

Bally®

BEACH QUEENS

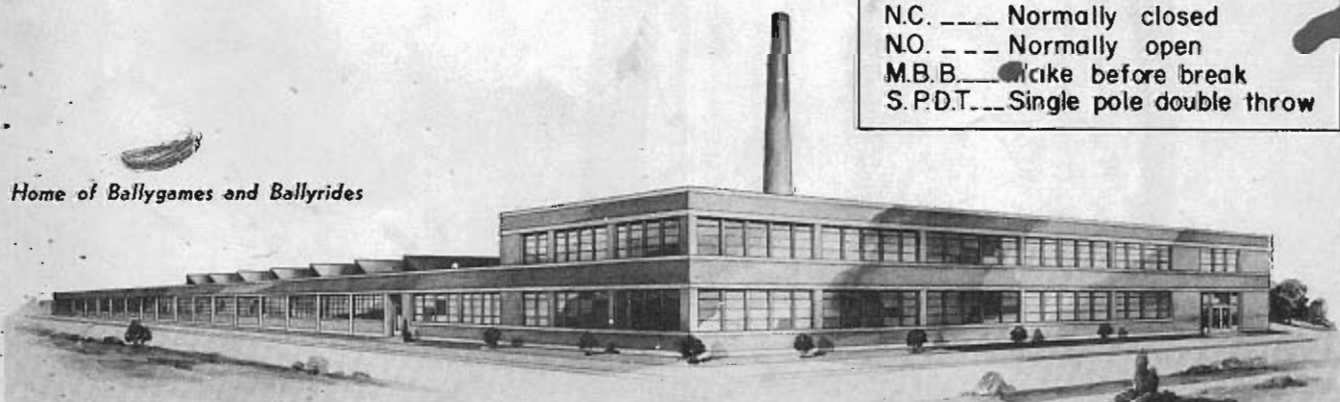
OPERATING INSTRUCTIONS AND PARTS CATALOG

Part Numbers are marked on illustrations
and a list of miscellaneous parts appears
on back cover.

**FOR QUICKEST SERVICE
STATE CORRECT PART NUMBER
WHEN ORDERING PARTS**

Code	
N.C.	Normally closed
N.O.	Normally open
M.B.B.	Make before break
S.P.D.T.	Single pole double throw

