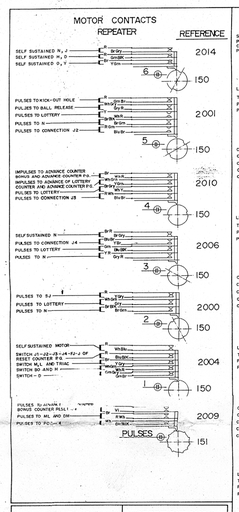
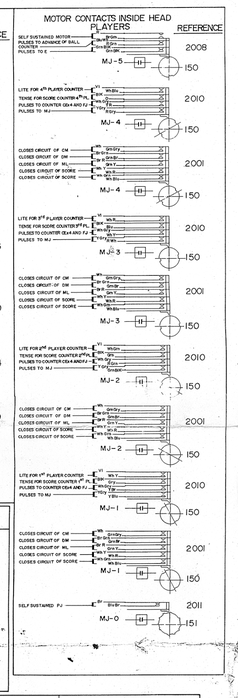
REPRE-SENTED	CONTACTS A	C	I	FUNCTION	REFE-RENCE	SITUATION ON MACHINE	LOCALI-ZATION ON SCHEME	COILS
A	1	3		COIN COUNTER	96	PANEL	9C	30
B	4	1		LEFT MICRO CONTACT	97	PANEL	9C	24
C	4	1		CENTRE MICRO CONTACT	97	PANEL	9C	24
D	6		1	PRESTART	98	PANEL	9C	30
E	4	2		START	46	PANEL	8C-8C	CONNECT 30 / DISCONNECT 30
F	1		1	TILT	59	PANEL	7C	30
G	4	1		CURRENT BREAK	99	PANEL	9C	24
H	6		2	BALL RELEASE	22	PANEL	9C	30
I	2	1		SPECIAL KICK-OUT HOLE	14	PLAYFIELD	8C	24
J	4		1	KICK-OUT HOLE	4	PLAYFIELD	8C	30
K	4	1		RIGHT MICRO CONTACT	97	PANEL	10C	24
L	4			RIGHT TOP TARGET	105	PLAYFIELD	2C	30
M	4	1		LEFT TOP TARGET	106	PLAYFIELD	2C	30
N	3			LIFT UP DRAGONS	9	PLAYFIELD	8C	30
O	3	2		5000 POINTS	82	PLAYFIELD	2C	30
P	1		2	LANE 1	101	PANEL	3C-4C	CONNECT 30 / DISCONNECT 30
Q	1		1	LANE 2	93	PANEL	3C-4C	" 30/ " 30
R	1		2	LANE 3	109	PANEL	3C-4C	" 30/ " 30
S	1		1	LANE 4	93	PANEL	3C-4C	" 30/ " 30
T	1		2	LANE 5	101	PANEL	3C-4C	" 30/ " 30
U	2	1		SPECIAL LANES	78	PANEL	3C-4C	" 30/ " 30
V			1	AUXILIAR BONUS RECOUNT	103	PANEL	8C	24
Y	.5	1		DRAGONS	8	PANEL	2C	30
Z	1		2	ALTERNATIVE	60	PLAYFIELD	7C	24
CD	2	1		AUXILIAR CENTRE MICRO CONTACT	14	PANEL	9C	24
AM	1		2	AUXILIAR COINS	60	PANEL	9C	24
AE	.5	1	1	AUXILIAR RELAY E	86	HEAD	8C	24
BJ	2	3	1	PLAYERS' SELECTION ✓	71	PANEL	9C	24
MJ	1	2		PLAYERS' MOTOR	69	PANEL	8C	24
BE	2	2		EXTRA BALL	104	PLAYFIELD	5C	24
KG	2	1		AUXILIAR RIGHT MICRO CONTACT	14	PANEL	9C	24
AH	2	2	1	AUXILIAR RELAY H	100	PANEL	9C	30
AJ	4			AUXILIAR PLAYERS' SELECTION	3	PANEL	9C	30
AL	1			AUXILIAR PLAYERS' MOTOR	85	PANEL	9C	30
BO	4			RESET RECOUNT	87	PANEL	9C	30
PC-3-4	8			SETTING TO ZERO 3RD - 4TH PLAYER	42	HEAD	8C	30
PC-1-2	8			SETTING TO ZERO 1ST - 2ND PLAYER	42	HEAD	5C	30
CE	8			HUNDREDS	84	HEAD	4C	30
ML	7			THOUSANDS	83	HEAD	4C	30
DM	8			TEN THOUSANDS	84	HEAD	3C	30
CM	6			HUNDRED THOUSANDS	107	HEAD	3C	30
J1	5	1		1ST PLAYER	57	PANEL	8C-9C	CONNECT 30 / DISCONNECT 30
J2	4	2		2ND PLAYER	46	PANEL	8C-8C	" 30/ " 30
J3	4	2		3RD PLAYER	46	PANEL	8C-8C	" 30/ " 30
J4	3	2		4TH PLAYER	48	PANEL	8C-8C	" 30/ " 30
FJ	2	1	1	GAME OVER	102	PANEL	6C-7C	" 30/ " 30

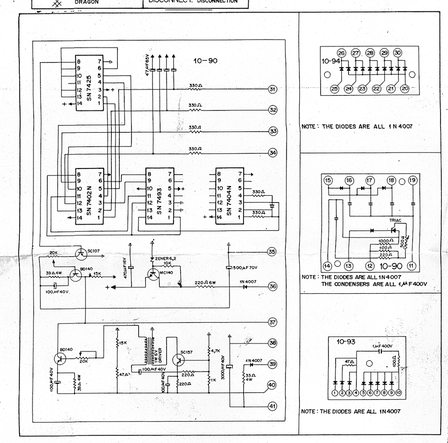
MOTOR CONTACTS REPEATER



MOTOR CONTACTS INSIDE HEAD PLAYERS



SYMBOLS	ABBREVIATIONS
OPEN CONTACT	A.O. OPENED IN ZERO
CLOSED CONTACT	C.O. CLOSED IN ZERO
REVERSE CONTACT	C.9 CLOSED IN NINE
DOUBLE CONTACT	C.C.I. CLOSED IN EACH IMPULSE
COIL WITH CHUTE NUCLEONS	A.C.I. OPENS IN EACH IMPULSE
RELAY COIL	P.G. FREE GAME
MOTOR CONTACT	CON. COUNTER
MOTOR CONTACT FOR PLAYERS CHANGE-OVER	CONNECT. CONNECTION
DRAGON	DISCONNECT. DISCONNECTION



COILS	
24	PERMANENT
30	SEMIPERMANENT
405	FAST

RECREATIVOS FRANCO	
DRAGON-4	X-III-LXXVII
	G. P. G.
ELECTRIC SCHEME	

Nº 10-117