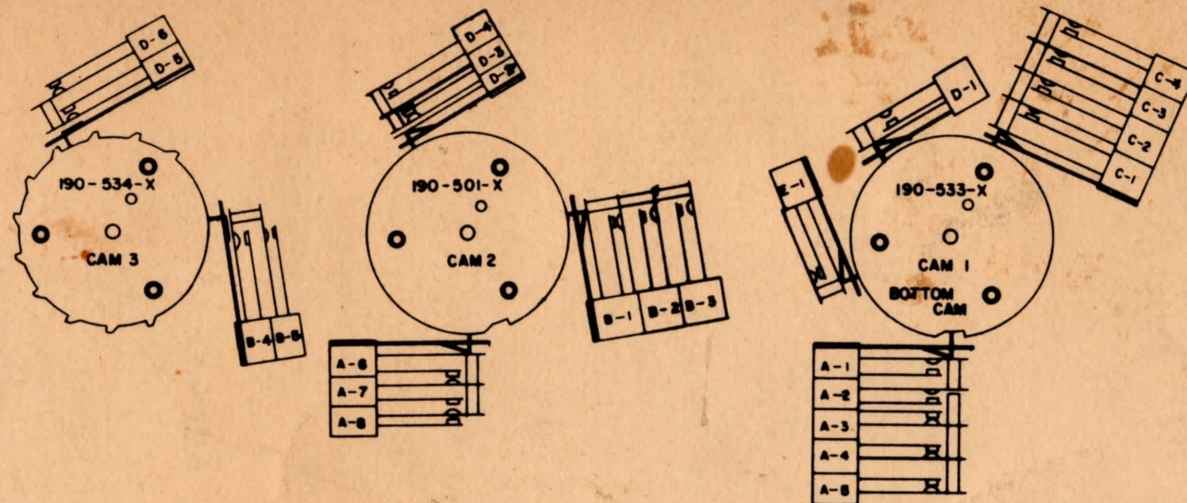


BASEBALL CHAMP

SCORE MOTOR



CAM-1

- A-1 - MOTOR RUN CIRCUIT. (ZERO POSITION)
- A-2 - LOCK CIRCUIT FOR SLIDE BANK RESET RELAY.
- A-3 - IMPULSES CREDIT UNIT RESET THRU CREDIT RELAY. ALSO IMPULSE FOR HOME RUN RELAY-THRU ANIMATION UNIT AND ROOF TOP H.R. RELAY.
- A-4 - PART OF CIRCUIT TO PITCH AND BAT BUTTONS, CREDIT BUTTON AND TARGET SWITCHES TO BE OPENED WHEN MOTOR IS RUNNING. (TO ANIMATION UNIT A-3)
- A-5 - COMMON FOR SINGLE, DOUBLE, TRIPLE AND HOME RUN RELAY COILS.

CAM-2

- A-6 - IMPULSES SLIDE BANK RESET RELAY.
- A-7 - IMPULSES ANTI-CHEAT RELAY.
- A-8 - LOCK CIRCUIT FOR OUT RELAY.
- B-1 - IMPULSE FOR 2 CREDITS CIRCUIT. (ALSO C-3)
- B-2 - IMPULSE FOR 1 CREDIT.
- B-3 - IMPULSE FOR 2-BONUS RUNS. (ALSO C-1)

CAM-3

- B-4 - IMPULSE FOR 5 RUNS. (ROOF TOP H.R. ADJ.)
- B-5 - IMPUL

CAM-1

- C-1 - IMPULSE FOR 2 BONUS RUNS. (ALSO B-3)
- C-2 - PLAYER CONTROL UNIT (OUT) STEP-UP CIRCUIT.
- C-3 - IMPULSE FOR 2 CREDITS CIRCUIT. (ALSO B-1)
- C-4 - IMPULSE FOR 10 RUNS ON ROOF TOP H.R. ADJ. JACK.
- D-1 - IMPULSE TO RELEASE BLEACHER INTERLOCKING RELAYS. (1st. PLAYER TO 2nd. PLAYER)

CAM-2

- D-2 - IMPULSE TO RELEASE BLEACHER INTERLOCKING RELAYS. WHEN ALL THREE ARE CLOSED.
- D-3 - LOCK CIRCUIT FOR - HOME RUN EXTRA SCORE RELAY.
- 3-BLEACHERS EXTRA VALUE RELAY.
- COIN RELAY.
- CREDIT RESET RELAY.

