

**WIRE COLOR CODE**

1-RED -R-	6-BROWN -BR-
2-BLUE -BLU-	7-ORANGE -O-
3-YELLOW -Y-	8-BLACK -B-
4-GREEN -G-	9-BLACK -B-
5-WHITE -W-	0-NO TRACER
1-JUMPER	

1-FIRST NUMBER-BODY COLOR,  
2-SECOND NUMBER-TRACER COLOR,  
3-NUMBER AFTER DASH INDICATES  
RE-USE OF SAME COLOR WIRE.  
EX. 50-WHITE  
51-WHITE-RED  
51-1-WHITE-RED (USED AGAIN)

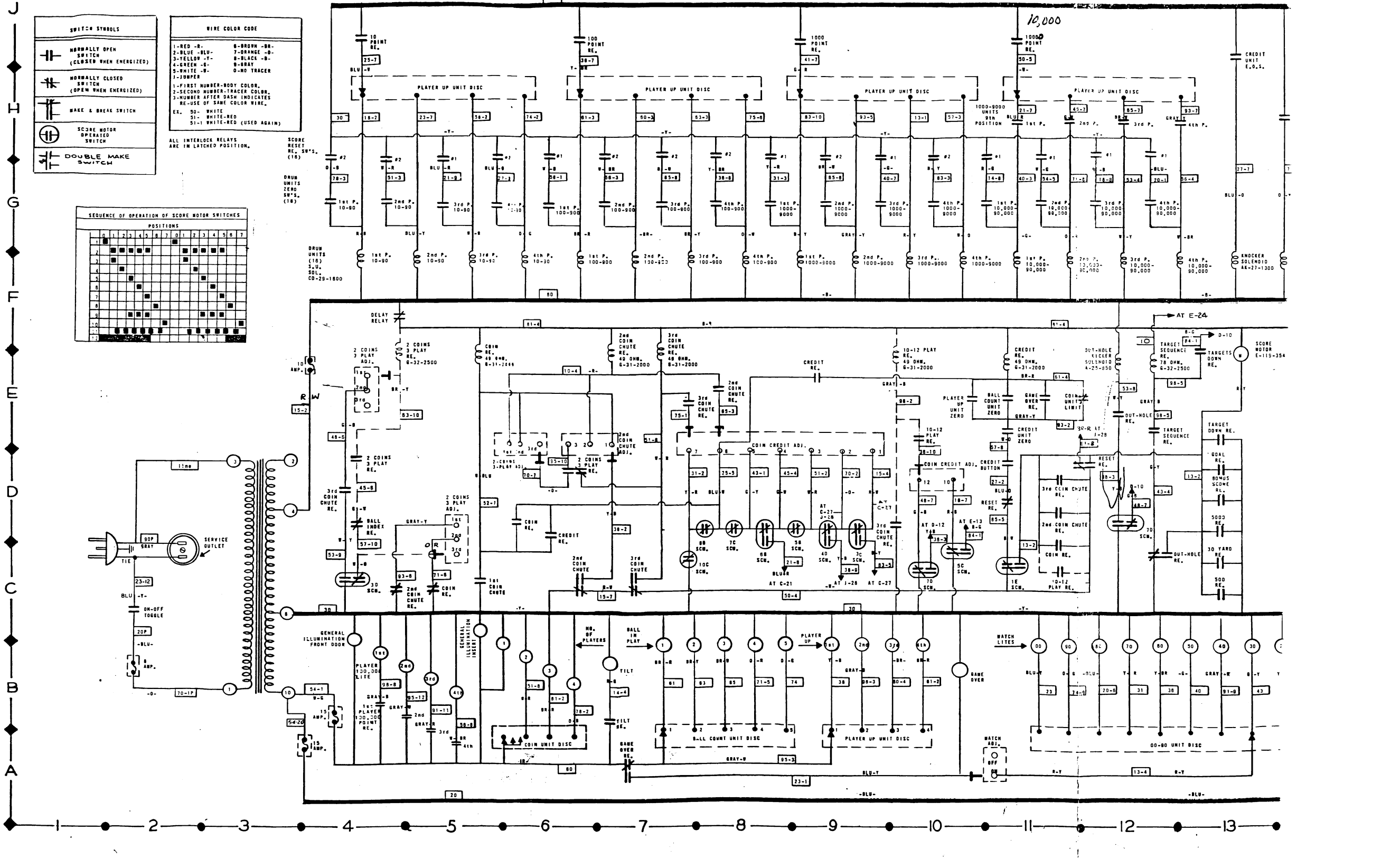
