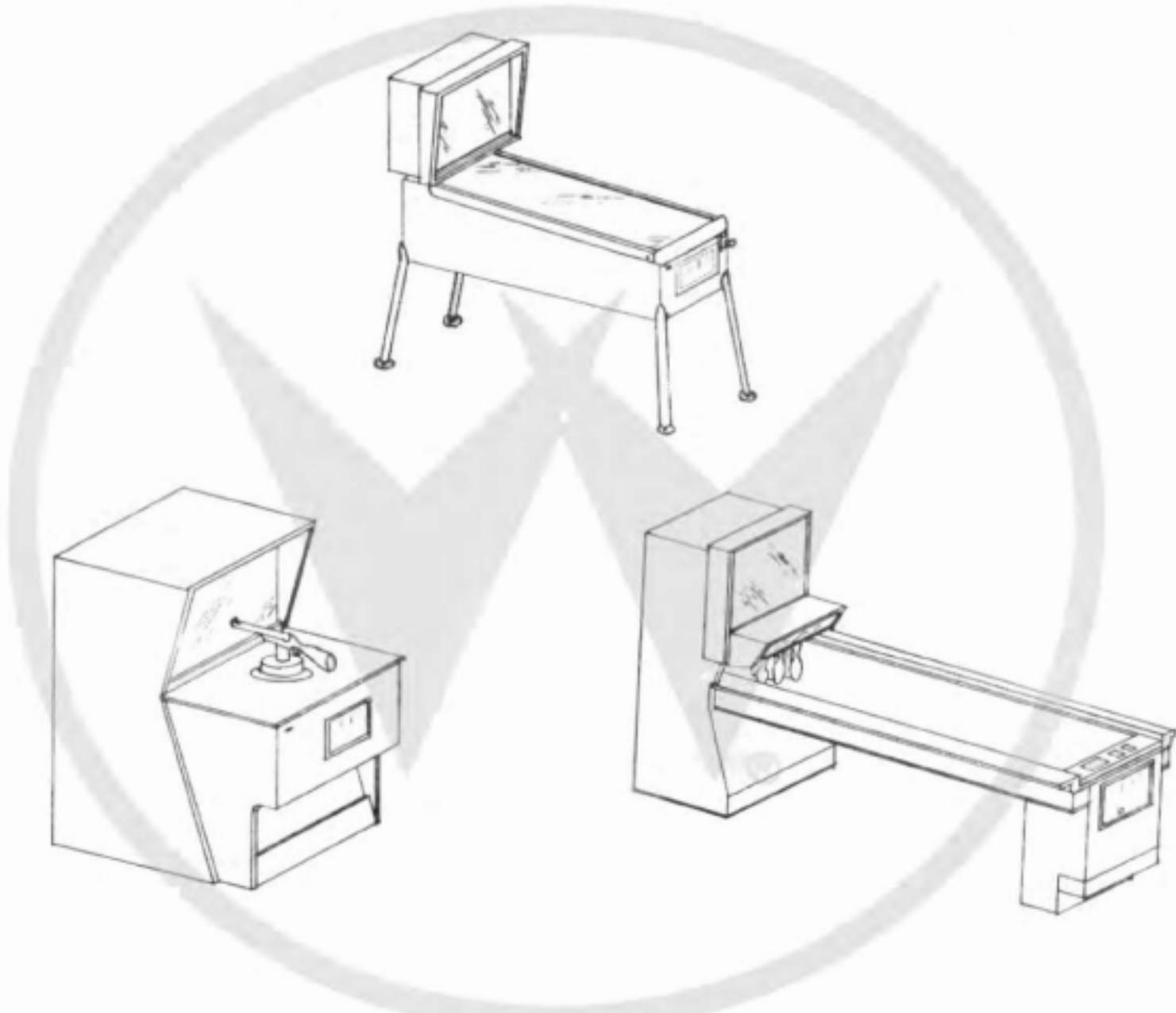




Williams®

1977 - 1978 PARTS CATALOG



Williams® 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
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BASEBALL GAMES

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

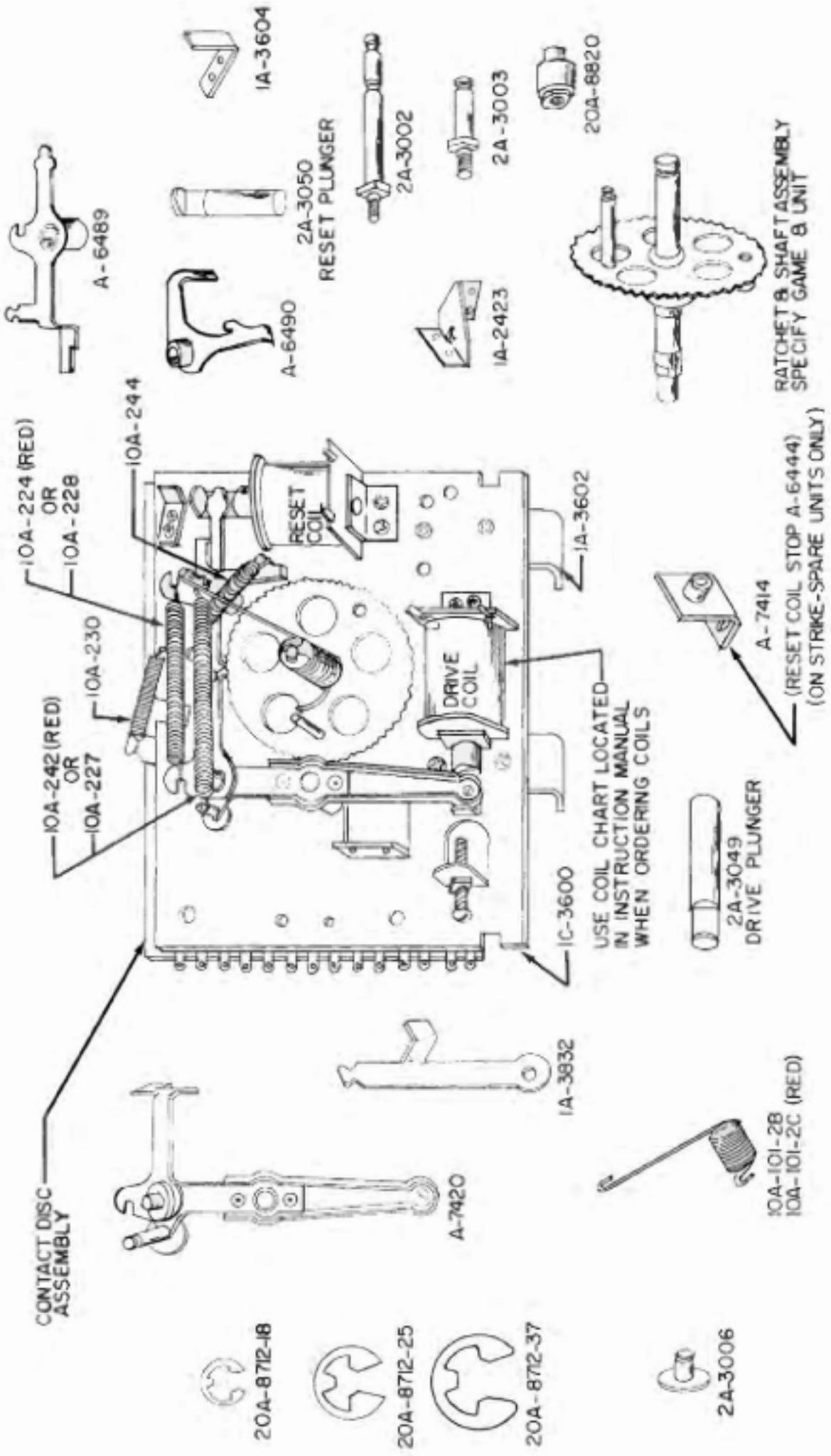
GUN GAMES

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

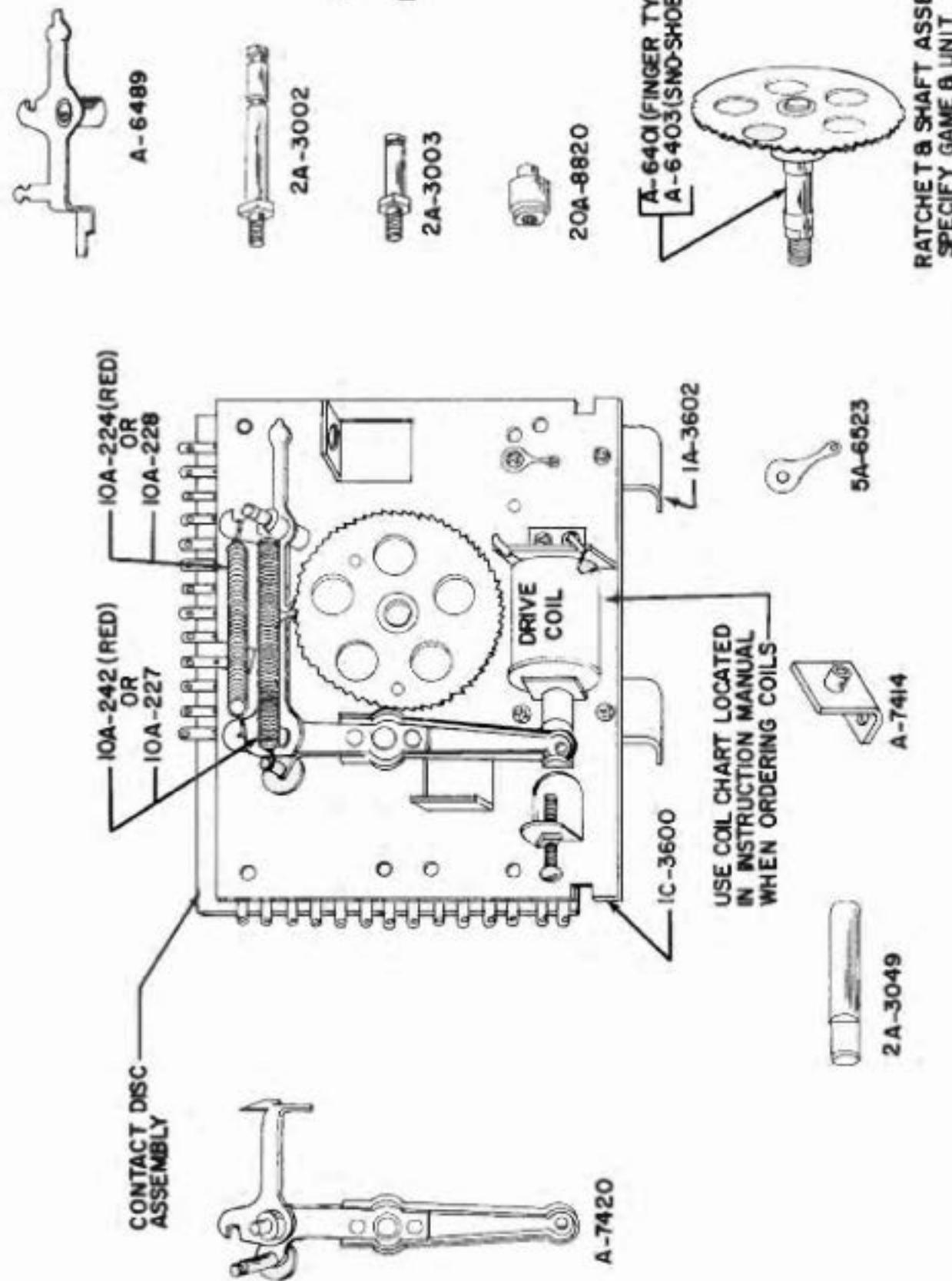
SHUFFLE ALLEY

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

C-6494
RESETTING 50 STEP UNIT



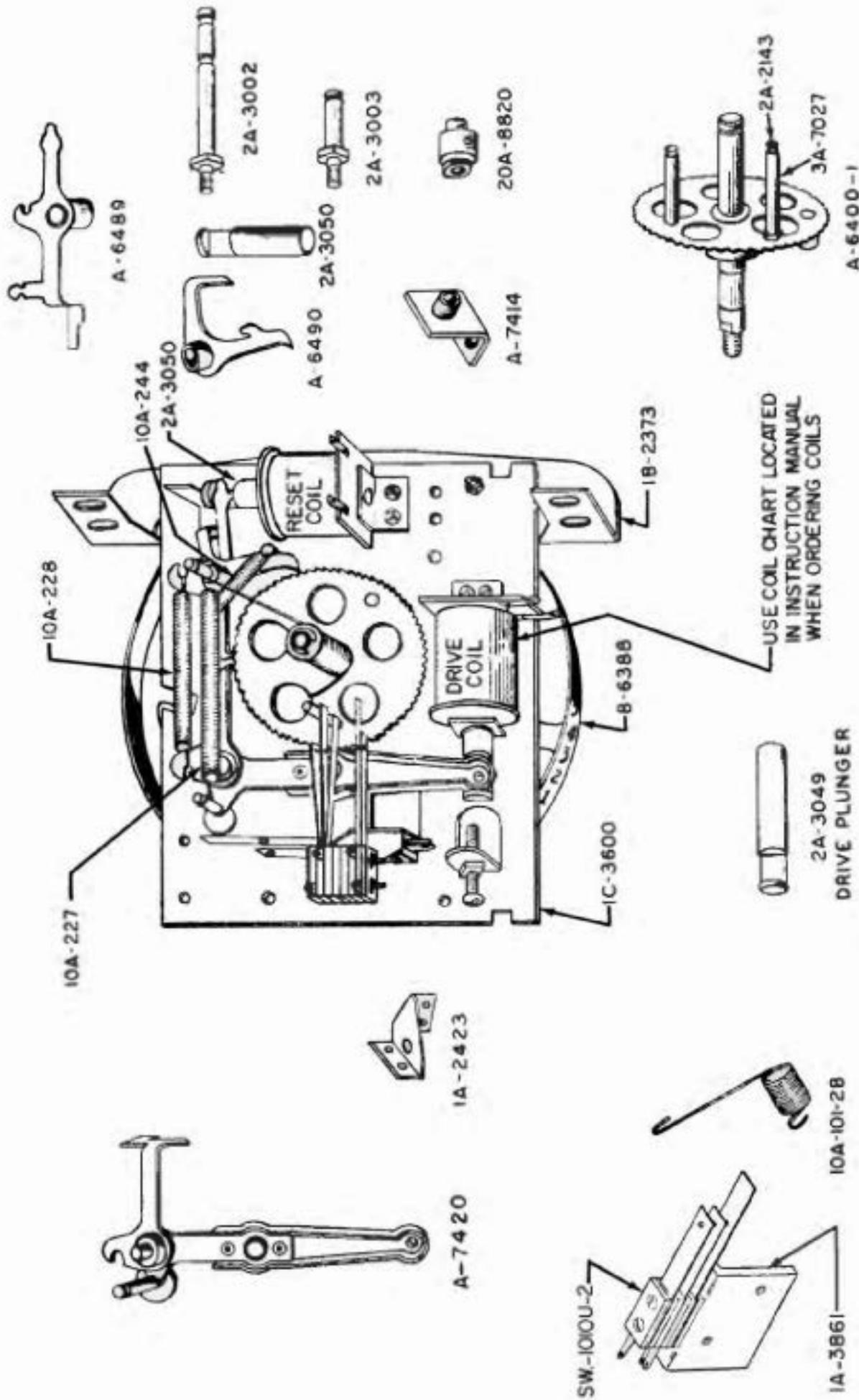
C-6494
NON-RESETTING 50 STEP UNIT

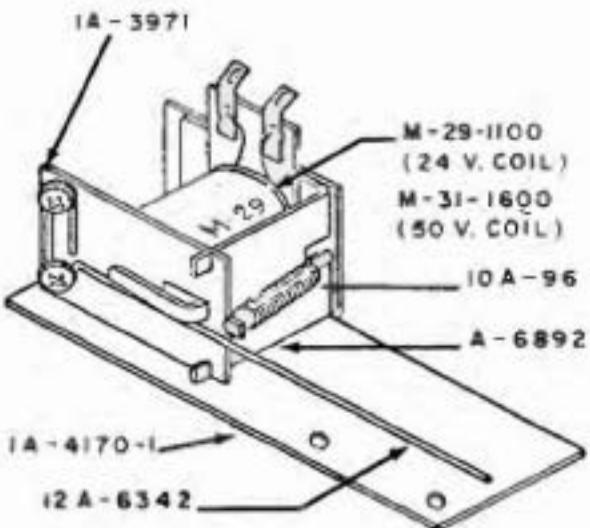


WHEN ORDERING WIPER FINGER ASSEMBLIES OR
CONTACT DISC ASSEMBLIES - GAME & UNIT MUST BE SPECIFIED

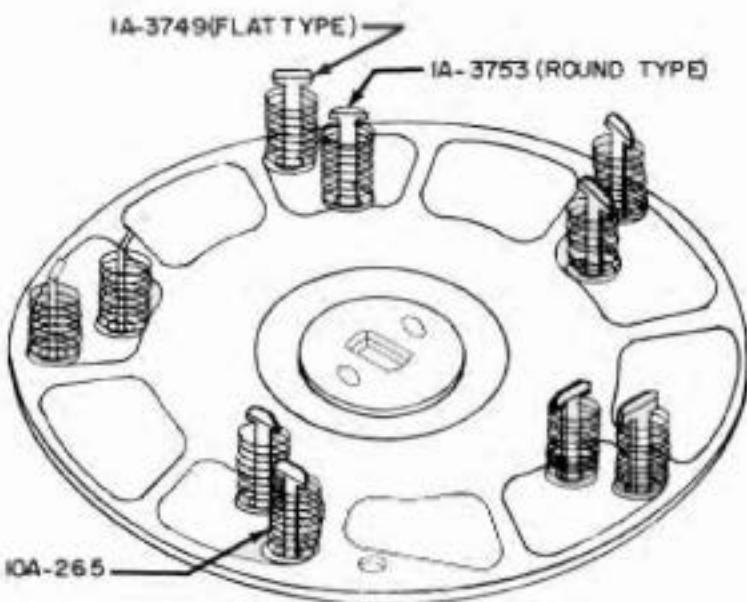
RATCHET & SHAFT ASSEMBLY
SPECIFY GAME & UNIT

C-6495
CREDIT UNIT

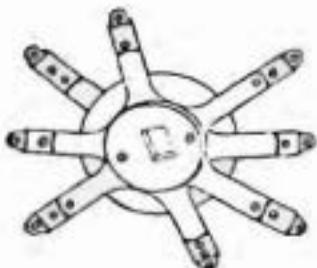




A-7249 LATCH COIL
ASSEMBLY

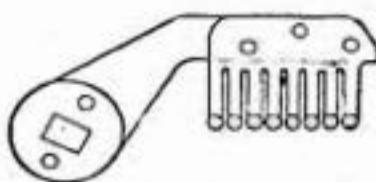


SNOWSHOE TYPE WIPERS C-6521-



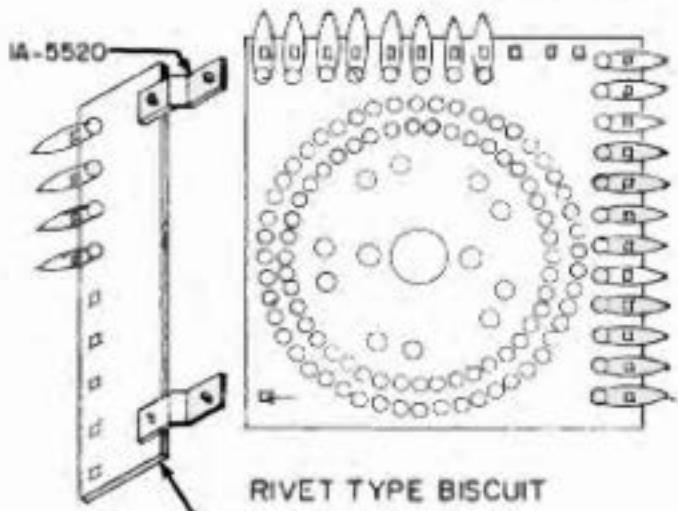
FINGER WIPERS B-7456-

SPECIFY NAME OF GAME & UNIT

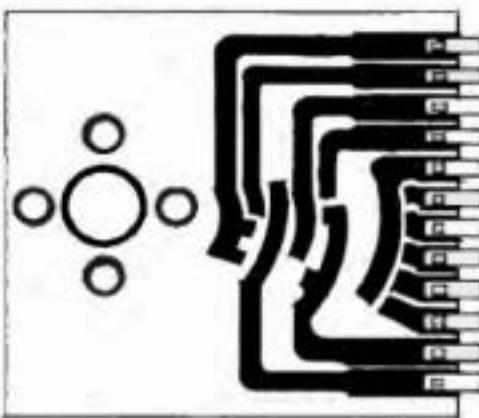


FAN TYPE WIPERS A-6443-

CONTACT DISC ASSEMBLIES



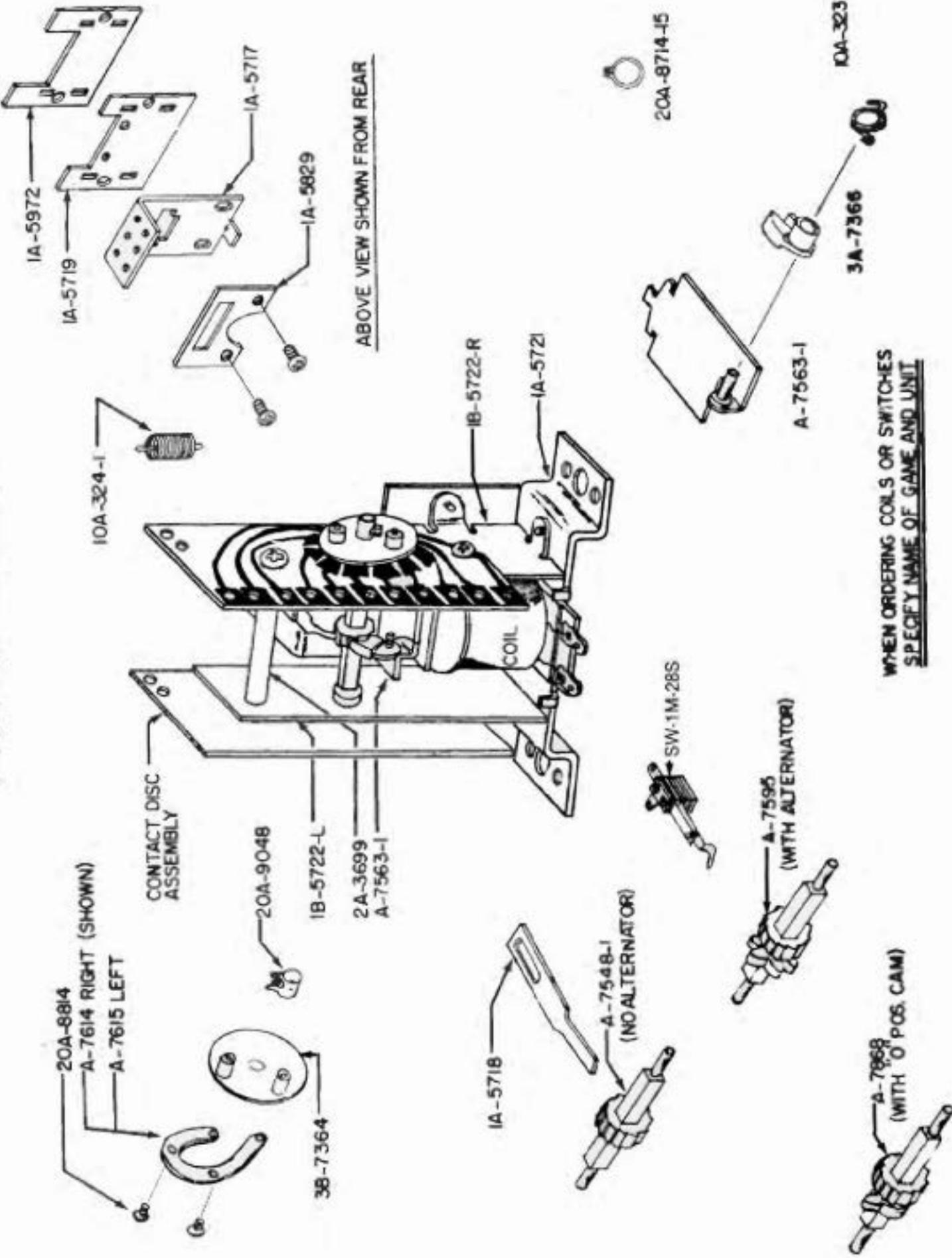
(SPECIFY AMOUNT
OF HOLES)



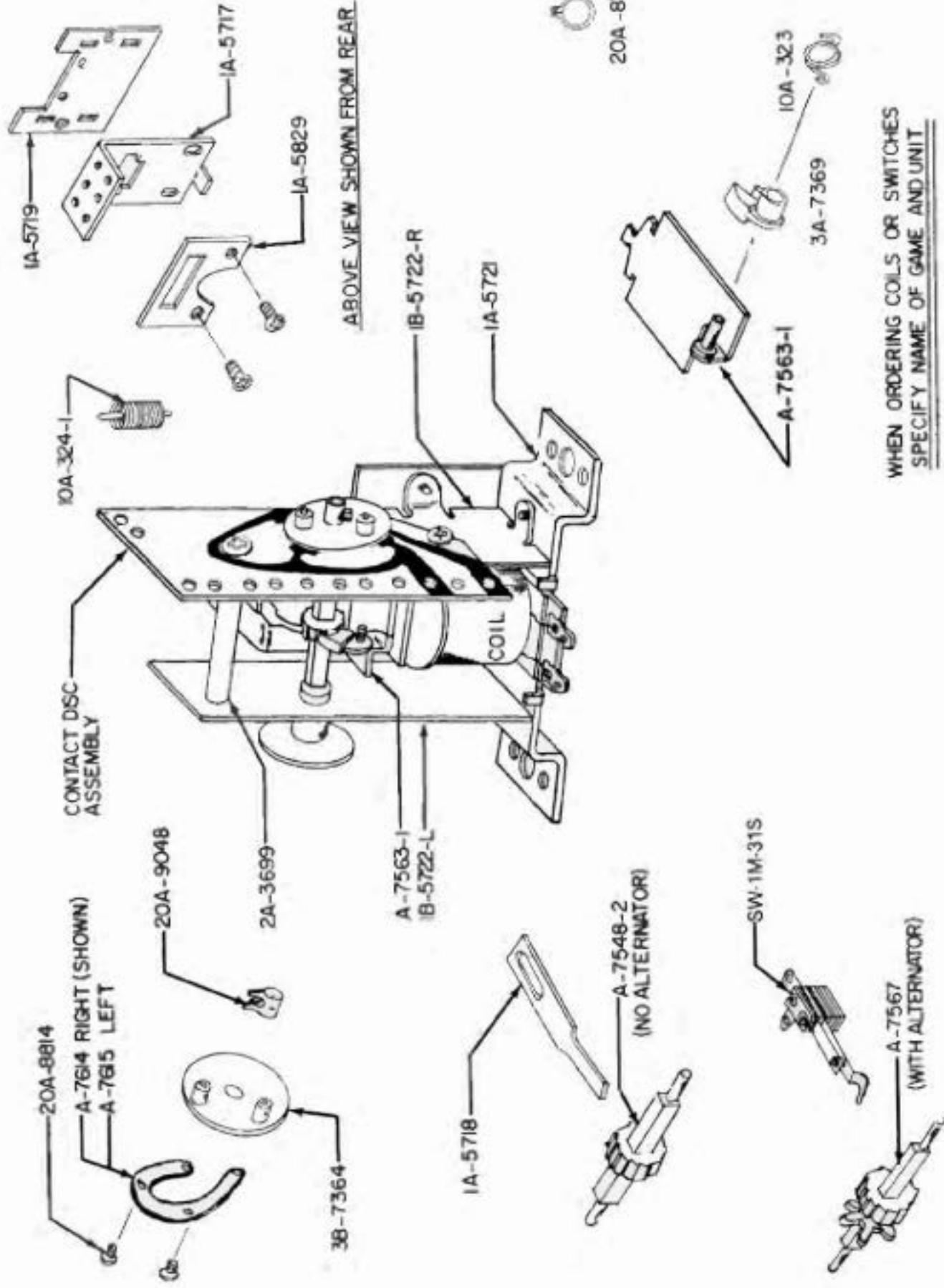
PRINTED CIRCUIT TYPE DISC
C-644

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)



