

SWITCHES

ENG-4

RELAY STRIP

SWITCHES

POS.	RELAY	COIL	M	B	M-B	SWITCH NO.			TYPE OF SWITCH
						BOT.	CEN	TOP	
	LOCK	Z-29 1250	111	1			102AS 102AS 12		10A-120 1215 LOCK
	OUTHOLE	Z-27 1000	111		11		11133		" " "
	BALL INDEX	Z-28 1200	111				111		" " "
	RESET	Z-29 1000	1111	11	1	1122		113	" 11735 "
	REPLAY	Z-27 1000	111				111		10A-96 1215 "
	COIN	Z-27 1000	11111				11111		10A-120 " "
	2 NO. COIN	Z27-1000 1129-1000	1	1	11		1233		10A-120 10A-96
	EXTRA BALL	Z-28 1150	11	11	1		11223		10A-120 1215 LOCK
	EJECT	Z-27 1000	11111				11111		" " "
	TIKT	Z-28 1150	11	11	1		11223		" 121AS "
	GAME OVER	Z27-1000 1129-1000	1	11	1		1223		10A-120 10A-96
	5¢	11-29 1100	1111				11110		10A-120 11735 LOCK
	10¢	11-29 1100	11		1		113		10A-96 " "
	25¢	11-29 1100	111		1		1113		10A-120 " "
	BONUS	11-29 1100	11111	1		1111		12	10A-120 11735 "
	TRIPLE BONUS	11-24 350	1		1		13		"
	No. 1 CHANGE	Z-28 1150			1111		3333		"
	No. 2 CHANGE	Z-28 1200			111		333		"
	GATE	Z-28 1200							10A-96A

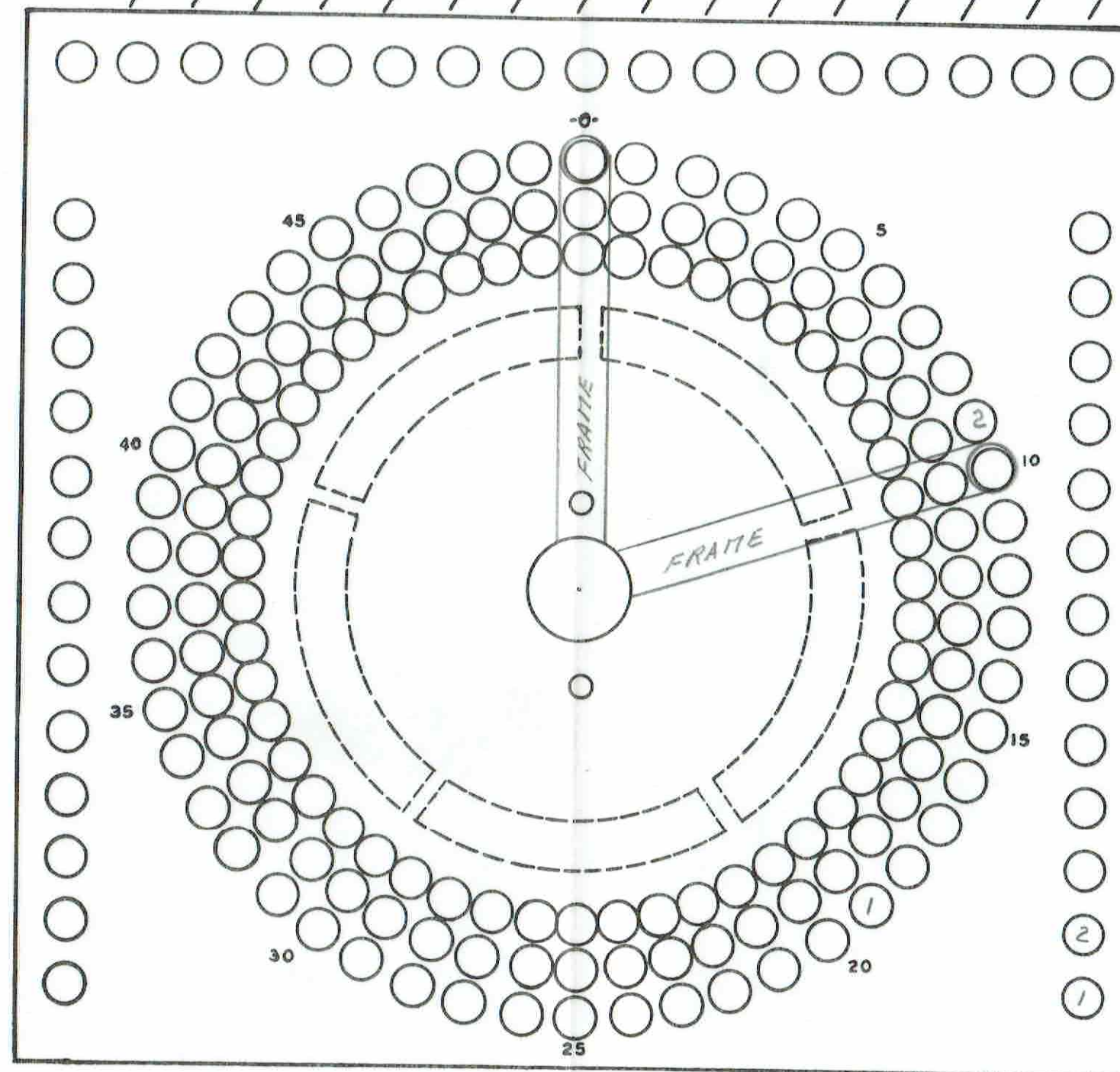
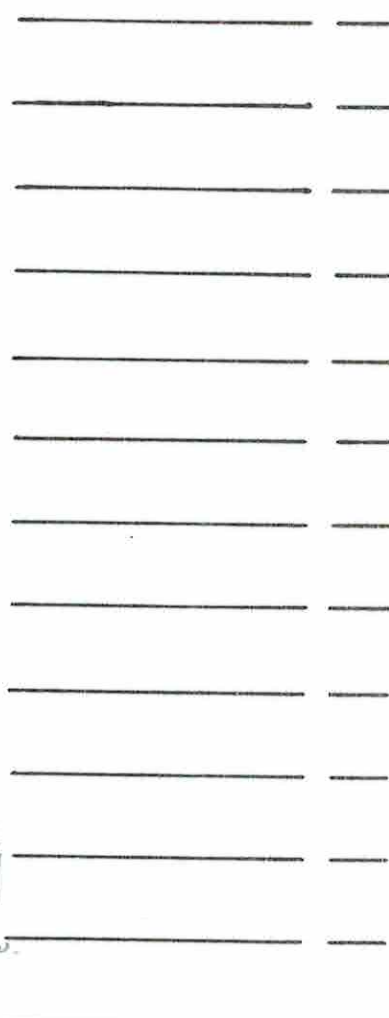
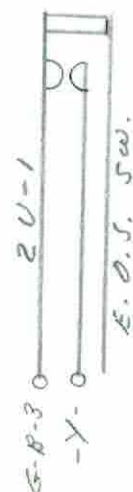
GAME: TRIPLE-X #446

B.W. NO. _____

UNIT BONUS D.C.

