

CLEOPATRA
MOTOR SWITCHES

MOTOR 1A "S" POS.	Inside Sw. Second Sw. Third Sw.	-Resets tens and hundreds score units. -Adds player unit. -Scoring.
MOTOR 1B	Inside Sw. Second Sw.	-"U" relay lockin. -Drop target score control switch.
MOTOR 1C "S" POS.	Inside Sw. Second Sw. Third Sw. Fourth Sw. Fifth Sw. Sixth Sw.	-Motor runout. -Opens circuit to replay button and coin chute switches. -Opens circuit to hole switches, trough and ball return. -Opens circuit to tilt reset coil. -Opens circuit to playboard contacts. -Opens circuit to target switches.
MOTOR 1D	Inside Sw. Second Sw.	-Drop target score control switch. -Coin chute credit totalizer.
MOTOR 2B	Inside Sw. Second Sw.	-"G", "K", "O", "P", "S" and "W" relay lockin. -"D", "E" and "F" relay lockin.
MOTOR 2C "L" POS.	Inside Sw. Second Sw. Third Sw. Fourth Sw.	-Coin chute credit totalizer. -Drop target score control switch. -Adds player unit control switch. -Resets target bank.
MOTOR 3B	Inside Sw. Second Sw.	-Drop target score control switch. -Adds bonus unit.
MOTOR 3C "S" POS.	Inside Sw. Second Sw.	-Drop target score control switch. -Adds bonus unit.
MOTOR 3D	Inside Sw.	-Open circuit to playboard lights.
MOTOR 4A "S" POS.	Inside Sw.	-Resets thousands and ten thousands score units.
MOTOR 4B	Inside Sw. Second Sw. Third Sw.	-Coin chute credit totalizer. -"X" relay lockin. -Resets sequence bank.
MOTOR 4C "S" POS.	Inside Sw. Second Sw. Third Sw. Fourth Sw.	-Coin chute credit totalizer. -Opens circuit to subtract coin unit. Subtracts coin unit, actuates hole kickers, ball return. -Resets bonus unit and "AX" and "BX" relays. -Adds coin unit.