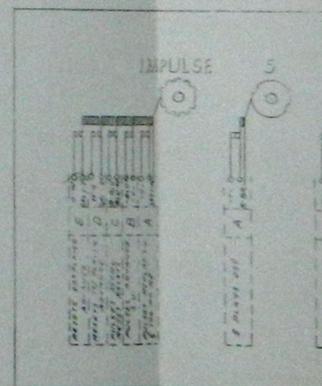
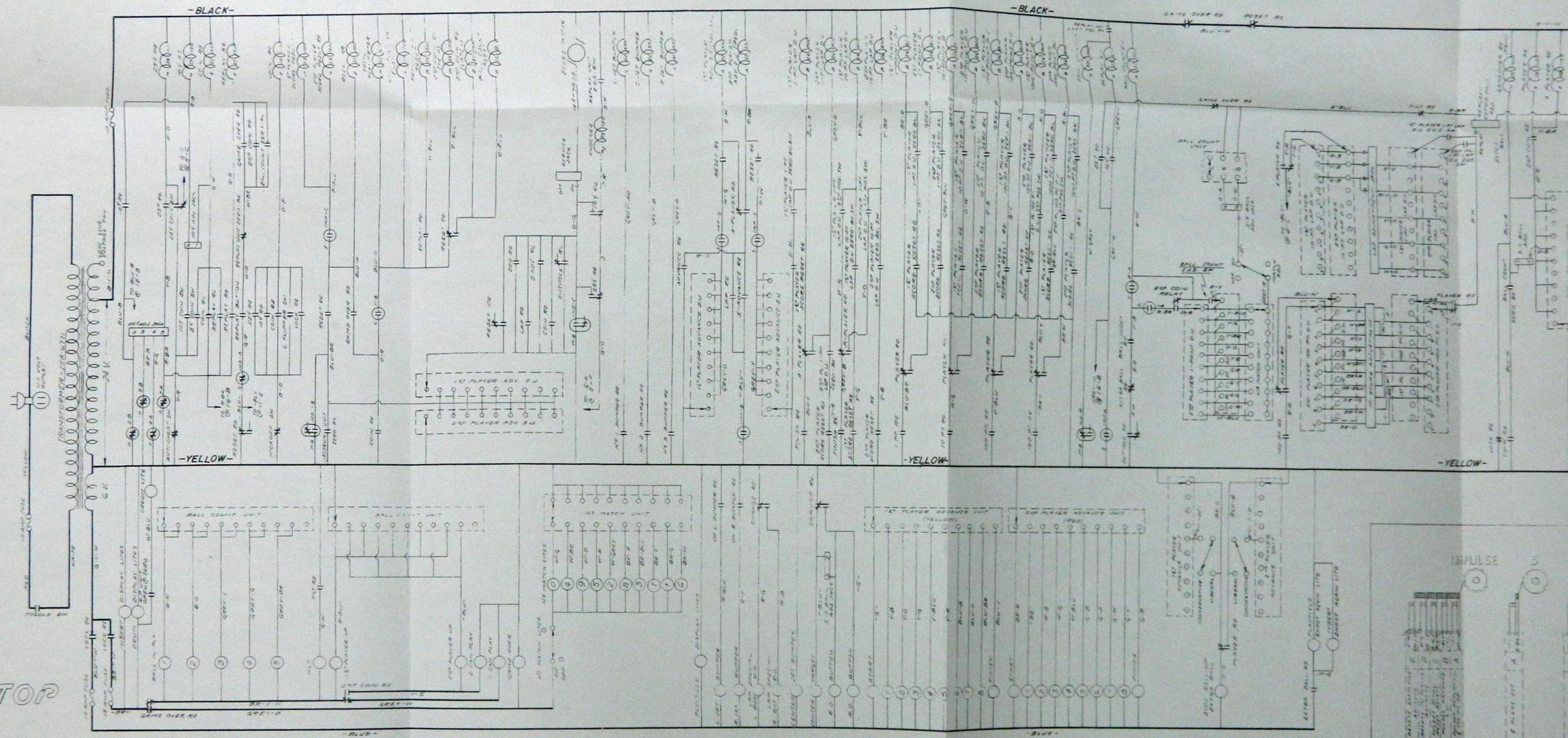
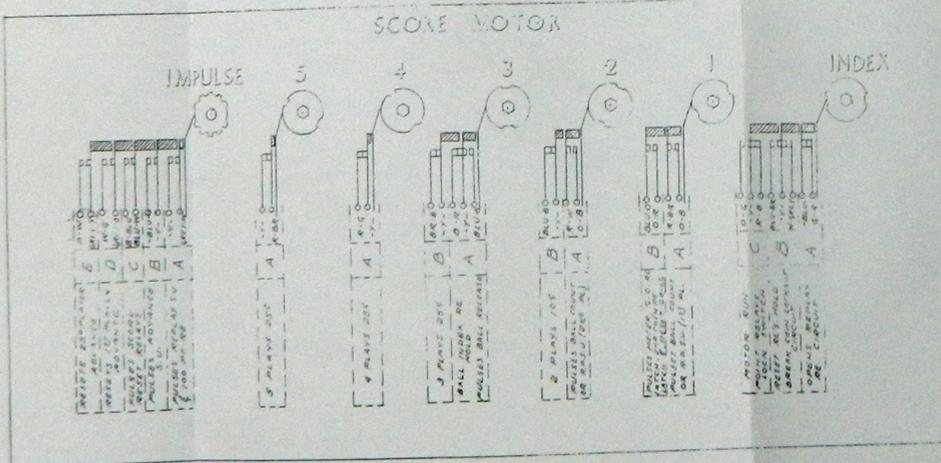
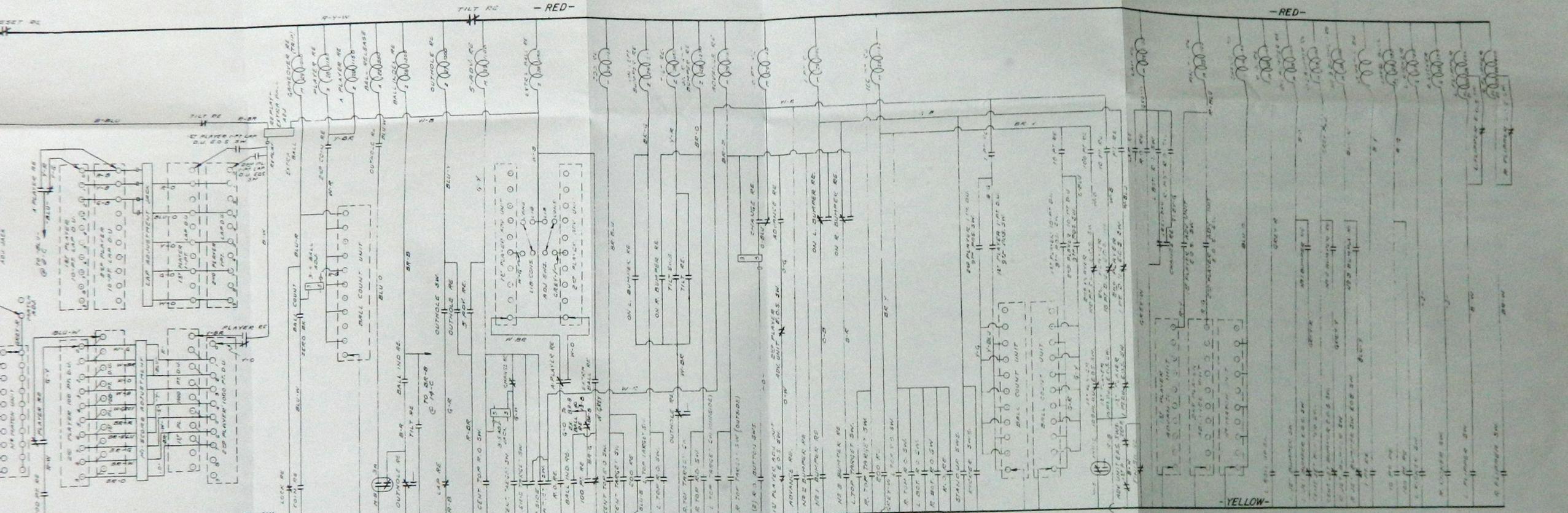


