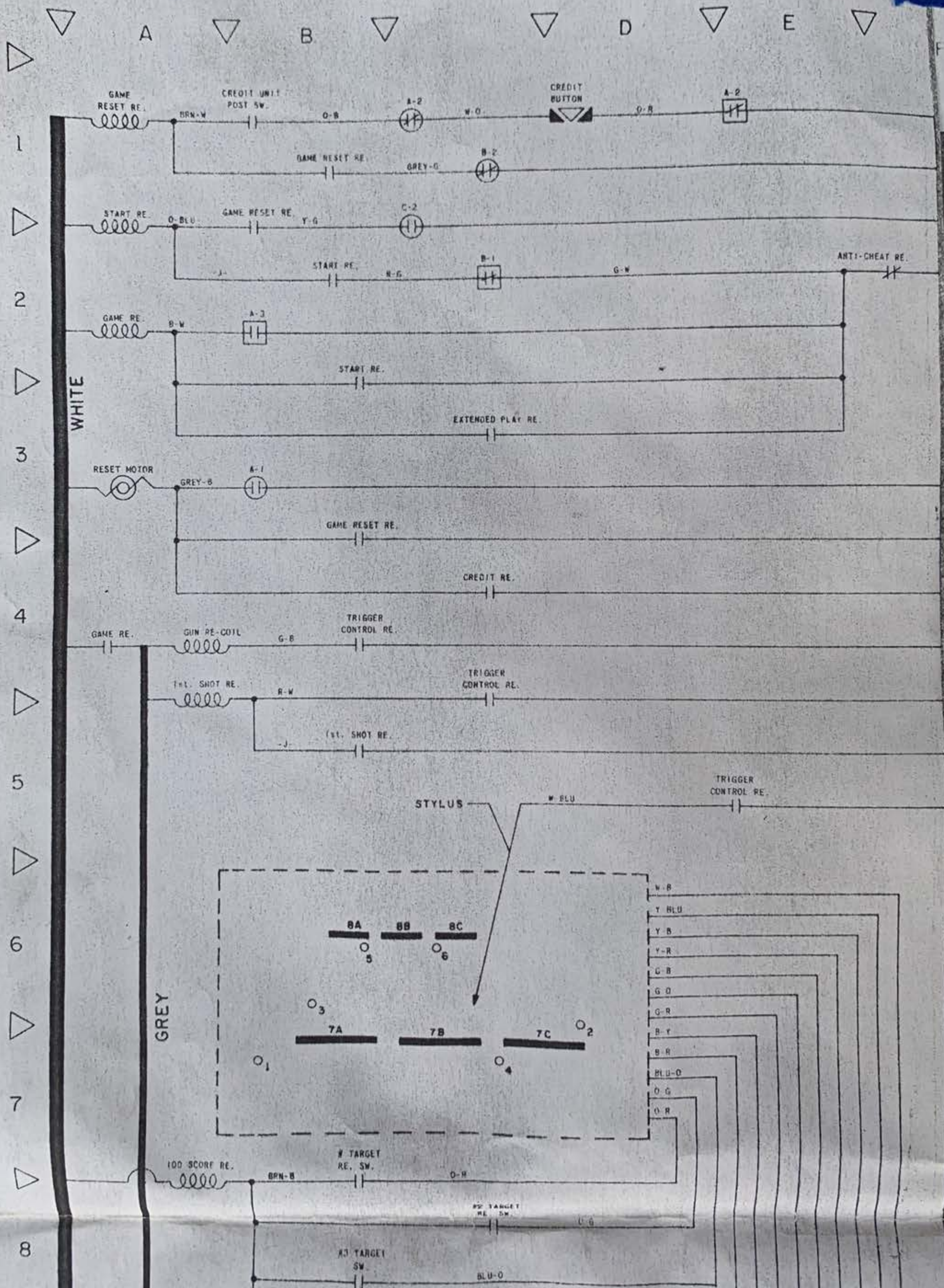
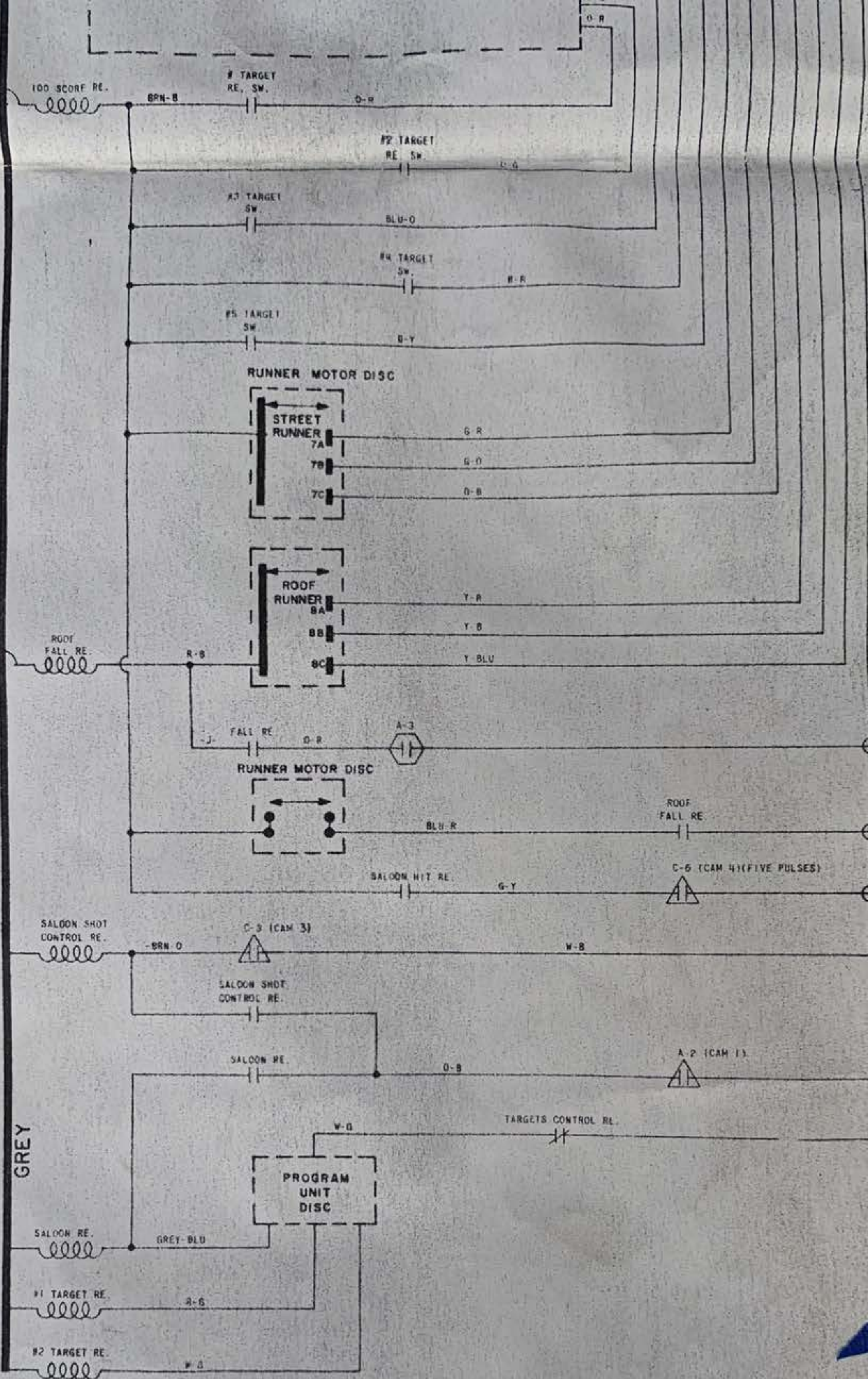




BLACK-YELLOW

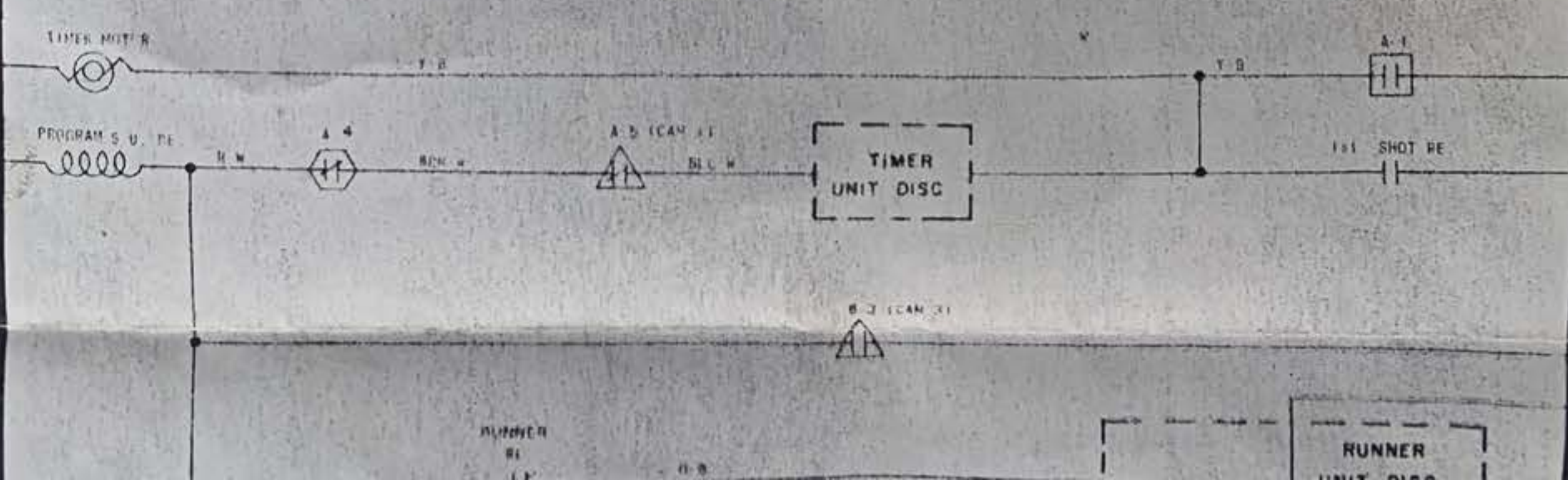
GREEN

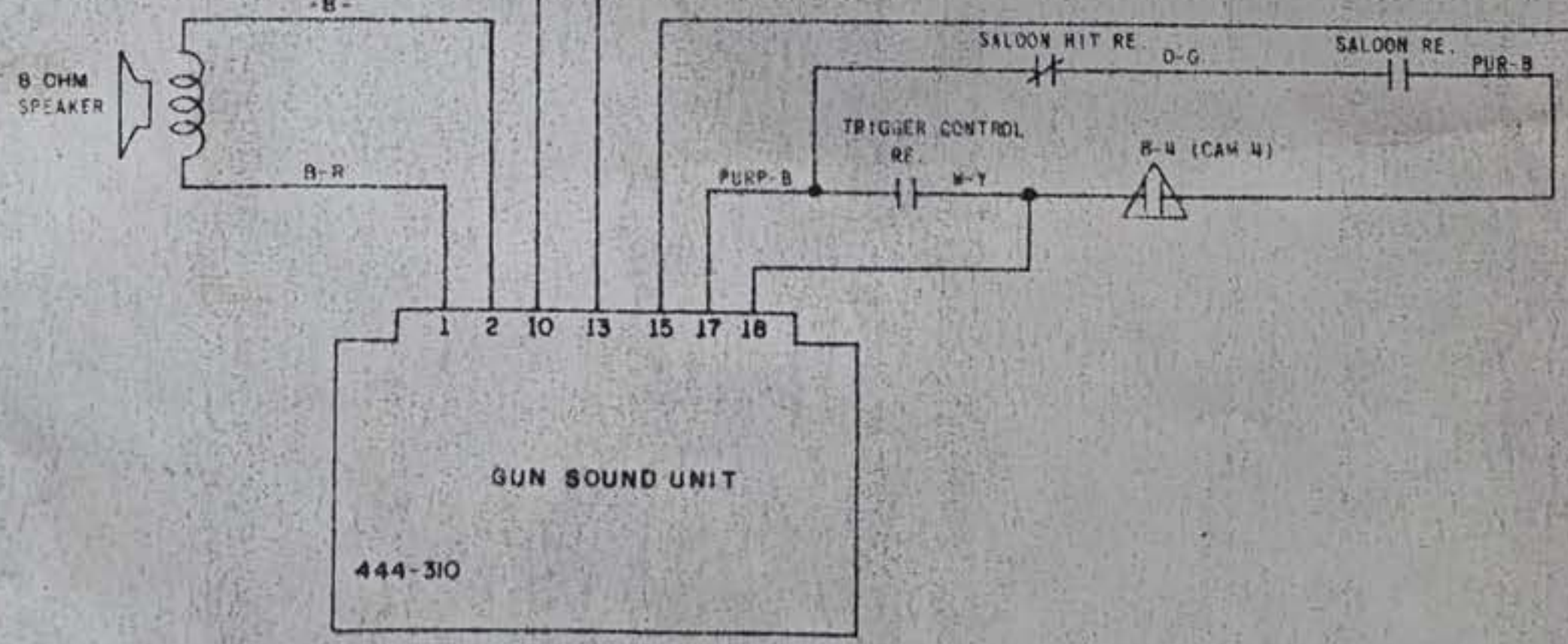
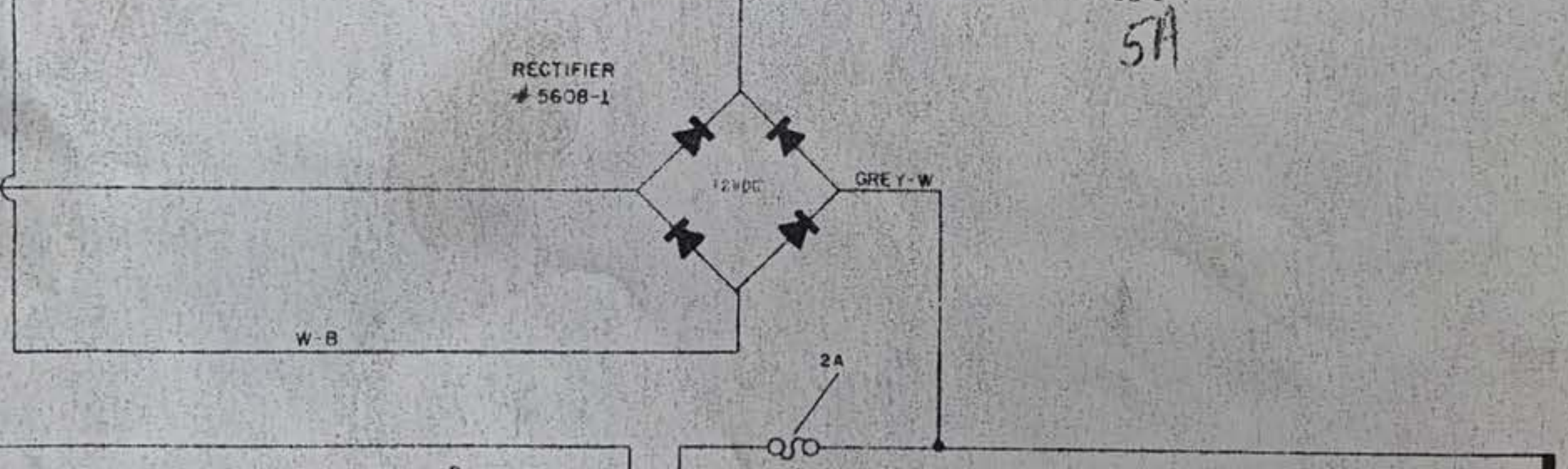
