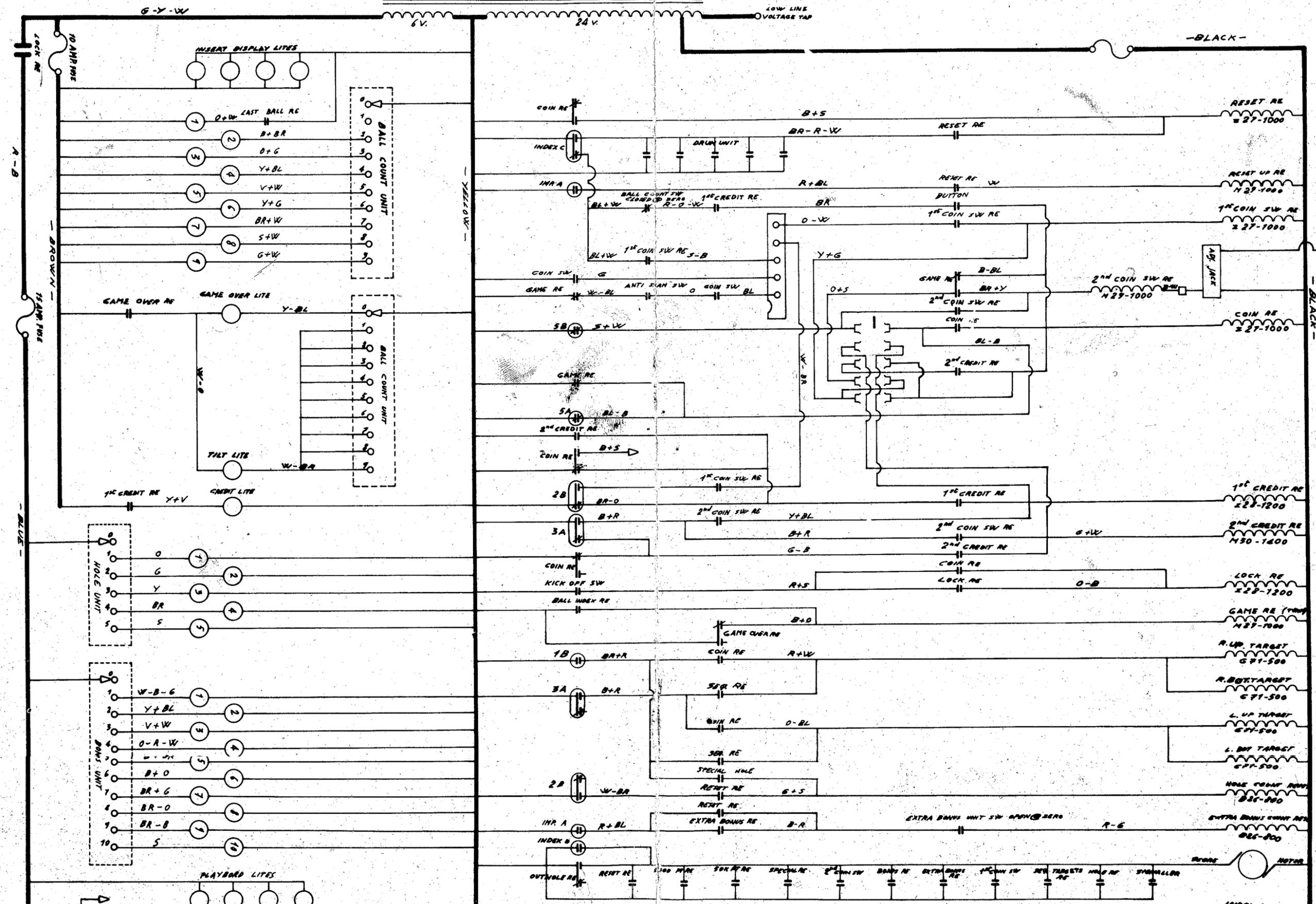
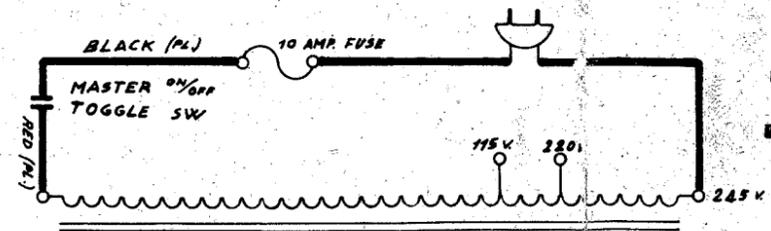
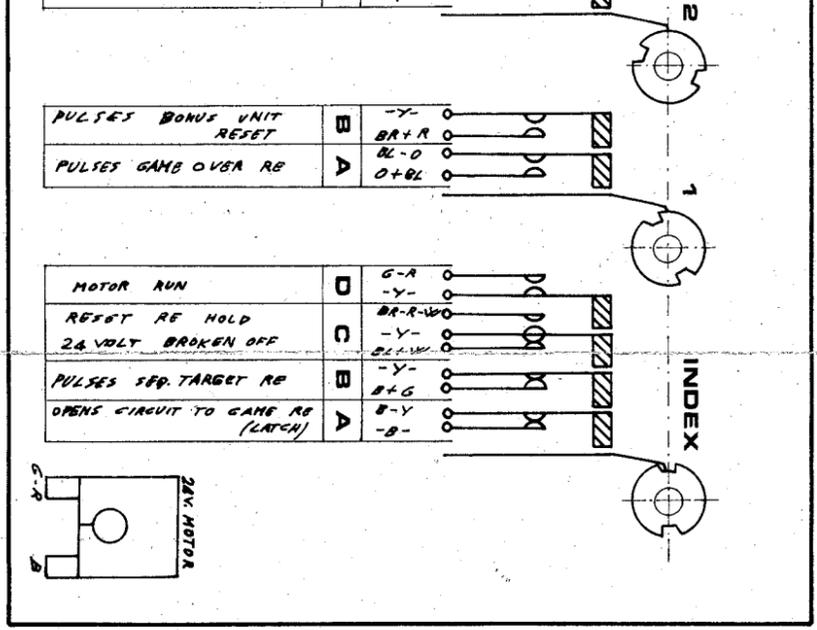


