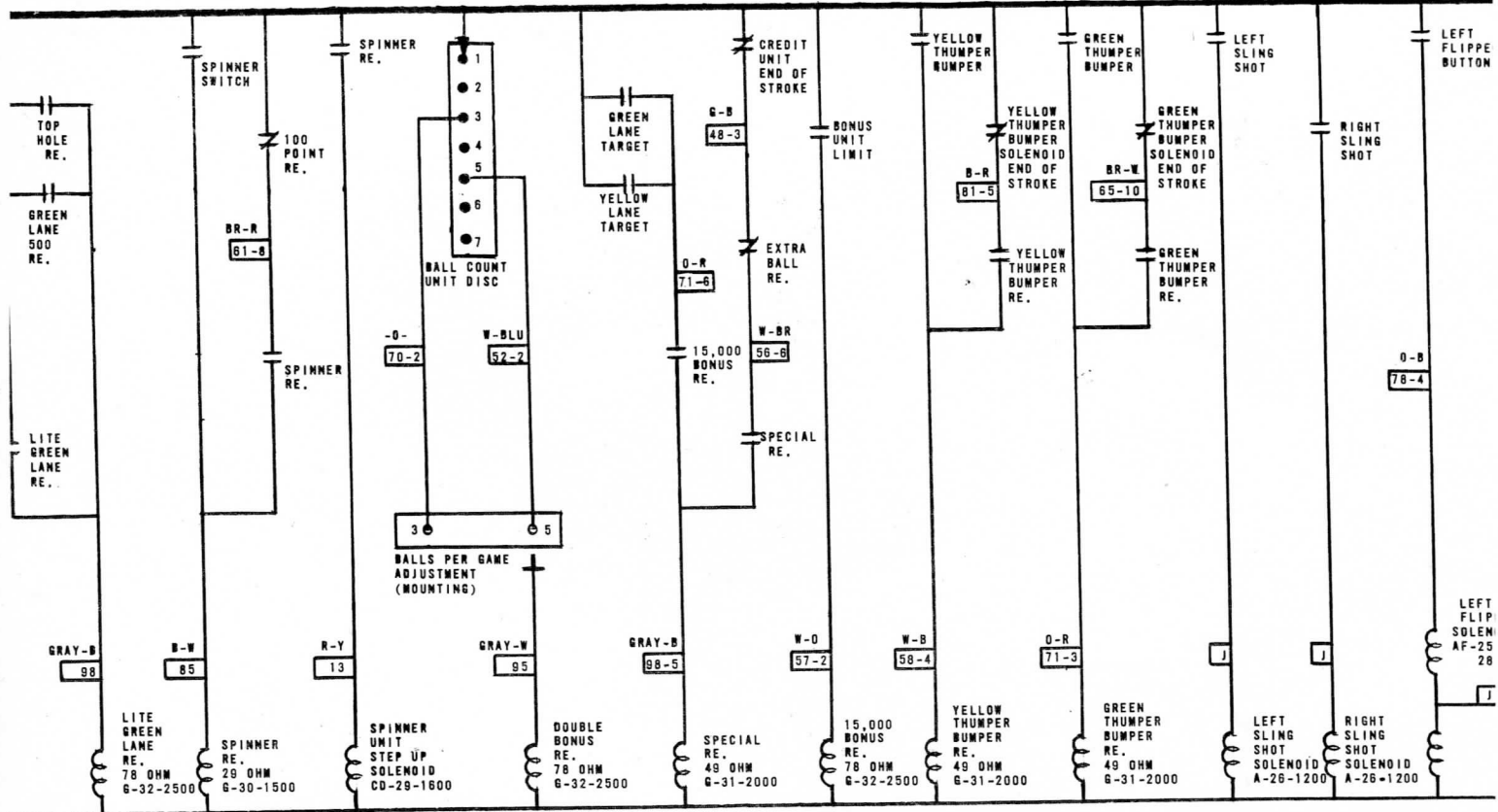
ABBREVIATIONS
 RE. --- RELAY
 SCM. - SCORE MOTOR