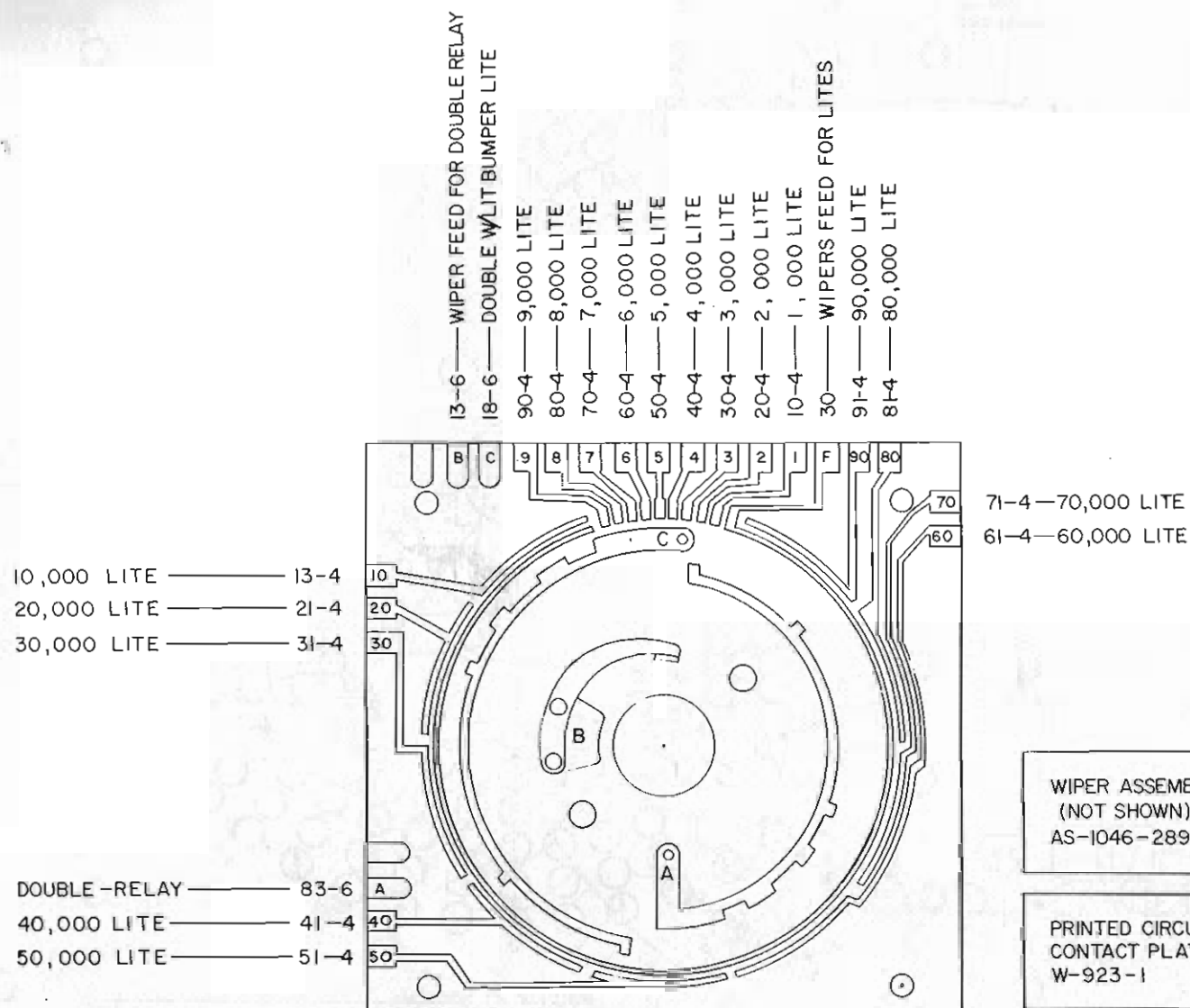
Home of Ballygames and Ballyrides

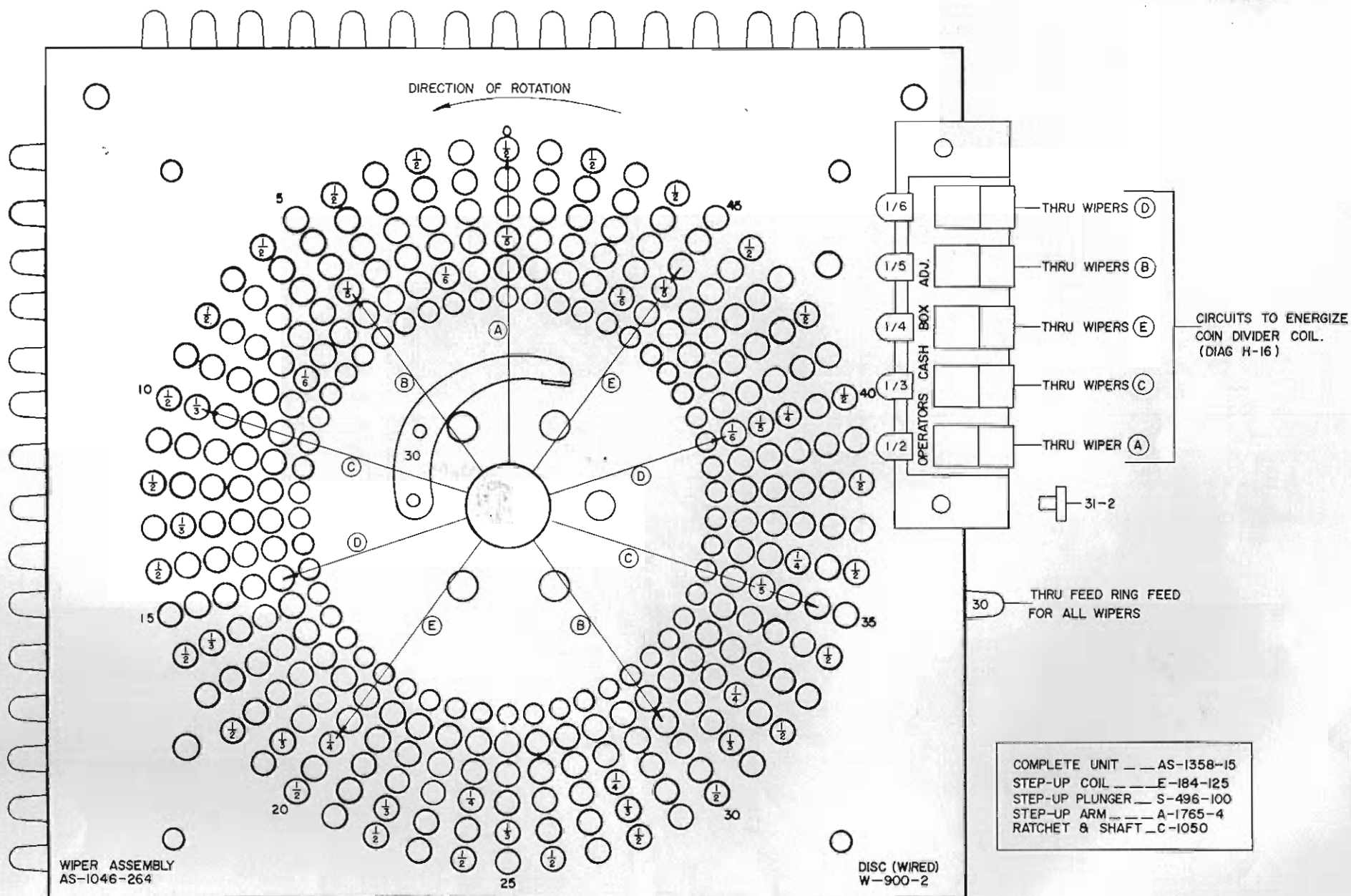




SCORE COUNTER viewed from BUTTON or WIPER side

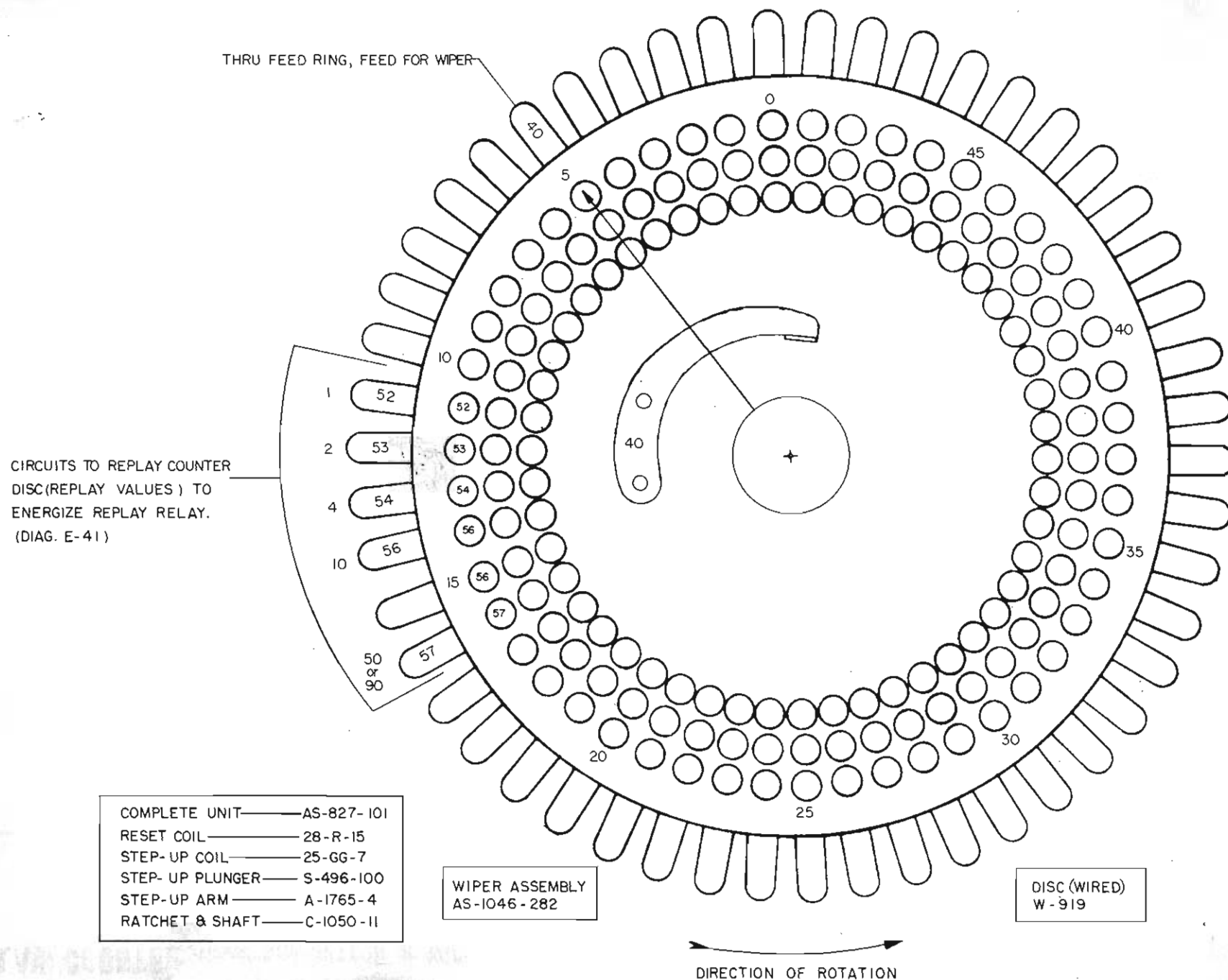
94 step unit.





