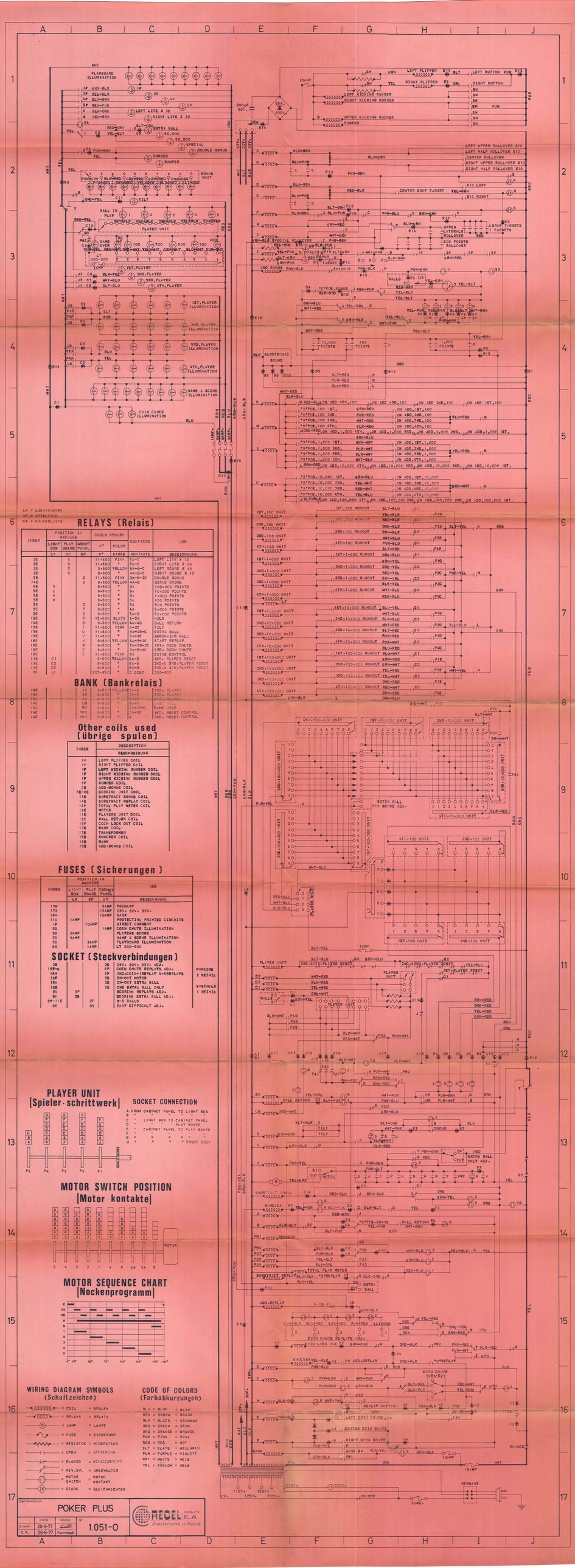


LK = LICHTKASTEN
SP = SPIELFELD
GP = GRUNDPLATTE

RELAYS (Relais)

INDEX	POSITION IN MACHINE: LIGHT BOX LK	PLAY BOARD SP	CABINET PANEL GP	COILS SPULEN: Nº	COLOR: FARBE	CONTACTS: KONTAKTE	USE: BEZEICHNUNG
2E		A		11•500	PINK	3A•C	LEFT LITE X 10
2E		B		11•500	YELLOW	3A•C	RIGHT LITE X 10
2E		C		9•500	*	44•B•C	LEFT SCORE X 10
3E		D		9•500	*	44•B•C	RIGHT SCORE X 10
3E			I	9•500	PINK	2A•B•3C	DOUBLE BONUS
14E			J	9•500	YELLOW	44•B	BONUS SCORE
5E	K			9•500	*	3A	100•1000 POINTS
5E	L			9•500	*	9A	10•000 POINTS
5E	M			9•500	*	9A	1•000 POINTS
5E	N			9•500	*	9A	100 POINTS
3E		O		9•500	*	3A	500 POINTS
3E		P		9•500	*	4A	5•000 POINTS
6E		Q		9•500	*	3A•B	50•000 POINTS
16E		R		9•500	SLATE	4•2B	HOLD
14E		S		9•500	YELLOW	44•4B	BALL RETURN
13E		T		11•500	PINK	4•2C	TILT
13E		U		11•500	*	3A•2B•C	EXTRA BALL
13E		V		11•500	*	3A•3C	BEGINNING BALL
18E		W		9•500	YELLOW	44•B•3C	START REPLAY
18E		X		9•500	*	3A•2B•3C	1ST. COIN CHUTE
18E		Y		9•500	*	2A•B•3C	3RD. COIN CHUTE
18E		Z		11•500	PINK	3A	COINS CONTROL
11E	C1			9•500	YELLOW	5A•B	1ST. PLAYER RESET
11E	C2			9•500	*	6A•B	2ND.• 3RD.•PLAYER RESET
11E	C3			9•500	*	8A•B	3RD.• 4TH.•PLAYER RESET
7E	LT			9•500	*	2 DIOD	000•500

