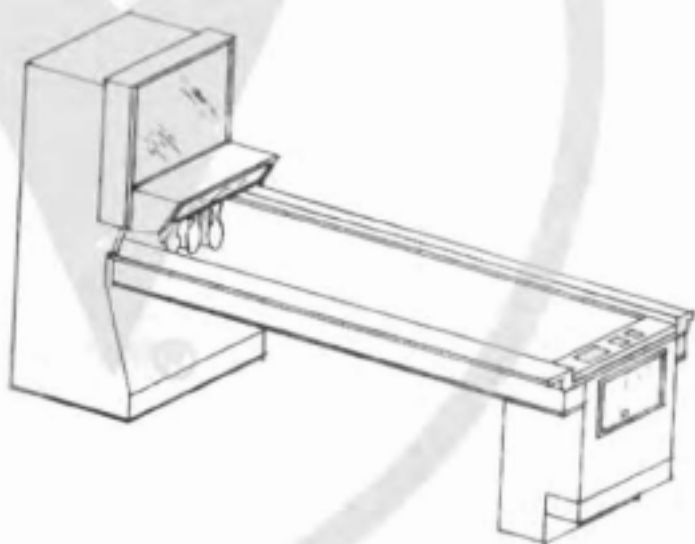




*Williams*<sup>®</sup>

**1977 - 1978**

**PARTS CATALOG**



*Williams*<sup>®</sup> ELECTRONICS INC.

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

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

Dear Operator

Your "WILLIAMS" game is a sound investment that will  
earn more money if, you keep your "WILLIAMS" game

*“Factory Fresh”*

KEEP PLAYFIELD CLEAN AND REPLACE  
BURNED OUT LIGHT BULBS IMMEDIATELY

THIS CATALOG INCLUDES  
ONLY

**WILLIAMS AND UNITED**

PARTS IN CURRENT PRODUCTION.  
FOR PARTS NOT IN CURRENT PRODUCTION,  
REFER TO 1974 CATALOG AND ADD 30%  
TO PRICES SHOWN

**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.

## GAME LUBRICATION GUIDE

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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## NOTES

GAMES BELOW ARE LISTED IN ORDER OF PRODUCTION DATES

FLIPPER GAMES

STAR DUST.....	1/72	DEALERS CHOICE.....	6/74
OLYMPIC HOCKEY.....	2/72	SKYLAB.....	7/74
GRANADA.....	3/72	STRATO-FLITE.....	10/74
SPANISH EYES.....	5/72	SUPER FLITE.....	11/74
HONEY.....	8/72	LUCKY ACE.....	12/74
SUPER STAR.....	9/72	STAR POOL.....	3/75
BIG STAR.....	12/72	SATIN DOLL.....	4/75
FAN-TAS-TIC.....	12/72	BIG BEN.....	5/75
SWINGER.....	1/73	PAT HAND.....	7/75
TRAVEL TIME.....	2/73	TRIPLE STRIKE.....	9/75
FUN FEST.....	5/73	LITTLE CHIEF.....	12/75
TROPIC FUN.....	5/73	TOLEDO.....	1/76
GULFSTREAM.....	6/73	SPACE MISSION.....	5/76
JUBILEE.....	9/73	SPACE ODYSSEY.....	7/76
DARLING.....	10/73	AZTEC.....	11/76
OXO.....	1/74	BLUE CHIP.....	11/76
STAR ACTION.....	2/74	GRAND PRIX.....	12/76
TRIPLE ACTION.....	3/74		

BASEBALL GAMES

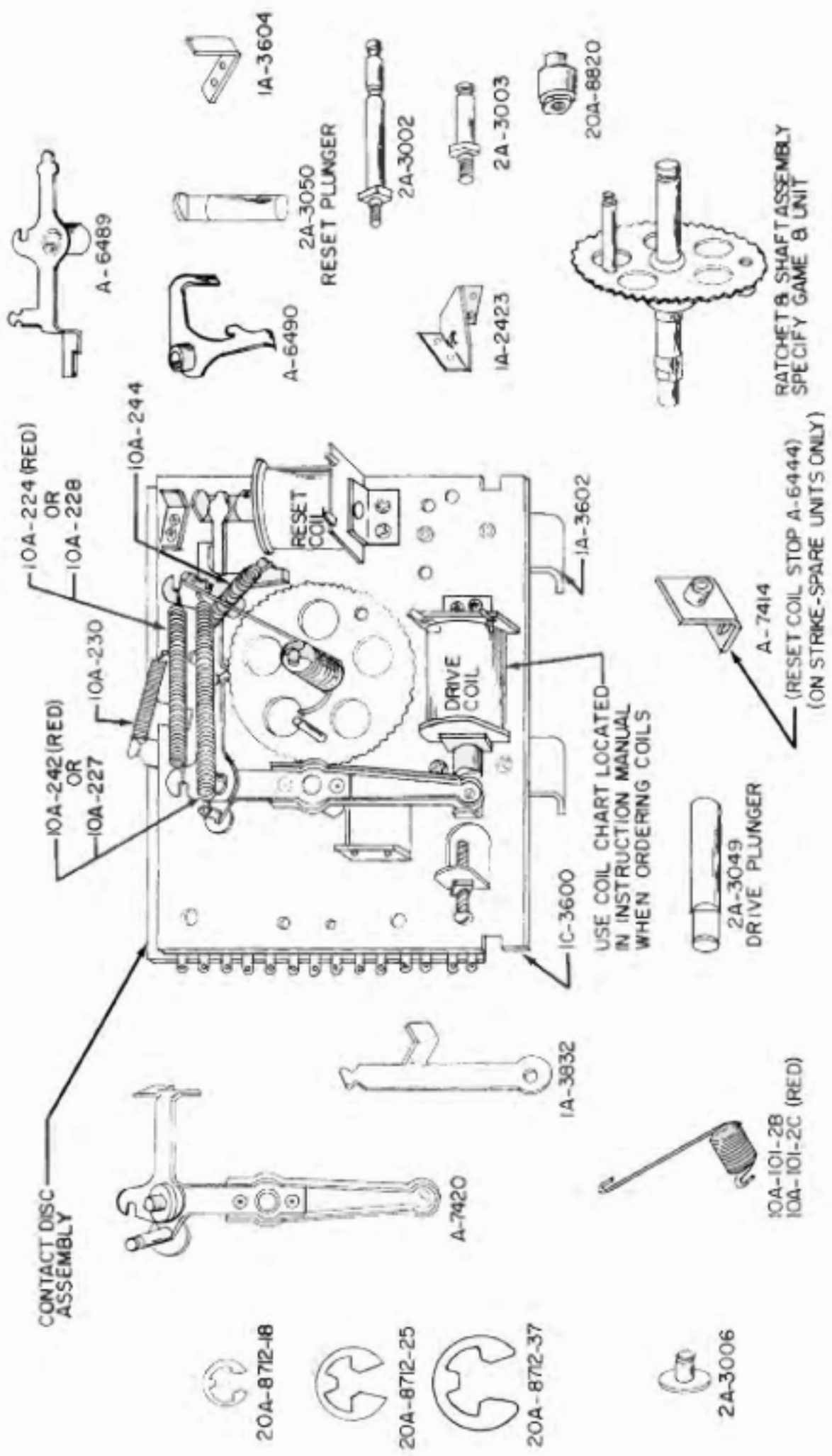
GUN GAMES

LINE DRIVE.....	3/72	STOCKADE.....	9/72
UPPER DECK.....	5/73	AMBUSH.....	2/73

SHUFFLE ALLEY

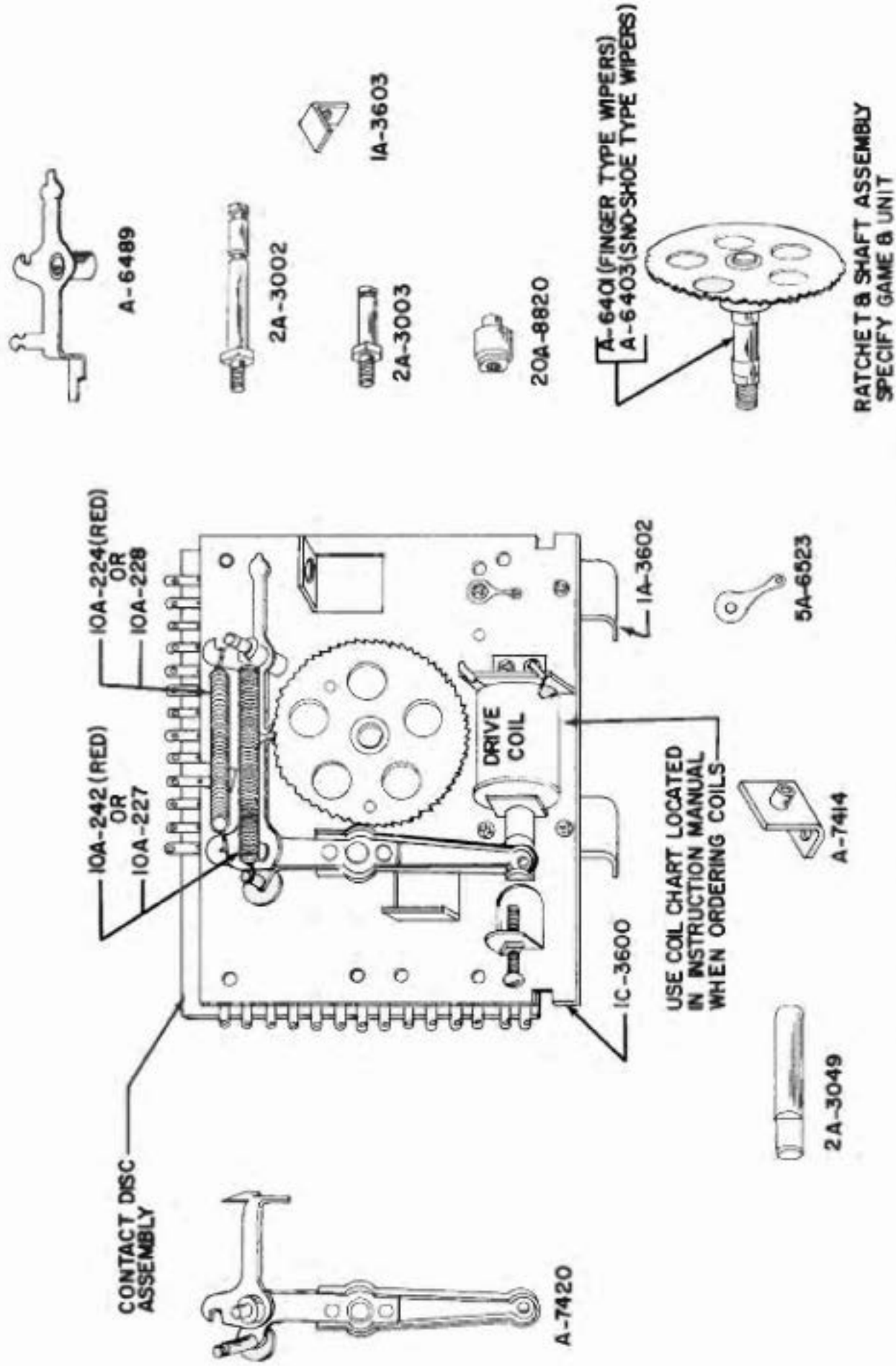
WINDY CITY.....	2/72	GRANITE.....	8/74
FRENCH QUARTER.....	5/72	CIVIC CENTER.....	9/74
GATEWAY ARCH.....	8/72	UNIQUE.....	1/75
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PINNACLE.....	5/74	CAVALIER.....	12/76

**C-6494  
RESETTING 50 STEP UNIT**



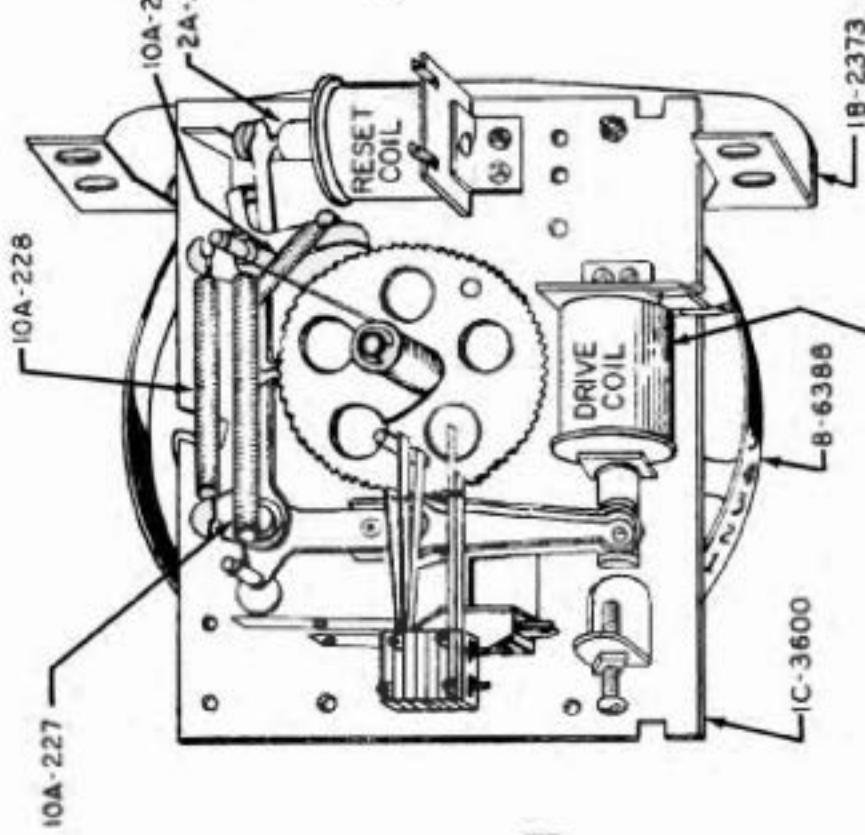
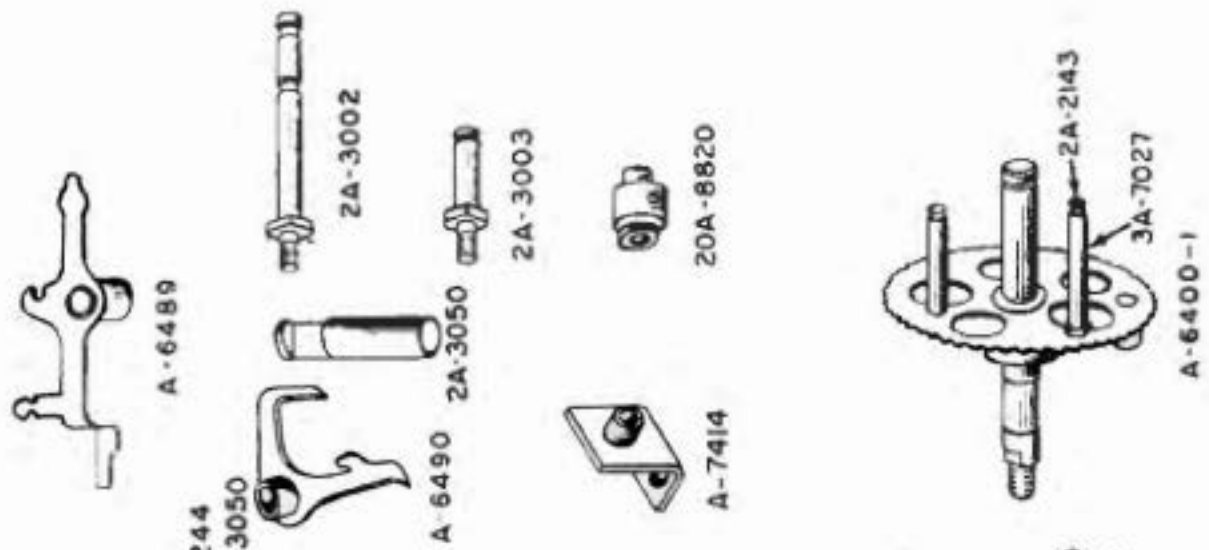
**WHEN ORDERING WIPER FINGER ASSEMBLIES OR CONTACT DISC ASSEMBLIES - GAME & UNIT MUST BE SPECIFIED**

**C-6494  
NON-RESETTING 50 STEP UNIT**

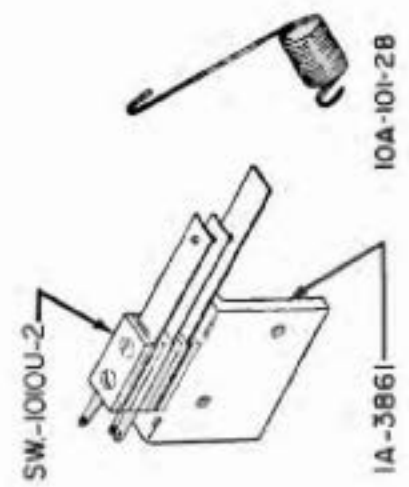
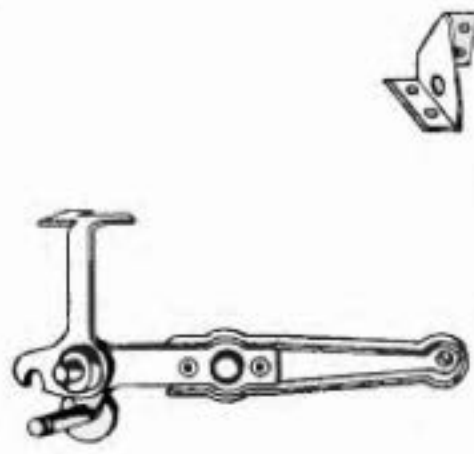
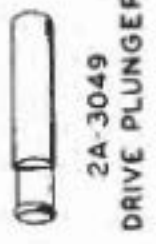


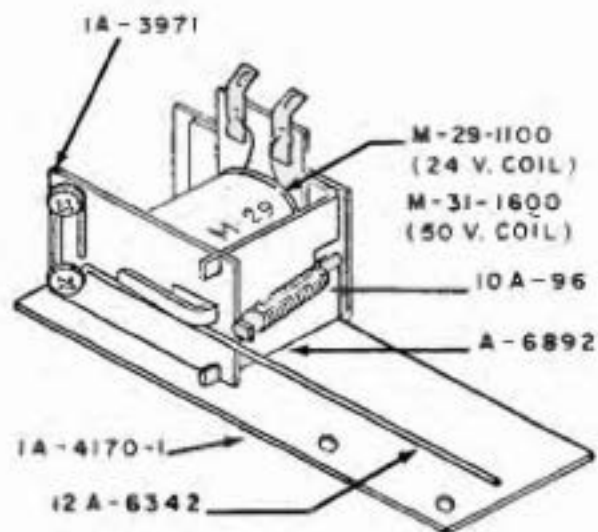
**WHEN ORDERING WIPER FINGER ASSEMBLIES OR CONTACT DISC ASSEMBLIES - GAME & UNIT MUST BE SPECIFIED**

C-6495  
CREDIT UNIT

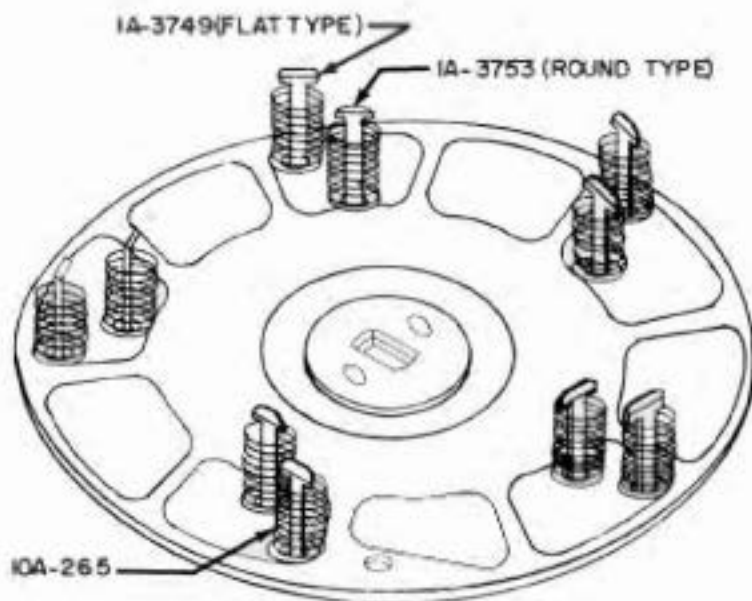


USE COIL CHART LOCATED  
IN INSTRUCTION MANUAL  
WHEN ORDERING COILS

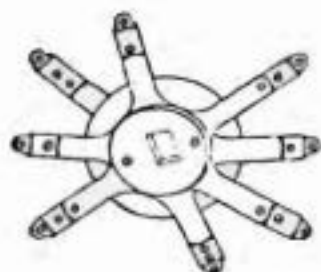




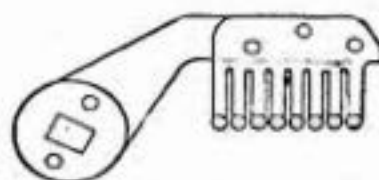
A-7249 LATCH COIL ASSEMBLY



SNOWSHOE TYPE WIPERS C-6521-

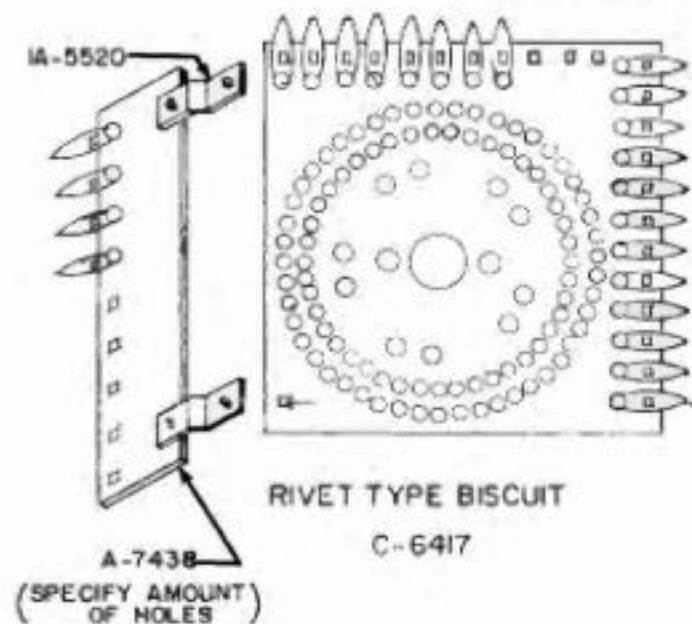


FINGER WIPERS B-7456 -  
SPECIFY NAME OF GAME & UNIT

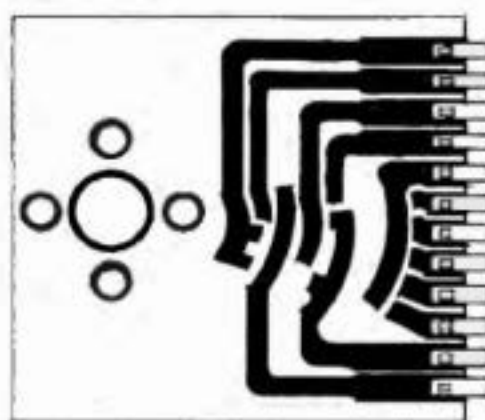


FAN TYPE WIPERS A-6443-

CONTACT DISC ASSEMBLIES



RIVET TYPE BISCUIT  
C-6417

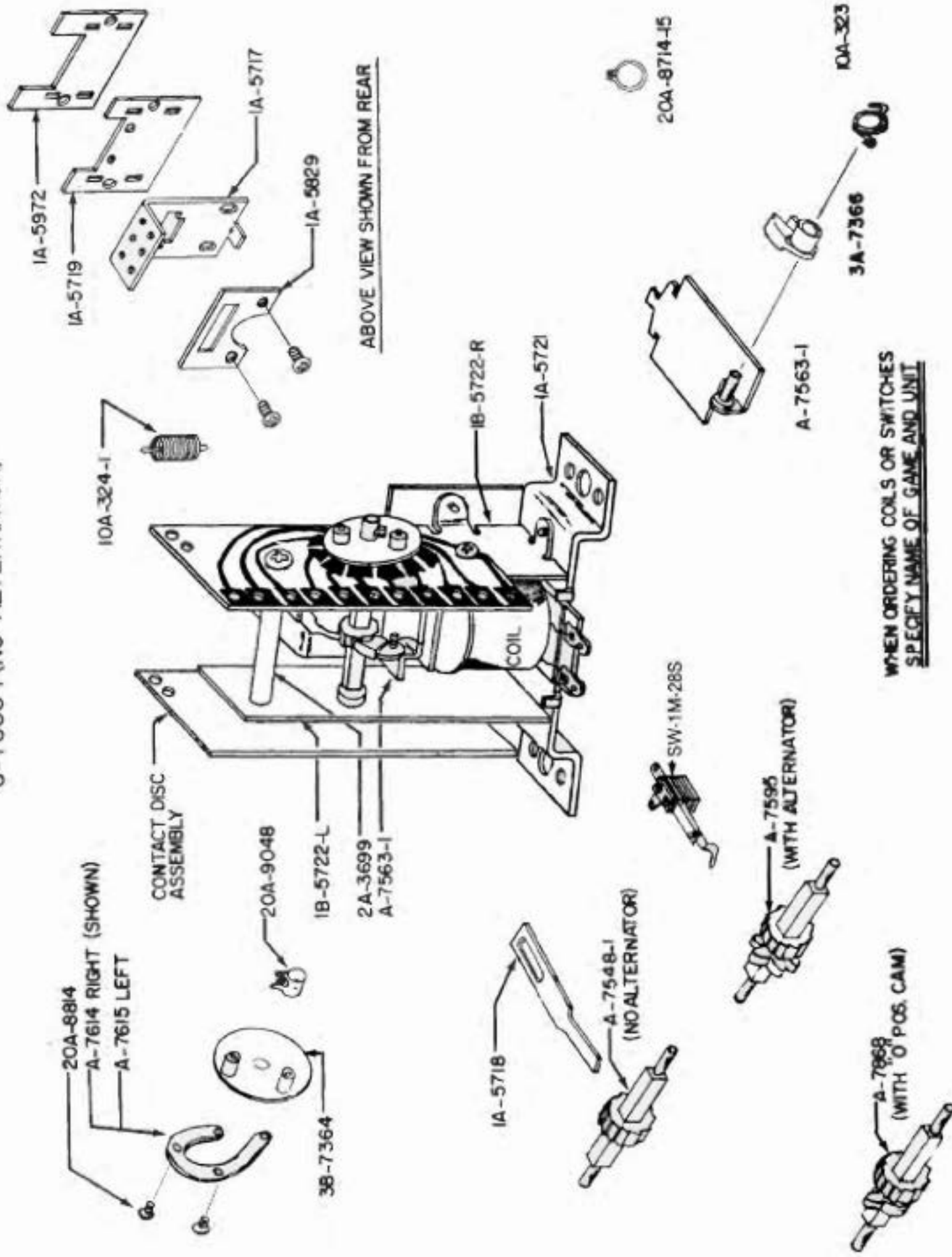


PRINTED CIRCUIT TYPE DISC  
C-6414

WHEN ORDERING BE SURE TO SPECIFY GAME AND UNIT.  
CHECK PARTS LIST IN BACK SECTION OF CATALOG FOR CORRECT PART NUMBER.



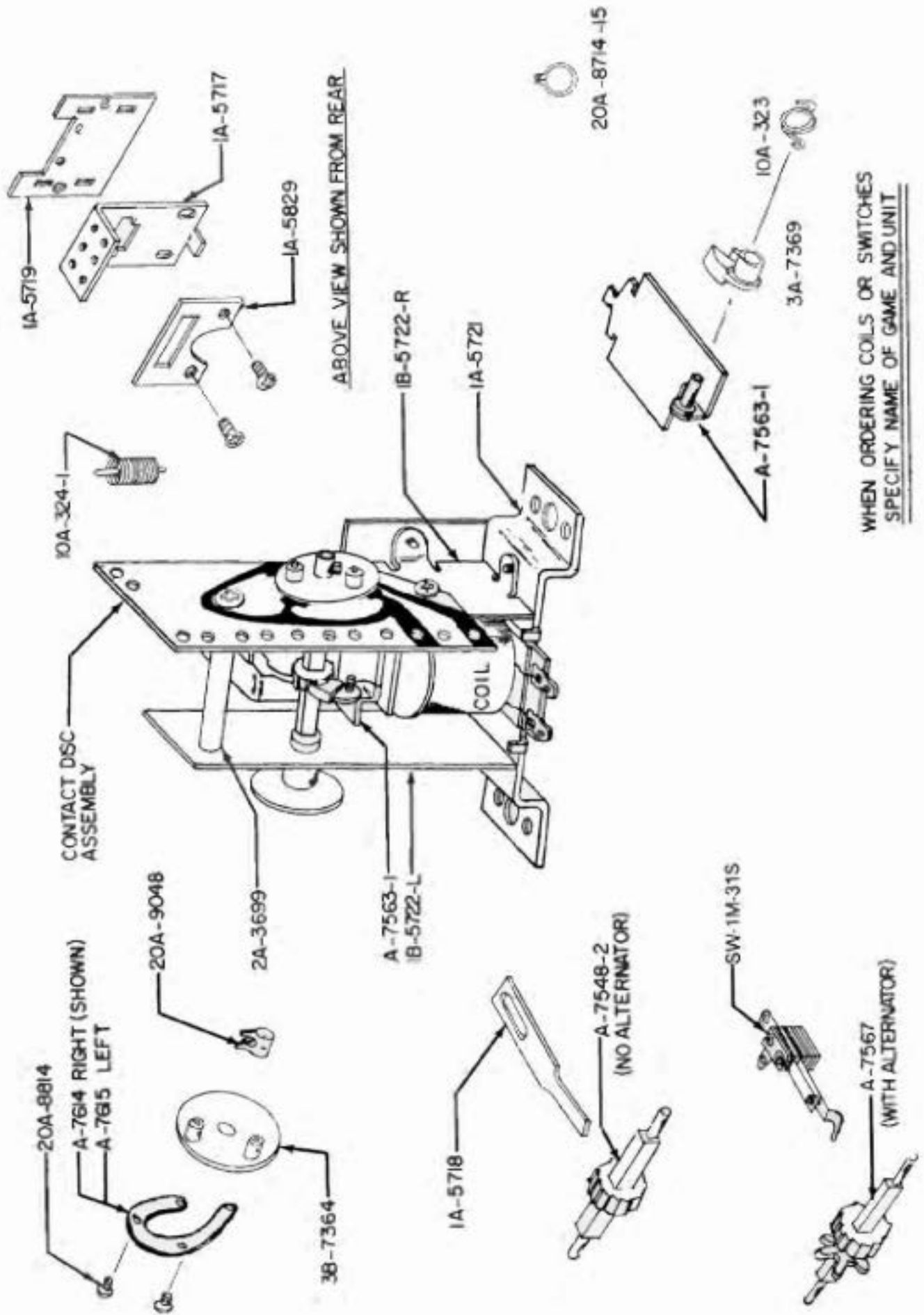
10 STEP UNIT  
 C-7606 (WITH ALTERNATOR)  
 C-7606-1 (NO ALTERNATOR)



ABOVE VIEW SHOWN FROM REAR

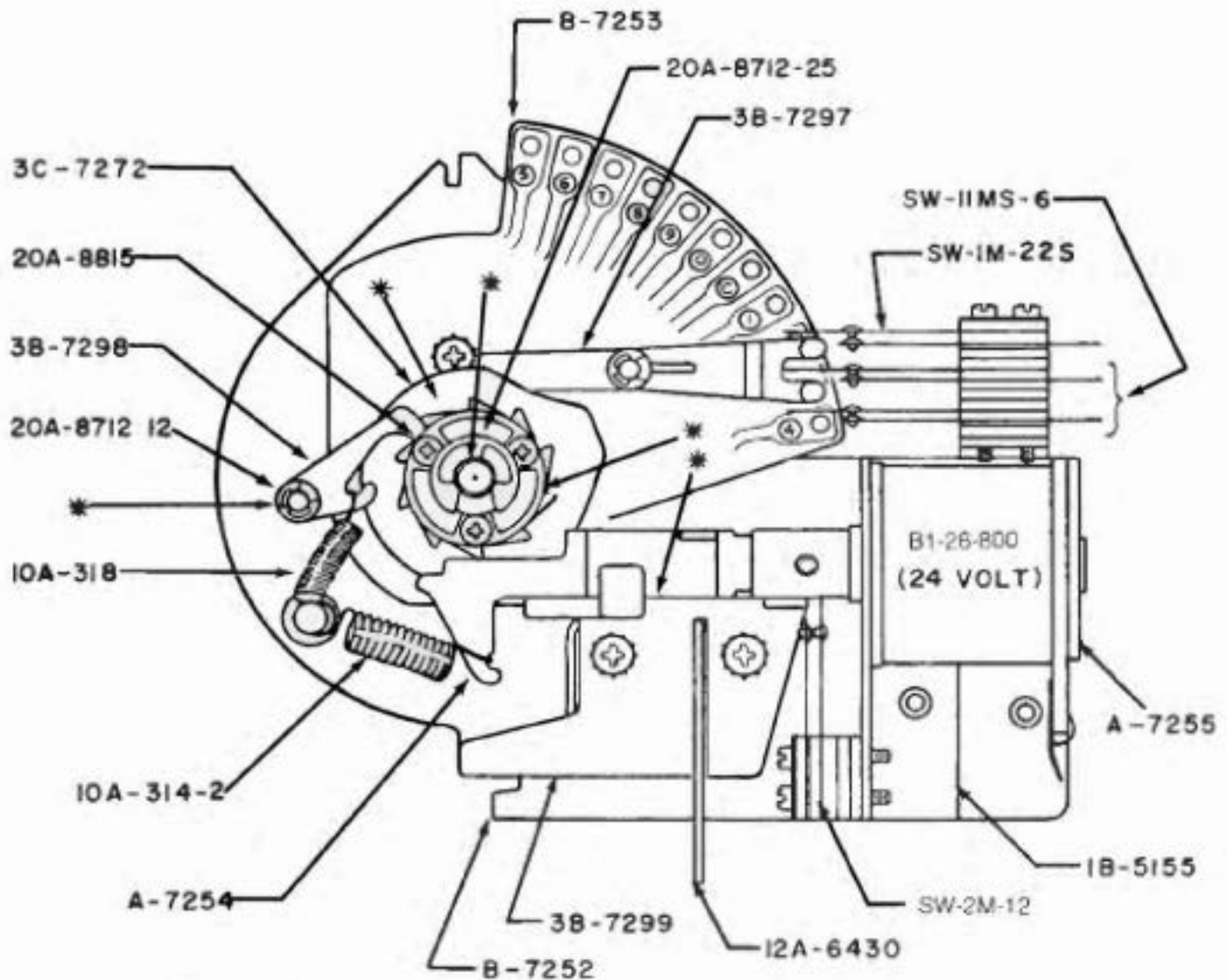
WHEN ORDERING COILS OR SWITCHES  
 SPECIFY NAME OF GAME AND UNIT

12 STEP UNIT  
 C-7743 (WITH ALTERNATOR)  
 C-7743-1 (NO ALTERNATOR)



WHEN ORDERING COILS OR SWITCHES  
 SPECIFY NAME OF GAME AND UNIT

WHEN ORDERING SWITCHES  
SPECIFY NAME OF GAME AND DRUM UNIT



LUBRICATION :

DO NOT PUT LUBRICANT ON DRIVE ARMATURE.

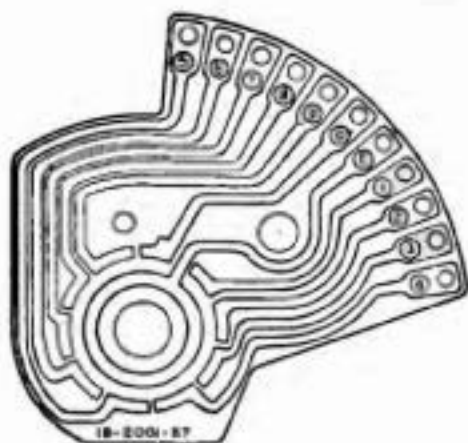
PROPER LUBRICATION WILL INSURE A LONGER LASTING AND BETTER OPERATING UNIT.

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 \* .

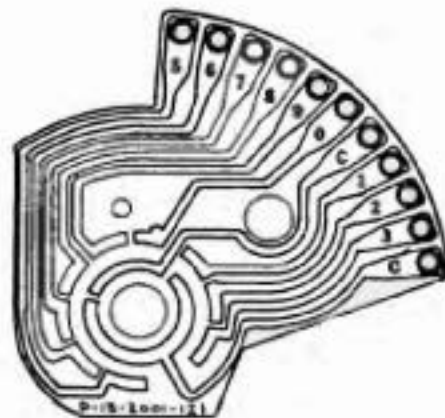
" SERVICE SUGGESTION."

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

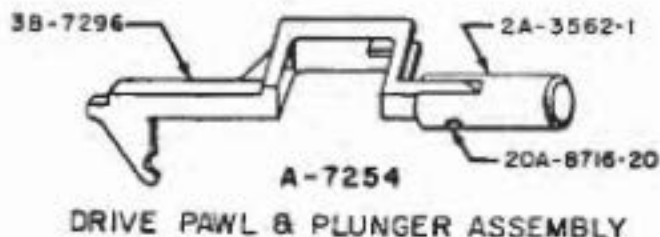
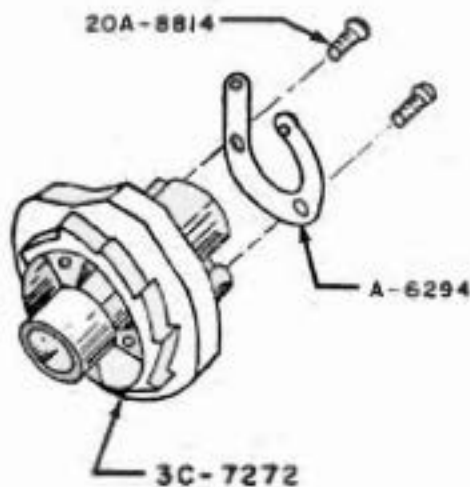
### 3" DRUM UNIT PARTS



**B-7253**  
PRINTED CIRCUIT ASSEMBLY



**B-789I**  
PRINTED CIRCUIT ASSEMBLY



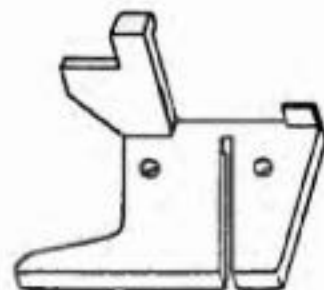
**A-7254**  
DRIVE PAWL & PLUNGER ASSEMBLY



**3B-7297**  
SWITCH ACTUATOR



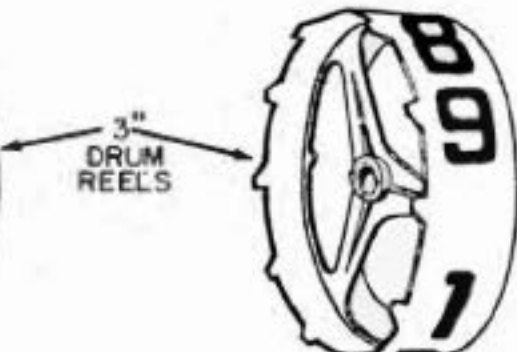
**3B-7298**  
RATCHET STOP PAWL



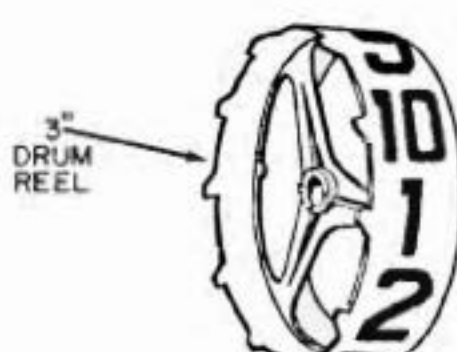
**3B-7299**  
BRACKET-DRIVE PAWL



**30B-7295-1**  
(RED NUMERALS 30B-7295-4)



**30B-7295-2**



**30B-7295-3**

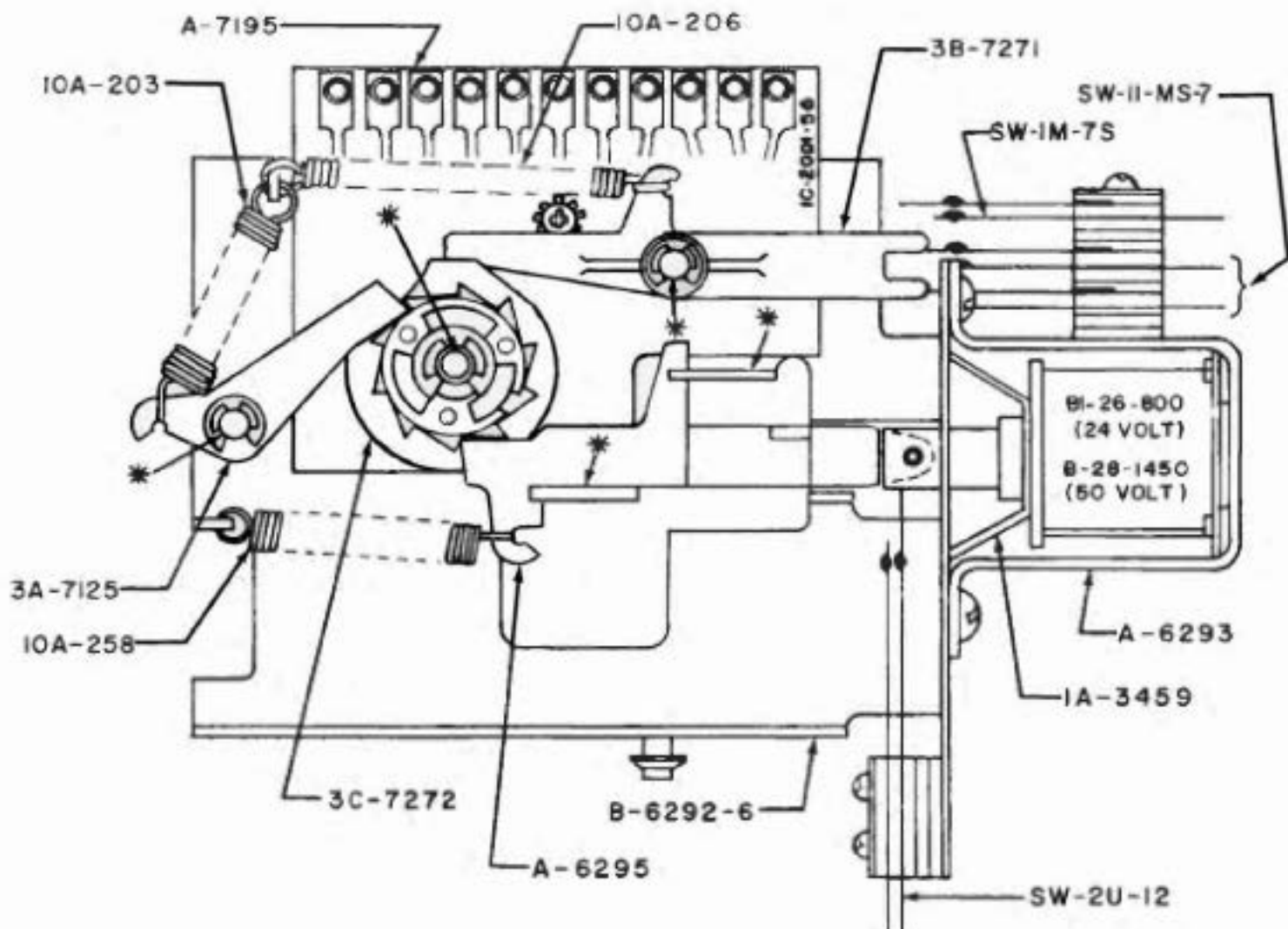
3"  
DRUM  
REELS

3"  
DRUM  
REEL

C-7196 4" DRUM UNIT  
(WITH PRINTED CIRCUIT & WIPER RING)

C-7196-I 4" DRUM UNIT  
(WITHOUT PRINTED CIRCUIT & WIPER RING)

WHEN ORDERING SWITCHES  
SPECIFY NAME OF GAME AND DRUM UNIT

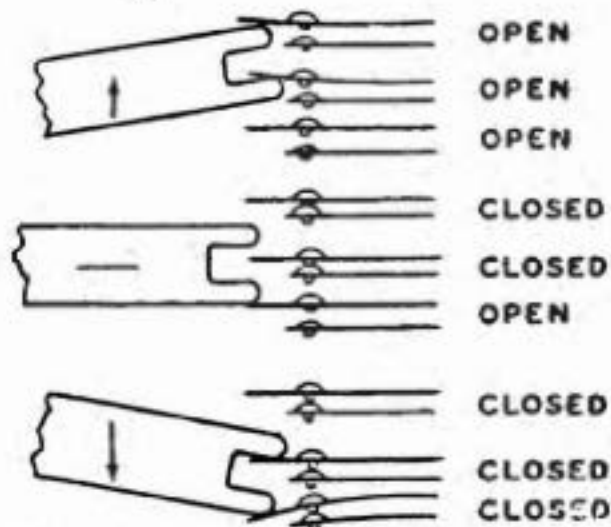


**SWITCH ADJUSTMENT :**

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

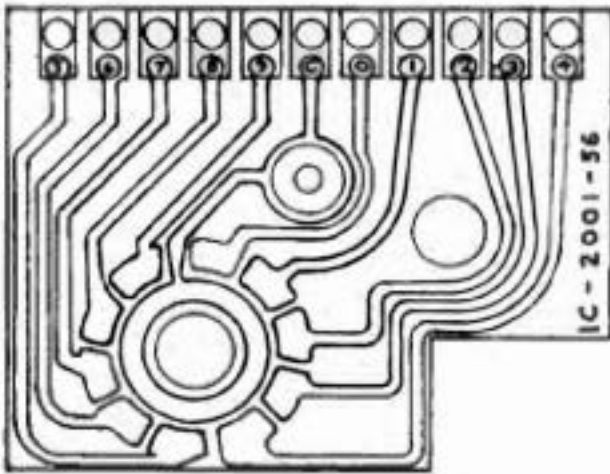
AT 1ST TO 8TH POSITION 2 TOP  
SWITCHES ARE CLOSED. BOTTOM  
SWITCH REMAINS OPEN.

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

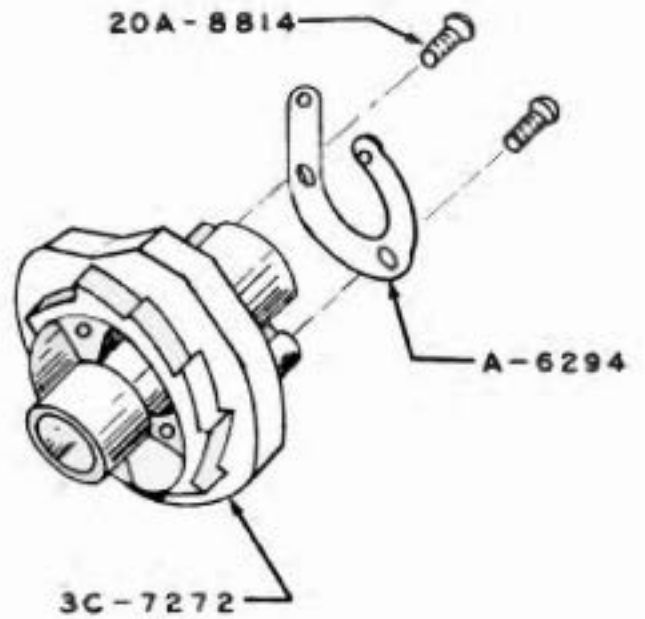


IF UNIT BECOMES SLUGGISH - DISASSEMBLE, CLEAN ALL PARTS AND  
REASSEMBLE, LUBRICATING ALL PARTS MARKED WITH \*.

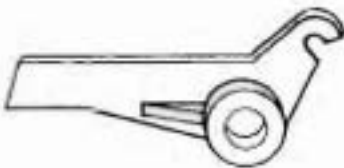
4" DRUM UNIT PARTS



A-7195



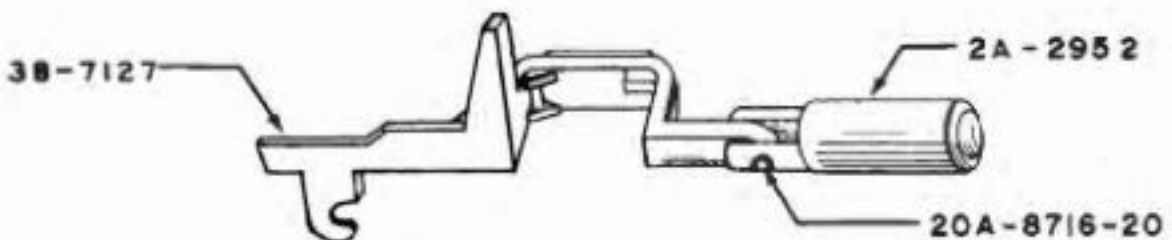
3B-7271  
SWITCH ACTUATOR



3A-7125  
RATCHET STOP PAWL



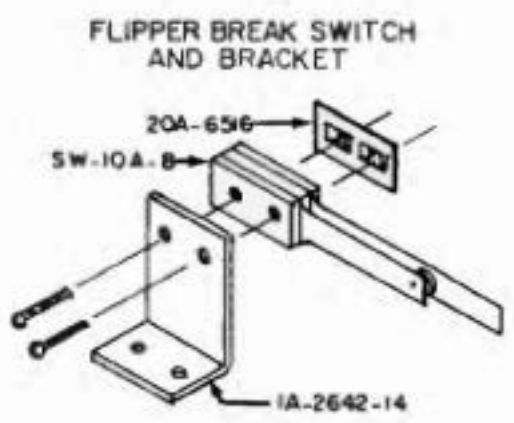
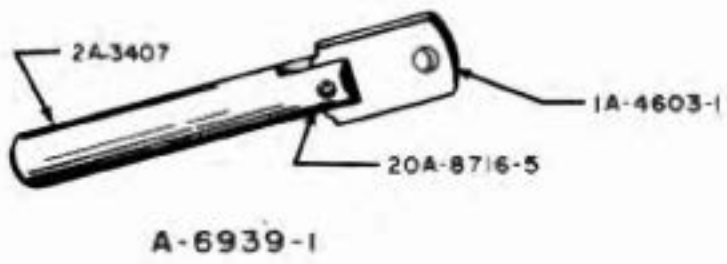
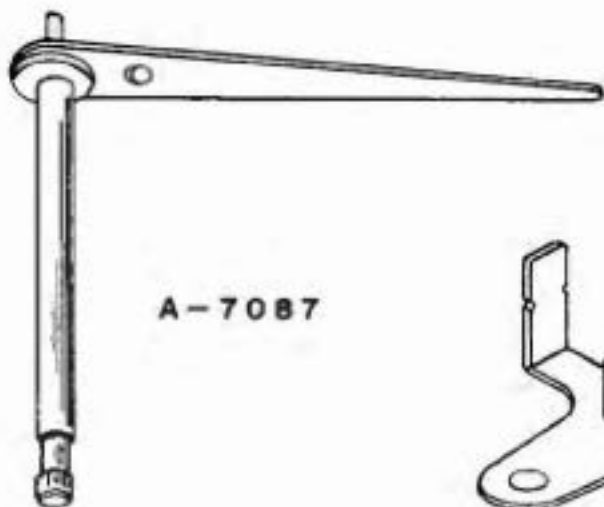
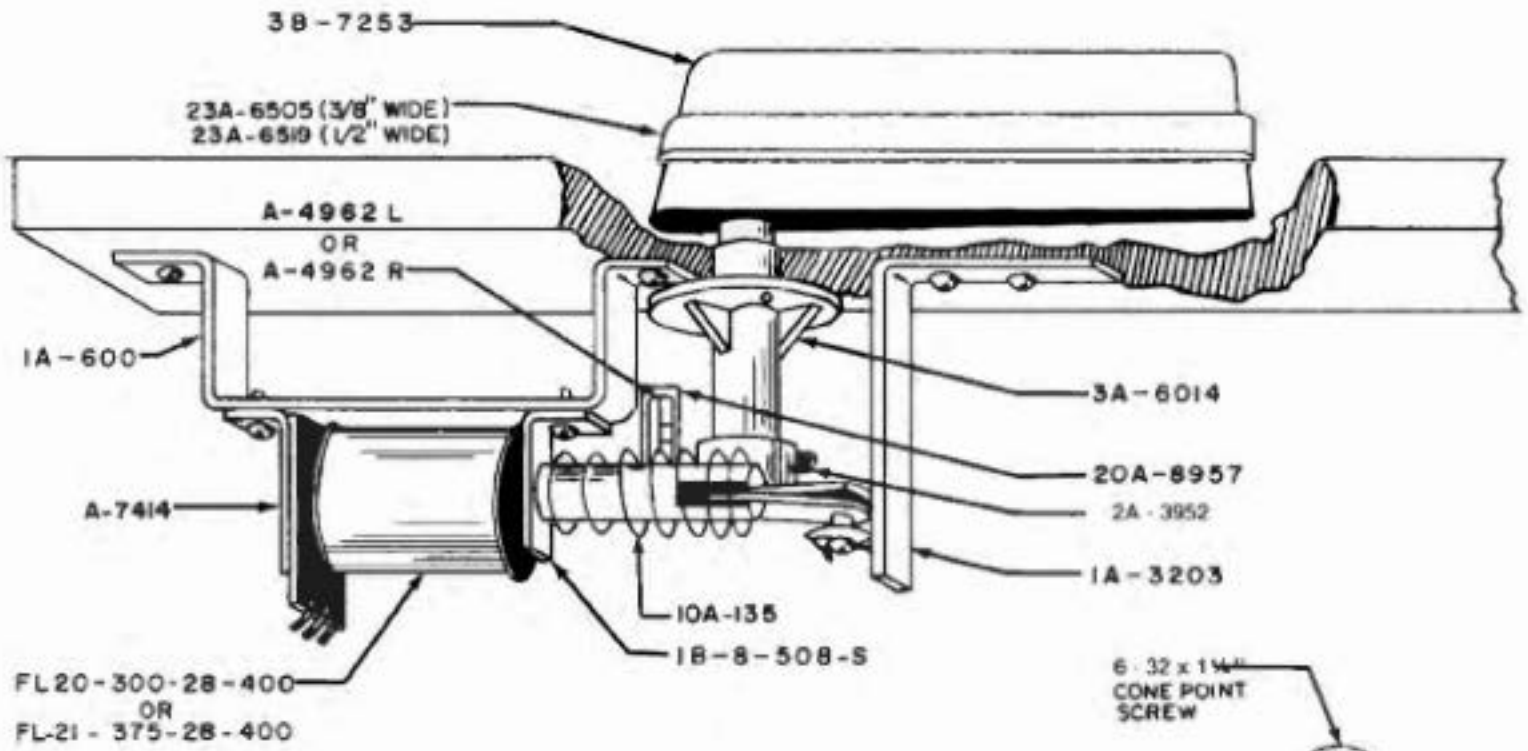
30C-7129  
4" DRUM REEL  
(RED NUMERALS 30C-7129-B)



A-6295  
DRIVE PAWL & PLUNGER ASSEMBLY

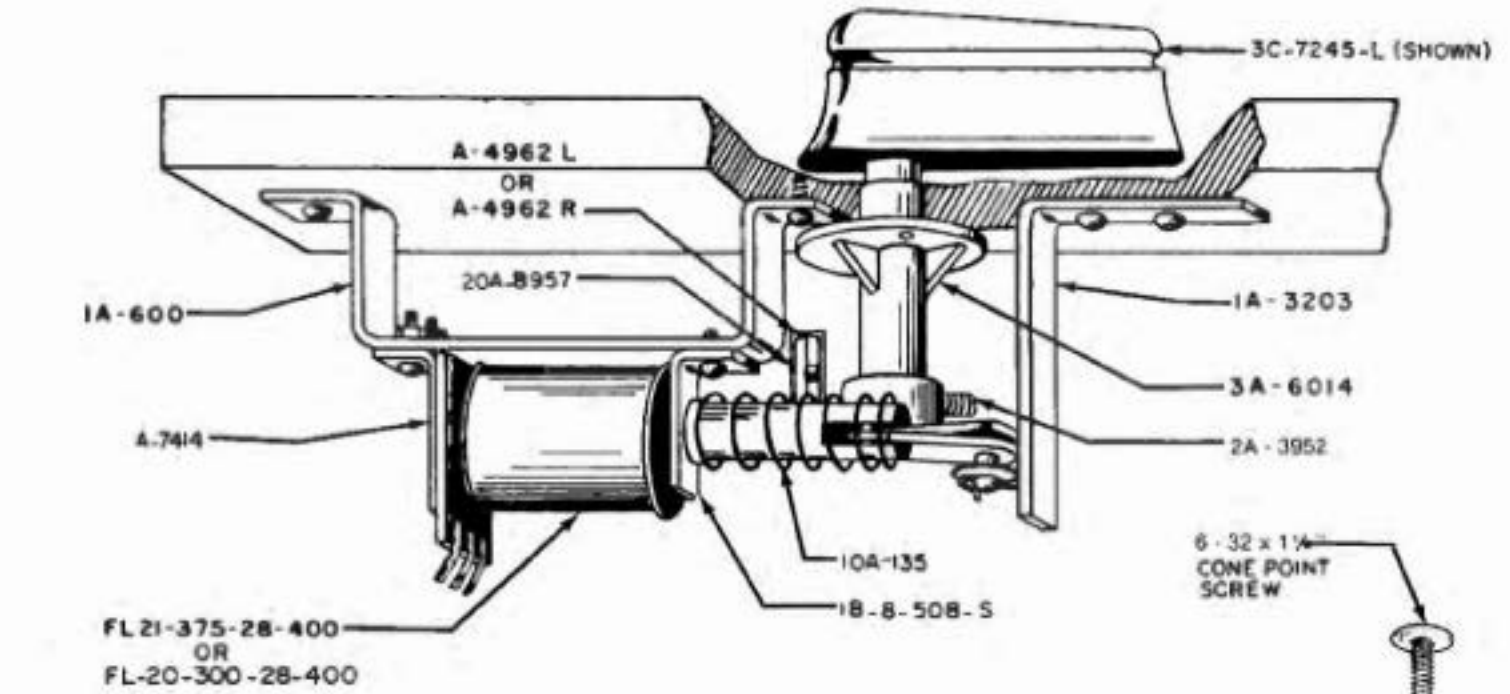


**B-7060**  
**LARGE FLIPPER ASSEMBLY COMPLETE**  
**B-7060-L (LEFT) B-7060-R (RIGHT)**



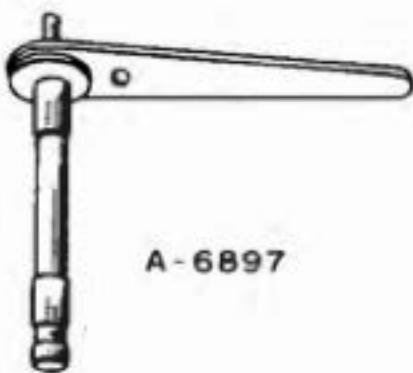
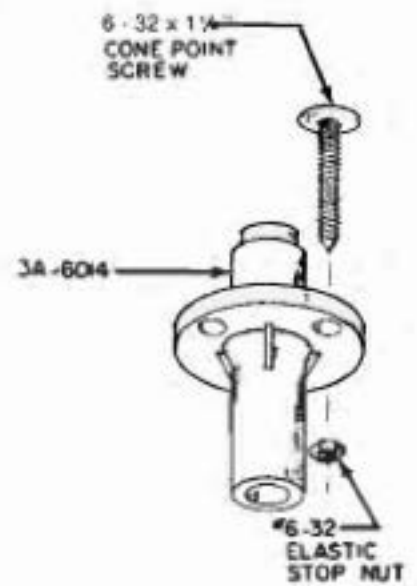


**B-6951**  
**SMALL FLIPPER ASSEMBLY COMPLETE**  
**B-6951-L (LEFT) B-6951-R (RIGHT)**



3C-7245-L

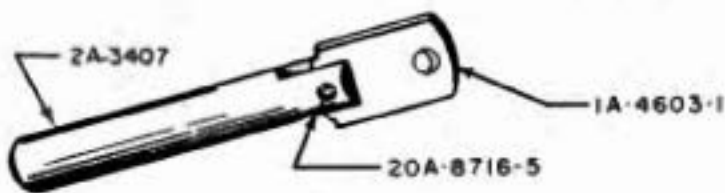
3C-7245-R



A-6897

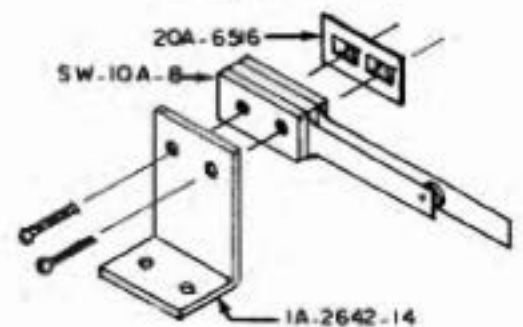


A-4962-R (SHOWN)  
OR  
A-4962-L



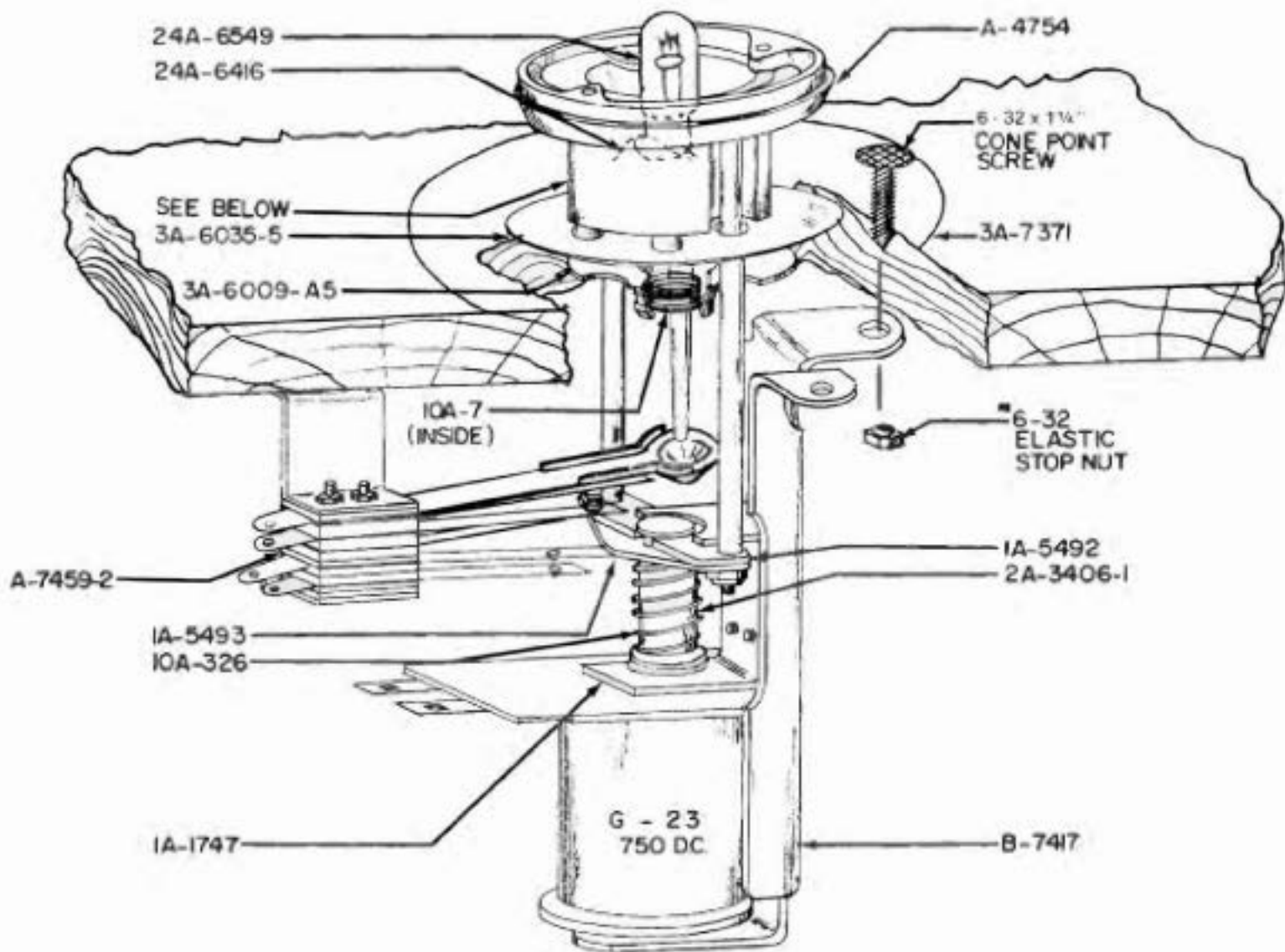
A-6939-1

**FLIPPER BREAK SWITCH AND BRACKET**

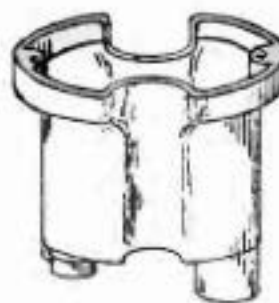


B-7418  
JET BUMPER ASSEMBLY  
DC TYPE

B-7894  
JET BUMPER ASSEMBLY  
DC TYPE



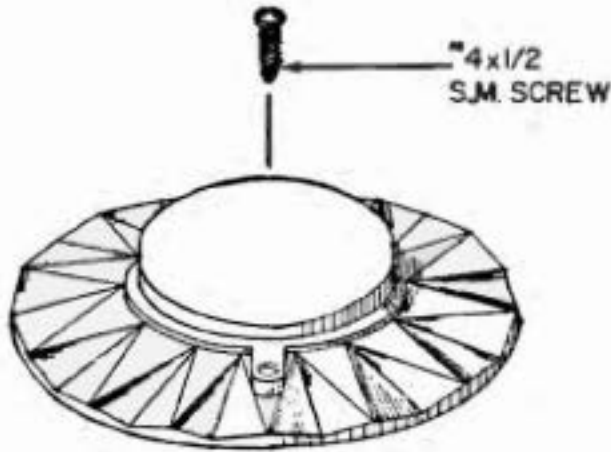
3A-6008  
JET BUMPER BODY  
USED WITH B-7418



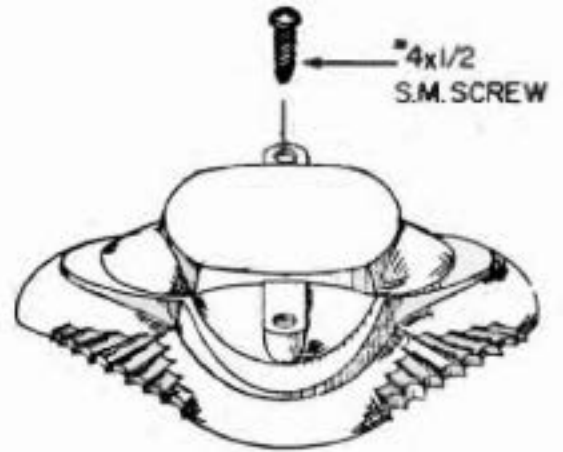
3A-7443  
JET BUMPER BODY  
USED WITH B-7894

# JET BUMPER CAPS

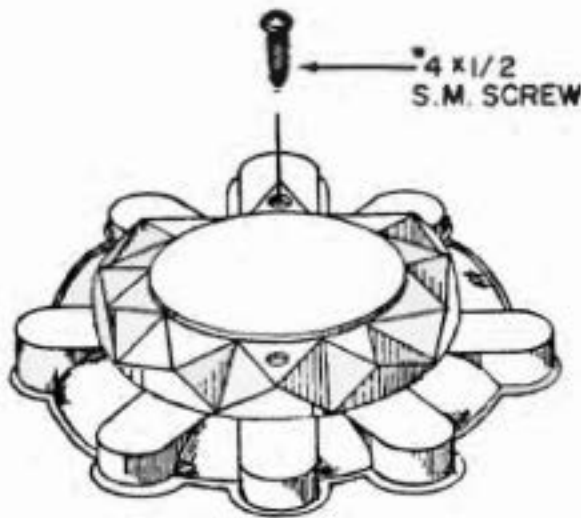
WHEN ORDERING SPECIFY COLOR AND LETTERING



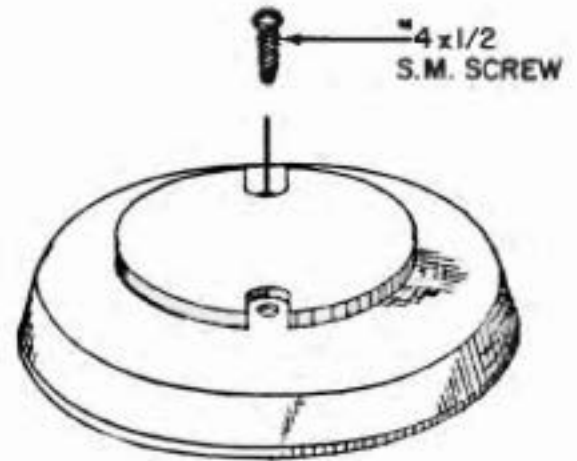
3A-71B7  
TO BE USED WITH  
3A-6008 JET BUMPER BODY



3B-7349  
TO BE USED WITH  
3A-6008 JET BUMPER BODY



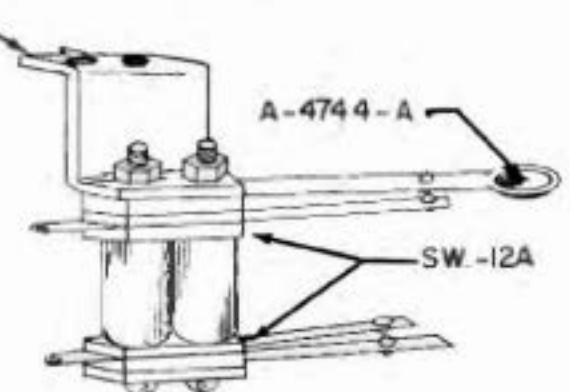
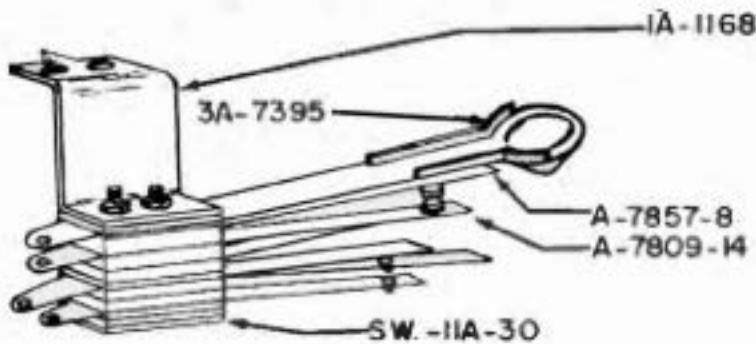
3B-7350  
TO BE USED WITH  
3A-6008 JET BUMPER BODY



