

CITATION, LEXINGTON

## INSTALLATION AND OPERATING INSTRUCTIONS

Remove 3 bolts (tagged) which hold mechanism-shelf stationary while in transit. Remove screw (tagged) that holds light-box while in transit. Remove the wood plug which holds shuffle-panel stationary while in transit. Place back-box in position and fasten with 4 bolts furnished. Plug in connection cables. Install levelers in base of machine and adjust as indicated in diagram on back page. Place ball or balls in machine. Plug power line into A. C. ONLY, 60 cycles, 115 volts.

### TO REPLACE LIGHT-BULBS IN BACK-BOX

Unlock lock in top of back-box. Entire back-glass frame may be lifted upward and off of back-box, permitting easy access to light-bulbs.

### TO SERVICE LIGHT-BOX INSERT

Remove back-glass frame, as explained above. Then loosen screws holding slide-clamps in upper corners of insert. Push slide-clamps up. Insert may then be swung forward on hinges at bottom for convenient access.

### AUTOMATIC ADJUSTMENT: SELECTIONS

Selections are automatically adjusted to conservative as Odds advance. No further adjustment is necessary.

### ADJUSTMENT: ODDS

Adjustment is by means of 10-point female plug and 6-point male plug on Odds Unit, as explained in FIG. 1.

### ADJUSTMENT: ALL HORSE-SHOE ADVANTAGES - *Fig. 6*

General adjustment of all Horse-Shoe Advantages is by means of 2-point female plug attached to upper corner of Odds Unit and related single male jack-plug.

CONSERVATIVE: Plug male plug into UPPER female socket.

LIBERAL: Plug male plug into LOWER female socket.

### ADJUSTMENT: FIRST HORSE-SHOE ADVANTAGE

First Horse-shoe advantage is described in players' instruction card as

PURSE SECTION RECEIVES WIN ODDS. Adjustment is by means of the two bottom sockets of 6-point female plug attached to side of Horse-Shoe Disc and associated jack-plug (WITH ORANGE WIRE) as illustrated in FIG. 2. on next page. (Four top sockets adjust second and third Horse-Shoe Advantages as illustrated in FIG. 3.

#### ADJUSTMENT: THIRD AND FOURTH HORSE-SHOE ADVANTAGES

Third Horse-Shoe Advantage is described in players' instruction card as NUMBER 4 ADDED TO LIT SELECTIONS and Fourth Advantage is described as NUMBERS 3 AND 5 ADDED TO LIT SELECTIONS. Adjustment is by means of four top sockets of 6-point female plug attached to side of Horse-Shoe Disc and associated 2-point male plug (WITH BLUE WIRE), as illustrated in FIG. 3.

#### ADJUSTMENT: FIFTH HORSE-SHOE ADVANTAGE

Fifth Horse-Shoe Advantage is described in players' instruction card as ALL 7 SELECTIONS LIGHT UP. Adjustment is by means of pins in outer row of holes in disc on back side of 400-to-1 UNIT on mechanism shelf.

As pins are added to outside row of holes in disc, fifth Advantage (ALL 7 SELECTIONS, popularly known as the "fan") appears more frequently (liberal). As pins are removed fifth Advantage appears less frequently (conservative). Extra pins are furnished with game. Holes in disc are tapped to receive end of pin.

#### L AND R ADJUSTMENT

Frequency of lighting L and R on back-glass is adjusted by means of a 3-point female plug on Selection Disc and related 2-point male plug. See FIG. 4.

#### FEATURE OPERATION

Feature may be operated on build-up basis, \$1.00 (20 replays) for each Feature-point indicated at top of back-glass; or Feature may be operated with flat \$2.00 (40 replays) multiplied by 1, 2 or 4.

#### FEATURE CHANGE-OVER PLUG

Change-over from build-up to flat Feature award is by means of 3-point female plug on front of mechanism-shelf (labeled FEATURE CHANGE-OVER) and

related male jack-plug. When jack-plug is inserted in socket closest to index-point, Feature award is flat \$2.00 (40 replays) multiplied by 1, 2 or 4. When jack-plug is inserted in socket farthest from index-point, Feature is on build-up basis.

#### FEATURE LIGHTS

When Feature award is flat \$2.00 (40 replays), Feature-point lights should be inoperative. Simply reset FEATURE UNIT (in back-box) to zero and then open the switch with ORANGE-GREEN and BLACK-YELLOW wires on Feature Unit; then Feature Unit will not operate and Feature-point lights will not light.

#### FEATURE SCORE CARDS

Be sure to use correct card on lower right-hand arch, depending on method of operating FEATURE.

#### FEATURE RE-SET

When game is operated with build-up Feature, feature awards or replays are not automatic; location-attendant must supply coins to play replays. Location-attendant should then re-set Feature-points to zero by pushing Feature reset-button.

Feature reset-button is located at point indicated on FIG. 5 on next page (left-hand side). Lower button is Feature re-set button.)

#### FEATURE LIGHT ADJUSTMENT

Frequency of lighting FEATURE on back-glass is adjusted by means of 3-point female plug attached to SELECTION DISC on mechanism shelf and 3 related male jacks. See FIG. 4

#### FEATURE METER

Feature meter is directly inside front door. Meter registers each step-up of Feature build-up, which steps up 1 point for each 400 coins played. Meter should be checked to determine amount to which location is entitled as reimbursement for Feature awards paid.

#### FEATURE STARTING SCORE

When first placing game on location, operators usually set Feature-point

light to a number several points above 1--to attract players.

#### REPLAY RESET BUTTON (CITATION)

Replays scored by player register on back-glass. Player may play replays by pressing button marked "replay" or merchant may redeem replays.

Replay reset button is located at point indicated on FIG. 5 below (left-hand side). Replay reset button is upper button (lower button is Feature reset button).

When merchant redeems replays, merchant should reset replay score projector to zero by pushing reset button.

#### REPLAY METER (CITATION)

Replay meter is directly inside front door. Collector should keep a record of meter readings and meter should be checked to determine amount location should receive as reimbursement for replays redeemed. Simply subtract reading of previous collection from reading of present collection to determine number of replays redeemed since previous collection.

#### 5-BALL PLAY (CITATION)

1. Raise glass frame. Note screw and small sliding-plate in back end of Skill Lane. Loosen (BUT DO NOT REMOVE) screw.
2. Push sliding-plate toward back end of game, allowing brass rivet to spring up through metal plate in bottom of Skill Lane.
3. Tighten screw again to hold sliding-plate in 5-Ball position.
4. Remove rubber bumper guarding entrance to Skill Lane and replace with gate furnished with machine. (Holes for fastening gate are drilled in arch directly above Skill Lane.)
5. Place proper 5-ball instruction cards on front arch and place a total of 5 balls in game.

# CITATION, LEXINGTON

## INSTALLATION AND OPERATING INSTRUCTIONS

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### TO REPLACE LIGHT-BULBS IN BACK-BOX

Unlock lock in top of back-box. Entire back-glass frame may be lifted upward and off of back-box, permitting easy access to light-bulbs.

### TO SERVICE LIGHT-BOX INSERT

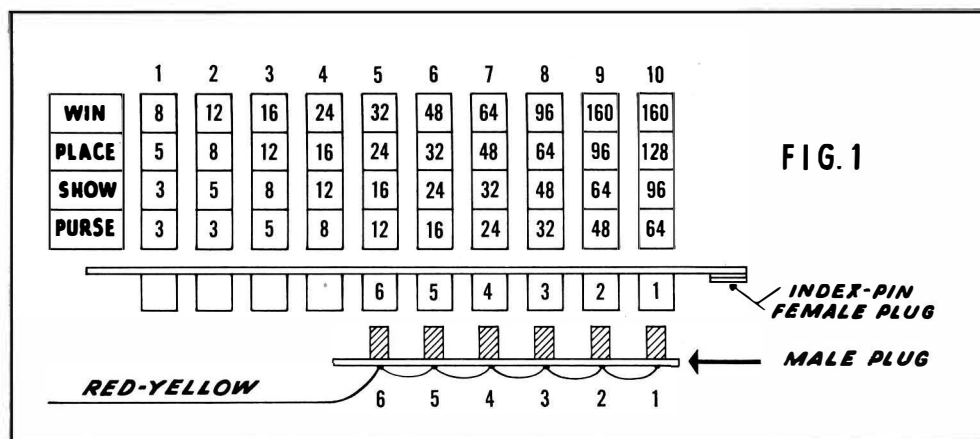
Remove back-glass frame, as explained above. Then loosen screws holding slide-clamps in upper corners of insert. Push slide-clamps up. Insert may then be swung forward on hinges at bottom for convenient access.

### AUTOMATIC ADJUSTMENT: SELECTIONS

Selections are automatically adjusted to conservative as Odds advance. No further adjustment is necessary.

### ADJUSTMENT: ODDS

Adjustment is by means of 10-point female plug and 6-point male plug on Odds Unit, as explained in FIG. 1.



Adjustment of Odds to conservative may be accomplished by moving 6-point male plug on Odds Unit in direction of arrow. For example, if pin-jack 1 is plugged into female socket 2, Odds in column 10 will be adjusted conservatively; if pin-jack 1 is plugged into female socket 3, Odds in columns 9 and 10 will be adjusted conservatively; if pin-jack 1 is plugged into female socket 4, Odds in columns 8, 9 and 10 will be adjusted conservatively; etc. Odds in columns 1, 2, 3 and 4 are not adjustable.

### ADJUSTMENT: FIRST HORSE-SHOE ADVANTAGE

First Horse-Shoe Advantage is described in players' instruction card as PURSE SECTION RECEIVES WIN ODDS. Adjustment is by means of the two bottom sockets of 6-point female plug attached to side of Horse-Shoe Disc and associated jack-plug (WITH ORANGE WIRE), as illustrated in FIG. 2 on next page. (Four top sockets adjust second and third Horse-Shoe Advantages as illustrated in FIG. 3 on next page.)

### ADJUSTMENT: THIRD AND FOURTH HORSE-SHOE ADVANTAGES

Third Horse-Shoe Advantage is described in players' instruction card as NUMBER 4 ADDED TO LIT SELECTIONS and fourth Advantage is described as NUMBERS 3 AND 5 ADDED TO LIT SELECTIONS. Adjustment is by means of four top sockets of 6-point female plug attached to side of Horse-Shoe Disc and associated 2-point male plug (WITH BLUE WIRE), as illustrated in FIG. 3 on next page.

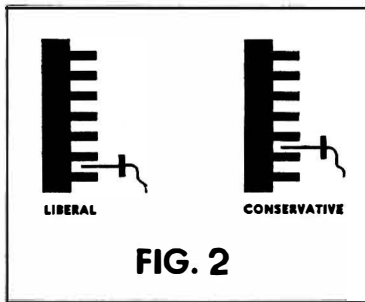


FIG. 2

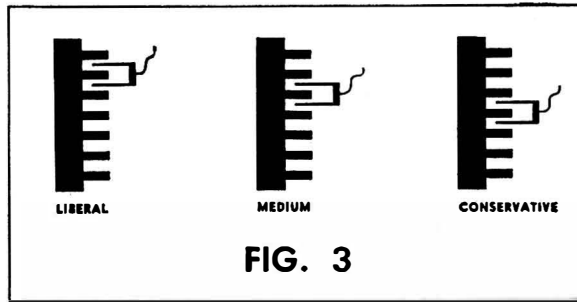


FIG. 3

## ADJUSTMENT: FIFTH HORSE-SHOE ADVANTAGE

Fifth Horse-Shoe Advantage is described in players' instruction card as ALL 7 SELECTIONS LIGHT UP. Adjustment is by means of pins in outside row of holes in disc on back side of 400-to-1 UNIT on mechanism shelf.

As pins are added to outside row of holes in disc, fifth Advantage (ALL 7 SELECTIONS, popularly known as the "fan") appears more frequently (liberal). As pins are removed fifth Advantage appears less frequently (conservative). Extra pins are furnished with game. Holes in disc are tapped to receive end of pin.

## ADJUSTMENT: ALL HORSE-SHOE ADVANTAGES

General adjustment of all Horse-Shoe Advantages is by means of 2-point female plug attached to upper corner of Odds Unit and related single male jack-plug.

CONSERVATIVE: Plug male plug into UPPER female socket.

LIBERAL: Plug male plug into LOWER female socket.

## L AND R ADJUSTMENT

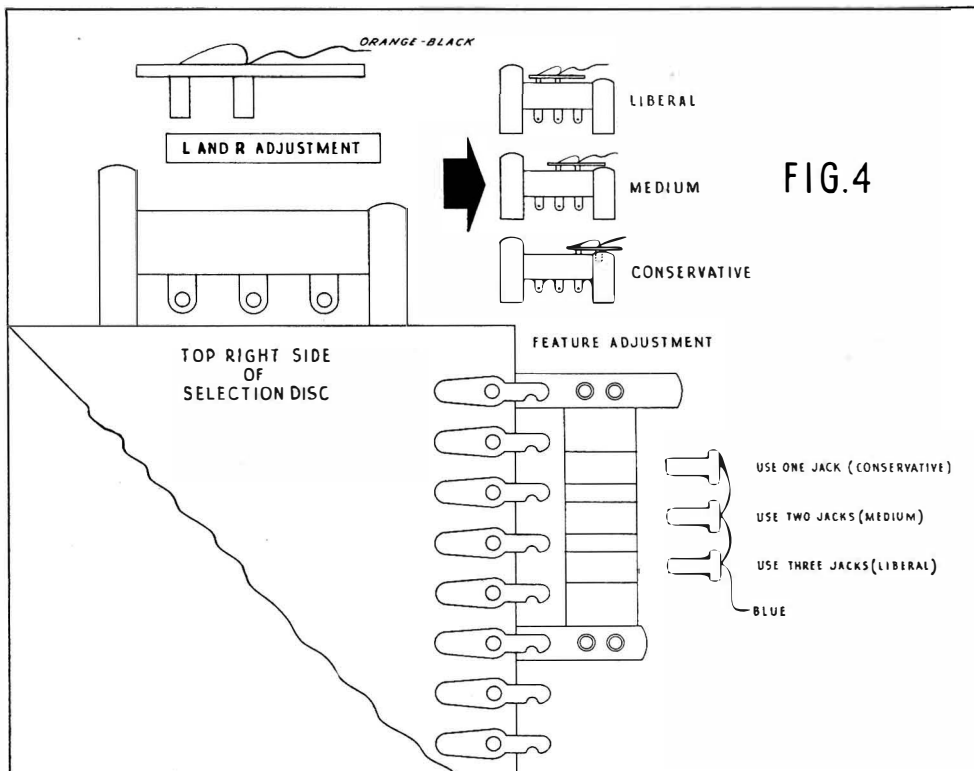
Frequency of lighting L and R on back-glass is adjusted by means of a 3-point female plug on Selection Disc and related 2-point male plug. See FIG. 4.

## FEATURE OPERATION

Feature may be operated on build-up basis, \$1.00 (20 replays) for each Feature-point indicated at top of back-glass; or Feature may be operated with flat \$2.00 (40 replays) multiplied by 1, 2 or 4.

## FEATURE CHANGE-OVER PLUG

Change-over from build-up to flat Feature award is by means of 2-point female plug on front of mechanism-shelf (labeled FEATURE CHANGE-OVER) and related male jack-plug. When jack-plug is inserted in socket closest to index-point, Feature award is flat \$2.00 (40 replays) multiplied by 1, 2 or 4. When jack-plug is inserted in socket farthest from index-point, Feature is on build-up basis.



## FEATURE LIGHTS

When Feature award is flat \$2.00 (40 replays), Feature-point lights should be inoperative. Simply reset FEATURE UNIT (in back-box) to zero and then open the switch with ORANGE-GREEN and BLACK-YELLOW wires on Feature Unit; then Feature Unit will not operate and Feature-point lights will not light.

## FEATURE SCORE CARDS

Be sure to use correct card on lower right-hand arch, depending on method of operating FEATURE.

## FEATURE RESET

When game is operated with build-up Feature, feature awards or replays are not automatic; location-attendant must supply coins to play replays. Location-attendant should then reset Feature-points to zero by pushing Feature Reset-Button.

