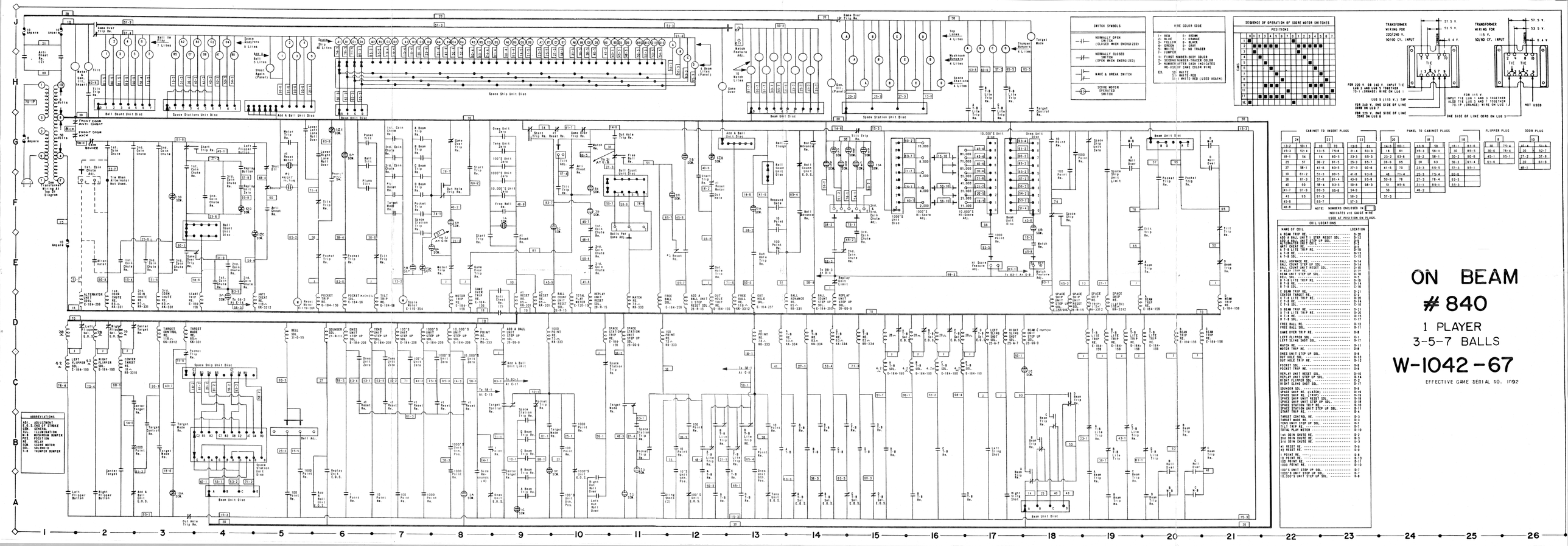
SWITCH SYMBOLS
NORMALLY OPEN SWITCH (CLOSED WHEN ENERGIZED)
NORMALLY CLOSED SWITCH (OPEN WHEN ENERGIZED)
MAKE & BREAK SWITCH
SCORE MOTOR OPERATED SWITCH
WIRE COLOR CODE
1- RED S- BROWN
2- BLUE P- PINK
3- YELLOW O- ORANGE
4- GREEN G- GRAY
5- WHITE T- TRACER
7- JUMPER
2- FIRST NUMBER-BODY COLOR
3- SECOND NUMBER-TRACER COLOR
EX. 5W-1 WHITE-BROWN TRACER
RE-USE OF SAME COLOR WIRE
EX. 5W WHITE
5R-1 WHITE-RED
5R-1 WHITE-RED (USED AGAIN)
SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES
POSITIONS
CAMS
TRANSFORMER WIRING FOR 220/240 V. 50/60 CY. INPUT
TRANSFORMER WIRING FOR 105 V. 50/60 CY. INPUT
57.5 V.
53.5 V.
5.4 V.
6.4 V.
TIE
FOR 220 V. OR 240 V. INPUT TIE LUG 3 AND LUG 5 TOGETHER TO-1 (ORANGE) WIRE ON LUG 1
LUG 5 (115 V.) TAP
FOR 240 V. ONE SIDE OF LINE CORD ON LUG 7
FOR 220 V. ONE SIDE OF LINE CORD ON LUG 9
FOR 115 V. INPUT TIE LUG 1 AND 3 TOGETHER ALSO TIE LUG 5 AND 7 TOGETHER TO-1P (ORANGE) WIRE ON LUG 1
NOT USED
ONE SIDE OF LINE CORD ON LUG 5
CABINET TO INSERT PLUGS
PANEL TO CABINET PLUGS
FLIPPER PLUG
DOOR PLUG
NOTE: NUMBERS ENCLOSED IN BOXES INDICATES AVE CARDS WIRED AT POSITION ON PLUGS.
