

# Operating Instructions and Parts Catalog

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

*Bally*®

## **DUDE RANCH**

### **IMPORTANT!**

Note that this manual is a combination Operating Instructions AND PARTS CATALOG. Part Numbers are marked on the various illustrations and a list of miscellaneous parts appears on the back cover.

**FOR QUICKEST SERVICE  
STATE CORRECT PART NUMBER  
WHEN ORDERING PARTS**



DUDE RANCH amusement-game by Bally

5 balls plus 3 extra balls

EXTRA COINS\* MAY BE DEPOSITED

- (1) TO SELECT SECOND CARD
- (2) TO LIGHT SUPER-CARD-PANEL  
AND THUS QUALIFY
  - (A) TO SCORE 4-IN-LINE SCORE  
BY LIGHTING 3-IN-LINE ON SUPER-CARD
  - (B) TO SCORE 300  
BY LIGHTING 4 CORNER-NUMBERS ON SUPER-CARD
- (3) TO LIGHT SELECT-A-FEATURE-PANEL  
AND THUS QUALIFY TO PRESS GREEN BUTTON  
TO LIGHT CHOICE OF
  - (A) SUPER-CARD-PANEL  
AND THUS QUALIFY TO SCORE  
AS STATED UNDER (2) ABOVE
  - (B) OR FIRST SUPER-LINE-POINTER  
AND THUS QUALIFY TO SCORE 4-IN-LINE SCORE  
BY LIGHTING 2-IN-LINE IN FIRST SUPER-LINE
  - (C) OR SECOND SUPER-LINE-POINTER  
AND THUS QUALIFY TO SCORE 4-IN-LINE SCORE  
BY LIGHTING 2-IN-LINE IN SECOND SUPER-LINE
- (4) TO LIGHT SELECT-A-LIT-NUMBER PANEL  
AND THUS QUALIFY  
TO SELECT A LIT "SPOT" NUMBER
- (5) TO LIGHT SELECTABLE "SPOT" NUMBERS
- (6) TO LIGHT CORNERS-PANEL  
AND THUS QUALIFY TO SCORE 200  
BY LIGHTING 4 CORNER-NUMBERS  
ON FIRST CARD OR SECOND CARD
- (7) TO LIGHT STARS  
AND THUS QUALIFY TO "SPOT" 8 AND 23  
BY HITTING STAR ROLL-OVER  
WHEN CORRESPONDING STAR IS LIT
- (8) TO ADVANCE SCORES
- (9) TO OBTAIN EXTRA BALLS

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

IN-LINE SCORES: Each of 2 Cards on backglass contains 25 numbers, 1 to 25, inclusive, arranged in a square 5 numbers wide by 5 numbers high, not in numerical order.

Super-Card on backglass contains 9 numbers, duplicating numbers on Cards, arranged in a square 3 numbers wide by 3 numbers high, not in numerical order (see SUPER-CARD on page 171).

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

Object of game is to shoot balls into numbered skill-holes, lighting corresponding numbers on backglass.

- (A) To light 2 adjoining numbers in Super-Line of a selected Card when corresponding Super-Line Pointer is lit (see SELECT-A-FEATURE on Page 171).
- (B) To light 3 adjoining numbers connected by white line -- horizontally, vertically or diagonally -- on Super-Card when Super-Card-Panel is lit (see SUPER-CARD on page 171).
- (C) To light 3, 4 or 5 adjoining numbers connected by white line -- horizontally, vertically or diagonally - on a selected Card.

In-line scores are listed under ADVANCING SCORES on page 173.

CORNER-SCORES: Further object of game is

- (A) To light 4 corner-numbers of a selected Card when Corners-Panel is lit (see CORNERS-PANEL on page 172), scoring 200\*\*;
- (B) To light 4 corner-numbers of Super-Card when Super-Card Panel is lit (see SUPER-CARD on page 171), scoring 300\*\*.

2-CARDS SELECTIVE PLAY: First coin\* deposited selects FIRST Card; second coin\* deposited selects SECOND Card.

After a Card is selected, indicated by word FIRST or SECOND lighting above Card, Card remains selected during entire game, regardless of number of coins\* deposited.

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

\*\*Only first Corners-Score scored registers

SUPER-CARD: Panel with word SUPER-CARD above Super-Card flashes for each coin\* deposited and, at mystery intervals, lights and remains lit during entire game, qualifying player to score in-line scores and corner-score on Super-Card, as described under IN-LINE SCORES and CORNER-SCORES on page 170.

After lighting SUPER-CARD panel, player may deposit additional coins\* for other scoring advantages.

SELECTED SUPER-CARD: In addition to lighting SUPER-CARD panel by mystery-flash, player may light SUPER-CARD panel by pressing Green Button when SELECT-A-FEATURE panel is lit, as described under SELECT-A-FEATURE below.

SELECT-A-FEATURE: Arrows above SELECT-A-FEATURE panel flash for each coin\* deposited and advance at mystery-intervals. When light advances to fifth arrow, panel lights and remains lit during entire game, inviting player to

SELECT-A-FEATURE  
BEFORE SHOOTING THIRD BALL\*\*\*

FIRST SUPER-LINE OR SECOND SUPER-LINE  
OR SUPER-CARD

PRESS GREEN BUTTON ON FRONT OF CABINET

Player presses Green Button until desired feature lights, releasing button to hold desired feature -- player's choice of

- (A) SUPER-CARD panel (see SUPER-CARD above) or
- (B) FIRST SUPER-LINE pointer, qualifying player to score 4-in-line score by lighting 2-in-line in First Super-Line (top horizontal line of First Card) or
- (C) SECOND SUPER-LINE pointer, qualifying player to score 4-in-line score by lighting 2-in-line in Second Super-Line (top horizontal line of Second Card)

After lighting SELECT-A-FEATURE panel, player may deposit additional coins\* for other scoring advantages.

When SELECT-A-FEATURE panel is lit, player may change selection of feature at will until third ball\*\*\* is shot. Feature selected when third ball\*\*\* is shot remains selected feature until end of game.

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

\*\*\*After second ball is shot, panel lights to caution player to  
SELECT NOW.

SELECT-A-SPOT: Arrows at left of selection-numbers flash for each coin\* deposited and advance at mystery-intervals. When light advances to sixth arrow

- (A) Selection-numbers light (see GUARANTEED SELECTIONS below;
- (B) Panel lights and remains lit during entire game, inviting player to

SELECT A LIT NUMBER  
BEFORE SHOOTING FOURTH BALL\*\*\*\*

TURN KNOB ON CABINET

After lighting scoring-advantages described directly above, player may deposit additional coins\* for other scoring-advantages

When SELECT-A-LIT-NUMBER panel is lit, player may change selection of number at will until fourth ball\*\*\*\* is shot. Number selected when fourth ball\*\*\*\* is shot remains selected number until end of game.

GUARANTEED SELECTIONS: First 4 selection-numbers -- 19, 20, 21 and 22 -- always light when sixth arrow lights. At mystery intervals, additional selection numbers -- 15, 16 and 10 -- light with guaranteed first 4 numbers.

EXTRA SELECTIONS: After lighting first group of selection-numbers, player may deposit additional coins\* to light additional scoring-advantages.

Each selection-number lighted remains lit during entire game.

After lighting all selection-numbers, player may deposit additional coins\* for other scoring advantages.

CORNERS-PANEL: Panel with words FIRST CARD AND SECOND CARD CORNERS SCORE 200 flash for each coin\* deposited and, at mystery intervals, lights and remains lit during entire game, qualifying player for corners-score on a selected Card.

After lighting CORNERS-PANEL, player may deposit additional coins\* for other scoring-advantages.

SPOTTEM FEATURE: Red Star and Yellow Star on backglass flash for each coin\* deposited and, at mystery intervals, light and remain lit.

Each Star Roll-over on playfield spots 8 and 23 when corresponding Star is lit.

GUARANTEED FEATURES: Regardless of number of coins\* deposited, each feature, after lighting, remains lit until end of game.

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

\*\*\*\*After third ball is shot, panel lights to caution player to SELECT NOW

ADVANCING SCORES\*\*\*\*\*: Scores\*\*\*\*\* appear in ranch-scene on backglass, advancing at mystery intervals.

GUARANTEED SCORES\*\*\*\*\*: 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.

After advancing scores to highest bracket, player may deposit additional coins\* to light additional scoring-advantages.

EXTRA-BALLS FEATURE: After shooting at least 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.

GUARANTEED ADVANCE TO EXTRA BALLS: Pointer-lights either advance or remain as far advanced as on previous coin\*, never drop back to a less advanced position.

Coins\* deposited to play for extra balls do not light other scoring-advantages or to advance scores.

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

\*\*\*\*\*5-in-line: 96- 96- 96- 100- 100- 150- 200- 300

4-in-line: 16- 18- 20- 24- 32- 36- 48- 72

3-in-line: 4- 5- 6- 8- 12- 18- 24- 36

# DUDE RANCH

## 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.

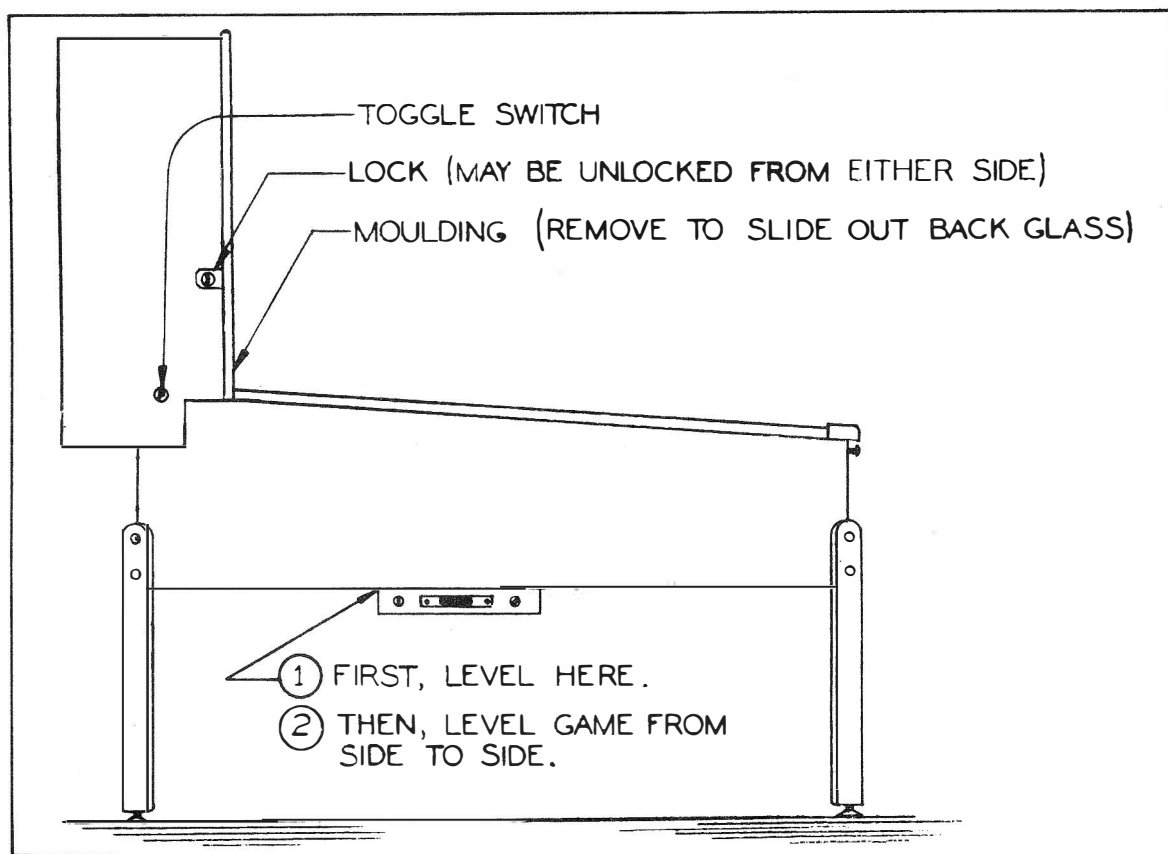
### ACCESS TO MECHANISM AND LIGHT BULBS

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.

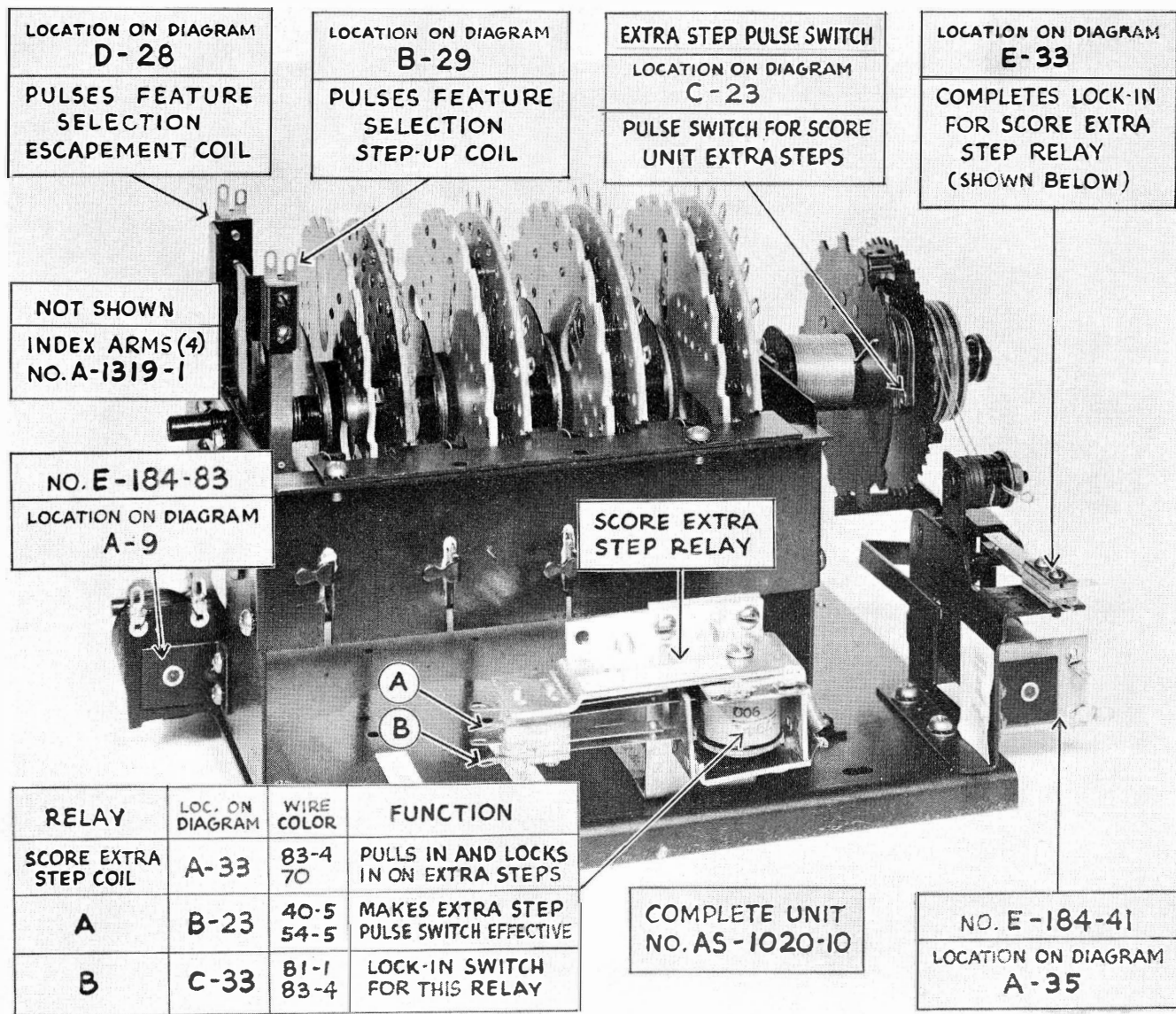
### BE SURE TO LEVEL GAME

See instructions for leveling below. Place 8 balls in game.