DATE OCT. 31-73

REVISED _____



GRY
BR-3 SIDE R.O. LITES
R/
B-2 R.P.S.U.

DRIVE COIL A23-600

RESET COIL B26-800

Y-G-40 23-U
-Y-0
Y-BLU-40
Y-R-40
BLU-B-60
ZERO POS. SW.

BISCUIT ASS'Y NO. _____
WIPER ASS'Y NO. _____
RATCHET ASS'Y NO. A-6402-9
SWITCH NO. _____
SWITCH NO. _____

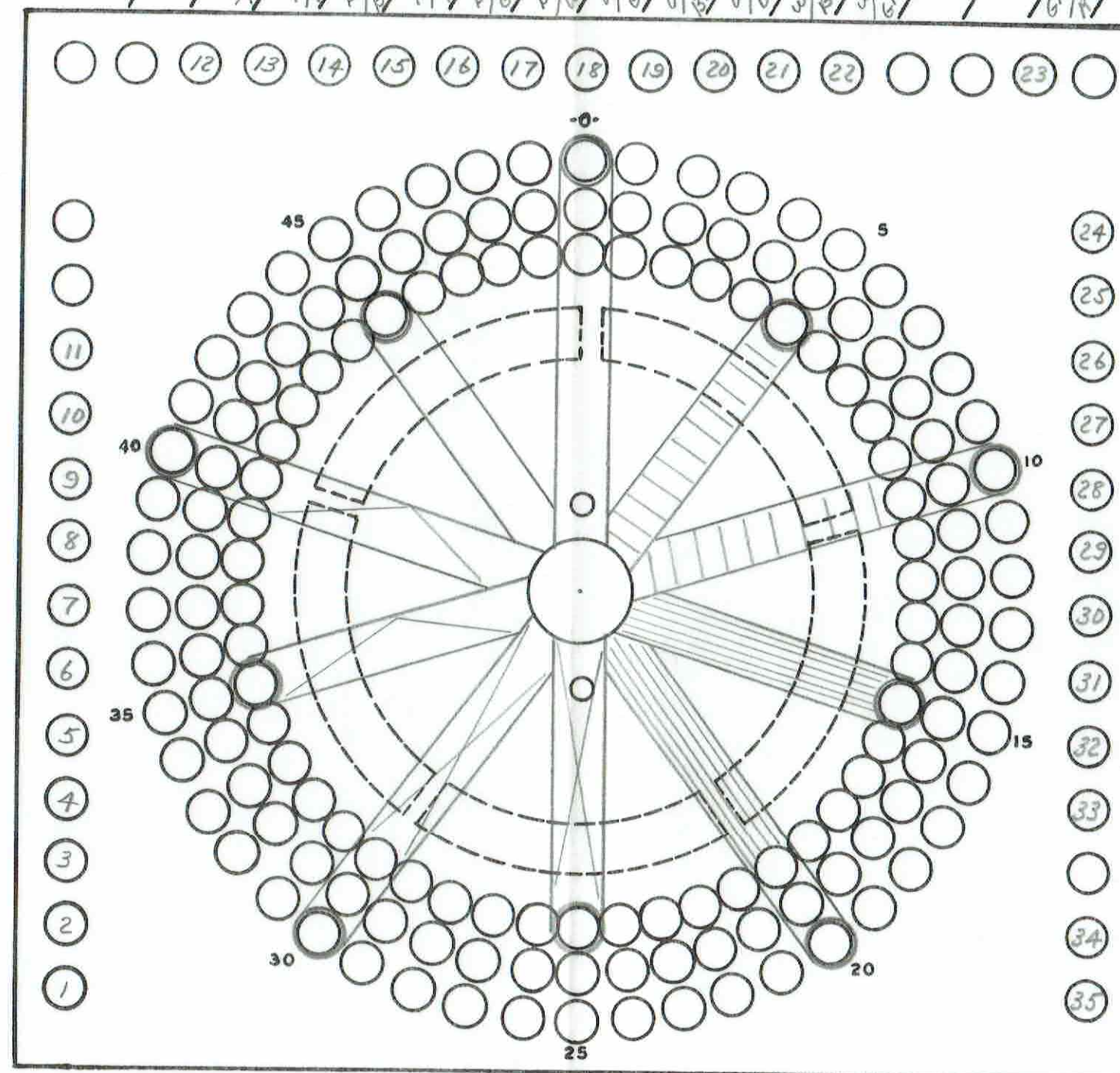
WIRING SIDE — 50 POSITION BISCUIT

RIVETS: OUTER ROW 0-19
CENTER ROW _____
INNER ROW _____
SEGMENTS _____
Y-TO FRAME

DRIVE ARM SPRING 10A-227
RESET PAWL SPRING 10A-228
TORSION SPRING 10A-101-28
CATCH PAWL SPRING _____
ESCAPE PAWL SPRING 10A-244

GAME: TRIPLE-X #446
B.W. NO. _____

UNIT NO. MATCH
DATE NOV. 1-73
REVISED _____



WIRING SIDE — 50 POSITION BISCUIT

BISCUIT ASS'Y NO. 1B-2001-35
WIPER ASS'Y NO. B-7456-2
RATCHET ASS'Y NO. A-6401
SWITCH NO. _____
SWITCH NO. _____

RIVETS: OUTER ROW _____
CENTER ROW _____
INNER ROW _____
SEGMENTS _____

DRIVE ARM SPRING 10A-227
RESET PAWL SPRING 10A-228
TORSION SPRING _____
CATCH PAWL SPRING _____
ESCAPE PAWL SPRING _____

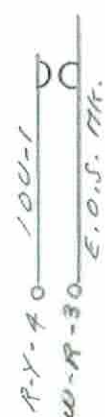
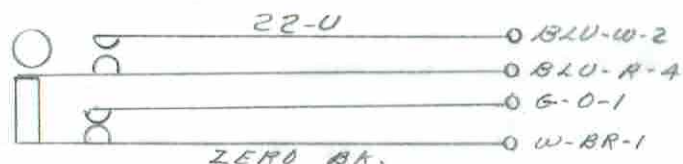
GAME: TRIPLE-X #446

