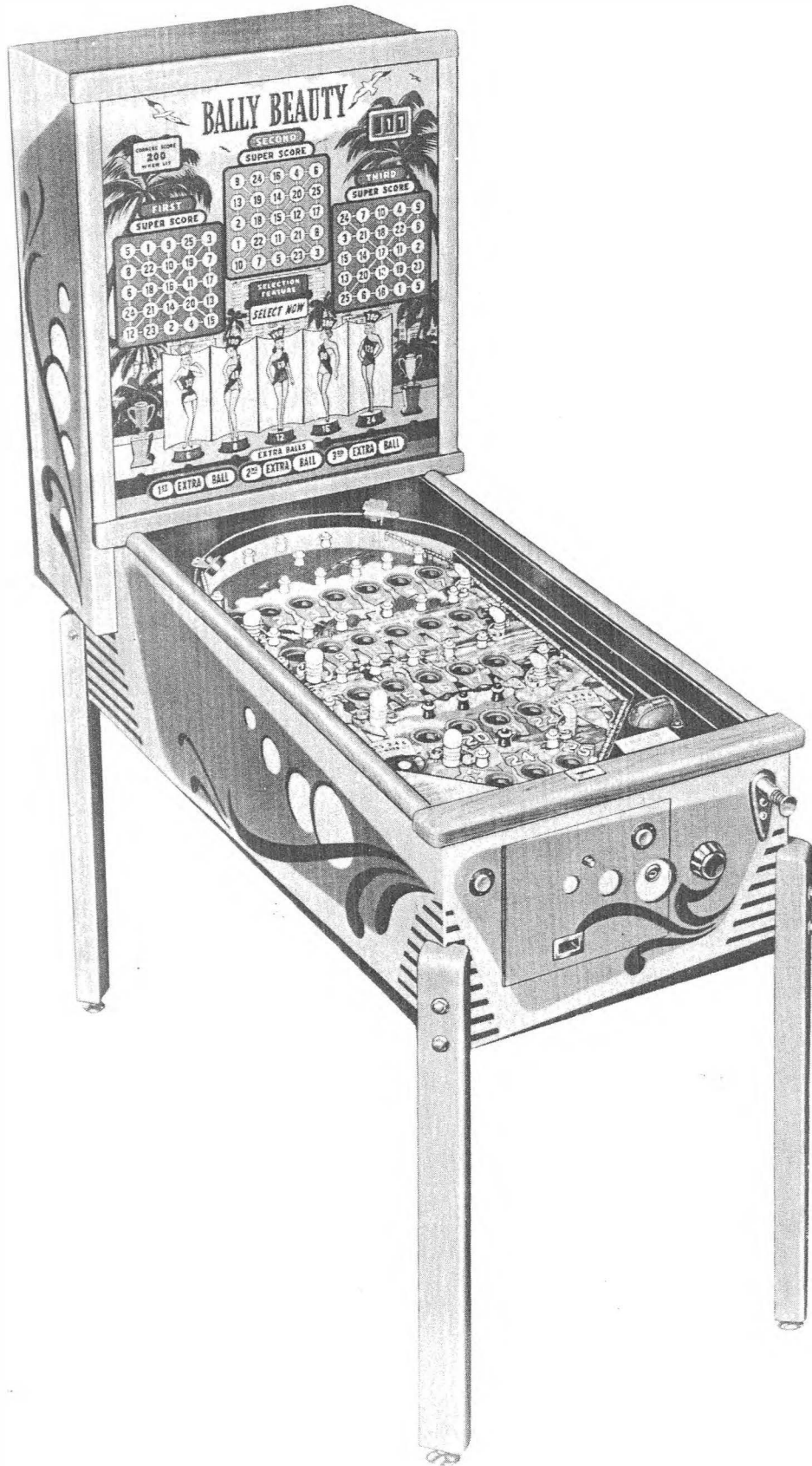


OPERATING INSTRUCTIONS

CONFIDENTIAL: DO NOT LEAVE INSTRUCTIONS IN GAME

Bally®

BALLY BEAUTY



BALLY BEAUTY by Bally

3-cards replay amusement game

5 balls 5 cents

EXTRA COINS MAY BE PLAYED

(A) FOR SCORING ADVANTAGES

(B) FOR EXTRA BALLS

IN-LINE SCORES: Each of 3 Cards on backglass contains 25 numbers, 1 to 25, arranged in a square 5 numbers wide by 5 numbers high, not in numerical order.

Playfield contains 25 skill-holes, numbered 1 to 25 in numerical order from top to bottom of playfield, and ball-return hole through which balls return for free shots.

When ball is shot into a numbered skill-hole, corresponding number lights in all 3 Cards on backglass.

Object of game is to shoot 5 balls (and extra balls) into numbered skill-holes

(A) To light 3, 4 or 5 adjoining numbers, connected -- vertically, horizontally or diagonally -- by white line on a selected Card;

(B) To light 4 corner-numbers of a selected Card.

3-CARD SELECTIVE PLAY: Player selects FIRST Card by depositing first coin* and selects SECOND and THIRD Cards by depositing second and third coins* -- 1 Card for each coin* deposited.

After a Card is selected (indicated by word FIRST, SECOND, THIRD lighting above respective Cards), Card remains selected during entire game, regardless of number of coins* deposited.

NEW SELECT-A-SPOT FEATURE: SELECTION-FEATURE panel on backglass flashes for each coin* deposited, and, at mystery-intervals, SELECTION-FEATURE panel lights and remains lit during entire game, entitling player to turn Selector-Knob on front of cabinet to light choice of 19, 20, 21 or 22. Choice can be changed until fourth ball is shot. Words "SELECT NOW" light under SELECTION-FEATURE, when third ball is shot, to warn players that "spotted" number must be selected before shooting fourth ball.

(continued on next page)

* When replays are registered, Buttons are pressed, instead of coins being deposited.

After selecting all 3 Cards, player may continue to deposit coins* to light SELECTION-FEATURE and other scoring-advantages.

NEW TRIPLE-SPOTS FEATURE: 2 Trophy-Cups on backglass and on playfield flash for each coin* deposited, and, at mystery-intervals, Cups light and remain lit during entire game. Player who hits Cup-rollover, when Cup is lit, lights 2, 4, and 6 - all 3 numbers.

After selecting all 3 Cards, player may continue to deposit coins* to light Trophy-Cups and other scoring-advantages.

4-CORNERS SCORE: Corners-panel on backglass flashes for each coin* deposited, and, at mystery-intervals, Corners-panel lights and remains lit during entire game, entitling player to score 200 by lighting 4 corner-numbers of a selected Card. (Only one 4-Corners score per game.)

After selecting all 3 Cards, player may continue to deposit coins* to light Corners-panel and other scoring advantages.

SUPER-SCORE FEATURE: Word SUPER-SCORE appears in panel above each Card. SUPER-SCORE panels flash for each coin* deposited and, at mystery-intervals, a SUPER-SCORE panel lights and remains lit during entire game. Additional SUPER-SCORE panels light, at mystery-intervals, when additional coins* are deposited.

After selecting all 3 Cards, player may continue to deposit coins* to light SUPER-SCORE panels and other scoring-advantages.

SUPER-SCORES**: Player who lights 3, 4 or 5 numbers in line in a selected Card, when corresponding SUPER-SCORE panel is lit, scores Super-Scores** indicated, instead of regular scores***.

ADVANCING SUPER-SCORES**: Super-Scores** appear in crowns, ribbons and pedestals of 5 girls pictured at bottom of backglass. Super-Scores** flash for each coin* deposited and advance at mystery-intervals.

(continued on next page)

* When replays are registered, Buttons are pressed, instead of coins being deposited.

** Super-Scores:

5-IN-LINE (Crowns) :	96	100	150	200	300
4-IN-LINE (Ribbons) :	30	40	60	80	120
3-IN-LINE (Pedestals) :	6	8	12	16	24

*** Regular scores:

5-IN-LINE:	96
4-IN-LINE:	20
3-IN-LINE:	4

After selecting all 3 Cards and lighting all 3 SUPER-SCORE panels, player may continue to deposit coins* to advance Super-Scores** to highest bracket and to light other scoring-advantages.

GUARANTEED SUPER-SCORES**: Super-Scores** either advance to a higher bracket or remain as high as on previous coin, never drop back to a lower bracket, regardless of number of coins* deposited.

EXTRA-BALLS FEATURE: After shooting 4 balls, player may press Extra-Balls Button and deposit additional coins* to play for extra balls.

At mystery-intervals, after Extra-Balls Button is pressed, (1st) lights on backglass, when coin* is deposited. After (1st) is lit, light advances, at mystery-intervals, to (EXTRA), when Extra-Balls Button is pressed and coin* is deposited. After (1st) (EXTRA) is lit, light advances, at mystery-intervals, to (BALL), when Extra-Balls Button is pressed and coin* is deposited.

When (1st) (EXTRA) (BALL) is completely lit, first extra ball is released to player.

After shooting first extra ball, player may continue to press Extra-Balls Button and deposit additional coins* to light (2nd) (EXTRA) (BALL) in order to receive second extra ball and to light (3rd) (EXTRA) (BALL) in order to receive third extra ball.

Coins* deposited to play for extra balls do not select Cards or light other scoring-advantages.

After playing for extra balls, player may not play to select Cards or light other scoring-advantages.

* When replays are registered, Buttons are pressed, instead of coins being deposited.

** Super-Scores:

5-IN-LINE (Crowns) :	96	100	150	200	300
4-IN-LINE (Ribbons) :	30	40	60	80	120
3-IN-LINE (Pedestals):	6	8	12	16	24

BALLY BEAUTY

INSTALLATION AND OPERATING INSTRUCTIONS

Fasten 4 legs to cabinet with bolts and washers furnished. Place back-box in position. Unlock and open back-door and fasten the back-box to cabinet with bolts and washers furnished. (2 back-door locks are common.)

Plug power line into 110-115 volt 60 cycle Alternating Current only. Turn on power by turning toggle-switch on. Toggle-switch is located on lower left side of back-box.

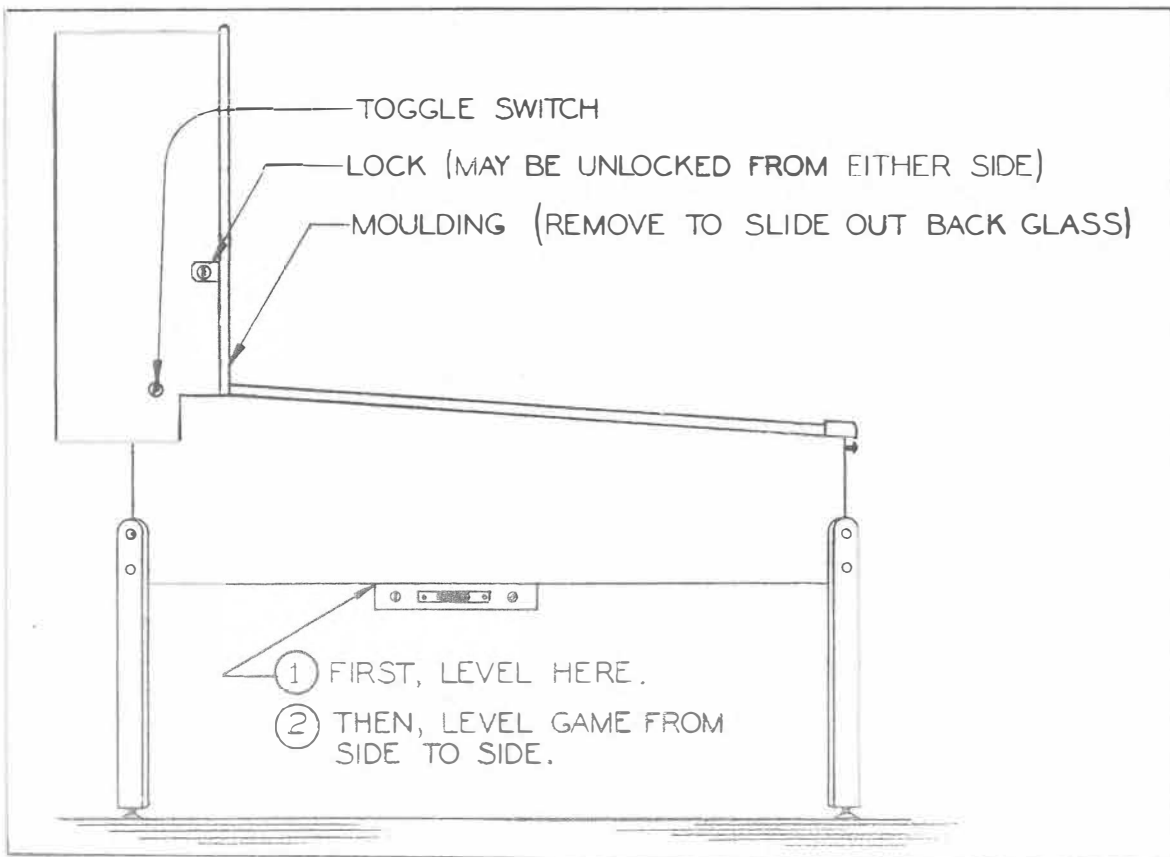
ACCESS TO MECHANISM AND LIGHT BULBS

Back-glass may be removed from either side by unlocking side desired and removing upright moulding. (Remove moulding by pulling bottom portion.)

After removing back-glass, access to mechanism may be obtained by raising 2 slide brackets on insert, located on left and right edges of insert. Insert may then be tilted forward for easy accessibility.