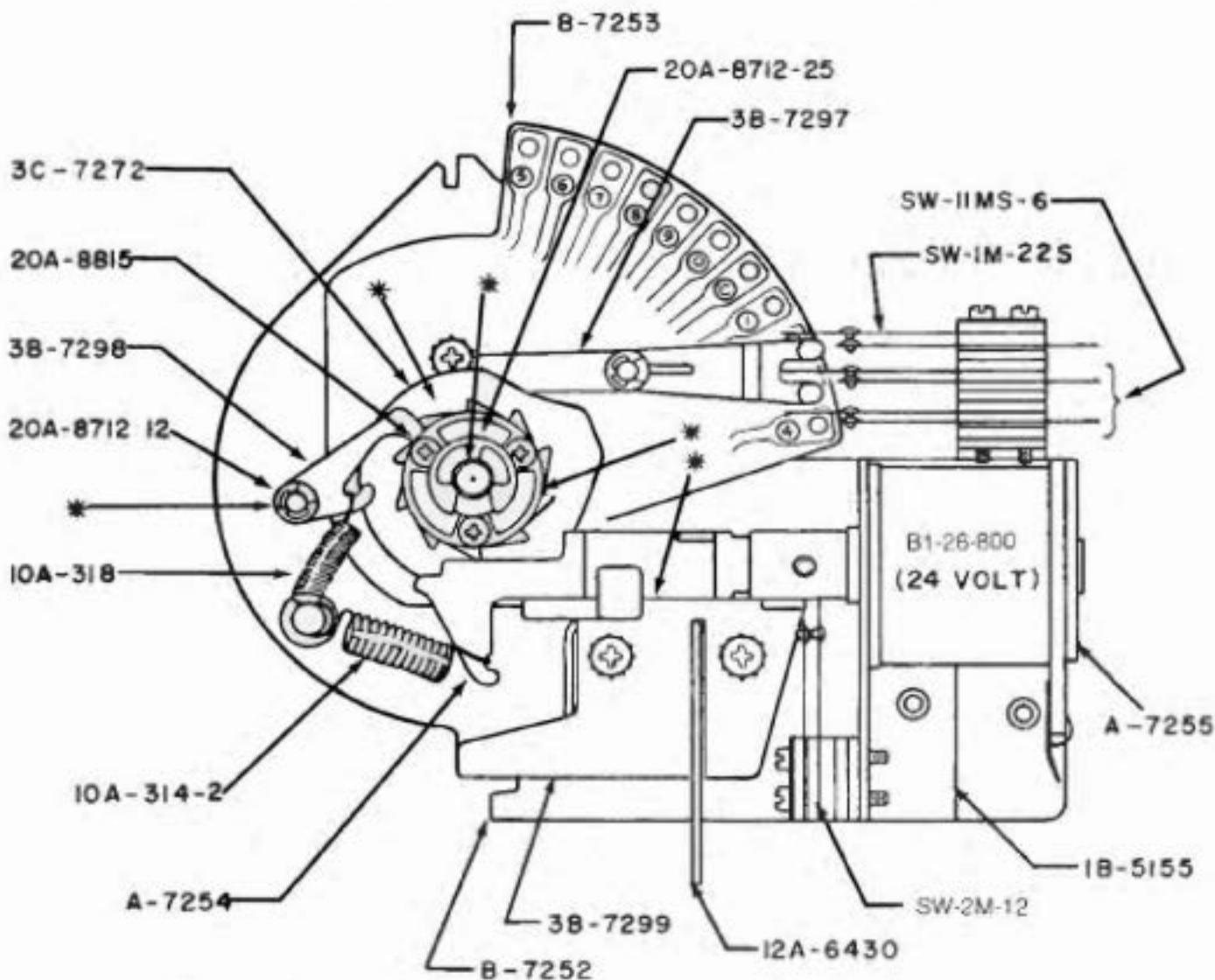
12 STEP UNIT
 C-7743 (WITH ALTERNATOR)
 C-7743-1 (NO ALTERNATOR)



D-725I 3" DRUM UNIT
(WITH PRINTED CIRCUIT & CONTACT RING)

D-725I 3" DRUM UNIT
(WITHOUT PRINTED CIRCUIT & CONTACT RING)

WHEN ORDERING SWITCHES
SPECIFY NAME OF GAME AND DRUM UNIT



LUBRICATION :

DO NOT PUT LUBRICANT ON DRIVE ARMATURE.

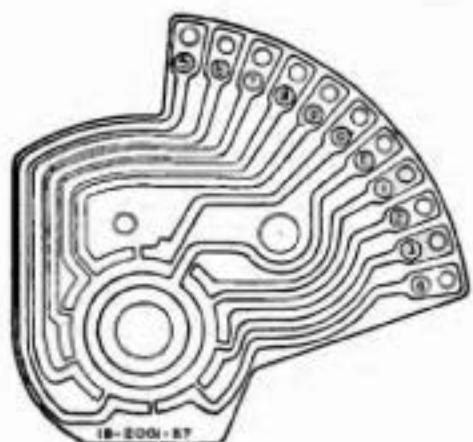
PROPER LUBRICATION WILL INSURE A LONGER LASTING AND BETTER OPERATING UNIT.

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 *.

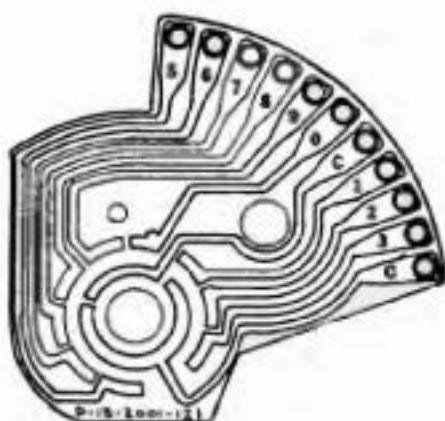
" SERVICE SUGGESTION."

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

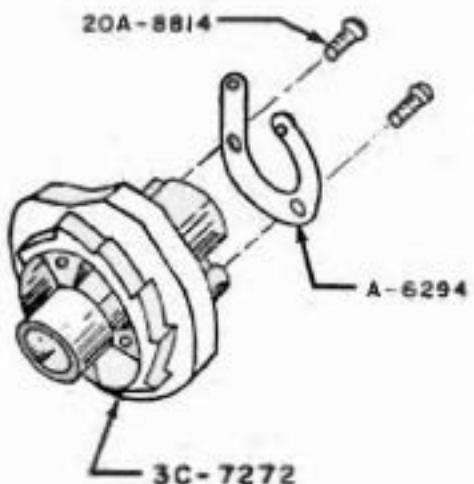
3" DRUM UNIT PARTS



B-7253
PRINTED CIRCUIT ASSEMBLY



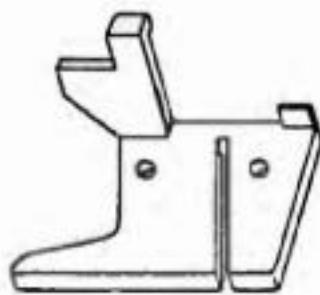
B-7891
PRINTED CIRCUIT ASSEMBLY



3B-7297
SWITCH ACTUATOR



3B-7298
RATCHET STOP PAWL



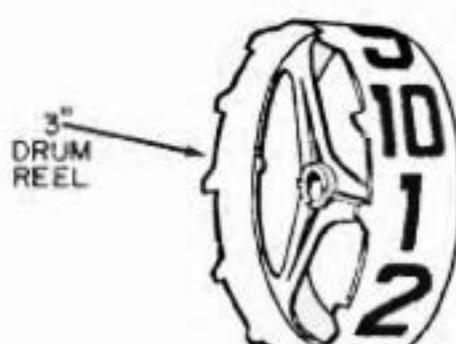
3B-7299
BRACKET-DRIVE PAWL



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



30B-7295-2

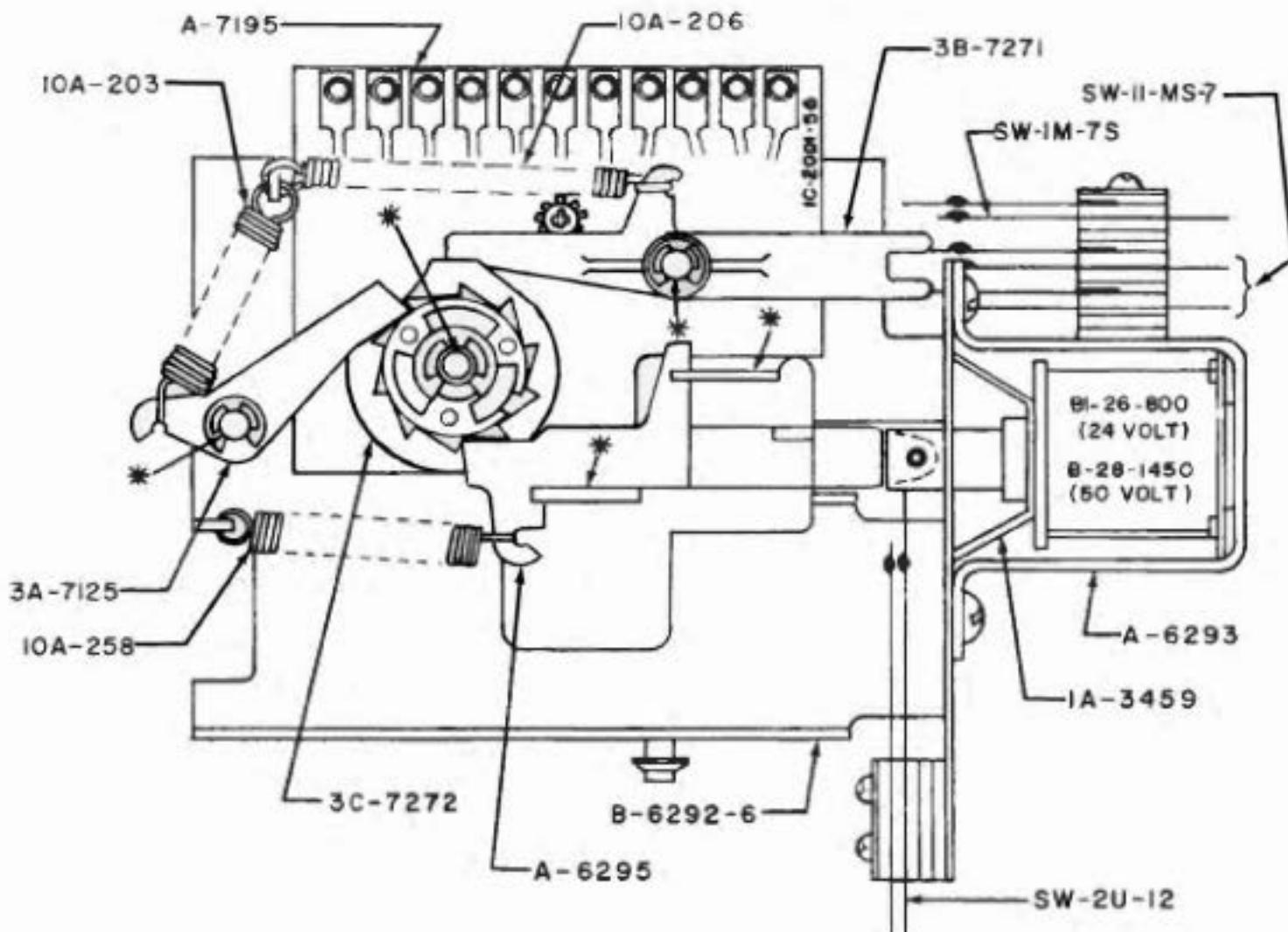


30B-7295-3

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



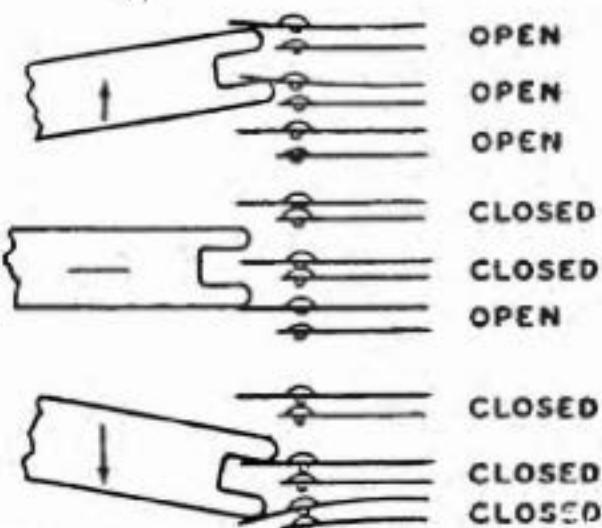
SWITCH ADJUSTMENT :

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

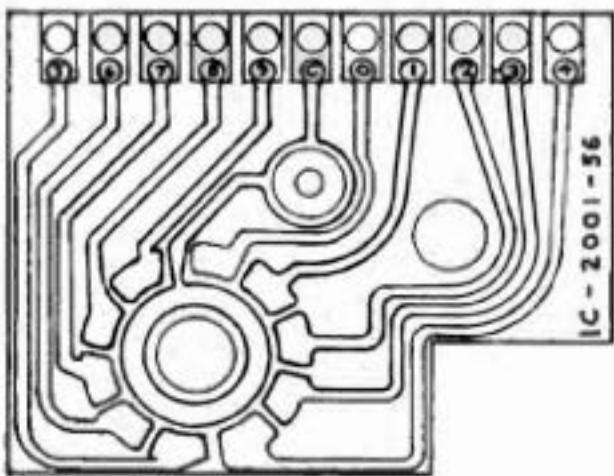
AT 1ST TO 8TH POSITION 2 TOP
SWITCHES ARE CLOSED. BOTTOM
SWITCH REMAINS OPEN.

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

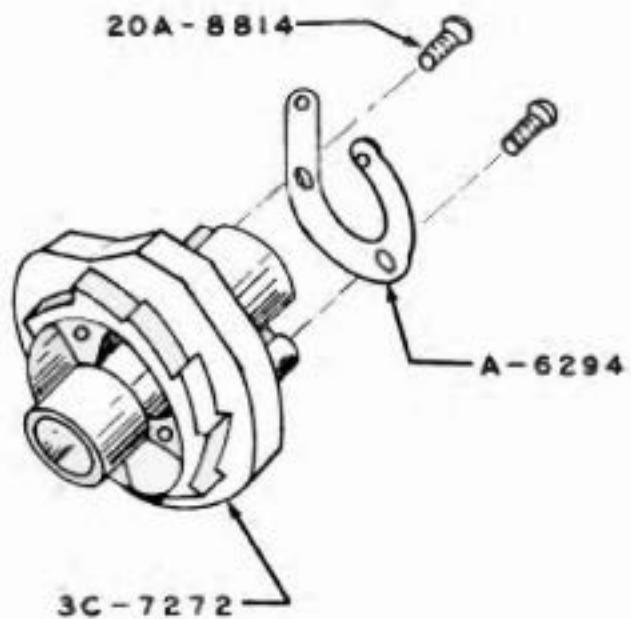
IF UNIT BECOMES SLUGGISH - DISASSEMBLE, CLEAN ALL PARTS AND
REASSEMBLE, LUBRICATING ALL PARTS MARKED WITH *.



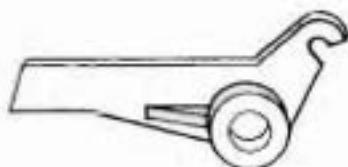
4" DRUM UNIT PARTS



A-7195



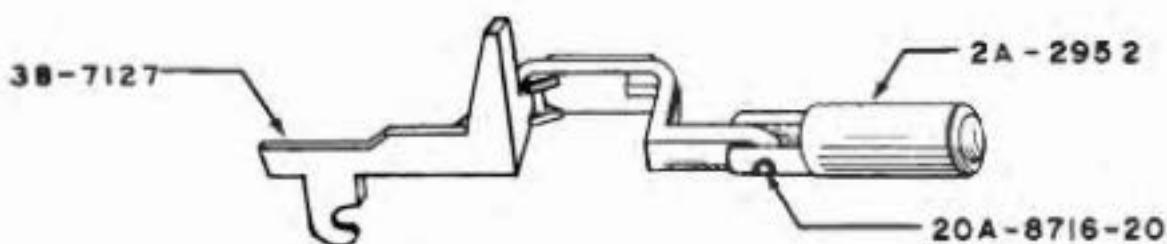
3B-7271
SWITCH ACTUATOR



3A-7125
RATCHET STOP PAWL

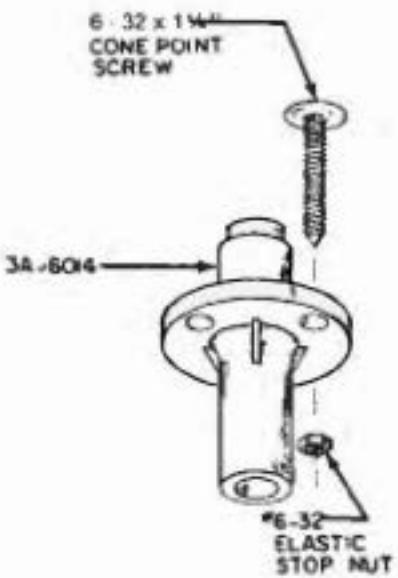
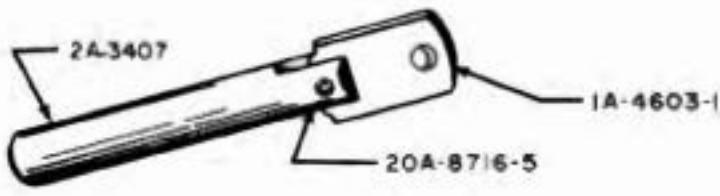
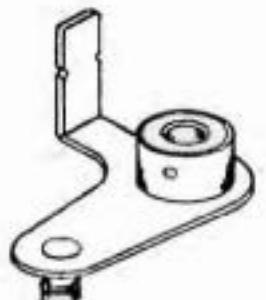
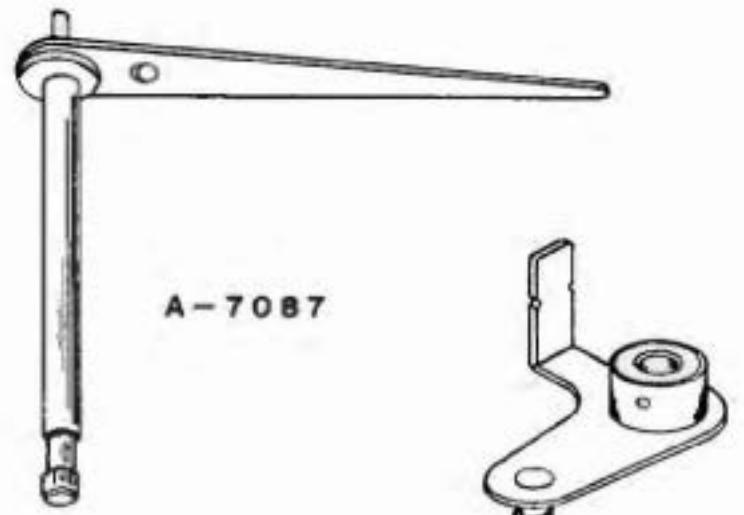
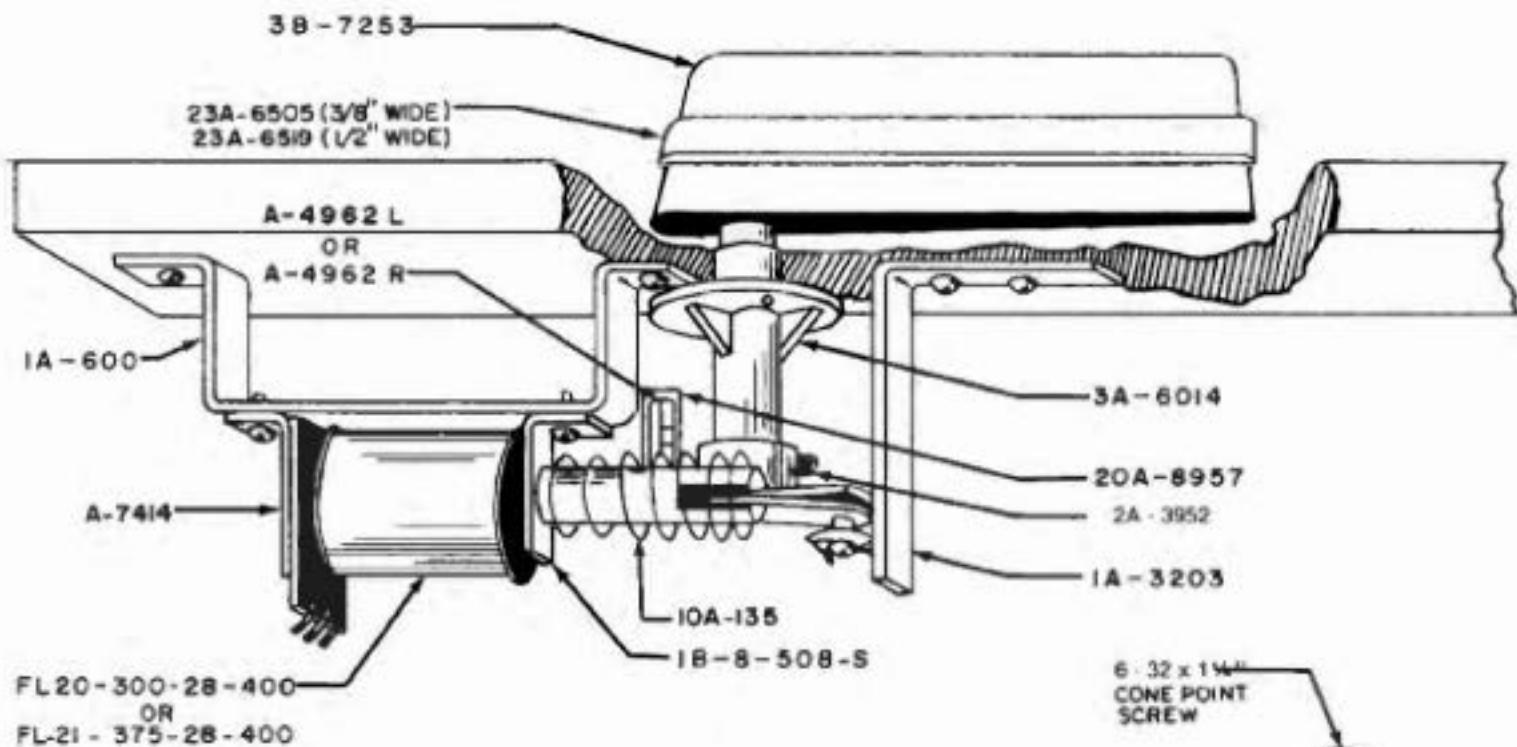


30C-7129
4" DRUM REEL
(RED NUMERALS 30C-7129-B)

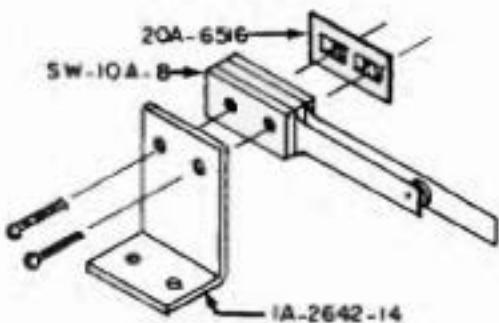


A-6295
DRIVE PAWL & PLUNGER ASSEMBLY

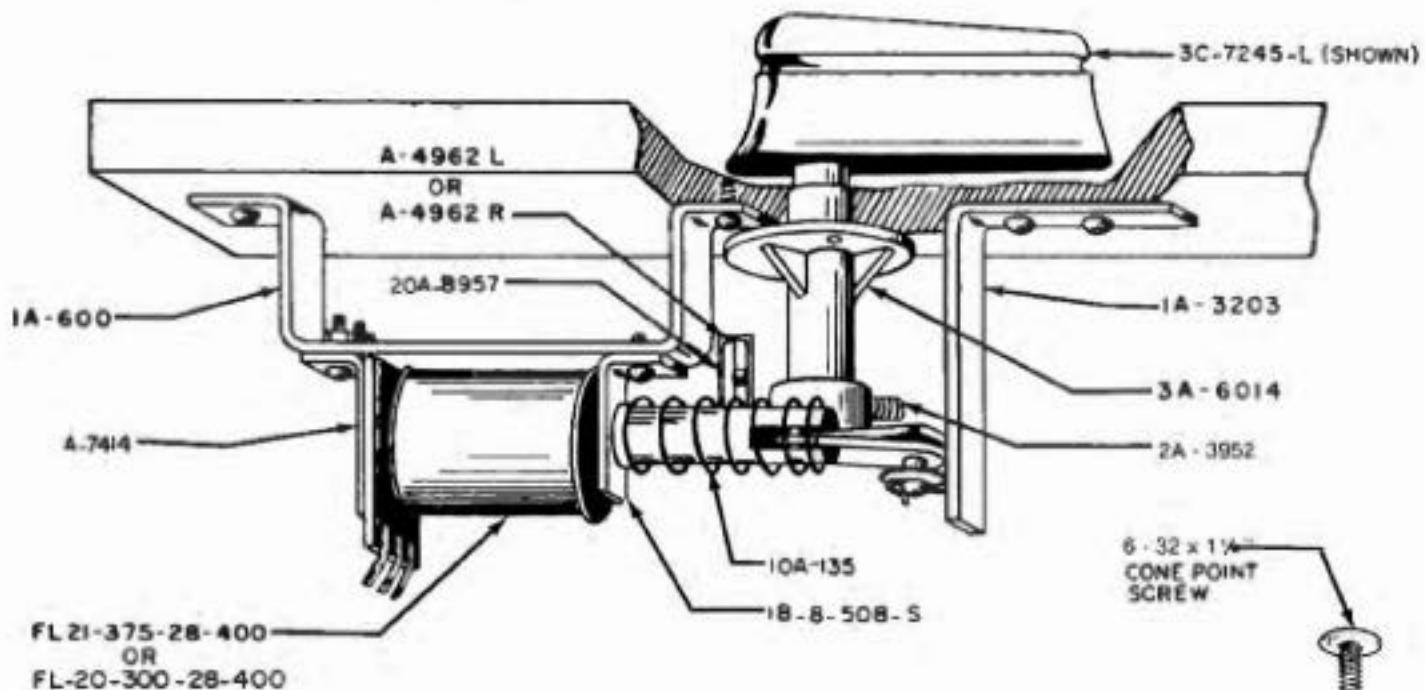
B-7060
LARGE FLIPPER ASSEMBLY COMPLETE
B-7060-L (LEFT) B-7060-R (RIGHT)



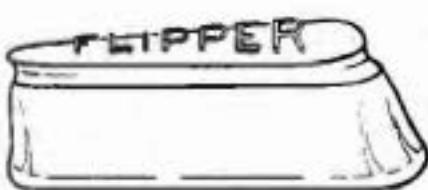
FLIPPER BREAK SWITCH
AND BRACKET



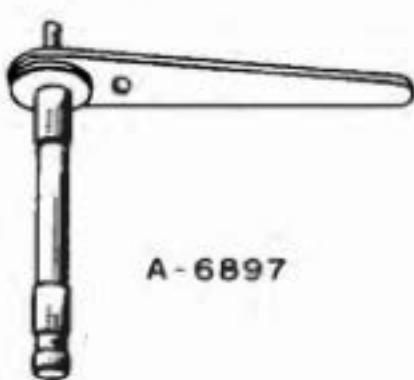
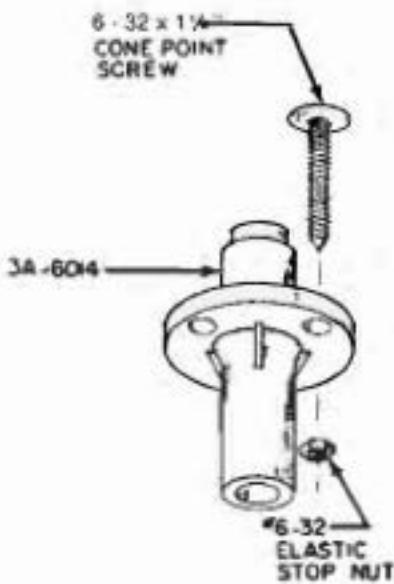
B-695I
SMALL FLIPPER ASSEMBLY COMPLETE
B-695I-L (LEFT) B-695I-R (RIGHT)



