

# OPERATING INSTRUCTIONS

**CONFIDENTIAL: DO NOT LEAVE INSTRUCTIONS IN GAME**

*Bally*®

# ATLANTIC CITY

# ATLANTIC CITY

## INSTALLATION & OPERATING INSTRUCTIONS.

Fasten 4 legs to cabinet with bolts and washers furnished. Place back-box in position. Remove C-clamp holding back door, remove door and fasten the back-box to cabinet with bolts and washers furnished. Remove side of back-box by opening lock on left side, slide out glass and lower insert by lowering slide brackets on top. Replace back door and lock with turn-bolts mounted on back door. Raise insert and lock in place. Replace glass and side of back-box and lock.

Plug power line into 110-115 volt 60 cycle alternating current only. Turn on power by turning toggle switch on in bottom of cabinet (front right).

### ACCESS TO MECHANISM

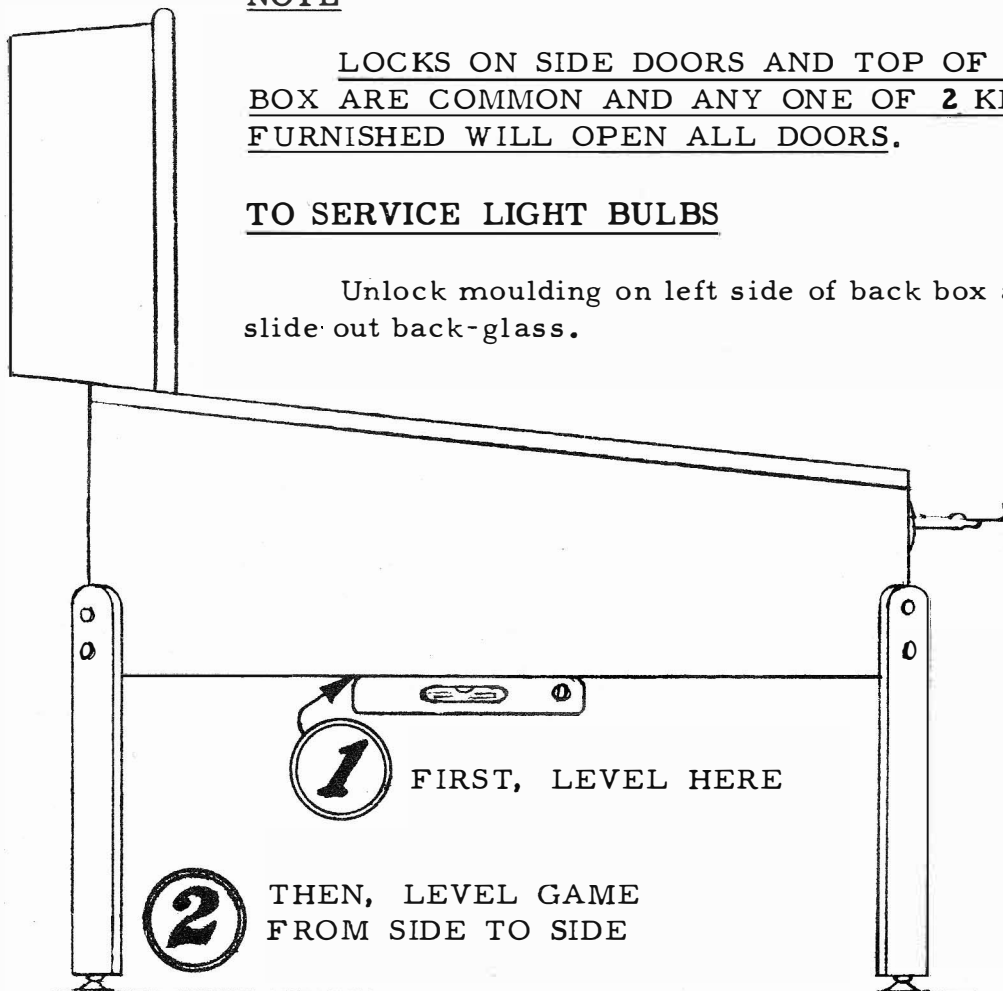
The above paragraph explains access to back box. Mechanism in cabinet can be reached by removing doors on either side of cabinet for minor repairs.

#### NOTE

LOCKS ON SIDE DOORS AND TOP OF BACK BOX ARE COMMON AND ANY ONE OF 2 KEYS FURNISHED WILL OPEN ALL DOORS.

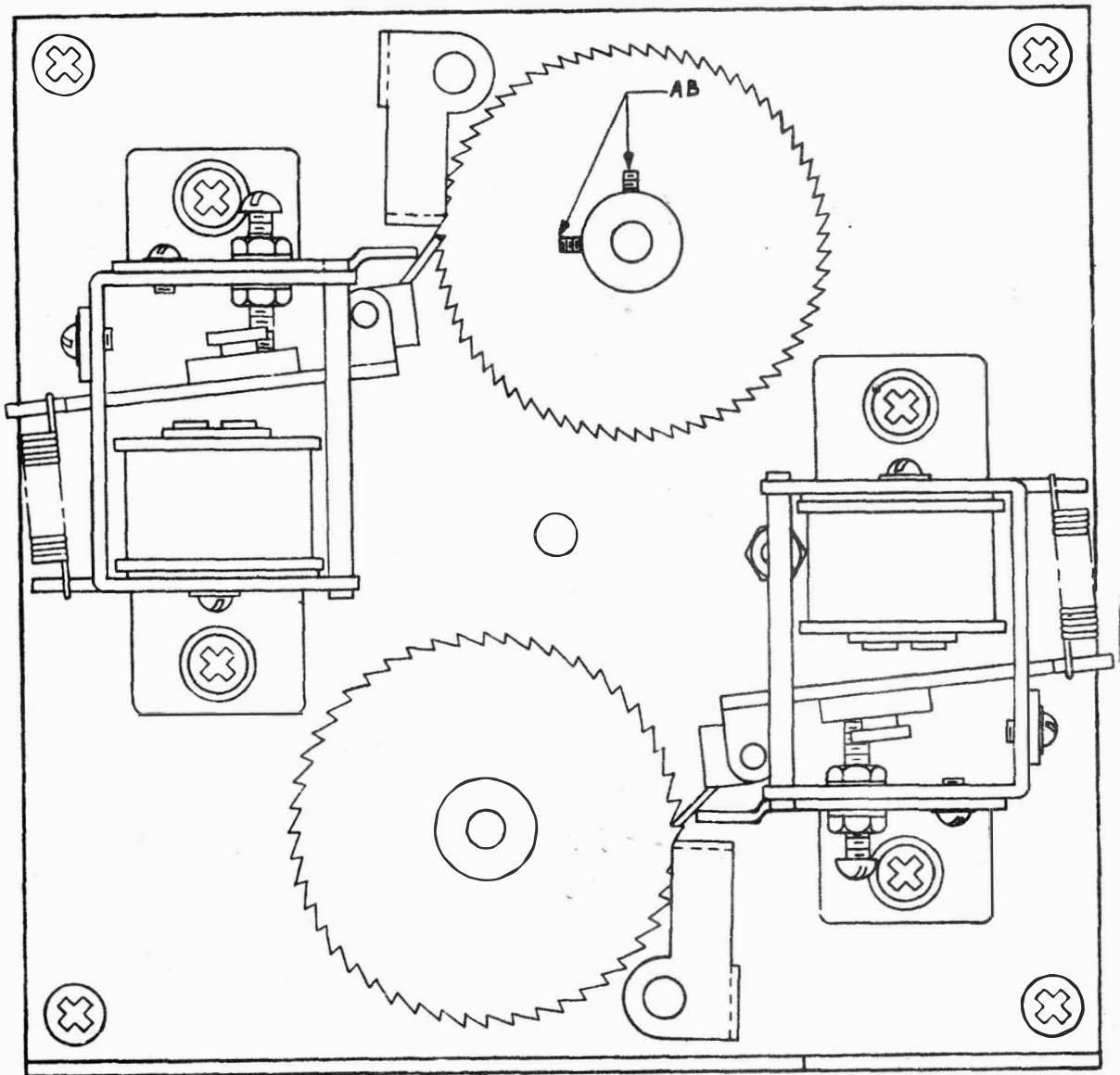
#### TO SERVICE LIGHT BULBS

Unlock moulding on left side of back box and slide out back-glass.

