

Bally Nashville

GAME 1153



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Bally

MANUFACTURING CORPORATION

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MACHINE MAINTENANCE & SERVICE HINTS

To help maintain your game in good working order, the game should be kept as CLEAN as possible.

One of the prime areas that dirt and other foreign matter can collect is the COIN CHUTE. Dirt, metallic coin dust and sticky beverages can cause malfunctions of the coin mechanism. An aerosol type de-greaser or contact cleaner may be used. But these cleaners MUST BE WIPED OFF WITH A CLEAN CLOTH. This is to remove any residue or dissolved scum.

Keep the BOTTOM AND BACK CABINETS clear of any extra loose parts, screws, nuts, switch blades, etc. This helps in trouble shooting, for broken or loose parts often turn up at the bottom of these cabinets, thereby making the trouble area easier to identify and repair.

Proper adjustment of SWITCH BLADES and WIPERS should be maintained for good electrical conduction and machine timing. When SWITCH BLADES are OVERLY BENT they can break off at the base. WIPER BLADES under TOO MUCH PRESSURE will cut through printed circuit discs. WIPER ASSEMBLIES especially those assembled with multiple fibre discs, are very susceptible to ELECTRICAL ARCING. This is exceptionally true when they are covered with even a thin coat of dirt and oil. Arcing will cause carbon traces to build up which will burn a hole through the fibre plates. Arcing shorts are hard to trace and play havoc with a circuit. To help prevent arcing look for carbon build up on discs and wipers. Clean any build up spotted with an aerosol type de-greaser or contact cleaner. But these cleaners MUST BE WIPED OFF WITH A CLEAN CLOTH. Also check fibre cams for worn lobes or worn locking notches.

IN CONCLUSION, A CLEAN MACHINE IS EASIER TO MAINTAIN AND KEEP IN SERVICE.

WIRE COLOR CODE

1.... RED	A. FIRST NUMBER IS
2.... BLUE	WIRE BODY COLOR
3.... YELLOW	
4.... GREEN	B. SECOND NUMBER IS
5.... WHITE	TRACER COLOR
6.... BROWN	STRIPE
7.... ORANGE	
8.... BLACK	C. NUMBER AFTER DASH
9.... GRAY	INDICATES RE-USE OF
0.... NO TRACER	SAME COLOR WIRE IN
	A DIFFERENT CIRCUIT

SWITCH CODE

N.C.... NORMALLY CLOSED
N.O.... NORMALLY OPEN
N.B.B... MAKE BEFORE BREAK
S.P.D.T. SINGLE POLE DOUBLE
THROW OR TRANSFER SW. "T"

NOTE: ALL SWITCHES ON BALLY
DIAGRAMS WORK CLOCKWISE.

BACK GLASS LAYOUT

Bally Nashville

1st CARD ALL SCORES *DOUBLE*

5 3
12 15

OR

RED DIAGONAL
LINES SCORE WHEN LIT

5	1	9	25	3
8	22	10	19	7
6	18	16	11	17

SUPER
LINE WHEN LIT

24	21	14	20	13
12	23	2	4	15

2nd CARD ALL SCORES *DOUBLE*

9 6
10 3

OR

RED DIAGONAL
LINES SCORE WHEN LIT

9	24	16	4	6
13	19	14	20	25
2	18	15	12	17

SUPER
LINE WHEN LIT

1	22	11	21	8
10	7	5	23	3

3rd CARD ALL SCORES *DOUBLE*

6 1
10 8

OR

RED DIAGONAL
LINES SCORE WHEN LIT

6	7	3	24	1
23	14	12	18	2
5	19	20	16	22

SUPER
LINE WHEN LIT

11	17	9	15	25
10	13	21	4	8

0000

DOUBLE OR NOTHING
— FEATURE WHEN LIT —

PRESS **D** BUTTON FOR DOUBLE OR NOTHING
PRESS **R** BUTTON FOR REGULAR SCORES

7th COIN RED DIAGONALS SCORE IN CARDS 1-2 & 3

9th COIN MAGIC NUMBER HIT DOUBLES ALL SCORES IN CARDS 1-2 & 3

10th COIN MAGIC NUMBER HIT DOUBLES ALL SCORES IN CARDS 4-5 & 6

MAGIC NUMBER

1 7 9 22 25

4th CARD ALL SCORES *DOUBLE*

3 9
6 5

OR

RED DIAGONAL
LINES SCORE WHEN LIT

3	7	10	4	9
24	21	18	22	8
15	14	17	11	2

SUPER
LINE WHEN LIT

13	20	12	19	23
6	25	16	1	5

5th CARD ALL SCORES *DOUBLE*

4 5
7 11

OR

RED DIAGONAL
LINES SCORE WHEN LIT

4	6	1	23	5
25	15	3	17	13
9	19	21	12	20

SUPER
LINE WHEN LIT

10	18	16	14	8
7	24	22	2	11

6th CARD ALL SCORES *DOUBLE*

8 4
1 6

OR

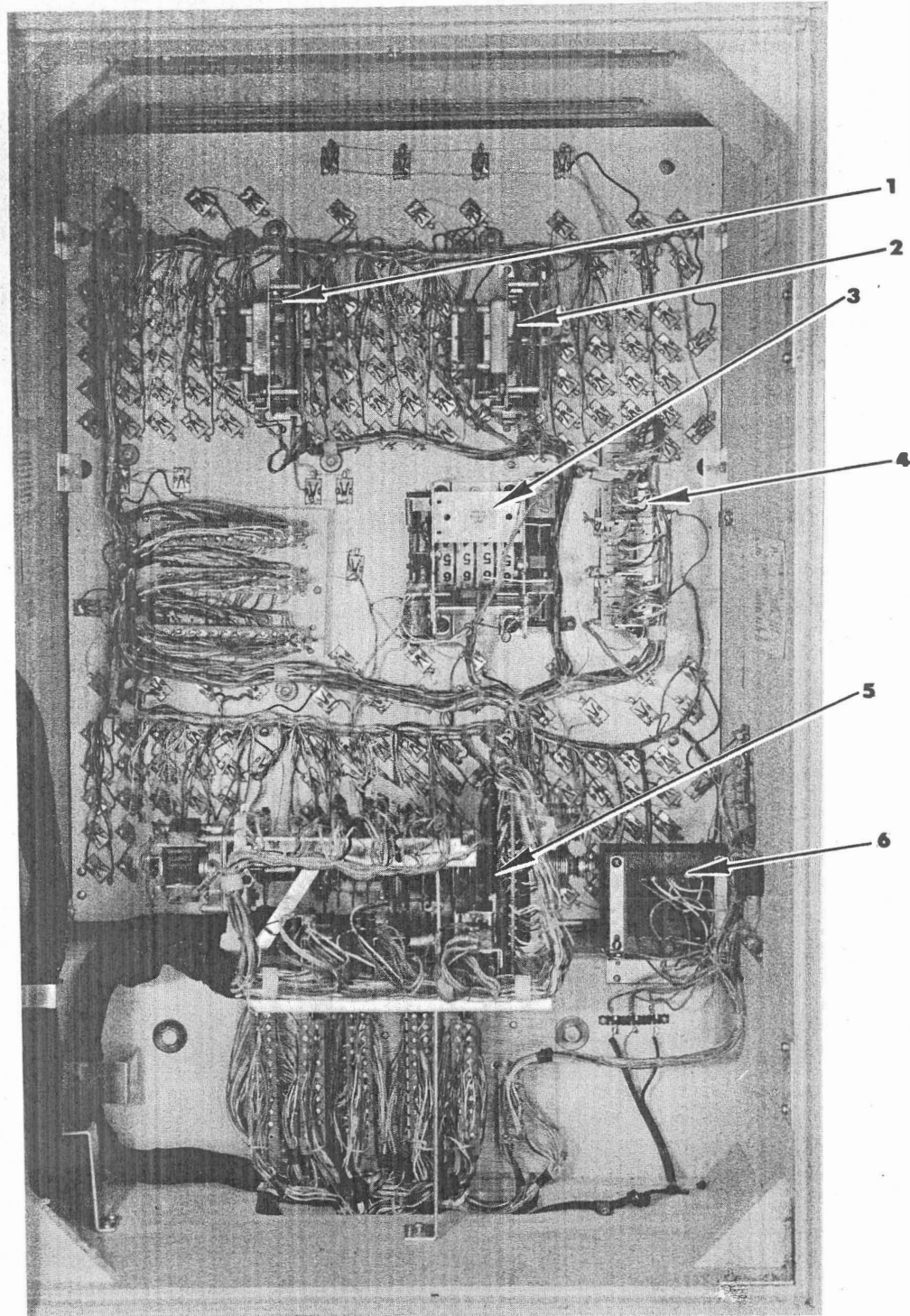
RED DIAGONAL
LINES SCORE WHEN LIT

8	23	10	13	4
2	17	16	14	24
20	12	22	19	5

SUPER
LINE WHEN LIT

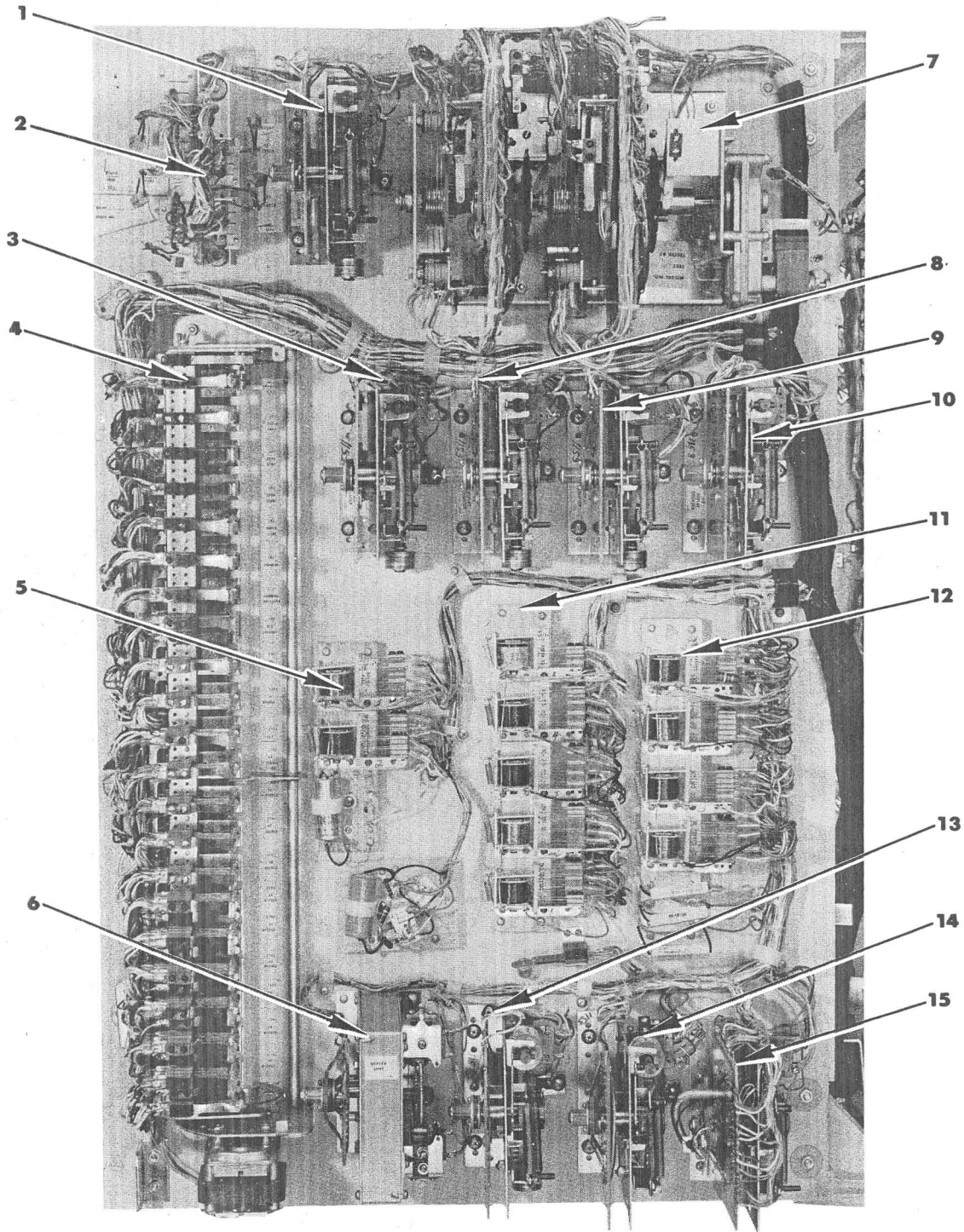
25	15	9	18	11
1	7	21	3	6

CABINET BACK LAYOUT



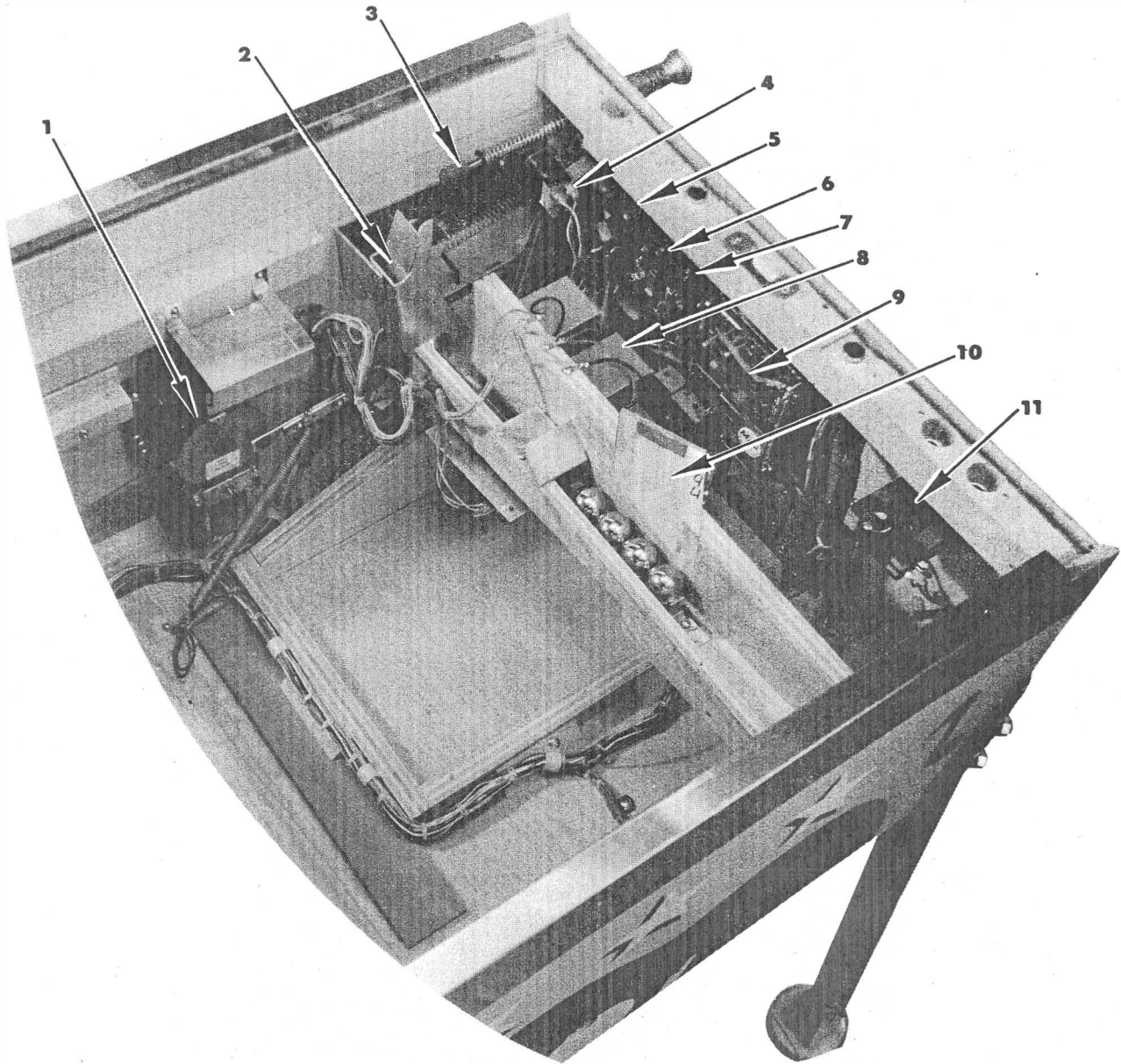
ITEM NO.	PART NUMBER	DESCRIPTION	PAGE
1	AS-2611-15	RANDOM SPOT UNIT	42
2	AS-2611-11	RANDOM INDEX UNIT	42
3	AS-473-54	REPLAY REGISTER UNIT	40
4	E-300-913	4 RELAY BANK	24
5	AS-798-132	CONTROL UNIT	12
6	E-122-103	TRANSFORMER	

