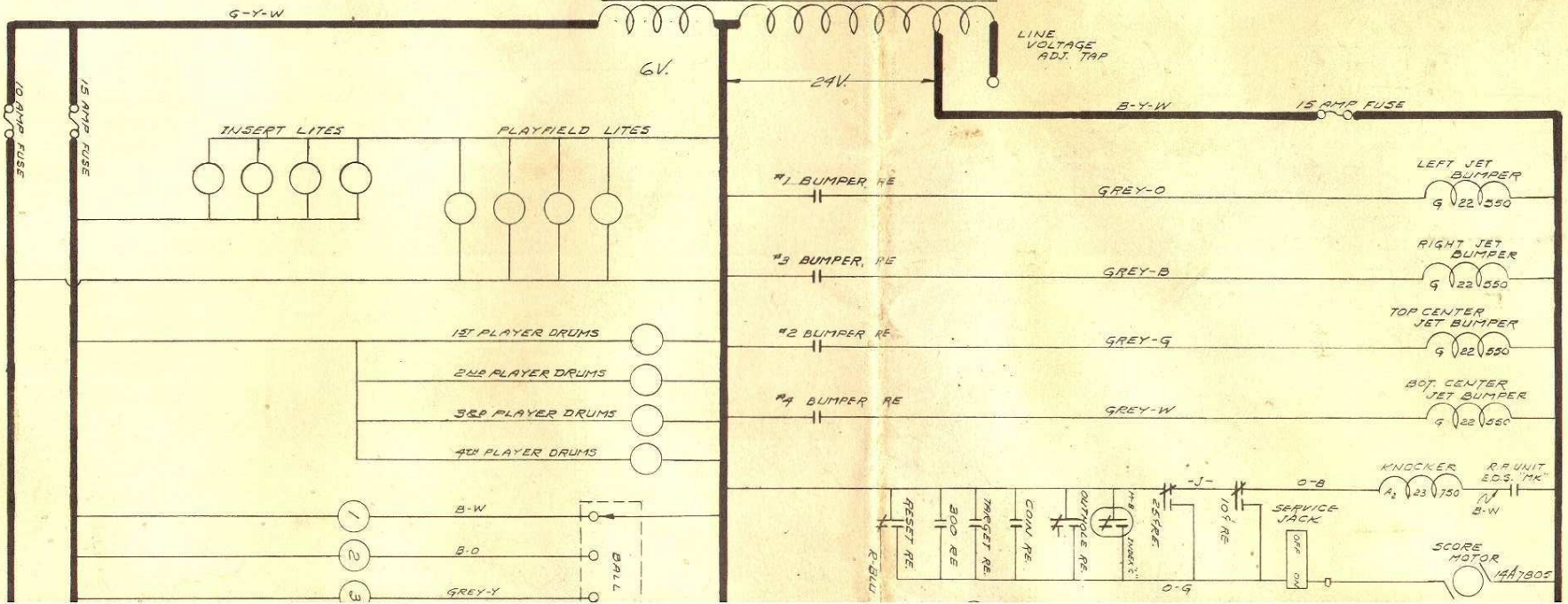
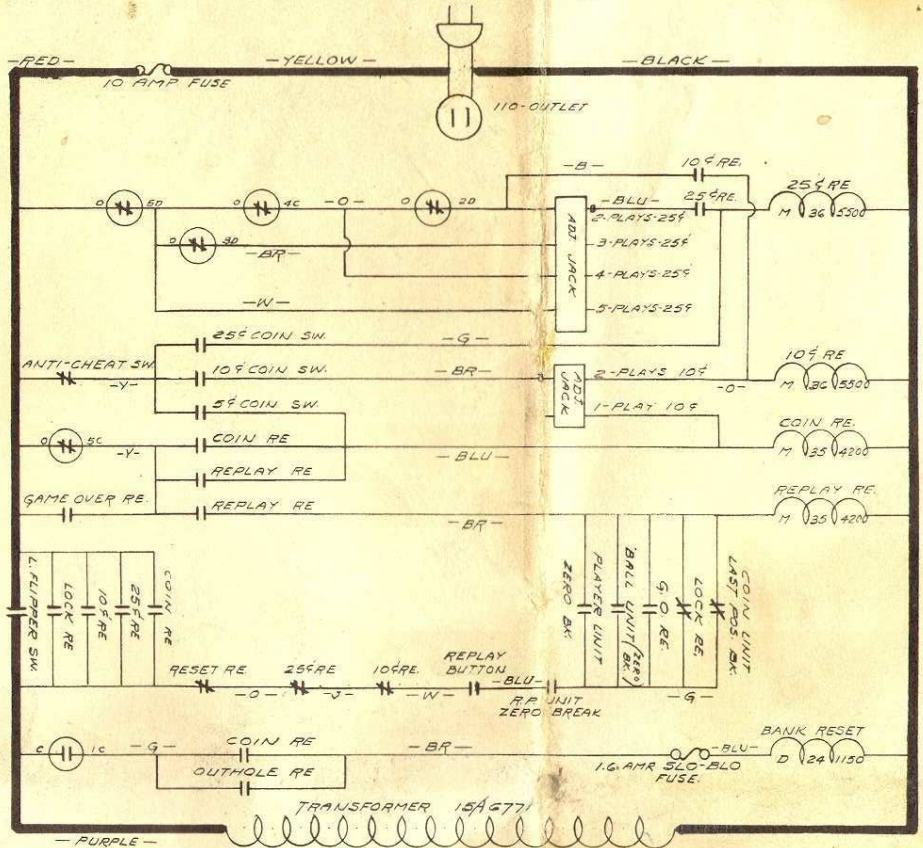


