

Bally®

BATTING PRACTICE

OPERATING INSTRUCTIONS

AND PARTS CATALOG

Part Numbers are marked on illustrations
and a list of miscellaneous parts appears
on back cover.

**FOR QUICKEST SERVICE
STATE CORRECT PART NUMBER
WHEN ORDERING PARTS**

Code	
N.C. ___	Normally closed
N.O. ___	Normally open
M.B.B. ___	Make before break
S.P.D.T. ___	Single pole double throw

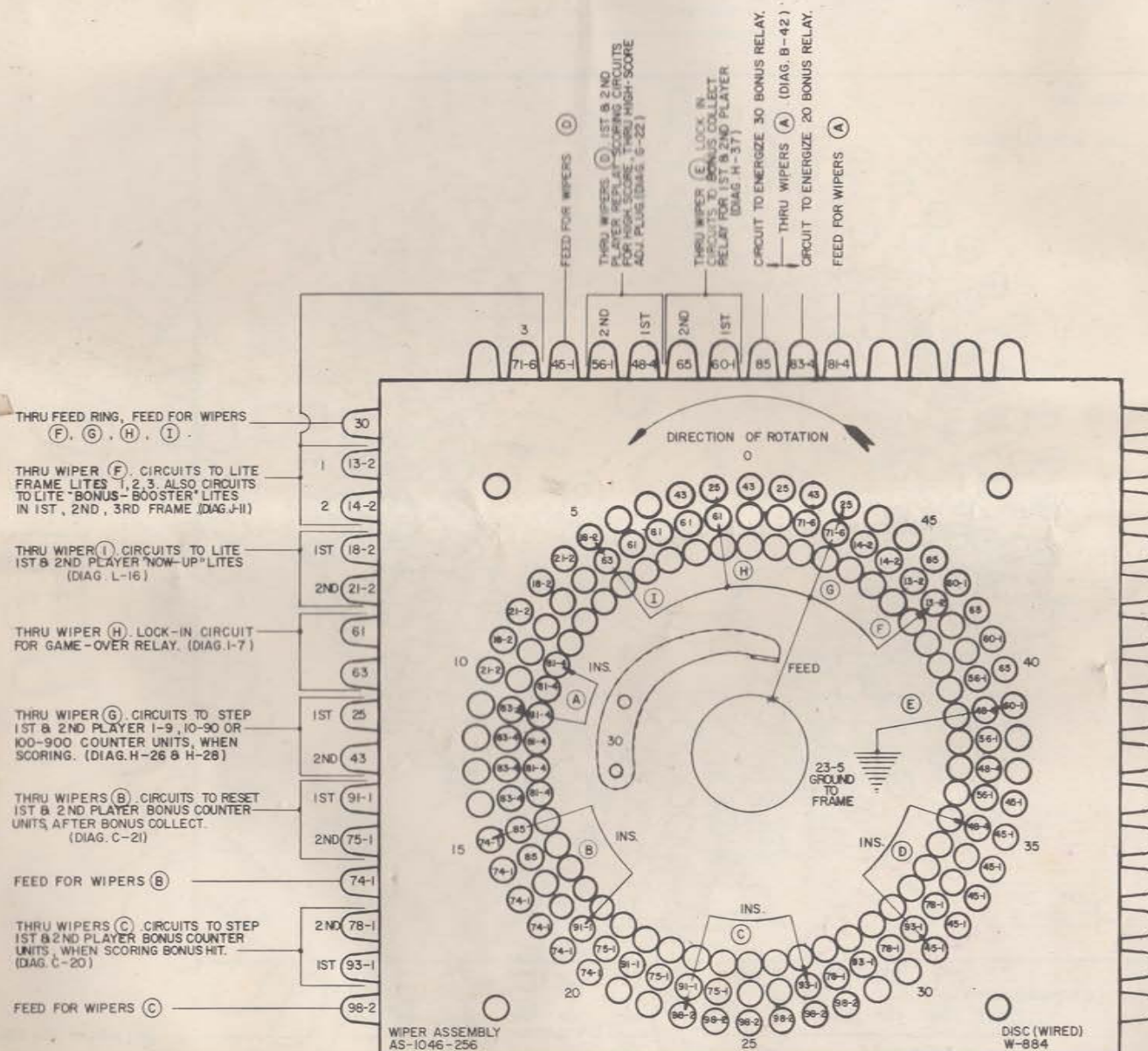
Home of Ballygames and Ballyrides





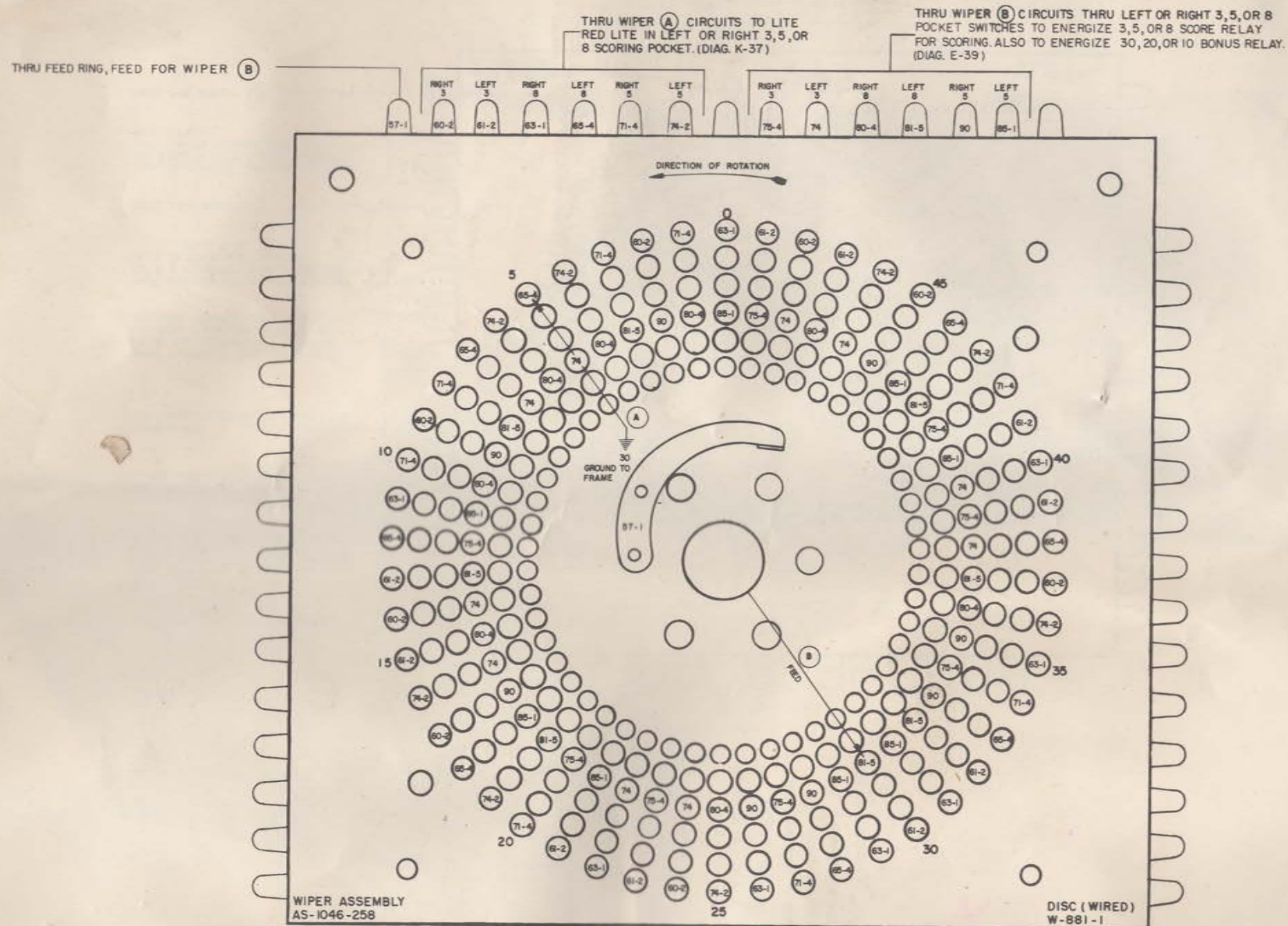
FRAME UNIT viewed from BUTTON or WIPER side

