

Bally

DIXIELAND

GAME 1171
SERVICE MANUAL



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Bally

MANUFACTURING CORPORATION

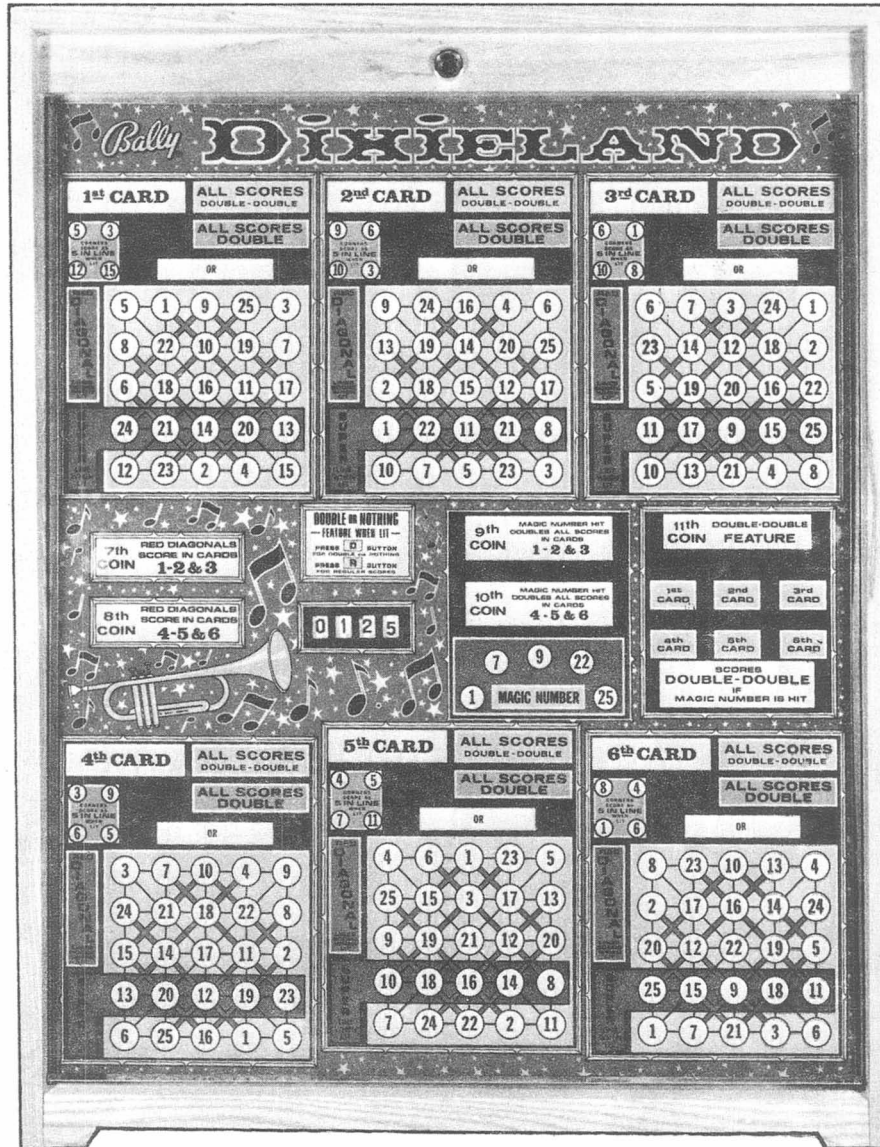
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INTRODUCTION



The Bally Dixieland is a six card, eleven coin Bingo game that guarantees player action. The initial six coins put all cards in play. With the seventh and eighth coins, diagonal line winners become available.

Magic Numbers

After the ninth and tenth coins are inserted and the first ball shot, the magic numbers flash and one remains lit on a mystery basis. If a player gets a ball into hole indicated by a lit magic number, all scores are doubled in cards selected by the ninth and tenth coins.

New Double-Double Feature

When eleven coins are played, upon shooting the first ball, Double-Double selection lights flash and one or two remain lit on a mystery basis. Magic numbers are also activated and any winner on a card with Double-Double and Magic number features lit scores double-double. Subsequently, using the Double or Nothing feature makes even double-double-double scores possible.

Other favorite scoring highlights are continued in the Dixieland - corners score as 5-in-line; Superlines in which (when lit) 3-in-line scores as 4-in-line and 4-in-line as 5-in-line.

MAINTENANCE AND SERVICE HINTS

Use the schematic diagram (W-826-71) as a main source of information. Units are easy to find in the Location Chart on the right side of the diagram. All of the units in the Dixieland, including coils, are labeled to aid ordering replacement parts. This manual also provides information on contact plate and switch functions with cross references to the schematic diagram. Part numbers of switches, coils, motors and contact plates are incorporated into the wiring pictorials and function charts for each unit. Appearance items, cabinet parts and mechanical assemblies are listed at the rear of the manual.

To keep games working properly, regular inspection and cleaning is required. Starting with the coin chute, remove accumulated metallic dust, beverage residue and other debris. An aerosol type cleaner may be used but all parts must also be wiped off with a clean cloth to remove dirt and scum, especially electrical contacts and printed circuit discs.

All wiper assemblies (especially those with multiple fibre discs installed) are very susceptible to electrical arcing when they are even thinly coated with oil and dirt. Failure to eliminate arcing allows a build-up of carbon traces and eventually burns a hole through the fibre plate. The occurrence of arcing shorts (which are difficult to trace and seriously disrupt associated circuits) is another consequence of this condition. Regular physical inspection of wipers and discs will reveal the tell-tale carbon traces that indicate arcing. All contacts involved must be thoroughly cleaned and thinly coated with a spray-type contact cleaner.

Troubleshooting is made easier when cabinets at the back and bottom of the game are regularly cleared so that any broken or loose parts subsequently found will help identify the defective units.

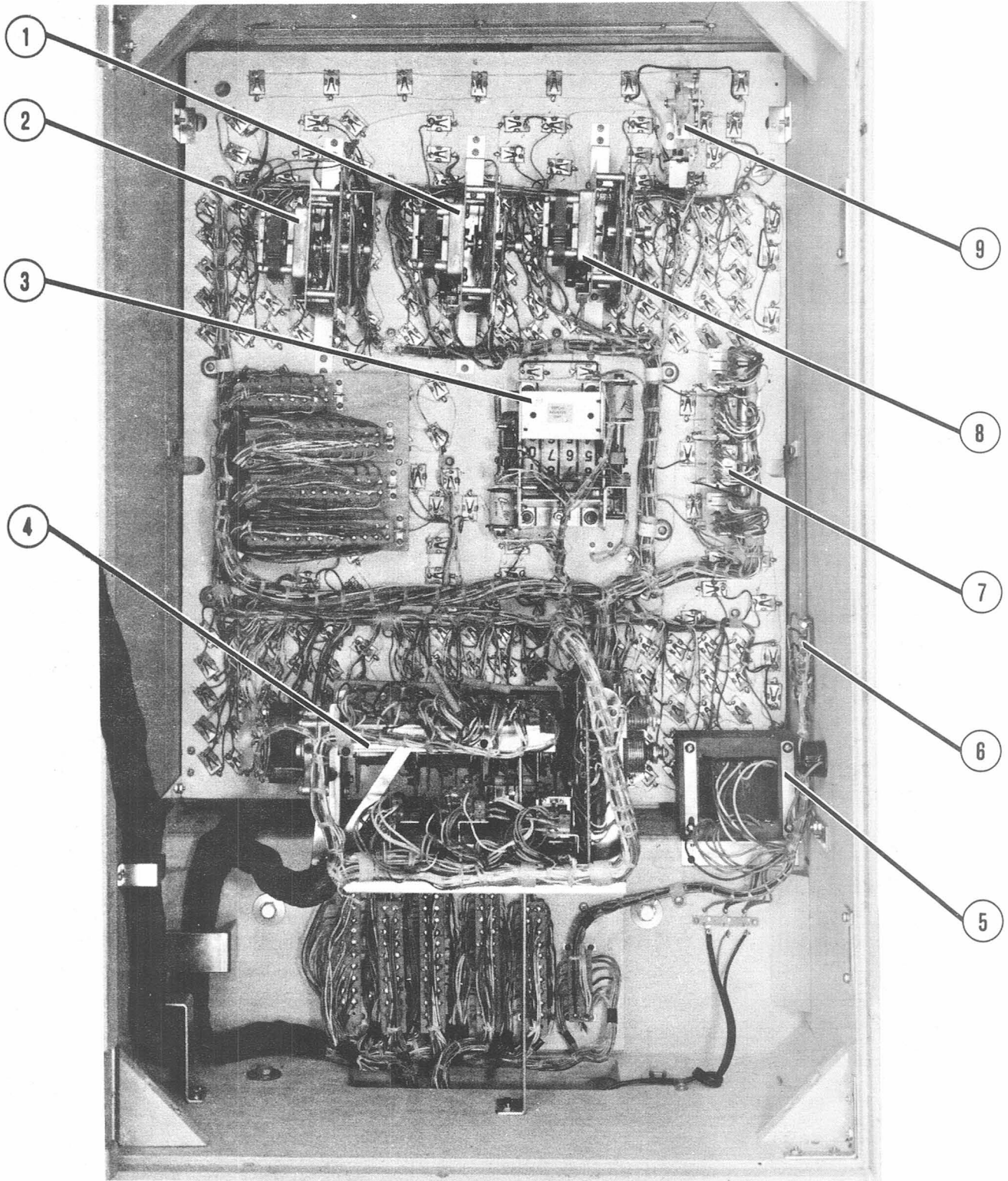
Accurate adjustments of switch blades, wipers and cams must be maintained to assure adequate continuity, prompt opening and closing of circuits and precise mechanical timing. Switch blades that are overly bent may break off at the base. Wiper blades under excess pressure will cut through printed circuit discs. Fibre cams must be examined for worn lobes or locking notches. Finally, a clean machine will provide longer, more dependable service and easier maintenance.

WIRE COLOR CODE	
1. Red	A. First digit is
2. Blue	wire body color
3. Yellow	
4. Green	B. Second digit is color
5. White	of tracer stripe
6. Brown	
7. Orange	C. Number after dash
8. Black	indicates use of
9. Grey	same color wire
0. No Tracer	in other circuits

EXAMPLE: 58-6 is a white wire with a black stripe used in several different circuits

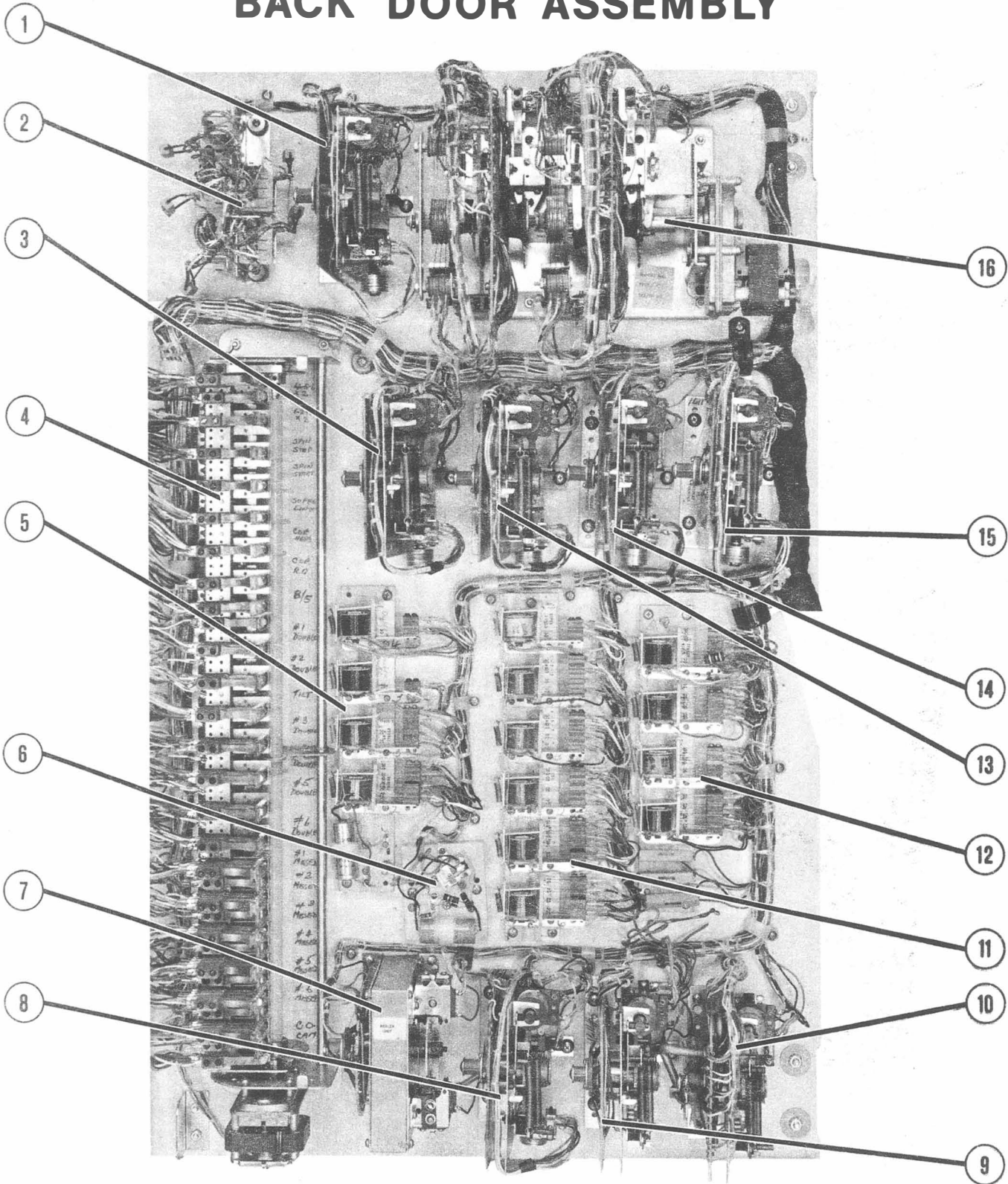
SWITCH CODE	
NOTE:	All switches on Bally diagrams work clockwise
N.C.	Normally closed
N.O.	Normally open
M.B.B.	Make before break
T.	Transfer switch - single pole double throw

BACK CABINET ASSEMBLY



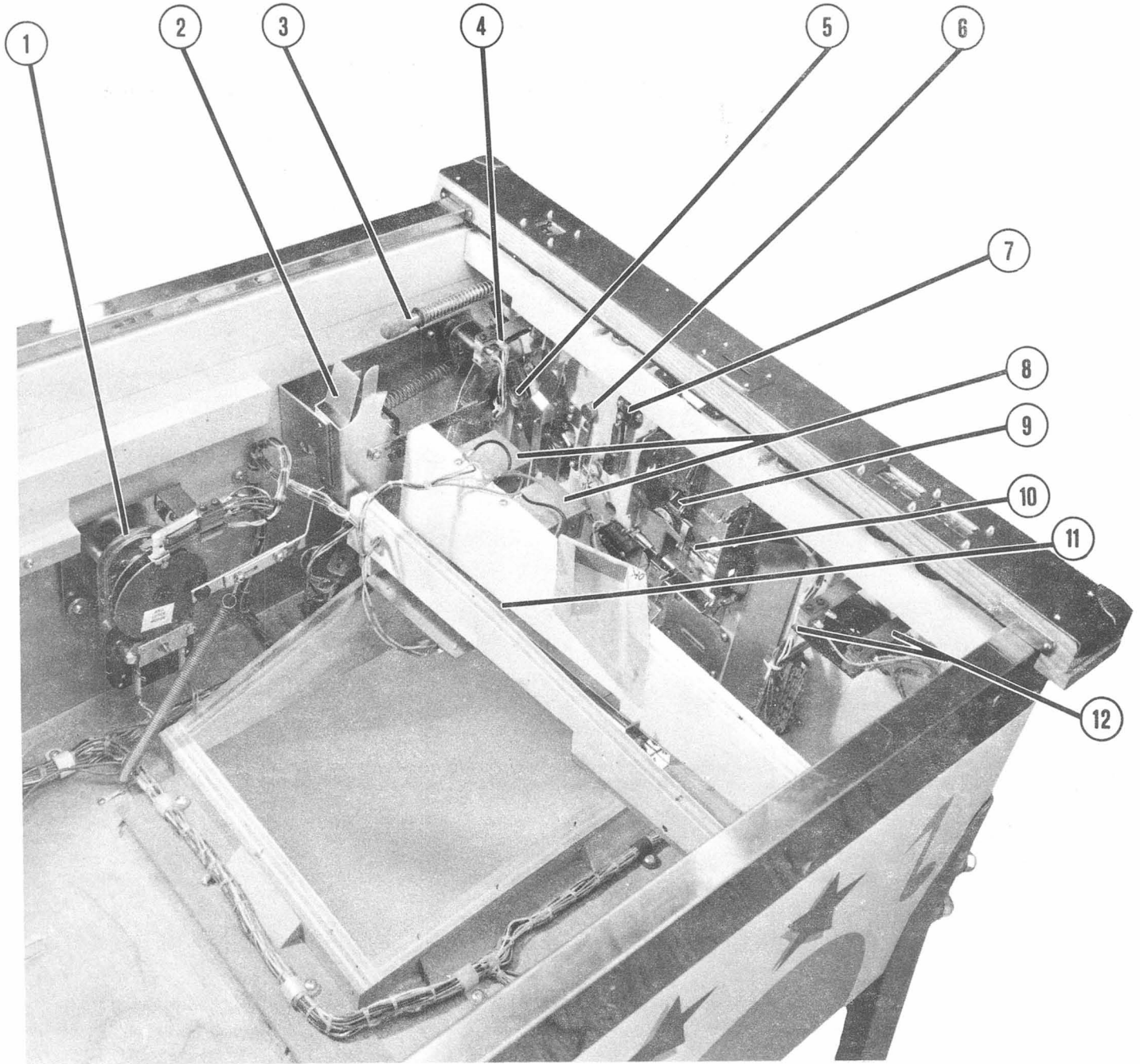
KEY NO.	PART NO.	DESCRIPTION	PAGE
1	AS-2611-18	Magic Random Unit	
2	AS-2611-16	X2 X2 Random Unit	
3	AS-473-54	Replay Register	
4	AS-798-135	Control Unit	
5	E-122-103	Transformer	
6	E-133-10	Fuse Block (5 Fuses, 10A32U)	
7	E-300-967	4 Relay Bank Anti-Cheat, Etc.	
8	AS-2611-11	Random Unit	
9	AS-1900-210	Alternator Unit	

