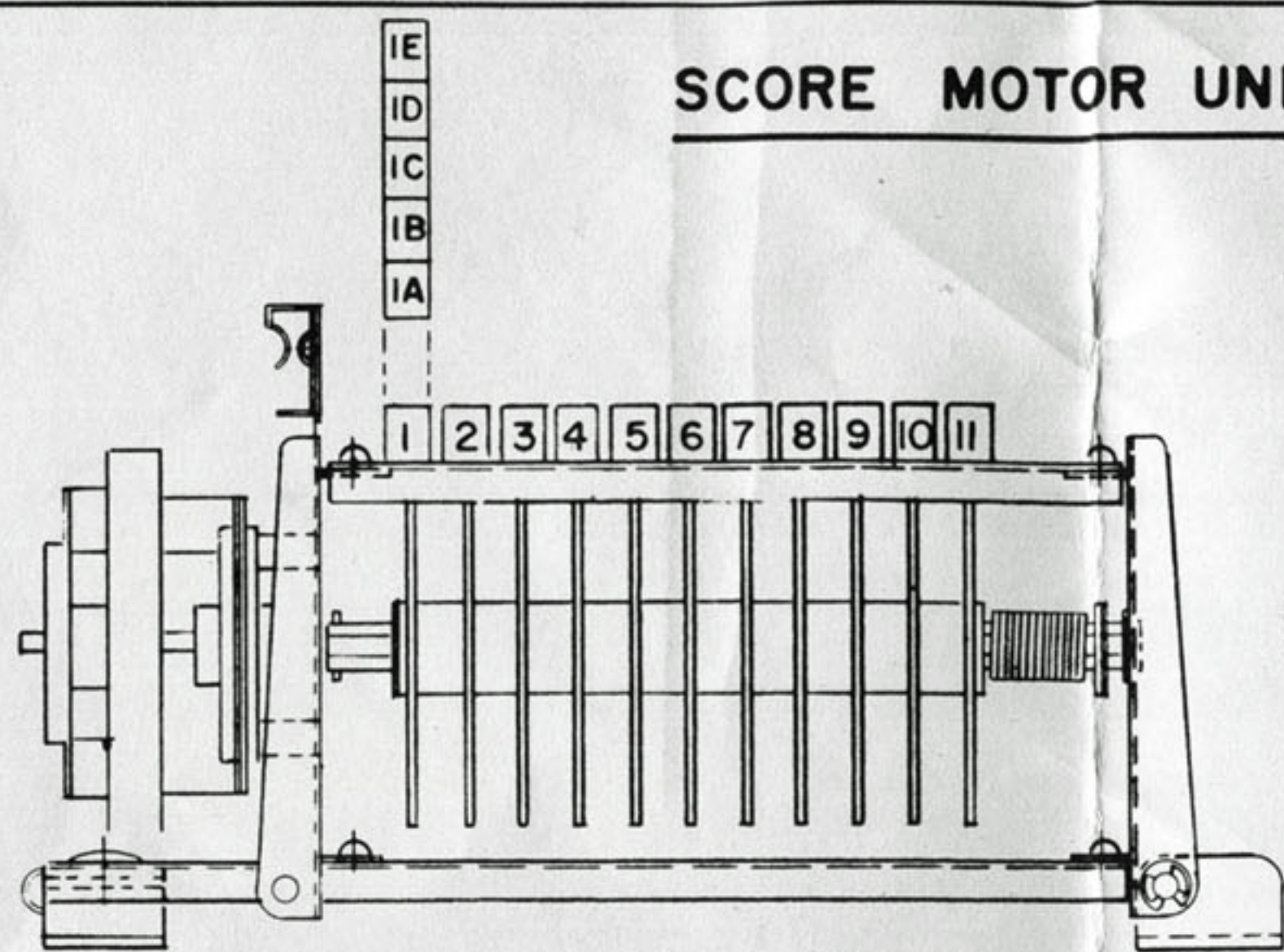


## SCORE MOTOR UNIT SWITCHES



SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES

		0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	POSITION	
CAM	1																		
	2																		
	3																		
	4																		
	5																		
	6																		
	7																		
	8																		
	9																		
	10																		
	11																		

