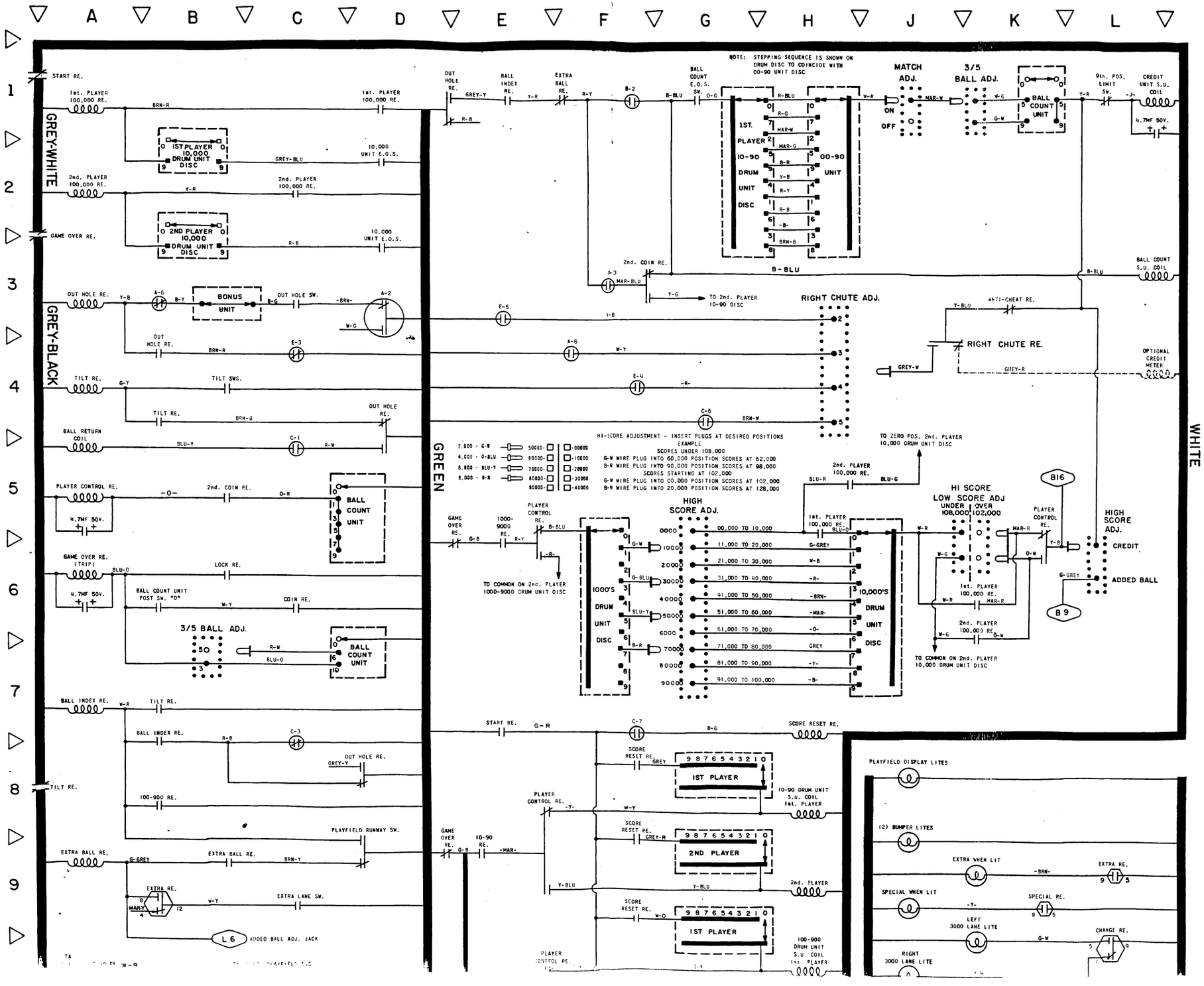
