

5-10-10

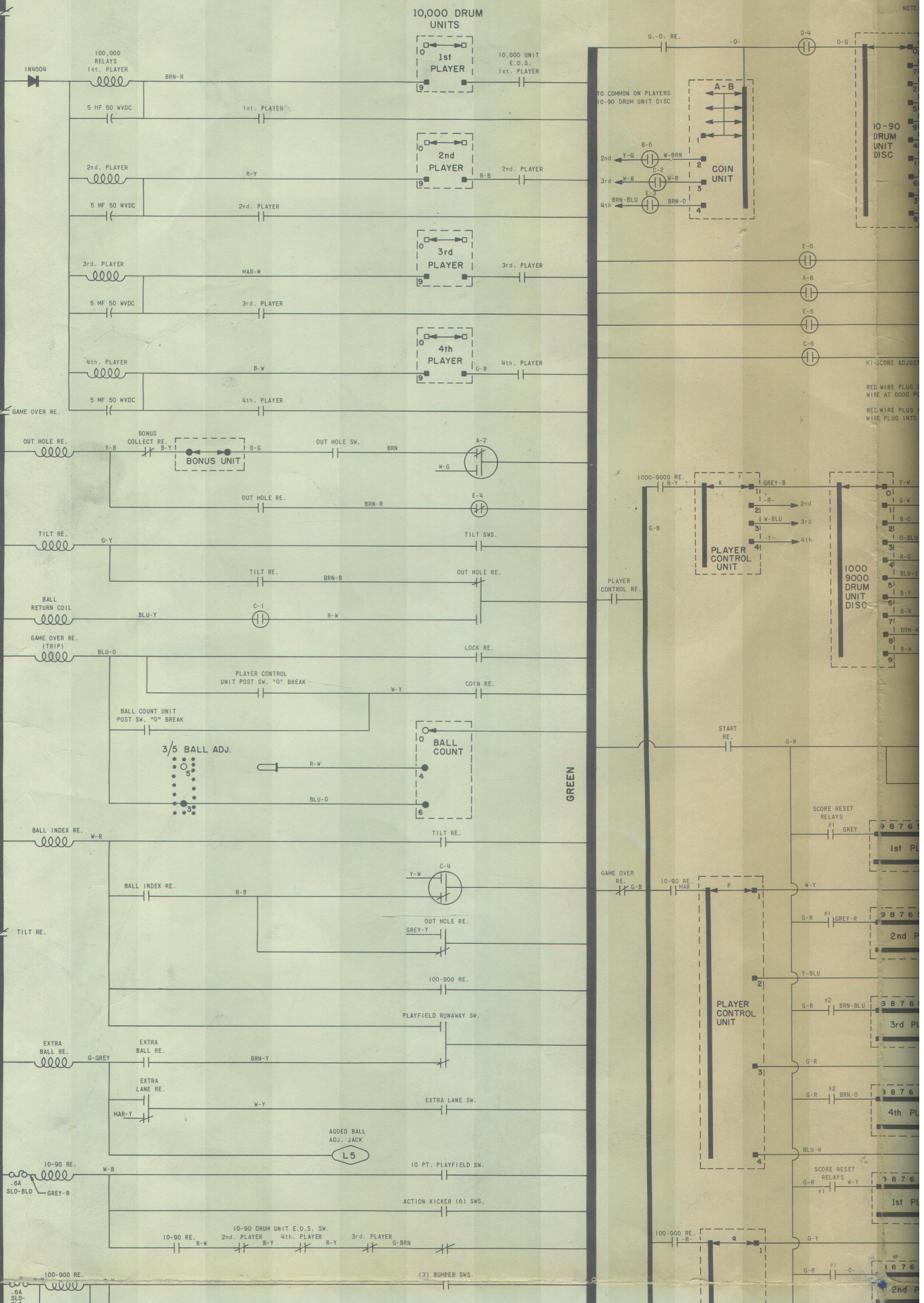
A B C D E F

WHITE

GREY-WHITE

GREY-BLACK

GREEN



NOTE

10-90 DRUM UNIT DISC

HI-SCORE ADJUST

RED WIRE PLUG WIRE AT 0000 P
RED WIRE PLUG WIRE PLUG INTO

1000 9000 DRUM UNIT DISC

1st PL

2nd P

