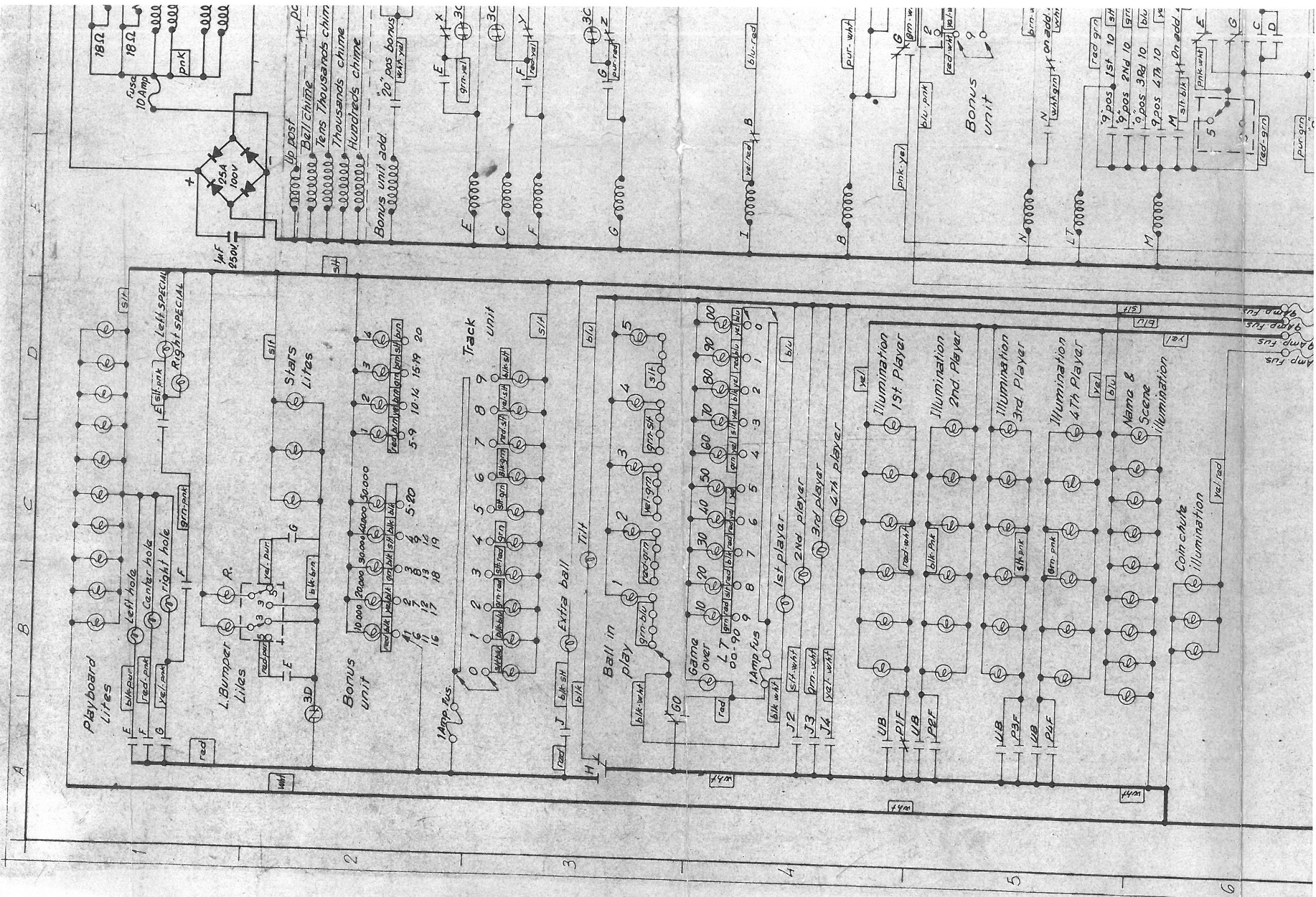




LK = Lichtkasten
SP = Spielfeld
GP = Grundplatte

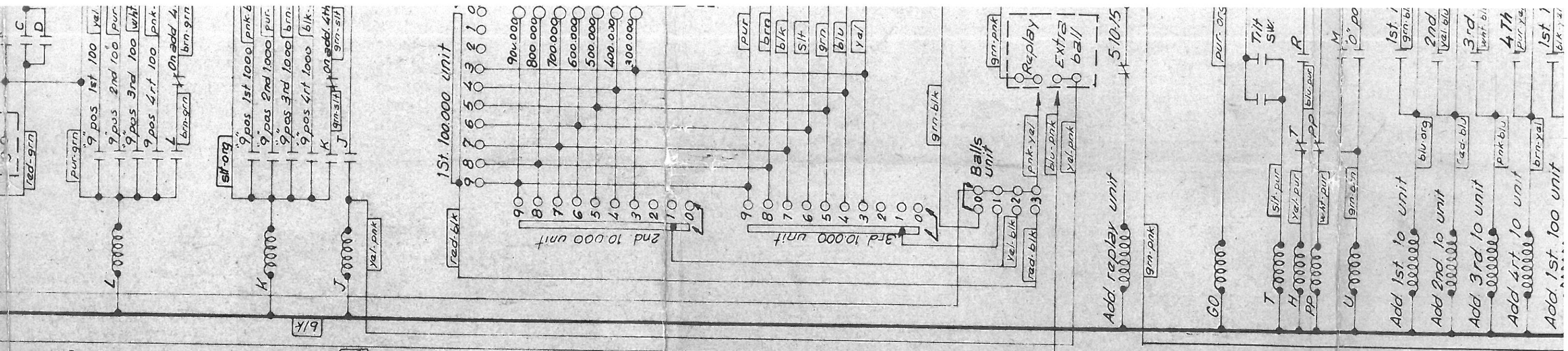
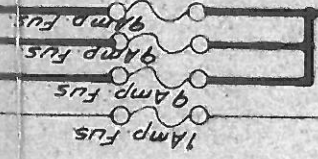
RELAYS (Relais)

INDEX	Position in machine	Coils - Spule		Contacts	USE
		Light box	Cabinet panel		
LK	SP	GP	No	Farbe	Kontakte
4E		B	9500	Yellow	4A-B
3E		C	9500	"	3A-C
14E		D	9500	"	6A
2E	E		9500	"	4A-3C
3E	F		9500	"	3A-2C
3E	G		9500	"	3A-3C
11E		H	13500	Slate	B-2C
4E		I	9500	Yellow	5A
7E		J	11500	Pink	2A-2B
7E			9500	Yellow	5A
6E	K		9500	"	5A
5E	L		107950	"	2 Disc
5E	M		9500	"	6A
5E	N		9500	"	3A
17E		O	9500	"	8A
17E		P	9500	"	3A-2B
17E		Q	9500	"	4A-B
18E		R	13500	Slate	2A-C
18E		S	9500	Yellow	5A
11E		T	9500	"	B
11E	U		107950	"	1 Disc 2A
18E		V	9500	"	3A
19E		W	9500	"	4A-2B
19E		WW	9500	"	3A
15E			9500	"	5A-B
15E	X		9500	"	5A-2B
15E	Y		9500	"	5A-B
15E	Z		9500	"	6A-B
16E	PC1		9500	"	7A-B
16E	PC2		9500	"	7A-B
16E	PC3		9500	"	7A-B
19E	AS		107950	"	2A
BANK					
15E	J2		9500	Yellow	3A-B
16E	J3		9500	"	3A-B
16E	J4		9500	"	2A-2B
11E	GO		9500	"	3B-C
17E	UB		9500	"	5A-B
11E	PP		9500	"	2A-2B-C
15E	PPM		9500	"	4A-B C