# DUDE RANGH MIXER UNIT



# DUDE RANCH

## TIMER UNIT — COIL SIDE

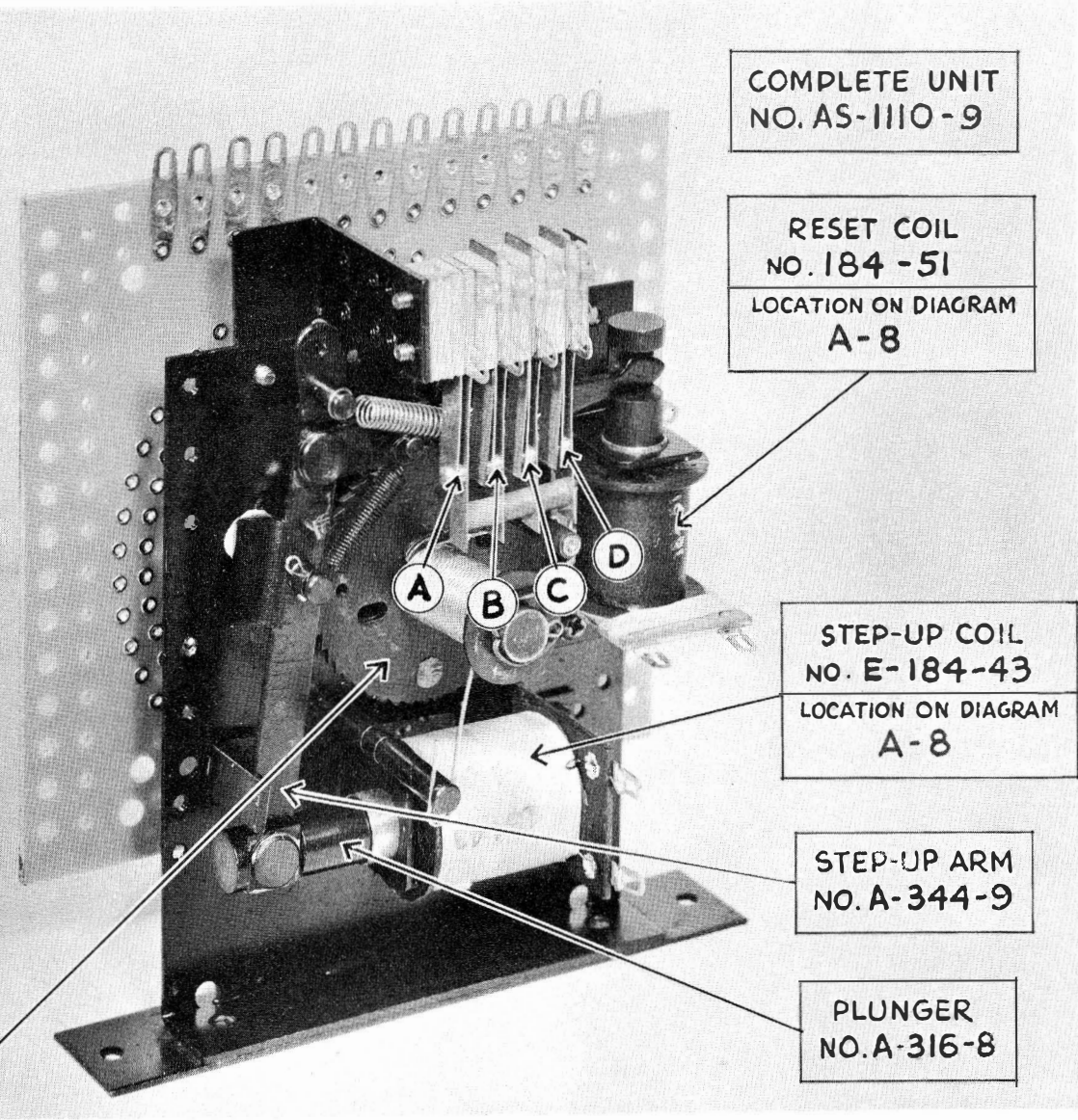
SWITCH "A"  
LOCATION ON DIAGRAM  
L-24  
OPENS 17 VOLT  
CIRCUIT

SWITCH "B"  
LOCATION ON DIAGRAM  
L-21  
OPENS 6 VOLT  
CIRCUIT

SWITCH "C"  
LOCATION ON DIAGRAM  
H-1  
OPENS CIRCUIT TO  
CONTROL UNIT MOTOR

SWITCH "D"  
LOCATION ON DIAGRAM  
E-9  
DROPS OUT EXTRA  
BALL PLAY RELAY

RATCHET  
NO. A-463-86



COMPLETE UNIT  
NO. AS-1110-9

RESET COIL  
NO. 184-51  
LOCATION ON DIAGRAM  
A-8

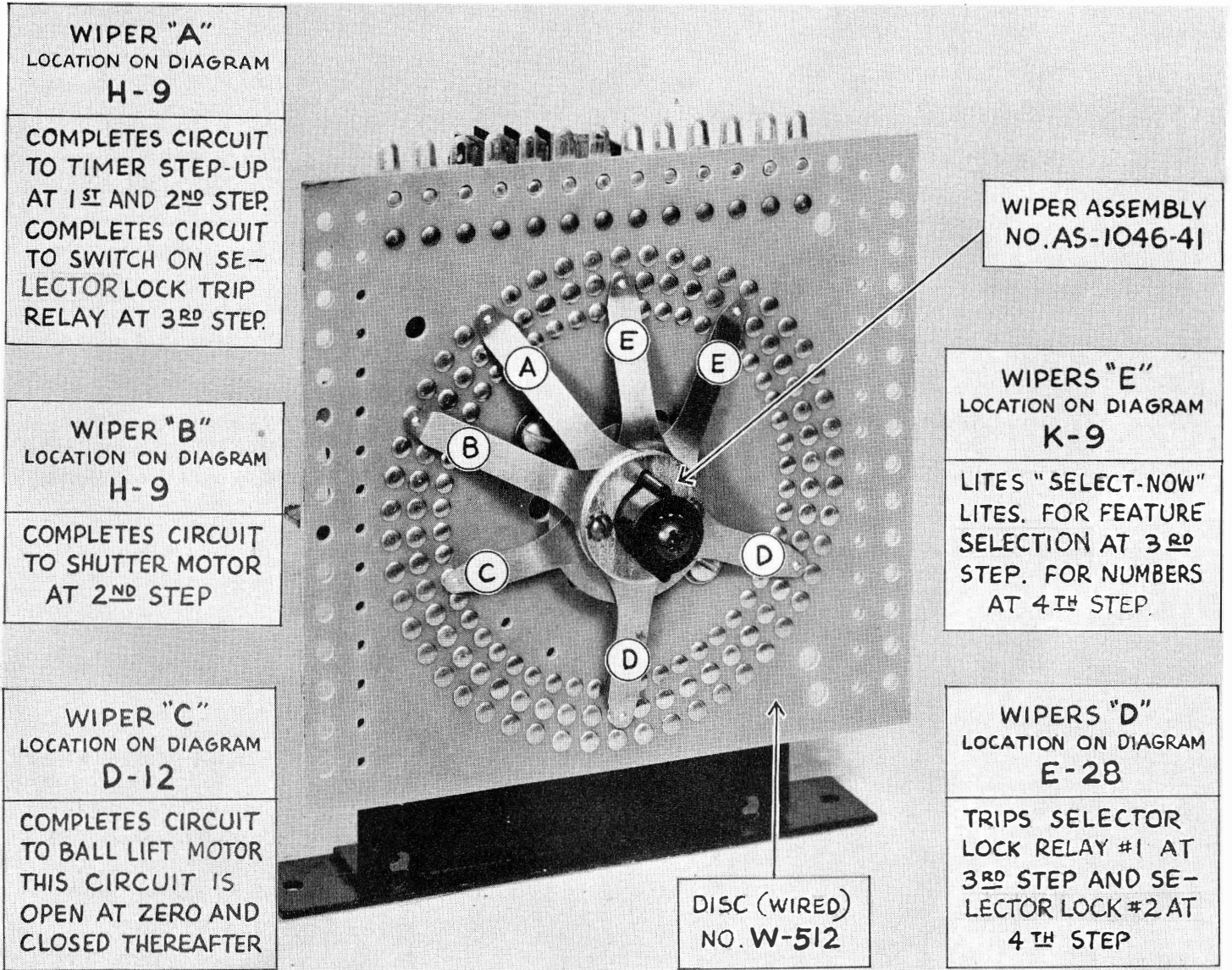
STEP-UP COIL  
NO. E-184-43  
LOCATION ON DIAGRAM  
A-8