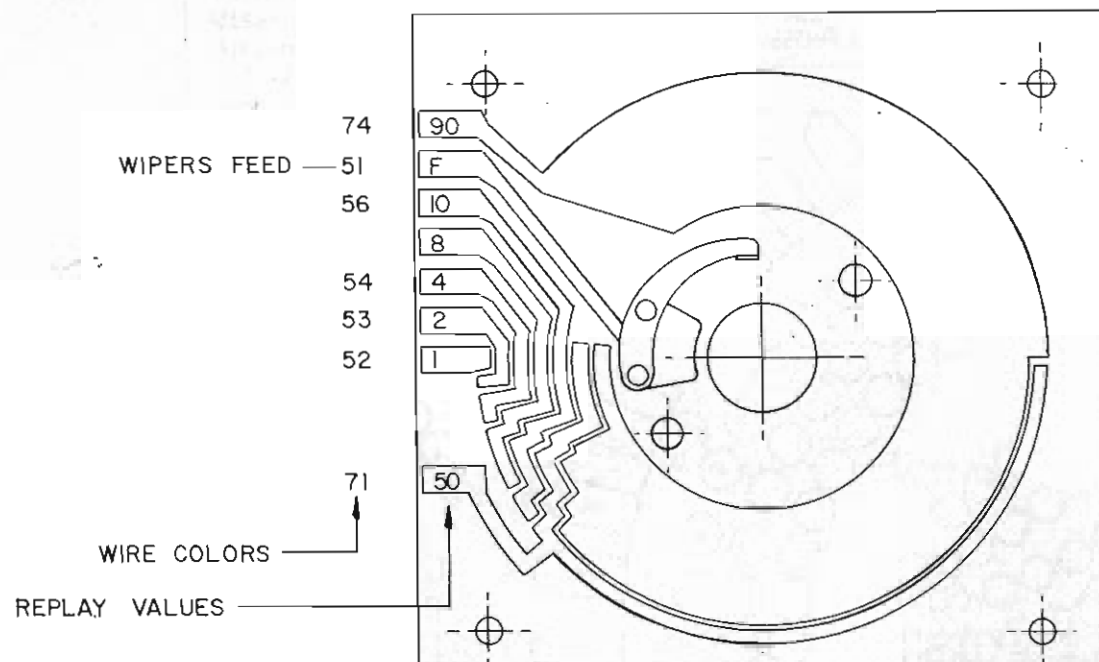
TOTAL BUMPERS COUNTER UNIT viewed from BUTTON or WIPER side

11 step unit. Wipers shown in zero or reset position



REPLAY COUNTER

viewed from BUTTON or WIPER side



PRINTED CIRCUIT
CONTACT PLATE
W-920

WIPER ASSEMBLY
(NOT SHOWN)
AS-1046-143

COMPLETE UNIT.....AS-797-48
RESET COIL.....28-R-15
STEP-UP COIL.....25-GG-7
STEP-UP PLUNGER.....S-496-116
STEP-UP ARM.....A-1765-4
RATCHET & SHAFT.....C-100

CONTROL UNIT CAM SWITCH *2A & *2B PULSES REPLAY
COUNTER UNIT STEP-UP COIL, WHEN SCORING REPLAYS.

ANY 6 GIRLS LIT	2 ①
ANY 7 GIRLS LIT	4 ②
ANY 8 GIRLS LIT	8 ④
ANY 9 GIRLS LIT	20 ⑩
ALL 11 GIRLS LIT	100 ⑤⑩ OR 180 ⑨⑩

LARGE NUMBERS ARE REPLAY SCORES SHOWN ON SCORE CARD.
NUMBERS IN CIRCLES INDICATE WHICH REPLAY VALUE
STRIP IS EFFECTIVE FOR A PARTICULAR REPLAY SCORE.

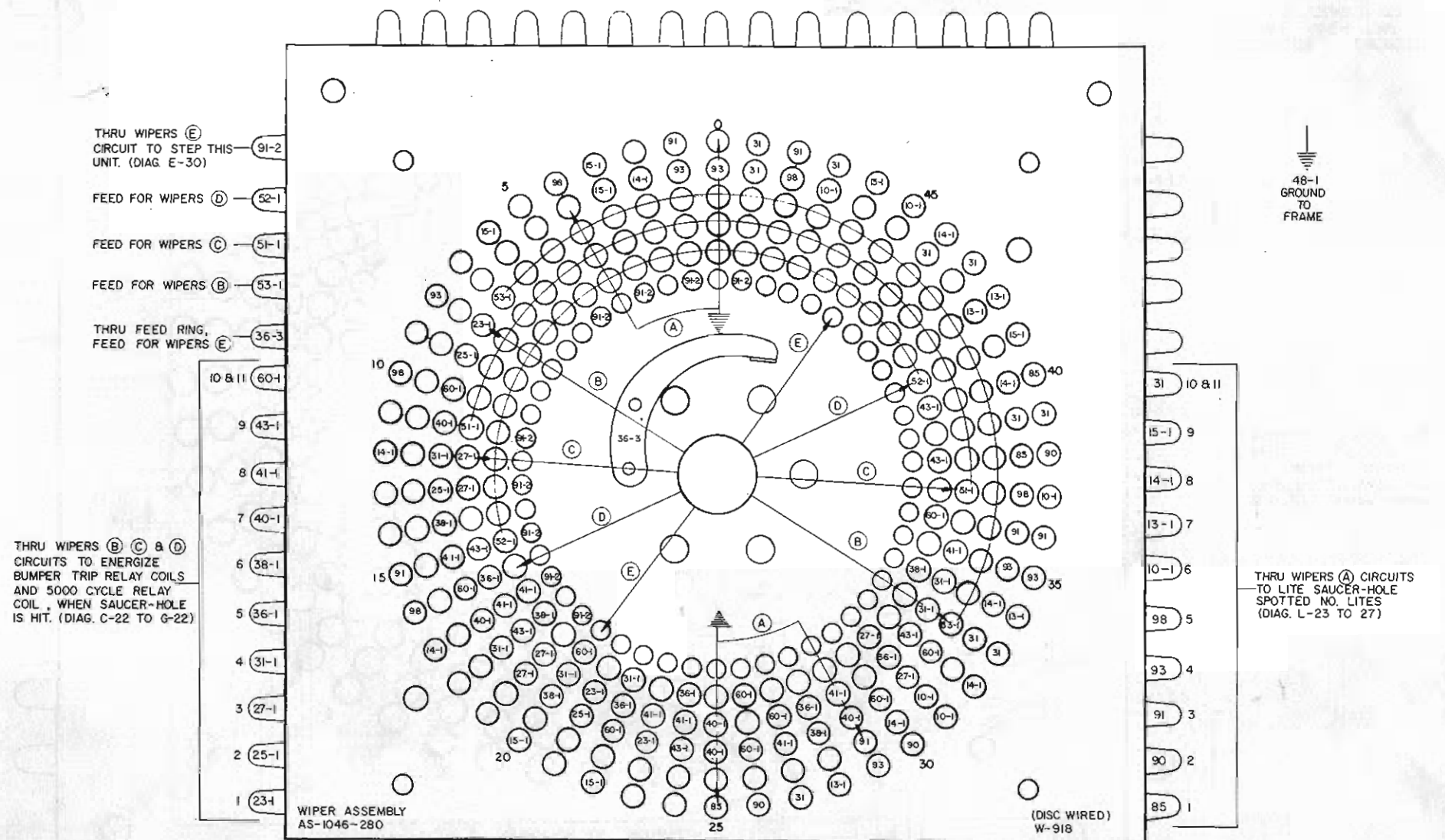
EXAMPLE: FOR 8 GIRLS LIT SCORE OF 8 REPLAYS
THE CIRCUIT IS EFFECTIVE THRU THE ④ REPLAY VALUE STRIP

