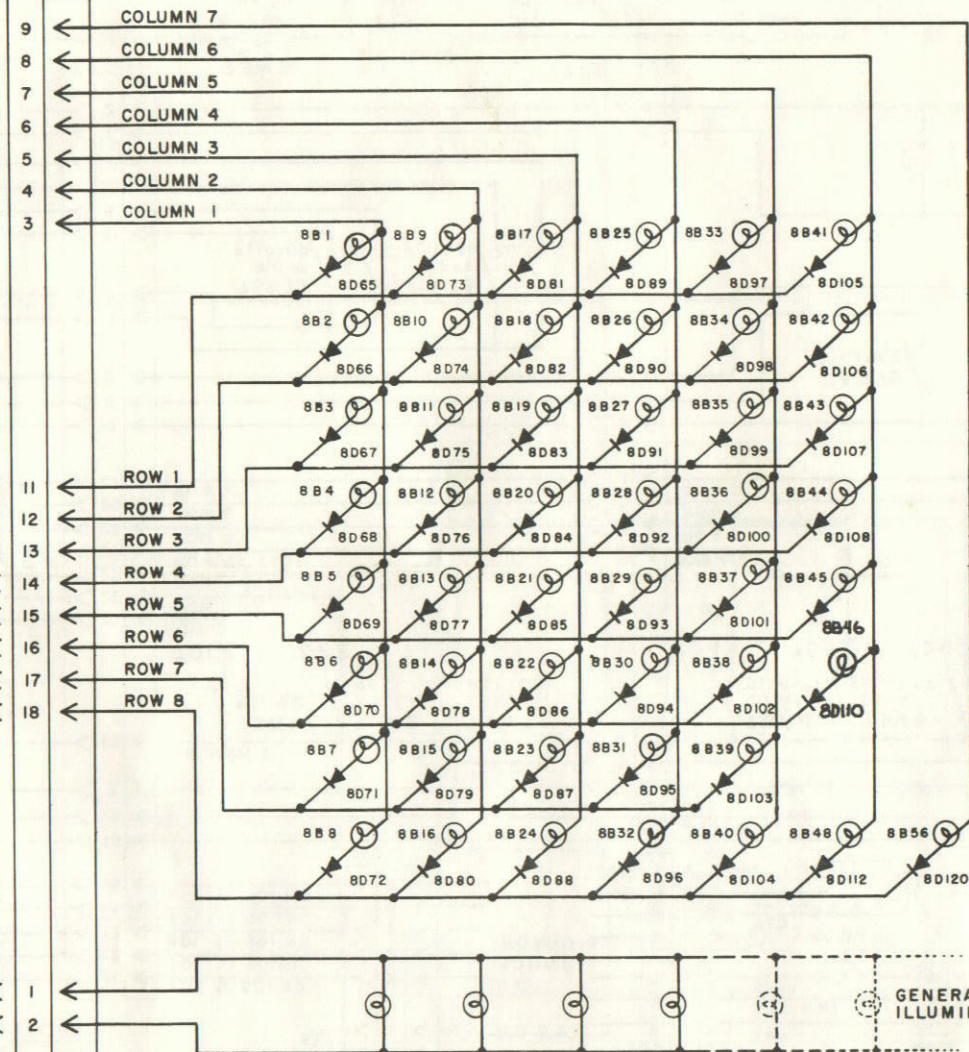
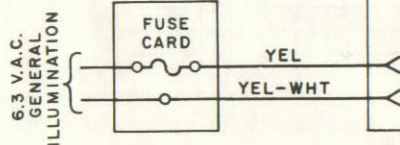
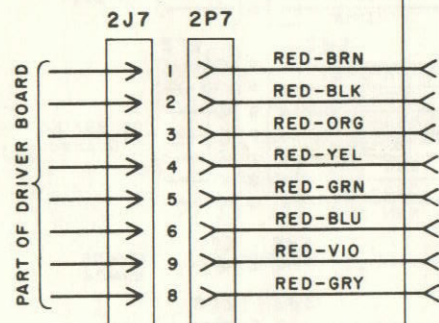
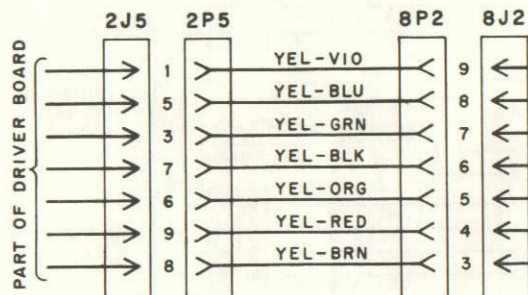