SHANGRI-LA

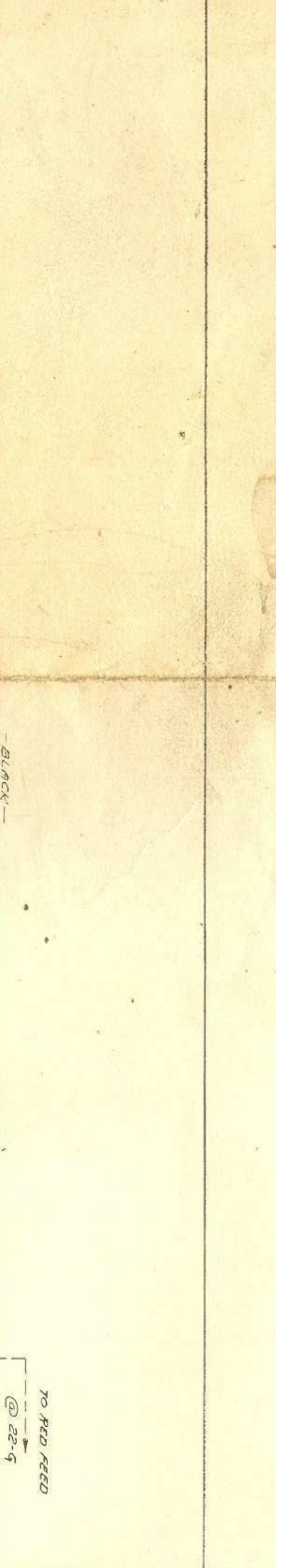
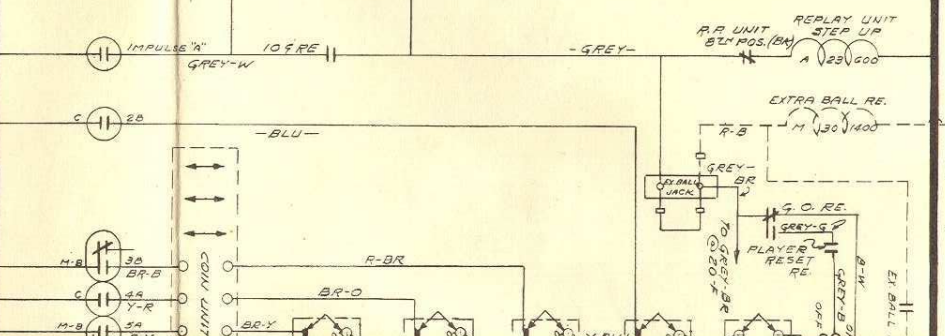
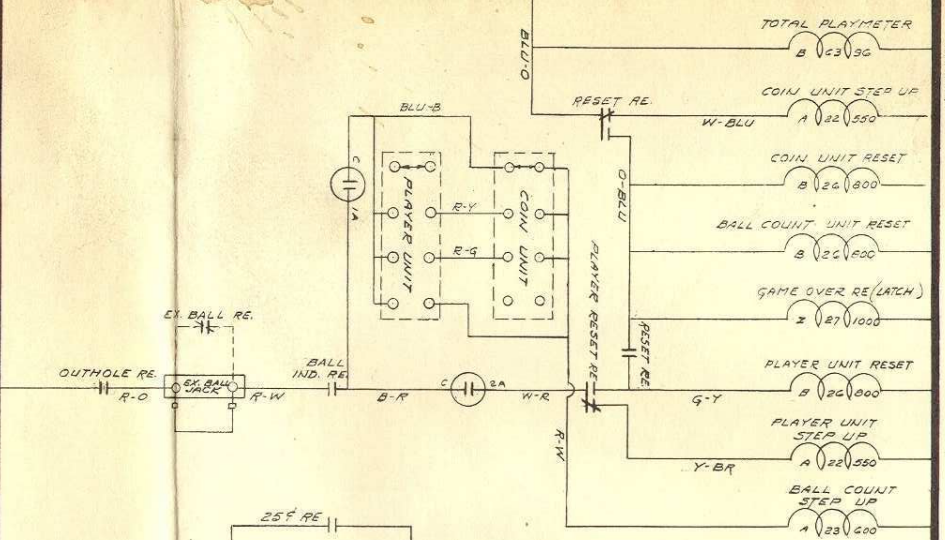
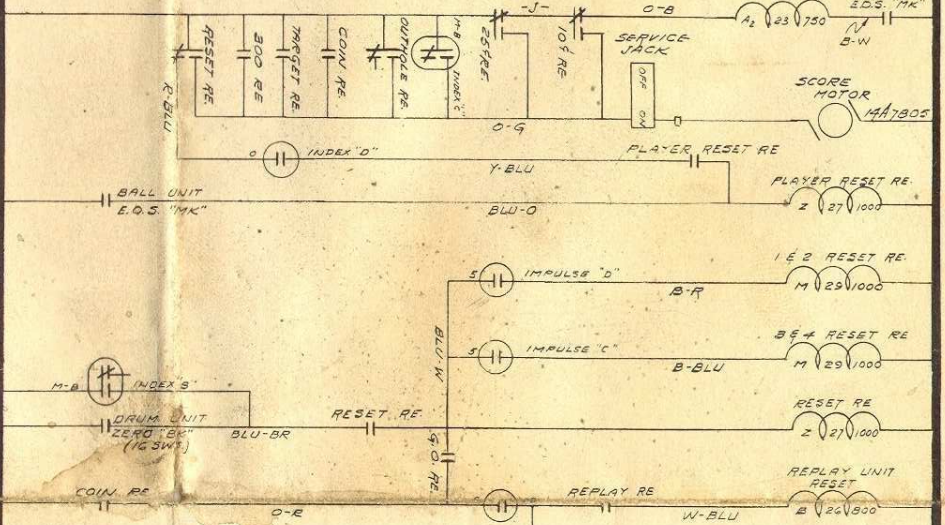
