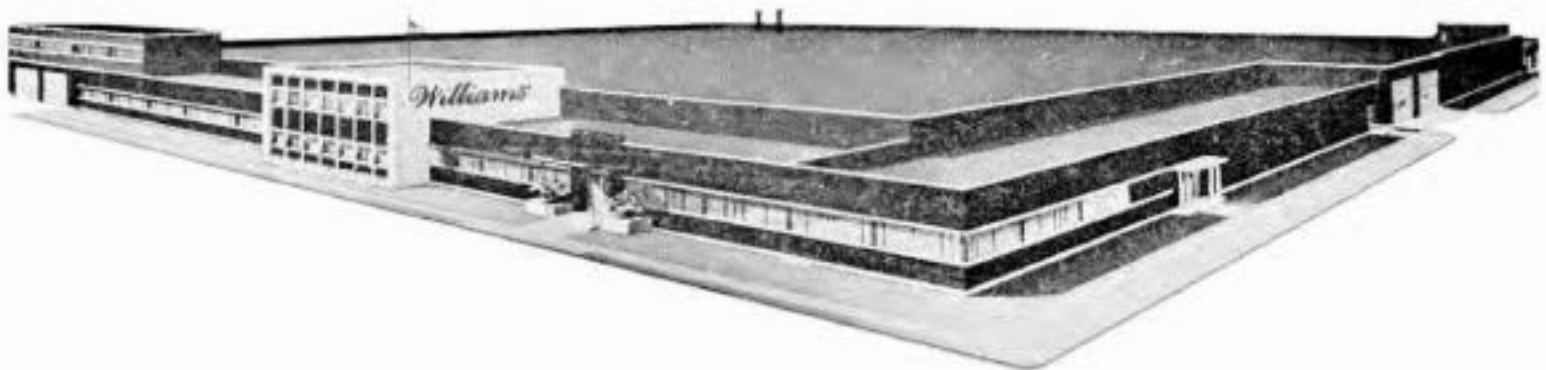




Williams[®]

1974-75 PARTS CATALOG

VOLUME I



Williams[®] ELECTRONICS

A DIVISION OF
THE FREEBURG CORPORATION OF DELAWARE

3401 N. California Ave.
(312) 267-2240

Chicago, Ill. 60618, U.S.A.
Cable Address: Wilcoin

THIS CATALOG INCLUDES

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WILLIAMS

AND

UNITED

PARTS IN CURRENT PRODUCTION.

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"Factory Fresh"

**KEEP PLAYFIELD CLEAN AND REPLACE
BURNED OUT LIGHT BULBS IMMEDIATELY**

GAMES PRODUCED - ORDER OF PRODUCTION

Name	Production Date	Name	Production Date
FLIPPER GAMES			
CABARET	1/69	SPANISH EYES	3/72
SPOOKS GUN	2/69	GRANADA	3/72
MISS "O"	2/69	HONEY	5/72
FAST BALL	3/69	STOCKADE GUN	7/72
POST TIME	4/69	SUPER STAR	8/72
SUSPENSE	5/69	FAN-TAS-TIC	9/72
SMART SET	6/69	BIG STAR	9/72
PHANTOM GUN	8/69	AMBUSH GUN	1/73
PADDOCK	9/69	SWINGER	12/72
GRIDIRON	10/69	TRAVEL TIME	1/73
EXPO	10/69	UPPER DECK BASEBALL	2/73
SET UP	12/69	FUN FEST	2/73
SEVEN UP	12/69	BOWLER & SHUFFLE TYPE	
GAY 90'S	1/70	TANGO	1/66
4 ACES	3/70	AMAZON	2/66
HIT & RUN	3/70	BLAZER	5/66
ROCK N' ROLL	4/70	ENCORE	9/66
JIVE TIME	4/70	AZTEC	9/66
ACES & KINGS	6/70	ALTAIR	2/67
BONANZA GUN	6/70	CORONADO	7/67
RINGER	7/70	ORION	10/67
MINI BOWL	9/70	ALPHA	2/68
STRIKE ZONE	9/70	PEGASUS	7/68
STRAIGHT FLUSH	10/70	DELTA	10/68
3 JOKERS	10/70	CENTURY	4/69
DIPSY DOODLE	12/70	GAMMA	4/69
FLOTILLA GUN	12/70	BETA	10/69
SOLIDS & STRIPES	2/71	CENTENNIAL	10/69
DOODLE BUG	3/71	EPSILON	3/70
ACTION BASEBALL	3/71	EL GRANDE	7/70
SNIPER GUN	3/71	LAGUNA	7/70
JACK POT	4/71	PALOS VERDE	10/70
GOLD RUSH	4/71	CIMARRON	12/70
KLONDIKE	8/71	TIMES SQUARE	8/71
WINNER	9/71	LIBERTY BELL	11/71
YUKON SPECIAL	10/71	WINDY CITY	2/72
STARDUST	10/71	FRENCH QUARTER	5/72
JUNGLE DRUMS	11/71	GATEWAY ARCH	8/72
OLYMPIC HOCKEY	1/72	ASTRODOME	11/72
LINE DRIVE BASEBALL	2/72	CAPE COD	3/73

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WHEN ORDERING PARTS

1. Refer to the catalog and order all parts by number and description, specifying quantity and name of game for which parts are ordered.
2. Figure prices as quoted in the catalog. All prices are subject to change without notice.
3. Returned merchandise will not be accepted unless previously authorized.
4. All prices net F.O.B. our factory.

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Use only MBI Instrument Grease available at all Williams Electronics, Inc. distributors. Part No. 20A-8886 as indicated in chart by X.

STEP AND REPLAY UNITS.

Do not lubricate solenoid plungers!	
Drive, reset and lock arms pivot	X
Ratchet shaft	X
Ratchet teeth (metal)	X
Ratchet pawl pivots	X
Torsion springs	X
Contact disc segments and rivets	X

RELAY BANK ASSEMBLIES.

Do not lubricate solenoid plunger!	
Crank arm pivots	X
Rear leg hinge pivots	X
Reset arm lift edge	X

JET BUMPERS & DISAPPEARING JET.

Do not lubricate solenoid plungers!	
Bumper switch cup	X
Rods	X
Cam lock arm pivot	X
Bumper cam link pivots	X
Rollers	X

BALL EJECT & KICKER ASSEMBLIES.

Do not lubricate solenoid plunger!	X
Ejector or kicker pivots	X
Link	X

FLIPPER ASSEMBLIES.

Do not lubricate solenoid plunger!	
Armature link	X

BALL RELEASE ASSEMBLY.

Do not lubricate solenoid plunger!	
Fibre Link	X
Ball release lever pivot	X

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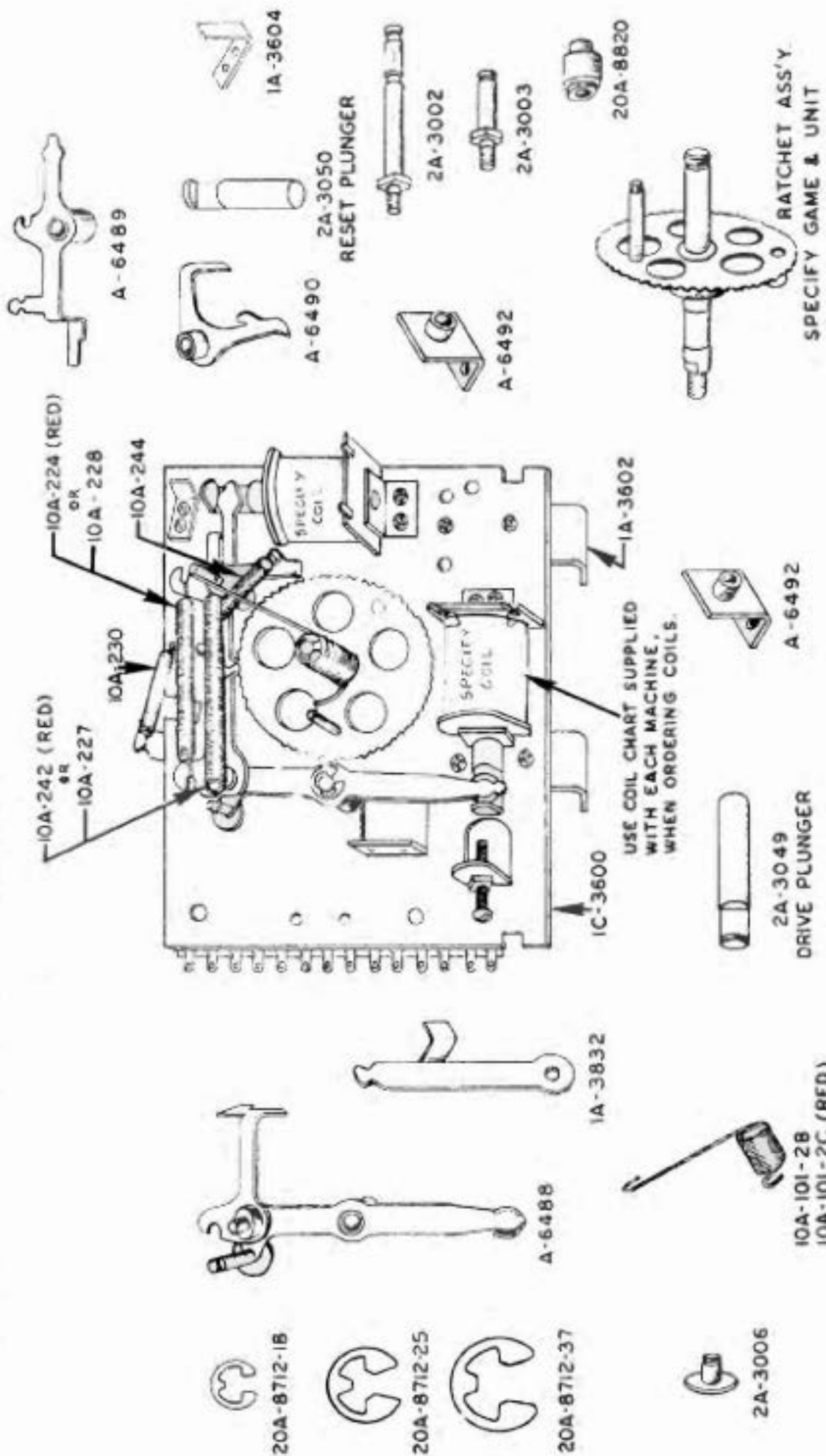
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(NEW) RESETTING 50 STEP UNIT C-6494

THIS NEW IMPROVED STEP UNIT AND PARTS NOW USED ON ALL GAMES STARTING WITH "LUCKY STRIKE" (PIN GAME), "OASIS" (BOWLER) & "PYRAMID" (SHUFFLE) ALL FOLLOWING GAMES ARE BEING MADE USING THIS TYPE UNIT.



RESET COIL STOP ON STRIKE-SPARE UNITS ONLY - A-6444
WHEN ORDERING WIPER FINGERS OR CONTACT DISC - GAME & UNIT MUST BE SPECIFIED.

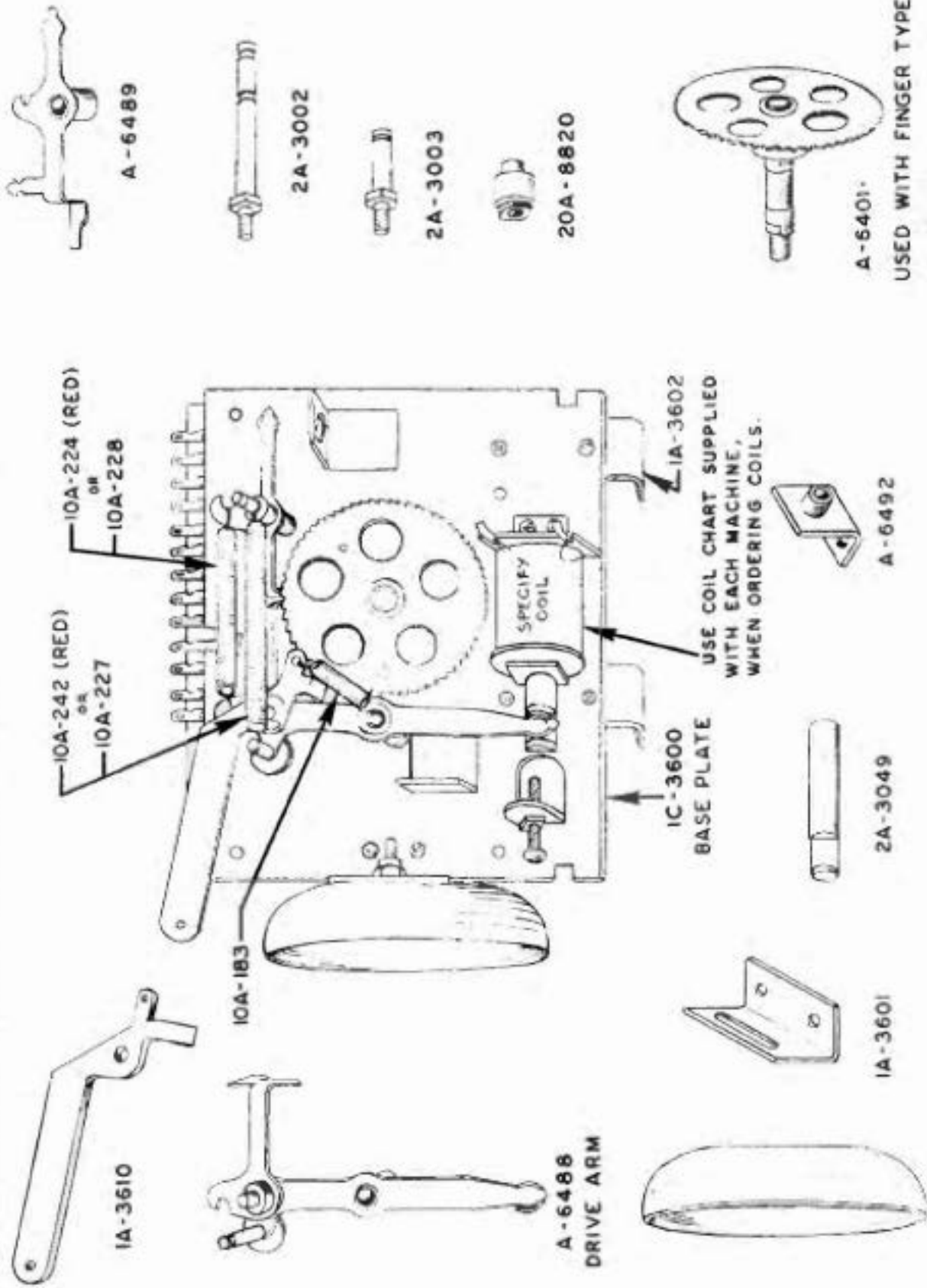
(NEW) NON-RESETTING 50 STEP UNIT

C-6510 WITH BELL

C-6510A WITHOUT BELL

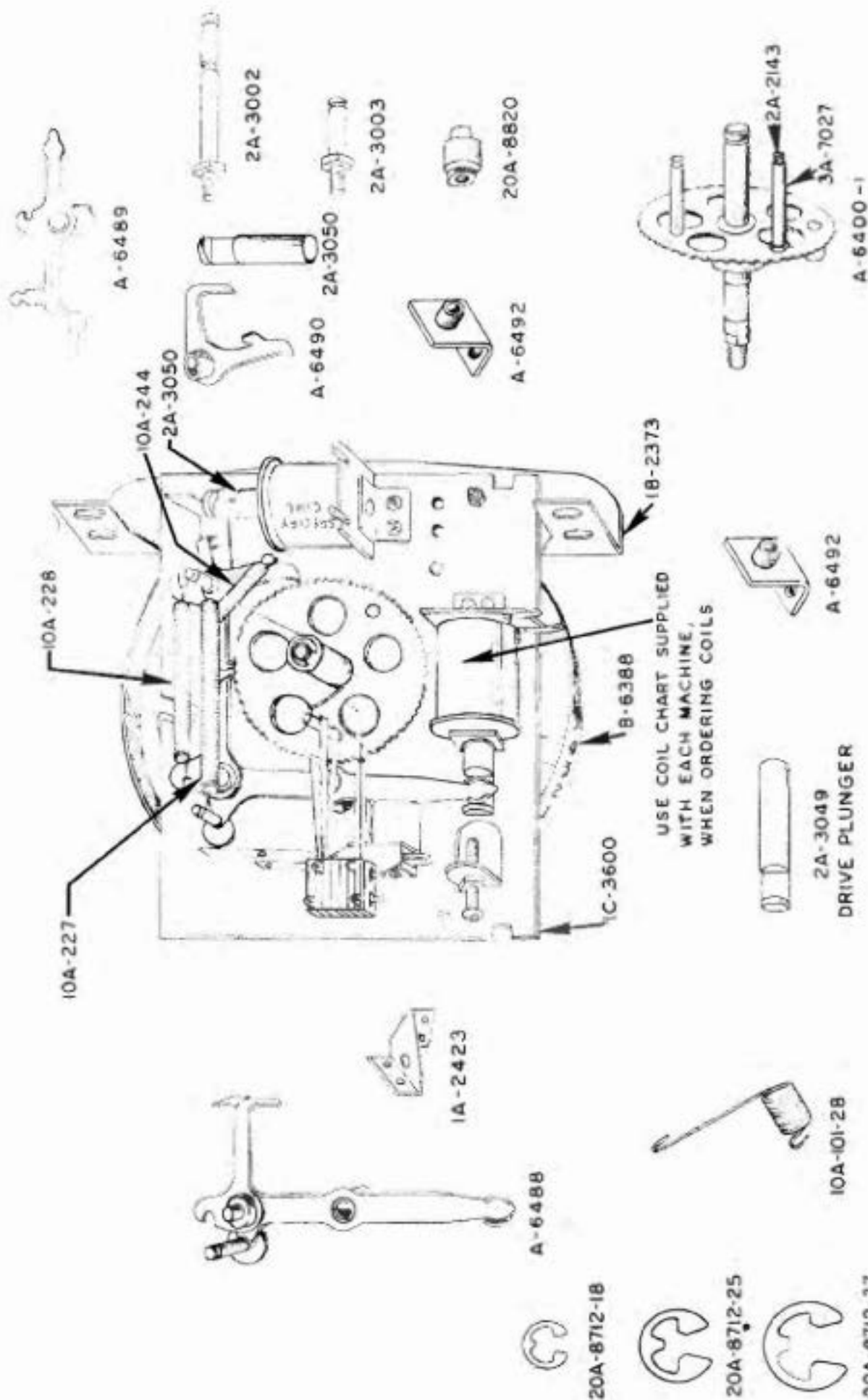
THIS NEW IMPROVED STEP UNIT AND PARTS NOW USED ON ALL GAMES.

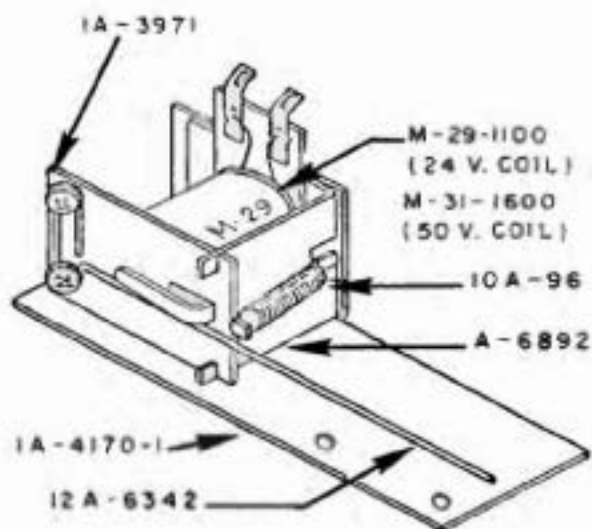
STARTING WITH "LUCKY STRIKE" (PIN GAME), "OASIS" (BOWLER) & "PYRAMID" (SHUFFLE) ALL FOLLOWING GAMES ARE BEING MADE USING THIS TYPE UNIT.



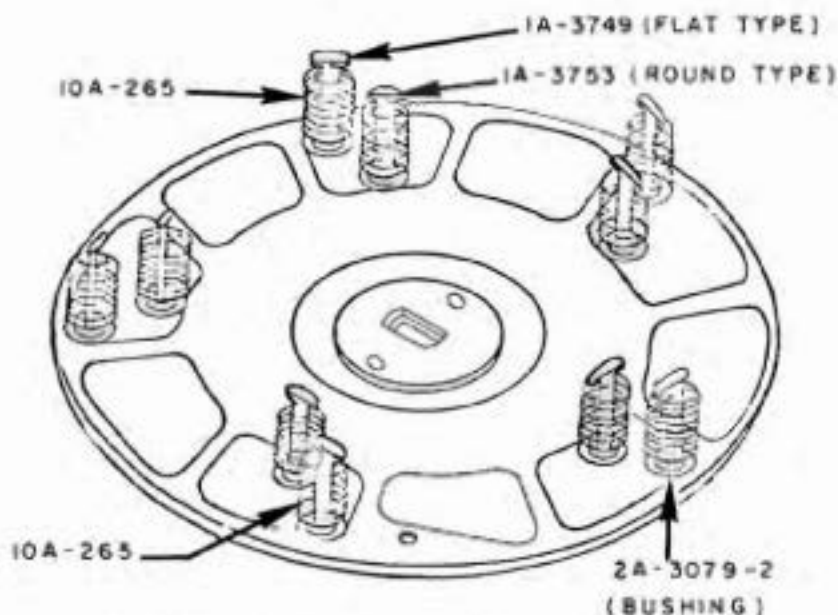
C-6495 (NEW) REPLAY UNIT

THIS NEW TYPE REPLAY UNIT FIRST USED ON "LUCKY STRIKE". ALL FOLLOWING GAMES WILL USE THIS NEW TYPE UNIT.

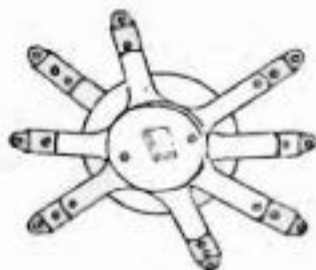




A-7249 LATCH COIL ASS'Y.

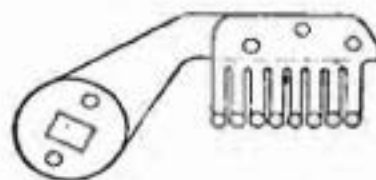


SNOWSHOE TYPE WIPERS C-6521-



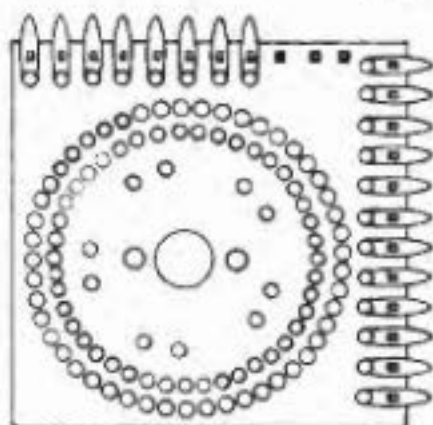
FINGER WIPERS B-7456-

SPECIFY NAME OF GAME & UNIT



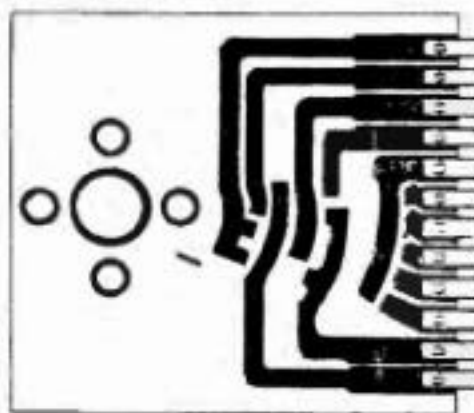
FAN TYPE WIPERS A-6443-

CONTACT DISC ASSEMBLIES



BISCUIT TYPE

C-6417-



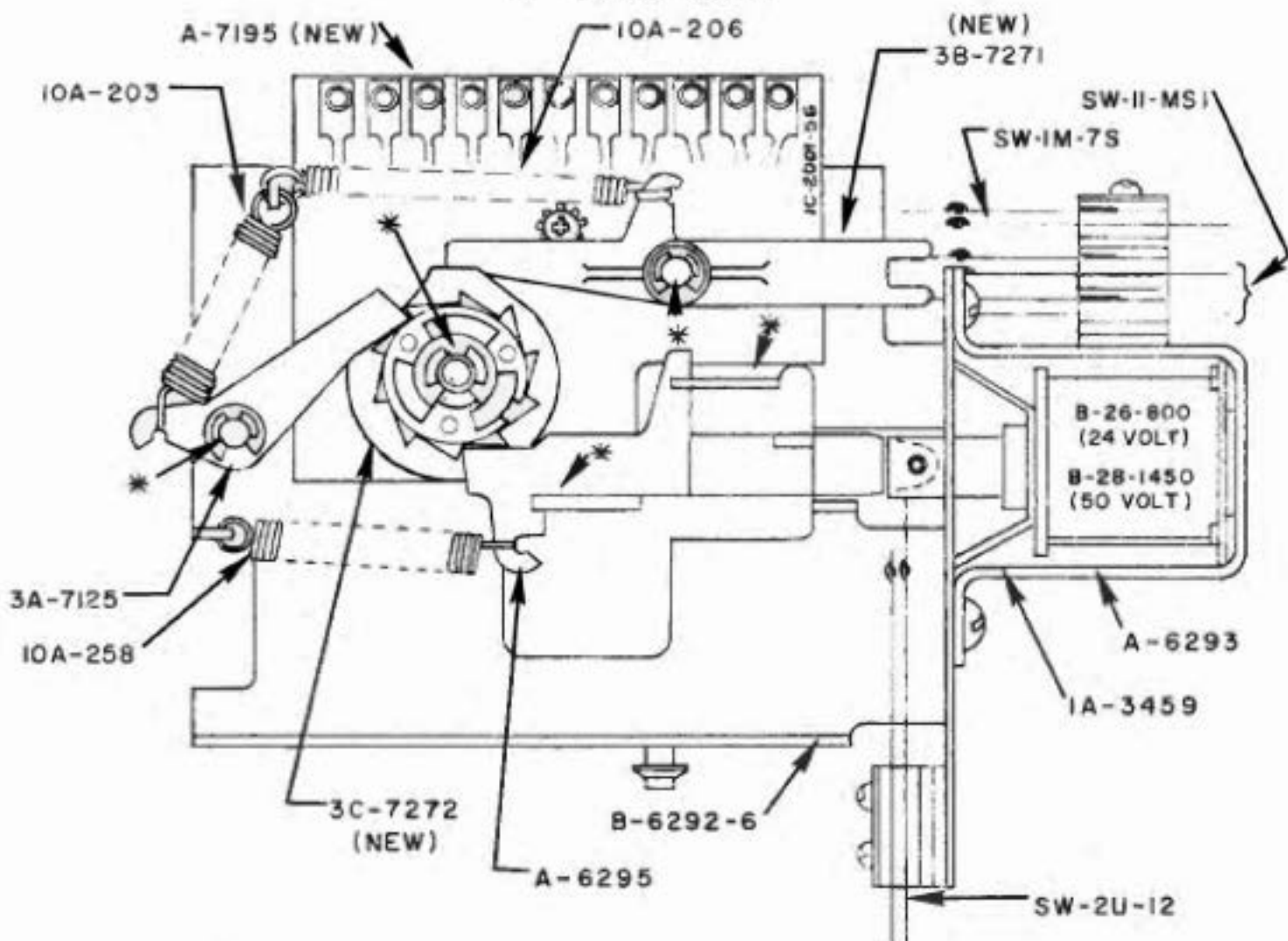
PRINTED CIRCUIT TYPE

C-6414-

BEGINNING WITH "LUCKY STRIKE" AND ON ALL BOWLERS AND SHUFFLE GAMES THE ABOVE PARTS ARE BEING USED. WHEN ORDERING BE SURE TO SPECIFY GAME AND UNIT. CHECK PARTS LIST IN BACK SECTION OF CATALOG FOR CORRECT PART NUMBER

C-7196 (NEW) 10 STEP UNIT

FOR ALL GAMES STARTING WITH "PADDOCK" —
STARTING WITH "BETA" — ALL SHUFFLES & BOWLERS
4" DRUM UNIT



LUBRICATION :

DO NOT PUT LUBRICANT ON DRIVE ARMATURE.

PROPER LUBRICATION WILL INSURE A LONGER LASTING AND BETTER OPERATING UNIT

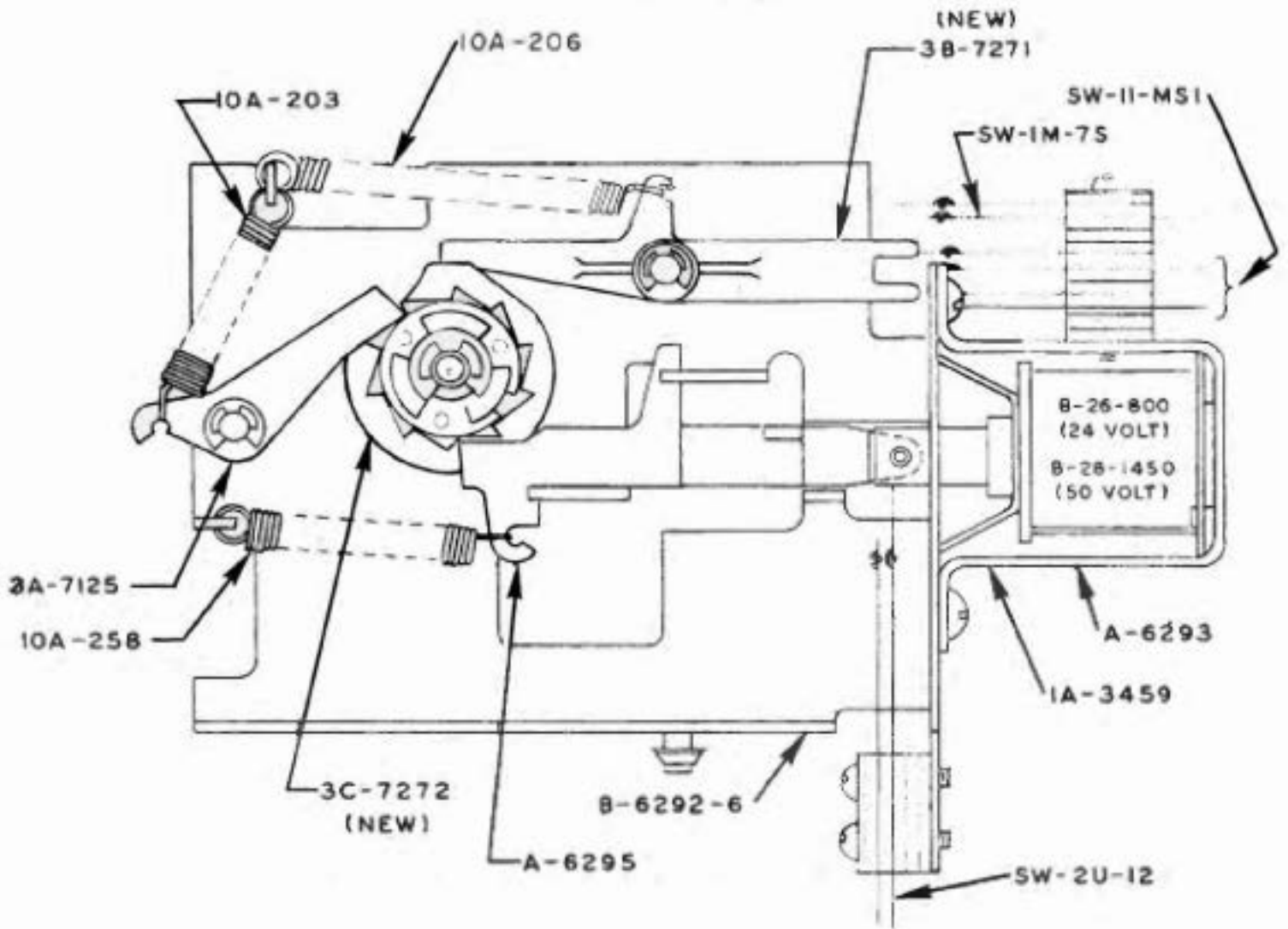
POINTS TO BE LUBRICATED ARE THE THREE POSTS ON WHICH THE NYLON PARTS ROTATE, EACH TOOTH OF THE RATCHET, ALSO THE (2) DRIVE PAWL GUIDE SLOTS, INDICATED BY * .

" SERVICE SUGGESTION "

IF UNIT BECOMES SLUGGISH - DISASSEMBLE, CLEAN ALL PARTS AND REASSEMBLE, LUBRICATING ALL PARTS MARKED WITH * .

C-7196-1 (NEW) 10 STEP UNIT

(WITHOUT PRINTED CIRCUIT & WIPER RING)
 FOR PIN GAMES, BOWLERS & SHUFFLES.
 4" DRUM UNIT

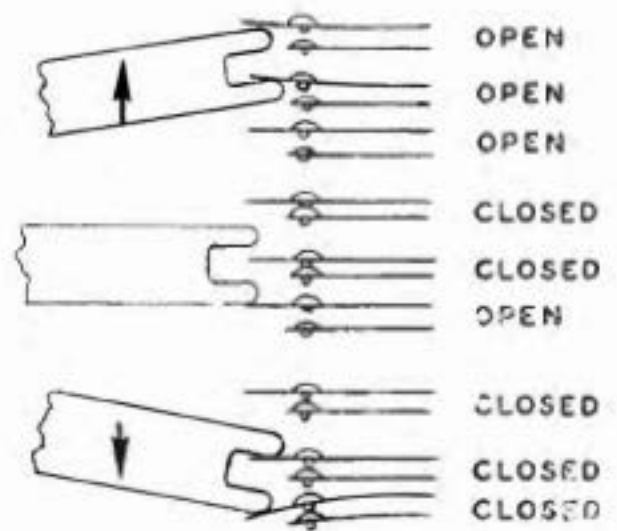


SWITCH ADJUSTMENT :

AT "O" OR INDEX POSITION ALL 3 SWITCHES ARE OPEN AS SHOWN.

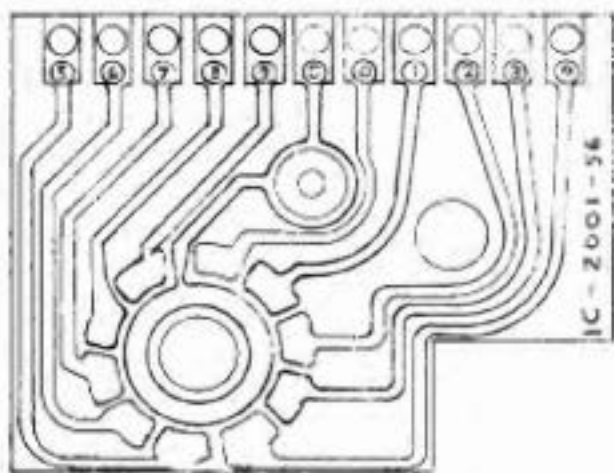
AT 1ST TO 8TH POSITION 2 TOP SWITCHES ARE CLOSED. BOTTOM SWITCH REMAINS OPEN.

AT 9TH POSITION ALL 3 SWITCHES ARE CLOSED, AS SHOWN.

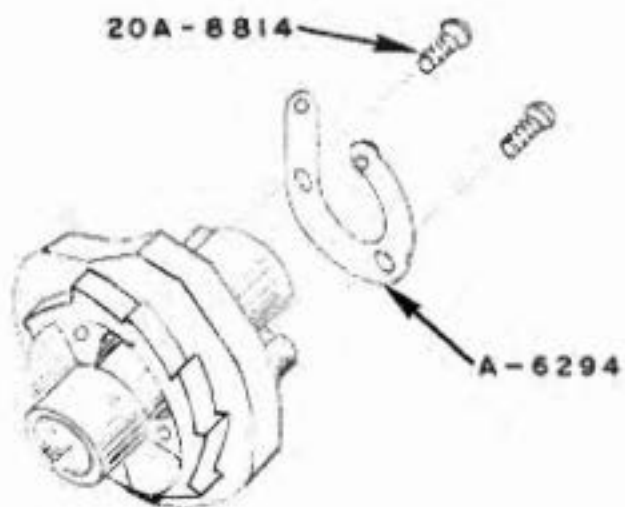


10 STEP UNIT PARTS

4" DRUM UNIT



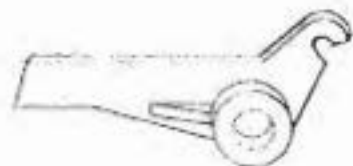
A-7195



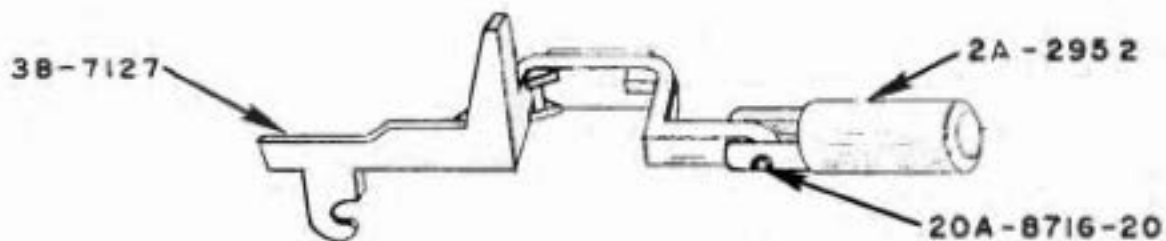
3C-7272



3B-7271
SWITCH ACTUATOR



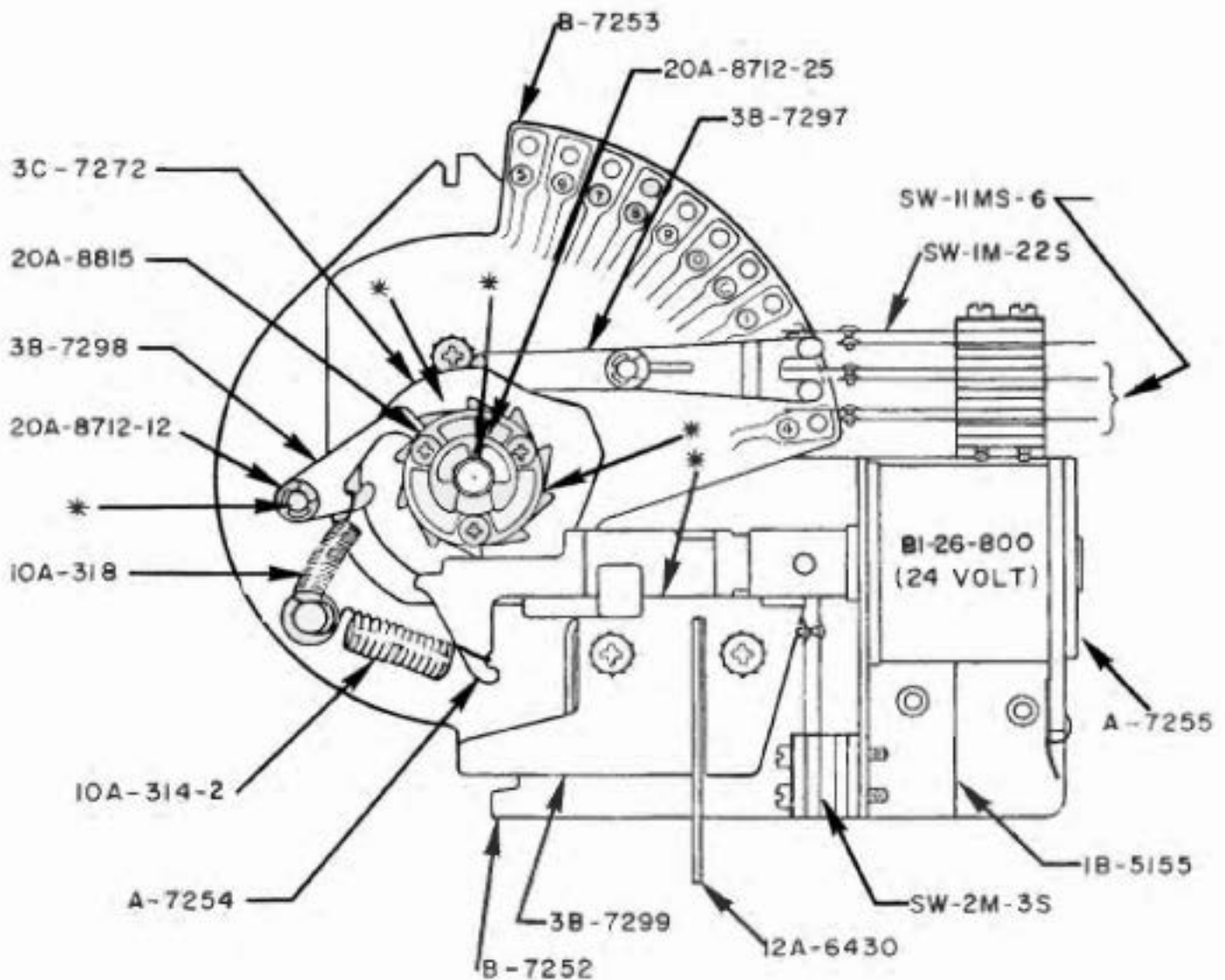
3A-7125
RATCHET STOP PAWL



A-6295
DRIVE PAWL & ARMATURE

D-7251 10 STEP 3" DRUM UNIT

WITH PRINTED CIRCUIT AND CONTACT RING



LUBRICATION :

DO NOT PUT LUBRICANT ON DRIVE ARMATURE.

PROPER LUBRICATION WILL INSURE A LONGER LASTING AND BETTER OPERATING UNIT.

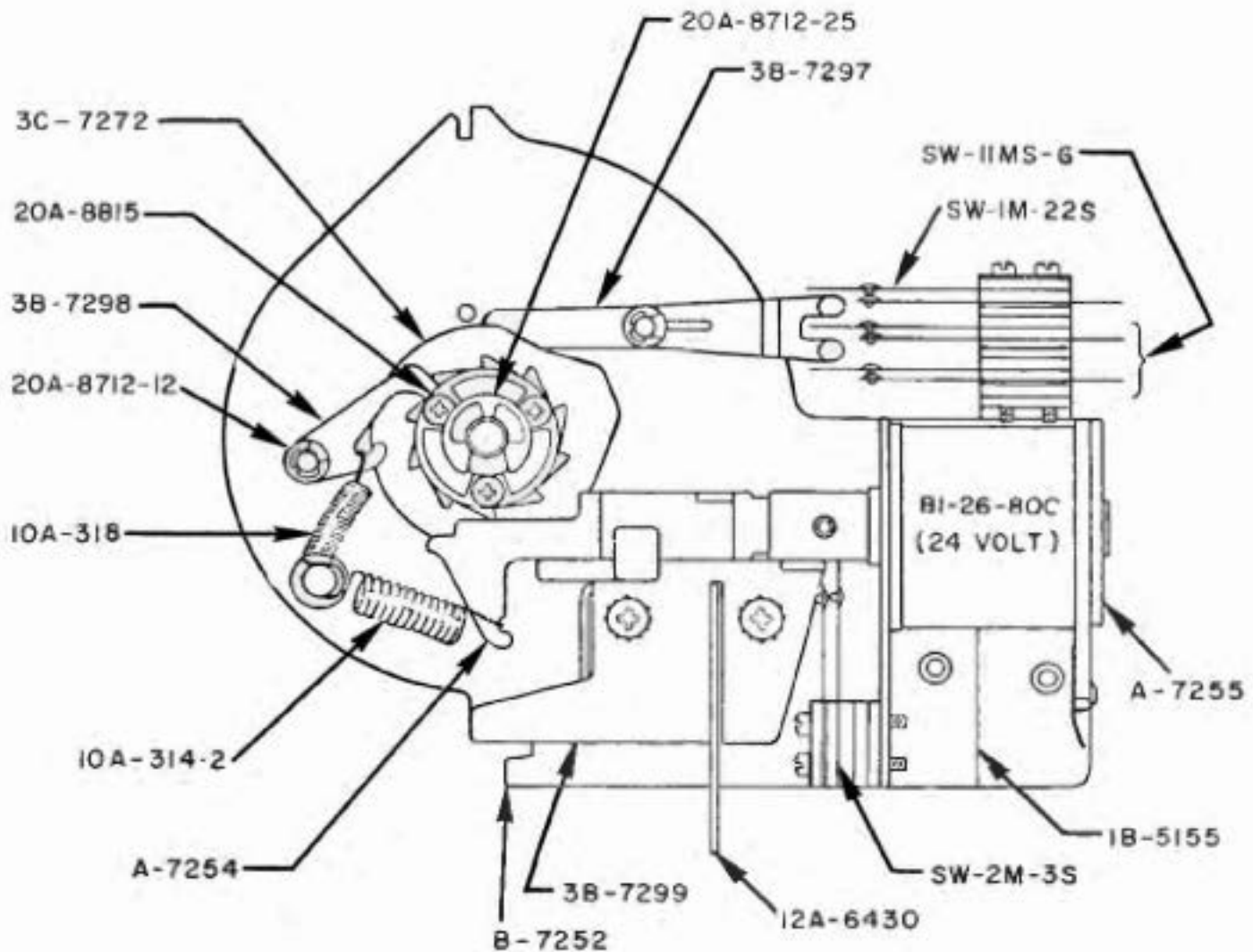
POINTS TO BE LUBRICATED ARE THE THREE POSTS ON WHICH THE NYLON PARTS ROTATE, EACH TOOTH OF THE RATCHET, ALSO RATCHET CAM AND TOP OF DRIVE PAWL-BRACKET, INDICATED BY *

" SERVICE SUGGESTION."

IF UNIT BECOMES SLUGGISH-DISASSEMBLE, CLEAN ALL PARTS AND REASSEMBLE, LUBRICATING ALL PARTS MARKED WITH *

D-725I 10 STEP 3" DRUM UNIT

WITHOUT PRINTED CIRCUIT AND CONTACT RING.

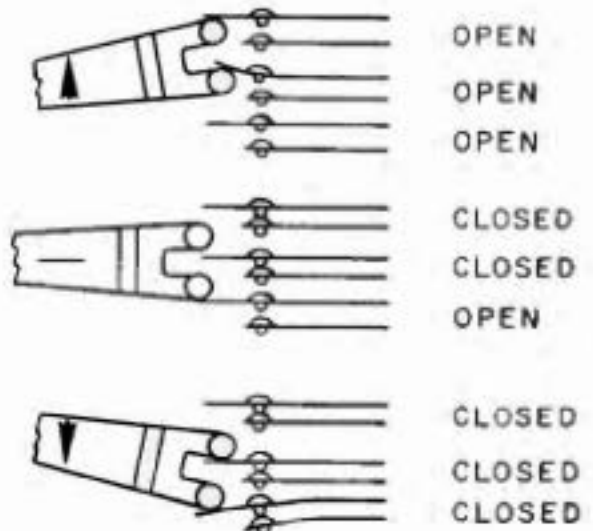


SWITCH ADJUSTMENT :

AT "O" OR INDEX POSITION ALL 3 SWITCHES ARE OPEN AS SHOWN.

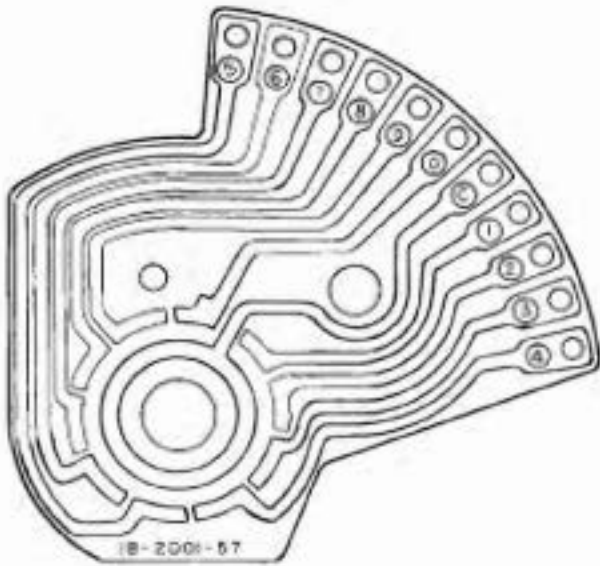
AT 1ST TO 8TH POSITION 2 TOP SWITCHES ARE CLOSED. BOTTOM SWITCH REMAINS OPEN.

AT 9TH POSITION ALL 3 SWITCHES ARE CLOSED, AS SHOWN.

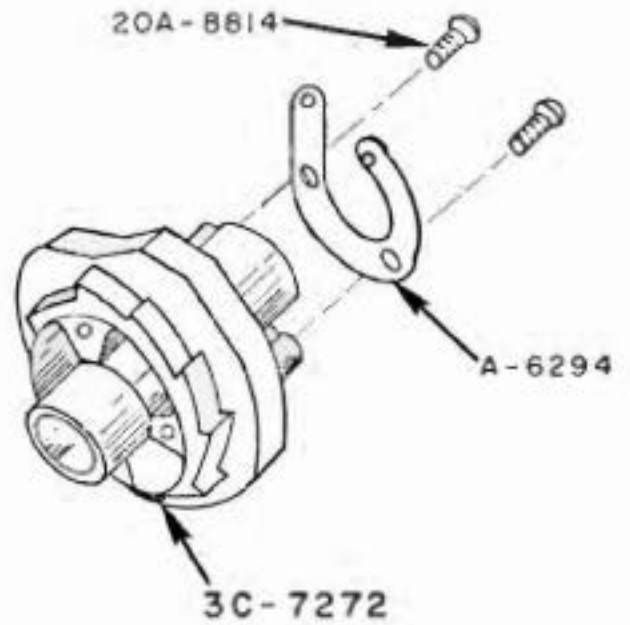


10 STEP UNIT PARTS

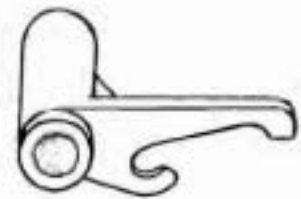
3" DRUM UNIT



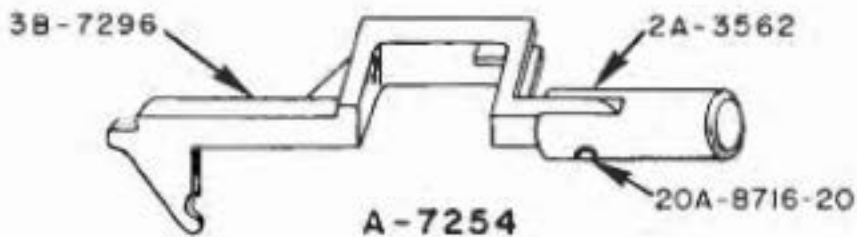
B-7253
PRINTED CIRCUIT ASSEMBLY
* LUBRICATE



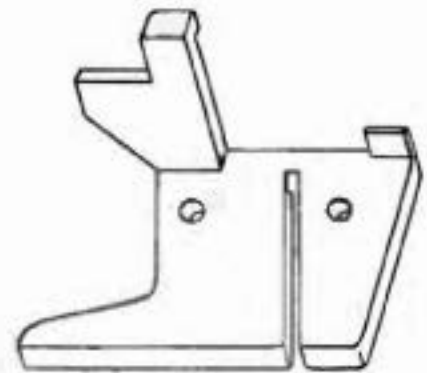
3B-7297
SWITCH ACTUATOR



3B-7298
RATCHET STOP PAWL



A-7254
DRIVE PAWL & ARMATURE

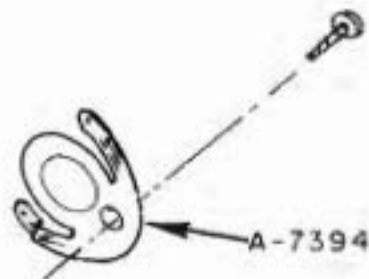
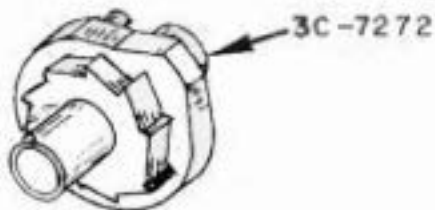
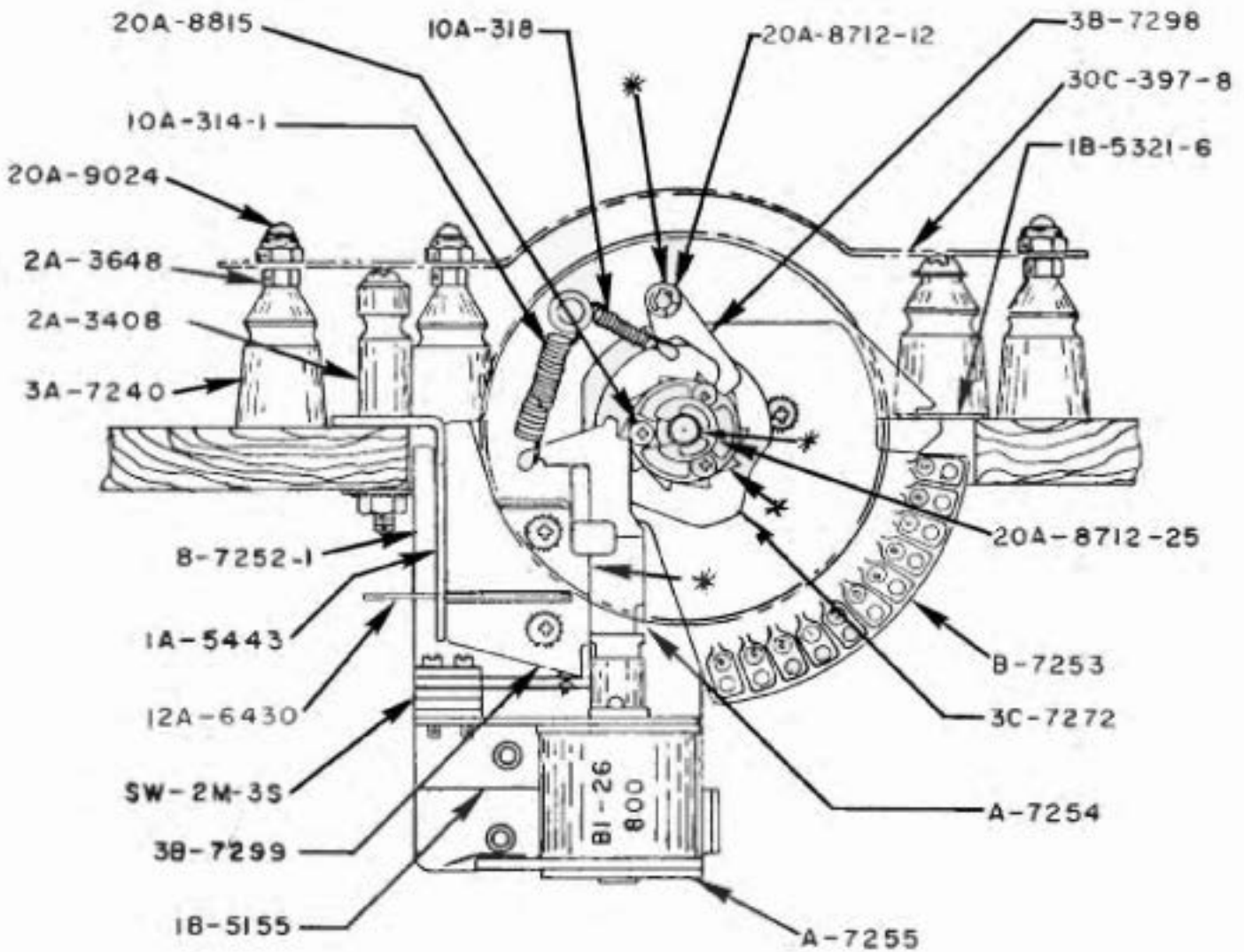


3B-7299
BRACKET - DRIVE PAWL

SPECIAL 3" DRUM REELS

M'T'D ON PLAYFIELD

1st USED ON JACK POT & GOLD RUSH



RATCHET AND WIPER ASSEMBLY (A-7394)
FOR LEFT AND CENTER REELS

3" SCORE DRUM REELS



30B-7295-1

ALL SCORE UNITS ON
FLIPPER GAMES,
ON BOWLERS & SHUFFLES,
"1-9", "TENS" & "HUNDREDS"



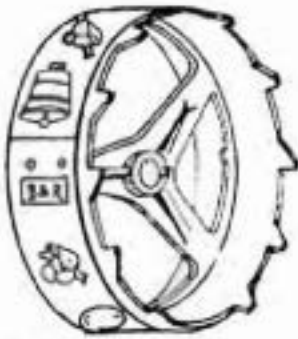
30B-7295-3

BOWLER & SHUFFLE
"THOUSANDS"



30B-7295-2

BOWLER & SHUFFLE
FRAME UNIT



30C-397-9
STRIP USED



30C-397-10
STRIP USED



30C-397-11
STRIP USED



30C-397-12
STRIP USED

3" DRUM & REEL STRIP ASSEMBLIES C-7402

WHEN ORDERING 4" DRUMS
(30C-7129) BE SURE TO
SPECIFY NAME OF GAME



30B-411-1
"YUKON SPECIAL"



30B-7295-4
WITH RED NUMERALS
FLIPPER GAMES.

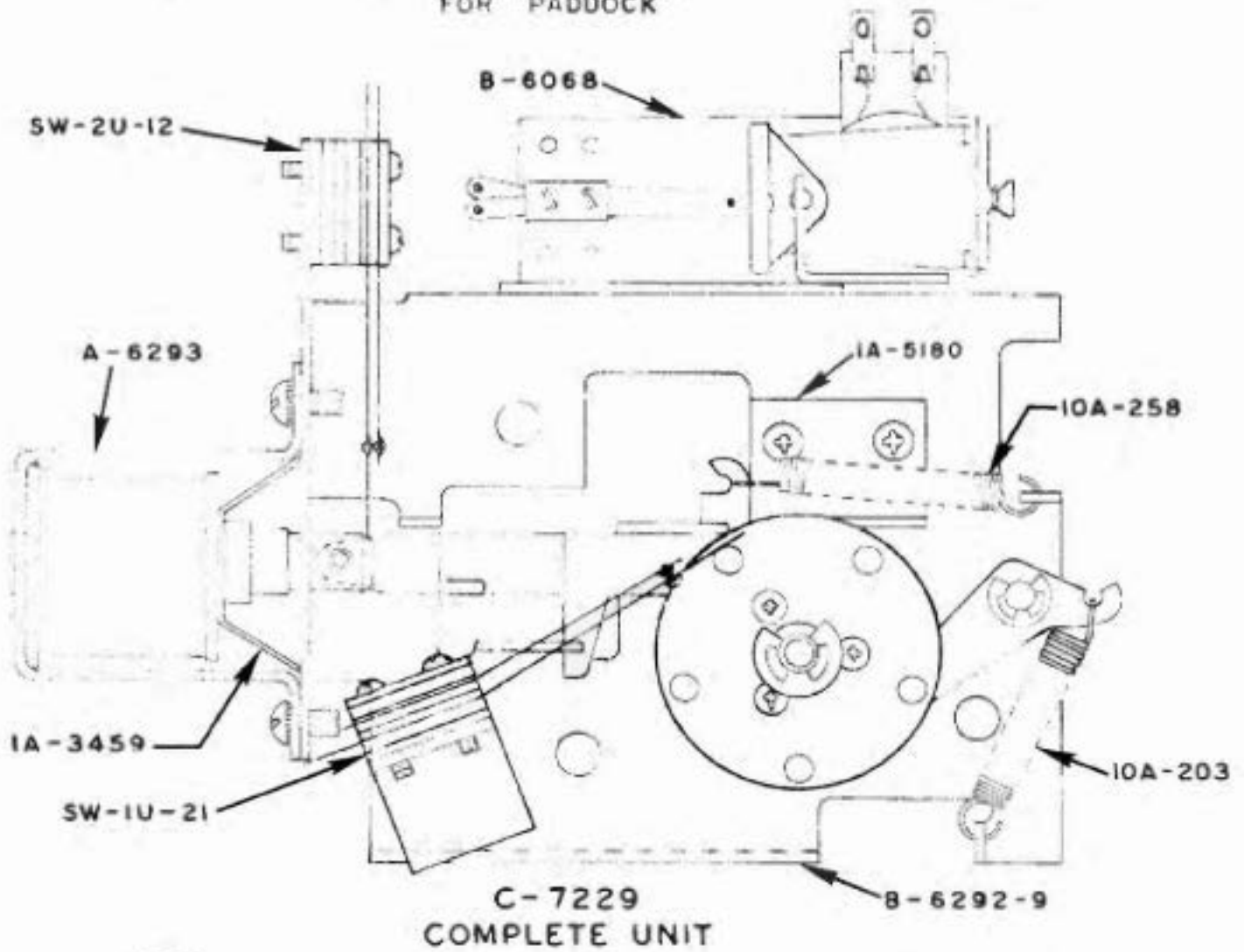


4" SCORE DRUM REEL
30C-7129-B
WITH RED NUMERALS
FLIPPER GAMES.

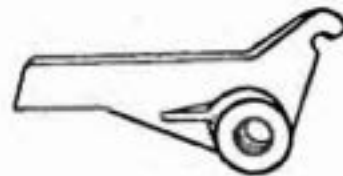
C-7229

ALTERNATOR UNIT WITH 5¢ RELAY

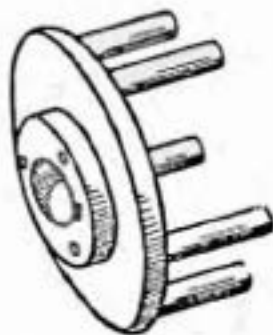
FOR "PADDOCK"



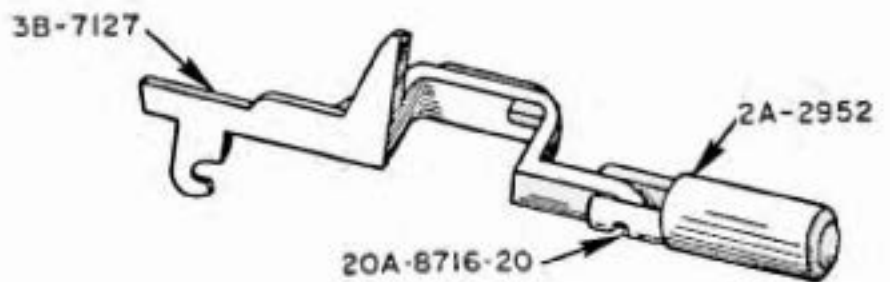
**3C-7272
RATCHET & CAM**



**3A-7125
RATCHET STOP PAWL**

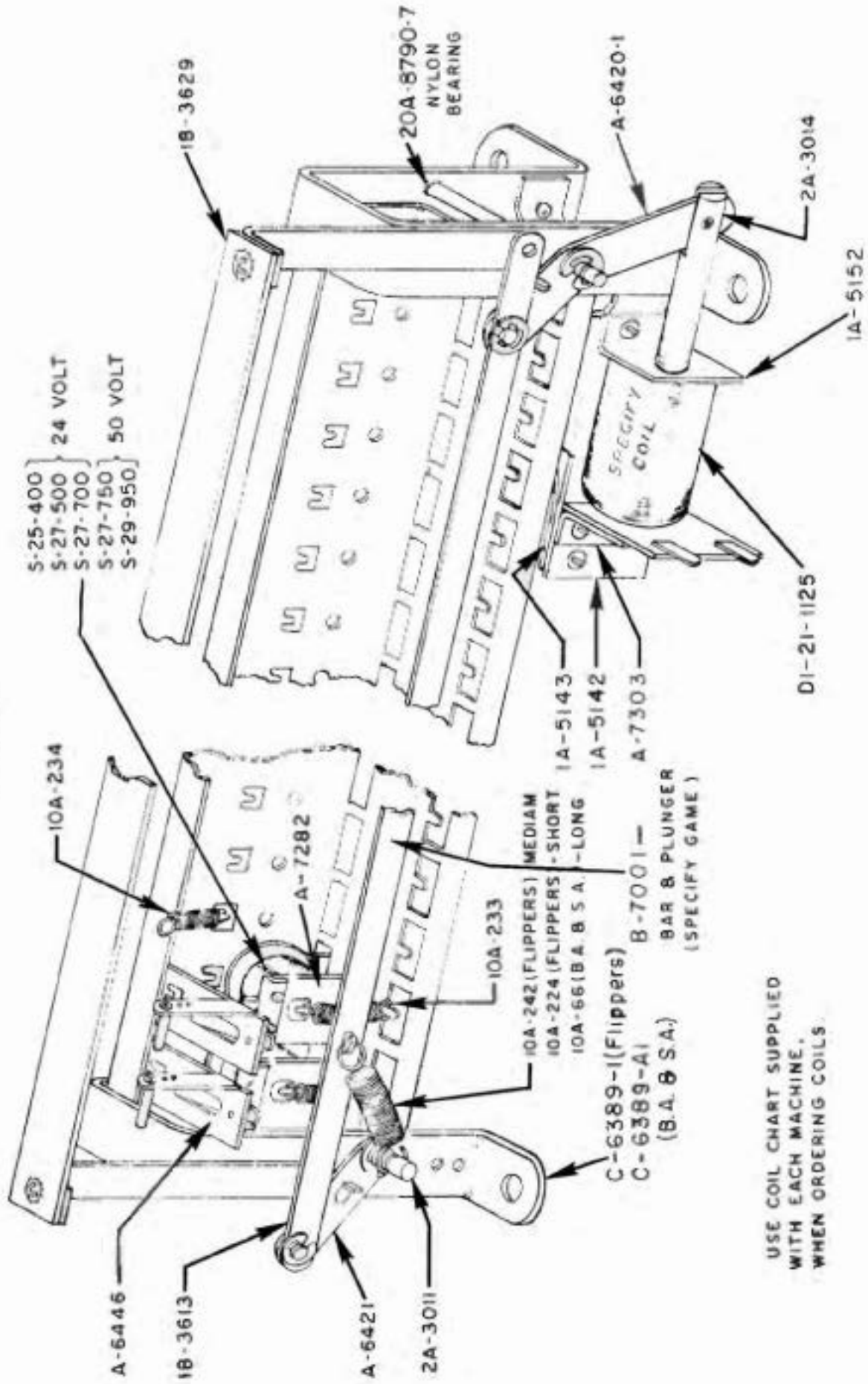


**3B-7246
ALTERNATOR DISC**



**A-6295
DRIVE PAWL & ARMATURE**

(NEW) RELAY BANK ASSEMBLY
D-7310



USE COIL CHART SUPPLIED WITH EACH MACHINE, WHEN ORDERING COILS.

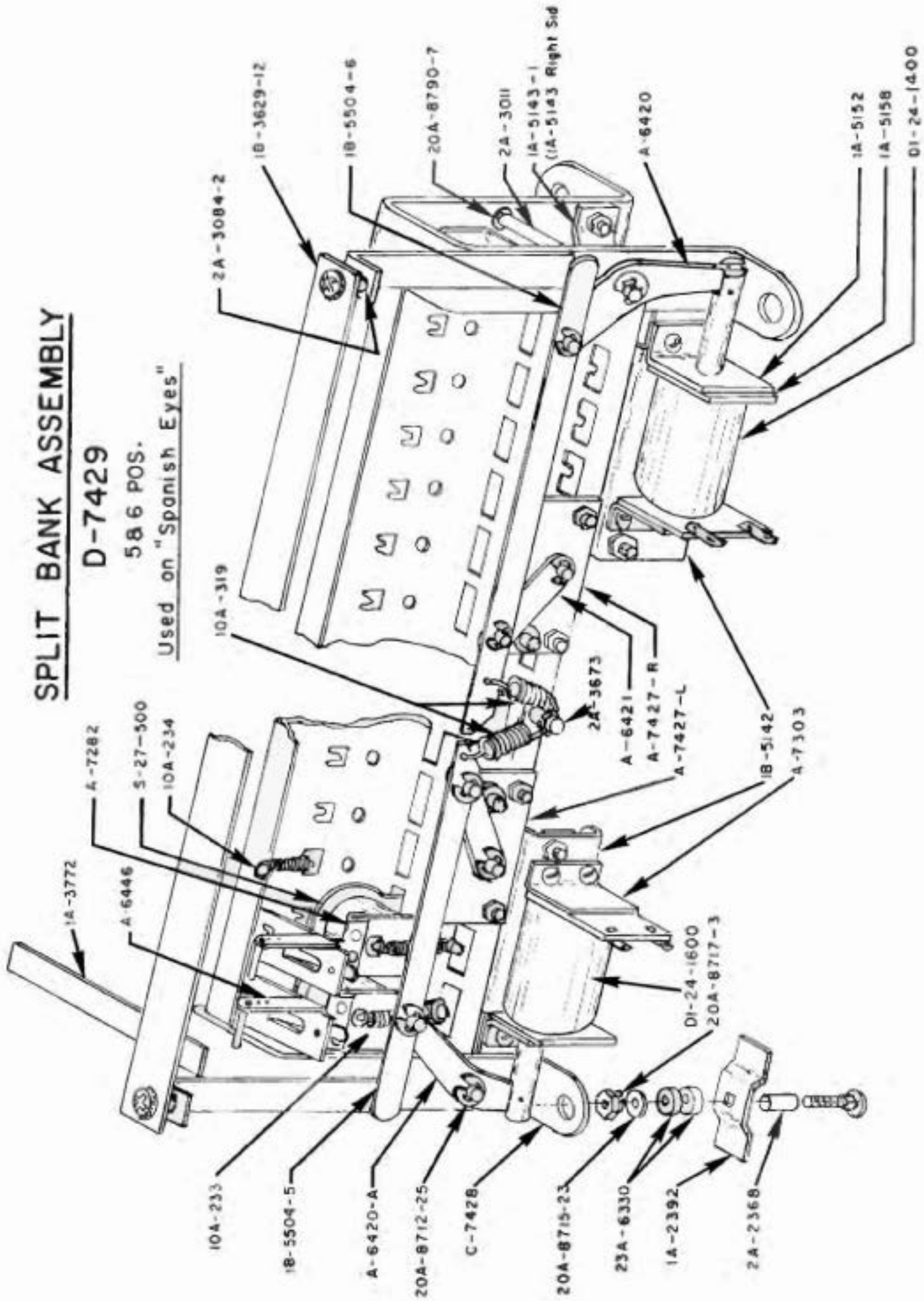
THIS NEW IMPROVED RELAY BANK ASSEMBLY NOW USED ON ALL GAMES STARTING WITH "STRAIGH FLUSH" (PIN GAMES), "PALOS VERDE" (SHUFFLE). ALL GAMES FOLLOWING ARE MADE WITH THIS NEW TYPE UNIT

SPLIT BANK ASSEMBLY

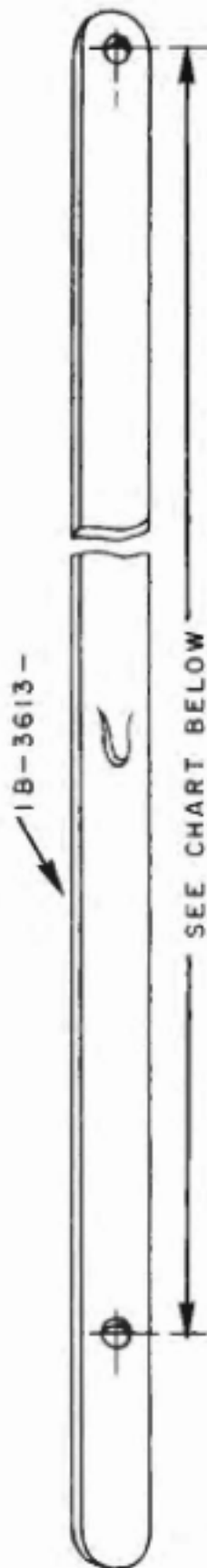
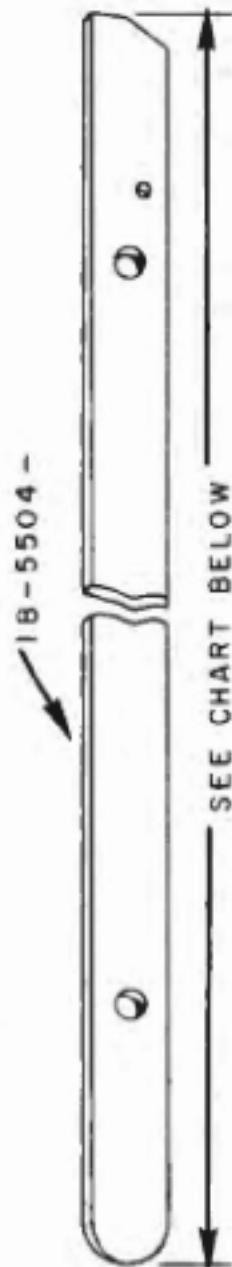
D-7429

586 POS.

Used on "Spanish Eyes"



RESET BARS (USED ON RELAY BANK)



FLIPPER GAMES

EXPO.....	1B-3613-12	(15-1/2")
SET UP.....	1B-3613-6	(8-3/4")
SEVEN UP.....	1B-3613-7	(9-7/8")
4 ACES.....	1B-3613-11	(14-3/8")
ACES & KINGS.....	1B-3613-12	(15-1/2")
STRIKE ZONE.....	1B-3613-12	(15-1/2")
STRAIGHT FLUSH.....	1B-3613-5	(7-5/8")
SOLIDS & STRIPES.....	1B-3613-7	(9-7/8")
	1B-3613-8	(11")
SPANISH EYES.....	1B-5504-4	(7-5/8")
	1B-5504-6	(8-9/16")
GRANADA.....	1B-5504-7	(9-11/16")
	1B-5504-10	(13-1/4")
TRAVEL TIME.....	1B-5504-5	(7-5/8")
	1B-5504-6	(8-9/16")

BASEBALL

FASTBALL.....	1B-3613-5	(7-5/8")
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HORSE RACE

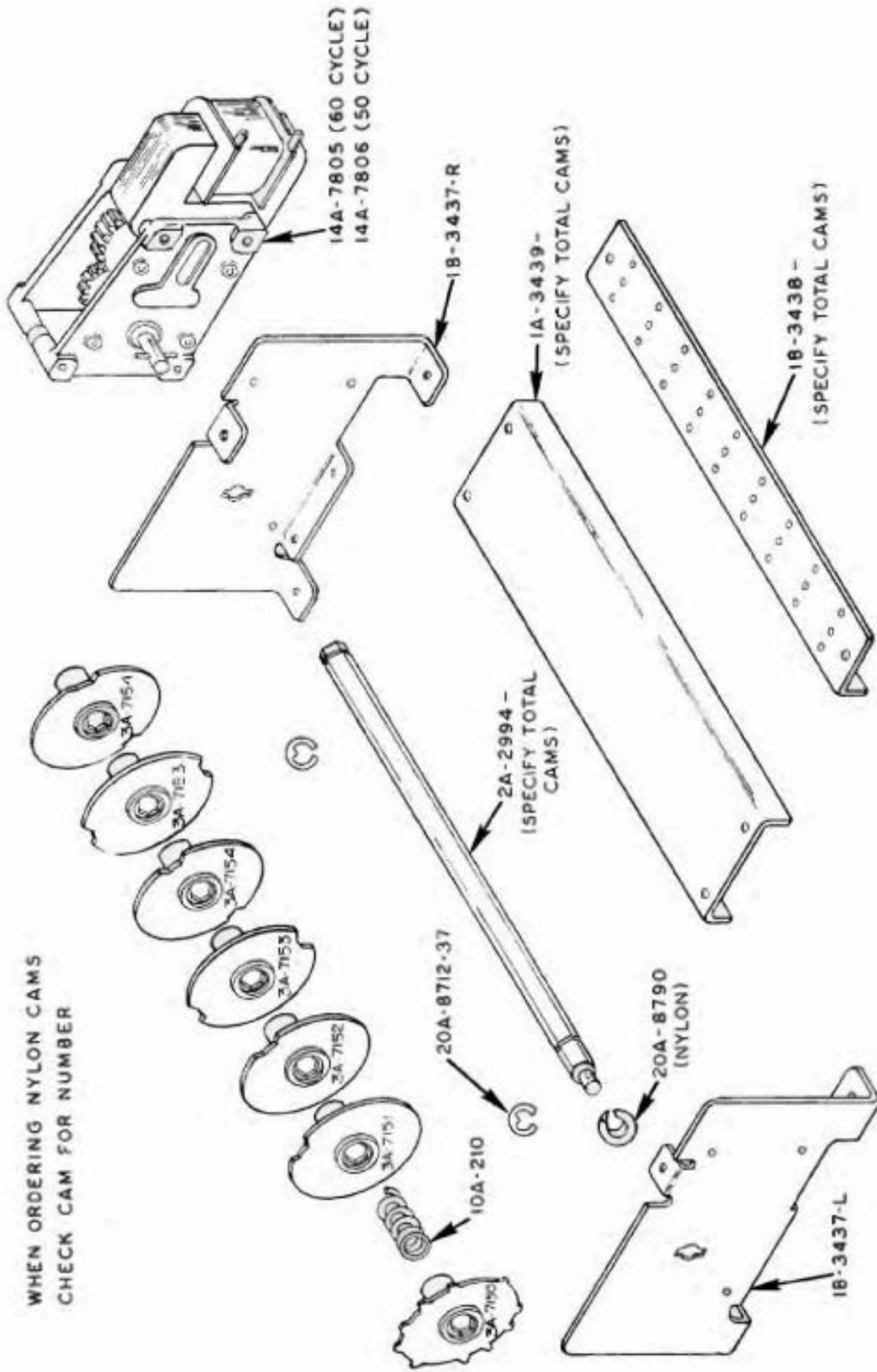
WINNER.....	1B-3613-11	(14-3/8")
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BOWLERS & SHUFFLES

TANGO.....	1B-3613-21	(25-1/2")
AMAZON.....	1B-3613-20	(24-3/8")
BLAZER.....	1B-3613-21	(25-1/2")
ENCORE.....	1B-3613-21	(25-1/2")
AZTEC.....	1B-3613-20	(24-3/8")
ALTAIR.....	1B-3613-21	(25-1/2")
CORONADO.....	1B-3613-20	(24-3/8")
ORION.....	1B-3613-21	(25-1/2")
ALPHA.....	1B-3613-20	(24-3/8")
PEGASUS.....	1B-3613-20	(24-3/8")
DELTA.....	1B-3613-20	(24-3/8")
CENTURY.....	1B-3613-19	(23-1/4")
GAMMA.....	1B-3613-20	(24-3/8")
BETA.....	1B-3613-20	(24-3/8")
CENTENNIAL.....	1B-3613-19	(23-1/4")
EPSILON.....	1B-3613-20	(24-3/8")
EL GRANDE.....	1B-3613-19	(23-1/4")
LAGUNA.....	1B-3613-20	(24-3/8")
PALOS VERDE.....	1B-3613-17	(21-1/8")
CIMARRON.....	1B-3613-15	(19-7/8")
TIMES SQUARE.....	1B-3613-15	(19-7/8")
LIBERTY BELL.....	1B-3613-15	(19-7/8")
WINDY CITY.....	1B-3613-16	(20")
FRENCH QUARTER.....	1B-3613-16	(20")
GATEWAY ARCH.....	1B-3613-16	(20")
ASTRODOME.....	1B-3613-16	(20")
CAPE COD.....	1B-3613-16	(20")

D-6380 MOTOR UNIT (NYLON CAMS)

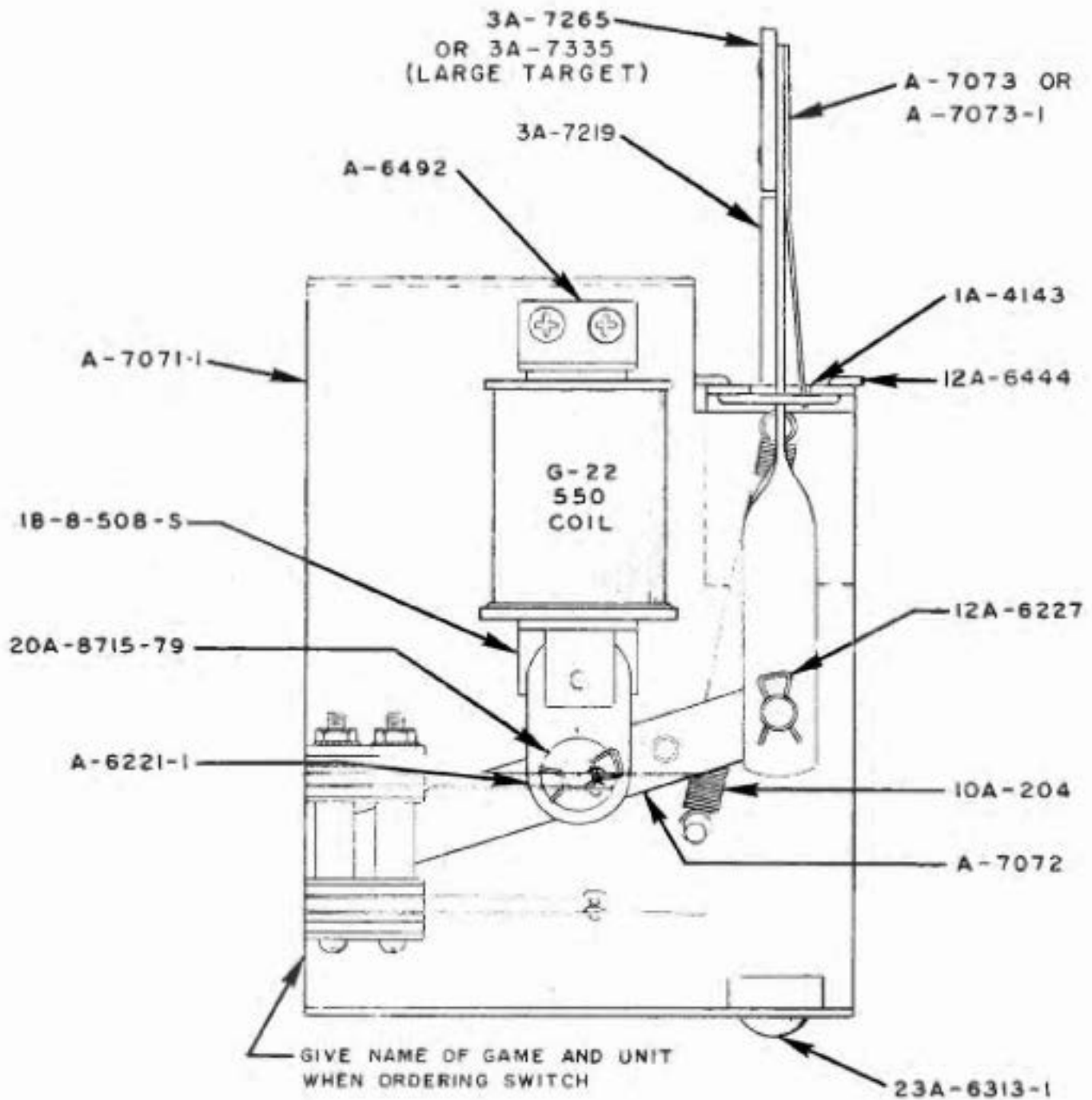
WHEN ORDERING NYLON CAMS
CHECK CAM FOR NUMBER



DROP TARGET ASSEMBLY

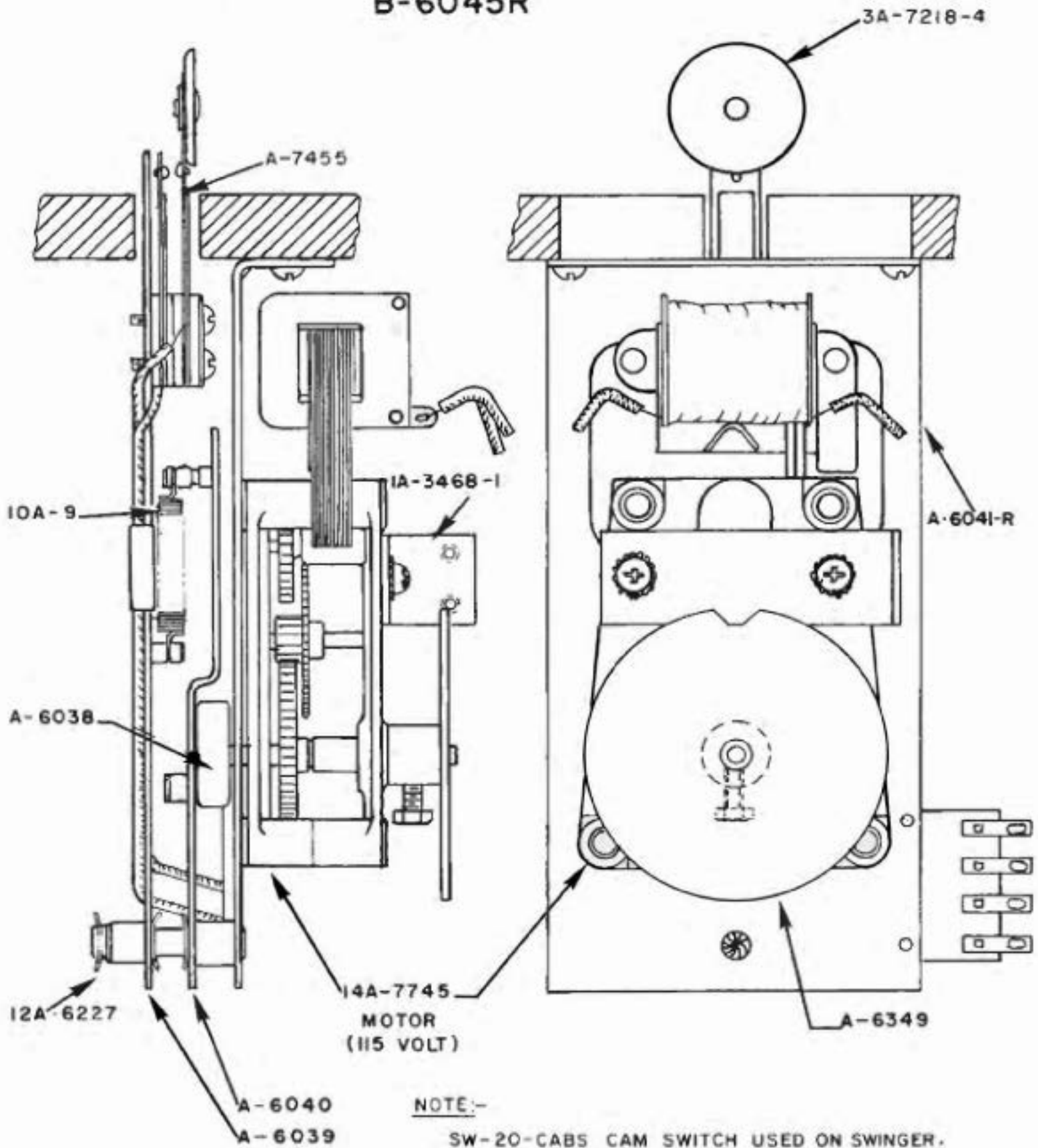
C-7090 (WITH SMALL TARGET)

C-7090-1 (WITH LARGE TARGET)



NOTE: SPECIFY DESIGN AND COLOR ON TARGET

SWINGING TARGET ASSEMBLY B-6045R



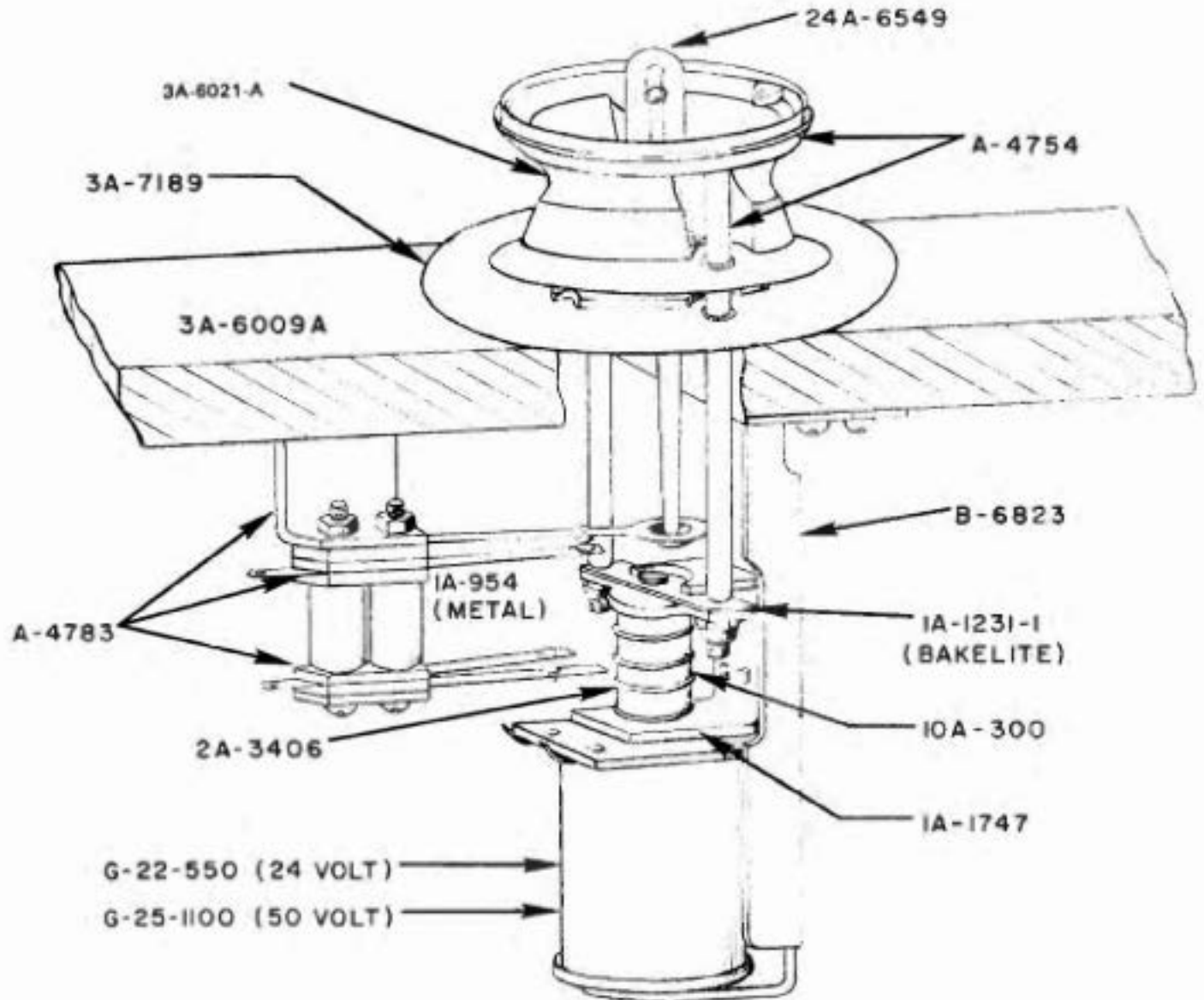
B-6822-1 JET BUMPER ASSEMBLY

A.C. TYPE

SPECIFY STAMPING AND COLOR ON ALL BUMPER CAPS



3A-7187-

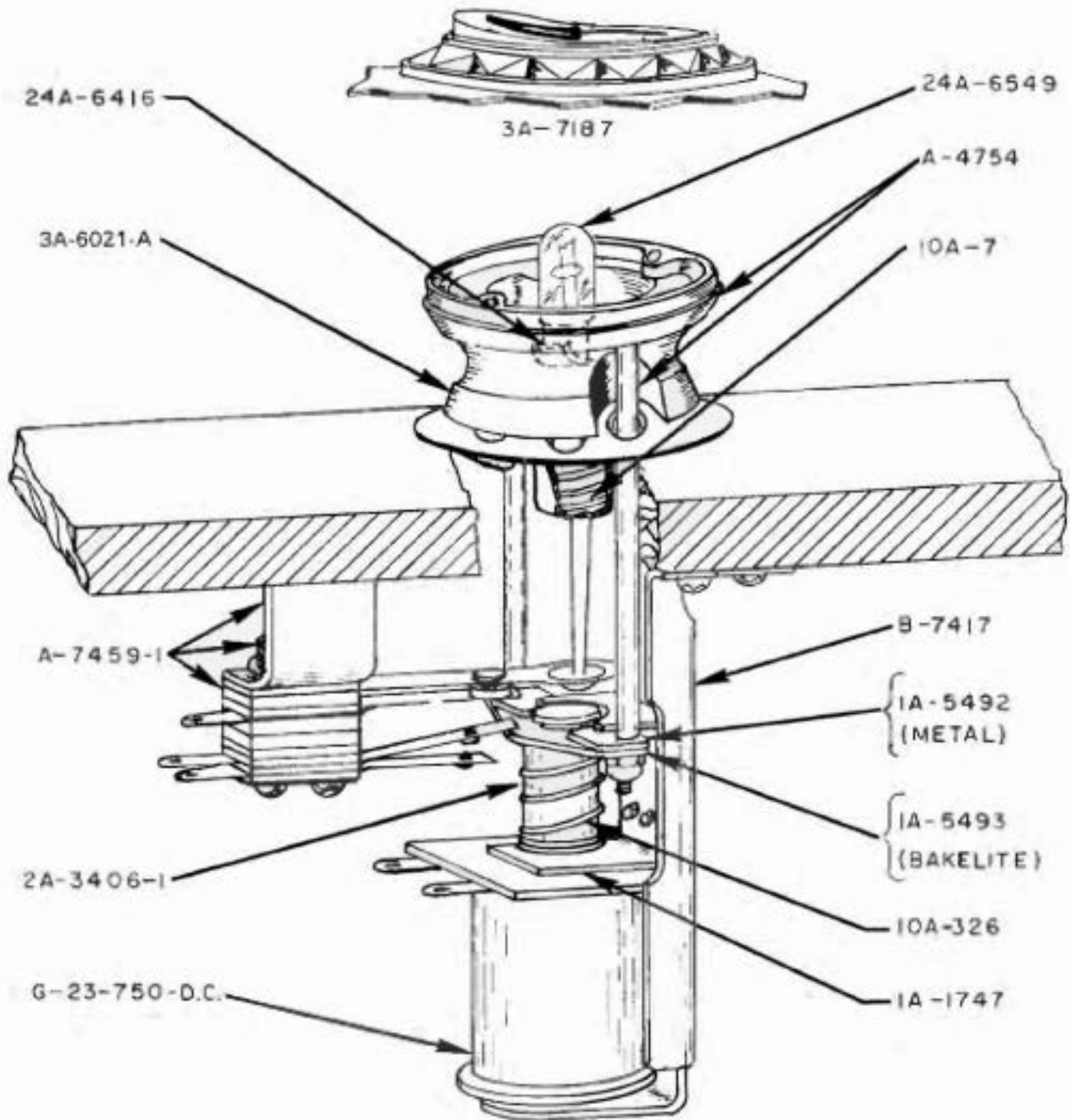


NOTE: IA-1231-1, 2A-3406 AND IOA-300 CAN BE USED ON B-6822 ONLY WHEN ALL (3) PARTS ARE USED.

B-7418-1 JET BUMPER ASSEMBLY

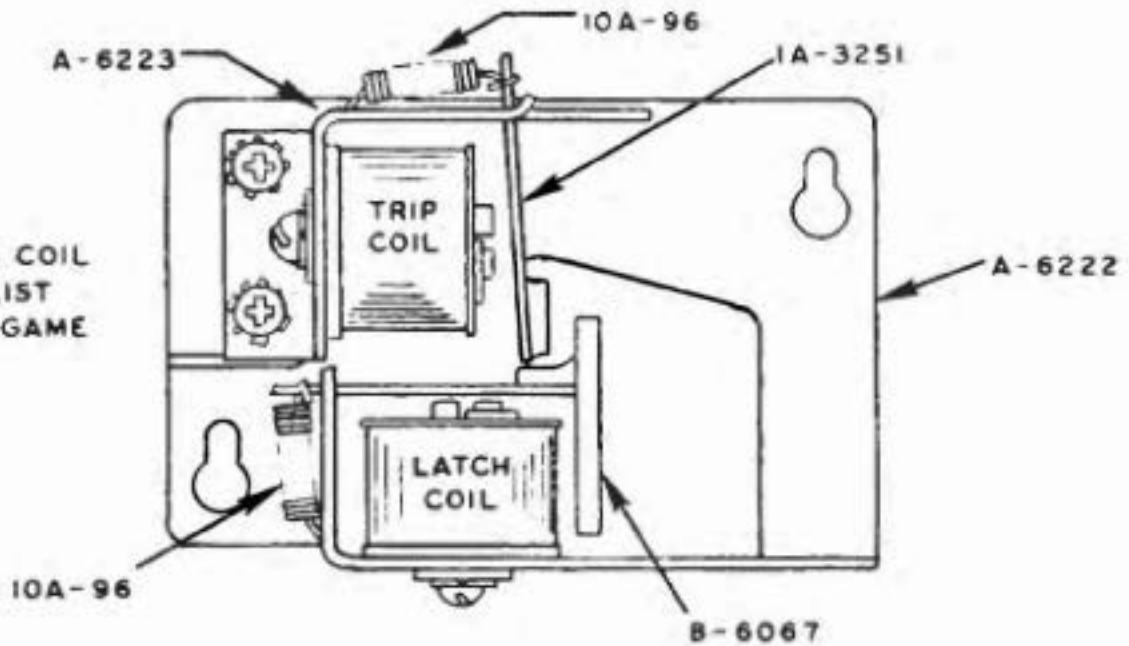
D.C. TYPE

SPECIFY STAMPING AND COLOR ON ALL BUMPER CAPS.
STARTING WITH "SPANISH EYES"



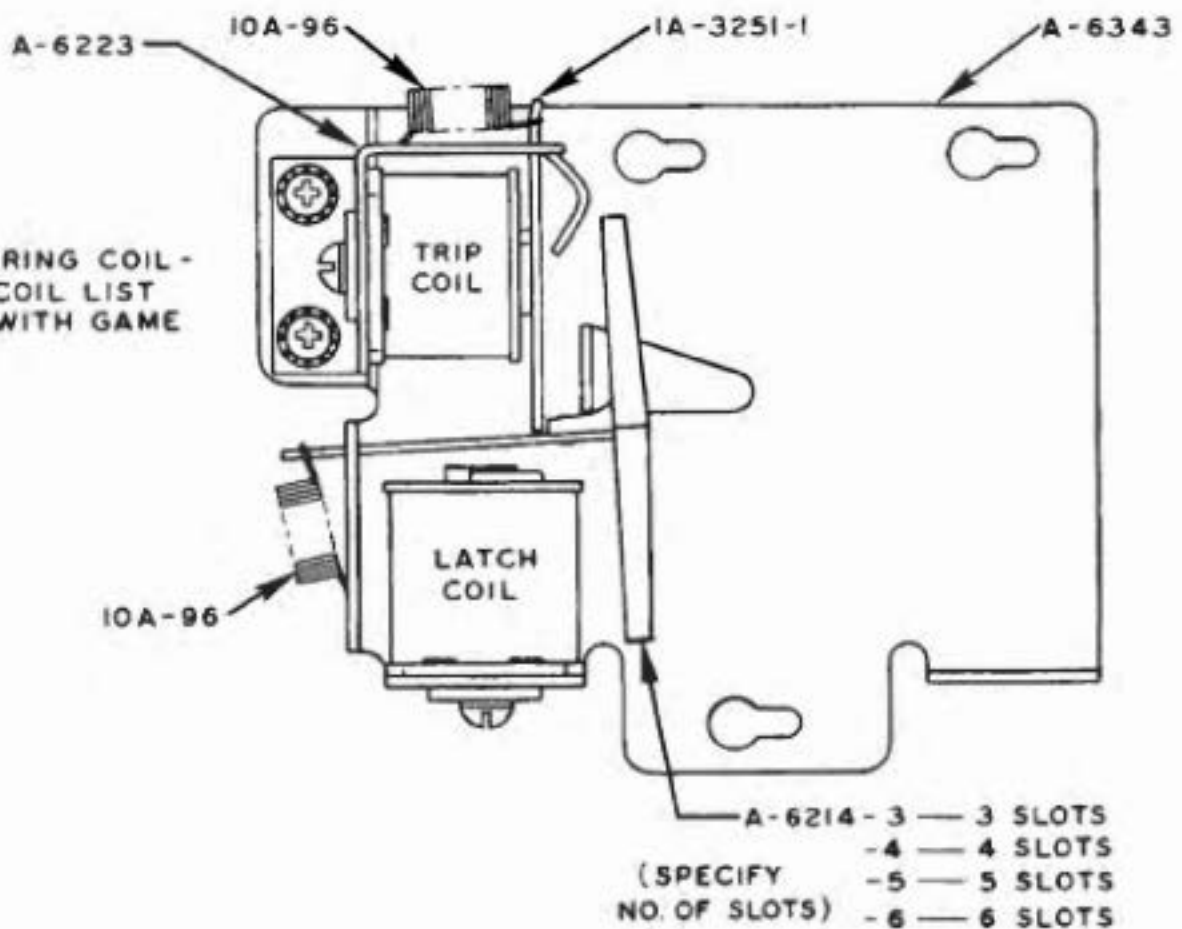
(NEW)
 INTERLOCK RELAY ASSEMBLY
 B-6225

WHEN ORDERING COIL
 REFER TO COIL LIST
 SUPPLIED WITH GAME

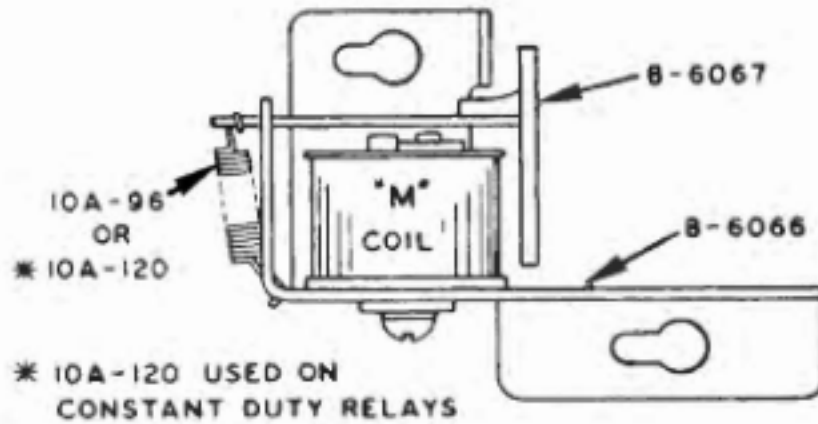


(NEW)
 LATCH TYPE-RELAY UNIT
 B-6342

WHEN ORDERING COIL -
 REFER TO COIL LIST
 SUPPLIED WITH GAME

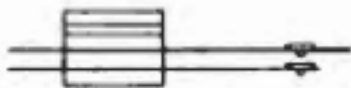


(NEW)
 "J" TYPE RELAY ASSEMBLY
 B-6068



WHEN ORDERING COILS FOR ABOVE RELAY - REFER TO COIL LIST IN "INSTRUCTION MANUAL".

