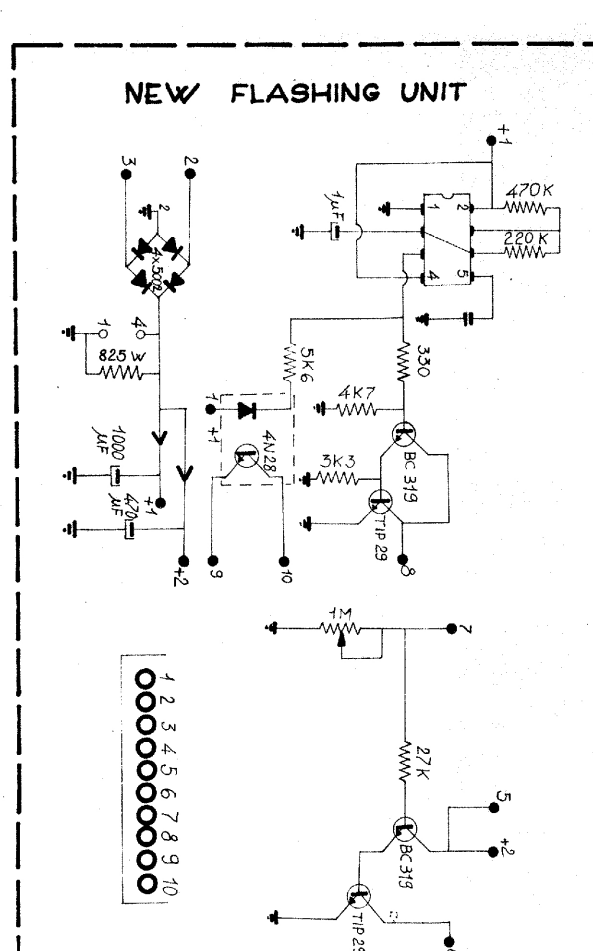
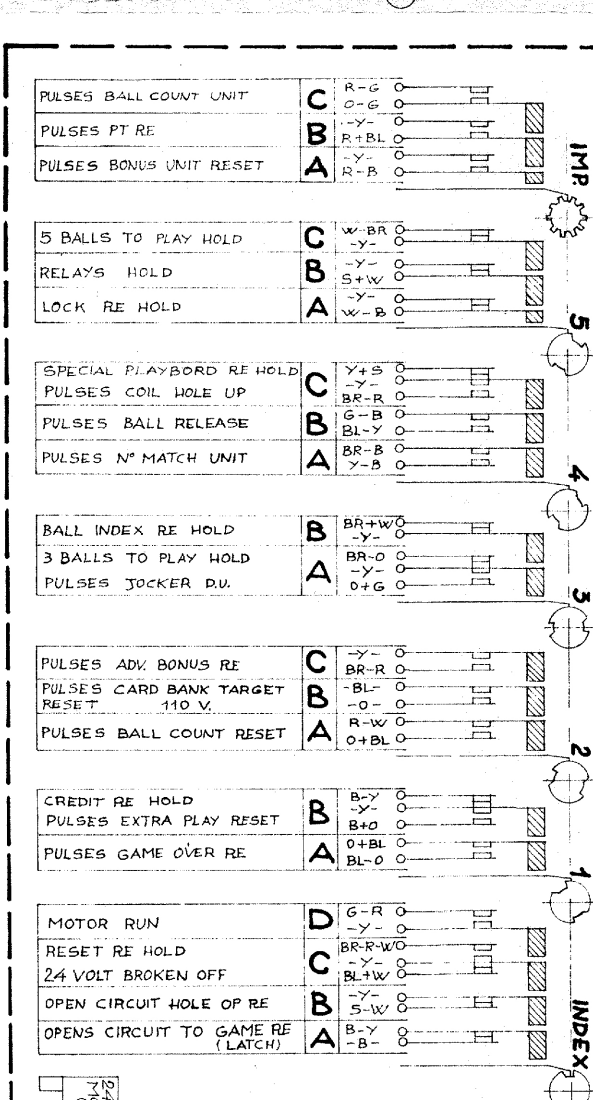
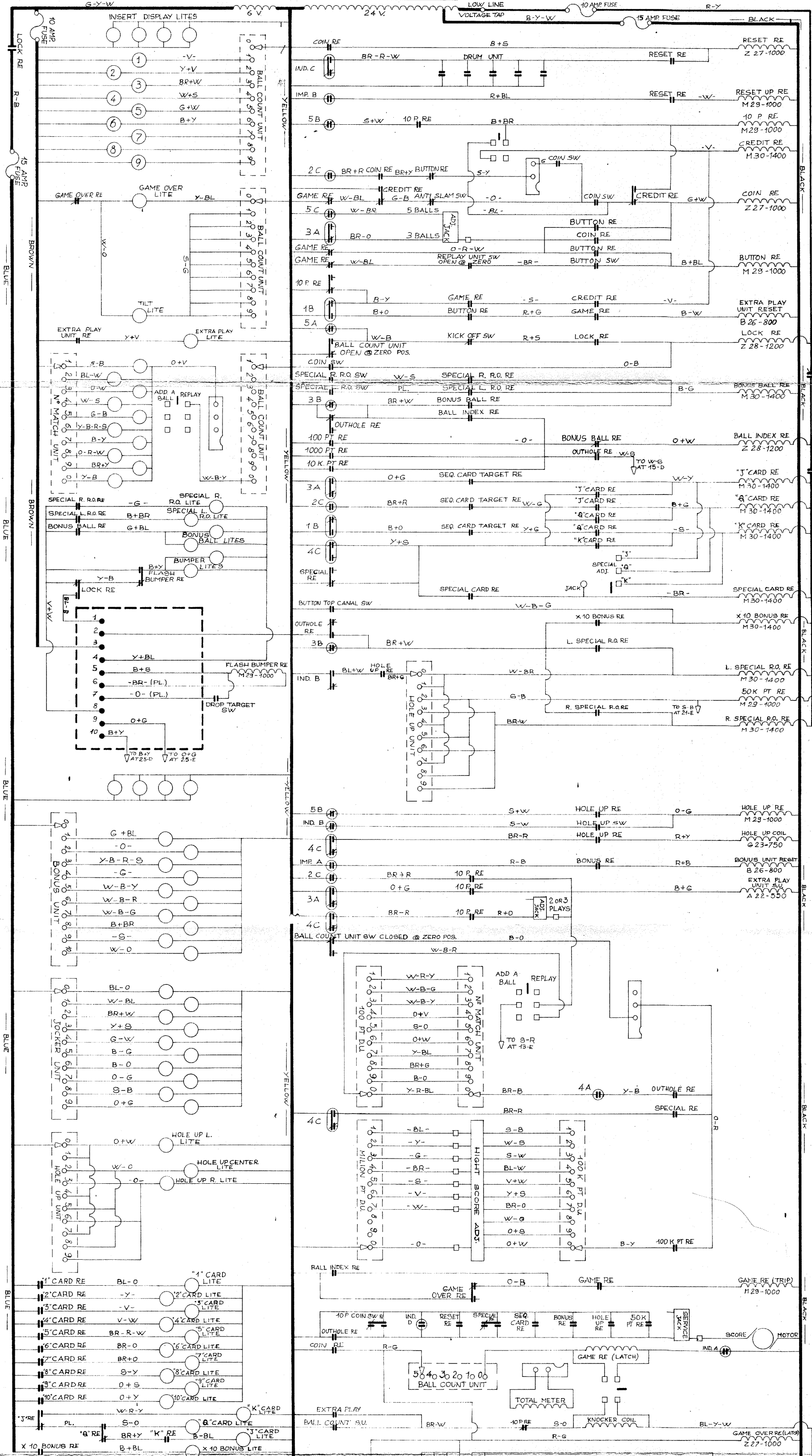