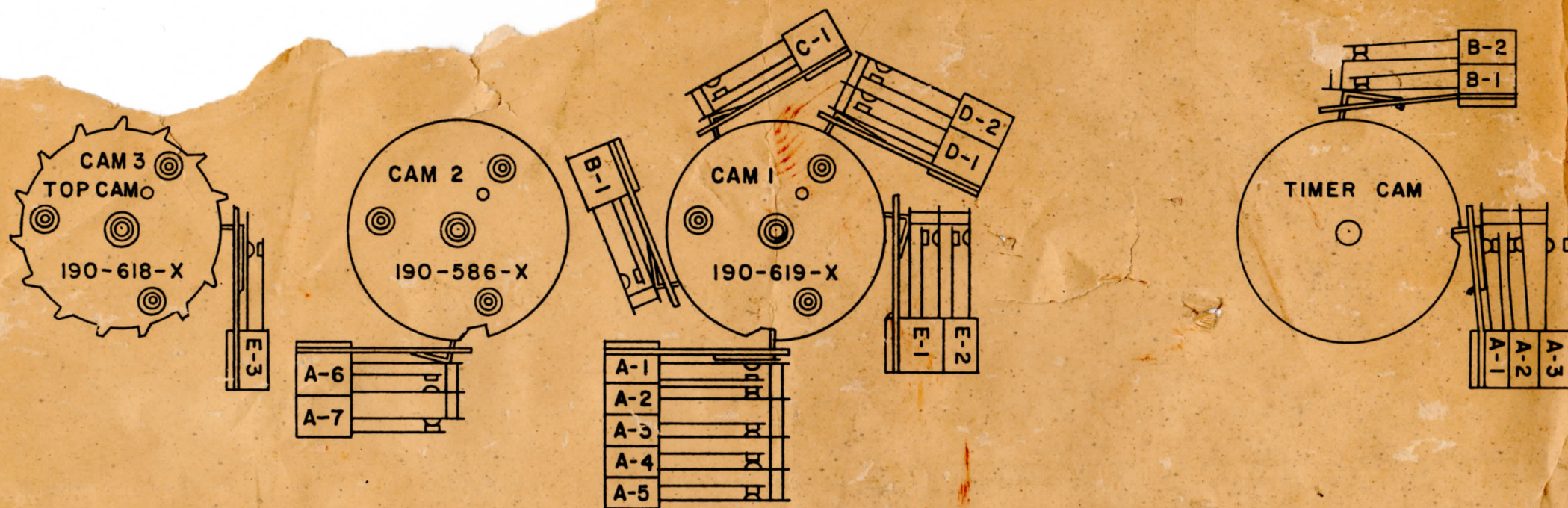
- D-4 - IMPULSE TO STEP-UP BONUS CONTROL UNIT.

CAM-3

- D-5 - IMPULSE FOR 3 BONUS RUNS.
- D-6 - IMPULSE FOR 3 RUNS. (ROOF TOP H.R. ADJ.)

CAM-1

- E-1 - IMPULSE TO STEP-UP PLAYER CONTROL UNIT FROM 1st. PLAYER TO 2nd. PLAYER (3rd. OUT)



RESET MOTOR

A-1 - MOTOR RUN CIRCUIT.
 A-2 - TRIGGER RE. CIRCUIT.
 A-3 - GAME RESET CIRCUIT.
 A-4 - RATING UNIT S.U. CIRCUIT.
 A-5 - EXTENDED PLAY CIRCUIT.
 A-6 - START RE. CIRCUIT.
 A-7 - CREDIT RE. LOCK CIRCUIT.
 B-1 - SHOT COUNT RESET CIRCUIT.

