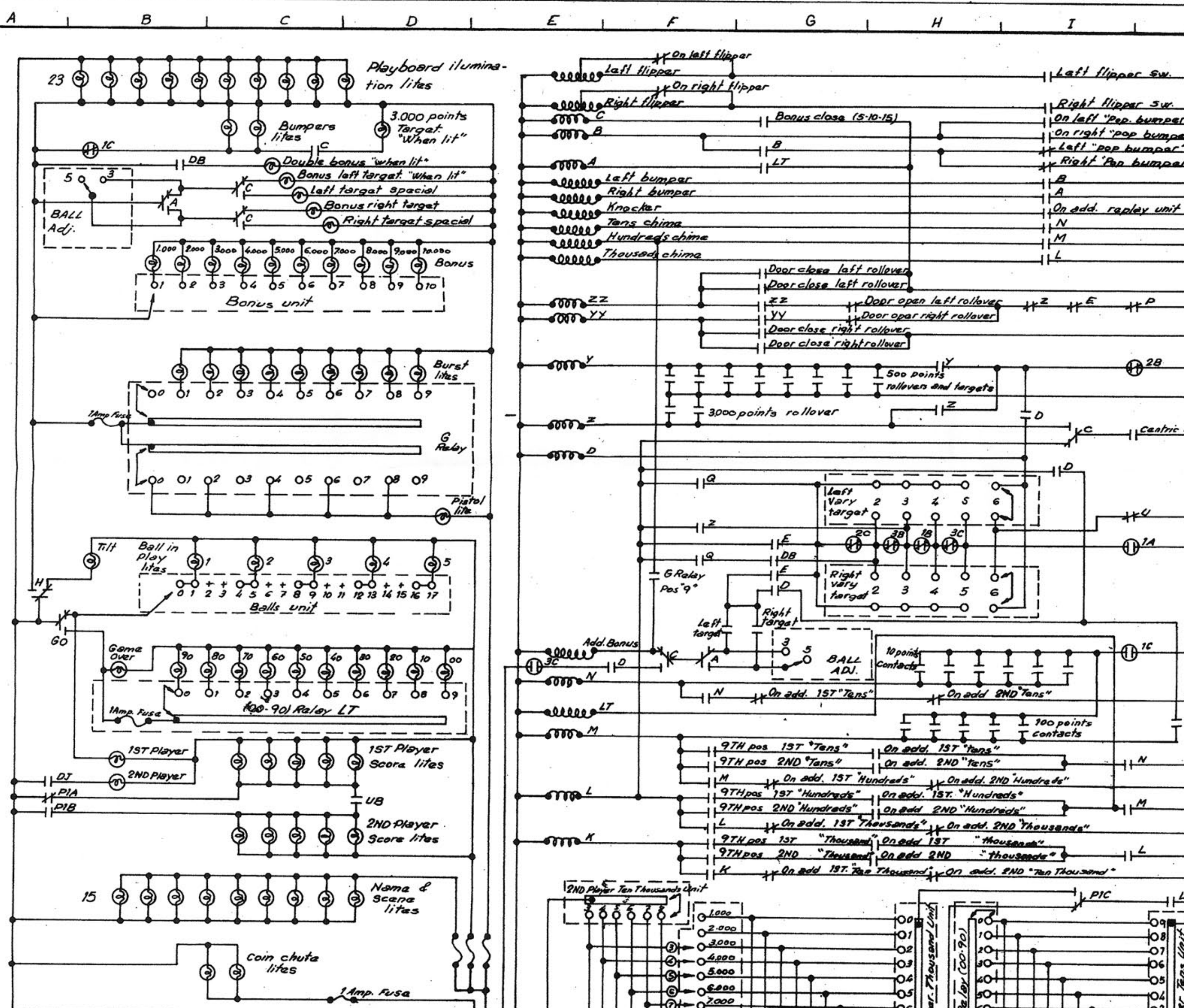




RELAY

INDEX	Position in machine	COIL	CONTACTS	USE
	Light box	Play-board	Cabinet Panel	
E-1	A	9.500 Yellow	2C	Alternating
E-1	B	9.500 Yellow	4A	Pop Bumper
E-1	C	9.500 Yellow	A-4C	Vari-target Special
E-2		9.500 Yellow	5A	Vari-target control (67A)
E-2		9.500 Yellow	5A-B	Target score
E-2		107.950 Yellow	2A-2Disc	Burst
E-6		9.500 Yellow	2C	Tilt Hold
E-4	K	9.500 Yellow	2A	10.000 points
E-4	L	9.500 Yellow	6A	1.000 points
E-3	M	9.500 Yellow	6A	100 points
E-3	N	9.500 Yellow	5A	10 points
E-9		9.500 Yellow	7A	Ball return
E-9		9.500 Yellow	3A-B	Add. player unit
E-9		9.500 Yellow	5A	Bonus score
E-9		13.500 Silver	A-C	Hold
E-7		9.500 Yellow	B	Reset
E-6		9.500 Yellow	B	Tilt
E-8		9.500 Yellow	A-B-C	Vari-target reset
E-9		9.500 Yellow	5A	Replay button
E-2		9.500 Yellow	4A-2B	Coin chute
E-2		9.500 Yellow	3A	500 points