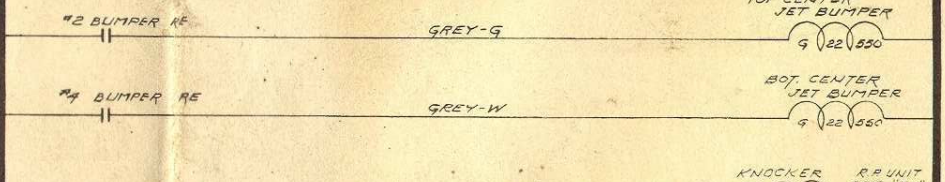
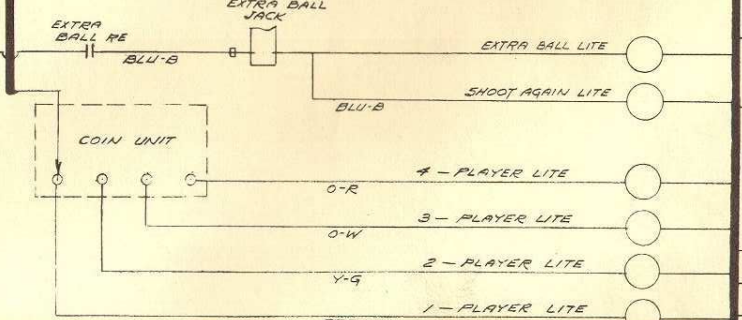
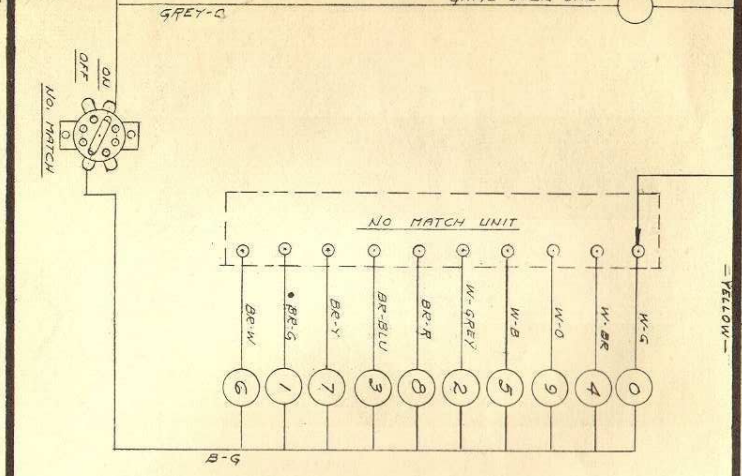
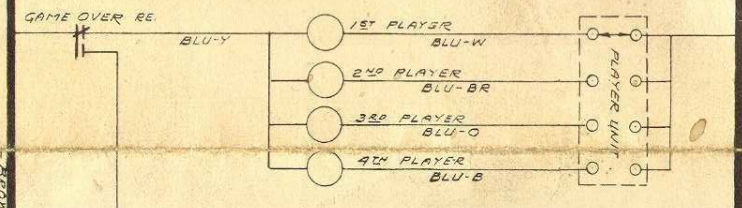
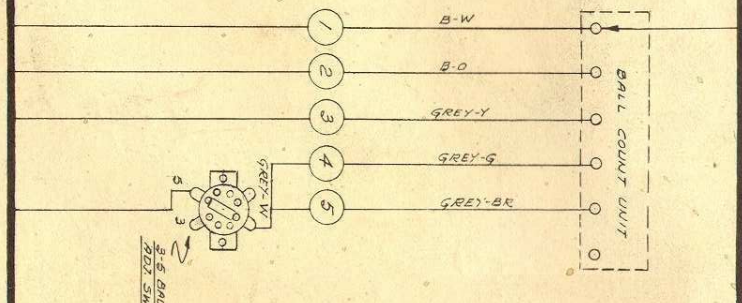