STEP-UP ARM  
NO. A-344-9

PLUNGER  
NO. A-316-8

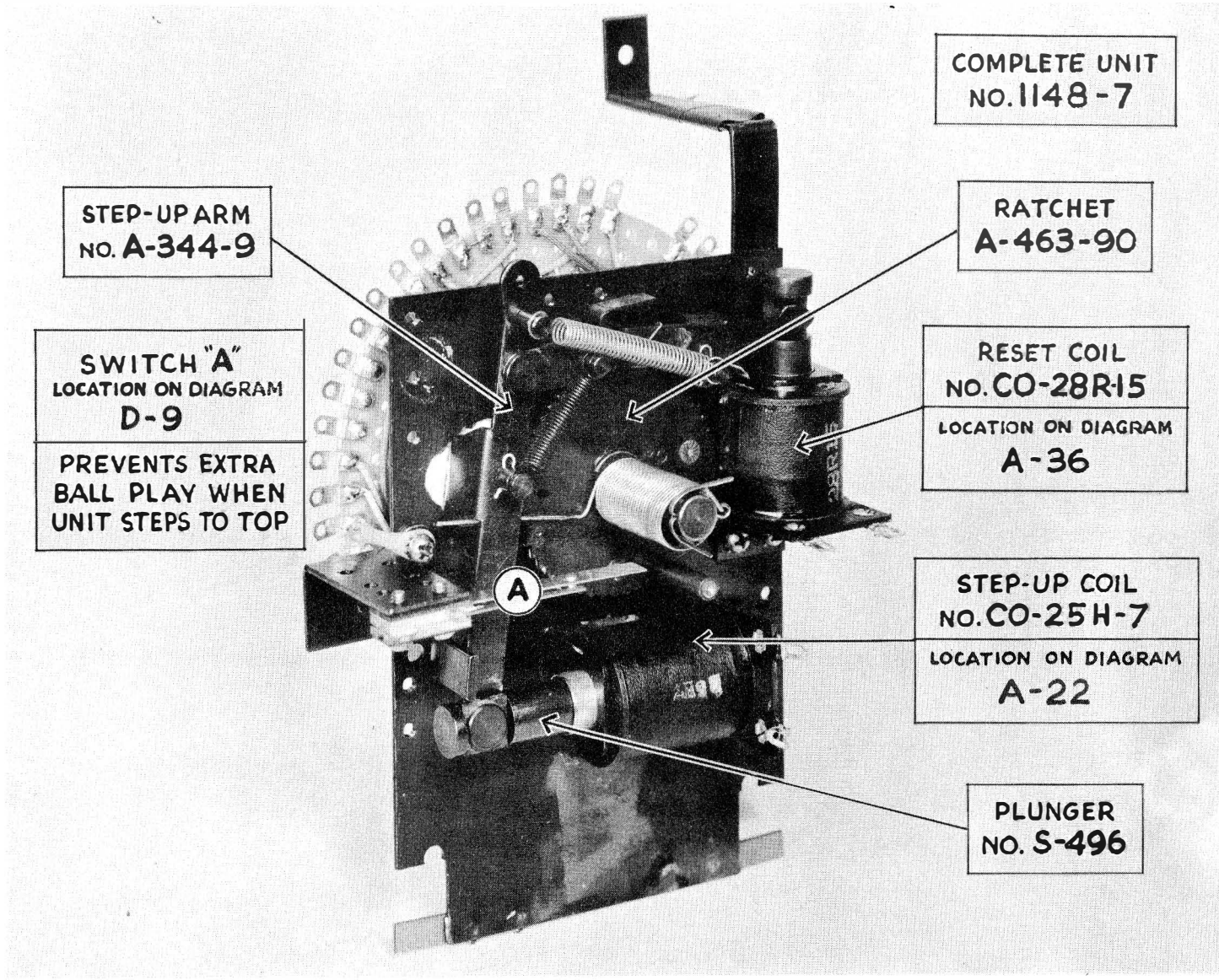
# DUDE RANCH

## TIMER UNIT — WIPER SIDE



# DUDE RANCH

## EXTRA BALL UNIT — COIL SIDE



COMPLETE UNIT  
NO. 1148-7

RATCHET  
A-463-90

RESET COIL  
NO. CO-28R-15  
LOCATION ON DIAGRAM  
A-36

STEP-UP COIL  
NO. CO-25H-7  
LOCATION ON DIAGRAM  
A-22

PLUNGER  
NO. S-496

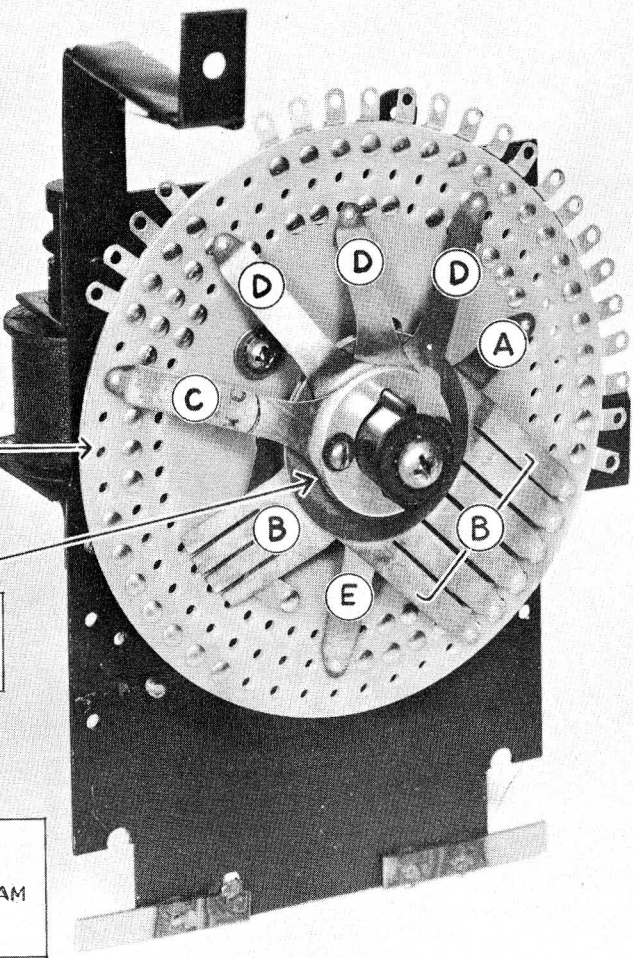
STEP-UP ARM  
NO. A-344-9

SWITCH "A"  
LOCATION ON DIAGRAM  
D-9

PREVENTS EXTRA  
BALL PLAY WHEN  
UNIT STEPS TO TOP

# DUDE RANCH

## EXTRA BALL UNIT — WIPER SIDE



DISC (WIRED)  
NO. W-513

WIPER ASSEMBLY  
NO. 1046-38

WIPER "E"  
LOCATION ON DIAGRAM  
C-21  
RUN TO TOP

WIPER "A"  
LOCATION ON DIAGRAM  
C-21

RUN TO 1<sup>ST</sup> BALL  
AND RUN TO 2<sup>ND</sup>  
AND 3<sup>RD</sup> BALL

WIPERS "B"  
LOCATION ON DIAGRAM  
K-17

LITES 1<sup>ST</sup>, 2<sup>ND</sup> AND  
3<sup>RD</sup> EXTRA BALL LITES

WIPER "C"  
LOCATION ON DIAGRAM  
H-12

EXTRA BALL COUNT  
CIRCUIT TO BALL  
LIFT MOTOR

WIPERS "D"  
LOCATION ON DIAGRAM  
C-21

EXTRA BALL  
SINGLE STEPS

**DUDE RANCH**  
**SCORE UNIT — COIL SIDE**

**SWITCH "A"**  
LOCATION ON DIAGRAM  
**D-33**  
**COMPLETES CIRCUIT  
TO SCORE EXTRA  
STEP RELAY**

**COMPLETE UNIT  
NO. AS-1022-9**

**RATCHET  
NO. A-463-95**

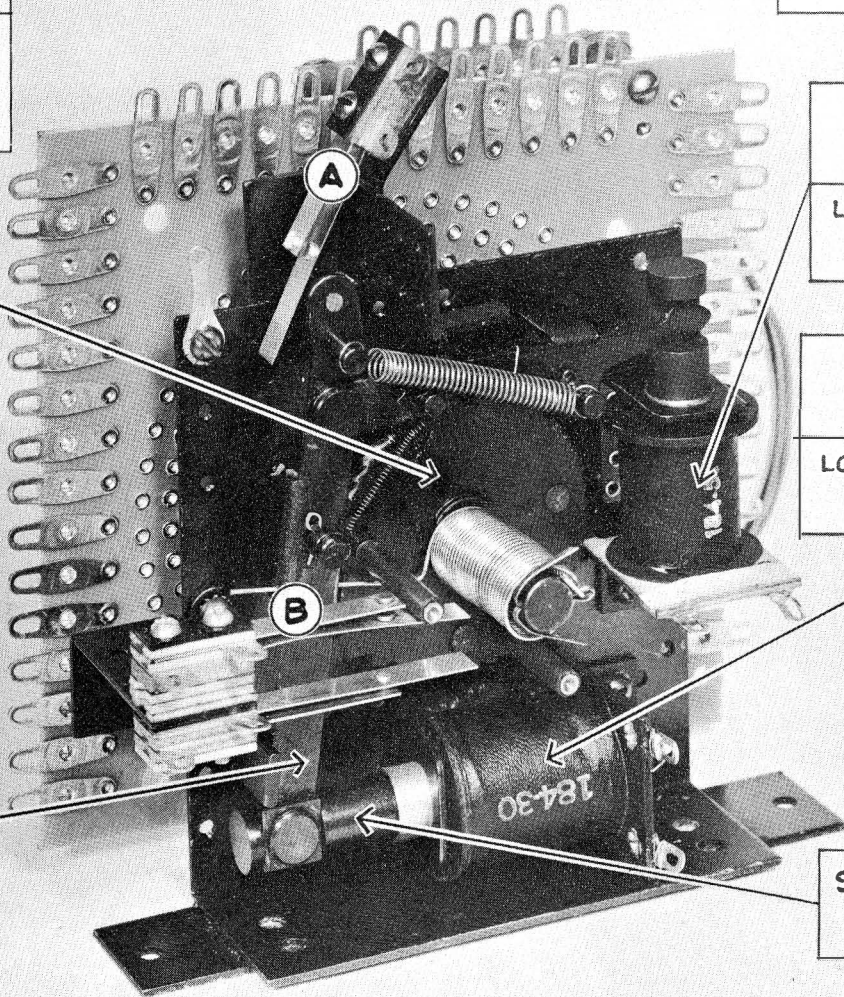
**RESET COIL  
NO. E-184-51  
LOCATION ON DIAGRAM  
A-36**

**SWITCH "B"**  
LOCATION ON DIAGRAM  
**D-33**  
**OPEN AT ZERO  
COMPLETES EXTRA  
STEP CIRCUIT  
THEREAFTER**

**STEP-UP COIL  
NO. E-184-30  
LOCATION ON DIAGRAM  
A-24**

**STEP-UP ARM  
NO. A-344-21**

**STEP-UP PLUNGER  
S-496**



# **NOTES**

# **NOTES**



# DUDE RANCH

SCORE UNIT — WIPER SIDE

WIPER ASSEMBLY  
NO. AS-1046-52

DISC (WIRED)  
W-511

WIPER "A"  
LOCATION ON DIAGRAM  
G-16  
COMPLETES REPLAY  
CIRCUIT FOR  
3-IN-LINE SCORES

WIPERS "B"  
LOCATION ON DIAGRAM  
G-18 & G-19  
COMPLETES REPLAY  
CIRCUIT FOR 4-IN-LINE  
SCORING. ALSO  
SUPER CARD SCORING

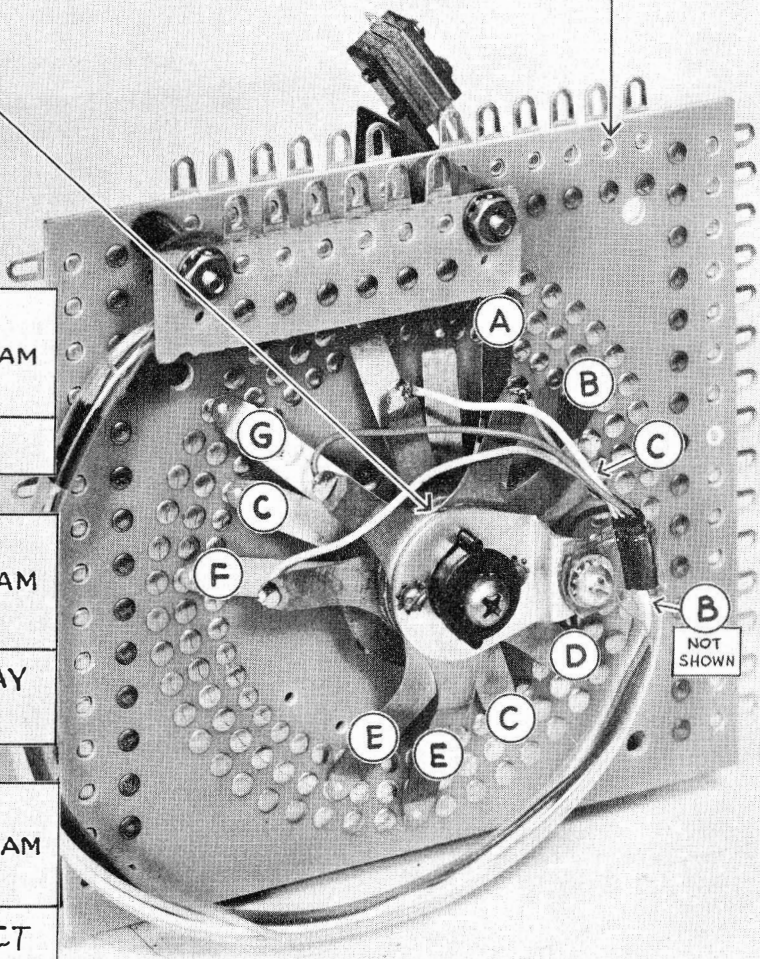
WIPERS "C"  
LOCATION ON DIAGRAM  
D-25  
SCORE STEPS

WIPER "D"  
LOCATION ON DIAGRAM  
H-24  
GAME ADVANTAGE  
PROPORTIONING

WIPERS "E"  
LOCATION ON DIAGRAM  
J-13  
SCORE LITES

WIPER "F"  
LOCATION ON DIAGRAM  
C-14  
2 NO CARD REPLAY  
CIRCUIT

WIPER "G"  
LOCATION ON DIAGRAM  
B-17  
SELECTS CORRECT  
REPLAY CAM FOR  
PULSING R.P. COUNTERS



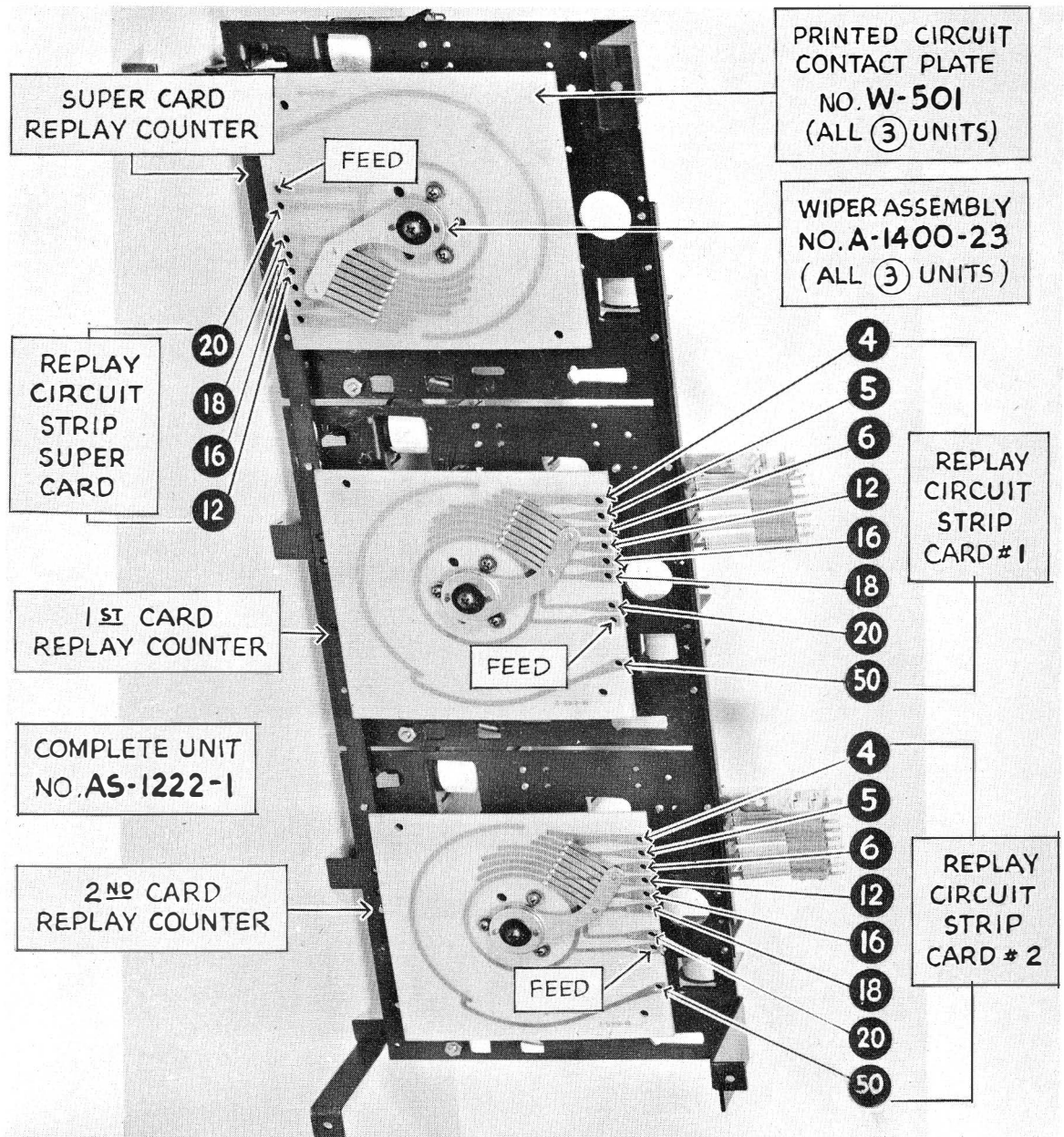
# DUDE RANCH

## REPLAY COUNTER BANK ASSEMBLY — COIL SIDE



# DUDE RANCH

## REPLAY COUNTER BANK ASSEMBLY — WIPER SIDE



CAM SWITCHES THAT PULSE REPLAY COUNTER STEP COIL #1 OR #2

	SW. 14A	SW. 14A	SW. 14A	SW. 13A	SW. 13A	SW. 12A	SW. 11A	SW. 10A
<b>5</b> IN LINE	<b>96</b> X	<b>96</b> X	<b>96</b> X	<b>100</b> 50	<b>100</b> 50	<b>150</b> 50	<b>200</b> 50	<b>300</b> 50
<b>4</b> IN LINE	<b>16</b> 16	<b>18</b> 18	<b>20</b> 20	<b>24</b> 12	<b>32</b> 16	<b>36</b> 12	<b>48</b> 12	<b>72</b> 12
<b>3</b> IN LINE	<b>4</b> 4	<b>5</b> 5	<b>6</b> 6	<b>8</b> 4	<b>12</b> 6	<b>18</b> 6	<b>24</b> 6	<b>36</b> 6

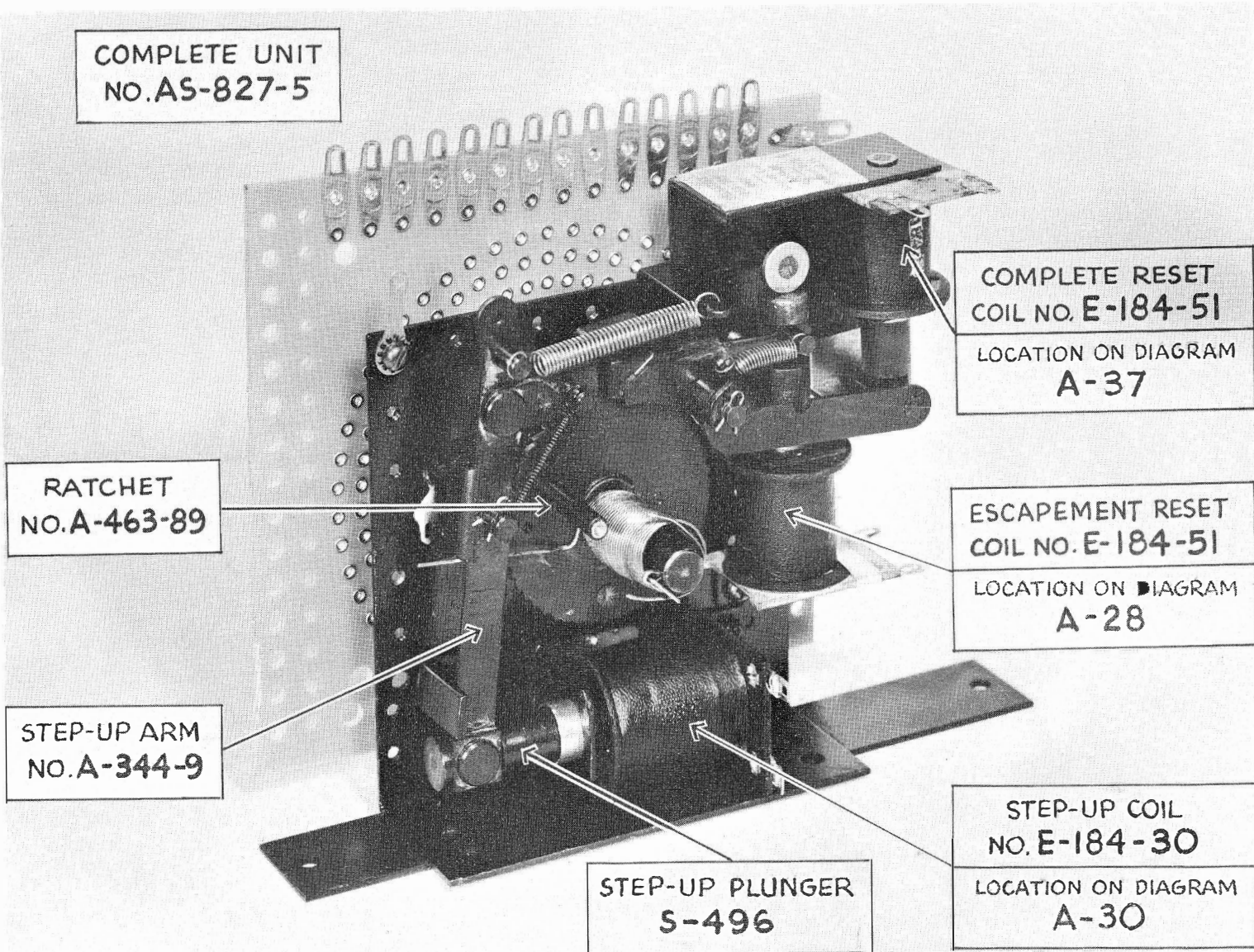
LARGE NUMBERS ARE REPLAY SCORES SHOWN ON BACK GLASS. NUMBERS IN SHADED CIRCLES INDICATE WHICH PORTION OF REPLAY CIRCUIT STRIP (CARD #1 OR #2 OR SUPER CARD) IS EFFECTIVE FOR A PARTICULAR REPLAY SCORE.

