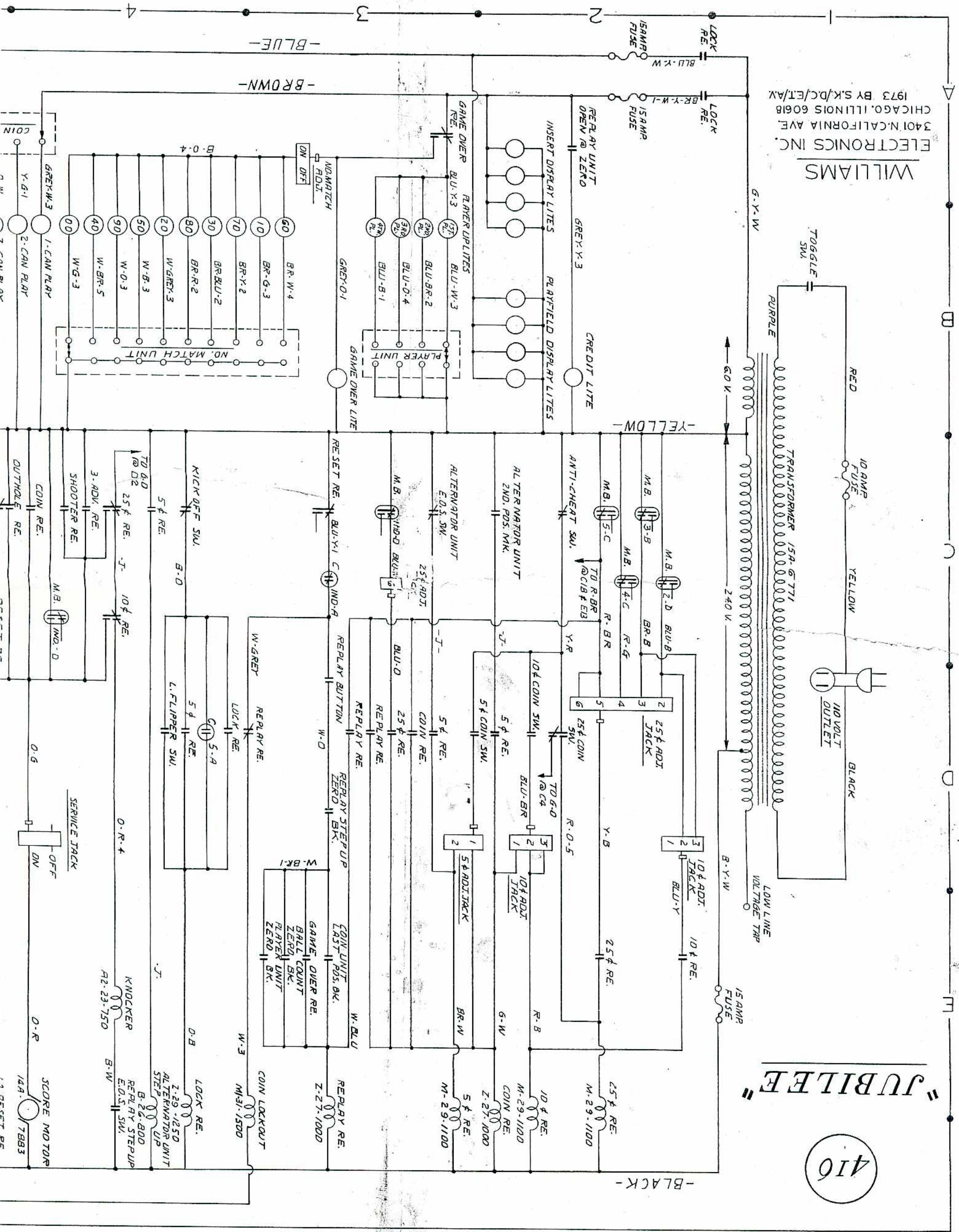
