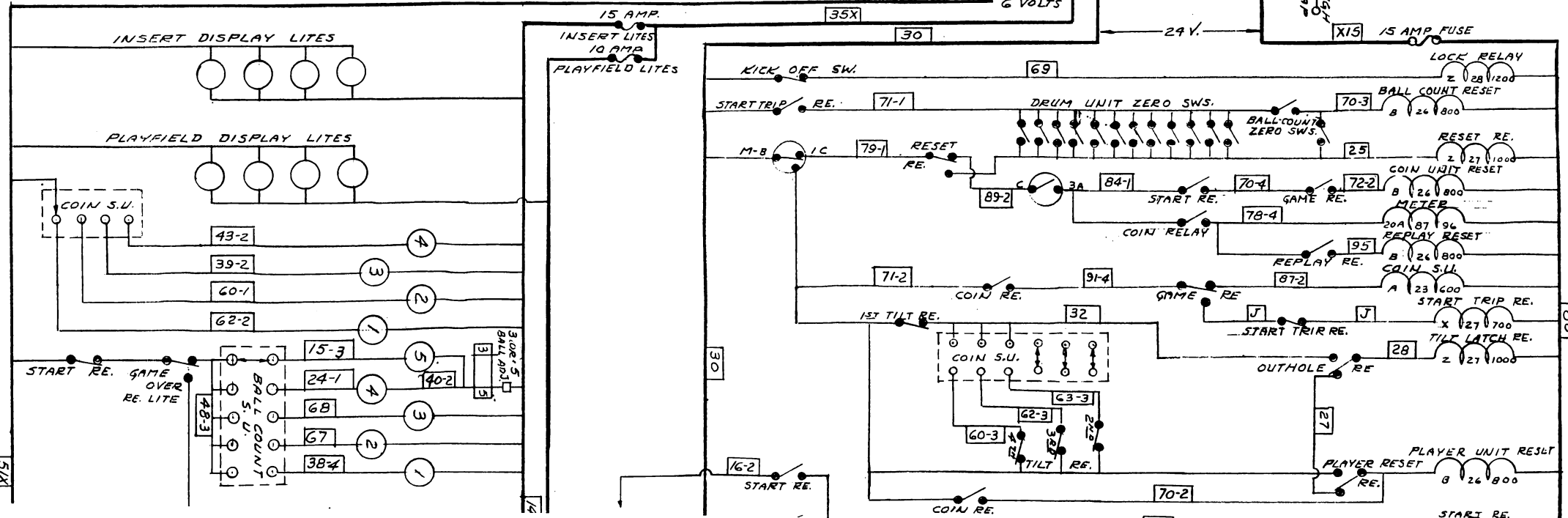
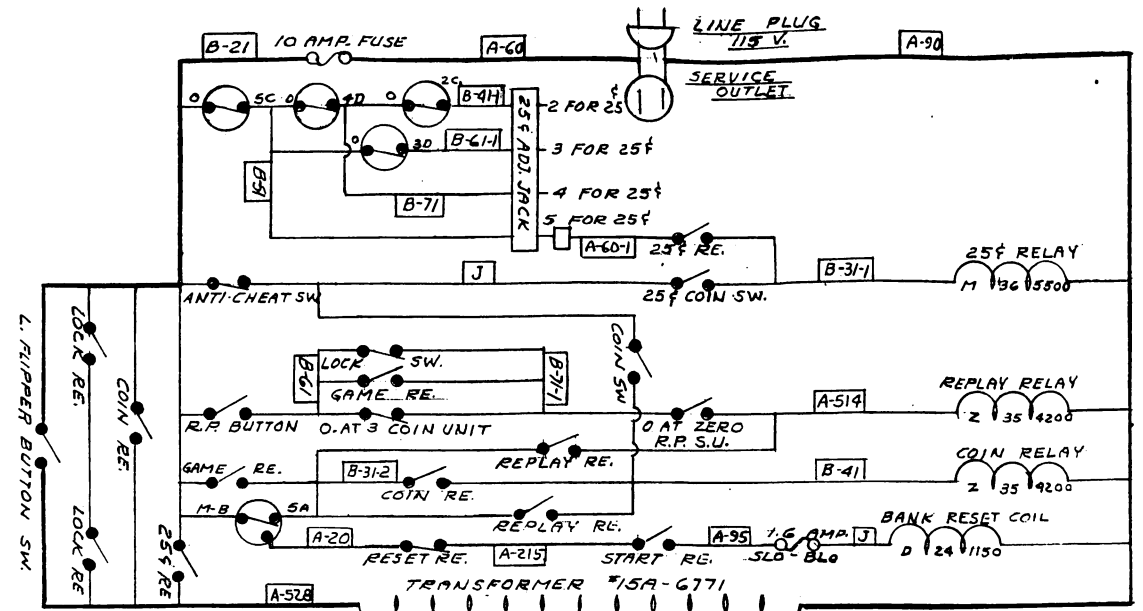