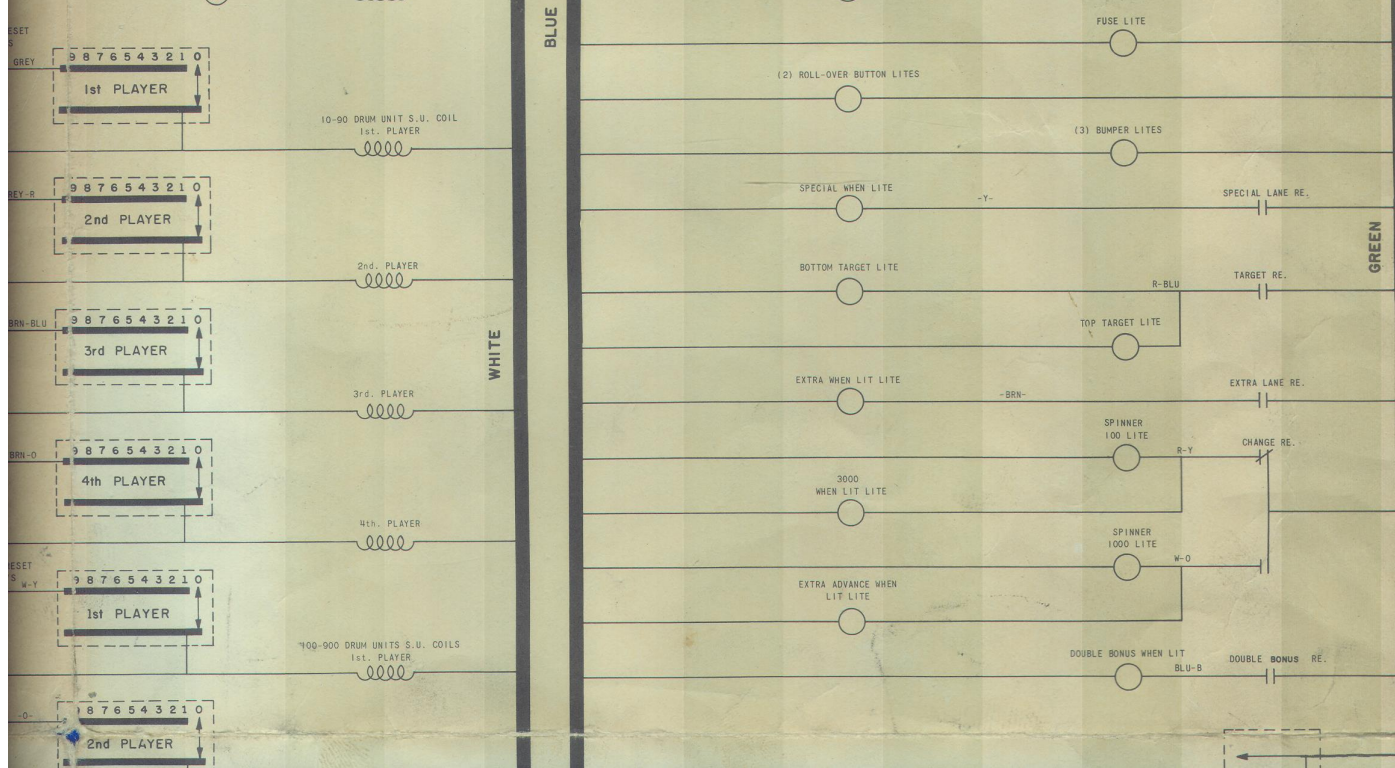
3rd PL

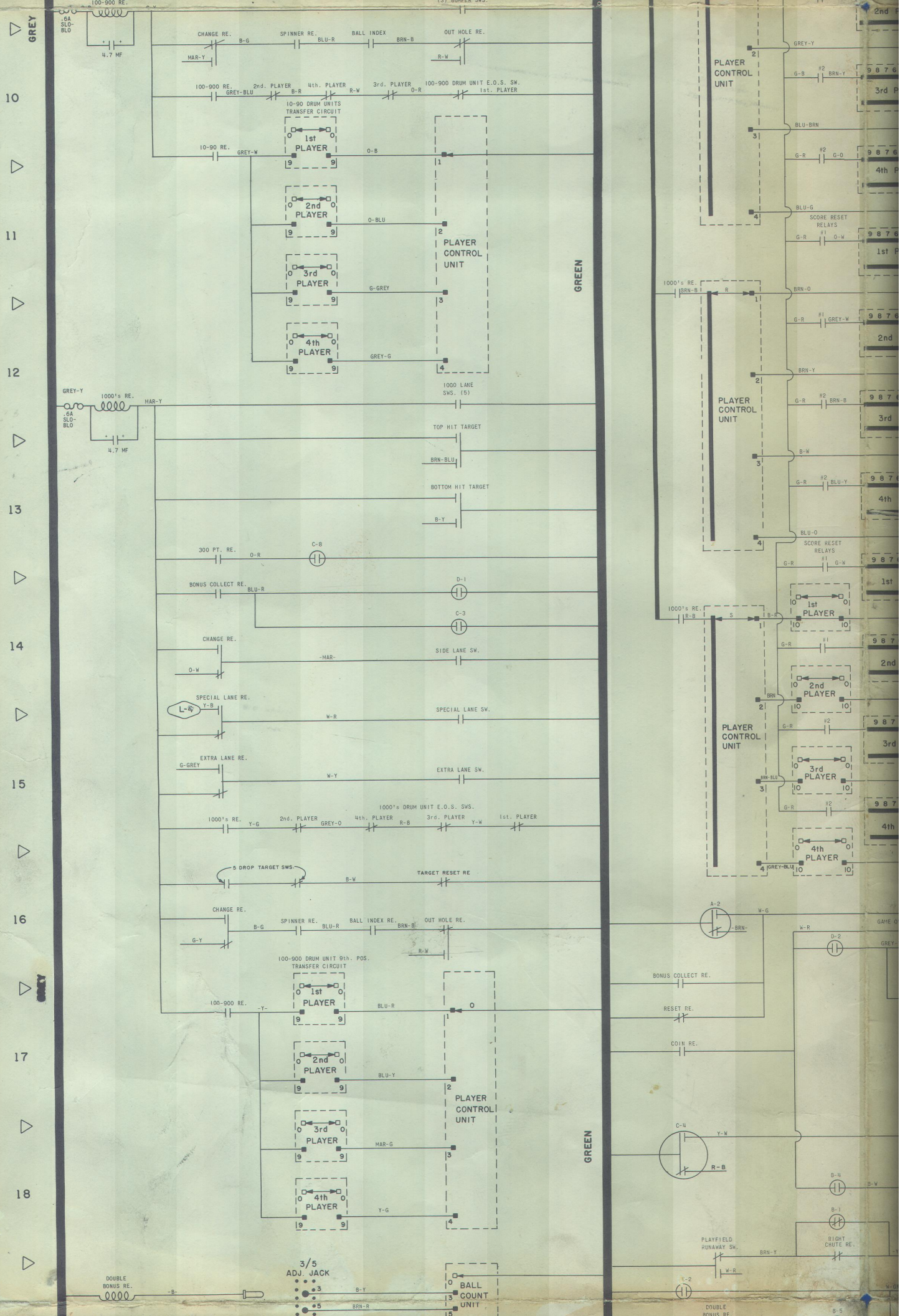
4th PL

1st PL

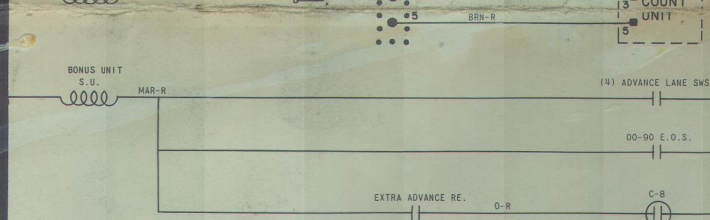
2nd P

WHITE

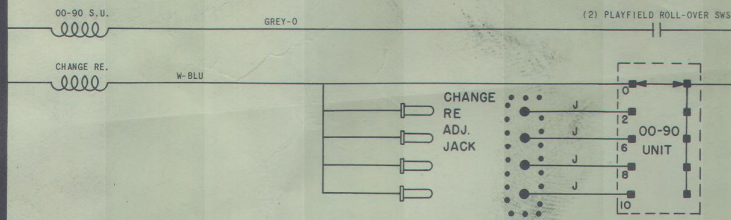




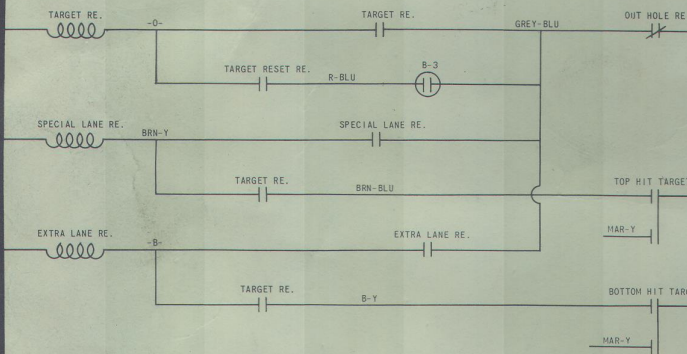