ABBREVIATIONS USED	WIRE COLOR CODE
ADJ. ADJUSTMENT	P. PENNIES
ADJ. ADDITIONAL	PL. PLASTIC
ADV. ADVANCE	POS. POSITION
R.O. ROLL OVER	PT. POINTS
D.U. DRUM UNIT	R. RIGHT
END. END OF STROKE	RE. RELAY
IND. INDEX	SEQ. SEQUENCE
L. LEFT	S.U. STEP UNIT
M. MILLION	SW. SWITCH
	K. 1000
	W. WHITE

EXAMPLE: BL+W = BLUE WITH A WHITE TRACER	
RL+W = BLUE AND WHITE. MOTTLED	
RELAY LOCATIONS	
ADV. BONUS RE	17 F
ADV. JOCKER RE	17 F
ADV. JOCKER DU.	17 F
ADV. HOLE UP	17 F
RAIL INDEX RE	5 F
RESET UP RE	2 F
SCORE CARD TARGETS RE	19 F
SEQ. CARD TARGETS RE	17 F
SPECIAL RE	16 F
SPECIAL CARD RE	6 F
SPECIAL R.O. RE	7 F
L. SPECIAL R.O. RE	7 F

RELAY LOCATIONS	COIL LOCATIONS
ADV. BONUS RE	ADV. BONUS S.U.
ADV. JOKER RE	ADV. JOKER S.U.
ADV. JOKER DU	ADV. JOKER S.U.
ADV. HOLE UP	ADV. HOLE S.U.
BALL INDEX RE	BALL INDEX S.U.
BANK SELECT	BANK SELECT S.U.
BONUS RE	BONUS S.U.
X-10 BONUS RE	X-10 BONUS S.U.
BUTTON RE	BUTTON S.U.
CARD RE (10)	CARD RE S.U.
CARD RE (2)	CARD RE S.U.
COIN RE	COIN S.U.
CREDIT RE	CREDIT S.U.
FLASH BUMPER RE	FLASH BUMPER S.U.
GAME RE (LATCH)	GAME RE S.U.
GAME RE (TRIP)	GAME RE S.U.
GAME OVER RE (LATCH)	GAME OVER S.U.
GAME OVER RE (TRIP)	GAME OVER S.U.
HOLE UP RE	HOLE UP S.U.
JOKER RE	JOKER S.U.
LOCK RE	LOCK S.U.
OUTHOLE RE	OUTHOLE S.U.
10 P RE	10 P S.U.
PT RE (4)	PT RE S.U.
50K PT RE	50K PT S.U.
RESET RE	RESET S.U.