BACK DOOR ASSEMBLY



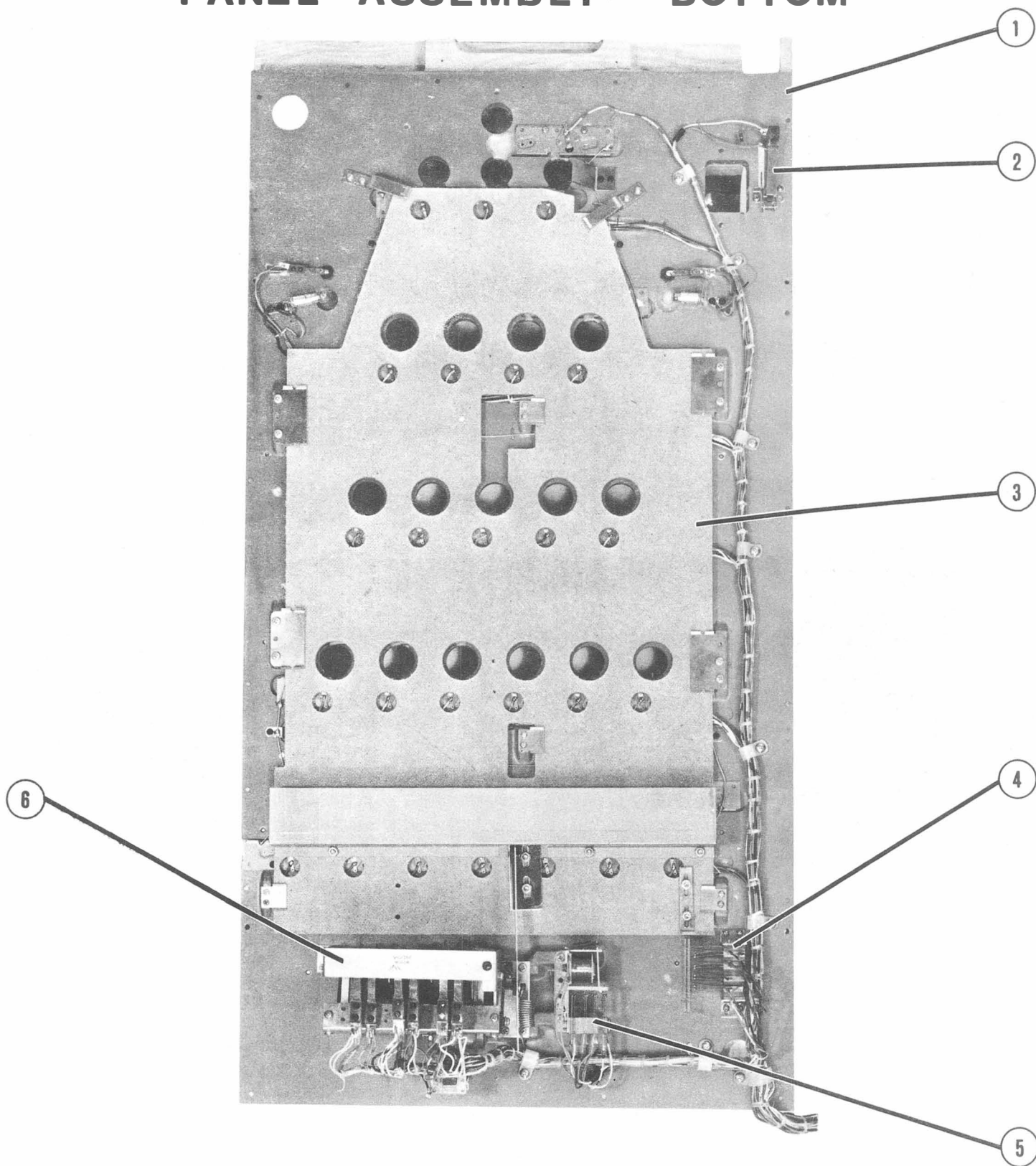
KEY NO.	PART NO.	DESCRIPTION	PAGE	KEY NO.	PART NO.	DESCRIPTION	PAGE
1 . . .	AS-1022-181	#1 Replay Counter Unit		9 . . .	AS-1110-60	Timer Unit	
2 . . .	E-300-947	5 Relay Bank-Search		10 . . .	AS-1022-187	Selection Feature Unit	
3 . . .	AS-1022-182	#2 Replay Counter Unit		11 . . .	E-300-965	6 Relay Bank-Score Features, etc.	
4 . . .	AS-2409-48	21 Relay Bank-Trip		12 . . .	E-300-951	4 Relay Bank-Search Index, etc.	
5 . . .	E-300-964	4 Relay Bank-Double Play		13 . . .	AS-1022-183	#3 Replay Counter Unit	
6 . . .	E-300-900	Spin Delay Module		14 . . .	AS-1022-184	#4 Relay Counter Unit	
7 . . .	AS-873-58	Reflex Unit		15 . . .	AS-1022-185	#5 Relay Counter Unit	
8 . . .	AS-1022-186	#6 Replay Counter Unit		16 . . .	AS-798-128	Search Unit	

FRONT CABINET ASSEMBLY



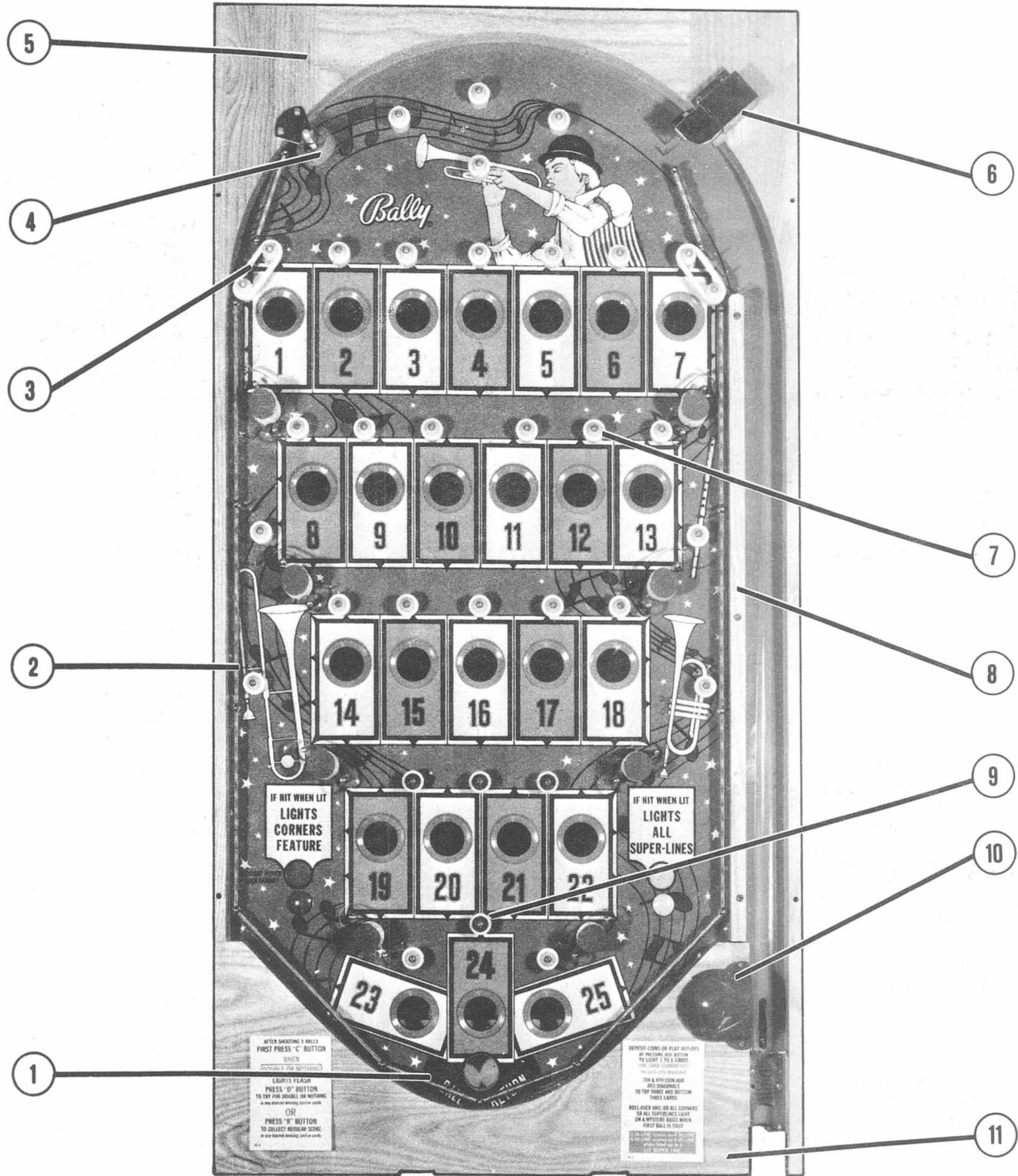
KEY NO.	PART NO.	DESCRIPTION	PAGE
1	AS-1139-36	Ball Lifter Motor Assy.	
2	AS-186-17	Ball Lifter Assembly	
3	AS-187-20	Ball Shooter Assembly	
4	A-1272-25	"C" Button Switch	
5	ASW-A2-9	Manual Lift Button Sw.	
6	ASW-A1-25	Tilt Switch	
7	A-1729-16	Replay Switch	
8	E-130-29	Coin & Key Meters	
9	M-1400-Coin	Slug Rejector	
10	AS-277-105	Coin Switch	
11	AS-1145-52	Ball Trough & Sw. Assy.	
12	AS-982-948	"R" & "D" Switch Assy.	

PANEL ASSEMBLY - BOTTOM



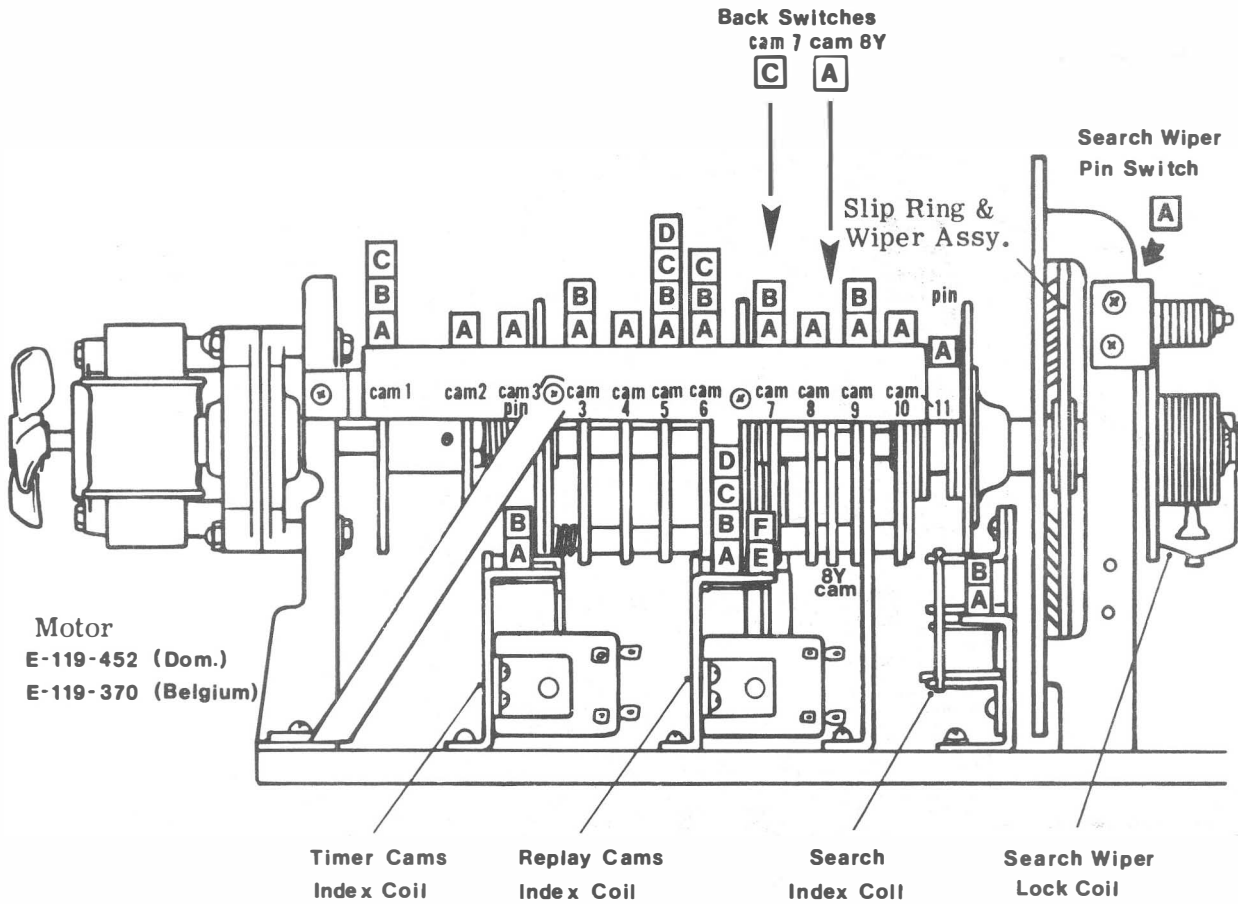
KEY NO.	PART NO.	DESCRIPTION	PAGE
1	CA-529-13	Panel	
2	ASW-A1-7	Ball Runway Switch	
3	AS-1433-20	Shutter Assembly	
4	AS-982-1025	Panel Switch & Bracket Assy.	
5	AS-2930-1	Lifter Start Relay	
6	AS-232-98	Shutter Motor Assembly	

PANEL ASSEMBLY – PLAYFIELD

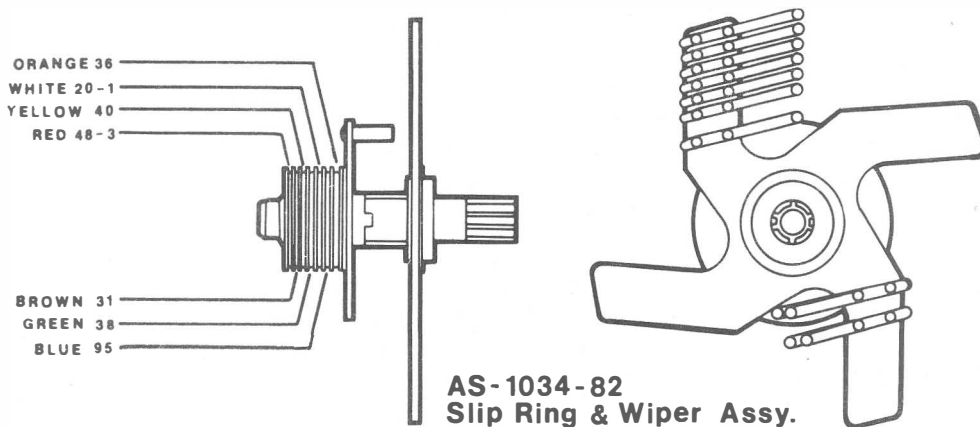
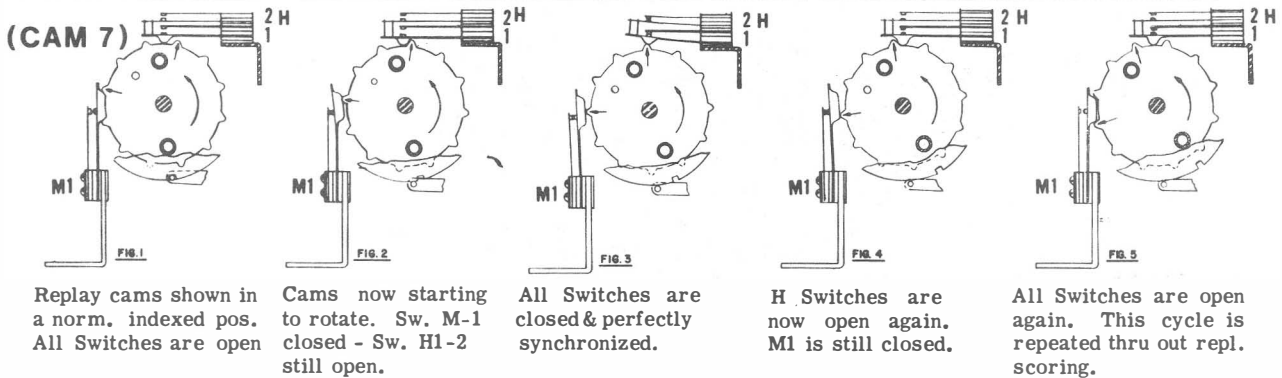


KEY NO.	PART NO.	DESCRIPTION	PAGE
1	SP-112-1	Short Panel Spring	
2	AP-112	Long Panel Spring	
3	R-521-1	Double Post Bumper Rubber	
4	R-115-4	Rebound Rubber	
5	CA-1104	Arch Top	
6	AS-1315-8	Ball Gate & Switch Assy.	
7	R-243	Bumper Rubber - White (28)	
8	CA-1103	Arch Guide Strip	
9	R-243-2	Bumper Rubber - Grey	
10	C-153	Ball Lifter Cover	
11	CA-1100-10	Arch Bottom	

CONTROL UNIT ASSEMBLY



The correct adjustment & synchronization of the H & M Switches is vitally important to the Replay Counter Circuit. Out of adjustment H & M Switches can cause the 6 Replay Counter Discs (printed circuit) to become overloaded and burn out. Figure 3 shows the H & M Switches in a proper "made" position - these switches are adjustable for proper operation. Note that the M1 Switch closes first and opens last.



AS-1034-82
Slip Ring & Wiper Assy.

CONTROL UNIT FUNCTION CHART

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Motor	E-119-452	C-2	95-16 98-16	Gray-White Gray-Black	Energizes Control Unit Motor
Cam No. 1 A. N.O.	ASW-C1-3	C-5	75-4 74-1	Orange-White Orange-Green	To Replay Register
B. N.C.	ASW-C2-4	M-4	20 30	Blue Yellow	To Double or Nothing Box Lite
Cam No. 2 A. N.O.	ASW-C1-4	D-8	65-2 63-2	Brown-Yellow Brown-Yellow	To Timer Step-Up Coil
Cam No. 3 N.C. Pin Switch	ASW-C2-28	D-8	30 82-1	Yellow Black-Blue	To Hold in for Multi-Play Relay
Cam No. 3 A. N.C.	ASW-C1-4	E-5	30 80-9	Yellow Black	To Search Wiper Relay Start Relay Hold In
B. T	ASW-C3-3	F-3	36-2 72-2 54-4	Yellow-Brown Orange-Blue White-Green	To Total Play Meter or Total In Meter
Cam No. 4 A. N.O.	ASW-C1-4	F-18	31-3 31J	Yellow-Red Yellow	Varies Time Delay on Spin Relay
Cam No. 5 A. N.O.	ASW-C1-4	C-12	27-5 21-3	Blue-Orange Blue-Red	To Selection Unit Step Up Coil
B. N.O.	ASW-C1-8	D-4	30 30J 43-2	Yellow Yellow Green-Yellow	To Reflex Unit Coil
C. N.O.		D-4	30J 15-7	Yellow Red-White	To Anti-Cheat Relay Coil
D. N.O.		B-16	21J 64-8	Blue-Red Brown-Green	Closes circuit to 11th coin Relay Coil
Cam No. 6 A. N.O.	ASW-C1-4	H-4	21-3 31-2	Blue-Red Yellow-Red	For Multiple Coin Play
B. N.O.	ASW-C1-8	B-6	51-2 67-1	White-Red Brown-Orange	To Coin Meter Coil
C. T	ASW-C3-3	C-5	78-1 84-2 65-1	Orange-Black Black-Green Brown-White	From Coin Switch to Multiplay Relay or Tilt Trip Coil
Lug	ASW-A0-3	H-4	31-2	Yellow-Red	For Single Coin Play
Cam No. 7 A. N.O.	ASW-C1-3	G-5	41-6 40-2	Green-Red Green	Pulses Reflex Unit (out) Coil
B. N.O.	ASW-C1-43		70	Orange	Factory Test Switch
(Back Sw.) C. N.O.	ASW-C1X-21	H-5	78 53	Orange-Black White-Yellow	Safety for Replays with Index Coil Sw
Cam No. 8 A. N.O.	ASW-C1-4	G-16	51-8 35-2	White-Red Yellow-White	X4 Multiplier
Cam No. 8Y A. N.O. (Back Sw.)	ASW-C1-4	F-15	51-8 13-2	White-Red Red-Yellow	X16 Multiplier

