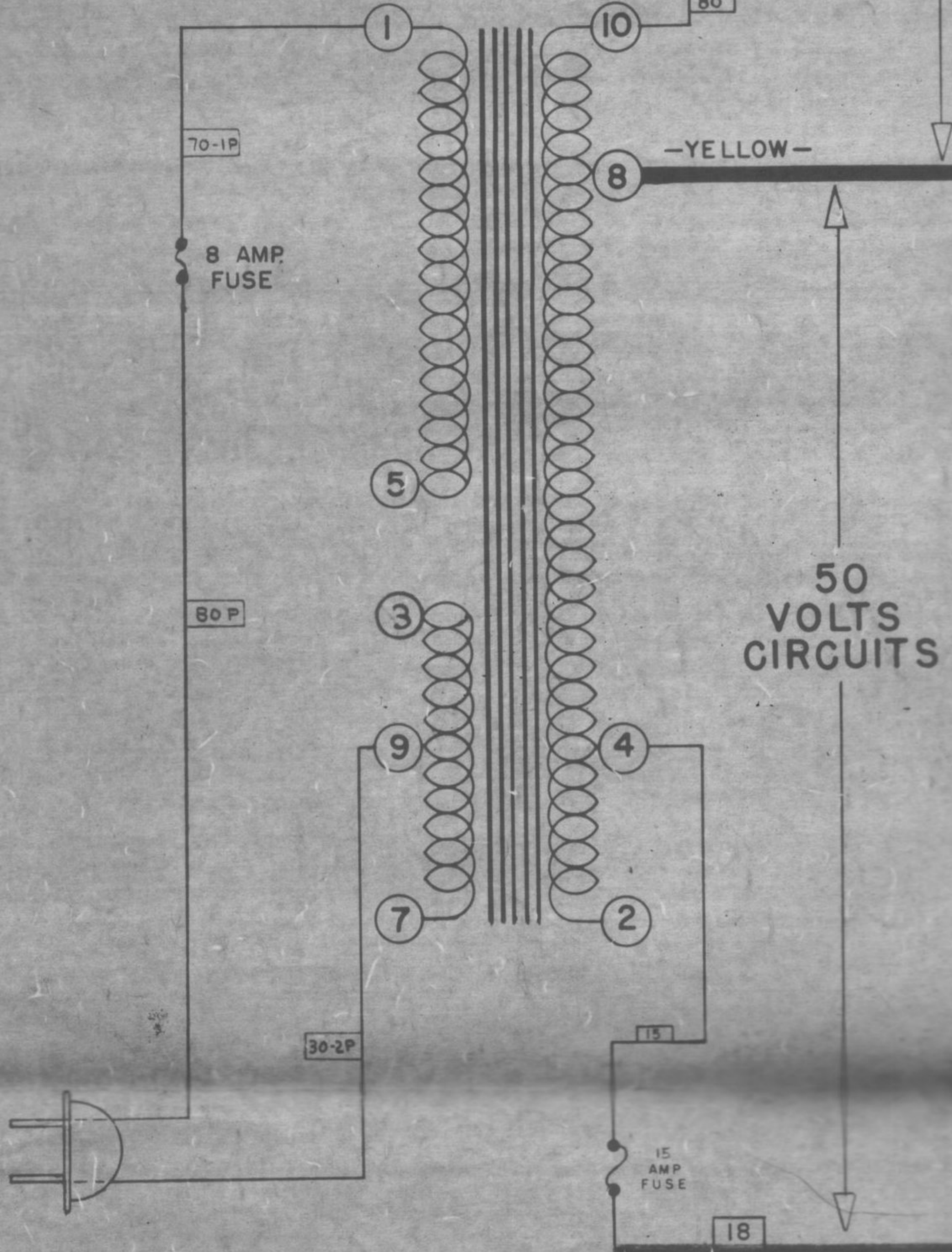
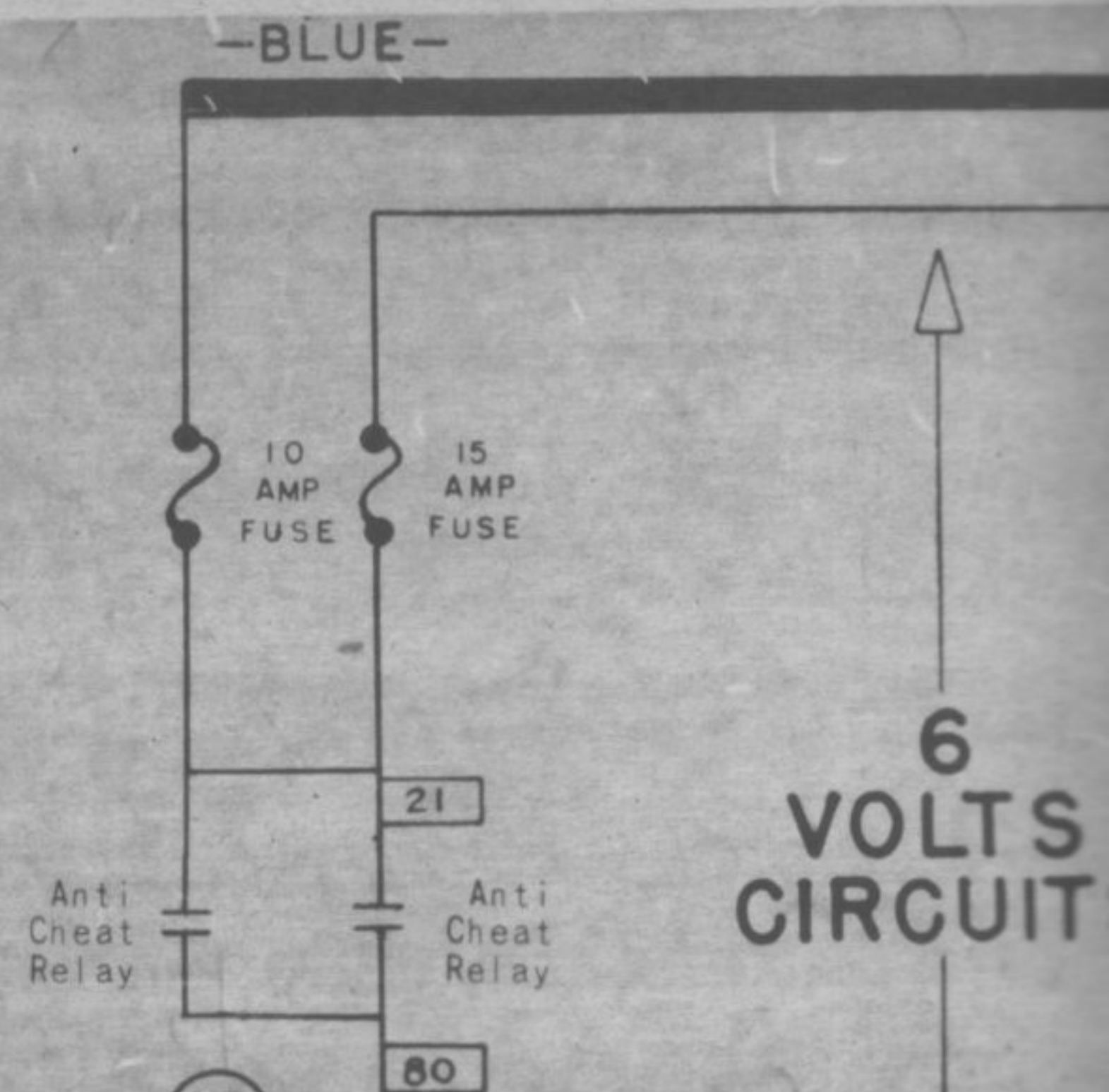
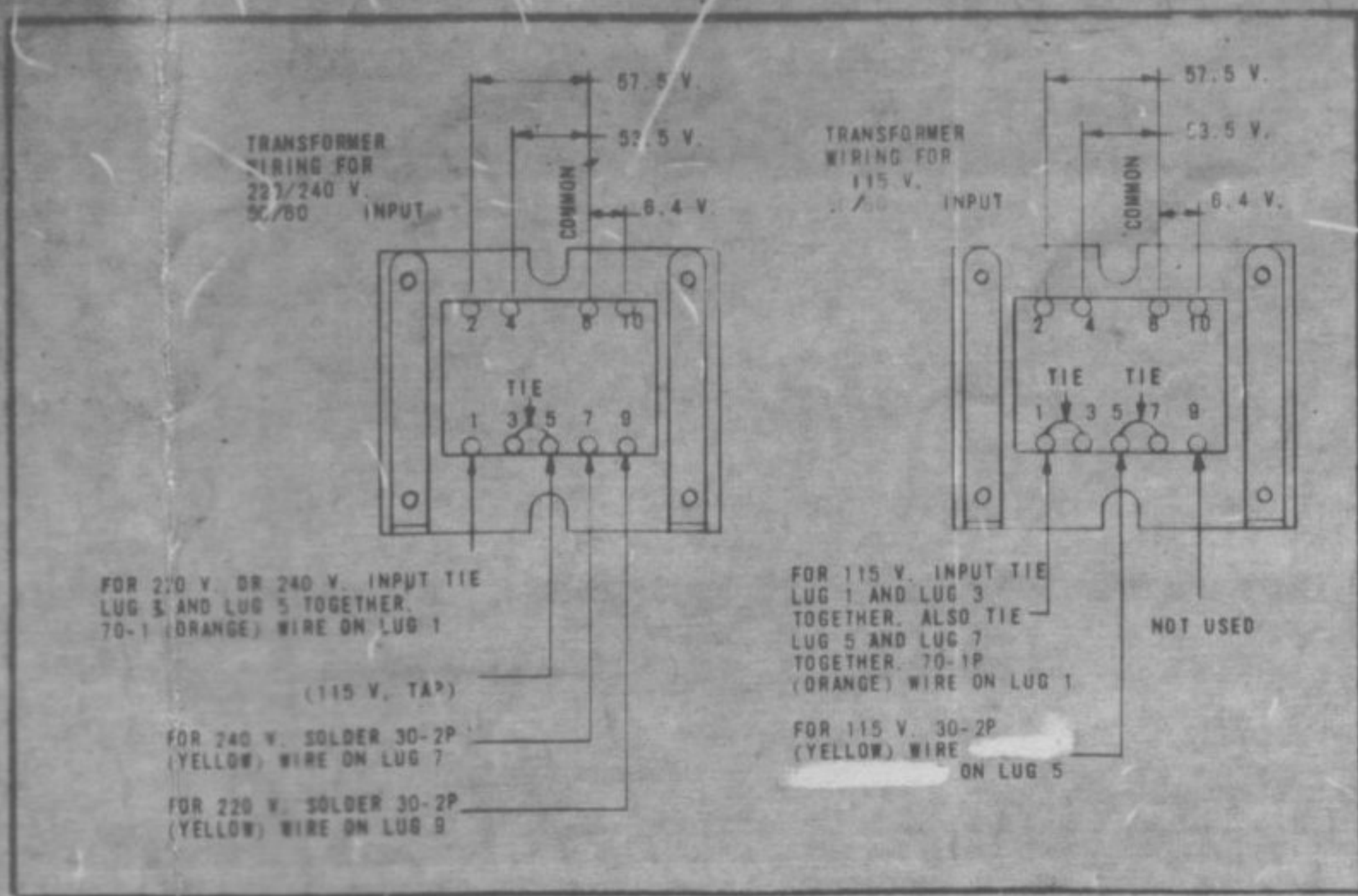




4th P.	3rd P.	2nd P.	1st P.
1000-9000 UNIT S.U.	1000-9000 UNIT S.U.	1000-9000 UNIT S.U.	1000-9000 UNIT S.U.
E-184-204	E-184-204	E-184-204	E-184-204

ABBREVIATIONS USED

E

D

C

B

A

30-2P

7

2

15
AMP
FUSE

18

ABBREVIATIONS USED

AMP.	-	AMPERES
RLY.	-	RELAY
SOL.	-	SOLENOID
S.U.	-	STEP-UP
SW.	-	SWITCH
R.O.	-	ROLL-OVER
E.O.S.	-	END-OF-STROKE
M-B	-	MUSHROOM-BUMPER
P.	-	PLAYER
ADJ.	-	ADJUSTMENT
REB'D.	-	REBOUND
ADV.	-	ADVANCE
POS.	-	POSITION
T-B	-	THUMPER-BUMPER
J.	-	JUMPER
C-F	-	CLOSE-FLIPPER
W.	-	WATT

4th P. 1000-9000 UNIT S.U. E-184-206
 3rd P. 1000-9000 UNIT S.U. E-184-206
 2nd P. 1000-9000 UNIT S.U. E-184-206
 1st P. 1000-9000 UNIT S.U. E-184-206

56-4

53-4

80-3

40-3

4th P. 1000-9000 Unit Zero
 20-8

3rd P. 1000-9000 Unit Zero
 18-8

2nd P. 1000-9000 Unit Zero
 54-5

1st P. 1000-9000 Unit Zero
 14-8

54-7

#2 Reset Relay

#1 Reset Relay

#2 Reset Relay

#1 Reset Relay

4th P. 100-900 Unit 9th Pos.

3rd P. 100-900 Unit 9th Pos.

2nd P. 100-900 Unit 9th Pos.

1st P. 100-900 Unit 9th Pos.