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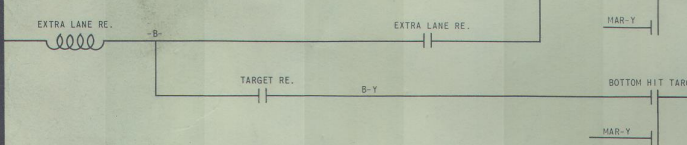
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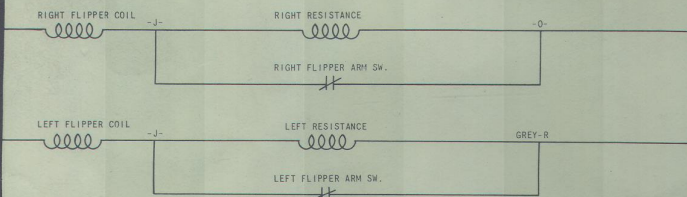


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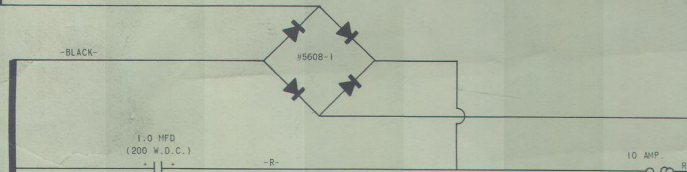


GREY

23



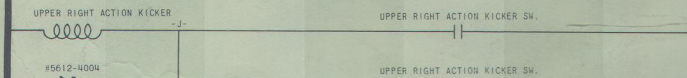
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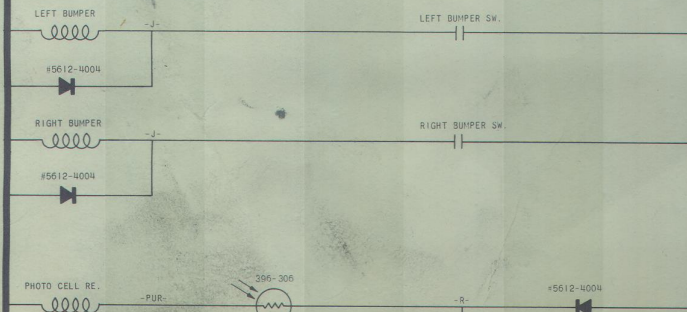
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27