SWITCHES USED WITH "J" TYPE RELAYS



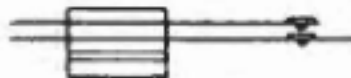
SW. 1M-1 MAKE SWITCH
 (SMALL CONTACTS)



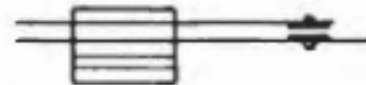
SW. 1M-3 MAKE SWITCH
 (SMALL CONTACTS)
 WITH LOCK BLADE



SW. 10M-1 MAKE SWITCH
 (LARGE CONTACTS)



SW. 2M-1 BREAK SWITCH
 (SMALL CONTACTS)



SW. 20M-1 BREAK SWITCH
 (LARGE CONTACTS)

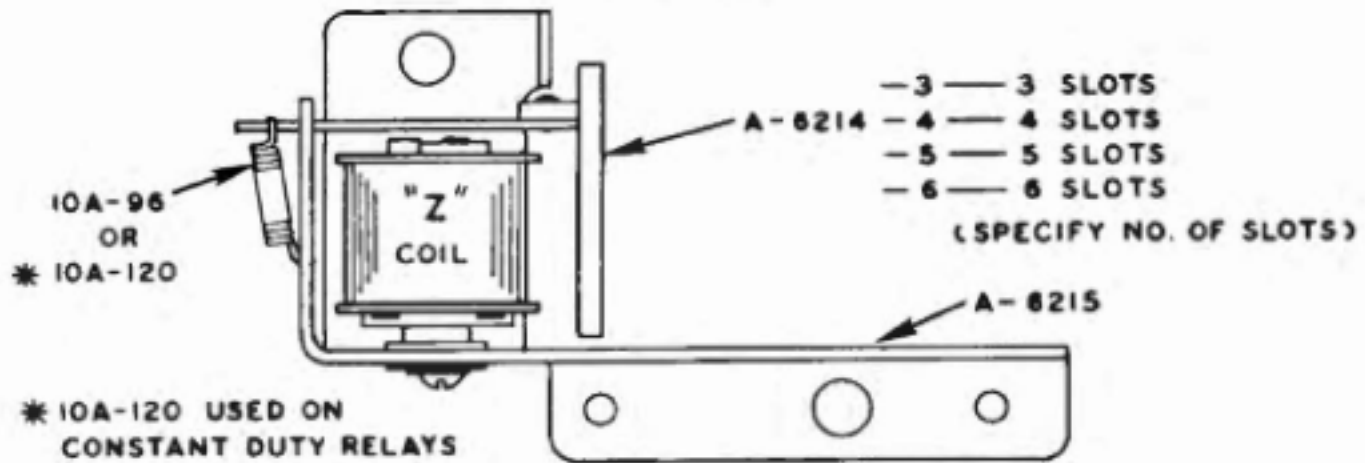


SW. 3M-1 MAKE-BREAK SWITCH
 (SMALL CONTACTS)



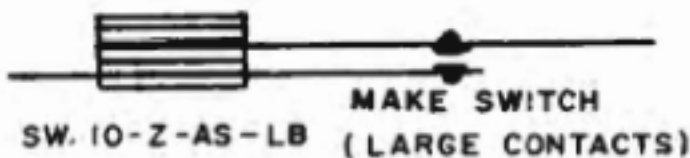
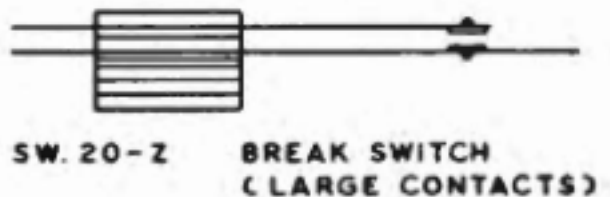
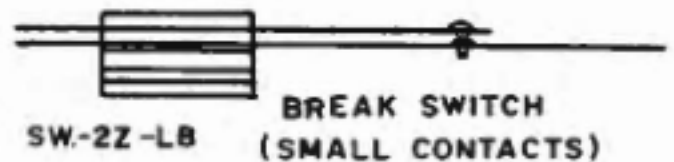
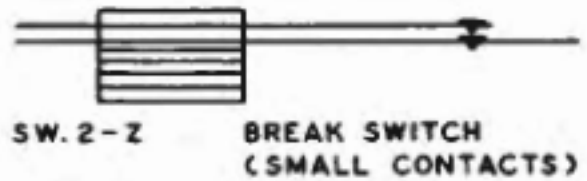
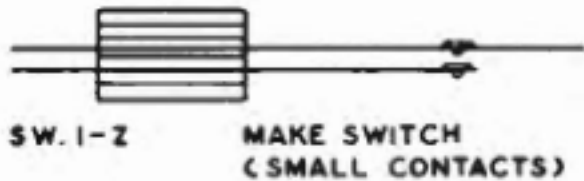
SW. 30M-1 MAKE-BREAK SWITCH
 (LARGE CONTACTS)

(NEW)
 "L" TYPE RELAY ASSEMBLY
 A-6216

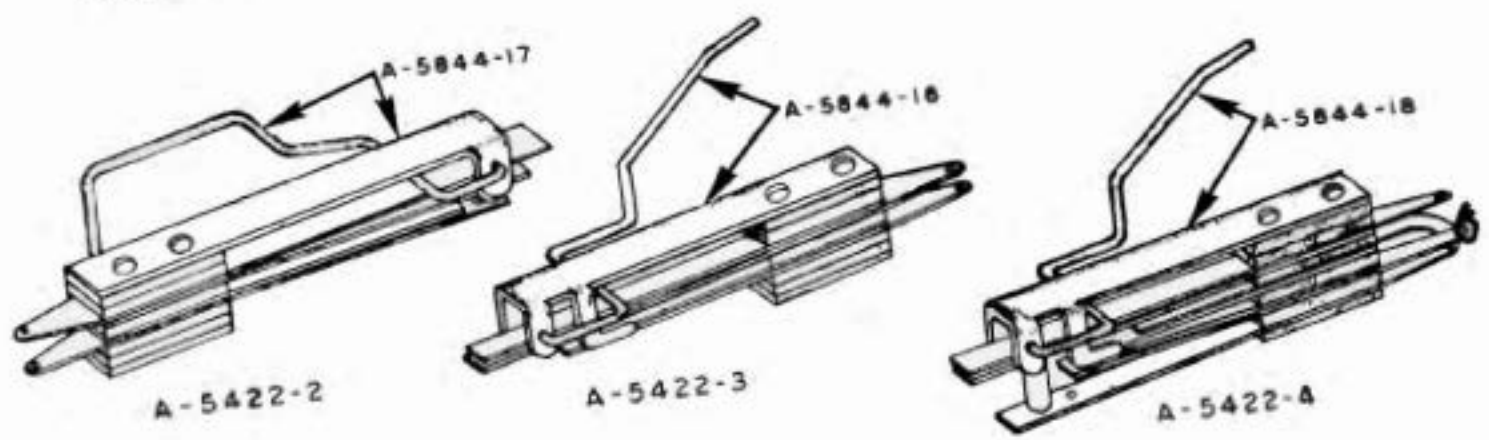
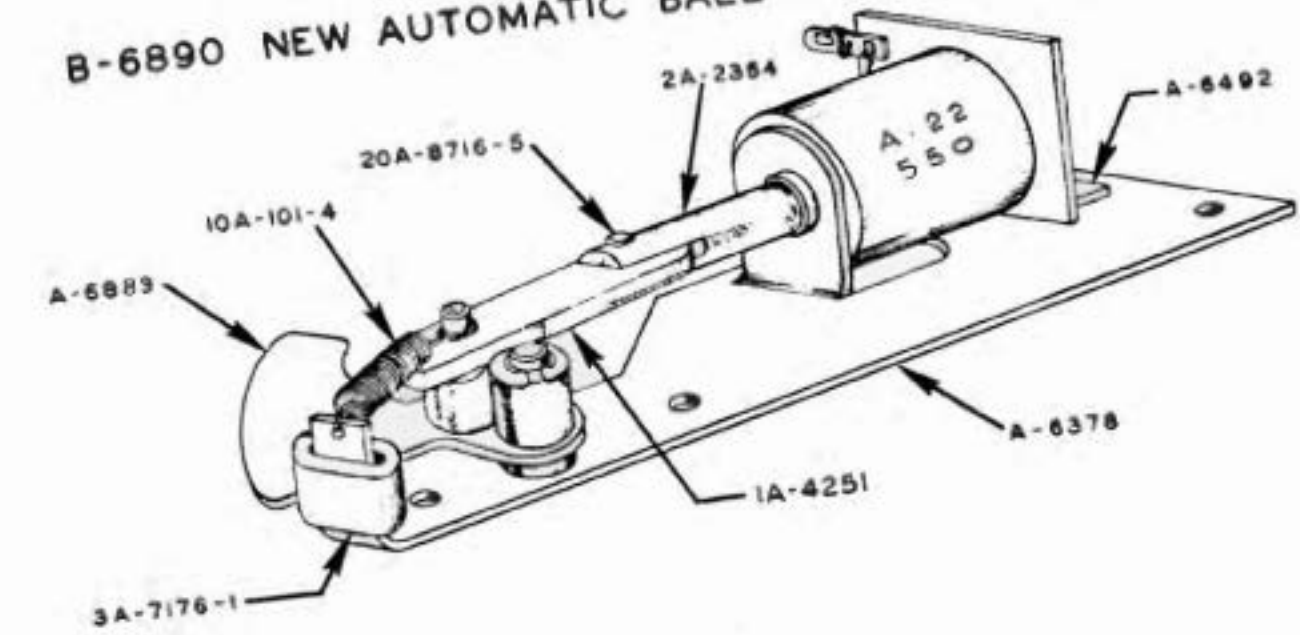


WHEN ORDERING COILS FOR ABOVE RELAY - REFER TO COIL LIST IN "INSTRUCTION MANUAL".

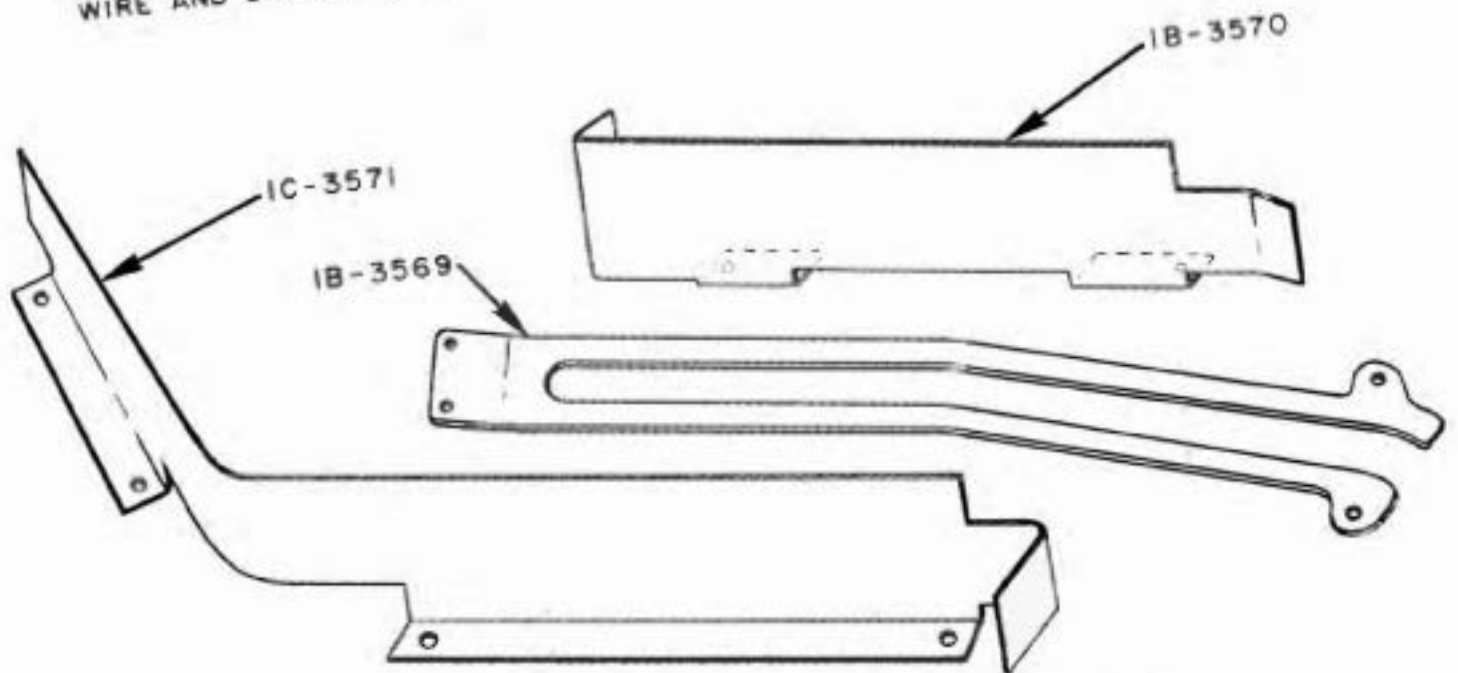
SWITCHES USED WITH "L" TYPE RELAYS



B-6890 NEW AUTOMATIC BALL RETURN ASSEMBLY

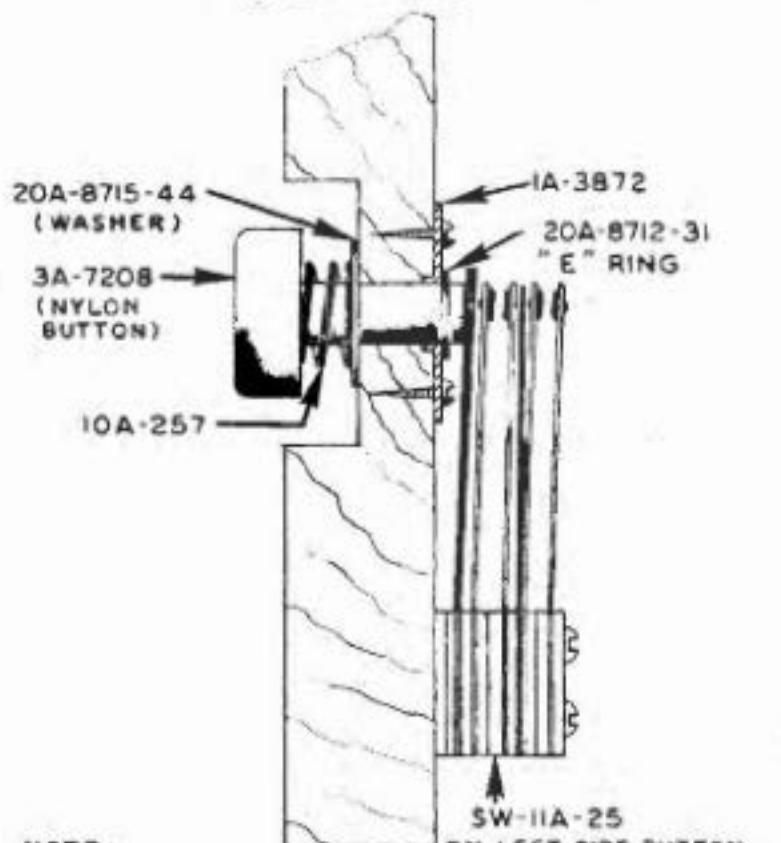


WIRE AND SWITCH ASSY'S USED WITH ABOVE BALL RETURN



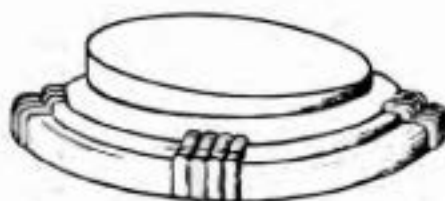
GUIDES FOR BALL RETURN (UNDER BOTTOM ARCH)

**A-5069 N
FLIPPER BUTTON ASS'Y.
(NEW TYPE)**

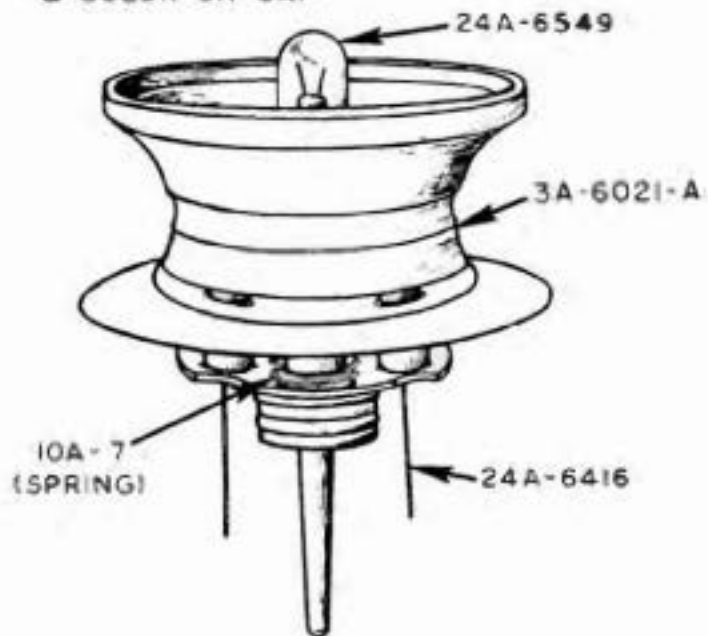


NOTE:
ON CREDIT BUTTON
ONLY USE
20A-8715-43 WASHER

ON LEFT SIDE BUTTON
SWITCH 11A-25
ON RIGHT SIDE & FRONT
SWITCH 1A-70

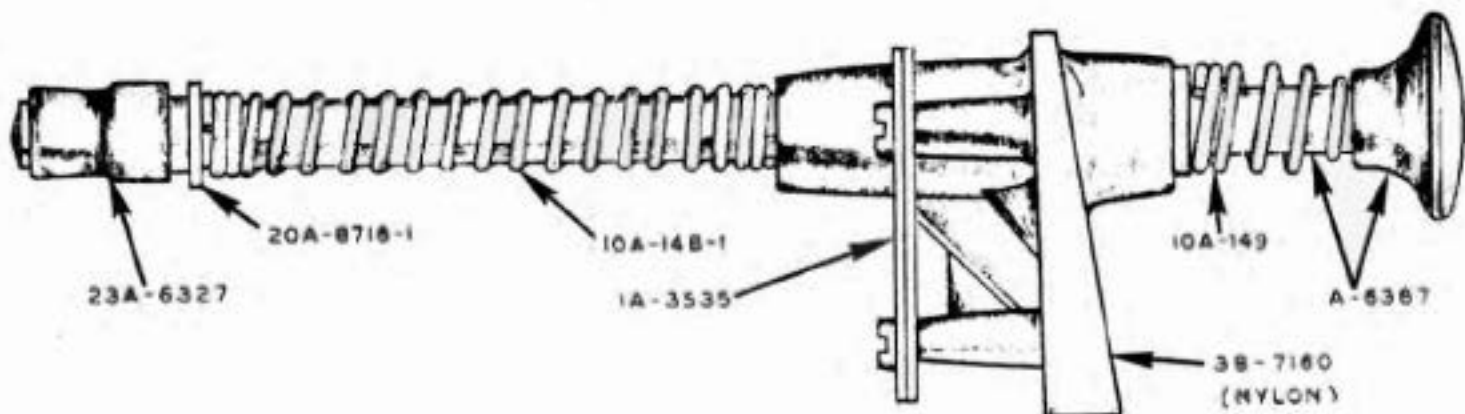


3A-7190- BUMPER CAP
WHEN ORDERING SPECIFY STAMPING
& COLOR ON CAP

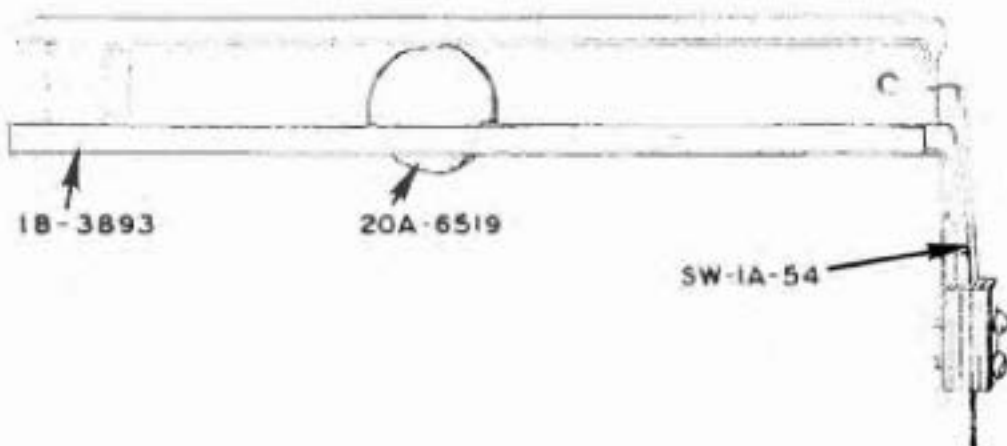


**B-7030
BUMPER ASS'Y. (LESS CAP)**

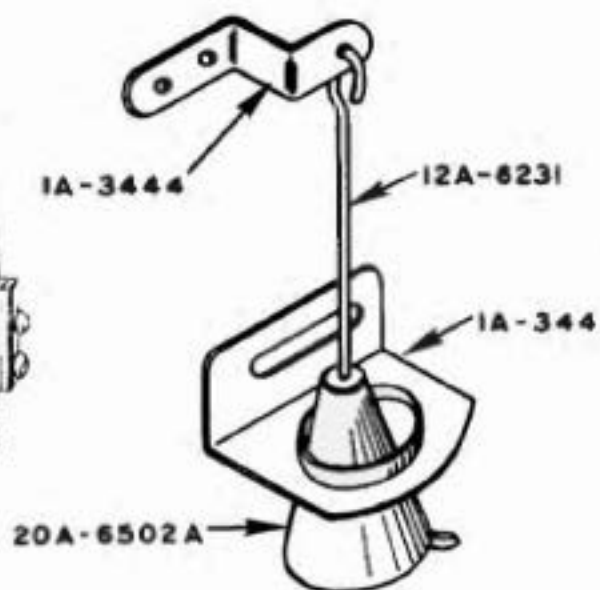
**B-6613 NEW BALL SHOOTER ASSEMBLY
WITH NYLON SHOOTER HOUSING**



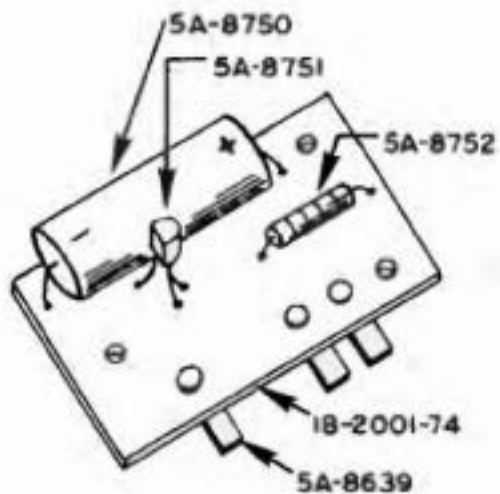
B-6572
NEW BALL ROLL TILT ASSEMBLY



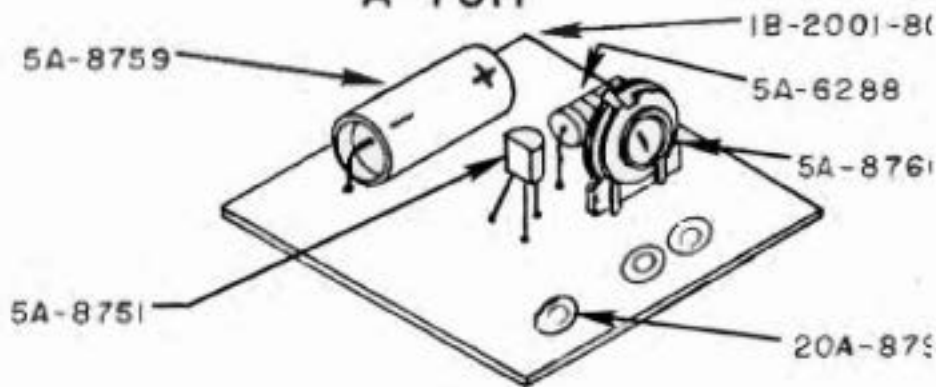
B-4729-R
TILT BOB ASSEMBLY



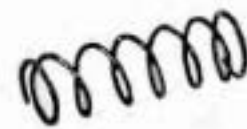
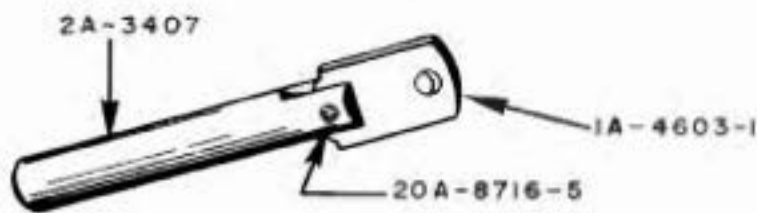
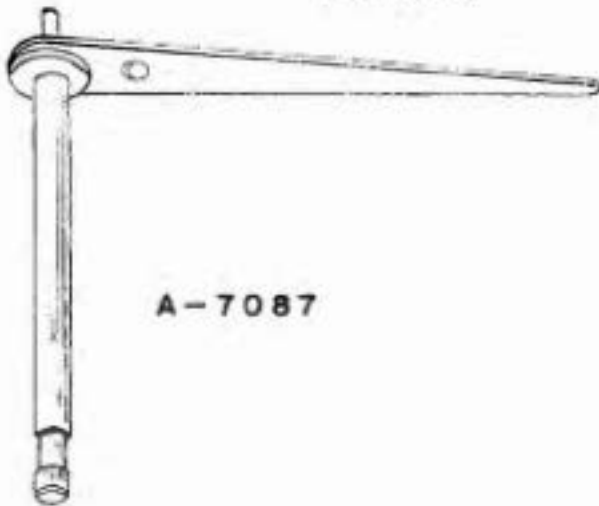
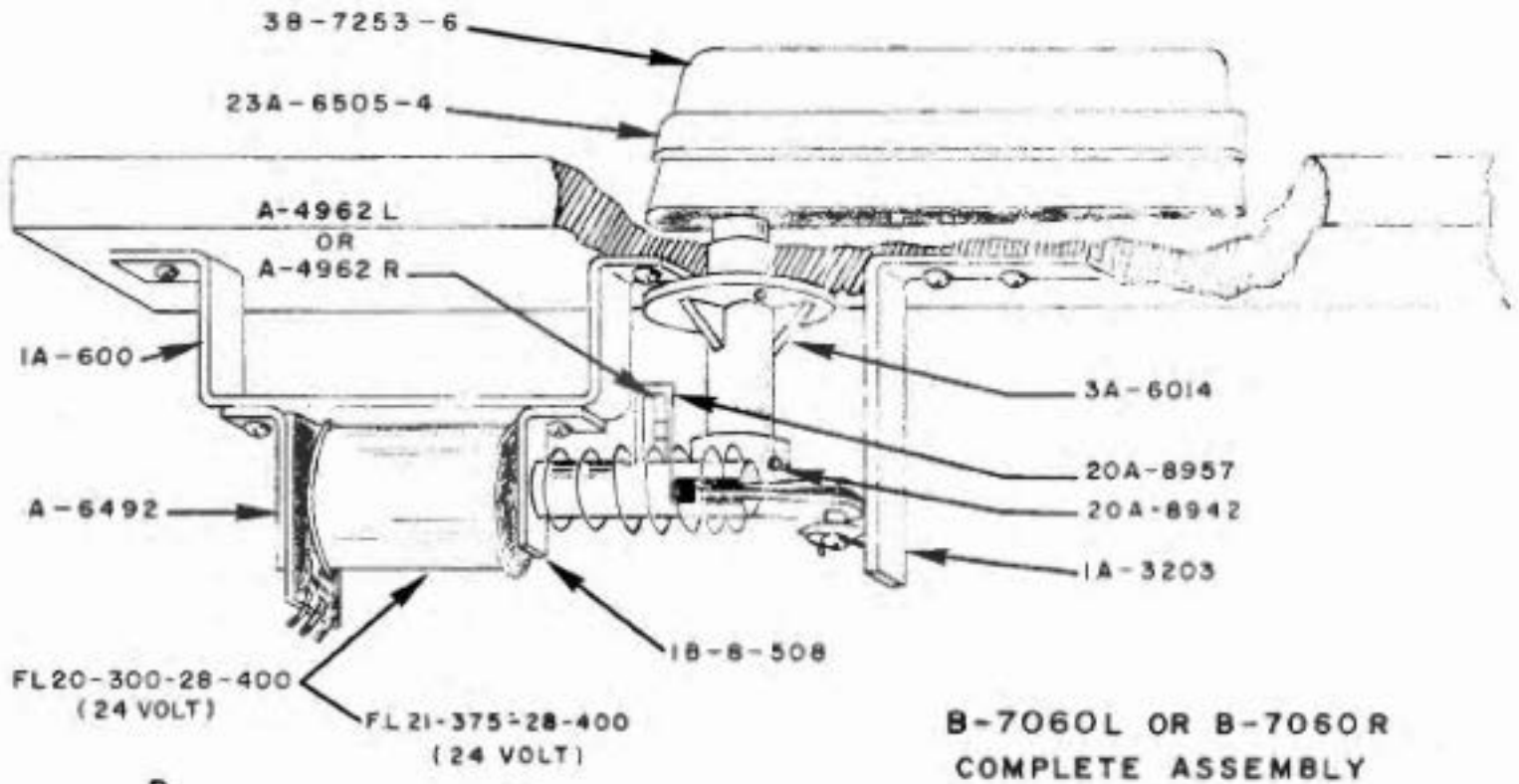
**ELECTRONIC
 DELAY TIMER**
A-7479



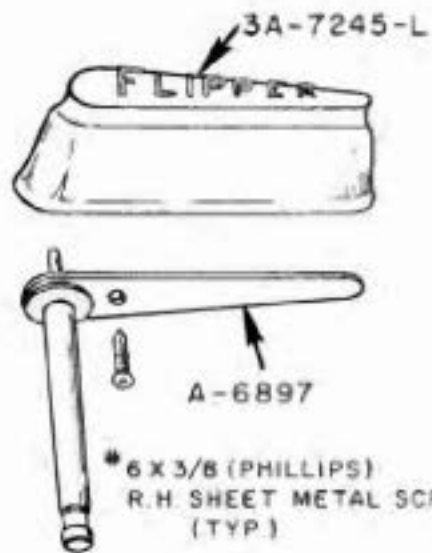
PULSE UNIT
A-7517



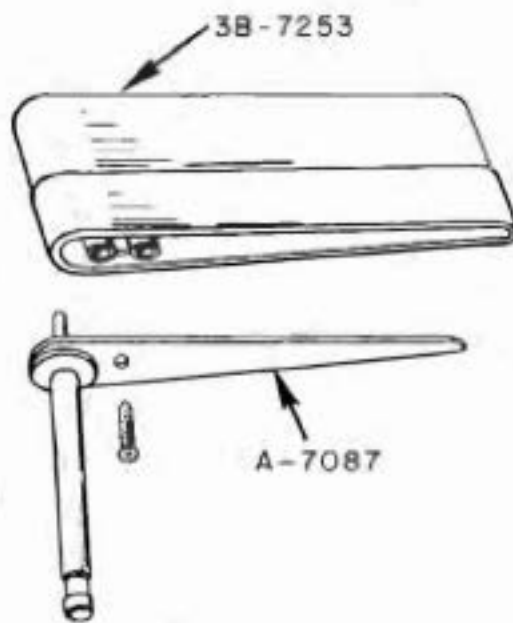
B-7060 3" FLIPPER & COIL ASSEMBLY



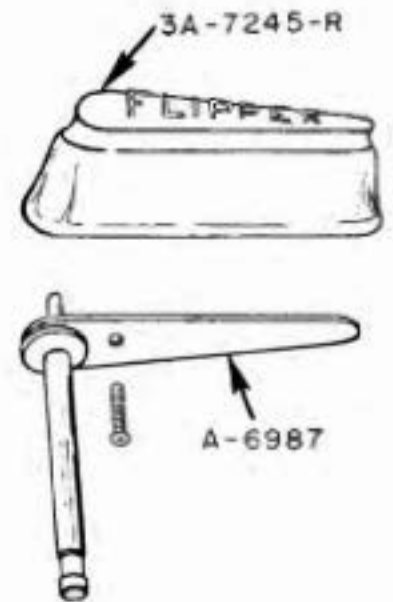
FLIPPER & SHAFT ASSEMBLIES



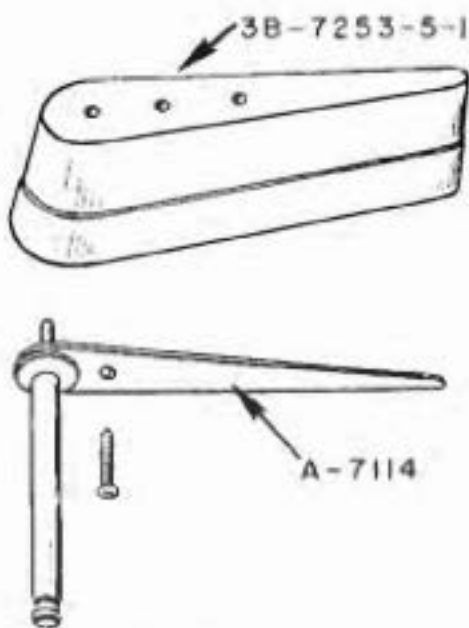
B-7210-1
SMALL FLIPPER ASS'Y.
FOR
FLIPPER GAMES



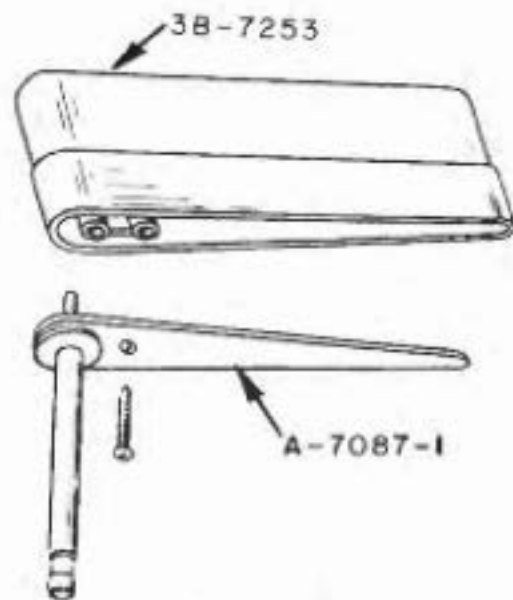
B-7210-2
LARGE FLIPPER ASS'Y.
FOR
FLIPPER GAMES



B-7210-3
SMALL FLIPPER ASS'Y.
FOR
"CLOSING FLIPPER" UNIT
USED ON "DAFFIE", "DOOZIE",
"STUDENT PRINCE"



B-7210-5
"POST TIME"
- EXTENDED PLAY UNIT -

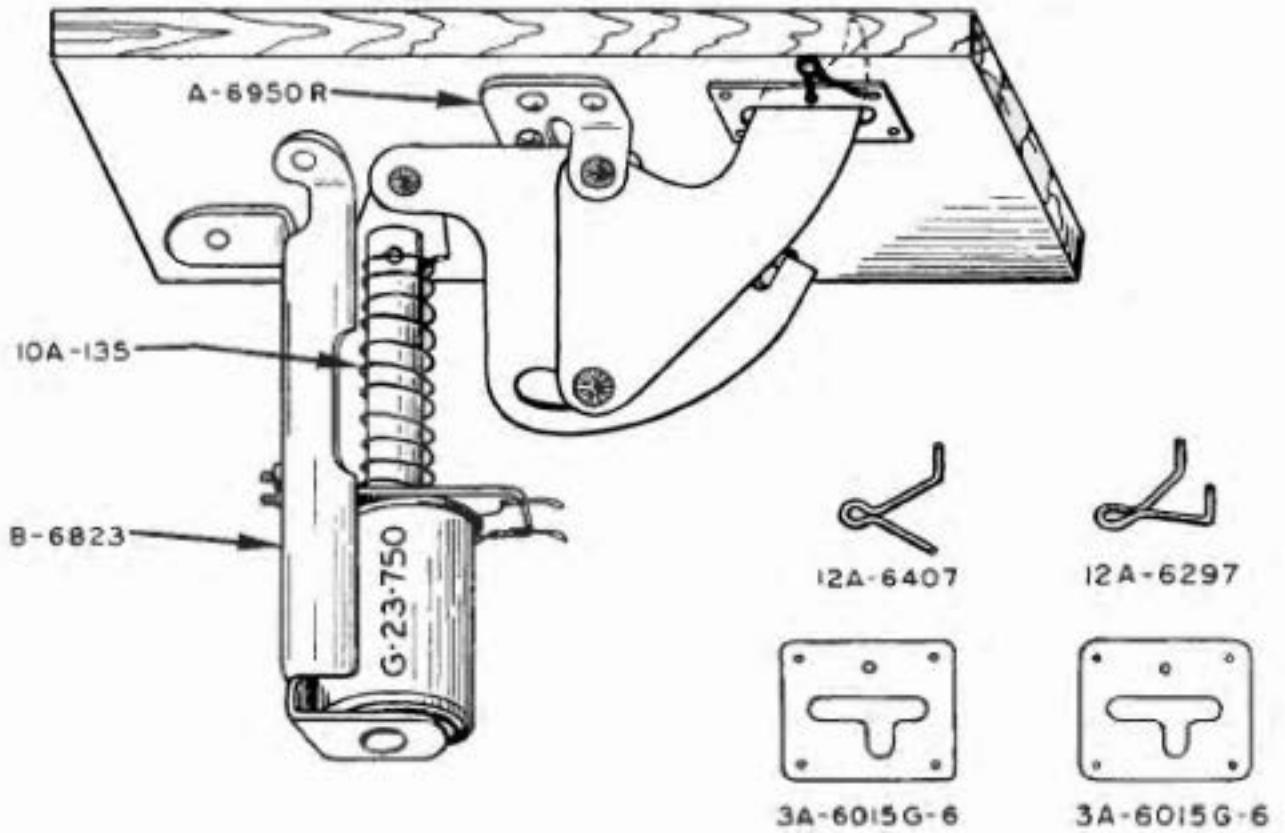


B-7210-6
LARGE FLIPPER ASS'Y.
USE ON "WINNER"

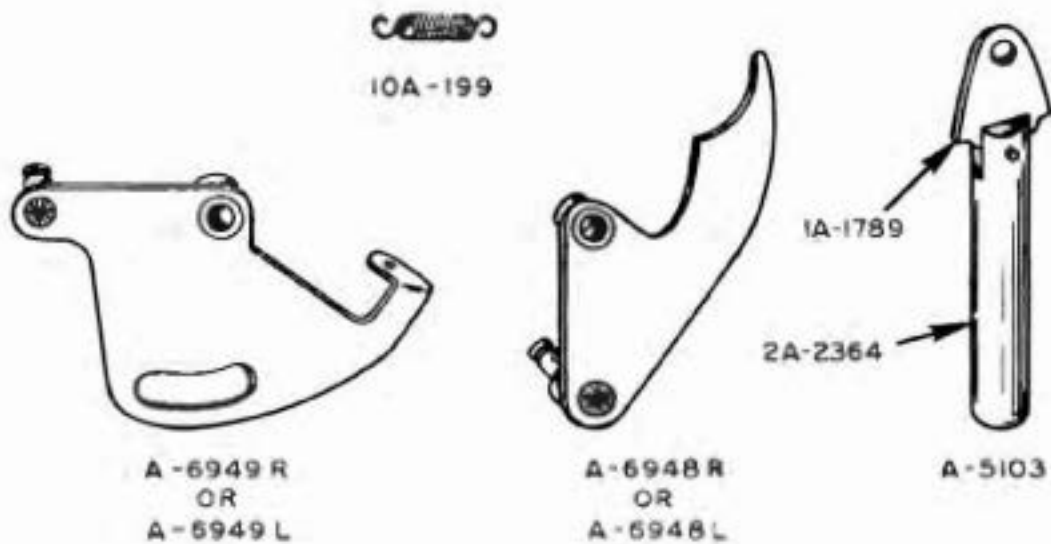
BALL EJECT CAM UNIT

B-6989 R

ON "TOUCHDOWN" TO "SPANISH EYES"

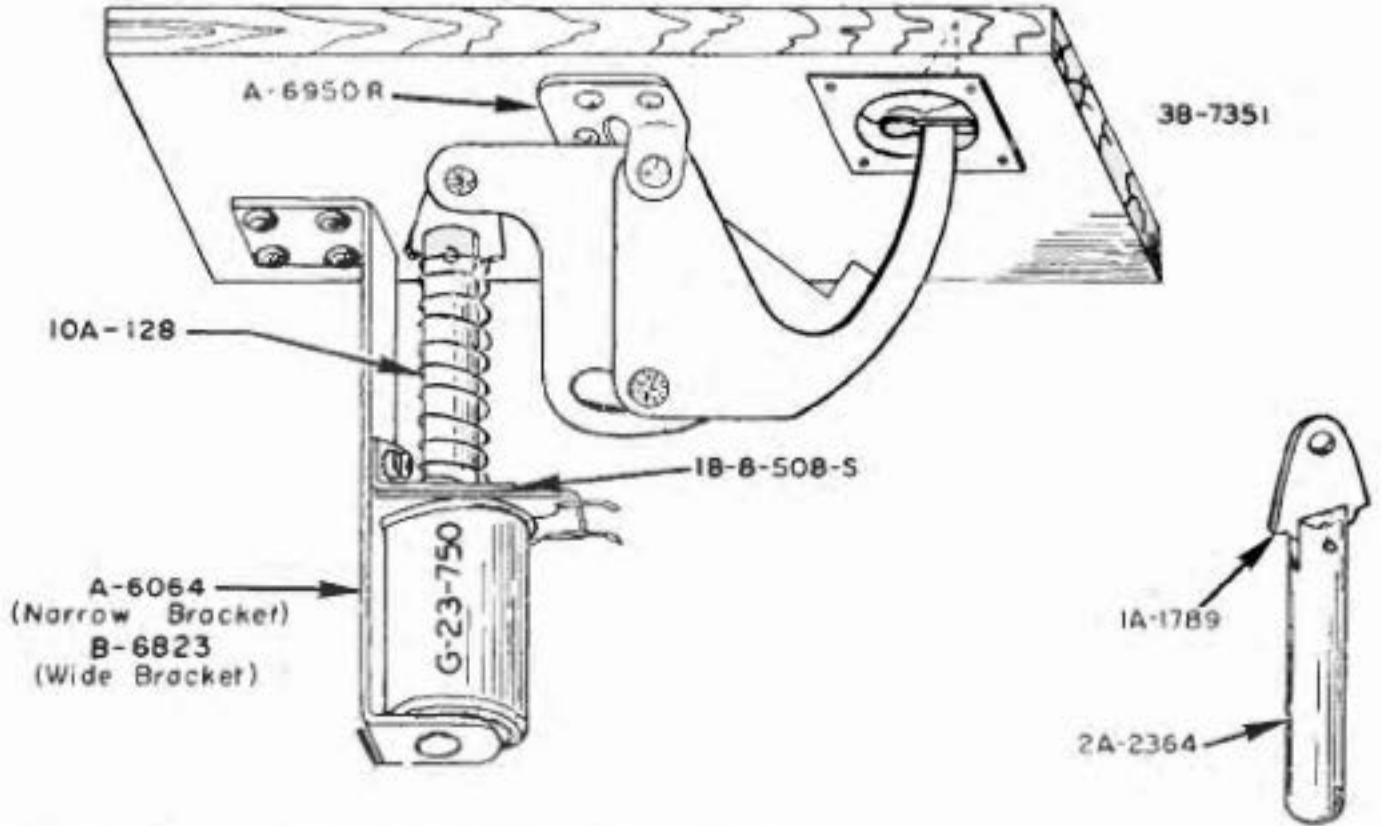


B-6989 R WHEN USED ON RIGHT SIDE OF PLAYFIELD
 B-6989 L WHEN USED ON LEFT SIDE OF PLAYFIELD



BALL EJECT CAM UNIT

B-7472-L & R (WITH WIDE BRACKET)
 B-7472-I-L & R (WITH NARROW BRACKET)
STARTING WITH "FAN-TAS-TIC"



B-7472-R WHEN USED ON RIGHT SIDE OF PLAYFIELD
 B-7472-L WHEN USED ON LEFT SIDE OF PLAYFIELD



10A-199

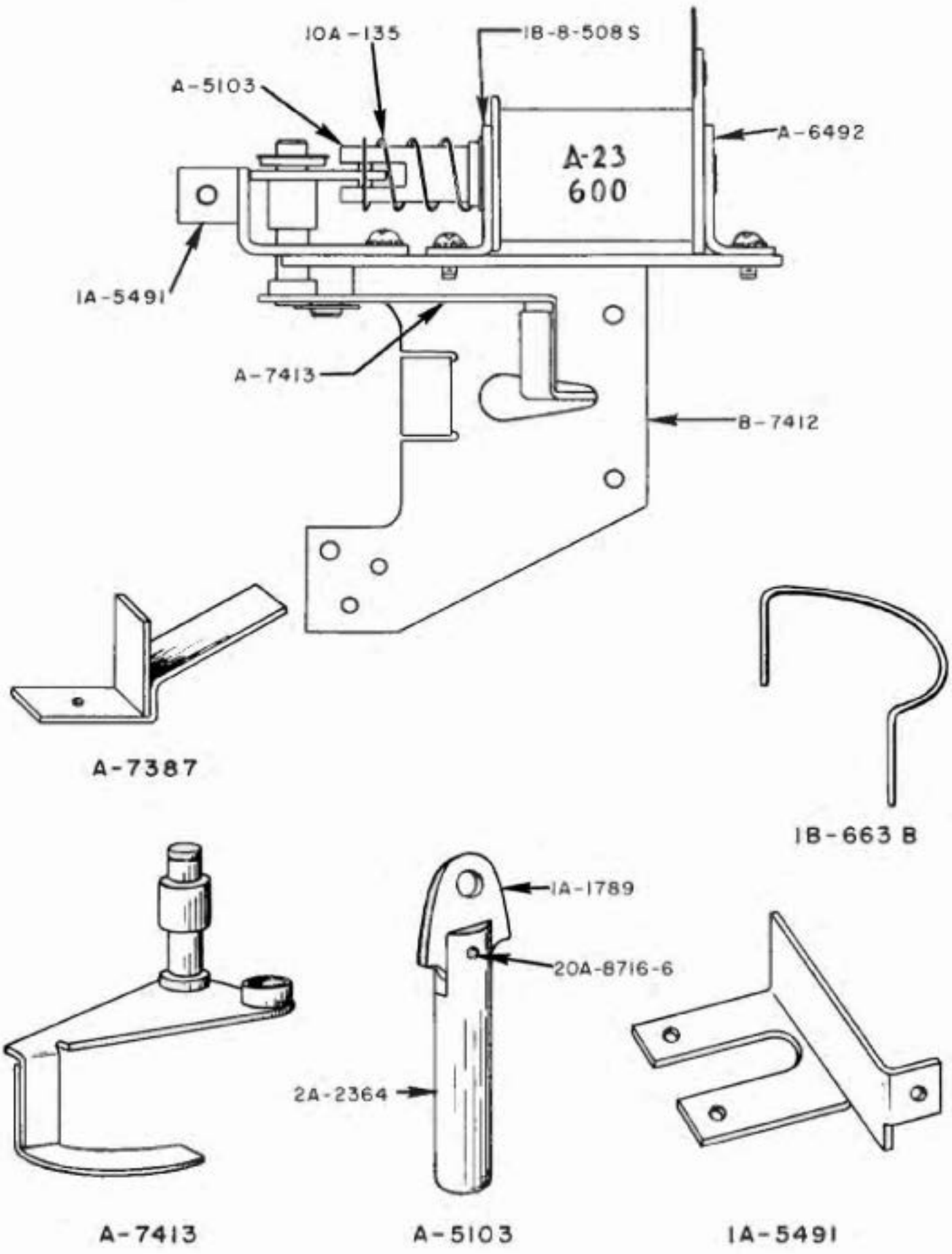


A-6949 R
 OR
 A-6949 L



A-7471-R
 OR
 A-7471-L

B-7407 BALL EJECT ASS'Y.

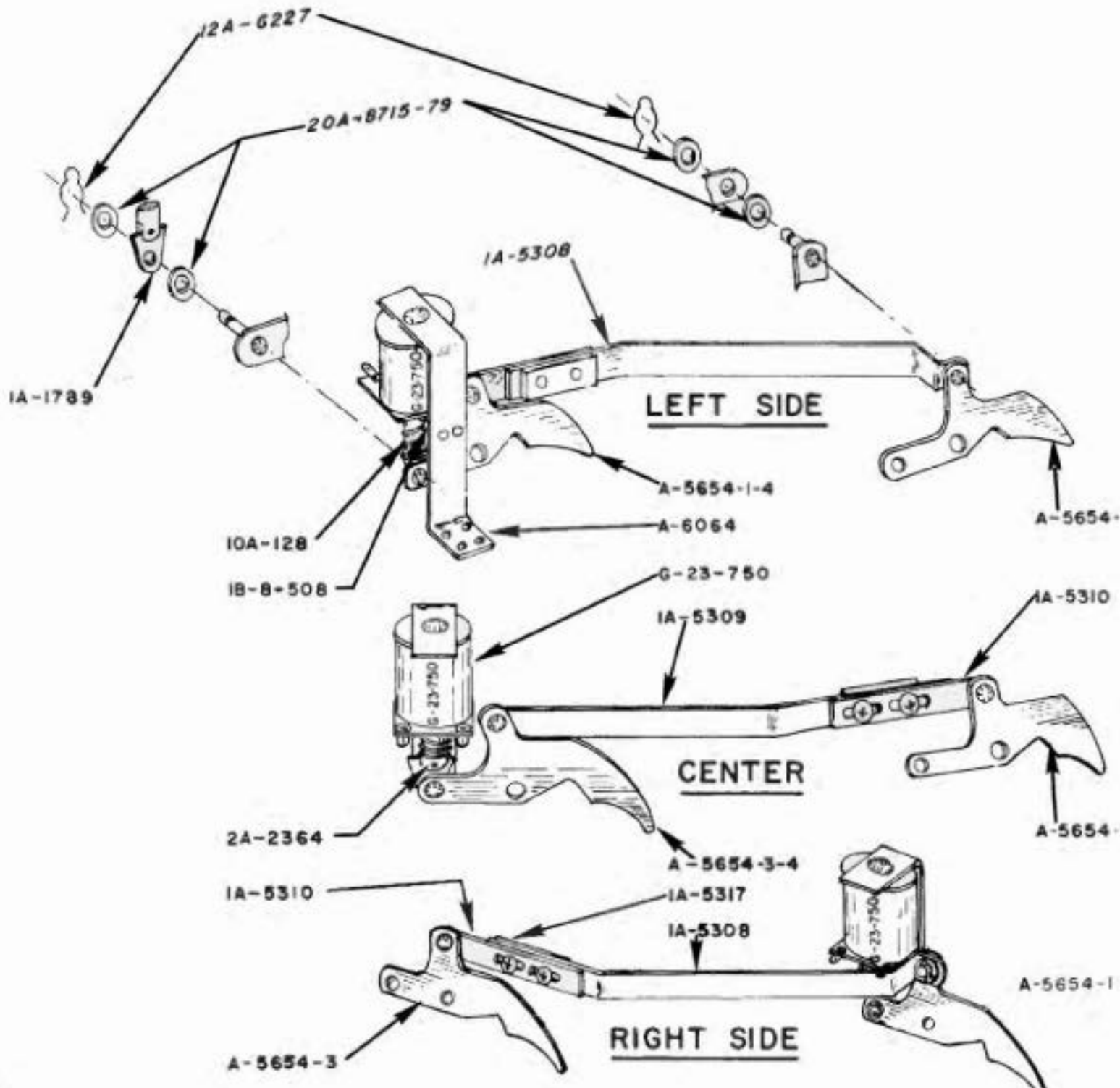


DOUBLE TYPE EJECTOR

B-7318

Left, Right, & Center Assemblies Identified Relative To Front of Playfield in Playing Position.

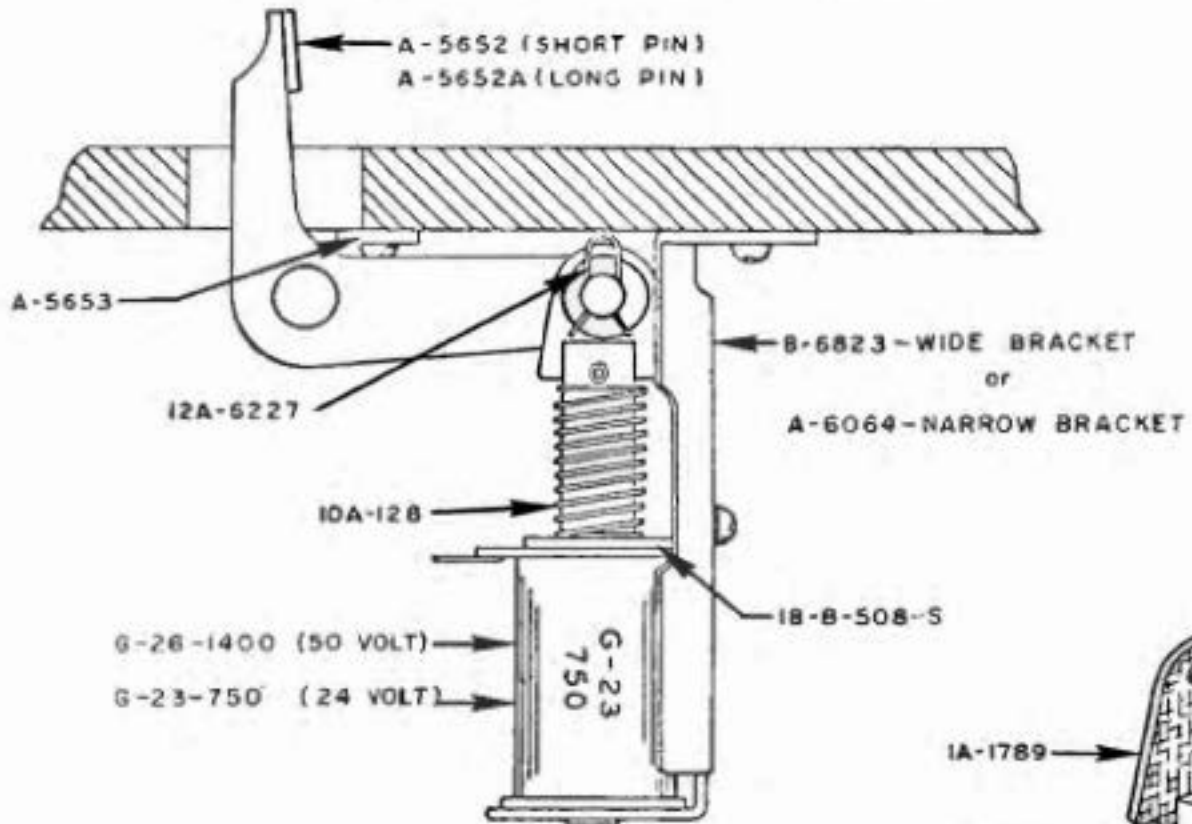
Used on "Solids & Stripes"



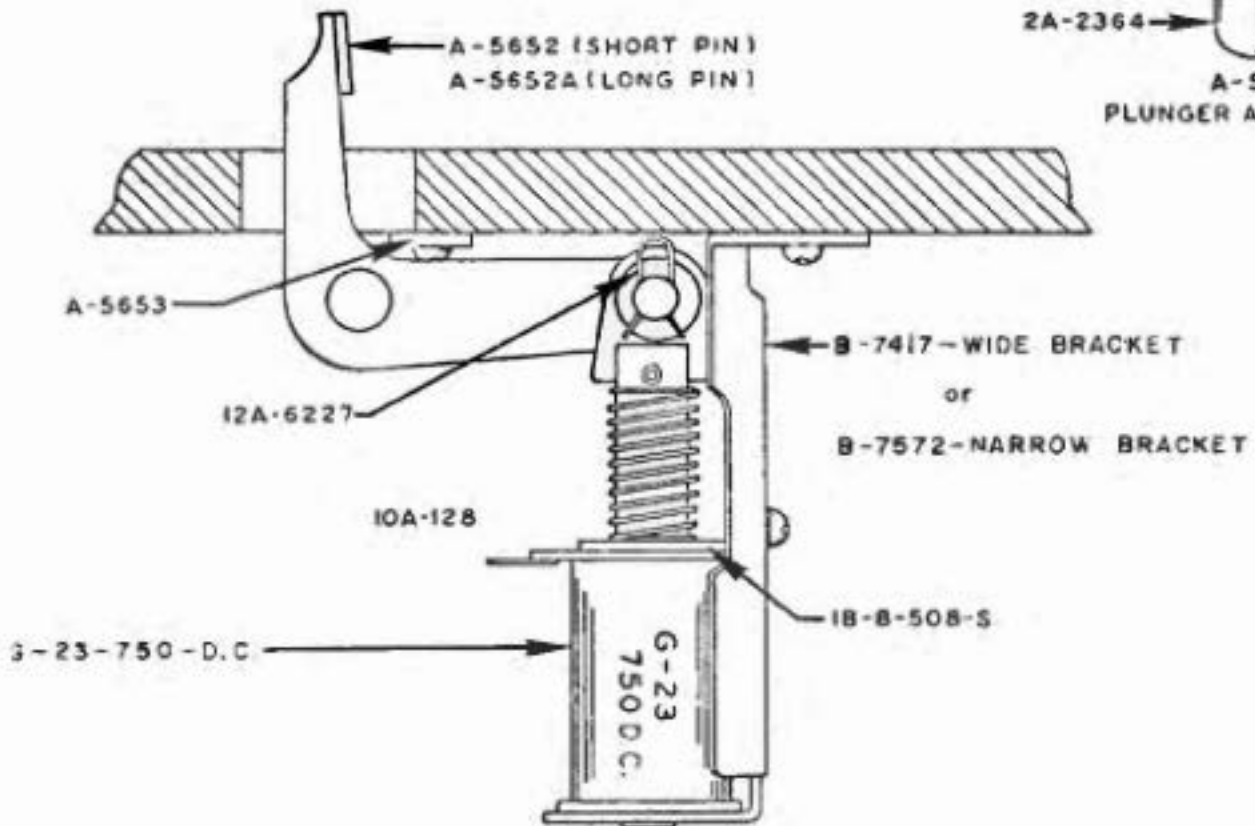
BALL KICKER ASSEMBLIES

A.C. TYPE

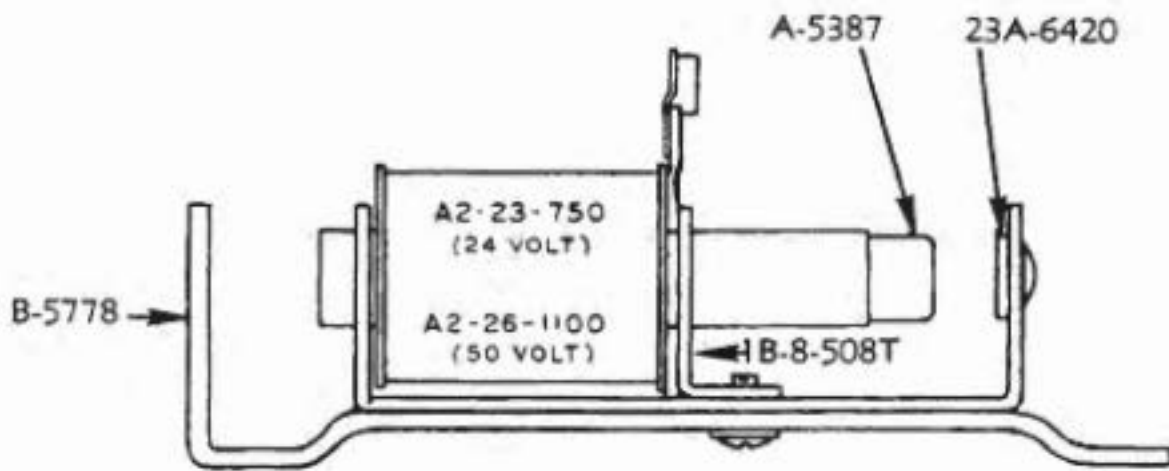
- B-5104 WITH NARROW BRACKET
- B-5104-1 WITH WIDE BRACKET



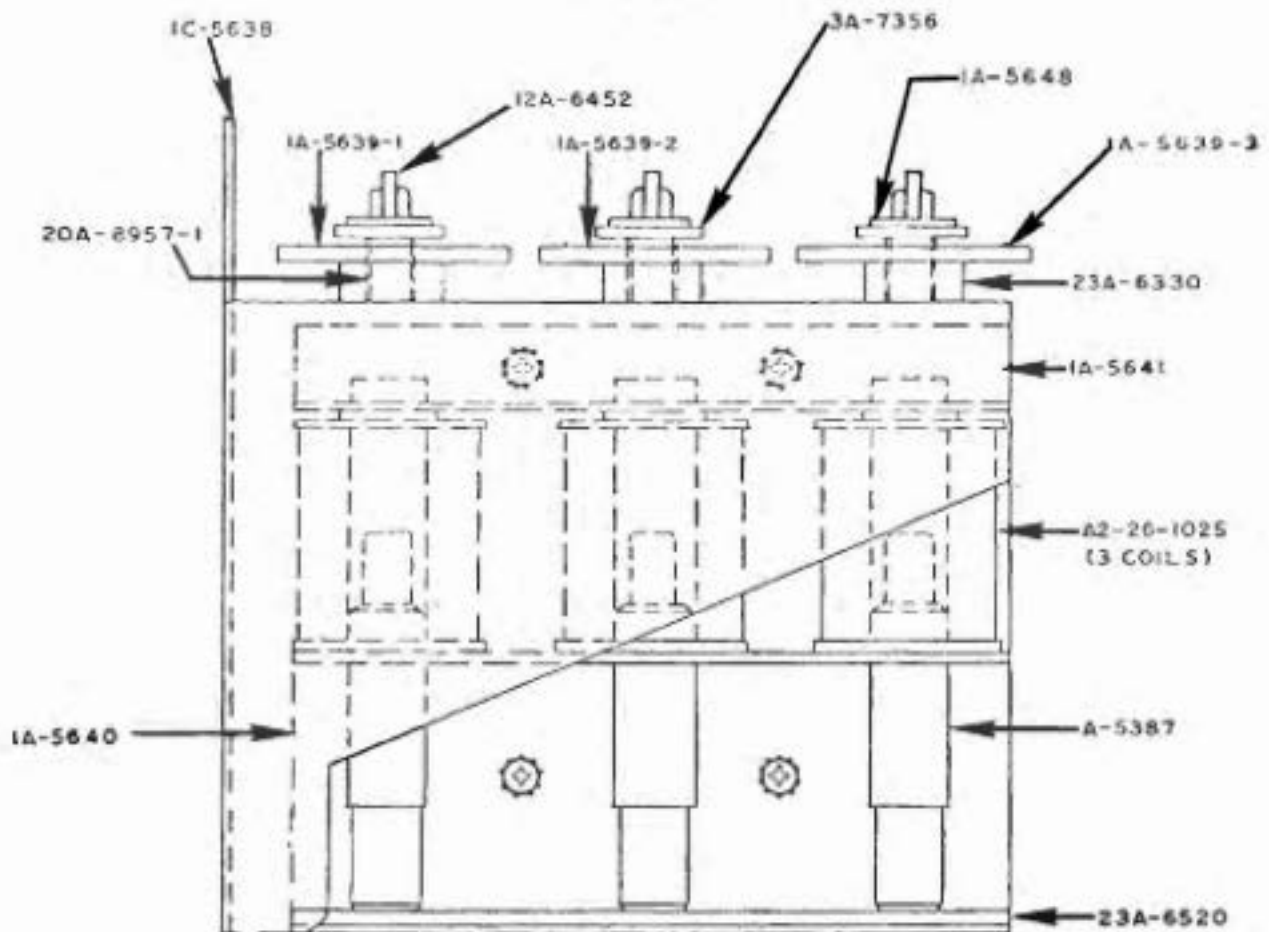
B-5104-2 D.C. TYPE



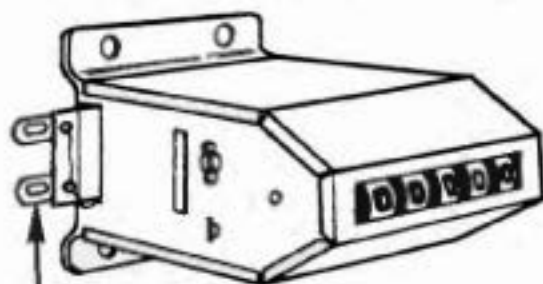
B-5779 KNOCKER ASS'Y



CHIME ASSEMBLY C-7507

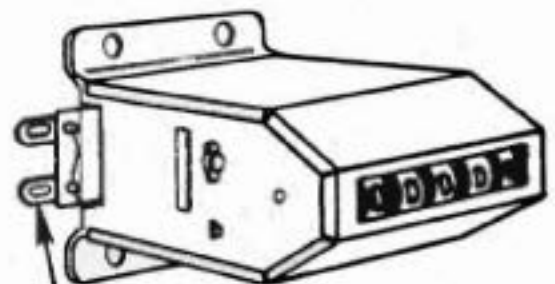


B-6396
24 VOLT - ELECTRIC COUNTER



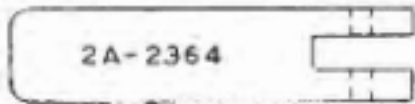
COIL NO. XM-27-675

B-6486
50 VOLT - ELECTRIC COUNTER

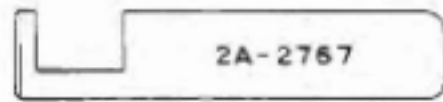


COIL NO. XM-29-1100

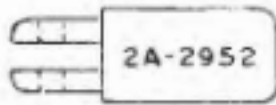
SOLENOID PLUNGERS



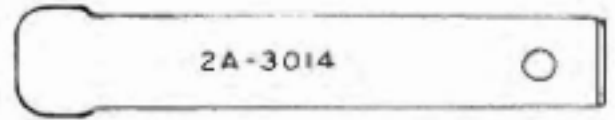
BALL EJECT & KICKERS



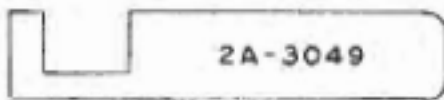
MAN RUNNING UNIT



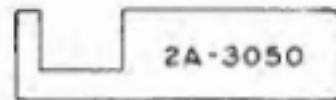
10 STEP SCORE UNITS



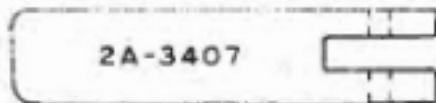
RELAY BANK RESET



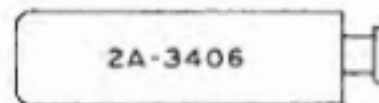
50 STEP UNITS
(DRIVE)



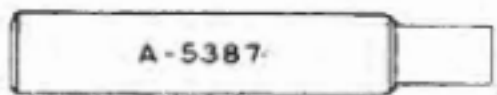
50 STEP UNITS
(RESET)



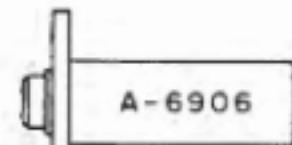
DOUBLE ACTION
FLIPPERS



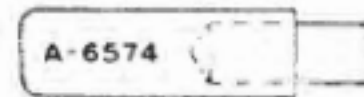
JET BUMPERS



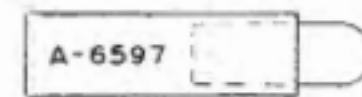
KNOCKER



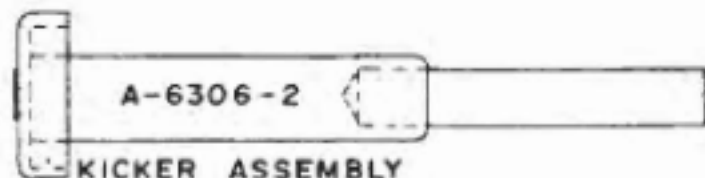
GUN GAME
(LOWER TARGET)



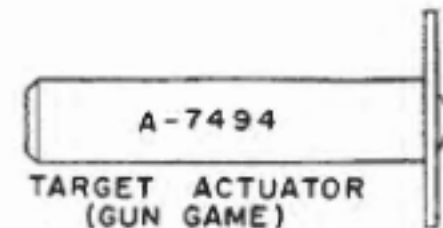
SMALL BELL



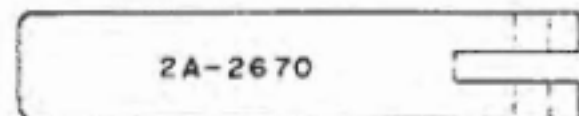
CHIME BOX



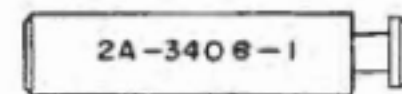
KICKER ASSEMBLY



TARGET ACTUATOR
(GUN GAME)

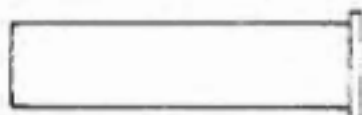


KICKER
(GUN GAME)

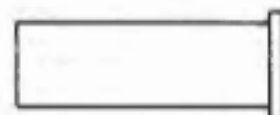


JET BUMPERS
(NEW TYPE)

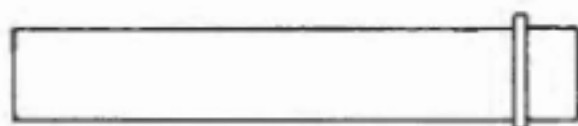
COIL REPLACEMENT SLEEVES



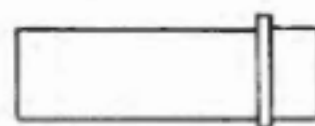
3A-7066



3A-7066-1



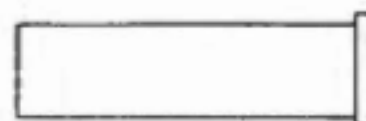
3A-7067-1



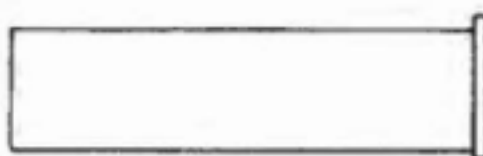
3A-7067-2



2A-3561



2A-2167-4
(ALUMINUM)



2A-2168
(ALUMINUM)

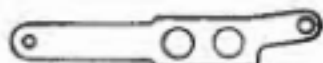
COIL SLEEVE REPLACEMENT CHART

24 VOLT COILS

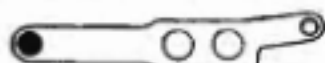
50 VOLT COILS

COIL NO.	SLEEVE	COIL NO.	SLEEVE
A-21-550	2A-2167-4	A-24-975	2A-2167-4
A-22-550	2A-2167-4	A-25-900	2A-2167-4
A-23-600	2A-2167-4	A3-25-950	3A-7067-1
A2-23-600	3A-7067-1	A-25-1000	2A-2167-4
A-23-650	2A-2167-4	A-26-1100	2A-2167-4
A1-23-750	3A-7067-1	A2-26-1100	3A-7067-1
A2-23-750	3A-7067-1	A-26-1200	2A-2167-4
A2-26-1025	3A-7067-1	A2-26-1350	3A-7067-1
A-26-1350	2A-2167-4	A-31-4200 (65V.D.C.)	2A-2167-4
B-26-800	3A-7066-1	B-27-1100	3A-7066-1
B1-26-800	3A-7066-1	B-28-1450	3A-7066-1
C2-26-800	3A-7067-2	B-29-1600	3A-7066-1
FL-21-28	2A-2167-4	B1-29-1600	3A-7066-1
G-22-550	3A-7066	C-27-1300	3A-7067-2
G-23-600	2A-2167-4	D1-20-900 (115V.)	2A-3561
G-23-650	2A-2167-4	D-22-1150 (110V.)	2A-2168
G-23-750	2A-2167-4	D-24-1150 (110V.)	2A-2168
G-24-750	2A-2167-4	D-24-1400 (110V.)	2A-2168
G-24-850	2A-2167-4	D1-24-1400 (110V.)	2A-3561
		D-24-1600 (110V.)	2A-2168
		D1-24-1600 (110V.)	2A-3561
		FL-25-31	2A-2167-4
		FL-26-950/250	2A-2167-4
		G-23-750-DC (38V.)	3A-7066
		G-25-1100	2A-2167-4
		G1-25-1100	2A-2167-4
		G-26-1400	2A-2167-4

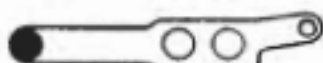
SWITCH BLADES



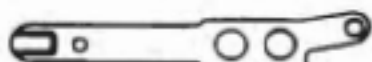
6A-15-10
SHORT BLADE FOR
J & M RELAY SWITCH



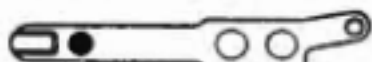
A-6311
SHORT BLADE WITH
SMALL CONTACT # 5A-6541A



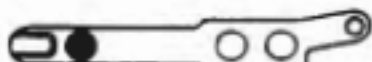
A-6312
SHORT BLADE WITH
LARGE CONTACT # 5A-6198



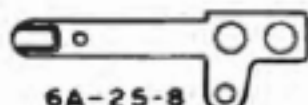
6A-16-8
LONG BLADE FOR
J & M RELAY SWITCH



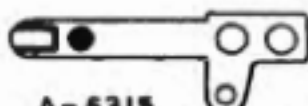
A-6313
LONG BLADE WITH
SMALL CONTACT # 5A-6541A



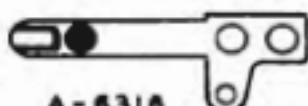
A-6314
LONG BLADE WITH
LARGE CONTACT # 5A-6198



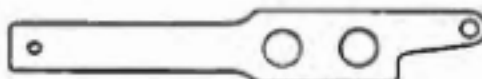
6A-25-8
LONG BLADE (SIDE LUG)
FOR J & M RELAY SWITCH



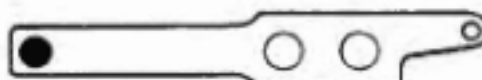
A-6315
SIDE LUG BLADE WITH
SMALL CONTACT # 5A-6541A



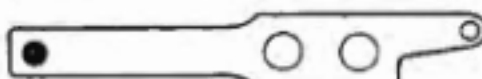
A-6316
SIDE LUG BLADE WITH
LARGE CONTACT # 5A-6198



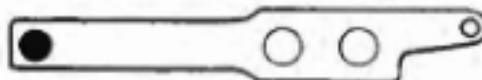
6A-1-14
STANDARD SHORT BLADE



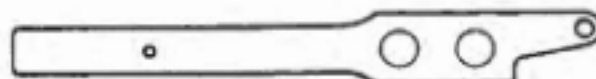
6A-1D-14
JET BUMPER BLADE
LARGE CONTACT # 5A-6317



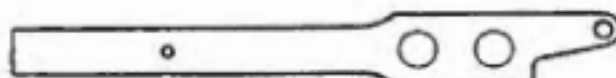
A-6317
SHORT BLADE WITH
SMALL CONTACT # 5A-6541A



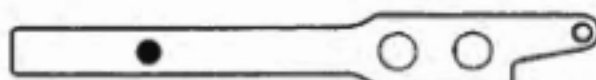
A-6318
SHORT BLADE WITH
LARGE CONTACT # 5A-7603



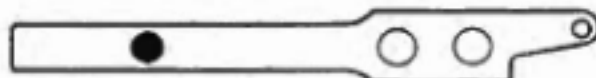
6A-2A-10
STANDARD LONG BLADE



6A-8AL-8
NEW LONG BLADE



A-6319
LONG BLADE WITH
SMALL CONTACT # 5A-6541A



A-6320
LONG BLADE WITH
LARGE CONTACT # 5A-7603

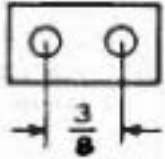
SWITCH COVER PLATE



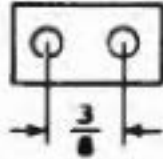
IA-2048



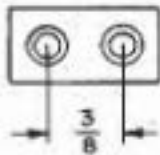
IA-3670



STEEL
IA-15



ALUMINUM
IA-916 RA



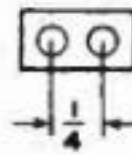
STEEL
IA-5260
(USED ON RELAY BANK)

SWITCH BLADE LIFTER

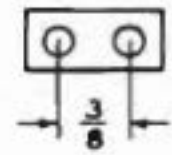


LENGTH	NO.
1/16	3A-6022-2
3/32	3A-6022-3
1/8	3A-6022-4
5/32	3A-6022-5
3/16	3A-6022-6
7/32	3A-6022-7
1/4	3A-6022-8
9/32	3A-6022-9
5/16	3A-6022-10
11/32	3A-6022-11
3/8	3A-6022-12
13/32	3A-6022-13
1/2	3A-6022-14

SWITCH SPACERS BAKELITE



IA-2005-8



IA-916-5



THICKNESS	NO.
1/64	IA-2005-4
1/32	IA-2005-2
1/16	IA-2005-1
3/32	IA-2005-3
1/16	IA-2005-8

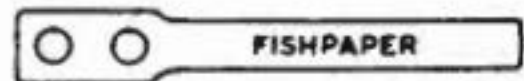
THICKNESS	NO.
3/32	IA-916-H
1/16	IA-916-R
1/64	IA-916-Q
1/32	IA-916-T
1/16	IA-916-S



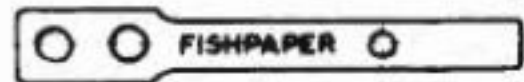
SWITCH TUBING
3A-7006
FOR 'M' RELAY SWITCHES
SPECIFY LENGTH



SWITCH TUBING
3A-7007
SPECIFY LENGTH

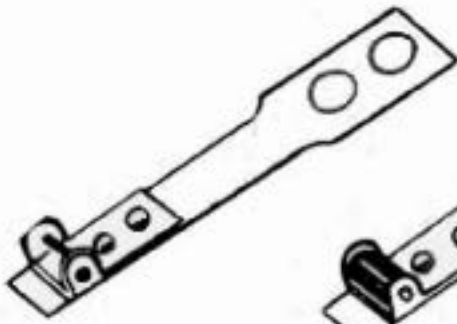


6A-14

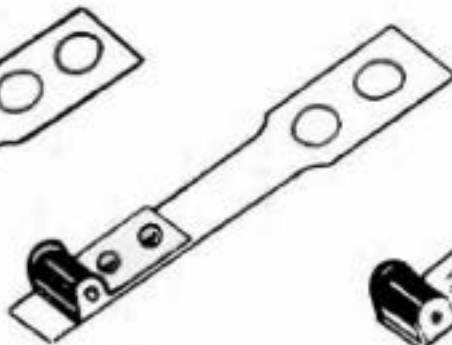


6A-14B

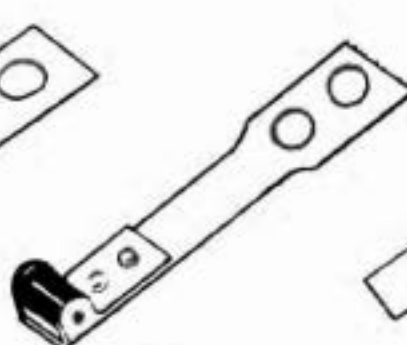
CAM FOLLOWERS



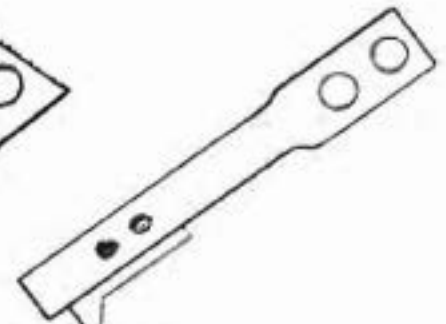
A-4608



A-4608A

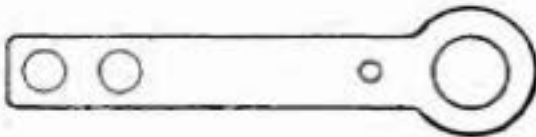


A-4608B



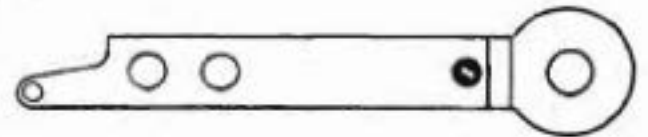
A-6367

SWITCH BLADES



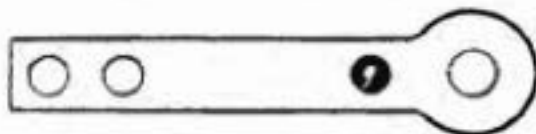
A-4744

BUMPER SWITCH BLADE
(WITH SMALL CONTACT)
OLD STYLE BUMPER



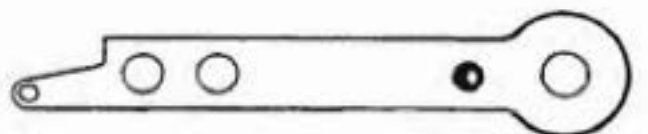
A-4744-2

R.O. BUTTON SWITCH BLADE



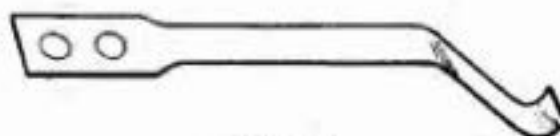
A-4744-4

TARGET SWITCH BLADE
(RIVET TYPE TARGET)



A-4744-1

BUMPER SWITCH BLADE
(WITH LARGE CONTACT)
NEW STYLE BUMPER




6A-8L

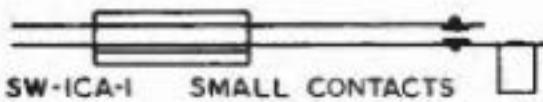
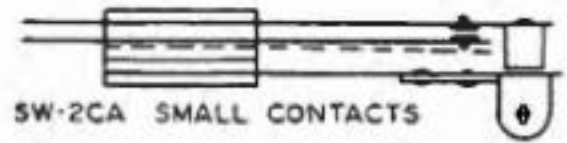
PIN RESET SWITCH BLADE
(USED ON MINI-BOWL)

MOTOR UNIT SWITCHES (NEW STYLE UNIT)

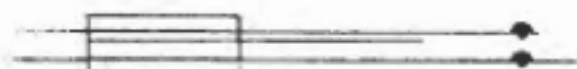
A-6367
USE WITH NYLON CAMS



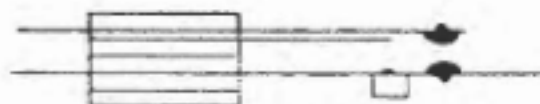
A-4608
USE WITH METAL CAMS

MISCELLANEOUS PIN GAME SWITCHES



SW-1A-2
ROLL OVER WIRE
SINGLE MAKE SW.



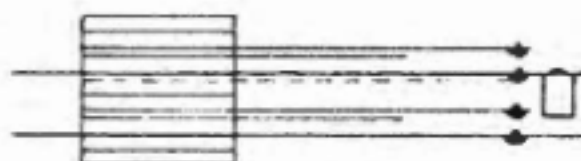
SW-1A-45-1
ROLL OVER BUTTON
SINGLE MAKE SW.



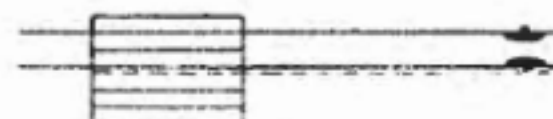
SW-1A-2S
ROLL OVER WIRE
SINGLE MAKE SW.
(SIDE LUGS)



SW-20A
ROLL OVER BUTTON
SINGLE BREAK SW.



SW-11A-2
ROLL OVER WIRE
DOUBLE MAKE SW.



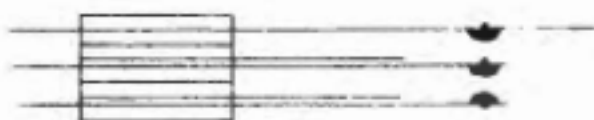
SW-1A-70
FLIPPER BUTTON SW.
(RIGHT SIDE)
ALSO REPLAY RESET SW.
(FRONT OF CABINET)



SW-10A-2S
PLAYFIELD STAND-UP SW.
MAKE SW



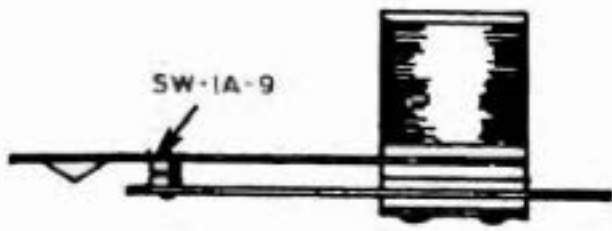
SW-11A-25
FLIPPER BUTTON SW.
(LEFT SIDE)



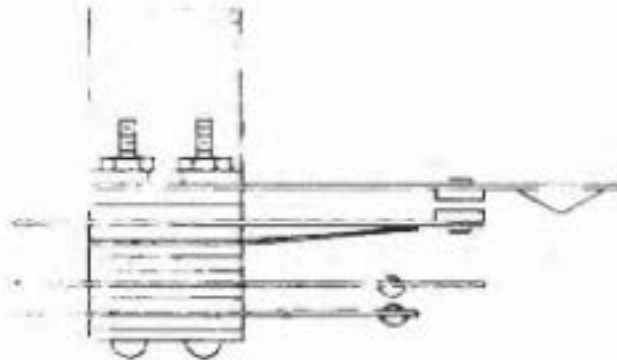
SW-1010A-7
PLAYFIELD STAND-UP SW
MAKE-MAKE SW



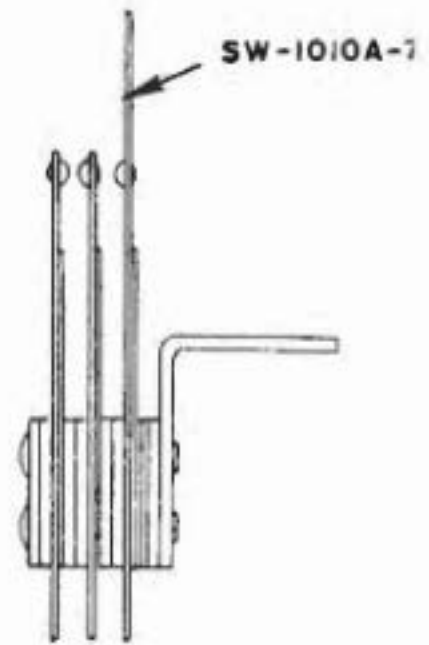
SW-11A-30
JET BUMPER SW. D.C.
DOUBLE MAKE SW



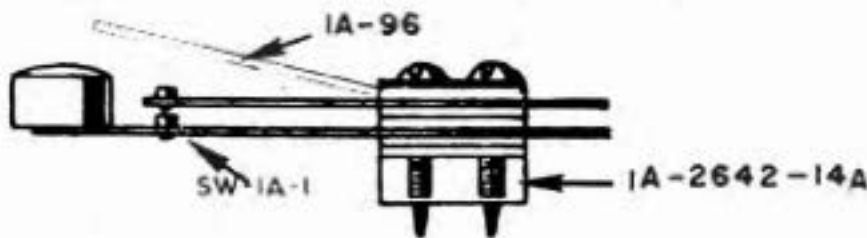
A-5324 BUMPER SWITCH ASSEMBLY



A-7459-1-D.C. JET BUMPER SW. ASSEMBLY

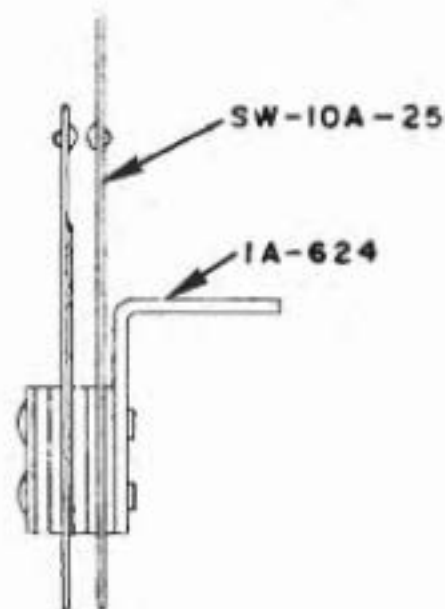


A-4834-B
STAND-UP SWITCH
ASSEMBLY

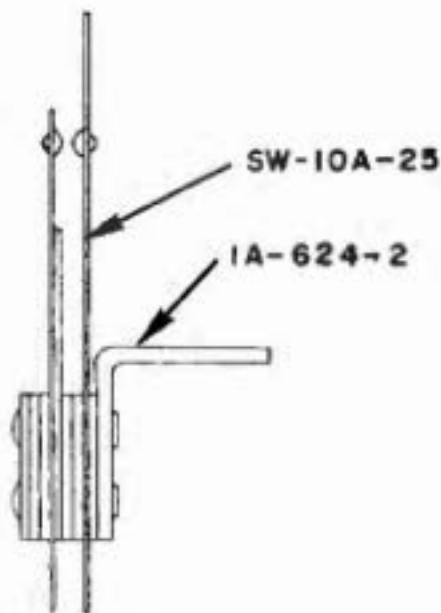


A-5325 TILT SWITCH ASSEMBLY

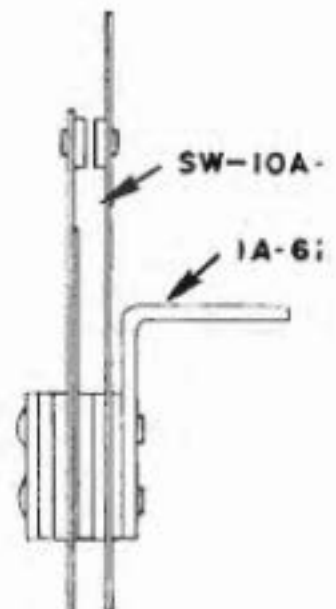
STAND-UP SWITCH ASSEMBLIES



A-4834-C

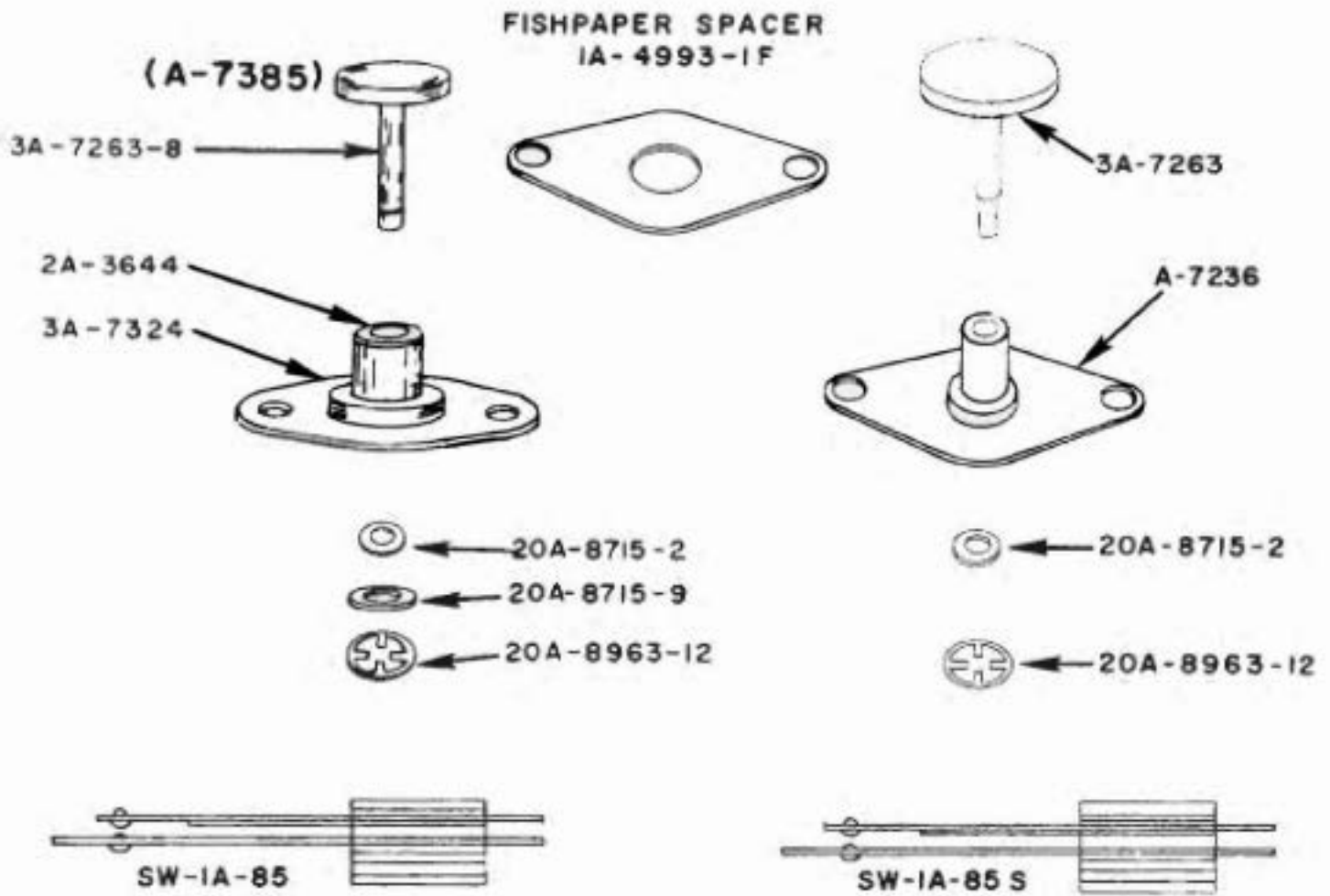


A-4834-D
USED ON "WINNER"

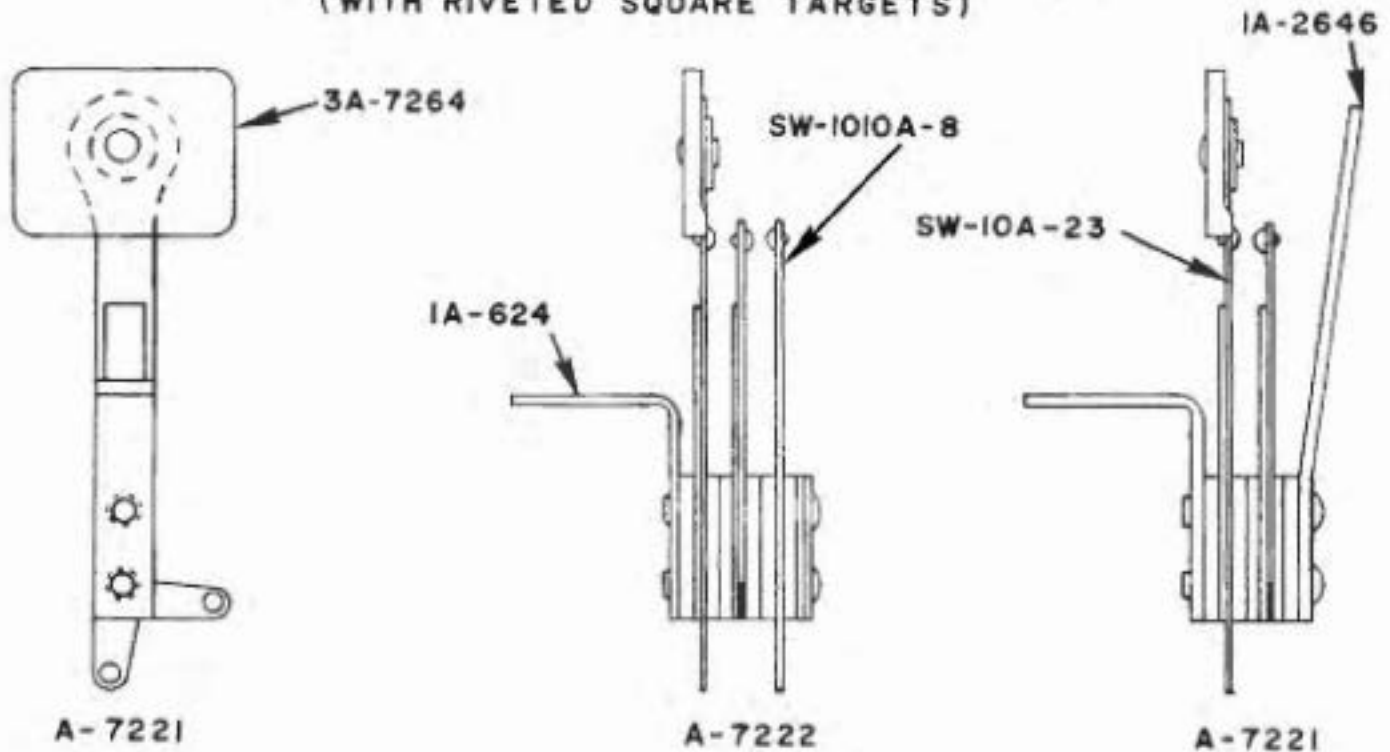


A-4834-E
LARGE CONTACT POINTS
(D. C. ONLY)

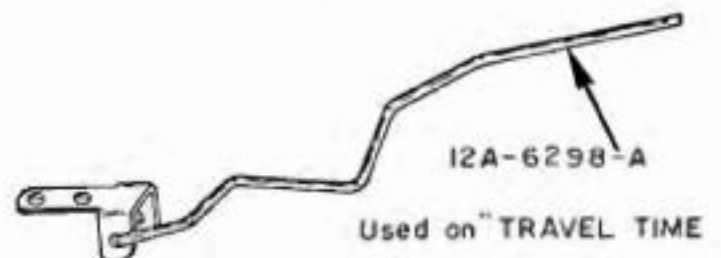
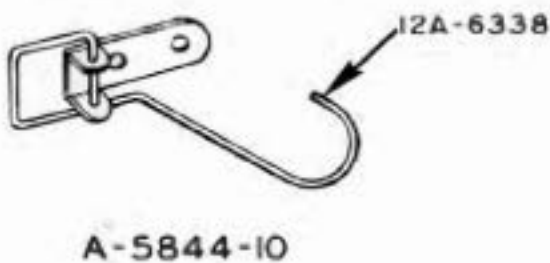
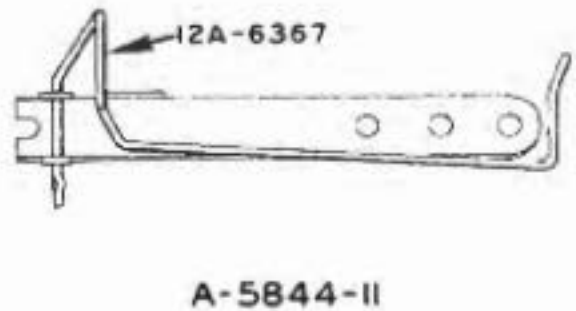
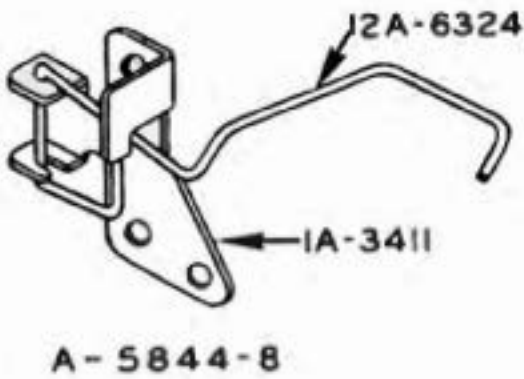
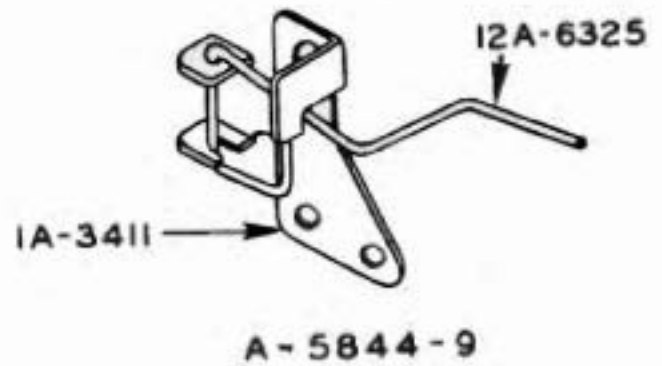
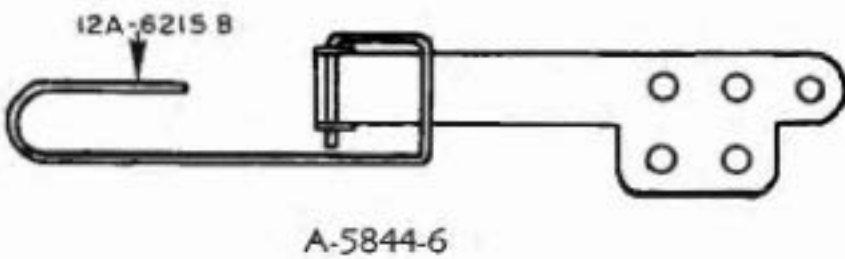
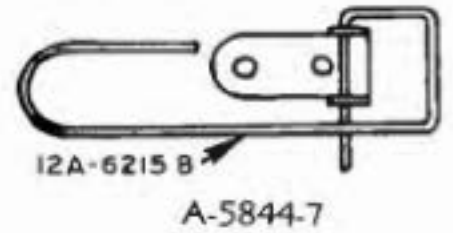
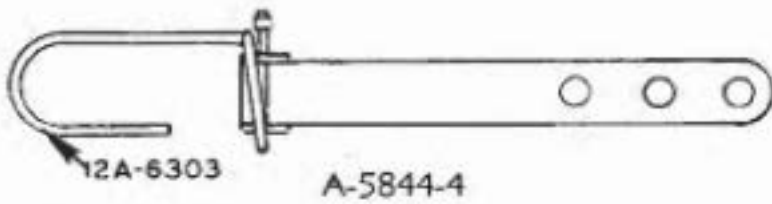
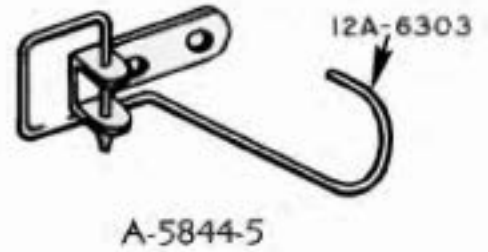
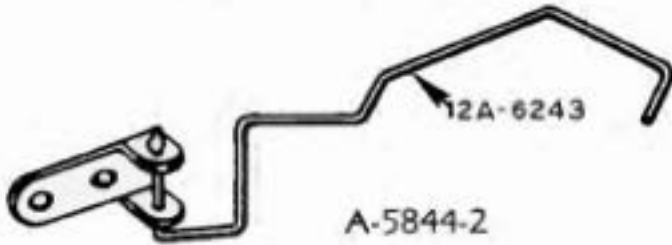
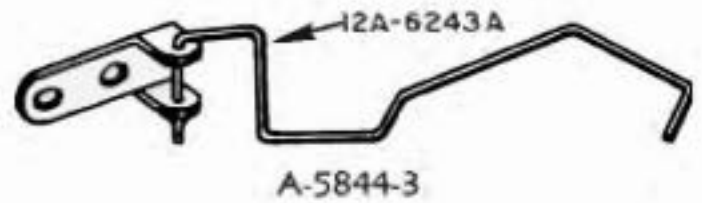
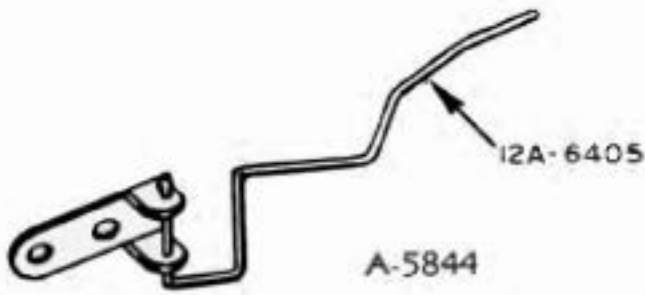
NEW ROLLOVER ASSEMBLIES

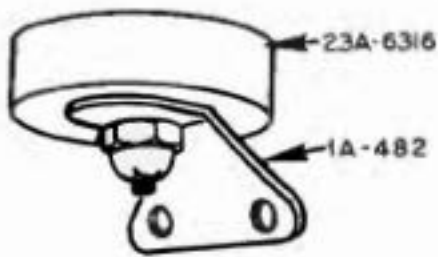


TARGET SWITCH ASSEMBLIES (WITH RIVETED SQUARE TARGETS)

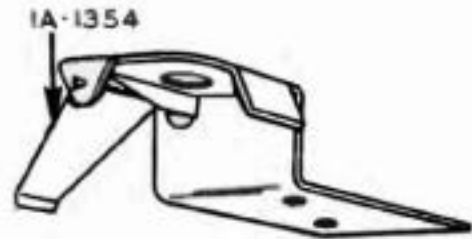


WIRE FORMS



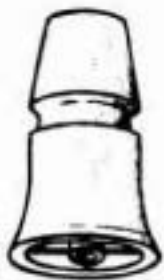


A-4741
REBOUND ASSEMBLY



1A-1354
A-4817L (LEFT SIDE)
A-4817R (RIGHT SIDE)
BALL GATE ASSEMBLY

NYLON POSTS



3A-6001



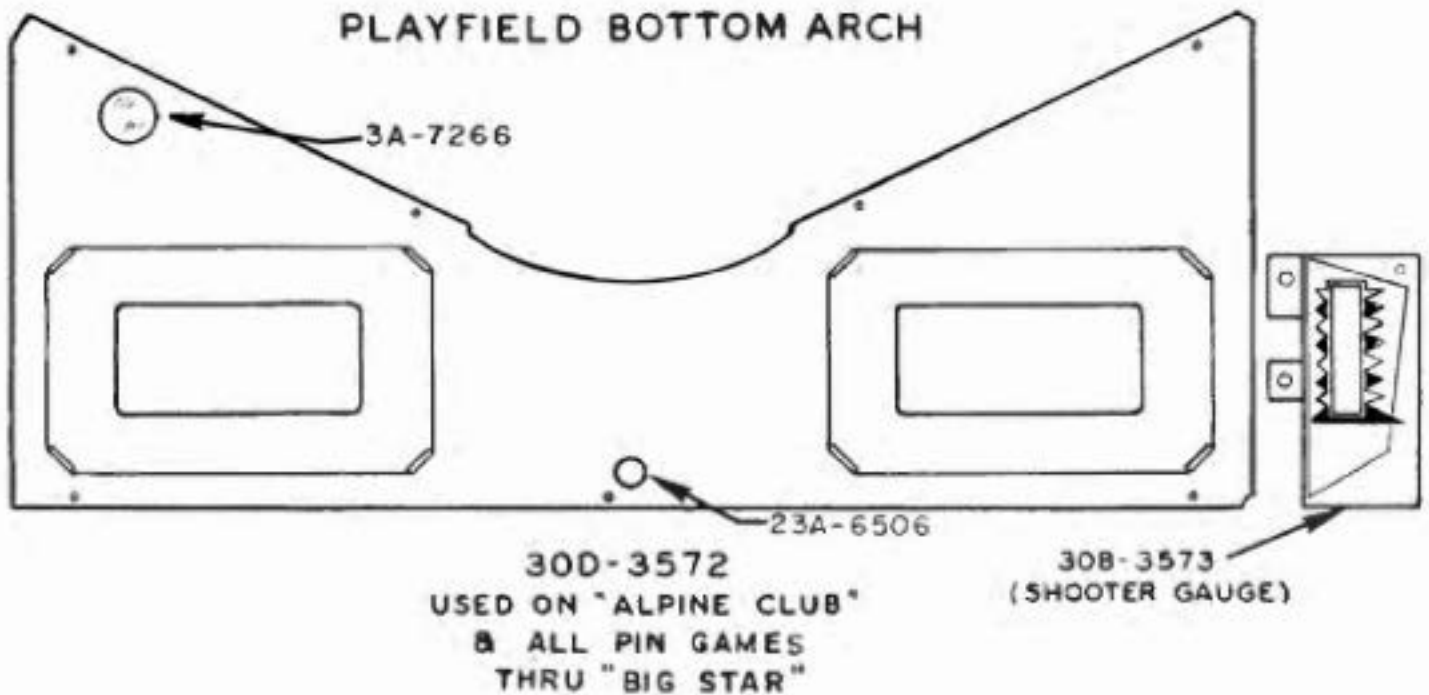
3A-7239



3A-7240



A-7462
MINI-POST & BUMPER

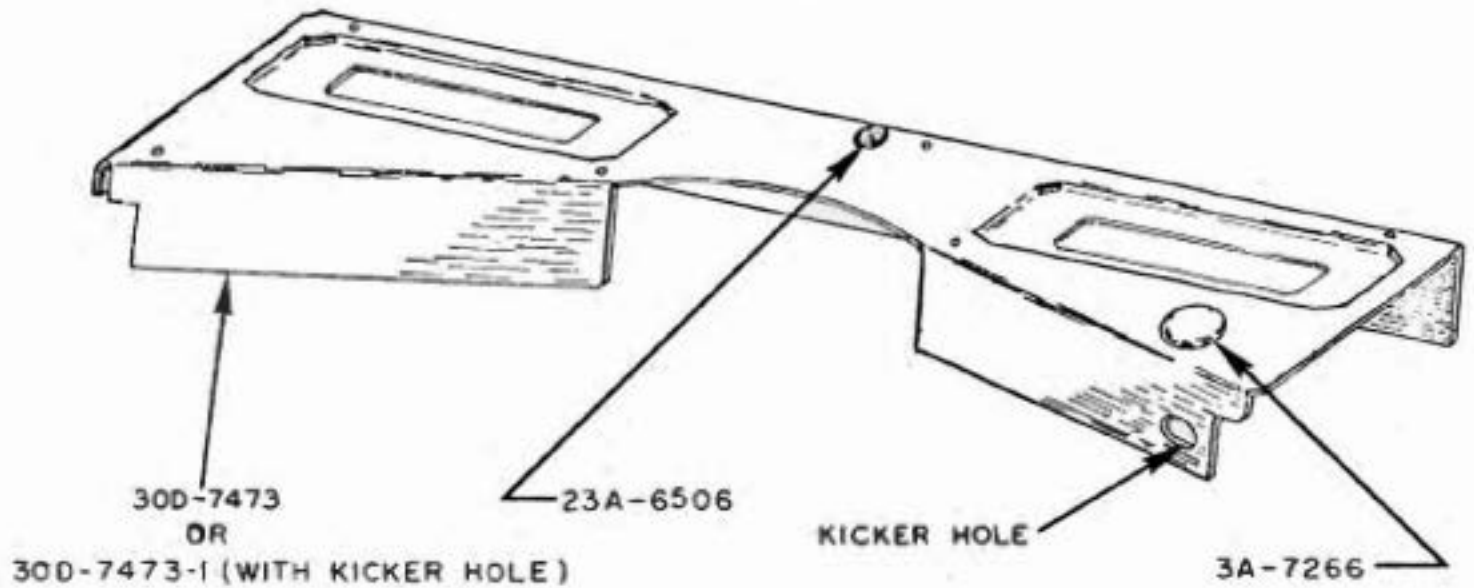


PLAYFIELD BOTTOM ARCH (NEW)