BE SURE TO LEVEL GAME

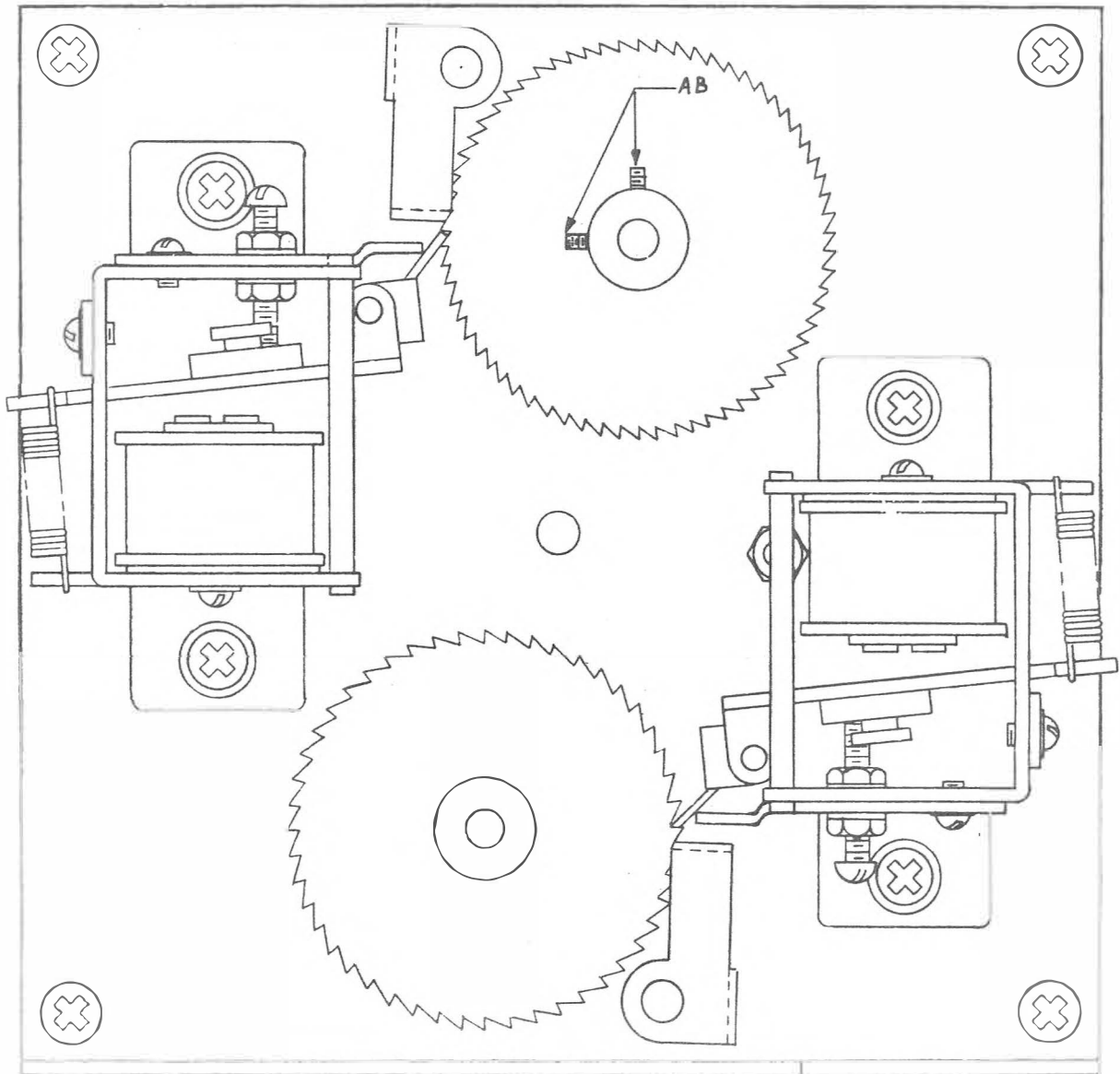
See instructions for leveling below.



BALLY BEAUTY

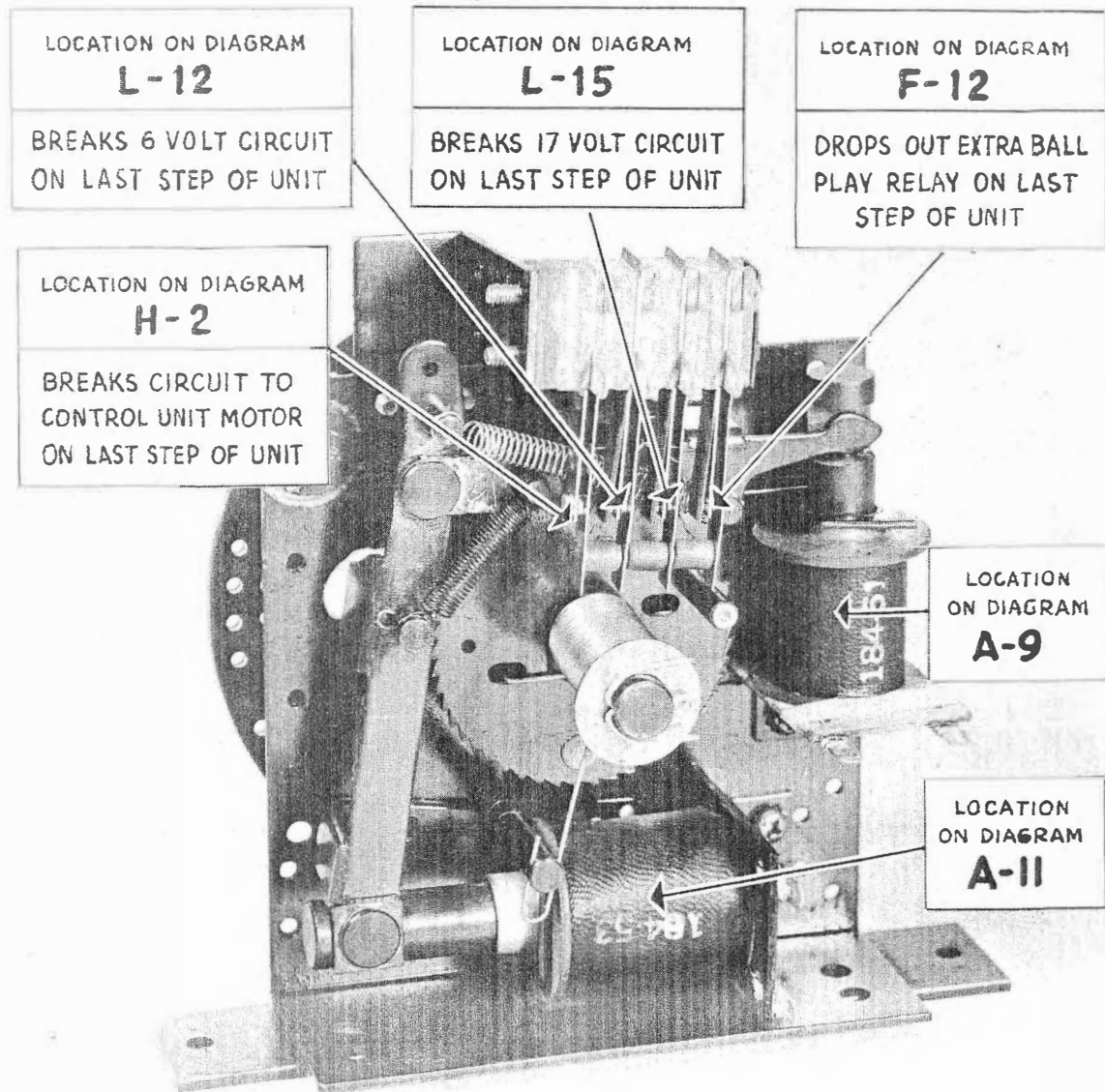
GAME PROPORTIONING

OVERALL PROPORTIONING of game to maintain a maximum amount of play is the function of the REFLEX UNIT which is located on the back door. 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.



