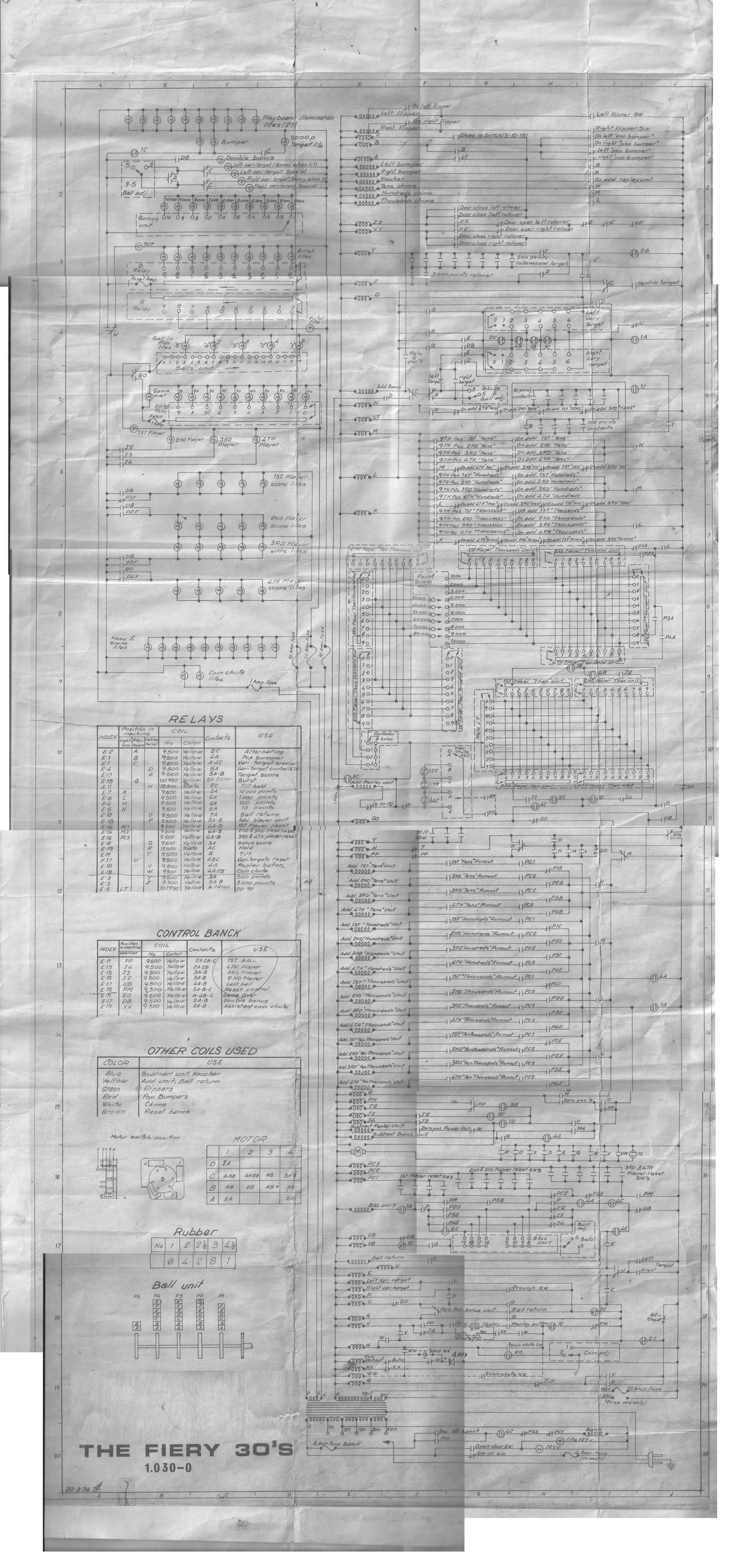

RELAYS

INDEX	Position in machine Light Box	Pop Bumper box	Kicker Hole	COIL No	COIL Color	Contacts	USE
E-2		A		9.500	Yellow	2C	Alternating
E-1		B		9.500	Yellow	2A	Pop bumper
E-1		C		9.600	Yellow	A-4C	Vari-target special
E-4			D	9.500	Yellow	5A	Vari-target control (6TH)
E-17			E	9.500	Yellow	5A-B	Target score
E-15		G		107950	Yellow	2A-2D1SC	Burst
E-11			H	19.500	Stellite	2C	Tilt hold
E-7	K			9.600	Yellow	2A	10.000 points
E-6	L			9.500	Yellow	6A	1.000 points
E-6	M			9.500	Yellow	6A	100 points
E-5	N			9.500	Yellow	5A	10 points
E-19			O	9.500	Yellow	7A	Ball return
E-18			P	9.500	Yellow	3A-B	Add player unit
E-16	PC1			9.500	Yellow	6A-B	1ST Player reset
E-16	PC2			9.500	Yellow	6A-B	2ND & 3RD Player reset
E-16	PC3			9.500	Yellow	6A-B	3RD & 4TH player reset
E-18			Q	9.500	Yellow	5A	Bonus score
E-19			R	13.500	Slate	AC	Hold
E-11			T	9.500	Yellow	B	Tilt
E-17		U		9.500	Yellow	ABC	Vari-targets reset
E-18			V	9.500	Yellow	4A	Replay buton
E-18			W	9.500	Yellow	4A-2B	Coin chute
E-9			Y	9.500	Yellow	3A	500 points
E-3			Z	9.500	Yellow	3A-B	3.000 points
E-5	LT			107950	Yellow	A-1DISC	00-90

CONTROL BANCK

INDEX	Position in machine Bank	COIL No	COIL Color	Contacts	USE
E-11	PP	9.600	Yellow	2A-2B-C	1ST BALL
E-15	J4	9.500	Yellow	2A-2B	4TH Player
E-15	J3	9.500	Yellow	3A-B	3RD Player
E-15	J2	9.500	Yellow	3A-B	2ND Player
E-17	UB	9.500	Yellow	4A-B	Last ball
E-15	PM	9.500	Yellow	5A-B-C	Reset control
E-17	GO	9.500	Yellow	A-4B-C	Game Over
E-17	DB	9.500	Yellow	2A-B	Double bonus
E-19	XX	9.500	Yellow	2A-B	Assistant coin chute

OTHER COILS USED

COLOR	USE
Blue	Subtract unit, Knocker
Yellow	Add unit, Ball return
Green	Flippers
Red	Pop Bumpers
White	Chime
Brown	Reset banck

Motor switch position

MOTOR

	1	2	3	4
D	2A			
C	A-5B	4A-2B	4B	5A
B	4B	2B	4B	4B
A	3A			2A

Rubber

No	1	2	2½	3	4½
	6	4	2	8	1

Ball unit

THE FIERY 30'S

1.030-0

20-3-74