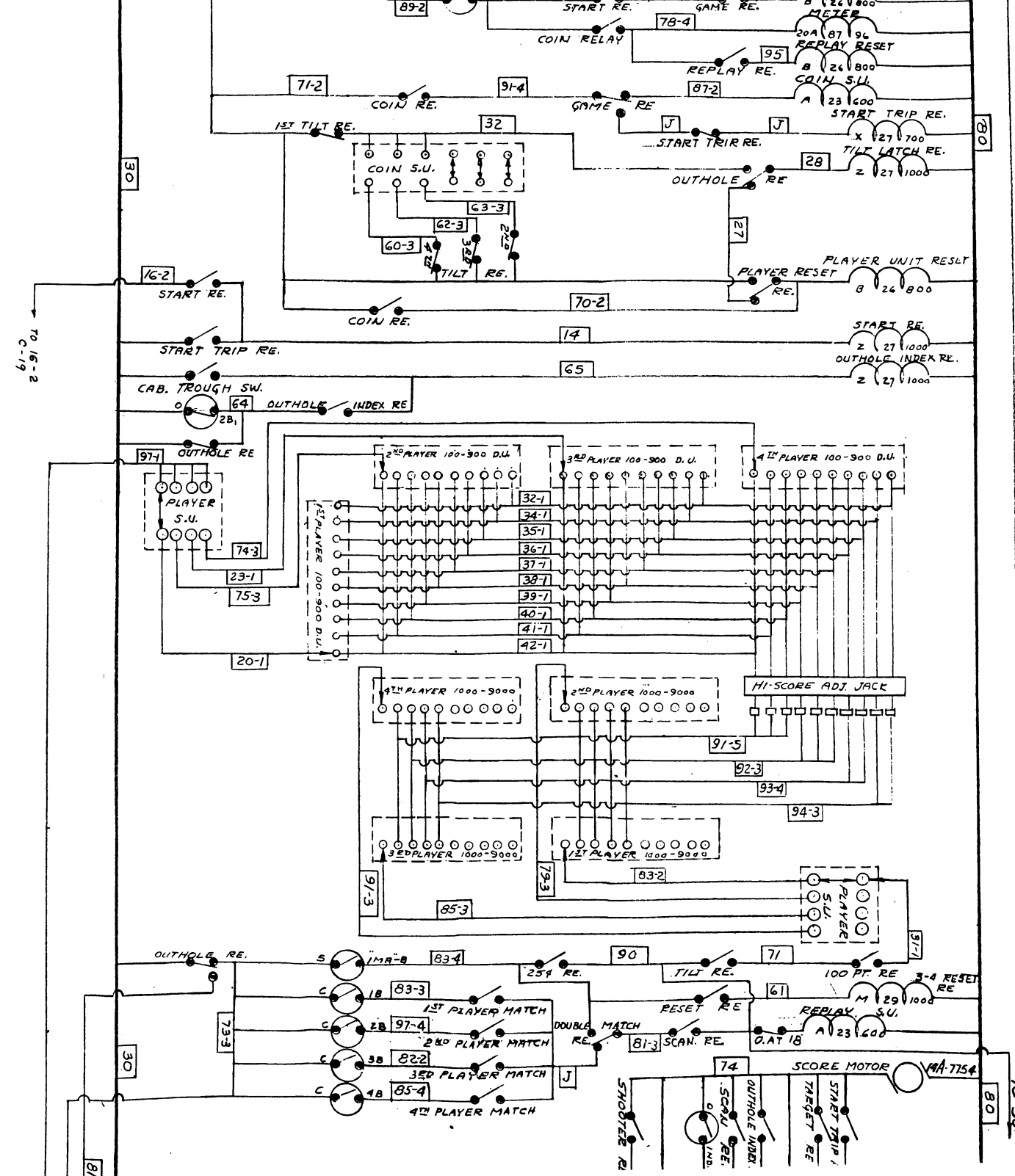
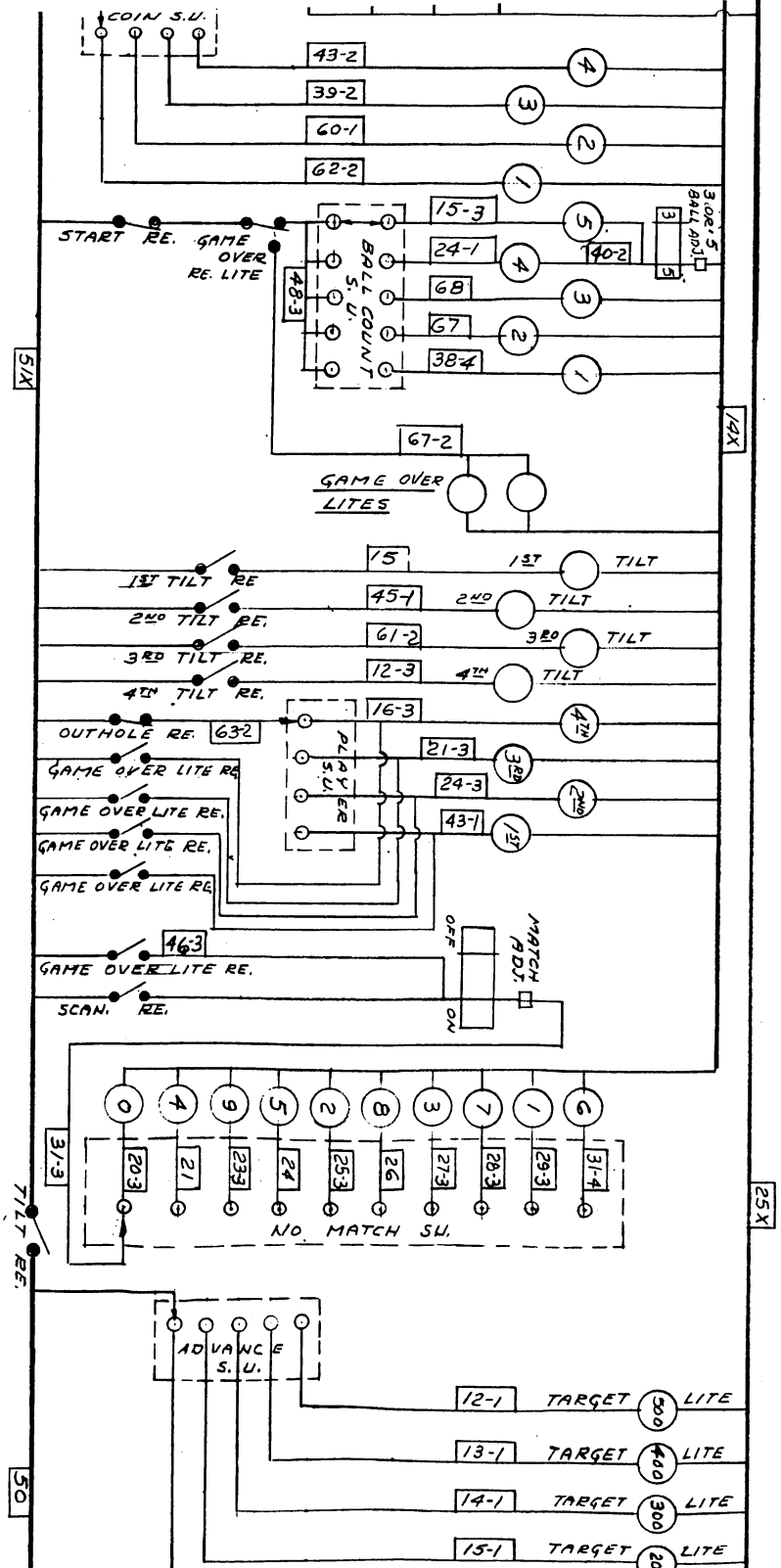