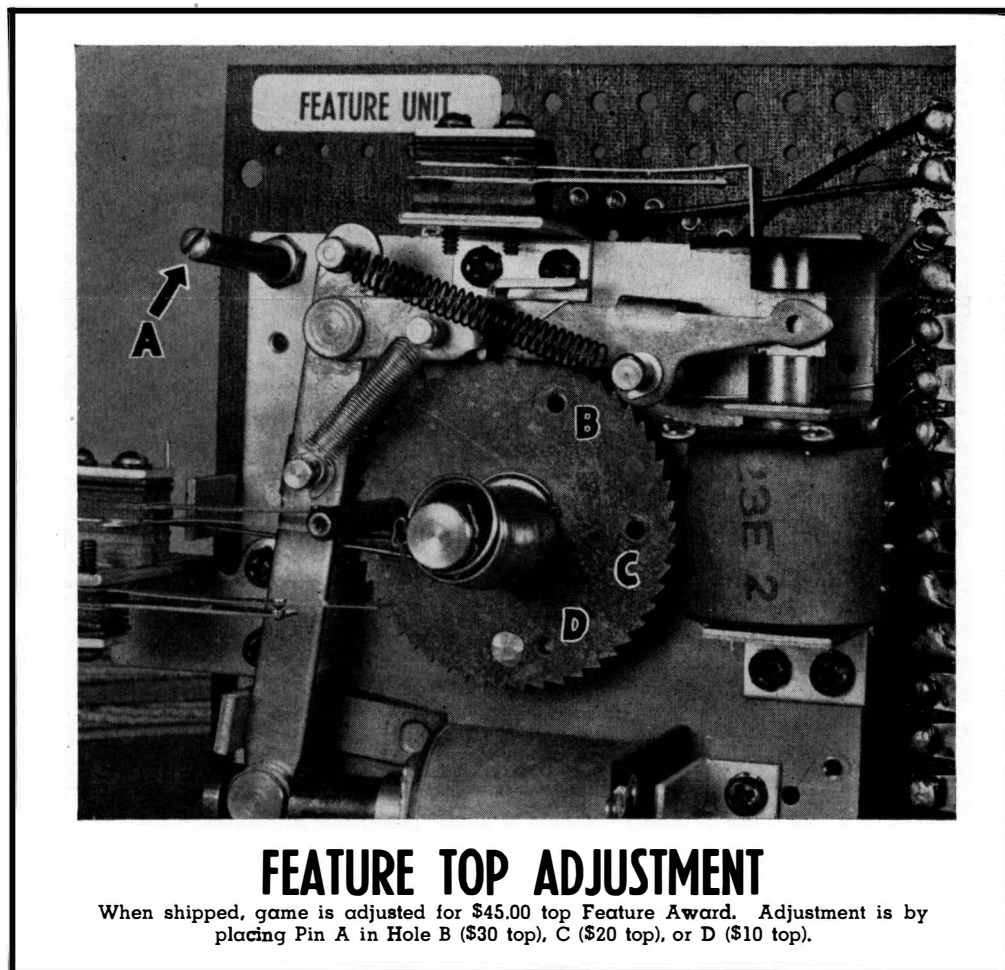
Feature Reset-Button is located at point indicated on FIG. 5 on next page (left-hand side). Lower button is Feature Reset-Button. (The other button—on CITATION only—is Replay Reset-Button.)

## FEATURE LIGHT ADJUSTMENT

Frequency of lighting FEATURE on back-glass is adjusted by means of 3-point female plug attached to SELECTION DISC on mechanism shelf and 3 related male jacks. See FIG. 4.

## FEATURE VALUE ADJUSTMENT

See FEATURE TOP ADJUSTMENT.



## FEATURE METER

Feature meter is directly inside front door. Meter registers each step-up of Feature build-up, which steps up 1 point for each 400 coins played. Meter should be checked to determine amount to which location is entitled as reimbursement for Feature awards paid.

## FEATURE STARTING SCORE

When first placing game on location, operators usually set Feature-point light to a number several points above 1— to attract players.

## REPLAY RESET BUTTON (CITATION)

Replays scored by players register on back-glass. Player may play replays by pressing button marked "re-play" or merchant may redeem replays.

Replay Reset Button is located at point indicated on FIG. 5 below (left-hand side). Replay Reset Button is upper button (lower button is Feature Reset Button).

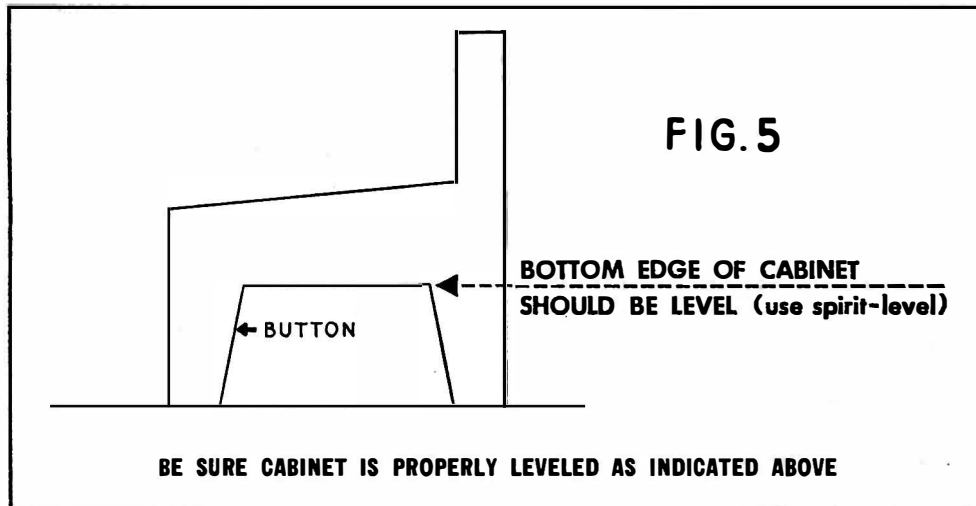
When merchant redeems replays, merchant should reset Replay Score Projector to zero by pushing Reset Button.

## REPLAY METER (CITATION)

Replay meter is directly inside front door. Collector should keep a record of meter readings and meter should be checked to determine amount location should receive as reimbursement for replays redeemed. Simply subtract reading of previous collection from reading of present collection to determine number of replays redeemed since previous collection.

## 5-BALL PLAY (CITATION)

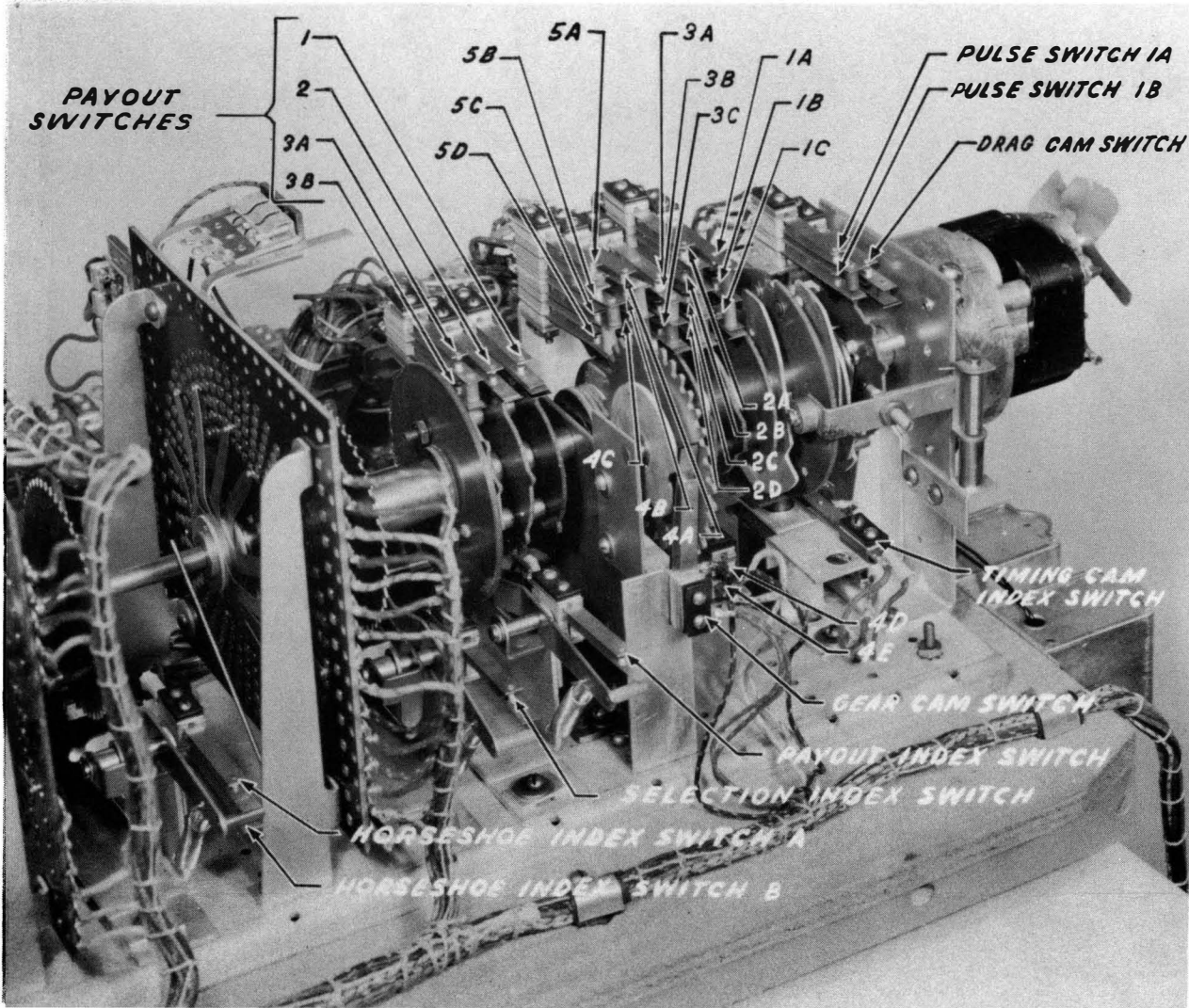
1. Raise glass frame. Note screw and small sliding-plate in back end of Skill Lane. Loosen (BUT DO NOT REMOVE) screw.
2. Push sliding-plate toward back end of game, allowing brass rivet to spring up through metal plate in bottom of Skill Lane.
3. Tighten screw again to hold sliding-plate in 5-Ball position.
4. Remove rubber bumper guarding entrance to Skill Lane and replace with gate furnished with machine. (Holes for fastening gate are drilled in arch directly above Skill Lane.)
5. Place proper 5-Ball instruction cards on front arch and place a total of 5 balls in game.



CITATION
CONTROL UNIT SWITCH CHART

Table with 2 columns: CODE and FUNCTION. Codes include N.C. (Normally Closed), N.O. (Normally Open), M.B.B. (Make Before Break), S.P.D.T. (Single Pole Double Throw), and S.P.S.T. (Single Pole Single Throw).

Main switch chart table with 4 columns: CONTROL UNIT SWITCHES, CODE, WIRE COLORS, and FUNCTION OF SWITCHES. Lists various switches like Drag cam switch, Pulse switch 1A, Timing cam switch 1A, etc., with their respective functions.



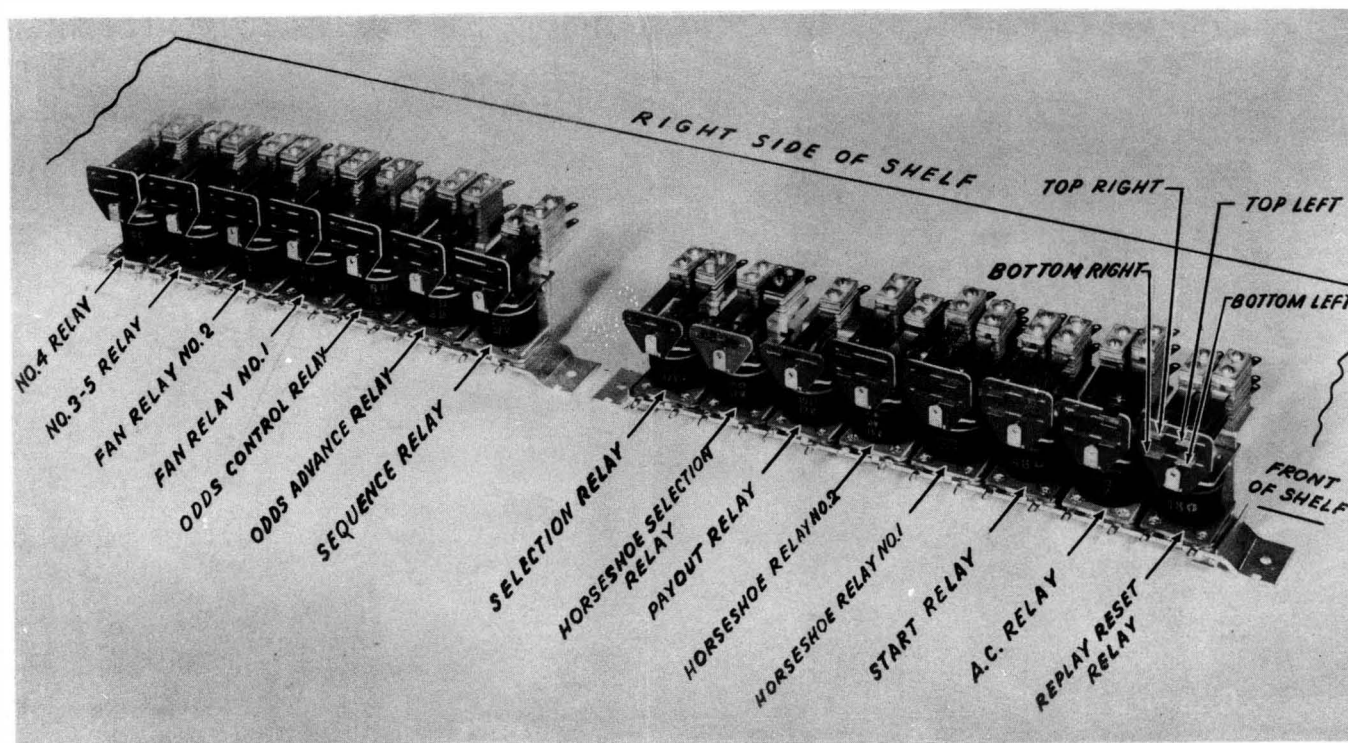
# CITATION, LEXINGTON

## RELAY CHART

FIRST RELAY LISTED IS CLOSEST TO FRONT OF MECHANISM BOARD.