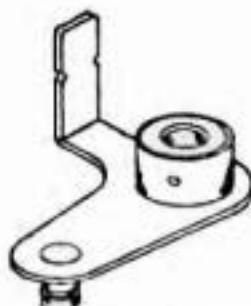
3C-7245-L



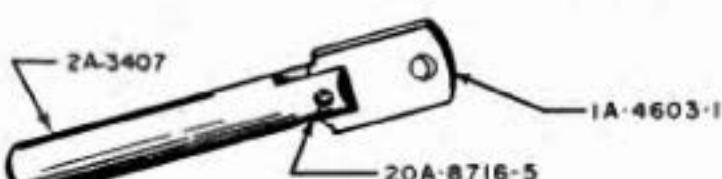
3C-7245-R



A-6897

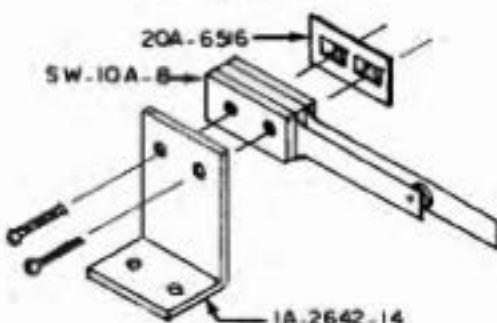


A-4962-R (SHOWN)
OR
A-4962-L



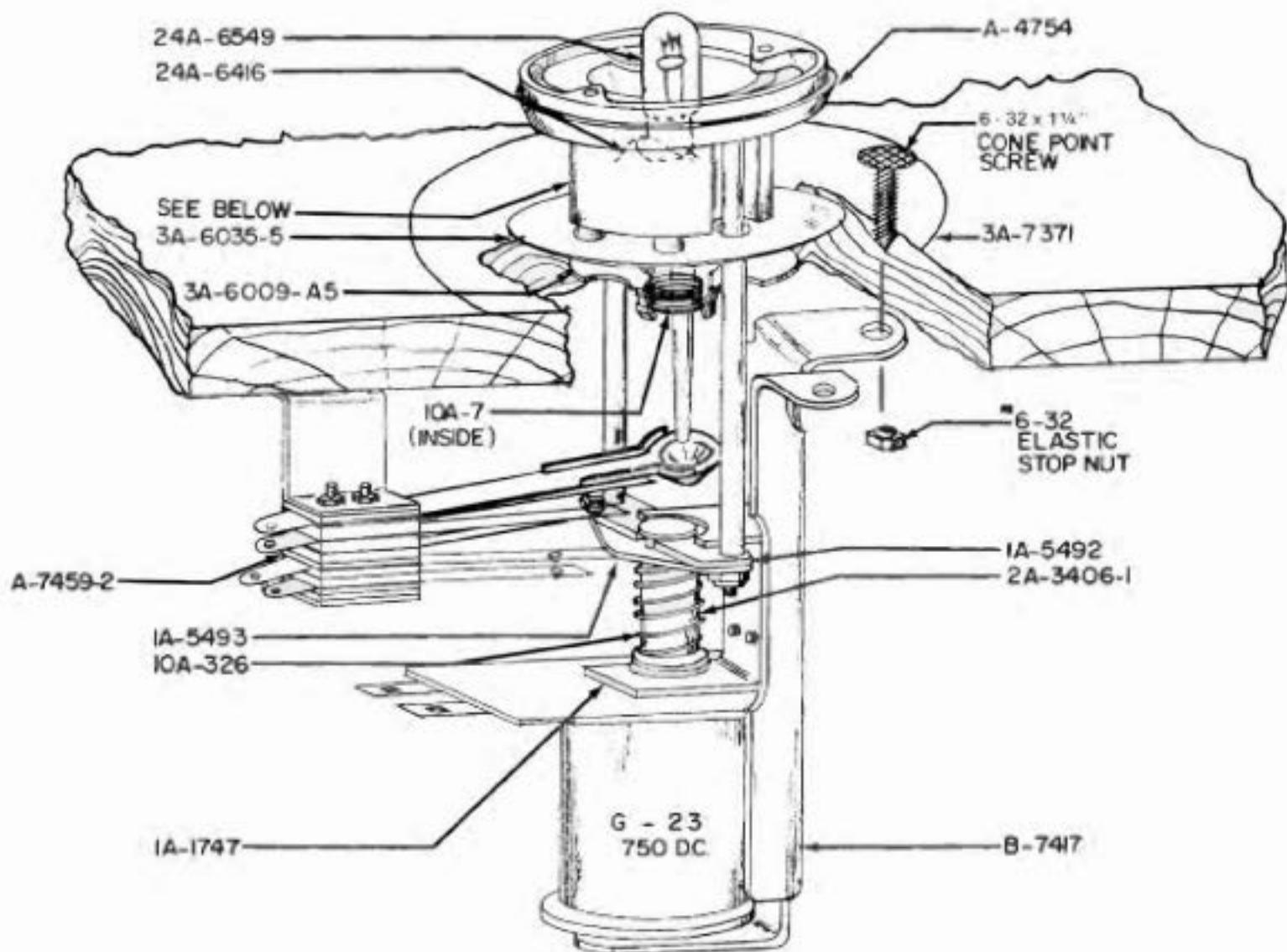
A-6939-I

FLIPPER BREAK SWITCH AND BRACKET

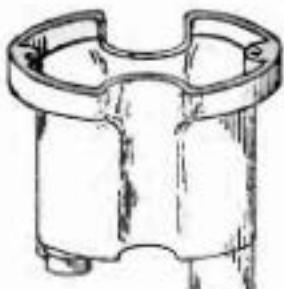


B-7418
JET BUMPER ASSEMBLY
D.C. TYPE

B-7894
JET BUMPER ASSEMBLY
D.C. TYPE

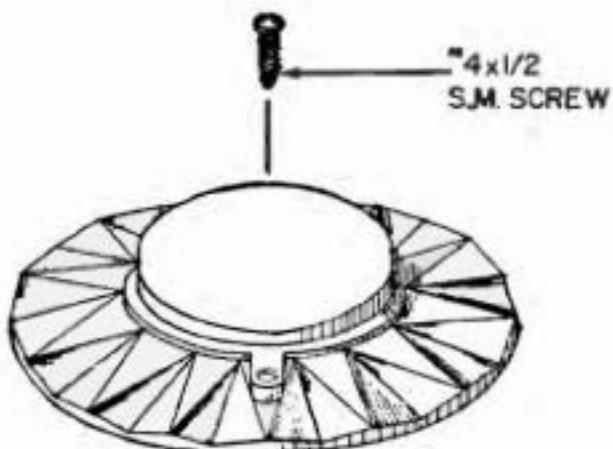


3A-6008
JET BUMPER BODY
USED WITH B-7418

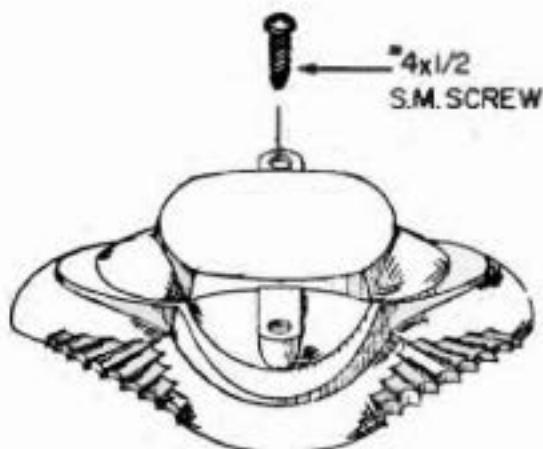


3A-7443
JET BUMPER BODY
USED WITH B-7894

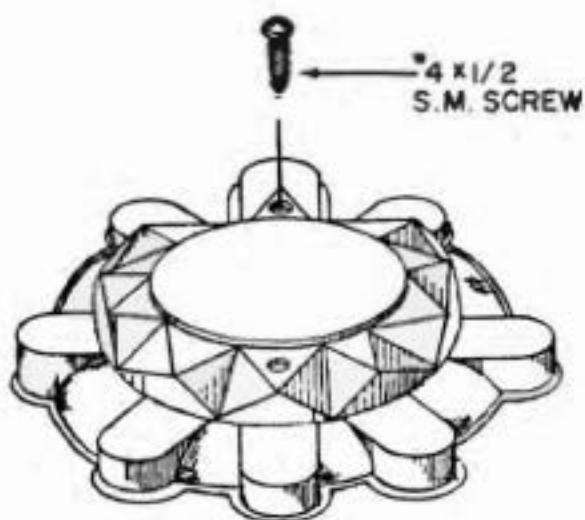
JET BUMPER CAPS
WHEN ORDERING SPECIFY COLOR AND LETTERING



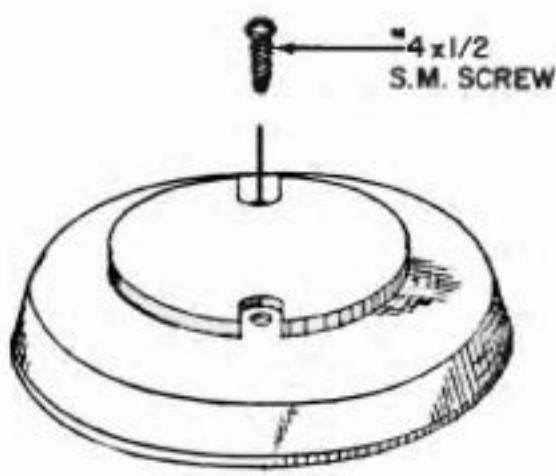
3A-71B7
TO BE USED WITH
3A-6008 JET BUMPER BODY



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

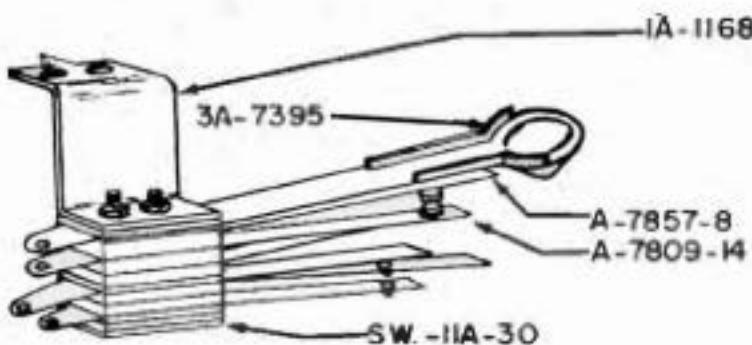


3B-7350
TO BE USED WITH
3A-6008 JET BUMPER BODY

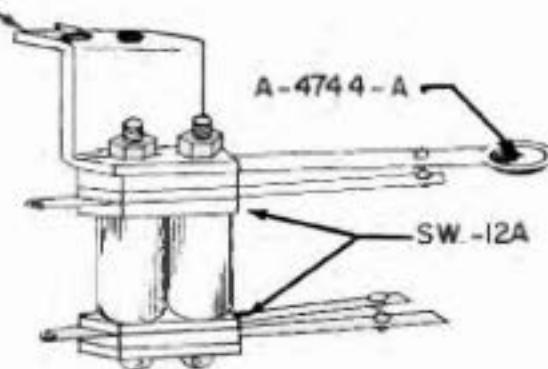


3B-7444
TO BE USED WITH
3A-7443 JET BUMPER BODY

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

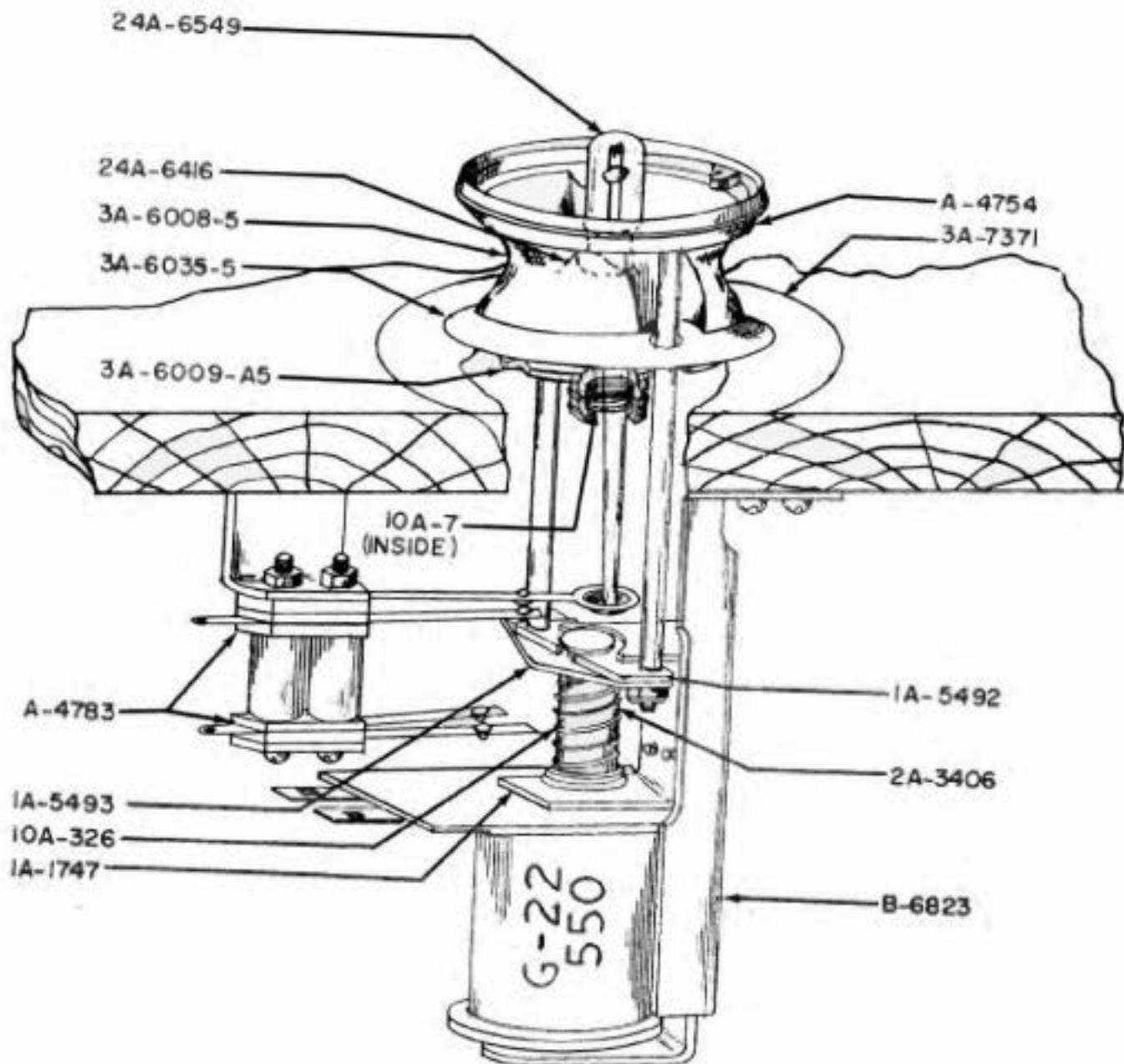


A-4783
AC. TYPE SWITCH ASSEMBLY

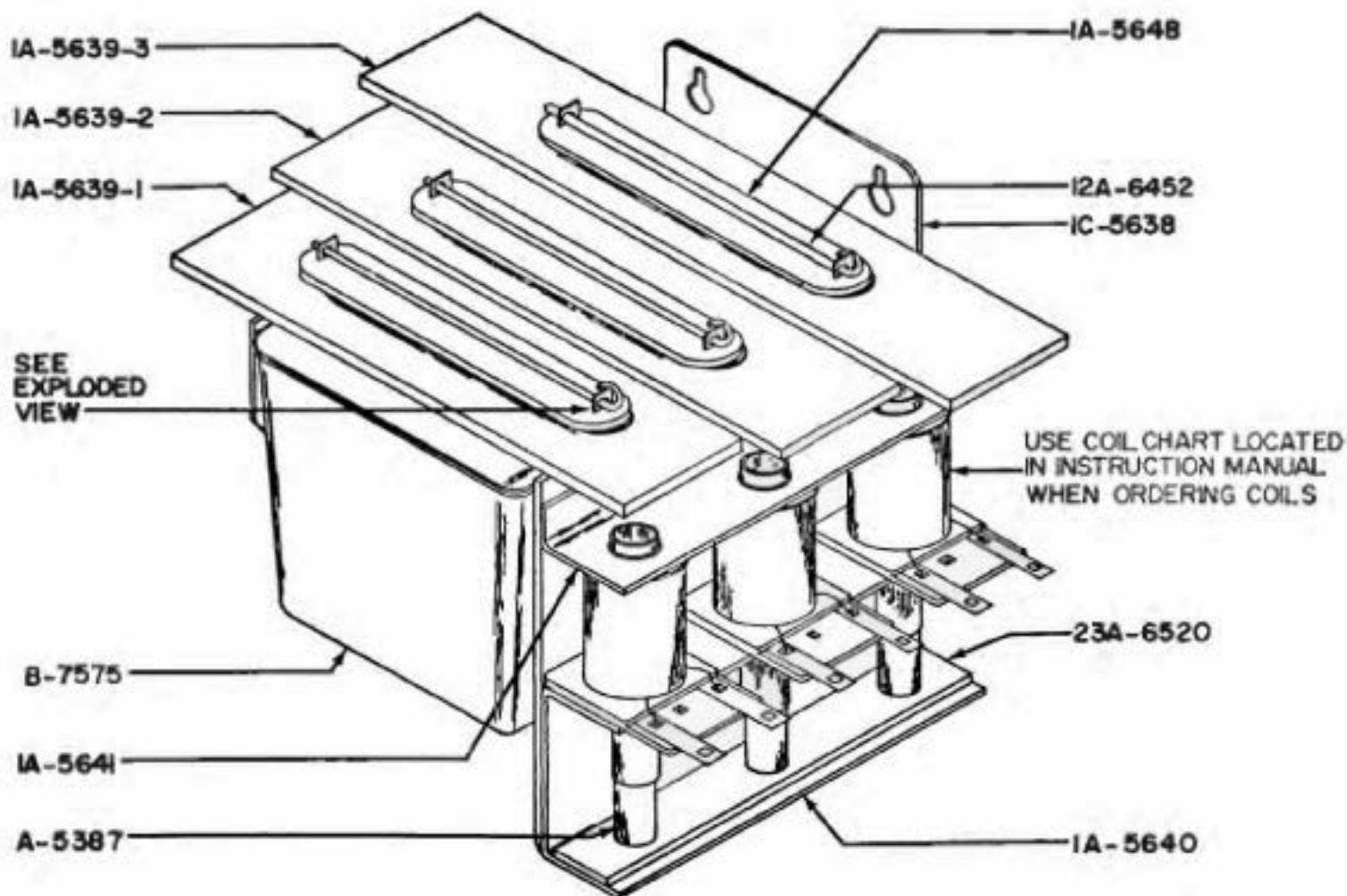


B-68224
JET BUMPER ASSEMBLY

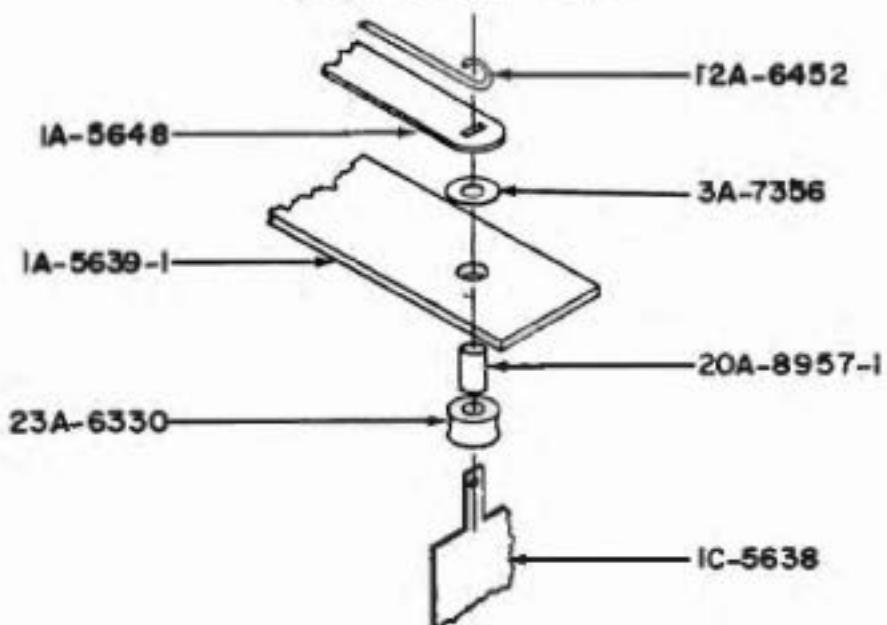
A.C. TYPE



C-7507-1
CHIME ASSEMBLY

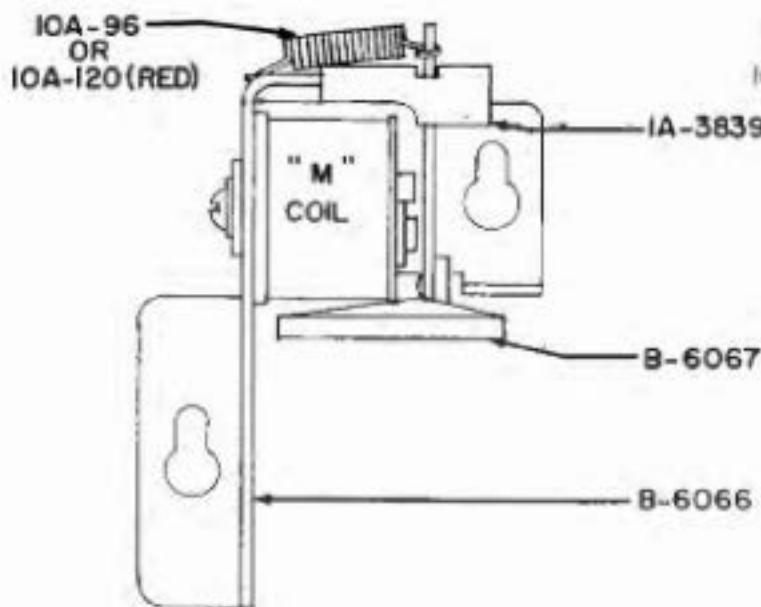


EXPLODED VIEW

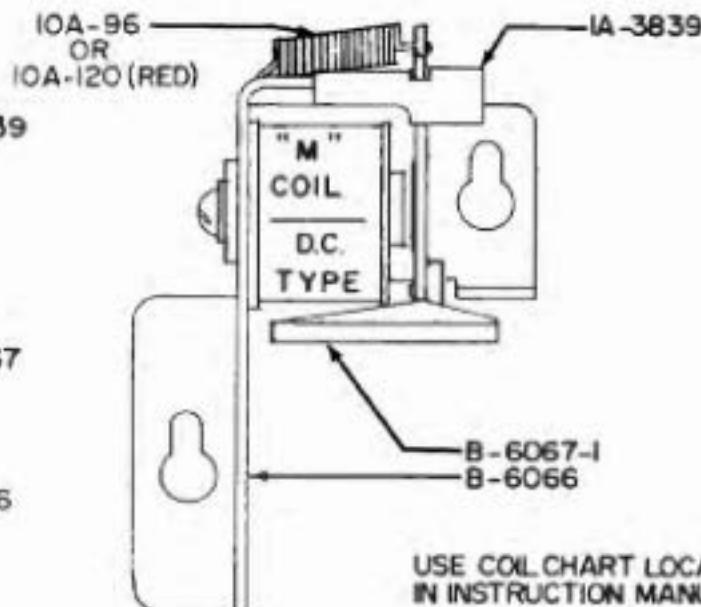


"J" TYPE RELAY ASSEMBLIES

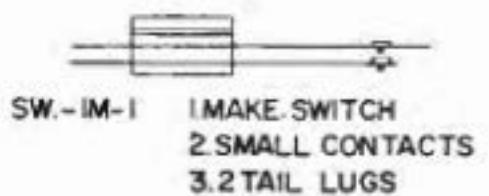
B-6068



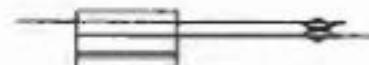
B-6068-DC



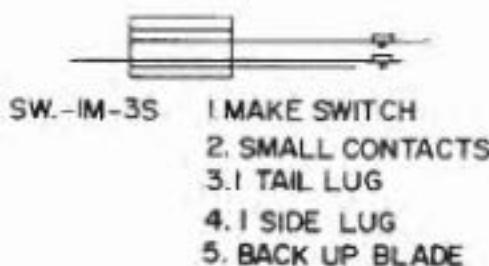
TYPICAL SWITCHES FOR "J" TYPE RELAYS



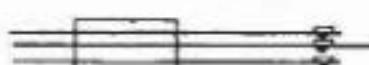
SW-IM-I
1. MAKE SWITCH
2. SMALL CONTACTS
3. 2 TAIL LUGS



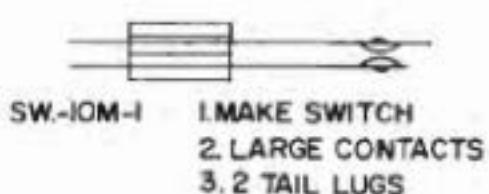
SW-20M-IS
1. BREAK SWITCH
2. LARGE CONTACTS
3. TAIL LUG
4. 1 SIDE LUG



SW-IM-3S
1. MAKE SWITCH
2. SMALL CONTACTS
3. 1 TAIL LUG
4. 1 SIDE LUG
5. BACK UP BLADE



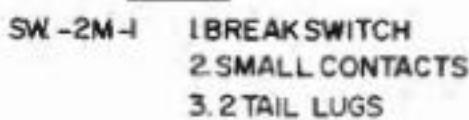
SW-3M-I
1. MAKE-BREAK SWITCH
2. SMALL CONTACTS
3. 3 TAIL LUGS



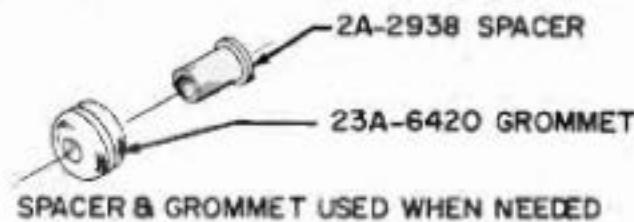
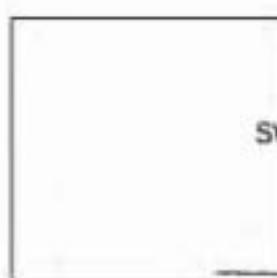
SW-10M-I
1. MAKE SWITCH
2. LARGE CONTACTS
3. 2 TAIL LUGS