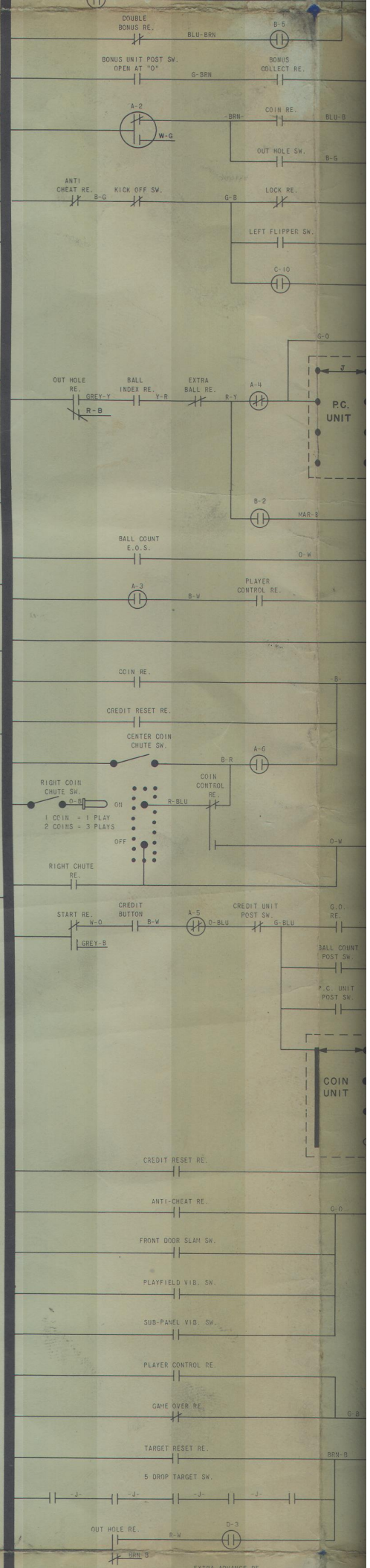
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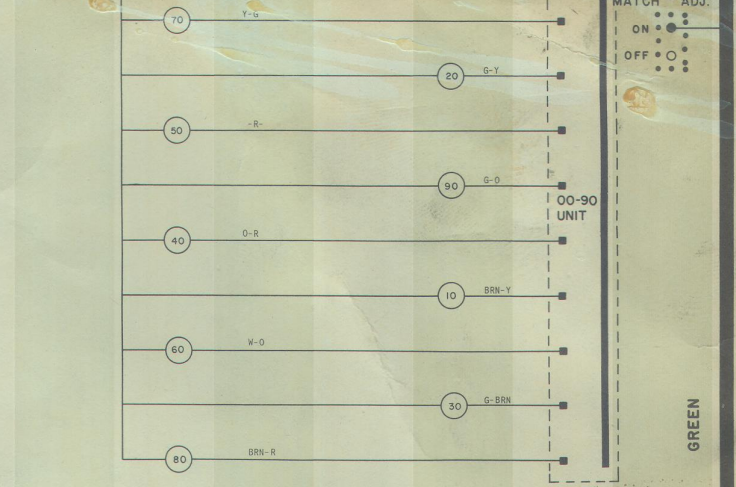
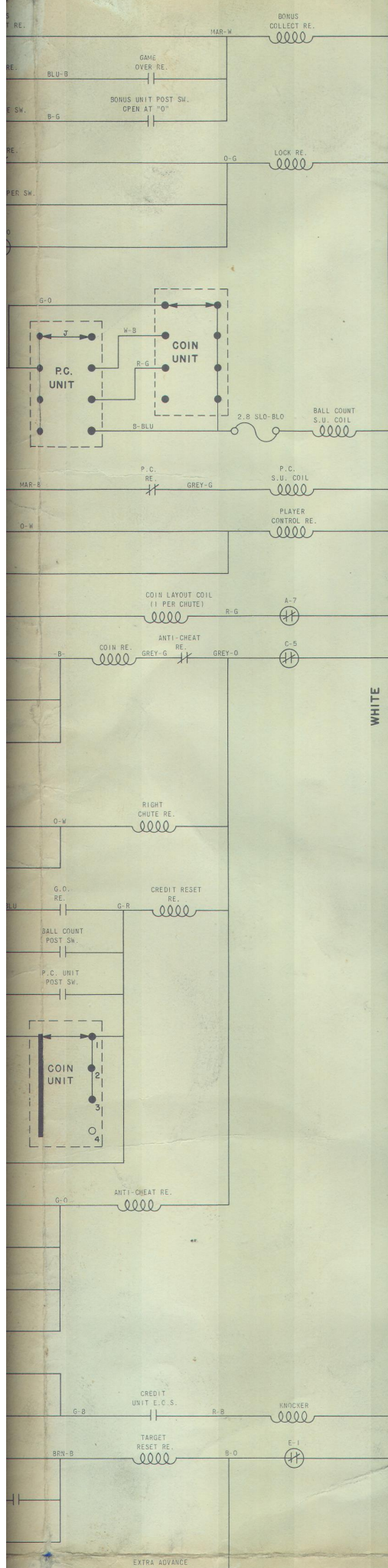