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PIT-STOP





| RELAY COIL LOCATIONS | | | |
|----------------------|-----|---------------------------|-----|
| Advance Re | 15F | R 0 Re | 19F |
| Ball Index Re | 15F | Tilt Re | 15F |
| Coin Re | 2F | 1st Player Score Reset Re | 3F |
| Change Re | 19F | 2nd Player Score Reset Re | 3F |
| Coin Lockout Re | 9F | 2nd Coin Re (Laten) | 4F |
| Extra Ball Re | 14F | 2nd Coin Re (Prod) | 4F |
| Game Over Re (Laten) | 4F | 10F Re | 2F |
| Game Over Re (Prod) | 12F | 25F Re | 2F |
| Lock Re | 18F | 1 - P1 Re | 16F |
| On Left Bumper Re | 15F | 10 - P1 Re | 16F |
| On Right Bumper Re | 15F | 100 - P1 Re | 16F |
| Out Hole Re | 15F | No 1 Bumper Re | 19F |
| Player Re | 15F | No 2 Bumper Re | 20F |
| 1st Player Re | 15F | No 3 Bumper Re | 20F |
| 2nd Player Re | 15F | 0 - Advance Re | 14F |
| Reply Re | 3F | 200 Re | 15F |
| Reset Re | 4F | Finish Re | 19F |

| COIL LOCATIONS | | | |
|------------------|-----|----------------------|---------|
| Ball Count Reset | 3F | No Match S U | 20F |
| Ball Count S U | 9F | Playmate | 4F |
| Ball Release | 13F | Right D U (S) | 27 & 39 |
| Jet Bumpers (L) | 6F | Reply Unit Reset | 4F |
| Knocker | 5F | Reply S U | 9F |
| Large Ball | 20F | Right Flipper | 21F |
| Low D U (S) | 7F | Right Kicker | 20F |
| Left Flipper | 21F | 1st Player Reset S U | 4F |
| Left Kicker | 20F | 2nd Player Reset S U | 4F |

ALL INTERLOCK RELAYS SHOWN IN LATCHED POSITION

| ABBREVIATION USED | | | SWITCH SYMBOLS | |
|------------------------|----------------|-----------------|--|--|
| AD - Adjustment | IMP - Impulse | R - Right | NORMALLY OPEN SWITCH CLOSED WHEN ENERGIZED | |
| ADV - Advance | IND - Index | RE - Relay | | |
| AMP - Ampere | L - Left | R 0 - Ball Out | NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED | |
| BB - Ball | L 0 - Latent | R 0 - Reply | | |
| BT - Button | MY - Motor | 2 - Cartridge | SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM | |
| COIL - Coils | W - Wire Group | 3 - Switches | | |
| COR - Correlation | No - Number | S U - Sump Unit | | |
| DU - Drum Unit | Pos - Position | S U - Sump Unit | MAKE & BREAK SWITCH | |
| EOB - End of Game | Pr - Print | | | |
| WIRE COLOR SIDE | | | | |
| A - Red | B - Blue | G - Green | | |
| Blu - Blue | W - White | B - Black | | |
| T - Yellow | Br - Brown | J - Purple | | |

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