B.W. NO. _____

UNIT BALL COUNT

DATE Nov. 1-73

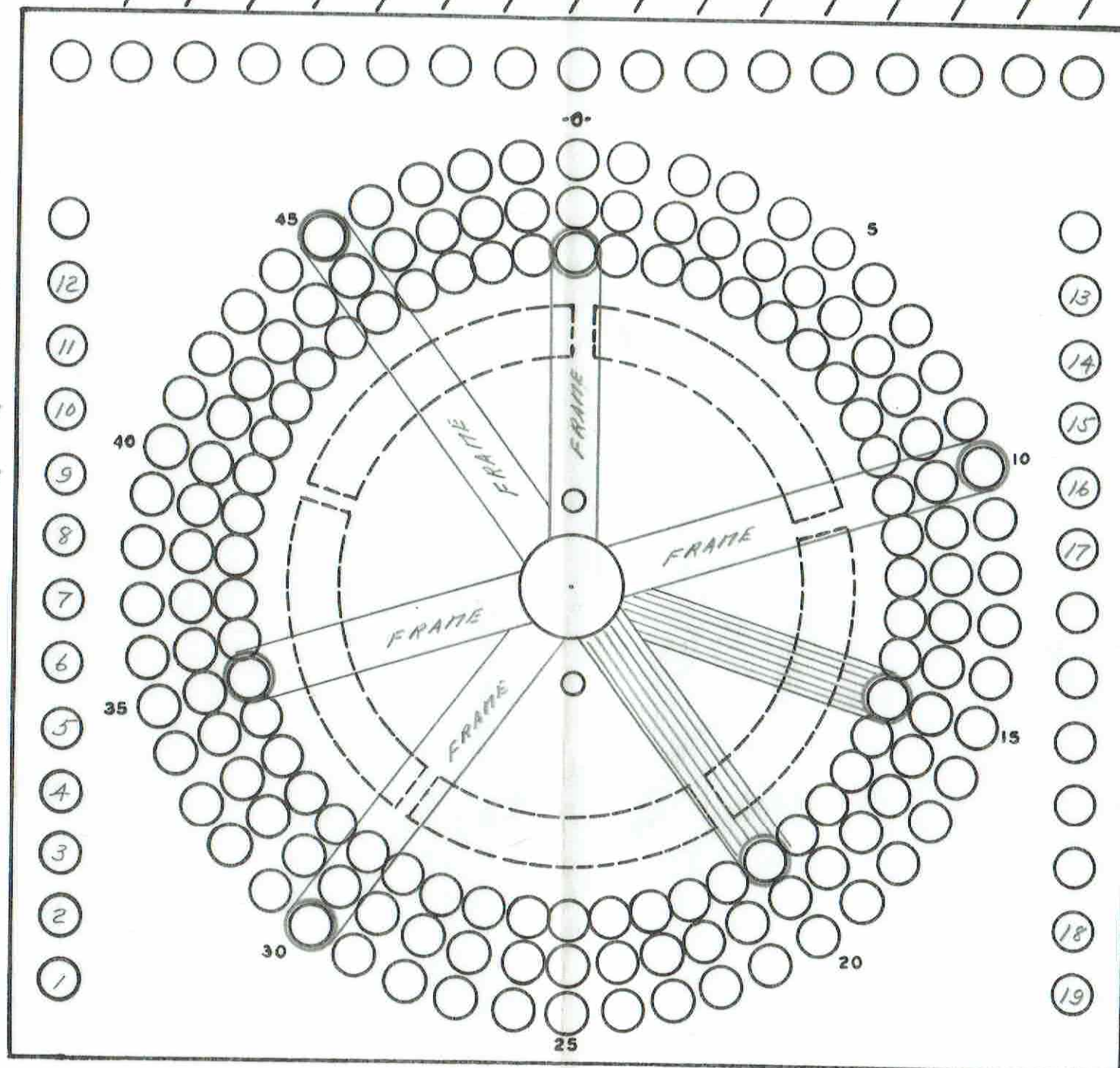
REVISED _____



2ND. PLAYER
100 PT. D.V.
9TH. POS. SW. G/Y-2
1ST. PLAYER
100 PT. D.V.
9TH. POS. SW. G/R-2
2ND.
PLAYER UP LITE BLU-1
1ST.
PLAYER UP LITE BLU-3

5-BALL LITE GRY/BR-1
4- " " GRY/G-1
3- " " GRY/Y-1
2- " " B/O-2
1- " " B/R-2
5-BALL MATCH O/B-1

BLU/R-4 5-BALL G-O
R/G-4 3- " "
W/R-2 PLAYER RE.
Y/BLU-1 1ST. PLAYER
10-PT. D.V.
9TH. POS. SW.
Y/G-3 2ND. PLAYER
10-PT. D.V.
9TH. POS. SW.
O/R-4 3-BALL MATCH
GRY MATCH FEED



WIRING SIDE — 50 POSITION BISCUIT

RIVETS: OUTER ROW _____
CENTER ROW _____
INNER ROW _____
SEGMENTS _____
Y- TO FRAME

DRIVE ARM SPRING 10A-227
RESET PAWL SPRING 10A-228
TORSION SPRING 10A-101-28
CATCH PAWL SPRING 10A-230
ESCAPE PAWL SPRING _____

BISCUIT ASS'Y NO. 1B-2001-33
WIPER ASS'Y NO. _____
RATCHET ASS'Y NO. A-6402-10 WITH "O" PIN
SWITCH NO. _____
SWITCH NO. _____

GAME: TRIPLE-X #446DATE: NOV. 6-73
D.C.RELAY BANK

POS.	RELAY	COIL	MAKE	BREAK	MAKE & BREAK	SWITCHES	
						POS.	TYPE OF SWITCH
	1-O	S-27 500	///		1	1 (1BU) (01BU)	
						2 (1BU) (03BU)	
	1-X	S-27 500	///		1	3 (1BU) (01BU)	
						4 (1BU) (03BU)	
	2-O	S-27 500	///		1	5 (1BU) (01BU)	
						6 (1BU) (03BU)	
	2-X	S-27 500	///		1	7 (1BU) (01BU)	
						8 (1BU) (03BU)	
	3-O	S-27 500	////		1	9 (1BU) (01BU) (001BU)	
						10 (1BU) (03BU)	
	3-X	S-27 500	////		1	11 (1BU) (01BU) (001BU)	
						12 (1BU) (03BU)	
	4-O	S-27 500	///		1	13 (1BU) (01BU)	
						14 (1BU) (03BU)	
	4-X	S-27 500	///		1	15 (1BU) (01BU)	
						16 (1BU) (03BU)	
	5-O	S-27 500	///	1		17 (1BU) (01BU)	
						18 (1BU) (02BU)	
	5-X	S-27 500	///	1		19 (1BU) (01BU)	
						20 (1BU) (02BU)	
	6-O	S-27 500	///		1	21 (1BU) (01BU)	
						22 (1BU) (03BU)	
	6-X	S-27 500	///		1	23 (1BU) (01BU)	
						24 (1BU) (03BU)	
	7-O	S-27 500	////		1	25 (1BU) (01BU) (001BU)	
						26 (1BU) (03BU)	
	7-X	S-27 500	////		1	27 (1BU) (01BU) (001BU)	
						28 (1BU) (03BU)	
	8-O	S-27 500	///	1		29 (1BU) (01BU)	
						30 (1BU) (02BU)	
	8-X	S-27 500	///	1		31 (1BU) (01BU)	
						32 (1BU) (02BU)	
	9-O	S-27 500			1	33	
						34 (1BU) (01BU) (003BU)	
	9-X	S-27 500			1	35	
						36 (1BU) (01BU) (003BU)	

GAME: TRIPLE-X #446

DATE: Nov. 6 - 73
D.C.

RELAY BANK

[illegible]

GAME TRIPLE-X #446DATE Nov. 7-73RELAY BANK JUMPER CONNECTIONS

D.C.

