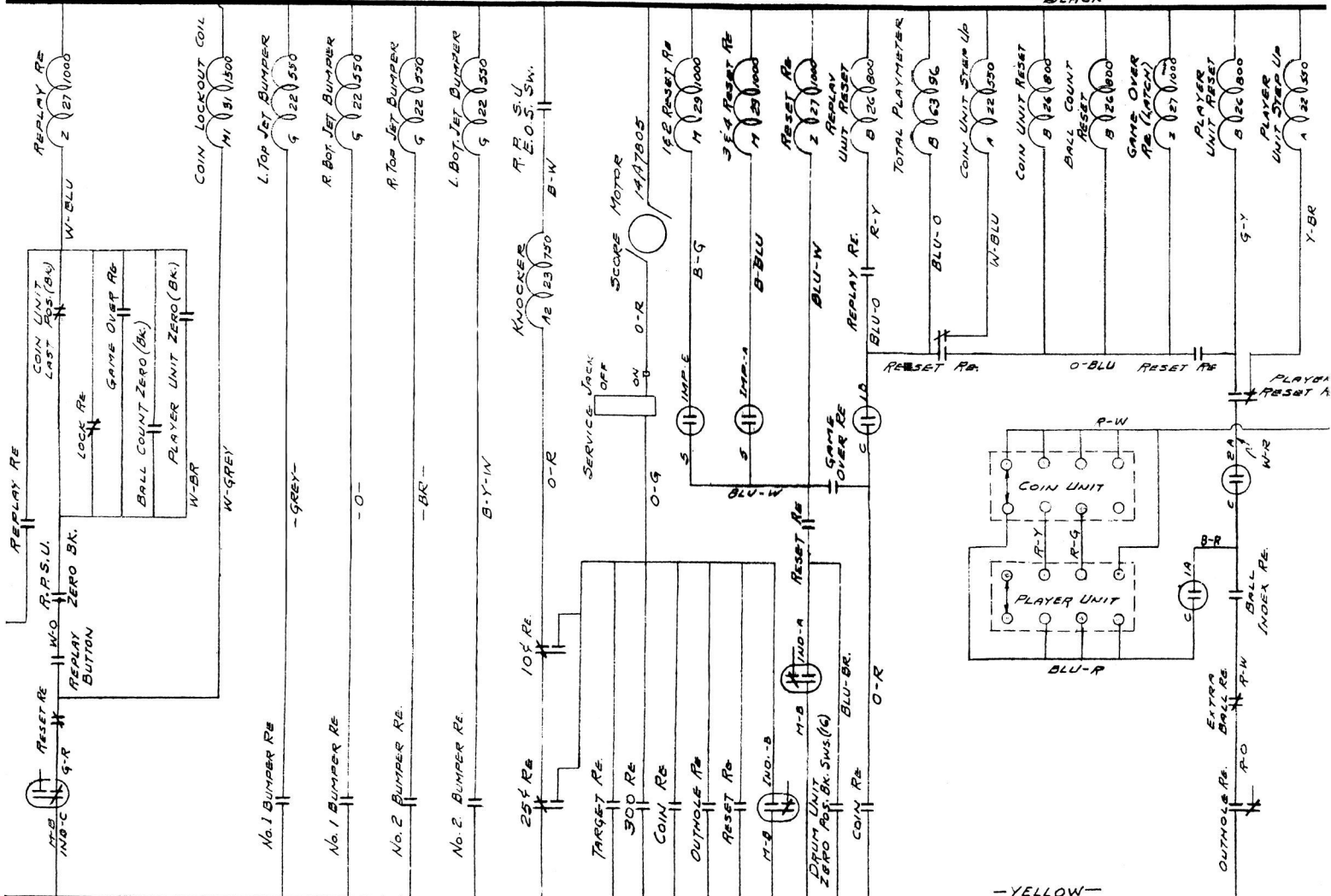




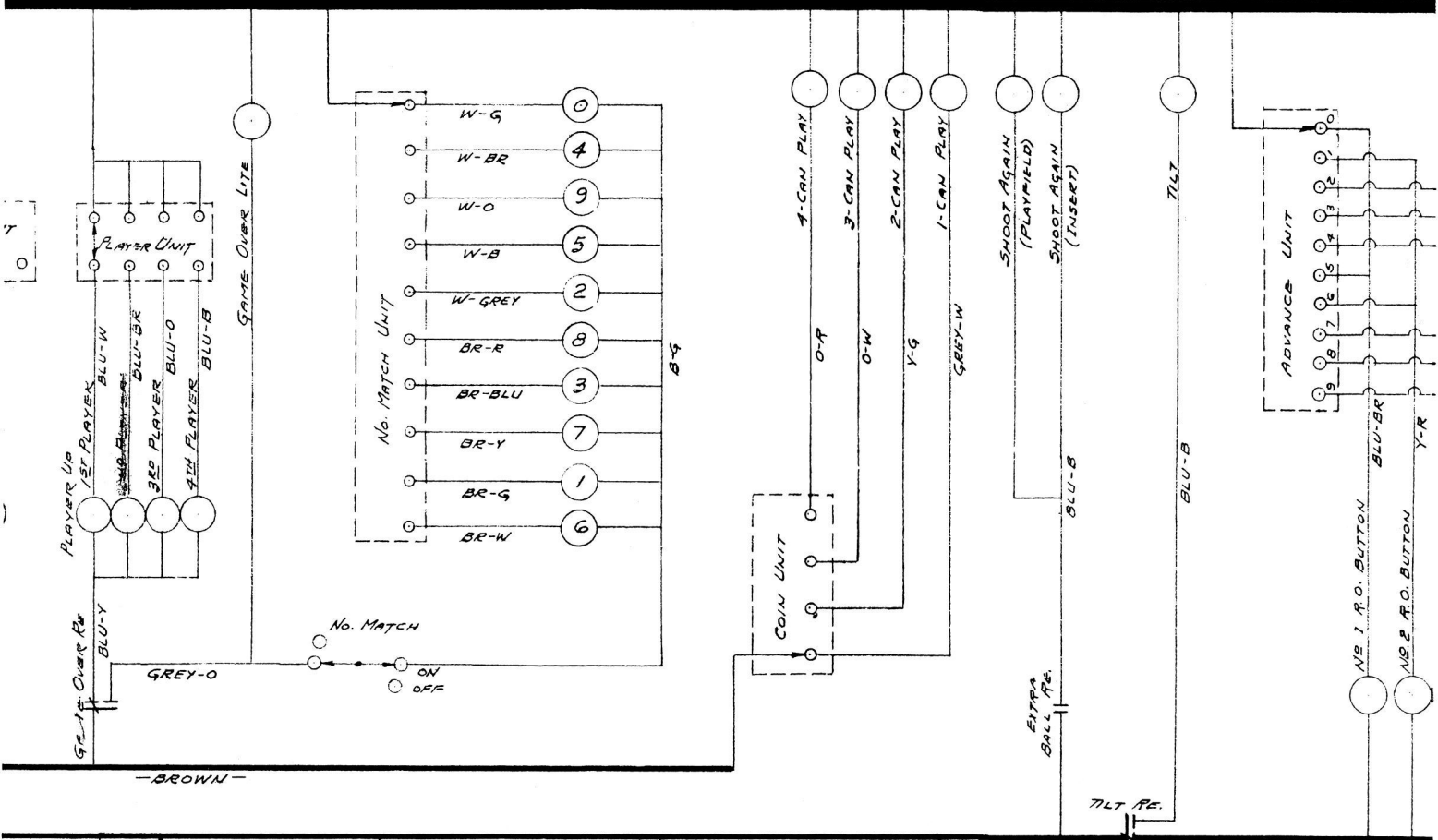
BLACK-

B-R  
To 116

-BLACK-



-YELLOW-



-BROWN-

BLUE -

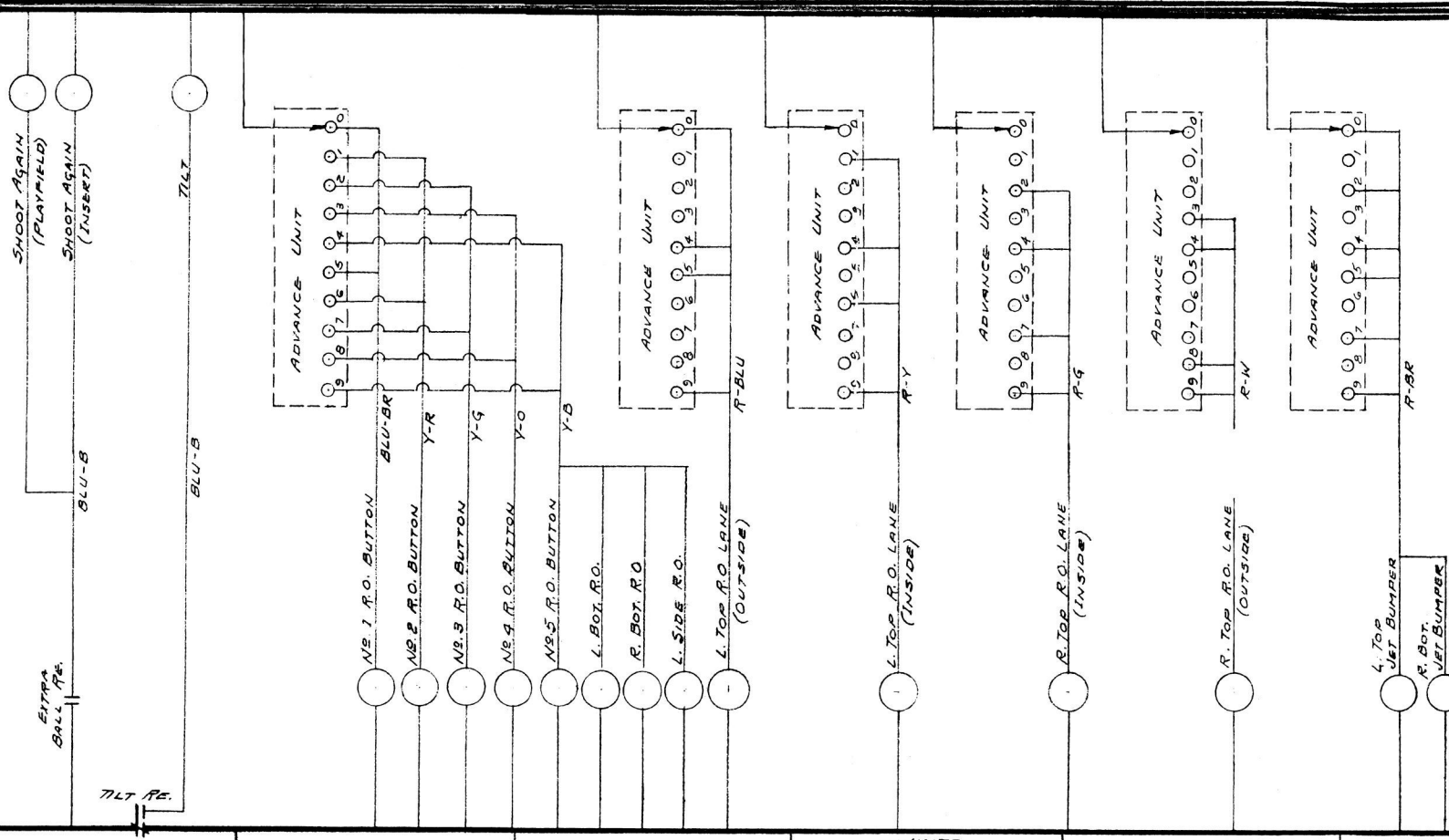
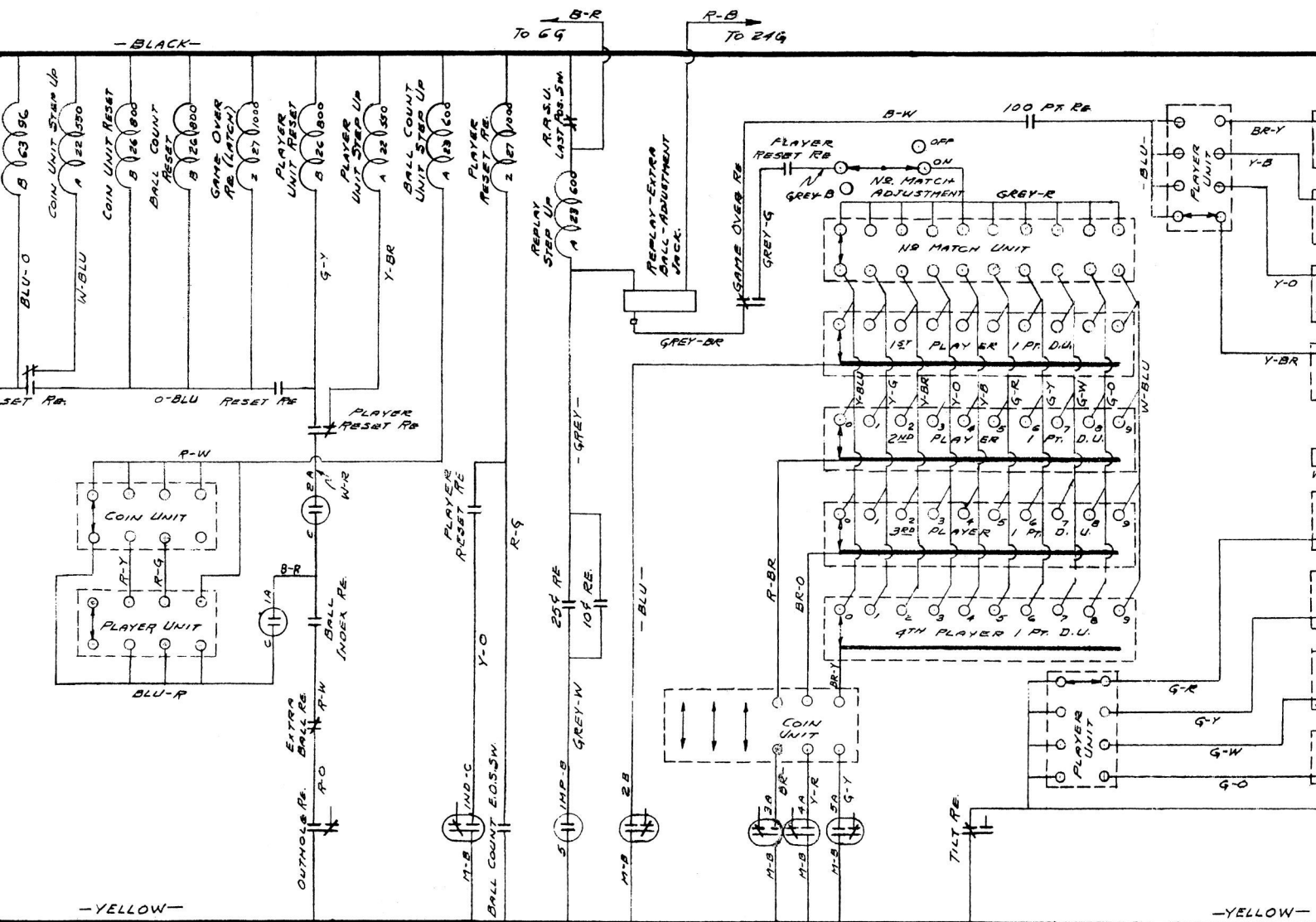
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