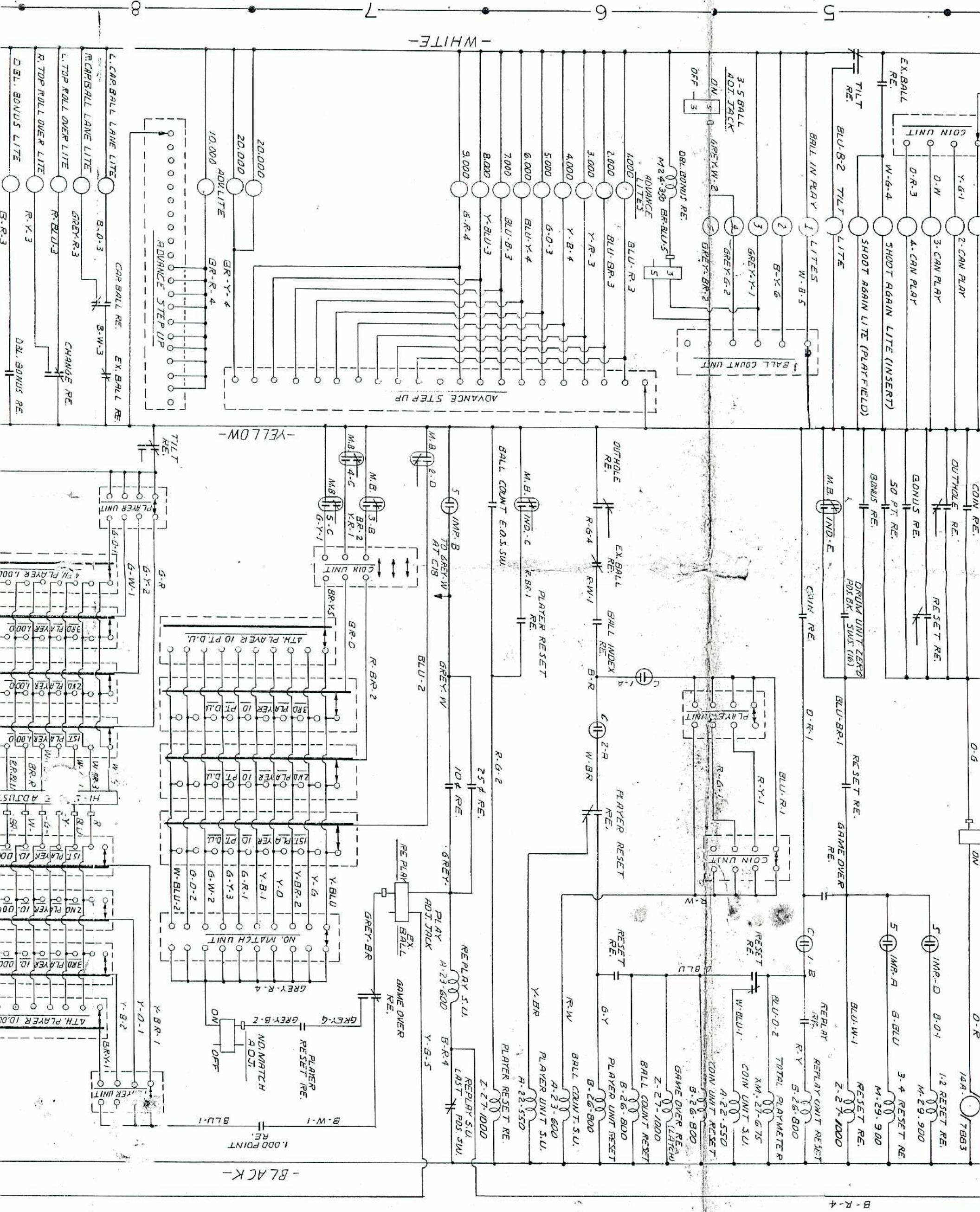