6 step unit. Wipers shown in zero or reset position



4 **RED LIGHT UNIT** viewed from **BUTTON** or **WIPER** side

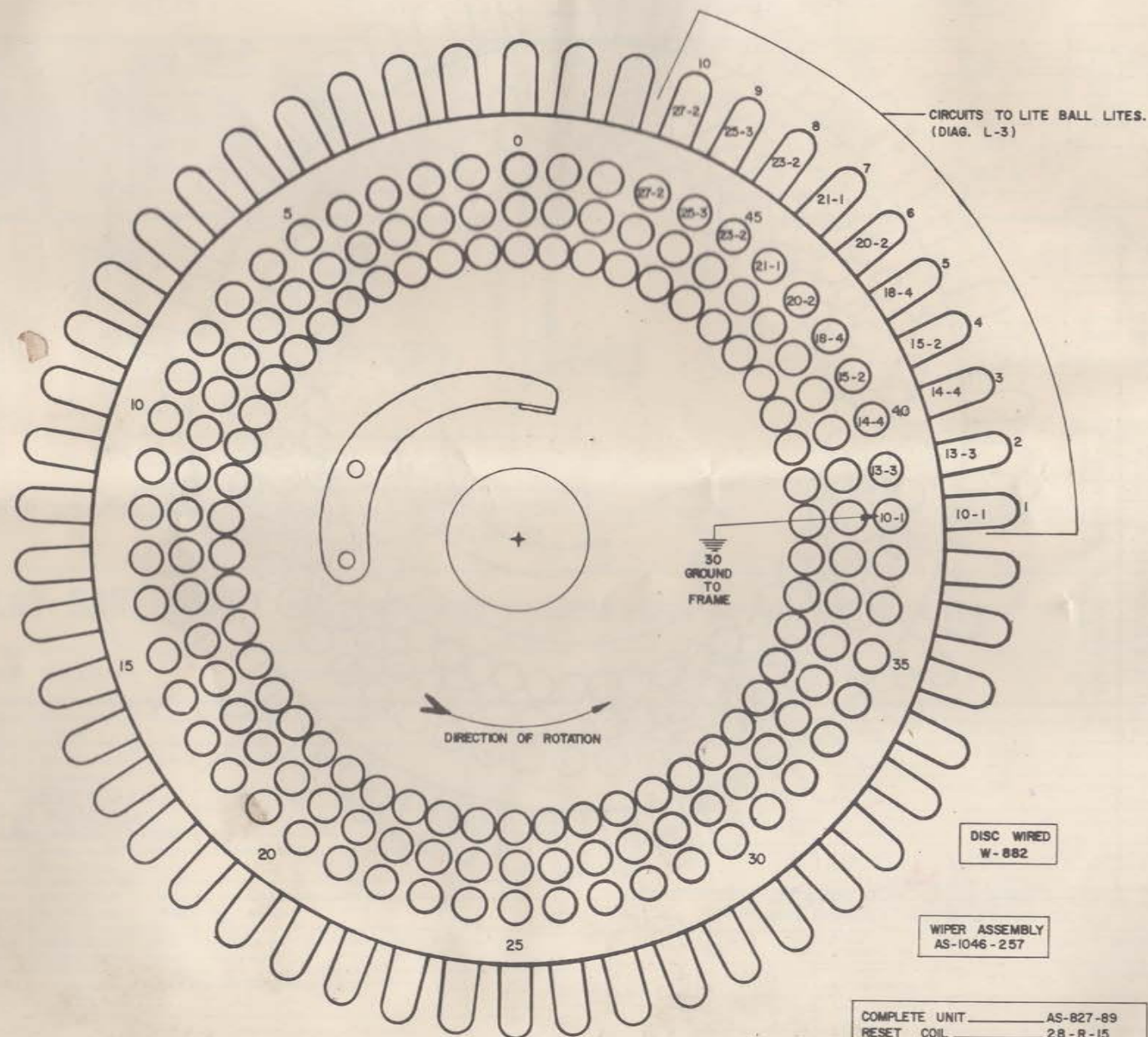
Continuous step unit. Wipers shown in zero or reset position