BACK DOOR LAYOUT



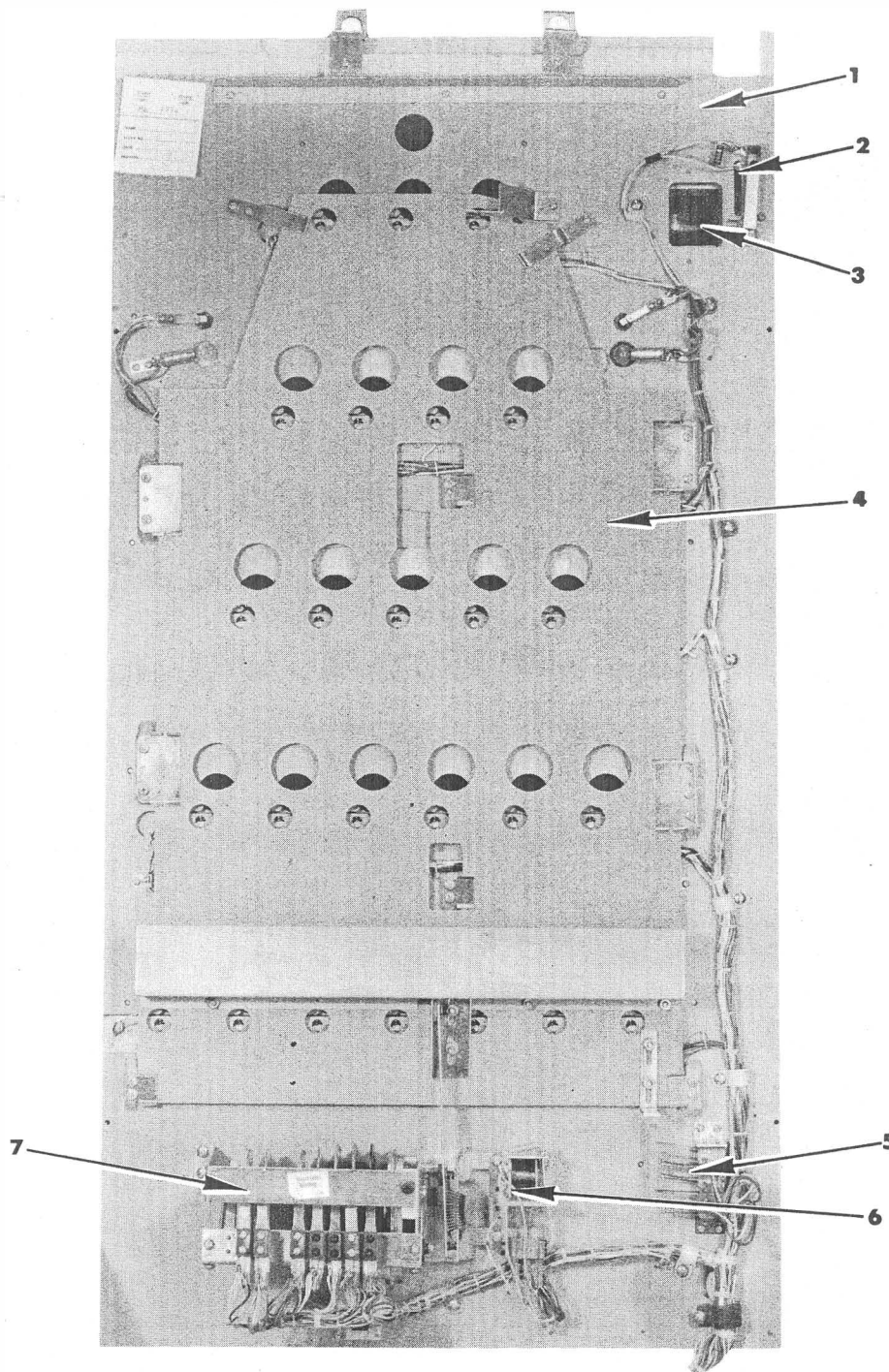
ITEM NO.	PART NUMBER	DESCRIPTION	PAGE	ITEM NO.	PART NUMBER	DESCRIPTION	PAGE
1	AS-1022-162	NO. 1 REPLAY COUNTER	31	9	AS-1022-165	NO. 4 REPLAY COUNTER	34
2	E-300-947	5 RELAY BANK	22	10	AS-1022-166	NO. 5 REPLAY COUNTER	35
3	AS-1022-163	NO. 2 REPLAY COUNTER	32	11	E-300-948	5 RELAY BANK	24
4	AS-2409-44	21 RELAY BANK	16	12	E-300-951	4 RELAY BANK	26
5	E-300-916	2 RELAY BANK	30	13	E-300-167	NO. 6 REPLAY COUNTER	38
6	AS-873-58	REFLEX UNIT		14	AS-1110-60	TIMER UNIT	40
7	AS-798-128	SEARCH UNIT		15	AS-1022-175	SELECTION UNIT	39
8	AS-1022-164	NO. 3 REPLAY COUNTER	33				

LOWER FRONT CABINET LAYOUT



ITEM NO.	PART NUMBER	DESCRIPTION	PAGE
1	AS-1139-36	BALL LIFTER MOTOR ASSEMBLY	44
2	AS-186-17	BALL LIFTER ASSEMBLY	
3	AS-187-20	BALL SHOOTER ASSEMBLY	
4	A-1272-25	"C" BUTTON SWITCH	42
6	ASW-A2-9	MANUAL LIFT BUTTON SWITCH	42
6	ASW-A1-25	TILT SWITCH	42
7	A-1729-16	REPLAY SWITCH	42
8	E-130-29	COUNTERS	
9	AS-277-105	COIN SWITCH	
10	AS-1145-52	BALL TROUGH AND SWITCH	42
11	AS-982-948	"R" AND "D" SWITCHES	

PLAYFIELD PANEL LAYOUT



ITEM NO.	PART NUMBER	DESCRIPTION	PAGE
1	CA-529-13	PANEL	
2	ASW-A1-7	BALL RUNWAY SWITCH	42
3	C-153	BALL LIFT COVER	
4	AS-1433-20	SHUTTER ASSEMBLY	
5	AS-982-1025	PANEL SWITCH	
6	AS-2930-1	LIFT START RELAY	
7	AS-232-98	SHUTTER MOTOR ASSEMBLY	44

CONTROL UNIT WINNER SEARCH POSITIONS CHART

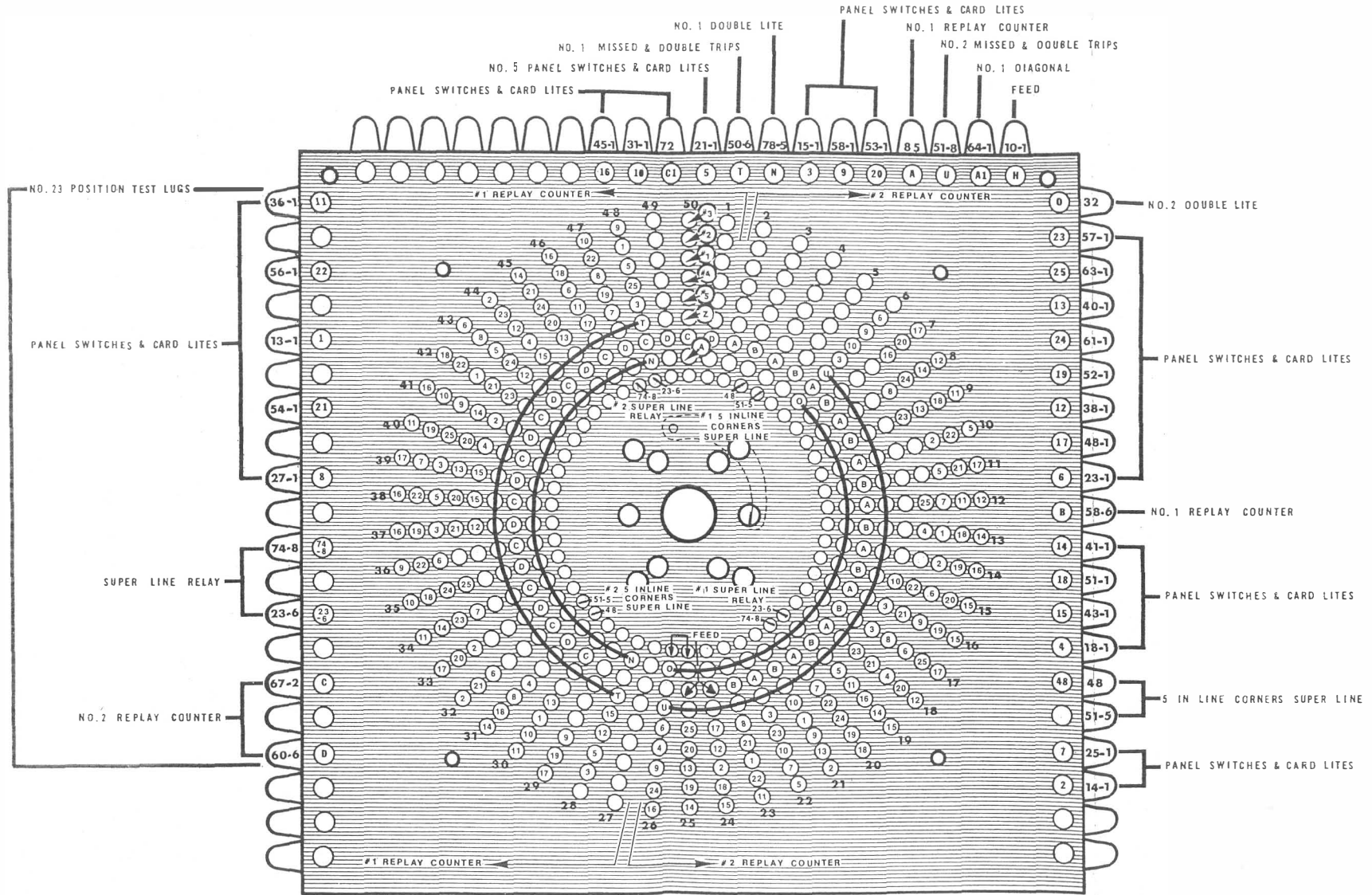
Cards 1 & 2

WIPER AT DISC LOCATION NO.	WIPER NO. 5 SE 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	ARCH RELAY
1						
2						
3	BINGO CARD NUMBERS READ ACROSS					
4						
5						
6	9	6	-	10	3	Card No.2 Corners Winners
7	16	20	17	-	-	
8	24	14	12	8	-	Card No.2 Winners
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	Super Line
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	Card No.1 Corners Winners
25	13	19	14	20	25	
26	9	24	16	4	6	
27						
28	5	3	-	12	15	Card No.1 Winners
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	Super Line
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	Card No.1 Corners Winners
46	6	18	16	11	17	
47	8	22	10	19	7	
48	5	1	9	25	3	
49						
50						