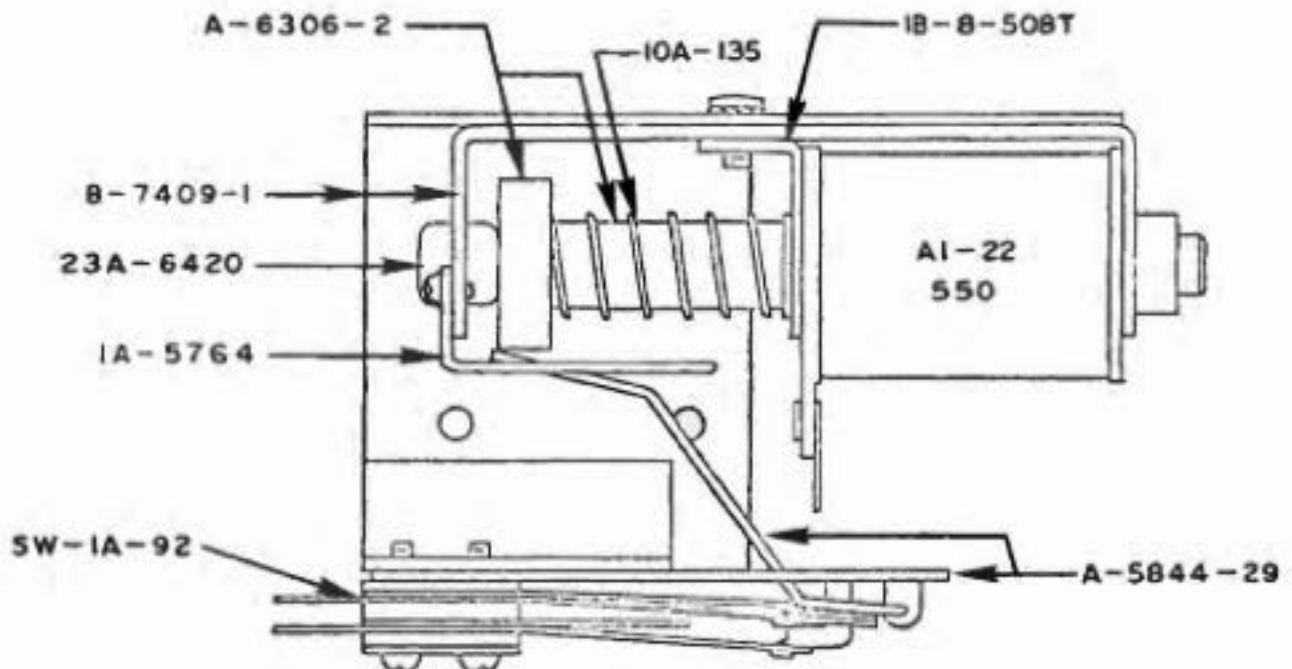
D-7473

D-7473-1 (With Kicker Hole)

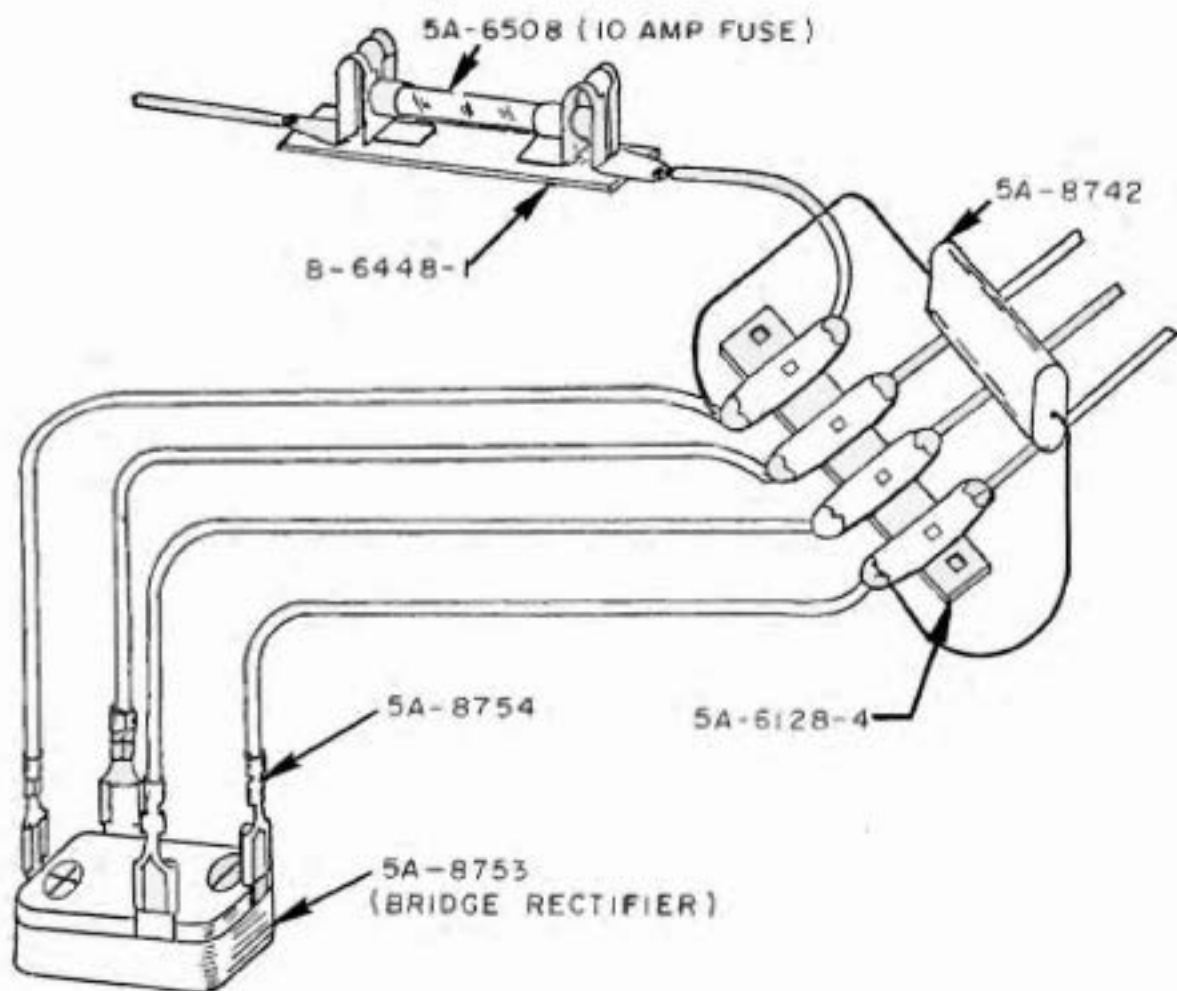
STARTING WITH "FAN-TAS-TIC"



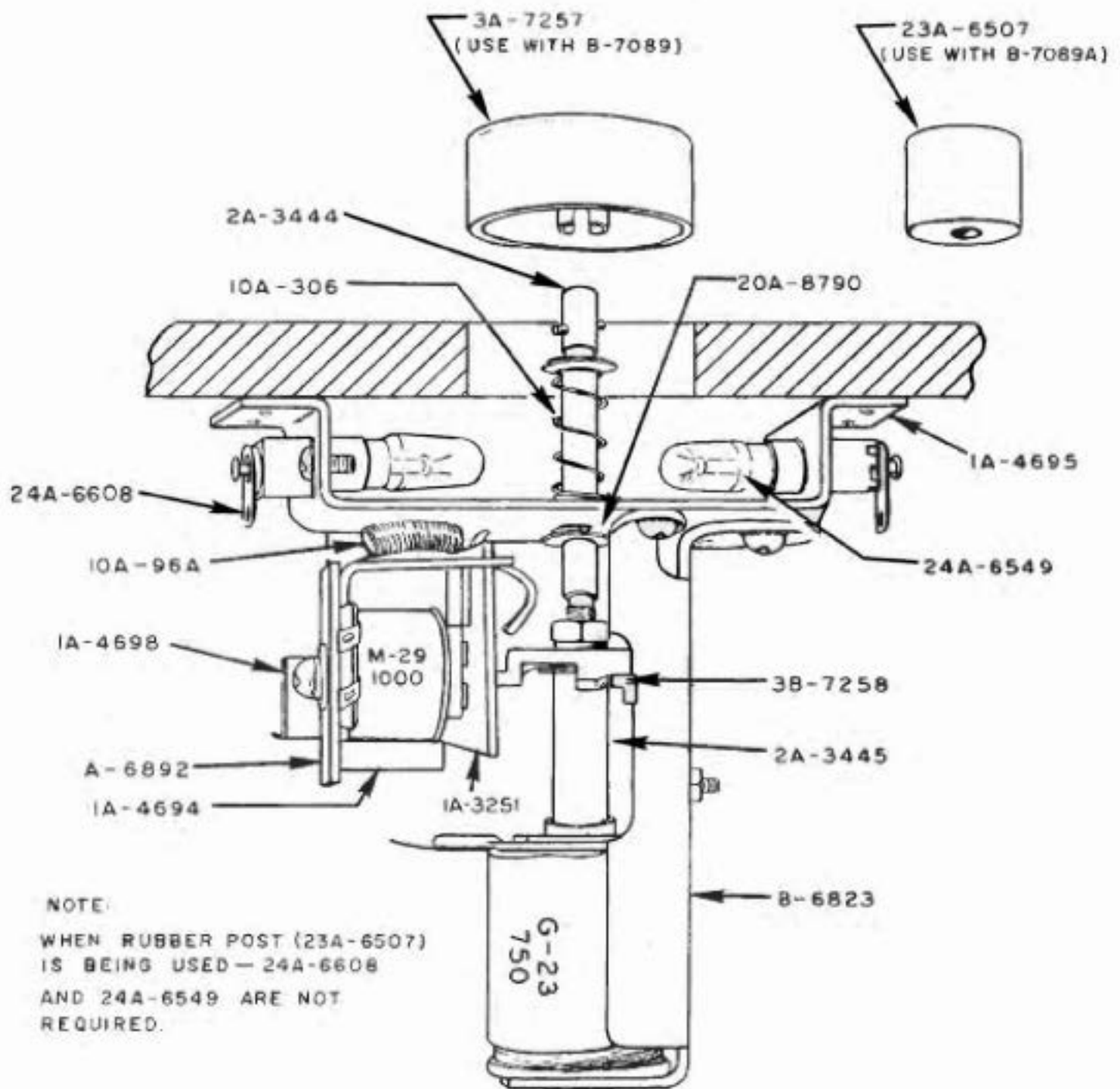
A-6376-2 KICKER ASSEMBLY



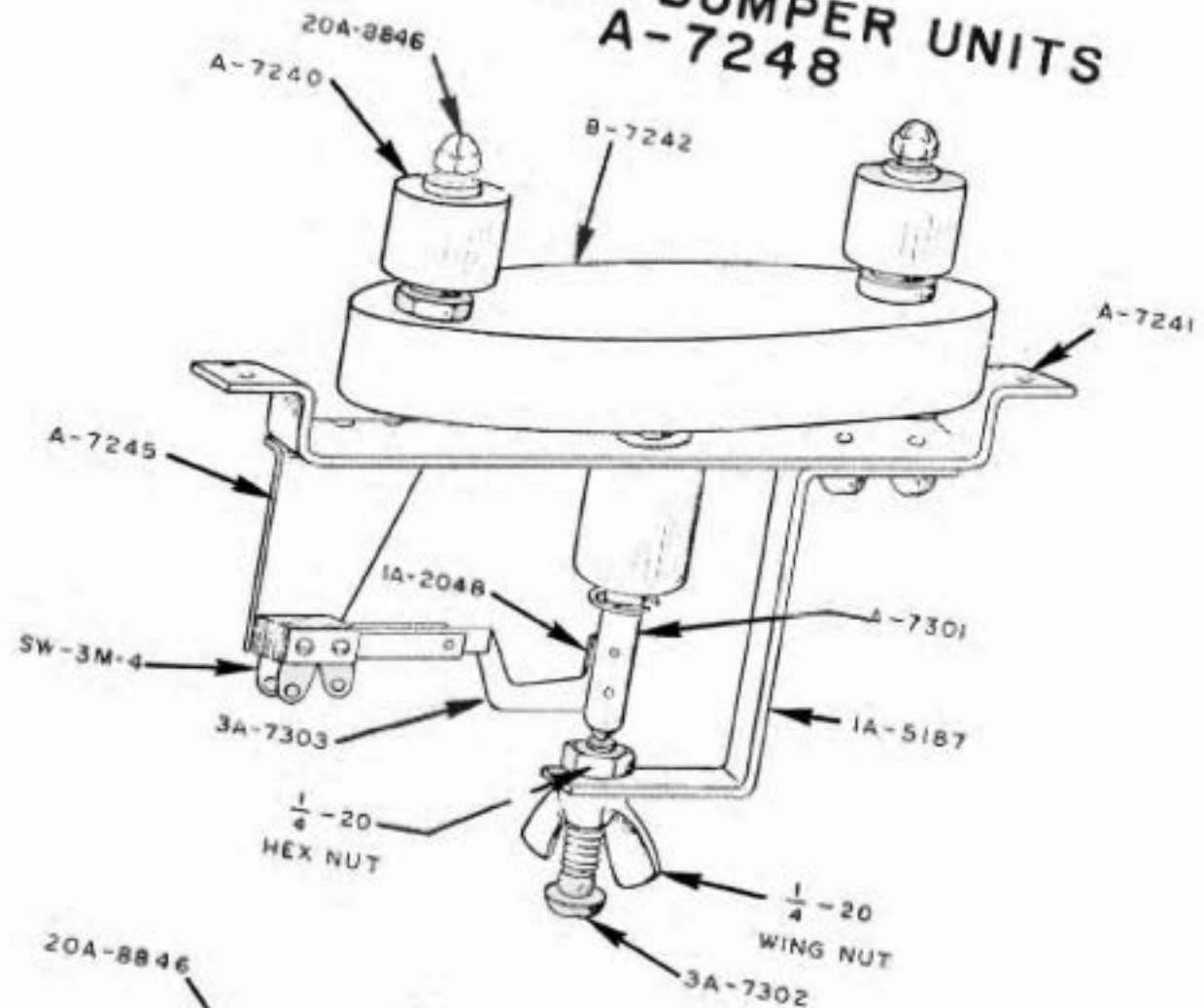
BRIDGE RECTIFIER and RELATED PARTS



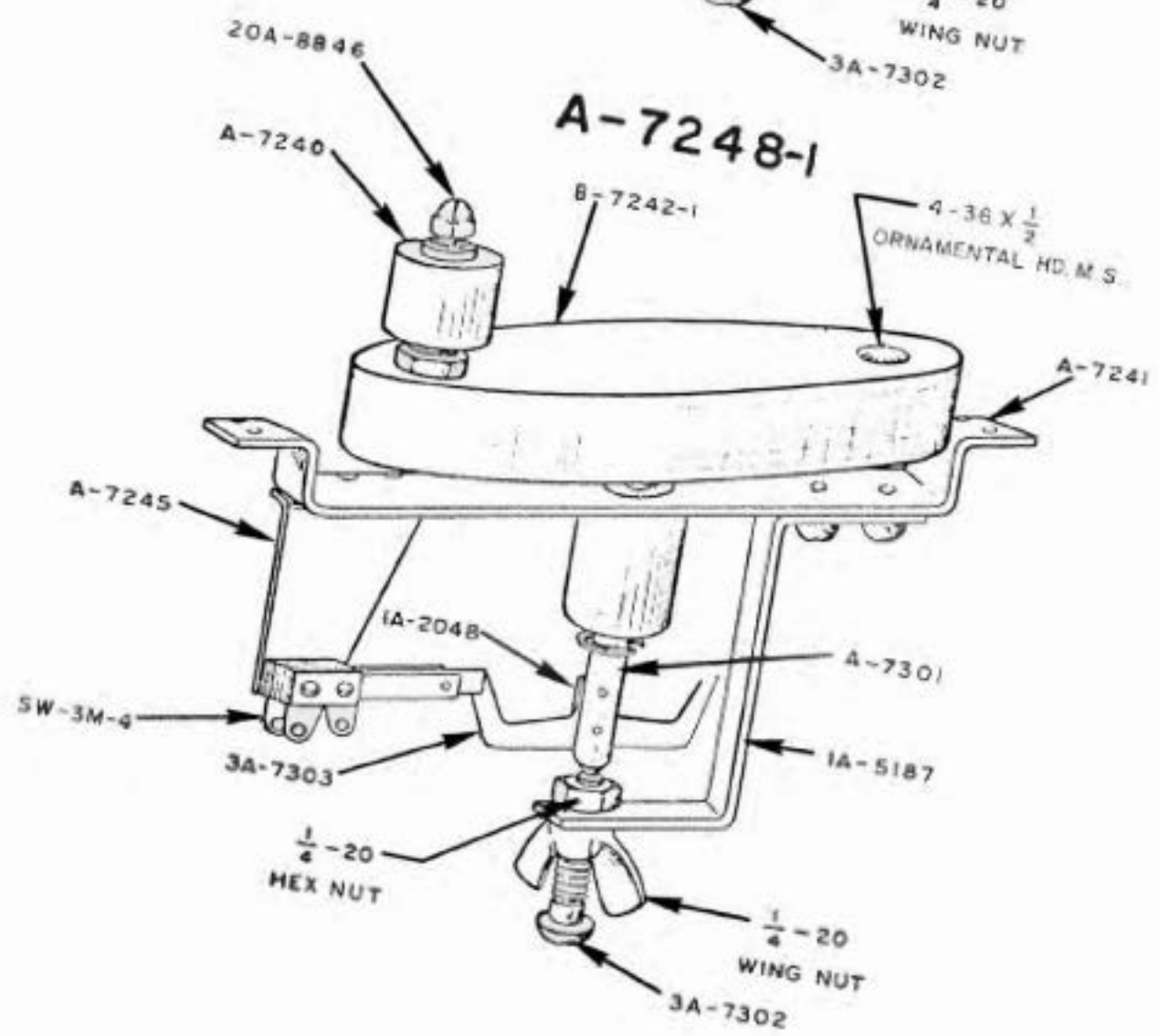
DISAPPEARING POST UNIT B-7089



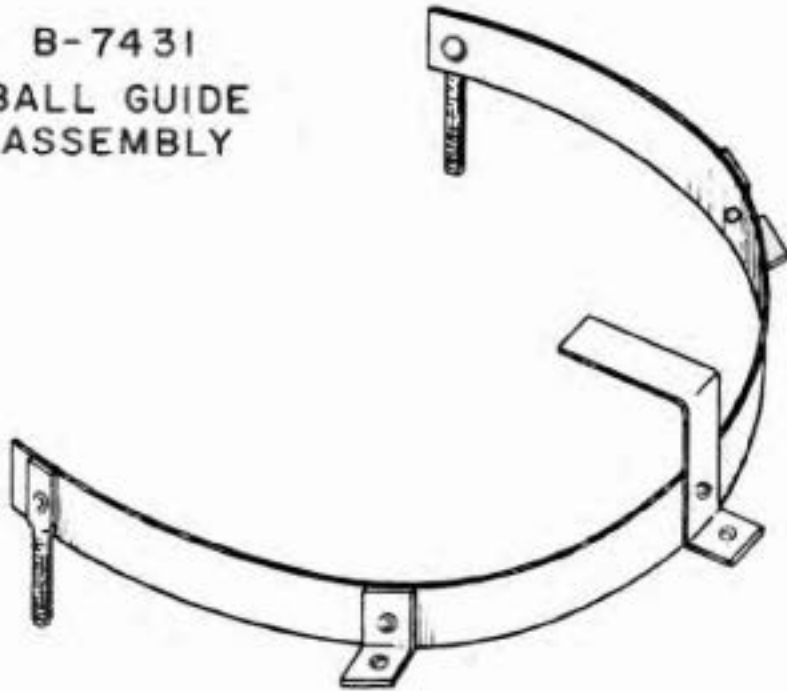
ROTATING BUMPER UNITS A-7248



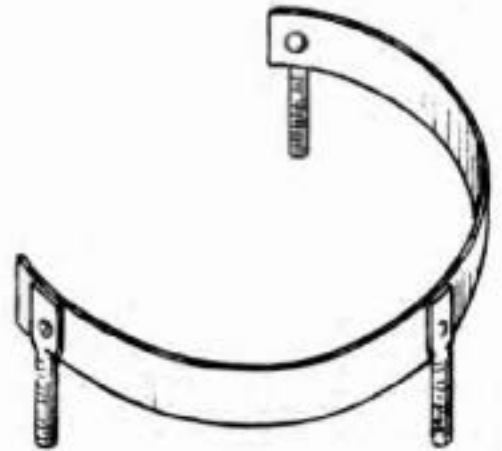
A-7248-1



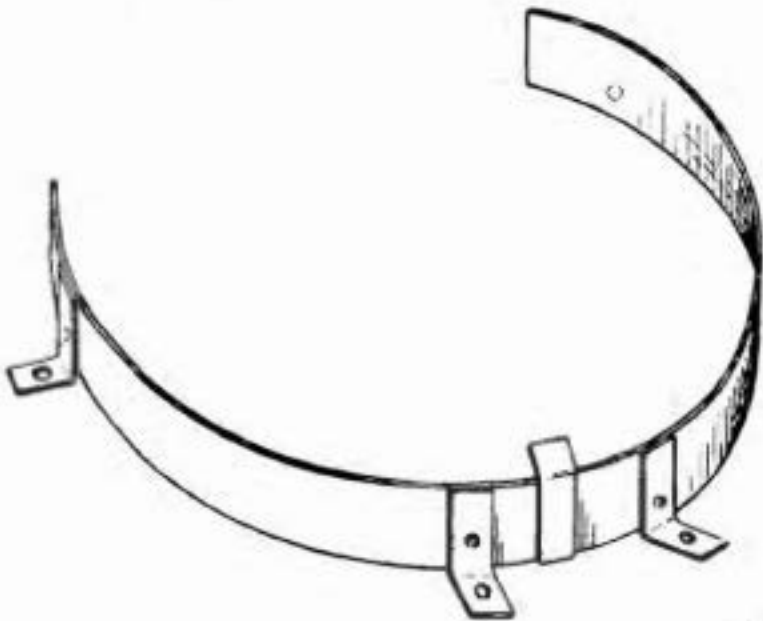
B-7431
BALL GUIDE
ASSEMBLY



A-7430
BALL GUIDE ASSEMBLY

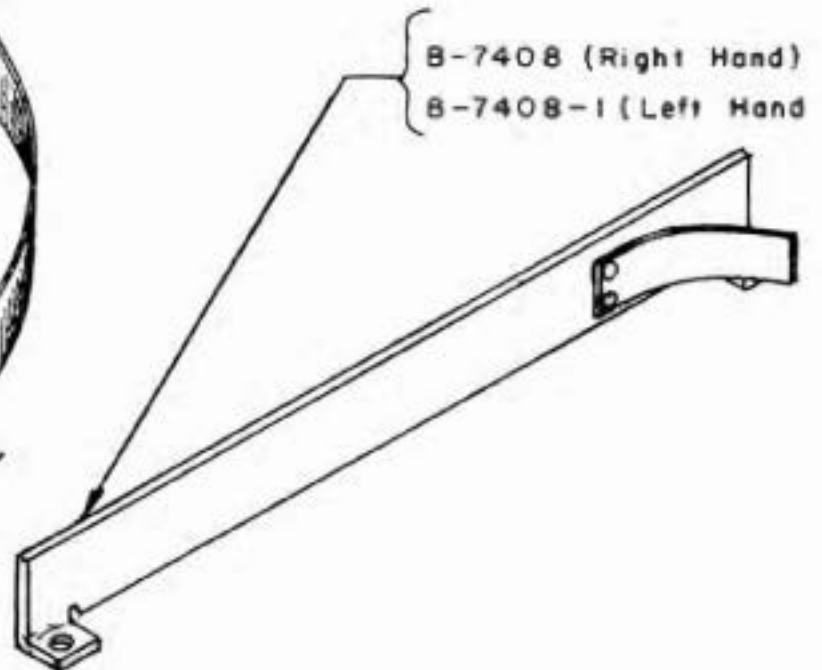


C-6977
BALL GUIDE ASSEMBLY

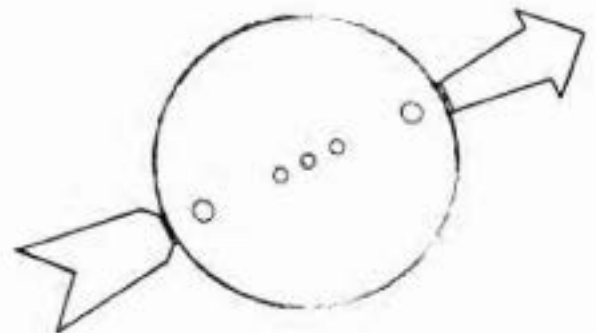
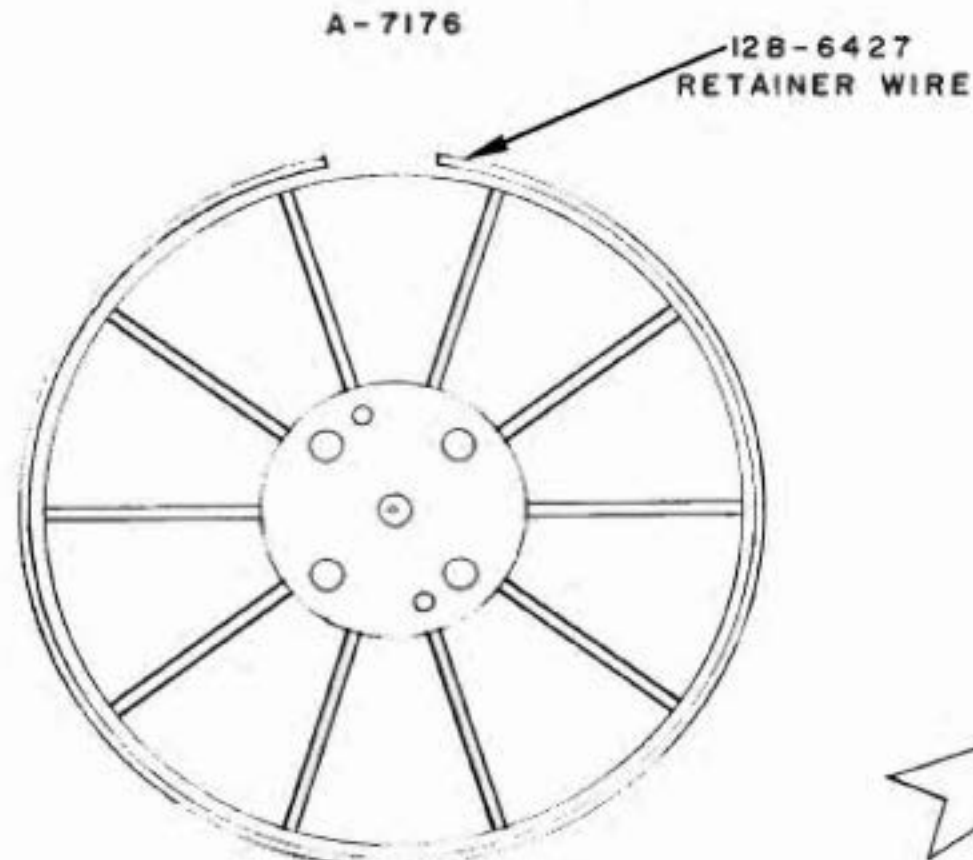
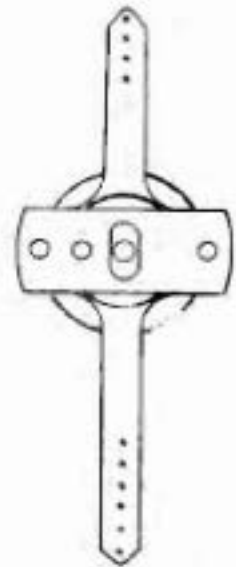
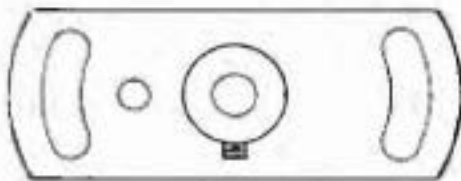
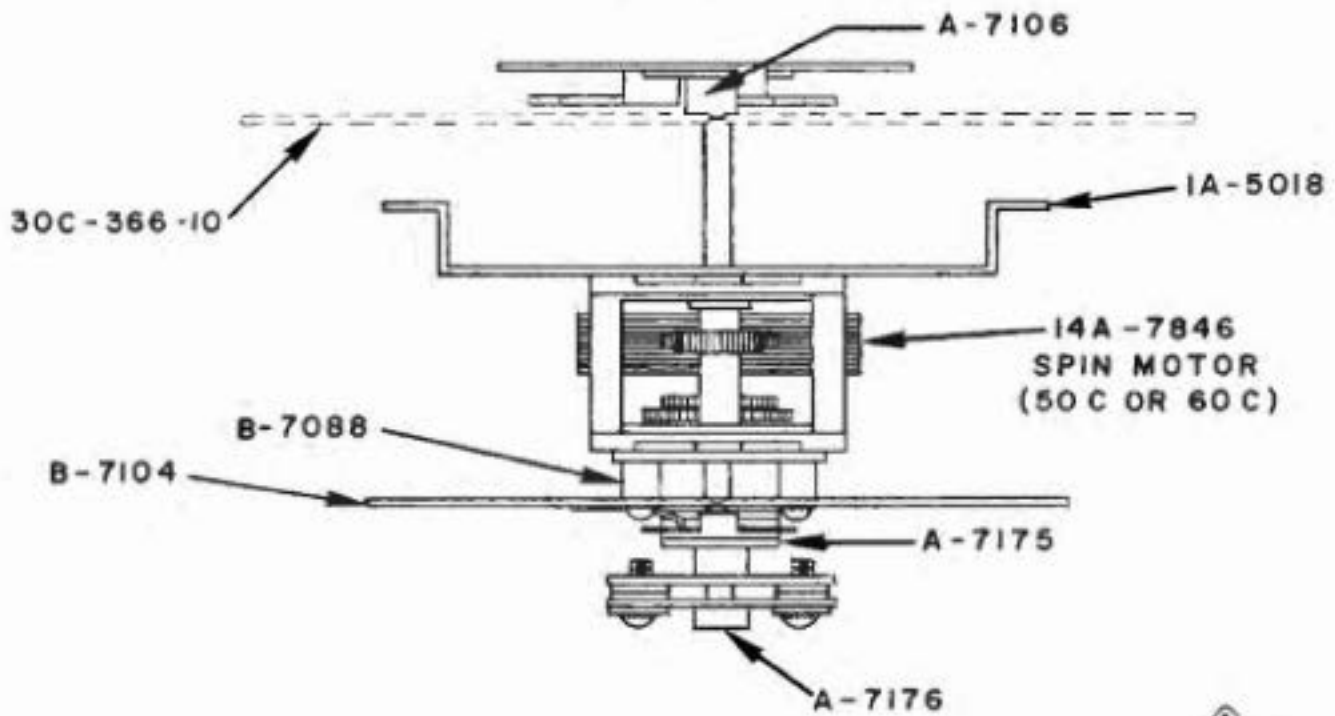


BALL GUIDE

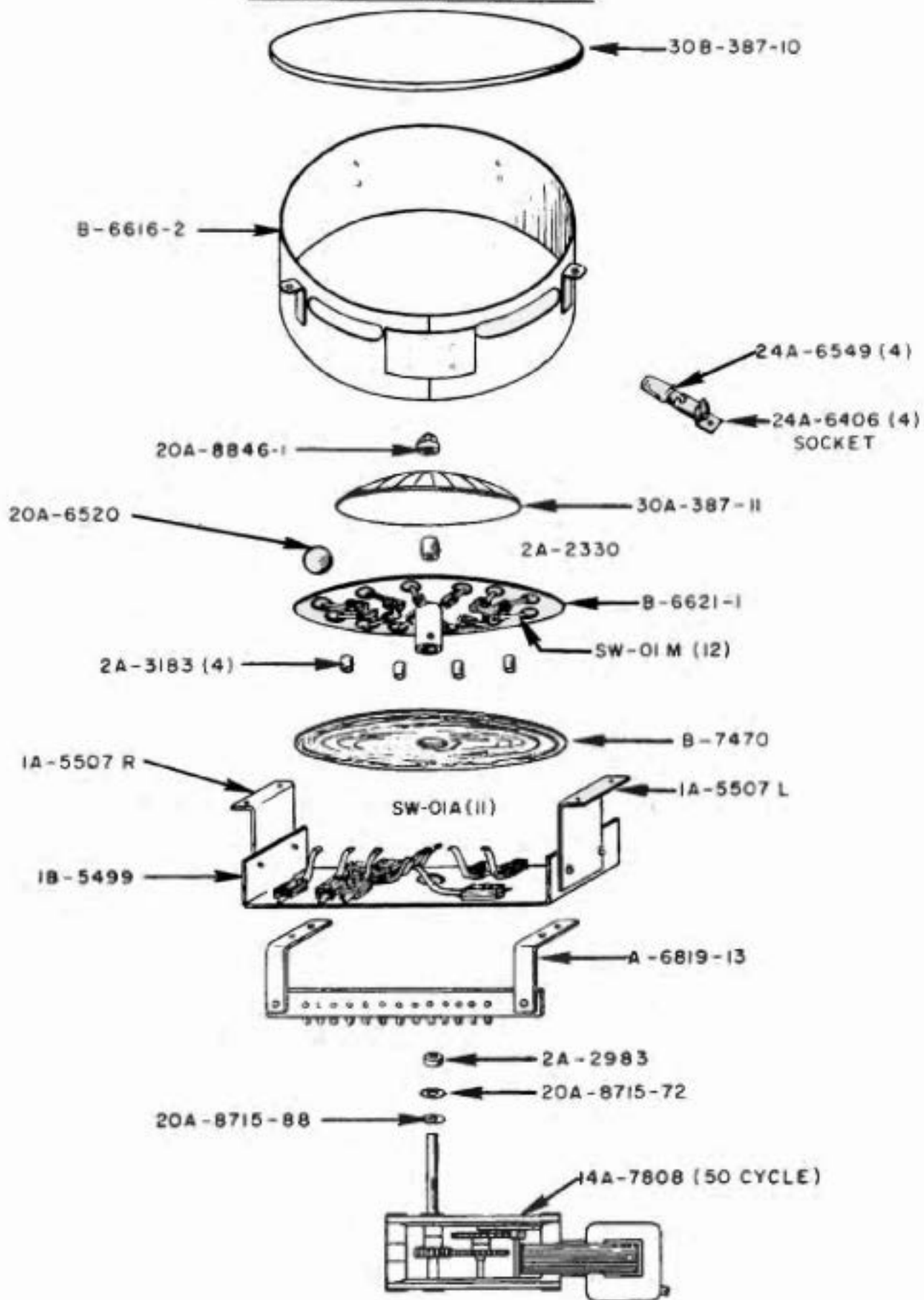
B-7408



D-7179 RANDOM SPINNER UNIT

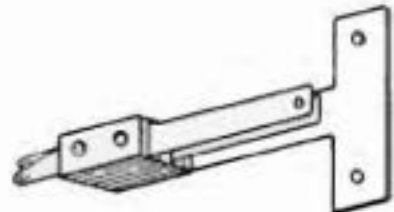
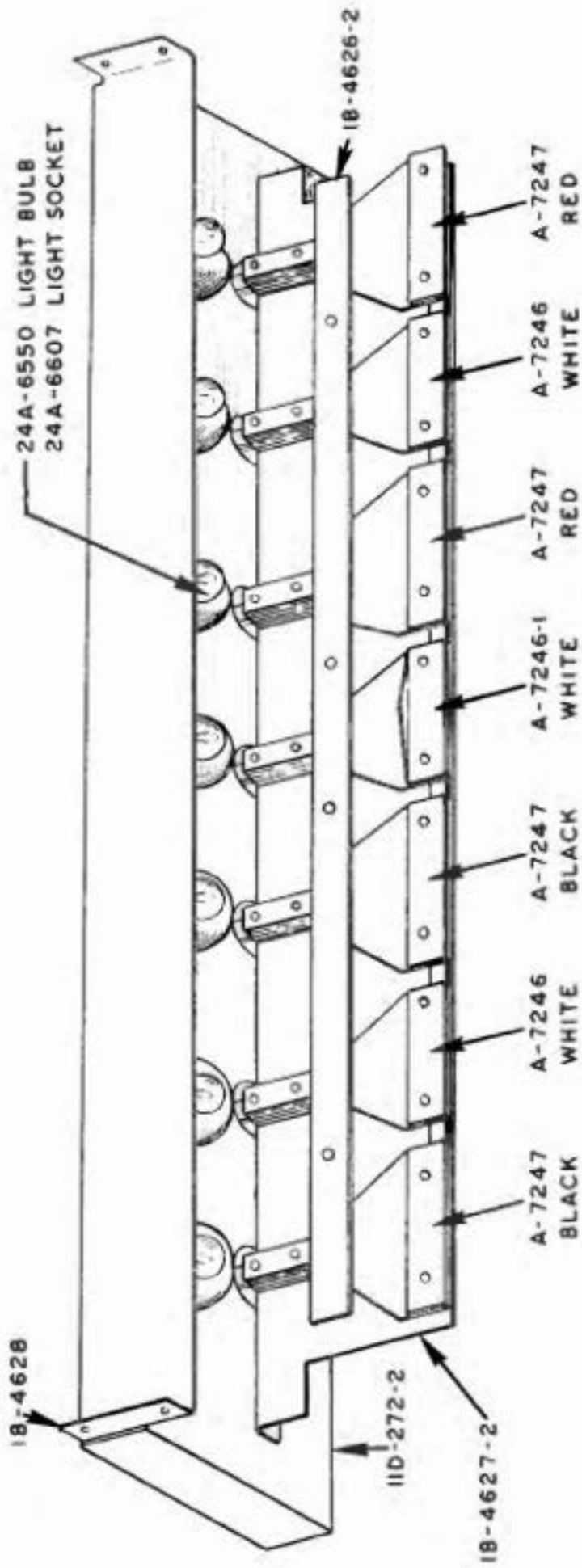


**C-7474 COMPLETE SPINNER UNIT
WITH MOTOR & COMPONENTS
USED ON "FAN-TAS-TIC"**

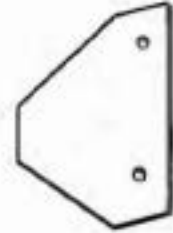


TARGET PANEL ASSEMBLY -- "4 ACES"

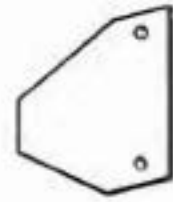
D-6973-2



SW-1A-83-1



1A-4624-2



1A-4624-1



1A-4622-4



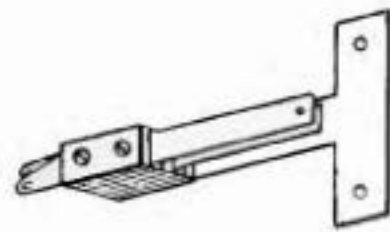
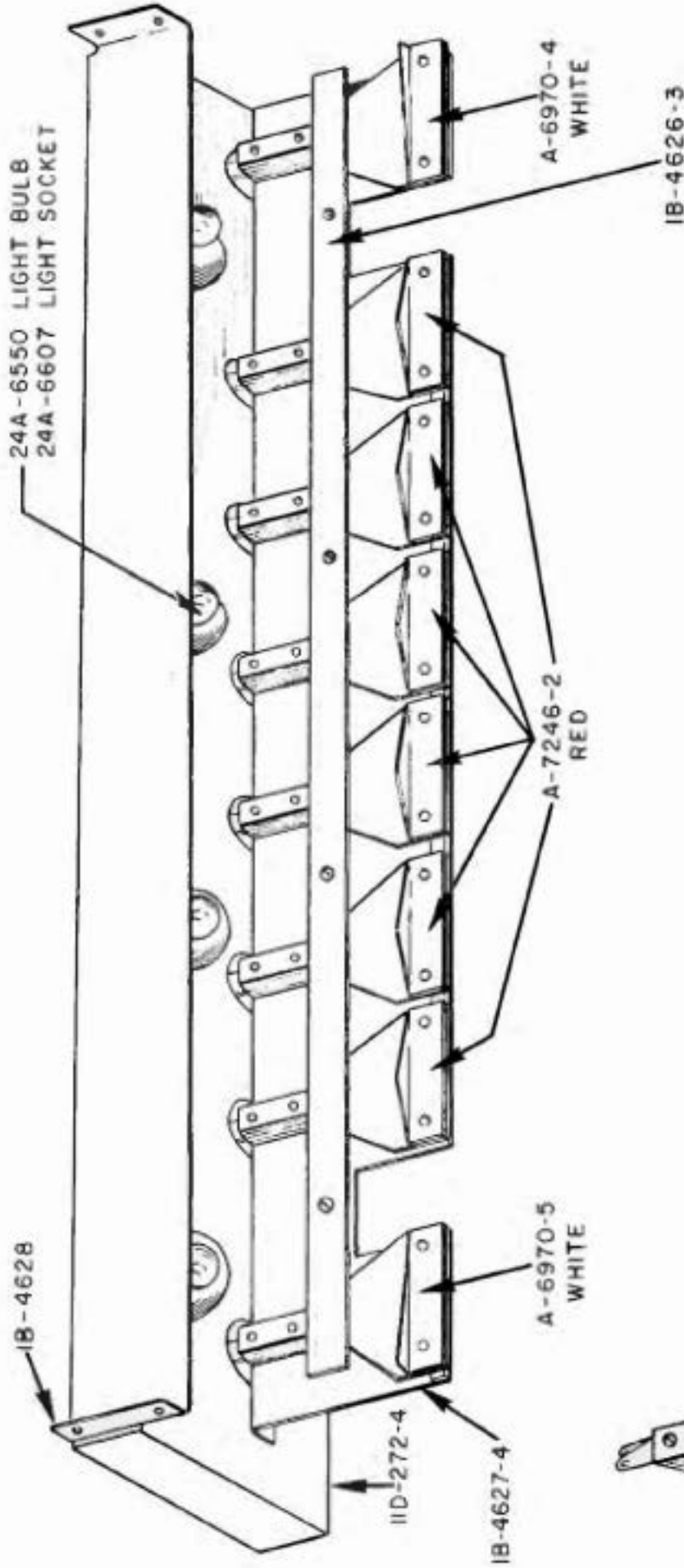
1A-5194



1A-4622-5

TARGET PANEL ASSEMBLY - "ZODIAC"

D-6973-4



SW-1A-83-2
WITH LUG



IA-4624-1



IA-4622-4



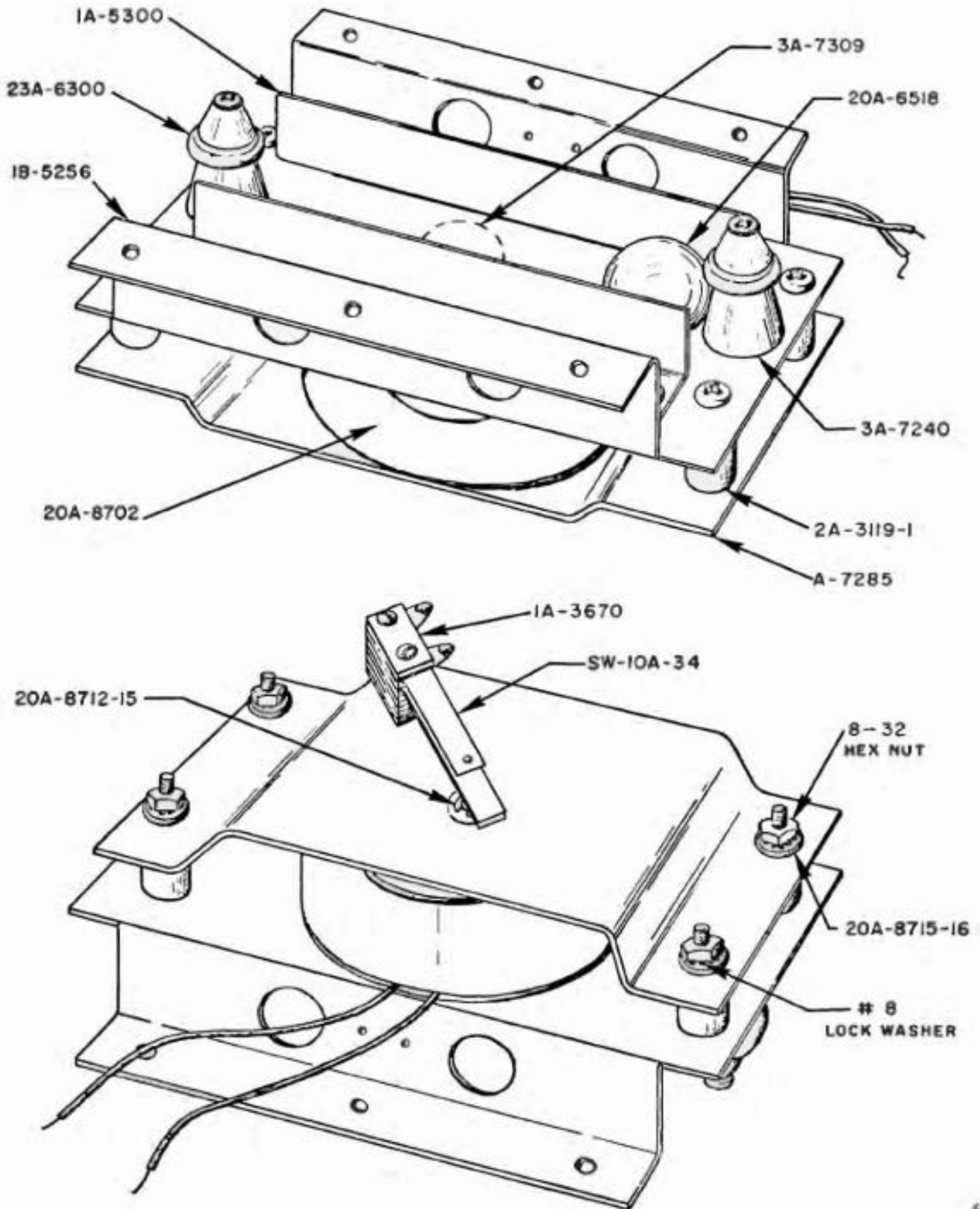
IA-4622-6



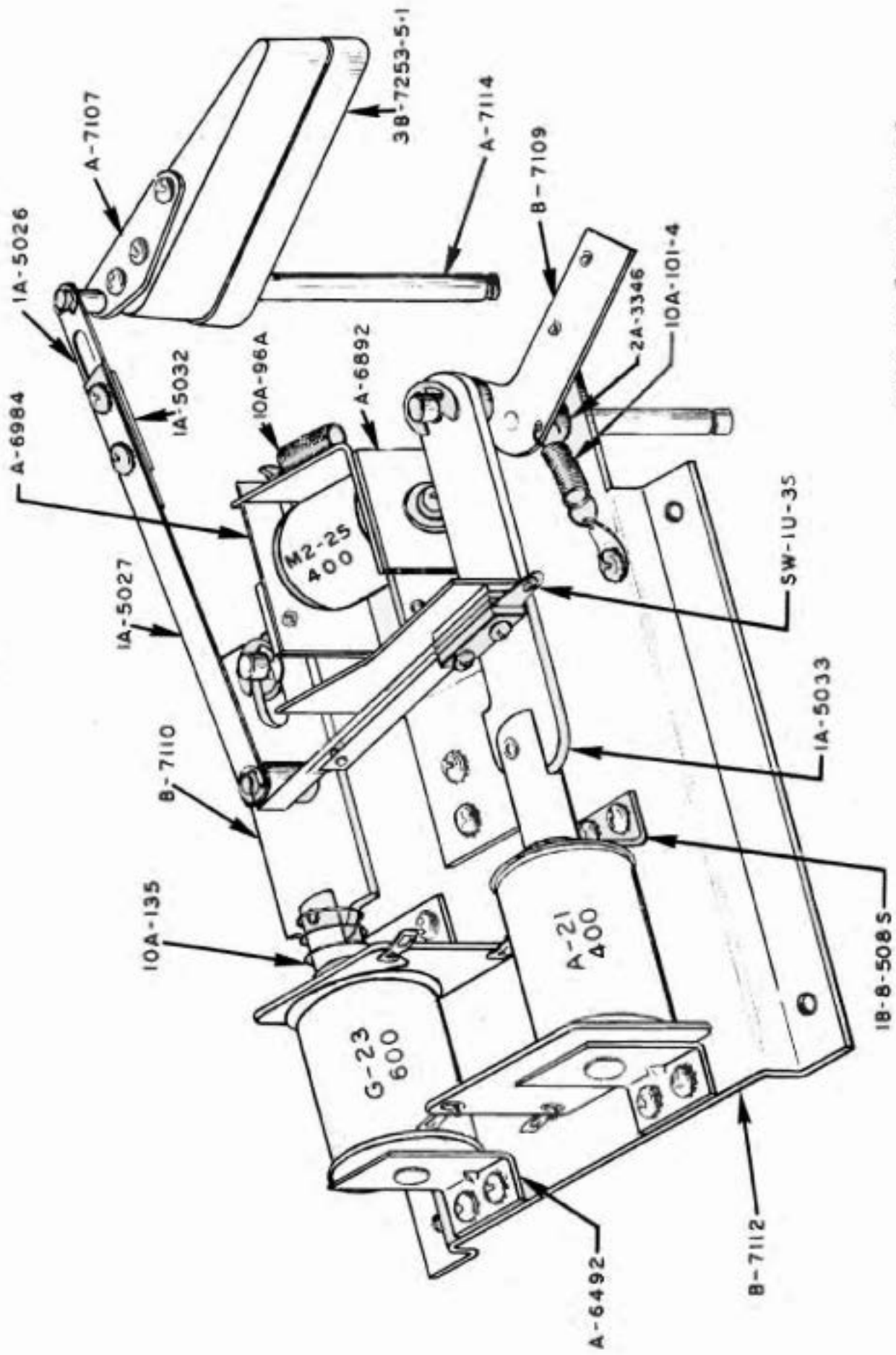
IA-4622-7

C-7284 "DOODLE BUG" ASSEMBLY

USED ON "DIPSY DOODLE" AND "DOODLE BUG".

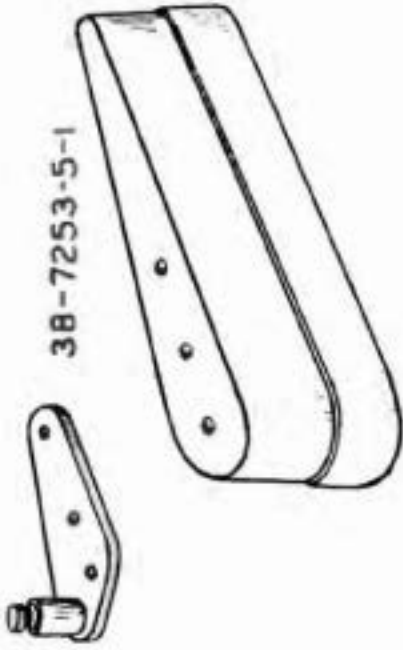


"EXTENDED PLAY" KICKOUT UNIT C-7187

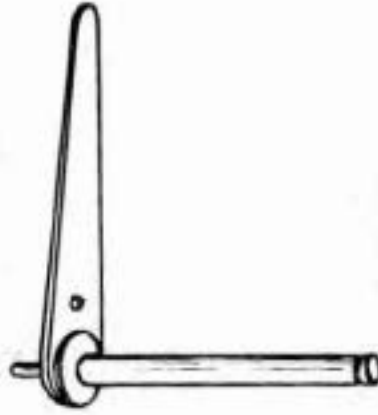


USED ON "POST TIME"

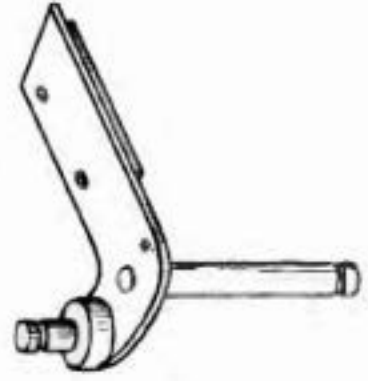
A-7107



A-7114



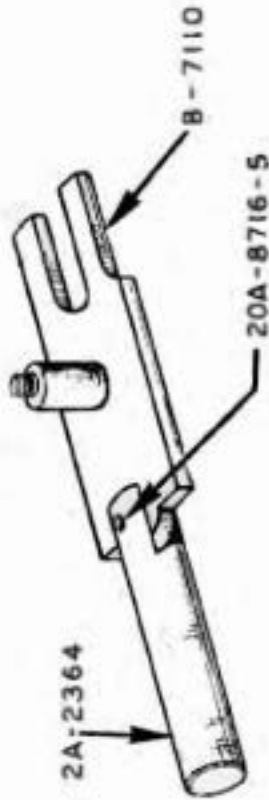
B-7109



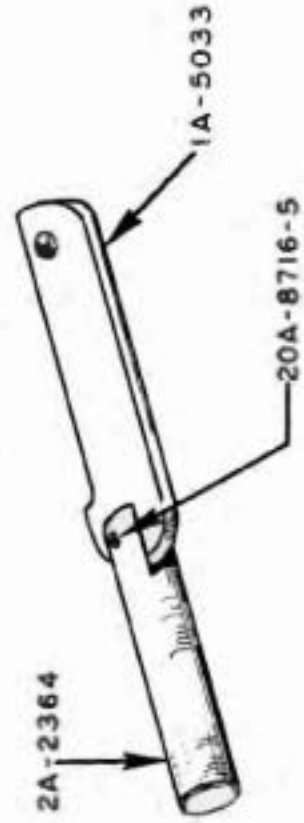
10A-135

Handwritten scribble

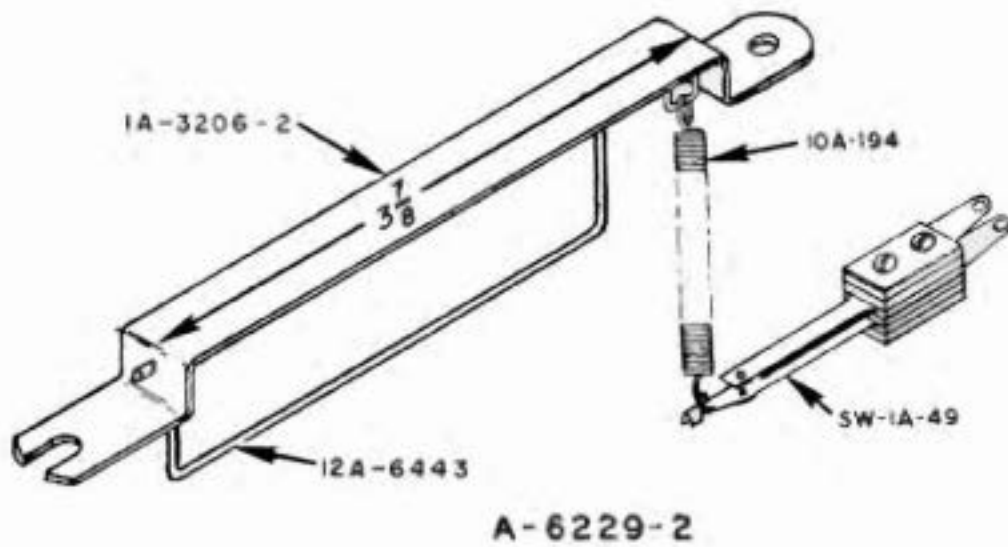
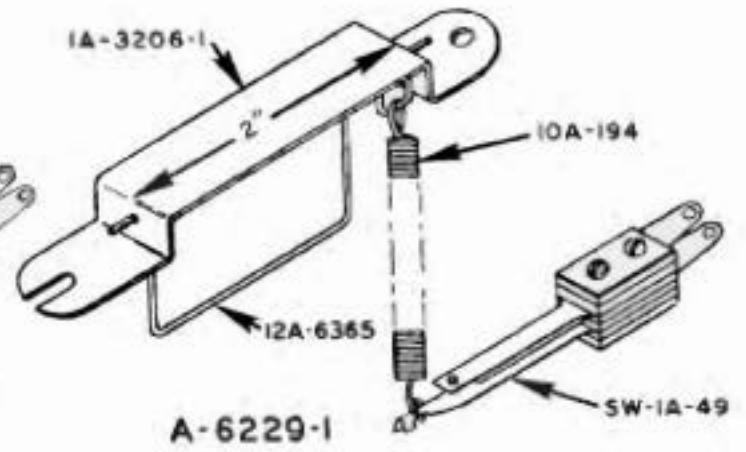
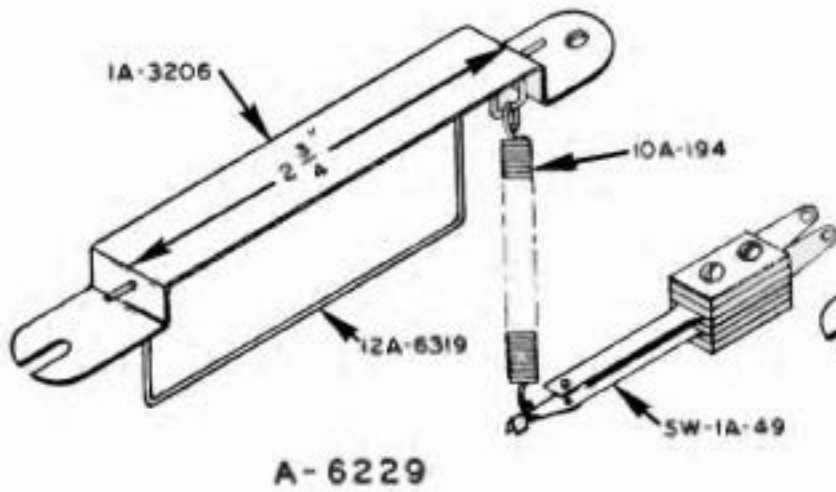
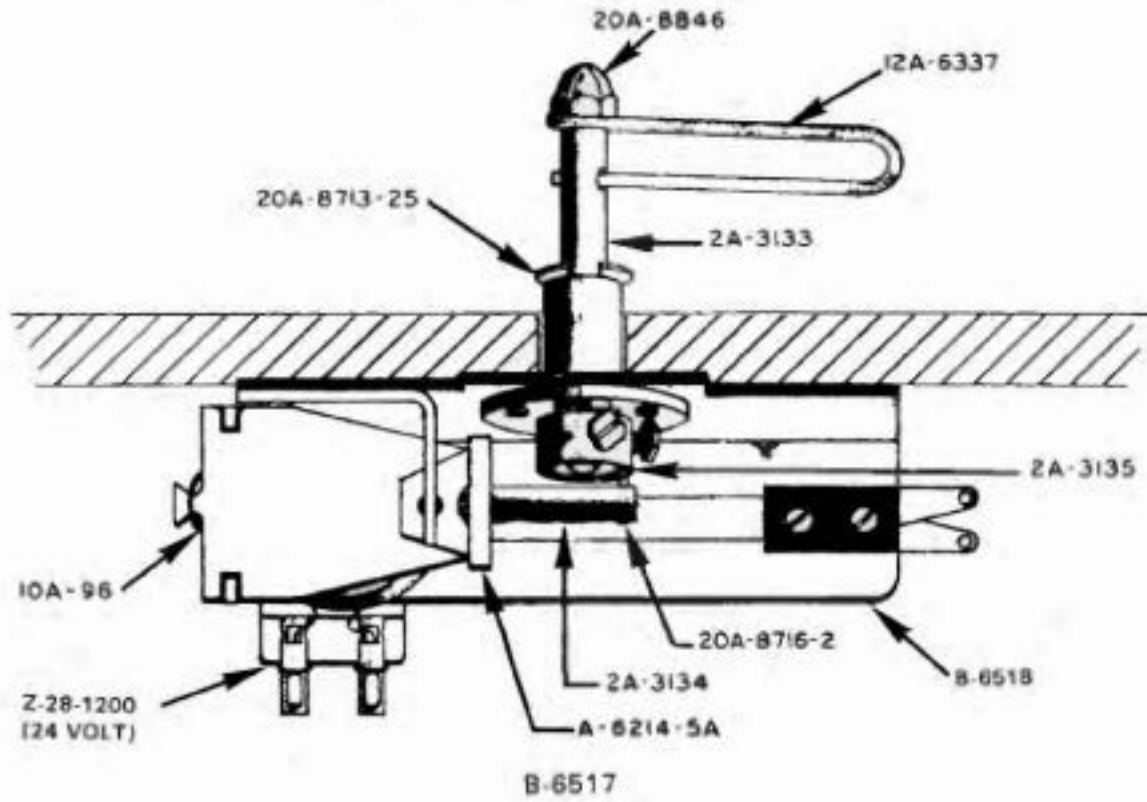
A-7188

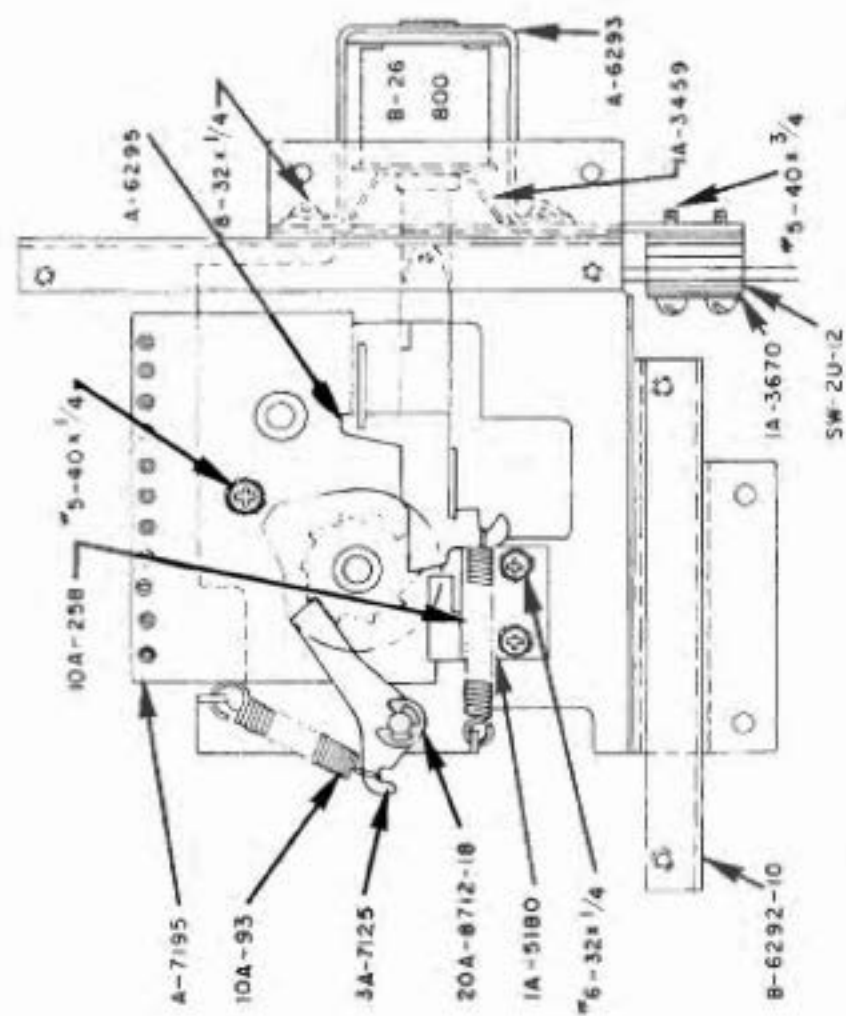
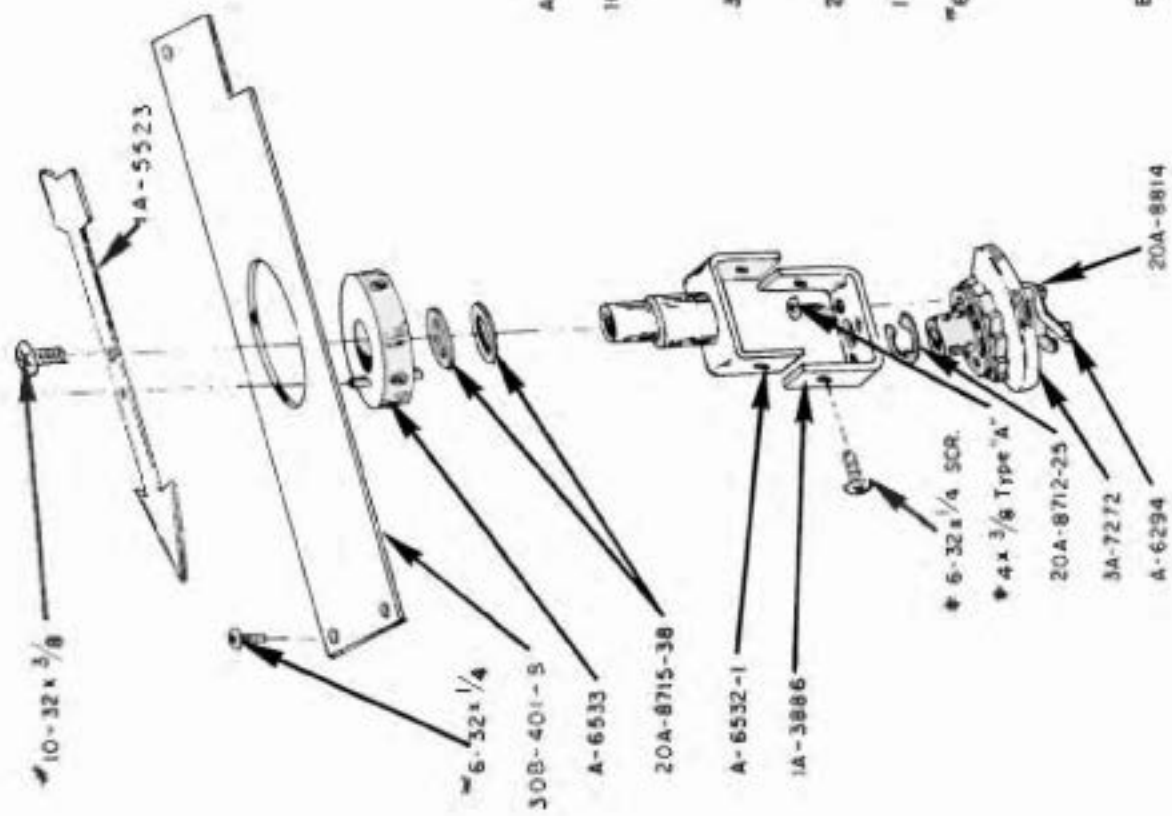


A-7189



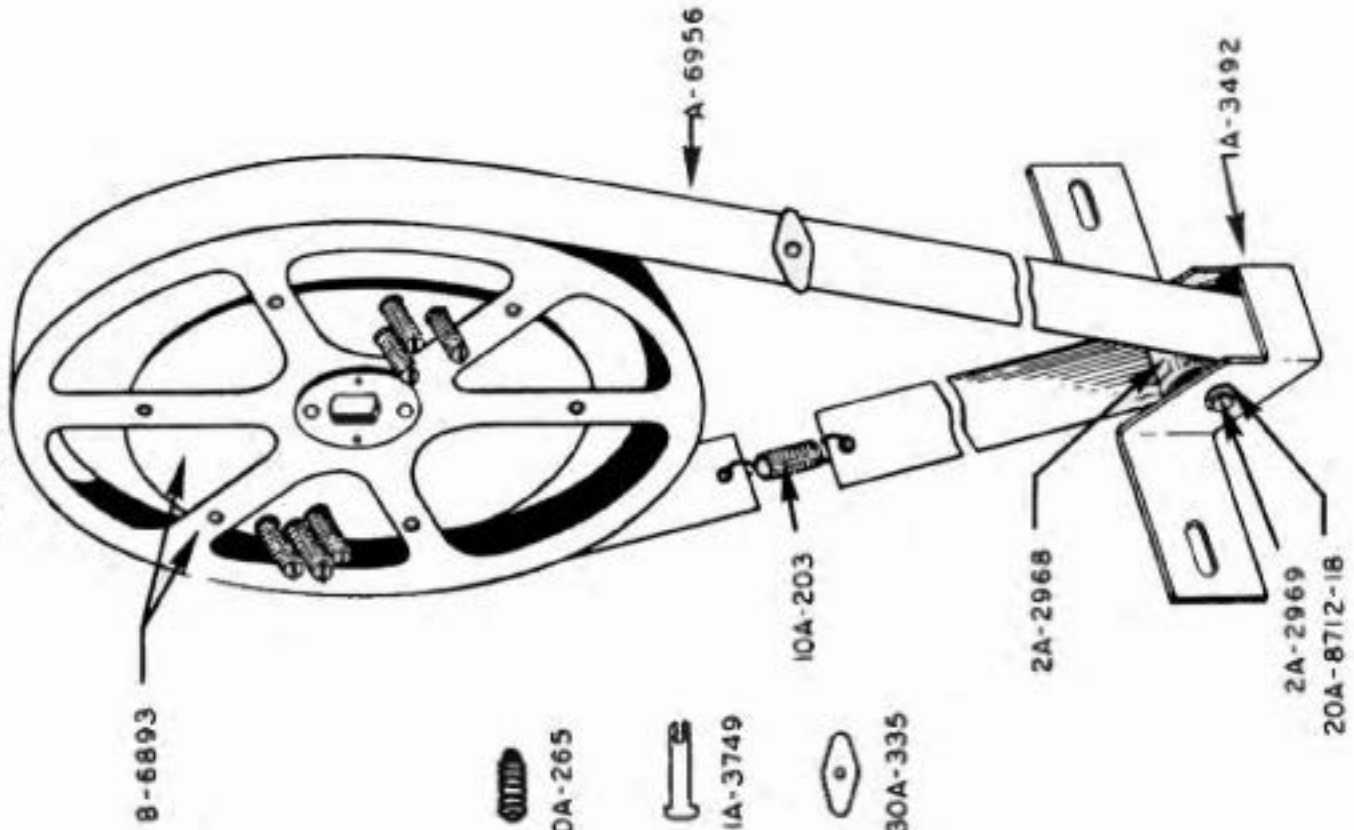
FREE BALL GATE UNITS





C-6534-2
SELECTOR DISC ADVANCE UNIT

**ADVANCE UNIT PARTS
ON "GRIDIRON"
C-6957**



1A-3624

BACKDOOR - LOCK BRACKET



1B-4178

BACKBOX GLASS - LOCK BRACKET



3A-7243

BACKBOX GLASS BINDER



1A-4162

BACKBOX GLASS BINDER - (BOTTOM ONLY)



3B-7135

PLAYFIELD MOULDING GLASS



NOTE: WHEN ORDERING ANY OF ABOVE PARTS -
SPECIFY GAME.

8-6893



10A-265



1A-3749



30A-335

10A-203

2A-2968

2A-2969

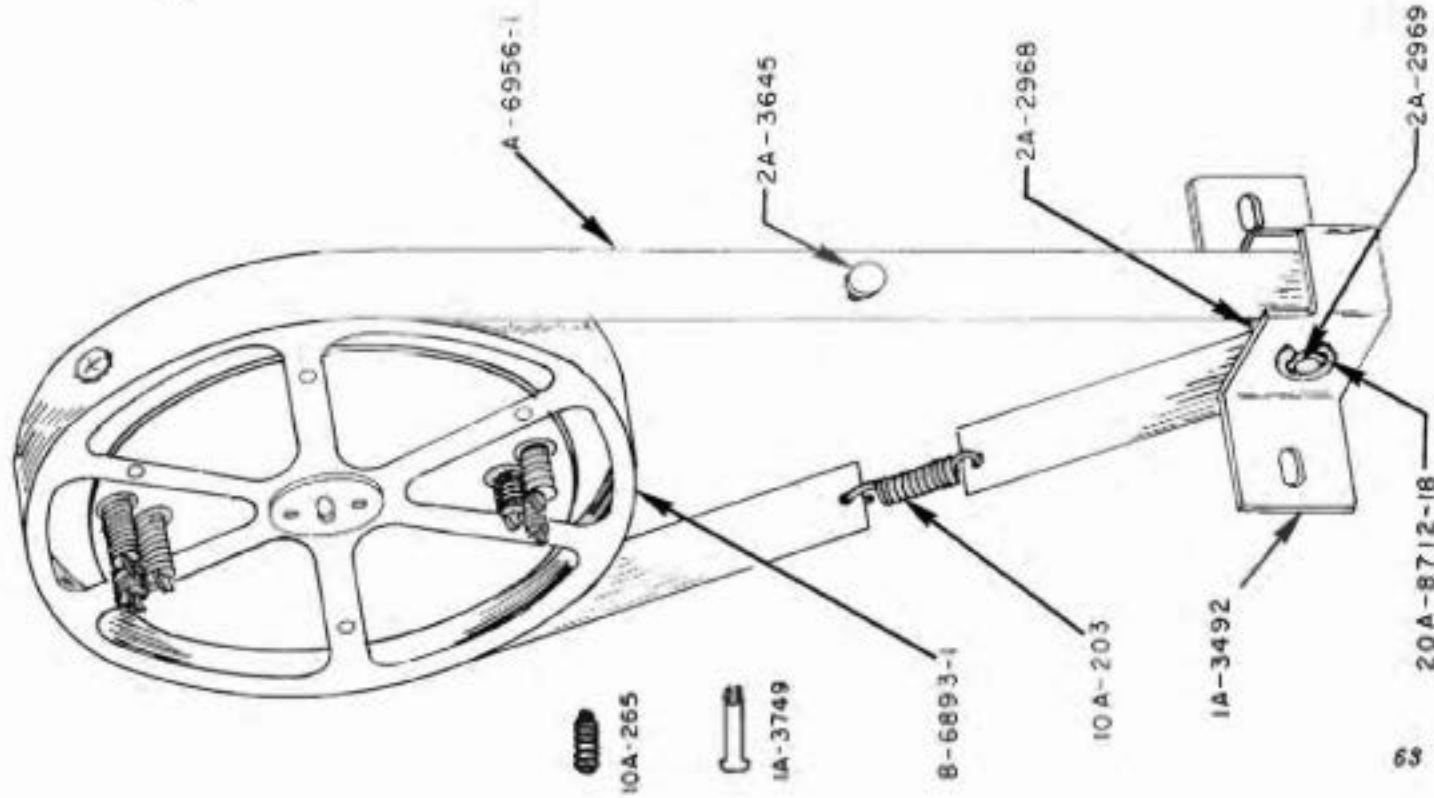
20A-8712-18

A-6956

1A-3492

TAPE AND CARRIER

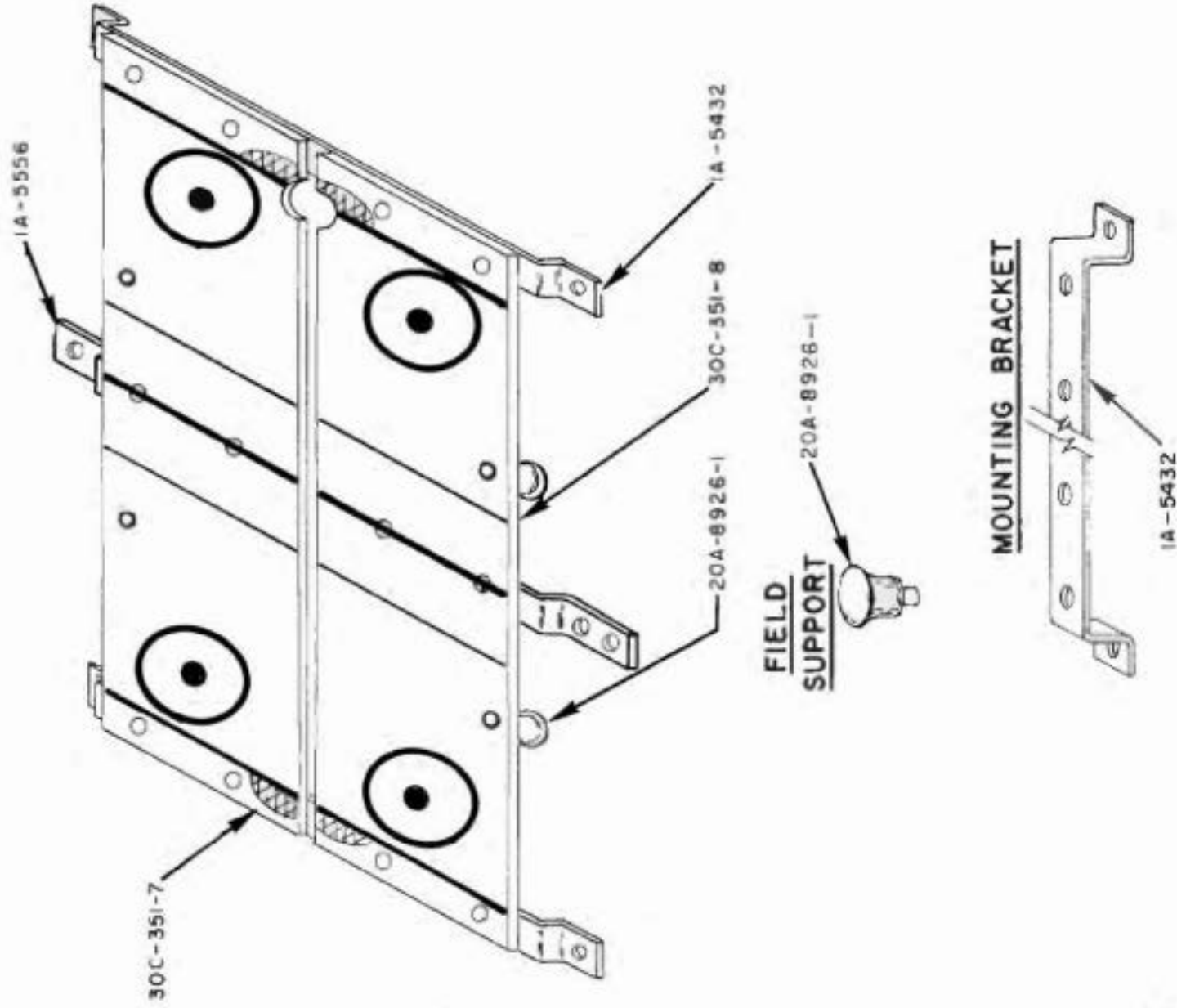
C-6957-1



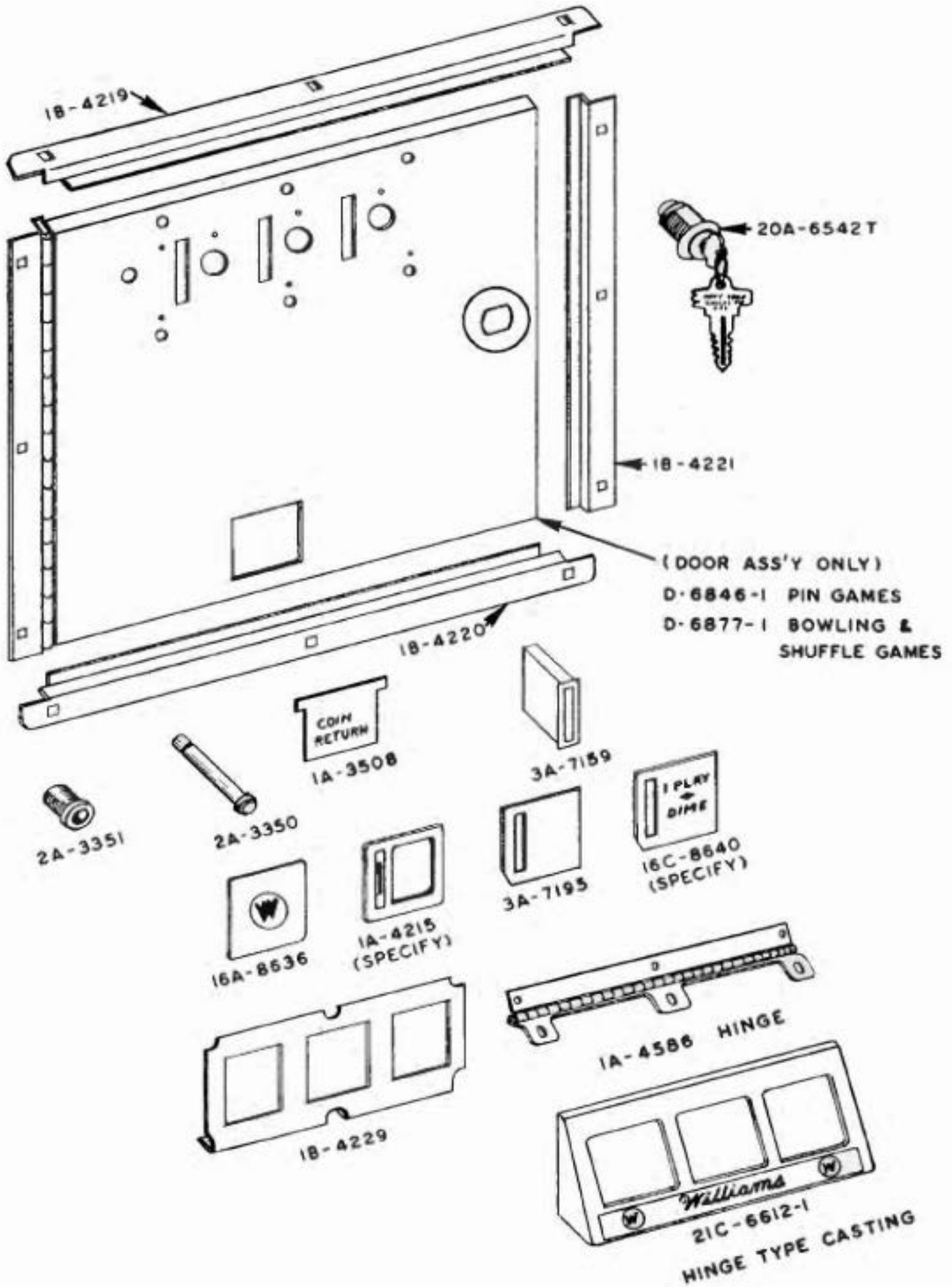
HOCKEY FIELD

(C-7386)

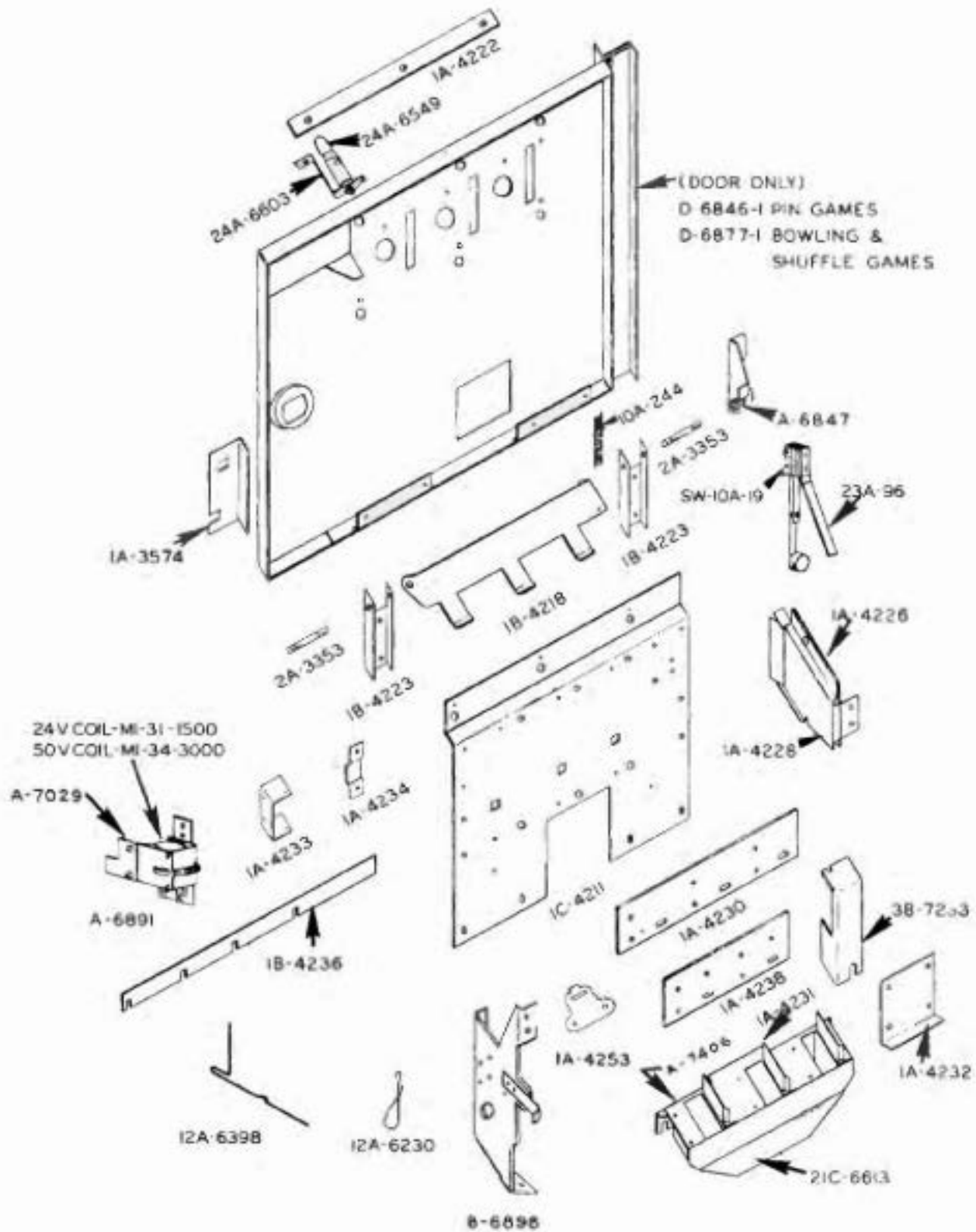
used on
"OLYMPIC HOCKEY"



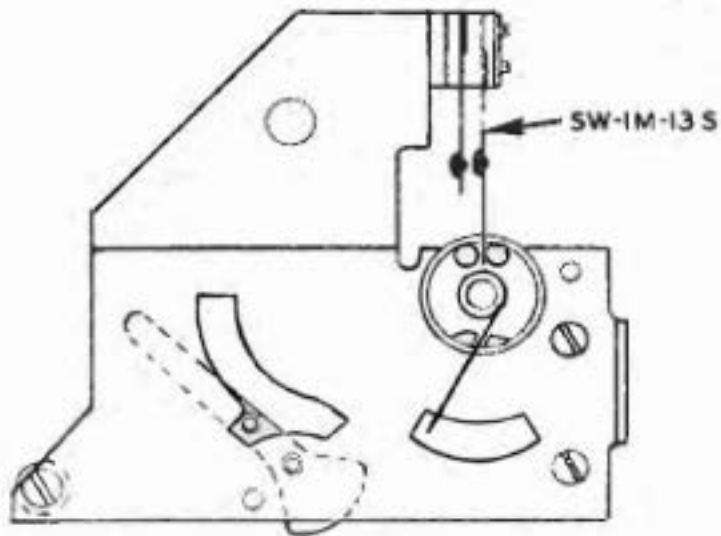
FRONT DOOR & PARTS (FRONT)



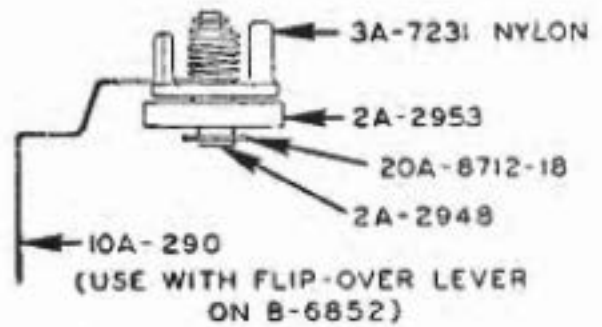
FRONT DOOR & PARTS (BACK SIDE)



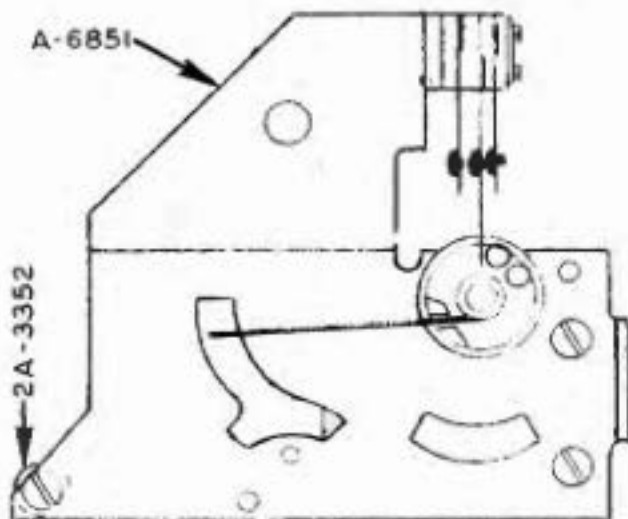
COIN TRIP ASSEMBLIES & PARTS



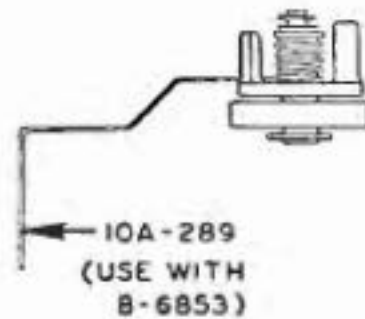
B-6852 COIN TRIP & SWITCH ASS'Y.
(WITH FLIP-OVER LEVER)



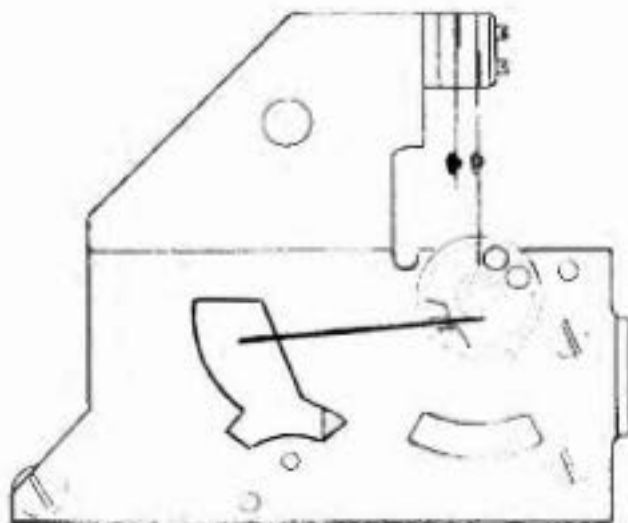
A-7015



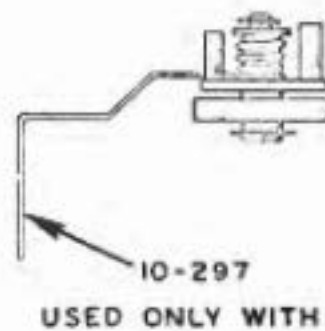
B-6853 COIN TRIP & SWITCH ASS'Y.
(WITHOUT FLIP-OVER LEVER)



A-7016

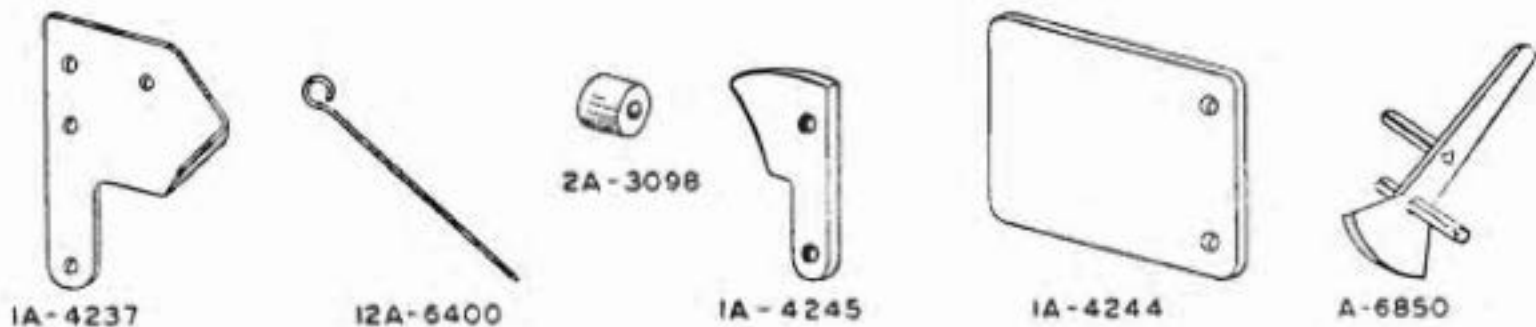


B-6853 L COIN TRIP & SWITCH ASS'Y.
(USE ONLY WITH LARGE COINS)

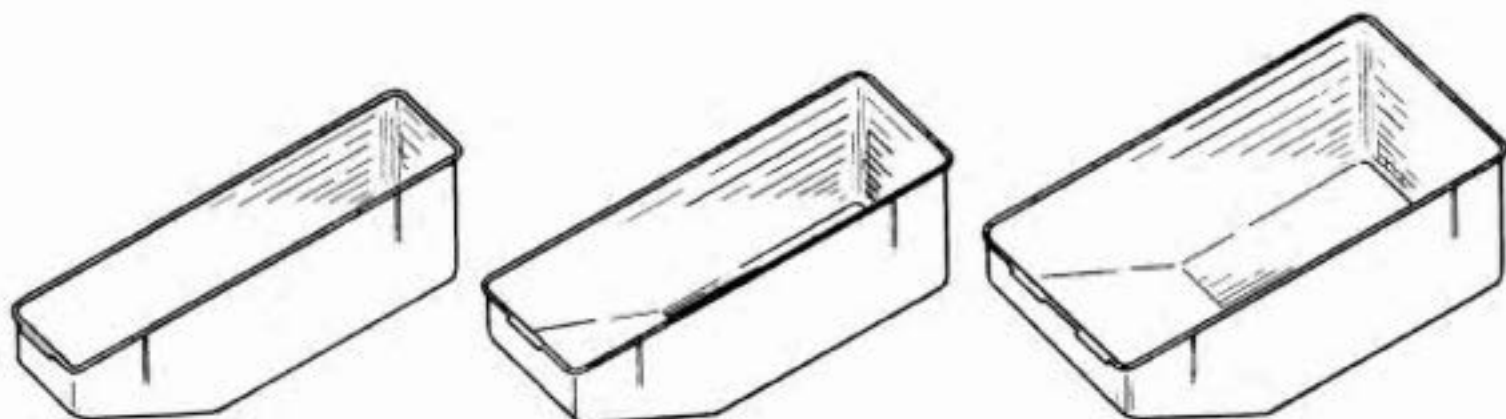
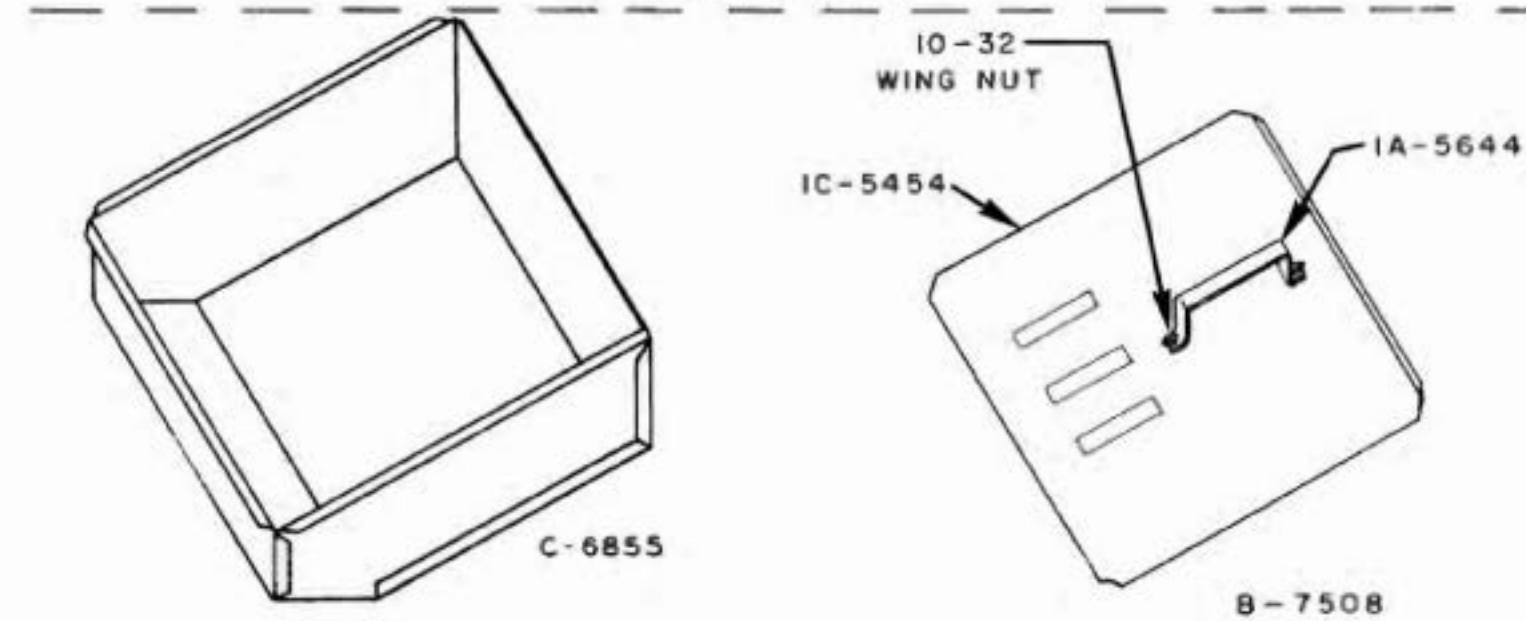


A-7017

COIN TRIP PARTS



COIN BOX, COVER AND COIN TRAYS



3C-7293 (SMALL)

3C-7292 (MEDIUM)

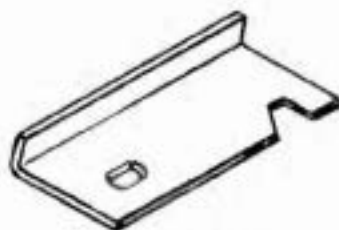
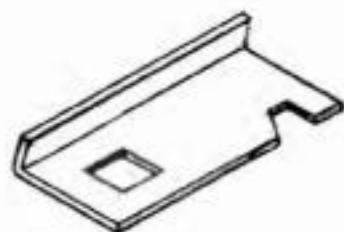
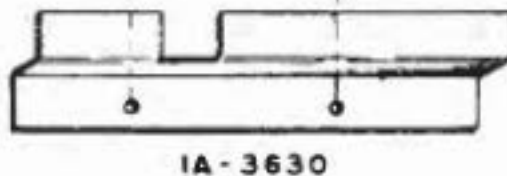
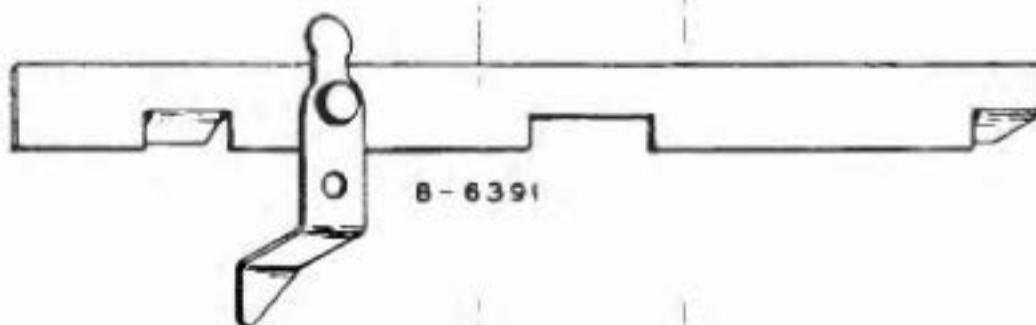
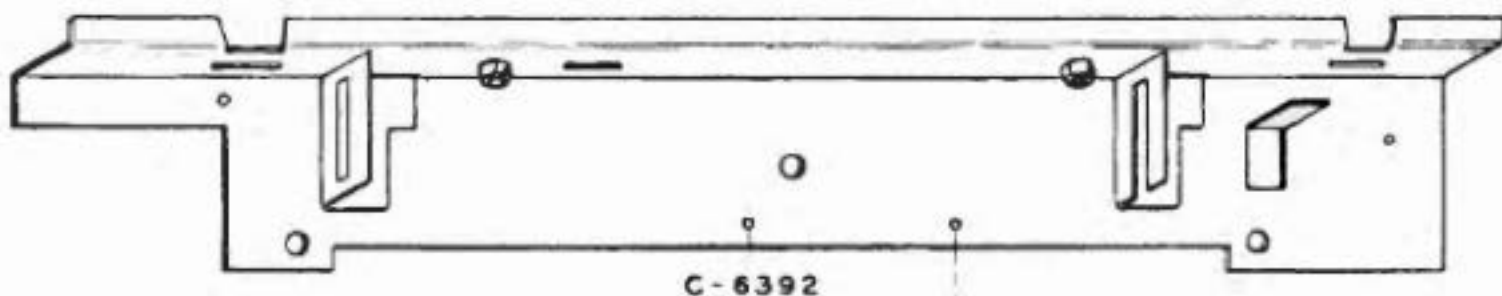
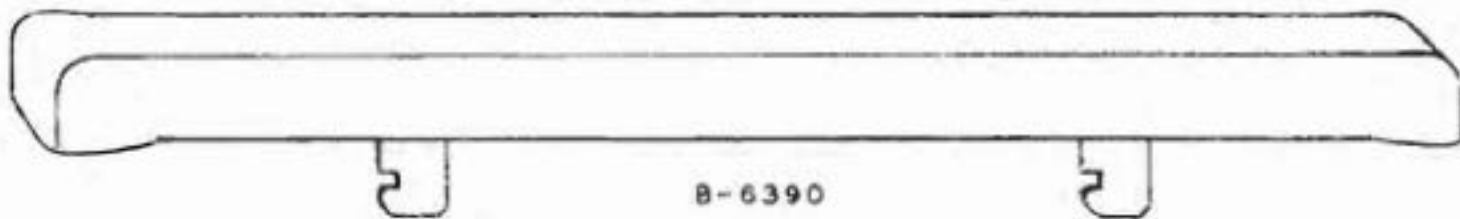
3C-7291 (LARGE)

ON GAMES WITH 2 CHUTES USE (2) 3C-7291.

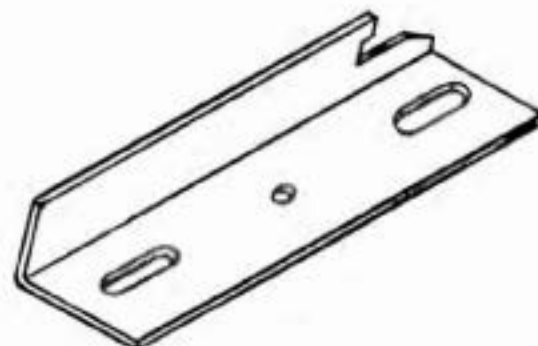
ON GAMES WITH 3 CHUTES USE (1) 3C-7293 AND (2) 3C-7292.