1	(A-R) (B-R) (C-R) (D-R) (E-R) (F-R) (G-R) (H-R) (J-R) (K-R) (L-R) (M-R) (N-R) (O-R) (P-R) (Q-R) (R-R) (S-R)		
2	(1-1) (5-1) (13-1)		
3	(1-2) (1-3) (3-2) (3-3) (5-3) (7-3) (9-3) (11-3) (13-3) (15-3) (17-3) (18-2) (19-3) (20-2) (21-3) (23-3) (25-3) (27-3) (29-3) (31-3) (34-2) (34-3) (36-2) (36-3) (38-2) (38-3)		
4	(2-1) (4-2) (6-2) (8-2) (9-2) (9-5) (10-1) (11-1) (11-5) (12-2) (22-2) (24-2) (25-2) (26-1) (27-2) (28-2) (38-5)		
5	(2-2) (17-2)		
6	(2-3) (4-3) (6-3) (8-3) (10-3) (12-3) (14-3) (16-3) (22-3) (24-3) (26-3) (28-3) (34-5) (36-5)		
7	(2-5) (4-4)		
8	(3-1) (7-1) (15-1)		
9	(4-1) (19-2)		
10	(4-5) (8-5) (12-5) (16-5) (20-4) (24-5) (28-5) (32-4) (36-7)		
11	(5-2) (9-1)		
12	(6-1) (30-2)	26	(16-1) (20-1) (27-5) (32-1)
13	(6-5) (8-4)	27	(16-2) (24-1)
14	(7-2) (11-2)	28	(17-1) (21-1) (29-1) (34-1)
15	(8-1) (32-2)	29	(18-4) (20-3)
16	(9-6) (25-6)	30	(19-1) (23-1) (31-1) (36-1)
17	(10-2) (21-2)	31	(22-5) (24-4)
18	(10-5) (12-4)	32	(26-2) (29-2)
19	(11-6) (27-6)	33	(26-5) (28-4)
20	(12-1) (23-2)	34	(28-1) (31-2)
21	(13-2) (25-1)	35	(30-4) (32-3)
22	(14-1) (18-1) (25-5) (30-1)	36	(34-7) (36-6)
23	(14-2) (22-1)	37	(38-6) (7-4)
24	(14-5) (16-4)		
25	(15-2) (27-1)		

JACK LAYOUT

GAME TRIPLE-X DATE Nov. 13-73

POSITION PAN-INS. SIZE 24

FEED	-R-	1	O/ BLU-5	BALL COUNT RESET
"	-R-	2	R/ R	COIN LOCKOUT
REPLAY RE.	W/ BR-1	3	R/ Y/W	FEED
" "	W/ O-3	4	Y/ BR-1	PLAYER RE.
" "	G/ O-1	5	W/ R-2	" "
CHANGE RE.	R/ O-3	6	BLU/ R-4	G-O-RE. (TRIP)
KNOCKER	R/ W-2	7	BLU/ W-2	" " "
SCORE RESET RE.	R/ BLU.	8	BR/ G-4	BALL IND. RE.
RESET RE.	BLU/ BR	9	R/ G-3	LARGE CHIME
R.P. RESET	W/ BLU-1	10	O-5	MED. CHIME
1000 PT. RE.	BR/ Y	11	O/ R-5	SMALL CHIME
100 PT. RE.	W/ R	12	G/ R	10-PT. RE.

JACK LAYOUT

GAME TRIPLE-X DATE Nov. 13-73

POSITION PAN-INS. SIZE 20

R.P.S.U.	W/ O-1	1	-Y-	FEED
"	GRY.	2	BR/ BLU-5	TRIPLE BONUS RE.
BALL COUNT S.U.	BLU/ R	3	GRY/ Y-3	CREDIT LIFE
R.P.S.U.	O/ R-6	4	Y/ BLU.	EX-BALL RE.
2-CAN PLAY LITE	Y/ G	5	Y/ B-5	R.P.S.U.
1-CAN PLAY LITE	GRY/ W-3	6	BR/ Y/W	LITE FEED
TILT LITE	G/ W-1	7	GRY/ O	" "
LITE FEED	-W-	8	BR.	" "
NO. MATCH S.U.	R/ W-4	9	W/ G-1	SHOOT AGAIN LITE
R.P.S.U.	R/ W-1	10	BLU/ B-4	SIDE R.O. RE.

JACK LAYOUT

GAME TRIPLE-X DATE NOV. 13-73

POSITION PAN-P.F. SIZE 20

FEED	-B-	1	$\frac{W}{BR-3}$ TILT RE.
"	-R-	2	$\frac{B}{W-1}$ R.P.S.U.
MOTOR	$\frac{O}{G}$	3	$\frac{BR}{Y}$ 1000 PT. RE.
EJECT RE.	$\frac{R}{BLU}$	4	$\frac{W}{R}$ 100 PT. RE.
" "	$\frac{R}{O}$	5	$\frac{G}{B}$ 10 PT. RE.
RESET RE.	$\frac{BLU}{BR}$	6	-Y- FEED
OUTHOLE RE.	$\frac{B}{BLU-1}$	7	$\frac{BR}{BLU-5}$ TRIPLE BONUS RE.
BALL RELEASE	$\frac{BLU}{W-3}$	8	-W- FEED
TILT RE.	$\frac{Y}{R-1}$	9	BLU. "
MED. CHIME	O-5	10	$\frac{R}{W-4}$ NO. MATCH S.U.

JACK LAYOUT

GAME TRIPLE-X DATE NOV. 13-73

POSITION PAN-P.F. SIZE 18

L-FLIPPER	$\frac{B}{W-5}$	1	BLU.(P) BANK RESET
R- "	$\frac{BR}{W-5}$	2	-B-(P) " "
BONUS RESET	$\frac{GRY}{B-3}$	3	$\frac{B}{R-3}$ 1000 PT. RE.
BONUS RE	$\frac{Y}{BLU-9}$	4	$\frac{GRY}{Y-3}$ CREDIT LITE
1000 PT. RE.	$\frac{O}{B-3}$	5	$\frac{W}{G-1}$ SHOOT AGAIN LITE
L & R EJECT COILS	$\frac{R}{W-6}$	6	$\frac{R}{O-3}$ CHANGE RE.
EX-BALL RE.	$\frac{R}{Y-3}$	7	$\frac{R}{BR}$ R.O. BUTTON RE.
100 PT. RE.	$\frac{O}{W-4}$	8	$\frac{BLU}{B-4}$ SIDE R.O. RELAYS
		9	BLANK

GAME TRIPLE - X #446

DATE DEC-11-73

D.C.