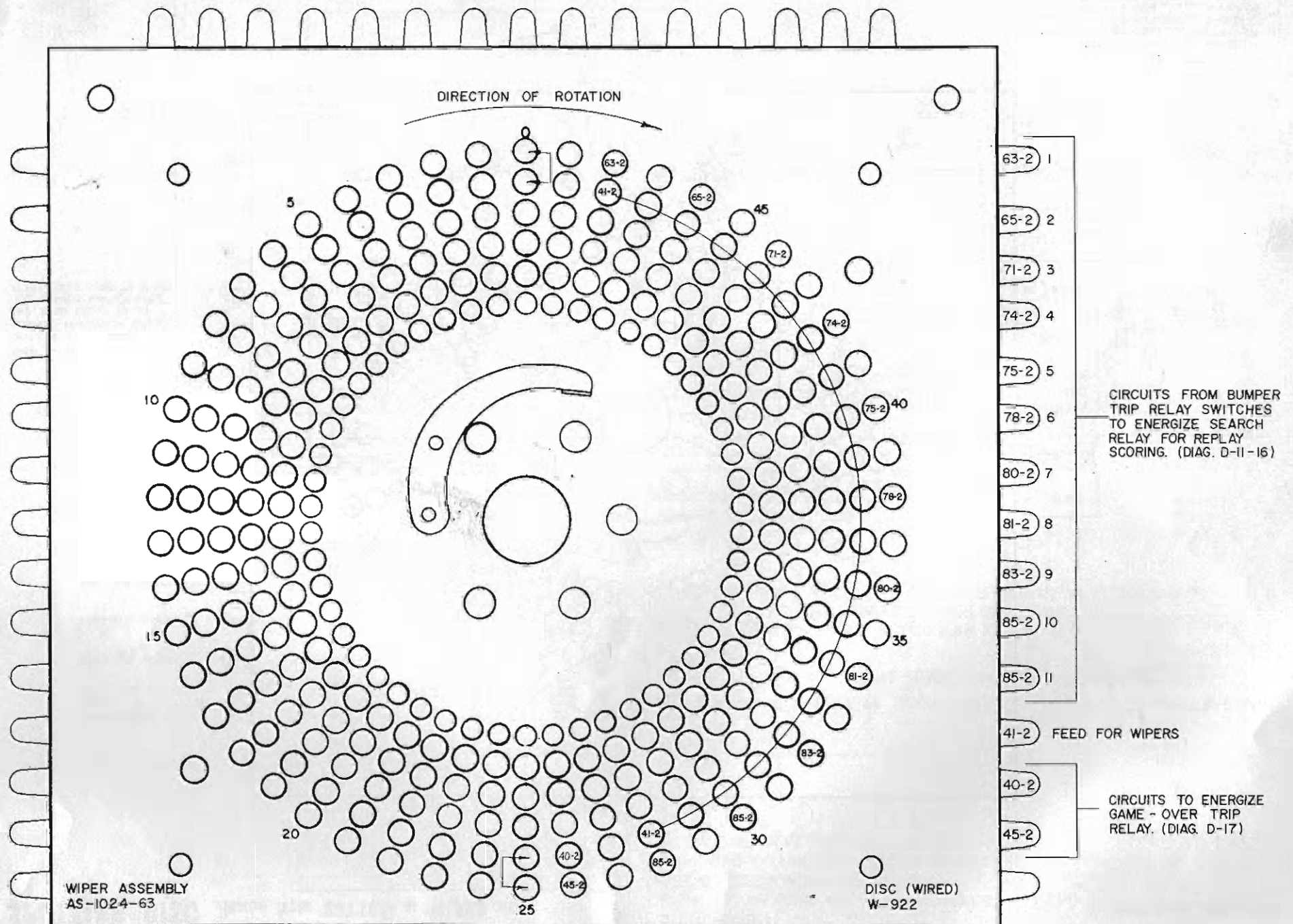
NOTE:

ALL 11 GIRLS LIT SCORE IS ADJUSTABLE
THRU THE 100-180 ADJ. PLUG IN GAME.
USE CORRESPONDING SCORE CARD
FORM 100 OR FORM 180 WHEN ADJ. PLUG
IS CHANGED.

SPOTTING DISC viewed from BUTTON or WIPER side

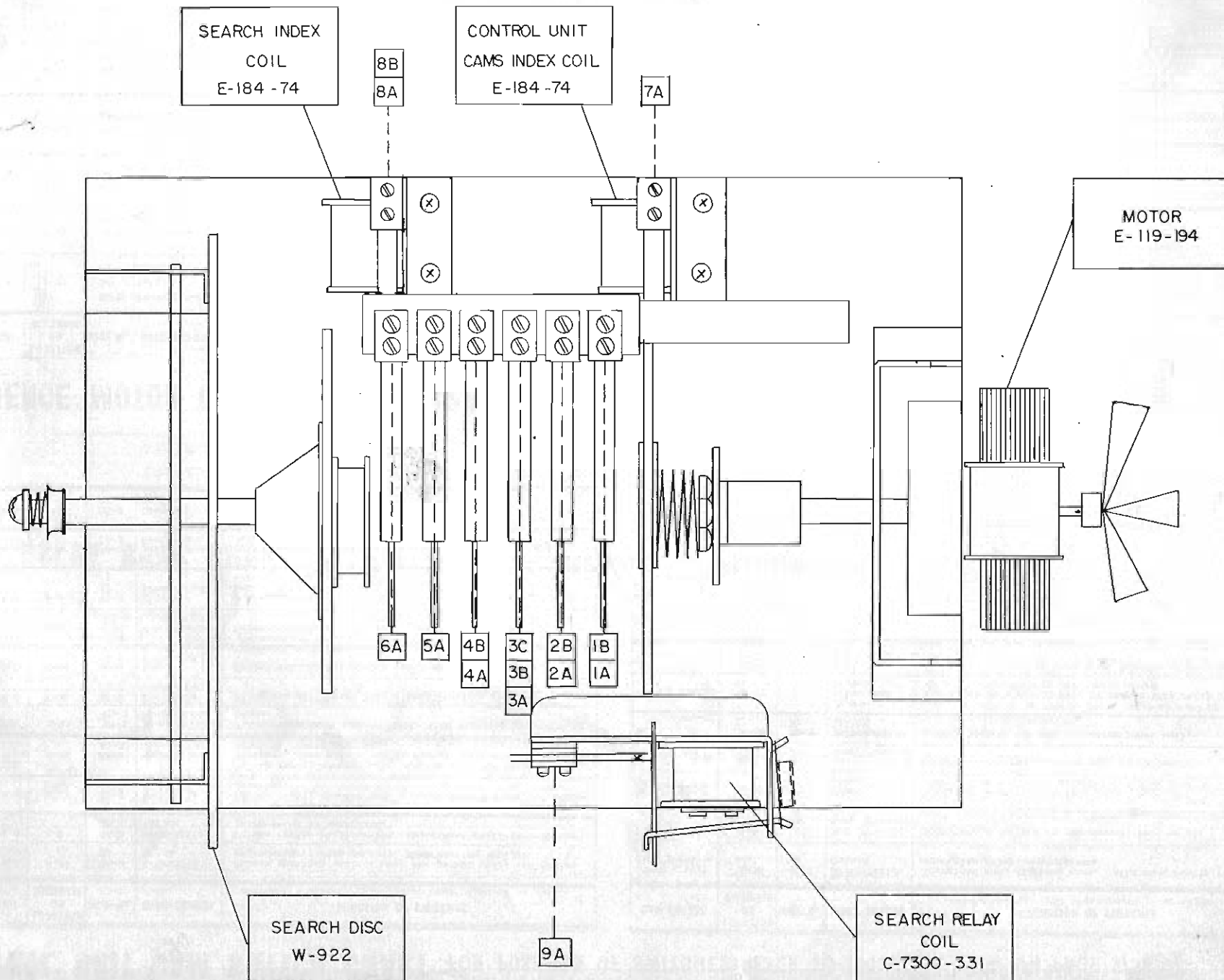
Continuous step unit.