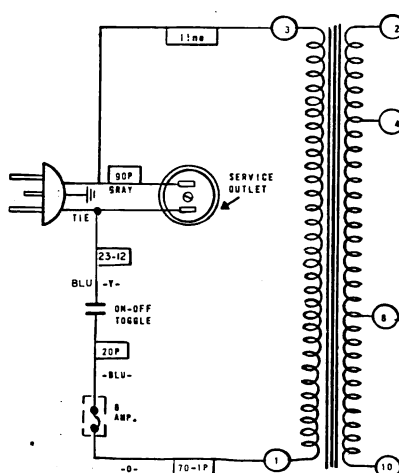
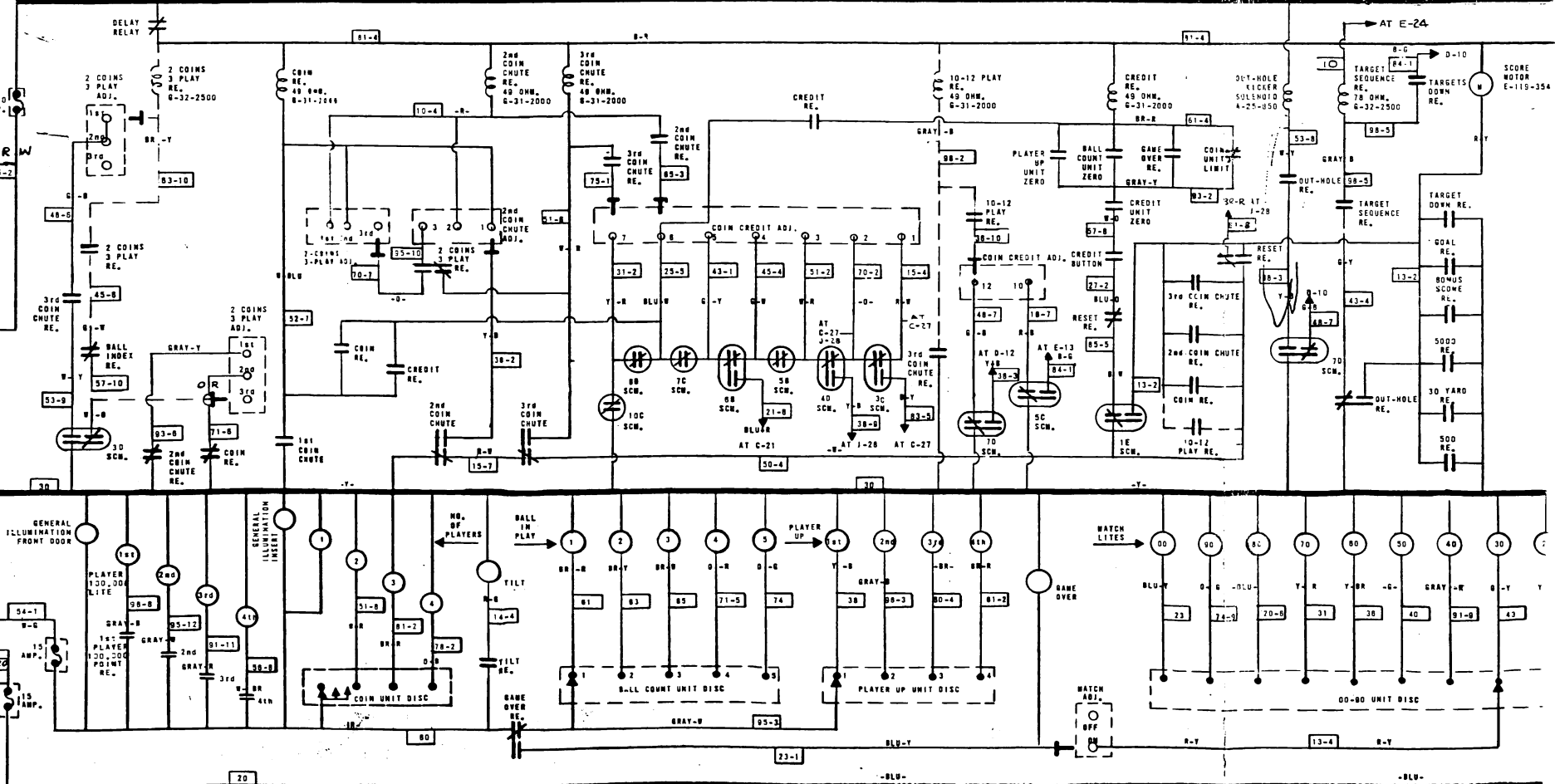
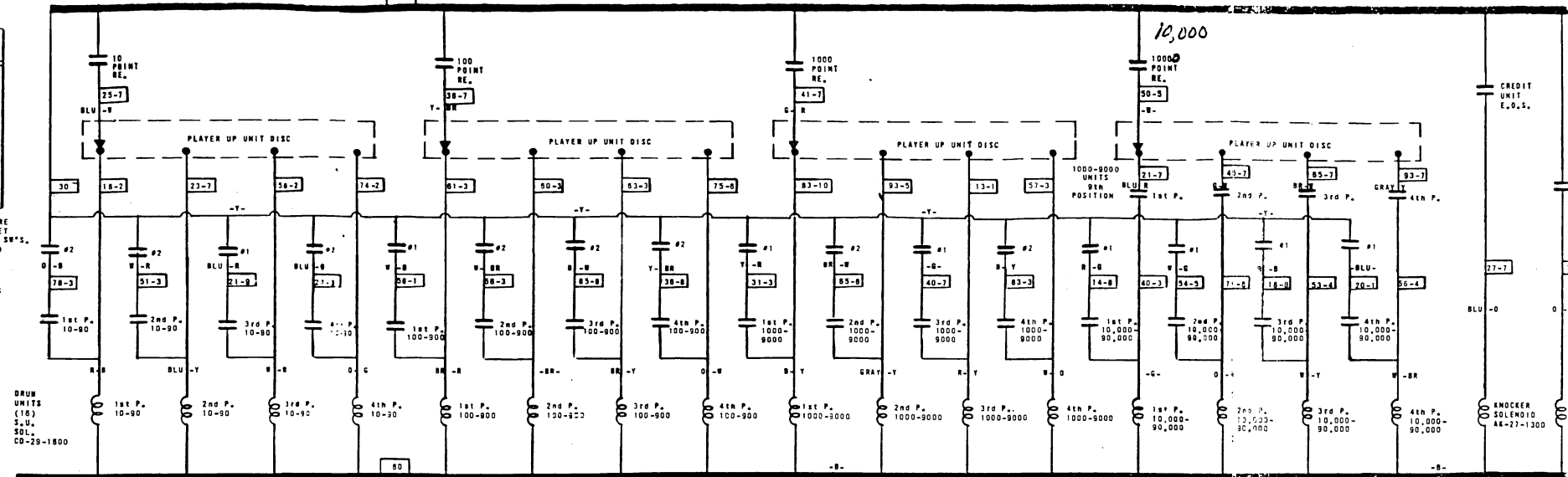
ALL INTERLOCK RELAYS  
ARE IN LATCHED POSITION.