BLACK

RED-BLACK

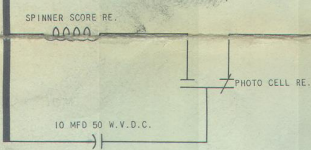
GREEN





GREEN

COIL NAME	COIL NO.	LOCATION
ANTI-CHEAT RE.	K-28-1100	G-26
BALL COUNT RESET COIL	H-26-650	H-17
BALL COUNT S.U. COIL	J-22-550	H-22
BALL INDEX RE.	K-28-1200	A-6
BALL RETURN COIL	J-22-550	A-5
BONUS COLLECT RE.	K-28-1200	H-19
BONUS UNIT RESET COIL	H-26-650	H-19
BONUS UNIT S.U. COIL	J-22-550	A-19
CENTER BUMPER	FJ-24-850 (DC)	A-26
CHIME		
DOUBLE	#5635	G-34
SINGLE	COMPLETE UNIT ONLY	G-34
COIN RE.	K-28-1200	G-23
COIN CONTROL RE.	K-29-1400	H-18
COIN LOCKOUT COIL	248-300	G-23
COIN UNIT RE.	J-22-550	H-17
COIN UNIT S.U. COIL	H-26-650	H-17
CHANGE RE.	K-28-1200	A-20
COUNTER		
CREDIT (OPT)	#5707	H-3
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	M-1
DOUBLE BONUS RE.	K-29-1400	A-19
EXTRA ADVANCE RE.	K-28-1200	G-28
EXTRA BALL RE.	K-28-1200	A-8
EXTRA LANE RE.	K-28-1200	A-22
GAME OVER RE.		
LATCH COIL	L-29-700	H-17
TRIP COIL	L-29-700	A-5
KNOCKER	N-26-1000	H-27
LEFT ACTION KICKER	FJ-25-1050 (DC)	A-25
LEFT BUMPER	FJ-24-850 (DC)	A-27
LEFT FLIPPER COIL	FJ-29-400	A-23
	21-375	
LOCK RE.	K-28-1600	H-20
OUT HOLE RE.	K-28-1100	A-4
PHOTO CELL RE.	#5613-A	A-28
P.C. RESET	H-26-650	H-17
PLAYER CONTROL RE.	K-28-1200	H-22
PLAYER CONTROL S.U.	J-22-550	H-22
RESET RE.	K-29-1400	G-29
RIGHT ACTION KICKER	FJ-25-1050 (DC)	A-25
RIGHT BUMPER	FJ-24-850 (DC)	A-27
RIGHT CHUTE RE.	K-28-1200	G-24
RIGHT FLIPPER COIL	FJ-29-400	A-23
	21-375	
SCORE RESET RE. #1	D-27-1000	H-6
SCORE RESET RE. #2	D-27-1000	H-6
SPECIAL LANE RE.	K-28-1200	A-22
SPINNER SCORE RE.	#5613-A	A-28
START RE.	K-28-1100	H-16
TARGET RESET COILS (5)	J-22-550	G-30 G-31
TARGET RE.	K-28-1200	A-21
TARGET RESET RE.	K-28-1100	G-27
TILT RE.	K-28-1200	A-4
UPPER RIGHT ACTION KICKER	FJ-25-1050 (DC)	A-26
00-90 UNIT S.U. COIL	J-23-700	A-20
1st. PLAYER 100,000 RE.	K-28-1200	A-1
2nd. PLAYER 100,000 RE.	K-28-1200	A-2
10-90 RE.	D-27-1000	A-9
10-90 DRUM UNIT S.U. COIL		
1st. PLAYER	N-24-700-X	H-7
2nd. PLAYER	N-24-700-X	H-7
3rd. PLAYER	N-24-700-X	H-8
4th. PLAYER	N-24-700-X	H-8



SWITCH CODE				
SW. ON SCORE RESET MOTOR	SW. ON SHOT TIMING MOTOR	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-MARDON	R-RED
BRN-BROWN	O-ORANGE	Y-YELLOW
GREY-GREY	P-PLASTIC	J-JUMPER

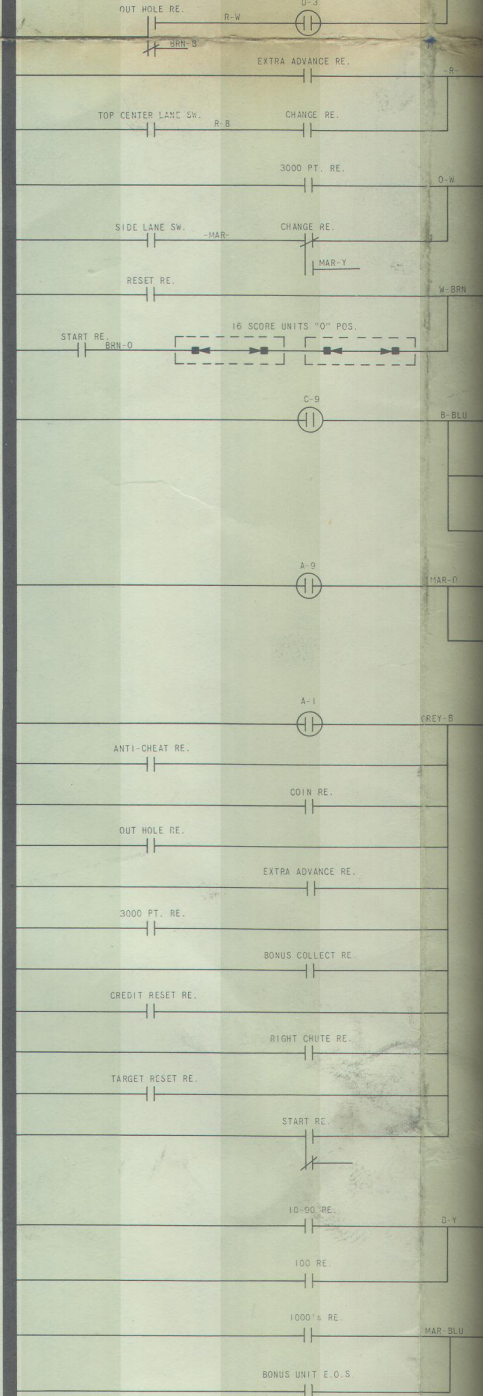
EXAMPLE: R-W INDICATES A RED WIRE WITH A WHITE TRACER

