LK = LICHTKASTEN
SP = SPIELFELD
GP = GRUNDPLATTE

RELAYS (Relais)

INDEX	POSITION IN MACHINE: LIGHT BOX LK	PLAY BOARD SP	CABINET PANEL GP	COILS SPULEN: Nº	COLOUR	CONTACTS: FARBE	KONTAKTE	USE: BEZEICHNUNG
11E	C1			9,500	YELLOW	5A-B		1ST. PLAYER RESET
11E	C2			9,500	"	6A-B		2ND.& 3RD.PLAYER RESET
11E	C3			9,500	"	7A-B		3RD.& 4TH.PLAYER RESET
2E		D		9,500	"	3A-B		BANKS RESET
3E		I		11,500	PINK	3A-2C		DOUBLE BONUS
14E		J		9,500	YELLOW	4A-B		BONUS SCORE
6E	K			9,500	"	2A		100,000 POINTS
9E	L			9,500	"	8A		10,000 POINTS
7E	LT			107,350	PINK	2 DISC.		1000-900
5E	M			9,500	YELLOW	9A		1,000 POINTS
5E	N			9,500	"	5A		100 POINTS
2E		O		9,500	"	2A		500 POINTS
2E		P		9,500	"	4A-B		5,000 POINTS
3E		Q		9,500	"	9A-3B		50,000 POINTS
16E		R		12,500	SLATE	9A-2B		HOLD RELAY
14E		S		9,500	YELLOW	4A-4B		BALL RETURN
3E		T		11,500	PINK	4A-2C		TILT
13E		U		11,500	"	3A-B-C		EXTRA BALL
13E		V		11,500	"	3A-C		BEGINNING BALL
16E		W		9,500	YELLOW	6A-B-2C		START RELAY
16E		X		9,500	"	3A-2B-2C		1ST. COIN CHUTE
16E		Y		9,500	"	8A-2B-2C		2ND.3RD.COIN CHUTE
15E		Z		9,500	"	1A		COIN CONTROL

BANK (Bankrelais)

14E	PJ2	9,500	YELLOW	3A-B		2ND. PLAYER
14E	PJ3	9,500	"	3A-B		3RD. PLAYER
14E	PJ4	9,500	"	2A-2B		4TH. PLAYER
13E	UB	9,500	"	5A-B		LAST BALL
13E	GO	9,500	"	2A-2B-C		GAME OVER
14E	PM2	9,500	"	2A-3B		2ND. RESET CONTROL
14E	PM1	9,500	"	1A		1ST. RESET CONTROL

Other coils used (übrige spulen)

INDEX	DESCRIPTION: BESCHREIBUNG
1H	LEFT FLIPPER COIL
1H	RIGHT FLIPPER COIL
1F	LEFT KICKINGRUBBER COIL
1F	RIGHT KICKINGRUBBER COIL
1F	LEFT BUMPER COIL
1F	RIGHT BUMPER COIL
4E	ADD. BONUS COIL
15E	ADD. REPLAY COIL
6E-8E	SCORING UNIT COIL
14E	SUBSTRACT BONUS COIL
15E	SUBSTRACT REPLAY COIL
15E	TOTAL PLAY METER COIL
13E	MOTOR
13E	PLAYER UNIT COIL
13E	BALL RETURN COIL
15E	COIN LOCK OUT COIL
15E	BANK COIL
17E	TRANSFORMER
14E	KNOCKER COIL
14E	LEFT BANK 1
14E	RIGHT BANK 2

FUSES (Sicherungen)

INDEX	POSITION IN MACHINE: LIGHT BOX LK	PLAY BOARD SP	CABINET PANEL GP	USE: BEZEICHNUNG
17H			8AMP.	PRIMARY
17I			15AMP.	24V. 30V. 32V.
15H			10AMP.	BANK
11B	1AMP.			PROTECTING PRINTED CIRCUITS
1F		10AMP.		DIRECT CURRENT
5D			1AMP.	COIN CHUTE ILLUMINATION
5D	8AMP.			PLAYERS SCORE
5D	8AMP.			NAME & SCENE ILLUMINATION
5D		8AMP.		PLAYBOARD ILLUMINATION
3B		1AMP.		LT 000-900

SOCKET (Steckverbindungen)

2E		35	24V. 30V. 32V. ADJ.	
15F-G		6P	COIN CHUTE REPLAYS ADJ.	
16H		2P	2ND. COIN-1REPLAY &4REPLAYS	
13F		2S	ON-OUT MOTOR	
13D		2S	ON-OUT EXTRA BALL	
13E		2S	ONE EXTRA BALL ONLY	P=PAIRS
8D	SP		SCORING REPLAY ADJ.	2 REIHIG
8D	2S		SCORING EXTRA BALL ADJ.	S=SINGLE
20-UE-4H-7J		4P	3-5 BALLS	1 REIHIG

PLAYER UNIT (Spieler-schrittwerk)

SOCKET CONNECTION

A FROM CABINET PANEL TO LIGHT BOX
B " " " " "
C = LIGHT BOX TO CABINET PANEL
D " " " PLAY BOARD
E = CABINET PANEL TO PLAY BOARD
F " " " "
H " " " FRONT DOOR

P5 P4 P3 P2 P1

MOTOR SWITCH POSITION (Motor kontakte)

MOTOR

5 4 3 2 1 9 10 34 6

MOTOR SEQUENCE CHART (Nockenprogramm)

WIRING DIAGRAM SYMBOLS (Schaltzeichen)

- COIL = SPULEN
- RELAYS = RELAIS
- LAMP = LAMPE
- FUSE = SICHERUNG
- RESISTOR = WIDERSTAND
- OPEN = OFFEN/RIA
- CLOSED = SCHLIEßENRIC
- REV.SW. = UMSCHALTER
- MOTOR SWITCH = MOTOR KONTAKT
- DIODE = GLEICHRICHTER

CODE OF COLORS (Farbabkürzungen)

BLU	= BLUE	= BLAU
BRN	= BROWN	= BRAUN
BLK	= BLACK	= SCHWARZ
GRN	= GREEN	= GRÜN
ORG	= ORANGE	= ORANGE
PNK	= PINK	= ROSA
RED	= RED	= ROT
SLT	= SLATE	= HELLGRAU
PUR	= PURPLE	= VIOLETT
WHT	= WHITE	= WEIß
YEL	= YELLOW	= GELB

Denomination: ICARUS
Drawn | Date | Name | Nº: 1.049-0
RECEL SPAIN S.A. Manufactured in Madrid