COMPLETE UNIT	AS-1358-9
STEP-UP COIL	E-184-125
STEP-UP PLUNGER	S-496-100
STEP-UP ARM	A-1765-4
RATCHET & SHAFT	C-1050

BALL COUNTER UNIT viewed from BUTTON or WIPER side

10 step unit. Wipers shown in zero or reset position

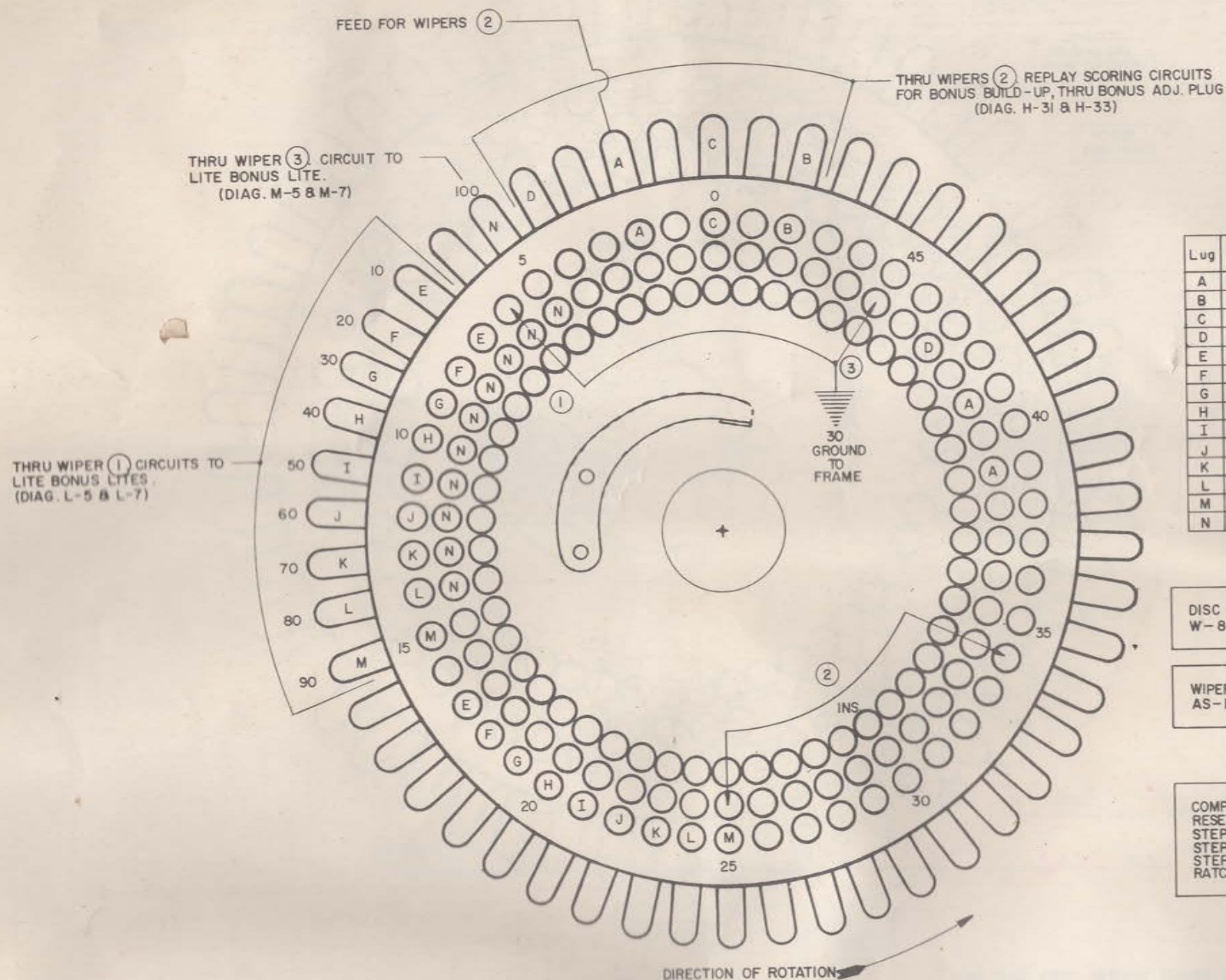


COMPLETE UNIT	AS-827-89
RESET COIL	28-R-15
STEP-UP COIL	25-GG-7
STEP-UP ARM	A-1765-4
STEP-UP PLUNGER	S-496-100
RATCHET & SHAFT	C-1050-10-45

1st AND 2nd PLAYER BONUS COUNTERS UNIT

viewed from BUTTON or WIPER side 19 step unit. Wipers shown in zero or reset position

(2 USED—SEE CODE BOX AT RIGHT)



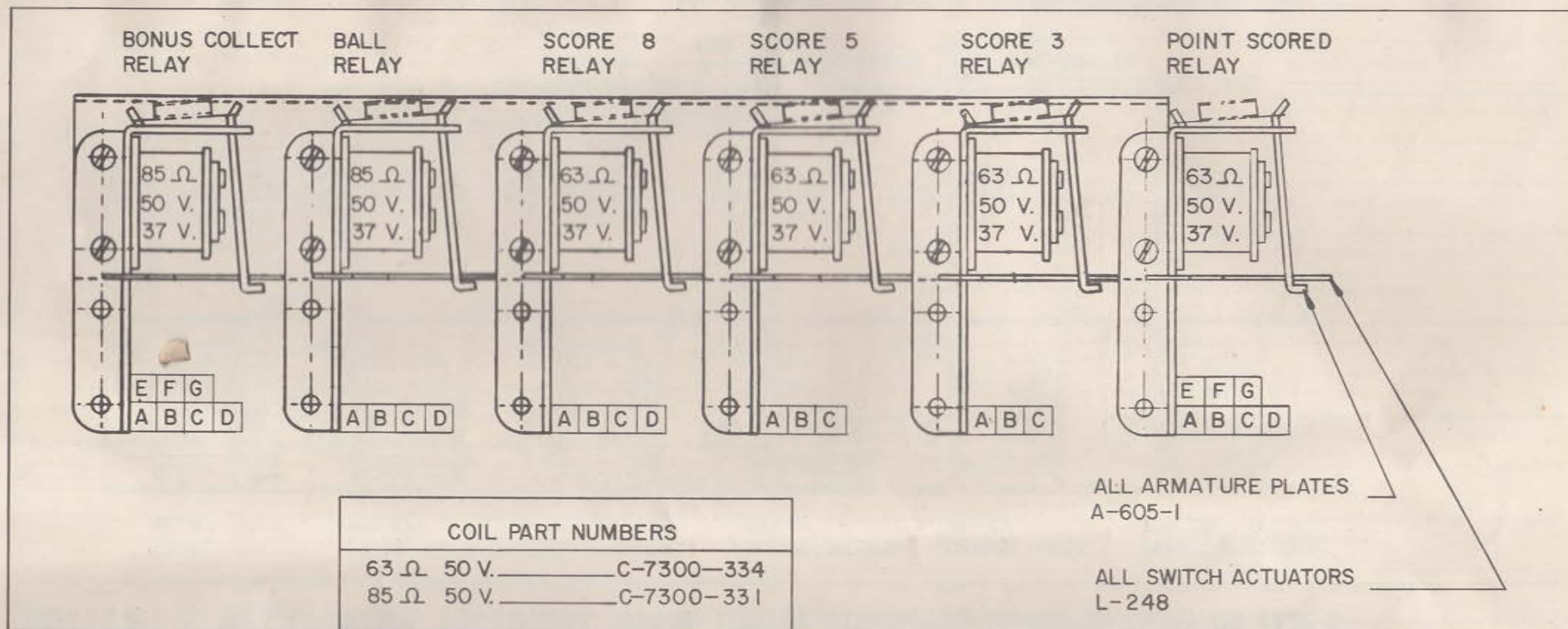
Lug	Wire no. 1st player	Wire no. 2nd player
A	75-2	75-2
B	31-6	21-7
C	36	23-6
D	38	25-7
E	10-2	27-5
F	13-4	31-1
G	14-5	36-2
H	15-3	38-2
I	18-5	40-3
J	20-3	41-3
K	21-6	43-3
L	23-3	45-3
M	25-4	48-3
N	27-3	50-2

