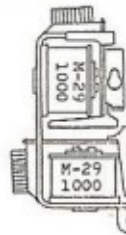


GAME OVER RELAY INTERLOCK

LATCH COIL IS ENERGIZED BY SWITCH D ON COIN RELAY---ALSO BY OUTHOLE AND BALL INDEX RELAYS, THRU BALL COUNT UNIT DISC.
TRIP COIL IS ENERGIZED BY LOCK RELAY OR TILT SWITCHES---ALSO BY OUTHOLE AND BALL INDEX RELAYS, THRU WIPER FINGERS ON BALL COUNT UNIT DISC (FIRST AND ZERO POSITION).



M&B	2 C	W-O W-BLU O-W	D-12 C-8 & D-11
M&B	2 B	Y-B -Y- Y-R	D-11
M&B	2 A	W-O BLU -W-	A-4
N.O.	1 D	-G- GREY-G	C-11
N.O.	1 C	R-BR R-O	E-7
N.C.	1 B	-H- BLU-Y-W	F-12
N.C.	1 A	B-R W-G	F-10

OPENS IN CIRCUIT TO OUTHOLE RELAY AND CLOSSES TO BALL INDEX RELAY.

OPENS IN CIRCUIT TO TRIP COIL ON THIS RELAY AND CLOSSES TO TRIP COIL ON GAME RELAY.

OPENS IN CIRCUIT TO PLAYFIELD LITMS AND CLOSSES TO TILT, GAME-OVER AND NO. MATCH LITES.

IN CIRCUIT TO PULSE LEFT AND RIGHT REELS, THRU SWITCH D ON OUTHOLE RELAY.

ENERGIZES POST RELAY.

IN SERIES WITH SWITCH D ON RESET RELAY.

OPENS NO. MATCH, HI SCORE AND "SPECIAL" CIRCUITS.