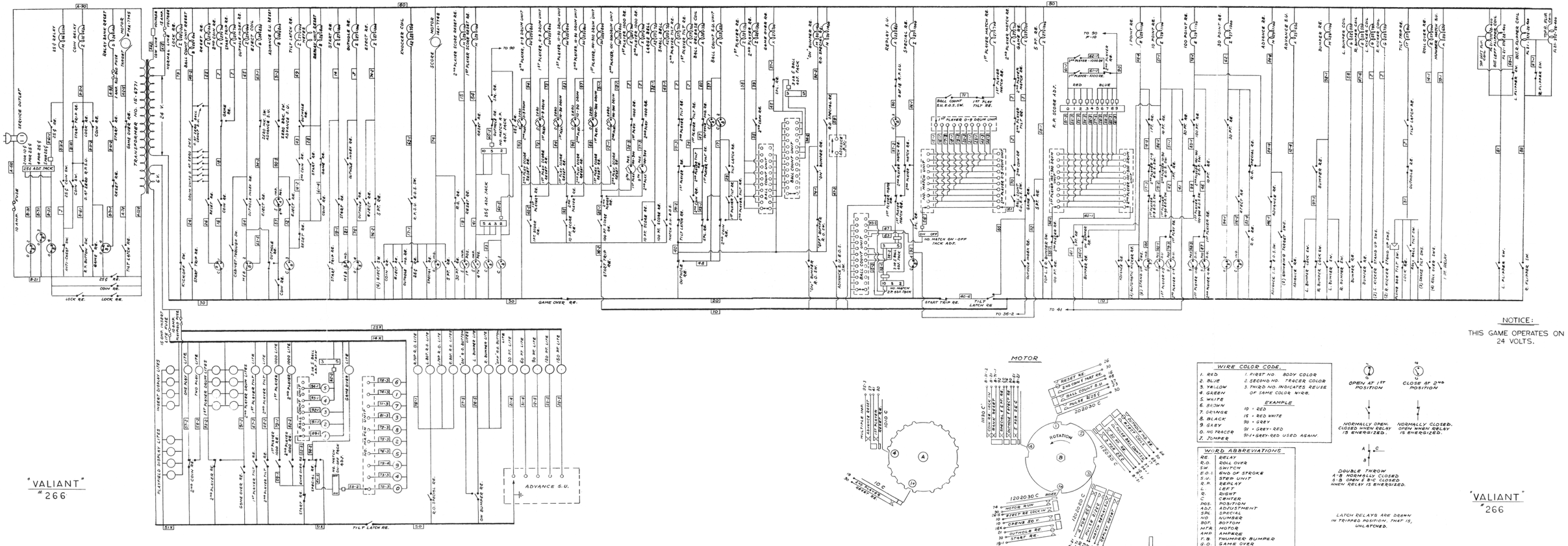

NOTICE:

THIS GAME OPERATES ON 24 VOLTS.

WIRE COLOR CODE	
1. RED	1. FIRST NO. BODY COLOR
2. BLUE	2. SECOND NO. TRACER COLOR
3. YELLOW	3. THIRD NO. INDICATES REUSE
4. GREEN	OF SAME COLOR WIRE.
5. WHITE	EXAMPLE
6. BROWN	10 - RED
7. ORANGE	16 - RED WHITE
8. BLACK	90 - GREY
9. GREY	91 - GREY-RED
0. NO TRACER	91-1 - GREY-RED USED AGAIN.
7. JUMPER	

WIRED ABBREVIATIONS	
RE.	RELAY
R.O.	ROLL OVER
SW.	SWITCH
E.O.S.	END OF STROKE
S.U.	STEP UNIT
R.P.	REPLAY
L.	LEFT
R.	RIGHT
C.	CENTER
POS.	POSITION
ADJ.	ADJUSTMENT
SPL.	SPECIAL
NO.	NUMBER
BOT.	BOTTOM
MTR.	MOTOR
AMP.	AMPERE
P.B.	PLUNGER BUMPER
G.O.	GAME OVER
D.U.	DRUM UNIT
PLAY.	PLAYER

OPEN AT 1ST POSITION

CLOSE AT 2ND POSITION

NORMALLY OPEN. CLOSED WHEN RELAY IS ENERGIZED.

NORMALLY CLOSED. OPEN WHEN RELAY IS ENERGIZED.

DOUBLE THROW. A-B NORMALLY CLOSED. A-B OPEN & B-C CLOSED WHEN RELAY IS ENERGIZED.

LATCH RELAYS ARE DRAWN IN TRIPPED POSITION, THAT IS, UNLATCHED.

"VALIANT"
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