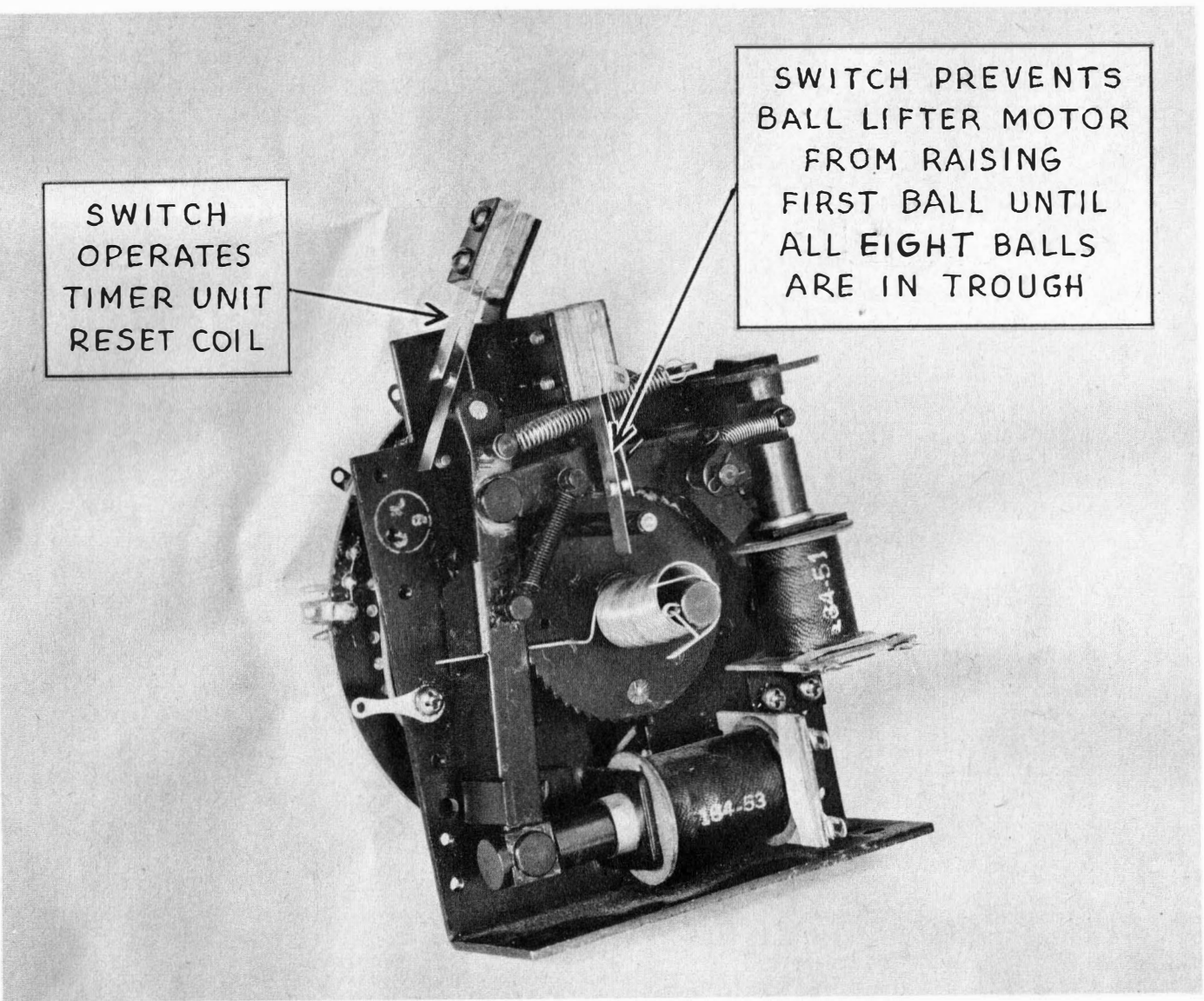


## GAME PROPORTIONING

OVERALL PROPORTIONING of game to maintain a maximum amount of play is the function of the REFLEX UNIT which is located in the back cabinet. Two additional ratchets are supplied if the type of play in some locations require a change. See diagram below for location of set screws (A and B) for fastening ratchets.



# ATLANTIC CITY BALL COUNTER — SWITCH SIDE

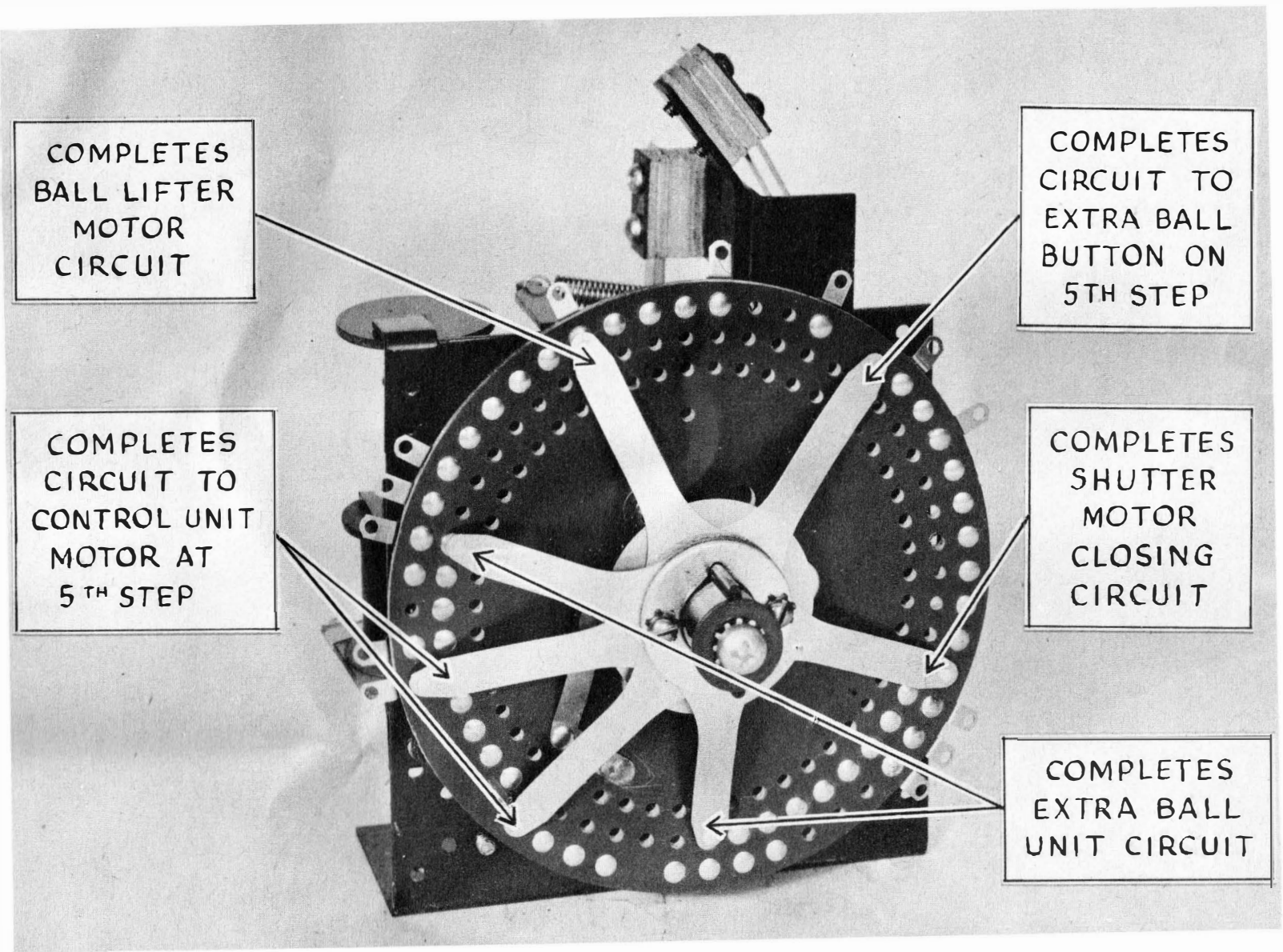


SWITCH  
OPERATES  
TIMER UNIT  
RESET COIL

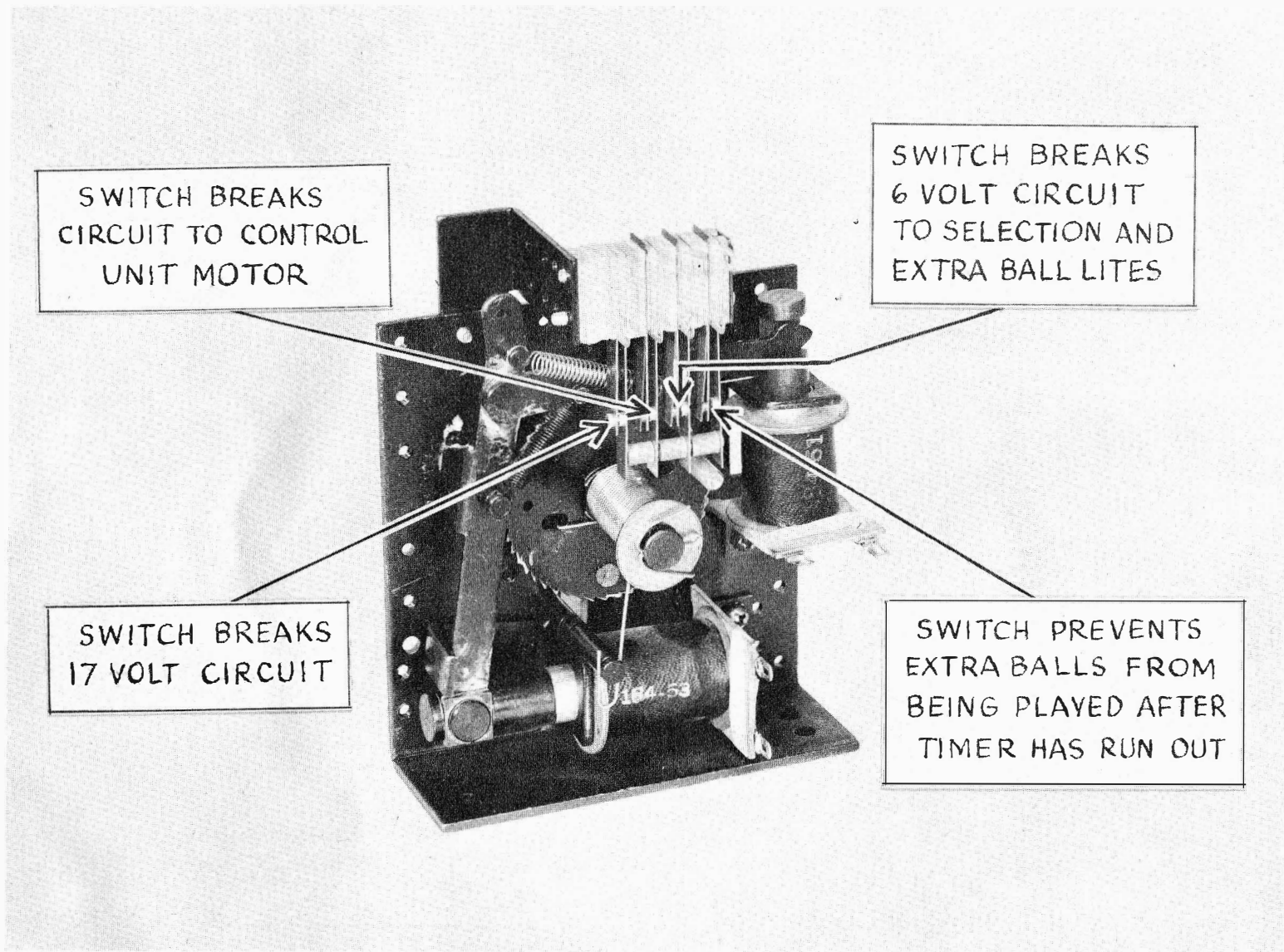
SWITCH PREVENTS  
BALL LIFTER MOTOR  
FROM RAISING  
FIRST BALL UNTIL  
ALL EIGHT BALLS  
ARE IN TROUGH



