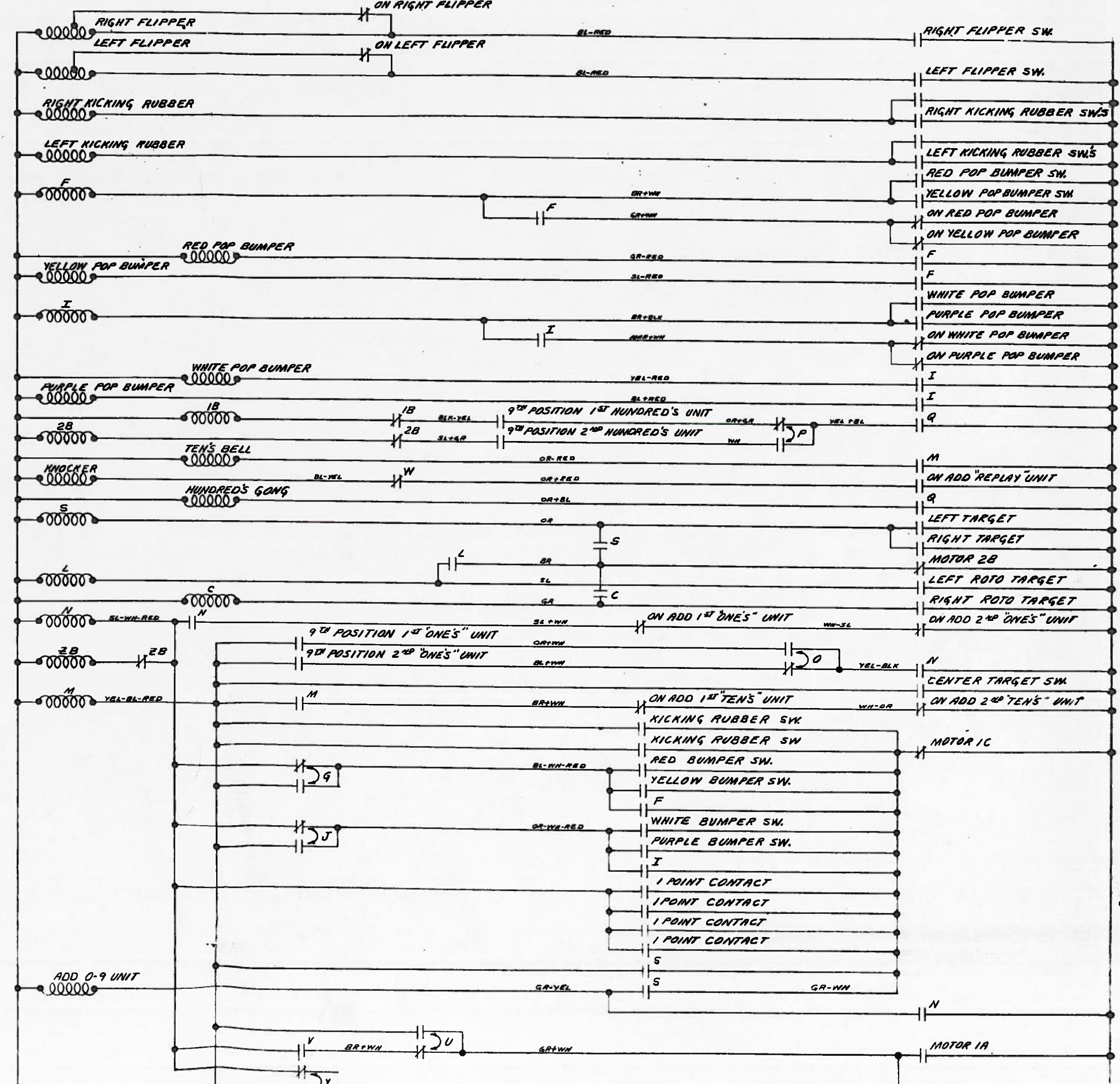