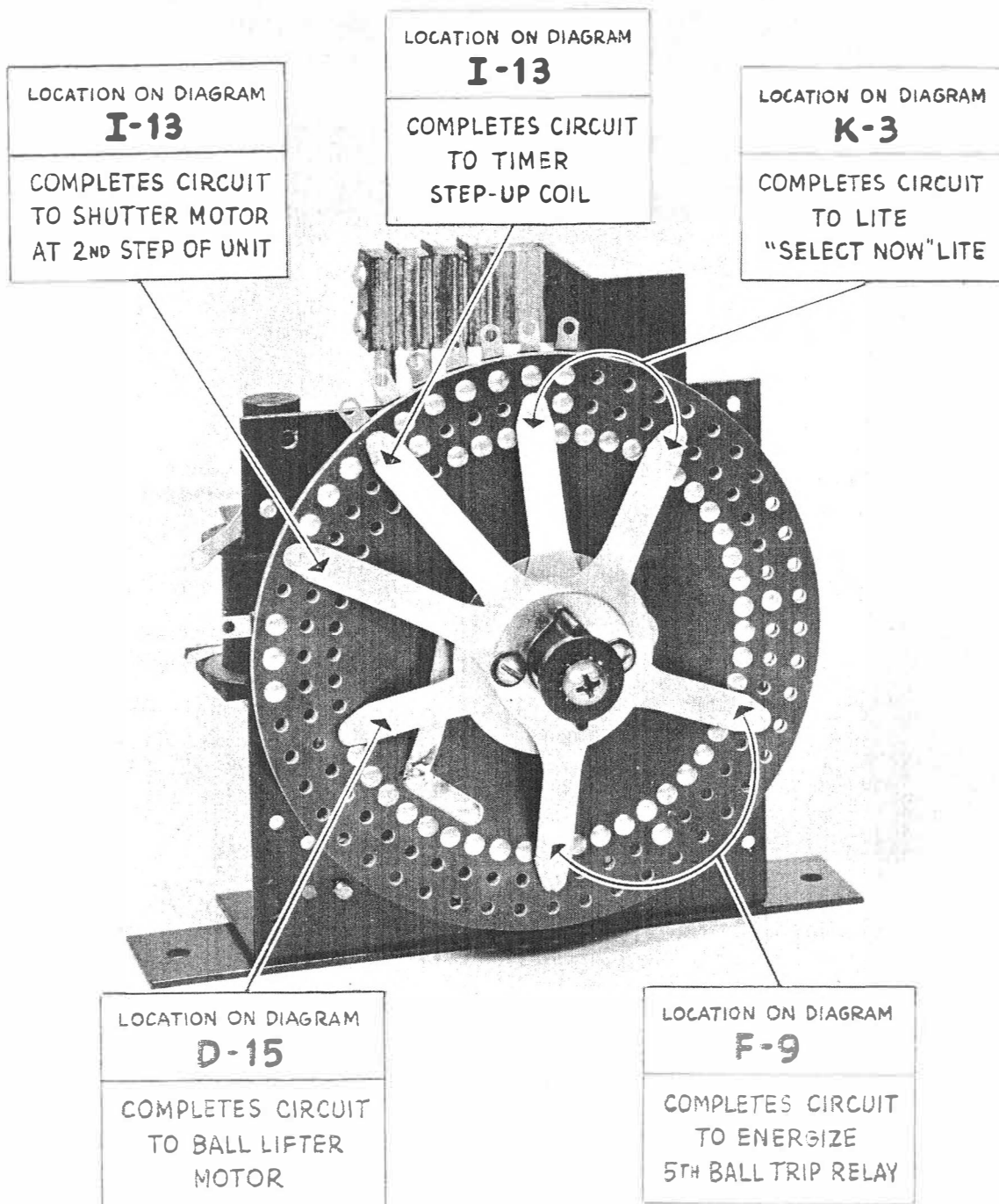
BALLY BEAUTY

TIMER UNIT — COIL SIDE



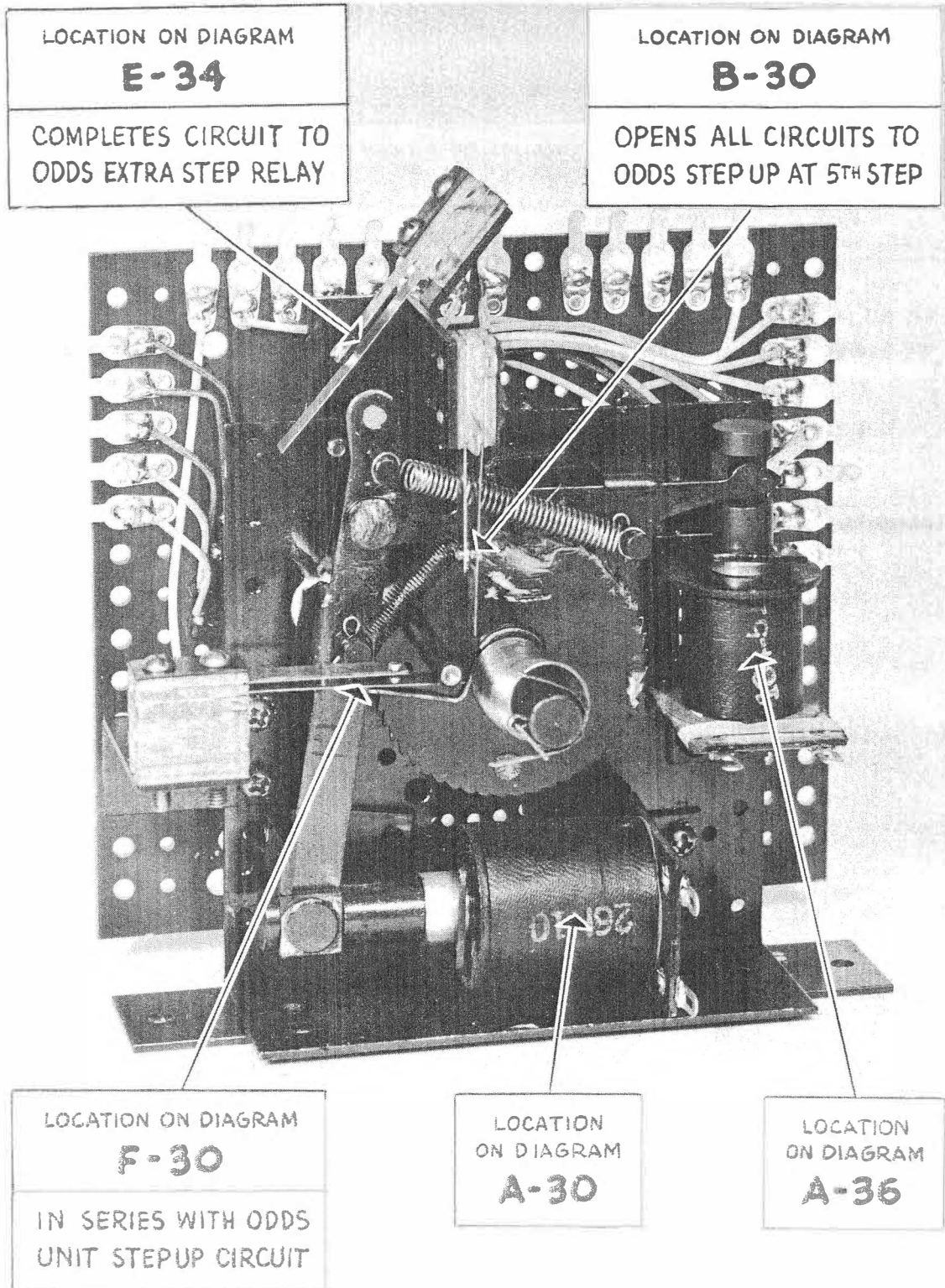
BALLY BEAUTY

TIMER UNIT — WIPER SIDE



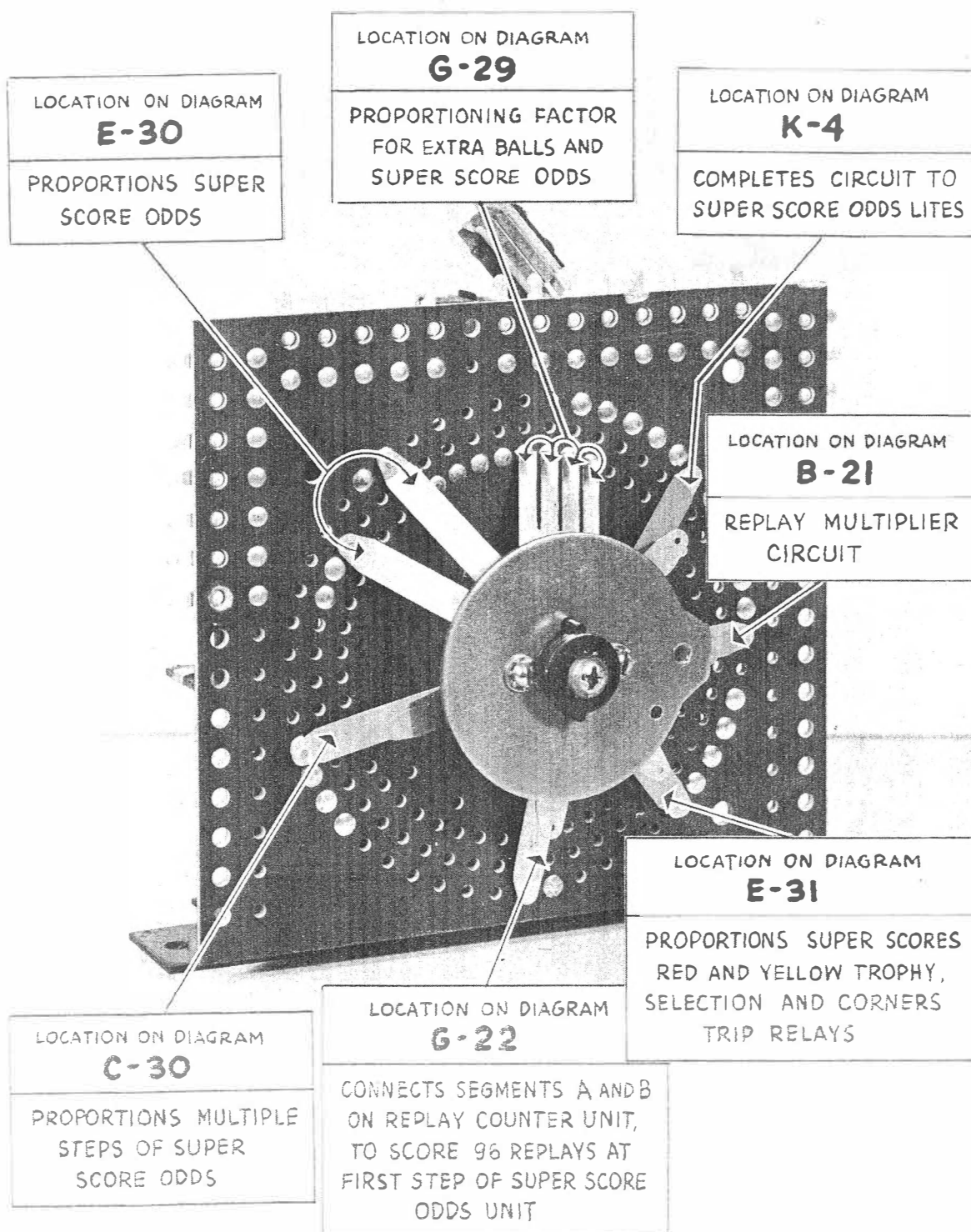
BALLY BEAUTY

SUPER-SCORE ODDS UNIT — COIL SIDE



BALLY BEAUTY

SUPER-SCORE ODDS UNIT — WIPER SIDE

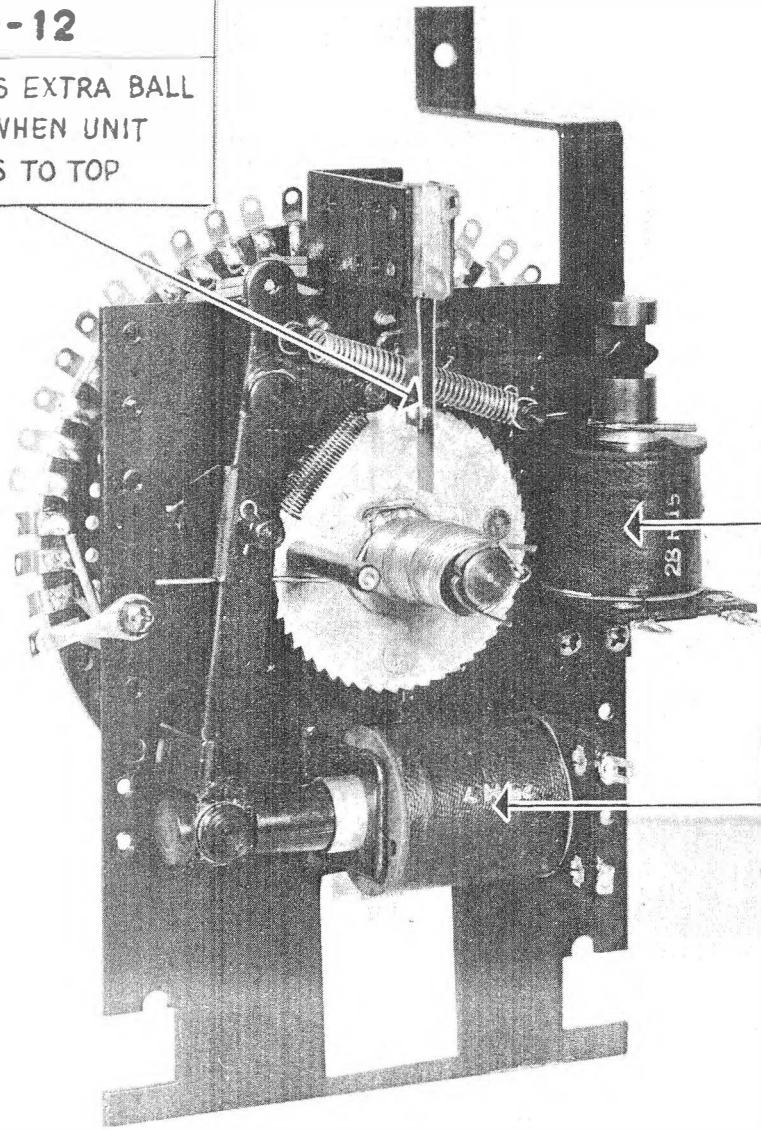


BALLY BEAUTY

EXTRA BALL UNIT — COIL SIDE

LOCATION ON DIAGRAM
D-12

PREVENTS EXTRA BALL
PLAY WHEN UNIT
STEPS TO TOP

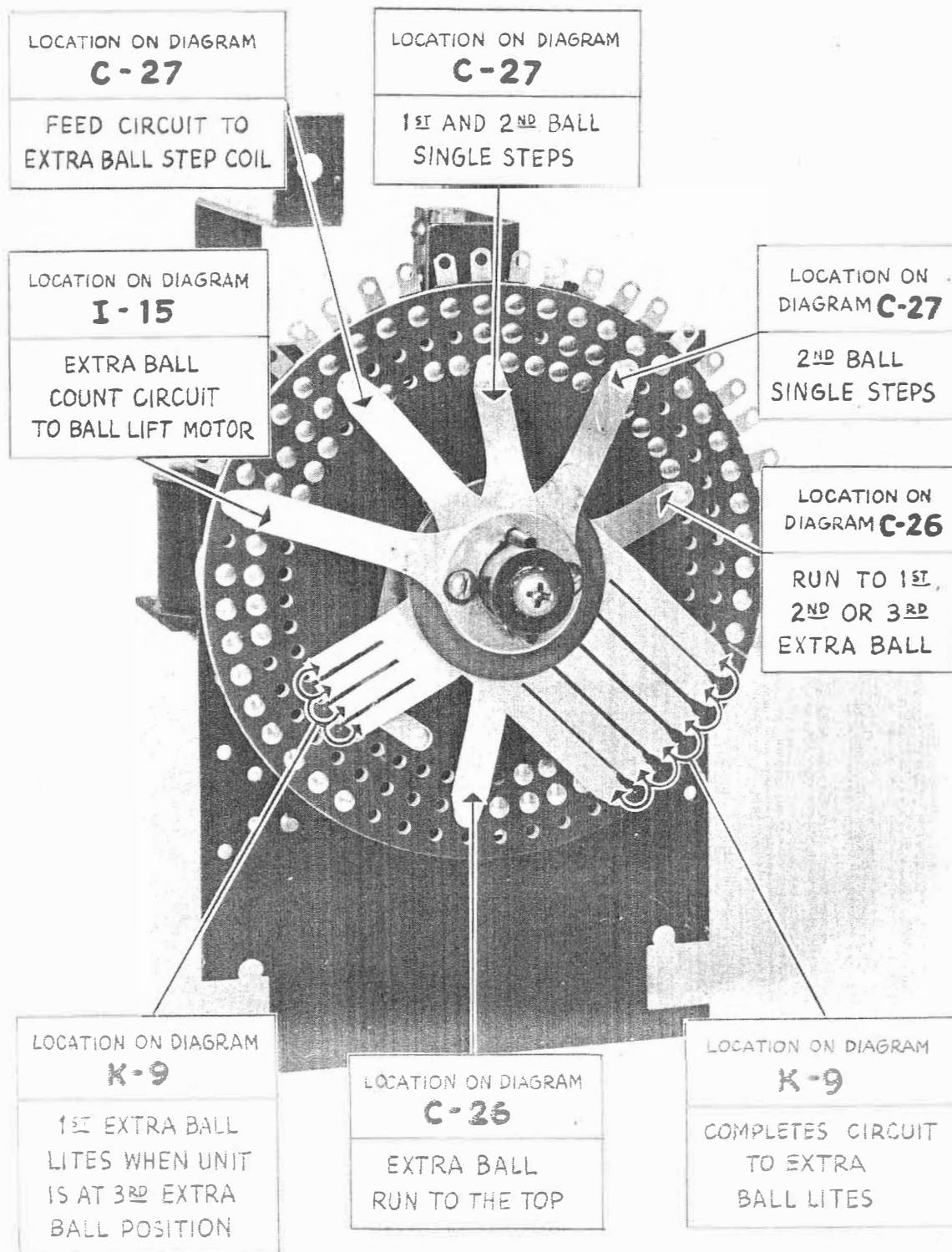


LOCATION