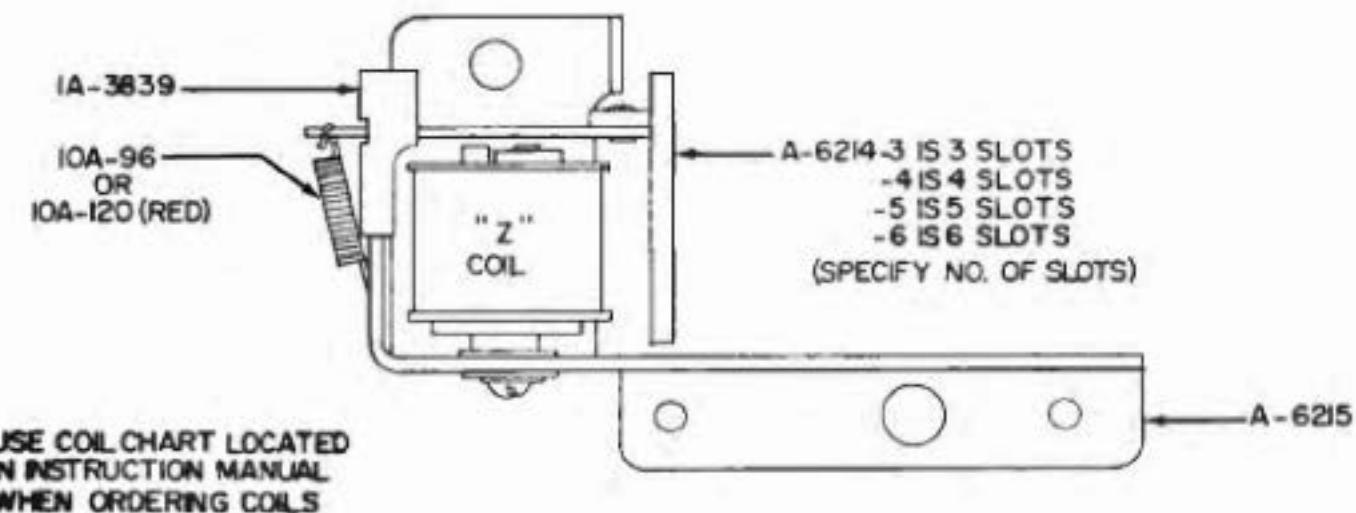
SW-30M-IS
1. MAKE-BREAK SWITCH
2. LARGE CONTACTS
3. 2 TAIL LUGS
4. 1 SIDE LUG



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



A-6216
"L" TYPE RELAY ASSEMBLY



TYPICAL SWITCHES FOR "L" TYPE RELAYS



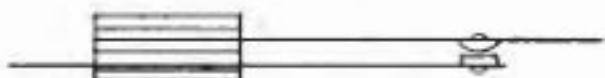
SW-1Z

1. MAKE SWITCH
2. SMALL CONTACTS
3. 2 TAIL LUGS



SW-10Z

1. MAKE 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-2Z

1. BREAK 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-20Z

1. BREAK SWITCH
2. LARGE CONTACTS
3. 2 TAIL LUGS



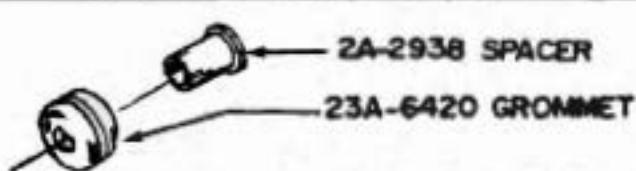
SW-3Z

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



SW-3Z-S-LB

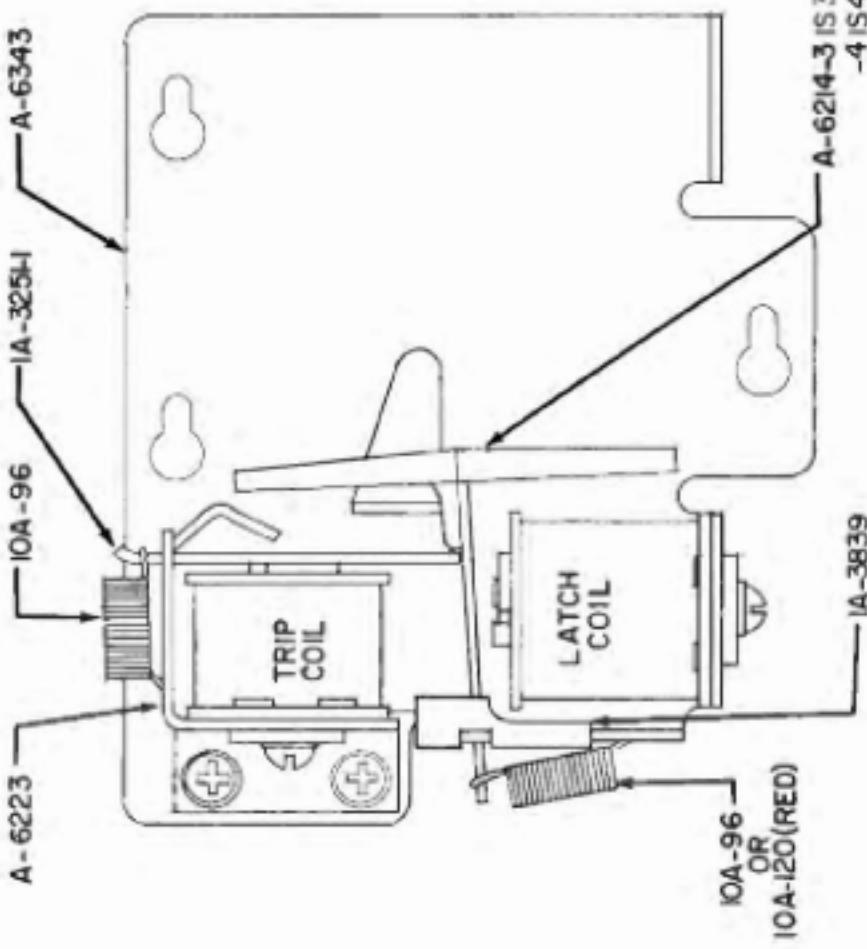
1. MAKE-BREAK SWITCH
2. SMALL CONTACTS
3. 2 TAIL LUGS
4. 1 SIDE LUG
5. EXTRA LONG BLADE



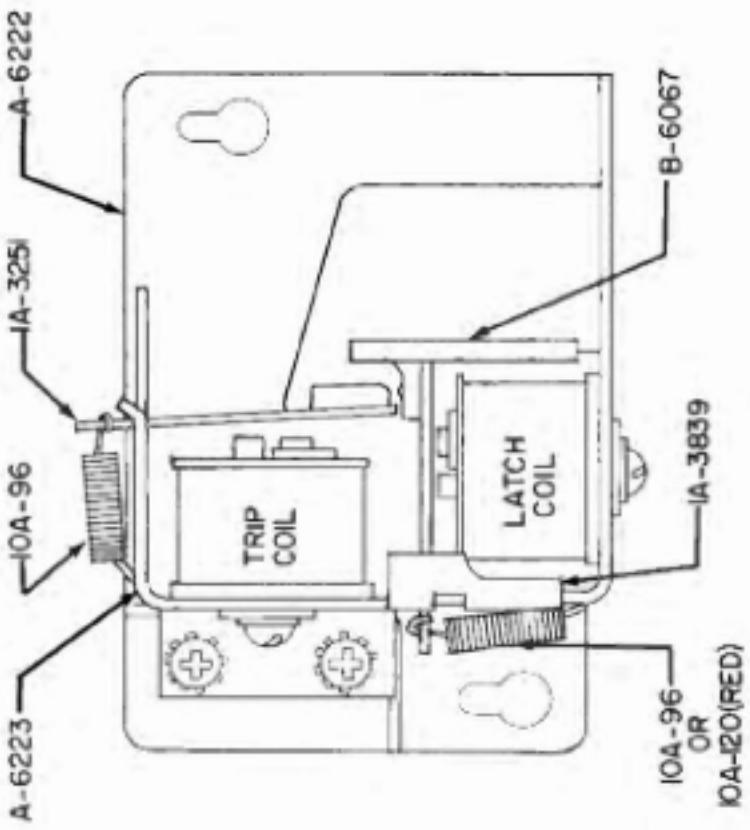
SPACER & GROMMET USED WHEN NEEDED

INTERLOCK RELAY ASSEMBLIES

B-6342 (LARGE)

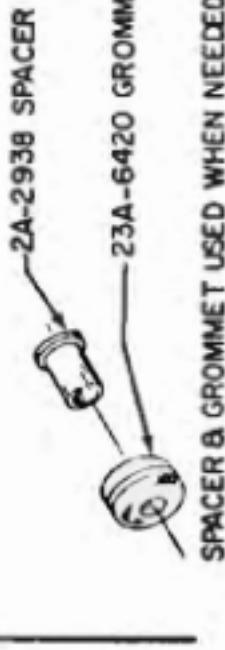


B-6225 (SMALL)



A-6214-3 IS 3 SLOTS
-4 IS 4 SLOTS
-5 IS 5 SLOTS
-6 IS 6 SLOTS
(SPECIFY NO. OF SLOTS)

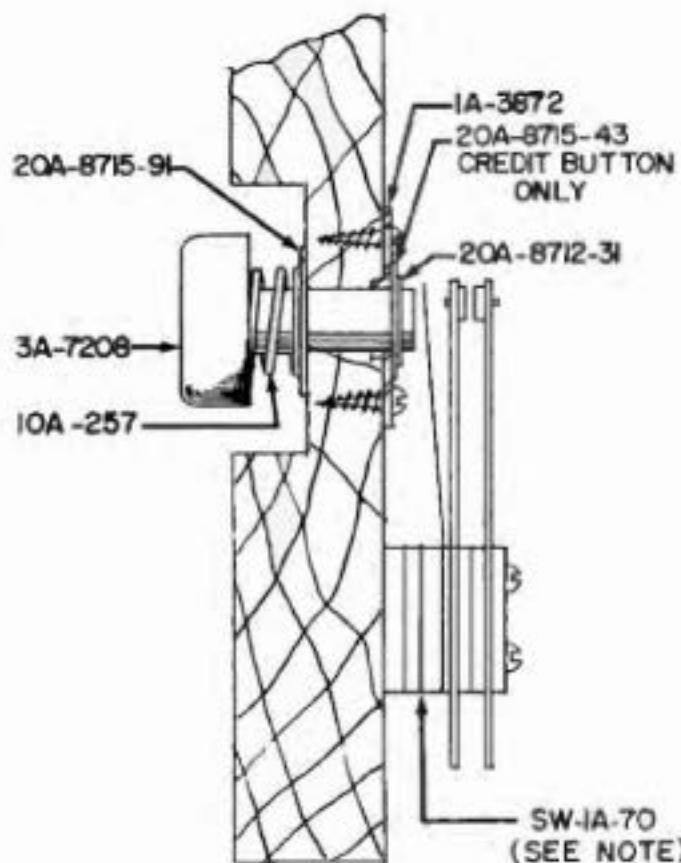
USE COIL CHART LOCATED
IN INSTRUCTION MANUAL
WHEN ORDERING COILS



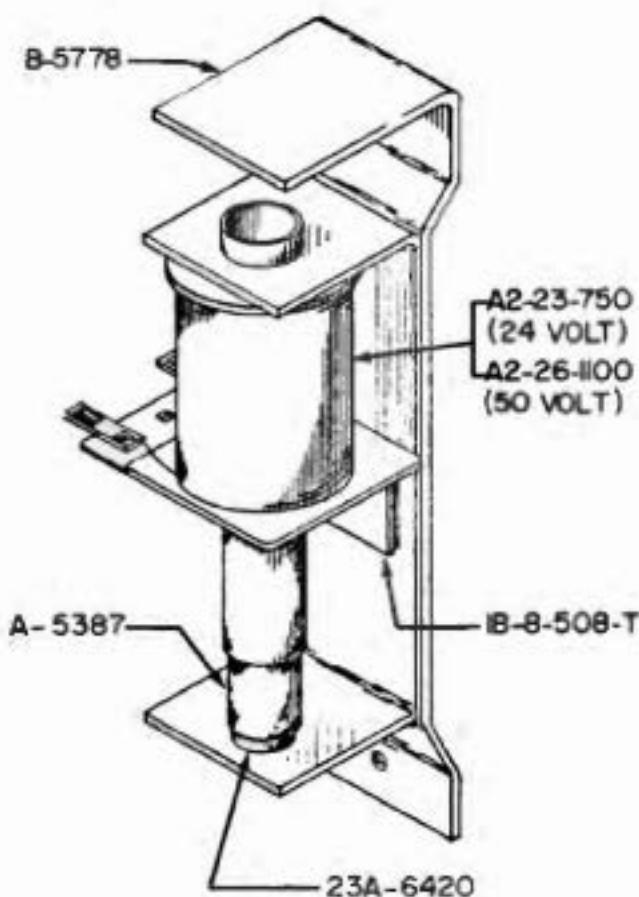
23A-6420 GROMMET

SPACER & GROMMET USED WHEN NEEDED

A-5069
FLIPPER BUTTON ASSEMBLY

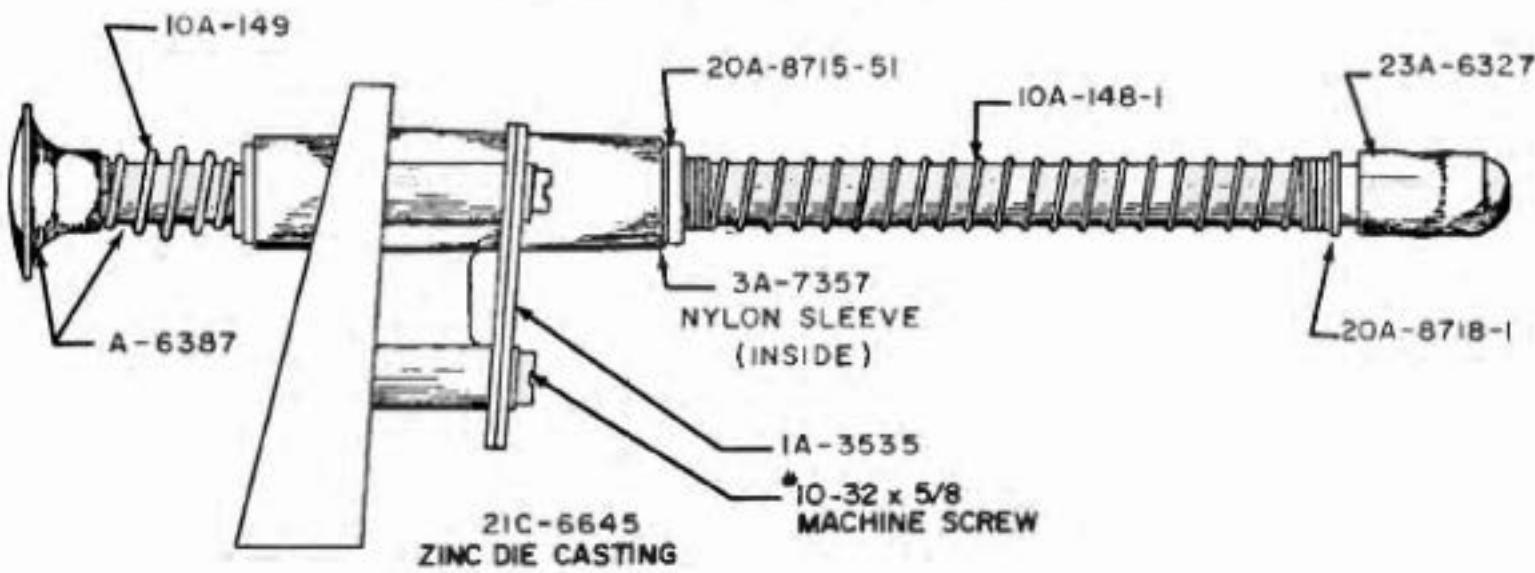


B-5779
KNOCKER ASSEMBLY



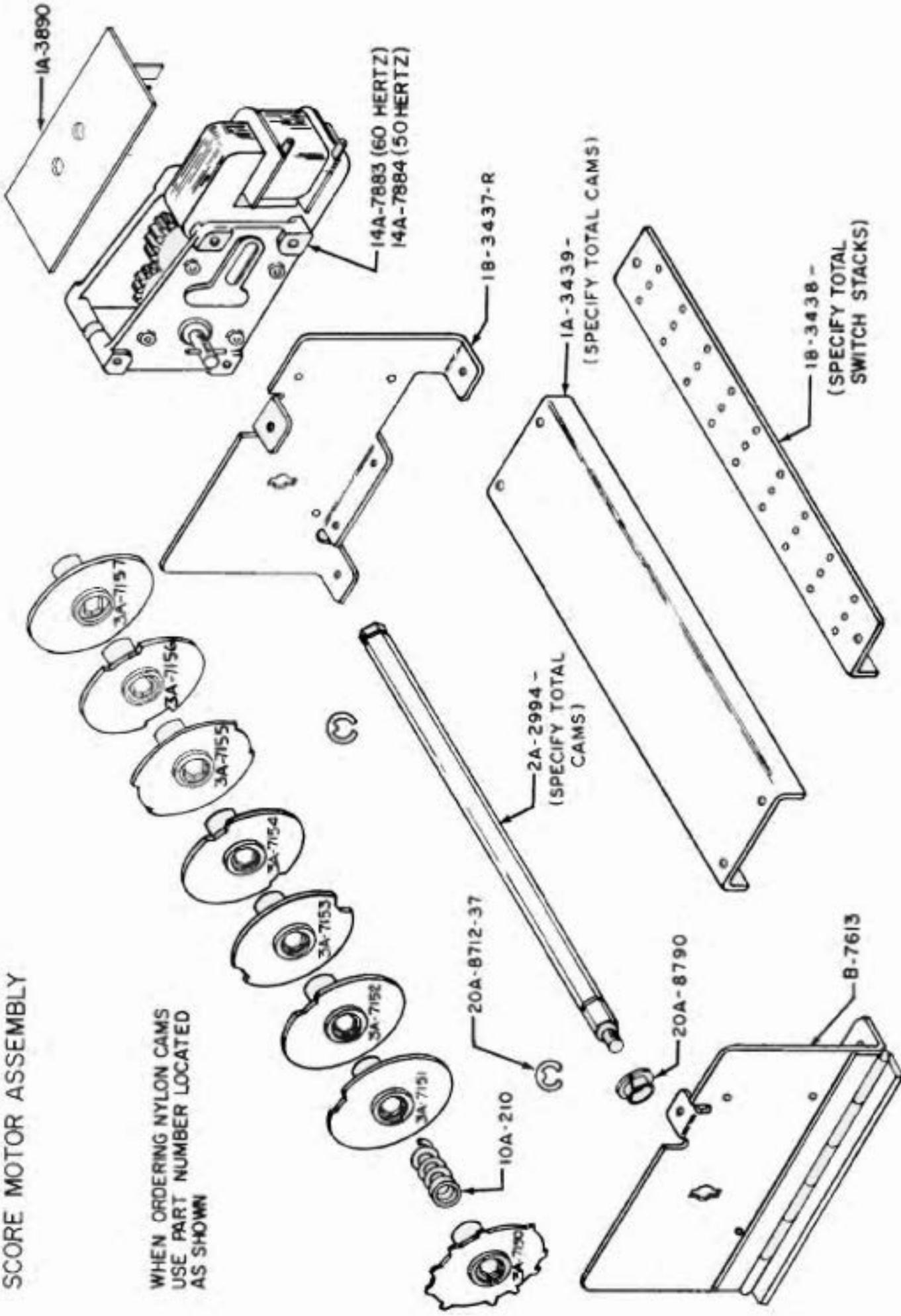
NOTE: ON GAMES WITH DOUBLE MAKE
SWITCH FOR LEFT FLIPPER BUTTON
PART NUMBER IS SW-IIA-25