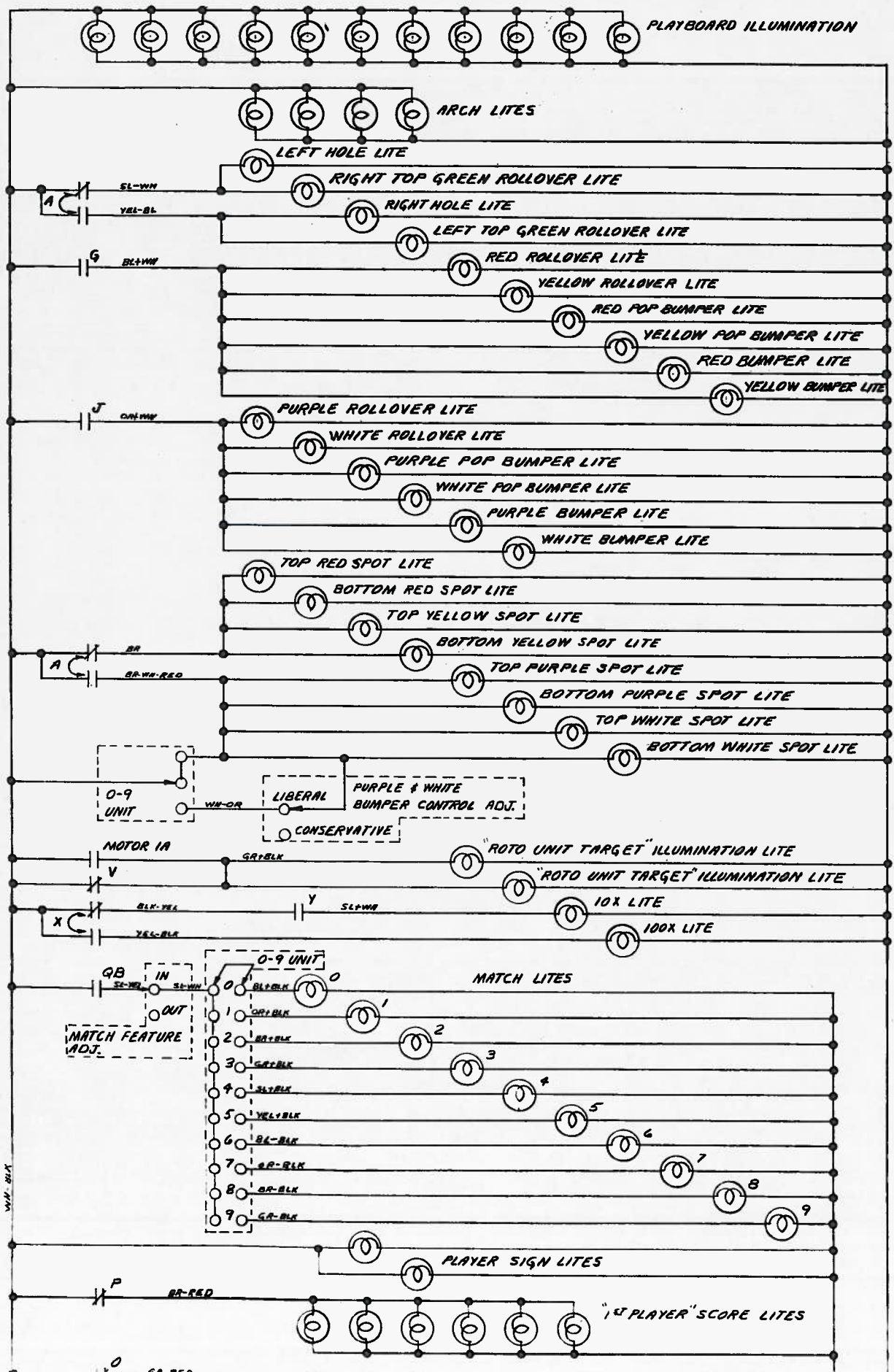