E-2		9.500 Yellow	3A-B	3.000 points
E-3	LT	107.950 Yellow	A-1Disc	00-90

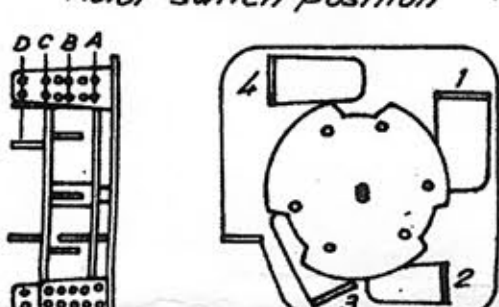
CONTROL BANK

INDEX	Position in machine	COIL	CONTACTS	USE
	Light box	Play-board	Cabinet Panel	
E-6	PP	9.500 Yellow	2A-2B-C	1ST. Ball
E-7	DB	9.500 Yellow	2A-2B	2ND Player
E-8	UB	9.500 Yellow	2A-B	Last ball
E-7	PM	9.500 Yellow	4A-B-C	Reset control
E-5	GO	9.500 Yellow	A-3B-C	Game Over
E-8	DB	9.500 Yellow	2A-B	Double bonus
E-9	XX	9.500 Yellow	2A-B	Assistant coin chute

OTHER COILS USED

COLOR	USE
Blue	Subtract unit, Knocker
Yellow	Add. unit, Ball return
Green	Flippers
Red	Pop bumpers
White	Chime
Brown	Reset bank

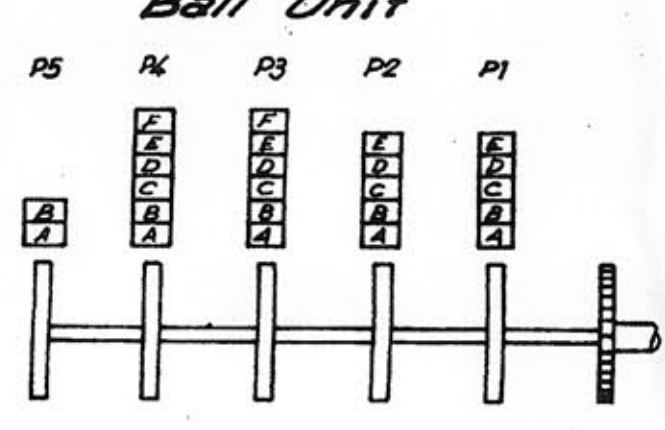
Motor switch position



MOTOR

	1	2	3	4
D	2A			
C	A-5B	3A-2B	A-B	5A-B
B	B	2B	2B	
A	3A			2A

Ball Unit



BANG-BANG

1.028-0

Rubbar

No	1	2	2½	3	4½
	6	4	2	8	1