CONTROL UNIT FUNCTION CHART

SWITCH / COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Cam No. 9 A. N.O.	ASW-C1-4	F-15	51-8 14-8	White-Red Red-Green	X8 Multiplier (Double)
B. N.O.		F-15	51J 47-3	Silver Green-Orange	X8 Multiplier (Regular)
Cam No. 10 A. N.C.		J-9	85-1 23-6	Black-White Blue-Yellow	Prevents Starting Replays until Cams are Homed
Search Ratchet Pin Sw. No. 11 (1-2 Search) A. N.O.	ASW-C2-32	C-13	21-3 81-7	Blue-Red Black-Red	To 3 & 4 Search Wiper Coil
Search Ratchet Pin Sw. (3-4 Search) N.O.	ASW-C1X-1	C-13	21-3 35-1	Blue-Red Yellow-White	To 5 & 6 Search Wiper Coil
Search Wiper (1-2) Lock Coil	AS-2517-7	A-17	70 21-4	Orange Blue-Red	From Replay Reset Relay Switch
A. N.O. Pin Switch	AS-982- 1112	E-12	21-3 50-1	Blue-Red White	Pulls in Search Wiper Relay
Search Wiper (3-4) Lock Coil	AS-2517-7	A-13	70 81-7	Orange Black-Red	From C.U. #11 Search Ratchet Pin Switch
A. N.O. Pin Switch	AS-982- 1112	D-13	21-3 50-1	Blue-Red White	Pulls in Search Wiper Relay
Search Wiper (5-6) Lock Coil	AS-2517-7	A-13	70 35-1	Orange Yellow-White	3 & 4 Search Wiper Ratchet Pin Switch
A. N.C. Pin Switch	AS-982- 1112	D-13	21-3 62	Blue-Red Brown-Blue	Opens Holding Circuit to Wiper Relay Coil
Timer Cam Index	AS-472-157	A-7	70 52	Orange White-Blue	From Shutter #1 Cam Switch
A. N.O.	ASW-A1-11	D-2	94-16 98-16	Gray-Green Gray-Black	Energizes C.U. and S.U. Motors
B. N.C.	ASW-A2-18	B-6	51-2 45-3	White-Red Green-White	Opens Circuit to Coin Lockout Coil
Lug	ASW-A0-3	D-6	45-3	Green-White	Jumper for Resistor
Replay Cam Index	AS-472-156	E-6	70 40-2	Orange Green	From Regular or Dbl. Win Relay Sw.
A. N.O.	ASW-A1-11	J-6	53 21-3	White-Yellow Blue-Red	Thru C.U. #7 Switch
B. N.O.	ASW-A1-54	C-11	21J 32-8	Blue-Red Yellow-Blue	To Tilt Trip Coil thru Score Safety Delay Relay Switch

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

CONTROL UNIT FUNCTION CHART

SWITCH / COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION	
C.	N.C.	ASW-A2-27	C-8	60-2 63-2	Brown Brown-Yellow	Prevents Timer from Stepping while Collecting Replays
D.	N.C.	ASW-A2-51	B-15	57-7 61	White-Orange Brown-Red	Prevents Double Play Relay from Pulling in While Collecting Replays
E.	N.O.		J-8	85-1 23-6	Black-White Blue-Yellow	Completes Replay Counter Circuits (Only made when energized).
F.	N.C.		L-30	68-8 30J	Brown-Black Yellow	To energize score Safety Delay Relay When Replay Circuits not in use
Search Index (1-2)	AS-1114-38	E-6	70 85-5	Orange Black-White	Pulls in through Replay Circuit	
A.	N.O.	ASW-A2-28	G-5	78 10-1	Orange-Black Red	To Replay Cams Index & Replay Counter Step-Up Coil
B.	N.O.	ASW-A2-49	E-25	21-3 81-5	Blue-Red Black-Red	Pulls in Search Index Relay
Search Index (3-4)	AS-1114-38	E-6	70 34-2	Orange Yellow-Green	Pulls in through Replay Circuit	
A.	N.O.	ASW-A2-28	G-6	78 71-3	Orange-Black Orange-Red	To Replay Cam Index & Replay Counter Step-Up
B.	N.O.	ASW-A2-49	E-25	21-3 81-5	Blue-Red Black-Red	Pulls in Search Index Relay
Search Index (5-6)	AS-1114-38	E-7	70 62-1	Orange Brown-Blue	Pulls in through Replay Circuit	
A.	N.O.	ASW-A2-28	G-7	78 20-3	Orange-Black Blue	To Replay Cam Index & Replay Counter Step-Up
B.	N.O.	ASW-A2-49	E-25	21-3 81-5	Blue-Red Black-Red	Pulls in Search Index Relay

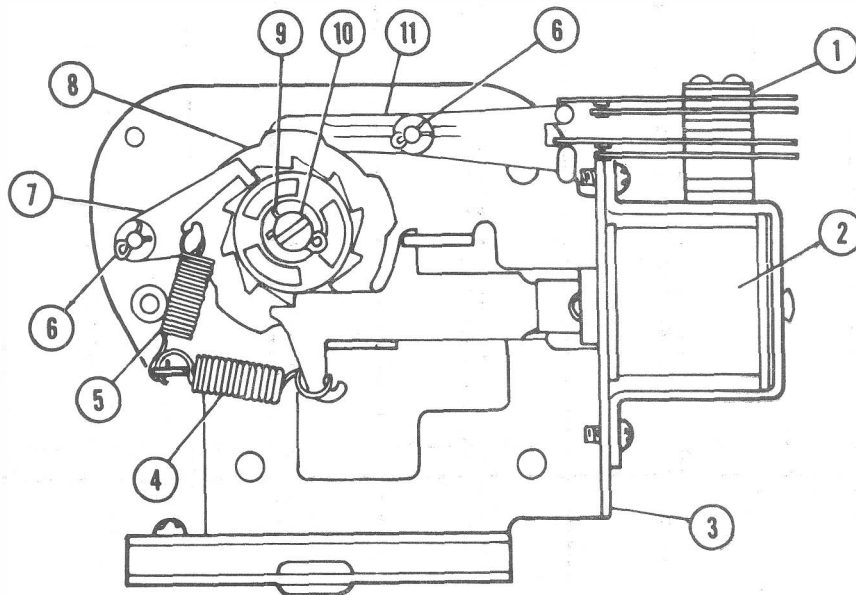
CONTROL UNIT FUNCTION CHART

Component	Part No.	Diag. Loca.	Wire No	Wire Color	FUNCTION
Resistor 15 K Ohm 2W Cam #4 A.	E-105-275	F-18	70	Orange	Bleeds current from Spin Delay Relay Coil
Resistor 1.8K 7W Cam #5 B.	E-104-89	D-4	30 43-2	Yellow Green-Yellow	Bleeds current from Reflex Unit (in) Coil
Resistor 1.8K 7W Cam #7 A.	E-104-89	I-4	30J 41-6	Silver Green-Red	Bleeds current from Reflex Unit (out) Coil
Resistor 8.2K 1/2 W Timer Cam Index B.	E-105-6	D-6	30 45-3	Yellow Green-White	Bleeds Current from Coin Lock Out Relay Coil
Resistor 4.7K Ohm 1W Replay Cam Index A.	E-105-15	B-15	21J 61	Blue-Red Brown-Red	Bleeder resistor for Dble. Play Relay and #1 Dbl. Win Relay Coils
Resistor 10 Ohm 1/2W Replay Cam Index E.	E-105-118	L-30	(Lug) 30	Yellow	Series resistor for Replay Index Cam Switch F
Search Wiper Slip Rings (From Inside -Out)	AS-579-39	L-8	48-3	Green-Black	Feed to Double Win Right Box via Search Index Relay Switch
B.		D-13	61-2	Brown-Red	Feed to Double Win Relay Coil via Search Index Relay Switch
C.		L-28	40	Green	Feed from #5 Search Relay Coil to 1-2,3-4 and 5-6 Search Discs
D.		K-28	38	Yellow-Black	Feed from #4 Search Relay Coil to 1-2,3-4 and 5-6 Search Discs
E.		J-28	20-1	Blue	Feed from #1 Search Relay Coil to 1-2,3-4 and 5-6 Search Discs
F.		J-28	31	Yellow-Red	Feed from #2 Search Relay Coil to 1-2,3-4 and 5-6 Search Discs
G.		K-28	36	Yellow-Brown	Feed from #3 Search Relay Coil to 1-2,3-4 and 5-6 Search Discs

ALTERNATOR UNIT

AS-1900-210

SWITCH/COIL	PART NO.	DIAGRAM LOCATION	WIRE NO.	WIRE COLOR	FUNCTION
Alternator Coil	CT-28-1100	A-16	70 25-8	Orange Blue-White	Energized from Replay Counter E. O. S. Switches
Homing Switch N.O.	ASW-M200-3	B-18	36-8 25-8	Yellow-Brn. Blue-White	Closes Alternator Coil circuit
Segments Switch N.O.	(Dual Switch)	F-15	51-8 70	White-Red Orange	Bypasses coil of #2 Double Relay



ALTERNATOR PARTS LIST

Description	Part No.
1 Switch	ASW-M200-3
2 Coil	CT-28-1100
3 Base Plate	A-2214-30
4 Extension Spring	SP-100-80
5 Extension Spring	SP-100-276
6 Hair Pin	M-254
7 Holding Pawl	C-708
8 Ratchet - 10 Tooth - 5 Lobes	C-704-2
9 Hair Pin	M-254
10 Pin	S-2028
11 Rocker Arm	C-703-1

CONTROL UNIT WINNER SEARCH POSITIONS CHART

Cards 1 & 2

WIPER AT DISC LOCATION NO.	WIPER NO. 5 SEARCH RELAY NO. 1	WIPER NO. 6 SEARCH RELAY NO. 2	WIPER NO. 7 SEARCH RELAY NO. 3	WIPER NO. 4 SEARCH RELAY NO. 4	WIPER NO. 3 SEARCH RELAY NO. 5
1					
2					
3	BINGO CARD NUMBERS READ ACROSS				
4					
5					
6	9	6	-	10	3
7	16	20	17	-	-
8	24	14	12	8	-
9	13	18	11	23	-
10	2	22	5	-	-
11	5	21	17	-	-
12	7	11	12	25	-
13	1	18	14	4	-
14	2	19	16	-	-
15	6	20	15	22	10
16	9	19	15	21	3
17	6	25	17	8	3
18	4	20	12	21	23
19	16	14	15	11	5
20	24	19	18	22	7
21	9	13	2	1	10
22	10	7	5	23	3
23	1	22	11	21	8
24	2	18	15	12	17
25	13	19	14	20	25
26	9	24	16	4	6
27					
28	5	3	-	12	15
29	9	19	17	-	-
30	1	10	11	13	-
31	8	18	14	4	-
32	6	21	2	-	-
33	2	20	17	-	-
34	23	14	11	7	-
35	24	18	10	25	-
36	6	22	9	-	-
37	3	19	16	21	12
38	5	22	16	20	15
39	3	7	17	13	15
40	25	19	11	20	4
41	9	10	16	14	2
42	1	22	18	21	23
43	5	8	6	24	12
44	12	23	2	4	15
45	24	21	14	20	13
46	6	18	16	11	17
47	8	22	10	19	7
48	5	1	9	25	3
49					
50					

Card No.2 Corners Winners

Card No.2 Winners

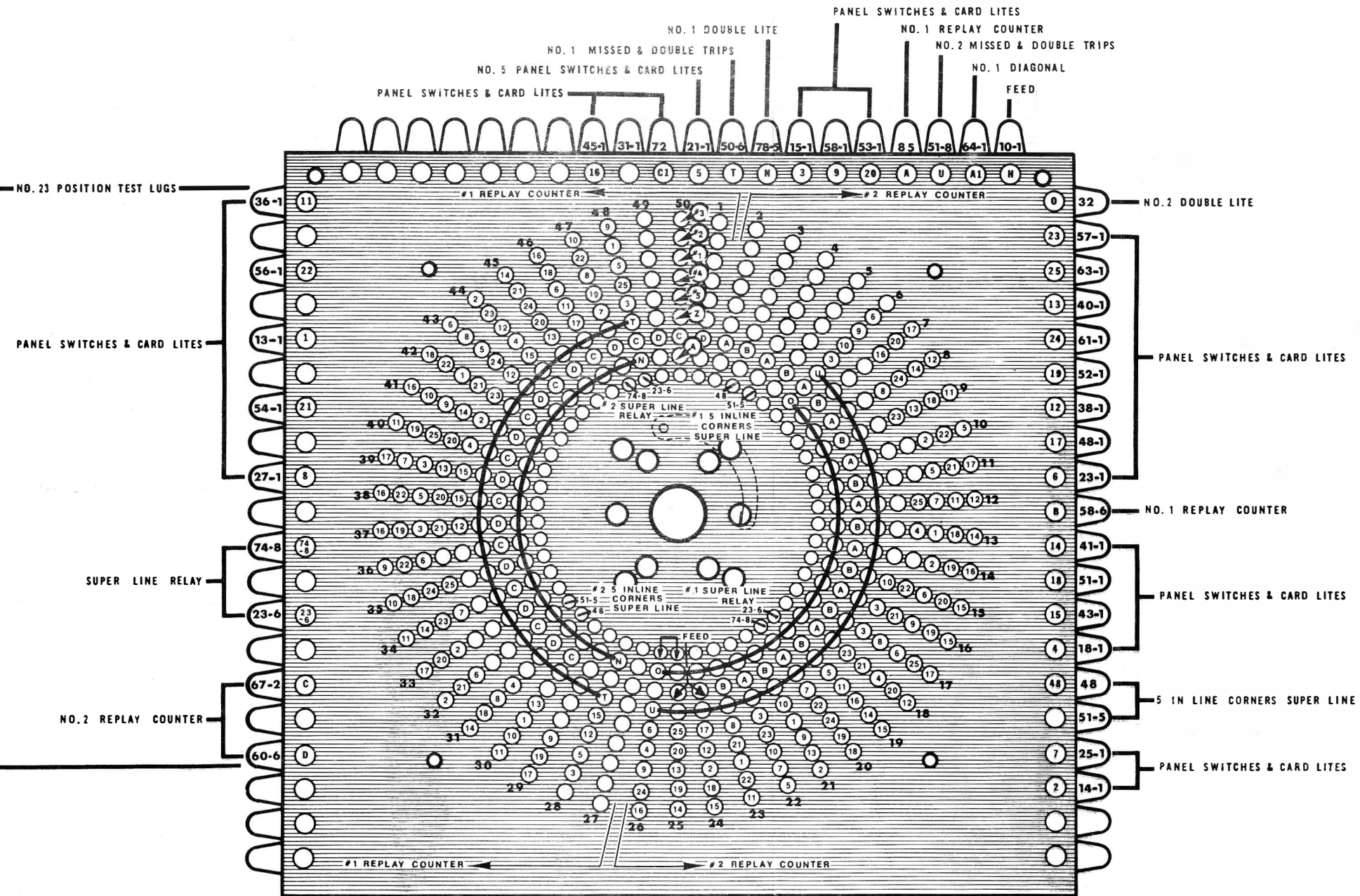
Super Line

Card No.1 Corners Winners

Card No.1 Winners

Super Line

CONTROL UNIT SEARCH DISC - CARDS 1 & 2



A-234-293
P-279-23

WIRING - W-850-47

WIPER - AS-910-41

AS-1034-82

CONTROL UNIT WINNER SEARCH POSITIONS CHART

Cards 3 & 4

WIPER AT DISC LOCATION NO.	WIPER NO. 5 SEARCH RELAY NO. 1	WIPER NO. 6 SEARCH RELAY NO. 2	WIPER NO. 7 SEARCH RELAY NO. 3	WIPER NO. 4 SEARCH RELAY NO. 4	WIPER NO. 3 SEARCH RELAY NO. 5
1					
2					
3	BINGO CARD NUMBERS READ ACROSS				
4					
5					
6	3	9	-	6	5
7	10	22	2	-	-
8	7	18	11	23	-
9	24	14	12	1	-
10	15	20	16	-	-
11	16	19	2	-	-
12	25	12	11	8	-
13	13	14	18	4	-
14	15	21	10	-	-
15	9	22	17	20	6
16	3	21	17	19	5
17	9	8	2	23	5
18	4	22	11	19	1
19	10	18	17	12	16
20	7	21	14	20	25
21	3	24	15	13	6
22	6	25	16	1	5
23	13	20	12	19	23
24	15	14	17	11	2
25	24	21	18	22	8
26	3	7	10	4	9
27					
28	6	1	-	10	8
29	3	18	22	-	-
30	7	12	16	25	-
31	23	19	9	4	-
32	5	17	21	-	-
33	21	15	22	-	-
34	13	9	16	2	-
35	11	19	12	24	-
36	5	14	3	-	-
37	1	18	20	17	10
38	6	14	20	15	8
39	1	2	22	25	8
40	24	18	16	15	4
41	3	12	20	9	21
42	7	14	19	17	13
43	6	23	5	11	10
44	10	13	21	4	8
45	11	17	9	15	25
46	5	19	20	16	22
47	23	14	12	18	2
48	6	7	3	24	1
49					
50					

Card No.4 Corners Winners

Card No.4 Winners

Super Line

Card No.3 Corners Winners

Card No.3 Winners

Super Line

CONTROL UNIT WINNER SEARCH POSITIONS CHART

Cards 5 & 6

WIPER AT DISC LOCATION NO.	WIPER NO. 5 SEARCH RELAY NO. 1	WIPER NO. 6 SEARCH RELAY NO. 2	WIPER NO. 7 SEARCH RELAY NO. 3	WIPER NO. 4 SEARCH RELAY NO. 4	WIPER NO. 3 SEARCH RELAY NO. 5
1					
2					
3	BINGO CARD NUMBERS READ ACROSS				
4					
5					
6	8	4	-	1	6
7	10	14	5	-	-
8	23	16	19	11	-
9	2	12	9	3	-
10	20	15	21	-	-
11	21	18	5	-	-
12	7	9	19	24	-
13	25	12	16	13	-
14	20	17	10	-	-
15	4	14	22	15	1
16	8	17	22	18	6
17	4	24	5	11	6
18	13	14	19	18	3
19	10	16	22	9	21
20	23	17	12	15	7
21	8	2	20	25	1
22	1	7	21	3	6
23	25	15	9	18	11
24	20	12	22	19	5
25	2	17	16	14	24
26	8	23	10	13	4
27					
28	4	5	-	7	11
29	1	17	20	-	-
30	6	3	12	8	-
31	25	19	16	2	-
32	9	18	22	-	-
33	22	14	20	-	-
34	24	16	12	13	-
35	10	19	3	23	-
36	9	15	1	-	-
37	5	17	21	18	7
38	4	15	21	14	11
39	5	13	20	8	11
40	23	17	12	14	2
41	1	3	21	16	22
42	6	15	19	18	24
43	4	25	9	10	7
44	7	24	22	2	11
45	10	18	16	14	8
46	9	19	21	12	20
47	25	15	3	17	13
48	4	6	1	23	5
49					
50					

