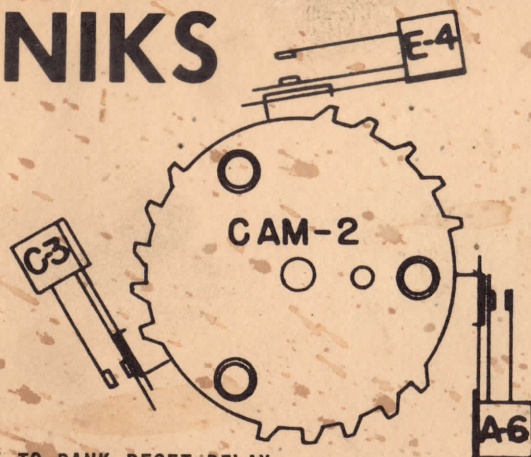
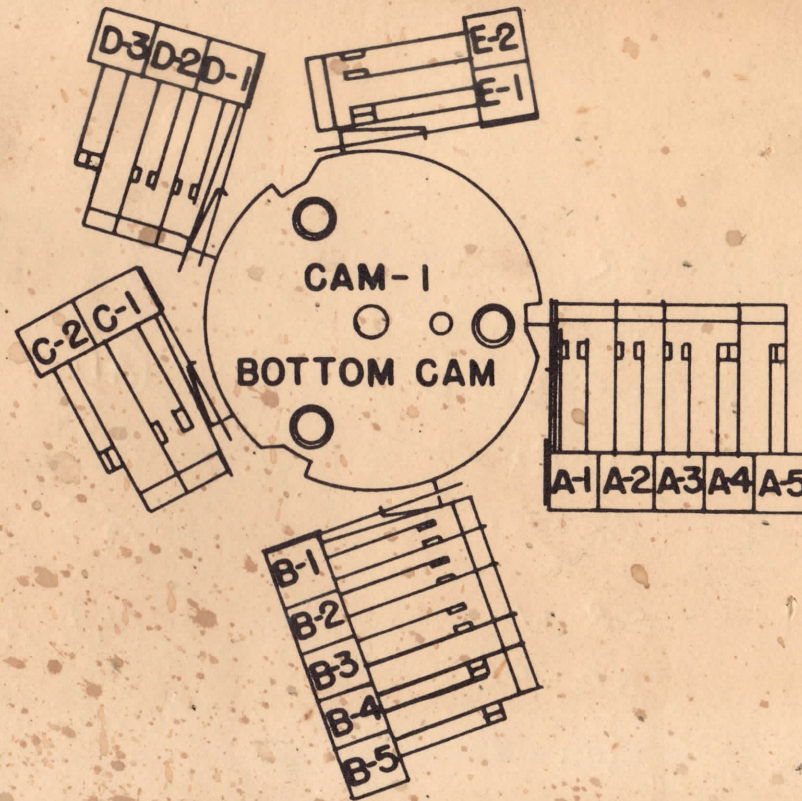


BEATNIKS



- A-1 - BREAK TO BANK RESET RELAY.
- A-2 - MOTOR RUN.
- A-3 - LOCK TO SCORE RESET CONTROL RELAY.
- A-4 - IMPULSE: 1. 5¢ UNIT S.U.
2. GAME START RELAY ON 2ND. 5¢ COIN.
- A-5 - BREAK TO REPLAY BUTTON WHEN MOTOR RUNS.
- A-6 - IMPULSE 300 PT. SCORE.
- B-1 - IMPULSE NUMBER MATCH 2ND. PLAYER.
- B-2 - 1. REPLAY UNIT RESET THRU REPLAY RESET RELAY.
2. IMPULSE BANK RESET RELAY.



- B-3 - RESET BEATNIKS NAME UNIT.
- B-4 - BREAK TO: 1. BALL RETURN TROUGH RELAY.
2. 30 PT. RELAY.
- B-5 - BREAK TO: 1. #1-#2-#3 RELAYS.
2. LEFT AND RIGHT GATE RELAYS.
- C-1 - IMPULSE: 1. BALL RETURN KICKER.
2. BALL COUNT AND PLAYER CONTROL UNIT RESET AT START OF GAME.
- C-2 - BREAK TO: 1. 25¢ CREDIT RELAY.
2. 300 PT. RELAY.
- C-3 - IMPULSE: 1. 30 PT. SCORE.
2. REPLAY UNIT RESET THRU ANTI-CHEAT REL.
3. SCORE RESET RELAY.
4. 5 GAME CREDITS.
- D-1 - IMPULSE 1 REPLAY UPON COMPLETE NAME BEATNIKS.
- D-2 - IMPULSE NUMBER MATCH 1ST. PLAYER.
- D-3 - BREAK TO PLAYER CONTROL RELAY.
- E-1 - BREAK TO: 1. ANTI-CHEAT RELAY.
2. OUT HOLE RELAY.
3. REPLAY RESET RELAY.
- E-2 - IMPULSE BANK RESET COILS.
- E-3 - IMPULSE: 1. REPLAY UNIT 2 STEPS ON 5¢ PER GAME.
2. 4 GAME CREDITS.

1
2
3

(A1) 1 - WH ✓
2
3

(A2/A3) 4 GR ✓

5 GR-BK ✓

(A1) 6 OR-BK ✓

(A2) 7 SL-BK ✓

(A3) 8 BK-RD ✓

9 GR-WH

10 GR-BK ✓

WH-YEL ✓

(A1) WH/OR-BK

(A2) GR/SL-BK

(A3) GR/BK-RD

(A4) GR

(A5) GR-BK/GR-BK

(A6) G/WH-YEL