## CODE

N.C.....NORMALLY CLOSED  
 N.O.....NORMALLY OPEN  
 M.B.B.....MAKE BEFORE BREAK  
 S.P.D.T..SINGLE POLE DOUBLE THROW



| RELAY AND SWITCH          | SWITCH CODE | WIRE COLORS                           | FUNCTION OF SWITCH                                                                    |
|---------------------------|-------------|---------------------------------------|---------------------------------------------------------------------------------------|
| <b>REPLAY RESET RELAY</b> |             |                                       |                                                                                       |
| Top left switch           | N.C.        | Yellow-Brown<br>Yellow-Black          | Breaks start circuit, game cannot be shuffled during replay reset.                    |
| Bottom left switch        | S.P.D.T.    | White-Blue<br>Blue-White<br>Black-Red | Completes circuit for wiping off one replay resetting all replays to zero.            |
| Top right switch          | N.O.        | Gray<br>Brown-Yellow                  | Runs Control unit motor.                                                              |
| Bottom right switch       | N.O.        | Green-Red<br>Green-White              | Holds in replay reset relay.                                                          |
| <b>ANTI-CHEAT RELAY</b>   |             |                                       |                                                                                       |
| Top left switch           | N.C.        | Gray<br>Red-White                     | Allows shutter motor to operate after tilt.                                           |
| Center left switch        | N.O.        | Yellow<br>Green-White                 | Completes 6 volt circuit.                                                             |
| Bottom left switch        | N.O.        | Red<br>Brown                          | Supplies power to 17 volt circuit.                                                    |
| Top right switch          | N.C.        | Green-White<br>Green-Red              | Energizes replay reset relay when A.C. relay is de-energized.                         |
| Bottom right switch       | N.O.        | White<br>Black-Yellow                 | Holds in relay and supplies power to bumpers.                                         |
| <b>START RELAY</b>        |             |                                       |                                                                                       |
| Top left switch           | N.O.        | White<br>Blue-Orange                  | Energizes cam index coil.                                                             |
| Bottom left switch        | N.O.        | Yellow-Black<br>Black-Red             | Holds start relay.                                                                    |
| Top right switch          | N.O.        | Gray<br>Green-Red                     | Energizes Horseshoe relay No. 2 after Horseshoe No. 1 (Bottom left) switch is closed. |
| Bottom right switch       | N.O.        | Red-White<br>Red-Black                | Runs shutter motor, in series with ball switch.                                       |

# CITATION, LEXINGTON

## RELAY CHART (continued)

### CODE

N.C.....NORMALLY CLOSED  
 N.O.....NORMALLY OPEN  
 M.B.B.....MAKE BEFORE BREAK  
 S.P.D.T..SINGLE POLE DOUBLE THROW

|                                  |             |                              |                                                                                                                                                                                                                               |
|----------------------------------|-------------|------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>HORSHOE NO. 1 RELAY</b>       |             |                              |                                                                                                                                                                                                                               |
| Top left switch                  | N. O.       | Gray<br>Yellow               | Lights Horseshoe Light and indicator light on panel.                                                                                                                                                                          |
| Bottom left switch               | S. P. D. T. | Green-Red<br>Red-Green       | Supplies power to Horseshoe disc for step-off and breaks circuit to selection index.                                                                                                                                          |
| Top right switch                 | N. C.       | Red<br>White-Blue            | Completes circuit to selection through cam No. 3.                                                                                                                                                                             |
| Bottom right switch              | N. O.       | White-Green<br>Brown-White   | Holds in Horseshoe relay No. 1.                                                                                                                                                                                               |
| <b>HORSEHOE NO. 2 RELAY</b>      |             |                              |                                                                                                                                                                                                                               |
| Bottom left switch               | N. C.       | White-Orange<br>Orange-White | Breaks circuit to Odds unit step-up coil while playing Horseshoe feature.                                                                                                                                                     |
| Top right switch                 | N. O.       | Black-Orange<br>Orange       | Safety circuit for win-show or win-purse payout.                                                                                                                                                                              |
| Bottom right switch              | N. O.       | Blue-White<br>Green-Red      | Holds in Horseshoe relay No. 2.                                                                                                                                                                                               |
| <b>PAY OUT RELAY</b>             |             |                              |                                                                                                                                                                                                                               |
| Center                           | N. O.       | White-Blue<br>Red-Green      | Energizes payout cam index, completes circuit to Payout Unit or Replay projector step-up coil through Payout cam switch 3A and completes circuit to Payout counter step-up through either cam switch No. 1, No. 2, or No. 3B. |
| <b>HORSESHOE SELECTION RELAY</b> |             |                              |                                                                                                                                                                                                                               |
| Left switch                      | N. O.       | Gray<br>Brown-Yellow         | Runs Control unit motor.                                                                                                                                                                                                      |
| Right switch                     | N. O.       | Brown<br>Yellow              | Energizes Horseshoe selection disc.                                                                                                                                                                                           |
| <b>SELECTION RELAY</b>           |             |                              |                                                                                                                                                                                                                               |
| Left switch                      | N. O.       | Blue-Orange<br>Orange        | Energizes Horseshoe selection relay, in series with Horseshoe selection disc.                                                                                                                                                 |
| Right switch                     | N. O.       | Yellow<br>Black              | Energizes Horse selector index coil, in series with I-5 switch on 400:1 unit or in series with alternator switch and Odds control stepper disc.                                                                               |
| <b>SEQUENCE RELAY</b>            |             |                              |                                                                                                                                                                                                                               |
| Top left switch                  | N. O.       | Green<br>Gray-Yellow         | In series with circuit indicated on right switch of selection relay (see above)                                                                                                                                               |
| Bottom left switch               | N. O.       | Green<br>White-Yellow        | Holds in sequence relay when Horseshoe relay is de-energized, in series with Odds control step-up arm switch.                                                                                                                 |
| Right switch                     | N. O.       | White-Brown<br>Blue-Yellow   | Completes circuit to Odds advance relay.                                                                                                                                                                                      |
| <b>ODDS ADVANCE RELAY</b>        |             |                              |                                                                                                                                                                                                                               |
| Top left switch                  | N. C.       | White-Blue<br>Gray-Yellow    | Breaks circuit from Odds control disc in series with cam No. 5A breaks switch.                                                                                                                                                |
| Bottom left switch               | N. O.       | Red-Yellow<br>White-Orange   | Completes circuit to Odds unit step-up coil in series with Pulse Switch 1B to Odds Control Relay.                                                                                                                             |
| Top right switch                 | N. C.       | White-Red<br>White-Brown     | Breaks start circuit.                                                                                                                                                                                                         |
| Bottom right switch              | N. O.       | Gray<br>Brown-Yellow         | Runs control unit motor.                                                                                                                                                                                                      |
| <b>ODDS CONTROL RELAY</b>        |             |                              |                                                                                                                                                                                                                               |
| Left switch                      | N. C.       | White-Brown<br>Yellow-Brown  | Breaks start circuit.                                                                                                                                                                                                         |
| Top right switch                 | N. O.       | Red-Yellow<br>Orange-Red     | Completes circuit to Odds control unit step-up coil, in series with Pulse Switch 1B.                                                                                                                                          |
| Bottom right switch              | N. O.       | Gray<br>Brown-Yellow         | Runs Control unit motor.                                                                                                                                                                                                      |

# CITATION, LEXINGTON

## RELAY CHART (continued)

### CODE

N.C.....NORMALLY CLOSED  
 N.O.....NORMALLY OPEN  
 M.B.B.....MAKE BEFORE BREAK  
 S.P.D.T..SINGLE POLE DOUBLE THROW

#### FAN NO. 1 RELAY

|                     |      |                           |                                                                            |
|---------------------|------|---------------------------|----------------------------------------------------------------------------|
| Top left switch     | N.O. | Brown-Yellow<br>Orange    | Energizes Horseshoe selector relay in series with Horseshoe selector disc. |
| Bottom left switch  | N.O. | White-Green<br>Red-Green  | Energizes No. 3 and 5 selection relay when Horseshoe relay is energized.   |
| Top right switch    | N.O. | Red-Green<br>Green        | Holds in Fan relay No. 1 and 2 while Horseshoe relay No. 1 is energized.   |
| Bottom right switch | N.O. | Red-Green<br>Green-Yellow | Energizes No. 4 selection relay when Horseshoe relay is energized.         |

#### FAN NO. 2 RELAY

|                     |      |                     |                         |
|---------------------|------|---------------------|-------------------------|
| Top left switch     | N.O. | Red<br>Orange-Black | Lights No. 7 selection. |
| Bottom left switch  | N.O. | Red<br>Red-White    | Lights No. 1 selection. |
| Top right switch    | N.O. | Red<br>Brown-Yellow | Lights No. 6 selection. |
| Bottom right switch | N.O. | Red<br>Blue-Orange  | Lights No. 2 selection. |

#### NO. 3 AND 5 SELECTION RELAY

|                     |      |                          |                                         |
|---------------------|------|--------------------------|-----------------------------------------|
| Top left switch     | N.O. | Red<br>Yellow-Black      | Lights No. 3 selection.                 |
| Bottom left switch  | N.O. | Red<br>Green-White       | Decreases win to show and win to purse. |
| Top right switch    | N.O. | Red<br>White-Red         | Lights No. 5 selection.                 |
| Bottom right switch | N.O. | White-Green<br>Red-Green | Locks in circuit for No. 3 and 5 relay. |

#### NO. 4 SELECTION RELAY

|                     |      |                           |                                         |
|---------------------|------|---------------------------|-----------------------------------------|
| Top left switch     | N.O. | Red<br>Green-Red          | Lights No. 4 selection.                 |
| Bottom left switch  | N.O. | Red<br>Green-White        | Decreases win to show and win to purse. |
| Top right switch    | N.O. | Red-Green<br>Green-Yellow | Locks in circuit for No. 4 relay.       |
| Bottom right switch | N.C. | Blue<br>Yellow            | Decreases No. 3 and 5 selections.       |

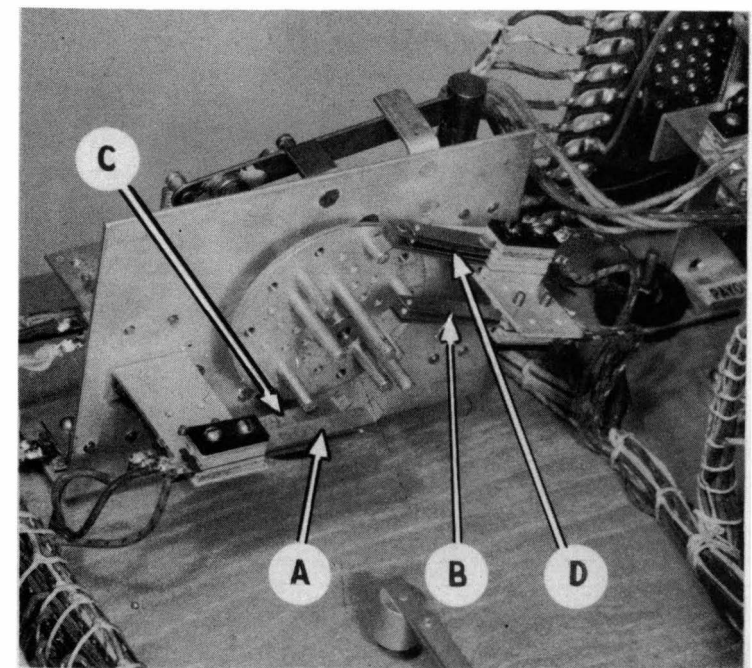
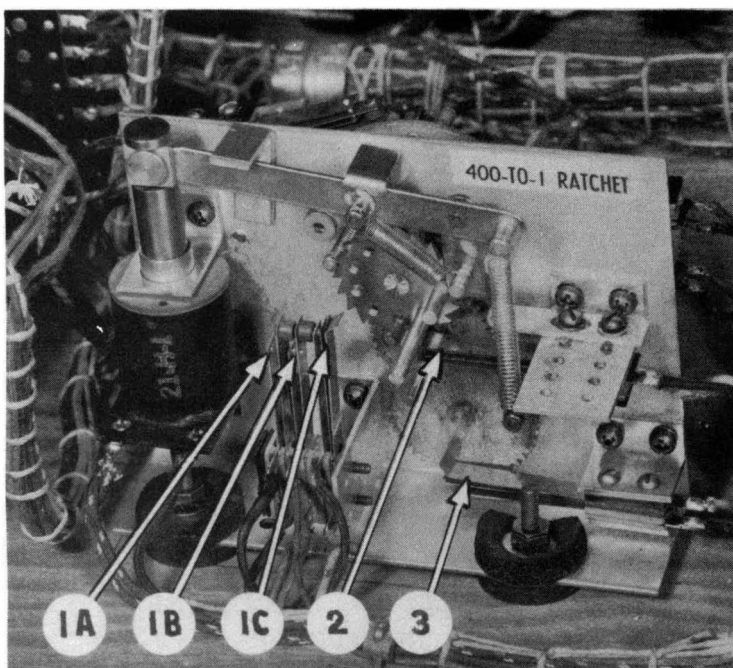
# CITATION, LEXINGTON

