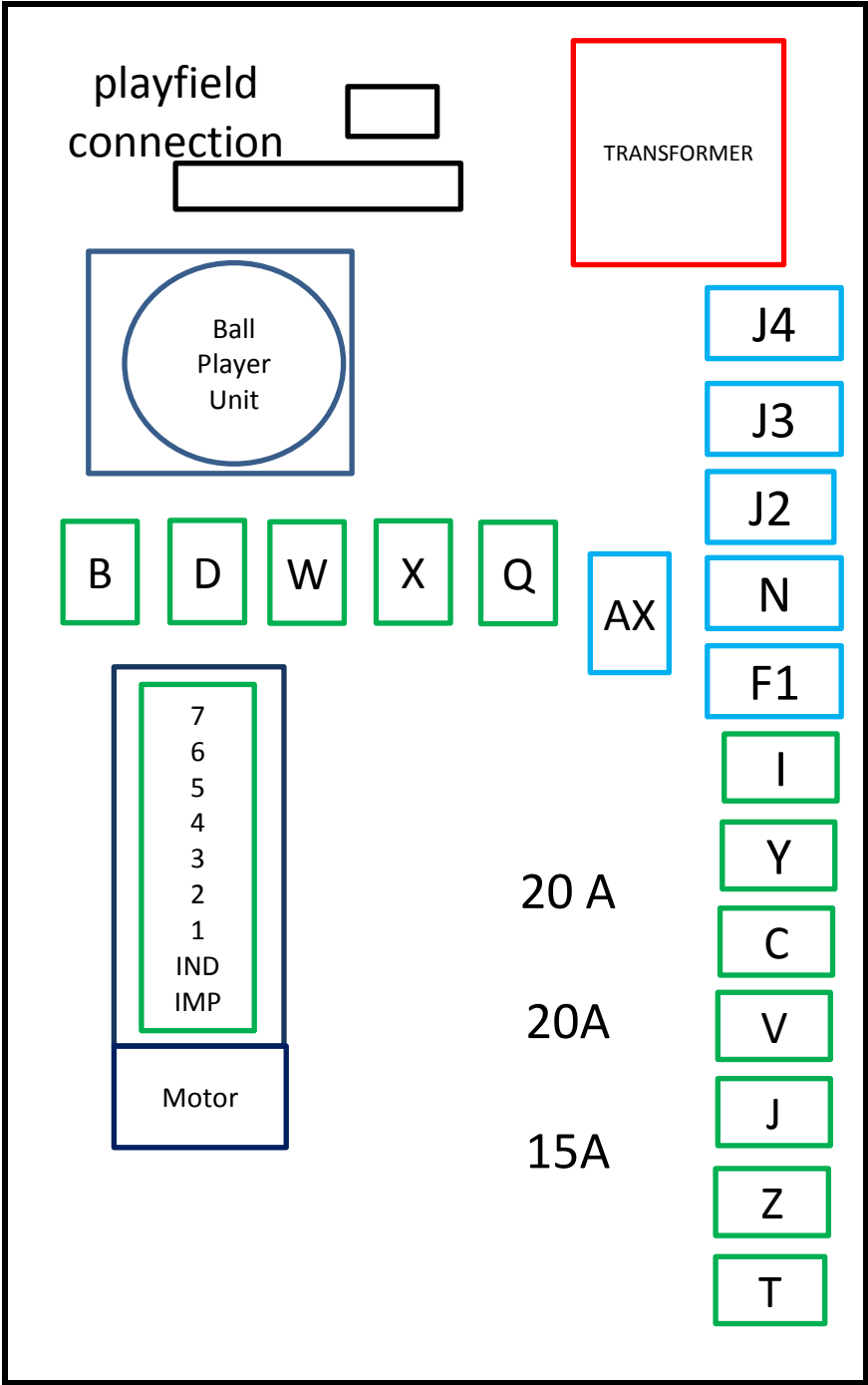