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 3401 N. CALIFORNIA AVE.
 CHICAGO, ILLINOIS 60618
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410



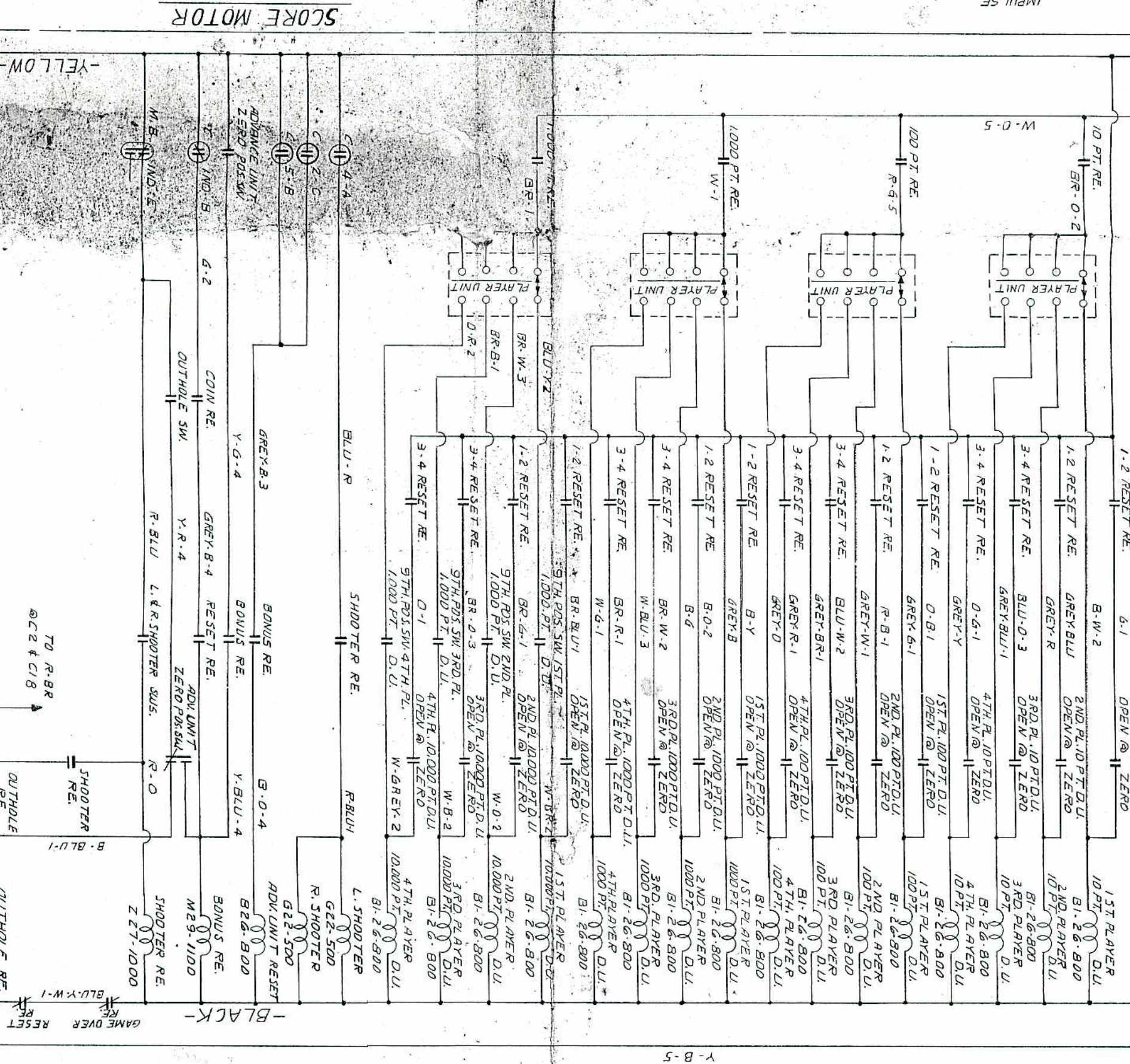
