

# SKY JUMP MOTOR SWITCHES

MOTOR 1A (S-POS.)	Inside Sw. Second Sw. Third Sw.	- Resets "Tens" and "Hundreds" units. - Adds "Ball Count" unit. (At game over.) - Scoring.
MOTOR 1C (S-POS.)	Inside Sw. Second Sw. Third Sw. Fourth Sw. Fifth Sw. Sixth Sw.	- Motor Runout - Opens circuit to coin chute switches and "replay" button. - Opens circuit to ball return and trough switches. - Opens circuit to "D" relay. - Opens circuit to playboard contacts. - Opens circuit to playboard lites.
MOTOR 1D	Switch	- Adds "replay" on match.
MOTOR 2B	Inside Sw. Second Sw. Third Sw. Fourth Sw.	- "S", "W", and "X" relay lockins. - "E", and "O" relay lockins. - "B", "C" and "D" relay lockins. - Resets "A" relay.
MOTOR 2C (L-POS.)	Inside Sw. Second Sw. Third Sw.	- Coin chute credit totalizer. - Actuates "A" relay, total play meter, resets "Ball Count" unit and subtracts "replay" unit. - Resets target bank.
MOTOR 3-1/2 B.		- Brake.
MOTOR 4B	Inside Sw. Second Sw.	- Coin chute credit totalizer. - Resets sequence bank.
MOTOR 4C (S-POS.)	Inside Sw. Second Sw. Third Sw.	- Coin chute credit totalizer. - Actuates "Replay" unit after sequence is completed. - Actuates ball return.