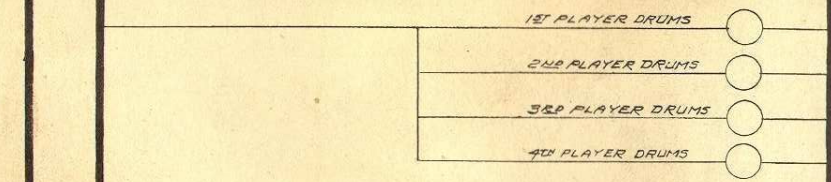
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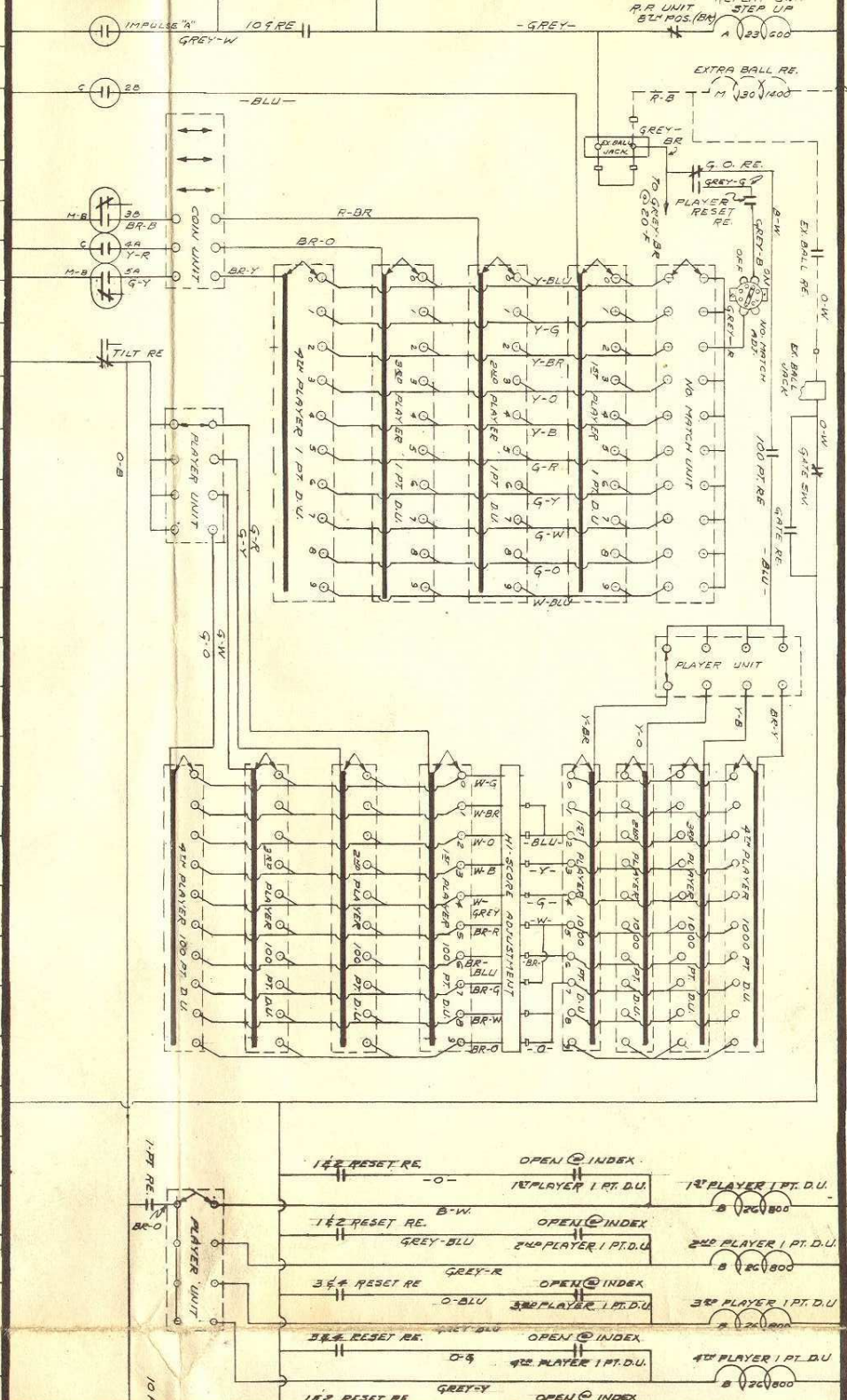
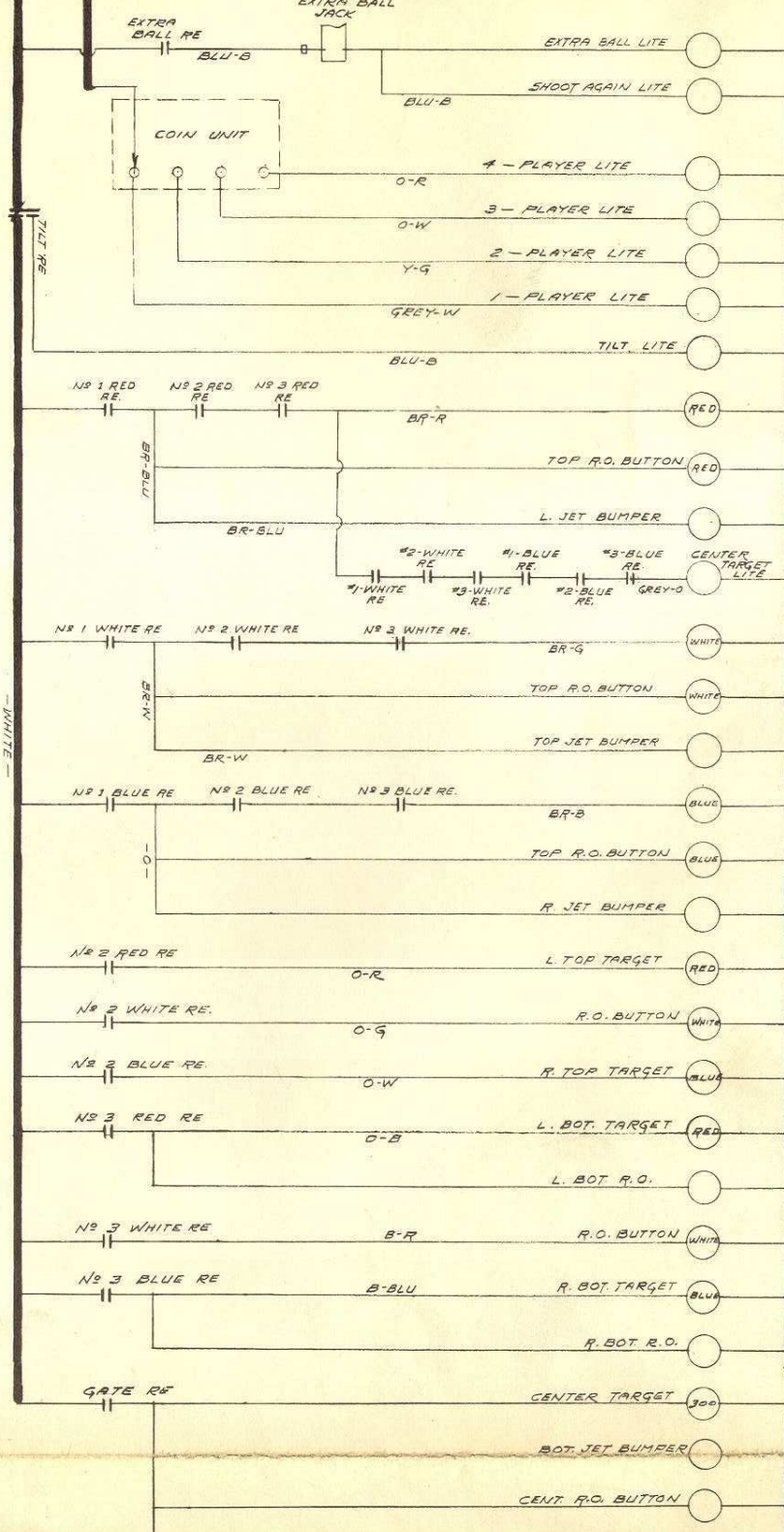