## 400-TO-1 UNIT SWITCH CHART

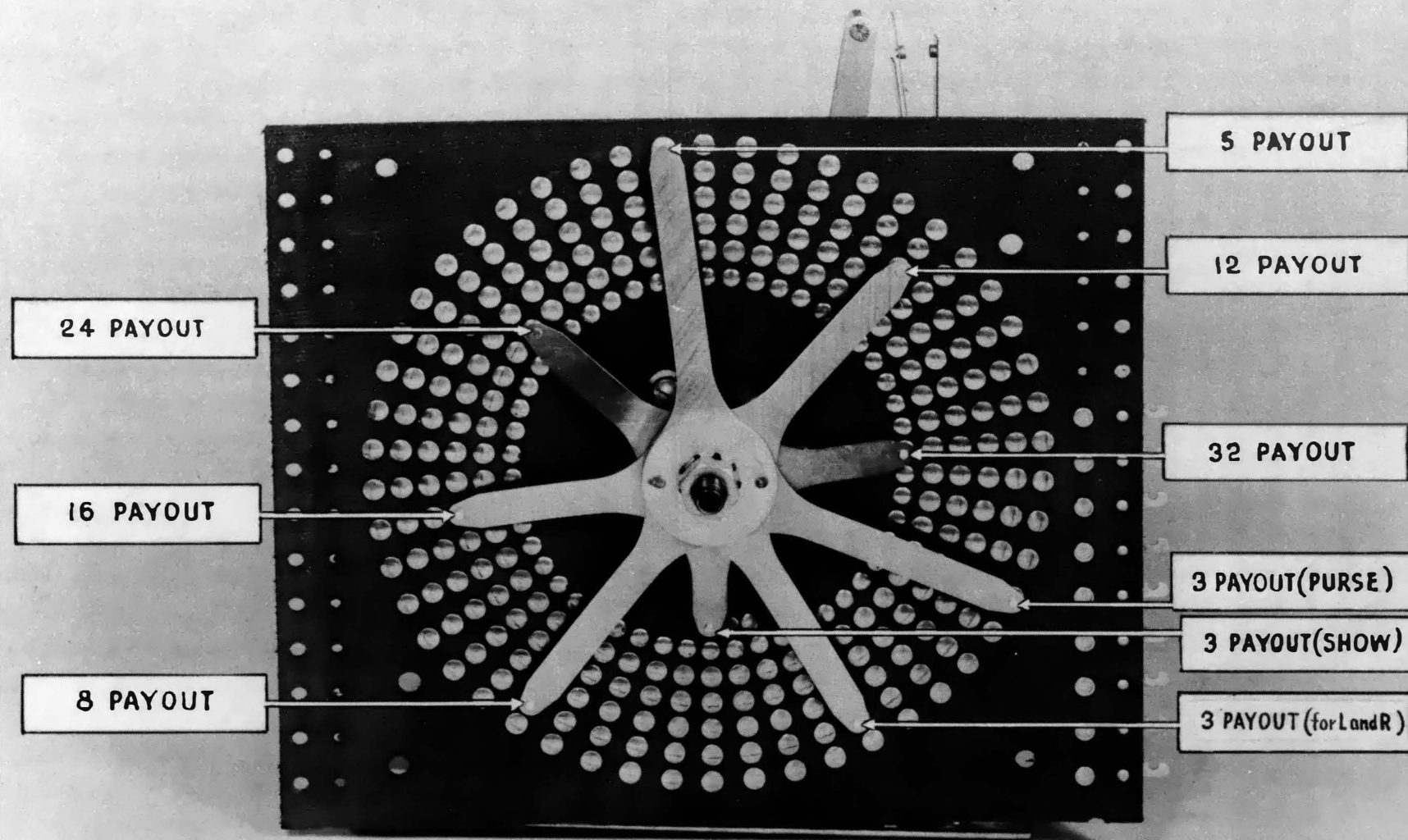
### CODE

N.C. ....NORMALLY CLOSED  
 N.O. ....NORMALLY OPEN  
 S.P.D.T. ....SINGLE POLE DOUBLE THROW

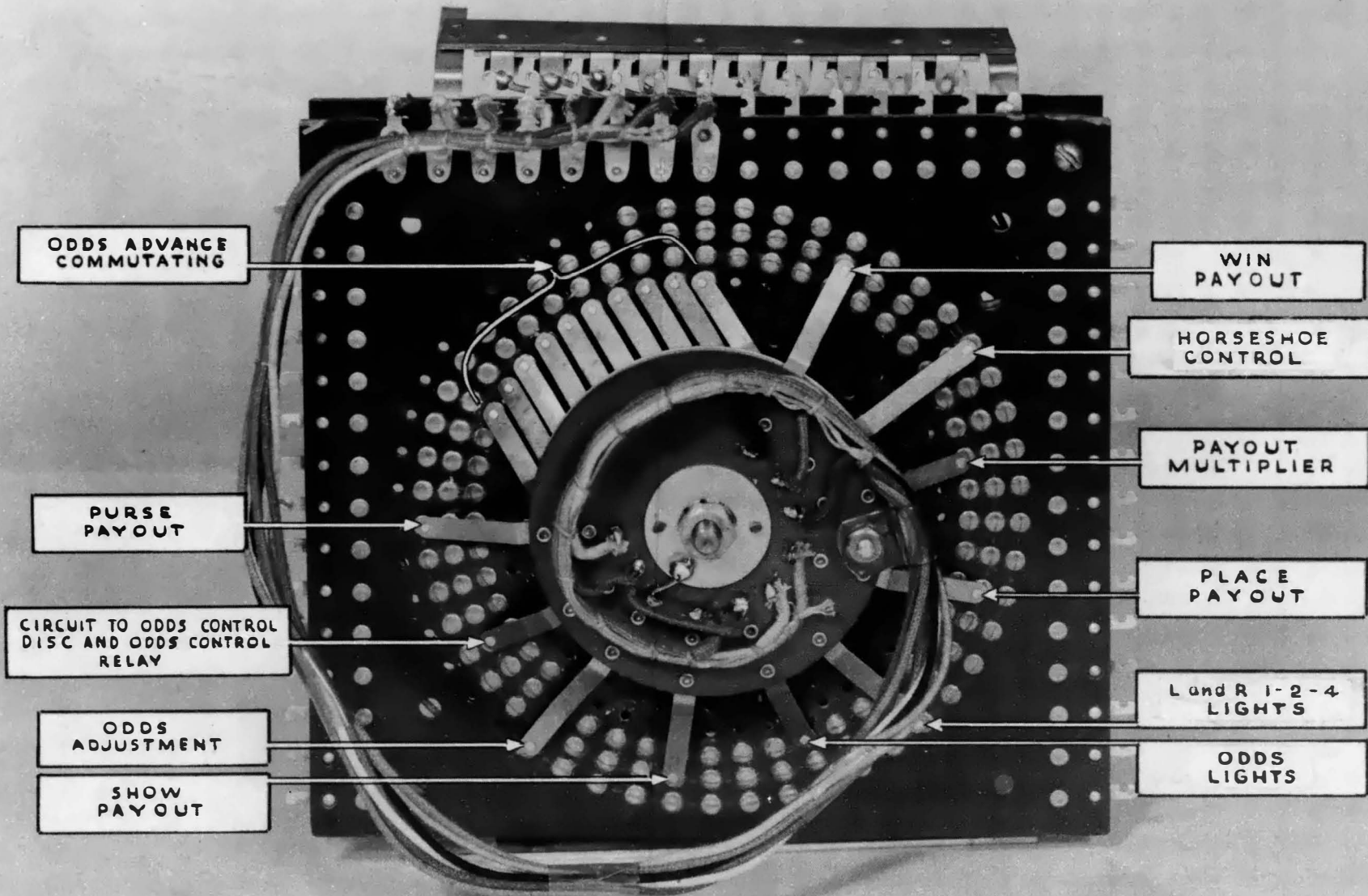
| CAM SWITCH NO. | CODE        | WIRE COLORS                  | FUNCTION OF SWITCH                                                          |
|----------------|-------------|------------------------------|-----------------------------------------------------------------------------|
| Switch No. 1A  | N.O.        | Blue.<br>Black-Red           | In series with feature lite and feature hole switch.                        |
| Switch No. 1B  | N.O.        | Gray-Red<br>Orange-White     | Odds Step-Up frequency switch <u>CAUTION:</u> (Do not change adjustment)    |
| Switch No. 1C  | N.O.        | Blue-Orange<br>Yellow-Red    | In series with feature step-up unit and switch No. 3 on 400:1 unit.         |
| Switch No. 2   | N.C.        | Yellow<br>Green              | In series with switch on selection relay and also selection index.          |
| Switch No. 3   | N.O.        | Black Yellow<br>Orange-Green | In series with No. 1C of this unit.                                         |
| Switch No. A   | N.O.        | Orange Green<br>Green-Yellow | Odds step-up frequency switch <u>CAUTION:</u> (Do not change adjustment)    |
| Switch No. B   | N.O.        | Blue-White<br>Yellow-Brown   | Odds step-up frequency switch <u>CAUTION:</u> (Do not change adjustment)    |
| Switch No. C   | N.O.        | Gray-Yellow<br>Blue-Yellow   | Odds step-up frequency switch <u>CAUTION:</u> (Do not change adjustment)    |
| Switch No. D   | S. P. D. T. |                              | In series with No. 3-5 and No. 4 Relay circuit. Controls spotting of "Fan". |



# PAYOUT COUNTER CONTACT FINGER CHART

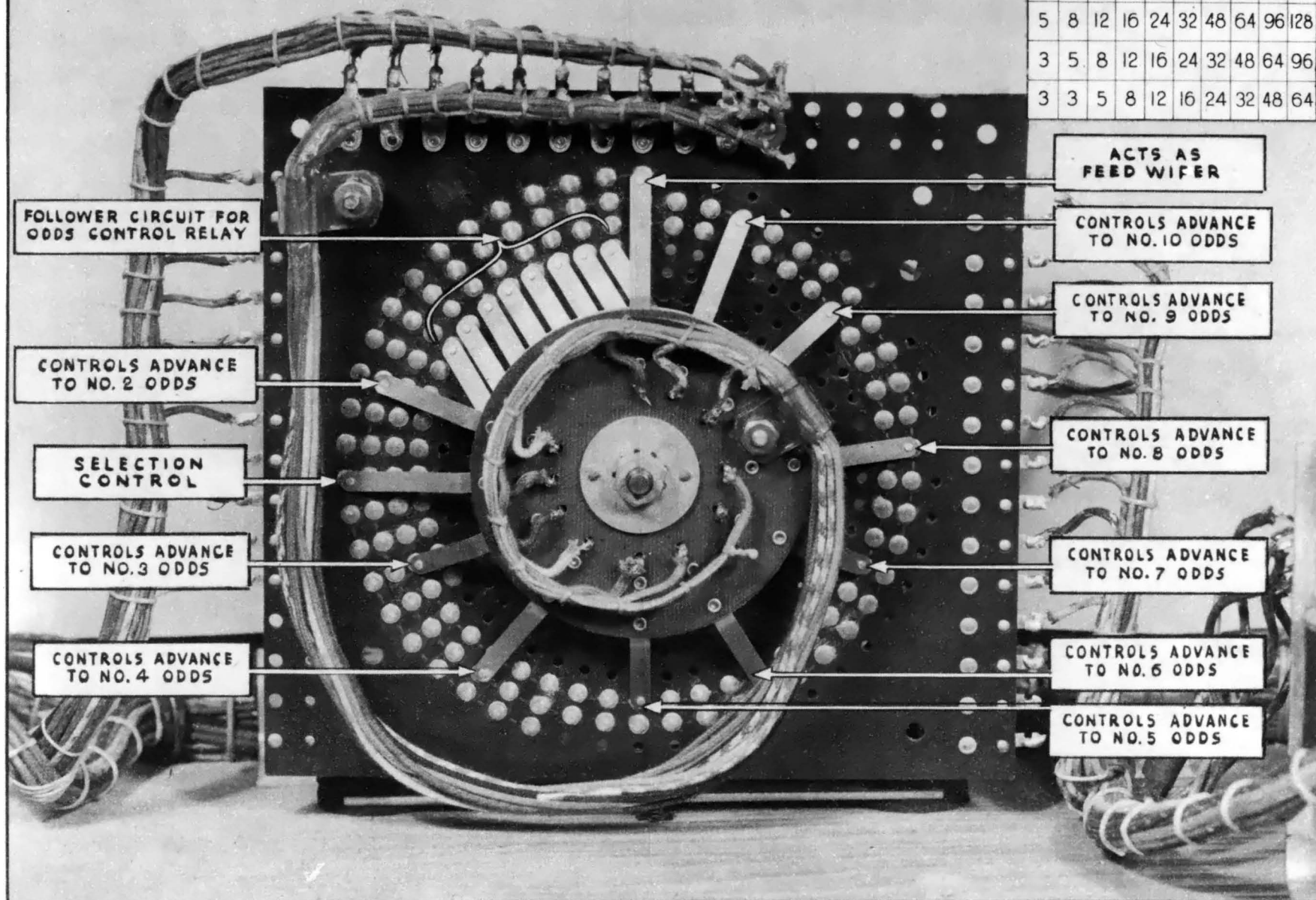


# ODDS UNIT CONTACT FINGER CHART



# ODDS CONTROL UNIT CONTACT FINGER CHART

| NO. 1 | NO. 2 | NO. 3 | NO. 4 | NO. 5 | NO. 6 | NO. 7 | NO. 8 | NO. 9 | NO. 10 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|--------|
| 8     | 12    | 16    | 24    | 32    | 48    | 64    | 96    | 160   | 160    |
| 5     | 8     | 12    | 16    | 24    | 32    | 48    | 64    | 96    | 128    |
| 3     | 5     | 8     | 12    | 16    | 24    | 32    | 48    | 64    | 96     |
| 3     | 3     | 5     | 8     | 12    | 16    | 24    | 32    | 48    | 64     |

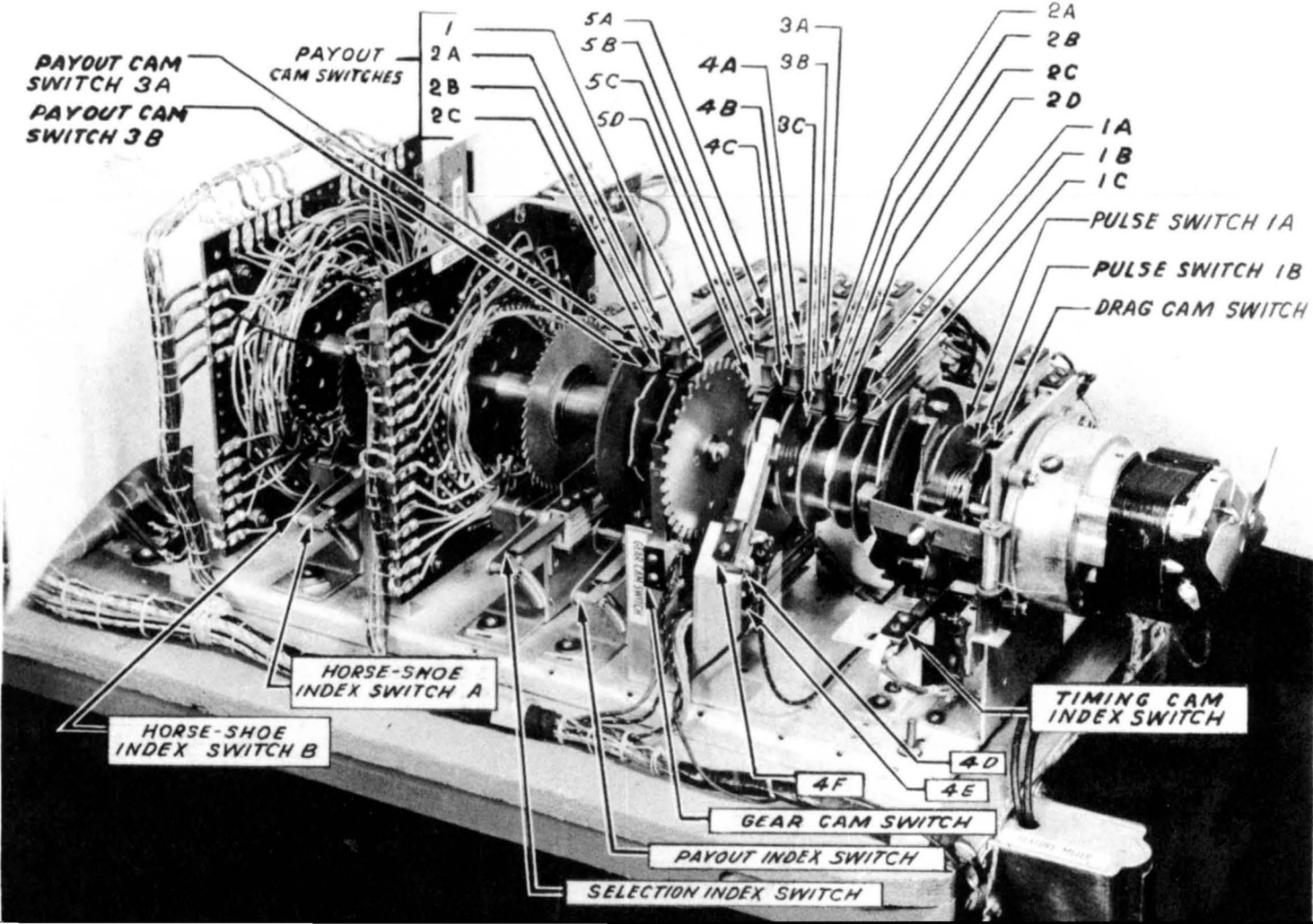


LEXINGTON

CONTROL UNIT SWITCH CHART

| CODE     |                          |
|----------|--------------------------|
| N.C.     | NORMALLY CLOSED          |
| N.O.     | NORMALLY OPEN            |
| S.P.D.T. | SINGLE POLE DOUBLE THROW |

| CONTROL UNIT SWITCHES    | CODE     | WIRE COLORS                                | FUNCTION OF SWITCHES                                                                                                                                                                                   |
|--------------------------|----------|--------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Drag Cam Switch          | S.P.O.T. | Black-White<br>Yellow<br>Blue-White        | Energizes Horse-shoe index, steps up 400:1 unit, and flashes feature light.                                                                                                                            |
| Pulse Switch 1A          |          |                                            | Not used.                                                                                                                                                                                              |
| Pulse Switch 1B          | S.P.S.T. | Black-Yellow<br>Red-Yellow                 | Steps up odds unit; and odds control unit.                                                                                                                                                             |
| Timing Cam Switch 1A     | N.C.     | White<br>Black-Red                         | Opens start relay lock-in circuit, coin lock magnet circuit and horseshoe button circuit during cycle of control unit.                                                                                 |
| Timing Cam Switch 1B     | S.P.O.T. | Red-White<br>Orange<br>Red-Green           | Opens payout circuit, and tilts game if ball is in hole during cycle.                                                                                                                                  |
| Timing Cam Switch 1C     | N.O.     | White-Red<br>Blue                          | Pulls in "3-5" relay or "4" relay if wipers on Horseshoe disc are in proper position. Switch on Horseshoe index coil, cam switch No. 5A and alternator switch 4A are in series with cam switch No. 1D. |
| Timing Cam Switch 2A     | N.O.     | Brown<br>Brown-Yellow                      | Steps up A.B.C.O. unit after four bumpers are hit.                                                                                                                                                     |
| Timing Cam Switch 2B     | N.O.     | White<br>Black-Red                         | Resets payout counter.                                                                                                                                                                                 |
| Timing Cam Switch 2C     | N.O.     | Green<br>Gray-Red                          | Energizes sequence relay.                                                                                                                                                                              |
| Timing Cam Switch 2D     | N.O.     | White-Orange<br>Black-Yellow               | Steps up odds unit each spin until 4th step switch opens on odds unit.                                                                                                                                 |
| Timing Cam Switch 3A     | N.O.     | White-Blue<br>Black-Yellow                 | Flashes odds during spin.                                                                                                                                                                              |
| Timing Cam Switch 3B     | N.O.     | Green<br>Black                             | Energizes Horse selection index coil.                                                                                                                                                                  |
| Timing Cam Switch 3C     | N.O.     | Brown<br>Black-White                       | Energizes Horseshoe index coil, in series with switch on drag arm cam.                                                                                                                                 |
| Alternator Cam Switch 4A | S.P.D.T. | Green-White<br>Green-Yellow<br>White-Green | Directs circuit to "3-5" relay, or "4" relay, if horseshoe wipers stop in proper position.                                                                                                             |
| Alternator Cam Switch 4B | S.P.D.T. | Orange-Black<br>Red<br>Brown-White         | Directs circuit to "L" or "R".                                                                                                                                                                         |
| Alternator Cam Switch 4C | S.P.S.T. | Yellow<br>White-Blue                       | Additional selection control on higher odds (effective every other cycle of control unit).                                                                                                             |
| Alternator Cam Switch 4D | S.P.S.T. | White-Brown<br>White-Orange                | In series with odds advance relay also in parallel with switch on ABCD unit.                                                                                                                           |
| Alternator Cam Switch 4E | S.P.S.T. | Black-White<br>Orange-White                | In series with switch No. 1B on 400:1 ratchet.                                                                                                                                                         |
| Alternator Cam Switch 4F | N.O.     | Black-Yellow<br>Red-White                  | Energizes coin divider coil.                                                                                                                                                                           |
| Timing Cam Switch 5A     | N.C.     | Gray-Yellow<br>White-Blue                  | Prevents odds control relay from pulling in during spin.                                                                                                                                               |
| Timing Cam Switch 5B     | N.C.     | White-Orange<br>Red-Yellow                 | Prevents odds advance relay from energizing during spin.                                                                                                                                               |
| Timing Cam Switch 5C     | N.C.     | Orange-Green<br>Black-Red                  | Makes Horseshoe button inoperative during cycle of control unit.                                                                                                                                       |
| Timing Cam Switch 5D     | N.C.     | Blue-White<br>Blue                         | Safety switch for "3-5" and "4" relays, opens circuit during spin.                                                                                                                                     |
| Payout Cam Switch 1      | N.O.     | Blue<br>Brown-White                        | Steps up payout counter, when 96 or 160 odds are lit.                                                                                                                                                  |
| Payout Cam Switch 2A     | N.O.     | Brown<br>Red-Green                         | Operates Payout unit No. 2.                                                                                                                                                                            |
| Payout Cam Switch 2B     | N.O.     | Brown-White<br>Red-Black                   | Alternates with payout cam switch No. 3B in stepping up payout counter, when 8-12-16-24-32 odds are lit.                                                                                               |
| Payout Cam Switch 2C     | N.O.     | Red<br>Brown-White                         | Steps up payout counter, when 48 or 64 odds are lit.                                                                                                                                                   |
| Payout Cam Switch 3A     | N.O.     | Gray-Red<br>Red-Green                      | Operates payout unit No. 1.                                                                                                                                                                            |
| Payout Cam Switch 3B     | N.O.     | Red-Black<br>Brown-White                   | Alternates with payout cam switch No. 3B in stepping up payout counter, when 8-12-16-24-32 odds are lit.                                                                                               |
| Timing Cam Index Switch  | N.O.     | Gray<br>Brown-Yellow                       | Runs control unit motor.                                                                                                                                                                               |
| Gear Cam Switch          | N.O.     | Black-White<br>Red-Yellow                  | Position switch opposite red dot on cam when alternator cam switches 4D and 4E are closed.                                                                                                             |
| Payout Index Switch      | N.O.     | Gray<br>Brown-Yellow                       | Runs control unit motor.                                                                                                                                                                               |
| Selection Index Switch   | N.O.     | Gray<br>Brown-Yellow                       | Runs control unit motor.                                                                                                                                                                               |
| Horseshoe Index Switch B | N.C.     | Blue<br>Blue-White                         | Safety switch for No.3-No.5 and No.4 relays, opens circuit during spin.                                                                                                                                |
| Horseshoe Index Switch A | N.O.     | Red-White<br>Green                         | Flashes "1-2-6-7" and "3-5" and "4" during spin, when Horseshoe is played.                                                                                                                             |