FRONT MOULDING & FRONT DOOR LOCKING PARTS

NEW TYPE LOCKING PARTS USED ON "ALPINE CLUB" & ALL FOLLOWING PIN GAMES



FOR USE WITH "ACE" LOCKS



COIN ENTRY PLATES & COIN REJECTORS



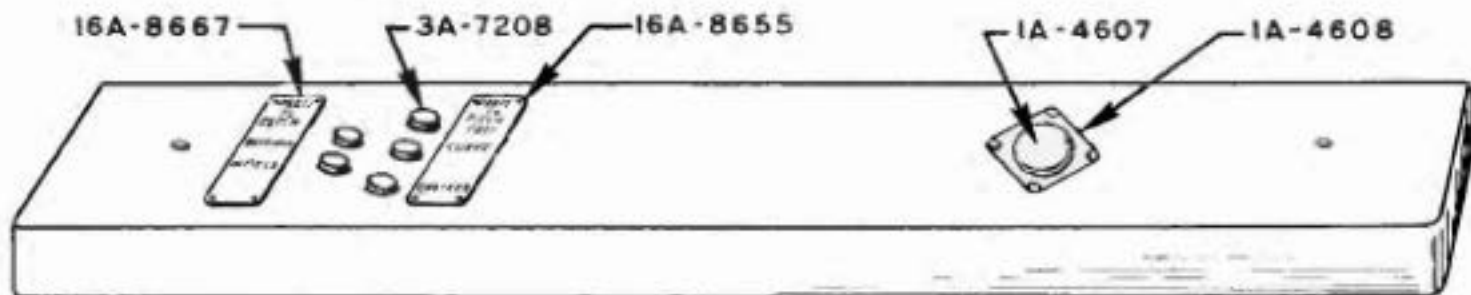
HC-8640-5

ENTRY PLATE PART NUMBER	ENTRY PLATE MARKING	COUNTRY	COIN REJECTOR PART NUMBER
16 C 8640-1	1 PLAY 5¢	U.S.A. - RHODESIA	9 C 8801 - 9 C 8898
16 C 8640-2	2 PLAYS DIME	U.S.A. - RHODESIA	9 C 8802 - 9 C 8899
16 C 8640-3	5 PLAYS QUARTER	U.S.A.	9 C 8803
16 C 8640-4	1 PLAY 2 NICKELS	U.S.A.	9 C 8804
16 C 8640-5	1 PLAY DIME	U.S.A.	9 C 8802
16 C 8640-6	3 PLAYS QUARTER	U.S.A.	9 C 8803
16 C 8640-7	1 SPIEL - 20 PFG 2 X 10 PFG	GERMANY	9 C 8841
16 C 8640-8	3 SPIELS - 50 PFG	GERMANY	9 C 8842
16 C 8640-9	6 SPIELS - 1 MARK	GERMANY	9 C 8843
16 C 8640-10	1 SPIEL - 25 CT	HOLLAND	9 C 8835
16 C 8640-10	25 CENT	NETHERLAND, Antilles	9 C 8856
16 C 8640-11	1 PELI - 20 PENNIA	FINLAND	9 C 8832
16 C 8640-12	3 PELIA - 50 PENNIA	FINLAND	9 C 8834
16 C 8640-13	6 PELIA - 1 MARK	FINLAND	9 C 8833
16 C 8640-14	1 PARTIE - 20 ¢	SWITZERLAND	9 C 8829
16 C 8640-14	1 PARTIE - 20 ¢	FRANCE	9 C 8817
16 C 8640-15	5 PARTIES - 1 FRANC	FRANCE	9 C 8818
16 C 8640-16	1 PARTIE - 40 ¢ 2 X 20 ¢	FRANCE	9 C 8817
16 C 8640-17	3 PARTIES - 1 FRANC	FRANCE	9 C 8818
16 C 8640-18	1 PARTIE - 1 FRANC	FRANCE	9 C 8818
16 C 8640-19	1 JEU - 25 PIASTRES	LEBANON	9 C 8819
16 C 8640-20	3 JEU - 50 PIASTRES	LEBANON	9 C 8820
16 C 8640-21	1 PARTIDA - 2 PTAS - 2 X 1 PTAS	SPAIN	9 C 8813
16 C 8640-22	3 PARTIDAS - 5 PTAS	SPAIN	9 C 8814
16 C 8640-23	1 PARTIDA - 1 PTAS 1 X 1 PTAS	SPAIN	9 C 8813
16 C 8640-24	2 PARTIDAS - 5 PTAS	SPAIN	9 C 8814
16 C 8640-25	1 PARTIDA - 10 PTAS 2 X 5 PTAS	SPAIN	9 C 8814
16 C 8640-26	3 JEUX - FR 5 b5	BELGIUM	9 C 8875
16 C 8640-27	1 JEU - FR 5 b2 2 X 1 FRANC	BELGIUM	9 C 8839
16 C 8640-28	1 SPIL - 5 FR 5 2 2 X 1 FRANC	BELGIUM	9 C 8839
16 C 8640-29	3 SPIEL - 5 FR 5	BELGIUM	9 C 8875
16 C 8640-30	1 SPIL - 30 ORE	SWEDEN	9 C 8807
16 C 8640-31	3 SPEL - 1 KRONE	SWEDEN	9 C 8808
16 C 8640-32	1 SPEL - 2 X 25 ORE	SWEDEN	9 C 8806
16 C 8640-33	1 SPIL - 25 ORE	DENMARK	9 C 8809
16 C 8640-34	5 SPIL - 1 KRONE	DENMARK	9 C 8810
16 C 8640-35	1 SPIL - 2 KRONE 2 X 1 KRONE	DENMARK	9 C 8810
16 C 8640-36	1 JUEGO - B ⁵ .025	VENEZUELA	9 C 8823
16 C 8640-37	2 JUEGOS - B ⁵ .050	VENEZUELA	9 C 8824
16 C 8640-38	4 JUEGOS - B ⁵ 1.00	VENEZUELA	9 C 8825
16 C 8640-39	1 JUEGO - 50 CENTIMOS	VENEZUELA	9 C 8824
16 C 8640-40	1 JEU - 25 SOUS	MAURITIUS	9 C 8850
16 C 8640-41	2 JEUX - 50 SOUS	MAURITIUS	9 C 8851
16 C 8640-42	1 PLAY - 25 RUPEE	MAURITIUS	9 C 8850
16 C 8640-43	2 PLAYS - 50 RUPEES	MAURITIUS	9 C 8851
16 C 8640-44	1 PLAY - 1 TOKEN	BOLIVIA	
16 C 8640-45	1 PLAY - 25 MILS	CYPRUS	9 C 8827
16 C 8640-46	3 PLAYS - 50 MILS	CYPRUS	9 C 8828
16 C 8640-47	1 PLAY - 1/PIECE	ENGLAND, AUSTRALIA, NEW ZEALAND	9 C 8835
16 C 8640-48	1 PLAY - 6d	ENGLAND, AUSTRALIA, NEW ZEALAND	9 C 8811
16 C 8640-49	2 PLAYS - 1/PIECE	ENGLAND, AUSTRALIA, NEW ZEALAND	9 C 8835
16 C 8640-50	5 PLAYS - 2/PIECE	ENGLAND, AUSTRALIA, NEW ZEALAND	9 C 8836
16 C 8640-51	4 PLAYS - 2/PIECE	ENGLAND, AUSTRALIA, NEW ZEALAND	9 C 8836

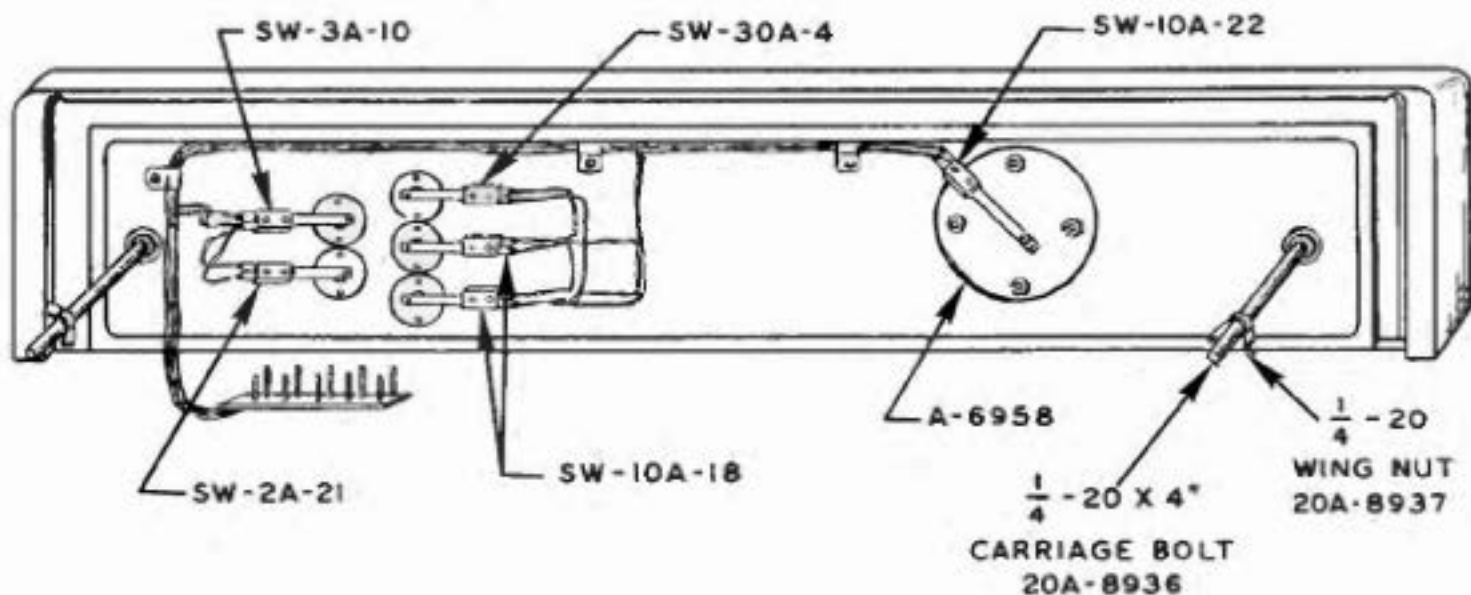
ENTRY PLATE PART NUMBER	ENTRY PLATE MARKING	COUNTRY	COIN REJECTOR PART NUMBER
16C-8640-52	1 PLAY - 10¢	AUSTRALIA	9C-8848 9C-8895
16C-8640-53	2 PLAY - 10¢	AUSTRALIA	9C-8848 9C-8895
16C-8640-54	4 PLAY - 20¢	AUSTRALIA	9C-8849 9C-8896
16C-8640-55	5 PLAY - 20¢	AUSTRALIA	9C-8849 9C-8896
16C-8640-56	3 PLAY - 20¢	AUSTRALIA	9C-8849 9C-8896
16C-8640-57	1 PARTITA - 100 LIRE	ITALY	9C-8849
16C-8640-58	1 PARTITA - 50 LIRE	ITALY	9C-8849
16C-8640-59	3 PARTITE - 100 LIRE	ITALY	9C-8849
16C-8640-60	1 SPILL - 50 ORE	NORWAY	9C-8821
16C-8640-61	2 SPILL - 1 KRONE	NORWAY	9C-8822
16C-8640-62	1 SPIEL - 2 SCH. 2 X 1 SCH	AUSTRIA	9C-8812
16C-8640-63	1 SPIEL - 5 SCH	AUSTRIA	9C-8858
16C-8640-64	1 PLAY - 1 DRACHMA	GREECE	9C-8826
16C-8640-65	1 PLAY - 20 YEN 2 X 10 YEN	JAPAN	9C-8844
16C-8640-66	3 PLAY - 50 YEN	JAPAN	9C-8845
16C-8640-67	6 PLAY - 100 YEN	JAPAN	9C-8846
16C-8640-68	1 PLAY - 50 YEN	JAPAN	9C-8845
16C-8640-69	1 PLAY - 50 STANG	THAILAND	9C-8856
16C-8640-70	1 GIOCO - 20¢	SWITZERLAND	9C-8829
16C-8640-71	1 SPIEL - 20 RAPPEN	SWITZERLAND	9C-8829
16C-8640-72	2 SPIELE - 50 RAPPEN	SWITZERLAND	9C-8830
16C-8640-73	2 PARTIES - 50¢	SWITZERLAND	9C-8830
16C-8640-74	2 GIOCHI - 50¢	SWITZERLAND	9C-8830
16C-8640-75	4 SPIELE - 1 FRANKEN	SWITZERLAND	9C-8831
16C-8640-76	4 PARTIES - 1 FRANCO	FRANCE, SWITZERLAND	9C-8831
16C-8640-77	4 GIOCHI - 1 FRANCO	SWITZERLAND	9C-8831
16C-8640-78	1 PLAY - IRISH 6¢	IRELAND	9C-8853
16C-8640-79	2 PLAY - IRISH 1 S	IRELAND	9C-8854
16C-8640-80	5 PLAY - IRISH 2 S	IRELAND	9C-8855
16C-8640-81	1 PLAY - 50 DIANARA	YUGOSLAVIA	9C-8857
16C-8640-82	3 SPIELE - 5 SCHILLING	AUSTRIA	9C-8858
16C-8640-83	6 SPIELE - 10 SCHILLING	AUSTRIA	9C-8859
16C-8640-84	1 PLAY - 25¢	MAURITIUS	9C-8850
16C-8640-86	1 PLAY - 2 FORINT	HUNGARY	9C-8861
16C-8640-87	1 PLAY - 50 MILLIMES	TUNISIA	9C-8862
16C-8640-88	1 PLAY - 5 ESCUDO	PORTUGAL	9C-8863
16C-8640-89	2 PARTITE - 100 LIRE	ITALY	9C-8864
16C-8640-90	1 PARTIE - 50 FRANCHI	TUNISIA	9C-8862
16C-8640-91	3 PARTIES - 100 FRANCHI	TUNISIA	9C-8865
16C-8640-92	2 PLAYS - 10 ESCUDOS	PORTUGAL	9C-8866
16C-8640-93	1 PLAY - 1 FORINT	HUNGARY	9C-8867
16C-8640-94	2 PLAYS - 2 FORINT	HUNGARY	9C-8861
16C-8640-95	2 PARTIES - 100 FRANCHI	TUNISIA	9C-8865
16C-8640-96	2 PLAYS - 1 DINARA	YUGOSLAVIA	9C-8868
16C-8640-97	HERJETON ICIN 1 OYUN	TURKEY	9C-8872
16C-8640-98	HERJETON ICIN 2 OYUN	TURKEY	9C-8873
16C-8640-99	1 PLAY - 100 MILS	CYPRUS	9C-8870
16C-8640-100	2 PLAYS - QUARTER	U.S.A.	9C-8803
16C-8640-101	1 SPEL - 1 KRONA	SWEDEN	9C-8808
16C-8640-102	1 SPEL - 2 KRONA 2 X 1 KRONA	SWEDEN	9C-9909
16C-8640-103	1 PLAY - 1/2 RUPEE	PAKISTAN	9C-8876
16C-8640-104	2 PARTIES - 1/2 FRANCO	FRANCE	9C-8871
16C-8640-105	1 PARTIE - 1/2 FRANCO	FRANCE	9C-8871
16C-8640-106	1 SPEL - 6 PRS 5	BELGIUM	9C-8875
16C-8640-107	1 PELI - 50 PENNIA	FINLAND	9C-8834
16C-8640-108	3 PELIA - 1 MARK	FINLAND	9C-8833
16C-8640-109	1 PARTIE - 2 FRANCO 2 X 1 FRANCO	FRANCE	9C-8818
16C-8640-110	5 PLAYS - 100 MILS	CYPRUS	9C-8870
16C-8640-111	6 PLAYS - 100 MILS	CYPRUS	9C-8870
16C-8640-112	1 PARTIE - 25 CPA	SENEGAL	9C-8876
16C-8640-113	1 SPEL - 2 X 25 CT	HOLLAND	9C-8838
16C-8640-114	4 PLAYS - QUARTER	U.S.A.	9C-8803
16C-8640-115	1 JEU - PRS 65	BELGIUM	9C-8875
16C-8640-116	2 SPELEN - 6 PRS 10	BELGIUM	9C-8879
16C-8640-117	1 PLAY - 5 NEDWEE	ZAMBIA	9C-8880
16C-8640-118	2 PLAYS 10 NEDWEE	ZAMBIA	9C-8881
16C-8640-119	1 PLAY 30 YEN 3 X 10 YEN	JAPAN	9C-8844
16C-8640-120	2 PLAYS - 50 YEN	JAPAN	9C-8845
16C-8640-121	4 PLAYS - 100 YEN	JAPAN	9C-8846
16C-8640-122	1 JUDO - B ² 1.00	VENEZUELA	9C-8825
16C-8640-123	4 SPELEN - 1 GULDEN	HOLLAND	9C-8882
16C-8640-124	2 PLAYS - 100 YEN	JAPAN	9C-8846
16C-8640-125		ISRAEL	9C-8883
16C-8640-126	3 PLAYS - QUARTER (no screen)	CANADA	9C-8803
16C-8640-127	1 SPIEL - 2 X 25 ORE	DENMARK	9C-8809
16C-8640-128	2 SPIEL - 1 KRONA	DENMARK	9C-8810
16C-8640-129	1 SPIEL - 50 PFG	GERMANY	9C-8842
16C-8640-130	2 SPIELS - 1 MARK	GERMANY	9C-8843
16C-8640-131	2 PARTIES - 1 FRANCO	FRANCE	9C-8818
16C-8640-132	1 PLAY - 1 PICHAS	BRAZIL	9C-8885
16C-8640-133	1 PLAY - 2 PICHAS	BRAZIL	9C-8885
16C-8640-134	INTRODUCERE PRO PERSON - 1 LEU	ROMANIA	9C-8884
16C-8640-135	1 GAME - 5 P	ENGLAND	9C-8835
16C-8640-136	2 GAMES - 10 P	ENGLAND	9C-8836
16C-8640-137	ONE GAME 2 X 5d	ENGLAND	9C-8811

ENTRY PLATE PART NUMBER	ENTRY PLATE MARKING	COUNTRY	COIN REJECTOR PART NUMBER
16C-8640-138	1 PARTIDA - 1 DUNO	SPAIN	9C-8814
16C-8640-139	5 SPIELEN - 1 GULDEN	NETHERLANDS, ANTILLES	9C-8887
16C-8640-140	3 SPIELEN - 1 MARK	GERMANY	9C-8813
16C-8640-141	1 NICKEL - 1 DIMK	U.S.A.	9C-8801
16C-8640-142	(DIAMOND)	U.S.A.	9C-8802
16C-8640-143	1 PLAY - QUARTER	U.S.A.	9C-8803
16C-8640-144	2 PLAYS - 5 P OR 1 SH.	ENGLAND	9C-8835
16C-8640-145	4 PLAYS - 10 P OR 2 SH.	ENGLAND	9C-8836
16C-8640-146	1 PLAY - 5 P OR 1 SH	ENGLAND	9C-8835
16C-8640-147	3 PLAYS - 10 P OR 2 SH.	ENGLAND	9C-8836
16C-8640-148	5 PLAYS - 10 P OR 2 SH.	ENGLAND	9C-8836
16C-8640-149	2 SPIELEN - 50 PFG.	GERMANY	9C-8842
16C-8640-150	4 SPIELEN - 1 MARK	GERMANY	9C-8843
16C-8640-151	5 SPIELEN - 1 MARK	GERMANY	9C-8843
16C-8640-152	10 SPIELEN - 2 MARK	GERMANY	9C-8855
16C-8640-153	11 SPIELEN - 2 MARK	GERMANY	9C-8888
16C-8640-154	12 SPIELEN - 2 MARK	GERMANY	9C-8888
16C-8640-155	1 PARTIDA - 1 PICHA	BRAZIL	9C-8885
16C-8640-156	1 PARTIDA - 2 PICHAS	BRAZIL	9C-8885
16C-8640-157	1 SPIEL - 1 MARK	GERMANY	9C-8843
16C-8640-158	1 PLAY 2 X 2 P	ENGLAND	
16C-8640-159	2 JUEGOS - B ³ 1.00	VENEZUELA	9C-8825
16C-8640-160	1 PLAY - 20 CENT	AUSTRALIA	9C-8849
16C-8640-161	1 SPEL - 10 FRANC	BELOIUM	9C-8879
16C-8640-162	1 SPEL - 1 GULDEN	HOLLAND	9C-8882
16C-8640-163	12 PARTIDAS - 25 PESATAS	SPAIN	9C-8889
16C-8640-164	2 PLAYS - 50 MILLS	CYPRUS	9C-8828
16C-8640-165	5 SPIELE - 2 MARK	GERMANY	9C-8888
16C-8640-166	1 PLAY - TWO 5 CENT COINS	AUSTRALIA	9C-8847
16C-8640-167	1 PLAY - 50 CENT	KENYA	9C-8890
16C-8640-168	1 PLAY - 2-1/2 ESCUDO	PORTUGAL	9C-8991
16C-8640-169	1 PLAY - 50 PAISA	PAKISTAN	9C-8892
16C-8640-170	1 PARTIDA - 5 PESATAS	SPAIN	9C-8889
16C-8640-171	1 PLAY 2 X 1 NT DOLLAR	TAIWAN	9C-8893
16C-8640-172	3 PLAYS 5 NT DOLLAR	TAIWAN	9C-8894
16C-8640-173	6 PARTIDAS - 25 PESATAS	SPAIN	9C-8889
16C-8640-174	6 SPIELE - 2 MARK	GERMANY	9C-8843
16C-8640-175	2 PLAYS - 20¢	AUSTRALIA	9C-8849
16C-8640-176	2 SPEL - 1 KRONA	SWEDEN	9C-8808
16C-8640-177	3 JUEGOS - B ³ 1.00	VENEZUELA	9C-8825
16C-8640-178	8 PARTIES - 2 FRANC	SWITZERLAND	9C-8897
16C-8640-179	1 PARTIE - 50 MILLIMES	TUNISIA	9C-8862
16C-8640-180	3 PARTIES - 100 MILLIMES	TUNISIA	9C-8865
16C-8640-181	1 PARTIE - 50 CENTIMES	SWITZERLAND	9C-8830
16C-8640-182	2 PARTIES - 1 FRANC	SWITZERLAND	9C-8831
16C-8640-183	1 SPIEL - 3 SCH. 3 X 1 SCH.	AUSTRIA	9C-8812
16C-8640-184	2 JEU - 50 PIASTRES	LEBANON	9C-8819
16C-8640-185	1 PARTIE - 50 RAPPEN	SWITZERLAND	9C-8830
16C-8640-186	7 PARTIES - 2 FRANC	SWITZERLAND	9C-8897
16C-8640-187	2 PLAYS - 5 ESCUDOS	PORTUGAL	9C-8963
16C-8640-188	10 SPIELEN - 2-1/2 GULDEN	HOLLAND	9C-8900
16C-8640-189	3 PARTIDAS - 1 PICHA	BRAZIL	9C-8803
16C-8640-190	1 PLAY - 50 PILS	KUWAIT	9C-8818
16C-8640-191	2 PLAYS - 100 FILS	KUWAIT	9C-8818
16C-8640-192	EINWURF - .50 DM	GERMANY	9C-8842
16C-8640-193	EINWURF - 1, DM	GERMANY	9C-8843
16C-8640-194	EINWURF - 2, DM	GERMANY	9C-8888
16C-8640-195	1 PARTIE - 10 FRANC	FRENCH POLYNESIA	9C-8901
16C-8640-196	2 PARTIES - 20 FRANC	FRENCH POLYNESIA	9C-8902
16C-8640-197	3 PARTIDAS - 1 PICHA GRANDE	BRAZIL	9C-8803
16C-8640-198	1 PARTIDA - 3 X 5 PTAS	SPAIN	9C-8814
16C-8640-199	2 PARTIDAS - 25 PTAS	SPAIN	9C-8889
16C-8640-200	1 PESO	MEXICO	9C-8903
16C-8640-201	2 PESO	MEXICO	9C-8903

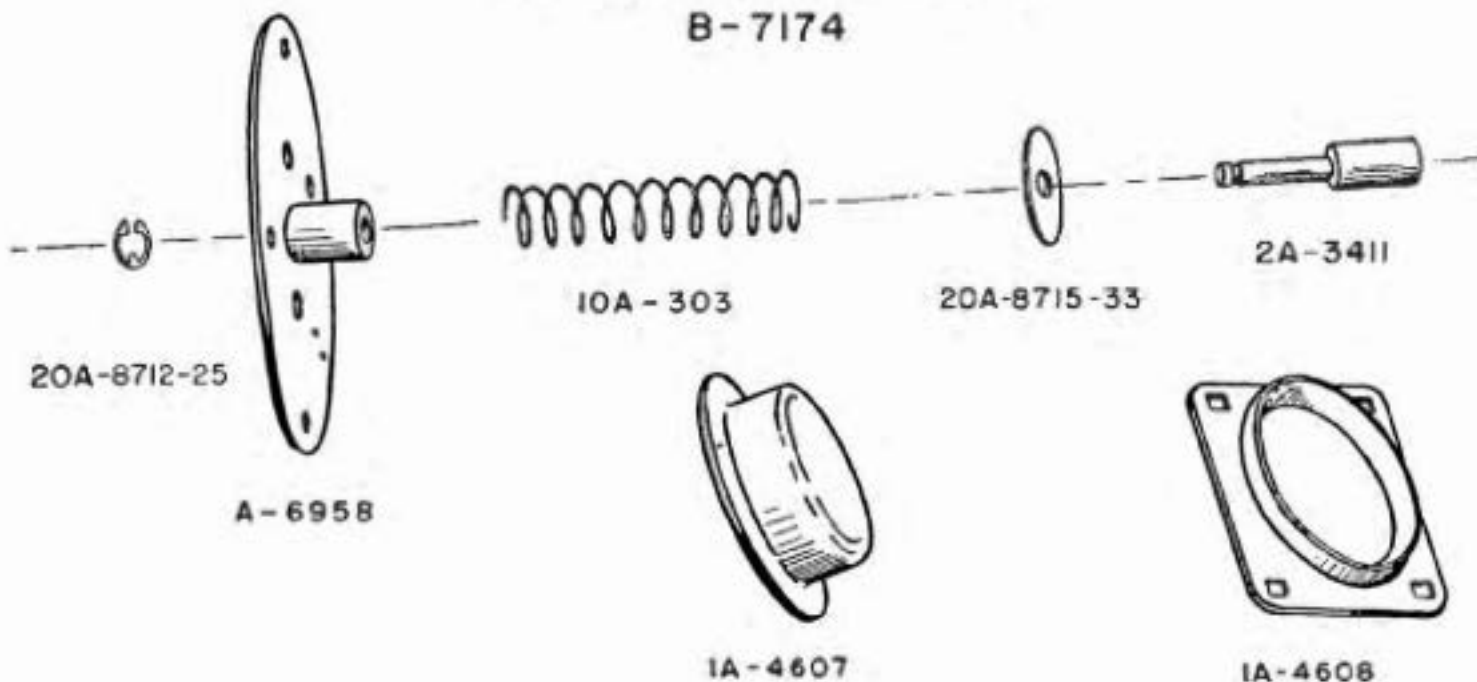
FRONT MOULDING - "FAST BALL"



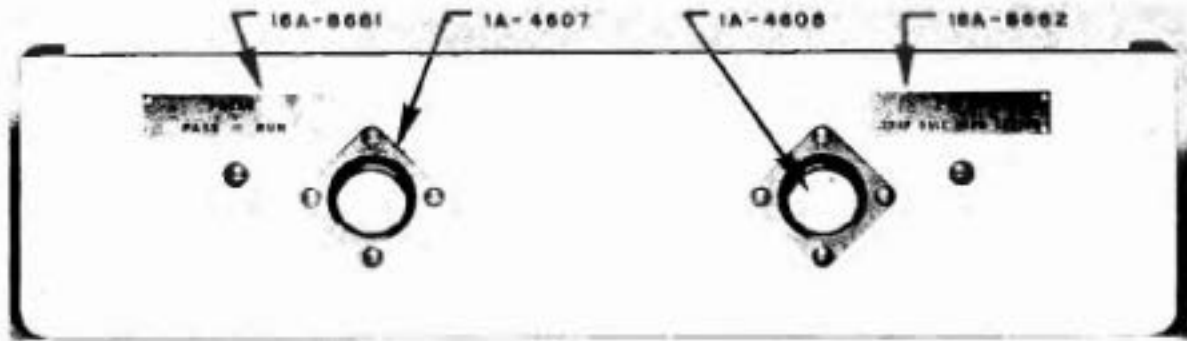
C-7167 - COMPLETE WITH ALL HARDWARE
 IIR-360 MOULDING (WOOD ONLY)



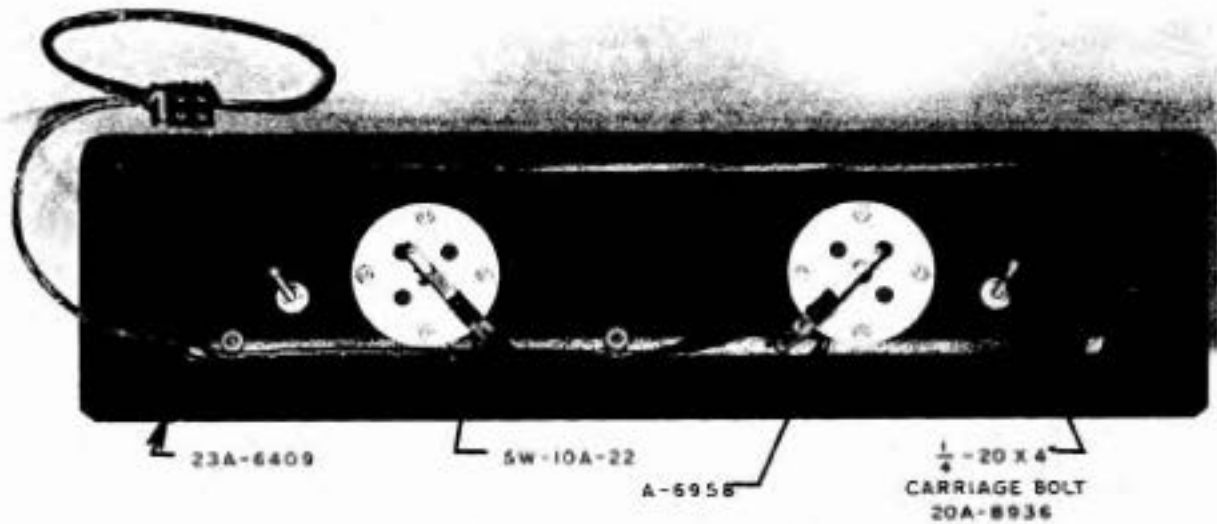
BAT PUSH BUTTON ASS'Y. B-7174



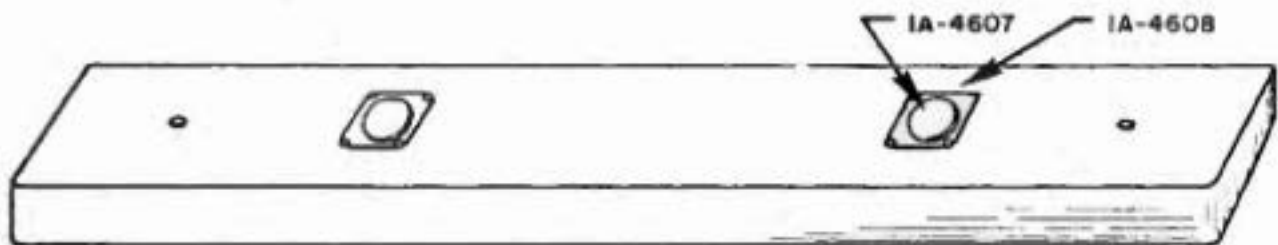
FRONT MOULDING - GRIDIRON



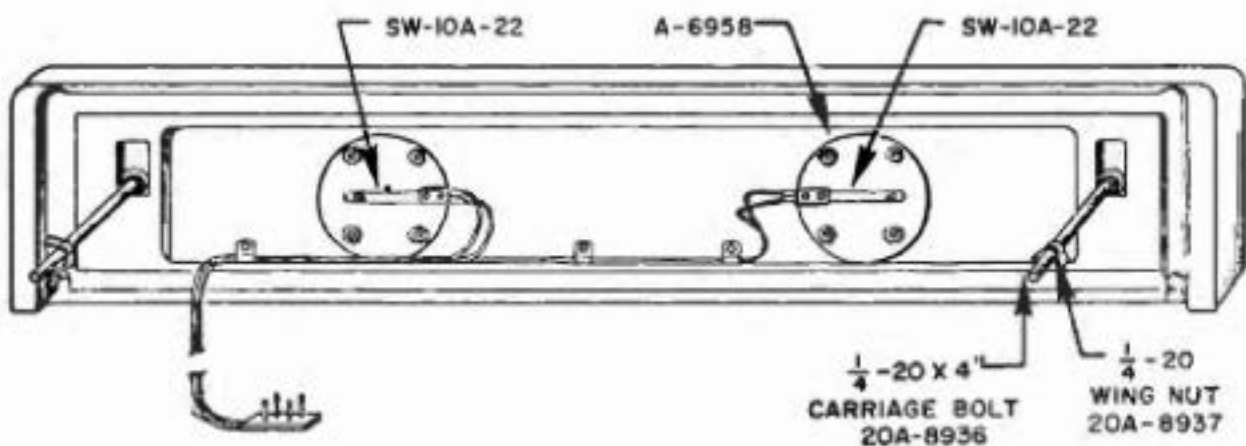
C-7244 - COMPLETE WITH ALL HARDWARE
 IIR-378 - MOULDING (WOOD ONLY)



FRONT MOULDING - "HIT & RUN"



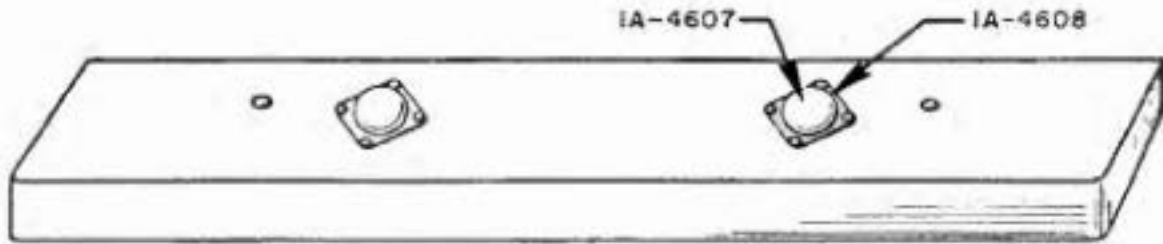
C-7278 - COMPLETE WITH ALL HARDWARE
 IIR-396 MOULDING (WOOD ONLY)



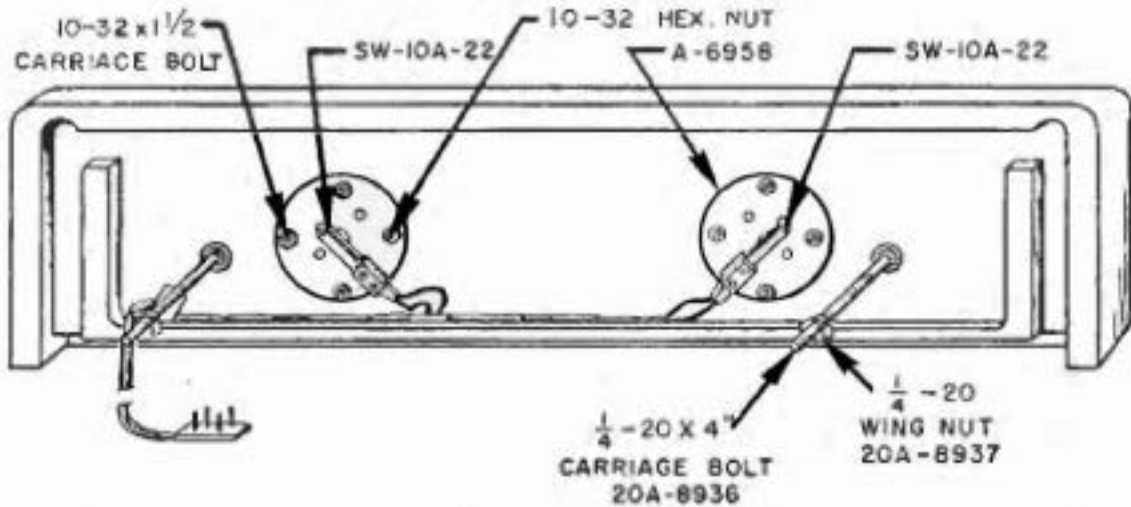
FRONT MOLDING

for

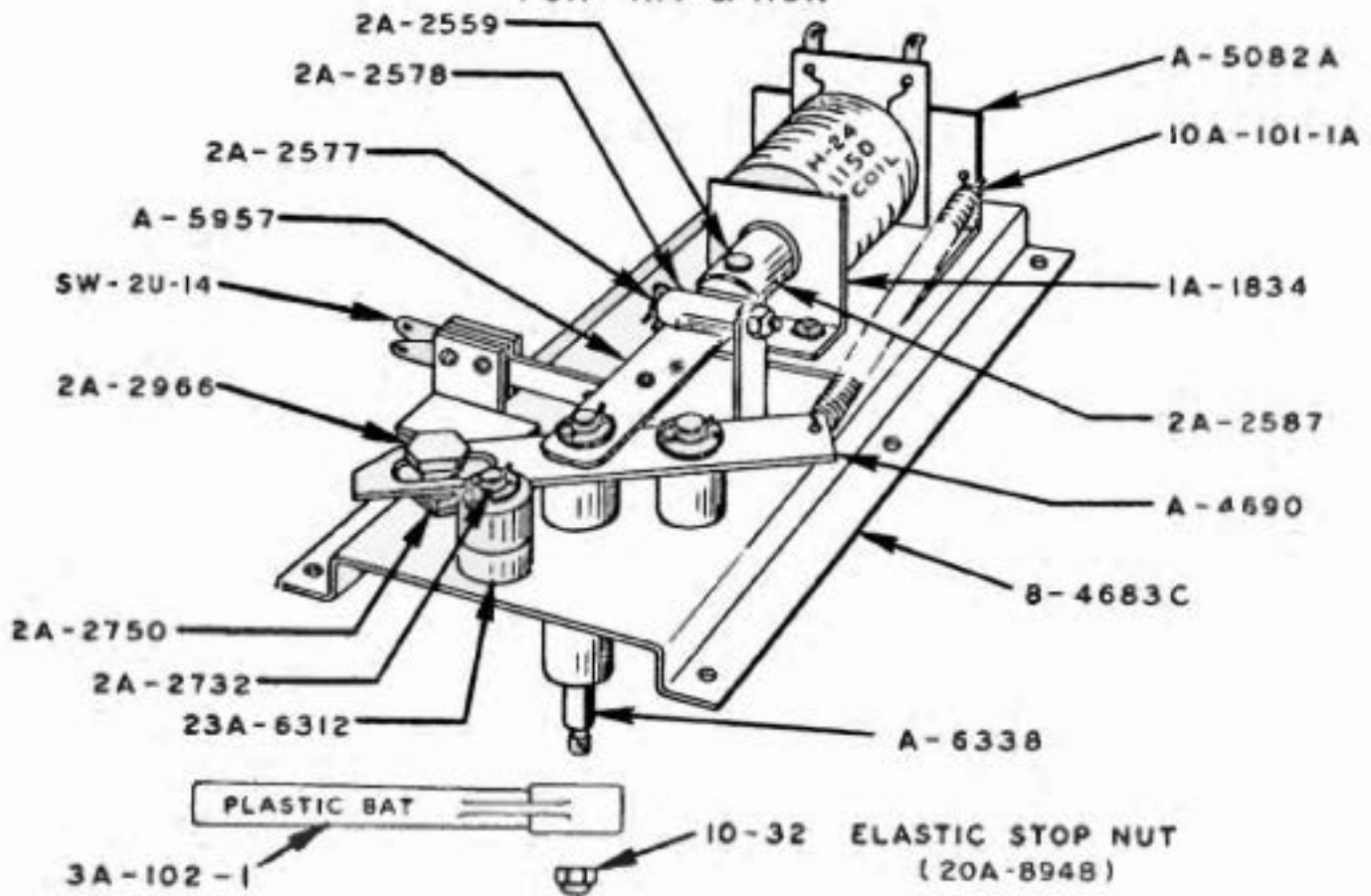
"ACTION BASEBALL" — "LINE DRIVE" — "UPPER DECK"



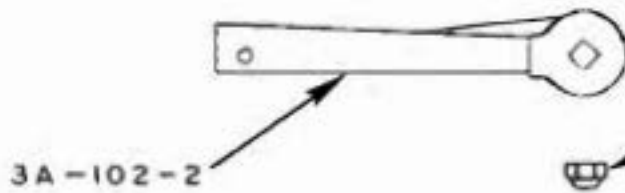
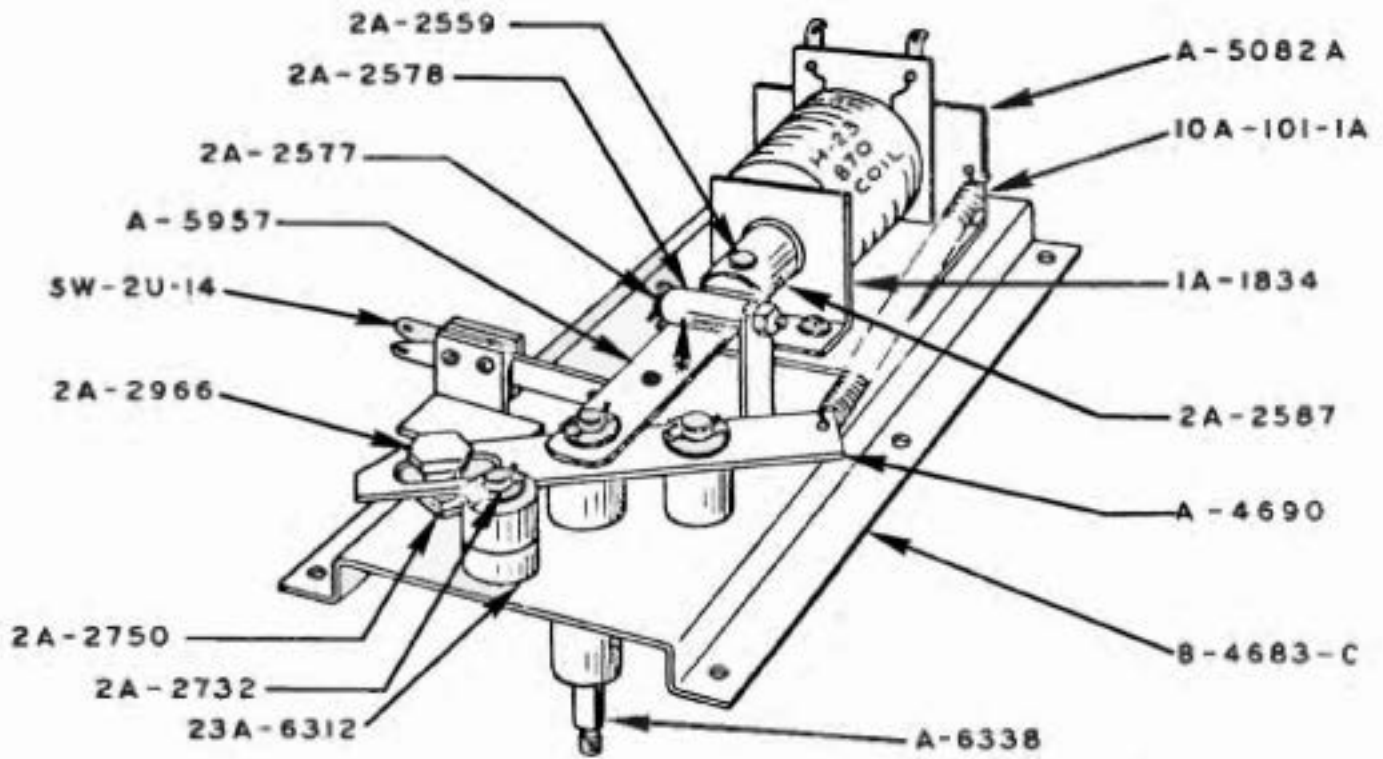
C-7399 - COMPLETE WITH ALL HARDWARE
 IR-400-6 MOULDING (WOOD ONLY)



C-5161-70 COMPLETE BATTER UNIT FOR "HIT & RUN"



C-5161-376 COMPLETE BATTER UNIT FOR "GRIDIRON"

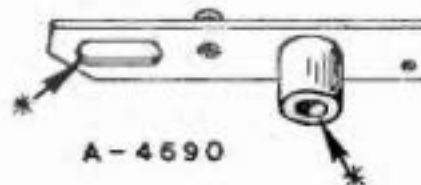
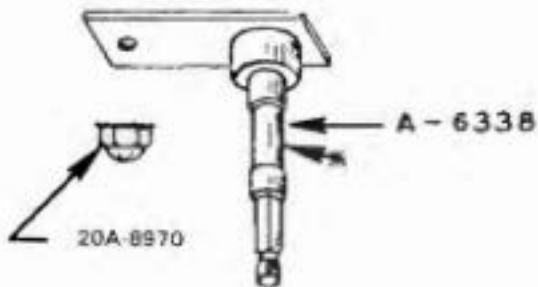
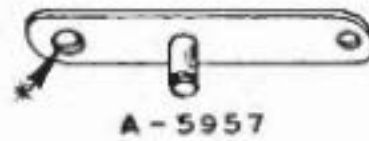
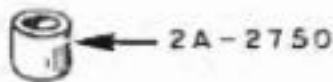
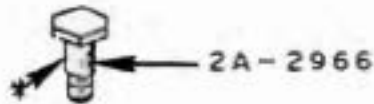


10-32
ELASTIC
STOP NUT



30C-376-B
BAT COVER

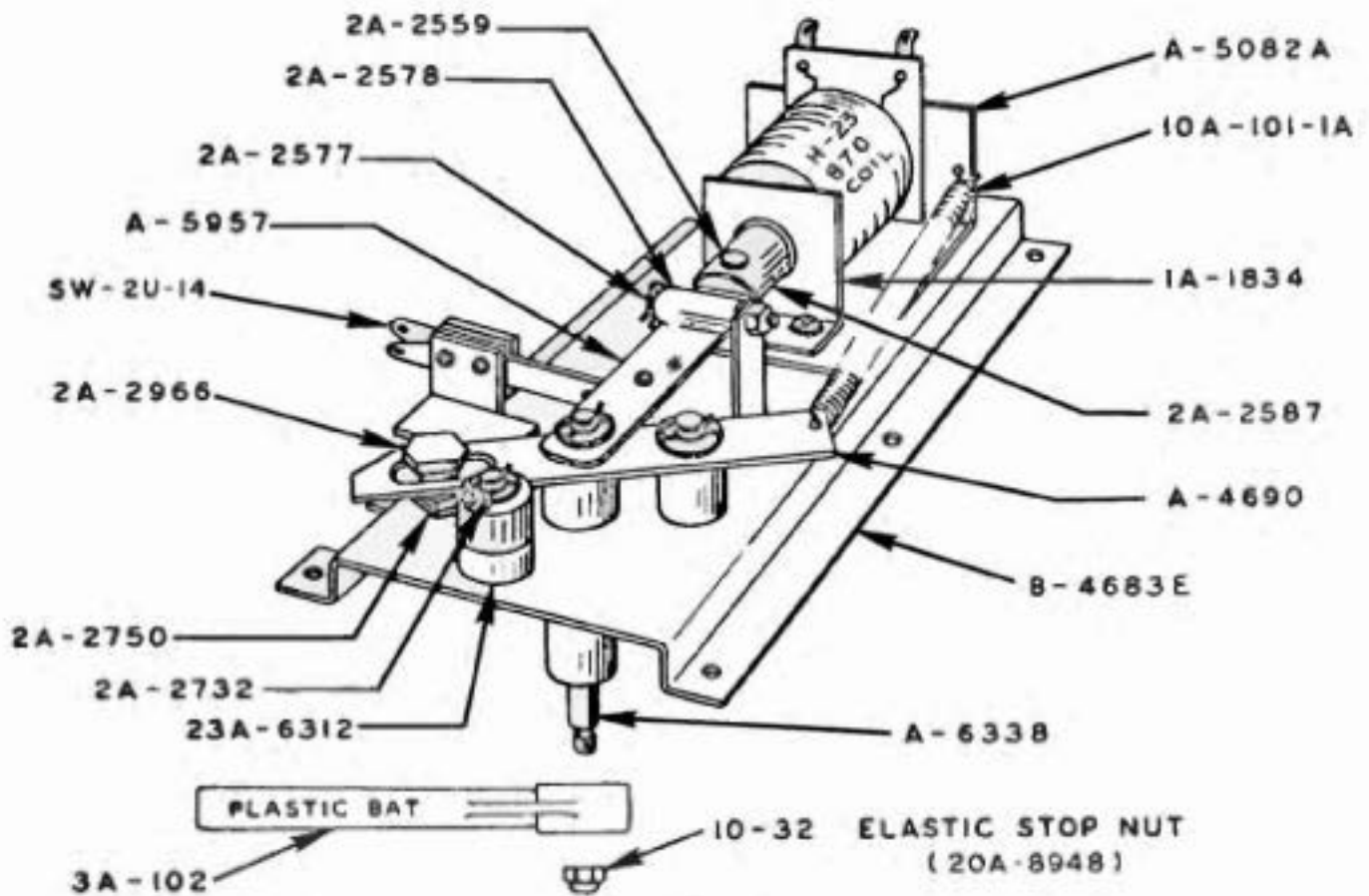
BATTER UNIT PARTS



* LUBRICATE AT POINTS INDICATED

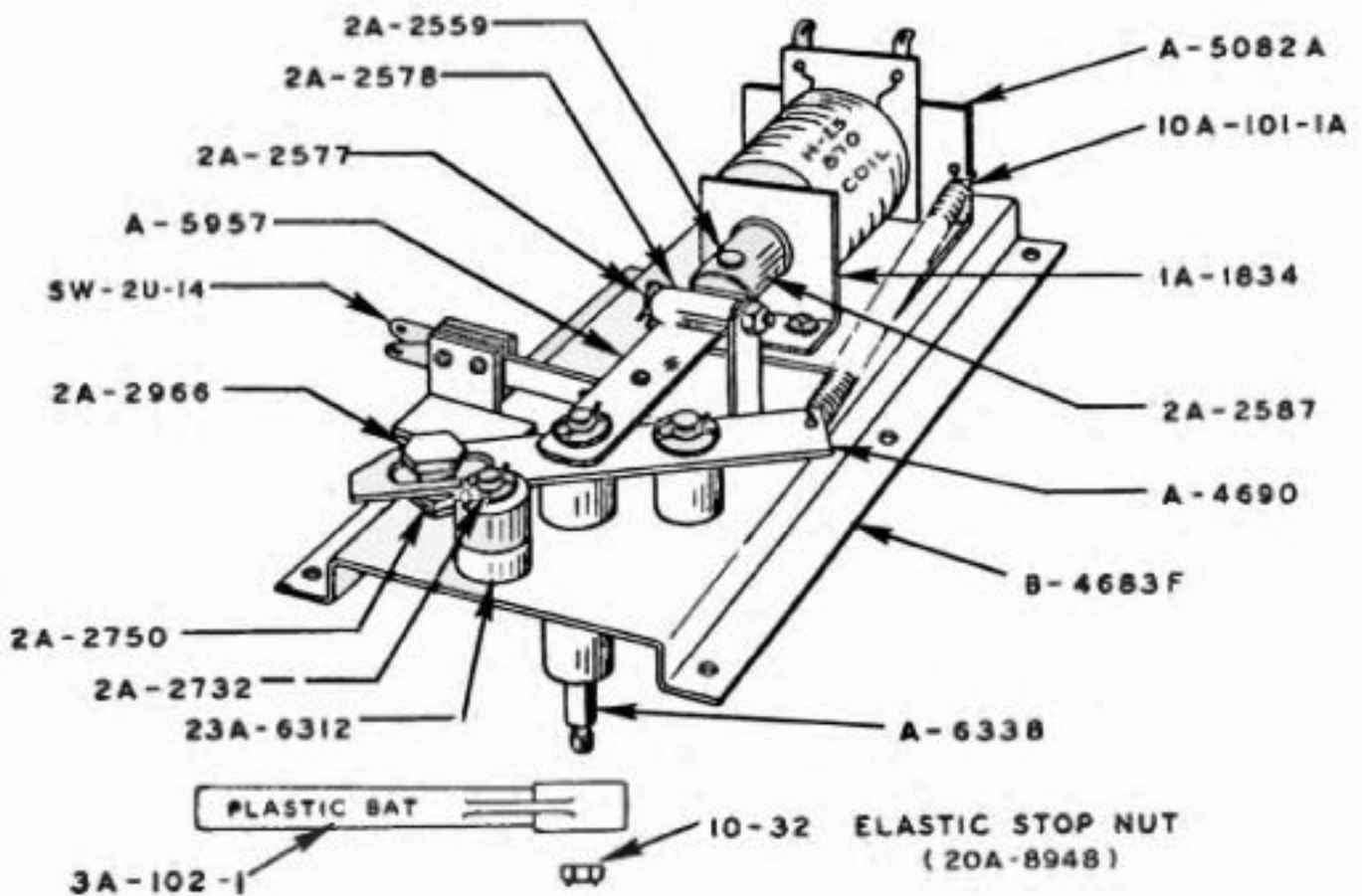
C-516I-400 COMPLETE BATTER UNIT

For "ACTION BASEBALL"



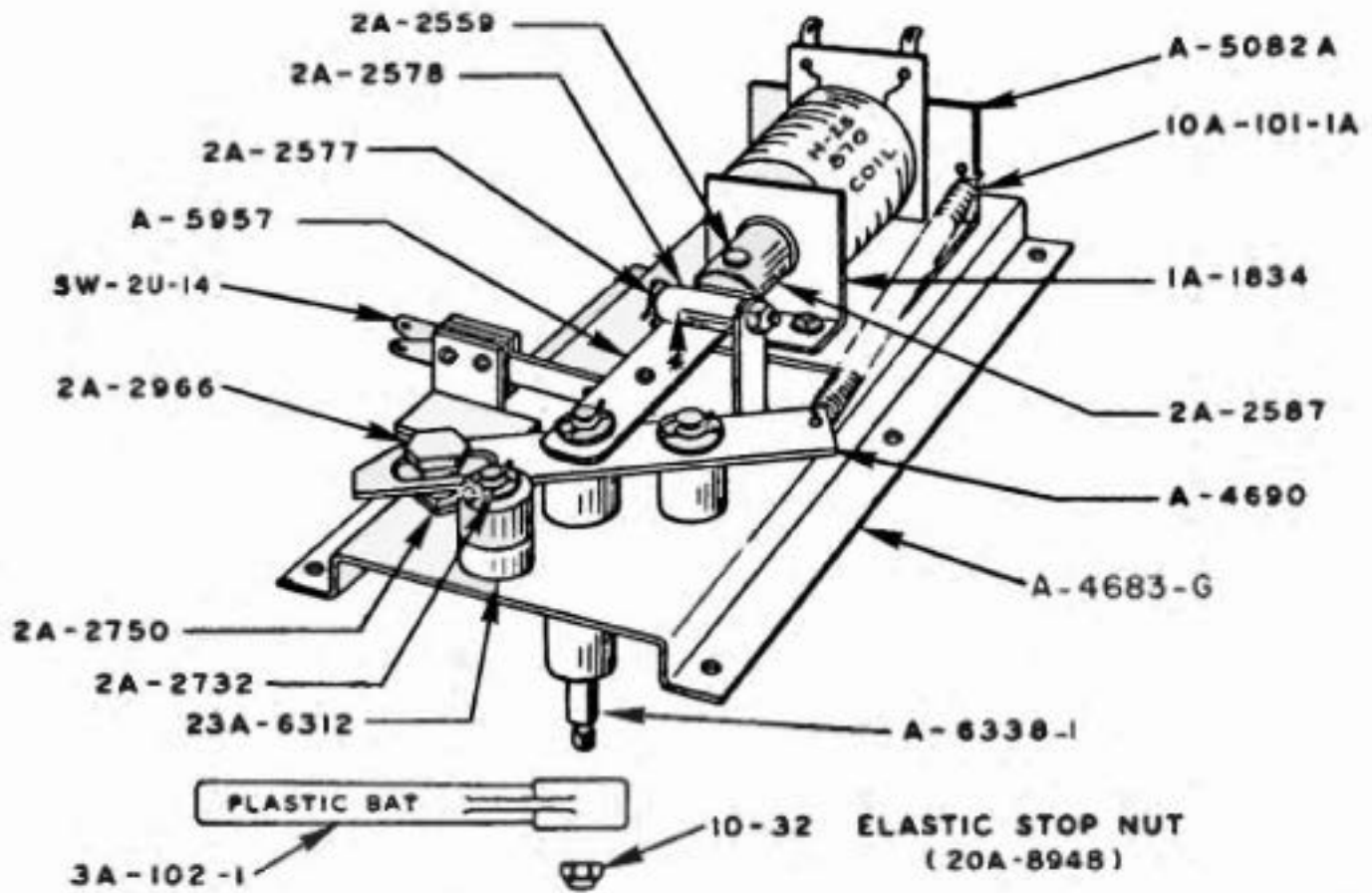
C-516I-410 COMPLETE BATTER UNIT

For "LINE DRIVE"

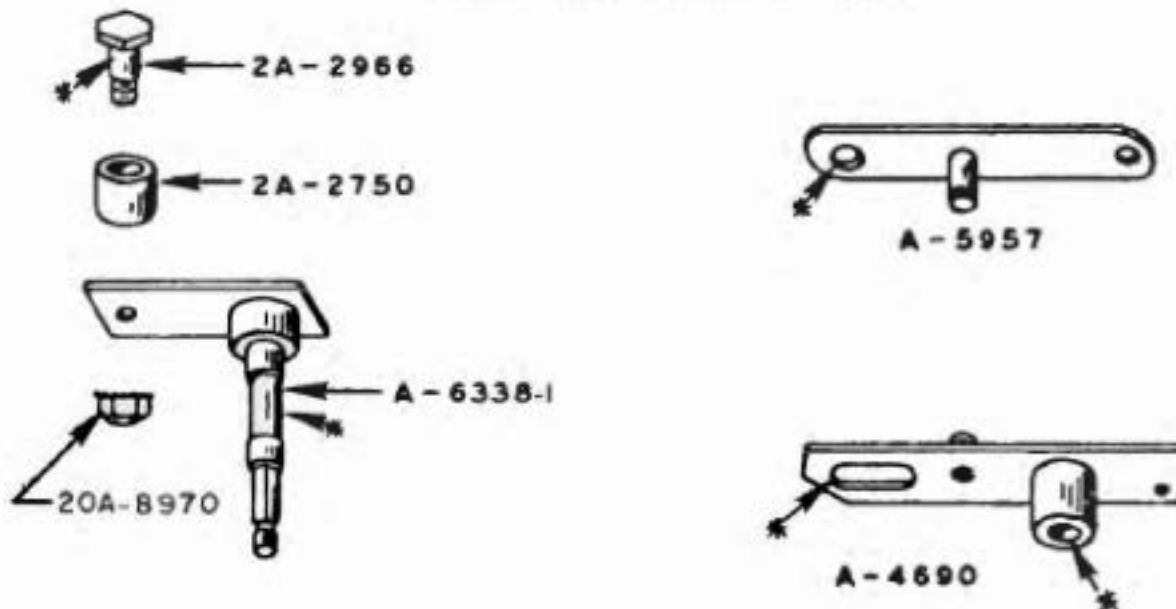


C-5161-73 COMPLETE BATTER UNIT

For "UPPER DECK"



BATTER UNIT PARTS

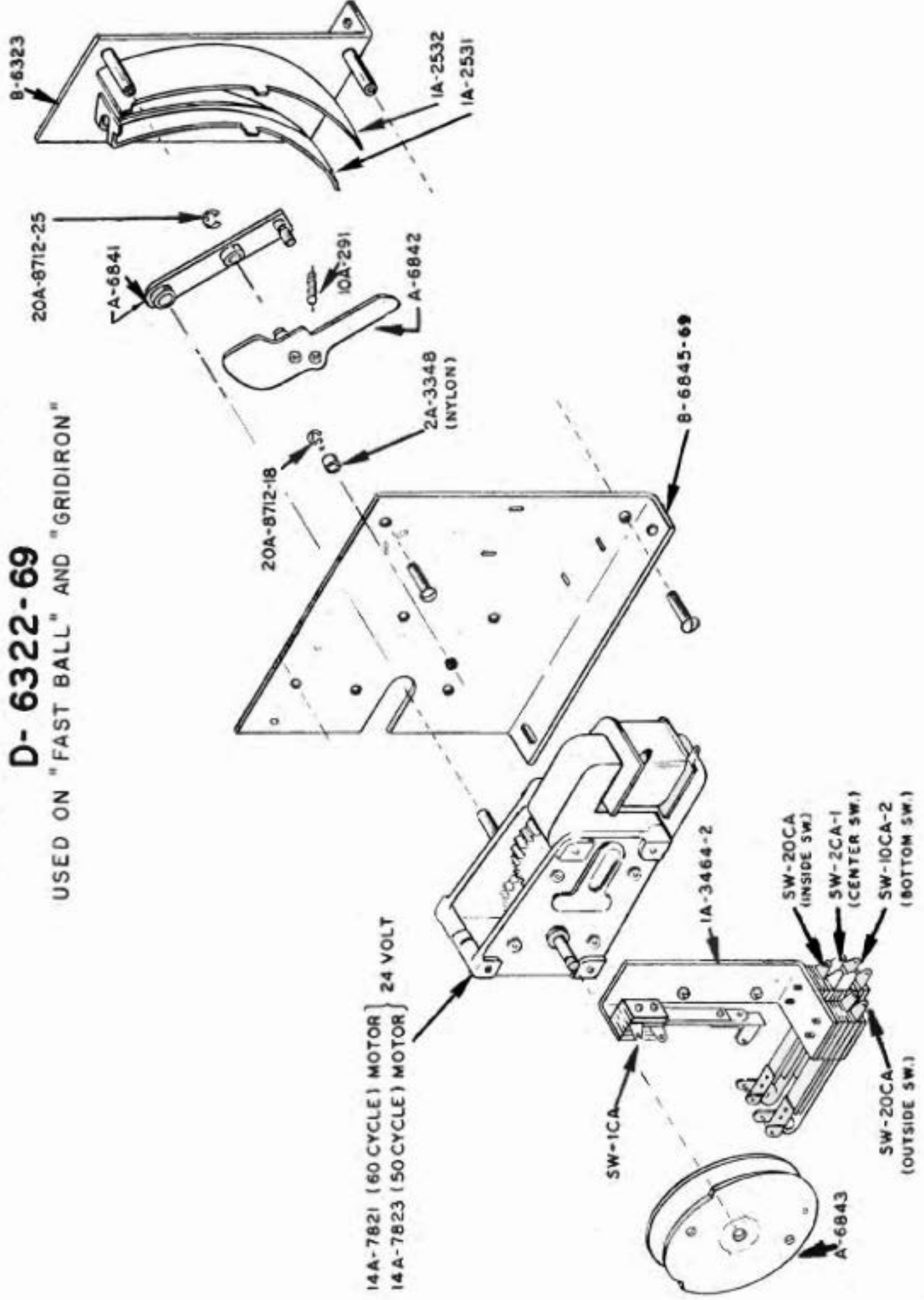


* LUBRICATE AT POINTS INDICATED

COMPLETE PITCHER UNIT

D- 6322-69

USED ON "FAST BALL" AND "GRIDIRON"



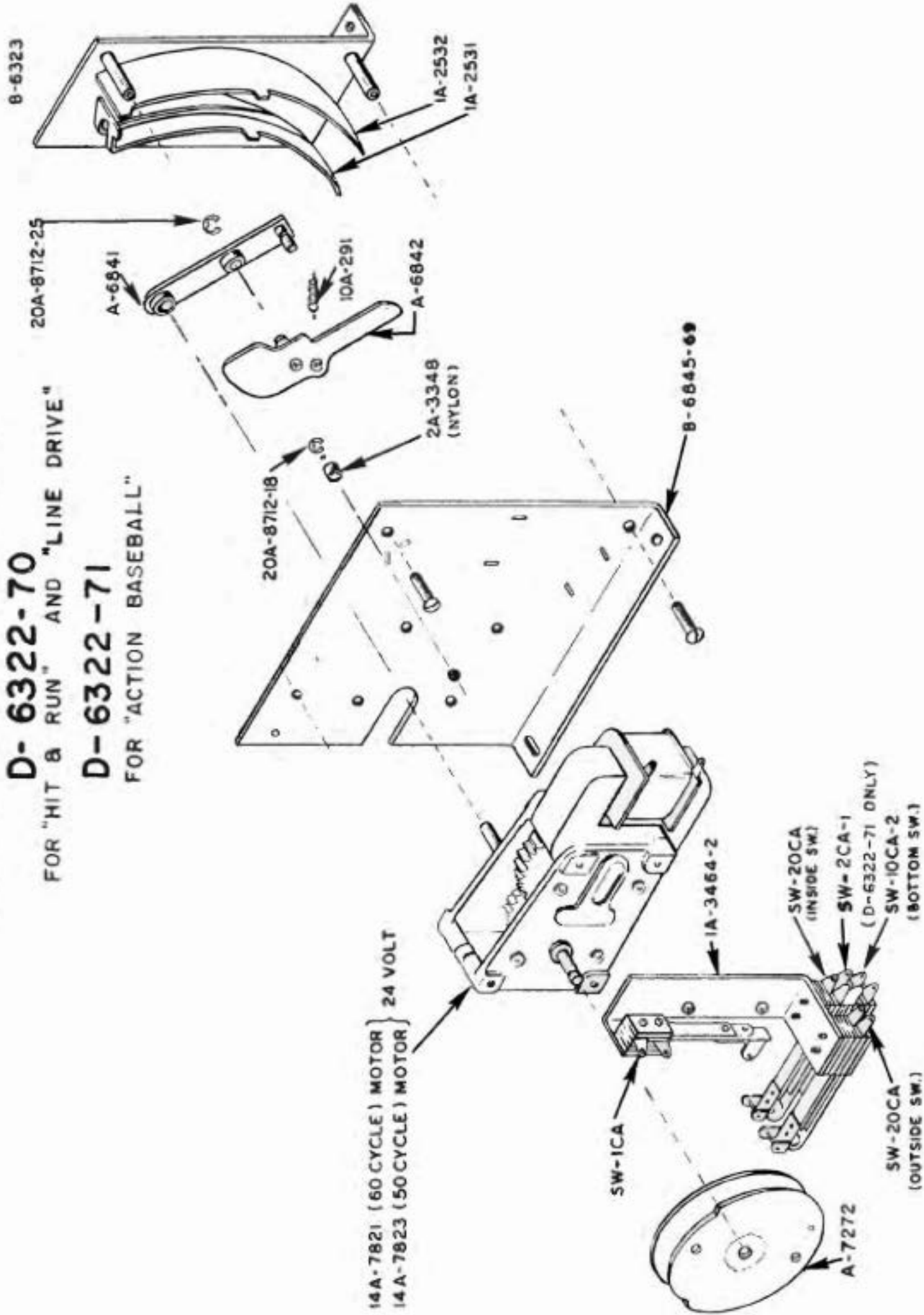
COMPLETE PITCHER UNIT

D-6322-70

FOR "HIT & RUN" AND "LINE DRIVE"

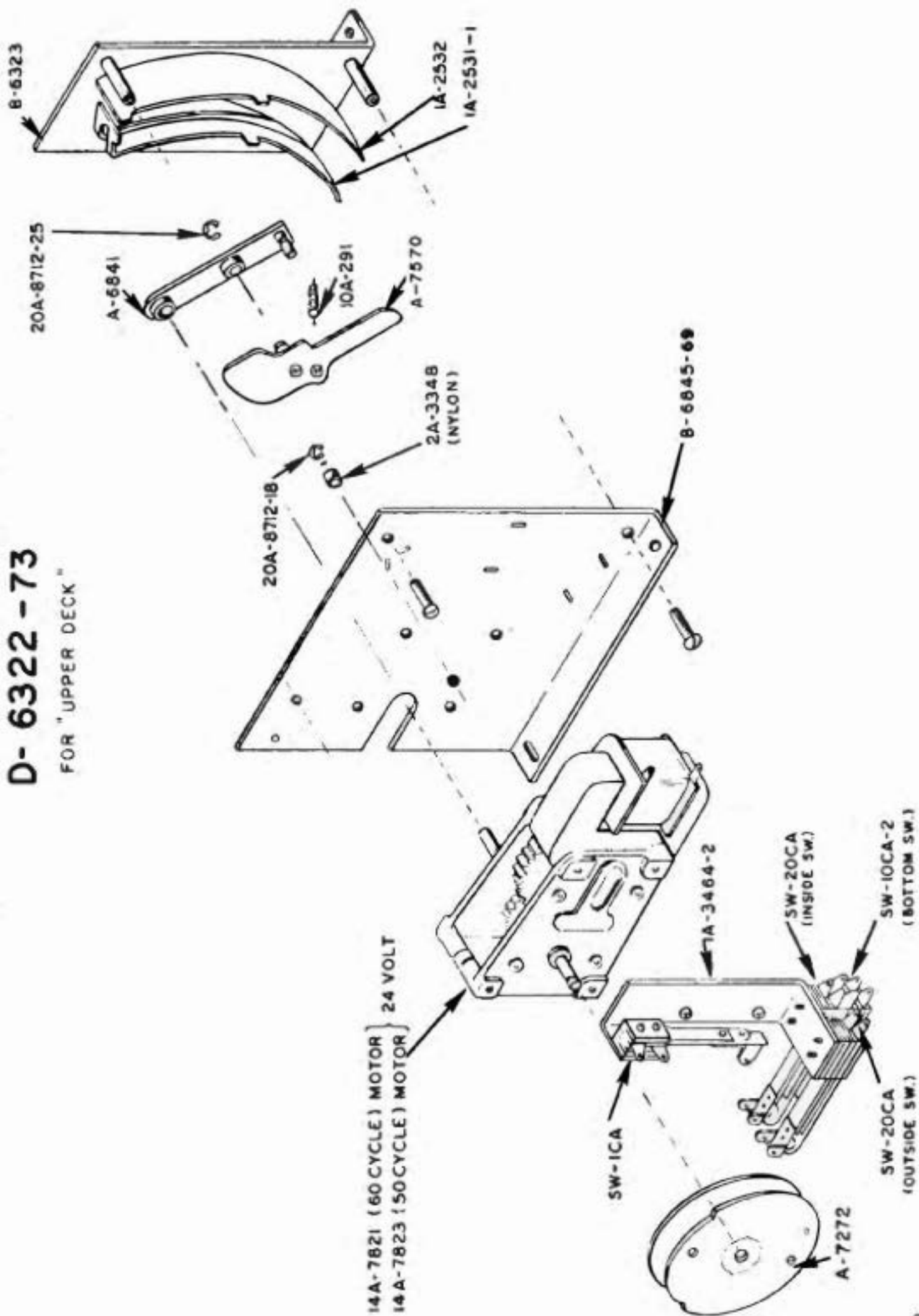
D-6322-71

FOR "ACTION BASEBALL"

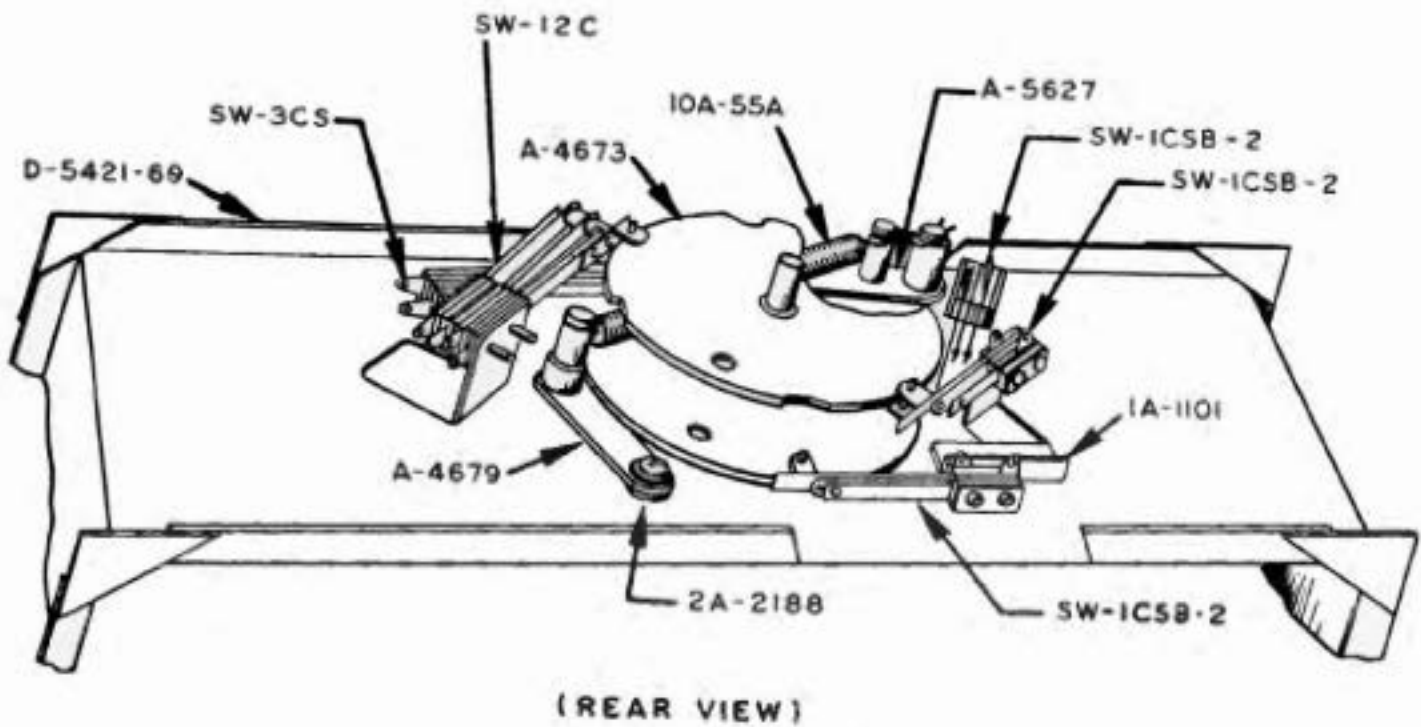
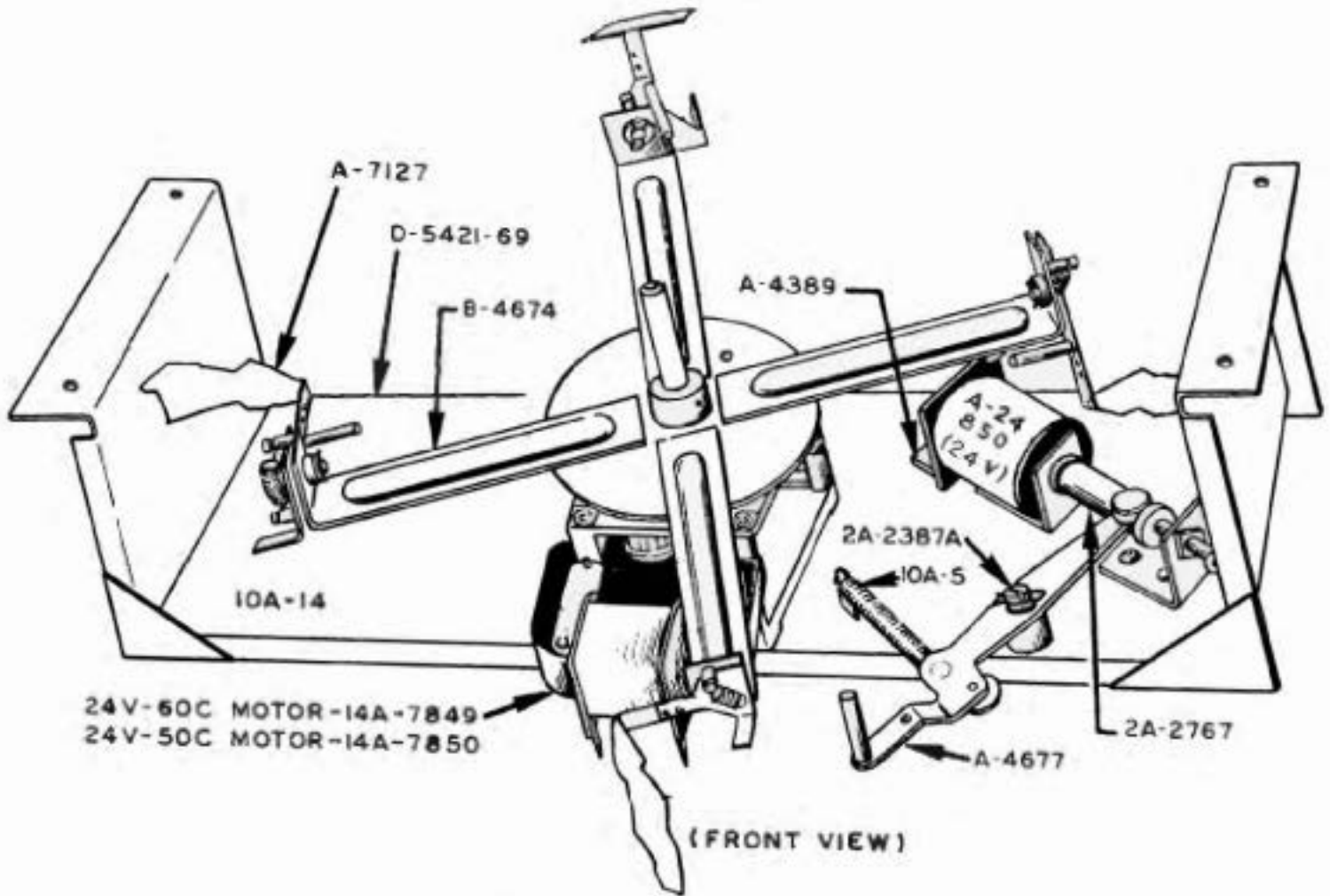


COMPLETE PITCHER UNIT D- 6322 - 73

FOR "UPPER DECK"



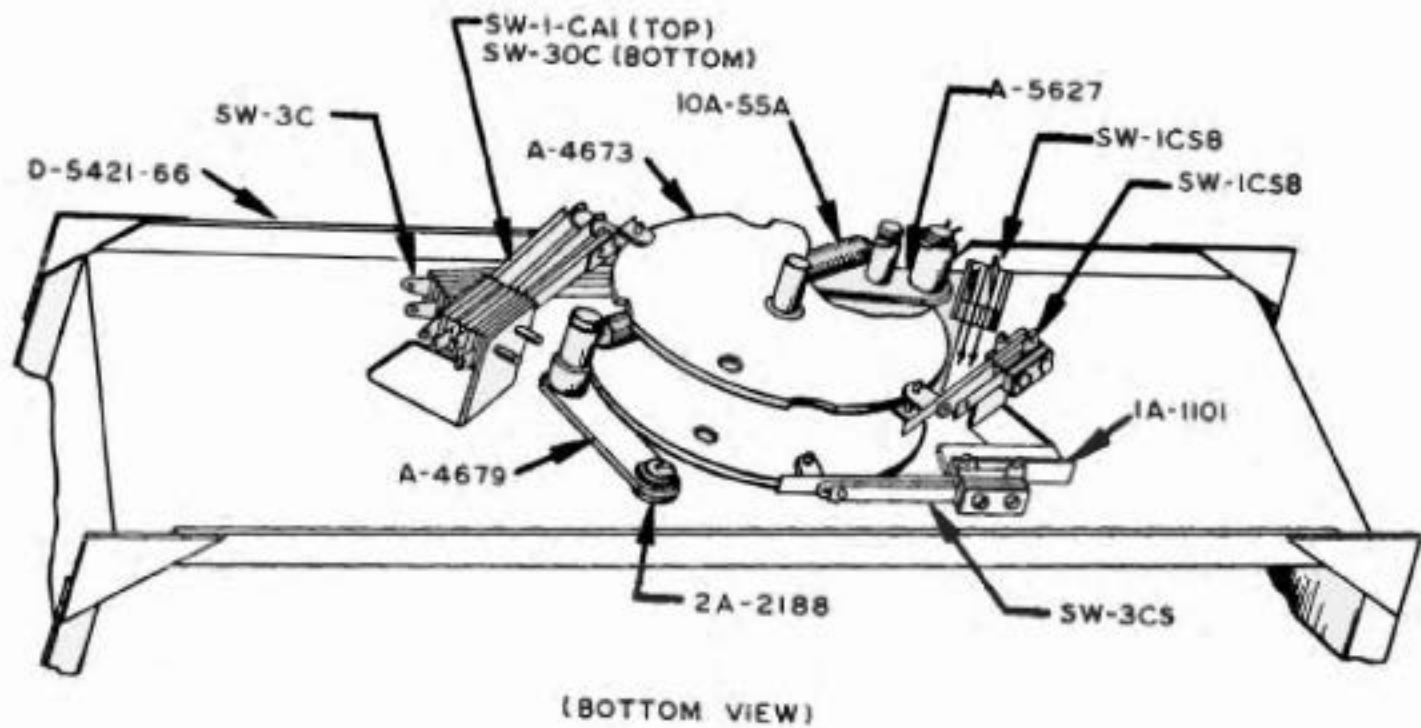
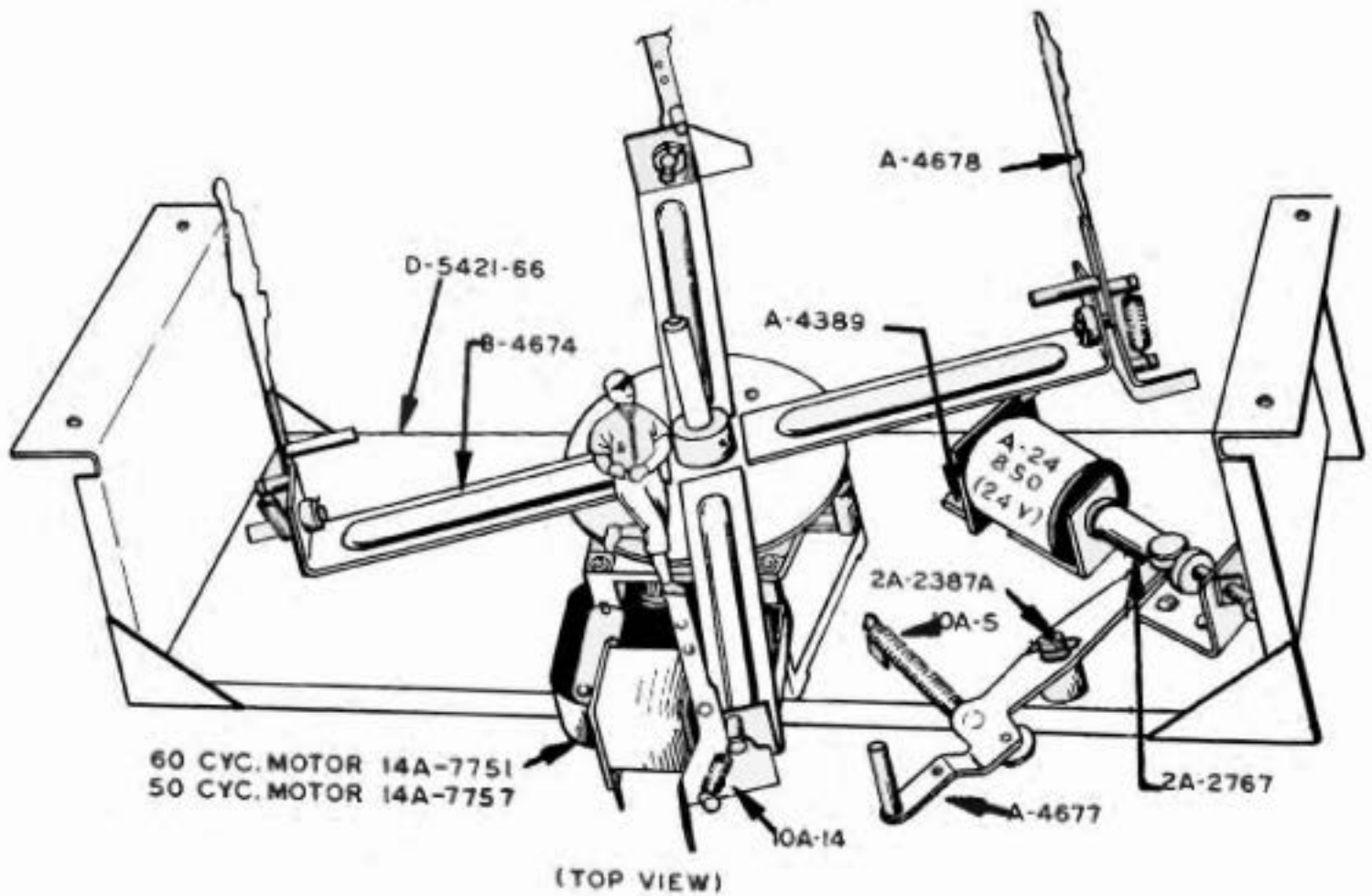
E-5420-69
 COMPLETE MAN RUNNING UNIT
 FOR "FAST BALL"



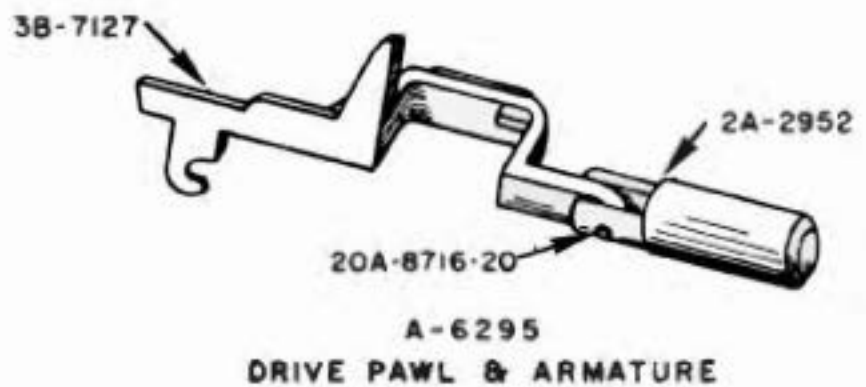
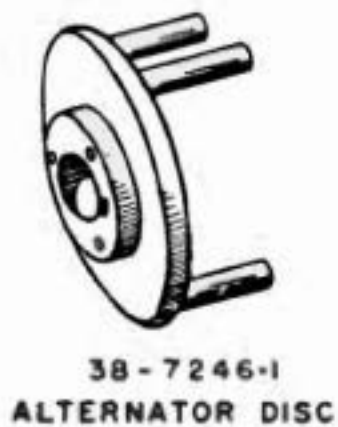
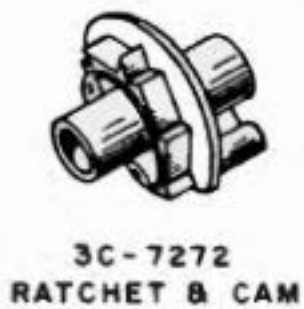
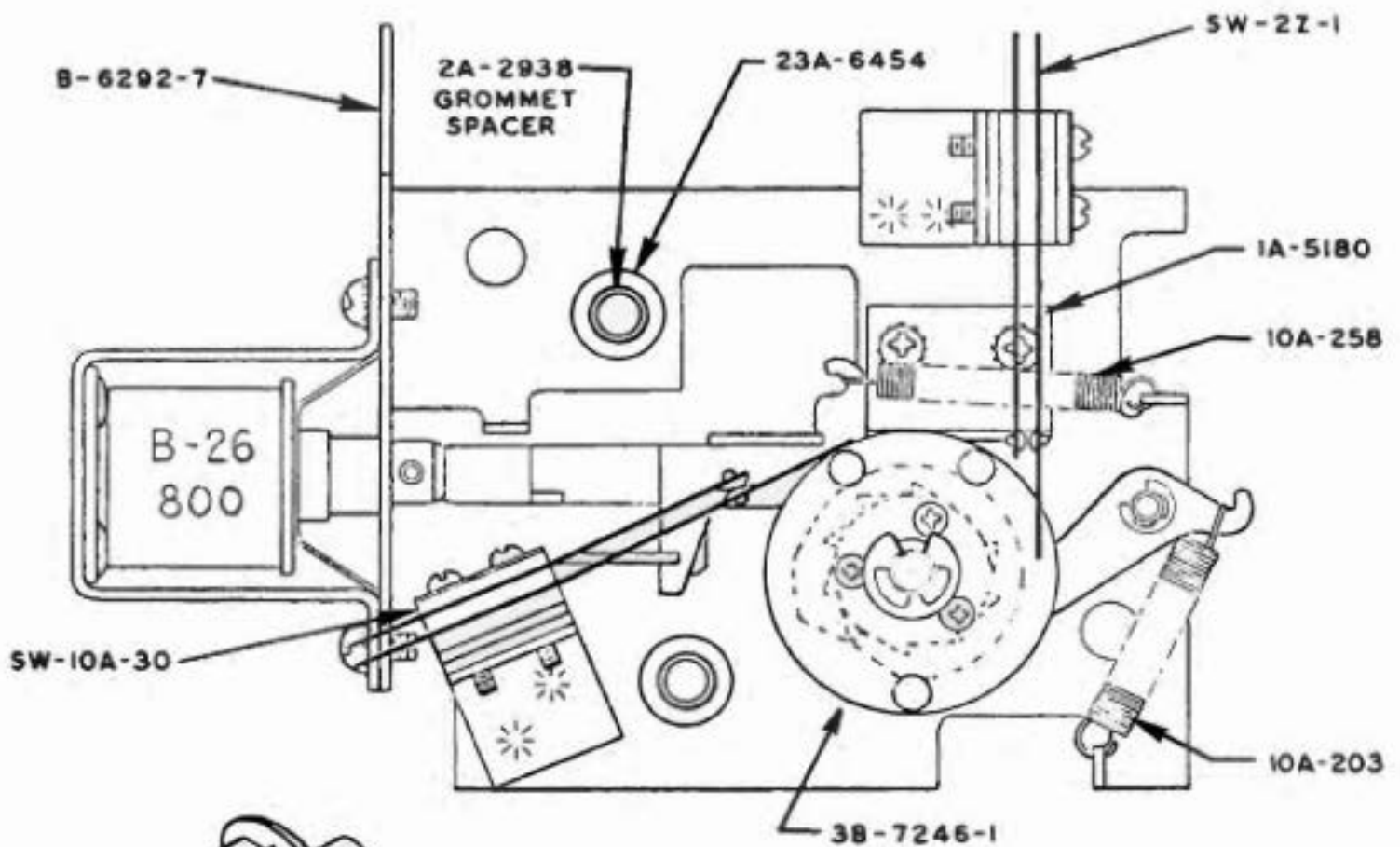
E-5420-72 MAN RUNNING UNIT

FOR "LINE DRIVE"

8 "UPPER DECK"



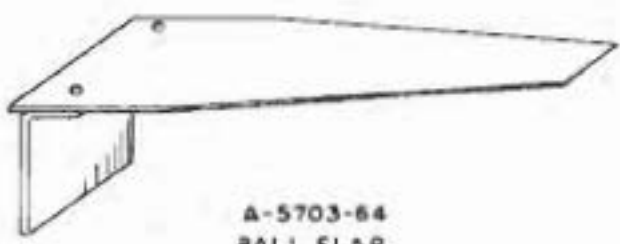
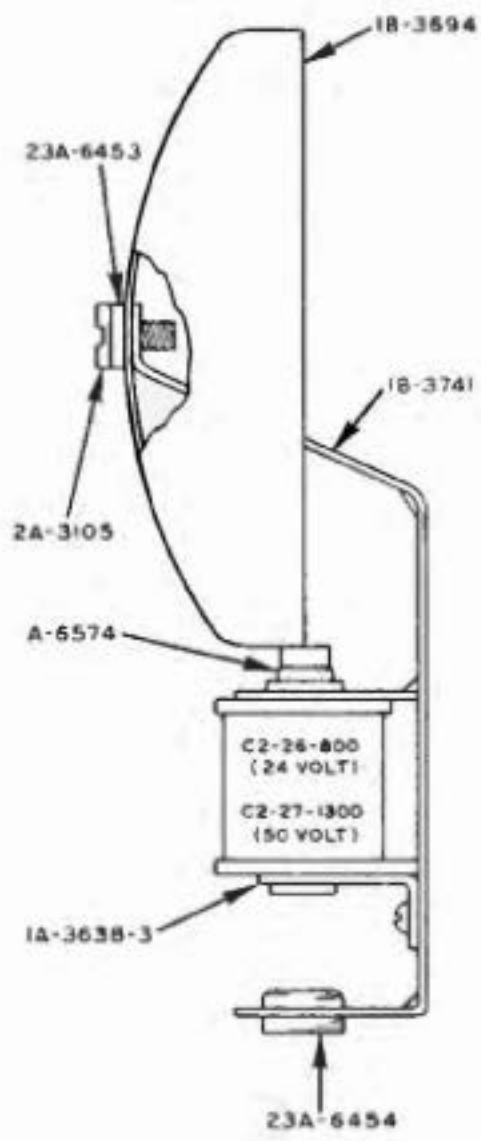
B-7238 ALTERNATOR OR MIX UNIT



MISCELLANEOUS PARTS FOR BASEBALL

4" BELL
B-6573

SMALL BELL ASSEMBLY



A-5703-64
BALL FLAP



10A-63
BALL GUIDE SPRING



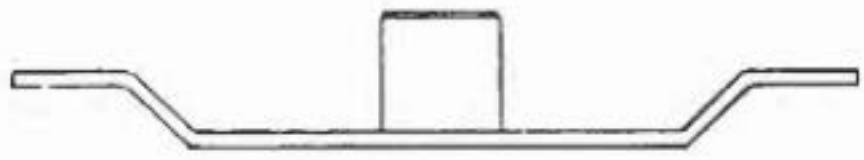
10A-63A
BALL GUIDE SPRING



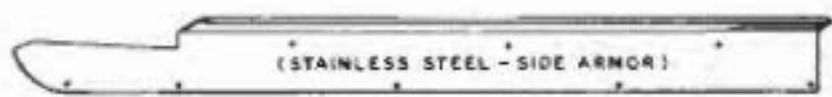
5A-6202
RHEOSTAT



20A-8702
MAGNET COIL

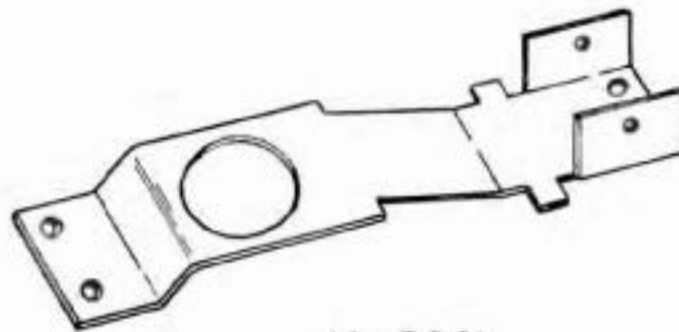
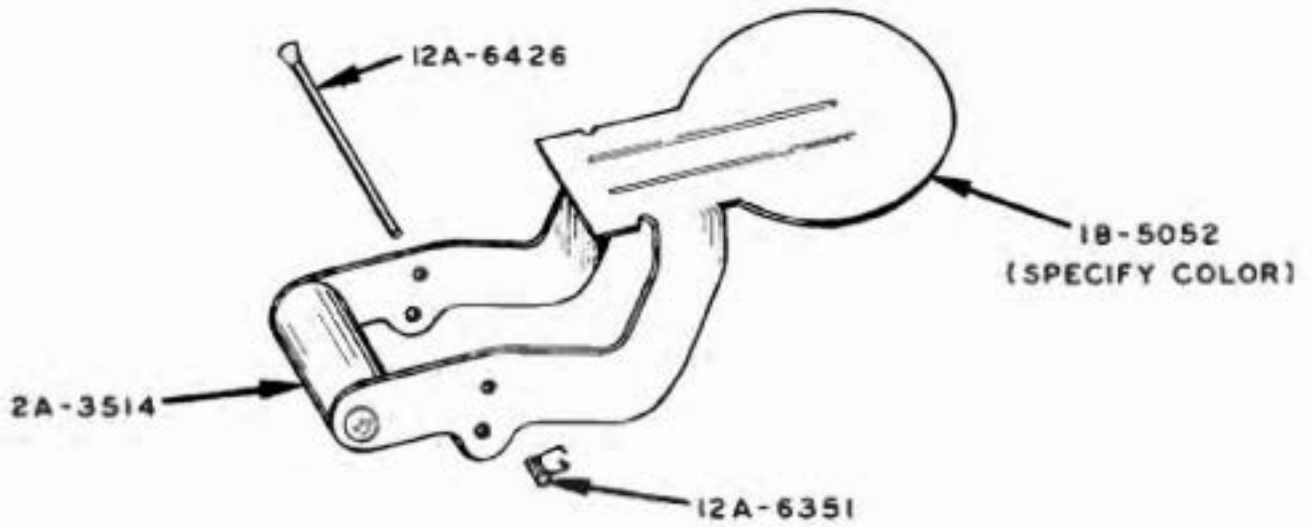


A-5718
MAGNET COIL BRACKET
A-5718-1-"LINE DRIVE"
A-7546-"UPPER DECK"

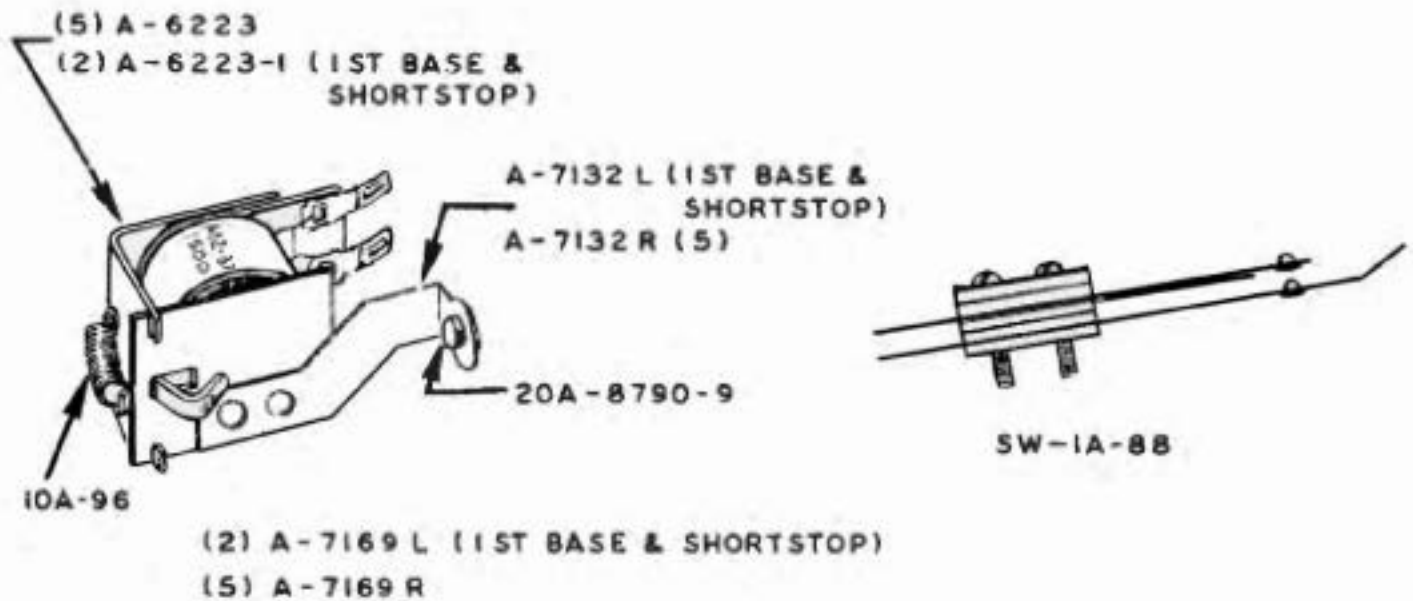


ID-2887-RIGHT SIDE OR ID-2888-LEFT SIDE
(WHEN ORDERING SPECIFY NAME OF GAME)

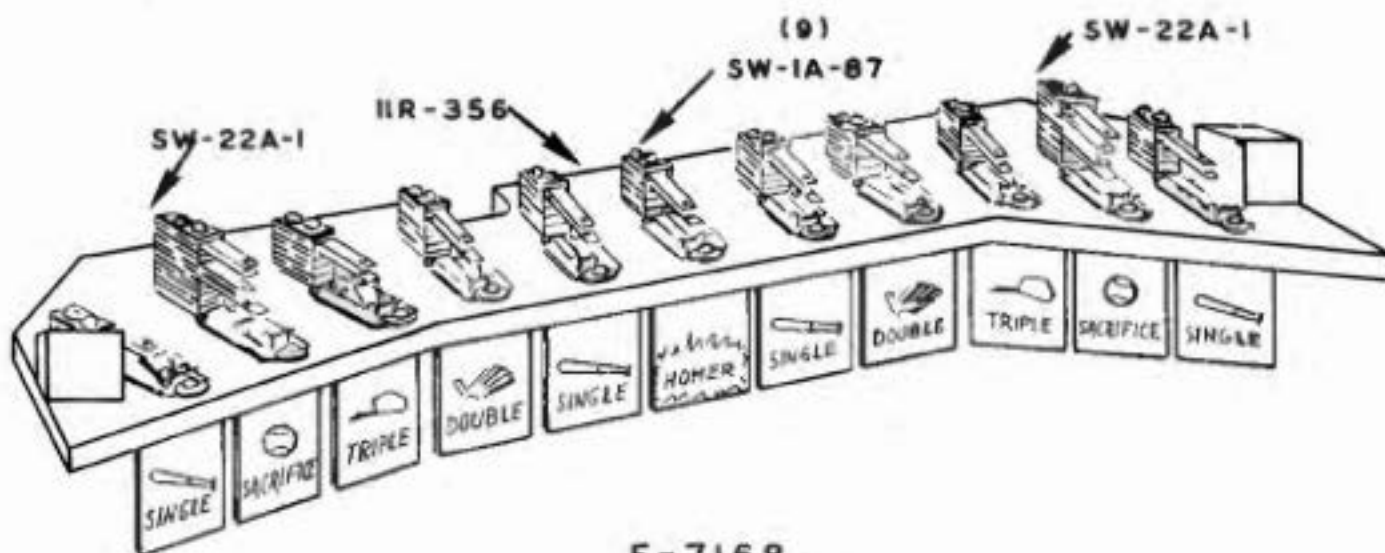
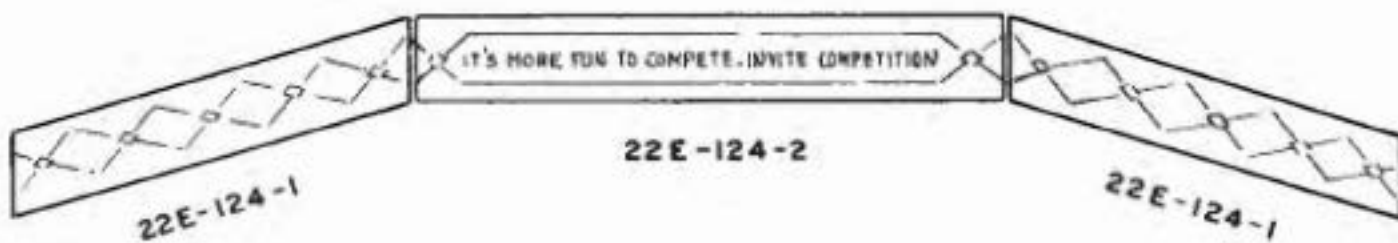
BALL CATCHER PARTS (ON PLAYFIELD) FOR "FAST BALL"



1A-5051

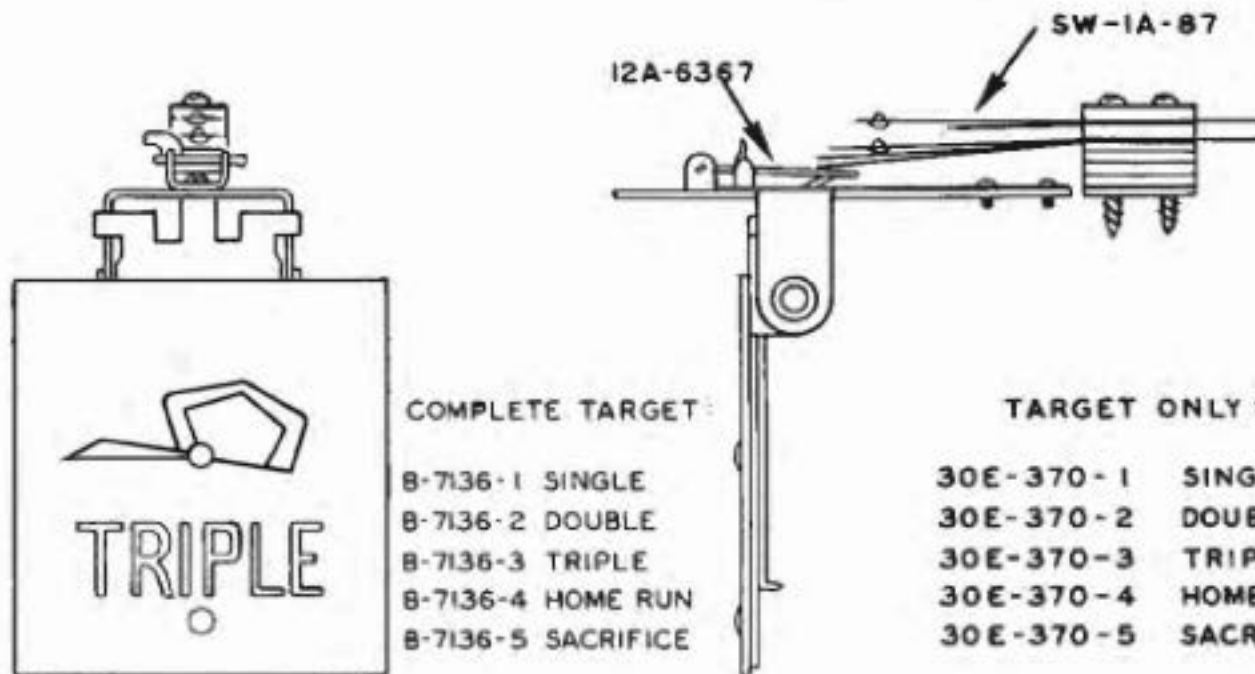


PARTS FOR "FAST BALL"



E-7168

COMPLETE TARGET UNIT AS SHOWN



COMPLETE TARGET :

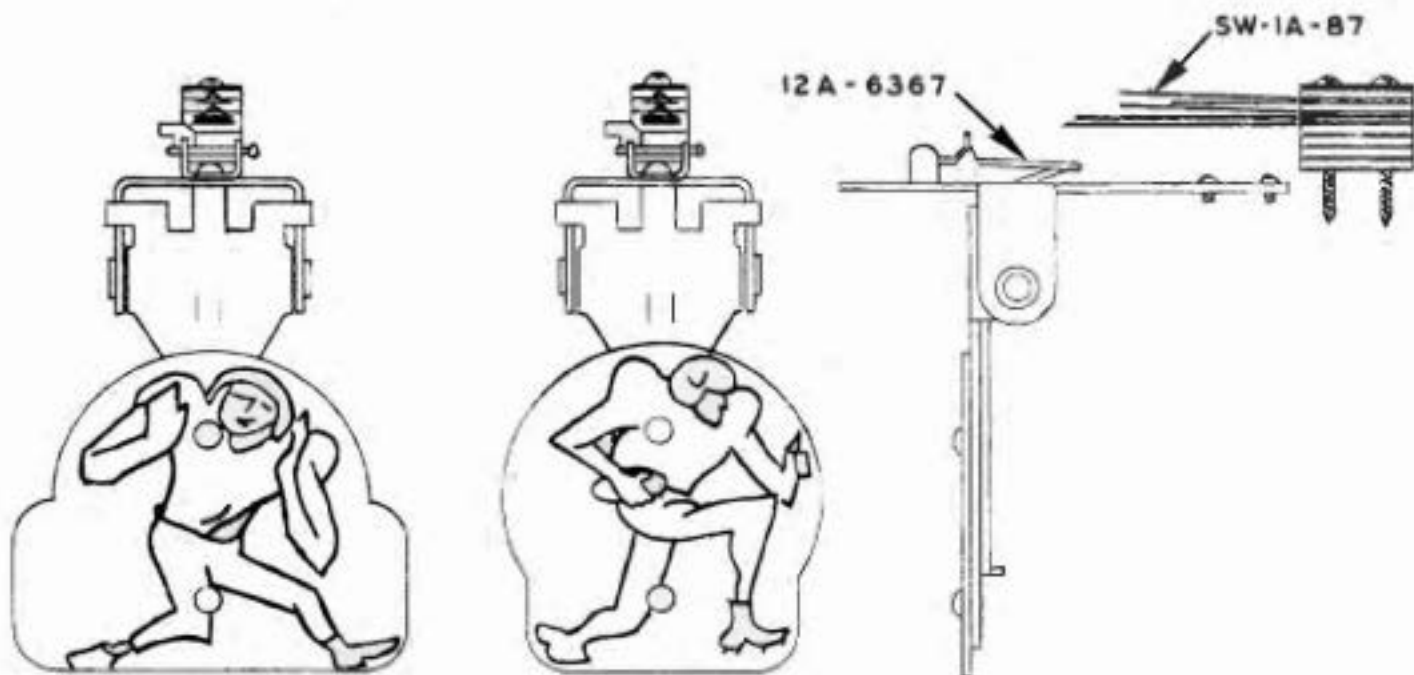
- B-7136-1 SINGLE
- B-7136-2 DOUBLE
- B-7136-3 TRIPLE
- B-7136-4 HOME RUN
- B-7136-5 SACRIFICE