B-7592
BALL SHOOTER ASSEMBLY

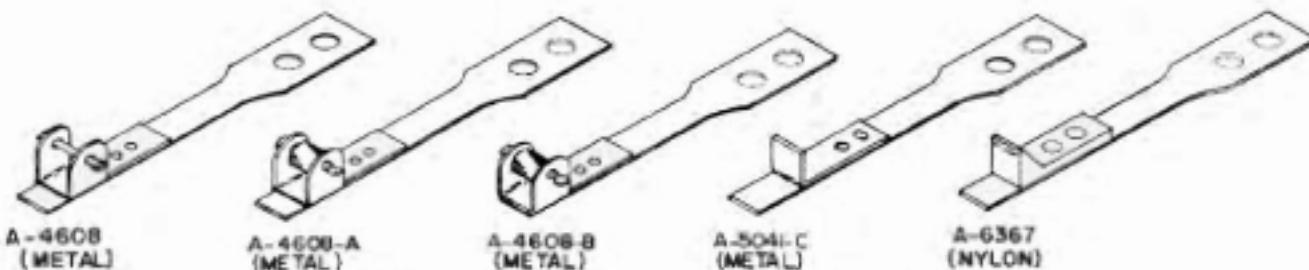


D-6380
SCORE MOTOR ASSEMBLY

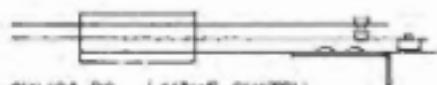
WHEN ORDERING NYLON CAMS
USE PART NUMBER LOCATED
AS SHOWN



CAM FOLLOWERS

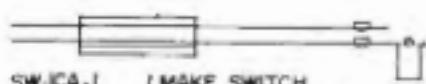


TYPICAL SWITCHES USED WITH SCORE MOTOR



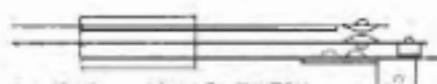
SW-ICA-B5

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



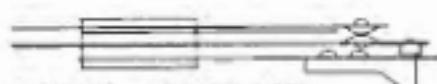
SW-ICA-1

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



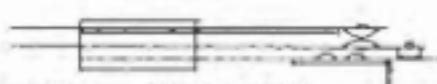
SW-ICA

1. MAKE SWITCH
2. LARGE CONTACTS
3. 3/32" NYLON LIFTER
4. BACK UP BLADE
5. A-4608 FOLLOWER



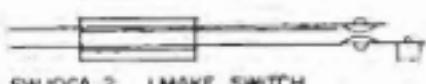
SW-ICA-B

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



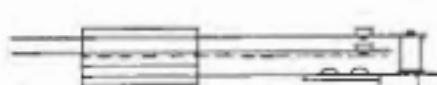
SW-ICA-B5

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



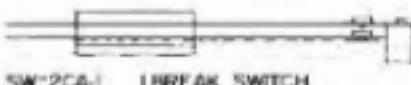
SW-ICA-2

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



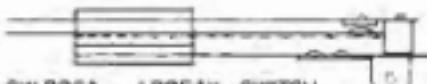
SW-2CA

1. BREAK SWITCH
2. SMALL CONTACTS
3. 1/4" NYLON LIFTER
4. FISHPAPER
5. A-4608 FOLLOWER



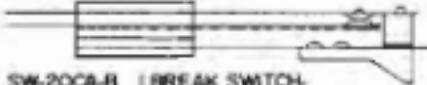
SW-2CA-1

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



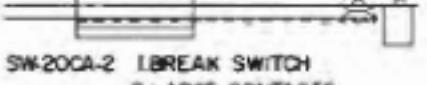
SW-2CA

1. BREAK SWITCH
2. LARGE CONTACTS
3. 1/4" NYLON LIFTER
4. FISHPAPER
5. A-4608 FOLLOWER



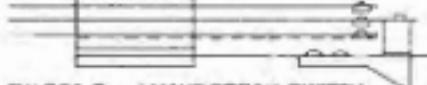
SW-2CA-B

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



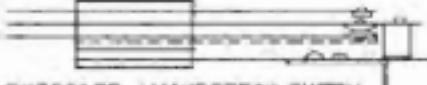
SW-2CA-2

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



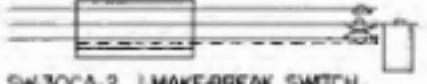
SW-3CA-B

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



SW-30CABB

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

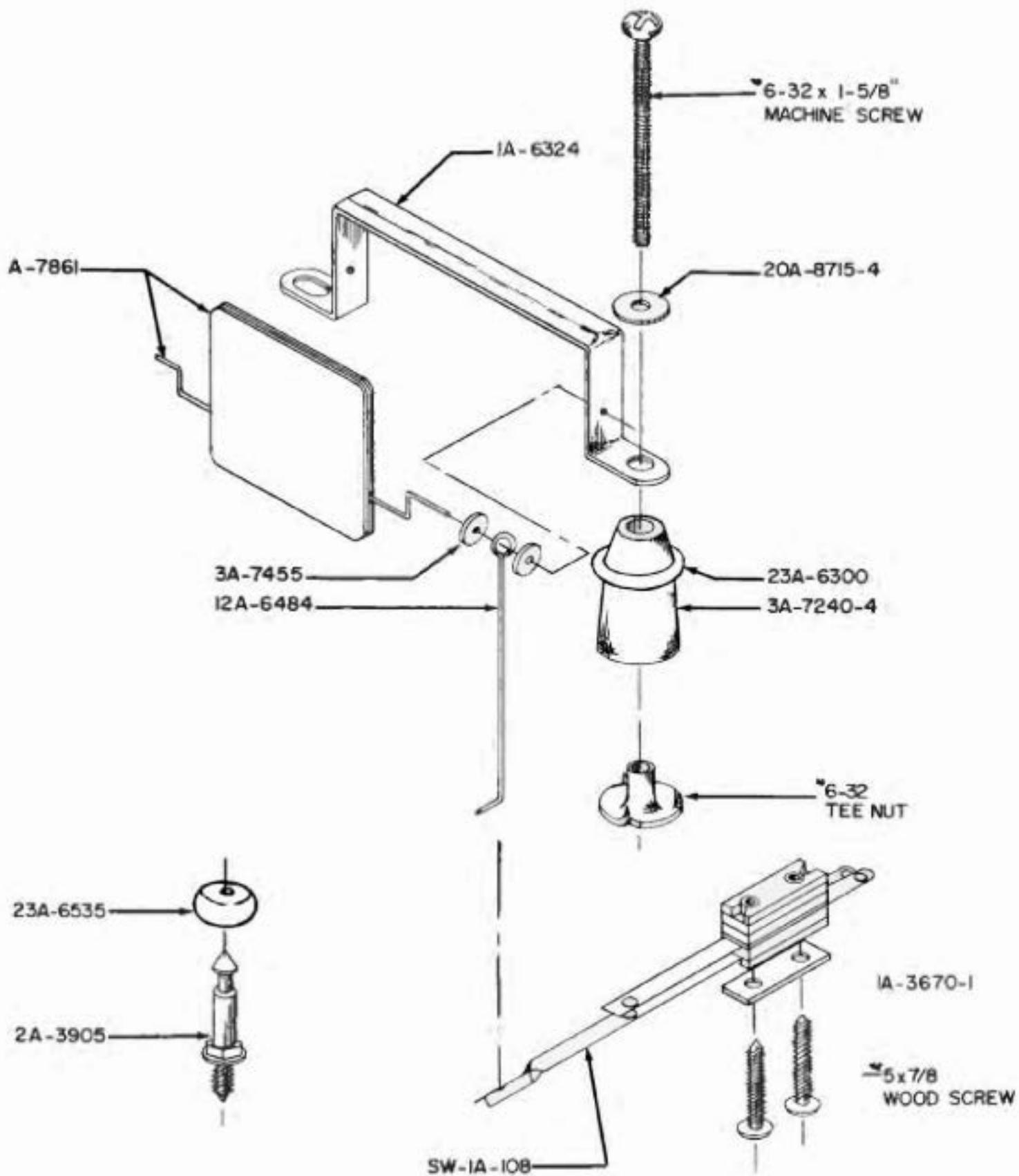


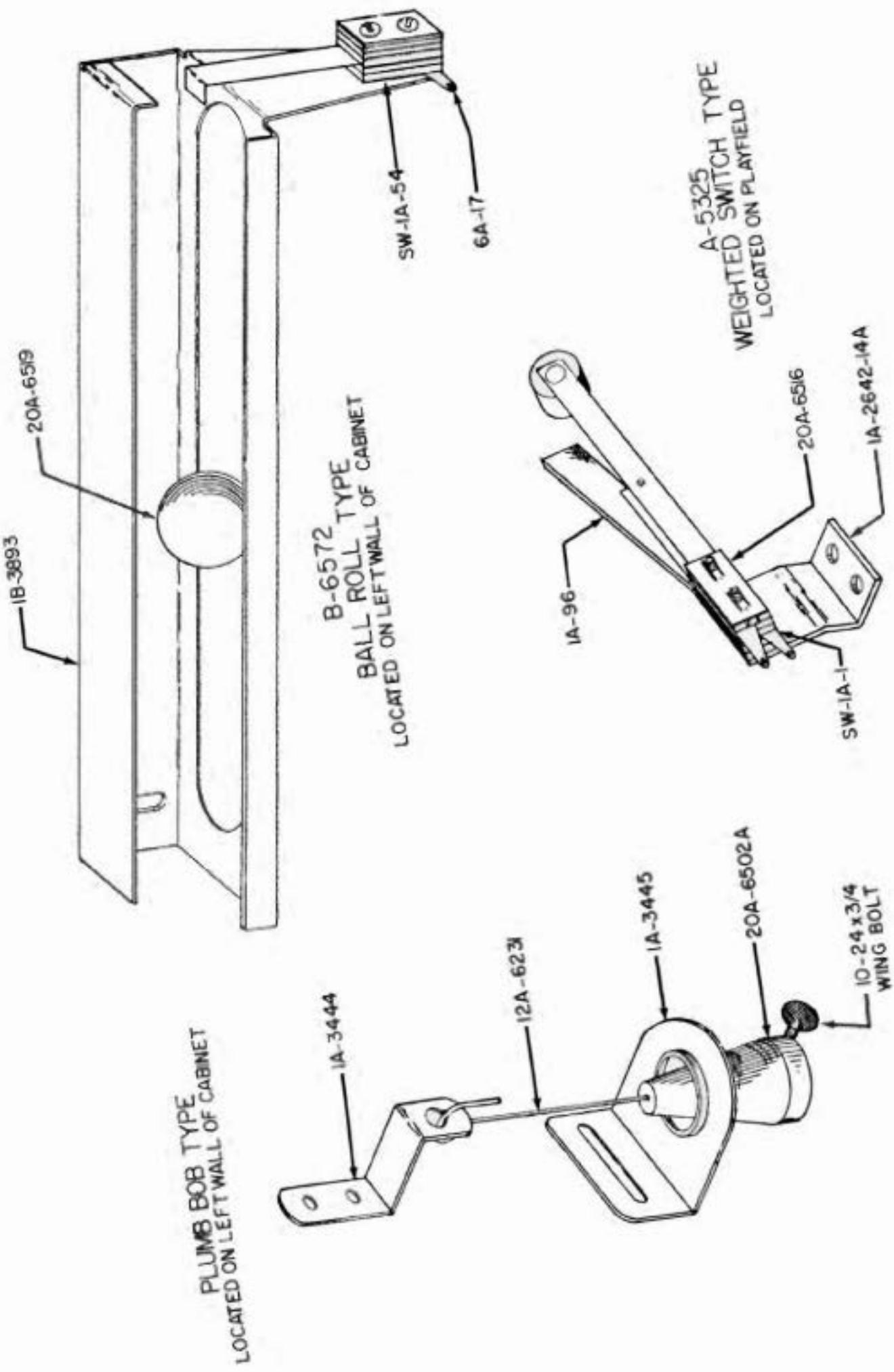
SW-30CA-2

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

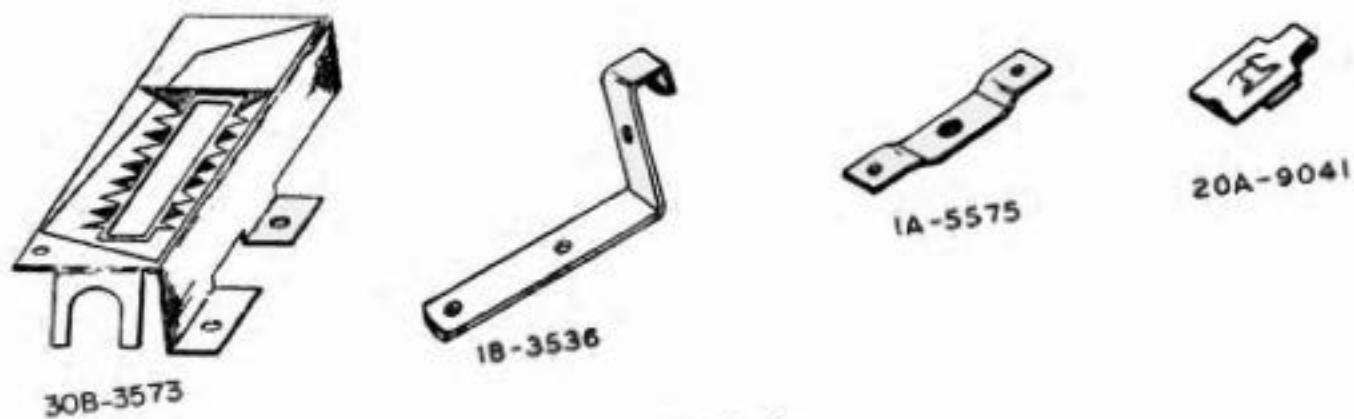
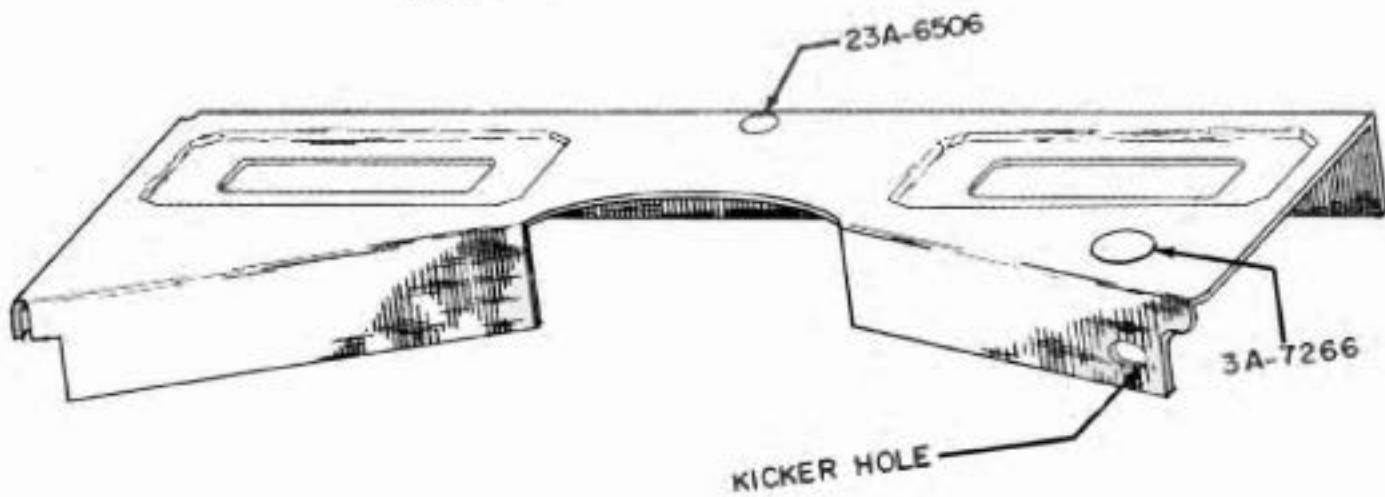
B-7875
SPINNING TARGET ASSEMBLY

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

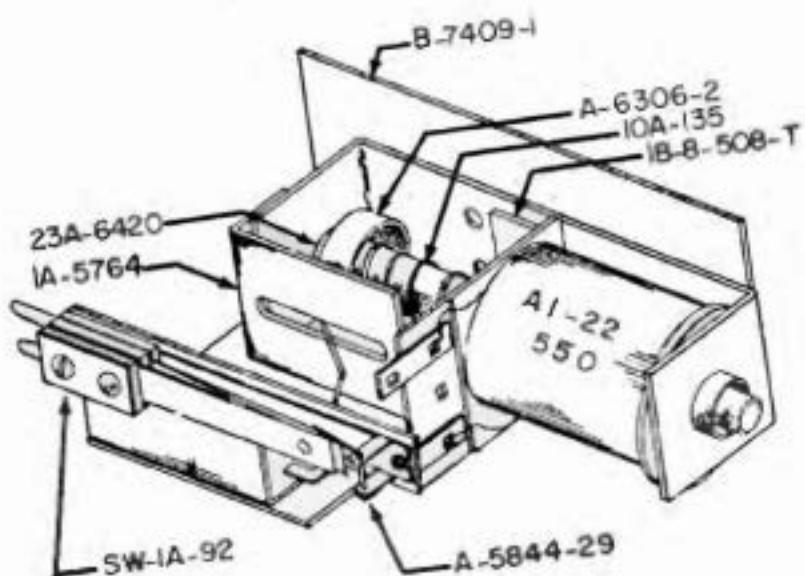




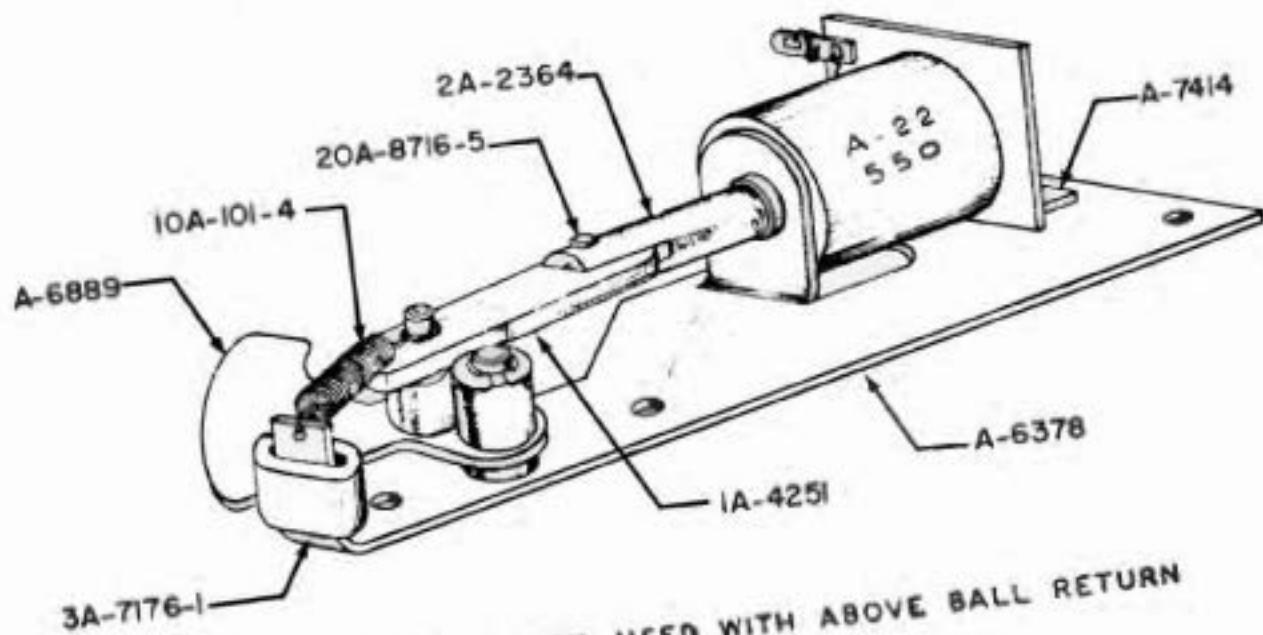
PLAYFIELD BOTTOM ARCHES
300-3572 LAST USED ON BIG STAR
D-7473 NO KICKER HOLE
D-7473-1 WITH KICKER HOLE (SHOWN)



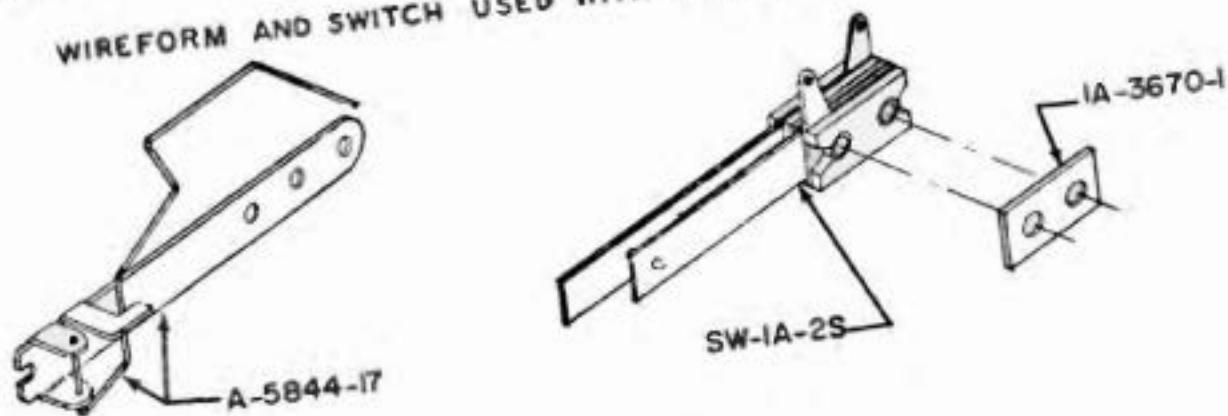
A-6376-2
KICKER ASSEMBLY
USED WITH D-7473-1



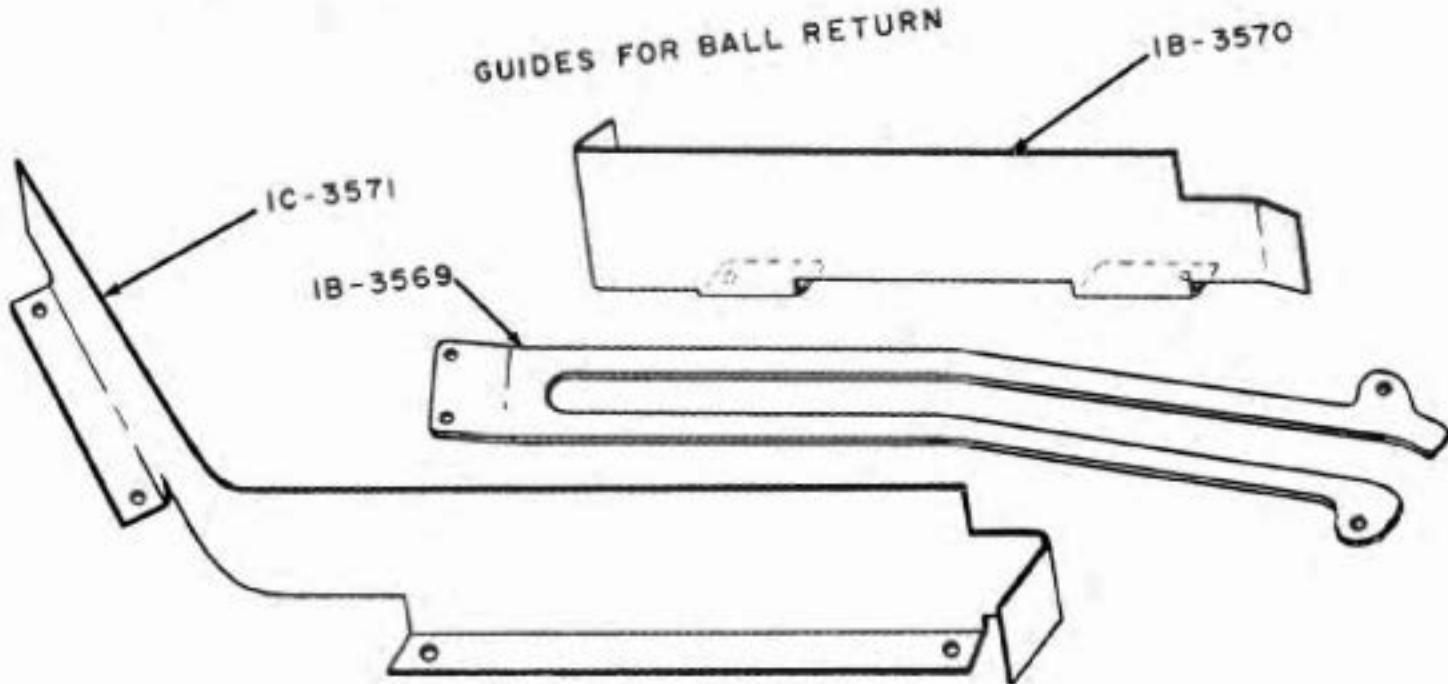
B-6890
 AUTOMATIC BALL RETURN ASSEMBLY
 ALL PARTS SHOWN BELOW ARE LOCATED UNDER BOTTOM ARCH



WIREFORM AND SWITCH USED WITH ABOVE BALL RETURN



GUIDES FOR BALL RETURN



IA-3772

D-7310
RELAY BANK ASSEMBLY
SINGLE RESET TYPE

S-27-500

IA-234

A-6446
A-7282
IB-3613
RESET BAR
SPECIFY GAME

A-6421
2A-3011

10A-224 SHORT
10A-242 MEDIUM

C-6389
"8-32" ELASTIC STOP NUT
20A-8717-3
20A-8715-23

10A-224 SHORT
10A-242 MEDIUM

C-6389-1

IA-2392
"B-32 x 1" CARRIAGE BOLT
2A-2368
23A-6330

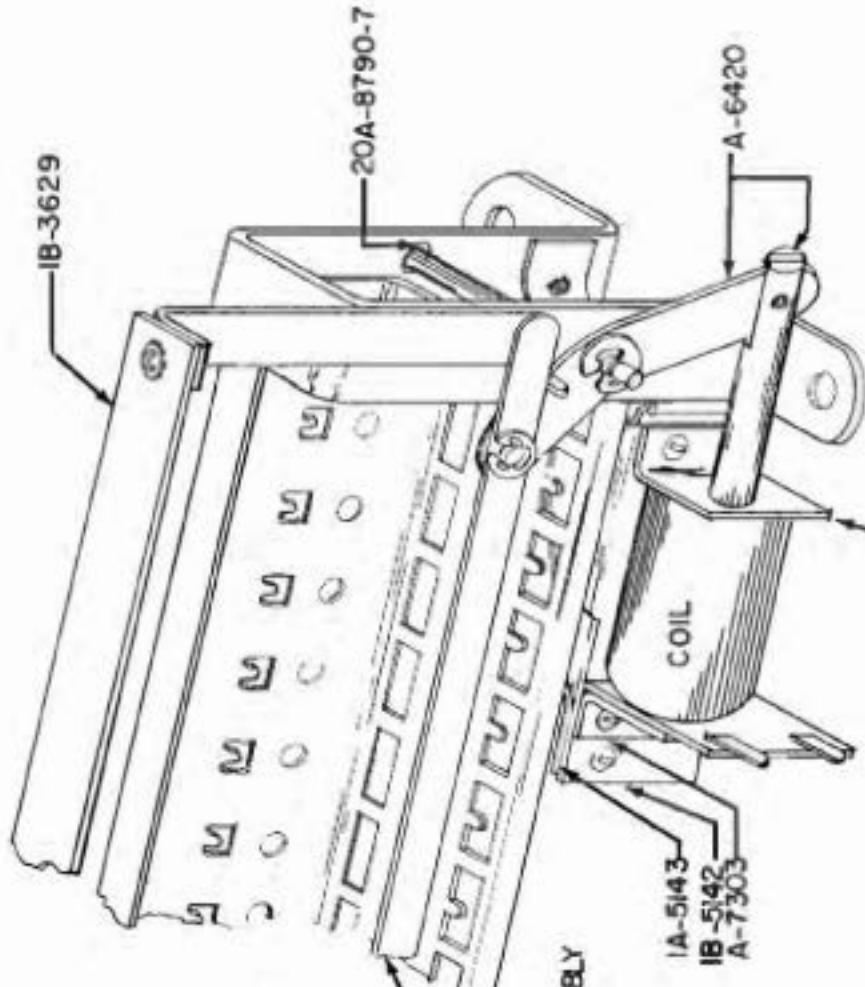
B-7001-
RESET BAR ASSEMBLY
SPECIFY GAME

IA-5143
IB-5142
A-7303

A-6420

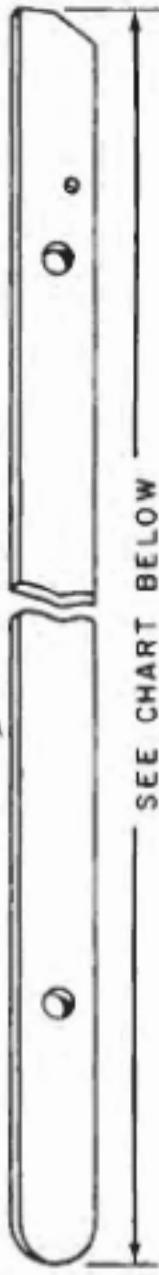
IA-5152

USE COIL CHART LOCATED
IN INSTRUCTION MANUAL
WHEN ORDERING COILS



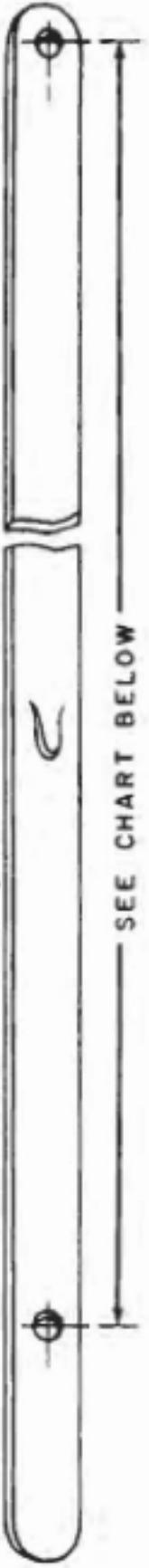
RESET BARS

- 5504 -



SEE CHART BELOW

— 18 —



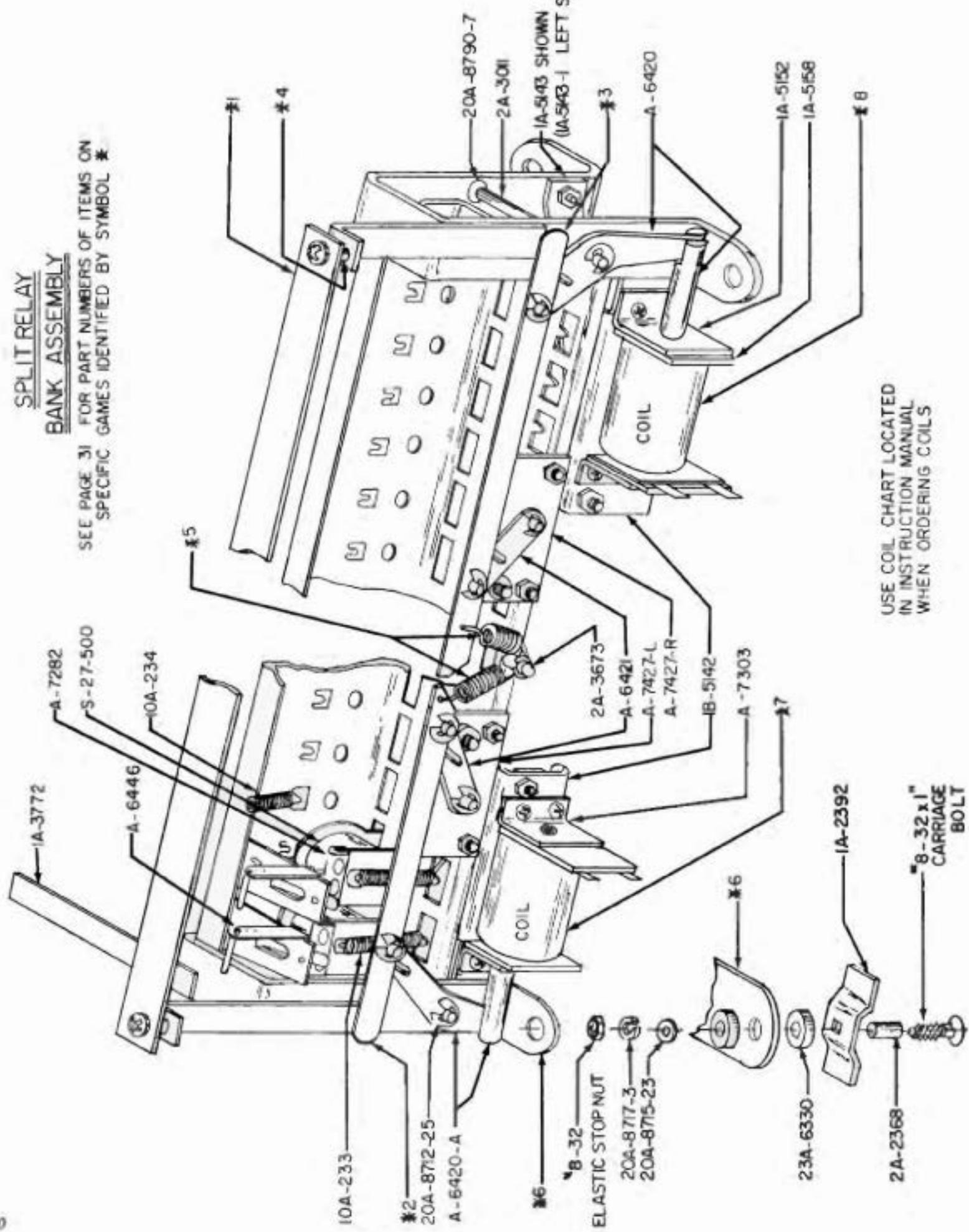
— SEE CHART BELOW

FLIPPER GAMES

PER GAMES	1B-5504-7S (9-11/16")	TRIPLE STRIKE.....	1B-3613-10 (13-1/4")
GRANADA.....	1B-5504-10L (13-1/4")	TOLEDO.....	1B-3613-13 (16-5/8")
SPANISH EYES	1B-5504-5L (7-5/8")	BLUE CHIP.....	1B-3613-9 (12-1/8")
TRAVEL TIME.....	1B-5504-6S (8-9/16")	SHUFFLE ALLEYS	
TROPIC FUN.....	1B-5504-7S (9-11/16")	WINDY CITY.....	1B-3613-16 (20")
GULF STREAM.....	1B-5504-11L (14-3/8")	FRENCH QUARTER.....	1B-3613-16 (20")
OXO.....	1B-5504-11L (14-3/8")	GATEWAY ARCH.....	1B-3613-16 (20")
DEALERS CHOICE.....	1B-5504-9S (11-15/16")	ASTRODOME.....	1B-3613-16 (20")
SKY LAB.	1B-5504-5L (7-5/8")	CAPE COD.....	1B-3613-16 (20")
STRATO-FLITE..	1B-3613-7 (9-7/8")	GOLDEN TRIANGLE.....	1B-3613-16 (20")
SUPER-FLITE.....	1B-3613-15 (18-7/8")	TWIN CITIES.....	1B-3613-16 (20")
LUCKY ACE.....	1B-5504-9S (11-15/16")	ROYAL HAWAIIAN.....	1B-3613-16 (20")
	1B-5504-5L (7-5/8")	PINNACLE.....	1B-3613-16 (20")
	1B-3613-7 (9-7/8")	GRANITE.....	1B-3613-16 (20")
	1B-3613-15 (18-7/8")	CIVIC CENTER.....	1B-3613-16 (20")
	1B-3613-15 (18-7/8")	UNIQUE.....	1B-3613-16 (20")
	1B-5504-9S (11-15/16")	SUPREME.....	1B-3613-16 (20")
	1B-5504-5L (7-5/8")	MARQUIS.....	1B-3613-16 (20")
	1B-5504-5L (7-5/8")	STAR SAPPHIRE.....	1B-3613-16 (20")
	1B-5504-7S (9-11/16")	SEVILLE.....	1B-3613-16 (20")
	1B-5504-5L (7-5/8")	EMERALD.....	1B-3613-16 (20")
	1B-5504-7S (9-11/16")	CAVALIER.....	1B-3613-16 (20")

SPLIT RELAY
BANK ASSEMBLY

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



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

GRANADA
D-7429
1087 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
586 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
586 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
1187 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
1187 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
985 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
985 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
785 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