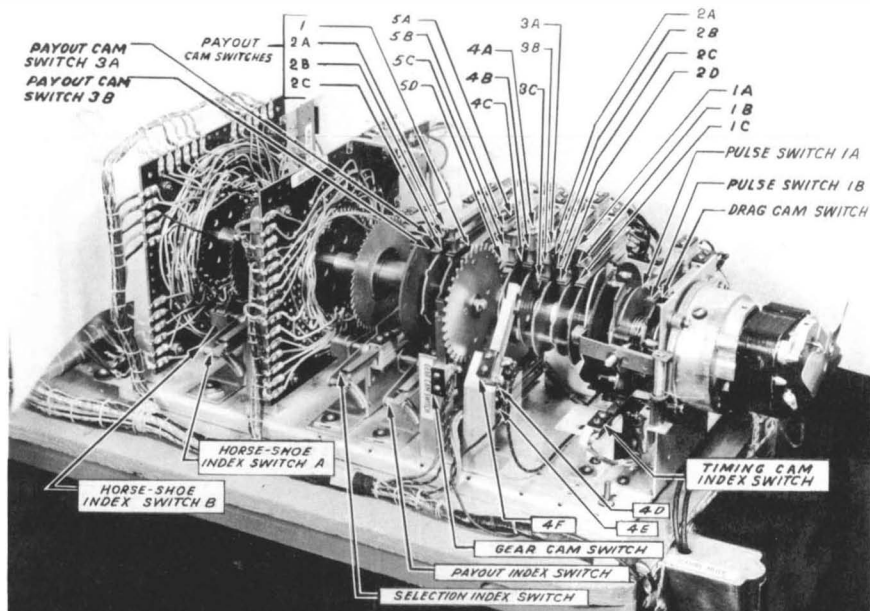
# LEXINGTON

## CONTROL UNIT SWITCH CHART

FORM LEXINGTON-105

| CODE          |                          |
|---------------|--------------------------|
| N.C. ....     | NORMALLY CLOSED          |
| N.O. ....     | NORMALLY OPEN            |
| S.P.D.T. .... | SINGLE POLE DOUBLE THROW |

| CONTROL UNIT SWITCHES    | CODE     | WIRE COLORS                                | FUNCTION OF SWITCHES                                                                                                                                                                                   |
|--------------------------|----------|--------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Drag Cam Switch          | S.P.D.T. | Black-White<br>Yellow<br>Blue-White        | Energizes Horse-shoe index, steps up 400:1 unit, and flashes feature light.                                                                                                                            |
| Pulse Switch 1A          |          |                                            | Not used.                                                                                                                                                                                              |
| Pulse Switch 1B          | S.P.S.T. | Black-Yellow<br>Red-Yellow                 | Steps up odds unit; and odds control unit.                                                                                                                                                             |
| Timing Cam Switch 1A     | N.C.     | White<br>Black-Red                         | Opens start relay lock-in circuit, coin lock magnet circuit and horseshoe button circuit during cycle of control unit.                                                                                 |
| Timing Cam Switch 1B     | S.P.D.T. | Red-White<br>Orange<br>Red-Green           | Opens payout circuit, and tilts game if ball is in hole during cycle.                                                                                                                                  |
| Timing Cam Switch 1C     | N.O.     | White-Red<br>Blue                          | Pulls in "3-5" relay or "4" relay if wipers on Horseshoe disc are in proper position. Switch on Horseshoe index coil, cam switch No. 5A and alternator switch 4A are in series with cam switch No. 1D. |
| Timing Cam Switch 2A     | N.O.     | Brown<br>Brown-Yellow                      | Steps up A.B.C.D. unit after four bumpers are hit.                                                                                                                                                     |
| Timing Cam Switch 2B     | N.O.     | White<br>Black-Red                         | Resets payout counter.                                                                                                                                                                                 |
| Timing Cam Switch 2C     | N.O.     | Green<br>Gray-Red                          | Energizes sequence relay.                                                                                                                                                                              |
| Timing Cam Switch 2D     | N.O.     | White-Orange<br>Black-Yellow               | Steps up odds unit each spin until 4th step switch opens on odds unit.                                                                                                                                 |
| Timing Cam Switch 3A     | N.O.     | White-Blue<br>Black-Yellow                 | Flashes odds during spin.                                                                                                                                                                              |
| Timing Cam Switch 3B     | N.O.     | Green<br>Black                             | Energizes Horse selection index coil.                                                                                                                                                                  |
| Timing Cam Switch 3C     | N.O.     | Brown<br>Black-White                       | Energizes Horseshoe index coil, in series with switch on drag arm cam.                                                                                                                                 |
| Alternator Cam Switch 4A | S.P.D.T. | Green-White<br>Green-Yellow<br>White-Green | Directs circuit to "3-5" relay, or "4" relay, if horseshoe wipers stop in proper position.                                                                                                             |
| Alternator Cam Switch 4B | S.P.D.T. | Orange-Black<br>Red<br>Brown-White         | Directs circuit to "L" or "R".                                                                                                                                                                         |
| Alternator Cam Switch 4C | S.P.S.T. | Yellow<br>White-Blue                       | Additional selection control on higher odds (effective every other cycle of control unit).                                                                                                             |
| Alternator Cam Switch 4D | S.P.S.T. | White-Brown<br>White-Orange                | In series with odds advance relay also in parallel with switch on ABCD unit.                                                                                                                           |
| Alternator Cam Switch 4E | S.P.S.T. | Black-White<br>Orange-White                | In series with switch No. 1B on 400:1 ratchet.                                                                                                                                                         |
| Alternator Cam Switch 4F | N.O.     | Black-Yellow<br>Red-White                  | Energizes coin divider coil.                                                                                                                                                                           |
| Timing Cam Switch 5A     | N.C.     | Gray-Yellow<br>White-Blue                  | Prevents odds control relay from pulling in during spin.                                                                                                                                               |
| Timing Cam Switch 5B     | N.C.     | White-Orange<br>Red-Yellow                 | Prevents odds advance relay from energizing during spin.                                                                                                                                               |
| Timing Cam Switch 5C     | N.C.     | Orange-Green<br>Black-Red                  | Makes Horseshoe button inoperative during cycle of control unit.                                                                                                                                       |
| Timing Cam Switch 5D     | N.C.     | Blue-White<br>Blue                         | Safety switch for "3-5" and "4" relays, opens circuit during spin.                                                                                                                                     |
| Payout Cam Switch 1      | N.O.     | Blue<br>Brown-White                        | Steps up payout counter, when 96 or 160 odds are lit.                                                                                                                                                  |
| Payout Cam Switch 2A     | N.O.     | Brown<br>Red-Green                         | Operates Payout unit No. 2.                                                                                                                                                                            |
| Payout Cam Switch 2B     | N.O.     | Brown-White<br>Red-Black                   | Alternates with payout cam switch No. 3B in stepping up payout counter, when 8-12-16-24-32 odds are lit.                                                                                               |
| Payout Cam Switch 2C     | N.O.     | Red<br>Brown-White                         | Steps up payout counter, when 48 or 64 odds are lit.                                                                                                                                                   |
| Payout Cam Switch 3A     | N.O.     | Gray-Red<br>Red-Green                      | Operates payout unit No. 1.                                                                                                                                                                            |
| Payout Cam Switch 3B     | N.O.     | Red-Black<br>Brown-White                   | Alternates with payout cam switch No. 3B in stepping up payout counter, when 8-12-16-24-32 odds are lit.                                                                                               |
| Timing Cam Index Switch  | N.O.     | Gray<br>Brown-Yellow                       | Runs control unit motor.                                                                                                                                                                               |
| Gear Cam Switch          | N.O.     | Black-White<br>Red-Yellow                  | Position switch opposite red dot on cam when alternator cam switches 4D and 4E are closed.                                                                                                             |
| Payout Index Switch      | N.O.     | Gray<br>Brown-Yellow                       | Runs control unit motor.                                                                                                                                                                               |
| Selection Index Switch   | N.O.     | Gray<br>Brown-Yellow                       | Runs control unit motor.                                                                                                                                                                               |
| Horseshoe Index Switch B | N.C.     | Blue<br>Blue-White                         | Safety switch for No.3-No.5 and No.4 relays, opens circuit during spin.                                                                                                                                |
| Horseshoe Index Switch A | N.O.     | Red-White<br>Green                         | Flashes "1-2-6-7" and "3-5" and "4" during spin, when Horseshoe is played.                                                                                                                             |



## CITATION, LEXINGTON

### IMPORTANT SWITCH ADJUSTMENTS

Important switch adjustments on 400-to-1 Unit and Control Unit are listed below. Refer to 400-to-1 Unit Switch Chart (FORM CITATION-1003) and Control Unit Switch Charts (FORM CITATION-1001, FORM LEXINGTON-1005) for switch identification.

1. Switch "A" should make once only per 20 steps of 400-to-1 Unit.
2. Switch "B" should make twice per 20 steps of 400-to-1 Unit.
3. Switch "C" should make four times per 20 steps of 400-to-1 Unit.
4. Switch "D" should operate once per each pin in outer row of holes in disc on back side of 400-to-1 Unit. This switch must be adjusted so that, as the pin operates the switch, the lower pair of contact points break contact before the upper pair makes contact. To check for correct adjustment proceed as follows:
  - (a) Manually pull in Horse-Shoe Relay No. 1.
  - (b) Manually pull in 3 and 5 Selection Relay and 4 Selection Relay.
  - (c) Operate 400-to-1 Unit by hand. When switch "D" operates, Fan Relays should not pull in.
5. Switch 4a on the Control Unit is a three leaf switch. This switch must be adjusted so that, when the switch operates, the lower pair of contacts break before the upper pair of contacts make. To check for correct adjustment, proceed as follows:
  - (a) See that lobe on alternator cam No. 4 is in down position so that top group of cam No. 4 switches are not operated.
  - (b) Manually pull in Horse-Shoe Relay No. 1.
  - (c) Manually pull in 4 Selection Relay.
  - (d) Manually operate cam switch No. 4. The 3 and 5 Selection Relay should not pull in.

CITATION, LEXINGTON

FEATURE BUILD-UP ADJUSTMENT

Adjustment of Feature build-up from 400 to 1 to 800 to 1 is by means of 2-point female connector (labeled FEATURE BUILD-UP) and related 1-point male plug located near the left front corner or mechanism-shelf.

When plug is inserted in socket NEAREST index-point, Feature Unit steps up an average of once in 400 plays. When plug is inserted in socket FARTHEST from index-point, Feature Unit steps up an average of once in 800 plays.

# CITATION, LEXINGTON

## PARTS CATALOG

\*.....PART USED ON LEXINGTON ONLY.  
#.....PART USED ON CITATION ONLY.

### SECTION 1: FRONT CABINET

CITATION, LEXINGTON

AS-187-1.....BALL SHOOTER ASSEMBLY.....

#### PARTS:

S-251.....END SPRING BEARING.....  
A-100.....KNOB AND SHOOTER ROD.....  
A-110.....PUSH ROD (BALL LIFTER ROD).....  
R-108.....SHOOTER TIP.....  
A-292.....SHOOTER CASTING.....  
P-448.....SNAP WASHER.....  
SP-200-20.....SPRING (SHOOTER).....  
SP-218.....SPRING (OUTSIDE BARREL SPRING).....

AS-186.....BALL LIFTER ASSEMBLY.....

#### PARTS:

A-270.....LIFTER ASSEMBLY.....  
P-346.....SNAP WASHER.....  
SP-117.....SPRING (EXTENSION).....  
SP-200-10.....SPRING (COMPRESSION).....

AS-809.....TOP GLASS AND FRAME ASSEMBLY\*.....

AS-808.....TOP GLASS AND FRAME ASSEMBLY#.....

#### PARTS:

M-395.....BALL GUIDE BETWEEN BALL GATE AND REBOUND  
A-476-7.....BUTTON, PIN AND SHAFT (HORSESHOE  
BUTTON).....  
A-476-6.....BUTTON, PIN AND SHAFT (REPLAY BUTTON)

#### MISCELLANEOUS PARTS IN FRONT CABINET:

M-168.....BALL (1" BRONZE).....  
M-283.....CASH BOX FOR CITATION.....  
M-283-1.....CASH BOX FOR LEXINGTON.....  
A-252.....COIN DROP AND CHUTE.....  
M-163.....LEG ADJUSTERS.....  
S-245.....SWITCH BUTTON.....  
SW-115.....SWITCH (UNDER HORSESHOE AND REPLAY  
BUTTON).....  
SW-217.....SWITCH (FREE GAME AND FEATURE RESET).  
SW-386.....SWITCH (BOTTOM OF CABINET).....

## SECTION 2: FRONT DOOR ASSEMBLY

CITATION, LEXINGTON

AS-829.....COIN DIVIDER ASSEMBLY\*.....

### PARTS:

CO-30-H-59.....COIL.....  
P-1869.....COIN GATE.....  
A-613.....CORE PLUG ASSEMBLY.....  
A-1126.....COIN SLIDE ASSEMBLY (LONG).....  
A-1127.....COIN SLIDE ASSEMBLY (SHORT).....  
A-1073.....FLYWHEEL AND STUD ASSEMBLY.....  
A-1128.....PLUNGER ASSEMBLY.....  
P-1415-2.....PLUNGER LINK.....  
SP-100-8.....SPRING (EXTENSION).....