TARGET ONLY :

- 30E-370-1 SINGLE
- 30E-370-2 DOUBLE
- 30E-370-3 TRIPLE
- 30E-370-4 HOME RUN
- 30E-370-5 SACRIFICE

B-7136-3

GRIDIRON TARGET ASSEMBLIES



B-7243-2

B-7243-3

B-7243-4

B-7243-5

B-7243-6

B-7243-7

B-7243-1

- TARGET ONLY -

30C-376-2

30C-376-1

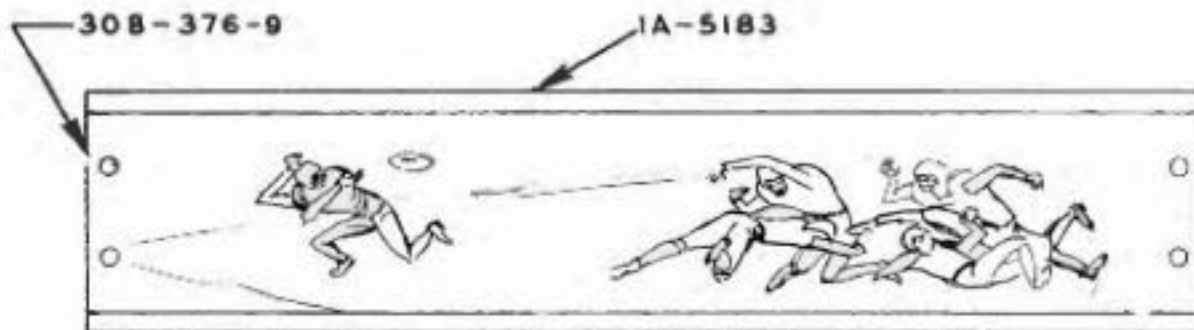
30C-376-3

30C-376-4

30C-376-5

30C-376-6

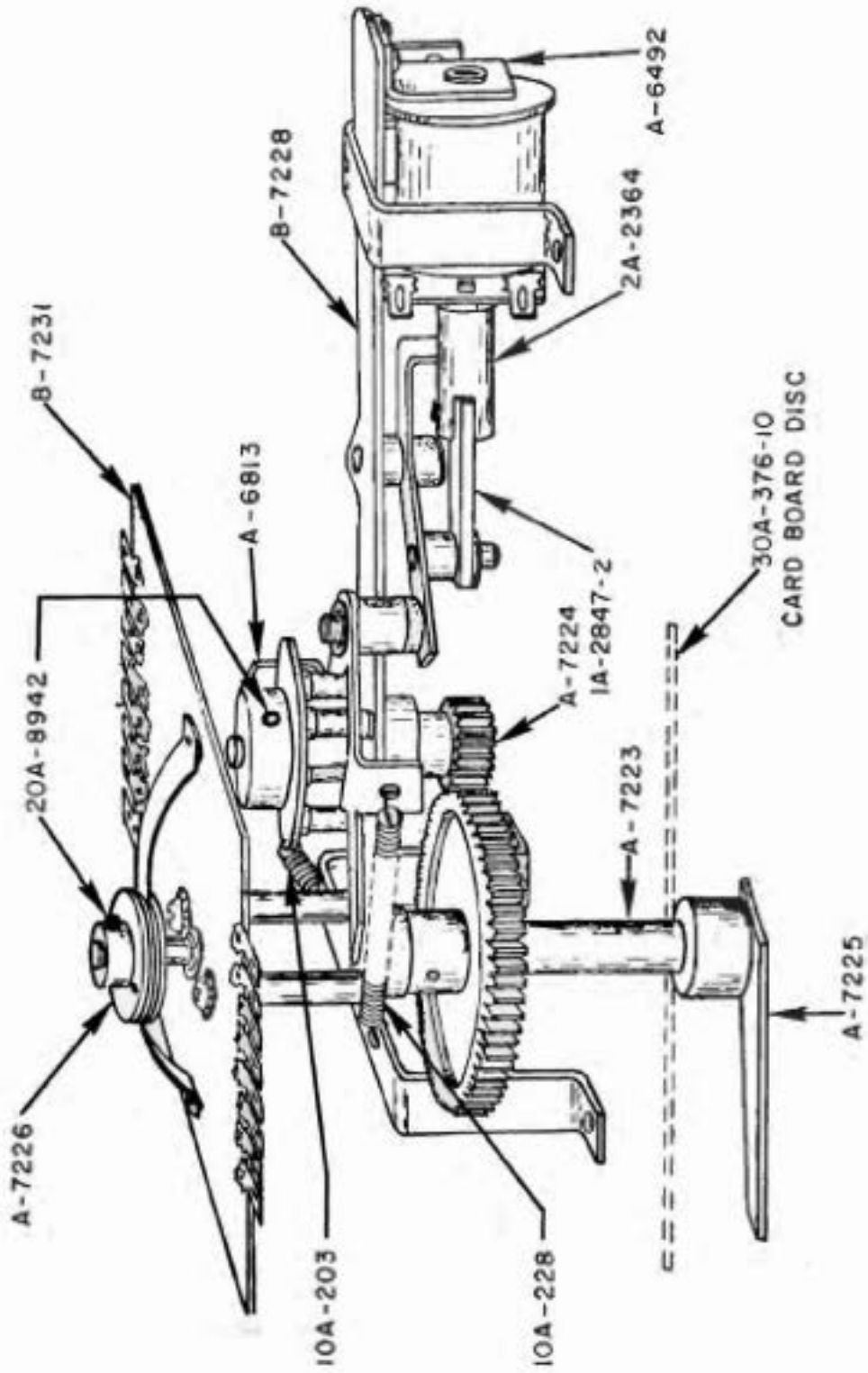
30C-376-7



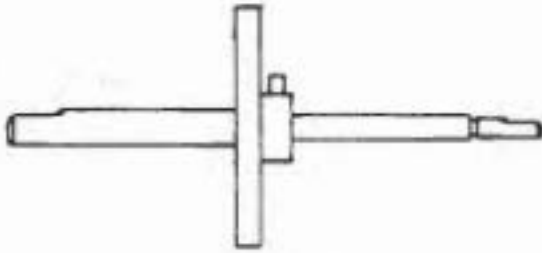
B-7233

GAME DISPLAY PLASTIC
WITH MOULDING STRIPS

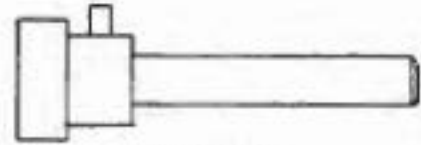
C-7230 TIMER UNIT FOR "GRIDIRON"



TIMER UNIT PARTS



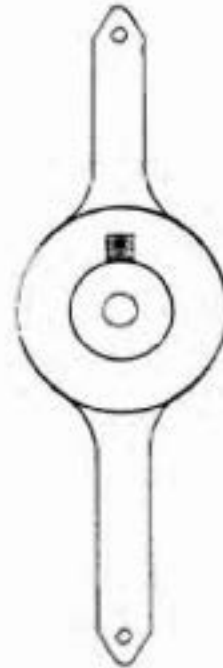
A-7223



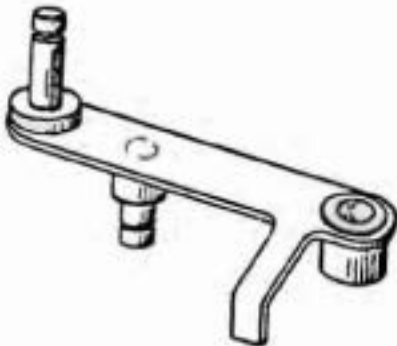
A-7224



A-7225



A-7226



A-6811



A-6812

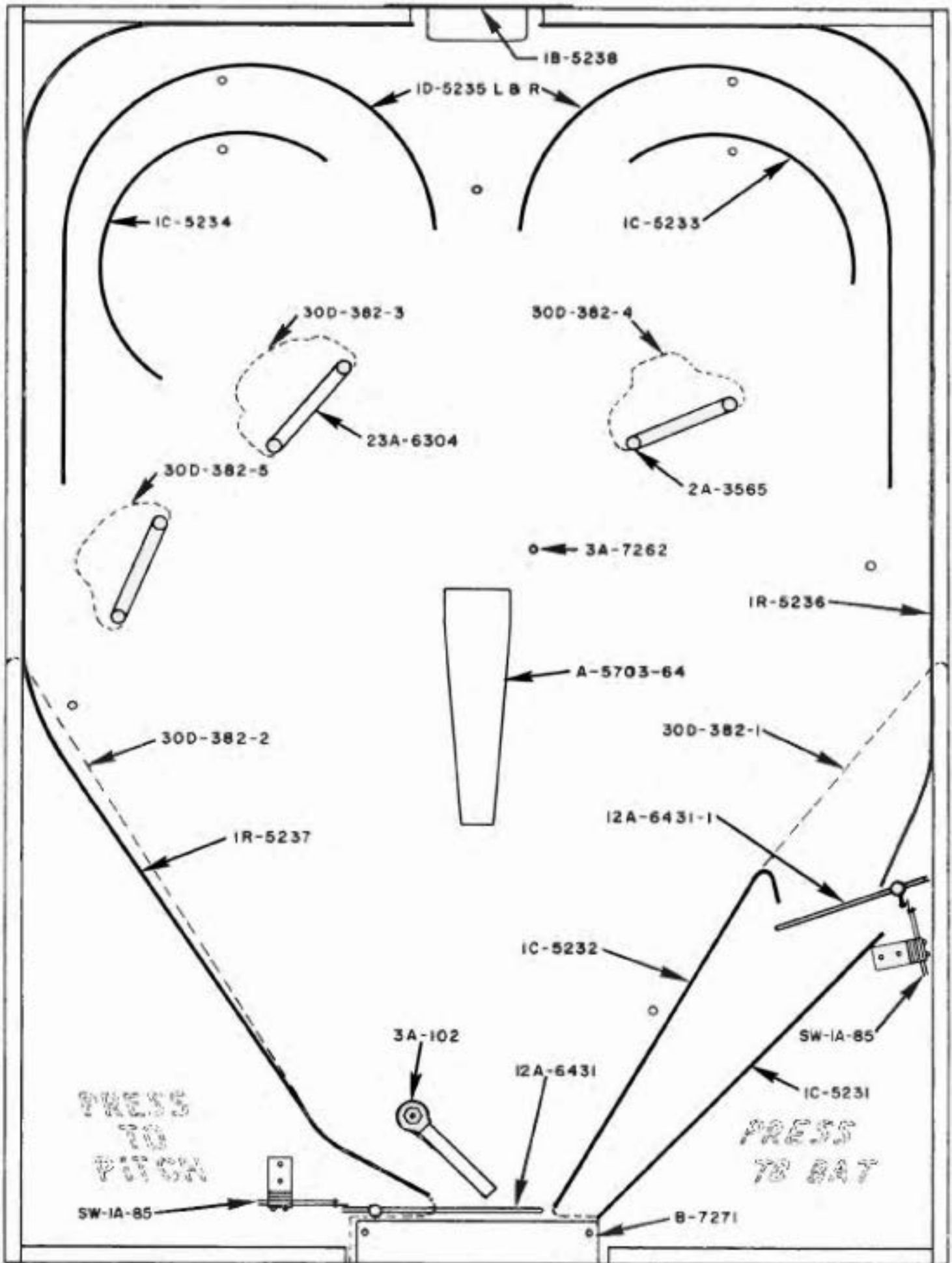


A-6813

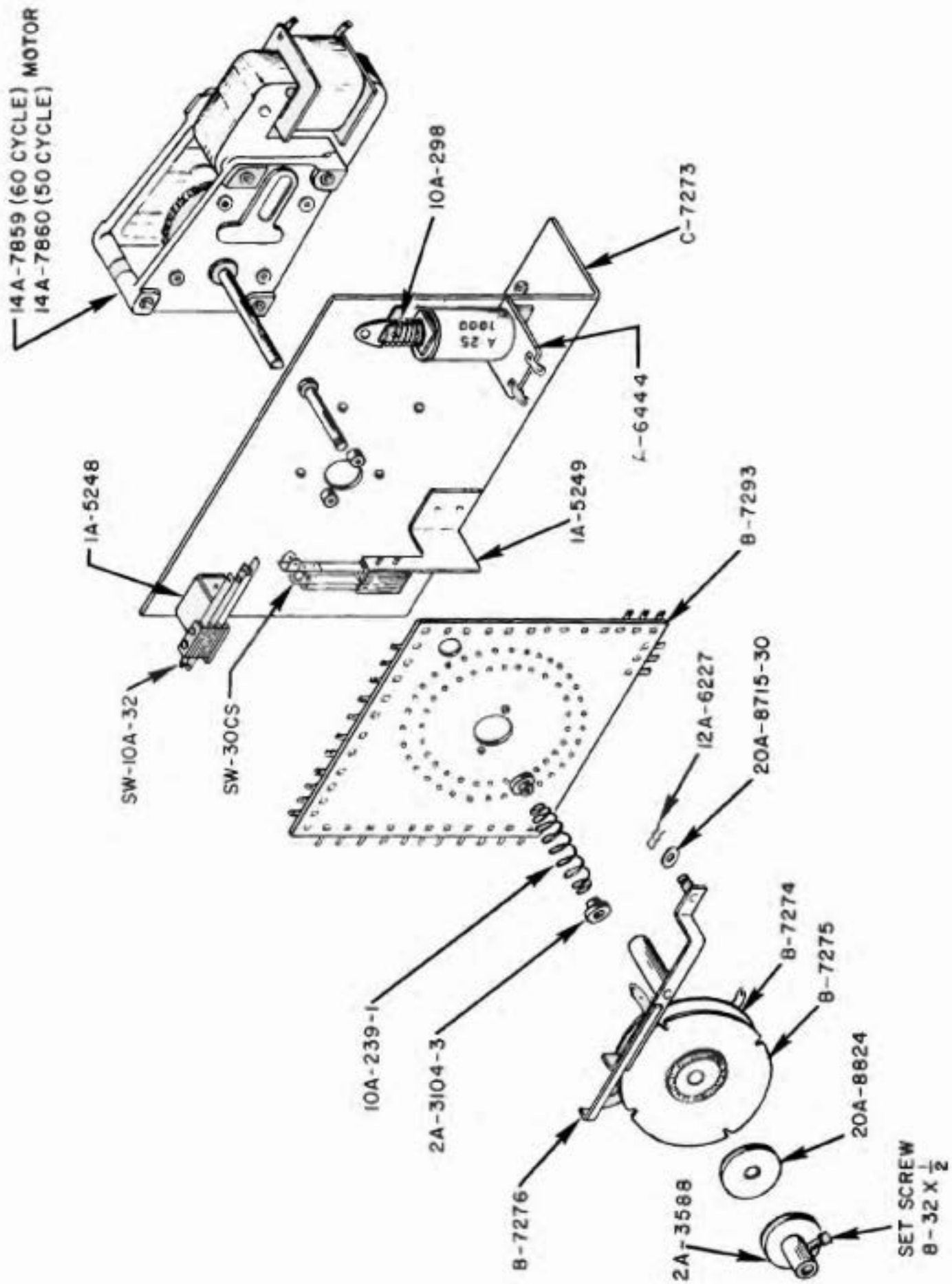


A-6816-1

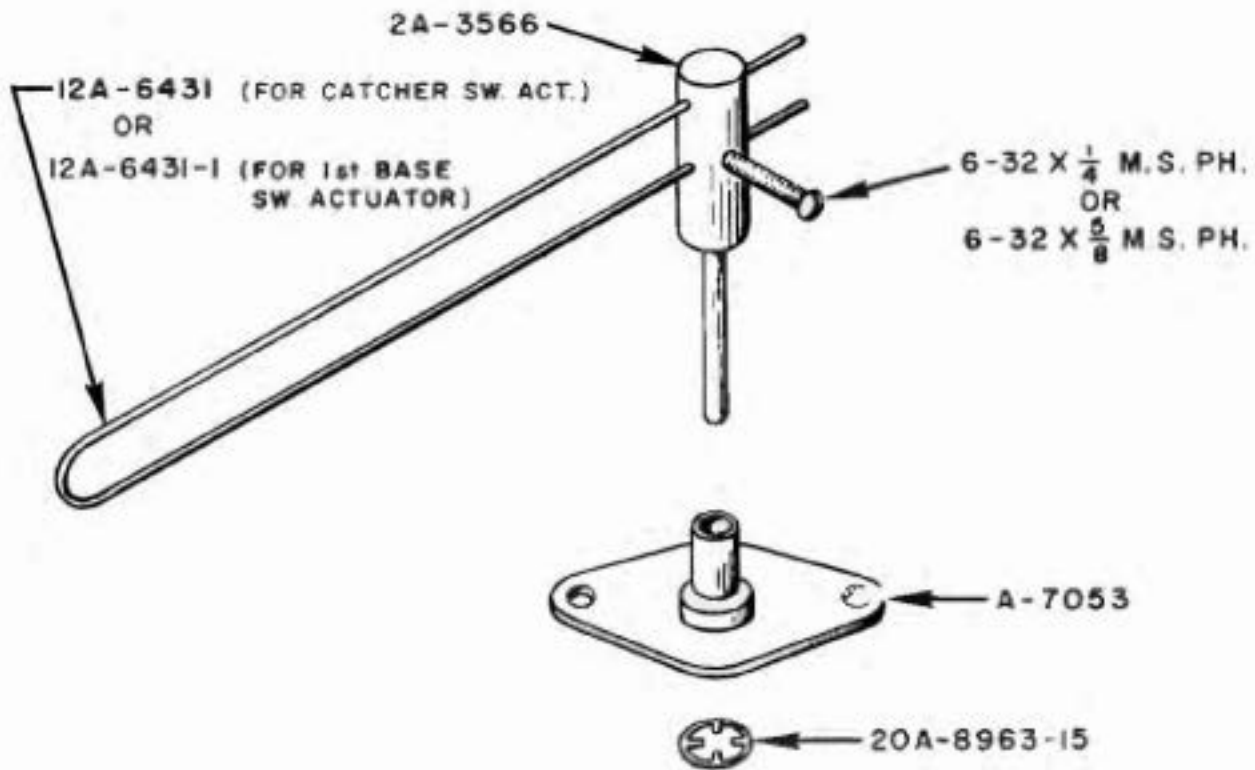
"HIT & RUN" - PLAYFIELD PARTS.



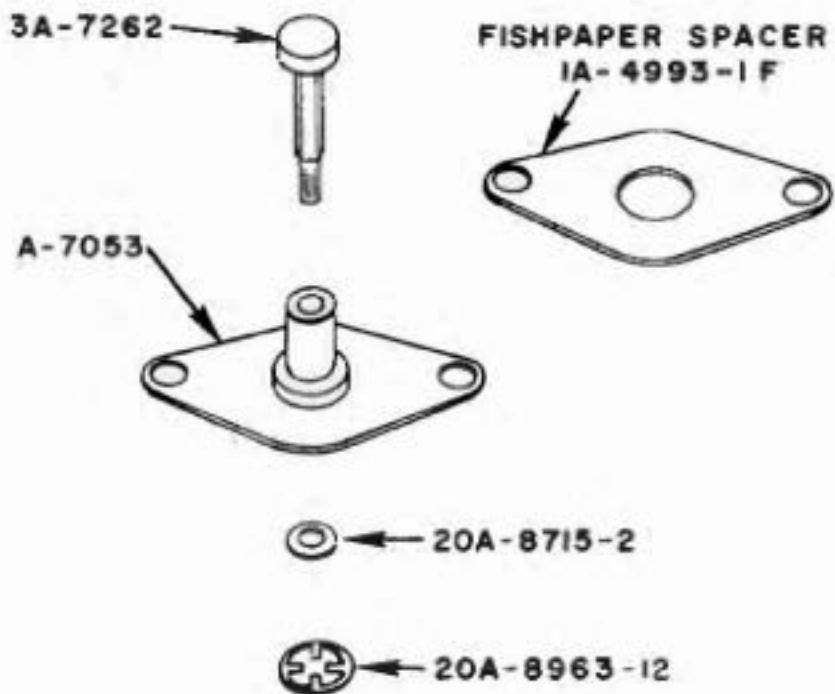
C-7277 BASE RUN MOTOR UNIT ("HIT & RUN")



SWITCH ACTUATOR ("HIT & RUN")

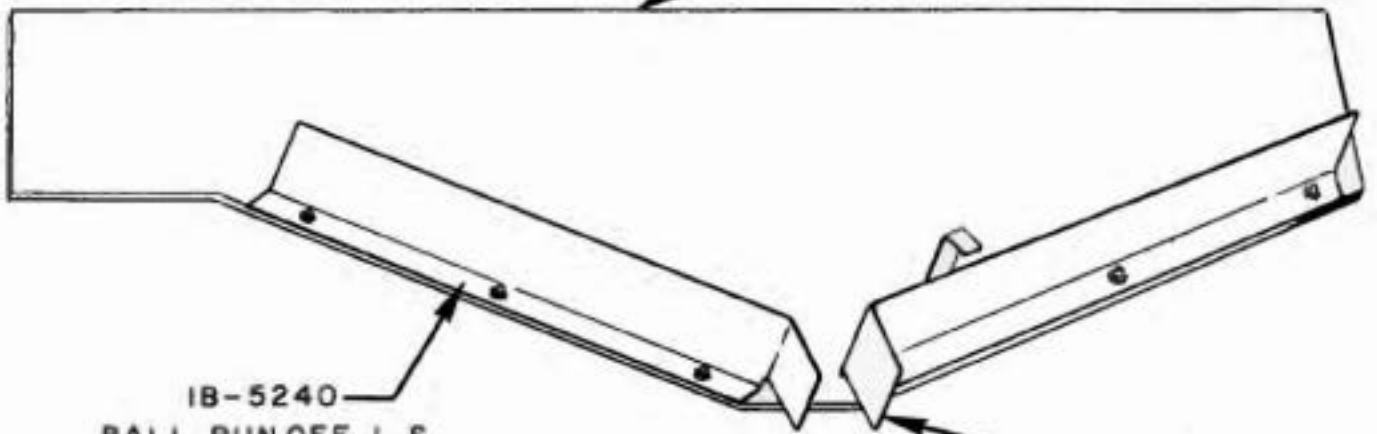


5/16" ROLL-OVER ASSEMBLY



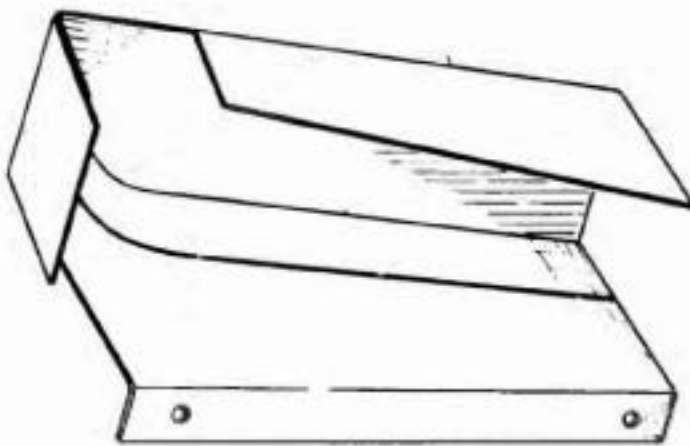
MISCELLANEOUS PARTS FOR BASEBALL 1970
("HIT & RUN")

11C-382-12
BOTTOM TRAY



1B-5240
BALL RUN OFF L.S.

B-7292
BALL RUN OFF R.S.



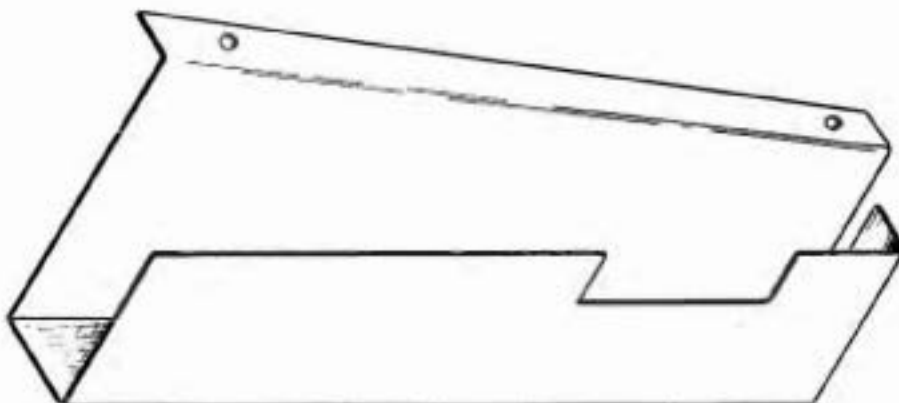
B-7289

BALL TROUGH - TRAY TO PITCH UNIT



MOUNTED
ON
PLAYFIELD

1B-5254
HOLD DOWN BRACKET

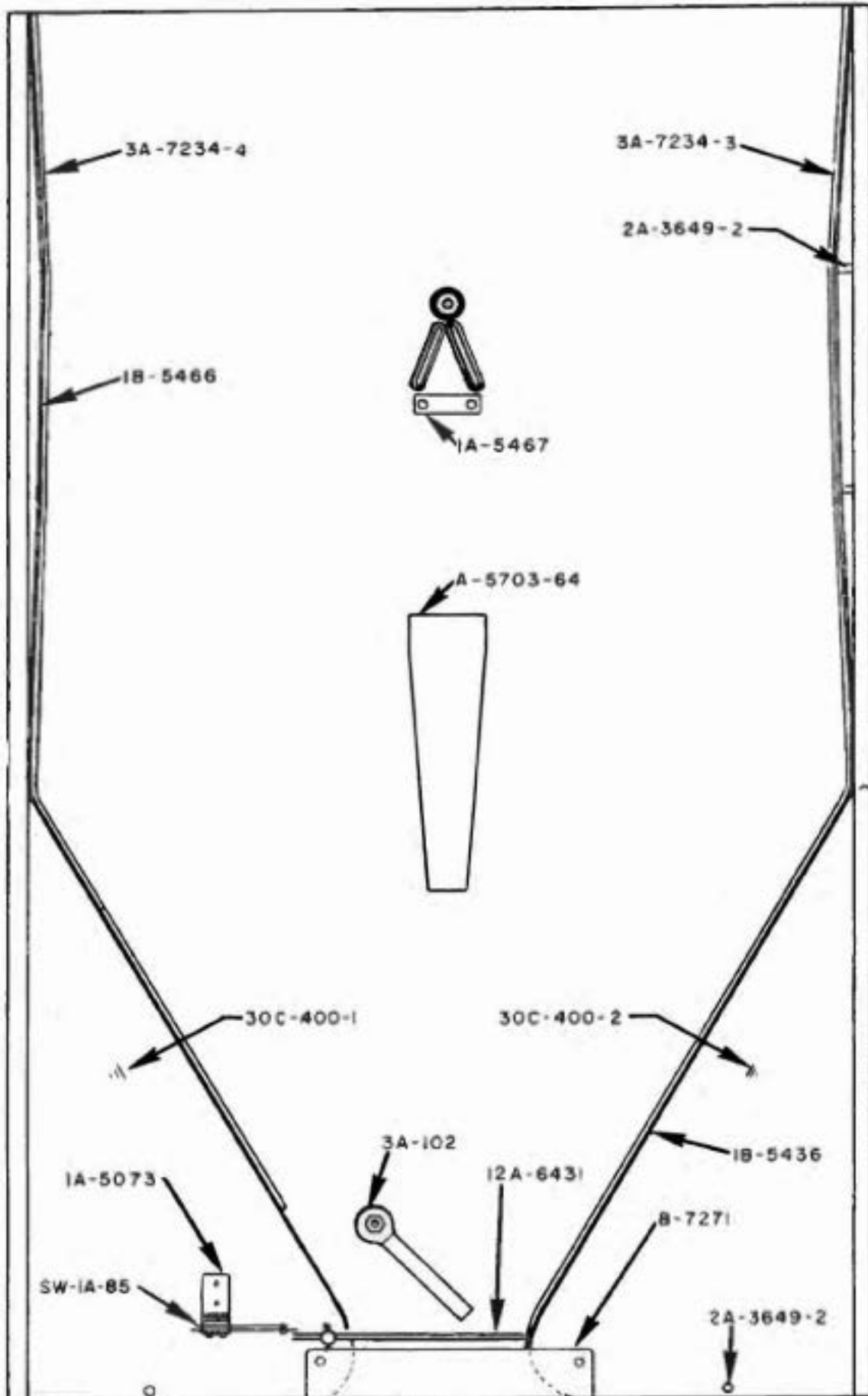


B-7291
REVERSE BALL TROUGH

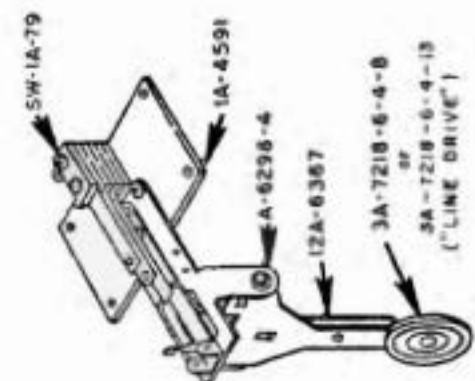
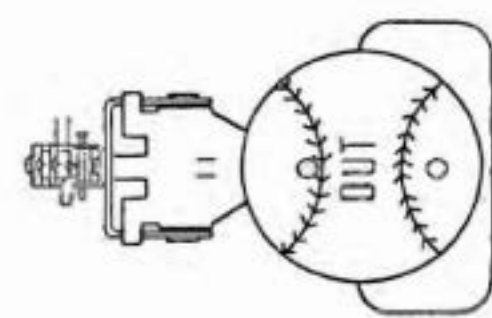
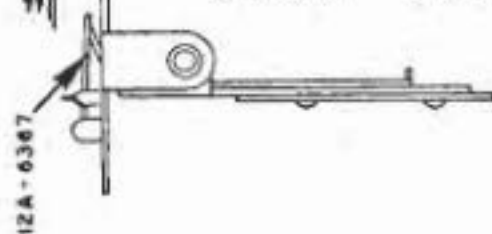
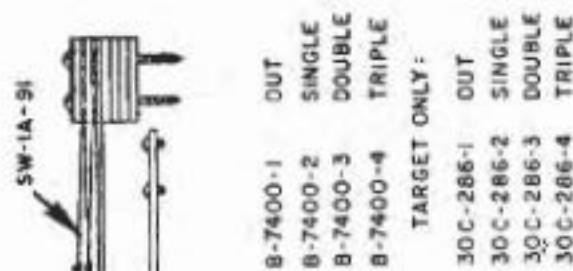
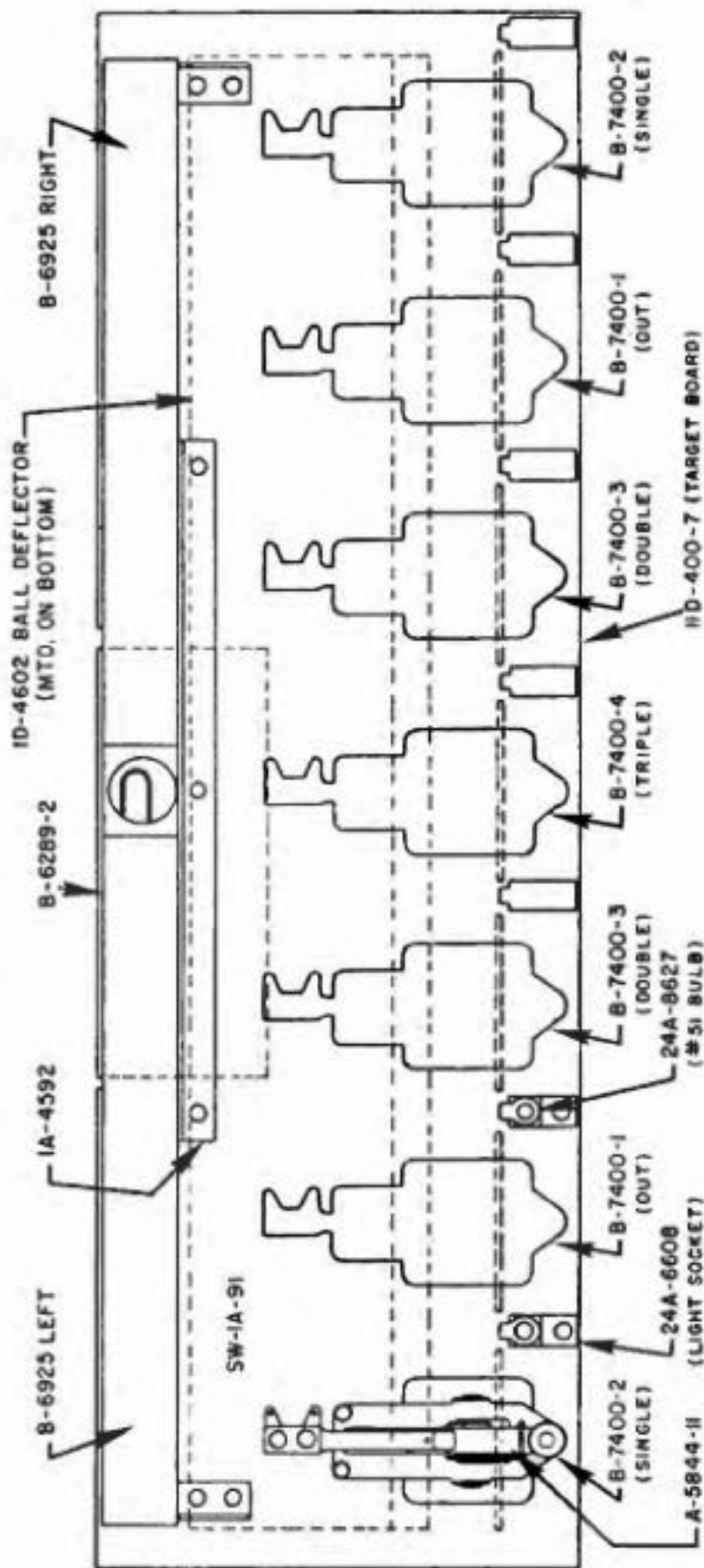


2A-3565
PLAYFIELD POST

ACTION BASEBALL - PLAYFIELD PARTS



D-7401 TARGET BOARD ASS'Y. - ACTION BASEBALL



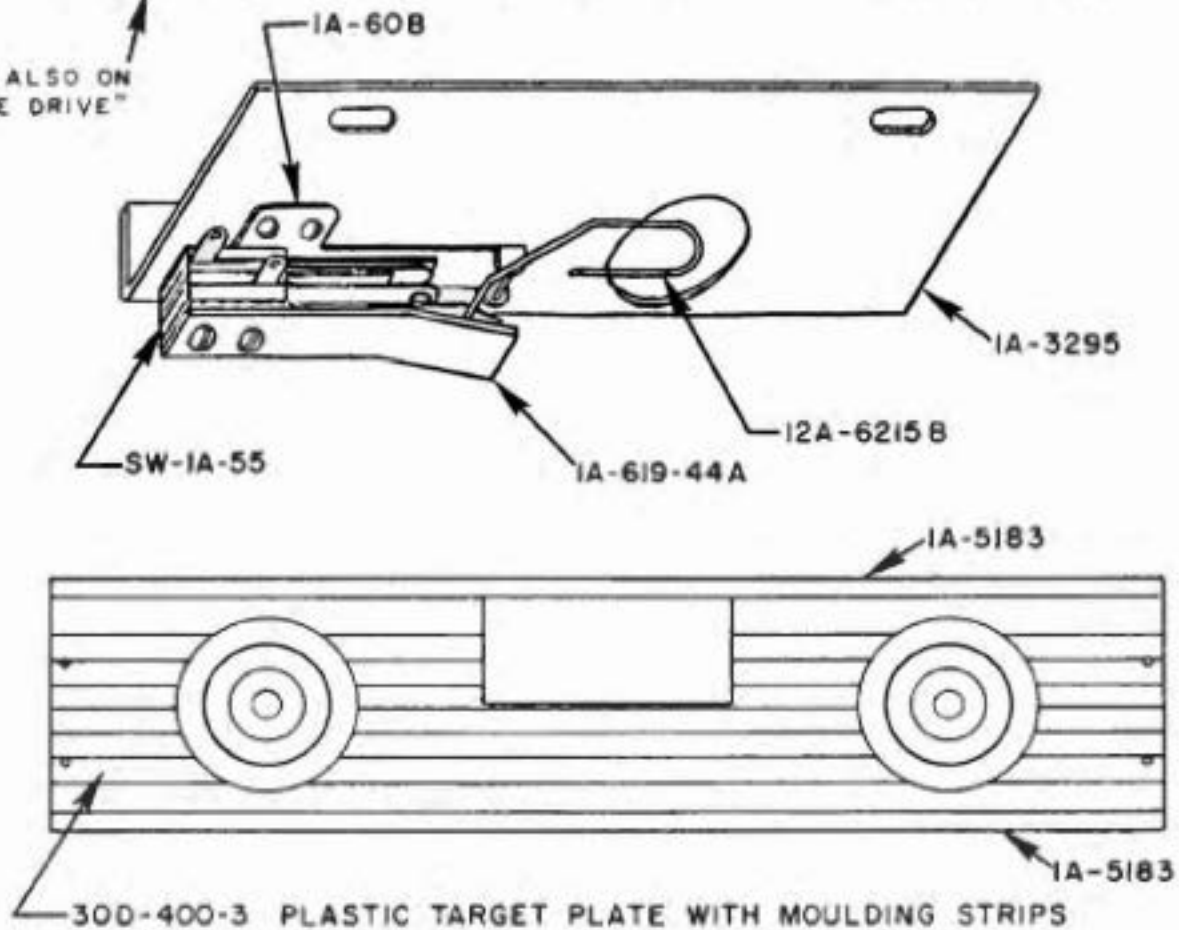
- B-7400-1 OUT
 - B-7400-2 SINGLE
 - B-7400-3 DOUBLE
 - B-7400-4 TRIPLE
- TARGET ONLY:
- 30C-286-1 OUT
 - 30C-286-2 SINGLE
 - 30C-286-3 DOUBLE
 - 30C-286-4 TRIPLE

A-6927 "BULLSEYE" TARGET ASS'Y.

PARTS FOR "ACTION BASEBALL"

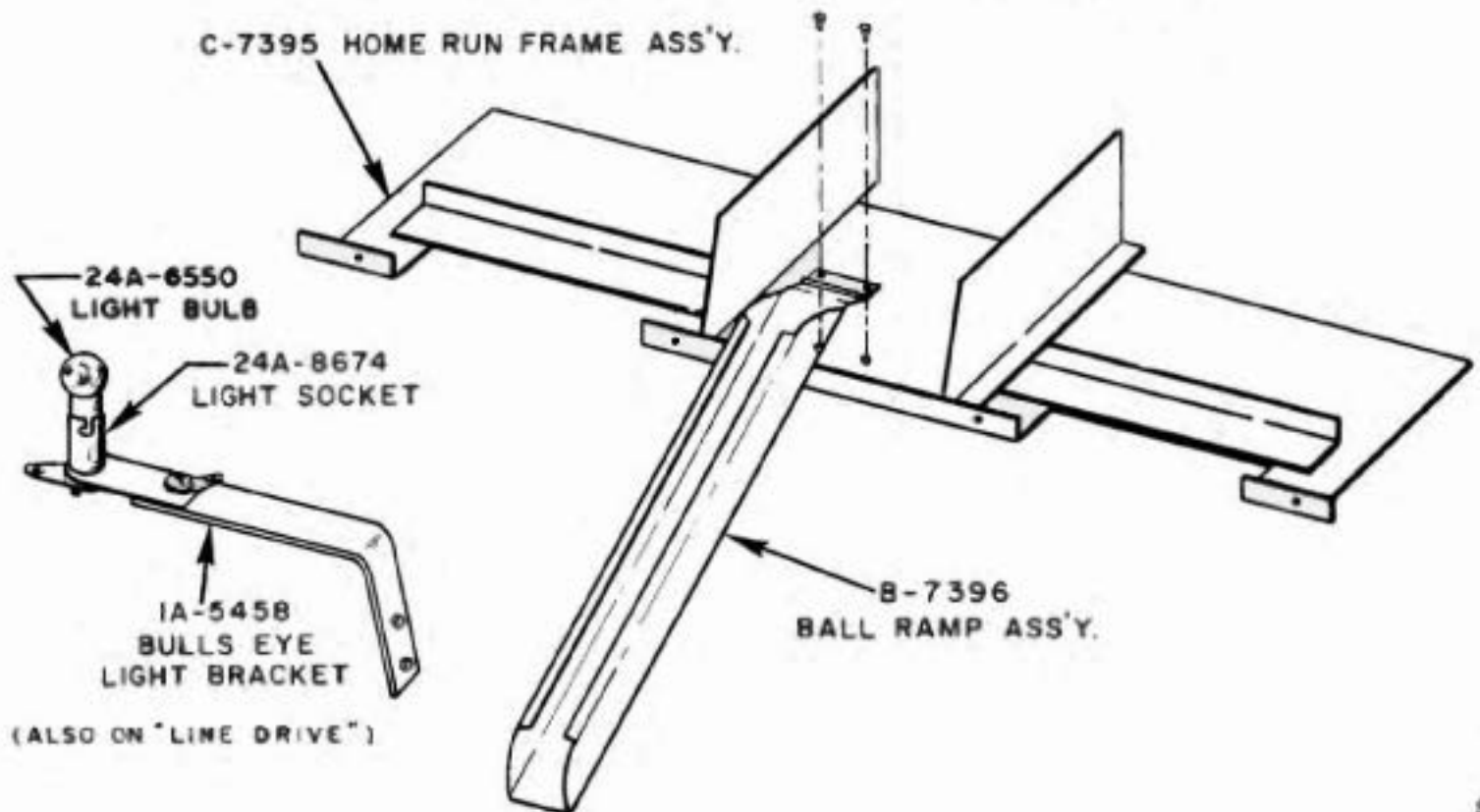
B-6289-2 HOME RUN SWITCH & BRACKET ASS'Y.

USED ALSO ON
"LINE DRIVE"

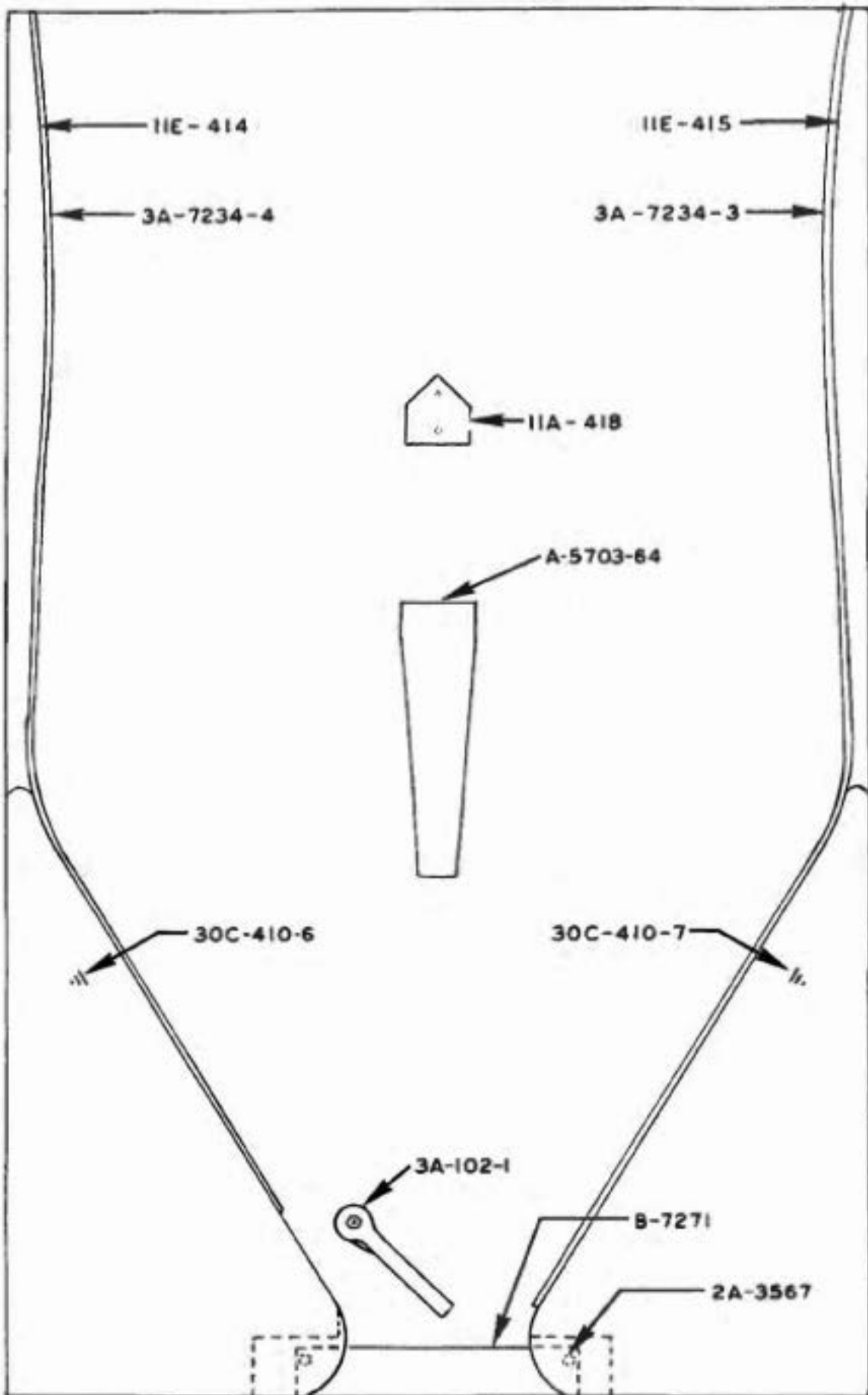


HOME RUN FRAME & BALL RAMP ASS'Y.

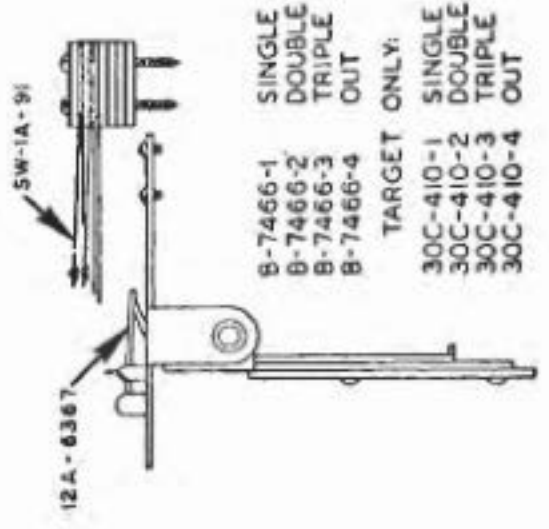
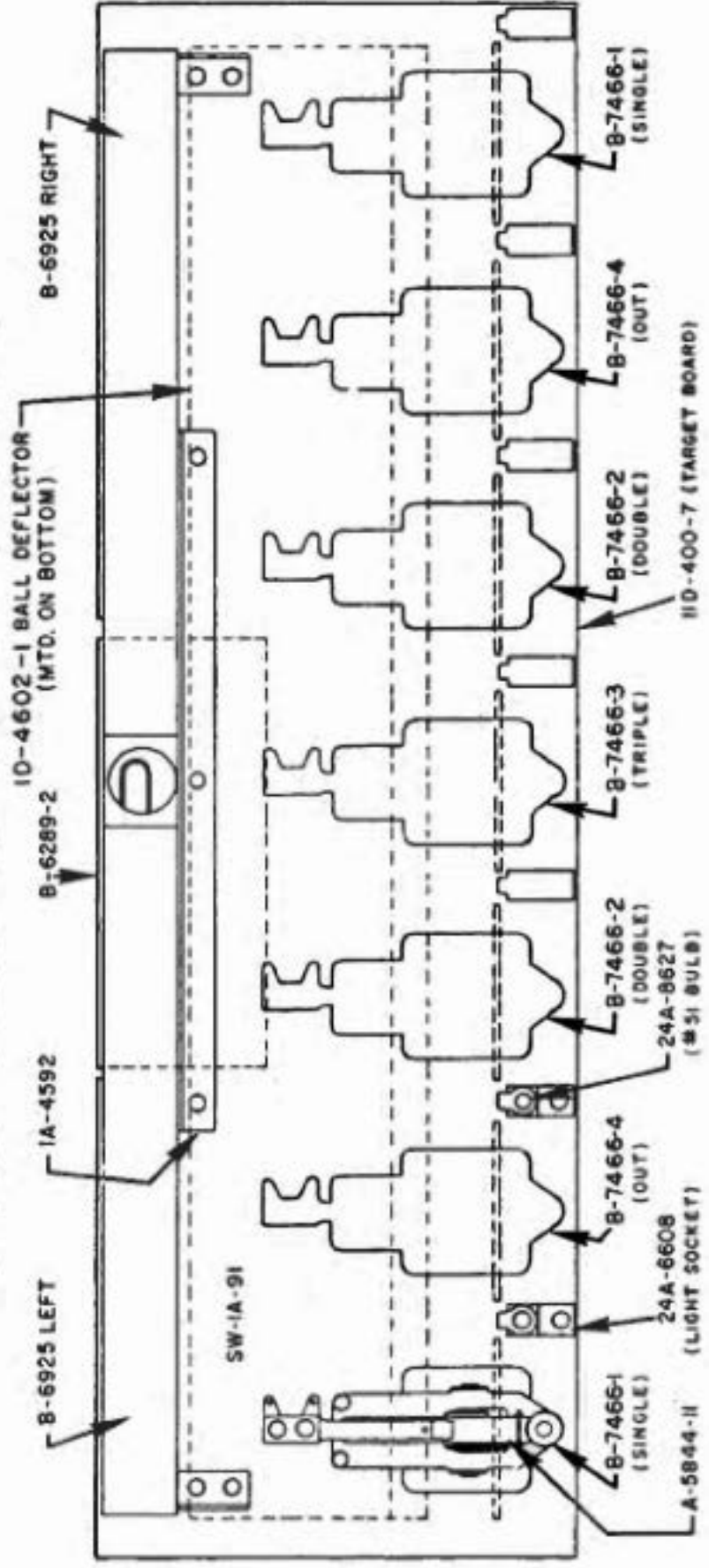
C-7395 HOME RUN FRAME ASS'Y.



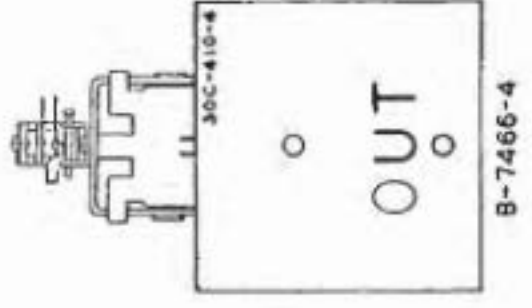
LINE DRIVE-PLAYFIELD PARTS

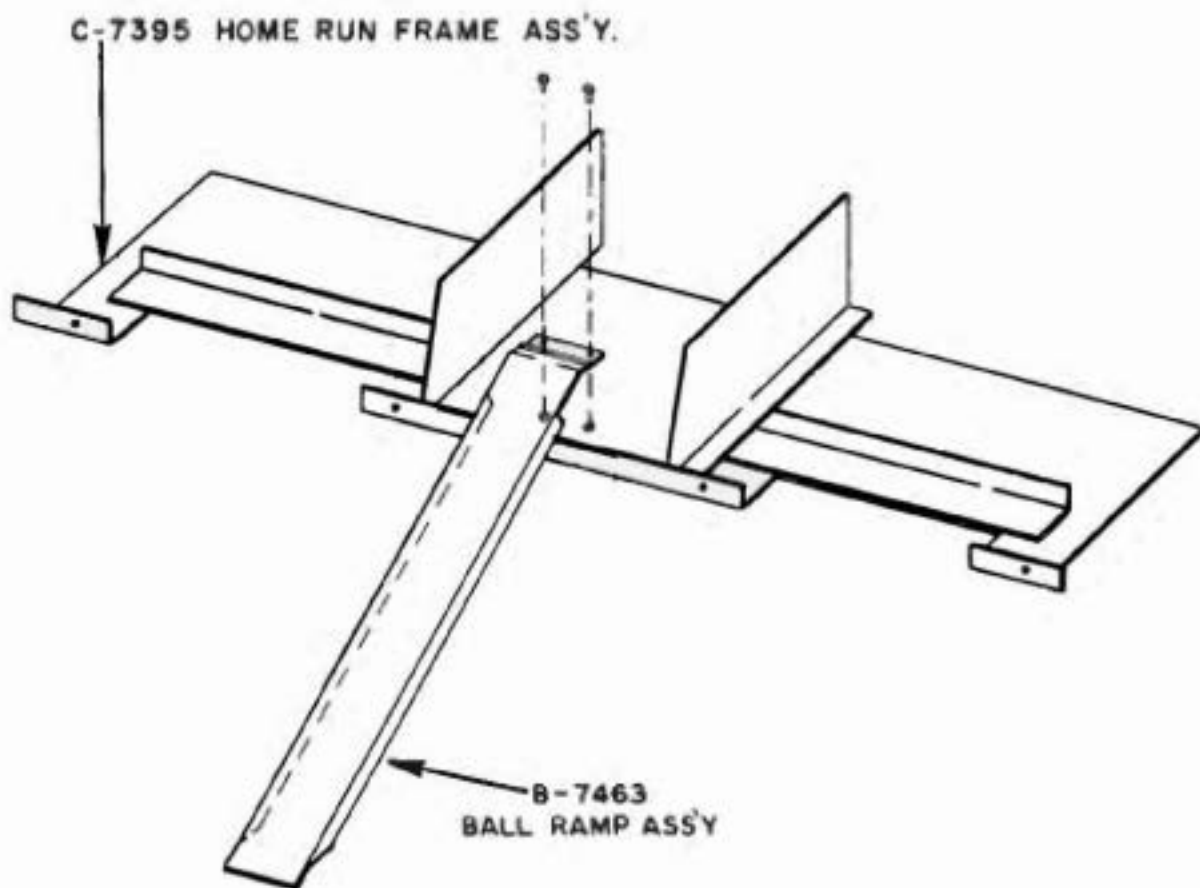


D-7467 TARGET BOARD ASS'Y.-LINE DRIVE

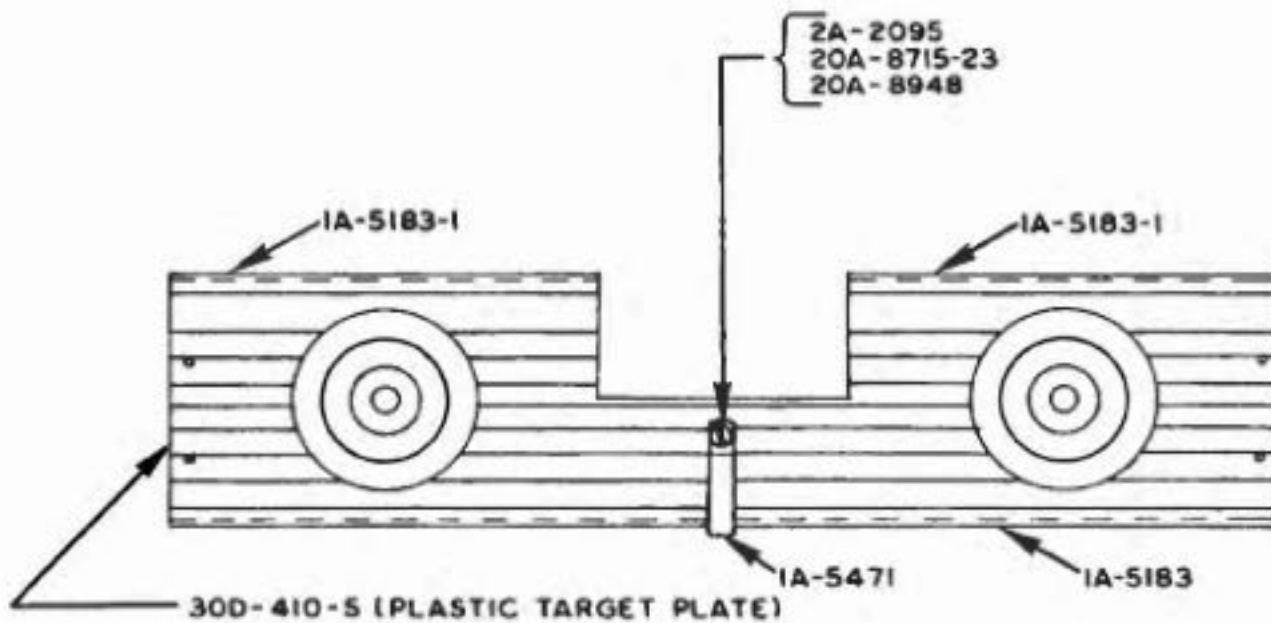


- B-7466-1 SINGLE
 - B-7466-2 DOUBLE
 - B-7466-3 TRIPLE
 - B-7466-4 OUT
- TARGET ONLY:
- 30C-410-1 SINGLE
 - 30C-410-2 DOUBLE
 - 30C-410-3 TRIPLE
 - 30C-410-4 OUT

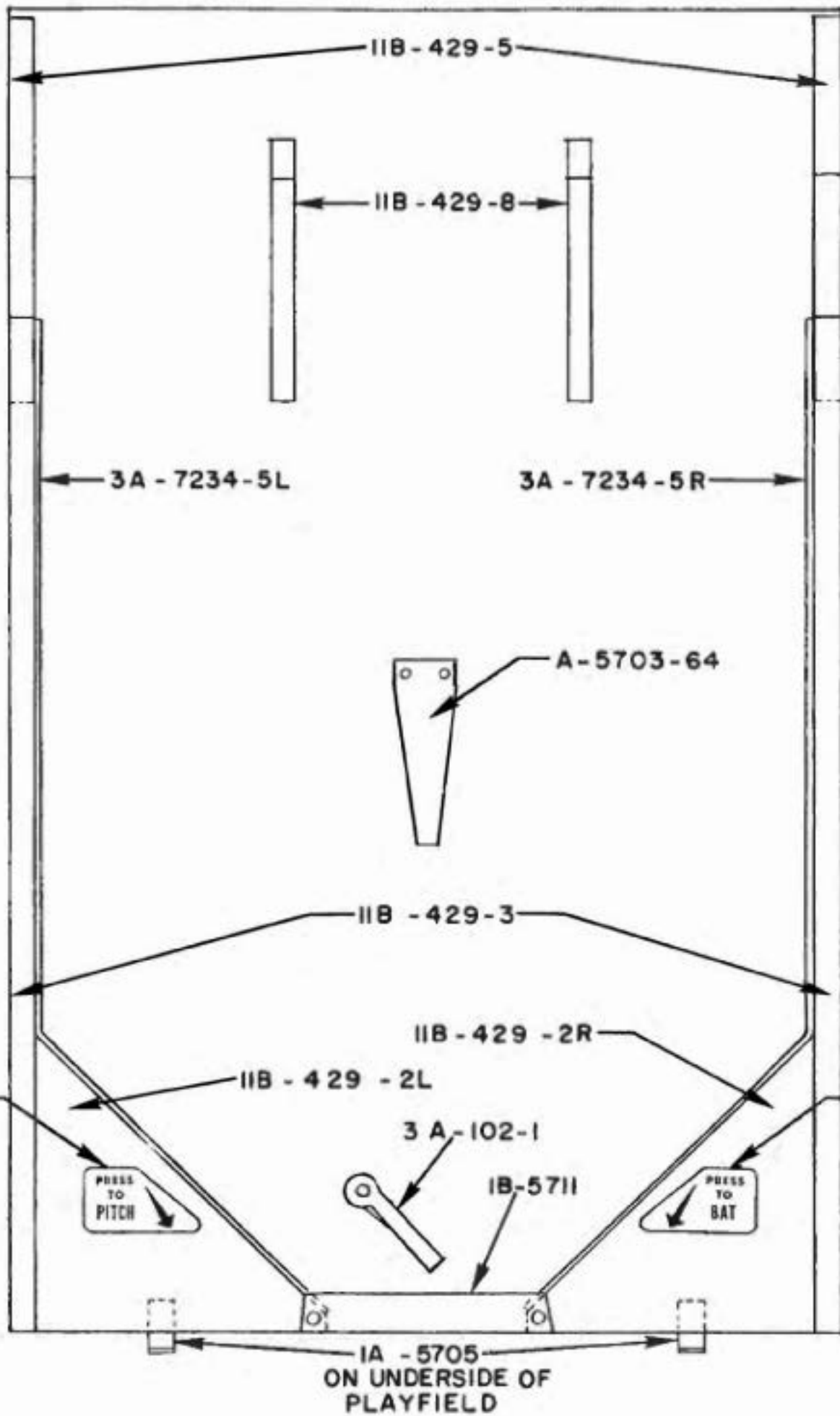




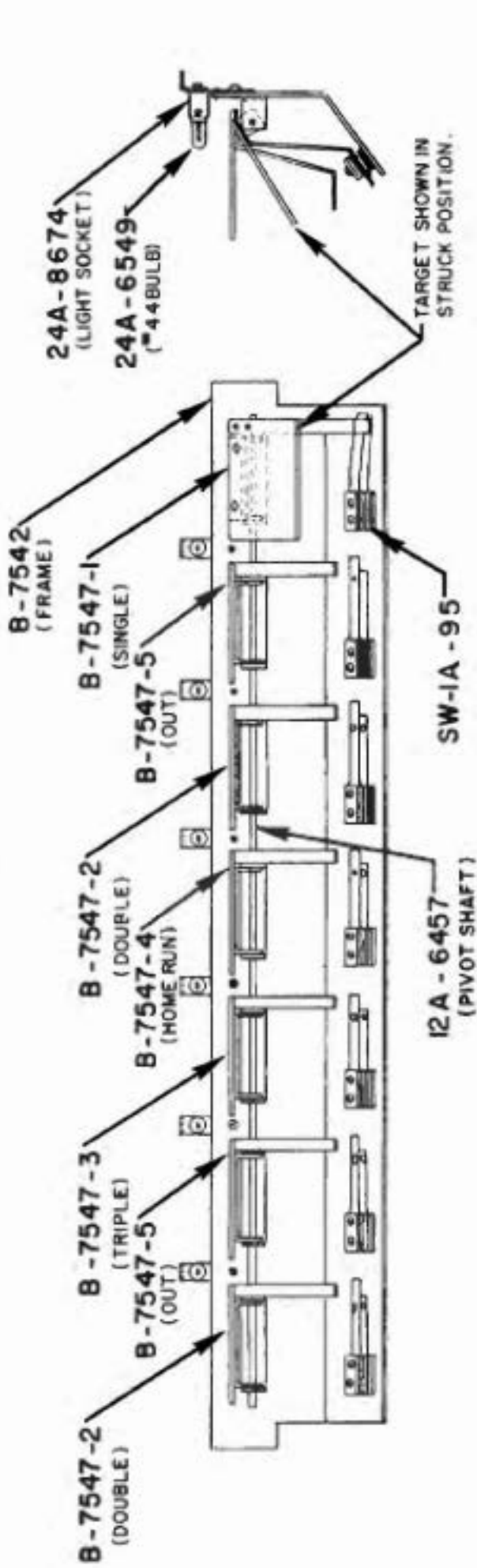
B-7469 PLASTIC TARGET DISPLAY ASS'Y



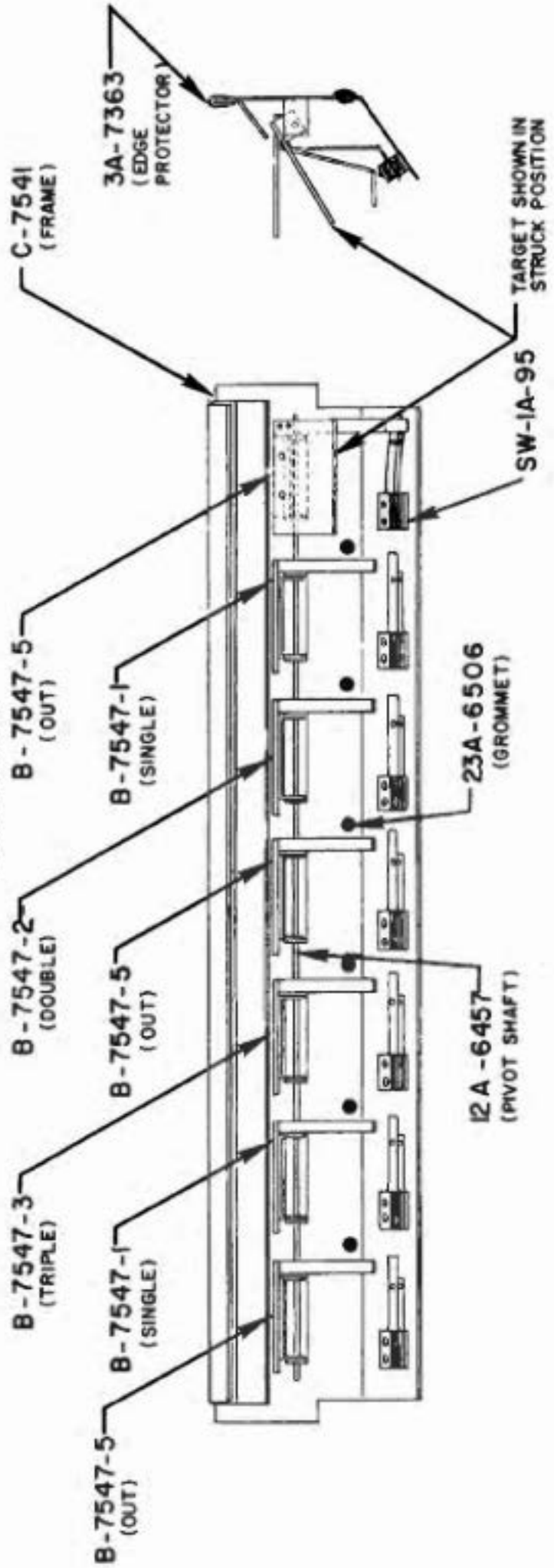
UPPER DECK- PLAYFIELD PARTS



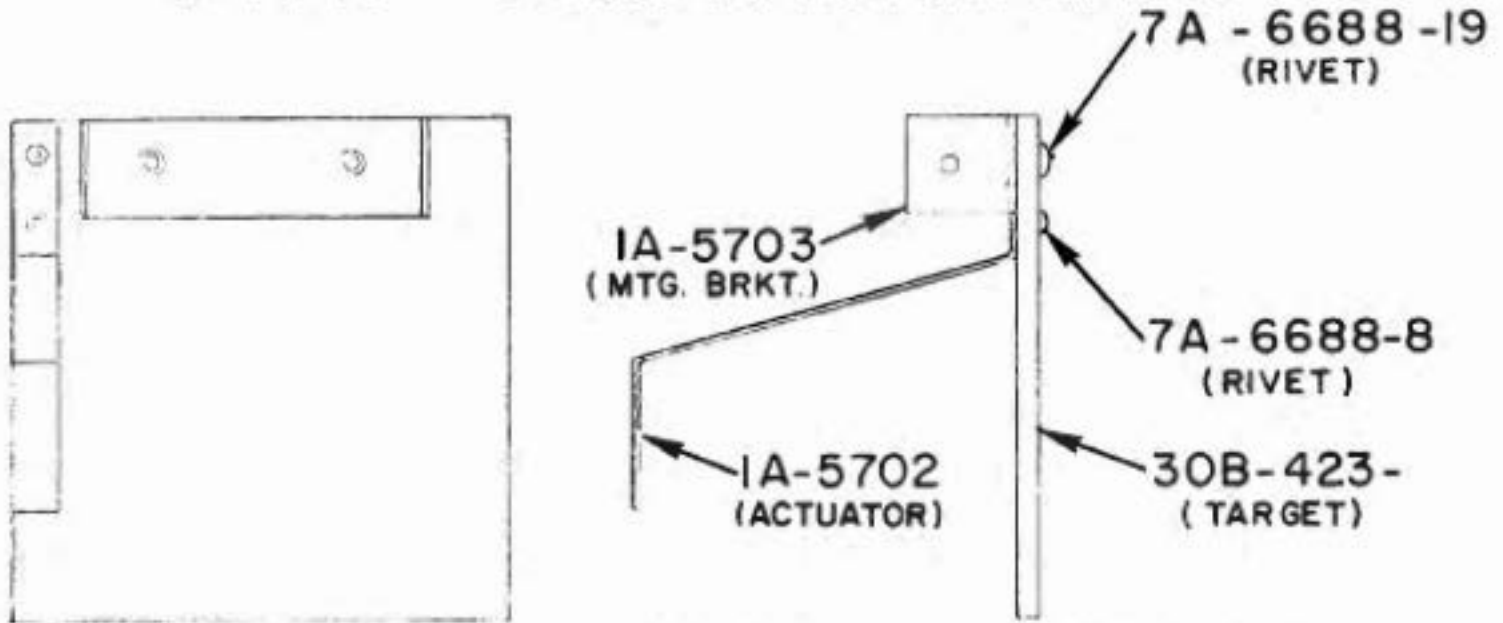
C-7539 TARGET ASS'Y - UPPER DECK
(TOP ROW)



C-7540 TARGET ASS'Y - UPPER DECK
(BOTTOM ROW)



B-7547- TARGET / ACTUATOR ASS'Y



ASSEMBLY NO.

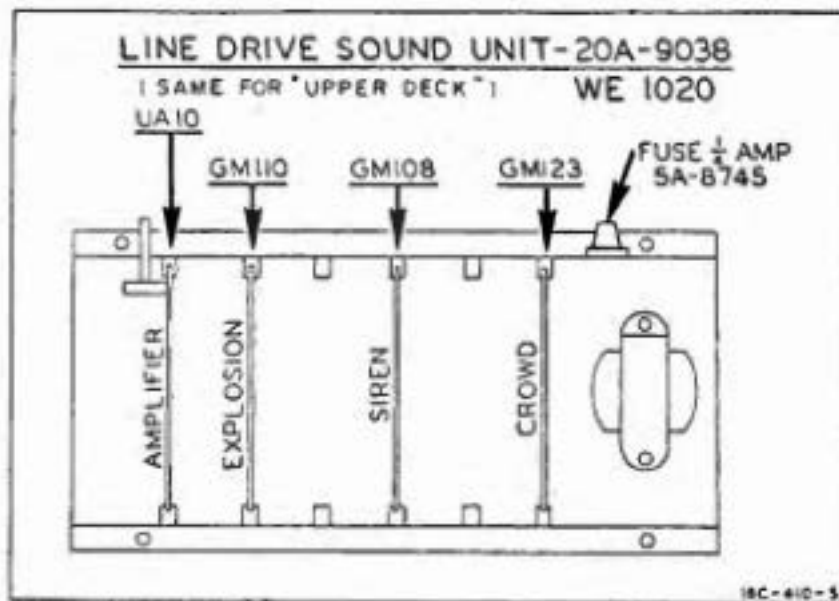
- B-7547-1
- B-7547-2
- B-7547-3
- B-7547-4
- B-7547-5

TARGET NO.

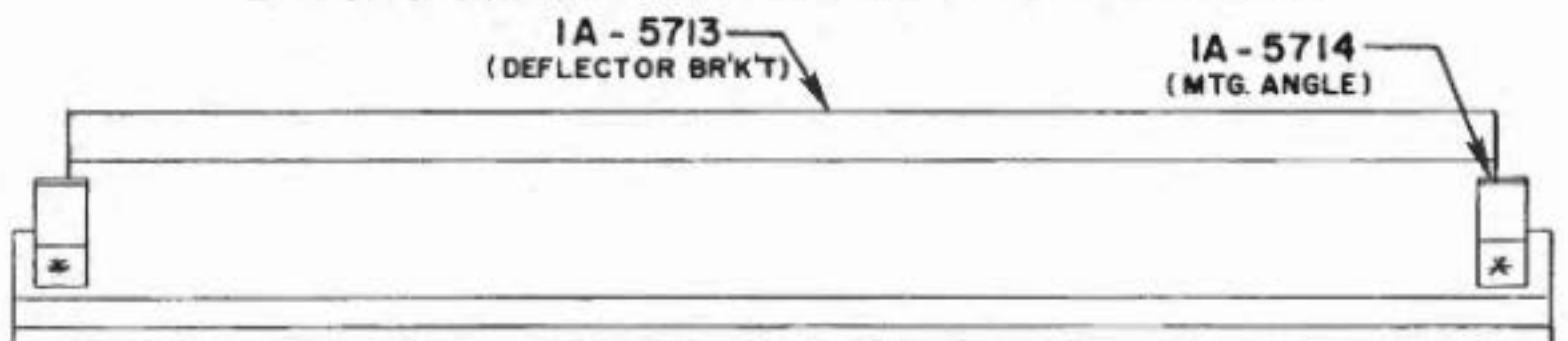
- 30B-423-1
- 30B-423-2
- 30B-423-3
- 30B-423-4
- 30B-423-5

TARGET FACE

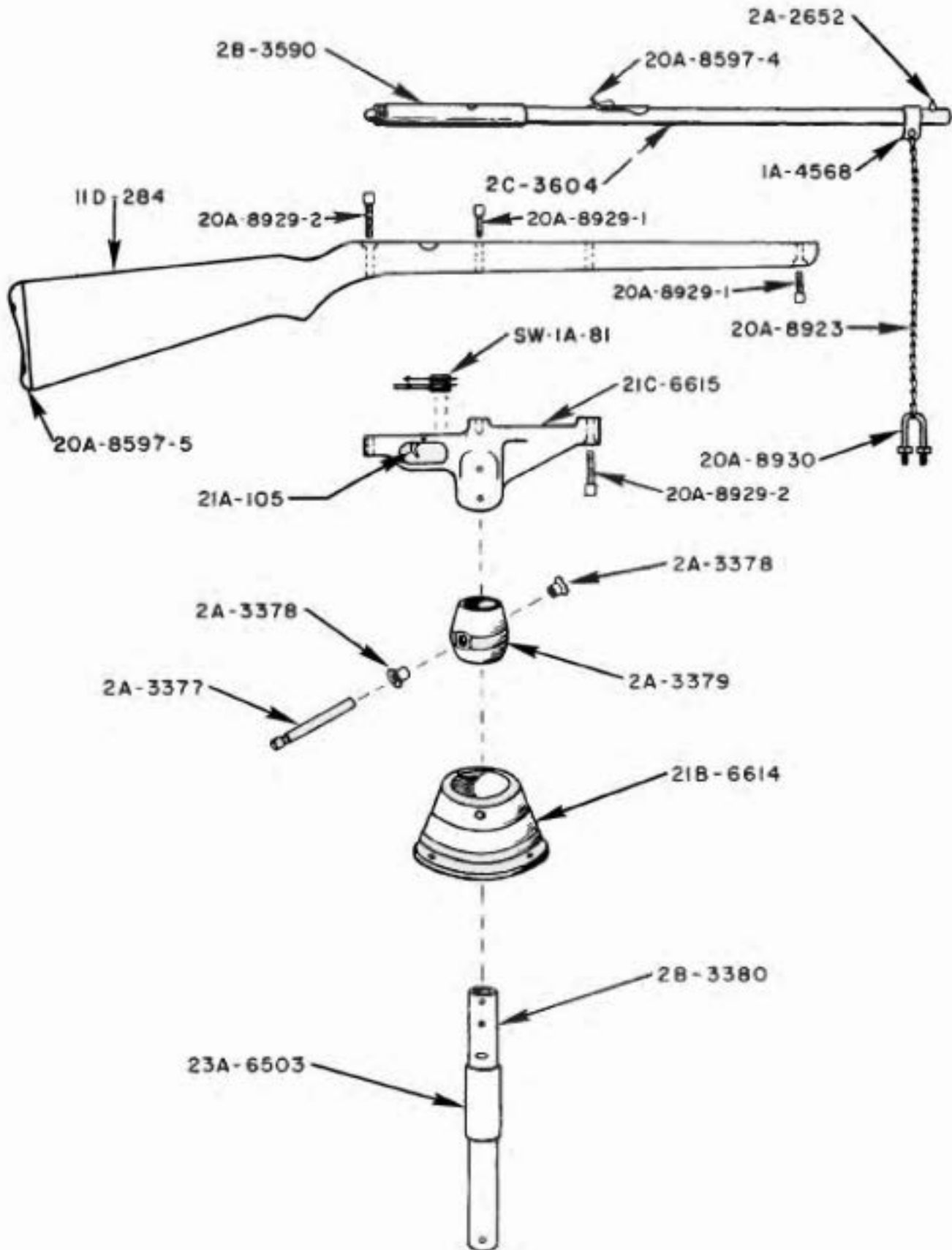
- SINGLE
- DOUBLE
- TRIPLE
- HOME RUN
- OUT



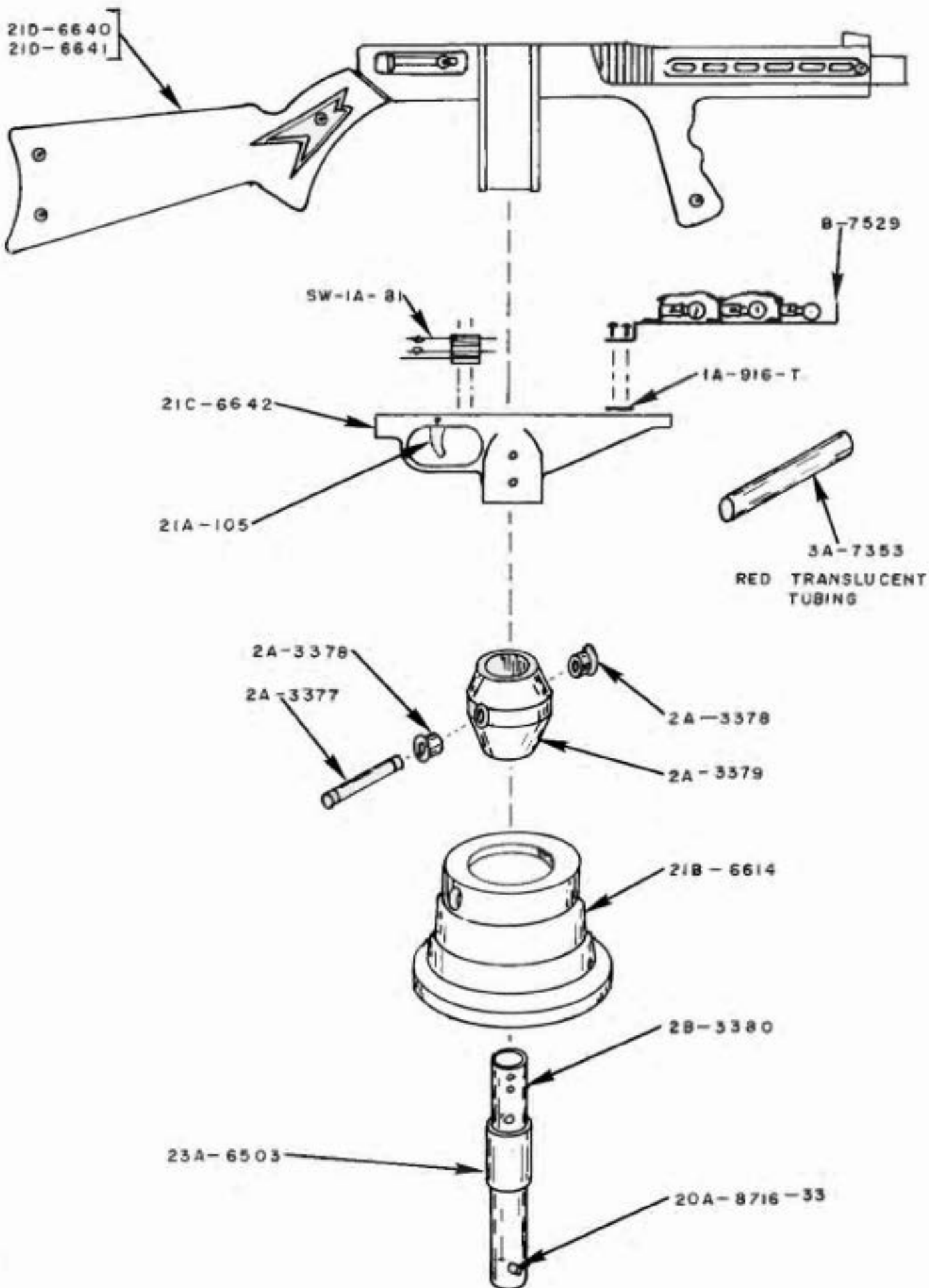
B-7545 DEFLECTOR BRACKET - UPPER DECK



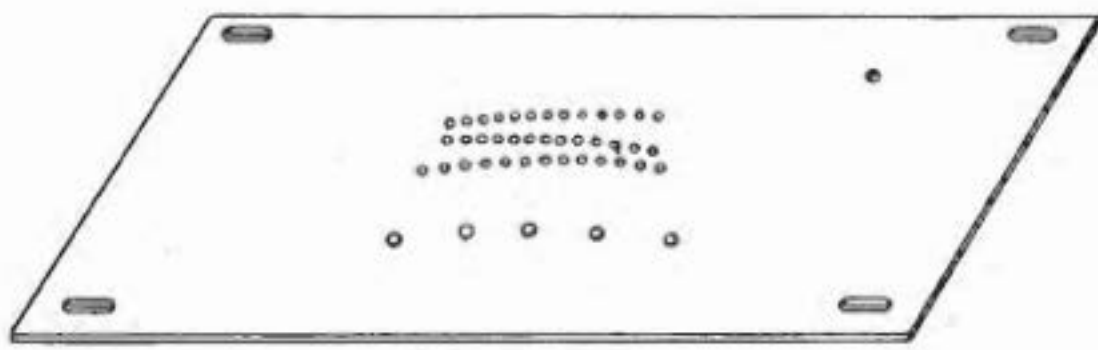
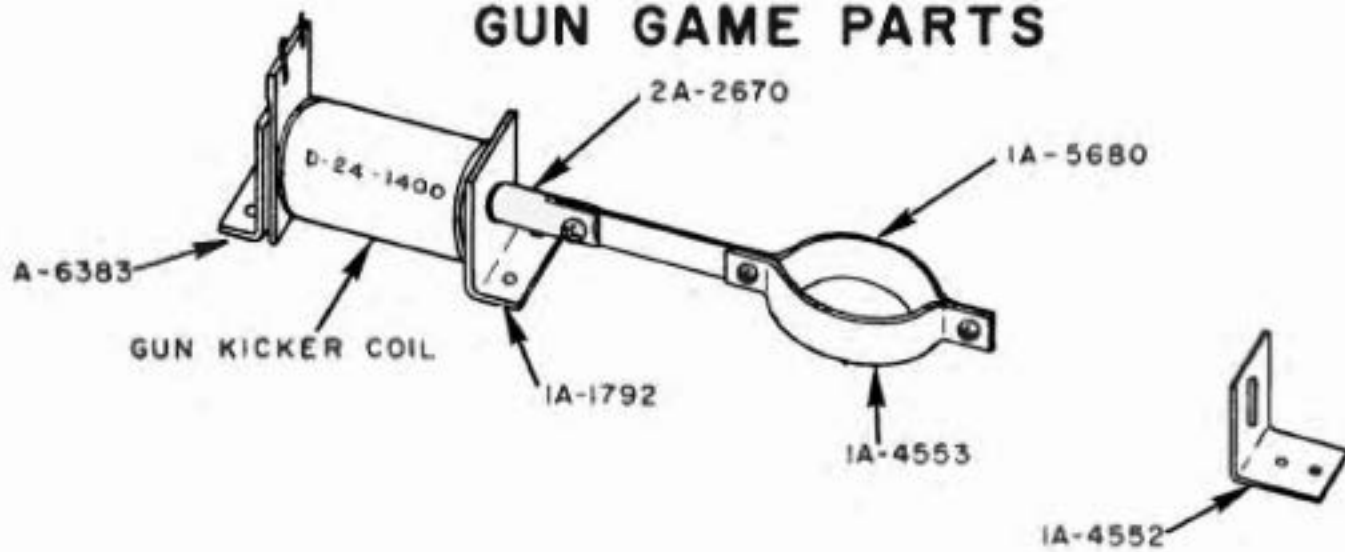
GUN GAME PARTS



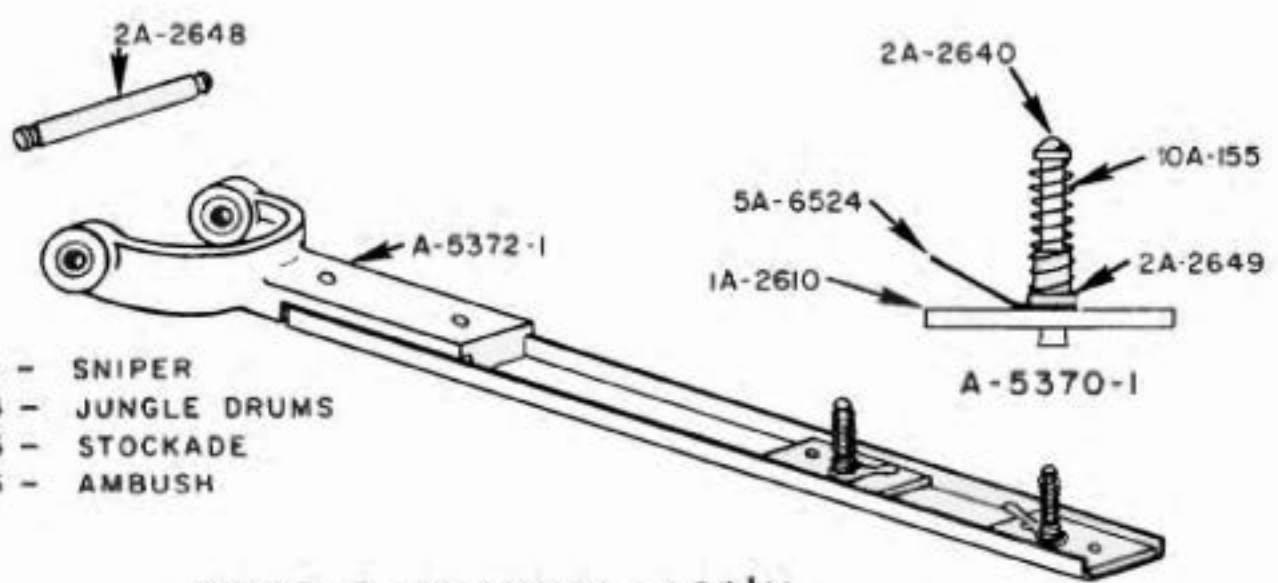
GUN GAME PARTS



GUN GAME PARTS



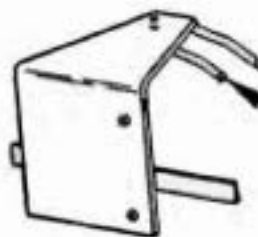
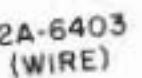
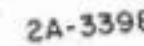
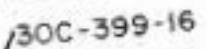
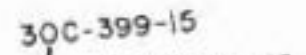
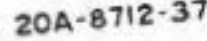
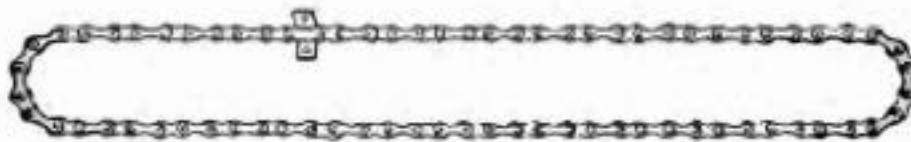
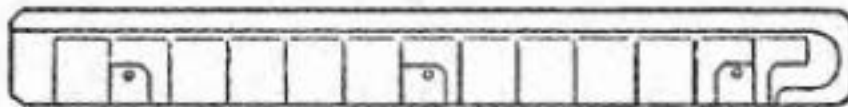
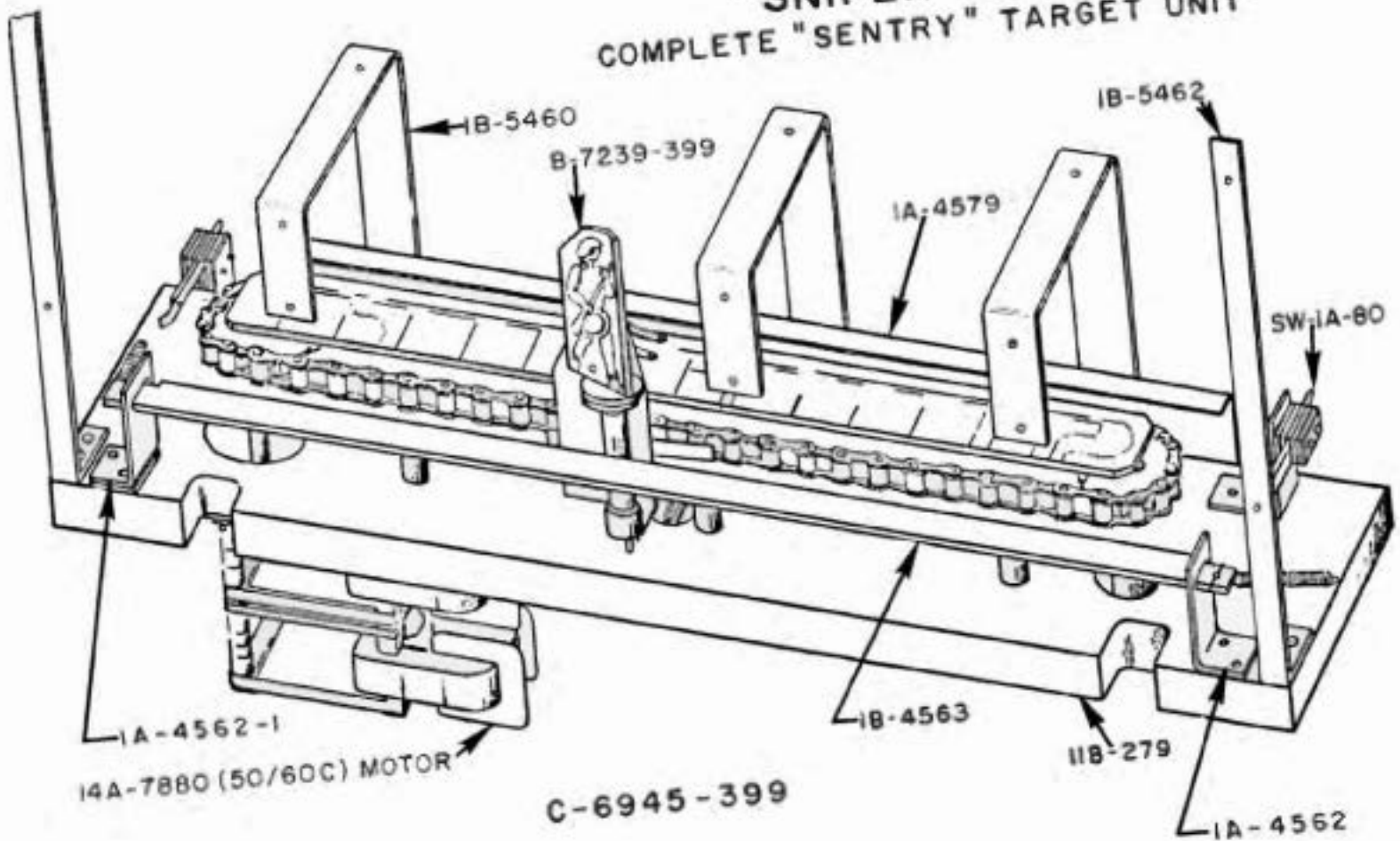
- | | |
|------------|------------------------------|
| C-7009-2 | SCANNING DISC - SNIPER GUN |
| 1B-2001-68 | SCANNING DISC - JUNGLE DRUMS |
| C-7514 | SCANNING DISC - STOCKADE GUN |
| B-7533 | SCANNING DISC - AMBUSH GUN |



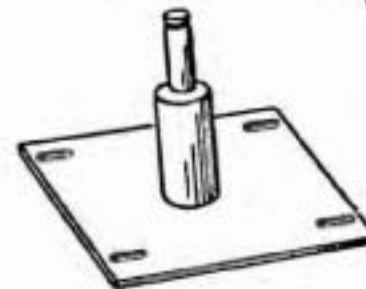
- | | |
|----------|----------------|
| B-5371-5 | - SNIPER |
| B-5371-4 | - JUNGLE DRUMS |
| B-5371-5 | - STOCKADE |
| B-5371-5 | - AMBUSH |

YOKE & CHANNEL ASS'Y.