3B-7444  
TO BE USED WITH  
3A-7443 JET BUMPER BODY

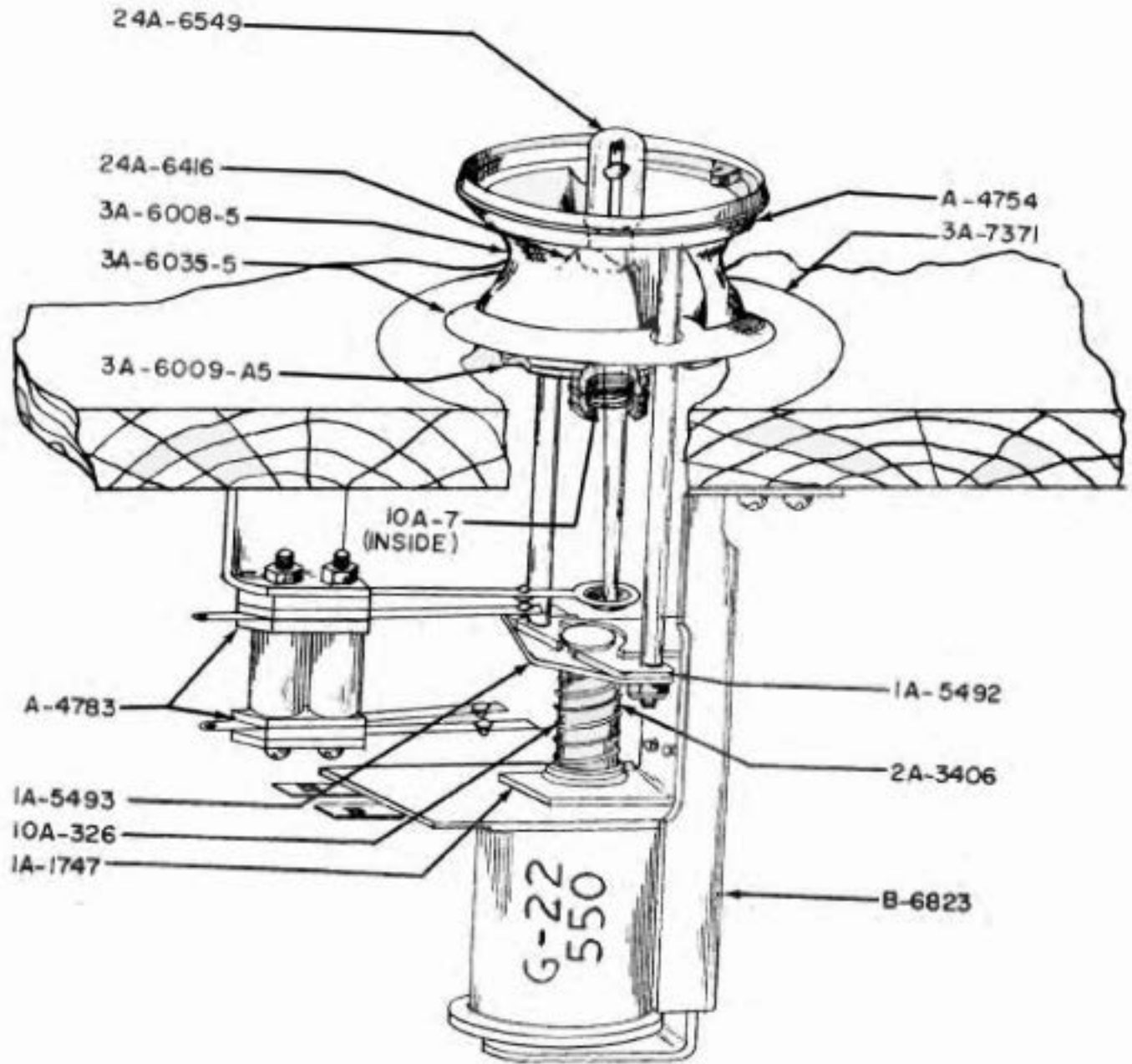
A-7459-2  
D.C. TYPE SWITCH ASSEMBLY

A-4783  
AC. TYPE SWITCH ASSEMBLY

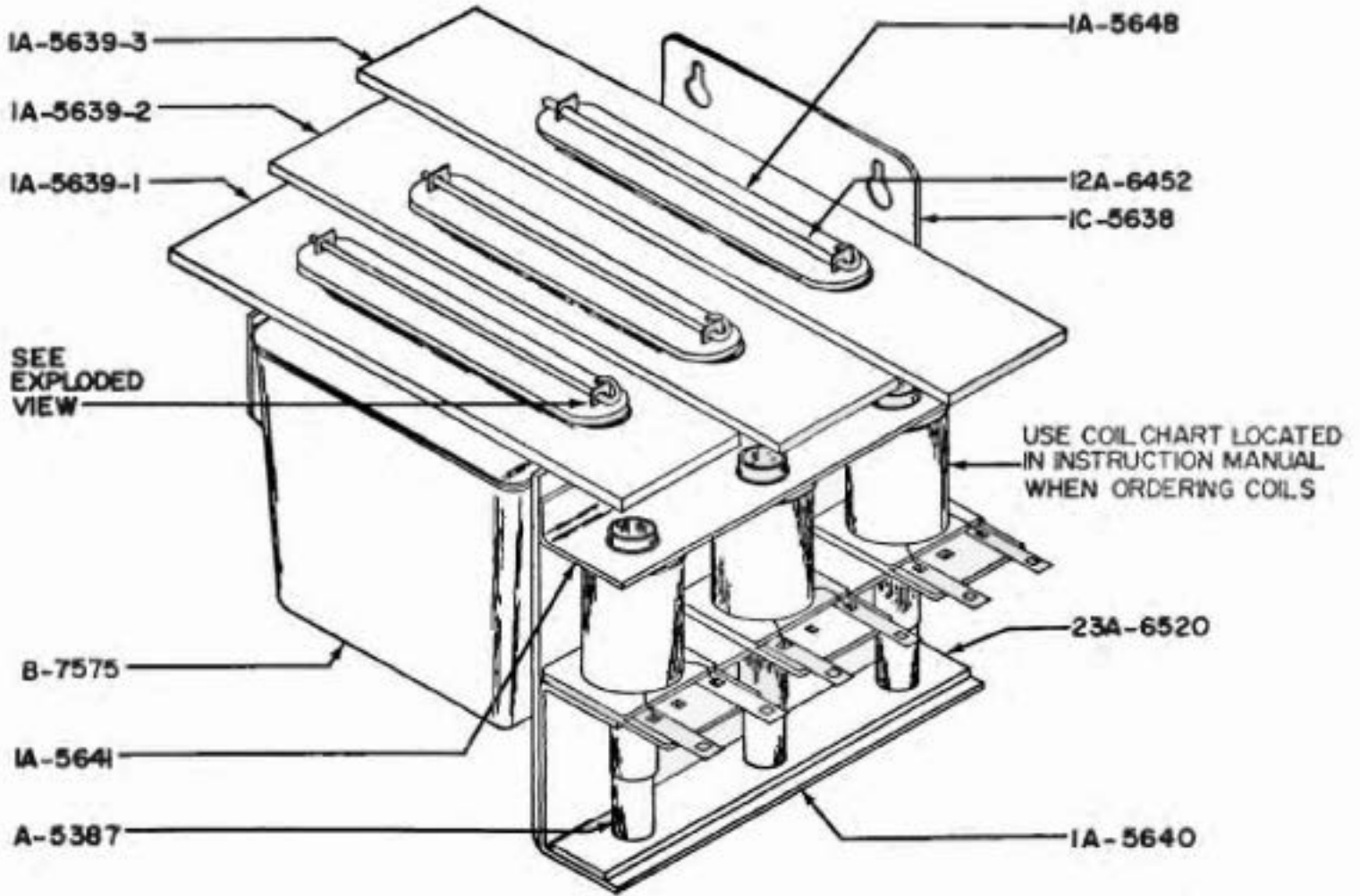


B-68224  
JET BUMPER ASSEMBLY

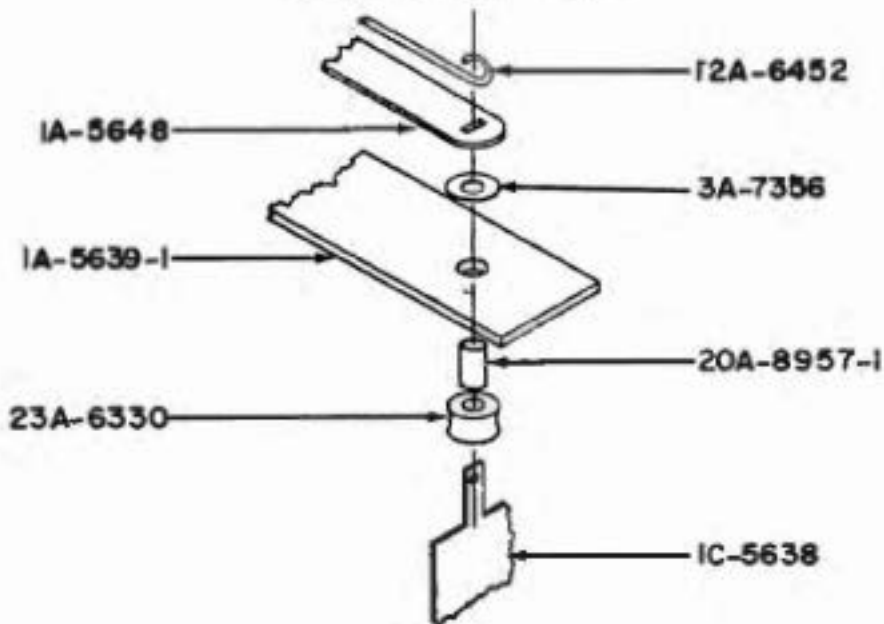
A.C. TYPE



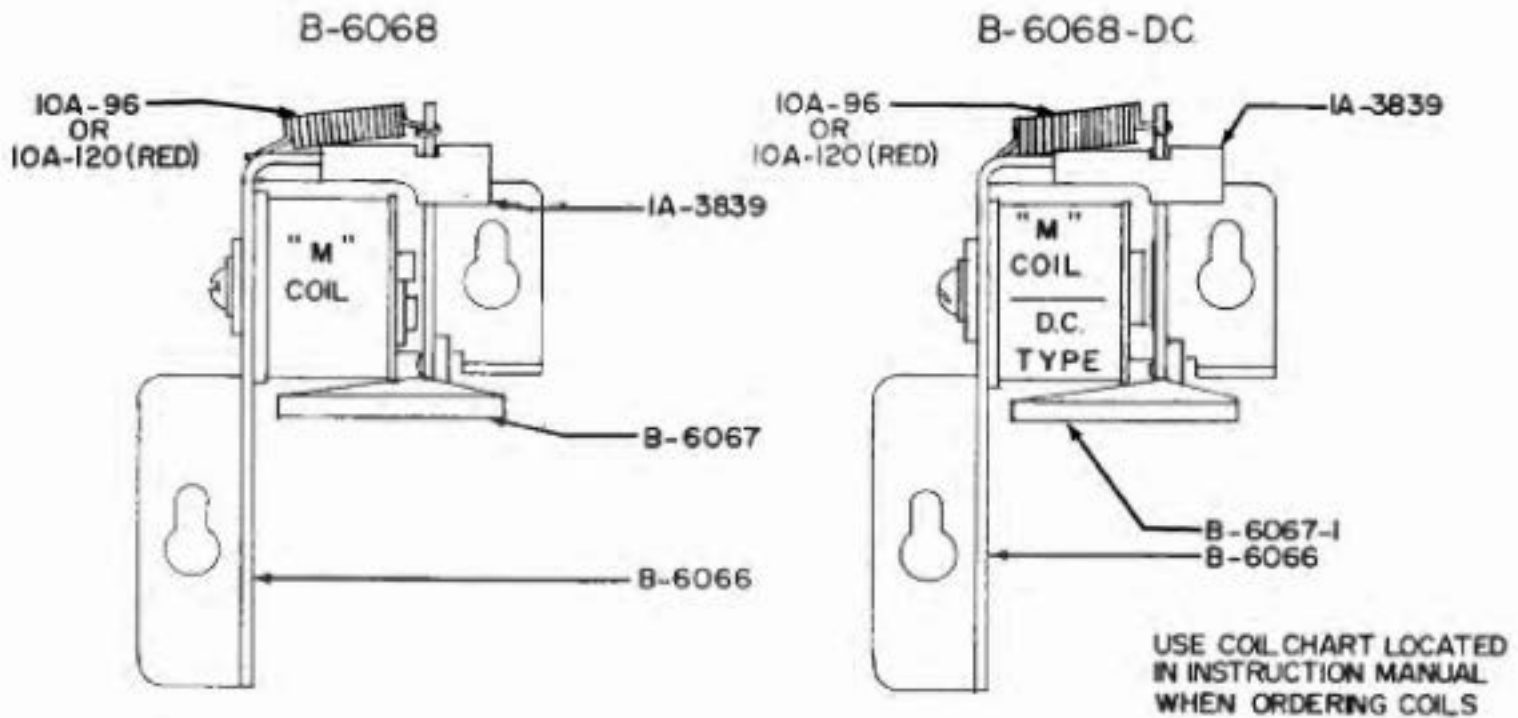
# C-7507-1 CHIME ASSEMBLY



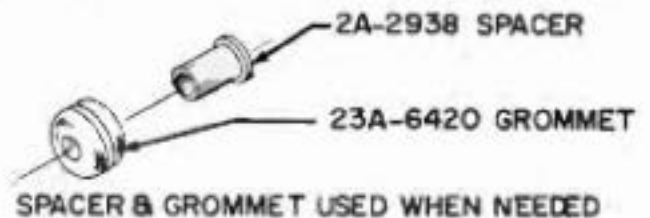
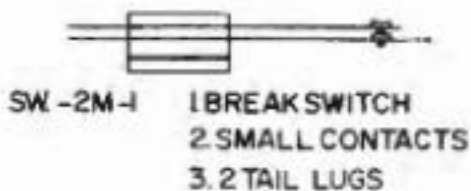
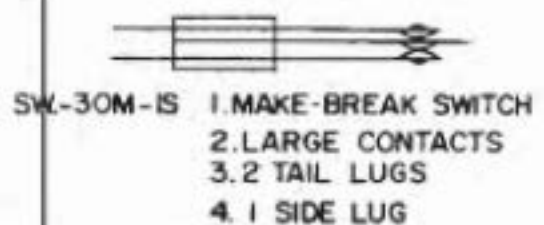
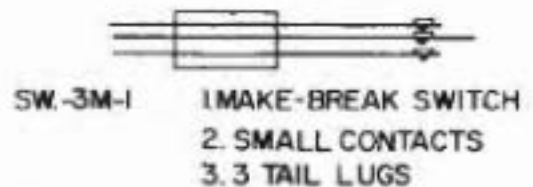
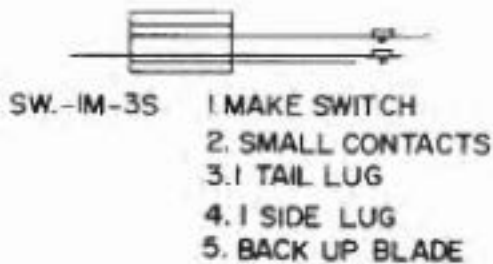
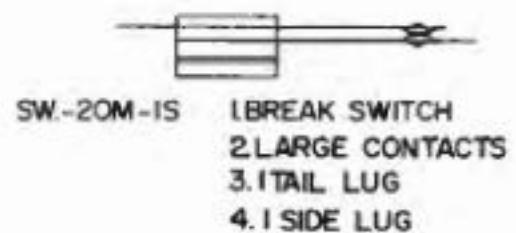
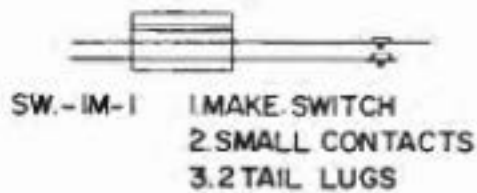
## EXPLODED VIEW



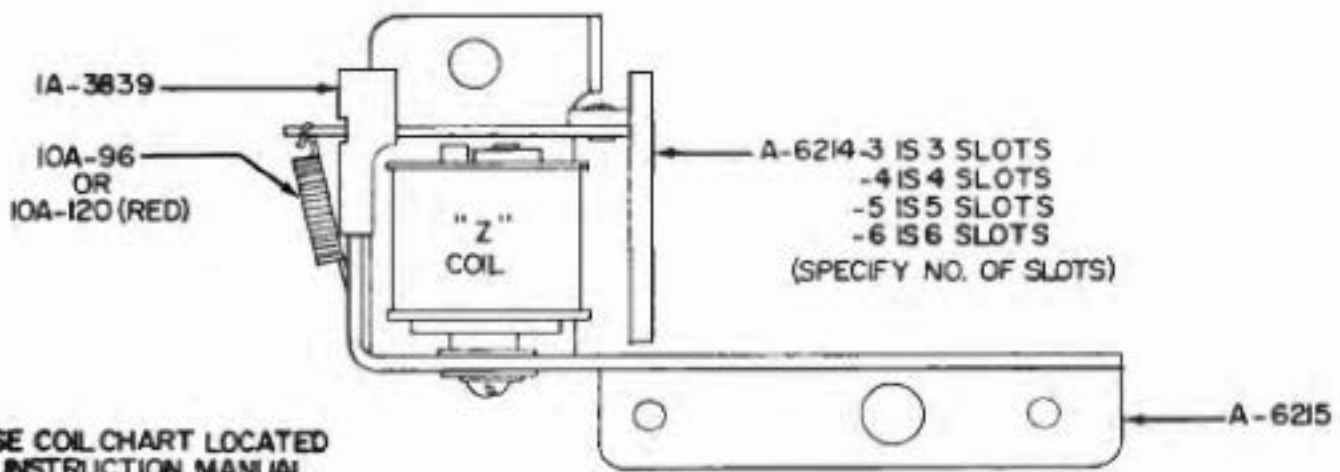
# "J" TYPE RELAY ASSEMBLIES



## TYPICAL SWITCHES FOR "J" TYPE RELAYS

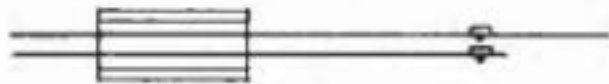


A-6216  
"L" TYPE RELAY ASSEMBLY



USE COIL CHART LOCATED  
IN INSTRUCTION MANUAL  
WHEN ORDERING COILS

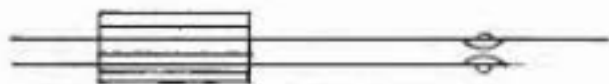
TYPICAL SWITCHES FOR "L" TYPE RELAYS



- SW-1Z
1. MAKE SWITCH
  2. SMALL CONTACTS
  3. 2 TAIL LUGS



- SW-2Z-S-LB
1. BREAK SWITCH
  2. SMALL CONTACTS
  3. 1 TAIL LUG
  4. 1 SIDE LUG
  5. EXTRA LONG BLADE



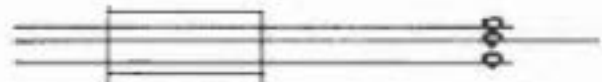
- SW-10Z
1. MAKE SWITCH
  2. LARGE CONTACTS
  3. 2 TAIL LUGS



- SW-20Z
1. BREAK SWITCH
  2. LARGE CONTACTS
  3. 2 TAIL LUGS



- SW-10Z-AS
1. MAKE SWITCH
  2. LARGE CONTACTS
  3. 1 TAIL LUG
  4. 1 SIDE LUG



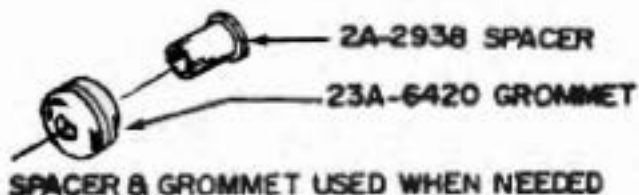
- SW-3Z
1. MAKE-BREAK SWITCH
  2. SMALL CONTACTS
  3. 3 TAIL LUGS



- SW-2Z
1. BREAK SWITCH
  2. SMALL CONTACTS
  3. 2 TAIL LUGS



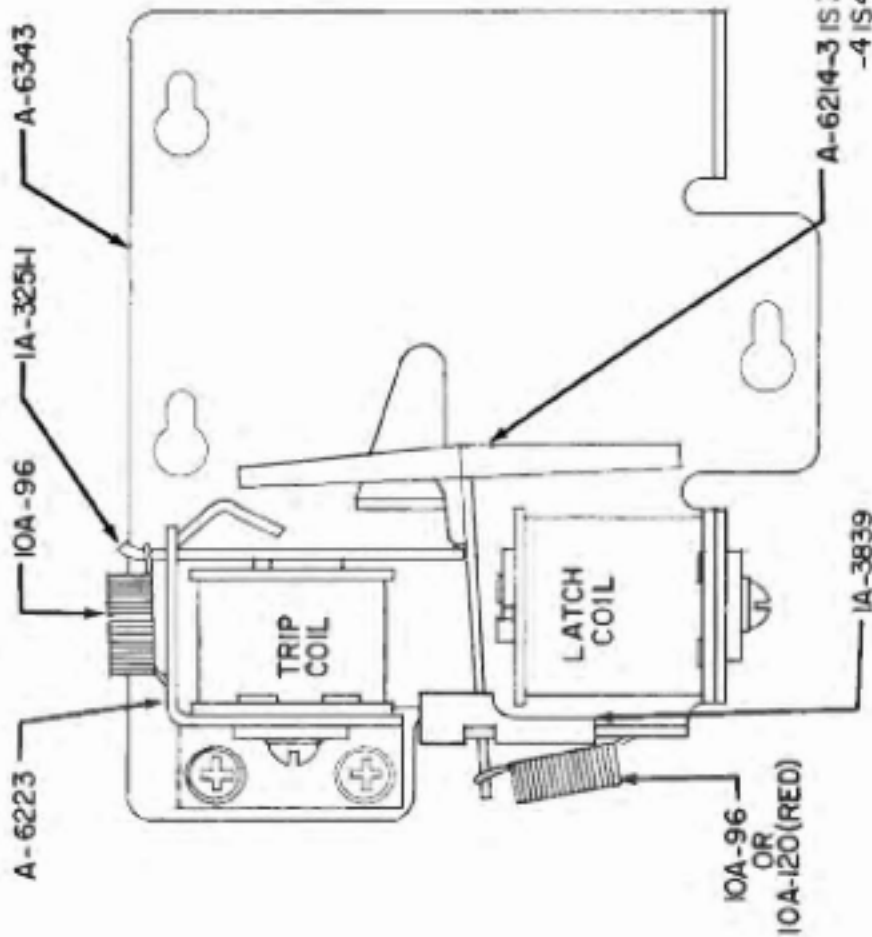
- SW-3Z-S-LB
1. MAKE-BREAK SWITCH
  2. SMALL CONTACTS
  3. 2 TAIL LUGS
  4. 1 SIDE LUG
  5. EXTRA LONG BLADE





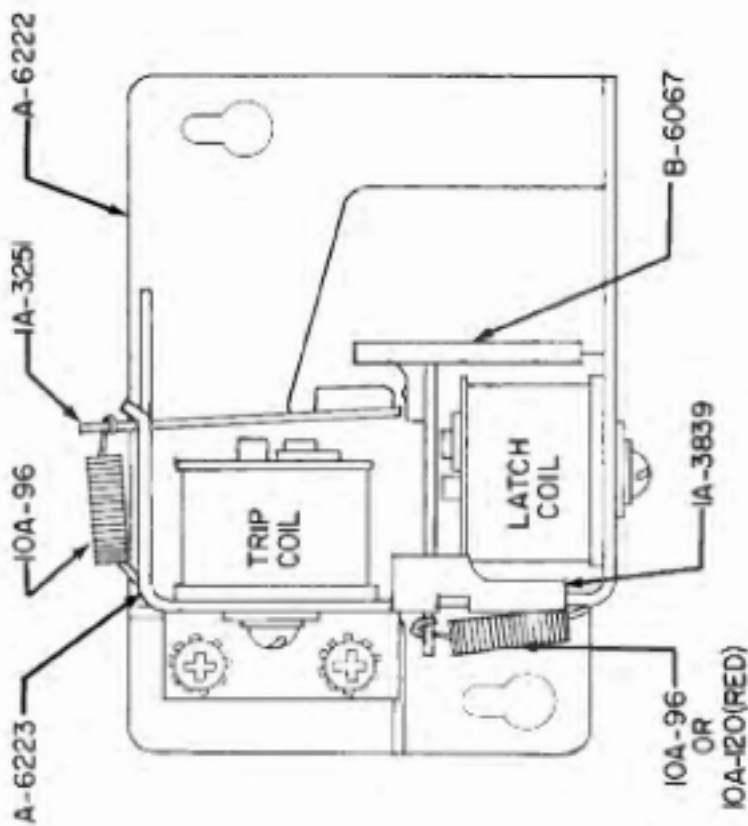
INTERLOCK RELAY ASSEMBLIES

B-6342 (LARGE)



USE COIL CHART LOCATED  
IN INSTRUCTION MANUAL  
WHEN ORDERING COILS

B-6225 (SMALL)



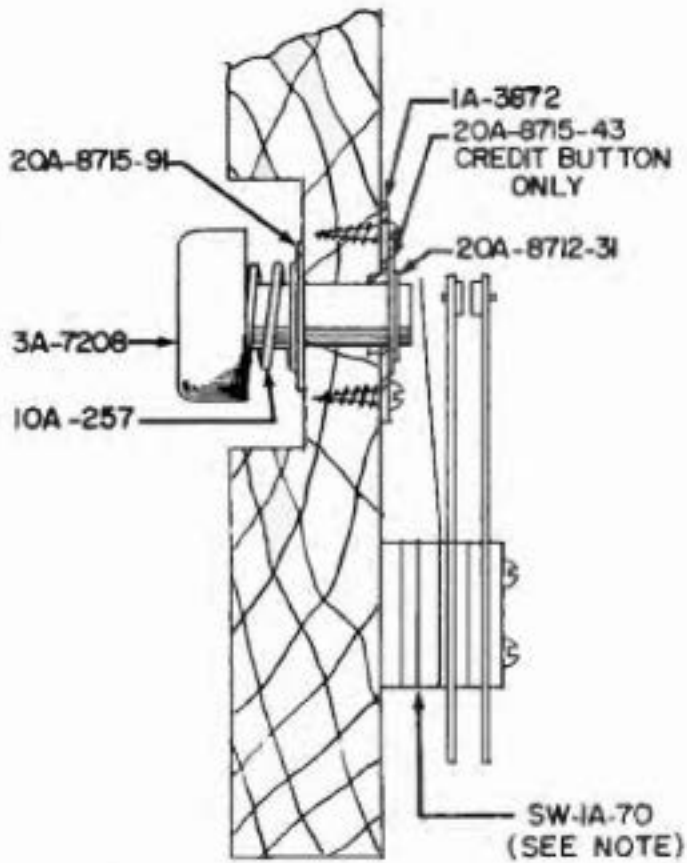
2A-2938 SPACER

23A-6420 GROMMET



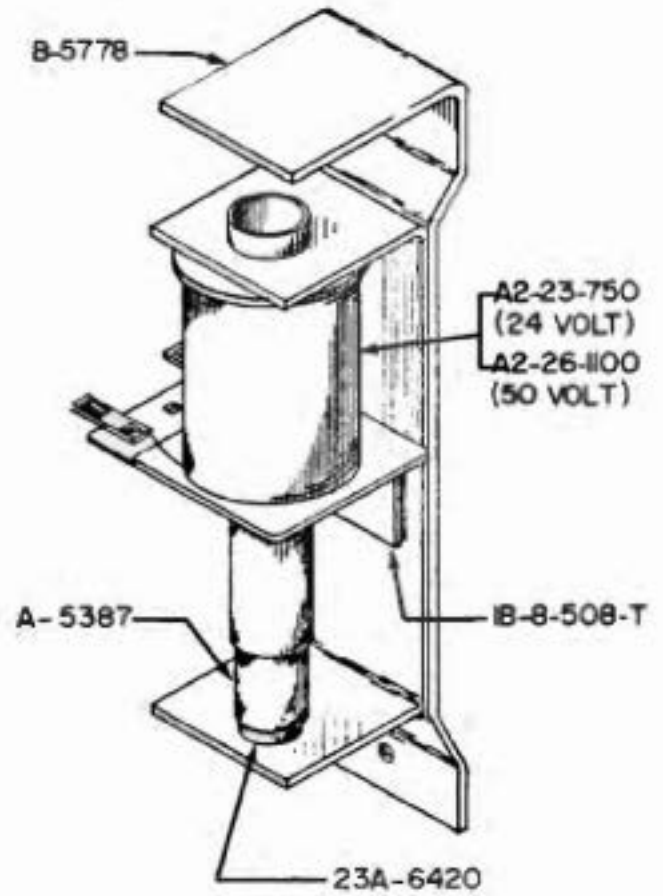
SPACER & GROMMET USED WHEN NEEDED

A-5069  
FLIPPER BUTTON ASSEMBLY

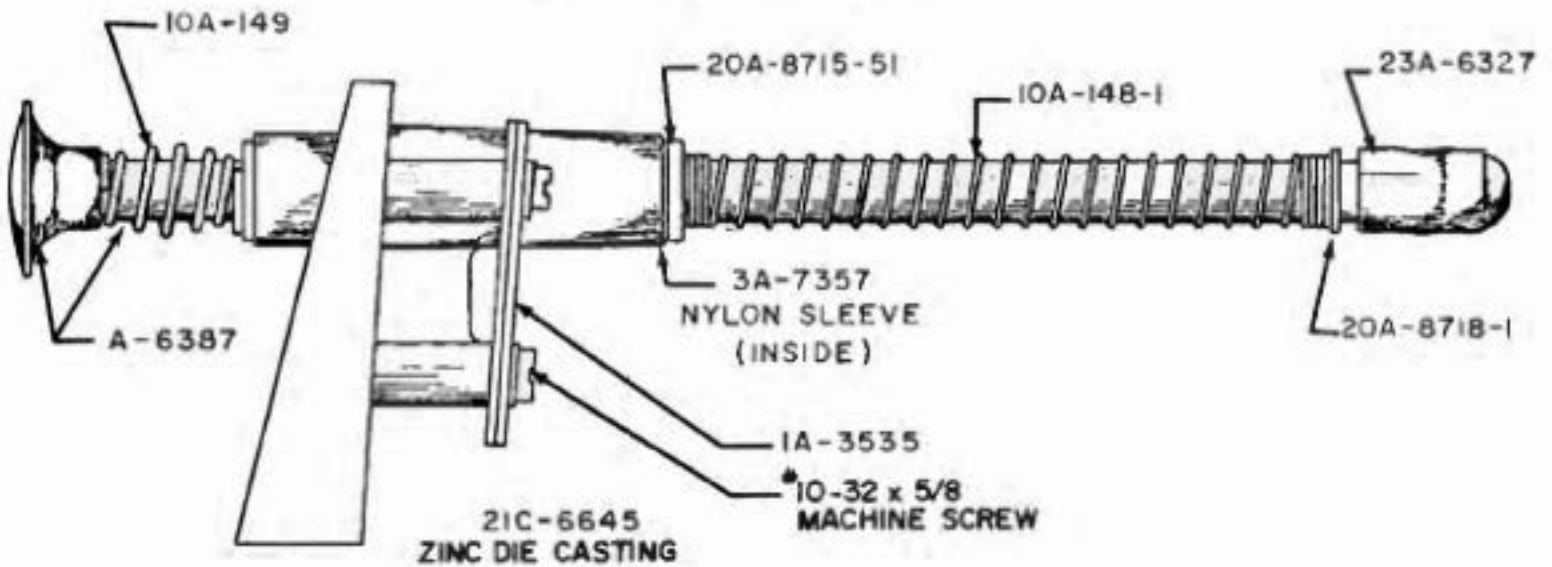


NOTE: ON GAMES WITH DOUBLE MAKE SWITCH FOR LEFT FLIPPER BUTTON PART NUMBER IS SW-11A-25

B-5779  
KNOCKER ASSEMBLY

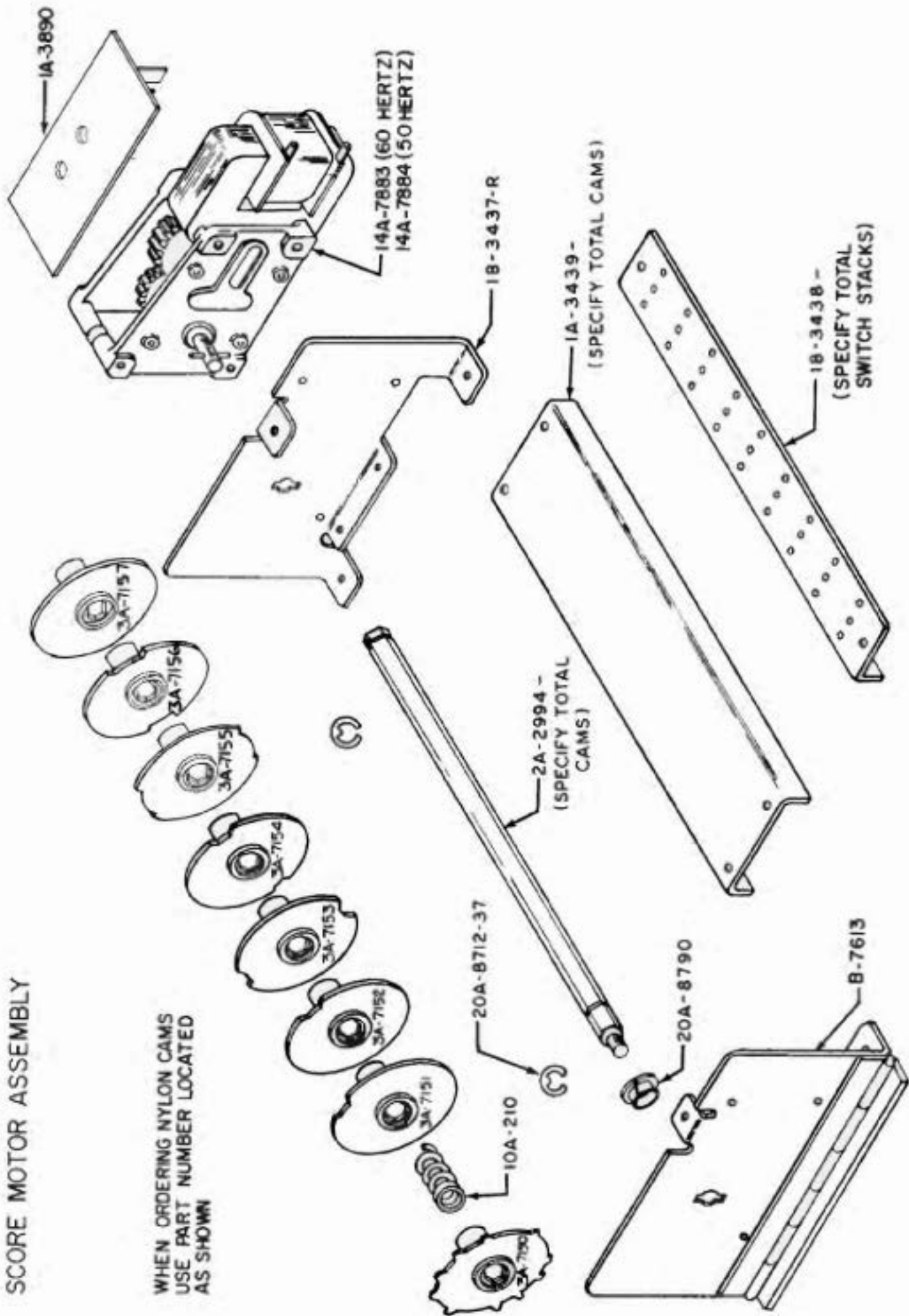


B-7592  
BALL SHOOTER ASSEMBLY

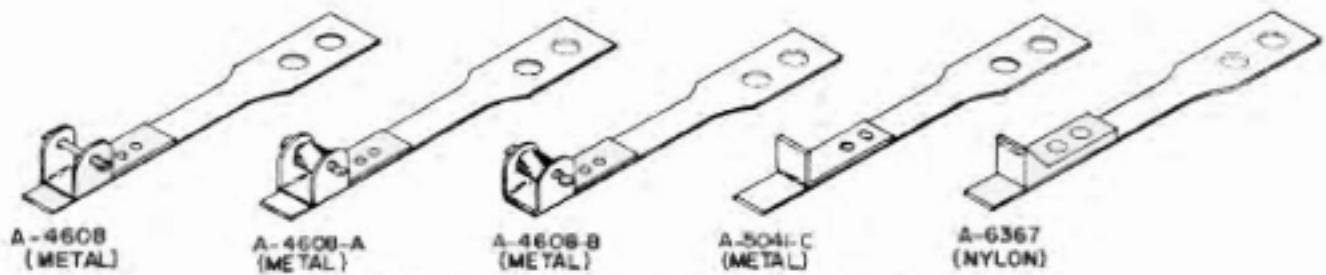


D-6380  
SCORE MOTOR ASSEMBLY

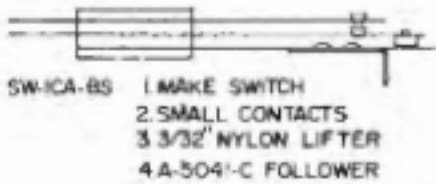
WHEN ORDERING NYLON CAMS  
USE PART NUMBER LOCATED  
AS SHOWN



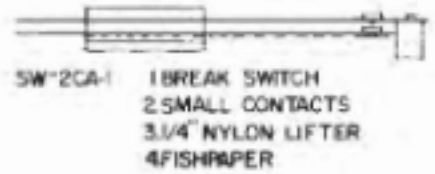
# CAM FOLLOWERS



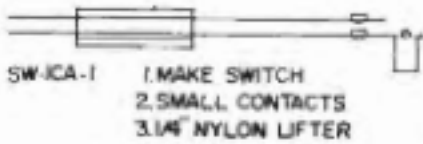
TYPICAL SWITCHES USED WITH SCORE MOTOR



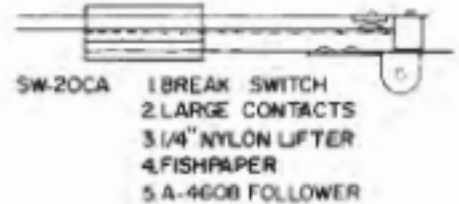
- 1 MAKE SWITCH
- 2 SMALL CONTACTS
- 3 3/32" NYLON LIFTER
- 4 A-5041-C FOLLOWER



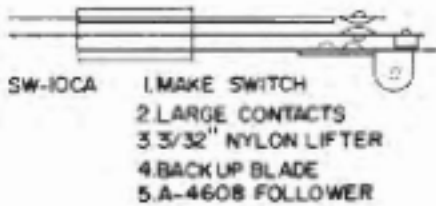
- 1 BREAK SWITCH
- 2 SMALL CONTACTS
- 3 1/4" NYLON LIFTER
- 4 FISHPAPER



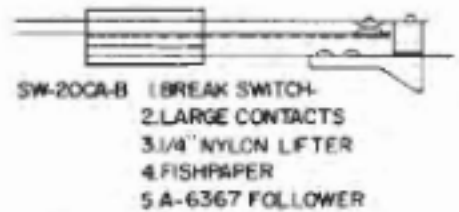
- 1 MAKE SWITCH
- 2 SMALL CONTACTS
- 3 1/4" NYLON LIFTER



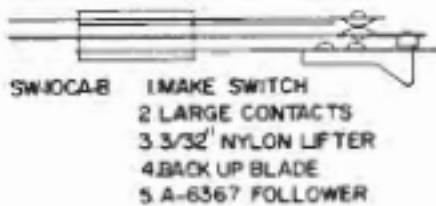
- 1 BREAK SWITCH
- 2 LARGE CONTACTS
- 3 1/4" NYLON LIFTER
- 4 FISHPAPER
- 5 A-460B FOLLOWER



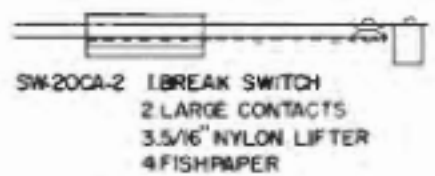
- 1 MAKE SWITCH
- 2 LARGE CONTACTS
- 3 3/32" NYLON LIFTER
- 4 BACK UP BLADE
- 5 A-460B FOLLOWER



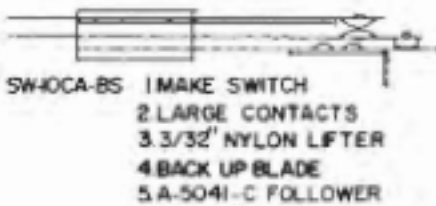
- 1 BREAK SWITCH
- 2 LARGE CONTACTS
- 3 1/4" NYLON LIFTER
- 4 FISHPAPER
- 5 A-6367 FOLLOWER



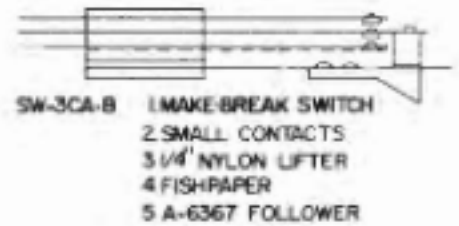
- 1 MAKE SWITCH
- 2 LARGE CONTACTS
- 3 3/32" NYLON LIFTER
- 4 BACK UP BLADE
- 5 A-6367 FOLLOWER



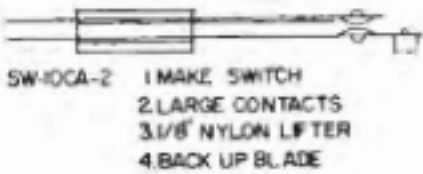
- 1 BREAK SWITCH
- 2 LARGE CONTACTS
- 3 5/16" NYLON LIFTER
- 4 FISHPAPER



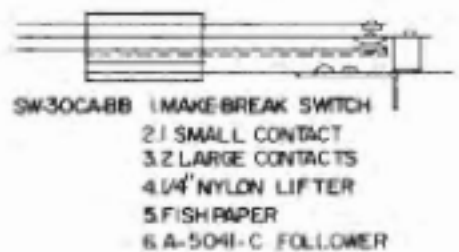
- 1 MAKE SWITCH
- 2 LARGE CONTACTS
- 3 3/32" NYLON LIFTER
- 4 BACK UP BLADE
- 5 A-5041-C FOLLOWER



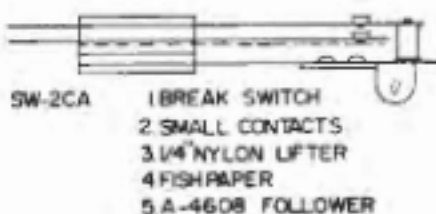
- 1 MAKE-BREAK SWITCH
- 2 SMALL CONTACTS
- 3 1/4" NYLON LIFTER
- 4 FISHPAPER
- 5 A-6367 FOLLOWER



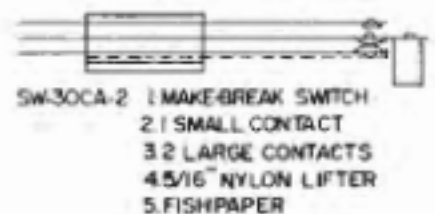
- 1 MAKE SWITCH
- 2 LARGE CONTACTS
- 3 1/8" NYLON LIFTER
- 4 BACK UP BLADE



- 1 MAKE-BREAK SWITCH
- 2 SMALL CONTACT
- 3 2 LARGE CONTACTS
- 4 1/4" NYLON LIFTER
- 5 FISHPAPER
- 6 A-5041-C FOLLOWER



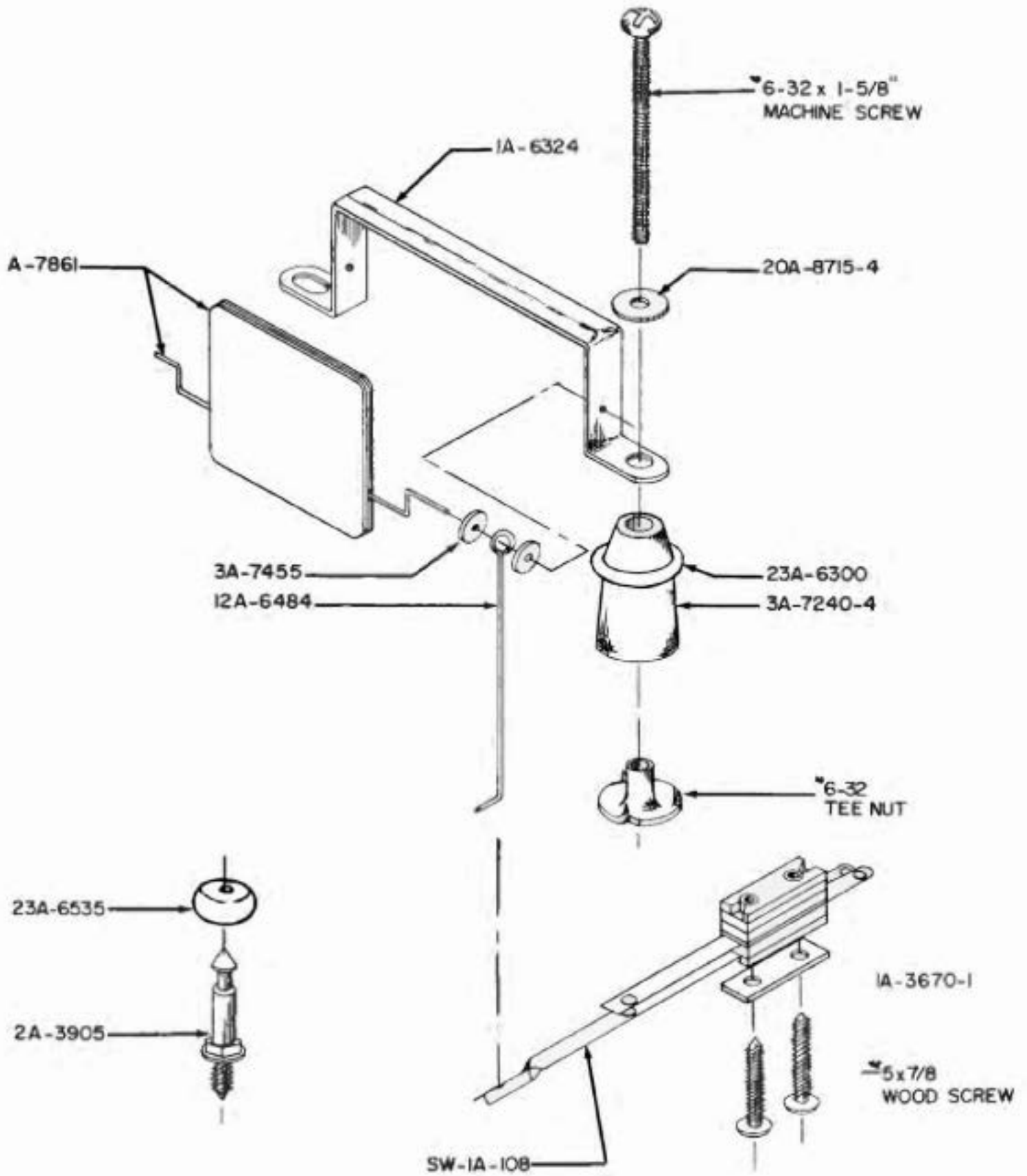
- 1 BREAK SWITCH
- 2 SMALL CONTACTS
- 3 1/4" NYLON LIFTER
- 4 FISHPAPER
- 5 A-460B FOLLOWER



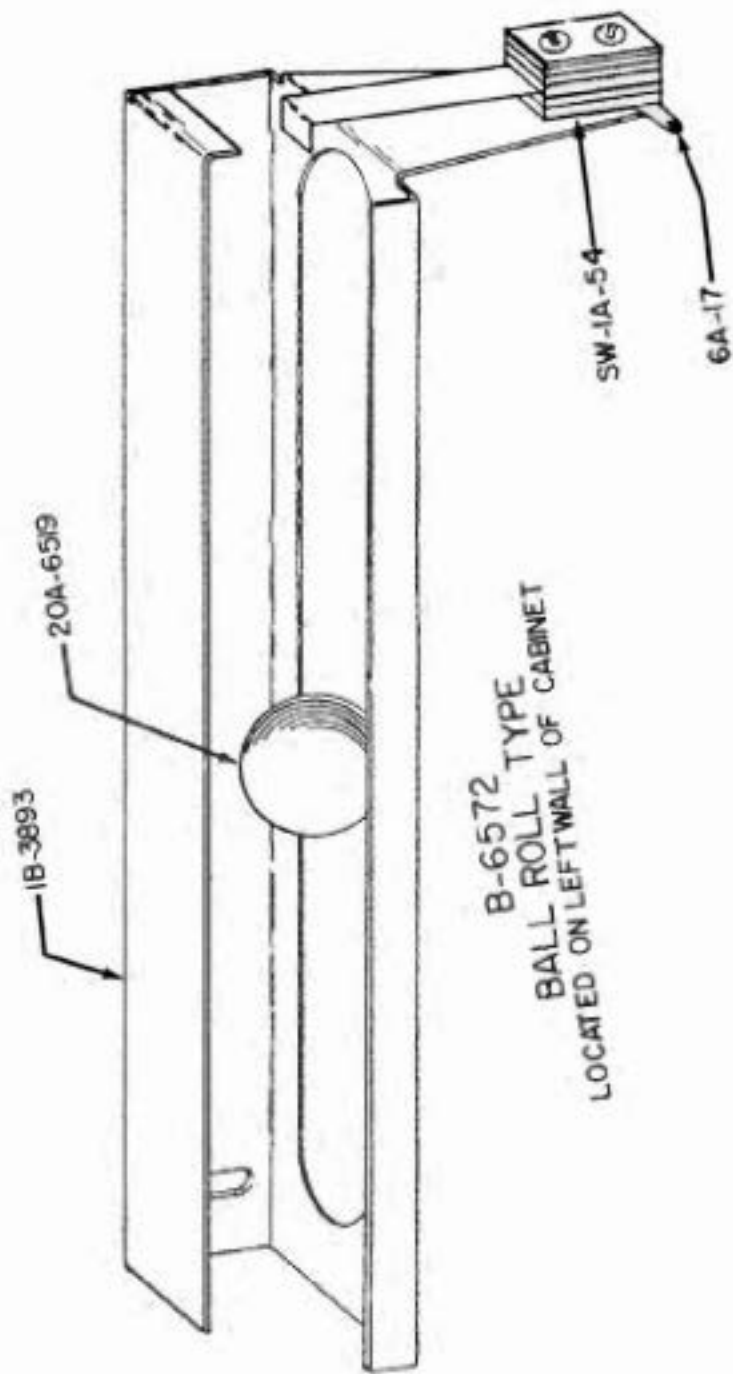
- 1 MAKE-BREAK SWITCH
- 2 SMALL CONTACT
- 3 2 LARGE CONTACTS
- 4 5/16" NYLON LIFTER
- 5 FISHPAPER

B-7875  
SPINNING TARGET ASSEMBLY

WHEN ORDERING A-7861 BE SURE TO SPECIFY NAME OF GAME

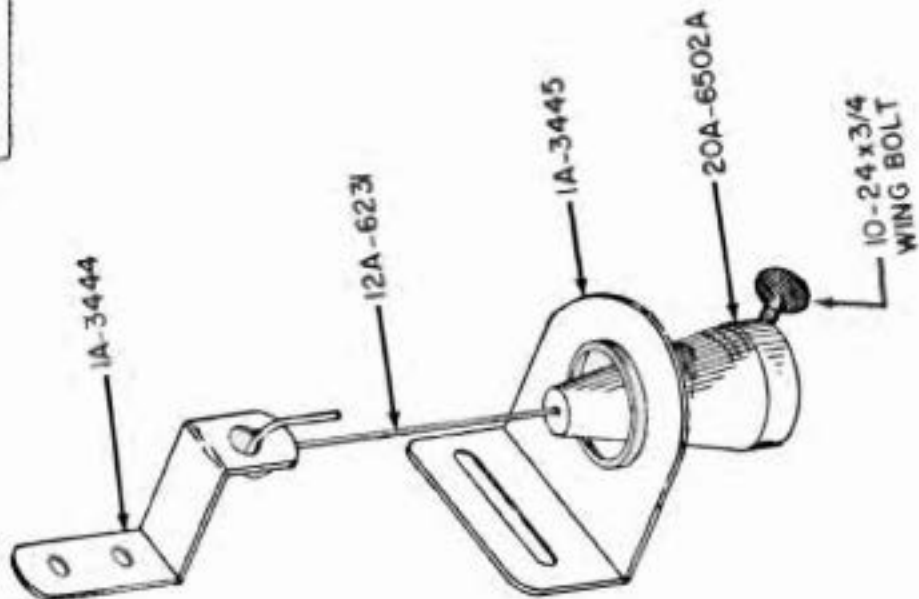


11L1 ASSEMBLIES

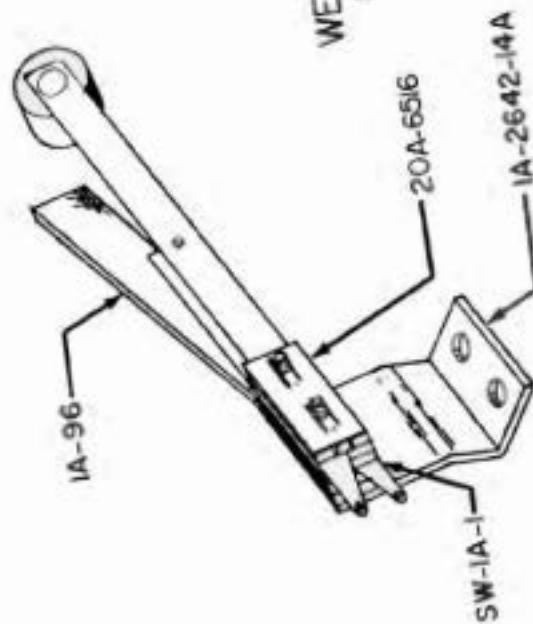


B-6572  
BALL ROLL TYPE  
LOCATED ON LEFT WALL OF CABINET

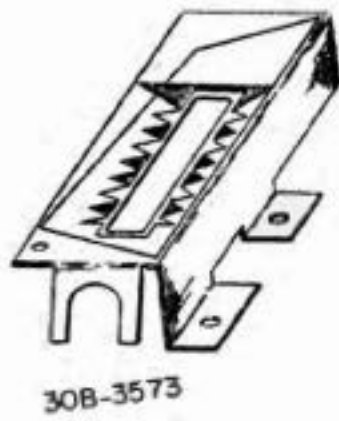
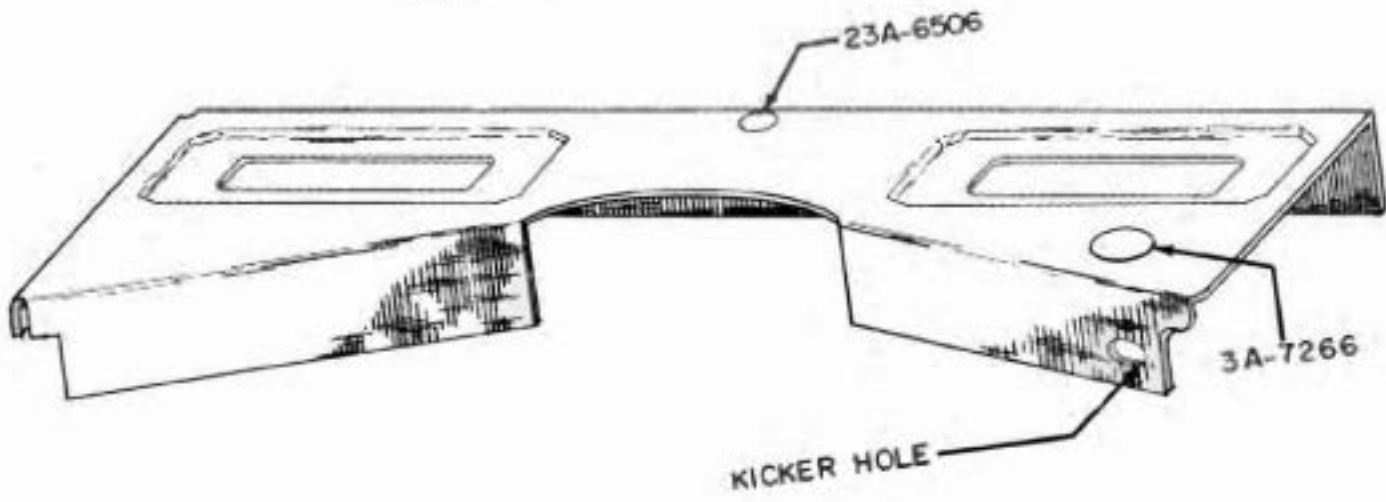
PLUMB BOB TYPE  
LOCATED ON LEFT WALL OF CABINET



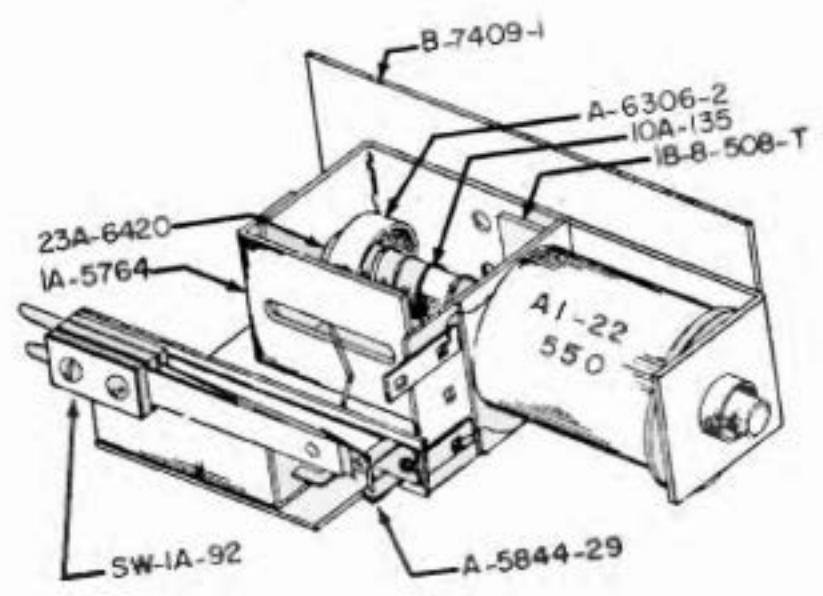
A-5325  
WEIGHTED SWITCH TYPE  
LOCATED ON PLAYFIELD



PLAYFIELD BOTTOM ARCHES  
 300-3572 LAST USED ON BIG STAR  
 D-7473 NO KICKER HOLE  
 D-7473-1 WITH KICKER HOLE (SHOWN)

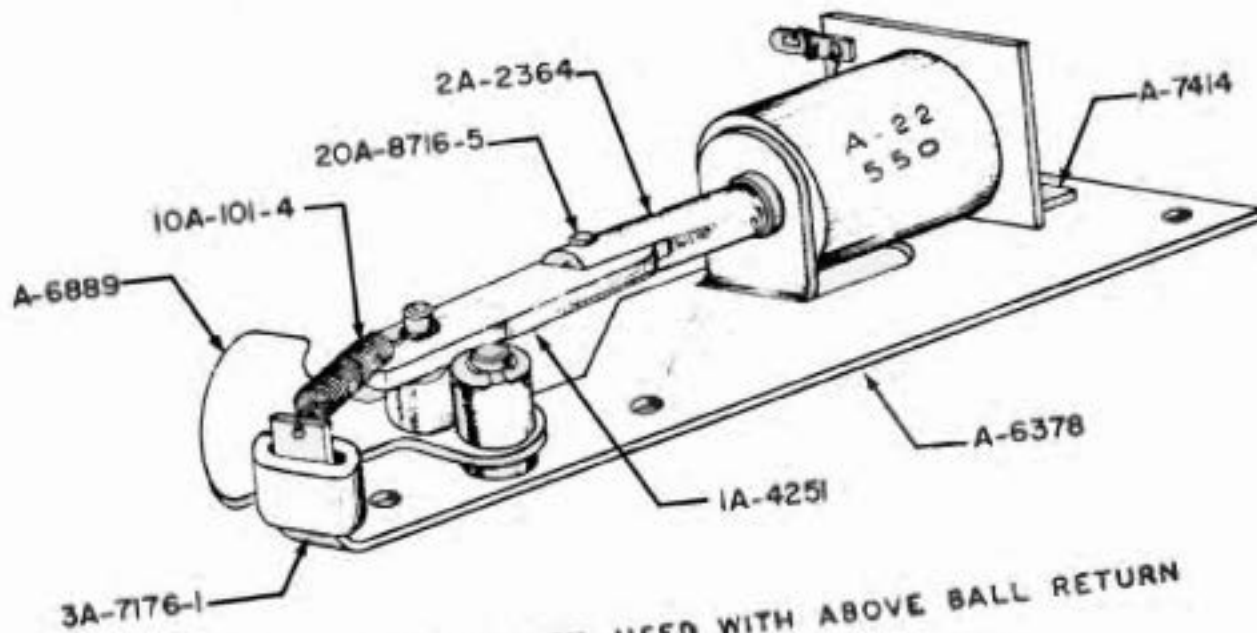


A-6376-2  
 KICKER ASSEMBLY  
 USED WITH D-7473-1

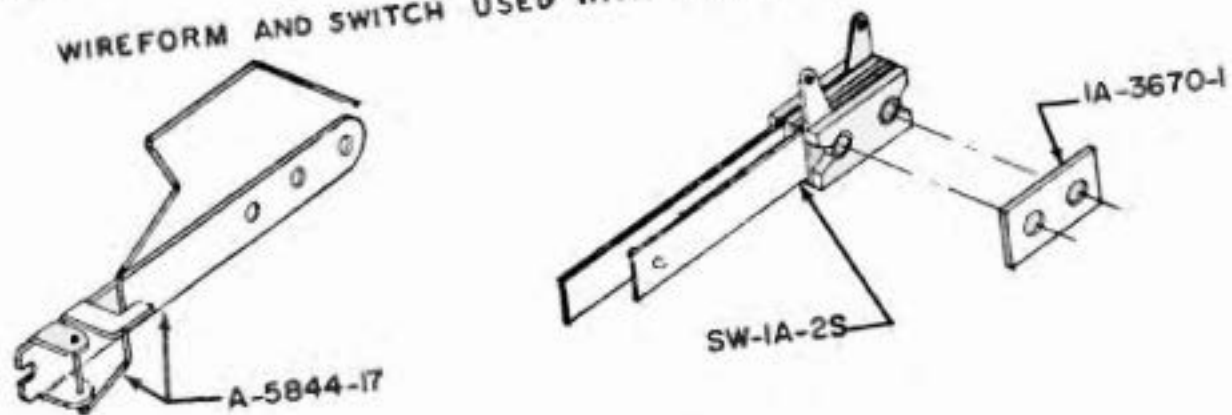




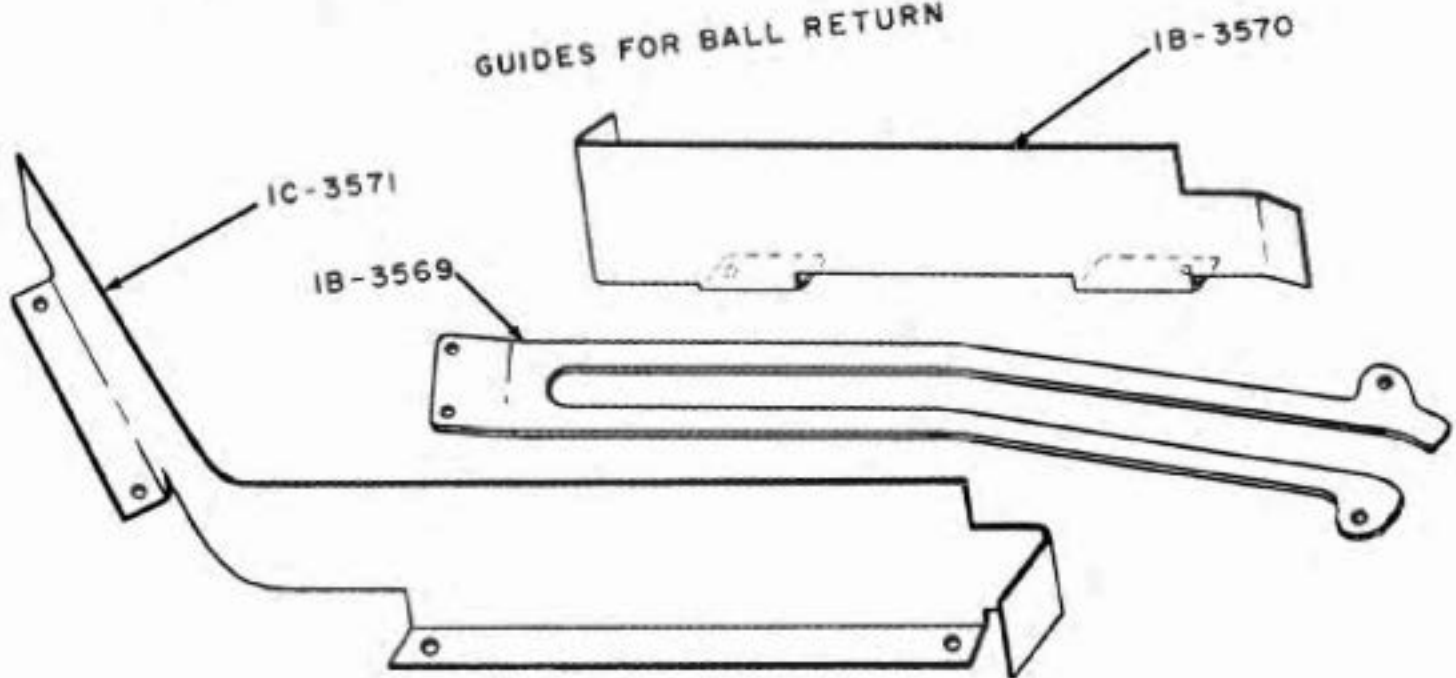
B-6890  
AUTOMATIC BALL RETURN ASSEMBLY  
ALL PARTS SHOWN BELOW ARE LOCATED UNDER BOTTOM ARCH



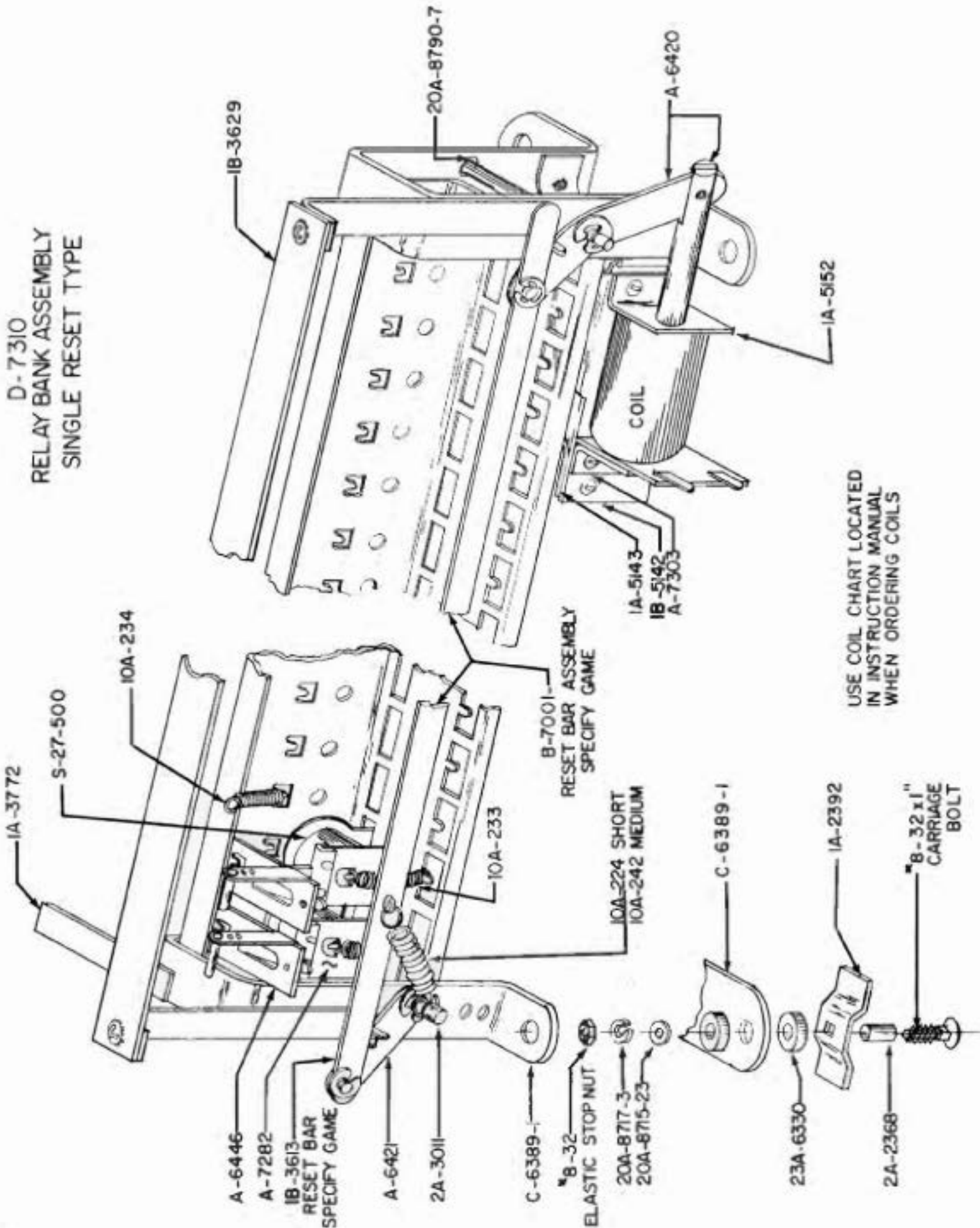
WIREFORM AND SWITCH USED WITH ABOVE BALL RETURN



GUIDES FOR BALL RETURN



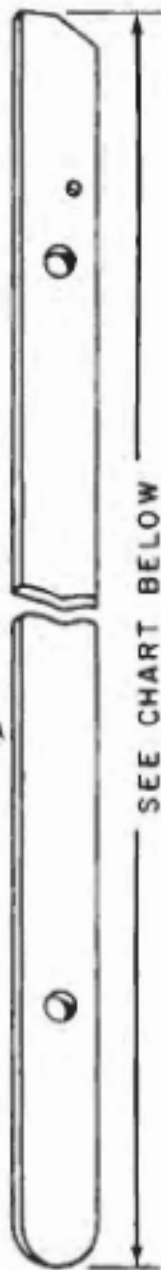
D-7310  
RELAY BANK ASSEMBLY  
SINGLE RESET TYPE



USE COIL CHART LOCATED  
IN INSTRUCTION MANUAL  
WHEN ORDERING COILS

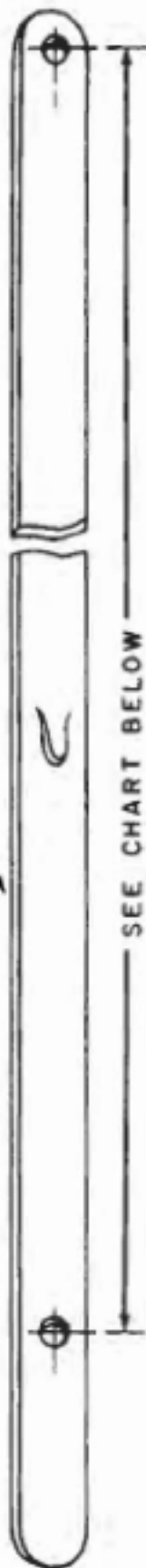
# RESET BARS

IB-5504 -



SEE CHART BELOW

IB-3613 -



SEE CHART BELOW

## FLIPPER GAMES

GRANADA.....	IB-5504-7S	(9-11/16")
	IB-5504-10L	(13-1/4")
SPANISH EYES.....	IB-5504-5L	(7-5/8")
	IB-5504-6S	(8-9/16")
TRAVEL TIME.....	IB-5504-5L	(7-5/8")
	IB-5504-6S	(8-9/16")
TROPIC FUN.....	IB-5504-7S	(9-11/16")
	IB-5504-11L	(14-3/8")
GULF STREAM.....	IB-5504-7S	(9-11/16")
	IB-5504-11L	(14-3/8")
OXO.....	IB-3613-19	(23-1/4")
DEALERS CHOICE.....	IB-5504-9S	(11-15/16")
	IB-5504-5L	(7-5/8")
SKY LAB.....	IB-3613-7	(9-7/8")
STRATO-FLITE.....	IB-3613-15	(18-7/8")
SUPER-FLITE.....	IB-3613-15	(18-7/8")
LUCKY ACE.....	IB-5504-9S	(11-15/16")
	IB-5504-5L	(7-5/8")
SATIN DOLL.....	IB-5504-5L	(7-5/8")
	IB-5504-7S	(9-11/16")
PAT HAND.....	IB-5504-5L	(7-5/8")
	IB-5504-7S	(9-11/16")

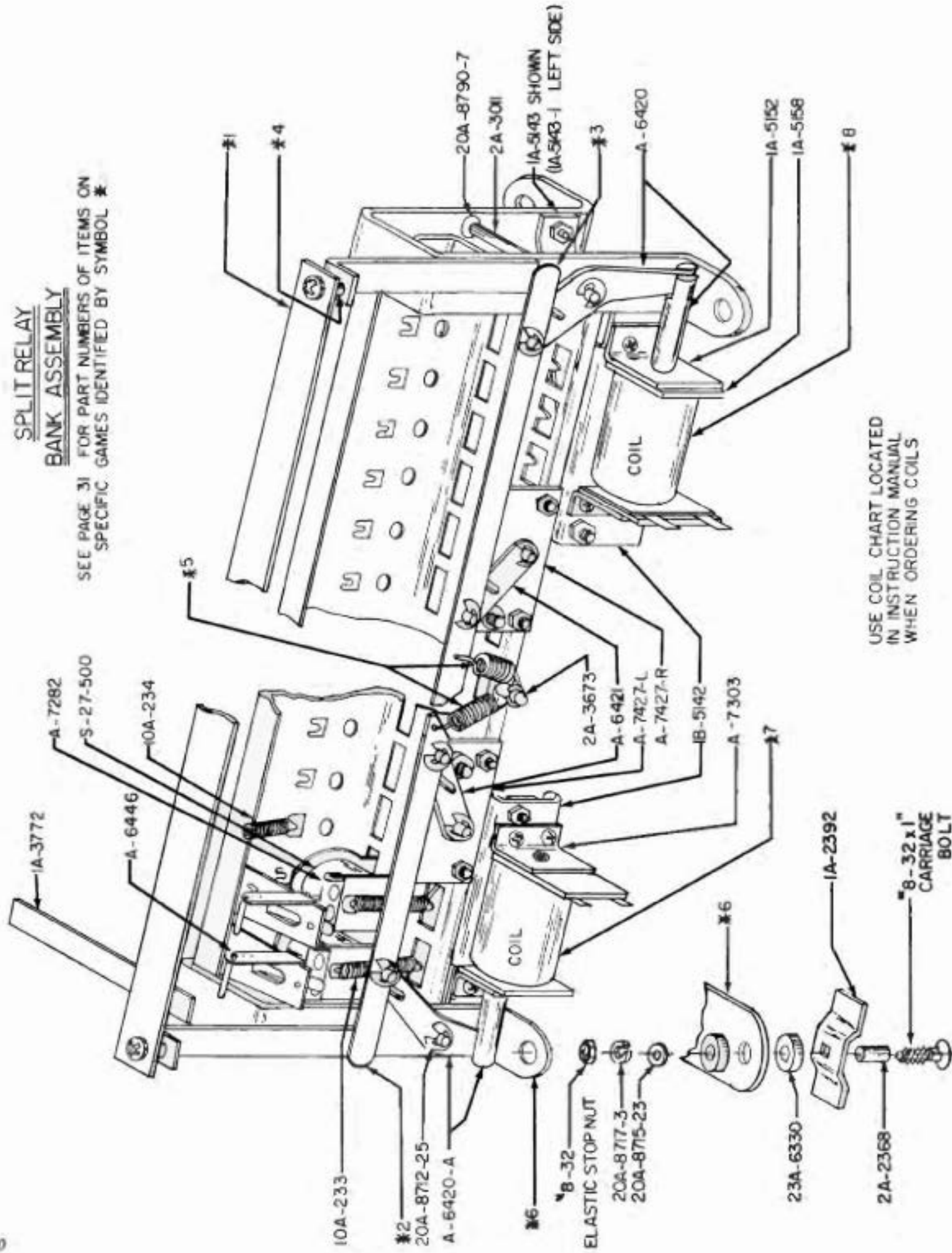
TRIPLE STRIKE.....	IB-3613-10	(13-1/4")
TOLEDO.....	IB-3613-13	(16-5/8")
BLUE CHIP.....	IB-3613-9	(12-1/8")

## SHUFFLE ALLEYS

WINDY CITY.....	IB-3613-16	(20")
FRENCH QUARTER.....	IB-3613-16	(20")
GATEWAY ARCH.....	IB-3613-16	(20")
ASTRODOME.....	IB-3613-16	(20")
CAPE COD.....	IB-3613-16	(20")
GOLDEN TRIANGLE.....	IB-3613-16	(20")
TWIN CITIES.....	IB-3613-16	(20")
ROYAL HAWAIIAN.....	IB-3613-16	(20")
PINNACLE.....	IB-3613-16	(20")
GRANITE.....	IB-3613-16	(20")
CIVIC CENTER.....	IB-3613-16	(20")
UNIQUE.....	IB-3613-16	(20")
SUPREME.....	IB-3613-16	(20")
MARQUIS.....	IB-3613-16	(20")
STAR SAPPHIRE.....	IB-3613-16	(20")
SEVILLE.....	IB-3613-16	(20")
EMERALD.....	IB-3613-16	(20")
CAVALIER.....	IB-3613-16	(20")

SPLIT RELAY  
BANK ASSEMBLY

SEE PAGE 31 FOR PART NUMBERS OF ITEMS ON  
SPECIFIC GAMES IDENTIFIED BY SYMBOL \*



USE COIL CHART LOCATED  
IN INSTRUCTION MANUAL  
WHEN ORDERING COILS

IDENTIFICATION OF PARTS  
FOR SPECIFIC GAMES  
(ON SPLIT RELAY BANKS)

