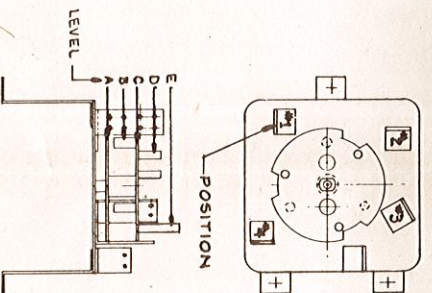


SCORE MOTOR SWITCH CODE

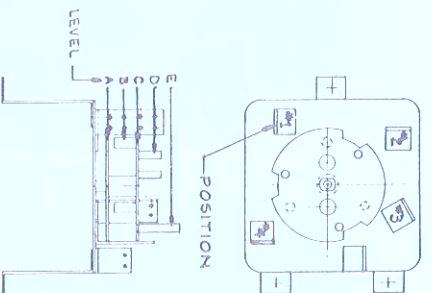


EXAMPLE:
SCORE MOTOR 1A = SWITCH AT
#1 POSITION "A" LEVEL

SCORE MOTOR UNIT SWITCH CHART

SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A-a	N.O.	J-39 30 18-8	Yellow Red-Black	Pulses replay unit step-up coil thru multiple coin play adjustment circuit. Pulses 10 point relay thru 50 point relay circuit. Pulses left or right bonus unit reset coil and left or right hole kicker coil during left or right bonus scoring circuits.
1A-b	N.O.	G-28 45-2 30	Green-White Yellow	Pulses 1st and 2nd player 1, 10, 100 and 1000 point counter unit step-up coils thru reset relay circuit (homing circuit).
1A-c	N.O.	K-60 56-6 25-7	White-Brown Blue-White	Pulses left or right bonus unit step-up coil during 50 point add to bonus circuit.
1A-d	N.O.	F-36 38-7 48-1	Yellow-Black Green-Black	Pulses replay unit and thumper control unit step-up coils thru match number replay scoring circuit.
1B-a	N.C.	C-39 51-2 78-1	White-Red Orange-Black	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
1B-b	N.O.	C-23 98-3 91	Gray-Black Gray-Red	Pulses ball return kicker coil thru ball return relay circuit.
1C-a	N.O.	B-12 13-2 30	Red-Yellow Yellow	Completes score motor carry-over circuit.
1C-b	N.O.	H-8 80-3P 70P	Black (Plastic) Orange (Plastic)	In series with single coin, multiple play and multiple coin relay lock-in circuits.
1C-c	N.C.	C-5 90-3P 50-2P	Gray (Plastic) White (Plastic)	Opens pull-in circuit to the multiple play relay.
1C-d	N.C.	A-13 70 90	Orange Gray	Opens circuit to the player-up unit reset coil and reset trip relay.
1C-e	N.C.	K-12 31 30	Yellow-Red Yellow	Opens pull-in circuit to the anti-cheat relay.
1C-f	N.C.	L-46 15-3 14-1	Red-White Red-Green	Opens pull-in circuit to the ball return relay.
1D-a	N.O.	F-16 60-3 85-2	Brown Black-White	Pulses replay unit step-up coil thru multiple play relay circuit.
1D-b	N.C.	E-39 54-1 18-8	White-Green Red-Black	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
2B-a	N.C.	G-6 70P 60-3P	Orange (Plastic) Brown (Plastic)	Opens lock-in circuit to the single coin relay, multiple play relay and multiple coin relay.
2B-b	N.C.	A-44 70 83-4	Orange Black-Yellow	Opens lock-in circuit to the 50 point and ball return relay. Opens pull-in and lock-in circuit to the player-up relay.
2B-c	N.C.	A-43 70 38-9	Orange Yellow-Black	Opens pull-in and lock-in circuit to the 100 point and 10 point relays.
2C-a	N.O.	J-19 15-3 80-6	Red-White Black	Completes circuit to player-up unit step-up coil during 1 and 2 player games (1st step).
2C-b	N.O.	H-14 10-2 45-3	Red Green-White	Pulses total play meter and thumper control unit reset coil on 1st coin or replay played. Also pulses replay unit reset coil on 1st replay played.
2C-c	N.O.	G-31 57-1 53-1	White-Orange White-Yellow	Completes 1st player match number replay scoring circuit.
3B-a	N.C.	B-39 58-7 51-2	White-Black White-Red	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
3E-a	S.P.D.T.	N-37 60-4 30 27-5	Brown Yellow Blue-Orange	Directs circuit to top left or top right panel rollover line.
3E-b	S.P.D.T.	J-67 78 21-1 90-1	Orange-Black Blue-Red Gray	Directs circuit from #2 top rollover switch to the 50 point relay or 10 point relay.
3E-c	S.P.D.T.	J-68 57-5 52 78	White-Orange White-Blue Orange-Black	Directs circuit from #3 top rollover switch to the 10 point relay or 50 point relay.
4B-a	N.O.	G-33 60-1 71-2	Brown Orange-Red	Completes 2nd player match number replay scoring circuit.
4B-b	N.O.	G-8 30-1P 70P	Yellow (Plastic) Orange (Plastic)	Pulses (8) trip bank reset coil thru start relay circuit.
4B-c	N.O.	G-15 93 45-3	Gray-Yellow Green-White	Pulses total play meter and thumper control unit reset coil on 2nd coin or replay played. Also pulses replay unit reset coil on 2nd replay played.
4C-a	N.C.	C-39 54-1 78-1	White-Green Orange-Black	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
4C-b	N.O.	D-20 80-6 31-1	Black Yellow-Red	Completes circuit to player-up unit step-up coil during 1 player game or, during 2 player game when 1st or 2nd player tilts out (2nd step).
4C-c	N.O.	E-15 57 93	White-Orange Gray-Yellow	Completes circuit to two can play relay thru multiple play relay circuit (2nd coin or replay played).
4C-d	N.O.	E-18 40-4 27-1	Green Blue-Orange	Completes circuit to game-over relay thru match relay circuit.

