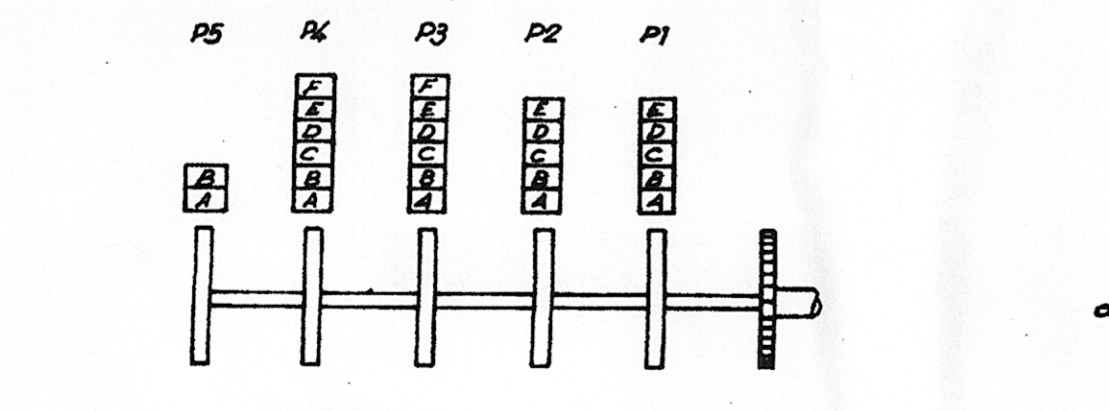
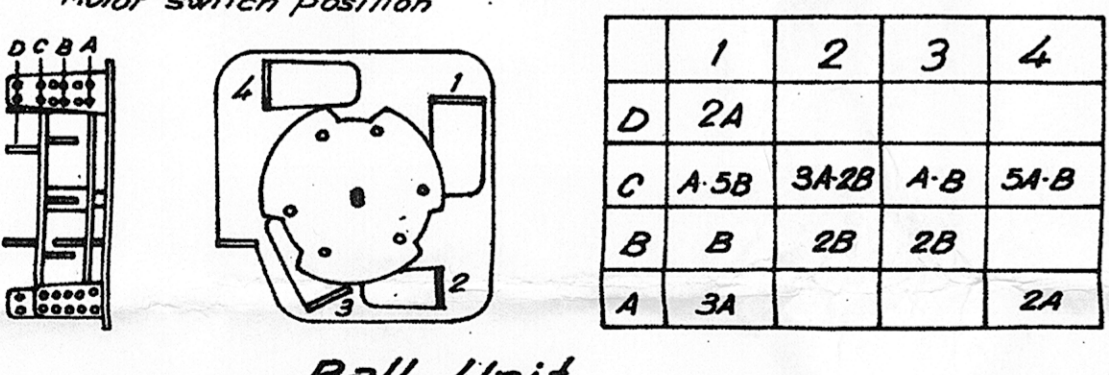


INDEX	Position in Machine	COIL	Contacts	USE				
	Light	Relay	Box	Panel	No.	Color		
E-1	A				9500	Yellow	2C	Alternating
E-1	B				9500	Yellow	4A	Pop Bumper
E-1	C				9500	Yellow	A-4C	Vari-target Special
E-8	D				9500	Yellow	5A	Vari-target Control
E-8	E				9500	Yellow	3A-B	Target score
F-7	G				10790	Yellow	2A-2B	Burst
E-6	H				3500	White	2C	7th Hole
E-4	K				9500	Yellow	2A	1000 points
E-4	L				9500	Yellow	6A	1000 points
E-3	M				9500	Yellow	5A	10 points
E-9	O				9500	Yellow	7A	Ball return
E-9	P				9500	Yellow	3A-B	Adv. player unit
E-9	Q				9500	Yellow	5A	Bonus score
E-9	R				13500	White	A-C	Hit
E-7	S				9500	Yellow	B	Reset
E-6	T				9500	Yellow	B	7th
E-8	U				9500	Yellow	A-B-C	Vari-target reset
E-9	V				9500	Yellow	5A	Analogy before
E-9	W				9500	Yellow	4A-2B	Coin chute
E-9	X				9500	Yellow	3A	500 points
E-2	Y				9500	Yellow	3A-B	3000 points
E-3	LT				10790	Yellow	A-10A	00-90

INDEX	Position in Machine	COIL	Contacts	USE				
	Light	Relay	Box	Panel	No.	Color		
E-6	DD				9500	Yellow	2A-2B-C	1st Ball
E-7	DJ				9500	Yellow	2A-2B	2nd Player
E-8	UB				9500	Yellow	2A-B	Last ball
E-7	PH				9500	Yellow	4A-B-C	Reset control
E-5	GO				9500	Yellow	A-B-C	Game Over
E-8	DB				9500	Yellow	2A-B	Double bonus
E-9	XX				9500	Yellow	2A-B	Assistant coin chute

COLOR	USE
Blue	Subtract unit, knocker
Yellow	Add unit, Ball return
Green	Flippers
Red	Pop bumpers
White	Chime
Brown	Reset bank



BANG-BANG
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