Bally
 MFG. COMPANY

2640 - BELMONT AVE.
 CHICAGO, ILLINOIS; 60618

5

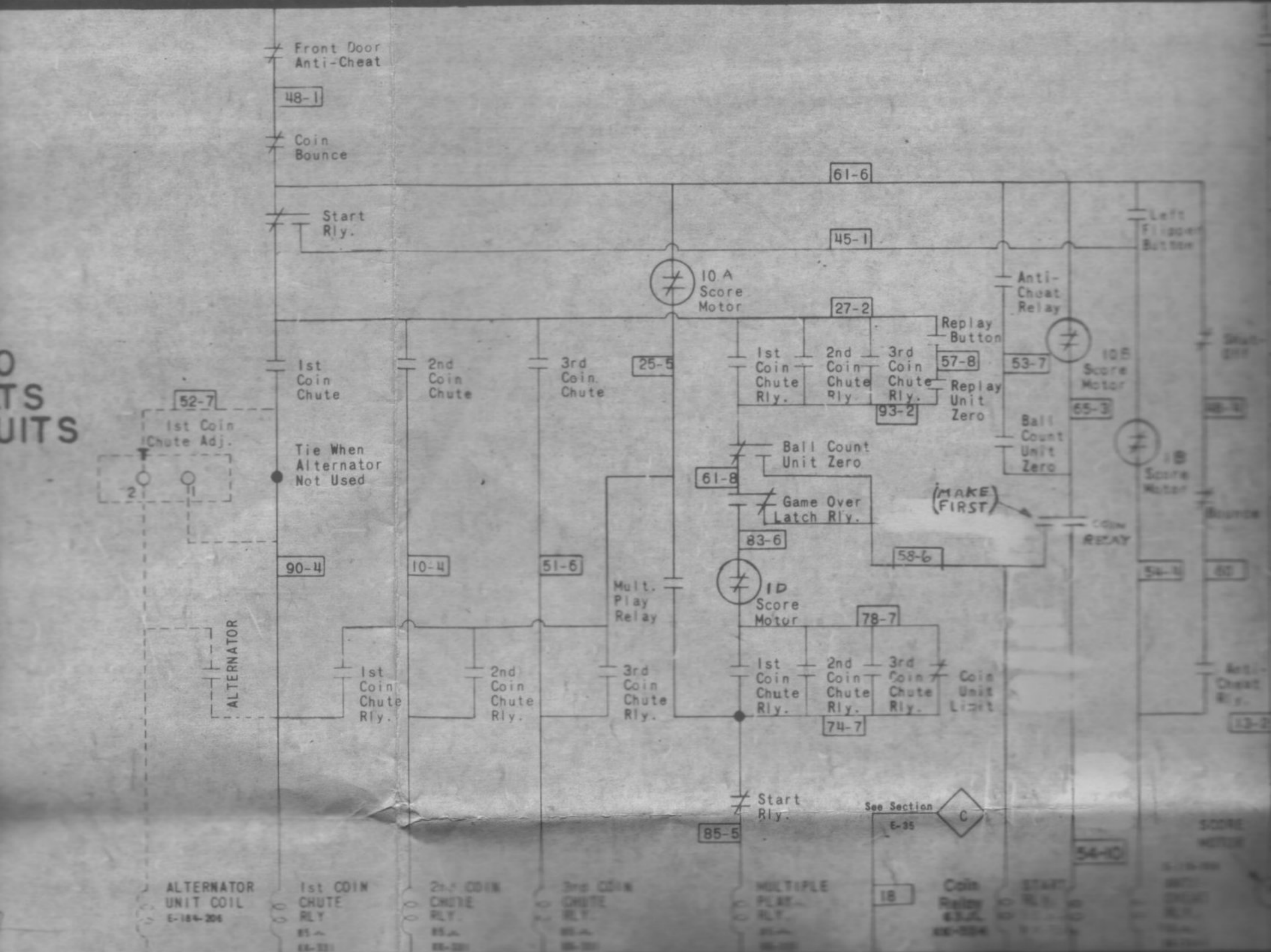
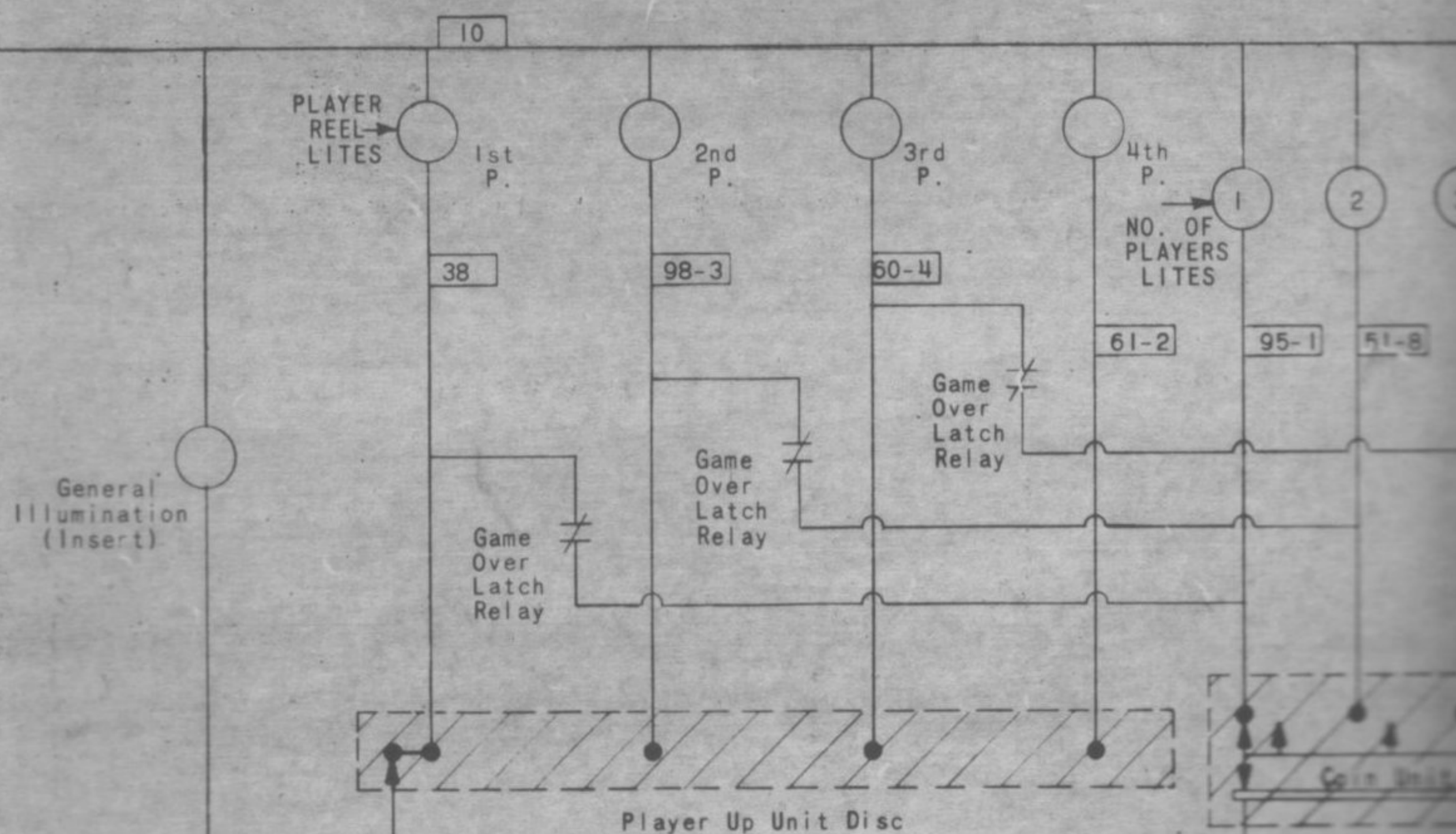
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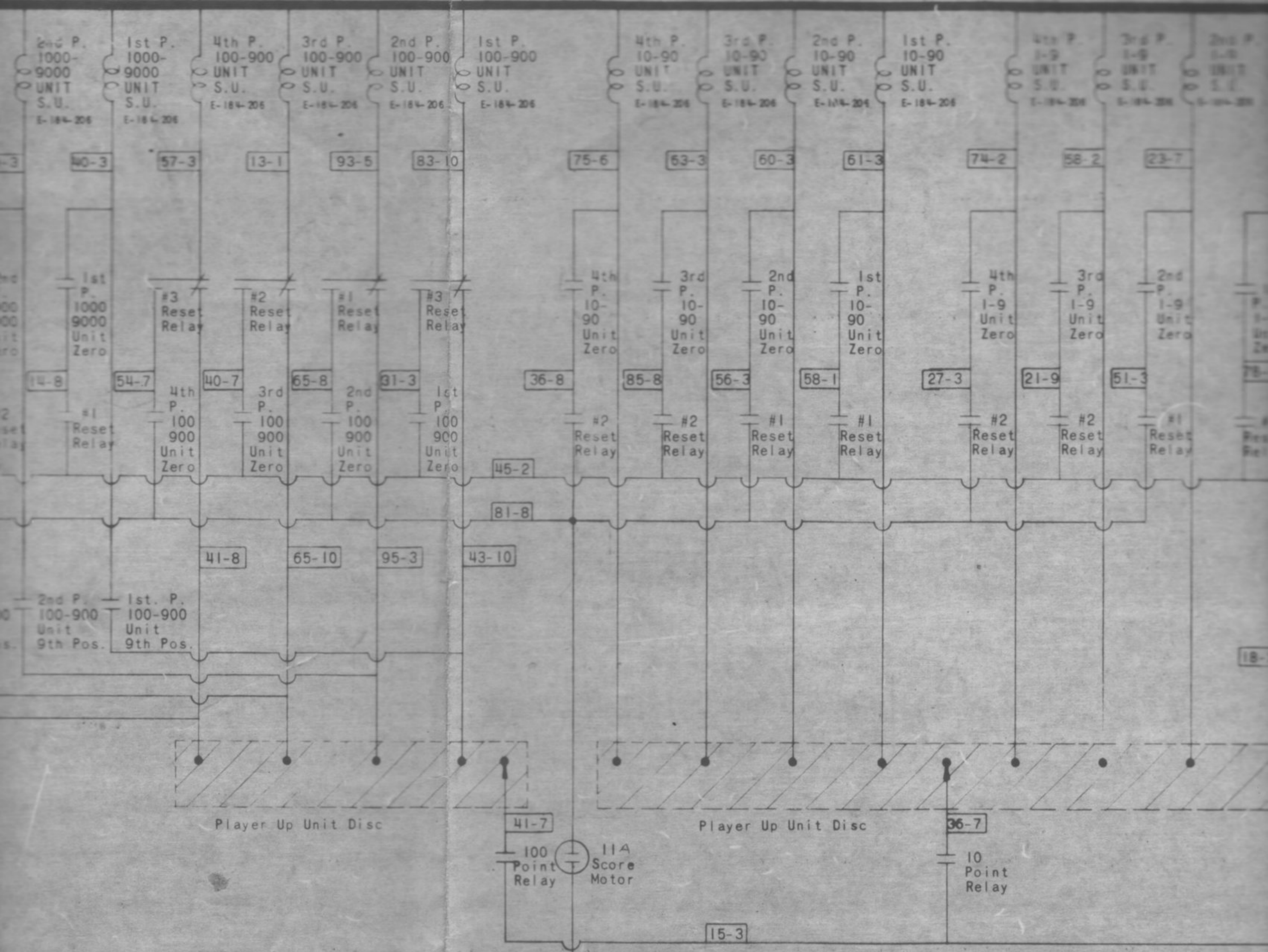
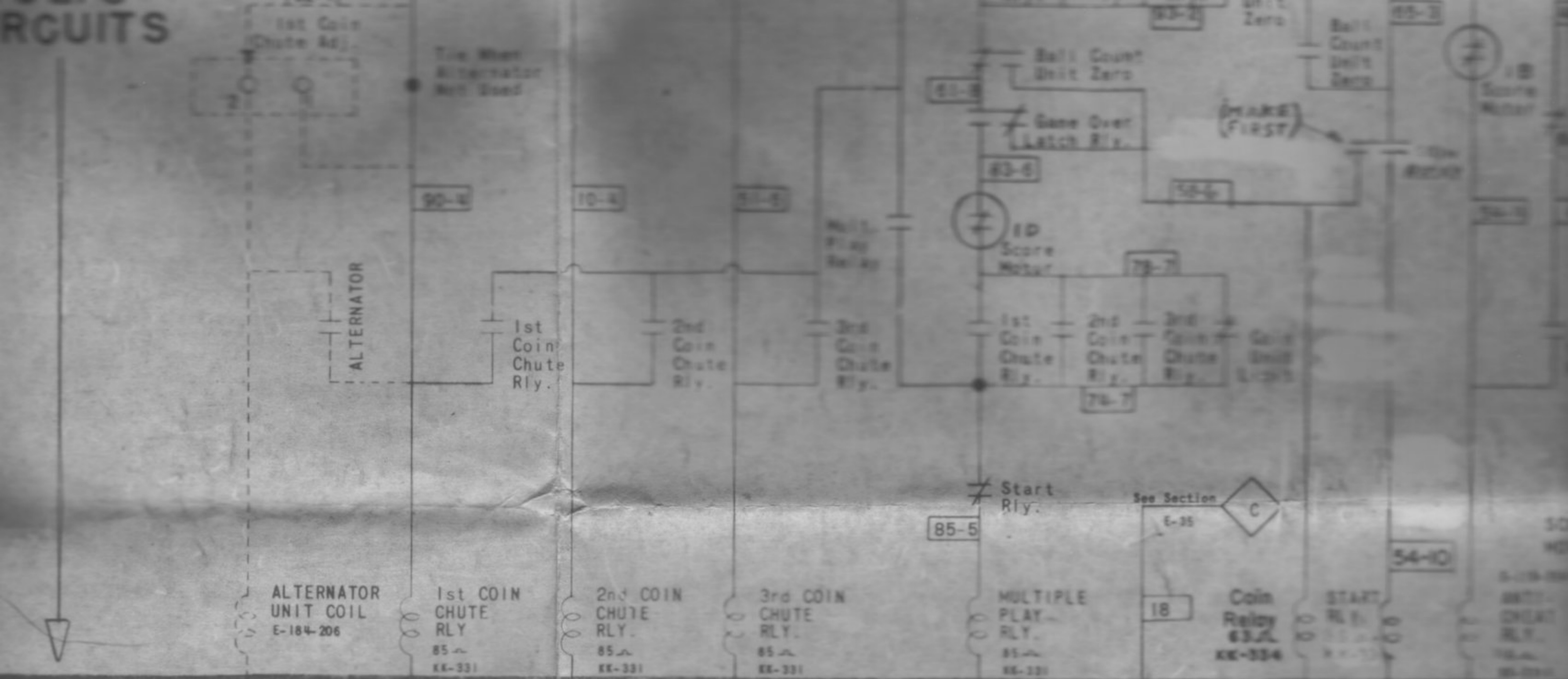
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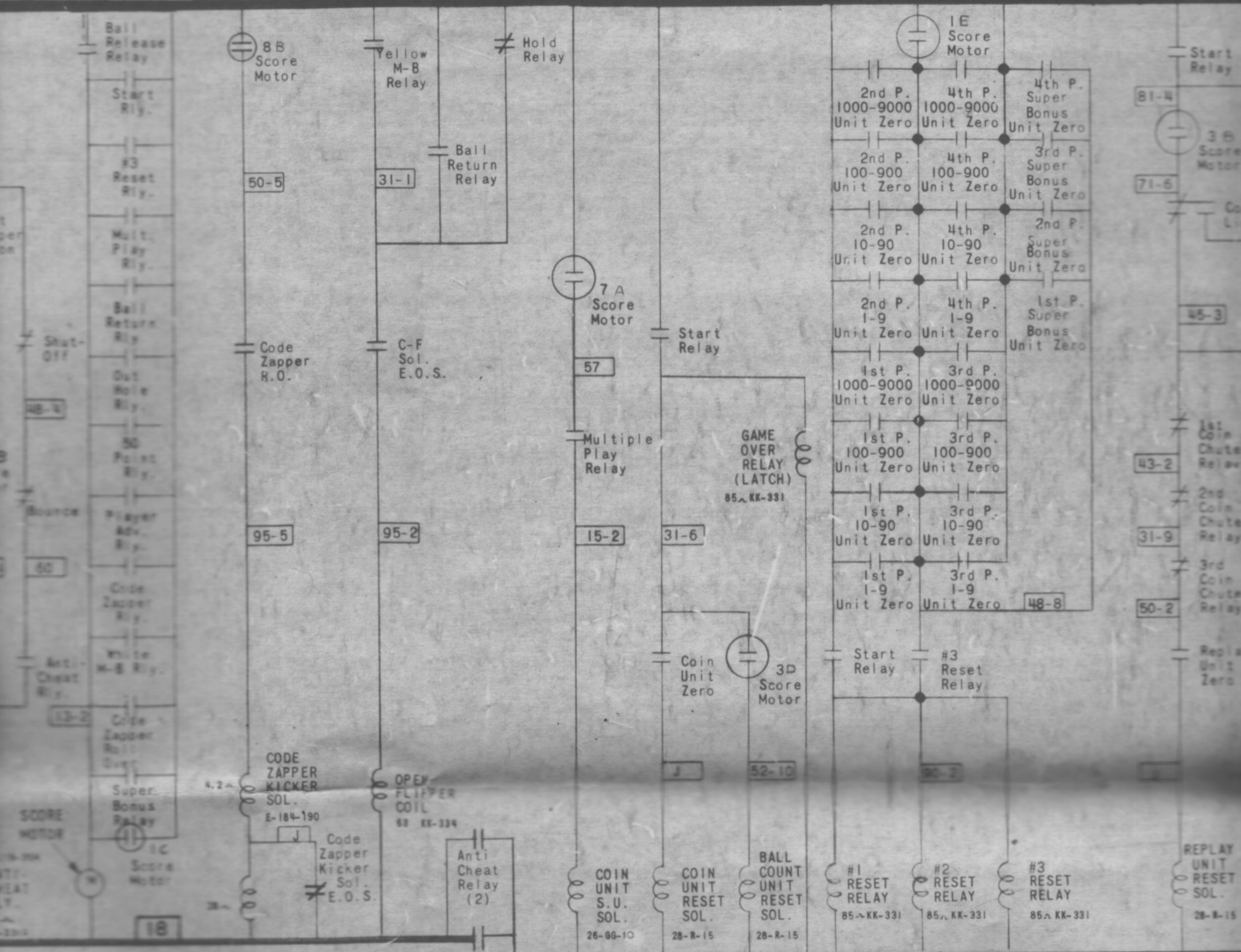
6
L
C