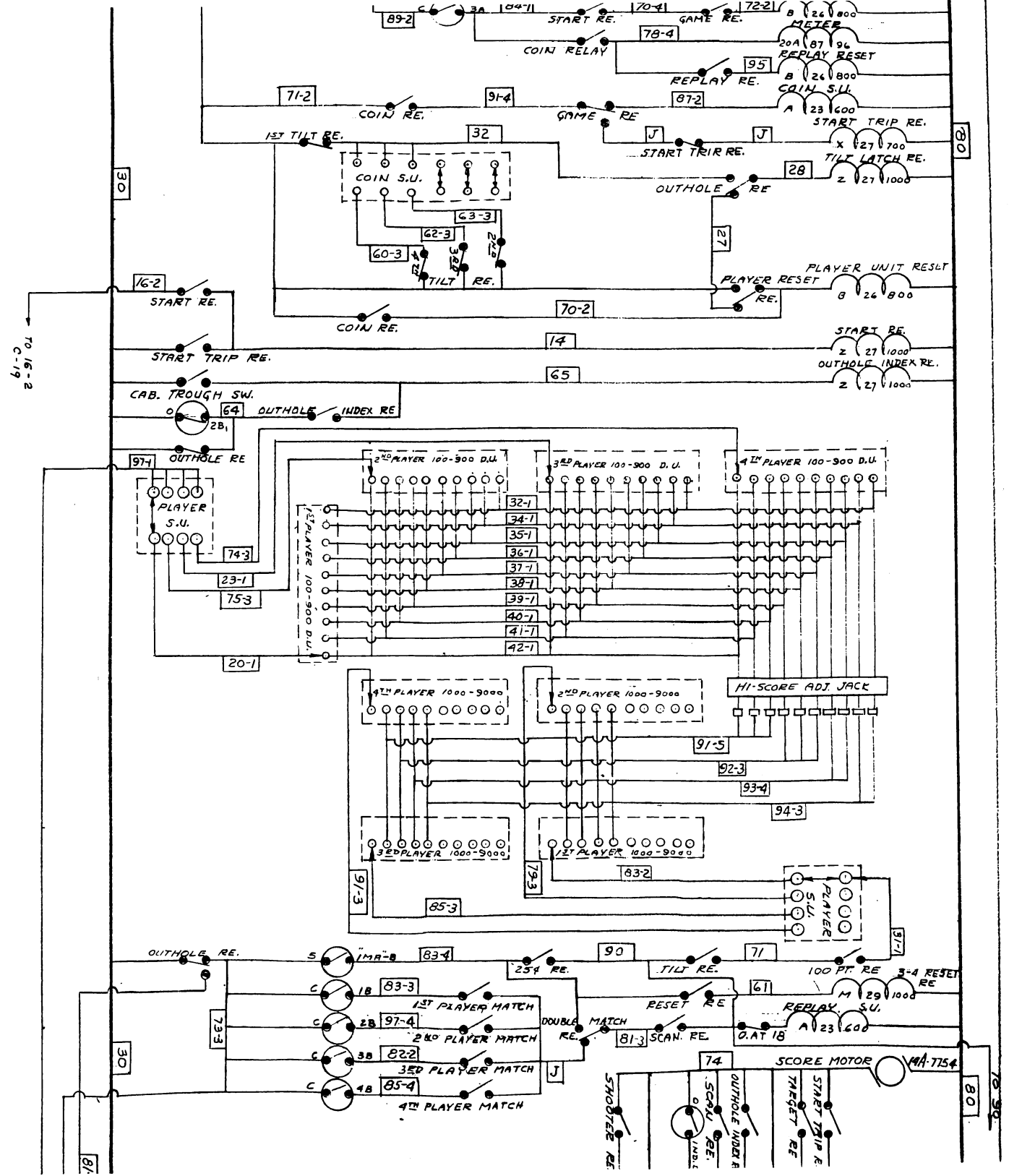
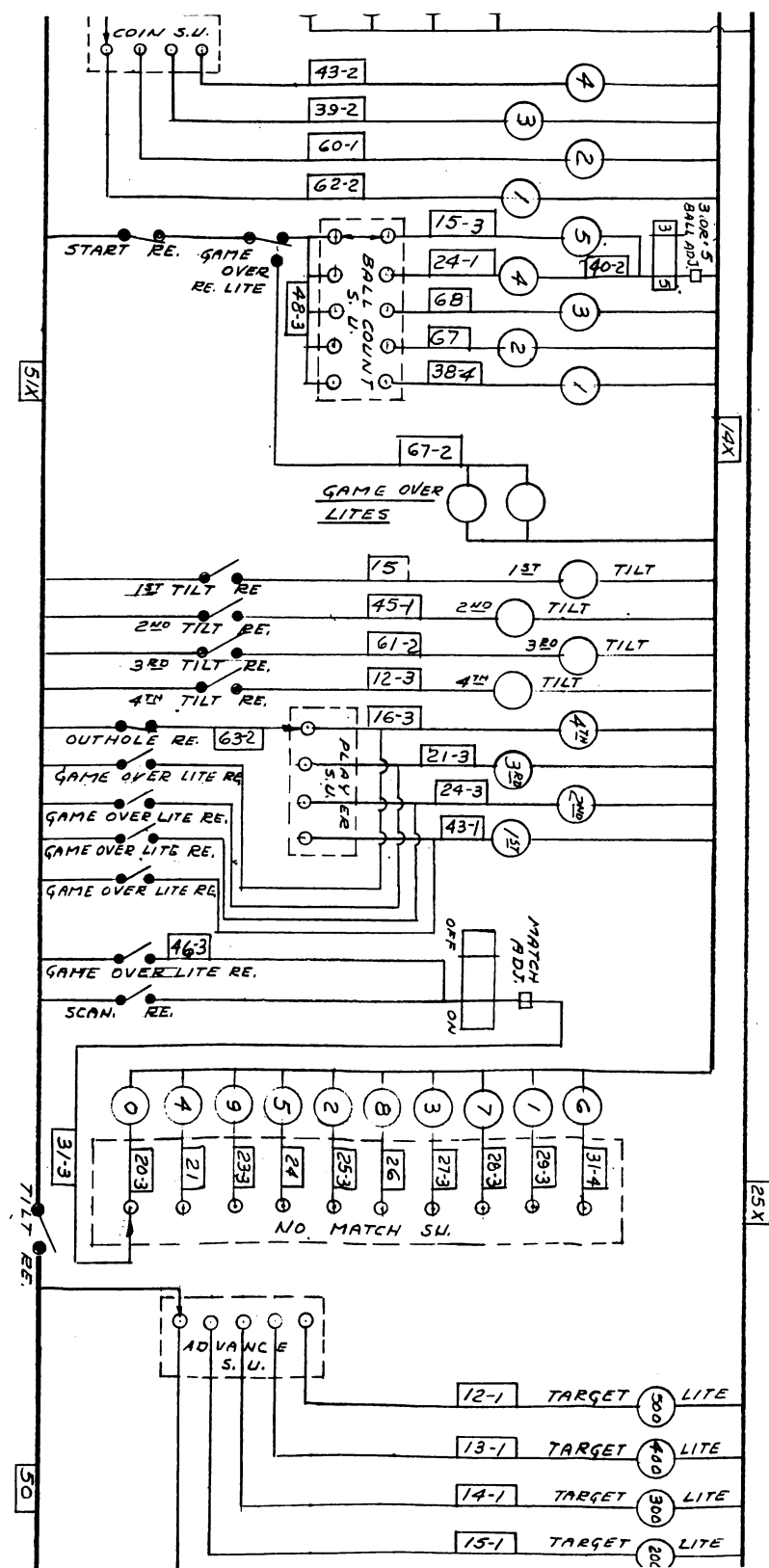
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