

CABINET TO INSERT PLUGS

15-6	60	90	52-3	10	57-1
25-6	75-3	21-5	57-8	13	58
27-7	80	23-1	58-2	14-1	60-4
30	81-1	25-1	60-2	18-1	83-4
45-7	85-2	27-5	61-9	20	85-5
48-8	90-2	31-7	61-4	21-3	70-3
51-4	91-4	45-2	90-1	30	71
52-8	93-2	48-2	95-4	35-6	78-5
53-7	98-3	50-2		50	85-1
54-2				52-3	90

PANEL TO CABINET PLUGS

13-3	65-1	13-1	41-1	13-2	51-3
14-6	70-2	14-3	43-4	27	56
18-3	75-4	15-1	53-8	31-1	63-2
23-3	78-4	18-5	60-5	36-7	65-4
31-6	80	21-2	61-8	40-2	91-1
38	83	25-3	81-1	41-2	95-1
50-6	98-3	35-3	90-1	43-3	
53		38-8	95-2		
57-4					

FLIPPER PLUGS

30	75-4
38-6	78-4
54-4	

DOOR PLUGS

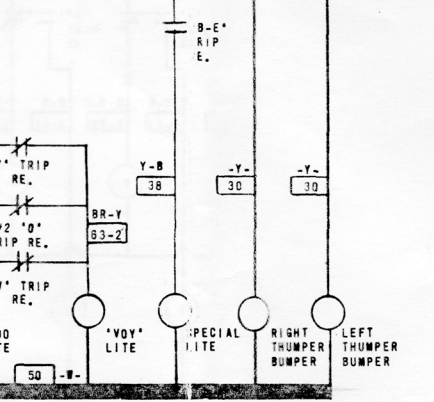
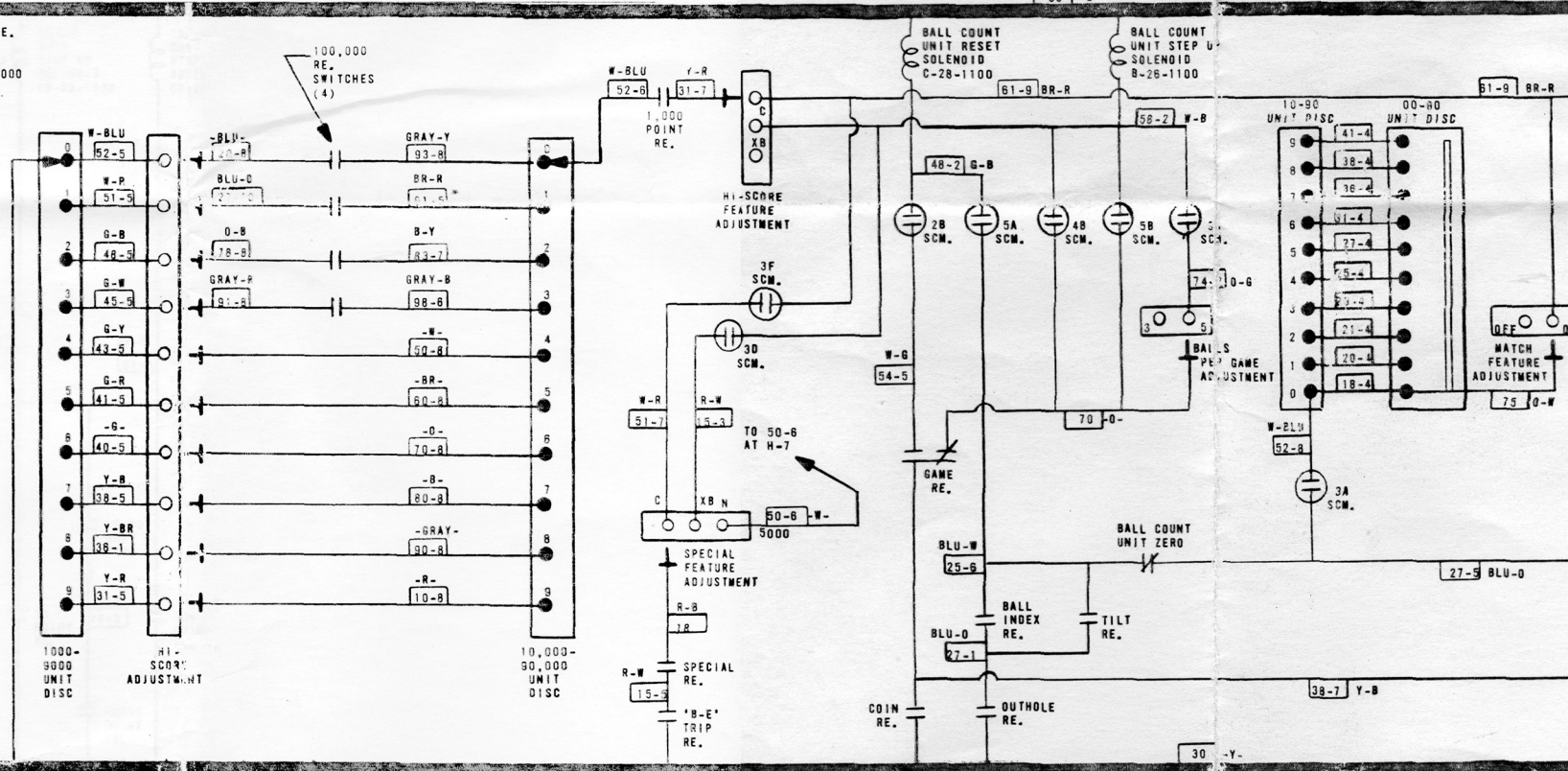
18-10	52-7
27-2	57-8
30	61-6
38-2	81-4
50-4	91-5
51-6	