1-2 CONTROL UNIT SEARCH DISC

WIPER AS-910-40

DISC W-850-47



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

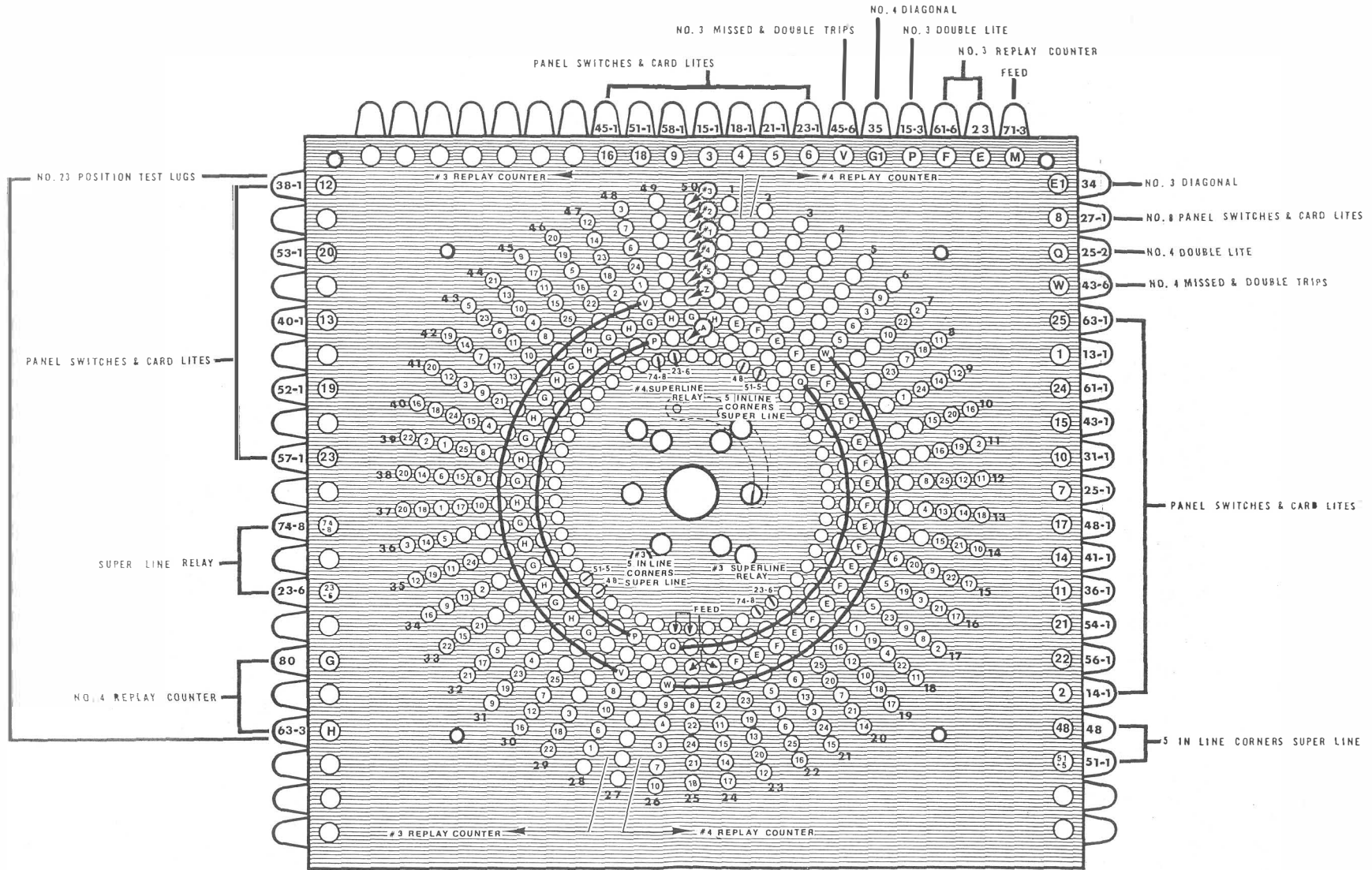
Card No.3 Winners

Super Line

3-4 CONTROL UNIT SEARCH DISC

DISC W-850-48C

WIPER AS-910-40



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

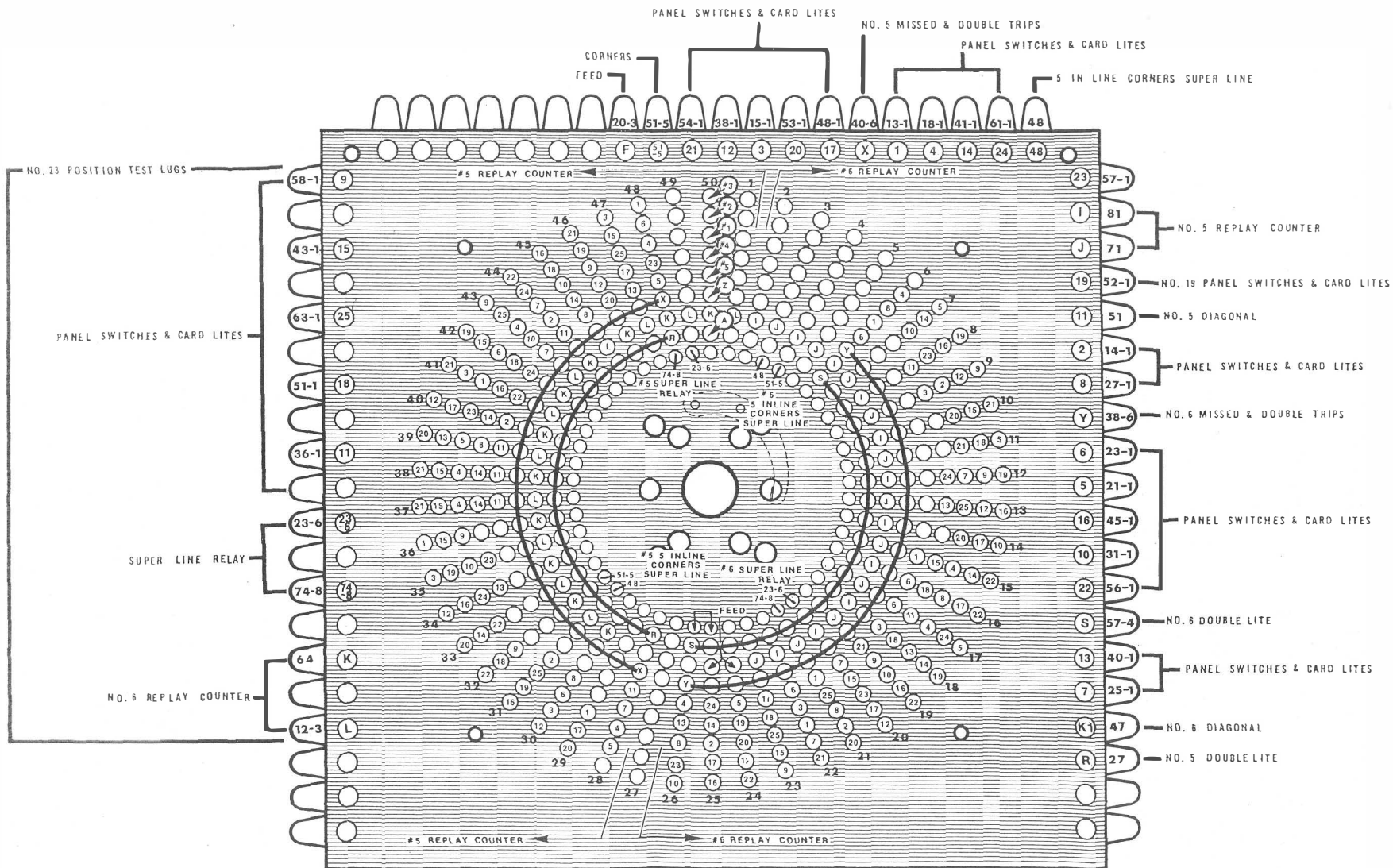
Card No.5 Winners

Super Line

5-6 CONTROL UNIT SEARCH DISC

DISC W-850-49

WIPER AS-910-41



CONTROL UNIT ASSEMBLY

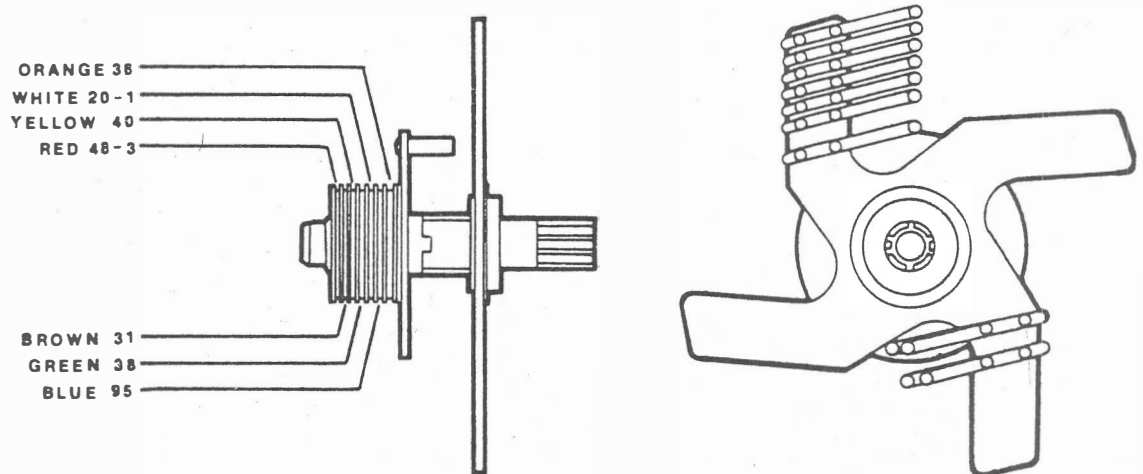
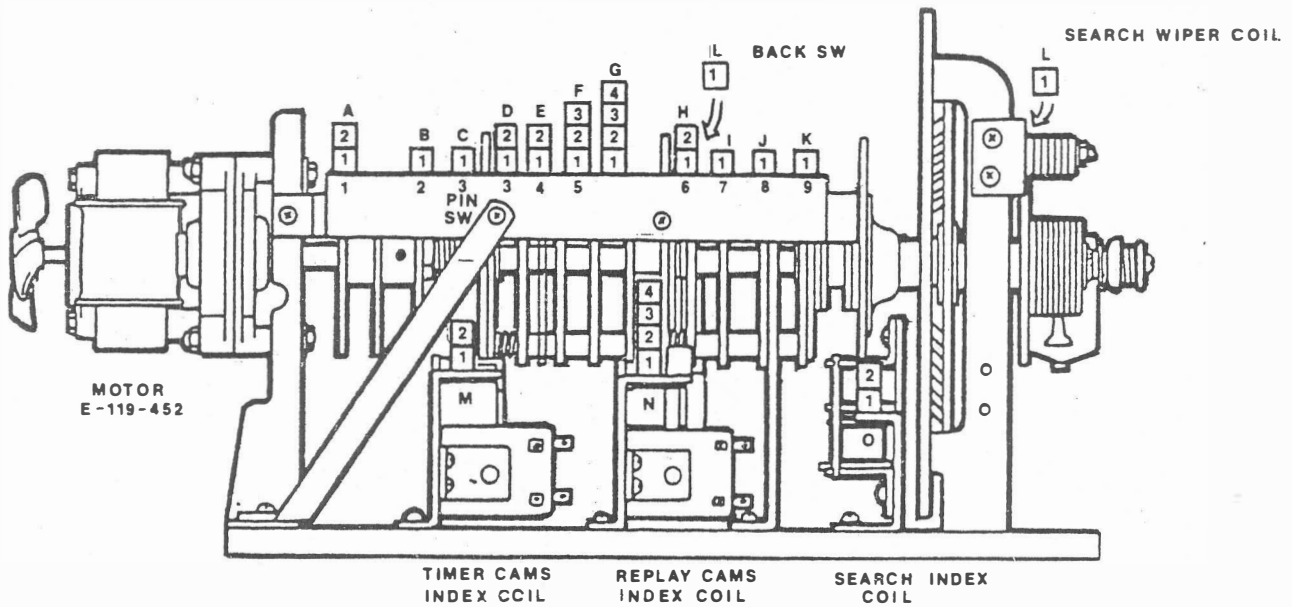
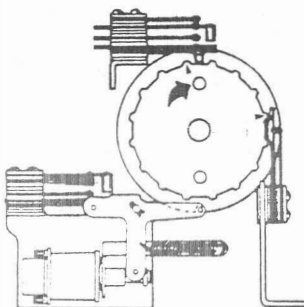
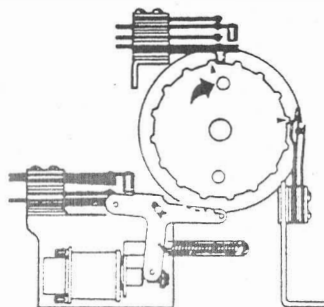


FIGURE 1



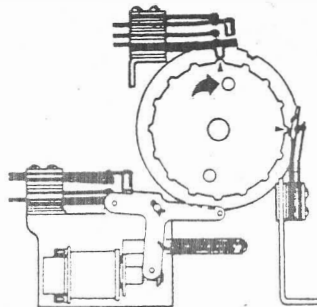
Replay Cam Shown in Normal Indexed Position. Switches A, B & C are in Normally Open Position.

FIGURE 2



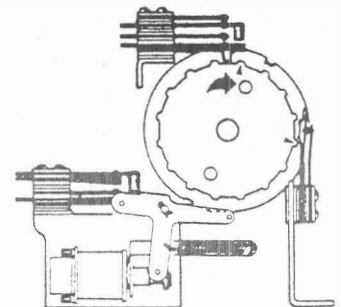
Replay Cam Starting to rotate. Switches are out of Index Position. Switches A & B are still in Normally Open Position. Switch C is now Closed.

FIGURE 3



As the Replay Cam continues to Rotate, Switches A, B & C are now closed. All switches are centered on Cam Lobes and Perfectly Synchronized.

FIGURE 4



Replay Cam rotates further, Switches A & B are again at their Normally Open Positions. However Switch C still remains Closed. After this portion of the cycle, the Cam and Switches return to Normal Index Position as Shown in Figure 1.

CONTROL UNIT FUNCTION CHART

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Motor	E-119-452	E-3	95-16 98-16	Gray-White Gray-Black	Timer & Tilt Relay Search Wiper Relay
Cam No. 1 N.O.	ASW-C1-3	C-5	75-4 74-1	Orange-White Orange-Green	To Replay Register
N.C.	ASW-C2-4	M-4	20 30	Blue Yellow	To Double or Nothing Box Lite
Cam No. 2 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 N.C.	ASW-C1-4	E-5	30 80-9	Yellow Black	To Search Wiper Relay Start Relay Hold In
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	ASW-C1-4	F-18	31-3 31J	Yellow-Red Yellow	Varies Time Delay on Spin Relay
Cam No. 5 N.O.	ASW-C1-4	C-12	27-5 21-3	Blue-Orange Blue-Red	Step Up Coil
N.O.	ASW-C1-8	D-4	30 30J 43-2	Yellow Yellow Green-Yellow	T Coil
N.O.		D-4	30J 15-7	Yellow Red-White	To Anti-Cheat Relay Coil
Cam No. 6 N.O.	ASW-C1-4	H-4	21-3 31-2	Blue-Red Yellow-Red	For Multiple Coin Play
N.O.	ASW-C1-8	B-6	51-2 67-1	White-Red Brown-Orange	T Coin Meter Coil
T	ASW-C3-3	C-5	78-1 84-2 65-1	Orange-Black Black-Green Brown-White	From Coin Switch
Lug	ASW-A0-3	H-4	31-2	Yellow-Red	For Single Coin Play
Cam No. 7 N.O.	ASW-C1-3	C-14	70J	Orange	For Shop Test
N.O.	ASW-C1-43	G-5	41-6 40-2	Green-Red Green	To Replay Register Coil
Back Sw. N.O.	ASW-C1X-21	H-5	78 53	Orange-Black White-Yellow	Safety for Replays with Index Coil Sw
Cam No. 8 N.O.	ASW-C1-4	F-15	14-8 70	Red-Green Orange	X4 Multiplier
Cam No. 8Y N.O.	ASW-C1-4	F-15	70 70J 13-2	Orange Orange Red-Yellow	X16 Multiplier