CONTROL UNIT PICTORIAL VIEW

NUMBERS CORRESPOND TO SWITCH CHART ON PAGE 58



CONTROL UNIT CAM SWITCH CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ON PAGE 57

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1-A N.O.	E-36	15-2 80	Red-White Black	Pulses spotting control unit escapement coil, and replay register unit step-up coil, when scoring replays.
1-B N.O.	H-9	25-2 30	Blue-White Yellow	Pulses replay register unit escapement coil, when replay reset relay is energized.
2-A N.O.	E-35	15-2 21-6	Red-White Blue-Red	Pulses replay counter unit step-up coil for regular replay scoring.
ANGLE SWITCH 2-B N.O.	D-36	15-2 57-1	Red-White White-Orange	Pulses replay counter unit step-up coil for regular replay scoring. Also pulses replay counter unit step-up coil for (double) replay scoring.
3-A N.O.	E-10	83-1 98-2	Gray-Yellow Gray-Black	Pulses coin unit step-up coil, when starting game with coins.
3-B N.O.	F-39	18-7 71-1	Red-Black Orange-Red	Energizes anti-cheat relay, when starting game.
3-C N.O.	E-20	40-3 51-3	Green White-Red	Pulses ball return kicker coil, when starting game.
4-A N.O.	F-4	20P 30P	Blue (Plastic) Yellow (Plastic)	Pulses trip bank reset coil, when starting game.
4-B N.O.	E-9	21-2 48	Blue-Red Green-Black	Pulses spotting control unit step-up coil, when starting game. Also pulses replay register unit escapement coil when starting game with replays.
5-A N.O.	D-20	36-2 71-3	Yellow-Brown Orange-Red	Pulses replay counter, score counter, and total bumpers counter unit reset coils, when starting game.
6-A N.C.	H-8	23-2 30	Blue-Yellow Yellow	In series with start relay lock-in circuit.

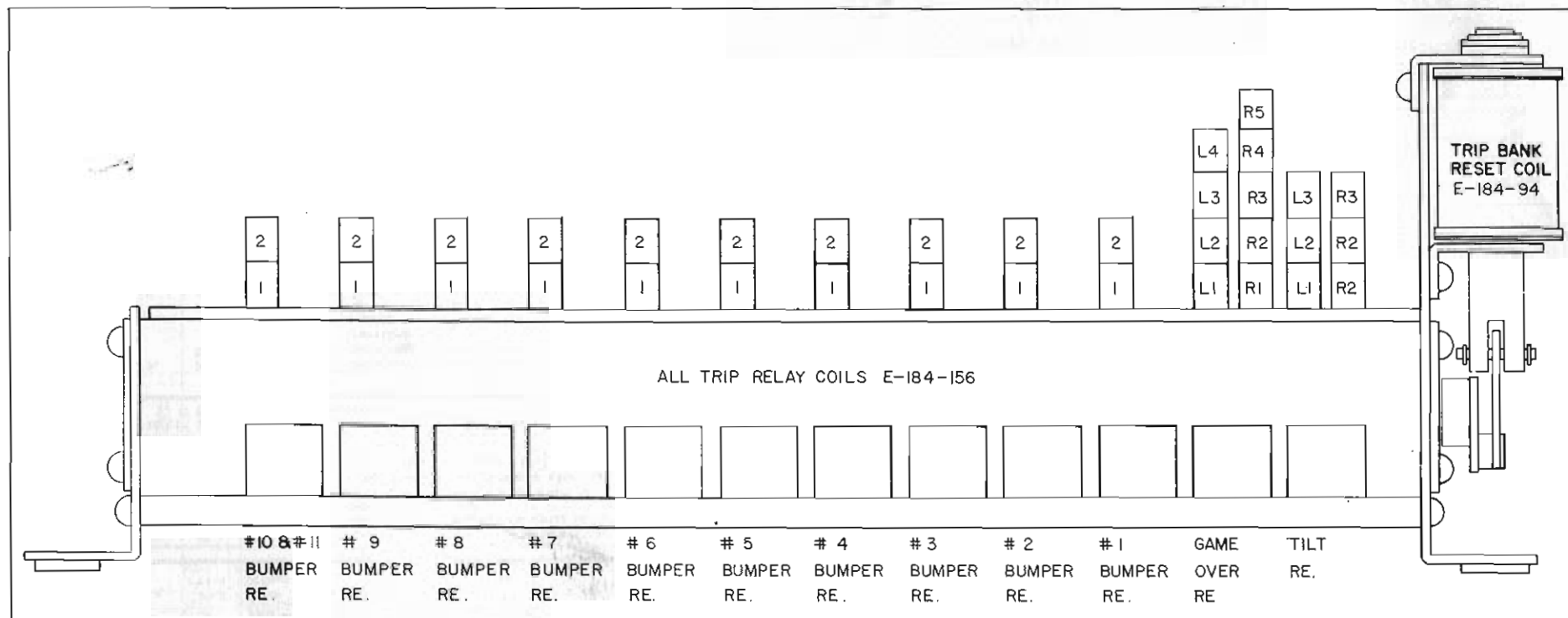
CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
CONTROL UNIT CAMS INDEX COIL	A-19	43-2 70	Green-Yellow Orange	Energized when starting game. Also when replay reset relay or replay relay is energized.
7-A N.O.	F-2	10P 90P	Red (Plastic) Gray (Plastic)	Completes a circuit to run control unit motor.
SEARCH INDEX COIL	A-18	40-2 70	Green Orange	Energized when ball returns to out-hole, and releases search disc wipers to search for replay scoring.
8-A N.O.	F-2	10P 90P	Red (Plastic) Gray (Plastic)	Completes a circuit to run control unit motor.
8-B N.O.	K-12	38-2 30	Yellow-Black Yellow	Safety lock-in circuit to search index coil.
SEARCH RELAY COIL	A-11	41-2 70	Green-Red Orange	Energized thru search disc by bumper trip relay switches (1-10) when searching for replay score.
9-A N.O.	C-31	21-3 52-2	Blue-Red White-Blue	Completes circuit to step total bumpers counter unit.

SEQUENCE MOTOR CAM SWITCH CHART

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A S.P.D.T.	J-34	63-3 30 61	Brown-Yellow Yellow Brown-Red	Opens circuit to saucer-hole switch, and completes sequence motor carry-over circuit.
1B N.C.	M-29	14-7 91-6	Red-Green Gray-Red	In series with circuit thru score counter disc to lite double when lit bumper lite (on panel).
1C N.C.	J-21	21-3 50-1	Blue-Red White	In series with circuit to energize left and right. Kicker latch release coils, and also to energize double relay.
2A N.O.	E-33	27-2 36-3	Blue-Orange Yellow-Brown	Pulses score counter unit step-up coil, when 5000 cycle relay is energized. (5000 count).
3A N.O.	D-21	36-3 93-2	Yellow-Brown Gray-Yellow	Pulses spotting unit step-up coil, when 5000 cycle relay is energized.
3B N.O.	J-21	21-3 91-3	Blue-Red Gray-Red	Completes circuits thru saucer-hole relay switches, and spotting disc to energize bumper trip coils (spotted numbers). Also to energize 5000 cycle relay.
3C N.O.	G-3	50P 90P	White (Plastic) Gray (Plastic)	Energizes left and right sling shot kicker reset coils thru left and right kicker latch switches.