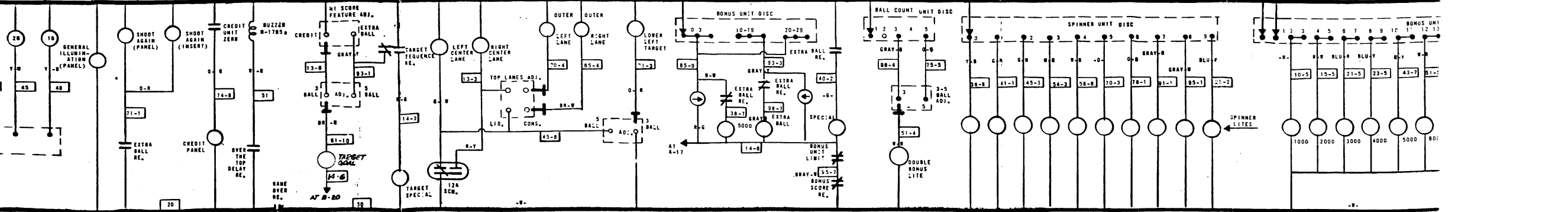
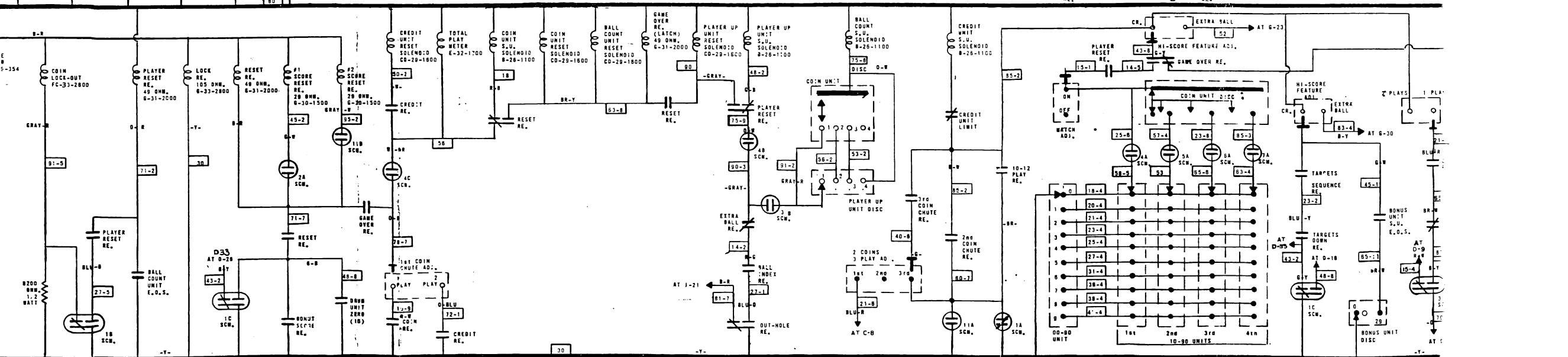
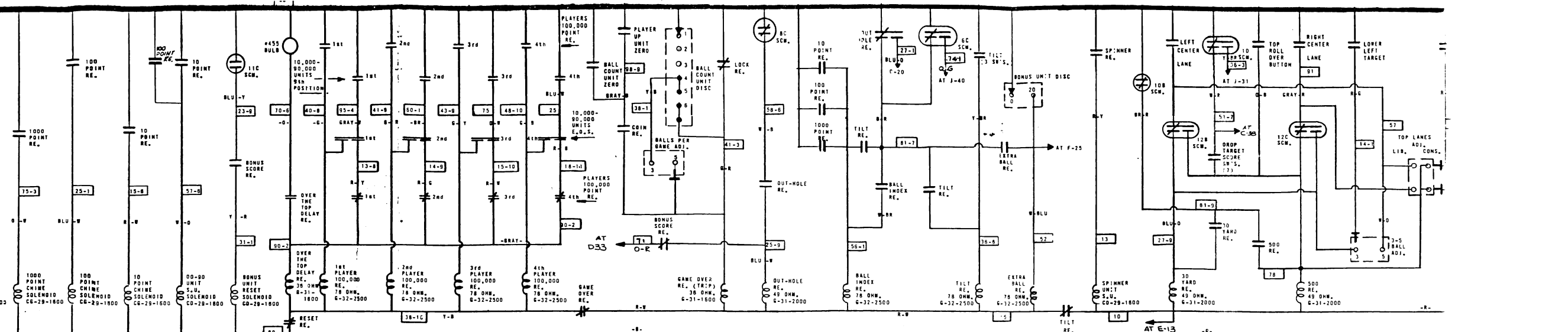
SCORE  
RESET  
RE. SW'S,  
(18)

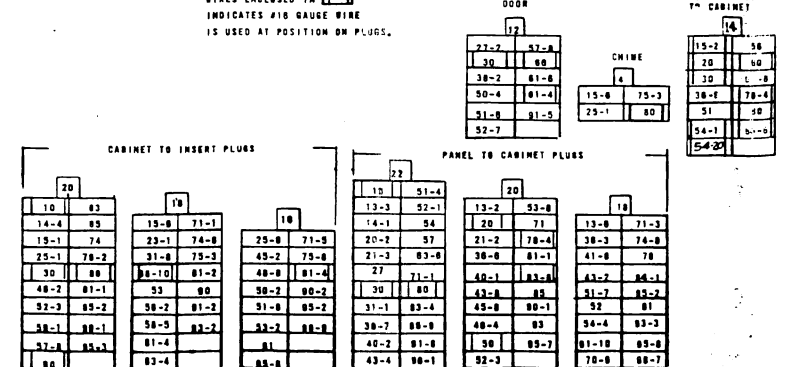
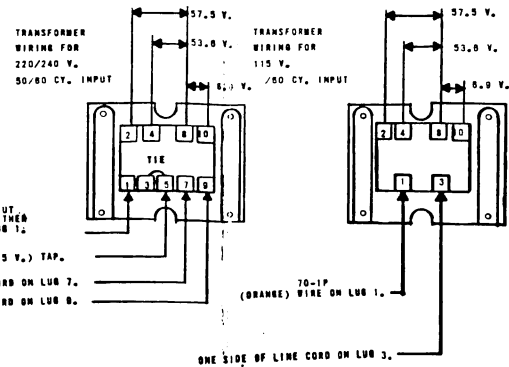
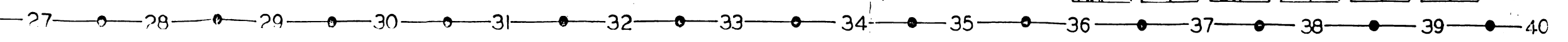
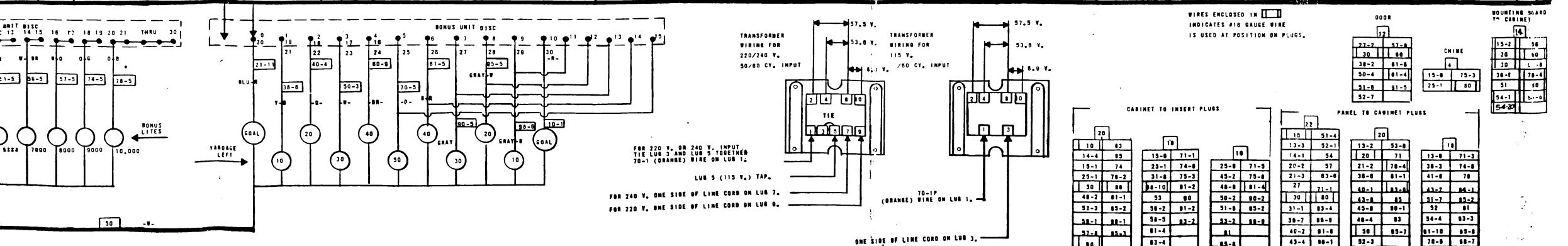
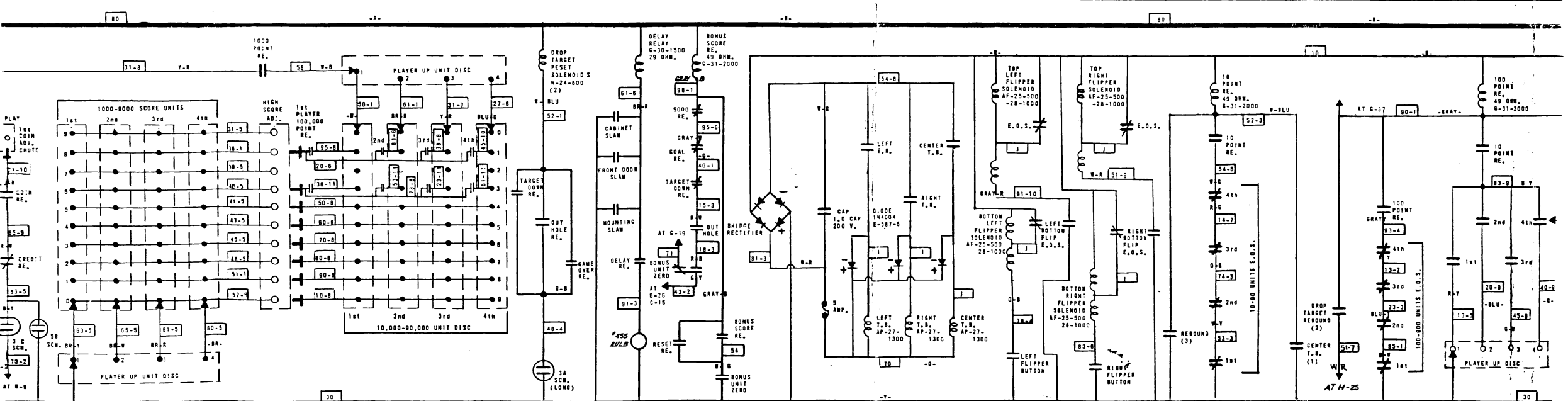
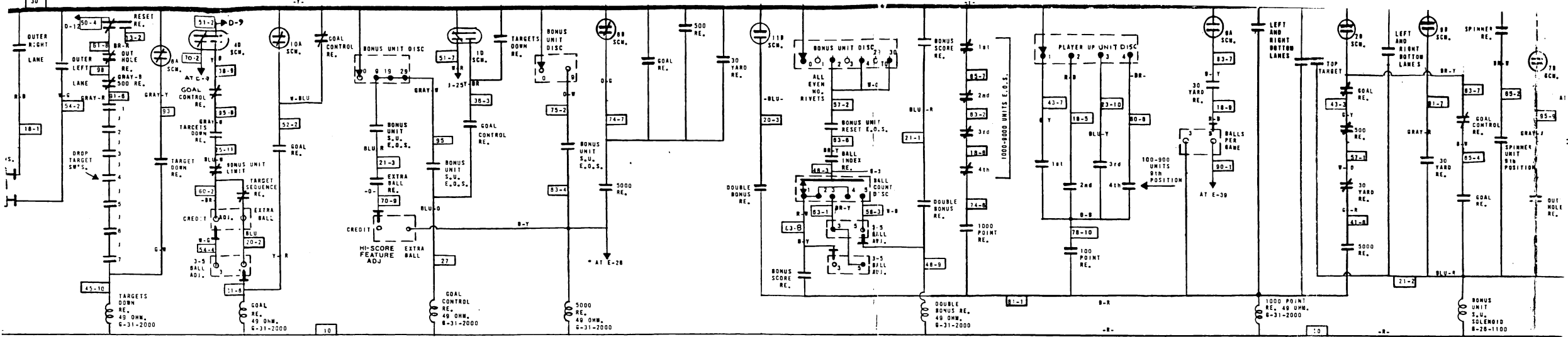
DRUM  
UNITS  
ZERO  
SW'S,  
(18)

**SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES**

	POSITIONS							
