

COILS FOR GAME #744
MAD WORLD

COIL NO.	AMT.	USED ON TRIP RELAY BANKS
E-184-63	1	(3) Trip Bank Reset.
E-184-94	1	(8) Trip Bank Reset.
E-184-187	1	Start Relay.
E-184-156	3	All Relay on (3) Trip Bank.
E-184-155	7	All Relays on (8) Trip Bank (Except Start),
USED ON "KK" RELAY BANKS		
C-7800-251	1	Series Relay.
C-7800-331	3	Outhole, Shoot Again, Exit Alley Relays.
C-7800-3312	1	Anticheat Relay.
C-7800-332	2	Hold, Thumper Control Relays.
C-7800-333	3	1 Point, 10 Point, 100 Point Relays.
C-7800-334	1	Match Relay.
C-7800-335	2	Left Special, Right Special Relays.
C-7800-384	3	Single Coin, Multiple Coin, Multiple Play Relays.
USED ON MISCELLANEOUS "KK" RELAYS.		
C-7800-331	1	Free Ball Interlock Relay.
C-7800-334	1	Free Ball Interlock Latch.
C-7800-332	1	Free Ball Gate Relay.
C-7800-334	3	Left, Center, Right Thumper Bumper Relays.
USED ON UNITS		
E-184-205	4	(Step-Up) 0-9 Match, Player-Up, Thumper Control, Replay Counter Units.
28-R-15	3	(Reset) Player-Up, Thumper Control, Replay Counter Units.
E-184-206	6	1-9, 10-90, 100-300 Point Counter Units.
USED ON MISCELLANEOUS ASSEMBLYS		
E-184-191	2	Ball Trough & Switch Assemblys.
31-0-55	1	Gong Assembly.
27-R-11	1	Sounder Assembly.
E-184-190	5	Left Flipper, Right Flipper, Left, Center, Right Thumper Assemblys.
E-184-137	3	Left, Right, Top Left Slingshot Kicker Assemblys.
E-184-205	1	Free Ball Escapement Assembly.