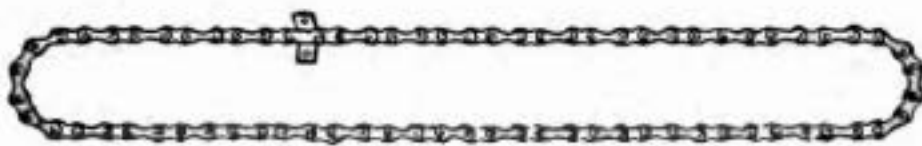
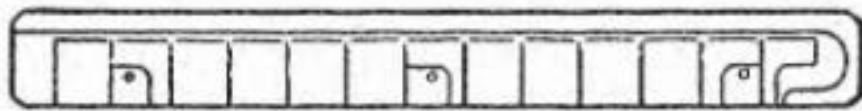
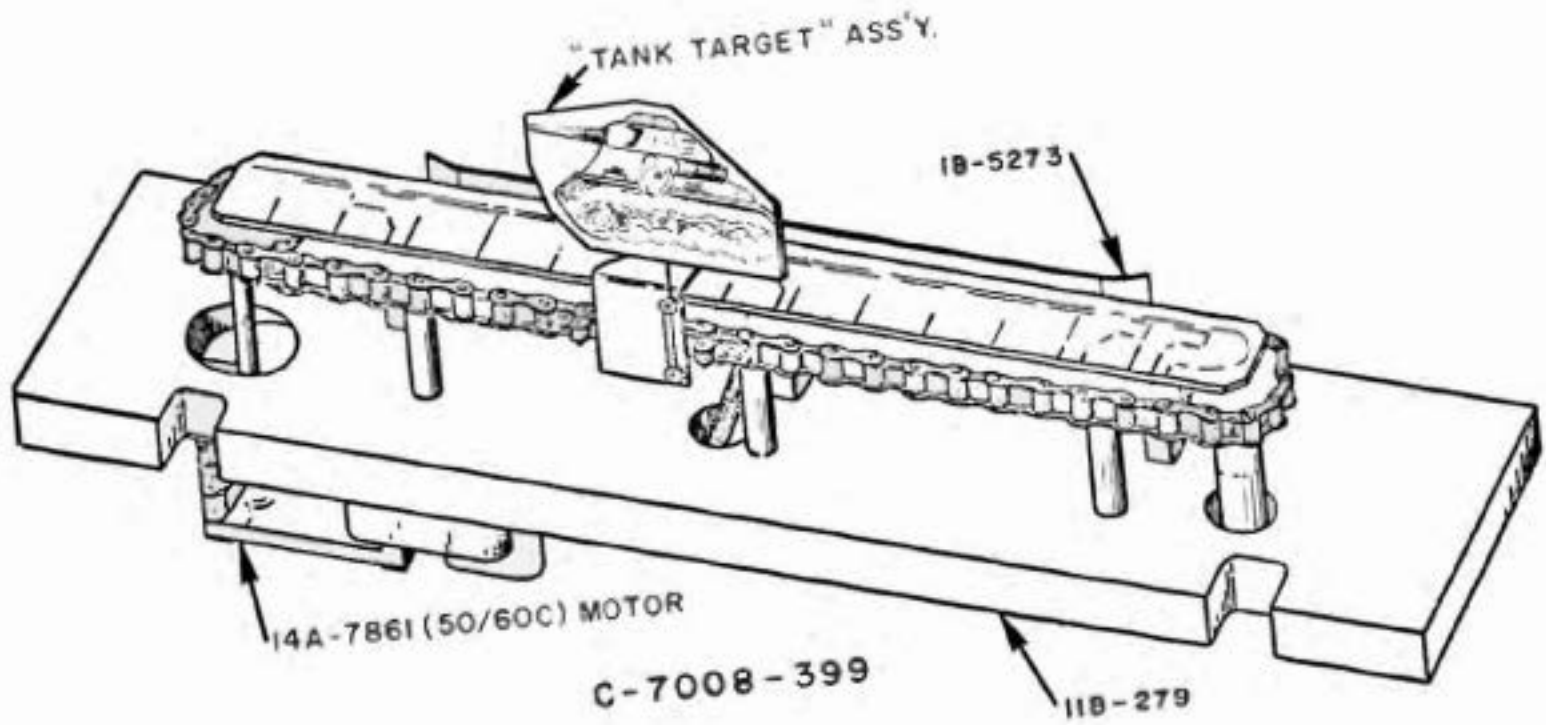
"SNIPER GUN" COMPLETE "SENTRY" TARGET UNIT



A-6909



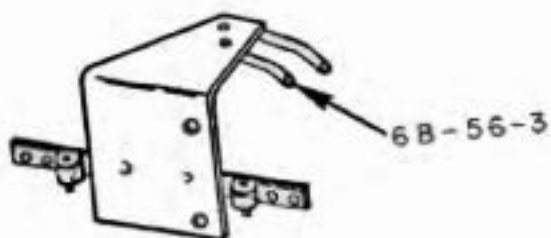
"SNIPER GUN" COMPLETE "TANK" TARGET UNIT



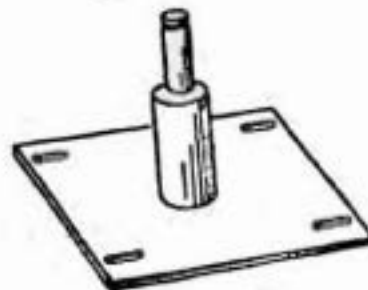
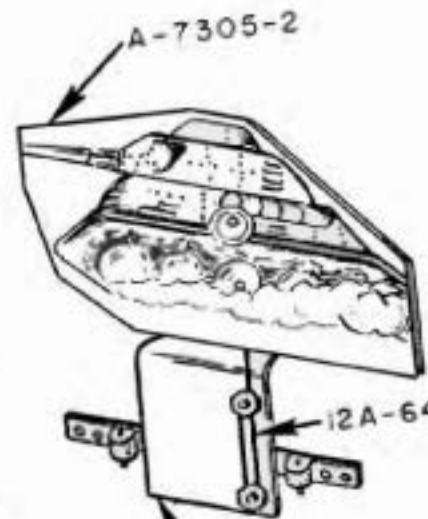
38-7191-2

20A-8712-37

38-7191-1



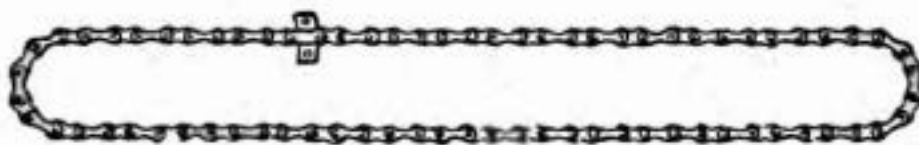
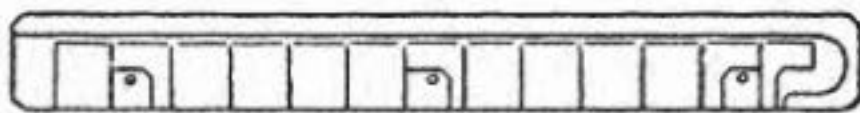
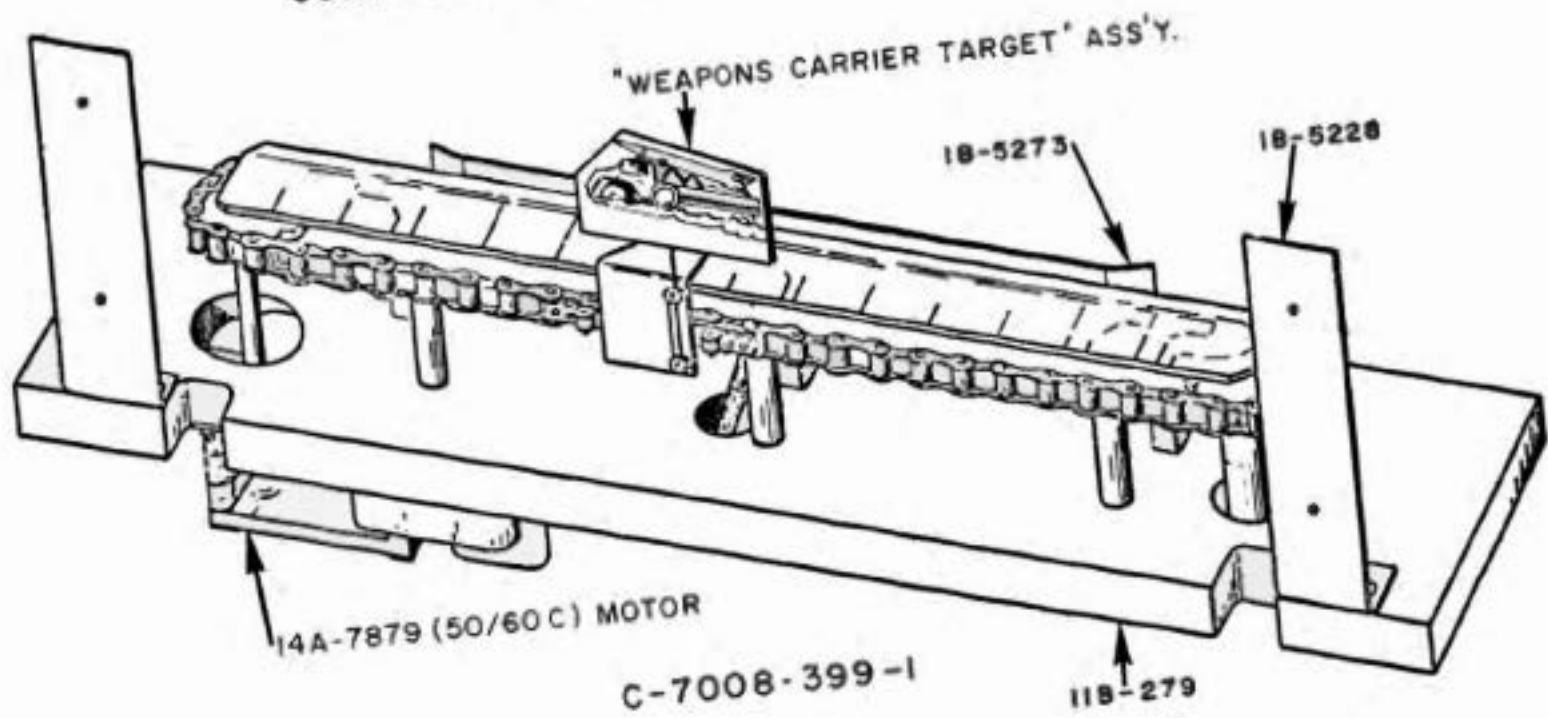
8-7300



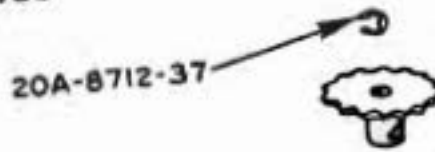
8-6908

" SNIPER GUN "

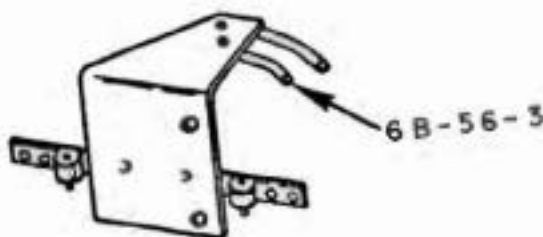
COMPLETE " WEAPONS CARRIER " TARGET UNIT



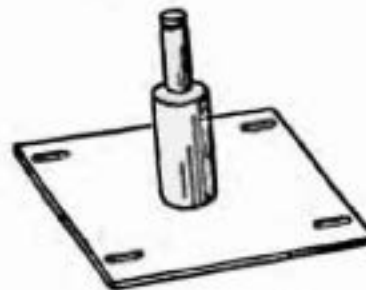
3B-7191-2



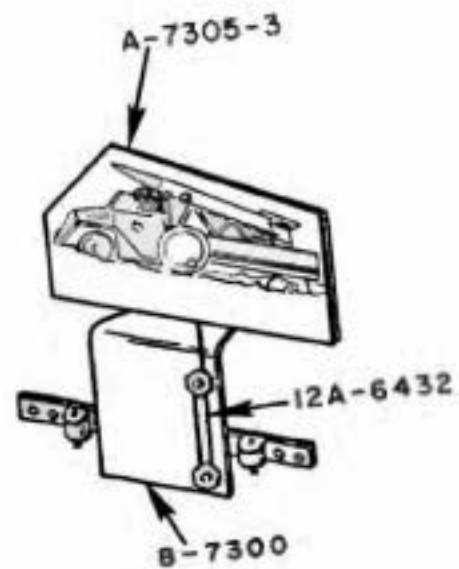
3B-7191-1



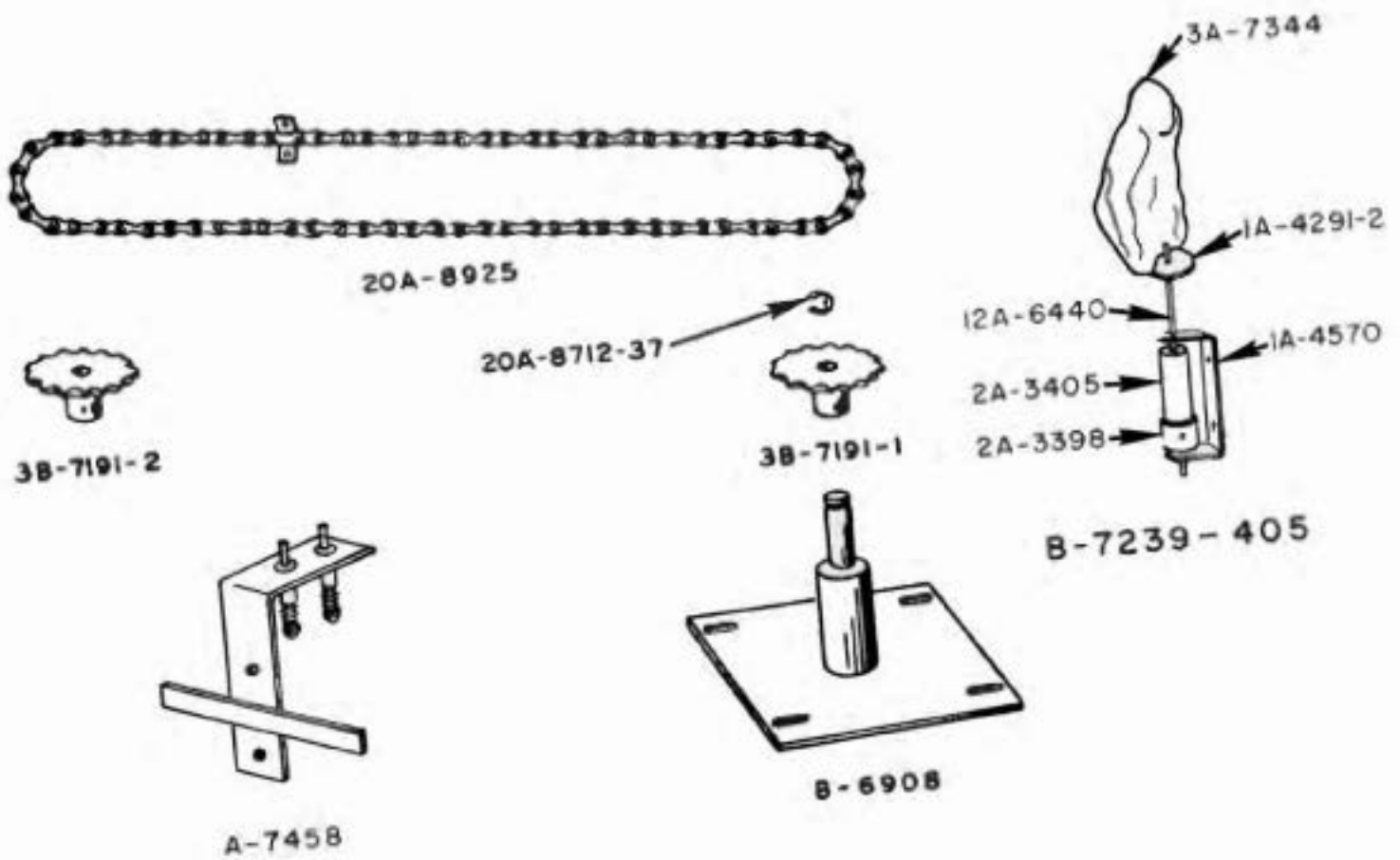
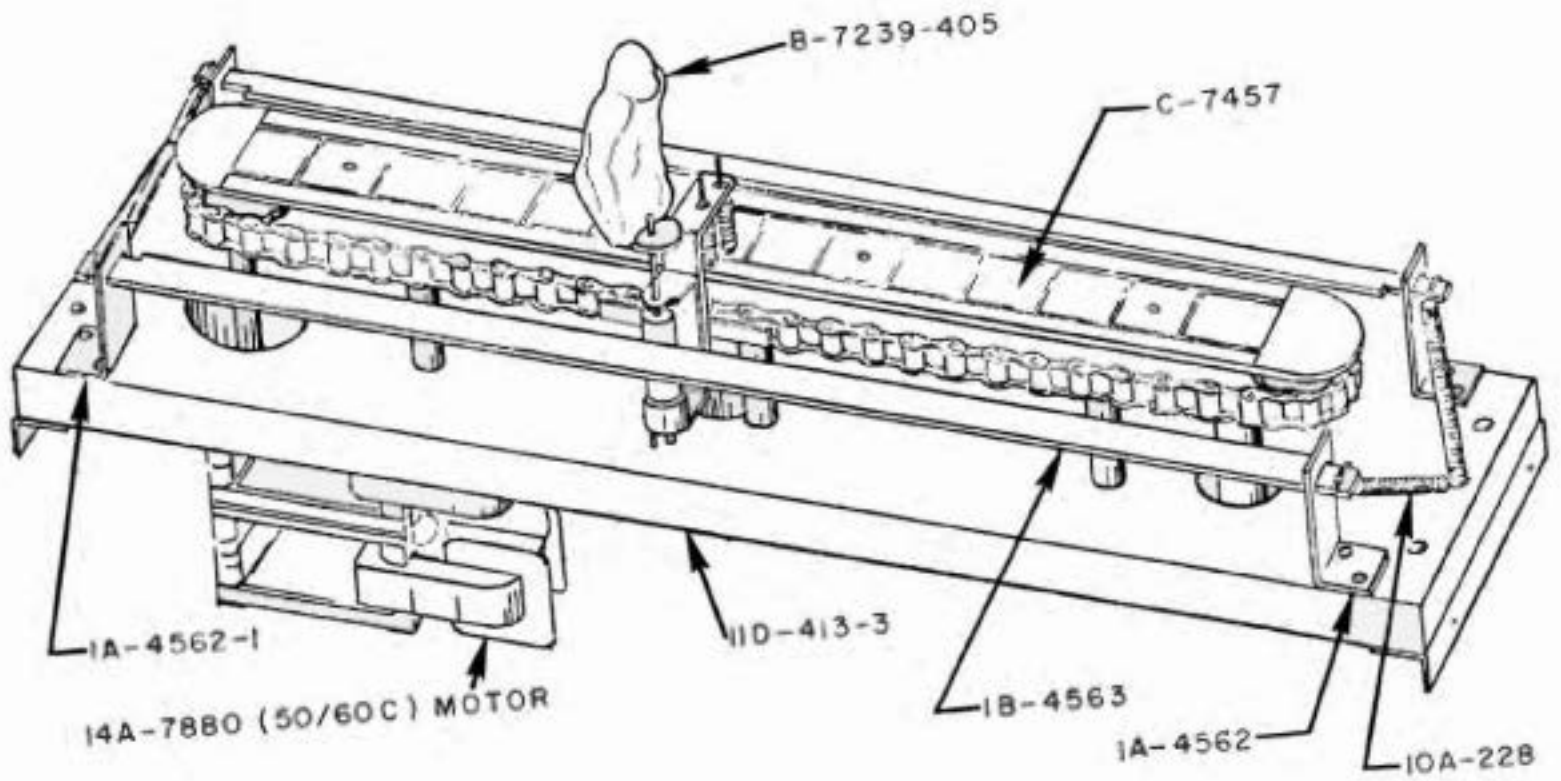
B-7300



B-6908



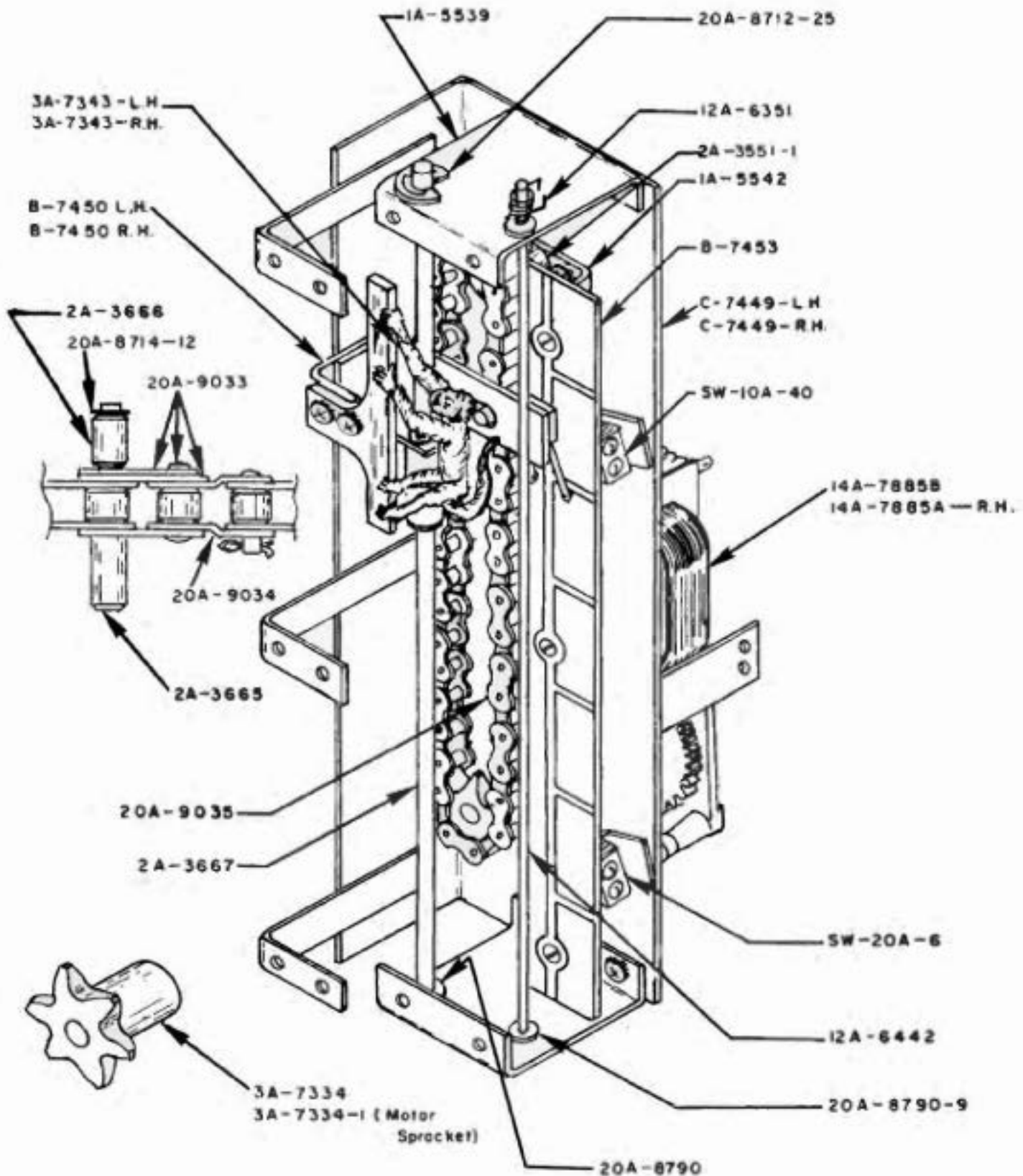
"JUNGLE DRUMS" C-700B-405 "GORILLA" TARGET UNIT



MONKEY TARGET

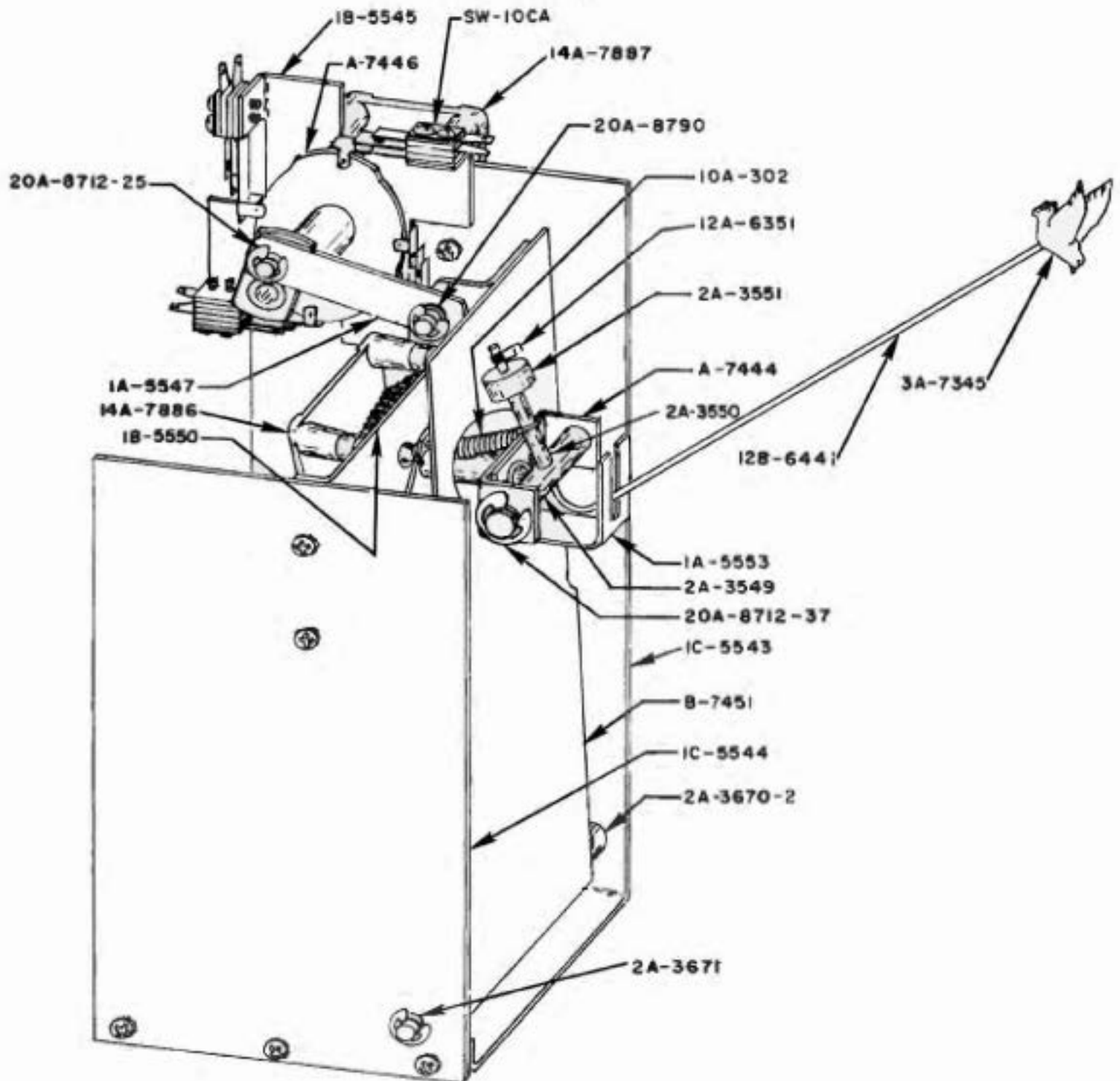
C-7454-L & R

USED ON JUNGLE DRUMS
LEFT AND RIGHT SIDE



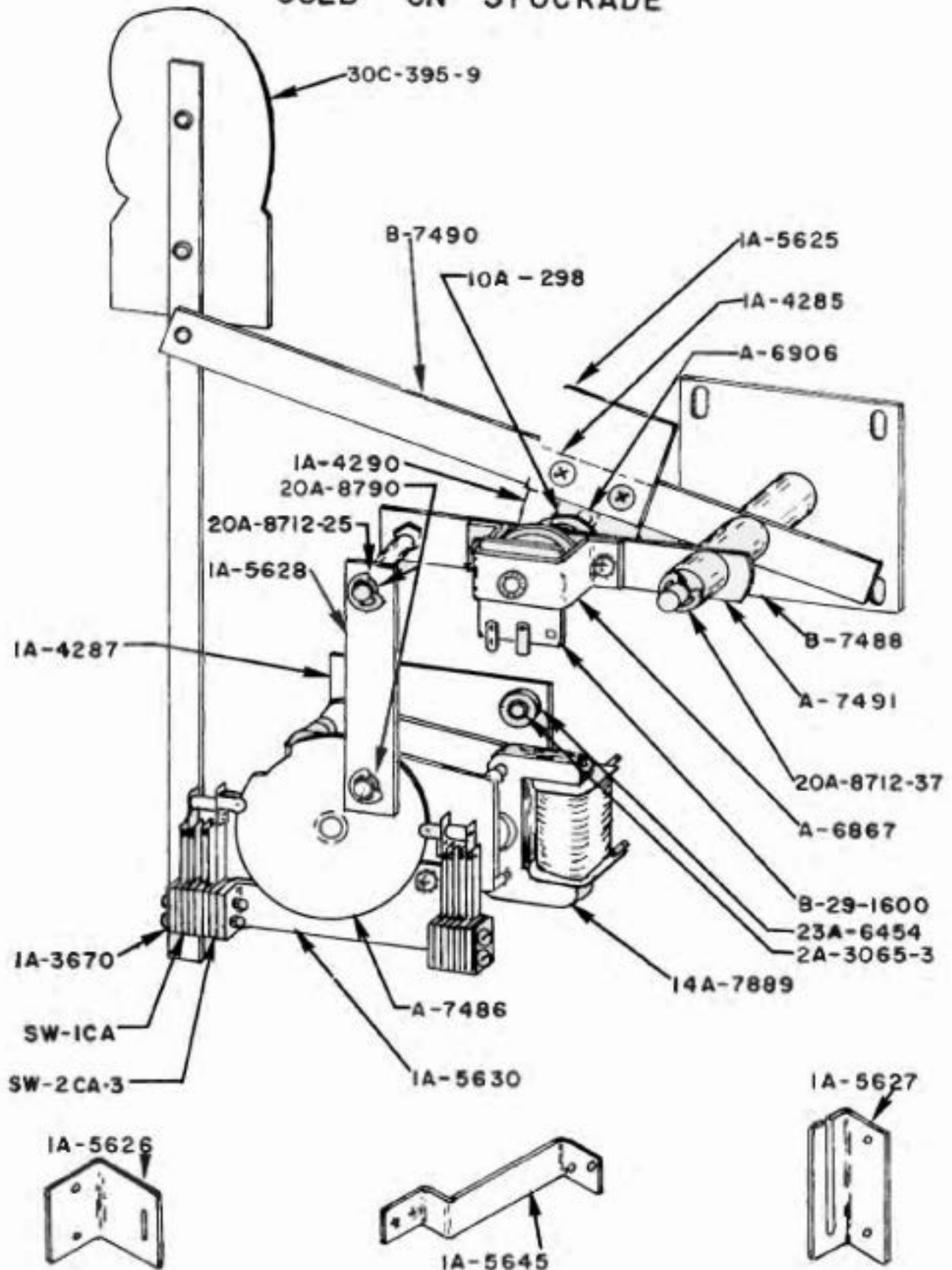
BIRD TARGET C-7461

Used on "Jungle Drums"



INDIAN HEAD TARGET ASSEMBLY

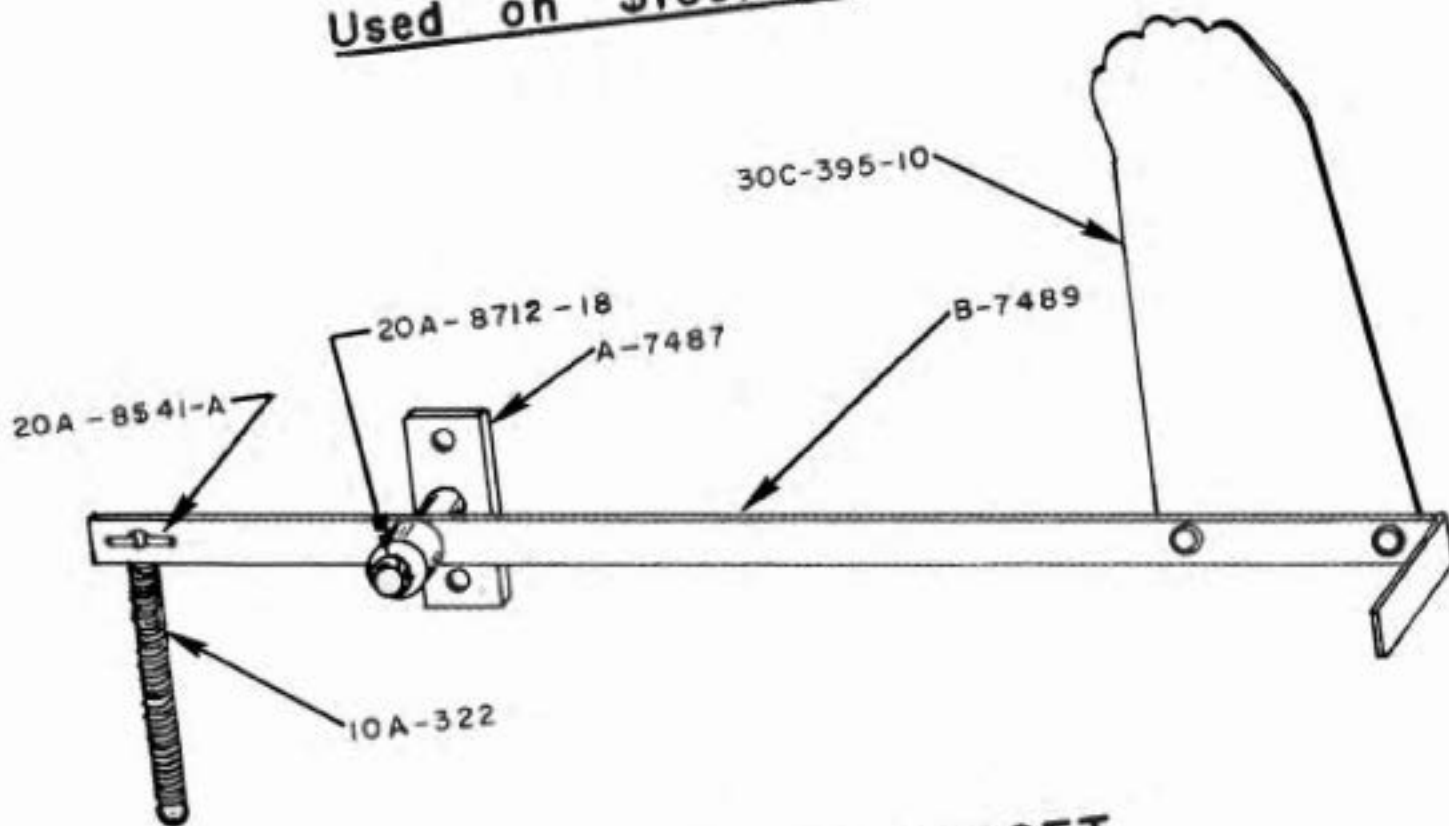
(D-7515)
USED ON STOCKADE



INDIAN HAND TARGET

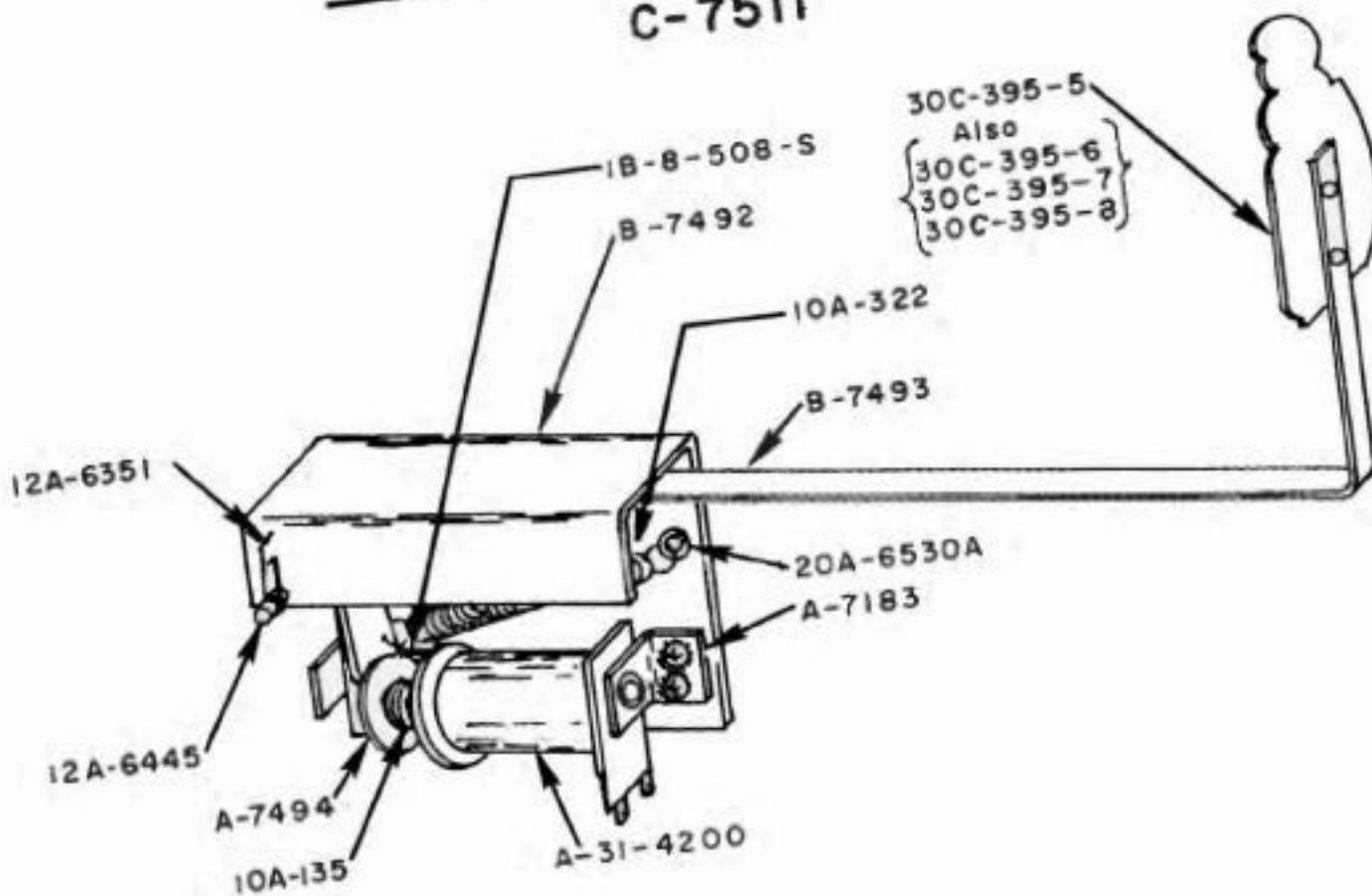
C-7516

Used on Stockade



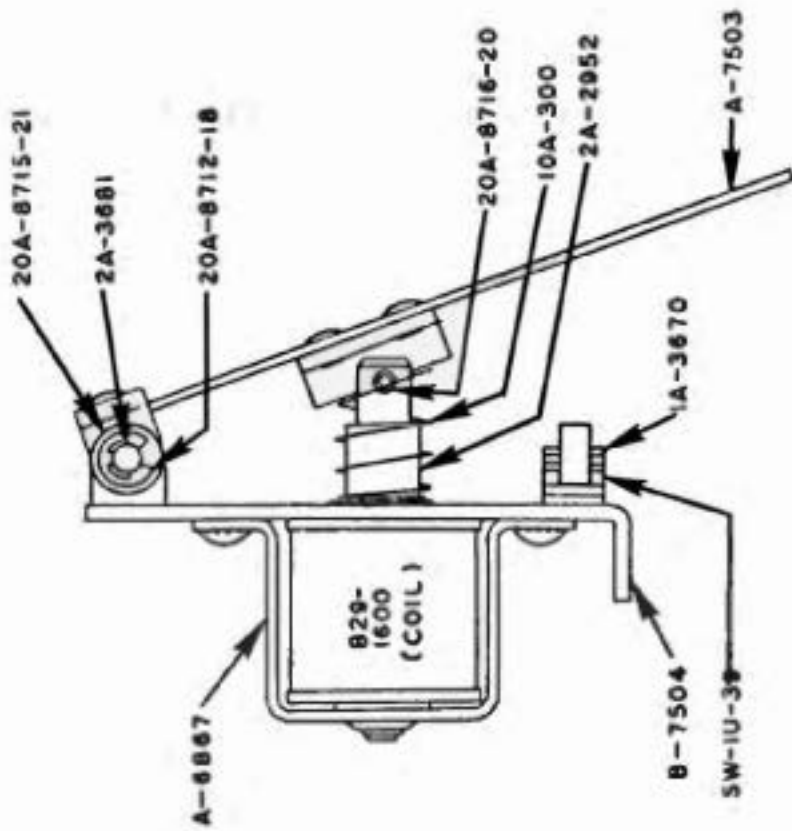
INDIVIDUAL POP UP TARGET

C-7511

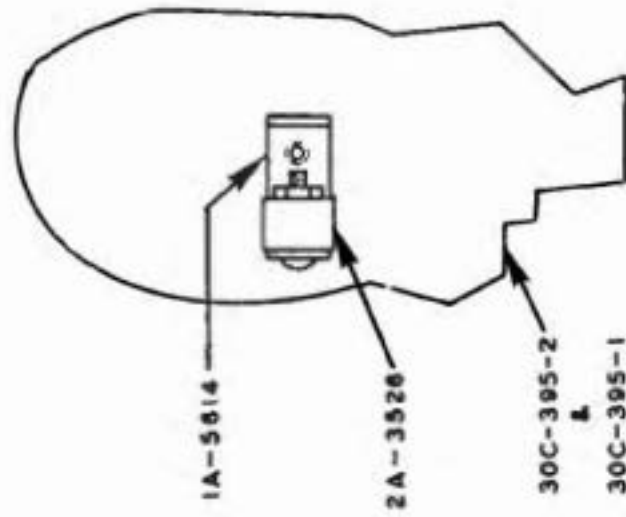
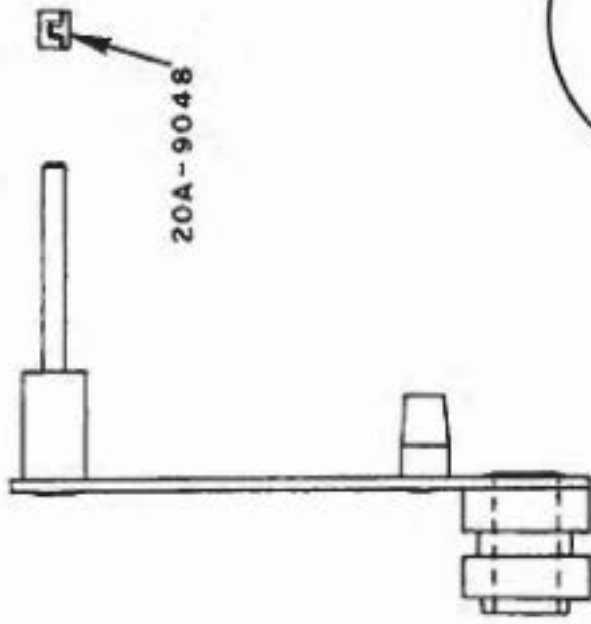


**LEAPER ASSEMBLY
B-7512**

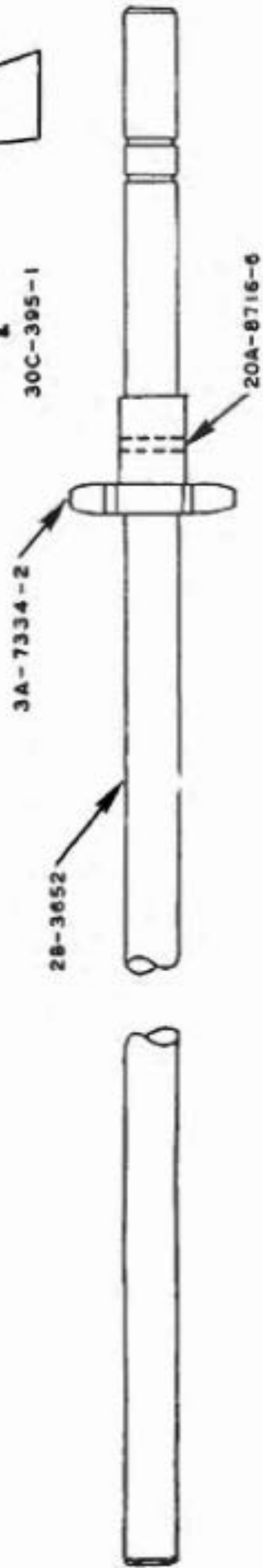
USED ON "STOCKADE"



**TARGET ARM ASSEMBLY
A-7501**



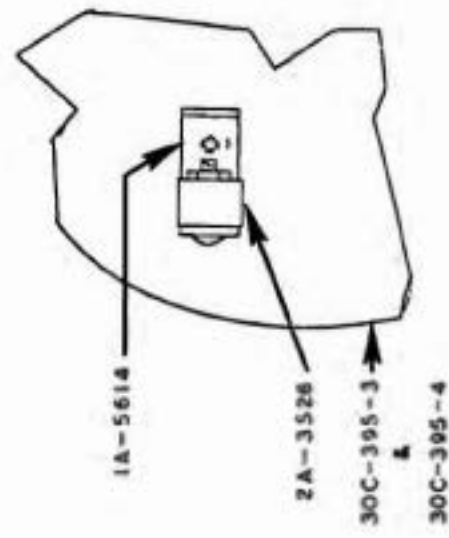
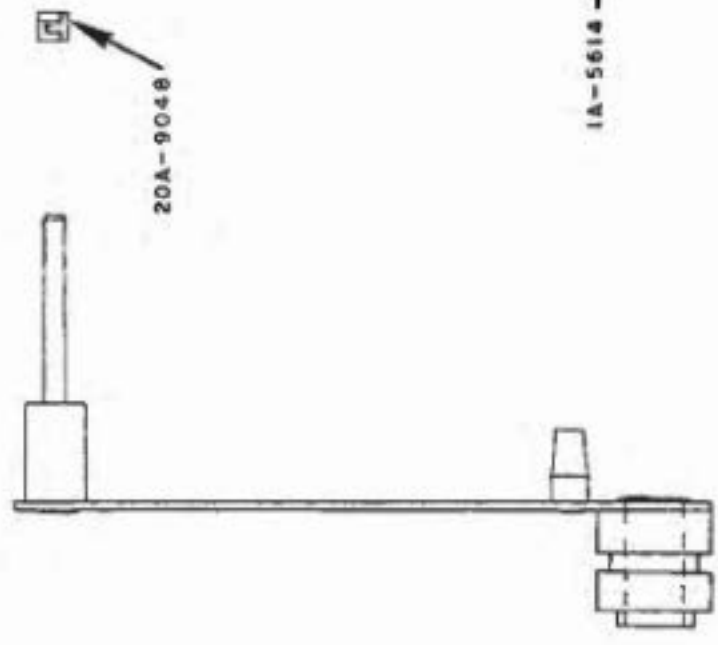
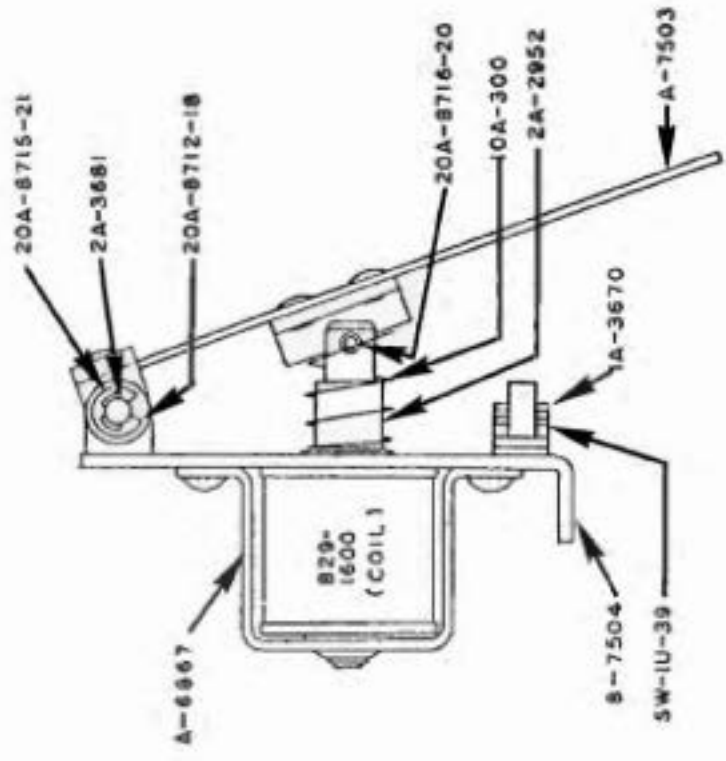
**SHAFT ASSEMBLY
B-7509**



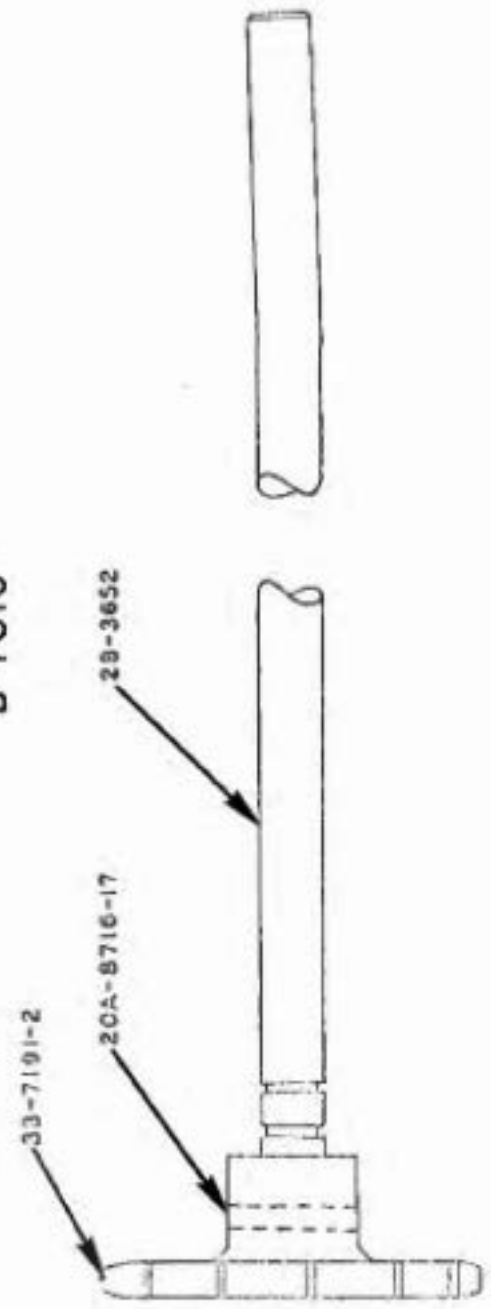
**CRAWLER ASSEMBLY
B-7513**

**TARGET ARM ASSEMBLY
A-7502**

USED ON "STOCKADE"

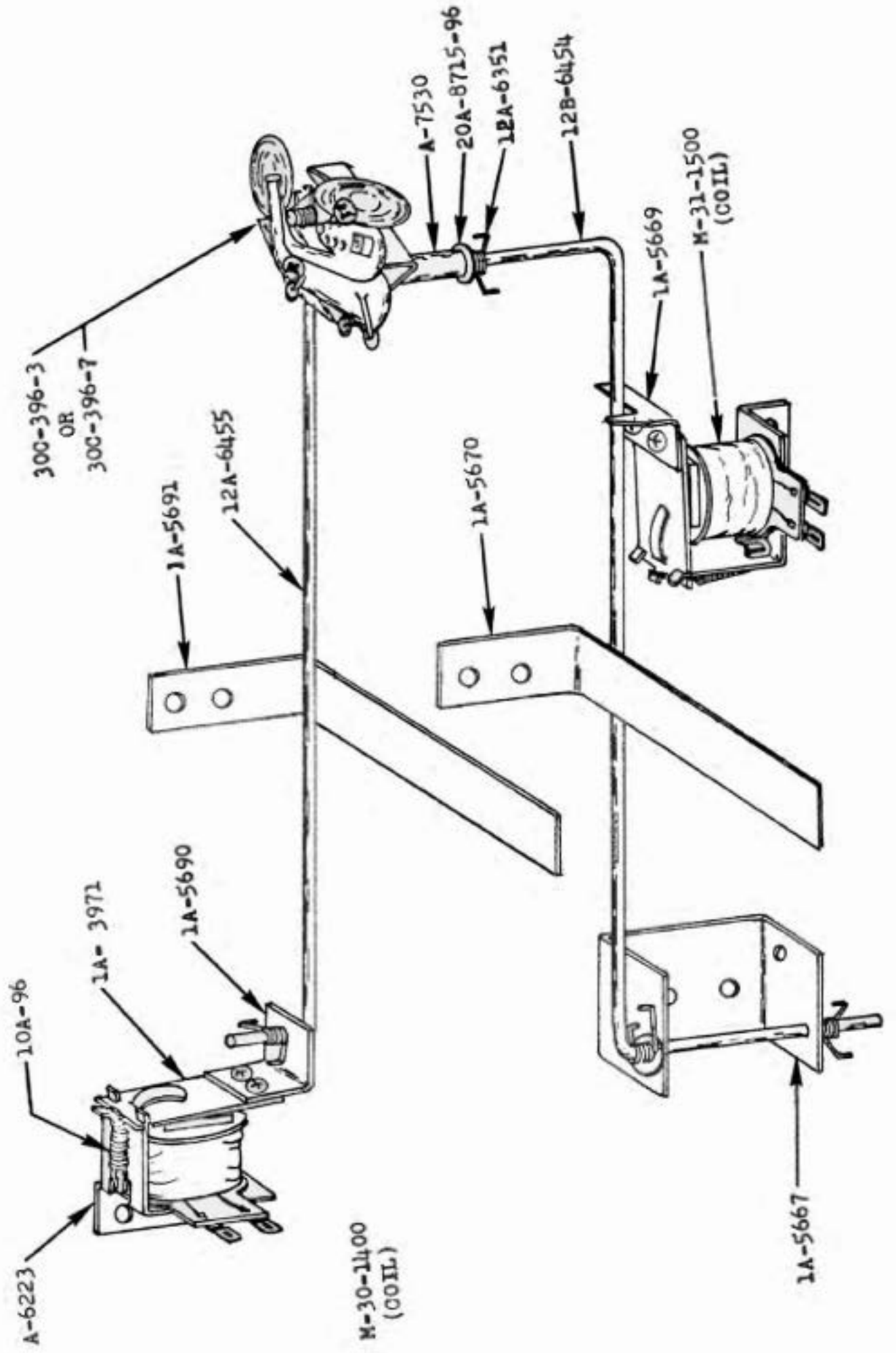


**SHAFT ASSEMBLY
B-7510**



HELICOPTER TARGET (WITH RELATED PARTS)

USED ON "AMBUSH GUN"

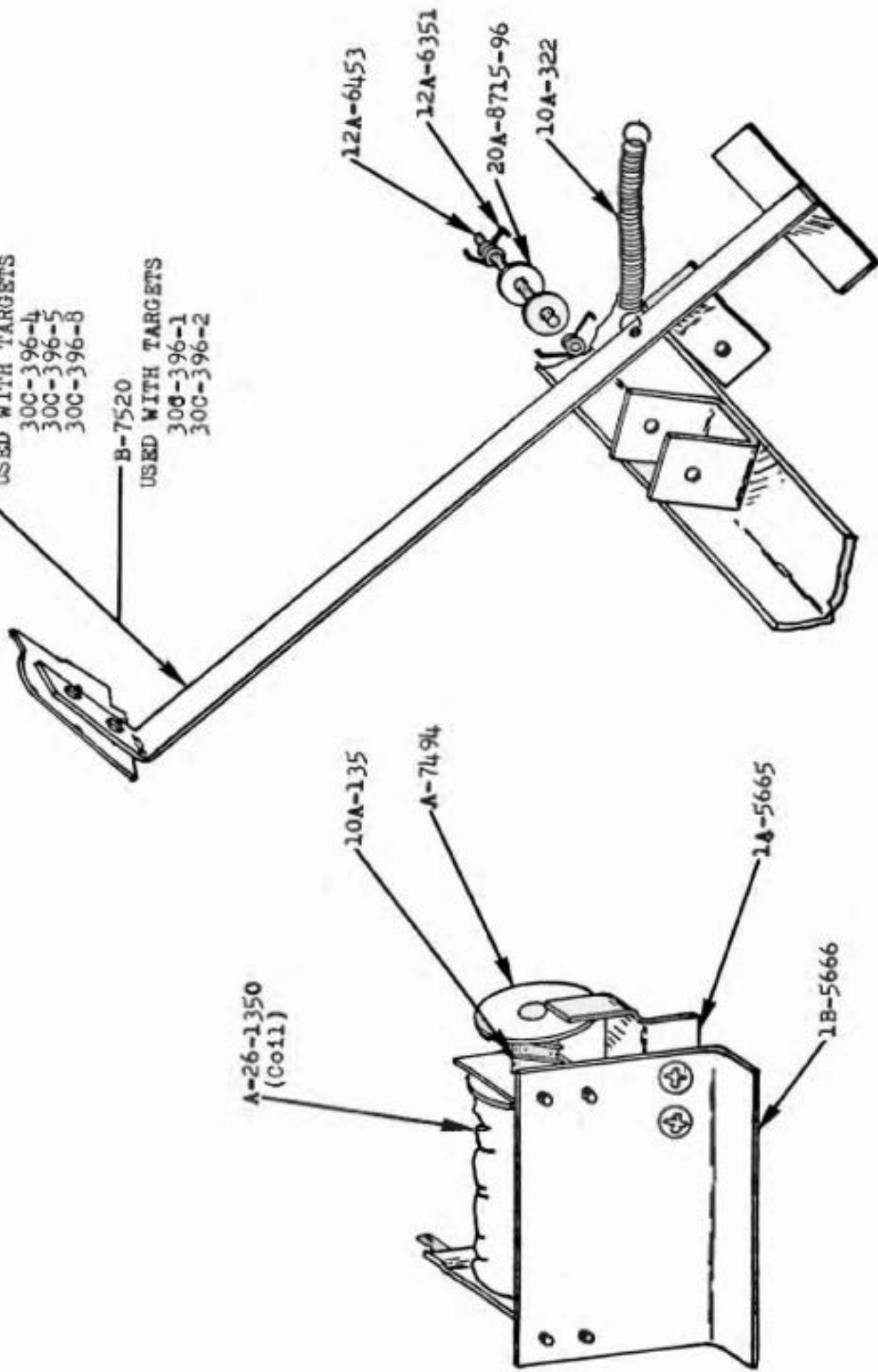


VEHICLE AND MEN TARGETS (WITH RELATED PARTS)

USED ON "AMBUSH GUN"

B-7521 (SHOWN)
USED WITH TARGETS
30C-396-4
30C-396-5
30C-396-8

B-7520
USED WITH TARGETS
30C-396-1
30C-396-2

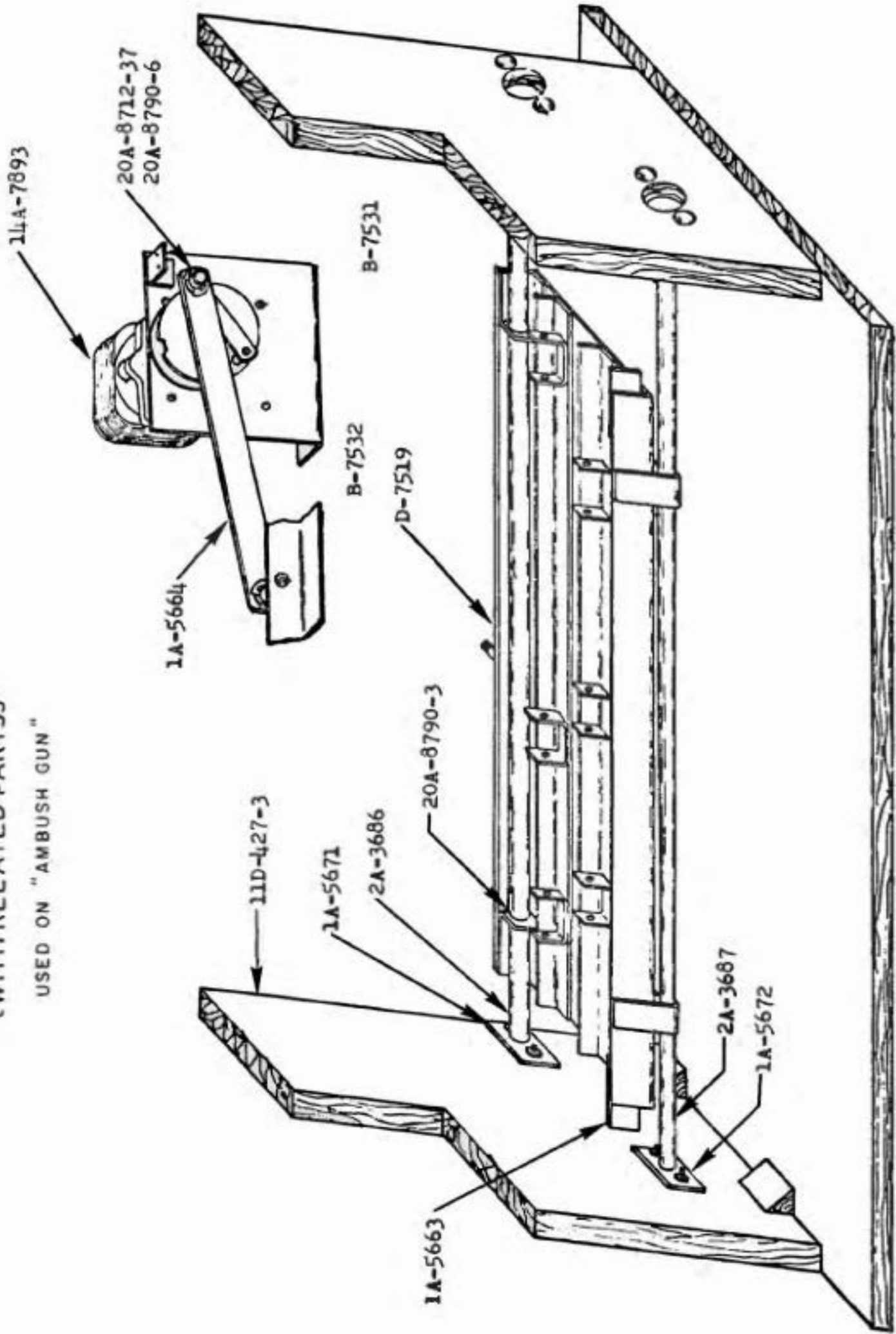


RACK ASSEMBLY

D-7519

(WITH RELATED PARTS)

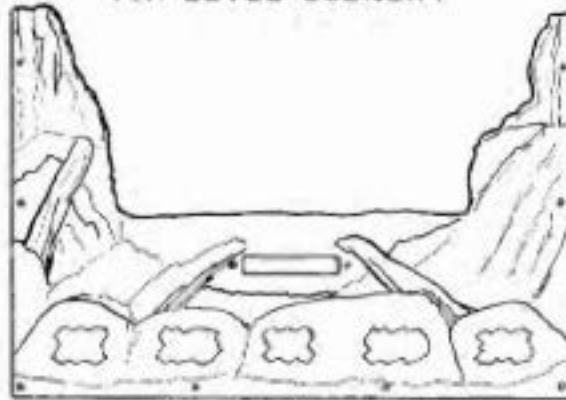
USED ON "AMBUSH GUN"



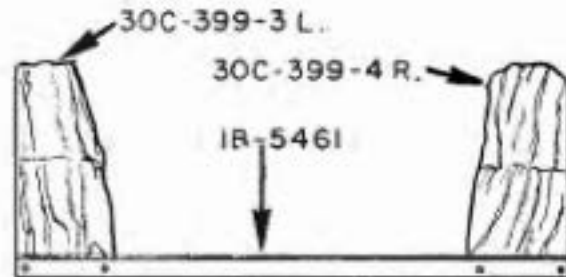
" SNIPER GUN " - SCENERY PARTS



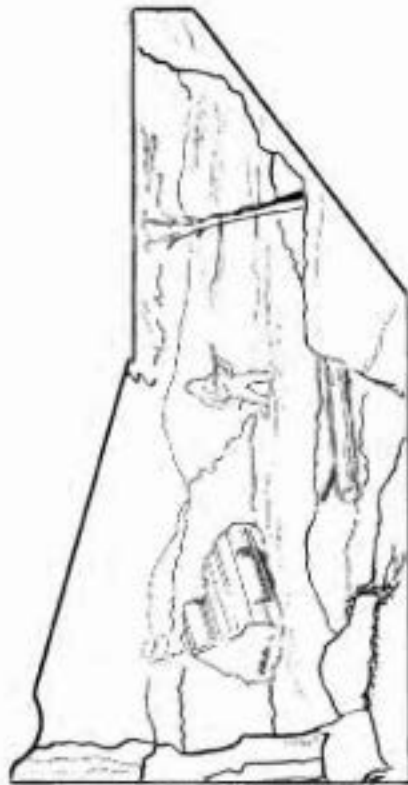
30C-399-5
4TH LEVEL SCENERY



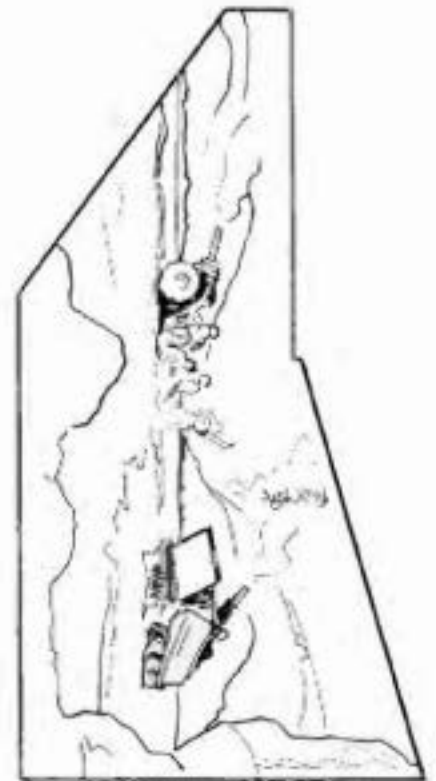
30C-399-6
5TH LEVEL SCENERY



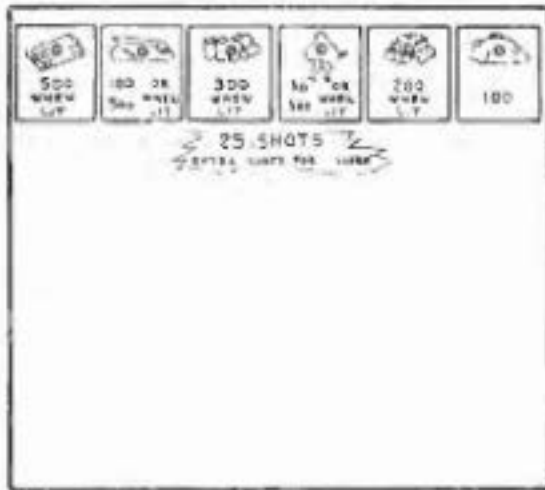
30C-399-3 L.
30C-399-4 R.
IR-5461
3RD LEVEL SCENERY



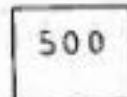
30C-399-8
CABINET SCENERY



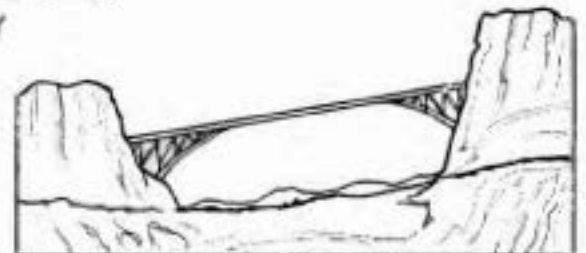
30C-399-9
CABINET SCENERY



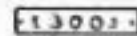
30C-399-10
INSTRUCTION CARD SCENERY



30C-399-17
500 TARGET



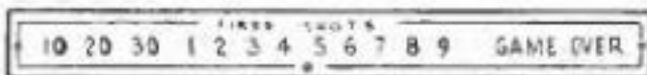
30C-399-2
2ND LEVEL SCENERY



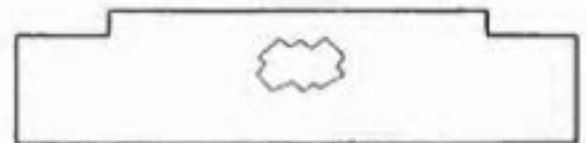
30C-399-20
300 PLASTIC



30C-399-7
SCENERY LEVEL 5A



30C-399-19
SHOTS FIRED PLASTIC

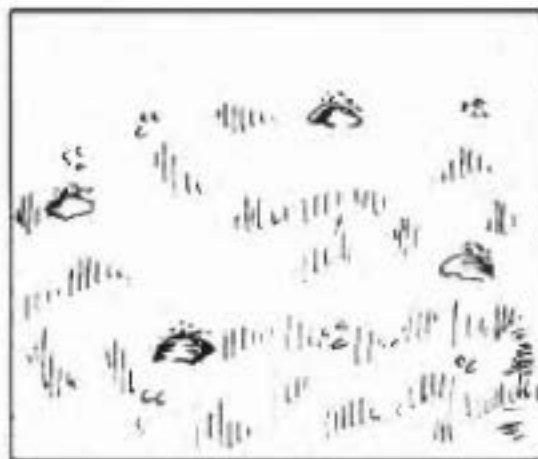


30C-399-1
SCENERY LEVEL # 1

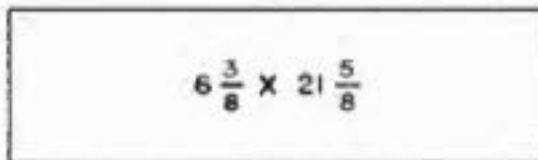
"JUNGLE DRUMS" - SCREENED PARTS



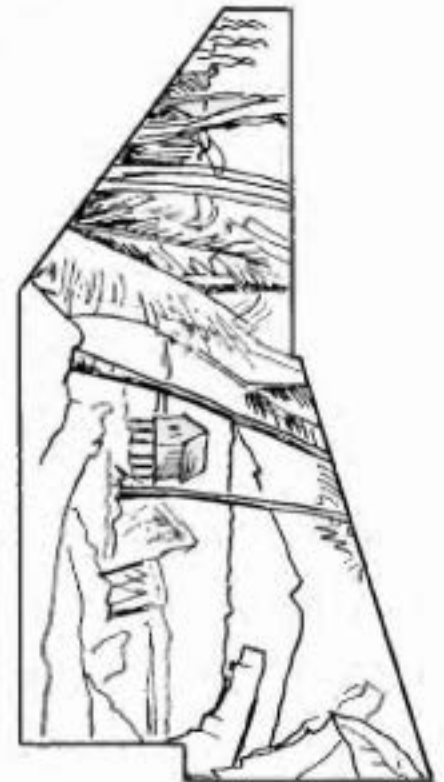
30D-405-2
CABINET SCENERY
(LEFT SIDE)



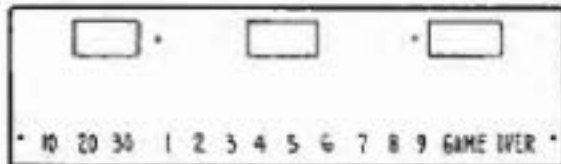
30D-405-3
CABINET SCENERY BACK



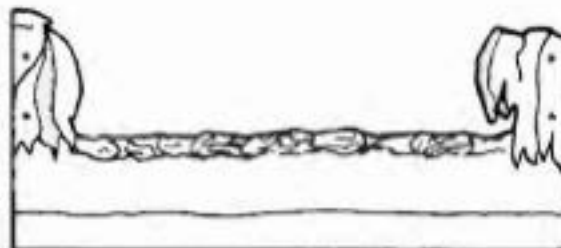
6 $\frac{3}{8}$ X 21 $\frac{5}{8}$
30C-405-4
BLACK LIGHT-CABINET SCENERY



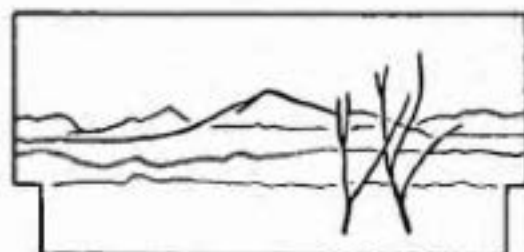
30D-405-1
CABINET SCENERY
(RIGHT SIDE)



30C-405-5
TARGET SCENERY-ACETATE



30D-405-6
GORILLA FRONT



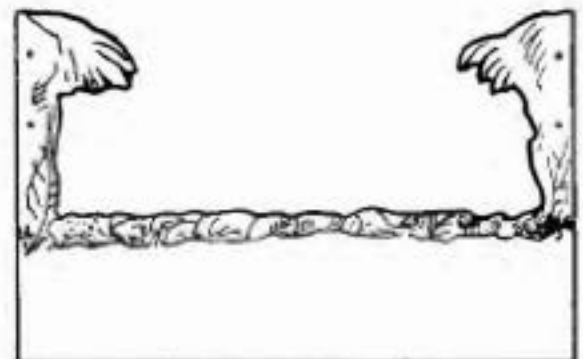
30D-405-11
BACKGROUND LOWER



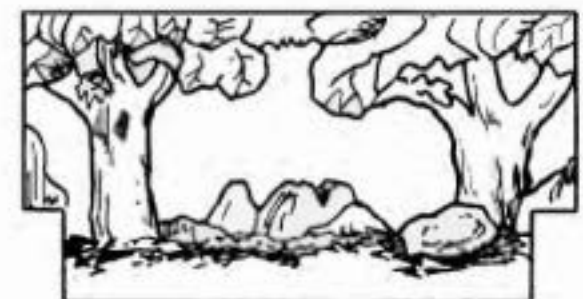
30C-405-8 (A & B)
MONKEY UPPER



30C-405-9 (A & B)
MONKEY LOWER



30D-405-7
GORILLA REAR



30D-405-10
BACKGROUND UPPER

"STOCKADE GUN" TARGETS & SCENERY



30C-395-1
INDIAN-LEAPER



30C-395-2
DESPERADO-LEAPER



30C-395-3
INDIAN-CRAWLER



30C-395-4
DESPERADO-CRAWLER



30C-395-5
INDIAN-CROUCHER



30C-395-6
DESPERADO-CROUCHER



30C-395-7
INDIAN-STANDER



30C-395-8
DESPERADO-STANDER



30C-395-9
CHIEF



30C-395-10
CHIEF



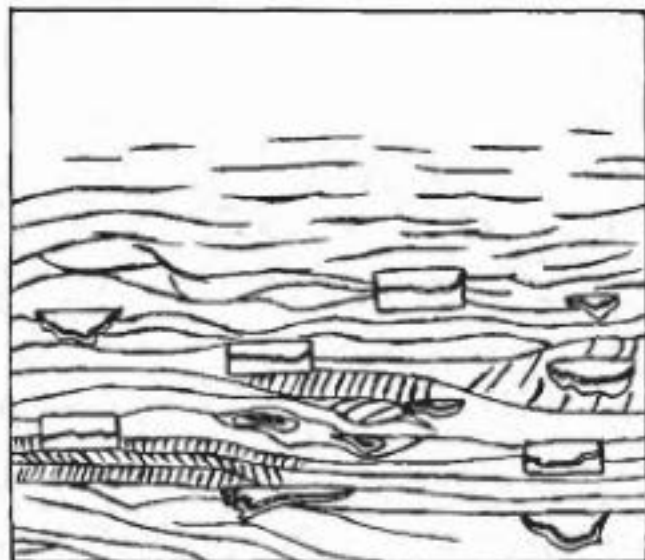
30C-395-11
SCENERY-VALLEY



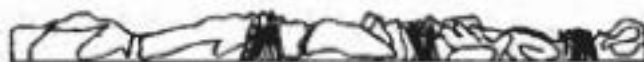
30C-395-12
SCENERY-BARRIER



30C-395-13
SCENERY-FLOOR



30C-395-14
SCENERY-FOREGROUND



30C-395-15
SCENERY-ROCKS



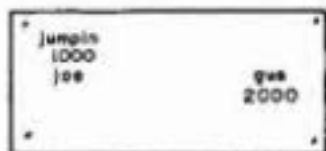
30C-395-16
SCENERY-R.H. SIDE



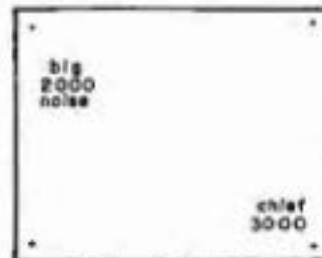
30C-395-17
SCENERY-L.H. SIDE



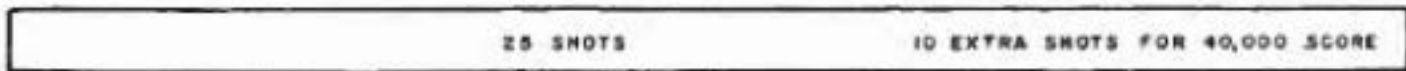
30C-395-18
BLACK LIGHT COVER



30C-395-19
INSERT COVER R.S.
BUTYRATE



30C-395-20
INSERT COVER L.S.
BUTYRATE



30C-395-21
INFORMATION COVER

"AMBUSH GUN" - TARGETS & SCENERY



30C-396-14
FOREGROUND



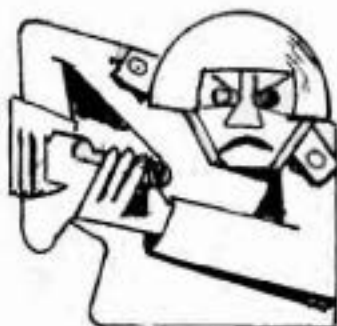
30C-396-15
BACKGROUND



30C-396-9
ROCKS



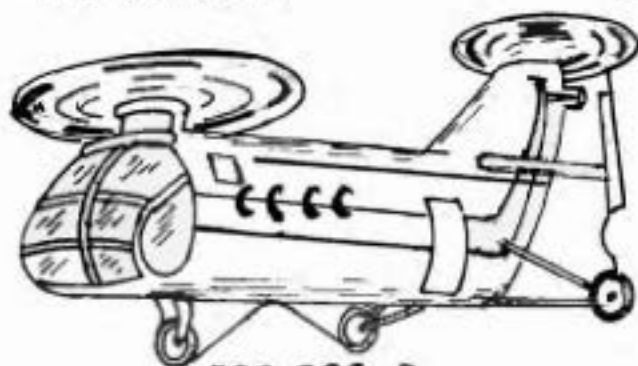
30C-396-5
MAN SOLDIER



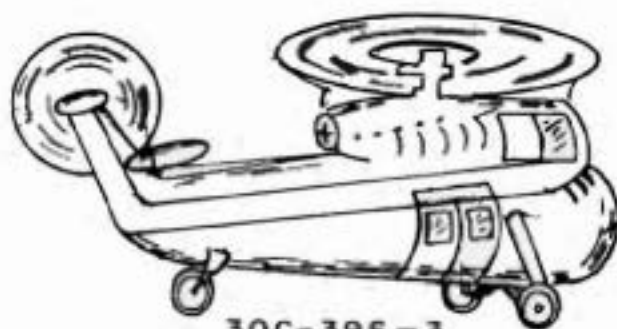
30C-396-4
MAN - SOLDIER



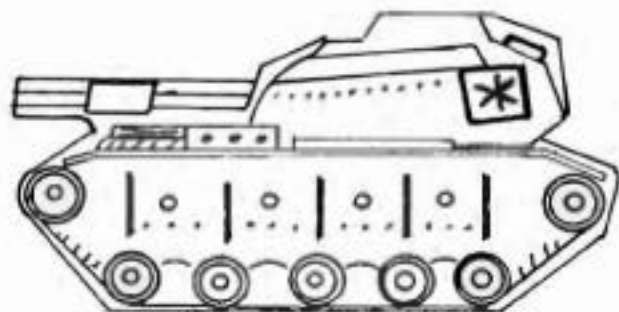
30C-396-8
MAN - SOLDIER



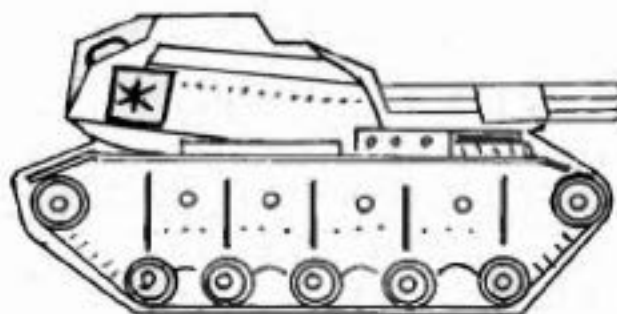
30C-396-7
HELICOPTER R



30C-396-3
HELICOPTER

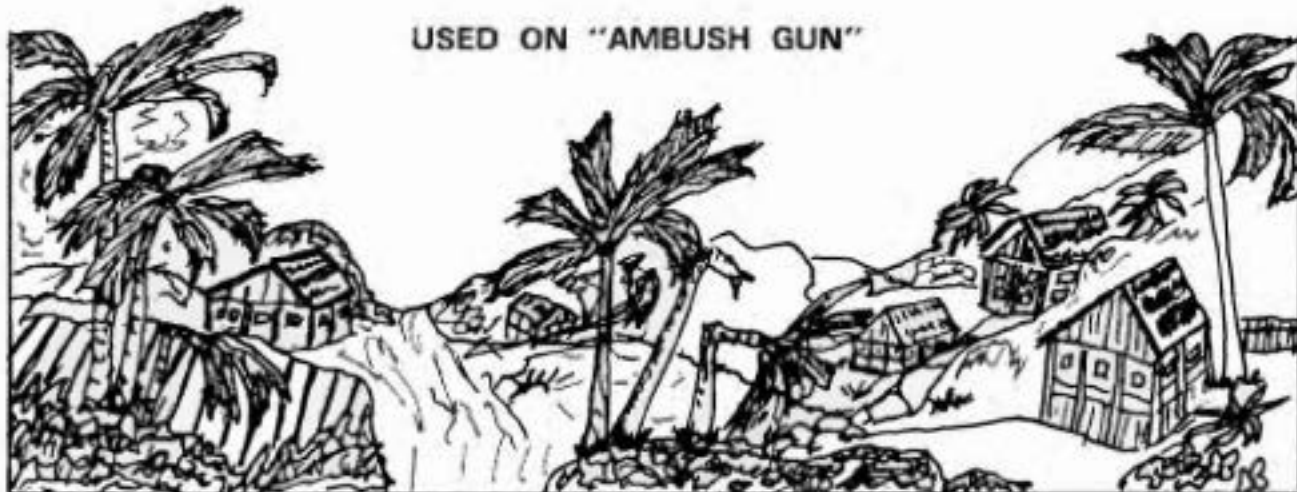


30C-396-2
VEHICLE-TANK



30C-396-1
VEHICLE-TANK

USED ON "AMBUSH GUN"



30C-396-12
JUNGLE SCENERY



30C-396-10
SCENERY SIDE



30C-396-13
SCENERY SIDE

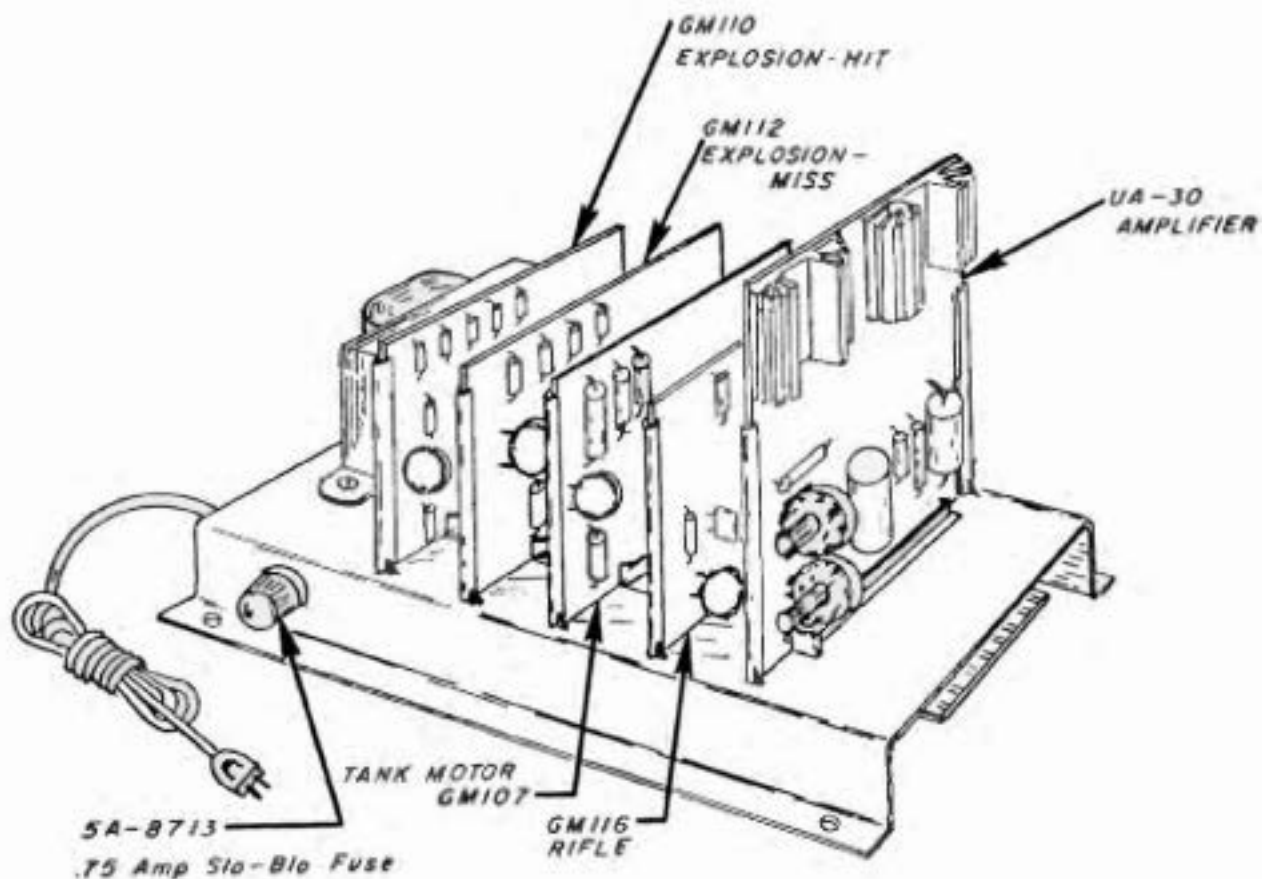


30C-396-11
HUTS-SCENERY

SOUND SYSTEMS

(20B-9030)

Used On Sniper Gun



20A-9031

USED ON "JUNGLE DRUMS"

GM-143	GORILLA GROWL
GM-138	RIFLE SHOT
GM-139	BIRD SQUEAL
GM-142	DRUMS
GM-140	MONKEY CHATTER
UA-30A	AMPLIFIER
5A-8713	FUSE
	(3/4 AMP - SLO-BLO)

20A-9049

USED ON "STOCKADE GUN"

GM-162	INDIAN WHOOP
GM-116A	RANDOM-
	RIFLE SHOT
GM-138	RIFLE SHOT
UA-30A	AMPLIFIER
5A-8713	FUSE
	(3/4 AMP - SLO-BLO)

20A-9055

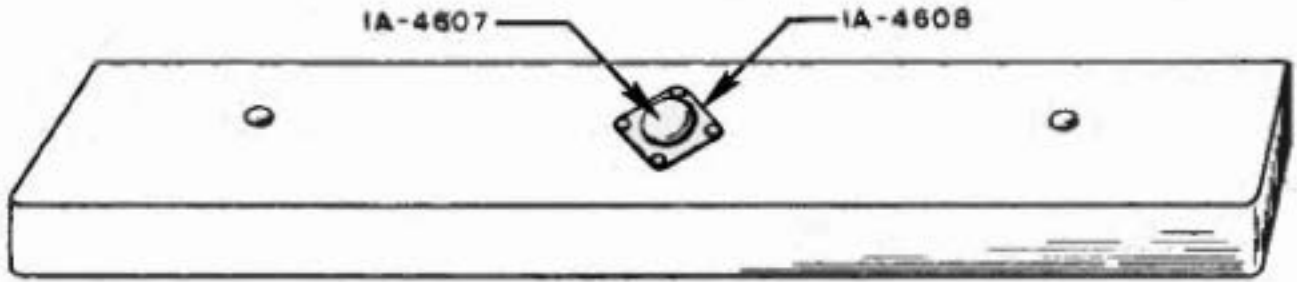
USED ON "AMBUSH GUN"

GM-110A	EXPLOSION
GM-120	HELICOPTER
UA-10A	AMPLIFIER
5A-8761	FUSE
	(1/4 AMP - SLO-BLO)

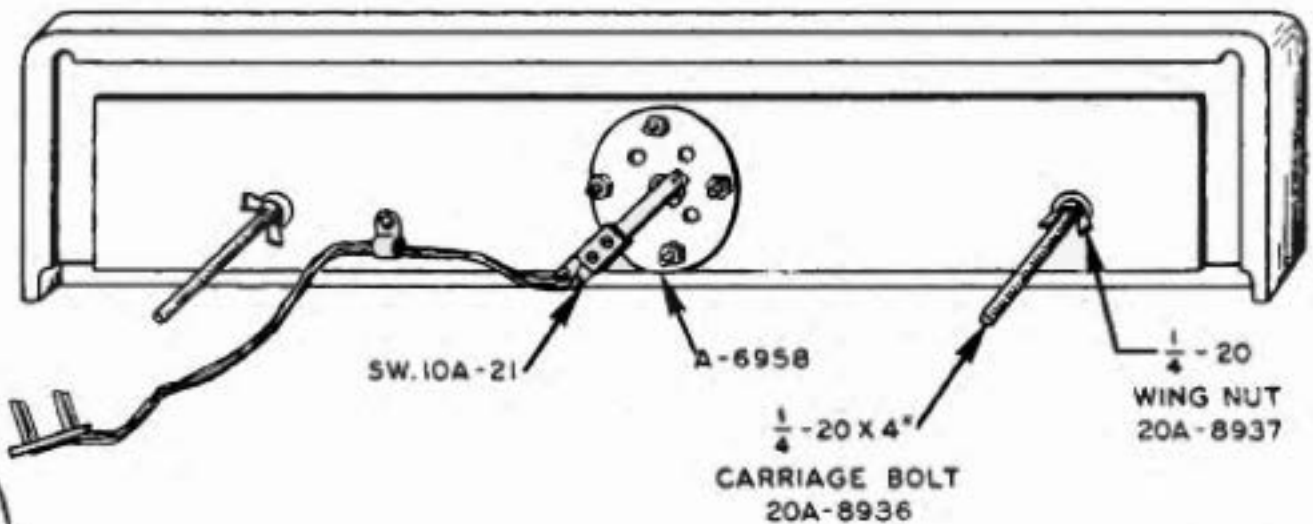
NOTES

FRONT MOULDING - "WINNER"

USED ALSO ON "4 ACES" AND "ZODIAC" (FLIPPERS)



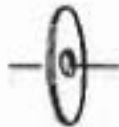
C-6972 - COMPLETE WITH ALL HARDWARE
 IID-273 - MOULDING (WOOD ONLY)



A-6958



10A-303



20A-8715-33



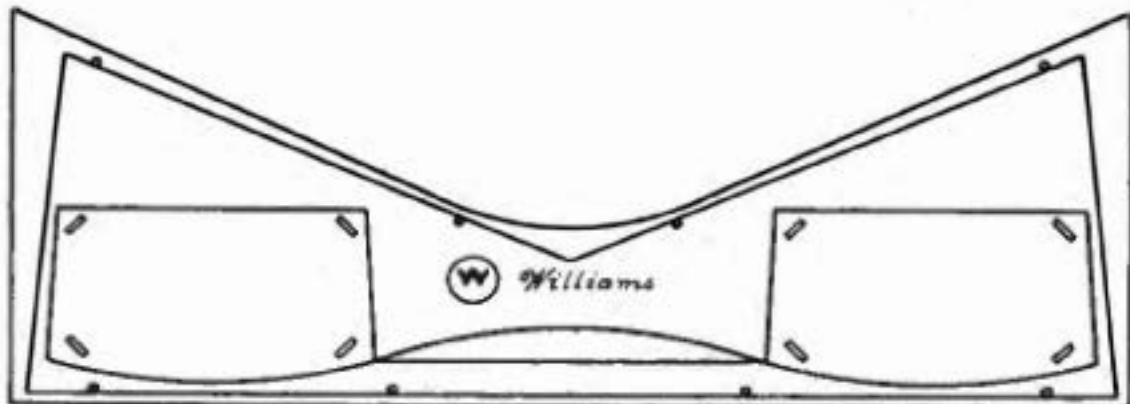
2A-3411



IA-4608



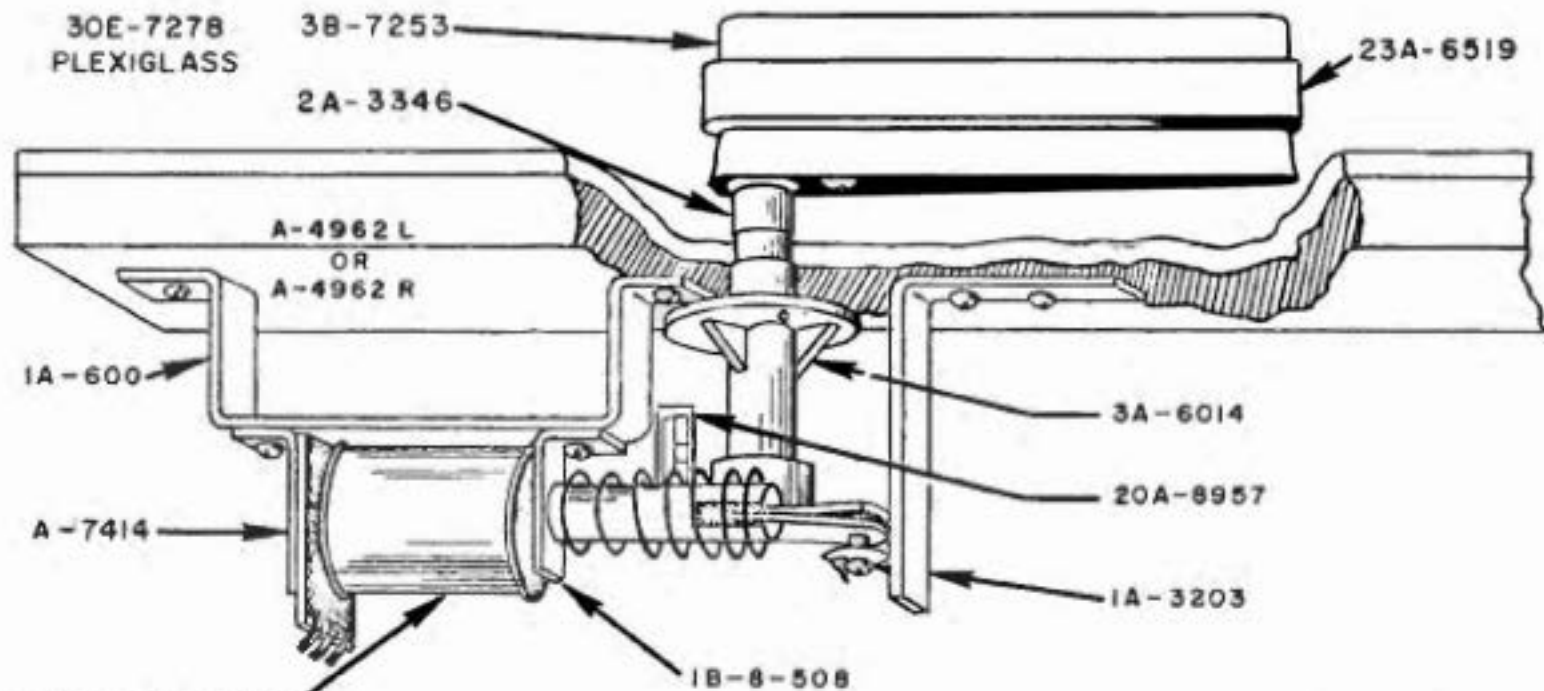
IA-4607



300-5327 BOTTOM ARCH

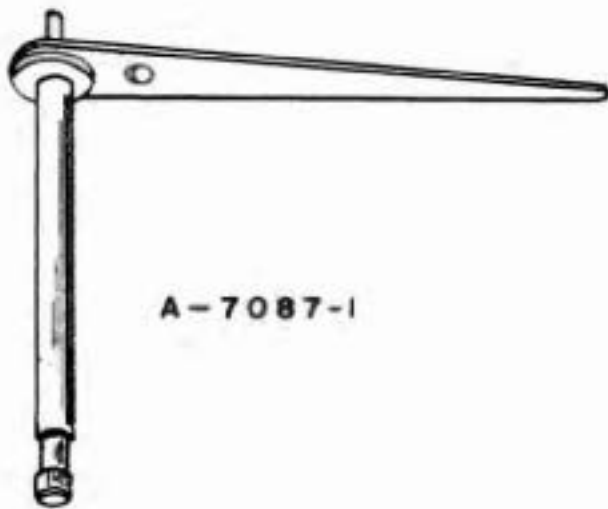
B-7060-I 3" FLIPPER & COIL ASSEMBLY

USE ON "WINNER"



FL20-300-28-400
(BOTTOM FLIPPER)
FL21-300-28-400
(TOP FLIPPER)

B-7060-IL OR B-7060-IR
COMPLETE ASSEMBLY



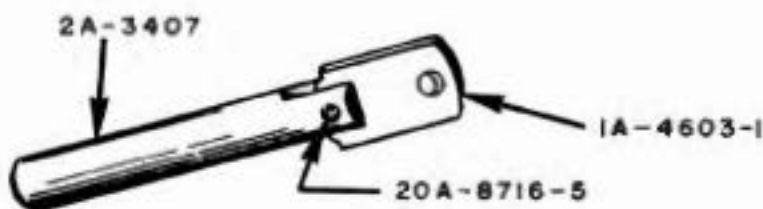
A-7087-1



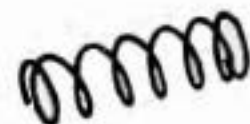
A-4962 L
LEFT FLIPPER
PAWL



A-4962 R
RIGHT FLIPPER
PAWL

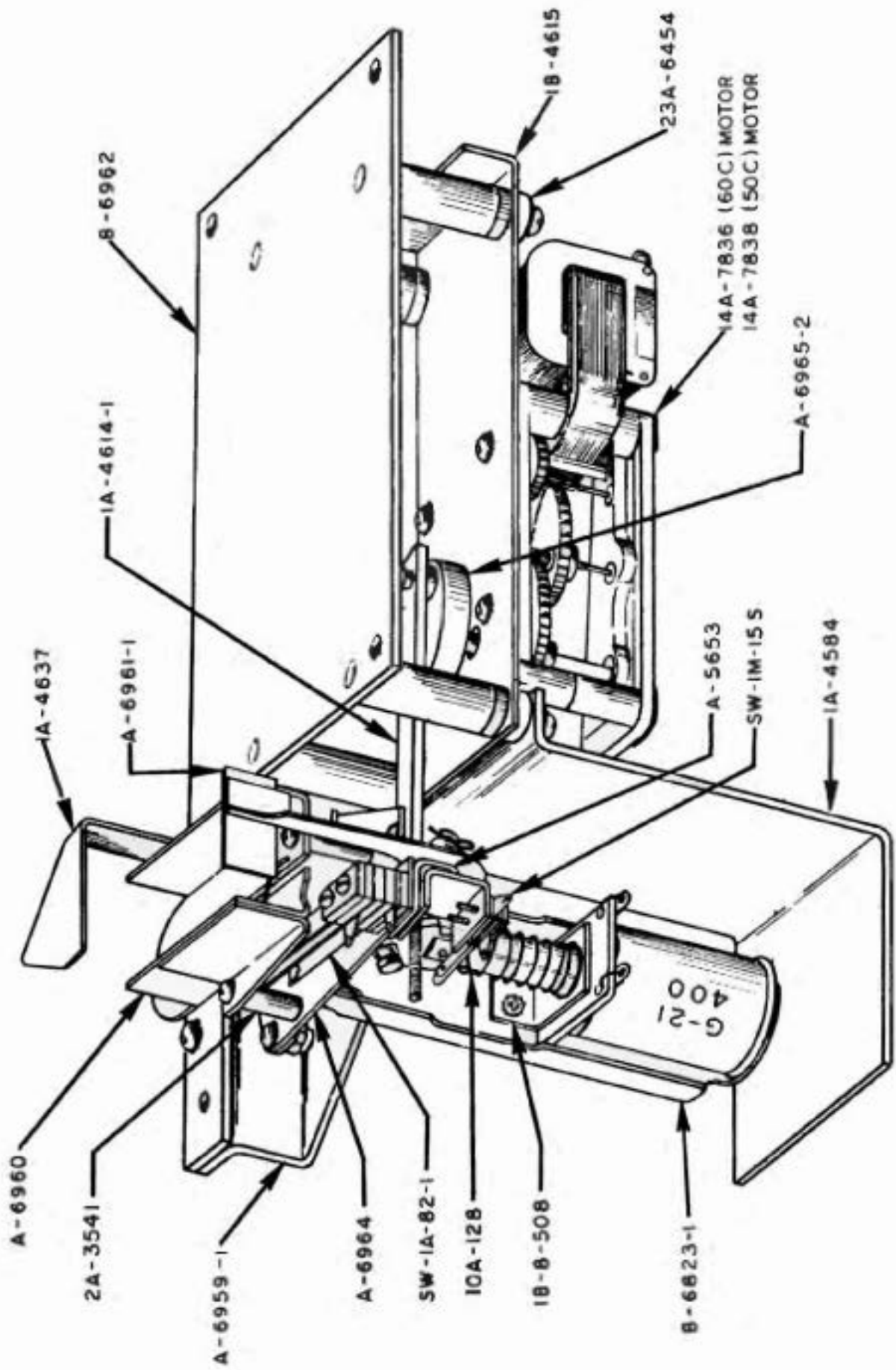


A-6939-1

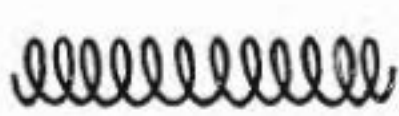
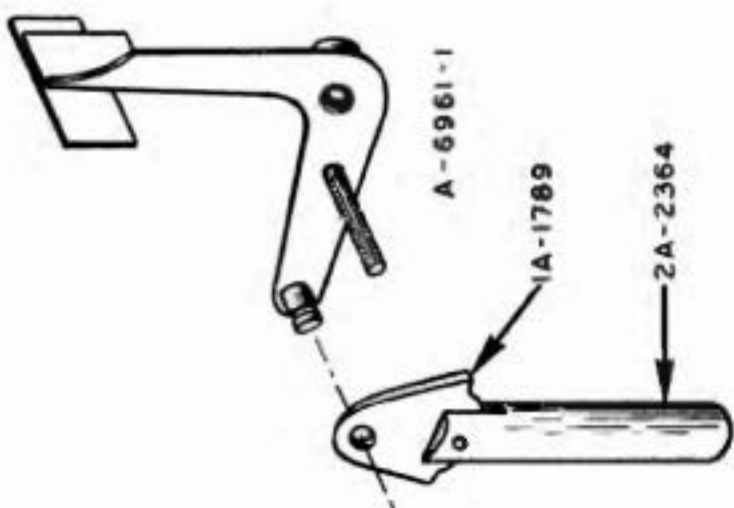


10A-135

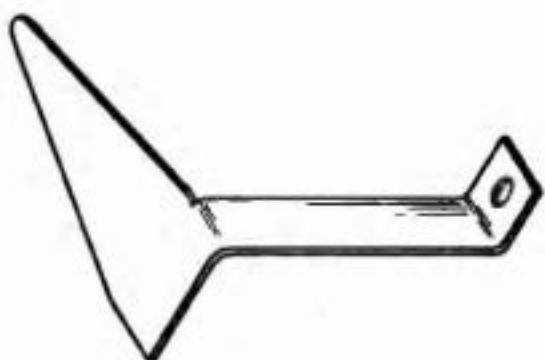
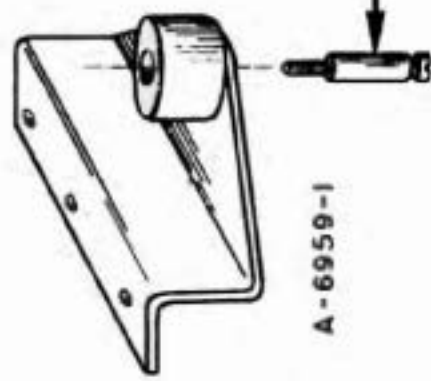
C-6978-2 BALL SHOOTER UNIT (WINNER)



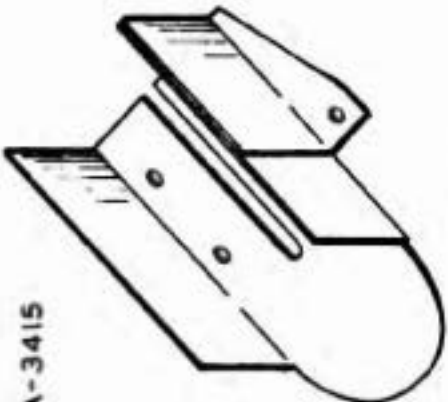
PARTS FOR BALL SHOOTER UNIT



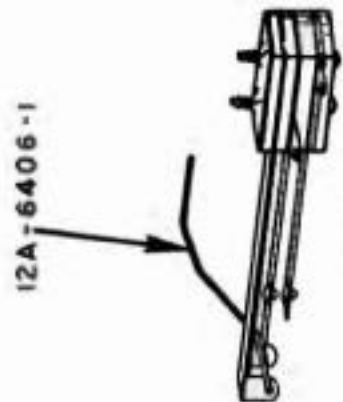
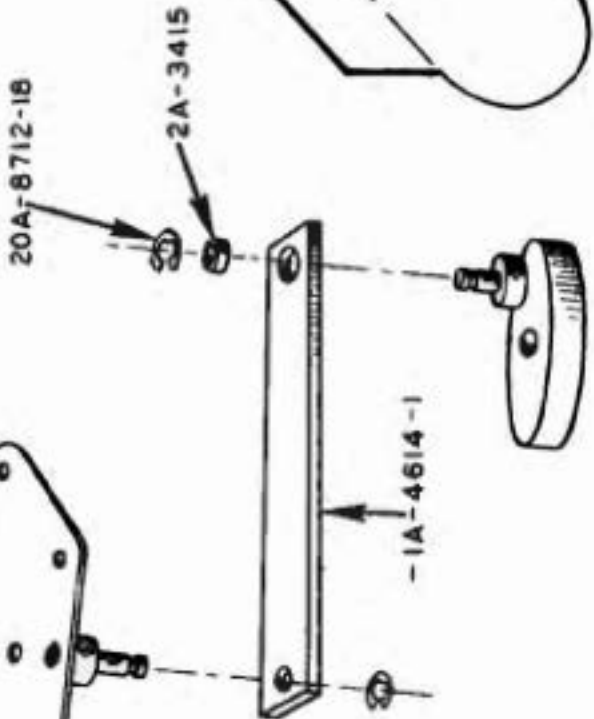
10A-128



1A-4637



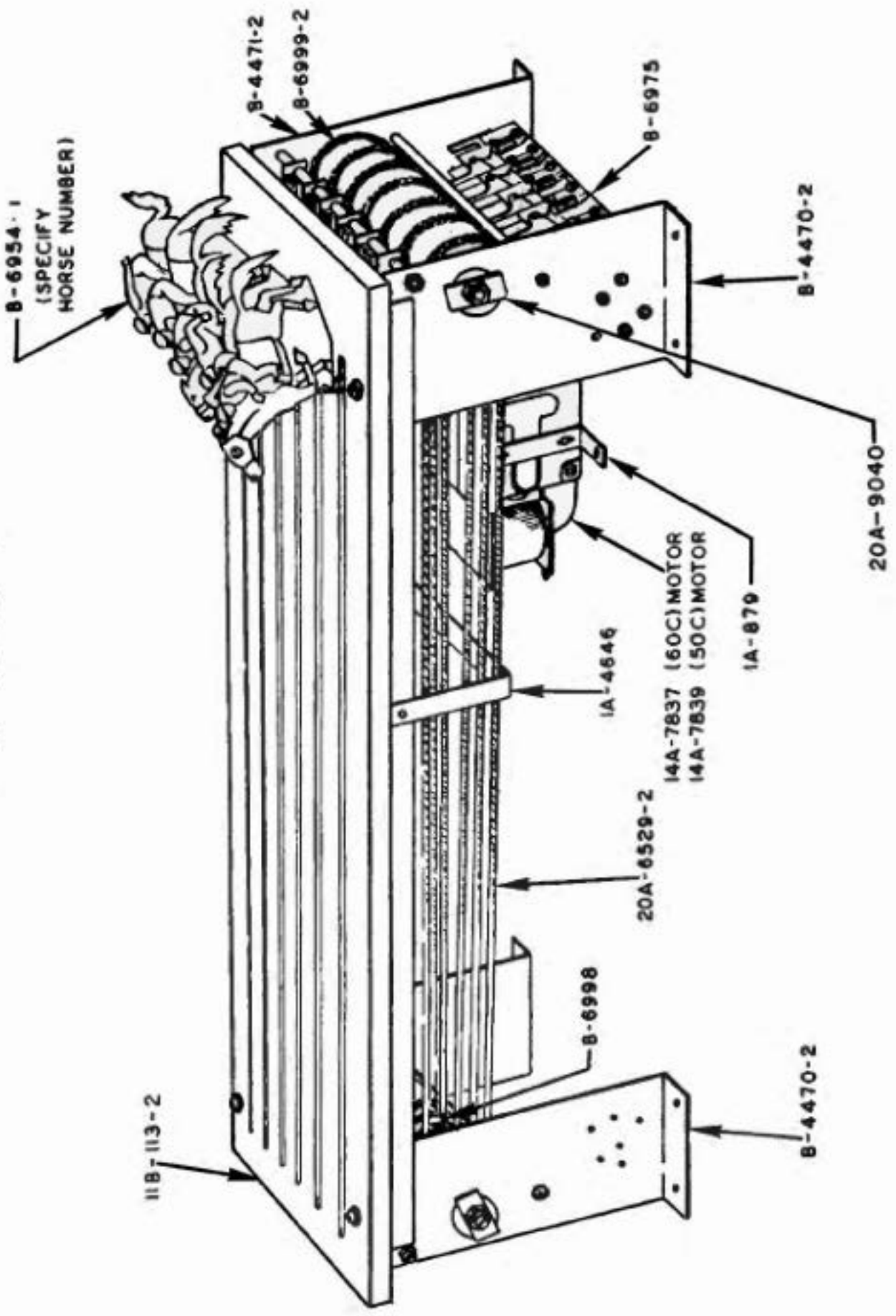
A-6960



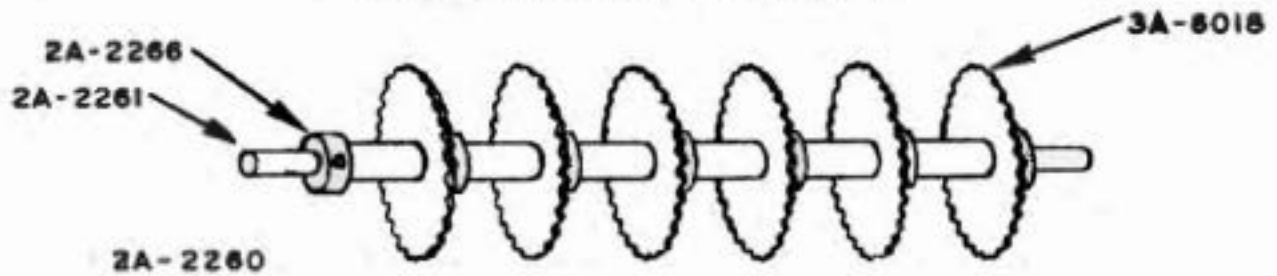
5W. 1A-82-1

HORSE UNIT COMPLETE - WINNER

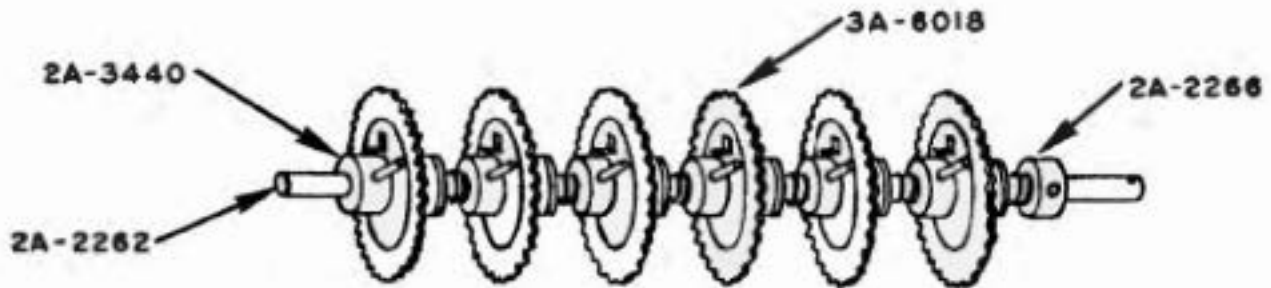
E-6979-1



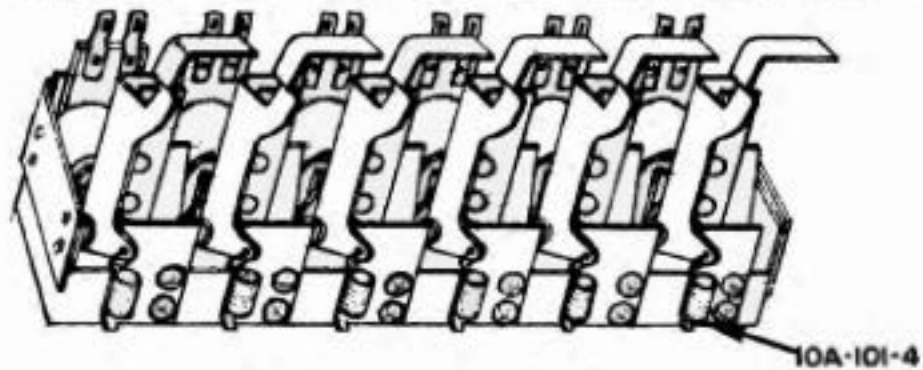
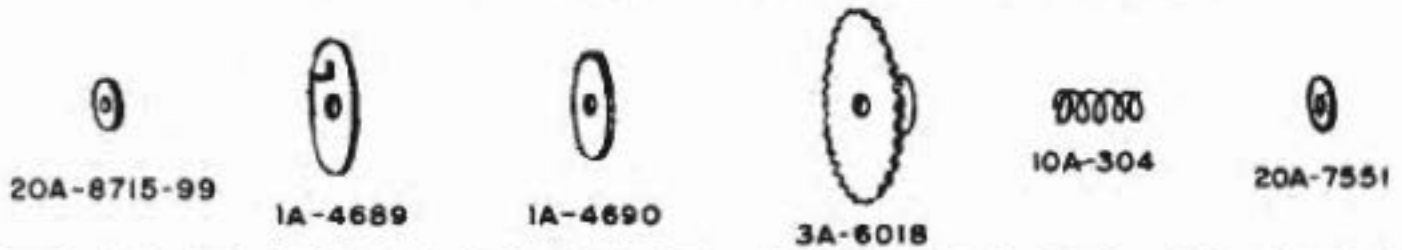
HORSE UNIT PARTS



B-6998 #1 (FREE WHEELING) SPROCKET ASSEMBLY



B-6999-2 #2 (CLUTCH TYPE) SPROCKET ASSEMBLY



B-6975 BRAKE RELAY ASSEMBLY



A-4488-1



A-6892

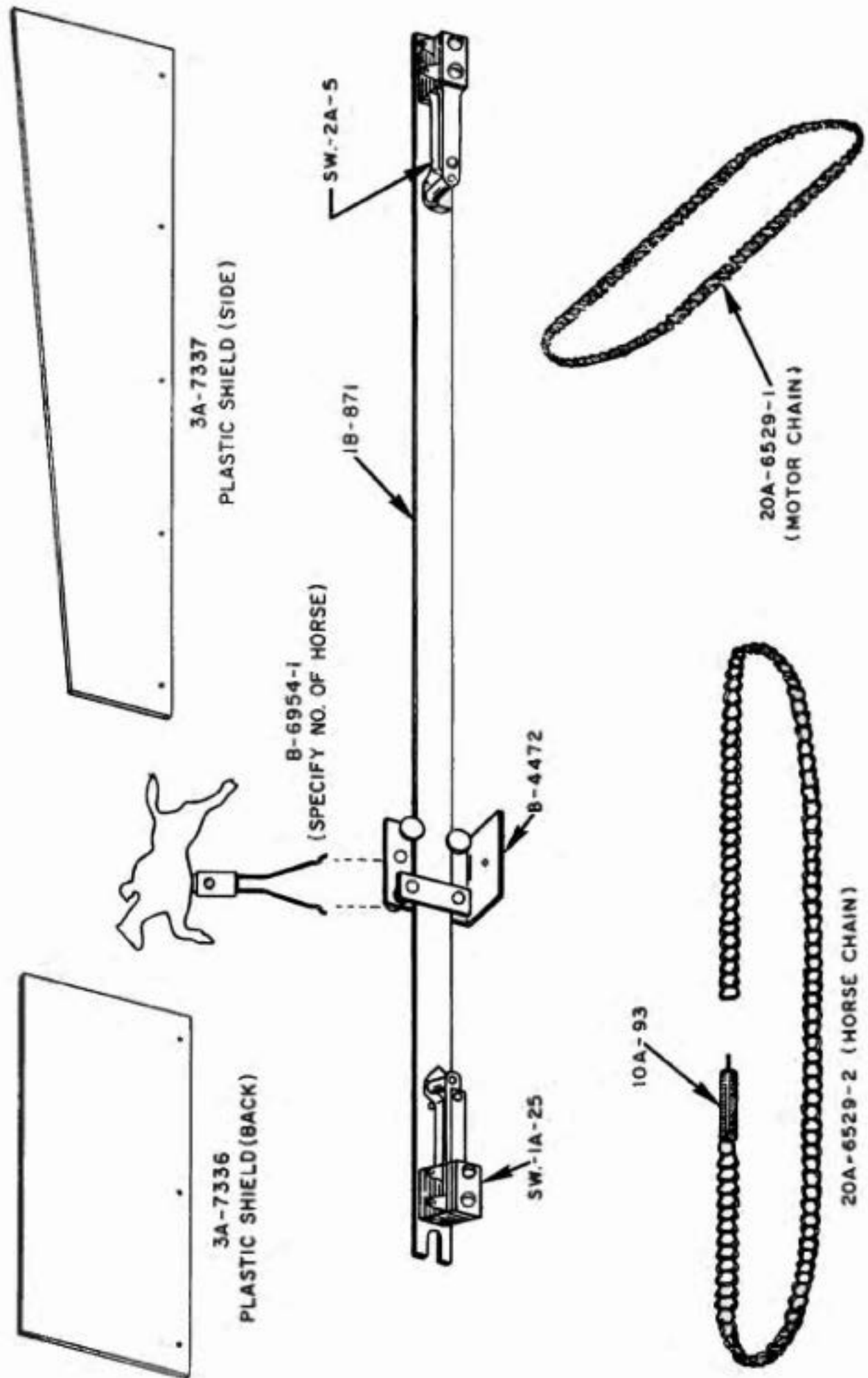


A-6967



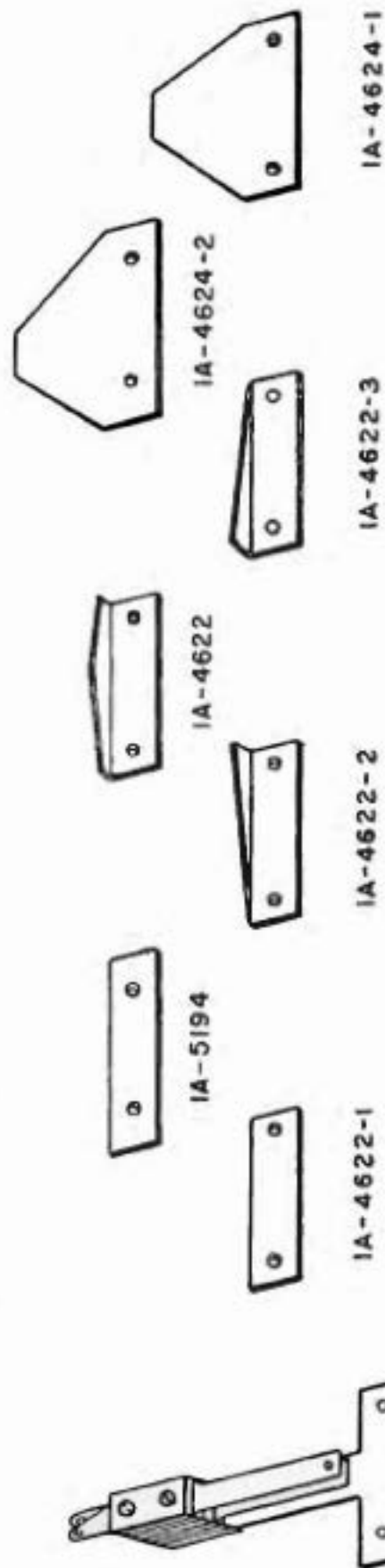
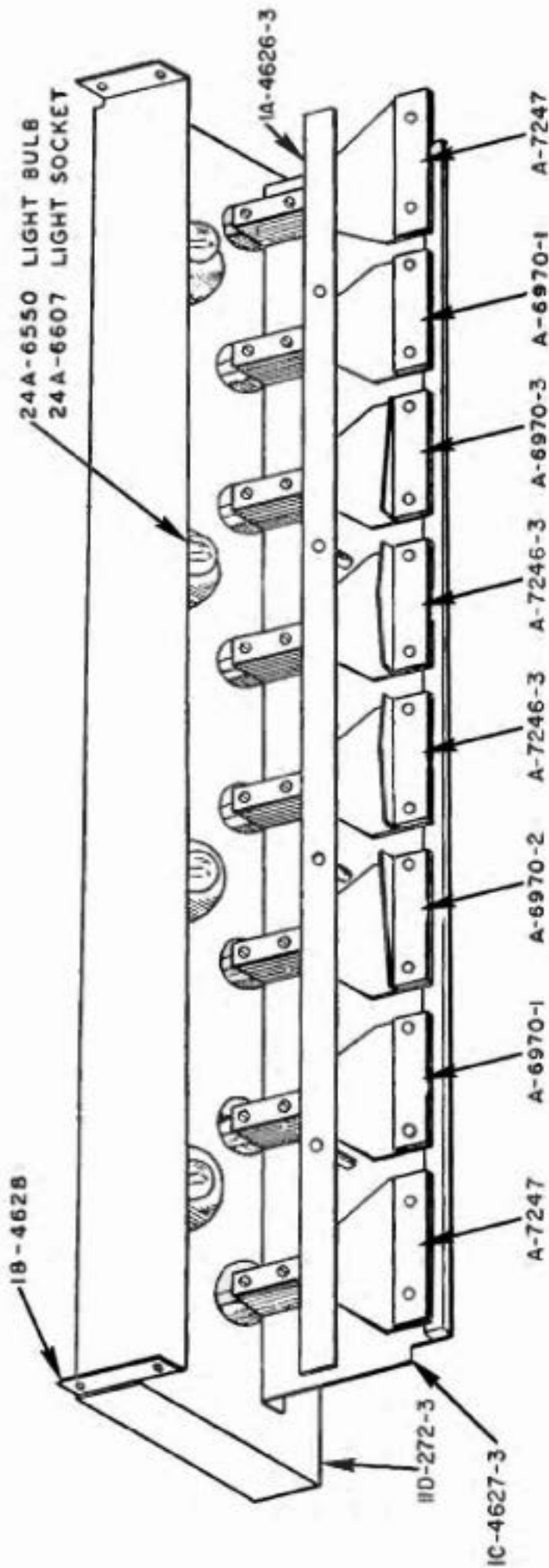
HORSE RELEASE COIL
M2-29-1000

PARTS FOR HORSE UNIT - WINNER



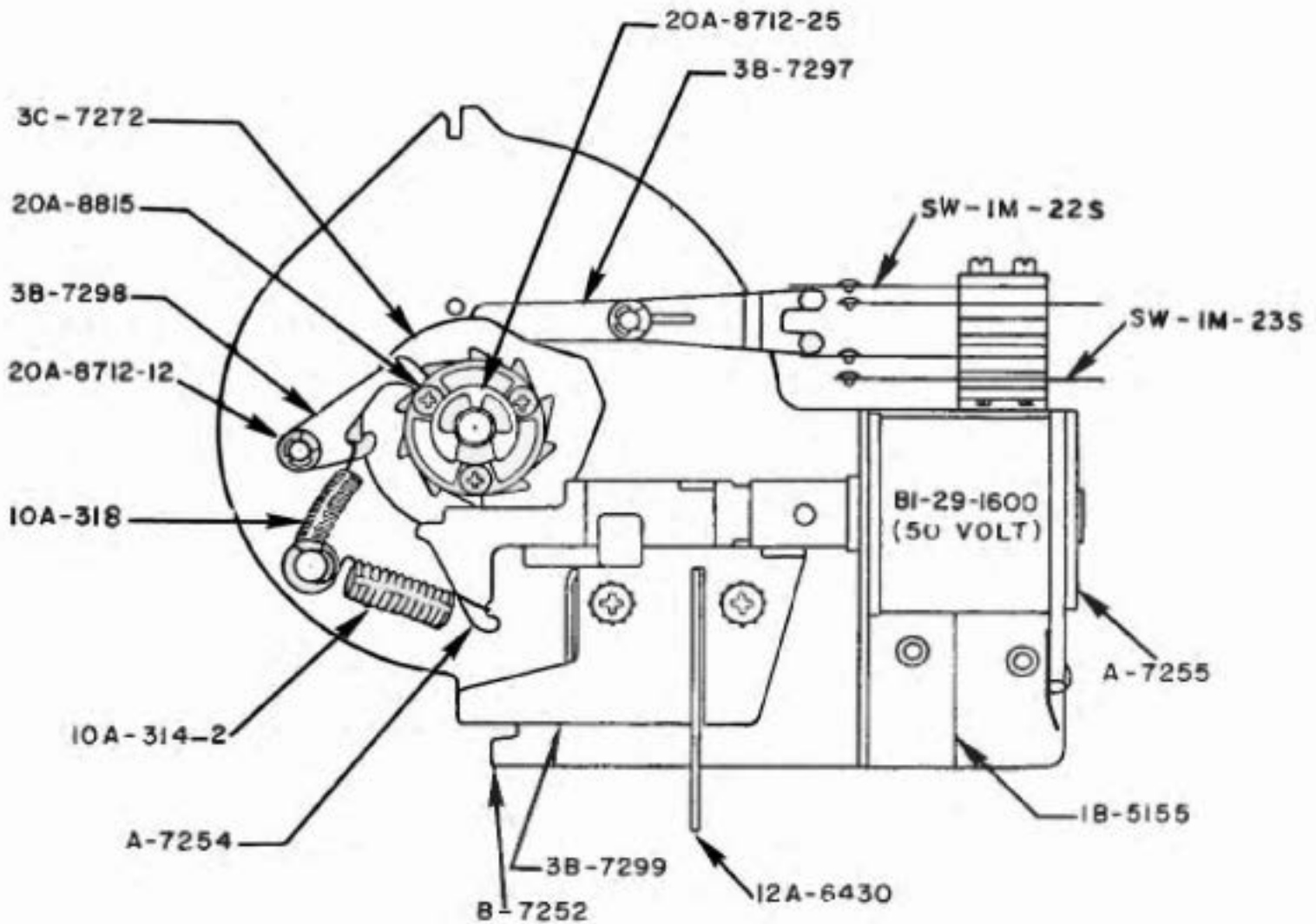
TARGET PANEL ASSEMBLY -- "WINNER"

D-6973-3



D-7251-1 10 STEP 3" DRUM UNIT

WITHOUT PRINTED CIRCUIT & CONTACT RING - WITH 9TH POSITION SWITCH
(0, 10 AND 100 SCORE DRUMS)

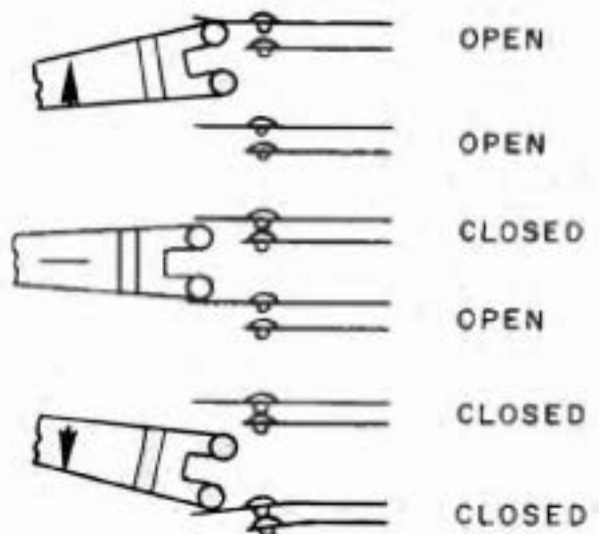


SWITCH ADJUSTMENT :

AT "0" OR INDEX POSITION BOTH SWITCHES ARE OPEN AS SHOWN.

