

"RELAYS"

INDEX	NO.	COIL NO.	TYPE	CONTACTS	USE
1	A	9735	AG	2C	ALTERNATING RELAY
2	B	9735	AG	4A	POP BUMPER RELAY
3	C	9735	AG	3A	500 POINT RELAY
4	D	9735	AG	4A	ADD BONUS & SPIN ROTO UNIT RELAY
5	E	9735	AG	4A	3000 POINT & ADD 3 BONUS RELAY
6	F	9735	AG	4A	5000 POINT & ADD REPLAY UNIT RELAY
7	G	9736	AG	2A,2B	EXTRA BALL RELAY
8	H	9738	AG	1A,1B,1C	1000 POINT RELAY
9	I	9735	AG	3A,1C	BONUS SCORE RELAY
10	J	9735	AG	4A	100 POINT RELAY
11	K	9735	AG	4A	10 POINT RELAY
12	L	9735	AG	4A	10 POINT CONTACTS
13	M	9735	AG	4A	10 POINT CONTACTS
14	N	9735	AG	4A	10 POINT CONTACTS
15	O	9735	AG	4A	10 POINT CONTACTS
16	P	9735	AG	4A,2B	ADD PLAYER UNIT RELAY
17	Q	9740	AG	2A,2B,1C	GAME OVER RELAY
18	R	9736	AG	1A,2B,1C	1ST. BALL RELAY
19	S	9735	AG	6A,1C	START RELAY
20	T	9742	AG	1B	1ST. BALL RELAY
21	U	9736	AG	3A,1B,1C	1ST. BALL RELAY
22	V	9740	AG	3A	REPLAY BUTTON RELAY
23	W	9740	AG	4A,2B	2ND. CHUTE RELAY
24	X	9735	AG	3A	ADD REPLAY UNIT RELAY
25	Y	9740	AG	4A	LEFT ROTO TARGET RELAY