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

CONTROL UNIT FUNCTION CHART

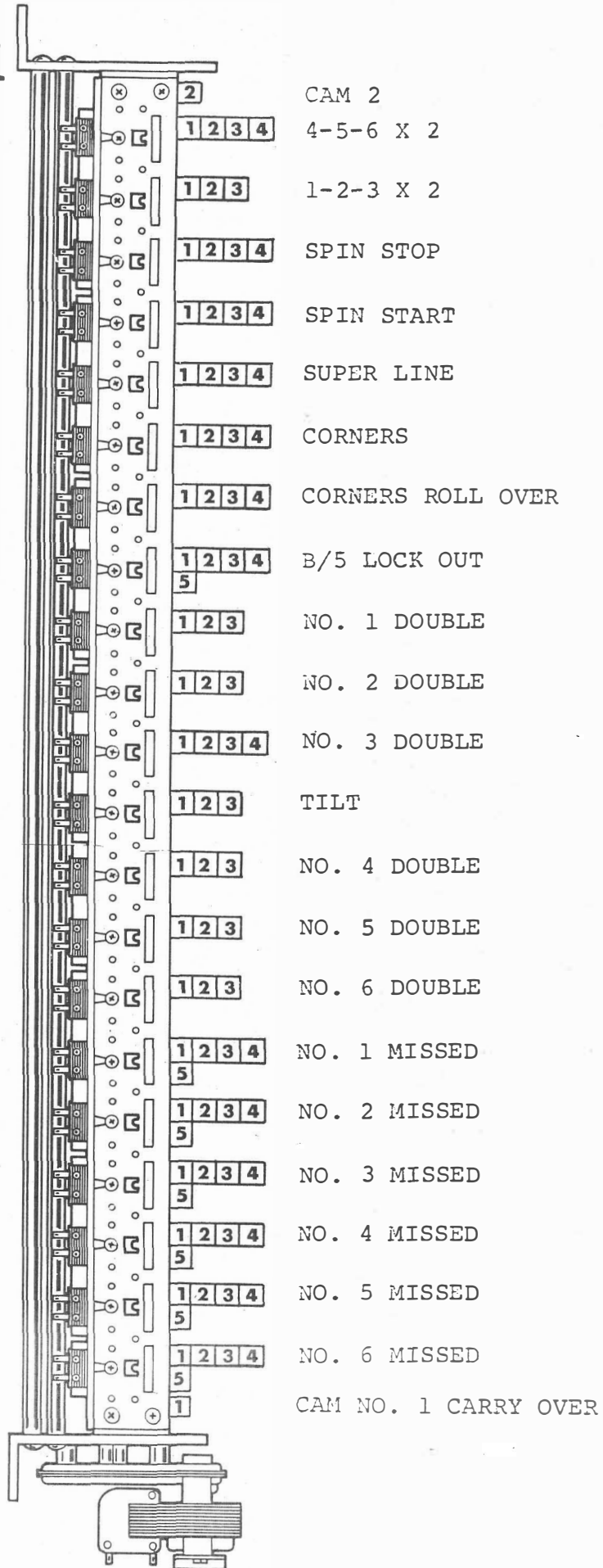
SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Cam No. 9 N.O.	ASW-C1-4	F-15	70J	Orange	X8 Multiplier (Double)
N.O.		F-15	14-8 70	Red-Green Orange	X8 Multiplier (Regular)
Cam No. 10 N.C.		H-8	85-1 23-6	Black-White Blue-Yellow	Prevents Starting Replays until Cams are Homed
Search Ratchet Pin Sw. No. 11 (1-2 Search) 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	C-13	70 21-4	Orange Blue-Red	From "C" Button
N.O.	AS-982- 1112	H-25	21-3 85-1	Blue-Red Black-White	Pulls in Search Wiper Relay
Search Wiper (3-4) Lock Coil	AS-2517-7	C-13	70 81-7	Orange Black-Red	1 & 2 Search Wiper Ratchet Pin Switch
N.O.	AS-982- 1112	H-25	21-3 85-1	Blue-Red Black-White	Pulls in Search Wiper Relay
Search Wiper (5-6) Lock Coil	AS-2517-7	C-13	70 35-1	Orange Yellow-White	3 & 4 Search Wiper Ratchet Pin Switch
N.O.	AS-982- 1112	H-25	21-3	Blue-Red	Holds in Search Wiper Relay
Timer Cam Index	AS-472-157	A-7	70 52	Orange White-Blue	From Start Relay
N.O.	ASW-A1-11	D-2	94-16 93-16	Gray-Green Gray-Black	Made on Cam to run Motor when Game is Tilted
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	F-6	50	White	Jumper for Resistor
Replay Cam Index	AS-472-156	A-14	70 40-2	Orange Green	From Start Relay
N.O.	ASW-A1-11	H-5	53 21-3	White-Yellow Blue-Red	Replay Safety (Only Made when Energized)
N.O.	ASW-A1-54	J-7	85-1 23-6	Black-White Blue-Yellow	Holds Replay Circuit While Collecting Replays

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
N.C.	ASW-A2-27	C-8	60-2 63-2	Brown Brown-Yellow	Prevents Timer from Stepping while Collecting Replays
N.C.	ASW-A2-51	B-15	57-7 61	White-Orange Brown-Red	Prevents Double Play Re While Collecting Replays
Search Index (1-2)	AS-1114-38	E-6	70 85-5	Orange Black-White	Pulls in through Replay Circuit
N.O.	ASW-A2-28	G-5	78 10-1	Orange-Black Red	To Replay Cams Index & Replay Counter Step-Up Coil
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
N.O.	ASW-A2-28	G-6	78 71-3	Orange-Black Orange-Red	To Replay Cam Index & Replay Counter Step-Up
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
N.O.	ASW-A2-28	G-7	78 20-3	Orange-Black Blue	To Replay Cam Index & Replay Counter Step-Up
N.O.	ASW-A2-49	E-25	21-3 81-5	Blue-Red Black-Red	Pulls in Search Index Relay

TRIP RELAY BANK 21



TRIP RELAY BANK 21

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Cam No. 2 Switch	ASW-BO-1				
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
N.C.	ASW-B-1	L-5	48-10 36-7	Green-Black Yellow-Brown	Opens Circuit to #1 Regular Win Lite
T	ASW-B-3	K-5	12 65-6 30	Red-Blue Brown-White Yellow	To #1 Double Lite
T		D-17	75-5 50-6 56-5	Orange-White White White-Brown	To #1 Double or Nothing Trips
No. 2 Double	D-27-425	A-18	70J 25-4	Orange Blue-White	Trips When Double is Hit Thru Random Disc
N.C.	ASW-B-2	K-5	31-8 52-7	Yellow-Red White-Blue	Opens Circuit to #2 Regular Win Lite
T	ASW-B-3	K-6	57-5 23-3 30	White-Orange Blue-Yellow Yellow	To #2 Double or Nothing Lite
T		D-18	74-5 51-8 56-5	Orange-Green White-Red White-Brown	To #2 Double or Nothing Trips
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	To #3 Double or Nothing Trips
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	Opens to Parts of 50V Circuit and Shutter Motor

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
N.C.	ASW-B-2	L-8	82 60	Black-Blue Brown	Opens Circuit to #4 Regular Lite
T	ASW-B-3	L-8	21-5 38-4 30	Blue-Red Yellow-Black Yellow	To #4 Double Lite
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
N.C.	ASW-B-2	K-9	83-6 75-7	Black-Yellow Orange-White	Opens Circuit to #5 Regular Lite
T	ASW-B-3	K-11	53-5 41-4 30	White-Yellow Green-Red Yellow	To #5 Double Lite
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
N.C.	ASW-B-2	L-10	18-6 20-7	Red-Black Blue	Opens Circuit to #6 Regular Lite
T	ASW-B-3	L-10	61-5 47-2 30	Brown-Red Green-Orange Yellow	To Double Lite
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
N.C.	ASW-B-2	A-18	40-7 40J	Green Green	Safety Switch for #1 Missed Coil
N.C.		F-8	10-2 85	Red-Blue Black-White	Opens Circuit to #1 Replays after A Miss
N.C.		L-6	30 48-10	Yellow Green-Black	Opens Circuit to #1 Regular Win Lite
T	ASW-B-3	K-5	12 74-6 30J	Red-Blue Orange-Green Yellow	To #1 Nothing Lite
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
N.C.	ASW-B-2	B-18	41-7 41J	Green-Red Green-Red	Safety Switch for #2 Missed Relay
N.C.		F-9	13-3 67-2	Red-Yellow Brown-Orange	Opens Circuit to #2 Card Replay After A Miss
N.C.		K-5	30 31-8	Yellow Yellow-Red	To #2 Regular Win Lite
T	ASW-B-3	K-6	57-5 36-4 30J	White-Orange Yellow-Brown Yellow	To #2 Nothing Lite
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
N.C.	ASW-B-2	B-19	43-7 43J	Green-Yellow Green-Yellow	Safety Switch for #3 Missed Relay
N.C.		F-11	14-2 23	Red-Green Blue-Yellow	Opens Circuit for #3 Card Replays After a Miss
N.C.		K-8	30 53-7	Yellow White-Yellow	To #3 Regular Win Lites
T	ASW-B-3	K-8	58-3 83 30J	White-Black Black-Yellow Yellow	To #3 Nothing Lites
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
N.C.	ASW-B-2	B-19	45-7 45J	Green-White Green-White	Safety Switch for #4 Missed Relay
N.C.		F-11	18-5 80	Red-Black Black	Opens Circuit to #4 Card Replay after A Miss
N.C.		K-8	30 60	Yellow Brown	To #4 Regular Win Lites
T	ASW-B-3	G-10	21-5 51-3 30J	Blue-Red White-Red Yellow	To #4 Nothing Lite
N.C.	ASW-B-2	K-9	38-4 25-2	Yellow-Black Blue-White	Opens Circuit to #4 Regular Win and Double Lites

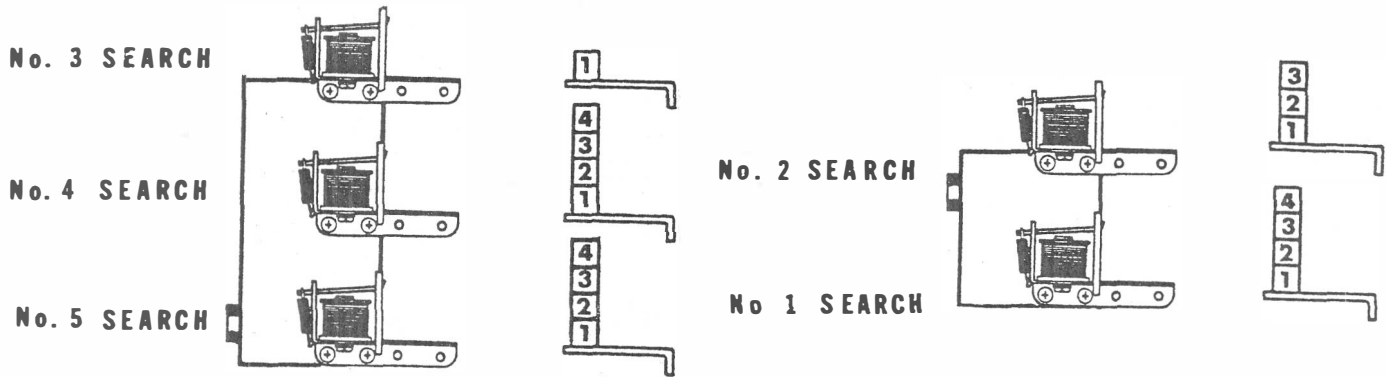
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TRIP RELAY BANK 21

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
N.C.	ASW-B-2	B-20	48-7 48J	Green-Black Green-Black	Safety Switch for #5 Missed Relay
N.C.		F-13	20-2 81	Blue Black-Red	Opens Circuit for #5 Card Replay After A Miss
N.C.		K-10	30 83-6	Yellow Black-Yellow	To #5 Regular Win Lite
T	ASW-B-3	K-9	53-5 64-2 30J	White-Yellow Brown-Green Yellow	To #5 Nothing Lite
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
N.C.	ASW-B-2	F-11	50-7 50J	White White	Opens Circuit to #6 Missed Relay
N.C.		F-13	21-2 64	Blue-Red Brown-Green	Opens Circuit for #5 Card Replay After A Miss
N.C.		K-10	30 18-6	Yellow Red-Black	To #6 Regular Win Lite
T	ASW-B-3	K-11	61-5 43-4 30J	Brown-Red Green-Yellow Yellow	To #6 Nothing Lite
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	ASW-B20-1	E-21		Red-Black Yellow	When Made Motor Cam Turns 360° to Start Position
MOTOR	E-119-464	A-22	18 30	Red-Black Yellow	Starts Through Shutter Motor Cam Switch #7 at Start of Game

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5 RELAY SEARCH BANK



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

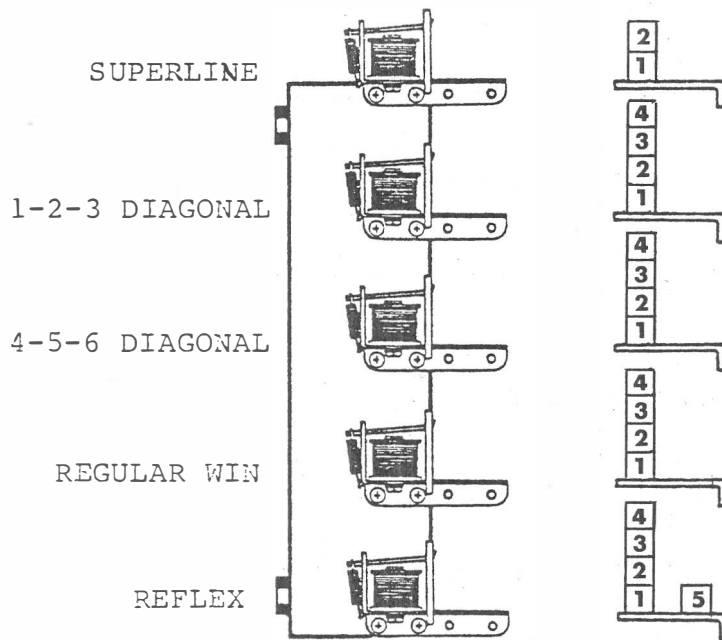
ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

