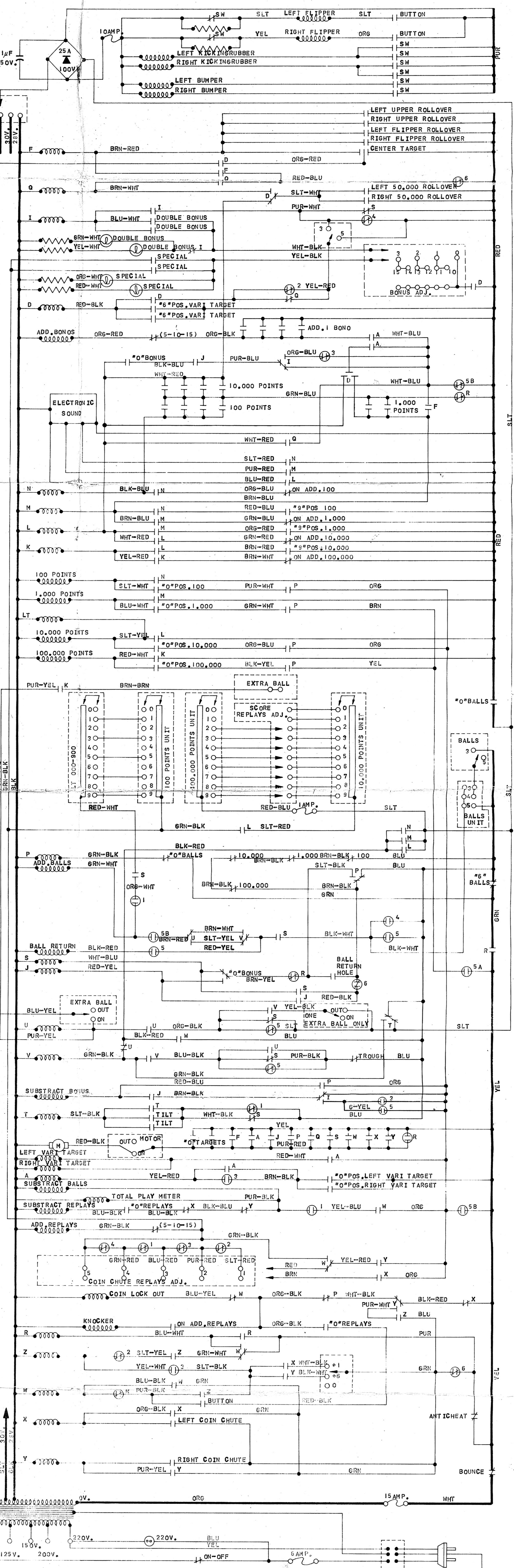
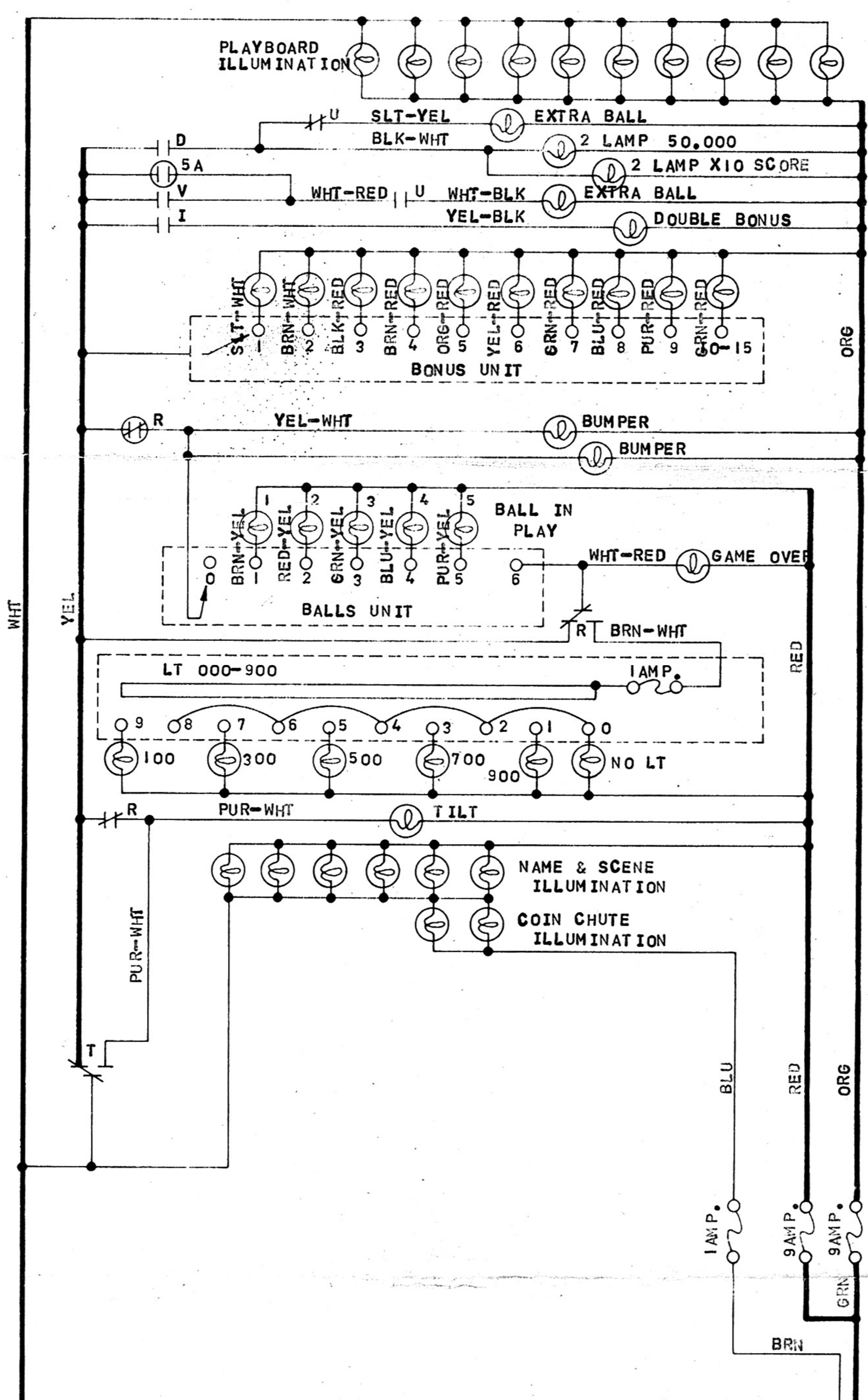


