"LUCKY ACE"

SINGLE PLAYER

GAME OPERATES AS FOLLOWS:

MAKING TEN, JACK, QUEEN, KING AND ACE WILL LITE BOTTOM ROLLOVER TO SCORE "SPECIAL".

MAKING TEN, JACK, QUEEN, KING AND ACE AGAIN WILL LITE SIDE ROLLOVER TO SCORE "SPECIAL".

BALL THRU ROLLOVER, WHEN "SPECIAL" LITE IS LIT, SCORES A REPLAY, EXTRA BALL OR 10,000 POINTS. (SEE "REPLAY-ADD-A-BALL-NOVELTY" ADJUSTMENT JACK ON PAGE 5).

MAKING 1 TO 9 DOUBLES BONUS VALUE.

MAKING 1 TO 9 AGAIN TRIPLES BONUS VALUE AND LITES 1 TO 9 SPECIAL LITE.

EACH TIME 1 TO 9 IS MADE, WHEN SPECIAL LITE IS LIT, SCORES A REPLAY, EXTRA BALL OR 10,000 POINTS. (SEE "REPLAY-ADD-A-BALL-NOVELTY" ADJUSTMENT).

1 REPLAY FOR MATCHING LAST TWO NUMBERS ON SCORE REELS TO LITED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER.

TILT ADJUSTMENT DETERMINES WHETHER PLAYER IS PENALIZED ONLY THE BALL IN PLAY OR THE ENTIRE GAME.

SEE OTHER ADJUSTMENTS ON PAGES 3, 4 AND 5.
1. **GENERAL**

NEVER EXPERIMENT with any of the mechanism. Locate any trouble with the aid of Wiring Diagrams or Operating & Servicing Information supplied with the machine, then check for proper adjustment of the units involved before making any changes. Improper adjustment or make-shift repair will only cause serious damage to other parts of the machine or repeated failure of the part.

NOTE: Always look for a possible loose wire, bad connection at a plug and socket, broken or unhooked springs on step-up units, relays, etc., before adjustments are made or wires reconnected.

2. **FUSES**

IMPORTANT: Never replace fuses with any rating other than specified on the fuse block; this block is located adjacent to the transformer.

3. **LUBRICATION**

Over-lubrication causes far more trouble in coin operated equipment than under-lubrication. Practically all cases of poor contact on switches and wiper discs are due to oil or grease, or oil vapor, which forms a film or residue on the contacts and will not allow current to pass through. Excess lubricant may also seep into clutches causing them to slip.

IMPORTANT: NEVER USE VASELINE FOR LUBRICATION OF ANY PART OF THE MACHINE. Vaseline is not a true lubricant. It leaves a dirty and gummy residue and it becomes very thick when cold. A special Coin Machine Lubricant is supplied with each machine.

STEP-UP Levers, Ratchets, Cams, Shafts and other sliding or oscillating parts should be very lightly greased with special Coin Machine Lubricant (supplied with machine) not oftener than every six months. The bakelite discs (biscuits) on the Motor Units and Step-up Units will require lubrication with the special Coin Machine Lubricant only after the grease is completely evaporated (3 to 12 months, depending on climate) or when the film of grease becomes dirty. In either event, clean the parts thoroughly with a solvent, then apply an extremely thin coat of the special grease.

Solenoid Plungers should not have a lubricant of any kind. Should there be a sluggish tendency or if plungers are sticking, the parts should be cleaned with a solvent and flaked graphite applied on reassembly.

**SWITCH ADJUSTMENT**

BEFORE ADJUSTING SWITCHES, MAKE CERTAIN THE SCREWS HOLDING THE SWITCH STACKS ARE DOWN TIGHTLY. BAKELITE SPACERS IN THE SWITCH STACKS, DUE TO EXCESSIVE MOISTURE, HAVE OCCASIONALLY SHRUNK BY DRYING OUT, CAUSING POOR ADJUSTMENT.
THE FUNCTION OF THE RECTIFIER AND CAPACITOR IS TO CONVERT THE ALTERNATING CURRENT (A.C.) TO DIRECT CURRENT (D.C.), SUPPLYING D.C. TO THE BUMPERS, KICKERS ETC.

THE BRIDGE RECTIFIER SHOULD PRACTICALLY NEVER NEED REPLACING, AS IT IS RATED WELL OVER THE VOLTAGE AND CURRENT REQUIREMENTS OF THE COMPONENTS IT SUPPLIES.

IF, HOWEVER, THE 15 AMP 24 VOLT FUSE ON THE MECHANISM PANEL OPENS, IT COULD BE DUE TO A FAULTY RECTIFIER. DISCONNECT THE A.C. INPUT TO RECTIFIER, REPLACE FUSE, AND RECHECK.

IF THE 10 AMP FUSE LOCATED NEXT TO THE RECTIFIER OPENS, CHECK ALL D.C. COMPONENTS I.E. BUMPERS, KICKERS ETC. FOR SHORTS.
**ADJUSTMENTS ON MECHANISM PANEL**

**10¢ Adjustment**

Diagram of a mechanism panel with adjustments labeled 10¢, 5¢, and 25¢.

**5¢ Adjustment**

- 2-Coins
- 1-Coin

Provision for "2 Coins for 1 Play", circuit to coin relay passes thru sw. on alternator unit.

**25¢ Adjustment**

Diagram of a mechanism panel with adjustments labeled 25¢.

- Provides 1, 2, 3, 4, 5, or 6 plays for 25¢.

**Motor Service Jack**

Diagram of a motor service jack with "on" and "off" positions.

- Insert phone tip in "off" position - cams can be turned by hand to check adjustment of switches.