ON DIAGRAM
A-37

LOCATION
ON DIAGRAM
A-26

BALLY BEAUTY

EXTRA BALL UNIT — WIPER SIDE

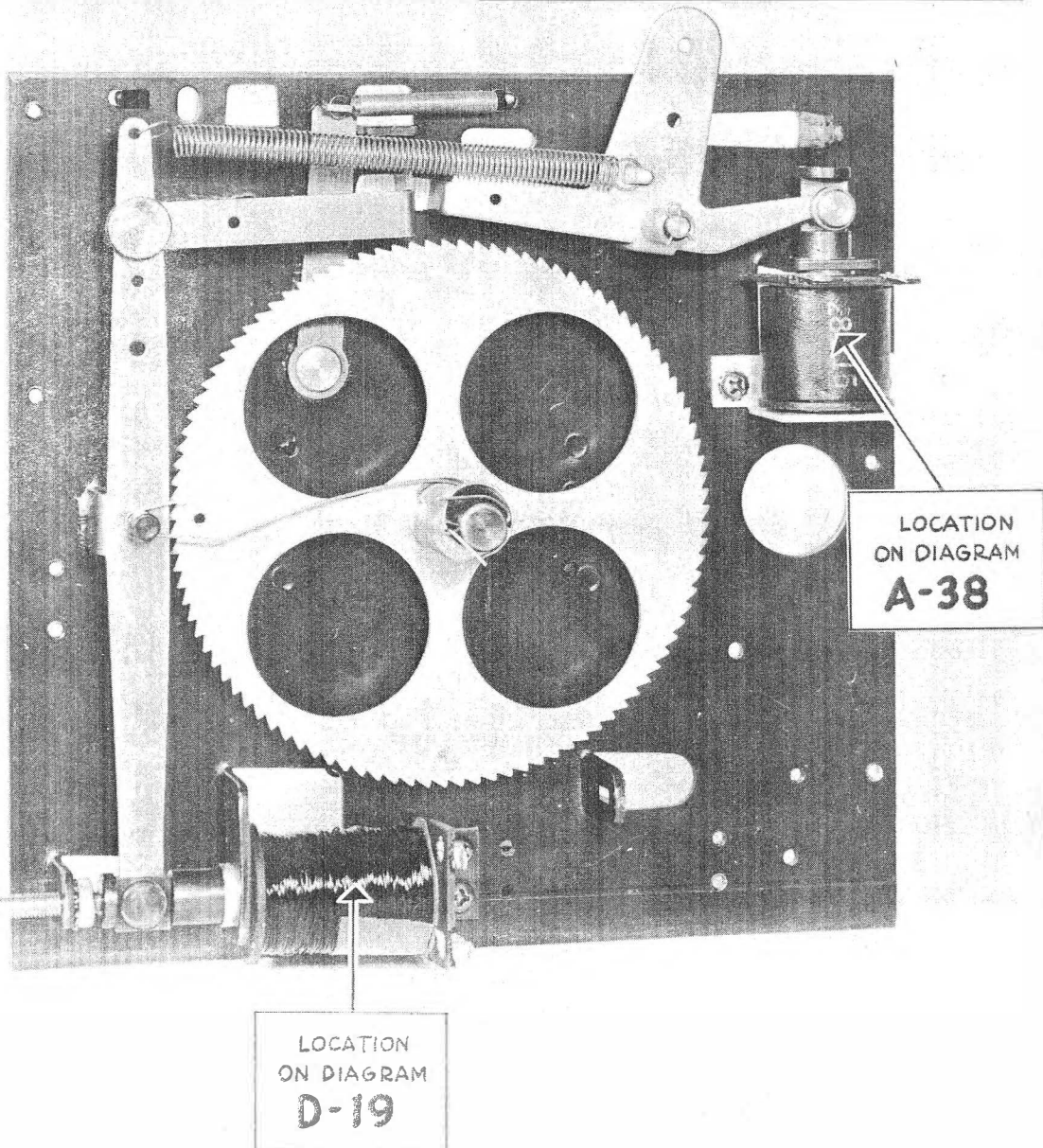


BALLY BEAUTY

REPLAY COUNTER — COIL SIDE

NOTE :

REPLAY COUNTERS FOR
CARDS 1-2 AND 3 ARE
EXACTLY THE SAME

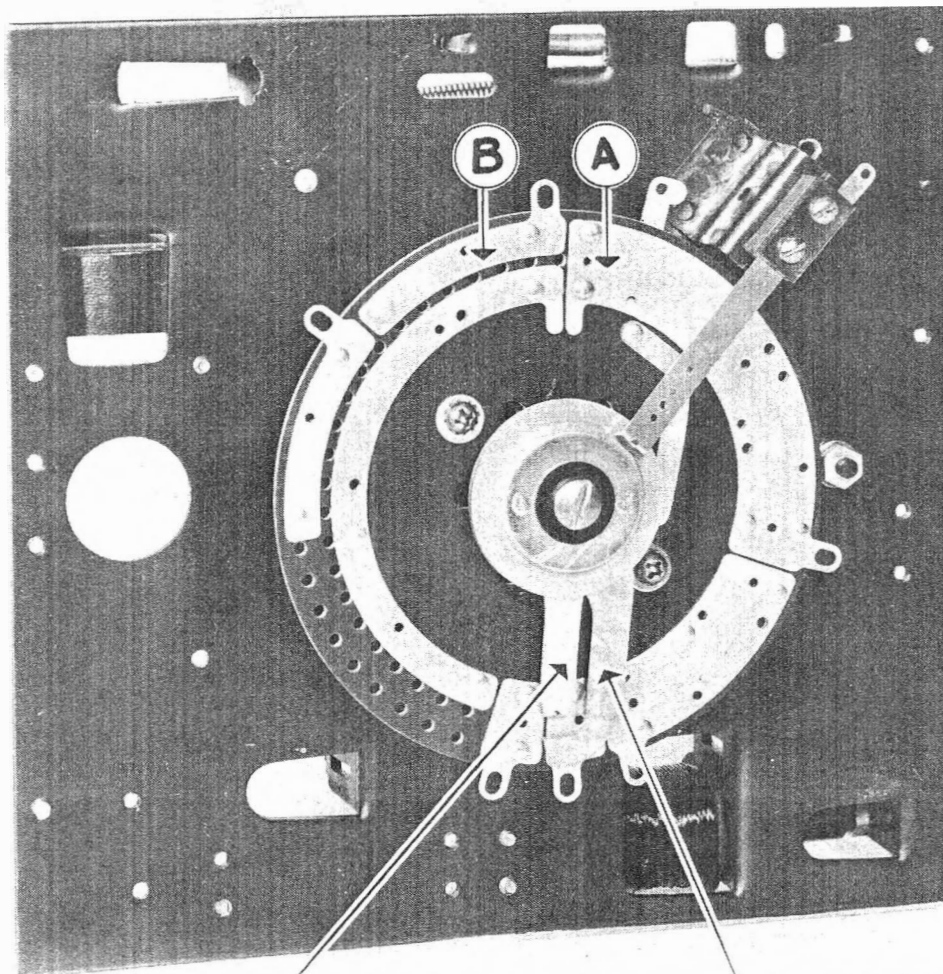


BALLY BEAUTY

REPLAY COUNTER — WIPER SIDE

NOTE:

REPLAY COUNTERS FOR
CARDS 1-2 AND 3 ARE
EXACTLY THE SAME



LOCATION ON DIAGRAM
G-19

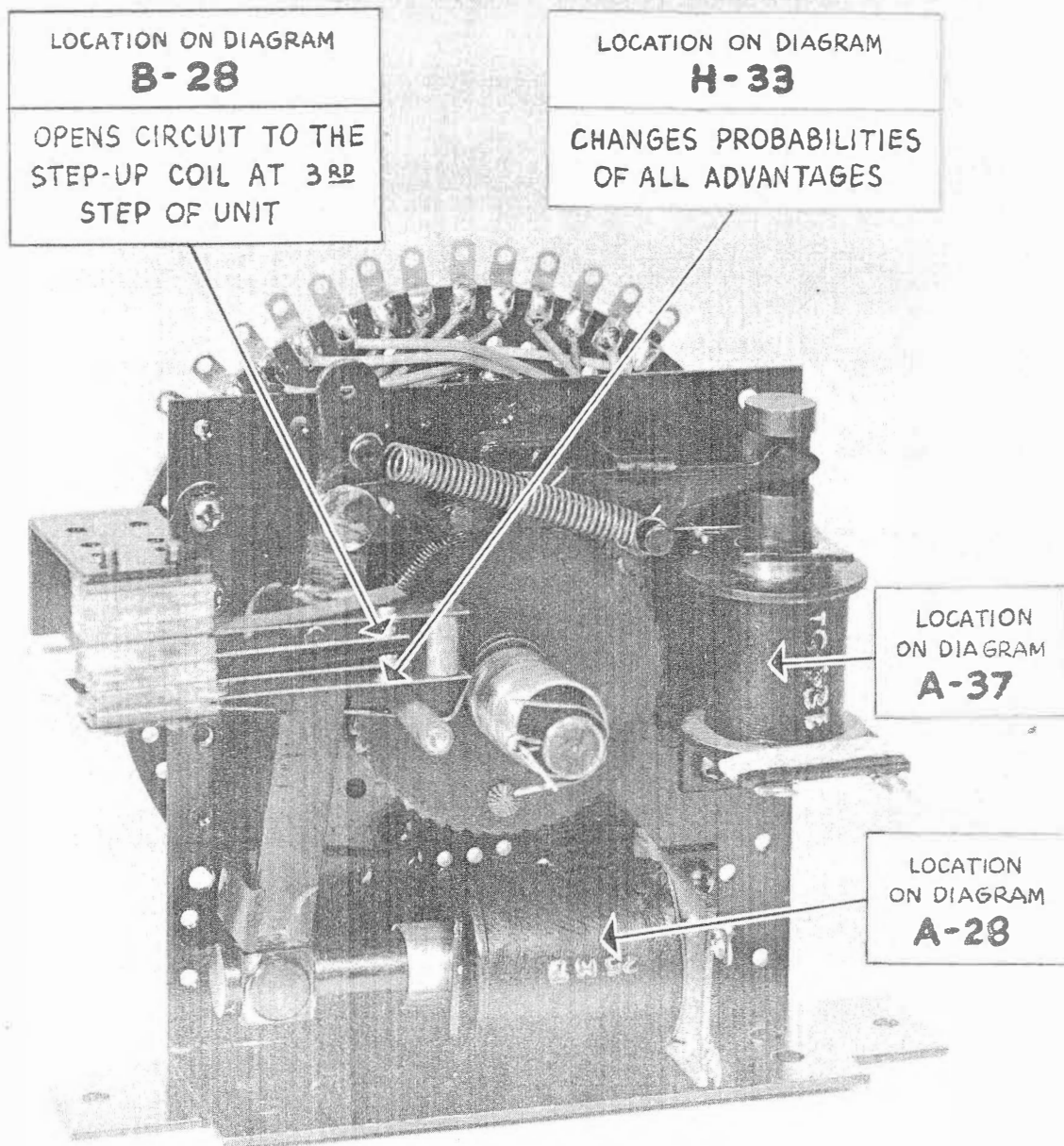
CONTROLS REPLAY COUNT
WHEN SCORING REGULAR
REPLAYS

