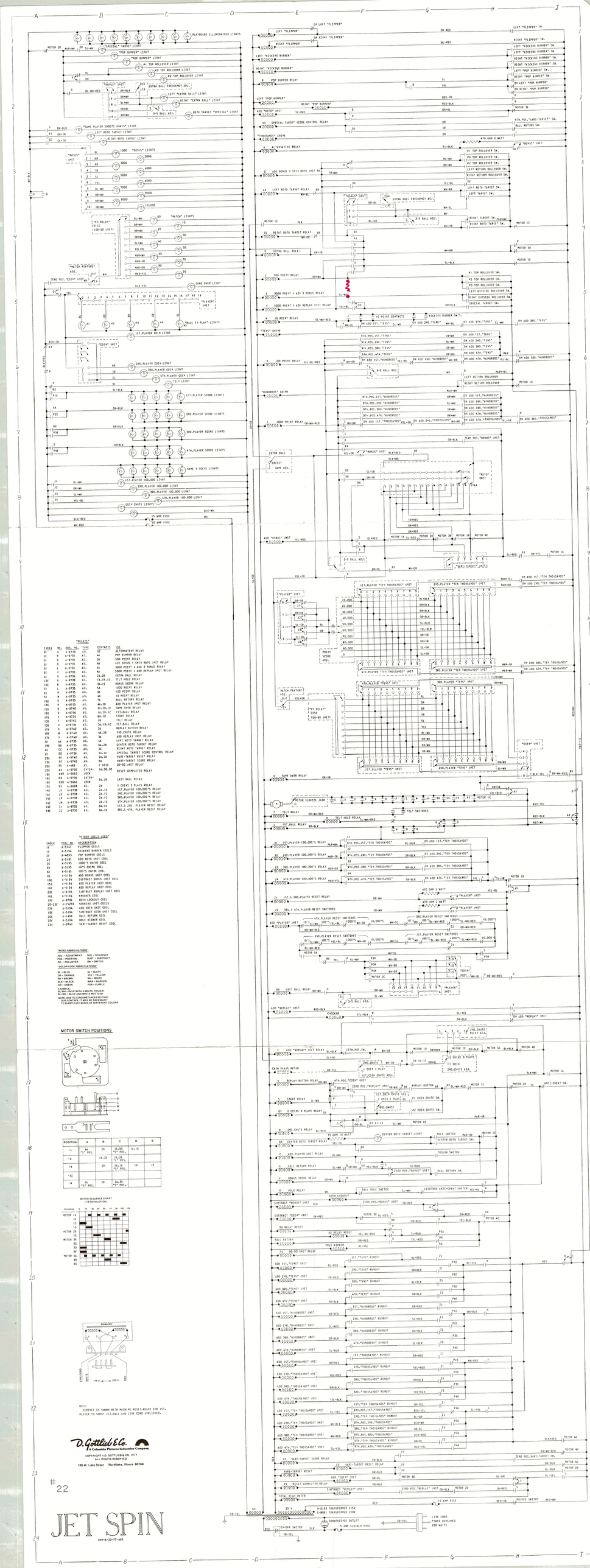

"RELAYS"

