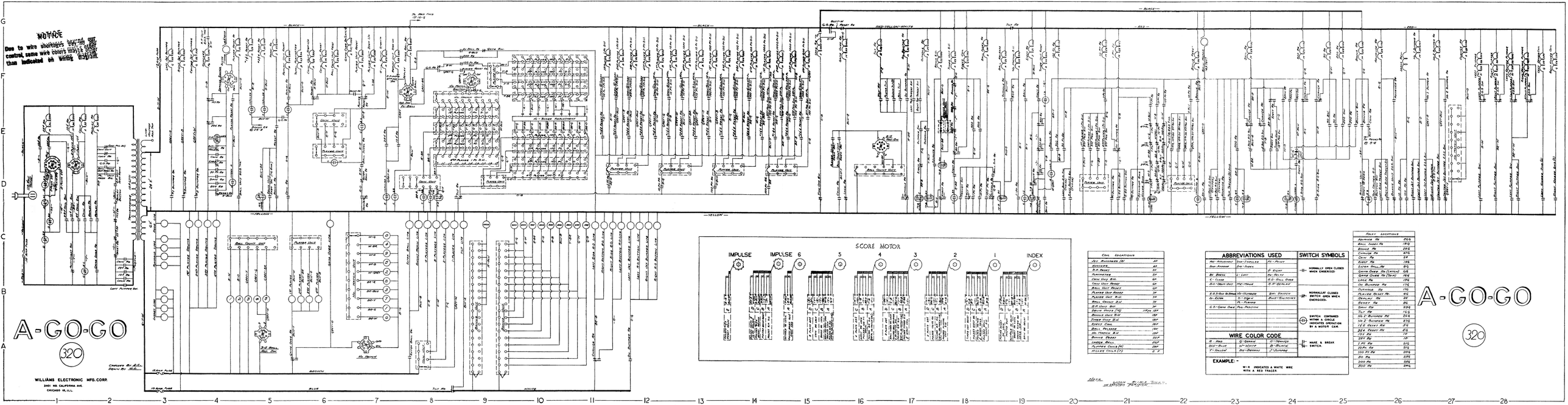
NOTICE

Due to wire shortages beyond our control, some wire colors may be other than indicated on wiring diagram.



Coil Locations	
Jet Bumper (R)	4F
Kicker	4F
R.H. Reset	5F
Flipper	5F
Chase Unit Sol.	6F
Chase Unit Reset	6F
Player Unit Reset	6F
Player Unit Sol.	7F
Ball Count Sol	7F
R.H. Unit Sol.	7F
Drop Target (R)	11F to 16F
Bonus Unit Sol	16F
Stage Unit Sol	16F
Reset Coil	16F
Sol. Pulser	16F
Sol. Motor Sol	16F
Bonus Reset	17F
Large Bell	20F
Player Coils (R)	26F
Player Coils (L)	6F

ABBREVIATIONS USED			
Rel-Relay	Sol-Solenoid	M-Motor	
Sw-Switch	Ind-Lights		
BC-Break	L-Left	R-Right	
C-Close		R.O-Roll Over	
B.U-Bum Unit	Rt-Right	R.P-Replay	
R.B.S-Sol. Bumper	M-Number	Sw. Switch	
O-Open	O-Open	Ind-Indicators	
C.O-Game Over	Pos-Position		
	M-Motor		

WIRE COLOR CODE		
R-Red	G-Green	O-Orange
Bl-Blue	W-White	Br-Brown
Y-Yellow	Bu-Bronze	P-Purple

EXAMPLE:-

W-R INDICATES A WHITE WIRE WITH A RED TRACER.

SWITCH SYMBOLS

NORMALLY OPEN CLOSED WHEN ENERGIZED.

NORMALLAY CLOSED SWITCH OPEN WHEN ENERGIZED.

SWITCH CONTAINED WITHIN DOTTED LINE INDICATES OPERATION BY A MOTOR CAM.

MAKE & BREAK SWITCH.

Relay Locations	
Advance Rel	8G4
Ball Index Rel	7F9
Bonus Rel	7F6
Change Rel	8F6
Coin Rel	5F
Reset Rel	7F8
Extra Ball Rel	9G
Game Over Rel (Extra)	9G
Game Over Rel (Ball)	10F6
Lock Rel	7F6
Sol Bumper Rel	11F6
Outhole Rel	7F6
Player Reset Rel	9G
Match Rel	3G
Reset Rel	8G
Score Rel	3F9
Tilt Rel	10G
No 1-Bumper Rel	2G4
No 2-Bumper Rel	2G
1 & 2 Reset Rel	3G
Ball Present Rel	8G
10's Rel	1F
25's Rel	1F
1-Rt Rel	2G
10-Rt Rel	2G
100-Rt Rel	2G4
2-Rt Rel	2G
200-Rt Rel	2G
300-Rt Rel	2G4

NOTE:- WHEN WIRING "TILT" SWITCH, USE SPECIAL "TILT" WIRING DIAGRAM.