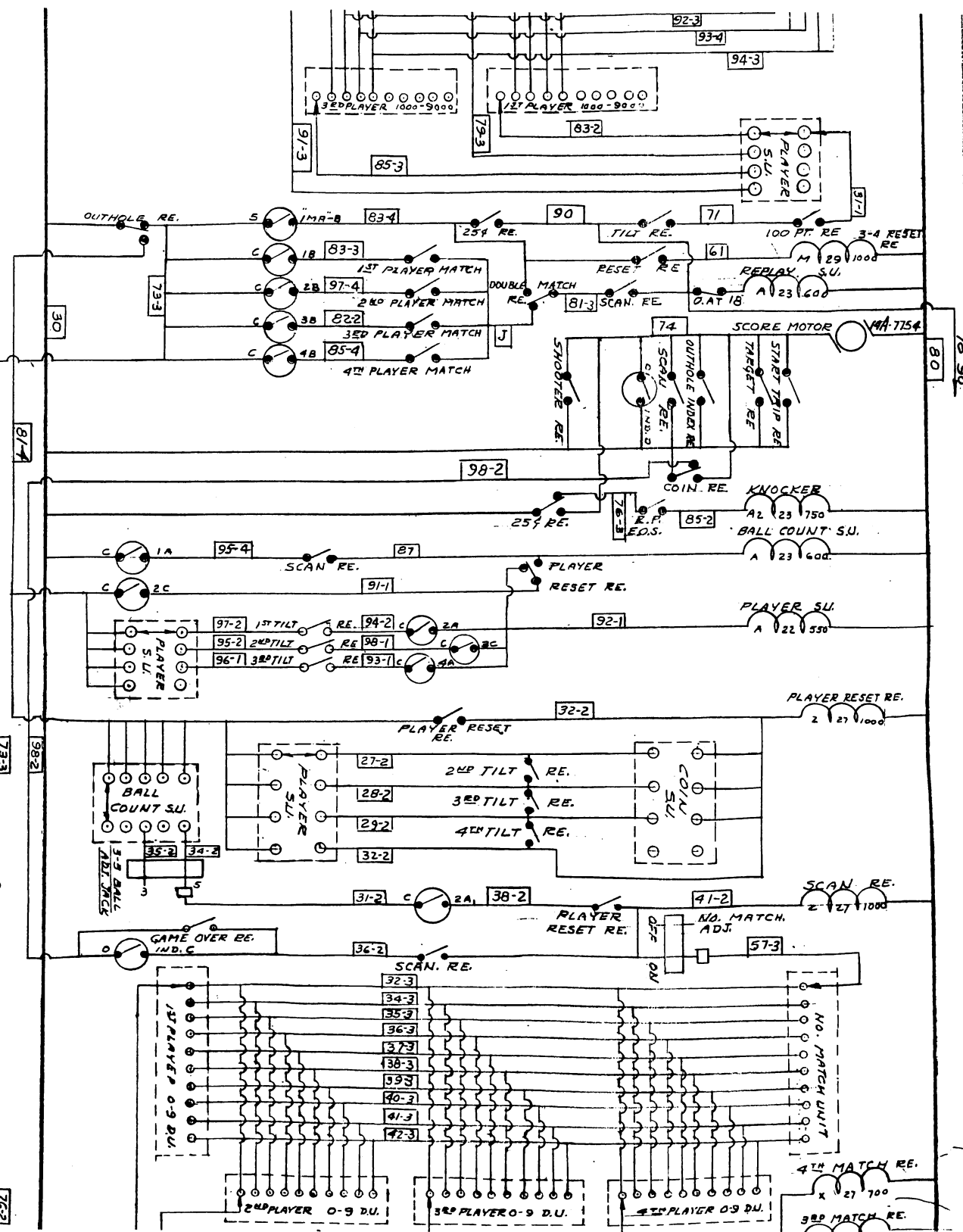
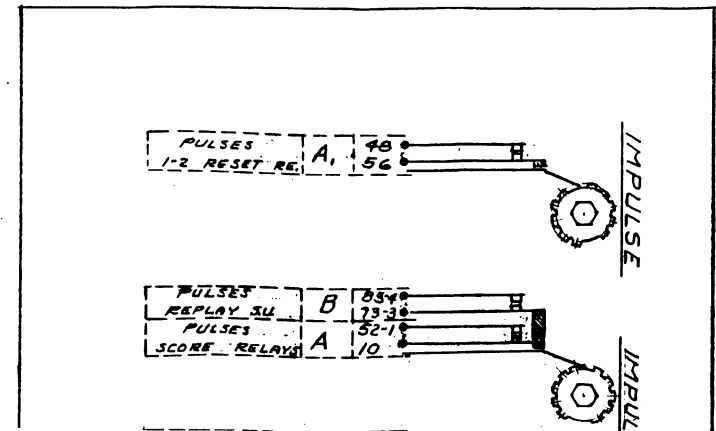
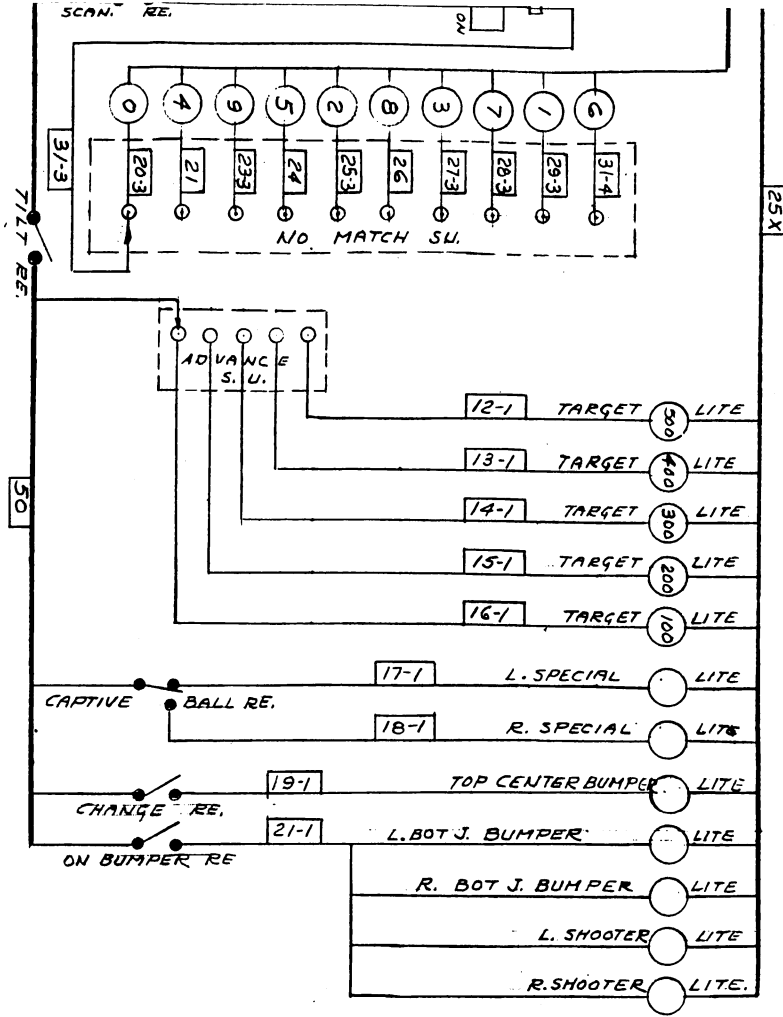




