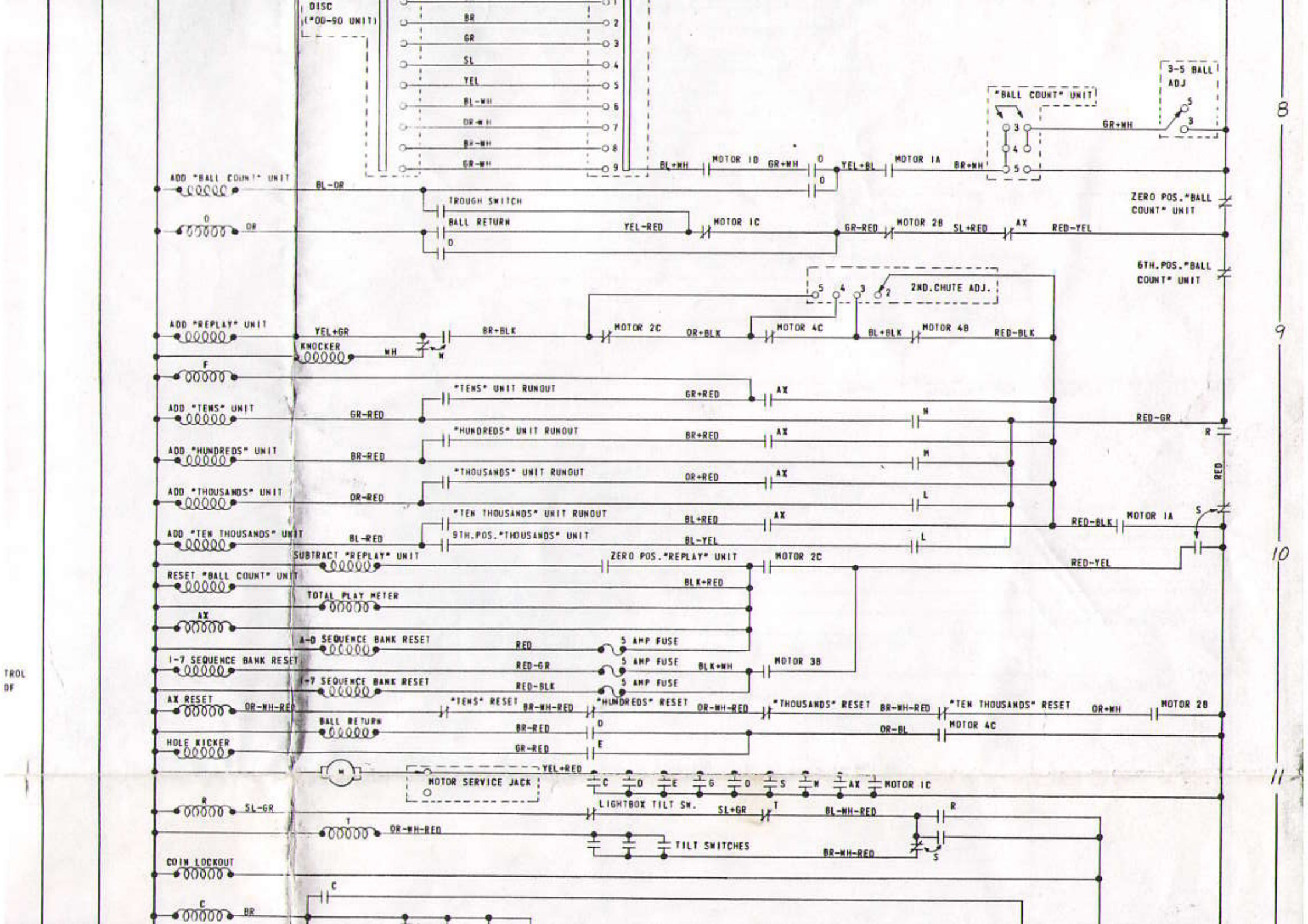
DISC
("00-90 UNIT)
BR
GR
SL
YEL
BL-WH
OR-WH
BR-WH
GR-WH
BL+WH
MOTOR 1D
GR+WH
YEL+BL
MOTOR 1A
BR+WH
"BALL COUNT" UNIT
3-5 BALL ADJ
GR+WH
ADD "BALL COUNT" UNIT
BL-OR
TROUGH SWITCH
BALL RETURN
YEL-RED
MOTOR 1C
GR-RED
MOTOR 2B
SL+RED
RED-YEL
ZERO POS."BALL COUNT" UNIT
6TH.POS."BALL COUNT" UNIT
2ND.CHUTE ADJ.
ADD "REPLAY" UNIT
YEL+GR
BR+BLK
MOTOR 2C
OR+BLK
MOTOR 4C
BL+BLK
MOTOR 4B
RED-BLK
KNOCKER
WH
"TENS" UNIT RUNOUT
GR+RED
ADD "TENS" UNIT
GR-RED
"HUNDREDS" UNIT RUNOUT
BR+RED
ADD "HUNDREDS" UNIT
BR-RED
"THOUSANDS" UNIT RUNOUT
OR+RED
ADD "THOUSANDS" UNIT
OR-RED
"TEN THOUSANDS" UNIT RUNOUT
BL+RED
9TH.POS."THOUSANDS" UNIT
BL-YEL
ADD "TEN THOUSANDS" UNIT
BL-RED
RED-GR
RED
RED-BLK
MOTOR 1A
SUBTRACT "REPLAY" UNIT
ZERO POS."REPLAY" UNIT
MOTOR 2C
RED-YEL
RESET "BALL COUNT" UNIT
BLK+RED
TOTAL PLAY METER
A-D SEQUENCE BANK RESET
RED
5 AMP FUSE
1-7 SEQUENCE BANK RESET
RED-GR
BLK+WH
MOTOR 3B
1-7 SEQUENCE BANK RESET
RED-BLK
AX RESET
OR-WH-RED
"TENS" RESET
BR-WH-RED
"HUNDREDS" RESET
OR-WH-RED
"THOUSANDS" RESET
BR-WH-RED
"TEN THOUSANDS" RESET
OR+WH
MOTOR 2B
BALL RETURN
BR-RED
OR-BL
MOTOR 4C
HOLE KICKER
GR-RED
YEL+RED
MOTOR SERVICE JACK
MOTOR 1C
SL-GR
LIGHTBOX TILT SW.
SL+GR
BL-WH-RED
OR-WH-RED
TILT SWITCHES
BR-WH-RED
COIN LOCKOUT
BR