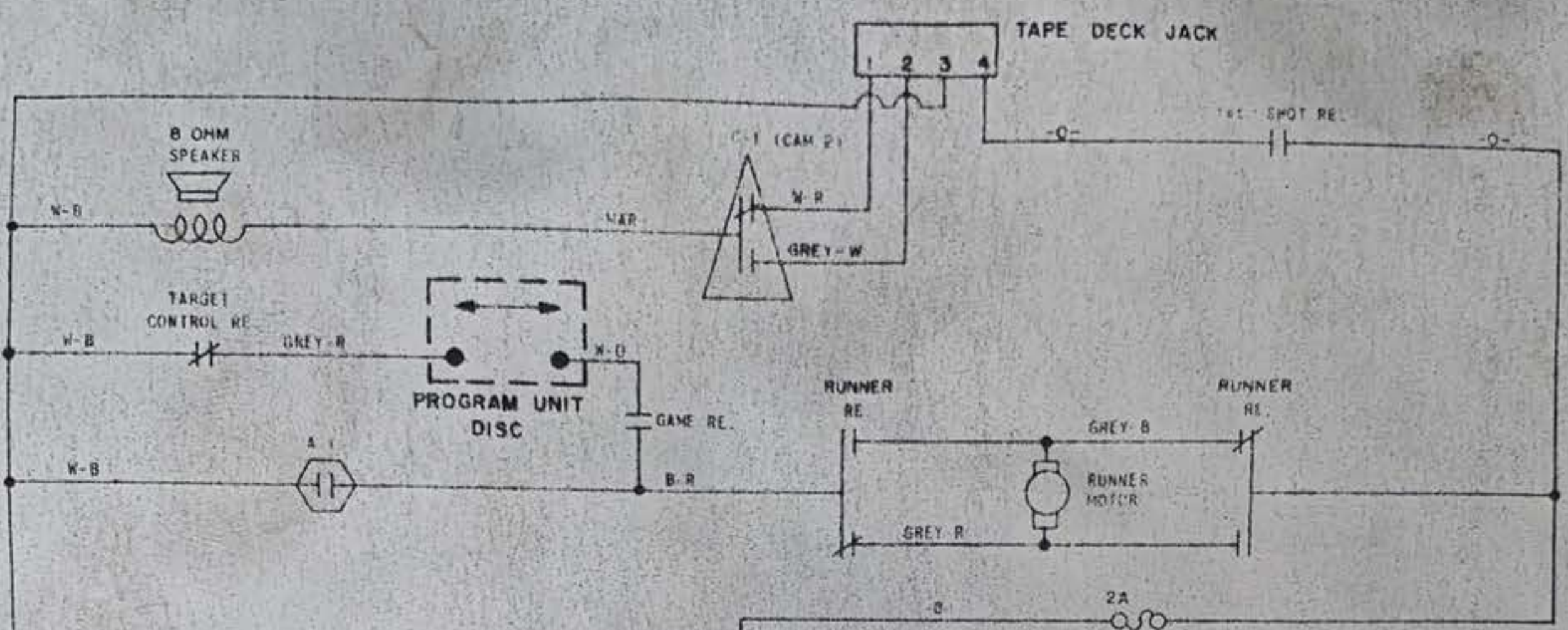
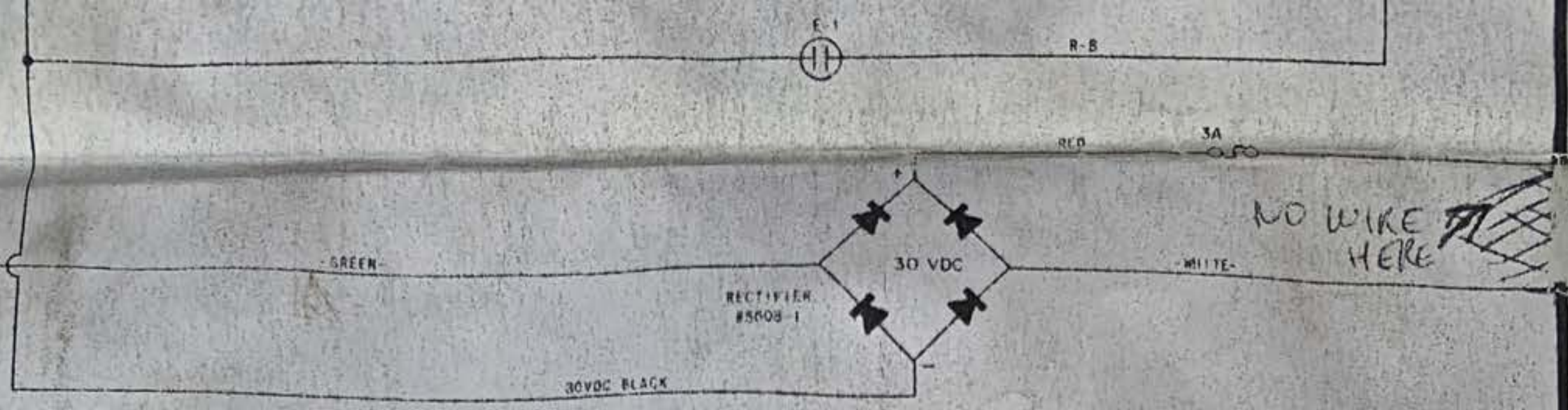
WHITE



GREY

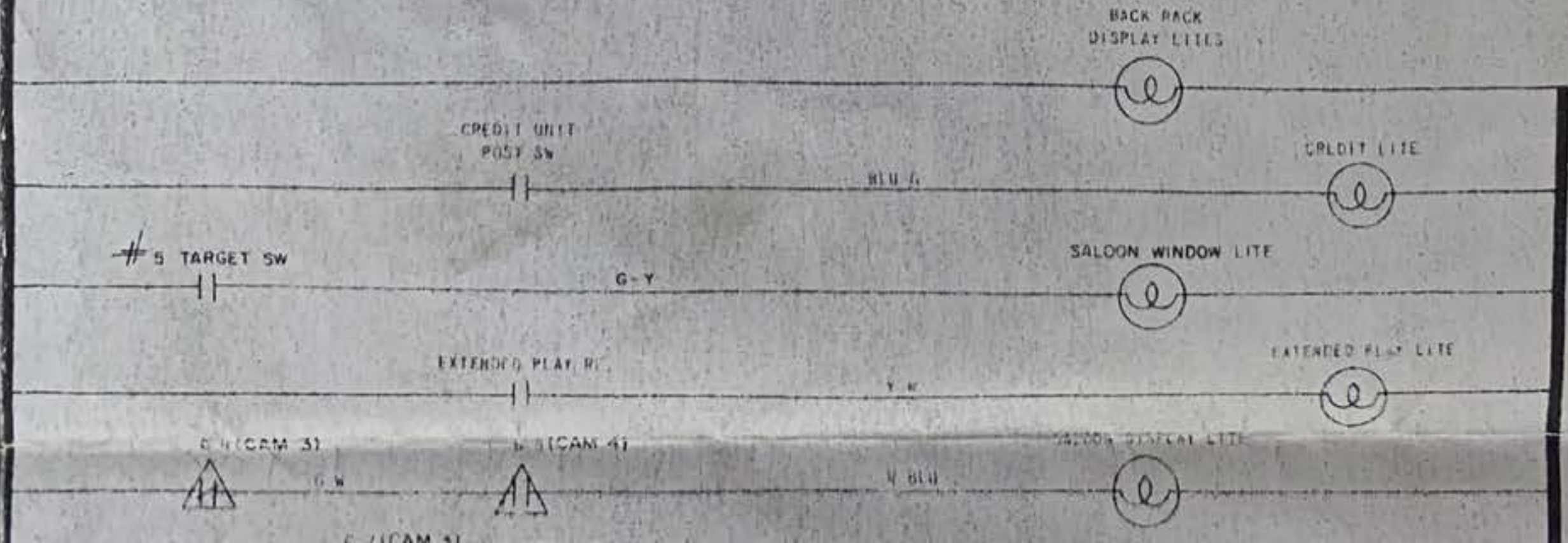
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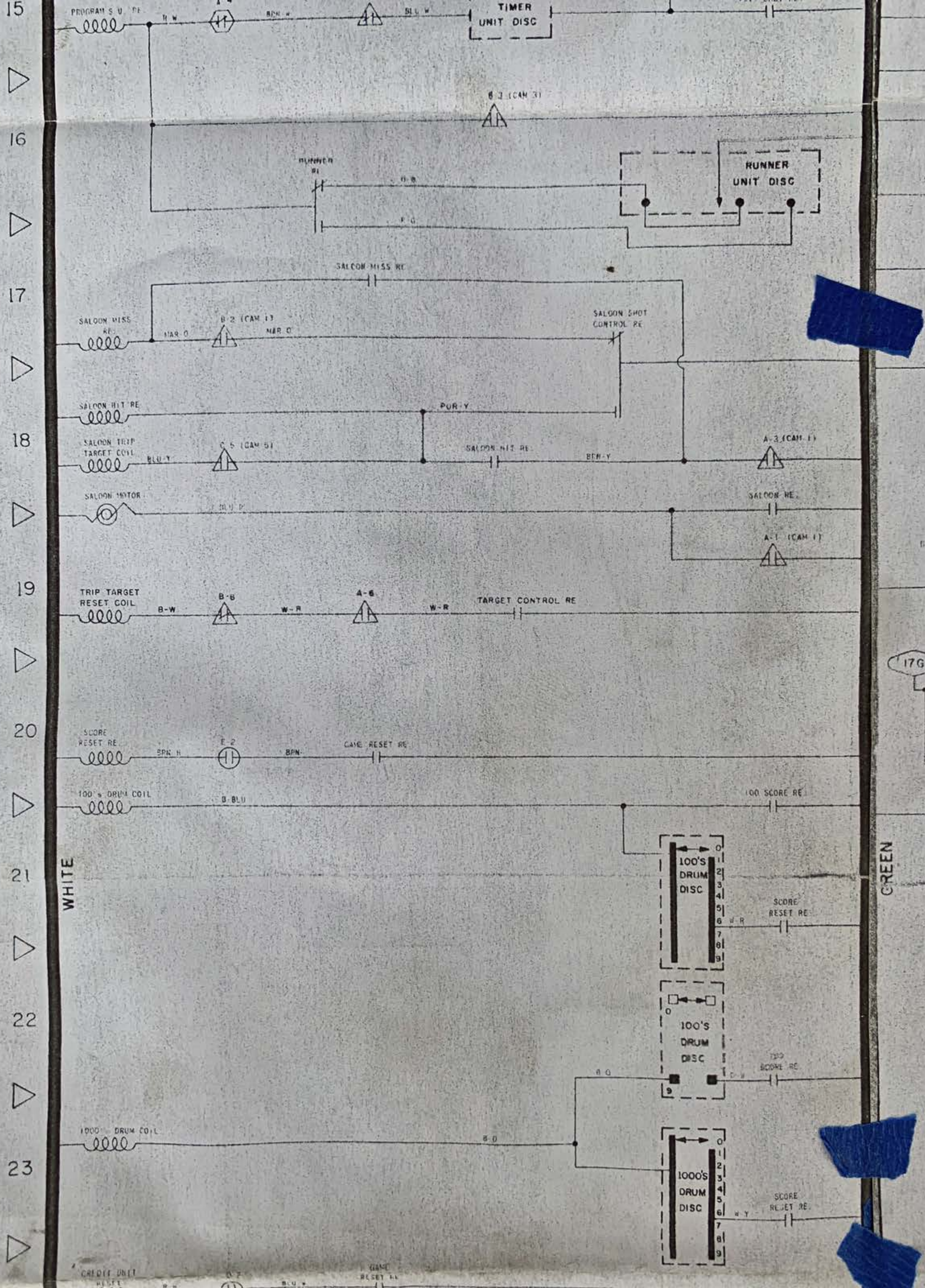


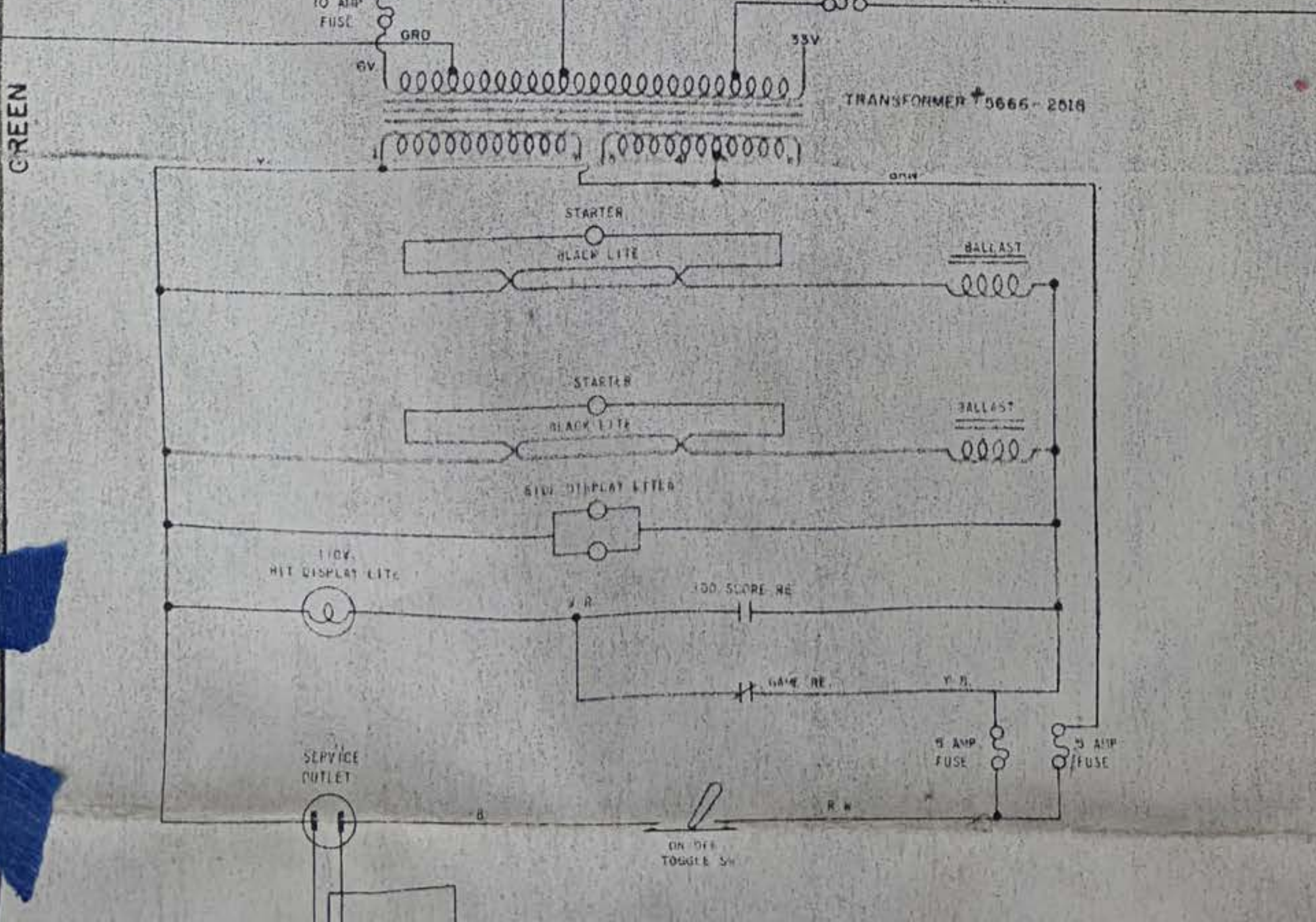