A B C D E F G H I J



RELAYS

INDEX	POSITION IN MACHINE	COILS	CONTACTS	USE
8E	10H	9.500 YELLOW	5A	VARI TARGET SCORE
3E	10I	11.500 PINK	4A-C	*6 POS. VARI TARGET
2E	6H	9.500 YELLOW	3A	5.000 POINTS
2E	6H	11.500 PINK	2A-B-2C	DOUBLE BONUS
7E	7E	9.500 YELLOW	4A	BONUS SCORE
4E	7E	9.500	3A	100.000 POINTS
4E	7E	9.500	6A	10.000 POINTS
4E	7E	9.500	5A	1.000 POINTS
4E	7E	9.500	5A	100 POINTS
6E	7E	11.500 PINK	4A-2B	RESET CONTROL
2E	7E	9.500 YELLOW	3A-B	50.000 POINTS
9E	7E	13.500 SLATE	2A-B-C	HOLD
7E	7E	9.500 YELLOW	4A-4B	BALL RETURN
7E	7E	11.500	A-2C	TILT
7E	7E	11.500	3A-C	EXTRA BALL
9E	7E	9.500 YELLOW	4A-B-2C	BEGINNING BALL
9E	7E	9.500	4A-2B	1ST COIN CHUTE
9E	7E	9.500	4A-B-C	3RD COIN CHUTE
9E	7E	11.500 PINK	3A	COIN CONTROL
4E	7E	107.500 YELLOW	2 DISC.	000-900