TEN STARS ZACCARIA BOLOGNA ITALY



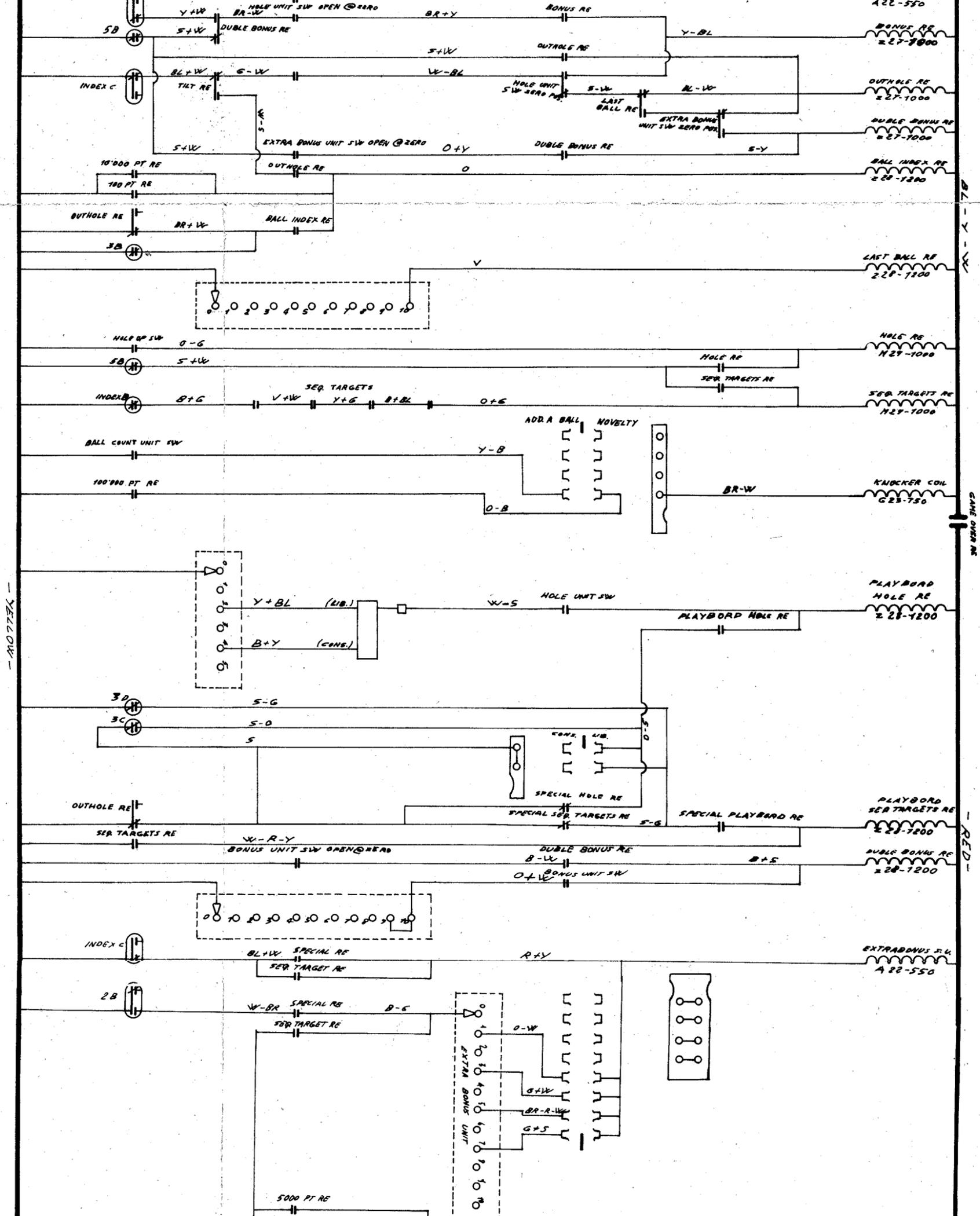


| ABBREVIATIONS USED | | SWITCH SYMBOLS | |
|-----------------------|---------------|----------------|--|
| ADJ. adjustment | P.L. plastic | | normally open |
| ADD. additional | POS. position | | normally closed |
| ADV. advance | PT. point | | when energized |
| AMP. ampere | R. right | | normally closed |
| BOT. bottom | RE. relay | | switch open |
| D.U. drum unit | SEQ. sequence | | when energized |
| E.O.S. end of strokes | U. step unit | | switch contained within a circle indicates operation by a motor cam. |
| IMP. impulse | SW. switch | | |
| IND. index | SWS switches | | |
| L. left | M. million | | |
| HI high | | | |

| WIRE COLOR CODE | |
|-----------------|----------|
| B black | Y yellow |
| BR brown | G green |
| R red | BL blue |
| O orange | V violet |
| | S slate |
| | W white |

EXAMPLE : BL - W blue with a white tracer
 BL + W blue and white mottled

| RELAY | |
|------------------------|--|
| Ball index re | |
| Bonus re | |
| Change pt bumper re | |
| Coin re | |
| 1st coin sw re | |
| 2nd coin sw re | |
| 1st credit re | |
| 2nd credit re | |
| Duble bonus re | |
| Duble bonus re | |
| Game over re (latch) | |
| Game over re (trip) | |
| Game re (latch) | |
| Game re (trip) | |
| Hole re | |
| Last ball re | |
| Lock re | |
| Outhole re | |
| Playboard hole re | |
| Playboard seq. targets | |
| 5000 pt re | |
| 50000 pt re | |



