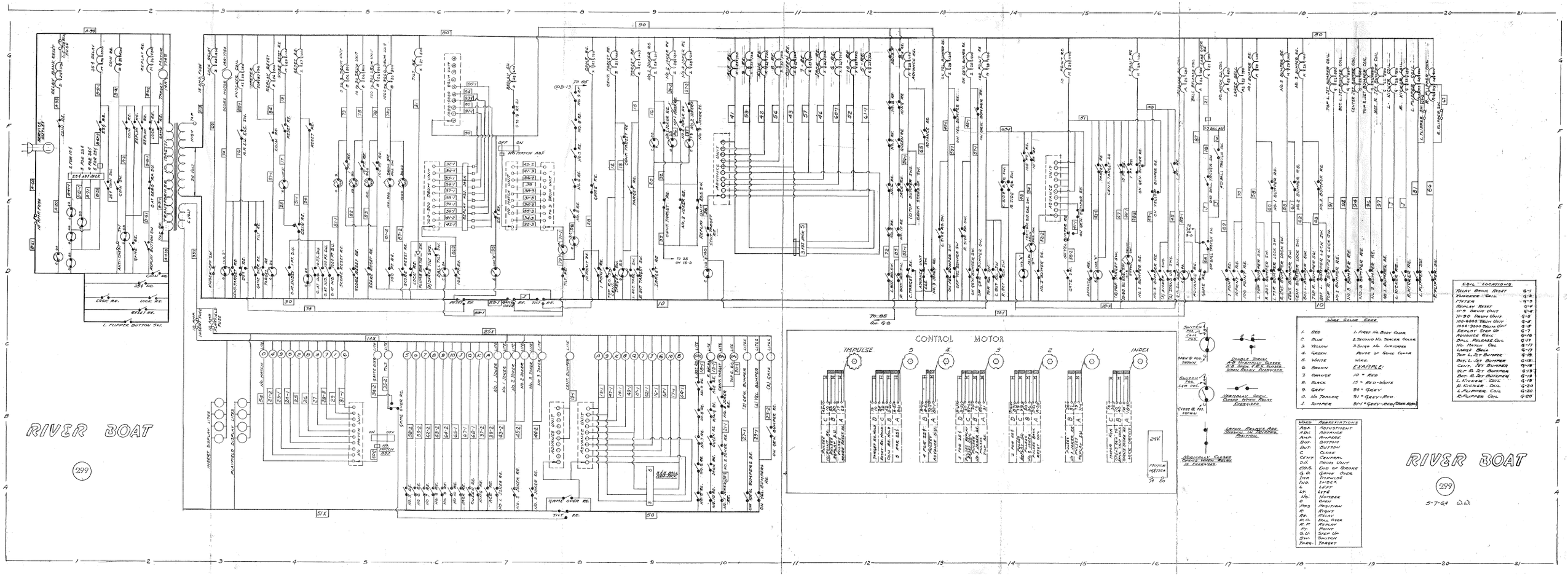

WIRE COLOR CODE	
1. RED	1. FIRST NO. BODY COLOR
2. BLUE	2. SECOND NO. TRACER COLOR
3. YELLOW	3. THIRD NO. INDICATOR
4. GREEN	REUSE OF SAME COLOR
5. WHITE	WIRE.
6. BROWN	EXAMPLE:
7. ORANGE	10 = RED
8. BLACK	15 = RED-WHITE
9. GREY	90 = GREY
0. NO TRACER	91 = GREY-RED
J. JUMPER	91-1 = GREY-RED (THEN NEXT)

COIL LOCATIONS	
RELAY BANK RESET	G-1
KNOCKER COIL	G-3
METER	G-3
REPLAY RESET	G-4
0-9 DRUM UNIT	G-4
10-90 DRUM UNIT	G-5
100-9000 DRUM UNIT	G-5
1000-9000 DRUM UNIT	G-5
REPLAY STEP UP	G-7
ADVANCE COIL	G-16
BALL RELEASE COIL	G-17
NO. MATCH COIL	G-17
LARGE BELL	G-17
TOP L. JET BUMPER	G-18
BOT. L. JET BUMPER	G-18
CENT. JET BUMPER	G-18
TOP R. JET BUMPER	G-19
BOT. R. JET BUMPER	G-19
L. KICKER COIL	G-19
R. KICKER COIL	G-20
L. FLIPPER COIL	G-20
R. FLIPPER COIL	G-20

WORD	ABBREVIATIONS
ADJ.	ADJUSTMENT
ADV.	ADVANCE
AMP.	AMPERE
BOT.	BOTTOM
BUT.	BUTTON
C	CLOSE
CENT.	CENTRAL
D.U.	DRUM UNIT
E.O.S.	END OF STROKE
G.O.	GAME OVER
IMP.	IMPULSE
IND.	INDEX
L	LEFT
LT.	LITE
NO.	NUMBER
O	OPEN
POS.	POSITION
R	RIGHT
RE.	RELAY
R.O.	ROLL OVER
R.P.	REPLAY
PT.	POINT
S.U.	STEP UP
SW.	SWITCH
TARG.	TARGET