

**RELAYS (Relais)**

INDEX	POSITION IN MACHINE	COILS SPULEN	CONTACTS	USE
2E	11.500	PINK 5A-1C	5A-1C	LOWER TARGET LAGTING
12E	107950	YELLOW 2A	2A	COINS CONTROL
13E	9.500	2A-3B	2A-3B	50.000 POINTS
14E	9.500	5A-1C	5A-1C	5 POS. VARI TARGET
15E	9.500	6A-1B	6A-1B	VARI TARGET SCORE
16E	9.500	6A-1B	6A-1B	2X500 HOLE
17E	13.500	SLATE 1A-1C	1A-1C	TILT HOLD
18E	9.500	2A-2B	2A-2B	EXTRA BALL
19E	9.500	YELLOW 2A	2A	100.000 PUNTOS
20E	9.500	5A-1B	5A-1B	1.000 PUNTOS
21E	9.500	5A-1B	5A-1B	100 PUNTOS
22E	9.500	7A	7A	BALL RETURN
23E	9.500	2A-1B	2A-1B	ADD. PLAYERS
24E	11.500	PINK 1A-4B	1A-4B	BEGINNING BALL
25E	11.500	YELLOW 5A-1B	5A-1B	1ST. PLAYER RESET
26E	9.500	6A-1B	6A-1B	2ND. 3RD. PLAYER RESET
27E	9.500	6A-1B	6A-1B	3RD. 4TH. PLAYER RESET
28E	9.500	4A-1B	4A-1B	BONUS SCORE
29E	13.500	SLATE 2A-1C	2A-1C	HOLD
30E	9.500	YELLOW 5A	5A	START
31E	9.500	1B	1B	TILT
32E	9.500	1A-1B-1C	1A-1B-1C	RESET VARI TARGET
33E	9.500	2A	2A	REPLAY BUTON
34E	9.500	4A-3B	4A-3B	1ST. COIN CHUTE
35E	9.500	3A	3A	COIN CHUTE
36E	11.500	PINK 1A-2C	1A-2C	1ST. TORPEDO
37E	11.500	1A-2C	1A-2C	2ND. TORPEDO
38E	11.500	1A-2C	1A-2C	3RD. TORPEDO
39E	9.500	YELLOW 2C	2C	MOTOR
40E	107950	2 DISC	000-300	

**BANK (Bankrelais)**

INDEX	POSITION IN MACHINE	COILS SPULEN	CONTACTS	USE
13E	J2	9.500	2A-1B	2ND. PLAYER
14E	J3	9.500	3A-1B	3RD. PLAYER
15E	J4	9.500	4A-1B	4TH. PLAYER
16E	DD	9.500	1A-1B-2C	DOUBLE BONUS
17E	DD	9.500	3B-1C	GAME OVER
18E	UB	9.500	5A-1B	LAST BALL
19E	PM2	9.500	3A-2B-1C	2ND. RESET CONTROL
14E	PH1	9.500	2A	1ST. RESET CONTROL

**Other coils used (übrige spulen)**

INDEX	DESCRIPTION
1H	LEFT FLIPPER COIL
1I	RIGHT FLIPPER COIL
1F	LEFT KICKING RUBBER COIL
1P	RIGHT KICKING RUBBER COIL
2F	UPPER KICKING RUBBER COIL
2P	BUMPER COIL
2E	10.000 CHIME COIL
2I	1.000 CHIME COIL
2E	100 CHIME COIL
4E	ADD. BONUS COIL
6D	ADD. REPLAY COIL
10E-12E	SCORING UNIT COILS
6D	SUBTRACT BONUS COIL
10E	2X500 HOLE COIL
13E	SUBTRACT REPLAYS
13E	TOTAL PLAY METER COIL
13E	MOTOR
13E	PLAYERS UNIT COIL
14E	BALL RETURN COIL
15E	RESET VARI TARGET COIL
15E	COIN LOCK OUT COIL
16E	BANK COIL
17E	TRANSFORMER
10E	RACE UNIT COIL

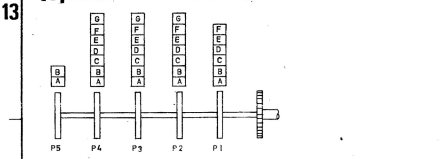
**FUSES (Sicherungen)**

INDEX	POSITION IN MACHINE	USE
17H	5AMP.	PRIMARY
17I	10AMP.	28V. 30V.
18I	10AMP.	BANK
14H-1	1AMP.	PROTECTING PRINTED CIRCUITS
14H-2	1AMP.	DIRECT CURRENT
6D	5AMP.	COIN CHUTE ILLUMINATION
6D	5AMP.	PLAYERS SCORE
3B	5AMP.	NAME & SCENE ILLUMINATION
3B	5AMP.	PLAYBOARD ILLUMINATION
4B	5AMP.	RACE ILLUMINATION

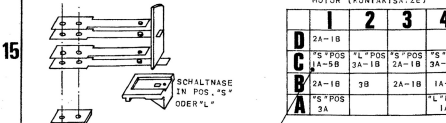
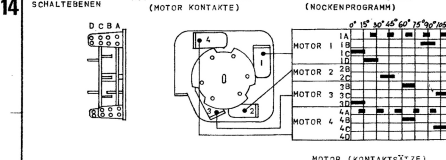
**SOCKET (Steckverbindungen)**

INDEX	POSITION IN MACHINE	USE
3B-6E	2P	SPECIAL TORPEDOS ADJ.
14H-1-2C	3P	3-5 BALLS ADJ.
14H-1	3P	TORPEDOS ADJ. 10-15
15F-0	3S	EXTRA GAME FOR COIN CHUTE ADJ.
86	4S	EXTRA BALL - EXTRA GAME ADJ.
70	5P	EXTRA GAME PLAY SCORING ADJ.
13F	2S	ON - OUT MOTOR
15H-16F, 0, G	6P	AS RELAY ADJ.
16G	3P	COIN CHUTE ADJ.
16H	4P	M RELAY ADJ.

**PLAYER UNIT (Spieler-schrittwerk)**



**MOTOR**



ENTSCHLÜSSELUNG:  
KONTAKTSATZ 1 AM MOTOR SCHALTENE C  
SCHALTENGE 1 IN POS. 5  
1 X A = 1 SCHLIEßER  
5 X B = 5 ÖFFNER

**WIRING DIAGRAM SYMBOLS (SCHALTZEICHEN)**

	= COIL		= RELAYS		= LAMPE
	= RESISTOR		= FUSE		= SCHALTER
	= OPEN		= CLOSED		= MOTOR
	= MOTOR		= DIODE		= SWITCH
	= DIODE		= CONTACT		= DIODE

**CODE OF COLORS (FARBABKÜRZUNGEN)**

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