INDEX	NO.	COEL NO.	TYPE	CONTACTS	USE
3E	A	A-9735	A5.	2C	ALTERNATING RELAY
2E	B	A-9735	A5.	4A	POP BUMPER RELAY
5E	C	A-9735	A5.	3A	500 POINT RELAY
3E	D	A-9735	A5.	4A	ADD BONUS 5 SPEN ROTO UNIT RELAY
5E	E	A-9735	A5.	4A	3000 POINT & ADD 3 BONUS RELAY
5E	F	A-9735	A5.	4A	5000 POINT & ADD REPLAY UNIT RELAY
4E	G	A-9736	A5.	2A,2B	EXTRA BALL RELAY
13E	H	A-9736	A5.	1A,1B,1C	TILT HOLD RELAY
13E	K	A-9735	A5.	3A,1C	BONUS SCORE RELAY
7E	L	A-9735	A5.	5A	1000 POINT RELAY
6E	M	A-9735	A5.	4A	100 POINT RELAY
5E	N	A-9735	A5.	4A	10 POINT RELAY
18E	O	A-9735	A5.	7A	BALL RETURN RELAY
18E	P	A-9735	A5.	4A,2B	ADD PLAYER UNIT RELAY
12E	Q	A-9740	A5.	3A,2B,1C	GAME OVER RELAY
13E	R	A-9736	A5.	1A,2B,1C	1ST.BALL RELAY
17E	S	A-9735	A5.	8A,1C	START RELAY
13E	T	A-9742	A5.	1B	TILT RELAY
13E	U	A-9736	A5.	3A,1B,1C	1ST.BALL RELAY
17E	V	A-9740	A5.	3A	REPLAY BUTTON RELAY
18E	W	A-9740	A5.	4A,2B	2ND.CHUTE RELAY
17E	X	A-9740	A5.	3A	ADD REPLAY UNIT RELAY
3E	AA	A-9735	A5.	4A	LEFT ROTO TARGET RELAY
18E	BB	A-9735	A5.	4A,2B	CENTER ROTO TARGET RELAY
18E	CC	A-9735	A5.	4A	RIGHT ROTO TARGET RELAY
2E	DD	A-9736	A5.	2A,1C	SPECIAL TARGET SCORE CONTROL RELAY
23E	EE	A-9740	A5.	2A,2B	VARI-TARGET RESET RELAY
23E	FF	A-9740	A5.	5A	VARI-TARGET SCORE RELAY
20E	KS	A-489	A5.	2 DISC	DO-DO UNIT RELAY
23E	AX	A-9735	INTER-	1A,3B,3C	RESET COMPLETED RELAY
18E	AXR	A-9742	LOCK		
16E	BX	A-9735	INTER-	5A,2B	LAST BALL RELAY
17E	BXR	A-9742	LOCK		
17E	DY	A-6688	A5.	2A	2 COINS 3 PLAYS RELAY
14E	J1	A-9738	A5.	2A,1C	1ST.PLAYER 100,000'S RELAY
14E	J2	A-9738	A5.	2A,1C	2ND.PLAYER 100,000'S RELAY
14E	J3	A-9738	A5.	2A,1C	3RD.PLAYER 100,000'S RELAY
14E	J4	A-9738	A5.	2A,1C	4TH.PLAYER 100,000'S RELAY
14E	J1	A-9735	A5.	8A,1B	1ST.& 2ND. PLAYER RESET RELAY
14E	J2	A-9735	A5.	8A,1B	3RD.& 4TH. PLAYER RESET RELAY

"OTHER COILS USED"

INDEX	COEL NO.	DESCRIPTION
1E	A-5141	FLIPPER COILS
1E	A-5194	KICKING RUBBER COILS
2E	A-4893	POP BUMPER COILS
2E	A-5195	ADD ROTO UNIT COIL
3E	A-5195	1000'S CHIME COIL
6E	A-5195	10'S CHIME COIL
6E	A-5195	100'S CHIME COIL
9E	A-5194	ADD BONUS UNIT COIL
19E	A-5194	SUBTRACT BONUS UNIT COIL
15E	A-5194	ADD PLAYER UNIT COIL
16E	A-5194	ADD REPLAY UNIT COIL
23E	A-5194	SUBTRACT REPLAY UNIT COIL
16E	A-5194	KNOCKER COIL
19E	A-9736	COIN LOCKOUT COIL
20-23E	A-15259	SCORING UNIT COILS
23E	A-5194	ADD COIN UNIT COIL
19E	A-5194	SUBTRACT COIN UNIT COIL
20E	A-1486	BALL RETURN COIL
20E	A-5194	HOLE KICKER COIL
23E	A-9740	VARI-TARGET RESET COIL

"WORD ABBREVIATIONS"

ADJ = ADJUSTMENT	SEQ = SEQUENCE
POS = POSITION	SUBT = SUBTRACT
RO = ROLLOVER	SW = SWITCH

"COLOR CODE ABBREVIATIONS"

BL = BLUE	BL = BLATE
OR = ORANGE	YEL = YELLOW
BR = BROWN	WH = WHITE
BLK = BLACK	MAR = MARROON
GR = GREEN	PUR = PURPLE

EXAMPLE:
BL-WH = BLUE WITH A WHITE TRACER
BL-WH = BLUE AND WHITE MOTTLED

NOTE: DUE TO CONSUMER RACES BEYOND OUR CONTROL, IT MAY BE NECESSARY TO SUBSTITUTE WIRES OF DIFFERENT COLORS

MOTOR SWITCH POSITIONS

POSITION	A	B	C	D	E
#1	4A "5" POS.	2B	1A,5B "5" POS.	1A,1B	
#2		1A,2B	2A,2B "5" POS.		
#3		2B	1A,1B "5" POS.	1B	1B
#3A					
#4	1A "5" POS.	2B	1A,3B "5" POS.		

MOTOR SEQUENCE CHART (1/3 REVOLUTION)

NOTE:
CIRCUIT IS SHOWN WITH MACHINE RESET,READY FOR 1ST. PLAYER TO SHOOT 1ST.BALL AND LINE CORD UNPLUGGED.

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#22

JET SPIN

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