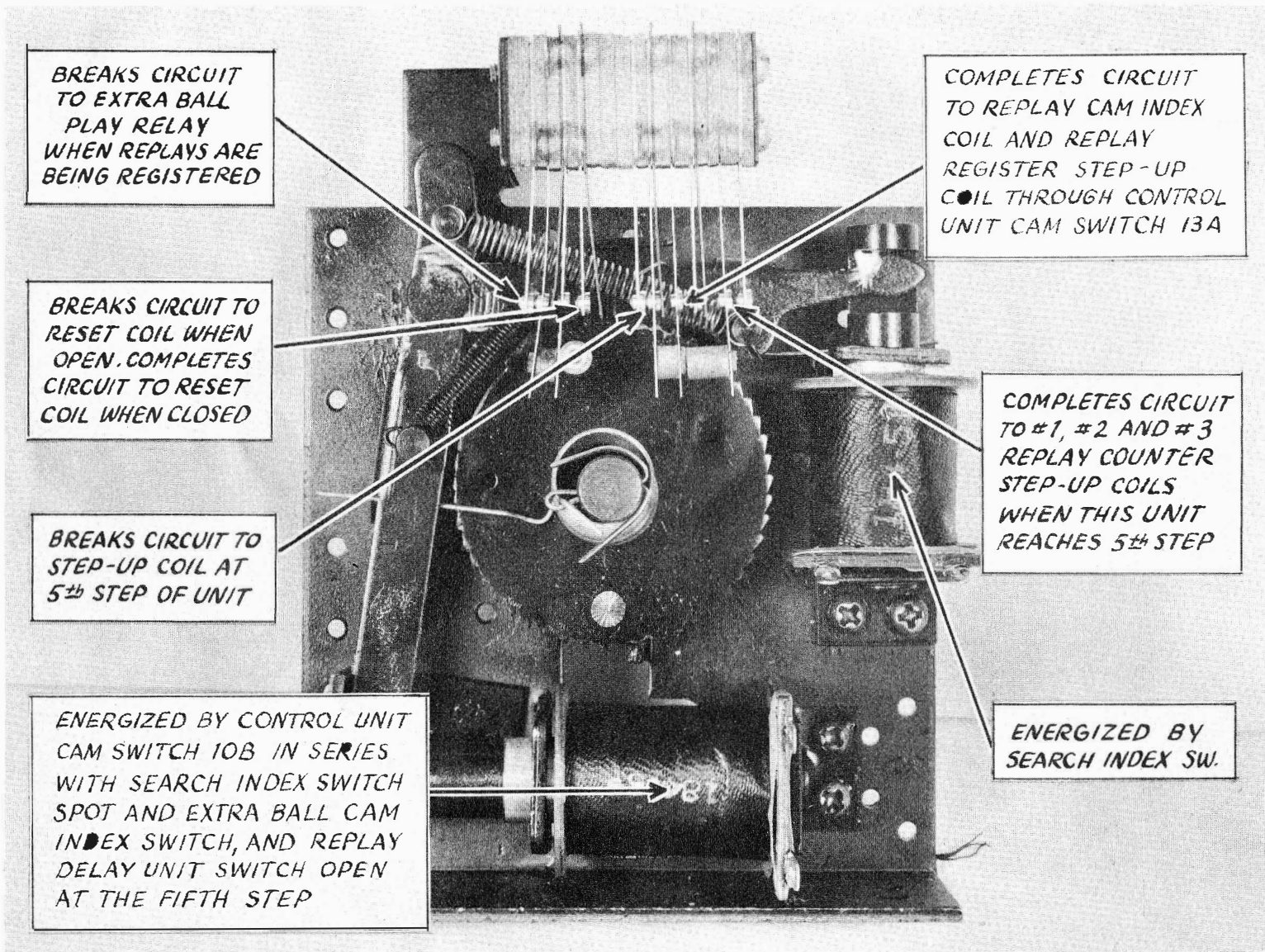
# ATLANTIC CITY BALL COUNTER — WIPER SIDE



# ATLANTIC CITY TIMER STEPPER



# ATLANTIC CITY REPLAY DELAY UNIT

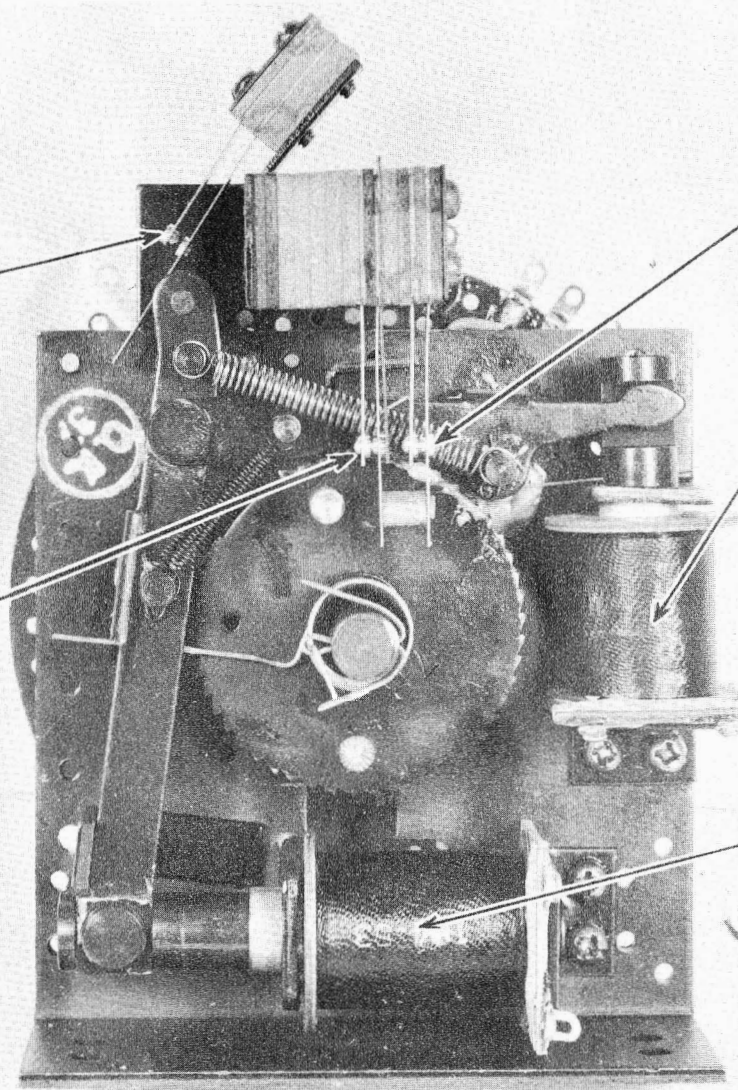


# ATLANTIC CITY EXTRA BALL UNIT — SWITCH SIDE

OPENS CIRCUIT TO  
EXTRA BALL PLAY  
RELAY

RESETS WHEN  
SHUTTER MOTOR  
SW #5 CLOSSES

ENERGIZES THRU  
CONTROL UNIT CAM  
SW.#2 IF CIRCUIT  
IS COMPLETE THRU  
MIXER DISCS, SPOT  
& EXTRA BALL SEL-  
ECTION DISC & EXTRA  
BALL UNIT DISC

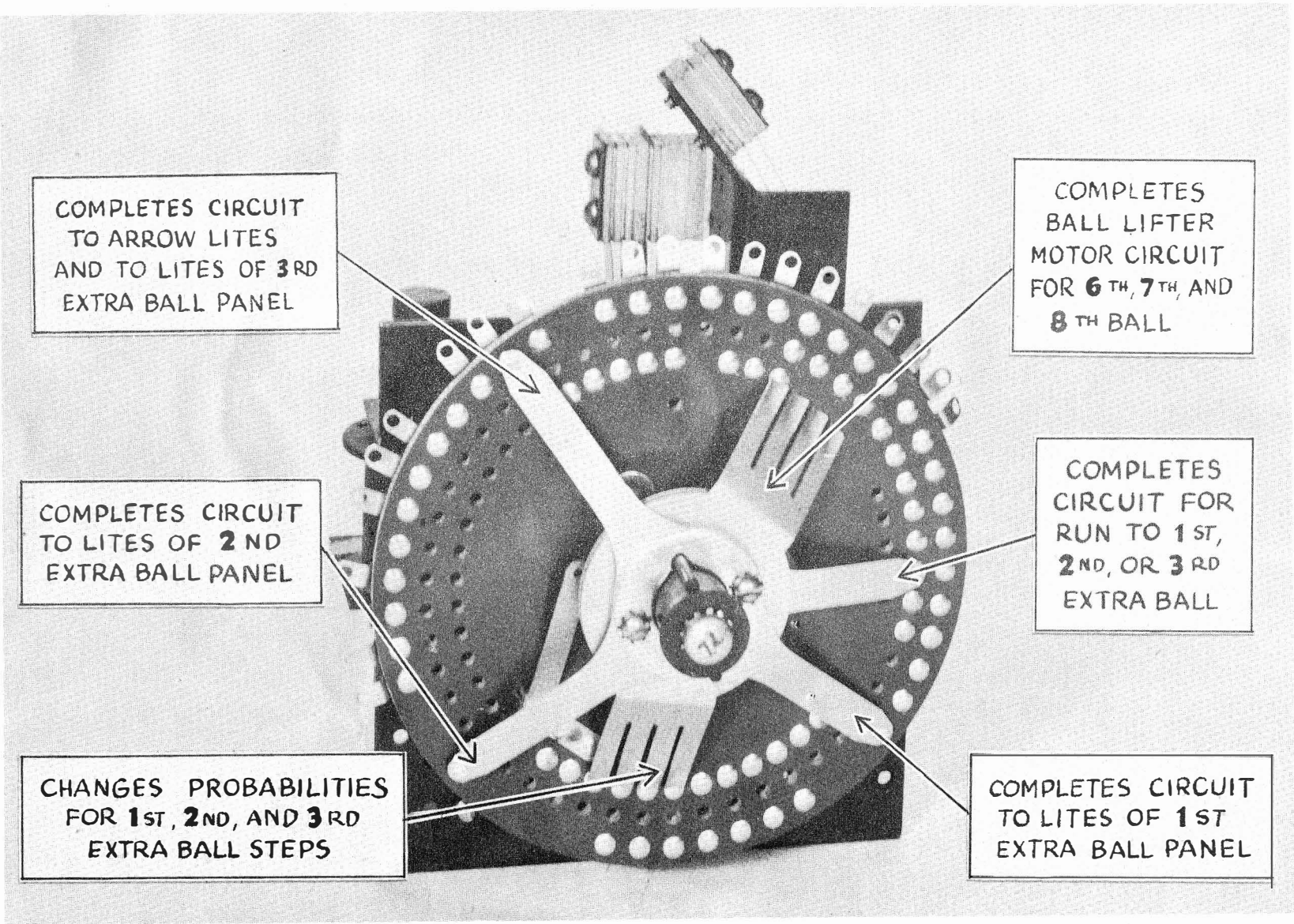


ENERGIZES EXTRA  
BALL RUN RELAY

OPENS CIRCUIT TO  
EXTRA BALL RUN  
RELAY



# ATLANTIC CITY EXTRA BALL UNIT — WIPER SIDE



COMPLETES CIRCUIT  
TO ARROW LITES  
AND TO LITES OF 3<sup>RD</sup>  
EXTRA BALL PANEL

COMPLETES  
BALL LIFTER  
MOTOR CIRCUIT  
FOR 6<sup>TH</sup>, 7<sup>TH</sup>, AND  
8<sup>TH</sup> BALL