15E	IPM		9500	"	A

OTHER COILS USED

INDEX	Description Beschreibung
1G	L. Flipper coil
1G	R. "
1F	L. Kickingrubber coil
1F	R. "
1F	L. Bumper coil
1F	R. "
2E	Up post coil
2E	Add bonus coil
10E	Add replay coil
11E to 14E	Scoring unit coils
14E	Subtr. bonus-coil
15E	Tandemhole Kicker coils

COIL = SPULEN



15E	J2	9.500	Yellow	3A-B	2nd Player
16E	J3	9.500	"	3A-B	3rd Player
16E	J4	9.500	"	2A-2B	4th Player
11E	GO	9.500	"	3B-C	Game over
17E	UB	9.500	"	5A-B	Last ball
11E	PP	9.500	"	2A-2B-C	1st ball
15E	APM	9.500	"	4A-B-C	Reset control
15E	IPM	9.500	"	A	Reset control

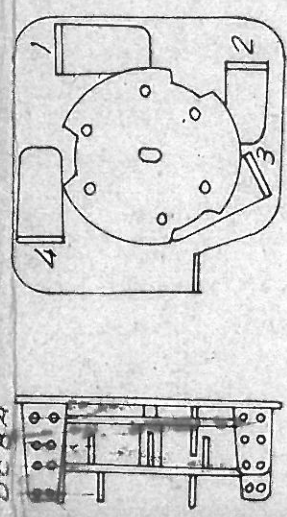
OTHER COILS USED

INDEX	Description	Beschreibung
1G	L. Flipper coil	
1G	R. " "	
1F	L. Kickingrubber coil	
1F	R. " "	
1F	L. Bumper coil	
1F	R. " "	
2E	Up post coil	
2E	Add bonus coil	
10E	Add replay coil	
11E to 14E	Scoring unit coils	
14E	Subtr. bonus-coil	
15E	Tandemhole flicker coils	
15E	Side hole coil	
15E	Down post coil	
16E	Subtract replay coil	
16E	Total play meter coil	
16E	Motor assy	
16E	Add ball coil	
17E	Ball return coil	
18E	Knocker coil	
19E	Bank resett coil	
19E	Transformer	