**MASTER ON-OFF SW.**

*(Located under front of Cabinet)*

Diagram of a master on-off switch that controls power to transformer.
ADJUSTMENTS ON MECHANISM PANEL

1 TO 9 FEATURE ADJ.

CONS.
LIB.

In "Conservative" position, 1 to 9 relay bank reset coil will energize when starting a new game. In "Liberal" position, it will not energize.

TILT ADJ.

In "Ball" position, player is penalized one ball when tilting the game. In "Game" position, player is penalized the entire game.

1 COIN - 1 PLAY
2 COINS - 3 PLAYS ADJ.

In "On" position, 10% adjustment must be in #2 position & 25% adjustment must be in #6 position. First coin will start a new game. Second coin will advance credit unit 2 steps. In "Off" position, 25% adjustment and/or 10% adjustment should be put in proper position.

ADJUSTMENTS IN BACKBOX

POINT SCORE ADJUSTMENT

Plug in grey-br for scores 10,000 to 90,000

10,000 □ □ 60,000

20,000 □ □ 70,000

30,000 □ □ 80,000

For replay at 100,000 plug red wire into 00,000 position

40,000 □ □ 90,000

50,000 □ □ 00,000
**ADJUSTMENTS IN BACKBOX**

**No. of Balls Adjustment**

| 5 BALL | 3 BALL |

Plug changes 3 to 5 ball play, or vice versa.

---

**NUMBER MATCH ADJUSTMENT**

IN "ON" POSITION, A NUMBER MATCH LITE WILL APPEAR WHEN GAME IS OVER. TO AWARD CREDIT, WHEN NUMBER IS MATCHED, "REPLAY-ADD-A-BALL-NOVELTY" ADJUSTMENT MUST BE IN REPLAY POSITION.

IF IT IS IN "ADD-A-BALL" OR "NOVELTY" POSITION, NUMBER MATCH ADJUSTMENT MUST BE TURNED TO "OFF".

---

**ADJUSTMENT JACK FOR REPLAY-ADD-A-BALL-NOVELTY**

**REPLAY POSITION**

- Y/BLU
- GRY/BLU
- B/R
- BR/B
- GRY/B
- GRY/G
- B/R
- G/B
- G/Y
- R/GRN
- Y/BLU
- BLANK
- Y/GRN

**NOVELTY POSITION**

---

IN "REPLAY" POSITION, HI-SCORE AND NUMBER MATCH CIRCUITS WILL ADVANCE CREDIT UNIT. RIGHT SIDE ROLLOVER SWITCH, THRU SW. ON SPECIAL RE-LAY ADVANCES CREDIT UNIT. SWITCH ON TRIPLE BONUS RELAY, THRU SW. ON "1 TO 9 RESET RELAY" ADVANCES CREDIT UNIT. RIGHT BOTTOM (INSIDE) ROLLOVER SWITCH, THRU SW. ON SET-UP RELAY ADVANCES BALL COUNT UNIT.

IN "ADD-A-BALL" POSITION, ALL OF THE ABOVE CIRCUITS WILL ADVANCE BALL COUNT UNIT. NUMBER MATCH ADJUSTMENT MUST BE IN "OFF" POSITION.

IN "NOVELTY" POSITION, ALL OF THE ABOVE CIRCUITS (EXCEPT HI-SCORES) WILL ADVANCE 10,000 POINT DRUM UNIT. NUMBER MATCH ADJUSTMENT IN "OFF" POSITION.

---

**POWER TRANSFORMER:**

LOCATED ON MECHANISM PANEL, IT IS EQUIPPED WITH A SECONDARY TAP. IF YOUR GAME IS ON LOCATION WITH EXTREMELY LOW LINE VOLTAGE, REMOVE LEAD FROM LUG MARKED 24 VOLS AND SOLDER TO ALTERNATE LUG MARKED "HIGH". THIS WILL BOOST SECONDARY VOLTAGE APPROXIMATELY 2-3 VOLTS.

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**LEG LEVELERS:**

ARE PROVIDED FOR TWO PURPOSES - 1ST TO LEVEL GAME ON LOCATION, 2ND TO INCREASE PITCH FOR GAME PERCENTAGING. IF IT IS DESIRED TO SPEED UP PLAY AND DECREASE SCORES. RAISE REAR LEG LEVELERS TO
INSTRUCTIONS FOR COIN TRIP SWITCH ADJUSTMENT

WIRE SHOULD BE IN CONTACT WITH END OF CRESCENT OPENING WHEN BLADE ADJUSTMENT IS MADE.

'GAP'

NYLON SWITCH ACTUATOR

WIRE

CRESCENT

Long blade should be in contact with nylon switch actuator and have a maximum overtravel of 1/32.

or

Using a gram gauge, tension of long blade should not exceed 10 grams.

SWITCH ADJUSTMENT

1. For small coins, such as dimes, adjust short blade so that the 'gap' between the silver contacts is .045 to .055.

2. For larger & heavier coins the 'gap' should be .045 to .060.

3. Do not adjust 'gap' closer than .040.
WARRANTY

THE MOTORS IN ALL NEW WILLIAMS PRODUCTS ARE UN-CONDITIONALLY GUARANTEED FOR 6 MONTHS FROM DATE OF PURCHASE.

ANY DEFECTIVE MOTORS RETURNED DURING THE WARRANTY PERIOD WILL BE REPLACED FREE OF CHARGE BY YOUR WILLIAMS DISTRIBUTOR.

IMPORTANT NOTICE

WHEN ORDERING PARTS ALWAYS SPECIFY NAME OF UNIT, GAME AND SERIAL NUMBER, IN ADDITION TO A CLEAR DESCRIPTION OF THE PART AND PART NUMBER IF POSSIBLE.