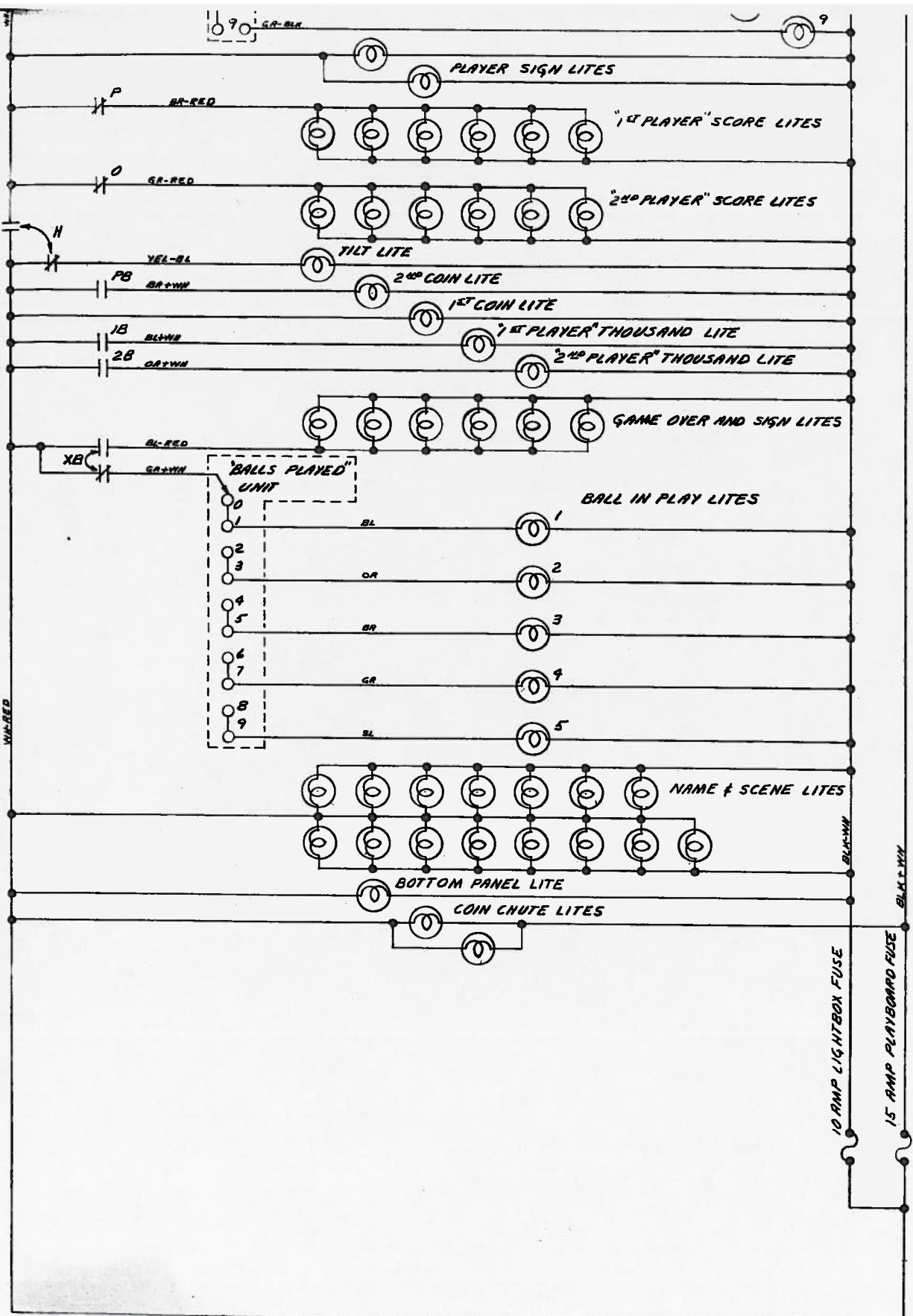