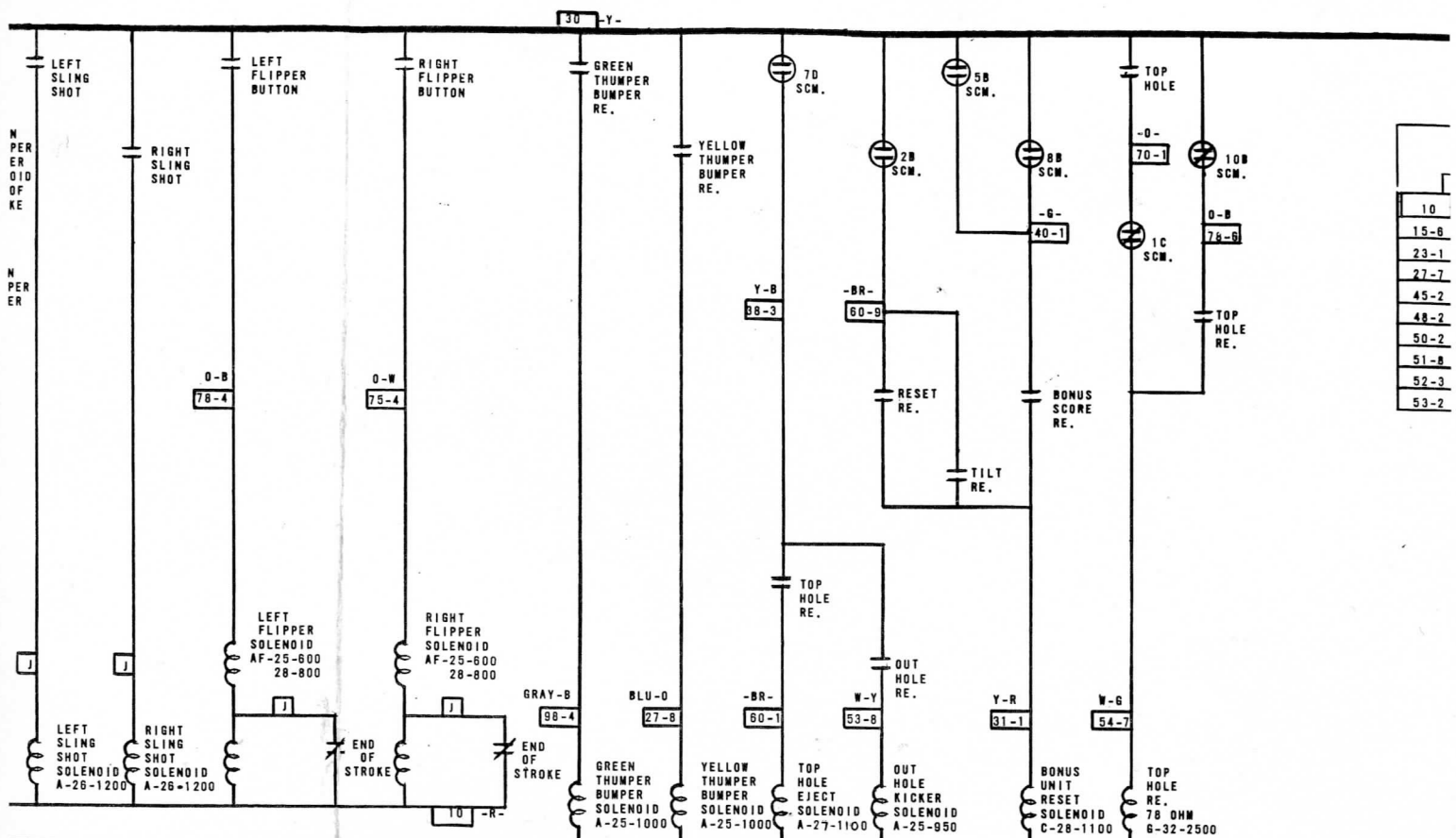




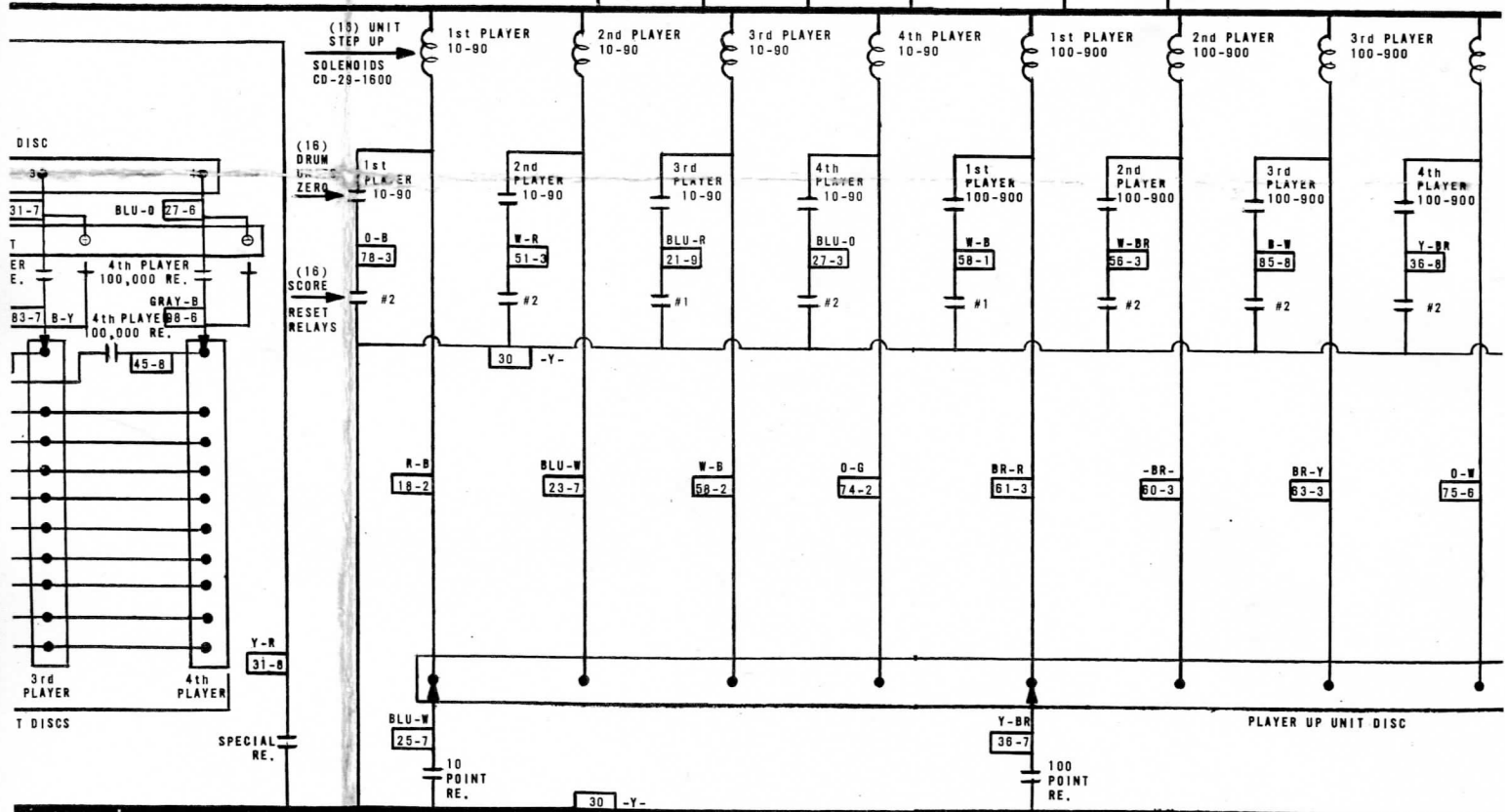








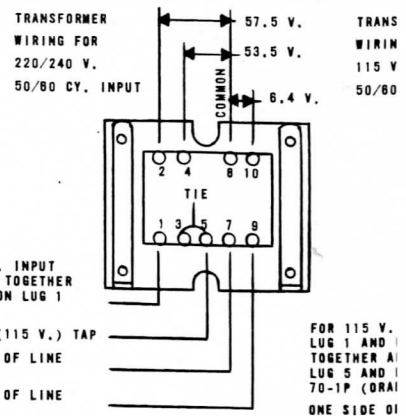
10
15-8
23-1
27-7
45-2
48-2
50-2
51-8
52-3
53-2