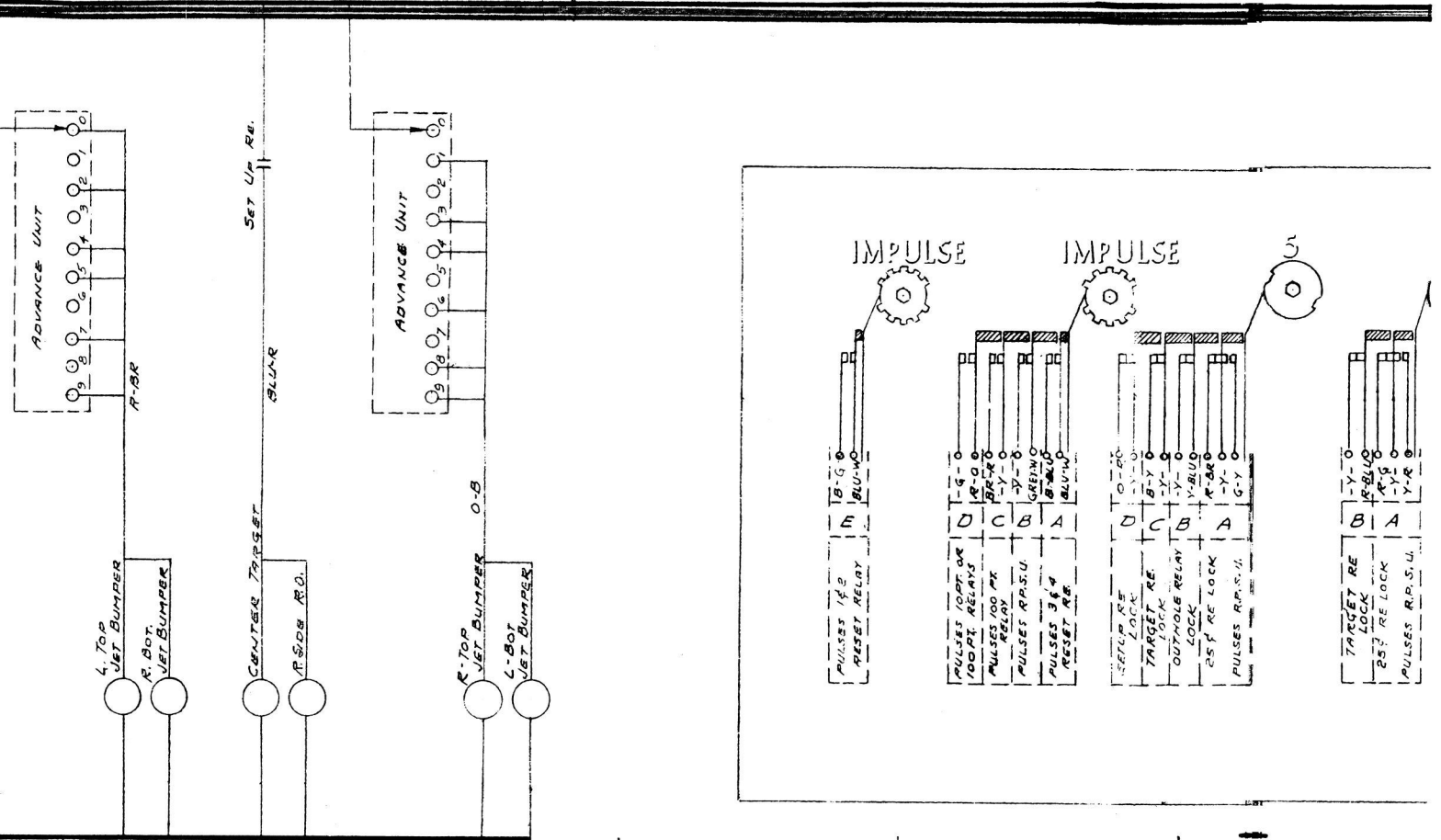
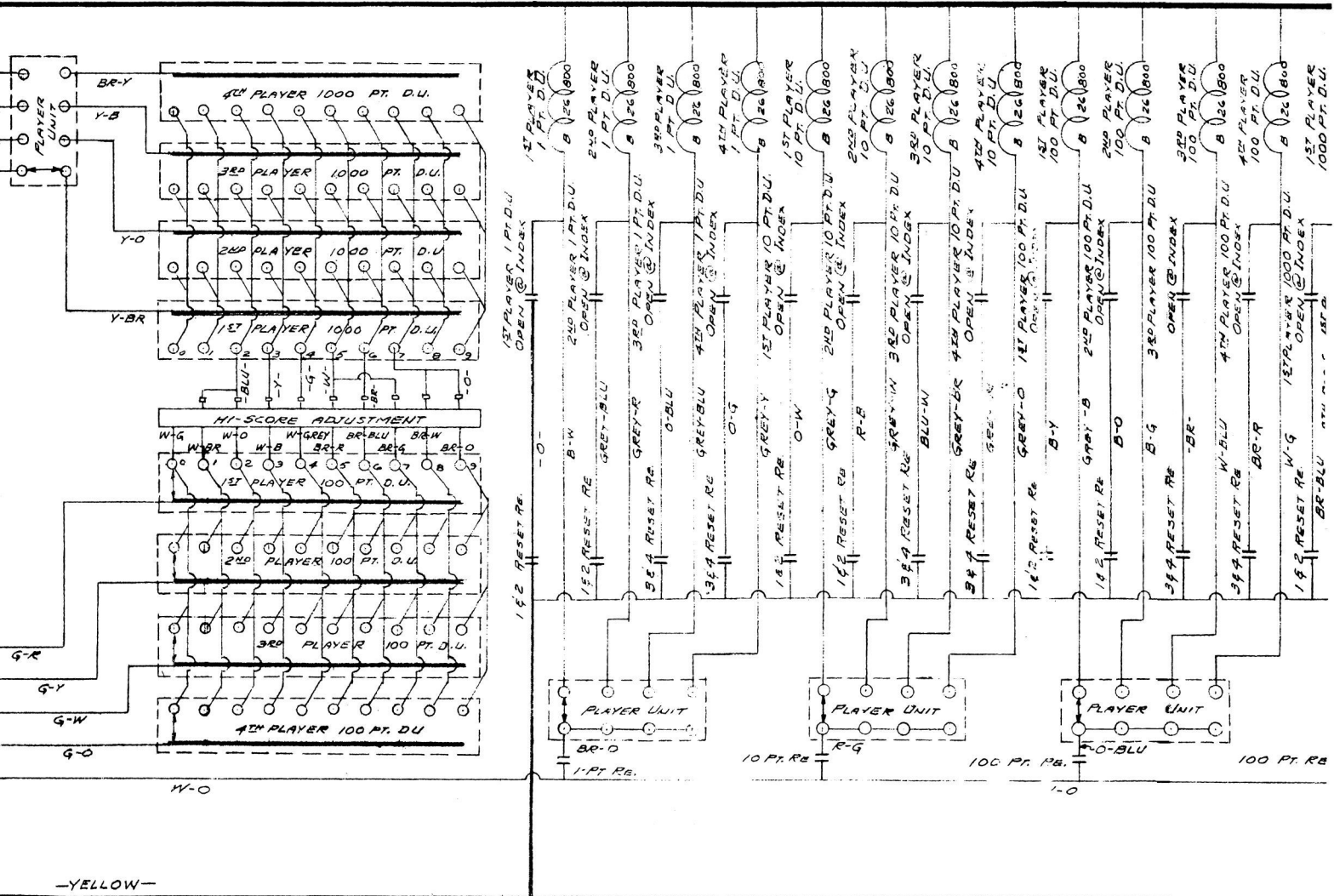
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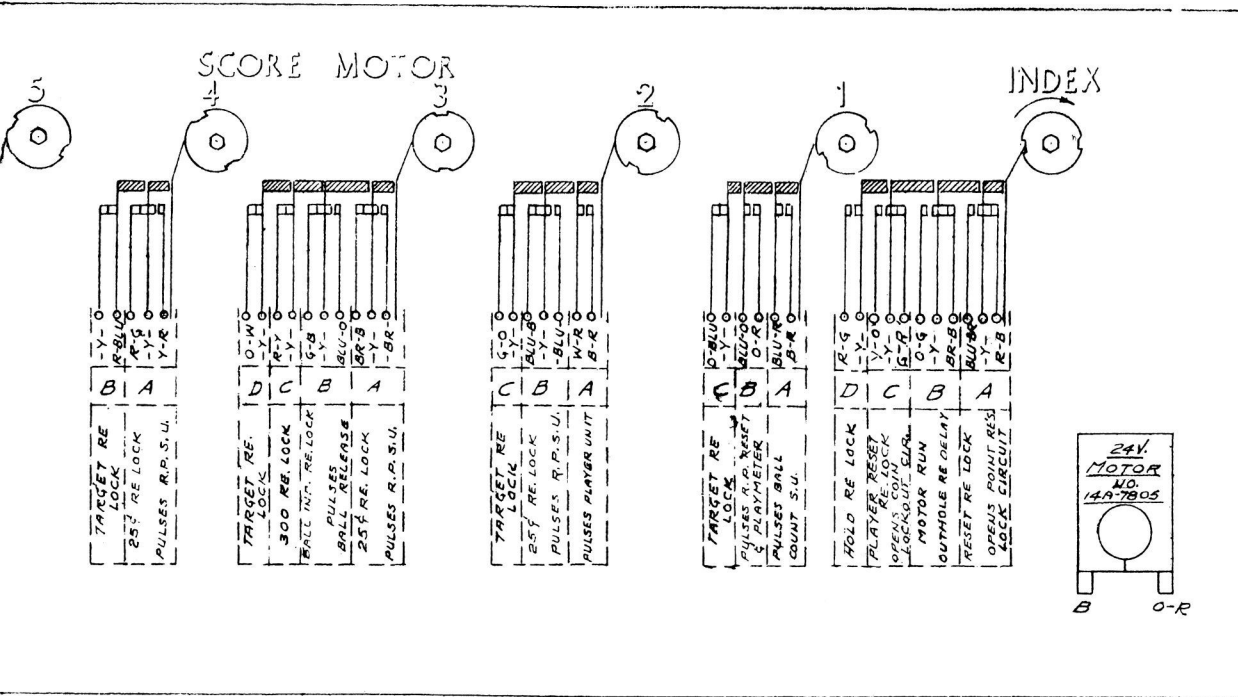
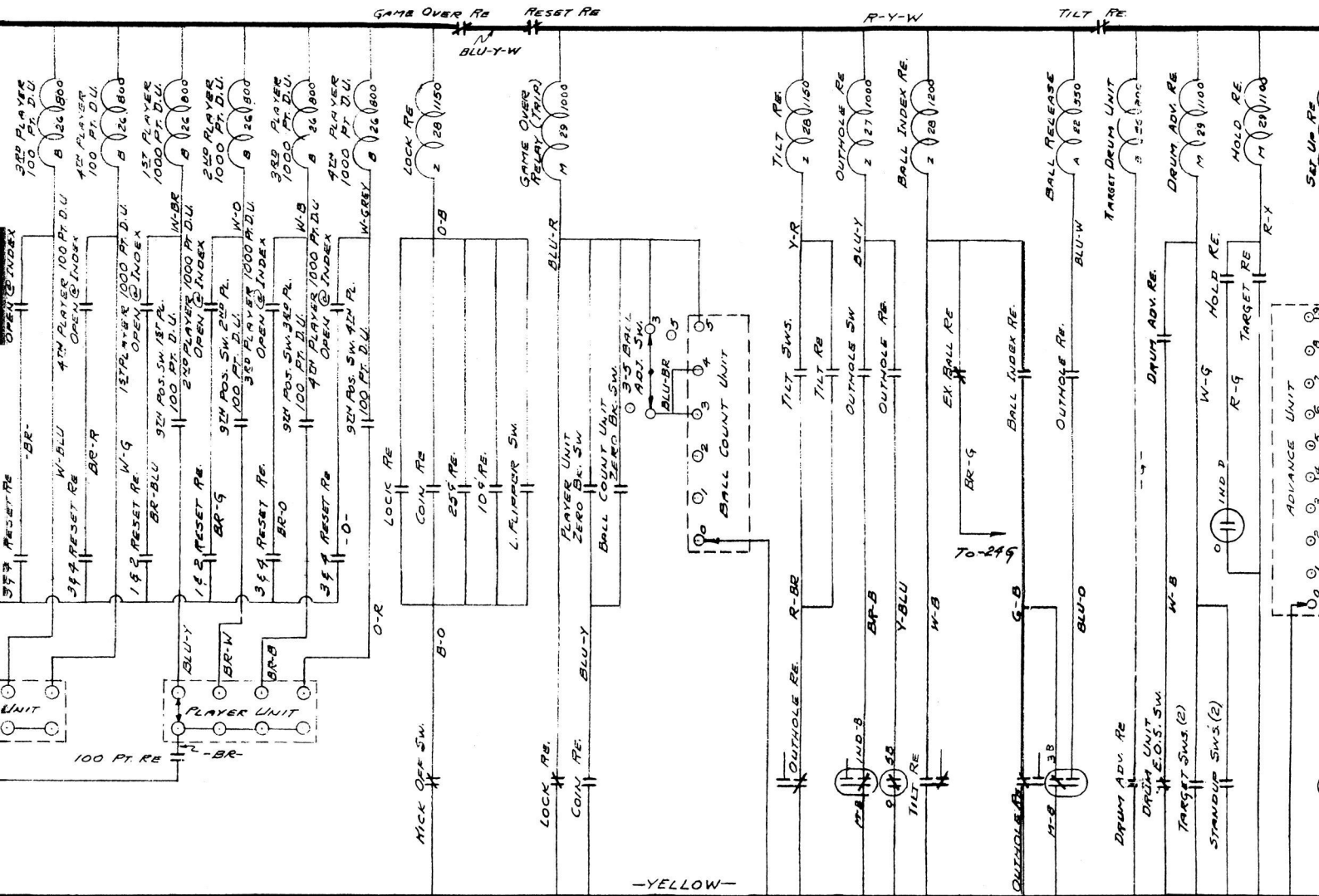
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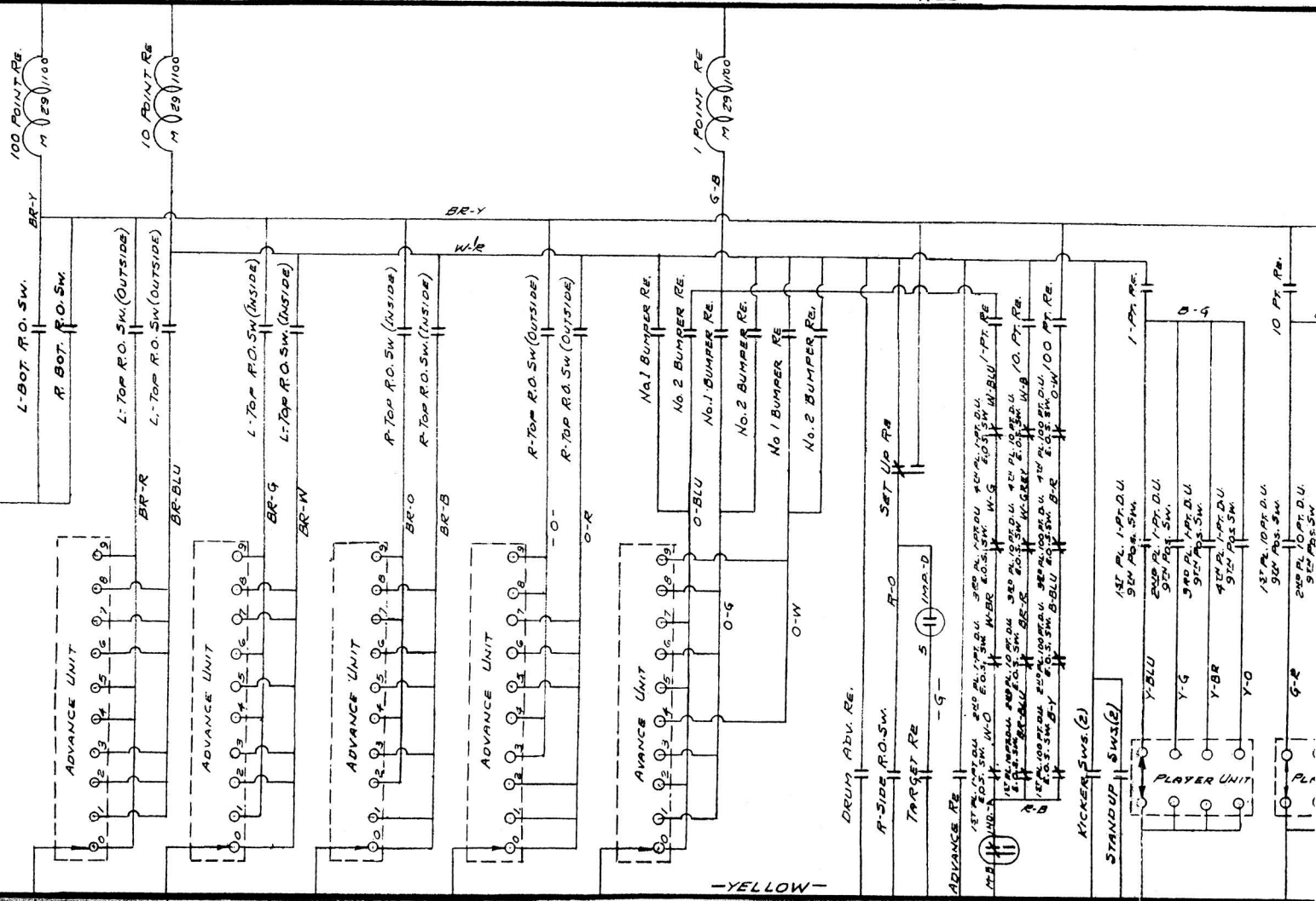