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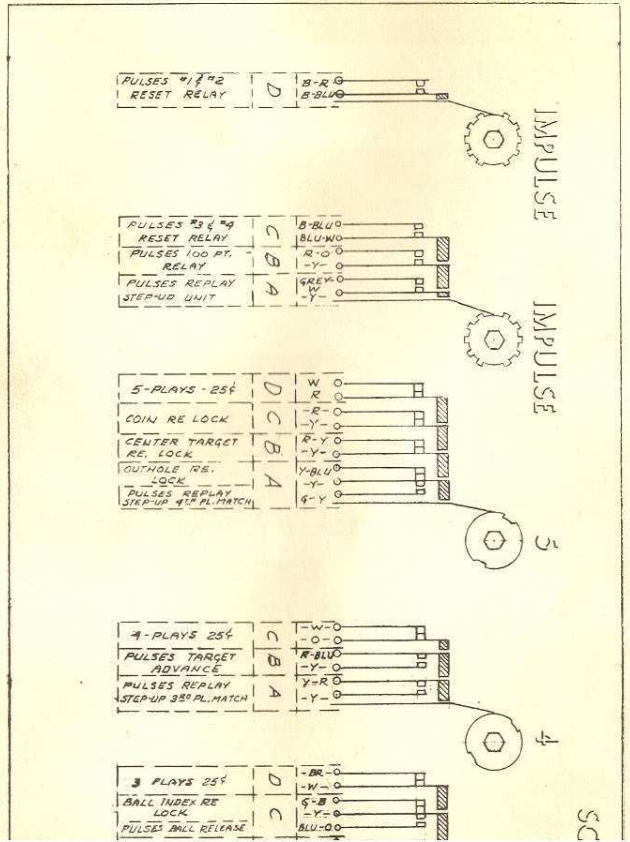
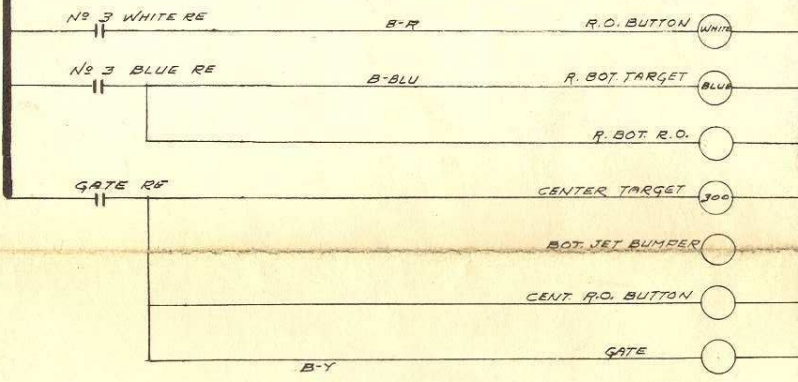
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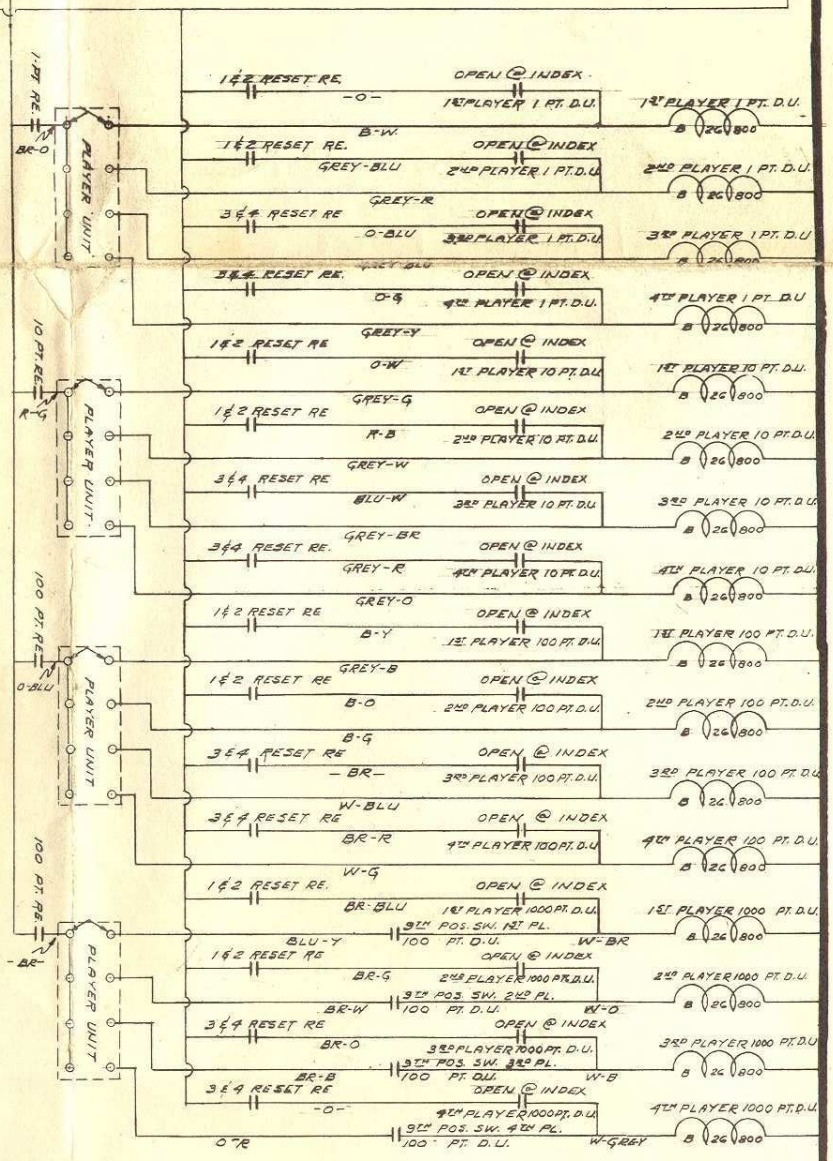
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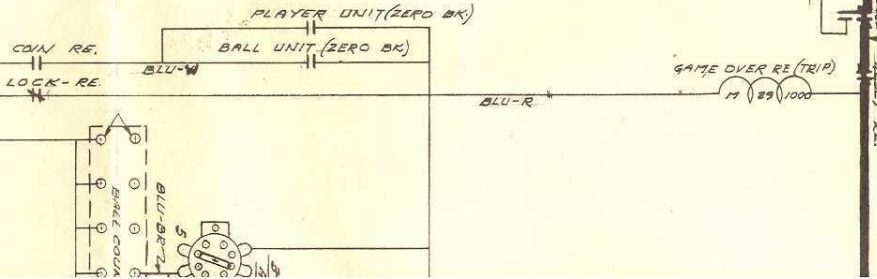
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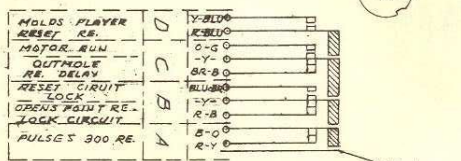
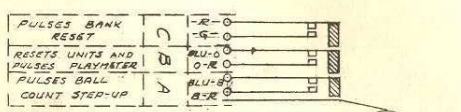
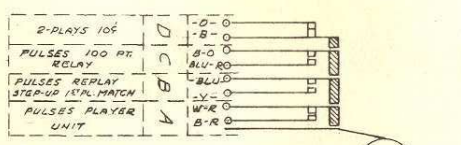
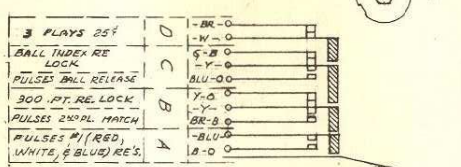
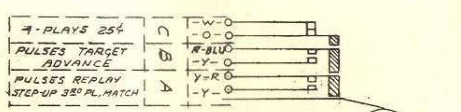
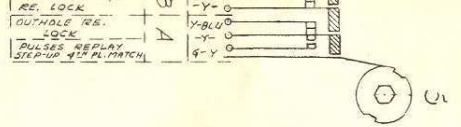
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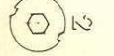
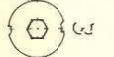
KICK OFF SW.