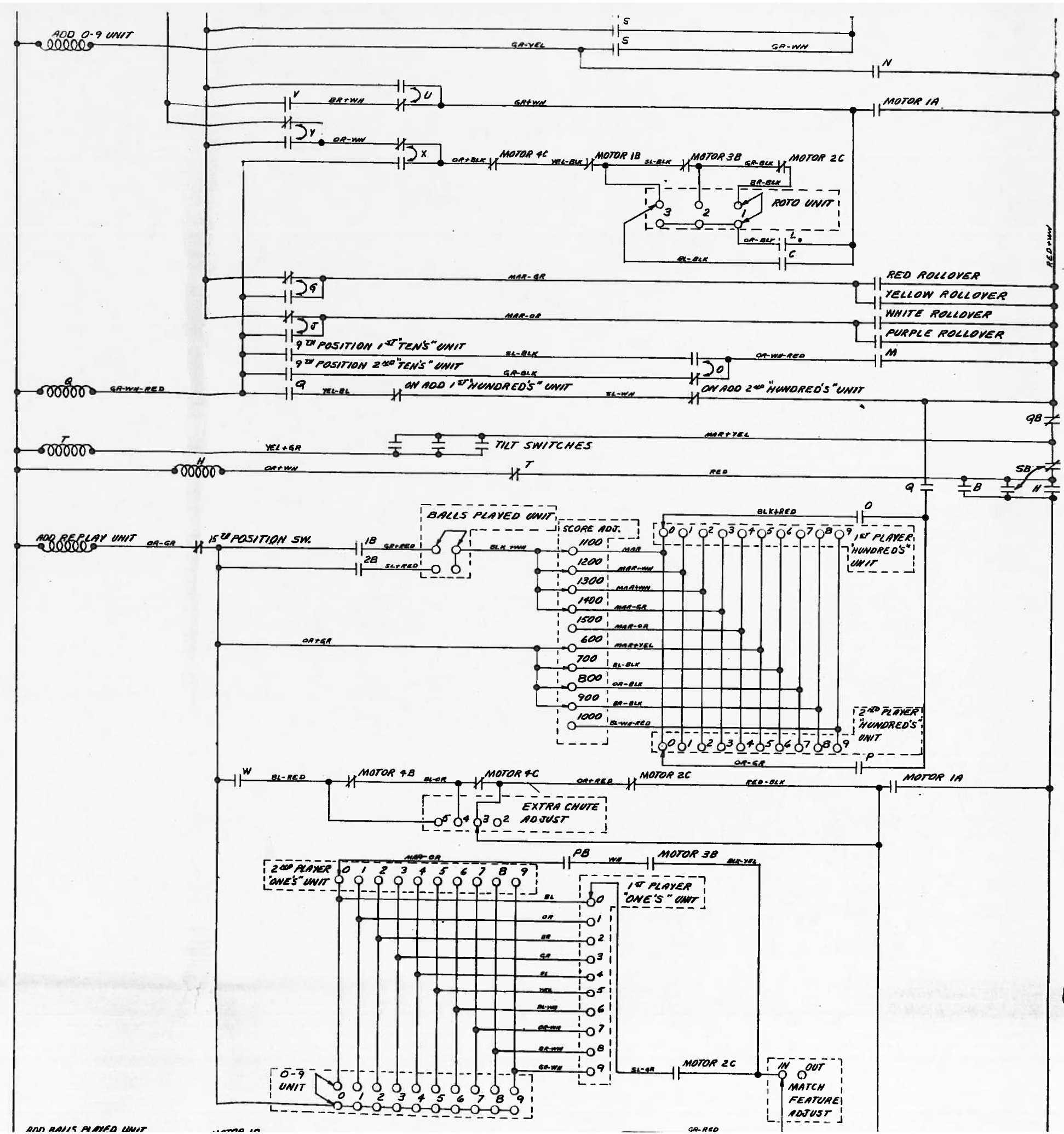
A B C D E F G H I





"RELAYS"