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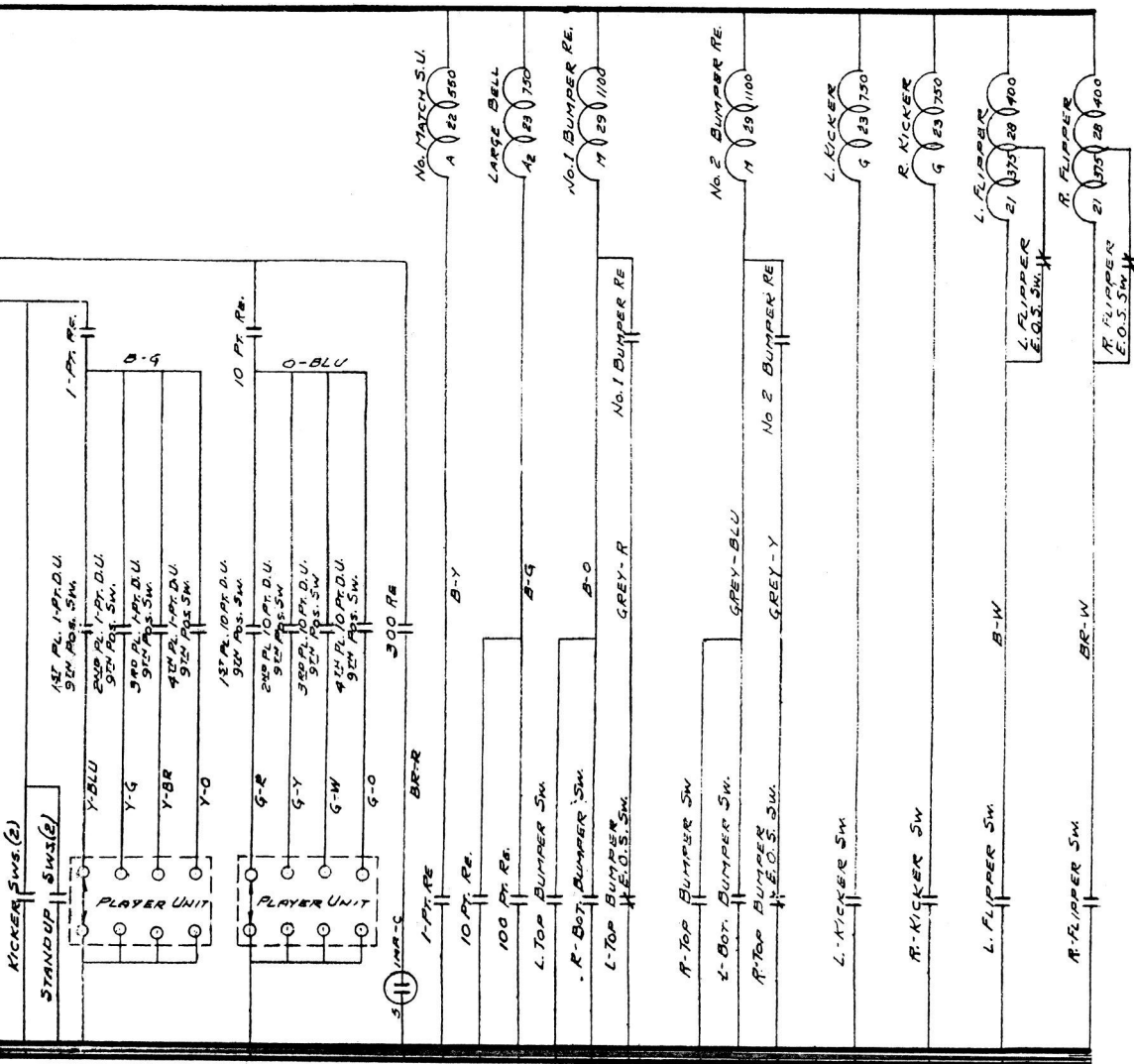




- YELLOW -

Relay Coil Locations	
Ball Index Re	216
Game Over Re(Latch & Trip)	96 & 196
Coin Re	46
Lock Re	196
Outhole Re.	216
Player Reset Re	106