The diagram illustrates the electrical wiring for a game machine, organized into several functional sections:

- Left Section (Coin Unit):** Features three vertical lines labeled 2, 3, and 4. Below these are boxes labeled 51-8, 81-2, and 78-2. At the bottom, a dashed box labeled "Coin Unit Disc" contains three contact points.
- Top Section (Relays and Latches):** A horizontal line at the top contains several components:
 - A switch labeled "23-1".
 - A "Game Over Latch Relay" with a "50-7" box below it.
 - A switch labeled "13-4".
 - A "Match Feature Adj." switch.
- Ball Count Section:**
 - Five vertical lines labeled "1st", "2nd", "3rd", "4th", and "5th" under the heading "BALL LITES".
 - Below these are boxes labeled 61, 63, 65, 71-5, and 74.
 - A "Tilt" switch and a "GAME OVER LITE" indicator are connected to the 5th line.
 - A "Hold Relay" is connected to the 5th line.
 - A dashed box labeled "Ball Count Unit Disc" contains five contact points.
- Match Section:**
 - Eight vertical lines labeled 0, 9, 8, 7, 6, 5, 4, and 3 under the heading "MATCH NO'S. LITES".
 - Below these are boxes labeled 23, 25, 27, 31, 36, 40, and 41.
 - A dashed box labeled "0-9 Match Unit Disc" contains eight contact points.
- Other Labels:** "Meter Lite" is located at the top left. "Match Feature Adj." is a switch in the top right. "Hold Relay" is a switch in the bottom right.



1ST P.	1-9
UNIT	S.V.
S.V.	6-104-200

SOUNDER	BELL
SOL.	SOL.
31056	31056

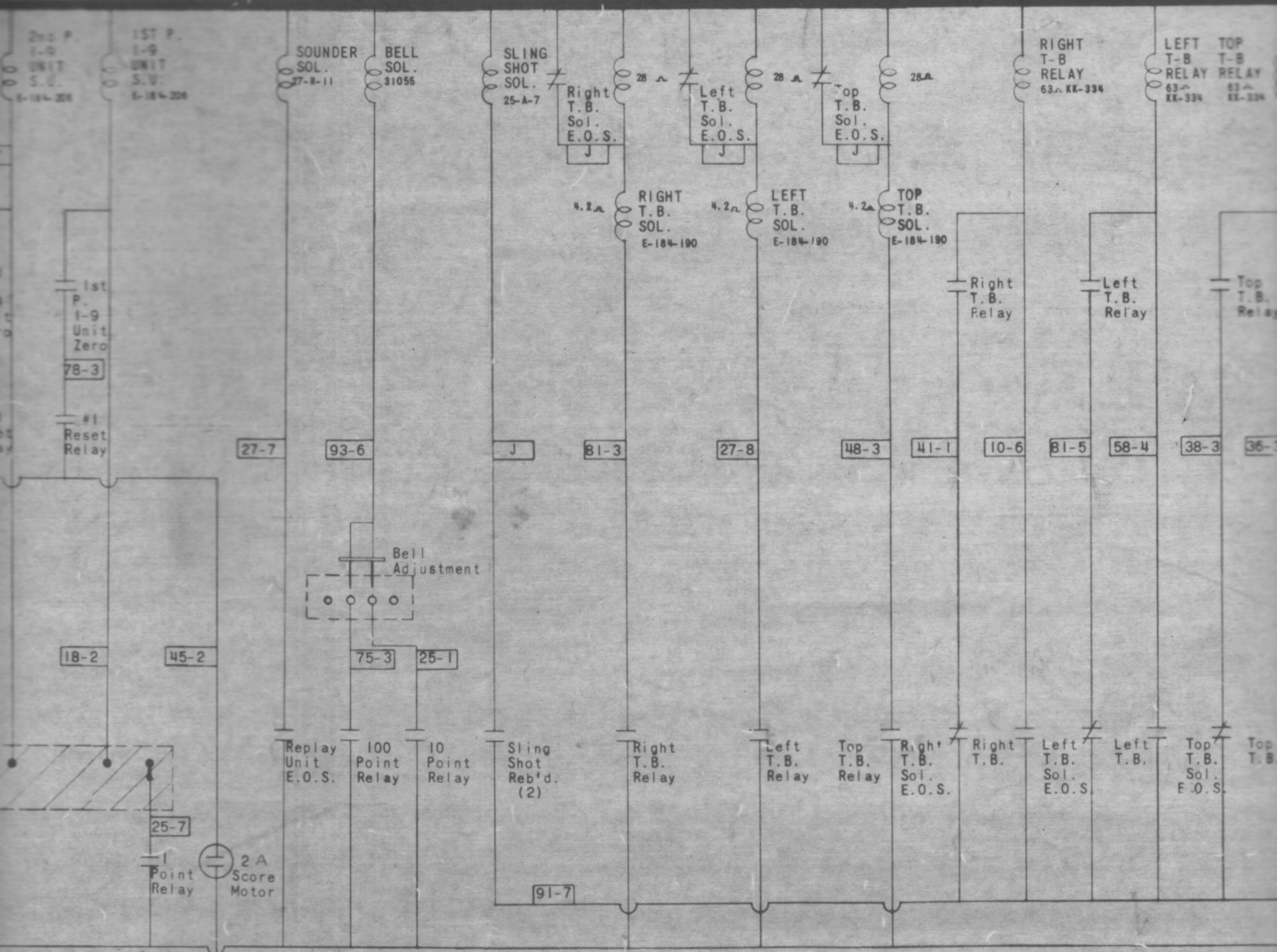
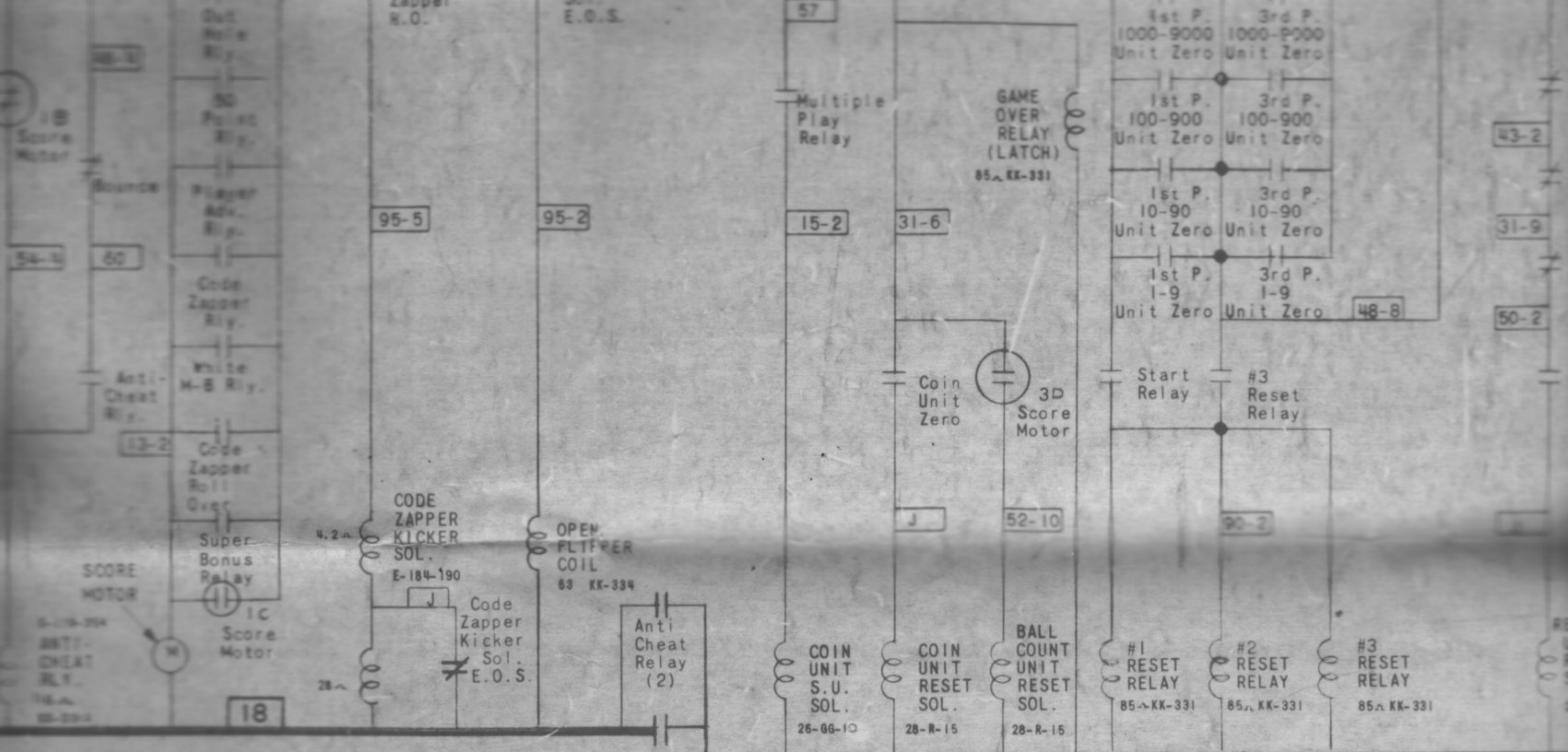
SLING	
SHOT	
SOL.	Right
25-A-7	T.B.
	Sol.

Left
T.B.
Sol.