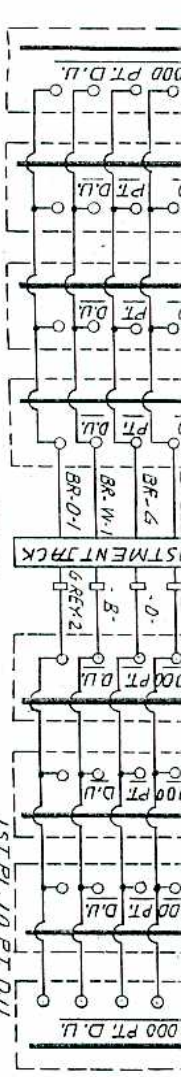
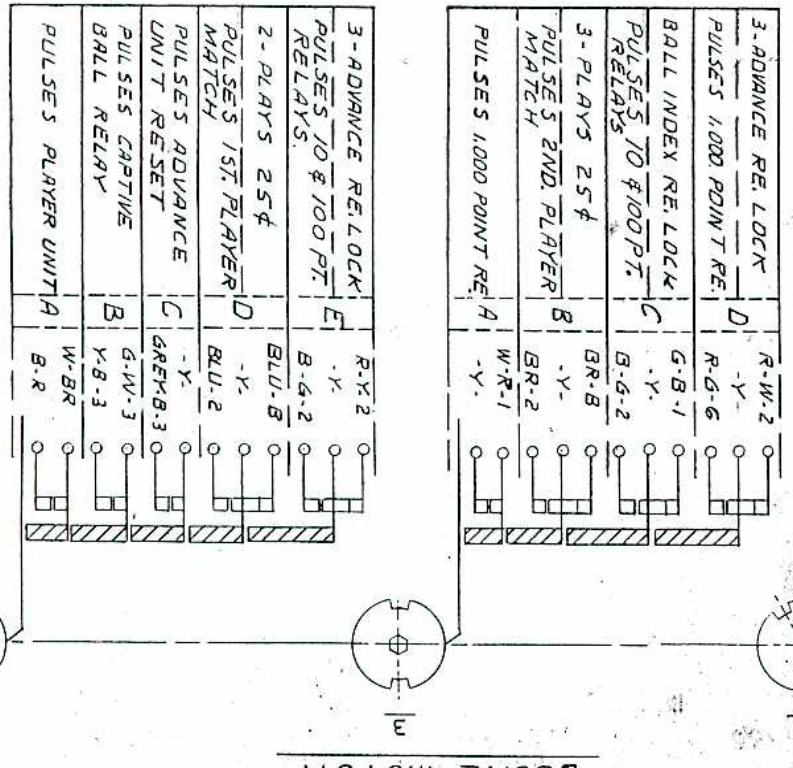
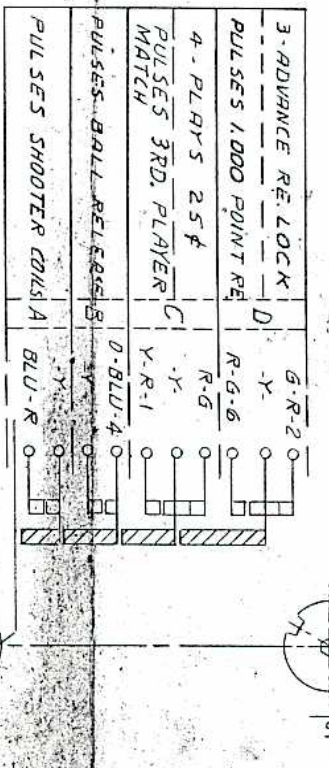
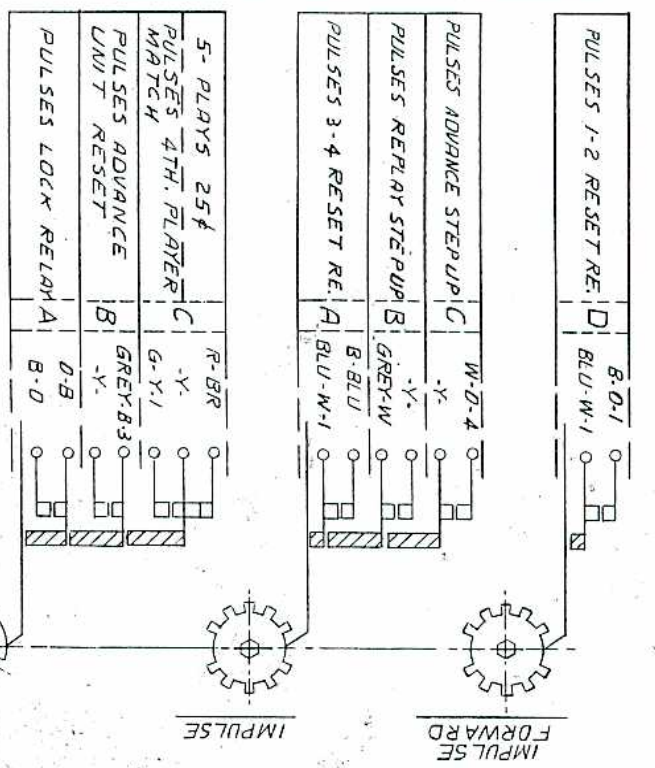
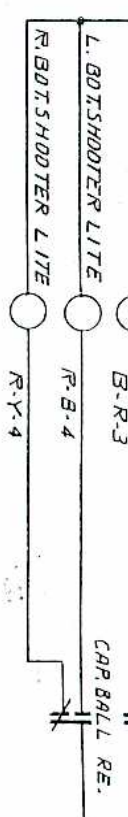


