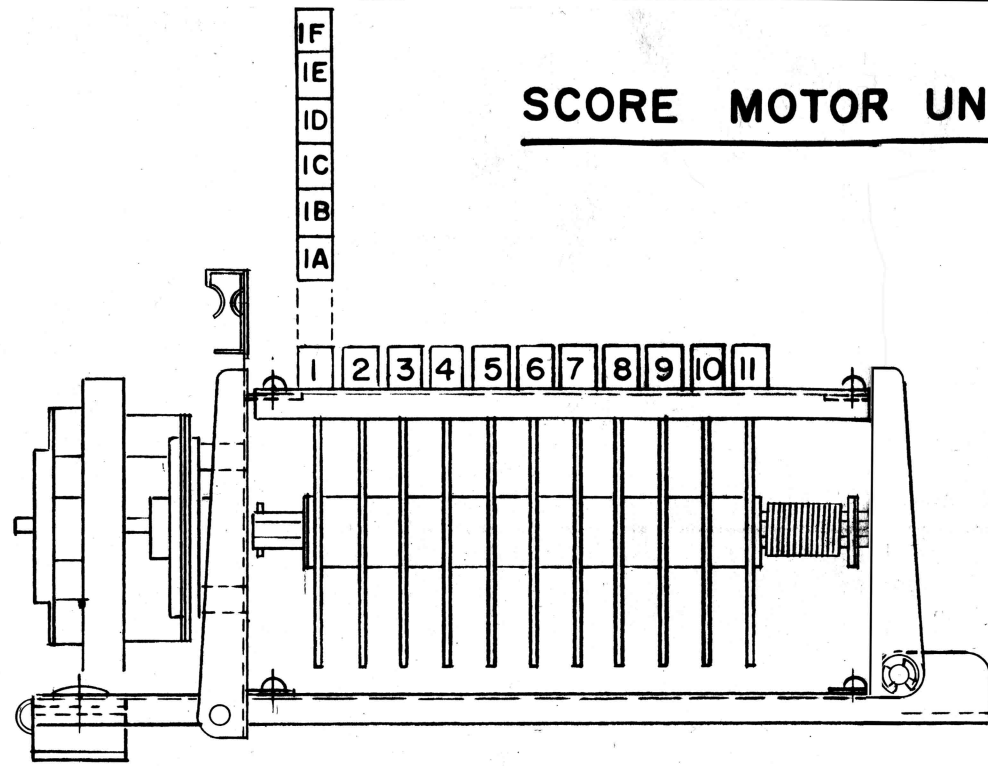


# SCORE MOTOR UNIT SWITCHES



SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES

CAM	0							1								
	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7
1	■															
2		■	■	■	■	■	■									
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## SCORE MOTOR UNIT SWITCH CHART

