

RED CAM SW.
BLUE-RED, BLUE-BROWN, & YELLOW.
TRANSFERS RED ROLLOVER AND
TARGETS FROM SCORES OF
10 TO SCORES OF 100.

(NORMALLY CLOSED)
GREEN-BLACK AND BLACK.
LITES RED ROLLOVER
AND TARGET LITES.

BLINKER CAM SW.
GRAY-WHITE & BLACK-WHITE.
BLINKS LITES INDICATING
WHICH LETTER IS
TO BE MADE.

MIXER CAM SW.
GRAY-ORANGE &
ORANGE-BLACK;
ADVANCES NUMBER
STEP UP WHEN
1-9 IMPULSE
RELAY IS
ENERGIZED.

GREEN CAM SW.
BLUE-RED, BLUE-WHITE,
AND YELLOW.
TRANSFERS GREEN ROLLOVER
AND TARGETS FROM SCORES
OF 10 TO SCORES OF 100.
(NORMALLY CLOSED)
YELLOW-BLACK AND BLACK.
LITES GREEN ROLLOVER
AND TARGET LITES.

BLUE CAM SW.
BLUE-RED, BLUE-YELLOW & YELLOW.
TRANSFERS BLUE ROLLOVER AND
BLUE TARGETS FROM SCORES
OF 10 TO SCORES OF 100.
(NORMALLY CLOSED) BROWN-BLACK & BLACK.
LITES BLUE ROLLOVER & TARGET LITES.

COLORAMA
MAGIC SPOT MOTOR
CAM IDENTIFICATION CHART
F-4230-C

CAM 1 SW.
 (NORMALLY OPEN)
GREEN-YELLOW AND
WHITE-BLACK, ADVANCES
 BALL STEP UP.
 (NORMALLY CLOSED)
ORANGE-GREEN & BLACK,
 BREAKS LOCK IN
 CIRCUIT TO COIN
 RELAY.

CAM 'O' SW.
 (NORMALLY OPEN)
BROWN & BLACK
 MOTOR FOLLOW THRU
 (NORMALLY CLOSED)
RED-GREEN AND
ORANGE, OPENS
 CIRCUIT TO COIN
 SWITCH AND
 CREDIT BUTTON
 WHEN CYCLING.

CAM 3 SW.
 (NORMALLY CLOSED)
BROWN-YELLOW AND
YELLOW-GREEN,
 BREAKS LOCK IN CIRCUIT
 TO BALL CONTROL RELAY.

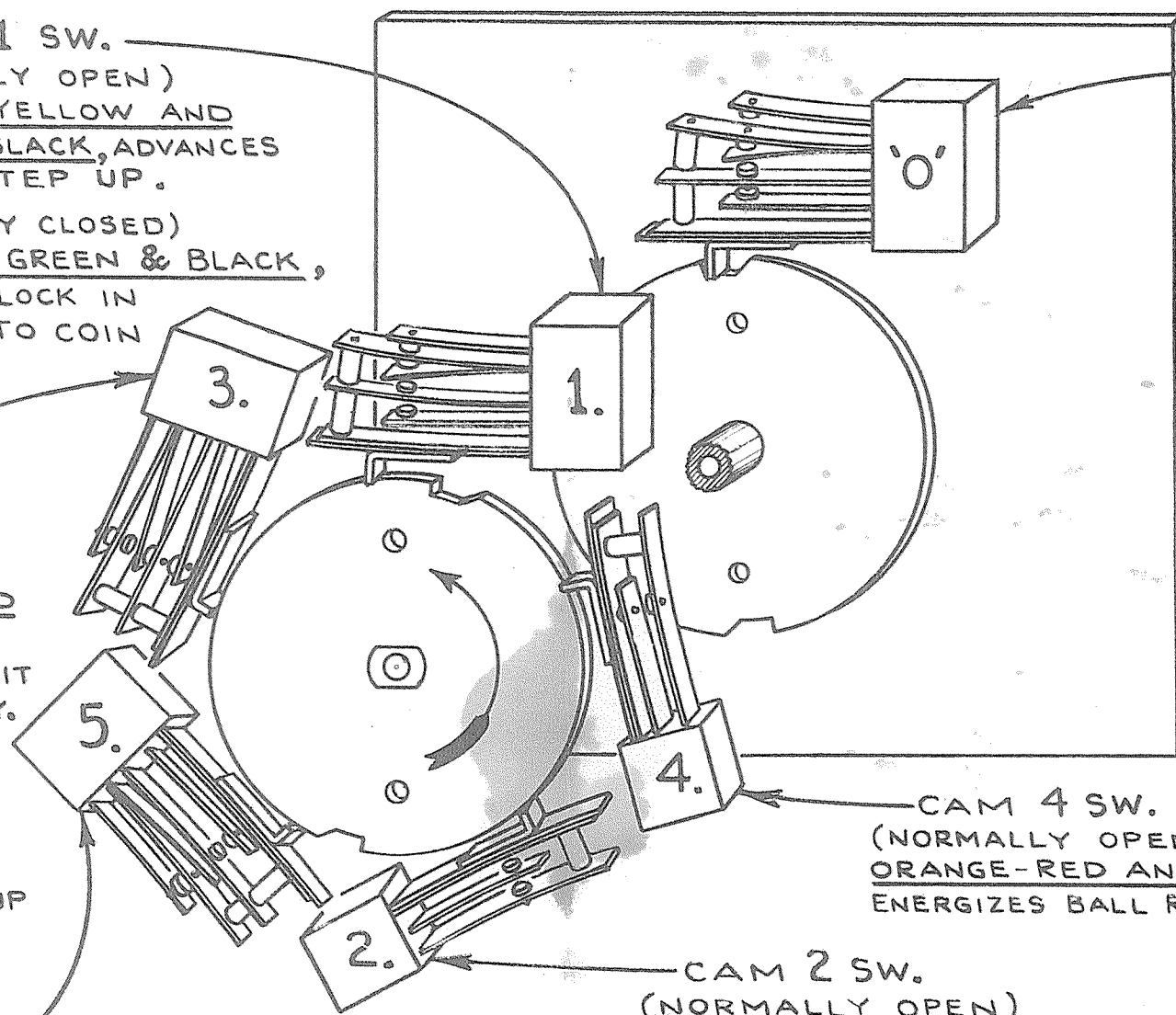
(NORMALLY OPEN)
BLUE-BROWN AND
YELLOW-BLUE,
 RESETS BALL STEP UP
 UNIT DURING START
 CYCLE.

CAM 5 SW.
 (NORMALLY OPEN)
GRAY RUBBER AND YELLOW RUBBER,
 RESETS LATCH BANK DURING START CYCLE.

(NORMALLY CLOSED)
GREEN-BROWN AND BLACK, BREAKS LOCK IN CIRCUIT
 TO 30 COUNT RELAY AND TO 25¢ RELAY.

CAM 4 SW.
 (NORMALLY OPEN)
ORANGE-RED AND BLUE-RED,
 ENERGIZES BALL RELEASE SOLENOID.

CAM 2 SW.
 (NORMALLY OPEN)
GREEN-YELLOW AND ORANGE-RED,
 ADVANCES BALL UNIT SECOND TIME
 DURING SINGLE PLAYER GAME.



COLORAMA
 SCORE MOTOR
 CAM IDENTIFICATION CHART
 F-4231-C