- WHITE -

- YELLOW -

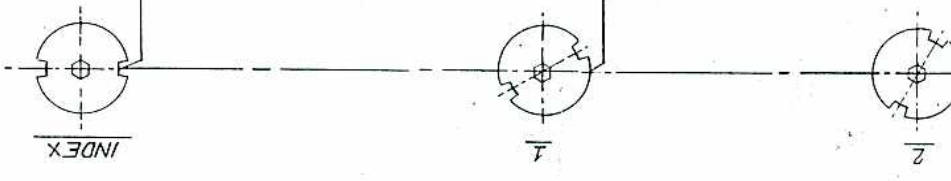
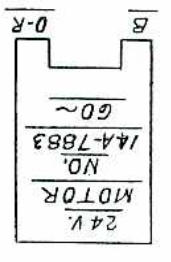
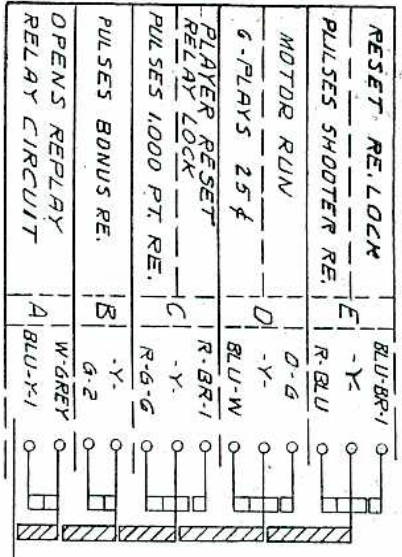
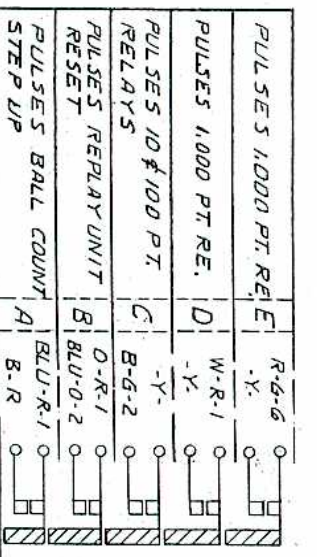
- BLACK -