AT 1ST TO 8TH POSITION TOP SWITCH IS CLOSED, BOTTOM SWITCH REMAINS OPEN

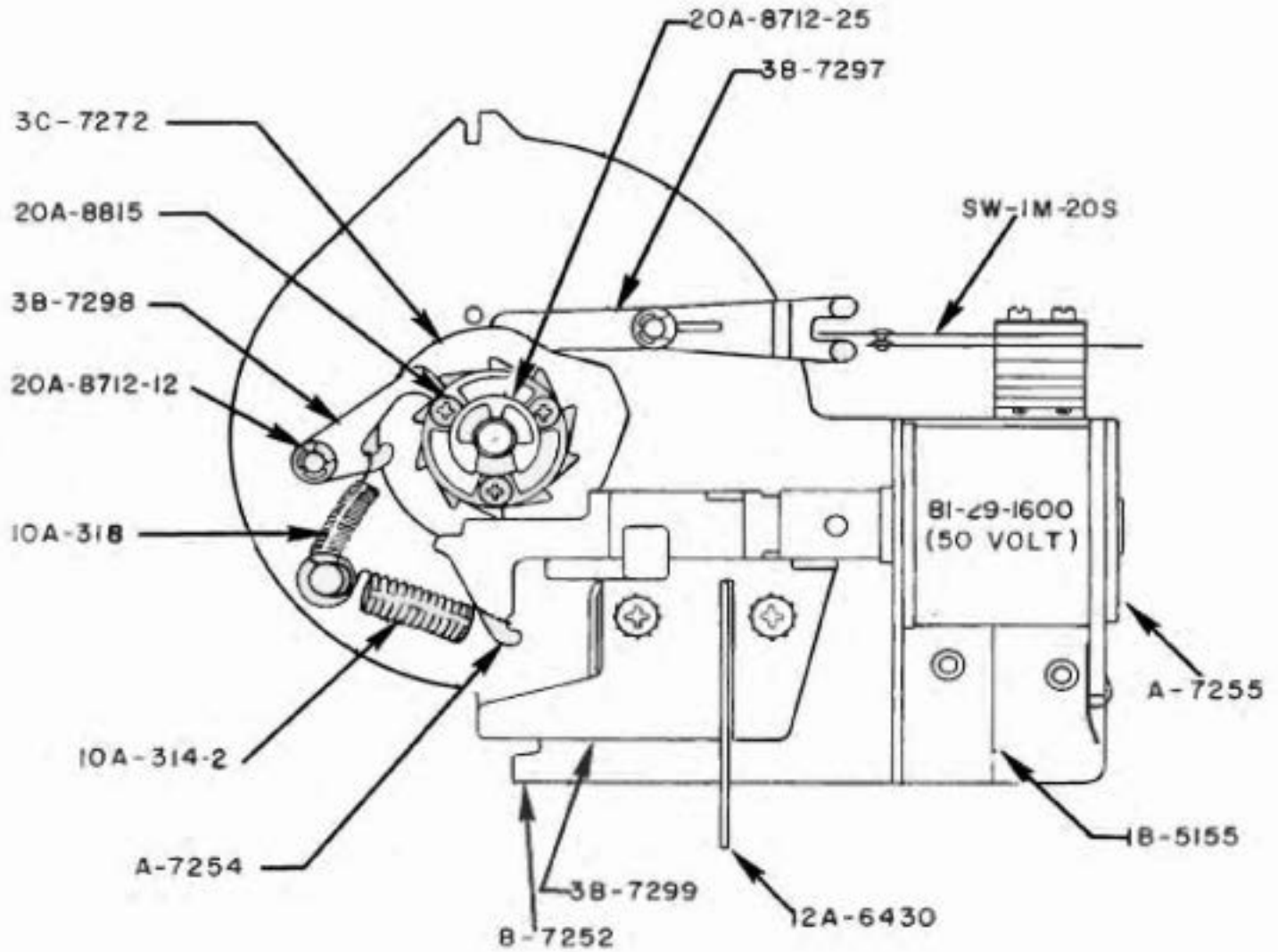
AT 9TH POSITION BOTH SWITCHES ARE CLOSED, AS SHOWN.



D-7251-1 10 STEP 3" DRUM UNIT

WITHOUT PRINTED CIRCUIT, CONTACT RING AND 9TH POSITION SWITCH.

(1-9 REEL FOR 1000 UNIT
1-10 REEL FOR FRAME UNIT)



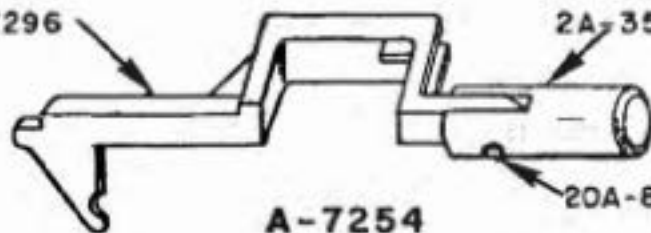
10 STEP UNIT PARTS

3" DRUM UNIT



3B-7297
SWITCH ACTUATOR

3B-7296



A-7254

DRIVE PAWL & ARMATURE

2A-3562-1

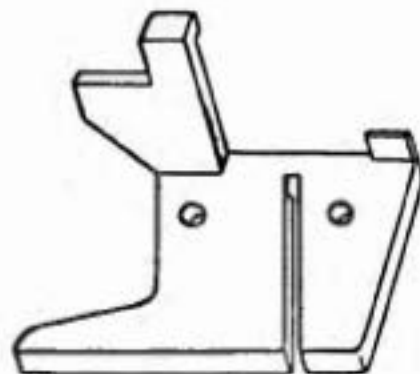
20A-8716-20



3C-7272
RATCHET & CAM



3B-7298
RATCHET STOP PAWL



3B-7299
BRACKET - DRIVE PAWL

3" SCORE DRUM REELS



30B-7295-1
"1-9", "10's", "100's"



30B-7295-2
FRAME UNIT

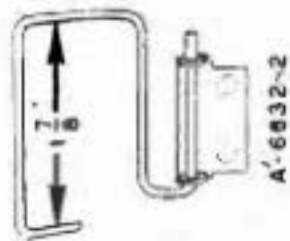


30B-7295-3
"THOUSANDS"

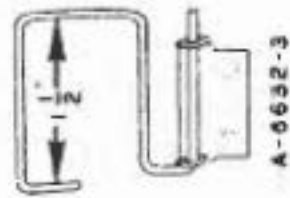


30B-7295-5
AMT. OF PLAYERS

ROLLOVER FORMS FOR BOWLER & SHUFFLE GAMES



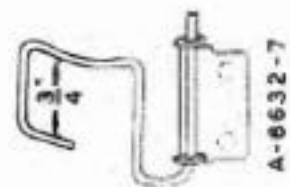
A-6632-2



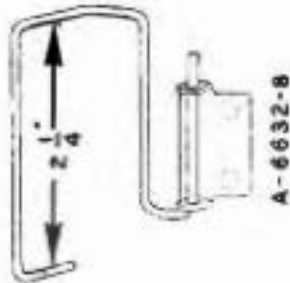
A-6632-3



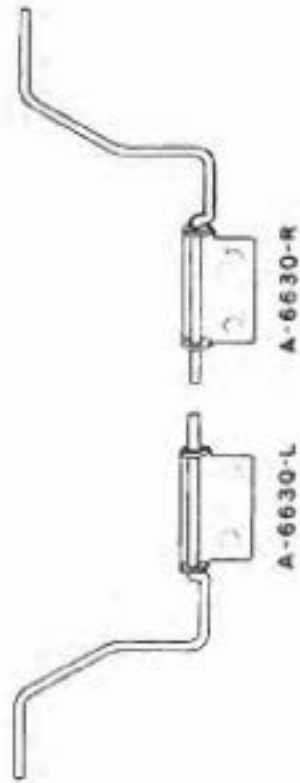
A-6632-6



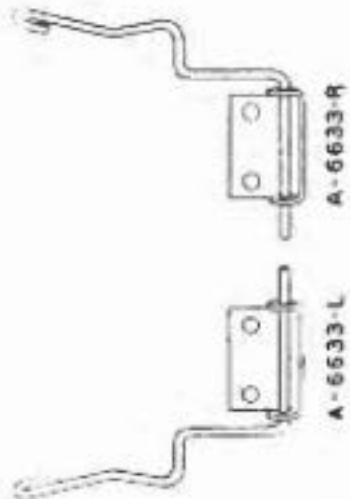
A-6632-7



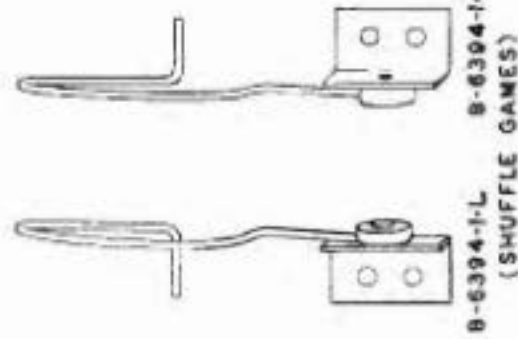
A-6632-8



A-6630-L



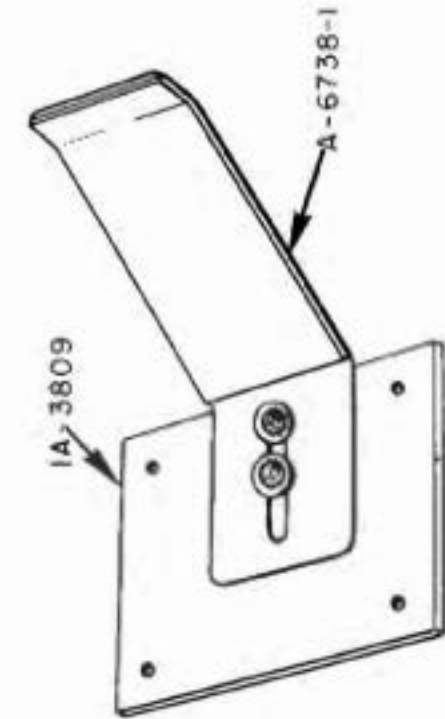
A-6630-R



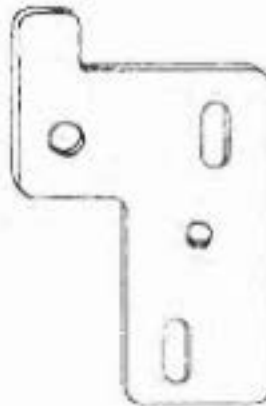
B-6394-I-L



B-6394-I-R



A-6738 BALL TRACK BRAKE ASS Y.

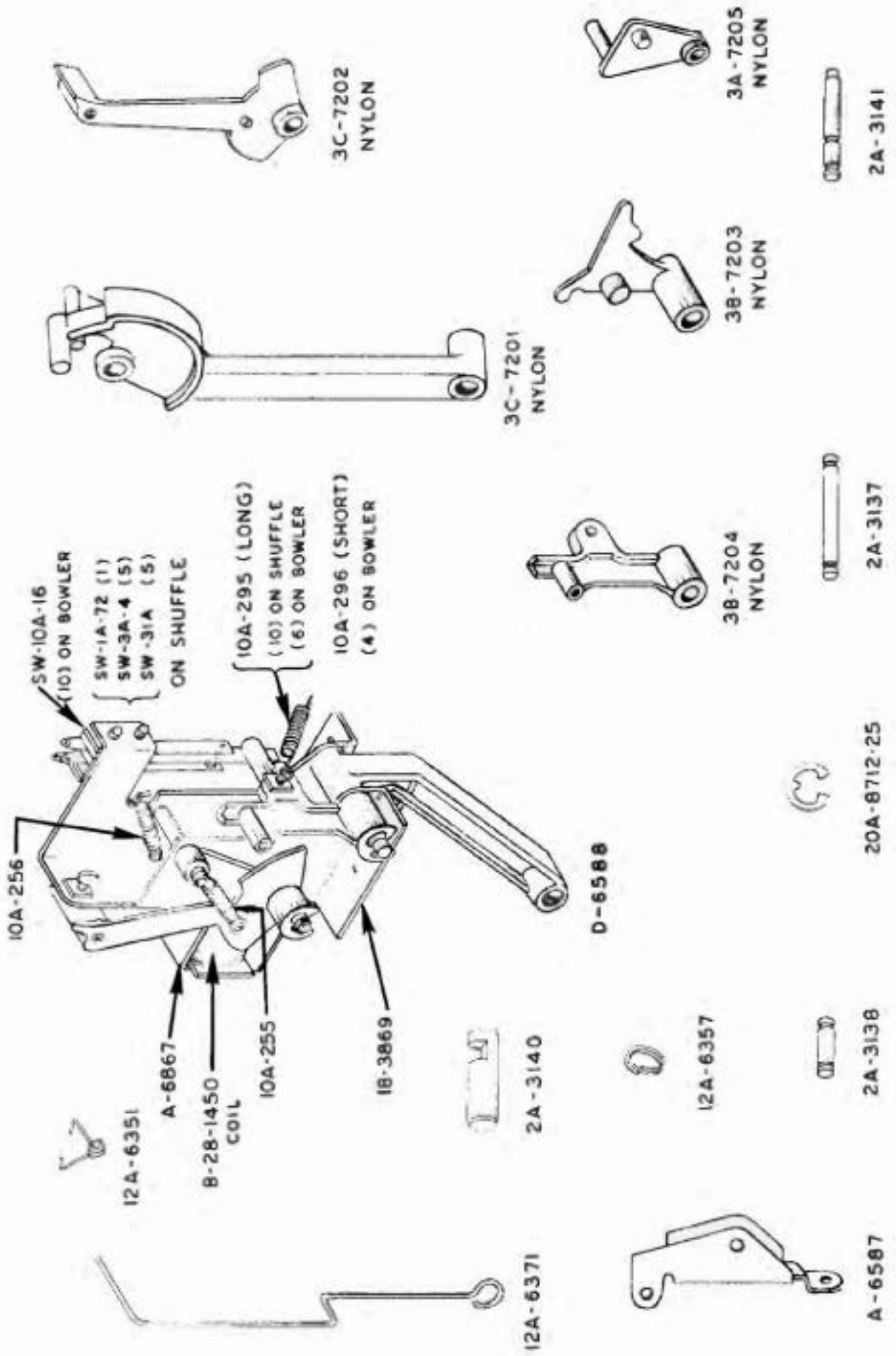


IA-2961 INSERT HINGE

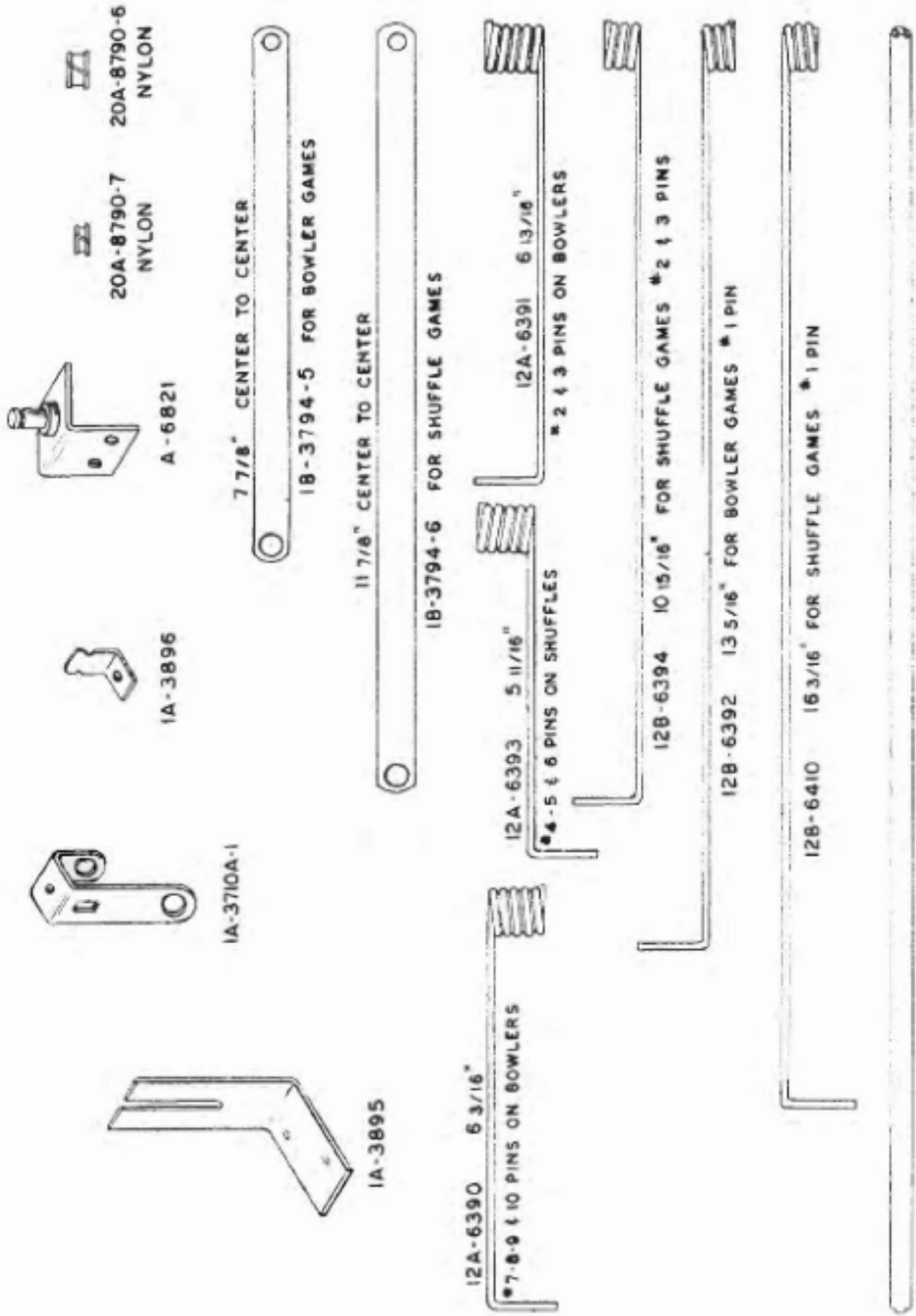


IA-2962-1
INSERT HINGE PIVOT

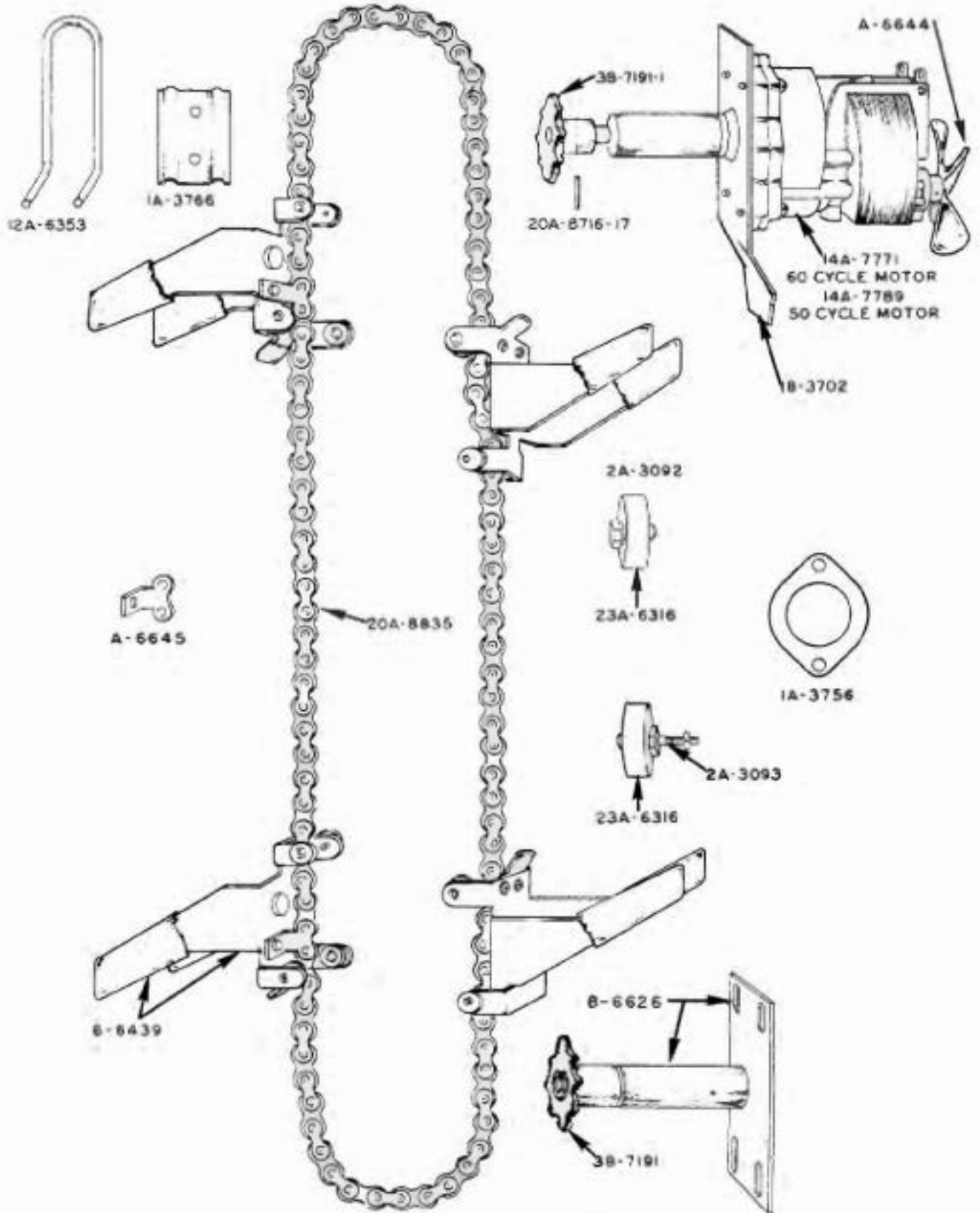
NEW PIN HANGER ASSEMBLY & RELATED PARTS
FIRST USED ON "TANGO" (SHUFFLE) & "AMAZON" (BOWLER) GAMES



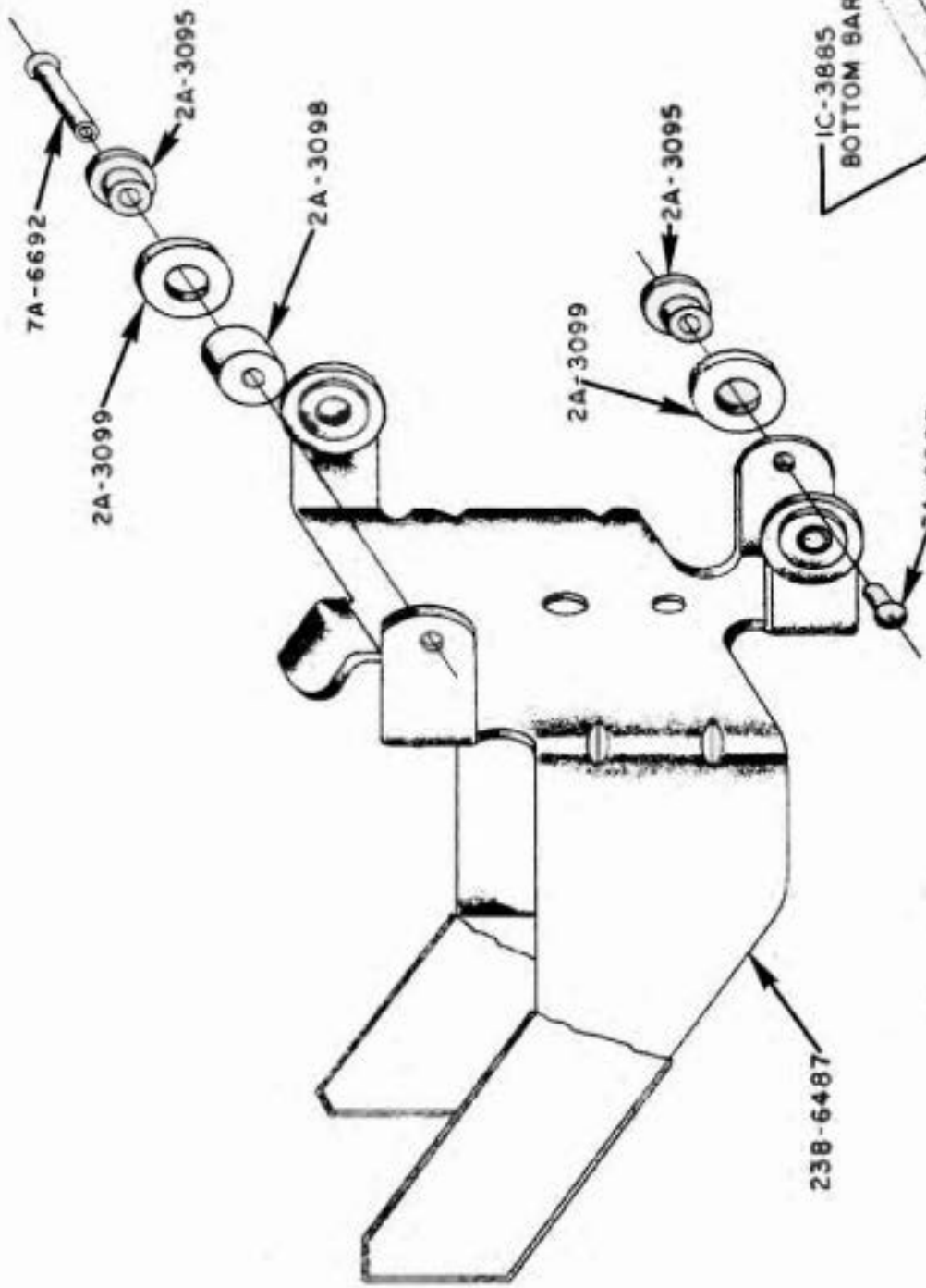
REPLACEMENT PARTS FOR NEW PIN HANGER UNIT
 FIRST USED ON "TANGO" (SHUFFLE) & "AMAZON" (BOWLER) GAMES



BALL LIFT PARTS FOR BOWLING ALLEY



C-6646
CHAIN WITH (4) BALL LIFT CARRIAGES



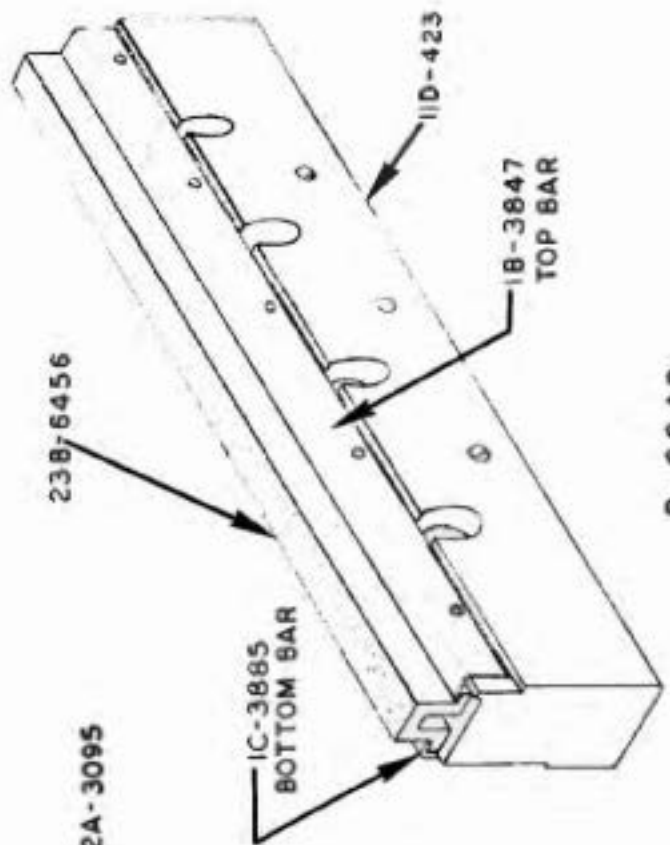
B-6439

BALL LIFT CARRIAGE



20A-8832

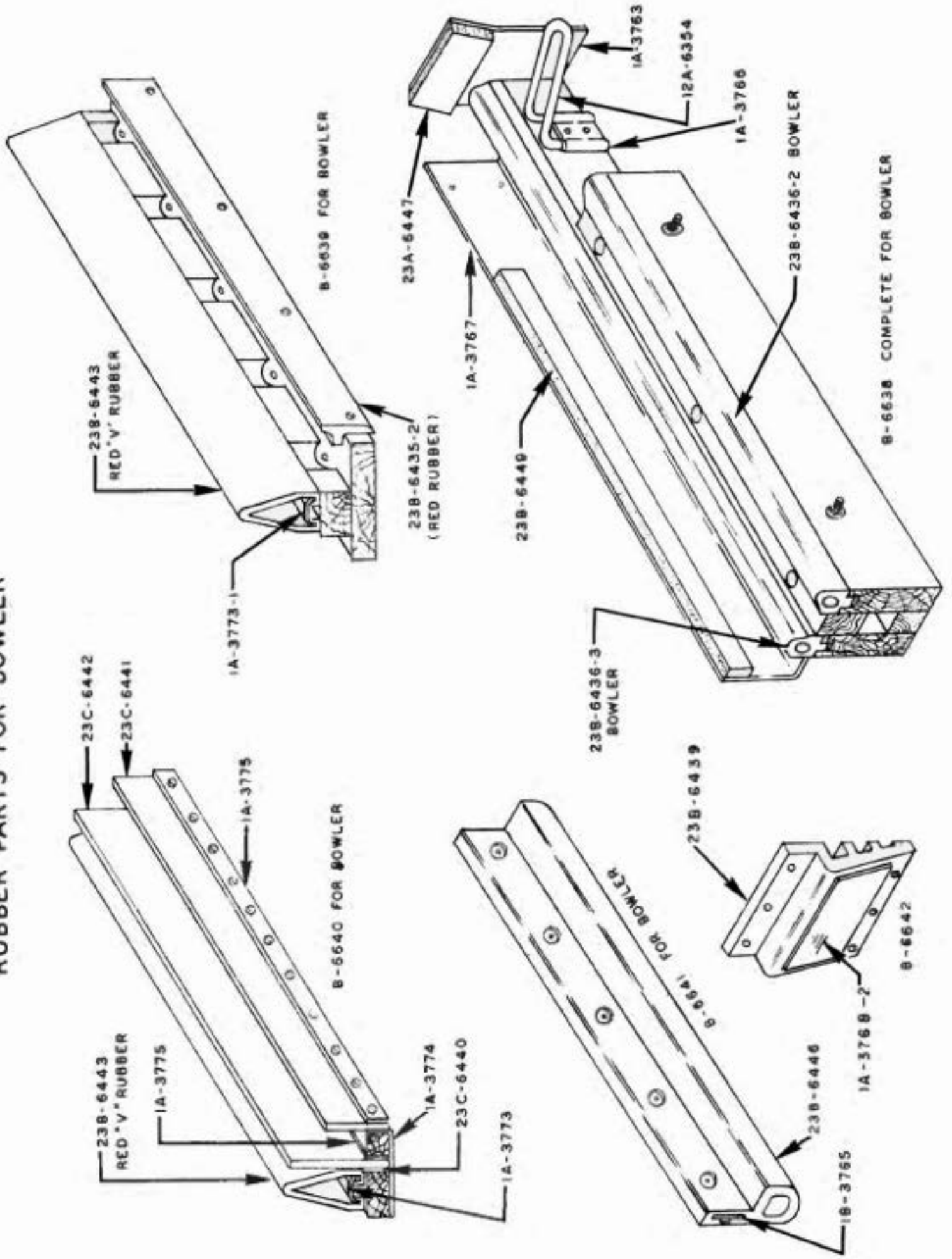
KING SIZE PUCK FOR SHUFFLE



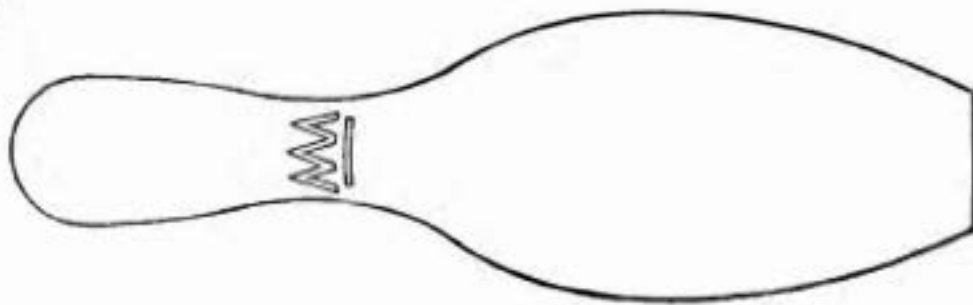
B-6643

PUCK REBOUND RUBBER ASS'Y.

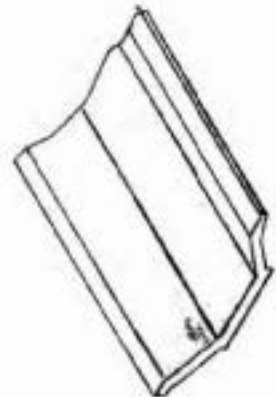
RUBBER PARTS FOR BOWLER



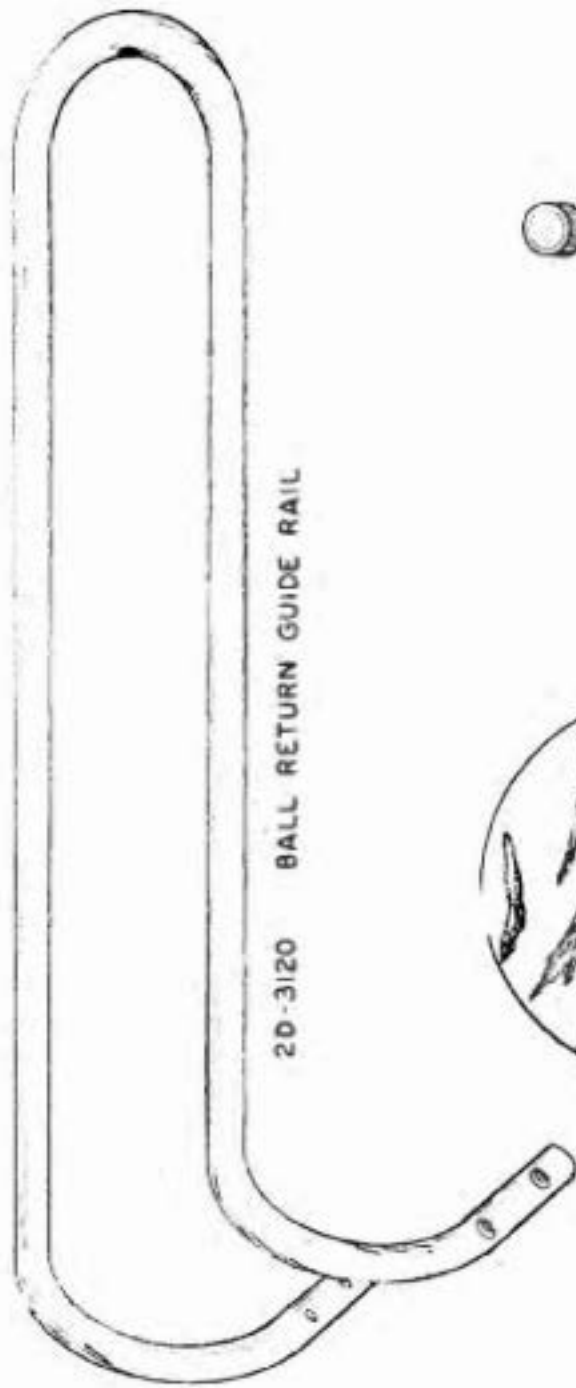
REPLACEMENT PARTS FOR BOWLING GAMES



38-7178



23B-6444
BALL RETURN RUBBER TRACK
(SPECIFY LENGTH)



2D-3120 BALL RETURN GUIDE RAIL



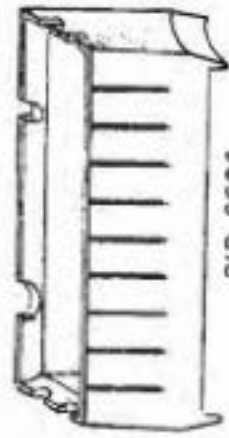
23B-6459
4 1/2" HARD
RUBBER BALL



2A-3136
ASH TRAY INSERT KNOB



1B-3857
REMOVABLE INSERT



21B-6606
ASH TRAY



2A-3122
NYLON BALL
RETURN BUMPER

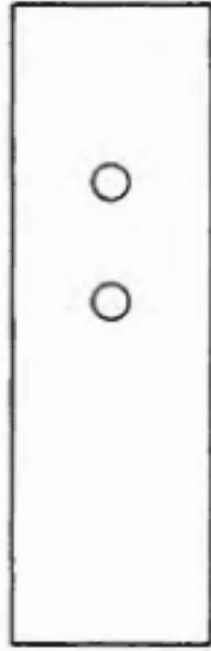


3A-7186
3A-7185
NYLON GUIDE RAIL POSTS



MISCELLANEOUS PARTS FOR BOWLER & SHUFFLE GAMES

WHEN ORDERING INFORMATION CARD OR INFORMATION CARD COVER, ALWAYS SPECIFY GAME.



IC-3974-1 STANDARD (1 HOLE)
IC-3974-2 CREDIT (2 HOLES)
INFORMATION CARD COVER (S.A.)

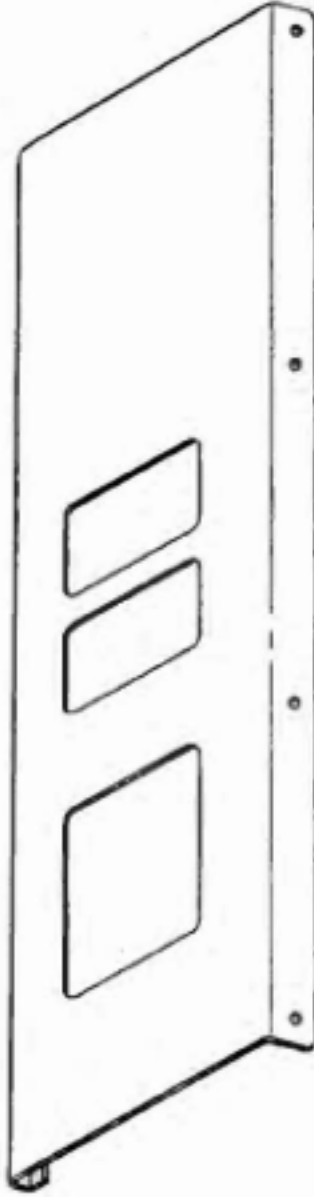


1 TO 6
CAN PLAY
WHEN LIT SELECT
CREDIT BUTTON
PRESS TO START SCORING
GAME

16C-8616 CREDIT TYPE
16C-8617 STANDARD
GAME INFORMATION CARD



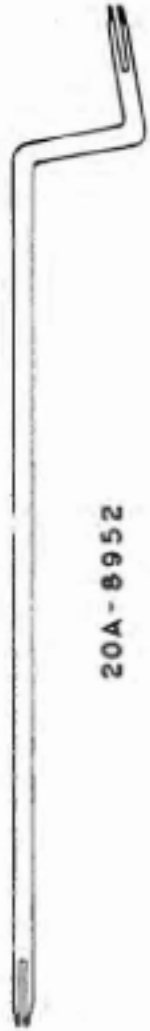
30C-3967-1 STANDARD TYPE
30C-3967-2 CREDIT TYPE



ID-4279
CHROME TRIME (S.A.)

TOOLS

CONTACT ADJUSTER



20A-8952

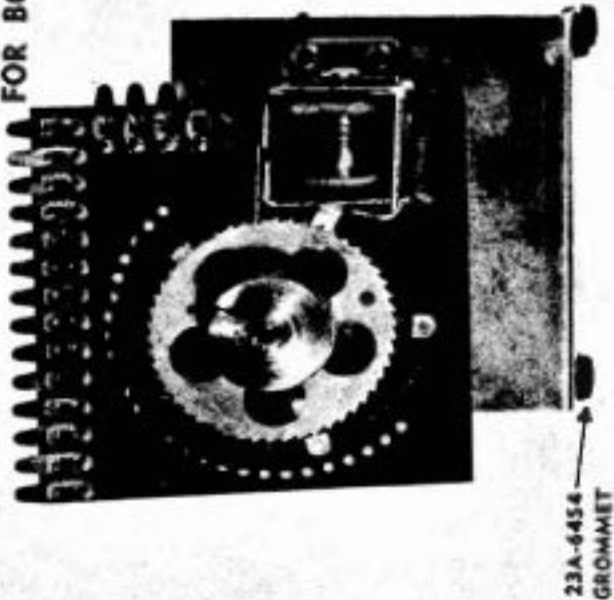
CONTACT BURNISHING TOOL



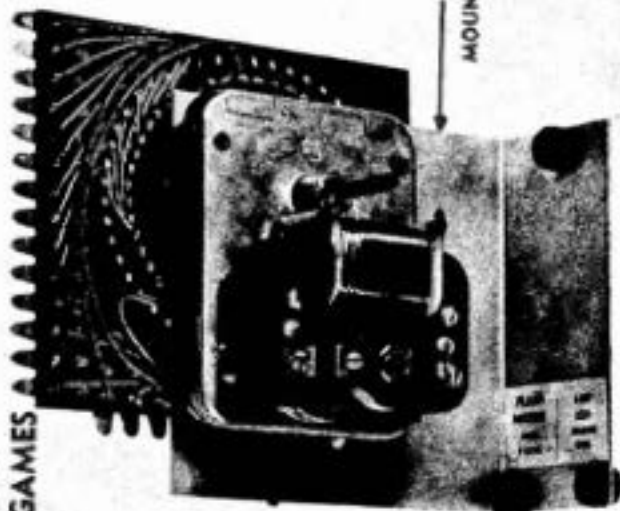
20A-8951

C-6513 FLASH MOTOR UNIT

FOR BOWLER & SHUFFLE GAMES

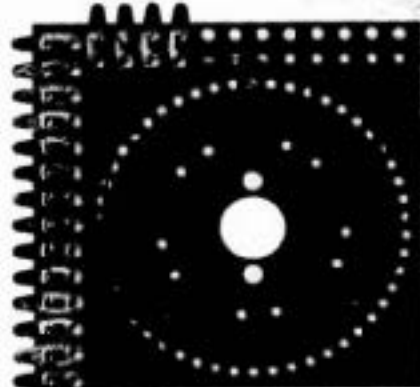


23A-6454
GROMMET

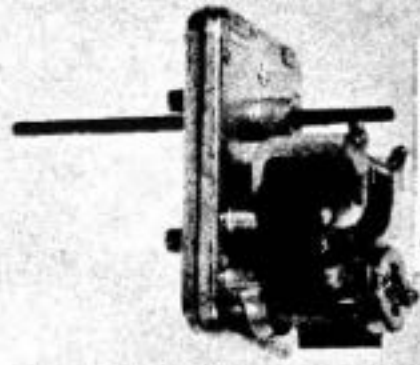


8-6570
MOUNTING PLATE

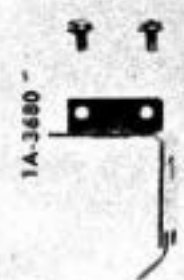
C-6513
COMPLETE UNIT



C-6417 - SPECIFY
GAME & UNIT



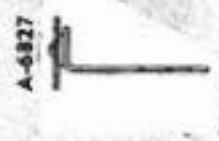
FLASH MOTOR
SPECIFY GAME



1A-3680



Z-30-1600



A-6927



10A-263



5A-6522-1



B-7456 - SPECIFY
GAME & UNIT



10A-239-1



B-6835



20A-8824

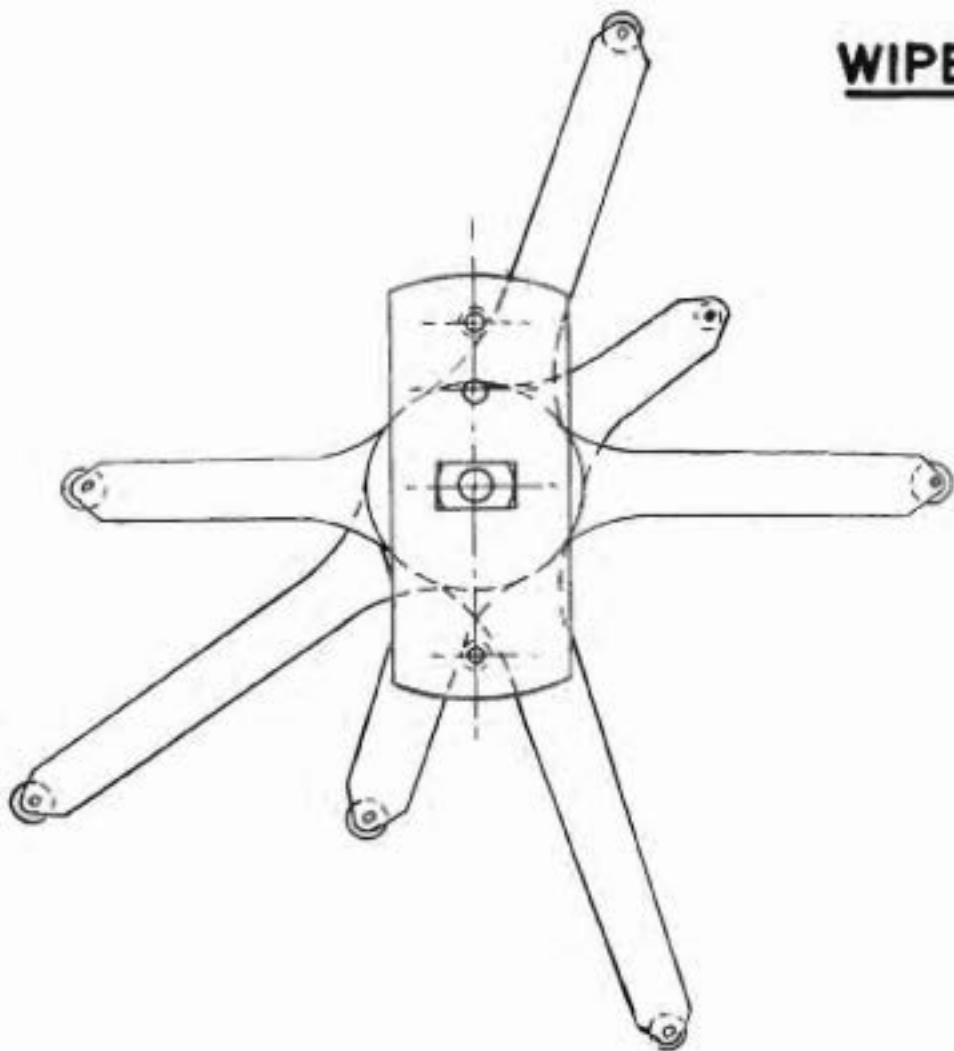


2A-3989

WIPER FINGER ASSEMBLY

C-7326

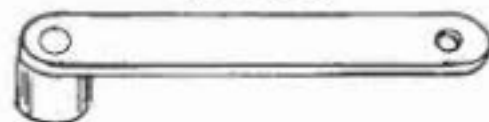
(Score Motor)



Adjustin
Plate
Assembly

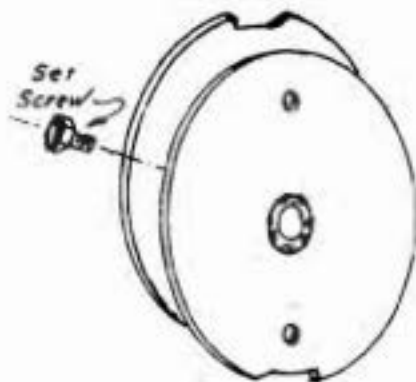
A-7176-1

DRIVE LINK & BUSHING
A-7327



SHUFFLE ALLEY PARTS

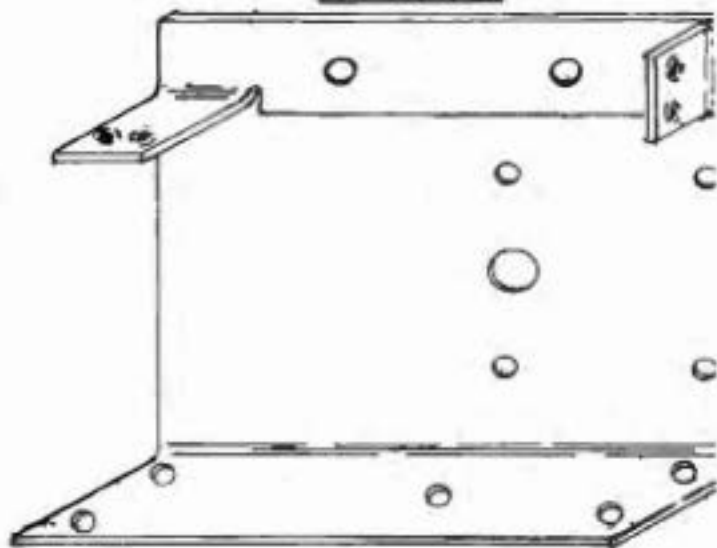
SCORE MOTOR
CAM ASSEMBLY
B-6523



PIN RESET
CAM ASSEMBLY
B-7328

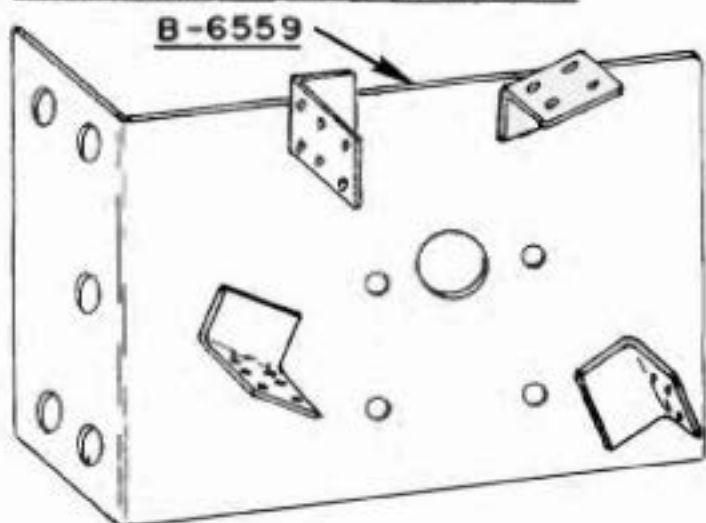


PIN RESET
MOTOR MOUNTING BRACKET
A-6805

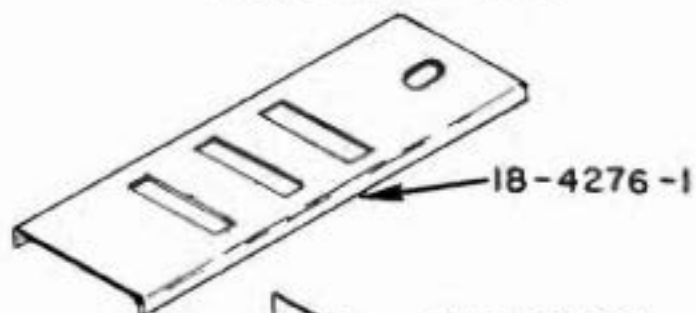


SHUFFLE ALLEY PARTS

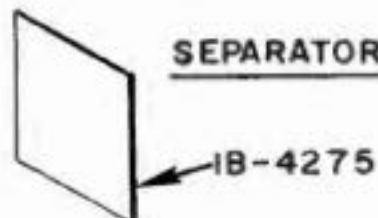
SCORE MOTOR MOUNTING PLATE ASSEMBLY



CASH BOX COVER

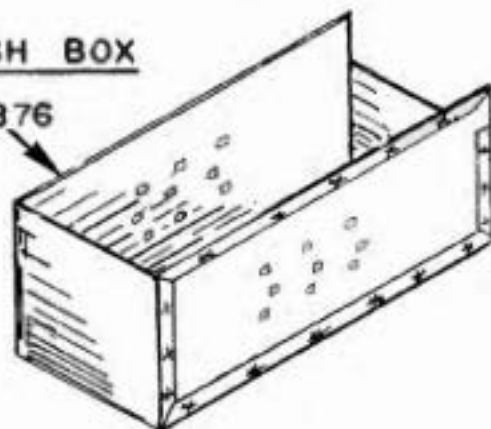


SEPARATOR

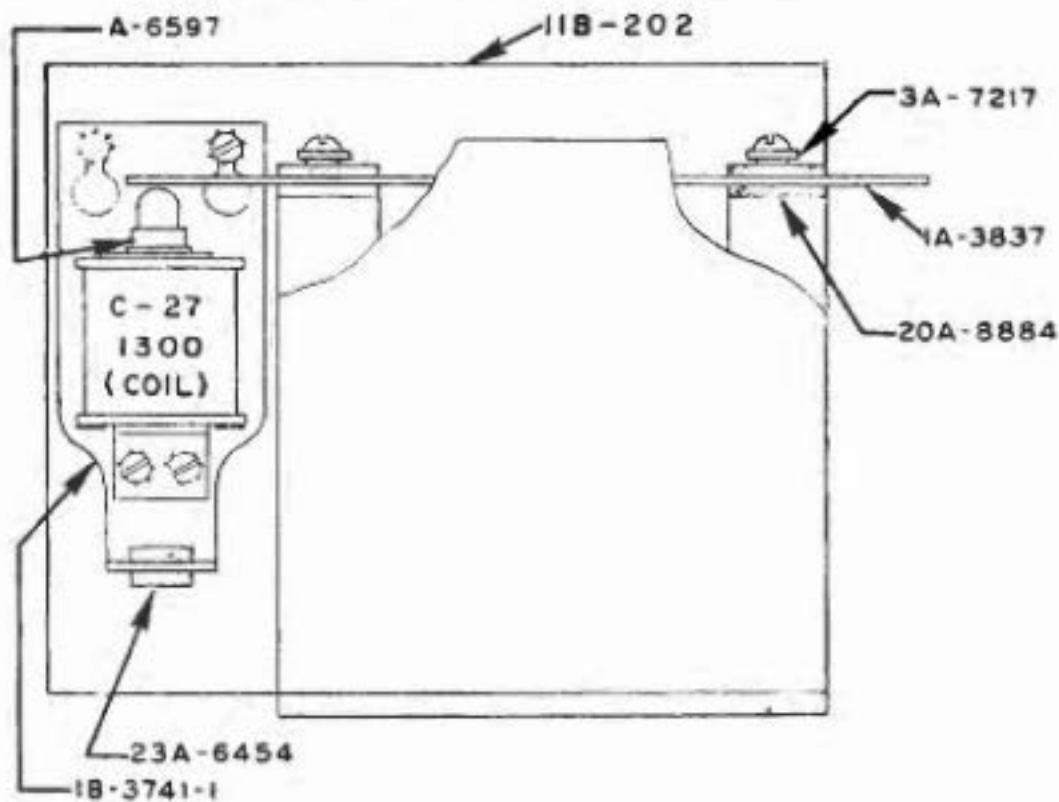


CASH BOX

C-6876



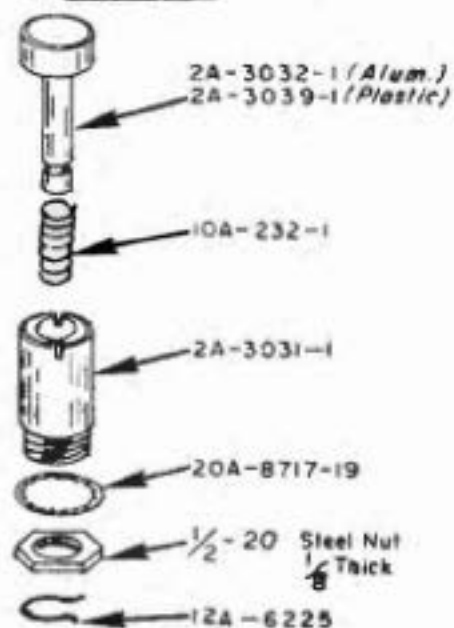
B-6598 CHIME BOX ASSEMBLY



PUSH BUTTON ASSEMBLY

A-6797-C (Plastic)

A-6797 (Aluminum)

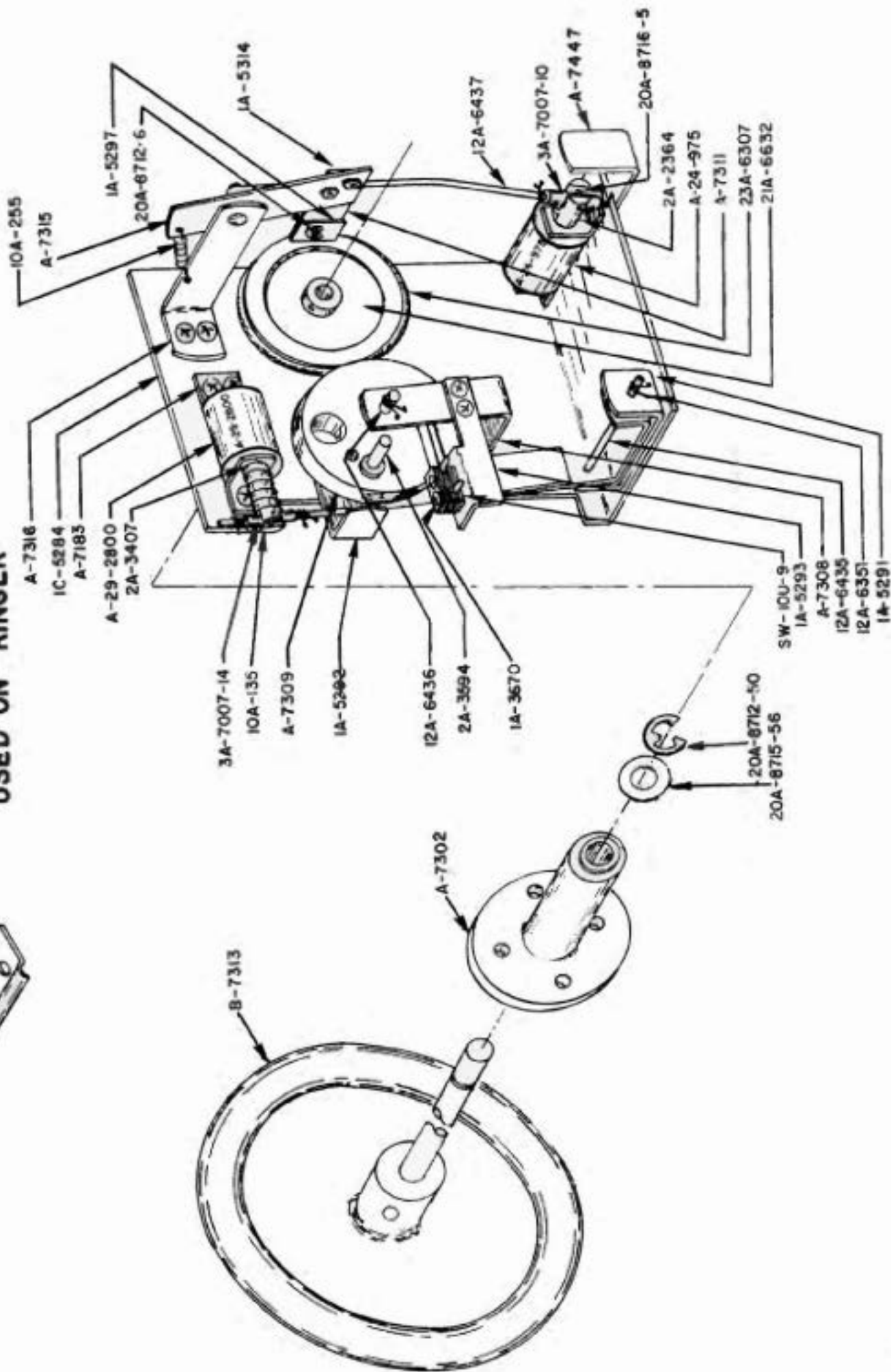


(D-7322)

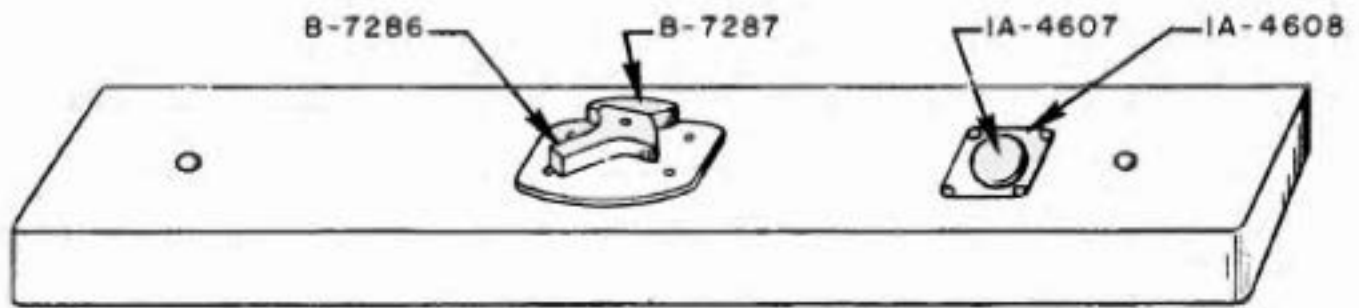
SPIN MECHANISM

USED ON "RINGER"

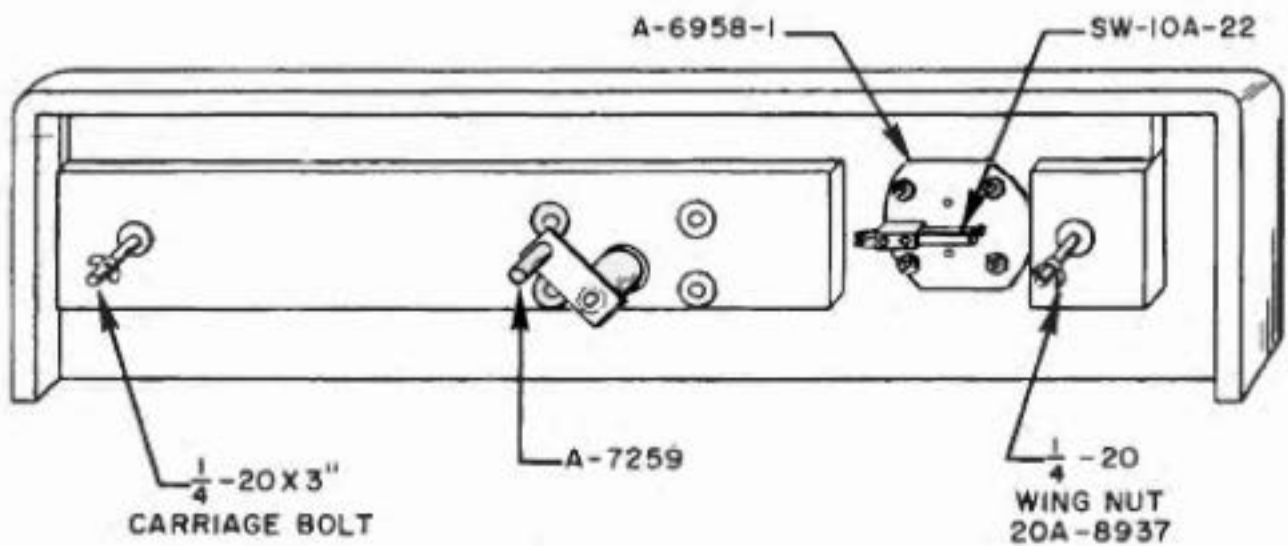
1A-5314



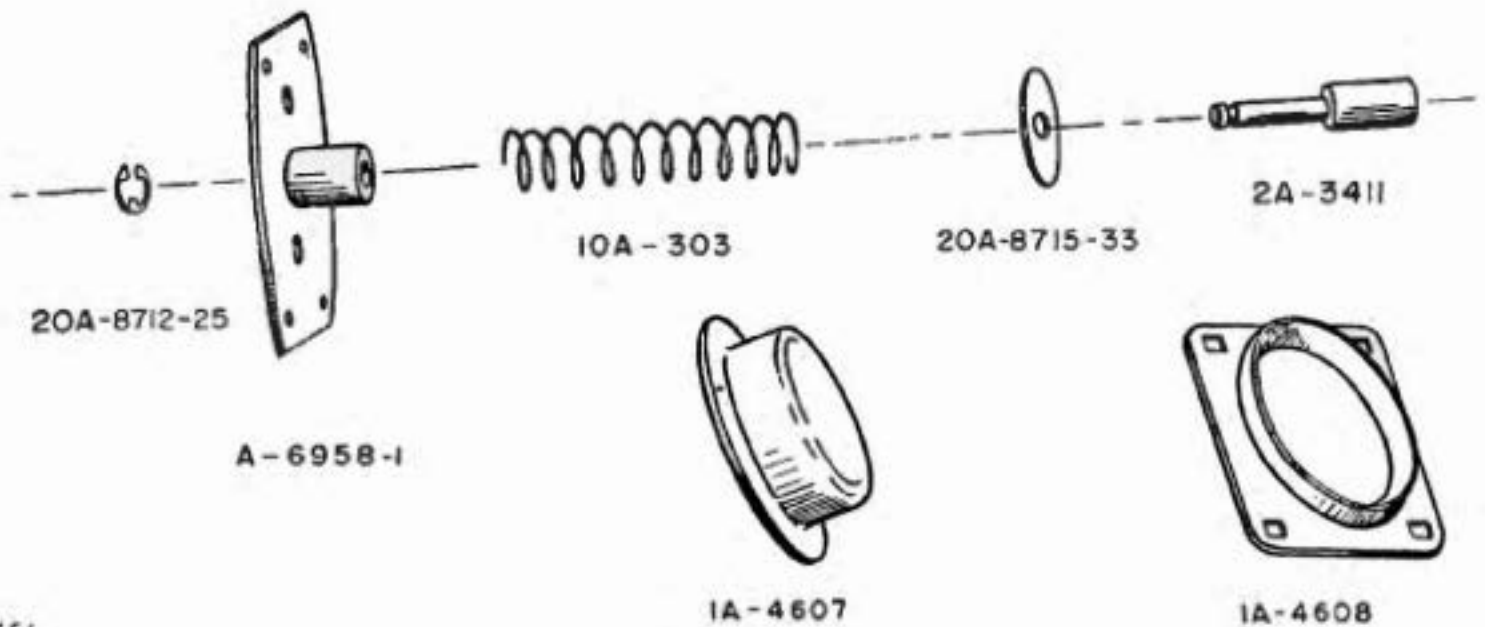
FRONT MOULDING - "MINI-BOWL"



C-7295 COMPLETE WITH ALL HARDWARE
 IIR-369 MOULDING (WOOD ONLY)

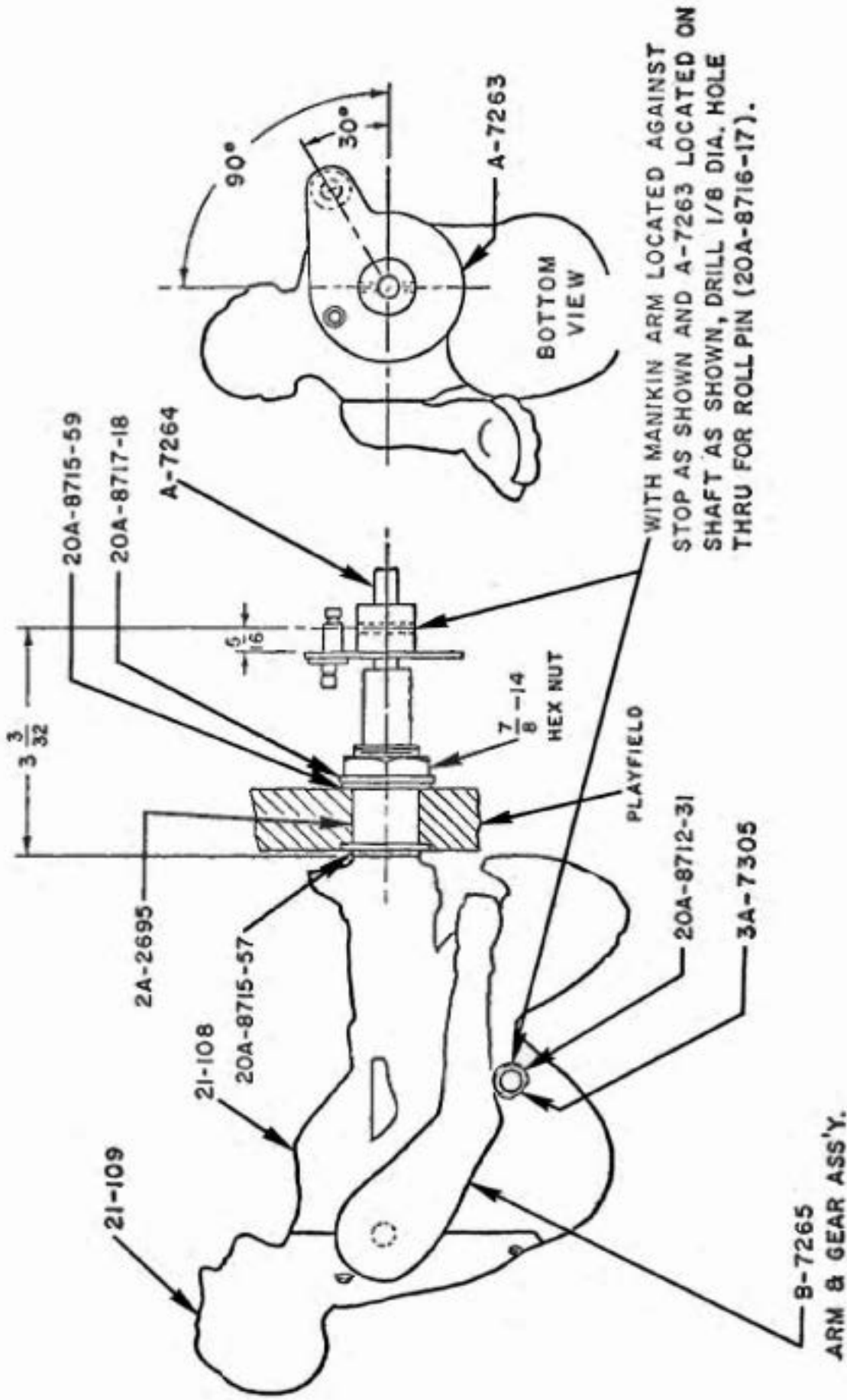


MANIKIN PUSH BUTTON ASS'Y.
 B-7174-1



MANIKIN ASSEMBLY INSTRUCTION

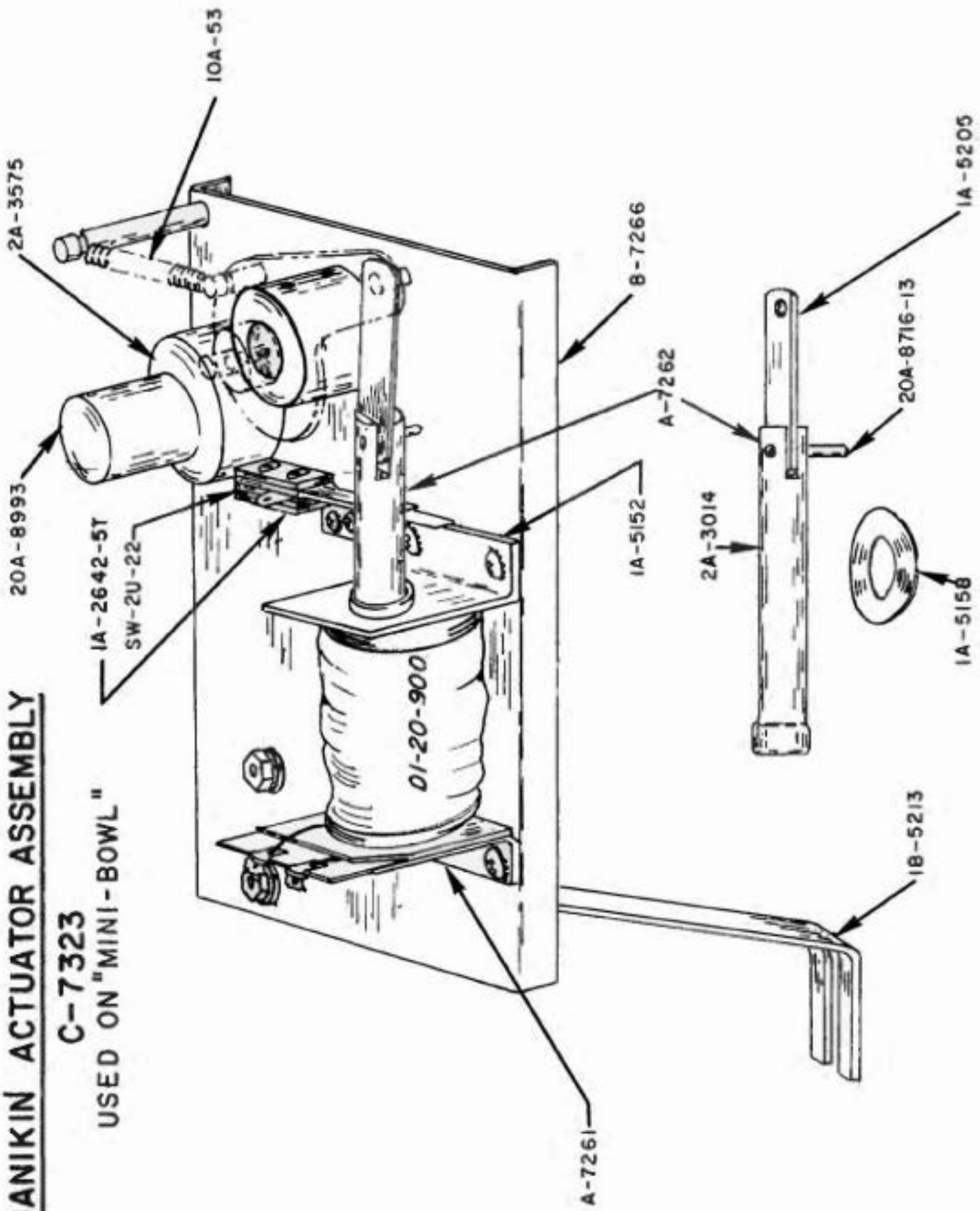
FOR DRILLING & INSERTING ROLL PIN



MANIKIN ACTUATOR ASSEMBLY

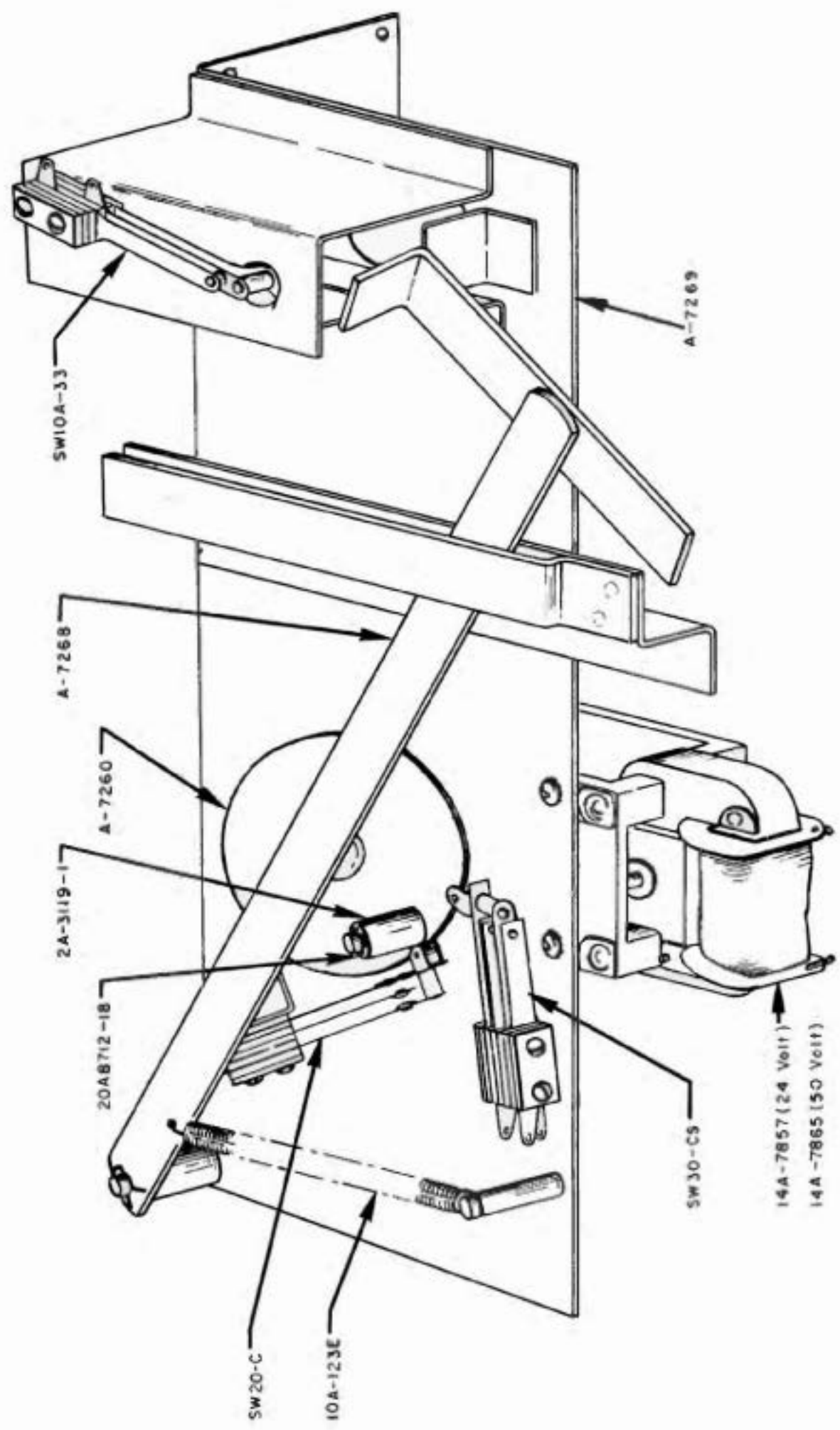
C-7323

USED ON "MINI-BOWL"



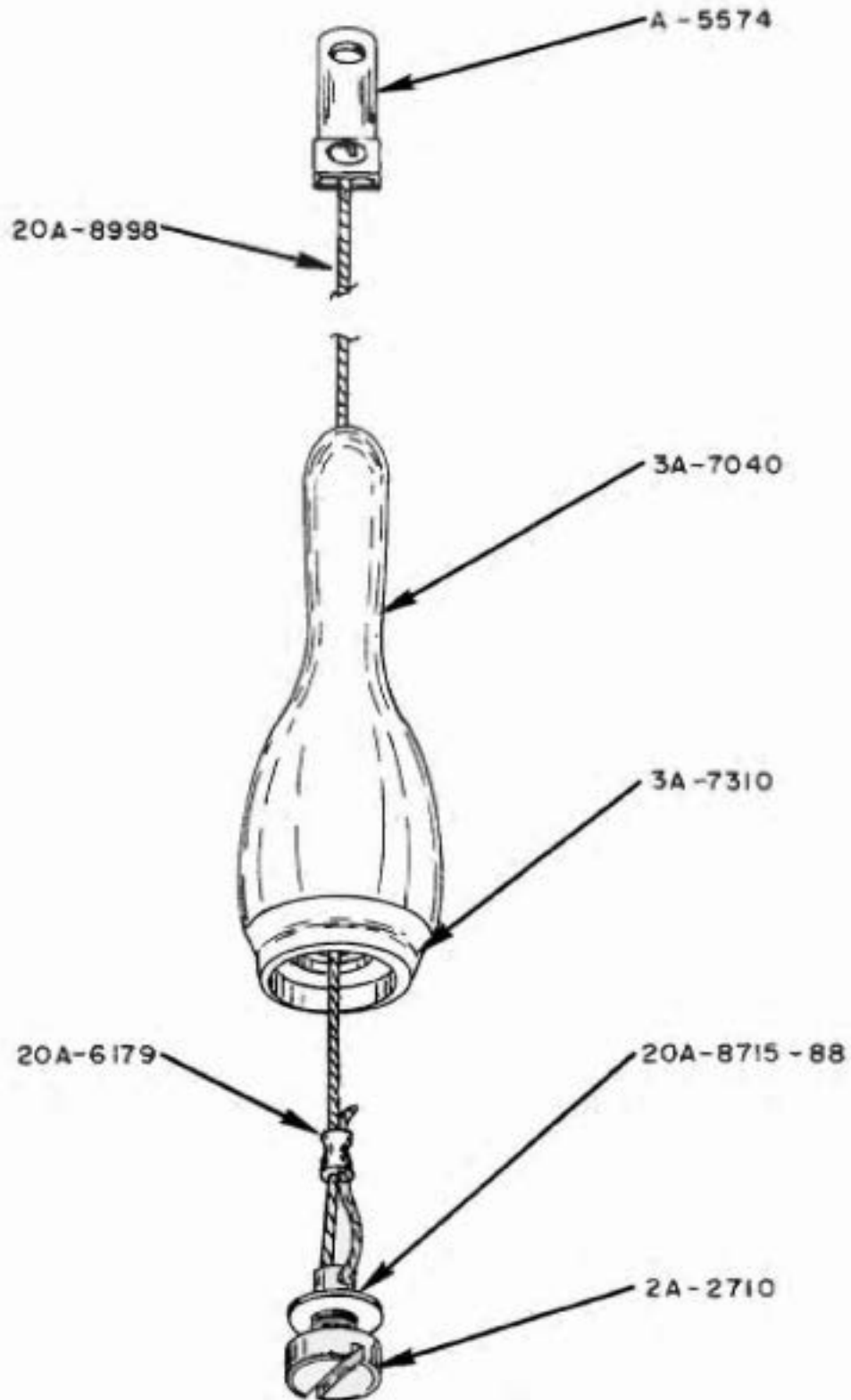
BALL LIFT-MINI BOWL

D-7296



PIN ASSEMBLY

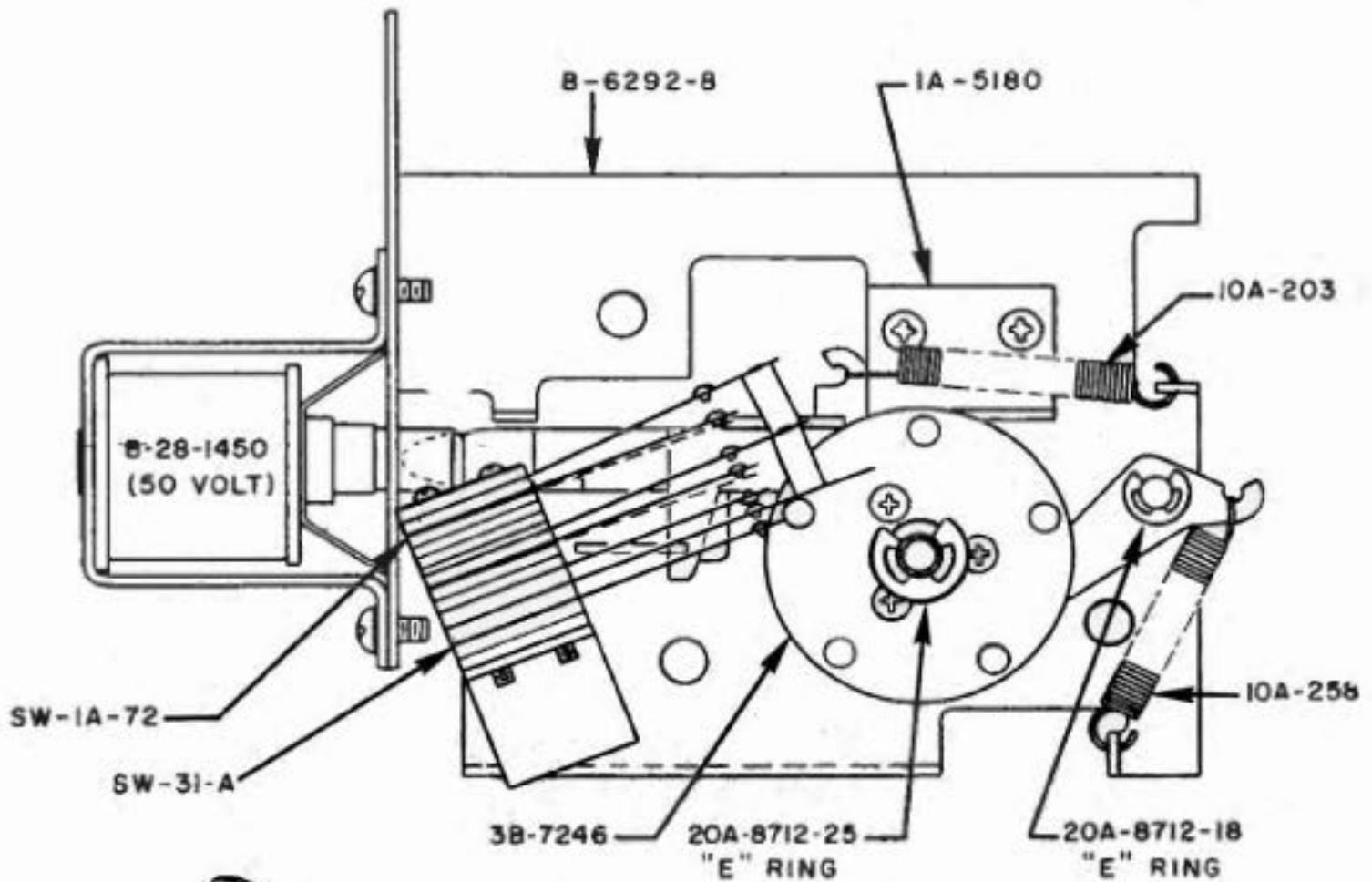
A-5725
USED ON "MINI-BOWL"



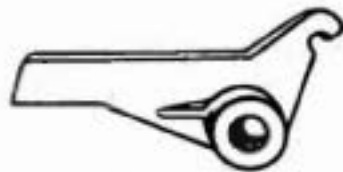
"2-25¢" ALTERNATOR UNIT

USED ON "FLOTILLA"
LOCATED ON MECHANISM PANEL
(AS SHOWN)

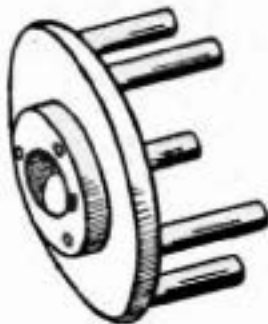
FOR "PLAY AGAIN" ALTERNATOR UNIT USE SWITCH SW-31-A ONLY



3C-7272
RATCHET & CAM



3A-7125
RATCHET STOP PAWL



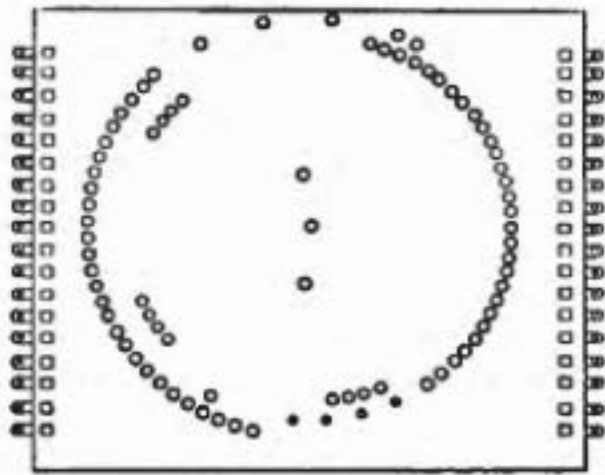
3B-7246
ALTERNATOR DISC



A-6295
DRIVE PAWL & ARMATURE

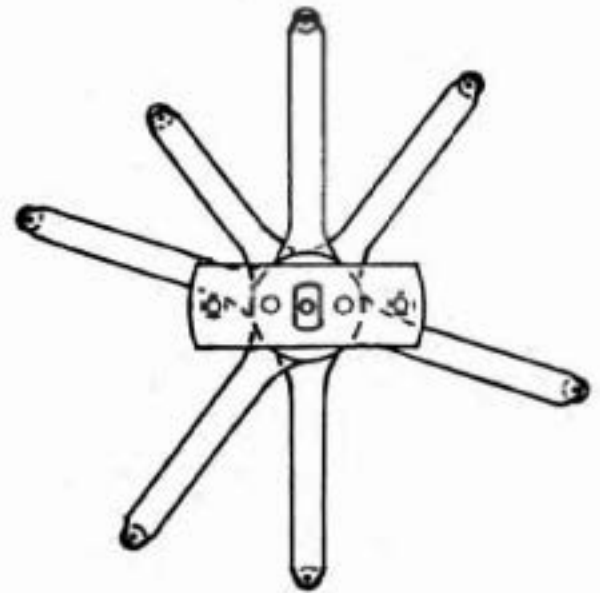
BISCUIT

C-7379



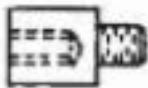
WIPER FINGER ASSEMBLY

C-7380



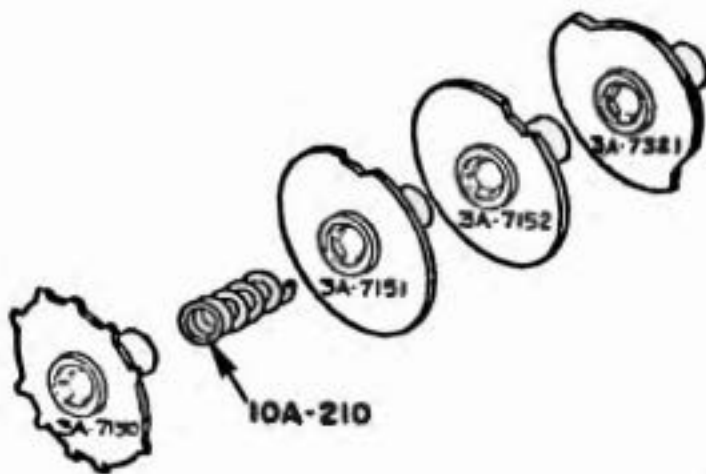
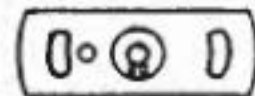
SPACER

2A-3602



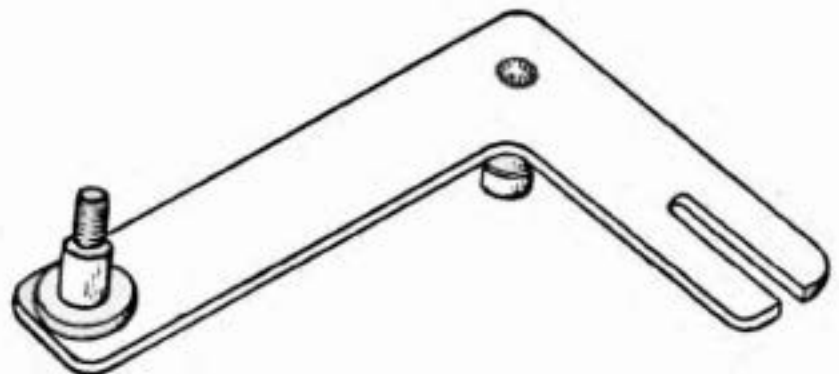
ADJUSTING PLATE ASSEMBLY

A-7176

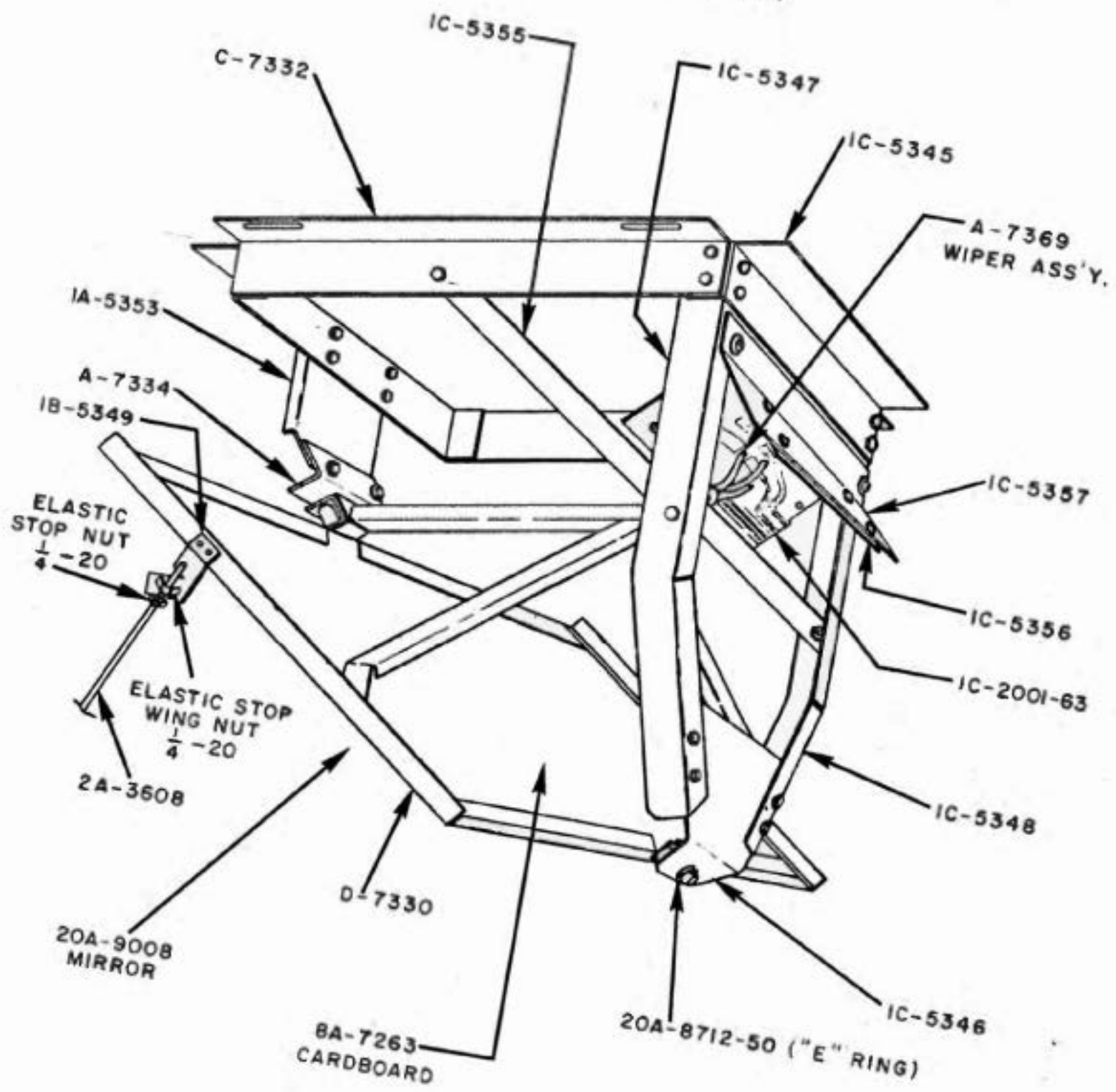


BELL CRANK ASSEMBLY

A-7341

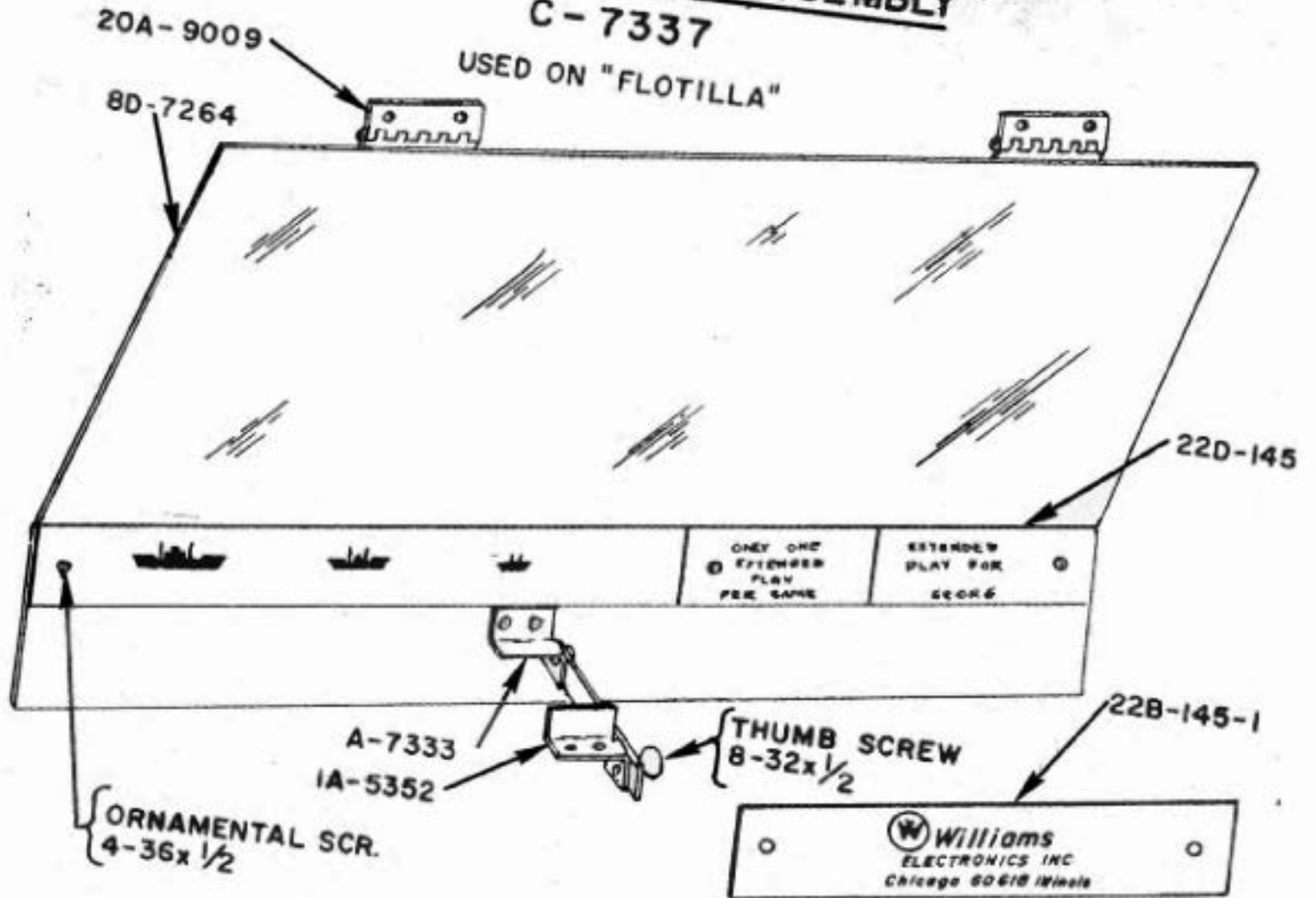


D-7372 MOUNTING FRAME MIRROR ASS'Y.
 D-7330 MIRROR FRAME ASS'Y.
 USED ON "FLOTILLA"