5 RELAY SEARCH BANK

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

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5 RELAY BANK



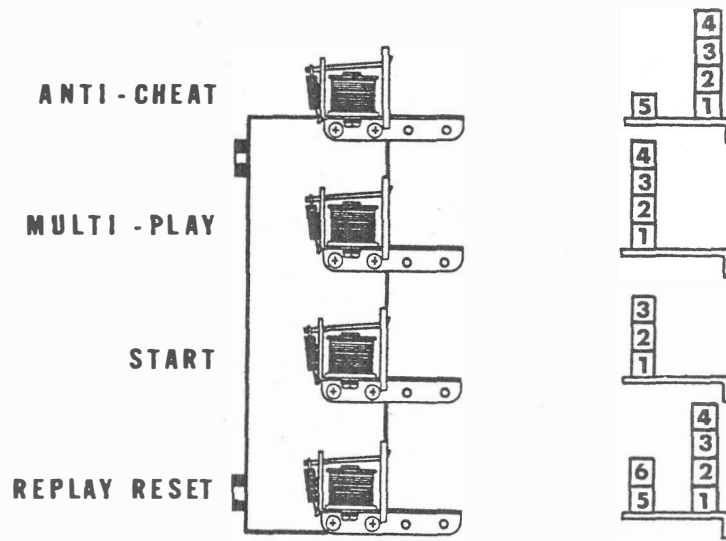
SWITCH / COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Reflex Relay	AS-2930-56	E-17	70J 74J	Orange Orange-Green	Trips From Reflex Disc D
N.O.	ASW-R1-8	H-17	63-7 74J 74-7	Brown-Yellow Orange-Green Orange-Green	From Shutter Cam No. 1
T	ASW-R3-6	L-1	10J 10-4 23-7 12-4	Red Red Blue-Yellow Red-Blue	From Magic Random Spot Lines
T		L-3	10J 27-7 35-4	Red Blue-Orange Yellow-White	From Magic Random Spot Lites
T		J-18	15J 15-4 31-7 18-4	Red-Yellow Red-Yellow Yellow-Red Red-Black	To Magic Random Disc
T		J-20	15J 54-7 47-4	Red-Yellow Yellow-Green Green-Orange	To Magic Random Disc
Regular Win Relay	AS-2930-8	A-15	70J 56	Orange White-Brown	Trips from Double Play Relay
N.O.	ASW-R1-8	A-6	78 40-2	Orange-Black Green	From Control Unit Cam No. 7
N.C.	ASW-R2-5	D-5	20 50-3	Blue Yellow	From Search Index Relay
N.C.		B-15	65-8 57-7	Brown-Yellow White-Orange	From Double Button Switch
T		C-16	71-1 61-2 23-5	Orange-Red Brown-Red Blue-Yellow	From Reflex Disc

5 RELAY BANK

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
4-5-6 Diagonal Relay	AS-2930-9	E-24	70J 84-1	Orange Black-Green	Trips Thru Selection Disc
N.O.	ASW-R1-3	F-12	80 35	Black Yellow-White	From No. 3-4 Search Disc
N.O.		F-13	81 51	Black-Red White-Red	From No. 5-6 Search Disc
N.O.		F-14	64 47	Brown-Green Green-Orange	From No. 5-6 Search Disc
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
N.O.	ASW-R1-3	F-9	85 64-1	Black-White Brown-Green	From No. 1-2 Search Disc
N.O.		F-10	67-2 72	Brown-Orange Orange-Blue	From No. 1-2 Search Disc
N.O.		F-11	23 34	Blue-Yellow Yellow-Green	From No. 3-4 Search Disc
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
N.O.	ASW-R1-3	H-8	52-2 53-2 53J	White-Blue White-Yellow White-Yellow	From Replay Counter Discs
T	ASW-R3-6	H-10	53J 50-8 48	White-Yellow White Green-Black	From Replay Counter Discs

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4 RELAY BANK



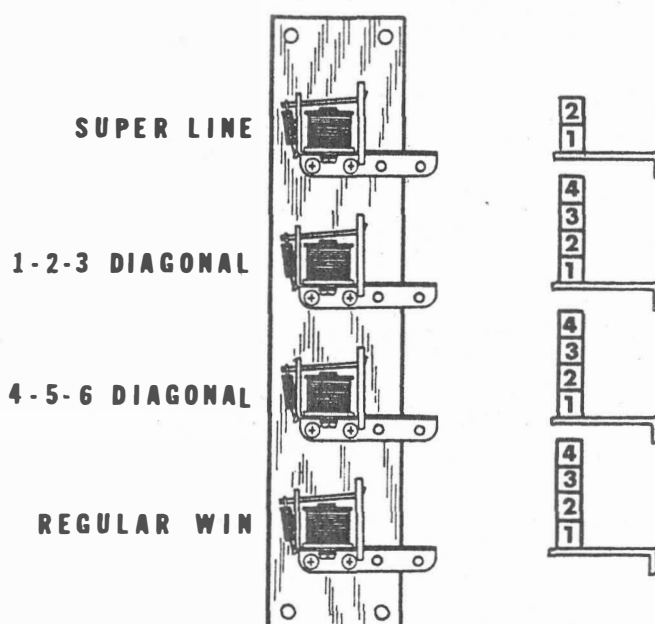
SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Anti-Cheat Relay	AS-2930-2	A-4	70J 15J	Orange Red-White	Anti-Cheat Circuit
N.O.	ASW-R1-8	B-4	30 15-7 15J	Yellow Red-White Red-White	Holding Circuit for Anti-Cheat Relay
N.O.	ASW-R1-3	L-15	14-10 80-5	Red-Green Black	17 Volt Lite Circuit
N.C.	ASW-R2-5	D-5	81-3 63-4	Black-Red Brown-Yellow	Coin Circuit
T	ASW-R3-6	M-14	13-10 74-10 41-10	Red-Yellow Orange-Green Green-Red	Tilt Lite + 6 V Lite Circuit
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)
N.O.	ASW-R1-3	D-7	82-1 78-1 78J	Black-Blue Orange-Black Orange-Black	Holding Circuit
N.O.		C-6	53-8 13-7	White-Yellow Red-White	Circuit to Start Relay
N.C.	ASW-R2-5	B-5	65-7 50	Brown-White White	Circuit to Replay Register Reset Coil
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
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
N.O.	ASW-R1-3	C-7	58 53J	White-Black White-Yellow	Circuit to Timer Cam Index
N.C.	ASW-R2-5	D-8	21-3 50-2	Blue-Red White	Circuit to Timer Step-Up Coil
Replay Reset Relay	AS-2930-5	A-5	70 70J 75J	Orange Orange Orange-White	Replay Reset Circuit
N.O.	ASW-R1-3	C-5	56-2 75-4 75	White-Brown Orange-White Orange-White	Holding Circuit
N.O.		D-2	94-16 98-16	Gray-Green Gray-Black	Circuit to Control Unit Motor
N.C.	ASW-R2-5	H-5	30 60-1	Yellow Brown	Circuit to Replay Relay Step-Up Coil
N.C.		B-5	13-7 53-3	Red-Yellow White-Yellow	Circuit to Start Relay
N.C.		B-23	18-2 21-4	Red-Black Blue-Red	Circuit to 1-2 Search Wiper Lock Coil
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
Super Line Relay	AS-2930-21	F-7	70 70J 57	Orange Orange White-Orange	Super Line Circuit
N.O.	ASW-R1-3	H-14	52-2 53-2 53J	White-Blue White-Yellow White-Yellow	On Search Circuit
T	ASW-R3-6	H-10	53J 50-8 48	White-Yellow White Green-Black	On Search Circuit
Diagonal Relay 1-2-3	AS-2930-9	F-24	70J 68-1	Orange Brown-Black	1-2-3 Cards Red Diagonals
N.O.	ASW-R1-3	F-8	85 64-1	Black-White Brown-Green	1-2-3 Diagonals to 1-2 Search Disc
N.O.		F-10	67-2 72	Brown-Orange Orange-Blue	1-2-3 Diagonals to 1-2 Search Disc
N.O.		F-11	23 34	Blue-Yellow Yellow-Green	1-2-3 Diagonals to 3-4 Search Disc
N.O.		L-13	83-2 30	Black-Yellow Yellow	1-2-3 Cards Diagonal Lites
Diagonal Relay 4-5-6	AS-2930-9	F-24	70J 84-1	Orange Black-Green	4-5-6 Cards Red Diagonal
N.O.	ASW-R1-3	F-12	80 35	Black Yellow-White	4-5-6 Diagonals to 3-4 Search Disc

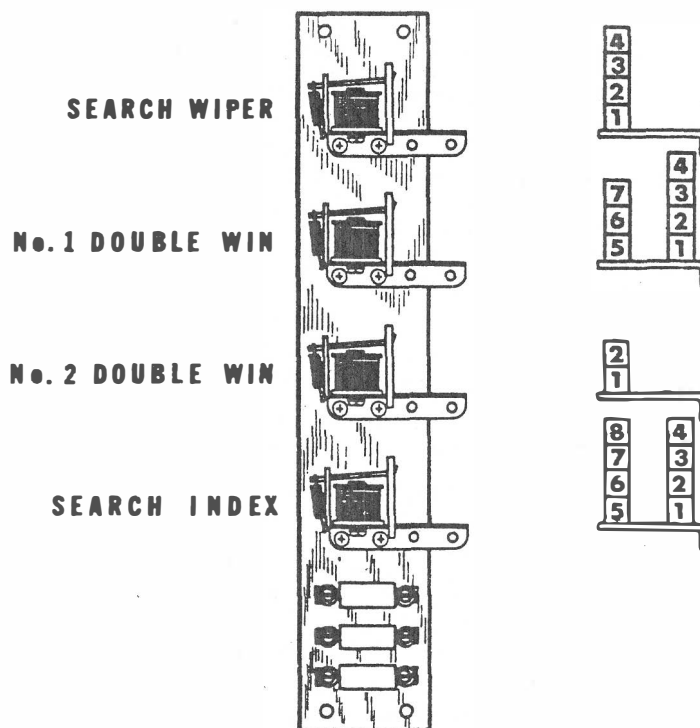
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4 RELAY BANK

SWITCH / COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
N.O.	ASW-R1-3	F-13	81 51	Black-Red White-Red	4-5-6 Diagonals to 5-6 Search Disc
N.O.		F-14	64 47	Brown-Green Green-Orange	4-5-6 Diagonals to 5-6 Search Disc
N.O.		L-13	83-2 30	Black-Yellow Yellow	4-5-6 Cards Red Diagonals Lites
Regular Win Relay	AS-2930-8	A-15	70J 56	Orange White-Brown	Regular P.O. Circuit
N.O.	ASW-R1-8	H-16	78 40-2	Orange-Black Green	Circuit to Replay Cam Index
N.C.	ASW-R2-5	K-5	20 50-3	Blue White	Circuit to Double or Nothing Lite
N.C.		B-15	65-8 57-7	Brown-White White-Orange	Circuit to Double Play Relay
T	ASW-R3-6	C-16	61-2 23-5 71-1	Brown-Red Blue-Yellow Orange-Red	Circuit to Regular Win and Double Play Relays

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
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
N.O.	ASW-R1-8	E-1	94-16 98-16	Gray-Green Gray-Black	Circuit to Control Unit Motor
N.C.	ASW-R2-5	E-5	80-9 81-3	Black Black-Red	On Coin Circuit
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
Double Win Relay No. 1	AS-2930-12	A-16	70J 43J	Orange Green-Yellow	Relay on Double or Nothing #1 Feature Circuit
N.O.	ASW-R1-8	B-16	61 43 43J	Brown-Red Green-Yellow Green-Yellow	Holding Circuit on Double Win Relay

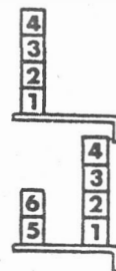
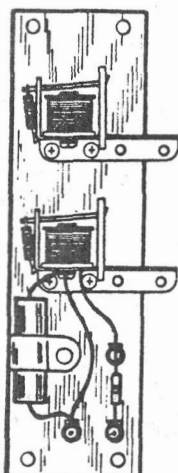
4 RELAY BANK

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
N.O.	ASW-R1-3	B-18	12-1 23-4	Red-Blue Blue-Yellow	Circuit to #1 Double Trip
N.O.		B-18	25-4 83-4	Blue-White Black-Yellow	Circuit to #2 Double Trip
N.O.		B-19	32-1 10-3	Yellow-Blue Red	Circuit to #3 Double Trip
N.O.		B-20	85-4 31-5	Black-White Yellow-Red	Circuit to #4 Double Trip
N.O.		B-20	80-4 36-5	Black Yellow-Brown	Circuit to #5 Double Trip
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	Relay on Double or Nothing Feature Circuit #2
N.O.	ASW-R1-3	H-6	78 40-2	Orange-Black Green	Circuit to Replay Cam Index
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
Search Index Relay	ASW-2930-11	F-25	70J 81-5	Orange Black-Red	Search Circuit for All Cards
N.O.	ASW-R1-8	D-15	83-1 61-2	Black-Yellow Brown-Red	Circuit on Double or Nothing Feature
N.O.	ASW-R1-3	L-5	50-3 48-3 48J	White Green-Black Green-Black	Double or Nothing Lite Circuit
N.O.		L-5	78-6 48-J	Orange-Black Green-Black	Double or Nothing Lite Circuit
N.O.		D-16	58-2 18-8	White-Black Red-Black	Circuit on Double or Nothing Feature
N.C.	ASW-R1-5	H-6	71-3 34-2	Orange-Red Yellow-Green	Circuit to #3 and #4 Search Index Coil
N.C.		H-6	10-1 85-5	Red Black-White	Circuit to #1 and #2 Search Index Coil
T	ASW-R3-6	G-15	13-2 38-5 47-3	Red-Yellow Yellow-Black Green-Orange	Circuit to Replay Cams #8 and #9
N.C.	ASW-R1-5	H-7	20-3 62-1	Blue Brown-Blue	Circuit to #5 and #6 Search Index Coils
N.C.		H-26	15-6 14-9	Red-White Red-Green	Circuit to Double or Nothing Random Motor
	E-104-77	C-15	10-1 85-5	Red Black-White	To Index Coils #5
		B-19	71-3 34-2	Orange-Red Yellow-Green	To Index Coils #3
		B-20	20-3 62-1	Blue Brown-Blue	To Index Coils #1

