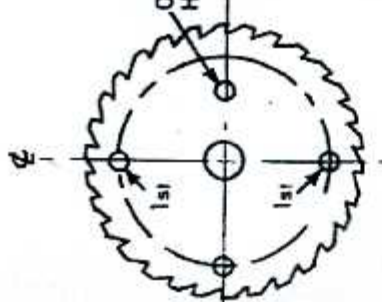


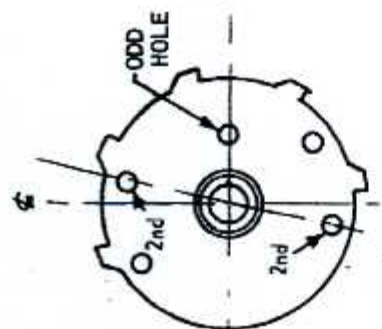
PLAYER UNIT CAM LINE-UP (4 PLAYER GAME)

STEEL RATCHET



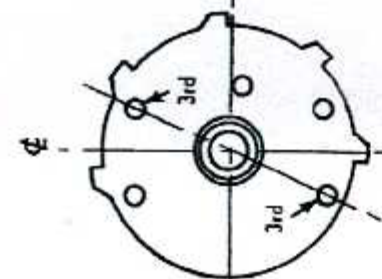
INSERT 1st CAM
IN HOLES INDICATED.

1st CAM
(WHITE)



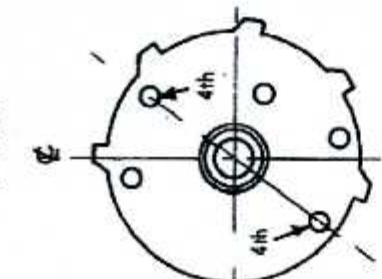
INSERT 2nd CAM
IN HOLES INDICATED.

2nd CAM
(WHITE)



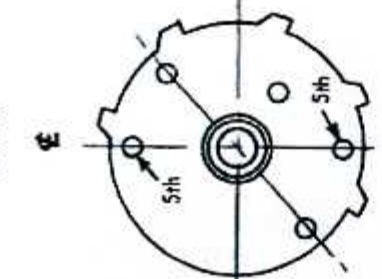
INSERT 3rd CAM
IN HOLES INDICATED.

3rd CAM
(WHITE)



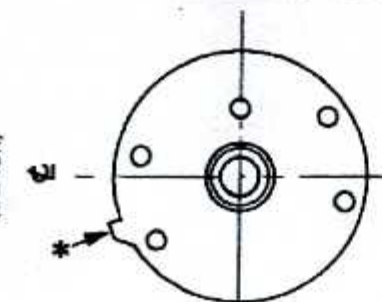
INSERT 4th CAM
IN HOLES INDICATED.

4th CAM
(WHITE)



INSERT 5th CAM
IN HOLES INDICATED.

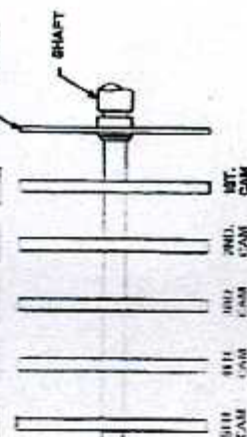
5th CAM
(BLACK)



SINGLE TOOTH ON
5th CAM NOW LINES
UP WITH FIRST TOOTH
ON 1st CAM.
*WHEN CAM FOLLOWER
IS ON TOP OF THIS TOOTH
UNIT IS AT ZERO POS.

