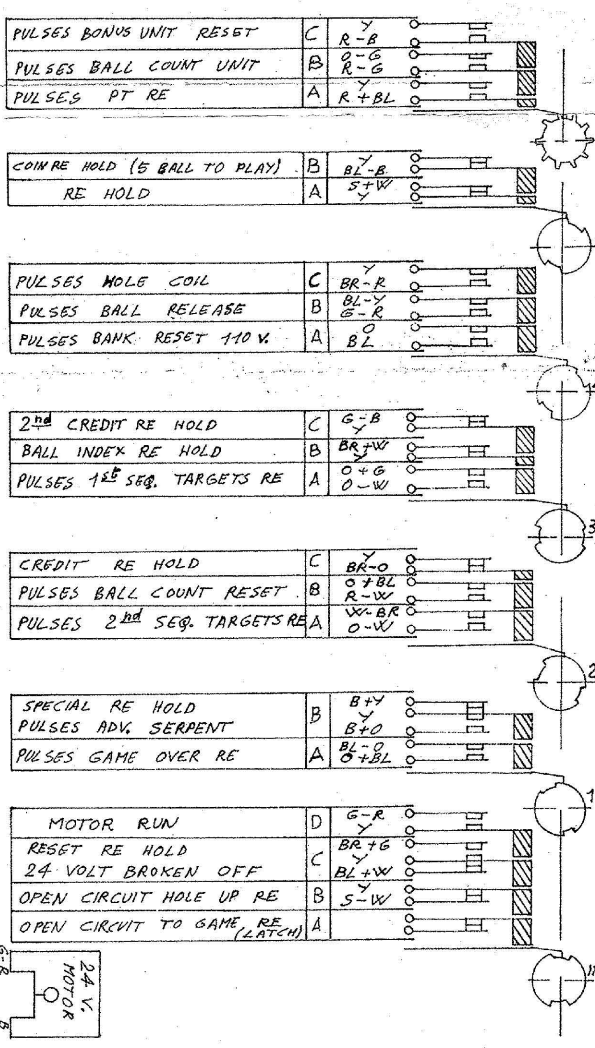
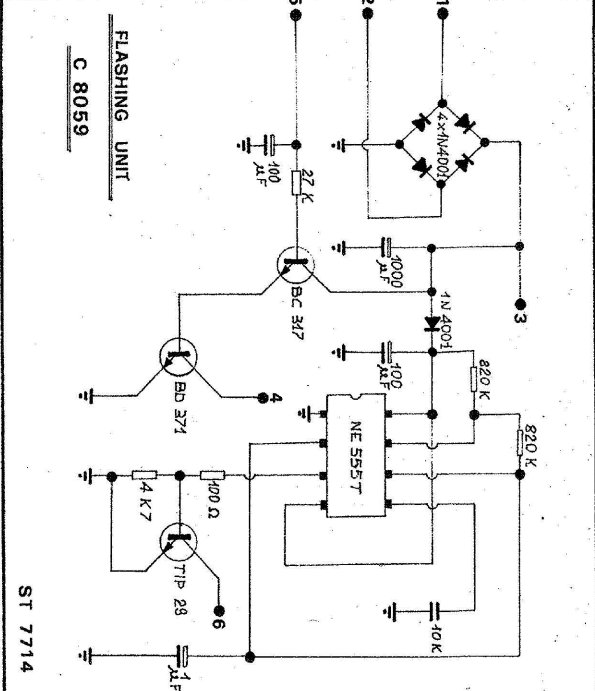
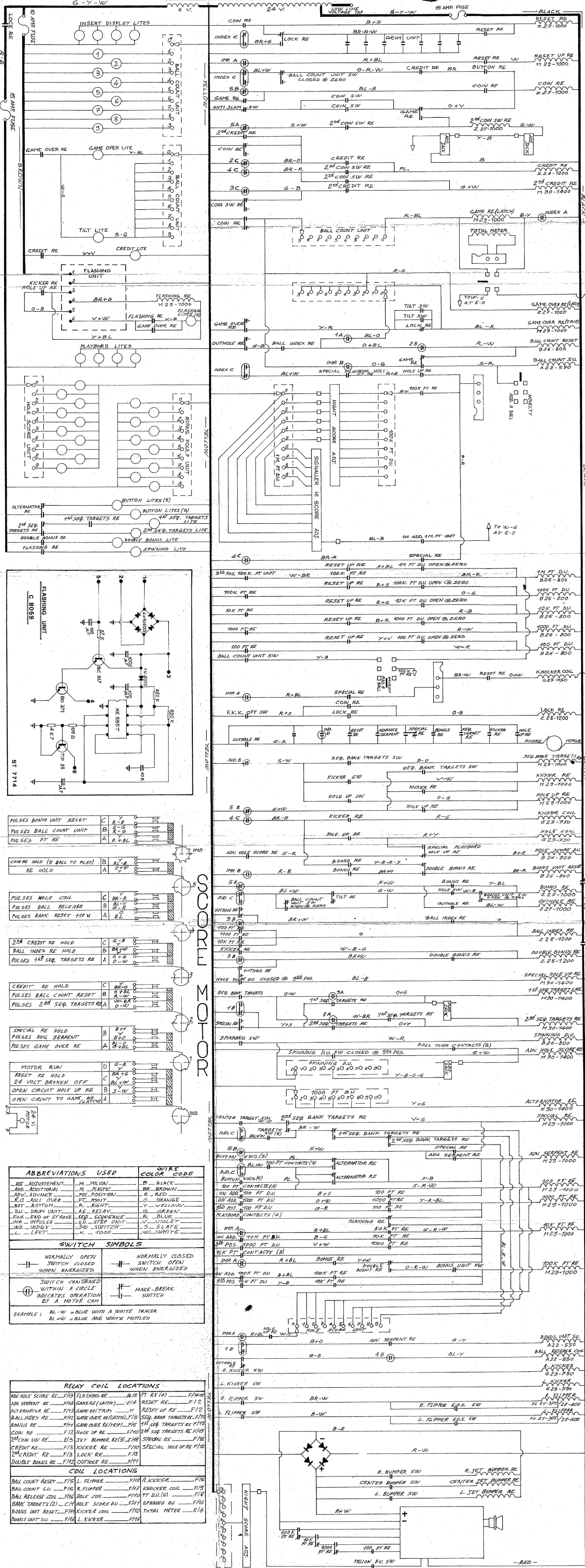


