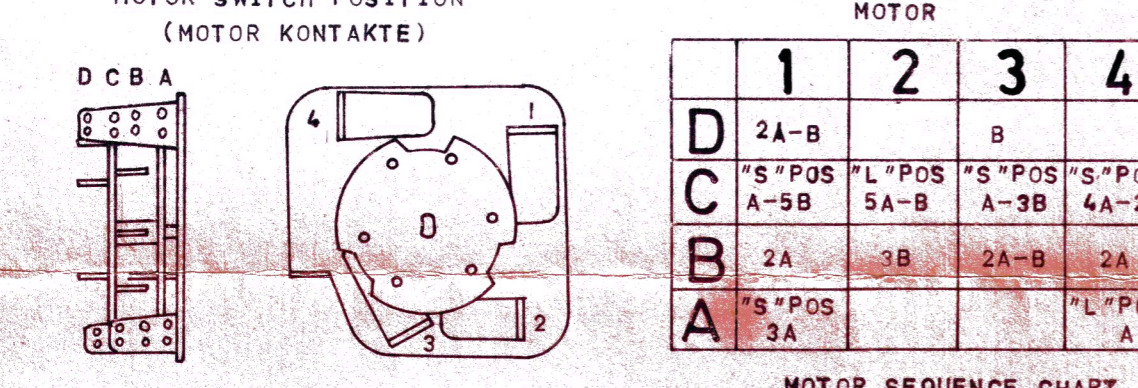
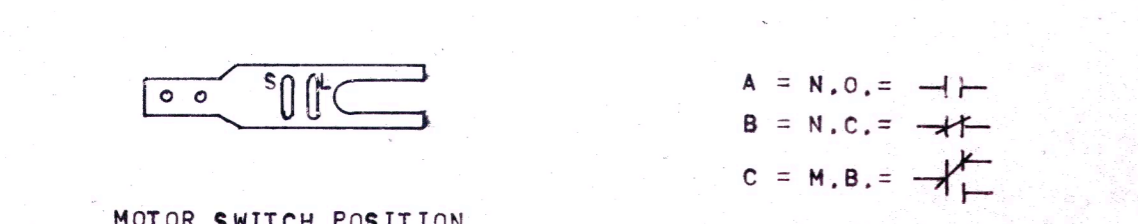


**RELAYS (Relais)**

INDEX	POSITION IN MACHINE	COILS-SPULEN	CONTACTS	USE		
LK	SP	OP	N°	COLOR	KONTAKTE	BEZEICHNUNG
4E	B	9,500	5A-2B	YELLOW	5A-2B	5 BONUS
3C	C	9,500	3A	YELLOW	3A	500 POINTS
5E	D	9,500	4A-2B	PINK	4A-2B	SPECIAL
3E	E	11,500	3A-2C	PINK	3A-2C	LEFT HOLE ILLUMINATION
3E	F	11,500	3A-2C	PINK	3A-2C	FLIPPERS ROLLOVERS ILLUM.
3E	G	11,500	2A-2C	PINK	2A-2C	RIGHT HOLE ILLUMINATION
11E	H	13,500	B-2C	SLATE	B-2C	TILT
3E	I	9,500	5A-B	YELLOW	5A-B	5,000 POINTS
7E	J	11,500	2A-2B	PINK	2A-2B	EXTRA BALL
7E	K	9,500	5A	YELLOW	5A	10,000 POINTS
6E	L	9,500	5A	YELLOW	5A	1,000 POINTS
11E	LT	107950	2 DISC.	SLATE	00-90 LT	00-90 LT
6E	M	9,500	5A	YELLOW	5A	100 POINTS
5E	N	9,500	3A	YELLOW	3A	10 POINTS
17E	O	9,500	7A-B	YELLOW	7A-B	BALL RETURN
10E	P	9,500	3A-2B	YELLOW	3A-2B	ADD. BALLS
17E	Q	9,500	4A-2B	YELLOW	4A-2B	BONUS SCORE
18E	R	13,500	2A-C	SLATE	2A-C	HOLD
17E	S	9,500	5A-2B	YELLOW	5A-2B	START
11E	T	9,500	B	SLATE	B	TILT
18E	V	9,500	3A	YELLOW	3A	REPLAY BUTTON
19E	W	9,500	4A-3B	YELLOW	4A-3B	2ND. COIN CHUTE
19E	XW	9,500	3A	YELLOW	3A	1ST. COIN CHUTE
14E	X	9,500	3A-2B	YELLOW	3A-2B	SCORE LEFT HOLE
15E	Y	9,500	3A-B	YELLOW	3A-B	SCORE FLIPPERS ROLLOVERS
15E	Z	9,500	3A-2B	YELLOW	3A-2B	SCORE RIGHT HOLE
17E	PC1	9,500	7A-B	YELLOW	7A-B	1ST. & 2ND. PLAYER RESET
17E	PC2	9,500	7A-B	YELLOW	7A-B	2ND. & 3RD. PLAYER RESET
17E	PC3	9,500	7A-B	YELLOW	7A-B	3RD. & 4TH. PLAYER RESET
17E	AS	107950	2A	SLATE	2A	3RD. COIN CHUTE

