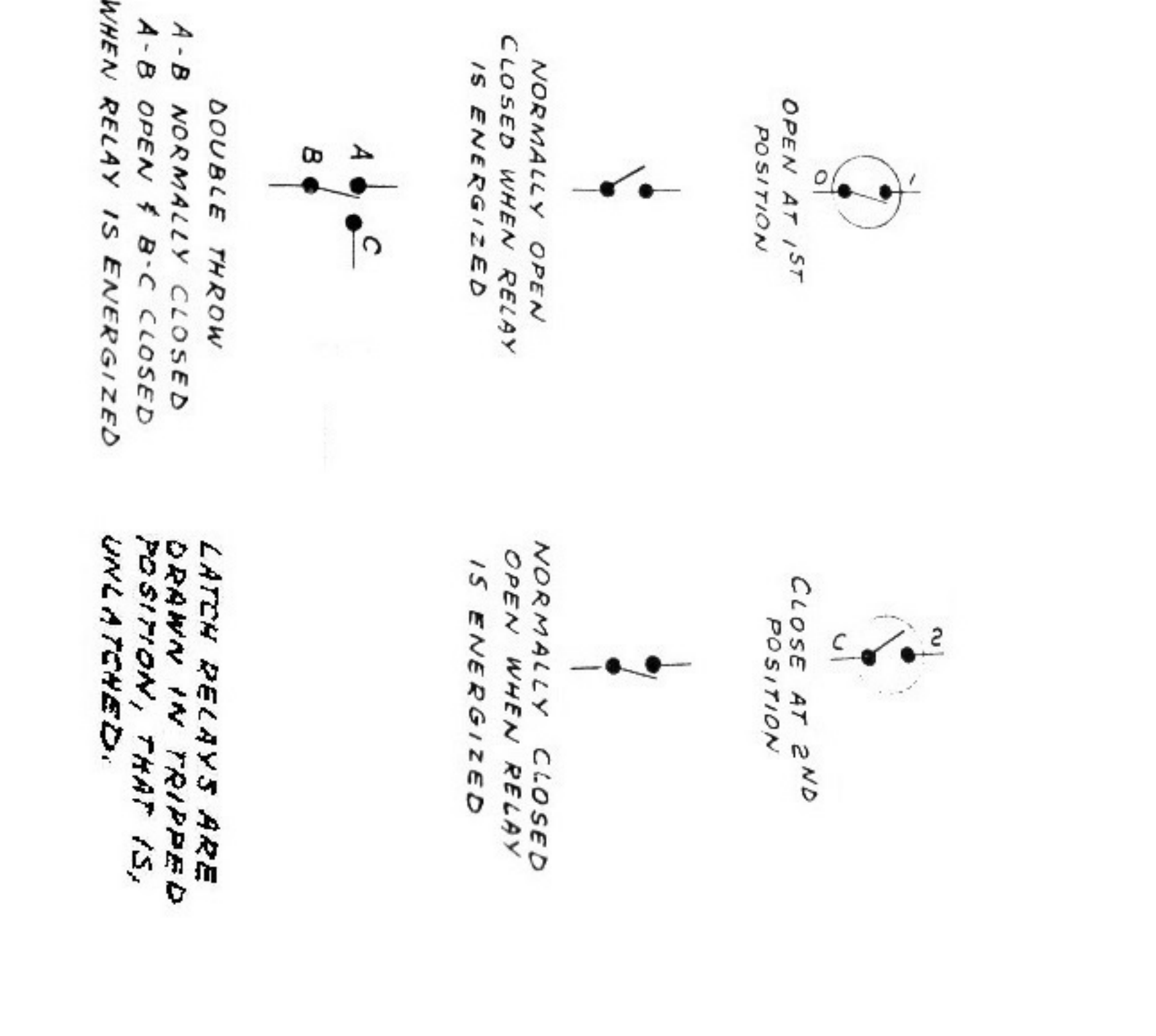
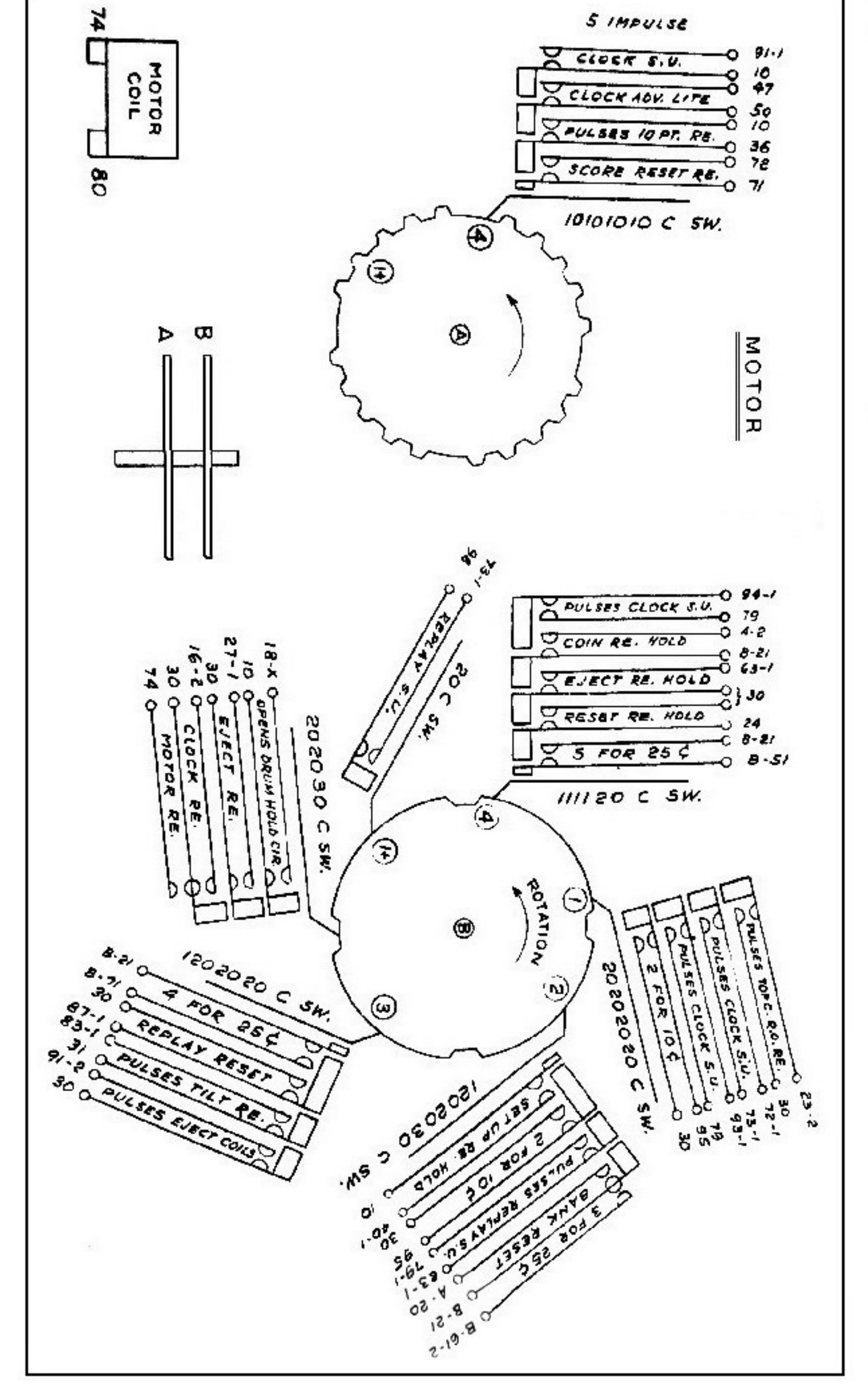