MOTOR

JUMPER CONNECTIONS

- 1 (A-2) (A-3) (A-6) (A-9) (B-5) (C-4) (D-4) (E-4) (E-5) (E-9) (F-4)
(F-5) (G-4) (G-5)
- 2 (C-1) (D-1)
- 3 (C-3) (D-3) (E-3)
- 4 (C-5) (D-5)
- 5 (D-6) (E-7)
- 6 (E-8) (F-6)

GAME TRIPLE - X #446

TYPE 2 - PLAYER

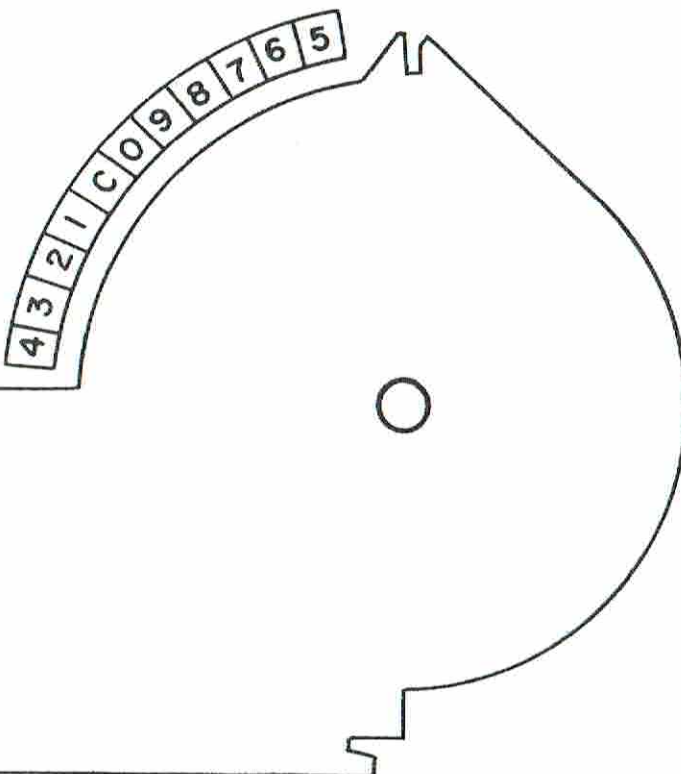
UNIT NAME 1000 - PT.

REQ'D. 2

DATE DEC-13-73 DR'WN. D.C.

SWITCH 11722-5 (A) OPEN @ ZERO
(B)
SWITCH _____ (D) OPEN @ ZERO
(E)
SWITCH 11725-6 (F) 5TH. POS.
(G)

K B1-26
L 800



SWITCH 2178-5

PRINTED CIRCUIT _____

INDEX PAWL SPRING _____

DRIVE SPRING _____

WIRING SIDE

POS.	1st	2nd	3rd	4th	5th	6th
1	W/BR-2	W/BR-2				
2	W/O	W/O				
3	W/R-1	W/R-1				
4	W/GRY	W/GRY				
5	BR/R	BR/R				
6	BR/BLU	BR/BLU				
7	BR/G	BR/G				
8	BR/W-1	BR/W-1				
9	BR/O	BR/O				
0	W/G	W/G				
A	BLU/BR	BLU/BR				
B	-Y-	-Y-				
C	BLU/W-1	G/Y				
D	GRY/R-5	B/G				
E	B/Y	B/O-1				
F	BLU/Y-1	BR/W-2				
G	R/O-2	R/BLU-1				
H	-Y-	B/R-4				
J	B/R-4	O/R-3				
K	-B-	-B-				
L						

GAME TRIPLE-X #446

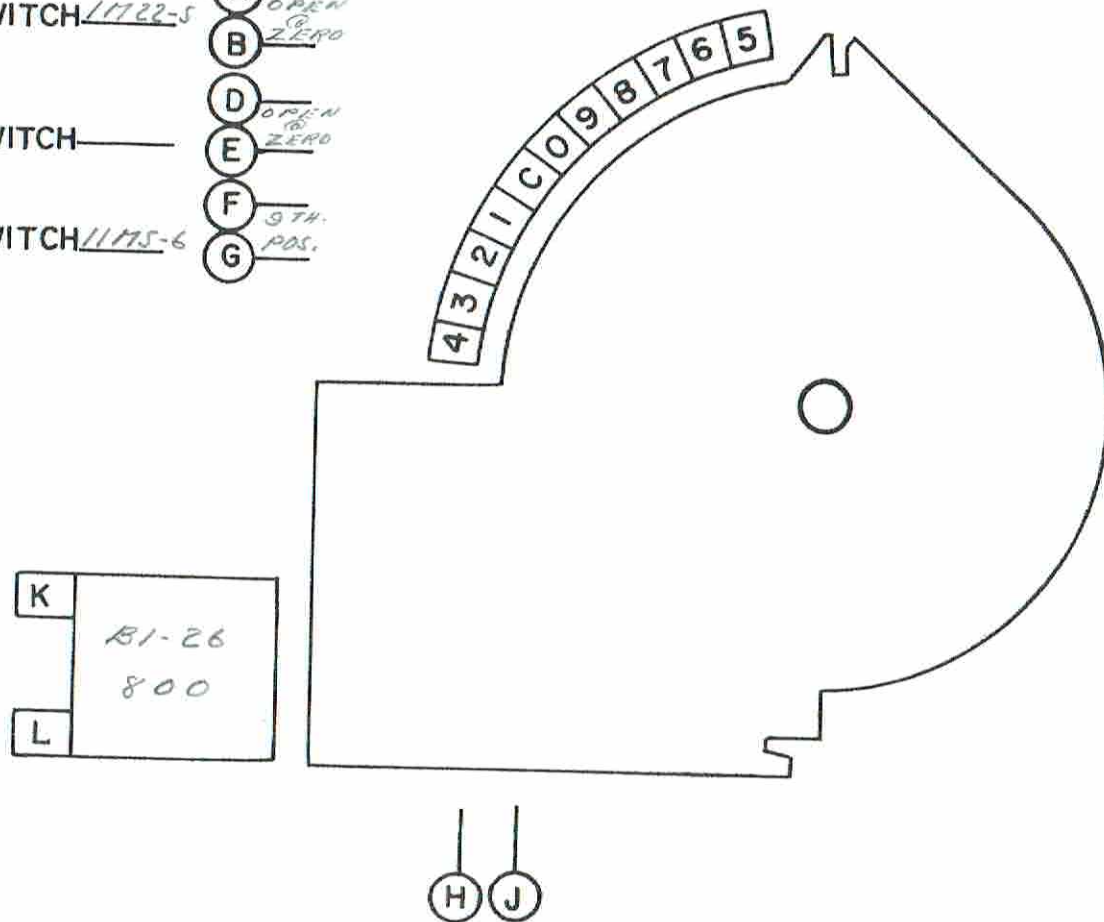
TYPE 2-PLAYER

UNIT NAME 100-POINT

REQ'D. 2

DATE DEC-13-73 DR'WN. D.C.

SWITCH 11722-5 (A) OPEN
(B) ZERO
SWITCH _____ (D) OPEN
(E) ZERO
SWITCH 11725-6 (F) 9TH.
(G) POS.