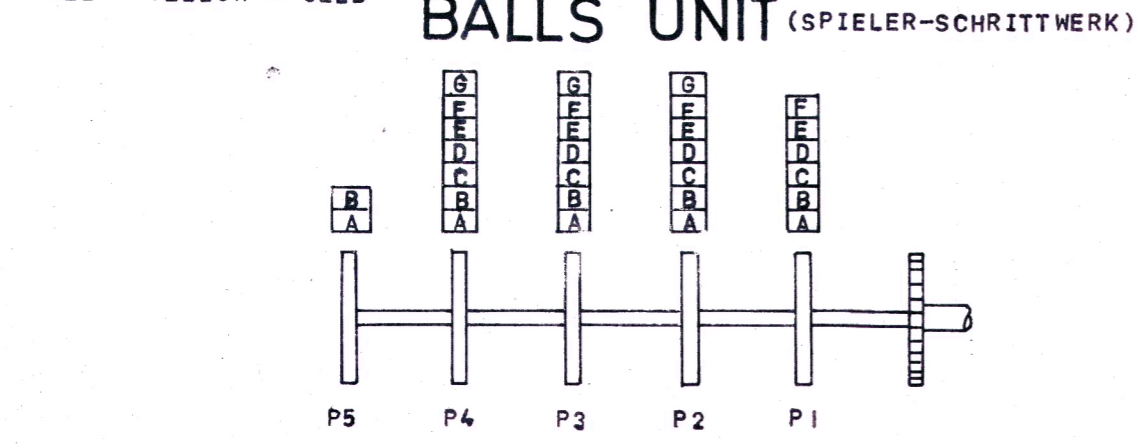
**Other coils used**

INDEX	DESCRIPTION	COIL = SPULEN
INDEX	BESCHREIBUNG	COIL = SPULEN
1H	LEFT FLIPPER COIL	
1H	RIGHT FLIPPER COIL	
1G	LEFT KICKING RUBBER COIL	
1G	RIGHT KICKING RUBBER COIL	
1G	CENTER BUMPER COIL	
1G	LEFT BUMPER COIL	
1G	RIGHT BUMPER COIL	
2F	10,000 CHIME COIL	
2F	1,000 CHIME COIL	
2F	100 CHIME COIL	
4F	UP POST COIL	
5F	BELL CHIME COIL	
10F	ADD. REPLAY COIL	
11F-14F	SCORING UNIT COILS	
14F	SUBTRACT BONUS COIL	
15F	LEFT SIDE HOLE COIL	
15F	RIGHT SIDE HOLE COIL	
15F	DOWN POST COIL	
16F	SUBTRACT REPLAY COIL	
16F	TOTAL PLAY METER COIL	
16F	MOTOR ASSY	
16F	ADD. BALLS COIL	
17F	BALL RETURN COIL	
18F	KNOCKER COIL	
18F	COIN LOCK OUT COIL	
19F	BANK COIL	
20E	TRANSFORMER	



**CODE OF COLORS (FARBKURZUNGEN)**

BLU = BLUE = BLAU  
 BRN = BROWN = BRAUN  
 BLK = BLACK = SCHWARZ  
 GRN = GREEN = GRÜN  
 ORG = ORANGE = ORANGE  
 PNK = PINK = ROSA  
 RED = RED = ROT  
 SLT = SLATE = HELLGRAU  
 PUR = PURPLE = VIOLETT  
 WHT = WHITE = WEISS  
 YEL = YELLOW = GELB



**FUSES**

INDEX	IN MACHINE	U S E	
LK	SP	OP	BEZEICHNUNG
20H	8AMP	PRIMARY	
20I	8AMP	28V-30V	
19I	10AMP	BANK	
6E	9AMP	PLAYERS SCORE	
6E	9AMP	NAME SCENE	
6E	9AMP	PLAYBOARD ILLUMINATION	
6E	9AMP	COIN CHUTE ILLUMINATION	
2B	1AMP	TRACK ILLUMINATION	
3E	1AMP	LT 00-90	
1F	10AMP	DIRECT CURRENT	

**SOCKET**

INDEX	IN MACHINE	U S E	
LK	SP	OP	BEZEICHNUNG
18-19G	3P	COIN CHUTE ADJ.	
19G	4P	RELAY W. ADJ.	
18F-0	5S	GAMES ADJ.	
2H-17H	5S	3-5 BALLS ADJ.	
1A, 20E, 6P	6P	AS RELAY ADJ.	
10G	4S	EXTRA BALL-EXTRA GAME ADJ.	
16F	2S	ON-OUT MOTOR	
8G	2S	EXTRA GAME FOR SCORE ADJ.	
5G	3S	EXTRA BALL 2,3,4 ADJ.	

**TOP SPEED 1042**