BANK (Bankrelais)

14E	J2	9•500	YELLOW	2A•B
14E	J3	9•500	*	2A•B
14E	J4	9•500	*	2A•B
14E	J5	9•500	*	2A•B
14E	6B	9•500	*	5A•B
14E	6D	9•500	*	2A•2B•C
14E	6E	9•500	*	2A•3C
14E	PM1	9•500	*	A

1ST.•PLAYER
2ND.•PLAYER
3RD.•PLAYER
4TH.•PLAYER
GAME OVER
1ST.• RESET CONTROL
2ND.• RESET CONTROL

Other coils used (übrige spulen)

INDEX	DESCRIPTION: BESCHREIBUNG
1H	LEFT FLIPPER COIL
1H	RIGHT FLIPPER COIL
1F	LEFT KICKING RUBBER COIL
1F	RIGHT KICKING RUBBER COIL
1F	UPPER KICKING RUBBER COIL
1F	BUMPER COIL
2E	ADD-BONUS COIL
5E-9E	SCORING UNIT COIL
14E	SUBSTRACT BONUS COIL
14E	SUBSTRACT REPLAY COIL
14E	TOTAL PLAY METER COIL
13E	MOTOR
13E	PLAYERS UNIT COIL
13E	BALL RETURN COIL
15F	COIN LOCK OUT COIL
17E	BANK COIL
15E	TRANSFORMER
15E	KNOCKER COIL
14E	BANK
15E	ADD-BONUS COIL

FUSES (Sicherungen)

INDEX	POSITION IN MACHINE: LIGHT BOX LK	PLAY BOARD SP	CABINET PANEL GP	POWER	USE: BEZEICHNUNG
17H				6AMP	PRIMARY
17J				15AMP	28V• 30V• 32V•
16H				10AMP	BANK
11G		1AMP			PROTECTING PRINTED CIRCUITS
1F			10AMP		DIRECT CURRENT
9D			1AMP		COIN CHUTE ILLUMINATION
5D		3AMP			PLAYERS SCORE
5D		3AMP			NAME & SCENE ILLUMINATION
5D			3AMP		PLAYBOARD ILLUMINATION
3B			1AMP		LT 000•900

SOCKET (Steckverbindungen)

2E		2B	28V• 30V• 32V• ADJ.•
15P-Q		5P	COIN CHUTE REPLAYS ADJ.•
16H		2P	2ND-COIN•REPLAY 4•REPLAYS
13F		2S	ON-OUT MOTOR
15c		2S	ON-OUT EXTRA BALL
13E		2S	ONE EXTRA BALL ONLY
9D	5P		SCORING REPLAYS ADJ.•
9c	2S		SCORING EXTRA BALL ADJ.•
3M-11E		2P	3-5 BALLS
3E		3S	EASY DIFFICULT ADJ.•

P=PAIRS
2 REIH=2

S=SINGLE
1 REIH=1

PLAYER UNIT (Spieler-schrittwerk)

SOCKET CONNECTION

A FROM CABINET PANEL TO LIGHT BOX
B " "
C " LIGHT BOX TO CABINET PANEL
D " " PLAY BOARD
E " CABINET PANEL TO PLAY BOARD
F " " "
G " " "
H " " " FRONT DOOR

MOTOR SWITCH POSITION (Motor kontakte)

MOTOR SEQUENCE CHART (Nockenprogramm)

WIRING DIAGRAM SYMBOLS (Schaltzeichen)

- COIL = SPULEN
- RELAYS = RELAIS
- LAMP = LAMPE
- FUSE = SICHERUNG
- RESISTOR = WIDERSTAND
- OPEN = OFFNER/NA
- CLOSED = SCHLIEßER/NC
- REV.SW. = UMSCHALTER
- MOTOR SWITCH = MOTOR KONTAKT
- DIODE = GLEICHRICHTER

CODE OF COLORS (Farbabkurzungen)

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

Denomination: POKER PLUS

	Date	Name	Nº
Drawn	20-9-77	C.B.	1.051-0
O.K.	20-9-77	Fernando	

REGEL SPAIN S.A. Manufactured in Madrid