GRANADA  
D-744  
10B7 POSITION

#1 1B-3629-18  
#2 1B-5504-10L  
#3 1B-5504-7S  
#4 NOT USED  
#5 10A-320  
#6 C-7440  
#7 D1-24-1600  
#8 D1-24-1600

SPANISH EYES  
D-7429  
5B6 POSITION

#1 1B-3629-12  
#2 1B-5504-5L  
#3 1B-5504-6S  
#4 2A-3084-2  
#5 10A-319  
#6 C-7428  
#7 D1-24-1600  
#8 D1-24-1400

TRAVEL TIME  
D-7429  
5B6 POSITION

#1 1B-3629-12  
#2 1B-5504-5L  
#3 1B-5504-6S  
#4 NOT USED  
#5 10A-319  
#6 C-7428  
#7 D1-24-1600  
#8 D1-24-1400

TROPIC FUN  
D-7523  
11B7 POSITION

#1 1B-3629-19  
#2 1B-5504-11L  
#3 1B-5504-7S  
#4 2A-3084-2  
#5 10A-320  
#6 C-7522  
#7 D1-24-1600  
#8 D1-24-1600

GULFSTREAM  
D-7523  
11B7 POSITION

#1 1B-3629-19  
#2 1B-5504-11L  
#3 1B-5504-7S  
#4 2A-3084-2  
#5 10A-320  
#6 C-7522  
#7 D1-24-1600  
#8 D1-24-1600

DEALER'S CHOICE  
D-7623  
9B5 POSITION

#1 1B-3629-15  
#2 1B-5504-9S  
#3 1B-5504-5L  
#4 2A-3084-2  
#5 10A-320  
#6 C-7622  
#7 D1-24-1400  
#8 D1-24-1600

LUCKY ACE  
D-7623  
9B5 POSITION

#1 1B-3629-15  
#2 1B-5504-9S  
#3 1B-5504-5L  
#4 2A-3084-2  
#5 10A-320  
#6 C-7622  
#7 D1-24-1400  
#8 D1-24-1600

SATIN DOLL  
D-7834  
7B5 POSITION

#1 1B-3629-13  
#2 1B-5504-7S  
#3 1B-5504-5L  
#4 NOT USED  
#5 10A-320  
#6 C-7833  
#7 D1-24-1400  
#8 D1-24-1600

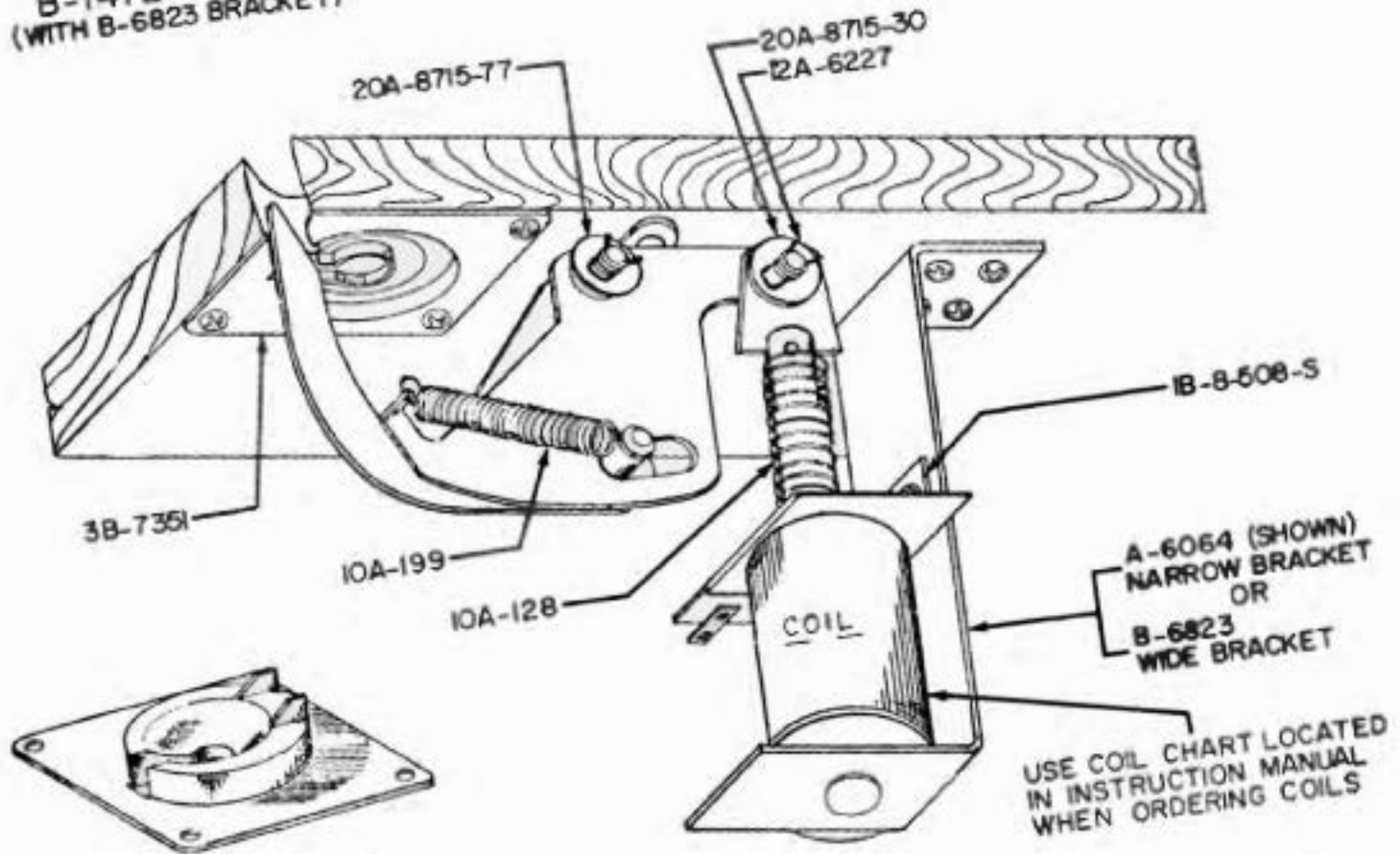
PAT HAND  
D-7834  
7B5 POSITION

#1 1B-3629-13  
#2 1B-5504-7S  
#3 1B-5504-5L  
#4 NOT USED  
#5 10A-320  
#6 C-7833  
#7 D1-24-1400  
#8 D1-24-1600

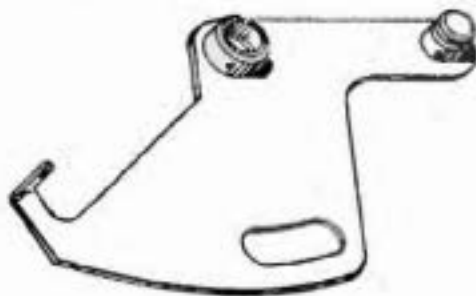
# BALL EJECT ASSEMBLIES

B-7472-L OR R  
(WITH B-6823 BRACKET)

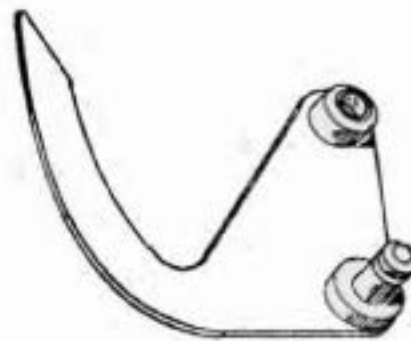
B-7472-1L OR 1R  
(WITH A-6064 BRACKET)



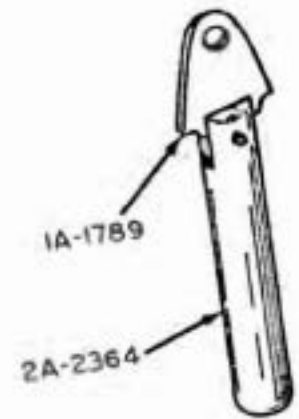
3B-735I (3/64" THICK)  
OR  
3B-735I-1 (3/32" THICK)



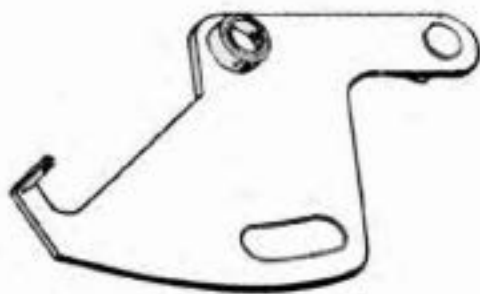
A-6949-R (SHOWN)  
OR  
A-6949-L



A-7471-R (SHOWN)  
OR  
A-7471-L



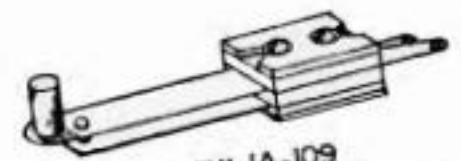
A-5103



A-6949-R-1 (SHOWN)  
OR  
A-6949-L-1



A-6950-R (SHOWN)  
OR  
A-6950-L



SW-1A-109  
(ON GAMES WITH DOUBLE MAKE  
SWITCH-PART NUMBER IS SW-1A-10)

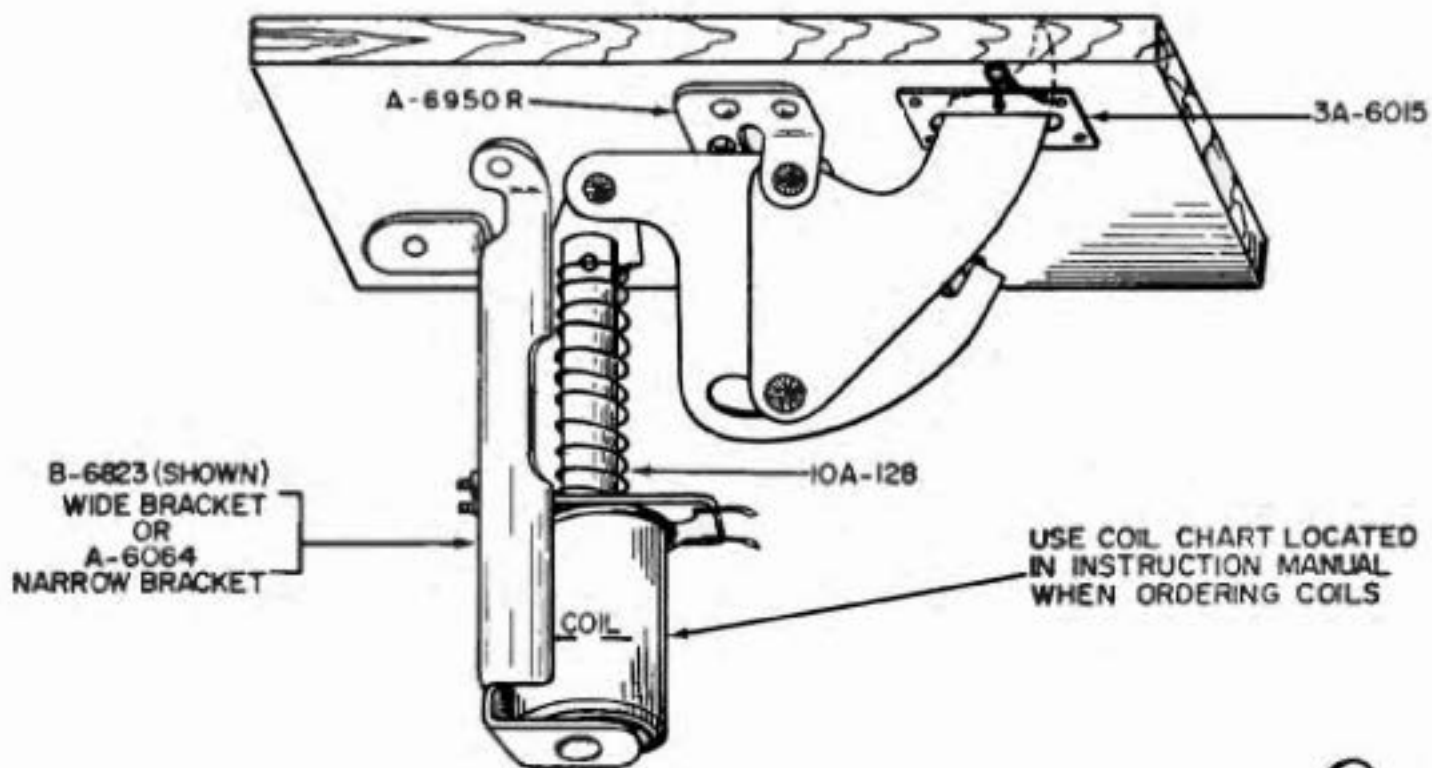


# BALL EJECT ASSEMBLIES

B-6989-L OR R  
(WITH B-6823 BRACKET)

B-6989-IL OR IR  
(WITH A-6064 BRACKET)

LAST GAME USED ON WAS "HONEY"



3A-6015



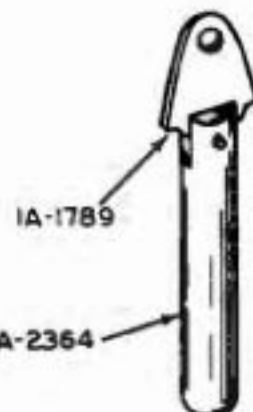
A-6950-R (SHOWN)  
OR  
A-6950-L



12A-6407



12A-6297



A-5103

1A-1789

2A-2364



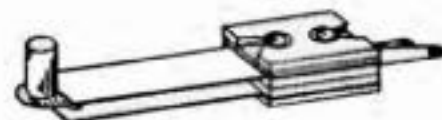
10A-199



A-6949-R (SHOWN)  
OR  
A-6949-L



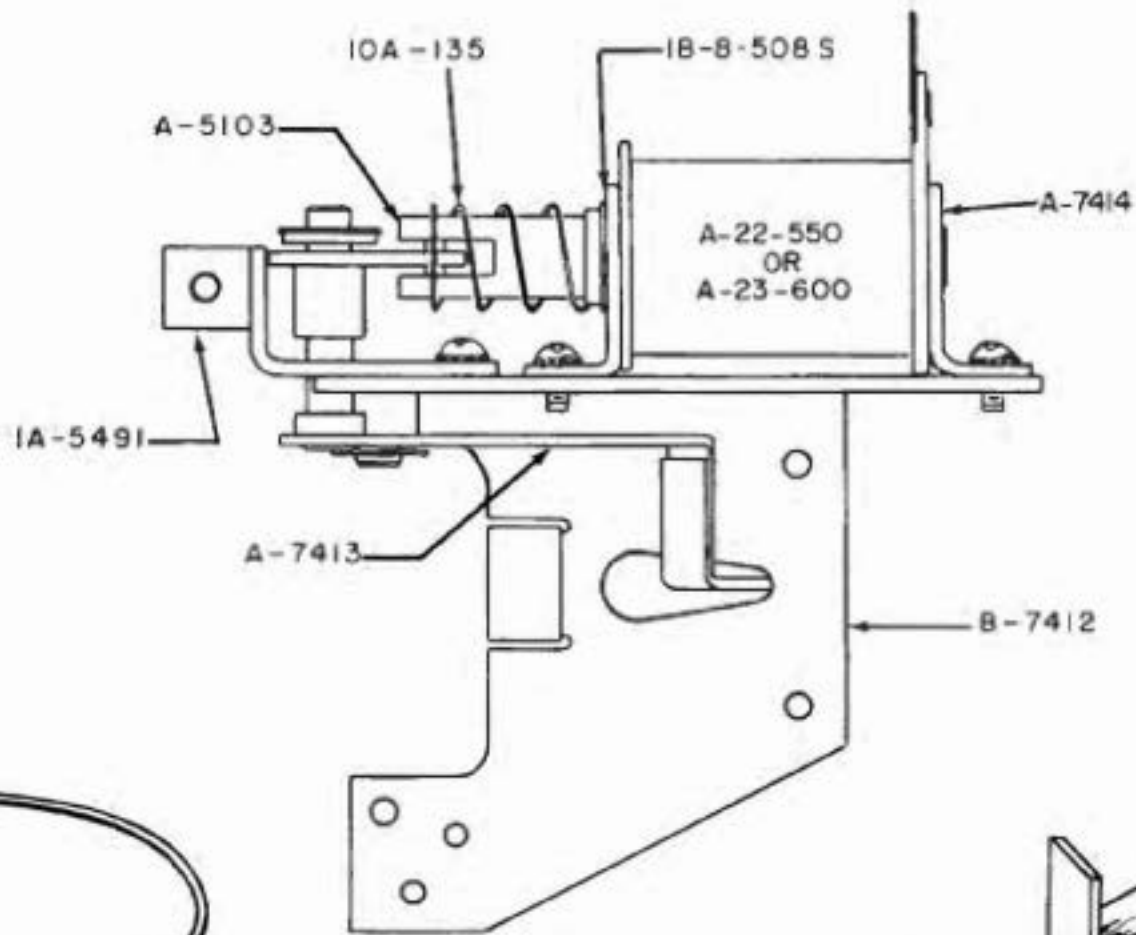
A-6948-R (SHOWN)  
OR  
A-6948-L



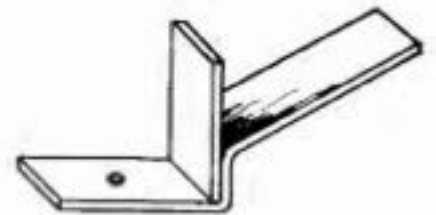
SW-1A-27  
(ON GAMES WITH DOUBLE MAKE  
SWITCH-PART NUMBER IS SW-11A-10)



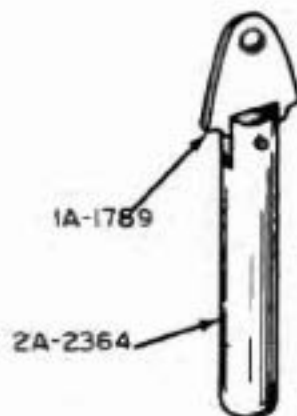
B-7407  
BALL EJECT ASSEMBLY



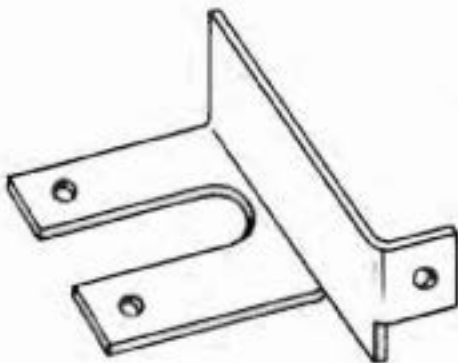
IB-663 B



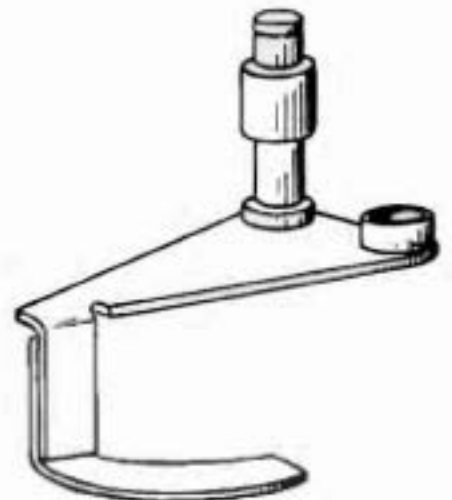
A-7387



A-5103



IA-549I



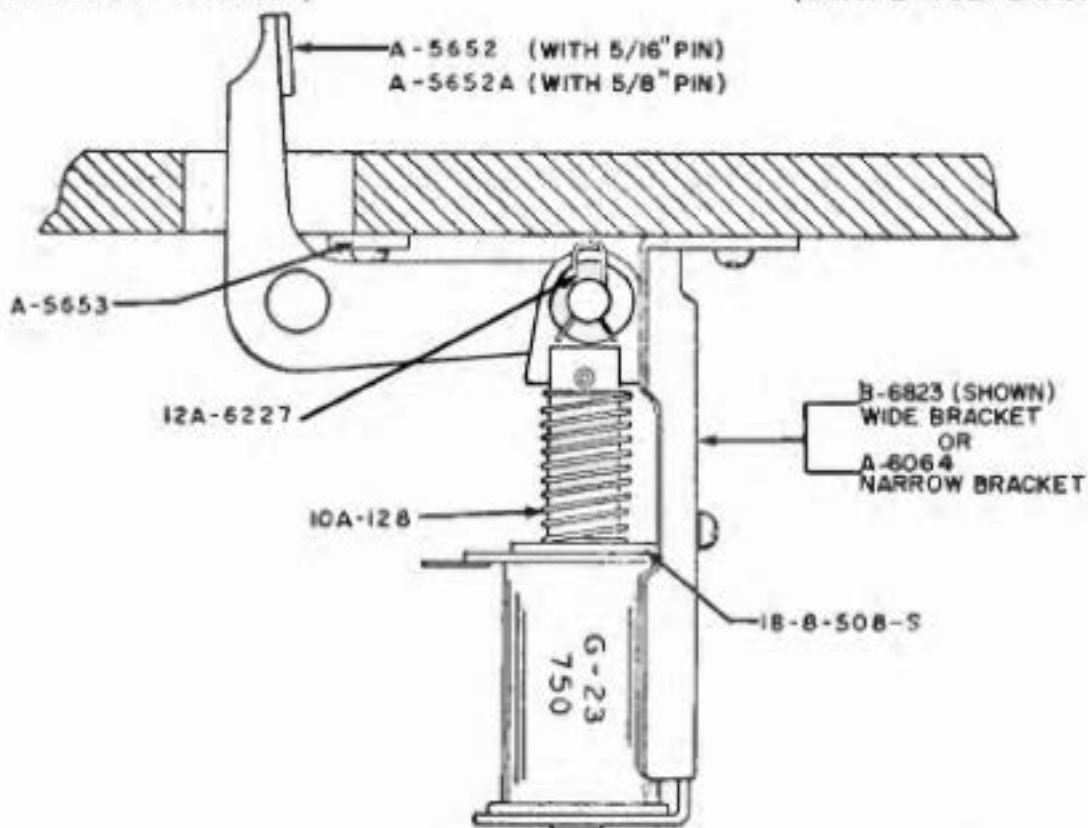
A-7413

# BALL KICKER ASSEMBLIES

B-5104  
(WITH A-6064 BRACKET)

A.C. TYPE

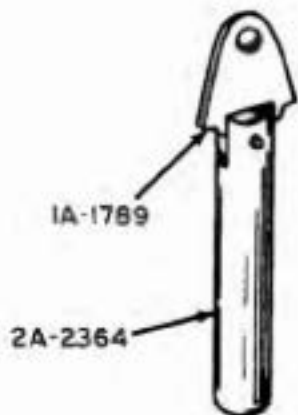
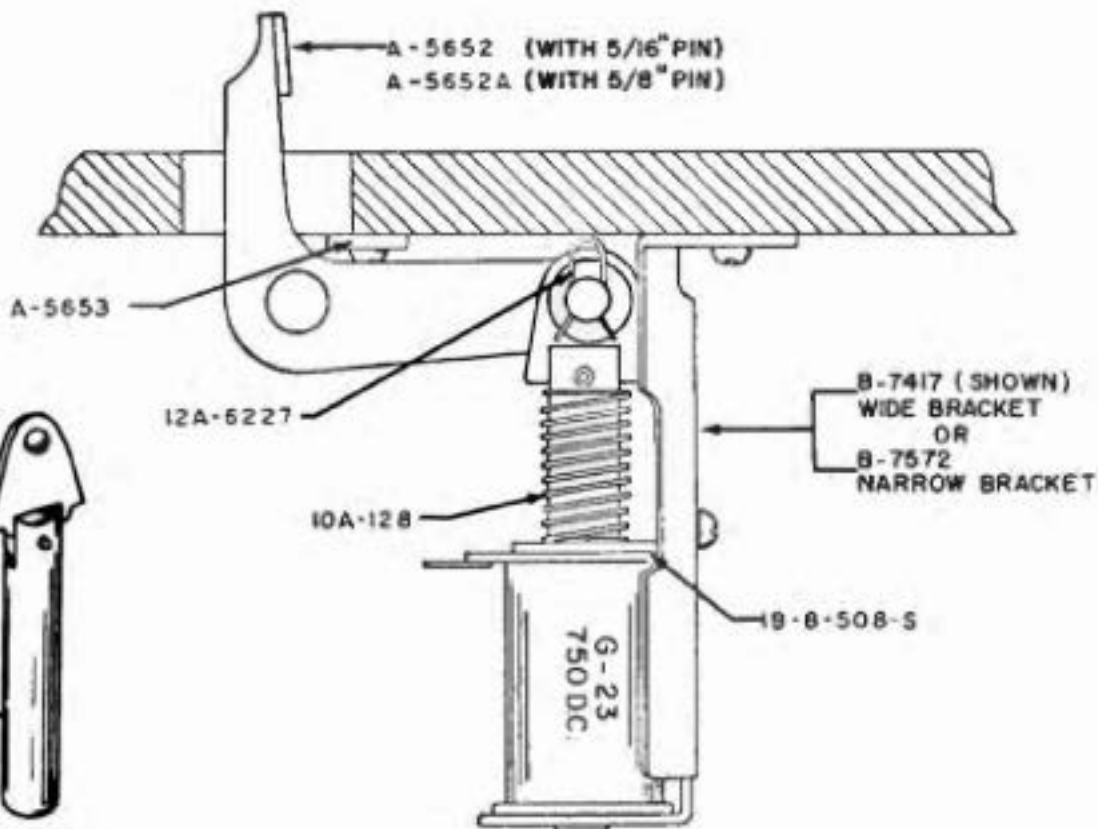
B-5104-1  
(WITH B-6823 BRACKET)



B-5104-2  
(WITH B-7417 BRACKET)

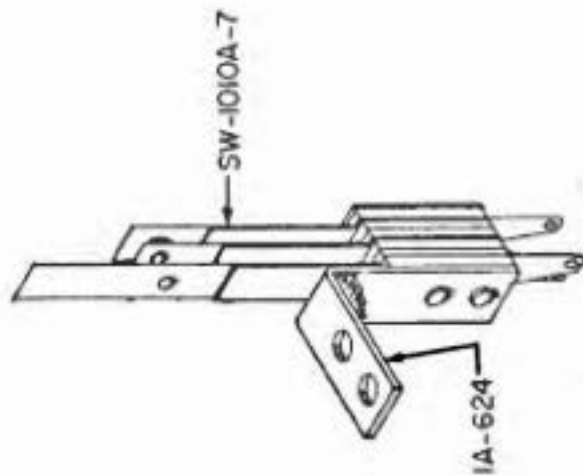
D.C. TYPE

B-7573  
(WITH B-7572 BRACKET)

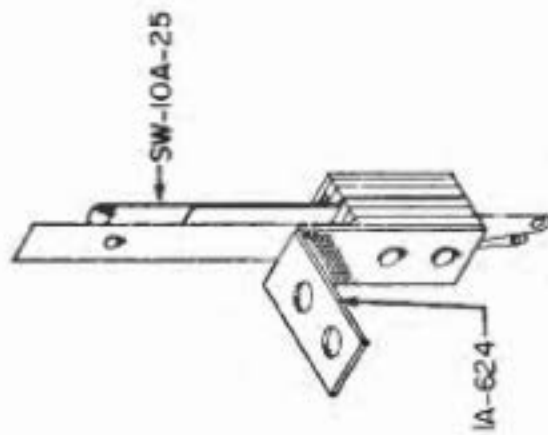


A-5103

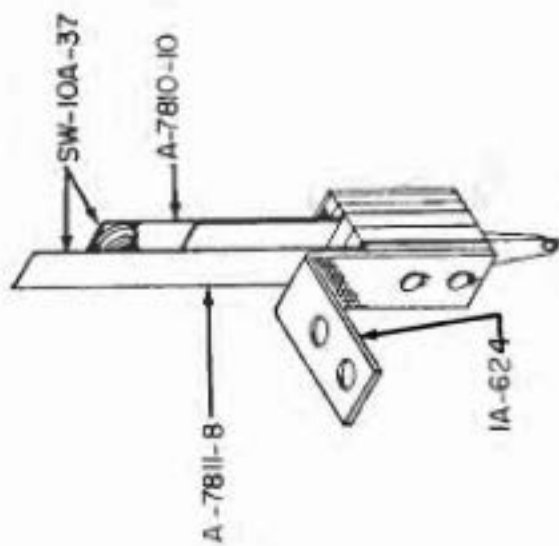
STAND UP SWITCH ASSEMBLIES



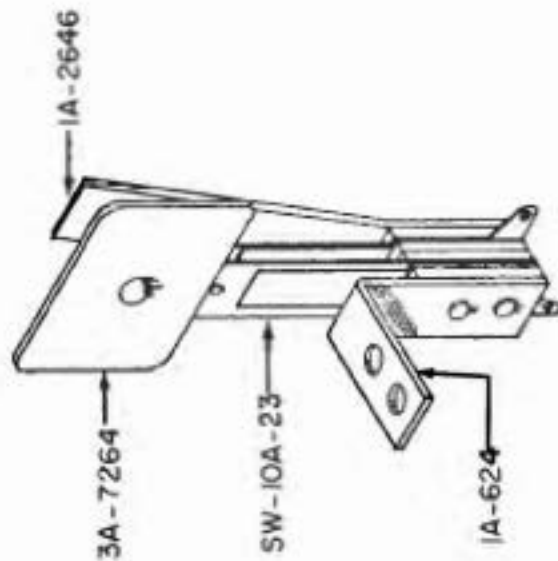
A-4834-B  
DOUBLE MAKE SWITCH



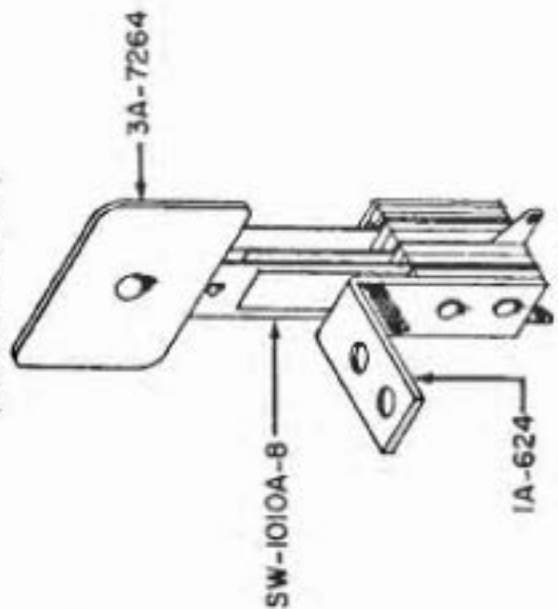
A-4834-C  
SINGLE MAKE SWITCH



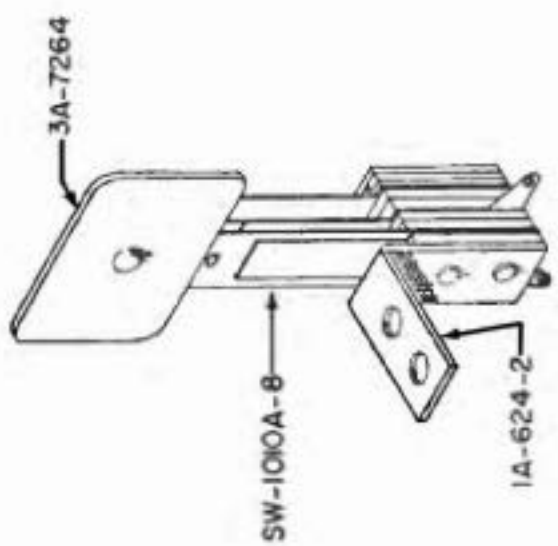
A-4834-E  
SINGLE MAKE SWITCH  
(D. C. TYPE)



A-7221  
SINGLE MAKE SWITCH

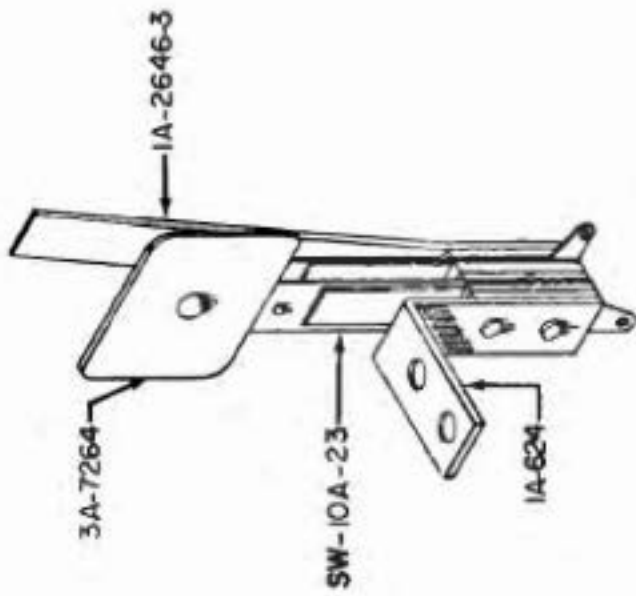


A-7222  
DOUBLE MAKE SWITCH

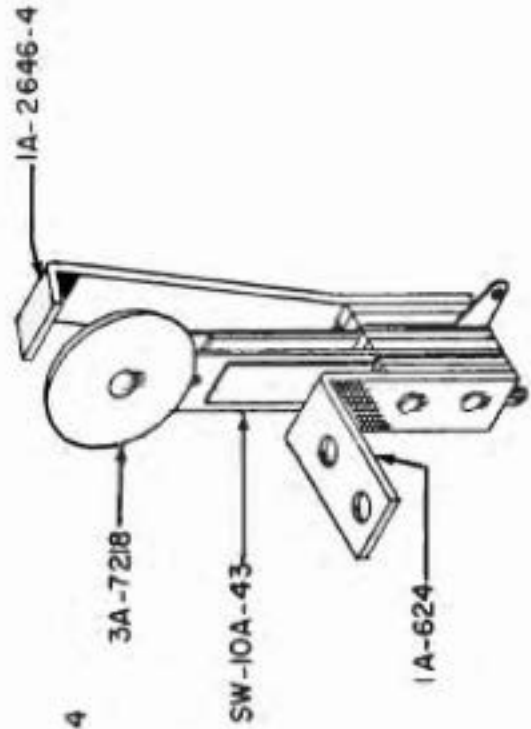


A-7222-4  
DOUBLE MAKE SWITCH  
(SHORT BRACKET)

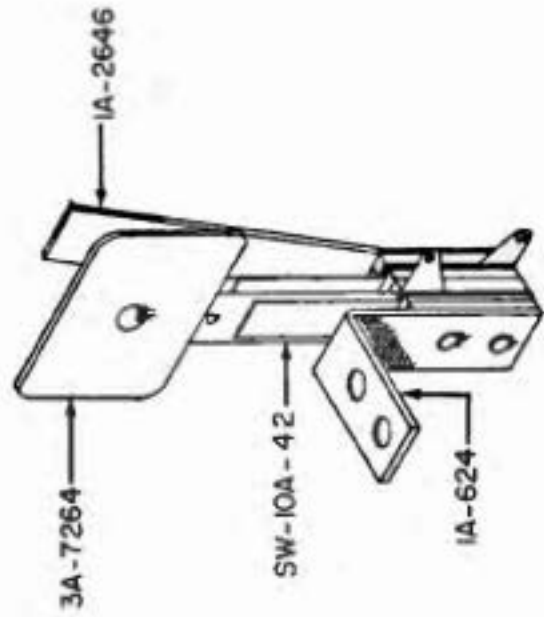
STATIONARY TARGET SWITCH ASSEMBLIES  
(STAND UP TYPE)



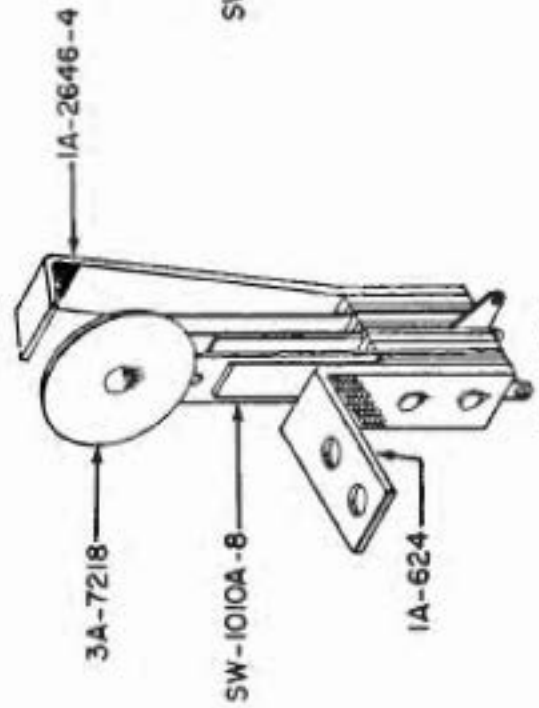
A-7890  
SINGLE MAKE SWITCH  
(LONGER LIMIT BRACKET)



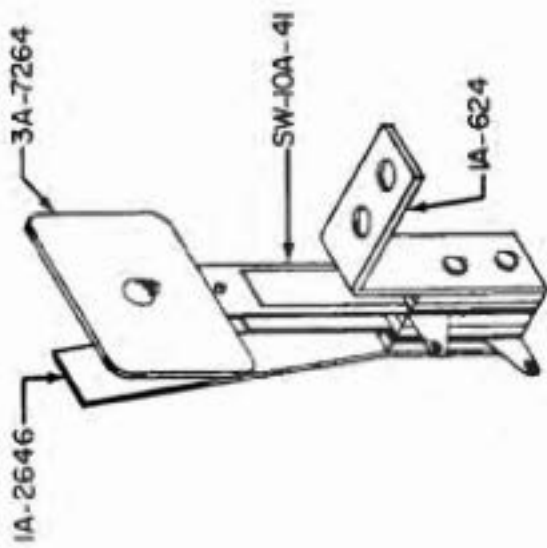
A-7902  
SINGLE MAKE SWITCH



A-7518-1  
SINGLE MAKE SWITCH  
(SIDE LUGS-RIGHT)

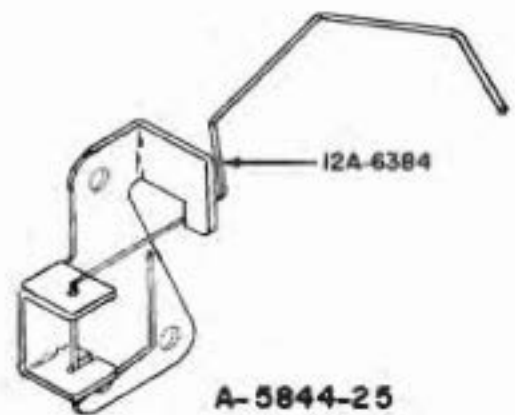
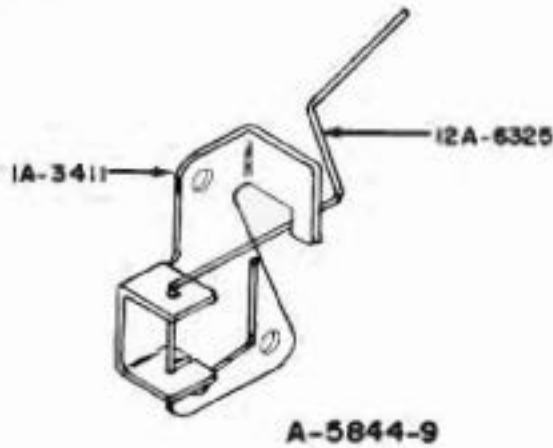
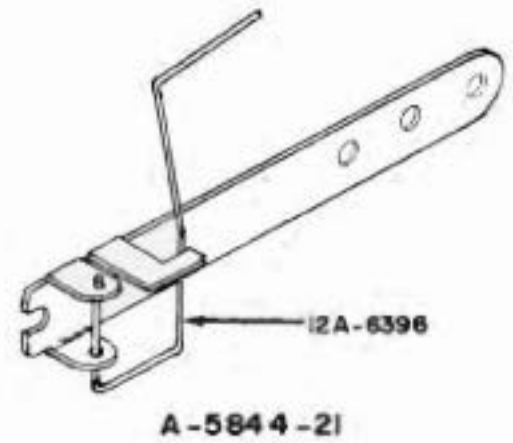
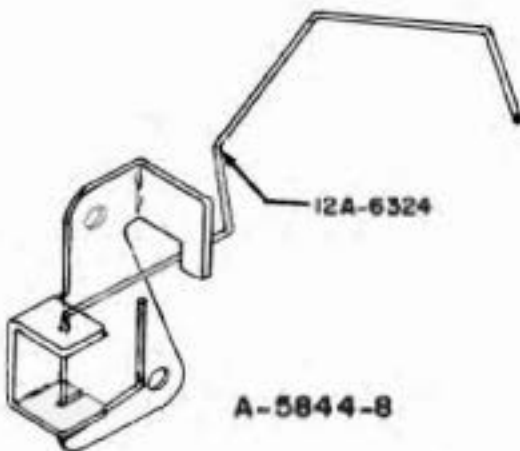
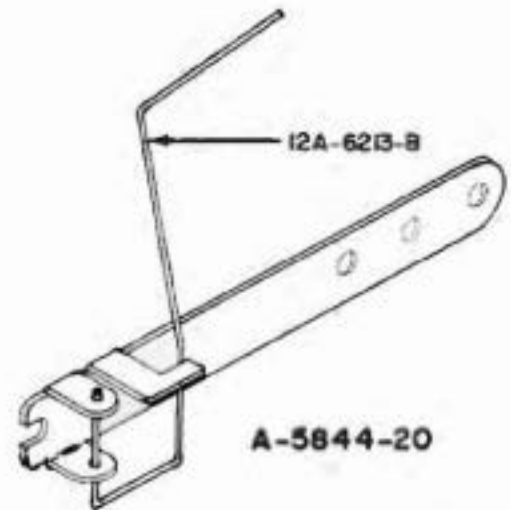
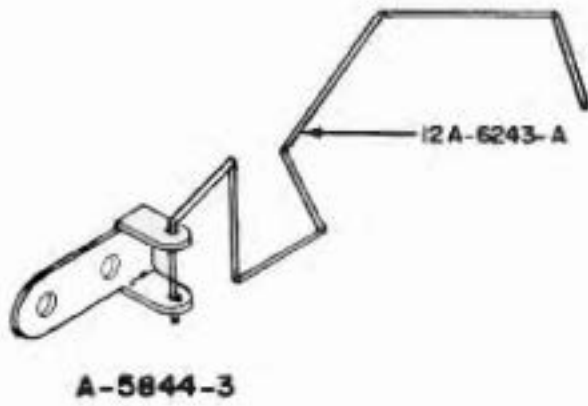
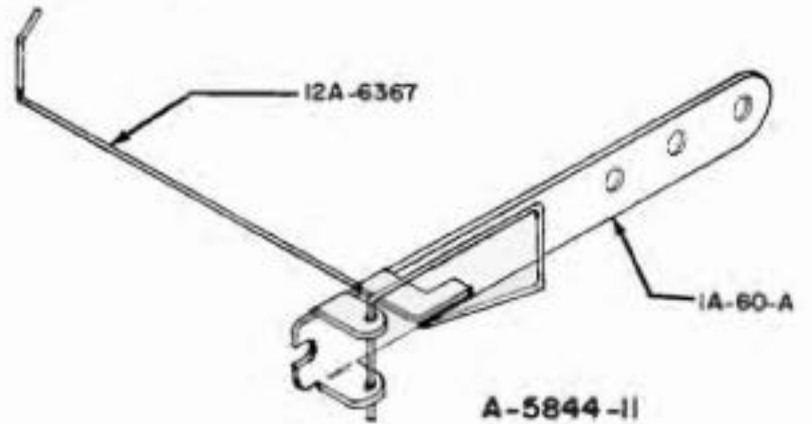
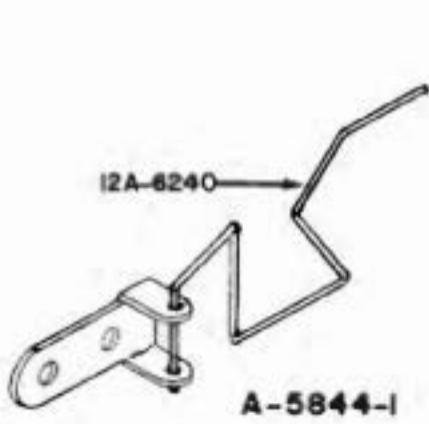


A-7896  
DOUBLE MAKE SWITCH

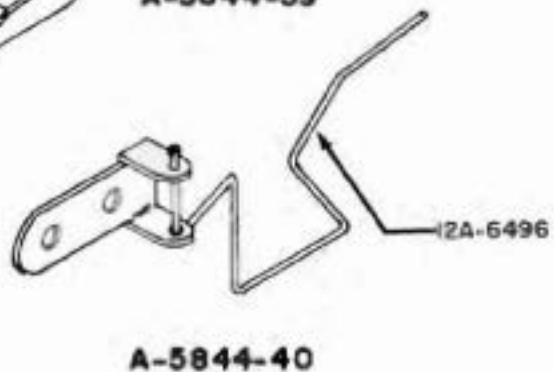
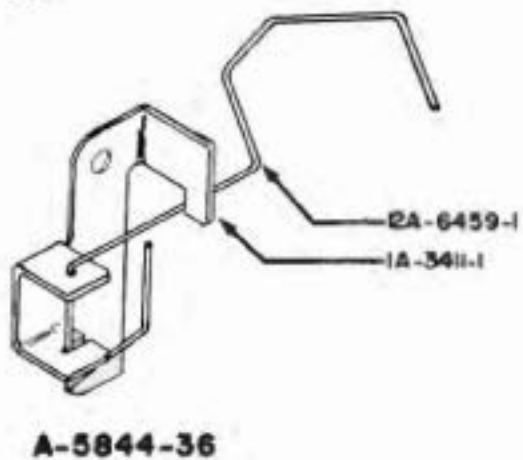
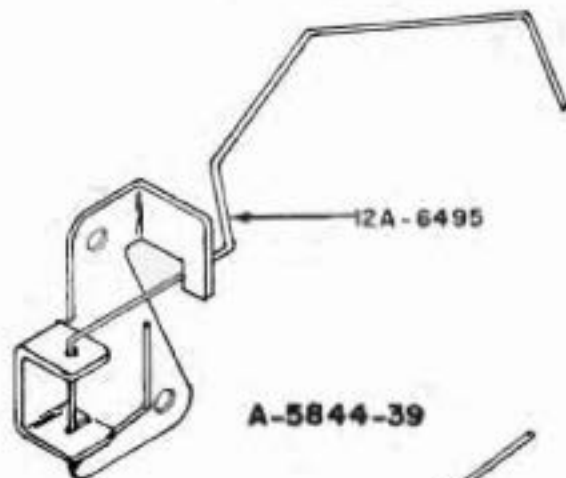
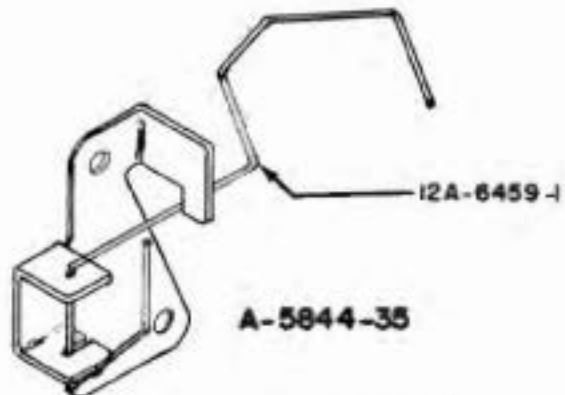
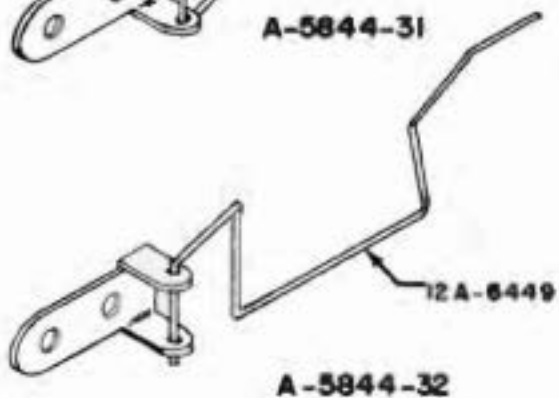
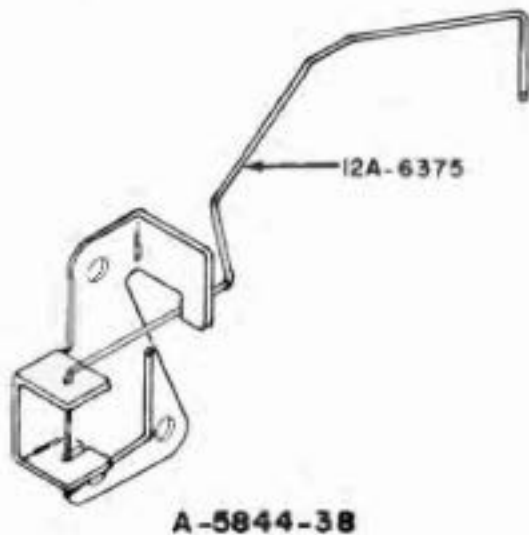
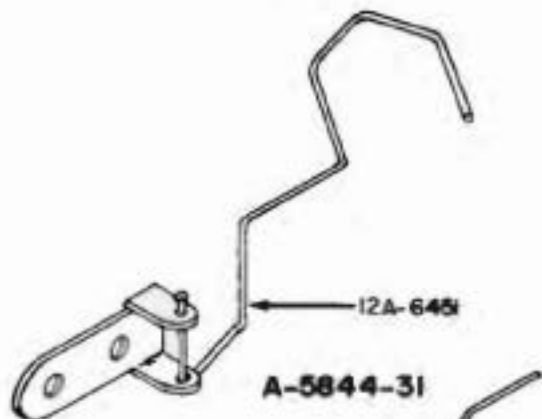
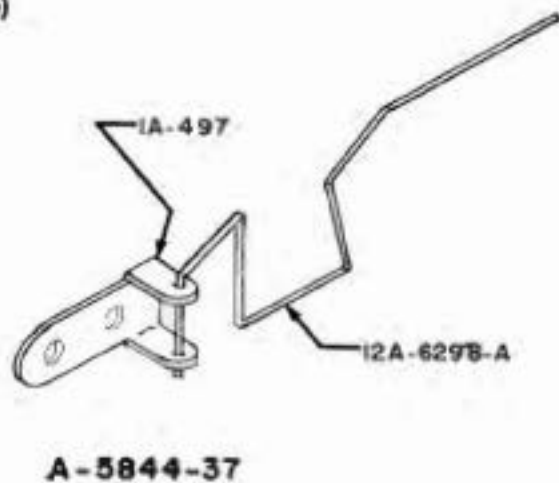
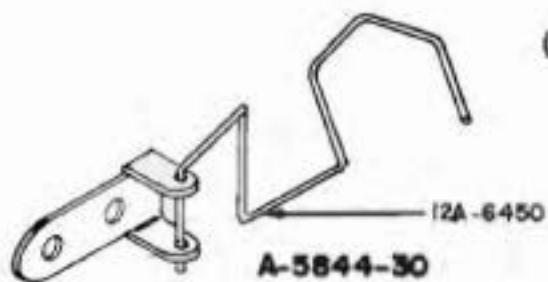


A-7518  
SINGLE MAKE SWITCH  
(SIDE LUGS-LEFT)

**WIRE FORMS  
(LOCATED ON PLAYFIELD)**



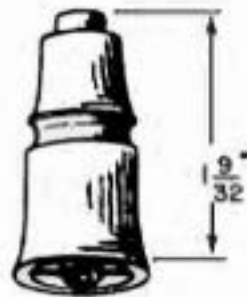
**WIRE FORMS  
(LOCATED ON PLAYFIELD)**



## TYPICAL PLAYFIELD PARTS



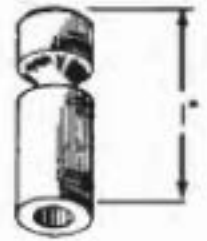
PLASTIC POST  
3A-6001



NYLON POST  
3A-7239

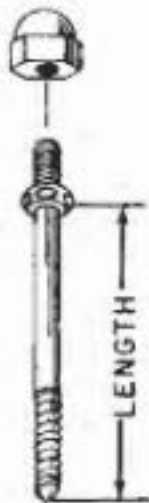


NYLON POST  
3A-7240

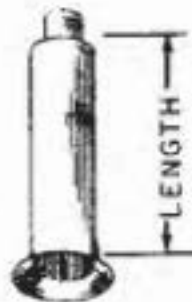


METAL POST  
2A-3408

NYLON ACORN NUT  
20A-9176



POST FASTENING SCREW  
2A-3648 1-1/2"  
2A-3648-1 1-11/16"



METAL POST  
20A-8926 35/64"  
20A-8926-1 21/64"  
20A-8926-2 1-11/64"

RUBBER BUMPER  
23A-6535



METAL POST  
2A-3905



STEEL BALL  
20A-6500



RUBBER RING

### RUBBER RING

23A-6300	5/16"
23A-6301	3/4"
23A-6302	1"
23A-6303	1-1/4"
23A-6304	1-1/2"
23A-6305	2"
23A-6306	2-3/8"
23A-6307	2-7/8"
23A-6308	3-3/8"
23A-6309	3-7/8"
23A-6310	5"
23A-6429	6"
23A-6530	4-1/2"

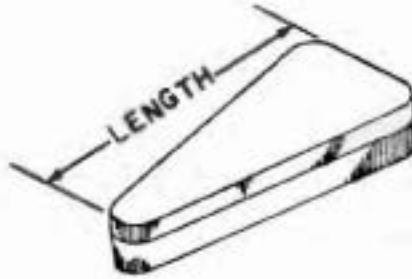


# TYPICAL PLAYFIELD PARTS



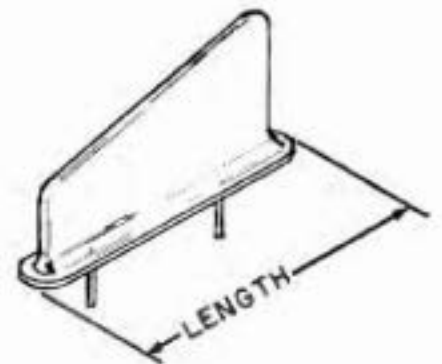
PLASTIC INSERT

3A-7164 3/4"  
 3A-7166 1"  
 3A-7167 1-3/16"



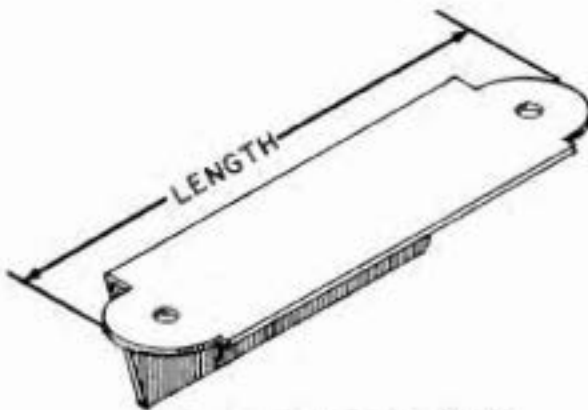
PLASTIC INSERT  
 (ARROW TYPE)

3A-7247 2-13/16"  
 3A-7252 1-1/2"



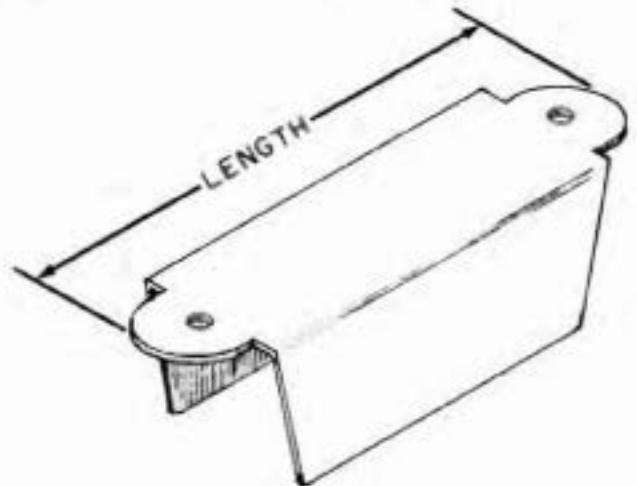
PLASTIC BALL GUIDE

3A-6003 2"  
 3A-6004 1-1/2"  
 3A-6005 1"



PLASTIC LIGHT HOOD  
 (SINGLE SIDE)

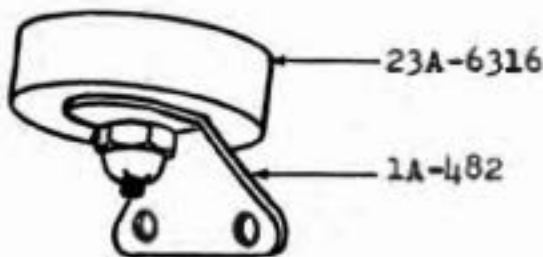
3A-7036 2-3/4"  
 3A-7037 2-1/8"  
 3A-7120 3-1/8"



PLASTIC LIGHT HOOD  
 (DOUBLE SIDE)

3A-7034 2-1/8"  
 3A-7035 2-3/4"

WHEN ORDERING ABOVE PARTS-ALSO SPECIFY COLOR



REBOUND RUBBER ASSEMBLY

B-4741

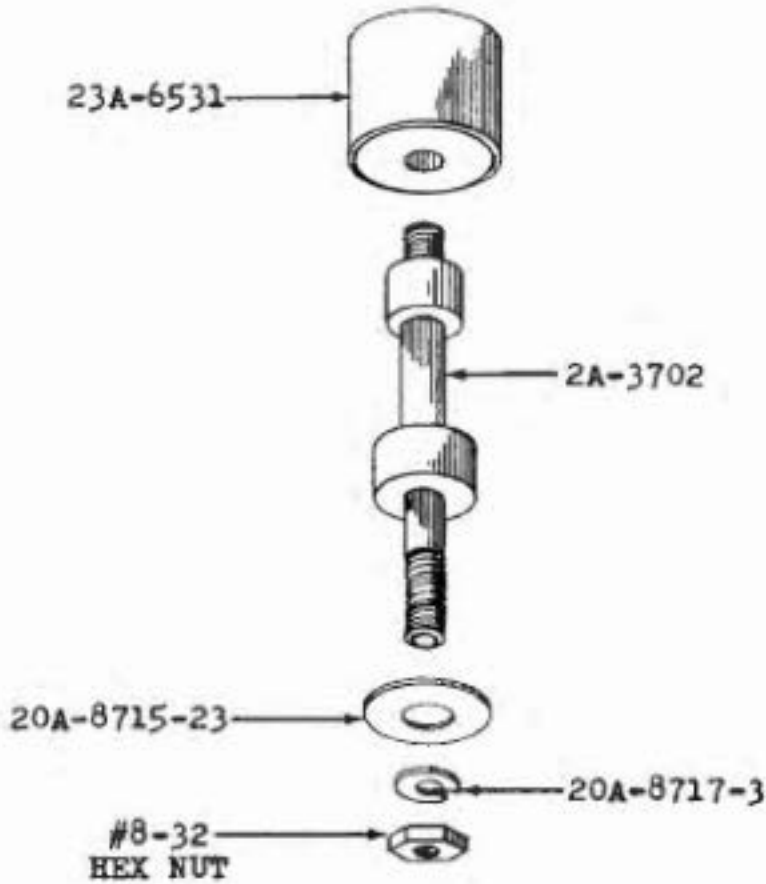


BALL GATE ASSEMBLY

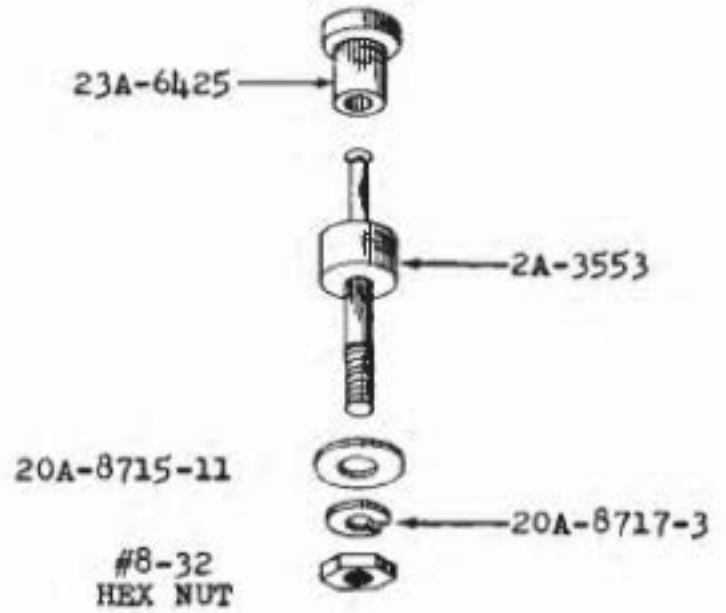
A-4817-R (SHOWN)  
 OR  
 A-4817-L

MISCELLANEOUS PLAYFIELD PARTS

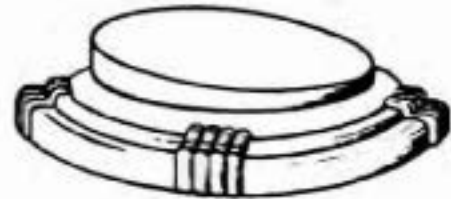
A-7710  
RUBBER POST ASSEMBLY



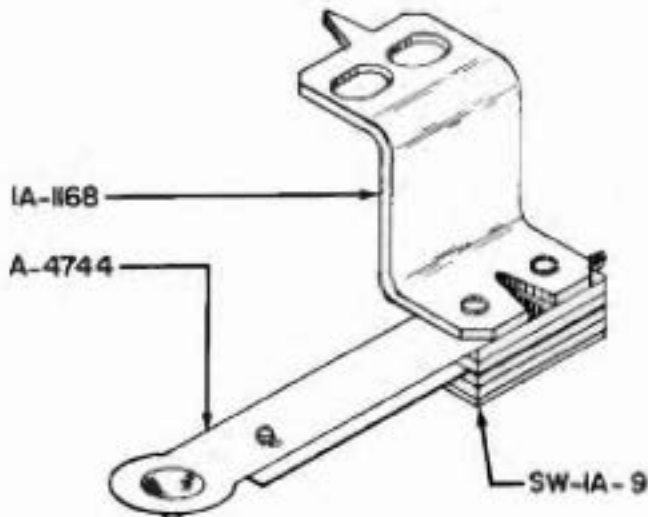
A-7462  
RUBBER POST ASSEMBLY



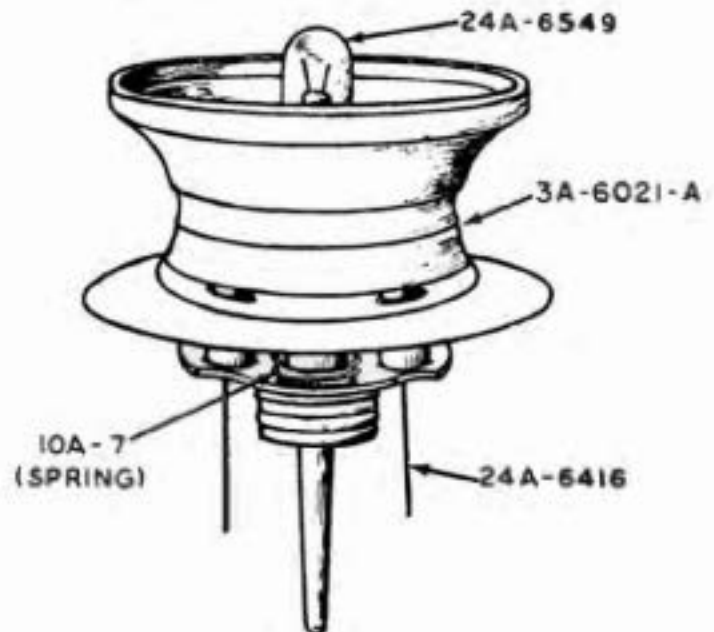
3A-7190  
BUMPER CAP  
(SPECIFY COLOR AND LETTERING)



A-5324  
BUMPER SWITCH ASSEMBLY  
(USED WITH B-7030)



B-7030  
THUMPER BUMPER ASSEMBLY



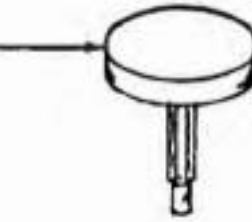
# ROLLOVER BUTTON ASSEMBLIES

A-7385

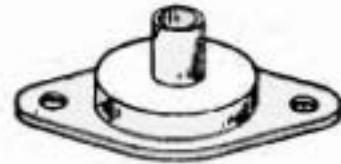


3A-7263

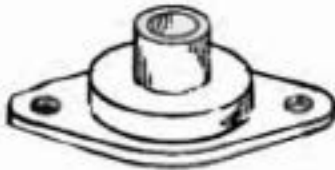
A-7903



20A-9062



A-7236  
(METAL)



3A-7324  
(PLASTIC)

20A-8715-2



20A-8963-12



20A-8715-9



20A-8715-2



20A-8963-12



## BASE SPACERS



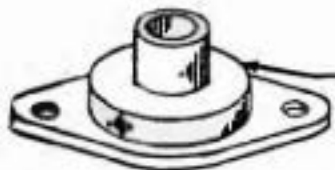
1A-5558 (.010 FISHPAPER)  
OR  
1A-5558-1 (.032 BAKELITE)

A-7780



3A-7262

20A-9062



3A-7324  
(PLASTIC)

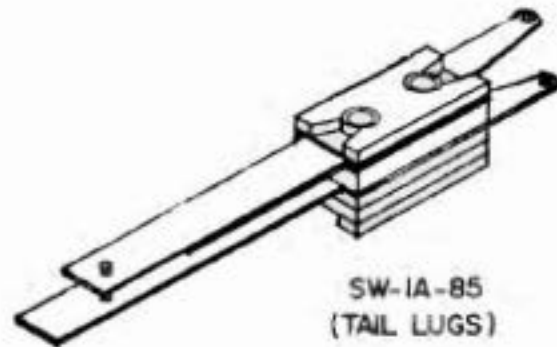
20A-8715-9



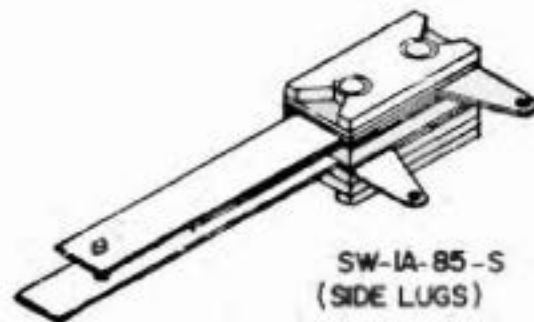
20A-8715-2



20A-8963-12

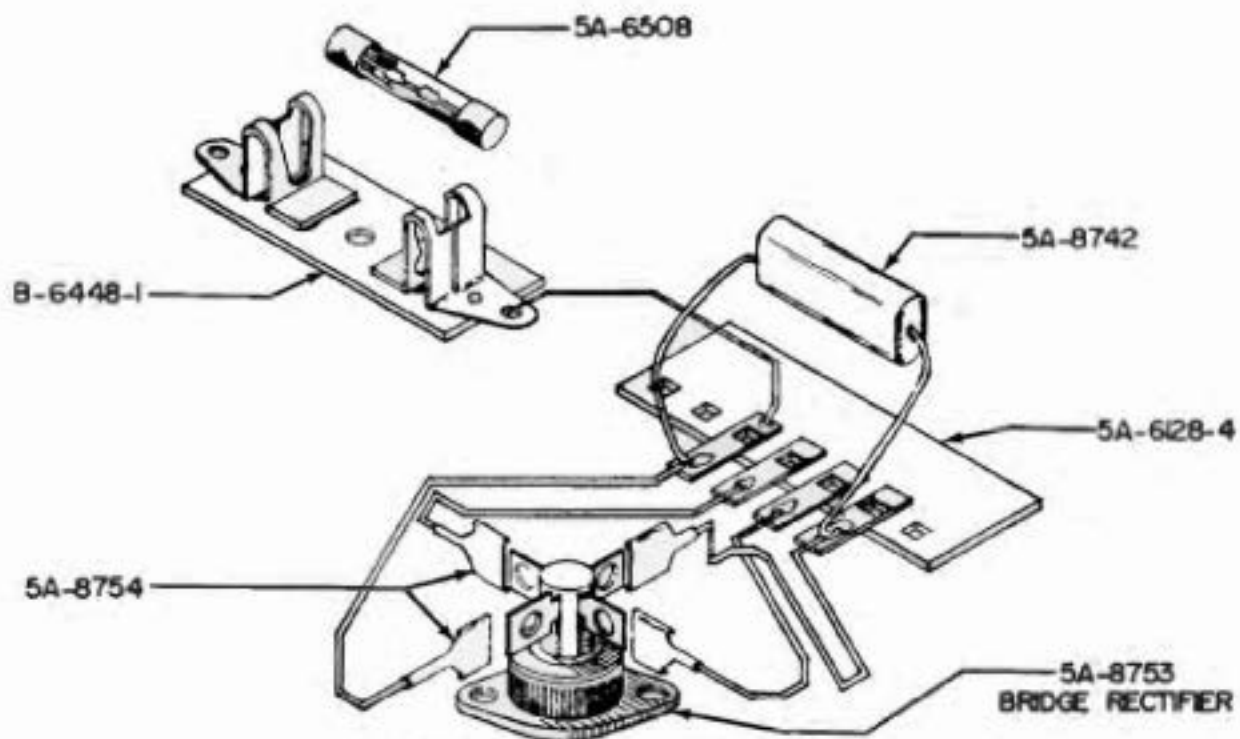


SW-1A-85  
(TAIL LUGS)



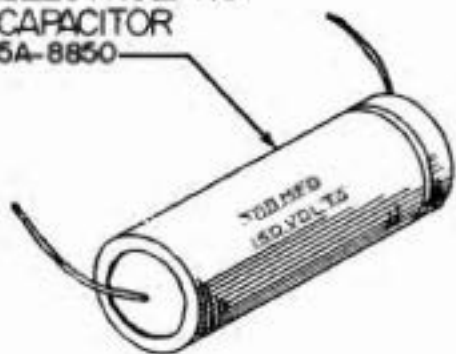
SW-1A-85-S  
(SIDE LUGS)

MISCELLANEOUS ELECTRICAL PARTS  
(USED ON FLIPPER GAMES)

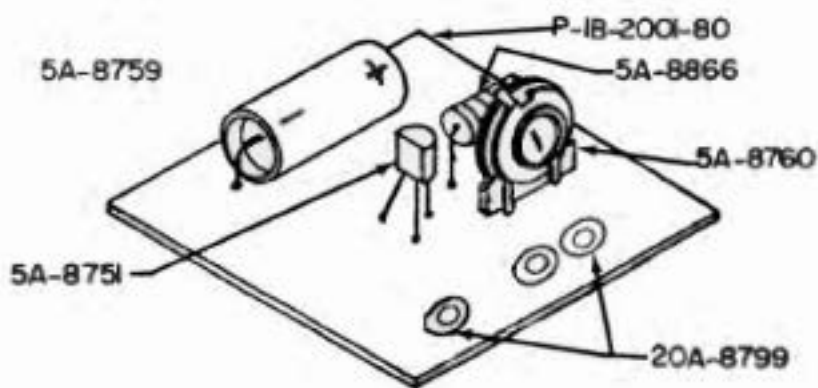


ABOVE PARTS LOCATED ON PLAYFIELD

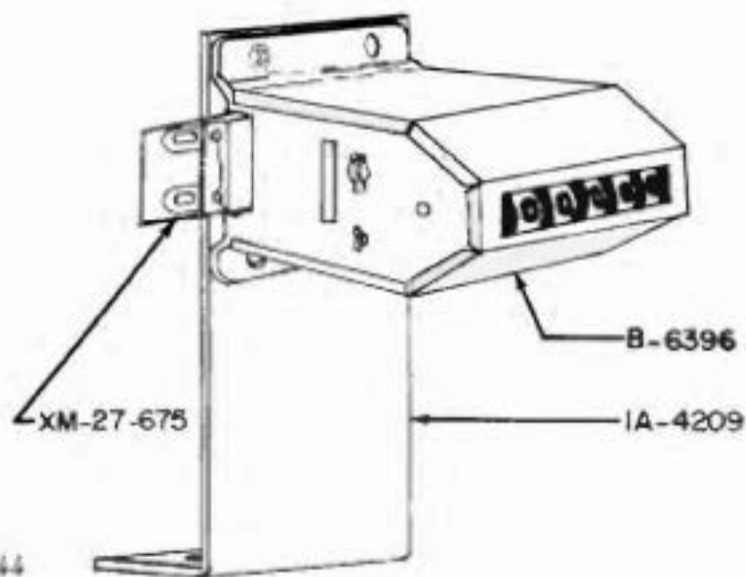
ELECTROLYTIC CAPACITOR  
5A-8850



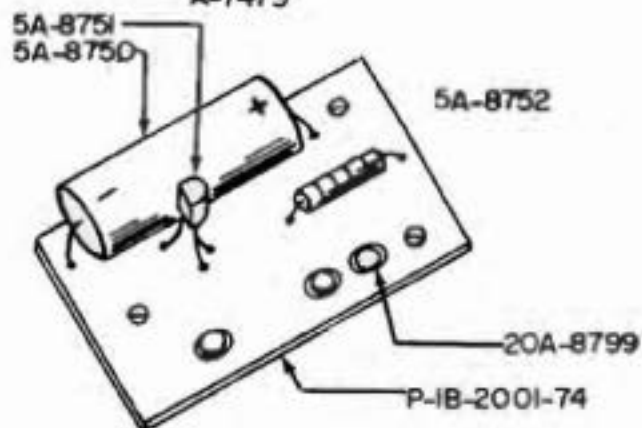
PULSE UNIT  
A-7517



ELECTRIC COUNTER  
(24 VOLTS)



ELECTRONIC DELAY TIMER  
A-7479



BACKDOOR LOCK BRACKETS



IA-3624  
LAST GAME USED  
STAR POOL



IA-6235  
FIRST GAME USED  
SATIN DOLL

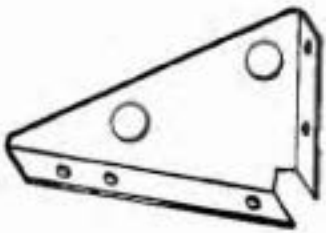


IA-6236  
LOCK CAM  
(USED WITH IA-6235)

BRACKETS FOR RELAY BOARD  
(LOCATED ON PLAYFIELD)



IA-6439



IB-3811



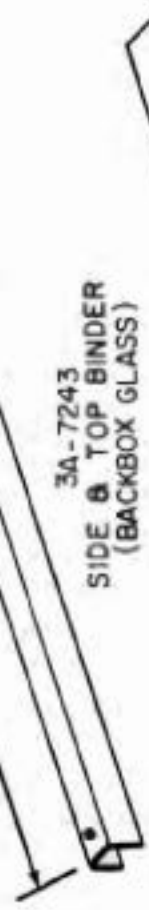
IB-4178-2  
LOCK BRACKET  
(BACKBOX GLASS)

SPECIFY LENGTH

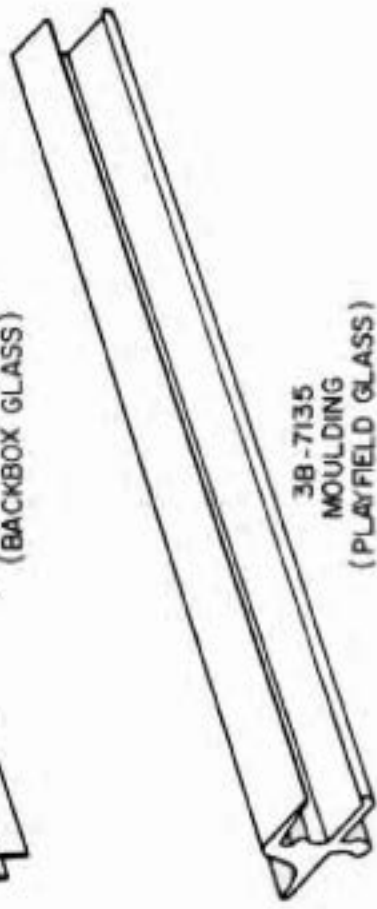


IA-4162  
BOTTOM BINDER  
(BACKBOX GLASS)

SPECIFY LENGTH

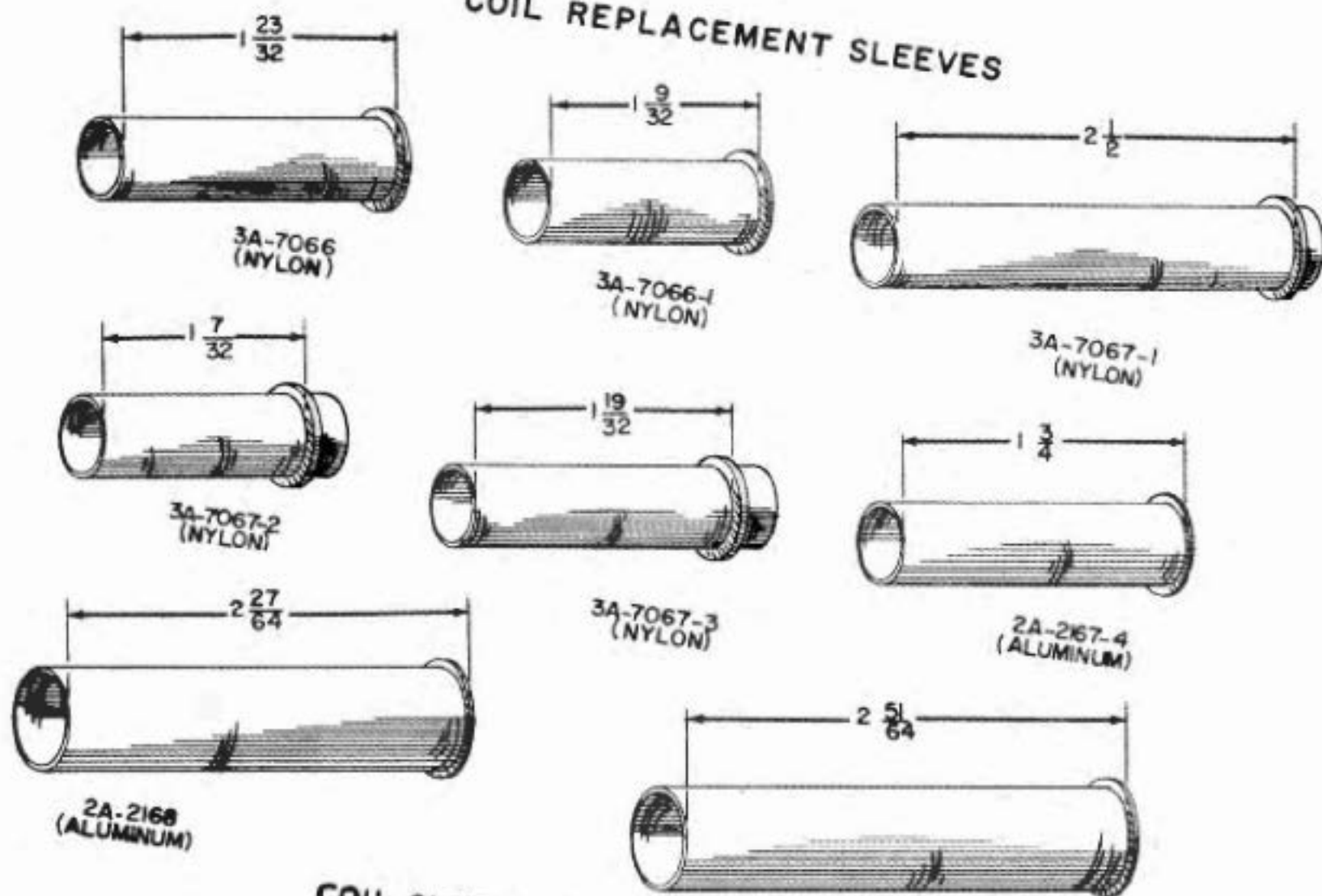


3A-7243  
SIDE & TOP BINDER  
(BACKBOX GLASS)