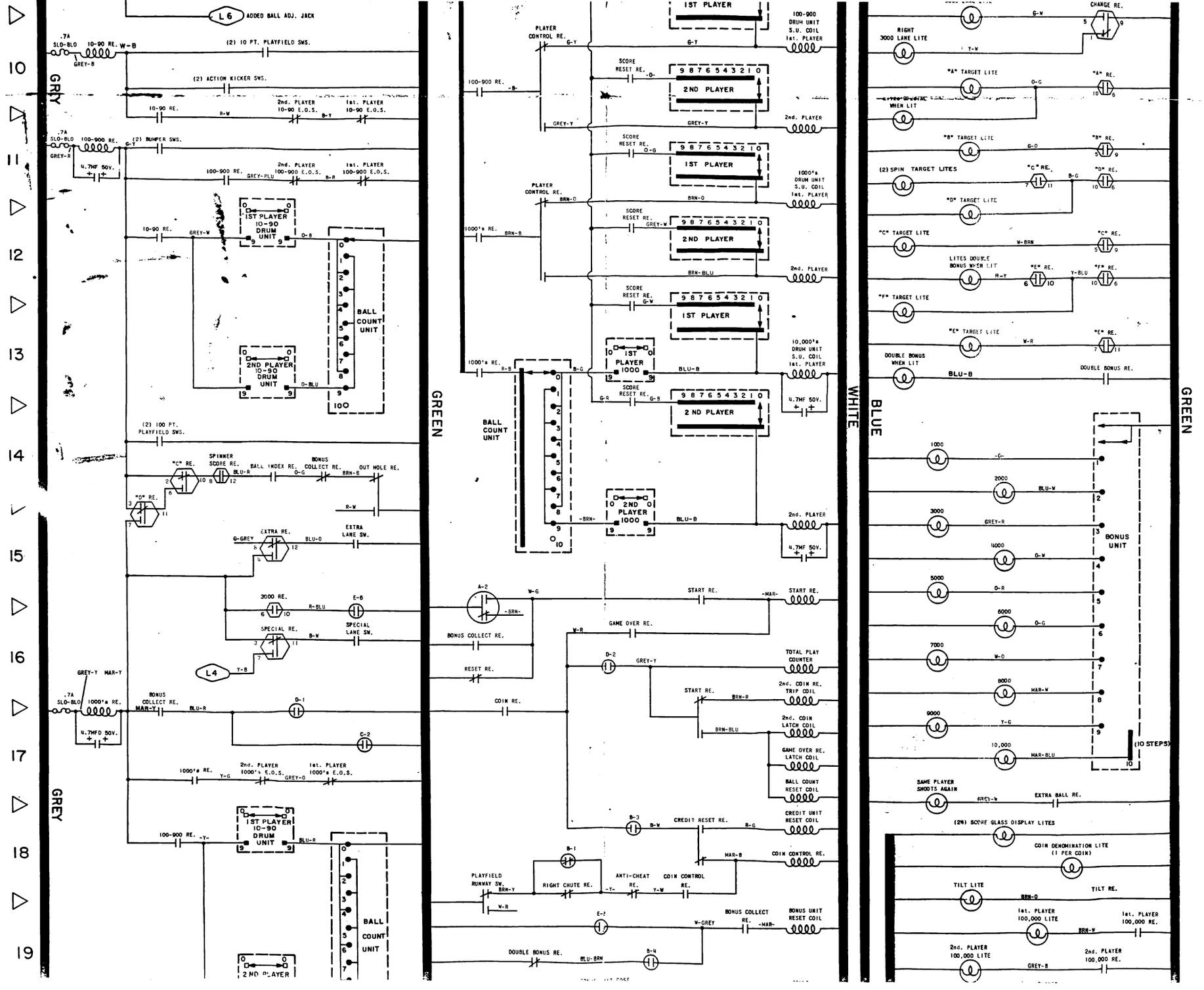
