

SPIN OUT MOTOR SWITCHES

MOTOR 1A	Inside Sw. Second Sw. "S" Pos. Third Sw.	- Resets score units. - Adds "Ball Count" unit (at game over). - Scoring.
MOTOR 1B	Inside Sw. Second Sw.	- Roto unit score control. - Scores replay for 4 thru 7 sequence.
MOTOR 1C	Inside Sw. Second Sw. "S" Pos. Third Sw. Fourth Sw. Fifth Sw. Sixth Sw.	- Motor runout. - Opens circuit to coin chute switches and replay button. - Opens circuit to hole switch and spin roto rollover switches. - Opens circuit to ball return and trough switches. - Opens circuit to playboard contacts. - Opens circuit to "D" relay.
MOTOR 1D	Inside Sw. Second Sw.	- Adds replay on match. - Scores replay for 1 thru 4 sequence.
MOTOR 2B	Inside Sw. Second Sw. Third Sw. Fourth Sw.	- "C", "E", "S" and "W" relay lockin. - "O" relay lockin. - "D" and "G" relay lockin. - Resets "AX" relay.
MOTOR 2C	Inside Sw. Second Sw. "L" Pos. Third Sw. Fourth Sw.	- Coin chute credit totalizer. - Roto unit score control. - Scores replay for 2 thru 5 sequence. - Actuates 5 position sequence bank, "AX" relay, total play meter, resets ball count unit and subtracts "replay" unit.
MOTOR 3B	Inside Sw. Second Sw.	- Roto unit score control. - Resets 12 position sequence bank.
MOTOR 3-1/2 B		- Brake
MOTOR 3D		- Opens circuit to playboard lights.
MOTOR 4B	Inside Sw. Second Sw.	- Coin chute credit totalizer. - Scores replay for 3 thru 6 sequence.
MOTOR 4C	Inside Sw. Second Sw. "S" Pos. Third Sw. Fourth Sw.	- Coin chute credit totalizer. - Roto unit score control. - Actuates sequence completed relays. - Actuates ball return and hole kicker.
MOTOR 4E		- Roto unit anti-cycle switch.