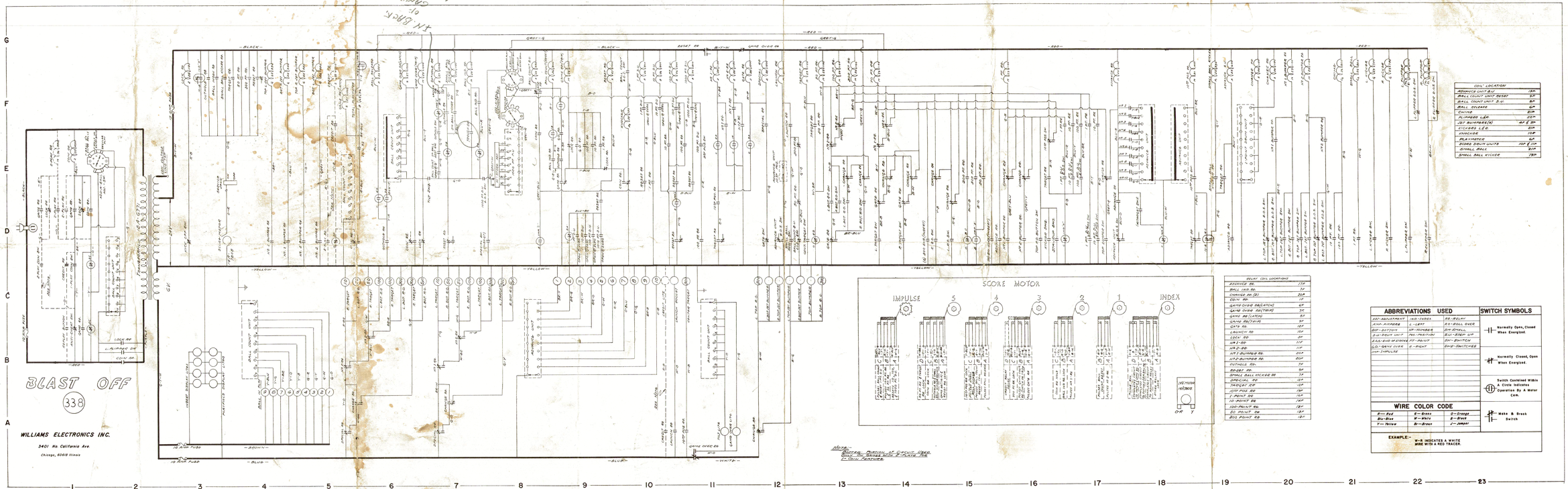


| COIL LOCATION | |
|---|---|
| ADVANCE UNIT ELC | 18A |
| BALL COUNT UNIT RESET | 9F |
| BALL COUNT UNIT S.O. | 8F |
| BALL RELEASE | 6F |
| CHIME | 21A |
| FLIPPERS L&R | 22A |
| 1ST BUMPER(S) | 4F & 5F |
| KICKERS L&R | 20A |
| KNOCKER | 15A |
| PLAYMETER | 6F |
| SOND DRUM UNITS | 10F & 11A |
| SPARE BALL | 21A |
| SPARE BALL KICKER | 18A |

| RELAY COIL LOCATIONS | |
|---|---|
| ADVANCE RR. | 17A |
| BALL IN RR. | 7A |
| CHANGER RR (2) | 20A |
| EDIN RR. | 1F |
| GAME OVER (REGATON) | 6F |
| GAME OVER (RETTRIP) | 7F |
| GAME RR (LATCH) | 8F |
| GAME RR (TRIP) | 9F |
| GATE RR. | 12F |
| LAUNCH RR | 13F |
| LOCK RR | 2F |
| NR 1-RR | 11F |
| NR 2-RR | 11F |
| NT 1-BUMPER RR. | 20F |
| NT 2-BUMPER RR. | 20F |
| NUTHOLE RR. | 7A |
| RESET RR. | 5F |
| SPARE BALL KICKER RR | 7A |
| SPECIAL RR | 13F |
| TARGET RR | 12F |
| 1ST POS. RR | 19F |
| 1-POINT RR | 16F |
| 10-POINT RR | 16F |
| 100-POINT RR. | 18F |
| 20 POINT RR | 13F |
| 200 POINT RR | 13F |

| ABBREVIATIONS USED | | |
|---|---|---|
| ADJ-ADJUSTMENT | IND-INDEX | R-RELAY |
| AMP-AMPERE | L-LEFT | R.O.-ROLL OVER |
| BUT-BUTTON | NP-NUMBER | SM-SMALL |
| B.U.-DRUM UNIT | POS-POSITION | S.U.-STEP UP |
| E.O.-END OF INDEX | PT-POINT | SW-SWITCH |
| G.O.-GAME OVER | R-RIGHT | SWS-SWITCHES |
| IMP-IMPULSE | | |

| WIRE COLOR CODE | | |
|---|---|---|
| R—Red | W—White | O—Orange |
| Bk—Black | Y—Yellow | Br—Brown |
| Bk—Black | Br—Brown | J—Jumper |

EXAMPLE:- W-R INDICATES A WHITE WIRE WITH A RED TRACER.