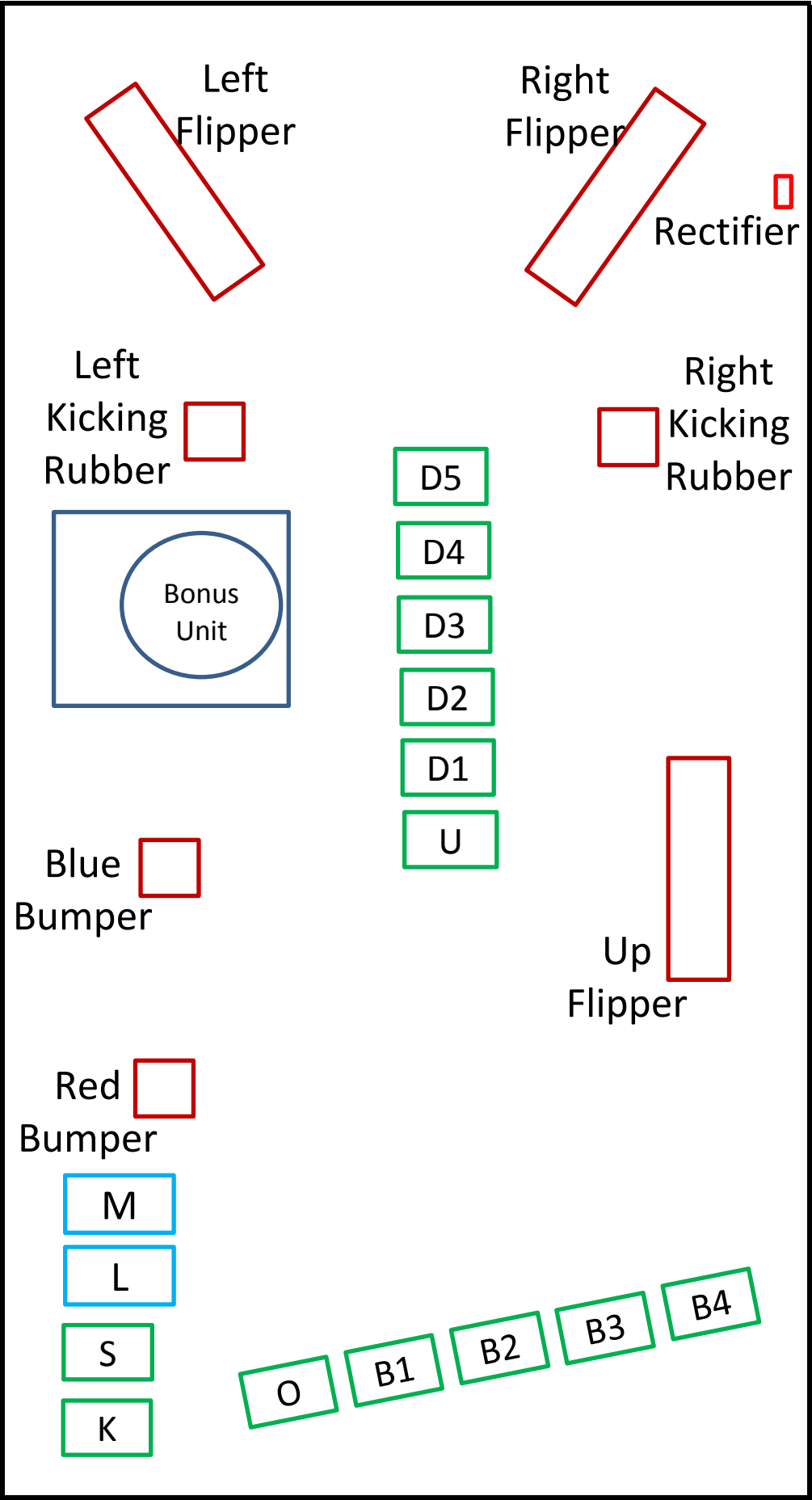