UNIT PARTS LIST

<table>
<thead>
<tr>
<th>UNIT NAME</th>
<th>CONTACT DISC</th>
<th>WIPER ASSEMBLY</th>
<th>RATCHET GEAR ASSEMBLY</th>
<th>MOTORS</th>
</tr>
</thead>
<tbody>
<tr>
<td>REPLAY</td>
<td></td>
<td></td>
<td></td>
<td>A-6400</td>
</tr>
<tr>
<td>BALL COUNT</td>
<td>C-6414</td>
<td>B-7456-44</td>
<td></td>
<td>A-6402-10</td>
</tr>
<tr>
<td>(RIGHT SIDE)</td>
<td>B-7568</td>
<td>A-7614</td>
<td></td>
<td>A-7548-1</td>
</tr>
<tr>
<td>NO. MATCH</td>
<td>B-7569</td>
<td>A-7615</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(LEFT SIDE)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>BONUS</td>
<td>C-6417</td>
<td>B-7456-33</td>
<td></td>
<td>A-6402-10</td>
</tr>
<tr>
<td>10 POINT</td>
<td>B-7253</td>
<td>A-6294</td>
<td>30-7272</td>
<td></td>
</tr>
<tr>
<td>100 POINT</td>
<td></td>
<td></td>
<td>30-7272</td>
<td>14A-7883 (60 CYCLE)</td>
</tr>
<tr>
<td>1000 POINT</td>
<td>B-7253</td>
<td>A-6294</td>
<td>30-7272</td>
<td>14A-7884 (50 CYCLE)</td>
</tr>
<tr>
<td>10000 POINT</td>
<td>B-7253</td>
<td>A-6294</td>
<td>30-7272</td>
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</tr>
<tr>
<td>ALTERNATOR</td>
<td></td>
<td></td>
<td>30-7272</td>
<td></td>
</tr>
</tbody>
</table>
Up and out.

From the front of game, lift glass.

Brackets at inside top of life box.

With back door removed, pull back on.

To remove backglass:

Serviceman

- Qualities used lightly, but frequently, will extend the board life to its full capabilities.
- The board life by many thousands plays. A wax base cleaner with negligible abrasive.
- Water will weaken the adhering of the paint to the board and abrasives shorten.
- Hand soap. Avoid such things as steel wool, kitchen cleaners or abrasive propreties. Do not under any circumstances clean the board with water, water soap solution.
- The playboard on this machine has an improved finish with excellent wearing.

Caution!
UNDERNEATH FRONT PART OF CABINET.
MASTER SWITCH (ON-OFF) IS LOCATED.

BE SHUT OFF BY TAPPING BOTTOM OF
LEFT FLIPPER BUTTON. MACHINE CAN STILL
CAN TURN DISPLAY LIGHTS ON BY PRESSING
KINDLY INFORM LOCATIONS THAT THEY

IMPORTANT NOTICE
"LUCKY ACE" - POST ADJUSTMENT SHEET

TO MAKE GAME MORE "CONSERVATIVE" OR "LIBERAL" - MOVE POST 3/16" AS SHOWN IN SKETCH BELOW. SPOTTING HOLES ARE PROVIDED AND CAN BE SEEN ON REMOVAL OF POSTS.

ABBREVIATIONS:
CONS. - CONSERVATIVE
LIB. - LIBERAL

RUBBER RING NUMBERS:
23A-6300  5/16" I.D.
23A-6302  1" I.D.
23A-6303  1 1/4" I.D.
23A-6304  1 1/2" I.D.
23A-6305  2" I.D.
23A-6306  2 5/16" I.D.
23A-6505  1 1/2" I.D.

A-4741 REBOUND ASS'Y.
A-4817R BALL GATE ASS'Y.

DIMENSIONS INDICATED BY ARROWS ARE FOR SIZES OF RUBBER RINGS.
NOTICE:

THIS GAME OPERATES ON 24 VOLS. WHEN ORDERING REPLACEMENT TRANSFORMERS, MOTORS, COILS OR METERS...MAKE SURE TO SPECIFY PART NUMBER.

<table>
<thead>
<tr>
<th>NUMBER</th>
<th>DESCRIPTION</th>
<th>LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>114A-7883</td>
<td>CONTROL MOTOR - 60 CYCLE</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td>114A-7884</td>
<td>CONTROL MOTOR - 50 CYCLE</td>
<td>MECH PANEL</td>
</tr>
<tr>
<td>15A-6771</td>
<td>TRANSFORMER - 60 CYCLE</td>
<td>MECH PANEL</td>
</tr>
<tr>
<td>15A-6782-1</td>
<td>TRANSFORMER - 50 CYCLE</td>
<td>MECH. PANEL</td>
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<tr>
<td>B-6396</td>
<td>2L VOLT METER</td>
<td>MECH. PANEL</td>
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</table>