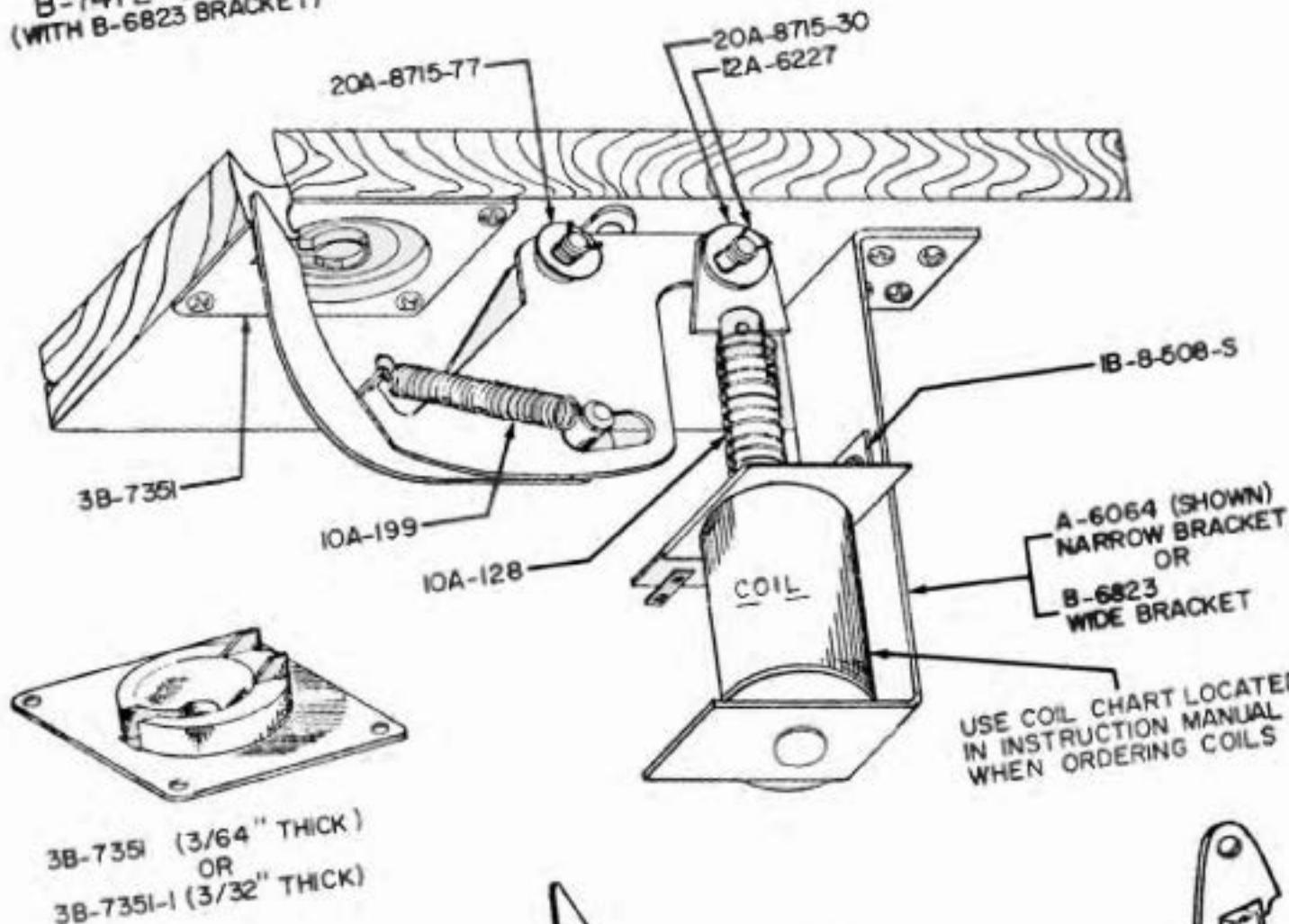
PAT HAND
D-7834
785 POSITION

- *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

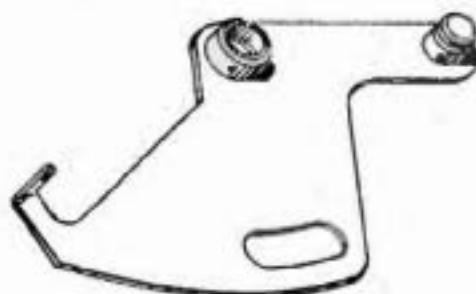
BALL EJECT ASSEMBLIES

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

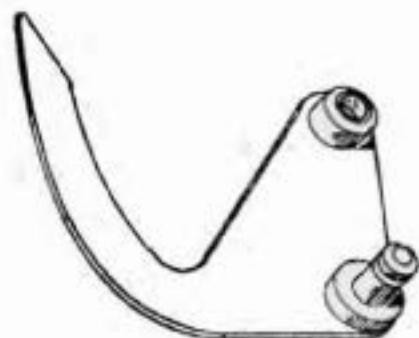
B-7472-L OR R
(WITH B-6823 BRACKET)



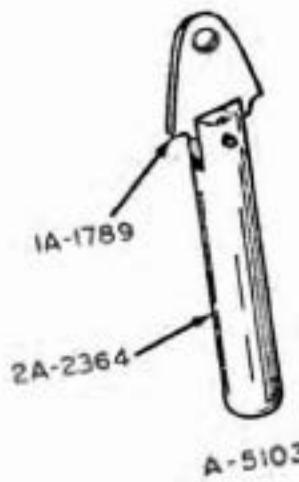
3B-735I (3/64" THICK)
OR
3B-735I-1 (3/32" THICK)



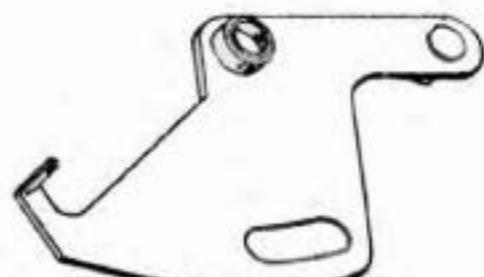
A-6949-R (SHOWN)
OR
A-6949-L



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



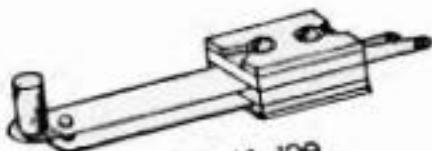
A-5103



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



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



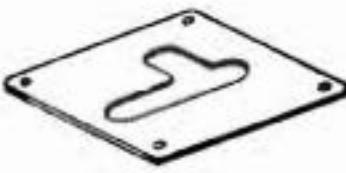
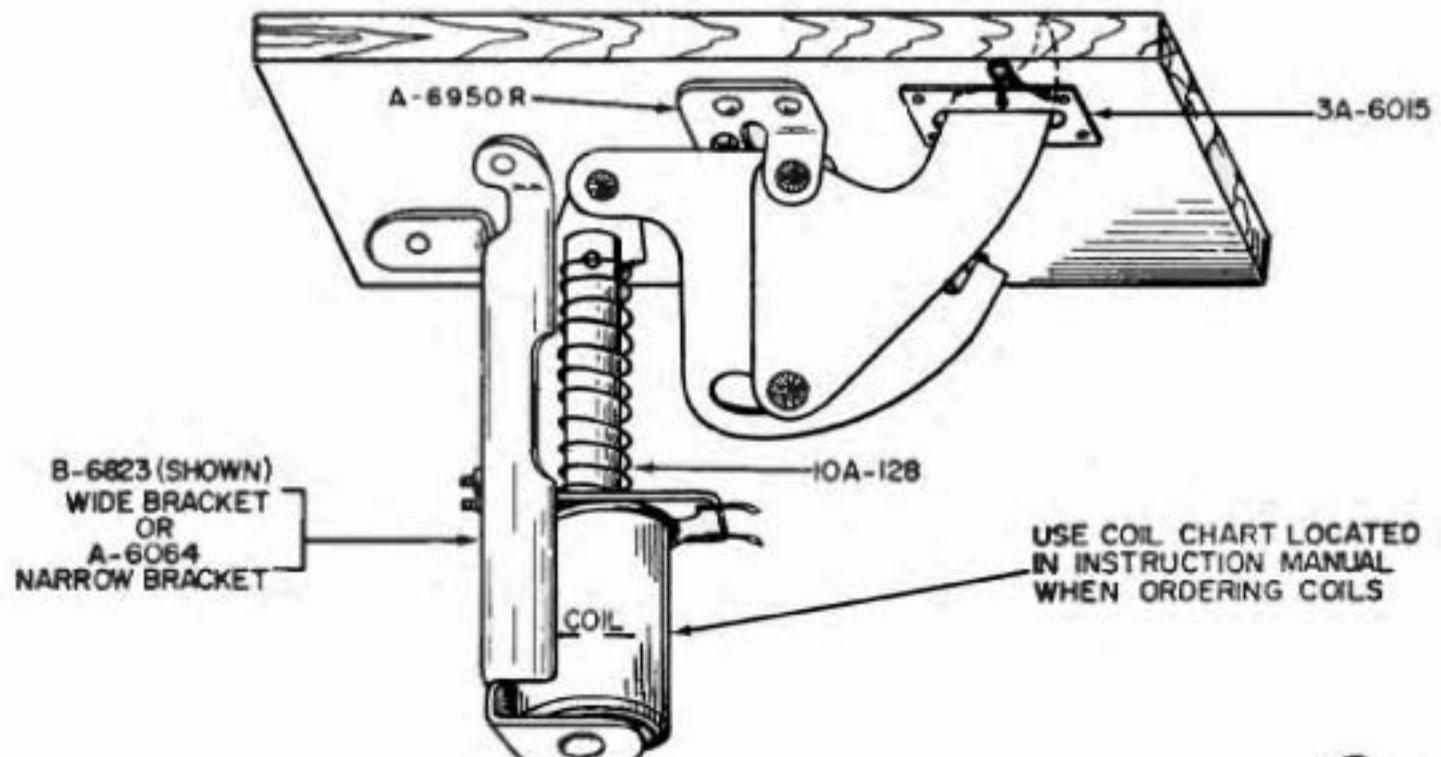
SW-IA-109
(ON GAMES WITH DOUBLE MAKE
SWITCH PART NUMBER IS SW-IA-10)

BALL EJECT ASSEMBLIES

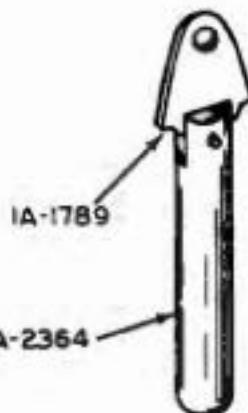
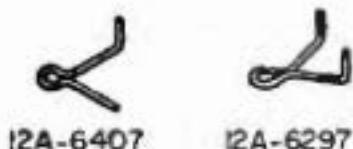
B-6989-L OR R
(WITH B-6823 BRACKET)

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

LAST GAME USED ON WAS "HONEY"



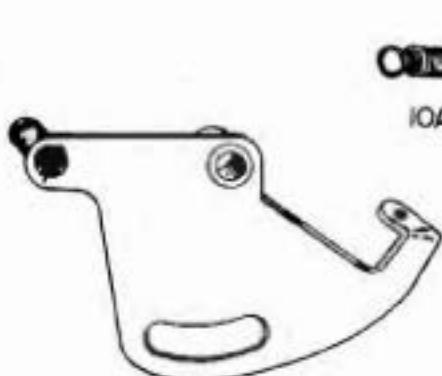
A-6950-R (SHOWN)
OR
A-6950-L



A-5103



IOA-199

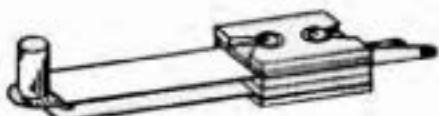


A-6949-R (SHOWN)
OR
A-6949-L

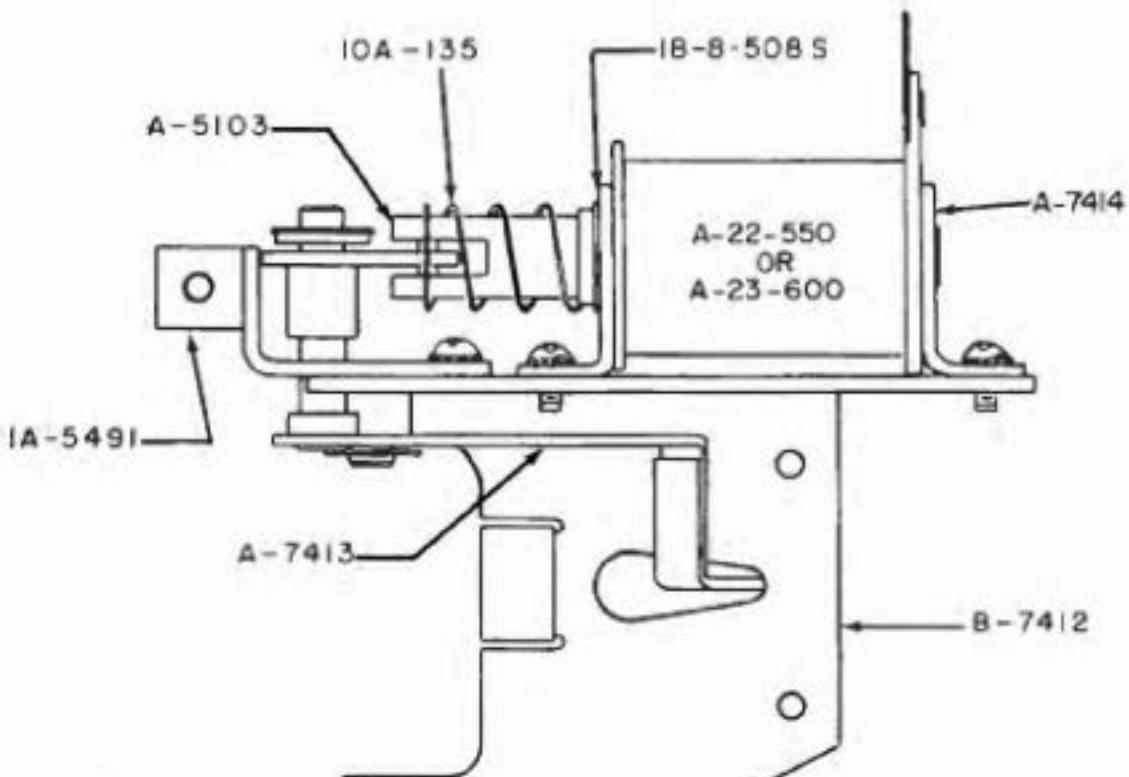


A-6948-R (SHOWN)
OR
A-6948-L

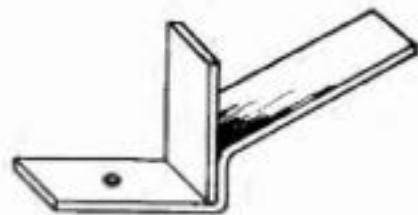
SW-IA-27
(ON GAMES WITH DOUBLE MAKE
SWITCH-PART NUMBER IS SW-IIA-10)



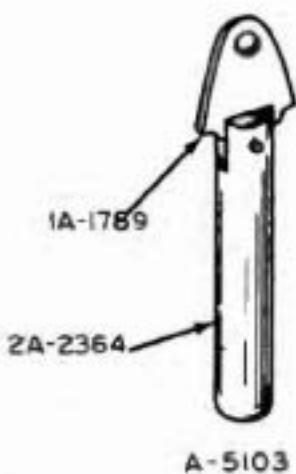
B-7407
BALL EJECT ASSEMBLY



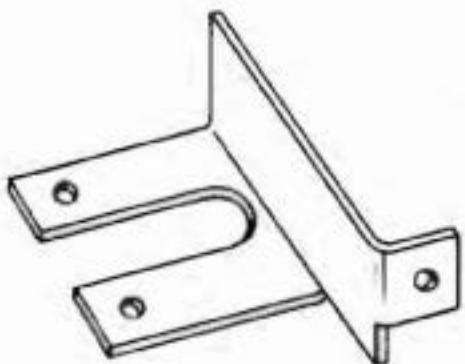
IB-663 B



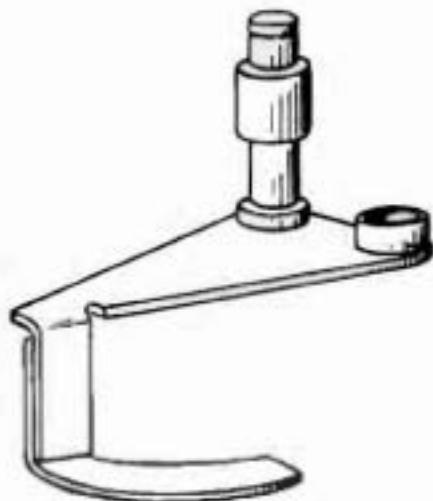
A-7387



A-5103



IA-5491



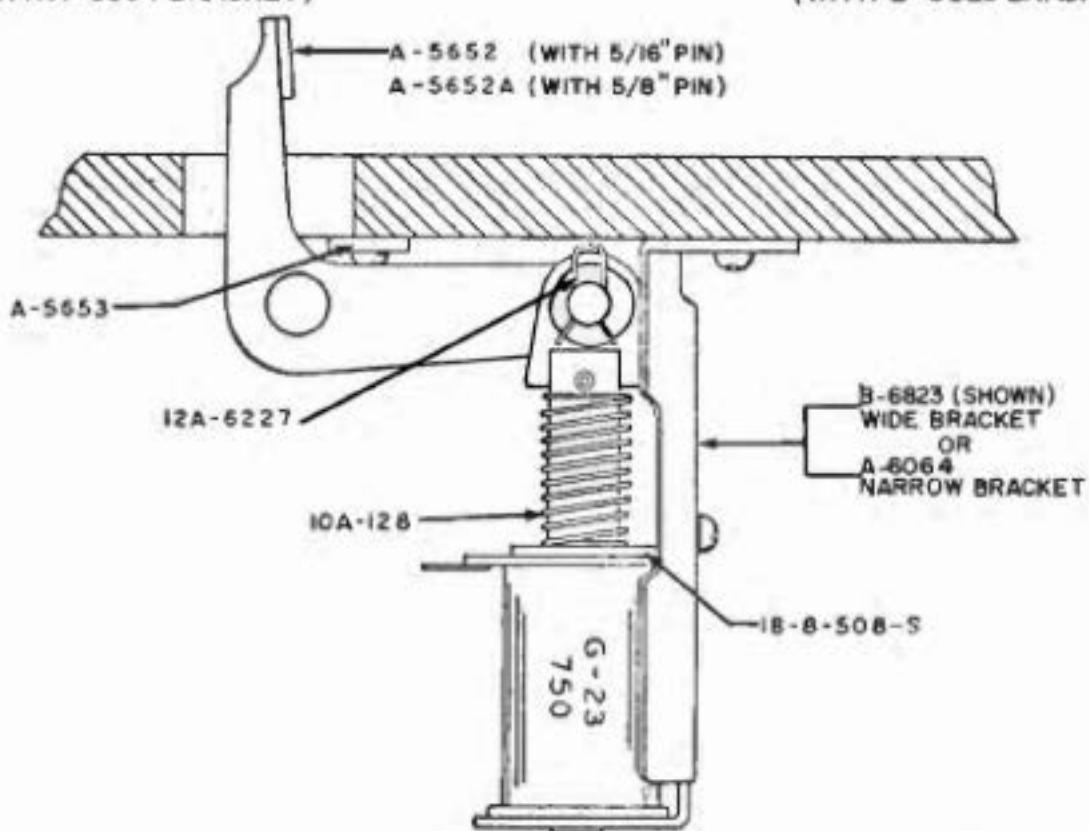
A-7413

BALL KICKER ASSEMBLIES

**B-5104
(WITH A-6064 BRACKET)**

A.C. TYPE

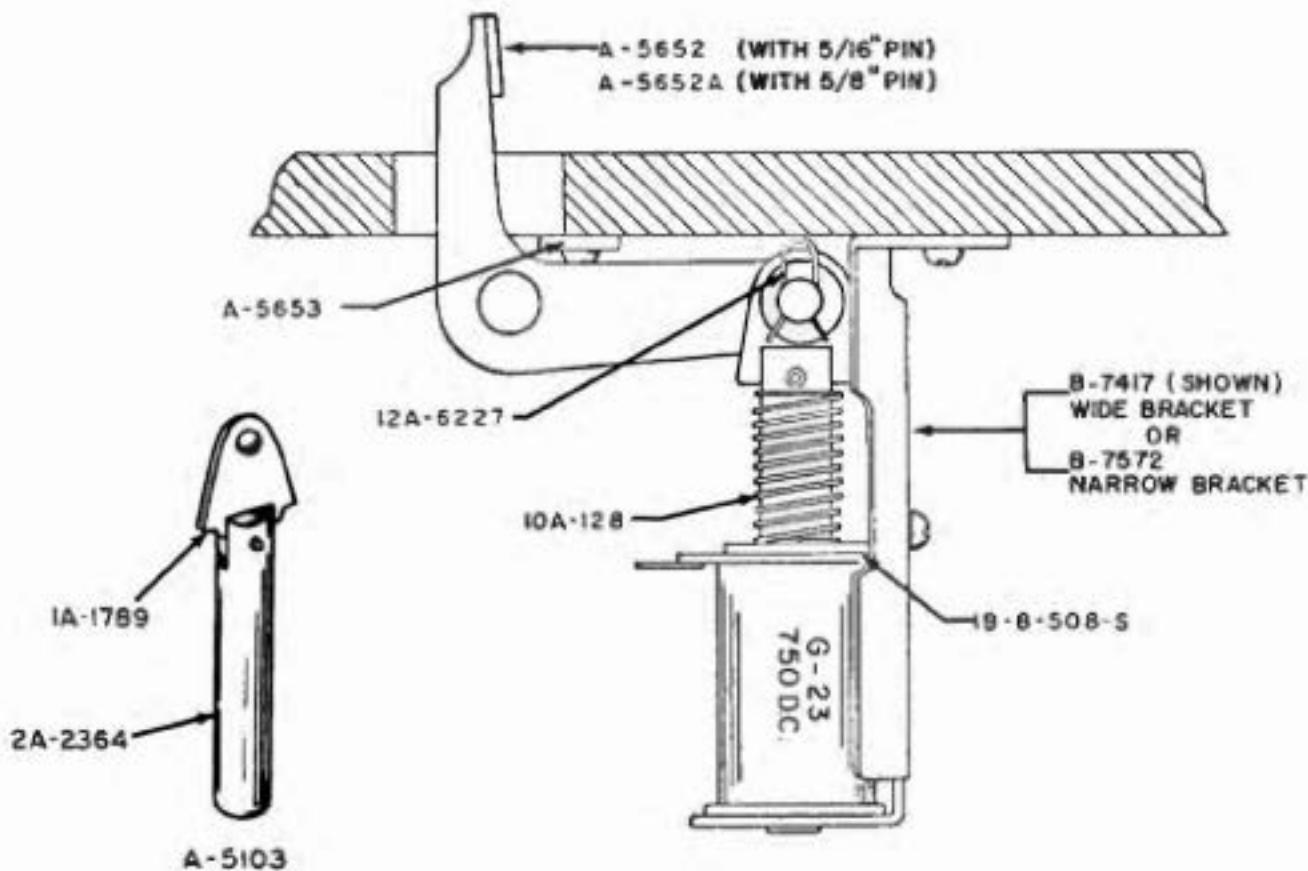
**B-5104-I
(WITH B-6823 BRACKET)**



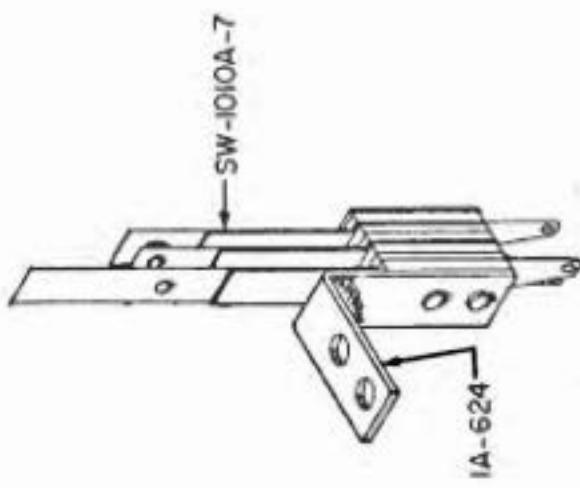
**B-5104-2
(WITH B-7417 BRACKET)**

D.C. TYPE

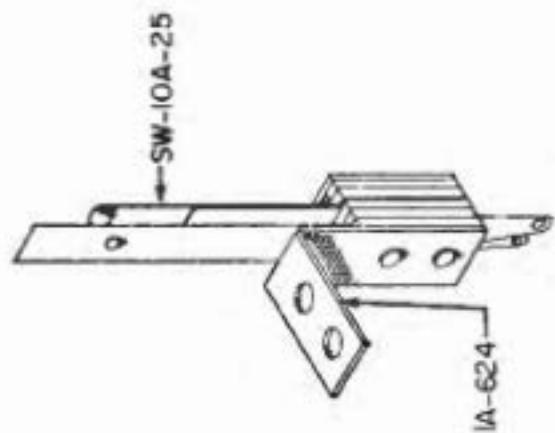
**B-7573
(WITH B-7572 BRACKET)**



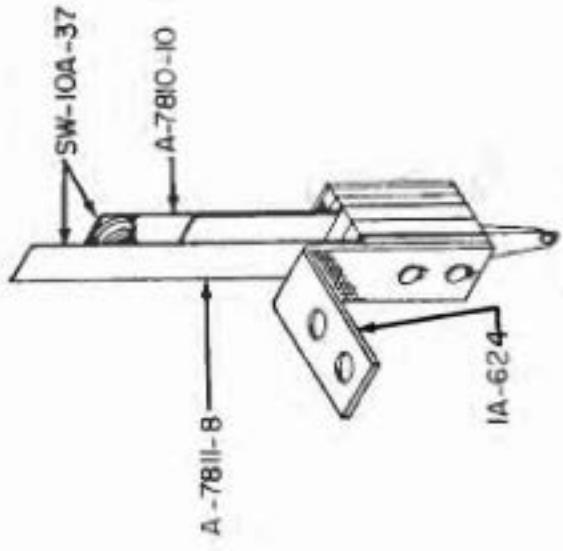
STAND UP SWITCH ASSEMBLIES



A-4834-B
DOUBLE MAKE SWITCH



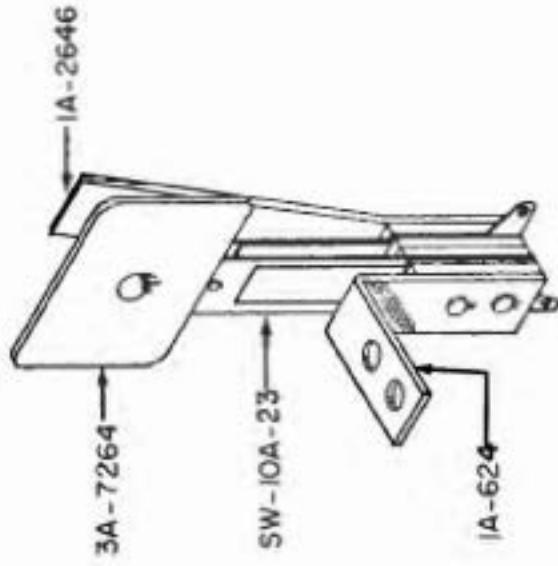
A-4834-C
SINGLE MAKE SWITCH
(STAND UP TYPE)