4-PLAYER UNIT

P1G	P1F	P1E	P1D	P1C	P1B	P1A
P2G	P2F	P2E	P2D	P2C	P2B	P2A
P3G	P3F	P3E	P3D	P3C	P3B	P3A
P4G	P4F	P4E	P4D	P4C	P4B	P4A
P5G	P5F	P5E	P5D	P5C	P5B	P5A

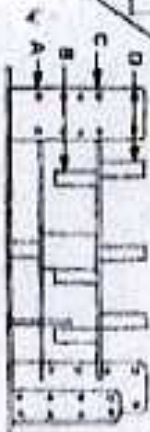
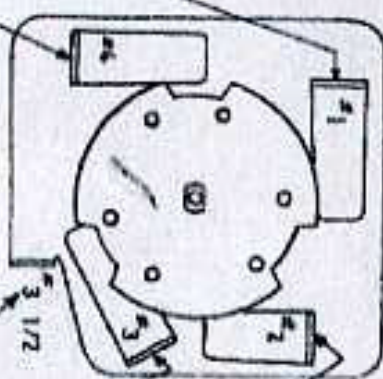


MOTOR SWITCH POSITIONS

WITH "B" RELAY

MOTOR 1A (SPOS.)	<ul style="list-style-type: none"> INSIDE SW. - RESETS SCORING UNIT. SECOND SW. - ADDS PLAYER UNIT. THIRD SW. - SCORING.
MOTOR 1B	<ul style="list-style-type: none"> INSIDE SW. - ACTUATES "U" RELAY. SECOND SW. - 1ST PLAYER WATCH. THIRD SW. - SUBTRACTS BONUS UNIT.
MOTOR 1C (SPOS.)	<ul style="list-style-type: none"> INSIDE SW. - MOTOR BUNOUT. SECOND SW. - REPLAY BUTTON AND COIN CHUTE SWITCHES. THIRD SW. - OPENS CIRCUIT TO THROUGH SWITCH, BALL RETURN SWITCH AND BALL KICKER SWITCH. FOURTH SW. - OPENS CIRCUIT TO "X" RELAY. FIFTH SW. - OPENS CIRCUIT TO PLAYBOARD CONTACTS.
MOTOR 1D	<ul style="list-style-type: none"> INSIDE SW. - COIN CHUTE CREDIT TOTALIZER. SECOND SW. - 1TH. PLAYER WATCH. THIRD SW. - ACTUATES "780" RELAY AND SUBTRACTS REPLAY UNIT.

MOTOR 4A	<ul style="list-style-type: none"> INSIDE SW. - RESETS SCORING UNIT. SECOND SW. - ACTUATES "15" RELAY.
MOTOR 4B	<ul style="list-style-type: none"> INSIDE SW. - COIN CHUTE CREDIT TOTALIZER. SECOND SW. - ACTUATES BALL KICKER COIL.
MOTOR 4C (SPOS.)	<ul style="list-style-type: none"> INSIDE SW. - COIN CHUTE CREDIT TOTALIZER. SECOND SW. - "35" RELAY LOCKER. THIRD SW. - "15" RELAY CONTROL. FOURTH SW. - ACTUATES BALL RETURN COIL.
MOTOR 4D SW.	OPENS CIRCUIT TO PLAYBOARD LIGHTS.



334

C 14500

MOTOR 2B	<ul style="list-style-type: none"> INSIDE SW. - "E", "U", "P", "O", "V", "X", "Y", "Z" RELAY LOCKER. SECOND SW. - "O" RELAY LOCKER.
MOTOR 2C (SPOS.)	<ul style="list-style-type: none"> INSIDE SW. - COIN CHUTE CREDIT TOTALIZER. SECOND SW. - ADDS PLAYER UNIT CONTROL. THIRD SW. - ACTUATES "780" RELAY. FOURTH SW. - 3RD. PLAYER WATCH.

MOTOR 2B	<ul style="list-style-type: none"> INSIDE SW. - ACTUATES "841", "782" RELAYS AND TOTAL PLAY METER. SECOND SW. - 2ND. PLAYER WATCH. THIRD SW. - BONUS SCORING CONTROL.
MOTOR 2C	<ul style="list-style-type: none"> INSIDE SW. - ACTUATES "OR" RELAY. SECOND SW. - DOUBLE BONUS SCORING CONTROL. THIRD SW. - RESETS SCORING BANK.

MOTOR 21B - BRAKE

JONGLE