LOCATION ON DIAGRAM
G-19

CONTROLS REPLAY COUNT
WHEN SCORING SUPER
SCORE REPLAYS

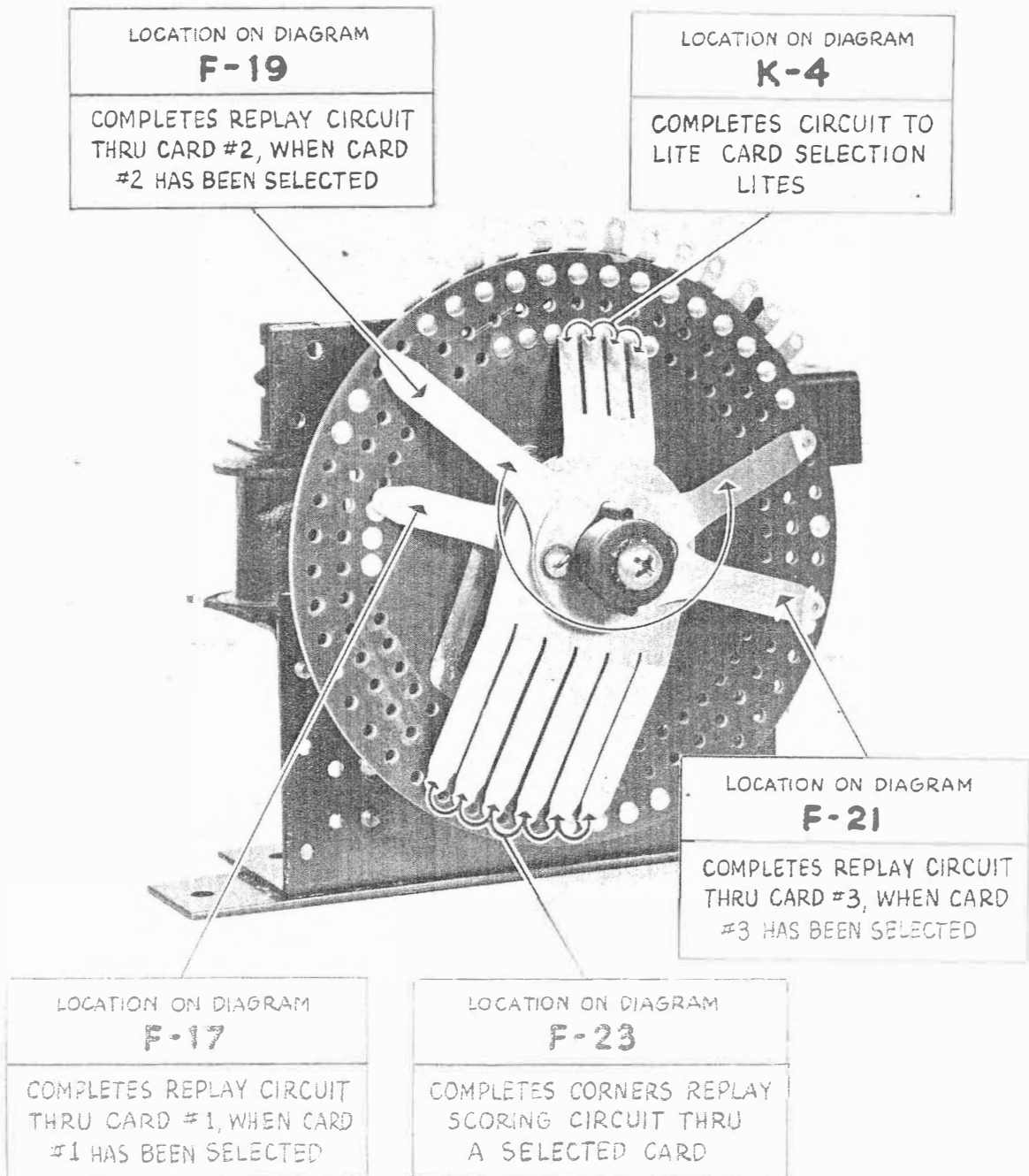
BALLY BEAUTY

CARD SELECTION UNIT — COIL SIDE



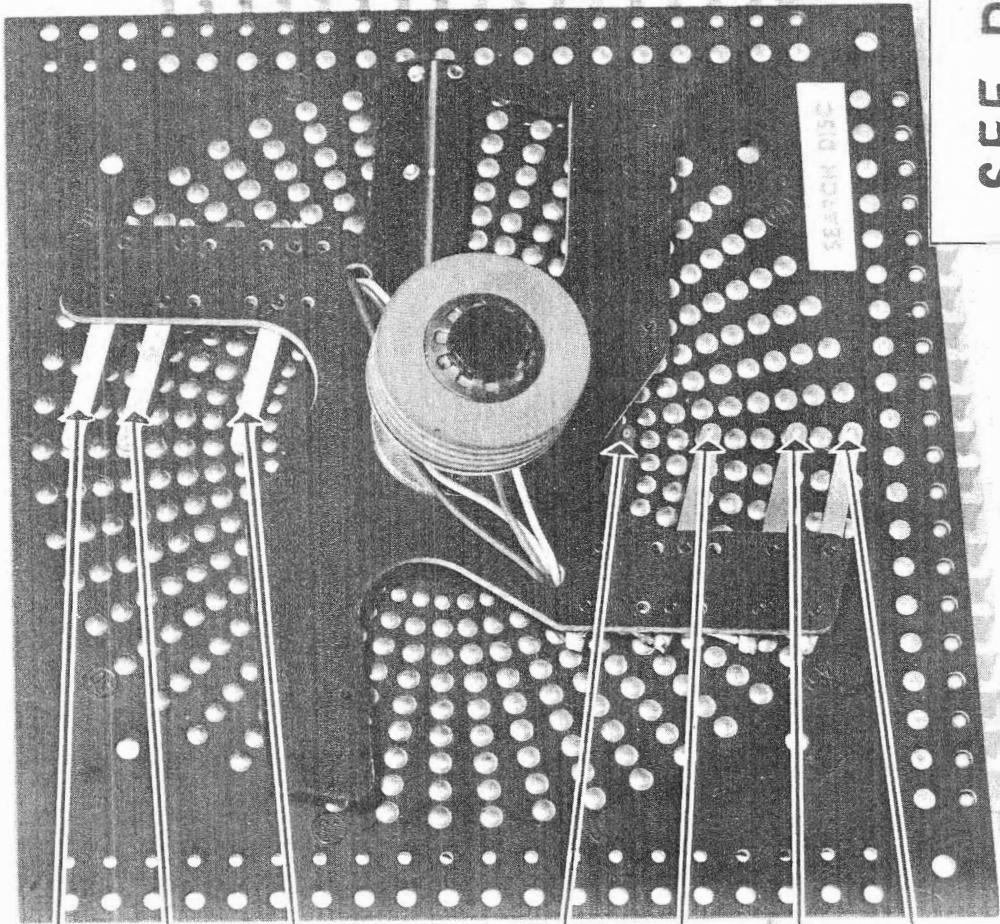
BALLY BEAUTY

CARD SELECTION UNIT — WIPER SIDE



BALLY BEAUTY

SEARCH DISC AND WIPERS



SEE PAGE 52

ROW 8

ROW 6

ROW 2

ROW 1

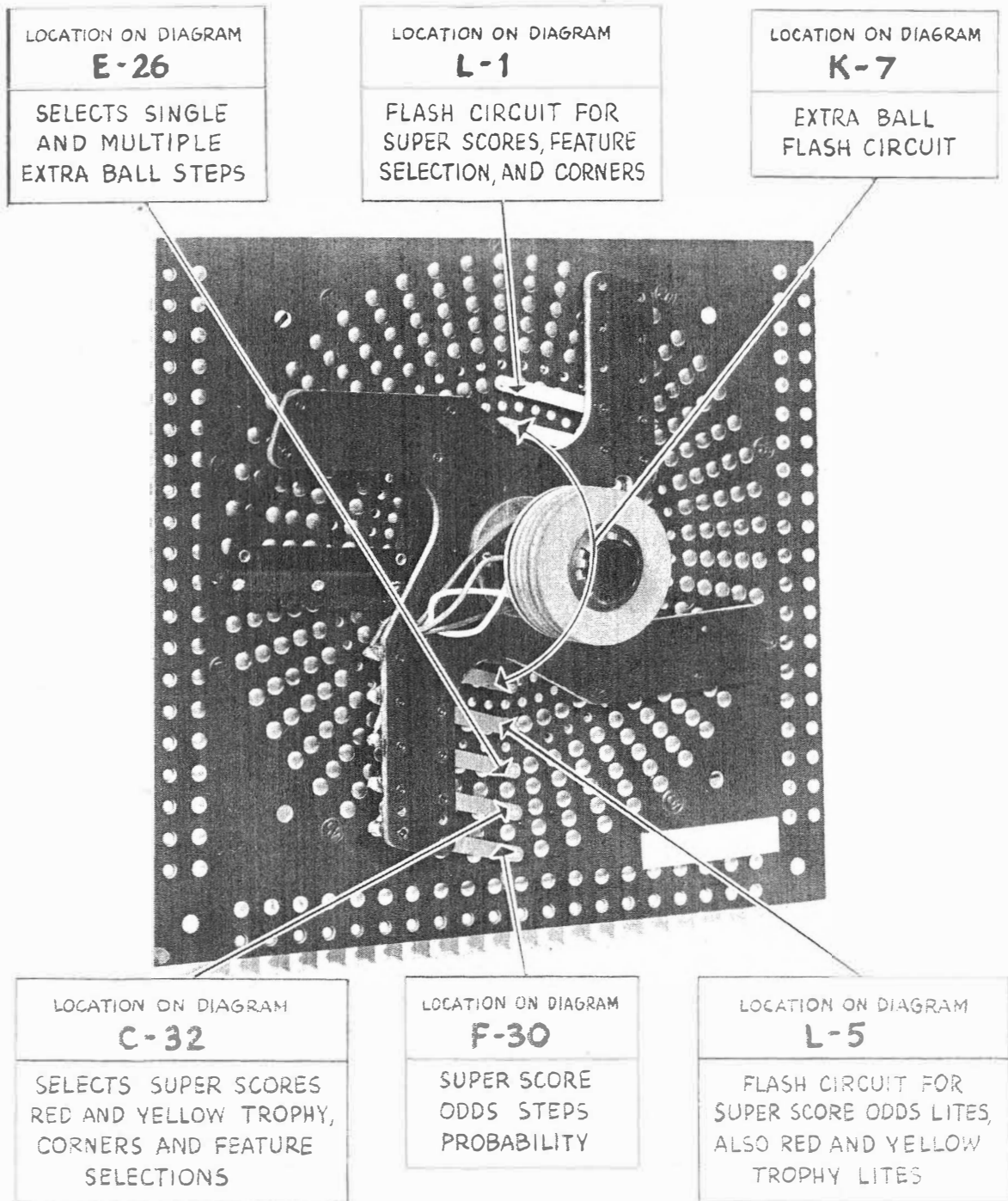
ROW 4

ROW 7

ROW 9

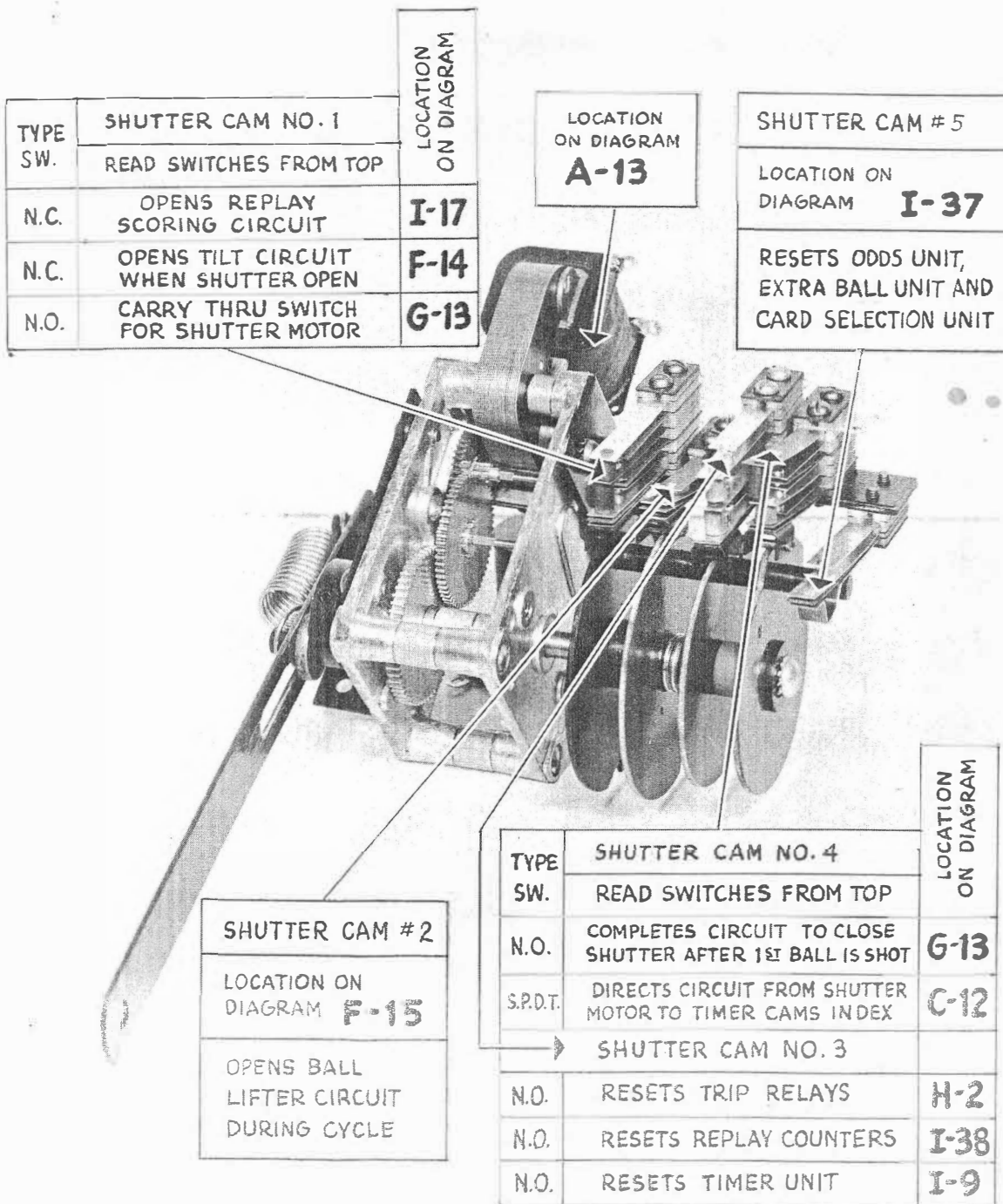
BALLY BEAUTY

CONTROL UNIT SELECTION DISC AND WIPERS



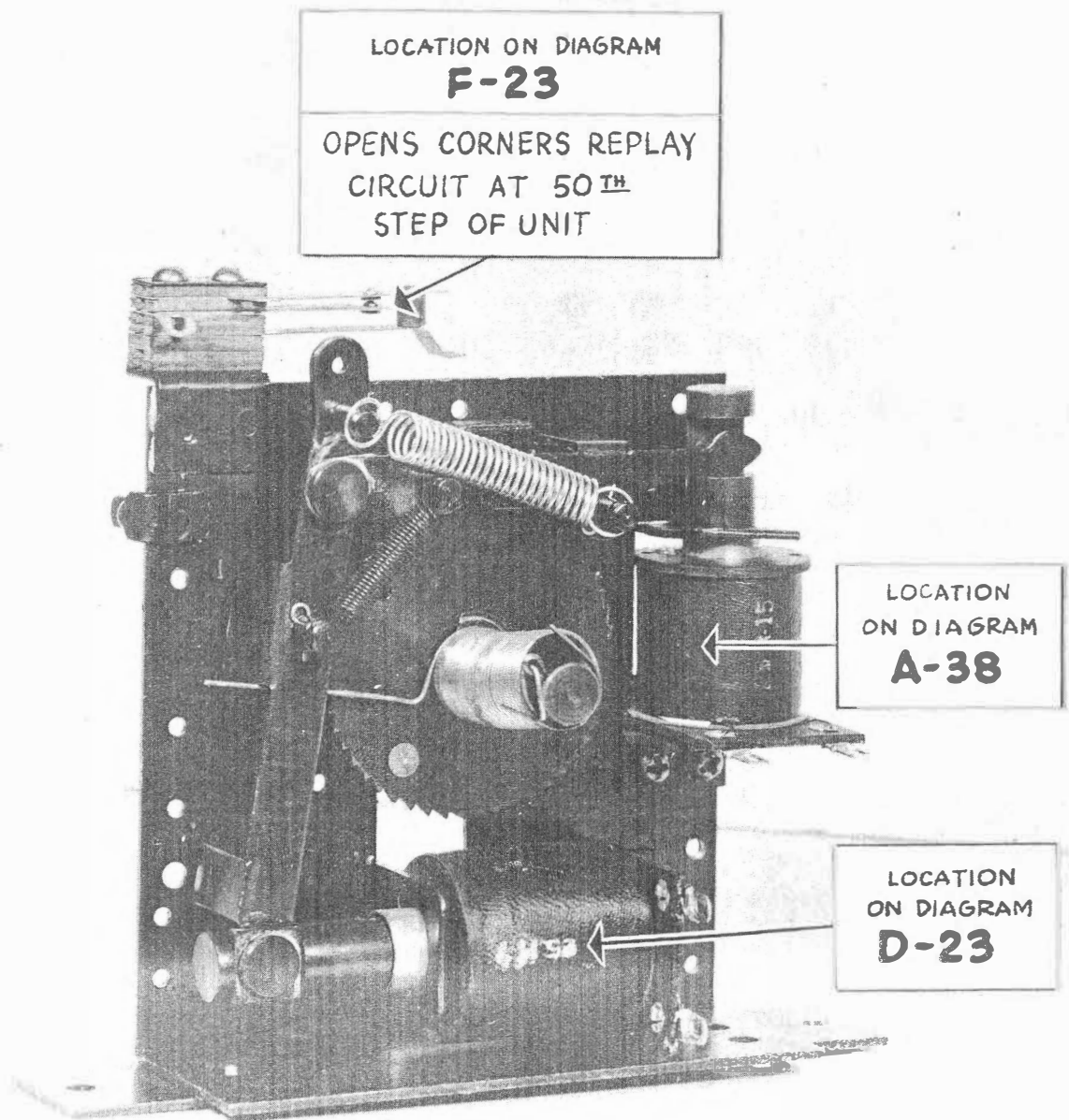
BALLY BEAUTY

SHUTTER MOTOR



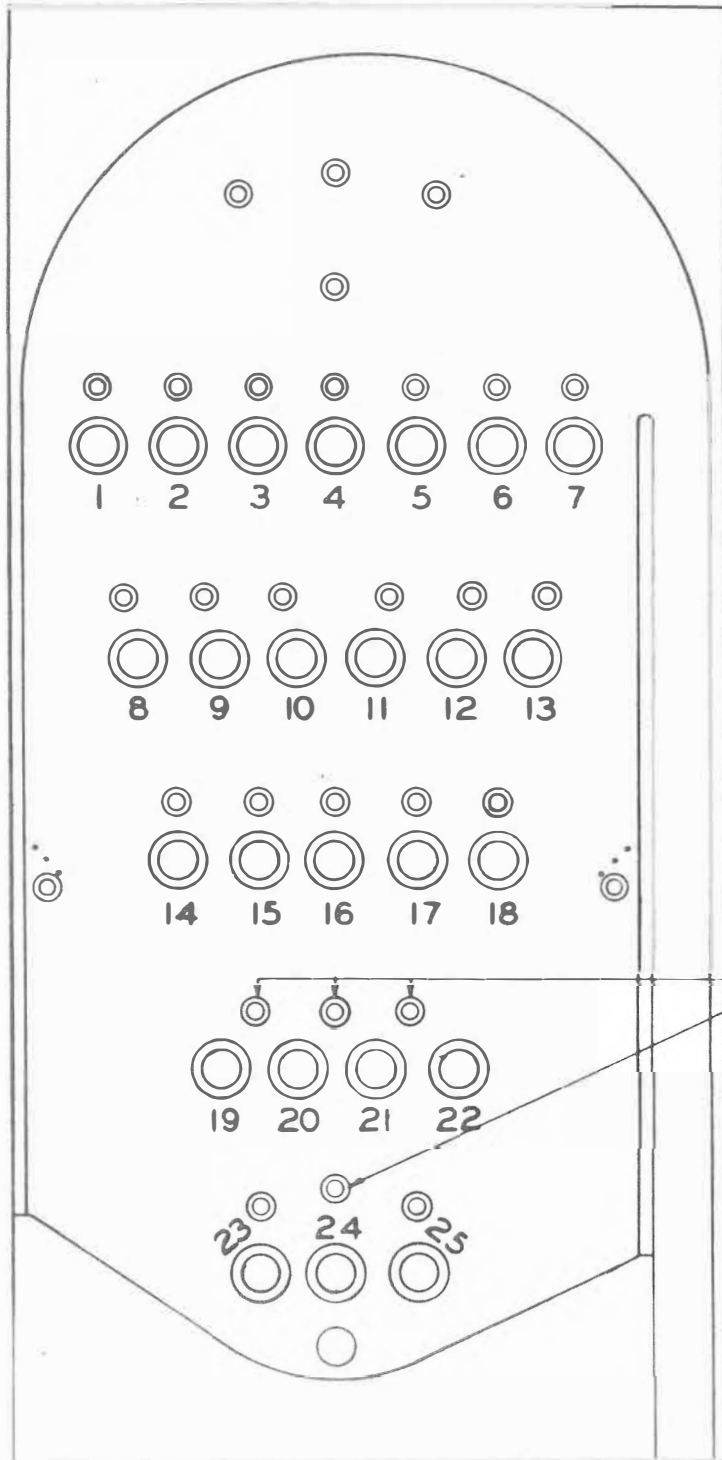
BALLY BEAUTY

CORNERS REPLAY COUNTER



BALLY BEAUTY

PLAYFIELD LAYOUT



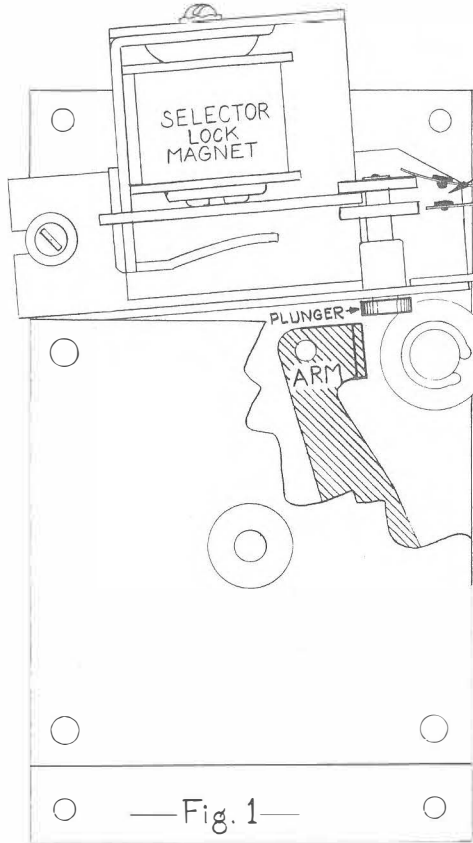
FOR STANDARD
OPERATION ALL POSTS
SHOULD HAVE LIVE
RUBBER RINGS (R-243)