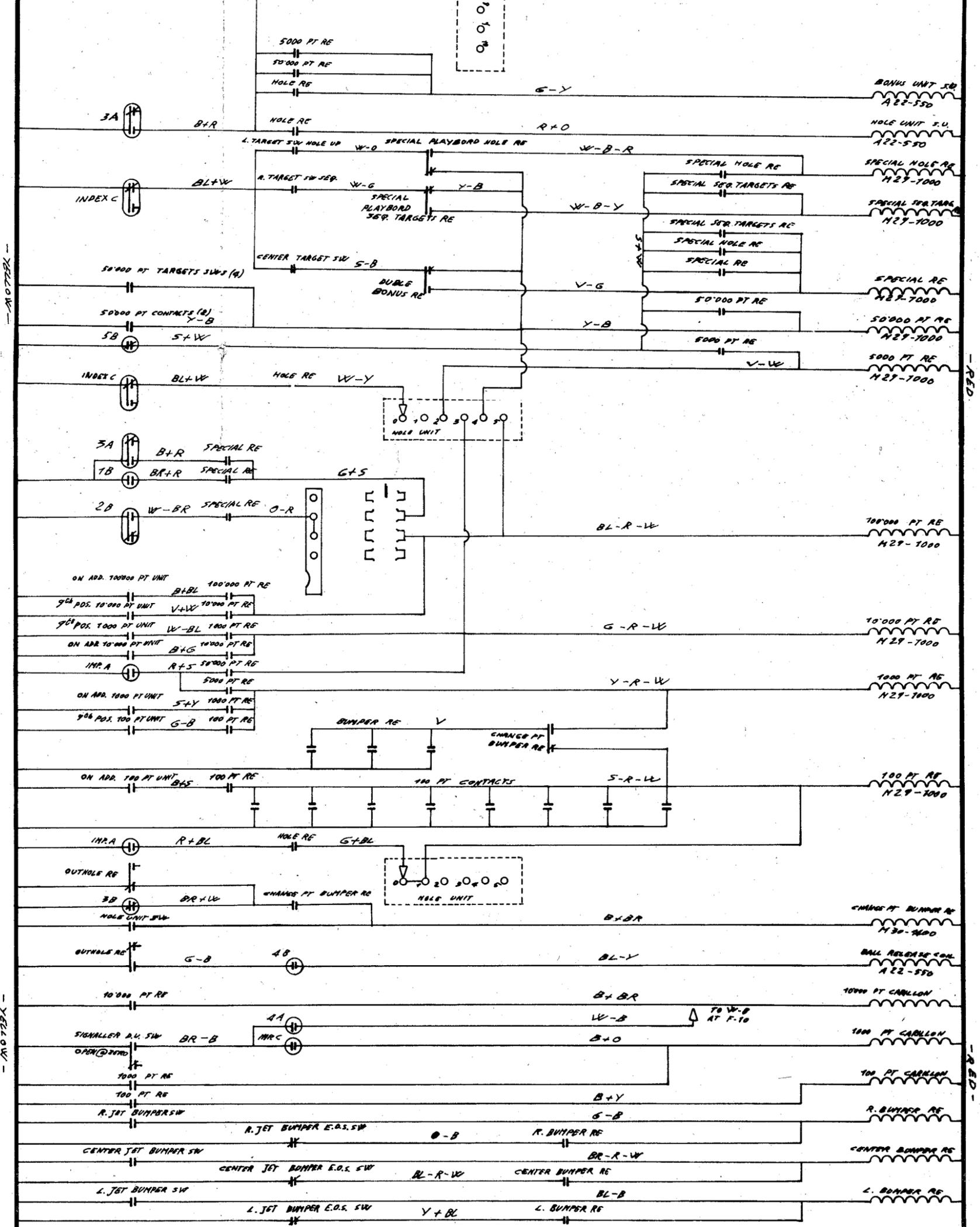
RELAYS LOCATIONS

| | | |
|-------------------------|----------|------|
| per re | M30-1400 | h 24 |
| Reset re | Z27-1000 | h 3 |
| Reset up re | Z27-1000 | h 3 |
| Seq. targets re | M29-1000 | h 3 |
| Series bumper re | M29-1000 | g 3 |
| Series jet bumper re | Z28-1200 | h 4 |
| Special hole re | M30-1400 | h 4 |
| Special seq. targets re | Z27-1000 | h 13 |
| | Z28-1200 | h 17 |
| (latch) | Z27-1000 | h 8 |
| (trip) | M29-1000 | h 8 |
| | M29-1000 | g 7 |
| | M29-1000 | h 5 |
| | Z28-1200 | h 14 |
| | Z28-1200 | h 5 |
| | Z27-1000 | h 13 |
| | Z28-1200 | h 17 |
| | Z27-1000 | h 8 |
| Targets re | Z28-1200 | h 16 |
| | Z28-1200 | h 17 |
| | M29-1000 | h 21 |

COILS LOCATIONS

| | | |
|-------------------|-------------|------|
| Ball count reset | B 2 6-8 0 0 | h 8 |
| Ball count s.u. | A 2 2-5 5 0 | h 9 |
| Ball release coil | A 2 2-5 5 0 | h 24 |
| Bonus unit s.u. | A 2 2-5 5 0 | h 19 |

| | | |
|-------------------------|----------|------|
| Bonus unit reset | M29-1000 | h 24 |
| Drum unit (5) | M29-1000 | h 23 |
| Extra bonus count reset | M29-1000 | h 22 |