NAUTILUS

MODEL
ADD. A BALL



ABBREVIATIONS USED	WIRE COLOR CODE
ADJ. ADJUSTMENT	M. MILION
ADJ. ADDITIONAL	PL. PLASTIC
ADV. ADVANCE	POS. POSITION
R.O. ROLL OVER	PT. POINT
BOT. BOTTOM	R. RIGHT
D.U. DRUM UNIT	RE. RELAY
END OF STROKE	SEQ. SEQUENCE
IMP. IMPULSE	S.U. STEP UNIT
IND. INDEX	SW. SWITCH
L. LEFT	K. 1000

SWITCH SYMBOLS	NORMALLY OPEN SWITCH CLOSED WHEN ENERGIZED	NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED

EXAMPLE: BL-W = BLUE WITH A WHITE TRACER
BL+W = BLUE AND WHITE MOTTLED

RELAY COIL LOCATIONS	COIL LOCATIONS
ADV. HOLE SCORE RE. F1/3	FLASHING RE. B1/5
ADV. SERPENT RE. F1/4	GAME RE. (LATCH) F1/4
ALTERNATOR RE. F1/5	GAME RE. (TRIP) F1/2
BALL INDEX RE. F1/2	1ST SEQ. BANK TARGETS RE. F1/5
BANK TARGETS RE. F1/5	1ST SEQ. TARGETS RE. F1/5
COIN RE. F1/2	HOLE UP RE. F1/5
2ND COIN SW RE. F1/3	JET BUMPER RE. F1/5
CREDIT RE. F1/3	KICKER RE. F1/5
2ND CREDIT RE. F1/3	LOCK RE. F1/5
DOUBLE BONUS RE. F1/2	OUTHOLE RE. F1/1

BALL COUNT RESET F1/5	L. KICKER F1/5	R. KICKER F1/5
BALL COUNT S.U. F1/5	R. FLIPPER F1/5	KNICKER COIL F1/5
BALL RELEASE COIL F1/6	HOLE COIL F1/6	PT. DU. (G) F1/6
BANK TARGETS (2) C1/4	HOLE SCORE DU. F1/5	SPINNING DU. F1/5
BONUS UNIT RESET F1/4	KICKER COIL F1/5	TOTAL METER E1/4
BONUS UNIT S.U. F1/6	L. KICKER F1/6	