3B-7135  
MOULDING  
(PLAYFIELD GLASS)

# COIL REPLACEMENT SLEEVES



## COIL SLEEVE REPLACEMENT CHART

COIL	SLEEVE	COIL	SLEEVE
A-22-550	2A-2167-4	C2-26-800	3A-7067-2
A1-22-550	3A-7067-3	C-27-1300	3A-7067-2
A-23-600	2A-2167-4	D1-22-1150	2A-3561
A2-23-600	3A-7067-1	D1-24-1150	2A-3561
A-23-750	2A-2167-4	D-24-1400	2A-2168
A1-23-750	3A-7067-1	D1-24-1400	2A-3561
A2-23-750	3A-7067-1	D1-24-1600	2A-3561
A-24-850	2A-2167-4	PL-20-300	2A-2167-4
A-24-975	3A-7067-1	28-400	2A-2167-4
A-25-1000	2A-2167-4	PL-21-375	2A-2167-4
A2-26-1025	2A-2167-4	28-400	2A-2167-4
A-26-1100	3A-7067-1	PL-26-950/250	
A2-26-1100	2A-2167-4	G-22-500	3A-7066
A2-26-1300	3A-7067-1	G-22-550	3A-7066
A-26-1350	3A-7067-1	G-23-600	2A-2167-4
A2-26-1350	2A-2167-4	G-23-650	2A-2167-4
A-31-4200	3A-7067-1	G-23-750	2A-2167-4
B1-26-800	2A-2167-4	G-23-750-DC	3A-7066
B-27-1100	3A-7066-1	G-24-800	2A-2167-4
B-28-1450	3A-7066-1	G-24-850	2A-2167-4
B1-29-1600	3A-7066-1		



# MISCELLANEOUS SWITCH PARTS

## USED WITH SMALL SWITCHES



BAKELITE SPACER

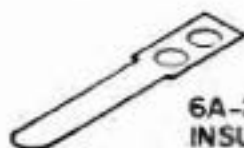
NUMBER	THICK
P-1A-2005-2	1/32
P-1A-2005-3	3/32
P-1A-2005-4	1/64
P-1A-2005-8	1/16 (SHOWN)
P-1A-2005-9	1/16



IA-2048  
CURVED METAL



3A-7006  
SWITCH TUBING  
(SPECIFY LENGTH)



6A-27-5C  
INSULATOR

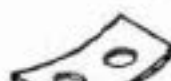
## USED WITH LARGE SWITCHES



BAKELITE SPACER

NUMBER	THICK
P-1A-916-H	3/32
P-1A-916-L	1/16
P-1A-916-Q	1/64
P-1A-916-S	1/16 (SHOWN)
P-1A-916-T	1/32

## METAL SWITCH PLATES



IA-3670  
CURVED



IA-3670-I  
FLAT



IA-5260  
EXTRUDED  
HOLES



3A-6022  
BLADE LIFTER  
(SPECIFY LENGTH)



3A-7007  
SWITCH TUBING  
(SPECIFY LENGTH)

## ALL POINTS BELOW ARE SHOWN TWICE THEIR NORMAL SIZE



177  
DIA.  
5A-6198-2  
SILVER



5/32  
DIA.  
5A-6207  
GOLD PLATED



3/16  
DIA.  
5A-6208-1  
GOLD PLATED



3/16  
DIA.  
5A-6213-1  
SILVER



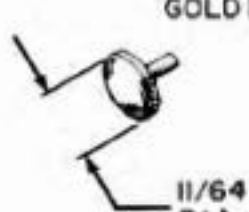
7/64  
DIA.  
5A-6222  
SILVER



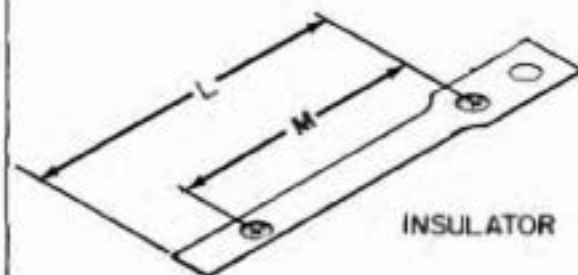
240  
DIA.  
5A-6244  
GOLD PLATED



1/8  
DIA.  
5A-6541-A  
GOLD PLATED



11/64  
DIA.  
5A-7603  
SILVER

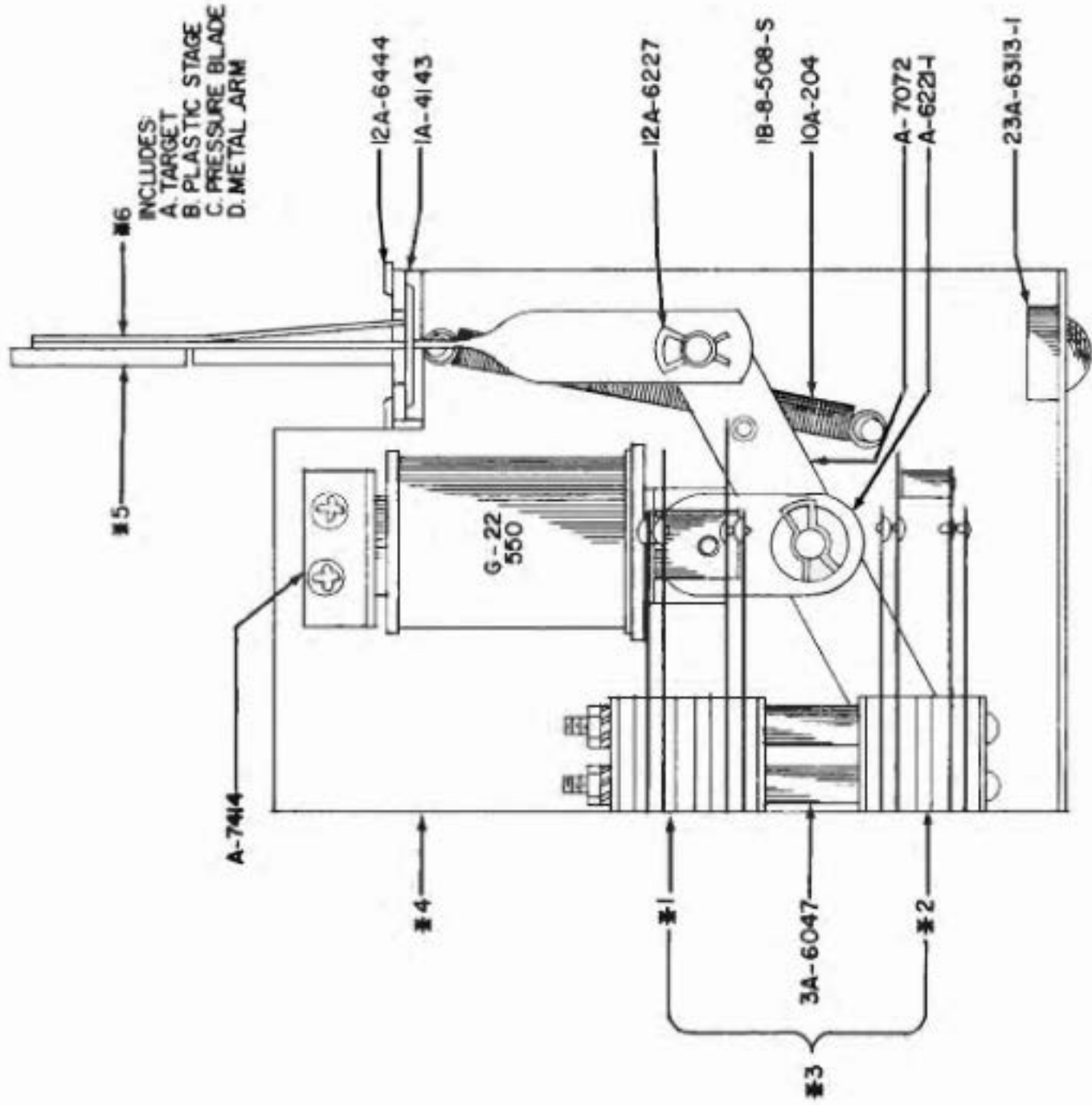


INSULATOR

NUMBER	"L"	"M"
6A-114	1-27/32	
6A-114A	1-3/8	
6A-114B	1-15/16	1-1/4
6A-114C	1-19/32	
6A-114D	1-15/16	1-15/32
6A-114E	1-1/16	
6A-114F	2"	
6A-114G	1-5/8	
6A-114H	1-19/32	31/32
6A-114J	1-3/8	31/32



**DROP TARGET ASSEMBLY**  
 SEE PAGE 49 FOR PART NUMBERS OF ITEMS ON  
 SPECIFIC GAMES IDENTIFIED BY SYMBOL ■



IDENTIFICATION OF PARTS  
FOR SPECIFIC GAMES  
(ON DROP TARGET ASSEMBLIES)

HONEY



- #1 SW-2U-20
  - &
  - SW-2U-21
  - #2 SW-12U-10
  - #3 B-7442
  - #4 A-7071
  - #5 3A-7265-6-1-15
  - &
  - 3A-7265-6-1-16
  - #6 A-7073
- 
- C-7090-1
  - #1 SW-2U-21
  - #2 SW-1U-37
  - #3 B-7442-1
  - #4 A-7071-1
  - #5 3A-7335-4
  - #6 A-7073-1

STAR ACTION  
C-7090-1

- #1 SW-12U-11
- #2 SW-12U-10
- #3 B-7442-3
- #4 A-7071-1
- #5 3A-7335-4-5-13
- #6 A-7073-1

BIG STAR  
C-7090-1

- #1 SW-2U-21
- #2 SW-12U-10
- #3 B-7442-2
- #4 A-7071-1
- #5 3A-7335-4-5-13
- #6 A-7073-1

SUPER STAR  
C-7090-1

- #1 SW-2U-21
- #2 SW-12U-10
- #3 B-7442-2
- #4 A-7071-1
- #5 3A-7335-4-5-13
- #6 A-7073-1

TRIPLE ACTION  
C-7090-1

- #1 SW-12U-11
- #2 SW-12U-10
- #3 B-7442-3
- #4 A-7071-1
- #5 3A-7335-4-5-13
- #6 A-7073-1

STAR POOL  
C-7090-2

- #1 SW-12U-11
- #2 SW-12U-10
- #3 B-7442-3
- #4 A-7071-1
- #5 3A-7431-4-5-18
- #6 A-7073-2

BIG BEN  
C-7090-2

- #1 SW-12U-11
- #2 SW-12U-10
- #3 B-7442-3
- #4 A-7071-1
- #5 3A-7431-4-5-18
- #6 A-7073-2

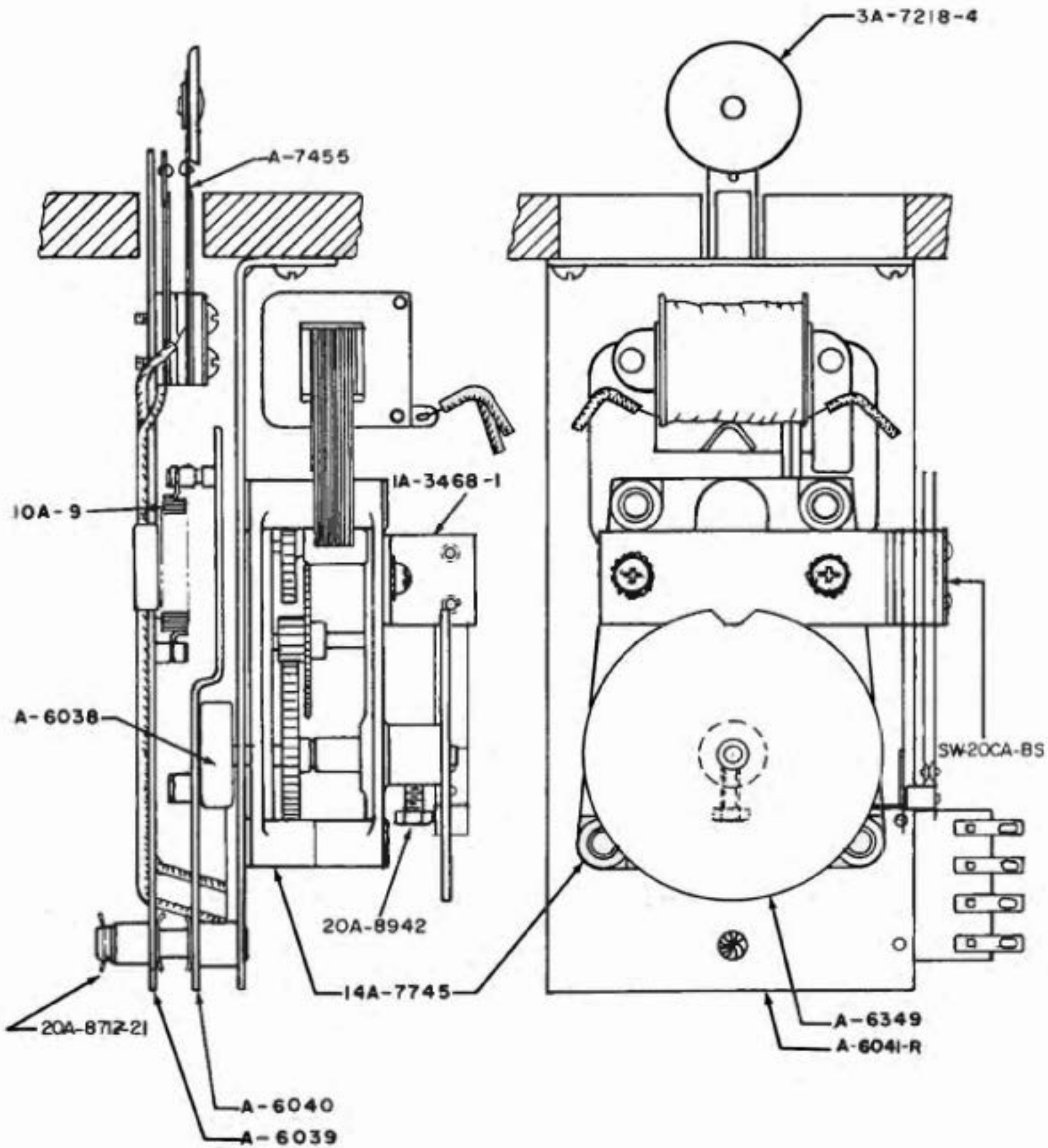
TRIPLE STRIKE  
C-7090-2

- #1 SW-12U-11
- #2 SW-12U-10
- #3 B-7442-3
- #4 A-7071-1
- #5 3A-7431-4-5-18
- #6 A-7073-2

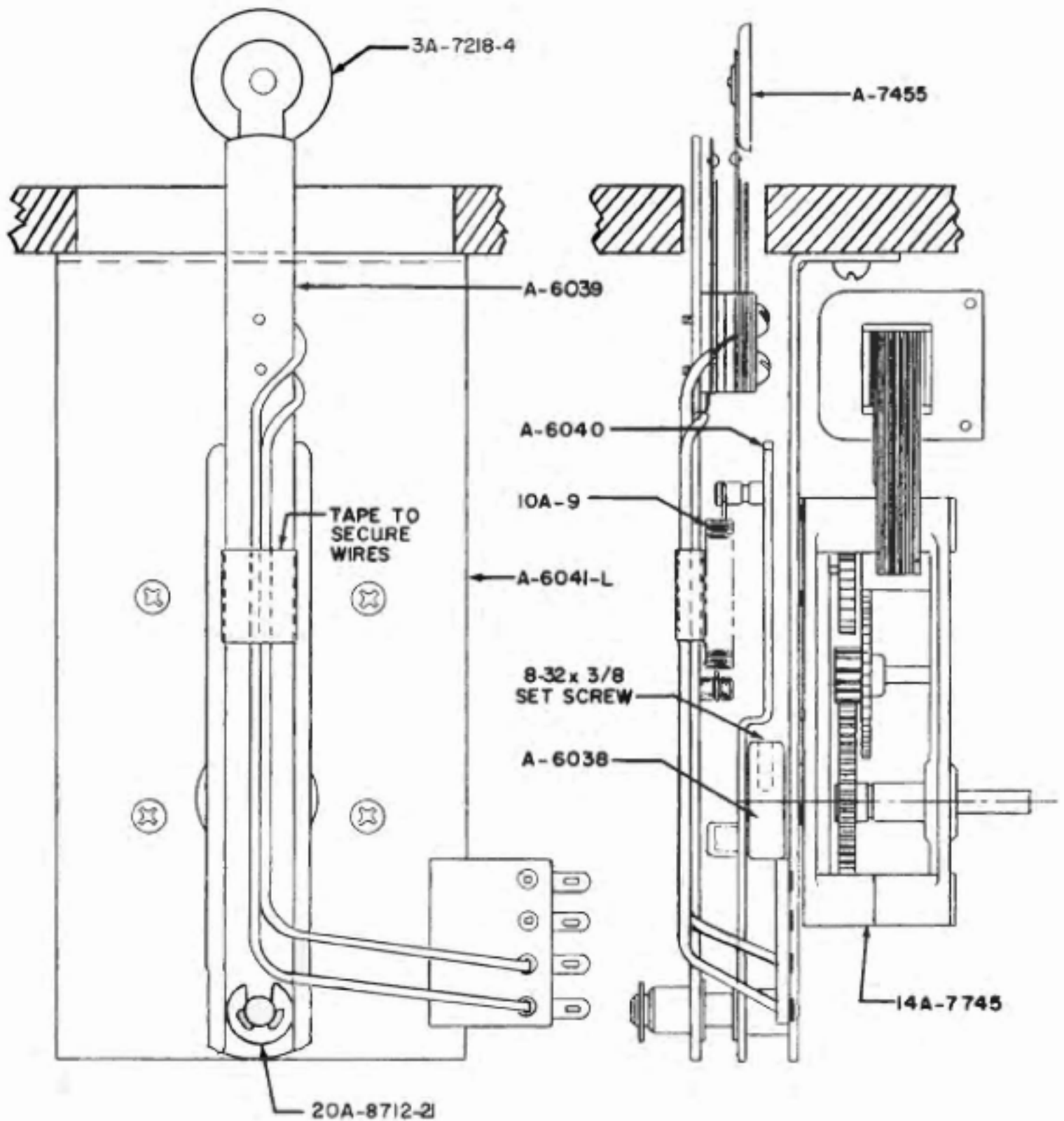
GRAND PRIX  
C-7090-1

- #1 SW-2U-27
- #2 SW-12U-10
- #3 B-7442-4
- #4 A-7071-1
- #5 3A-7335-4-5-13
- #6 A-7073-1

B-6045-R  
SWINGING TARGET ASSEMBLY  
USED ON 'SWINGER' AND 'FUN FEST'



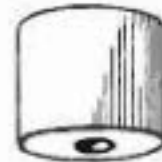
B-7892  
SWINGING TARGET ASSEMBLY  
USED ON "SPACE MISSION" AND "SPACE ODYSSEY"



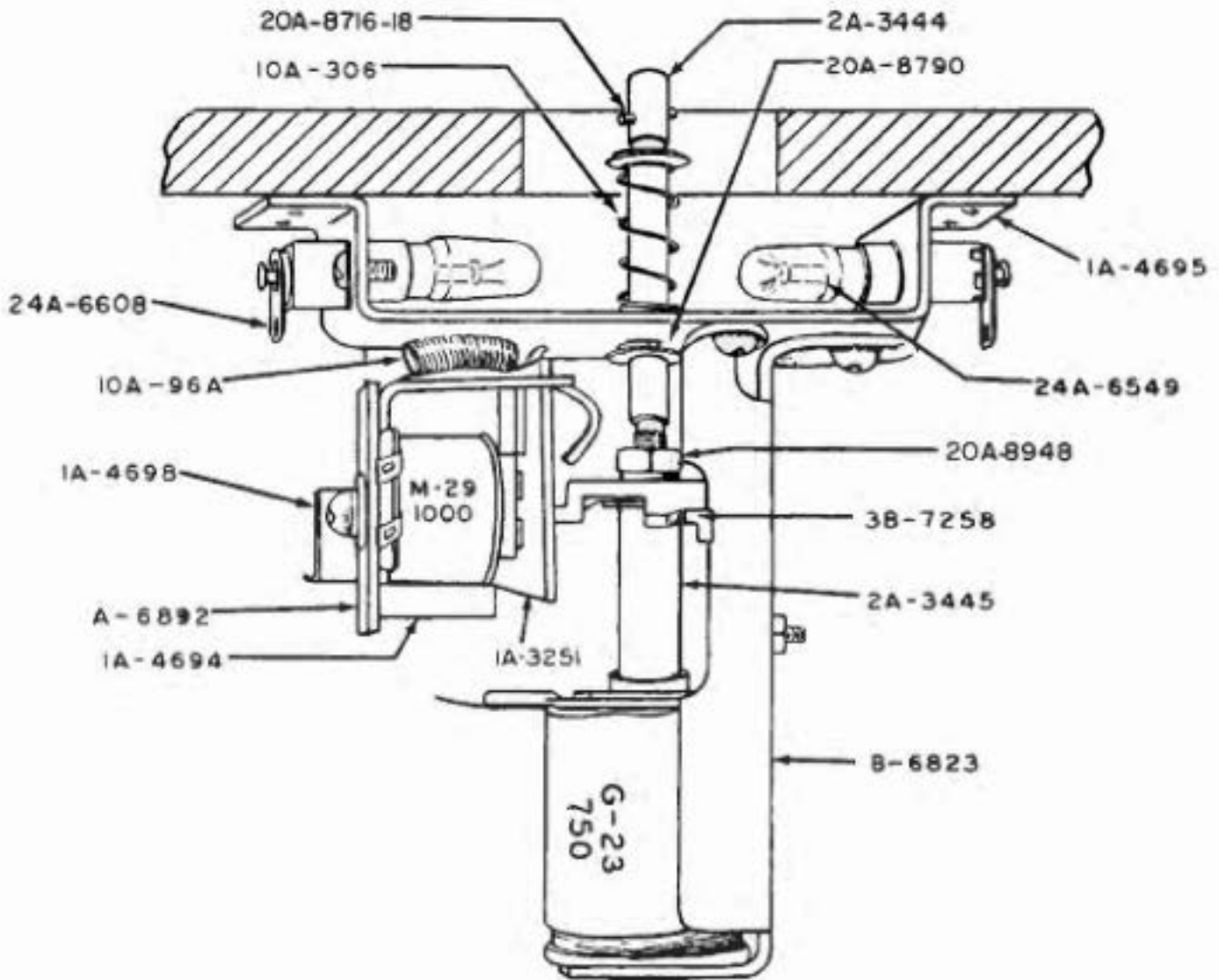
B-7089  
DISAPPEARING POST ASSEMBLY



3A-7257  
PLASTIC POST



23A-6507  
RUBBER POST

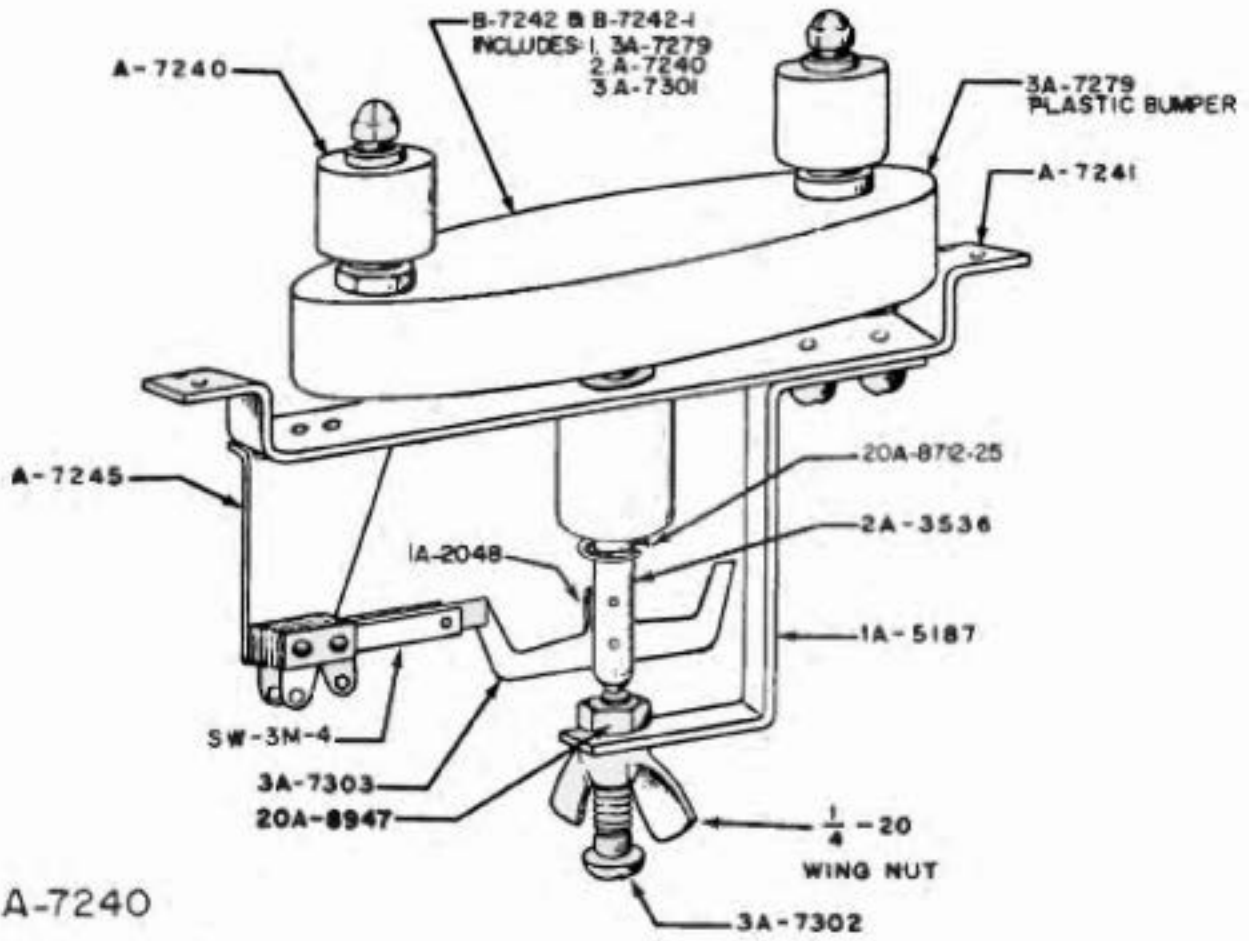


( WHEN RUBBER POST (23A-6507) IS USED  
24A-6608 AND 24A-6549 ARE NOT REQUIRED )

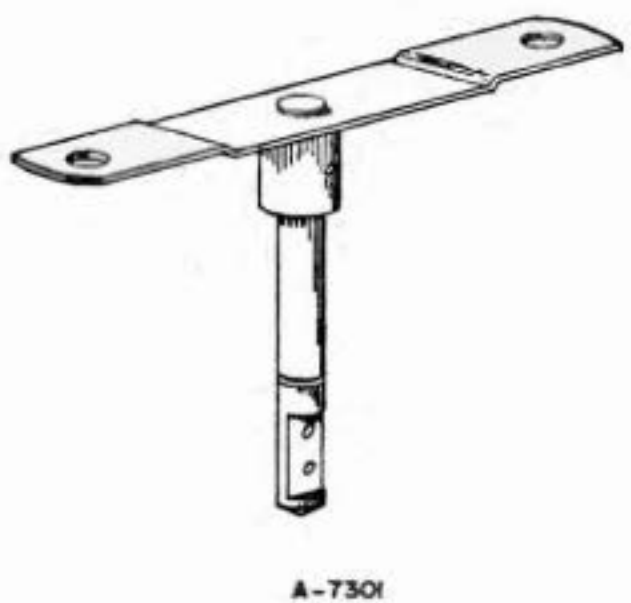
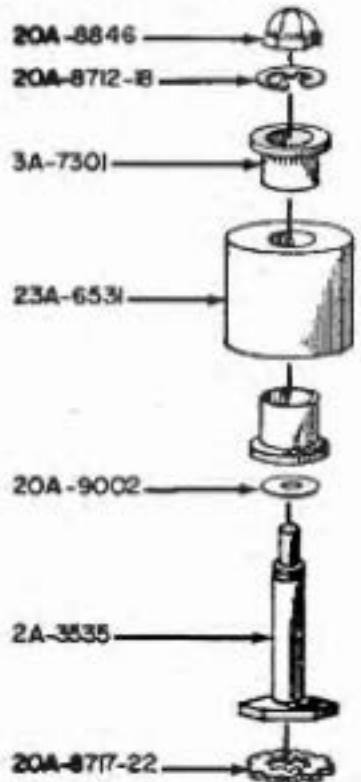
# ROTATING BUMPER ASSEMBLY

A-7248  
WITH B-7242  
(2 RUBBER POSTS)

A-7248-I  
WITH B-7242-I  
(1 RUBBER POST)

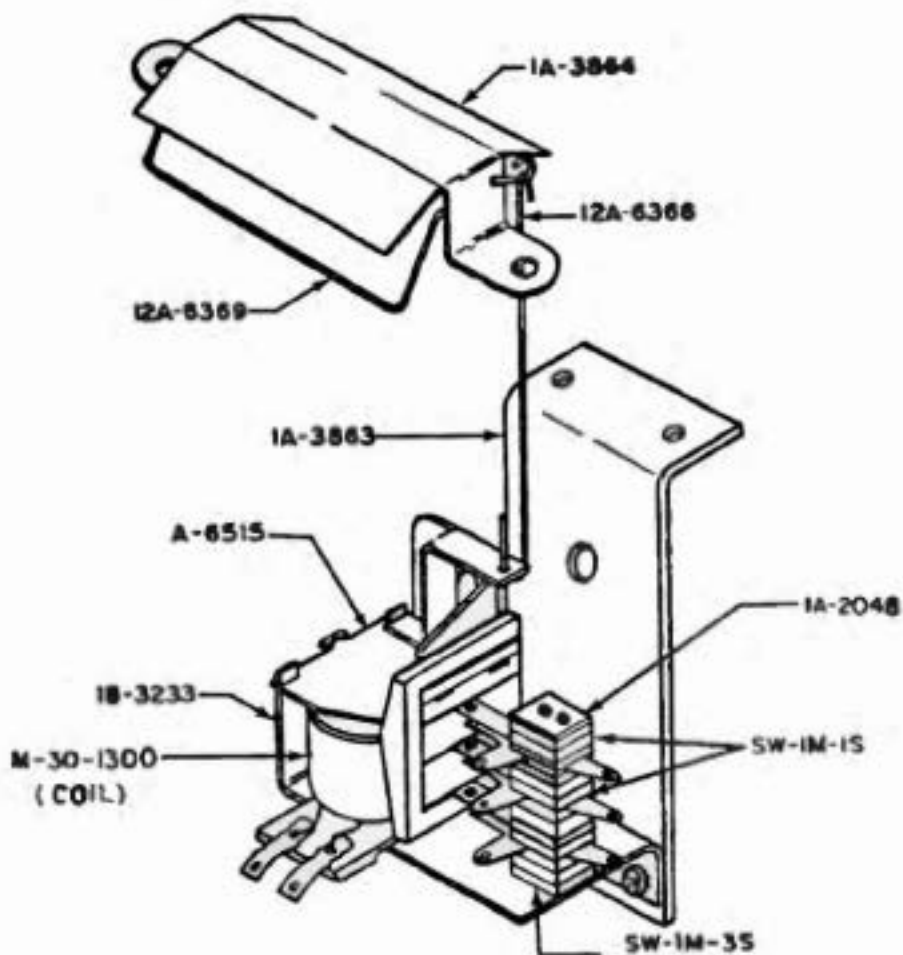


## A-7240

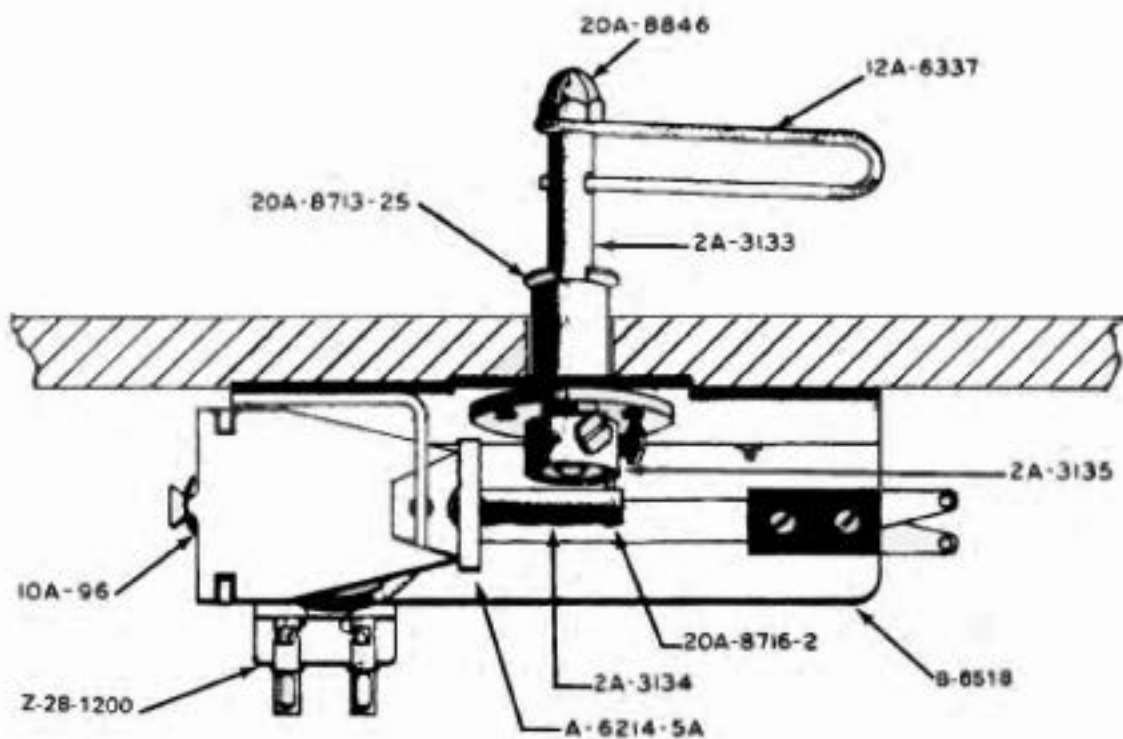


# BALL GATE ASSEMBLIES

B-6607-2

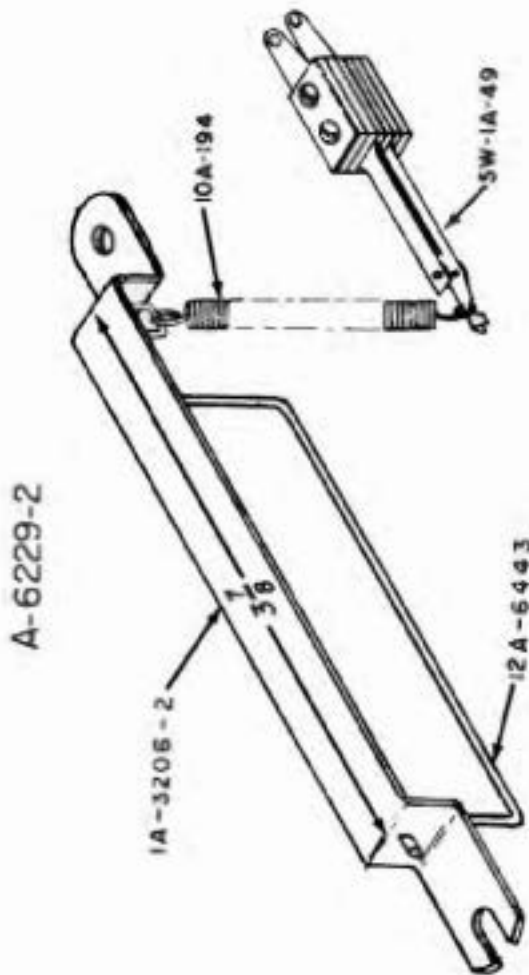
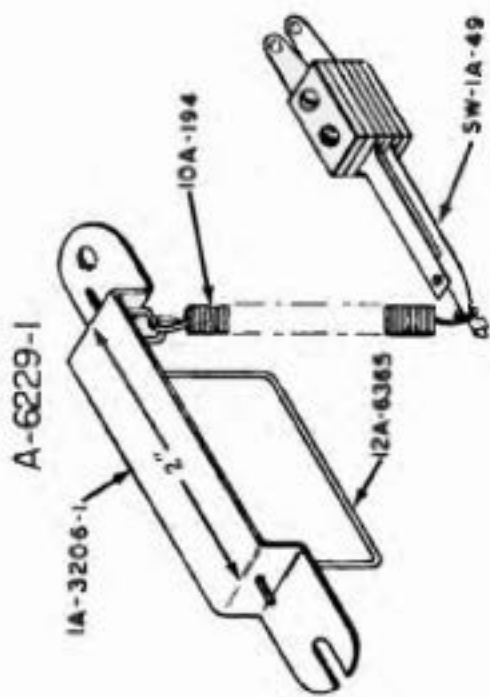
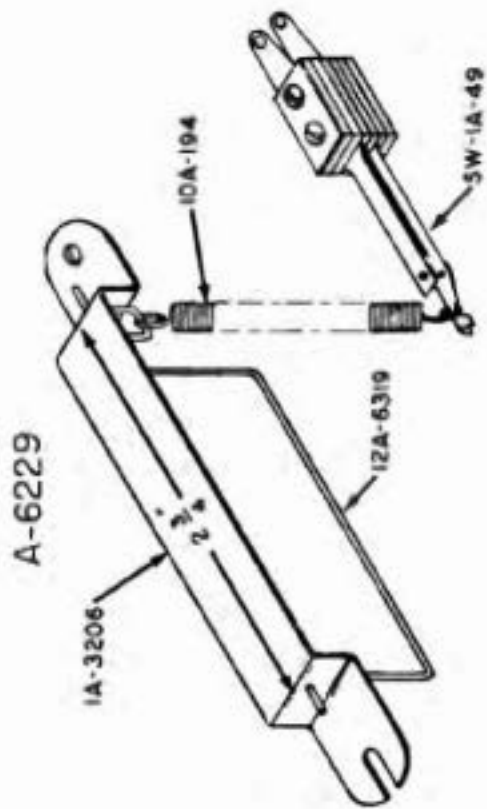


B-6517

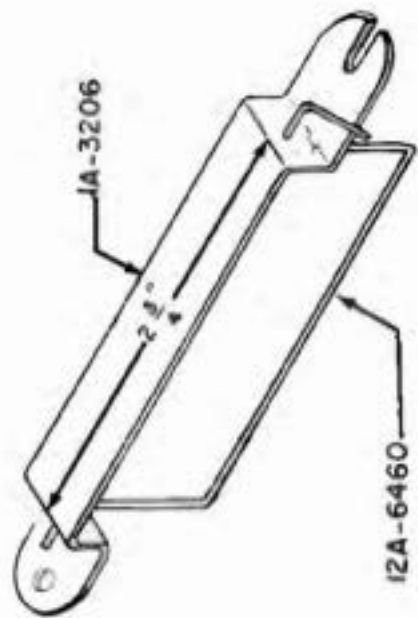




BALL GATE ASSEMBLIES

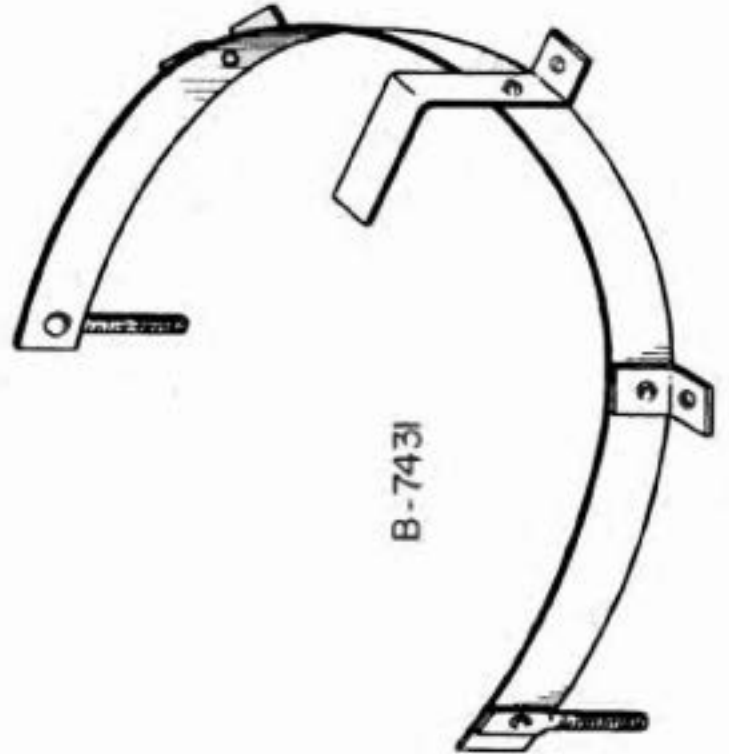


ANTI-RETURN BALL GATE  
WHEN USED-LOCATED ON UPPER  
RIGHT SIDE OF PLAYFIELD

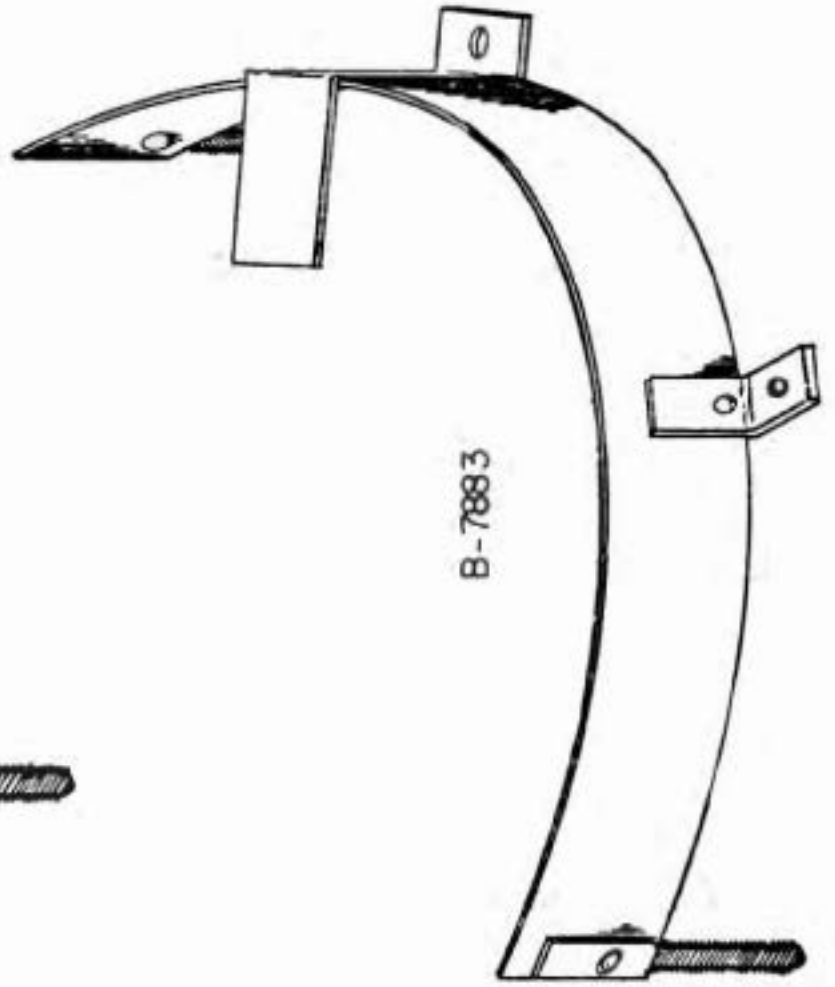
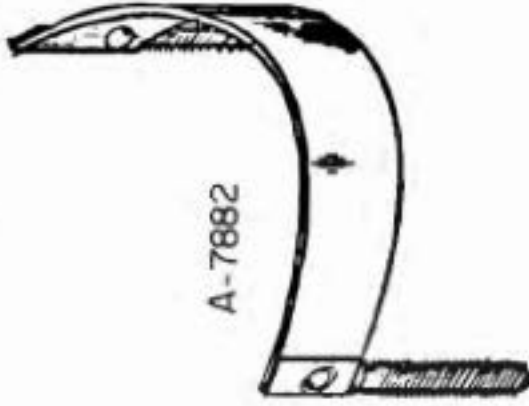


BALL GUIDE ASSEMBLIES  
(SPECIFY NAME OF GAME)

USED ON "SPANISH EYES"

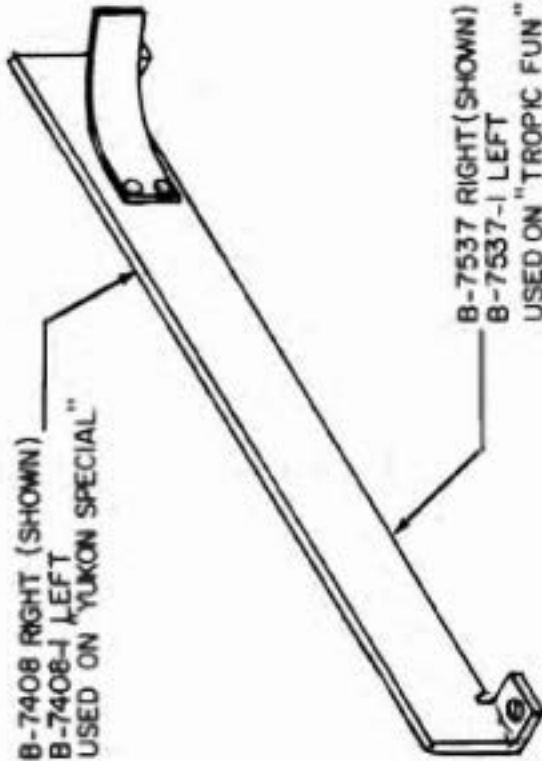


USED ON "SPACE MISSION"

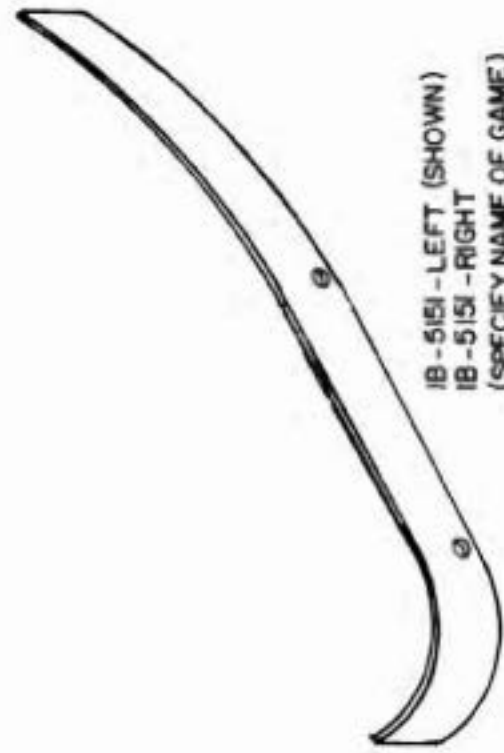


PLAYFIELD BALL GUIDES  
(SPECIFY NAME OF GAME)

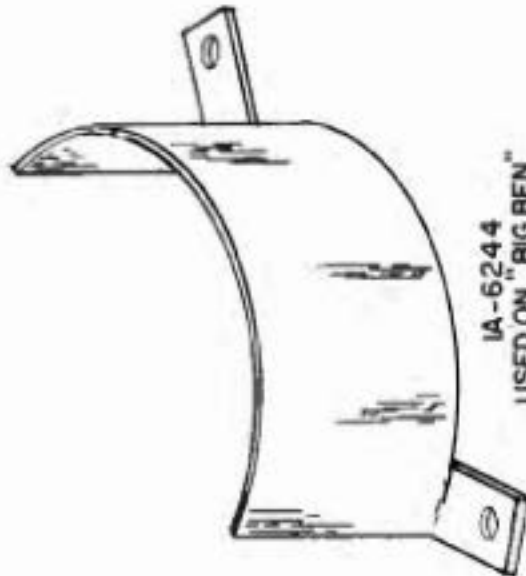
B-7408 RIGHT (SHOWN)  
B-7408-I LEFT  
USED ON "YUKON SPECIAL"



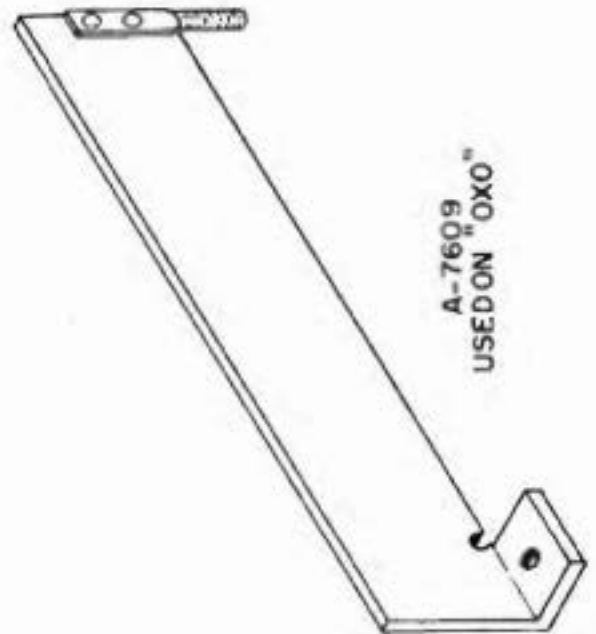
B-7537 RIGHT (SHOWN)  
B-7537-I LEFT  
USED ON "TROPIC FUN"  
B  
"GULFSTREAM"



IB-5151 - LEFT (SHOWN)  
IB-5151 - RIGHT  
(SPECIFY NAME OF GAME)



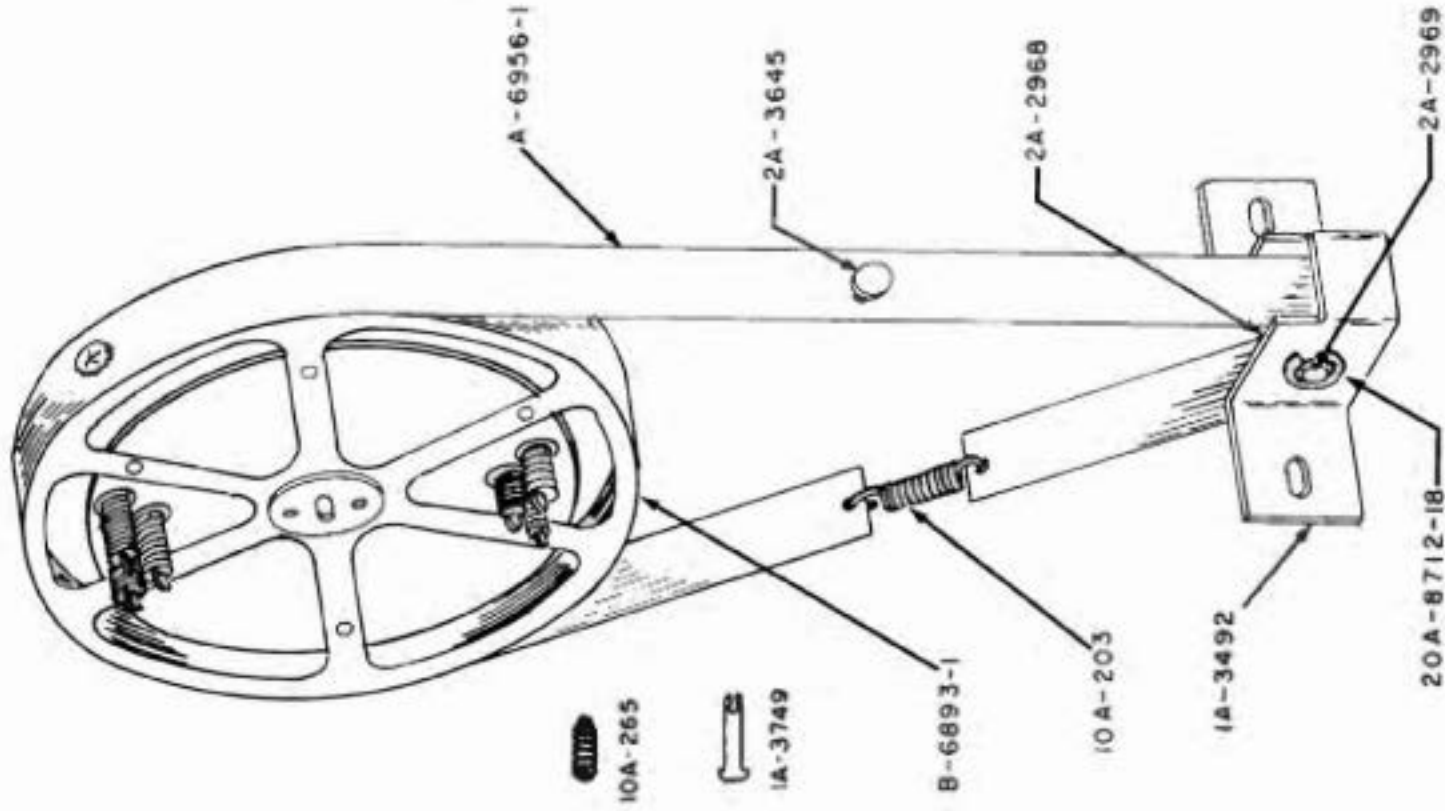
IA-6244  
USED ON "BIG BEN"



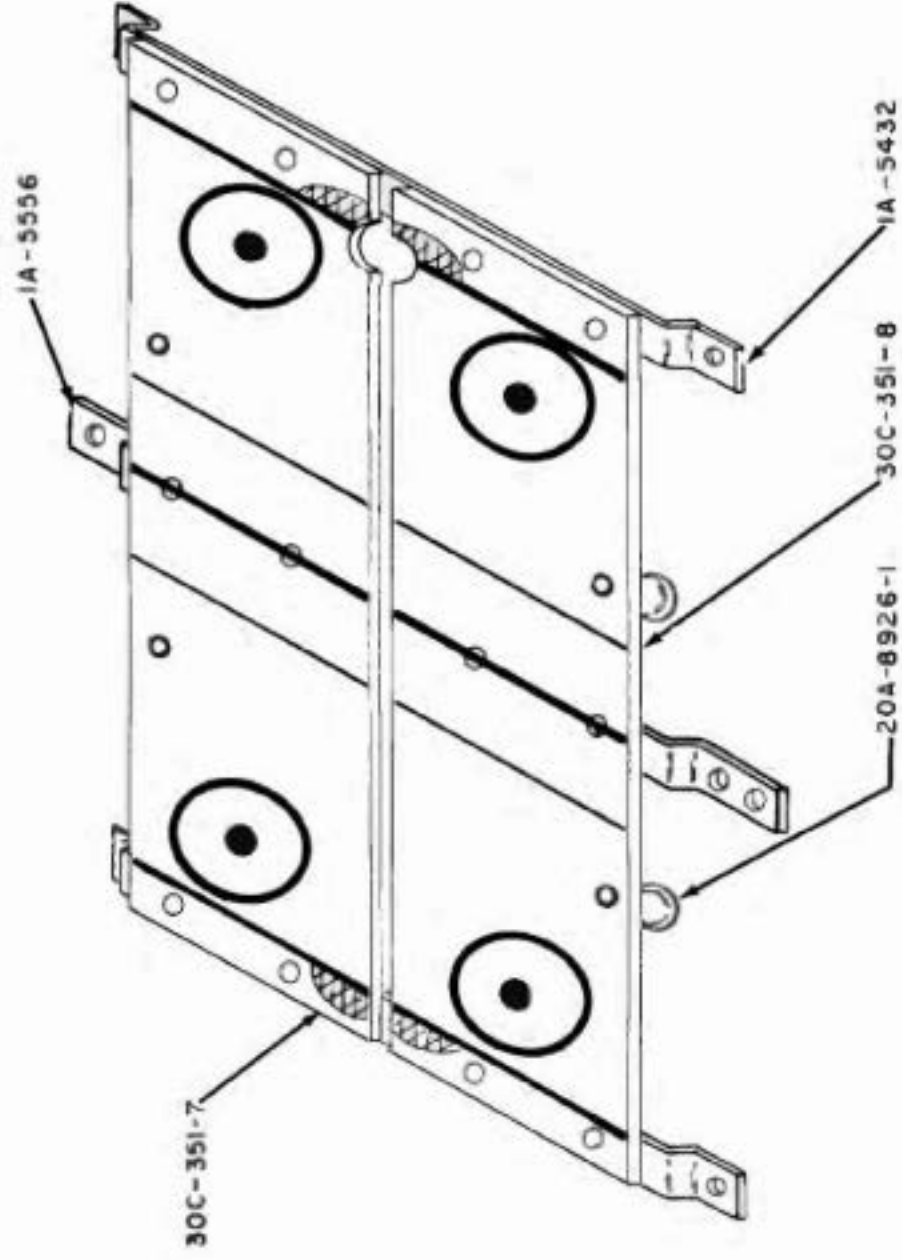
A-7609  
USED ON "OXO"

(USED ON "OLYMPIC HOCKEY")

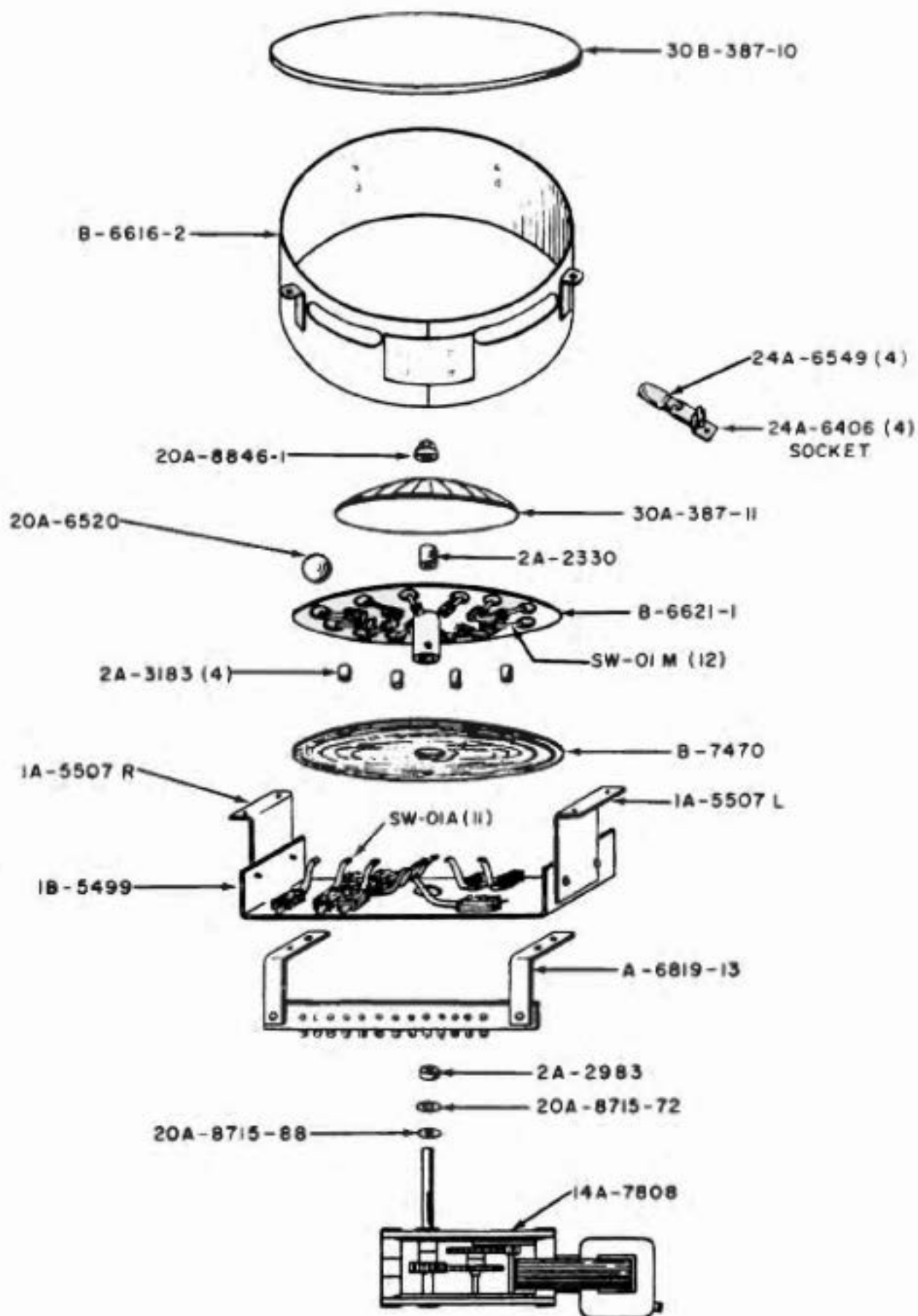
### C-6957-1 TAPE AND DISC ASSEMBLY



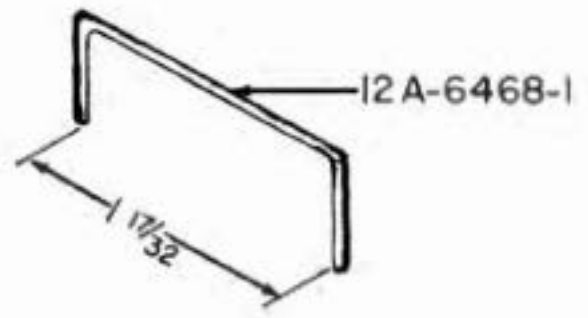
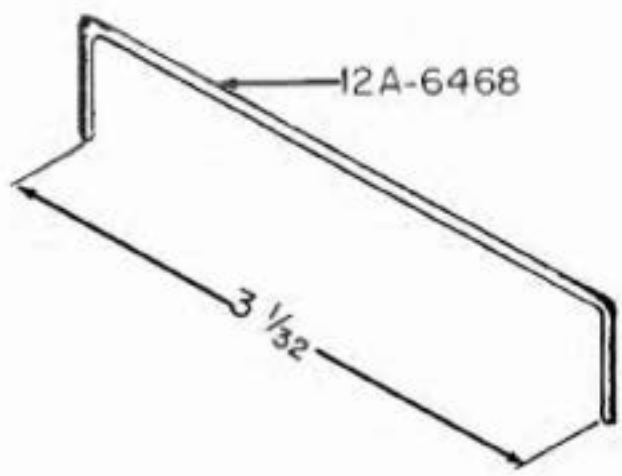
### C-7386 HOCKEY FIELD ASSEMBLY



C-7474  
 SPINNER UNIT ASSEMBLY  
 (USED ON "FAN-TAS-TIC")

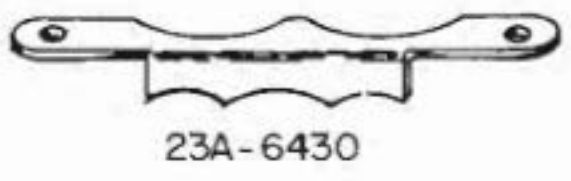
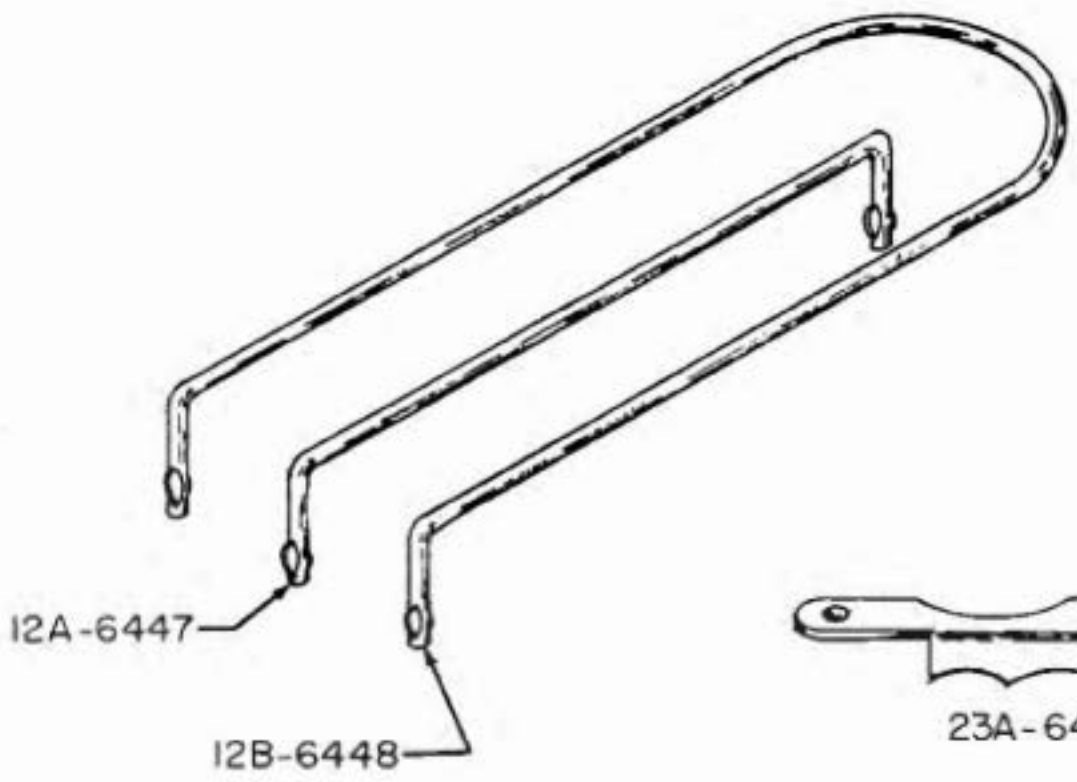


ANTI-BIFFING WIRES  
LOCATED BEHIND FLIPPERS  
(FIRST USED ON "STAR ACTION")

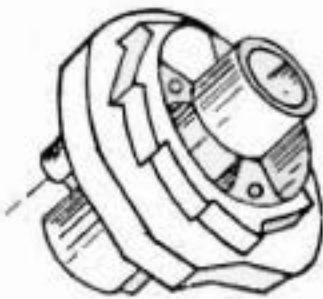
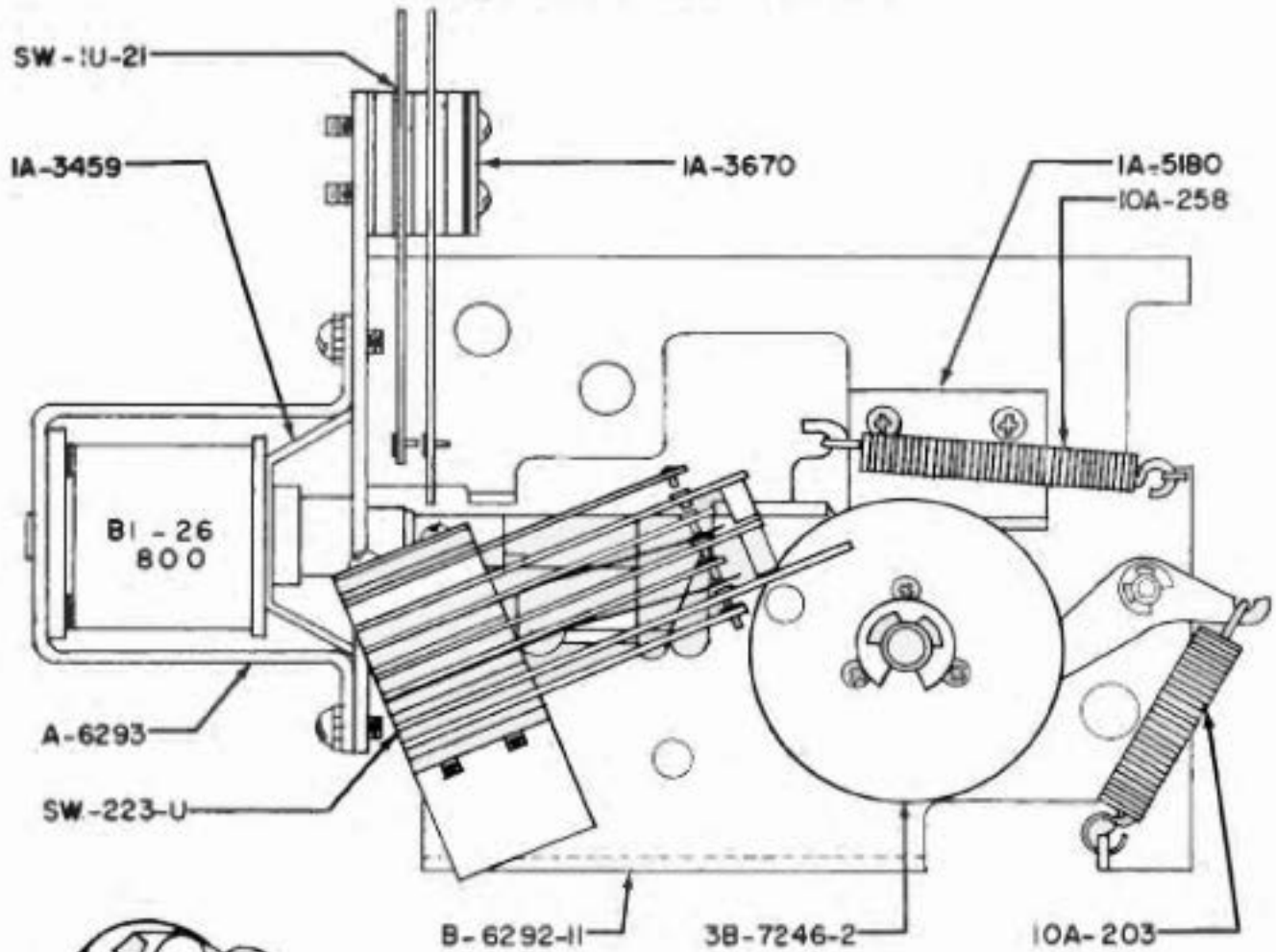


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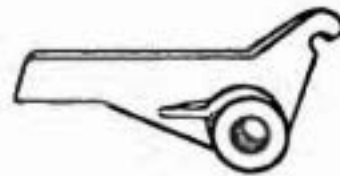
BELOW PARTS FIRST USED ON "JUBILEE"  
(LOCATED ON PLAYFIELD)



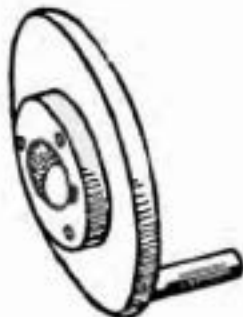
C-7678  
**"X" (ALTERNATOR) UNIT**  
ON GAMES FOR ITALY ONLY  
 ( FIRST USED ON "STAR ACTION" )



