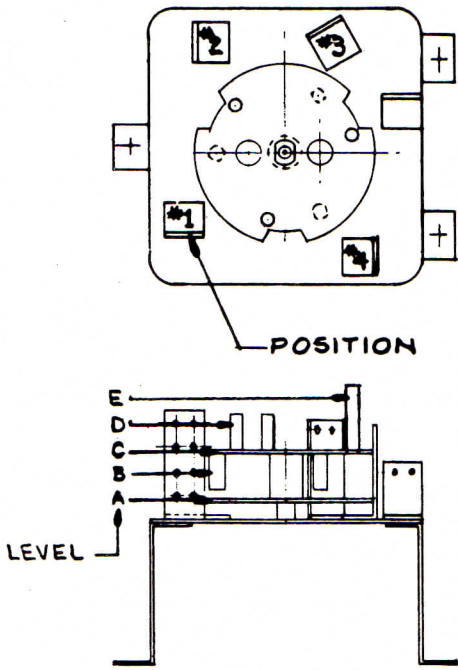


SCORE MOTOR SWITCH CODE



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

SCORE MOTOR UNIT SWITCH CHART

SWITCH		LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
A1-a	N.O.	K-24	71-1 30	Orange-Red Yellow	Pulses 1, 10 and 100 point counter unit coils thru reset relay circuit. Pulses 10 point relay thru 50 point relay scoring circuit. Pulses replay unit and thumper control. unit step-up coils or, 100 point relay thru advance feature replay or point scoring circuit. Pulses replay unit step-up coil thru multiple play coin circuit.
1A-b	N.O.	D-37	45-4 51-4	Green-White White-Red	Pulses replay unit and thumper control unit step-up coils thru match number replay scoring circuit.
1B-a	N.C.	E-33	65 52	Brown-White White-Blue	Subtracts a pulse from score motor switch 1A-a during replay step-up for multiple play coin circuit and advance feature replay or point scoring circuit.
1B-b	N.O.	C-50	21-2 50-3	Blue-Red White	Pulses ball return kicker solenoid when ball return circuit is completed.
1C-a	N.O.	E-12	13-2 30	Red-Yellow Yellow	Complete score motor carry-over circuit.
1C-b	N.O.	H-6	80-3P 70-1P	Black (Plastic) Orange (Plastic)	Pulses (4) mushroom trip bank reset coil thru free ball relay circuit, advance relay circuit, or ball return relay circuit.
1C-c	N.C.	E-3	20-2P 60-2P	Blue (Plastic) Brown (Plastic)	Opens replay button circuit to the start trip relay.
1C-d	N.C.	D-51	57-4 78-6	White-Orange Orange-Black	Opens circuit to the match relay.
1C-e	N.C.	C-15	38-2 53	Yellow-Black White-Yellow	Opens circuit to the reset trip relay.
1C-f	N.C.	J-16	31 41-1	Yellow-Red Green-Red	Opens circuit to the ball return relay.
2B-a	N.C.	F-4	60P 10P	Brown (Plastic) Red (Plastic)	Opens lock-in circuit to the multiple play coin relay.
2B-b	N.C.	A-30	70 74-5	Orange Orange-Green	Opens circuit to the ball return, free ball, advance reset, advance, 50 point, 10 point, 100 point and 1 point relays.
2C-a	N.C.	F-32	85-4 61-4	Black-White Brown-Red	Subtracts a pulse from score motor switch 1A-a during advance feature replay or point scoring circuit.
2C-b	N.O.	D-22	93-1 31-2	Gray-Yellow Yellow-Red	Pulses advance unit step-up coil thru advance relay circuit.
2C-c	N.O.	F-10	56 30	White-Brown Yellow	Pulses advance unit reset coil thru advance reset relay circuit. Pulses replay unit reset coil, total play meter and thumper control unit reset coil thru start relay circuit.
2C-d	N.O.	D-37	10-3 51-4	Red White-Red	Completes match number replay scoring circuit.
2C-e	N.O.	E-6	20-3 P 90-2 P	Blue (Plastic) Gray (Plastic)	Completes (4) mushroom trip bank reset circuit.
3B-a	N.C.	E-32	85-4 52	Black-White White-Blue	Subtracts a pulse from score motor switch 1A-a during replay step-up for multiple play coin circuit and advance feature replay or point scoring circuit.
3D-a	N.O.	M-34	30 40-3	Yellow Green	Completes circuit to 50 when lit playfield lites.
3D-b	S.P.D.T.	H-29	56-1 13-5 23-5	White-Brown Red-Yellow Blue-Red	Directs circuit from inner left and right rollover switches to 10 point or 50 point relay.
4B-a	N.O.	H-53	15-3 40	Red-White Green	Pulses ball count unit step-up coil thru 1st shot relay circuit. Energizes game-over trip relay thru match relay circuit.
4B-b	N.O.	D-9	85 23-3	Black-White Blue-Yellow	Pulses ball count unit reset coil thru start relay circuit.
4C-a	N.C.	J-33	71-1 65	Orange-Red Brown-White	Subtracts a pulse from score motor swith 1A-a during replay step-up for multiple play coin circuit and advance feature replay or point scoring circuit.
4C-b	N.C.	D-17	13 91-5	Red-Yellow Gray-Red	Opens lock-in circuit to the Tour Gate relay and Free Gate assembly solenoid.
4C-c	N.O.	E-5	80P 70-1P	Black (Plastic) Orange (Plastic)	Completes (6) trip bank reset circuit from start relay or multiple play coin relay.