50. RE. RESET RE.
BLU-Y-W
M-X-T-B

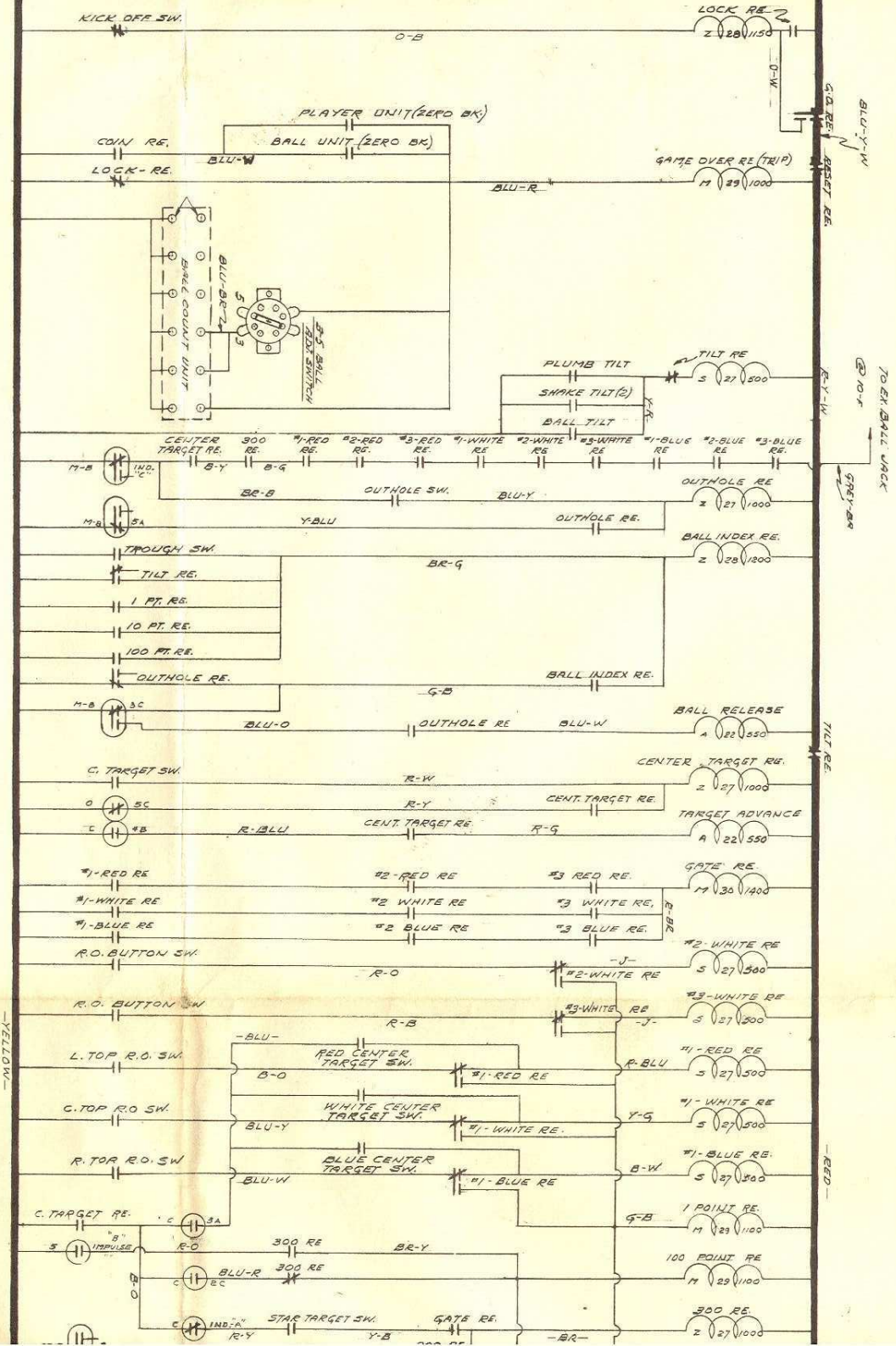


SCORE MOTOR



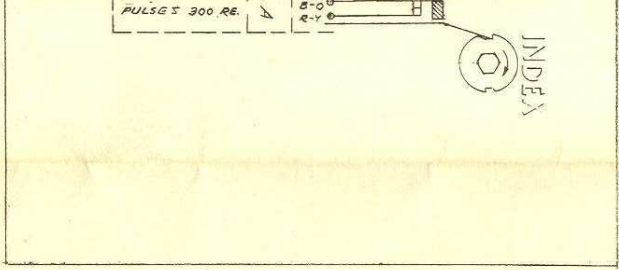
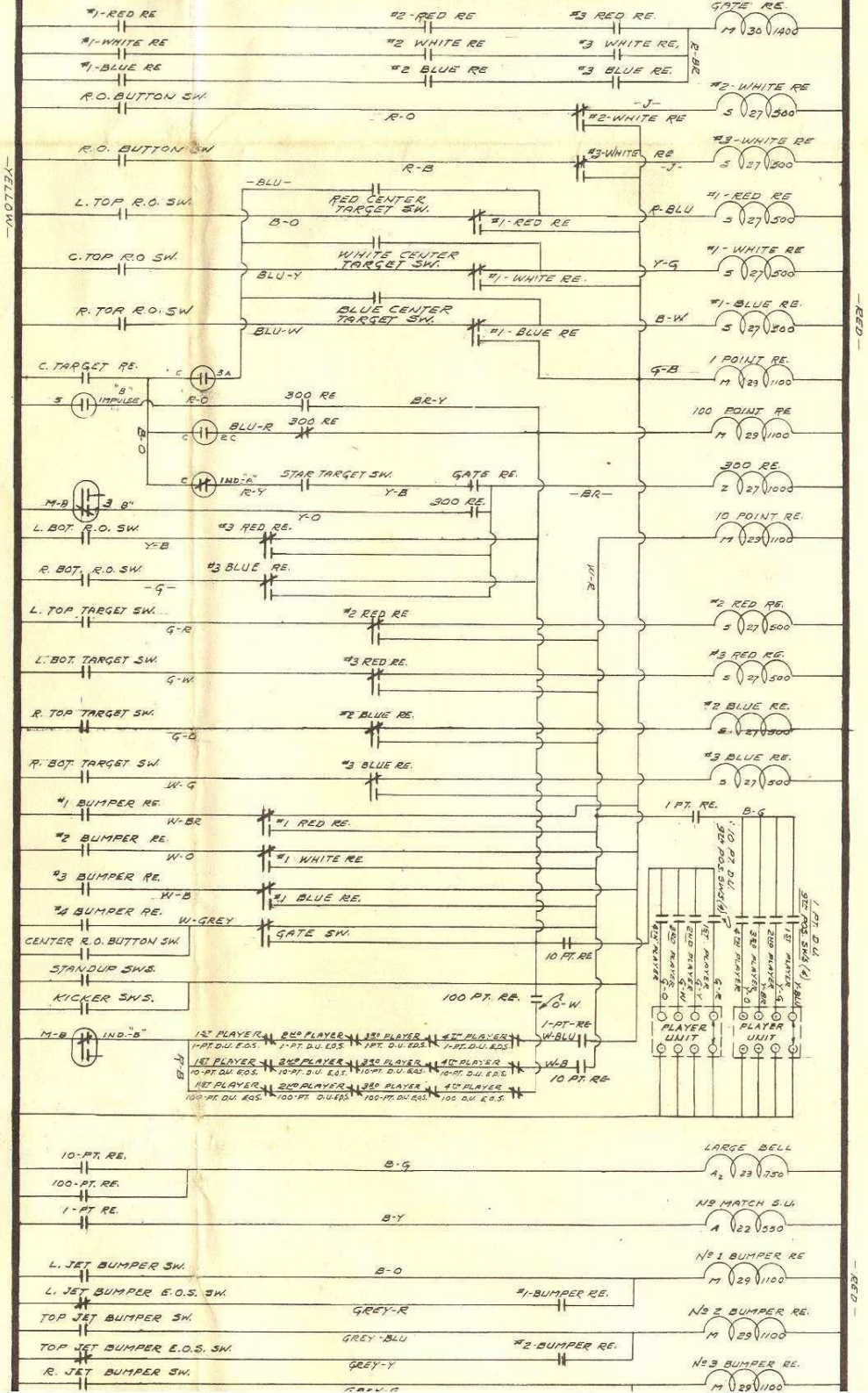
RELAY COIL LOCATIONS