EXCEPT THESE FOUR
SHOWN BY ARROWS
(R-243-2)

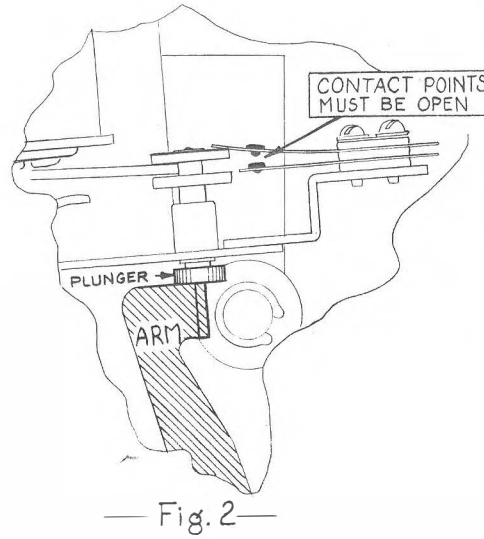
TO LIBERALIZE
USE LIVE RUBBER
THRUOUT.

BALLY BEAUTY

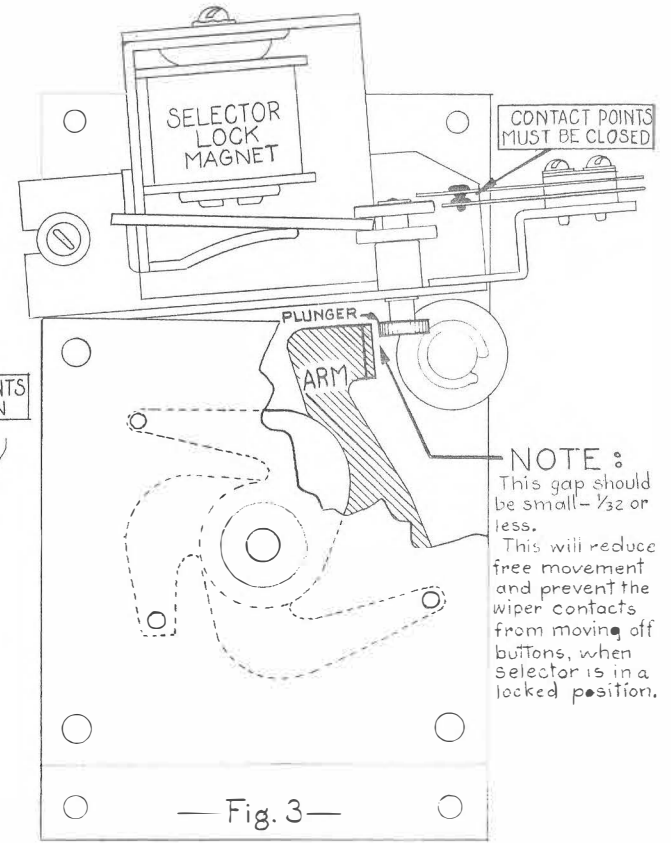
ROTARY SELECTOR (FRONT CABINET) INSTRUCTIONS



"Fig. 1" shows the selector lock magnet energized. When the magnet is energized, the rotary selector wipers should be free to turn. The switch contact points **MUST BE OPEN** at this time, as shown. This adjustment is very important.

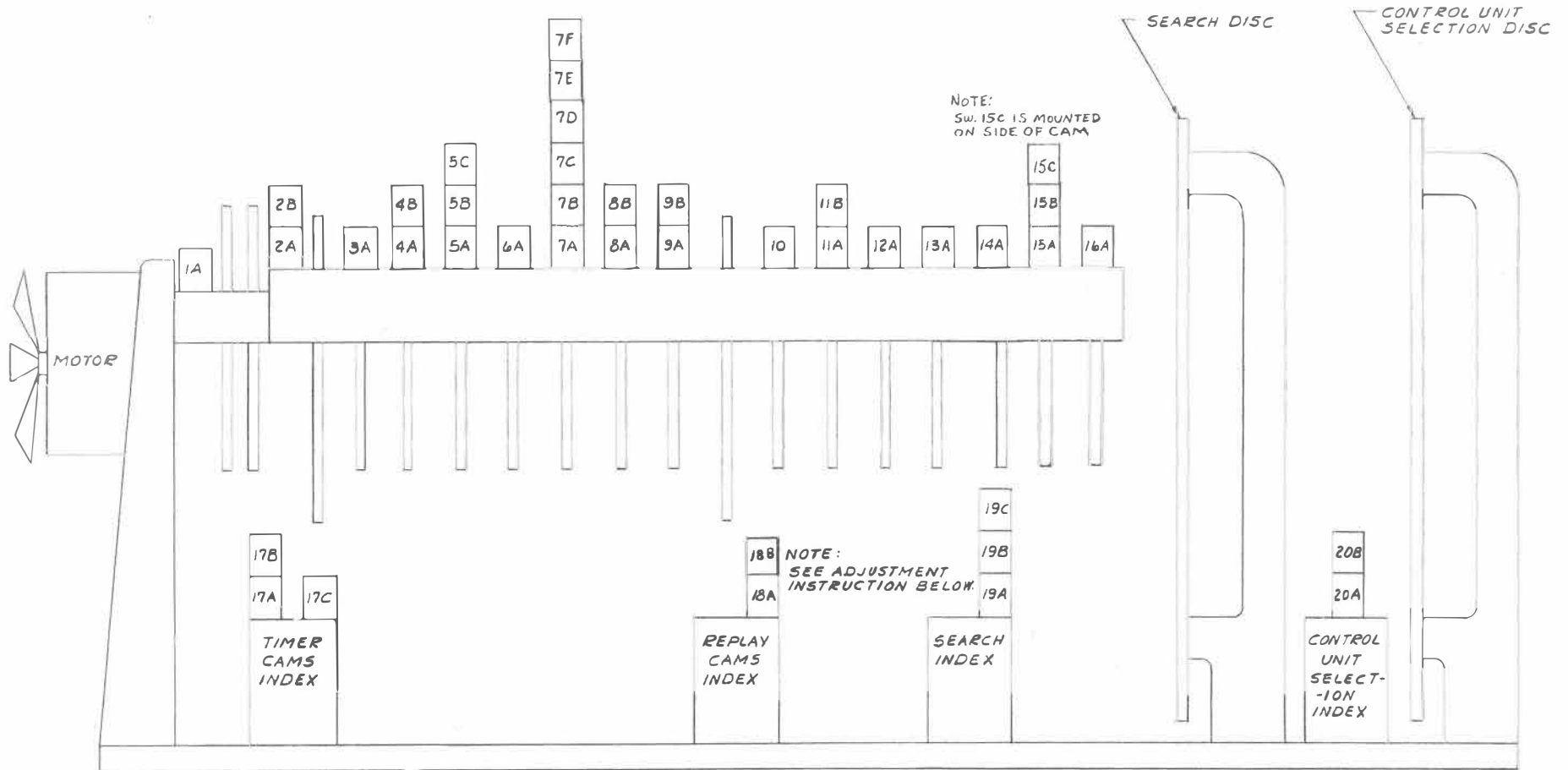


"Fig. 2" shows the selector lock magnet **NOT ENERGIZED**, but shows that the arm can be held in a position to prevent the plunger from returning to a normal locked position. The switch contact points **MUST BE OPEN** at this time, as shown. This adjustment is very important.