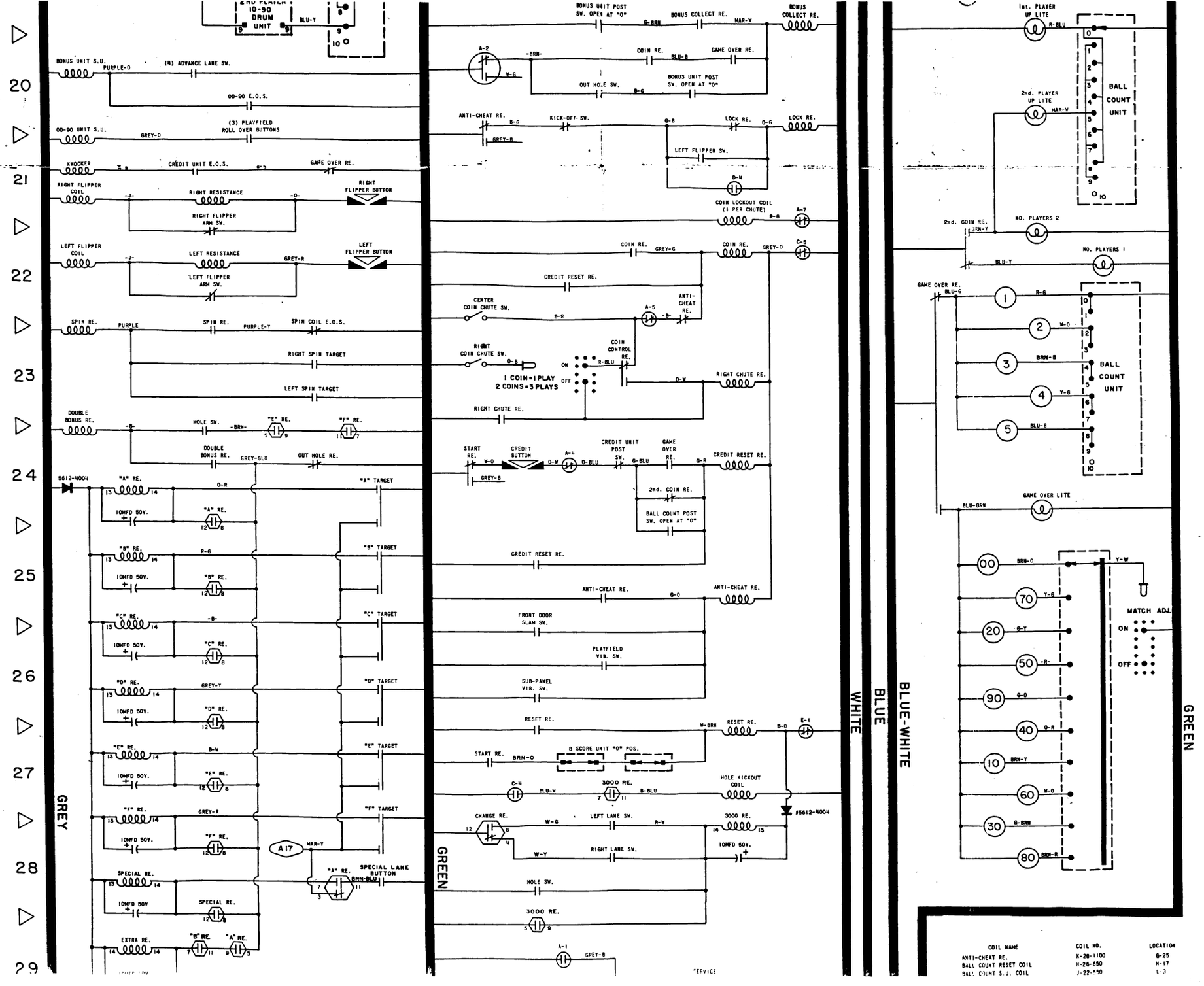
SOUND STAGE 1/5