CAM SWITCH		LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
4A	N. C.	E-29	78-1 80-1	Orange-Black Black	In series with saucer-hole relay lock-in circuit.
4B	N.C.	J-28	18-1 21-1	Red-Black Blue-Red	In series with 5000 relay lock-in circuit.
5A	N. O.	C-30	85-1 93-2	Black-White Gray-Yellow	Pulses spotting unit step-up coil, when a circuit is completed thru spotting disc, and other factors.
6A	N. O.	D-29	78-1 81-1	Orange-Black Black-Red	Pulses saucer-hole kicker coil, when saucer-hole relay is energized.

TRIP RELAY BANK PICTORIAL VIEW NUMBERS CORRESPOND TO SWITCH CHART



TRIP RELAY BANK CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
#10 & #11 BUMPER TRIP COIL	C-28	60-1 50	Brown White	Energized when saucer-hole relay is energized, and a circuit is completed thru spotting unit disc.
1	N.O.	L-11 63-1 30	Brown-Yellow Yellow	Completes circuit to lite #10 & #11 girls on back glass.
2	N.O.	F-16 40-2 85-2	Green Black-White	Completes 2 circuits thru search disc to energize search relay.
#9 BUMPER TRIP COIL	C-27	43-1 50	Green-Yellow White	Energized by #9 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting unit disc.
1	S.P.D.T.	L-11 61-2 30 27	Brown-Red Yellow Blue-Orange	Opens circuit to #9 bumper lite, and completes circuit to lite #9 girl on back glass.
2	N.O.	E-15 40-2 83-2	Green Black-Yellow	Completes a circuit thru search disc to energize search relay.

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
#8 BUMPER TRIP COIL	C-27	41-1 50	Green-Red White	Energized by #8 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting unit disc.
1	S.P.D.T.	L-10 60-2 30 25	Brown Yellow Blue-White	Opens circuit to #8 bumper lite, and completes circuit to lite #8 girl on backglass.
2	N.O.	F-15 40-2 81-2	Green Black-Red	Completes a circuit thru search disc to energize search relay.
#7 BUMPER TRIP COIL	C-26	40-1 50	Green White	Energized by #7 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting unit disc.
1	S.P.D.T.	L-9 57-2 30 23	White-Orange Yellow Blue-Yellow	Opens circuit to #7 bumper lite, and completes circuit to lite #7 girl on backglass.
2	N.O.	E-14 40 80-2	Green Black	Completes a circuit thru search disc to energize search relay.

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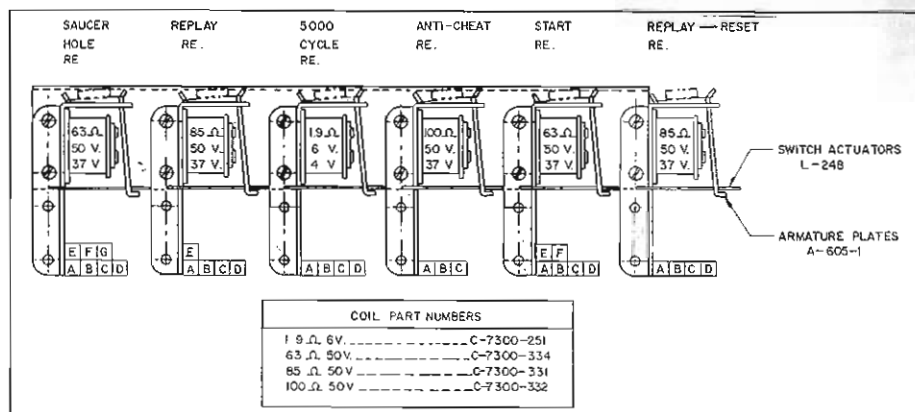
TRIP RELAY BANK CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ON PAGE 59

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
#6 BUMPER TRIP COIL	C-26	38-1 50	Yellow-Black White	Energized by #6 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting disc.
1 S.P.D.T.	L-8	58-2 30 21	White-Brown Yellow Blue-Red	Opens circuit to #6 bumper lite, and completes circuit to lite #6 girl on backglass.
2 N.O.	F-14	40-2 78-2	Green Orange-Black	Completes a circuit thru search disc to energize search relay.
#5 BUMPER TRIP COIL	C-25	36-1 50	Yellow-Brown White	Energized by #5 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting unit disc.
1 S.P.D.T.	L-7	54-2 30 18	White-Green Yellow Red-Black	Opens circuit to #5 bumper lite, and completes circuit to lite #5 girl on backglass.
2 N.O.	E-13	40-2 75-2	Green Orange-White	Completes a circuit thru search disc to energize search relay.
#4 BUMPER TRIP COIL	C-25	31-1 50	Yellow-Red White	Energized by #4 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting disc.
1 S.P.D.T.	L-6	53-2 30 15	White-Yellow Yellow Red-White	Opens circuit to #4 bumper lite, and completes circuit to lite #4 girl on backglass.
2 N.O.	F-13	40-2 74-2	Green Orange-Green	Completes a circuit thru search disc to energize search relay.
#3 BUMPER TRIP COIL	C-24	27-1 50	Blue-Orange White	Energized by #3 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting unit disc.
1 S.P.D.T.	L-4	51-2 30 14	White-Red Yellow Red-Green	Opens circuit to #3 bumper lite, and completes circuit to lite #3 girl on backglass.
2 N.O.	E-12	40-2 71-2	Green Orange-Red	Completes a circuit thru search disc to energize search relay.
#2 BUMPER TRIP COIL	C-24	25-1 50	Blue-White White	Energized by #2 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting disc.
1 S.P.D.T.	L-3	50-2 30 13	White Yellow Red-Yellow	Opens circuit to #2 bumper lite, and completes circuit to lite #2 girl on backglass.
2 N.O.	F-12	40-2 65-2	Green Brown-White	Completes a circuit thru search disc to energize search relay.
#1 BUMPER TRIP COIL	C-23	23-1 50	Blue-Yellow White	Energized by #1 bumper skirt switch. Also when saucer-hole relay is energized, and a circuit is completed thru spotting disc.
1 S.P.D.T.	L-2	48-2 30 10	Green-Black Yellow Red	Opens circuit to #1 bumper lite, and completes circuit to lite #1 girl on backglass.
2 N.O.	E-11	40-2 63-2	Green Brown-Yellow	Completes a circuit thru search disc to energize search relay.

