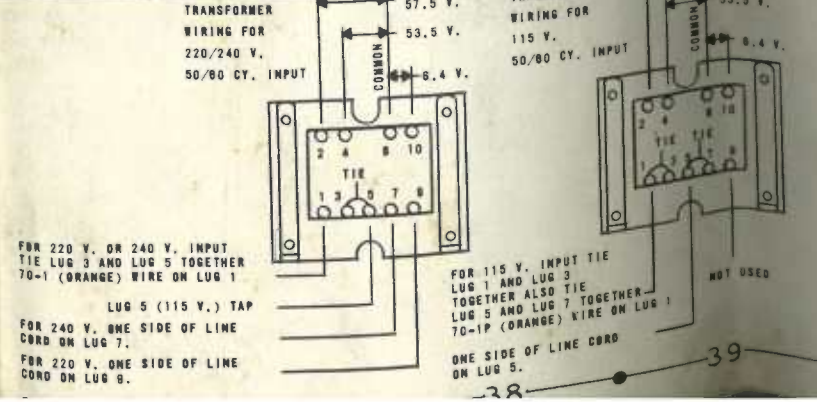


COIL LOCATIONS CHART

NAME OF COIL	LOCATION
ALTERNATOR RE.	F-26
BALL COUNT UNIT RESET SOLENOID	F-14
BALL COUNT UNIT STEP UP	F-15
BALL INDEX RE.	F-10
BALL SHOOTER RE.	F-9
CAR ADVANCE RE.	F-21
COIN LOCKOUT COIL	E-10
COIN RE.	E-4
CREDIT RE.	E-7
CREDIT UNIT RESET SOLENOID	F-13
CREDIT UNIT STEP UP SOLENOID	F-19
DELAY RE.	F-3
EXTRA BALL LITE RE.	F-15
EXTRA BALL RE.	F-12
GAME OVER RE. (LATCH)	F-12
GAME OVER RE. (TRIP)	F-7
GREEN BONUS RE.	F-15
GREEN BONUS UNIT RESET SOLENOID	F-36
GREEN BONUS UNIT STEP UP SOLENOID	F-28
GREEN BONUS ZERO RE.	F-6
GREEN CAR ADVANCE RE.	F-23
GREEN CAR UNIT STEP UP SOLENOID	F-31
GREEN HOLE EJECT SOLENOID	F-37
GREEN HOLE RE.	F-32
GREEN LAPS ADVANCE RE.	F-18
GREEN SPECIAL LITE RE.	F-27
GREEN THUMPER BUMPER RE.	F-5
GREEN THUMPER BUMPER SOLENOID	F-2
KNOCKER SOLENOID	F-2
LEFT EXTRA BALL MUSHROOM BUMPER RE.	F-35
LEFT SLING SHOT SOLENOID	F-29
LOCK RE.	E-11
LOWER LEFT FLIPPER SOLENOID	F-38
LOWER RIGHT FLIPPER SOLENOID	F-39
OUTHOLE KICKER SOLENOID	F-38
OUTHOLE RE.	F-9
RESET RE.	E-11
RIGHT EXTRA BALL MUSHROOM BUMPER RE.	F-36
RIGHT SLING SHOT SOLENOID	F-29
SPECIAL CONTROL RE.	F-13
SPECIAL RE.	F-13
TILT RE.	F-11
TOTAL PLAY METER	F-13
UNIT STEP UP SOLENOIDS	
1st PLAYER 10-80	F-24
2nd PLAYER 10-80	F-25
1st PLAYER 100-800	F-26
2nd PLAYER 100-800	F-26
1st PLAYER 1000-8000	F-27
2nd PLAYER 1000-8000	F-28
1st PLAYER 10,000-80,000	F-28
2nd PLAYER 10,000-80,000	F-28
UPPER LEFT FLIPPER SOLENOID	F-37
UPPER RIGHT FLIPPER SOLENOID	F-37
YELLOW BONUS RE.	F-14
YELLOW BONUS UNIT RESET SOLENOID	F-35
YELLOW BONUS UNIT STEP UP SOLENOID	F-28
YELLOW BONUS ZERO RE.	F-5
YELLOW CAR ADVANCE RE.	F-23
YELLOW CAR UNIT STEP UP SOLENOID	F-31
YELLOW HOLE EJECT SOLENOID	F-38
YELLOW HOLE RE.	F-37
YELLOW LAPS ADVANCE RE.	F-30
YELLOW SPECIAL LITE RE.	F-18
YELLOW THUMPER BUMPER RE.	F-28
YELLOW THUMPER BUMPER SOLENOID	F-4
00-80 STEP UP SOLENOID	F-2
#1 SCORE RESET RE.	F-12
#2 SCORE RESET RE.	F-12
2 COIN UNIT STEP UP SOLENOID	E-3
2nd COIN RE. (LATCH)	F-14
2nd COIN RE. (TRIP)	F-15
2nd PLAYER RE. (A)	F-7
2nd PLAYER RE. (B)	F-8
2nd PLAYER RE. (C)	F-8
2nd COIN CHUTE RE.	E-5
3rd COIN CHUTE RE.	E-5
3 CAR ADVANCE RE.	F-22
5 CAR ADVANCE RE.	F-20
1-8 GREEN LAPS UNIT STEP UP SOLENOID	F-34
10-80 GREEN LAPS UNIT STEP UP SOLENOID	F-35
1-8 YELLOW LAPS UNIT STEP UP SOLENOID	F-33
10-80 YELLOW LAPS UNIT STEP UP SOLENOID	F-33
10 POINT CHIME SOLENOID	F-3
100 POINT CHIME SOLENOID	F-3
1000 POINT CHIME SOLENOID	F-4
10 POINT RE.	F-35
100 POINT RE.	F-32
1000 POINT RE.	F-30