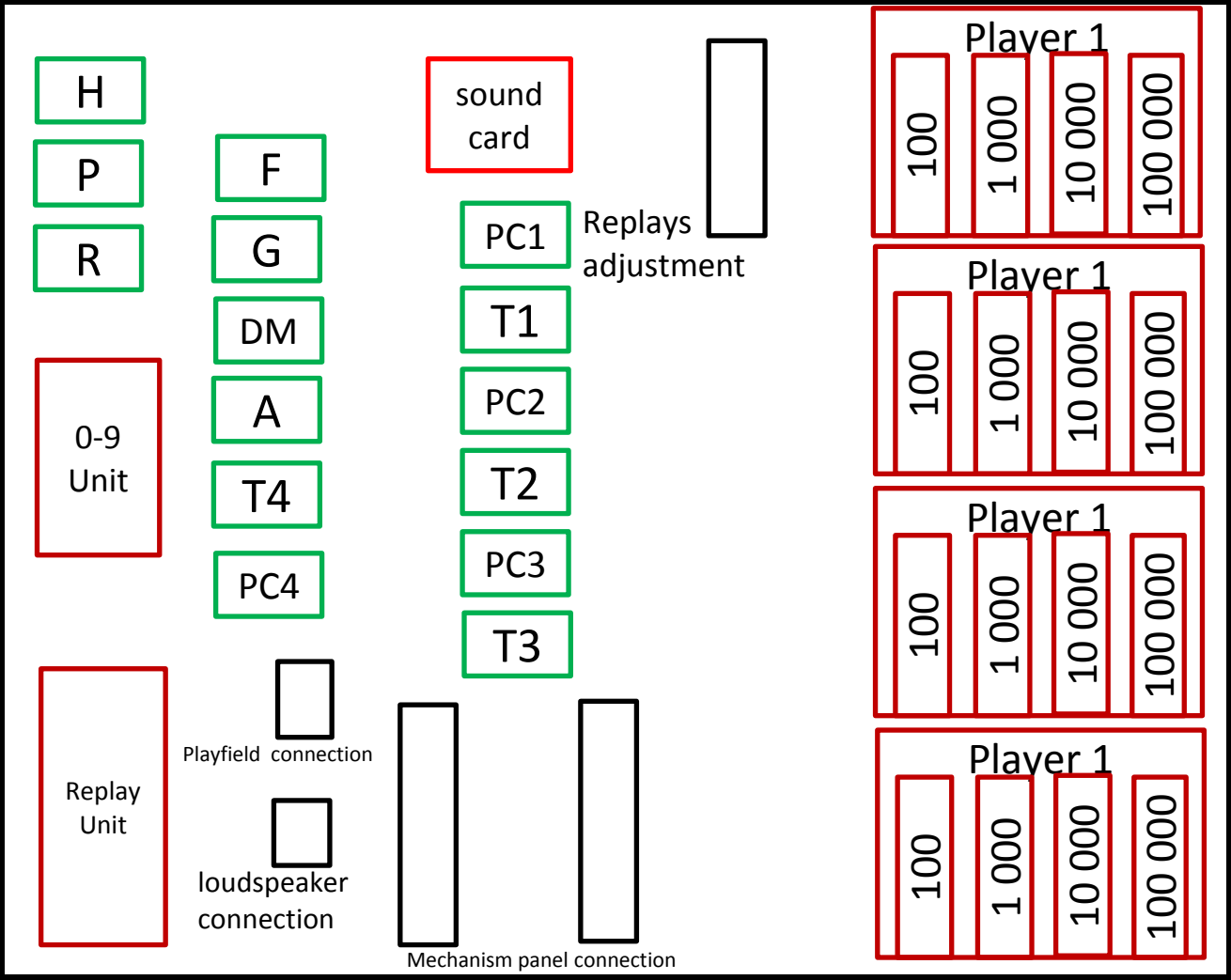
Mechanism Panel



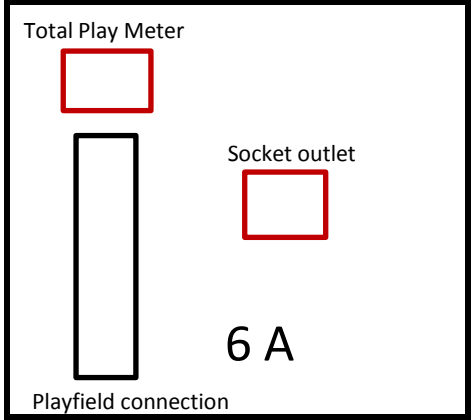
Under Playfield



Backbox



Left Side Cabinet



relays location

RELAYS	USE	INDEX	located
A	replay relay	7 D	Backbox
AX	Extra Coin Chute Relay		Mechanism Panel
B	second coin	7 D	Mechanism Panel
B1	captive ball 1	20 D	Under Playfield
B2	captive ball 2	20 D	Under Playfield
B3	captive ball 3	20 D	Under Playfield
B4	captive ball 4	20 D	Under Playfield
C	Start. Relay	6 D	Mechanism Panel
D	tirst coin	8 D	Mechanism Panel
D1	target A	5 D	Under Playfield
D2	target B	5 D	Under Playfield
D3	target C	6 D	Under Playfield
D4	target D	19 D	Under Playfield
D5	target E	19 D	Under Playfield
DM	10 000 points	2 D	Backbox
F	100 points	1 D	Backbox
F1	tilt	19 D 20 D	Mechanism Panel
G	1 000 points	1 D	Backbox
H	5 000 points	4 D	Backbox
I	control players	18 D	Mechanism Panel
J	hold relay	9 D	Mechanism Panel
J2	2nd. Player	8 D 19 D	Mechanism Panel
J3	3rd. player	8 D 20 D	Mechanism Panel
J4	4th player	8 D 20 D	Mechanism Panel
K	triple bonus	5D	Under Playfield
L	red bumper	18 D 19 C	Under Playfield
M	blue bumper	18 D 19 C	Under Playfield
N	match relay	6 D 8 D	Mechanism Panel
O	button special	20 C	Under Playfield
P	replay button	6 D	Backbox
PC1	reset unit 1st. pl.	19 D	Backbox
PC2	reset unit 2nd. pl.	19 D	Backbox
PC3	reset unit 3rd. pl.	19 D	Backbox
PC4	reset unit 4th. pl.	18 C	Backbox
Q	hole kicker	6 D	Mechanism Panel
R	control reset unit	18 C	Backbox
S	hole kicker special	19 D	Under Playfield
T	last ball	17 D	Mechanism Panel
T1	score 1st. pl.	17 D	Backbox
T2	score 2nd. pl.	17 D	Backbox
T3	score 3rd. pl.	17 D	Backbox
T4	score 4th.pl.	17 D	Backbox
U	subtract bonus	17 D	Under Playfield
V	shoot again	5 D	Mechanism Panel
W	30.000 points	3 D	Mechanism Panel
X	50000 points.	6 D	Mechanism Panel
Y	balls relay	7 D	Mechanism Panel
Z	control balls return	7 D	Mechanism Panel