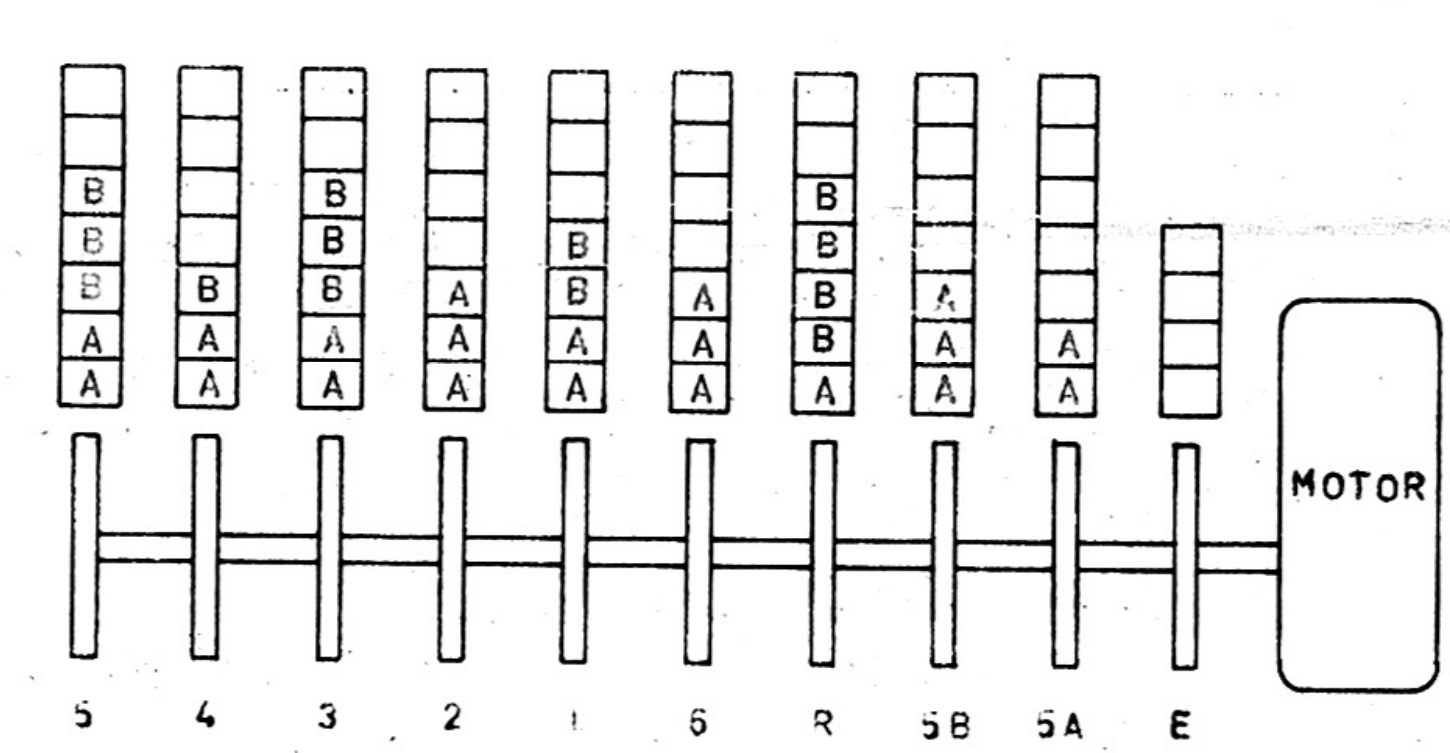
FUSES

INDEX	POSITION IN MACHINE	COILS	CONTACTS	USE
10H	10I	6AMP.	15AMP.	PRIMARY
6H	6H	1AMP.	1AMP.	PROTECTING PRINTED CIRCUITS
4D	4D	10AMP.	1AMP.	DIRECT CURRENT
4D	4D	9AMP.	9AMP.	COIN CHUTE ILLUMINATION
4D	4D	9AMP.	9AMP.	NAME & SCENE ILLUMINATION
2D	2D	9AMP.	9AMP.	PLAYBOARD ILLUMINATION
2D	2D	9AMP.	9AMP.	LT. 000-900