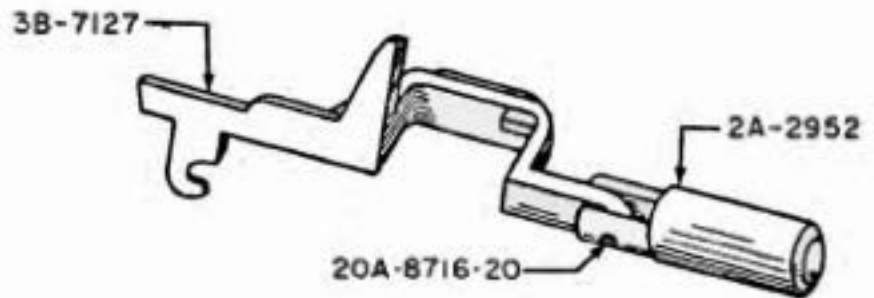
**3C-7272**  
**RATCHET & CAM**



**3A-7125**  
**RATCHET STOP PAWL**



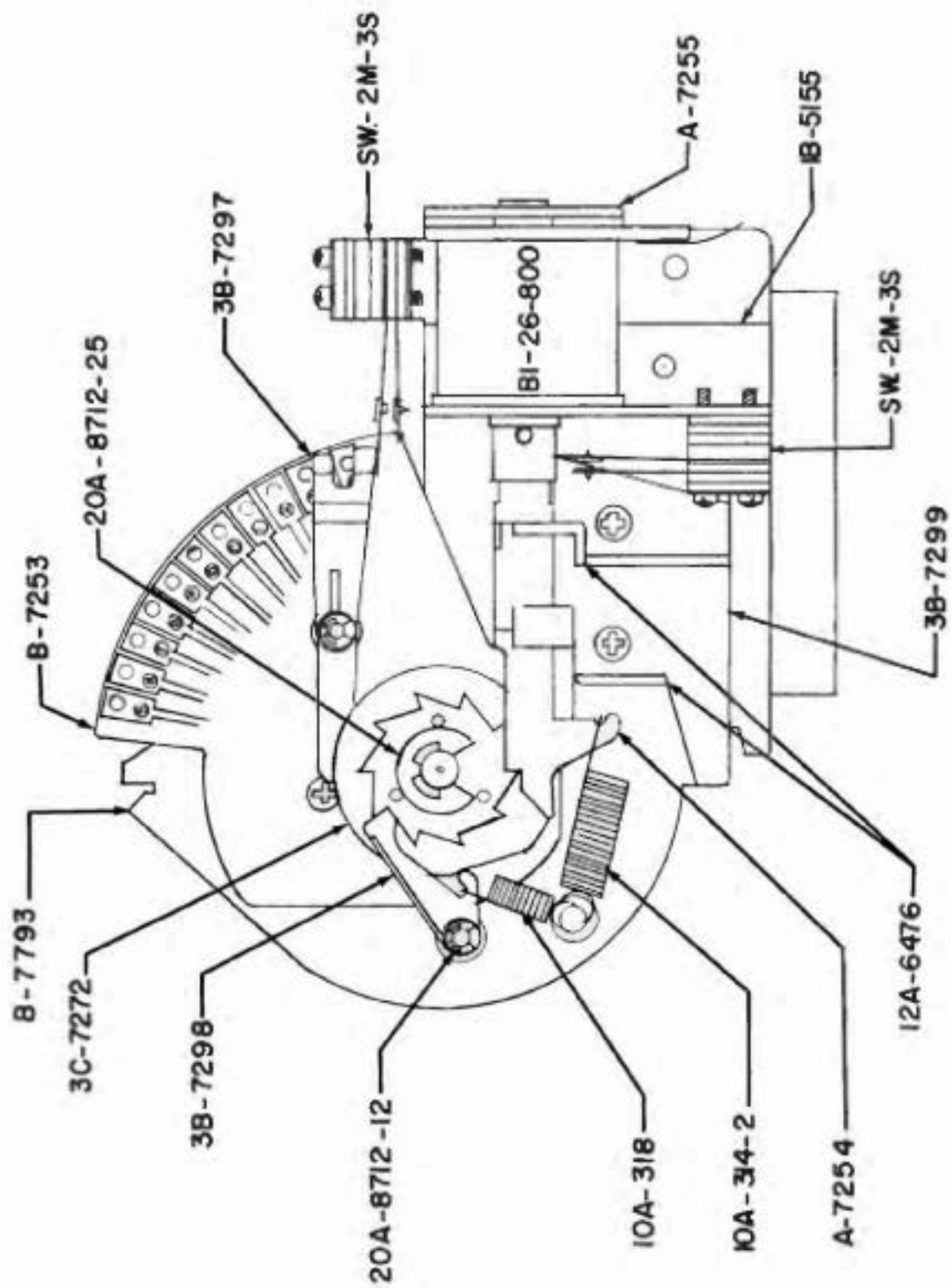
**3B-7246-2**  
**ALTERNATOR DISC**



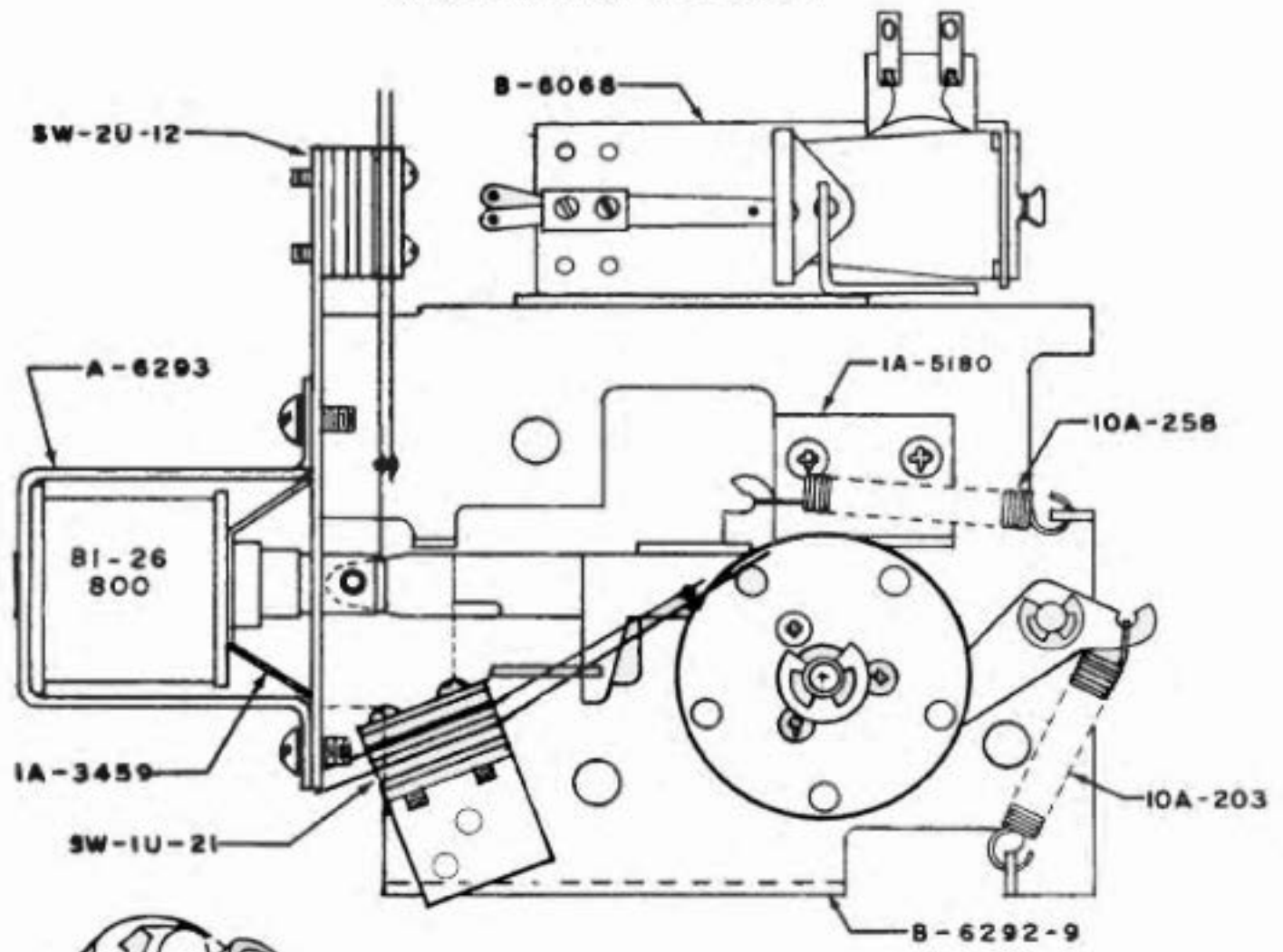
**A-6295**  
**DRIVE PAWL & PLUNGER ASSEMBLY**



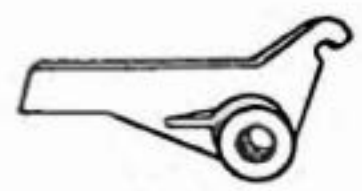
B-7794  
 SPINNER STEP UP UNIT ASSEMBLY  
 (USED ON "STAR POOL")



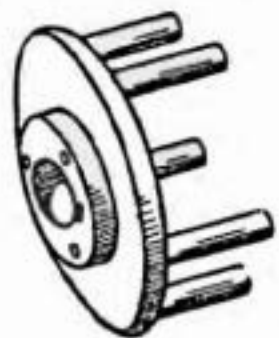
C-7229  
 ALTERNATOR UNIT  
 (WITH 5¢ RELAY)  
 (LAST GAME USED "SATIN DOLL")



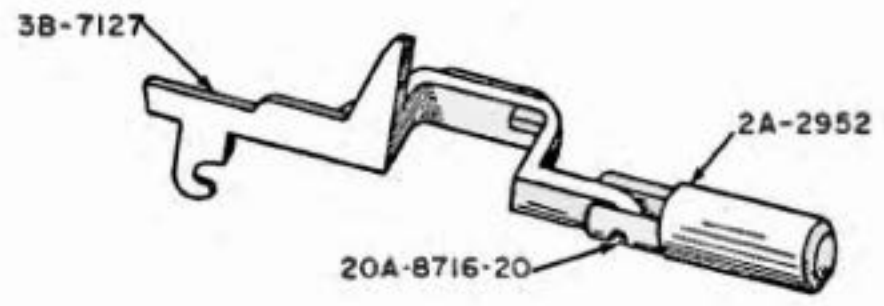
3C-7272  
 RATCHET & CAM



3A-7125  
 RATCHET STOP PAWL



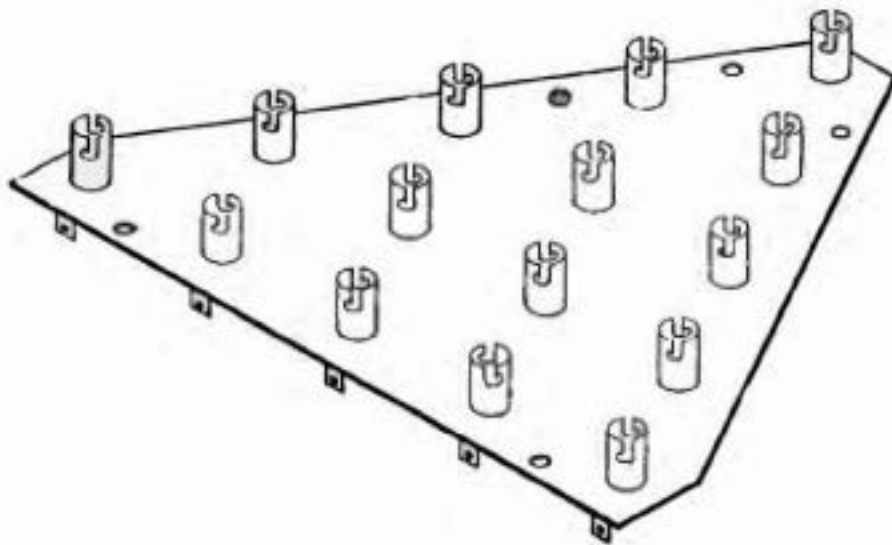
38-7246  
 ALTERNATOR DISC



A-6295  
 DRIVE PAWL & PLUNGER ASSEMBLY

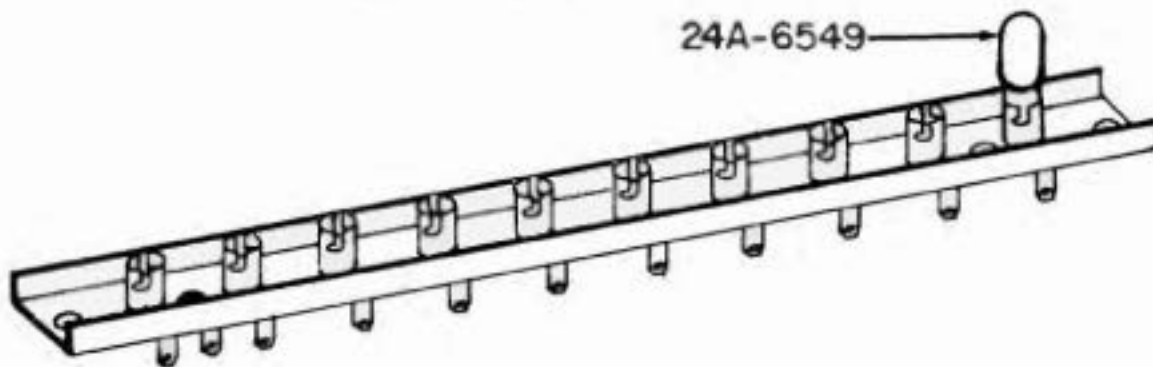


24B-8686  
LIGHT SOCKET PANEL ASSEMBLY  
(USED ON "STAR POOL")



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24B-8689  
LIGHT SOCKET STRIP ASSEMBLY  
(USED ON "GRAND PRIX")



GAMES BELOW ARE LISTED IN ORDER OF PRODUCTION DATES

FLIPPER GAMES

STAR DUST.....	1/72	DEALERS CHOICE.....	6/74
OLYMPIC HOCKEY.....	2/72	SKYLAB.....	7/74
GRANADA.....	3/72	STRATO-PLITE.....	10/74
SPANISH EYES.....	5/72	SUPER FLITE.....	11/74
HONEY.....	8/72	LUCKY ACE.....	12/74
SUPER STAR.....	9/72	STAR POOL.....	3/75
BIG STAR.....	12/72	SATIN DOLL.....	4/75
FAN-TAS-TIC.....	12/72	BIG BEN.....	5/75
SWINGER.....	1/73	PAT HAND.....	7/75
TRAVEL TIME.....	2/73	TRIPLE STRIKE.....	9/75
FUN FEST.....	5/73	LITTLE CHIEF.....	12/75
TROPIC FUN.....	5/73	TOLEDO.....	1/76
GULFSTREAM.....	6/73	SPACE MISSION.....	5/76
JUBILEE.....	9/73	SPACE ODYSSEY.....	7/76
DARLING.....	10/73	AZTEC.....	11/76
OXO.....	1/74	BLUE CHIP.....	11/76
STAR ACTION.....	2/74	GRAND PRIX.....	12/76
TRIPLE ACTION.....	3/74		

BASEBALL GAMES

LINE DRIVE.....	3/72
UPPER DECK.....	5/73

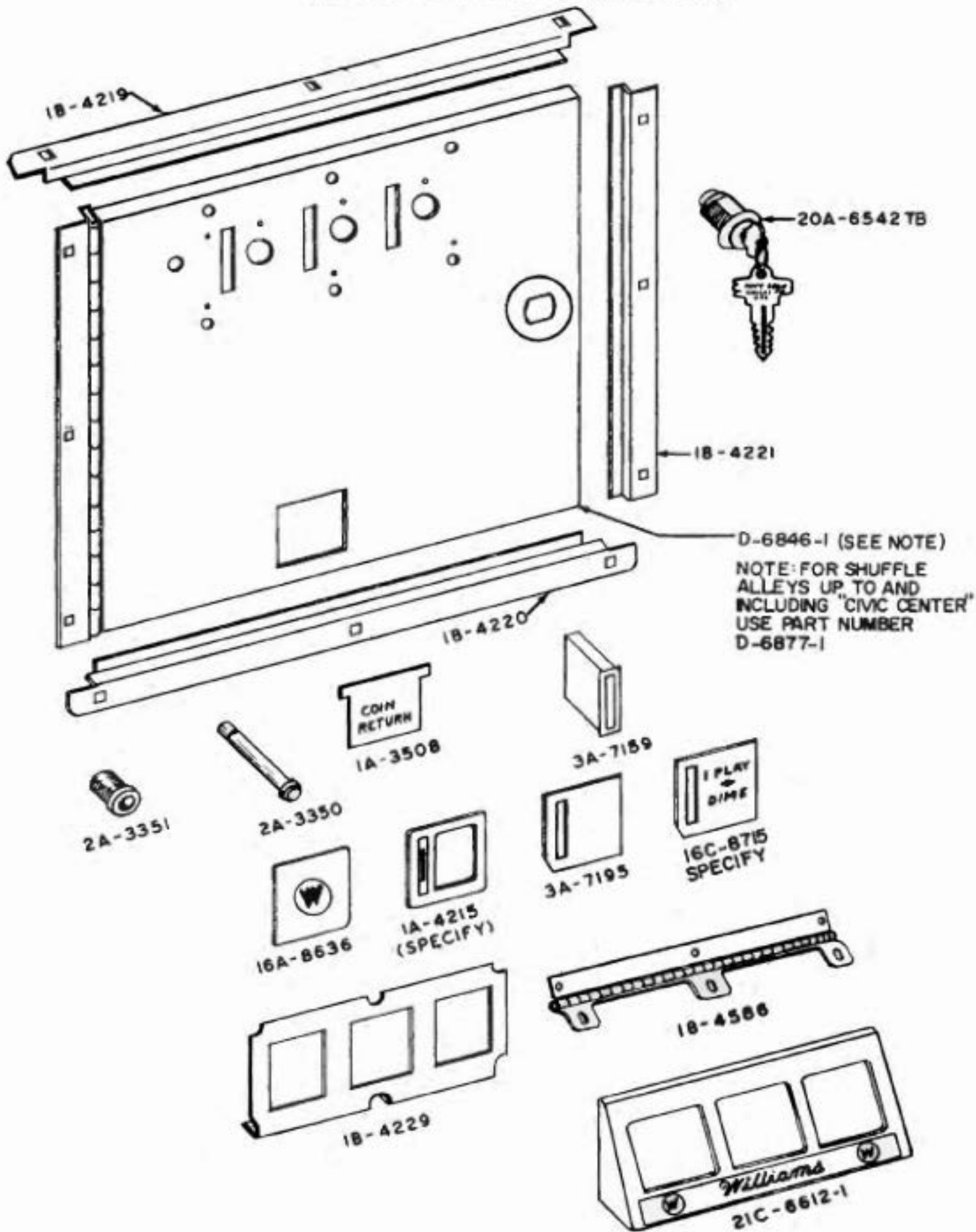
GUN GAMES

STOCKADE.....	9/72
AMBUSH.....	2/73

SHUFFLE ALLEY

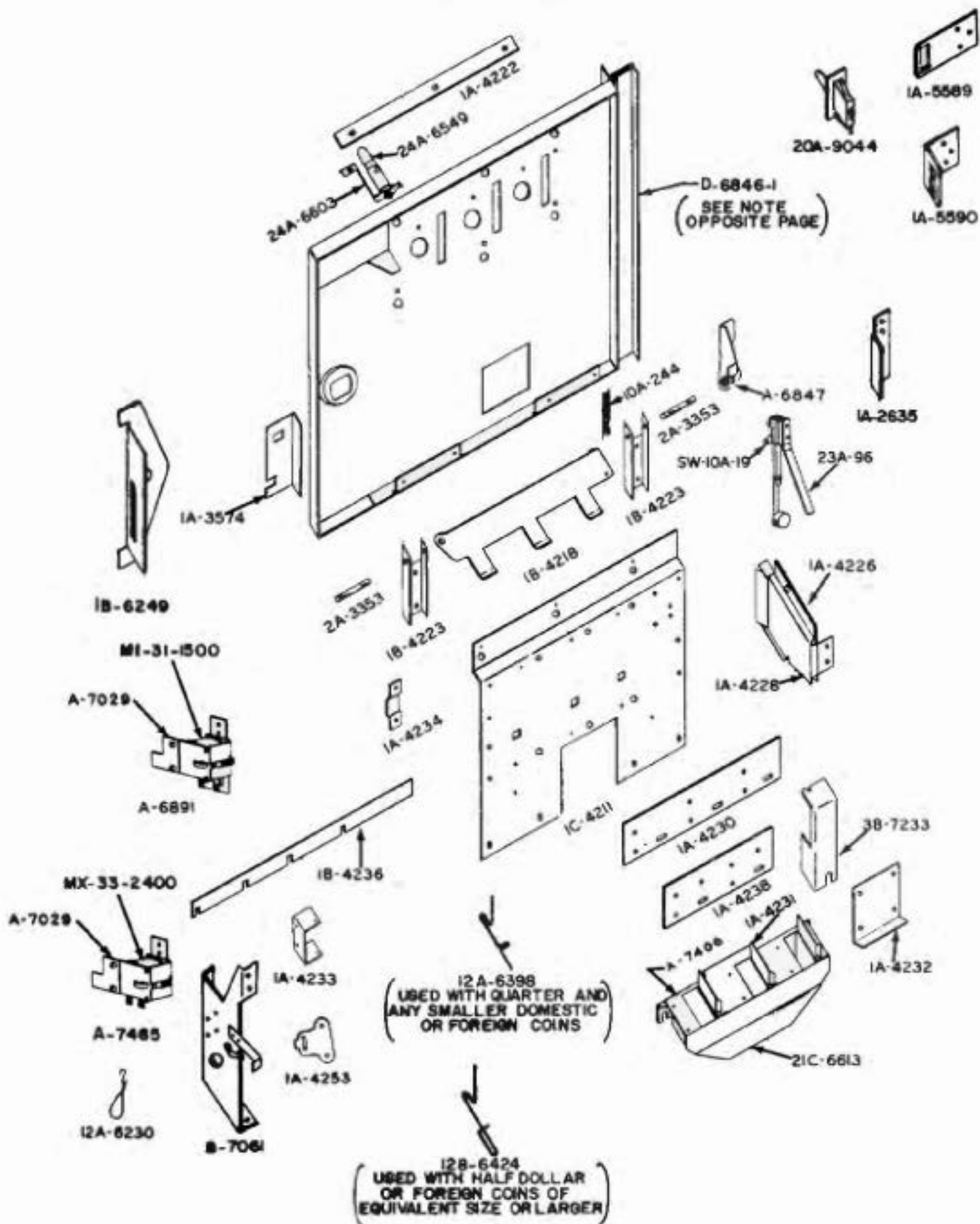
WINDY CITY.....	2/72	GRANITE.....	8/74
FRENCH QUARTER.....	5/72	CIVIC CENTER.....	9/74
GATEWAY ARCH.....	8/72	UNIQUE.....	1/75
ASTRODOME.....	11/72	SUPREME.....	6/75
CAPE COD.....	3/73	MARQUIS.....	10/75
GOLDEN TRIANGLE.....	6/73	STAR SAPPHIRE.....	1/76
TWIN CITIES.....	10/73	SEVILLE.....	6/76
ROYAL HAWAIIAN.....	2/74	EMERALD.....	10/76
PINNACLE.....	5/74	CAVALIER.....	12/76

**D-7078  
FRONT DOOR ASSEMBLY  
(FRONT VIEW)**  
(ON SHUFFLE ALLEYS UP TO AND INCLUDING  
"CIVIC CENTER" USE PART NUMBER D-7080)



**D-7078  
FRONT DOOR ASSEMBLY  
(BACK VIEW)**

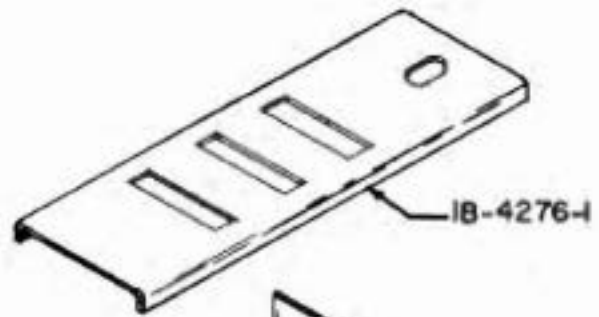
(ON SHUFFLE ALLEYS UP TO AND INCLUDING  
CIVIC CENTER® USE PART NUMBER D-7080)



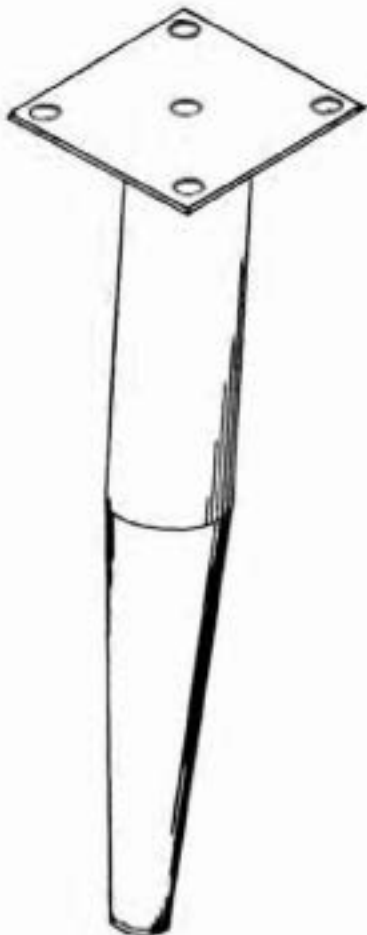
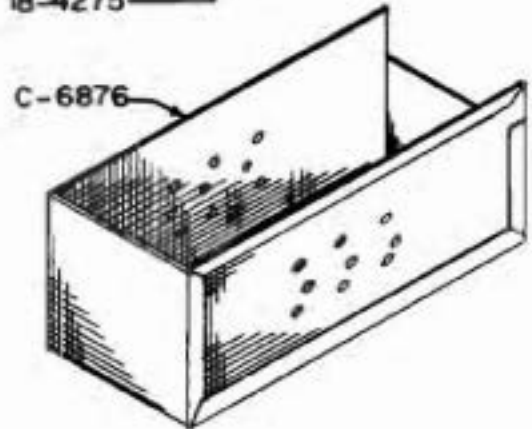


COIN BOX HOUSING  
(AND RELATED PARTS)

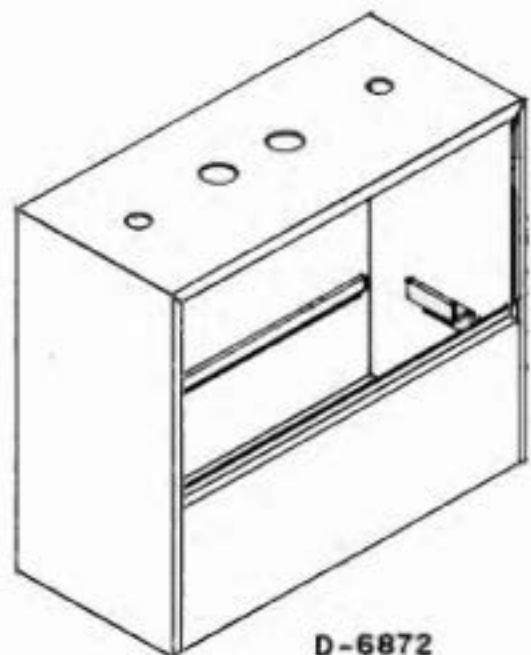
ALL PARTS SHOWN ON THIS  
PAGE WERE LAST USED ON  
SHUFFLE ALLEY - "CIVIC CENTER"



IB-4275

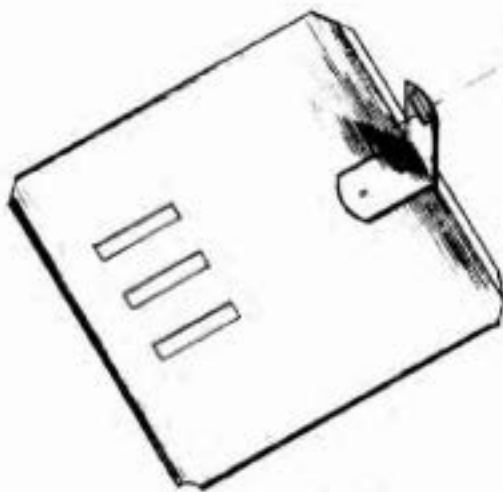


D-6410

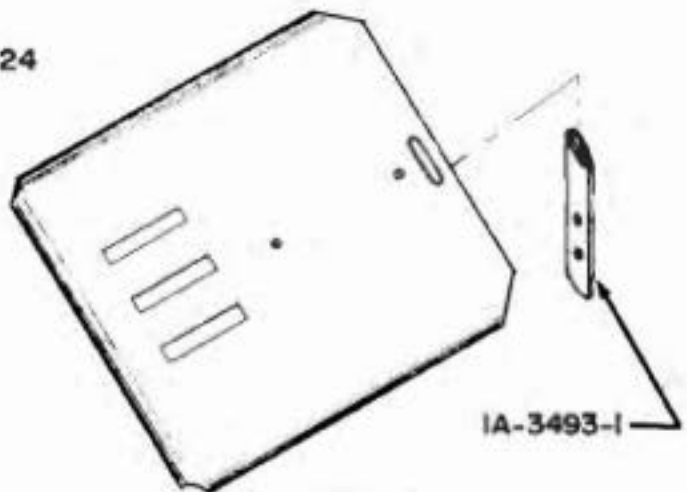


D-6872

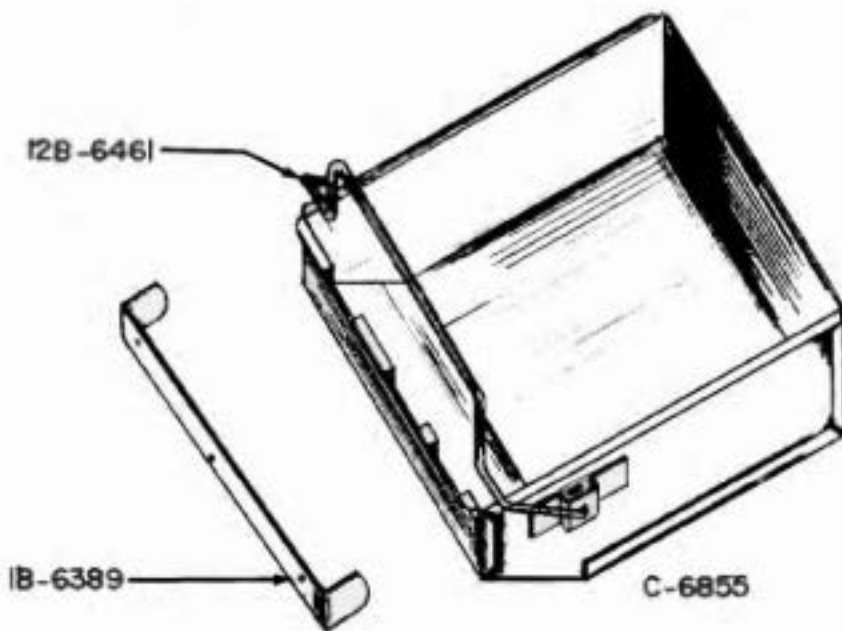
CASH BOX  
(AND RELATED PARTS)



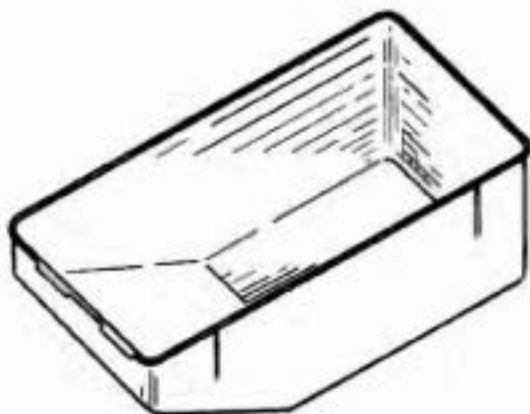
C-7813  
USED ON A. SHUFFLE ALLEY



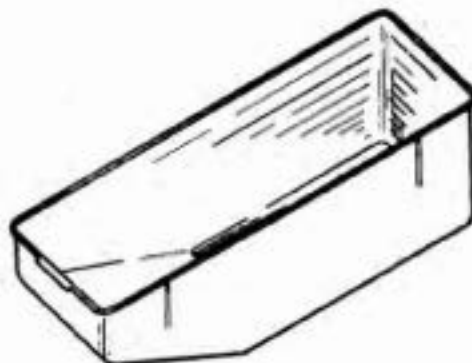
IC-5454  
USED ON A. PINBALL GAMES  
B. BASEBALL GAMES  
C. GUN GAMES



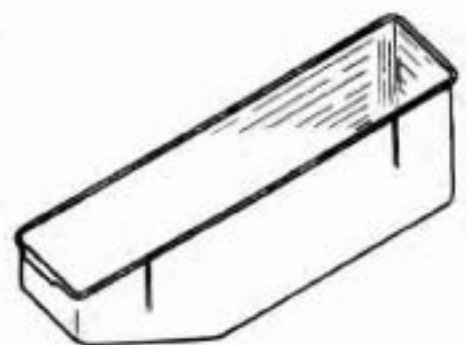
C-6855



3C-7291 (LARGE)

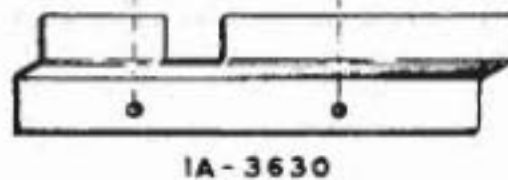
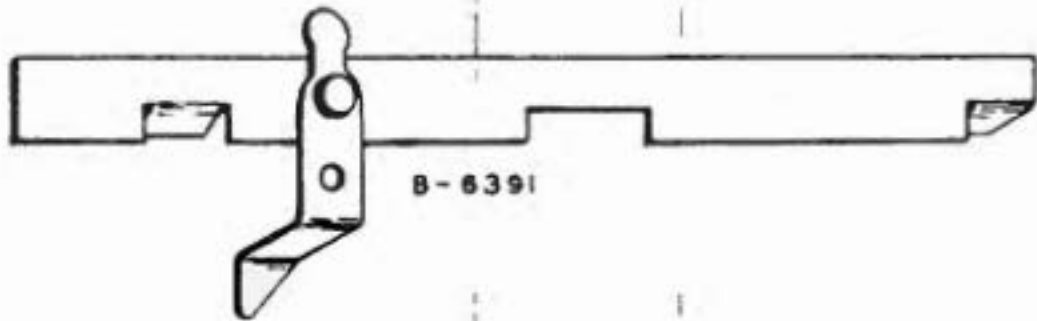
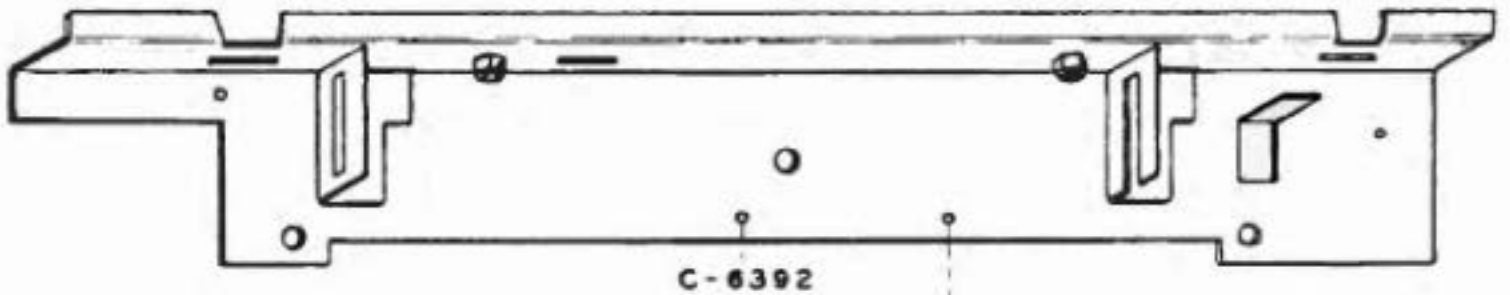
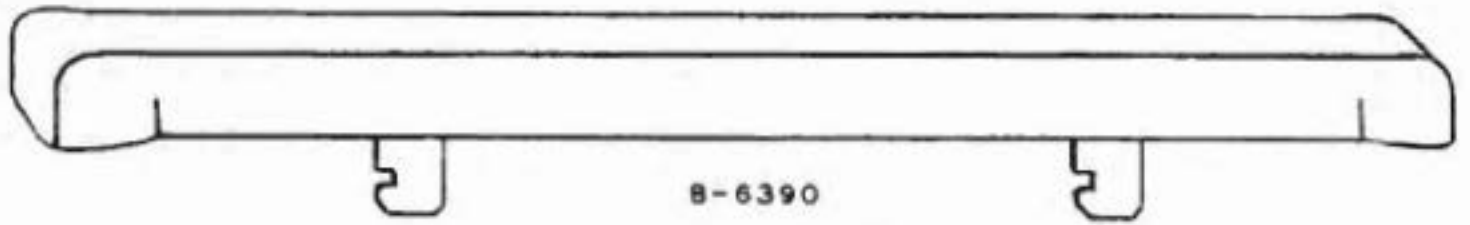


3C-7292 (MEDIUM)



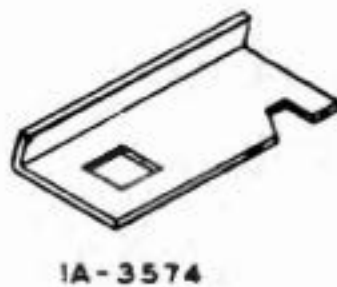
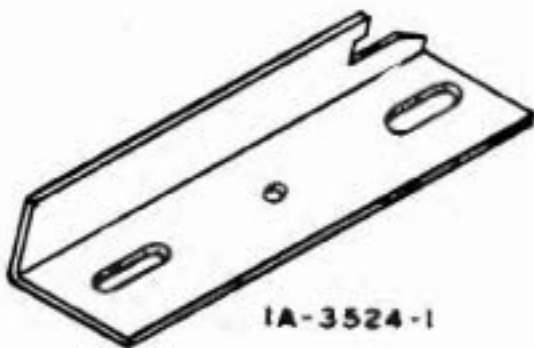
3C-7293 (SMALL)

FRONT MOLDING HARDWARE

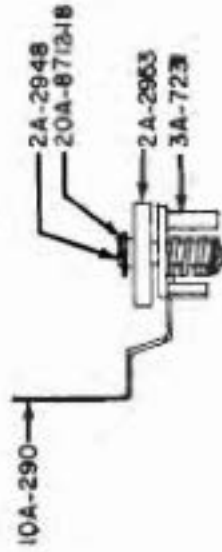
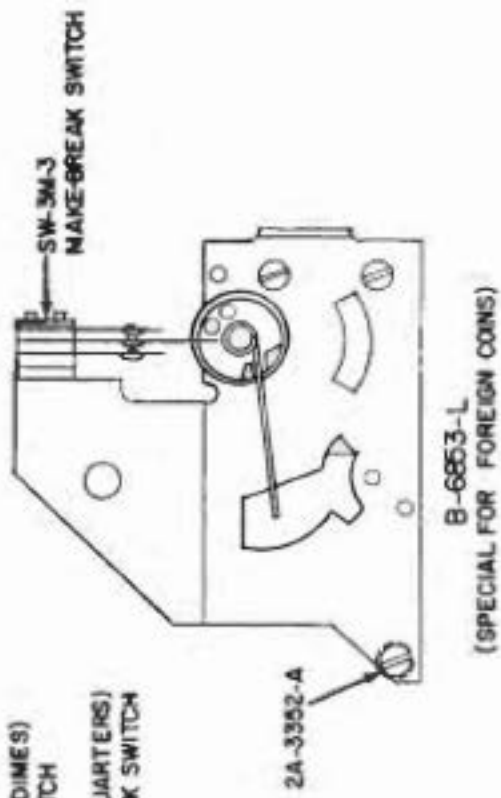
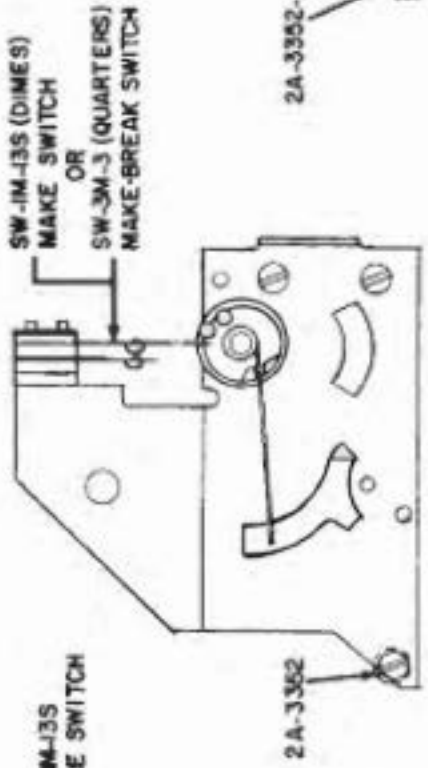
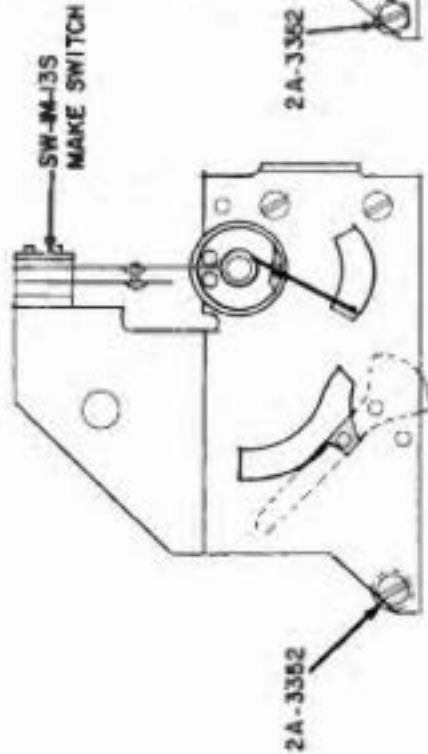


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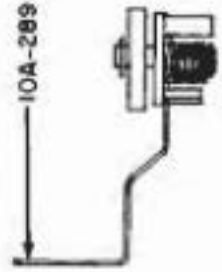
LOCK BRACKETS  
(FOR FRONT DOOR)



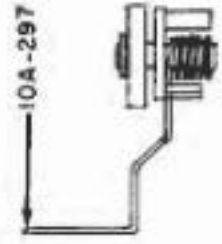
COIN TRIP ASSEMBLIES



A-7015  
(USED ON B-6852)



A-7016  
(USED ON B-6853)



A-7017  
(USED ON B-6853-L)



A-6850



1A-4237



12A-6400



2A-3098



1A-4245



1A-4244

# COIN ENTRY PLATES & COIN REJECTORS



16C-8715-9

FIRST GAME USED "BIG BEN"

ENTRY PLATE PART NUMBER	ENTRY PLATE MARKING	COUNTRY	COIN REJECTOR PART NUMBER
16C-8715-1	NICKELS	U.S.A., CANADA	9C-8801, 9C-8801
16C-8715-2	DIMES	PANAMA CANAL ZONE	9C-8801
16C-8715-3	QUARTERS	U.S.A., CANADA	9C-8802, 9C-8878
16C-8715-4	25 ORE	PANAMA CANAL ZONE	9C-8802
16C-8715-5	1 KRONE	U.S.A., CANADA	9C-8803, 9C-8805
16C-8715-6	50 ORE	PANAMA CANAL ZONE,	9C-8803
16C-8715-7	1 KRONA	MALAYSIA	9C-8803
16C-8715-8	10 CENTS	DENMARK, SWEDEN	9C-8809, 9C-8806
		DENMARK, NORWAY	9C-8810, 9C-8822
		SWEDEN, NORWAY	9C-8807, 9C-8821
		SWEDEN	9C-8808
		RHODESIA, GUATEMALA,	9C-8899, 9C-8899
		AUSTRALIA, ARGENTINA,	9C-8848, 9C-8885
		BRAZIL, NEW ZEALAND	9C-8885, 9C-8895
16C-8715-9	20 CENTS	AUSTRALIA, NEW ZEALAND	9C-8849, 9C-8896
16C-8715-10	10 FRANC	FRENCH POLYNESIA,	9C-8901,
		BELGIUM	9C-8879
16C-8715-11	20 FRANC	FRENCH POLYNESIA	9C-8902
16C-8715-12	1 PORINT	HUNGARY	9C-8867
16C-8715-13	2 PORINT	HUNGARY	9C-8861
16C-8715-14	5 PENCE	ENGLAND, GIBRALTER	9C-8835, 9C-8835
16C-8715-15	10 PENCE	ENGLAND, GIBRALTER	9C-8836, 9C-8836
16C-8715-16	50 RUPIAH	INDONESIA	9C-8904
16C-8715-17	1/2 POUND	ISRAEL	9C-8905
16C-8715-18	1 POUND	ISRAEL	9C-8906
16C-8715-19	1 SCHILLING	AUSTRIA	9C-8812
16C-8715-20	5 SCHILLING	AUSTRIA	9C-8858
16C-8715-21	10 SCHILLING	AUSTRIA	9C-8859
16C-8715-22	5 PESETAS	CANARY ISLANDS,	9C-8814
		SPAIN	9C-8814
16C-8715-23	25 PESETAS	CANARY ISLANDS,	9C-8889
		SPAIN	9C-8889
16C-8715-24	1/2 FRANC	FRANCE	9C-8871
16C-8715-25	1 FRANC	FRANCE, BELGIUM,	9C-8818, 9C-8839
		SWITZERLAND	9C-8831
16C-8715-26	25 RUPEE	MAURITIUS	9C-8850
16C-8715-27	50 PENNIA	FINLAND	9C-8834
16C-8715-28	1 MARKKA	FINLAND	9C-8833
16C-8715-29	25 PIASTRES	LEBANON	9C-8819
16C-8715-30	50 PIASTRES	LEBANON	9C-8820
16C-8715-31	1 DRACHMA	GREECE	9C-8826
16C-8715-32	5 ESCUDO	PORTUGAL	9C-8863
16C-8715-33	25 MILS	CYPRUS	9C-8827
16C-8715-34	50 MILS	CYPRUS	9C-8828
16C-8715-35	2 FRANC	SWITZERLAND	9C-8897
16C-8715-36	5 CENTS	RHODESIA	9C-8898
16C-8715-37	50 STANG	THAILAND	9C-8856
16C-8715-38	50 MILLIMES	TUNISIA	9C-8862
16C-8715-39	100 MILLIMES	TUNISIA	9C-8865
16C-8715-40	1 PESO	MEXICO	9C-8903
16C-8715-41	25 CENTIMOS	VENEZUELA	9C-8823
16C-8715-42	50 CENTIMOS	VENEZUELA	9C-8824
16C-8715-43	1 BOLIVAR	VENEZUELA	9C-8825
16C-8715-44	25 CENT	NETHERLAND ANTILLES,	9C-8884
		HOLLAND	9C-8838
16C-8715-45	1 GUILDER	NETHERLAND ANTILLES,	9C-8887
		HOLLAND	9C-8882
16C-8715-46	50 PAISA	PAKISTAN	9C-8892
16C-8715-47	5 FRANC	BELGIUM	9C-8875
16C-8715-48	50 LIRE	ITALY	9C-8840
16C-8715-49	100 LIRE	ITALY	9C-8864
16C-8715-50	50 PFENNIG	GERMANY	9C-8842
16C-8715-51	1 DEUTSCHE MARK	GERMANY	9C-8843
16C-8715-52	2 DEUTSCHE MARK	GERMANY	9C-8888
16C-8715-53	10 YEN	JAPAN	9C-8844
16C-8715-54	50 YEN	JAPAN	9C-8845
16C-8715-55	100 YEN	JAPAN	9C-8846
16C-8715-56	50 CENT	KENYA	9C-8890
16C-8715-57	50 KROWER	DENMARK	9C-8907
16C-8715-58	50 CENTS	AUSTRALIA	9C-8909
16C-8715-59	10 PESETAS	SPAIN	9C-8908
16C-8715-60	50 CENTIMOS	SWITZERLAND	9C-8830
16C-8715-61	1 PICHA	BRAZIL	9C-8885
16C-8715-62	2-1/2 ESCUDO	PORTUGAL	9C-8891
16C-8715-63	50 NP	INDIA	9C-8911

# GAME INFORMATION CARD INSERT

5 BALLS  
PER GAME    1 PLAY-QUARTER

3 BALLS  
PER GAME    1 PLAY-QUARTER

16D-8727-3  
(FRONT SIDE OF CARD)

16D-8727-3  
(BACK SIDE OF CARD)

FIRST GAME USED "SPACE ODYSSEY"

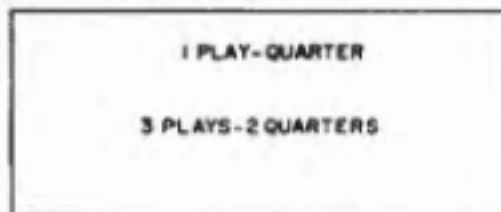
INFORMATION CARD PART NUMBER	INFORMATION CARD DESCRIPTION	COUNTRY
16D-8727-1	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-2 NICKELS 1 PLAY-DIME 3 PLAYS-QUARTER	U.S.A. & CANADA
16D-8727-2	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-QUARTER 3 PLAYS-2 QUARTERS	U.S.A. & CANADA
16D-8727-3	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-QUARTER	U.S.A. & CANADA
16D-8727-4	5 BALLS PER GAME 3 BALLS PER GAME 2 PLAYS-QUARTER	U.S.A. & CANADA
16D-8727-5	5 KULOR PER SPEL 3 KULOR PER SPEL 1 SPEL-1 KRONA	SWEDEN
16D-8727-6	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-10 CENTS 3 PLAYS-20 CENTS	NEW ZEALAND
16D-8727-7	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-DIME 3 PLAYS-QUARTER	CANADA
16D-8727-8	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-50 KP	INDIA
16D-8727-9	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-1/2 POUND	ISRAEL
16D-8727-10	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-1 POUND	ISRAEL
16D-8727-11	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-20 CENTS 3 PLAYS-40 CENTS (2x20 CENTS)	AUSTRALIA
16D-8727-12	5 BALLS PER GAME 3 BALLS PER GAME 2 PLAYS-20 CENTS 5 PLAYS-50 CENTS	AUSTRALIA
16D-8727-13	5 BALLS PER GAME 3 BALLS PER GAME 2 PLAYS-20 CENTS	AUSTRALIA
16D-8727-14	5 BALLS PER GAME 3 BALLS PER GAME 1 PARTIDA-1 FICHA	BRAZIL
16D-8727-15	5 BALLS PER GAME 3 BALLS PER GAME 1 PARTIDA-1 PESO	BOLIVIA
16D-8727-16	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-10¢	SOUTH AFRICA
16D-8727-17	5 BALLS PER GAME 3 BALLS PER GAME 1 PARTIE-20 FRANCS	TAHITI

INFORMATION CARD PART NUMBER	INFORMATION CARD DESCRIPTION FIRST GAME USED "SPACE ODYSSEY"	COUNTRY
16D-8727-18	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-25 CENT	SURINAM
16D-8727-19	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-1/2 POUND 3 PLAYS-1 POUND	ISRAEL
16D-8727-20	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-5 ESCUDO	PORTUGAL
16D-8727-21	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-5 PENCE 3 PLAYS-10 PENCE	GIBRALTER
16D-8727-22	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-50 PAISA	PAKISTAN
16D-8727-23	5 BALLS PER GAME 3 BALLS PER GAME 1 JUEDO-1 PESO	MEXICO
16D-8727-24	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-50 STANG	THAILAND
16D-8727-25	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-25 RUPEE	MAURITIUS
16D-8727-26	5 BALLS PER GAME 3 BALLS PER GAME 1 PARTIE-50 MILLIMES 2 PARTIES-100 MILLIMES	TUNISIA
16D-8727-27	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-5 CENT 2 PLAYS-10 CENT	RHODESIA
16D-8727-28	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-20 CENTS	NEW CALEDONIA
16D-8727-29	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-2 FORINT	HUNGARY
16D-8727-30	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-5 PENCE 2 PLAYS-10 PENCE	ENGLAND
16D-8727-31	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-10 FRANC 2 PLAYS-20 FRANCS	FRENCH POLYNESIA
16D-8727-32	5 BILLES PAR PARTIE 3 BILLES PAR PARTIE 1 PARTIE-1/2 FRANC 2 PARTIES-1 FRANC	FRENCH WEST INDIES
16D-8727-33	5 BILLES PAR PARTIE 3 BILLES PAR PARTIE 1 PARTIE-1 FRANC 3 PARTIES-2x1 FRANC	FRANCE
16D-8727-34	5 BILLES PAR PARTIE 3 BILLES PAR PARTIE 2 PARTIES-1 FRANC	FRANCE
16D-8727-35	5 BILLES PAR PARTIE 3 BILLES PAR PARTIE 2 PARTIES-1 FRANC 5 PARTIES-2 FRANC	SWITZERLAND
16D-8727-36	5 BOULS PAR JEU 3 BOULS PAR JEU 1 JEU-50 FIASTRES	LEBANON
16D-8727-37	5 BOULS PAR JEU 3 BOULS PAR JEU 1 JEU-25 FIASTRES 2 JEUX-50 FIASTRES	LEBANON



INFORMATION CARD PART NUMBER	INFORMATION CARD DESCRIPTION FIRST GAME USED "SPACE ODYSSEY"	COUNTRY
16D-8727-38	5 KUGLER PR. SPIL 3 KUGLER PR. SPIL 1 SPIL-1 KRONA 6 SPIL-5 KRONA	DENMARK
16D-8727-39	5 BOLAS POR JUEGO 3 BOLAS POR JUEGO 1 PARTIDA-5 PESETAS 6 PARTIDAS-25 PESETAS	SPAIN-CANARY ISLANDS
16D-8727-40	5 PALLOA PELIA KOHDEN 3 PALLOA PELIA KOHDEN 1 PELI-50 PENNIA 2 PELIA-1 MARKKA	FINLAND
16D-8727-41	5 PALLOA PELIA KOHDEN 3 PALLOA PELIA KOHDEN 1 PELI-1 MARKKA	FINLAND
16D-8727-42	5 PELOTAS POR JUEGO 3 PELOTAS POR JUEGO 1 JUEGO-50 CENTIMOS 3 JUEGO-1 BOLIVAR	VENEZUELA
16D-8727-43	5 PELOTAS POR JUEGO 3 PELOTAS POR JUEGO 1 JUEGO-50 CENTIMOS 2 JUEGOS-1 BOLIVAR	VENEZUELA
16D-8727-44	5 BALLEEN PER SPEL 3 BALLEEN PER SPEL 1 SPEL-25 CENT 5 SPELEN-1 GULDEN	NETHERLAND ANTILLES
16D-8727-45	5 BALLEEN PER SPEL 3 BALLEEN PER SPEL 1 SPEL-25 CENT 4 SPELEN-1 GULDEN	HOLLAND
16D-8727-46	5 BILLES PAR JEU 3 BILLES PAR JEU 1 SPEL-6 FRANC	BELGIUM
16D-8727-47	5 BILLES PAR JEU 3 BILLES PAR JEU 1 SPEL-10 FRANCS	BELGIUM
16D-8727-48	5 BALLS PRO SPIEL 3 BALLS PRO SPIEL 1 SPIEL-2x1 SCHILLING 3 SPIELS-5 SCHILLING 6 SPIELS-10 SCHILLING	AUSTRIA
16D-8727-49	5 KUGELN PRO SPIEL 3 KUGELN PRO SPIEL 1 SPIEL-0.50 Dm. 2 SPIELS-1.00 Dm. 5 SPIELS-2.00 Dm.	GERMANY
16D-8727-50	5 PALLINE PER GIOCO 3 PALLINE PER GIOCO 100 LIRE	ITALY
16D-8727-51	5 PALLINE PER GIOCO 3 PALLINE PER GIOCO 1 PARTITA-100 LIRE 3 PARTITE-2x100 LIRE	ITALY
16D-8727-52	5 KULER PR. SPILL 3 KULER PR. SPILL 1 SPILL-1 KRONA	NORWAY
16D-8727-53	木-7 5 (国) 木-7 3 (国) 17" V7-50 YEN 27" V7-100 YEN	JAPAN
16D-8727-54	5 BILLES PAR JEU 3 BILLES PAR JEU 1 SPEL-2x5 FRANCS OR 10 FRANC	BELGIUM
16D-8727-55	5 BILLES PAR PARTIE 3 BILLES PAR PARTIE 1 PARTIE-1 FRANC 3 PARTIES-2x1 FRANCS	FRANCE

# COIN INSTRUCTION CARD



16D-878-66

LAST GAME USED "SPACE MISSION"

( PLASTIC COVER FOR COIN INSTRUCTION CARD - 3A-7451)

INSTRUCTION CARD PART NUMBER	INSTRUCTION CARD INFORMATION	COUNTRY
16D-8716-64	1 PLAY - DIME	CANADA
16D-8716-65	3 PLAYS - QUARTER 1 PLAY - 2 NICKELS	U.S.A., CANADA
16D-8716-66	1 PLAY - DIME 3 PLAYS - QUARTER	U.S.A., CANADA
16D-8716-67	1 PLAY - QUARTER 3 PLAYS - 2 QUARTERS	U.S.A., CANADA
16D-8716-68	2 PLAYS - QUARTER	U.S.A., CANADA
16D-8716-69	1 PLAY - QUARTER	U.S.A., CANADA
16D-8716-70	1 SPEL - 1 KRONA	SWEDEN
16D-8716-71	1 PLAY - 10 CENTS 3 PLAYS - 20 CENTS	NEW ZEALAND
16D-8716-72	1 PLAY - 10 FRANCS	FRENCH POLYNESIA
16D-8716-73	2 PLAYS - 20 FRANCS 1 PLAY - 2 MORINT	HUNGARY
16D-8716-74	1 PLAY 5 PENCE 2 PLAYS - 10 PENCE	ENGLAND
16D-8716-75	1 PLAY - 1/2 POUND 3 PLAYS - 1 POUND	ISRAEL
16D-8716-76	1 SPIL - 1 KRONA 6 SPIL - 5 KRONA	DENMARK
16D-8716-77	1 PARTIDA - 5 PESETAS 6 PARTIDAS - 25 PESETAS	SPAIN, CANARY ISLANDS
16D-8716-78	1 PARTIE - 1/2 FRANC 2 PARTIES - 1 FRANC	FRENCH WEST INDIES
16D-8716-79	1 PARTIE - 1 FRANC 3 PARTIES - 2 x 1 FRANC	FRANCE
16D-8716-80	1 PLAY - 25 RUPEE	MAURITIUS
16D-8716-81	1 PLAY - 20 CENTS 1 JEU - 25 PIASTRES	NEW CALEDONIA
16D-8716-82	2 JEUX - 50 PIASTRES 2 PLAYS - 20 CENTS	LEBANON
16D-8716-83	5 PLAYS - 50 CENTS 2 PARTIES - 1 FRANC	AUSTRALIA
16D-8716-84	5 PARTIES - 2 FRANC 1 PELI - 50 PENNIA	SWITZERLAND
16D-8716-85	2 PELIA - 1 MARKKA 1 PLAY - 5 CENT	FINLAND
16D-8716-86	2 PLAYS - 10 CENT 1 PLAY - 50 STANG	RHODESIA
16D-8716-87	1 PARTIE - 50 MILLIMES 2 PARTIES - 100 MILLIMES	THAILAND
16D-8716-88	1 JUEGO - 1 PESO	TUNISIA
16D-8716-89	1 PLAY - 5 PENCE 3 PLAYS - 10 PENCE	MEXICO
16D-8716-90	1 JUEGO - 50 CENTIMOS 3 JUEGOS - BOLIVAR	GIBRALTAR
16D-8716-91	1 SPEL - 25 CENT 5 SPELEN - 1 GULDEN	VENEZUELA
16D-8716-92	1 PLAY - 50 PAISA	NETHERLAND ANTILLES
16D-8716-93	1 SPEL - 6 FRANCS	PAKISTAN
16D-8716-94	1 SPEL - 25 CENT 4 SPELEN - 1 GULDEN	BELGIUM
16D-8716-95	100 LINE	HOLLAND
16D-8716-96	1 SPIEL - 2 x 1 SCHILLING 3 SPIELE - 5 SCHILLING	ITALY
16D-8716-97	6 SPIELE - 10 SCHILLING 1 SPIEL - 0.50 DM	AUSTRIA
16D-8716-98	2 SPIELE - 1.00 DM 5 SPIELE - 2.00 DM	GERMANY
	17 <sup>o</sup> V7 - 50 YEN	
	27 <sup>o</sup> V7 - 100 YEN	JAPAN

# COIN INSTRUCTION CARD

1 PLAY - QUARTER

3 PLAYS - 2 QUARTERS

16D-8716-86

LAST GAME USED "SPACE MISSION"

( PLASTIC COVER FOR COIN INSTRUCTION CARD - 3A-7451 )

INSTRUCTION CARD PART NUMBER	INSTRUCTION CARD INFORMATION	COUNTRY
16D-8716-99	1 SPILL - 1 KRONE	NORWAY
16D-8716-100	1 PLAY - 5 ESCUDO	PORTUGAL
16D-8716-101	1 PARTIDA - 1 PICHIA	BRAZIL
16C-8716-102	2 PARTIES - 1 FRANC	FRANCE
16D-8716-103	1 PLAY - 20 CENTS	AUSTRALIA
	3 PLAYS - 40 CENTS (2 X 20 CENTS)	
16D-8716-104	1 PLAY - 1/2 POUND	ISRAEL
16D-8716-105	2 PLAYS - 20 CENTS	AUSTRALIA
16D-8716-106	1 PLAY - 50 NP	INDIA
16D-8716-107	1 JUEGO - 50 CENTIMOS	VENEZUELA
	2 JUEGOS - 1 BOLIVAR	
16D-8716-108	1 PARTIDA - 1 PESO	BOLIVIA
16D-8716-109	1 PLAY - 10¢	SOUTH AFRICA
16D-8716-110	1 PARTIE - 20 FRANC	TAHITI
16D-8716-111	1 SPEL - 10 FRANCS	BELGIUM
16D-8716-112	1 PELI - 1 MARKKA	FINLAND
16D-8716-113	1 PLAY - 1 POUND	ISRAEL
16D-8716-114	1 PLAY - 25 CENT	SURINAM
16D-8716-115	1 JEU - 50 PIASTRES	LEBANON

# COIN ENTRY PLATES & COIN REJECTORS



16C-8840-3

LAST GAME USED "SATIN DOLL"

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 8801
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 SPEL - 25 CT	HOLLAND	9 C 8838
16 C 8640-10	25 CENT	NETHERLAND, Antilles	9 C 8886
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 - 3 PTAS 3 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 55	BELGIUM	9 C 8875
16 C 8640-27	1 JEU - FR 52 2 X FRANC	BELGIUM	9 C 8839
16 C 8640-28	1 SPEL - 6 FR 2 2 X 1 FRANC	BELGIUM	9 C 8839
16 C 8640-29	3 SPELON - 6 FR 5	BELGIUM	9 C 8875
16 C 8640-30	1 SPEL - 50 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 <sup>2</sup> .025	VENEZUELA	9 C 8823
16 C 8640-37	2 JUEGOS - B <sup>5</sup> .050	VENEZUELA	9 C 8824
16 C 8640-38	4 JUEGOS - B <sup>10</sup> .100	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	3 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
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	5 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-8864
16C-8640-58	1 PARTITA - 50 LIRE	ITALY	9C-8864
16C-8640-59	3 PARTITE - 100 LIRE	ITALY	9C-8864
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

COIN ENTRY PLATES & COIN REJECTORS



16C-8640-5

LAST GAME USED "SATIN DOLL"

ENTRY PLATE PART NUMBER	ENTRY PLATE MARKING	COUNTRY	COIN REJECTOR PART NUMBER
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 FRANCKEN	SWITZERLAND	9C-8831
16C-8640-76	4 PARTIES - 1 FRANCK	FRANCE, SWITZERLAND	9C-8831
16C-8640-77	4 GIOCHI - 1 FRANCKO	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 - 5 MILLINGS	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-9640-97	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-8801
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 RUPRE	PAKISTAN	9C-8874
16C-8640-104	2 PARTIES - 1/2 FRANCK	FRANCE	9C-8871
16C-8640-105	1 PARTIE - 1/2 FRANCK	FRANCE	9C-8871
16C-8640-106	1 SPEL - 6 PRS 5	BELOIUM	9C-8875
16C-8640-107	1 FELI - 50 PESWIA	FINLAND	9C-8834
16C-8640-108	3 FELIA - 1 MARK	FINLAND	9C-8833
16C-8640-109	1 PARTIE - 2 FRANCK 2 X 1 FRANCK	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	BELOIUM	9C-8875
16C-8640-116	2 SPELEN - 6 PRS 10	BELOIUM	9C-8879
16C-8640-117	1 PLAY - 5 NEOWEE	ZAMBIA	9C-8880
16C-8640-118	2 PLAYS 10 NEOWEE	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 JUEDO - 8 <sup>00</sup> 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 SPIL - 2 X 25 ORE	DENMARK	9C-8809
16C-8640-128	2 SPIL - 1 KRONA	DENMARK	9C-8810
16C-8640-129	1 SPIEL - 50 FPO	GERMANY	9C-8842
16C-8640-130	2 SPIELS - 1 MARK	GERMANY	9C-8843
16C-8640-131	2 PARTIES - 1 FRANCK	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 LEO	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 6s	ENGLAND	9C-8811
16C-8640-138	1 PARTIDA - 1 DURO	SPAIN	9C-8814
16C-8640-139	5 SPELEN - 1 GULDEN	NETHERLANDS, ANTILLES	9C-8887
16C-8640-140	3 SPIELS - 1 MARK	GERMANY	9C-8843
16C-8640-141	1 NICKEL - 1 DIME (DIAMOND)	U.S.A.	9C-8801
16C-8640-142		U.S.A.	9C-8802
16C-8640-143	1 PLAY - QUARTER	U.S.A.	9C-8803

# COIN ENTRY PLATES & COIN REJECTORS



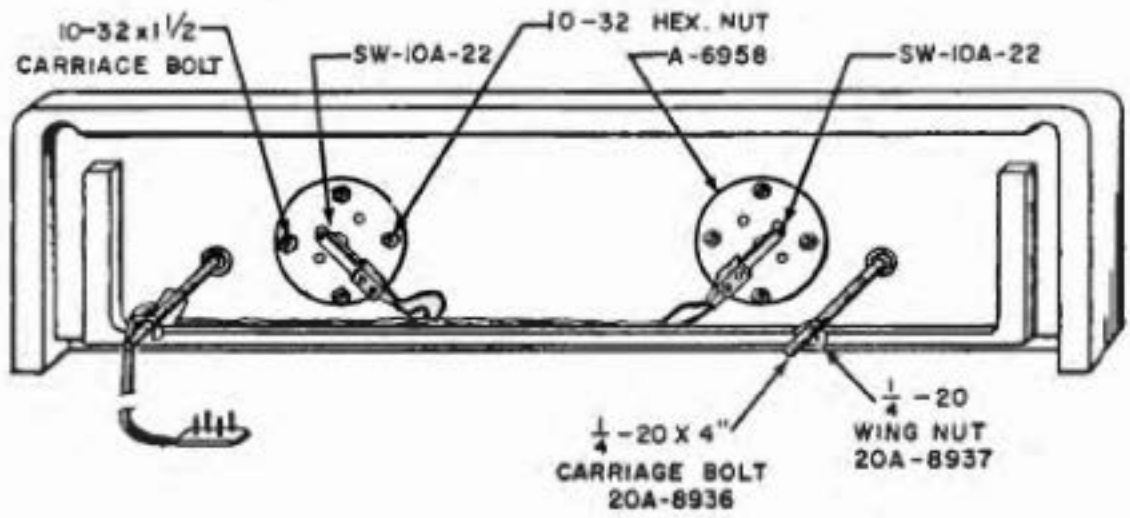
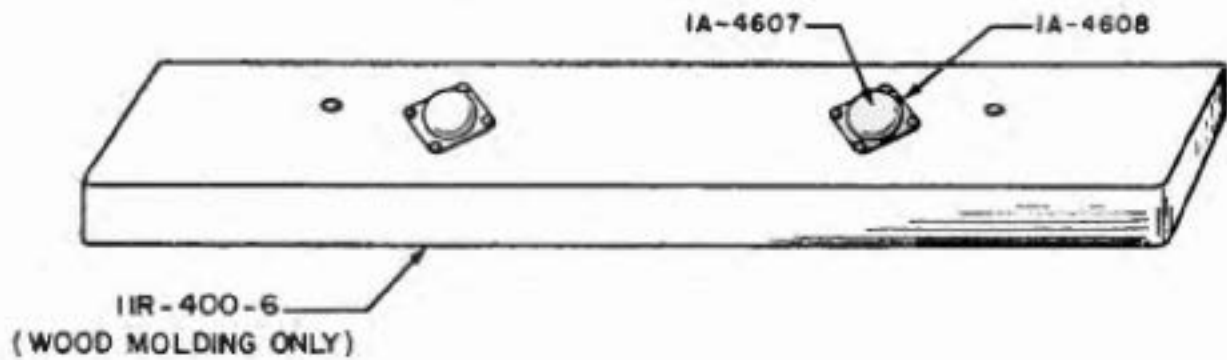
16C-8840-5

LAST GAME USED "SATIN DOLL"

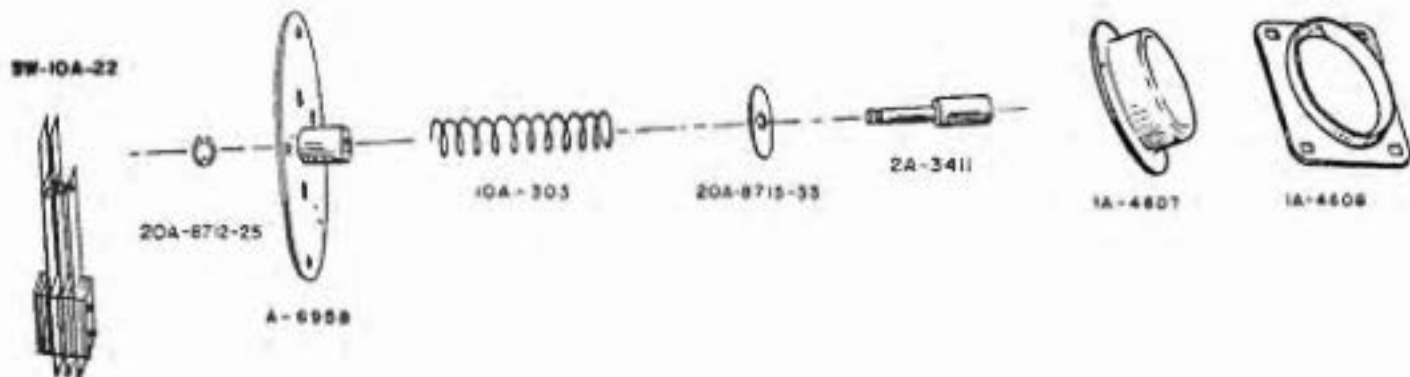
ENTRY PLATE PART NUMBER	ENTRY PLATE MARKING	COUNTRY	COIN REJECTOR PART NUMBER
16C-8640-144	2 PLAYS - 5 P OR 1 SH.	ENGLAND	9C-8835
16C-8640-145	2 PLAYS - 10 P OR 2 SH.	ENGLAND	9C-8836
16C-8640-146	1 PLAY - 5 P OR 1 SH	ENGLAND	9C-8835
16C-8640-147	3 PLAYS - 10 P OR 2 SH.	ENGLAND	9C-8836
16C-8640-148	5 PLAYS - 10 P OR 2 SH.	ENGLAND	9C-8836
16C-8640-149	2 SPIELS - 50 PFG.	GERMANY	9C-8842
16C-8640-150	4 SPIELS - 1 MARK	GERMANY	9C-8843
16C-8640-151	5 SPIELS - 1 MARK	GERMANY	9C-8843
16C-8640-152	10 SPIELS - 2 MARK	GERMANY	9C-8888
16C-8640-153	11 SPIELS - 2 MARK	GERMANY	9C-8888
16C-8640-154	12 SPIELS - 2 MARK	GERMANY	9C-8888
16C-8640-155	1 PARTIDA - 1 FICHA	BRAZIL	9C-8885
16C-8640-156	1 PARTIDA - 2 FICHAS	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 <sup>1</sup> 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 MILS	CYPRUS	9C-8828
16C-8640-165	5 SPIELS - 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 SPIELS - 2 MARK	GERMANY	9C-8843
16C-8640-175	2 PLAYS - 20¢	AUSTRALIA	9C-8849
16C-8640-176	2 SPEL - 1 KRONE	SWEDEN	9C-8808
16C-8640-177	3 JUEGOS - B <sup>1</sup> 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-8863
16C-8640-188	10 SPELEN - 2-1/2 GULDEN	HOLLAND	9C-8900
16C-8640-189	3 PARTIDAS - 1 FICHA	BRAZIL	9C-8803
16C-8640-190	1 PLAY - 50 PILS	KUWAIT	9C-8818
16C-8640-191	2 PLAYS - 100 PILS	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 FICHA 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
16C-8640-202	37 ¢ * 100 100 ¥ ¥ ¥ ¥	JAPAN	9C-8806
16C-8640-203	1 PLAY - 50 RUPIAN	INDONESIA	9C-8904
16C-8640-204	2 FELIA - 1 MARK	FINLAND	9C-8833
16C-8640-205	100 LIRE	ITALY	9C-8864
16C-8640-206	1 PLAY - 1/2 POUND	ISRAEL	9C-8905
16C-8640-207	3 PLAYS - 1 POUND	ISRAEL	9C-8906
16C-8640-208	5 PARTIES - 2 FRANC	SWITZERLAND	9C-8897
16C-8640-209	3 PLAYS - 2 FORINT	HUNGARY	9C-8861
16C-8640-210	3 PLAYS - 50¢ 2 X 1 QUARTER	U.S.A.	9C-8803
16C-8640-211	3 PARTIES - 2 FRANC 2 X 1 FRANC	FRANCE	9C-8818
16C-8640-212	1 PLAY - QUARTER	U.S.A.	9C-8803
	3 PLAYS - TWO QUARTERS		
16C-8640-213	1 PARTIE - 1 FRANC	FRANCE	9C-8818
	3 PARTIES - 2 X 1 FRANC		
16C-8640-214	1 SPEL - 6 FRANC	BELOIUM	9C-8879
16C-8640-215	3 PLAY - 40¢	AUSTRALIA	



C-7399  
 FRONT MOLDING ASSEMBLY  
 USED ON  
 ("LINE DRIVE" & "UPPER DECK")

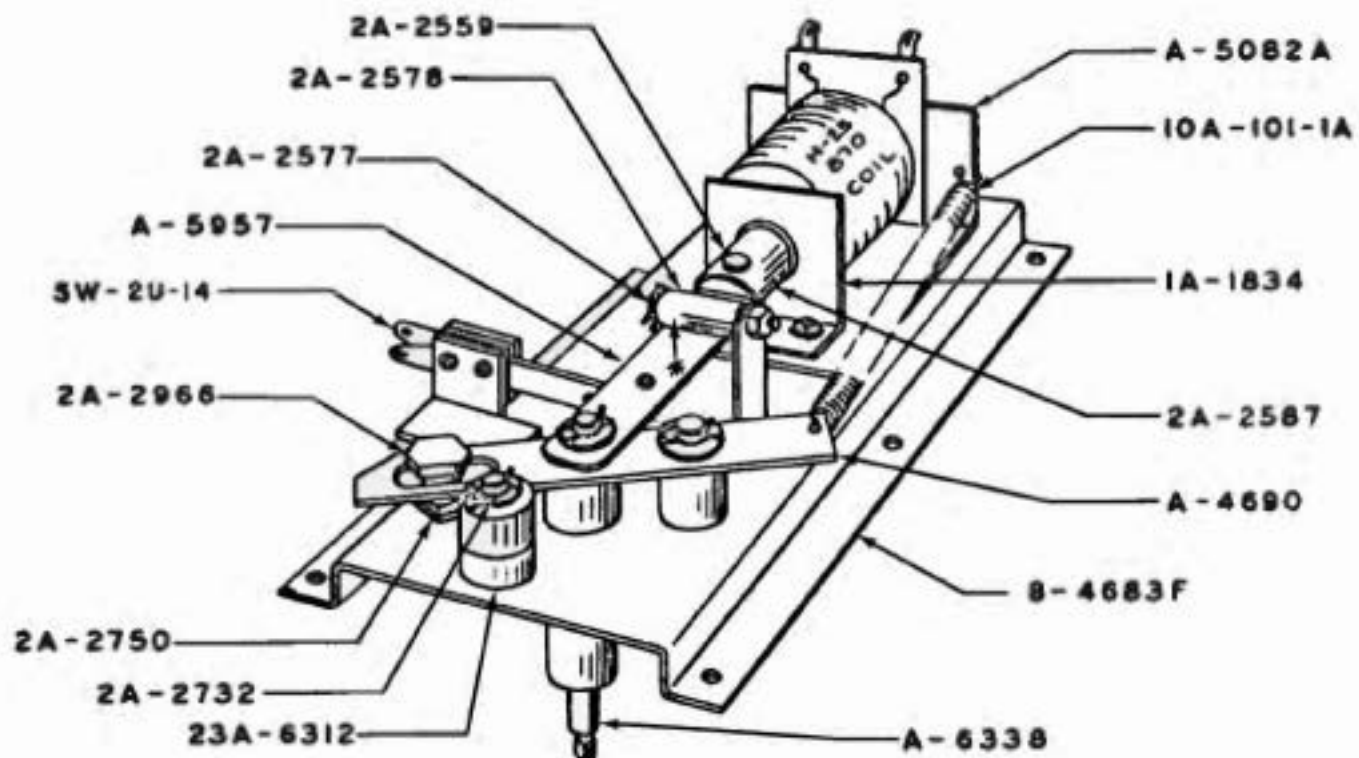


B-7174  
 PUSH BUTTON ASSEMBLY

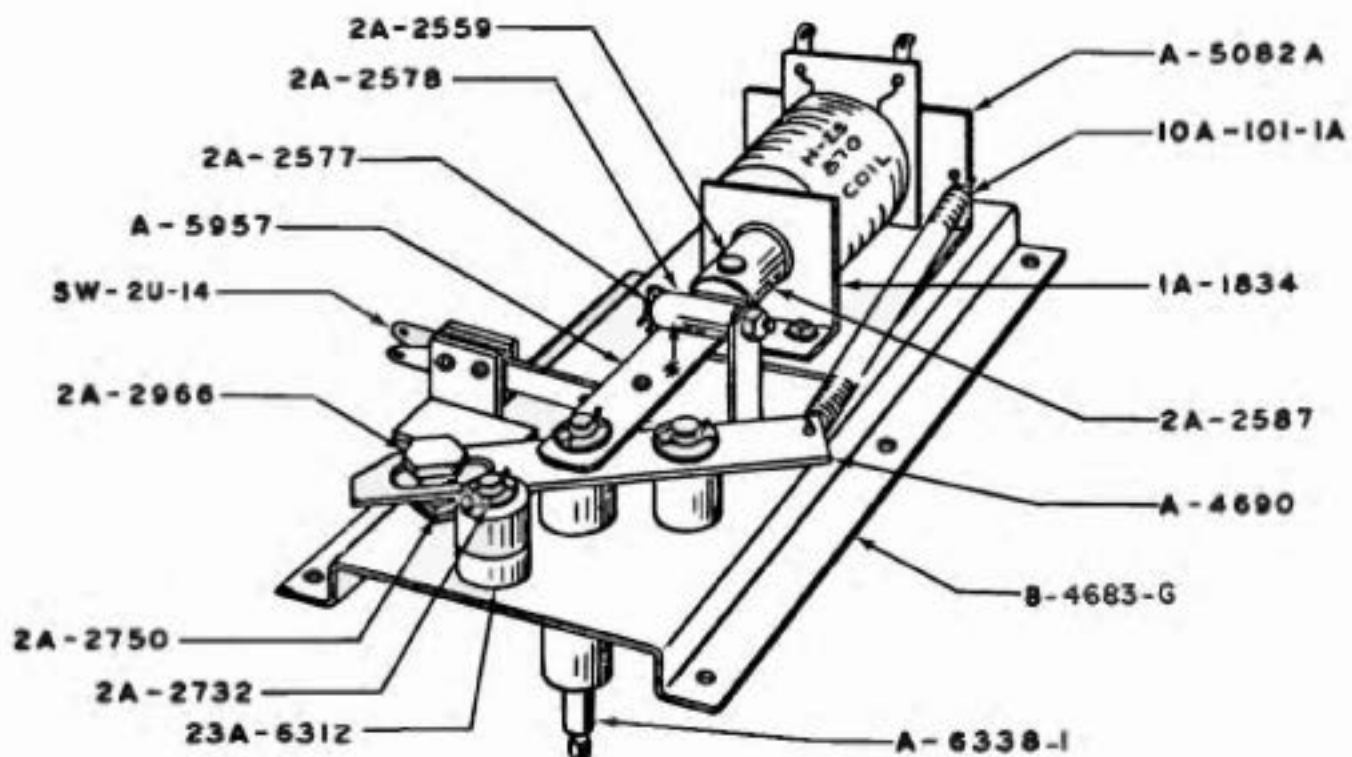




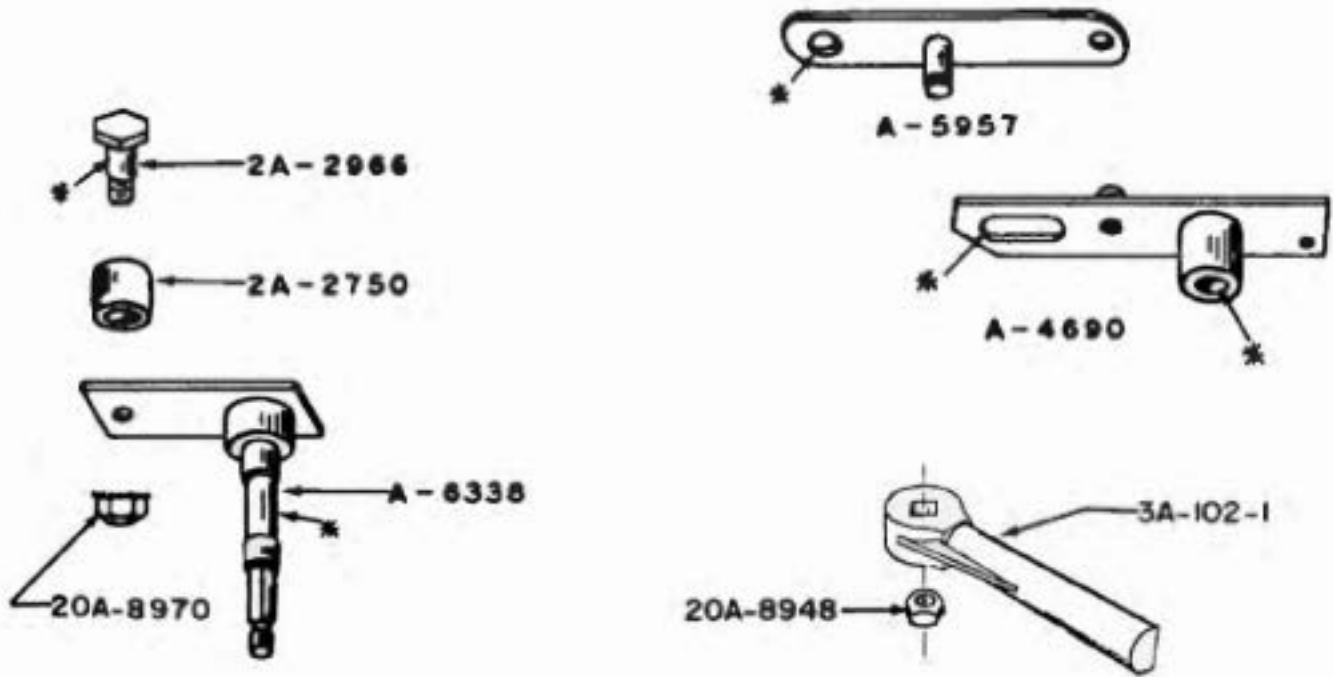
C-5161-410  
 BAT UNIT ASSEMBLY  
 (USED ON "LINE DRIVE")