**SOLENOID COILS**

<table>
<thead>
<tr>
<th>A-22-550</th>
<th>BONUS UNIT STEP UP</th>
<th>PLAYFIELD</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>BALL RELEASE COIL</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>BALL COUNT UNIT, STEP UP</td>
<td>INSERT</td>
</tr>
<tr>
<td>A-23-600</td>
<td>CREDIT UNIT STEP UP</td>
<td>INSERT</td>
</tr>
<tr>
<td>A-2-23-750</td>
<td>KNOCKER</td>
<td>CABINET</td>
</tr>
<tr>
<td>A-2-26-1300</td>
<td>TRIPLE CHIME COILS (3 req'd)</td>
<td>CABINET</td>
</tr>
<tr>
<td>B1-26-800</td>
<td>ALTERNATOR UNIT STEP UP</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td></td>
<td>SCORE DRUM UNITS (4 req'd)</td>
<td>INSERT</td>
</tr>
<tr>
<td></td>
<td>BALL COUNT UNIT RESET</td>
<td>INSERT</td>
</tr>
<tr>
<td></td>
<td>CREDIT UNIT RESET</td>
<td>INSERT</td>
</tr>
<tr>
<td></td>
<td>BONUS UNIT RESET</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td>D1-24-1400</td>
<td>RELAY BANK 1 TO 9 RESET</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td>D1-24-1600</td>
<td>RELAY BANK 10 TO ACE RESET</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td>PL-21-375/28-400</td>
<td>FLIPPERS... (4 req'd)</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td>O-23-750 D.C.</td>
<td>D.C. JET BUMPER COILS (3 req'd)</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td>S-27-500</td>
<td>D.C. KICKER COILS (2 req'd)</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td>M-29-1000</td>
<td>BANK COILS (14 req'd)</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td>M-29-1100</td>
<td>GAME RELAY TRIP</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td>X5-29-1000</td>
<td>5¢ RELAY</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td></td>
<td>10¢ RELAY</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td></td>
<td>25¢ RELAY</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td></td>
<td>10 POINT RELAY</td>
<td>INSERT</td>
</tr>
<tr>
<td></td>
<td>100 POINT RELAY</td>
<td>INSERT</td>
</tr>
<tr>
<td></td>
<td>1000 POINT RELAY</td>
<td>INSERT</td>
</tr>
<tr>
<td></td>
<td>SCORE RESET RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>ADVANCE RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>50 POINT RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>BONUS RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>1 TO 9 RESET RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>10 TO ACE RESET RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td>M-30-1300</td>
<td>COIN SET UP RELAY</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td>M-30-1400</td>
<td>100,000 RELAY</td>
<td>INSERT</td>
</tr>
<tr>
<td>M1-31-1500</td>
<td>COIN LOCKOUT COIL</td>
<td>DOOR</td>
</tr>
<tr>
<td>XM-27-675</td>
<td>TOTAL PLAY METER COIL</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td>Z-27-1000</td>
<td>OUTPOOLS RELAY</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td></td>
<td>RESET RELAY</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td></td>
<td>COIN RELAY</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td></td>
<td>GAME RELAY (LATCH)</td>
<td>MECH. PANEL</td>
</tr>
<tr>
<td>Z-28-1150</td>
<td>GAME OVER RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>TILT RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>BALL INDEX RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>SET UP RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>DOUBLE BONUS RELAY</td>
<td>PLAYFIELD</td>
</tr>
<tr>
<td></td>
<td>TRIPLE BONUS RELAY</td>
<td>PLAYFIELD</td>
</tr>
</tbody>
</table>
**JACK LAYOUT**

**GAME** LUCKY ACE

**POSITION** P.A.N. - P.F. SIZE 14

<table>
<thead>
<tr>
<th>SPL. RE.</th>
<th>1/3 W</th>
<th>1</th>
<th>GRY</th>
<th>W-3</th>
<th>1000 PT. RE.</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 PT. RE.</td>
<td>9/4</td>
<td>2</td>
<td>W-5</td>
<td>L - FLIPPER</td>
<td></td>
</tr>
<tr>
<td>R.P.S.L.</td>
<td>R</td>
<td>3</td>
<td>W-5</td>
<td>R - n</td>
<td></td>
</tr>
<tr>
<td>BONUS RESET</td>
<td>8-4</td>
<td>4</td>
<td>BLU</td>
<td>1/4 W</td>
<td>FEED</td>
</tr>
<tr>
<td>3/2 W</td>
<td>5</td>
<td>5</td>
<td>1/4 W</td>
<td>&quot;</td>
<td></td>
</tr>
<tr>
<td>BLANK</td>
<td>6</td>
<td>GRY</td>
<td>0-3</td>
<td>1000 PT. RE.</td>
<td></td>
</tr>
<tr>
<td>BLANK</td>
<td>7</td>
<td>3/2 W</td>
<td>Y-1</td>
<td>50 - PT. RE.</td>
<td></td>
</tr>
</tbody>
</table>

_PAN = PANEL_  
P.F. = PLAYFIELD
**JACK LAYOUT**

**GAME: LUCKY ACE**

**POSITION: P.A. - P.F. - SIZE: 20**

<table>
<thead>
<tr>
<th>1</th>
<th>%G SCORE MOTOR</th>
<th>BONUS S.U.</th>
<th>1/BR-5</th>
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<tbody>
<tr>
<td>2</td>
<td>BR</td>
<td>Y 1000 PT. RE</td>
<td>10 TO ACE</td>
</tr>
<tr>
<td>3</td>
<td>W</td>
<td>100 &quot; &quot;</td>
<td>BONUS RE.</td>
</tr>
<tr>
<td>4</td>
<td>W</td>
<td>10 &quot; &quot;</td>
<td>&quot; &quot;</td>
</tr>
<tr>
<td>5</td>
<td>W</td>
<td>FEED</td>
<td>OUTHOLE RE.</td>
</tr>
<tr>
<td>6</td>
<td>BLU</td>
<td>&quot; &quot;</td>
<td>&quot; &quot;</td>
</tr>
<tr>
<td>7</td>
<td>GRY</td>
<td>CREDIT UNIT</td>
<td>FEED</td>
</tr>
<tr>
<td>8</td>
<td>BLU</td>
<td>10 TO ACE</td>
<td>BALL COUNT GRY</td>
</tr>
<tr>
<td>9</td>
<td>W</td>
<td>BR-2 TILT RE.</td>
<td>&quot; &quot;</td>
</tr>
<tr>
<td>10</td>
<td>GRY</td>
<td>SCORE RESET</td>
<td>&quot; &quot;</td>
</tr>
</tbody>
</table>

**AN = PANEL**

P.F. = PLAYFIELD (P) = PLASTIC
ALTERNATOR UNIT

LOCATED ON MECHANISM PANEL.