26	Z	9735	AG	6A,2B	CENTER ROTO TARGET RELAY
27	AA	9735	AG	4A	RIGHT ROTO TARGET RELAY
28	AB	9735	AG	2A,2B	SPECIAL TARGET SCORE CONTROL RELAY
29	AC	9740	AG	2A,2B	VARI-TARGET RESET RELAY
30	AD	9740	AG	5A	VARI-TARGET SCORE RELAY
31	AE	9735	AG	2 DISC	00-90 UNIT RELAY
32	AF	9735	INTER	1A,2B,2C	RESET COMPLETED RELAY
33	AG	9735	LOCK	5A,2B	LAST BALL RELAY
34	AH	9738	AG	2A	2 COINS 3 PLAYS RELAY
35	AI	9738	AG	2A,1C	1ST. PLAYER 100,000'S RELAY
36	AJ	9738	AG	2A,1C	2ND. PLAYER 100,000'S RELAY
37	AK	9738	AG	2A,1C	3RD. PLAYER 100,000'S RELAY
38	AL	9738	AG	2A,1C	4TH. PLAYER 100,000'S RELAY
39	AM	9735	AG	8A,1B	1ST. & 2ND. PLAYER RESET RELAY
40	AN	9735	AG	8A,1B	3RD. & 4TH. PLAYER RESET RELAY

"OTHER COILS USED"

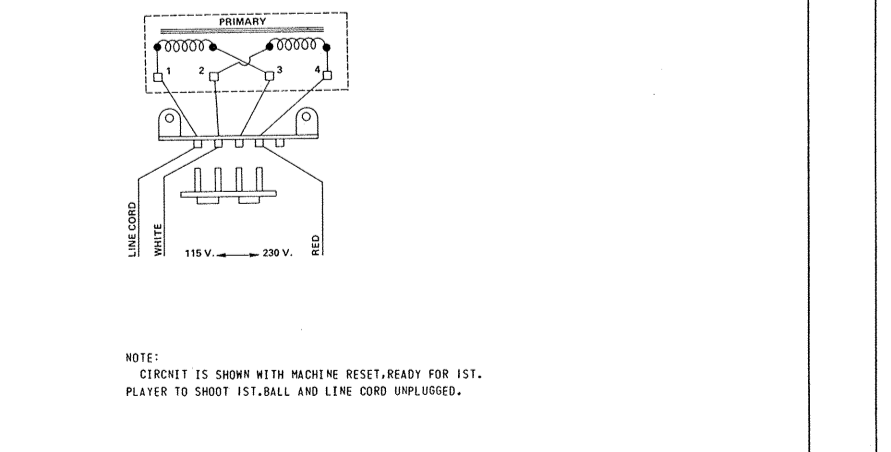
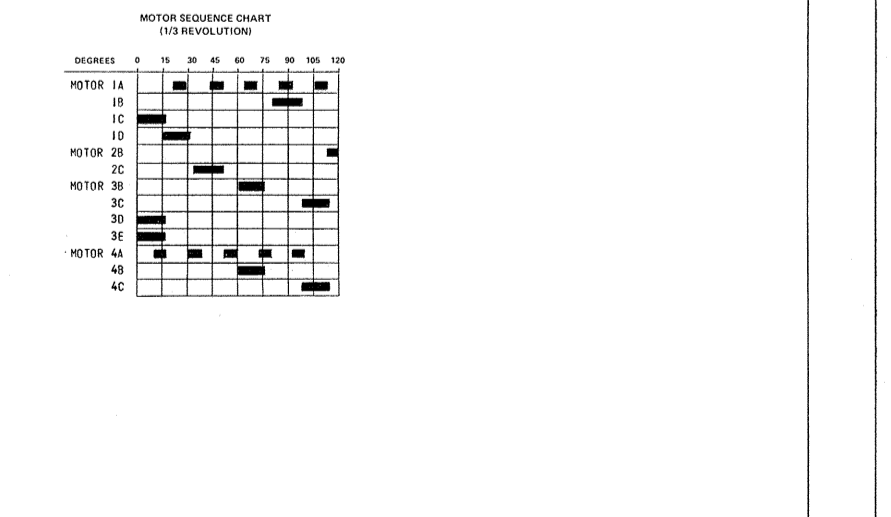
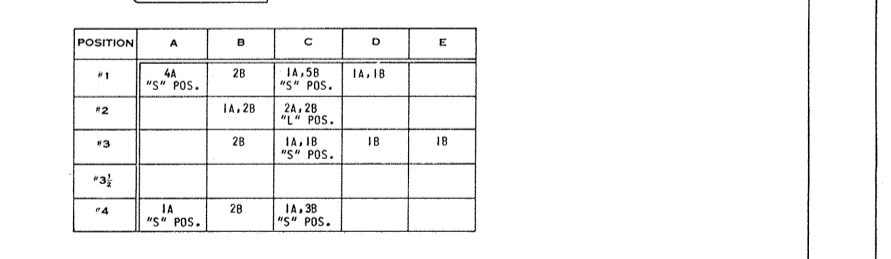
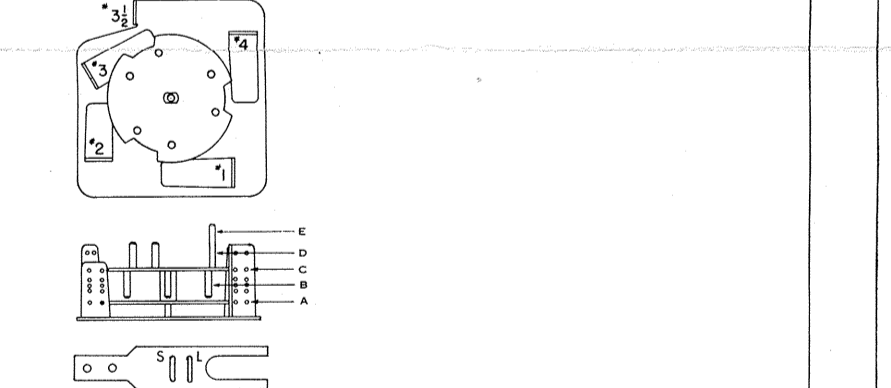
INDEX	COIL NO.	DESCRIPTION
1	A-5141	FLIPPER COILS
2	A-5184	KICKING RUBBER COILS