INDEX	NO.	COIL	TYPE	CONTACTS	USE
13E	A	A-7896	AG.	5C	ALTERNATING RELAY
14D	B	A-7676	AG.	5A	CHANGE PLAYERS AND ADD BALLS PLAYED RELAY
3D	C	A-7676	AG.	3A	LEFT ROTO TARGET RELAY
16D	D	A-7676	AG.	6A, 1B	RESET RELAY
17I	E	A-7833	AG.	3A	REPLAY BUTTON RELAY
2D	F	A-7676	AG.	4A	RED AND YELLOW POP BUMPER RELAY
13E	G	A-7677	AG.	2A, 2C	RED AND YELLOW BUMPER SCORE CONTROL RELAY
7E	H	A-7896	AG.	1A, 2B, 1C	30 UNIT HOLD RELAY



ADD BALLS PLAYED UNIT

GA-RED

RELAYS

INDEX	NO.	COIL	TYPE	CONTACTS	USE
19E	A	A-7896	AG.	5C	ALTERNATING RELAY
14D	B	A-7676	AG.	5A	CHANGE PLAYERS AND ADD BALLS PLAYED RELAY
3D	C	A-7676	AG.	3A	LEFT ROTO TARGET RELAY
16D	D	A-7676	AG.	6A,1B	RESET RELAY
17I	E	A-7833	AG.	3A	REPLAY BUTTON RELAY
2D	F	A-7676	AG.	4A	RED AND YELLOW POP BUMPER RELAY
13E	G	A-7677	AG.	2A,2C	RED AND YELLOW BUMPER SCORE CONTROL RELAY
7E	H	A-7836	AG.	1A,2B,1C	30 VOLT HOLD RELAY
2D	I	A-7676	AG.	4A	WHITE AND PURPLE POP BUMPER RELAY
13D	J	A-7677	AG.	2A,2C	WHITE AND PURPLE BUMPER SCORE CONTROL RELAY
17I	K	A-7833	AG.	4A	COIN CHUTE RELAY
3D	L	A-7676	AG.	3A	RIGHT ROTO TARGET RELAY
4D	M	A-7676	AG.	4A	10 POINT RELAY
3D	N	A-7676	AG.	4A	1 POINT RELAY
15D	O	A-7896	AG.	1A,2B,3C	1 ST AND 2 ND PLAYER SCORING CONTROL RELAY
15D	P	A-7896	AG.	1A,1B,3C	1 ST AND 2 ND PLAYER SCORING CONTROL RELAY
7D	Q	A-7676	AG.	5A	100 POINT RELAY
16E	R	A-7836	AG.	1C	115 VOLT HOLD RELAY
3D	S	A-7676	AG.	5A	LEFT AND RIGHT TARGET RELAY
7D	T	A-7834	AG.	1B	TILT RELAY
14D	U	A-7676	AG.	3A,1C	50 POINTS AND LITES BUMPER RELAY
14D	V	A-7676	AG.	4A,2B	5 POINT RELAY
17I	W	A-7833	AG.	4A,2B	EXTRA CHUTE RELAY
12D	X	A-7677	AG.	1A,2C	100 TIMES TARGET VALUE CONTROL RELAY
12E	Y	A-7677	AG.	3A,1C	10 TIMES TARGET VALUE CONTROL RELAY

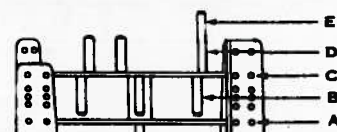
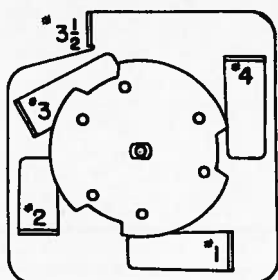
CONTROL BANK