"Fig. 3" shows the selector lock magnet **NOT ENERGIZED**. The plunger is now in a position to hold the arm and prevent the rotary wipers from turning. The switch contact points **MUST BE CLOSED** at this time, as shown. This adjustment is very important.

ROTARY SELECTOR



NOTE:

IT IS IMPORTANT TO ADJUST REPLAY CAMS INDEX SWITCH NOS. 18A AND 18B SO THAT THEY MAKE ONLY WHEN THE REPLAY CAMS INDEX COIL IS ENERGIZED. WHEN THE REPLAY CAMS INDEX COIL IS DE-ENERGIZED, THESE SWITCHES SHOULD OPEN AND REMAIN OPEN WHILE SWITCH IS RIDING ON OUTER EDGE OF CAM.

CONTROL UNIT PICTORIAL VIEW
NUMBERS CORRESPOND TO SWITCH CHART

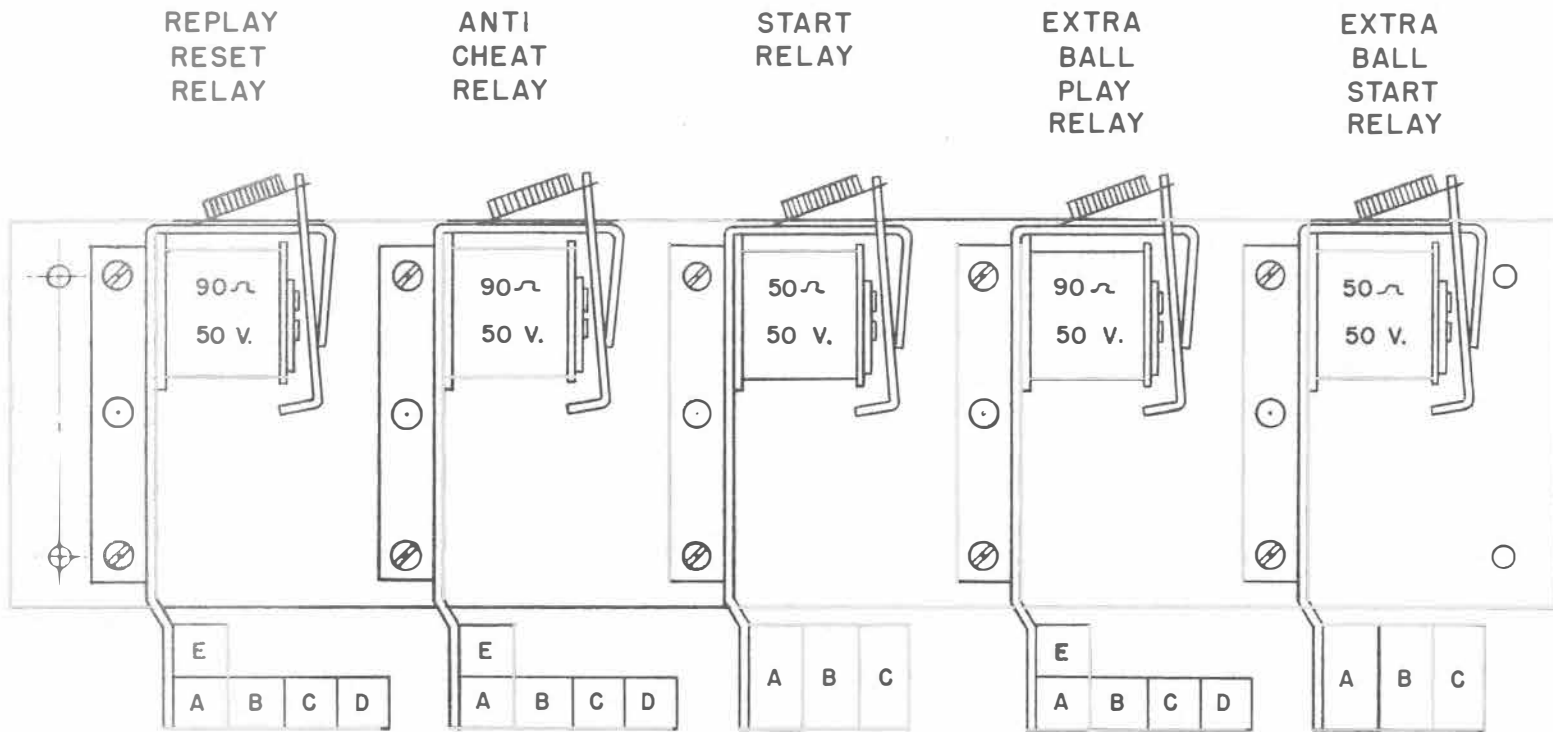
BALLY BEAUTY

CONTROL UNIT CAM SWITCHES

FOR POSITION OF SWITCHES
REFER TO PICTORIAL VIEW ABOVE

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

CAM SWITCH	LOCATION ON DIAGRAM	WIRE NUMBER	WIRE COLORS	FUNCTION OF SWITCHES
1A N.O.	H-11	36-10 65-2	Yellow-Brown Brown-White	Energizes timer unit step-up coil
2A N.O.	I-8	30 27-4	Yellow Blue-Orange	Energizes replay register reset coil and reflex play magnet.
2B N.C.	H-12	30 15-2	Yellow Red-White	Drops out extra ball play relay at end of timing cycle.
3A N.C.	I-6	53-3 48-2	Black-Yellow Green-Black	Prevents start relay and extra ball start relay from being pulled in during timing cycle.
4A N.O.	K-7	74 60-10	Orange-Green Brown	Completes circuit to extra ball flash lites.
4B N.O.	B-25	30 78-4	Yellow Orange-Black	Energizes control unit selection index coil and odds extra step index coil.
5A N.O.	G-36	25 30	Blue-White Yellow	Completes circuit to energize anti-cheat relay after power to game has been turned off and then on.
5B N.O.	B-26	63-10 21-1	Brown-Yellow Blue-Red	Energizes extra ball unit step-up coil. Steps unit from a minus one position to the zero position.
5C N.O.	G-10	65-2 71-9	Brown-White Orange-Red	Energizes timer reset coil during timing cam cycle.
6A N.C.	B-26	65-10 54-9	Brown-White White-Green	Completes circuit to extra ball unit step-up coil for multiple steps.
7A N.O.	I-7	30 71-2	Yellow Orange-Red	Pulses coin lock-out magnet during timing cams cycle.
7B N.O.	D-30	31-6 83-10	Yellow-Red Black-Yellow	Energizes odds unit step-up coil for single steps.
7C N.O.	B-27	63-10 25-4	Brown-Yellow Blue-White	Energizes extra ball unit step-up coil for single steps.
7D N.O.	F-32	85-4 91-4	Black-White Gray-Red	Pulse switch for energizing super score trip relays, red and yellow trophy trip relays also special and corners trip relays.
7E N.O.	C-28	53 60-2	Brown-Yellow Brown	Energizes card selection unit step-up coil.
7F N.O.	D-26	36 52	Yellow-Brown White-Blue	Energizes extra ball unit step-up coil for single steps.
8A				N O T U S E D
9A N.O.	A-26	54-9 63-10	White-Green Brown-Yellow	Pulse switch for stepping extra ball unit for multiple steps.
9B N.O.	C-7	75-2 53-2	Orange-White White-Yellow	Pulse switch for operating replay meter and replay register reset coil, when replay reset relay is energized.
10A N.O.	A-21	63-3 70	Brown-Yellow Orange	2 pulse switch for energizing replay counter step-up coils #1, #2 and #3, when super score relays are tripped.
11A N.O.	A-21	93-8 70	Gray-Yellow Orange	3 pulse switch for energizing replay counter step-up coils #1, #2 and #3, when super score relays are tripped.
11B N.O.	A-23	45-10 70	Green-White Orange	3 pulse switch for energizing corners replay counter step-up coil.
12A N.O.	A-20	91-8 70	Gray-Red Orange	4 pulse switch for energizing replay counter step-up coils #1, #2 and #3 when super score relays are tripped.
13A N.O.	A-20	90-8 70	Gray Orange	6 pulse switch for energizing replay counter step-up coils #1, #2 and #3, when super score relays are tripped.
14A N.O.	A-20	85-8 70	Black-White Orange	8 pulse switch for energizing replay counter step-up coils #1, #2 and #3, when super score relays are tripped.
15A N.O.	A-19	81-8 70	Black-Red Orange	12 pulse switch for energizing replay counter step-up coils #1, #2 and #3, when super score relays are not tripped.
15B N.O.	B-17	88-10 38-4	Black Yellow-Black	12 pulse switch for energizing replay register step-up coil and reflex replay magnet.
15C N.O.	H-17	21-3 27	Blue-Red Blue-Orange	Completes lock-in circuit for search index coil and replay cams index coil.
16A N.C.	I-18	93 56-7	Gray-Yellow White-Brown	Prevents the start of a second replay scoring, until the replay cams are indexed at their normal position.
TIMER CAMS INDEX COIL	A-12	93-2 70	Gray-Yellow Orange	Energized by switches on start relay and extra ball start relay.
17A N.O.	F-12	74-2 81-2	Orange-Green Black-Red	Completes lock-in circuit for extra ball play relay during timer cams cycle.
17B N.C.	G-6	14-9 71-2	Red-Green Orange-Red	Opens circuit to coin lock-out magnet during timer cams cycle.
17C N.O.	G-2	60 P 20 P	Brown (Plastic) Blue (Plastic)	Completes circuit to run control unit motor.
REPLAY CAMS INDEX COIL	A-16	40-4 70	Green Orange	Energized by switch #19A on search index, when 3 or more in line are scored.
18A N.O.	I-18	93 56-7	Gray-Yellow White-Brown	Completes lock-in circuit for search index coil when replay cams index coil is energized. NOTE: See pictorial view above for adjusting this switch.
18B N.O.	E-17	27 80-10	Blue-Orange Black	Completes lock-in circuit for search index coil and replay cams index coil. NOTE: See pictorial view above for adjusting this switch.
SEARCH INDEX COIL	A-16	80-10 70	Black Orange	Energized when 3 or more in line are scored.
19A N.O.	B-16	80-10 40-4	Black Green	Completes circuit to energize replay cams index coil.
19B N.C.	E-11	27-2 90-9	Blue-Orange Gray	Opens timer step-up coil circuit while replays are being scored.
19C N.C.	I-5	30 83-3	Yellow Black-Yellow	Opens circuit to start relay and extra ball start relay while replays are registering.
SELECTION INDEX COIL	A-25	78-4 70	Orange-Black Orange	Energized by control unit cam switch.
20A N.O.	K-2	36-5 83-4	Yellow-Brown Black-Yellow	Completes circuit to super score flash lites, also flashes selection feature and corners lites.
20B N.O.	J-5	30-5 13-4	Yellow Red-yellow	Completes circuit to odds flash lites also red and yellow trophy flash lites.