SWITCH 2173-5

PRINTED CIRCUIT _____
INDEX PAWL SPRING _____
DRIVE SPRING _____

WIRING SIDE

POS.	1st	2nd	3rd	4th	5th	6th
1						
2						
3						
4						
5						
6						
7						
8						
9						
0						
A	<u>BLU.</u> <u>BR.</u>	<u>BLU.</u> <u>BR.</u>				
B	<u>-Y-</u>	<u>-Y-</u>				
C						
D	<u>GRY</u> <u>G</u>	<u>GRY</u> <u>W-1</u>				
E	<u>O/W</u>	<u>P</u> <u>B-1</u>				
F	<u>G</u> <u>R-2</u>	<u>G</u> <u>Y-2</u>				
G	<u>O</u> <u>BLU-4</u>	<u>O</u> <u>BLU-4</u>				
H	<u>-Y-</u>	<u>W</u> <u>GRY-3</u>				
J	<u>W</u> <u>GRY-3</u>	<u>O-4</u>				
K	<u>-B-</u>	<u>-B-</u>				
L						

GAME TRIPLE-X #446

DATE DEC. 13-73 DR'WN. D.C.

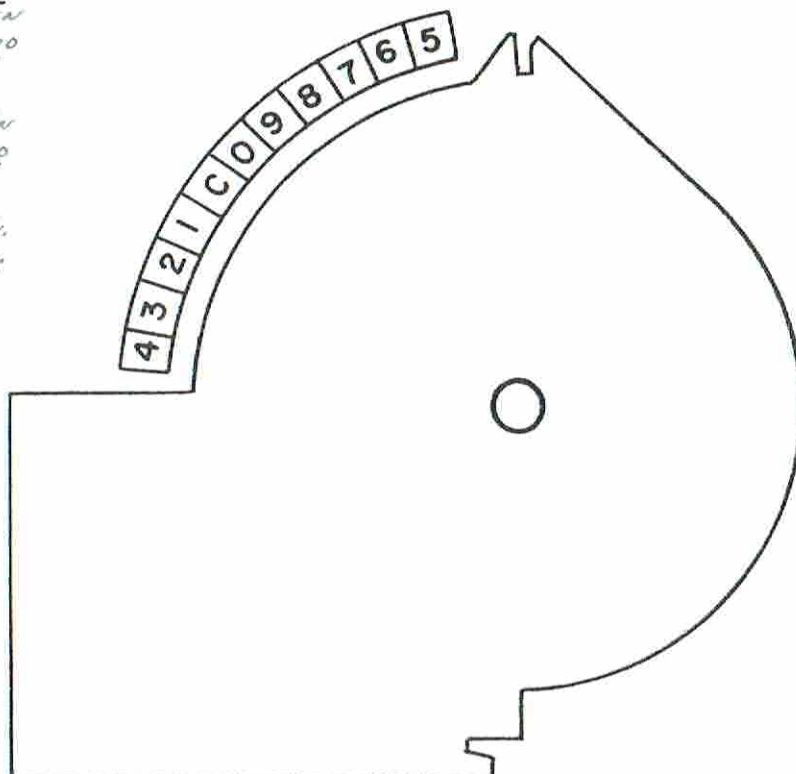
TYPE 2-PLAYER

UNIT NAME 10-POINT

REQ'D. 2

SWITCH 11122-5 (A) OPEN
(B) ZERO
SWITCH _____ (D) OPEN
(E) ZERO
SWITCH 11115-6 (F) 5TH.
(G) POS.

K
B1-26
800
L



SWITCH 2113-5

PRINTED CIRCUIT _____

INDEX PAWL SPRING _____

DRIVE SPRING _____

WIRING SIDE

POS.	1st	2nd	3rd	4th	5th	6th
1	<u>Y/G-5</u>	<u>Y/G-5</u>				
2	<u>Y/BR-5</u>	<u>Y/BR-5</u>				
3	<u>Y/O-5</u>	<u>Y/O-5</u>				
4	<u>Y/B-2</u>	<u>Y/B-2</u>				
5	<u>G/R-4</u>	<u>G/R-4</u>				
6	<u>G/Y-4</u>	<u>G/Y-4</u>				
7	<u>G/W-5</u>	<u>G/W-5</u>				
8	<u>G/O-5</u>	<u>G/O-5</u>				
9	<u>W/BLU-4</u>	<u>W/BLU-4</u>				
O	<u>Y/BLU-5</u>	<u>Y/BLU-5</u>				
A	<u>BLU/BR.</u>	<u>BLU/BR.</u>				
B	<u>-Y-</u>	<u>-Y-</u>				
C	<u>R/Y-4</u>	<u>O/R-6</u>				
D	<u>BR/IR-1</u>	<u>GRY/R</u>				
E	<u>-O-</u>	<u>GRY/BLU.</u>				
F	<u>Y/BLU-1</u>	<u>Y/G-3</u>				
G	<u>B/Y-3</u>	<u>B/Y-3</u>				
H	<u>-Y-</u>	<u>W/G-3</u>				
J	<u>W/G-3</u>	<u>W/BLU-3</u>				
K	<u>-B-</u>	<u>-B-</u>				
L						