Card No.6 Corners Winners

Card No.6 Winners

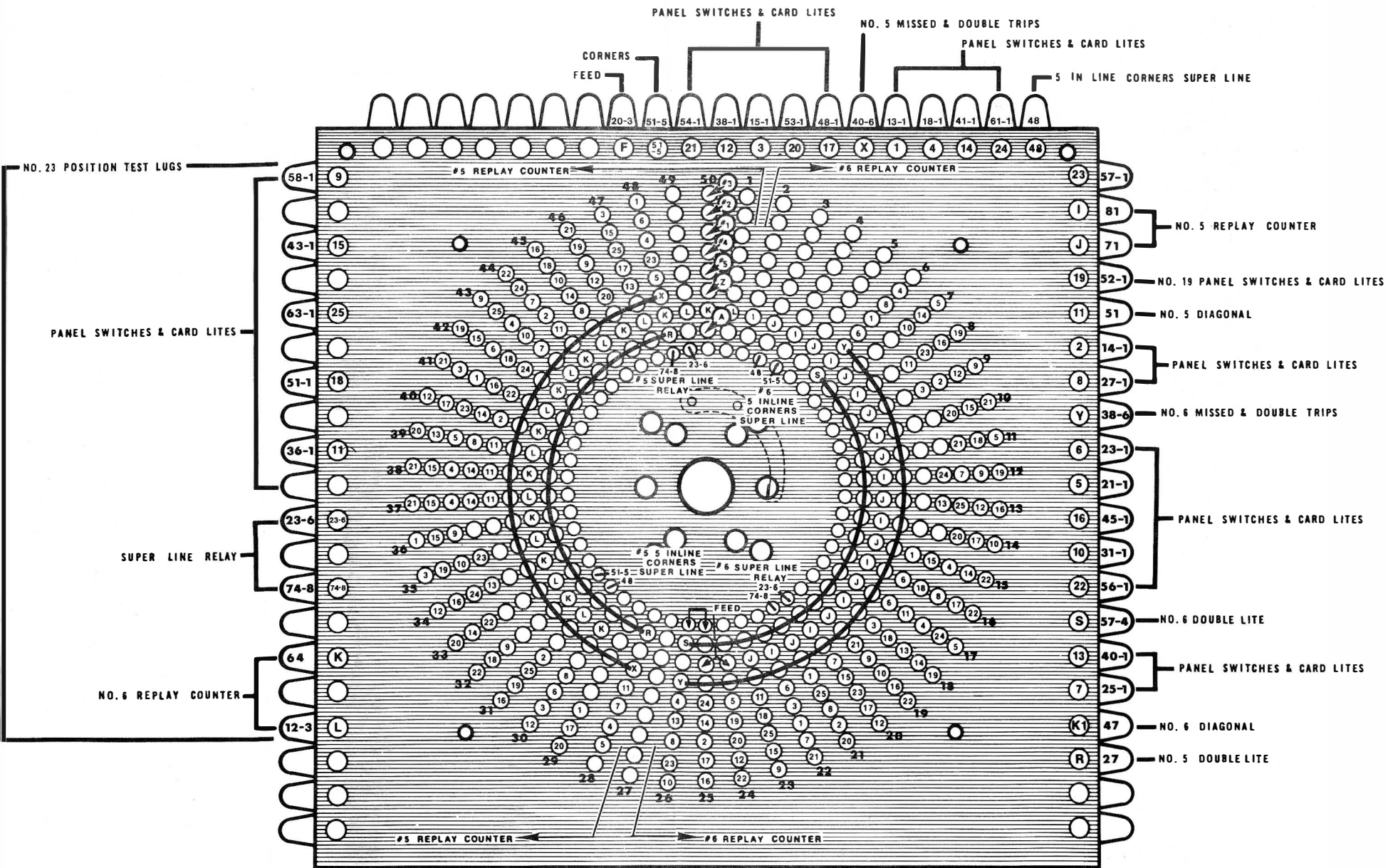
Super Line

Card No.5 Corners Winners

Card No.5 Winners

Super Line

SEARCH UNIT DISC - CARDS 5 & 6



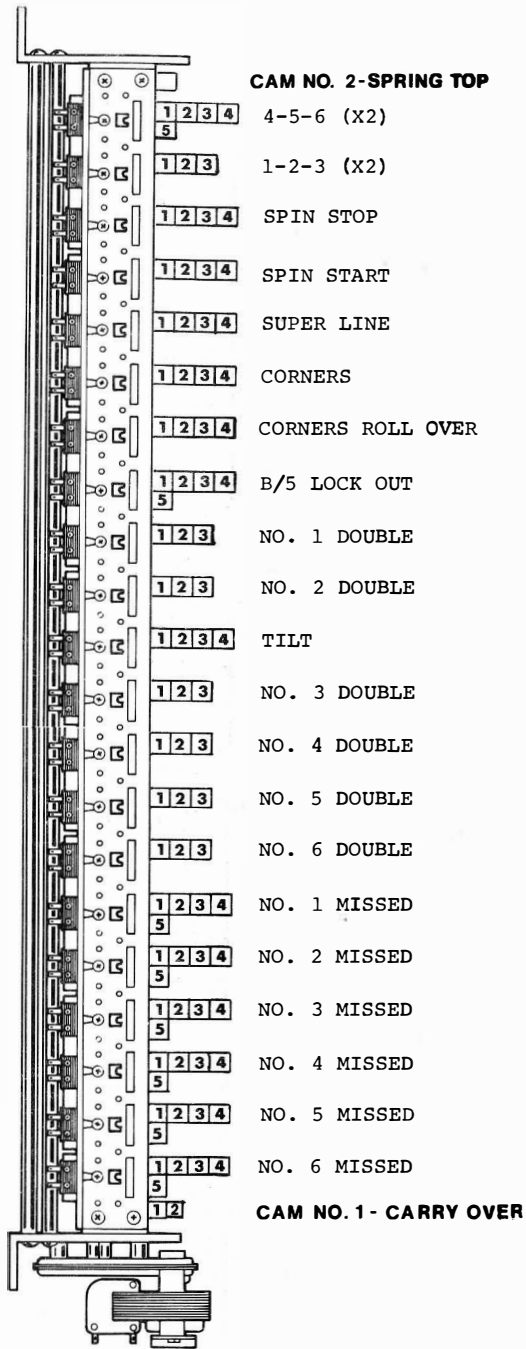
A-234-293
P-279-23

WIPER - AS-910-41

WIRING - W-850-49

AS-1034-82

TRIP RELAY BANK - 21



Switch / Coil	Part No.	Diag. Loc.	Wire No.	Wire Color	Function
4-5-6 (X2) Trip Coil	D-27-425	E-19	70 18J	Orange Red-Black	Energized from Magic Number Panel Switch
1. N.C.	ASW-B-2	F-19	18-3 18	Red-Black Red-Black	Opens Circuit to 4-5-6 X 2 Trip Coil
2. N.O.	ASW-B-1	F-19	18-3J 41-3	Red-Black Green-Red	Closes circuit to 4-5-6 X 2 Trip Coil
3. N.O.	ASW-B-1	K-3	45-4 35-3	Green-White Yellow-White	Closes circuit to #4, #5 & #6 Hit X 4 Card Lites
4. T.	ASW-B-3	H-15	27-4 54-5 38-5	Blue-Orange White-Green Yellow-Black	Selects Circuit for #1, #2 & #3 Replay Counter Coils
5. N.O.	ASW-B-1	B-16	62-8 82-8	Brown-Blue Black-Blue	Closes Circuit to #1 Dbl. Relay Coil
1-2-3 (X 2) Trip Coil	D-27-425	E-18	70J 41J	Orange Green-Red	Energized from Magic Number Panel Switch
1. N.C.	ASW-B-2	F-18	41-3 41J	Green-Red Green-Red	Opens circuit to 1-2-3 X 2 Trip Coil
2. N.O.	ASW-B-1	K-2	32-3 25-3	Yellow-Blue Blue-White	Closes circuit to #4, #5 & #6 Hit X 4 Card Lites
3. T.	ASW-B-3	H-16	27-4 81-1 38-5	Blue-Orange Black-Red Yellow-Black	Selects circuit for #1, #2 & #3 Replay Counter Coils
Spin Stop Trip Coil	D-27-425	E-21	70J 68J	Orange Brown-Black	Energized thru Timer Disc
1. N.C.	ASW-B-2	F-21	68-3 68-J	Brown-Black Brown-Black	Opens Circuit to Spin Stop Trip Coil
2. N.C.	ASW-B-2	G-25	64-3 75-3	Brown-Green Orange-White	Opens motor and Index Coil Circuits of Magic Random and X2 X2 Random Units
3. N.O.	ASW-B-1	H-17	80-3 21-3	Black Blue-Red	Energizes Spin Delay Coil
4. N.O.	ASW-B-1	J-2	63 83-3	Brown-Yellow Black-Yellow	Closes circuit to Magic Random Spot Index & X 4 Card Lites
Spin Start Trip Coil	D-27-425	E-20	70J 67J	Orange Brown-Orange	Energized thru Timer Disc
1. N.C.	ASW-B-2	F-20	84-4 84J	Black-Green Black-Green	Opens circuit to Spin Start Trip Coil
2. N.C.	ASW-B-2	H-18	80-3 21J	Black Blue-Red	Opens Circuit to Spin Delay Relay Coil
3. N.O.	ASW-B-1	H-25	21-3 75-3	Blue-Red Orange-White	E. energizes Motor and Index Coils of Magic Random and X 2 X 2 Random Units

TRIP RELAY BANK 21

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
4. N.O.	ASW-B-1	J-3	32-3 63	Yellow-Blue Brown-Yellow	Closes circuit to Magic Random Spot Index & X4 card lites
Super Line Relay Coil	D-27-425	F-23	70 84	Orange	For Super Line Rollover or Random Disc
1. N.C.	ASW-B-1	A-31	84-4 84	Black-Green Black-Green	Breaks Circuit to Coil
2. N.C.		L-11	72-1 23-2	Orange-Blue Blue-Yellow	Super Line Panel Rollover Lite
3. N.O.	ASW-B20-1	L-11	30 12-2	Yellow Red-Blue	Super Line Backglass Lite
4. N.O.		H-7	74-8 57	Orange-Green White-Orange	Sets Up Replay Circuit For Super Line
Corners	D-27-425	F-21	67 70	Brown-Orange Orange	Corner Rollover or Random Disc
1. N.C.	ASW-B-1	G-23	67 67J	Brown-Orange Brown-Orange	Breaks Circuit to Coil
2. N.C.		L-12	80-1 72-1	Black-Red Orange-Blue	Corner Panel Rollover Lite
3. N.O.	ASW-B20-1	L-12	30 21	Yellow Blue-Red	Corner Back Box Lite
4. N.O.		H-14	51-5 61-7	White-Red Brown-Red	Set Up Replay Circuit For Corners
Corners Rollover	D-27-425	F-22	57-3 70	White-Orange Orange	From Random Disc
1. N.C.	ASW-B-1	E-22	57-3 57J	White-Orange White-Orange	Breaks Circuit to Coil
2. N.O.		M-13	30 72-1	Yellow Orange-Blue	To Rollover Lites
3. N.O.		H-23	67 47-1	Brown-Orange Green-Orange	Trip Corner Relay Thru Rollover on Panel
B/5 Lock-out	D-27-425	G-26	70 75J	Orange Orange-White	From Ball Trough & Timer
1. N.C.	ASW-B-1	G-26	75 75J	Orange-White Orange-White	Breaks Circuit to Coil
2. N.O.	ASW-B20-1	D-15	21-3 83-1	Blue-Red Black-Yellow	To Rail Button Switch
3. N.O.		D-8	50-2 65-2	White Brown-White	To Timer Step-Up
4. N.O.		C-14	52-3 45	White-Blue Green-White	To Timer Reset
5. N.O.	ASW-B20-1	E-10	85-6 53-4	Black-White White-Yellow	To Timer Step-Up

TRIP RELAY BANK 21

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
No. 1 Double	D-27-425	A-18	70J 23-4	Orange Blue-Yellow	Trips When Double is Hit Thru Random Disc
1. N.C.	ASW-B-1	L-5	48-10 36-7	Green-Black Yellow-Brown	Opens Circuit to #1 Regular Win Lite
2. T	ASW-B-3	K-5	12 65-6 30	Red-Blue Brown-White Yellow	To #1 Double Lite
3. T			D-17	75-5 50-6 56-5	Orange-White White White-Brown
No. 2 Double	D-27-425	A-18	70J 25-4	Orange Blue-White	Trips When Double is Hit Thru Random Disc
1. N.C.	ASW-B-2	K-5	31-8 52-7	Yellow-Red White-Blue	Opens Circuit to #2 Regular Win Lite
2. T	ASW-B-3	K-6	57-5 23-3 30	White-Orange Blue-Yellow Yellow	To #2 Double or Nothing Lite
3. T			D-18	74-5 51-8 56-5	Orange-Green White-Red White-Brown
TILT	D-27-425	A-11	70J 65-1	Orange Brown-White	Trips When Game is Hit Too Hard
N.C.	ASW-B-2	D-2	96-16 98-16	Gray-Brown Gray-Brown	Open Circuit to Control and Search Units Motor
N.C.		L-15	14-10 10	Red-Green Red	Opens Circuit to Card Lites & Search Relays
T	ASW-B-3	M-14	51-7 41-10 13-10	White-Red Green-Red Red-Yellow	Game Lite or Tilt Lite
T			E-8	21-3 30 36-3	Blue-Red Yellow Yellow-Brown
No. 3 Double	D-27-425	A-19	70J 10-3	Orange Red	Trips When Double is Hit Thru Random Disc
N.C.	ASW-B-2	L-7	53-7 15	White-Yellow Red-White	Opens Circuit to #3 Regular Win Lite
T	ASW-B-3	L-8	58-3 60-5 30	White-Black Brown Yellow	To Double Lite
T			D-19	71-7 45-6 56-5	Orange-Red Green-White White-Brown

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

TRIP RELAY BANK 21

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
No. 4 Double	D-27-425	A-20	70J 31-5	Orange Yellow-Red	Trips When Double is Hit Thru Random Disc
1. N.C.	ASW-B-2	L-8	82 60	Black-Blue Brown	Opens Circuit to #4 Regular Lite
2. T	ASW-B-3	L-8	21-5 38-4 30	Blue-Red Yellow-Black Yellow	To #4 Double Lite
3. T		D-20	65-5 43-6 56-5	Brown-White Green-Yellow White-Brown	To #4 Double or Nothing Trips
No. 5 Double	D-27-425	A-20	70J 36-5	Orange Yellow-Brown	Trips When Double is Hit Thru Random Disc
1. N.C.	ASW-B-2	K-9	83-6 75-7	Black-Yellow Orange-White	Opens Circuit to #5 Regular Lite
2. T	ASW-B-3	K-11	53-5 41-4 30	White-Yellow Green-Red Yellow	To #5 Double Lite
3. T		D-20	63-6 40-6 56-5	Brown-Yellow Green White-Brown	To #5 Double or Nothing Trips
No. 6 Double	D-27-425	A-21	70J 21-6	Orange Blue-Red	Trips When Double is Hit Thru Random Disc
1. N.C.	ASW-B-2	L-10	18-6 20-7	Red-Black Blue	Opens Circuit to #6 Regular Lite
2. T	ASW-B-3	L-10	61-5 47-2 30	Brown-Red Green-Orange Yellow	To Double Lite
3. T		D-21	58-4 38-6 56-5	White-Black Yellow-Black White-Brown	To #6 Double or Nothing Trips
No. 1 Missed	D-27-425	A-18	70J 40J	Orange Green	Trips Through Random Disc
1. N.C.	ASW-B-2	A-18	40-7 40J	Green Green	Safety Switch for #1 Missed Coil
2. N.C.		F-8	10-2 85	Red-Blue Black-White	Opens Circuit to #1 Replays after A Miss
3. N.C.		L-6	30 48-10	Yellow Green-Black	Opens Circuit to #1 Regular Win Lite
4. T	ASW-B-3	K-5	12 74-6 30J	Red-Blue Orange-Green Yellow	To #1 Nothing Lite
5. N.C.	ASW-B-2	K-6	65-6 78-5	Brown-White Orange-Black	Opens Circuit to #1 Regular Win and Double Lites

TRIP RELAY BANK 21

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
No. 2 Missed	D-27-425	A-18	70J 41J	Orange Green-Red	Trips Through Random Disc
1. N.C.	ASW-B-2	B-18	41-7 41J	Green-Red Green-Red	Safety Switch for #2 Missed Relay
2. N.C.		F-9	13-3 67-2	Red-Yellow Brown-Orange	Opens Circuit to #2 Card Replay After A Miss
3. N.C.		K-5	30 31-8	Yellow Yellow-Red	To #2 Regular Win Lite
4. T	ASW-B-3	K-6	57-5 36-4 30J	White-Orange Yellow-Brown Yellow	To #2 Nothing Lite
5. N.C.	ASW-B-2	K-7	23-3 32	Blue-Yellow Yellow-Blue	Opens Circuit to #2 Regular Win and Double Lites
No. 3 Missed	D-27-425	A-19	70J 40J	Orange Green	Trips Through Random Disc
1. N.C.	ASW-B-2	B-19	43-7 43J	Green-Yellow Green-Yellow	Safety Switch for #3 Missed Relay
2. N.C.		F-11	14-2 23	Red-Green Blue-Yellow	Opens Circuit for #3 Card Replays After a Miss
3. N.C.		K-8	30 53-7	Yellow White-Yellow	To #3 Regular Win Lites
4. T	ASW-B-3	K-8	58-3 83 30J	White-Black Black-Yellow Yellow	To #3 Nothing Lites
5. N.C.	ASW-B-2	K-8	60-5 15-3	Brown-White Red-White	Opens Circuit to #3 Regular Win and Double Lites
No. 4 Missed	D-27-425	A-19	70J 45J	Orange Green-White	Trips Through Random Disc
1. N.C.	ASW-B-2	B-19	45-7 45J	Green-White Green-White	Safety Switch for #4 Missed Relay
2. N.C.		F-11	18-5 80	Red-Black Black	Opens Circuit to #4 Card Replay after A Miss
3. N.C.		K-8	30 60	Yellow Brown	To #4 Regular Win Lites
4. T	ASW-B-3	G-10	21-5 51-3 30J	Blue-Red White-Red Yellow	To #4 Nothing Lite
5. N.C.	ASW-B-2	K-9	38-4 25-2	Yellow-Black Blue-White	Opens Circuit to #4 Regular Win and Double Lites

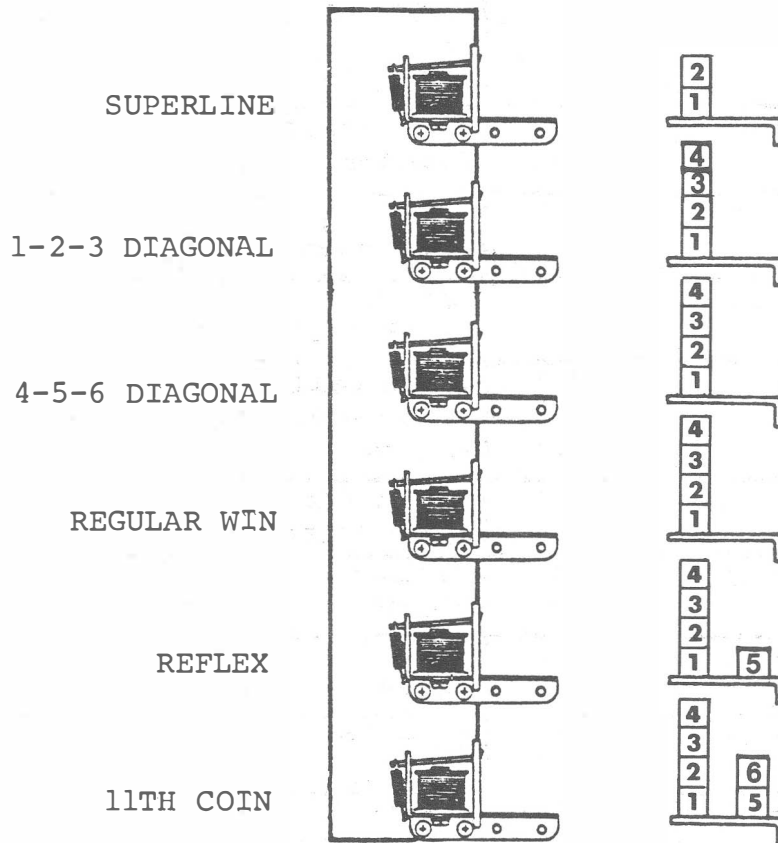
ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

TRIP RELAY BANK 21

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
No. 5 Missed	D-27-425	A-20	70J 48J	Orange Green-Black	Trips Through Random Disc
1. N.C.	ASW-B-2	B-20	48-7 48J	Green-Black Green-Black	Safety Switch for #5 Missed Relay
2. N.C.		F-13	20-2 81	Blue Black-Red	Opens Circuit for #5 Card Replay After A Miss
3. N.C.		K-10	30 83-6	Yellow Black-Yellow	To #5 Regular Win Lite
4. T	ASW-B-3	K-9	53-5 64-2 30J	White-Yellow Brown-Green Yellow	To #5 Nothing Lite
5. N.C.	ASW-B-2	K-10	41-4 27	Green-Red Blue-Orange	Opens Circuit to #5 Regular Win & Double Lite
No. 6 Missed	D-27-425	A-21	70J 50J	Orange White	Trips Through Random Disc
1. N.C.	ASW-B-2	F-11	50-7 50J	White White	Opens Circuit to #6 Missed Relay
2. N.C.		F-13	21-2 64	Blue-Red Brown-Green	Opens Circuit for #5 Card Replay After A Miss
3. N.C.		K-10	30 18-6	Yellow Red-Black	To #6 Regular Win Lite
4. T	ASW-B-3	K-11	61-5 43-4 30J	Brown-Red Green-Yellow Yellow	To #6 Nothing Lite
5. N.C.	ASW-B-2	K-11	47-2 57-4	Green-Orange White-Orange	Opens Circuit to #6 Regular Win and Double Lites
Cam No. 1 Carry Over 1. N.O.	ASW-B20-1	D-21	18 30	Red-Black Yellow	Energizes Trip Bank Motor
2. N.C.	ASW-C2 -15	M-13	51-7 41-2	White-Red Green-Red	Opens 6VAC Circuit to Feature Lites
MOTOR	E-119-464	A-22	18 70	Red-Black Orange	Starts Through Shutter Motor Cam Switch #7 at Start of Game