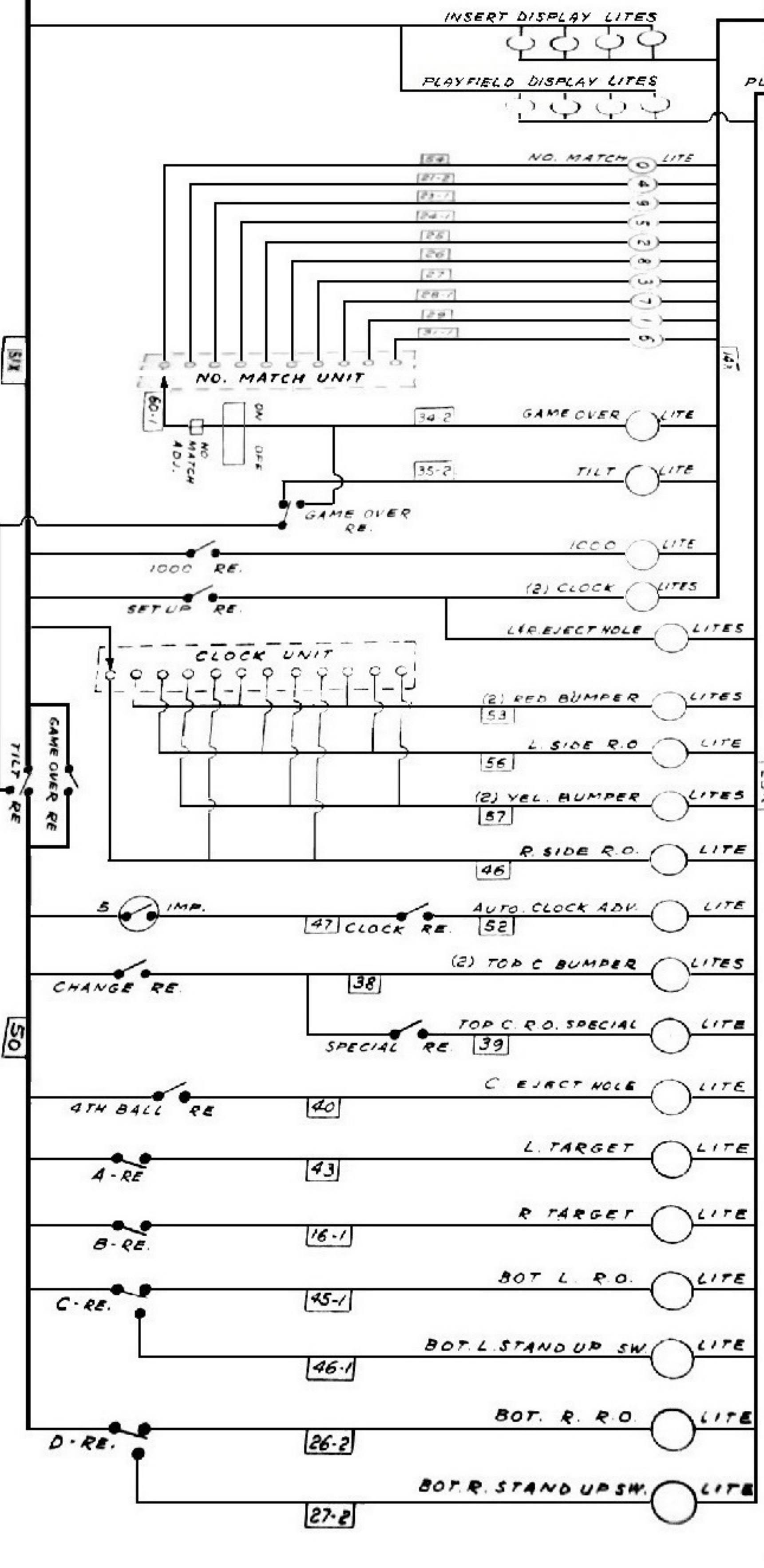