COIL LOCATIONS
NAME OF COIL LOCATION
A BEAM TRIP RE. 3-20
ADD A BALL UNIT 1 STEP RESET SOL. 8-12
ADD A BALL UNIT 2 STEP UP SOL. 8-5
APR & MAY SOL. (ALL STEP UP SOL.) 8-6
ANTI CHEAT RE. 8-7
A T-B LITE TRIP RE. 3-16
A 2-B RE. 3-13
A T-B SOL. 3-15
BALL ADVANCE RE. 3-14
BALL COUNT UNIT STEP UP SOL. 8-10
BALL COUNT UNIT RESET SOL. 8-10
B-BEAM TRIP RE. 3-18
BEAM UNIT STEP UP SOL. 3-18
B 2-B RE. 3-13
B T-B LITE TRIP RE. 3-16
B T-B SOL. 3-14
B T-B SOL. 3-15
C-BEAM TRIP RE. 3-21
CHASE LIGHTS RE. 3-20
C T-B LITE TRIP RE. 3-16
C T-B SOL. 3-14
C T-B SOL. 3-15
D-BEAM TRIP RE. 3-21
D T-B LITE TRIP RE. 3-20
D T-B SOL. 3-15
D T-B SOL. 3-17
FREE BALL SOL. 3-17
GAME OVER TRIP RE. 3-8
GAME OVER TRIP SOL. 3-8
LEFT FLIPPER SOL. 5-1
LEFT SLING SHOT SOL. 5-7
MATCH RE. 3-11
MOTOR TRIP RE. 3-18
ONES UNIT STEP UP SOL. 8-8
OUT HOLE TRIP RE. 3-13
OUT HOLE TRIP RE. 3-12
POCKET SOL. 3-8
POCKET TRIP RE. 3-8
REPLAY UNIT RESET SOL. 8-10
REPLAY UNIT STEP UP SOL. 8-14
RIGHT FLIPPER SOL. 5-2
RIGHT SLING SHOT SOL. 5-7
SCORE MOTOR
SPACE SHIP (ALL LIGHTS) 3-19
SPACE SHIP RE. (LIGHT) 3-19
SPACE SHIP UNIT RESET SOL. 3-19
SPACE SHIP UNIT STEP UP SOL. 3-19
SPACE STATION RESET SOL. 3-18
SPACE STATION UNIT STEP UP SOL. 3-18
START TRIP RE. 3-4
TARGET CONTROL RE. 3-3
TARGET MADE RE. 3-3
TENS UNIT STEP UP SOL. 8-7
TILT TRIP RE. 3-6
TILT SOL. 3-6
1ST COIN CHUTE RE. 3-1
2ND COIN CHUTE RE. 3-2
3RD COIN CHUTE RE. 3-3
#1 RESET RE. 3-9
#2 RESET RE. 3-9
1 POINT RE. 3-8
10 POINT RE. 3-13
100 POINT RE. 3-11
1000 POINT RE. 3-10
100'S UNIT STEP UP SOL. 8-7
1000'S UNIT STEP UP SOL. 8-6
10,000'S UNIT STEP UP SOL. 8-8
ON BEAM
840
1 PLAYER
3-5-7 BALLS
W-1042-67
EFFECTIVE GAME SERIAL NO. 1092
ABBREVIATIONS
ADJ. ADJUSTMENT
E.O.S. END OF STROKE
GEN. GENERAL
ILL. ILLUMINATION
M.B. MUSHROOM BUMPER
MOT. MOTOR
REL. RELAY
SCR. SCORE MOTOR
SOL. SOLENOID
T-B TRUMPER BUMPER
Space Ship Unit Disc
Ball Count Unit Disc
Space Stations Unit Disc
Add A Ball Unit Disc
Beam Unit Disc
Space Station Unit Disc
Ball Count Unit Disc
Beam Unit Disc
Beam Unit Disc
Beam