USED IN CONJUNCTION WITH 5¢ RELAY FOR "2 COINS - 1 PLAY" FEATURE.

IN HOLD CIRCUIT TO 5¢ RELAY COIL.

ENERGIZES COIN RELAY, THRU SWITCH ON 5¢ RELAY.
BALL COUNT UNIT DISC

DURING RESET CYCLE, THIS UNIT RESETS TO ZERO AND THEN ADVANCES 5 STEPS.
DURING PLAY, IT RESETS ONE STEP EACH TIME THE BALL MAKES OUTSIDE SWITCH.
IF THE "REPLAY-ADD A BALL-NOVELTY" ADJUSTMENT JACK IS IN "REPLAY" OR "ADD A BALL" POSITION, THE BALL COUNT UNIT WILL ADVANCE WHEN BALL MAKES RIGHT BOTTOM (INSIDE) ROLLOVER SWITCH, THRU A SWITCH ON SET-UP RELAY.
IF ADJUSTMENT JACK IS IN "ADD A BALL" POSITION, BALL COUNT UNIT WILL ADVANCE BY:
1. TRIPLE BONUS RELAY, THRU SWITCH ON 1 TO 9 RELAY.
2. RIGHT SIDE ROLLOVER SWITCH, THRU SWITCH ON SPECIAL RELAY.
3. HI-SCORE CIRCUITS.

VIEW LOOKING AT WIPER FINGERS, WITH WIPER IN RESET POSITION.

DIAGRAM
LOCATION

NO. 1
NO. 2
NO. 3
NO. 4
NO. 5
NO. 6
NO. 7
NO. 8
NO. 9
NO. 10

B-3

B-S

G-0
G-W
G-Y
G-R
Y-B
Y-G
Y-G
Y-GL
R-1

R-BLU
C-7
TO GAME RELAY LATCH COIL.

C-7
FEED TO R-BLU FROM SW. ON COIN RELAY.

D-9
IN NO. MATCH CIRCUIT.
BONUS UNIT

THIS UNIT STEPS UP EACH TIME THE 'ADVANCE RELAY' IS PULSED.

ALSO, AFTER THIS UNIT HAS BEEN RESET TO ZERO, THE STEP-UP COIL IS ENERGIZED ONCE BY SCORE MOTOR CAM SWITCH 6A, THRU BONUS UNIT WIPER FINGERS.

THE RESET COIL IS ENERGIZED BY BONUS RELAY, THRU DOUBLE BONUS RELAY AND SCORE MOTOR CAM SWITCH 4C OR IMPULSE CAM SWITCH D

1000  B-6
2000
3000
4000
5000
6000
7000
8000
9000
10,000  B-7

BONUS
LITES

TO BONUS UNIT S.U. CCIL THRU CAM SWITCH 6A.

PULSES OUTHOLE RELAY AT CAM SWITCH 6B.

VIEW LOOKING AT WIPER FINGER SIDE, WITH WIPER IN ZERO POSITION.
RELAY BANK SWS.