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
GAME-OVER TRIP COIL	A-17	J 70	Jumper Orange	Energized at end of each game thru search disc. Also energized when game is tilted.
L-1 N.C.	0-13	40-2 43	Green Green-Yellow	Opens search relay circuit, and drops out search index coil.
L-2 N.O.	F-39	18-7 51-5	Red-Black White-Red	In series with replay scoring circuit.
L-3 S.P.D.T.	L-28	48-1 74-1 99-3	Green-Black Orange-Green Gray-Black	Opens circuit to saucer-hole spotted number lites, and completes circuit to lite game-over, and deposit coin lites.
L-4 N.C.	B-17	45-2 J	Green-White Jumper	Opens circuit to coil.
R-1 N.C.	E-20	36-2 51-3	Yellow-Brown White-Red	Opens replay counter, score counter, and total bumpers counter units reset circuit.
R-2 N.C.	J-35	21-3 23-10	Blue-Red Blue-Yellow	Opens game playing circuits.
R-3 N.O.	F-6	41-3 90-1	Green-Red Gray	In series with circuit to energize start relay, when starting game with replays.
R-4 N.O.	H-10	52-3 91-1	White-Blue Gray-Red	Completes circuit to energize coin lock-out magnet coil.
R-5 N.C.	L-30	14-7 18-8	Red-Green Red-Black	Opens the circuit thru score counter disc that lites double when lit bumper lite on panel.
TIPT TRIP COIL	A-37	81 70	Black-Red Orange	Energized by any tilt switch.
L-1 N.C.	E-39	40 51-5	Green White-Red	Opens replay scoring circuit.
L-2 N.C.	J-37	18-7 23-10	Red-Black Blue-Yellow	Opens circuit to coil. Also opens game playing circuits.
L-3 N.O.	C-8	45 48	Green-White Green-Black	Completes a circuit to pulse spotting control unit escapement coil, when starting game after a tilt.
R-1 N.C.	D-28	50 65-7	White Brown-White	Opens 5000 cycle relay lock-in circuit.
R-2 S.P.D.T.	R-13	75-5 39-2 45-2	Orange-White Yellow-Black Green-White	Opens search relay circuit, and completes a circuit to energize game-over trip relay.
R-3 N.O.	L-13	25-3 30	Blue-White Yellow	Completes a circuit to lite tilt lite.

6 RELAY BANK PICTORIAL VIEW

LETTERS CORRESPOND TO SWITCH CHART BELOW



6 RELAY BANK SWITCH CHART

FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ABOVE

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
SAUCER-HOLE RELAY COIL	A-29	80-1 70	Black Orange	Energized thru sequence cam switch #1A, by saucer-hole switch. (Ball in saucer-hole).
A	N.O.	H-29 78-1 30	Orange-Black Yellow	Lock-in circuit for this relay. Also completes circuit thru sequence cam switch #6A to energize saucer-hole kicker coil.
B	N.O.	K-24 48-3 30	Green-Black Yellow	Completes a circuit thru spotting disc to lite saucer-hole spotted number lites, while 5000 cycle relay is energized.
C	N.O.	J-33 61 30	Brown-Red Yellow	Completes a circuit to run sequence unit motor.
D	N.C.	B-30 83-1 93-2	Black-Yellow Gray-Yellow	Opens spotting unit step-up circuit.
E	N.O.	H-21 51-1 91-3	White-Red Gray-Red	Completes a circuit thru spotting disc to energize a bumper trip relay coil. (Spotted number). Also to energize 5000 cycle relay.
F	N.O.	G-21 52-1 91-3	White-Blue Gray-Red	Same function as switch E above.
G	N.O.	F-21 53-1 91-3	White-Yellow Gray-Red	Same function as switch E & F above.
REPLAY RELAY COIL	A-41	61 70	White-Red Orange	Energized thru total bumpers disc, and replay counter disc, when a replay scoring circuit is completed.
A	N.O.	G-36 15-2 23-10	Red-White Blue-Yellow	Completes circuit thru control unit cam switches #2A and #2B to step replay counter. Also completes circuit thru control unit switch #1A to step replay register unit and pulse spotting control unit escapement coil.
B	N.O.	J-19 43-2 30	Green-Yellow Yellow	Completes a circuit to energize control unit cam index coil.
C	N.C.	F-10 52-3 90-3	White-Blue Gray	Opens circuit to coin lock-out magnet coil. (So game cannot be started with coin).
D	N.C.	K-26 48-3 74-1	Green-Black Orange-Green	Opens circuit to game-over, and deposit coin lites.
E	N.C.	F-6 14-2 41-3	Red-Green Green-Red	Opens circuit to replay button switch. (So game cannot be started with a replay).

6 RELAY BANK SWITCH CHART

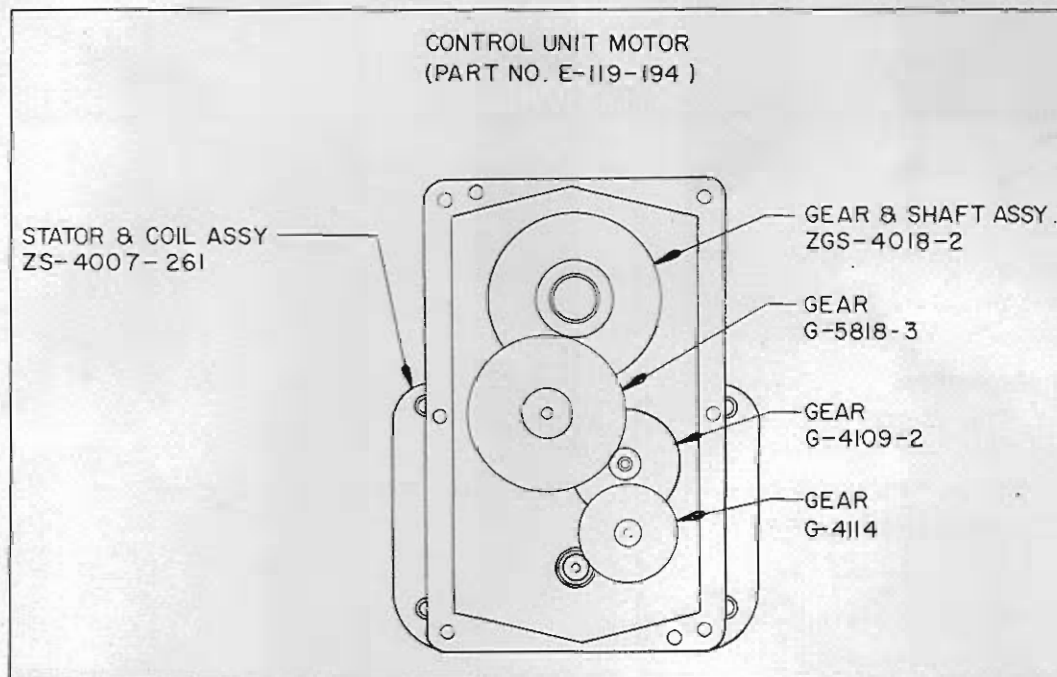
FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW AT LEFT