CHIME PLUGS

15-8	75-3
25-1	80

WIRES ENCLOSED IN INDICATES #16 GAUGE WIRE USED AT POSITION ON PLUGS.

1/2 WATT 8200 OHMS



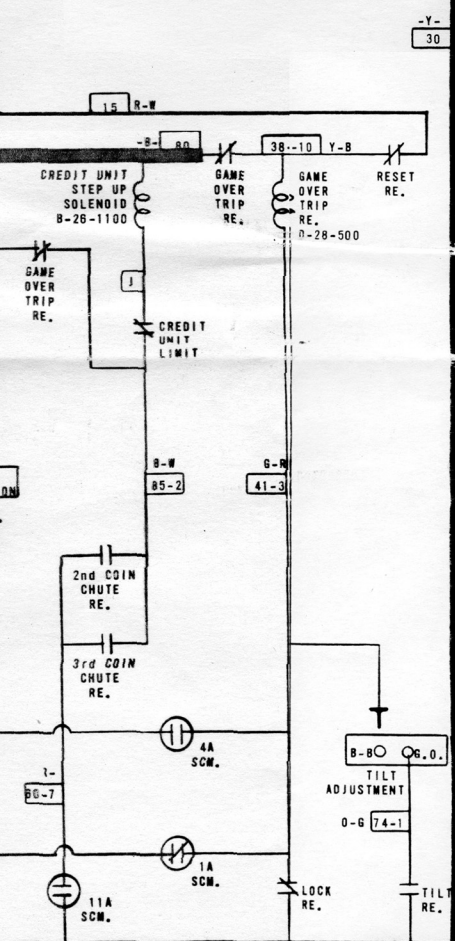
SWITCH SYMBOLS	
	NORMALLY OPEN SWITCH (CLOSED WHEN ENERGIZED)
	NORMALLY CLOSED SWITCH (OPEN WHEN ENERGIZED)
	MAKE & BREAK SWITCH
	SCORE MOTOR OPERATED SWITCH

WIRE COLOR CODE	
1-RED -R-	6-BROWN -BR-
2-BLUE -BLU-	7-ORANGE -O-
3-YELLOW -Y-	8-BLACK -B-
4-GREEN -G-	9-GRAY
5-WHITE -W-	0-NO TRACER
1-JUMPER	
1-FIRST NUMBER-BODY COLOR.	
2-SECOND NUMBER-TRACER COLOR.	
3-NUMBER AFTER DASH INDICATES RE-USE OF SAME COLOR WIRE.	
EX. 50 -WHITE	
51 -WHITE-RED	
51-1-WHITE-RED (USED AGAIN)	