N.O. — NORMALLY OPEN SWITCH
N.C. — NORMALLY CLOSED SWITCH
M&B — MAKE AND BREAK SWITCH
<table>
<thead>
<tr>
<th>RELAY</th>
<th>SW.</th>
<th>WIRE COLORS</th>
<th>DIAG. LOC.</th>
<th>TYPE</th>
<th>SWITCH OPERATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>NO. 1 RELAY</td>
<td>2C</td>
<td>-J- R-Y R-G</td>
<td>E-16</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 1 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 1 ROLLOVER BUTTON SWITCH).</td>
</tr>
<tr>
<td></td>
<td>2B</td>
<td>-U- -BLU-</td>
<td>A-7</td>
<td>N.C.</td>
<td>TO NO. 1 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>2A</td>
<td>BLU-O -J-</td>
<td>C-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 4A ON NO. 2 RELAY. (IN CIRCUIT TO &quot;1 TO 9 RESET RELAY&quot;).</td>
</tr>
<tr>
<td>NO. 2 RELAY</td>
<td>4C</td>
<td>-J- R-W R-G</td>
<td>E-16</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 2 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 2 ROLLOVER BUTTON SWITCH).</td>
</tr>
<tr>
<td></td>
<td>4B</td>
<td>O-R -BLU-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 2 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>4A</td>
<td>-J- -J-</td>
<td>C-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 6A ON NO. 3 RELAY.</td>
</tr>
<tr>
<td>NO. 3 RELAY</td>
<td>6C</td>
<td>-J- R-O R-G</td>
<td>E-16</td>
<td>M&amp;B</td>
<td>OPEN TO NO. 3 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 3 ROLLOVER BUTTON SWITCH).</td>
</tr>
<tr>
<td></td>
<td>6B</td>
<td>O-BLU -BLU-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 3 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>6A</td>
<td>-J- -J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 8A ON NO. 4 RELAY.</td>
</tr>
<tr>
<td>NO. 4 RELAY</td>
<td>8C</td>
<td>-J- R-B R-G</td>
<td>E-16</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 4 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 4 ROLLOVER BUTTON SWITCH).</td>
</tr>
<tr>
<td></td>
<td>8B</td>
<td>O-G -BLU-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 4 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>8A</td>
<td>-J- -J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 10A ON NO. 5 RELAY</td>
</tr>
<tr>
<td>NO. 5 RELAY</td>
<td>10C</td>
<td>-J- BLU-Y R-G</td>
<td>E-16</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 5 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 5 ROLLOVER BUTTON SWITCH).</td>
</tr>
<tr>
<td></td>
<td>10B</td>
<td>O-W -BLU-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 5 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>10A</td>
<td>-J- -J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 12A ON NO. 6 RELAY</td>
</tr>
<tr>
<td>RELAY</td>
<td>SW.</td>
<td>WIRE COLORS</td>
<td>DIAG. LOC.</td>
<td>TYPE</td>
<td>SWITCH OPERATION</td>
</tr>
<tr>
<td>-------</td>
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<td>------</td>
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<tr>
<td>No. 6 Relay</td>
<td>12C</td>
<td>-J-</td>
<td>E-16</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 6 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 6 ROLLOVER BUTTON SWITCH).</td>
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<tr>
<td></td>
<td>12B</td>
<td>-J-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 6 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>12A</td>
<td>-J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 14A ON NO. 7 RELAY</td>
</tr>
<tr>
<td>No. 7 Relay</td>
<td>14C</td>
<td>-J-</td>
<td>E-17</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 7 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 7 ROLLOVER BUTTON SWITCH).</td>
</tr>
<tr>
<td></td>
<td>14B</td>
<td>-J-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 7 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>14A</td>
<td>-J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 16A ON NO. 8 RELAY</td>
</tr>
<tr>
<td>No. 8 Relay</td>
<td>16C</td>
<td>-J-</td>
<td>E-17</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 8 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 8 ROLLOVER BUTTON SWITCH).</td>
</tr>
<tr>
<td></td>
<td>16B</td>
<td>-J-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 8 ROLLOVER BUTTON LITE.</td>
</tr>
<tr>
<td></td>
<td>16A</td>
<td>-J-</td>
<td>E-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 18A ON NO. 9 RELAY</td>
</tr>
<tr>
<td>No. 9 Relay</td>
<td>18C</td>
<td>-J-</td>
<td>E-17</td>
<td>M&amp;B</td>
<td>OPENS TO NO. 9 RELAY COIL AND CLOSES TO 50 POINT RELAY. (WHEN MAKING NO. 9 ROLLOVER SWITCH).</td>
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<tr>
<td></td>
<td>18B</td>
<td>-J-</td>
<td>A-8</td>
<td>N.C.</td>
<td>TO NO. 9 ROLLOVER BUTTON LITE.</td>
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<tr>
<td></td>
<td>18A</td>
<td>-J-</td>
<td>E-11</td>
<td>N.O.</td>
<td>IN SERIES CIRCUIT TO &quot;1 TO 9 RESET RELAY&quot;. (CIRCUIT ORIGINATES AT SWITCH 2A ON NO. 1 RELAY).</td>
</tr>
<tr>
<td>No. 10 Relay</td>
<td>22C</td>
<td>-J-</td>
<td>E-17</td>
<td>N.C.</td>
<td>IN CIRCUIT TO '10' RELAY COIL. THRU '10' TARGET SWITCH.</td>
</tr>
<tr>
<td></td>
<td>22B</td>
<td>-J-</td>
<td>A-9</td>
<td>N.C.</td>
<td>TO '10' TARGET LITE.</td>
</tr>
<tr>
<td></td>
<td>22A</td>
<td>-J-</td>
<td>C-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 24A ON &quot;J&quot; RELAY. (IN CIRCUIT TO &quot;10 TO ACE RESET RELAY&quot;.</td>
</tr>
<tr>
<td>RELAY</td>
<td>SW.</td>
<td>WIRE COLORS</td>
<td>DIAG. LOC.</td>
<td>TYPE</td>
<td>SWITCH OPERATION</td>
</tr>
<tr>
<td>-------</td>
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<td>------</td>
<td>------------------</td>
</tr>
<tr>
<td>J</td>
<td>24C</td>
<td>G-O</td>
<td>E-17</td>
<td>N.C.</td>
<td>IN CIRCUIT TO 'J' RELAY COIL, THRU 'J' TARGET SWITCH.</td>
</tr>
<tr>
<td></td>
<td>24B</td>
<td>GRAY-BLU</td>
<td>A-9</td>
<td>N.C.</td>
<td>TO 'J' TARGET LITE.</td>
</tr>
<tr>
<td></td>
<td>24A</td>
<td>-J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 26A ON &quot;Q&quot; RELAY.</td>
</tr>
<tr>
<td>26C</td>
<td>W-G</td>
<td>E-17</td>
<td>N.C.</td>
<td>IN CIRCUIT TO 'Q' RELAY COIL, THRU 'Q' TARGET SWITCH.</td>
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<tr>
<td>26B</td>
<td>GRAY-Y</td>
<td>A-9</td>
<td>N.C.</td>
<td>TO 'Q' TARGET LITE.</td>
<td></td>
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<tr>
<td></td>
<td>-BLU-</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>26A</td>
<td>-J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 28A ON &quot;K&quot; RELAY.</td>
<td></td>
</tr>
<tr>
<td>28C</td>
<td>BR-G</td>
<td>E-18</td>
<td>N.C.</td>
<td>IN CIRCUIT TO 'K' RELAY COIL, THRU 'K' TARGET SWITCH.</td>
<td></td>
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<tr>
<td>28B</td>
<td>GRAY-G</td>
<td>A-9</td>
<td>N.C.</td>
<td>TO 'K' TARGET LITE.</td>
<td></td>
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<tr>
<td></td>
<td>-BLU-</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>28A</td>
<td>-J-</td>
<td>D-11</td>
<td>N.O.</td>
<td>IN SERIES WITH SWITCH 30A ON &quot;A&quot; RELAY.</td>
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<tr>
<td>30C</td>
<td>BR-B</td>
<td>E-18</td>
<td>N.C.</td>
<td>IN CIRCUIT TO 'A' RELAY COIL, THRU 'A' TARGET SWITCH.</td>
<td></td>
</tr>
<tr>
<td>30B</td>
<td>GRAY-BR</td>
<td>A-9</td>
<td>N.C.</td>
<td>TO 'A' TARGET LITE.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>-BLU-</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>30A</td>
<td>-J-</td>
<td>E-11</td>
<td>N.O.</td>
<td>IN SERIES CIRCUIT TO &quot;10 TO AGE RESET RELAY. (ORIGINATES AT SWITCH 22A ON &quot;10&quot; RELAY).</td>
<td></td>
</tr>
</tbody>
</table>
RELAYS & SWITCHES
(ON MECHANISM PANEL)