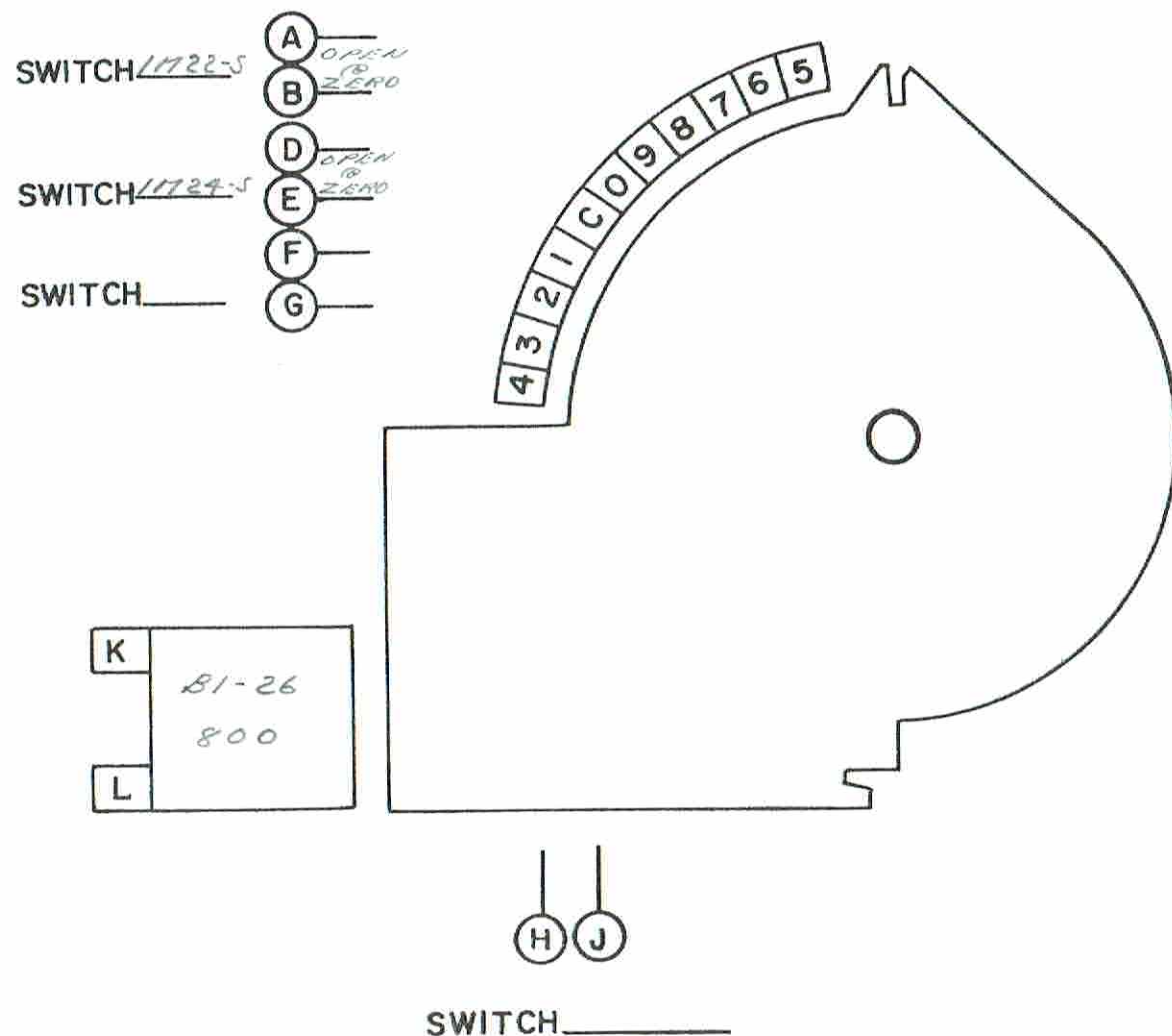
GAME TRIPLE-X #446

DATE DEC-13-78 DR'WN. D.C.

TYPE 2-PLAYER

UNIT NAME 10,000 POINTS

REQ'D. 2



PRINTED CIRCUIT _____

INDEX PAWL SPRING _____

DRIVE SPRING _____

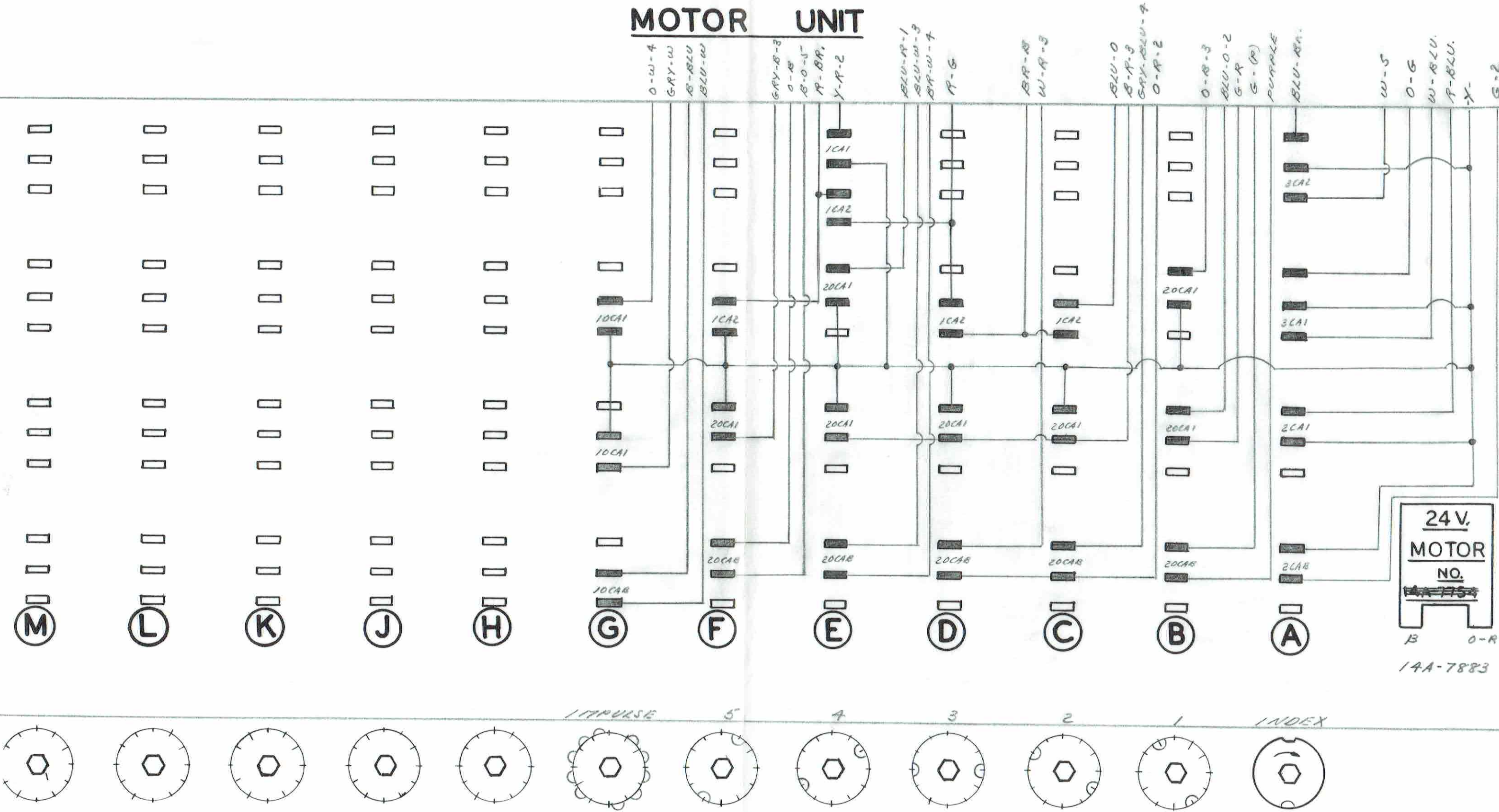
WIRING SIDE

POS.	1st	2nd	3rd	4th	5th	6th
1	R	R				
2	BLU	BLU				
3	Y	Y				
4	G	G				
5	W	W				
6	BR	BR				
7	O-1	O-1				
8	B	B				
9	GRY-1	GRY-1				
0						
A	BLU BR	BLU BR				
B	Y	Y				
C	Y/BR	Y/O				
D	R/O-2	R BLU-1				
E	BLU Y-2	BR G-1				
F						
G						
H						
J						
K	B	B				
L						

GAME NO. 746

NAME TRIPLE - X
D.C.

MOTOR UNIT



"TRIPLE X" COIL CHART

NOTICE:

THIS GAME OPERATES ON 24 VOLTS. WHEN ORDERING REPLACEMENT TRANSFORMERS, MOTORS, COILS OR METERS ... MAKE SURE TO SPECIFY CORRECT PART NUMBER.