C-5161-73  
 BAT UNIT ASSEMBLY  
 (USED ON "UPPER DECK")

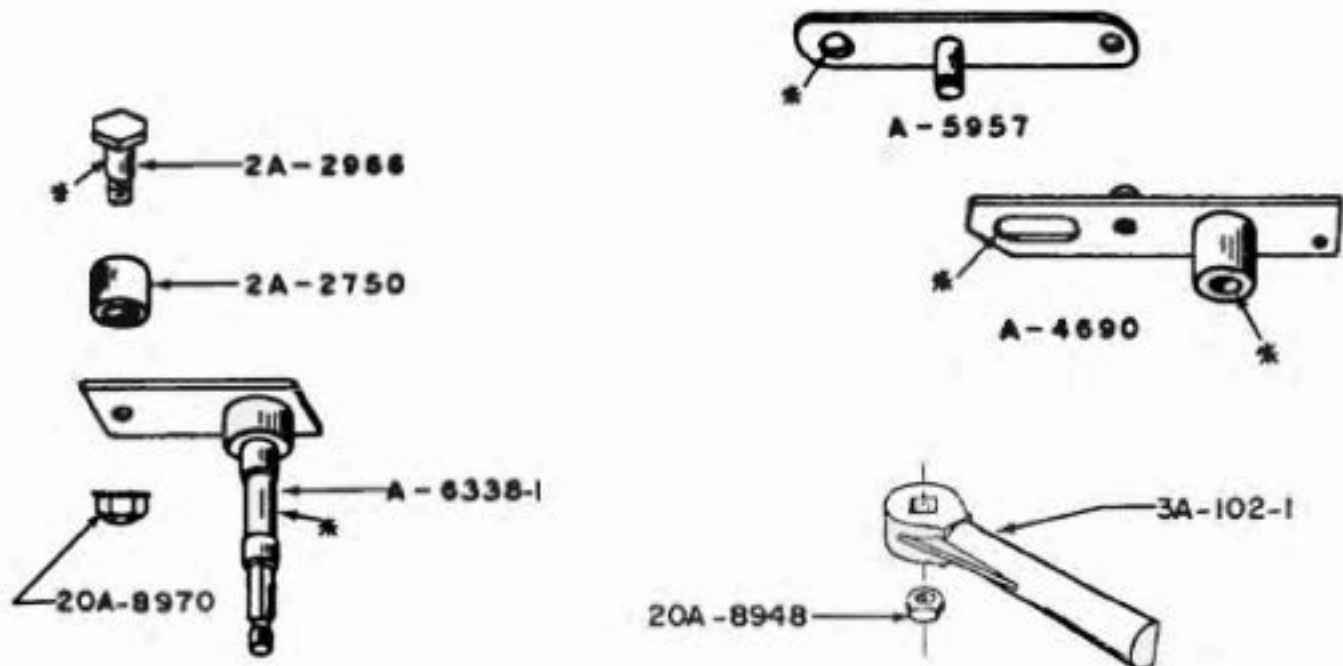


**BAT UNIT PARTS**  
(USED ON "LINE DRIVE")



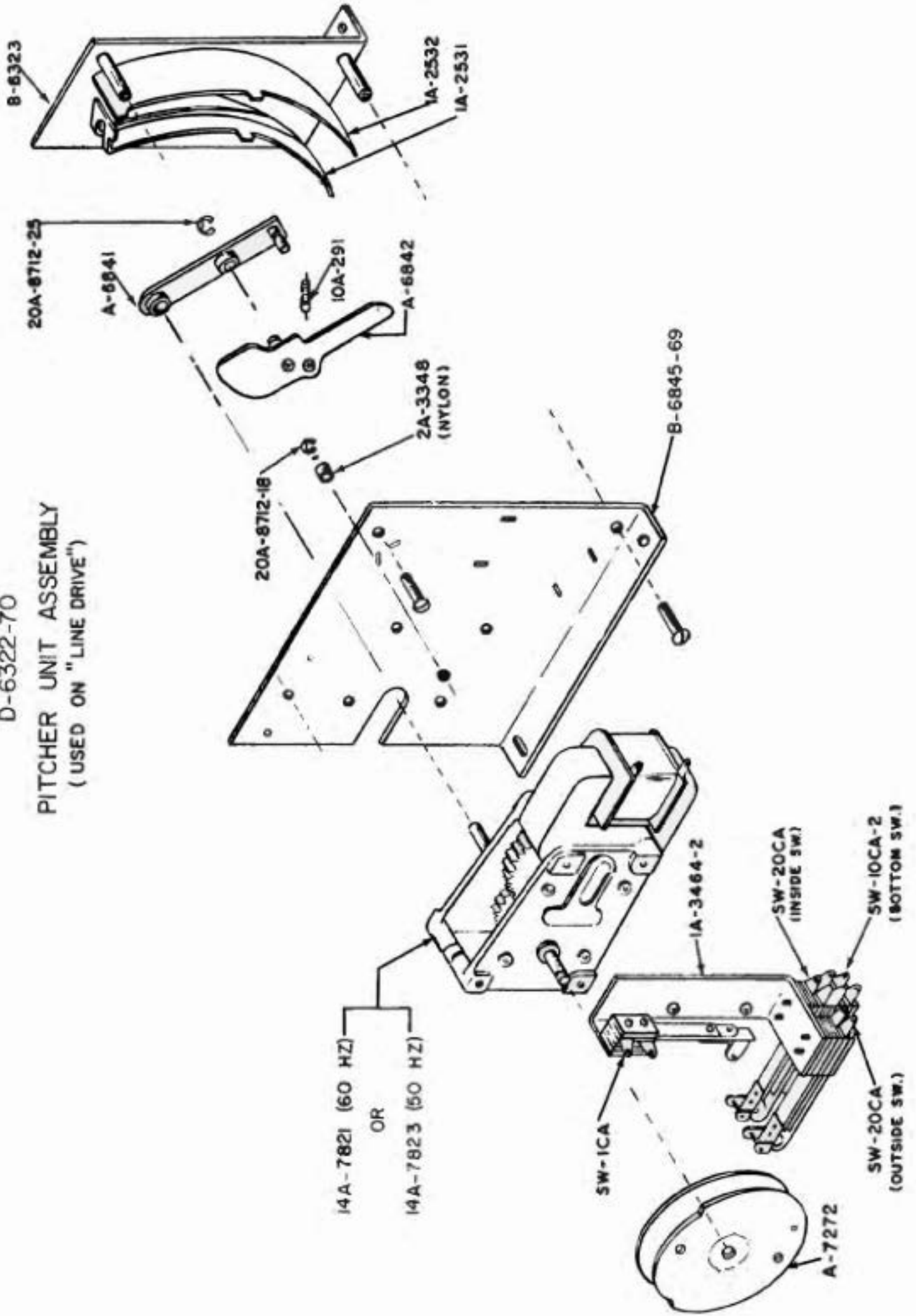
● LUBRICATE AT POINTS INDICATED

**BAT UNIT PARTS**  
(USED ON "UPPER DECK")

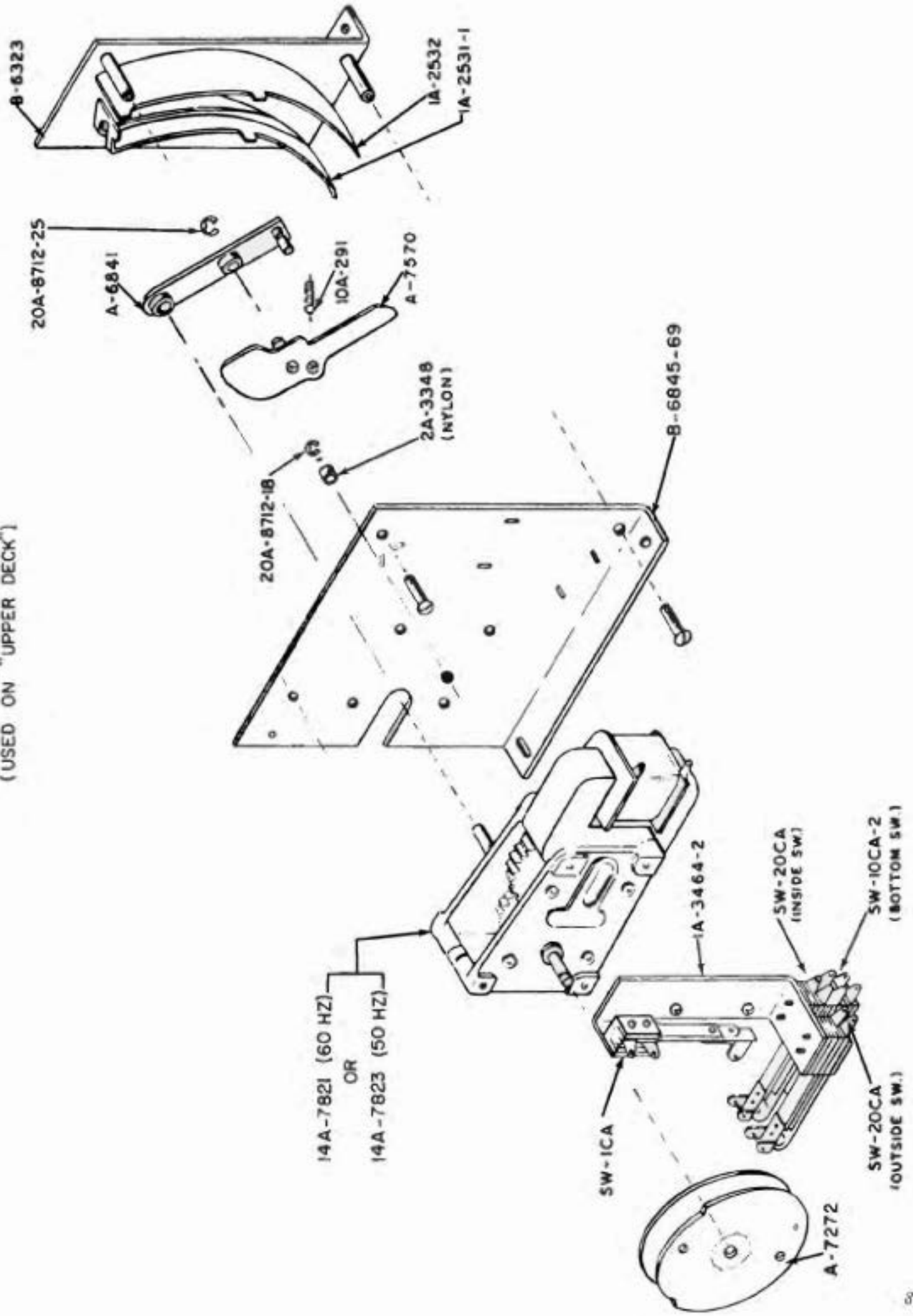


● LUBRICATE AT POINTS INDICATED

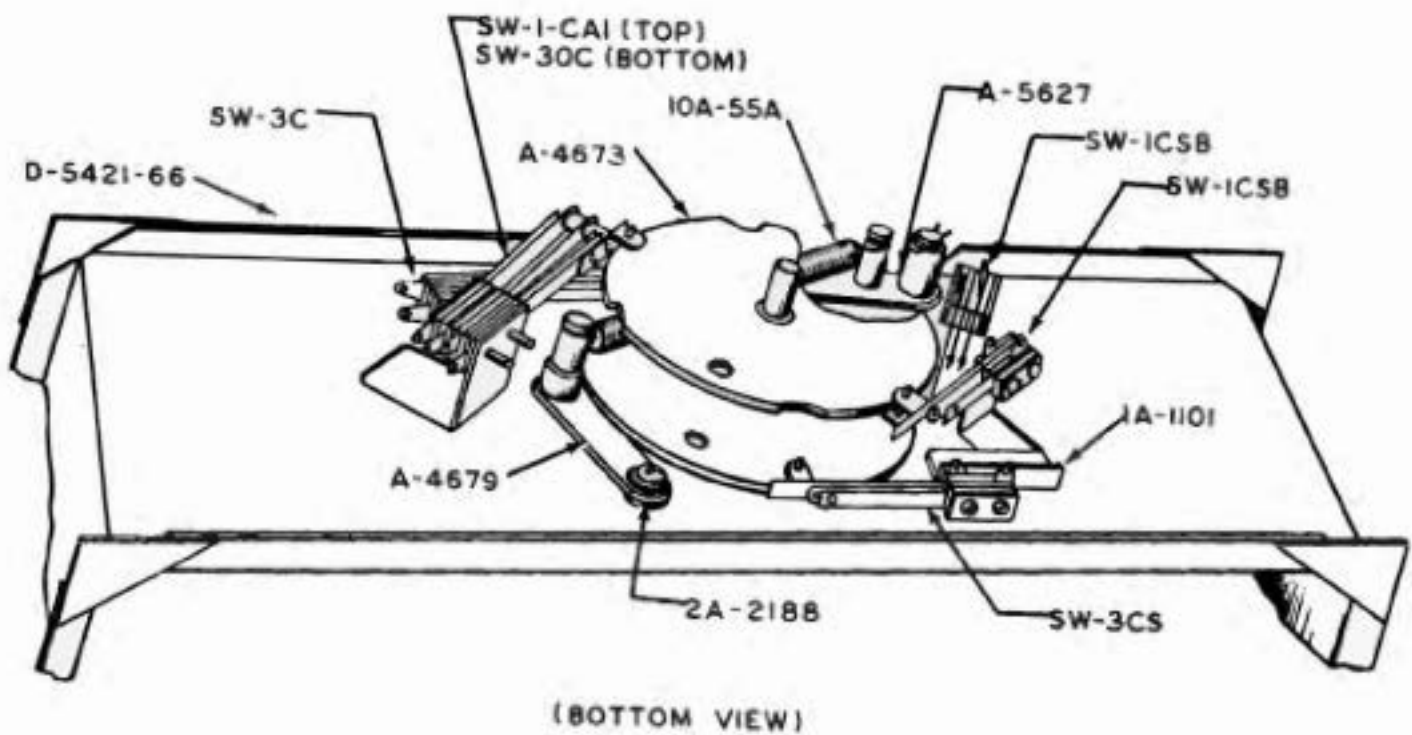
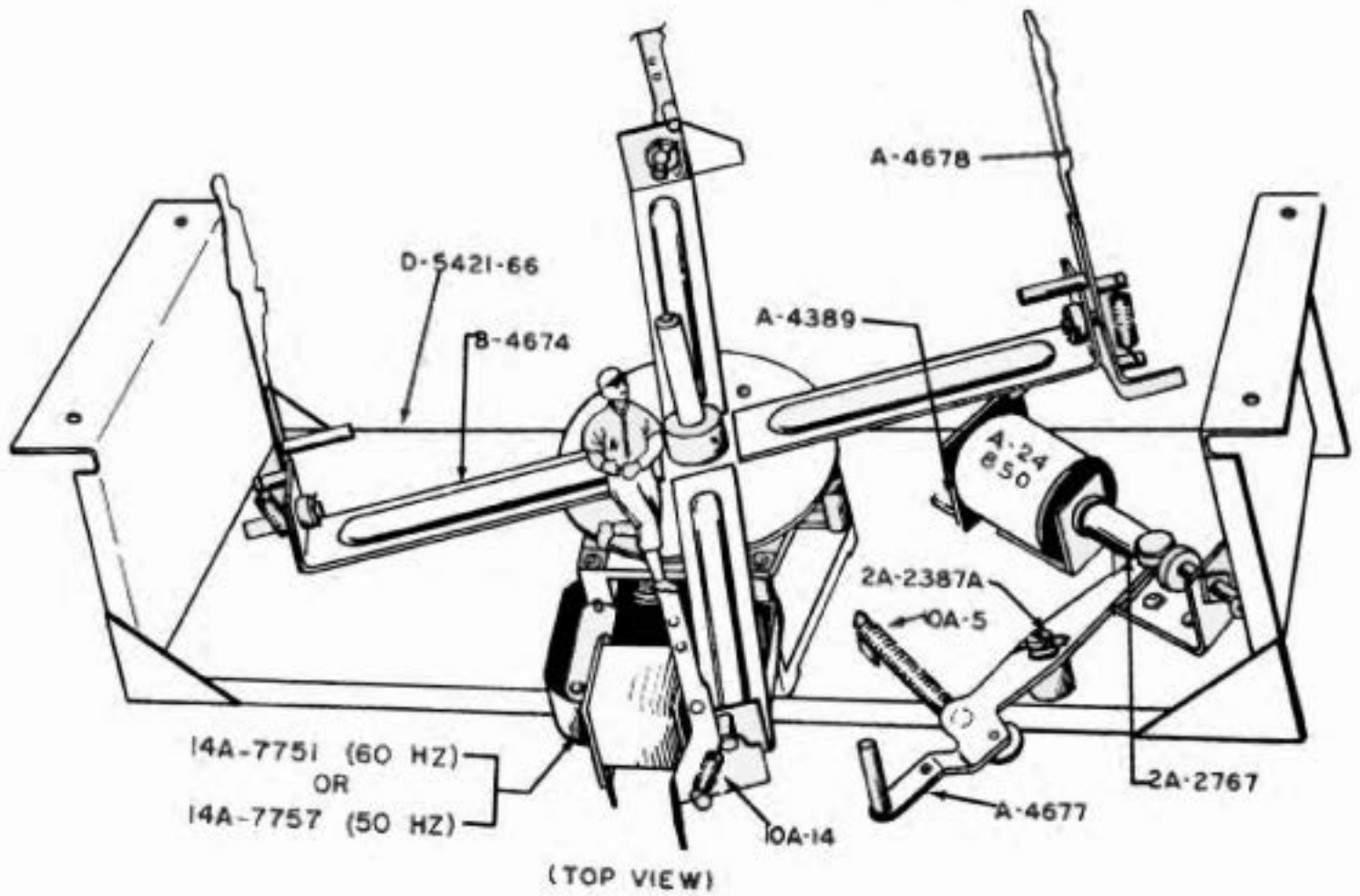
D-6322-70  
 PITCHER UNIT ASSEMBLY  
 (USED ON "LINE DRIVE")



D-6322-73  
 PITCHER UNIT ASSEMBLY  
 (USED ON "UPPER DECK")



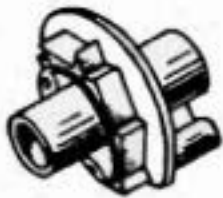
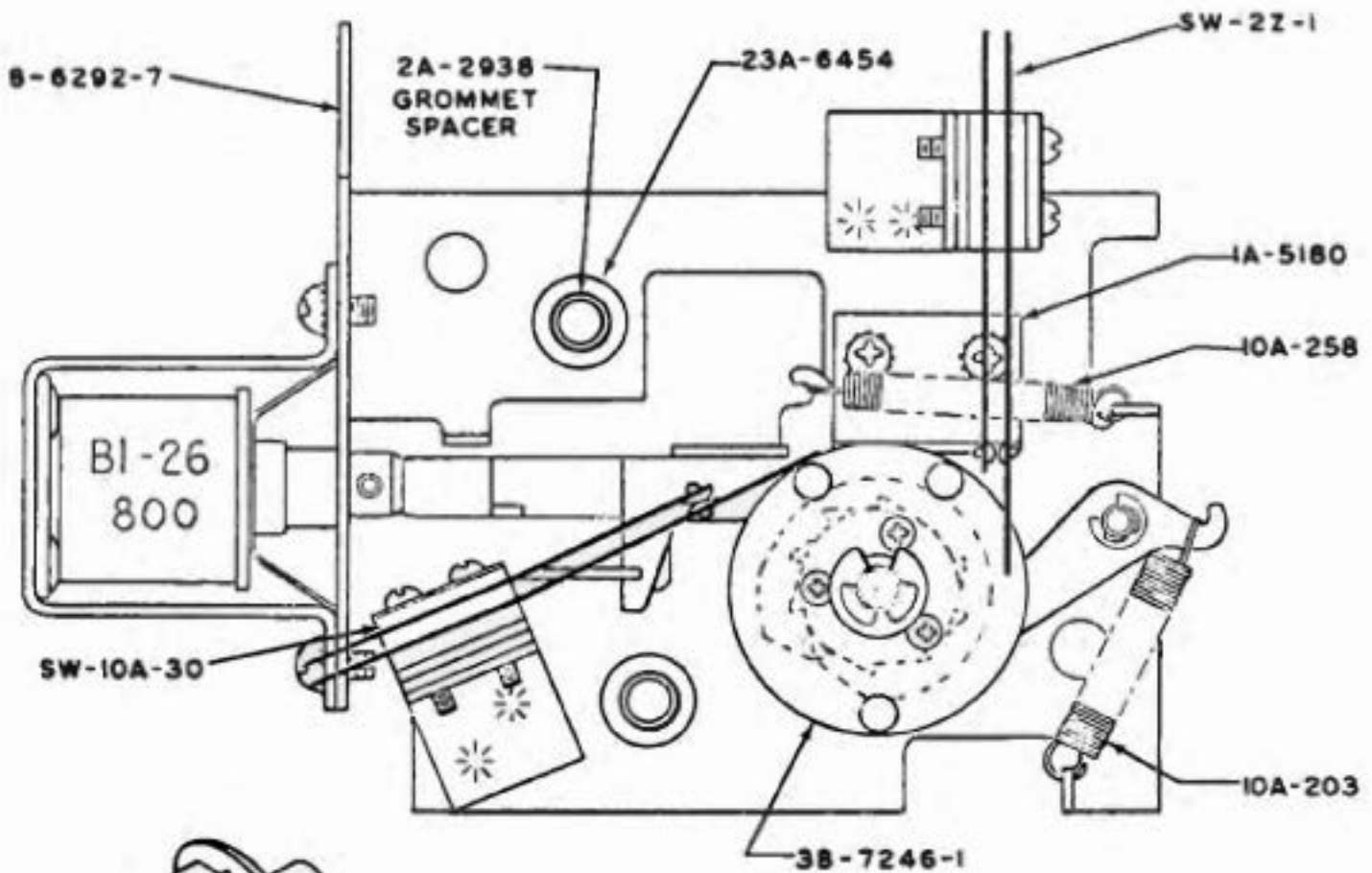
E-5420-72  
 MAN RUNNING UNIT ASSEMBLY  
 USED ON  
 ("LINE DRIVE" & "UPPER DECK")



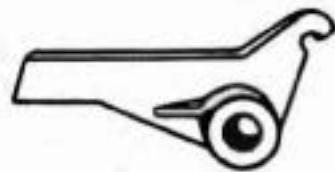
B-7238

MIX (ALTERNATOR) UNIT

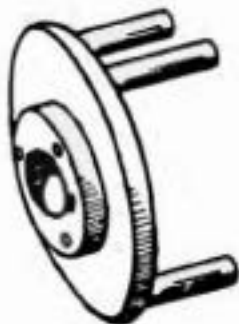
USED ON  
("LINE DRIVE" & "UPPER DECK")



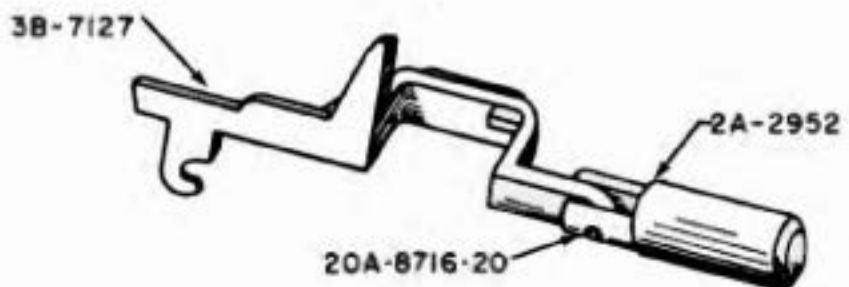
3C-7272  
RATCHET & CAM



3A-7125  
RATCHET STOP PAWL



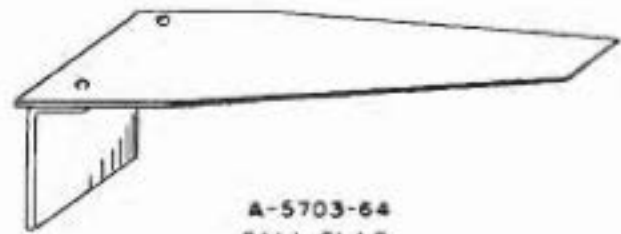
3B-7246-1  
ALTERNATOR DISC



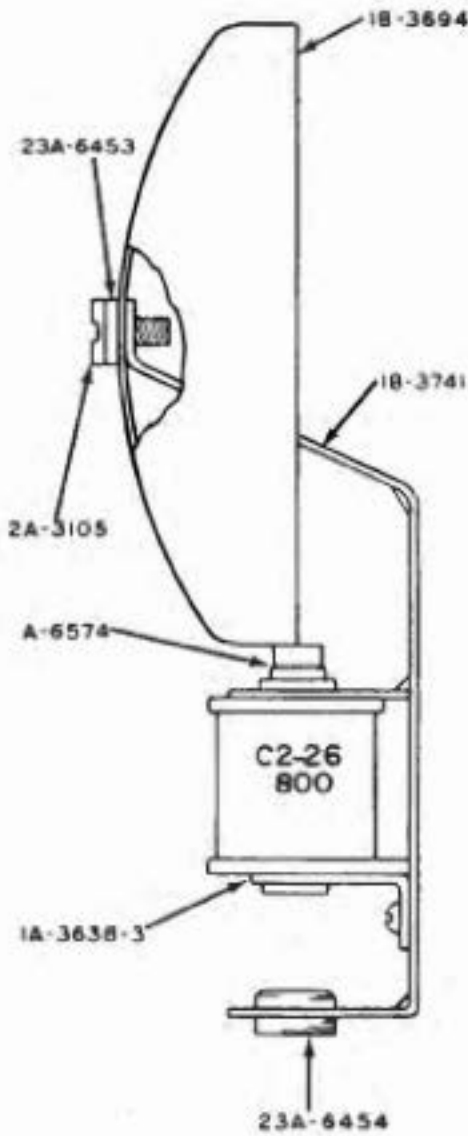
A-6295  
DRIVE PAWL & ARMATURE

# MISCELLANEOUS BASEBALL PARTS

**B-6573**  
4" BELL ASSEMBLY



**A-5703-64**  
BALL FLAP



**10A-63**  
BALL GUIDE SPRING



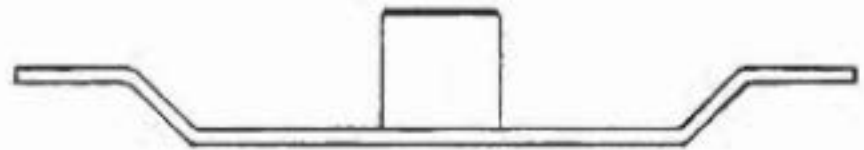
**10A-63A**  
BALL GUIDE SPRING



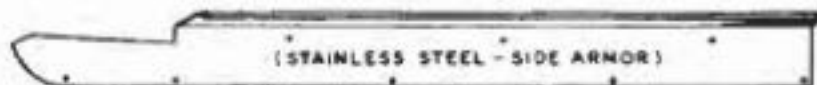
**5A-6242**  
RHEOSTAT



**20A-8702**  
MAGNET COIL



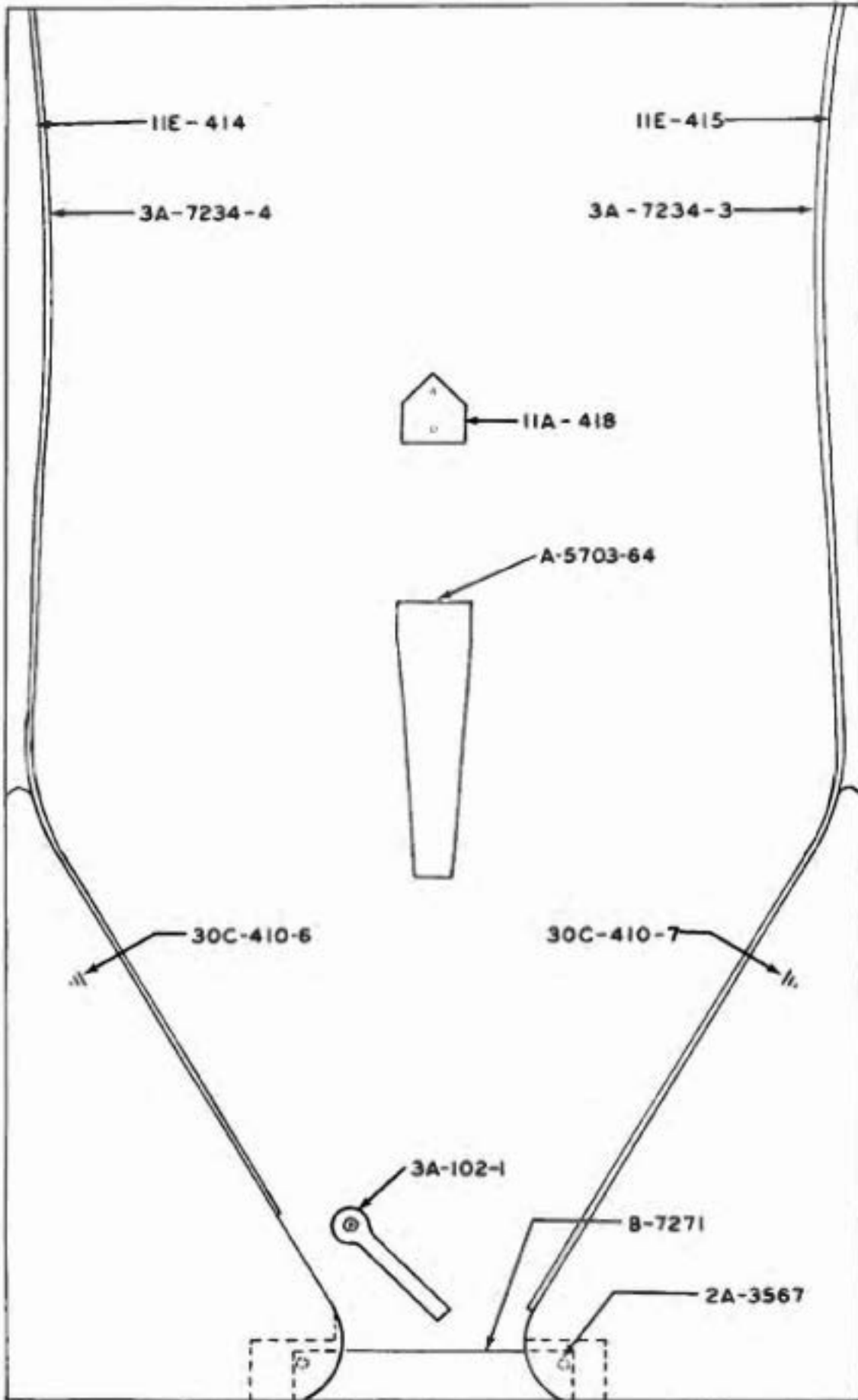
**MAGNET MOUNTING BRACKET**  
A-5718-1 LINE DRIVE  
A-7546 UPPER DECK



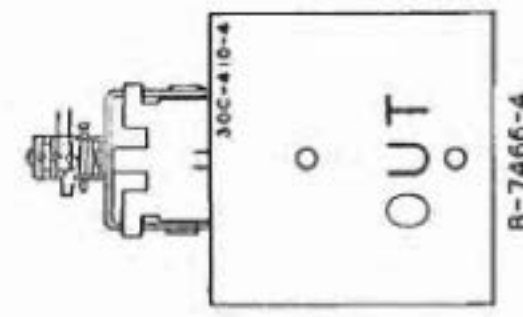
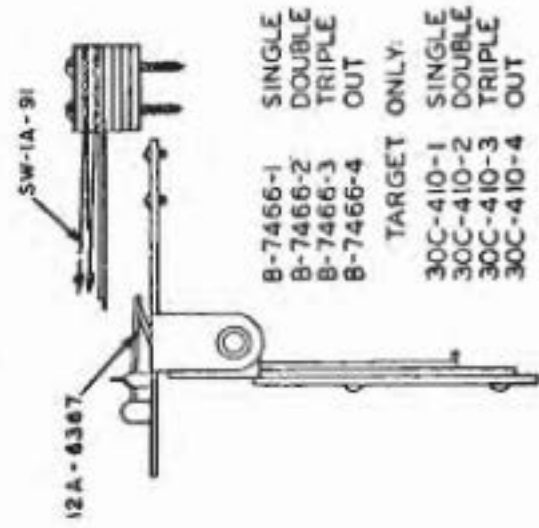
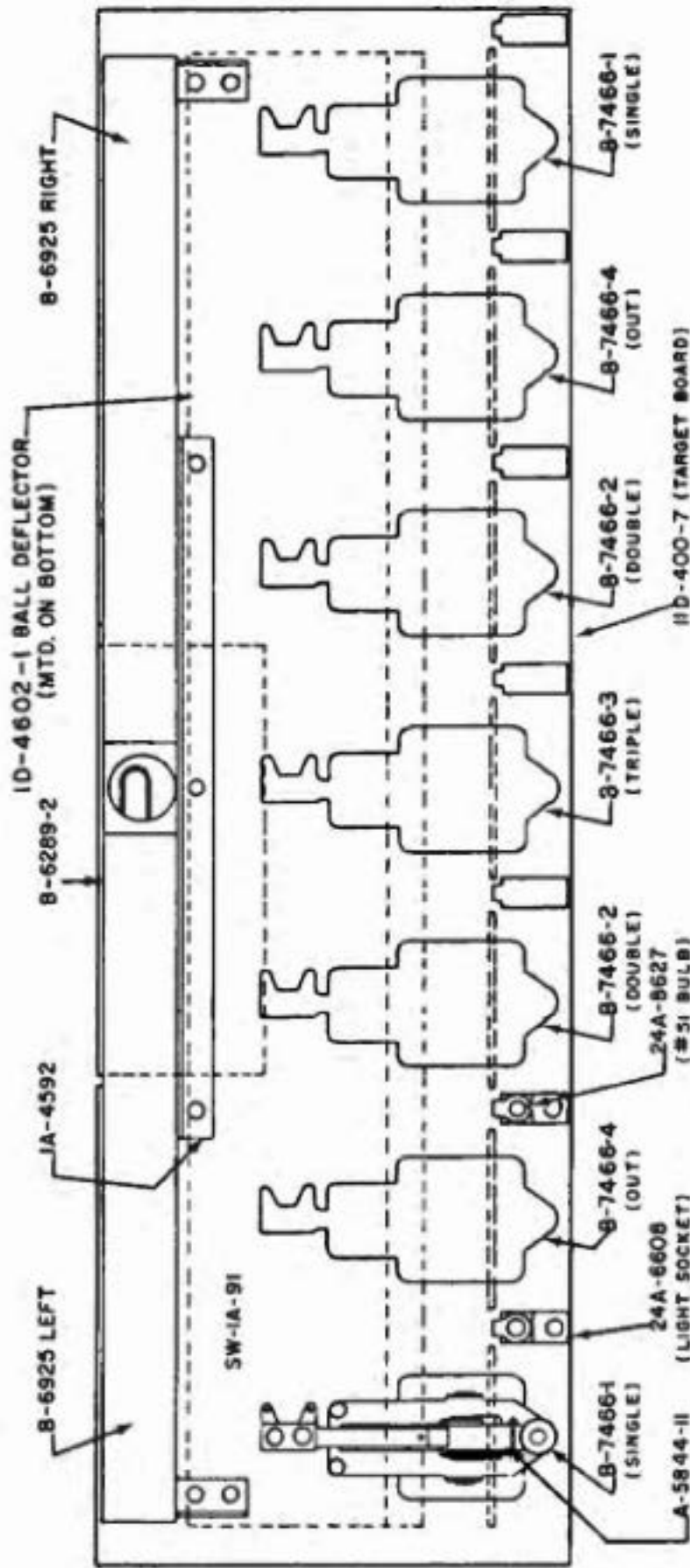
**ID-2887-RIGHT SIDE OR ID-2888-LEFT SIDE**  
(WHEN ORDERING SPECIFY NAME OF GAME)



PLAYFIELD PARTS  
(USED ON "LINE DRIVE")

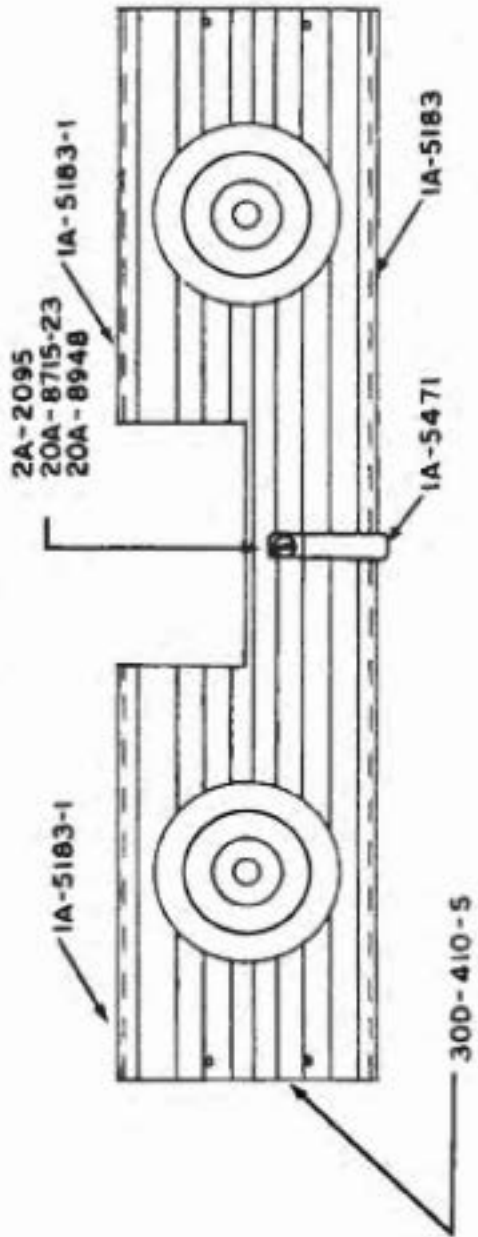


D-7467  
 TARGET BOARD ASSEMBLY  
 (USED ON "LINE DRIVE")

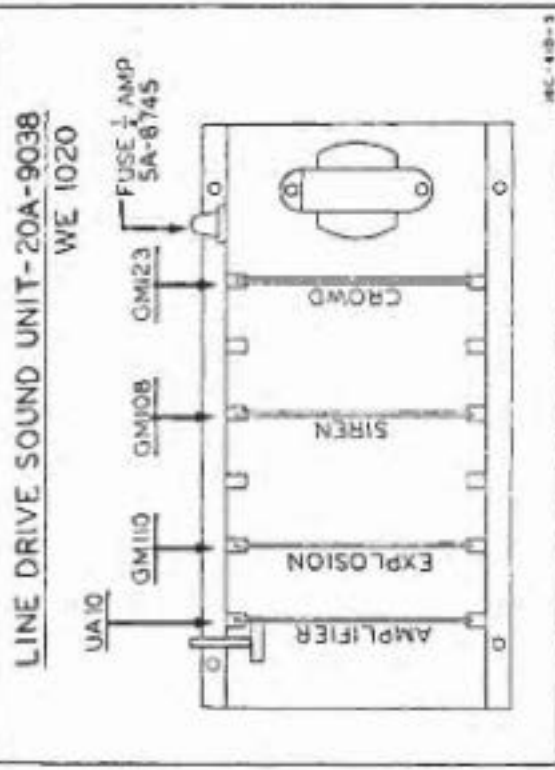
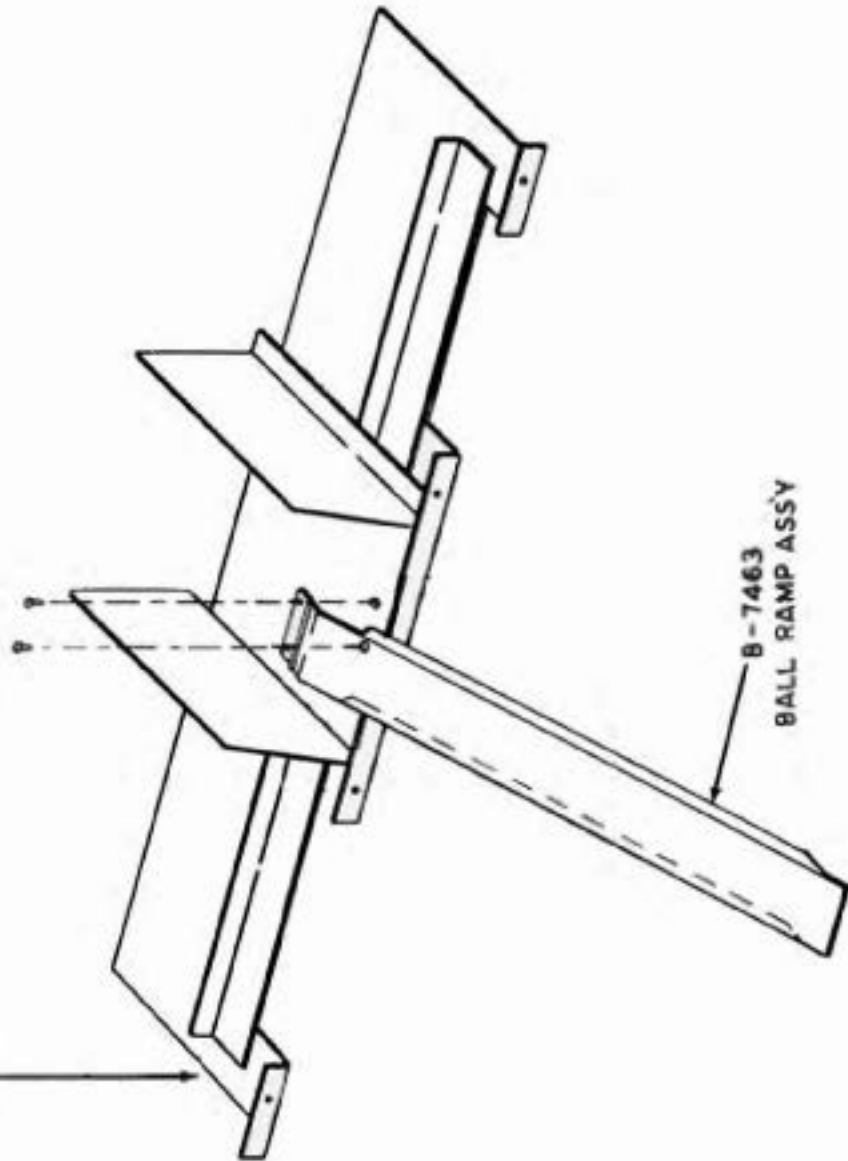


- B-7466-1 SINGLE
  - B-7466-2 DOUBLE
  - B-7466-3 TRIPLE
  - B-7466-4 OUT
- TARGET ONLY:
- 30C-410-1 SINGLE
  - 30C-410-2 DOUBLE
  - 30C-410-3 TRIPLE
  - 30C-410-4 OUT

(BELOW PARTS USED ON "LINE DRIVE")  
 B-7469  
 TARGET DISPLAY ASSEMBLY

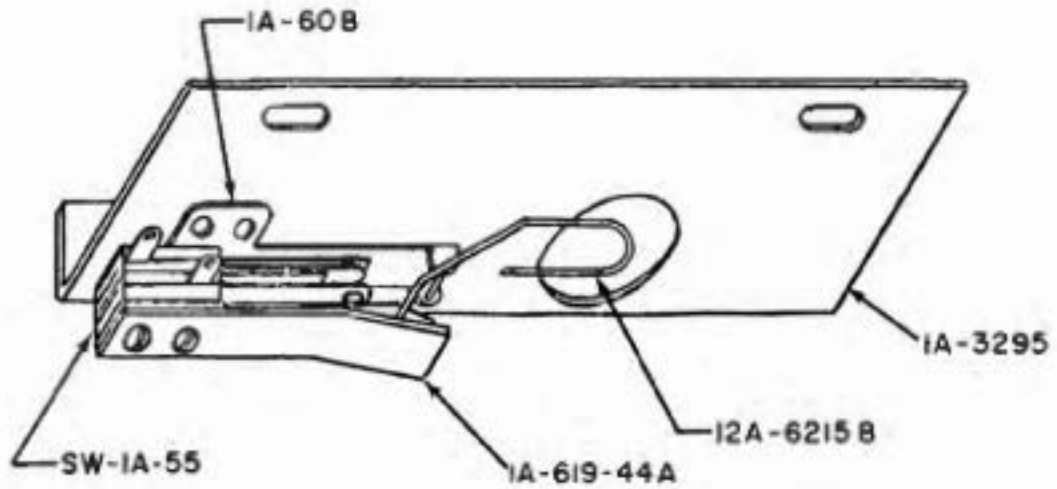


C-7395 HOME RUN FRAME ASS'Y.

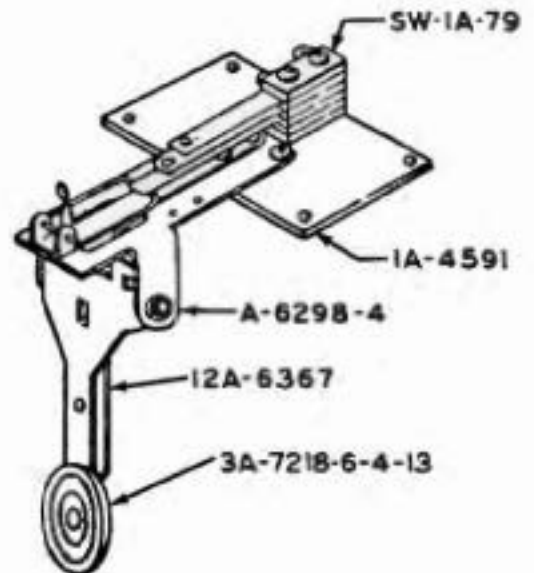
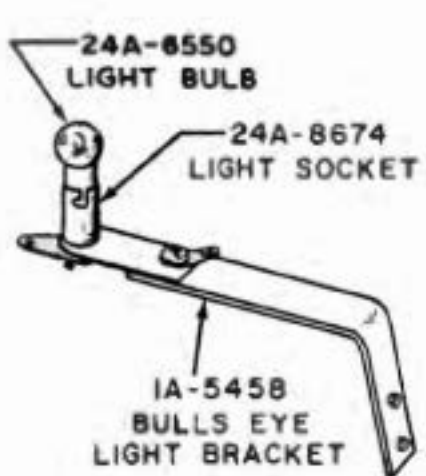


(BELOW PARTS USED ON "LINE DRIVE")

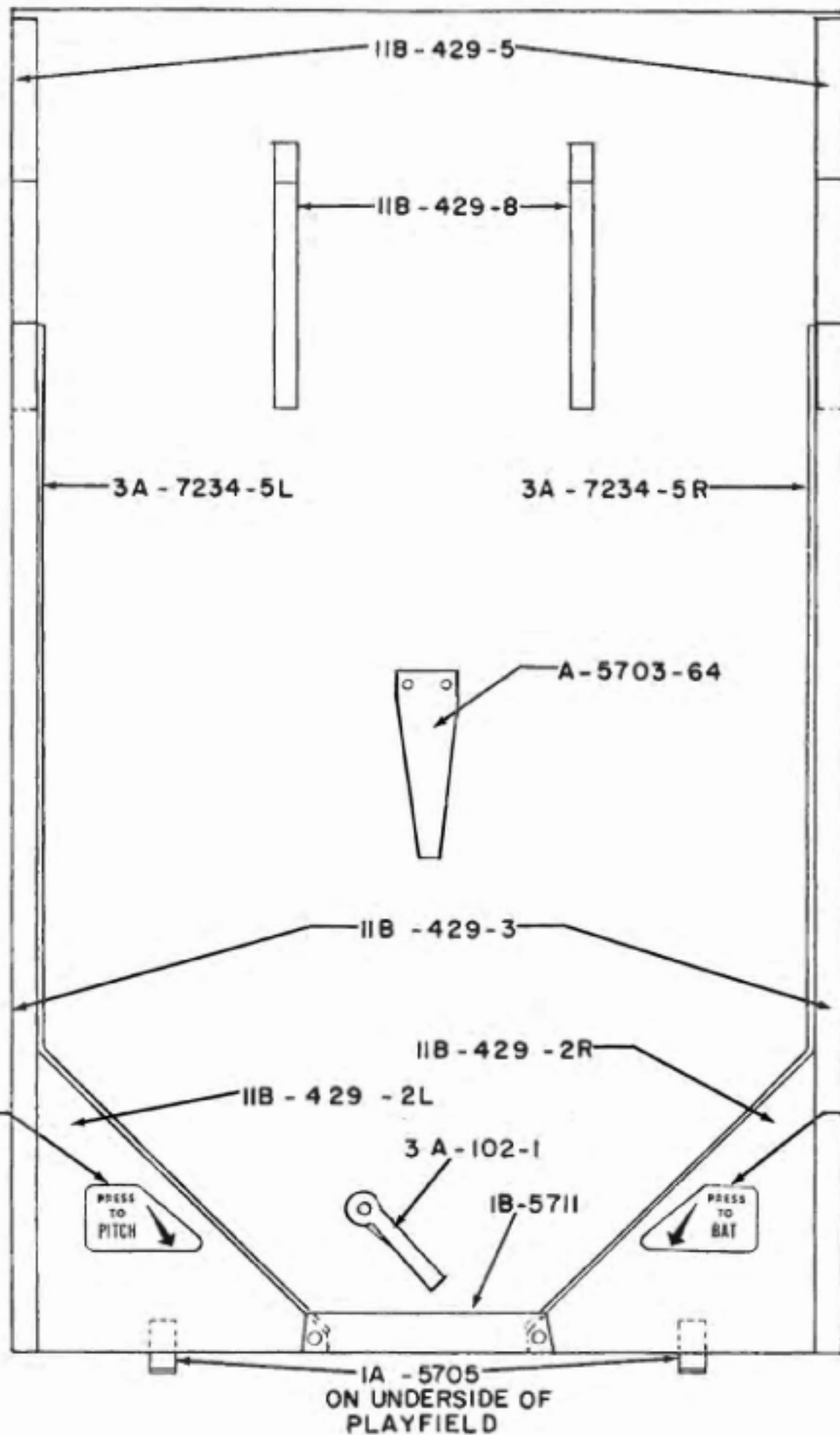
B-6289-2  
HOME RUN SWITCH ASSEMBLY



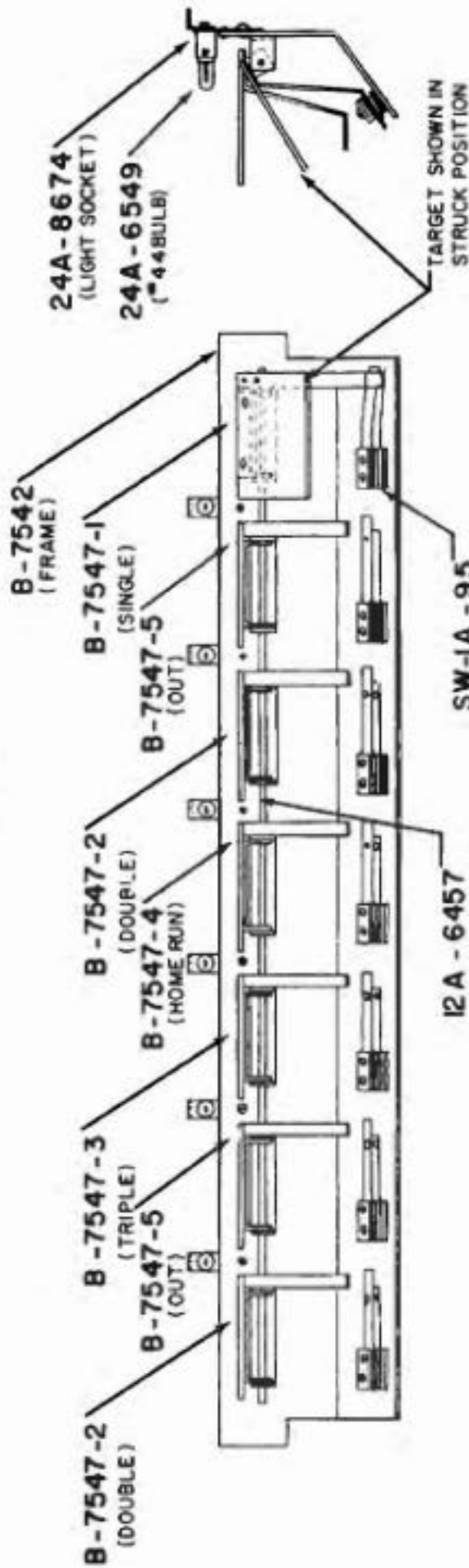
A-6927  
GRAND SLAM ASSEMBLY



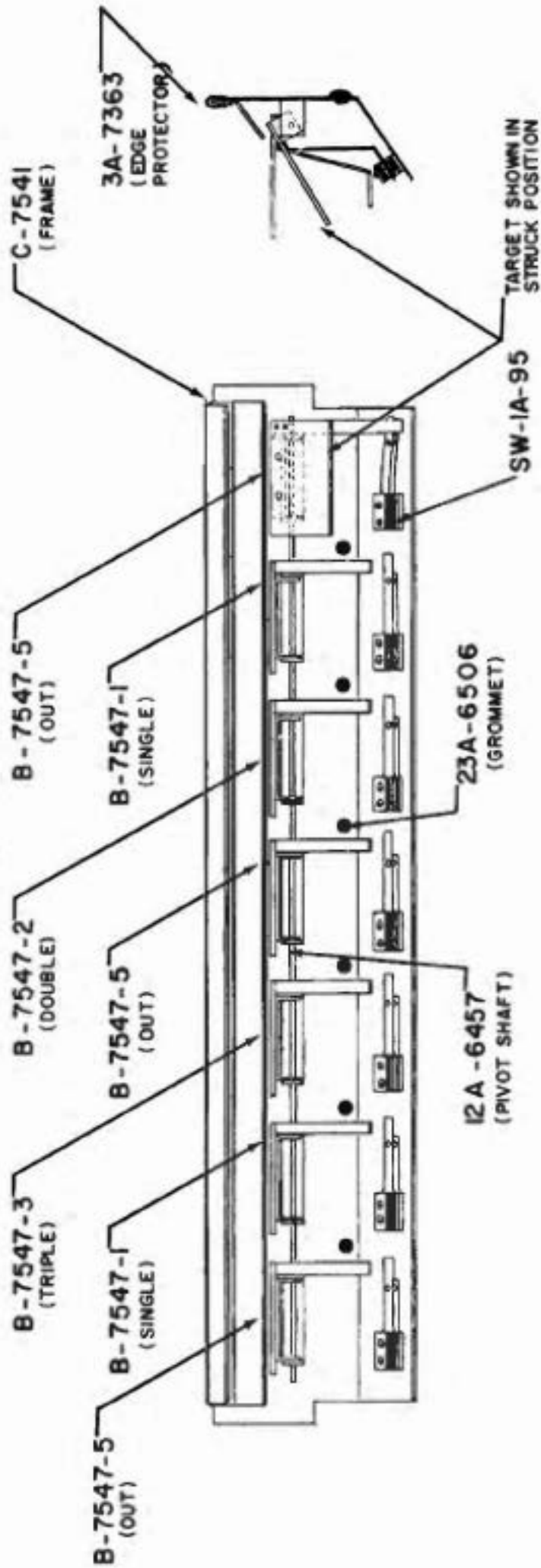
PLAYFIELD PARTS  
(USED ON "UPPER DECK")



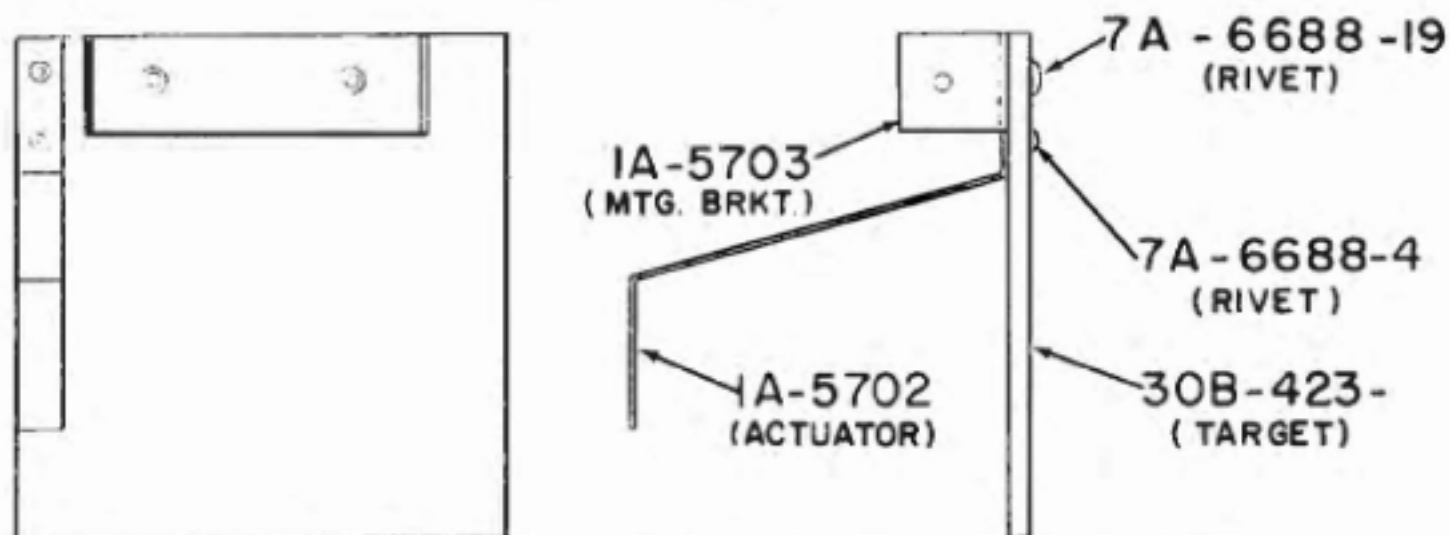
**C-7539 TARGET ASS'Y - UPPER DECK**  
(TOP ROW)



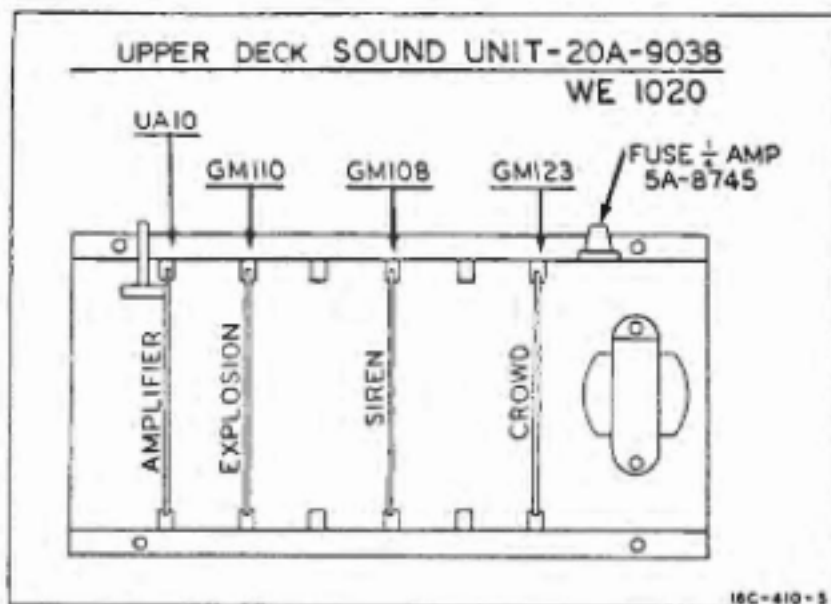
**C-7540 TARGET ASS'Y - UPPER DECK**  
(BOTTOM ROW)



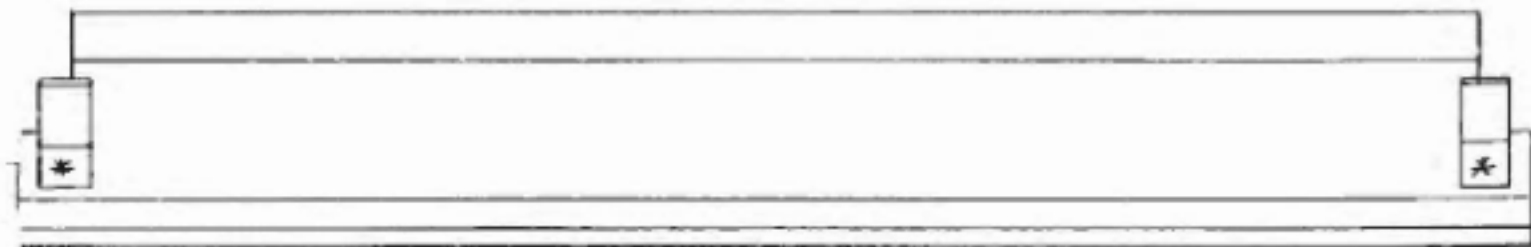
**B-7547**  
**TARGET ACTUATOR ASSEMBLY**  
 (USED ON "UPPER DECK")



ASSEMBLY NO.	TARGET NO.	TARGET FACE
B-7547-1	30B-423-1	SINGLE
B-7547-2	30B-423-2	DOUBLE
B-7547-3	30B-423-3	TRIPLE
B-7547-4	30B-423-4	HOME RUN
B-7547-5	30B-423-5	OUT



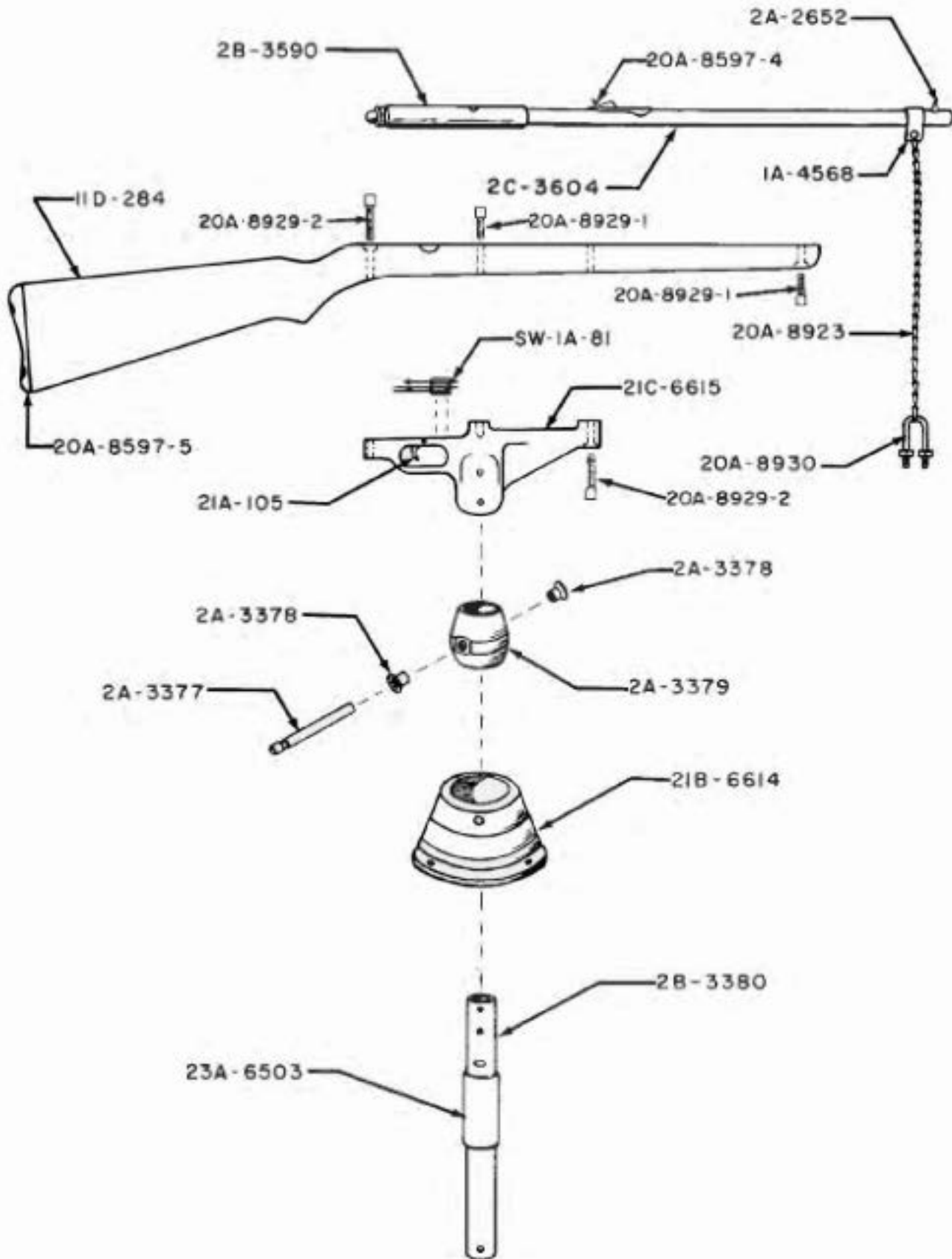
**B-7545 DEFLECTOR BRACKET - UPPER DECK**



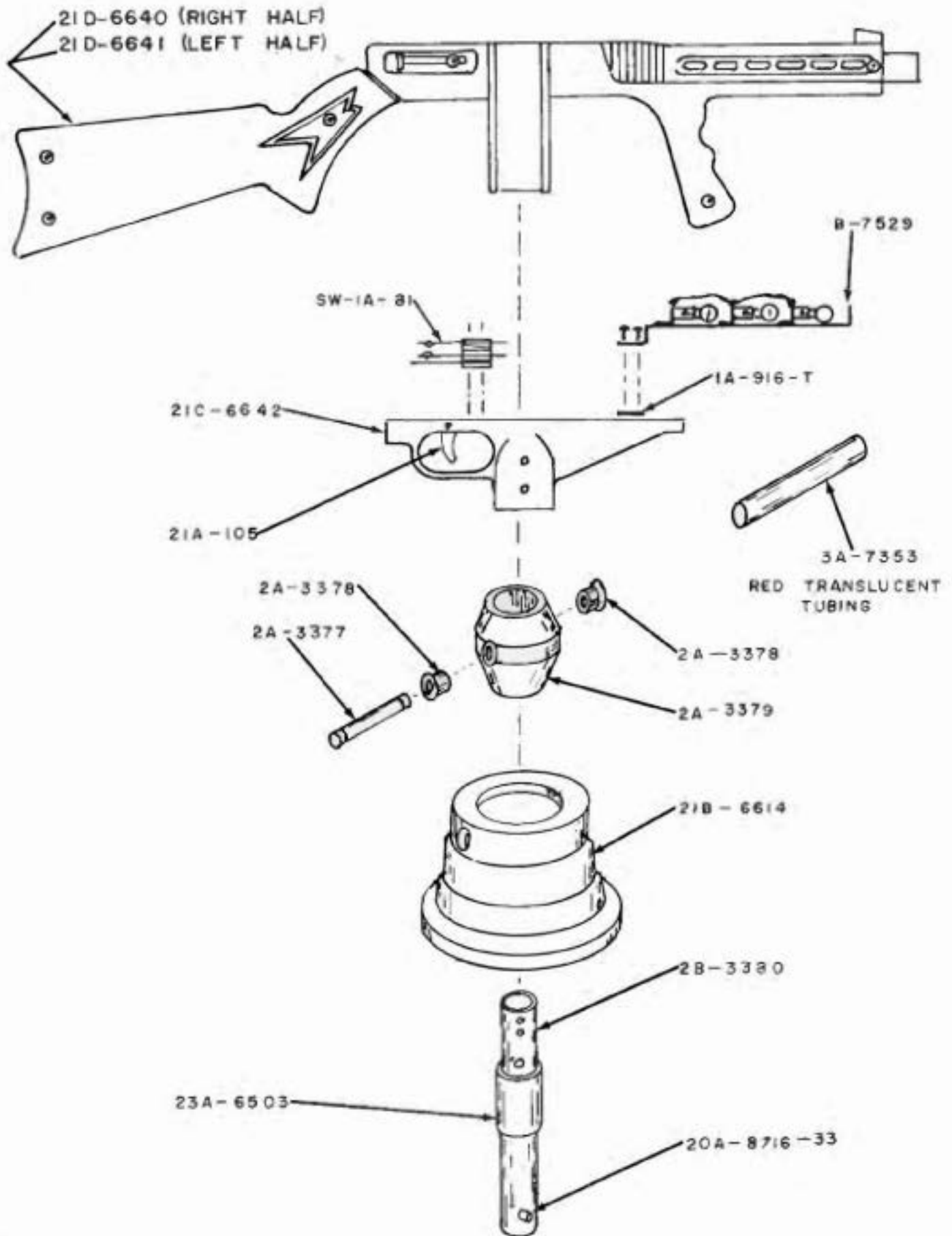




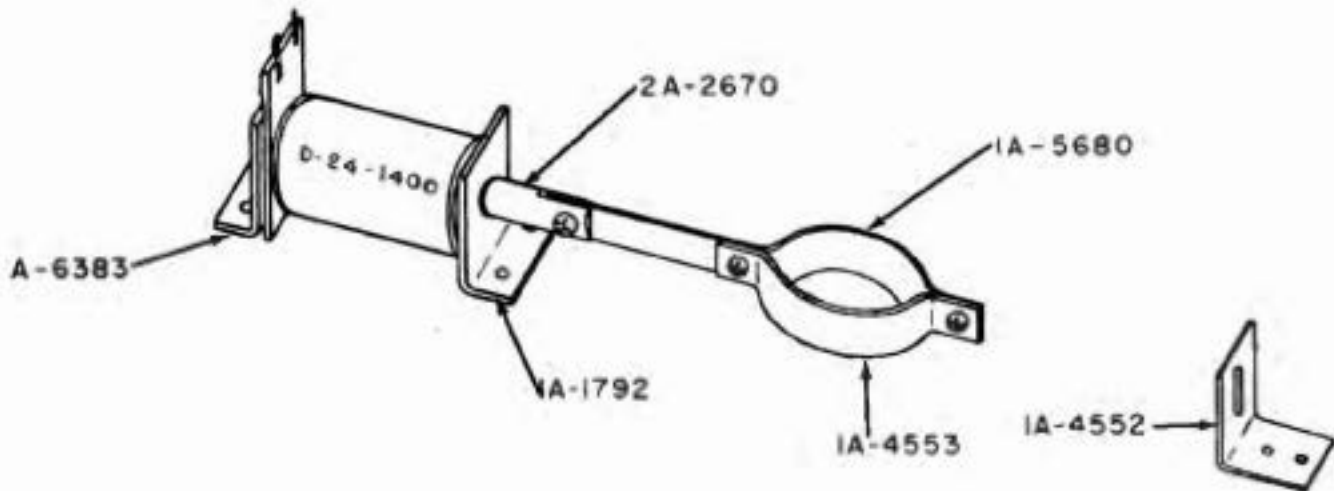
RIFLE AND RELATED PARTS  
(USED ON "STOCKADE")



MACHINE GUN AND RELATED PARTS  
(USED ON "AMBUSH")