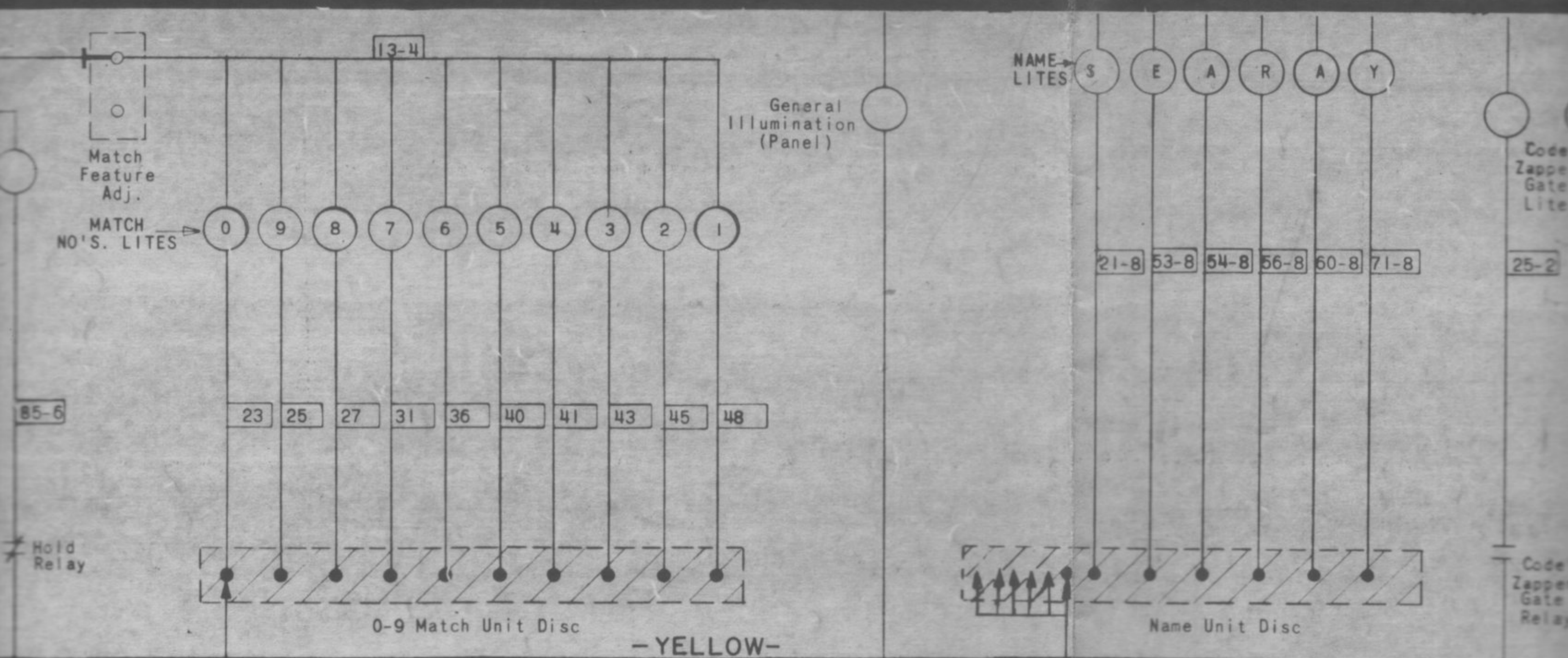
Op.	T.B.	Sol.	F.O.

RIGHT
T-8
RELAY
61-61-234

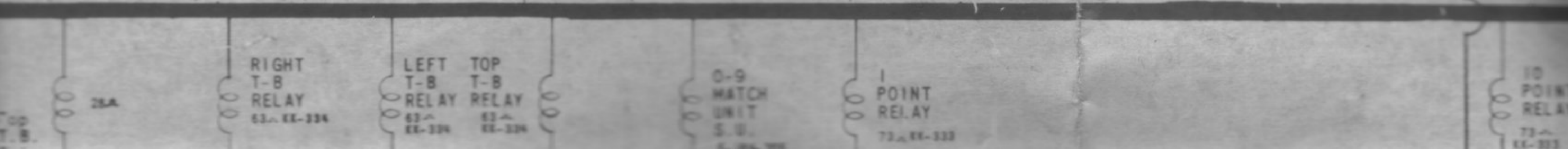
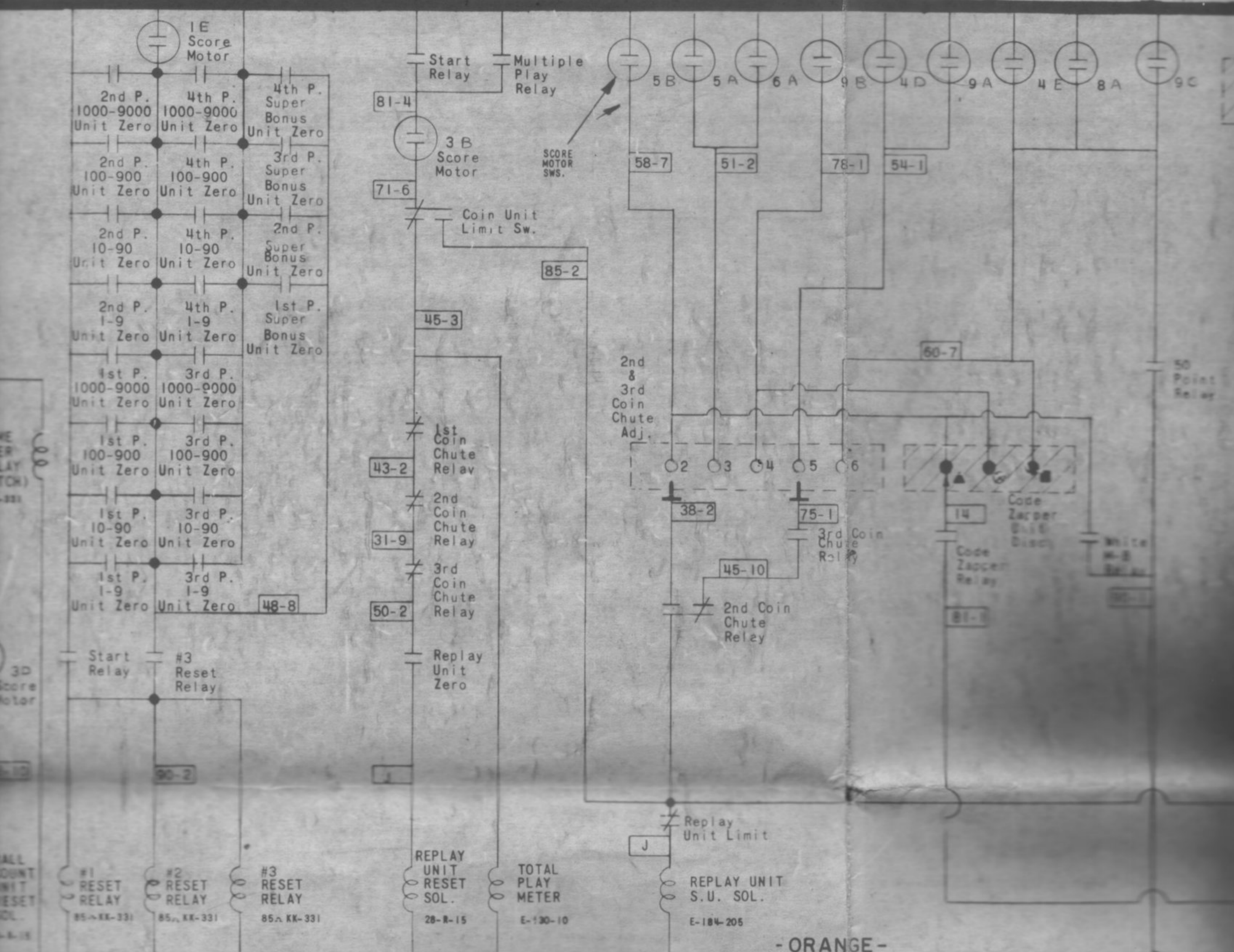
LEFT	TOP
T-B	T-B
RELAY	RELAY
63	63
EE-334	EE-334



-YELLOW-



- YELLOW -



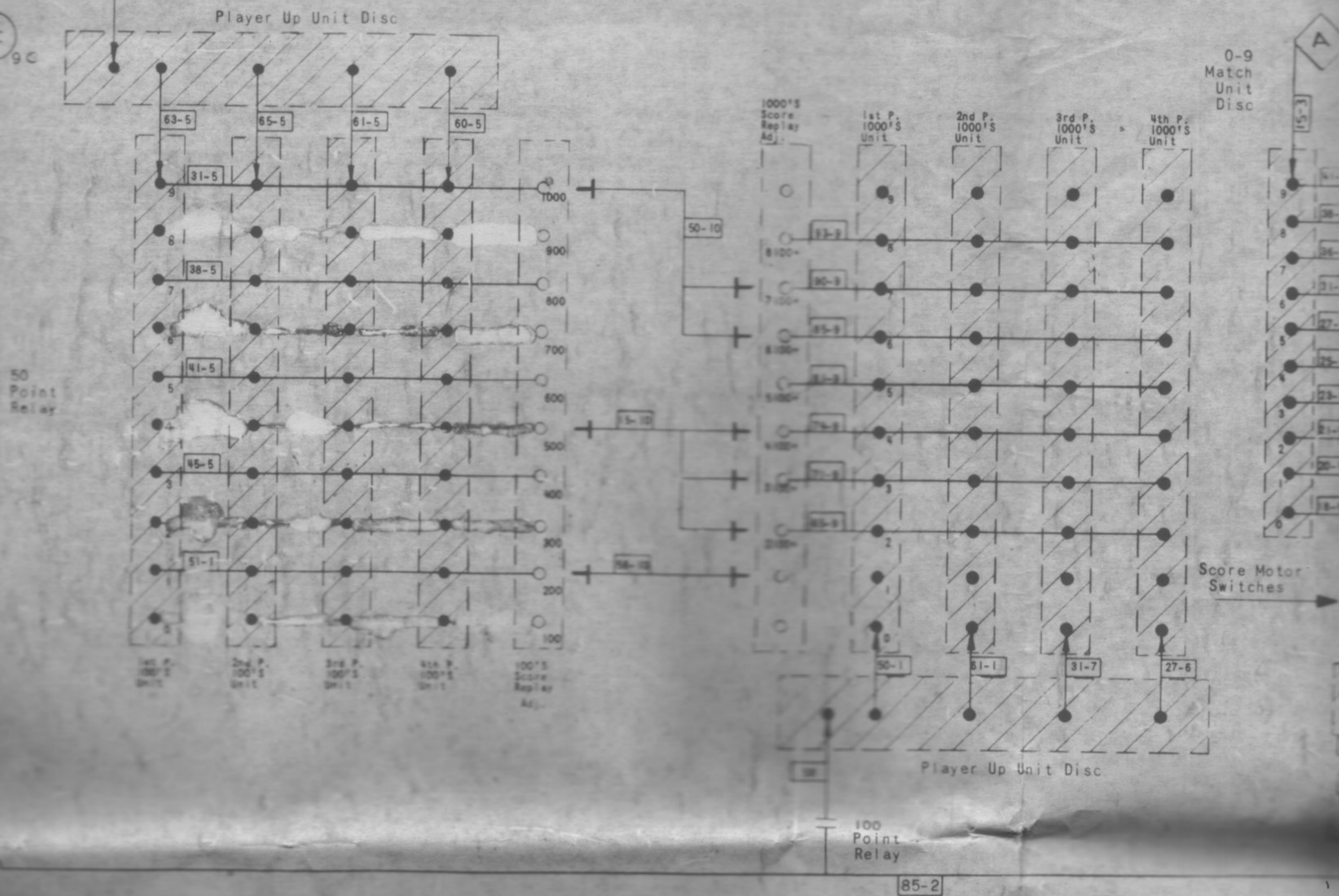
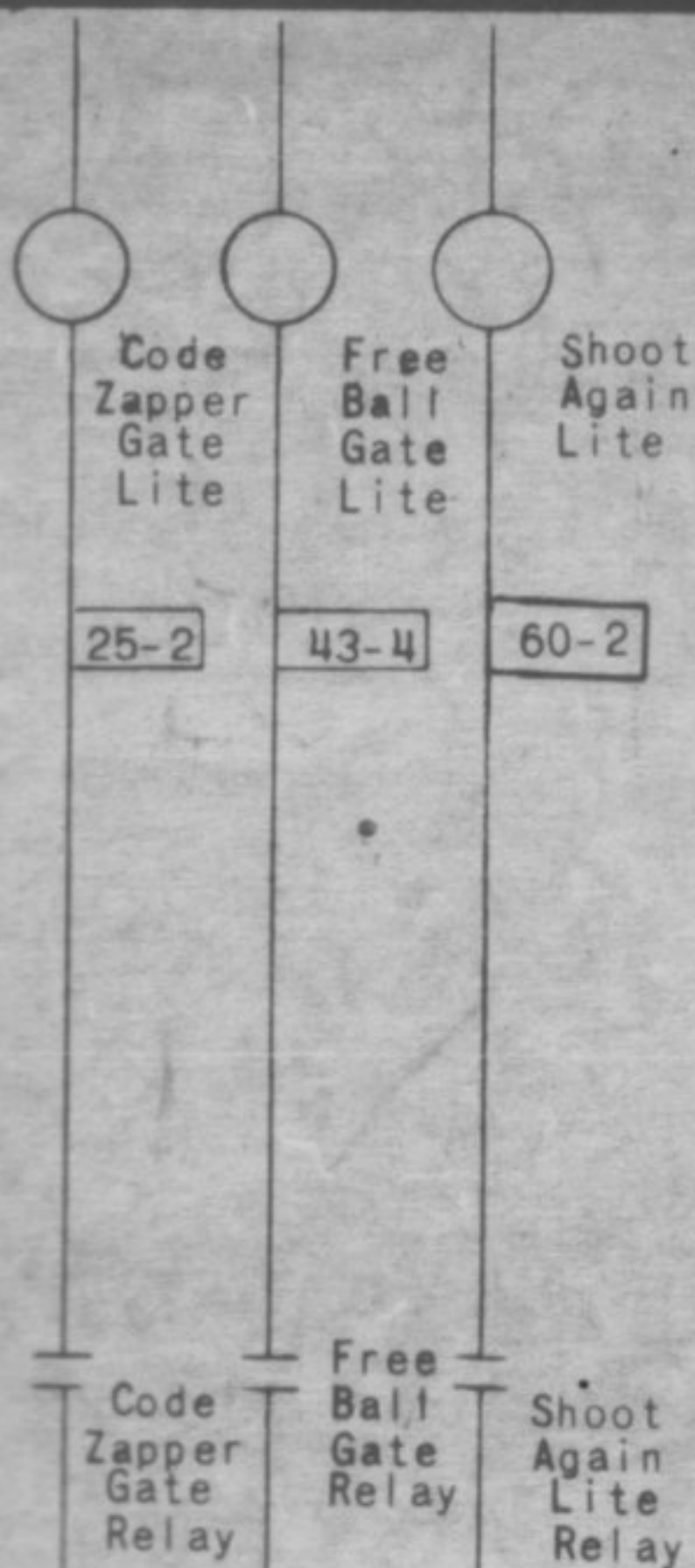
COIL LOCATIONS ON DIAGRAM CHART