DISC (WIRED)
W-883

WIPER ASSEMBLY
AS-1046-255

COMPLETE UNIT.....AS-827-90
RESET COIL.....28-R-15
STEP-UP COIL.....25-GG-7
STEP-UP ARM.....A-1765-9
STEP-UP PLUNGER.....S-496-100
RATCHET & SHAFT.....C-1050-19

(TOP) 6 RELAY BANK PICTORIAL VIEW LETTERS CORRESPOND TO SWITCH CHART BELOW



(TOP) 6 RELAY BANK CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ABOVE

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
BONUS COLLECT RELAY COIL	A-37	51-3 70	White-Red Orange	Energized by bonus collect pocket switch.
A	N.O.	6-36 23-5 51-3	Blue-Yellow White-Red	Lock-in circuit for this relay.
B	N.O.	C-31 31-5 41-4	Yellow-Red Green-Red	Completes a circuit to energize point scored relay.
C	N.O.	F-21 45-1 98-3	Green-White Gray-Black	Completes circuit to reset 1st and 2nd player bonus units.
D	N.O.	F-42 27-4 56-6	Blue-Orange White-Brown	Completes a circuit thru score motor cam switch #3C to energize ball relay.
E	N.C.	F-44 48-2 63-3	Green-Black Brown-Yellow	Opens circuit to ball unit step-up coil, and red lite unit step-up coil.
F	N.C.	F-45 36-4 93	Yellow-Brown Gray-Yellow	Opens circuit to pitcher motor.
G	N.O.	E-16 10-3 30	Red Yellow	Completes a circuit to run score motor.

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
BALL RELAY COIL	A-43	65-3 70	Brown-White Orange	Energized by score motor cam switch #6C. Also by score motor cam switch #3C, when bonus collect relay is energized.
A	N.C.	G-45 91-2 93	Gray-Red Gray-Yellow	Opens circuit to pitcher motor.
B	N.O.	H-16 10-3 30	Red Yellow	Completes a circuit to run score motor.
C	N.O.	C-43 65-3 74-5	Brown-White Orange-Green	Lock-in circuit for this relay.
D	N.O.	G-44 13-6 21-3	Red-Yellow Blue-Red	Completes circuit to step ball unit thru score motor pulse switch #5C. Also to step red lite unit thru score motor pulse switch #6B.
SCORE 8 RELAY COIL	A-40	27-1 70	Blue-Orange Orange	Energized by left or right 8 pocket switch.
A	N.O.	C-16 10-3 30	Red Yellow	Completes a circuit to run score motor.
B	N.O.	C-40 15-1 27-1	Red-White Blue-Orange	Lock-in circuit for this relay.
C	N.O.	C-32 78-3 80-1	Orange-Black Black	In series to energize point scored relay.
D	N.O.	B-32 41-4 78-3	Green-Red Orange-Black	In series to energize point scored relay.

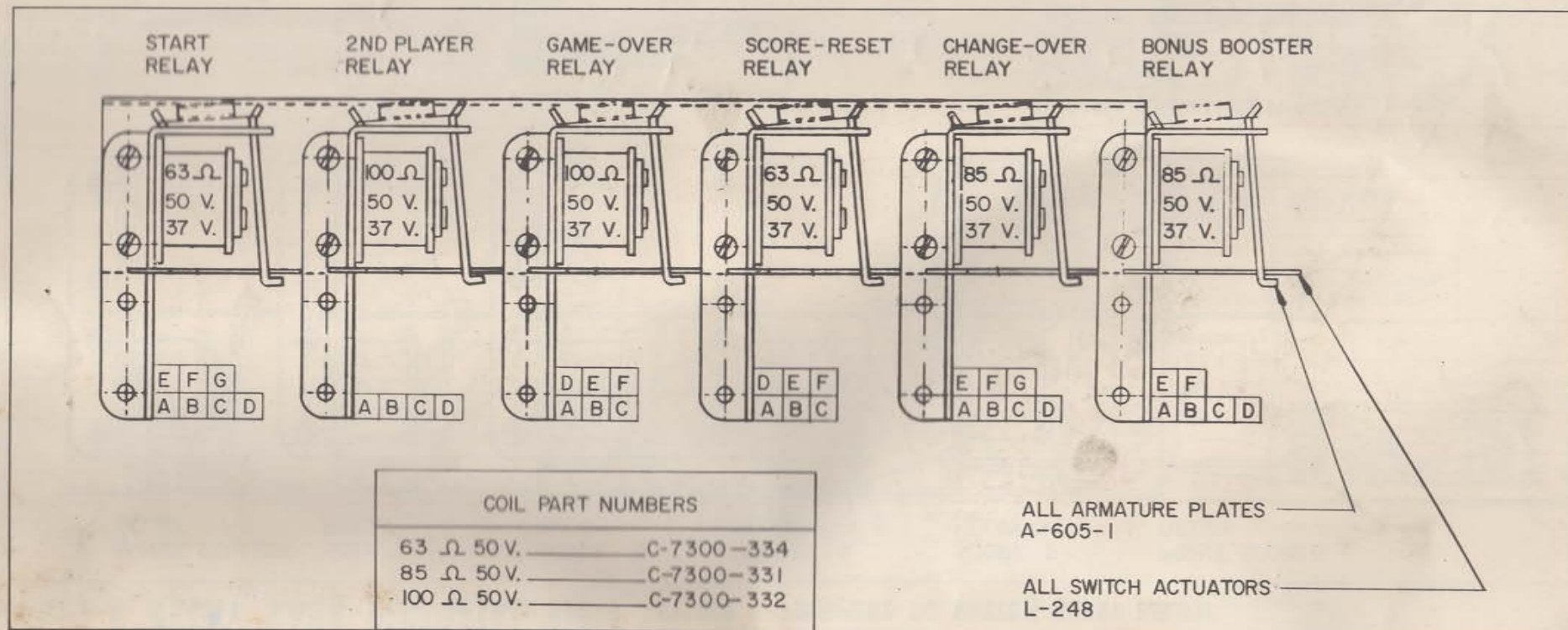
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(TOP) 6 RELAY BANK CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ON PAGE 7

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
SCORE 5 RELAY COIL	A-39	18-1 70	Red-Black Orange	Energized by left or right 5 pocket switch.
A N.O.	B-16	10-3 30	Red Yellow	Completes a circuit to run score motor.
B N.O.	C-39	15-1 18-1	Red-White Red-Black	Lock-in circuit for this relay.
C N.O.	C-32	41-4 78-3	Green-Red Orange-Black	In series to energize point scored relay.
SCORE 3 RELAY COIL	A-37	14-1 70	Red-Green Orange	Energized by left or right 3 pocket switch.
A N.O.	B-16	10-3 30	Red Yellow	Completes a circuit to run score motor.
B N.O.	C-37	14-1 15-1	Red-Green Red-White	Lock-in circuit for this relay.
C N.O.	B-31	41-4 80-1	Green-Red Black	In series to energize point scored relay.