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

6 RELAY BANK - REFLEX ETC.

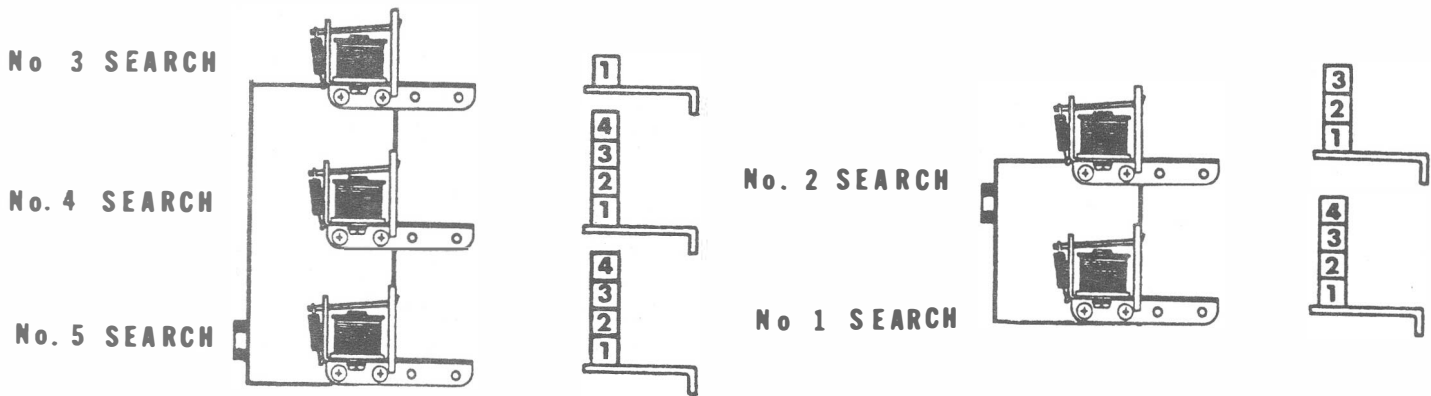


Switch/Coil	Part No.	Diagram Location	Wire No.	Wire Color	Function
11th Coin Relay	AS-2930-86	A-8	70J 56J	Orange White-Brown	Energized from Selection Unit Closed-At-Top Switch
1. N.O.	ASW-R1-8	B-17	43-5 56-8	Green-Yellow White-Brown	Closes circuit to hold in 11th Coin Relay
2. N.O.	ASW-R1-3	B-15	62-8 13-8	Brown-Blue Red-Yellow	Closes circuit to #1 Double Relay Coil
3. N.O.	ASW-R1-3	L-3	85-8 35-3	Black-White Yellow-White	To #4-5-6 Hit X4 Card Lites
4. N.O.	ASW-R1-3	L-1	74-8 30	Orange-Green Yellow	Closes circuit to 11th coin Lite
5. N.O.	ASW-R1-3	K-2	83-3 80-8	Black-Yellow Black	Closes circuit to X4 Card Lites
6. N.C.	ASW-R2-5	D-5	81-3 63-4	Black-Red Brown-Yellow	Opens circuit to Start Relay Coil

6 RELAY BANK - REFLEX ETC.

SWITCH / COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Reflex Relay	AS-2930-56	E-17	70J 74J	Orange Orange-Green	Energized from Reflex Unit Disc
1. N.O.	ASW-R1-8	H-17	63-7 74J 74-7	Brown-Yellow Orange-Green Orange-Green	Closes Circuit to Hold-In Reflex Relay
2. T.	ASW-R3-6	L-2	13-4 23-7 12-4	Red-Yellow Blue-Yellow Red-Blue	Directs Circuit to #22 or #1 Magic Random Spot Lites
3. T.		L-3	14-4 27-4 35-4	Red-Green Blue-Orange Yellow-White	Directs Circuit to #25 or #7 Magic Random Spot Lites
4. T.		J-18	20-4 31-7 18-4	Blue Yellow-Red Red-Black	Directs Circuit to #22 or #1 Magic Number Panel Switches
5. T.		J-20	32-4 54-7 47-4	Yellow-Blue White-Green Green-Orange	Directs Circuit to #25 or #7 Magic Number Panel Switches
Regular Win Relay		AS-2930-8	A-15	70J 56	Orange White-Brown
1. N.O.	ASW-R1-8	A-6	78 40-2	Orange-Black Green	From Control Unit Cam No. 7
2. N.C.	ASW-R2-5	D-5	20 50-3	Blue Yellow	From Search Index Relay
3. N.C.		B-15	65-8 57-7	Brown-Yellow White-Orange	From Double Button Switch
4. T.		C-16	71-1 61-2 23-5	Orange-Red Brown-Red Blue-Yellow	From Reflex Disc
4-5-6 Diagonal Relay		AS-2930-9	E-24	70J 84-1	Orange Black-Green
1. N.O.	ASW-R1-3	F-12	80 35	Black Yellow-White	From No. 3-4 Search Disc
2. N.O.		F-13	81 51	Black-Red White-Red	From No. 5-6 Search Disc
3. N.O.		F-14	64 47	Brown-Green Green-Orange	From No. 5-6 Search Disc
4. N.O.		L-13	83-2 30	Black-Yellow Yellow	From Red Diagonal Card Lites
1-2-3 Diagonal Relay	AS-2930-9	E-23	70J 68-1	Orange Brown-Black	Trips Thru Selection Disc
1. N.O.	ASW-R1-3	F-9	85 64-1	Black-White Brown-Green	From No. 1-2 Search Disc
2. N.O.		F-10	67-2 72	Brown-Orange Orange-Blue	From No. 1-2 Search Disc
3. N.O.		F-11	23 34	Blue-Yellow Yellow-Green	From No. 3-4 Search Disc
4. N.O.		L-13	62-2 30	Brown-Blue Yellow	From Red Diagonal Card Lites
Super Line Relay	AS-2930-21	E-8	70J 57	Orange White-Orange	Trips Thru Super Line Trip
1. N.O.	ASW-R1-3	H-8	52-2 53-2 53J	White-Blue White-Yellow White-Yellow	From Replay Counter Discs
2. T.	ASW-R3-6	H-10	53J 50-8 48	White-Yellow White Green-Black	From Replay Counter Discs

5 RELAY SEARCH BANK



Note: One 100 Ohm 5 Watt resistor (E-104-93) is wired in parallel with each coil to bleed residual current and prevent hang-up after circuit opens.

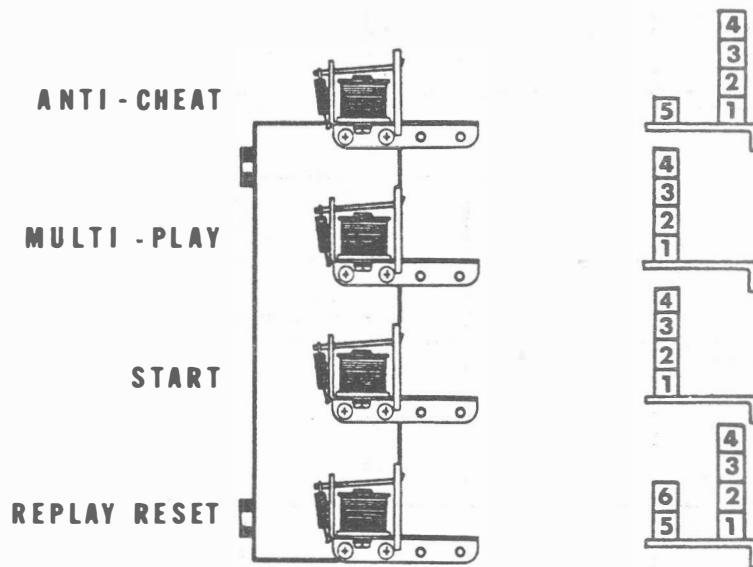
SWITCH / COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Search Relay No. 1	AS-2930-14	L-26	10 10J 20-1	Red Red Blue	From Search Wiper Slip Ring
1. N.O.	ASW-R1-3	H-8	75-2 52-2	Orange-White White-Blue	For A 3-In-Line Replay
2. N.O.		H-9	60-7 85-2 85J	Brown Black-White Black-White	For A 4-In-Line Replay
3. N.O.	ASW-R1-5	J-10	50-8 85J	White Black-White	For a 3-In-Line to 4-In-Line for A Super Line
4. N.O.	ASW-R1-6	J-10	25-6 23-6	Blue-White Blue-Yellow	For A Corner Replay
Search Relay No. 2	AS-2930-16	L-27	10J 31	Red Yellow-Red	From Search Wiper Slip Ring
1. N.O.	ASW-R1-8	J-8	71-2 74-2 74J	Orange-Red Orange-Green Orange-Green	For a 4-In-Line Replay
2. N.O.	ASW-R1-3	J-8	75-2 74J	Orange-White Orange-Green	For a 3-In-Line Replay
3. N.O.	ASW-R2-5	J-8	25-6 27-6	Blue-White Blue-Orange	For A Corner Replay
Search Relay No. 3	AS-2930-15	L-28	10J 36	Red Yellow-Brown	From Search Wiper Slip Ring
1. N.O.	ASW-R1-8	J-7	23-6 74-2	Blue-Yellow Orange-Green	Controls All Replays

5 RELAY SEARCH BANK

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Search Relay No. 4	AS-2930-14	L-28	10J 38	Red Yellow-Black	From Search Wiper Slip Ring
1. N.O.	ASW-R1-3	H-8	75-2 52-2	Orange-White White-Blue	For a 3-In-Line Replay
2. N.O.		H-7	74-2 31-2	Orange-Green Yellow-Red	For a 3-In-Line Replay
3. N.O.	ASW-R1-5	H-9	85-2 71-2	Black-White Orange-Red	For a 4-In-Line Replay
4. N.O.	ASW-R1-6	J-11	14-6 27-6	Red-Green Blue-Orange	For a Corner Replay
Search Relay No. 5	AS-2930-14	L-29	10J 40	Red Green	From Search Wiper Slip Ring
1. N.O.	ASW-R1-3	H-8	52-2 31-2	White-Blue Yellow-Red	For a 3-In-Line Replay
2. N.O.		H-9	50-8 85-2	White Black-White	For a 4-In-Line to 5-In-Line for a Super Line
3. N.O.	ASW-R1-5	H-10	60-7 48	Brown Green-Black	For a 5-In-Line Replay
4. N.O.	ASW-R1-6	J-11	61-7 14-6	Brown-Red Red-Green	For a Corner Replay

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

4 RELAY BANK



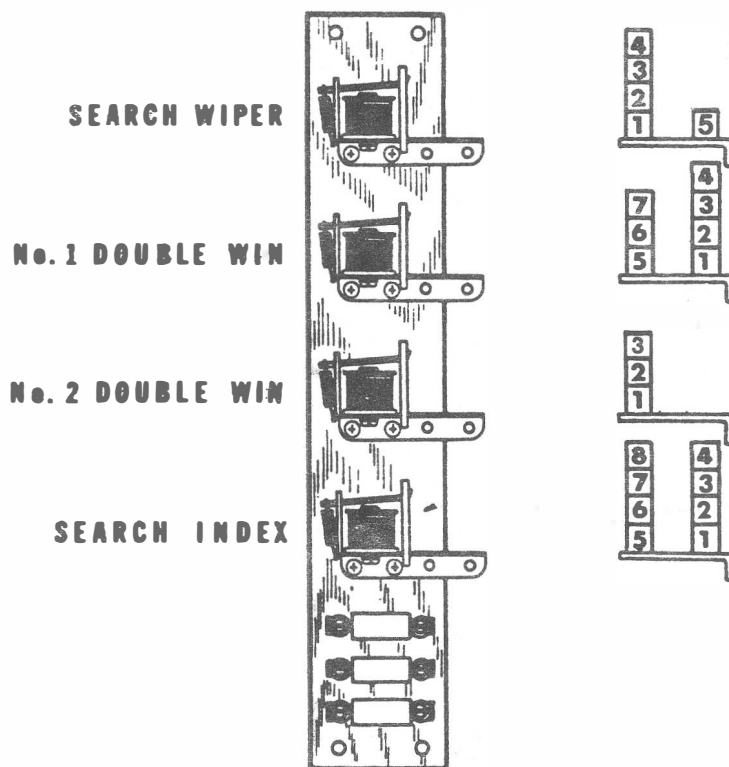
SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Anti-Cheat Relay	AS-2930-2	A-4	70J 15J	Orange Red-White	Anti-Cheat Circuit
1. N.O.	ASW-R1-8	B-4	30 15-7 15J	Yellow Red-White Red-White	Holding Circuit for Anti-Cheat Relay
2. N.O.	ASW-R1-3	L-15	14-10 80-5	Red-Green Black	17 Volt Lite Circuit
3. N.C.	ASW-R2-5	D-5	81-3 63-4	Black-Red Brown-Yellow	Coin Circuit
4. T	ASW-R3-6	M-14	13-10 74-10 41-10	Red-Yellow Orange-Green Green-Red	Tilt Lite + 6 V Lite Circuit
5. T		C-5	75-4 56-2 34-1	Orange-White White-Brown Yellow-Green	Coin and Credits Replay Circuit
Multi-Play Relay	AS-2930-3	A-7	70-J 78J	Orange Orange-Black	Coin Circuit (Multi-Play)
1. N.O.	ASW-R1-3	D-7	82-1 78-1 78J	Black-Blue Orange-Black Orange-Black	Holding Circuit
2. N.O.		C-6	53-8 13-7	White-Yellow Red-White	Circuit to Start Relay
3. N.C.	ASW-R2-5	B-5	65-7 50	Brown-White White	Circuit to Replay Register Reset Coil
4. T	ASW-R3-6	G-5	41-6 14 31-2	Green-Red Red-Green Yellow-Red	Circuit to Replay Register Step-Up Coil

4 RELAY BANK

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Start Relay	AS-2930-4	A-5	70J 48-2	Orange Green-Black	Coin Circuit
1. N.O.	ASW-R1-8	D-7	80-9 53-3 53J	Black White-Yellow White-Yellow	Circuit to Start Relay and Timer Cam Index
2. N.O.	ASW-R1-3	C-7	58 53J	White-Black White-Yellow	Circuit to Timer Cam Index
3. N.C.	ASW-R2-5	D-8	21-3 50-2	Blue-Red White	Circuit to Timer Step-Up Coil
4. N.C.	ASW-R2-5	B-17	43-5 21J	Green-Yellow Blue-Red	Opens Circuit to 11th Coin Relay Coil
Replay Reset Relay	AS-2930-5	A-5	70 70J 75J	Orange Orange Orange-White	Replay Reset Circuit
1. N.O.	ASW-R1-3	C-5	56-2 75-4 75	White-Brown Orange-White Orange-White	Holding Circuit
2. N.O.		D-2	94-16 98-16	Gray-Green Gray-Black	Circuit to Control Unit Motor
3. N.C.	ASW-R2-5	H-5	30 60-1	Yellow Brown	Circuit to Replay Relay Step-Up Coil
4. N.C.		B-5	13-7 53-3	Red-Yellow White-Yellow	Circuit to Start Relay
5. N.C.		B-23	18-2 21-4	Red-Black Blue-Red	Circuit to 1-2 Search Wiper Lock Coil
6. T	ASW-R3-6	B-5	43-2 65-7 74-1	Green-Yellow Brown-White Orange-Green	Circuit to Replay Register Reset Coil

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

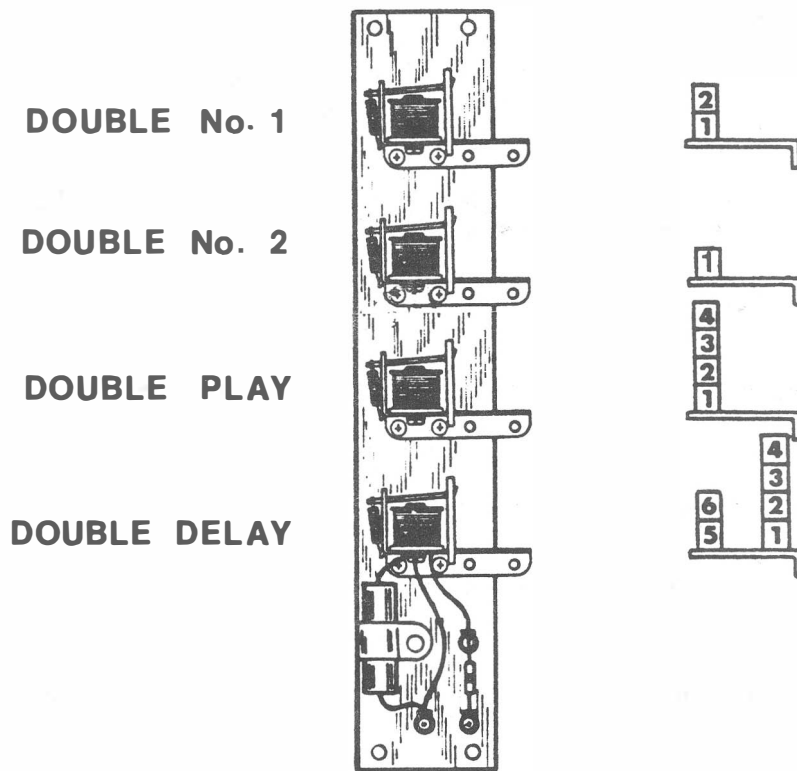
4 RELAY BANK



SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Search Wiper Relay	AS-2930-13	A-13	70 70J 50-1	Orange Orange White	Search Circuit
1. N.O.	ASW-R1-3	J-25	21-3 14-9	Blue-Red Red-Green	Circuit to Double or Nothing Random Motor
(2) Lugs		H-25	15-6	Red-White	To Resistor on Search Wiper Relay
2. N.O.	ASW-R1-8	E-1	94-16 98-16	Gray-Green Gray-Black	Circuit to Control Unit Motor
3. N.C.	ASW-R2-5	E-5	80-9 81-3	Black Black-Red	Opens circuit to Start Relay Coil
4. T	C-813-1	D-15	54-2 83-1 38-3	White-Green Black-Yellow Yellow-Black	Circuit to 1-2 Search Wiper Coil
5. N.O.	AS-2930-12	D-13	50-1 62	White Brown-Blue	Holds in Search Wiper Relay Coil
Double Win Relay No.1	AS-2930-12	A-16	70J 43J	Orange Green-Yellow	Energized from Random Index Switch
1. N.O.	ASW-R1-8	B-16	61 43 43J	Brown-Red Green-Yellow Green-Yellow	Holding Circuit on Double Win Relay

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
2. N.O.	ASW-R1-3	B-18	12-1 23-4	Red-Blue Blue-Yellow	Circuit to #1 Double Trip
3. N.O.		B-18	25-4 83-4	Blue-White Black-Yellow	Circuit to #2 Double Trip
4. N.O.		B-19	32-1 10-3	Yellow-Blue Red	Circuit to #3 Double Trip
5. N.O.		B-20	85-4 31-5	Black-White Yellow-Red	Circuit to #4 Double Trip
6. N.O.		B-20	80-4 36-5	Black Yellow-Brown	Circuit to #5 Double Trip
7. N.O.		B-21	20-5 21-6	Blue Blue-Red	Circuit to #6 Double Trip
Double Win Relay No.2		AS-2930-21	A-21	70J 56-5	Orange White-Brown
1. N.O.	ASW-R1-3	H-6	78 40-2	Orange-Black Green	Circuit to Replay Cam Index
2. T	ASW-R3-6	G-16	35-2 27-4 14-8	Yellow-White Blue-Orange Red-Green	Circuit to Replay Cams #8 and #9
3. T					
Search Index Relay	ASW-2930-11	F-25	70J 81-5	Orange Black-Red	Search Circuit for All Cards
1. N.O.	ASW-R1-8	D-15	83-1 61-2	Black-Yellow Brown-Red	Circuit on Double or Nothing Feature
2. N.O.	ASW-R1-3	L-5	50-3 48-3 48J	White Green-Black Green-Black	Double or Nothing Lite Circuit
3. N.O.					
4. N.O.					
5. N.C.					
6. N.C.	ASW-R1-5	F-7	71-3 34-2	Orange-Red Yellow-Green	Circuit to #3 and #4 Search Index Coil
7. N.C.	ASW-R1-5	F-7	10-1 85-5	Red Black-White	Circuit to #1 and #2 Search Index Coil
8. N.C.					
(Lugs)1. Resistor 2.					
(Lugs)3. Resistor 4.	E-104-77 30 Ohm 10w	F-7	71-3 34-2	Orange-Red Yellow-Green	To Index Coils #3 & #4
(Lugs)5. Resistor 6.	E-104-77 30 Ohm 10w	F-7	20-3 62-1	Blue Brown-Blue	To Index Coils #5 & #6