2 RELAY BANK

DOUBLE PLAY

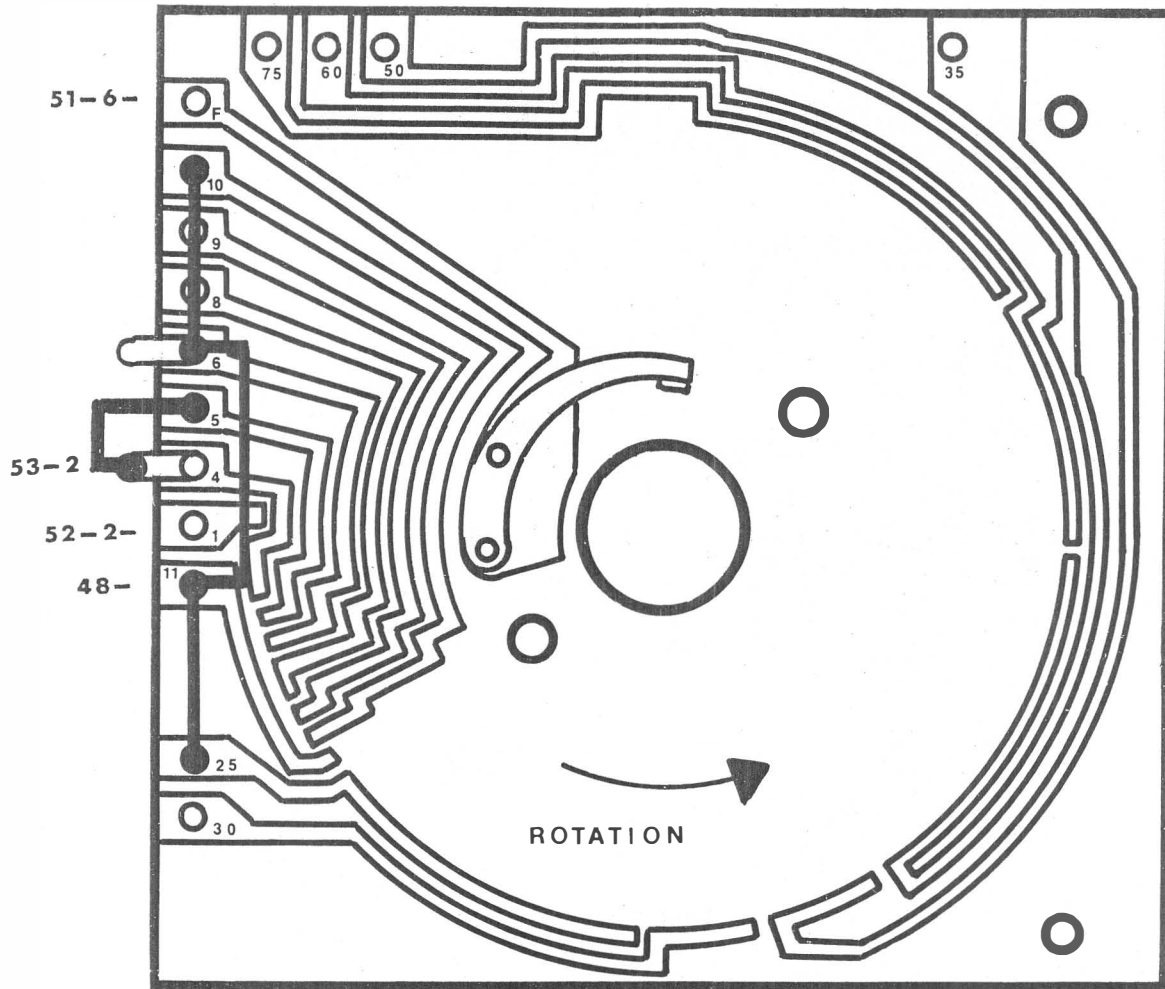
DOUBLE DELAY



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
N.O.	ASW-R1-8	B-16	71-1 61 61J	Orange-Red Brown-Red Brown-Red	Holding Circuit
N.O.	ASW-R1-3	D-15	58-2 38-3	White-Black Yellow-Black	Circuit to Double Win Relay
N.C.	ASW-R2-5	B-15	56 23-5	White-Brown Blue-Yellow	Circuit to Regular Win Relay
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
T	ASW-R3-6	C-18	40-7 75-5 12-1	Green Orange-White Red-Blue	Circuit to #1 Double and Missed Trips
T		C-19	41-7 74-5 83-4	Green-Red Orange-Green Black-Yellow	Circuit to #2 Double and Missed Trips
T		C-19	43-7 71-7 32-1	Green-Yellow Orange-Red Yellow-Blue	Circuit to #3 Double and Missed Trips
T		C-20	45-7 65-5 85-4	Green-White Brown-White Black-White	Circuit to #4 Double and Missed Trips
T		C-20	50-7 58-4 20-5	White- White-Black Blue	Circuit to #5 Double and Missed Trips
T		C-21	48-7 63-6 80-4	Green-Black Brown-Yellow Black	Circuit to #6 Double and Missed Trips

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

CARD NO.1 REPLAY UNIT DISC



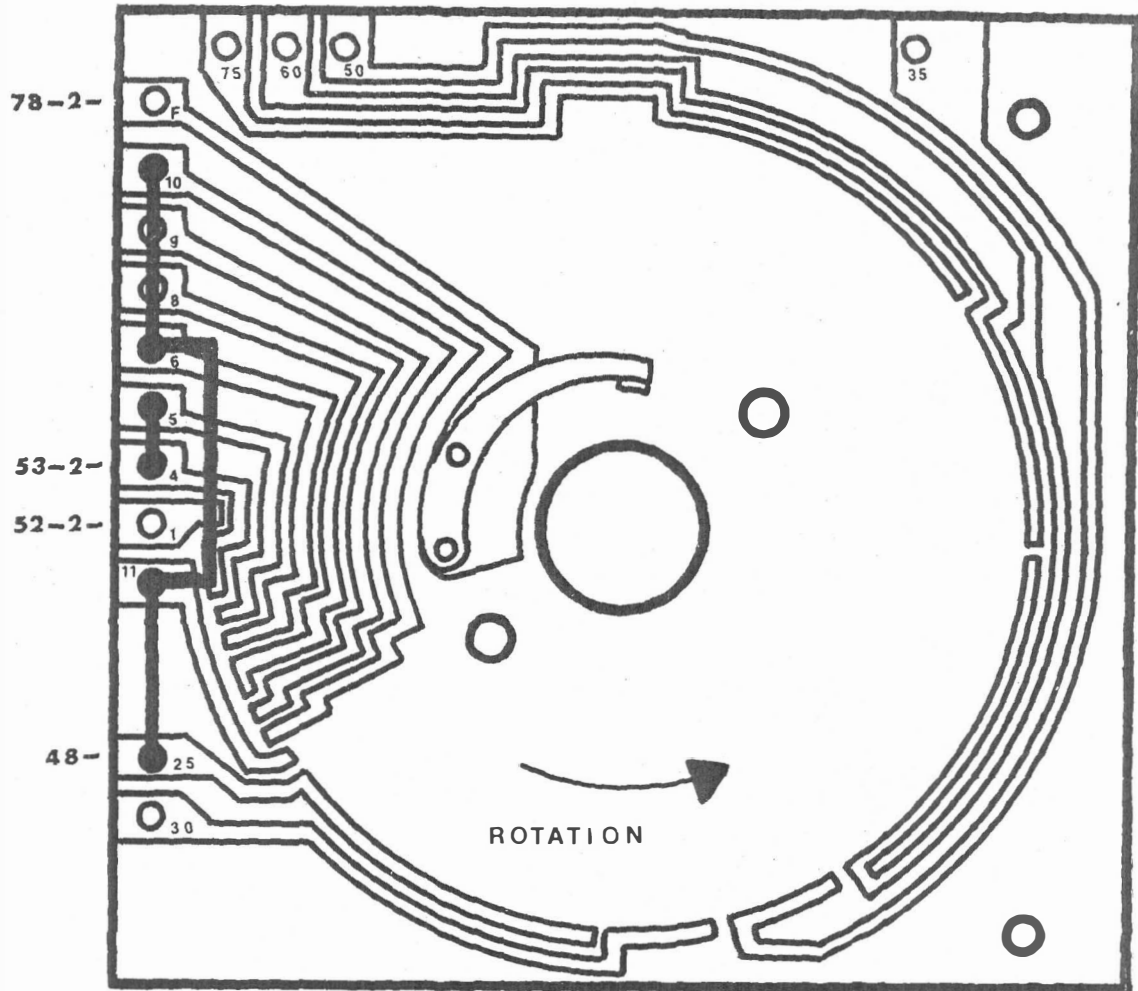
VIEW FROM WIPER SIDE

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-162
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

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

CARD NO.2 REPLAY UNIT DISC



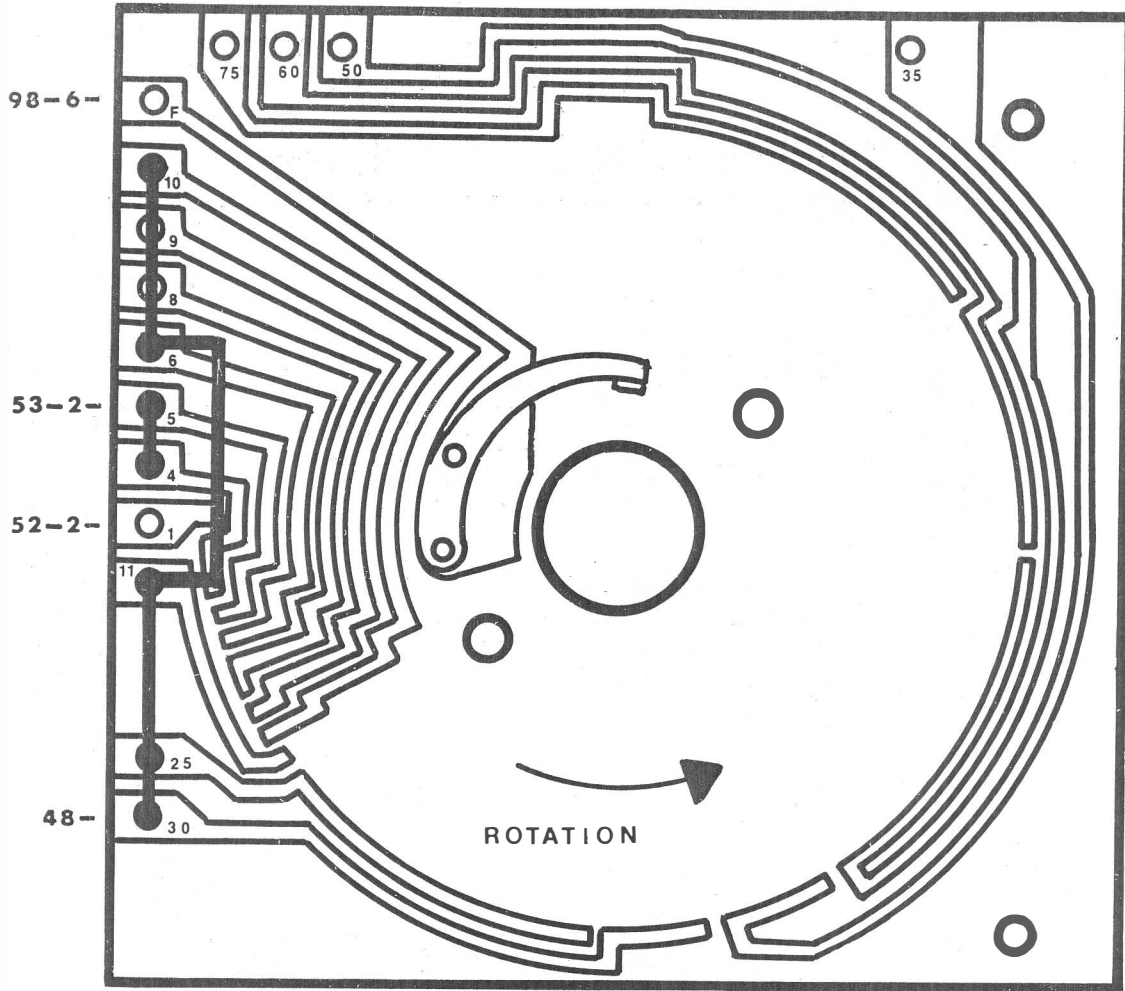
VIEW FROM WIPER SIDE

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-163
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

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

CARD NO.3 REPLAY UNIT DISC

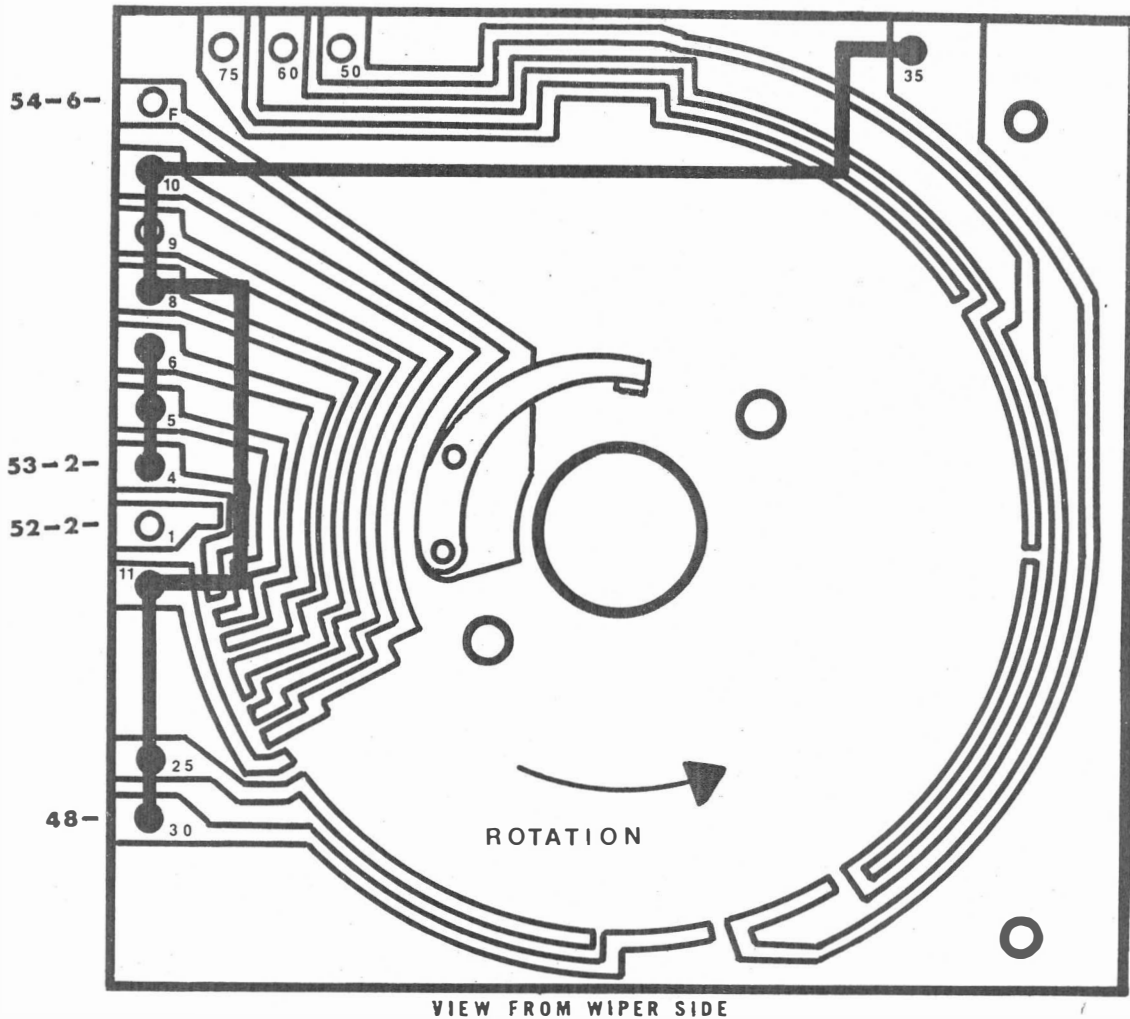


VIEW FROM WIPER SIDE

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-164
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