COMPLETES CIRCUIT  
TO LITES OF 2<sup>ND</sup>  
EXTRA BALL PANEL

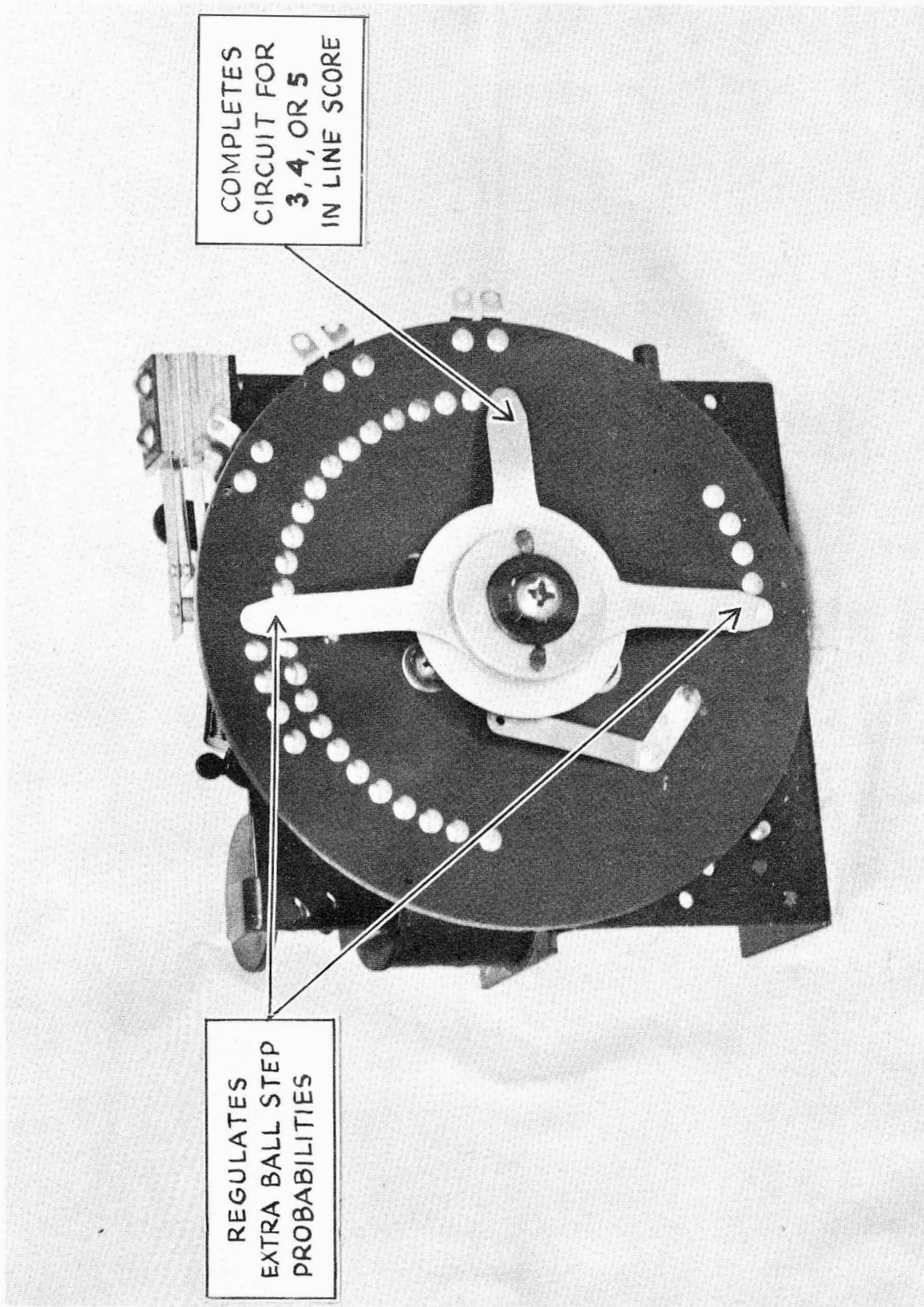
COMPLETES  
CIRCUIT FOR  
RUN TO 1<sup>ST</sup>,  
2<sup>ND</sup>, OR 3<sup>RD</sup>  
EXTRA BALL

CHANGES PROBABILITIES  
FOR 1<sup>ST</sup>, 2<sup>ND</sup>, AND 3<sup>RD</sup>  
EXTRA BALL STEPS