| Extra bonus s.u. | Z27-1000 | h 2 |
| L. Flipper | M29-1000 | h 3 |
| R. Flipper | M29-1000 | h 15 |
| Hole count reset | M29-1000 | h 26 |
| Hole unit s.u. | M29-1000 | h 19 |
| L. Kicker | M29-1000 | h 20 |
| R. Kicker | M29-1000 | h 20 |
| Knocker coil | M29-1000 | h 20 |
| Series pt carillon (3) | M29-1000 | h 20 |
| Signaller hi score | M29-1000 | h 20 |
| L. Bot. Target | M29-1000 | h 20 |
| R. Bot. Target | M29-1000 | h 20 |
| L. Up Target | M29-1000 | h 20 |
| R. Up Target | M29-1000 | h 20 |
| Totalmeter | M29-1000 | h 20 |



| | |
|-------------|----------------------------|
| reset | B 2 6—8 0 0 h 12 |
| (5) | B 2 6—8 0 0 h 11-12 |
| count reset | B 2 6—8 0 0 h 6 |
| s.u. | A 2 2—5 5 0 h 17 |
| | FL 21—3 7 5/2 8—4 0 0 h 27 |
| | FL 21—3 7 5/2 8—4 0 0 h 27 |
| reset | A 2 2—5 5 0 h 13 |
| u. | B 2 6—8 0 0 h 6 |
| | A 2 2—5 5 0 h 19 |
| | G 2 3—7 5 0 h 27 |
| | G 2 3—7 5 0 h 27 |
| | G 2 3—7 5 0 h 15 |
| million (3) | h 25 |
| score | B 2 6—8 0 0 h 10 |
| | G 7 1—5 0 0 h 6 |
| | G 7 1—5 0 0 h 5 |
| | G 7 1—5 0 0 h 6 |
| | G 7 1—5 0 0 h 5 |
| | 9 7 |

