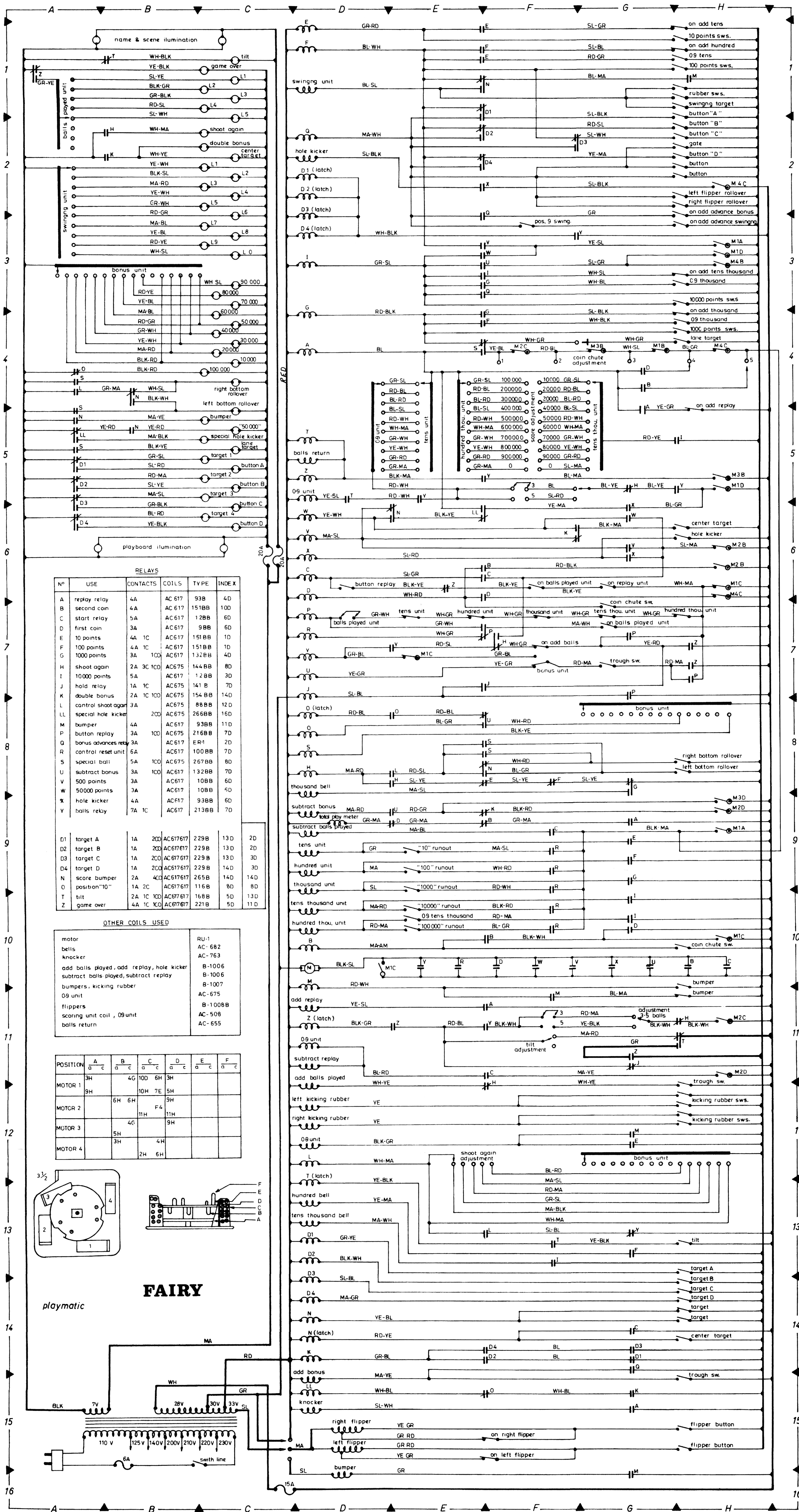


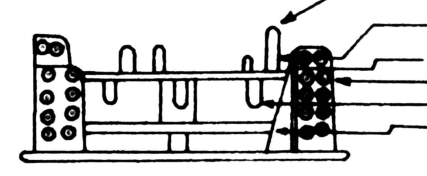
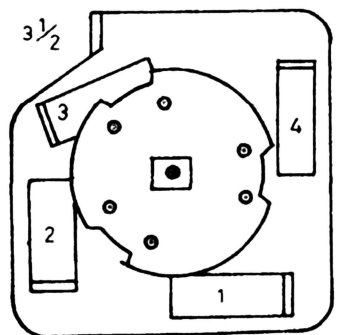


RELAYS					
Nº	USE	CONTACTS	COILS	TYPE	INDEX
A	replay relay	4A	AC 617	93B	4D
B	second coin	4A	AC 617	151BB	100
C	start relay	5A	AC 617	12BB	6D
D	first coin	3A	AC 617	9BB	6D
E	10 points	4A 1C	AC 617	151BB	1D
F	100 points	4A 1C	AC 617	151BB	1D
G	1000 points	3A 10C	AC 617	132BB	4D
H	shoot again	2A 3C 10C	AC 675	144BB	8D
I	10000 points	5A	AC 617	12BB	3D
J	hold relay	1A 1C	AC 675	141B	7D
K	double bonus	2A 1C 10C	AC 675	154BB	14D
L	control shoot again	3A	AC 675	88BB	12D
LL	special hole kicker	20C	AC 675	266BB	16D
M	bumper	4A	AC 617	93BB	11D
P	button replay	3A 10C	AC 675	216BB	7D
Q	bonus advances relay	3A	AC 617	ER-1	2D
R	control reset unit	6A	AC 617	100BB	7D
S	special ball	5A 10C	AC 675	267BB	8D
U	subtract bonus	3A 10C	AC 617	132BB	7D
V	500 points	3A	AC 617	10BB	6D
W	50000 points	3A	AC 617	10BB	5D
X	hole kicker	4A	AC 617	93BB	6D
Y	balls relay	7A 1C	AC 617	213BB	7D

D1	target A	1A	20C	AC 617617	229B	13D	2D
D2	target B	1A	20C	AC 617617	229B	13D	2D
D3	target C	1A	20C	AC 617617	229B	13D	3D
D4	target D	1A	20C	AC 617617	229B	14D	3D
N	score bumper	2A	4C	AC 617617	265B	14D	14D
O	position "10"	1A	2C	AC 617617	116B	8D	8D
T	tilt	2A	1C 10C	AC 617617	168B	5D	13D
Z	game over	4A	1C 10C	AC 617617	221B	5D	11D

OTHER COILS USED	
motor	RU-1
bells	AC-682
knocker	AC-763
add balls played, add replay, hole kicker	B-1006
subtract balls played, subtract replay	B-1006
bumpers, kicking rubber	B-1007
09 unit	AC-675
flippers	B-1008B
scoring unit coil, 09 unit	AC-508
balls return	AC-655

POSITION	A	B	C	D	E	F
	a	a	a	a	a	a
MOTOR 1	3H	4G	10D	6H	3H	
MOTOR 2	9H		10H	7E	5H	
MOTOR 3		6H	6H		9H	
MOTOR 4			11H	11H		
		4G		9H		
		5H		4H		
		3H		2H	6H	



FAIRY

playmatic