SOUND STAGE 2/5

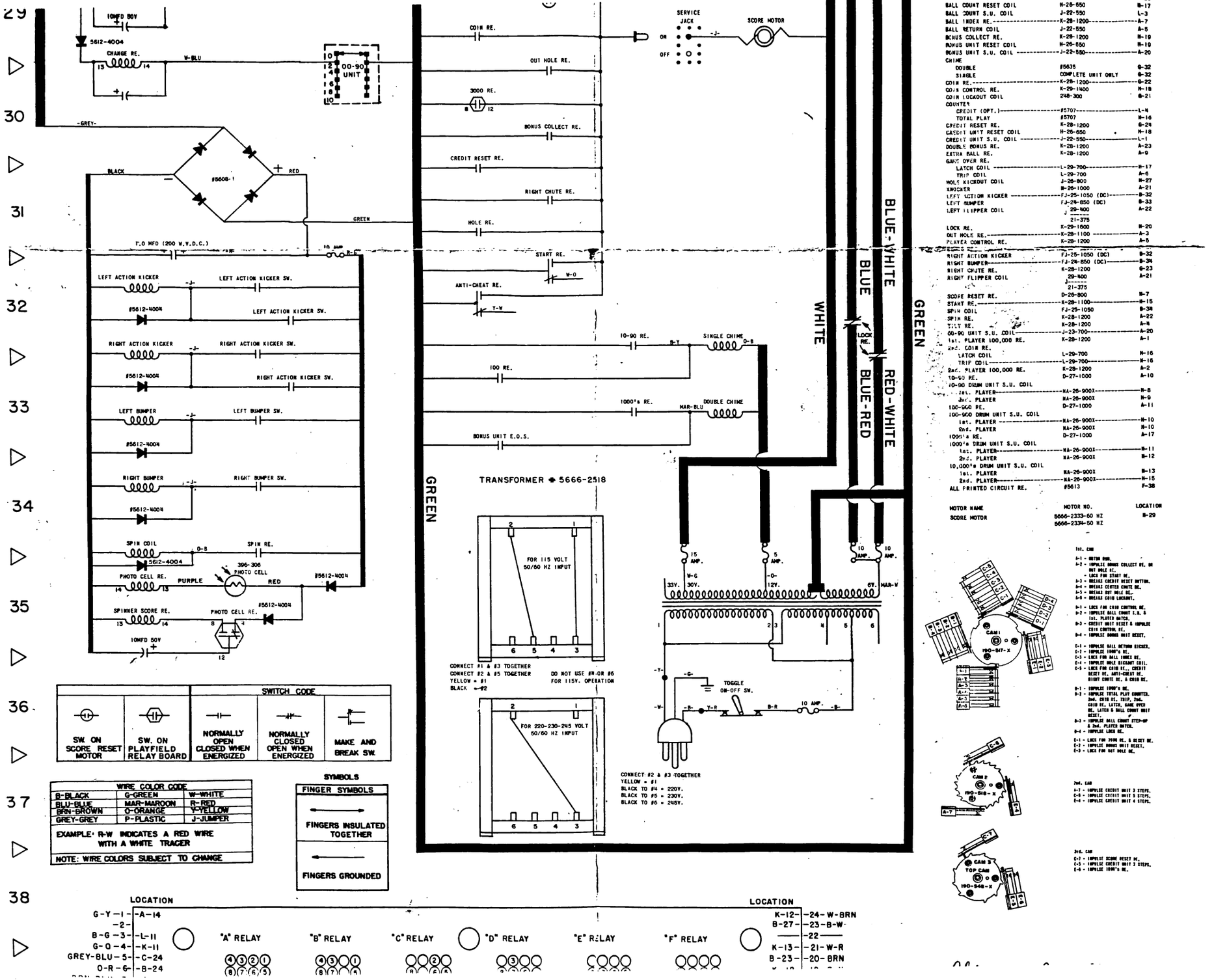


SOUND STAGE 3/5



COIL NAME	COIL NO.	LOCATION
ANTI-CHEAT RE.	K-28-1100	G-25
BALL COUNT RESET COIL	H-26-650	H-17
BALL COUNT S.U. COIL	J-22-850	L-3

SOUND STAGE 4/5



SWITCH CODE				
SW. ON SCORE RESET MOTOR	SW. ON PLAYFIELD RELAY BOARD	NORMALLY OPEN CLOSED WHEN ENERGIZED	NORMALLY CLOSED OPEN WHEN ENERGIZED	MAKE AND BREAK SW.