COMPLETES CIRCUIT  
TO LITES OF 1<sup>ST</sup>  
EXTRA BALL PANEL

# ATLANTIC CITY

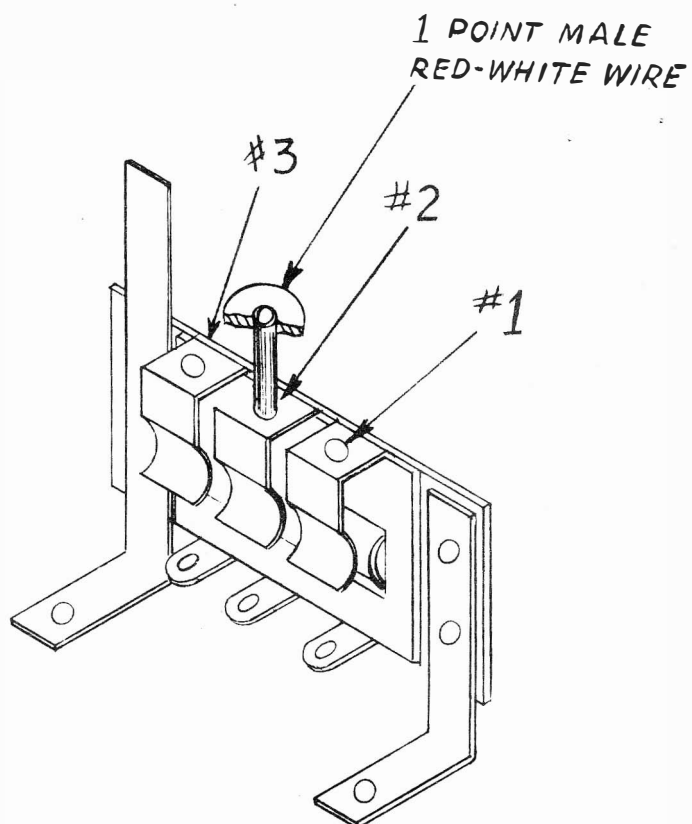
## REPLAY COUNTERS 1, 2, 3 — WIPER SIDE



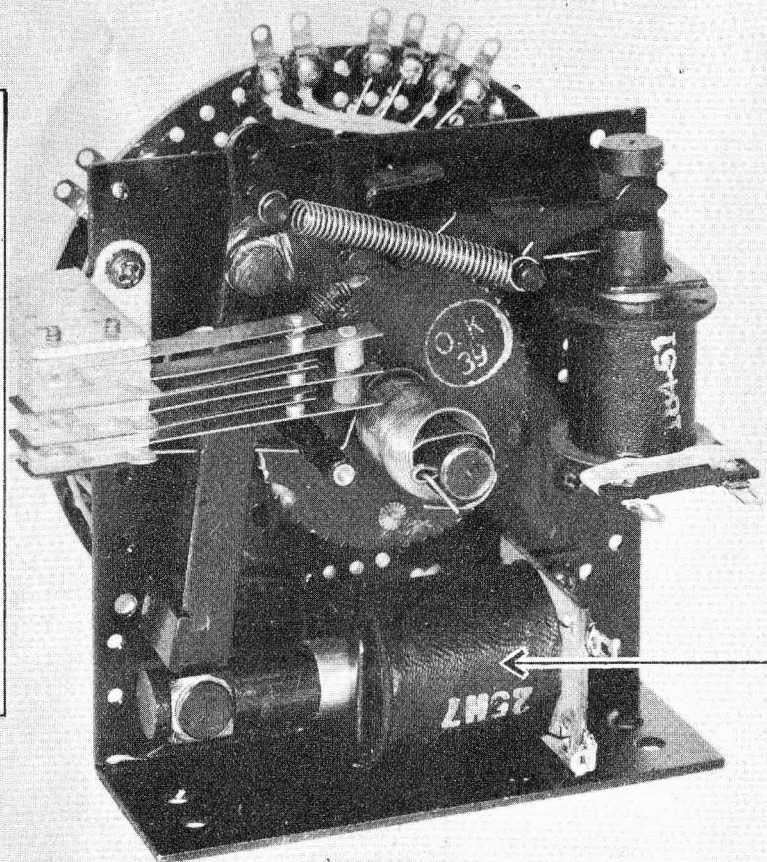
# ATLANTIC CITY

## CORNERS ADJUSTMENT

- No. 1 REGULAR
- No. 2 MORE LIBERAL
- No. 3 MOST LIBERAL



# ATLANTIC CITY SELECTION UNIT—SWITCH SIDE

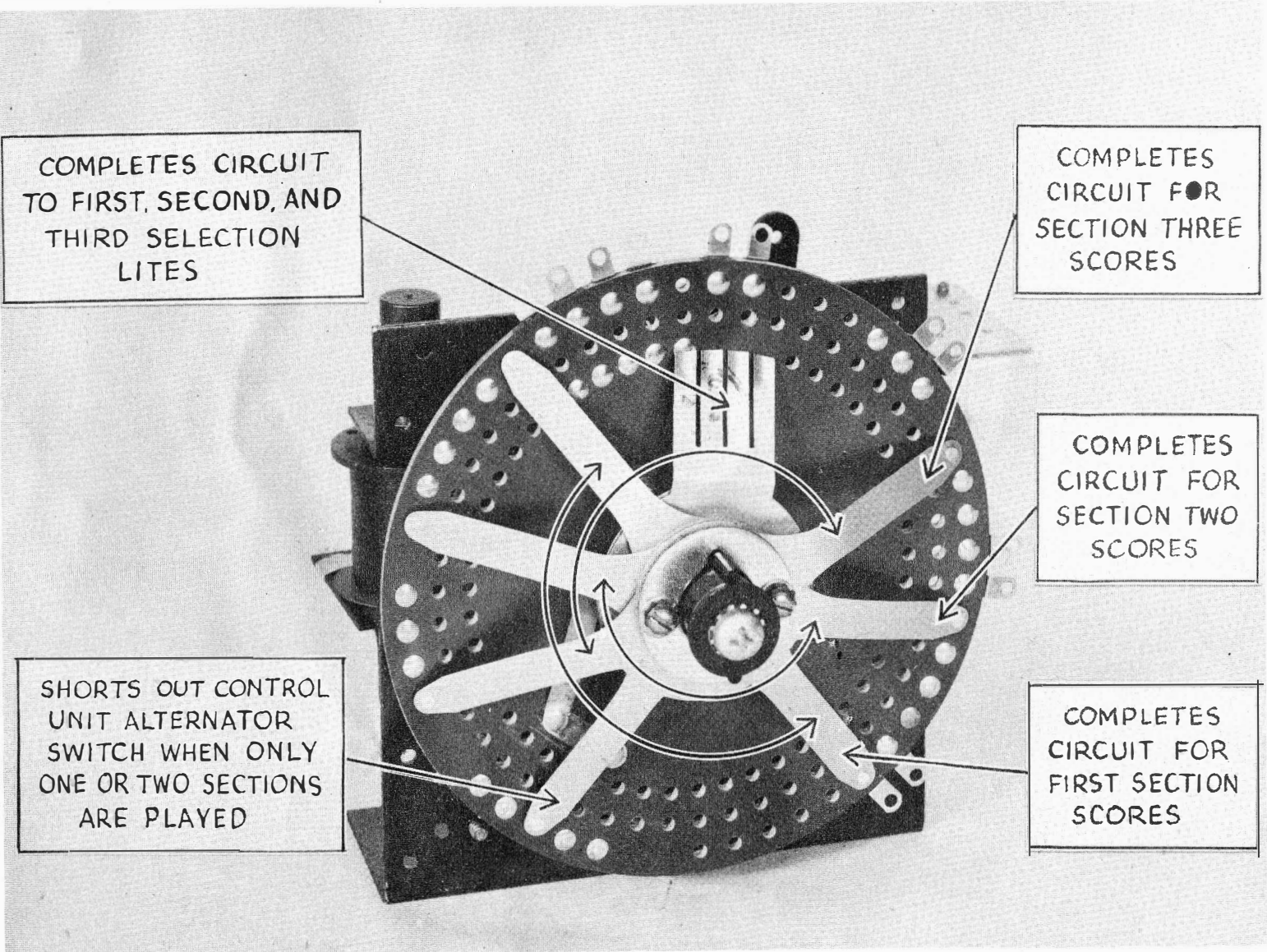


SWITCH  
TOP TO BOTTOM:  
COMPLETES CIRCUIT  
TO SPOT DISC WIPER  
FOR ENERGIZING  
DOUBLE RELAYS  
COMPLETES CIRCUIT  
TO SPOT DISC WIPER  
FOR ENERGIZING  
#14, #19 AND  
#22 RELAYS  
COMPLETES CIRCUIT  
FOR SPOTTING FLASH  
OF DOUBLE LITES AND  
#14, #19, AND #22 LITES

ENERGIZED BY  
CONTROL UNIT CAM  
SWITCH #5B

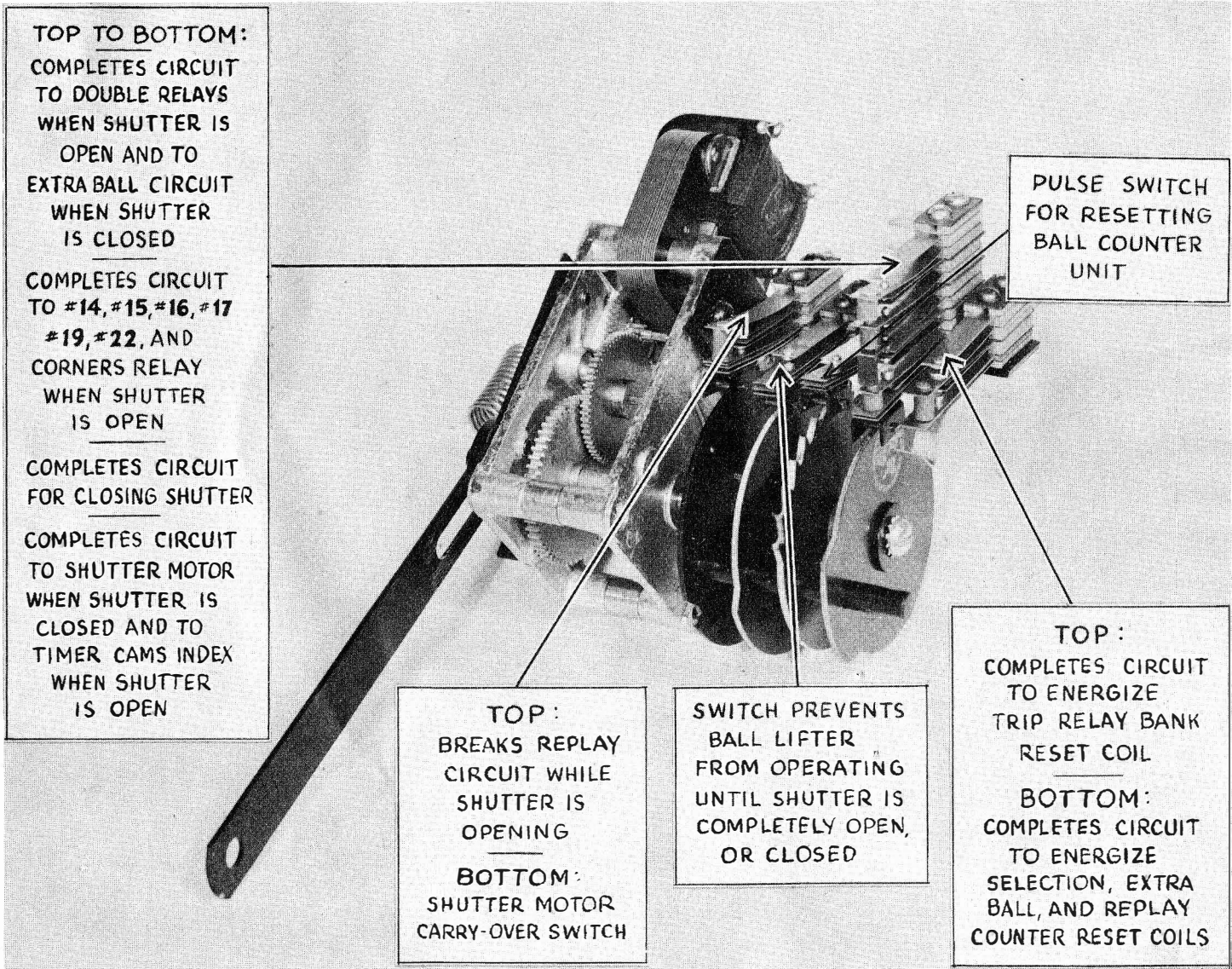


# ATLANTIC CITY SELECTION UNIT—WIPER SIDE



# NOTES

# ATLANTIC CITY SHUTTER MOTOR



TOP TO BOTTOM:  
 COMPLETES CIRCUIT TO DOUBLE RELAYS WHEN SHUTTER IS OPEN AND TO EXTRA BALL CIRCUIT WHEN SHUTTER IS CLOSED  
 COMPLETES CIRCUIT TO #14, #15, #16, #17 #19, #22, AND CORNERS RELAY WHEN SHUTTER IS OPEN  
 COMPLETES CIRCUIT FOR CLOSING SHUTTER  
 COMPLETES CIRCUIT TO SHUTTER MOTOR WHEN SHUTTER IS CLOSED AND TO TIMER CAMS INDEX WHEN SHUTTER IS OPEN

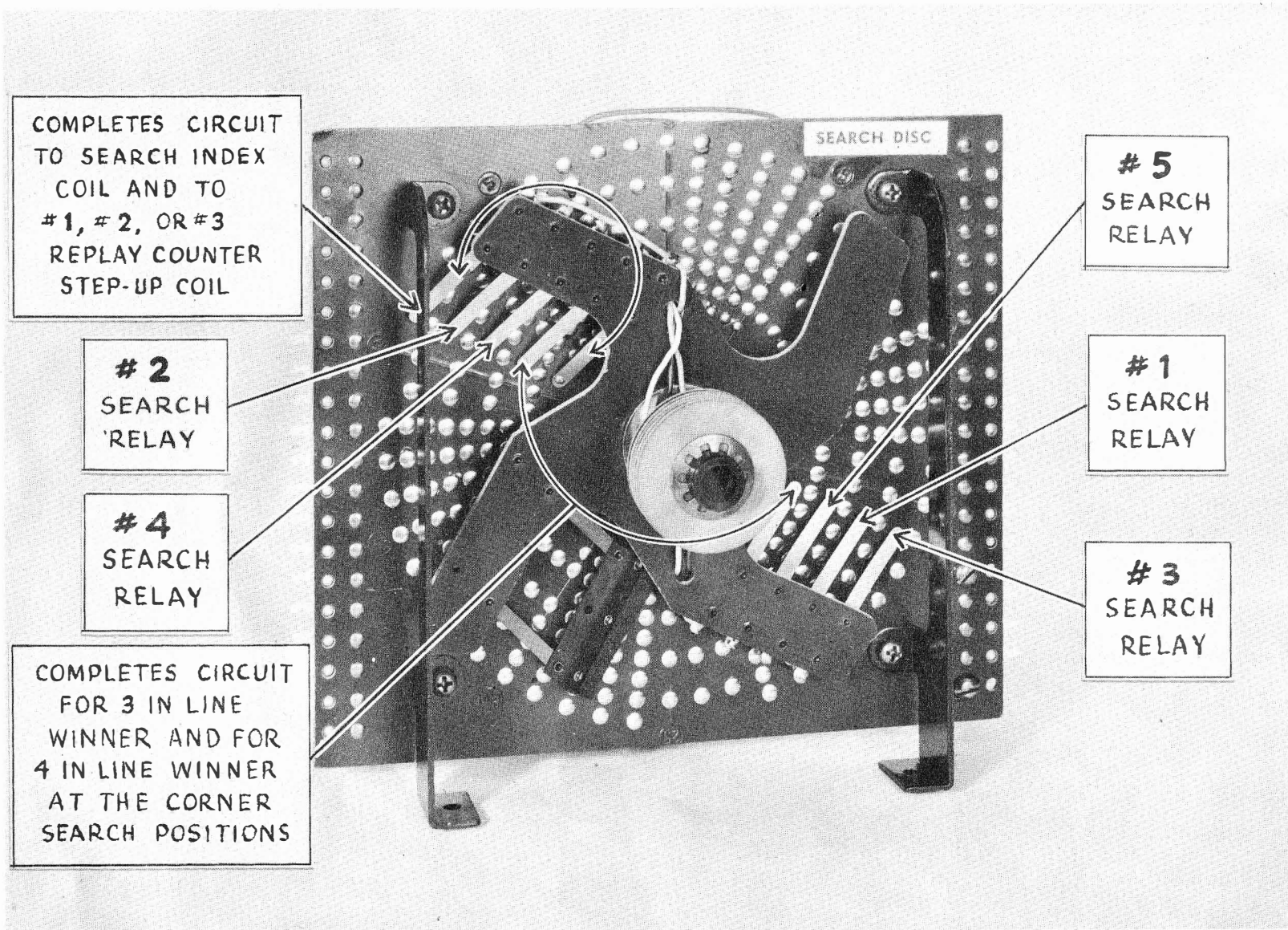
PULSE SWITCH FOR RESETTING BALL COUNTER UNIT