| |
|-------------------------|
| BALL INDEX RE. |
| CENTER TARGET RE. |
| COIN RE. |
| EXTEND BALL RE. |
| GAME OVER RE. (LATCH) |
| GAME OVER RE. (TRIP) |
| GATE RE. |
| LOCK RE. |
| OUTHOLE RE. |
| PLAYER RESET RE. |
| REGULAY RE. |
| RESET RE. (1ST 300 RE.) |
| RESET RE. (3RD 300 RE.) |
| TILT RE. |
| 101 RE |
| 250 RE |
| #1-DUMPER RE. |
| #2-DUMPER RE. |
| #3-DUMPER RE. |
| #4-DUMPER RE. |
| #1-BLUE RE |
| #2-BLUE RE |
| #1-RED RE. |
| #2-RED RE. |
| #1-WHITE RE. |
| #2-WHITE RE. |
| #3-WHITE RE. |
| 1-POINT RE. |
| 10-POINT RE. |
| 100-POINT RE |
| 300 RE. |



-YELLOW-

-RED-



RELAY COIL LOCATIONS

| | |
|-----------------------|------|
| BALL INDEX RE. | 21-F |
| COUNTER TARGET RE. | 22-F |
| COIN RE. | 2-E |
| EXTRA BALL RE. | 10-F |
| GAME OVER RE (LATCH) | 9-F |
| GAME OVER RE (TRIP) | 19-F |
| GAME RE. | 22-F |
| LOCK RE. | 18-F |
| ONVOLT RE. | 20-F |
| PLAYER RESET RE. | 2-E |
| REPLAY RE. | 2-E |
| RESET RE (LEFT COIL) | 7-F |
| RESET RE (RIGHT COIL) | 7-F |
| TRIP RE. | 20-F |
| 10-F RE | 2-E |
| 28-F RE | 1-E |
| 1-BUMPER RE. | 21-F |
| 2-BUMPER RE. | 27-F |
| 3-BUMPER RE. | 28-F |
| 4-BUMPER RE. | 28-F |
| 1-BLUE RE | 23-F |
| 2-BLUE RE | 25-F |
| 1-RED RE. | 23-F |
| 2-RED RE. | 25-F |
| 3-RED RE. | 25-F |
| 1-WHITE RE. | 28-F |
| 2-WHITE RE. | 22-F |
| 3-WHITE RE. | 23-F |
| 1-POINT RE. | 24-F |
| 10-POINT RE. | 24-F |
| 100-POINT RE | 24-F |
| 300 RE. | 24-F |

MARCELLANOUS COIL LOCATIONS

| | |
|--|--------------|
| BALL COUNT SW. | 9-F |
| BALL COUNT RESET | 8-F |
| BALL RELEASE | 21-F |
| BANK RESET | 9-E |
| COIN UNIT RESET | 9-F |
| COIN UNIT S.U. | 9-F |
| DRUM UNITS (6-COILS) | 14-F to 18-F |
| JET BUMPERS (LEFT, RIGHT, TOP, BOTTOM) | 14-F to 18-F |
| KICKER (LEFT & RIGHT) | 28-F |
| KICKER | 5-F |
| LARGE BALL | 21-F |
| PLAYER UNIT RESET | 9-F |
| PLAYER UNIT S.U. | 9-F |
| REPLAY UNIT RESET | 7-F |
| REPLAY UNIT S.U. | 9-F |
| TARGET ADVANCE | 22-F |
| TOTAL PLAYMETER | 7-F |
| MATCH UNIT S.U. | 27-F |
| FLIPPER (LEFT & RIGHT) | 29-F |