Replay Re	56
Reset Re	86
Target Re	226
Tilt Re	206
25¢ Re	46
10¢ Re	46
No 1 Bumper Re	316
No 2 Bumper Re	326
1 Point Re	286
10 Point Re	266
100 Point Re	256
300 Re	256
1 & 2 Reset Re	76
3 & 4 Reset Re	86
Advance Re	236
Drum Advance Re	226
Ex. Ball Re	256
Set Up Re	226
Hold Re	226

Miscellaneous Coil Locations	
Advance Unit	236
Ball Count Step Unit	106
Ball Count Reset	96
Ball Release	216
Coin Lockout	56
Coin Unit Reset	96
Coin Unit S.U.	86
Drum Units (16)	156 To 186
Drum Unit (Playfield)	226
Jet Bumpers (4)	66
Knocker	76
Left Kicker	326
Left Flipper	336
Large Bell	316
No Match Step Unit	316
Playmeter	86
Player S.U.	106
Replay S.U.	106
Replay Unit Reset	86
Right Kicker	326
Right Flipper	336



ABBREVIATIONS USED			SWITCH SYMBOLS	
Adjustment—Adj.	Impulse—Imp	Position—Pos.	 NORMALLY OPEN SWITCH CLOSED WHEN ENERGIZED.	
Advance—Adv.	Index—Ind.	Right—R.		
Ampere—Amp.	Left—L.	Relay—Re.		
Break—Br.	Make—M.	Replay—R. R.		
Bottom—Bot.	Make-Break—M-B	Roll Over—R. O.	 NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED.	
Drum Unit—D.U.	Number—No.	Step Unit—S. U.		
End Of Stroke—E.O.S.	Player—Pl.	Switches—Sw.	 SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM.	
Game Over—G. O.	Point—Pt.	Switch—Sw.		
<b>WIRE COLOR CODE</b>			 MAKE & BREAK SWITCH	
R—Red	G—Green	O—Orange		
Blu—Blue	W—White	B—Black		
Y—Yellow	Br—Brown	J—Jumper		
W-R INDICATES WHITE WIRE WITH A RED TRACER.				