WIRE COLOR CODE		
B-BLACK	G-GREEN	W-WHITE
BLU-BLUE	MAR-MAROON	R-RED
BRN-BROWN	O-ORANGE	Y-YELLOW
GREY-GREY	P-PLASTIC	J-JUMPER

EXAMPLE: R-W INDICATES A RED WIRE WITH A WHITE TRACER

NOTE: WIRE COLORS SUBJECT TO CHANGE

SYMBOLS

FINGER SYMBOLS

FINGERS INSULATED TOGETHER

FINGERS GROUNDED

LOCATION							LOCATION	
G-Y-1	A-14	"A" RELAY	"B" RELAY	"C" RELAY	"D" RELAY	"E" RELAY	"F" RELAY	K-12	24-W-BRN
2								B-27	23-B-W
B-G-3	L-11								22
G-O-4	K-11							K-13	21-W-R
GREY-BLU-5	C-24							B-23	20-BRN
O-R-6	B-24								

BALL COUNT RESET COIL	H-26-650	H-17
BALL COUNT S.U. COIL	J-22-550	L-3
BALL INDEX RE.	K-28-1200	A-7
BALL RETURN COIL	J-22-550	A-8
BONUS COLLECT RE.	K-28-1200	H-19
BONUS UNIT RESET COIL	H-26-550	H-19
BONUS UNIT S.U. COIL	J-22-550	A-20
CHIME		
DOUBLE	#5635	G-32
SINGLE	COMPLETE UNIT ONLY	G-32
COIN RE.	K-28-1200	G-22
COIN CONTROL RE.	K-29-1400	H-18
COIN LOCKOUT COIL	248-300	G-21
COUNTER		
CREDIT (OPT.)	#5707	L-N
TOTAL PLAY	#5707	H-16
CREDIT RESET RE.	K-28-1200	G-24
CREDIT UNIT RESET COIL	H-26-650	H-18
CREDIT UNIT S.U. COIL	J-22-550	L-1
DOUBLE BONUS RE.	K-28-1200	A-23
EXTRA BALL RE.	K-28-1200	A-9
GAME OVER RE.		
LATCH COIL	L-29-700	H-17
TRIP COIL	L-29-700	A-6
HOLE KICKOUT COIL	J-26-800	H-27
KNOCKER	H-26-1000	A-21
LEFT ACTION KICKER	FJ-25-1050 (DC)	B-32
LEFT BUMPER	FJ-28-850 (DC)	B-33
LEFT FLIPPER COIL	29-400 / 21-375	A-22
LOCK RE.	K-29-1500	H-20
OUT HOLE RE.	K-29-1100	A-3
PLAYER CONTROL RE.	K-28-1200	A-5
RIGHT ACTION KICKER	FJ-25-1050 (DC)	B-32
RIGHT BUMPER	FJ-28-850 (DC)	B-34
RIGHT CHUTE RE.	K-28-1200	G-23
RIGHT FLIPPER COIL	29-400 / 21-375	A-21
SCORE RESET RE.	D-26-800	H-7
START RE.	K-28-1100	H-15
SPIN COIL	FJ-25-1050	B-34
SPIN RE.	K-28-1200	A-22
TILT RE.	K-28-1200	A-4
00-90 UNIT S.U. COIL	J-23-700	A-20
1st. PLAYER 100,000 RE.	K-28-1200	A-1
2nd. COIN RE.		
LATCH COIL	L-29-700	H-16
TRIP COIL	L-29-700	H-16
2nd. PLAYER 100,000 RE.	K-28-1200	A-2
10-90 RE.	D-27-1000	A-10
10-90 DRUM UNIT S.U. COIL		
1st. PLAYER	NA-26-900X	H-8
2nd. PLAYER	NA-26-900X	H-9
100-900 RE.	D-27-1000	A-11
100-900 DRUM UNIT S.U. COIL		
1st. PLAYER	NA-26-900X	H-10
2nd. PLAYER	NA-26-900X	H-10
1000's RE.	D-27-1000	A-17
1000's DRUM UNIT S.U. COIL		
1st. PLAYER	NA-26-900X	H-11
2nd. PLAYER	NA-26-900X	H-12
10,000's DRUM UNIT S.U. COIL		
1st. PLAYER	NA-26-900X	H-13
2nd. PLAYER	NA-26-900X	H-15
ALL PRINTED CIRCUIT RE.	#5613	F-38