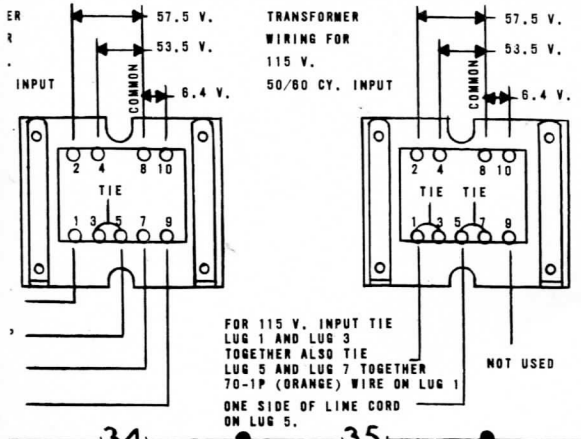
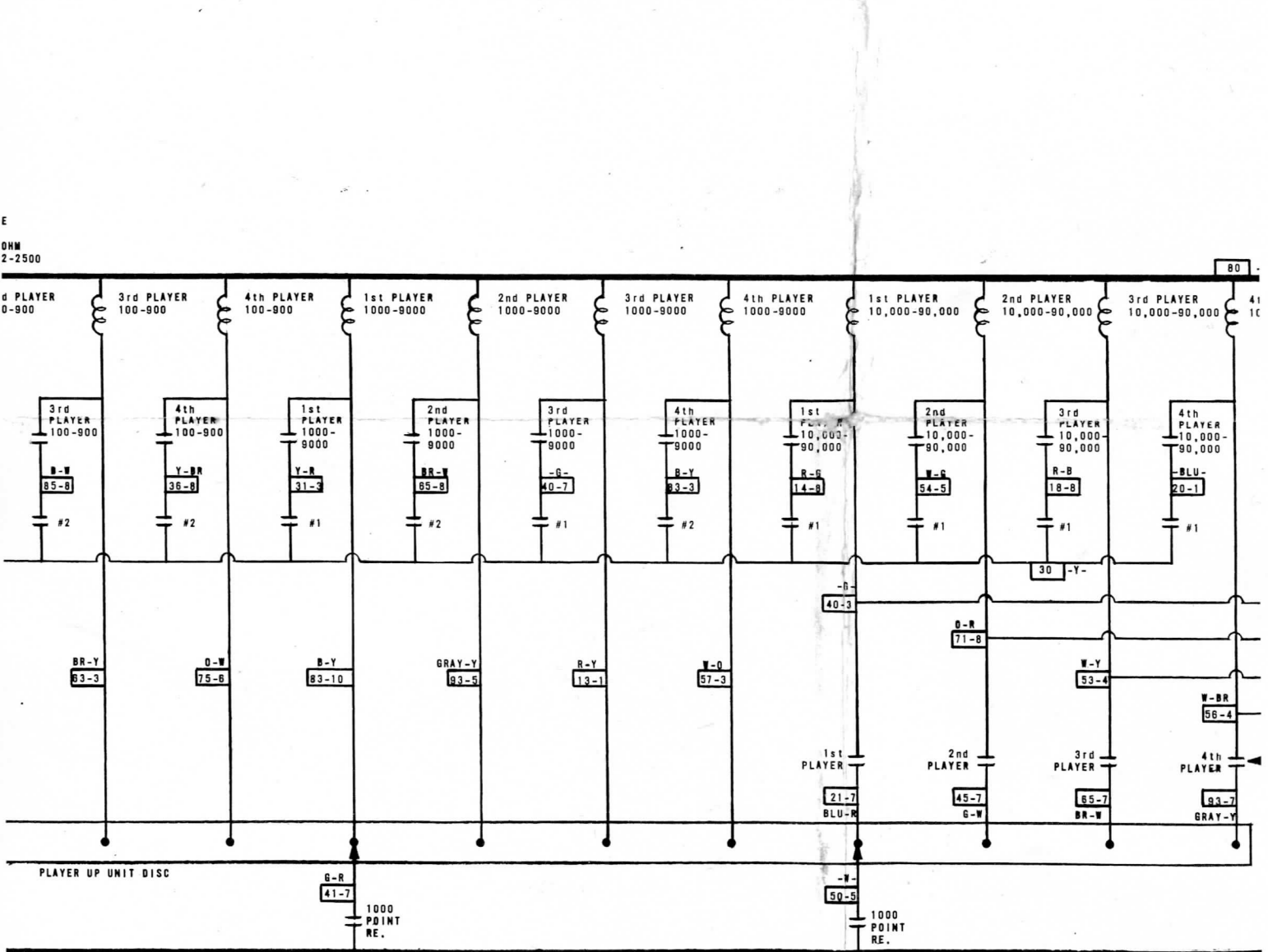