CONTACT PLAYFIELD LAMP WIRING DIAGRAM



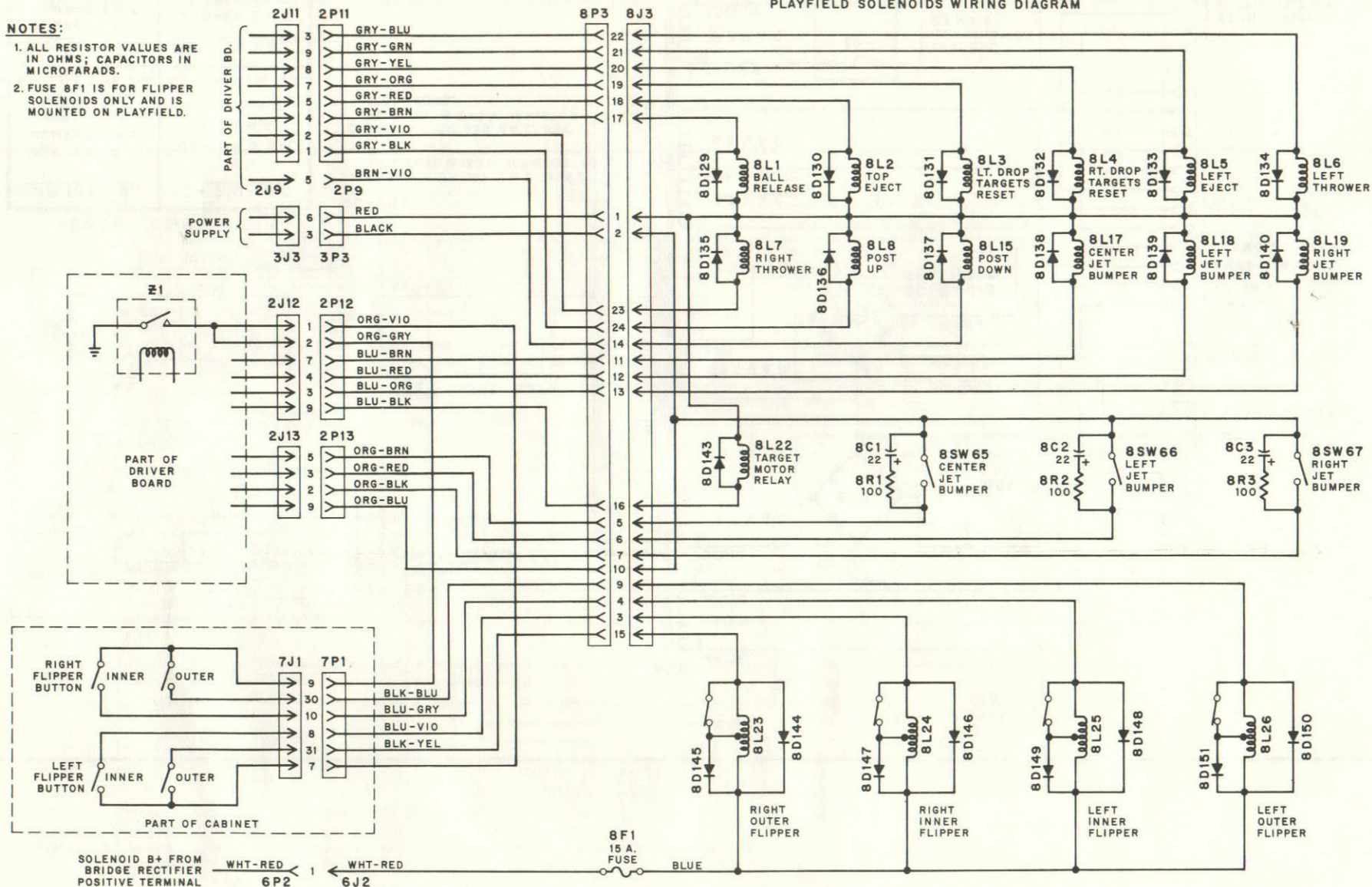
CONTACT

BULB NO.	FUNCTION
1	White 5,000
2	White 10,000
3	White 15,000
4	White 20,000
5	White 30,000
6	White 40,000
7	Green 5,000
8	Green 10,000
9	Green 15,000
10	Green 20,000
11	Green 30,000
12	Green 40,000
13	Yellow 5,000
14	Yellow 10,000
15	Yellow 15,000
16	Yellow 20,000
17	Yellow 30,000
18	Yellow 40,000
19	Advance White Bonus
20	Advance Yellow Bonus
21	Center "C"
22	Collect Yellow Bonus
23	Center "O", Left
24	Center, "O", Right
25	Advance Yellow Bonus
26	Center "N"
27	Collect Yellow Bonus
28	Advance Green Bonus
29	"T"
30	"A"
31	"C"
32	"T"
33	"1" Star
34	"2" Star
35	"3" Star
36	"4" Star
37	"5" Star
38	Outhole Scores White
39	Outhole Scores Yellow
40	Outhole Scores Green
41	Same Player Shoots
42	Left Special
43	Lite Extra Ball
44	Upper "C"
45	Upper "O"
46	Upper "N"
48	Right Special
56	Credits