B-R-4



-BLACK-

GAME OVER RESET
RE BLU-Y-W-1



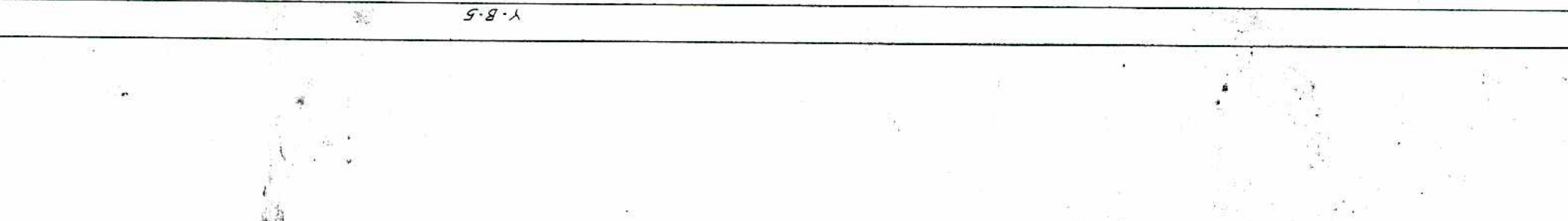
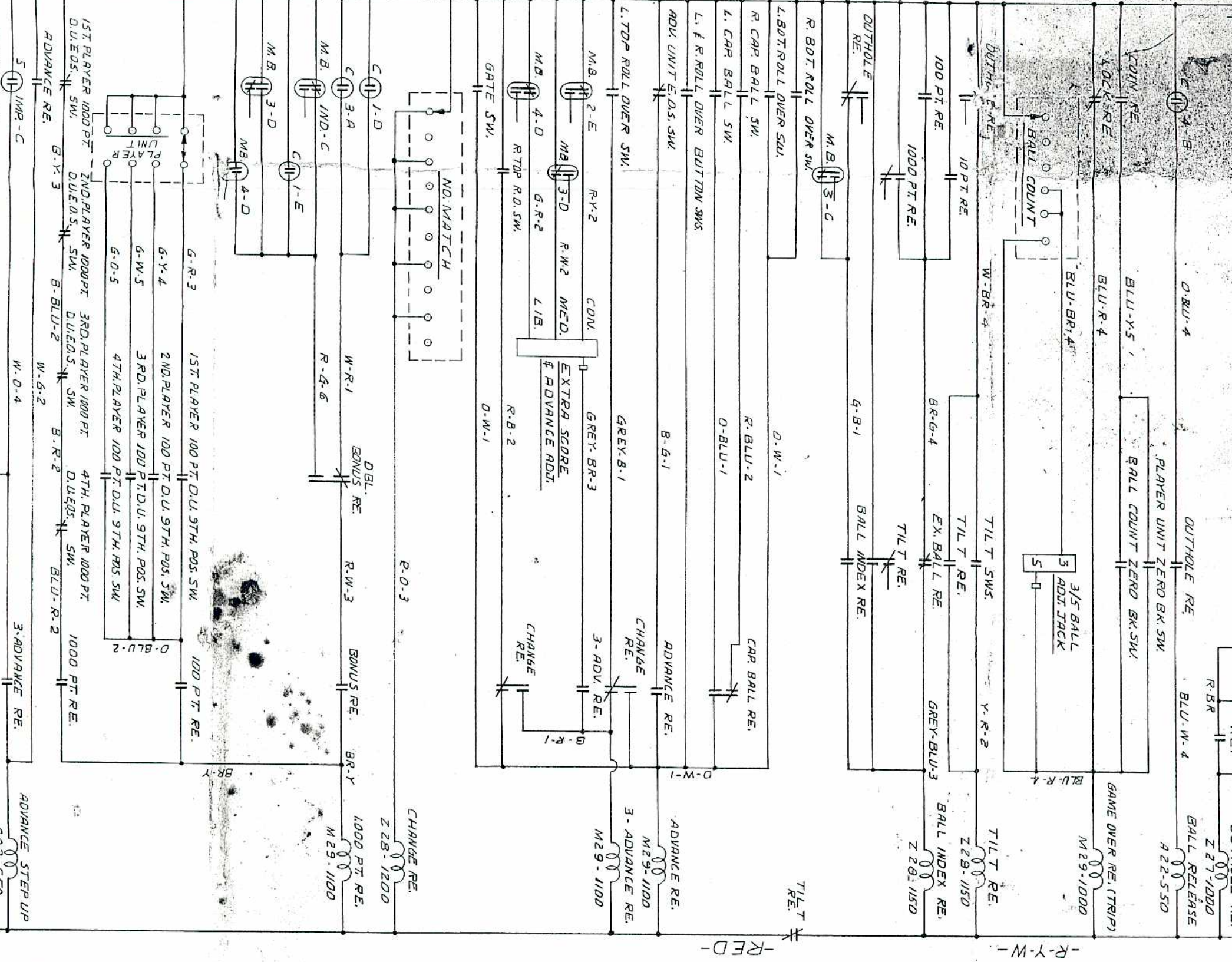
ABBREVIATIONS