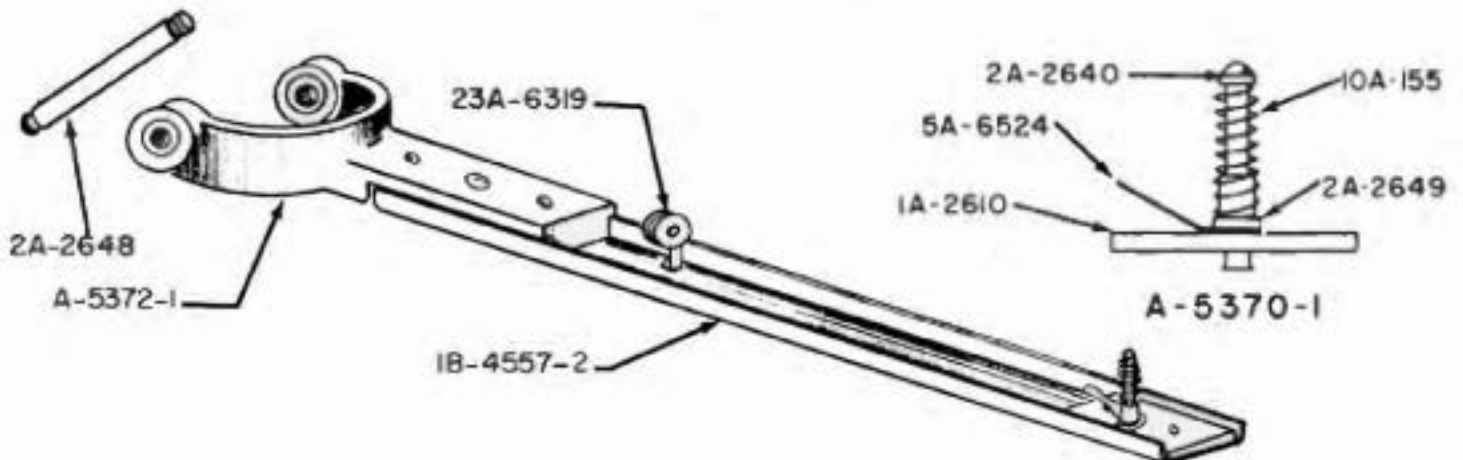
MACHINE GUN RECOIL  
(USED ON "AMBUSH")



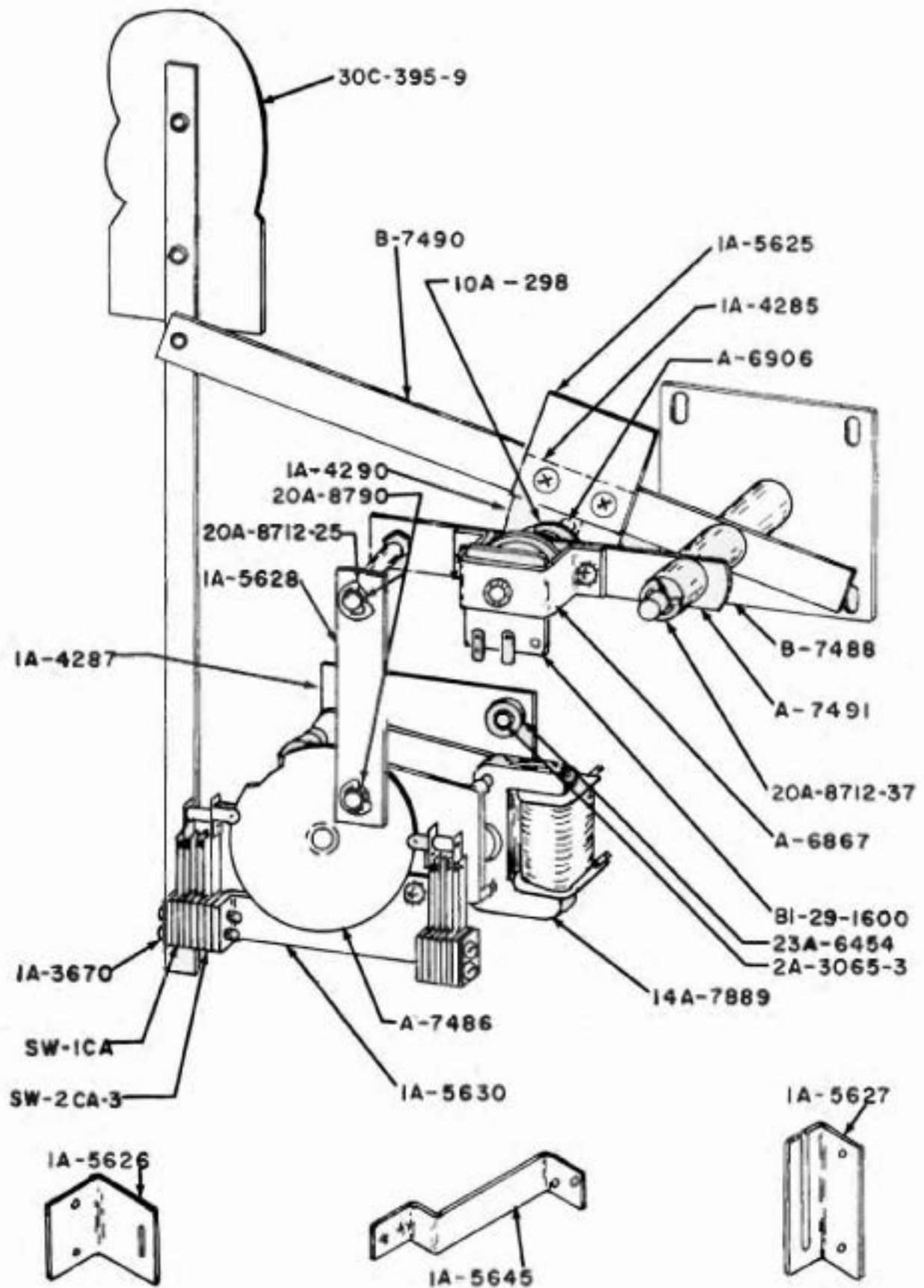
SCANNING DISC ASSEMBLY  
C-7514 "STOCKADE"  
B-7533 "AMBUSH"



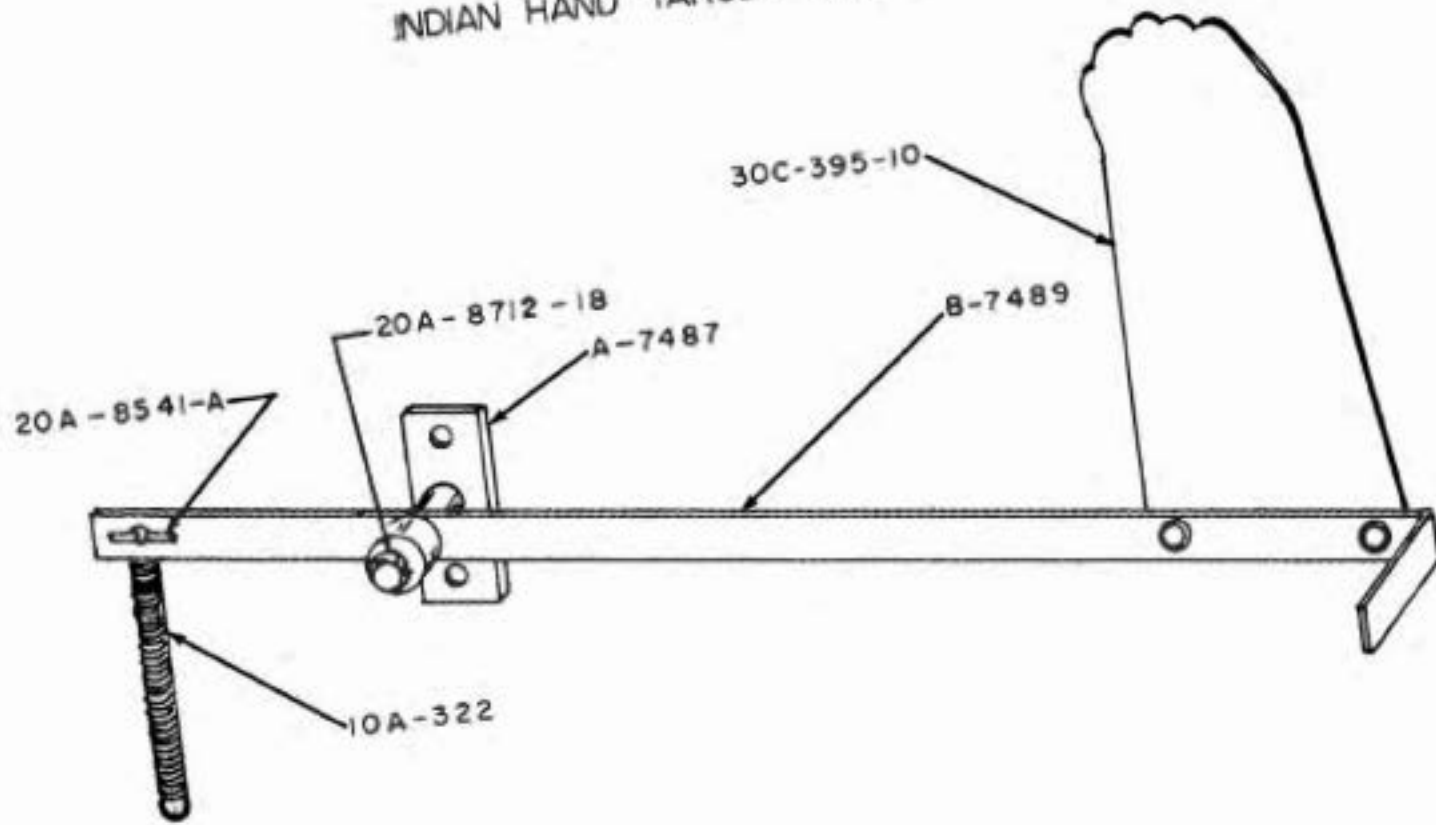
B-5371-5  
YOKE AND CHANNEL ASSEMBLY  
USED ON  
("STOCKADE" AND "AMBUSH")



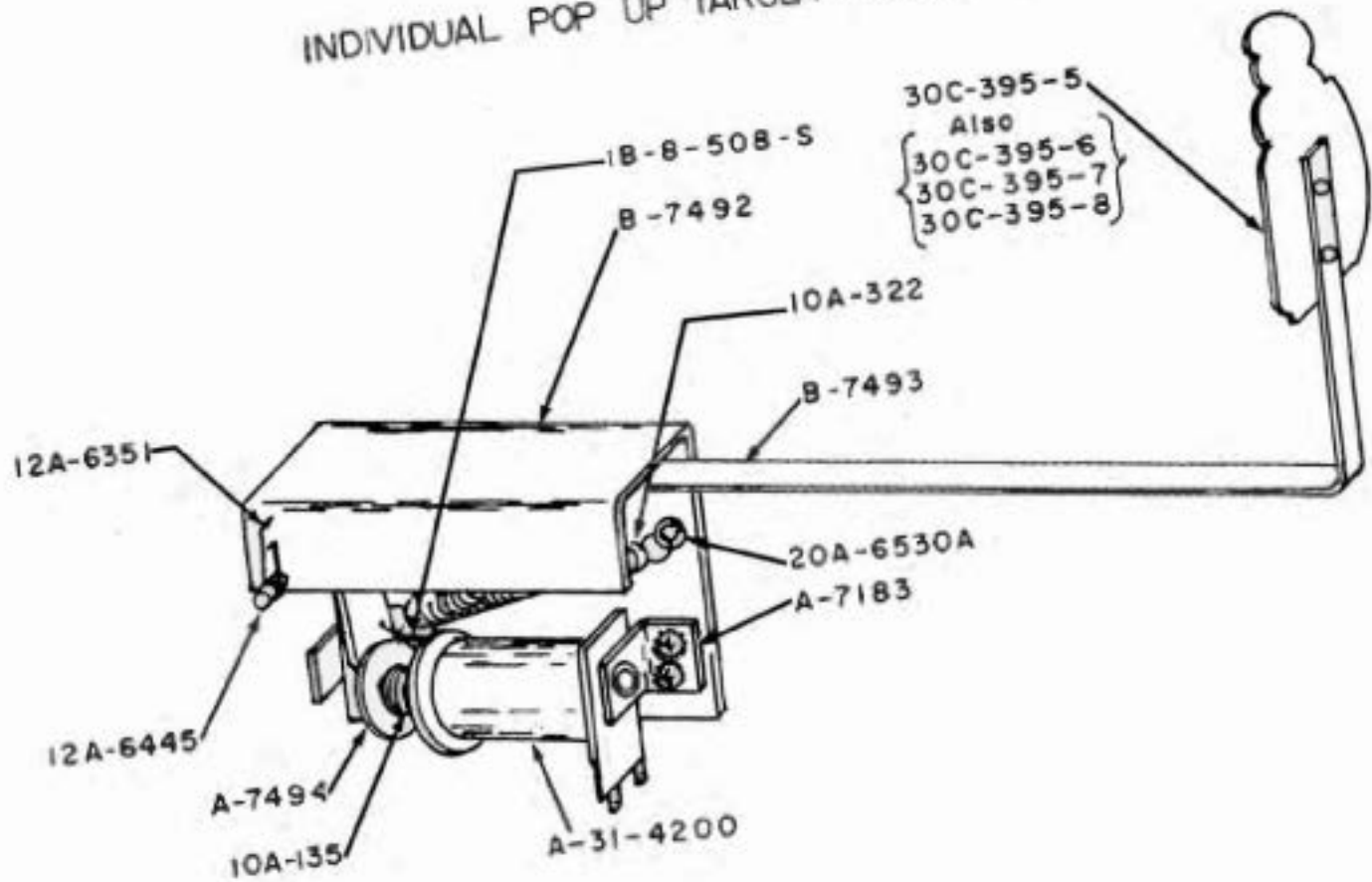
D-7515  
 INDIAN HEAD TARGET ASSEMBLY  
 (USED ON "STOCKADE")



(BELOW PARTS USED ON "STOCKADE")  
 C-7516  
 INDIAN HAND TARGET ASSEMBLY

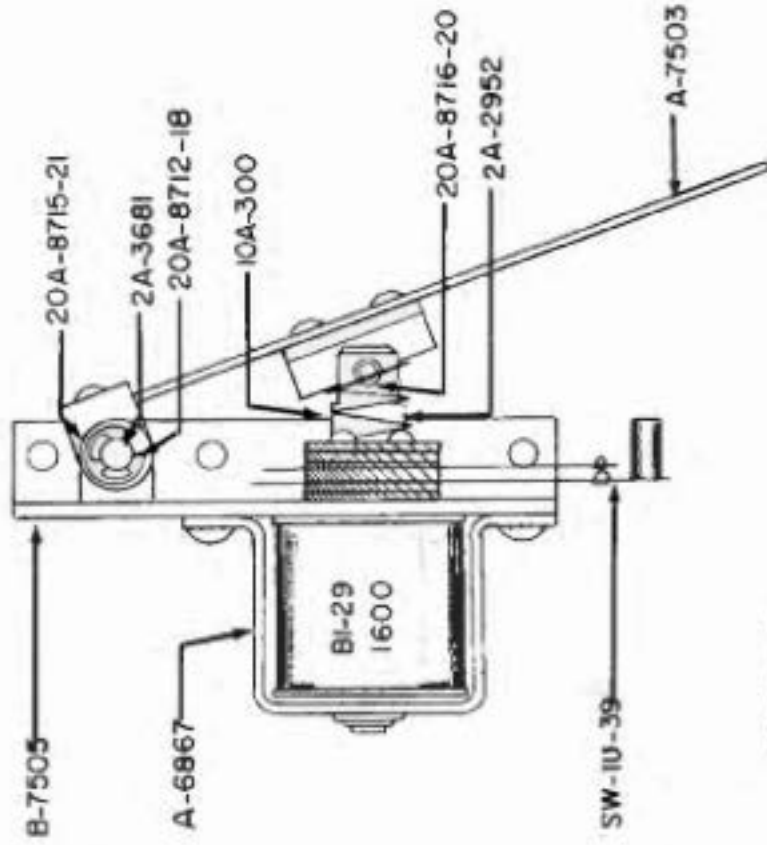


C-7511  
 INDIVIDUAL POP UP TARGET ASSEMBLY

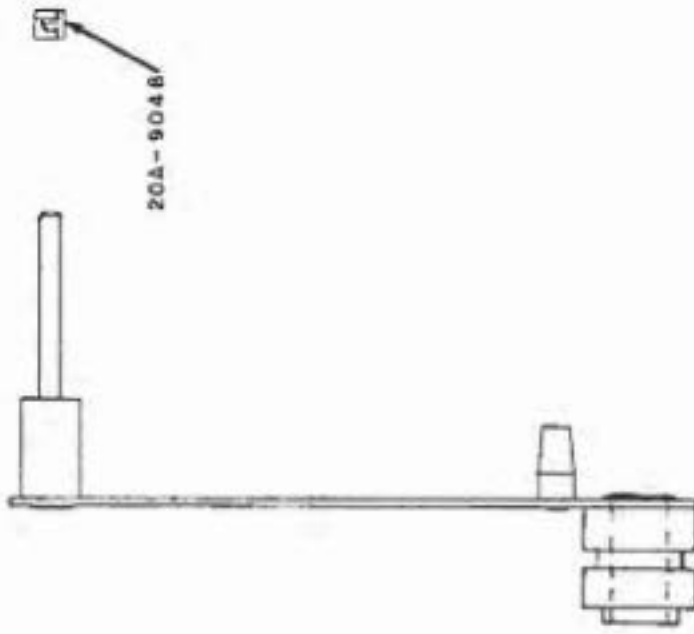


(BELOW PARTS USED ON "STOCKADE")

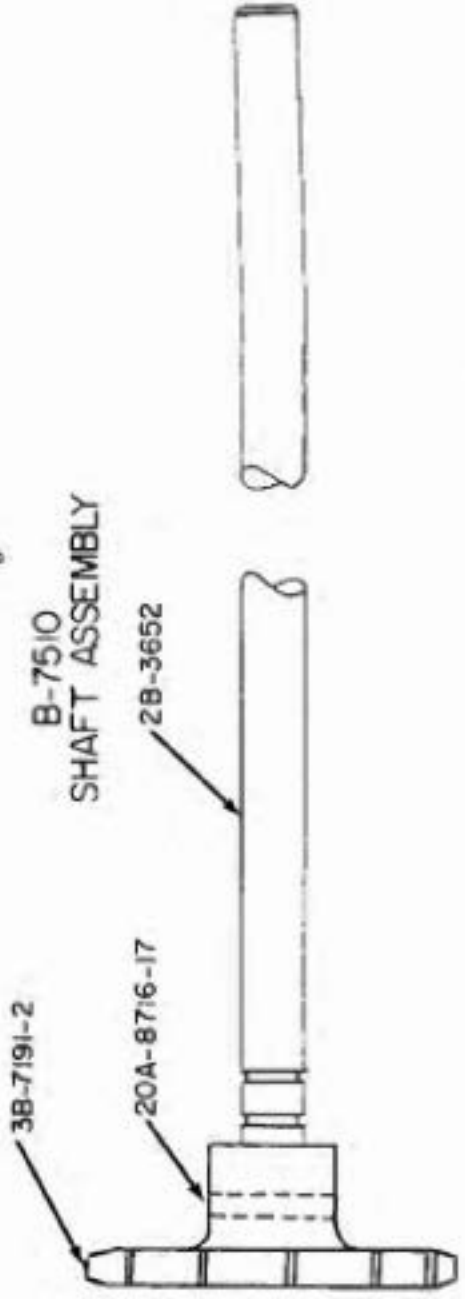
### B-7512 CRAWLER ASSEMBLY



### A-7502 TARGET ARM ASSEMBLY



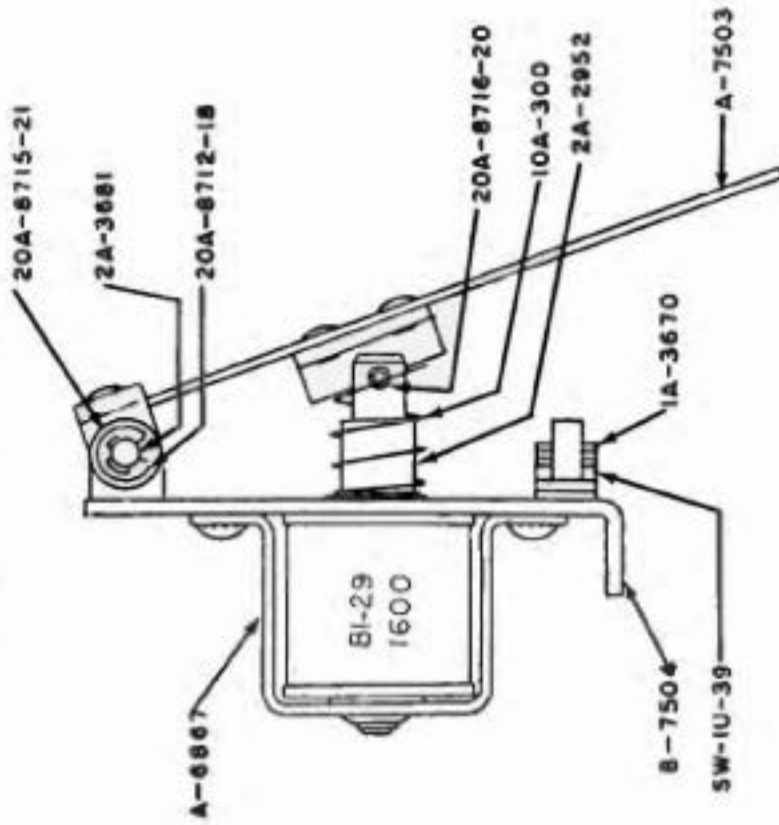
### B-7510 SHAFT ASSEMBLY



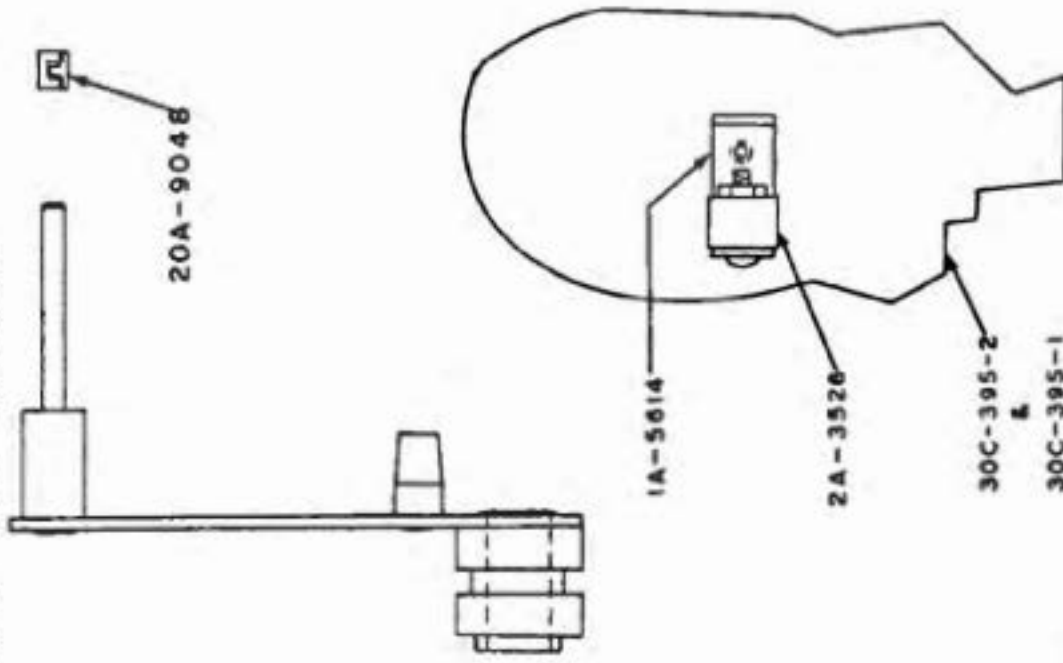


(BELOW PARTS USED ON "STOCKADE")

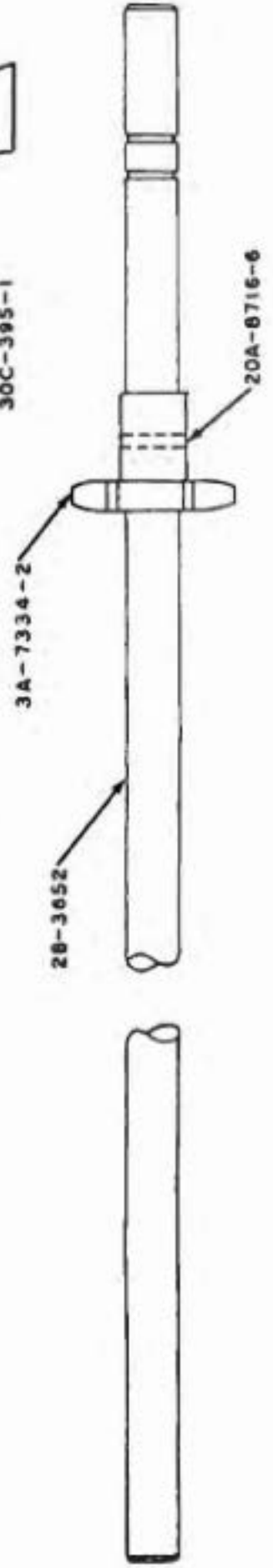
### B-7513 LEAPER ASSEMBLY



### A-7501 TARGET ARM ASSEMBLY



### B-7509 SHAFT ASSEMBLY



TARGETS AND SCENERY  
(USED ON "STOCKADE")



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



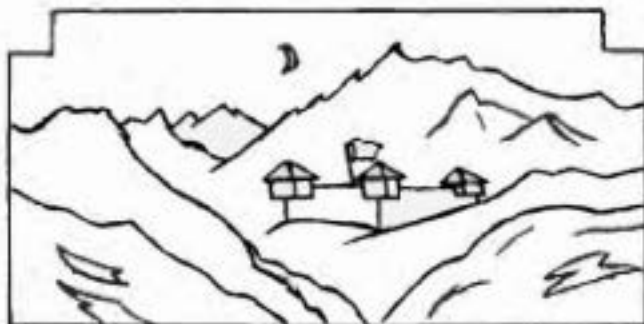
30C-395-8  
DESPERADO-STANDER



30C-395-9  
CHIEF



30C-395-10  
CHIEF



30C-395-11  
SCENERY-VALLEY

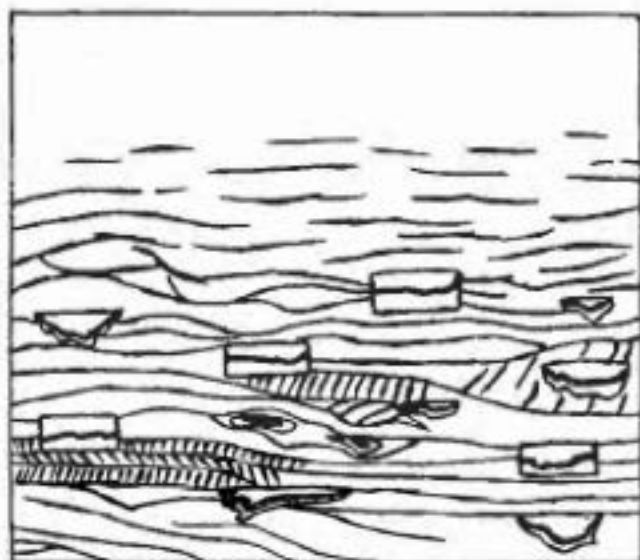


30C-395-12  
SCENERY-BARRIER

SCENERY  
(USED ON "STOCKADE")



30C-395-13  
SCENERY-FLOOR



30C-395-14  
SCENERY-FOREGROUND



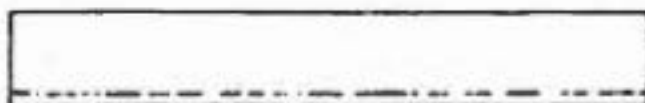
30C-395-15  
SCENERY-ROCKS



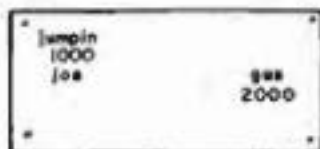
30C-395-16  
SCENERY-R.H. SIDE



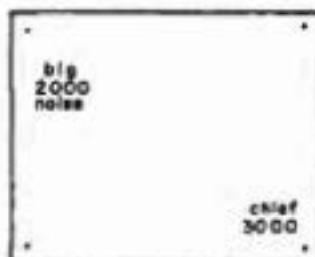
30C-395-17  
SCENERY-L.H. SIDE



30C-395-18  
BLACK LIGHT COVER



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



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

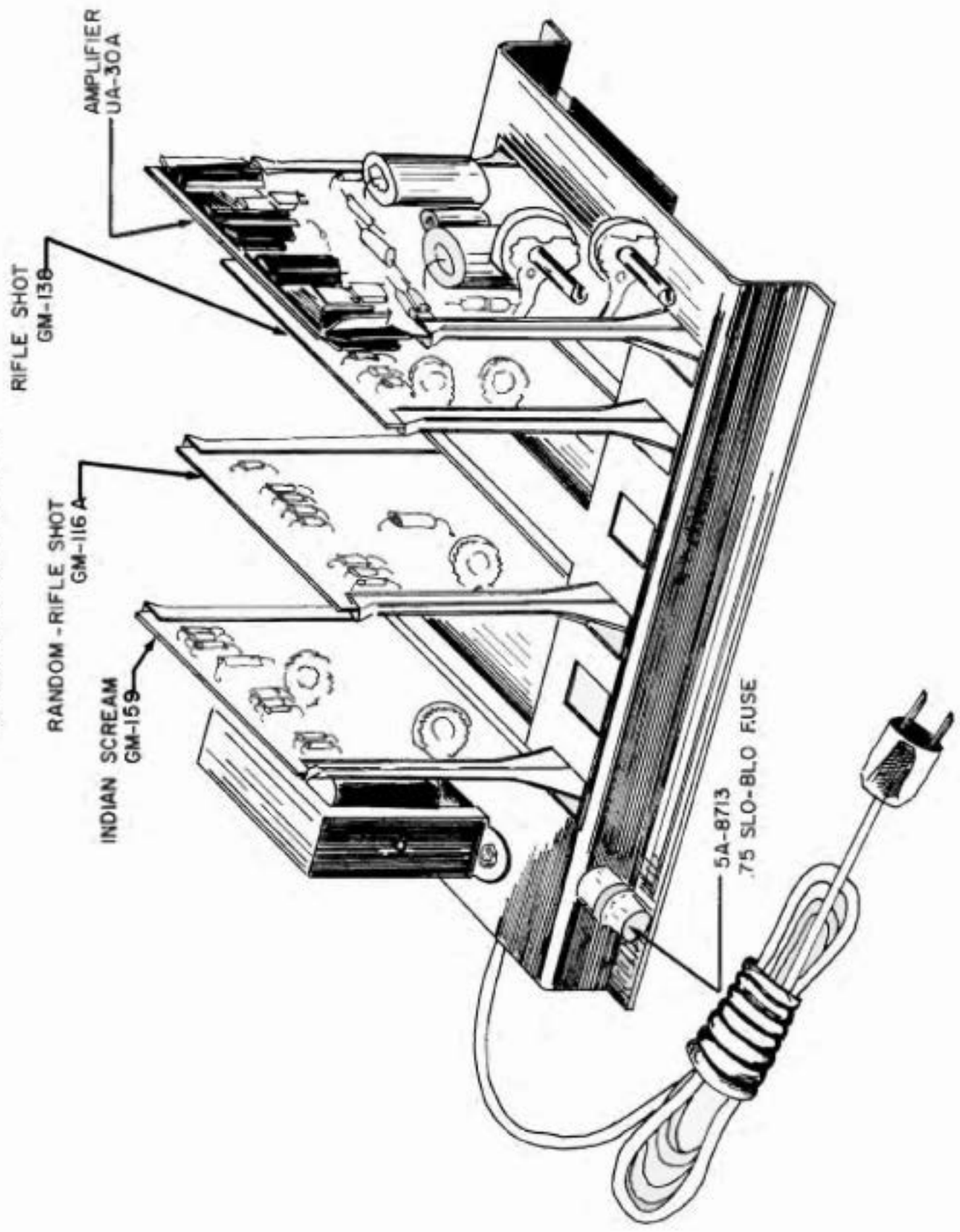
25 SHOTS

10 EXTRA SHOTS FOR 40,000 SCORE

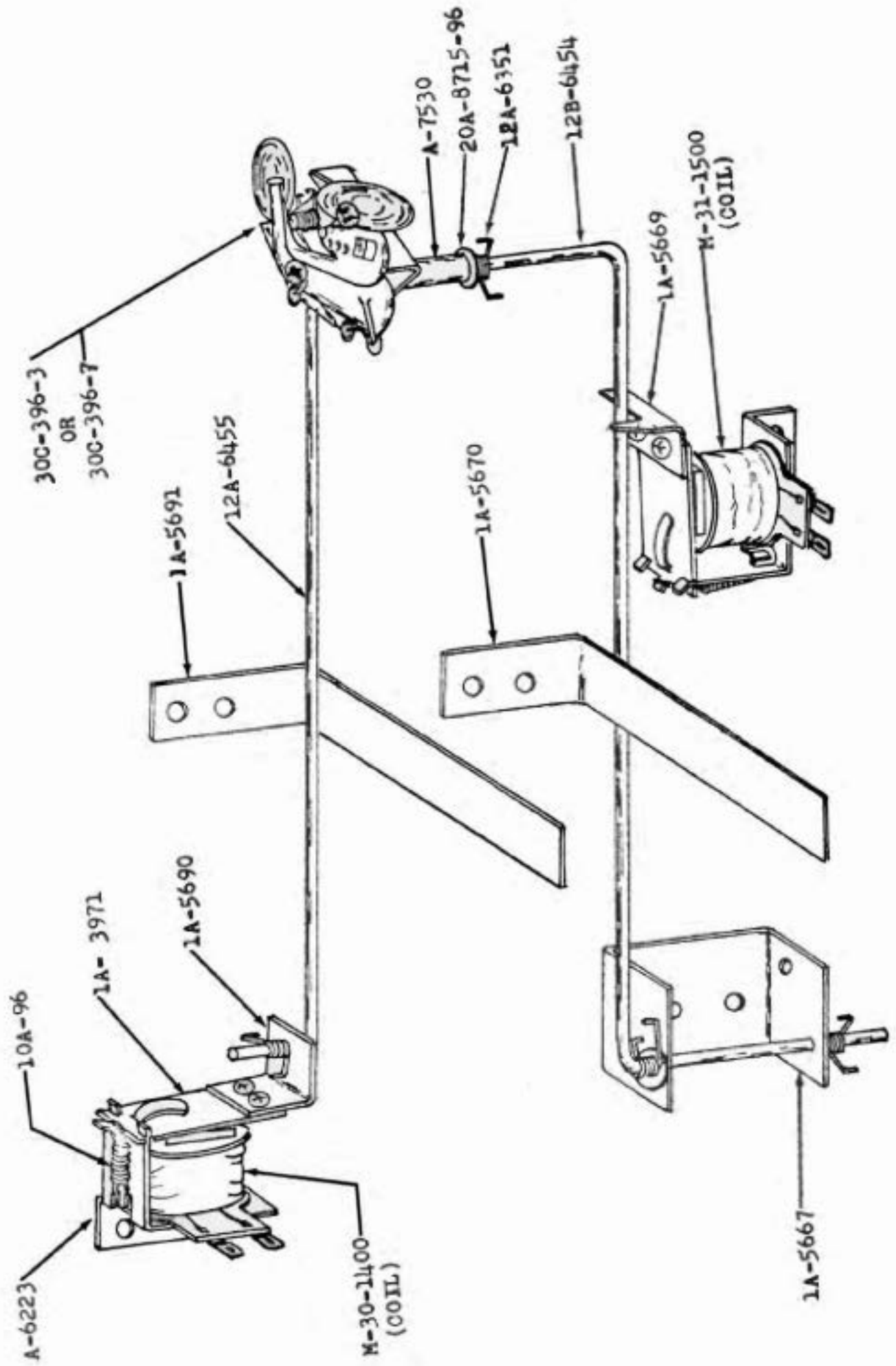
30C-395-21  
INFORMATION COVER

20A-9049

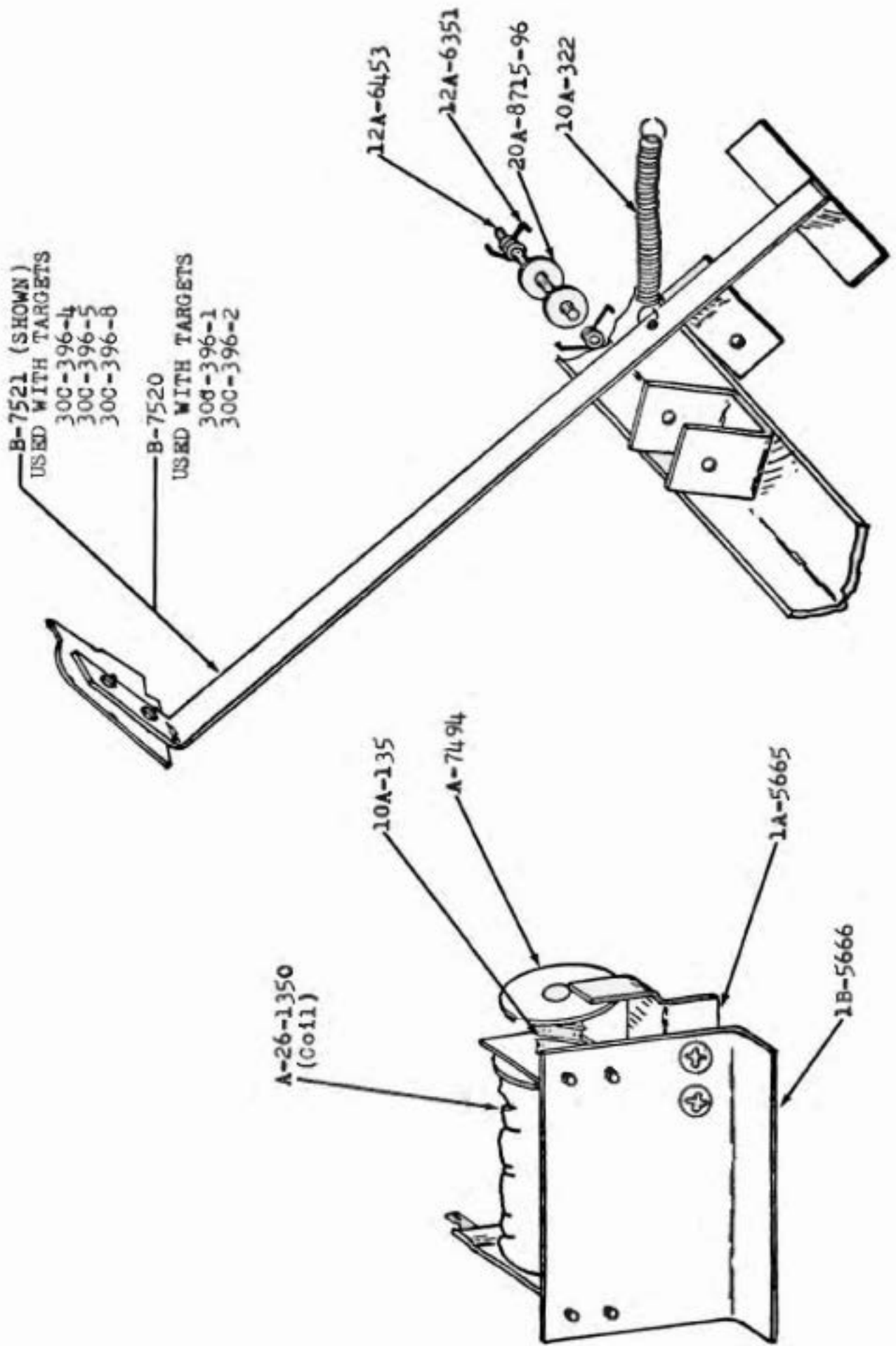
SOUND SYSTEM  
(USED ON "STOCKADE GUN")



HELICOPTER TARGET AND RELATED PARTS  
(USED ON "AMBUSH")

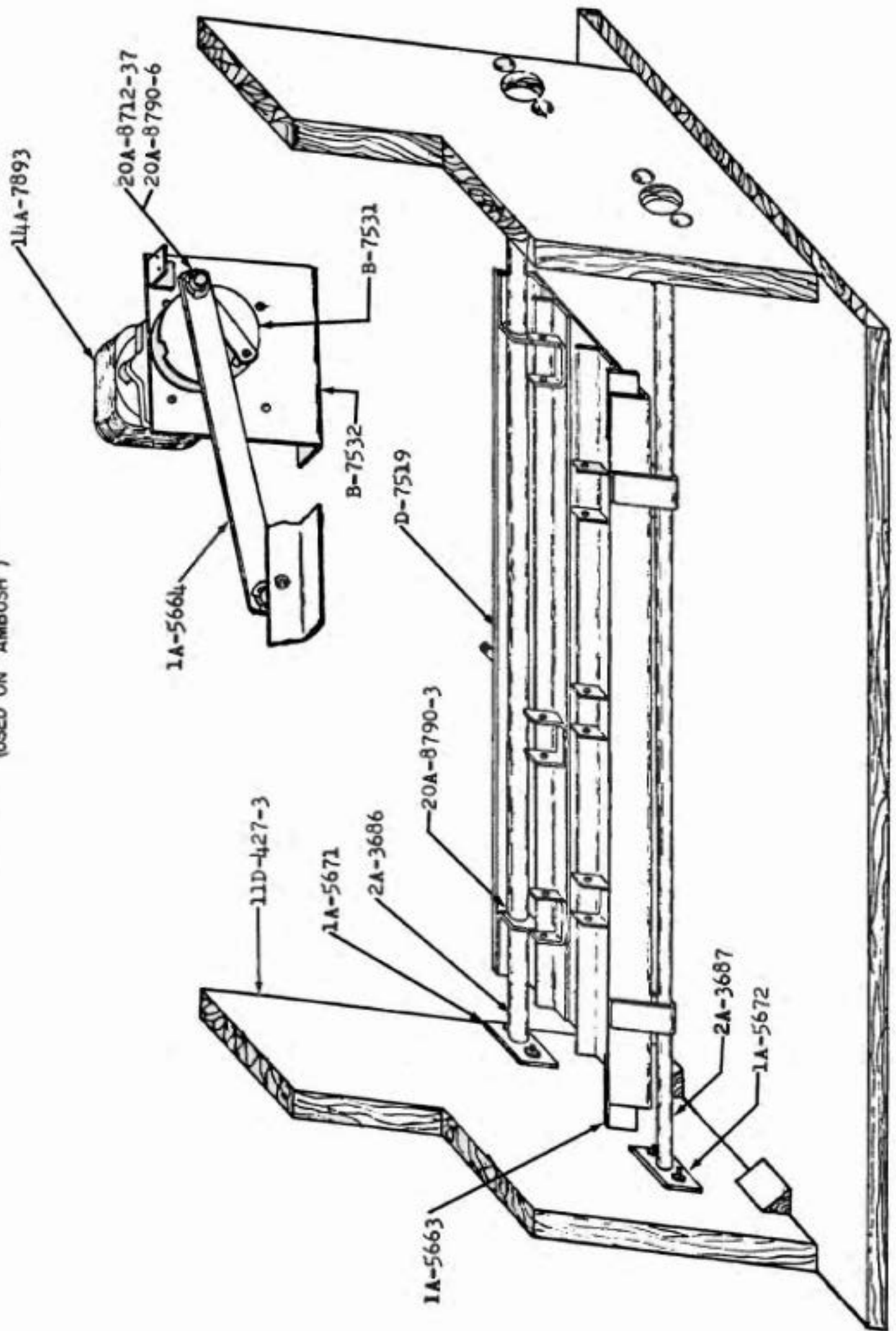


VEHICLE AND MEN TARGETS  
WITH RELATED PARTS  
(USED ON "AMBUSH")



D-7519

RACK ASSEMBLY AND RELATED PARTS  
(USED ON "AMBUSH")





SCENERY AND TARGETS  
(USED ON 'AMBUSH')



30C-396-14  
FOREGROUND



30C-396-15  
BACKGROUND



30C-396-9  
ROCKS



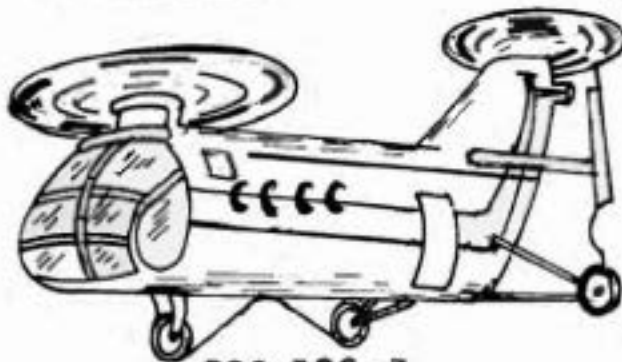
30C-396-5  
MAN SOLDIER



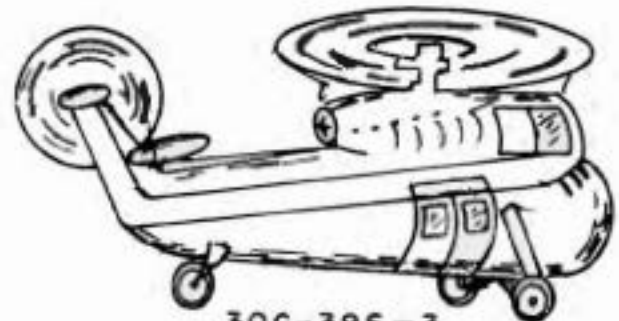
30C-396-4  
MAN - SOLDIER



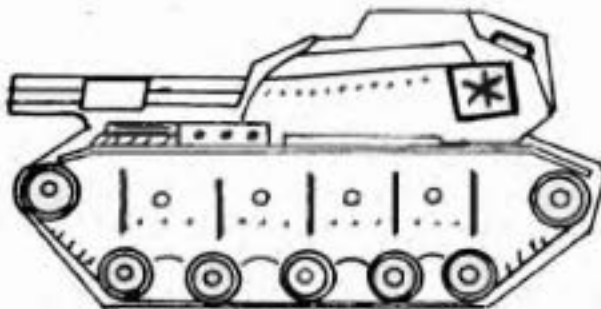
30C-396-8  
MAN - SOLDIER



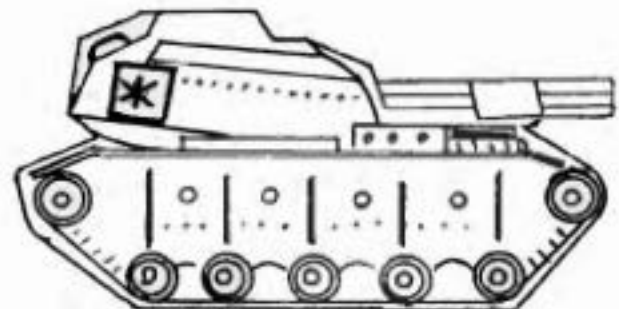
30C-396-7  
HELICOPTER



30C-396-3  
HELICOPTER



30C-396-2  
VEHICLE-TANK



30C-396-1  
VEHICLE-TANK

SCENERY  
(USED ON 'AMBUSH')



30C-396-12  
JUNGLE SCENERY



30C-396-10  
SCENERY SIDE

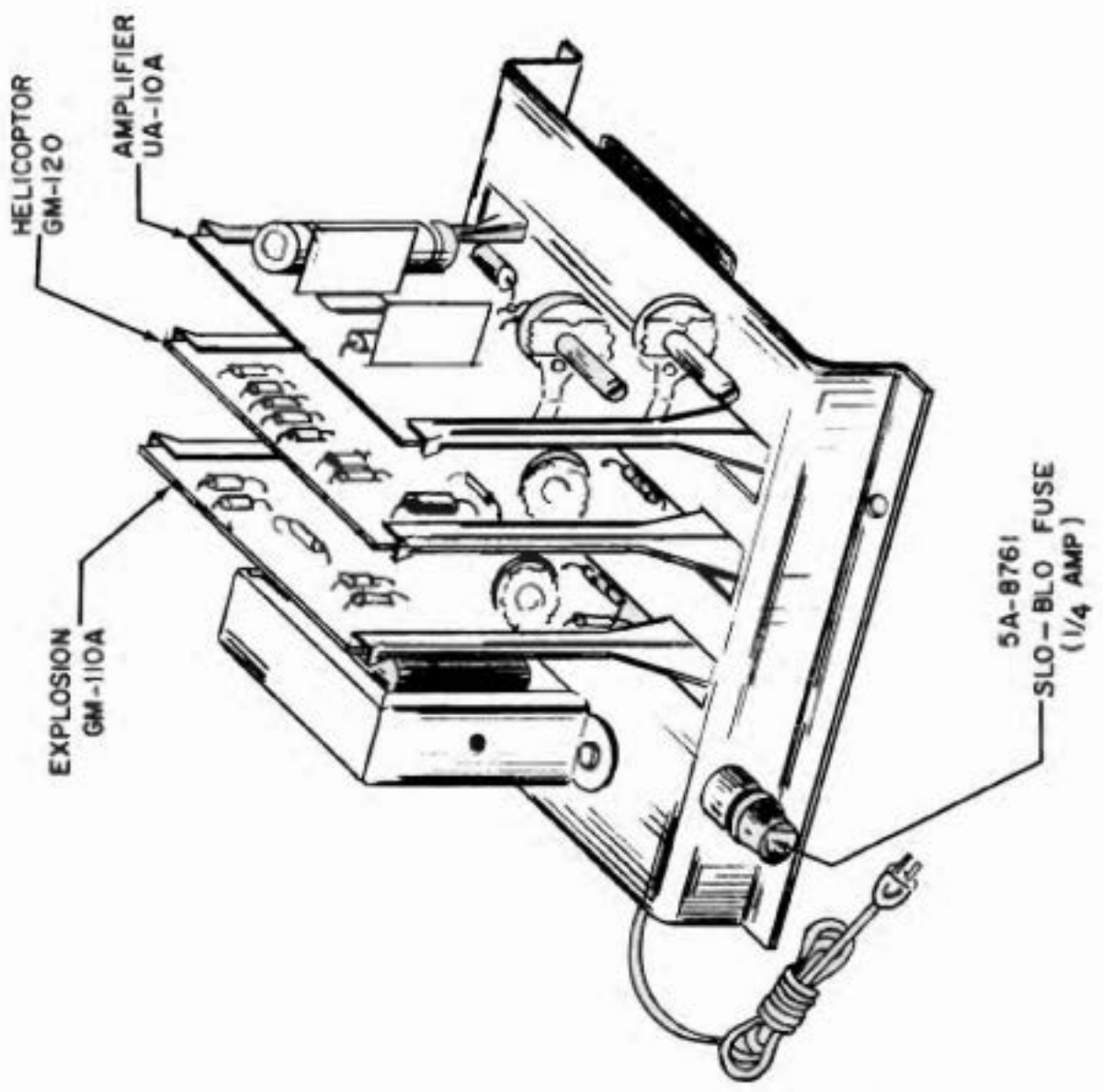


30C-396-13  
SCENERY SIDE



30C-396-11  
HUTS - SCENERY

20A-9055  
SOUND SYSTEM  
(USED ON "AMBUSH GUN")



GAMES BELOW ARE LISTED IN ORDER OF PRODUCTION DATES

FLIPPER GAMES

STAR DUST.....	1/72	DEALERS CHOICE.....	6/74
OLYMPIC HOCKEY.....	2/72	SKYLAB.....	7/74
GRANADA.....	3/72	STRATO-FLITE.....	10/74
SPANISH EYES.....	5/72	SUPER FLITE.....	11/74
HONEY.....	8/72	LUCKY ACE.....	12/74
SUPER STAR.....	9/72	STAR POOL.....	3/75
BIG STAR.....	12/72	SATIN DOLL.....	4/75
FAN-TAS-TIC.....	12/72	BIG BEN.....	5/75
SWINGER.....	1/73	PAT HAND.....	7/75
TRAVEL TIME.....	2/73	TRIPLE STRIKE.....	9/75
FUN FEST.....	5/73	LITTLE CHIEF.....	12/75
TROPIC FUN.....	5/73	TOLEDO.....	1/76
GULFSTREAM.....	6/73	SPACE MISSION.....	5/76
JUBILEE.....	9/73	SPACE ODYSSEY.....	7/76
DARLING.....	10/73	AZTEC.....	11/76
OXO.....	1/74	BLUE CHIP.....	11/76
STAR ACTION.....	2/74	GRAND PRIX.....	12/76
TRIPLE ACTION.....	3/74		

BASEBALL GAMES

LINE DRIVE.....	3/72
UPPER DECK.....	5/73

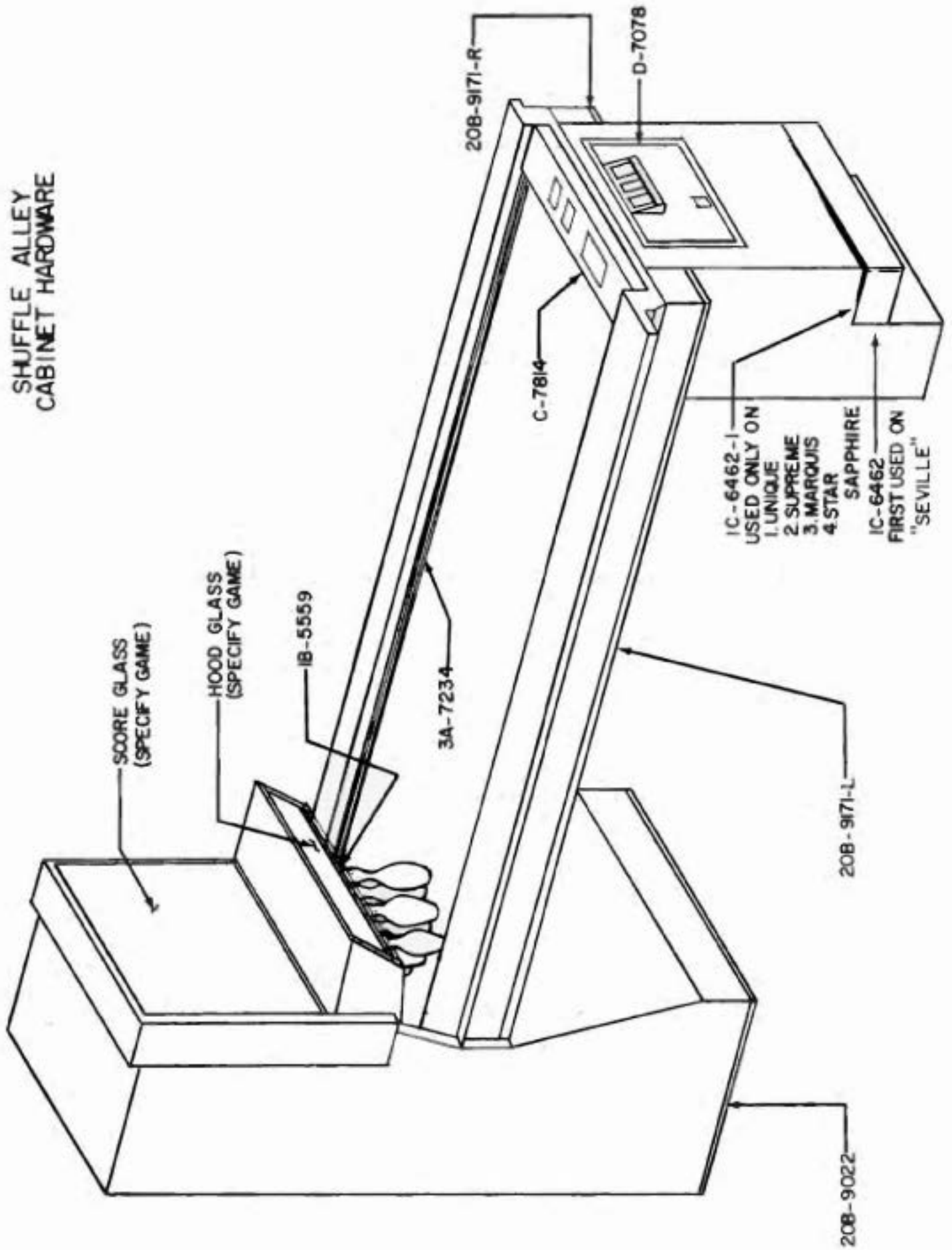
GUN GAMES

STOCKADE.....	9/72
AMBUSH.....	2/73

SHUFFLE ALLEY

WINDY CITY.....	2/72	GRANITE.....	8/74
FRENCH QUARTER.....	5/72	CIVIC CENTER.....	9/74
GATEWAY ARCH.....	8/72	UNIQUE.....	1/75
ASTRODOME.....	11/72	SUPREME.....	6/75
CAPE COD.....	3/73	MARQUIS.....	10/75
GOLDEN TRIANGLE.....	6/73	STAR SAPPHIRE.....	1/76
TWIN CITIES.....	10/73	SEVILLE.....	6/76
ROYAL HAWAIIAN.....	2/74	EMERALD.....	10/76
PINNACLE.....	5/74	CAVALIER.....	12/76

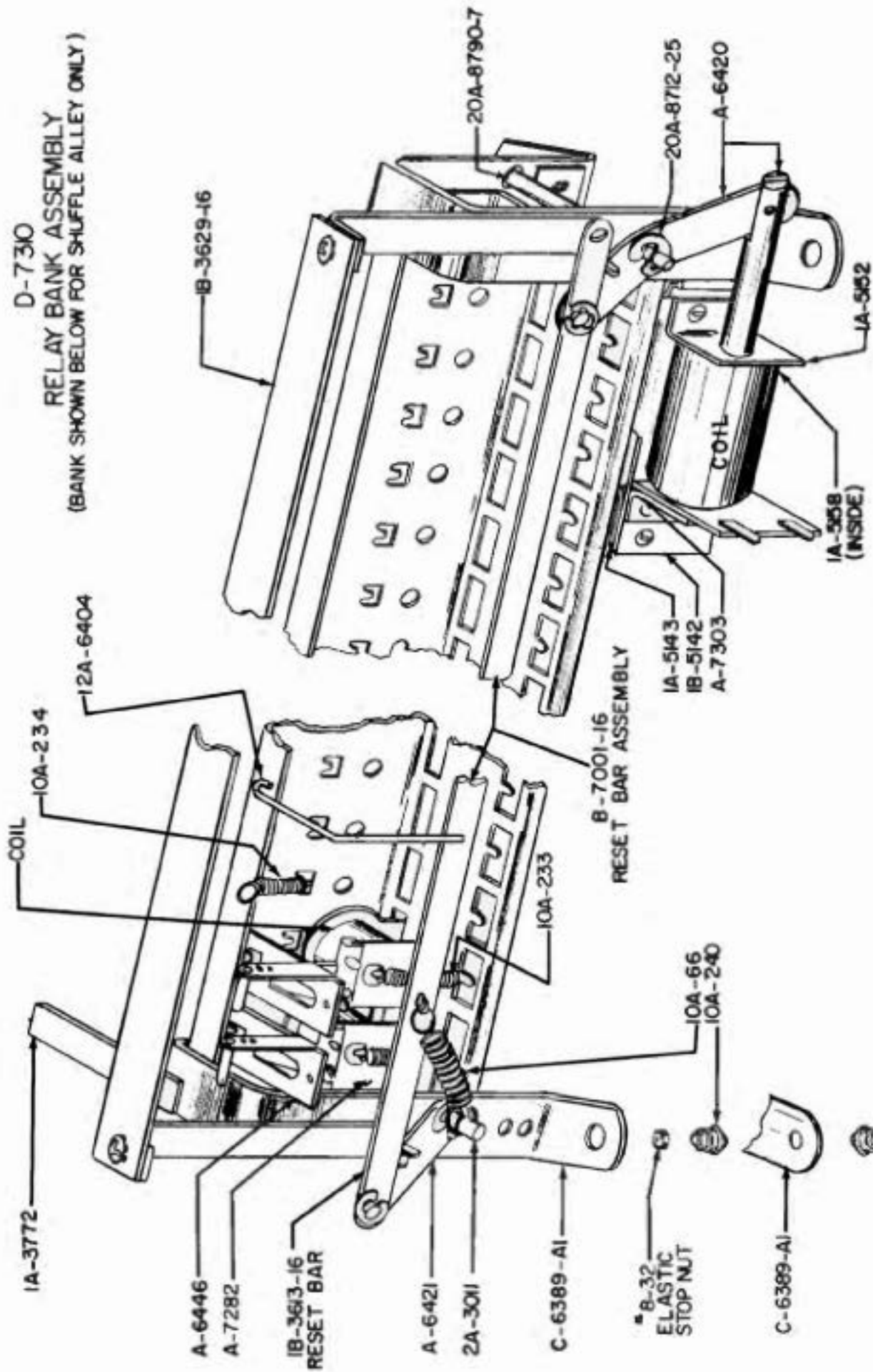
SHUFFLE ALLEY  
CABINET HARDWARE



D-730

### RELAY BANK ASSEMBLY

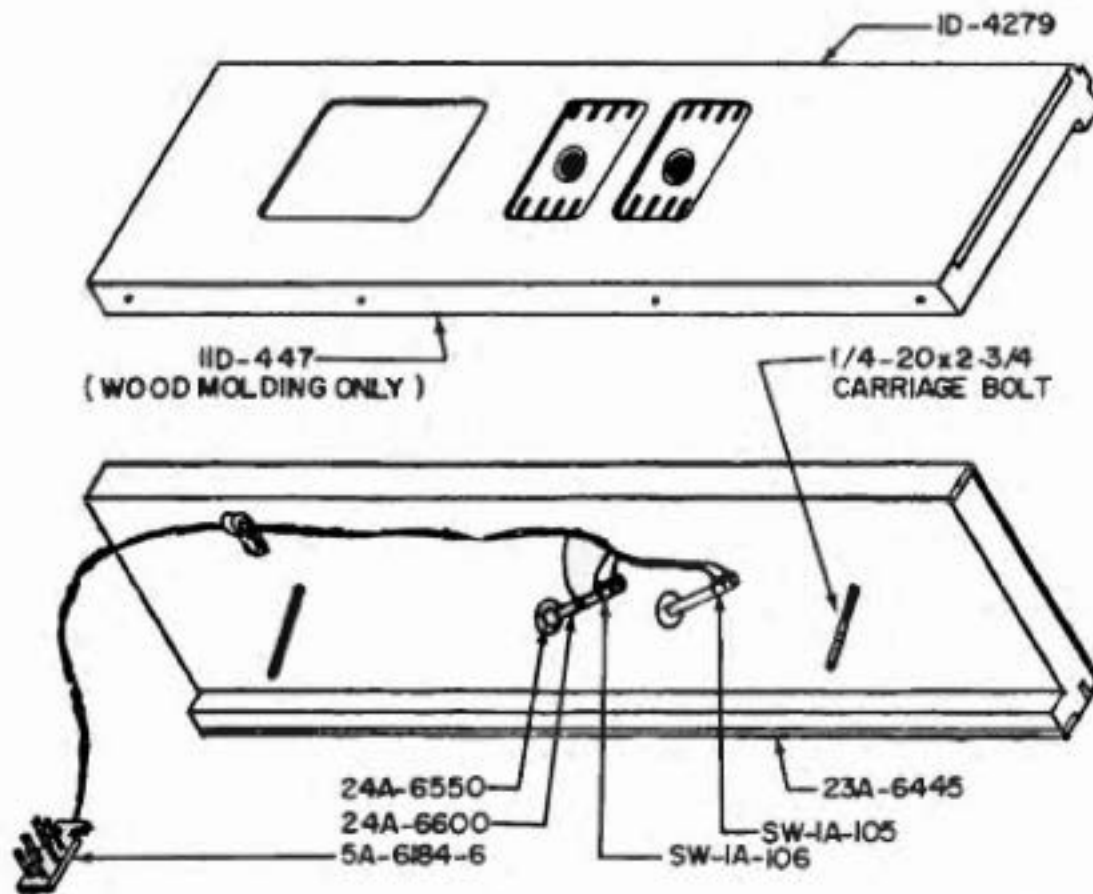
(BANK SHOWN BELOW FOR SHUFFLE ALLEY ONLY)



USE COIL CHART LOCATED IN INSTRUCTION MANUAL WHEN ORDERING COILS



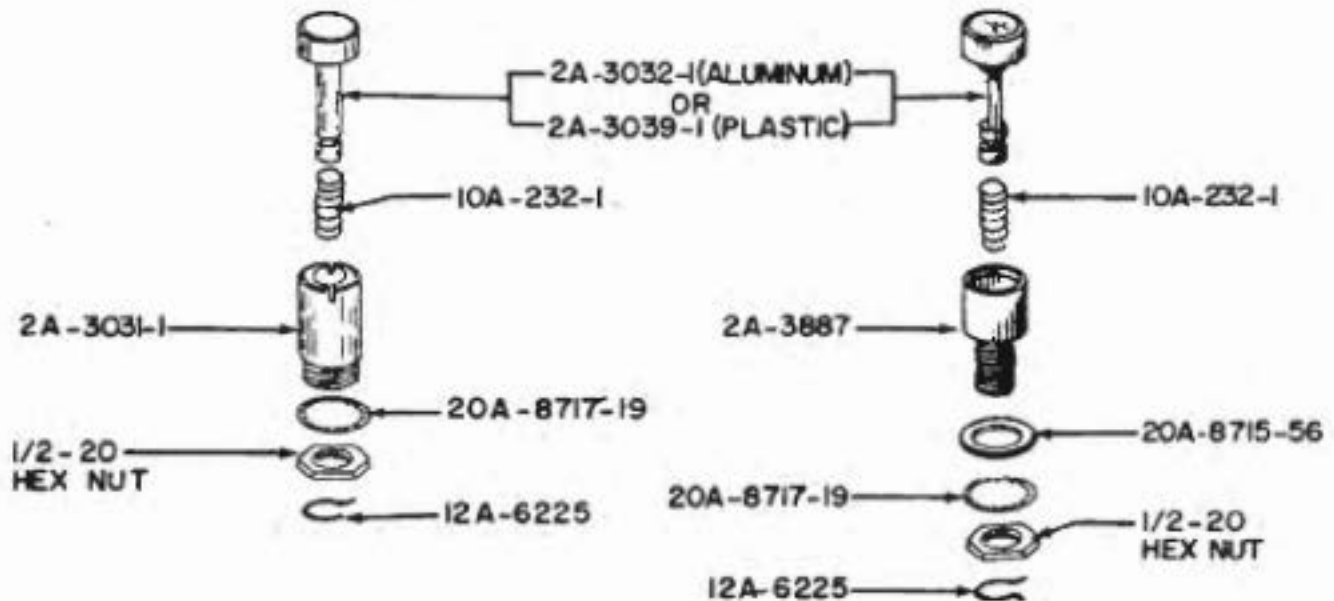
C-7814  
 FRONT MOLDING ASSEMBLY  
 (FIRST USED ON "UNIQUE")



PUSH BUTTON ASSEMBLIES

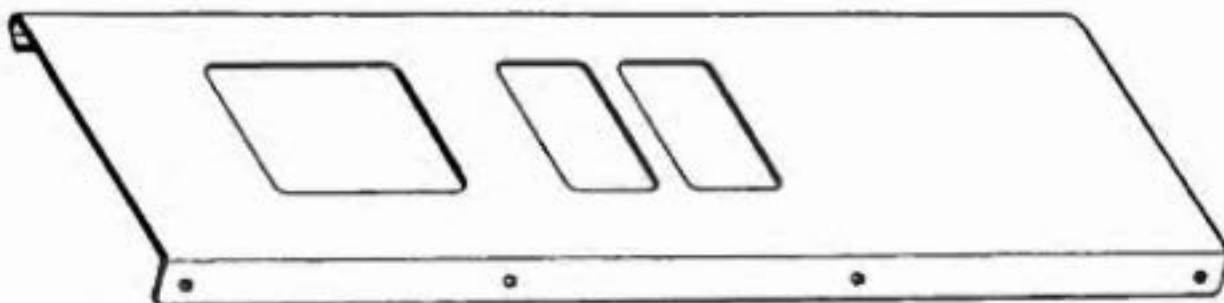
A-6797 (ALUMINUM)  
 OR  
 A-6797-C (PLASTIC)

BELOW PARTS  
 FIRST USED ON "UNIQUE"

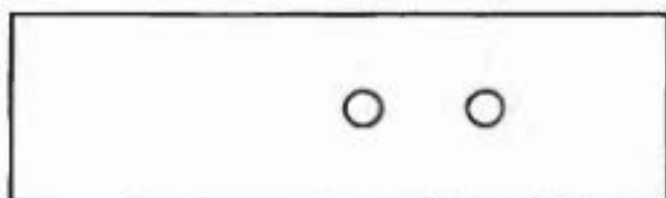




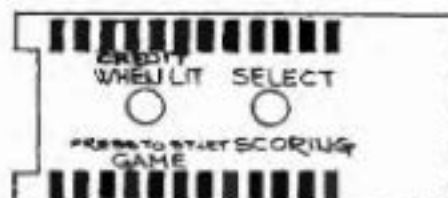
# FRONT MOLDING PARTS



1D-4279  
CHROME TRIM

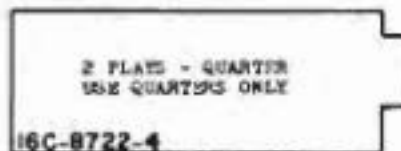
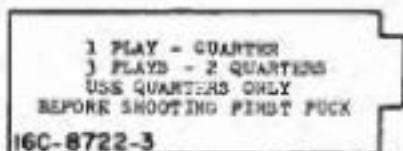
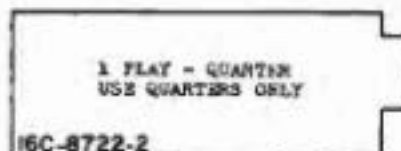
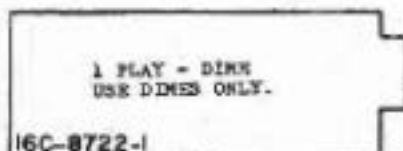


PLASTIC COVER  
3C-7421-1 (1 HOLE)  
3C-7421-2 (2 HOLES)

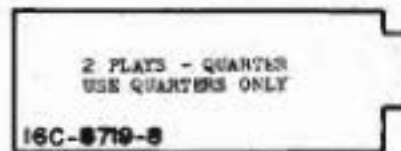
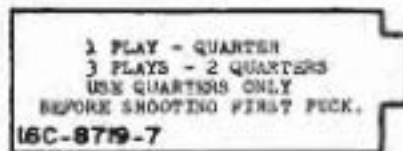
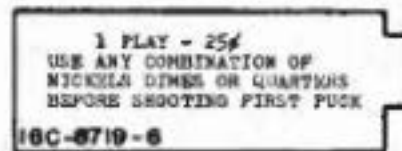
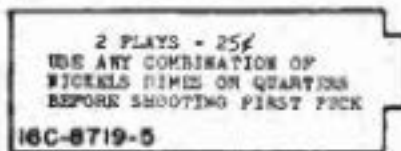
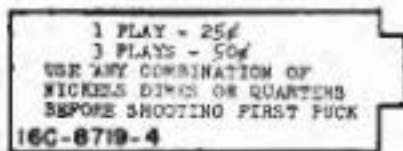
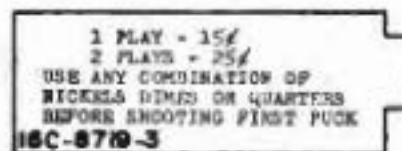
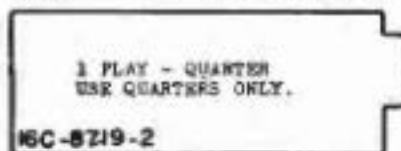
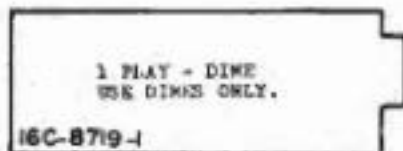


GAME INFORMATION CARD  
16C-8718 (2 HOLES)  
16C-8718-1 (1 HOLE)

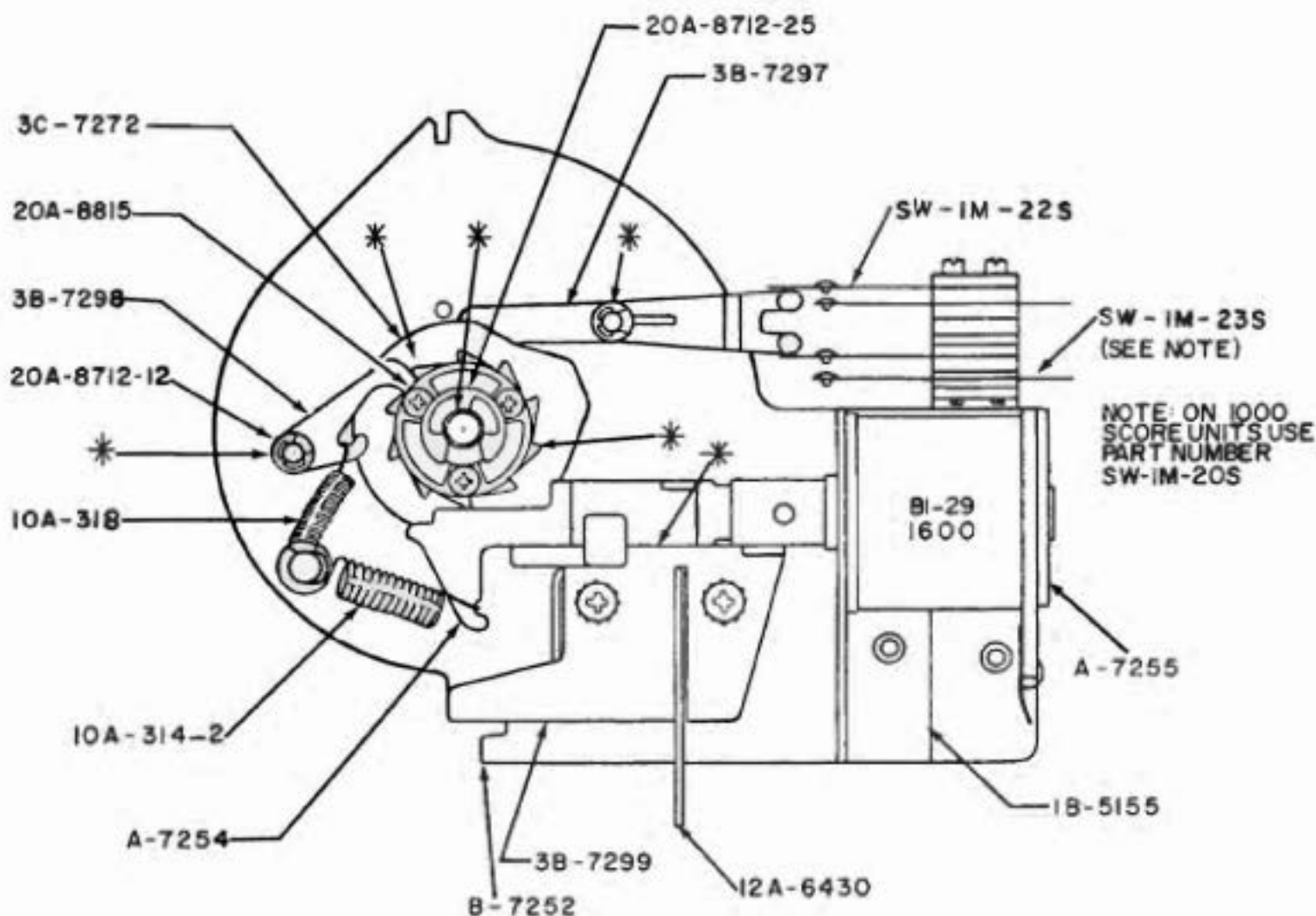
## COIN INFORMATION CARD



## COIN INFORMATION CARD (USED ON SUPREME ONLY)



D-725I  
**3" DRUM UNIT ASSEMBLY**  
 WITHOUT PRINTED CIRCUIT AND CONTACT RING  
 (FOR 0J0J0Q AND 1000 SCORES)



**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 \*

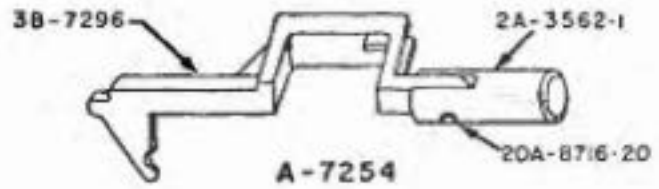
**" SERVICE SUGGESTION."**

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

### 3" DRUM UNIT PARTS



3B-7297



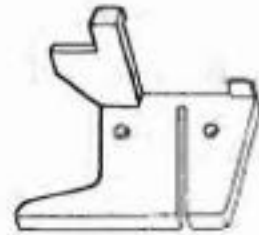
A-7254



3B-7298



3C-7272



3B-7299



30B-7295-1



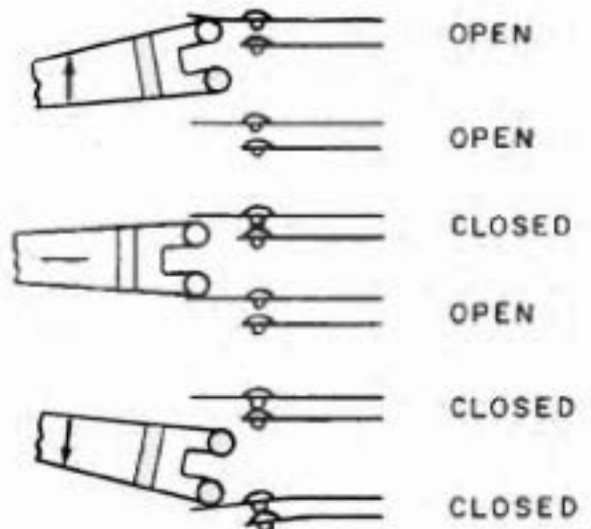
30B-7295-2

**SWITCH ADJUSTMENT :**

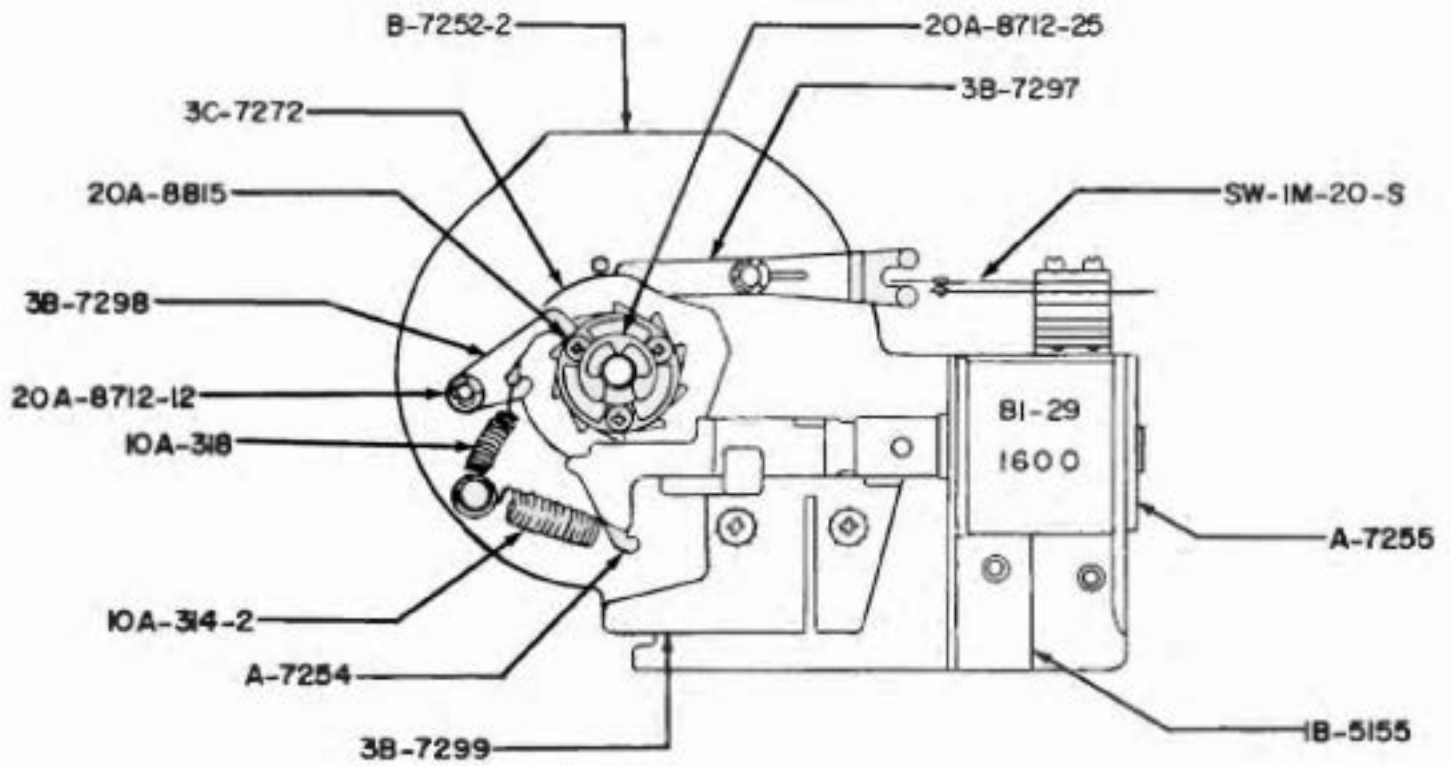
AT "0" OR INDEX POSITION BOTH SWITCHES ARE OPEN AS SHOWN.

