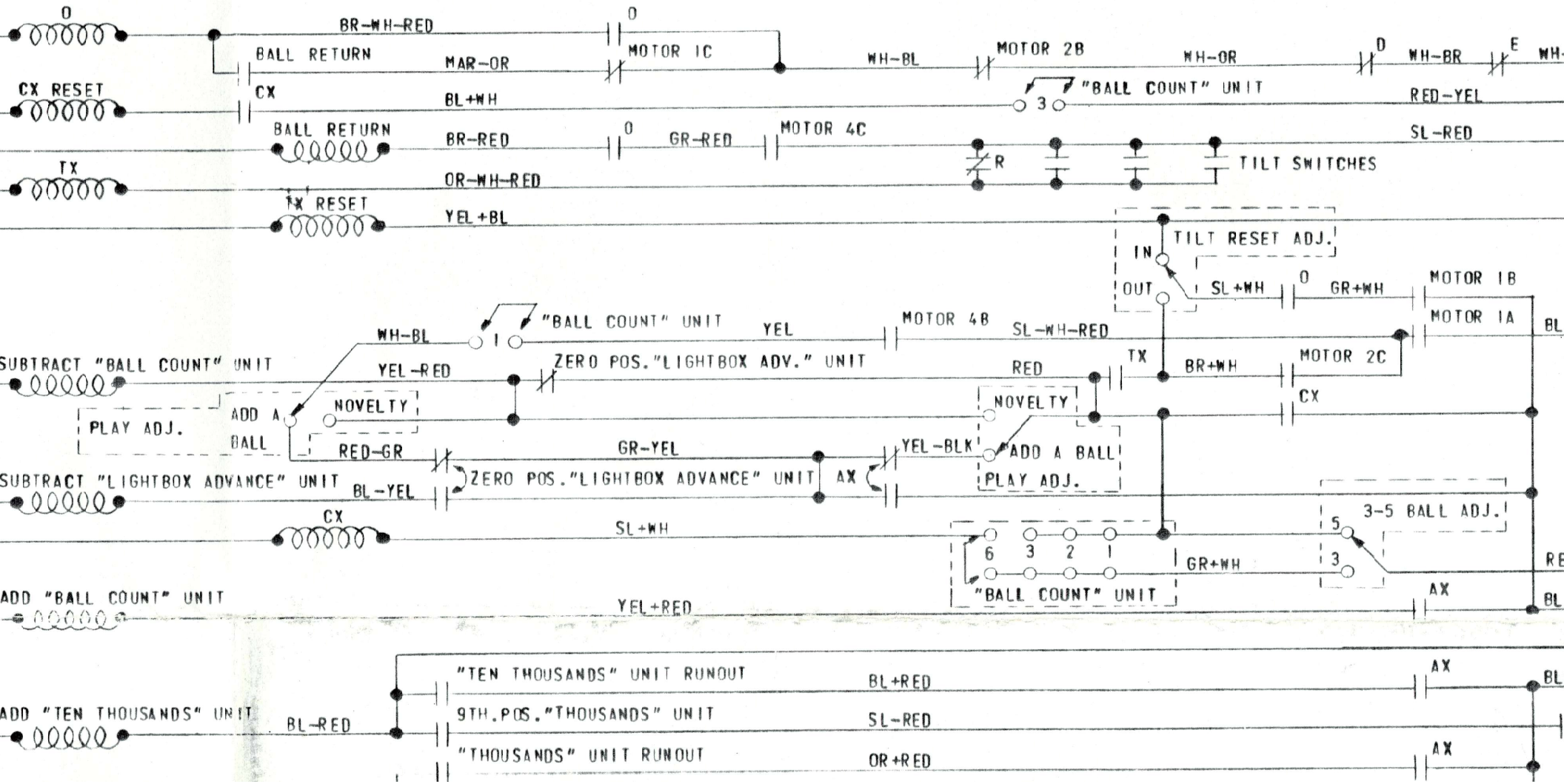
0
BR-WH-RED
0
BALL RETURN
MAR-OR
MOTOR 1C
WH-BL
MOTOR 2B
WH-OR
D
WH-BR
E
CX RESET
CX
BL+WH
"BALL COUNT" UNIT
3
RED-YEL
BALL RETURN
BR-RED
0
GR-RED
MOTOR 4C
SL-RED
TX
OR-WH-RED
R
TILT SWITCHES
TX RESET
YEL+BL
TILT RESET ADJ.
IN
OUT
SL+WH
0
GR+WH
MOTOR 1B
MOTOR 1A
WH-BL
"BALL COUNT" UNIT
1
YEL
MOTOR 4B
SL-WH-RED
SUBTRACT "BALL COUNT" UNIT
YEL-RED
ZERO POS."LIGHTBOX ADV." UNIT
RED
TX
BR+WH
MOTOR 2C
PLAY ADJ.
ADD A BALL
NOVELTY
NOVELTY
CX
RED-GR
GR-YEL
YEL-BLK
ADD A BALL
PLAY ADJ.
SUBTRACT "LIGHTBOX ADVANCE" UNIT
BL-YEL
ZERO POS."LIGHTBOX ADVANCE" UNIT
AX
3-5 BALL ADJ.
CX
SL+WH
5
6
3
2
1
3
GR+WH
"BALL COUNT" UNIT
ADD "BALL COUNT" UNIT
YEL+RED
AX
"TEN THOUSANDS" UNIT RUNOUT
BL+RED
AX
ADD "TEN THOUSANDS" UNIT
BL-RED
9TH.POS."THOUSANDS" UNIT
SL-RED
"THOUSANDS" UNIT RUNOUT
OR+RED
AX