5 RELAY BANK PICTORIAL VIEW
NUMBERS CORRESPOND TO SWITCH CHART

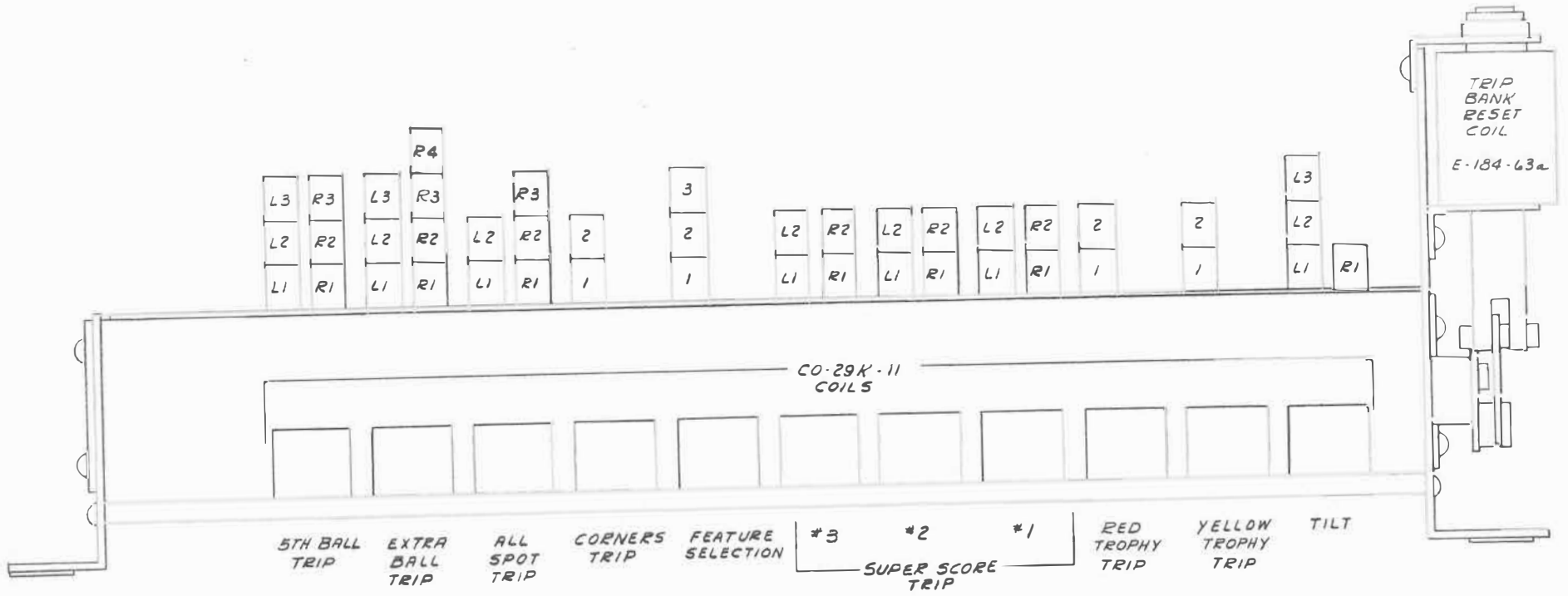
BALLY BEAUTY

5 RELAY BANK SWITCHES

FOR POSITION OF SWITCHES
REFER TO PICTORIAL VIEW 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 CAM SWITCH	LOCATION ON DIAGRAM	WIRE NUMBER	WIRE COLORS	FUNCTION OF SWITCHES	
REPLAY RESET RELAY COIL	A-7	75-2 70	Orange-White Orange	Energizes when replays are cancelled by push button or if anti-cheat relay drops out.	
	A S.P.D.T.	B-8	53-2 13-9 27-4	White-Yellow Red-Yellow Blue-Orange	Directs circuit to replay meter during replay cancel.
B	N.O.	G-2	60-P 20-P	Brown (plastic) Blue (plastic)	Operates control unit motor.
C	N.O.	E-7	50-2 75-2	White Orange-White	Lock-in switch for replay reset relay.
D	N.C.	F-4	21-6 63-2	Blue-Red Brown-Yellow	Opens start circuit during replay cancel.
E	N.C.	E-5	20-3 25-10	Blue Blue-White	Opens extra ball trip and extra ball start relays during cancel.
ANTI-CHEAT RELAY COIL	A-36	25 70	Blue-White Orange	Energized thru cam switch 5A, its switches protect replay circuits.	
A	N.O.	H-36	25 30	Blue-White Yellow	Lock-in switch for anti-cheat relay.
B	N.O.	L-15	56 10	White-Brown Red	Opens 17 volt circuit when relay drops out.
C	N.O.	L-11	40 85-7	Green Black-White	Opens 6 volt circuit when relay drops out.
D	N.O.	B-11	91-2 93-6	Gray-Red Gray-Yellow	Completes circuit to extra ball play relay.
E	N.C.	F-7	75-2 50-2	Orange-White White	Energizes replay reset relay when anti-cheat relay drops out.
START RELAY COIL	A-4	21-6 70	Blue-Red Orange	Energizes every time a coin is played or when a red or yellow button is pressed.	
A	N.C.	C-12	81-2 91-2	Black-Red Gray-Red	Opens circuit to extra ball play relay.
B	N.O.	H-4	48-2 63-2	Green-Black Brown-Yellow	Lock-in switch for start relay.
C	N.O.	F-12	41-3 13-3	Green-Red Red-Yellow	Completes circuit to timer cam index coil.
EXTRA BALL PLAY RELAY COIL	A-12	93-6 70	Gray-Yellow Orange	Energizes when yellow button is pressed.	
A	S.P.D.T.	G-4	50-2 51-2 63-2	White White-Red Brown-Yellow	Directs circuit to regular start relay or extra ball start relay.
B	S.P.D.T.	G-12	74-2 15-2 41-3	Orange-Green Red-White Green-Red	Lock-in switch for extra ball play relay.
C	N.O.	J-11	21-4 30	Blue-Red Yellow	Lights extra ball lite in back box.
D	N.O.	F-5	51-2 25-10	White-Red Blue-White	Completes circuit to extra ball start and extra ball trip relay.
E	N.C.	J-1	83-4 30	Black-Yellow Yellow	Opens super score flash during extra ball play.
EXTRA BALL START RELAY COIL	A-6	20-3 70	Blue Orange	Energizes when yellow button is pressed.	
A	N.C.	B-26	65-10 75-6	Brown-White Orange-White	Opens circuit to extra ball step-up coil during spin of control unit.
B	N.O.	D-12	74-2 93-2	Orange-Green Gray-Yellow	Operates mixer latch and timer cam index coil during extra ball play.
C	N.O.	G-6	25-10 48-2	Blue-White Green-Black	Lock-in switch for extra ball start relay.



TRIP RELAY BANK PICTORIAL VIEW
NUMBERS CORRESPOND TO SWITCH CHART.

BALLY BEAUTY

TRIP RELAY BANK CHART

FOR POSITION OF SWITCHES
REFER TO PICTORIAL VIEW 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	LOCATION ON DIAGRAM	WIRE NUMBER	WIRE COLORS	FUNCTION OF SWITCHES
5th BALL TRIP COIL	A-9	61-10 70	Brown-Red Orange	Trips when 5th ball is raised.
L1 N.O.	E-12	88-2 13	Black Red-Yellow	In series with extra ball play relay.
L2 N.C.	H-10	21-3 23-5	Blue-Red Blue-Yellow	Breaks circuit to rotary selector lock coil.
L3 N.C.	K-3	81-10 57-7	Black-Red White-Orange	Breaks circuit to "Select Now" lite.
R1 N.O.	F-11	27-2 50-10	Blue-Orange White	Keeps timer step-up circuit open until this relay trips.
R2 S.P.D.T.	J-21	78-10 91-10 21	Orange-Black Gray-Red Blue-Red	Shuts off "Red" spotted number and directs circuit to regular number.
R3 N.O.	I-19	56-7 18-10	White-Brown Red-Green	Completes circuit to search relay switches.
EXTRA BALL TRIP COIL	A-5	70	Jumper Orange	Energized by switch on extra ball play relay.
L1 S.P.D.T.	J-7	13-4 30 60-10	Red-Yellow Yellow Brown	Directs circuit to flash odds lites or extra ball lites.
L2 S.P.D.T.	D-29	53 30 61-2	White-Yellow Yellow Brown-Red	Breaks circuit to cards selection unit step-up coil and completes circuit to step extra ball unit from minus one to zero position.
L3 N.O.	C-15	91-1 38-3	Gray-Red Yellow-Black	Completes circuit to ball lift motor.
R1 S.P.D.T.	G-32	75-10 98-4 85-4	Orange-White Gray-Black Black-White	Breaks circuit to super score relays also red and yellow trophy relays.
R2 N.C.	B-5	20-3 25	Blue Blue-White	Breaks circuit to its own relay coil.
R3 N.C.	G-30	93-4 41-10	Gray-Yellow Green-Red	Breaks circuit to odds unit step-up coil during extra ball play.
R4 N.O.	E-26	40-5 78-1	Green Orange-Black	Completes circuit to extra ball unit step-up coil, when extra balls are being played.
ALL SPOT TRIP COIL	A-14	85-9 70	Black-White Orange	Trips when either red or yellow trophy is lit and ball hits corresponding roll-over.
L1 N.O.	J-16	30 27-1	Yellow Blue-Orange	Lights #2 light in all cards.
L2 N.O.	J-17	30 31-1	Yellow Yellow-Red	Lights #4 light in all cards.
R1 N.O.	J-18	30 38-1	Yellow Yellow-Black	Lights #6 light in all cards.
R2 N.C.	F-26	48-5 54-5	Green White-Green	Proportioning factor for extra ball circuit.
CORNERS TRIP COIL	A-31	53-8 70	White-Yellow Orange	Intermittently selected thru red button play.
1 N.O.	J-2	30 98-10	Yellow Gray-Black	Lights corners light.
2 N.O.	G-23	71-3 23-10	Orange-Red Blue-Yellow	Completes circuit to corners replay counter.

SELECTION FEATURE TRIP COIL	A-31	48-8 70	Green-Black Orange	Intermittently selected thru red button play.
1 N.O.	J-3	81-10 30	Black-Red Yellow	Lights Selection Feature Light.
2 N.O.	J-21	30 91-10	Yellow Gray-Red	In series with wiper fingers on manual selector which lite red spotted numbers.
3 N.C.	G-26	90-5 52-9	Gray White-Blue	Proportions extra ball play if Selection Feature is lit.
SUPER SCORE #3 TRIP COIL	A-33	65-5 70	Brown-White Orange	Energized by control unit cam switch #70, when circuit is complete thru all other factors.
L1 N.O.	J-1	30 40-2	Yellow Green	Lights #3 super score lite.
L2 S.P.D.T.	C-21	81-8 74-8 83-8	Black-Red Orange-Green Black-Yellow	Normally directs circuit to control unit cam #15A for stepping replay counter #3, when tripped it directs circuit to a multiplier cam depending on position of odds unit.
R1 N.C.	G-20	25-8 14-8	Blue-White Red-Green	Changes replay counter #3 circuit for scoring super score replays, when relay is tripped.
R2 N.C.	I-27	98-4 91-3	Gray-Black Gray-Red	Proportioning factor for odds steps, card steps and extra ball steps.
SUPER SCORE #2 TRIP COIL	A-33	63-5 70	Brown-Yellow Orange	Energized by control unit cam switch #70, when circuit is complete thru all other factors.
L1 N.O.	J-1	30 38-2	Yellow Yellow-Black	Lights #2 super score lite.
L2 S.P.D.T.	C-19	81-8 71-8 83-8	Black-Red Orange-Red Black-Yellow	Normally directs circuit to control unit cam #15A for stepping replay counter #2, when tripped it directs circuit to a multiplier cam, depending on position of odds unit.
R1 N.C.	G-19	13-8 23-8	Red-Yellow Blue-Yellow	Changes replay counter #2 circuit for scoring super score replays, when relay is tripped.
R2 N.C.	H-26	98-4 93-3	Gray-Black Gray-Yellow	Proportioning factor for odds steps, card steps and extra ball steps.
SUPER SCORE #1 TRIP COIL	A-33	48-3 70	Green-Black Orange	Energized by control unit cam switch #70, when circuit is complete thru all other factors.
L1 N.O.	J-1	36-2 30	Yellow-Brown Yellow	Lights #1 super score lite.
L2 S.P.D.T.	C-18	81-8 65-8 83-8	Black-Red Brown-White Black-Yellow	Normally directs circuit to control unit cam #15A for stepping replay counter #1, when tripped it directs circuit to a multiplier cam, depending on position of odds unit.
R1 N.C.	F-17	10-8 21-8	Red Blue-Red	Changes replay counter #1 circuit for scoring super score replays, when relay is tripped.
R2 N.C.	I-26	98-4 98-3	Gray-Black Gray-Black	Proportioning factor for odds steps, card steps and extra ball steps.
RED TROPHY TRIP COIL	A-32	23-2 70	Blue-Yellow Orange	Energized by control unit cam switch #70, when circuit is complete thru all other factors.
1 N.O.	J-6	53-6 30	White-Yellow Yellow	Lights red trophy lite.
2 N.O.	C-14	75-9 85-9	Orange-White Black-White	Completes circuit to energize "all spot" relay when red trophy rollover switch is hit.
YELLOW TROPHY TRIP COIL	A-32	25-3 70	Blue-White Orange	Energized by control unit cam switch #70, when circuit is complete thru all other factors.
1 N.O.	K-6	52-6 30	White-Blue Yellow	Lights yellow trophy lite.
2 N.O.	D-14	78-9 85-9	Orange-Black Black-White	Completes circuit to energize "all spot" relay when yellow trophy rollover switch is hit.
TILT TRIP COIL	A-14	23-3 70	Blue-Yellow Orange	Energized by plumb bob tilt in cabinet also by replay reset button switch in cabinet.
L1 S.P.D.T.	L-13	38 81 41-9	Yellow-Black Black-Red Green-Red	Breaks 6 volt lite circuit and lites tilt lite when relay is tripped.
L2 N.C.	L-14	45-7 20	Green-White Blue	Breaks 17 volt circuit when relay is tripped.
L3 N.C.	I-14	21-3 30	Blue-Red Yellow	Breaks 50 volts to ball counting and extra ball and replay circuit.
R1 N.C.	G-1	10-P 60-F	Red (Plastic) Brown (Plastic)	Breaks circuit to control unit motor when relay is tripped.

NOTES