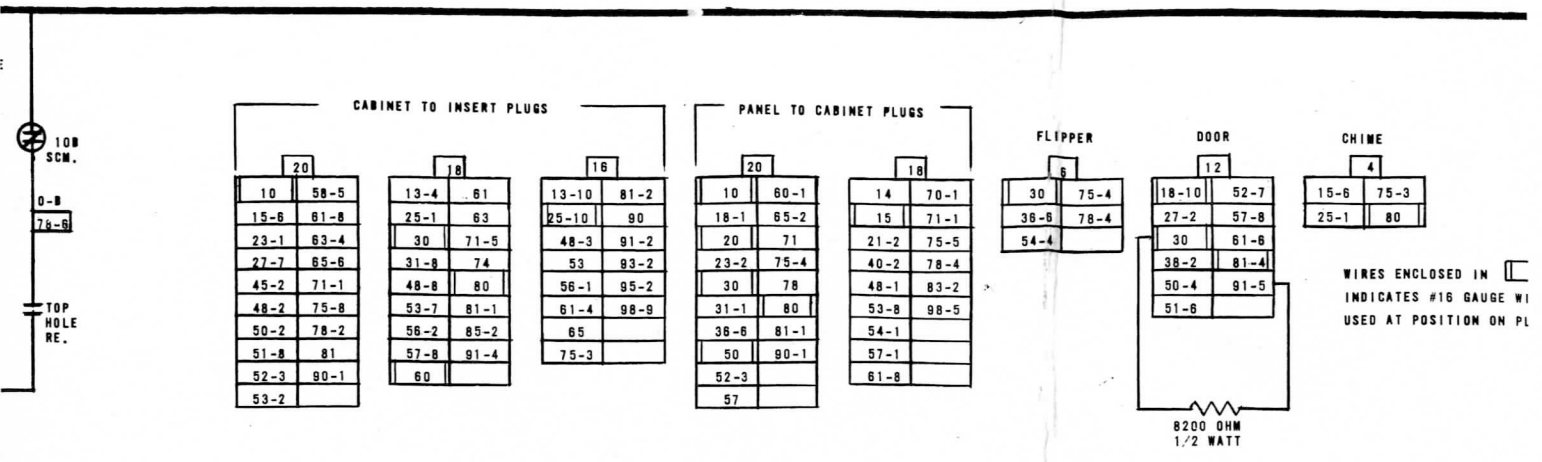