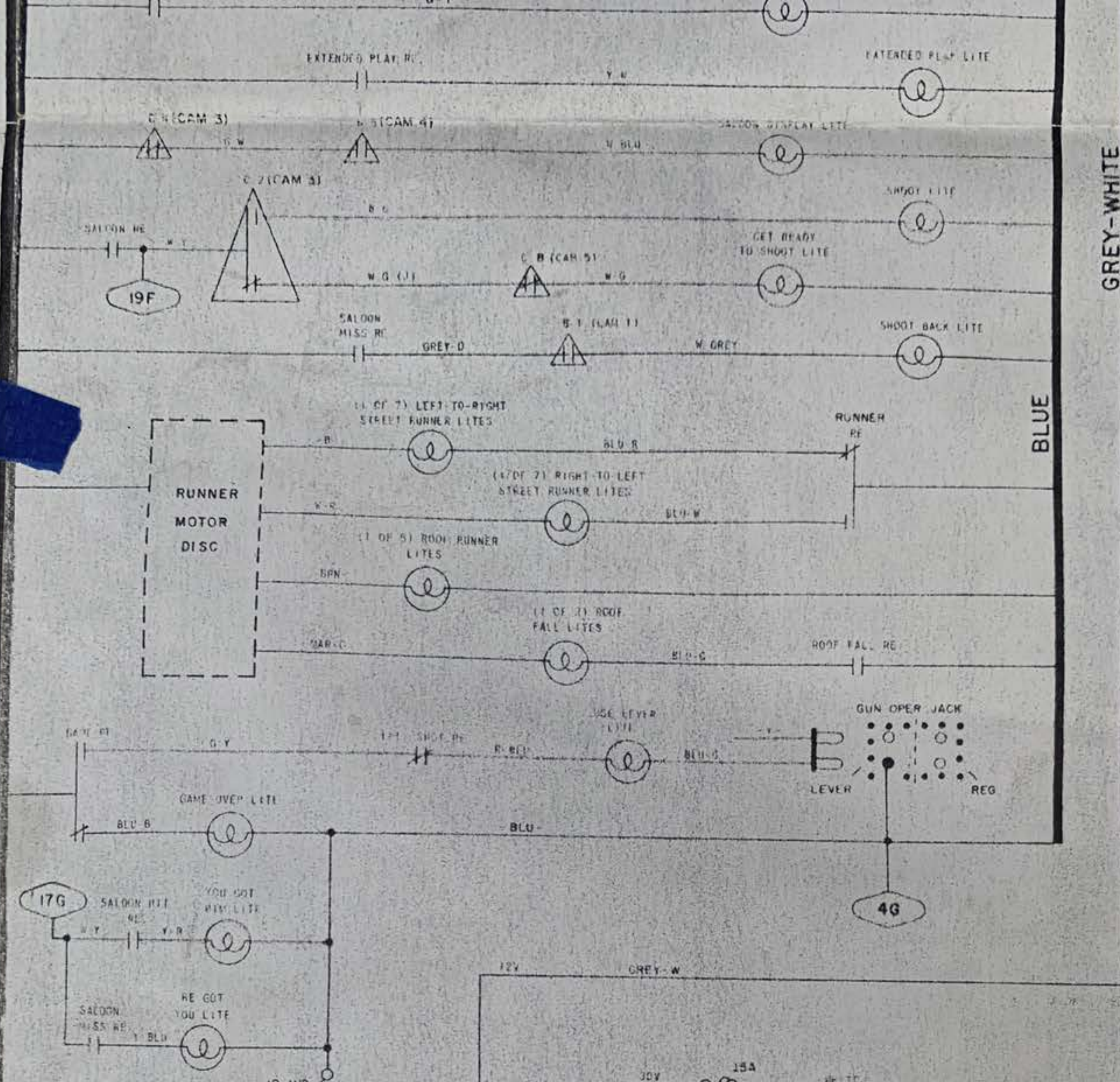
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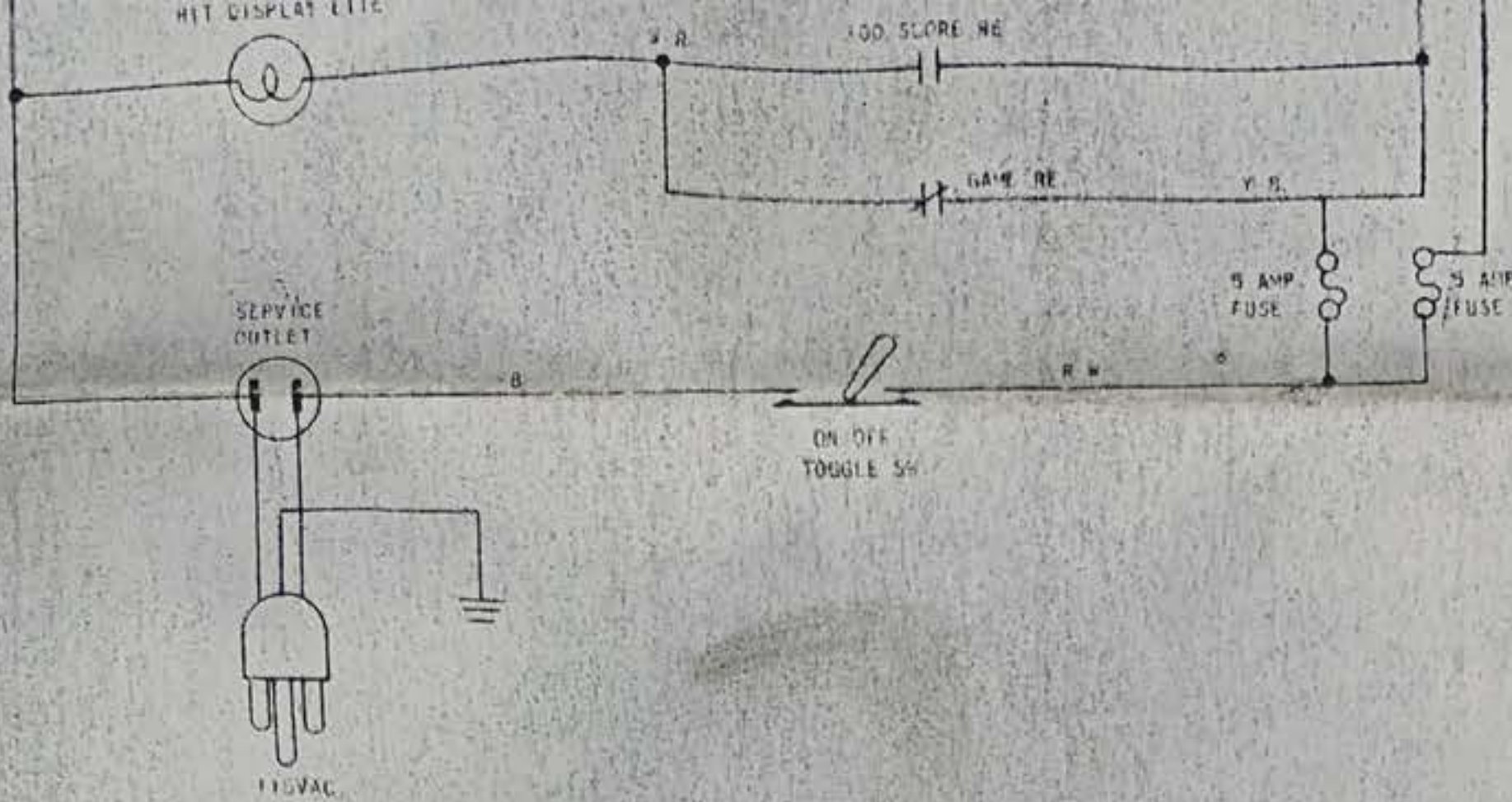
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WHITE

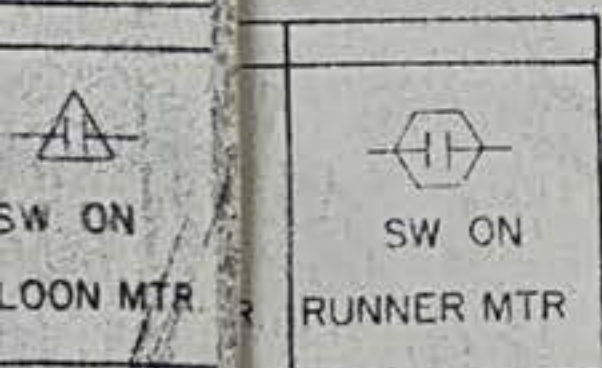