SWITCH TYPE

DIAGRAM LOCATION

W-R
R-B
W-BLUE
GRAY-B
B-BLUE
GRAY-O
M&B
C
N.O.
B
N.O.
A

E-3

E-4

E-5

OPENS IN CIRCUIT TO 25¢ RELAY AND CLOSES TO 10¢ RELAY.
IN CIRCUIT TO COIN LOCKOUT COIL.
IN HOLD CIRCUIT TO THIS RELAY.

O-W
GRAY-W
B-Y
B-R
GRAY-R
N.O.
2B
N.O.
2A

D-9

B-2

PULSES CREDIT UNIT S.U. COIL, THRU "ON-OFF ADJUSTMENT JACK".
IN HOLD CIRCUIT TO THIS RELAY.

M&B
1D
N.O.
1C
N.O.
1B
N.O.
1A

C-5

D-9

D-4

D-4

IN CIRCUIT TO KNOCKER COIL AND CLOSES TO RUN SCORE MOTOR.
PULSES CREDIT UNIT S.U. COIL, THRU "ON-OFF ADJUSTMENT JACK".
ENERGIZES "COIN SET-UP" RELAY, THRU "ON-OFF ADJUSTMENT JACK".
ENERGIZES COIN RELAY, THRU "ON-OFF ADJUSTMENT JACK".

N.C.
D
M&B
C
N.O.
B
N.O.
A

D-5

C-5

D-9

B-2

IN HOLD CIRCUIT TO "COIN SET-UP" RELAY.
OPEN IN CIRCUIT TO KNOCKER COIL AND CLOSES TO RUN SCORE MOTOR.
PULSES CREDIT UNIT S.U. COIL, THRU IMPULSE CAM SWITCH C.
IN HOLD CIRCUIT TO THIS RELAY.

COIN SET-UP

S ENERGIZED BY 25¢ RELAY, THRU "ON-OFF" ADJUSTMENT JACK.

25¢

IS ENERGIZED BY 25¢ COIN SWITCH, THRU "ON-OFF" ADJUSTMENT JACK.

10¢

IS ENERGIZED BY 25¢ COIN SWITCH, THRU SWITCH ON COIN SET-UP RELAY.
IS ENERGIZED BY 5¢ COIN SWITCH, IF 5¢ ADJUSTMENT JACK IS IN "2 COINS FOR 1 PLAY" POSITION.

GAME INTERLOCK

LATCH COIL IS ENERGIZED BY COIN RELAY, THRU WIPER FINGERS ON BALL COUNT UNIT (AT ZERO POSITION). TRIP COIL IS ENERGIZED BY BALL INDEX RELAY OR GAME-OVER RELAY.

GAME-OVER

IS ENERGIZED BY COIN RELAY. IT THEN HOLDS IN BY WIPERS ON BALL COUNT UNIT OR BY ZERO SWITCH ON BALL COUNT UNIT.

TILT

IS ENERGIZED BY PLUMB Bob TILT, BALL BOLLDOWN TILT OR PLAYFIELD VIBRATION TILT SWITCH.

ENERGIZES ALTERNATOR UNIT S.U. COIL.
ENERGIZES COIN RELAY, THRU SWITCH ON ALTERNATOR UNIT.
IN HOLD CIRCUIT TO THIS RELAY.

OPENS IN CIRCUIT TO BALL COUNT S.U. COIL AND CLOSES TO BALL COUNT RESET COIL.
IN CIRCUIT TO COIN RELAY OR COIN LOCKOUT COIL, THRU RELAY UNIT ZERO SWITCH.
IN HOLD CIRCUIT TO COIN RELAY.
IN CIRCUIT TO GAME RELAY (TRIP COIL).

OPENS CIRCUIT TO NUMBER MATCH LITES AND GAME-OVER LITE.
IN SERIES WITH SWITCH A ON GAME RELAY.
IN HI-SCORE AND NUMBER MATCH CIRCUIT.
OPENS CIRCUITS TO PLAYFIELD SWITCHES.
IN HOLD CIRCUIT TO THIS RELAY.

OPENS TO PLAYFIELD DISPLAY LITES AND CLOSES TO TILT LITE.
OPENS CIRCUITS TO MOST PLAYFIELD SWITCHES.
IN CIRCUIT TO BONUS RELAY.
ENERGIZES BALL INDEX RELAY.
IN HOLD CIRCUIT TO THIS RELAY.
OUTHOLE

5 ENERGIZED BY SCORE MOTOR CAM SWITCH B, THRU WIPERS ON BONUS UNIT (IN ZERO POSITION).

OPEN IN HOLD CIRCUIT TO TILT, TRIPLE BONUS, DOUBLE BONUS AND SET-UP RELAY, & CLOSES TO BALL COUNT RESET COIL.