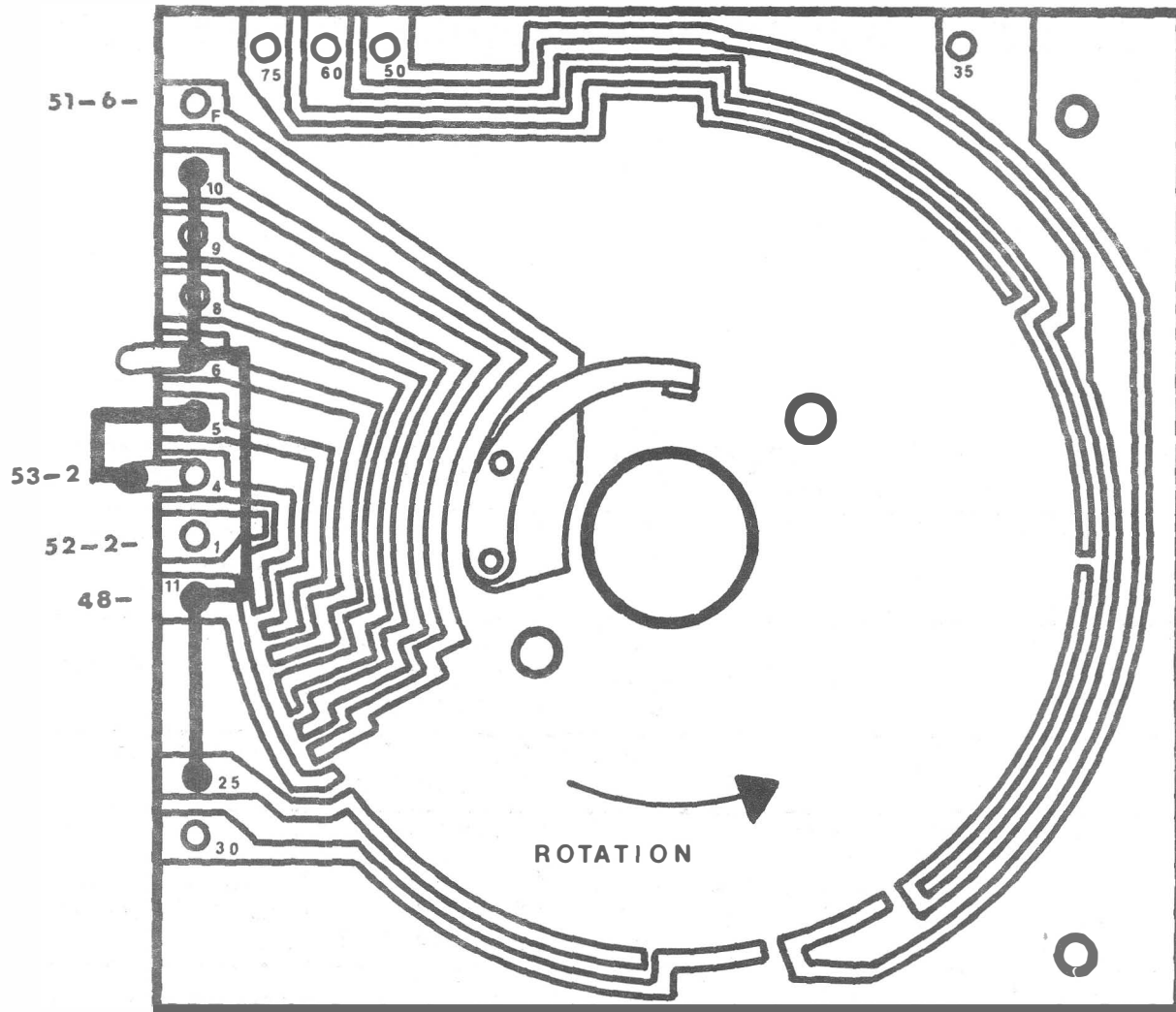
4 RELAY BANK – DOUBLE DELAY ETC.



Switch / Coil	Part No.	Diagram Location	Wire No.	Wire Color	Function
Double Relay #1	AS-2930-88	A-16	70 13-8	Orange Red-Yellow	Energized from 11th Coin Relay Switch
1. N.O.	ASW-R1-3	B-16	72-8 62-8	Orange-Blue Brown-Blue	Closes circuit to Alternator Unit Coil
2. N.C.	ASW-R2-5	E-16	70J 51-8	Orange White-Red	Bypasses Coil of Double Relay #2
Double Relay #2	AS-2930-72	E-15	70J 51-8	Orange White-Red	Energized from C.U. Cam Switches
1. N.O.	ASW-R1-3	B-18	72-8 25-8	Orange-Blue Blue-White	Closes circuit to Alternator Unit Coil

4 RELAY BANK – DOUBLE DELAY ETC.

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Double Play Relay	AS-2930-7	A-15	70 70J 61J	Orange Orange Brown-Red	Double or Nothing Feature
1. N.O.	ASW-R1-8	B-16	71-1 61 61J	Orange-Red Brown-Red Brown-Red	Holding Circuit
2. N.O.	ASW-R1-3	D-15	58-2 38-3	White-Black Yellow-Black	Circuit to Double Win Relay
3. N.C.	ASW-R2-5	B-15	56 23-5	White-Brown Blue-Yellow	Circuit to Regular Win Relay
4. N.C.		C-14	21-3 31-6	Blue-Red Yellow-Red	Circuit to Delay Relay
Double Delay Relay	AS-2930-6	A-14	70J 31-6	Orange Yellow-Red	Time Delay Relay
1. T.	ASW-R3-6	C-18	40-7 75-5 12-1	Green Orange-White Red-Blue	Circuit to #1 Double and Missed Trips
2. T.		C-19	41-7 74-5 83-4	Green-Red Orange-Green Black-Yellow	Circuit to #2 Double and Missed Trips
3. T.		C-19	43-7 71-7 32-1	Green-Yellow Orange-Red Yellow-Blue	Circuit to #3 Double and Missed Trips
4. T.		C-20	45-7 65-5 85-4	Green-White Brown-White Black-White	Circuit to #4 Double and Missed Trips
5. T.		C-20	50-7 58-4 20-5	White White-Black Blue	Circuit to #5 Double and Missed Trips
6. T.		C-21	48-7 63-6 80-4	Green-Black Brown-Yellow Black	Circuit to #6 Double and Missed Trips

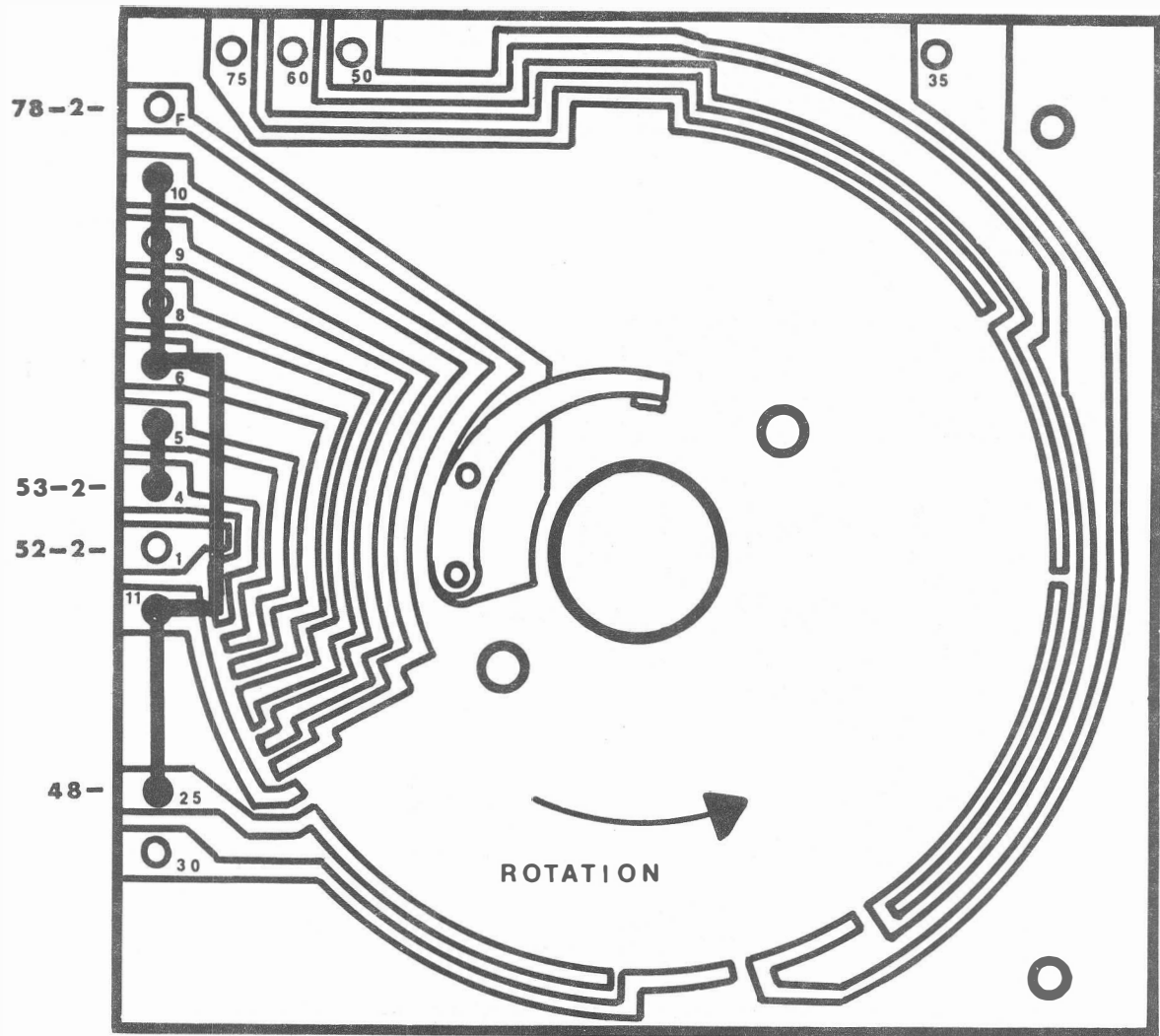


VIEW FROM WIPER SIDE

NO. 1 REPLAY COUNTER DISC

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-181
Ratchet & Shaft	C-100-76
Reset Coil	C-28-1100
Step-Up Coil	B-25-925
Step-Up Plunger	AS-1366-3
Step-Up Arm	A-1765-8
Disc WIRED	W-923-269
Wiper Assembly	AS-1046-664

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	F-8	58-6 81-1	White-Black Black-Red	Energized Thru 1-2 Search Disc
Reset Coil	C-28-1100	C-22	70 85-3	Orange Black-White	Circuit Thru Shutter Cam #3
T.	ASW-U3	L-5	12 60-10 36-7	Red-Blue Brown Yellow-Brown	Circuit to No. 1 Regular Lite
(Bottom) N.O. E.O.S.	ASW-U1-29	B-16	72-8 25-8	Orange-Blue Blue-White	Closes Circuit to Alternator Unit Coil
(Top) N.O. E. O. S.	ASW-U1-9	K-30	68-8 30	Brown-Black Yellow	Closes Score Delay Relay Coil Circuit

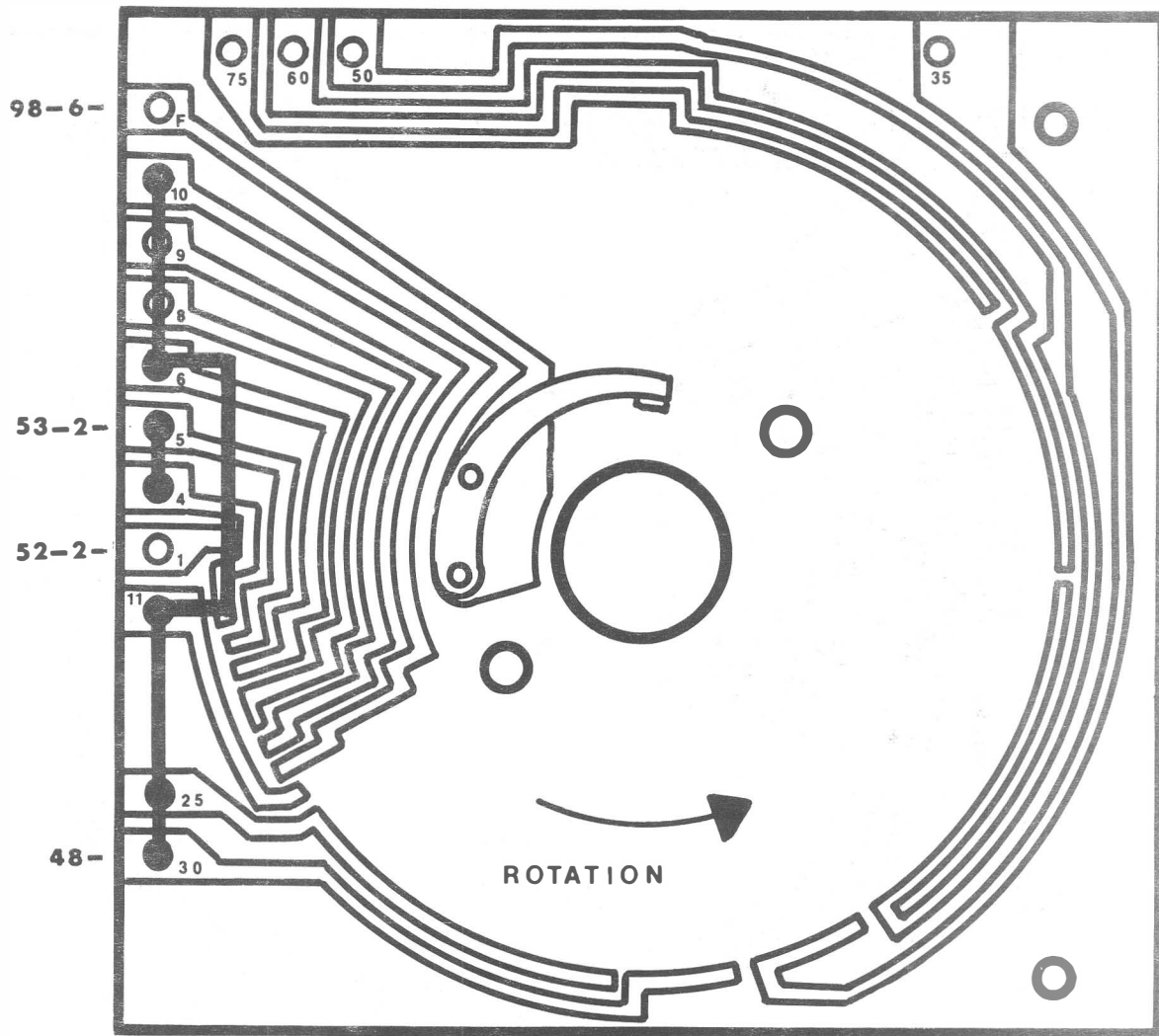


VIEW FROM WIPER SIDE

NO. 2 REPLAY COUNTER DISC

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-182
Ratchet & Shaft	C-100-76
Reset Coil	C-28-1100
Step-Up Coil	B-25-925
Step-Up Plunger	AS-1366-3
Step-Up Arm	A-1765-8
Disc WIRED	W-923-238
Wiper Assembly	AS-1046-664

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	F-9	60-6 81-1	Brown Black-Red	Energized Thru 1-2 Search Disc
Reset Coil	C-28-1100	B-22	70 85-3	Orange Black-White	Circuit Thru Shutter Cam #3
T.	ASW-U3	L-6	57-5 61-10 52-7	White-Orange Brown-Red White-Blue	Circuit to No. 2 Regular Lite
(Bottom) N. O. E. O. S.	ASW-U1-29	B-16	72-8 25-8	Orange-Blue Blue-White	Closes Circuit to Alternator Unit Coil
(Top) N. O. E. O. S.	ASW-U1-9	K-30	68-8 30	Brown-Black Yellow	Closes Score Delay Relay Coil Circuit

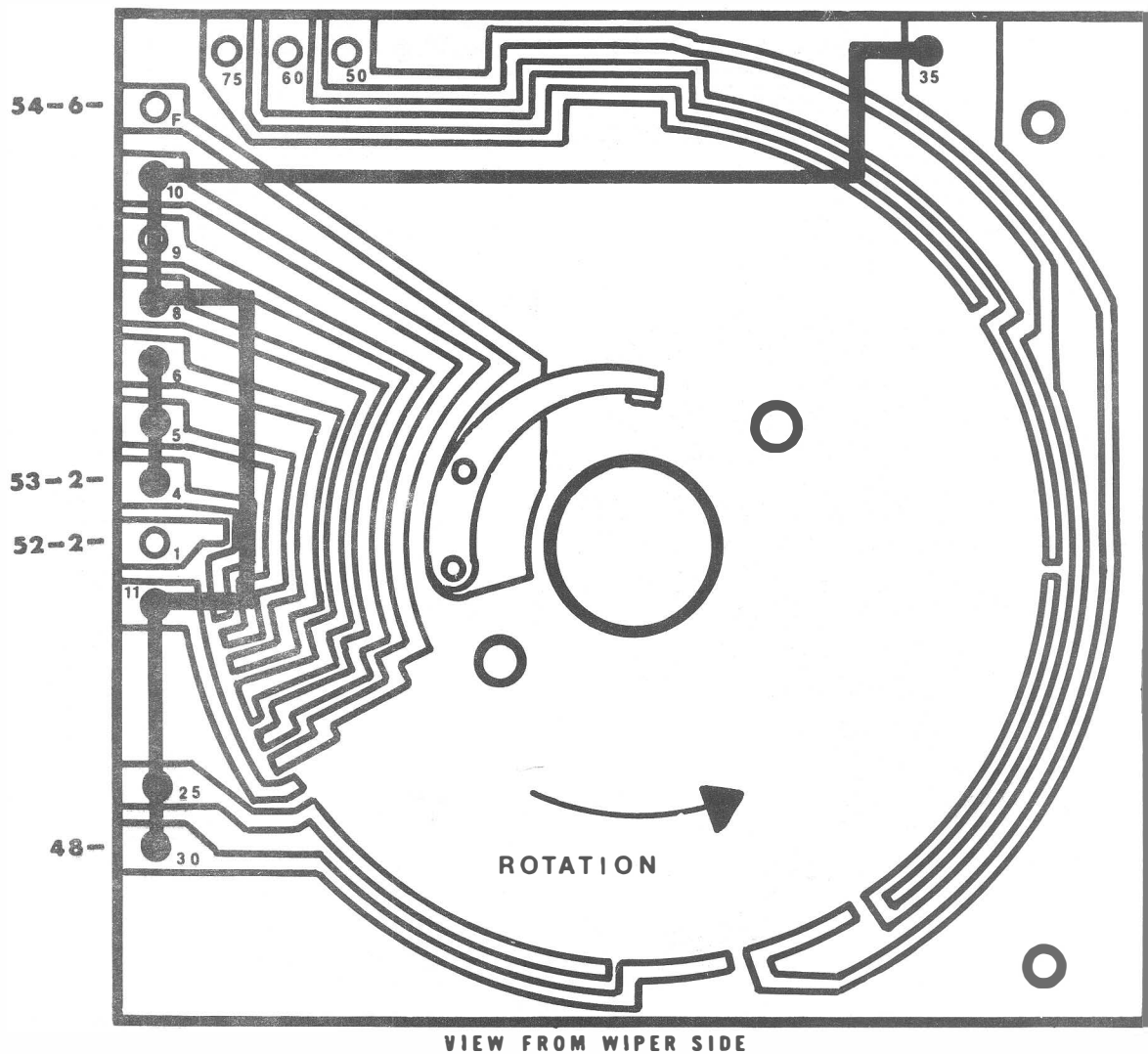


VIEW FROM WIPER SIDE

NO. 3 REPLAY COUNTER DISC

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-183
Ratchet & Shaft	C-100-76
Reset Coil	C-28-1100
Step-Up Coil	B-25-925
Step-Up Plunger	AS-1366-3
Step-Up Arm	A-1765-8
Disc WIRED	W-923-265
Wiper Assembly	AS-1046-664