CARD NO.4 REPLAY UNIT DISC

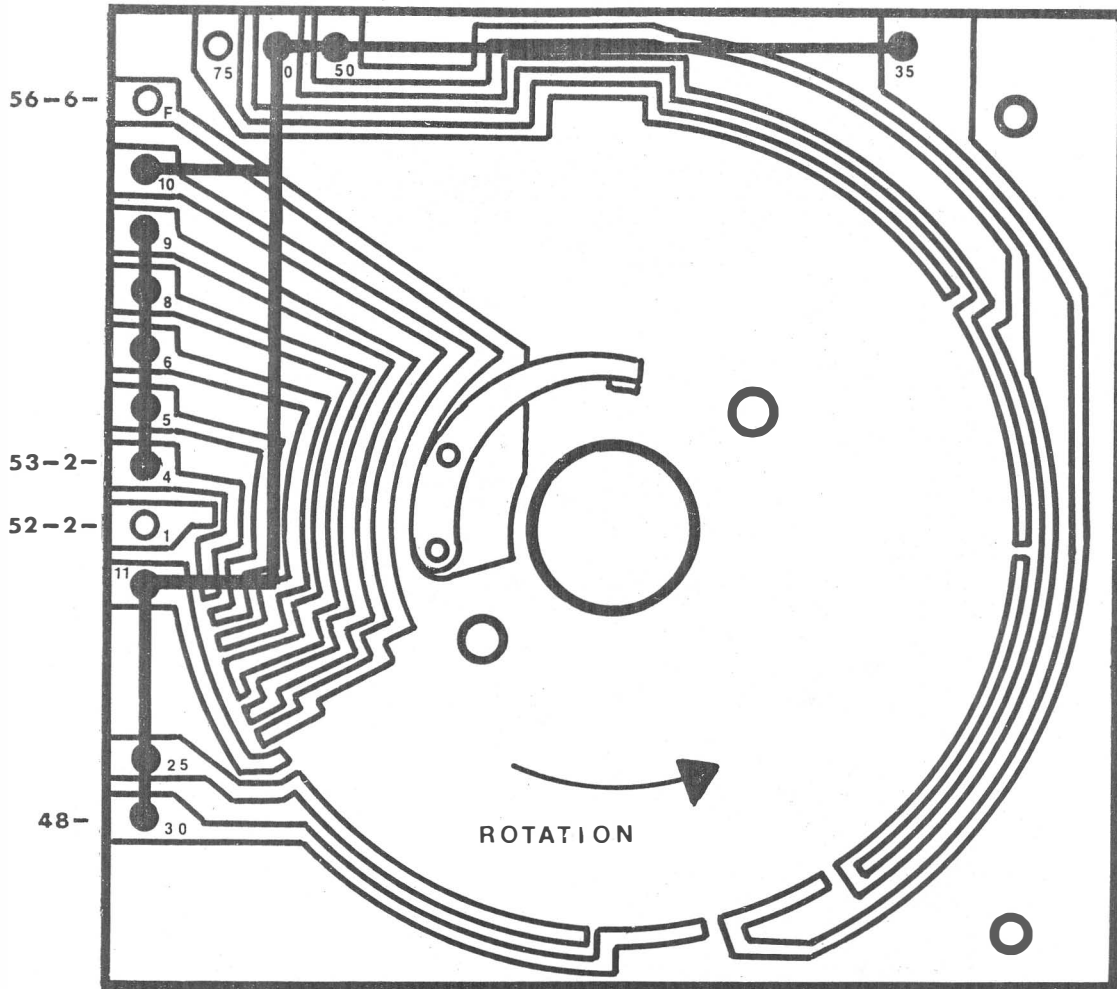


DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-165
Ratchet & Shaft	C-100-76
Reset Coil	C-28-1100
Step-Up Coil	B-25-925
Step-Up Plunger	AS-1366-3
Step-Up Arm	A-1765-8
Disc WIRED	W-923-266
Wiper Assembly	AS-1046-664

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

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

CARD NO.5 REPLAY UNIT DISC



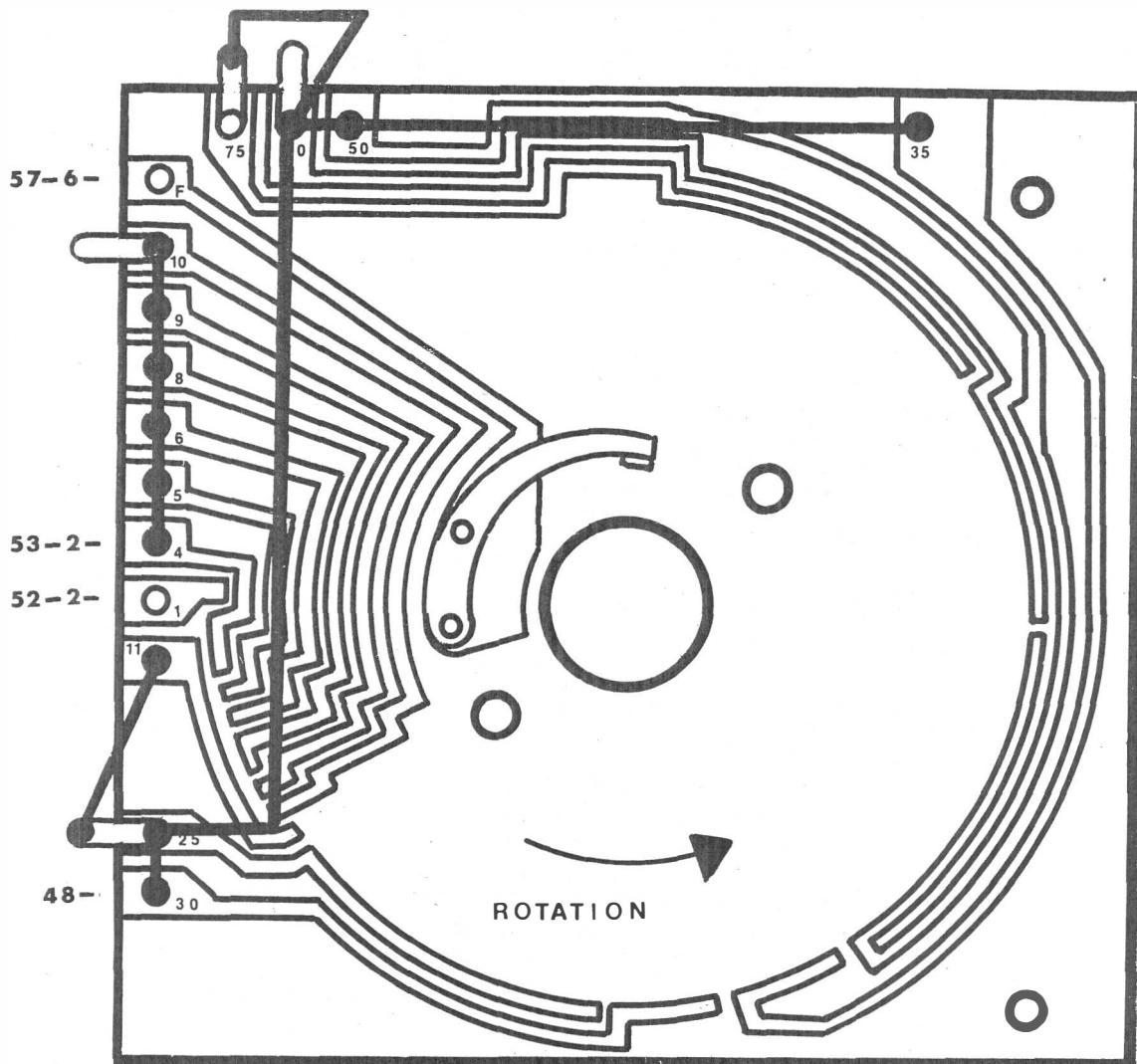
VIEW FROM WIPER SIDE

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-166
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

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

CARD NO.6 REPLAY UNIT DISC



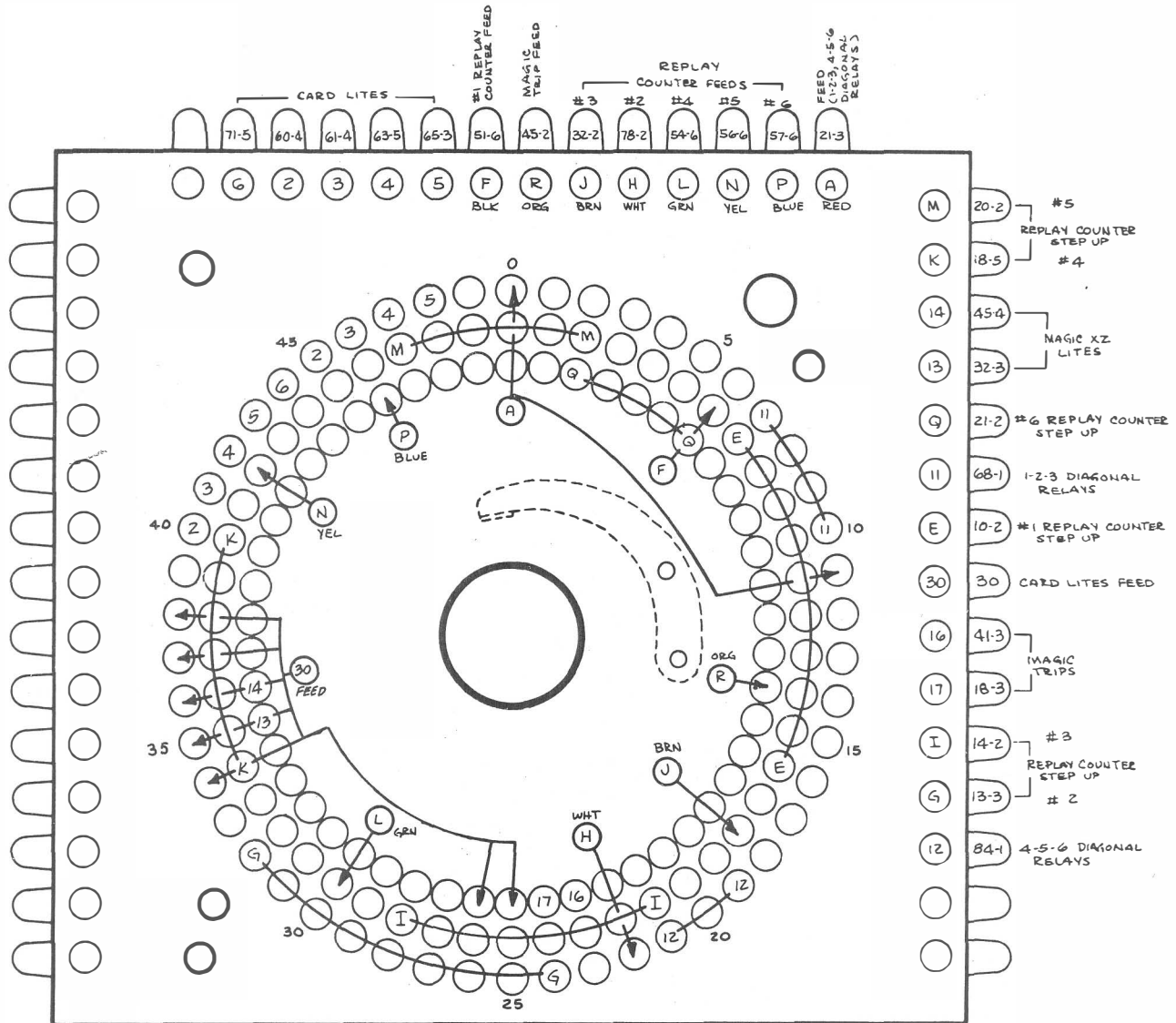
VIEW FROM WIPER SIDE

DESCRIPTION	PART NUMBER
Complete Unit	AS-1022-167
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

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

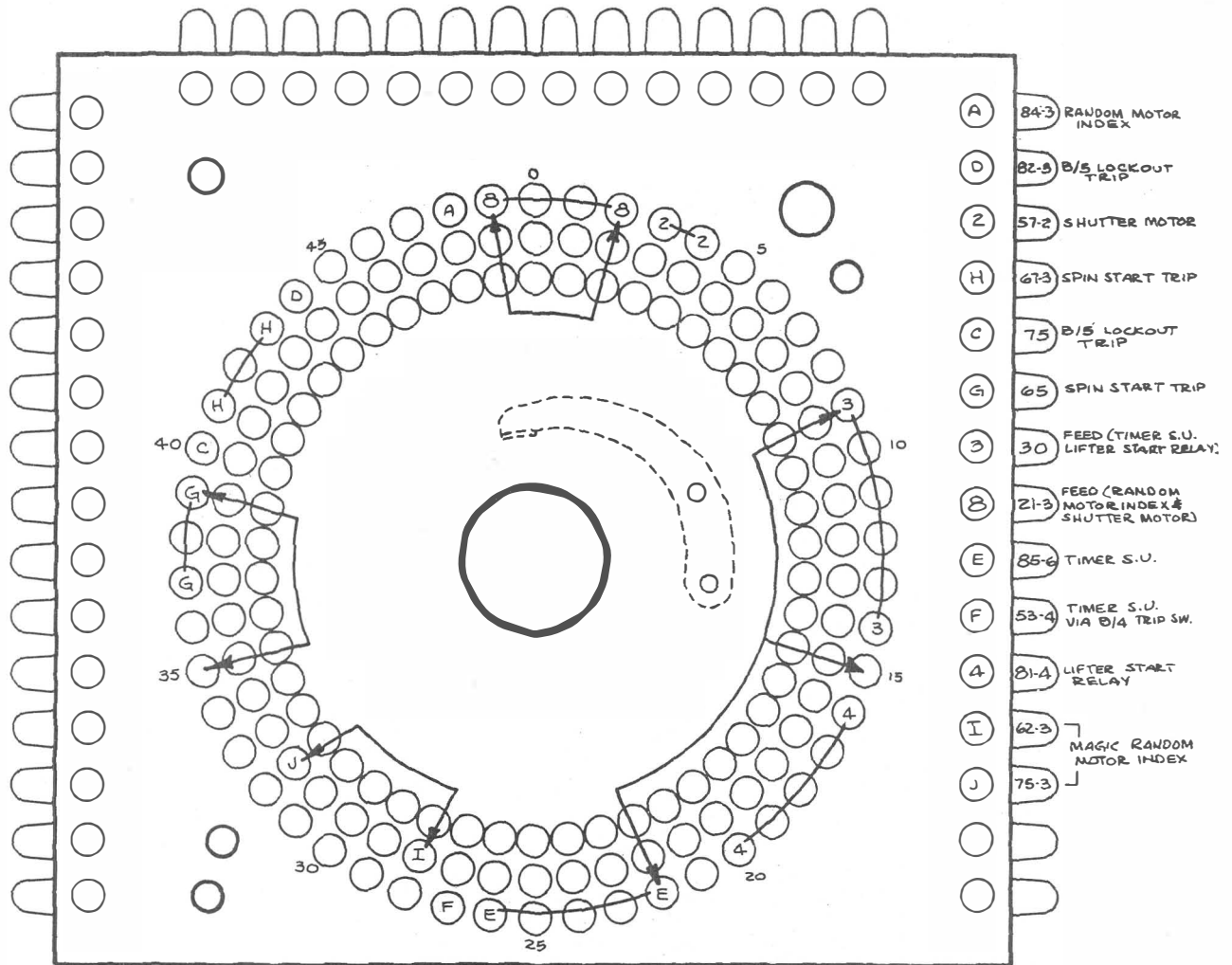
SELECTION UNIT DISC



SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Step Up Coil	B-25-925	A-12	70 70J 27-5	Orange Orange Blue-Orange	Trips Thru Control Unit Cam No. 5
Reset Coil	C-28-1110	D-22	70J 85-3	Orange Black-White	Trips Thru Shutter Cam No. 3
Closed At Top N.O.	ASW-U1-8	H-21	67-3 21-3	Brown-Orange Blue-Red	Circuit to Spin Delay Relay
Open At Top N.C.	ASW-U1	D-5	63-4 81-3	Brown-Yellow Black-Red	Circuit to Replay Register