MOTOR NAME	MOTOR NO.	LOCATION
SCORE MOTOR	5666-2333-60 HZ 5666-2334-50 HZ	B-29

1st. CAM

A-1 - MOTOR RUN.
A-2 - IMPULSE BONUS COLLECT RE. OR OUT HOLE RE.
- LOCK FOR START RE.
A-3 - BREAKS CREDIT RESET BUTTON.
A-4 - BREAKS CENTER COMTE RE.
A-5 - BREAKS OUT HOLE RE.
A-6 - BREAKS C#10 LOCKOUT.

B-1 - LOCK FOR C#10 CONTROL RE.
B-2 - IMPULSE BALL COUNT U.S. & 1st. PLAYER BONUS.
B-3 - CREDIT UNIT RESET & IMPULSE C#10 CONTROL RE.
B-4 - IMPULSE BONUS UNIT RESET.

C-1 - IMPULSE BALL RETURN KICKER.
C-2 - IMPULSE 1000's RE.
C-3 - LOCK FOR BALL INDEX RE.
C-4 - IMPULSE HOLE DISCHRT COIL.
C-5 - LOCK FOR C#10 RE., CREDIT RESET RE. ANTI-CHEAT RE. RIGHT CHUTE RE. & C#10 RE.

D-1 - IMPULSE 1000's RE.
D-2 - IMPULSE TOTAL PLAY COUNTER. 2nd. C#10 RE. TRIP, 2nd. C#10 RE. LATCH, GAME OVER RE. LATCH & BALL COUNT UNIT RESET.
D-3 - IMPULSE BALL COUNT STEP-UP & 2nd. PLAYER BONUS.
D-4 - IMPULSE LOCK RE.

E-1 - LOCK FOR 2ND RE. & RESET RE.
E-2 - IMPULSE BONUS UNIT RESET.
E-3 - LOCK FOR OUT HOLE RE.