SCORE MOTOR SWITCH CODE



EXAMPLE:
SCORE MOTOR 1A = SWITCH AT
#1 POSITION "A" LEVEL

SCORE MOTOR UNIT SWITCH CHART

SWITCH	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLORS	FUNCTION OF SWITCHES
1A-a	N.O. J-39	30 18-8	Yellow Red-Black	Pulses replay unit step-up coil thru multiple coin play adjustment circuit. Pulses 10 point relay thru 50 point relay circuit. Pulses left or right bonus unit reset coil and left or right hole kicker coil during left or right bonus scoring circuits.
1A-b	N.O. G-28	45-2 30	Green-White Yellow	Pulses 1st and 2nd player 1, 10, 100 and 1000 point counter unit step-up coils thru reset relay circuit (homing circuit).
1A-c	N.O. K-60	56-6 25-7	White-Brown Blue-White	Pulses left or right bonus unit step-up coil during 50 point add to bonus circuit.
1A-d	N.O. F-36	38-7 48-1	Yellow-Black Green-Black	Pulses replay unit and thumper control unit step-up coils thru match number replay scoring circuit.
1B-a	N.C. C-39	51-2 78-1	White-Red Orange-Black	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
1B-b	N.O. C-23	98-3 91	Gray-Black Gray-Red	Pulses ball return kicker coil thru ball return relay circuit.
1C-a	N.O. E-12	13-2 30	Red-Yellow Yellow	Completes score motor carry-over circuit.
1C-b	N.O. H-8	80-3P 70P	Black (Plastic) Orange (Plastic)	In series with single coin, multiple play and multiple coin relay lock-in circuits.
1C-c	N.C. G-5	90-3P 50-2P	Gray (Plastic) White (Plastic)	Opens pull-in circuit to the multiple play relay.
1C-d	N.C. A-13	70 90	Orange Gray	Opens circuit to the player-up unit reset coil and reset trip relay.
1C-e	N.C. K-12	31 30	Yellow-Red Yellow	Opens pull-in circuit to the anti-cheat relay.
1C-f	N.C. I-46	15-3 14-1	Red-White Red-Green	Opens pull-in circuit to the ball return relay.
1D-a	N.O. H-16	60-3 85-2	Brown Black-White	Pulses replay unit step-up coil thru multiple play relay circuit.
1D-b	N.C. E-39	54-1 18-8	White-Green Red-Black	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
2B-a	N.C. G-6	70P 60-3P	Orange (Plastic) Brown (Plastic)	Opens lock-in circuit to the single coin relay, multiple play relay and multiple coin relay.
2B-b	N.C. F-44	70 83-4	Orange Black-Yellow	Opens lock-in circuit to the 50 point and ball return relay. Opens pull-in and lock-in circuit to the player-up relay.
2B-c	N.C. A-43	70 38-9	Orange Yellow-Black	Opens pull-in and lock-in circuit to the 100 point and 10 point relays.
2C-a	N.O. J-19	15-3 80-6	Red-White Black	Completes circuit to player-up unit step-up coil during 1 and 2 player games (1st step).
2C-b	N.O. H-14	10-2 45-3	Red Green-White	Pulses total play meter and thumper control unit reset coil on 1st coin or replay played. Also pulses replay unit reset coil on 1st replay played.
2C-c	N.O. G-31	57-1 53-1	White-Orange White-Yellow	Completes 1st player match number replay scoring circuit.
3B-a	N.C. H-39	58-7 51-2	White-Black White-Red	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
3E-a	S.P.D.T. N-37	60-4 30 27-5	Brown Yellow Blue-Orange	Directs circuit to top left or top right panel rollover line.
3E-b	S.P.D.T. J-57	78 21-1 90-1	Orange-Black Blue-Red Gray	Directs circuit from #2 top rollover switch to the 50 point relay or 10 point relay.
3E-c	S.P.D.T. J-68	57-5 52 78	White-Orange White-Blue Orange-Black	Directs circuit from #3 top rollover switch to the 10 point relay or 50 point relay.
4B-a	N.O. G-33	60-1 71-2	Brown Orange-Red	Completes 2nd player match number replay scoring circuit.
4B-b	N.O. G-8	30-1P 70P	Yellow (Plastic) Orange (Plastic)	Pulses (8) trip bank reset coil thru start relay circuit.
4B-c	N.O. G-15	93 45-3	Gray-Yellow Green-White	Pulses total play meter and thumper control unit reset coil on 2nd coin or replay played. Also pulses replay unit reset coil on 2nd replay played.
4C-a	N.C. C-39	54-1 78-1	White-Green Orange-Black	Subtracts a pulse from score motor switch 1A-a during replay step-up thru multiple coin adjustment circuit.
4C-b	N.O. D-20	80-6 31-1	Black Yellow-Red	Completes circuit to player-up unit step-up coil during 1 player game or, during 2 player game when 1st or 2nd player tilts out (2nd step).
4C-c	N.O. E-15	57 93	White-Orange Gray-Yellow	Completes circuit to two can play relay thru multiple play relay circuit (2nd coin or replay played).
4C-d	N.O. E-18	40-4 27-1	Green Blue-Orange	Completes circuit to game-over relay thru match relay circuit.