AS-277-1.....COIN SWITCH ASSEMBLY.....

### PARTS:

A-222.....BACK PLATE AND BRACKET ASSEMBLY.....  
E-101-4.....ELECTRO MAGNET (HOLDING RELAY).....  
SW-227.....SWITCH.....

AS-802.....PAYOUT UNIT ASSEMBLY\*.....

### PARTS:

A-176-7.....BASE PLATE ASSEMBLY.....  
P-227-13.....COIN TUBE 5¢ (SHORT).....  
P-227-14.....COIN TUBE 5¢ (LONG).....  
C-169.....COIN TUBE HOLDER.....  
A-209-1.....LING AND BUSHING ASSEMBLY.....  
R-111.....RUBBER GROMMET.....  
A-179-6.....SECTOR ASSEMBLY (CONTROLS FLOW OF  
COINS FROM TUBE TO PAYOUT CUP).....  
P-346.....SNAP WASHER.....  
E-184-24.....SOLENOID (PAYOUT COIL).....  
SP-100-2.....SPRING (FOR SECTOR ASSEMBLY).....

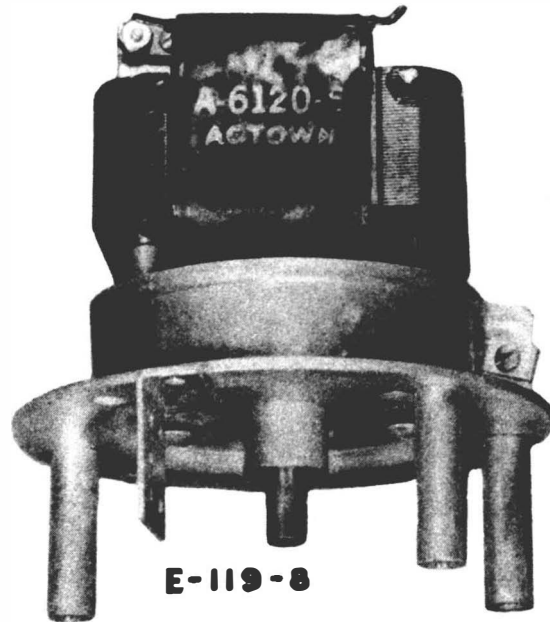
### MISCELLANEOUS PARTS ON FRONT DOOR:

S-286.....BUTTON (REJECT WITH WASHER AND SCREW)  
C-164-2.....COIN RETURN CASTING .....  
P-1863.....COIN SLIDE TO CASH BOX\*.....  
P-443.....COIN SLIDE (TO COIN RETURN CUP).....  
P-670-1.....COIN SLIDE (TO CASH BOX)#.....  
CA-379.....FRONT DOOR ONLY (LEXINGTON).....  
CA-380.....FRONT DOOR ONLY (CITATION).....  
A-254-10.....HINGE AND BRACKET ASSEMBLY.....  
M-281-1.....LOCK AND KEYS.....  
A-683.....LOCK ARM ASSEMBLY.....  
A-1125.....PAYOUT CUP\*.....  
P-1088.....PAYOUT CUP FRAME\*.....  
M-280-4.....SLUG REJECTOR (NATIONAL).....

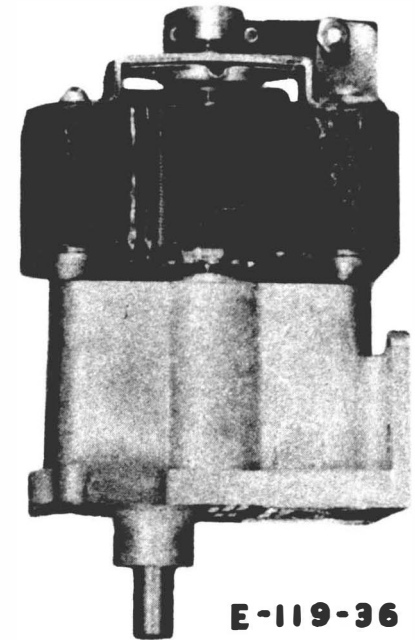
## SECTION 3: TOP PANEL ASSEMBLY

P-363.....BALL CONTROL PLATE (GAUGE PLATE).....  
M-172.....BALL GATE.....  
M-172-2.....BALL GATE (5 BALL OPERATION)#.....

## SHUFFLE MOTORS FOR CITATION AND LEXINGTON



**E-119-8**



**E-119-36**

**WHEN ORDERING SHUFFLE MOTORS FOR CITATION AND LEXINGTON, CHECK YOUR GAME TO DETERMINE MOTOR NEEDED, AND ORDER BY CORRECT PART NUMBER AS THESE MOTORS ARE NOT INTER-CHANGEABLE.**

**SECTION 3:TOP PANEL ASSEMBLY**  
**(Continued)**

CITATION, LEXINGTON

M-394.....BALL GUIDE OVER BALL RUNWAY .....  
C-153.....BALL LIFT COVER (PLASTIC).....  
P-972.....BALL LIFT COVER STRAP.....  
P-460.....BALL TRAP COVER (SKILL LANE COVER)#..  
P-460-1.....BALL TRAP COVER (BALLY)\*.....  
E-235-1.....BUMPER ASSEMBLY COMPLETE INCLUDING  
                  LAMP AND SOCKET.....  
C-142.....BUMPER CAP ''A''.....  
C-142-1.....BUMPER CAP ''B''.....  
C-142-2.....BUMPER CAP ''C''.....  
C-142-3.....BUMPER CAP ''D''.....  
C-119-4.....BUMPER POST.....  
E-125-2.....LAMP FOR E-235-1 BUMPER.....  
E-120-25.....LAMP SOCKET FOR E-235-1 BUMPER.....  
AS-493-2.....REBOUND ASSEMBLY.....  
R-203.....REBOUND RUBBER FOR AS-493-1.....  
M-170.....REBOUND SPRING.....  
R-135.....RUBBER RING FOR E-235-1.....  
R-138.....RUBBER RING FOR C-119-4 BUMPER POST..  
SP-112.....SPRING (AROUND EDGE OF PANEL).....  
SP-423.....SPRING (BUMPER).....  
SP-422.....SPRING (MUSHROOM).....  
M-169-1.....WHIP SPRING (RIGHT HAND).....  
M-171-1.....WHIP SPRING (LEFT HAND).....

**SECTION 3-A: BOTTOM PANEL ASSEMBLY**

AS-810.....A.B.C.D. STEPPER UNIT.....

**PARTS:**

CO26-H-10.....COIL (STEP-UP).....  
CO28R-18.....COIL (RESET).....  
W-126.....CONTACT PLATE.....  
A-613.....CORE PLUG (PLUNGER STOP).....  
A-316.....PLUNGER FOR 28-R-18 COIL.....  
S-496.....PLUNGER FOR 26-H-10 COIL.....  
P-138-1.....RESET ARM.....  
SP-100-8.....SPRING (STEP UP PAWL).....  
SP-100-12.....SPRING (STEP UP ARM).....  
SP-200-2.....SPRING (INSIDE A-316 PLUNGER).....  
SP-303.....SPRING (RESET ARM).....  
SP-314.....SPRING (RATCHET RESTORING).....  
A-220.....STEP UP ARM.....  
S-737.....STUD (THREADED FOR A-220 STEP UP ARM)  
A-337.....WIPER ASSEMBLY

AS-232.....SHUFFLE MOTOR ASSEMBLY.....

**PARTS:**

A-489.....ADJUSTABLE LINK FROM MASONITE TO A-431  
A-431.....CAM STUD AND LINK (ATTACHED TO MOTOR AND A-489)  
E-119-8.....MOTOR.....  
SP-100-15.....SPRING.....

### SECTION 3-A: BOTTOM PANEL ASSEMBLY (Continued)

CITATION, LEXINGTON

SW-200.....SWITCH (MOTOR CARRY OVER).....  
SW-185.....SWITCH (A.B.C.D. RESET).....  
AS-357.....SWITCH AND BRACKET (THERMOSTATIC MOTOR PROTECTOR)

AS-435-3.....TRIP RELAY ASSEMBLY.....

#### PARTS:

A-635.....ARMATURE LATCH AND PIN.....  
C024-W-1.5.....COIL.....  
SP-100-38.....SPRING.....  
SP-317.....SPRING.....  
SW-272.....SWITCH.....  
SW-273.....SWITCH.....

#### MISCELLANEOUS PARTS ON BOTTOM PANEL:

S-412.....CARBON RING FOR BUMPER.....  
M-111.....CARBON RING SPRING.....  
SW-109.....SWITCH (SAFETY No. 1).....  
SW-220.....SWITCH (PANEL RUNWAY).....

### SECTION 4: MOUNTING BOARD ASSEMBLY

AS-798.....CONTROL UNIT ASSEMBLY FOR CITATION.  
AS-830.....CONTROL UNIT ASSEMBLY FOR LEXINGTON

SEE ILLUSTRATIONS OF CONTROL UNIT  
ON PAGE 307 FOR VIEW OF COMPONENT PARTS:

#### PARTS:

P-172....."C" WASHER.....  
AS-371-2.....CAM ASSEMBLY (SEE ILLUSTRATION FOR COMPONENT PARTS)  
A-1117.....CAM ASSEMBLY.....  
A-1120.....CAM ASSEMBLY.....  
E-105-4.....CARBON RESISTOR (270 OHM-2 WATT)...  
C023-S-2.5.....COIL.....  
C026-S-11.....COIL.....  
C030-S-58.....COIL.....  
W-255.....CONTACT PLATE (SELECTION).....  
W-256.....CONTACT PLATE (HORSESHOE).....  
A-443.....DISC ASSEMBLY.....  
AS-590-4.....DISC INDEX COIL ASSEMBLY  
(SEE ILLUSTRATION FOR COMPONENT PARTS)  
A-1113.....DRAG ARM (SMALL).....  
A-1114.....DRAG ARM (LARGE WITH ADJUSTMENT  
SCREW).....  
A-1111.....DRAG CAM ASSEMBLY.....  
A-411.....INDEX ARM ASSEMBLY.....  
A-808.....INDEX ARM ASSEMBLY.....  
AS-239-4.....INDEX COIL ASSEMBLY  
(SEE ILLUSTRATION FOR COMPONENT PARTS)  
E-119-37.....MOTOR.....  
P-1323.....PAWL.....  
A-245.....PLATE AND PLUNGER.....  
S-822.....PLUNGER.....  
AS-591-4.....RATCHET INDEX COIL ASSEMBLY  
(SEE ILLUSTRATION FOR COMPONENT PARTS)

## SECTION 4: MOUNTING BOARD ASSEMBLY PARTS CITATION, LEXINGTON (Continued)

AS-591-5.....RATCHET INDEX COIL ASSEMBLY  
(SEE ILLUSTRATION FOR COMPONENT PARTS)  
P-712-6.....RETAINING RING.....  
AS-816.....SCRAMBLE CAM ASSEMBLY  
(SEE ILLUSTRATION FOR COMPONENT PARTS)  
A-223.....SELECTOR RATCHET WITH HUB.....  
S-475-3.....SHAFT.....  
S-857-3.....SHAFT.....  
SP-100-18.....SPRING.....  
SP-100-29.....SPRING.....  
SP-200-6.....SPRING ON END OF S-475-3 SHAFT.....  
SP-200-7.....SPRING INSIDE A-245 PLUNGER.....  
SP-200-8.....SPRING.....  
SP-200-36.....SPRING.....  
SW-224.....SWITCH.....  
P-801-77.....WASHER (LEATHER).....  
P-801-78.....WASHER (METAL).....  
P-801-79.....WASHER (METAL).....  
A-444.....WIPER ASSEMBLY (SELECTION).....  
A-1110.....WIPER ASSEMBLY (HORSESHOE).....

AS-690-2.....400-1 RATCHET ASSEMBLY

### PARTS:

CO21-H-1.....COIL.....  
AS-586.....CORE PLUG.....  
C-155.....GEAR (SMALL).....  
C-156-1.....GEAR (LARGE).....  
P-969.....PAWL R. H.....  
P-862.....PAWL STOP BRACKET.....  
S-496-6.....PLUNGER.....  
A-432-2.....RATCHET GEAR.....  
SP-100-8.....SPRING (STEP UP PAWL).....  
SP-100-9.....SPRING (STEP UP ARM).....  
SP-100-19.....SPRING FOR P-969 R. H. PAWL.....  
A-220-1.....STEP UP ARM.....  
SW-175.....SWITCH (SINGLE BREAK).....  
SW-161.....SWITCH (SINGLE MAKE).....  
SW-479.....SWITCH (S.P.D.T.).....  
SW-279.....SWITCH (SINGLE MAKE 2).....  
SW-478.....SWITCH (SINGLE MAKE).....  
SW-464.....SWITCH (TRIPLE MAKE).....

AS-805.....ODDS CONTROL STEPPER.....

### PARTS:

S-231-96.....BUSHING FOR S-496-5 PLUNGER.....  
CO25-H-7.....COIL.....  
CO32-R-100.....COIL.....  
W-252.....CONTACT PLATE WIRED.....  
AS-586.....CORE PLUG FOR 25-H-7 COIL.....  
A-613.....CORE PLUG FOR 32-R-100 COIL.....  
S-496-5.....PLUNGER FOR 25-H-7 COIL.....  
A-316.....PLUNGER AND WASHER FOR 32-R-100 COIL  
P-138-1.....RESET ARM.....  
SP-100-8.....SPRING FOR STEP UP PAWL.....

## SECTION 4: MOUNTING BOARD ASSEMBLY PARTS CITATION, LEXINGTON (Continued)

SP-100-54.....SPRING FOR STEP UP ARM.....  
SP-200-2.....SPRING FOR A-316 PLUNGER.....  
SP-303.....SPRING FOR RESET ARM.....  
SP-321.....SPRING (RATCHET RESTORING).....  
A-344.....STEP UP ARM.....  
A-1103.....WIPER ASSEMBLY.....

### AS-800.....ODDS UNIT ASSEMBLY

#### PARTS:

S-231-96.....BUSHING FOR S-496-5 PLUNGER.....  
CO-25-H-7.....COIL (STEP UP).....  
CO28-R-18.....COIL (RESET).....  
W-253.....CONTACT PLATE WIRED.....  
A-613.....CORE PLUG FOR 28-R-18 COIL.....  
AS-586.....CORE PLUG FOR 25-H-7 COIL.....  
S-496-5.....PLUNGER FOR 25-H-7 COIL.....  
A-316.....PLUNGER AND WASHER FOR 28R-18 COIL.  
P-138-1.....RESET ARM.....  
SP-100-8.....SPRING FOR STEP UP PAWL.....  
SP-100-54.....SPRING FOR STEP UP ARM.....  
SP-200-2.....SPRING FOR A-316-PLUNGER.....  
SP-303.....SPRING FOR RESET ARM.....  
SP-321.....SPRING FOR RESTORING RATCHET.....  
A-220.....STEP UP ARM.....  
A-1105.....WIPER ASSEMBLY.....

### AS-797.....PAYOUT COUNTER ASSEMBLY.....

#### PARTS:

CO30-H-59.....COIL.....  
CO28-H-18.....COIL.....  
W-133.....CONTACT PLATE WIRED.....  
A-613.....CORE PLUG FOR BOTH COILS.....  
S-496.....PLUNGER FOR 30-H-59 COIL.....  
A-316.....PLUNGER AND WASHER FOR 28-R-18 COIL  
P-138-1.....RESET ARM.....  
SP-100-8.....SPRING FOR STEP UP PAWL.....  
SP-100-55.....SPRING FOR STEP UP ARM.....  
SP-200-2.....SPRING FOR A-316 PLUNGER.....  
SP-303.....SPRING FOR RESET ARM.....  
SP-314.....SPRING FOR RESTORING RATCHET.....  
A-344.....STEP UP ARM.....  
A-1096.....WIPER ASSEMBLY.....

### MISCELLANEOUS PARTS ON MOUNTING BOARD:

E-130.....COUNTER (48-VOLTS).....  
E-133-5.....FUSE (5 AMP).....  
E-133-7.5.....FUSE (7.5 AMP).....  
E-133-10.....FUSE (10 AMP).....  
E-105-6.....RESISTOR (8200 OHM -  $\frac{1}{2}$  WATT).....  
SP-100-35.....SPRING (CABLE RETURN).....  
SW-177.....SWITCH (P.O. COUNTER AND ODDS UNIT)  
A-161.....TILT SWITCH AND BRACKET.....  
E-122-6.....TRANSFORMER (19P-106).....