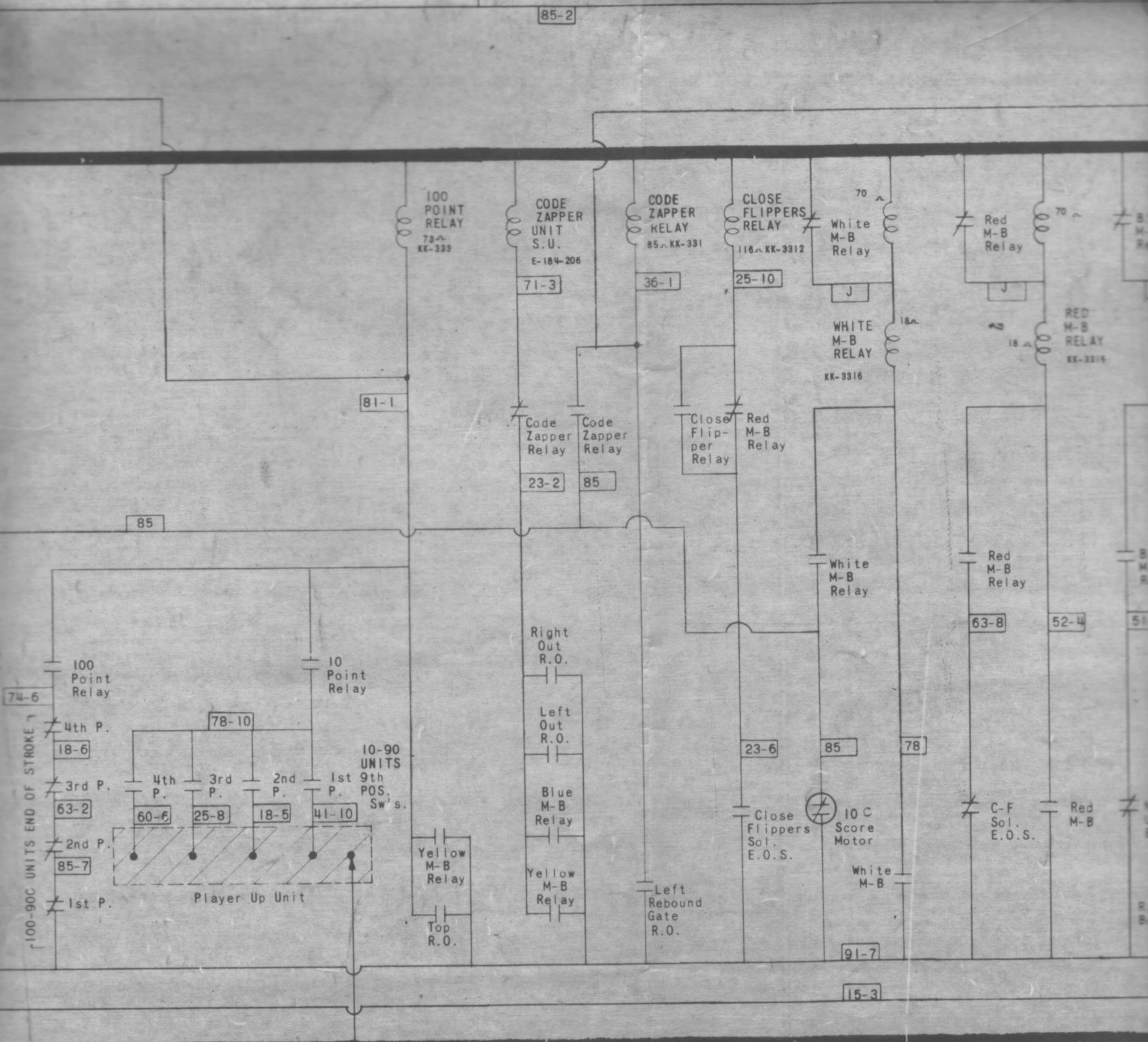
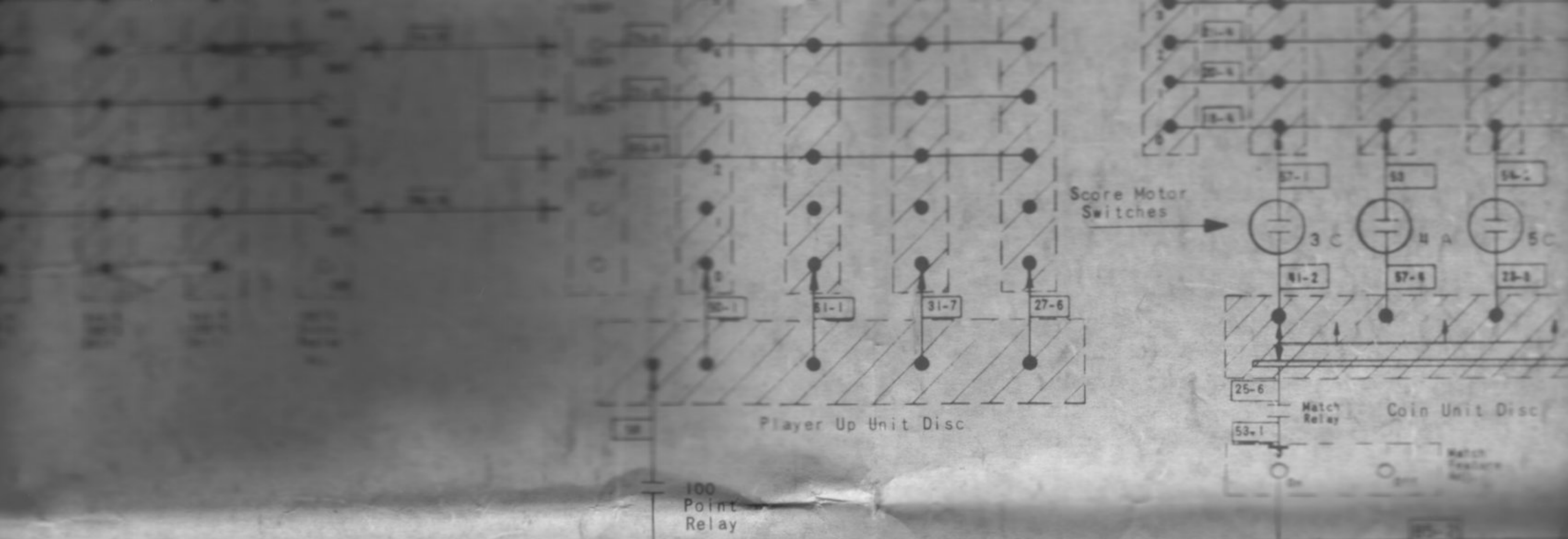
ALTERNATOR UNIT COIL E-9
 ANTI-CHEAT RELAY E-14
 BALL ADVANCE SOL. D-44
 BALL COUNT UNIT RESET SOL. E-17
 BALL COUNT UNIT STEP UP SOL. E-35
 BALL RELEASE RELAY E-42
 BALL RELEASE SOL. E-36
 BALL RETURN KICKER SOL. E-38
 BALL RETURN RELAY E-41
 BELL SOL. D-15
 BLUE M-B RELAY D-30
 CAPTIVE BALL RELAY (LATCH) E-33
 CAPTIVE BALL RELAY (TRIP) E-36
 CLOSE FLIPPER RELAY D-27
 CLOSE FLIPPER SOL. D-39
 CODE ZAPPER GATE RELAY D-31
 CODE ZAPPER KICKER SOL. E-15
 CODE ZAPPER RELAY D-27
 CODE ZAPPER UNIT STEP UP D-26
 COIN CHUTE RELAY E-10 & 11
 COIN RELAY E-13
 COIN UNIT RESET SOL. E-17
 COIN UNIT STEP UP SOL. E-16
 FREE BALL GATE RELAY D-43
 GAME OVER RELAY (LATCH) F-17
 GAME OVER RELAY (TRIP) E-35
 HOLD RELAY E-34
 LEFT FLIPPER SOL. D-37

LEFT HOLE KICKER SOL. D-41
 LEFT HOLE RELAY D-41
 LEFT T-B RELAY D-19
 LEFT T-B SOL. D-17
 MATCH RELAY E-39
 MULTIPLE PLAY RELAY E-12
 NAME UNIT RESET SOL. D-40
 NAME UNIT STEP UP SOL. D-35
 OPEN FLIPPER COIL E-15
 OUT HOLE RELAY E-43
 PLAYER ADVANCE RELAY E-39
 PLAYER RESET RELAY D-38
 PLAYER UP UNIT RESET SOL. E-33
 PLAYER UP UNIT STEP UP E-36
 REBOUND GATE RELAY E-43
 RED M-B RELAY D-29
 REPLAY UNIT RESET SOL. E-19
 REPLAY UNIT STEP UP SOL. E-20
 RESET RELAY-#1, #2 & #3 E-18
 RIGHT FLIPPER LITE SOL. D-36
 RIGHT HOLE KICKER SOL. D-43
 RIGHT HOLE RELAY D-42
 RIGHT T-B RELAY D-18
 RIGHT T-B SOL. D-16
 SHOOT AGAIN LITE RELAY D-36
 SLING SHOT SOL. D-16
 SOUNDER SOL. D-15
 START RELAY E-13

SUPER BONUS RELAY
 SUPER BONUS UNIT STEP (1-4)
 TOP T-B RELAY
 TOP T-B SOL.
 TOTAL PLAY METER
 WHITE M-B RELAY
 YELLOW M-B RELAY
 2ND BALL TRAP SOL.
 0-9 MATCH UNIT STEP
 1 POINT RELAY
 10 POINT RELAY
 50 POINT RELAY
 100 POINT RELAY
 1-9 UNIT STEP UP (1-4)
 10-90 UNIT STEP UP (1-4)
 100-900 UNIT STEP UP (1-4)
 1000-9000 UNIT STEP UP (1-4)