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
POINT SCORED RELAY COIL	A-31	41-4 70	Green-Red Orange	Energized when scoring 3, 5 or 8. Also when bonus collect relay is energized.
A N.O.	F-25	23-1 25	Blue-Yellow Blue-White	Circuit to step 1st player 1-9 counter.
B N.O.	F-26	25 27	Blue-White Blue-Orange	Circuit to step 1st player 10-90 counter at 9th position of 1st player 1-9 counter.
C N.O.	F-28	38-3 43	Yellow-Black Green-Yellow	Circuit to step 2nd player 1-9 counter.
D N.O.	F-29	21-4 43	Blue-Red Green-Yellow	Circuit to step 2nd player 10-90 counter at 9th position of 2nd player 1-9 counter.
E N.O.	D-27	14-3 20-1	Red-Green Blue	Circuit to step 1st player 100-900 counter at 9th position of 1st player 10-90 counter.
F N.O.	D-30	40-1 45-2	Green Green-White	Circuit to step 2nd player 100-900 counter at 9th position of 2nd player 10-90 counter.
G N.O.	B-22	75 78-5	Orange-White Orange-Black	Replay scoring circuit.

(BOTTOM) 6 RELAY BANK PICTORIAL VIEW LETTERS CORRESPOND TO SWITCH CHART ON PAGE 9

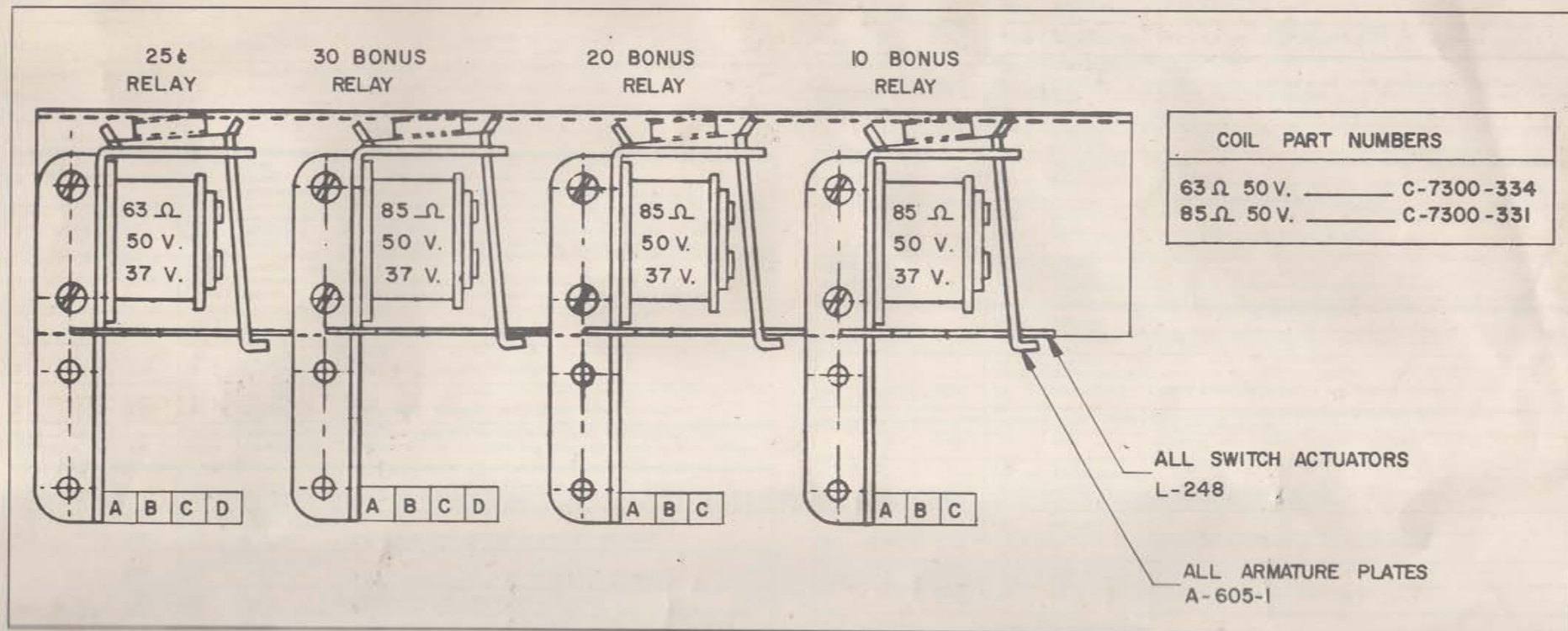


(BOTTOM) 6 RELAY BANK CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ON PAGE 8