SWITCH	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLORS	FUNCTION OF SWITCHES	
1A	N.C.	F-45	81-6 15-3	Black-Red Red-White	Opens pull-in circuit to ball return relay.
1B	N.C.	E-10	45-1 54-4	Green-White White-Green	Opens pull-in circuit to anti-cheat relay.
1C	N.O.	D-12	13-2 30	Red-Yellow Yellow	Completes score motor carry-over circuit.
1D	N.C.	F-7	23-2 30	Blue-Yellow Yellow	Opens pull-in circuit to start relay.
1E	N.O.	F-13	48-8 30	Green-Black Yellow	Completes hold-in circuit to #1, #2, #3 reset relays.
1F	N.C.	E-8	83-6 78-7	Black-Yellow Orange-Black	Opens pull-in circuit to multiple play relay.
2A	N.O.	B-10	45-2 30	Green-White Yellow	Pulses 1st and 3rd player 1-9, 10-90, 100-900, 1000-9000 counter unit step-up coils thru reset homing circuit.
2B	N.O.	F-21	60-1 30	Brown Yellow	Pulses 100 point relay thru Wigglesville (500 point) scoring circuit.
3A	N.O.	E-35	95 43-7	Gray-White Green-Yellow	Pulses ball count unit step-up coil thru player reset relay circuit. Pulses ball return kicker coil thru ball return relay circuit. Pulses ball release coil thru ball release relay circuit.
3B	N.O.	A-30	25-9 91-7	Blue-White Gray-Red	Pulses 100 point relay thru lower bonus hole relay circuit (100 points).
3C	N.O.	E-28	41-2 57-1	Green-Red White-Orange	Pulses replay unit step-up coil thru 1st player match number circuit.
3D	N.O.	D-16	31-6 52-10	Yellow-Red White-Blue	Pulses ball count unit reset coil thru start relay circuit.
3E	N.O.	F-18	81-4 71-6	Black-Red Orange-Red	Pulses replay unit reset coil and total play meter thru start relay or multiple play relay circuit until 4th player registered. Pulses replay unit step-up coil after 4th player registered.
4A	N.O.	E-28	53 57-4	White-Yellow White-Orange	Pulses replay unit step-up coil thru 2nd player match number circuit.
4B	N.O.	F-33	10-2 90	Red Gray	Pulses player-up unit reset coil thru start relay circuit.
4C	N.O.	A-31	65-1 91-7	Brown-White Gray-Red	Pulses 100 point relay thru top bonus hole relay circuit (100 points)
4D	N.O.	B-42	95-7 21-2	Gray-White Blue-Red	Pulses lower hole kicker solenoid thru lower hole relay circuit.
4E	N.O.	F-20	54-1 30	White-Green Yellow	Pulses replay unit step-up coil thru (5 plays) 2nd & 3rd coin chute adjustment circuit.
5A	N.O.	F-19	51-2 30	White-Red Yellow	Pulses replay unit step-up coil thru (3 plays) 2nd & 3rd coin chute adjustment circuit. Pulses 100 point relay thru 200 point relay circuit.
5B	N.O.	F-19	58-7 30	White-Black Yellow	Pulses replay unit step-up coil thru (2 plays) 2nd & 3rd coin chute adjustment circuit. Pulses 100 point relay thru Wigglesville (100 point) scoring circuit.
5C	N.O.	E-29	54-2 23-8	White-Green Blue-Yellow	Pulses replay unit step-up coil thru 3rd player match number circuit.
5D	N.O.	A-30	65-1 91-7	Brown-White Gray-Red	Same function as switch 4C.
5E	N.C.	F-38	15-3 27-5	Red-White Blue-Orange	Opens hold-in circuit to ball release relay.
6A	N.O.	F-20	51-2 <sup>x</sup> 30	White-Red Yellow	Same function as switch 5A.
6B	N.O.	E-29	63-4 85-3	Brown-Yellow Black-White	Pulses replay unit step-up coil thru 4th player match number circuit.
6C	N.O.	B-41	95-7 61-4	Gray-White Brown-Red	Pulses top hole kicker solenoid thru top hole relay circuit.
6D	N.C.	B-23	91-7 75-10	Gray-Red Orange-White	Opens hold-in circuit to free ball relay.
7A	N.O.	F-17	57 30	White-Orange Yellow	Pulses coin unit step-up coil thru multiple play relay circuit.
7B	N.O.	E-34	41-3 51-5	Green-Red White-Red	Pulses game-over relay (trip) coil thru match relay circuit.
7C	N.O.	D-11	40-6 65-3	Green Brown-White	Pulses coin relay (latch) coil thru start relay circuit.
7D	N.O.	D-32	14-4 52	Red-Green White-Blue	Pulses replay unit step-up coil or Wigglesville relay thru Wiggle Jet feature scoring circuits.
7E	N.C.	A-18	95-5 91-7	Gray-White Gray-Red	Opens hold-in circuit to blue center mushroom bumper relay.
8A	N.O.	E-36	75-2 43-7	Orange-White Green-Yellow	Pulses player-up unit step up coil thru player advance relay circuit.
8B	N.O.	A-38	95-7 38-6	Gray-White Yellow-Black	Pulses 1st, 2nd, 3rd, 4th player Wiggle Jet bonus counter unit step-up coils thru hole kicker relay circuit.
8C	N.C.	A-25	91-7 20-3	Gray-Red Blue	Opens hold-in circuit to Wigglesville relay.
8D	N.C.	F-45	56-6 15-3	White-Brown Red-White	Opens hold-in circuit to ball return relay.
8E	N.C.	F-44	98-4 15-3	Gray-Black Red-White	Opens hold-in circuit to 1-2 hole relay.
9A	N.O.	F-21	54-1 30	White-Green Yellow	Same function as switch 4E.
9B	N.O.	F-20	78-1 30	Orange-Black Yellow	Pulses replay unit step-up coil thru (4 plays) 2nd & 3rd coin chute adjustment circuit. Pulses 100 point relay thru Wigglesville (300 point) scoring circuit.
10A	N.C.	F-7	61-6 25-5	Brown-Red Blue-White	Opens hold-in circuit to 1st, 2nd, 3rd coin chute relays, start relay and multiple play relay.
10B	N.C.	A-38	85 91-7	Black-White Gray-Red	Opens hold-in circuit to 200 point relay and right out rollover relay.
10C	N.C.	F-39	83-4 15-3	Black-Yellow Red-White	Opens hold-in circuit to player advance relay.
10D	N.C.	A-42	95-7 38-8	Gray-White Yellow-Black	Opens hold-in circuit to hole kicker relay.
11A	N.O.	A-6	71-7 30	Orange-Red Yellow	Pulses 2nd and 4th player 1-9, 10-90, 100-900, 1000-9000 counter unit step-up coils thru reset homing circuit.
11B	N.O.	A-40	10-5 30	Red Yellow	Pulses 1st, 2nd, 3rd, 4th player Wiggle Jet bonus counter unit step-up coils thru reset homing circuit.
11C	N.O.	F-21	60-7 30	Brown Yellow	Pulses replay unit step-up coil thru (6 plays) 2nd & 3rd coin chute adjustment circuit.