* NEXT PLAY RELAY

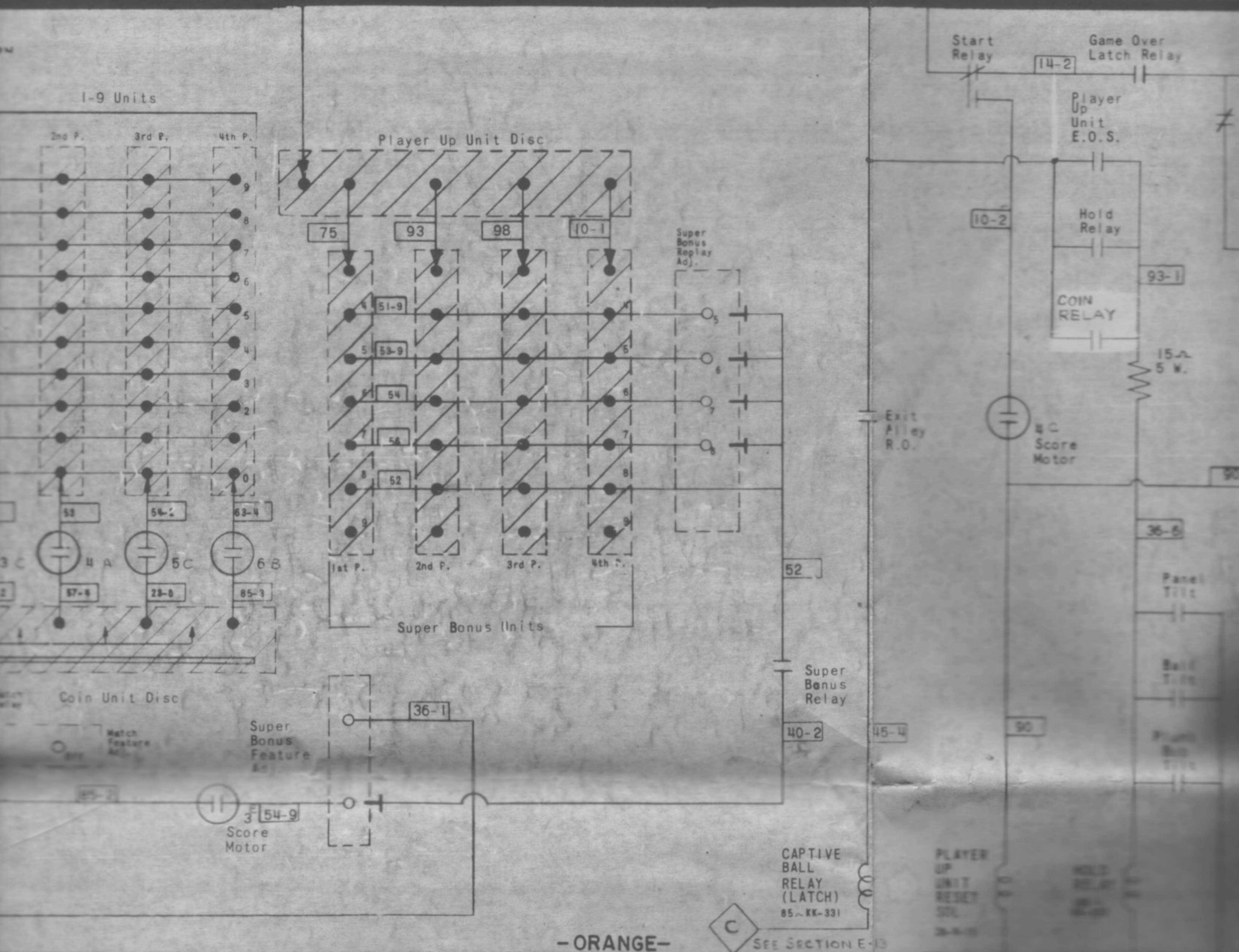




-BLUE-

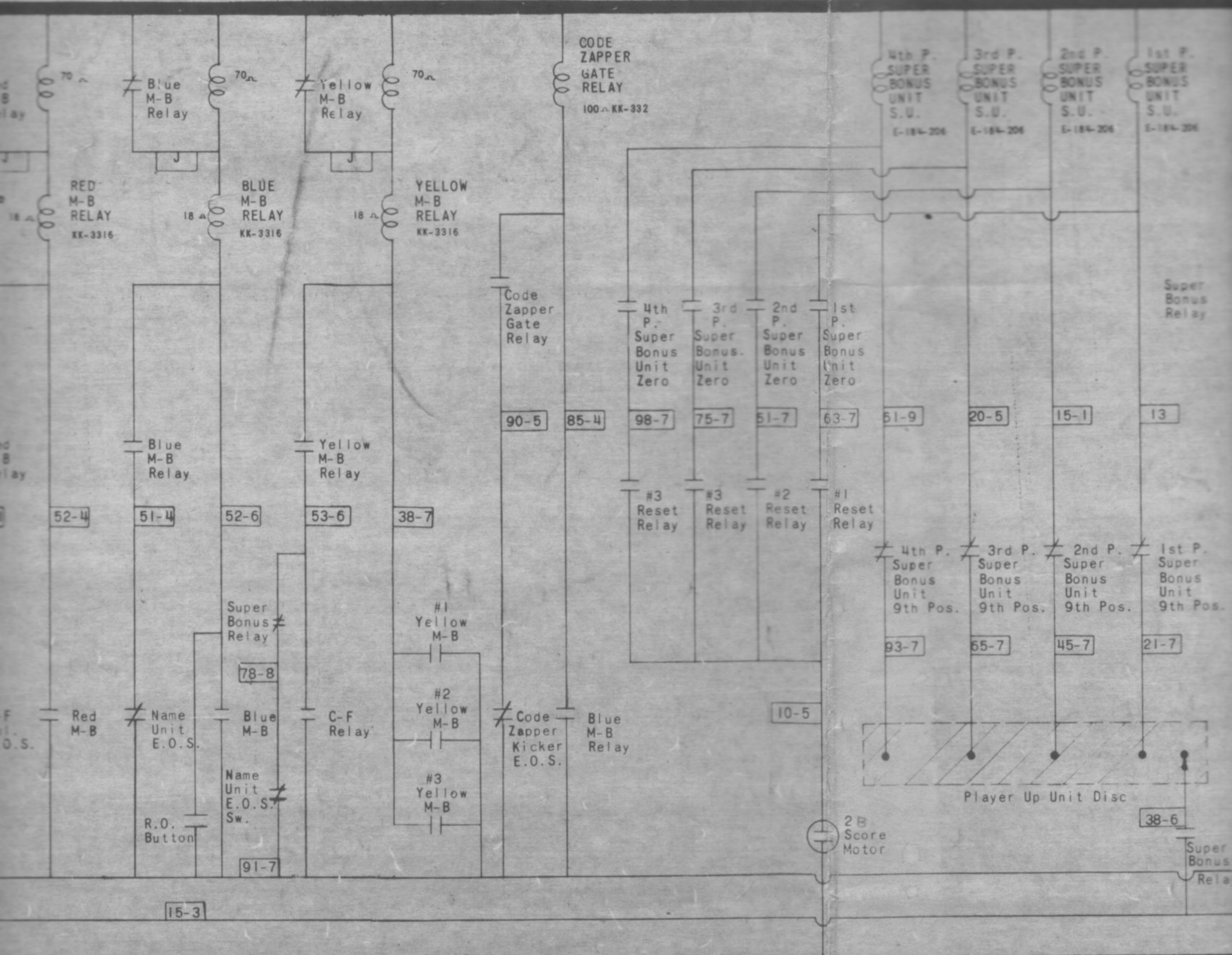
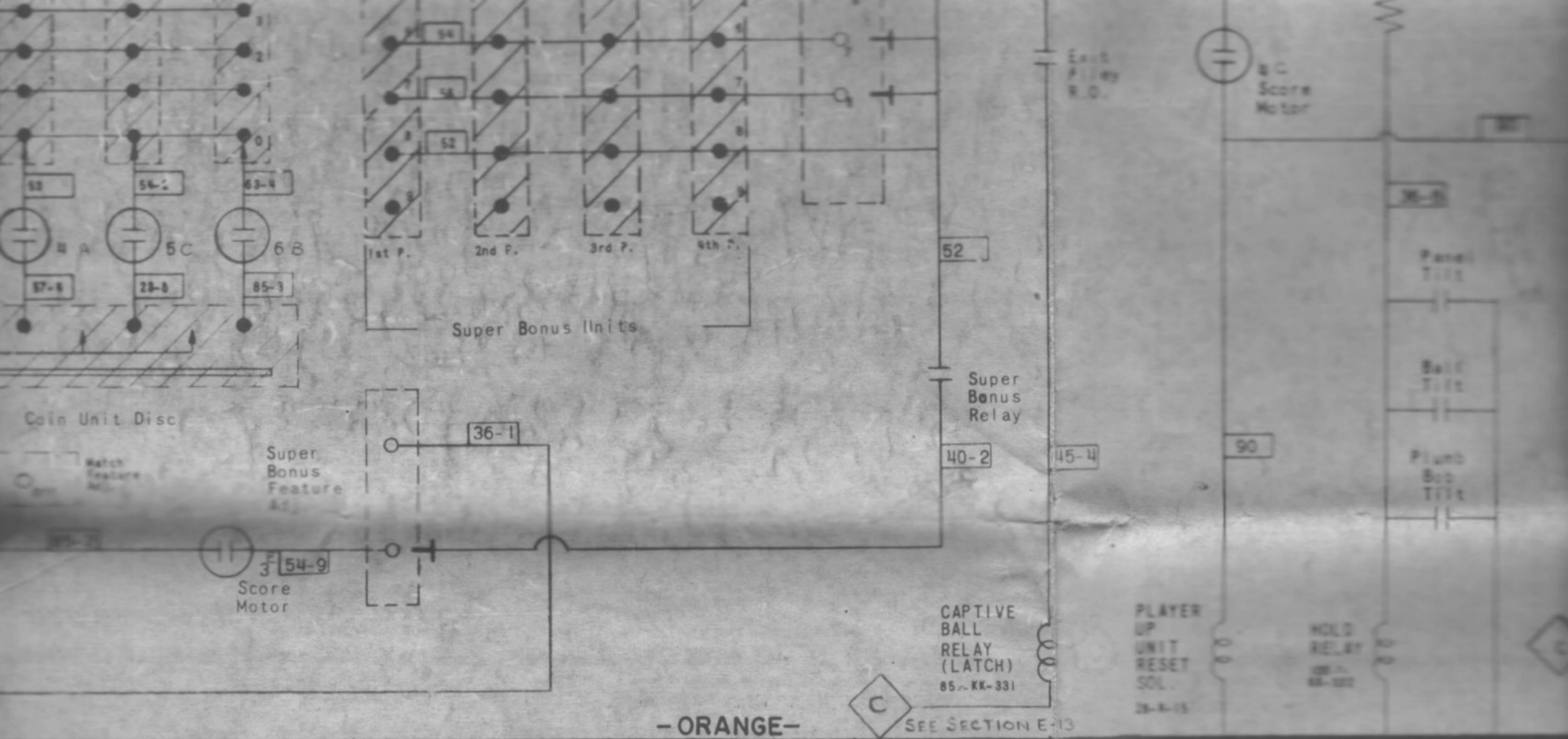
[illegible]

-YELLOW-



- ORANGE -





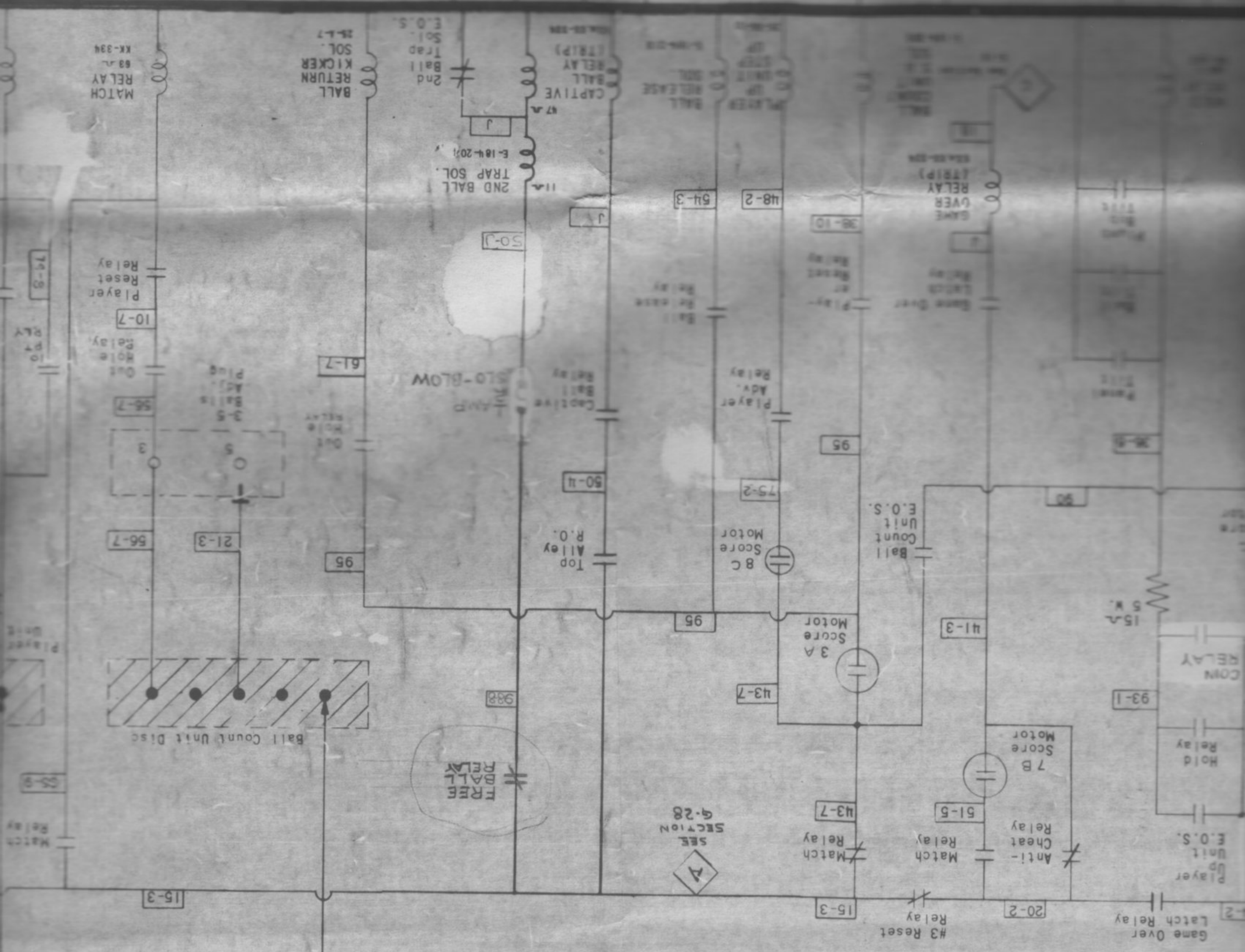
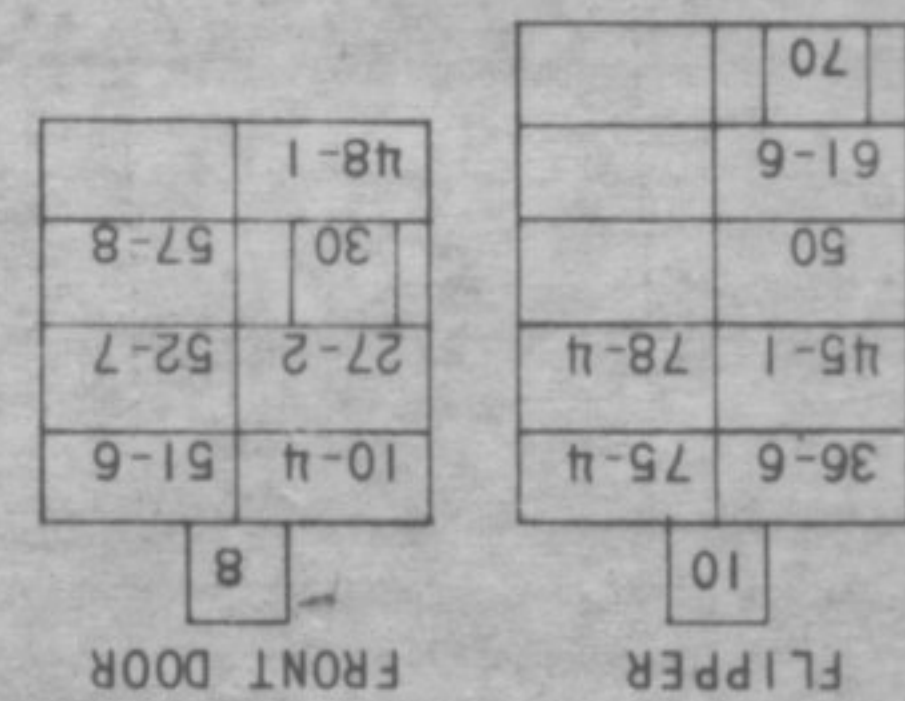
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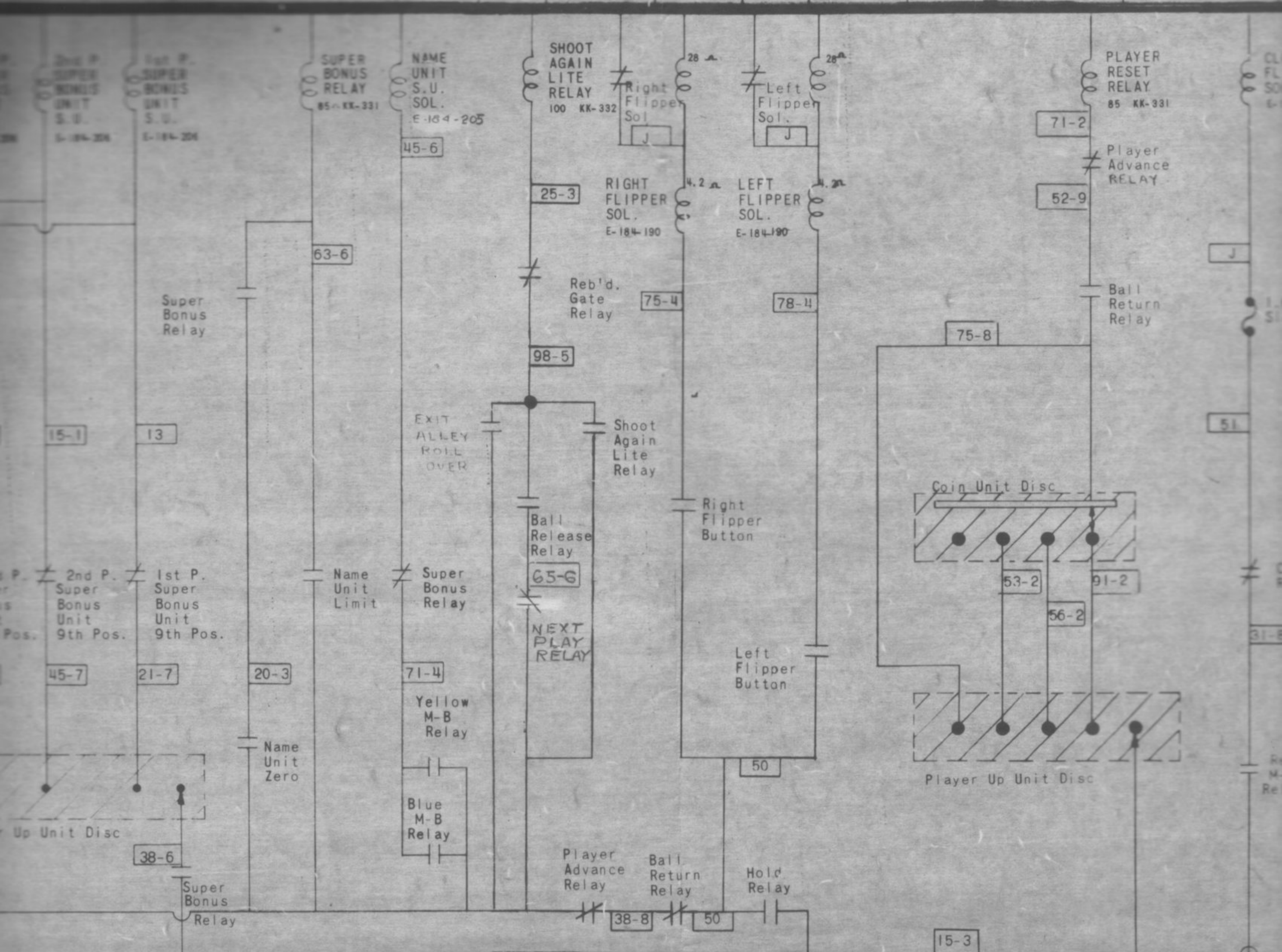
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33