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
START RELAY COIL	A-13	57 70	White-Orange Orange	Energized by 10¢ coin switch, or by replay button switch (using replays) when starting new game.
A N.C.	H-10	38-6 43-2	Yellow-Black Green-Yellow	Drops out bonus booster relay.
B N.O.	G-12	50-1 57	White White-Orange	Lock-in circuit for this relay. Also completes circuit to energize replay unit escapement coil, and reset frame unit.
C N.O.	I-17	10-3 30	Red Yellow	Completes a circuit to run score motor.
D N.O.	E-17	52 30	White-Blue Yellow	Completes circuit to energize change-over relay, and reset ball counter unit.
E S.P.D.T.	H-8	75-2 30 60	Orange-White Yellow Brown	Opens circuit to 25¢ relay, and frame unit step-up circuit, and completes circuit to energize game-over relay.
F S.P.D.T.	D-14	83-2 30 71-3	Black-Yellow Yellow Orange-Red	Energizes 2nd player relay, and completes lock-in circuit for it when this relay drops out.
G S.P.D.T.	H-20	45-1 43-2 81-1	Green-White Green-Yellow Black-Red	Opens circuits for replay scoring, and bonus scoring and completes circuit to reset bonus counter units.
2nd PLAYER RELAY COIL	A-14	14 70	Red-Green Orange	Energized when 2nd coin or replay is played starting new game. This relay completes circuits for a 2 player game.
A S.P.D.T.	C-7	81 78 80	Black-Red Orange-Black Black	Opens circuit to step frame unit thru score motor cam switch #7A, and completes circuit to step frame unit thru score motor cam switch #6B.
B N.O.	B-14	14 83-2	Red-Green Black-Yellow	Lock-in circuit for this relay.
C N.O.	B-8	61 03	Brown-Red Brown-Yellow	Safety for game-over relay lock-in circuit.
D N.O.	K-2	56-2 30	White-Brown Yellow	Lites 2nd player lite.
GAME-OVER RELAY COIL	A-6	65-2 70	Brown-White Orange	Energized when starting new game. Switches on this relay complete circuits to end game, when relay drops out.
A N.O.	I-19	43-2 30	Green-Yellow Yellow	Opens bonus scoring, and replay scoring circuits.
B N.O.	I-39	21-3 30	Blue-Red Yellow	Opens game playing circuits.
C N.O.	N-10	51 57-4	White-Red White-Orange	Opens 7 volt lite circuit.
D S.P.D.T.	F-14	10-3 53 74-3	Red White-Yellow Orange-Green	Opens lock-in circuit for 2nd player relay, and runs score motor if game is tilted in 1st frame.
E S.P.D.T.	G-6	80 61 52-3	Black Brown-Red White-Blue	Opens lock-in circuit for this relay, and completes a circuit to step frame unit if game is tilted in 1st frame.
F S.P.D.T.	N-9	56-4 40 20	White-Brown Green Blue	Opens 6 volt lite circuit, and lites game-over lite.

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
SCORE RESET RELAY COIL	A-12	53-1 30	White-Yellow Yellow	Energized by score motor cam switch #10A, when starting new game.
A N.O.	E-25	25-2 30	Blue-White Yellow	Resets 1st player 1-9 counter to zero.
B N.O.	E-26	18-3 30	Red-Black Yellow	Resets 1st player 10-90 counter to zero.
C N.O.	E-27	10 30	Red Yellow	Resets 1st player 100-900 counter to zero.
D N.O.	E-28	31-2 30	Yellow-Red Yellow	Resets 2nd player 1-9 counter to zero.
E N.O.	E-30	48-1 30	Green-Black Yellow	Resets 2nd player 100-900 counter to zero.
F N.O.	E-29	43-1 30	Green-Yellow Yellow	Resets 2nd player 10-90 counter to zero.
CHANGE-OVER RELAY COIL	A-18	52 70	White-Blue Orange	Energized when starting new game. Also energized during game by closed after 10th ball switch.
A N.C.	H-43	21-3 27-4	Blue-Red Blue-Orange	Opens circuit to ball relay.
B N.O.	F-18	52 54	White-Blue White-Green	Lock-in circuit for this relay.
C N.O.	H-16	10-3 30	Red Yellow	Completes a circuit to run score motor.
D N.O.	D-7	25-6 78	Blue-White Orange-Black	Completes circuit to step frame unit during game.
E N.C.	N-15	20 50	Blue White	Opens 6 volt circuit to bonus collect when lit, and now-up lites.
F N.C.	N-15	51 83-3	White-Red Black-Yellow	Opens 7 volt circuit to red pocket lites.
G N.C.	G-45	31-4 91-2	Yellow-Red Gray-Red	Opens circuit to pitcher motor.
BONUS BOOSTER RELAY COIL	A-9	51-1 70	White-Red Orange	Energized by panel bonus booster switches (2).
A N.C.	L-10	63-2 30	Brown-Yellow Yellow	Opens circuit to 10 bonus lite.
B N.O.	L-11	13-2 45	Red-Yellow Green-White	Completes circuit to lite 20 bonus booster lite in 1st frame.
C N.O.	L-12	14-2 23-4	Red-Green Blue-Yellow	Completes circuit to lite 20 bonus booster lite in 2nd frame.
D N.O.	L-13	41 71-6	Green-Red Orange-Red	Completes circuit to lite 30 bonus booster lite in 3rd frame.
E S.P.D.T.	B-42	57-2 61-1 81-4	White-Orange Brown-Red Black-Red	Opens circuit to 10 bonus relay, and completes circuit thru frame unit disc to energize 20 bonus relay or 30 bonus relay.
F N.O.	D-10	51-1 38-1	White-Red Yellow-Black	Lock-in circuit for this relay.