	0	1	2	3	4	5	6	7
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

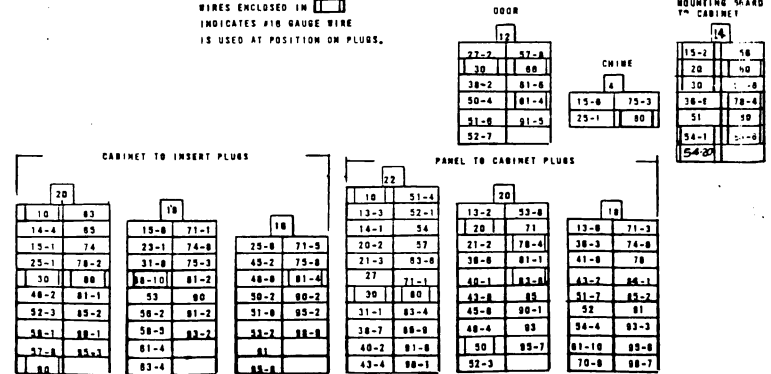
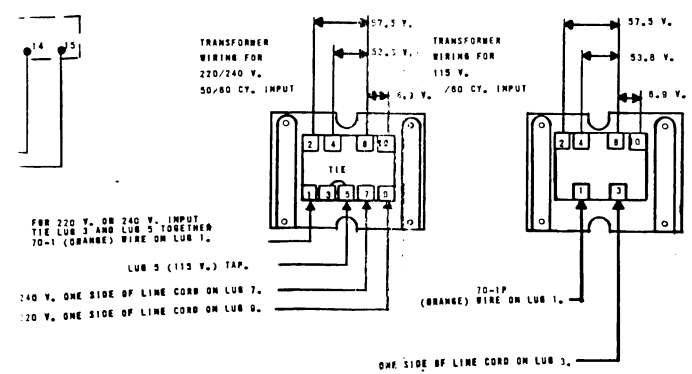
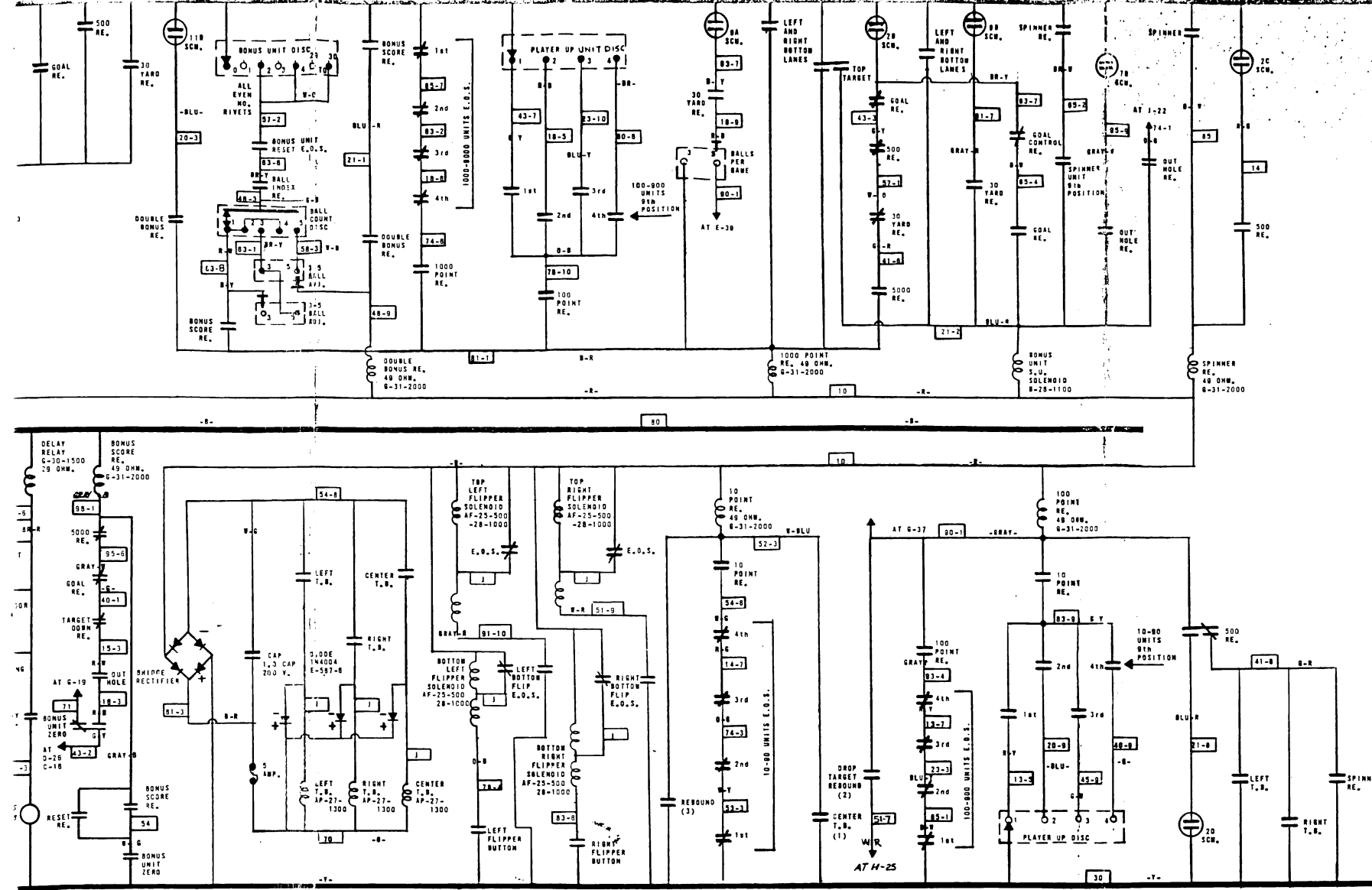






COIL LOCATION CHART

NAME OF COIL	LOCATION
BALL COUNT UNIT RESET SOLENOID	E-19
BALL COUNT UNIT STEP UP SOLENOID	E-21
BALL INDEX RE.	F-21
BONUS SCORE RE.	E-33
BONUS UNIT RESET SOLENOID	F-26
BONUS UNIT STEP UP SOLENOID	F-39
BOTTOM LEFT FLIPPER	D-35
