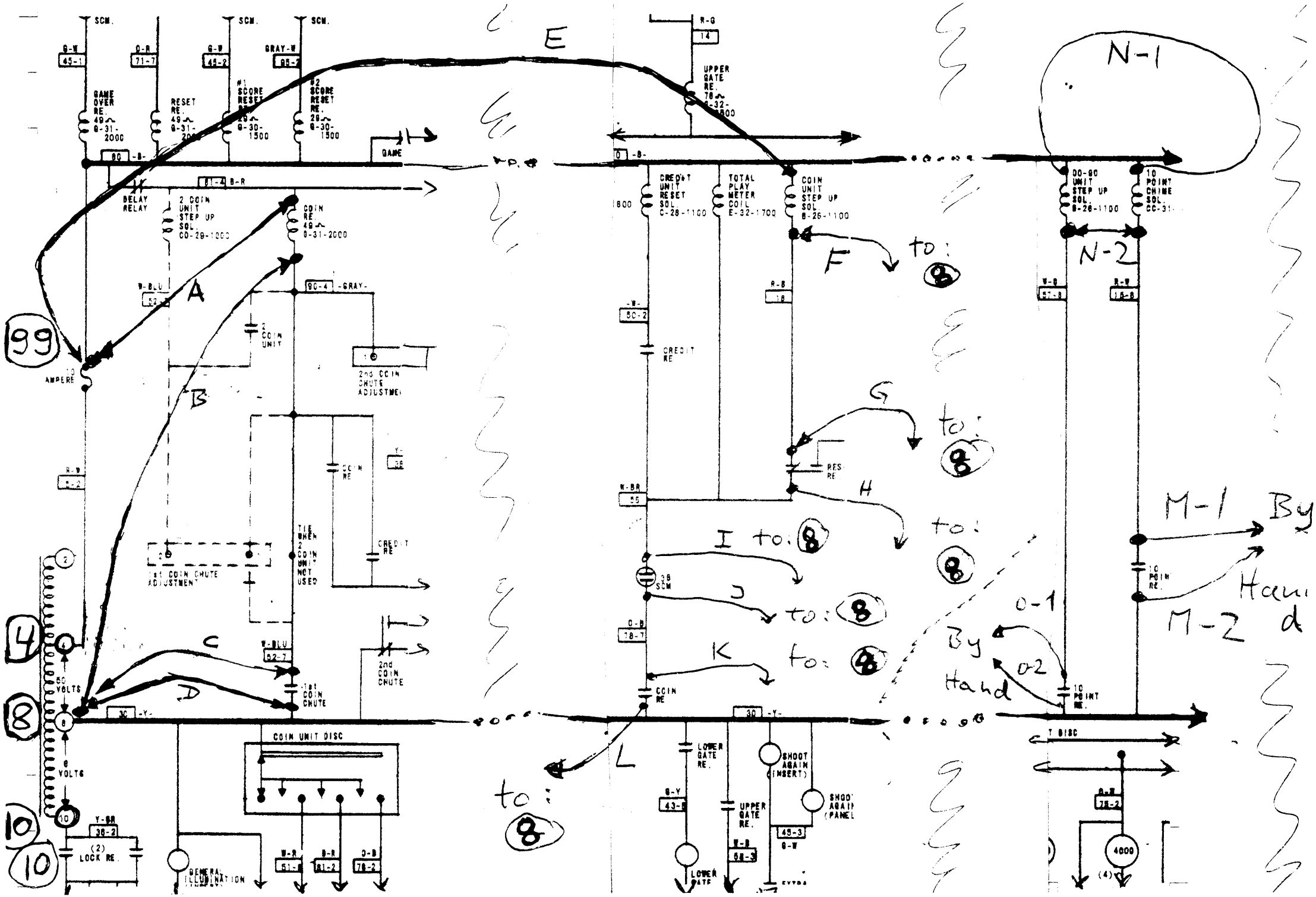

SCM.
G-W 45-1
O-R 71-7
G-W 45-2
GRAY-W 95-2
GAME OVER RE. 49 Ω G-31-2000
RESET RE. 49 Ω G-31-2000
#1 SCORE RESET RE. 29 Ω G-30-1500
#2 SCORE RESET RE. 29 Ω G-30-1500
GAME
80 -B-
81-4 B-R
DELAY RELAY
2 COIN UNIT STEP UP SOL. CO-29-1000
COIN RE. 49 Ω G-31-2000
W-BLU 52-2
90-4 -GRAY-
2 COIN UNIT
2nd COIN CHUTE ADJUSTMENT
10 AMPERE
99
A
B
C
D
R-W 5-2
COIN RE
Y-
38
TIE WHEN 2 COIN UNIT NOT USED
CREDIT RE
1st COIN CHUTE ADJUSTMENT
W-BLU 52-7
1st COIN CHUTE
2nd COIN CHUTE
4
50 VOLTS
8
30 -Y-
6 VOLTS
10
10
Y-BR 36-2
(2) LOCK RE.
COIN UNIT DISC
GENERAL ILLUMINATION
W-R 51-8
B-R 81-2
O-B 78-2
E
R-G 14
UPPER GATE RE. 78 Ω G-32-1800
0 -B-
CREDIT UNIT RESET SOL. C-28-1100
TOTAL PLAY METER COIL E-32-1700
COIN UNIT STEP UP SOL. B-26-1100
F
to: 8
R-B 18
-W- 50-2
CREDIT RE
G
to: 8
RES RE
W-BR 55
H
to: 8
I to: 8
38 SCM
J
to: 8
O-B 78-7
K
to: 8
COIN RE
L
to: 8
30 -Y-
LOWER GATE RE.
G-Y 43-8
UPPER GATE RE.
W-B 58-3
SHOOT AGAIN (INSERT)
SHOOT AGAIN (PANEL)
45-3 G-W
EXTRA
N-1
00-90 UNIT STEP UP SOL. B-26-1100
10 POINT CHIME SOL. CC-31
N-2
W-B 57-8
R-W 15-8
M-1
By Hand
M-2
10 POINT RE.
O-1
By Hand
O-2
10 POINT RE.
T DISC
G-W 75-2
4000
(4)