BEAT THE CLOCK

290

8-26-63



WORD ABBREVIATIONS:

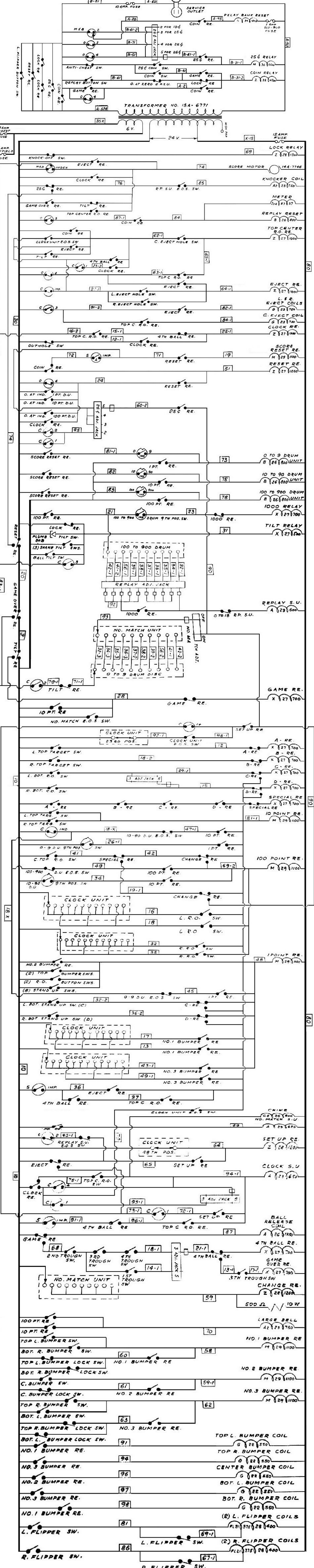
RE	RELAY
R.O.	ROLL OVER
SW	SWITCH
E.O.S.	END OF STROKE
S.U.	STEP UNIT
RP	REPLAY
L	LEFT
R	RIGHT
POS.	POSITION
ADJ.	ADJUSTMENT
NOV.	NUMBER
ADV.	ADVANCE
AMP.	AMPERE
G.O.	GAME OVER
D.U.	DRUM UNIT
P.T.	POINT
O	OPEN
C	CLOSE
IND.	INDEX
TARG.	TARGET

WIRE COLOR CODE:

1 RED	1 FIRST NO. BODY COLOR
2 BLUE	2 SECOND NO. TRACKER COLOR
3 YELLOW	3 THIRD NO. INDICATES REUSE OF SAME COLOR WIRE.
4 GREEN	
5 WHITE	
6 BROWN	
7 ORANGE	
8 BLACK	
9 GREY	
10 NO TRACER	
11 RED	EXAMPLE
12 RED-WHITE	
13 GREY-RED	
14 GREY	
15 GREY-RED USED AGAIN	

UNIT COIL LOCATION:

BALL RELEASE COIL	G-18
CLOCK S.U.	G-18
DRUM UNIT COILS	G-16
FILIPER COILS	G-14
FILIPER COILS	G-14
NO. MATCH S.U.	G-14
REPLAY BANK RESET	G-14
REPLAY S.U.	G-14
	G-14
	G-14
	G-14



BEAT THE CLOCK

290

8-26-63