EXAMPLE: ON A 3 IN LINE SCORE OF **18** REPLAYS  
THE CIRCUIT IS EFFECTIVE THRU THE **6** REPLAY  
CIRCUIT STRIP

NOTE: 96 REPLAY SCORE IS EFFECTIVE THRU THE OPEN AT 96 SWITCH.

# DUDE RANCH

## FEATURE SELECTION UNIT — COIL SIDE



COMPLETE UNIT  
NO. AS-827-5

RATCHET  
NO. A-463-89

STEP-UP ARM  
NO. A-344-9

STEP-UP PLUNGER  
S-496

COMPLETE RESET  
COIL NO. E-184-51

LOCATION ON DIAGRAM  
A-37

ESCAPEMENT RESET  
COIL NO. E-184-51

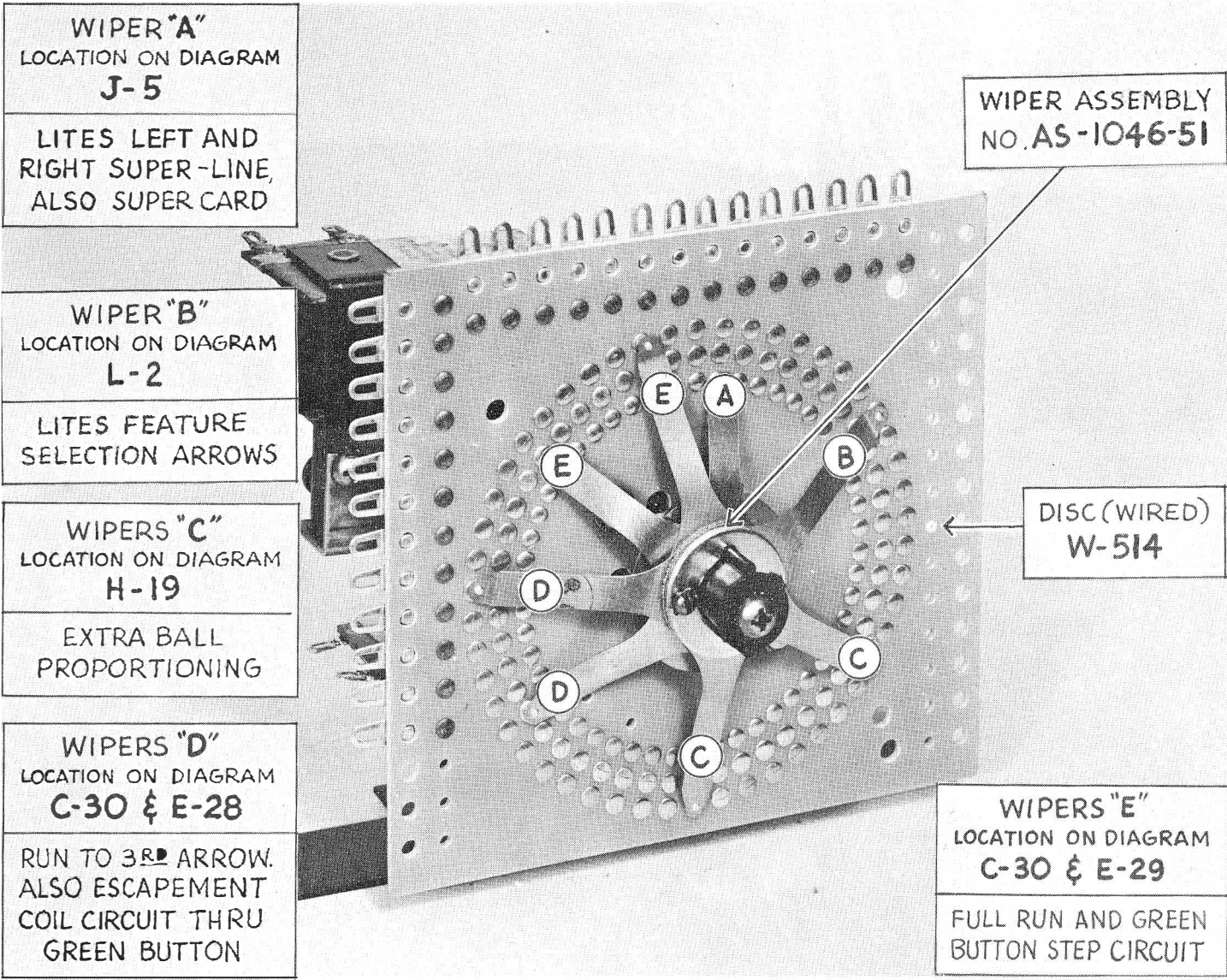
LOCATION ON DIAGRAM  
A-28

STEP-UP COIL  
NO. E-184-30

LOCATION ON DIAGRAM  
A-30

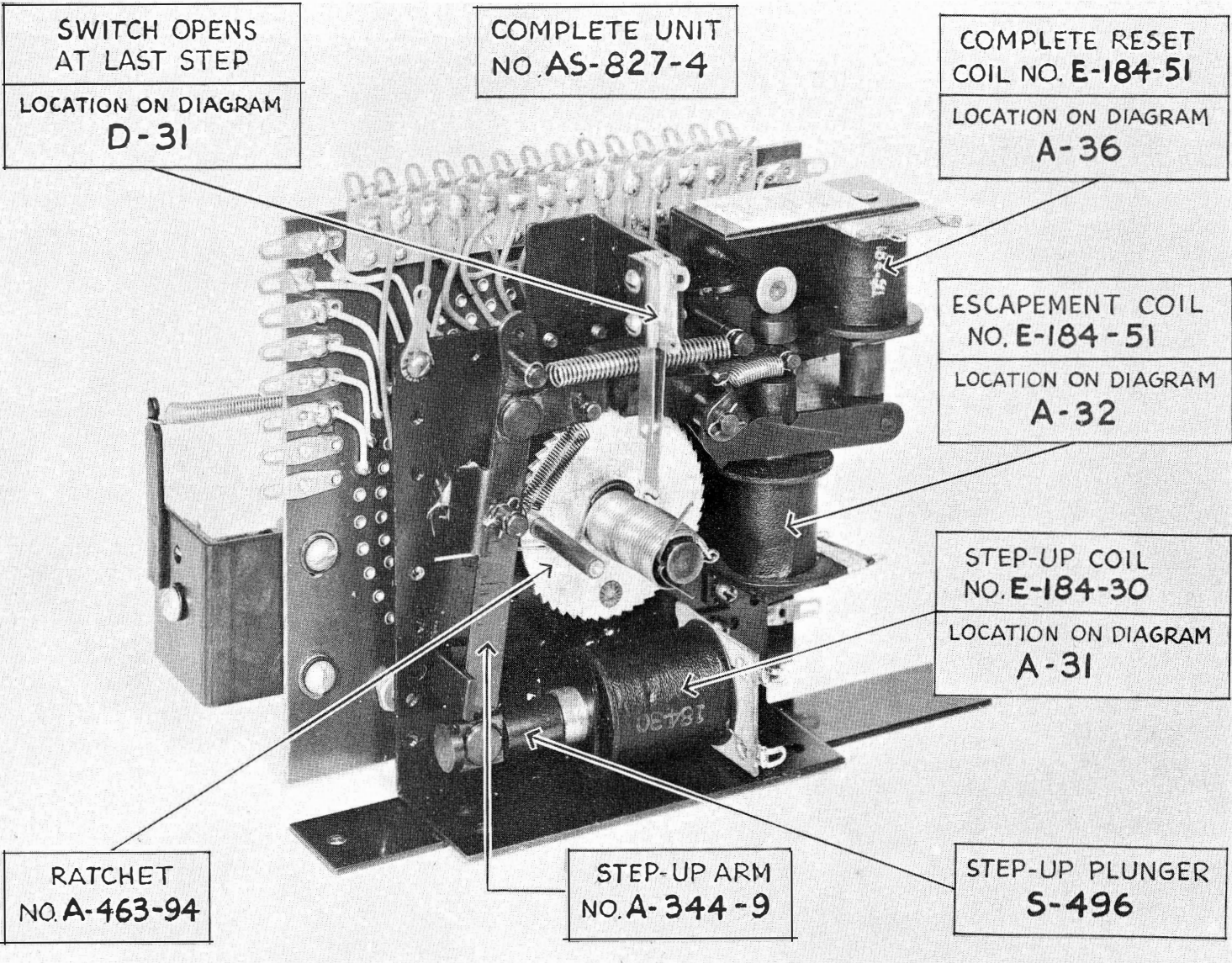
# DUDE RANCH

## FEATURE SELECTION UNIT — WIPER SIDE



# DUDE RANCH

## NUMBER SELECTION UNIT — COIL SIDE



SWITCH OPENS  
AT LAST STEP  
LOCATION ON DIAGRAM  
D-31

COMPLETE UNIT  
NO. AS-827-4

COMPLETE RESET  
COIL NO. E-184-51  
LOCATION ON DIAGRAM  
A-36

ESCAPEMENT COIL  
NO. E-184-51  
LOCATION ON DIAGRAM  
A-32

STEP-UP COIL  
NO. E-184-30  
LOCATION ON DIAGRAM  
A-31

RATCHET  
NO. A-463-94

STEP-UP ARM  
NO. A-344-9

STEP-UP PLUNGER  
S-496

# DUDE RANGH

## NUMBER SELECTION UNIT — WIPER SIDE

WIPER "A"  
LOCATION ON DIAGRAM  
K-6

LITES "SELECT A  
LIT NUMBER"

WIPER ASSEMBLY  
NO. A5-1046-49

DISC (WIRED)  
W-504

WIPER "F"  
LOCATION ON DIAGRAM  
K-32

LITES WHITE LITES  
#19, 20, 21, 22, 16 & 10

WIPER "B"  
LOCATION ON DIAGRAM  
C-31

RUN TO #22 LITE

WIPER "G"  
LOCATION ON DIAGRAM  
K-1 & K-34

LITES ARROW AND  
RED LITES

WIPERS "C"  
LOCATION ON DIAGRAM  
H-20

SCORE TO EXTRA  
BALL PROPORTIONING

WIPER "D"  
LOCATION ON DIAGRAM  
H-31

POSITIONING WIPER

WIPER "E"  
LOCATION ON DIAGRAM  
B-32

SINGLE STEPS

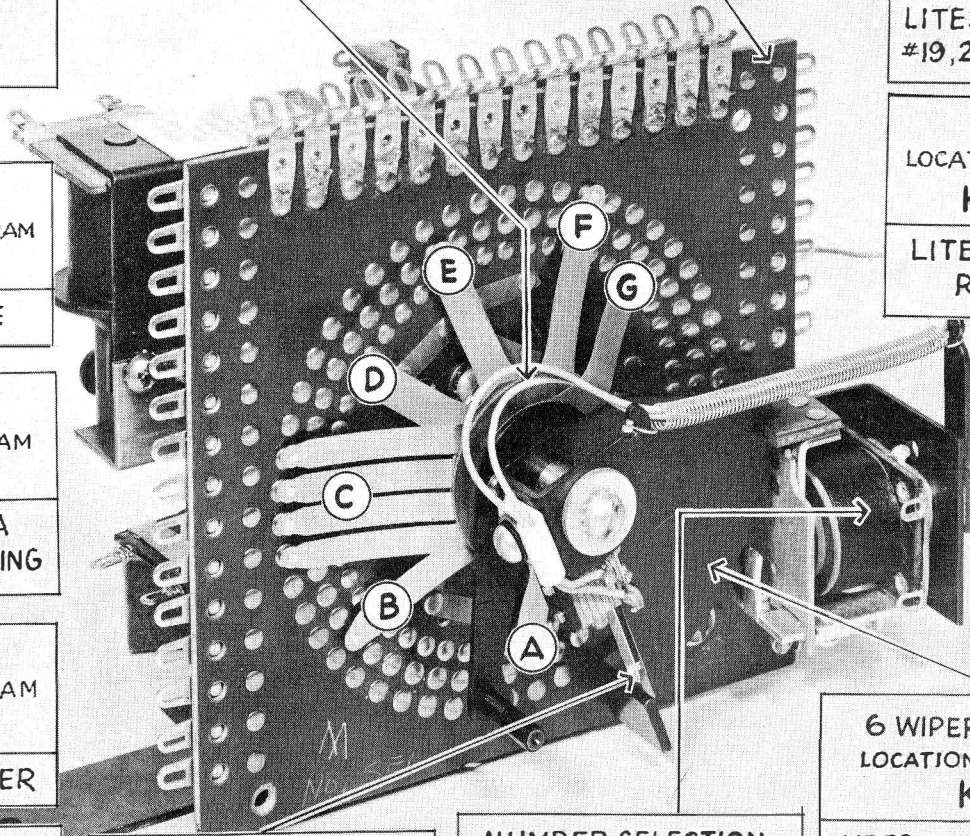
LIMIT SWITCH  
OPEN AT 5<sup>TH</sup> STEP  
LOCATION ON DIAGRAM  
G-30

