



WORD ABBREVIATIONS:

- RE RELAY
- RO. ROLL OVER
- SW. SWITCH
- E.D.S. END OF STROKE
- S.U. STEP UNIT
- RP. REPLAY
- L. LEFT
- R. RIGHT
- ADV. ADVANCE
- POS. POSITION
- ADV. ADJUSTMENT
- NO. NUMBER
- BOT. BOTTOM
- AMP. AMPERE
- G.O. GAME OVER
- D.U. DRUM UNIT
- PT. POINT
- C. CLOSE
- IND. INDEX
- TARG. TARGET
- IMP. IMPULSE

WIRE COLOR CODE:

1. RED	1. FIRST NO. BODY COLOR
2. BLUE	2. SECOND NO. TRACER COLOR
3. YELLOW	3. THIRD NO. INDICATES REUSE OF SAME COLOR WIRE.
4. GREEN	
5. WHITE	
6. BROWN	
7. ORANGE	10 = RED
8. BLACK	15 = RED-WHITE
9. GREY	20 = GREY
0. NO TRACER	91 = GREY-RED
J. JUMPER	91-1 = GREY-RED USED AGAIN

UNIT COIL LOCATION:

ADVANCE COILS	G-10
BALL RELEASE COIL	G-15
DRUM UNIT COILS	G-6
EJECT COILS	G-4
FLIPPER COILS	G-18
GOAL KICKER COIL	G-10
GOAL D.U. COILS	G-18
BUMPER COILS	G-17
KICKER COIL	G-3
KICKER COILS	G-19
LARGE BALL	G-17
NO. MATCH S.U.	G-17
RELAY BANK RESET	G-1
REPLAY S.U.	G-8