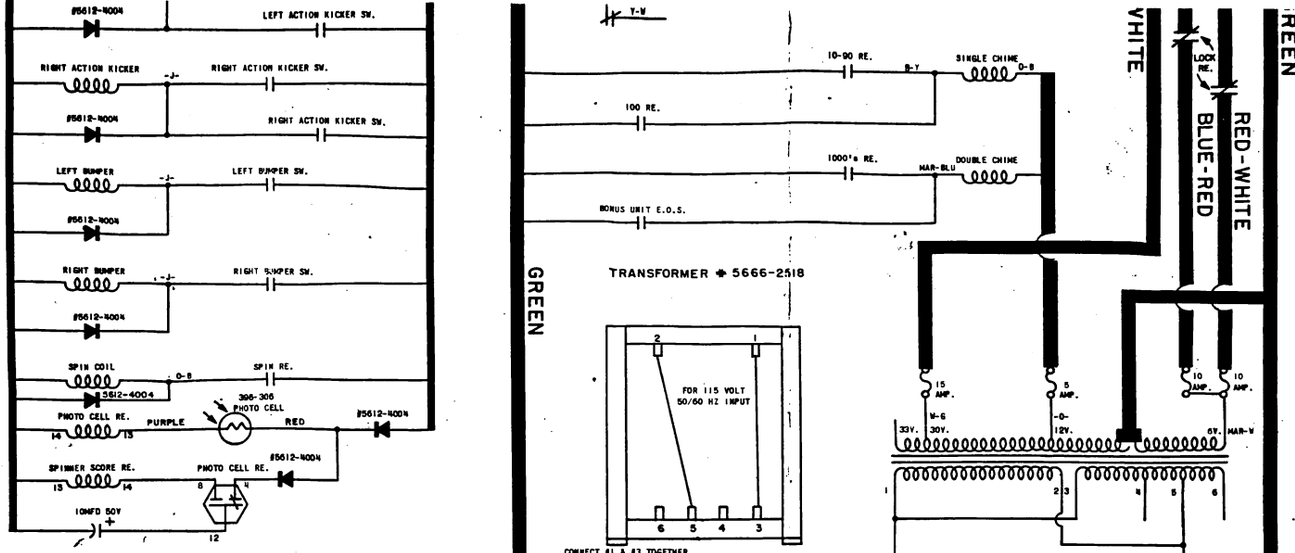
2nd. CAM

A-7 - IMPULSE CREDIT UNIT 3 STEPS.
C-6 - IMPULSE CREDIT UNIT 5 STEPS.
E-4 - IMPULSE CREDIT UNIT 4 STEPS.

3rd. CAM

C-7 - IMPULSE SCORE RESET RE.
C-8 - IMPULSE CREDIT UNIT 2 STEPS.
E-5 - IMPULSE 1000's RE.

SOUND STAGE S/S



SPIN COIL	FJ-25-1050	B-34
SPIN RE.	K-28-1200	A-22
TILT RE.	K-28-1200	A-4
00-90 UNIT S.U. COIL	J-23-700	A-20
1st. PLAYER 100,000 RE.	K-28-1200	A-1
2nd. COIN RE.		
LATCH COIL	L-29-700	B-16
TRIP COIL	L-29-700	B-15
2nd. PLAYER 100,000 RE.	K-28-1200	A-2
10-90 RE.	D-27-1000	A-10
10-90 DRUM UNIT S.U. COIL		
1st. PLAYER	NA-26-900X	B-8
2nd. PLAYER	NA-26-900X	B-9
100-900 RE.	D-27-1000	A-11
100-900 DRUM UNIT S.U. COIL		
1st. PLAYER	NA-26-900X	B-10
2nd. PLAYER	NA-26-900X	B-10
1000's RE.	D-27-1000	A-17
1000's DRUM UNIT S.U. COIL		
1st. PLAYER	NA-26-900X	B-11
2nd. PLAYER	NA-26-900X	B-12
10,000's DRUM UNIT S.U. COIL		
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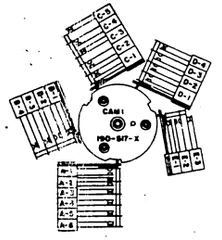
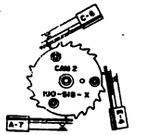
ALL PRINTED CIRCUIT RE.	#5613	F-38

