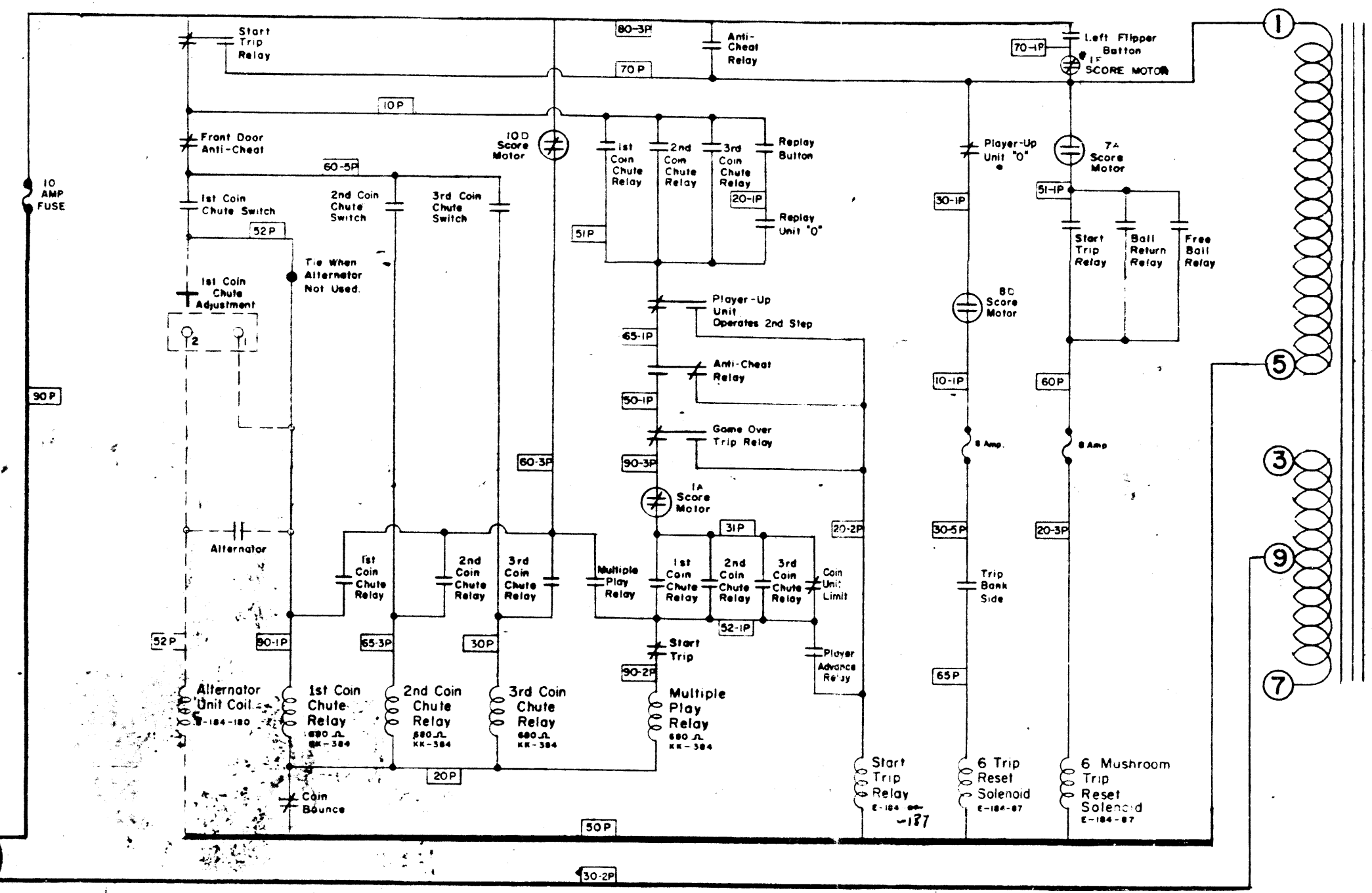
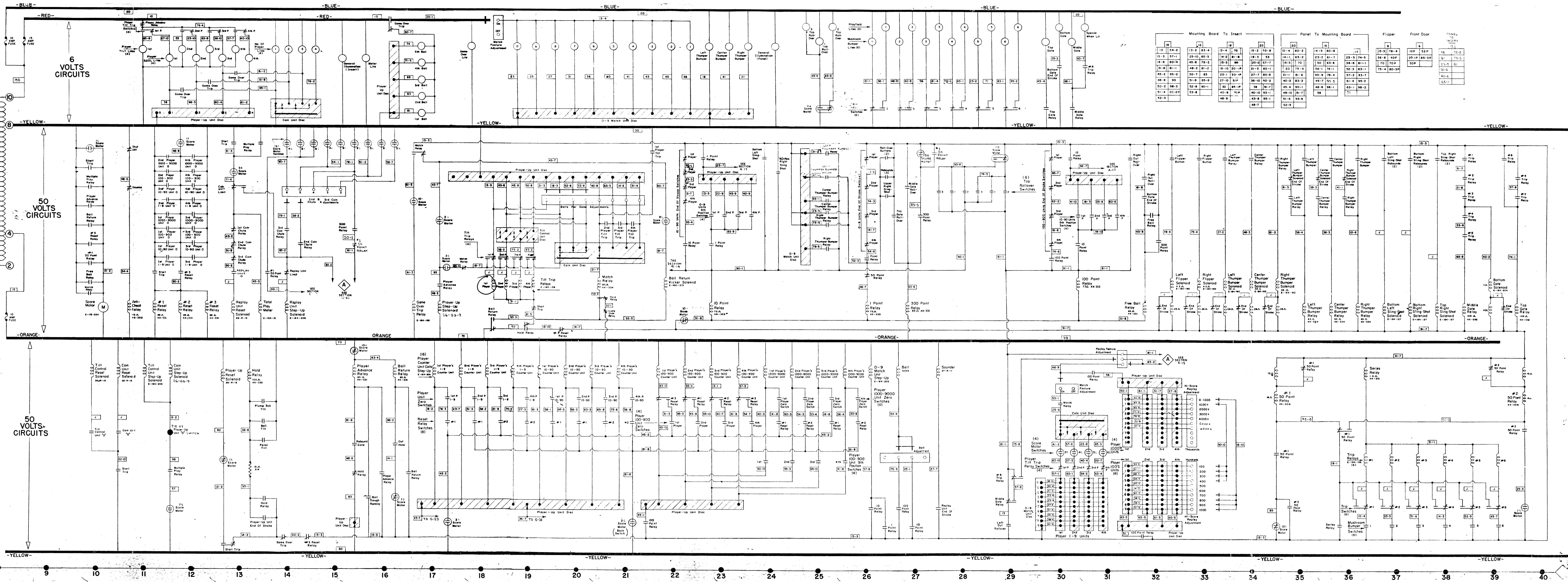