WIRE COLOR CODE	
1-RED -R-	8-BROWN -BR-
2-BLUE -BLU-	7-ORANGE -O-
3-YELLOW -Y-	6-BLACK -B-
4-GREEN -G-	9-GRAY
5-WHITE -W-	0-NO TRACER
J-JUMPER	

1-FIRST NUMBER-BODY COLOR
 2-SECOND NUMBER-TRACER COLOR
 3-NUMBER AFTER DASH INDICATES RE-USE OF SAME COLOR WIRE.
 EX. 50 -WHITE
 51 -WHITE-RED
 51-1-WHITE-RED (USED AGAIN)

		SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES															
		POSITIONS															
		0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7
1	CAMS	■															
2		■	■	■	■	■	■	■	■								
3		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
4		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
5		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
6		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
7		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
8		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
9		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
10		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
11		■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■





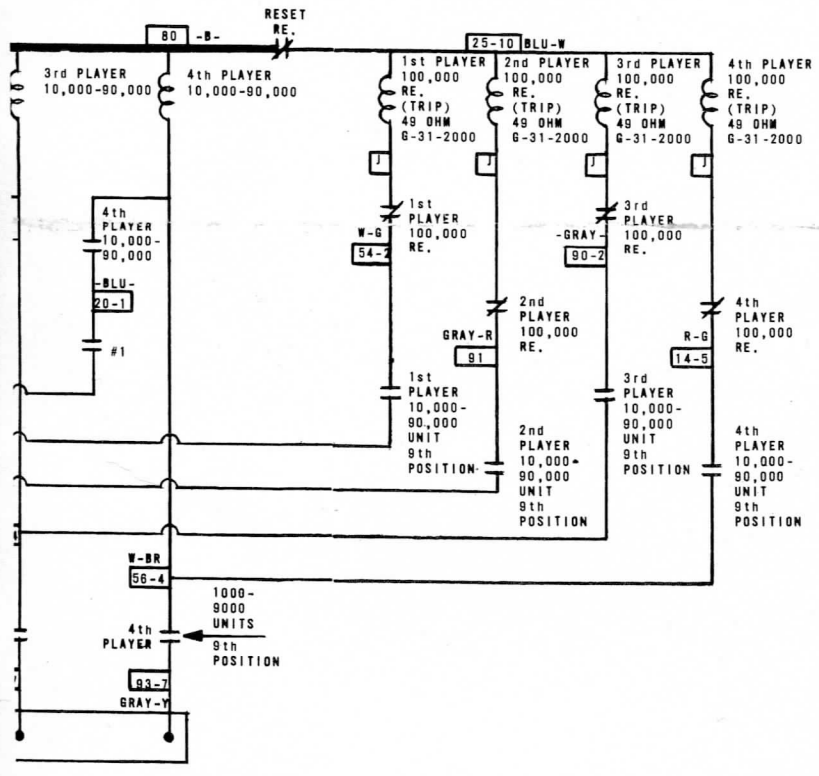
Bally[®]

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CHICAGO, ILL. 60618

CHIME

4
3-6 75-3
3-1 80

WIRES ENCLOSED IN
INDICATES #16 GAUGE WIRE
USED AT POSITION ON PLUGS.