COIL NAME	COIL NO.	LOCATION
RUNNER RELAY	K-34-4600	L-4
ANTI-CHEAT RELAY	K-34-4600	A-7
CREDIT RELAY	K-34-4600	L-6
CREDIT UNIT RESET COIL	H-26-680	A-23
CREDIT UNIT S.U. COIL	J-22-580	A-23
EXTENDED PLAY RE.	K-28-1200	A-24
GAME RELAY	K-28-1200	A-2
GAME RESET RE.	K-28-1200	A-1
GUN RE-COIL	S-20-400	A-4
PROGRAM S.U. RE.	K-28-1200	A-15
PROGRAM UNIT S.U.	J-27-1700	L-5
SCORE RESET RE.	D-28-1100	A-19
ROOF FALL RE.	K-28-1200	A-10
SALOON DOOR SOLENOID	U-26-2600	L-5
SALOON HIT RE.	K-28-1200	A-17
SALOON MISS RE.	K-28-1200	A-16
SALOON RE.	K-28-1200	A-14
SALOON SHOT CONTROL RE.	K-28-1200	A-52
SALOON TRIP TARGET	T-28-700	A-17
START RE.	K-28-1200	A-1
TARGETS CONTROL RE.	K-34-3600	L-1
TRIGGER CONTROL RE.	K-34-4600	L-4
TRIGGER RE.	K-34-4600	L-3
TRIP TARGET RESET	J-24-750	A-18
#1 TARGET COIL	J-28-1700	L-6
#2 TARGET COIL	J-28-1700	L-6
#3 TARGET COIL	J-28-1700	L-2
#4 TARGET COIL	J-28-1700	L-3
#5 TARGET COIL	J-28-1700	L-3
#1 TARGET RE.	K-28-1200	A-14
#2 TARGET RE.	K-28-1200	A-14
#1 SHOT RE.	K-28-1200	A-4
100 SCORE RE.	K-28-1200	A-7
1000 DRUM COIL	NA-26-900-X	A-19
1000 DRUM COIL	NA-26-900-X	A-20

WHITE



E COLOR CODE	CODE
GREEN	W-WHITE
AF-MAROON	R-RED
ORANGE	Y-YELLOW
PLASTIC	J-JUMPER

INDICATES A RED WIRE
WHITE TRACE
SUBJECT TO CHANGE