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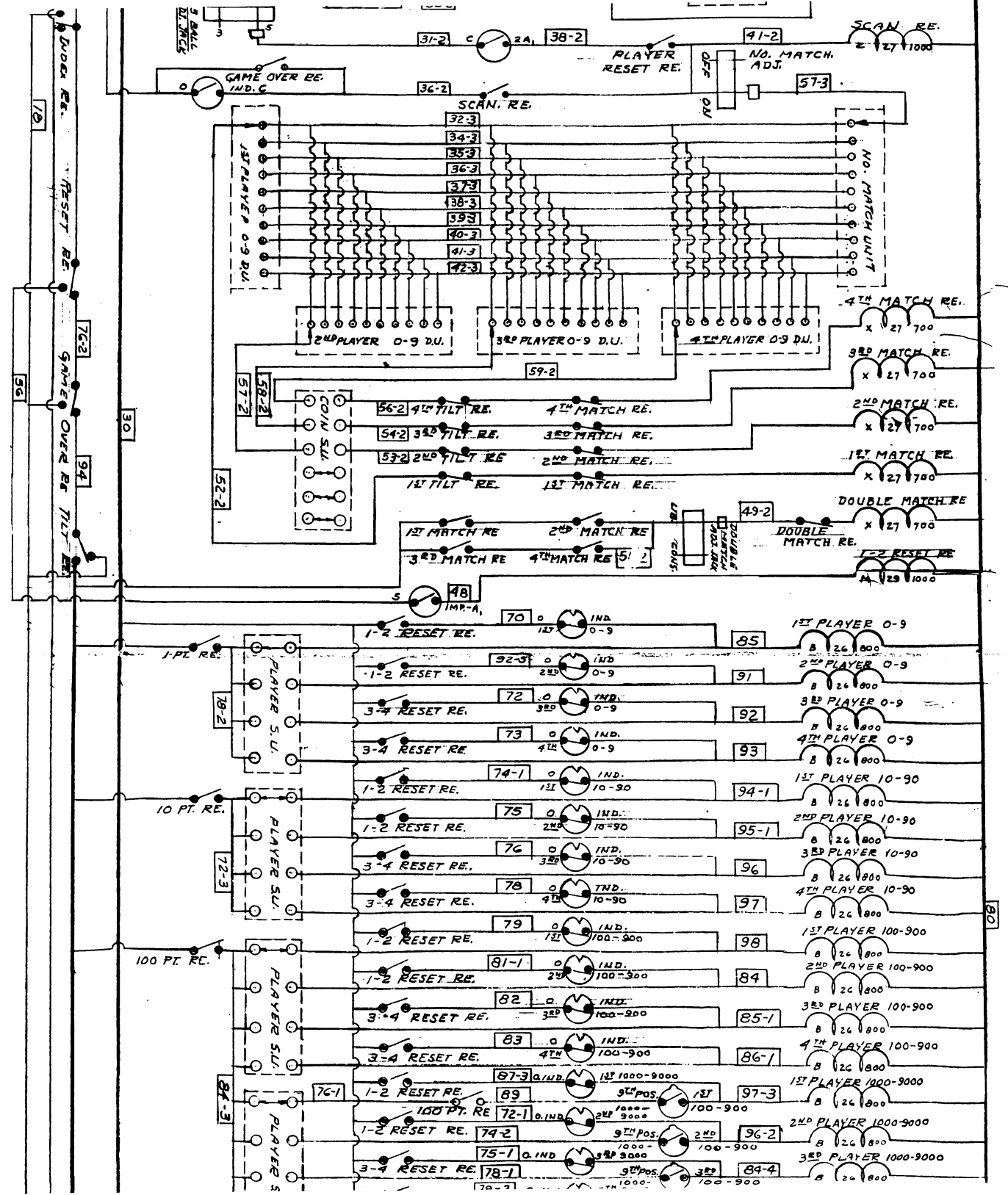
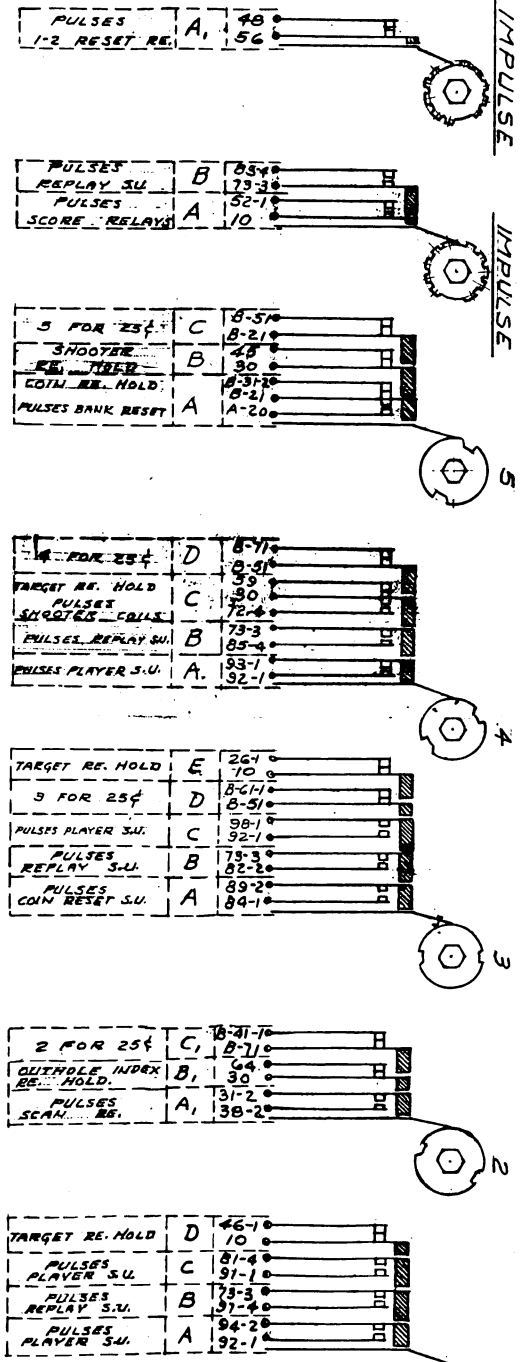