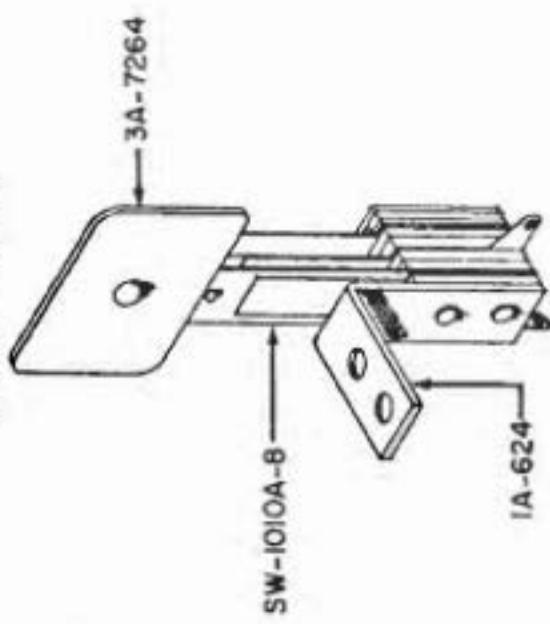
A-7811-B
SW-100A-25

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

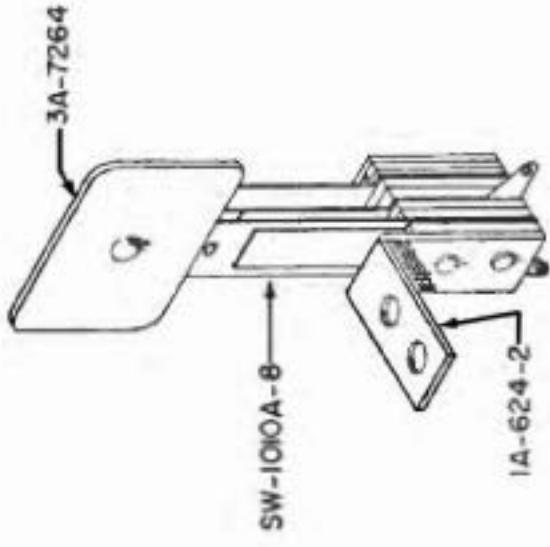
STATIONARY TARGET SWITCH ASSEMBLIES



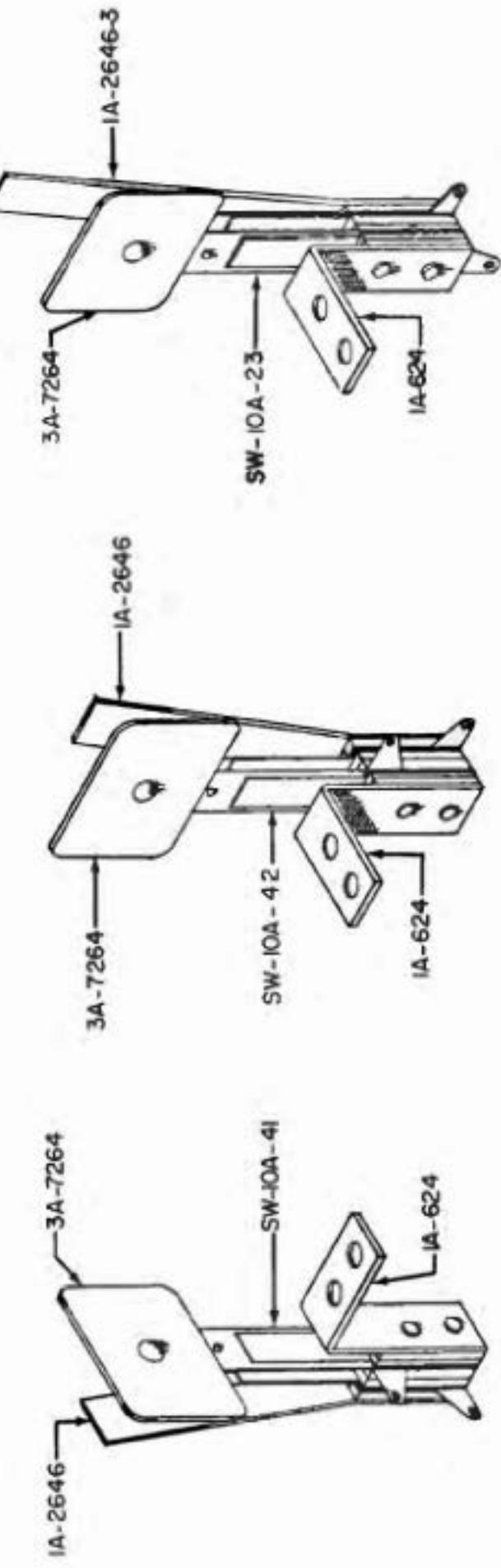
A-7221
SINGLE MAKE SWITCH



A-7222
DOUBLE MAKE SWITCH



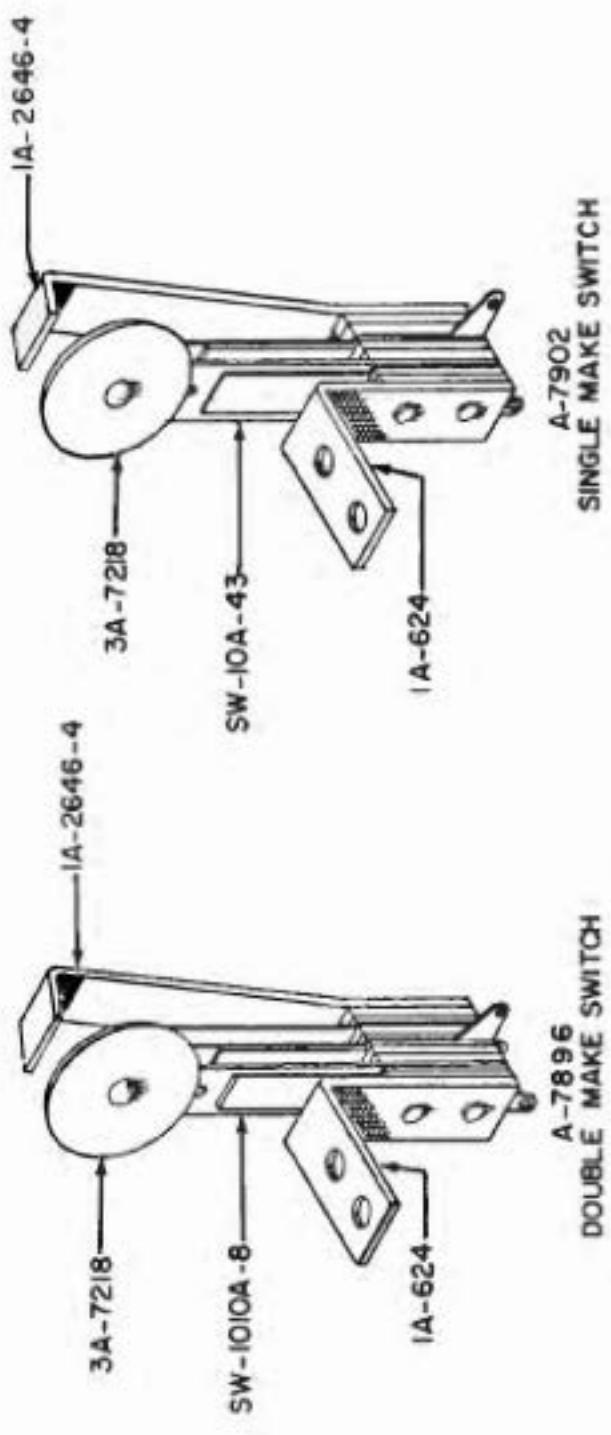
A-7224
DOUBLE MAKE SWITCH
(SHORT BRACKET)



A-751B
SINGLE MAKE SWITCH
(SIDE LUGS-LEFT)

A-751B-I
SINGLE MAKE SWITCH
(SIDE LUGS-RIGHT)

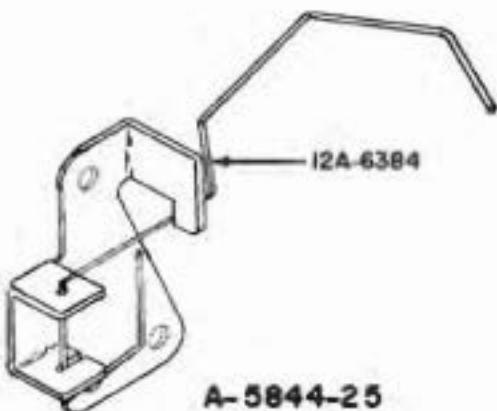
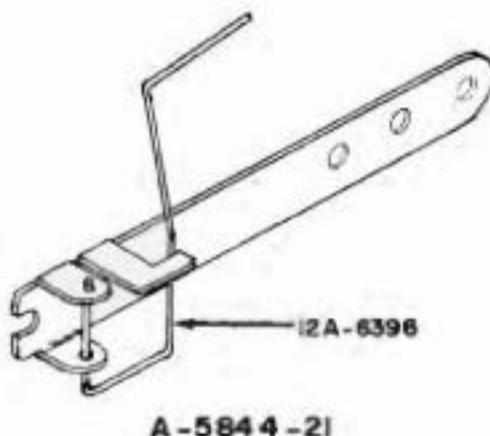
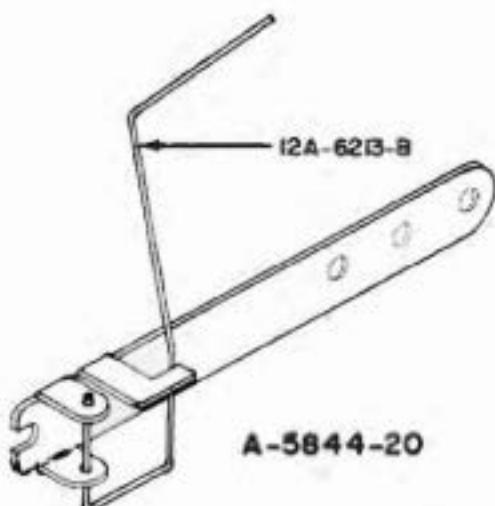
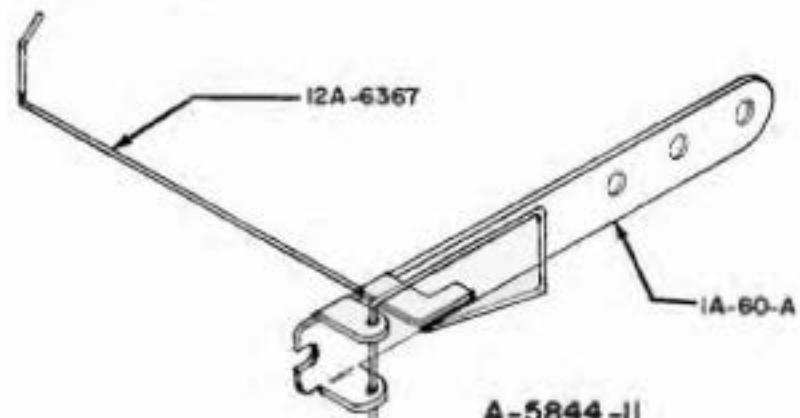
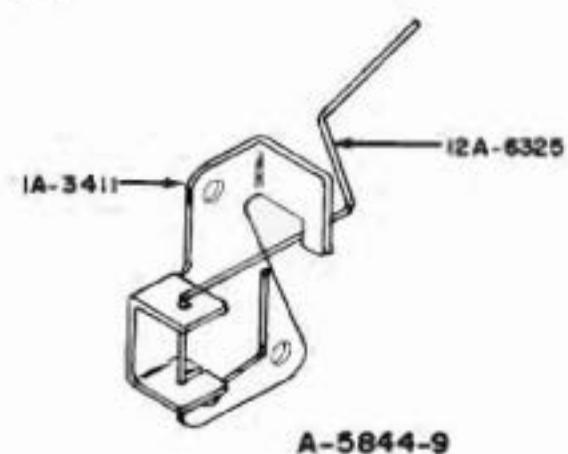
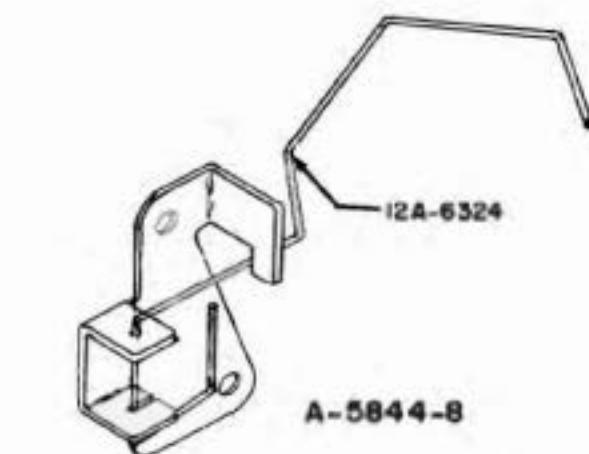
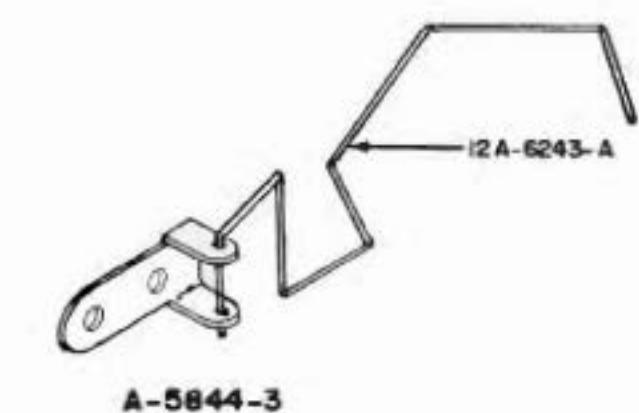
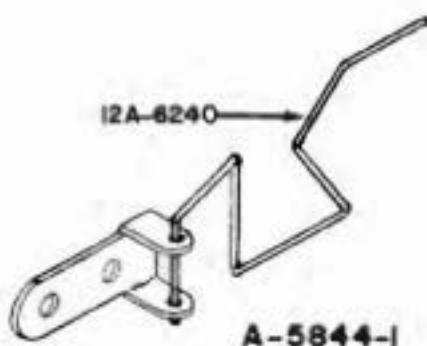
A-7890
SINGLE MAKE SWITCH
(LONGER LIMIT BRACKET)



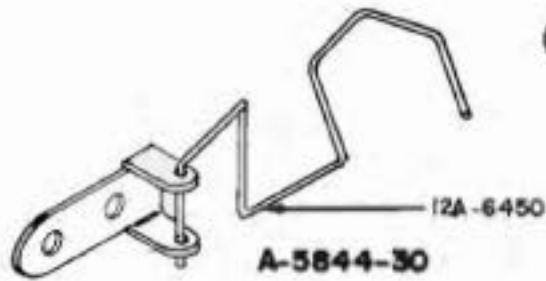
A-7896
DOUBLE MAKE SWITCH

A-7902
SINGLE MAKE SWITCH

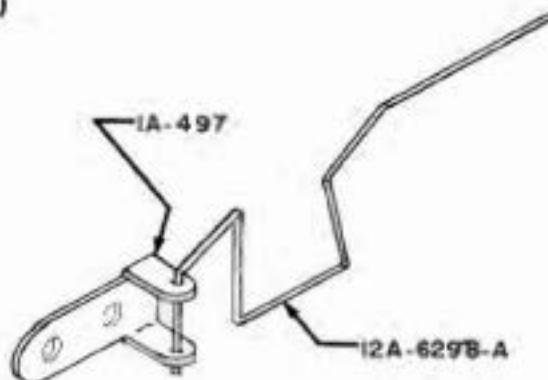
**WIRE FORMS
(LOCATED ON PLAYFIELD)**



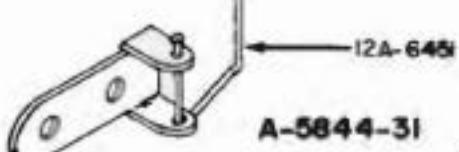
**WIRE FORMS
(LOCATED ON PLAYFIELD)**



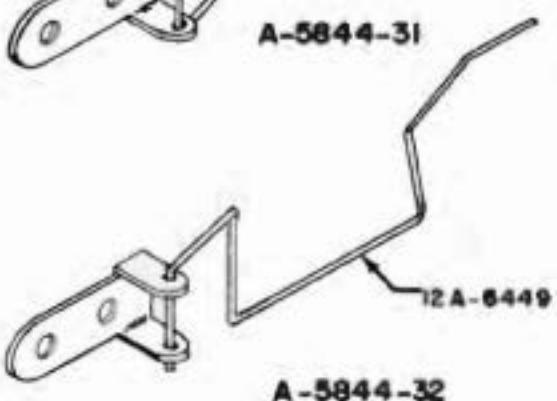
A-5844-30



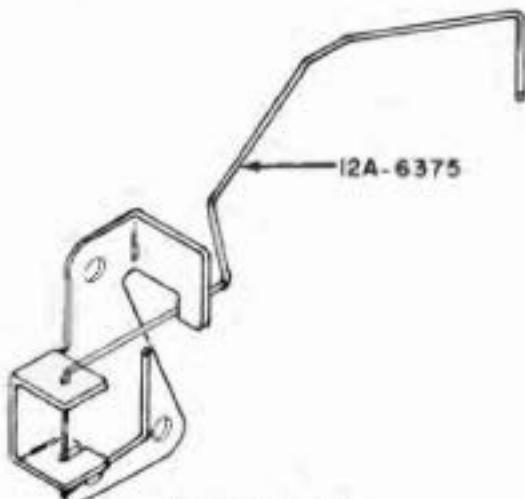
A-5844-37



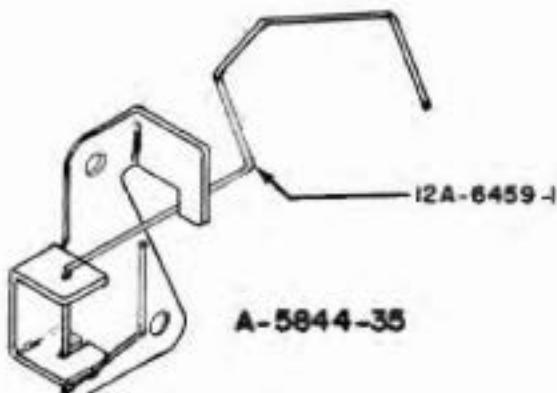
A-5844-31



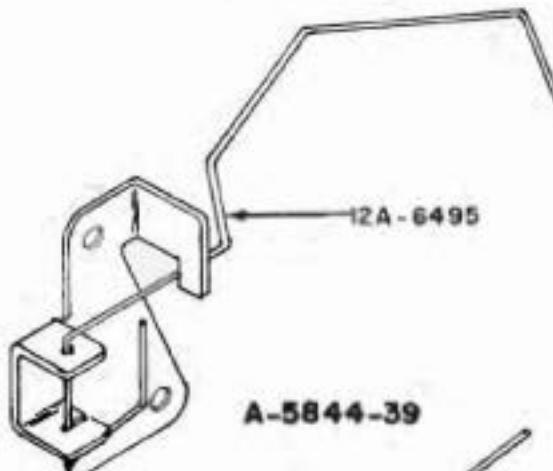
A-5844-32



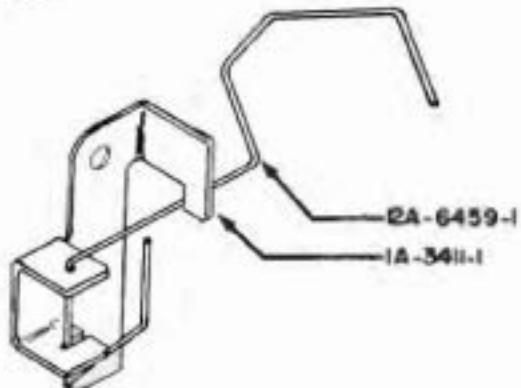
A-5844-38



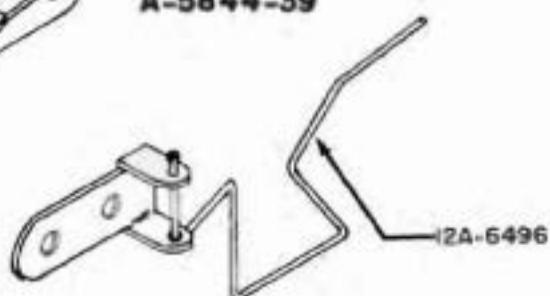
A-5844-35



A-5844-39

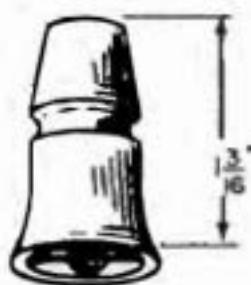


A-5844-36



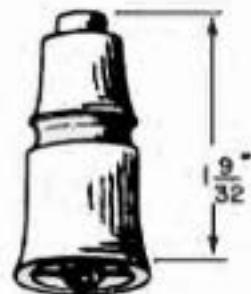
A-5844-40

TYPICAL PLAYFIELD PARTS



PLASTIC POST

3A-6001



NYLON POST

3A-7239



NYLON POST

3A-7240

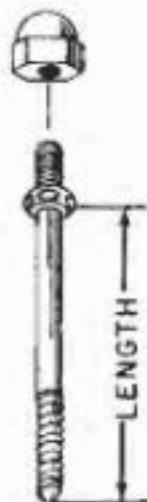


METAL POST

2A-3408

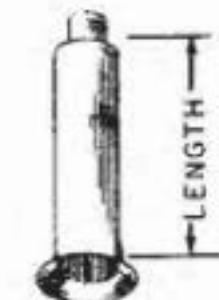
NYLON ACORN NUT

20A-9176



POST FASTENING SCREW

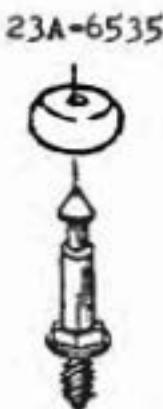
2A-3648 1-1/2"
2A-3648-1 1-11/16"



METAL POST

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

RUBBER BUMPER



METAL POST

2A-3905



STEEL BALL

20A-6500



RUBBER RING

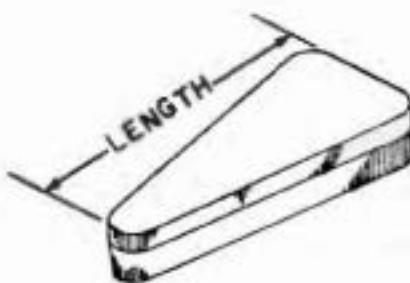
23A-6300	5/16"
23A-6301	3/4"
23A-6302	1"
23A-6303	1-1/4"
23A-6304	1-1/2"
23A-6305	2"
23A-6306	2-3/8"
23A-6307	2-7/8"
23A-6308	3-3/8"
23A-6309	3-7/8"
23A-6310	5"
23A-6429	6"
23A-6530	4-1/2"

TYPICAL PLAYFIELD PARTS



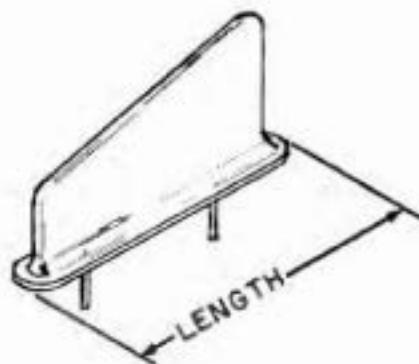
PLASTIC INSERT

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



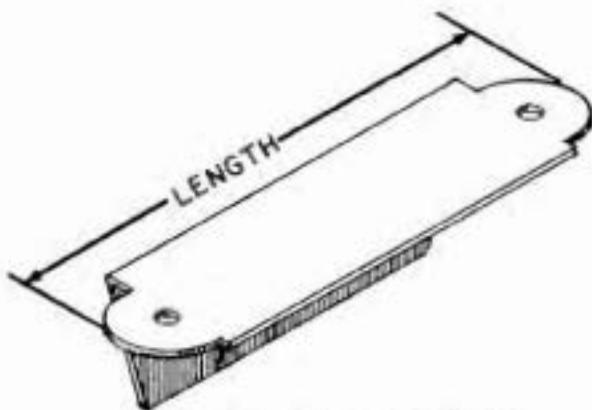
**PLASTIC INSERT
(ARROW TYPE)**

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



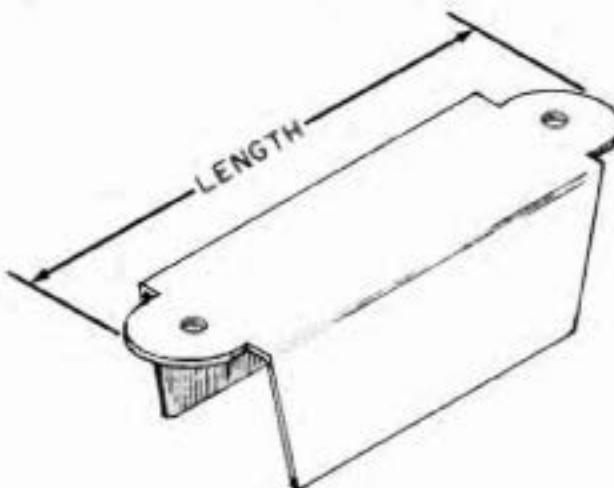
PLASTIC BALL GUIDE

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



**PLASTIC LIGHT HOOD
(SINGLE SIDE)**

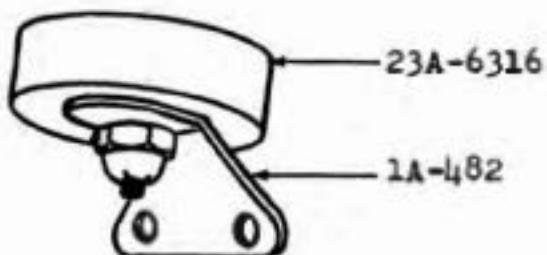
3A-7036 2-3/4"
3A-7037 2-1/8"
3A-7120 3-1/8"



**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

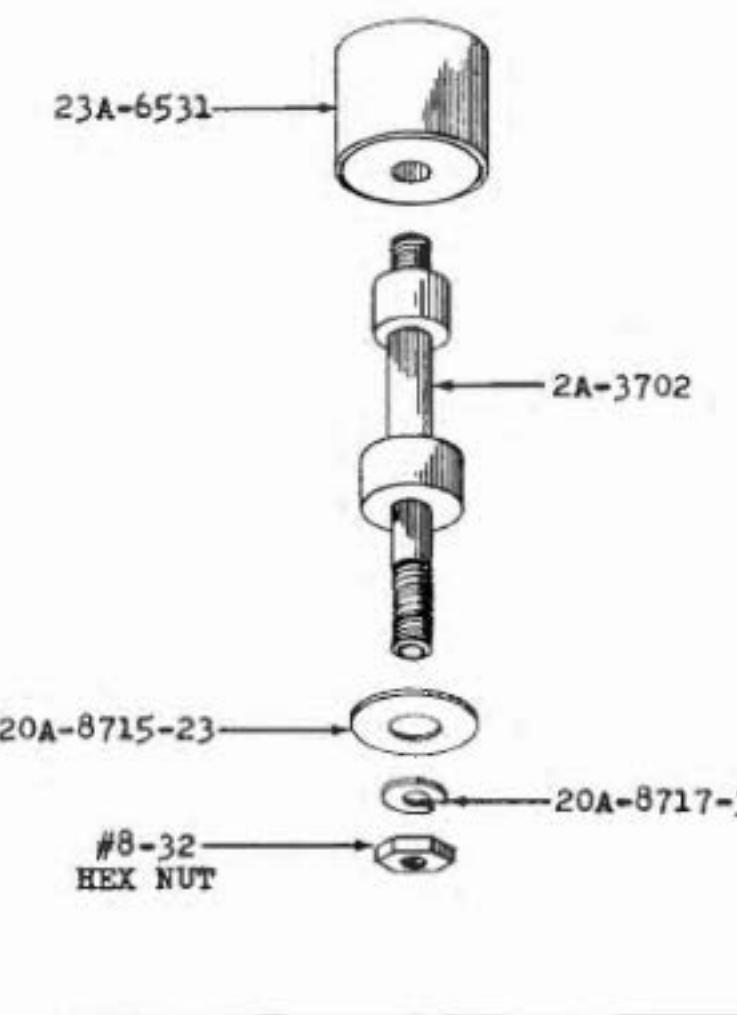


BALL GATE ASSEMBLY

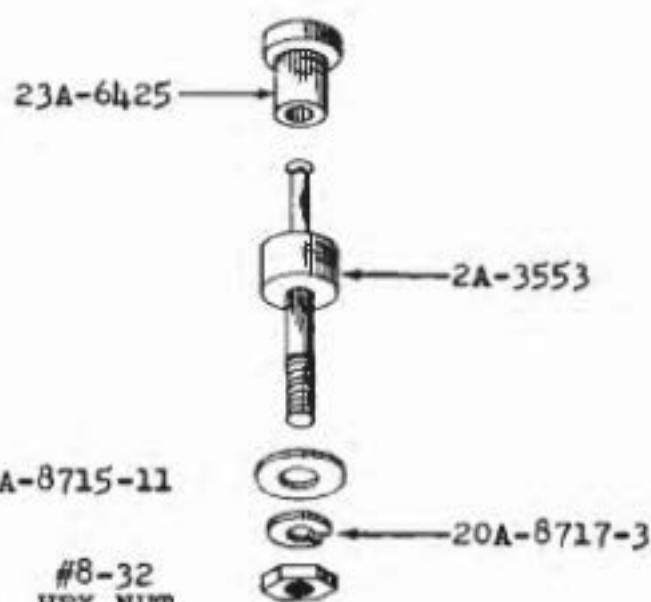
A-4817-R (SHOWN)
OR
A-4817-L

MISCELLANEOUS PLAYFIELD PARTS

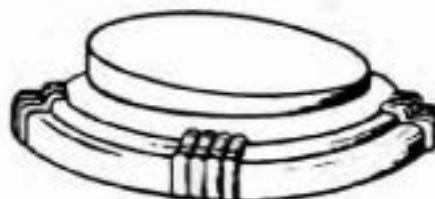
A-7710
RUBBER POST ASSEMBLY



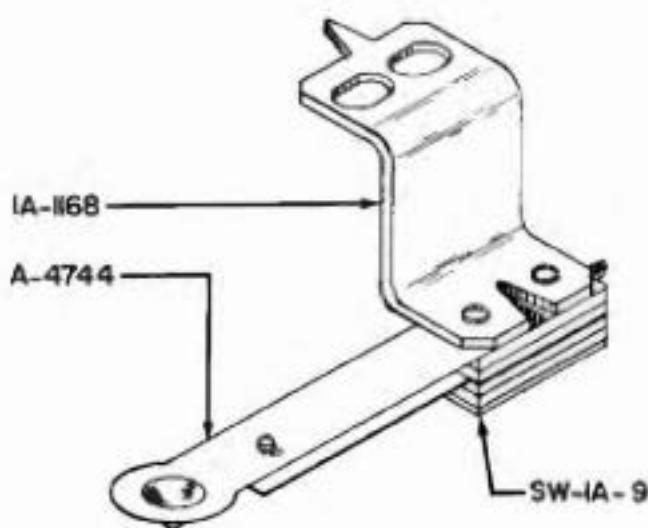
A-7462
RUBBER POST ASSEMBLY



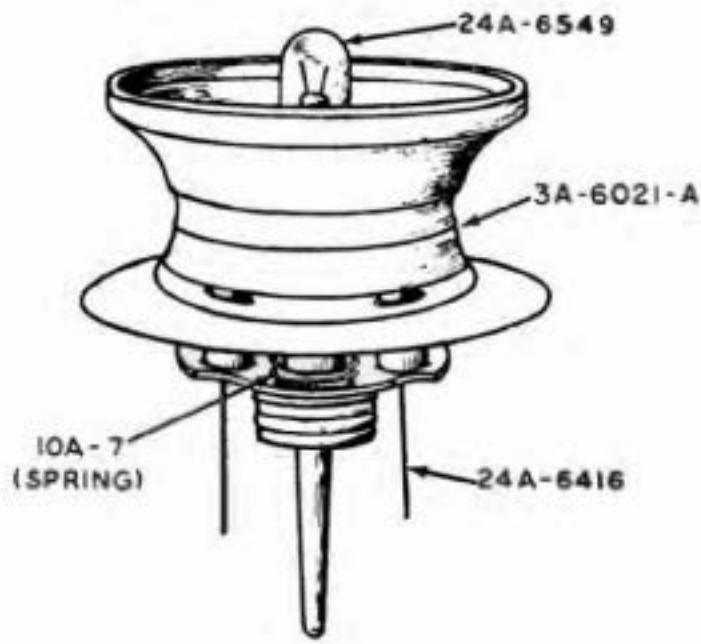
3A-7190
BUMPER CAP
(SPECIFY COLOR AND LETTERING)