TOP:  
 BREAKS REPLAY CIRCUIT WHILE SHUTTER IS OPENING  
 BOTTOM:  
 SHUTTER MOTOR CARRY-OVER SWITCH

SWITCH PREVENTS BALL LIFTER FROM OPERATING UNTIL SHUTTER IS COMPLETELY OPEN, OR CLOSED

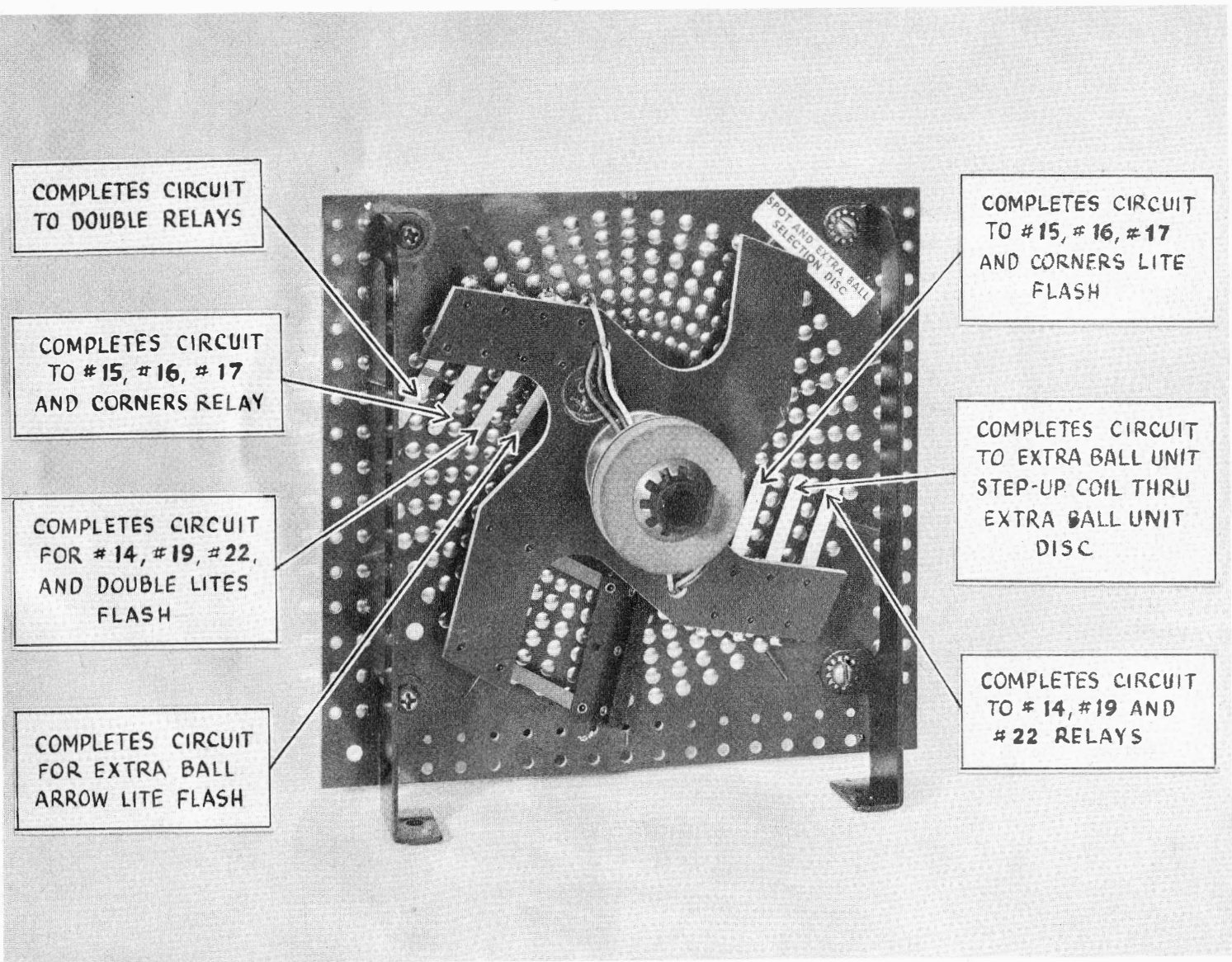
TOP:  
 COMPLETES CIRCUIT TO ENERGIZE TRIP RELAY BANK RESET COIL  
 BOTTOM:  
 COMPLETES CIRCUIT TO ENERGIZE SELECTION, EXTRA BALL, AND REPLAY COUNTER RESET COILS