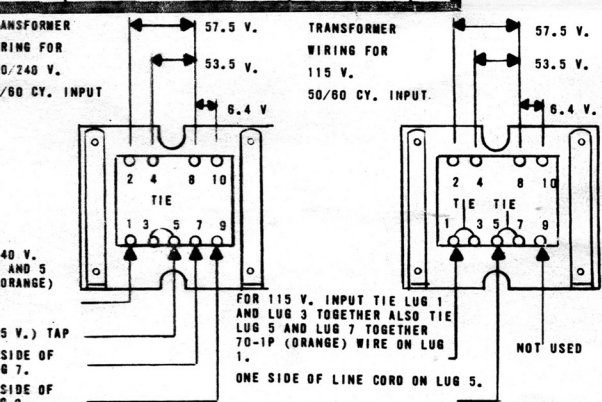
SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES	
POSITIONS	
CAMS	POSITIONS
1	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
2	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
3	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
4	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
5	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
6	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
7	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
8	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
9	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
10	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7
11	0 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7

FOR 220 V. OR 24 INPUT TIE LUG 3 TOGETHER TO LUG 1. WIRE ON LUG 1.

LUG 5 (115 FOR 240 V. ONE S LINE CORD ON LUG FOR 220 V. ONE S LINE CORD ON LUG



COIL LOCATIONS	
NAME OF COIL	LOCATION
'A' RELAY (TRIP)	F-9
'AGE' RELAY	F-6
'B' RELAY (TRIP)	F-8
BALL COUNT UNIT RESET SOLENOID	F-26
BALL COUNT UNIT STEP UP SOLENOID	F-27
BALL INDEX RELAY	F-21
'B-E' RELAY (TRIP)	F-5
BON RELAY	F-6
#1 BONUS RELAY	F-19
#2 BONUS RELAY	F-6
COIN LOCKOUT COIL	E-9
COIN RELAY	E-4
CREDIT RELAY	E-8
CREDIT UNIT RESET SOLENOID	F-20
CREDIT UNIT STEP UP SOLENOID	F-29
DELAY RELAY	F-3
'E' RELAY	F-8
'G' RELAY (TRIP)	F-9
GAME OVER RELAY (TRIP)	F-30
GAME RELAY (LATCH)	F-21
GAME RELAY (TRIP)	F-21
HOLE KICKER SOLENOID	F-19
HOLE RELAY	F-19
KNOCKER SOLENOID	F-15
LEFT THUMPER BUMPER RELAY	F-15
LEFT THUMPER BUMPER SOLENOID	F-18
LEFT FLIPPER SOLENOID	F-17
LOCK RELAY	E-10
'N' RELAY (TRIP)	F-7
#1 'O' RELAY (TRIP)	F-7
#2 'O' RELAY (TRIP)	F-10
OUTHOLE KICKER SOLENOID	F-19
OUTHOLE RELAY	F-19
RESET RELAY	E-11
RIGHT THUMPER BUMPER RELAY	F-16
RIGHT THUMPER BUMPER SOLENOID	F-17
RIGHT FLIPPER SOLENOID	F-17
RIGHT SLING SHOT SOLENOID	F-17
SCORE RELAY	E-11
SPECIAL RELAY	F-4
SPINNER RELAY	F-2
SPINNER UNIT SOLENOID	E-17
SPOT RELAY	F-5
TILT RELAY (LATCH)	F-20
TILT RELAY (TRIP)	F-18
TOTAL PLAY METER	F-20
'V' RELAY	F-10
'VOY' RELAY	F-7
'Y' RELAY	F-9
00-90 UNIT STEP UP SOLENOID	F-16
2 COIN UNIT STEP UP SOLENOID	E-3
2nd COIN CHUTE RELAY	E-5
3rd COIN CHUTE RELAY	E-5
10 POINT CHIME SOLENOID	F-16
100 POINT CHIME SOLENOID	F-17
1000 POINT CHIME SOLENOID	F-17
10 POINT RELAY	F-15
100 POINT RELAY	F-12
1000 POINT RELAY	F-10
10-90 UNIT STEP UP SOLENOID	F-12
100-900 UNIT STEP UP SOLENOID	F-13
1000-9000 UNIT STEP UP SOLENOID	F-14
10,000-90,000 UNIT STEP UP SOLENOID	F-14
500 POINT RELAY	F-3
3000 POINT RELAY	F-4
100,000 LATCH RELAY	F-21
100,000 TRIP RELAY	F-15



BON VOYAGE
1016
1 PLAYER
7-17-74
W-1042-132



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