INDEX	NO.	COIL	CONTACTS	USE
2D	2B	A-1118	2A,1B	2 ND PLAYER "THOUSANDS" RELAY
2E	1B	A-1118	2A,1B	1 ST PLAYER "THOUSANDS" RELAY
11D	PB	A-1118	2A,3B	2 ND PLAYER RELAY
11D	QB	A-1118	1A,2B	GAME OVER RELAY
11D	SB	A-1118	2A,1B,2C	START RELAY
15D	XB	A-1118	1A,1B,2C	LAST BALL RELAY
3D	ZB	A-1118	2A,1B	1 ST BALL RELAY

OTHER COILS USED

CONTROL BANK RESET	A-5196
RESET "BALLS PLAYED" UNIT	A-5194
ADD "BALLS PLAYED" UNIT	A-1496
SPIN ROTO UNIT	A-5197
"ONE'S," "TENS," "HUNDREDS" UNIT DRIVE	A-5193
BALL RELEASE	A-5195
HOLE KICKERS	A-5194
SUBTRACT REPLAY UNIT	A-5194
ADD REPLAY UNIT	A-1496
ADD 0-9 UNIT	A-1496
BELLS	A-5143
KNOCKER	A-5143
POP BUMPERS	A-4893
KICKING RUBBERS	A-5194
FLIPPERS	A-5141

MOTOR SWITCH POSITIONS



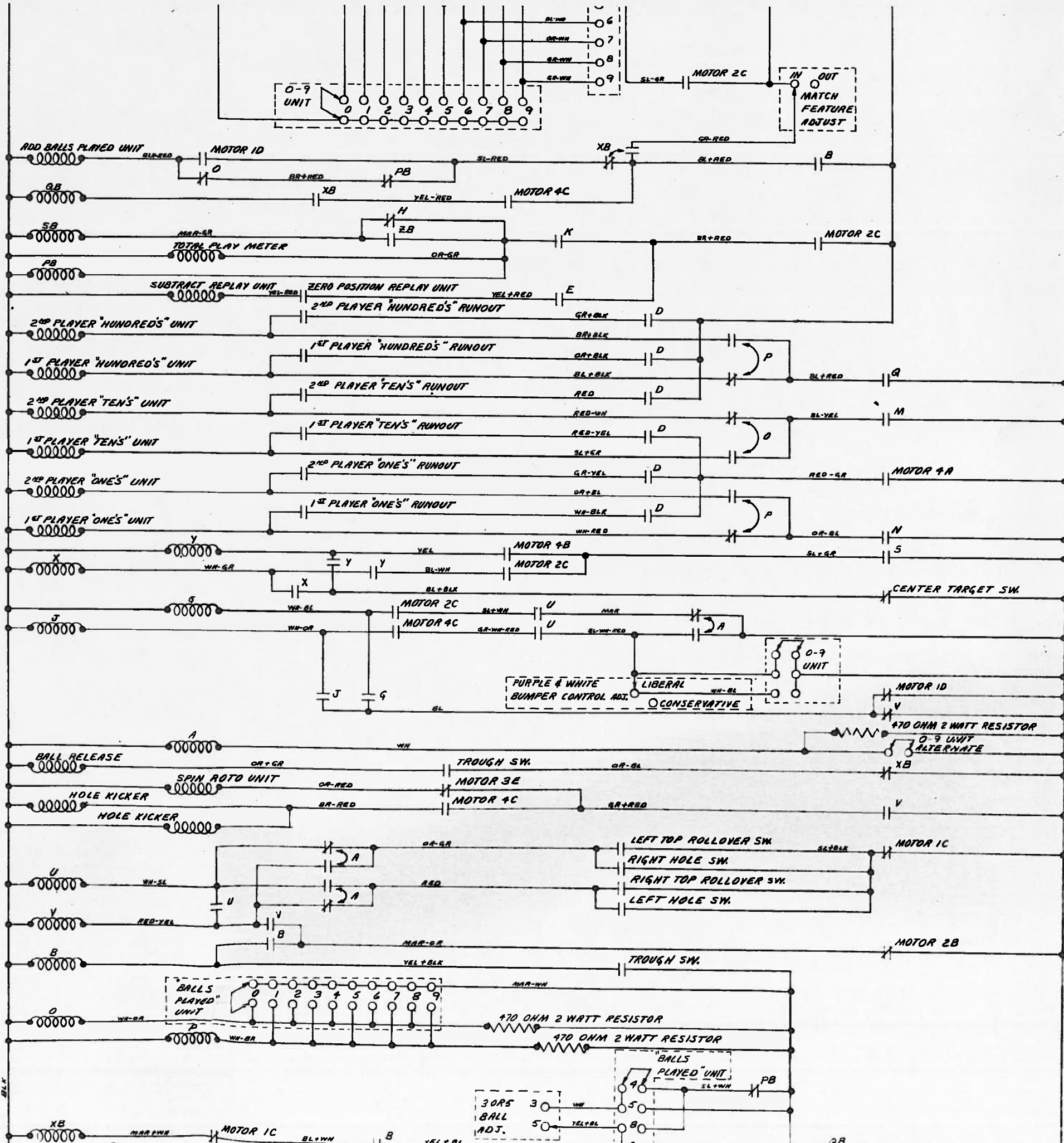
"WORD ABBREVIATIONS"