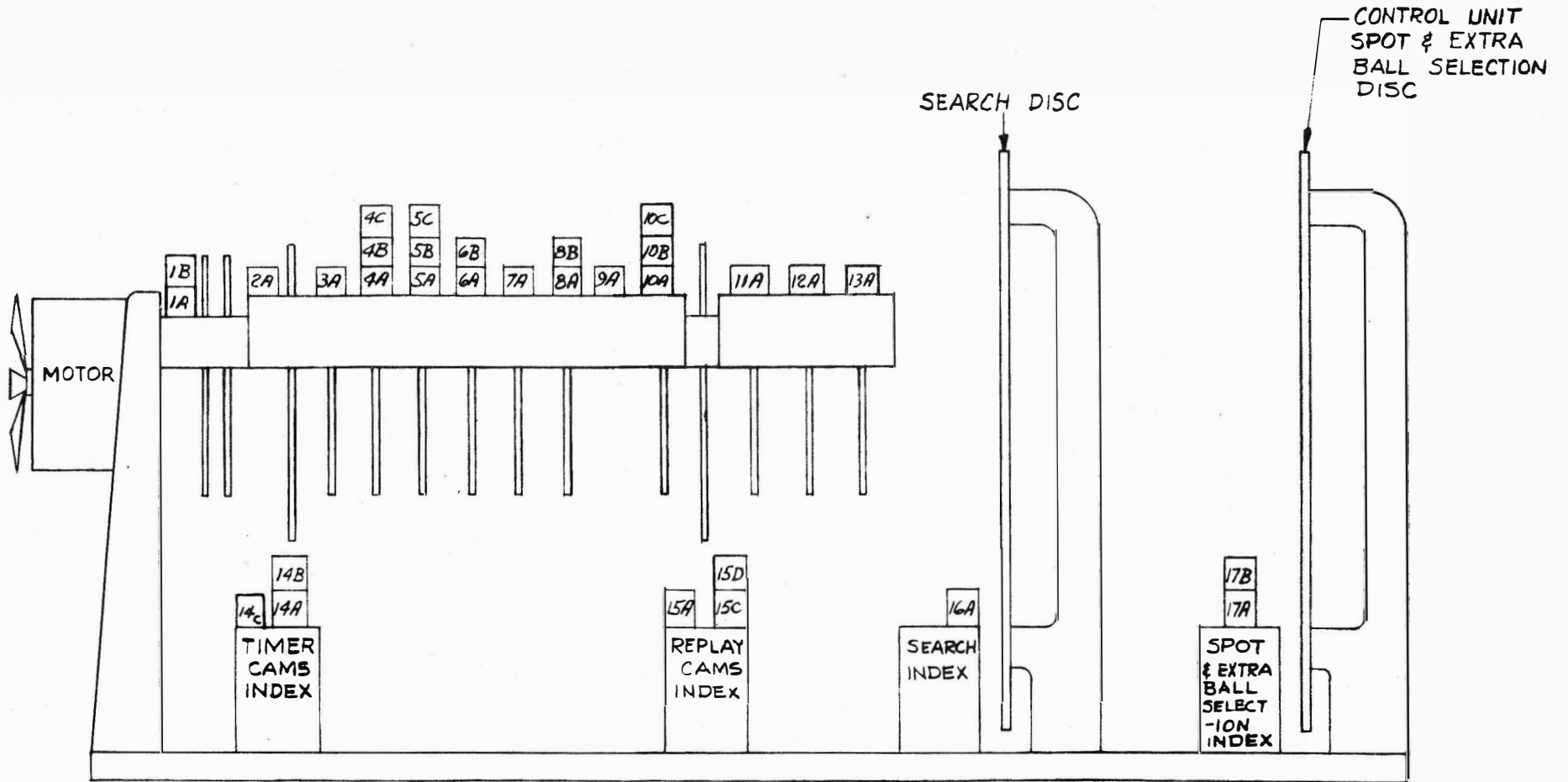
# ATLANTIC CITY SEARCH DISC AND WIPERS





# ATLANTIC CITY SPOT AND EXTRA BALL SELECTION DISC AND WIPERS





**CONTROL UNIT PICTORIAL VIEW  
NUMBERS CORRESPOND TO SWITCH CHART**

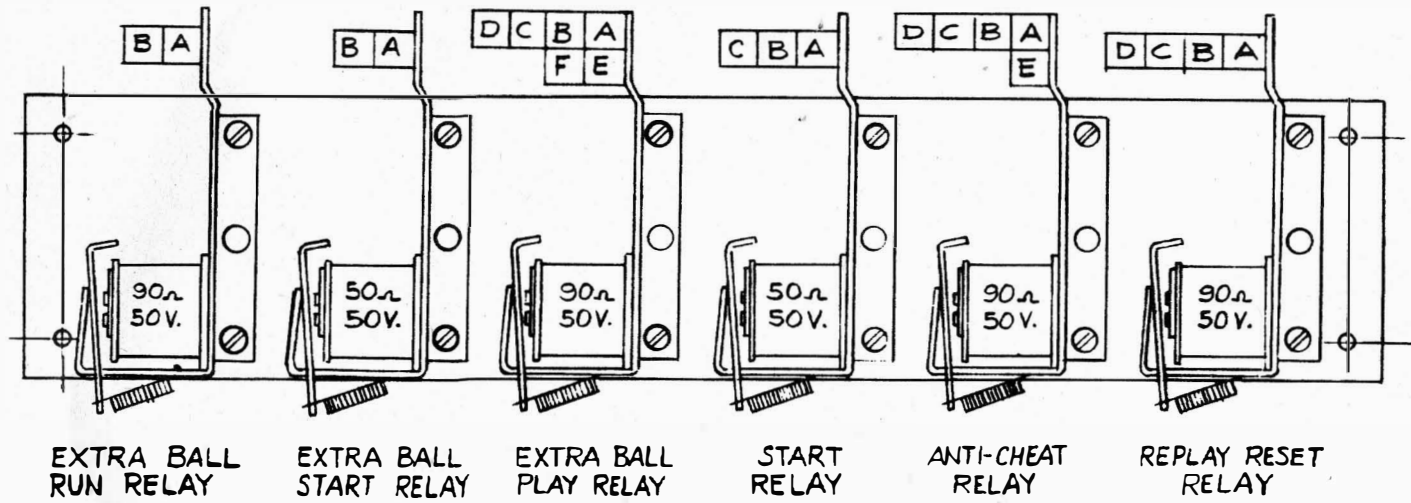
# ATLANTIC CITY

SWITCH NUMBERS CORRESPOND  
TO CONTROL UNIT  
PICTORIAL DIAGRAM

## CODE

N.C. .... NORMALLY CLOSED  
N.O. .... NORMALLY OPEN  
M.B.B. .... MAKE BEFORE BREAK  
S.P.D.T. .... SINGLE POLE DOUBLE THROW

| RELAY SWITCH OR CAM SWITCH        | SWITCH CODE | WIRE NO.           | WIRE COLORS                              | FUNCTION OF SWITCHES  |
|-----------------------------------|-------------|--------------------|--|---|
| 1A                                | N.O.        | 60 P<br>20 P       | Brown-Plastic<br>Blue-Plastic            | Prevents control unit motor from stopping while 1B is closed.   |
| 1B                                | N.O.        | 52-3<br>83         | White-Blue<br>Black-Yellow               | Energizes timer unit step-up coil.  |
| 2A                                | N.O.        | 10-2<br>60-1       | Red<br>Brown                             | Completes circuit to energize, spot and double relays and extra ball unit step-up coil.   |
| 3A                                | N.C.        | 14-4<br>4B-2       | Red-Green<br>Green-Black                 | Prevents start relay and extra ball start relay from being pulled in during timer cam cycle.  |
| 4A                                | N.O.        | 45<br>38           | Green-White<br>Yellow-Black              | Completes circuit for spotting flash of #15, #16, #17 and corner panel lites.   |
| 4B                                | N.O.        | 21<br>4B           | Blue-Red<br>Green-Black                  | Completes circuit for extra ball flash.   |
| 4C                                | N.O.        | 83<br>78-2         | Black-Yellow<br>Orange-Black             | Completes circuit to energize spot and extra ball index coil.   |
| 5A                                | N.O.        | 15-3<br>83         | Red-White<br>Black-Yellow                | Completes circuit to energize anti-cheat relay after 110 is turned off and then on again.   |
| 5B                                | N.O.        | 91-3<br>48-3       | Grey-Red<br>Green-Black                  | Completes circuit for energizing the selection unit step-up coil.   |
| 5C                                | N.O.        | 50<br>83           | White<br>Black-Yellow                    | Completes circuit for energizing timer unit reset coil.   |
| 6A                                | N.O.        | 40-3<br>36-2       | Green<br>Yellow-Brown                    | Energizes extra ball unit step-up coil when unit is on 3rd or 7th position.   |
| 6B                                | N.C.        | 83<br>43-3         | Black-Yellow<br>Green-Yellow             | Lock-in circuit for extra ball play relay. Relay drops out when switch opens.   |
| 7A                                | N.O.        | 83<br>27-4         | Black-Yellow<br>Blue-Orange              | Energizes replay register reset coil and reflex play magnet.  |
| 8A                                | Alternator  | 81-2<br>13-4       | Black-Red<br>Red-Yellow                  | Switch is open 1/2 the time in extra ball run to the top circuit.   |
| 8B                                | Alternator  | 81-2<br>10-4       | Black-Red<br>Red                         | Switch is open 1/2 the time in 3 step extra ball run circuit.   |
| 9A                                | 1:3         | 10-4<br>25-3       | Red<br>Blue-White                        | Switch is closed 1/3 of the time in 3 step extra ball run circuit.  |
| 10A                               | N.O.        | 53-2<br>75-2       | White-Yellow<br>Orange-White             | Energizes replay meter and replay register reset coil when replay reset relay is energized.   |
| 10B                               | N.O.        | 57-3<br>54-3       | White-Orange<br>White-Green              | Completes circuit to energize replay delay unit step-up coil.   |
| 10C                               | N.O.        | 65-2<br>40-3       | Brown-White<br>Green                     | Energizes extra ball unit step-up coil when extra ball run relay is energized.  |
| 11A                               | N.O.        | 71-3<br>70-3       | Orange-Red<br>Orange                     | Energizes replay counter when double relays are tripped. Double replays.  |
| 12A                               | N.O.        | 74-3<br>70-3       | Orange-Green<br>Orange                   | Energizes replay counters when double relays are latched. Single replays.   |
| 13A                               | N.O.        | 30-4<br>56-4       | Yellow<br>White-Brown                    | Energizes sounder coil, reflex replay magnet, and replay register step-up coil when winner is scored.   |
| TIMER CAMS INDEX                  | Coil        | 90<br>36-3         | Grey<br>Yellow-Brown                     | Energized by start relay or by extra ball start relay.  |
| 14A                               | N.O.        | 60-P<br>20-P       | Brown Plastic<br>Blue Plastic            | Completes circuit to start control unit motor.  |
| 14B                               | N.C.        | 71-2<br>14-9       | Orange-Red<br>Red-Green                  | Opens circuit to coin lockout magnet during timer cams cycle.   |
| 14C                               | N.O.        | 31-2<br>54-2       | Yellow-Red<br>White-Green                | Prevents extra ball play relay from being de-energized during timer cams cycle.   |
| REPLAY CAMS INDEX                 | Coil        | 90<br>56-4         | Grey<br>White-Brown                      | Energized when 3 or more in line is scored and replay delay unit moved to 5th step.   |
| 15A                               | N.C.        | 53-3<br>52-3       | White-Yellow<br>White-Blue               | Opens circuit to timer unit step-up coil while replays are registering.   |
| 15B                               |             |                    |  |   |
| 15C                               | N.O.        | 20-P<br>60-P       | Blue-Plastic<br>Brown-Plastic            | Completes circuit to control unit motor.  |
| 15D                               | N.C.        | 14-4<br>83         | Red-Green<br>Black-Yellow                | Opens circuit to start relays while replays are registering.  |
| SEARCH INDEX                      | Coil        | 90<br>91-4         | Grey<br>Grey-Red                         | Energized when 3 or more in line on selected section is scored.   |
| 16A                               | S.P.D.T.    | 61-3<br>83<br>54-3 | Brown-Red<br>Black-Yellow<br>White-Green | Normally completes circuit to replay delay unit reset coil. When index is energized switch completes circuit to replay delay unit step-up coil. |
| SPOT & EXTRA BALL SELECTION INDEX | Coil        | 90<br>78-2         | Grey<br>Orange-Black                     | Energized when control unit switch 4C is closed.  |
| 17A                               | N.O.        | 71-9<br>43         | Orange-Red<br>Green-Yellow               | Completes circuit to #14, #19, #22 and double lites flash.  |
| 17B                               | N.C.        | 56-3<br>57-3       | White-Brown<br>White-Orange              | Opens circuit to replay delay unit step-up coil while selection index is e  |



## 6 RELAY BANK



# ATLANTIC CITY

## 6 RELAY BANK CHART

FOR POSITION OF SWITCHES REFER TO PICTORIAL  
VIEW OF CONTROL UNIT ABOVE

| CODE        |                          |
|-------------|--------------------------|
| N.C. ....   | NORMALLY CLOSED          |
| N.O. ....   | NORMALLY OPEN            |
| M.B.B. .... | MAKE BEFORE BREAK        |
| S.P.D.T. .. | SINGLE POLE DOUBLE THROW |