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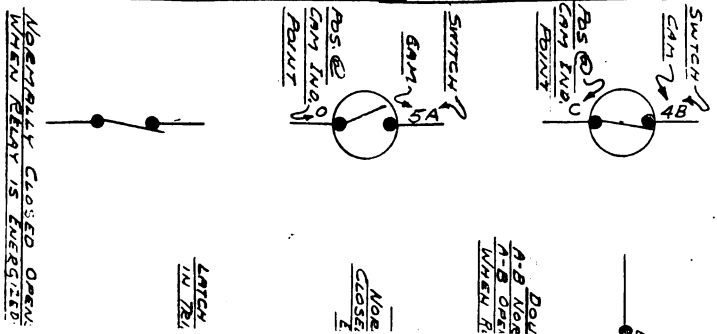
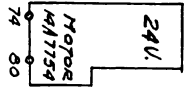
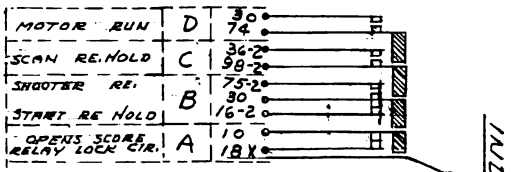
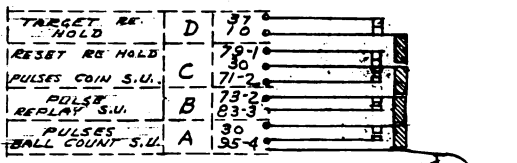
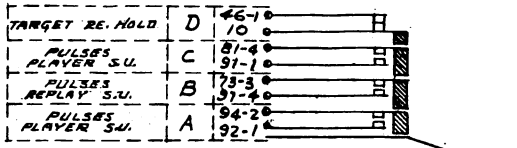
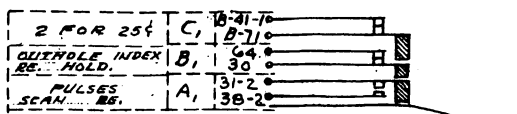
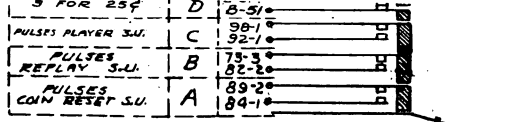
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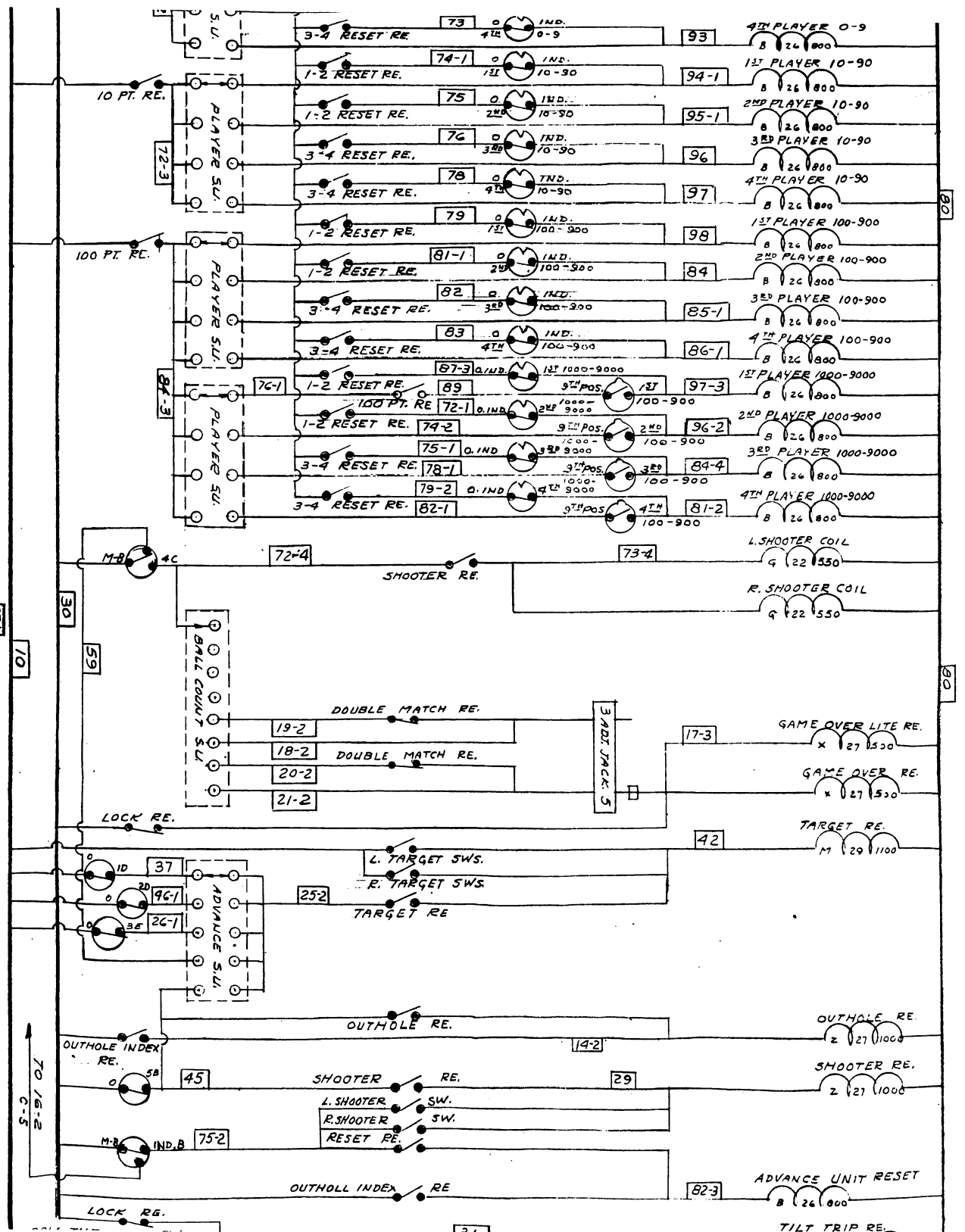
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SCORE MOTOR