COIL = SPULEN



Motor switch position
Motor kontakte)

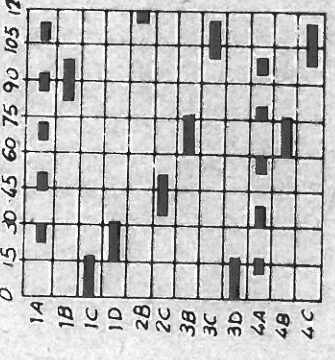


A = N.O. =
B = N.C. =
C = M.B. =

Motor

	1	2	3	4
D	2A-B		B	
C	5"pos A-5B	1"pos 5AB	5"pos A-3B	5"pos 4A-2B
B	2A	3B	2A-B	2A
A	5"pos 3A			5"pos A

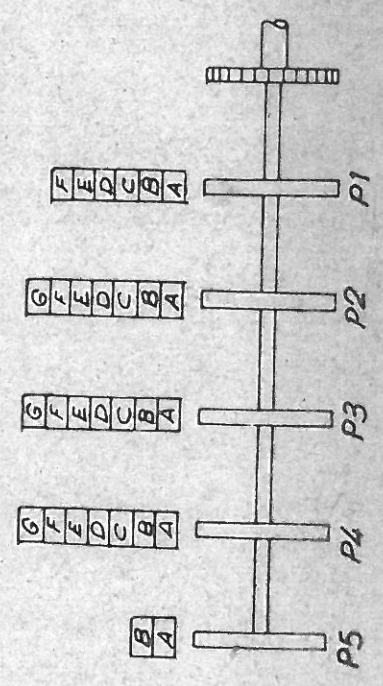
Motor sequence chart
(Nockenprogramm)



Farbabbkürzungen:

- BLU = Blue = Blau
- BAN = Brown = Braun
- BLK = Black = Schwarz
- GRN = Green = Grün
- ORG = Orange = Orange
- PNK = Pink = Rosa
- RED = Red = Rot
- SLT = Slate = Hellgrau
- PUR = Purple = Violett
- WHT = White = Weiß

BALLS UNIT (Spieler-Schrittwerk)



FUSES

INDEX	In machine light box	Play cabinet	USE
1E			
2E			
3E			
4E			
5E			
6E			
7E			
8E			
9E			
10E			
11E			
12E			
13E			
14E			
15E			
16E			
17E			
18E			
19E			
20E			
21E			
22E			
23E			
24E			
25E			
26E			
27E			
28E			
29E			
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31E			
32E			
33E			
34E			
35E			
36E			
37E			
38E			
39E			
40E			
41E			
42E			
43E			
44E			
45E			
46E			
47E			
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79E			
80E			
81E			
82E			
83E			
84E			
85E			
86E			
87E			
88E			
89E			
90E			
91E			
92E			
93E			
94E			
95E			
96E			
97E			
98E			
99E			
100E			



Age Group	Control	100 Hz	200 Hz	400 Hz	800 Hz
3C	0	0	0	0	1
3D	1	0	0	0	0
4A	0	0	0	0	1
4B	0	0	0	0	2
4C	0	0	0	0	1

INDEX	In machine		USE
	light box	Play board panel	
	LK	SP	GP
20H	6Amp		Primary
19 J	15Amp		28V-30V
19I	10Amp		Bank
6D		9Amp	Players score
6D		9Amp	Name & Scene
6D		9Amp	Playboard Illumination
6D	1Amp		Coin chute Illumination
2A		1Amp	TRACT Illumination
4B		10Amp	LT-00-90
1F			Direct current
SOCKET			
18,19G	3P		Coin chute adj.
18,19H	4P		Relai W Adj.
18F-G	5S		Games Adj.
17H,G,F,H,I,B		5P	3-5 Balls Adj
18-20,E-J	6P		AS Relai Adj
10G	4S		Extra ball, extra game Adj.
16F	2S		On-Out Motor
8G		5P	Extra game for score Adj
4G		3S	Extra ball 2,3,4 Adj

P = Pairs
S = Single

Coin chute adj.
Relai W Adj.
Games Adj.
3-5 Balls Adj.
AS Relai Adj
Extra ball, extra game Adj.
On-Out Motor
Extra game for score Adj
Extra ball 2,3,4 Adj

RECEL S.A.
SPAIN
Manufactured in Madrid

Manufactured in Madrid