NOTE:
LATCH RELAYS SHOWN IN LATCHED POSITION

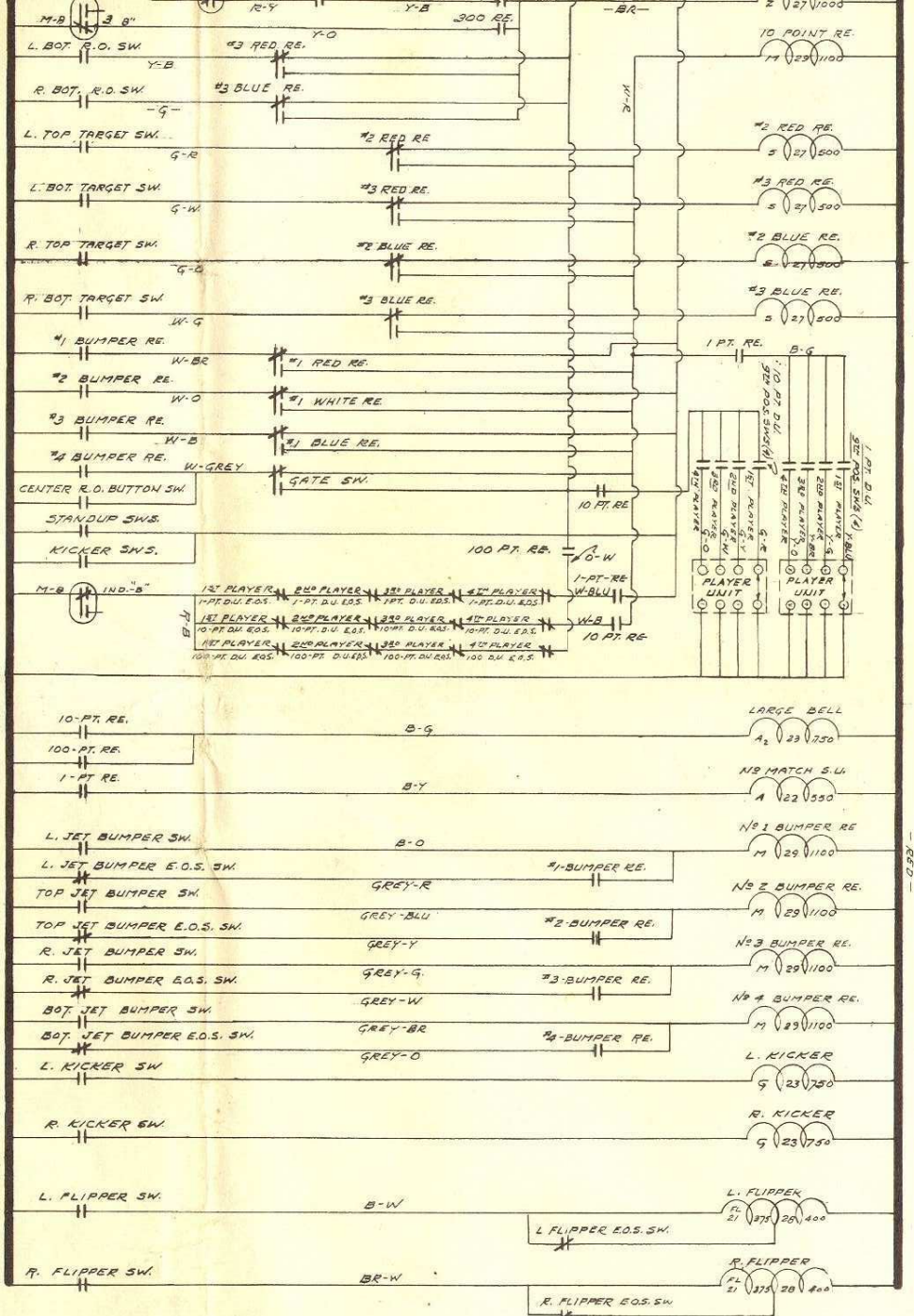
ABBREVIATION USED

| | | |
|----------------------|---------------|----------------|
| Adj-Adjustment | 6.0-Game Over | R-Right |
| Amp-Ampere | IND-Index | Re-Relay |
| Br-Break | L-Left | R.O.-Roll Over |
| Bot-Bottom | M-Make | R.P.-Reply |
| C-Center | PL-Player | S.U.-Step Up |
| D.U.-Drum Unit | Pos-Position | Sw-Switch |
| E.O.S.-End Of Stroke | PI-Point | Sws-Switches |

WIRE COLOR CODE

| | | |
|----------|----------|----------|
| R-Red | G-Green | D-Orange |
| BLU-Blue | W-White | B-Black |
| Y-Yellow | BR-Brown | J-Jumper |

EXAMPLE:- W-R INDICATES WHITE WIRE WITH A RED TRACER



MARKETPLACE COIL LOCATIONS

| | | |
|------|--------------------------------------|--------------|
| 21-F | Ball Count Reset | 9-F |
| 22-F | Ball Release | 21-F |
| 2-E | Bank Reset | 3-5 |
| 10-F | Coin Unit Reset | 4-5 |
| 8-F | Coin Unit S.U. | 4-7 |
| 19-F | Drop Units (6-Coils) | 14-F to 18-F |
| 28-F | Jet Bumpers (Left, Right, Top & Bot) | W-15 |
| 18-F | Kicker (Left & Right) | 28-F |
| 20-F | Kicker | 8-F |
| 6-F | Large Bell | 27-F |
| 2-E | Player Unit Reset | 9-F |
| 4-F | Play Unit S.U. | 9-F |
| 7-F | Play Unit Reset | 7-F |
| 20-F | Replay Unit S.U. | 9-F |
| 2-E | Target Advance | 22-F |
| 1-E | Total Playmeter | 7-F |
| 27-F | Match Unit S.U. | 27-F |
| 28-F | Kicker (Left & Right) | 29-F |

| | |
|------|------|
| 21-F | 21-F |
| 2-E | 2-E |
| 10-F | 10-F |
| 8-F | 8-F |
| 19-F | 19-F |
| 28-F | 28-F |
| 18-F | 18-F |
| 20-F | 20-F |
| 6-F | 6-F |
| 2-E | 2-E |
| 4-F | 4-F |
| 7-F | 7-F |
| 20-F | 20-F |
| 2-E | 2-E |
| 1-E | 1-E |
| 27-F | 27-F |
| 28-F | 28-F |
| 2-E | 2-E |
| 25-F | 25-F |
| 23-F | 23-F |
| 24-F | 24-F |
| 24-F | 24-F |

NOTE:
LATCH RELAYS SHOW IN LATCHED POSITION

ABBREVIATION USED

| | | | |
|----------------------|----------------|----------------|--|
| Adj.-Adjustment | G.O.-Game Over | R-Right | NORMALLY OPEN SWITCH CLOSED WHEN ENERGIZED. |
| Ans.-Amperes | Ind.-Index | Re-Relay | |
| Bt.-Break | L.-Left | R.O.-Roll Over | NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED. |
| Bot.-Bottom | M-Make | R.P.-Replay | |
| C.-Center | PL-Player | S.U.-Snap Up | SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM. |
| D.U.-Drop Unit | Pos.-Position | Sw.-Switch | |
| E.O.S.-End Of Stroke | Pl-Point | Sws.-Switches | |
| | | | MAKE A BREAK SWITCH |

EXAMPLE:-- W-R INDICATES WHITE WIRE WITH A RED TRACER