MOTOR NAME	MOTOR NO.	LOCATION
SCORE MOTOR	5666-2333-60 HZ 5666-2334-50 HZ	B-29



1st. CAM
A-1 - MOTOR RUN.
A-2 - IMPULSE BONUS COLLECT RE. OR OUT HOLE RE.
- LOCK FOR START RE.
A-3 - BREAKS CREDIT RESET BUTTON.
A-4 - BREAKS CENTER COUNTS RE.
A-5 - BREAKS OUT HOLE RE.
A-6 - BREAKS COIN LOCKOUT.
B-1 - LOCK FOR COIN CONTROL RE.
B-2 - IMPULSE BALL COUNT E.U. & 1st. PLAYER MOTOR.
B-3 - CREDIT UNIT RESET & IMPULSE COIN CONTROL RE.
B-4 - IMPULSE BONUS UNIT RESET.
C-1 - IMPULSE BALL RETURN KICKER.
C-2 - IMPULSE 1000's RE.
C-3 - LOCK FOR BALL LOCKS RE.
C-4 - IMPULSE HOLE KICKOUT COIL.
C-5 - LOCK FOR COIN RE., CREDIT RESET RE., ANTI-CHEAT RE., RIGHT COUNT RE. & COIN RE.
D-1 - IMPULSE 1000's RE.
D-2 - IMPULSE TOTAL PLAY COUNTER. 2nd. COIN RE. THIP, 2nd. COIN RE. LATCH, GAME OVER RE. LATCH & BALL COUNT UNIT RESET.
D-3 - IMPULSE BALL COUNT STEP-UP & 2nd. PLAYER MOTOR.
D-4 - IMPULSE LOCK RE.
E-1 - LOCK FOR 3000 RE. & RESET RE.
E-2 - IMPULSE BONUS UNIT RESET.
E-3 - LOCK FOR OUT HOLE RE.



2nd. CAM
A-7 - IMPULSE CREDIT UNIT 3 STEPS.
C-6 - IMPULSE CREDIT UNIT 5 STEPS.
C-7 - IMPULSE CREDIT UNIT 4 STEPS.

3rd. CAM
C-7 - IMPULSE SCORE RESET RE.
C-8 - IMPULSE CREDIT UNIT 2 STEPS.
C-8 - IMPULSE 1000's RE.

SWITCH CODE				
SW. ON SCORE RESET MOTOR	SW. ON PLAYFIELD RELAY BOARD	NORMALLY OPEN CLOSED WHEN ENERGIZED	NORMALLY CLOSED OPEN WHEN ENERGIZED	MAKE AND BREAK SW.

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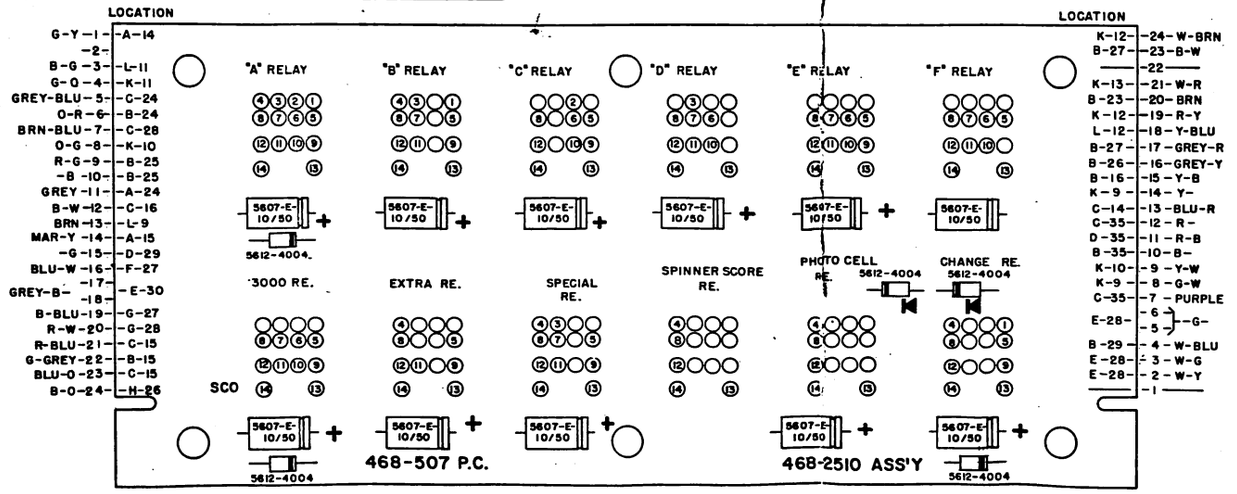

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3725 W. DIVERSEY BLVD. CHICAGO 14, ILLINOIS

SOUND STAGE