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

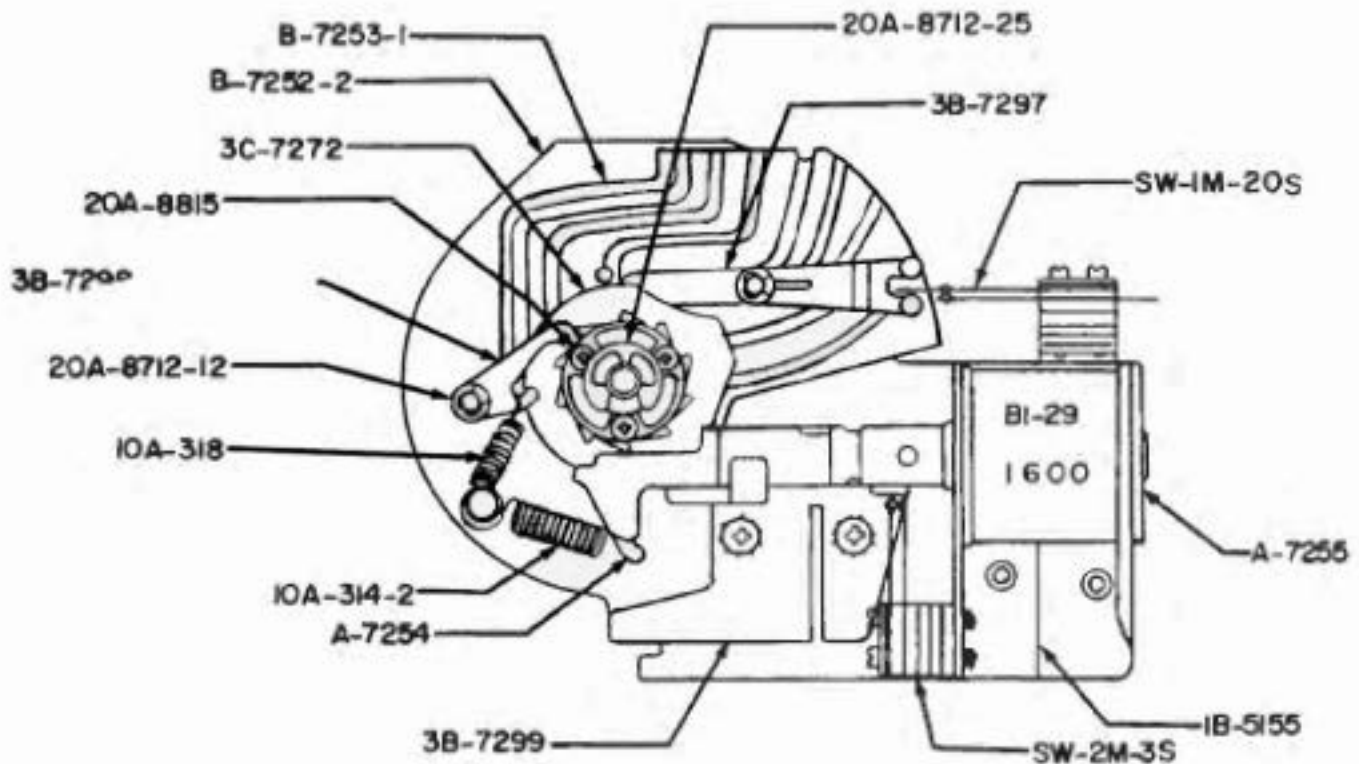
AT 9TH POSITION BOTH SWITCHES ARE CLOSED, AS SHOWN.



B-7932  
 FRAME DRUM UNIT ASSEMBLY



B-7932-1  
 COIN DRUM UNIT ASSEMBLY



BELOW PARTS USED ON B-7932  
(FRAME DRUM UNIT ASSEMBLY)



30B-7295-3



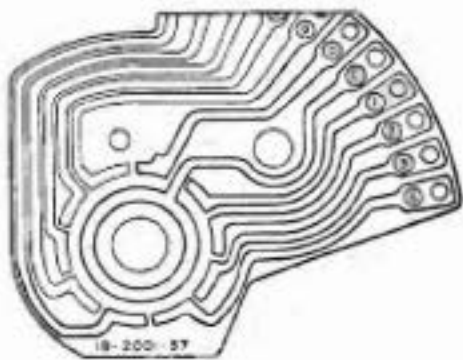
1A-5695



3C-7272

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BELOW PARTS USED ON B-7932-1  
(COIN DRUM UNIT ASSEMBLY)



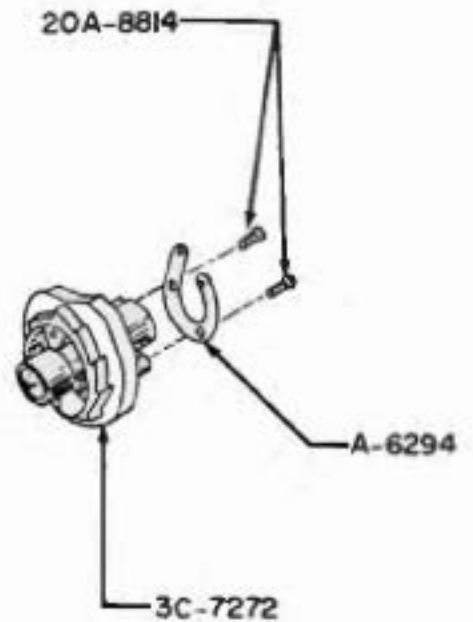
B-7253-1  
PRINTED CIRCUIT ASSEMBLY



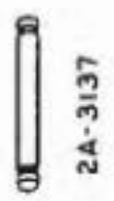
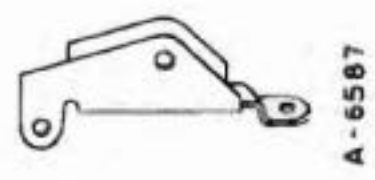
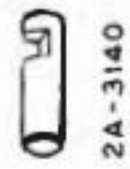
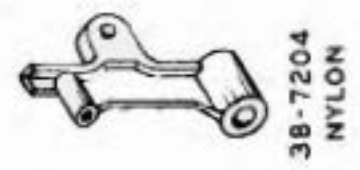
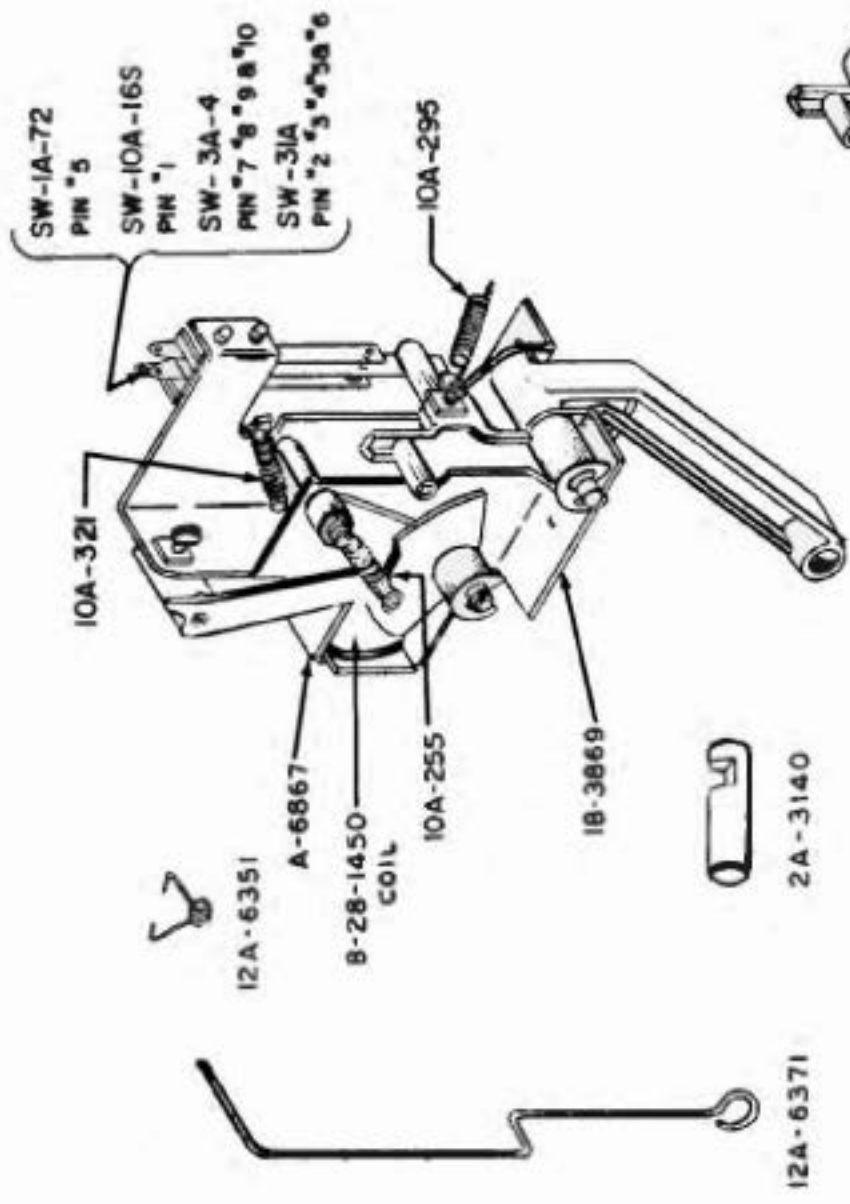
1A-5695



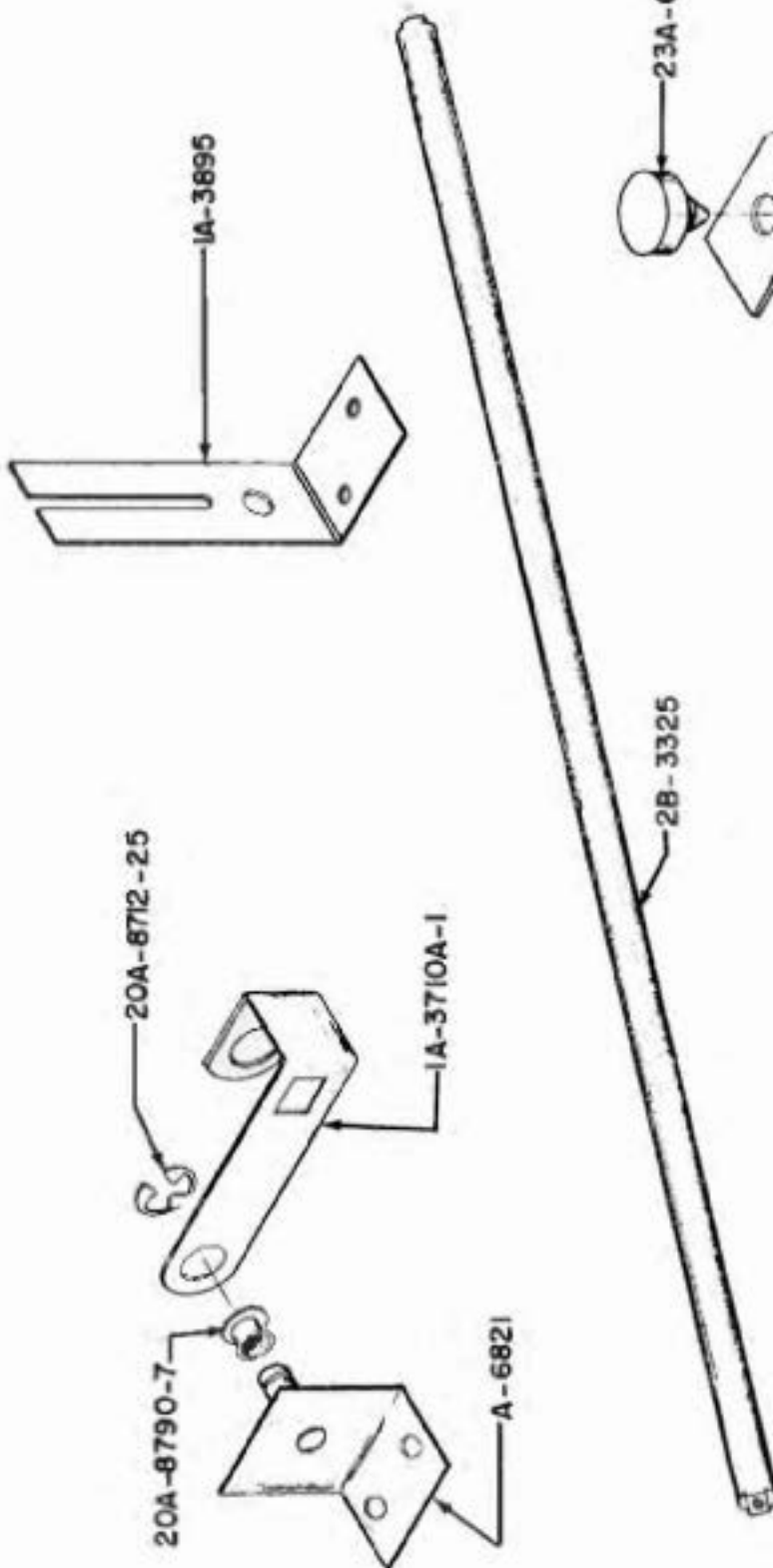
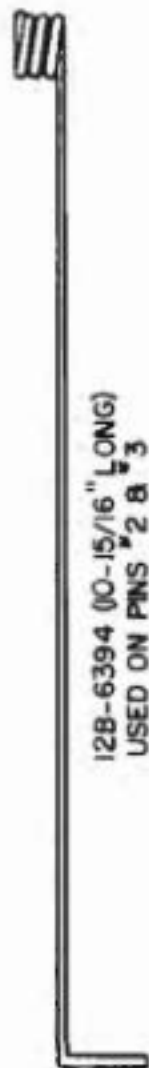
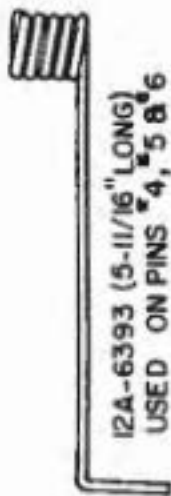
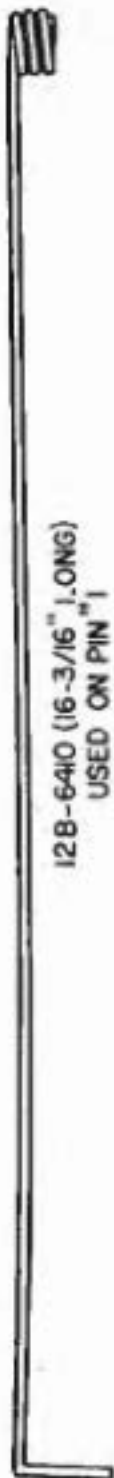
30B-7295-5



D-6588  
PIN HANGER ASSEMBLY  
(WITH RELATED PARTS)

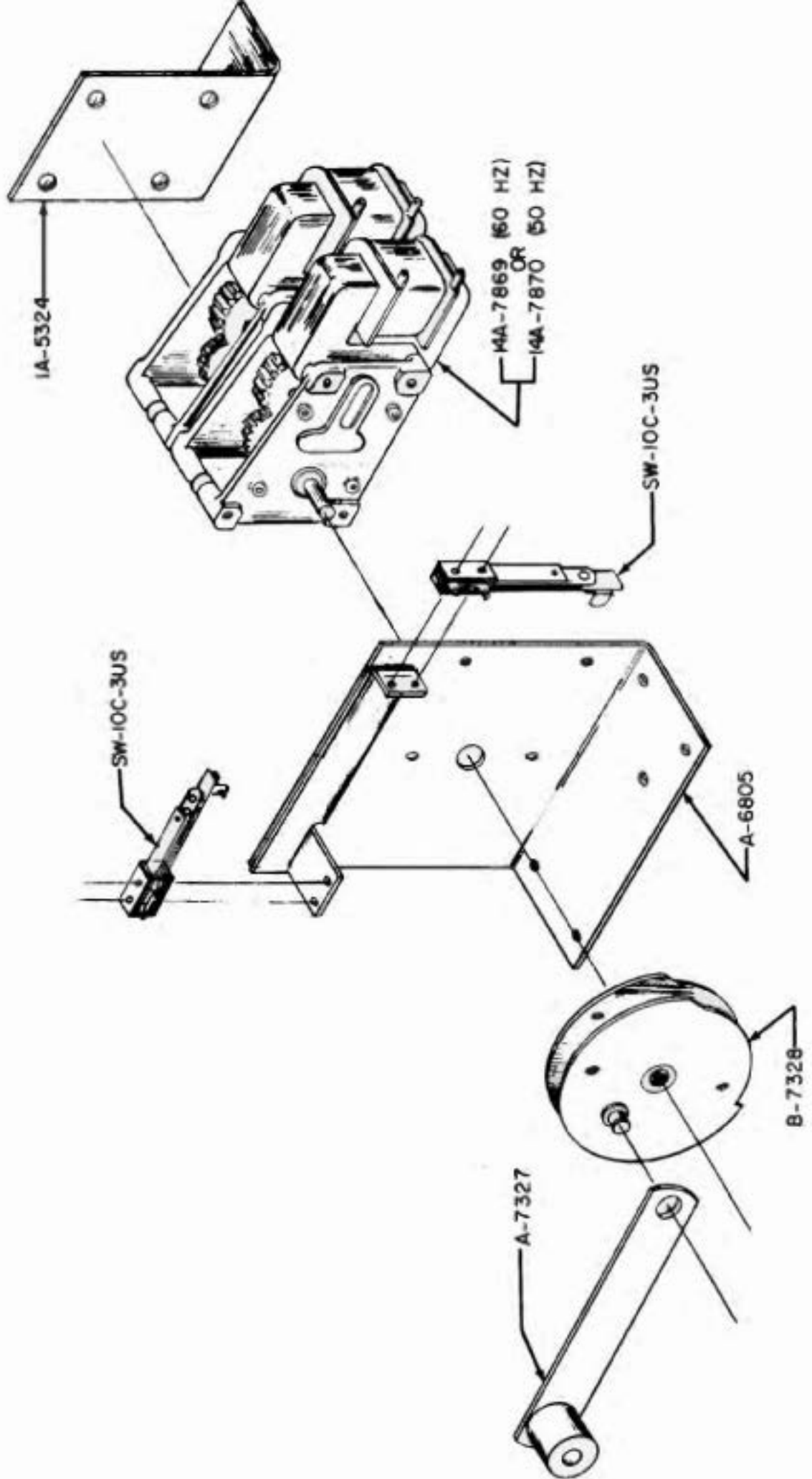


MISCELLANEOUS PIN PANEL HARDWARE

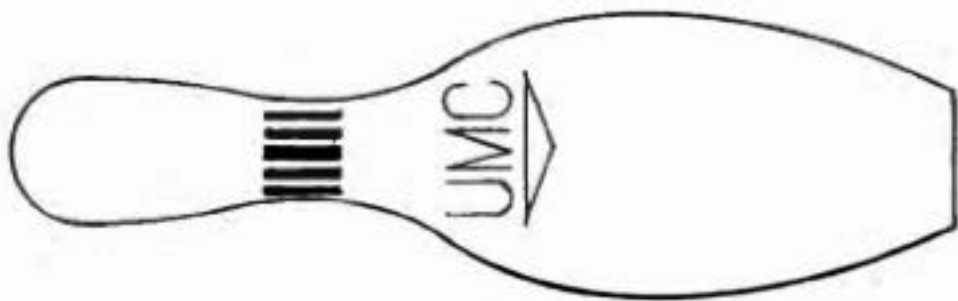




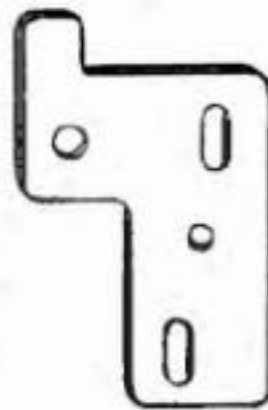
PIN RESET MOTOR ASSEMBLY  
(BELOW PARTS MOUNTED ON PIN PANEL)



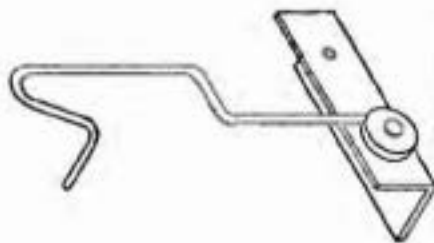
MISCELLANEOUS SHUFFLE ALLEY HARDWARE  
PLAYFIELD ROLLOVER WIRES



38-7178  
BOWLING PIN



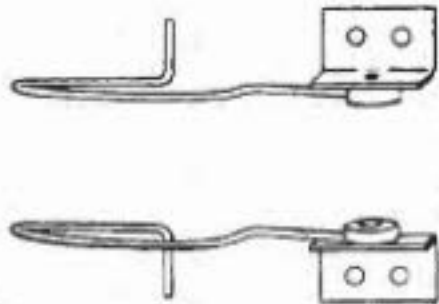
1A-2961  
HINGE BRACKET-MALE  
(MOUNTED ON INSERT)



B-7752-L  
(LEFT)  
(FIRST USED ON "GRANITE")



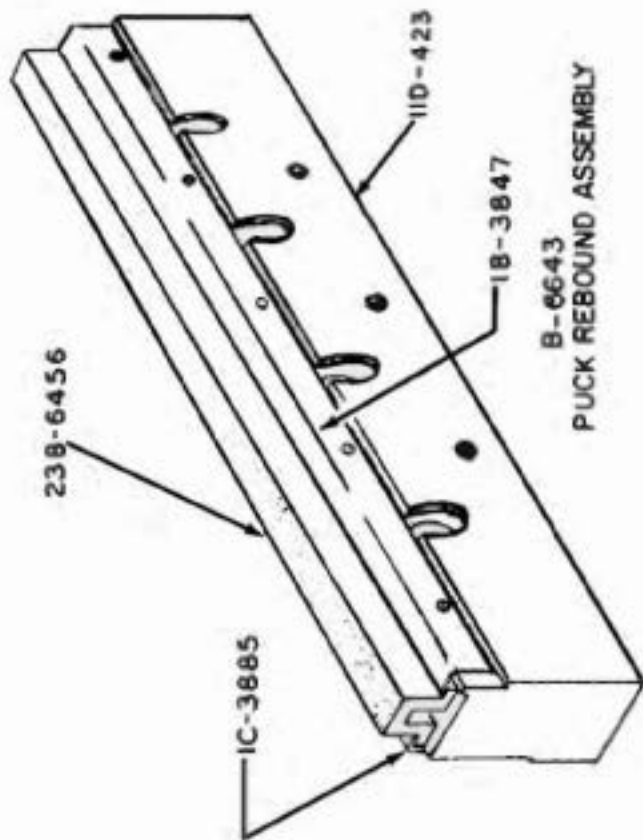
B-7752-R  
(RIGHT)  
(FIRST USED ON "GRANITE")



B-6394-IL B-6394-IR  
(LEFT) (RIGHT)  
(LAST USED ON "PINNACLE")



20A-8832  
PUCK

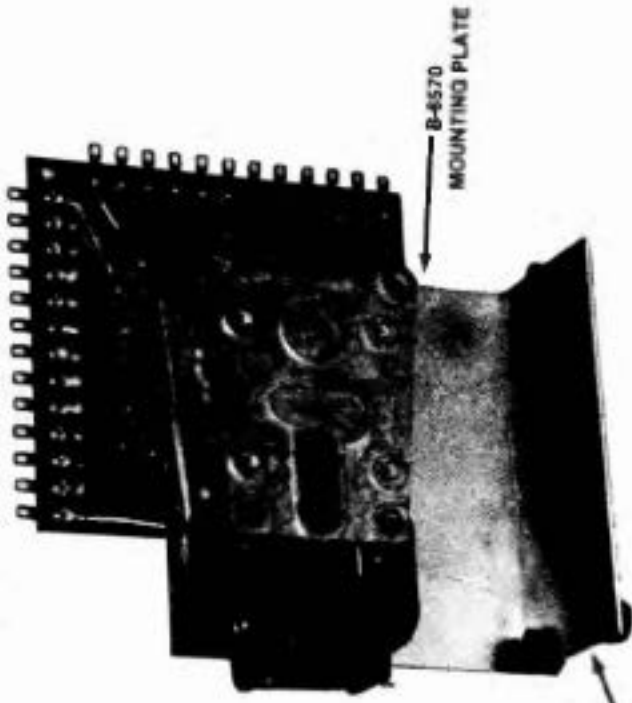


B-6643  
PUCK REBOUND ASSEMBLY

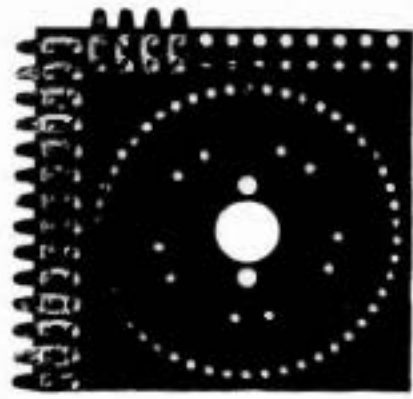


1A-2962-1  
HINGE BRACKET-FEMALE  
(MOUNTED ON CABINET)

# C-6513 FLASH MOTOR UNIT



C-6513 COMPLETE UNIT



C-6417 - SPECIFY GAME & UNIT



B-7458 - SPECIFY GAME & UNIT

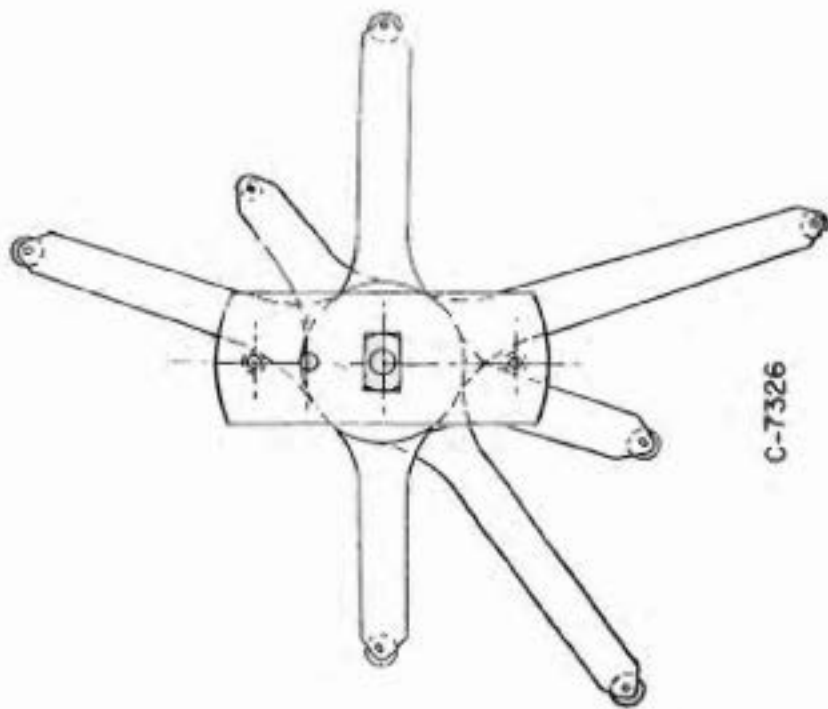


5A-6522-1

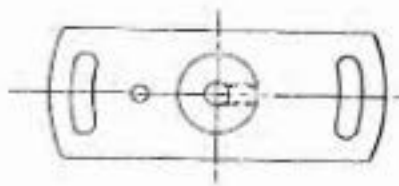


14A-7765 (60 HZ)  
OR  
14A-7775 (50 HZ)

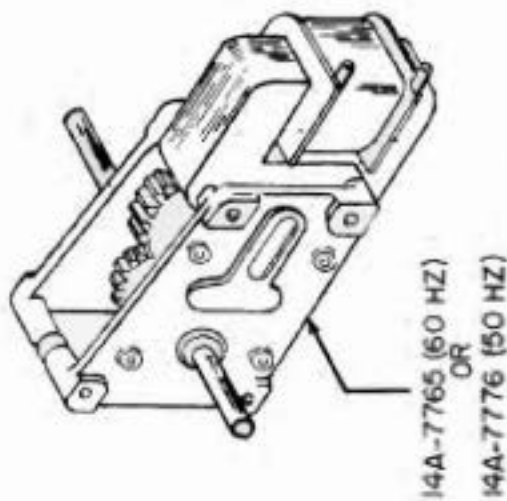
SCORE MOTOR PARTS



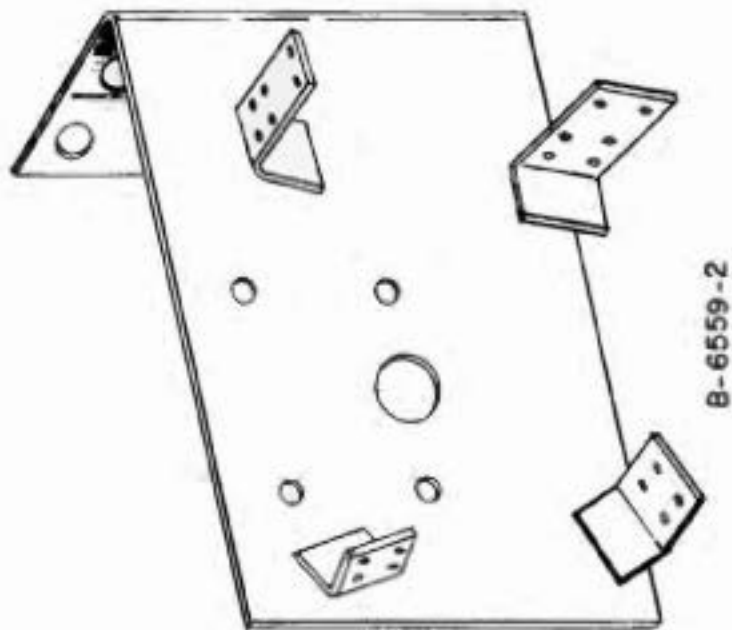
C-7326



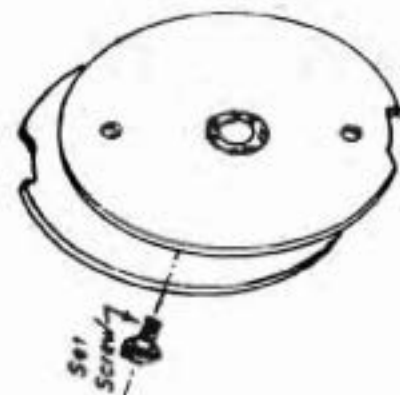
A-7176-1



14A-7765 (60 HZ)  
OR  
14A-7776 (50 HZ)

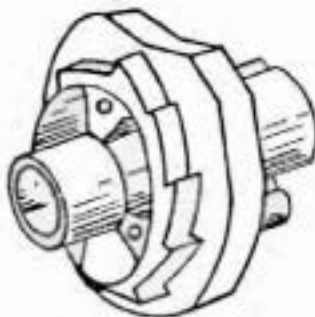
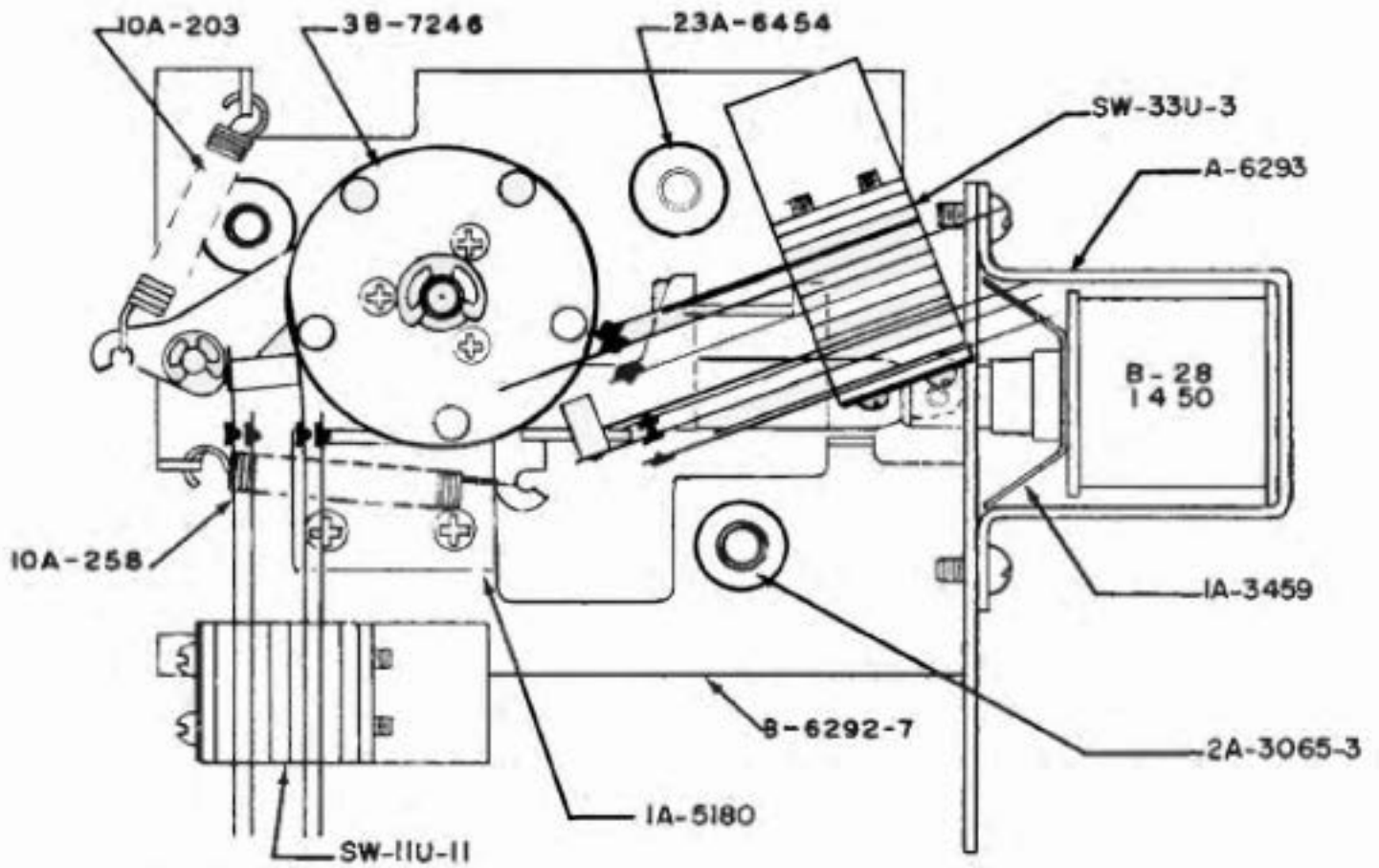


B-6559-2

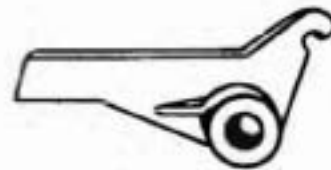


B-6523

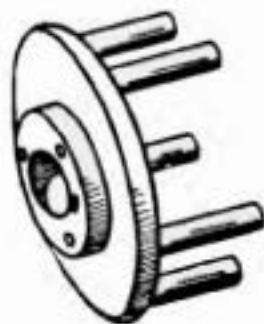
C-7194  
 ROTO STEP UP UNIT ASSEMBLY



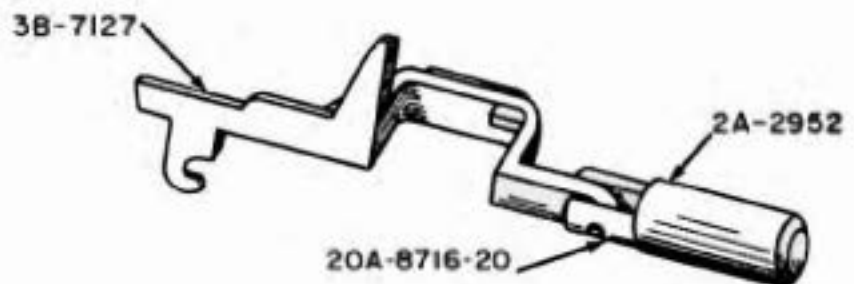
3C-7272  
 RATCHET & CAM



3A-7125  
 RATCHET STOP PAWL

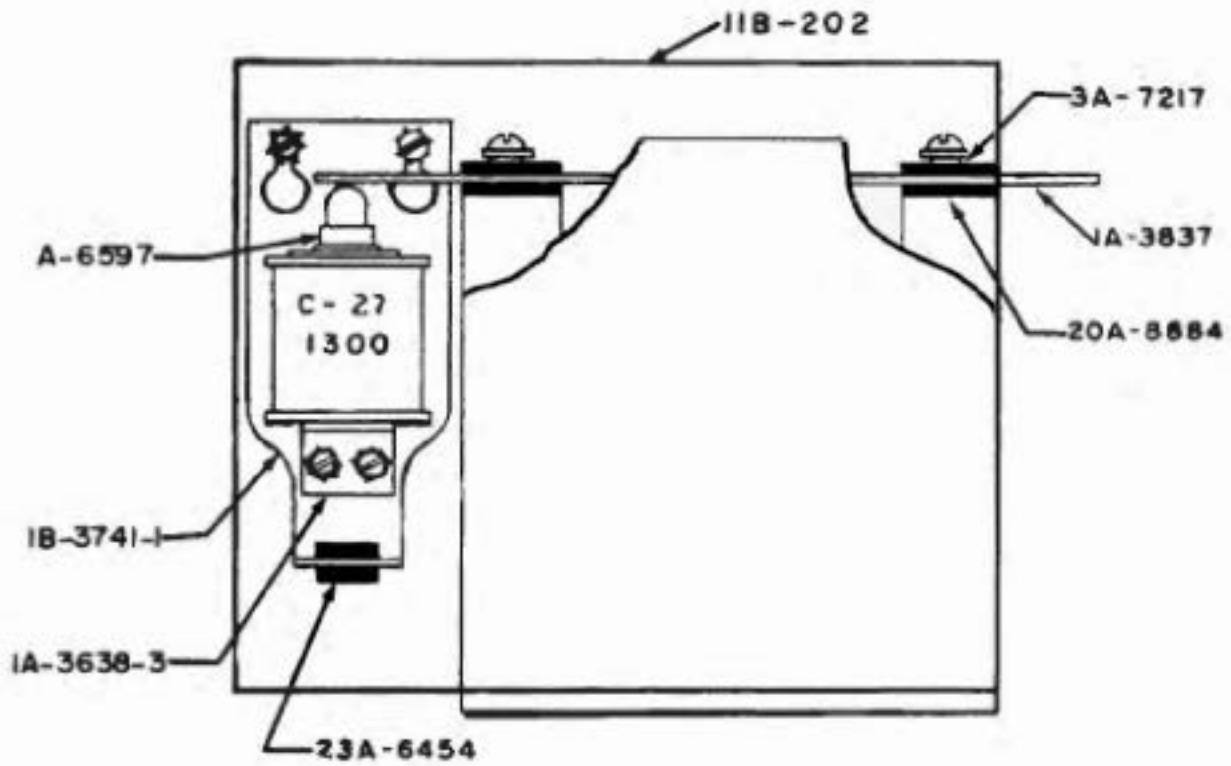


3B-7246  
 ALTERNATOR DISC

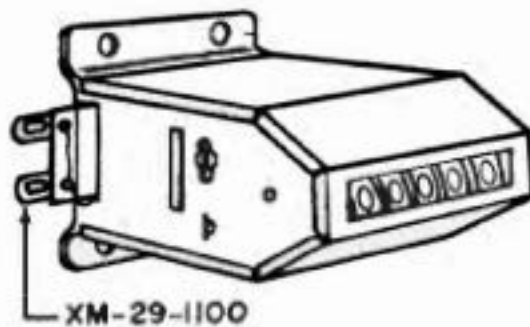


3B-7127  
 2A-2952  
 20A-8716-20  
 A-6295  
 DRIVE PAWL & ARMATURE

B-6598  
CHIME BOX ASSEMBLY



B-6486  
COUNTER ASSEMBLY  
(50 VOLTS)



## NOTES



# PARTS LIST PIN GAME

NAME OF GAME	STEP UP UNITS				SCREENED PLAYFIELD PLASTICS	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
STARDUST	REPLAY BALL COUNT NO. MATCH PLAYER COIN BONUS 10 POINT 100 POINT 1000 POINT 10000 POINT ADVANCE ALTERNATOR	C-6937 C-6417 C-6417 C-6896 C-6417 B-7253 B-7253 B-7253 A-7195	C-6520 C-6520 C-6521 C-6520 C-6520 A-6294 A-6294 A-6294 A-6294	A-6400 A-6402-5 A-6401 A-6405-3 A-6402-3 A-6402-16 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272	30C-401 (Set of 7) 30C-401-6	14A-7805 (60 HZ) SCORE 14A-7806 (50 HZ) SCORE	15A-6771 60HZ 15A-6782 1 50HZ
OLYMPIC HOCKEY	REPLAY BALL COUNT NO. MATCH ADVANCE TENS HUNDREDS THOUSANDS TEN THOUSANDS GOAL ALTERNATOR	C-6878 C-6879 C-6417 B-7253 B-7253 B-7253 B-7253 B-7253	B-7456-19 B-7456-2 C-6521 A-6294 A-6294 A-6294 A-6294	A-6400 A-6402-10 A-6401 A-7388-20 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272	30C-351 (Set of 8) 30C-351-7 30C-351-6	14A-7871 (50-60) SCORE	15A-6771 60 HZ 15A-6782 1 50 HZ
LINE DRIVE	CREDIT INNING OUT STRIKE EXTRA INNING CONTROL MOTOR 1st PLAYER 1 PT. 1st PLAYER 10 PT. 2ND PLAYER 1 PT. 2ND PLAYER 10 PT. GRANDSLAM	C-6417 C-6417 C-6417 C-6417 C-6417 B-7253 B-7253 B-7253 B-7253 B-7253	B-7456-15 B-7456-17 B-7456-17 B-7456-17 B-7456-16 A-6294 A-6294 A-6294 A-6294	A-6400 A-6402-6 A-6402-3 A-6402-3 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272		14A-7751 (60 HZ) MAR 14A-7757 (50 HZ) MAR 14A-7882 (60 HZ) CONTROL 14A-7884 (50 HZ) CONTROL 14A-7821 (60 HZ) PITCHER 14A-7823 (50 HZ) PITCHER	15A-6771 60HZ 15A-6782 1 50HZ
GRANADA	100 BBS BALL COUNT 10 POINT 100 POINT 1000 POINT 10,000 POINT	C-6414 C-6414	B-7456-19 B-7456-13	A-6400-19 A-6402-10 3C-7272 3C-7272 3C-7272	30C-400 (Set of 8)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6783 50HZ
SPANISH EYES	REPLAY BALL COUNT NO. MATCH TENS HUNDREDS THOUSANDS TEN THOUSANDS	C-6414 C-6414 A-7195 A-7195	B-7456-3 B-7456-2 A-6294 A-6294	A-6400-1 A-6402-10 A-6401 3C-7272 3C-7272 3C-7272	30C-408 (Set of 7)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60 HZ 15A-6782 1 50HZ
HONEY	REPLAY BALL COUNT NO. MATCH PLAYER COIN SIDE ADVANCE CENTER ADV. 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 C-6414 C-6417 C-6414 C-6417 C-6417 B-7253 B-7253 B-7253 B-7253	B-7456-6 B-7456-2 C-6521 B-7456-9 B-7456-6 B-7456-8 A-6294 A-6294	A-6400-1 A-6402-5 A-6401 A-6405-3 A-6402-3 A-6402-15 A-6402-3 3C-7272 3C-7272 3C-7272 3C-7272	30C-404 (Set of 10)	14A-7805 (60 HZ) SCORE 14A-7806 (50 HZ) SCORE	15A-6771 60HZ 15A-6782 1 50HZ
STOCKADE	CREDIT FGT SELECTOR SHOT COUNTER MIS 100 POINT 1000 POINT 10,000 POINT	C-6417 C-6417 C-6417 A-7195	B-7456-27 B-7456-1 B-7456-23 A-6294	A-6400-1 A-6401 A-6402-35 A-6401 3C-7272 3C-7272 3C-7272		14A-7889 (50-60) INDIAN 14A-7890 (50-60) LEAPER 14A-7890 (50-60) CRAWLER 14A-7891 (60 HZ) CONTROL 14A-7892 (50 HZ) CONTROL	15A-6775 60HZ 15A-6776 50HZ
SUPER STAR	REPLAY NO. MATCH BONUS BALL COUNT 10 POINT 100 POINT 1000 POINT 10,000 POINT	C-6414 C-6417 C-6414 B-7253 B-7253 B-7253	B-7456-2 B-7456-16 B-7456-3 A-6294 A-6294	A-6400-1 A-6401 A-6402-23 A-6402-16 3C-7272 3C-7272 3C-7272	30C-378 (Set of 10)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6782 1 50HZ

# PARTS LIST PIN GAME

NAME OF GAME	STEP UP UNITS				SCREENED PLAYFIELD PLASTICS	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
<b>BIG STAR</b>	100 BBO BALL COUNT 10 POINT 100 POINT 1000 POINT 10 000 POINT BONUS	C-6414 C-6414 C-6417 C-6417 C-6418 C-6417 B-7253 B-7253 B-7253 B-7253	B-7456-19 B-7456-13 B-7456-21	A-6402-19 A-6402-10 3C-7272 3C-7272 3C-7272 3C-7272 A-6402-21	30C-379 (Set of 10)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6785 50HZ
<b>FAN TASTIC</b>	REPLAY BALL COUNT NO MATCH PLAYER COIN BONUS 10 POINT 100 POINT 1000 POINT ALTERNATOR	C-6414 C-6414 C-6417 C-6418 C-6417 B-7253 B-7253 B-7253 B-7253	B-7456-6 B-7456-2 C-6521 B-7456-9 B-7456-24 A-6294 A-6294 A-6294	A-6400-1 A-6402-5 A-6401 A-6405-3 A-6402-3 A-6402-10 3C-7272 3C-7272 3C-7272 3C-7272	30C-387 (Set of 9)	14A-7885 (60 HZ) SCORE 14A-7886 (50 HZ) SCORE 14A-7808 (50-60 HZ) SPINNER	15A-6771 60HZ 15A-6782-1 50HZ
<b>SWINGER</b>	REPLAY BALL COUNT NO MATCH ADVANCE TENS HUNDREDS THOUSANDS TEN THOUSANDS SWING REEL ALTERNATOR	C-6414 C-6417 C-6414 B-7253 B-7253 B-7253 B-7253 B-7253	B-7456-30 C-6521 B-7456-2 A-6294 A-6294 A-6294 A-6294	A-6400-1 A-6402-10 A-6401 A-6401 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272	30C-406 (Set of 9)	14A-7805 (60 HZ) SCORE 14A-7806 (50 HZ) SCORE 14A-7745 (50-60 HZ) SWING TGT	15A-6771 60HZ 15A-6782 50HZ
<b>AMBUSH</b>	CREDIT SELECTION COIN CONTROL MOTOR 1 PT. TIMER 10 PT. TIMER 1 PT. SHOT 10 PT. SHOT 100 POINT SHOT 10 PT. SCORE 100 PT. SCORE 1000 PT. SCORE	C-6417 C-6417 C-6417 C-6417 A-7195 A-7195 A-7195 A-7195 A-7195 A-7195	B-7456-25 B-7456-20 B-7456-26 A-6294 A-6294 A-6294 A-6294	A-6400-1 A-6401 A-6402-13 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272		14A-7895 (50 HZ) CONTROL 14A-7894 (60 HZ) CONTROL 14A-7893 (50-60 HZ) TARGET	15A-6771 60HZ 15A-6782-1 50HZ
<b>TRAVEL TIME</b>	REPLAY NO MATCH CLOCK 10 POINT 100 POINT 1000 POINT 10 000 POINT	C-6414 C-6417 B-7253 B-7253 B-7253 B-7253	B-7456-7 B-7456-74 A-6294 A-6294 A-6294	A-6400-1 A-6401 A-6402-25 3C-7272 3C-7272 3C-7272 3C-7272	30C-393 (Set of 10)	14A-7893 (60 HZ) SCORE 14A-7894 (50 HZ) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
<b>UPPER DECK</b>	CREDIT INNING OUT STRIKE EXTRA INNING CONTROL 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 B-7253 B-7253 B-7253 B-7253 B-7253	B-7456-15 B-7456-17 B-7456-17 B-7456-17 B-7456-16 A-6294 A-6294 A-6294 A-6294 A-6294	A-6400-1 A-6402-6 A-6401 A-6401 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272		14A-7751 (60 HZ) MAN 14A-7752 (50 HZ) MAN 14A-7882 (60 HZ) CONTROL 14A-7888 (50 HZ) CONTROL 14A-7871 (60 HZ) PITCHER 14A-7873 (50 HZ) PITCHER	15A-6771 60HZ 15A-6782-1 50HZ
<b>FUN-FEST</b>	REPLAY BALL COUNT NO MATCH PLAYER COIN ADVANCE 10 POINT 100 POINT 1000 POINT 10 000 POINT ALTERNATOR	C-6414 C-6417 C-6417 C-6414 C-6414 B-7253 B-7253 B-7253 B-7253	B-7456-6 C-6521 C-6521 B-7456-9 B-7456-7 A-6294 A-6294 A-6294	A-6400-1 A-6402-5 A-6401 A-6405-3 A-6402-3 A-6401 3C-7272 3C-7272 3C-7272 3C-7272	30C-406 (Set of 9)	14 A-7805 (60 HZ) SCORE 14A-7806 (50 HZ) SCORE 14A-7745 (50-60) SWING TGT.	15A-6771 60HZ 15A-6782-1 50HZ
<b>TROPIC RUN</b>	100 BBO BALL COUNT ADVANCE 10 POINT 100 POINT 1000 POINT 10 000 POINT	C-6414 C-6414 C-6417 C-6414 B-7253 B-7253	B-7456-19 B-7456-13 B-7456-2 A-6401 A-6294 A-6294	A-6402-19 A-6402-10 A-6401 3C-7272 3C-7272 3C-7272 3C-7272	30C-417 (Set of 7)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6785 50HZ

# PARTS LIST PIN GAME

NAME OF GAME	STEP UP UNITS				SCREENED PLAYFIELD PLASTICS	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHFT			
GULFSTREAM	REPLAY			A6400 1	30C 417 (Set of 7)	14A 7884 (60 Hz) SCORE 14A 7884 (50 Hz) SCORE	15A 6771 60Hz 15A 6782 1 50Hz
	NO. MATCH	C 6417	C 6521	A6401			
	BALL COUNT	C 6414	B 7456 2	A6402 19			
	10 POINT	B 7253	A6294	3C 7272			
	100 POINT	B 7253	A6294	3C 7272			
	1000 POINT	B 7253	A6294	3C 7272			
JUBILEE	REPLAY			A6400 1	30C 416 (Set of 7)	14A 7883 (60 Hz) SCORE 14A 7884 (50 Hz) SCORE	15A 6771 60Hz 15A 6782 1 50Hz
	BALL COUNT	C 6414	B 7456 6	A6402 5			
	NO. MATCH	C 6414	B 7456 2	A6401			
	PLAYER	C 6417	C 6521	A6404 3			
	COIN	C 6414	B 7456 9	A6402 3			
	ADVANCE	C 6417	B 7456 17	A6402 20			
	10 POINT	B 7253	A6294	3C 7272			
	100 POINT	B 7253	A6294	3C 7272			
	1000 POINT	B 7253	A6294	3C 7272			
	ALTERNATOR	B 7253	A6294	3C 7272			
DARLING	REPLAY			A6400 1	30C 416 (Set of 7)	14A 7883 (60 Hz) SCORE 14A 7884 (50 Hz) SCORE	15A 6771 60Hz 15A 6782 1 50Hz
	BALL COUNT	C 6414	B 7456 10	A6402 10			
	NO. MATCH	C 6414	B 7456 2	A6401			
	ADVANCE	C 6417	B 7456 17	A6402 20			
	TENS	B 7253	A6294	3C 7272			
	HUNDREDS	B 7253	A6294	3C 7272			
	THOUSANDS	B 7253	A6294	3C 7272			
	TEN THOUSANDS	B 7253	A6294	3C 7272			
	SWING REEL	B 7253	A6294	3C 7272			
	ALTERNATOR	B 7253	A6294	3C 7272			
DIO	REPLAY			A6400 1	3C 420 (Set of 5) 30C 420-6	14A 7883 (60 Hz) SCORE 14A 7884 (50 Hz) SCORE	15A 6771 60Hz 15A 6782 1 50Hz
	BALL COUNT	C 6414	B 7456 6	A6402 5			
	NO. MATCH	C 6414	B 7456 2	A6401			
	PLAYER	C 6417	C 6521	A6404 3			
	COIN	C 6414	B 7456 9	A6402 3			
	BONUS	C 6417	B 7456 6	A6402 9			
	10 POINT	B 7253	A6294	3C 7272			
	100 POINT	B 7253	A6294	3C 7272			
	1000 POINT	B 7253	A6294	3C 7272			
	ALTERNATOR	B 7253	A6294	3C 7272			
STAR ACTION	100 COIN	C 6414	B 7456 31	A6402 19	30C 434 (Set of 7)	14A 7883 (60 Hz) SCORE 14A 7884 (50 Hz) SCORE	15A 6771 60Hz 15A 6785 50Hz
	SPINNER	C 6417	B 7456 30	A6402 20			
	BALL COUNT	C 6414	B 7456 11	A6402 10			
	ADVANCE	C 6417	B 7456 29	A6402 19			
	10 POINT	B 7253	A6294	3C 7272			
	100 POINT	B 7253	A6294	3C 7272			
TRIPLE ACTION	REPLAY			A6400 1	30C 434 (Set of 7)	14A 7883 (60 Hz) SCORE 14A 7884 (50 Hz) SCORE	15A 6771 60Hz 15A 6782 1 50Hz
	BALL COUNT	C 6414	B 7456 3	A6402 19			
	NO. MATCH	C 6414	B 7456 2	A6401			
	SPINNER	C 6417	B 7456 30	A6402 20			
	ADVANCE	C 6417	B 7456 29	A6402 19			
	10 POINT	B 7253	A6294	3C 7272			
	100 POINT	B 7253	A6294	3C 7272			
	1000 POINT	B 7253	A6294	3C 7272			
	ALTERNATOR	B 7253	A6294	3C 7272			
	DEALERS CHOICE	REPLAY					
BALL COUNT		C 6414	B 7456 6	A6402 5			
NO. MATCH		C 6414	B 7456 2	A6401			
PLAYER		C 6417	C 6521	A6404 3			
COIN		C 6414	B 7456 9	A6402 3			
BONUS		C 6417	B 7456 11	A6402 10			
10 POINT		B 7253	A6294	3C 7272			
100 POINT		B 7253	A6294	3C 7272			
1000 POINT		B 7253	A6294	3C 7272			
ALTERNATOR		B 7253	A6294	3C 7272			
SKYLAB	REPLAY			A6400 1	30C 443 (Set of 7)	14A 7883 (60 Hz) SCORE 14A 7884 (50 Hz) SCORE	15A 6771 60Hz 15A 6782 1 50Hz
	BALL COUNT	C 6414	B 7456 3	A6402 19			
	NO. MATCH	C 6414	B 7456 2	A6401			
	ADVANCE	C 6417	B 7456 30	A6402 20			
	10 POINT	B 7253	A6294	3C 7272			
	1000 POINT	B 7253	A6294	3C 7272			

# PARTS LIST PIN GAME

NAME OF GAME	STEP UP UNITS				SCREENED PLAYFIELD PLASTICS	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
STRATO FLITE	REPLAY			A-6403-1	30C-445 (Set of 7)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-6	A-6402-5			
	NO. MATCH	C-6417	C-6521	A-6403			
	PLAYER	C-6417	C-6521	A-6404-3			
	COIN	C-6414	B-7456-9	A-6402-3			
	BONUS	C-6417	B-7456-33	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				
ALTERNATOR			3C-7272				
SUPER FLITE	REPLAY			A-6403-1	30C-445 (Set of 7)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-30	A-6402-10			
	NO. MATCH	C-6417	C-6521	A-6403			
	BONUS	C-6417	B-7456-33	A-6402-10			
	TENS	B-7253	A-6294	3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS	B-7253	A-6294	3C-7272			
	10 THOUSANDS	B-7253	A-6294	3C-7272			
ALTERNATOR			3C-7272				
LUCKY ACE	REPLAY			A-6403-1	30C-433 (Set of 7)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-44	A-6402-10			
	(RIGHT SIDE)	B-7568	A-7614				
	NO. MATCH			A-7548-1			
	(LEFT SIDE)	B-7569	A-7615				
	BONUS	C-6417	B-7456-33	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				
ALTERNATOR			3C-7272				
STAR POOL	REPLAY			A-6403-1	30C-453 (Set of 7)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-6	A-6402-5			
	(RIGHT SIDE)	B-7568	A-7614				
	NO. MATCH			A-7548-1			
	(LEFT SIDE)	B-7569	A-7615				
	PLAYER	C-6417	C-6521	A-6404-3			
	COIN	C-6414	B-7456-9	A-6402-3			
	ADVANCE	C-6417	B-7456-44	A-6402-15			
	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				
SPINNER	B-7253	A-6294	3C-7272				
SATIN DOLL	REPLAY			A-6403-1	30C-454 (Set of 8)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-10	A-6402-10			
	NO. MATCH	C-6417	C-6521	A-6403			
	BONUS	C-6417	B-7456-49	A-6402-10			
	TENS	B-7253	A-6294	3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS	B-7253	A-6294	3C-7272			
	10 THOUSANDS	B-7253	A-6294	3C-7272			
ALTERNATOR			3C-7272				
BIG BEN	REPLAY			A-6403-1	30C-456 (Set of 8)	14A-7883 (60 HZ) SCORE 14A-7884 (50 HZ) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-44	A-6402-5			
	(RIGHT SIDE)	B-7568	A-7614				
	NO. MATCH			A-7548-1			
	(LEFT SIDE)	B-7569	A-7615				
	ADVANCE	C-6417	B-7456-50	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			
	ALTERNATOR	A-7785	A-7614	A-7548-2 A-7567			

# PARTS LIST PIN GAME

NAME OF GAME	STEP UP UNITS				SCREENED PLAYFIELD PLASTICS	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	BATCHET & SHIRT			
PAT HIND	REPLAY			A-6400-1	30C-457 (Set of 3)	14A-7883 (50 HD) SCORE 14A-7884 (30 HD) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-0	A-6402-5			
	PLAYER	C-6417	C-6521	A-6404-3			
	NO. MATCH	C-6417	C-6521	A-6401			
	COIN	C-6414	B-7456-1	A-6403-1			
	BONUS	C-6417	B-7456-45	A-6402-10			
	10'S	B-7253	A-6294	3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS	B-7253	A-6294	3C-7272			
	10 THOUSANDS	B-7253	A-6294	3C-7272			
	ALTERNATOR	A-7785	A-7614	A-7548-2 A-7567			
TRIPLE STRIKE	REPLAY			A-6400-1	30C-458 (Set of 3)	14A-7883 (50 HD) SCORE 14A-7884 (30 HD) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-44	A-6402-5			
	(RIGHT SIDE) NO. MATCH	B-7568	A-7614	A-7548-1			
	(LEFT SIDE)	B-7569	A-7615				
	STRIKE BONUS	C-6417	B-7456-94	A-6407-4			
	10 POINT	B-7253	A-6294	3C-7272			
	100 POINT			3C-7272			
	1000 POINT	B-7253	A-6294	3C-7272			
	10000 POINT	B-7253	A-6294	3C-7272			
	ALTERNATOR	A-7785	A-7614	A-7548-2 A-7567			
	LITTLE CHIEF	REPLAY					
BALL COUNT		C-6414	B-7456-8	A-6402-5			
(RIGHT SIDE) NO. MATCH		B-7568	A-7614	A-7595			
(LEFT SIDE)		B-7569	A-7615				
PLAYER		C-6417	C-6521	A-6404-3			
COIN		C-6414	B-7456-9	A-6403-3			
BONUS		C-6417	B-7456-50	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			
EJECT ADVANCE		B-7568	A-7614	A-7868			
		B-7569	A-7615	A-7868			
ALTERNATOR		A-7785	A-7614	A-7548-2 A-7567			
TOLDEDO	REPLAY			A-6400-1	30C-461 (Set of 12)	14A-7883 (50 HD) SCORE 14A-7884 (50 HD) SCORE	15A-6771 60HZ 15A-6782-1 50HZ
	BALL COUNT	C-6414	B-7456-10	A-6402-10			
	NO. MATCH	C-6414	B-7456-2	A-6401			
	BONUS	C-6417	B-7456-58	A-6402-19			
	ADVANCE	C-6417	B-7456-57	A-6402-8			
	10'S	B-7253	A-6294	3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS	B-7253	A-6294	3C-7272			
	10 THOUSANDS	B-7253	A-6294	3C-7272			
	ALTERNATOR	A-7785	A-7614	A-7548-2 A-7567			
	SPACE MISSION	REPLAY					
BALL COUNT		C-6414	B-7456-6	A-6402-5			
(RIGHT SIDE) NO. MATCH		B-7568	A-7614	A-7595			
(LEFT SIDE)		B-7569	A-7615				
PLAYER		C-6417	C-6521	A-6404-3			
COIN		C-6414	B-7456-9	A-6403-3			
BONUS		C-6417	B-7456-35	A-6402-20			
SWINGING BAR		C-6417	B-7456-50	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		B-7253	A-6294	3C-7272			
ALTERNATOR		A-7785	A-7614	A-7548-2 A-7567			

# PARTS LIST SHUFFLE ALLEY

NAME OF GAME	STEP UP UNITS				SCORING EXPLANATION CARD	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
<b>WINDY CITY</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 1-9 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414-2 C-6417 C-6417-26 C-6415 C-6414 C-6396 C-6418-9 C-6413-9	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6443-5 C-7326 B-7456-4	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272	16C-1886	14A-7765-60 HZ SCORE MOTOR 14A-7776-50 HZ SCORE MOTOR 14A-7869-50 HZ PIN RESET MOTOR 14A-7870-50 HZ PIN RESET MOTOR 14A-7766-60 HZ FLASH MOTOR 14A-7775-50 HZ FLASH MOTOR	15A-6775-60HZ 15A-6776-50HZ
<b>FRENCH QUARTER</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 1-9 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414-2 C-6417 C-6417-26 C-6415 C-6414 C-6412 C-6418-9 C-6413-9	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6443-5 C-7326 B-7456-4	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1887	14A-7765-60 HZ SCORE MOTOR 14A-7776-50 HZ SCORE MOTOR 14A-7869-60 HZ PIN RESET MOTOR 14A-7870-50 HZ PIN RESET MOTOR 14A-7766-60 HZ FLASH MOTOR 14A-7775-50 HZ FLASH MOTOR	15A-6775-60 HZ 15A-6776-50HZ
<b>GATEWAY ARCH</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 1-9 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414-2 C-6417 C-6417-26 C-6415 C-6414 C-6412 C-6418-9 C-6413-9	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6443-5 C-7326 B-7456-4	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1887	14A-7765-60 HZ SCORE MOTOR 14A-7776-50 HZ SCORE MOTOR 14A-7869-60 HZ PIN RESET MOTOR 14A-7870-50 HZ PIN RESET MOTOR 14A-7766-60 HZ FLASH MOTOR 14A-7775-50 HZ FLASH MOTOR	15A-6775-60HZ 15A-6776-50HZ
<b>ASTRODOME</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 1-9 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414-2 C-6417 C-6417-26 C-6415 C-6414 C-6412 C-6418-9 C-6413-9	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6443-5 C-7326 B-7456-4	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1889	14A-7765-60 HZ SCORE MOTOR 14A-7776-50 HZ SCORE MOTOR 14A-7869-60 HZ PIN RESET MOTOR 14A-7870-50 HZ PIN RESET MOTOR 14A-7766-60 HZ FLASH MOTOR 14A-7775-50 HZ FLASH MOTOR	15A-6775-60HZ 15A-6776-50HZ
<b>CAPE COD</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 1-9 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR CREDIT	C-6414-2 C-6417 C-6417-26 C-6415 C-6414 C-6417 C-6418-9 C-6413-9	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6443-5 C-7326 B-7456-4	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1890	14A-7765-60 HZ SCORE MOTOR 14A-7776-50 HZ SCORE MOTOR 14A-7869-60 HZ PIN RESET MOTOR 14A-7870-50 HZ PIN RESET MOTOR 14A-7766-60 HZ FLASH MOTOR 14A-7775-50 HZ FLASH MOTOR	15A-6775-60HZ
<b>GOLDEN TRIANGLE</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 1-9 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417-26 C-6415 C-6414 B-7257-1 C-6418-9 C-6413-9	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6294 C-7326 B-7456-4	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 A-6402-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1891	14A-7765-60 HZ SCORE MOTOR 14A-7776-50 HZ SCORE MOTOR 14A-7869-60 HZ PIN RESET MOTOR 14A-7870-50 HZ PIN RESET MOTOR 14A-7766-60 HZ FLASH MOTOR 14A-7775-50 HZ FLASH MOTOR	15A-6775-60 HZ 15A-6776-50HZ



# PARTS LIST SHUFFLE ALLEY

NAME OF GAME	STEP UP UNITS				SCORING EXPLANATION CARD	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
<b>TWIN CITIES</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS DOWN 10 TENS HUNDREDS THOUSANDS ROBO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6414 B-7253-1	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6794	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272	16A-1892	14A-7765 (60 HZ) SCORE MOTOR 14A-7776 (50 HZ) SCORE MOTOR 14A-7869 (60 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (60 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
<b>ROYAL HAWAIIAN</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS DOWN 10 TENS HUNDREDS THOUSANDS ROBO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6414 B-7253-1	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6794	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272	16A-1893	14A-7765 (60 HZ) SCORE MOTOR 14A-7776 (50 HZ) SCORE MOTOR 14A-7869 (60 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (60 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
<b>PINNACLE</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS DOWN 10 TENS HUNDREDS THOUSANDS ROBO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6414 B-7253-1	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6794	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1894	14A-7765 (60 HZ) SCORE MOTOR 14A-7776 (50 HZ) SCORE MOTOR 14A-7869 (60 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (60 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
<b>GRANITE</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS DOWN 10 TENS HUNDREDS THOUSANDS ROBO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6414 B-7253-1	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6794	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1895	14A-7765 (60 HZ) SCORE MOTOR 14A-7776 (50 HZ) SCORE MOTOR 14A-7869 (60 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (60 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
<b>CIVIC CENTER</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS DOWN 10 TENS HUNDREDS THOUSANDS ROBO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6414 B-7253-1	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6794	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1896	14A-7765 (60 HZ) SCORE MOTOR 14A-7776 (50 HZ) SCORE MOTOR 14A-7869 (60 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (60 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
<b>UNIQUE</b>	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS DOWN 10 TENS HUNDREDS THOUSANDS ROBO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6414 B-7253-1	A-6443-3 B-7456-5 C-6521-4 C-6521 A-6443-4 A-6794	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 3C-7272 3C-7272 3C-7272 3C-7272	16A-1897	14A-7765 (60 HZ) SCORE MOTOR 14A-7776 (50 HZ) SCORE MOTOR 14A-7869 (60 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (60 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ



# PARTS LIST

## SHUFFLE ALLEY

NAME OF GAME	STEP UP UNITS				SCORING EXPLANATION CARD	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
SUPREME	STRIKE SPARE	C-6414	A-6443-1	A-6402-5	15A-1808-S	14A-7765 (30 HZ) SCORE MOTOR 14A-7775 (50 HZ) SCORE MOTOR 14A-7869 (30 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (30 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR 14A-7989 (30 HZ) COIN MOTOR 14A-7985 (50 HZ) COIN MOTOR	15A-6775 60HZ 15A-6776 50HZ
	FRAME CONTROL	C-6417	B-7416-31	A-6402A-11			
	PLAYER UP	C-6417	C-6521-4	A-6404-5			
	GAME SELECTION	C-6415	C-6521	A-6403			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	B-7253-1	A-6294	3C-7272			
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6418-9	C-7326	B-6833			
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833			
PRICE	C-6414	B-7456-39	A-6402-A-10				
CREDIT			A-6402-1				
COIN MOTOR	C-6414	B-7456-40					
MARQUIS	STRIKE SPARE	C-6414	A-6443-1	A-6402-5	15A-1809-S	14A-7765 (30 HZ) SCORE MOTOR 14A-7775 (50 HZ) SCORE MOTOR 14A-7869 (30 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (30 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
	FRAME CONTROL	C-6417	B-7416-31	A-6402A-11			
	PLAYER UP	C-6417	C-6521-4	A-6404-5			
	GAME SELECTION	C-6415	C-6521	A-6403			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	B-7253-1	A-6294	3C-7272			
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6418-9	C-7326	B-6833			
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833			
STAR SAPPHIRE	STRIKE SPARE	C-6414	A-6443-1	A-6402-5	15A-1900-S	14A-7765 (30 HZ) SCORE MOTOR 14A-7775 (50 HZ) SCORE MOTOR 14A-7869 (30 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (30 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
	FRAME CONTROL	C-6417	B-7456-56	A-6402A-11			
	PLAYER UP	C-6417	C-6521-4	A-6404-5			
	GAME SELECTION	C-6415	C-6521	A-6403			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	B-7253-1	A-6294	3C-7272			
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6418-9	C-7326	B-6833			
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833			
SEVILLE	STRIKE SPARE	C-6414	A-6443-1	A-6402-5	16C-1901-S	14A-7765 (30 HZ) SCORE MOTOR 14A-7775 (50 HZ) SCORE MOTOR 14A-7869 (30 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (30 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
	FRAME CONTROL	C-6417	B-7456-56	A-6402A-11			
	PLAYER UP	C-6417	C-6521-4	A-6404-5			
	GAME SELECTION	C-6415	C-6521	A-6403			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	B-7253-1	A-6294	3C-7272			
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6418-9	C-7326	B-6833			
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833			
EMERALD	STRIKE SPARE	C-6414	A-6443-1	A-6402-5	16C-1903-S	14A-7765 (30 HZ) SCORE MOTOR 14A-7775 (50 HZ) SCORE MOTOR 14A-7869 (30 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (30 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
	FRAME CONT. #1	C-6417	B-7456-62	A-6402A-11			
	FRAME CONT. #2	C-6417	B-7456-63	A-6402A-11			
	PLAYER UP	C-6417	C-6521-4	A-6404-5			
	GAME SELECTION	C-6415	C-6521	A-6403			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	B-7253-1	A-6294	3C-7272			
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6418-9	C-7326	B-6833			
FLASH MOTOR	C-6413-9	B-7456-4	B-6833				
CAVALIER	STRIKE SPARE	C-6414	A-6443-1	A-6402-5	16C-1903-S	14A-7765 (30 HZ) SCORE MOTOR 14A-7775 (50 HZ) SCORE MOTOR 14A-7869 (30 HZ) PIN RESET MOTOR 14A-7870 (50 HZ) PIN RESET MOTOR 14A-7766 (30 HZ) FLASH MOTOR 14A-7775 (50 HZ) FLASH MOTOR	15A-6775 60HZ 15A-6776 50HZ
	FRAME CONT. #1	C-6417	B-7456-62	A-6402A-11			
	FRAME CONT. #2	C-6417	B-7456-63	A-6402A-11			
	PLAYER UP	C-6417	C-6521-4	A-6404-5			
	GAME SELECTION	C-6415	C-6521	A-6403			
	EXTRA SHOTS	C-6414	A-6443-4	A-6402A-5			
	COIN	B-7253-1	A-6294	3C-7272			
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6418-9	C-7326	B-6833			
FLASH MOTOR	C-6413-9	B-7456-4	B-6833				

## NOTES