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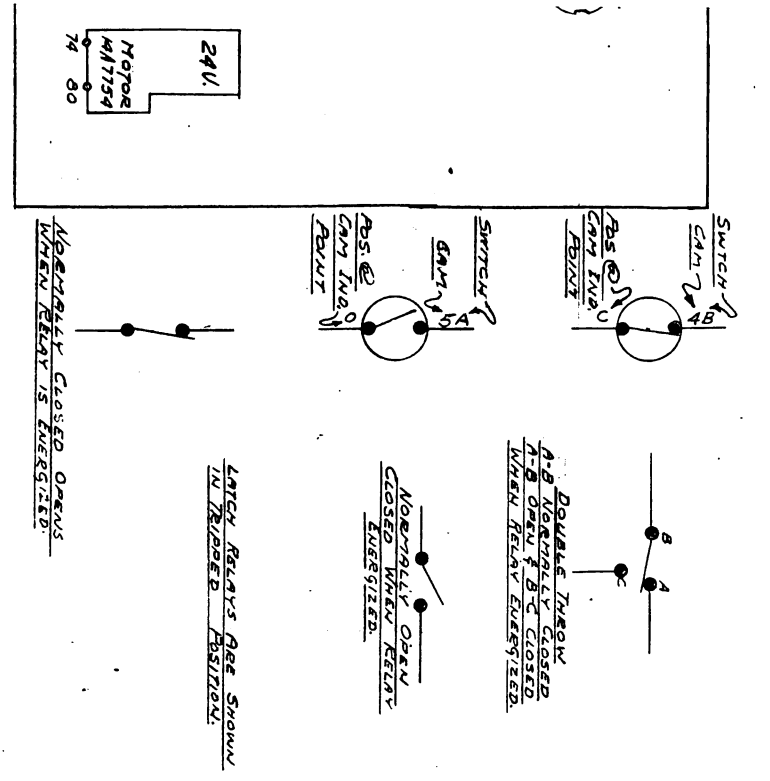
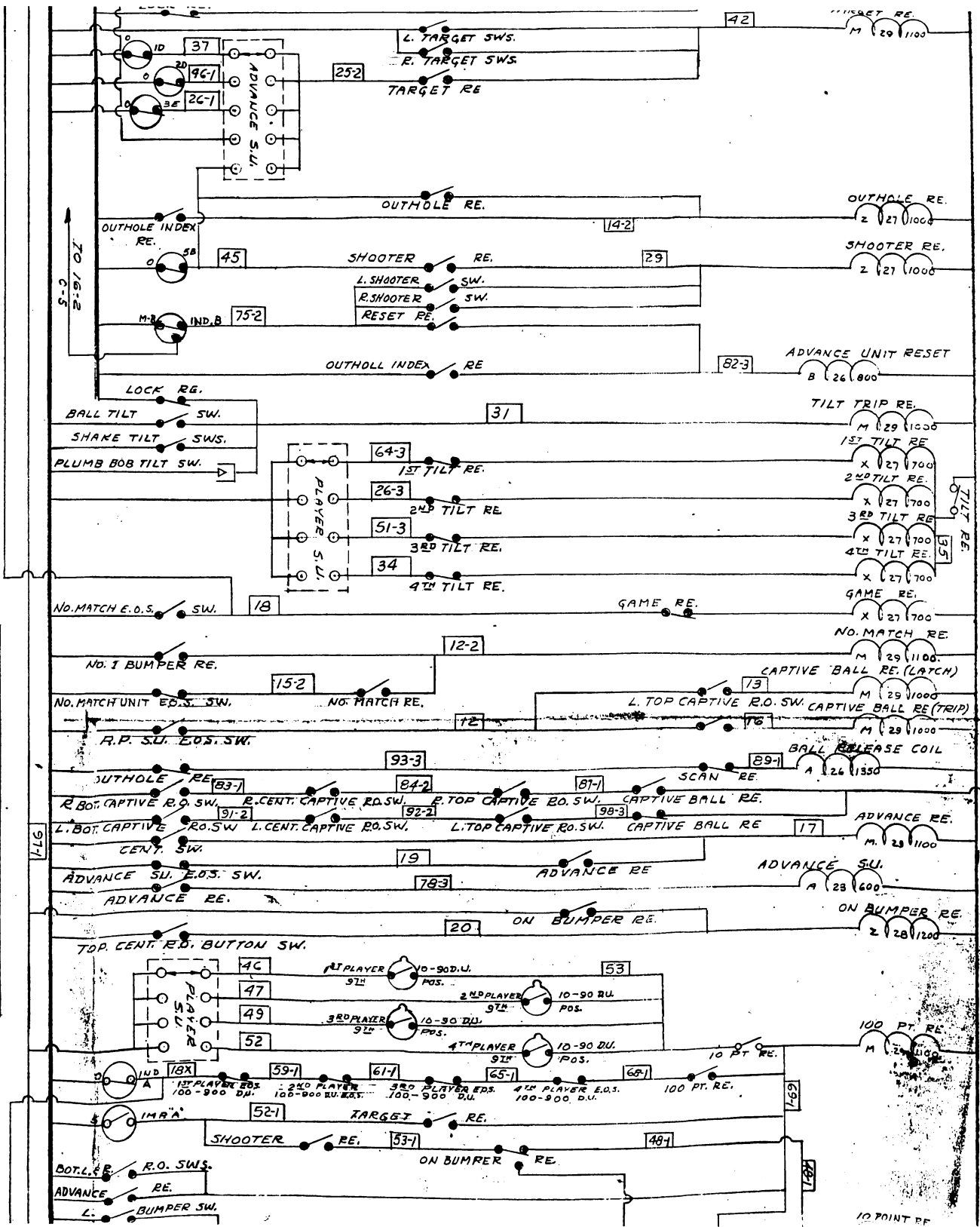
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Normally Closed Open When Relay is Energized.