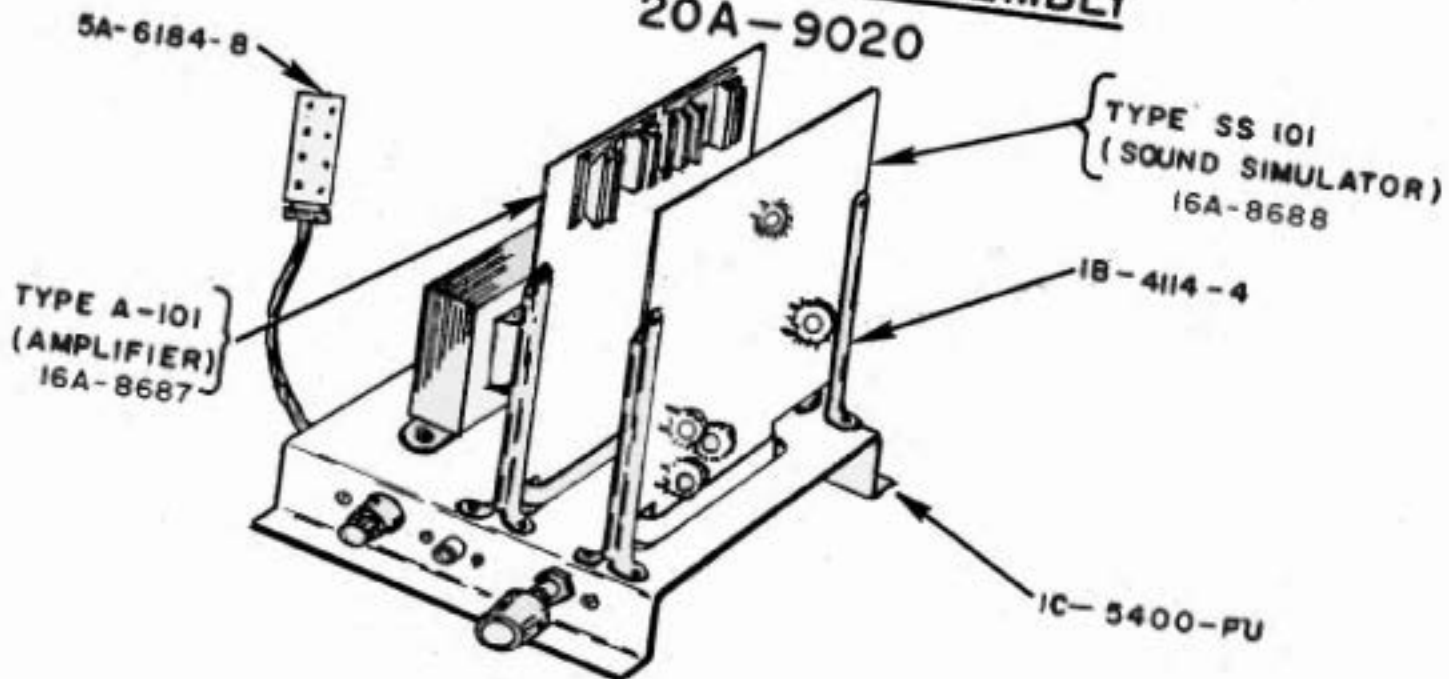


VIEWING LENS ASSEMBLY
C-7337

USED ON "FLOTILLA"



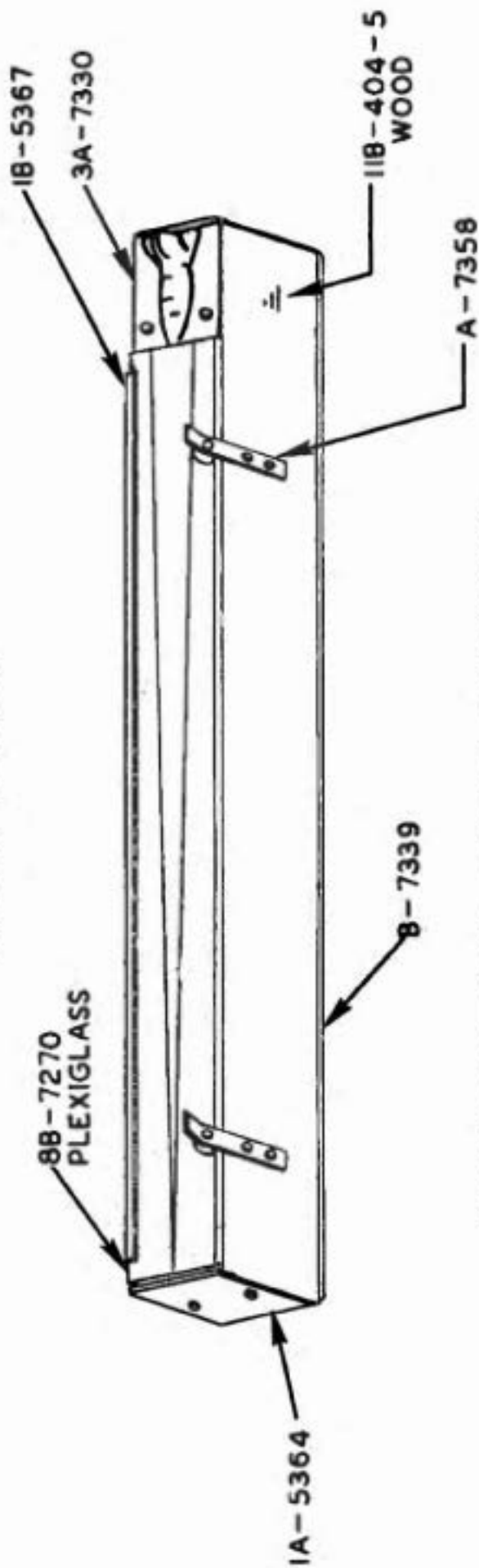
SOUND SYSTEM ASSEMBLY
20A-9020



ROCKET LIGHT ASSEMBLY

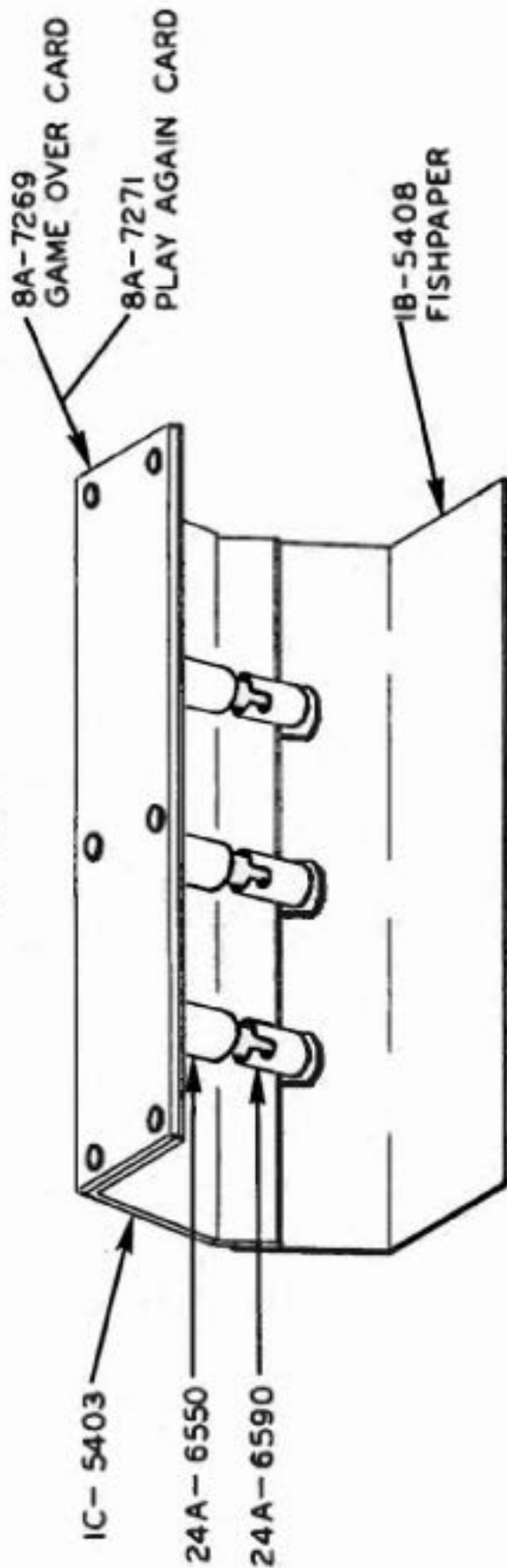
C-7340 (RIGHT OR LEFT)

USED ON "FLOTILLA"



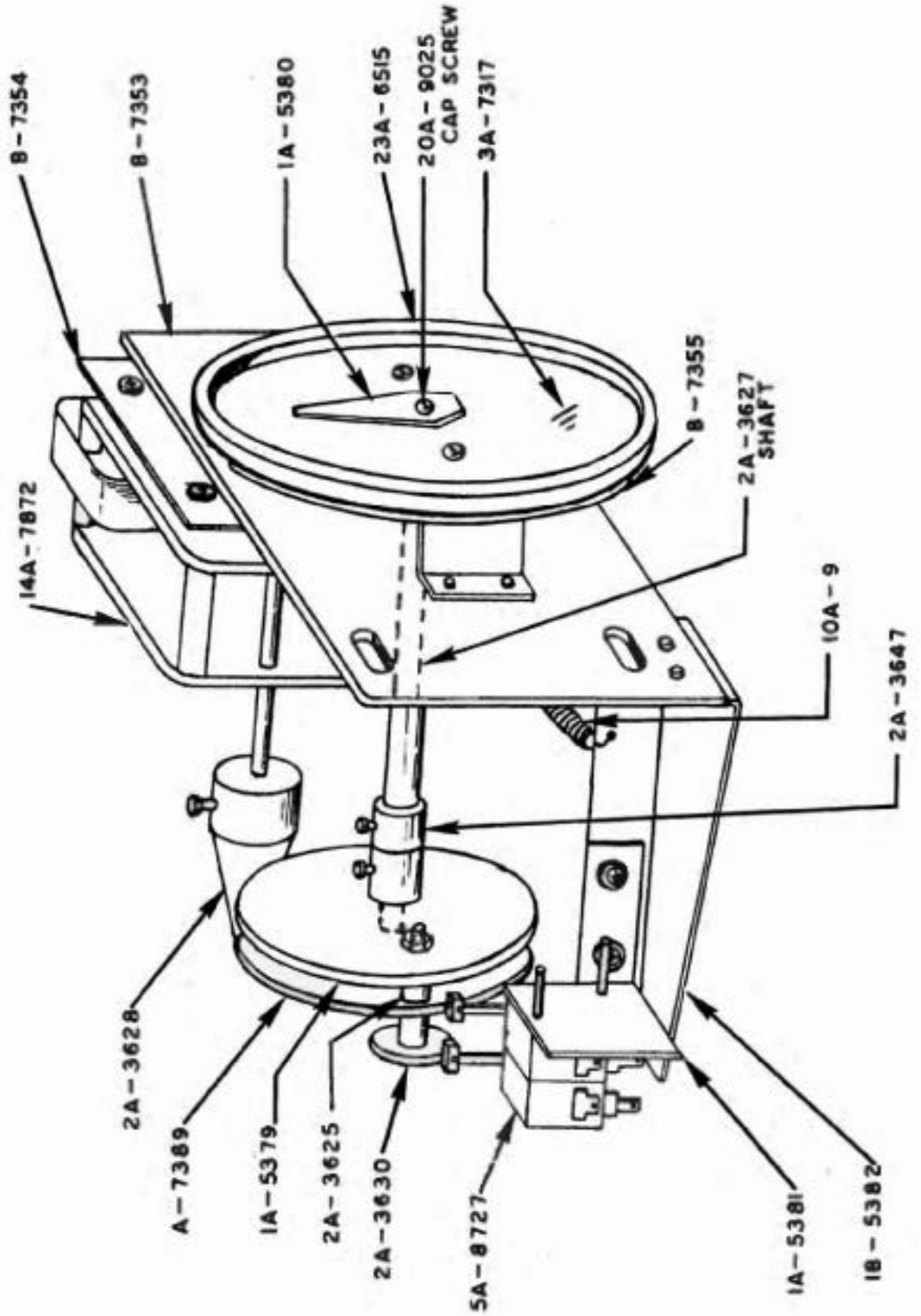
INSTRUCTION CARD ASSEMBLY

B-7367



TIMER UNIT ASSEMBLY C-7356

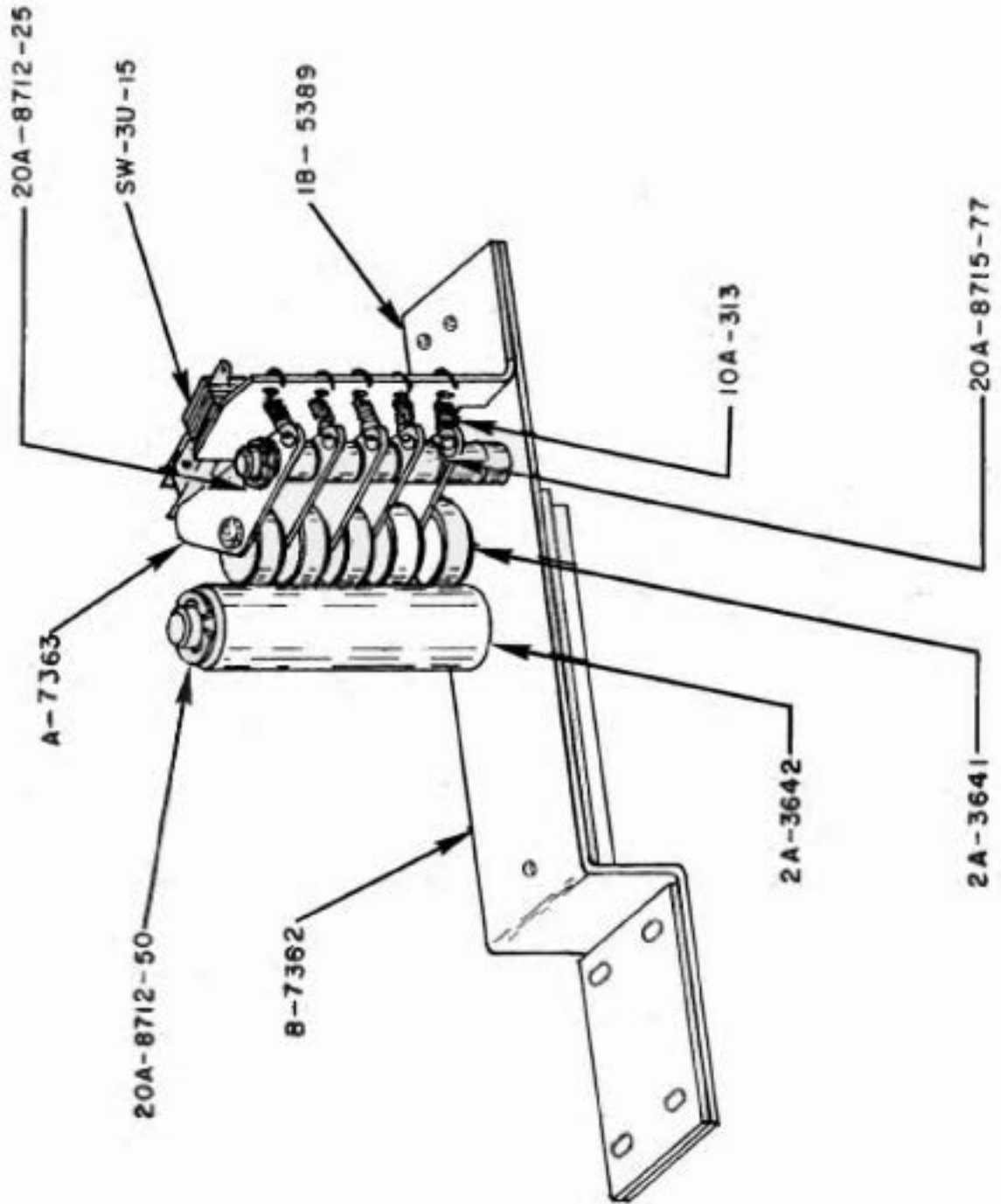
USED ON "FLOTILLA"



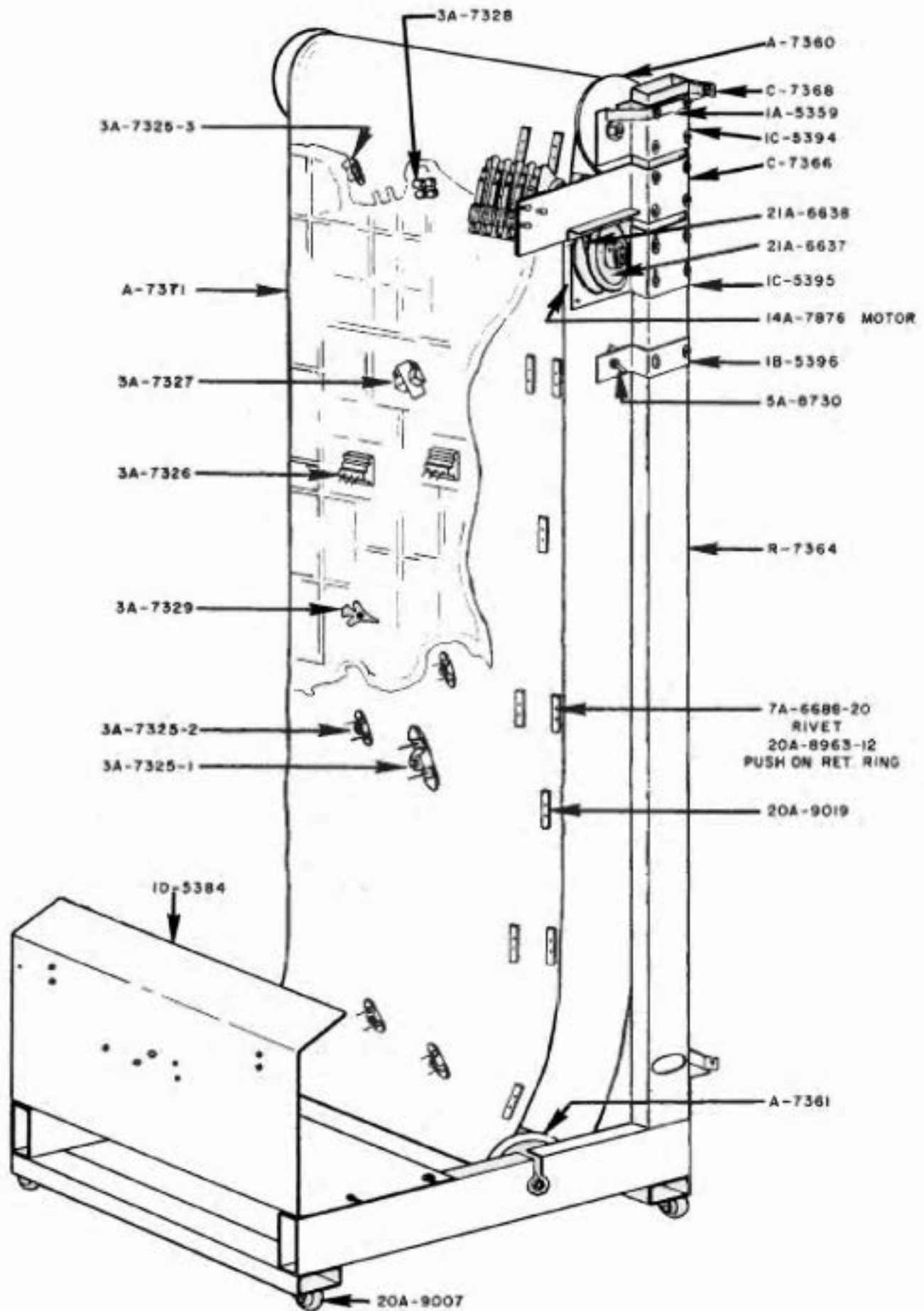
SWITCH PLATE & TARGET ACTUATOR ASSEMBLY

C-7366

USED ON "FLOTILLA"



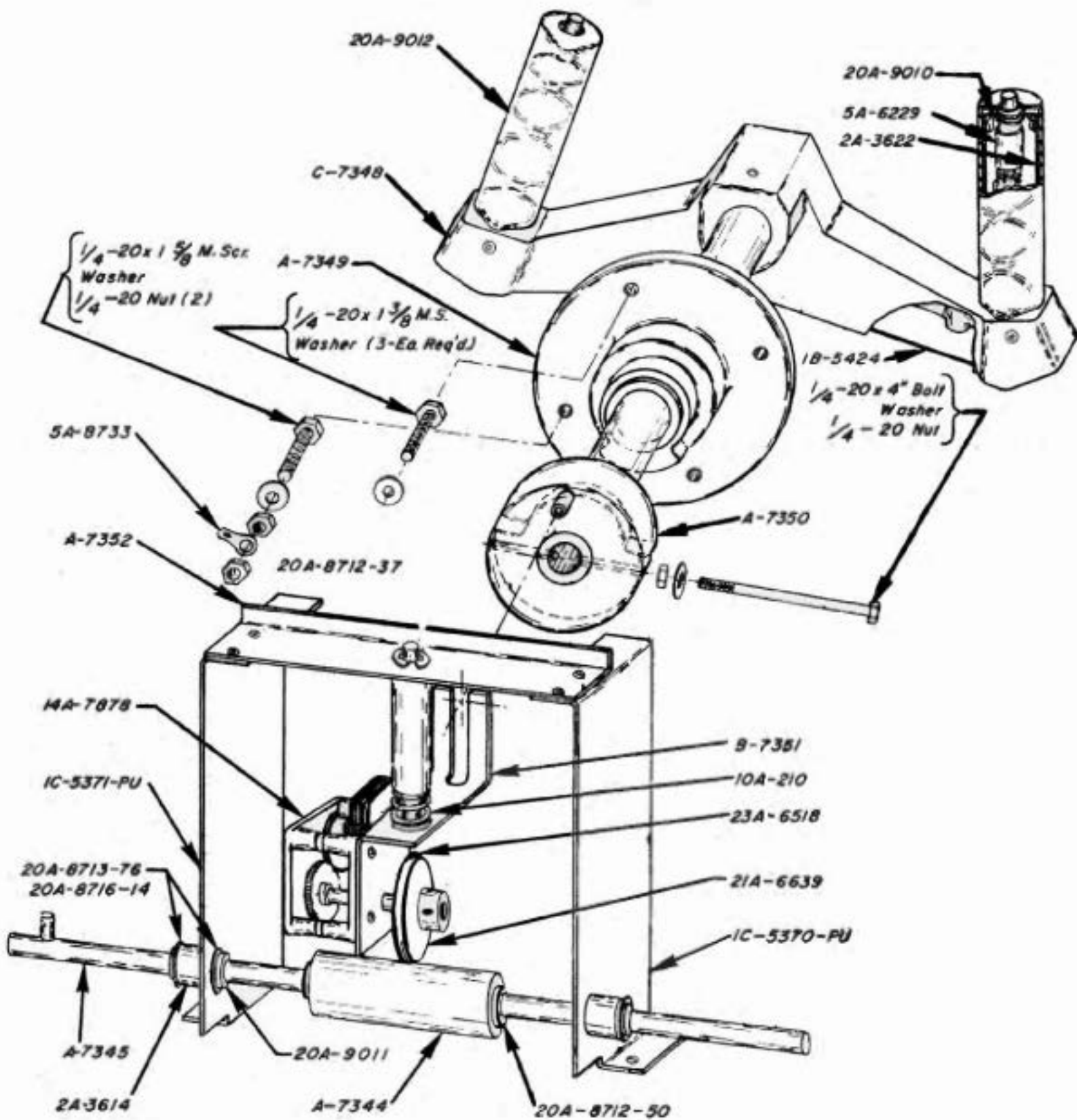
TARGET & MECHANISM ASSEMBLY USED ON "FLOTILLA"



STEERING MECHANISM ASSEMBLY

D-7346

USED ON "FLOTILLA"



PARTS LIST

PIN GAME

GAME	UNIT				RELAY BANK		FLIPPER LINKS Dimensions Are To Hole Centers	SHIELD		MOTOR	
	Name	Contact Bolt	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		Plastic	Metal		
HAYBURNER	LEFT TARGET	C-6417	C-6520	A-6402-4	D-24-1150	10A-224	1A-4603-L	30C-302		14A-7805 150 C CONTROL 14A-7806 150 C CONTROL 14A-7836 160 C SHOOTER 14A-7836 150 C SHOOTER 14A-7837 150 C HORSE UNIT 14A-7839 150 C HORSE UNIT	
	RIGHT TARGET	C-6417	C-6520	A-6402-4							
	REPLAY			A-6400							
	BALL COUNT	C-6678	C-6520	A-6402-10							
	O-9			3C-7128							
TENS			3C-7128								
HUNDREDS	B-6297	A-6294	3C-7128								
THOUSANDS	B-6297	A-6294	3C-7128								
CNET	BALL COUNT	C-6637	C-6520	A-6402-9			1A-4603-1	30C-357		14A-7805 150 C 14A-7806 150 C	
	ADVANCE	C-6417	C-6520	A-6404-15							
	TENS	B-6297	A-6294	3C-7128							
	HUNDREDS	B-6297	A-6294	3C-7128							
	THOUSANDS	B-6297	A-6294	3C-7128							
SPACE PILOT	TARGET 5/1	C-6417	C-6521	A-6402-7						14A-7805 150 C (2) 14A-7844 D.C. MOTOR	
	TENS			3C-7128							
	HUNDREDS			3C-7128							
CARRIET	REPLAY			A-6400			1A-4607-1	30C-359	3C-1241-2	14A-7805 150 C 14A-7806 150 C	
	BALL COUNT	C-6632	C-6520	A-6402-5							
	MATCH	C-6679	C-6520	A-6401							
	PLAYER	C-6417	C-6521	A-6405-3							
	COIN	C-6896	C-6520	A-6407-3							
	O-9	B-6297	A-6294	3C-7128							
	TENS			3C-7128							
	HUNDREDS	B-6297	A-6294	3C-7128							
	THOUSANDS	B-6297	A-6294	3C-7128							
	BONUS	B-6297	A-6294	3C-7128							
	ADVANCE	B-6297	A-6294	3C-7128							
MISS 'O'	REPLAY			A-6400			1A-4603-4	30C-358		14A-7805 150 C 14A-7806 150 C	
	BALL COUNT	C-6932	C-6520	A-6402-5							
	ADVANCE	C-6417	C-6520	A-6404-15							
	NO. MATCH	C-6679	C-6520	A-6401							
	O-9	B-6297	A-6294	3C-7128							
TENS			3C-7128								
HUNDREDS	B-6297	A-6294	3C-7128								
THOUSANDS	B-6297	A-6294	3C-7128								
FAST BALL	REPLAY			A-6400	D-24-1400	10A-274				14A-7849 150 C MAN RUN 14A-7850 150 C MAN RUN 14A-7805 150 C CONTROL 14A-7806 150 C CONTROL 14A-7821 150 C PITCHER 14A-7823 150 C PITCHER	
	INNING	C-6417	C-6520	A-6402-1							
	OUT	C-6417	C-6520	A-6402-3							
	STRIKE	C-6417	C-6520	A-6402-3							
	WIPER	C-6417	C-6520	A-6402							
	1st PLAYER O-9	B-6297	A-6294	3C-7128							
	1st PLAYER 10-90	B-6297	A-6294	3C-7128							
	2nd PLAYER O-9	B-6297	A-6294	3C-7128							
	2nd PLAYER 10-90	B-6297	A-6294	3C-7128							
	SPOOKS GUN	CREDIT	C-6417	C-6520	A-6400						SKULL TARGET VERTICAL 14A-7852 150 C 14A-7856 150 C
		PERIOD	C-6417	C-6520	A-6402-4						
BONUS		C-6417	C-6520	A-6402-2							
FLASHER		C-6417	C-6520	B-6833							
TENS				3C-7128							
HUNDREDS				3C-7128							
THOUSANDS		B-6297	A-6294	3C-7128							
TEN THOUSANDS	B-6297	A-6294	3C-7128								
ALTERNATOR			3C-7128								
BALL PARK	REPLAY			A-6400	D-22-1150	10A-224				14A-7751 150 C MAN RUN 14A-7757 150 C MAN RUN 14A-7805 150 C CONTROL 14A-7806 150 C CONTROL 14A-7823 150 C PITCHER 14A-7823 150 C PITCHER	
	INNING	C-6417	C-6520-5	A-6402-9							
	OUT	C-6417	C-6520-2	A-6402-3							
	1st PLAYER O-9	B-6297	A-6294	3C-7128							
	1st PLAYER 10-90	B-6297	A-6294	3C-7128							
	2nd PLAYER O-9	B-6297	A-6294	3C-7128							
	2nd PLAYER 10-90	B-6297	A-6294	3C-7128							
GRAND SLAM	B-6297	A-6294	3C-7128								
POST TIME	BALL COUNT	C-6932	C-6520	A-6402-5			1A-4603-1	30C-358		14A-7805 150 C 14A-7806 150 C	
	EXTRA BALL	C-7154	C-6520	A-6402-5							
	ADVANCE	C-6417	C-6520	A-6401							
	RACE	C-6417	C-6520	A-6404-19							
	TENS			3C-7128							
	HUNDREDS			3C-7128							
THOUSANDS			3C-7128								
TEN THOUSANDS	B-6297	A-6294	3C-7128								
SUSPENSE	REPLAY			A-6400			1A-4603-1	30C-361		14A-7807 150 C SPINNER 14A-7808 150 C SPINNER 14A-7805 150 C SCORE 14A-7806 150 C SCORE	
	BALL COUNT	C-6678	C-6520	A-6402-10							
	BONUS	C-6417	C-6520	A-6401							
	NO. MATCH	C-6679	C-6520	A-6401							
	O-9	B-6297	A-6294	3C-7128							
	TENS			3C-7128							
	HUNDREDS	B-6297	A-6294	3C-7128							
THOUSANDS	B-6297	A-6294	3C-7128								

PARTS LIST

PIN GAME

GAME	UNITS				RELAY BANK		FLIPPER LINKS Dimensions Are To Hole Centers	SHIELD		MOTOR
	Name	Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		Plastic	Metal	
SMART SET	REPLAY			A-6400			1A-4603-1	30C-383		144-7805 150 C) SCORE
	BALL COUNT	C-6532	C-6520	A-6402-5						144-7806 150 C) SCORE
	NO. MATCH	C-6417	C-6521	A-6401						144-7813 150 C) WHEEL
	PLAYER	C-6417	C-6521	A-6405-3						
	COIN	C-6895	C-6520	A-6402-3						
	WHEEL	C-6417	C-6520	B-6833						
	O-9	B-6797	A-6294	3C-7128						
	TENS			3C-7128						
	HUNDREDS	B-6297	A-6294	3C-7128						
	THOUSANDS	B-6297	A-6294	3C-7128						
BONUS	B-6297	A-6294	3C-7128							
ADVANCE	B-6297	A-6294	3C-7128							
PADDOCK	REPLAY			A-6400			1A-4603-1	30C-358		144-7805 150 C)
	BALL COUNT	C-6417	C-6520	A-6402-9						144-7806 150 C)
	ADVANCE	C-6417	C-6520	A-6401						
	RACE	C-6417	C-6520	A-6402-19						
	NO. MATCH	C-6879	C-6520	A-6401						
	O-9	A-7195	A-6294	3C-7272						
	TENS			3C-7272						
	HUNDREDS	A-7195	A-6294	3C-7272						
	THOUSANDS	A-7195	A-6294	3C-7272						
	ALTERNATOR	A-7195	A-6294	3C-7272						
PHANTOM GUN	CREDIT			A-6400						SPOOK TARGET VERTICAL
	SHOTS	C-6417	C-6520	A-6402-35						144-7851 150 C)
	TENS			3C-7272						144-7852 150 C)
	HUNDREDS			3C-7272						SPOOK TARGET LEFT & RIGHT
	THOUSANDS	A-7195	A-6294	3C-7272						144-7854 150 C)
ALTERNATOR			3C-7272						144-7825 150 C) PHANTOM	
										144-7811 150 C) PHANTOM
										144-7828 150 C) SPINNER
										144-7814 150 C) SPINNER
										144-7829 150 C) CONTROL
										144-7835 150 C) CONTROL
GRIBBON	CREDIT			A-6400						144-7805 150 C) SCORE
	FOOTBALL	C-6417	C-6520	A-6402-20						144-7806 150 C) SCORE
	DOWN	C-6417	C-6520	A-6402-5						144-7821 150 C) PITCHER
	TIMER	B-7231	A-7226	A-7224						144-7823 150 C) PITCHER
				A-7228						
	WIK			3C-7272						
	1st PLAYER O-9	A-7195	A-6294	3C-7272						
	1st PLAYER TENS	A-7195	A-6294	3C-7272						
	2nd PLAYER O-9	A-7195	A-6294	3C-7272						
	2nd PLAYER TENS	A-7195	A-6294	3C-7272						
EXPO	REPLAY			A-6400	0-24-1150	10A-724	1A-4603-1	30C-366		144-7805 150 C) SCORE
	BALL COUNT	C-6878	C-6520	A-6402-10						144-7806 150 C) SCORE
	NO. MATCH	C-6417	C-6520	A-6401						144-7846 150 C) SPIN
	SPIN	B-7104	A-7175							
	ALTERNATOR			3C-7272						
	O-9	A-7195	A-6294	3C-7272						
TENS			3C-7272							
HUNDREDS	A-7195	A-6294	3C-7272							
THOUSANDS	A-7195	A-6294	3C-7272							
SET UP	BALL COUNT	C-6532	C-6520	A-6402-5	0-24-1400	10A-724	1A-4603-1	30C-373	1C-1241-7	144-7805 150 C)
	EXTRA BALL	C-7194	C-6520	A-6402-5					1C-1241-35	144-7806 150 C)
	MAN ADVANCE	C-6417	C-6521	A-6403						
	TENS			3C-7272						
	HUNDREDS			3C-7272						
THOUSANDS	A-7195	A-6294	3C-7272							
TEN THOUSANDS			3C-7272							
ALTERNATOR			3C-7272							
SEVEN UP	REPLAY			A-6400			1A-4603-1	30C-372	1C-1241-7	144-7805 150 C)
	BALL COUNT	C-6532	C-6520	A-6402-5						144-7806 150 C)
	MAN ADVANCE	C-6417	C-6521	A-6403						
	ADVANCE	C-6417	C-6520	A-6402-4						
	NO. MATCH	C-6879	C-6520	A-6401						
	O-9	A-7195	A-6294	3C-7272						
	TENS			3C-7272						
	HUNDREDS	A-7195	A-6294	3C-7272						
	THOUSANDS	A-7195	A-6294	3C-7272						
	ALTERNATOR			3C-7272						
GAY BO'S	REPLAY			A-6400			1A-4603-1	30C-367		144-7805 150 C)
	BALL COUNT	C-6532	C-6520	A-6402-5						144-7806 150 C)
	MATCH	D-6879	C-6520	A-6401						
	TARGET ADVANCE	C-6417	C-6520	A-6401						
	HOLE ADVANCE	C-6417	C-6520	A-6402-9						
	PLAYER	C-6417	C-6521	A-6405-3						
	COIN	C-6896	C-6520	A-6402-3						
	O-9	A-7195	A-6294	3C-7272						
	TENS			3C-7272						
	HUNDREDS	A-7195	A-6294	3C-7272						
THOUSANDS	A-7195	A-6294	3C-7272							
ALTERNATOR			3C-7272							
4 ACES	REPLAY			A-6400	0-24-1400	10A-727	1A-4603-1	30C-354		144-7805 150 C) SCORE
	BALL COUNT	C-6878	C-6520	A-6402-10						144-7806 150 C) SCORE
	LEFT BONUS	C-6417	C-6520	A-6402-20						
	RIGHT BONUS	C-6417	C-6520	A-6402-20						
	CARD	C-6417	C-6520	A-6402-12						
	O-9			3C-7272						
	10-90	A-7195	A-6294	3C-7272						
100-900			3C-7272							
1000-9000	A-7195	A-6294	3C-7272							

PARTS LIST

PIN GAME

GAME	UNITS				RELAY BANK		FLIPPER LINKS Dimensions Are To Hole Centers	SHIELD		MOTOR
	Name	Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		Plastic	Metal	
ROCK & ROLL	REPLAY	C-6837	C-6520	A-6400			1A-4603-1	30C-381		14A-7845 (50 C) SPINNER 14A-7805 (50 C) SCORE 14A-7806 (50 C) SCORE
	BALL COUNT	C-6837	C-6520	A-6402-9						
	BONUS	C-6417	C-6520	A-6402-10						
	SPIN	B-7104	A-7175							
	TENS			3C-7272						
	HUNDREDS			3C-7272						
	THOUSANDS			3C-7272						
	10,000	A-7195	A-6294	3C-7272						
	100,000	A-7195	A-6294	3C-7272						
				3C-7272						
HIT & RUN	CREDIT	C-6417	C-6520	A-6400				30C-382		14A-7858 (60 C) MAN 14A-7860 (50 C) MAN 14A-7806 (50 C) CONTROL 14A-7806 (50 C) CONTROL 14A-7821 (60 C) PITCHER 14A-7823 (50 C) PITCHER
	INNING	C-6417	C-6520	A-6402-10						
	OUT	C-6417	C-6520	A-6402-3						
	STRIKE	C-6417	C-6520	A-6402-3						
	STRAND SLAM	C-6417	C-6520	A-6402-5						
	MAN MOTOR	B-7253	C-6520							
	1st PLAYER 10 PT.	A-7195	A-6294	3C-7272						
	1st PLAYER 10 PT.	A-7195	A-6294	3C-7272						
	2nd PLAYER 10 PT.	A-7195	A-6294	3C-7272						
	2nd PLAYER 10 PT.	A-7195	A-6294	3C-7272						
ACES & KINGS	REPLAY	C-6837	C-6520	A-6400	D-24-1150	10A-124	1A-4603-1	30C-377	1C-1261-65	14A-7801 (60 C) SCORE 14A-7806 (50 C) SCORE
	BALL COUNT	C-6837	C-6520	A-6402-5						
	NO. MATCH	C-6879	C-6520	A-6401						
	PLAYER	C-6417	C-6520	A-6405-3						
	COIN	C-6896	C-6520	A-6402-3						
	LEFT BONUS	C-6417	C-6520	A-6402-10						
	RIGHT BONUS	C-6417	C-6520	A-6402-10						
	1 POINT	A-7195	A-6294	3C-7272						
	10 POINT	A-7195	A-6294	3C-7272						
	100 POINT	A-7195	A-6294	3C-7272						
FIVE TIME	REPLAY	C-6417	C-6520	A-6400			1A-4603-1	30C-380		14A-7846 (50 C) SPINNER 14A-7805 (60 C) SCORE 14A-7806 (50 C) SCORE
	BALL COUNT	C-6417	C-6520	A-6402-10						
	BONUS	C-6417	C-6520	A-6401						
	NO. MATCH	C-6879	C-6520	A-6401						
	SPIN	B-7104	A-7175							
	TENS	A-7195	A-6294	3C-7272						
	HUNDREDS			3C-7272						
	THOUSANDS			3C-7272						
	10,000	A-7195	A-6294	3C-7272						
	100,000	A-7195	A-6294	3C-7272						
BONANZA SUN	CREDIT	C-6417	C-6520	A-6400						14A-7829 (60 C) CONTROL 14A-7835 (50 C) CONTROL TARGETS 14A-7824 (60 C) BOBBING 14A-7838 (50 C) BOBBING 14A-7861 (60 C) SLOW HORSE 14A-7853 (50 C) SLOW HORSE 14A-7852 (60 C) FAST HORSE 14A-7854 (50 C) FAST HORSE
	SHOT COUNTER	C-6417	C-6520	A-6402-35						
	10 POINT			3C-7272						
	100 POINT			3C-7272						
	1,000 POINT	A-7195	A-6294	3C-7272						
				3C-7272						
				3C-7272						
				3C-7272						
				3C-7272						
				3C-7272						
STRIKE ZONE	REPLAY	C-6837	C-6520	A-6400	D-24-1150	10A-124	1A-4603-1	30C-371		14A-7805 (50 C) SCORE 14A-7806 (50 C) SCORE
	BALL COUNT	C-6837	C-6520	A-6402-10						
	NO. MATCH	C-6417	C-6520	A-6401						
	ALTERNATOR			3C-7272						
	ON	A-7195	A-6294	3C-7272						
	TENS			3C-7272						
	HUNDREDS	A-7195	A-6294	3C-7272						
	THOUSANDS	A-7195	A-6294	3C-7272						
				3C-7272						
				3C-7272						
STRAIGHT FLUSH	REPLAY	C-6837	C-6520	A-6400	D1-24-1500	10A-124	1A-4603-1	30C-389		14A-7805 (50 C) SCORE 14A-7806 (50 C) SCORE
	BALL COUNT	C-6837	C-6520	A-6402-3						
	10 POINT			3C-7272						
	100 POINT	A-7195	A-6294	3C-7272						
	1,000 POINT			3C-7272						
	10,000 POINT	A-7195	A-6294	3C-7272						
	100,000 POINT	A-7195	A-6294	3C-7272						
	ADVANCE	A-7195	A-6294	3C-7272						
				3C-7272						
				3C-7272						
BINGER	CREDIT	C-6417	C-6520	A-6400						14A-7805 (60 C) SCORE 14A-7806 (50 C) SCORE
	SHOT COUNTER	C-6417	C-6520	A-6402						
	HORSESHOE	C-6417	C-6520	A-6402						
	1 POINT	A-7195	A-6294	3C-7272						
	10 POINT	A-7195	A-6294	3C-7272						
				3C-7272						
				3C-7272						
				3C-7272						
				3C-7272						
				3C-7272						
MINI BOWL	CREDIT	C-6881	A-6443	A-6400						16A-7867 (60 C) SCORE 14A-7868 (50 C) SCORE 14A-7858 (60 C) PIN RESET 14A-7868 (50 C) PIN RESET 14A-7857 (60 C) BALL LIFT 14A-7865 (50 C) BALL LIFT
	STRIKE SPARE	C-6881	A-6443	A-6402-5						
	FRAME	C-6417	C-6520	A-6402A-11						
	EXTRA SHOTS	C-6414	A-6443	A-6402A-5						
	1 POINT			3C-7272						
	10 POINT	A-7195	A-6294	3C-7272						
	100 POINT	A-7195	A-6294	3C-7272						
				3C-7272						
				3C-7272						
				3C-7272						
DIPSY DOODLE	REPLAY	C-6837	C-6520	A-6400			1A-4603-1	30C-385		14A-7805 (60 C) SCORE 14A-7806 (50 C) SCORE
	BALL COUNT	C-6837	C-6520	A-6402-5						
	NO. MATCH	C-6879	C-6520	A-6401						
	PLAYER	C-6417	C-6520	A-6405-3						
	COIN	C-6896	C-6520	A-6402-3						
	ADVANCE	C-6417	C-6520	A-6402-4						
	10 POINT	B-7253	A-6294	3C-7272						
	100 POINT			3C-7272						
	1,000 POINT	B-7253	A-6294	3C-7272						
	10,000 POINT	B-7253	A-6294	3C-7272						

PARTS LIST

PIN GAME

GAME	UNITS				RELAY BANK		FLIPPER LINKS Dimensions Are To Hole Centers	SHIELD		MOTOR
	Name	Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		Plastic	Metal	
FLUTILLA	LEFT MISSILE RIGHT MISSILE PLAY AGAIN 2/254	C-7379 C-7379 3B-7245 3B-7246	C-7380 C-7380	3C-7128 3C-7128						14A-7877 (50/60) TIMER 14A-7874 (50/60) MISSILE 14A-7876 (50/60) TARGET 14A-7876 (50/60) STEERING
SOLIDS & STRIPES	REPLAY BALL COUNT NO. MATCH ALTERNATOR TENS HUNDREDS THOUSANDS TEN THOUSANDS	C-6878 C-6417 A-7195 A-7195 A-7195	C-6520 C-6520 A-6294 A-6294 A-6294	A-6400 A-6407-10 A-6401 3C-7272 3C-7272 3C-7272 3C-7272	01-24-1400	10A-224	1A-6503-1	30C-391		14A-7805 (60 C) SCORE 14A-7806 (50 C) SCORE
BOOBY BUB	REPLAY BALL COUNT NO. MATCH ADVANCE TENS HUNDREDS THOUSANDS TEN THOUSANDS	A-7398 C-6417 C-6417 A-7195	C-6520 C-6520 C-6521 A-6294	A-6400 A-6407-9 A-6401 A-6404-17 3C-7272 3C-7272 3C-7272			1A-6503-1	30C-386		14A-7805 (60 C) SCORE 14A-7806 (50 C) SCORE
ACTION BASEBALL	CREDIT INNING OUT STRIKE EXTRA INNING MAN MOTOR 1st PLAYER 1 PT. 1st PLAYER 10 PT. 2nd PLAYER 1 PT. 2nd PLAYER 10 PT. GRAND SLAM	C-6417 C-6417 C-6417 C-6417 C-6417 A-7195 A-7195 A-7195 A-7195 A-7195	C-6520 C-6520 C-6520 C-6520 C-6520 A-6294 A-6294 A-6294 A-6294 A-6294	A-6400 A-6407-10 A-6402-3 A-6402-3 A-6407-5 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272				30C-400		14A-7873 (50/60) MAN 14A-7871 (50/60) CONTROL 14A-7871 (60 C) PITCHER 14A-7823 (50 C) PITCHER
SNIPER GUN	CREDIT SHOT COUNTER 30 POINT 100 POINT 1000 POINT ALTERNATOR	C-6417 A-7195	C-6520 A-6294	A-6400 A-6402-35 3C-7272 3C-7272 3C-7272						14A-7879 (50/60) SCORE 14A-7881 (50/60) TANK 14A-7879 (50/60) WEAPONS 14A-7880 (50/60) SENTRY
JACKPOT & GOLDBRUSH	REPLAY BALL COUNT NO. MATCH PLAYER DOWN 30 POINT 300 POINT 3000 POINT 30,000 POINT LEFT REEL CENTER REEL RIGHT REEL	C-6937 C-6879 C-6417 C-6406 B-7253 B-7253 B-7253 B-7253 B-7253	C-6520 C-6520 C-6521 C-6520 A-6294 A-6294 A-6294 A-7394 A-6294	A-6400 A-6402-5 A-6401 A-6405-3 A-6402-3 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272			1A-6503-1	30C-397		14A-7805 (60 C) SCORE 14A-7806 (50 C) SCORE
KLONDIKE	REPLAY BALL COUNT NO. MATCH 30 POINT 300 POINT 3000 POINT 30,000 POINT LEFT REEL CENTER REEL RIGHT REEL ALTERNATOR	B-7398 C-6879 A-7195 A-7195 B-7253 B-7253 B-7253	C-6520 C-6520 A-6294 A-6294 A-7394 A-7394 A-6294	A-6400 A-6407-8 A-6401 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272			1A-6503-1	30C-397		14A-7805 (50 C) SCORE 14A-7806 (50 C) SCORE
YUKON SPECIAL	BALL COUNT 30 POINT 300 POINT 3000 POINT 30,000 POINT LEFT REEL CENTER REEL RIGHT REEL	C-6937 C-6417	C-6520 C-6520	A-6402-9 3C-7272 3C-7272 3C-7272 A-6402-10 3C-7272 3C-7272			1A-6503-1	30C-397		14A-7883 (60 C) SCORE 14A-7884 (50 C) SCORE
WINNER	REPLAY SELECTOR BALL COUNT 0-9 TENS HUNDREDS THOUSANDS	C-6417 C-6417 B-7456-12 B-7456-11 B-7253 B-7253	B-7456-12 B-7456-11 A-6294 A-6294	A-6400 A-6401 A-6402-10 3C-7272 3C-7272 3C-7272	01-24-1150	10A-242	1A-6503-1	30C-388		14A-7805 (50 C) CONTROL 14A-7806 (50 C) CONTROL 14A-7836 (60 C) SHOOTER 14A-7835 (50 C) SHOOTER 14A-7837 (60 D) HORSE 14A-7839 (50 D) HORSE

PARTS LIST

PIN GAME

GAME	Name	UNITS			RELAY BANK		FLIPPER LINKS Dimensions Are To Hole Centers	SHIELD		MOTOR
		Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		Plastic	Metal	
STARDUST	REPLAY			A-6400			1A-4883-1	30C-401		144-7820 160 C SCORE 144-7826 130 C SCORE
	BALL COUNT	C-6852	C-6520	A-6402-3						
	NO. MATCH	C-6417	C-6520	A-6401						
	PLAYER	C-6417	C-6521	A-6402-3						
	COIN	C-6896	C-6520	A-6402-3						
	BONUS	C-6417	C-6520	A-6402-10						
	10 POINT	B-7253	A-6294	3C-7272						
	100 POINT			3C-7272						
	1000 POINT	B-7253	A-6294	3C-7272						
	10,000 POINT	B-7253	A-6294	3C-7272						
ADVANCE	A-7195	A-6294	3C-7272							
ALTERNATOR			3C-7272							
JUNGLE DRUMS	CREDIT			A-6400						144-7829 150/180 CONTROL 144-7880 150/160 CONTROL 144-7881 150/160 L MONKEY 144-7882 150/160 R MONKEY 144-7883 150/160 BIRD SCORE 144-7884 150/160 BIRD VERT
	SHOT COUNTER	C-6417	B-7456-1	A-6402-20						
	10 POINT			3C-7272						
	100 POINT			3C-7272						
	1000 POINT	A-7195	A-6294	3C-7272						
ALTERNATOR			3C-7272							
OLYMPIC HOCKEY	REPLAY			A-6400			1A-4883-1	30C-351	1C-124 152 3C-1241-252	144-7871 150/160 SCORE
	BALL COUNT	C-6878	B-7456-10	A-6402-10						
	NO. MATCH	C-6878	B-7456-2	A-6401						
	ADVANCE	C-6417	C-6521	A-7388-20						
	TENS	B-7253	A-6294	3C-7272						
	HUNDREDS			3C-7272						
	THOUSANDS	B-7253	A-6294	3C-7272						
	TEN THOUSANDS	B-7253	A-6294	3C-7272						
	GOAL	B-7253	A-6294	3C-7272						
	ALTERNATOR			3C-7272						
LINE DRIVE	CREDIT			A-6400				30C-410		144-7874 180 C MAN 144-7875 180 C MAN 144-7887 160 C CONTROL 144-7888 160 C CONTROL 144-7821 160 C PITCHER 144-7823 150 C PITCHER
	INNING	C-6417	B-7456-15	A-6402-6						
	OUT	C-6417	B-7456-17	A-6402-3						
	STRIKE	C-6417	B-7456-17	A-6402-3						
	1ST/2ND INNING	C-6417	B-7456-17	A-6402-6						
	CONTROL MOTOR	C-6417	B-7456-15							
	1st PLAYER 1 PT	B-7253	A-6294	3C-7272						
	1st PLAYER 10 PT	B-7253	A-6294	3C-7272						
	2nd PLAYER 1 PT	B-7253	A-6294	3C-7272						
	2nd PLAYER 10 PT	B-7253	A-6294	3C-7272						
GRANDSLAM	B-7253	A-6294	3C-7272							
SPANISH EYES	REPLAY			A-6400	01-24-1400 01-24-1600	10A-319	1A-4883-1	30C-408		144-7883 150 C SCORE 144-7884 150 C SCORE
	BALL COUNT	C-6414	B-7456-1	A-6402-10						
	NO. MATCH	C-6414	B-7456-2	A-6401						
	TENS	A-7195	A-6294	3C-7272						
	HUNDREDS			3C-7272						
THOUSANDS			3C-7272							
TEN THOUSANDS	A-7195	A-6294	3C-7272							
BERNADA	10,000	C-6414	B-7456-12	A-6402-20	01-24-1600	10A-320	1A-4883-1	30C-408		144-7883 150 C SCORE 144-7884 150 C SCORE
	BALL COUNT	C-6414	B-7456-12	A-6402-10						
	10 POINT			3C-7272						
	100 POINT			3C-7272						
	1000 POINT			3C-7272						
10,000 POINT			3C-7272							
HONEY	REPLAY			A-6400			1A-4883-1	30C-404		144-7825 180 C SCORE 144-7826 180 C SCORE
	BALL COUNT	C-6414	B-7456-6	A-6402-6						
	NO. MATCH	C-6414	B-7456-2	A-6401						
	PLAYER	C-6417	C-6521	A-6402-3						
	COIN	C-6414	B-7456-9	A-6402-3						
	500 ADV	C-6417	B-7456-4	A-6412-15						
	CENTER ADV	C-6417	B-7456-4	A-6402-3						
	10 POINT	B-7253	A-6294	3C-7272						
	100 POINT			3C-7272						
	1000 POINT	B-7253	A-6294	3C-7272						
10,000 POINT	B-7253	A-6294	3C-7272							
ALTERNATOR			3C-7272							
SYNCADE	CREDIT			A-6400						144-7889 150/160 INDIAN 144-7890 150/160 LEAFER 144-7891 150/160 CRAWLER 144-7892 150 C CONTROL
	TOP SELECTOR	C-6417	B-7456-22	A-6401						
	SHOT COUNTER	C-6417	B-7456-1	A-6402-20						
	MIX	C-6417	B-7456-22	A-6401						
	100 POINT			3C-7272						
1000 POINT			3C-7272							
10,000 POINT	A-7195	A-6294	3C-7272							
SUPER STAR	REPLAY			A-6400			1A-4883-1	30C-378		144-7883 180 C SCORE 144-7884 150 C SCORE
	NO. MATCH	C-6414	B-7456-2	A-6401						
	BONUS	C-6417	B-7456-18	A-6402-20						
	BALL COUNT	C-6414	B-7456-3	A-6402-10						
	10 POINT	B-7253	A-6294	3C-7272						
	100 POINT			3C-7272						
1000 POINT			3C-7272							
10,000 POINT	B-7253	A-6294	3C-7272							

PARTS LIST

PIN GAME

GAME	UNITS				RELAY BANK		FLIPPER LINKS Dimensions Are To Hole Centers	SHIELD		
	Name	Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		Plastic	Metal	MOTOR
FAN TASTIC	REPLAY			A-6400			1A-4603-1	30C-387		
	BALL COUNT	C-6414	B-7456-6	A-6402-5						14A-7805 (6C) C SCORE
	NO. MATCH	C-6414	B-7455-2	A-6401						14A-7804 (5C) C SCORE
	PLAYER	C-6417	C-6421	A-6400-3						
	COIN	C-6414	B-7456-8	A-6403-3						
	BONUS	C-6417	B-7455-21	A-6403-10						
	10 POINT	B-7253	A-6294	3C-7272						
	100 POINT			3C-7272						
	1000 POINT	B-7253	A-6294	3C-7272						
	10,000 POINT ALTERNATOR	B-7253	A-6294	3C-7272						
BIG STAR	100,000 BALL COUNT	C-6414	B-7456-19	A-6402-29			1A-4603-1	30C-218		14A-7807 (8C) C SCORE
	10 POINT	C-6414	B-7456-13	A-6402-10						14A-7804 (5C) C SCORE
	100 POINT			3C-7272						
	1000 POINT			3C-7272						
	10,000 POINT			3C-7272						
	BONUS	C-6417	B-7456-21	A-6402-21						
SWINGER	REPLAY			A-6400			1A-4603-1	30C-406		
	BALL COUNT	C-6414	B-7455-19	A-6402-10						14A-7805 (6C) C SCORE
	NO. MATCH	C-6417	C-6421	A-6403						14A-7802 (5C) C SCORE
	ADVANCE	C-6414	B-7456-2	A-6401						14A-7745 (5A/5B) SWING TOT
	TENS	B-7253	A-6294	3C-7272						
	HUNDREDS			3C-7272						
	THOUSANDS	B-7253	A-6294	3C-7272						
	TEN THOUSANDS	B-7253	A-6294	3C-7272						
	SWING REEL ALTERNATOR	B-7253	A-6294	3C-7272						
	AMBUSH	CREDIT			A-6400					
SELECTION		C-6417	B-7456-25	A-6401						14A-7805 (5C) C CONTROL
COIN		C-6417	B-7456-20	A-6402-13						14A-7804 (5C) C CONTROL
CONTROL MTR.		C-6417	B-7456-26							14A-7805 (5C/5D) TARGET
1 PT. TIMER				3C-7272						
10 PT. TIMER		A-7195	A-6294	3C-7272						
1 PT. SHOT				3C-7272						
10 PT. SHOT				3C-7272						
100 PT. SHOT		A-7195	A-6294	3C-7272						
10 PT. SCORE		A-7195	A-6294	3C-7272						
100 PT. SCORE	A-7195	A-6294	3C-7272							
TRAVEL TIME	REPLAY			A-6400	D1-24-1600	10A-313	1A-4603-1	30C-391		
	NO. MATCH	C-6414	B-7456-2	A-6401						14A-7801 (5C) C SCORE
	CLOCK	C-6417	B-7456-14	A-6402-38						14A-7804 (5C) C SCORE
	10 POINT	B-7253	A-6294	3C-7272						
	100 POINT			3C-7272						
1000 POINT	B-7253	A-6294	3C-7272							
10,000 POINT	B-7253	A-6294	3C-7272							
UPPER DECK	CREDIT			A-6400						
	INNING	C-6417	B-7456-15	A-6400-6						14A-7751 (6C) C MAN
	OUT	C-6417	B-7456-17	A-6402-3						14A-7757 (5C) C MAN
	STRIKE	C-6417	B-7456-17	A-6402-3						14A-7802 (6C) C CONTROL
	EXTRA INNING	C-6417	B-7456-17	A-6402-3						14A-7803 (5C) C CONTROL
	CONTROL MTR.	C-6417	B-7456-15	A-6402-3						14A-7821 (6C) C PITCHER
	1st PLAYER 1 PT.	B-7253	A-6294	3C-7272						14A-7823 (5C) C PITCHER
	1st PLAYER 10 PT.	B-7253	A-6294	3C-7272						
	2nd PLAYER 1 PT.	B-7253	A-6294	3C-7272						
	2nd PLAYER 10 PT. GRAND SLAM	B-7253	A-6294	3C-7272						
FUN FEST	REPLAY			A-6400-1			1A-4603-1	30C-406		
	BALL COUNT	C-6414	B-7456-4	A-6402-1						14A-7805 (6C) C SCORE
	NO. MATCH	C-6417	C-6421	A-6403						14A-7806 (5C) C SCORE
	PLAYER	C-6417	C-6421	A-6403-3						
	COIN	C-6414	B-7455-5	A-6402-3						
	ADVANCE	C-6414	B-7456-2	A-6401						
	10 POINT	B-7253	A-6294	3C-7272						
	100 POINT			3C-7272						
	1000 POINT	B-7253	A-6294	3C-7272						
	10,000 POINT ALTERNATOR	B-7253	A-6294	3C-7272						

PARTS LIST SHUFFLE GAME

GAME	UNITS				RELAY BANK		MOTOR	
	Name	Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		
TANGO	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6417-26	C-6521-4	A-6405-5				
	GAME SELECTION	C-6415-7	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6412-2	C-6520-4	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-6	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
AMAZON	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6417-26	C-6521-4	A-6405-5				
	GAME SELECTION	C-6415-7	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6412-2	C-6520-4	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-6	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
BLAZER	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6417-26	C-6521-4	A-6405-5				
	GAME SELECTION	C-6415-7	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6412-2	C-6520-4	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-7	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
INCORE	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6895	C-6520	A-6894-5				
	GAME SELECTION	C-6415-8	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6895	A-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-8	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
AZTEC	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6417-26	C-6521-4	A-6405-5				
	GAME SELECTION	C-6415-8	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6412-2	C-6520-4	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-7	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
ALFAIR	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6895	C-6520	A-6894-5				
	GAME SELECTION	C-6415-8	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6895	A-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-8	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
CORONADO	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6895	C-6520	A-6894-5				
	GAME SELECTION	C-6514-6	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6895	A-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-7	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
CORONADO	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C	14A-7765
	FRAME CONTROL	C-6417-19	C-6520-9F	A-6402A-11				
	PLAYER UP	C-6895	C-6520	A-6894-5				
	GAME SELECTION	C-6514-6	C-6521-3	A-6403				
	EXTRA SHOTS	C-6414-1	A-6443-4	A-6405A-5				
	COIN	C-6895	A-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-7	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					

PARTS LIST

SHUFFLE GAME

GAME	Name	UNITS			RELAY BANK		MOTOR	
		Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		
ORION	STRIKE-SPARE	C-6411	A-6443-6	A-6402-24	D-22-1150	10A-66	SCORE MOTOR - 60C SCORE MOTOR - 50C PIN RESET MOTOR - 60C PIN RESET MOTOR - 50C FLASH MOTOR - 60C FLASH MOTOR - 50C	14A-7765 14A-7776 14A-7820 14A-7777 14A-7766 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-12				
	PLAYER UP	C-6417	C-6521	A-6405-5				
	GAME SELECTION	C-6417	C-6521	A-6403				
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5				
	COIN	C-6896	C-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
ALPHA	STRIKE-SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR - 60C SCORE MOTOR - 50C PIN RESET MOTOR - 60C PIN RESET MOTOR - 50C FLASH MOTOR - 60C FLASH MOTOR - 50C	14A-7765 14A-7776 14A-7820 14A-7777 14A-7766 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11				
	PLAYER UP	C-6417	C-6521	A-6405-5				
	GAME SELECTION	C-6417	C-6521	A-6403				
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5				
	COIN	C-6896	C-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
PEGASUS	STRIKE-SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR 160C SCORE MOTOR 150C PIN RESET MOTOR 30C PIN RESET MOTOR 150C FLASH MOTOR 160C FLASH MOTOR 150C	14A-7765 14A-7776 14A-7820 14A-7777 14A-7766 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11				
	PLAYER UP	C-6417	C-6521	A-6405-5				
	GAME SELECTION	C-6417	C-6521	A-6403				
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5				
	COIN	C-6896	C-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
DELTA	STRIKE-SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR 160C SCORE MOTOR 150C PIN RESET MOTOR 30C PIN RESET MOTOR 150C FLASH MOTOR 160C FLASH MOTOR 150C	14A-7765 14A-7776 14A-7820 14A-7777 14A-7766 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11				
	PLAYER UP	C-6417	C-6521	A-6405-5				
	GAME SELECTION	C-6417	C-6521	A-6403				
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5				
	COIN	C-6896	C-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
CENTURY	STRIKE-SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR 160C SCORE MOTOR 150C PIN RESET MOTOR 30C PIN RESET MOTOR 150C FLASH MOTOR 160C FLASH MOTOR 150C	14A-7765 14A-7776 14A-7820 14A-7777 14A-7766 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11				
	PLAYER UP	C-6417	C-6521	A-6405-5				
	GAME SELECTION	C-6417	C-6521	A-6403				
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5				
	COIN	C-6896	C-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
GAMMA	STRIKE-SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR 160C SCORE MOTOR 150C PIN RESET MOTOR 30C PIN RESET MOTOR 150C FLASH MOTOR 160C FLASH MOTOR 150C	14A-7765 14A-7776 14A-7820 14A-7777 14A-7766 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11				
	PLAYER UP	C-6417	C-6521	A-6405-5				
	GAME SELECTION	C-6417	C-6521	A-6403				
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5				
	COIN	C-6896	C-6443-5	A-6402A-5				
	1-9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
BETA	STRIKE-SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR 160C SCORE MOTOR 150C PIN RESET MOTOR 30C PIN RESET MOTOR 150C FLASH MOTOR 160C FLASH MOTOR 150C	14A-7765 14A-7776 14A-7820 14A-7777 14A-7766 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11				
	PLAYER UP	C-6417	C-6521	A-6405-5				
	GAME SELECTION	C-6417	C-6521	A-6403				
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5				
	COIN	C-6896	C-6443-5	A-6402A-5				
	1-9			3C-7272				
	TENS			3C-7272				
	HUNDREDS			3C-7272				
	THOUSANDS			3C-7272				
	ROTC			3C-7272				
SCORE MOTOR	C-6418-9	C-6519-7						
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					

PARTS LIST

SHUFFLE GAME

GAME	Name	UNITS			RELAY BANK		MOTOR	
		Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring		
CENTENIAL	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR (50C)	14A-7765
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			SCORE MOTOR (50C)	14A-7776
	PLAYER UP	C-6417	C-6521	A-6405-5			PIN RESET MOTOR (60C)	14A-7820
	GAME SELECTION	C-6417	C-6521	A-6403			PIN RESET MOTOR (50C)	14A-7777
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			FLASH MOTOR (60C)	14A-7766
	COIN	C-6896	C-6443-5	A-6402A-5			FLASH MOTOR (50C)	14A-7775
	1/9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
EPSILON	STRIKE SPARE	C-6981	A-6443-6	A-6402-24	D-22-1150	10A-66	SCORE MOTOR (60C)	14A-7765
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			SCORE MOTOR (50C)	14A-7776
	PLAYER UP	C-6417	C-6521	A-6405-5			PIN RESET MOTOR (60C)	14A-7820
	GAME SELECTION	C-6417	C-6521	A-6403			PIN RESET MOTOR (50C)	14A-7777
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			FLASH MOTOR (60C)	14A-7766
	COIN	C-6896	C-6443-5	A-6402A-5			FLASH MOTOR (50C)	14A-7775
	1/9			3C-7272				
	TENS			3C-7272				
	HUNDREDS			3C-7272				
	THOUSANDS			3C-7272				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
EL GRANDE	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D-22-1150	10A-66	SCORE MOTOR (60C)	14A-7765
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			SCORE MOTOR (50C)	14A-7776
	PLAYER UP	C-6417	C-6521	A-6405-5			PIN RESET MOTOR (60C)	14A-7820
	GAME SELECTION	C-6417	C-6521	A-6403			PIN RESET MOTOR (50C)	14A-7777
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			FLASH MOTOR (60C)	14A-7766
	COIN	C-6896	C-6443-5	A-6402A-5			FLASH MOTOR (50C)	14A-7775
	1/9			3A-7128				
	TENS			3A-7128				
	HUNDREDS			3A-7128				
	THOUSANDS			3A-7128				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
LAGUNA	STRIKE SPARE	C-6981	A-6443-6	A-6402-24	D-22-1150	10A-66	SCORE MOTOR (60C)	14A-7765
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			SCORE MOTOR (50C)	14A-7776
	PLAYER UP	C-6417	C-6521	A-6405-5			PIN RESET MOTOR (60C)	14A-7820
	GAME SELECTION	C-6417	C-6521	A-6403			PIN RESET MOTOR (50C)	14A-7777
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			FLASH MOTOR (60C)	14A-7766
	COIN	C-6896	C-6443-5	A-6402A-5			FLASH MOTOR (50C)	14A-7775
	1/9			3C-7272				
	TENS			3C-7272				
	HUNDREDS			3C-7272				
	THOUSANDS			3C-7272				
	SCORE MOTOR	C-6418-9	C-6519-7					
FLASH MOTOR	C-6413-9	C-6520-8	B-6833					
PALOS VERDE	STRIKE SPARE	C-6981	A-6443-6	A-6402-24	D1-21-1125	10A-66	SCORE MOTOR (60C)	14A-7765
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			SCORE MOTOR (50C)	14A-7776
	PLAYER UP	C-6417	C-6521-4	A-6405-5			FLASH MOTOR (60C)	14A-7766
	GAME SELECTION	C-6417	C-6521	C-6403			FLASH MOTOR (50C)	14A-7775
	EXTRA SHOTS	C-6414	C-6520-5	A-6402A-5			PIN RESET MOTOR (60C)	14A-7820
	COIN	C-6896	A-6443-5	A-6402A-5			PIN RESET MOTOR (50C)	14A-7777
	1/9			3C-7272				
	10/90			3C-7272				
	HUNDREDS			3C-7272				
	THOUSANDS			3C-7272				
	FLASH MOTOR	C-6413-9	C-6520-8	B-6833				
SCORE MOTOR	C-6418-9	C-6519-7						
ROTC	C-6418-9	C-6519-7	3C-7272					
CIMARRON	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	D1-24-1400	10A-66	SCORE MOTOR (60C)	14A-7765
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			SCORE MOTOR (50C)	14A-7776
	PLAYER UP	C-6417	C-6521	A-6405-5			PIN RESET MOTOR (60C)	14A-7820
	GAME SELECTION	C-6417	C-6521	A-6403			PIN RESET MOTOR (50C)	14A-7777
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			FLASH MOTOR (60C)	14A-7766
	COIN	C-6896	C-6443-5	A-6402A-5			FLASH MOTOR (50C)	14A-7775
	1/9			3C-7272				
	TENS			3C-7272				
	HUNDREDS			3C-7272				
	THOUSANDS			3C-7272				
	ROTC			3C-7272				
FLASH MOTOR	C-6418-9	C-6519-7						
SCORE MOTOR	C-6413-9	C-6520-8	B-6833					

PARTS LIST

SHUFFLE GAME

GAME	UNITS				RELAY BANK		MOTOR
	Name	Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring	
TIMES SQUARE	STRIKE SPARE	C-6410-1	A-6443-3	A-6402-5	01-26-1400	10A-65	SCORE MOTOR - 10C 14A-7765 SCORE MOTOR - 50C 14A-7776 PIN RESET MOTOR - 60C 14A-7809 PIN RESET MOTOR - 50C 14A-7777 FLASH MOTOR - 60C 14A-7768 FLASH MOTOR - 50C 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			
	PLAYER UP	C-6417	C-6521	A-6401-5			
	GAME SELECTION	C-6417	C-6521	A-6401			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	C-6826	C-6443-5	A-6402A-5			
	1-5			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	ROTO			3C-7272			
	SCORE MOTOR	C-6418-9	C-6519-7				
	FLASH MOTOR	C-6413-9	C-6520-8	B-6833			
LIBERTY BELL	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	01-26-1400	10A-66	SCORE MOTOR - 60C 14A-7765 SCORE MOTOR - 50C 14A-7776 PIN RESET MOTOR - 60C 14A-7809 PIN RESET MOTOR - 50C 14A-7777 FLASH MOTOR - 60C 14A-7768 FLASH MOTOR - 50C 14A-7775
	FRAME CONTROL	C-6417	C-6520	A-6402A-11			
	PLAYER UP	C-6417	C-6521	A-6401-5			
	GAME SELECTION	C-6417	C-6521	A-6401			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	C-6826	C-6443-5	A-6402A-5			
	1-9			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	ROTO			3C-7272			
	SCORE MOTOR	C-6418-9	C-6519-7				
	FLASH MOTOR	C-6413-9	C-6520-8	B-6833			
WINDY CITY	STRIKE SPARE	C-6410-1	A-6443-3	A-6402-5	01-26-1400	10A-66	SCORE MOTOR - 60C 14A-7765 SCORE MOTOR - 50C 14A-7776 PIN RESET MOTOR - 60C 14A-7809 PIN RESET MOTOR - 50C 14A-7777 FLASH MOTOR - 60C 14A-7768 FLASH MOTOR - 50C 14A-7775
	FRAME CONTROL	C-6417	B-7456-5	A-6402A-11			
	PLAYER UP	C-6417	C-6521	A-6401-5			
	GAME SELECTION	C-6417	C-6521	A-6401			
	EXTRA SHOTS	C-6417	A-6443-4	A-6402A-5			
	COIN	C-6826	C-6443-5	A-6402A-5			
	1-9			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	ROTO			3C-7272			
	SCORE MOTOR	C-6418-9	C-6519-7				
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833			
FRENCH QUARTER	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	01-26-1400	10A-66	SCORE MOTOR - 60C 14A-7765 SCORE MOTOR - 50C 14A-7776 PIN RESET MOTOR - 60C 14A-7809 PIN RESET MOTOR - 50C 14A-7777 FLASH MOTOR - 60C 14A-7768 FLASH MOTOR - 50C 14A-7775
	FRAME CONTROL	C-6417	A-7456-5	A-6402A-11			
	PLAYER UP	C-6417-26	C-6521-4	A-6401-5			
	GAME SELECTION	C-6415	C-6521	A-6401			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	C-6412	A-6443-5	A-6401-5			
	1-9			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	ROTO			3C-7272			
	SCORE MOTOR	C-6418-9	C-6519-7				
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833			
GATEWAY ARCH	STRIKE SPARE	C-6414-2	A-6443-3	A-6402-5	01-26-1400	10A-66	SCORE MOTOR - 60C 14A-7765 SCORE MOTOR - 50C 14A-7776 PIN RESET MOTOR - 60C 14A-7809 PIN RESET MOTOR - 50C 14A-7777 FLASH MOTOR - 60C 14A-7768 FLASH MOTOR - 50C 14A-7775
	FRAME CONTROL	C-6417	B-7456-5	A-6402A-11			
	PLAYER UP	C-6417-26	C-6521-4	A-6401-5			
	GAME SELECTION	C-6415	C-6521	A-6401			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	C-6412	A-6443-5	A-6401-5			
	1-9			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	ROTO			3C-7272			
	SCORE MOTOR	C-6418-9	C-6519-7				
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833			

PARTS LIST

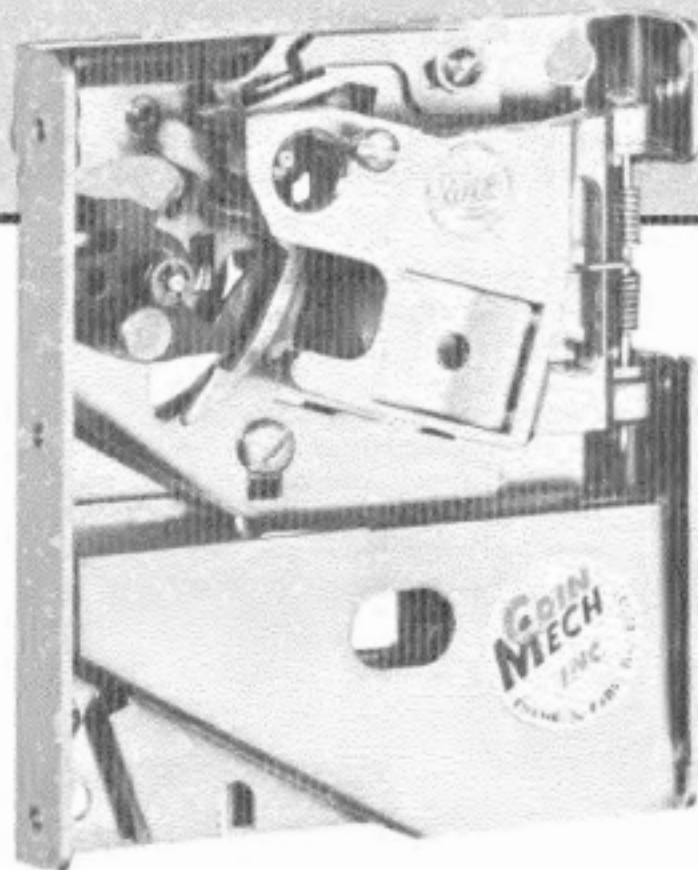
SHUFFLE GAME

GAME	UNITS				RELAY BANK		MOTOR
	Name	Contact Disc	Wiper Carrier	Gear & Shaft	Reset Coil	Reset Spring	
ASTROBONE	STRKE SPARE	C-6415-2	A-6443-2	A-6407-5	01-24-1400	104-66	SCORE MOTOR - 60C 144-7765 SCORE MOTOR - 50C 144-7776 PIN RESET MOTOR - 60C 144-7869 PIN RESET MOTOR - 50C 144-7870 FLASH MOTOR - 60C 144-7766 FLASH MOTOR - 50C 144-7775
	FRAME CONTROL	C-6417	B-7456-5	A-6408-11			
	PLAYER UP	C-6417-26	C-6522-4	A-6404-1			
	GAME SELECTION	C-6415	C-6522	A-6403			
	EXTRA SHOTS	C-6414	A-6443-4	A-6403-5			
	COIN	C-6412	A-6443-5	A-6407-5			
	1'S			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	ROFF			3C-7272			
	SCORE MOTOR	C-6418-8	C-6528-7				
	FLASH MOTOR	C-6413-9	B-7456-4	B-6533			
	CAPE COD	STRKE SPARE	C-6414-2	A-6443-3			
FRAME CONTROL		C-6417	B-7456-5	A-6408-11			
PLAYER UP		C-6417-26	C-6522-4	A-6404-1			
GAME SELECTION		C-6415	C-6522	A-6403			
EXTRA SHOTS		C-6414	A-6443-4	A-6403-5			
COIN		C-6412	A-6443-5	A-6407-5			
1'S				3C-7272			
TENS				3C-7272			
HUNDREDS				3C-7272			
THOUSANDS				3C-7272			
ROFF				3C-7272			
SCORE MOTOR		C-6418-8	C-6528-7				
FLASH MOTOR		C-6413-9	B-7456-4	B-6533			
DPDT				A-6406-1			

**GOIN
MECHANISMS INC.**

9137 CHERRY STREET
FRANKLIN PARK, IL 60131
Phone: (312) 453-8221

Operation and Service Manual



100 SERIES COIN MECH.

DOMESTIC & FOREIGN COIN MECHS.

OPERATION

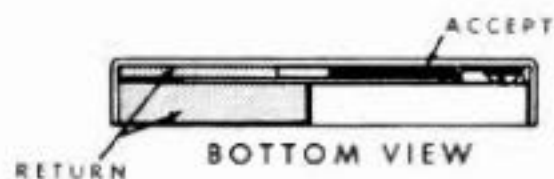
The "Series 100" Coin Mechanisms are designed to require a minimum of maintenance and field adjustment. Detection and rejection of undesired or counterfeit coins are determined by size (both thickness and diameter), weight, metallic content, and bounce.

Cradles are used to test the size of the coin. Undersize diameter coins will pass between the legs of the cradle and will be returned. Oversize diameter coins will fail to pass between the cradle and the diameter gauge and will be returned by actuating the wiper operating lever. In the case of the quarter acceptor, an undersize lever must first be pivoted to unlock the cradle. Undersize diameter "quarters" will fail to unlock the cradle and will be returned by actuating the wiper operating lever. Coins that are oversize in thickness will fail to pass between the magnet gate and the main channel and will have to be dislodged and returned by actuating the wiper operating lever.

The diameter gauge adjustment: Loosen screw, move diameter gauge to left, insert new coin and move diameter gauge to right until the coin passes, then tighten screw.

Cradles are also used to test the weight of the coin. Underweight coins will fail to overcome the cradle counterweight and will be returned by actuating the wiper operating lever.

A magnet is used to test the metallic content of the coin. Highly magnetic coins, such as steel or iron, will be retained by the magnet and will be returned by actuating the wiper operating lever. Coins having comparatively high magnetic properties, such as copper, will be slowed down by the magnet and will drop off the end of the rail short of the "accept" entrance and be returned. Coins having little or no magnetic properties, such as brass or zinc, will pass through the magnetic field so fast that they will "overshoot" the "accept" entrance and be returned.



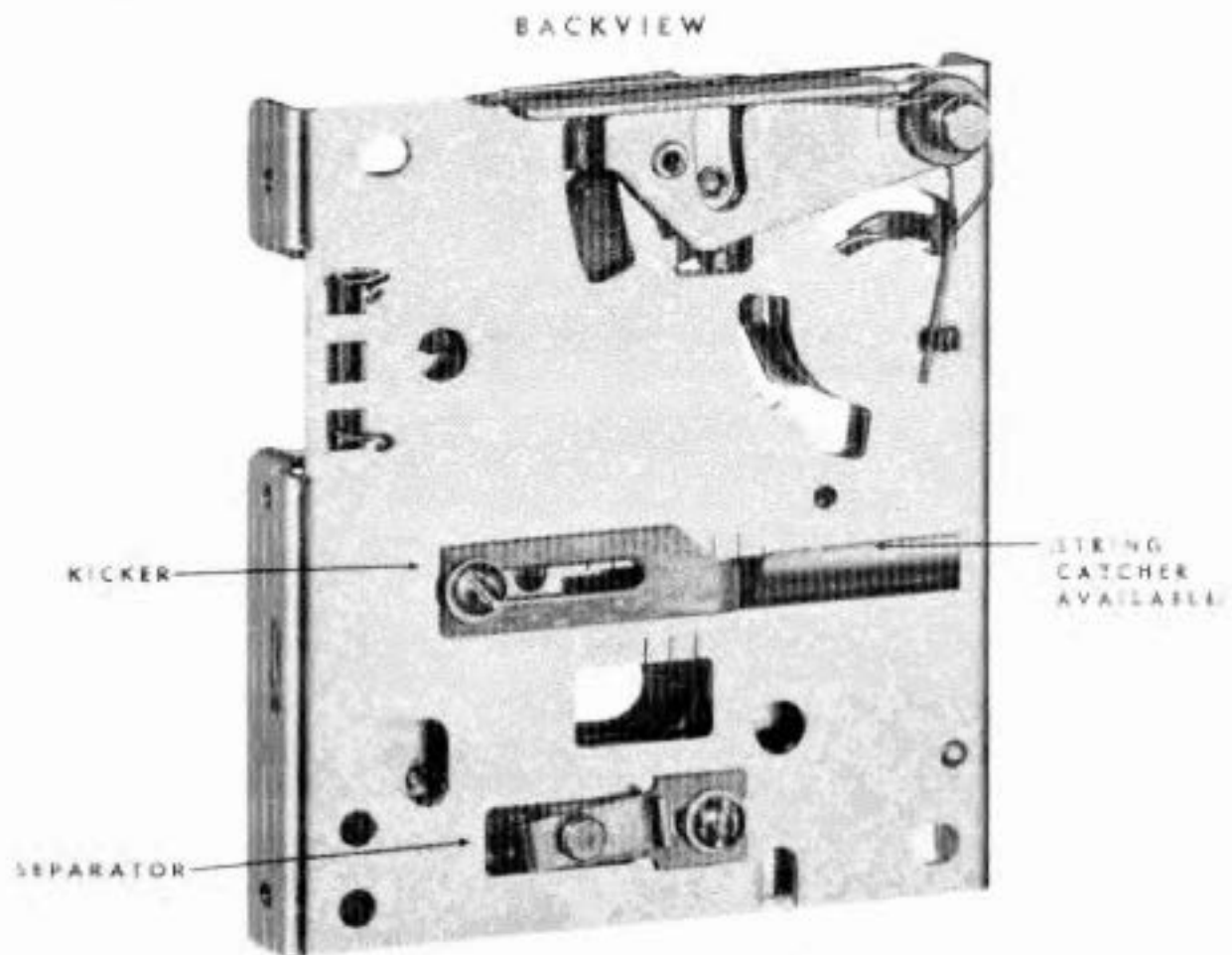
In the case of the Nickel Coin Mechanism, a bounce tester is used to test the bounceability of the coin. Due to its magnetic properties, a genuine nickel passes quickly through the magnetic field and drops off the end of the rail in an arc that causes it to hit the bounce tester which, because of the coin's elasticity, "bounces" it into the "accept" entrance. A counterfeit coin passing through the magnetic field at the same speed as a genuine nickel will not have the same elasticity and so will not have the same "bounce" as a genuine nickel and will miss the "accept" entrance and be returned.

ADJUSTMENTS

All "Series 100" Coin Mechanisms leave the factory adjusted for maximum performance. If, however, these critical adjustments are desired, or if the unit has been completely disassembled for service, the following adjustment procedure is suggested:

A. Kicker and Separator (On Drop and Quarter Coin Mechanisms only)

1. Set the Coin Mechanism with the back of the unit facing vertically to the test position.
2. Loosen the screws holding the kicker and separator and move each as far to the right as they will go. Tighten the screws.
3. Insert several coins (both old and new) and note that some are returned by striking the separator.
4. Loosen the separator screw and move the separator a slight amount to the left. Tighten the screw.



5. Insert the coins again, and, if some of them are still returned, repeat Step 4 until all of the coins are accepted.

ADJUSTMENTS — (Continued)

6. Loosen the kicker screw and move the kicker as far to the left as it will go. Tighten the screw.
7. Insert several coins and note that some of them are returned.
8. Loosen the kicker screw and move the kicker a slight amount to the right. Tighten the screw.
9. Insert the coins again and, if some of them are still returned, repeat Step 8 until all of the coins are accepted.
10. Be sure the screws are tight after all adjustments are made.

B. String Catcher — (Replaces the kicker in some models)

1. The "V" in the string catcher should be assembled even with the bottom of the kicker opening.
2. On Nickel and Quarter Coin Mechanisms, the string catcher is moved as far to the right as it will go.
3. On Dime Coin Mechanisms, the string catcher is moved as far to the left as it will go.

MAINTENANCE

Depending upon the environment in which the Coin Mechanism is used, periodic preventative maintenance should be performed.

The mainplate may be cleaned with any household cleanser. Thorough rinsing and drying are necessary to remove deposits and/or film.

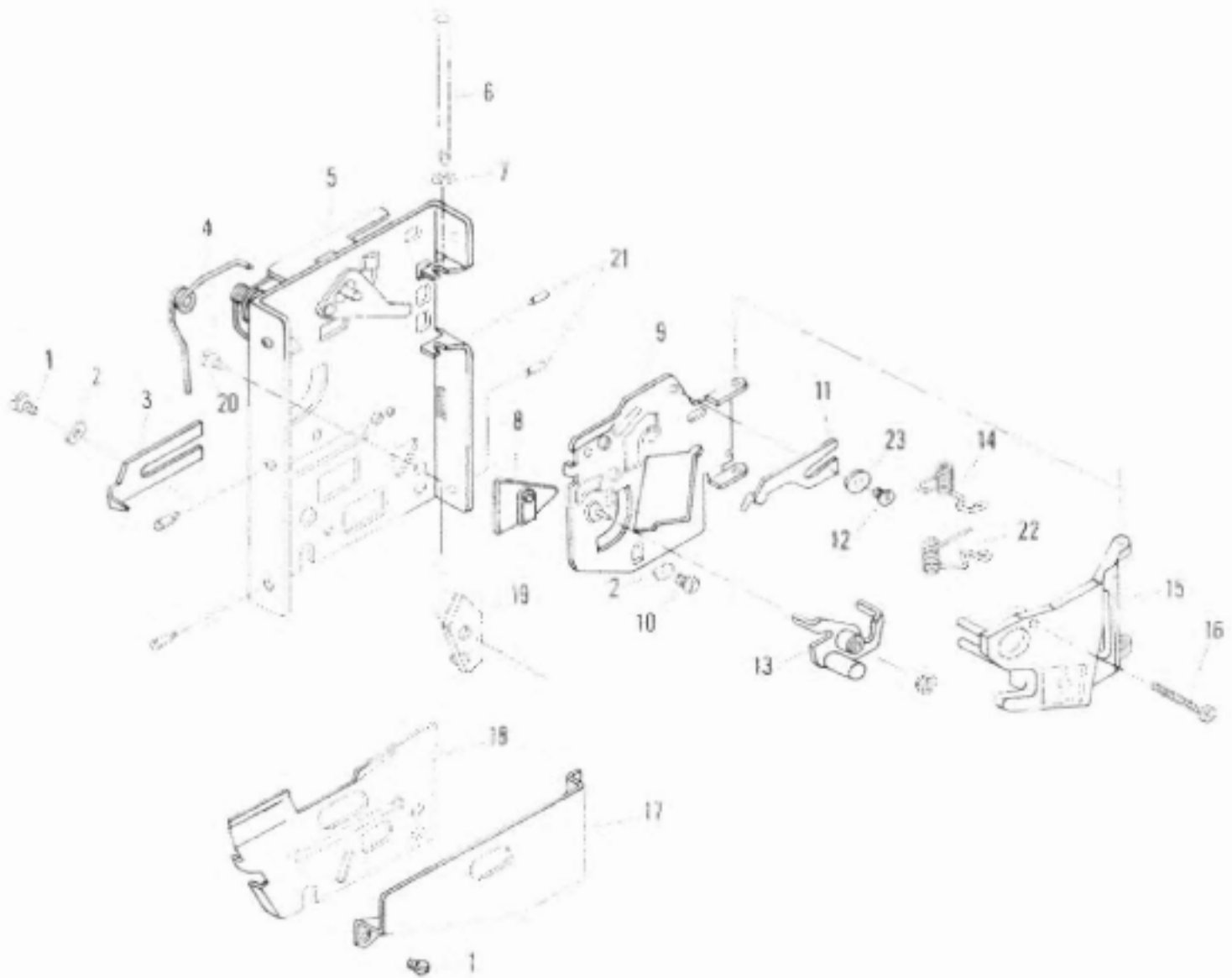
Remove all filings from the magnet by guiding an ice pick, awl, or the point of a screwdriver along the edges of the magnet. You will notice the filings will cling to the point of the tool.

Remove the cradles and undersize levers and clean the bushings. A pipe cleaner makes a good bushing cleaner. Also clean the pivot pin. Apply powdered graphite or pencil lead sparingly to the pivot pin and bushing and reassemble.

On Nickel units make certain all foreign matter is removed from the bounce tester. Also make certain the bounce tester fastening screws are tight.

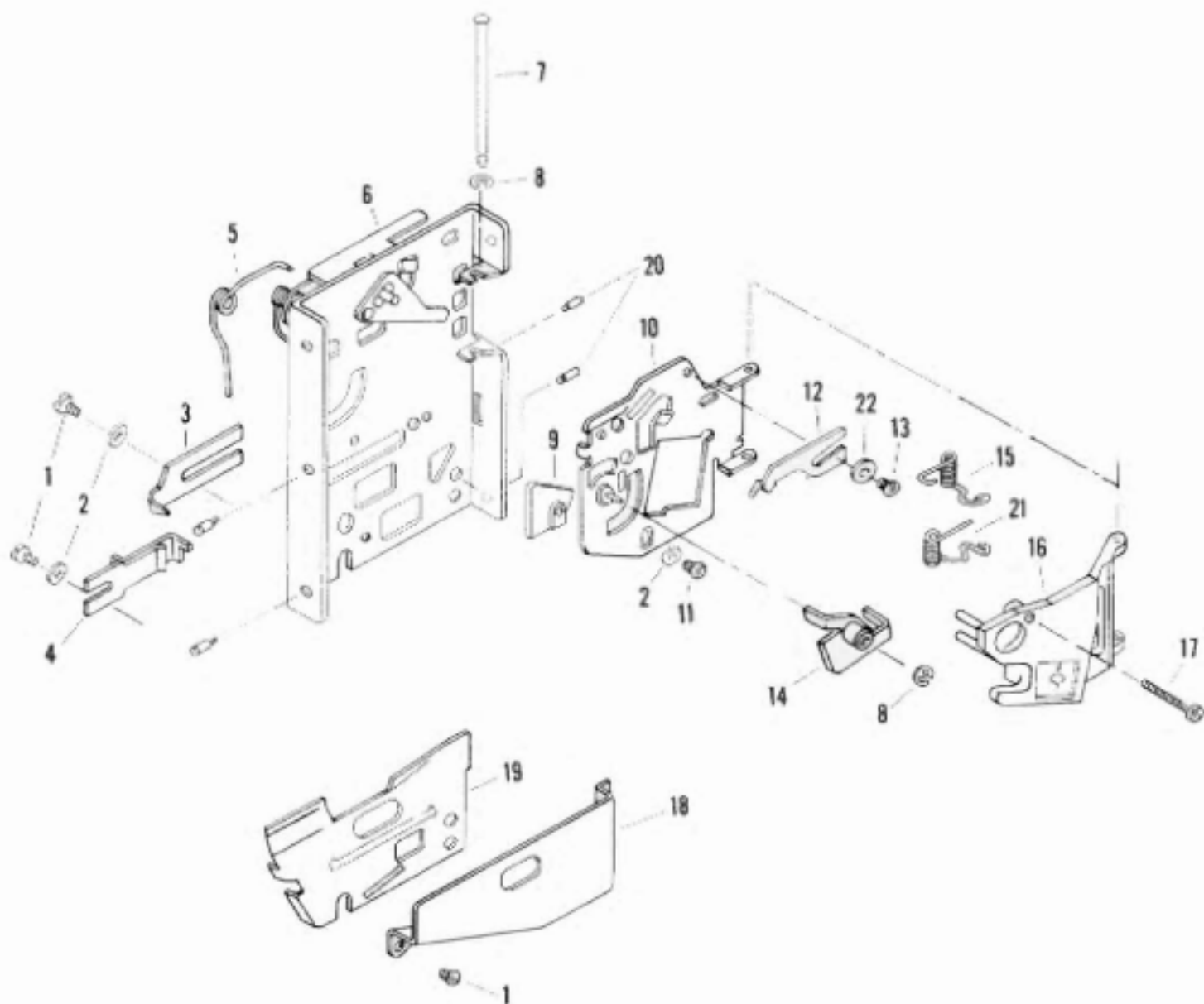
In the event the recommended adjustment and maintenance procedures do not render your "Series 100" Coin Mechanism serviceable, check for worn or damaged parts and replace as necessary.

For service assistance or sales requirements, contact our office.

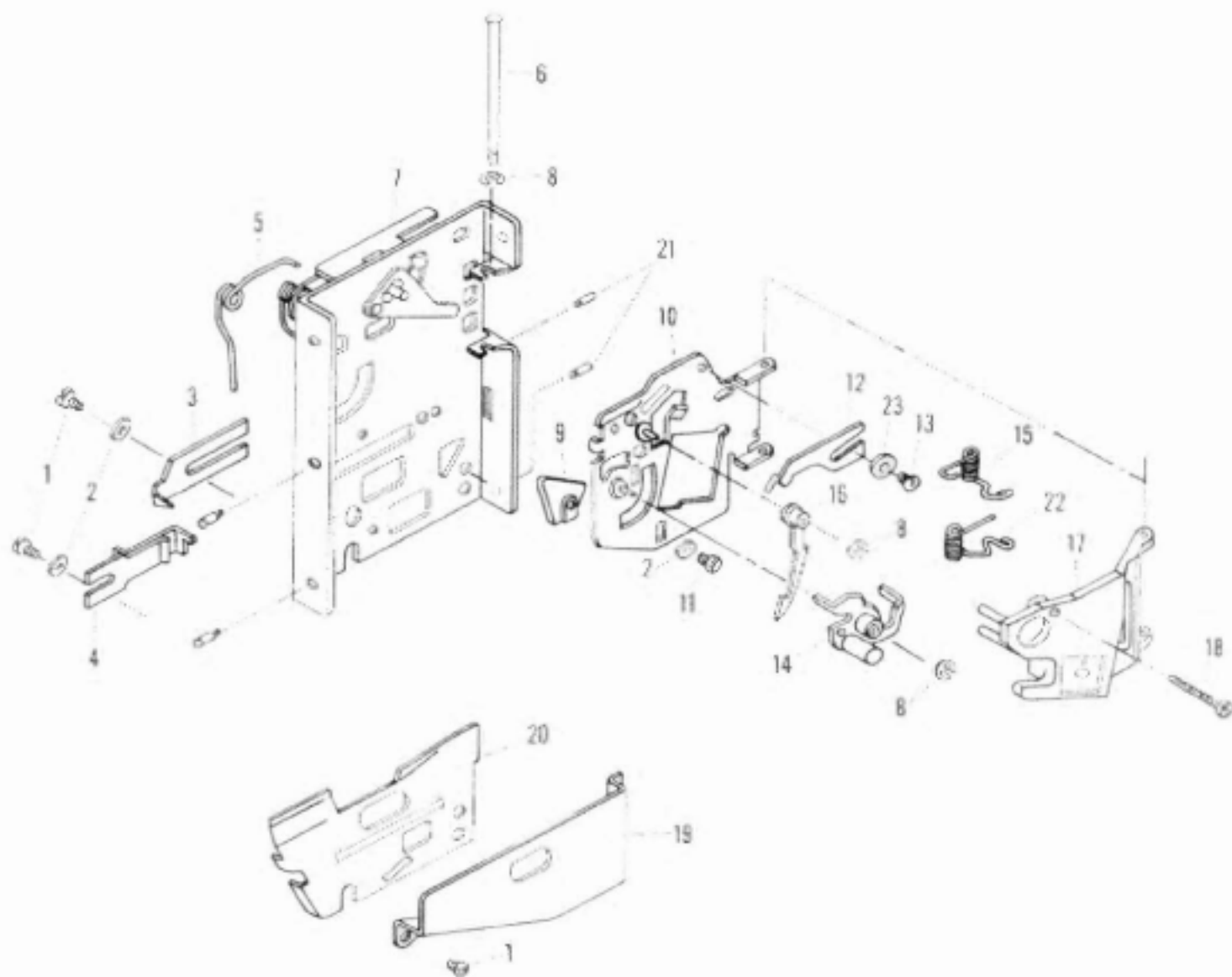


Part No.	Name of Part	Qty.	Part No.	Name of Part	Qty.
1	188 6-2	6-32 x 1/8 R.H.M. Screw	13	4017	5c Cradle Assy.
2	600 6	R.G. Washer	14	1025	Upper Gate Bar-6c
3	1048	Washer	15	4015	5c Magnet Gate Assy.
4	1027	Open Lever Spring	16	1032	Thickness Screw
5	4011	5c Mainplate Assy.	17	1034	Bottom Coverplate
6	1024	Gate Lever Pin	18	1005	5c Coverplate
7	1046	1/16" Washer	19	1026	Arm
8	1021	5c Nut	20	108 8-2	8-32 x 3/16 R.H.M. Screw
9	4001	5c Gate Assy.	21	5056	4-0 Stud
10	108 6-2A	6-32 x 5/32 R.H.M. Screw	22	1022	Lower Gate Screw
11	1012	Arm (1/4) Spring	23	600 4	4-4 Flange Washers
12	100 4-2	4-36 x 1/8 R.H.M. Screw			

D-120 10t U.S.A. MECHANISM:

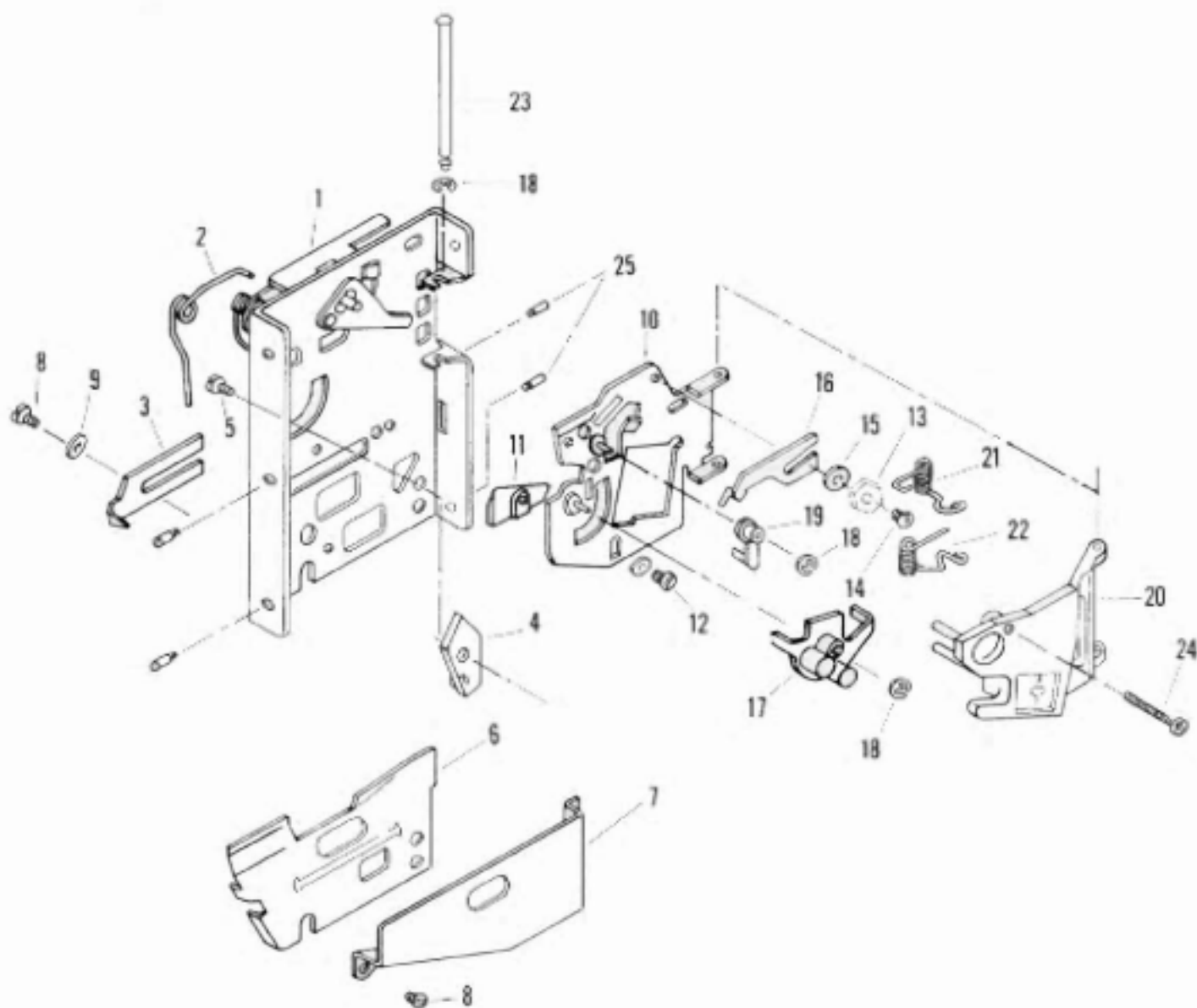


Part No.	Name of Part	Qty.	Part No.	Name of Part	Qty.		
1.	188-6-2	6-32 x 1/8 R.H.M. Screw: Serr	3	13.	100-4-2	4-36 x 1/8 R.H.M. Screw:	1
2.	600-6	#6 Washer:	2	14.	4009	10c Cradle Ass'y:	1
3.	1009	Kicker:	1	15.	1028	Upper Gate Spring:	1
4.	4000	Separator Ass'y:	1	16.	4014	10c Magnet Gate Ass'y:	1
5.	1027	Oper. Lever Spring:	1	17.	1032	Thickness Screw:	1
6.	4010	10c Mainplate Ass'y:	1	18.	1004	Return Coverplate:	1
7.	1024	Gate Pivot Pin:	1	19.	1006	10c Coverplate:	1
8.	1046	"C" Washer:	2	20.	1050	#6 Stud:	4
9.	1022	10c Rail:	1	21.	1029	Lower Gate Spring:	1
10.	4002	10c Gate Ass'y:	1	22.	600-4	#4 Brass Washer:	1
11.	108-6-5A	6-32 x 5/32 B.H.M. Screw:	1				
12.	1013	Adj. Dia. Gauge:	1				



Part No.	Name of Part	Qty.	Part No.	Name of Part	Qty.		
1	188 6 2	6.32 x 1.8 Screw: Serr.	3	13	100 4 2	4.16 x 1.8 Screw:	1
2	600 6	#6 Washer	2	14	4016	25c Cradle Ass'y	1
3	1008	Kicker	1	15	1028	Upper Gate Spring	1
4	4000	Separator Ass'y	1	16	4004	Undersize Lever Ass'y	1
5	1027	Oper. Lever Spring	1	17	4014	25c Magnet Gate Ass'y	1
6	1024	Gate Pivot Pin	1	18	1032	Thickness Screw	1
7	4011	25c Mainplate Ass'y	1	19	1004	Return Coverplate	1
8	1046	1/8" Washer	3	20	1007	25c Coverplate	1
9	1023	25c Rail	1	21	1050	#6 Stud	4
10	4003	25c Gate Ass'y	1	22	1029	Lower Gate Spring	1
11	108 6 5A	6.32 x 5.32 B.H.M. Screw	1	23	600 4	#4 Brass Washer	1
12	1013	Adj. Dia. Gauge	1				

140-0 50¢ U.S.A. MECHANISM



Part No.	Name of Part	Qty.	Part No.	Name of Part	Qty.		
1.	4021	25c Mainplate W/Sheer Form	1	13.	400-4	4.35 Hex Nut	1
2.	4027	Oper. Lever Spring	1	14.	100-4-6	4.35 x 3/8 R.H.S.M.S.	1
3.	1009	Kicker	1	15.	600-4	#4 Washer	1
4.	1059	Cut Anvil	1	16.	1013	Adjustable Dia. Gauge	1
5.	108-8-3	8-32 x 3/16 B.H.M. Screw	1	17.	4018	50c Cradle	1
6.	1047	Cover Plate	1	18.	1046	"C" Washer	3
7.	1004	Return Cover Plate	1	19.	4025	Cut Undersize Lever	1
8.	188-6-2	6-32 x 1/8 R.H.S.M.S. Serr. Screw	2	20.	4014	Gr. Mag. Gate	1
9.	600-6	#6 Washer	1	21.	1028	Upper Gate Spring	1
10.	4012	25c Gate (Cut)	1	22.	1029	Lower Gate Spring	1
11.	1021	5c Rail (Ground)	1	23.	1024	Gate Pivot Pin	1
12.	116-6-3	6-32 x 3/16 Pan Hd. Rail Screw	1	24.	1032	Thickness Screw	1
				25.	1050	6-32 Mtg. Stud	4