NUMBER	DESCRIPTION	LOCATION
<u>MOTORS & TRANSFORMERS</u>		
14 A-7883	CONTROL MOTOR - 60 CYCLE	MECH. PANEL
14 A-7884	CONTROL MOTOR - 50 CYCLE	MECH. PANEL
15 A-6771	TRANSFORMER - 60 CYCLE	MECH. PANEL
15 A-6782-1	TRANSFORMER - 50 CYCLE	MECH. PANEL
B 6396	24 VOLT METER	MECH. PANEL
<u>SOLENOID COILS</u>		
A 22-550	BALL RELEASE COIL BALL COUNT UNIT STEP UP	PLAYFIELD INSERT
A 23-600	NUMBER MATCH STEP UP REPLAY UNIT STEP UP BONUS UNIT STEP UP	INSERT INSERT PLAYFIELD
A 2-23-750	KNOCKER	CABINET
A 2-26-1300	TRIPLE CHIME COILS ... (3 req'd.)	CABINET
B 1-26-800	REPLAY UNIT RESET ALTERNATOR UNIT STEP UP BALL COUNT UNIT RESET SCORE DRUM UNITS ... (8 req'd.) BONUS UNIT RESET	INSERT MECH. PANEL INSERT INSERT PLAYFIELD
D 1-24-1150	RELAY BANK RESET COIL	PLAYFIELD
FL 20-300/28-400	FLIPPERS ... (2 req'd.)	PLAYFIELD
G 23-750	EJECT COILS ... (2 req'd.)	PLAYFIELD
G 23-750 D.C.	D.C. JET BUMPER COILS ... (3 req'd.) D.C. KICKER COILS ... (2 req'd.)	PLAYFIELD PLAYFIELD
M 24-350	TRIPLE BONUS RELAY	PLAYFIELD
M 29-900	SCORE RESET RELAY	INSERT
M 29-1000	GAME OVER RELAY TRIP 2ND COIN RELAY TRIP RESET RELAY	MECH. PANEL MECH. PANEL MECH. PANEL
M 29-1100	5¢ RELAY 10¢ RELAY 25¢ RELAY ROLL OVER BUTTON RELAY ADVANCE RELAY CENTER TARGET RELAY BONUS RELAY 10 PT. RELAY 100 PT. RELAY 1,000 PT. RELAY RIGHT SIDE ROLL OVER RELAY LEFT SIDE ROLLOVER RELAY	MECH. PANEL MECH. PANEL MECH. PANEL PLAYFIELD PLAYFIELD PLAYFIELD PLAYFIELD PLAYFIELD INSERT INSERT INSERT PLAYFIELD PLAYFIELD
M 1-31-1500	COIN LOCKOUT COIL	FRONT DOOR
S 27-500	RELAY BANK TRIP COILS ... (10 req'd.)	PLAYFIELD
XM 27-675	TOTAL PLAY METER COIL	MECH. PANEL
Z 27-1000	EJECT RELAY COIN RELAY GAME OVER RELAY LATCH 2ND COIN RELAY LATCH OUTHOLE RELAY REPLAY RELAY	MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL
Z 28-1150	EXTRA BALL RELAY PLAYER RELAY TILT RELAY "A" RELAY "B" RELAY NO. 1 CHANGE RELAY	MECH. PANEL MECH. PANEL MECH. PANEL PLAYFIELD PLAYFIELD PLAYFIELD
Z 28-1200	NO. 2 CHANGE RELAY BALL INDEX RELAY GATE RELAY	PLAYFIELD MECH. PANEL PLAYFIELD
Z 29-1250	LOCK RELAY	MECH. PANEL

"TRIPLE X" SWITCH LIST

DESCRIPTION	SWITCH NUMBER	QUANTITY
STAND UP	SW. 10 A-37	4
JET BUMPER - D.C.	SW. 11 A-30	3
BALL TROUGH OUTHOLE	SW. 1 A-2 S	1
TILT	SW. 1 A-1	1
FLIPPER	SW. 10 A-8	2
EJECT - SINGLE MAKE	SW. 1 A-27	2
ROLLOVER - DOUBLE MAKE	SW. 11 A-2	2
ROLLOVER - SINGLE MAKE	SW. 1 A-2	4
ROLLOVER - MAKE BUTTON	SW. 1 A-85	1
TROUGH SW. BREAK	SW. 2 A-9	1
KICKER COUNT	SW. 1 A-53	2
DOUBLE MAKE TARGET	SW. 1010 A-8	2
SINGLE MAKE TARGET	SW. 10 A-41	1
ROLLOVER DOUBLE MAKE	SW. 1 A-93	6
<u>CABINET SWS.</u>		
PUSH BUTTON	SW. 1 A-70	2
PUSH BUTTON (LEFT SIDE)	SW. 11 A-25	1
ANTI-CHEAT	SW. 10 A-19	1
ROLL TILT	SW. 1 A-54	1
COIN	SW. 1 M- 13 S	2
COIN	SW. 3 M-3	1
<u>PANEL SWS.</u>		
ALTERNATOR UNIT 2ND POSITION MAKE	SW. 1 U-21	1
KICK OFF	SW. 2 A-3	1
ALTERNATOR UNIT E.O.S. BREAK	SW. 2 U-12	1
<u>MOTOR SWS.</u>		
	SW. 2 CAB	1
	SW. 10 CAB	3
	SW. 20 CAB	5
	SW. 2 CA-1	1
	SW. 3 CA-1	1
	SW. 3 CA-2	1
	SW. 20 CA-1	4
	SW. 30 CA-1	2
	SW. 1 CA-2	1
	SW. 30 CA-2	1
	SW. 1 CA-1	1
<u>RELAY BANK SWS.</u>		
	SW. 1 BU	35
	SW. 01 BU	19
	SW. 02 BU	16
	SW. 001 BU	4
	SW. 002 BU	2
	SW. 003 BU	1
"J" RELAY	SW. 1 M-3 S	13
	SW. 1 M-1	6
	SW. 1 M- 1 S	20
	SW. 1 M- 1 AS	4
	SW. 10 M-1	7
	SW. 10 M- 1 S	7
	SW. 10 M - 1 AS	4
	SW. 2 M-1 S	5
	SW. 3 M- 1 S	5
	SW. 2 M-1	1
"L" RELAY	SW. 1 Z-1 S	9
	SW. 1 Z- SS	23
	SW. 1 Z - 1 AS	1
	SW. 2 Z - S	8
	SW. 3 Z - S	22
	SW. 10 Z- AS	2
	SW. 3 Z - S - LB	2
<u>UNIT SWS.</u>		
DRUM UNIT "0" AND "9" POSITION	SW. 11 MS - 6	6
DRUM UNIT "0" POSITION	SW. 1 M 22- S	8
DRUM UNIT "0" POSITION	SW. 1 M-24-S	2
DRUM UNIT E.O.S. BREAK	SW. 2 M- 3 S	6
REPLAY UNIT "0" POSITION	SW. 2 U-24	1
REPLAY UNIT "0" - "8" POSITION	SW. 22 U-5	1
REPLAY UNIT E.O.S.-MAKE	SW. 10 U-1	1
BALL COUNT "0" POSITION - BREAK - BREAK	SW. 22 U	1
BALL COUNT E.O.S-MAKE	SW. 10 U-1	1
ADVANCE UNIT "0" POSITION	SW. 23 U	1
ADVANCE UNIT E.O.S.	SW. 2 U-1	1

TRIPLE X"

GAME NEVER MADE