4 RELAY BANK PICTORIAL VIEW LETTERS CORRESPOND TO SWITCH CHART BELOW

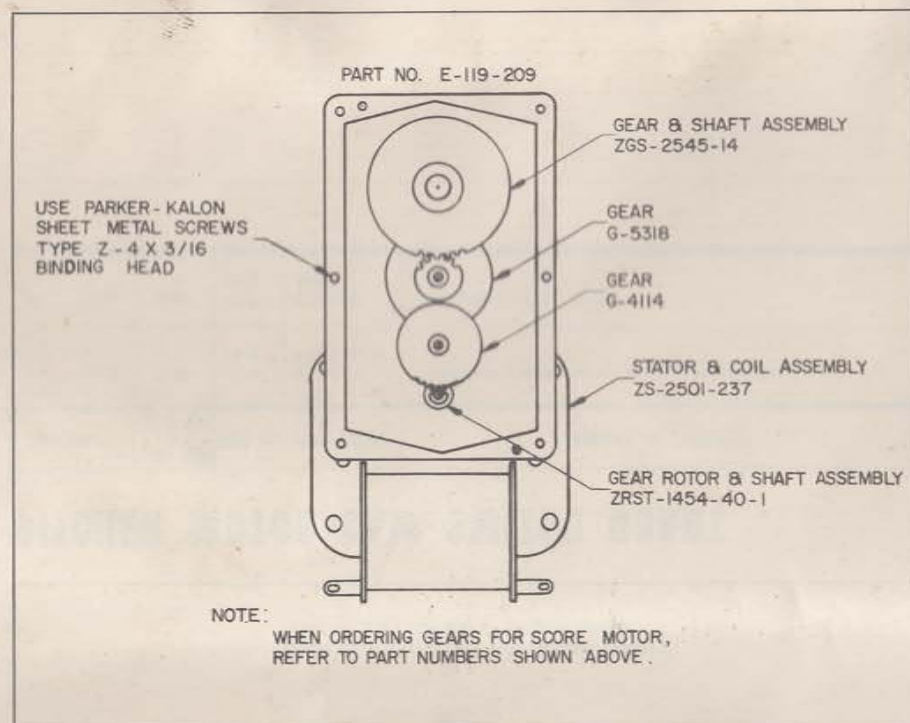


4 RELAY BANK CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ABOVE

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
25¢ RELAY COIL	A-9	80-3 70	Black Orange	(This relay used only on 10¢ - 3 for 25¢ game). Energized by 25¢ coin switch.
A N.C.	G-44	13-6 48-2	Red-Yellow Green-Black	Opens circuit to ball unit step-up coil, and red lite unit step-up coil.
B N.O.	G-16	10-3 30	Red Yellow	Completes a circuit to run score motor.
C N.O.	B-9	80-3 98	Black Gray-Black	Lock-in circuit for this relay.
D N.O.	C-24	21 90-2	Blue-Red Gray	Completes circuit to step replay counter.
30 BONUS RELAY COIL	A-42	85 70	Black-White Orange	Energized thru red lite disc, and frame disc, when circuit complete thru other factors.
A N.O.	D-16	10-3 30	Red Yellow	Completes a circuit to run score motor.
B N.O.	F-20	35-5 45-1	Blue-White Green-White	In series to step 1st or 2nd player bonus unit.
C N.O.	E-20	25-5 60-3	Blue-White Brown	In series to step 1st or 2nd player bonus unit.
D N.O.	H-42	21-3 57-1	Blue-Red White-Orange	Lock-in circuit for this relay.

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
20 BONUS RELAY COIL	A-42	83-4 70	Black-Yellow Orange	Energized thru red lite disc, and frame disc, when circuit complete thru other factors.
A N.O.	D-16	10-3 30	Red Yellow	Completes a circuit to run score motor.
B N.O.	G-20	25-5 45-1	Blue-White Green-White	In series to step 1st or 2nd player bonus unit.
C N.O.	H-42	21-3 57-1	Blue-Red White-Orange	Lock-in circuit for this relay.
10 BONUS RELAY COIL	A-42	57-2 70	White-Orange Orange	Energized thru red lite disc, when circuit is complete thru other factors.
A N.O.	F-16	10-3 30	Red Yellow	Completes a circuit to run score motor.
B N.O.	F-20	45-1 60-3	Green-White Brown	In series to step 1st or 2nd player bonus unit.
C N.O.	H-41	21-3 57-1	Blue-Red White-Orange	Lock-in circuit for this relay.

SCORE MOTOR



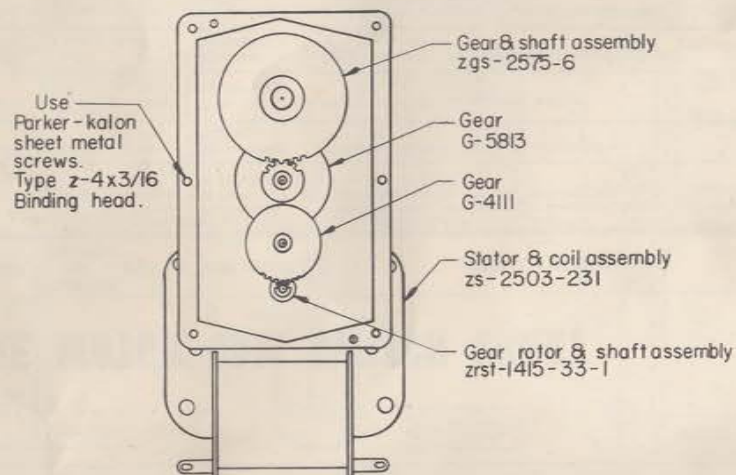
SCORE MOTOR CAM SWITCH CHART

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A S.P.D.T.	H-18	81-2 30 54	Black-Red Yellow White-Green	Opens circuit to 25¢ coin lock-out coil, and completes lock-in circuit for change-over relay.
1B N.O.	K-14	56-3 30	White-Brown Yellow	Flashes time-out lite on playfield.
1C N.C.	H-45	21-3 31-4	Blue-Red Yellow-Red	Opens circuit to pitcher motor.
1D N.C.	G-39	21-3 41-1	Blue-Red Green-Red	Opens circuit for energizing bonus relays.
1XA N.C.	I-12	53-3 30	White-Yellow Yellow	Circuit to energize start relay thru 10¢ coin switch or replay button switch.
1XB N.O.	H-5	61 30	Brown-Red Yellow	Safety lock-in circuit for game-over relay.
1XC N.C.	B-14	14 71-3	Red-Green Orange-Red	Circuit to energize 2nd player relay on 2nd coin or replay, when starting new game.
1XD N.O.	C-17	10-3 30	Red Yellow	Completes score motor carry-over circuit.

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
2A N.C.	H-12	50-1 30	White Yellow	Opens start relay lock-in circuit.
2B N.C.	G-36	15-1 30	Red-White Yellow	Opens score relays (3, 5 or 8) lock-in circuit.
2C N.C.	D-42	57-1 61-1	White-Orange Brown-Red	Opens bonus relays (10, 20 or 30) lock-in circuit.
2D N.C.	D-9	75-2 98	Orange-White Gray-Black	Opens 25¢ relay lock-in circuit.
3A N.O.	E-20	81-1 91-1	Black-Red Gray-Red	Pulses 1st player bonus unit reset coil, when starting new game. (Part of total reset circuit).
3B N.O.	B-21	75-1 91-1	Orange-White Gray-Red	Pulses 2nd player bonus unit reset coil, when starting new game. (Part of total reset circuit).
3C N.O.	D-42	56-6 65-3	White-Brown Brown-White	Completes a circuit to energize ball relay, when bonus collect relay is energized.
4A N.O.	B-20	78-1 93-1	Orange-Black Gray-Yellow	Pulses 2nd player bonus unit step-up coil, when starting new game. (Part of total reset circuit).
4B N.O.	C-19	81-1 93-1	Black-Red Gray-Yellow	Pulses 1st player bonus unit step-up coil, when starting new game. (Part of total reset circuit).
4C N.C.	G-43	21-3 74-5	Blue-Red Orange-Green	Opens ball relay lock-in circuit.
5A N.O.	C-12	57 71	White-Orange Orange-Red	Resets frame unit when, starting new game (with coin or free play). Also pulses replay unit escapement coil, when starting new game with replay.
5B N.O.	E-21	74-1 98-3	Orange-Green Gray-Black	Resets 1st or 2nd player bonus unit, when bonus collect relay is energized.
5C N.O.	C-44	56-5 63-3	White-Brown Brown-Yellow	Completes circuit to step ball unit.
6A N.O.	B-36	43-5 51-3	Green-Yellow White-Red	Completes circuit to energize chime coil, when bonus collect relay is energized.
6B N.O.	B-44	38-7 63-3	Yellow-Black Brown-Yellow	Completes circuit to step red lite unit.
6C N.O.	E-43	65-3 27-4	Brown-White Blue-Orange	Completes a circuit to energize ball relay.
6D N.O.	B-7	80 83	Black Black-Yellow	Completes circuit to step frame unit during 2 player game. Also if game-over relay drops out in 1st frame.
7A N.O.	C-7	81 83	Black-Red Black-Yellow	Completes circuit to step frame unit during 1 player game.
7B N.O.	D-20	25-5 98-2	Blue-White Gray-Black	Completes a circuit to step 1st or 2nd player bonus counter unit, when 20 bonus relay or 30 bonus relay is energized.
8A N.O.	E-20	60-3 98-2	Brown Gray-Black	Completes a circuit to step 1st or 2nd player bonus counter unit, when 10 bonus relay or 30 bonus relay is energized.
8B N.O.	C-18	52 65-1	White-Blue Brown-White	Completes circuit to reset ball counter unit.
8C N.C.	H-18	31 30	Yellow-Red Yellow	Circuit to energize change-over relay at 10th step of ball unit.
9A N.O.	H-36	23-5 30	Blue-Yellow Yellow	Bonus collect relay lock-in circuit.
10A N.O.	D-12	53-1 57	White-Yellow White-Orange	Completes circuit to energize score reset relay.
10B N.O.	D-31	31-5 75-2	Yellow-Red Orange-White	Completes a circuit to energize point scored relay, when bonus collect relay is energized.
11A N.O.	D-32	75-2 78-3	Orange-White Orange-Black	Completes a circuit to energize point scored relay, when score 5 or score 8 relay is energized.
12A N.O.	D-31	75-2 80-1	Orange-White Black	Completes a circuit to energize point scored relay, when score 3 relay or score 8 relay is energized.
12B N.O.	H-24	21 30	Blue-Red Yellow	Completes circuit to step replay unit, when 25¢ relay is energized.