LATCH IN REL

NOB CLOSE Z

NOB OPEN WHEN H



NO. 1 RELAY CLOSED OPENS WHEN RELAY IS ENERGIZED.

LATCH RELAYS ARE SHOWN IN TRIPPED POSITION.

NORMALLY OPEN CLOSED WHEN RELAY ENERGIZED.

DOUBLE THROW NORMALLY CLOSED A-B NORMALLY OPEN A-C NORMALLY CLOSED WHEN RELAY ENERGIZED.

WIRE	COLOR CODE
1. RED	1. FIRST NO. BODY COLOR
2. BLUE	2. SECOND NO. TENSER-COLOR
3. YELLOW	3. THIRD NO. INDICATES
4. GREEN	REUSE OR SAME
5. WHITE	COLOR WIRE.
6. BROWN	EXAMPLE:
7. ORANGE	10 = RED.
8. BLACK	15 = RED-WHITE
9. GRAY	20 = GRAY
10. NO. TRIGGER	25 = GRAY-RED
11. BUMPER	30 = GRAY-RED (USED AGAIN)

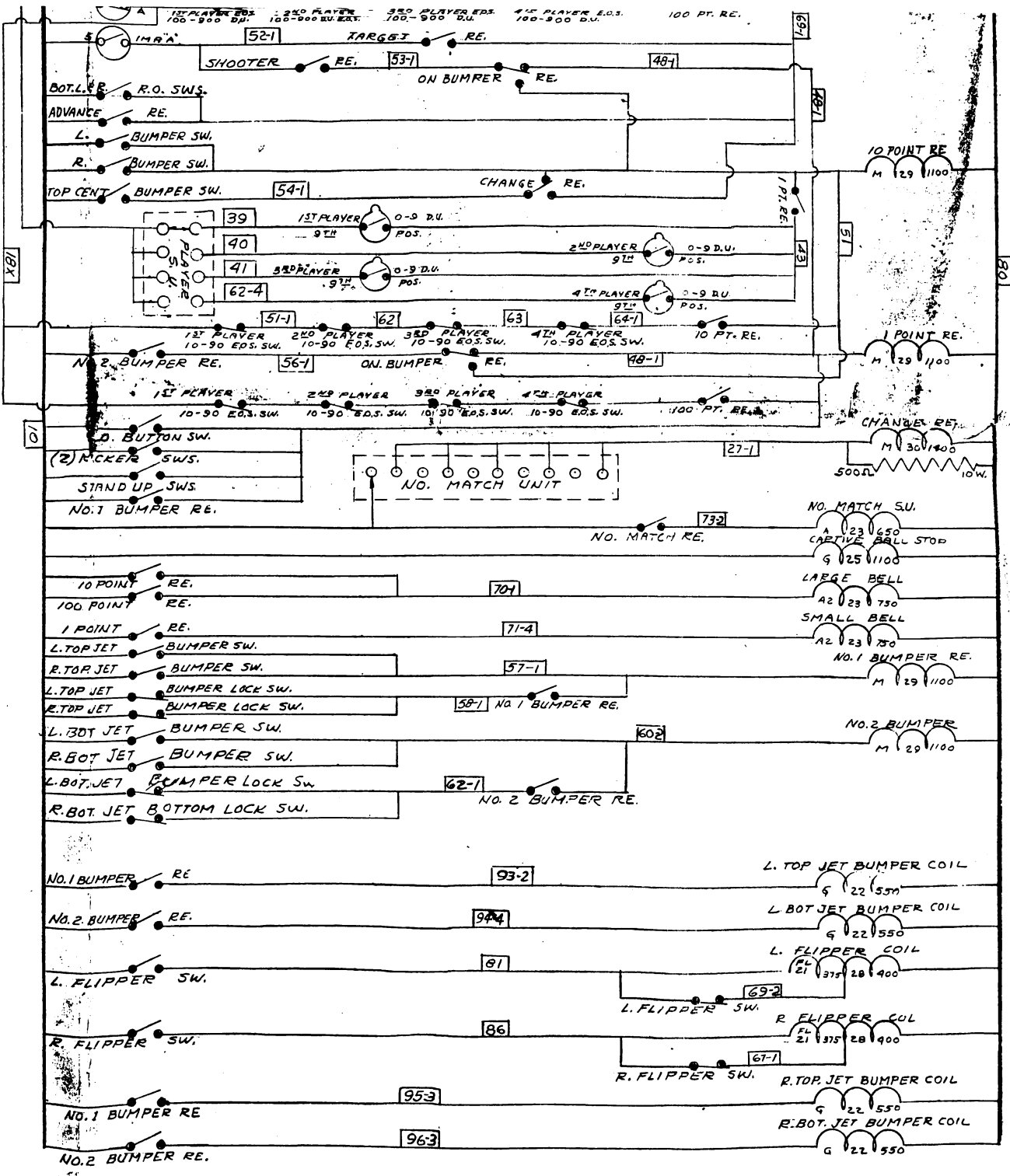
WORD	ABBREVIAT
ADJ.	ADJUSTMENT
ADV.	ADVANCE
AMP.	ARMATURE
BOT.	BOTTOM
BUT.	BUTTON
C.	CLOSE
CENT.	CENTER
D.U.	DRUM UNIT
E.O.S.	END OF STROKE
G.O.	GAME OVER
IMP.	IMPULSE
IND.	INDEX
J.	JET
L.	LEFT
LT.	LITE
NO.	NUMBER
O.	OPEN
POS.	POSITION
R.	RIGHT
RE.	RELAY
R.O.	ROLL OVER
R.R.	REPLAY
PT.	POINT
S.U.	STEAD UP.
SW.	SWITCH
TAG.	TARGET

WORD ABBREVIATIONS

ADJUSTMENT
ADVANCE
ARRANGE
BOTTOM
BTM
CLOSE
CRUISE
DEUT UNIT
END OF STROKE
ENTER
INDEX
JET
LEFT
LITE
NUMBER
OPEN
POSITION
RIGHT
ROLL OVER
RELAY
REPLY
STEP UP
SWITCH
TARGET

COIL LOCATIONS

BACK RESET COIL	G-2
BALL COUNT RESET	G-3
COIN RESET UNIT	G-3
METER	G-4
COIN STOP UP	G-4
PLAYER UNIT RESET	G-5
REPLY STOP UP	G-5
KNOCKER	G-9
BALL COUNT STOP UP	G-9
PLAYER STOP UP	G-10
1ST PLAYER 0-9 D.U.	G-14
2ND PLAYER 0-9 D.U.	G-14
3RD PLAYER 0-9 D.U.	G-14
4TH PLAYER 0-9 D.U.	G-14
1ST PLAYER 10-90 D.U.	G-14
2ND PLAYER 10-90 D.U.	G-14
3RD PLAYER 10-90 D.U.	G-14
4TH PLAYER 10-90 D.U.	G-14
1ST PLAYER 100-900 D.U.	G-15
2ND PLAYER 100-900 D.U.	G-15
3RD PLAYER 100-900 D.U.	G-15
4TH PLAYER 100-900 D.U.	G-15
1ST SHOOTER COIL	G-16
R. SHOOTER COIL	G-16
ADVANCE UNIT RESET	G-19
BALL RELEASE COIL	G-21
ADVANCE STOP UP	G-21
NO. MATCH STOP UP	G-24
CAPTURE BALL STOP	G-24
LARGE BELL	G-24
SMALL BELL	G-24
L. TOP JET BUMPER COIL	G-26
R. TOP JET BUMPER COIL	G-26
L. FLIPPER COIL	G-26
R. FLIPPER COIL	G-26
E. TOP JET BUMPER COIL	G-27
E. BOT JET BUMPER COIL	G-27



WHOOPEE

300

G-23-G4 D.U.

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