| RELAY SWITCH OR<br>CAM SWITCH  | SWITCH<br>CODE | WIRE<br>NO.          | WIRE COLORS                               | FUNCTION OF SWITCHES   |
|--------------------------------|----------------|----------------------|---|--|
| EXTRA BALL RUN<br>RELAY COIL   |                | 90<br>65-2           | Grey<br>Brown-White                       | Energized by extra ball unit step-up arm switch to give 3 step run or run to 3rd extra ball.   |
| A                              | N.C.           | 23-3<br>53-6         | Blue-Yellow<br>White-Yellow               | Prevents extra ball play relay from being pulled in during extra ball run.   |
| B                              | N.O.           | 10-5<br>65-2         | Red<br>Brown-White                        | Locks in extra ball run relay.   |
| EXTRA BALL START<br>RELAY COIL |                | 90<br>20-3           | Grey<br>Blue                              | Energized when extra ball relay is pulled in and then coin is dropped.   |
| A                              | N.O.           | 20-3<br>48-2         | Blue<br>Green-Black                       | Lock in circuit for extra ball start relay.  |
| B                              | N.O.           | 31-2<br>36-3         | Yellow-Red<br>Yellow-Brown                | Completes circuit to energize the start cams index coil.   |
| EXTRA BALL PLAY<br>RELAY COIL  |                | 90<br>31-3           | Grey<br>Yellow-Red                        | Energize by pressing green button on front door after 5 balls have been played.  |
| A                              | N.C.           | 40<br>38             | Green<br>Yellow-Black                     | Breaks feed to 15, 16, 17, and corner lite flash when playing extra balls.   |
| B                              | S.P.D.T.       | 48-3<br>43-3<br>31-2 | Green-Black<br>Green-Yellow<br>Yellow-Red | Normally completes circuit for start relay to operate shutter motor. Lock-in circuit for extra ball play relay when energized.           |
| C                              | S.P.D.T.       | 52-2<br>51-2<br>20-3 | White-Blue<br>White-Red<br>Blue           | Normally completes circuit to regular start relay and to extra ball start relay when energized.  |
| D                              | N.O.           | 56<br>21             | White-Brown<br>Blue-Red                   | Completes circuit to extra balls lite and to extra ball flash.   |
| E                              | N.C.           | 45<br>14-8           | Green-White<br>Red-Green                  | Breaks circuit to 14, 19, 22, and double lite flash when playing extra balls.  |
| F                              | N.O.           | 51-2<br>50-2         | White-Red<br>White                        | Completes circuit to energize extra ball start relay when free plays have been registered.   |
| START RELAY COIL               |                | 21-6<br>52-2         | Blue-Red<br>White-Blue                    | Energized when coin is dropped or when red button is pushed when replays have been registered, and extra balls are not being played.     |
| A                              | N.C.           | 31-3<br>57-6         | Yellow-Red<br>White-Orange                | Prevents extra ball play relay from being pulled in after start relay has been energized.  |
| B                              | N.O.           | 52-2<br>48-2         | White-Blue<br>Green-Black                 | Lock in circuit for start relay.   |
| C                              | N.O.           | 38-3<br>48-3         | Yellow-Black<br>Green-Black               | Completes circuit to operate shutter motor after balls have been played and operates start cams index when shutter is open.              |
| ANTI-CHEAT<br>RELAY COIL       |                | 90<br>15-3           | Grey<br>Red-White                         | Energized by control unit cam switch #5A.  |
| A                              | N.C.           | 75-2<br>50-2         | Orange-White<br>White                     | Energizes replay reset relay when 110 is turned on if replays have been registered.  |
| B                              | N.O.           | 30<br>14-6           | Yellow<br>Red-Green                       | Completes 17 volt circuit when energized.  |
| C                              | N.O.           | 80<br>25             | Black<br>Blue-White                       | Completes 6 volt circuit when energized.   |
| D                              | N.O.           | 15-3<br>83           | Red-White<br>Black-Yellow                 | Lock in circuit for anti-cheat relay.  |
| E                              | N.O.           | 57-6<br>53-6         | White-Orange<br>White-Yellow              | Prevents extra ball play relay from being pulled in if 110 has been turned off and then on again.  |
| REPLAY RESET<br>RELAY COIL     |                | 90<br>75-2           | Grey<br>Orange-White                      | Energized when replays have been registered and replay reset button is pushed or if anti-cheat relay is de-energized.                    |
| A                              | N.C.           | 21-6<br>52-2         | Blue-Red<br>White-Blue                    | Prevents new game from being played while replay reset relay is energized.   |
| B                              | S.P.D.T.       | 27-4<br>13-9<br>53-2 | Blue-Orange<br>Red-Yellow<br>White-Yellow | Normally completes circuit to replay register reset coil. When energized it parallels replays register reset coil with the replay meter. |
| C                              | N.O.           | 20-P<br>60-P         | Blue Plastic<br>Brown Plastic             | Completes circuit to control unit motor.   |
| D                              | N.O.           | 75-2<br>50-2         | Orange-White<br>White                     | Lock-in circuit for replay reset relay.  |

# NOTES

# ATLANTIC CITY

TRIP RELAY BANK SWITCHES  
SWITCHES ARE LISTED FROM A POSITION  
OF LOOKING AT LUGS

CODE

N.C. .... NORMALLY CLOSED

N.O. .... NORMALLY OPEN

M.B.B. .... MAKE BEFORE BREAK

S.P.D.T. .... SINGLE POLE DOUBLE THROW

| RELAY SWITCH OR CAM SWITCH | SWITCH CODE | WIRE NO.             | WIRE COLORS                               | FUNCTION OF SWITCHES   |
|----------------------------|-------------|----------------------|---|--|
| TILT RELAY                 | Coil        | 85-6<br>61-2         | Black-White<br>Brown-Red                  |  |
| Top                        | N.C.        | 81<br>14-6           | Black-Red<br>Red-Green                    | Opens 17 volt circuit when tripped.  |
| Middle                     | N.C.        | 83<br>56-2           | Black-Yellow<br>White-Brown               | Breaks feed to extra ball play relay, tilt relay and ball lifter motor.  |
| Bottom                     | S.P.D.T.    | 20<br>25<br>10       | Blue<br>Blue-White<br>Red                 | Normally completes 6 volt circuit to selection disc and extra ball flash. Lites tilt lite when tripped.                                  |
| CORNERS RELAY              | Coil        | 90<br>15-1           | Grey<br>Red-White                         |  |
| Top                        | N.O.        | 21-9<br>48-4         | Blue-Red<br>Green-Black                   | Complete corner circuit to search disc on section three.   |
| Bottom Left                | N.O.        | 36-4<br>43-4         | Yellow-Brown<br>Green-Yellow              | Completes corner circuit to search disc on section two.  |
| Top Right                  | N.O.        | 45<br>23             | Green-White<br>Blue-Yellow                | Lites corner panel.  |
| Bottom Right               | N.O.        | 40-4<br>31-4         | Green<br>Yellow-Red                       | Completes corner circuit to search disc on section one.  |
| #3 DOUBLE RELAY            | Coil        | 90<br>27-1           | Grey<br>Blue-Orange                       |  |
| Top                        | N.C.        | 93<br>23-2           | Grey-Yellow<br>Blue-Yellow                | Regulates probabilities thru mixer disc #3   |
| Middle                     | S.P.D.T.    | 74-3<br>85-4<br>71-3 | Orange-Green<br>Black-White<br>Orange-Red | Normally completes circuit to 4 pulse cam for single score. When tripped completes circuit to 2 pulse cam for double score on section 3. |
| Bottom                     | N.O.        | 45<br>36             | Green-White<br>Yellow-Brown               | Completes circuit to #3 double lite.   |
| #2 DOUBLE RELAY            | Coil        | 90<br>25-2           | Grey<br>Blue-White                        |  |
| Top                        | N.C.        | 93<br>21-2           | Grey-Yellow<br>Blue-Red                   | Regulates probabilities thru mixer disc #3.  |
| Middle                     | S.P.D.T.    | 74-3<br>98-3<br>71-3 | Orange-Green<br>Grey-Black<br>Orange-Red  | Normally completes circuit to 4 pulse cam for single score. When tripped completes circuit to 2 pulse cam for double score on section 2. |
| Bottom                     | N.O.        | 45<br>31             | Green-White<br>Yellow-Red                 | Completes circuit to #2 double lite.   |
| #1 DOUBLE RELAY            | Coil        | 90<br>23-1           | Grey<br>Blue-Yellow                       |  |
| Top                        | N.C.        | 93<br>18-2           | Grey-Yellow<br>Red-Black                  | Regulates probabilities thru mixer disc #3.  |
| Middle                     | S.P.D.T.    | 74-3<br>93-4<br>71-3 | Orange-Green<br>Grey-Yellow<br>Orange-Red | Normally completes circuit to 4 pulse cam for single score. When tripped completes circuit to 2 pulse cam for double score on section 1. |
| Bottom                     | N.O.        | 45<br>27             | Green-White<br>Blue-Orange                | Completes circuit to #1 double lite.   |
| #22 RELAY                  | Coil        | 90<br>14-2           | Grey<br>Red-Green                         |  |
| Top                        | N.C.        | 93<br>56-1           | Grey-Yellow<br>White-Brown                | Regulates probabilities thru mixer disc #2.  |
| Bottom                     | N.O.        | 45<br>52-1           | Green-White<br>White-Blue                 | Completes circuit to #22 lites.  |
| #19 RELAY                  | Coil        | 90<br>13-1           | Grey<br>Red-Yellow                        |  |
| Top                        | N.C.        | 93<br>36-1           | Grey-Yellow<br>Yellow-Brown               | Regulates probabilities thru mixer disc #2.  |
| Bottom                     | N.O.        | 45<br>91-1           | Green-White<br>Grey-Red                   | Completes circuit to #19 lites.  |
| #14 RELAY                  | Coil        | 90<br>10-1           | Grey<br>Red                               |  |
| Top                        | N.C.        | 93<br>31-1           | Grey-Yellow<br>Yellow-Red                 | Regulates probabilities thru mixer disc #2.  |
| Bottom                     | N.O.        | 45<br>75-1           | Green-White<br>Orange-White               | Completes circuit to #14 lites.  |
| #17 RELAY                  | Coil        | 90<br>21-1           | Grey<br>Blue-Red                          |  |
| Top                        | N.C.        | 74-2<br>38-2         | Orange-Green<br>Yellow-Black              | Regulates probabilities thru mixer disc #2.  |
| Bottom                     | N.O.        | 45<br>85-1           | Green-White<br>Black-White                | Completes circuit to #17 lites.  |
| #16 RELAY                  | Coil        | 90<br>20-2           | Grey<br>Blue                              |  |
| Top                        | N.C.        | 74-2<br>30-2         | Orange-Green<br>Yellow                    | Regulates probabilities thru mixer disc #2.  |
| Bottom                     | N.O.        | 45<br>81-1           | Green-White<br>Black-Red                  | Completes circuit to #16 lites.  |
| #15 RELAY                  | Coil        | 90<br>18-1           | Grey<br>Red-Black                         |  |
| Top                        | N.C.        | 74-2<br>27-2         | Orange-Green<br>Blue-Orange               | Regulates probabilities thru mixer disc #2.  |
| Bottom                     | N.O.        | 45<br>78-1           | Green-White<br>Orange-Black               | Completes circuit to #15 lites.  |

Wire substitutes on Atlantic City

1. 90 Gray changed to Blue-Red
2. 83 Black-Yellow changed to 50 White
3. 80 Black changed to White-Red