OPEN IN HOLD CIRCUIT TO BALL INDEX RELAY AND CLOSES TO RUN SCORE MOTOR.

IN CIRCUIT TO BONUS RELAY, THRU OUTHOLE SWITCH.

IN NUMBER MATCH CIRCUIT.

IN HOLD CIRCUIT TO THIS RELAY.

BALL INDEX

5 ENERGIZED BY 10 POINT RELAY, 100 POINT RELAY, 1,000 POINT RELAY OR TILT RELAY.

OPENS IN HOLD CIRCUIT TO COIN SET-UP RELAY AND CLOSES TO GAME RELAY (TRIP COIL).

IN CIRCUIT TO 1,000 POINT RELAY.

TO BALL COUNTER RESET COIL, THRU SCORE MOTOR CAM SWITCH 2A.

IN SERIES WITH SWITCH B ON OUTHOLE RELAY.

IN HOLD CIRCUIT TO THIS RELAY.

RESET

IS ENERGIZED BY COIN RELAY.

OPENS IN HI-SCORE CIRCUIT AND CLOSES TO RUN SCORE MOTOR.

OPENS CIRCUITS TO MOST PLAYFIELD SWITCHES.

PULSES SCORE RESET RELAY, THRU IMPULSE CAM SWITCH C.

IN CIRCUIT TO BONUS RELAY.

IN CIRCUIT TO 1 TO 9 RELAY BANK RESET COIL, THRU "LIBERAL-CONSERVATIVE" ADJUSTMENT JACK.

IN HOLD CIRCUIT TO THIS RELAY.
COIN

ENERGIZED BY CREDIT BUTTON, THRU ZERO
ITCH ON CREDIT UNIT; OR BY COIN SWITCH.
ALSO BY 25¢ RELAY, THRU "ON-OFF"
JUSTMENT JACK.

10 TO ACE
RESET

ENERGIZED BY SERIES CIRCUIT THRU "10", ",", "Q", "R" AND "A" RELAYS, AT SCORE
FOR INDEX CAM SWITCH C.

1 TO 9
RESET

ENERGIZED BY SERIES CIRCUIT OF SWITCHES
NO. 1 THRU NO. 9 RELAYS, AT SCORE MOTOR
5X CAM SWITCH C.

SPECIAL

ENERGIZED BY "10 TO ACE RESET RELAY"
4U SWITCH ON SET-UP RELAY.
SET-UP

ENERGIZED BY "10 TO ACE RESET RELAY", J SCORE MOTOR CAM SWITCH L.B.

TRIPLE BONUS

ENERGIZED BY "1 TO 9 RESET RELAY", R U SWITCH ON DOUBLE BONUS RELAY.

DOUBLE BONUS

ENERGIZED BY "1 TO 9 RESET RELAY", R U SCORE MOTOR CAM SWITCH L.E.

BONUS

ENERGIZED BY OUTSIDE SWITCH, THRU OUTSIDE RELAY AND TILT RELAY.

OPEN IN CIRCUIT TO 1,000 POINT RELAY AND CLOSES IN CIRCUIT TO "CREDIT-ADD-A-BALL-NOVELTY" ADJ. JACK.

TO RIGHT BOTTOM ROLLER LITE.

ENERGIZES SPECIAL RELAY, THRU SWITCH ON "10 TO ACE RESET RELAY".

IN HOLD CIRCUIT TO THIS RELAY.

OPEN IN CIRCUIT TO DOUBLE BONUS LITE AND CLOSES TO TRIPLE BONUS LITE AND 1 TO 9 SPECIAL LITE.

IN CIRCUIT TO 1,000 POINT RELAY. (WHEN COLLECTING BONUS).

IN SERIES WITH SWITCH 1B ON "1 TO 9 RESET RELAY".

IN HOLD CIRCUIT TO THIS RELAY.

IN CIRCUIT TO 1,000 POINT RELAY. (WHEN COLLECTING BONUS).

IN CIRCUIT TO BONUS UNIT RESET COIL, THRU SWITCH ON BONUS RELAY.

IN SERIES WITH SWITCH D ON TRIPLE BONUS RELAY.

IN SERIES WITH SWITCH 1A ON "1 TO 9 RESET RELAY".

IN HOLD CIRCUIT TO THIS RELAY.

HOLD CIRCUIT TO THIS RELAY, THRU ZERO SWITCH ON BONUS UNIT.

IN SERIES WITH SWITCH A ON RESET RELAY.

IN SERIES WITH SWITCH D ON DOUBLE BONUS RELAY.

RUNS SCORE MOTOR.

IN SERIES WITH SWITCH E ON DOUBLE BONUS RELAY.
50 POINT
IS ENERGIZED BY ANY ROLLOVER BUTTON FROM NO. 1 TO NO. 9.

ADVANCE
ENERGIZED BY:
1. TOP ROLLOVER BUTTON SWITCH.
2. LEFT OR RIGHT TOP TARGET SWITCH.
3. LEFT OR RIGHT TOP ROLLOVER SWITCH.
4. LEFT SIDE TARGET SWITCH.

SCORE RESET
PULSED BY IMPULSE CAM SWITCH C, THRUITCH ON RESET RELAY.

100,000
ENERGIZED BY 1,000 POINT RELAY, THRU PER ON 1,000 POINT DRUM UNIT DISG AND N POSITION SWITCH ON 10,000 POINT DRUM IT.
SO, IN "NOVELTY" ADJUSTMENT, BY 10,000 INT DRUM UNIT END-OF-STROKE SWITCH, RU 9TH POSITION SWITCH ON 10,000 POINT UM UNIT.