ADV. ADJUSTMENT	E15
ADV. AMPERE	E14
BOT. BOTTOM	E12
BK. BREAK	E18
C. CLOSE	E19
CAP. CAPTIVE	E2
CON. CONSERVATIVE	E2
DBL. DOUBLE	E2
D.U. DRUM UNIT	E19
E.O.S. END OF STROKE	E3
EX. EXTRA	E2
G.O. GAME OVER	E6
IMP. IMPULSE	E13
IND. INDEX	E4
J. JUMPER	E13
L. LEFT	E5
LIB. LIBERAL	E5
MB. MAKE BREAK	E5
MED. MEDIUM	E3
MK. MAKE	E5
NO. NUMBER	E5
O. OPEN	E12
PL. PLAYER	E18
POS. POSITION	E17
R. RIGHT	E14
RD. ROLL OVER	E15
R.P. REPLAY	E15
S.U. STEP UP	E15
SW. SWITCH	E15
SWS. SWITCHES	E15
V. VOLT	E15

RELAY COIL LOCATION

ADVANCE RE.	E15
BALL INDEX RE.	E14
BONUS RE.	E12
CAPTIVE BALL RE. (LATCH)	E18
CAPTIVE BALL RE. (TRIP)	E19
CHANGE RE.	E2
COIN RE.	E2
DOUBLE BONUS RE.	E2
EXTRA BALL RE.	E19
5¢ RE.	E3
10¢ RE.	E2
25¢ RE.	E2
GAME OVER RE. (LATCH)	E6
GAME OVER RE. (TRIP)	E13
LOCK RE.	E4
OUTHOLE RE.	E13
1-2 RESET RE.	E5
3-4 RESET RE.	E5
PLAYER RESET RE.	E5
REPLAY RE.	E3
RESET RE.	E5
SHOOTER RE.	E12
10 POINT RE.	E18
50 POINT RE.	E18
100 POINT RE.	E17
1000 POINT RE.	E17
TILT RE.	E14
3-ADVANCE RE.	E15