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
5000 CYCLE RELAY COIL	A-25	50 70	White Orange	Energized by 1-9 bumper skirt switches. Also energized thru spotting disc, when saucer-hole relay is energized.
A	N.O.	J-34 21-3 61	Blue-Red Brown-Red	Completes a circuit to run sequence unit motor.
B	N.O.	F-28 18-1 65-7	Red-Black Brown-White	Lock-in circuit for this relay.
C	N.O.	G-30 21-3 36-3	Blue-Red Yellow-Brown	Completes circuit thru sequence cam switch #2A to step score counter unit. Also completes circuits thru sequence cam switches #3A, and #5A to step spotting unit.
D	N.C.	K-21 48-3 30	Green-Black Yellow	Opens circuit to saucer-hole spotted number lites.
ANTI-CHEAT RELAY COIL	A-39	18-7 70	Red-Black Orange	Energized by control unit cam switch #3B, when starting game. Switches on this relay protect game playing, and scoring circuits.
A	N.O.	J-38 18-7 30	Red-Black Yellow	Lock-in circuit for this relay when energized. Opens game playing circuits when relay drops out.
B	S.P.D.T.	H-6 75 90-1	Red-Yellow Orange-White Gray	Opens start circuit (thru replay button) and completes circuit to energize replay-reset relay, when this relay drops out.
C	N.C.	L-12 25-3 30	Blue-White Yellow	Completes a circuit to lite tilt lite, when this relay drops out.
START RELAY COIL	A-8	21-2 70	Blue-Red Orange	Energized when playing coin or replay. Switches on this relay complete circuits for starting new game.
A	N.O.	H-20 51-3 30	White-Red Yellow	Completes circuit thru control unit cam switch #3C to energize ball return kicker coil. Also completes a circuit thru control cam switch #5A to reset replay, score and total bumpers counter units.
B	N.O.	F-10 91-1 98-2	Gray-Red Gray-Black	Completes circuit thru control unit cam switch #3A to step coin unit. (Only when starting game with coin).
C	N.O.	F-8 23-2 21-2	Blue-Yellow Blue-Red	Lock-in circuit for this relay. Also in series with circuit to pulse spotting control unit step-up coil, and replay register unit escapement coil thru control unit cam switch #4B.
D	N.O.	G-4 20P 90P	Blue (Plastic) Gray (Plastic)	Completes circuit thru control unit cam switch #4A to energize trip bank reset coil.
E	N.O.	J-19 43-2 30	Green-Yellow Yellow	Completes a circuit to energize control unit cam index coil.
F	S.P.D.T.	G-39 14-6 30 71-1	Red-Green Yellow Orange	Opens double relay lock-in circuit, and completes circuit thru control unit cam switch #3B to energize anti-cheat relay.
REPLAY RESET RELAY COIL	A-6	13-2 70	Red-Yellow Orange	Energized thru replay register unit open at "0" switch, when anti-cheat relay drops out.
A	N.O.	H-6 13-2 75	Red-Yellow Orange-White	Lock-in circuit for this relay.
B	N.O.	J-18 43-2 30	Green-Yellow Yellow	Completes a circuit to energize control unit cam index coil.
C	N.C.	D-8 21-2 41	Blue-Red Green-Red	Opens start relay circuit.
D	S.P.D.T.	C-9 45 78 25-2	Green-White Orange-Black Blue-White	Opens circuit for pulsing replay register escapement coil thru control unit cam switch #4B, and completes circuit to pulse escapement coil thru control unit cam switch #1A.

MISCELLANEOUS RELAYS SWITCH CHART

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
THUMPER RELAY COIL	A-35	31-3 70	Yellow-Red Orange	Energized by thumper skirt switch.
A N.O.	C-35	15-4 31-3	Red-White Yellow-Red	Lock-in circuit for this relay.
B N.O.	D-32	21-3 27-2	Blue-Red Blue-Orange	Completes a circuit to step score counter unit. (1000 count).
C N.O.	H-45	50-1 83-6	White Black-Yellow	Completes circuit thru score counter disc to energize double relay.
D N.O.	H-44	74-3 30	Orange-Green Yellow	Completes circuit to energize thumper coil.
DOUBLE RELAY COIL	A-45	13-6 70	Red-Yellow Orange	Energized thru score counter disc, when thumper relay is energized.
A N.O.	K-29	91-6 30	Gray-Red Yellow	Completes a circuit to lite double when hit bumper lite on panel.
B N.O.	M-31	15-6 30	Red-White Yellow	Completes circuit to lite "Double" feature lite on back glass.
C N.O.	B-45	13-6 14-6	Red-Yellow Red-Green	Lock-in circuit for this relay.
D N.C.	D-35	21-6 57-1	Blue-Red White-Orange	Opens circuit to step replay counter thru control unit cam switch #2A.

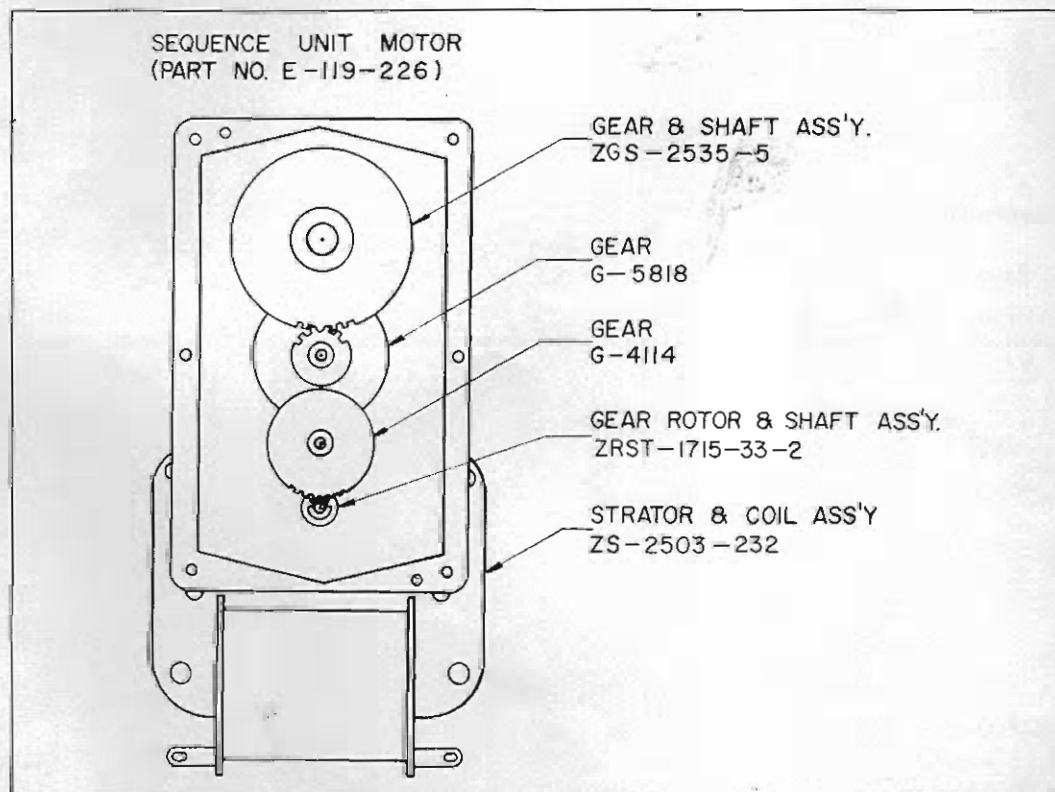
CONTROL UNIT MOTOR



IMPORTANT

When ordering gears for motors, be sure to refer to part numbers shown in drawings at left.

SEQUENCE UNIT MOTOR



MISCELLANEOUS PARTS

Back Cabinet Assembly:

Part No.	Name of Part
G-265-8	Back glass
M-281-22	Lock and keys—Back door

Front Cabinet Assembly:

M-168-39	Ball
AS-187-15	Ball shooter assembly
A-1540-1	Ball shooter housing
A-100-7	Ball shooter rod
SP-200-24	Ball shooter spring (long)
SP-243	Ball shooter spring (short)
R-108-3	Ball shooter tip
CA-1034-2	Front moulding
P-4052	Leg
M-163-4	Leg adjuster
M-281-22	Lock & Keys—Side door
P-2210-81	Plate 5¢
P-2210-80	Plate 10¢
CA-1034-6	Side Door
E-122-70	Transformer

Front Door Assembly:

A-1729-4	Button
AS-277-50	Coin switch assembly 5¢ or 10¢
CA-567-103	Front door only
A-254-33	Hinge and bracket
M-281-6	Lock and keys
E-108-14	Micro switch 5¢ and 10¢ play
M-280-15	Slug rejector 5¢
M-280-16	Slug rejector 10¢

Bally pin game lubricant now available in one half-pint (8 Oz.)
containers with plastic spout and screw cap.