COIL LOCATIONS

NAME OF COIL	LOCATION
BALL COUNT UNIT RESET SOLENOID	F-16
BALL COUNT UNIT STEP UP SOLENOID	F-18
BALL INDEX RE.	F-6
BONUS ADVANCE RE.	F-12
BONUS SCORE RE.	F-4
BONUS UNIT RESET SOLENOID	F-33
BONUS UNIT STEP UP SOLENOID	F-5
BONUS ZERO RE.	F-4
COIN LOCKOUT COIL	E-9
COIN RE.	E-4
COIN UNIT RESET SOLENOID	F-15
COIN UNIT STEP UP SOLENOID	F-15
CREDIT RE.	E-7
CREDIT UNIT RESET SOLENOID	F-14
CREDIT UNIT STEP UP SOLENOID	F-22
DELAY RE.	E-2
DOUBLE BONUS RE.	F-26
EXTRA BALL RE.	F-9
GAME OVER RE. (LATCH)	F-11
GAME OVER RE. (TRIP)	F-3
GREEN LANE 500 RE.	F-22
GREEN THUMPER BUMPER RE.	F-28
GREEN THUMPER BUMPER SOLENOID	F-31
KNOCKER SOLENOID	F-21
LEFT FLIPPER SOLENOID	F-30
LEFT SLING SHOT SOLENOID	F-29
LITE GREEN LANE RE.	F-24
LITE YELLOW LANE RE.	F-23
LOCK RE.	E-10
OUT HOLE KICKER SOLENOID	F-32
OUT HOLE RE.	F-5
PLAYER RESET RE.	F-19
PLAYER UP UNIT RESET SOLENOID	F-16
PLAYER UP UNIT STEP UP SOLENOID	F-17
RESET RE.	E-11
RIGHT FLIPPER SOLENOID	F-30
RIGHT SLING SHOT SOLENOID	F-29
SPECIAL RE.	F-26
SPINNER RE.	F-24
SPINNER UNIT STEP UP SOLENOID	F-25
TILT RE.	F-7
TOP HOLE EJECT SOLENOID	F-32
TOP HOLE RE.	F-33
TOTAL PLAY METER	F-15
YELLOW LANE 500 RE.	F-21
YELLOW THUMPER BUMPER RE.	F-27
YELLOW THUMPER BUMPER SOLENOID	F-31
00-90 UNIT STEP UP SOLENOID	F-19
#1 SCORE RESET RE.	F-11
#2 SCORE RESET RE.	F-12
2 COIN UNIT STEP UP SOLENOID	E-3
2nd COIN CHUTE RE.	E-5
3rd COIN CHUTE RE.	E-5
(16) UNIT STEP UP SOLENOIDS	F-30
1st PLAYER 10-90	F-31
2nd PLAYER 10-90	F-32
3rd PLAYER 10-90	F-32
4th PLAYER 10-90	F-32
1st PLAYER 100-900	F-33
2nd PLAYER 100-900	F-33
3rd PLAYER 100-900	F-34
4th PLAYER 100-900	F-35
1st PLAYER 1000-9000	F-35
2nd PLAYER 1000-9000	F-36
3rd PLAYER 1000-9000	F-37
4th PLAYER 1000-9000	F-37
1st PLAYER 10,000-90,000	F-38
2nd PLAYER 10,000-90,000	F-38
3rd PLAYER 10,000-90,000	F-39
4th PLAYER 10,000-90,000	F-40
1st PLAYER 100,000 RE. (LATCH)	F-12
2nd PLAYER 100,000 RE. (LATCH)	F-13
3rd PLAYER 100,000 RE. (LATCH)	F-13
4th PLAYER 100,000 RE. (LATCH)	F-14
1st PLAYER 100,000 RE. (TRIP)	F-41
2nd PLAYER 100,000 RE. (TRIP)	F-41
3rd PLAYER 100,000 RE. (TRIP)	F-42
4th PLAYER 100,000 RE. (TRIP)	F-42
10 POINT CHIME SOLENOID	F-20
100 POINT CHIME SOLENOID	F-20
1000 POINT CHIME SOLENOID	F-21
10 POINT RE.	F-20
100 POINT RE.	F-17
1000 POINT RE.	F-10
15,000 BONUS RE.	F-27

"CHAMP"
987
4-Player
W-1042-123 r