NUMBER SELECTION  
LIMIT RESET MAGNET  
NO. E-101-50  
COIL ONLY C-2544-23

6 WIPERS NOT SHOWN  
LOCATION ON DIAGRAM  
K-7

LITES NUMBER SELECTION  
INDICATOR LITES  
#19, 20, 21, 22, 15 & 16

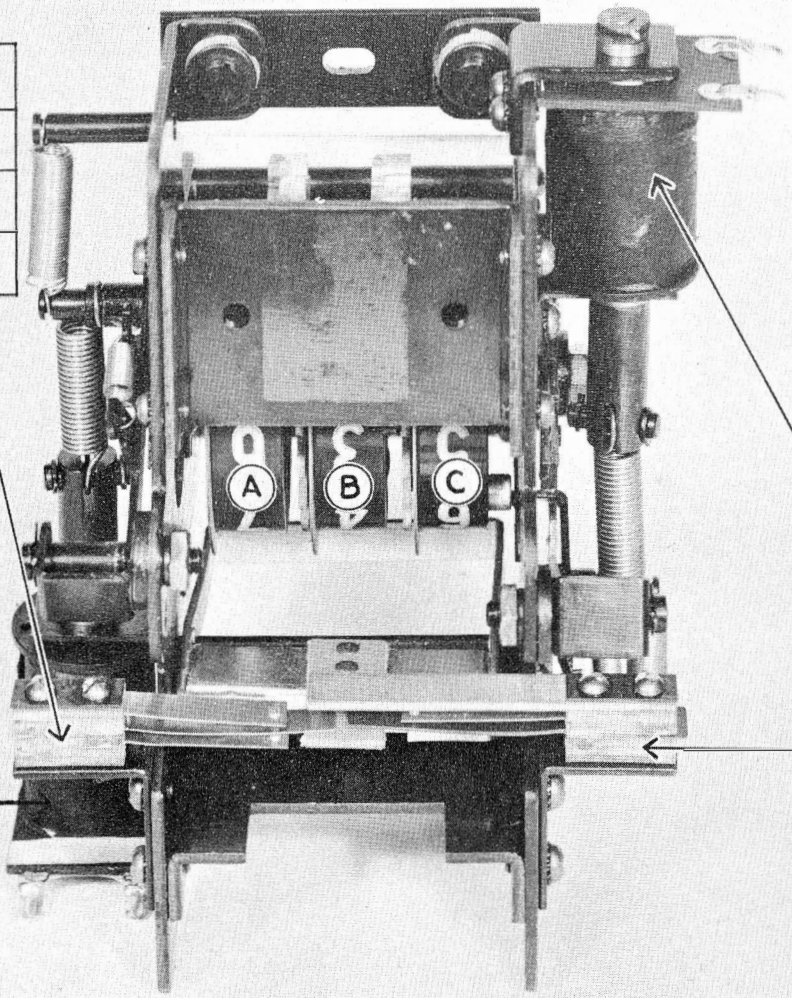
WIRE NO. 30





# DUDE RANGH REPLAY REGISTER UNIT

WHEEL	PART NO.
A	A-1168-10
B	A-1168-11
C	A-1168-12



COMPLETE UNIT  
NO. AS-473-13

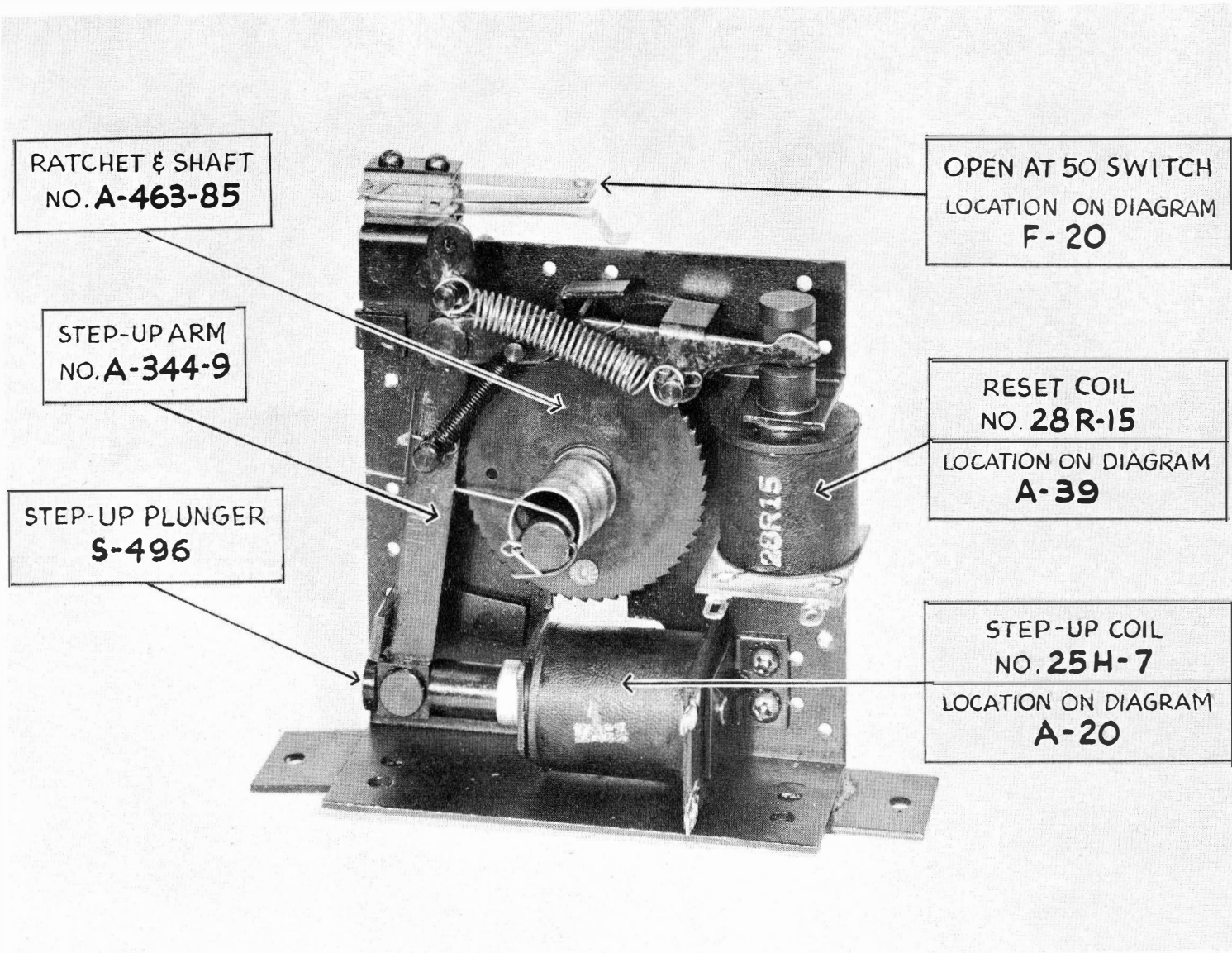
STEP-UP COIL  
NO. CO-26A-9  
LOCATION ON DIAGRAM  
A-13

LOCATION ON DIAGRAM  
H-4  
COMPLETES CIRCUIT  
TO COIN LOCKOUT  
COIL OR RED BUTTON

LOCATION ON DIAGRAM  
B-7  
OPENS CIRCUIT TO  
RESET COIL OF THIS  
UNIT AT ZERO

RESET COIL  
NO. E-184-56  
LOCATION ON DIAGRAM  
A-7

# DUDE RANCH CORNERS REPLAY COUNTER



# **NOTES**

# DUDE RANCH

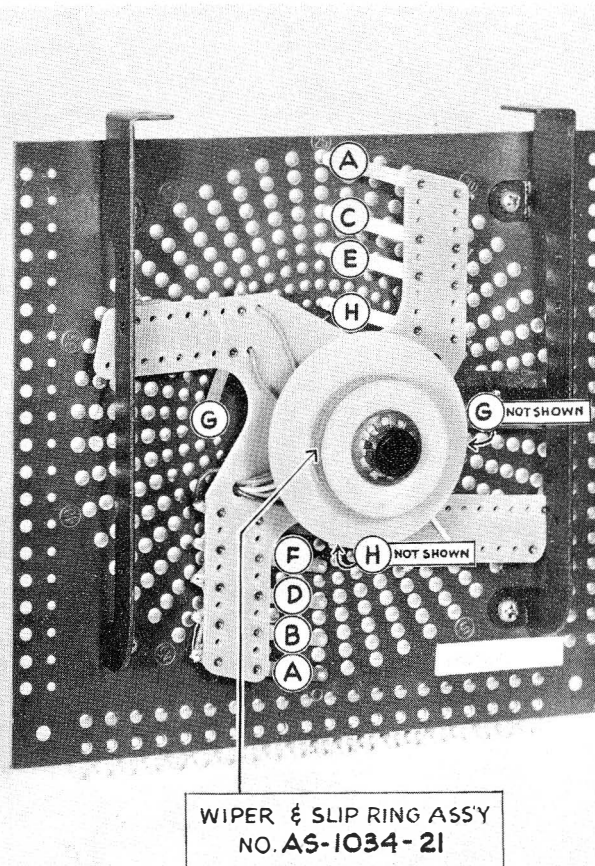
## CONTROL UNIT SPOTTING DISC AND WIPERS

WIPERS "A"  
LOCATION ON DIAGRAM  
E-32  
NUMBERS SELECTION  
STEPS TO #15,16, & 10  
WIRE NO. 85-1

WIPER "B"  
LOCATION ON DIAGRAM  
E-30  
FEATURE SELECTION  
STEPS AND NUMBER  
SELECTION RUNS  
WIRE NO. 85-1

WIPER "C"  
LOCATION ON DIAGRAM  
E-25  
SCORE STEPS  
WIRE NO. 75-5

WIPER "D"  
LOCATION ON DIAGRAM  
E-25  
SCORE STEPS  
WIRE NO. 75-5

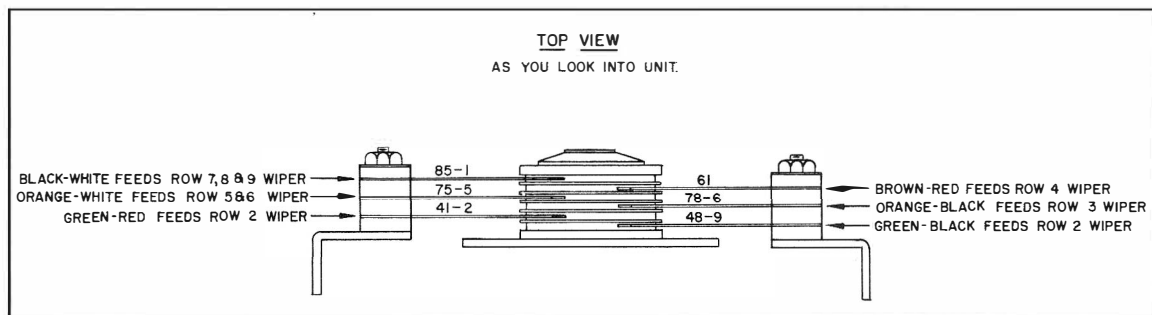


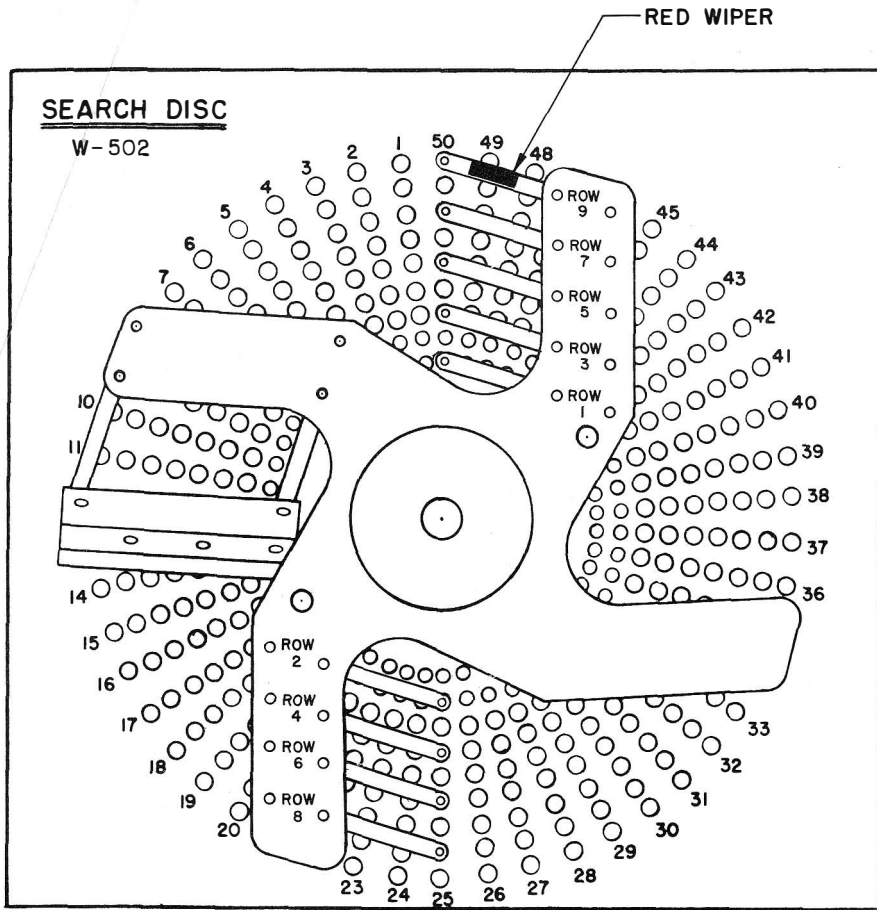
WIPER "E"  
LOCATION ON DIAGRAM  
C-26  
RED AND YELLOW  
STAR, CORNERS  
AND SUPER CARD  
WIRE NO. 61

WIPER "F"  
LOCATION ON DIAGRAM  
E-21  
EXTRA BALL  
STEPS AND RUNS  
WIRE NO. 78-6

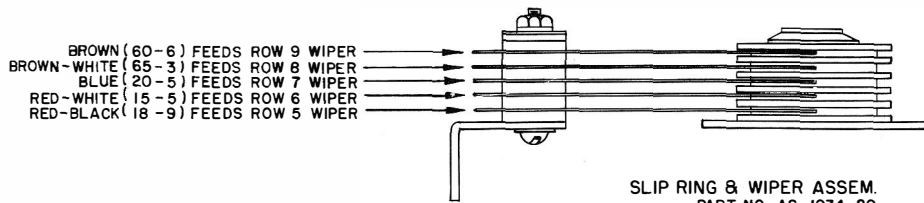
WIPERS "G"  
LOCATION ON DIAGRAM  
K-15 & K-4  
FLASH CIRCUIT FOR  
GAME ADVANTAGES  
WIRE NO. 41-2, 48-9