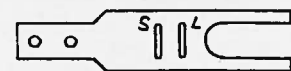
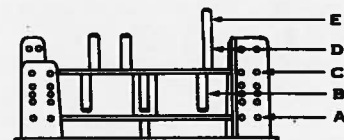
R.O. - ROLLOVER
 POS. - POSITION
 SW. - SWITCH
 SUBT. - SUBTRACT
 ADJ. - ADJUSTABLE
 SPEC. - SPECIAL
 SEQ. - SEQUENCE

"COLOR CODE ABBREVIATIONS"

BL - BLUE SL - SLATE
 BR - BROWN YEL - YELLOW
 BLK - BLACK WH - WHITE
 GR - GREEN MAR - MAROON
 OR - ORANGE PUR - PURPLE

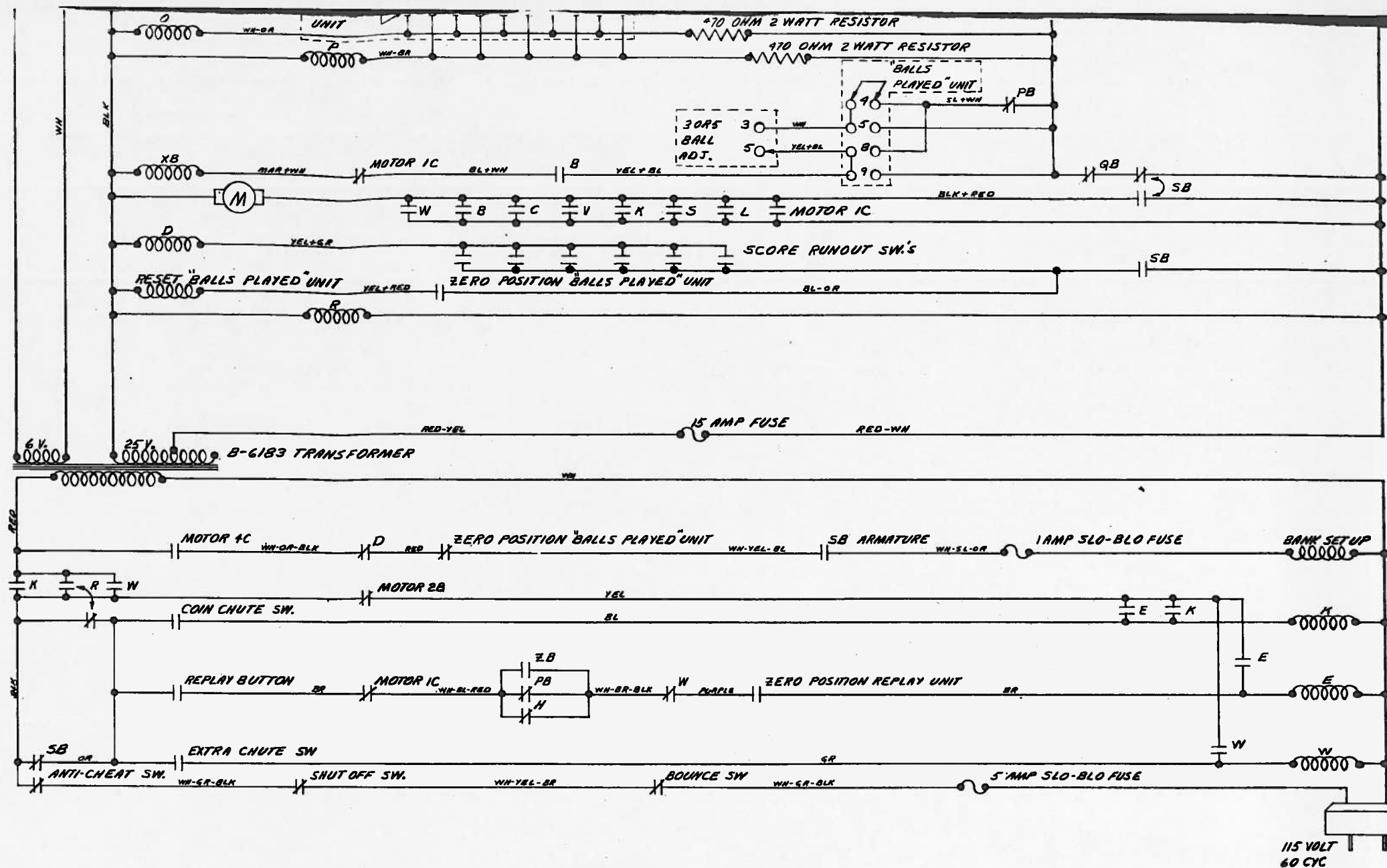
EXAMPLE:
 BL-WH - BLUE WITH A WHITE TRACER.
 BL & WH - BLUE AND WHITE MOTTLED.





SL = BLUE SL = SLATE
 BR = BROWN YEL = YELLOW
 BLK = BLACK WH = WHITE
 GR = GREEN MAR = MAROON
 OR = ORANGE PUR = PURPLE
 EXAMPLE:
 BL-WH = BLUE WITH A WHITE TRACER.
 BL & WH = BLUE AND WHITE MOTTLED.

POSITION	A	B	C	D	E
#1	3A 5' POSITION	1B	1A, 4B 5' POSITION	1A, 1B	
#2		3B	4A, 2B 5' POSITION		
#3		1A, 1B			1B
#3 1/2					
#4	1A	1A, 1B	4A, 2B 5' POSITION		



SEA-SHORE

RHM 7-31-64-207

OPERATOR PLEASE NOTE:
 THE PURPOSE OF ALL THE ADJUSTMENTS ON THIS GAME ARE
 TWOFOLD: FIRST THAT THE PLAYER RECEIVES THE PROPER
 AMOUNT OF AMUSEMENT FOR THE COIN INSERTED, AND SECOND
 THAT THE OPERATOR RECEIVES A FAIR RETURN ON HIS INVESTMENT.

1140-55 NORTH KOSTNER AVE.
 CHICAGO 31, ILL.

A ————— B ————— C ————— D ————— E ————— F ————— G ————— H ————— I