PITCHER MOTOR

(Part no. E-119-211)



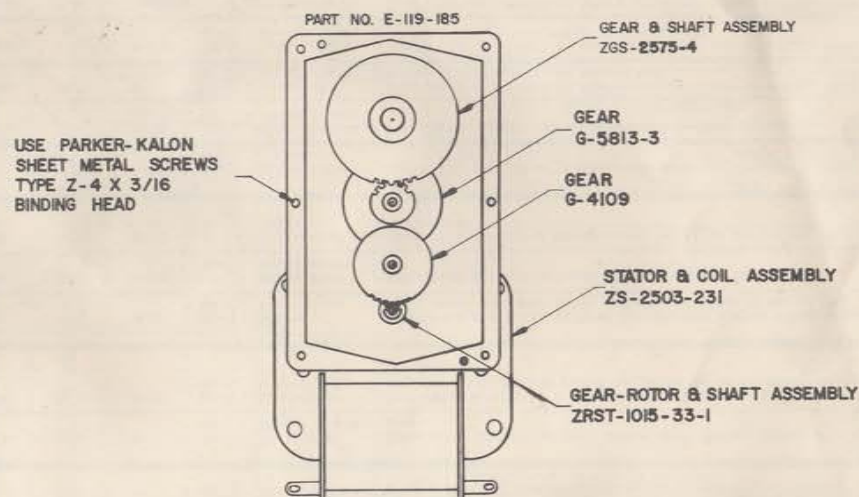
Note:

When ordering gears for pitcher motor, refer to part numbers shown above.

PITCHER MOTOR CAM SWITCH CHART

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A	N.O.	H-45 21-3 65-5	Blue-Red Brown-White	Completes pitcher motor carry-over circuit.
1B	N.O.	H-46 21-3 40-2	Blue-Red Green	Energizes pitcher relay.

BATTER MOTOR



NOTE:

WHEN ORDERING GEARS FOR BATTER MOTOR REFER TO PART NUMBERS SHOWN ABOVE

BATTER MOTOR CAM SWITCH CHART

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A	N.C.	B-45 36-1 65-5	Yellow-Brown Brown-White	Opens circuit to pitcher motor.
1B	N.O.	K-14 56-3 30	White-Brown Yellow	Lites time-out lite on playfield.
1C	S.P.D.T.	G-47 75-5 21-3 74-4	Orange-White Blue-Red Orange-Green	Opens circuit to batter latch coil, and completes batter motor carry-over circuit.

MISCELLANEOUS RELAYS SWITCH CHART

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
PITCHER RELAY COIL	A-46	40-2 70	Green Orange	Energized by pitcher motor cam switch #1B.
A	N.C.	C-45 36-1 91	Yellow-Brown Gray-Red	Breaks circuit to pitcher motor.
B	N.O.	G-46 31-4 40-2	Yellow-Red Green	Lock-in circuit for this relay.

NOTES

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MISCELLANEOUS PARTS

BACK CABINET ASSEMBLY:

PART NO.	NAME OF PART
G-295-1	Back glass
M-281-24	Lock and keys (2) keyed alike
P-758-17	Lock cam
E-122-67	Transformer

FRONT CABINET ASSEMBLY:

M-168-36	Ball
P-1900-42	Coin box 10¢
P-1900-43	Coin box 10-25¢
E-130-10	Counter
CA-989-1	Front moulding
P-4052-1	Leg
M-163-4	Leg adjuster
M-106-1	Leg bolt
G-296	Top glass

FRONT DOOR ASSEMBLY:

A-1538-3	Armature plate for AS-277-43
A-1729-4	Push button F.P.
A-252-9	Coin drop 10¢
A-252-10	Coin drop 25¢
P-3391	Coin drop cover 10¢
P-3391-1	Coin drop cover 25¢
E-101-58	Coin lock-out magnet
A-1363-12	Coin slide and coin return cup
SW-100-38	Coin switch 10-25¢
AS-1698-3	Coin switch assembly 10-25¢
AS-277-43	Coin switch & rejector mount assembly 10-25¢
P-2768-9	Cup for A-1729-4 button
AS-1961-1	Front door complete 10¢ Regular
AS-1961	Front door complete 10-25¢ F.P.
CA-567-87	Front door only 10¢ Regular
CA-567-86	Front door only 10-25¢
P-2768-4	Guard for A-1729-4 button
A-254-56	Hinge
M-281-22	Lock and keys
AS-1699-2	Rotor assembly for AS-277-43
M-280-16	Slug rejector 10¢
M-280-20	Slug rejector 25¢

PLAYFIELD ASSEMBLY:

S-1655-1	Bat
A-800-82	Cam assembly for Pitcher assembly
A-800-80	Cam assembly for Bat assembly
P-4369-2	Flap over pitcher assembly
A-1447-17	Idler leaf for Bat assembly
E-119-211	Motor—Pitcher assembly
E-119-185	Motor—Bat assembly
M-964-1	Window

Bally pin game lubricant now available in one half-pint
(8 Oz.) containers with plastic spout and screw cap.