WIPERS "H"  
LOCATION ON DIAGRAM  
K-17  
EXTRA BALL FLASH  
WIRE NO. 81-4





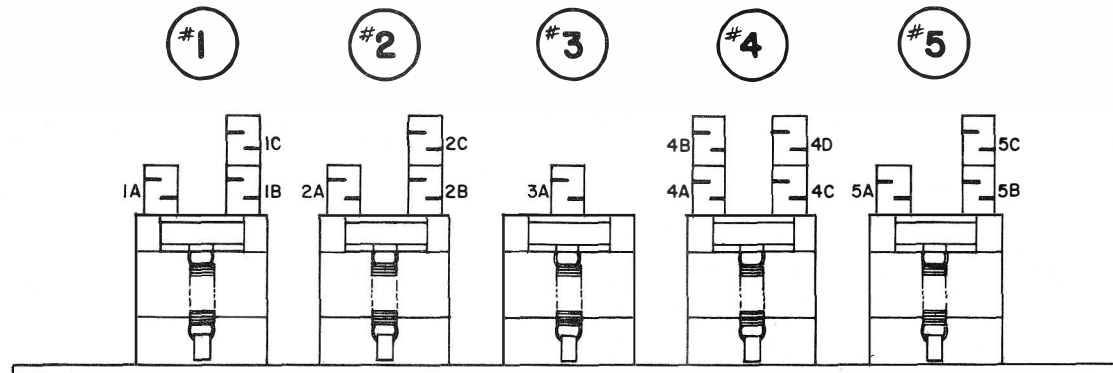
TOP VIEW



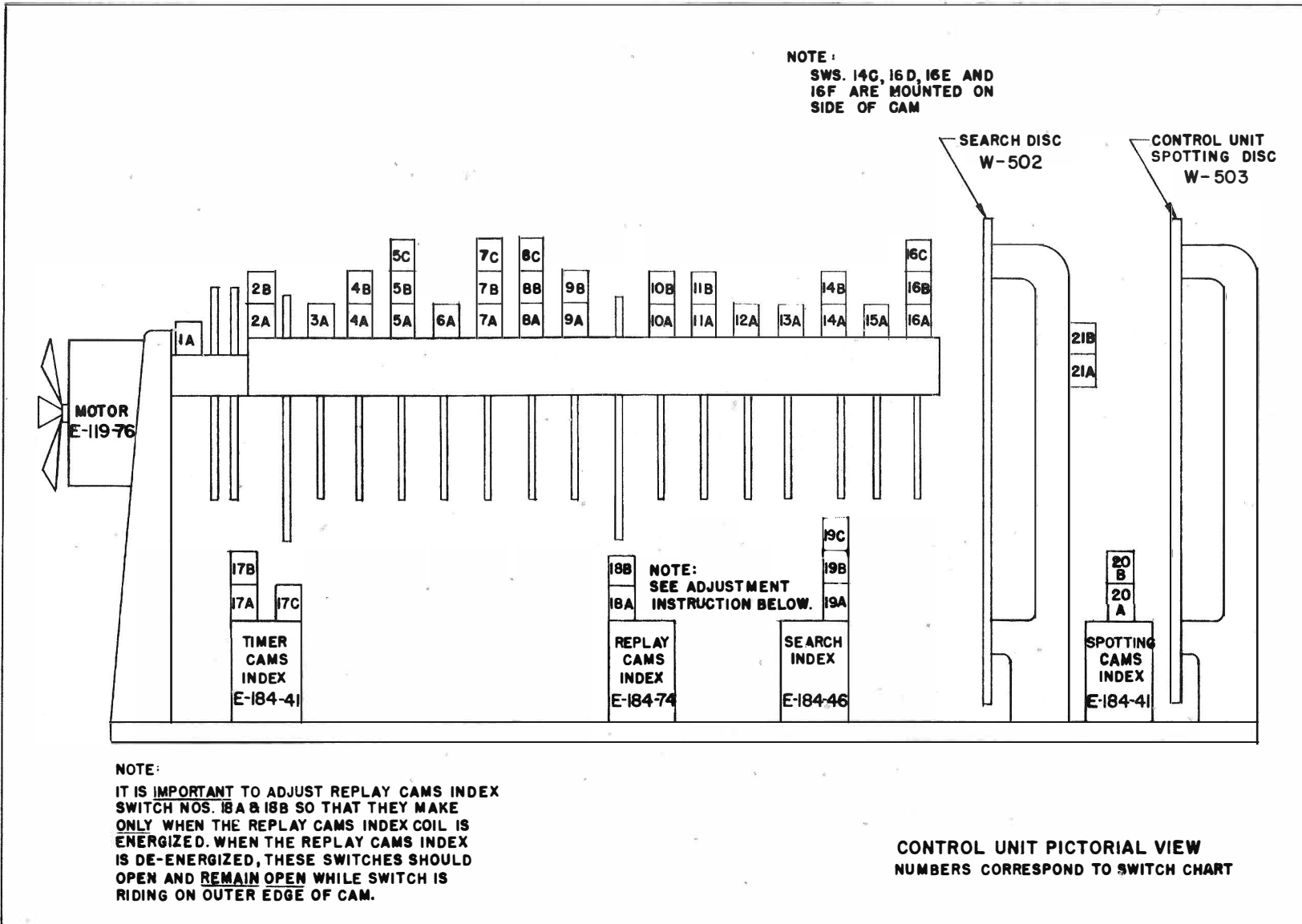
SEARCH POSITIONS

	RED WIPER POSITION	ROW 7 SEARCH RELAY #1	ROW 8 SEARCH RELAY #2	ROW 9 SEARCH RELAY #3	ROW 6 SEARCH RELAY #4	ROW 5 SEARCH RELAY #5	
FIRST CARD	HORIZONTAL	1	5	18	9	25	3
		2	8	22	10	19	7
		3	6	1	16	11	17
		4	24	21	14	20	13
		5	12	23	2	4	15
	VERTICAL	6	5	8	6	24	12
		7	18	22	1	21	23
		8	9	10	16	14	2
		9	25	19	11	20	4
	DIAGONAL	10	3	7	17	13	15
		11	5	22	16	20	15
		12	3	19	16	21	12
		13					
	FIRST SUPER LINE	14		5	18	9	
	CORNERS	15		9	25	3	
16		5	3	15	12		
17							
18							
19							
20							
SECOND CARD	HORIZONTAL	21	9	24	16	12	6
		22	13	19	14	20	25
		23	2	18	15	4	17
		24	1	22	11	21	8
	VERTICAL	25	10	7	5	23	3
		26	9	13	2	1	10
		27	24	19	18	22	7
		28	16	14	15	11	5
	DIAGONAL	29	12	20	4	21	23
		30	6	25	17	8	3
		31	9	19	15	21	3
		32	6	20	15	22	10
	33						
	SECOND SUPER LINE	34		9	24	16	
	CORNERS	35		16	12	6	
36		9	6	3	10		
37							
38							
39							
40							
SUPER CARD	HORIZONTAL	41	14	7	11		
		42	1	10	13		
	VERTICAL	43	17	4	18		
		44	14	1	17		
		45	7	10	4		
	DIAGONAL	46	11	13	18		
		47	14	10	18		
		48	11	10	17		
	CORNERS	49	14	11	18	17	
50							

## SEARCH RELAYS



SUPER LINE (2 IN LINE) SCORES THRU →		3 IN LINE SCORES THRU →		4 IN LINE SCORES THRU →		5 IN LINE SCORES THRU →	
Switch no's.	Wire no's. & Color	Switch no's.	Wire no's. & Color	Switch no's.	Wire no's. & Color	Switch no's.	Wire no's. & Color
3A	18-4 RED BLACK 50-4 WHITE	3A	18-4 RED BLACK 50-4 WHITE	3A	18-4 RED BLACK 50-4 WHITE	3A	18-4 RED BLACK 50-4 WHITE
2A	50-4 WHITE 38-2 YELLOW BLACK	2B	50-4 WHITE 51-4 WHITE RED	2C	50-4 WHITE 56-3 WHITE BROWN	2C	50-4 WHITE 56-3 WHITE BROWN
3A	18-4 RED BLACK 50-4 WHITE	1A	51-4 WHITE RED 54-3 WHITE GREEN	4D	56-3 WHITE BROWN 53-3 WHITE YELLOW	4D	56-3 WHITE BROWN 53-3 WHITE YELLOW
4A	50-4 WHITE 38-2 YELLOW BLACK	3A	18-4 RED BLACK 50-4 WHITE	1B	53-3 WHITE YELLOW 71-3 ORANGE RED	1C	53-3 WHITE YELLOW 57-3 WHITE ORANGE
		2B	50-4 WHITE 51-4 WHITE RED	3A	18-4 RED BLACK 50-4 WHITE	5C	57-3 WHITE ORANGE 61-3 BROWN RED
		4C	51-4 WHITE RED 54-3 WHITE GREEN	2C	50-4 WHITE 56-3 WHITE BROWN		
		3A	18-4 RED BLACK 50-4 WHITE	4D	56-3 WHITE BROWN 53-3 WHITE YELLOW		
		4B	50-4 WHITE 52-3 WHITE BLUE	5B	53-3 WHITE YELLOW 71-3 ORANGE RED		
		5A	52-3 WHITE BLUE 54-3 WHITE GREEN				



# DUDE RANCH

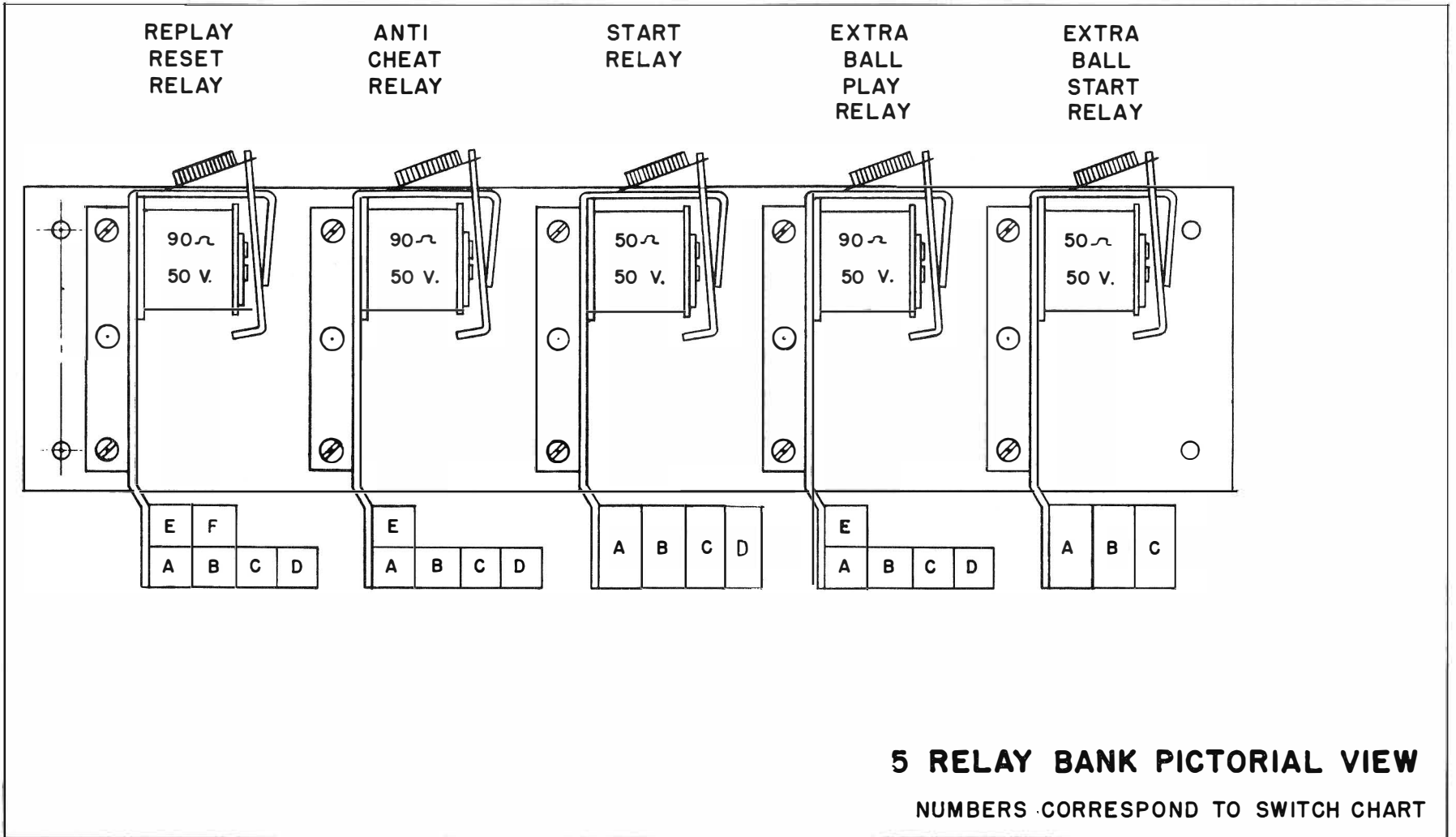
## CONTROL UNIT CAM SWITCHES

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 NO.	WIRE COLORS	FUNCTION OF SWITCHES
1A N.O.	F-8	65-2 36-10	Brown-White Yellow-Brown	Energizes timer step-up in ser selection lock trip sw. #2.
2A N.O.	H-7	30 27-5	Yellow Blue-Orange	Energizes replay register reset coil and reflex play magnet.
2B N.C.	F-10	30 15-2	Yellow Red-White	Drops out extra ball relay.
3A N.C.	I-4	83-3 48-2	Black-Yellow Green-Black	Drops out start, extra ball start relays, acts as safety switch during spin.
4A N.O.	K-15	81-4 60-5	Black-Red Brown	Flashes extra ball lites.
4B N.O.	C-35	30 78-4	Yellow Orange-Black	Energizes spotting index coil and score extra step index coil.
5A N.O.	G-8	71-9 65-2	Orange-Red Brown-White	Energizes timer reset coil during timing cycle.
5B N.O.	B-21	21-1 63-10	Blue-Red Brown-Yellow	Energizes extra ball unit step-up coil. Steps unit from minus one position to zero position.
5C N.O.	B-34	25 78-10	Blue-White Orange-Black	Energizes anti-cheat relay if anti-cheat relay is de-energized.
6A N.O.	F-24	23-7 78-8	Blue-Yellow Orange-Black	Opens game advantages during timing cycle of control unit.
7A N.O.	C-26	83-8 61	Black-Yellow Brown-Red	Energizes red and yellow star relay, corners and super card relay.
7B N.O.	B-30	65-4 80-5	Brown-White Black	Energizes feature selection step-up coil.
7C N.O.	B-31	52-5 75-4	White-Blue Orange-White	Energizes number selection step-up.
8A N.O.	B-22	25-4 62-10	Blue-White Brown-Yellow	Energizes extra ball unit for single steps.
8B N.O.	C-24	38-10 54-5	Yellow-Black White-Green	Energizes score unit for single steps.
8C N.O.	I-6	30 71-2	Yellow Orange-Red	Energizes coin lock magnet during timing cycle.
9A Alt.	D-23	71 25-3	Orange-Red Blue-White	Proportions score extra steps.
10A N.O.	A-16	93-8 70	Gray-Yellow Orange	This sw
10B N.O.	C-20	60 81	Brown Black-Red	This switch effective on corners replay score on super card.
11A N.O.	A-16	85-4 70	Black-White Orange	This switch effective at 8th step of score unit.
11B N.O.	C-20	74 81	Orange-Green Black-Red	This switch effective on corners replay score on card one or card two.
12A N.O.	A-17	25-7 70	Blue-White Orange	This switch effective at 7th step of score unit.
13A N.O.	A-17	81-8 70	Black-Red Orange	This switch effective at 5th & 6th step of score unit.
14A N.O.	A-18	54-8 70	White-Green Orange	This switch effective at 1st to 4th step of score unit.
14B N.O.	B-13	80-10 38-4	Black Yellow-Black	Energizes replay register step-up and reflex replay magnet.
14C N.O.	H-13	21-3 27	Blue-Red Blue-Orange	Replay lock in circuit.
15A N.C.	I-14	93 56-7	Gray-Yellow White-Brown	Prevents the start of a second replay scoring until the replay cams are indexed.
16A N.O.	B-30	85-6 65-4	Black-White Brown-White	For multiple feature selection steps.
16B N.O.	B-31	56-10 52-5	White-Brown White-Blue	For multiple number selection steps.
16C N.O.	I-31	14-2 54-6	Red-Green White-Green	For numbers selection escapement coil pulses.
16D N.O.	B-21	78 63-10	Orange-Black Brown-Yellow	For extra ball unit multiple steps.
16E N.O.	C-6	75-2 53-2	Orange-White White-Yellow	Pulse switch for operating replay register reset and replay meter when replay reset relay is energized.
16F N.O.	L-9	20-4 23-4	Blue Blue-Yellow	Flashes "select now" lights.
TIMER CAMS INDEX COIL	A-10	80-4 70	Black Orange	Energized by switches on start relay and extra ball relay.
17A N.O.	E-8	74-2 81-2	Orange-Green Black-Red	Completes lock-in for extra ball play relay during timing cycle.
17B N.C.	G-5	14-9 71-2	Red-Green Orange-Red	Opens circuit to coin lock out during timing cycle.
17C N.O.	H-2	60-P 20-P	Brown (Plastic) Blue (Plastic)	Operates control unit motor.
REPLAY CAMS INDEX COIL	A-13	40-4 70	Green Orange	Energized by switch on search index when a replay is scored.
18A N.O.	G-13	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 proper adj.
18B N.O.	I-14	56-7 93	White-Brown Gray-Yellow	Same as above.
SEARCH INDEX COIL	A-12	70 80-10	Orange Black	Energizes when 2, 3, 4 or 5 in line scored.
19A N.O.	B-12	80-10 40-4	Black Green	Energizes replay cams index coil.
19B N.C.	B-8	27-2 90-9	Blue-Orange Gray	Opens timer step-up circuit while replays are being scored.
19C N.C.	I-4	30 83-3	Yellow Black-Yellow	Opens start and extra ball start relay circuits while replays are being scored.
SPOTTING INDEX	A-35	78-4 70	Orange-Black Orange	Energized by cam switch #48.
20A N.O.	J-4	45-2 41-2	Green-White Green-Red	Flashes selected numbers, super card corners and super line lights.
20B N.O.	J-15	56-5 48-9	White-Brown Green-Black	Flashes scores, extra ball and yellow and red star lights.
SEARCH WIPER SWITCH 21A	F-14	57-6 18-4	White-Orange Red-Black	Energizes replay counter change over relays on replay counters.
21B N.O.	C-35	78-4 21-9	Orange-Black Blue-Red	Operates scramble magnet.
21C N.O.	G-2	20-P 60-P	Blue (Plastic) Brown (Plastic)	Carry thru switch for change relays.