## SECTION 5: BACK BOX ASSEMBLY CITATION, LEXINGTON

AS-149.....FEATURE STEPPER ASSEMBLY.....

### PARTS:

CO26-H-10.....COIL (STEP UP).....  
CO-23-R-2.....COIL (RESET).....  
W-125.....CONTACT PLATE WIRED.....  
A-613.....CORE PLUG FOR.....  
S-496.....PLUNGER FOR 26-H-10 COIL.....  
A-316.....PLUNGER AND WASHER FOR 23-R-2 COIL  
P-138-1.....RESET ARM.....  
SP-100-8.....SPRING FOR STEP UP PAWL.....  
SP-100-12.....SPRING FOR STEP UP ARM.....  
SP-200-2.....SPRING FOR A-316 PLUNGER.....  
SP-303.....SPRING FOR RESET ARM.....  
SP-314.....SPRING FOR RESTORING RATCHET.....  
A-220.....STEP UP ARM.....  
A-338.....WIPER ASSEMBLY.....

AS-157.....SCORE PROJECTOR ASSEMBLY#.....

### PARTS:

CO30-A-50.....COIL (STEP UP).....  
CO28-E-18.....COIL (RESET).....  
A-412.....CORE PLUG WITH LARGE BRACKET.....  
A-613.....CORE PLUG WITH SMALL BRACKET.....  
P-231-2.....DIAL (NUMBERED).....  
A-156.....GEAR AND CAM ASSEMBLY (200 STEP  
PROJECTOR UNIT).....  
A-190.....HUB AND GEAR ASSEMBLY.....  
E-125.....LAMP No. 1129.....  
E-120.....LAMP SOCKET.....  
A-154.....PAWL ASSEMBLY (RESET ARM).....  
A-132.....PAWL AND STUD ASSEMBLY (RESET PAWL)  
S-182.....PLUNGER (RESET).....  
S-496.....PLUNGER (STEP UP).....  
SP-100-1.....SPRING FOR SHUTTER.....  
SP-100-11.....SPRING FOR RESET PAWL.....  
SP-100-13.....SPRING FOR STEP UP ARM.....  
SP-200-2.....SPRING FOR S-182 PLUNGER.....  
SP-313.....SPRING FOR RESTORING RATCHET.....  
A-279.....STEP UP ARM.....  
SW-192.....SWITCH.....

AS-146.....SPELL NAME STEPPER ASSEMBLY (L. AND R. UNIT)

### PARTS:

CO21-H-1.....COIL (STEP UP).....  
CO28-R-18.....COIL (RESET).....  
W-124.....CONTACT PLATE WIRED.....  
A-613.....CORE PLUG.....  
S-496.....PLUNGER FOR 21-H-1 COIL.....  
A-316.....PLUNGER AND WASHER FOR 28-R-18 COIL  
P-138-1.....RESET ARM.....  
SP-100-8.....SPRING FOR STEP UP PAWL.....  
SP-100-11.....SPRING FOR STEP UP ARM.....  
SP-200-2.....SPRING FOR A-316 PLUNGER.....

**SECTION 5: BACK BOX ASSEMBLY PARTS**  
**(Continued)**

**CITATION, LEXINGTON**

SP-303.....SPRING FOR RESET ARM.....  
SP-314.....SPRING FOR RESTORING RATCHET.....  
A-220.....STEP UP ARM.....  
A-339.....WIPER ASSEMBLY.....

**MISCELLANEOUS PARTS IN BACK BOX:**

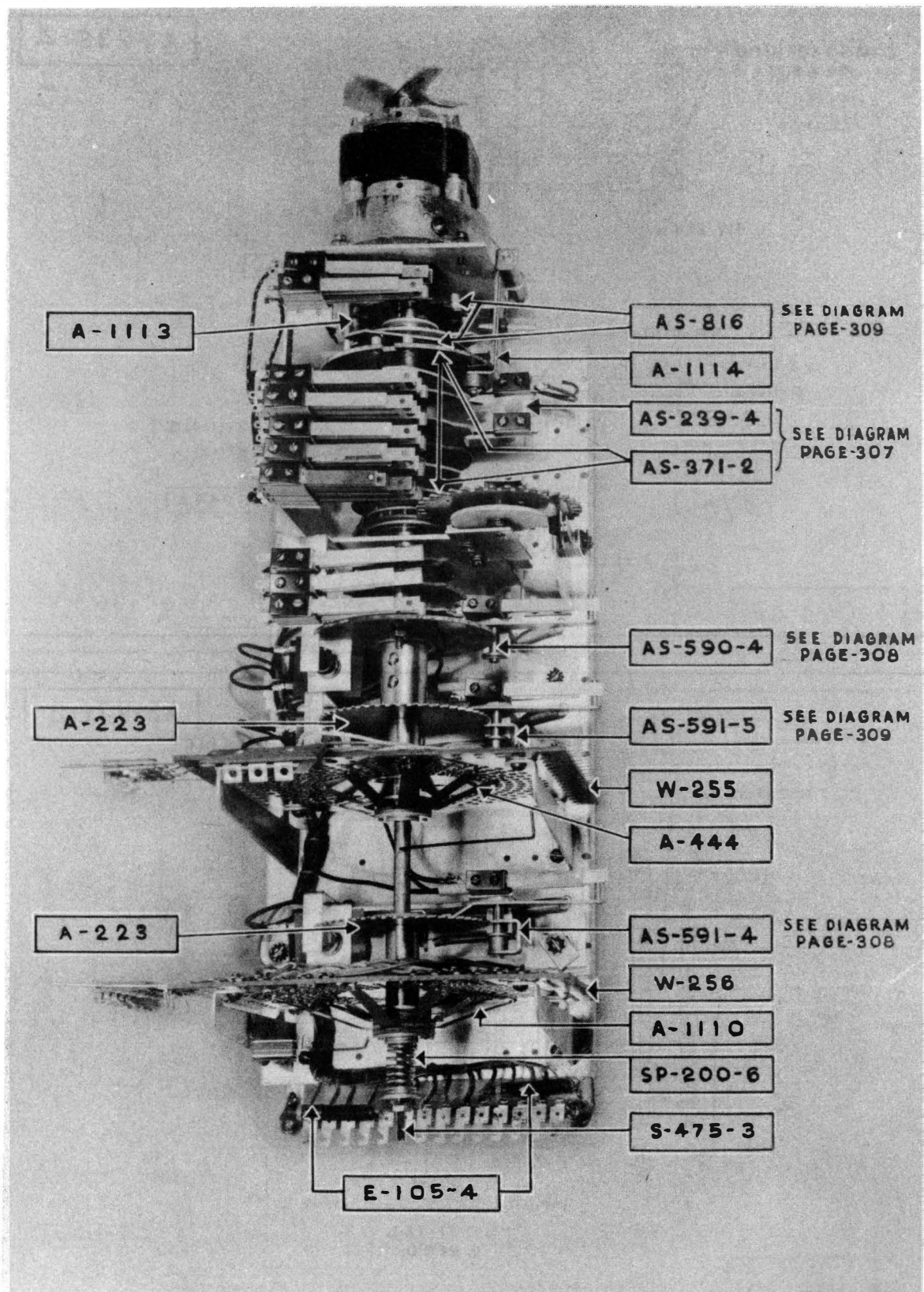
G-178.....BACK GLASS (CITATION).....  
G-177.....BACK GLASS (LEXINGTON).....  
E-125-1.....LAMP 20 VOLT.....  
E-125-2.....LAMP No. 47.....  
E-125-5.....LAMP No. 55.....  
E-120-2.....LAMP SOCKET FOR ABOVE LAMPS.....  
A-268.....LOCK ARM ASSEMBLY FOR BACK BOX DOOR  
M-281.....LOCK AND KEYS.....

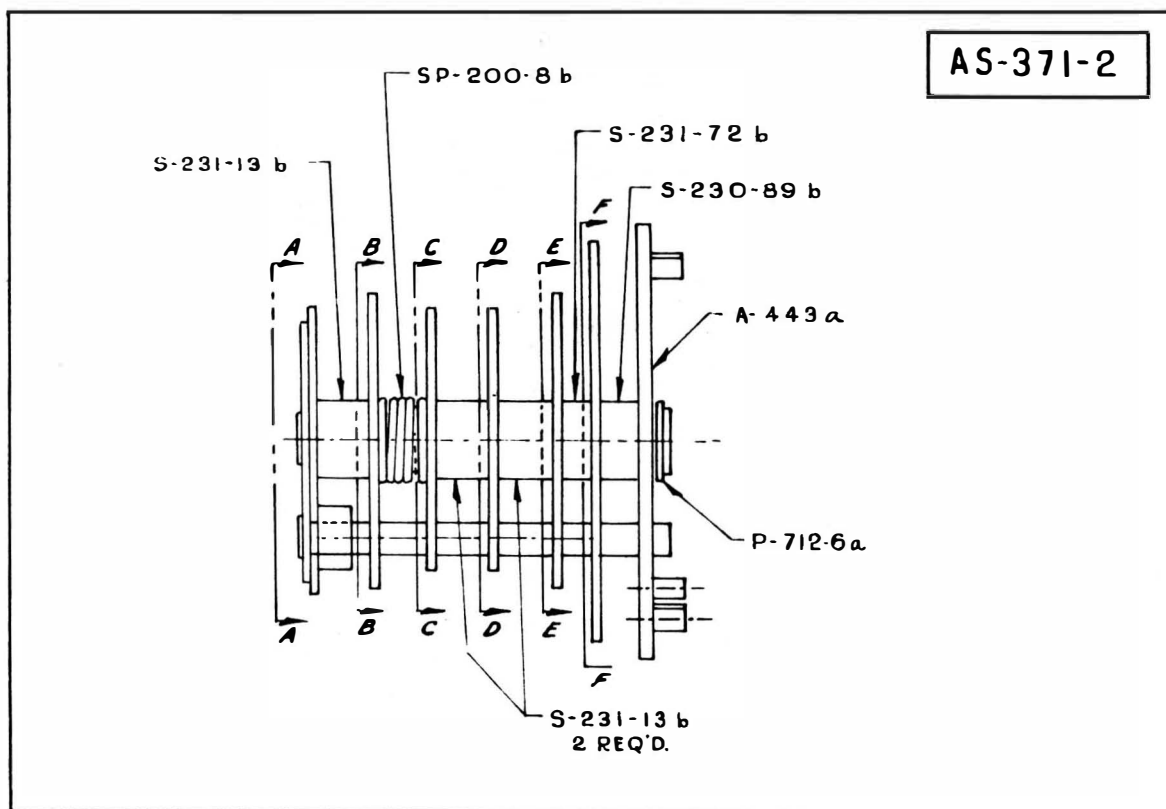
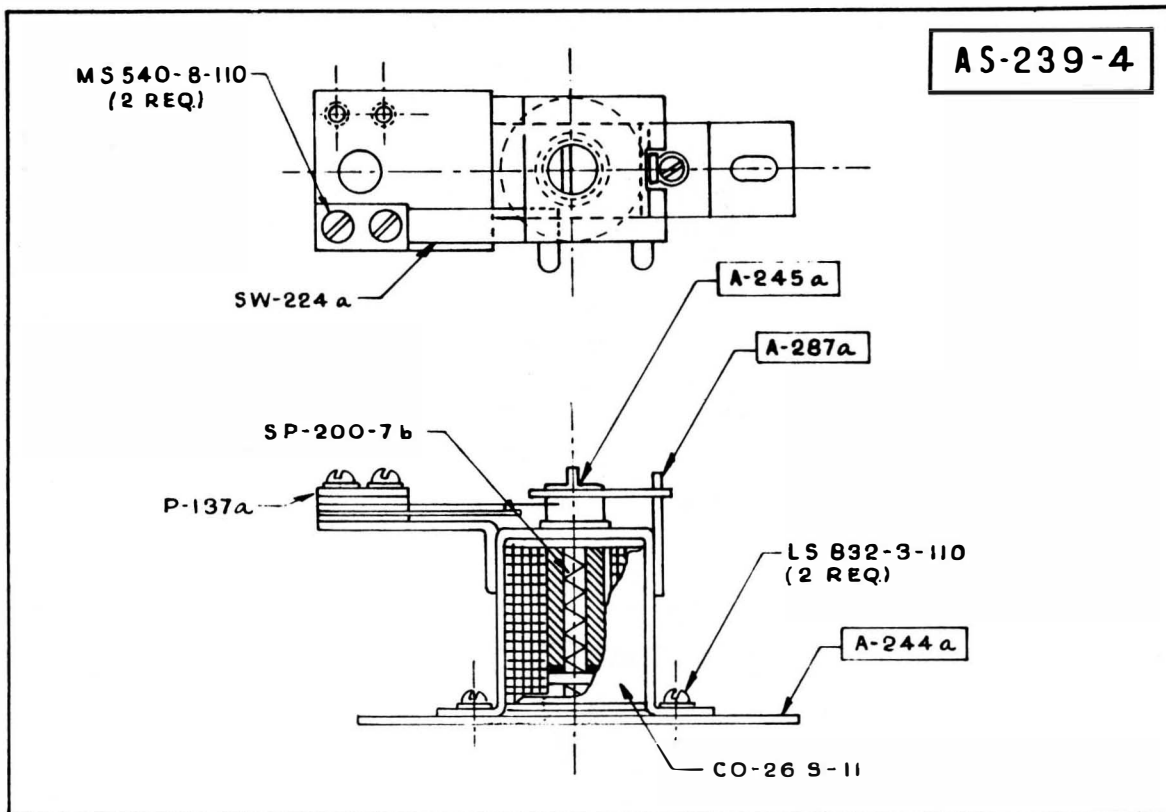
**BALLY MANUFACTURING CO.**  
**SERVICE PARTS DEPARTMENT**