3	A-4883	POP BUMPER COILS
4	A-5191	ADD ROTO UNIT COIL
5	A-5185	1000'S CHIME COIL
6	A-5185	100'S CHIME COIL
7	A-5184	ADD BONUS UNIT COIL
8	A-5184	SUBTRACT BONUS UNIT COIL
9	A-5184	ADD PLAYER UNIT COIL
10	A-5184	ADD REPLAY UNIT COIL
11	A-5184	SUBTRACT REPLAY UNIT COIL
12	A-5184	KNOCKER COIL
13	A-9736	COIN LOCKOUT COIL
14	A-15259	SCORING UNIT COILS
15	A-5184	ADD COIN UNIT COIL
16	A-5184	SUBTRACT COIN UNIT COIL
17	A-1486	BALL RETURN COIL
18	A-5184	HOLE KICKER COIL
19	A-9740	VARI-TARGET RESET COIL

"WORD ABBREVIATIONS"
 ADJ. - ADJUSTMENT
 POS. - POSITION
 NO. - HOLLOWELL
 SW. - SWITCH

"COIL CODE ABBREVIATIONS"
 BL - BLUE
 OR - ORANGE
 BR - BROWN
 BK - BLACK
 GR - GREEN

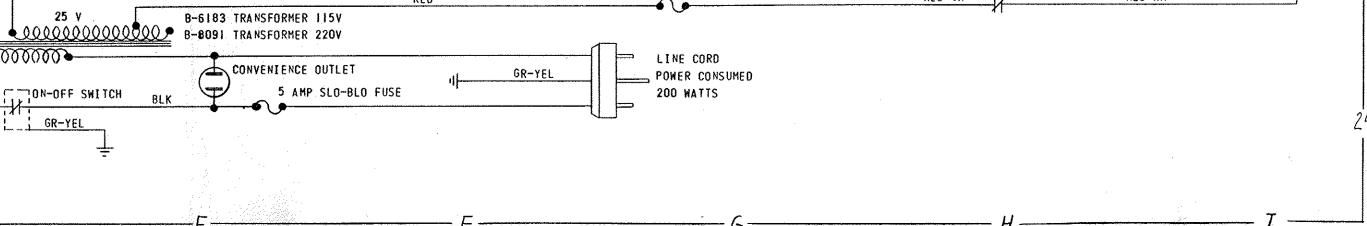
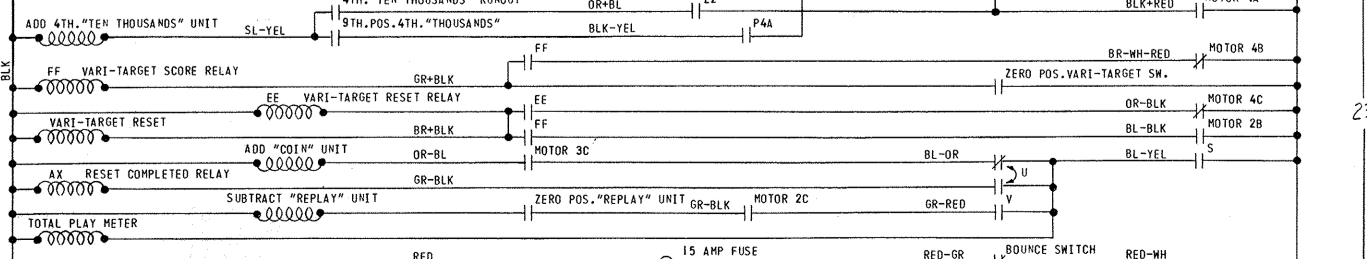
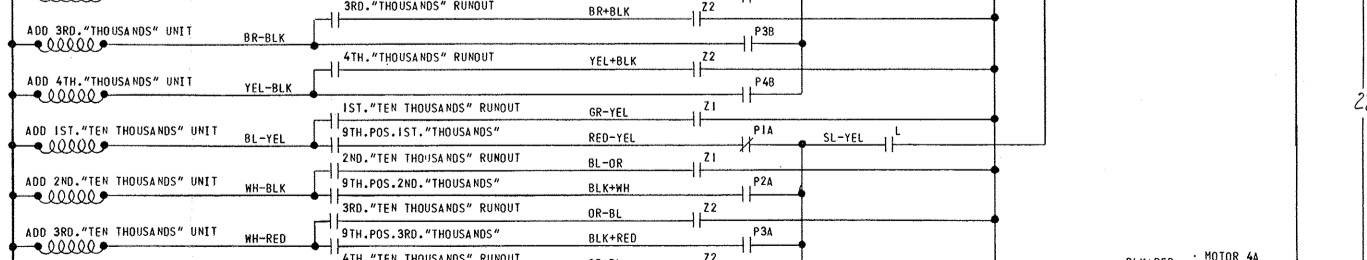
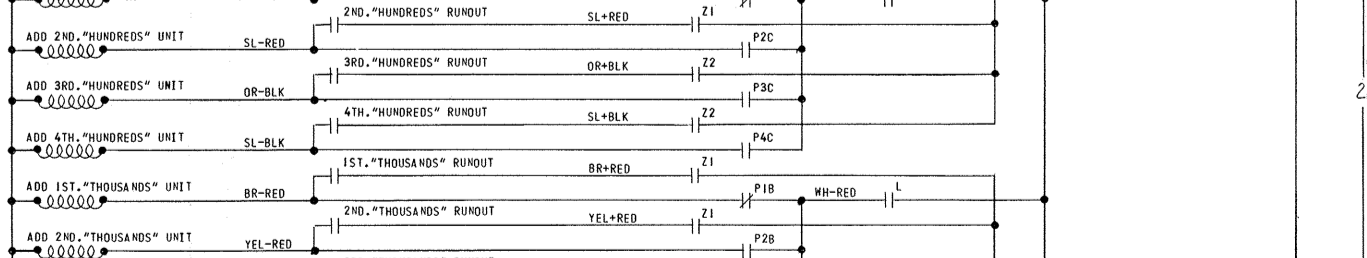
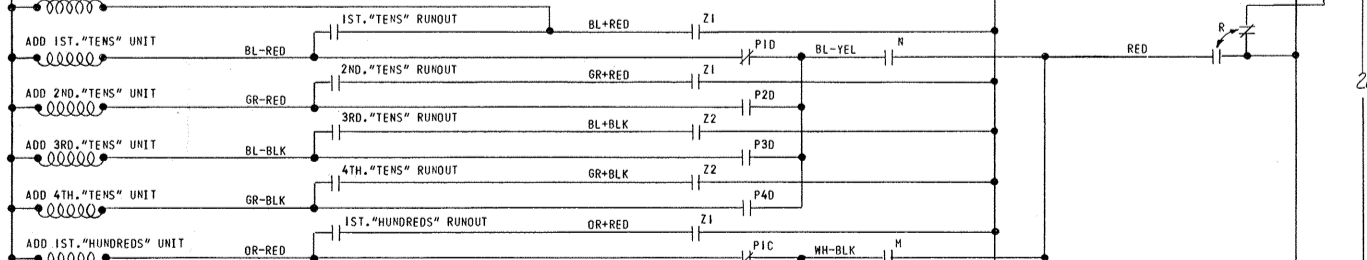
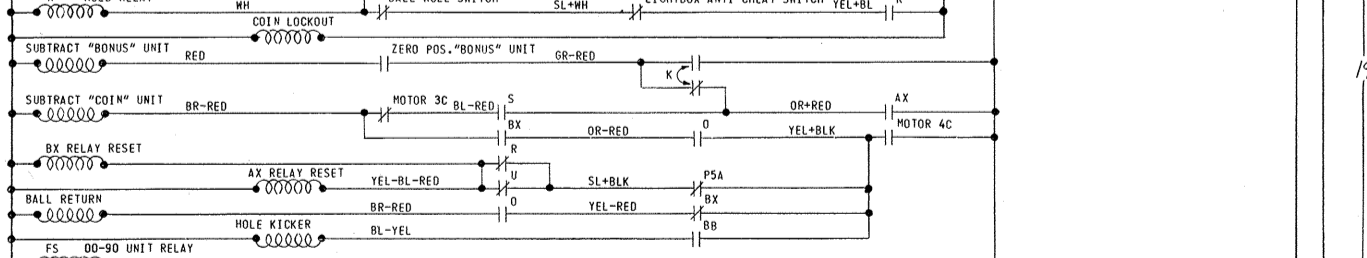
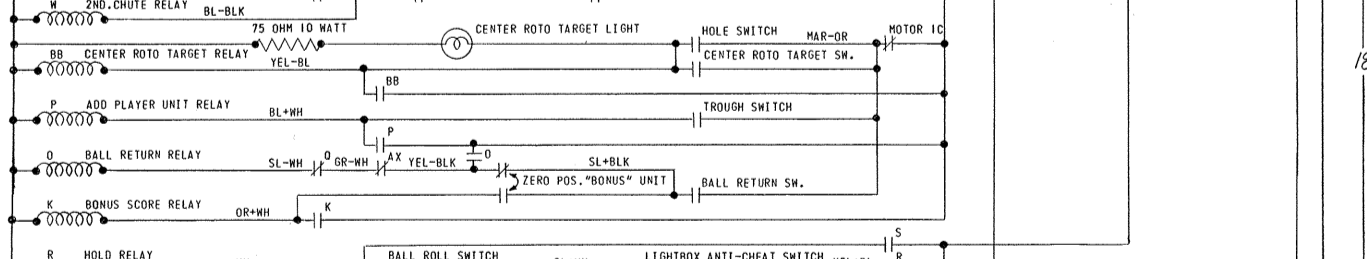