# DUDE RANCH

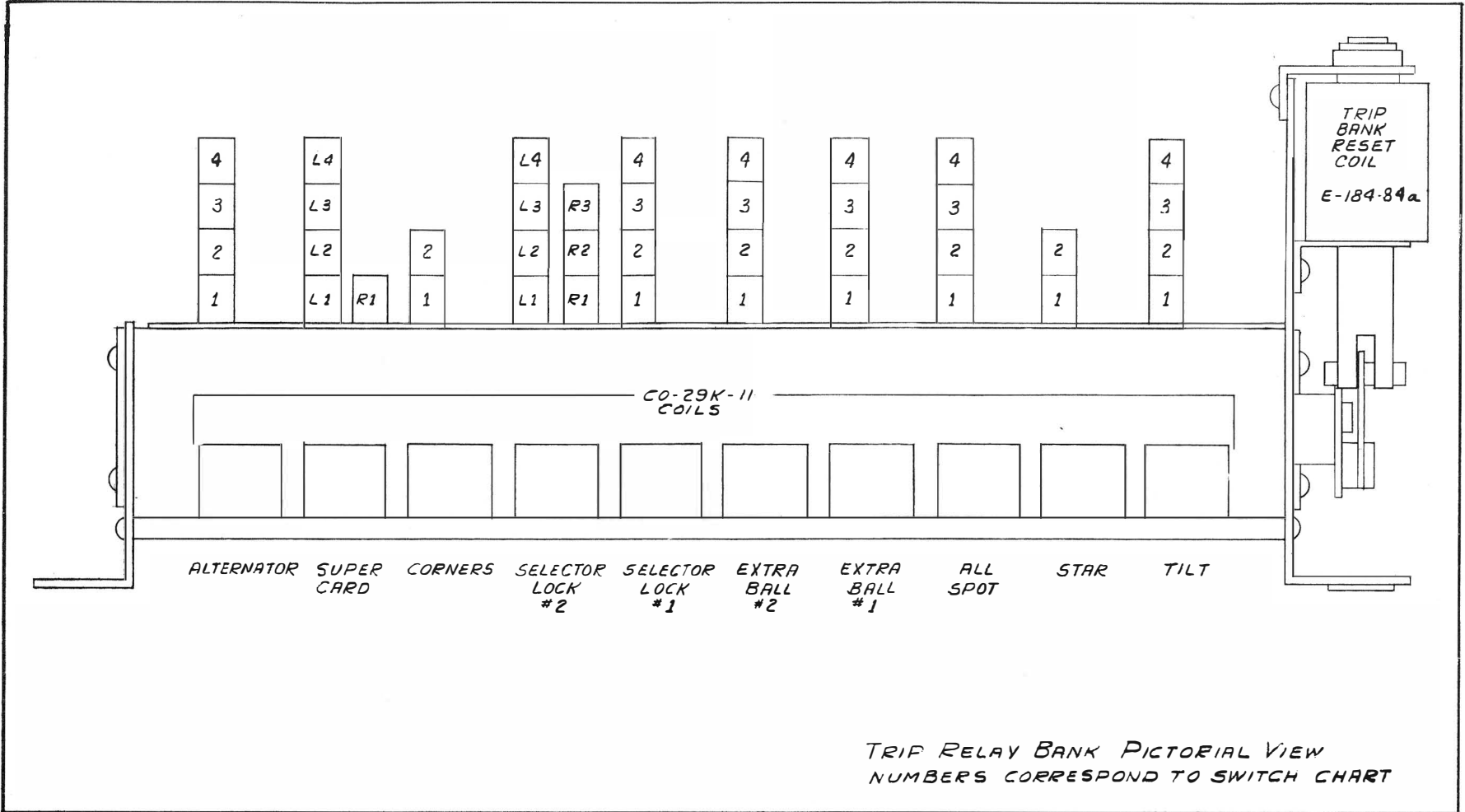
## 5 RELAY BANK SWITCHES

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	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLORS	FUNCTION OF SWITCHES
REPLAY RESET RELAY COIL	A-6	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.	C-7	53-2 13-9 27-4	White-Yellow Red-Yellow Blue-Orange	Directs circuit to replay meter during replay cancel.
B N.O.	G-1	60-P 20-P	Brown (Plastic) Blue (Plastic)	Energizes control unit motor.
C N.O.	D-6	50-2 75-2	White Orange-White	Lock-in switch for this relay.
D N.C.	E-3	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.
F N.C.	B-7	61-5 41-6	Brown-Red Green-Red	In series with replay meter.
ANTI-CHEAT RELAY COIL	A-34	25 70	Blue-White Orange	Energize thru cam switch #5, its switches protect replay and light circuits.
A N.O.	B-34	25 78-10	Blue-White Orange-Black	Lock-in switch for this relay.
B N.O.	L-20	54 40	White-Green Green	Opens 6 volt circuit involving corner, super card, arrow number and left and right super line lights.
C N.O.	L-24	10-9 10-10	Red Red	Opens 17 volt circuit when this relay drops out.
D N.O.	B-9	91-2 93-6	Gray-Red Gray-Yellow	Completes circuit to extra ball play relay.
E N.C.	E-6	75-2 50-2	Orange-White White	Energizes replay reset relay when this relay drops out.
START RELAY COIL	A-3	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-9	80-2 91-2	Black Gray-Red	Opens circuit to extra ball play relay when this relay is energized.
B N.C.	F-27	85-1 90-3	Black-White Gray	Opens circuit to number selection and feature selection step-up coil.
C N.O.	G-3	48-2 63-2	Green-Black Brown-Yellow	Lock-in switch for this relay.
D N.O.	E-10	41-3 13-3	Green-Red Red-Yellow	Completes circuit to timer cam index coil.
EXTRA BALL PLAY RELAY COIL	A-9	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.	F-10	74-2 15-2 41-3	Orange-Green Red-White Green-Red	Breaks timer cam index circuit and also acts as lock-in switch for this relay.
C N.O.	J-22	13-8 30	Red-Yellow Yellow	Lights extra ball light in back box.
D N.O.	F-4	51-2 25-10	White-Red Blue-White	Completes circuit to extra ball start and extra ball trip relay.
E N.C.	J-4	45 30	Green-White Yellow	Opens flash circuit during extra ball play.
EXTRA BALL START RELAY COIL	A-5	20-3 70	Blue Orange	Energizes when yellow button is pressed.
A N.C.	C-21	78 53-5	Orange-Black White-Yellow	Opens circuit to extra ball step-up coil during spin of control unit.
B N.O.	D-9	74-2 80-4	Orange-Green Black	Operates mixer latch coil and timer index coil during extra ball play.
C N.O.	G-5	25-10 48-2	Blue-White Green-Black	Lock-in switch for this relay.



