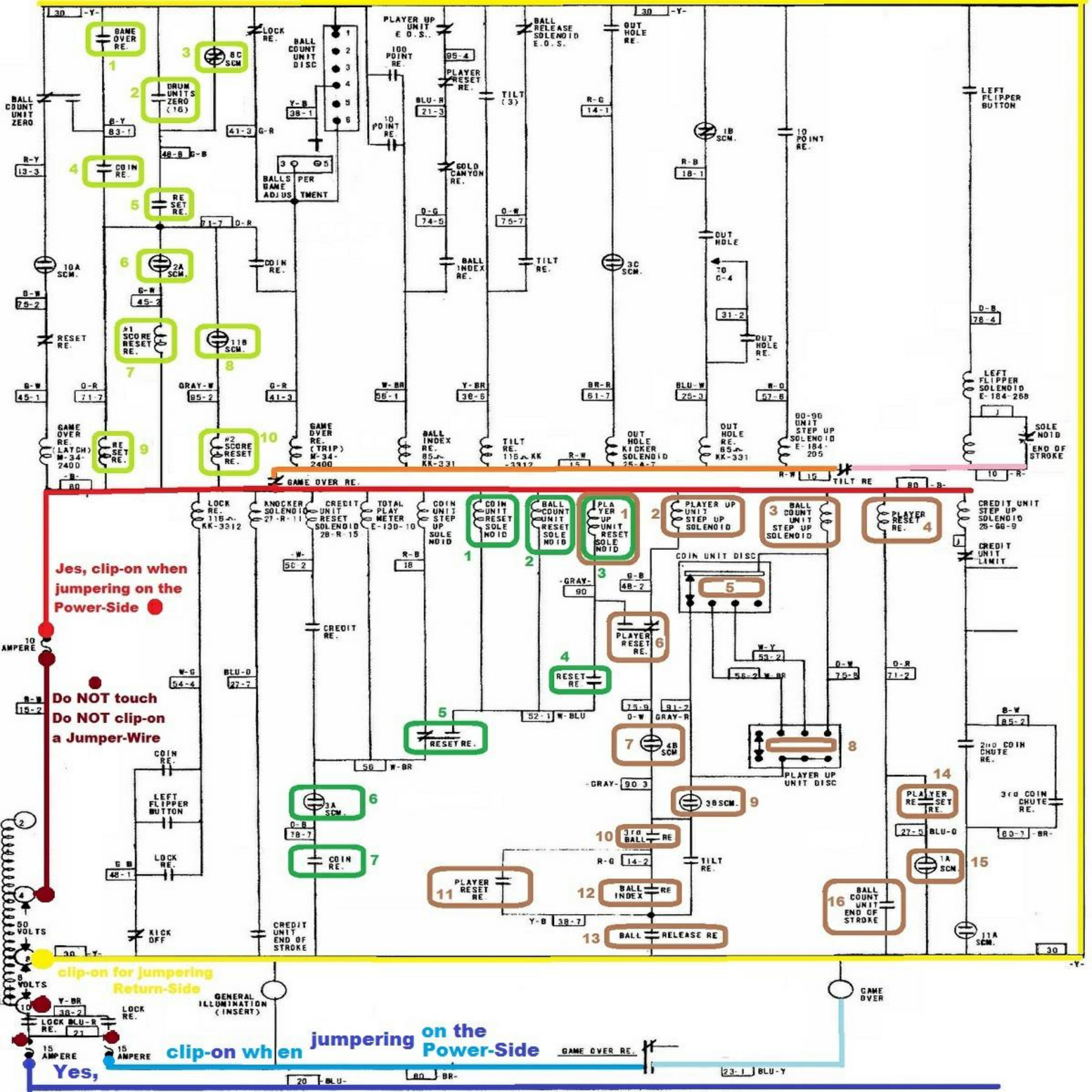

Jes, clip-on when jumpering on the Power-Side
Do NOT touch
Do NOT clip-on a Jumper-Wire
clip-on for jumpering Return-Side
clip-on when jumpering on the Power-Side
Yes,
GAME OVER RE.
8C SCM
DRUM UNITS ZERO (16)
COIN RE.
RESET RE.
2A SCM.
#1 SCORE RESET RE.
11B SCM.
#2 SCORE RESET RE.
BALL COUNT UNIT DISC
BALLS PER GAME ADJUSTMENT
PLAYER UP UNIT E.O.S.
100 POINT RE.
10 POINT RE.
PLAYER RESET RE.
GOLD CANYON RE.
BALL INDEX RE.
BALL RELEASE SOLENOID E.O.S.
TILT (3)
TILT RE.
OUT HOLE RE.
3C SCM.
1B SCM.
OUT HOLE
TO C-4
LEFT FLIPPER BUTTON
LEFT FLIPPER SOLENOID E-184-268
SOLE NOID
END OF STROKE
10A SCM.
GAME OVER RE. (LATCH) M-34-2400
GAME OVER RE. (TRIP) M-34-2400
BALL INDEX RE. 85Ω KK-331
TILT RE. 116Ω KK-3312
OUT HOLE KICKER SOLENOID 25-A-7
OUT HOLE RE. 85Ω KK-331
00-90 UNIT STEP UP SOLENOID E-184-205
TILT RE
LOCK RE. 116Ω KK-3312
KNOCKER SOLENOID 27-R-11
CREDIT UNIT RESET SOLENOID 28-R-15
TOTAL PLAY METER E-130-10
COIN UNIT STEP UP SOLE NOID
COIN UNIT RESET SOLE NOID
BALL COUNT UNIT RESET SOLE NOID
PLAYER UP UNIT RESET SOLE NOID
PLAYER UP UNIT STEP UP SOLENOID
BALL COUNT UNIT STEP UP SOLENOID
PLAYER RESET RE.
CREDIT UNIT STEP UP SOLENOID 26-GB-9
CREDIT UNIT LIMIT
COIN UNIT DISC
PLAYER RESET RE.
RESET RE.
RESET RE.
4B SCM
PLAYER UP UNIT DISC
3A SCM.
COIN RE.
3B SCM.
3rd BALL RE
BALL INDEX RE
BALL RELEASE RE
PLAYER RESET RE.
BALL COUNT UNIT END OF STROKE
1A SCM.
11A SCM.
2nd COIN CHUTE RE.
3rd COIN CHUTE RE.
PLAYER RESET RE.
CREDIT RE.
CREDIT UNIT END OF STROKE
KICK OFF
LEFT FLIPPER BUTTON
LOCK RE.
10 AMPERE
50 VOLTS
8 VOLTS
15 AMPERE
GENERAL ILLUMINATION (INSERT)
GAME OVER
GAME OVER RE.