NOTE: WIRE COLORS SUBJECT TO CHANGE

SYMBOLS
FINGER SYMBOLS
FINGERS INSULATED TOGETHER
FINGERS GROUNDED

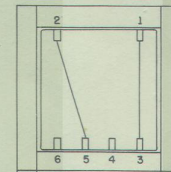
MFD. BY *Chicago Coin Machine*
DIVISION OF
Chicago Dynamic Industries, Inc.
1725 W. DIVERSEY BLVD. CHICAGO 14, ILLINOIS

GOLD RECORD



TRANSFORMER # 5666-2518

FOR 115 VOLT
50/60 HZ INPUT

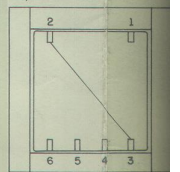


CONNECT ¹ 8 ³ TOGETHER
CONNECT ² 8 ⁵ TOGETHER

YELLOW = ¹
BLACK = ²

DO NOT USE ⁴ OR ⁶
FOR 115V OPERATION

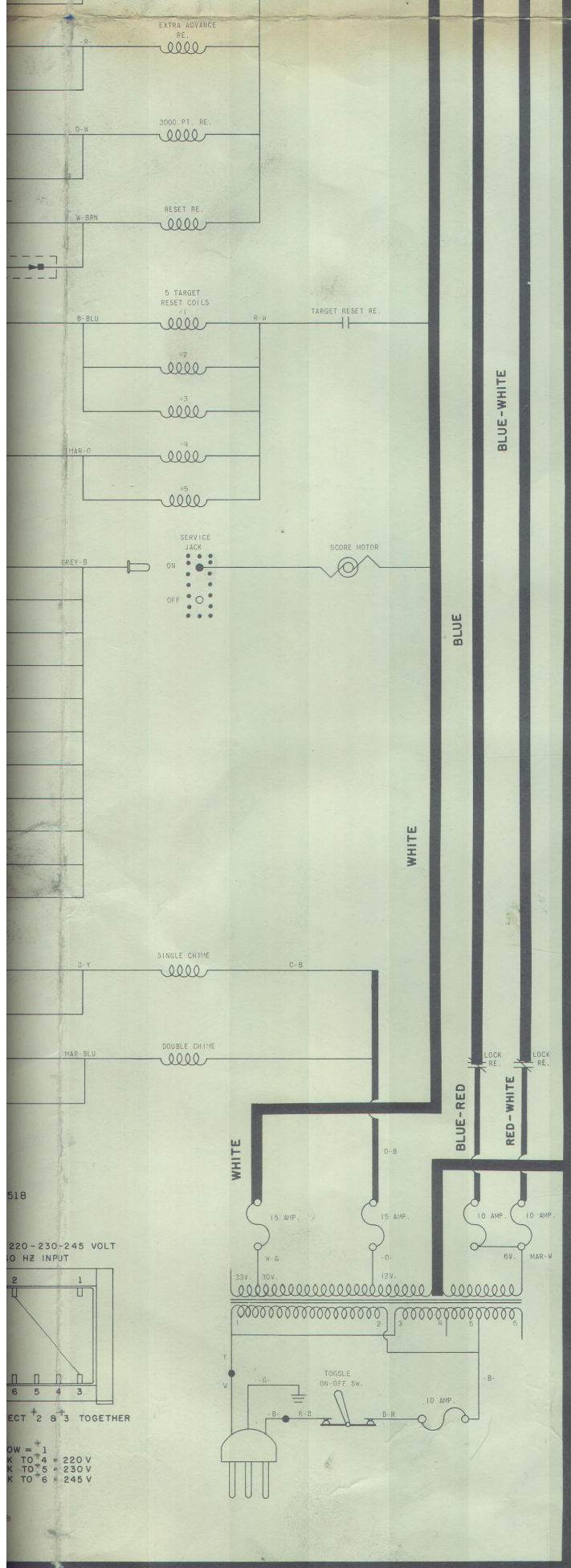
FOR 220-230-245 VOLT
50/60 HZ INPUT



CONNECT ² 8 ³ TOGETHER

YELLOW = ¹
BLACK TO ⁴ = 220V
BLACK TO ⁵ = 230V
BLACK TO ⁶ = 245V

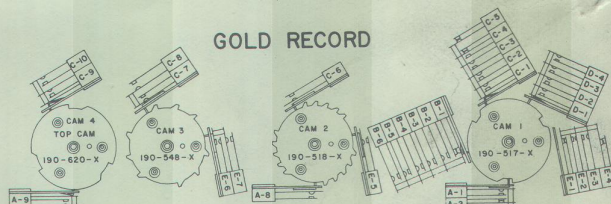
GREEN



1st. PLAYER	N-24-700-X	H-7
2nd. PLAYER	N-24-700-X	H-7
3rd. PLAYER	N-24-700-X	H-8
4th. PLAYER	N-24-700-X	H-8
100-900 RE.	D-27-1000	A-9
100-900 DRUM UNIT S.U. COIL		
1st. PLAYER	N-24-700-X	H-9
2nd. PLAYER	N-24-700-X	H-10
3rd. PLAYER	N-24-700-X	H-11
4th. PLAYER	N-24-700-X	H-11
1000's RE.	D-27-1000	A-12
1000's DRUM UNIT S.U. COIL		
1st. PLAYER	N-24-700-X	H-12
2nd. PLAYER	N-24-700-X	H-12
3rd. PLAYER	N-24-700-X	H-13
4th. PLAYER	N-24-700-X	H-13
3000 POINT RE.	K-28-1200	G-29
10,000's DRUM UNIT S.U. COIL		
1st. PLAYER	N-24-700-X	H-14
2nd. PLAYER	N-24-700-X	H-15
3rd. PLAYER	N-24-700-X	H-15
4th. PLAYER	N-24-700-X	H-16

MOTOR NAME	MOTOR NO.	LOCATION
SCORE MOTOR	#5750-2333 - 60 Hz #5750-2334 - 50 Hz	N-35

GOLD RECORD



1st. CAM

- A-1 - MOTOR RUN
- A-2 - IMPULSE BONUS COLLECT RE OR OUT HOLE RE.