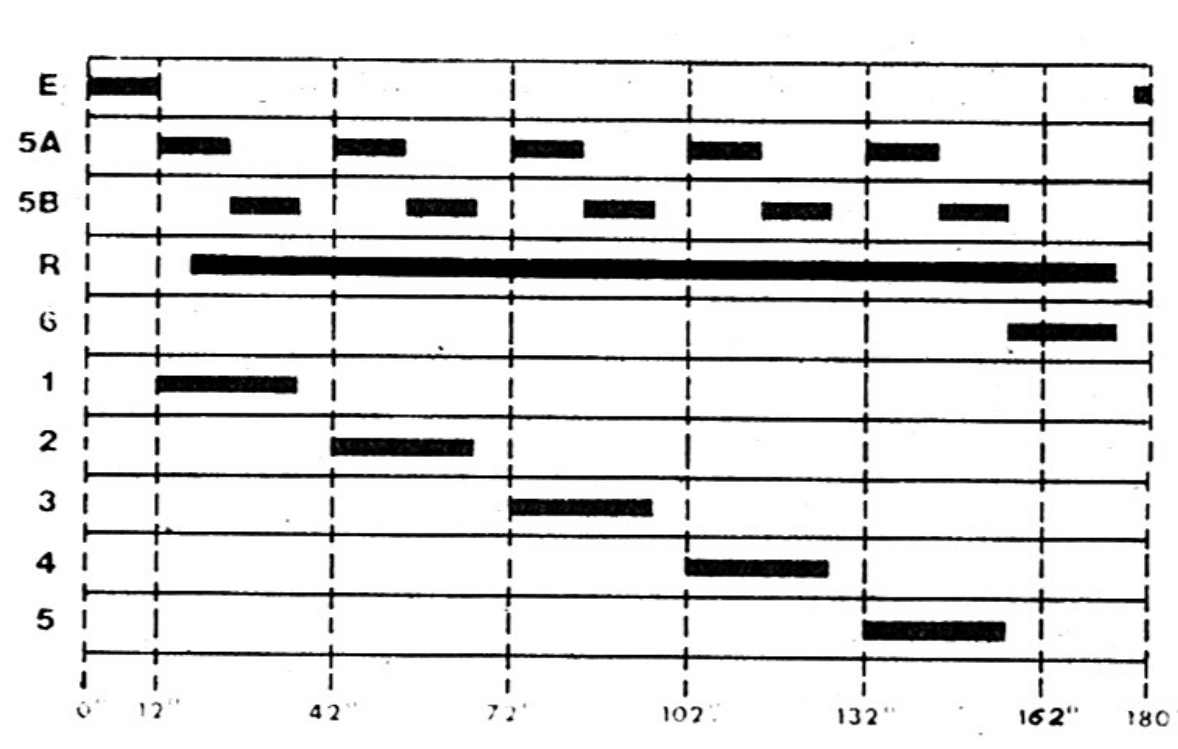
SOCKET

INDEX	POSITION IN MACHINE	COILS	CONTACTS	USE
1E	9E-F-G	3S	28V.30V.32V.	COIN CHUTE REPLAYS ADJ.
9H	9H	6P	COIN CONTROL ADJ.	
8F	8F	2S	ON-OUT MOTOR	
7E-F	7E-F	2S	ON-OUT EXTRA BALL	
7H	7H	2S	ONE EXTRA BALL ONLY	
5H	5H	2S	SCORE REPLAYS ADJ.	
5G-H	5G-H	2S	SCORE EXTRA BALL	
2H-5J	2H-5J	2P	3-5 BALLS	
2I	2I	4S	DOUBLE BONUS ADJ.	

MOTOR SWITCH POSITION



MOTOR SEQUENCE CHART



WIRING DIAGRAM SYMBOLS

- COIL = SPULEN
- RELAYS = RELAIS
- LAMP = LAMPE
- FUSE = SICHERUNG
- RESISTOR = WIDERSTAND
- OPEN = OFFNER/NA
- CLOSED = SCHLIEBER/NC
- REV. SW. = UM-SCHALTER
- MOTOR = MOTOR
- SWITCH = KONTAKT
- DIODE = GLEICHRICHTER

CODE OF COLORS

- BLU = BLUE
- BRN = BROWN
- BLK = BLACK
- GRN = GREEN
- ORG = ORANGE
- PNK = PINK
- RED = RED
- SLT = SLATE
- PUR = PURPLE
- WHT = WHITE
- YEL = YELLOW

TWIN GAIN

1.050-0

RECEL S.A. Manufactured in Madrid

A B C D E F G H I J