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

TIMER UNIT DISC



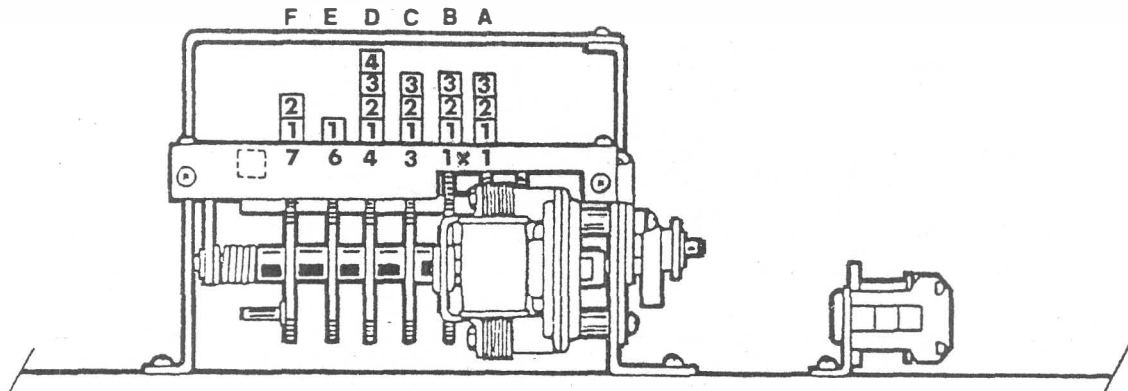
VIEW FROM WIRING SIDE

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-12	70 70J 60J	Orange Orange Brown	Trips Thru Timer Switch
Reset Coil	C-28-1100	D-22	70J 45J	Orange Green-White	Trips Thru Timer Switch
Open at A Zero Sw. N.O.	ASW-U2	B-14	45 45J	Green-White Green-White	Completes Circuit From Shutter Cam No. 3
Open at B 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 C Top N.C.	ASW-U2-6	E-2	94-16 96-16	Gray-Green Gray-Brown	Completes Circuit From Power Source
Open at D Top N.C.	ASW-U2-5	B-8	60-2 60J	Brown Brown	Completes Circuit From Replay Cam Index

ALWAYS GIVE MODEL AND PART NUMBERS WHEN ORDERING SERVICE PARTS

PANEL SHUTTER ASSEMBLY



SWITCH / COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Motor	E-119-379	A-9	80-2 70		
A1 Cam 1	N.O. ASW-C1-27	E-5	30 30J 80-2	Yellow Yellow Jumper Black	Start of Coin Circuit
A2 Cam 1	N.C. ASW-C2-15	J-8	30J 85-1	Yellow Jumper Black-White	Start Search Circuit
A3 Cam 1	N.C. ASW-C2-2	B-7	54 52	White-Green White-Blue	timer index cam coil Circuit
B1 Cam 2	N.C. ASW-C2-6	J-26	15-9 21-3	Red-White Blue-Red	circuit to B-5 lockout trip
C1 Cam 3	N.O. ASW-C10-5	D-14	30 45	Yellow Green-White	timer reset circuit.
C2 Cam 3	N.O. ASW-C10-1	D-22	30 85-3	Yellow Black-White	Reset Circuit
C3 Cam 3	N.O.	C-22	30 18	Yellow Red-Black	trip bank motor circuit
D1 Cam 4	N.C. ASW-C2-6	D-10	81-4 56-3	Black-Red White-Brown	Circuit to lifter start relay
D2 Cam 4	N.C. ASW-C2-2	B-7	36-3 38-2	Yellow-Brown Yellow-Black	circuit to Shutter motor
D3 Cam 4	N.C.	C-8	27-2 38-2	Blue-Orange Yellow-Black	circuit to shutter motor
D4 Cam 4	T ASW-C3-2	B-7	80-2 58 54	Black White-Black White-Green	circuit to shutter motor and to timer cam index coil
E1 Cam 5	N.C. ASW-C1-27	J-21	21-3 72-3	Blue-Red Orange-Blue	Circuit to Reflex Disc and Random Disc
F1 Cam 6	N.O. ASW-C10-5	C-22	18 30	Red-Black Yellow	Circuit to trip bank Motor
F2 Cam 6	N.O. ASW-C10-1	E-23	78-4 30	Orange-Black Yellow	Circuit to 4, 5 & 6 counters reset
Lifter Start Relay	AS-2930-1	A-11	70 40J	Orange Green Jumper	Ball Runway Switch
	N.O. ASW-R1-1	B-10	54-3 40-3 40J	White-Green Green Green	Holding Circuit
	N.C. ASW-R2-5	J-25	20-9 15-9	Blue Red-White	Circuit from Shutter Cam No. 2
	N.C.	D-12	21-3 60-3	Blue-Red Brown	Circuit to Ball Lifter Motor
	N.C.	D-8	57-2 38-2	White-Orange Yellow-Black	Circuit to Shutter Motor

SWITCH/COIL	PART NO.	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLOR	FUNCTION
Ball Lifter Motor Cam #1	AS-1139-36	A-11	70 74-3	Orange Orange-Green	Ball Lifter
N.O.	ASW-C1-54	E-12	30 61-3	Yellow Brown-Red	Circuit to Ball Lifter Motor
N.C.	ASW-C2-15	B-8	27-2 80-2	Blue-Orange Black	Circuit to Shutter Motor
N.C.	ASW-C2-2	H-26	25-9 20-9	Blue-White Blue	Circuit Through Timer Disc
Cam No. 2 N.O.	ASW-C1-54	D-9	85-6 63-2	Black-White Brown-Yellow	Circuit to Timer S.U.Coil
Ball Lifter Switch N.O.	ASW-A1-7	C-11	60-3 61-3	Brown Brown-Red	Circuit to Ball Lifter Motor
Manual Lift N.O.	ASW-A1-26	D-11	60-3 61-3	Brown Brown-Red	Circuit to Ball Lifter Motor
N.C.	ASW-A2-9	C-10	30 56-3	Yellow White-Brown	Circuit to Lifter Start Relay
Toggle Switch N.O.	E-108-57	C-1	90-16 93-16	Gray Gray-Yellow	On-Off Switch
Tilts N.O.	ASW-1-25	C-12	65-1 21-3	Brown-White Blue-Red	Tilt Trip Switch
5th Ball Trough Switch N.O.		C-12	61-3 74-3	Brown-Red Orange-Green	Circuit to Ball Lifter Motor
Ball Lifter Switch		H-26	25-9 82-3	Blue-White Black-Blue	Circuit to Timer Disc and B/5 Lock Trip
Ball Runway N.O.	ASW-A1-2	C-10	30 40-3	Yellow Green	Circuit to Lifter Start Relay
Ball Gate N.C.	ASW-A2-62	D-10	56-3 54-3	White-Brown White-Green	Circuit to Lifter Start Relay
Coin Switch T	AS-2744	D-6	51-2 84-2 53-8	White-Red Black-Green White-Yellow	Circuit Through Cam No. 6 to Multi-Play Relay
Front Door Lite Switch N.O.		L-15	15-2 30	Red-White Yellow	Meter Lite Switch
Replay Button Switch N.O.		C-5	34-1 75-1	Yellow-Green Orange-White	Circuit to Start Relay
Replay Key Switch N.C.	ASW-A1-11	B-5	53-3 48-2	White-Green Green-Black	Circuit to Start Relay
N.O.	ASW-A1-54	F-5	78-3 43-3	Orange-Black Green-Yellow	Key Meter Switch
N.O.	ASW-A2-27	C-11	21-3 65-1	Blue-Red Brown-White	Circuit to Tilt Trip
N.O.	ASW-A2-51	B-4	30 15-7	Green Red-White	Circuit to Anti Cheat Relay
C Button N.O.	ASW-A11-4	C-18	54-2 18-2	White-Green Red-Black	Energizes 1, 2, Search Wiper Lock Coil
N.O.		E-14	21-3 52-3	Blue-Red White-Blue	Energizes Timer Reset Coil
Regular Button T		C-15	23-5 61-2	Blue-Yellow Brown-Red	Regular Win
Double Button N.O.	ASW-A1-22	C-15	65-8	Brown-White	Double or Nothing Feature

PARTS GUIDE

FRONT CABINET ASSEMBLY

Part No.	Description
CA-1119-63	Front Cabinet
M-281-58	Lock
CA-439-27	Ball Return Panel
G-424	Top Glass
P-5940-18	Front Door Trim (Left)
P-5940-33	Front Door Trim (Right)
P-5940-40	Front Door Trim (Top)
P-5940-41	Front Door Trim (Bottom)
P-921-39	Left Side Moulding
P-921-40	Right Side Moulding
AS-187-20	Ball Shooter Assembly
A-100-7	Knob & Shooter Assembly
AP-262	Front Compression Spring
AS-1835-1	Shooter Guide Assembly
AP-200-24	Read Compression Spring
P-2879	Spring Cup
P-2891-8	Retaining Ring
R-108-3	Shooter Tip
A-2618	Leg
M-106-1	Leg Bolt
M-163-4	Leg Adjuster
N-37516-2112	Nut
A-2790-59	Cash Box Assembly
P-3089-55	Cash Box Cover
M-163-15	Ball
E-108-57	Game On-Off Switch
AS-982-948	Red Switches, Switch & Bracket Assembly
AS-982-933	"C" Button, Switch & Bracket Assembly
AS-982-671	Key E.D.S. Switches, Switch & Bracket Assembly
AS-1305-65	Front Moulding Assembly

BACK CABINET ASSEMBLY

Part No.	Description
G-292-49	Nashville Back Glass
CA-1120-72	Back Cabinet
M-281-74	Lock
E-126-63	Cord Set
A-1511-33	Back Door Hinge (Bottom)
A-1511-34	Back Door Hinge (Top)
A-1272-20	Button & Pin Assembly (D)
A-1272-25	Button & Pin Assembly (C)
A-1272-59	Button & Pin Assembly (R)

FRONT DOOR ASSEMBLY

Part No.	Description
AS-2041-82	Front Door Assembly Complete
M-281-54	Lock
A-254-117	Hinge
M-1400	Slug Rejector (Specify Coin Denomination)
A-2958-11	Coin Lockout
AS-2517-14	Coil Magnet Assembly
P-6694	Coin Guide (Specify Coin Denomination)
E-108-57	Coin Switch
ASW-A1-25	Tilt Switch
A-1729-16	Push Button Assembly (Red)

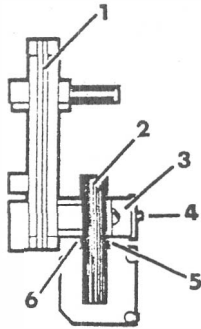
BACK DOOR ASSEMBLY

Part No.	Description
CA-1120-73	Back Door
P-2335-48	Hinge
M-281-24	2 Lock Set
P-758-31	Lock Cam
R-206-1	Rubber Bumper

PLAYFIELD PANEL

Part No.	Description
AS-2042-204	Playfield Panel Assembly Complete
CA-638-102	Panel
CA-1100-10	Arch Bottom
CA-1103	Arch Guide Strip
CA-1104	Arch Top
C-326-9	Light Shield Post (White)
E-125-2	Lamp #47 (8)
E-125-5	Lamp #55 (2)
M-170	Rebound Spring (8)
SP-112	Long Panel Spring (8)
SP-112-1	Short Panel Spring (4)
S-196	Playfield Pin (15)
S-1071-84	Panel Pin (29)
C-119-21	Red Bumper Post (4)
R-243-2	Red Bumper Rubber (4)
C-119-23	Yellow Bumper Post (30)
R-243	White Bumper Rubber (26)
C-153	Ball lift Cover

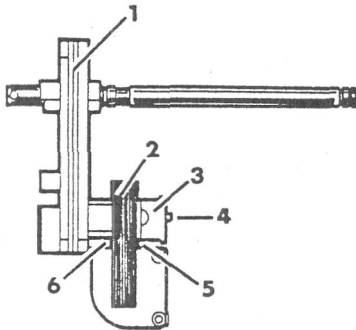
MOTOR PARTS GUIDE



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

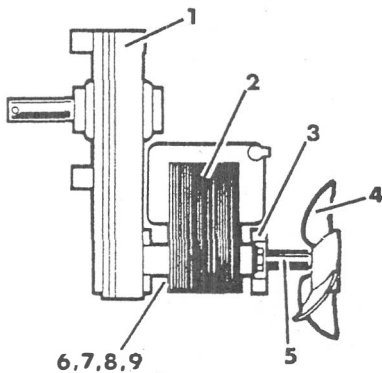
Note: Items 4, 5 & 6 should be ordered as a unit.



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

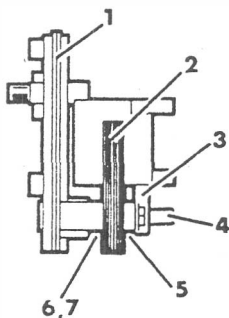
Note: Items 4, 5 & 6 should be ordered as a unit.



CONTROL UNIT MOTOR E-119-452

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

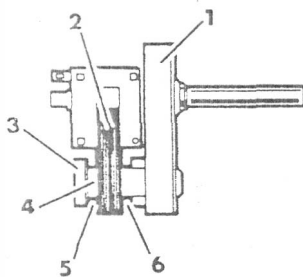
Note: Items 5, 6, 7, 8 & 9 Should be ordered as a unit.



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

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.

ADDITIONAL GAME CARDS

Do not collect scores before 5th ball drops in hole if 5th ball could light Magic Number.

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

NA-2

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

**ROLL-OVER AND/OR ALL CORNERS
OR ALL SUPERLINES 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

NA-1

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 ... 20	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-3