34

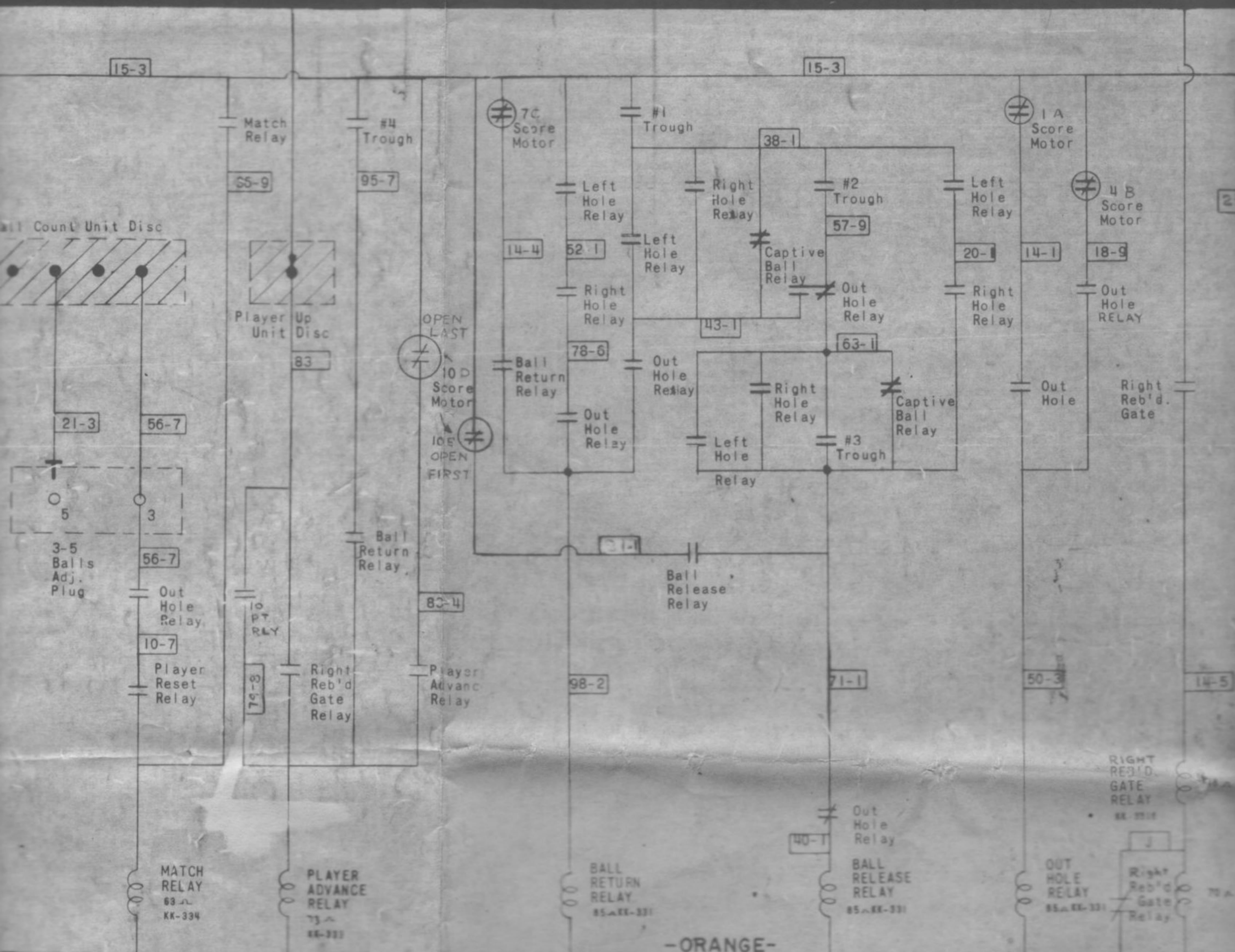




[illegible]

3 or 5 BALL

- YELLOW -



-ORANGE-



-BLUE-

CAPERSVILLE"