- A-3 - LOCK FOR PLAYER CONTROL RE.
- A-4 - IMPULSE BALL COUNT UNIT STEP-UP.
- A-5 - BREAKS CREDIT RESET BUTTON.
- A-6 - BREAKS CENTER CREDIT RE.
- A-7 - BREAKS COIN LOCKOUT.
- B-1 - LOCK FOR COIN CONTROL RE.
- B-2 - IMPULSE PLAYER CONTROL UNIT STEP-UP.
- B-3 - IMPULSE TARGET RE.
- B-4 - IMPULSE CREDIT UNIT RESET AND COIN CONTROL RE.
- B-5 - IMPULSE BONUS UNIT RESET.
- B-6 - IMPULSE 2nd. PLAYER WATCH.
- C-1 - IMPULSE BALL RETURN HICKS.
- C-2 - IMPULSE 3rd. PLAYER WATCH.
- C-3 - IMPULSE 1000's RE.
- C-4 - LOCK FOR BALL INSET RE.
- IMPULSE PLAYER CONTROL UNIT RESET.

D-5 - LOCK FOR COIN RE., RIGHT CHUTE RE., CREDIT RESET RE. AND ANTI-CHEAT RE.

- D-1 - IMPULSE 1000's RE.
- D-2 - IMPULSE TOTAL PLAY COUNTER, COIN UNIT STEP-UP, COIN UNIT RESET, CAME OVER RE, LATCH AND BALL COUNT UNIT RESET.
- D-3 - IMPULSE TARGET RESET RE.
- D-4 - IMPULSE 1st. PLAYER WATCH.
- E-1 - LOCK FOR TARGET RESET RE, EXTRA ADVANCE RE., 3000 PT. RE. AND RESET RE.
- E-2 - IMPULSE BONUS UNIT RESET.
- E-3 - IMPULSE 4th. PLAYER WATCH.
- E-4 - LOCK FOR OUT HOLE RE.

2nd CAM

- A-8 - IMPULSE CREDIT UNIT 3 STEPS.
- A-9 - IMPULSE CREDIT UNIT 5 STEPS.
- A-10 - IMPULSE CREDIT UNIT 4 STEPS.
- 3rd. CAM
- D-7 - IMPULSE #1 SCORE RESET RE.
- D-8 - IMPULSE BONUS UNIT & 1000's RE.

3rd CAM

- E-5 - IMPULSE CREDIT UNIT 2 STEPS.
- E-6 - IMPULSE #2 SCORE RESET RE.
- 4th. CAM
- A-11 - RESET #4 AND #5 DROP TARGETS.
- D-9 - RESET #1, #2 AND #3 DROP TARGETS.
- D-10 - IMPULSE LOCK RELAY.