# CAMPUS QUEEN

#786 W-1042-21  
4 PLAYERS 3 or 5 BALL



| SWITCH SYMBOLS              | WIRE COLOR CODE                                                                                                            | SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES |
|-----------------------------|----------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------|
| Normally Open Switch        | 1 Red<br>2 Blue<br>3 Green<br>4 Yellow<br>5 White<br>6 Brown<br>7 Orange<br>8 Black<br>9 Gray<br>10 No Tracer<br>11 Jumper | Positions<br>0 1 2 3 4 5 6 7 0 1 2 3 4 5 6 7  |
| Normally Closed Switch      |                                                                                                                            |                                               |
| Make and Break Switch       |                                                                                                                            |                                               |
| Double Make Switch          |                                                                                                                            |                                               |
| Score Motor Operated Switch |                                                                                                                            |                                               |



| NAME OF COIL                  | LOCATION  |
|-------------------------------|-----------|
| Alternator Unit S.U. Sol.     | E 2       |
| Anti-Cheat Re.                | C 10      |
| Ball Return Kick-Off Sol.     | E 22      |
| Ball Return Re.               | C 16      |
| Ball Sol.                     | C 27      |
| Coin Chute Relay - 1st.       | E 3       |
| Coin Unit Reset Sol.          | C 10      |
| Coin Unit S.U. Sol.           | C 11      |
| Flipper Sol. Left & Right     | C 32 & 33 |
| Free Ball Re.                 | C 32      |
| Gate Over Trip Re.            | C 16      |
| Gate Relays - Top & Middle    | C 38 & 40 |
| Gate Sol. - Bottom            | C 39      |
| Holds Re.                     | C 13      |
| Match Re.                     | C 20      |
| Multiple Play Relay           | E 5       |
| Musroom Trip Bank             | E 6       |
| Reset Sol.                    | C 15      |
| Player Advance Re.            | C 13      |
| Player Up Unit Reset Sol.     | C 17      |
| Replay Unit S.U. Sol.         | C 13      |
| Replay Unit Reset Sol.        | C 14      |
| Score Counter Drum Units      | C 17 & 25 |
| All 4 Players                 | C 10      |
| Score Motor                   | C 26      |
| Series Re.                    | C 36      |
| Spring Shot Sol. Left & Right | C 37 & 38 |
| Right & Bottom & Top          | C 27      |
| Summer Sol.                   | E 6       |
| Start Trip Bank Reset Sol.    | E 5       |
| Start Trip Relay              | C 10      |
| Tilt Control Unit             | C 11      |
| Tilt Control Sol.             | C 11      |
| Tilt Trip Re. - 1st. 2nd.     | E 18 & 19 |
| 3rd & 4th Players             | E 35 & 36 |
| Thumper Dumper Re.            | E 33 & 34 |
| Thumper Bumper Sol.           | D 13      |
| Left, Center & Right          | D 13      |
| Left, Center & Right          | D 13      |
| Total Play Meter              | C 26      |
| 0-9 Match Unit S.U. Sol.      | C 26      |
| 1 Point Relay                 | C 36      |
| +1 - 50 Point Re.             | C 40      |
| +2 - 50 Point Re.             | C 40      |
| +1, +2, & +3 Reset Re.        | D 11 & 12 |
| 10 Point Re.                  | C 23      |
| 100 Point Re.                 | E 20      |
| 300 Point Re.                 | C 27      |