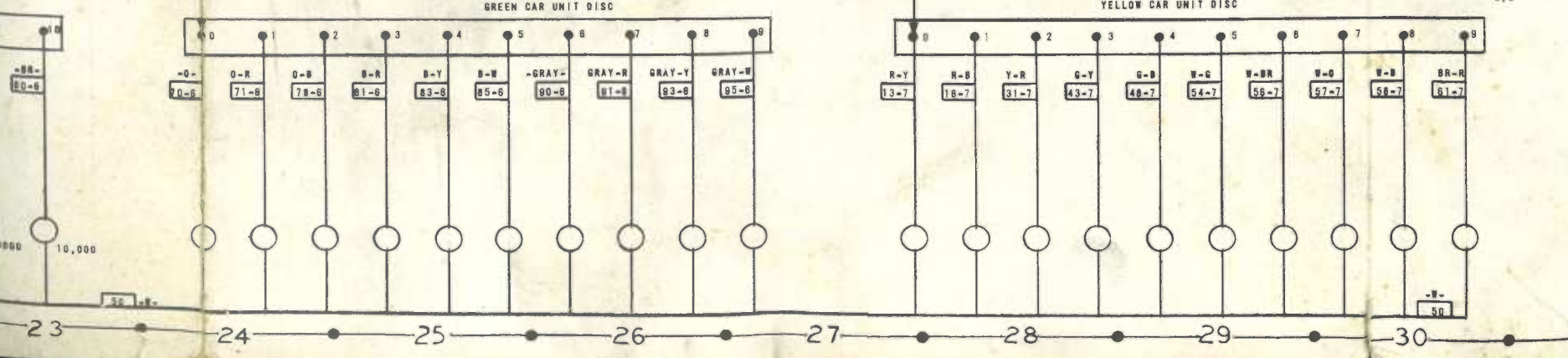
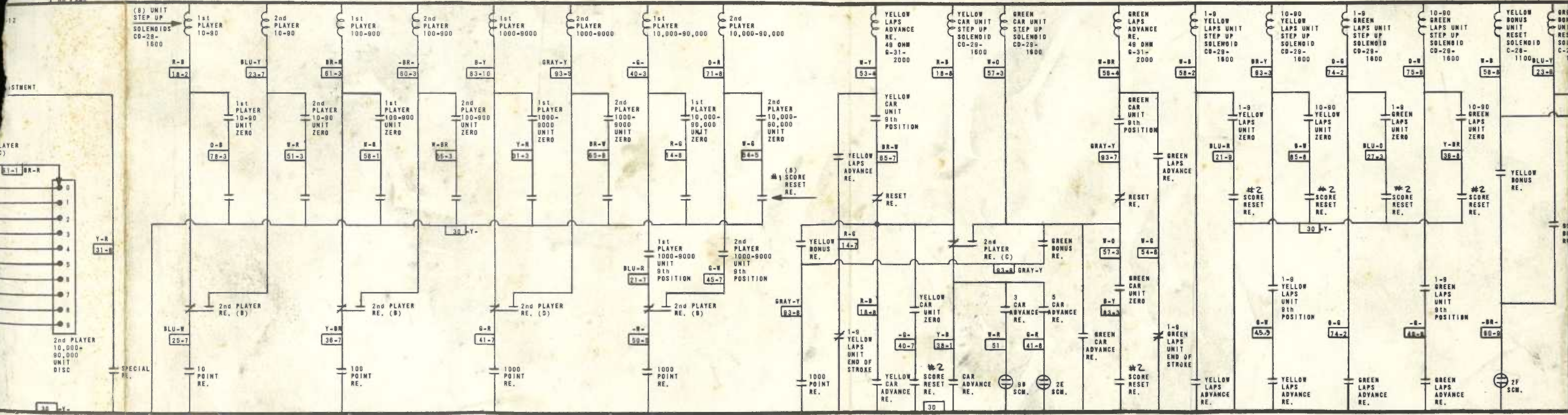
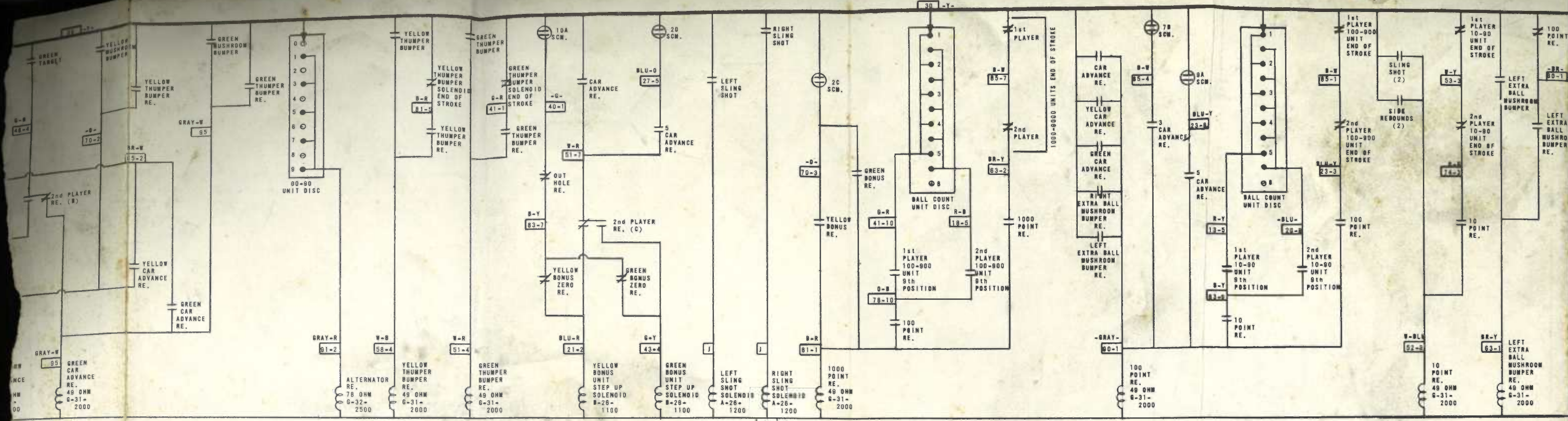
SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES

CANS	POSITIONS						
	0	1	2	3	4	5	6
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							



Bally
 MANUFACTURING CORP.
 2640 W. BELMONT AVE.
 CHICAGO, ILL. 60618

"TWIN WIN"
 920
 2-Player
 W-1042-124 r



SWITCH SYMBOLS	
	NORMALLY OPEN SWITCH (CLOSED WHEN ENERGIZED)
	NORMALLY CLOSED SWITCH (OPEN WHEN ENERGIZED)
	MAKE & BREAK SWITCH
	SCORE MOTOR OPERATED SWITCH

WIRE COLOR CODE	
1-RED -R-	6-BROWN -BR-
2-BLUE -BLU-	7-BRANGE -O-
3-YELLOW -Y-	8-BLACK -B-
4-GREEN -G-	9-GRAY -G-
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. BR -WHITE	
51 -WHITE-RED	
51-1-WHITE-RED (USED AGAIN)	

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

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