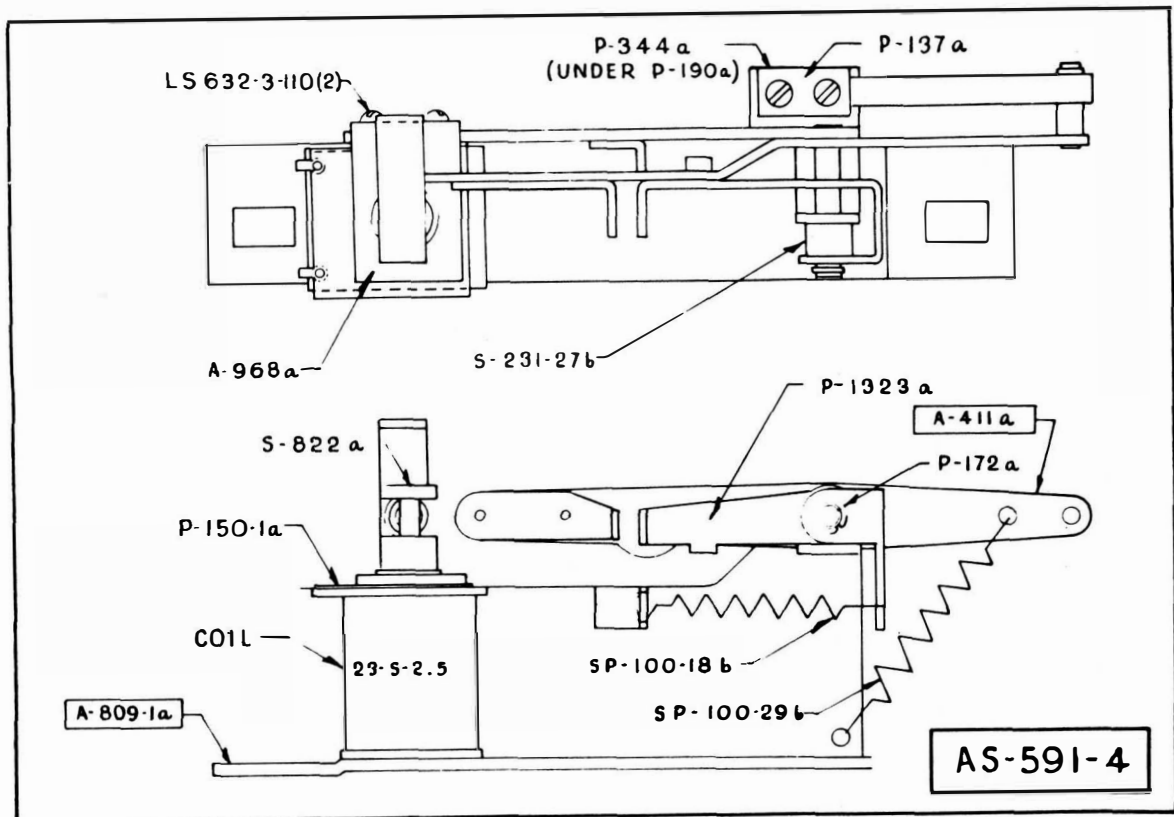
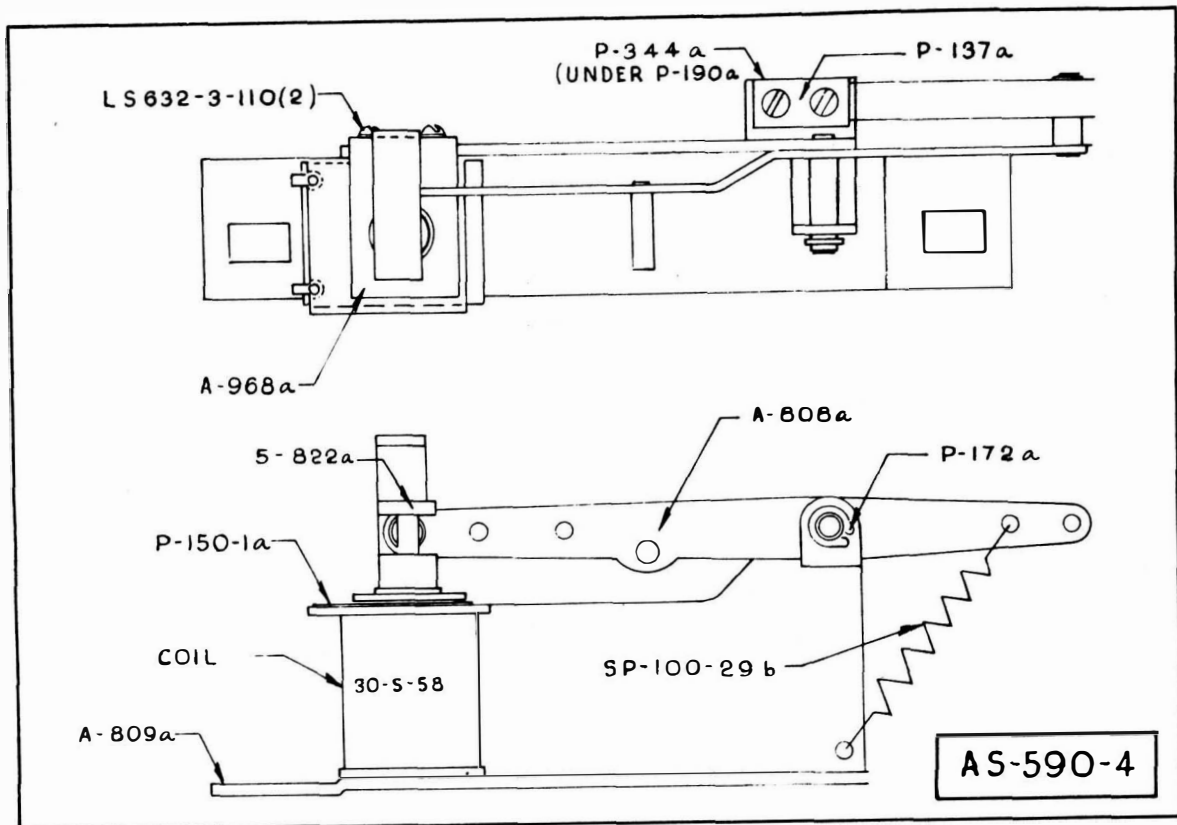
**2640 W. BELMONT AVE.**

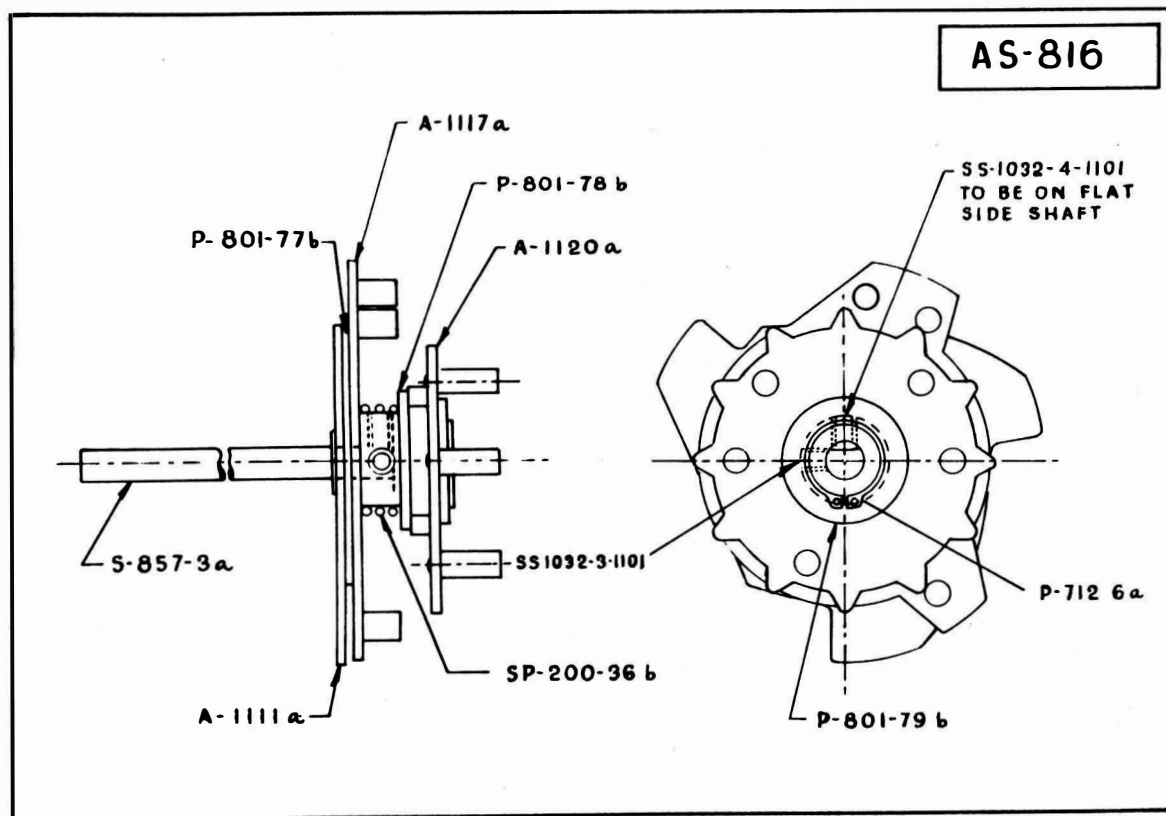
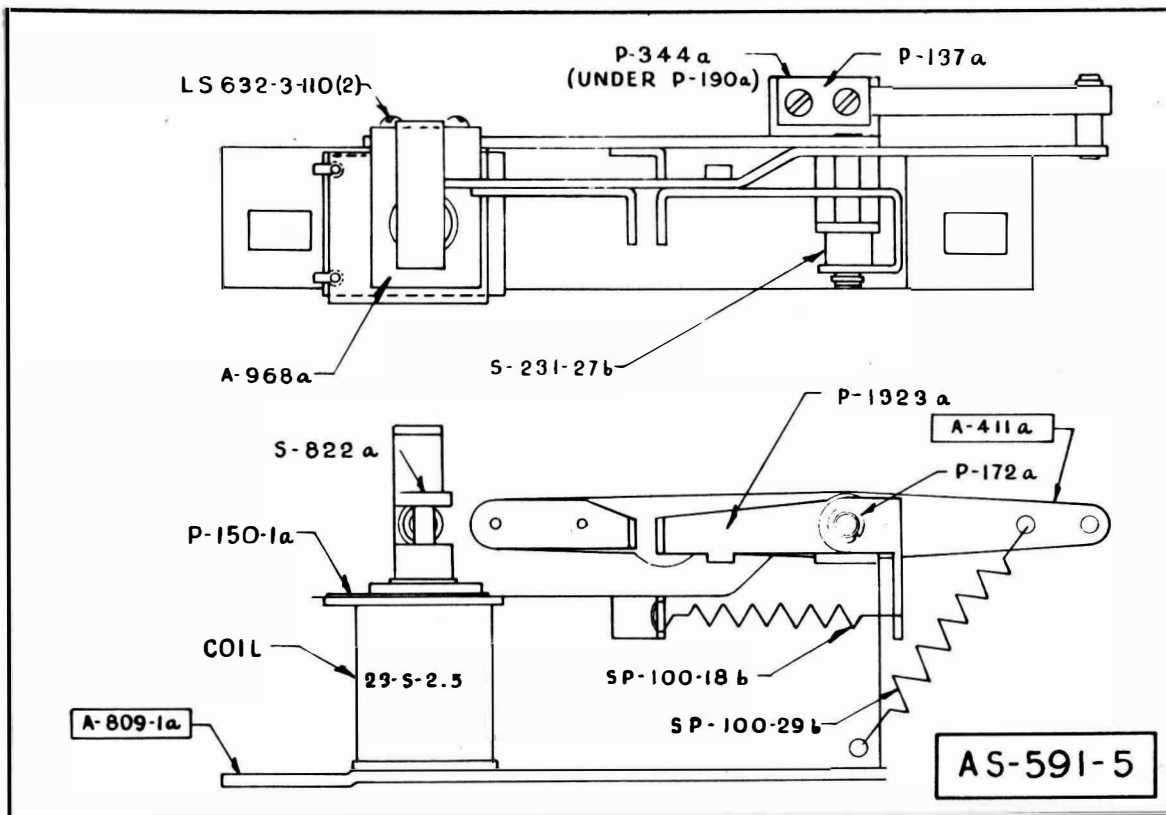
**CHICAGO 18, ILL.**

**JUNIPER 8-2010**





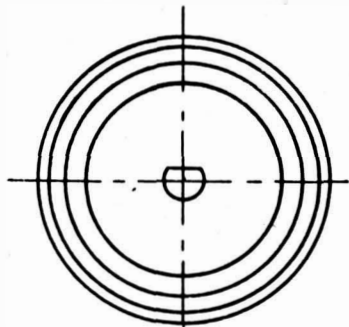




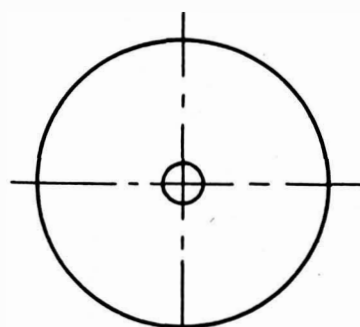
PRICES SUBJECT TO CHANGE WITHOUT NOTICE.

**BALLY MANUFACTURING COMPANY, CHICAGO**

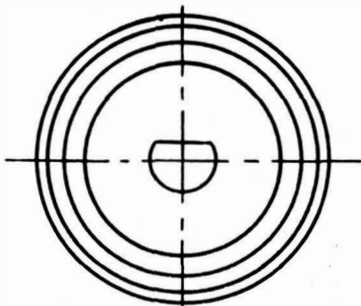
# WASHERS FOR CONTROL UNIT



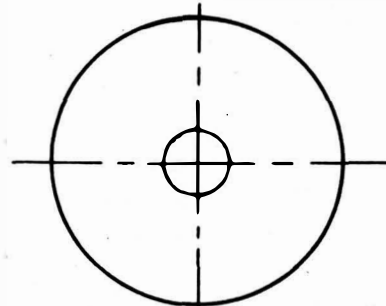
P-163-4



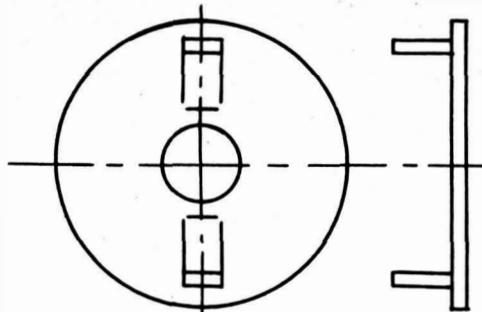
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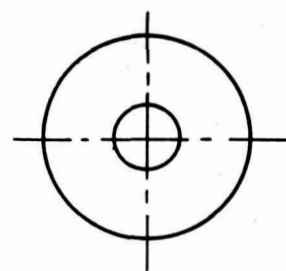
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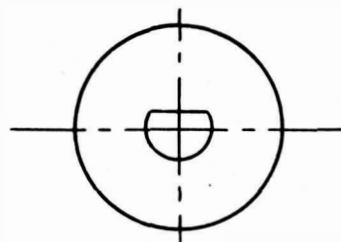
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P-293-1



P-801-44

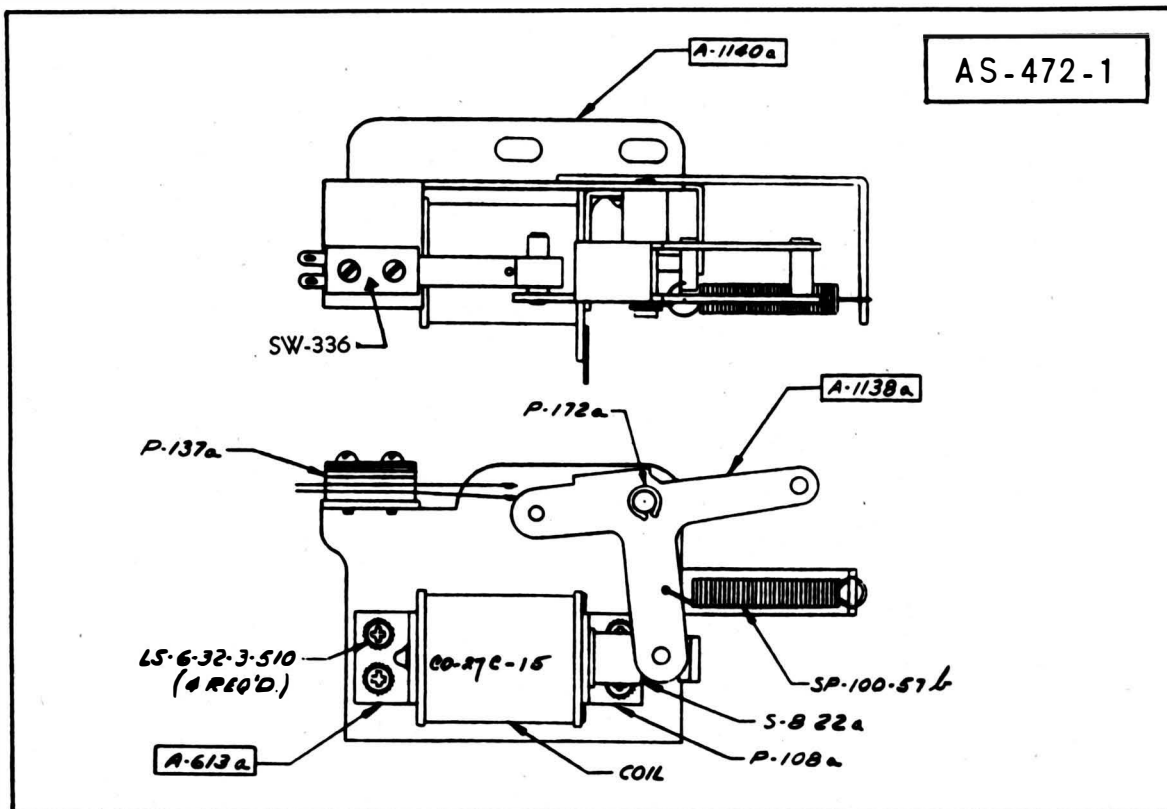


P-163-2

METAL

LEATHER

ACTUAL SIZE



# **BALLY MANUFACTURING COMPANY**

**SERVICE PARTS DEPARTMENT**

**2640 W. BELMONT AVE. CHICAGO 18, ILLINOIS**

**JUniper 8-2010**