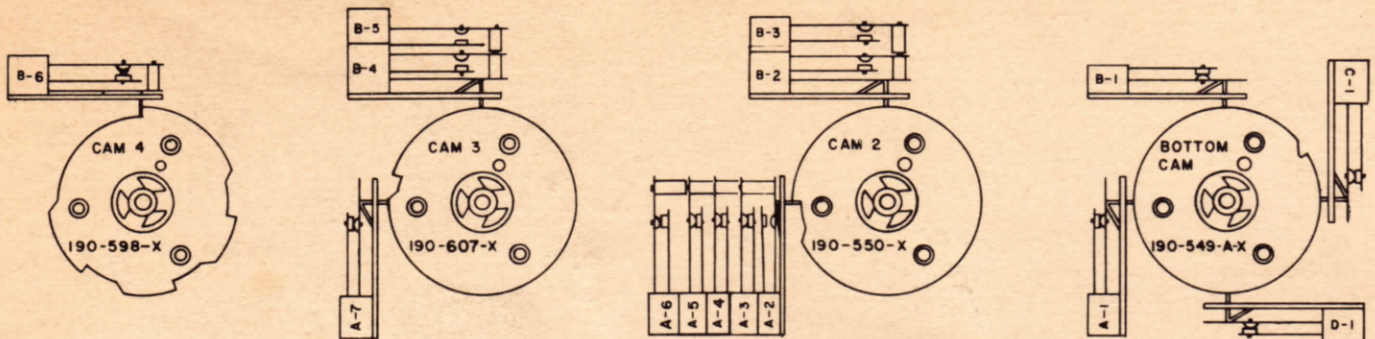
C-1 - CREDIT UNIT RESET CIRCUIT.
 D-1 - CREDIT UNIT S.U. CIRCUIT.
 (2nd. CREDIT.)
 D-2 - RATING UNIT RESET CIRCUIT.
 E-1 - CREDIT UNIT S.U. CIRCUIT.
 (1-CREDIT)
 E-2 - COIN METER CIRCUIT.
 E-3 - SCORL RESET RE. CIRCUIT.

TIMER MOTOR

A-1 - MOTOR RUN CIRCUIT.
 A-2 - GAME RESET RE. CIRCUIT.
 A-3 - GAME PLAY RE. CIRCUIT.
 B-1 - LOCK CIRCUIT FOR GAME
 PLAY RE.
 B-2 - LOCK CIRCUIT FOR
 EXTENDED PLAY RE.

BASEBALL CHAMP

BASE ANIMATION CAMS



- A-1 - LOCK CIRCUIT FOR TRIPLE RELAY.
- A-2 - MOTOR RUN CIRCUIT. (ZERO POSITION)
- A-3 - PART OF CIRCUIT TO PITCH AND BAT BUTTONS, CREDIT BUTTON, AND TARGET SWITCHES TO BE OPENED WHEN MOTOR IS RUNNING (TO SCORE MOTOR UNIT A-1.)
- A-4 - SMALL BELL-FROM SCORE BOARD TARGET RELAY.
- A-5 - IMPULSES "AT BAT" COIL.
- A-6 - IMPULSE TO HOME RUN RELAY THRU ROOF TOP H.R. RELAY.
- A-7 - LOCK CIRCUIT FOR ANIMATION MOTOR RELAY AND ANIMATION RESET RELAY.
- B-1 - LOCK CIRCUIT FOR HOME RUN RELAY.
- B-2 - IMPULSE BONUS CONTROL UNIT THRU HOME RUN RELAY.
- B-3 - IMPULSE FOR 1-EXTRA SCORE RUN.

- B-4 - IMPULSE TO 3-BLEACHERS VALUE ADJ. JACK.
- B-5 - ENERGIZES HOME RUN EXTRA RUNS RELAY THRU ROOF TOP H.R. RELAY TO HOME RUN RELAY.
- B-6 - HIGH CHEER SOUND VARIATION.
- C-1 - LOCK CIRCUIT FOR SINGLE RELAY.
- D-1 - LOCK CIRCUIT FOR DOUBLE RELAY.