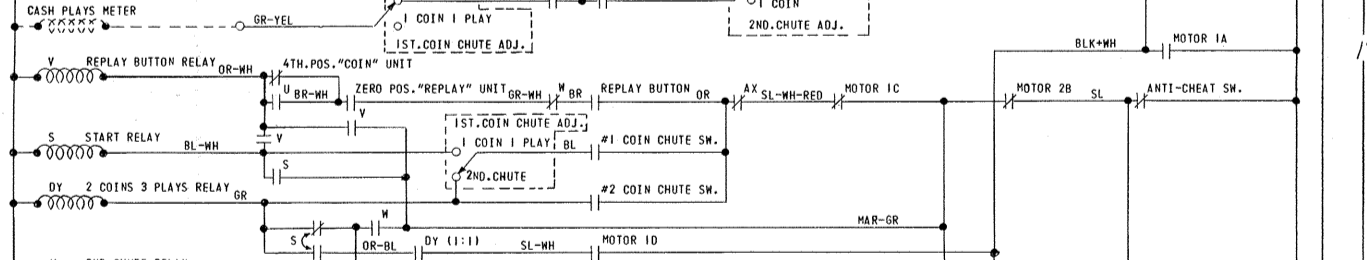
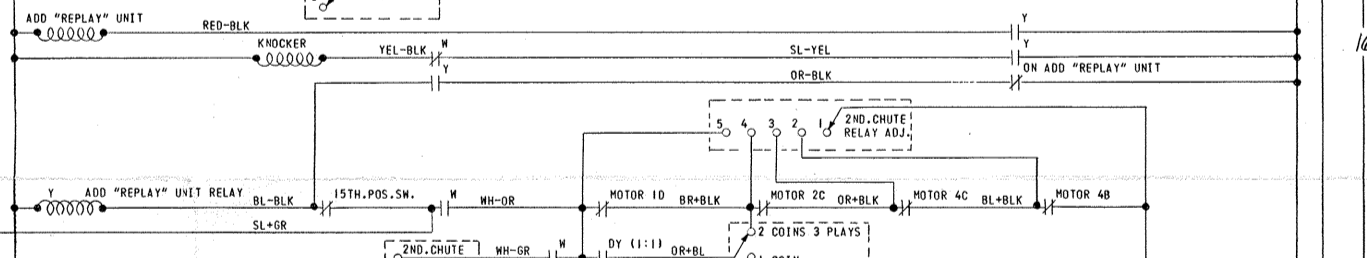
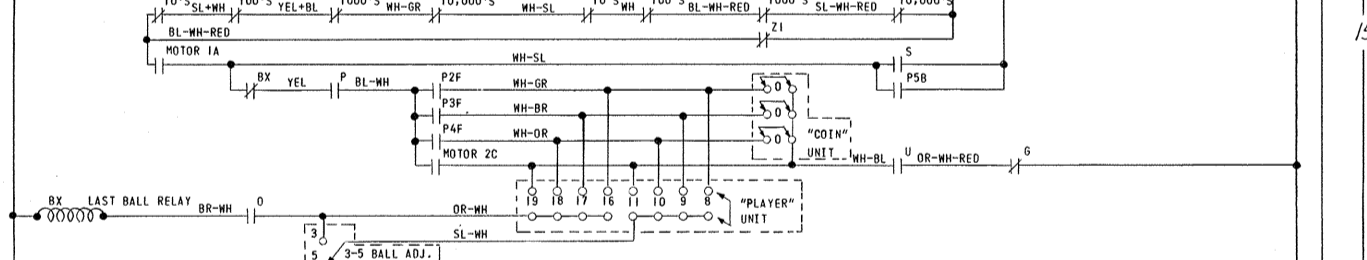
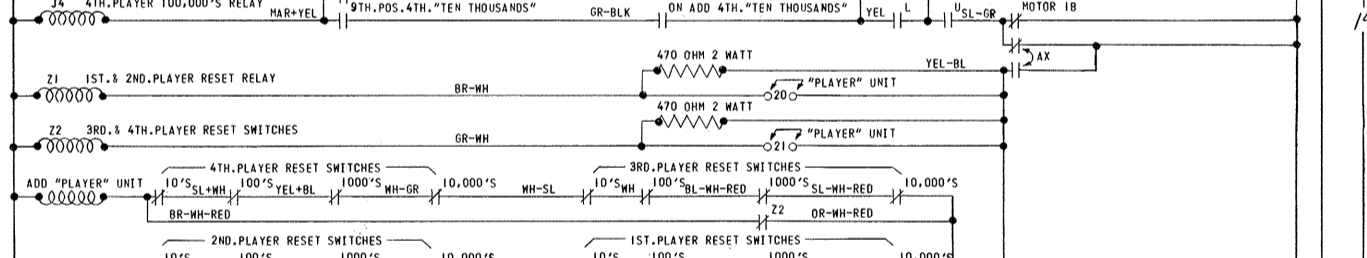
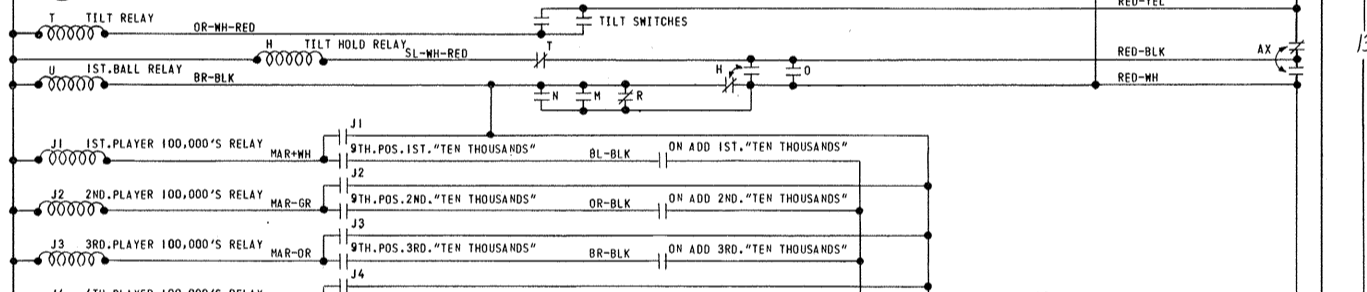
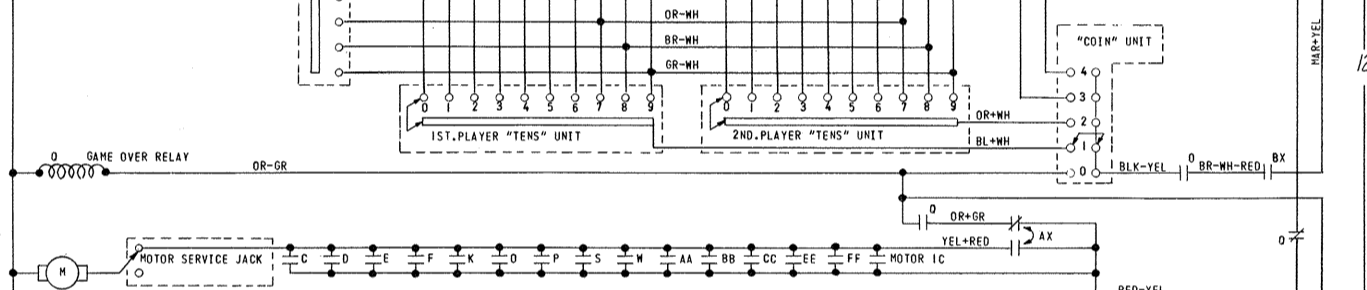
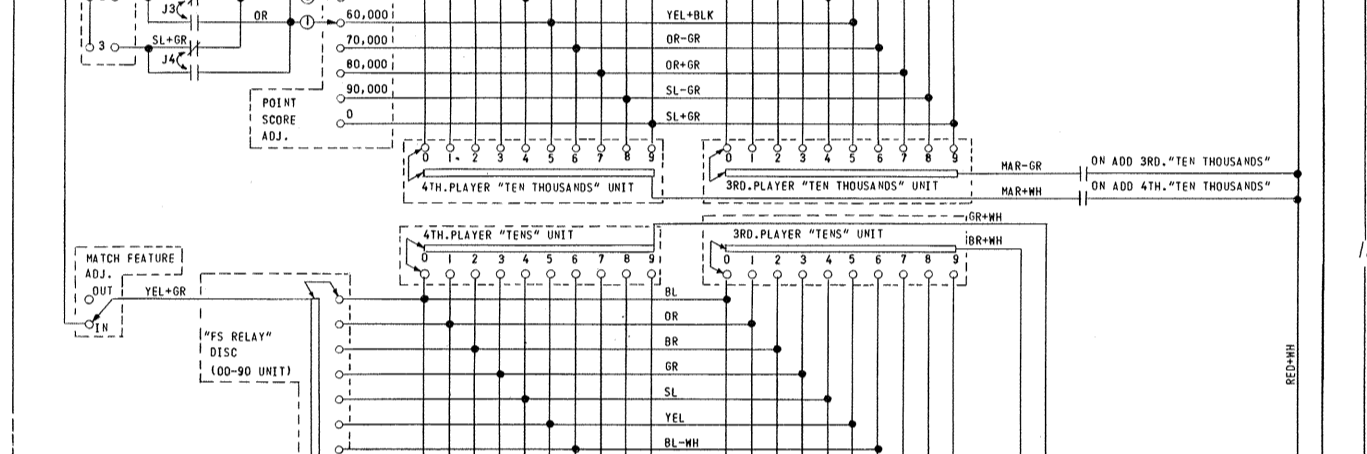
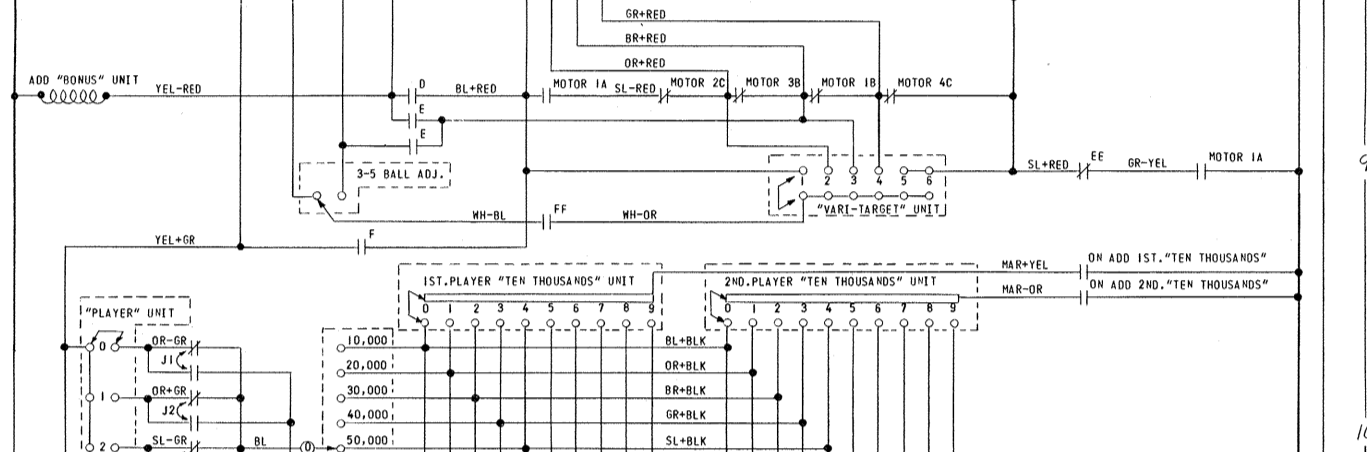
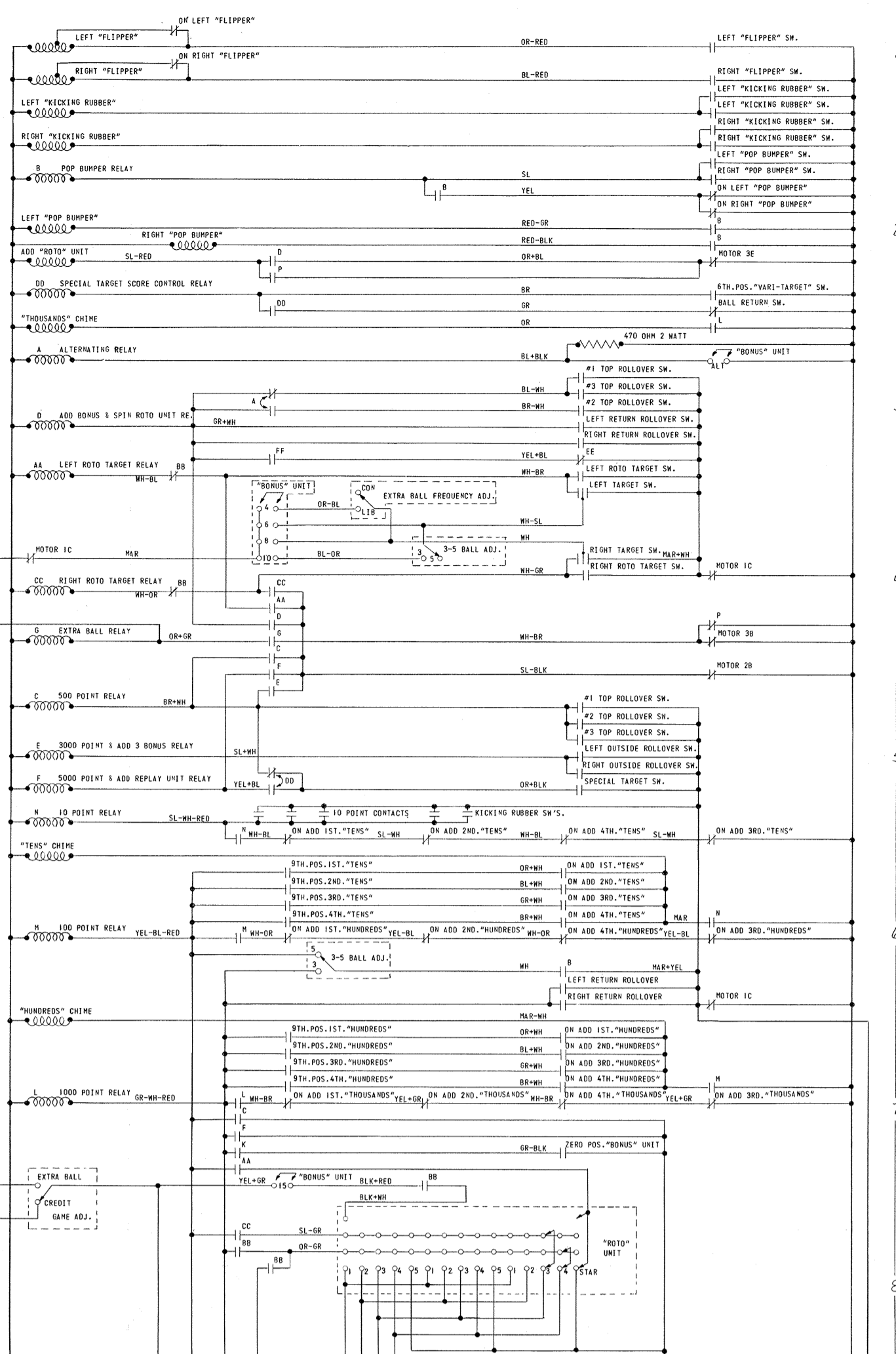
"COIL CODE ABBREVIATIONS"
 SL - SLATE
 YL - YELLOW
 WH - WHITE
 MR - MAROON
 GR - GREEN

EXAMPLE:
 BL-WH TUBE WITH WHITE TRACER
 BK-WH - BLUE AND WHITE MOTTLED.
 NOTE: DUE TO CONFINED SPACE
 OUR CONTROL IT MAY BE NECESSARY
 TO SUBSTITUTE WIRES OF DIFFERENT COLORS.



NOTE: CIRCUIT IS SHOWN WITH MACHINE RESET, READY FOR 1ST. PLAYER TO SHOOT 1ST BALL AND LINE COIL IMPULSED.

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 185 W. Lake Street Northbrook, Illinois 60064



25 V B-6183 TRANSFORMER 115V
 5 AMP SLO-BLEED FUSE
 5 AMP SLO-BLEED FUSE
 200 WATT CONSUMED
 LINE COORD
 200 WATT CONSUMED