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	F-10	61-6 81-1	Brown-Red Black-Red	Energized Thru 3-4 Search Disc
Reset Coil	C-28-1100	B-22	70 85-3	Orange Black-White	Circuit Thru Shutter Cam #3
T.	ASW-U3	L-7	58-3 63-10 15	White-Black Brown-Yellow Red-White	Circuit to No. 3 Regular Lite
(Bottom) N. O. E.O.S.	ASW-U1-29	B-16	72-8 25-8	Orange-Blue Blue-White	Closes Circuit to Alternator Unit Coil
(Top) N. O. E.O.S.	ASW-U1-9	K-30	68-8 30	Brown-Black Yellow	Closes Score Delay Relay Coil Circuit

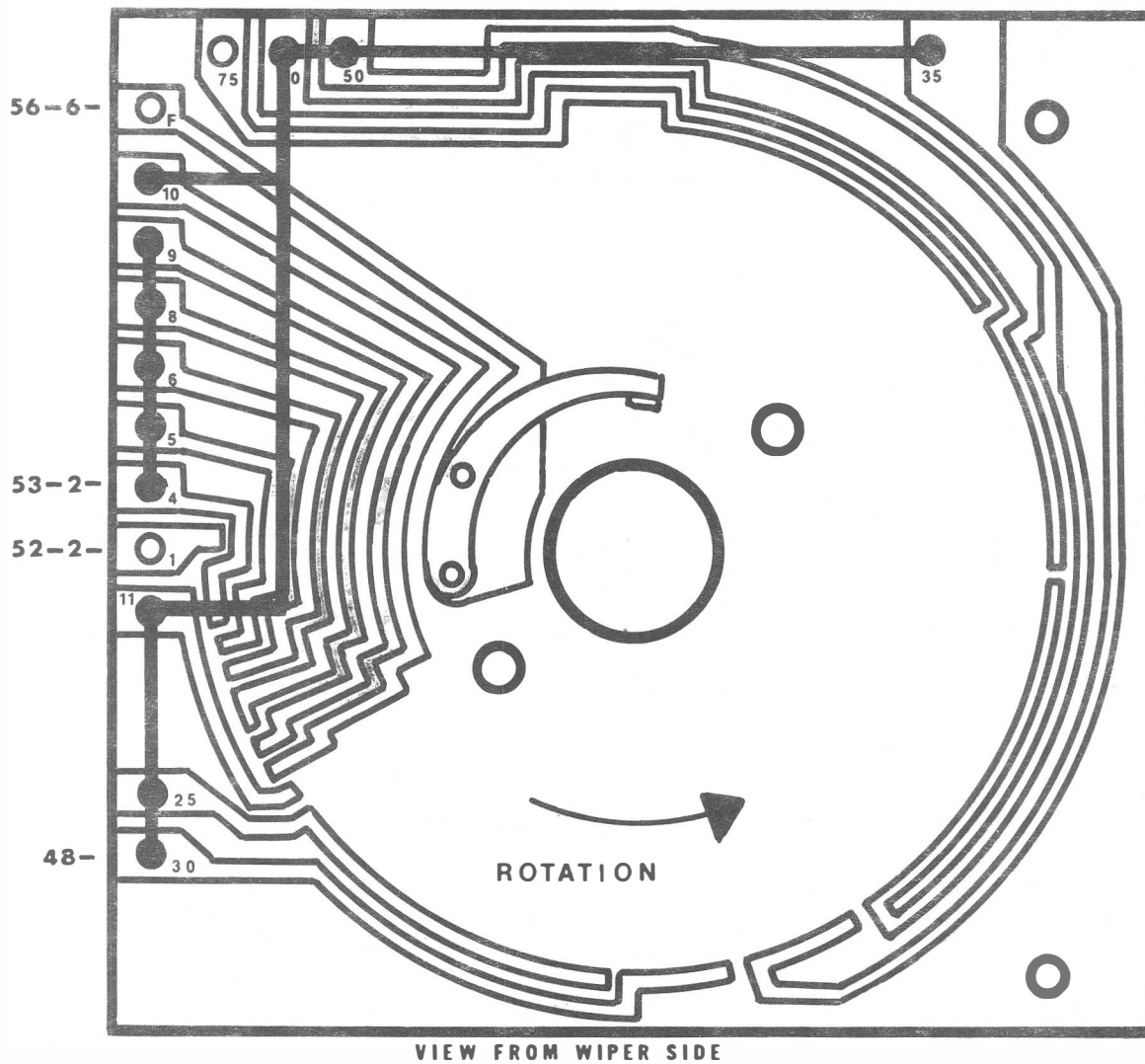


VIEW FROM WIPER SIDE

NO. 4 REPLAY COUNTER DISC

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-184
Ratchet & Shaft	C-100-76
Reset Coil	C-28-1100
Step-Up Coil	B-25-925
Step-Up Plunger	AS-1366-3
Step-Up Arm	A-1765-8
Disc WIRED	W-923-266
Wiper Assembly	AS-1046-664

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	F-11	63-3 54-5	Brown-Yellow White-Green	Energized Thru 3-4 Search Disc
Reset Coil	C-28-1100	C-23	70 78-4	Orange Orange-Black	Circuit Thru Shutter Cam #3
T.	ASW-U3	L-8	21-5 65-10 82	Blue-Red Brown-White Black-Blue	Circuit to No. 4 Regular Lite
(Bottom) N. O. E. O. S.	ASW-U1-29	B-16	72-8 25-8	Orange-Blue Blue-White	Closes Circuit to Alternator Unit Coil
(Top) N. O. E. O. S.	ASW-U1-9	K-30	68-8 30	Brown-Black Yellow	Closes Score Delay Relay Coil Circuit



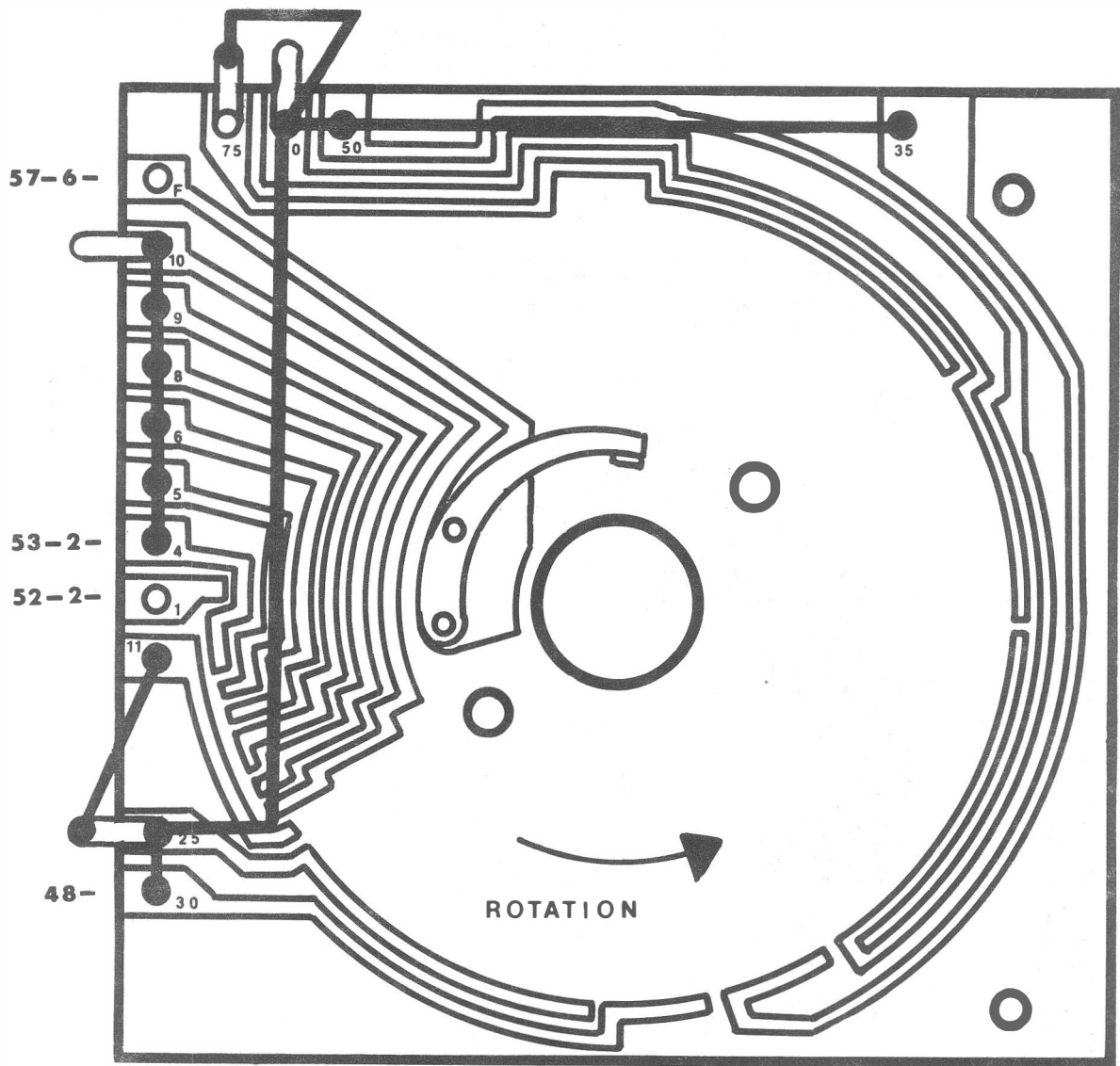
VIEW FROM WIPER SIDE

NO. 5

REPLAY COUNTER DISC

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-185
Ratchet & Shaft	C-100-76
Reset Coil	C-28-1100
Step-Up Coil	B-25-925
Step-Up Plunger	AS-1366-3
Step-Up Arm	A-1765-8
Disc WIRED	W-923-267
Wiper Assembly	AS-1046-664

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	F-13	71 54-5	Orange-Red White-Green	Energized Thru 5-6 Search Disc
Reset Coil	C-28-1100	B-23	70 78-4	Orange Orange-Black	Circuit Thru Shutter Cam #3
T.	ASW-U3	L-9	53-5 84 75-7	White-Yellow Black-Green Orange-White	Circuit to No. 5 Regular Lite
(Bottom) N. O. E. O. S.	ASW-U1-29	B-16	72-8 25-8	Orange-Blue Blue-White	Closes Circuit to Alternator Unit Coil
(Top) N. O. E. O. S.	ASW-U1-9	K-30	68-8 30	Brown-Black Yellow	Closes Score Delay Relay Coil Circuit



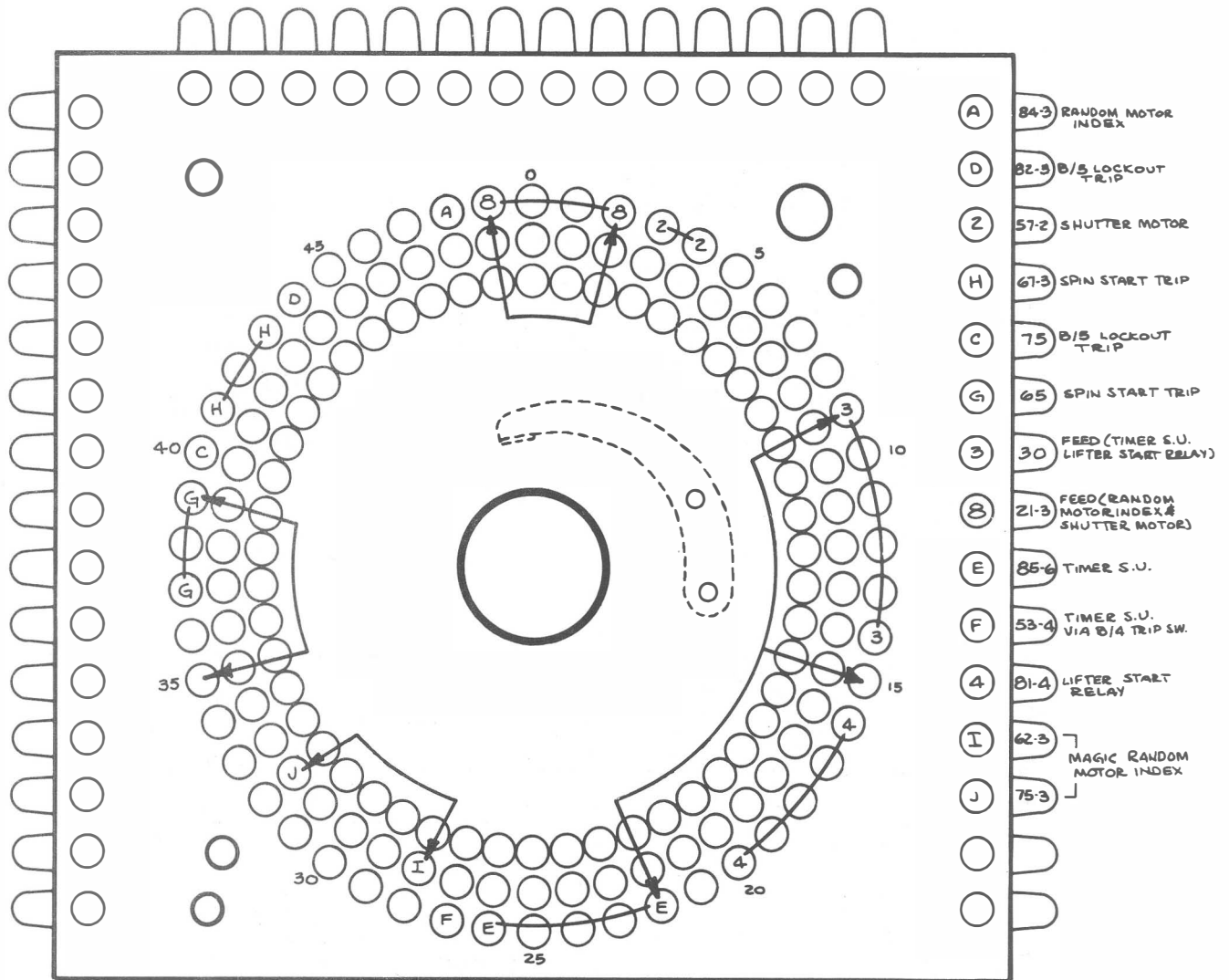
VIEW FROM WIPER SIDE

NO. 6 REPLAY COUNTER DISC

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-186
Ratchet & Shaft	C-100-76
Reset Coil	C-28-1100
Step-Up Coil	B-25-925
Step-Up Plunger	AS-1366-3
Step-Up Arm	A-1765-8
Disc WIRED	W-923-268
Wiper Assembly	AS-1046-664

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	F-14	12-3 54-5	Red-Blue White-Green	Energized Thru 5-6 Search Disc
Reset Coil	C-28-1100	B-23	70 78-4	Orange Orange-Black	Circuit Thru Shutter Cam #3
T.	ASW-U3	L-10	61-5 83-5 20-7	Brown-Red Black-Yellow Blue	Circuit To No. 6 Regular Lite
(Bottom) N.O. E.O.S.	ASW-U1-29	B-16	72-8 25-8	Orange-Blue Blue-White	Closes Circuit to Alternator Unit Coil
(Top) N.O. E.O.S.	ASW-U1-9	K-30	68-8 30	Brown-Black Yellow	Closes Score Delay Relay Coil Circuit

TIMER UNIT DISC

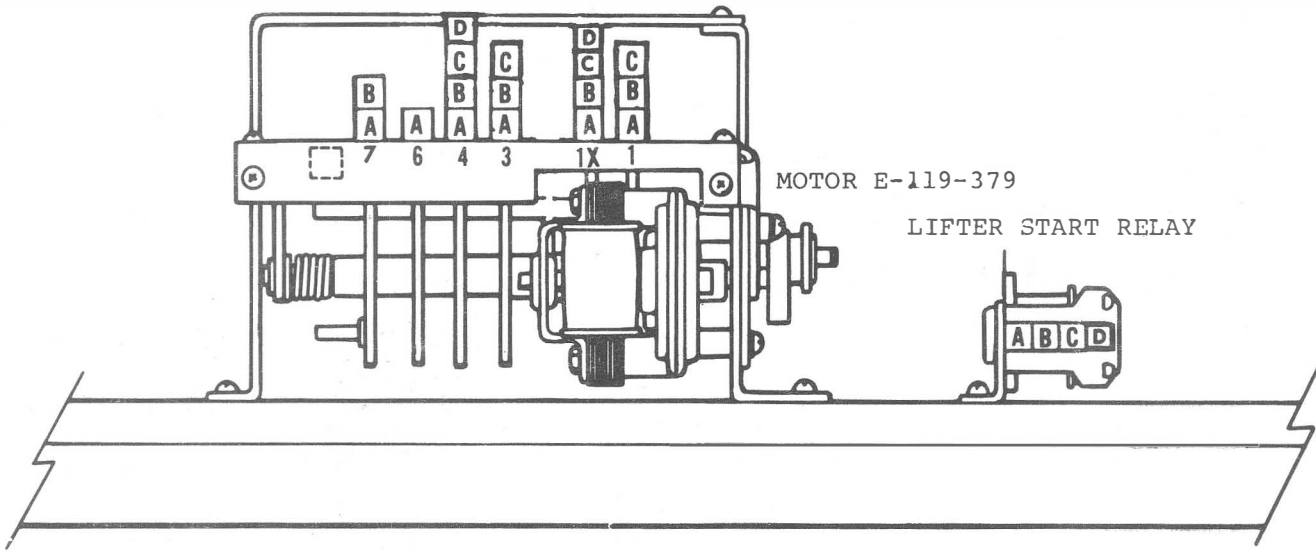


VIEW FROM WIRING SIDE

DESCRIPTION	PART NUMBER
COMPLETE UNIT	AS-1110-60
RATCHET & SHAFT	C-1050-538
RESET COIL	C-28-1100
STEP-UP COIL	B-25-925
STEP-UP ARM	A-1765-4
DISC (WIRED)	W-1151-4
WIPER ASSEMBLY	AS-1046-872

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	A-8	70 70J 60J	Orange Orange Brown	Energized thru Timer Unit Disc
Reset Coil	C-28-1100	A-12	70J 45J	Orange Green-White	Trips Thru "C" Button Switch
Open at Zero Sw. N.O.	ASW-U2	B-14	45 45J	Green-White Green-White	Opens Circuit to Timer Reset Coil
Open at Zero Sw. N.O.	ASW-U2-1	B-12	61-3 74-3	Brown-Red Orange-Green	Completes Circuit From Ball Lifter Switch
Open at Top N.C.	ASW-U2-6	E-2	94-16 96-16	Gray-Green Gray-Brown	Opens circuit to motors of Control & Search Units
Open at Top N.C.	ASW-U2-5	B-8	60-2 60J	Brown Brown	Opens Circuit to Timer Step-Up Coil