BOTTOM RIGHT FLIPPER	C-36
CENTER T.B.	C-35
COIN LOCK-OUT	E-14
COIN RE.	E-5
COIN UNIT RESET SOLENOID	E-18
COIN UNIT STEP UP SOLENOID	E-18
CREDIT RE.	E-11
CREDIT UNIT RESET SOLENOID	E-17
CREDIT UNIT STEP UP SOLENOID	E-22
DELAY RE.	E-32
DOUBLE BONUS RE.	F-35
DROP TARGET RESET SOLENOID	E-31
DRUM UNITS STEP UP SOLENOID SCORING REELS	F-4
EXTRA BALL RE.	F-13
EXTRA BALL RE.	F-23
GAME OVER RE. (LATCH)	E-19
GAME OVER RE. (TRIP)	F-20
GOAL CONTROL RE.	F-31
GOAL RE.	E-29
KNOCKER SOLENOID	F-13
LEFT T.B.	C-34
LOCK RE.	E-15
OUT HOLE KICKER SOLENOID	E-11
OUT-HOLE RE.	F-20
OVER THE TOP DELAY RE.	F-18
PLAYER RESET RE.	E-15
PLAYER UP UNIT RESET SOLENOID	E-20
PLAYER UP UNIT STEP UP SOLENOID	E-20
RESET RE.	E-16
RIGHT T.B.	C-34
SPINNER RE.	F-41
SPINNER UNIT	F-23
TARGETS DOWN RE.	F-27
TARGETS SEQUENCE RE.	E-12
TILT RE.	F-22
TOP LEFT FLIPPER SOLENOID	E-35
TOP RIGHT FLIPPER SOLENOID	E-36
TOTAL PLAY METER	E-17
00-90 UNIT STEP UP SOLENOID	F-15
#1 SCORE RESET RE.	E-16
#2 SCORE RESET RE.	E-16
2 COIN 3 PLAY	E-4
2nd COIN CHUTE	E-7
3rd COIN CHUTE	E-7
10 POINT CHIMB SOLENOID	F-15
100 POINT CHIMB SOLENOID	F-16
1000 POINT CHIMB SOLENOID	F-16
10 POINT RE.	E-37
100 POINT RE.	E-40
1000 POINT RE.	F-38
500 RE.	F-25
5000 RE.	F-32
30 YARD RE.	F-24
1st PLAYER 100,000 POINT RE.	F-20
2nd PLAYER 100,000 POINT RE.	F-20
3rd PLAYER 100,000 POINT RE.	F-21
4th PLAYER 100,000 POINT RE.	F-21



MANUFACTURING CORP.  
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"KICK-OFF"  
4-PLAYER

W-1042-142A d