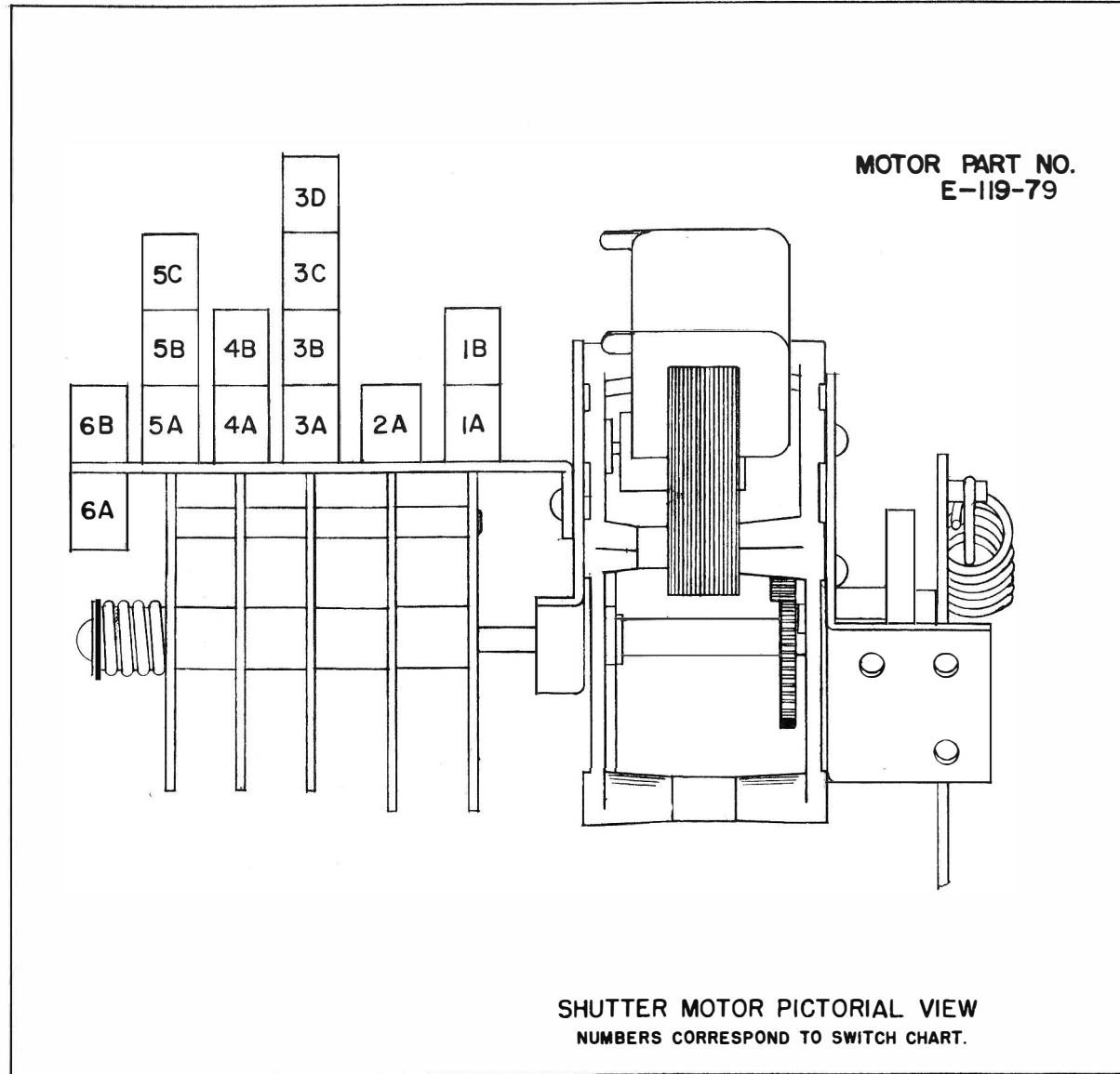
# DUDE RANCH

## 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 NO.	WIRE COLORS	FUNCTION OF SWITCHES
SUPER CARD TRIP COIL	A-26	14-3 70	Red-Green Orange	Trips when selected or is energized thru cam #7A.
L1 N.O.	G-17	23-8 71-3	Blue-Yellow Orange-Red	Completes replay circuit to score unit disc.
L2 N.C.	I-19	31-5 41-7	Yellow-Red Green-Red	Score unit proportioning thru mixer #3 and feature selection disc.
L3 N.O.	E-20	48-3 50-3	Green-Black White	Completes circuit to corners replay counter, thru search disc and cam #10B.
L4 N.C.	H-21	15-6 10-2	Red-White Red	Score unit proportioning thru mixer #3.
R1 N.O.	J-5	60-2 30	Brown Yellow	Lights super card light.
CORNERS TRIP COIL	A-26	93-9 70	Gray-Yellow Orange	Energized by control unit cam #7A
1 N.O.	J-5	57-2 30	White-Orange Yellow	Lights corners light.
2 N.O.	E-20	48-3 51-3	Green-Black White-Red	Completes circuit to corners replay counter and search disc.
SELECTOR LOCK TRIP COIL #2	A-28	70	Jumper Orange	Trips at 4th step of timer unit.
L1 N.O.	C-9	81-2 80-2	Black-Red Black	Completes circuit to extra ball play relay.
L2 N.C.	B-28	61-10	Brown-Red Jumper To Coil	Breaks circuit to this trip coil.
L3 N.O.	D-8	71-4 27-2	Orange-Red Blue-Orange	Completes circuit to timer step-up coil after first ball is shot.
L4 N.C.	J-9	45-5 85-2	Green-White Black-White	Shuts off "select now" light for selected numbers.
R1 N.O.	J-35	30 98-1	Yellow Gray-Black	Holds "selected number" light on.
R2 N.O.	I-15	18-4 56-7	Red-Black White-Brown	Completes replay circuit when this relay is tripped.
R3 N.C.	I-31	54-6 74-3	White-Green Orange-Green	Completes circuit to number selection unit.
SELECTOR LOCK TRIP COIL #1	A-27	36-6 70	Yellow-Brown Orange	Trips at 3rd step of timer unit.
1 N.C.	E-26	36-6 40-6	Yellow-Brown Green	Opens circuit to this relay when tripped also to super card relay.
2 N.C.	J-8	41-5 18	Green-Red Red-Black	Shuts off "Select now" light for feature selection.
3 N.O.	G-9	23-1 43-2	Blue-Yellow Green-Yellow	Keeps circuit to ball lifter cam switch alive.
4 N.C.	G-29	98-2 71-7	Gray-Black Orange-Red	Opens circuit to green push button when this relay trips.
EXTRA BALL TRIP COIL #1	A-4	20-3 70	Blue Orange	Energized by switch on extra ball play relay.
L1 S.P.D.T.	G-24	23-7 50-10 14-4	Blue-Yellow White Red-Green	Extra ball proportioning.
L2 N.C.	F-24	83-8 78-8	Black-Yellow Orange-Black	Breaks circuit to red button advantages.
L3 S.P.D.T.	H-23	75-10 15-6 78-8	Orange-White Red-White Orange-Black	Extra ball proportioning.
L4 S.P.D.T.	J-15	56-5 30 60-9	White-Brown Yellow Brown	Directs circuit from score flash to extra ball flash.
R1 N.O.	H-26	75-10 90-1	Orange-White Gray	Extra ball proportioning.
EXTRA BALL TRIP COIL #2	A-4	20-3 70	Blue Orange	Same as extra ball trip #1.
1 N.O.	G-23	13-2 50-6	Red-Yellow White	Extra ball proportioning.
2 S.P.D.T.	F-22	75-5 50-6 45-7	Orange-White White Green-White	Shuts off score unit steps during extra ball play and completes extra ball steps.
3 N.O.	D-12	91-1 38-3	Gray-Red Yellow-Black	Completes circuit to ball lifter motor when timer unit resets.
4 S.P.D.T.	E-23	71 30 61-2	Orange-Red Yellow Brown-Red	Breaks circuit to score unit step-up coil and completes circuit to step extra ball unit from minus one to zero position.
ALL SPOT TRIP COIL	A-11	Jumper 70	Jumper Orange	Trips when ball rolls over yellow or red roll over providing yellow and red relay is tripped.
1 N.O.	J-29	30 74-1	Yellow Orange-Green	Lights #23 light when this relay is tripped.
2 N.C.	B-11	Jumper 85-9	Jumper Black-White	Opens circuit to this relay when tripped.
3 N.O.	J-27	30 43-1	Yellow Green-Yellow	Lights #8 light when this relay is tripped.
4 N.C.	F-22	45-7 78-6	Green-White Orange-Black	Proportion extra ball steps.
RED & YELLOW STAR TRIP COIL	A-25	74-10 70	Orange-Green Orange	Energized by cam switch #7A if spotting disc and mixers are in correct position.
1 N.O.	C-11	75-9 85-9	Orange-White Black-White	Trips all spot relay when red or yellow roll over is actuated.
2 N.O.	J-15	30 53-6	Yellow White	Lights red and yellow light.
TILT TRIP COIL	A-12	23-5 70	Blue-Yellow Orange	Energized by plumb bob.
1 S.P.D.T.	L-22	81-6 45-8 41-9	Black-Red Green-White Green-Red	Opens 6 volt circuit when this relay trips and lights tilt light.
2 N.C.	F-1	10 P 60 P	Red (Plastic) Brown (Plastic)	Opens control unit motor circuit when this relay trips.
3 N.C.	L-25	10-10 10	Red Red	Opens 17 volt circuit when this relay trips.
4 S.P.D.T.	I-10	21-3 30 91-5	Blue-Red Yellow Gray-Red	Breaks circuit to ball counting, extra ball and replay circuit. Completes circuit to shutter motor when game is tilted.



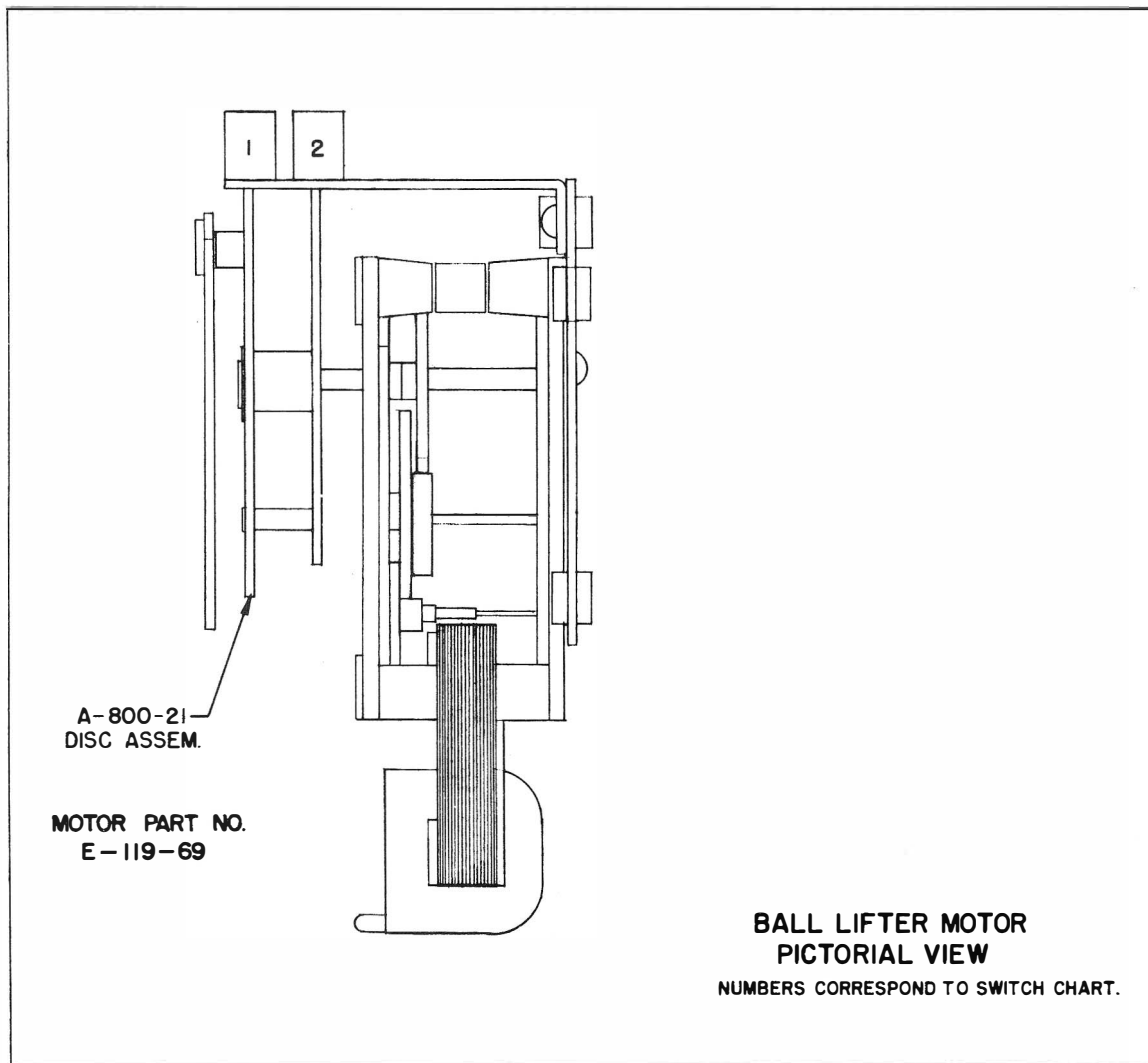
# DUDE RANCH

## SHUTTER MOTOR 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 NO.	WIRE COLORS	FUNCTION OF SWITCHES
1A N.C.	I-14	21-3 93	Blue-Red Gray-Yellow	Completes circuit to replay scoring circuit.
1B N.O.	G-10	20-6 30	Blue Yellow	Carry thru switch for shutter motor.
2A N.C.	F-12	36-3 31-3	Yellow-Brown Yellow-Red	Completes circuit to ball lift motor. (Closed normally, open during shutter cycle)
3A N.O.	B-38	83-2 30	Black-Yellow Yellow	Resets the feature selection, the three replay counters and the corners replay counter.
3B N.O.	I-28	63-3 30	Brown-Yellow Yellow	Resets feature selection escapement coil.
3C N.O.	I-8	71 30	Orange-Red Yellow	Resets timer unit.
3D N.O.	G-2	70-P 20-P	Orange (Plastic) Blue (Plastic)	Resets trip relay bank.
4A S.P.D.T.	D-10	80-4 93-3 20-6	Black Red-Yellow Blue	Breaks circuit to shutter motor and makes circuit to timer index coil.
4B N.O.	G-10	18-3 20-6	Red-Black Blue	(Closed when shutter is open) Completes circuit to shutter motor in series with timer disc.
5A N.C.	I-31	21-3 14-2	Blue-Red Red-Green	(Closed when shutter is closed) Completes circuit to selector knob and green button circuit.
5B N.O.	G-26	90-3 83-8	Gray Black-Yellow	(Open when shutter is closed) keeps number selection and feature selection step-up circuit open.
5C N.O.	H-10	91-5 18-3	Gray-Red Red-Black	(Open when shutter is closed) Allows shutter to close if game is tilted when shutter is open.
6A N.O.	C-36	30 98-8	Yellow Gray-Black	(Pulse switch) Resets extra ball, score and numbers selection units.
6B N.O.	I-32	30 61-7	Yellow Brown-Red	Resets numbers selection escapement coil.



# DUDE RANCH

## BALL LIFTER MOTOR 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

RELAY SWITCH OR CAM SWITCH	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLORS	FUNCTION OF SWITCHES
1 N.O.	G-13	30 91-1	Yellow Grey-Red	Carry-over switch for ball lifter motor.
2 N.O.	E-9	43-2 27-3	Green-Yellow Blue-Orange	Energizes timer unit step-up coil.

## CORRECT ADJUSTMENT FOR CONTROL UNIT CAM SWITCHES 14A, 14B, & 14C.

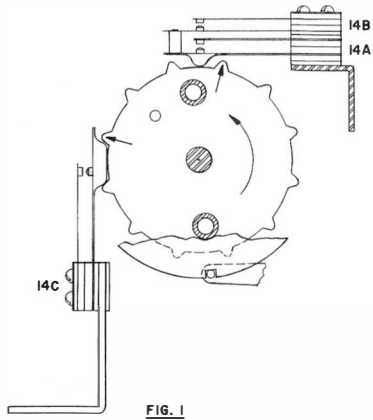


FIG. 1

REPLAY CAMS SHOWN IN THEIR  
NORMAL INDEXED POSITION.  
SWITCHES 14A, 14B, & 14C ARE  
OPEN AT THIS TIME.

NOTE:  
ARROWS POINT TO LOBES  
THAT WILL ACTUATE SWITCHES.

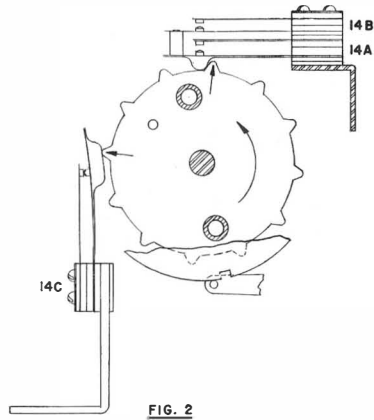


FIG. 2

REPLAY CAMS SHOWN STARTING  
TO ROTATE. THEY ARE NOW OUT  
OF THEIR INDEX POSITION.  
SWITCHES 14A, & 14B ARE STILL  
OPEN. SWITCH 14C IS NOW CLOSED.

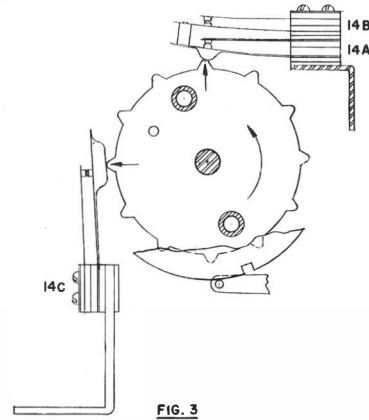


FIG. 3

SWITCHES 14A, & 14B ARE NOW  
CLOSED.  
SWITCH 14C IS STILL CLOSED.

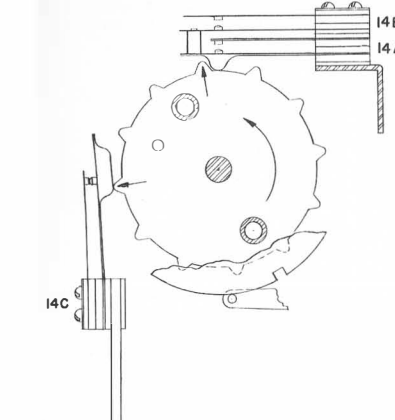


FIG. 4

SWITCHES 14A, & 14B ARE NOW  
OPEN AGAIN.  
SWITCH 14C IS STILL CLOSED.

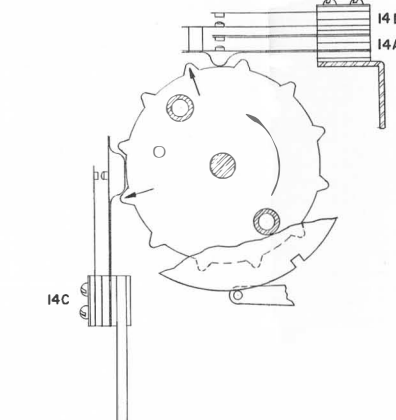


FIG. 5

ALL SWITCHES ARE NOW OPEN  
AGAIN, SAME AS IN FIG. 1.  
THIS SEQUENCE IS REPEATED  
THROUGHOUT REPLAY SCORING  
CYCLE.

### NOTICE:

THE IMPORTANT PART OF THIS ILLUSTRATION  
IS TO SHOW THAT SWITCH 14C CLOSSES FIRST  
AND OPENS LAST.  
IF AN ADJUSTMENT IS NECESSARY SWITCH  
14C CAN BE MOVED UP OR DOWN.  
LOOSEN SCREWS THAT HOLD SWITCH, THEN  
MOVE UP OR DOWN.



# MISCELLANEOUS PARTS

<u>PART NO.</u>	<u>NAME OF PART</u>
G-226	Back Glass
M-168-13	Ball 1 1/8"
A-1475	Ball Gate
P-1950-71	Ball Gate Spring Only
C-119-4	Bumper Post - Yellow
C-119-5	Bumper Post - Red
P-1900-10	Cash Box
A-1533	Coin Slide
AS-277-21	Coin Switch Assembly - Complete 5¢
AS-277-22	Coin Switch Assembly - Complete 10¢
E-130-3	Counter 48 Volt
CA-567-10	Front Door Only
CA-664-2	Front Moulding
A-1138-3	Index Arm on Index Coil Assembly - Extra Step Unit
A-1138-6	Index Arm Timing Control Unit
A-1138-6	Index Arm Replay Control Unit
A-1138-7	Index Arm Spotting Control Unit
E-125-2	Lamp #47 Top Panel
E-125-5	Lamp #55 6-8 Volt Bottom Panel & Lite Box
E-125-1	Lamp #58 20 Volt Lite Box
CA-350-1	Leg
C-258-5	Light Shield Post - Top Panel
M-281-6	Lock and Keys - Front Door
M-281-14	Lock and Keys - Back Door, Set
P-2210-8	Plate - Coin Entry 5¢
P-2210-9	Plate - Coin Entry 10¢
R-203	Rebound Rubber Top Panel
M-170	Rebound Spring Double Post Top Panel
E-105-6	Resistor Bottom Panel
R-243	Rubber Ring for Yellow Post
R-243-2	Rubber Ring for Red Post
AS-187-12	Shooter Assembly Complete
A-1540	Shooter Housing Only
A-100-7	Shooter Rod
SP-200-24	Shooter Spring
SP-233	Shooter Spring Outside Barrel
R-108-3	Shooter Tip
M-280-15	Slug Rejector 5¢
M-280-16	Slug Rejector 10¢
E-122-19	Transformer
M-412-2	Wire Wiper only for Slip Rings