PANEL SHUTTER UNIT & LIFTER START RELAY



SWITCH / COIL	PART No.	DIAGRAM LOCATION	WIRE No.	WIRE COLOR	FUNCTION
Motor	E-119-379	A-8	70 80-2	Orange Black	Energized from Ball Lifter Cam #1 Switch
Cam #1 A.	N.O. ASW-C1-27	D-8	30 80-2	Yellow Black	Shutter Motor Carryover Switch
B.	N.O. ASW-C2-15	J-8	30J 85-1	Yellow Black-White	Opens Circuit to All Replay Counters
C.	N.C. ASW-C2-2	B-7	54 52	White-Green White-Blue	Opens Circuit to Timer Cams Index Coil
Cam #1X A.	N.O. ASW-C1-27	C-18	30 67-8	Yellow Brown-Orange	Homing Circuit for Alternator Unit Coil
B.	N.C. ASW-C2-15	J-26	15-9 21-3	Red-White Blue-Red	Opens Circuit to B/5 Trip Coil
C.	N.C. ASW-C2-2	J-20	21J 65	Blue-Red Brown-White	Opens Circuit to Spin Start Trip Coil
D.	N.C. ASW-C2-2	H-18	21J 63-7	Blue-Red Brown-Yellow	Opens Holding Circuit to Reflex Relay Coil
Cam #3 A.	N.O. ASW-C10-5	D-14	30 45	Yellow Green-White	Pulses Timer Unit Reset Coil
B.	N.O. ASW-C10-1	D-22	30J 85-3	Yellow Black-White	Pulses Reset Coils of Selection Unit and Replay Counters 1-2-3
C.	N.O. ASW-C10-1	C-22	30J 18	Yellow Red-Black	Pulses Trip Bank Motor
Cam #4 A.	N.C. ASW-C2-6	C-10	81-4 56-3	Black-Red White-Brown	Opens Circuit to Lifter Start Relay Coil thru Ball Gate Switch
B.	N.C. ASW-C2-2	D-8	36-3 38-2	Yellow-Brown Yellow-Black	Opens Circuit to Shutter Motor Thru Tilt Trip Switch
C.	N.C. ASW-C2-2	C-8	27-2 38J	Blue-Orange Yellow-Black	Opens Circuit to Shutter Motor Thru Tilt Trip Switch
D.	T. ASW-C3-2	B-7	80-2 58 54	Black White-Black White-Green	Closes Circuit to either Shutter Motor or Timer Cams Index Coil
Cam #6 A.	N.O. ASW-C1-27	J-21	21-3 72-3	Blue-Red Orange-Blue	Pulse During Closing, Corners Rollover and Superline Trip Coil Circuits

PANEL SHUTTER UNIT & LIFTER START RELAY

SWITCH/COIL	PART No.	DIAGRAM LOCATION	WIRE No.	WIRE COLOR	FUNCTION
Cam #7 A. N.O.	ASW-C10-5	B-22	18 30	Red-Black Yellow	Pulses Trip Bank Motor
B. N.O.	ASW-C10-1	D-23	78-4 30J	Orange-Black Yellow	Pulses Reset Coils of Replay Counters 4-5-6
Lifter Start Relay	Coil GO32-02500-N	A-10	70 40J	Orange Green	Energized from Ball Runway Switch
A. N.O.	ASW-R1-1	B-10	54-3 40-3	White-Green Green	Closes Holding circuit to Lifter Start Relay Coil
B. N.C.	ASW-R2-5	H-26	20-9 15-9	Blue Red-White	Opens Circuit to B/5 Trip Coil
C. N.C.	ASW-R2-5	D-12	21-3 60-3	Blue-Red Brown	Opens Circuit to Ball Lifter Motor
d. N.C.	ASW-R2-5	C-8	57-2 38-2	White-Orange Yellow-Black	Opens Circuit to Shutter Motor Thru Timer Unit Disc
Shutter Switches A. N.O.	ASW-C2-36	G-26	15-6 84-3	Red-White Black-Green	Closes Circuit to Random Motor and Random Index Coil
B. N.O.	ASW-C2-36	H-25	62-3 21-3	Brown-Blue Blue-Red	Closes Circuit to Magic Random and X2 X2 Random Motors and Index Coils
C. N.C.	ASW-C1-29	D-5	63-4 81-3	Brown-Yellow Black-Red	Opens Circuit to Start Relay Coil
D. N.C.	ASW-C1-29	G-19	45-2 34-4	Green-White Yellow-Green	Opens Circuit to 1-2-3 (X2) and 4-5-6 (X2) Trip Coils

FRONT CABINET SWITCH & COIL FUNCTION CHART

SWITCH/COIL	PART No.	DIAGRAM LOCATION	WIRE No.	WIRE COLOR	FUNCTION
Replay Key (Key-Out E.O.S.) T.	ASW-C3-6	G-5	14 78-3 60-1	Red-Green Orange-Black Brown	Closes Circuit to Replay Register Step-Up Coil
Coin Lockout Coil	M-37-2700	A-6	70 45-3	Orange Green-White	Energized from Replay Register "O" Switch
Coin Meter	E-130-29	A-7	70 67-1	Orange Brown-Orange	Energized from Control Unit #6 Cam Switch
Key Meter	E-130-29	E-5	70 43-3	Orange Green-Yellow	Energized from Replay Key Switch
*Front Door Meter Switch N.O.	ASW-A1-15	E-4	40-5 70	Green Orange	Opens Circuit to Total Play and Replay Meter-In Series W/Back Door Switch
*Back Door Meter Switch N.O.	ASW-A1-16	F-4	40-5 72-2	Green Orange-Blue	Opens Circuit to Total Play and Replay Meter-In Series W/Front Door Switch
*Total Plays Meter (In)	E-130-29	G-3	43-2 54-4	Green-Yellow White-Green	Energized by Control Unit #3 Cam Switch
*Total Plays Meter (Out)	E-130-29	G-3	41-6 36-2	Green-Red Yellow-Brown	Energized by Control Unit #3 Cam Switch

* These items are optional accessories and must be ordered separately.

MISCELLANEOUS CIRCUIT FUNCTIONS

SWITCH/COIL	PART No.	DIAGRAM LOCATION	WIRE No.	WIRE COLOR	FUNCTION
Score Safety Delay Relay Module	E-300-963	L-30	10 80J 68-8	Red Black Brown-Black	Energized by Replay Counter
A. N.C.	(Part of E-300-963)	B-11	32-8 65-1	Yellow-Blue Brown-White	Opens Circuit to Tilt Trip Coil
Spin Delay Relay Module	E-300-900	E-17-18 F-17-18	70 31-3 80-3	Orange Yellow-Red Black	Energized by Spin Stop Relay
N.C.	(Part of E-300-900)	F-21	68-3 67-3	Brown-Black Brown-Orange	Opens Circuit to Spin Stop Trip Coil
Reflex Unit (In)	AS-873-58	A-4	70 43-2	Orange Green-Yellow	Energized from Control Unit #5 Switch
Reflex Unit (Out)		E-4	70 41-6	Orange Green-Red	Energized from Regular Win Relay Switch
Replay Register Step-Up Coil	A-26-1100	E-5	70 78-3	Orange Orange-Black	Energized from End-of-Stroke Key Switch
Reset Coil	A-27-1100	A-5	70 50	Orange White	Energized from Multiplay Relay Switch
A. T.	ASW-U3-6	D-5	56-2 63-4 51-2	White-Brown Brown-Yellow White-Red	Closes Circuit to either Start Relay Coil or Coin Lockout Coil
B. N.O.	ASW-U1-6	B-5	75-1 13-7	Orange-White Red-Yellow	Closes Circuit to Start Relay Coil
Random Motor	E-119-479	E-25	70 15-6	Orange Red-White	Energized from Search Index Relay Switch
Random Index	Coil CH-31-2000	E-26	70 15-6	Orange Red-White	Energized from Search Index Relay Switch
A. N.C.	ASW-A2-78	B-16	43 74	Green-Yellow Orange-Green	Opens Circuit to #1 Double Win Relay Coil
Magic Random Motor	E-119-479	E-25	70 64-3	Orange Brown-Green	Energized from Spin Stop Trip Switch
Magic Random Index	Coil CH-31-2000	E-25	70 64-3	Orange Brown-Green	Energized from Spin Stop Trip Switch
A. N.O.	ASW-A1-182	J-1	63 83-3	Brown-Yellow Black-Yellow	Flashes Magic Random Spot and X4 Card Lites
X2 X2 Random Motor	E-119-489	E-25	70 64-3	Orange Brown-Yellow	Energized from Spin Stop Trip Switch
X2 X2 Random Index	Coil CH-31-2000	E-24	70 64-3	Orange Brown-Yellow	Energized from Spin Stop Trip Switch
Corner Rollover Switch	ASW-A10-16	H-22	21-3 47-1	Blue-Red Green-Orange	Closes Circuit to Corner Rollover Trip Coil
Superline Rollover Switch	ASW-A10-16	H-23	21-3 68	Blue-Red Brown-Black	Closes Circuit to Superline Rollover Trip Coil
Fuses (10A 32V) 115V	E-133-10	D-1	94-16 93-16	Grey-Green Grey-Yellow	To Toggle Switch - Game On-Off
50V	E-133-10	B-3	41 70	Green-Red Orange	To #8 Lug on Transformer
Panel Lites 17V	E-133-10	K-15	80-5 13	Black Red-Yellow	To Anti-Cheat Relay Switch
Main Lites 6V	E-133-10	L-15	31-4 52-10	Yellow-Red White-Blue	To Tilt and Meter Lites
Feature Lites 6V	E-133-10	M-15	74-10 52J	Orange-Green White-Blue	To Anti-Cheat Relay Switch
A.C. Plug	E-126-63	B-1	90-16 40-16 91-16	Grey Green Grey-Red	Power Input - Green is ground

DIXIELAND PARTS LIST

FRONT CABINET

PART NO.	DESCRIPTION
AS-2040-220	Front Cabinet Assy. (Complete)
CA-1119-66	Front Cabinet
CA-439-27	Ball Return Panel
G-424	Top Glass
P-5940-18	Front Door Trim (Left)
P-5940-46	Front Door Trim (Right)
P-5940-40	Front Door Trim (Top)
P-5940-41	Front Door Trim (Bottom)
P-921-39	Left Side Molding
P-921-40	Right Side Molding
A-187-20	Ball Shooter Assy.
A-100-7	Knob & Shooter Assy.
SP-262	Front Compression Spring
SP-200-24	Rear Compression Spring
AS-1835-1	Shooter Guide Assy.
P-2879	Spring Cup
P-2891-8	Retaining Ring
R-108-3	Shooter Tip
A-1533	Coin Slide Assy.
A-2790-59	Cash Box Assy.
P-3089-55	Cash Box Cover
M-168-15	Ball
E-108-57	Game On-Off Switch
A-2618	Leg Assy.
M-106-1	Leg Bolt (8)
M-163-4	Leg Adjuster (4)
N-37516-2112	Nut (4)
AS-1305-68	Front Molding Assy. (Complete)
A-1272-20	Button & Pin Assy. (D)
A-1272-25	Button & Pin Assy. (C)
A-1272-59	Button & Pin Assy. (R)
AS-982-948	"R" & "D" Switch & Bracket Assy.
AS-982-1242	"C" Switch & Bracket Assy.
AS-982-671	Key E.O.S. Sw. & Bracket Assy.
AS-982-1030	Key Switch & Bracket Assy.
P-2210-8	Coin Drop Plate (5¢, unmarked)
P-2210-9	Coin Drop Plate (10¢, unmarked)
P-2210-12	Coin Drop Plate (Blank, no slot)
P-2210-150	Coin Drop Plate (5¢)
P-2210-151	Coin Drop Plate (10¢)
P-2210-152	Coin Drop Plate (25¢)
P-2210-187	Coin Drop Plate (1 Fr.)
P-2210-188	Coin Drop Plate (1 Kr.)

FRONT DOOR

PART NO.	DESCRIPTION
AS-2041-82	Front Door Assy. (Complete)
M-281-54	Lock
A-254-117	Hinge Assy.
M-1400-Series	Slug Rejector (Specify Coin)
P-6694-Series	Coin Guide (Specify Coin)
P-6431-Series	Coin Guide Spacer (Specify Coin)
A-2958-11	Coin Lockout Assy.
AS-2517-14	Coin Magnet Assy.
E-108-57	Coin Switch
AS-A1-25	Tilt Switch
A-1729-16	Push Button Assy. (Red)

PANEL (PLAYFIELD)

PART NO.	DESCRIPTION
AS-2042-212	Panel Assy. (Complete)
CA-638-114	Panel
CA-1100-10	Arch Bottom
CA-1103	Arch Guide Strip
CA-1104	Arch Top
C-326-10	Light Shield Post - White (8)
E-125-2	#47 Lamp (8)
E-125-5	#55 Lamp (2)
M-170	Rebound Spring (8)
SP-112	Long Panel Spring (8)
SP-112-1	Short Panel Spring
S-196	Playfield Pin (15)
S-1071-84	Panel Pin (29)
C-119-21	Red Bumper Post (4)
C-119-23	Yellow Bumper Post (30)
R-243	Bumper Rubber - White (28)
R-243-2	Bumper Rubber - Grey (2)
R-521-1	Bumper Rubber - Double Post (2)
C-153	Ball Lift Cover
AS-1315-8	Ball Gate & Switch Sssy.

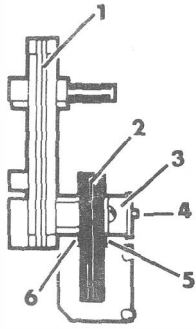
BACK CABINET

PART NO.	DESCRIPTION
G-292-52	Back Glass
CA-1120-78	Back Cabinet
M-281-74	Lock
E-126-63	Cord Set, Power - 14 Ft. (Domestic)
A-1511-33	Back Door Hinge (Bottom)
A-1511-34	Back Door Hinge (Top)
A-3841	Glass Retainer & Plate Assy.
P-6242-90	Glass Retainer - Bottom
P-6242-92	Glass Retainer - Sides (2)
P-3473-16	Lock Retianer
E-125-2	#47 Lamp (231)
E-125-5	#55 Lamp (22)
A-3400-267	Wood Insert & Lamp Socket Assy.
E-133-10	Fuse 10A32V (5)
AS-2043-199	Back Cabinet Assy. (Complete)

BACK DOOR

PART NO.	DESCRIPTION
P-2335-48	Hinge (2)
M-281-24	2 Lock Set
P-758-31	Lock Cam (2)
R-206-1	Rubber Bumper (2)
CA-1120-79	Back Door

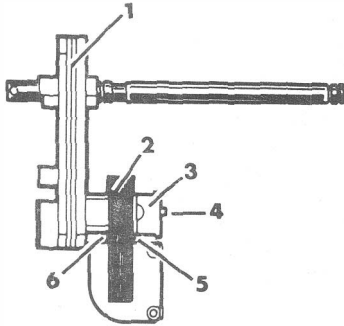
MOTOR PARTS GUIDE



BALL LIFTER MOTOR E-119-339

Item No.	Part No.	Description
1	GC2-1743-1	Transmission Assembly
2	AS2-1743-1	Stator Assembly
3	ABB-1010-01	Bearing & Bracket Assembly
4	AR2-1743-1	Rotor & Shaft Assembly
5	W-1015-03	Rotor Washer
6	J-1011-60	Rotor Spring

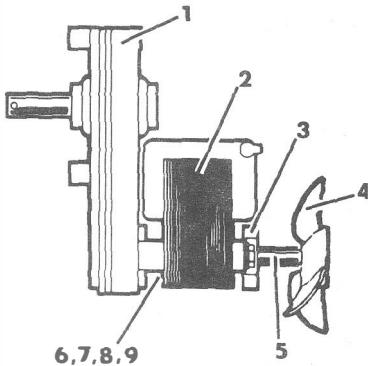
Note: Items 4, 5 & 6 should be ordered as a unit.



PANEL SHUTTER MOTOR E-119-379

Item No.	Part No.	Description
1	GC2-1725-1	Transmission Assembly
2	AS2-1725-1	Stator Assembly
3	ABB-1010-1	Bearing & Bracket Assembly
4	AR2-1725-1	Rotor & Shaft Assembly
5	W-1015-03	Rotor Washer
6	J-1011-60	Rotor Spring

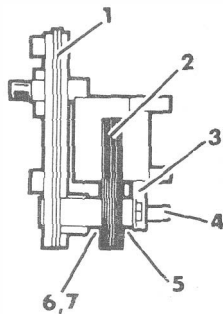
Note: Items 4, 5 & 6 should be ordered as a unit.



CONTROL UNIT MOTOR E-119-452 (2)

Item No.	Part No.	Description
1	GC3-4017-1	Transmission Assembly
2	AS3-4017-1	Stator Assembly
3	ABB-1010-02	Bearing & Bracket Assembly
4	F-1011-00	Fan
5	AR3-4017-1	Rotor & Shaft Assembly
6	W-1014-03	Washer
7	W-1014-15	Washer
8	W-1014-25	Washer
9	W-1017-20	Washer

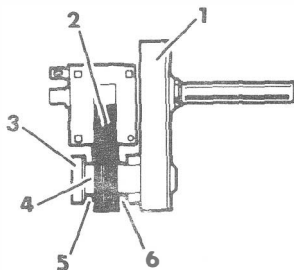
Note: Items 5, 6, 7, 8 & 9 Should be ordered as a unit.



TRIP BANK RELAY MOTOR E-119-464

Item No.	Part No.	Description
1	GC2-2543-1	Transmission Assembly
2	AS2-2543-1	Stator Assembly
3	ABB-1010-01	Bearing & Bracket Assembly
4	AR2-2543-1	Rotor & Shaft Assembly
5	W-1015-03	Washer
6	W-1014-03	Washer
7	W-1014-09	Washer

Note: Items 4, 5, 6 & 7 should be ordered as a unit.



RANDOM UNIT MOTOR E-119-479 (3)

Item No.	Part No.	Description
1	GC1-1720-1	Transmission Assembly
2	AS1-1720-1	Stator Assembly
3	ABB-1010-02	Bearing & Bracket Assembly
4	AR1-1720-1	Rotor & Shaft Assembly
5	W-1017-20	Washer
6	W-1014-09	Washer

Note: Items 4, 5 & 6 should be ordered as a unit.

ALL MOTORS: A-1010-04 Gear Pin — 1/8" dia. (1st Gear)
 A-1010-05 Gear Pin — 3/16" dia. (Other gears)

REPLACEMENT SCORE CARDS

SCORE VOID IF GAME IS TILTED.

ONLY HIGHEST SCORE PER CARD REGISTERS—REGULAR OR DOUBLE.

1st CARD	2nd CARD	3rd CARD	4th CARD	5th CARD	6th CARD
3 IN LINE... 4	3 IN LINE... 4	3 IN LINE... 4	3 IN LINE... 4	3 IN LINE... 4	3 IN LINE... 4
4 IN LINE... 16	4 IN LINE... 20	4 IN LINE... 20	4 IN LINE... 24	4 IN LINE... 36	4 IN LINE... 44
5 IN LINE... 100	5 IN LINE... 100	5 IN LINE... 120	5 IN LINE... 140	5 IN LINE... 240	5 IN LINE... 300

A GAME OF SKILL FOR AMUSEMENT ONLY. NO GAMBLING PERMITTED.

NA 3A

DEPOSIT COINS OR PLAY REPLAYS BY PRESSING RED BUTTON
TO LIGHT 1 TO 6 CARDS

ONE CARD GUARANTEED FOR EACH COIN DEPOSITED

7TH & 8TH COIN ADD **RED DIAGONALS**
TO TOP THREE AND BOTTOM THREE CARDS

9TH & 10TH COIN ADD **MAGIC NUMBERS**
TO TOP THREE AND BOTTOM THREE CARDS

11TH COIN ADDS DOUBLE-DOUBLE CARD SELECTIONS TO
MAGIC NUMBER FEATURE

ROLL-OVER AND/OR ALL CORNERS
OR ALL SUPER LINES LIGHT
ON A MYSTERY BASIS WHEN FIRST BALL IS SHOT

3 IN LINE scores as 4 IN LINE
4 IN LINE scores as 5 IN LINE
WHEN LINED UP IN A LIT SUPER LINE

D-1

AFTER SHOOTING 5 BALLS
FIRST PRESS "C" BUTTON
WHEN

DOUBLE OR NOTHING

LIGHTS FLASH
PRESS "D" BUTTON
TO TRY FOR DOUBLE OR NOTHING
IN ANY DESIRED
WINNING CARD OR CARDS

OR

PRESS "R" BUTTON
TO COLLECT REGULAR SCORE
IN ANY DESIRED
WINNING CARD OR CARDS

DO NOT COLLECT SCORES
BEFORE 5TH BALL DROPS IN
HOLE IF 5TH BALL COULD
LIGHT MAGIC NUMBER

D-2