## SCORE MOTOR UNIT SWITCH CHART

SWITCH	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLORS	FUNCTION OF SWITCHES
1A	N.C.	A-30	52-3 15-3 White-Blue Red-White	Opens hold-in circuit to left C mushroom bumper relay and K mushroom bumper relay.
1B	N.C.	G-32	25-1 15-3 Blue-White Red-White	Opens pull-in circuit to bonus relay.
1C	N.O.	H-10	13-2 30 Red-Yellow Yellow	Completes score motor carry-over circuit.
1D	N.C.	G-15	36-3 18-2 Yellow-Brown Red-Black	Opens pull-in circuit to ball return relay.
1E	N.O.	H-12	48-4 30 Green-Black Yellow	Completes hold-in circuit to reset relay.
1F	N.C.	F-14	83 85 Black-Yellow Black-White	Opens start relay circuit to ball count unit reset coil.
1G	N.C.	F-4	30-3P 75P Yellow (Plastic) Orange-White (Plastic)	Opens pull-in circuit to replay relay.
2A	N.O.	A-36	81-3 30 Black-Red Yellow	Pulses 1-9, 10-90, 100-900, 1000-9000 point counter unit step-up coils thru reset homing circuit.
3A	N.O.	G-30	36 31 Yellow-Brown Yellow-Red	Pulses 100 point relay thru bonus relay circuit.
3B	N.O.	F-11	61-1 85-1 Brown-Red Black-White	Pulses replay unit step-up coil thru coin chute relay circuits or replay relay circuit (Anti-coin or replay loss circuit.)
4A	N.O.	G-23	54-1 30 White-Green Yellow	Pulses replay counter unit step-up coil thru (5 plays) 2nd & 3rd coin chute adjustment circuit.
4B	N.O.	G-23	60-7 30 Brown Yellow	Pulses replay counter unit step-up coil thru (6 plays) 2nd & 3rd coin chute adjustment circuit.
4C	N.O.	F-19	43-2 10-3 Green-Yellow Red	Pulses replay counter unit step-up coil thru match number feature adjustment circuit.
4D	N.O.	F-14	45 83 Green-White Black-Yellow	Pulses total play meter thru start relay circuit. Pulses replay unit reset coil thru replay relay start circuit.
4E	N.O.	G-30	31 50 Yellow-Red White	Pulses bonus unit step-up coil thru bonus relay scoring circuit.
5A	N.O.	G-22	51-2 30 White-Red Yellow	Pulses replay counter unit step-up coil thru (3 plays) 2nd & 3rd coin chute adjustment circuit. Pulses 100 point relay thru center top rollover relay scoring circuit.
5B	N.O.	G-22	58-7 30 White- Black Yellow	Pulses replay counter unit step-up coil thru (2 plays) 2nd & 3rd coin chute adjustment circuit.
6A	N.O.	G-22	51-2 30 White-Red Yellow	Same function as switch 5A.
6B	N.O.	F-24	13-6 98-1 Red-Yellow Gray-Black	Pulses replay unit step-up coil thru super bonus replay scoring circuits.
7A	N.O.	G-5	51-1P 70P White-Red (Plastic) Orange (Plastic)	Pulses (4) feature trip bank reset coil thru start relay circuit, ball return relay circuit, or bonus relay circuit.
7B	N.O.	E-17	81 98-2 Black-Red Gray-Black	Pulses game-over relay thru match relay circuit.
8A	N.O.	G-23	60-7 30 Brown Yellow	Same function as switch 4B.
8B	N.O.	E-16	21-2 50-3 Blue-Red White	Pulses ball return kicker coil thru ball count circuit.
9A	N.O.	G-23	54-1 30 White-Green Yellow	Same function as switch 4A.
9B	N.O.	G-23	60-7 30 Brown Yellow	Same function as switch 4B.
9C	N.O.	G-23	78-1 30 Orange-Black Yellow	Pulses replay counter unit step-up coil thru (4 plays) 2nd & 3rd coin chute adjustment circuit.
9D	N.O.	F-24	36 41-5 Yellow-Brown Green-Red	Pulses 100 point relay thru super bonus point scoring circuits.
10A	N.C.	D-26	74-5 70 Orange-Green Orange	Opens circuit to 1, 10, 50, 100 point relays and bonus and center top rollover relays.
10B	N.C.	F-10	43-1 30 Green-Yellow Yellow	Opens hold-in circuit to start relay.
10C	N.C.	G-4	10P 60-5P Red (Plastic) Brown (Plastic)	Opens hold-in circuit to 1st, 2nd, 3rd chute relays and replay relay.
10D	N.C.	G-16	50-2 36-3 White Yellow-Brown	Opens hold-in circuit to ball return relay. Also opens ball count circuit to ball return kicker coil and match relay.