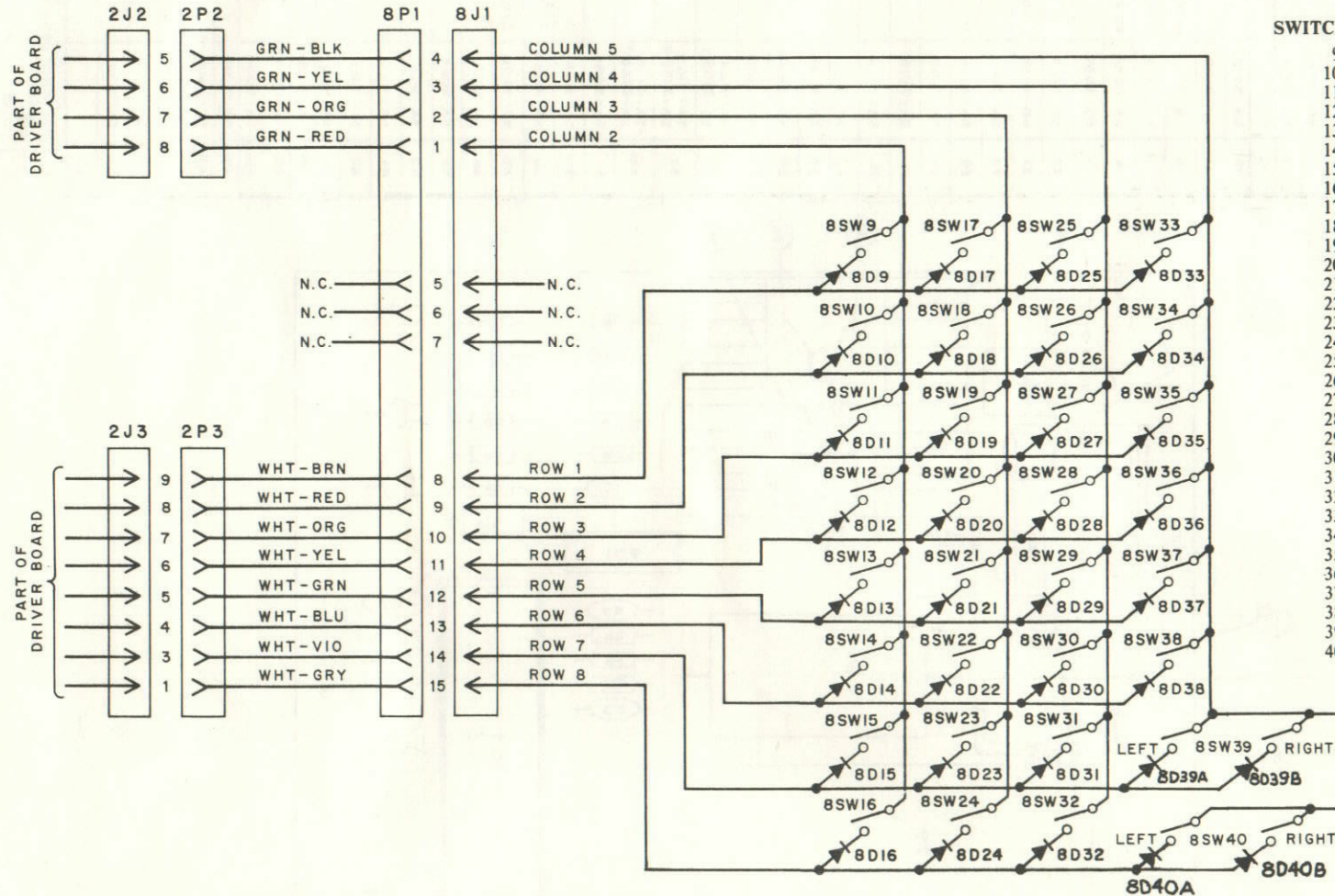
CONTACT PLAYFIELD SOLENOIDS WIRING DIAGRAM

NOTES:

1. ALL RESISTOR VALUES ARE IN OHMS; CAPACITORS IN MICROFARADS.
2. FUSE 8F1 IS FOR FLIPPER SOLENOIDS ONLY AND IS MOUNTED ON PLAYFIELD.



CONTACT PLAYFIELD SWITCH WIRING DIAGRAM



CONTACT

SWITCH NO.	FUNCTION
9	"C" Rollover
10	"O" Eject
11	"N" Rollover
12	Score Green Value
13	Top Right Target
14	Top Right Standup
15	Bottom Right Target
16	Right Center Standup
17	Right Special
18	Bottom Right Standup
19	Right "T"
20	Outhole
21	Left "T"
22	Bottom Left Standup
23	Left Special
24	Playfield Tilt
25	Left Center Standup
26	Left Eject
27	Left Target Drop
28	Left Center Target Drop
29	Right Center Target Drop
30	Right Target Drop
31	Four Drop Targets (Series)
32	Lite Extra Ball Rollover
33	Top Jet Bumper
34	Left Jet Bumper
35	Right Jet Bumper
36	"A" Target
37	Moving Target
38	"C" Target
39	Inner Flipper
40	Outer Flipper