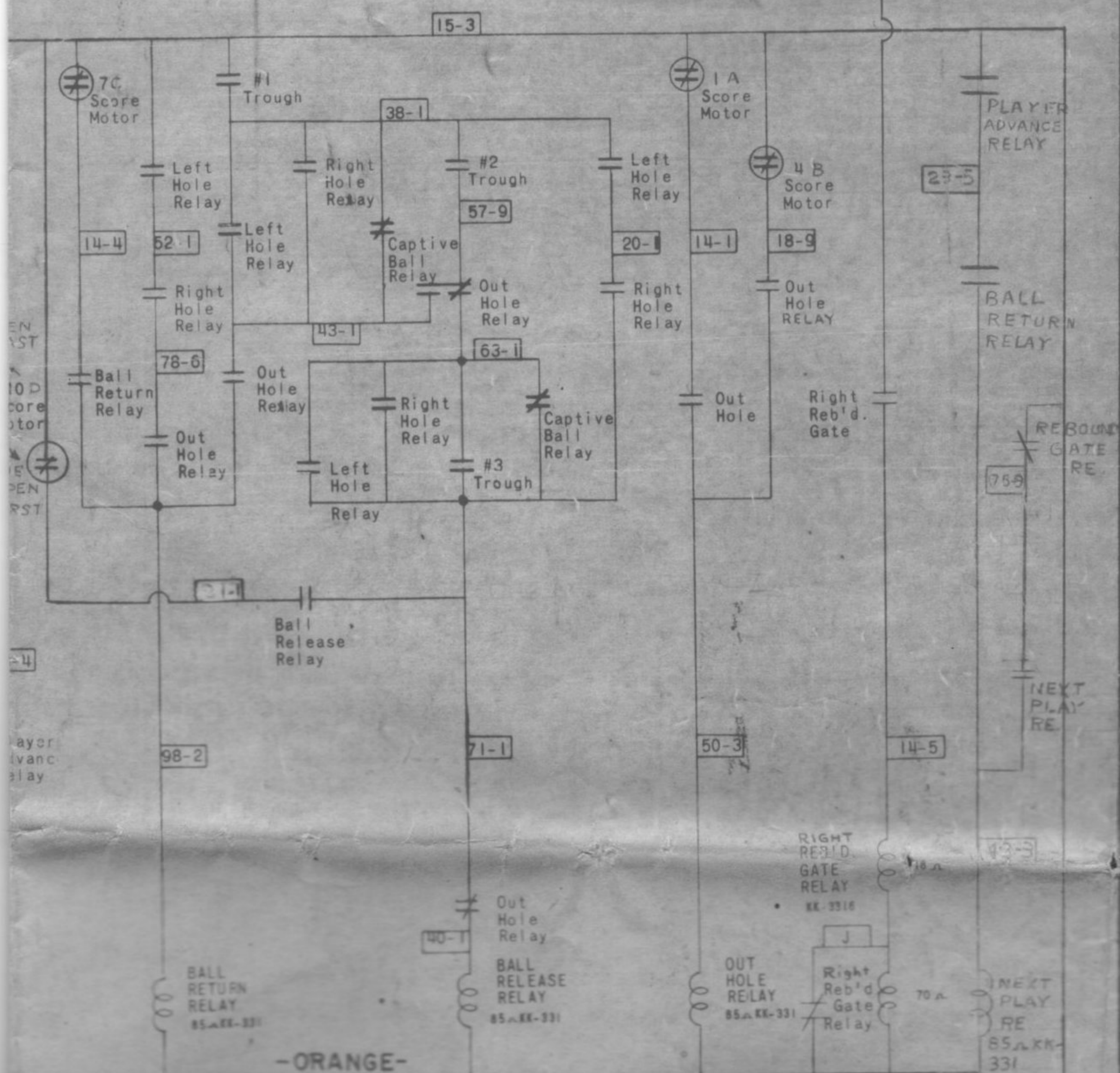
797

W-1042-31

4 PLAYER

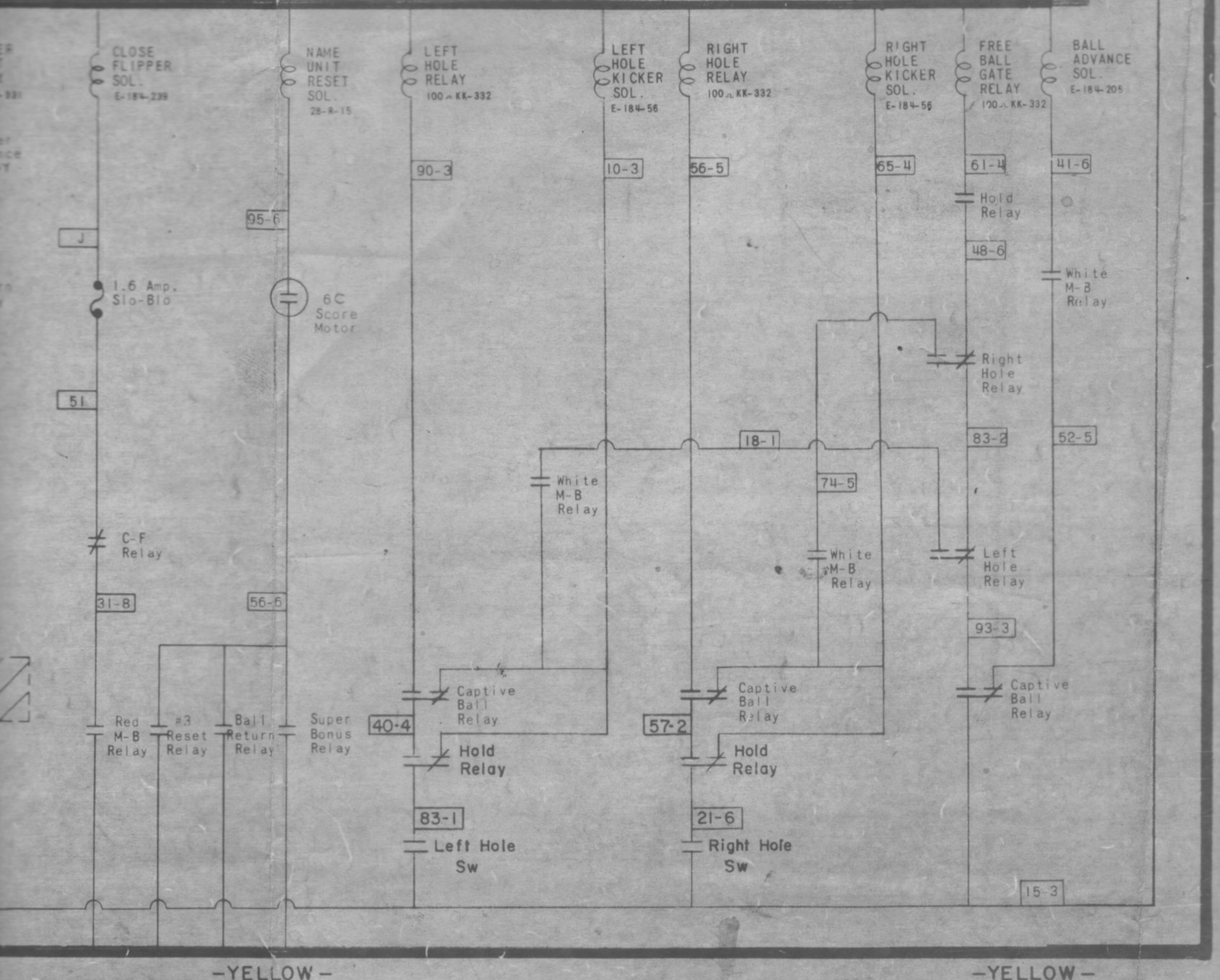
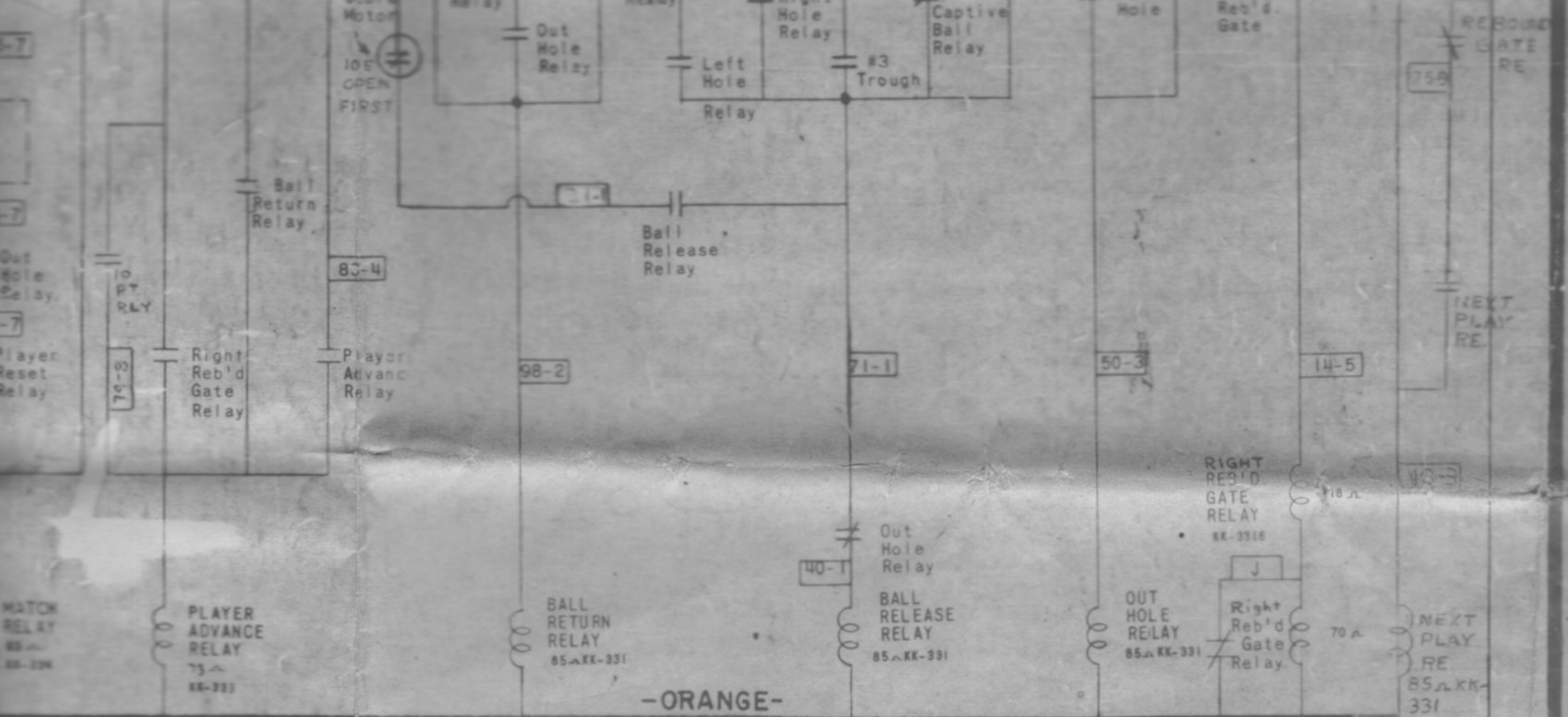
3 or 5 BALL

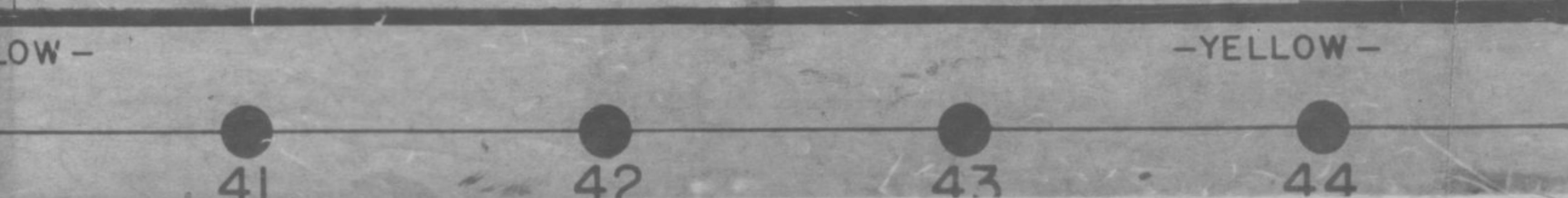
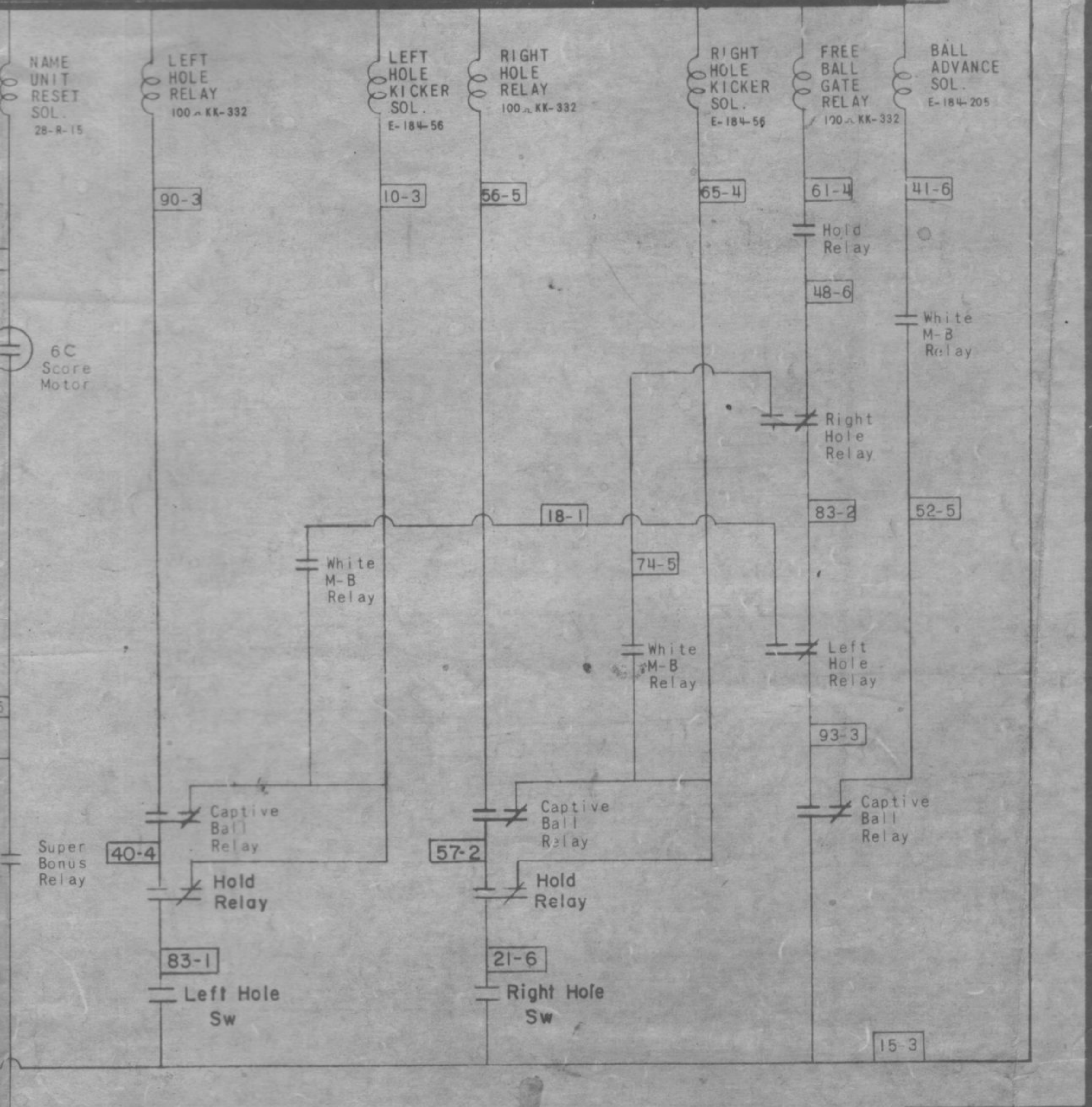
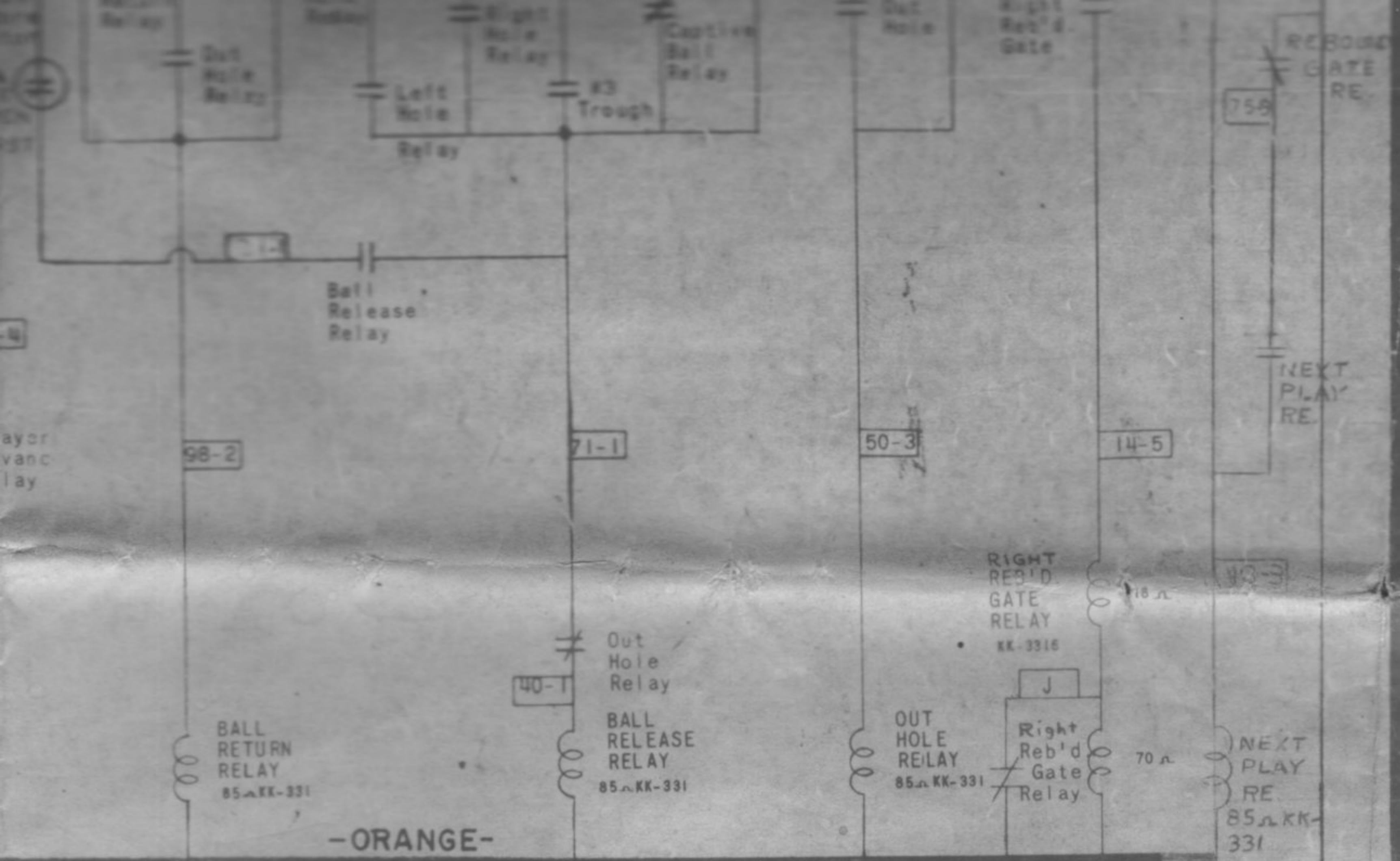
-YELLOW-



-ORANGE-

7C Score Motor
Left Hole Relay
Right Hole Relay
Ball Return Relay
Out Hole Relay
Ball Release Relay
71-1
Ball Return Relay
Ball Release Relay
70-1
70-2
70-3
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F

E

D

C

B

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