A	1
B	2
C	3
D	4
E	5
F	6
G	7
H	8
I	9
J	10
K	11
L	12
M	13
N	14
O	15
P	16
Q	17
R	18
S	19
T	20
U	21
V	22
W	23
X	24
Y	25
Z	26



E17	2ND. PLAYER 10,000 POINT D.U.	E11
E18	ADVANCE UNIT RESET	E19
E19	3RD. PLAYER 10 POINT D.U.	E9
E20	3RD. PLAYER 100 POINT D.U.	E11
E21	ALL COUNT RESET	E6
E22	ALL RELEASE	E13
E23	3RD. PLAYER 10,000 POINT D.U.	E11
E24	3RD. PLAYER 100 POINT D.U.	E9
E25	3RD. PLAYER 100 POINT D.U.	E10
E26	3RD. PLAYER 100 POINT D.U.	E10
E27	3RD. PLAYER 100 POINT D.U.	E10
E28	3RD. PLAYER 100 POINT D.U.	E10
E29	3RD. PLAYER 100 POINT D.U.	E10
E30	3RD. PLAYER 100 POINT D.U.	E10
E31	3RD. PLAYER 100 POINT D.U.	E10
E32	3RD. PLAYER 100 POINT D.U.	E10
E33	3RD. PLAYER 100 POINT D.U.	E10
E34	3RD. PLAYER 100 POINT D.U.	E10
E35	3RD. PLAYER 100 POINT D.U.	E10
E36	3RD. PLAYER 100 POINT D.U.	E10
E37	3RD. PLAYER 100 POINT D.U.	E10
E38	3RD. PLAYER 100 POINT D.U.	E10
E39	3RD. PLAYER 100 POINT D.U.	E10
E40	3RD. PLAYER 100 POINT D.U.	E10
E41	3RD. PLAYER 100 POINT D.U.	E10
E42	3RD. PLAYER 100 POINT D.U.	E10
E43	3RD. PLAYER 100 POINT D.U.	E10
E44	3RD. PLAYER 100 POINT D.U.	E10
E45	3RD. PLAYER 100 POINT D.U.	E10
E46	3RD. PLAYER 100 POINT D.U.	E10
E47	3RD. PLAYER 100 POINT D.U.	E10
E48	3RD. PLAYER 100 POINT D.U.	E10
E49	3RD. PLAYER 100 POINT D.U.	E10
E50	3RD. PLAYER 100 POINT D.U.	E10
E51	3RD. PLAYER 100 POINT D.U.	E10
E52	3RD. PLAYER 100 POINT D.U.	E10
E53	3RD. PLAYER 100 POINT D.U.	E10
E54	3RD. PLAYER 100 POINT D.U.	E10
E55	3RD. PLAYER 100 POINT D.U.	E10
E56	3RD. PLAYER 100 POINT D.U.	E10
E57	3RD. PLAYER 100 POINT D.U.	E10
E58	3RD. PLAYER 100 POINT D.U.	E10
E59	3RD. PLAYER 100 POINT D.U.	E10
E60	3RD. PLAYER 100 POINT D.U.	E10
E61	3RD. PLAYER 100 POINT D.U.	E10
E62	3RD. PLAYER 100 POINT D.U.	E10
E63	3RD. PLAYER 100 POINT D.U.	E10
E64	3RD. PLAYER 100 POINT D.U.	E10
E65	3RD. PLAYER 100 POINT D.U.	E10
E66	3RD. PLAYER 100 POINT D.U.	E10
E67	3RD. PLAYER 100 POINT D.U.	E10
E68	3RD. PLAYER 100 POINT D.U.	E10
E69	3RD. PLAYER 100 POINT D.U.	E10
E70	3RD. PLAYER 100 POINT D.U.	E10
E71	3RD. PLAYER 100 POINT D.U.	E10
E72	3RD. PLAYER 100 POINT D.U.	E10
E73	3RD. PLAYER 100 POINT D.U.	E10
E74	3RD. PLAYER 100 POINT D.U.	E10
E75	3RD. PLAYER 100 POINT D.U.	E10
E76	3RD. PLAYER 100 POINT D.U.	E10
E77	3RD. PLAYER 100 POINT D.U.	E10
E78	3RD. PLAYER 100 POINT D.U.	E10
E79	3RD. PLAYER 100 POINT D.U.	E10
E80	3RD. PLAYER 100 POINT D.U.	E10
E81	3RD. PLAYER 100 POINT D.U.	E10
E82	3RD. PLAYER 100 POINT D.U.	E10
E83	3RD. PLAYER 100 POINT D.U.	E10
E84	3RD. PLAYER 100 POINT D.U.	E10
E85	3RD. PLAYER 100 POINT D.U.	E10
E86	3RD. PLAYER 100 POINT D.U.	E10
E87	3RD. PLAYER 100 POINT D.U.	E10
E88	3RD. PLAYER 100 POINT D.U.	E10
E89	3RD. PLAYER 100 POINT D.U.	E10
E90	3RD. PLAYER 100 POINT D.U.	E10
E91	3RD. PLAYER 100 POINT D.U.	E10
E92	3RD. PLAYER 100 POINT D.U.	E10
E93	3RD. PLAYER 100 POINT D.U.	E10
E94	3RD. PLAYER 100 POINT D.U.	E10
E95	3RD. PLAYER 100 POINT D.U.	E10
E96	3RD. PLAYER 100 POINT D.U.	E10
E97	3RD. PLAYER 100 POINT D.U.	E10
E98	3RD. PLAYER 100 POINT D.U.	E10
E99	3RD. PLAYER 100 POINT D.U.	E10
E100	3RD. PLAYER 100 POINT D.U.	E10

ALL INTERLOCK RELAYS ARE SHOWN IN LATCHED POSITION.

EXAMPLE: W-R INDICATES WHITE WIRE WITH A RED TRACER. W-R-1 INDICATES WHITE WIRE WITH A RED TRACER AND USED A SECOND TIME.

WIRE COLOR CODE	
RED	R BROWN
BLUE	BLU ORANGE
YELLOW	Y BLACK
GREEN	G GREY
WHITE	W

SWITCH SYMBOLS	
	NORMALLY OPEN SWITCH MAKES WHEN ACTUATED.
	NORMALLY CLOSED SWITCH OPENS WHEN ACTUATED.
	MAKE BREAK SWITCH
	CIRCLE INDICATES SWITCH ACTUATED BY A MOTOR CAM.

SCORE MOTOR	14A-7883	60~
SCORE MOTOR	14A-7884	50~
TRANSFORMER	15A-6771	60~
TRANSFORMER	15A-6782-1	50~

"JUBILEE" # 416