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

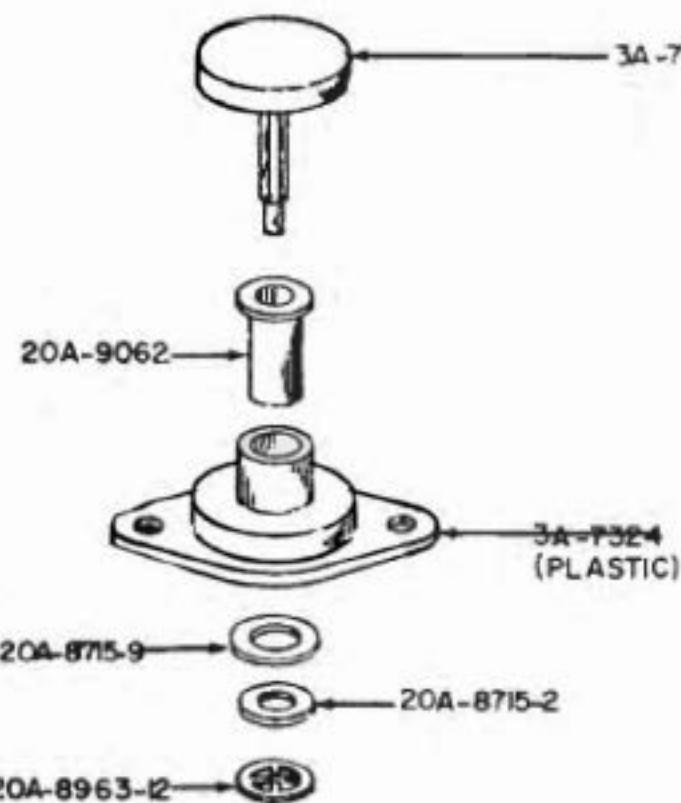


B-7030
THUMPER BUMPER ASSEMBLY

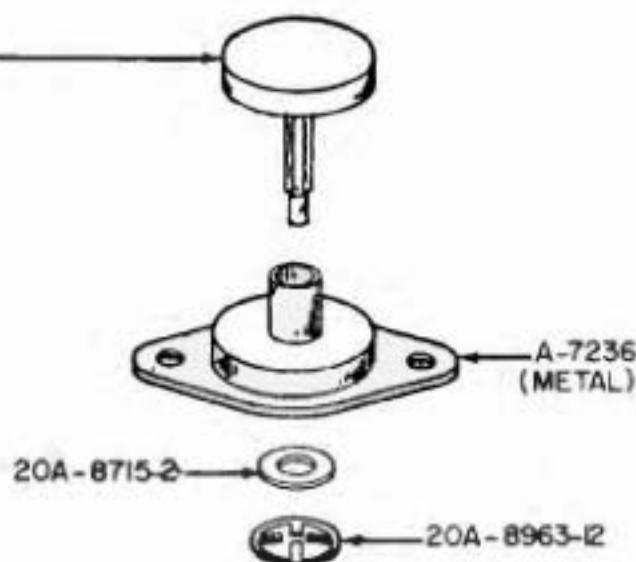


ROLLOVER BUTTON ASSEMBLIES

A-7385



A-7903

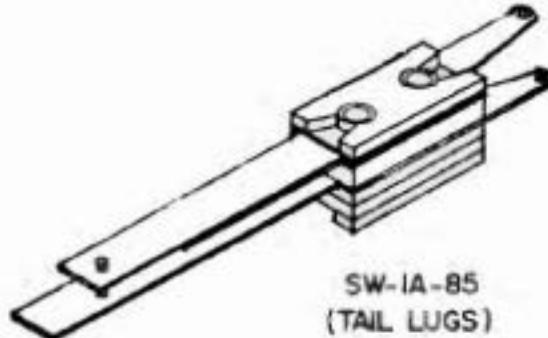
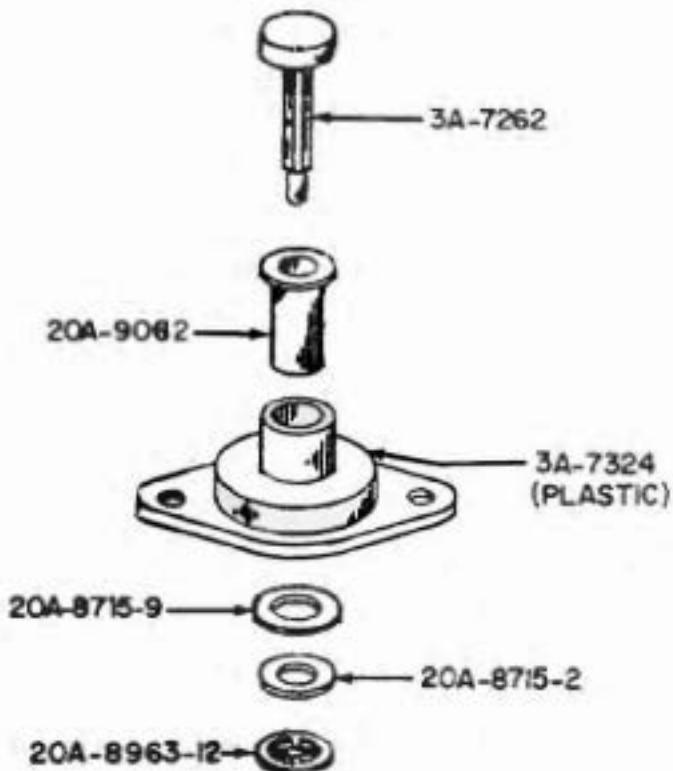


BASE SPACERS

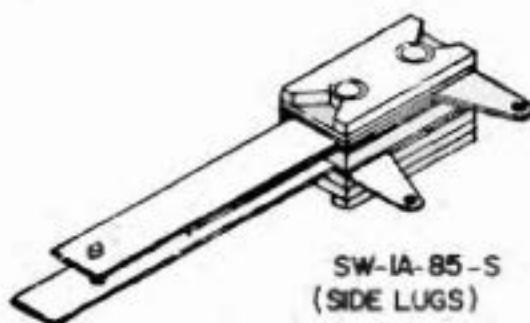


IA-5558 (.010 FISHPAPER)
OR
IA-5558-1 (.032 BAKELITE)

A-7780

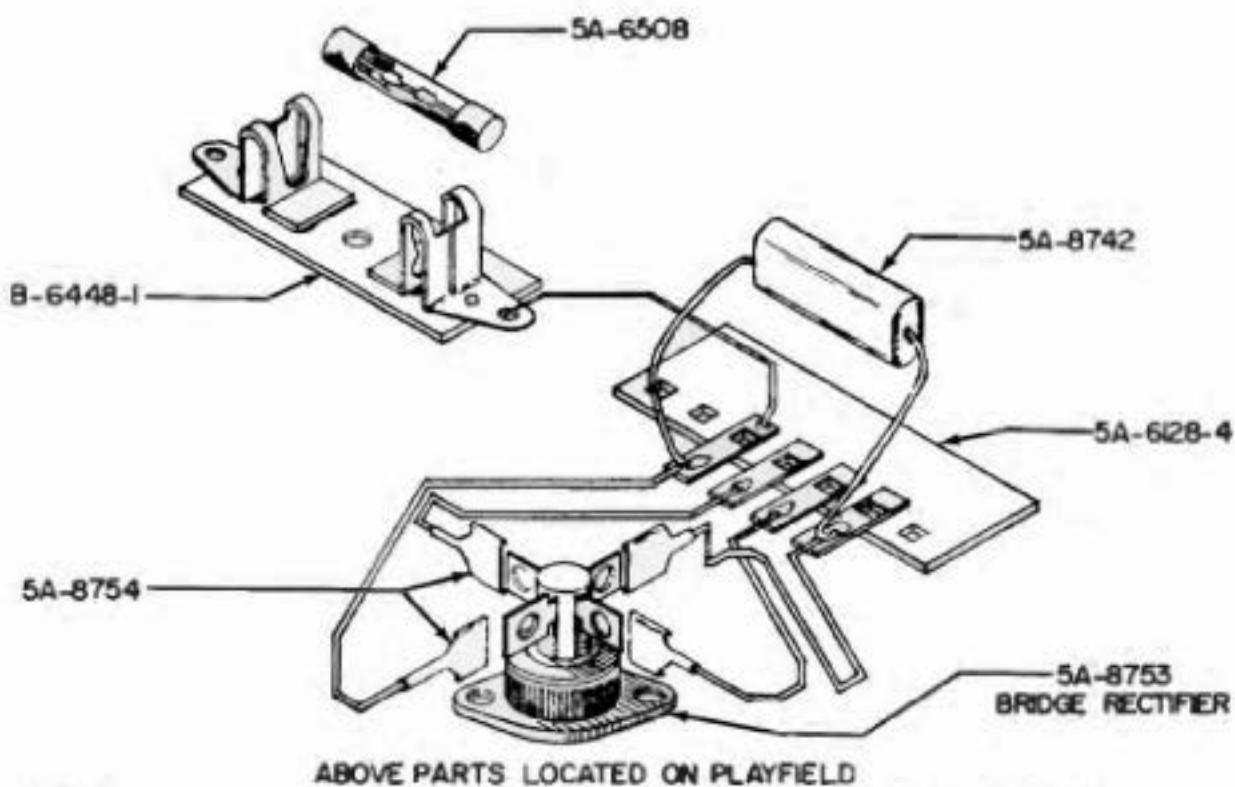


SW-IA-85
(TAIL LUGS)



SW-IA-85-S
(SIDE LUGS)

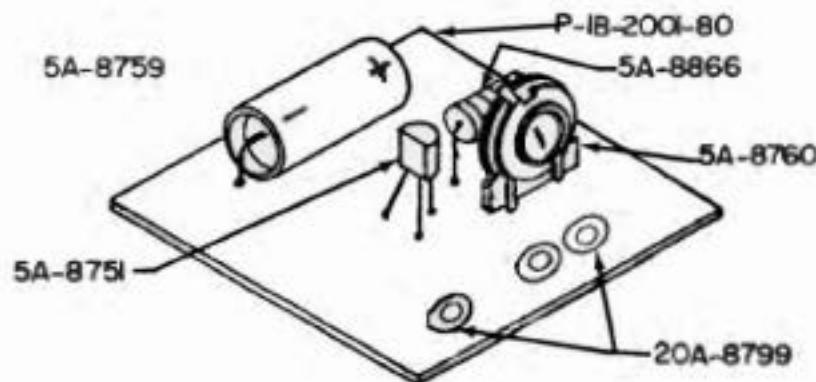
MISCELLANEOUS ELECTRICAL PARTS
(USED ON FLIPPER GAMES)



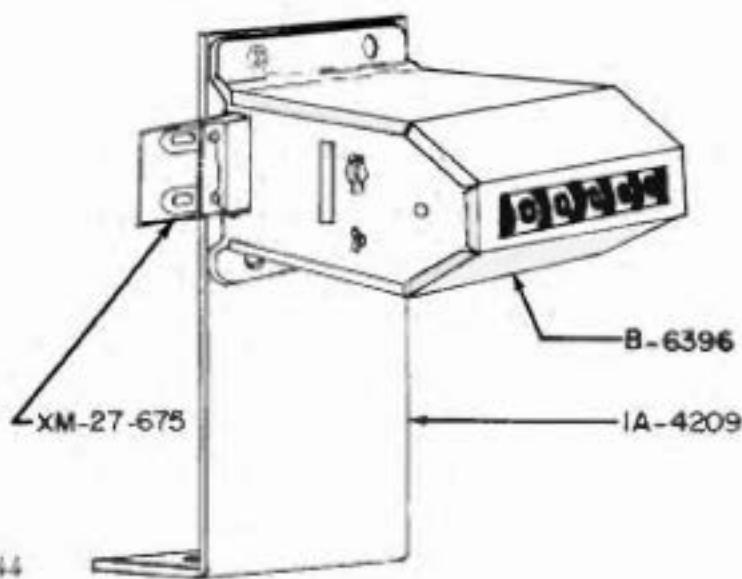
ELECTROLYTIC CAPACITOR
5A-8850



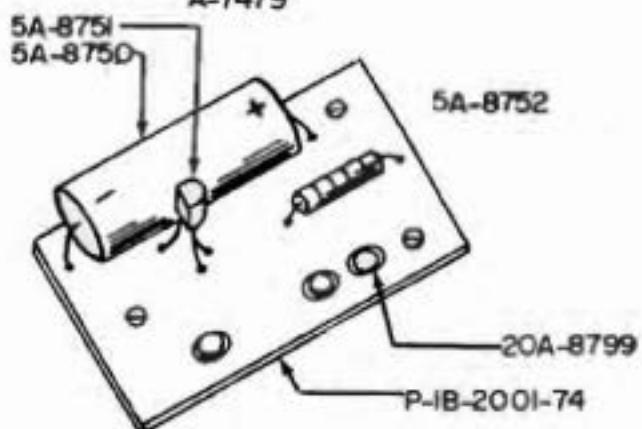
PULSE UNIT
A-7517



ELECTRIC COUNTER
(24 VOLTS)



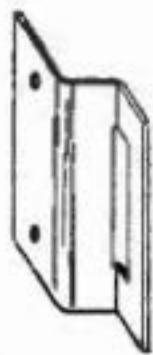
ELECTRONIC DELAY TIMER
A-7479



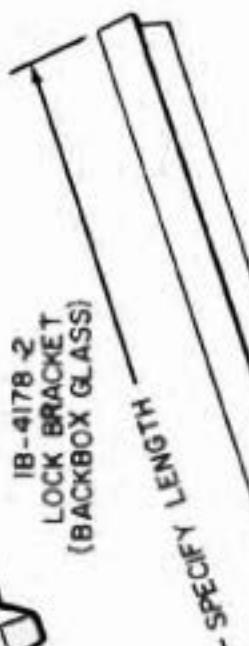
BACKDOOR LOCK BRACKETS



IA-3624
LAST GAME USED
STAR POOL



IA-6235
FIRST GAME USED
SATIN DOLL



IA-4178-2
LOCK BRACKET
(BACKBOX GLASS)
SPECIFY LENGTH



IA-4162
BOTTOM BINDER
(BACKBOX GLASS)
SPECIFY LENGTH



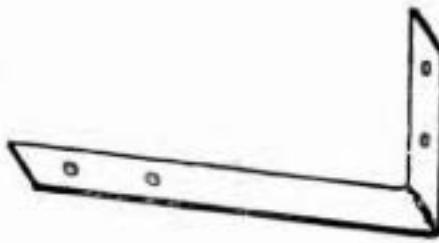
3A-7243
SIDE & TOP BINDER
(BACKBOX GLASS)

IA-3811



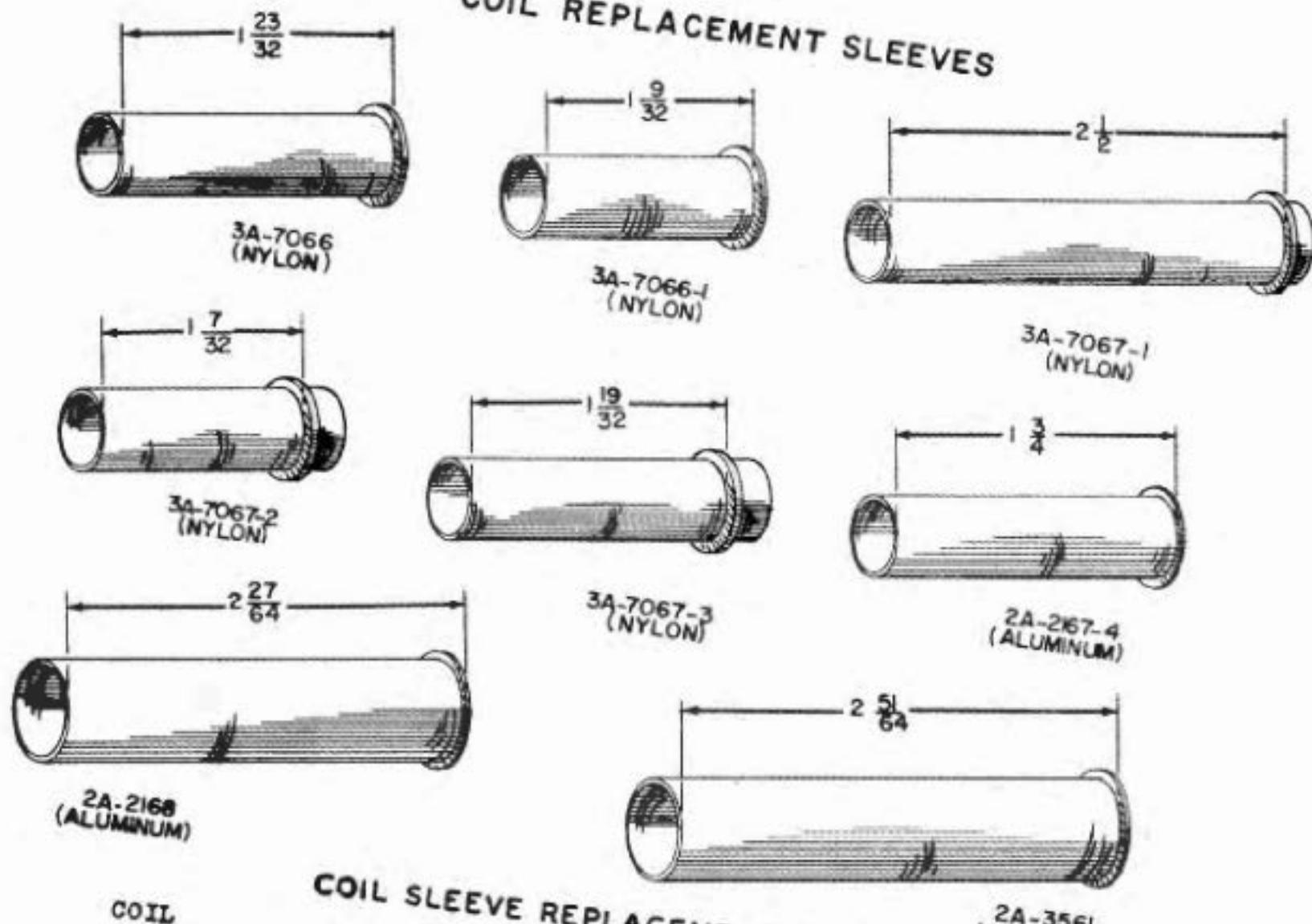
IA-6236
LOCK CAM
(USED WITH IA-6235)

BRACKETS FOR RELAY BOARD
(LOCATED ON PLAYFIELD)



IA-6439

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-7067-4	D1-24-1150	2A-3561
A-23-750	2A-2167-1	D-24-1400	2A-2168
A1-23-750	2A-2167-4	D1-24-1400	2A-3561
A2-23-750	3A-7067-1	D1-24-1600	2A-3561
A-24-850	3A-7067-1	PL-20-300	
A-24-975	2A-2167-4	28-400	
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	2A-2167-4
A2-26-1100	2A-2167-4	0-22-500	
A2-26-1300	3A-7067-1	G-22-550	3A-7066
A-26-1350	3A-7067-1	G-23-600	3A-7066
A2-26-1350	2A-2167-4	G-23-650	2A-2167-4
A-31-4200	3A-7067-1	G-23-750	2A-2167-4
	2A-2167-4	G-23-750-DC	2A-2167-4
B1-26-800		G-24-800	3A-7066
B-27-1100	3A-7066-1	G-24-850	2A-2167-4
B-28-1450	3A-7066-1		2A-2167-4
B1-29-1600	3A-7066-1		
	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

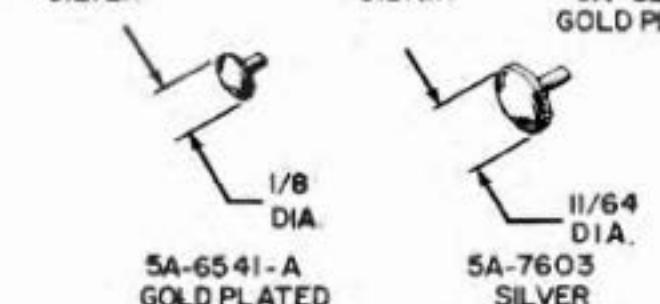


3A-7006
SWITCH TUBING
(SPECIFY LENGTH)



6A-27-15C
INSULATOR

ALL POINTS BELOW ARE SHOWN
TWICE THEIR NORMAL SIZE



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



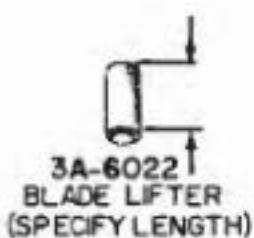
IA-3670
CURVED



IA-3670-I
FLAT



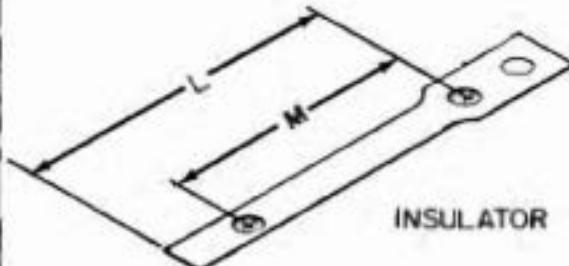
IA-5260
EXTRUDED
HOLES



3A-6022
BLADE LIFTER
(SPECIFY LENGTH)



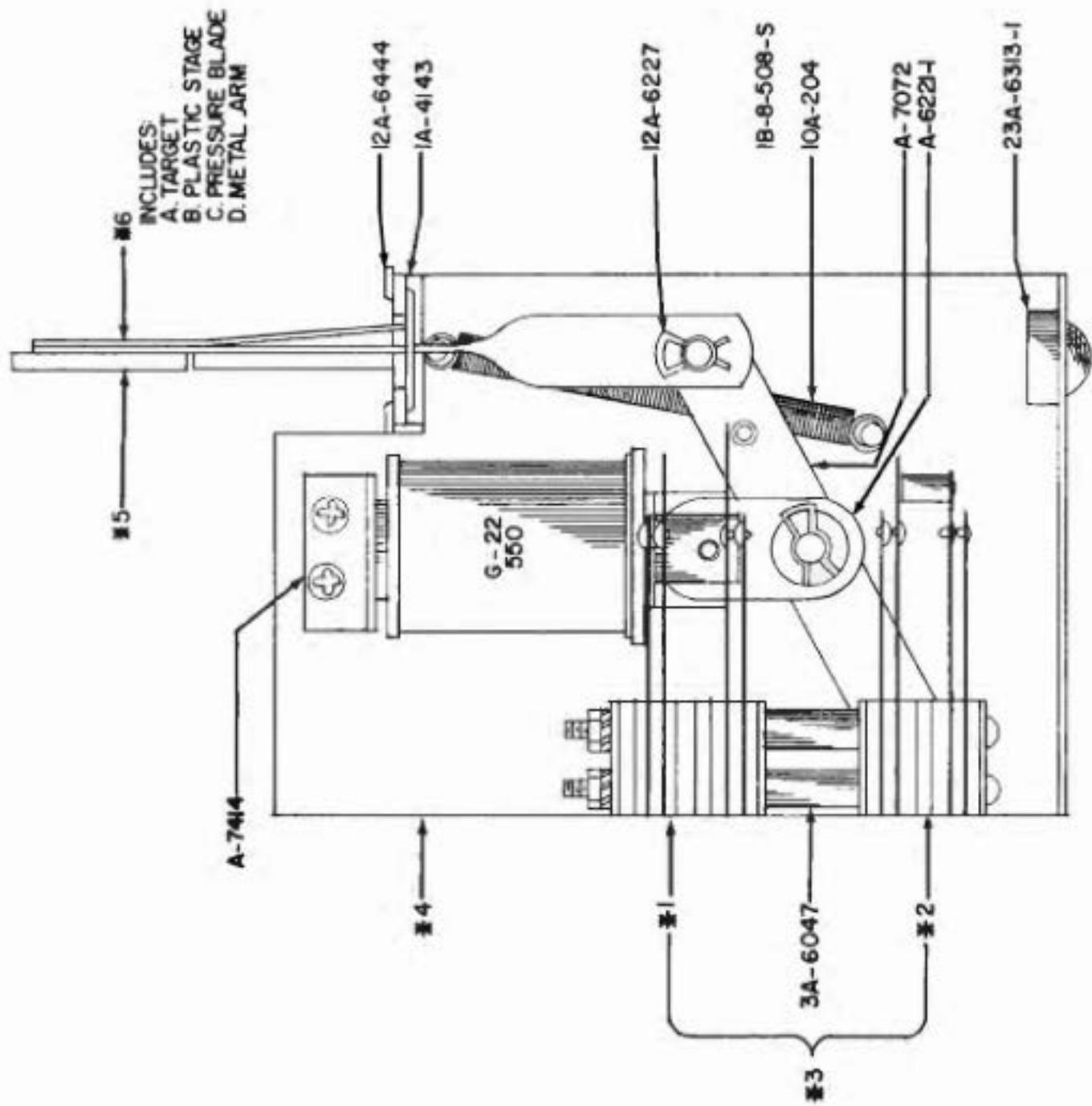
3A-7007
SWITCH TUBING
(SPECIFY LENGTH)



INSULATOR

NUMBER	"L"	"M"
6A-14	1-27/32	
6A-14A	1-3/8	
6A-14B	1-15/16	1-1/4
6A-14C	1-19/32	
6A-14D	1-15/16	1-15/32
6A-14E	1-1/16	
6A-14F	2"	
6A-14G	1-5/8	
6A-14H	1-19/32	31/32
6A-14J	1-3/8	31/32

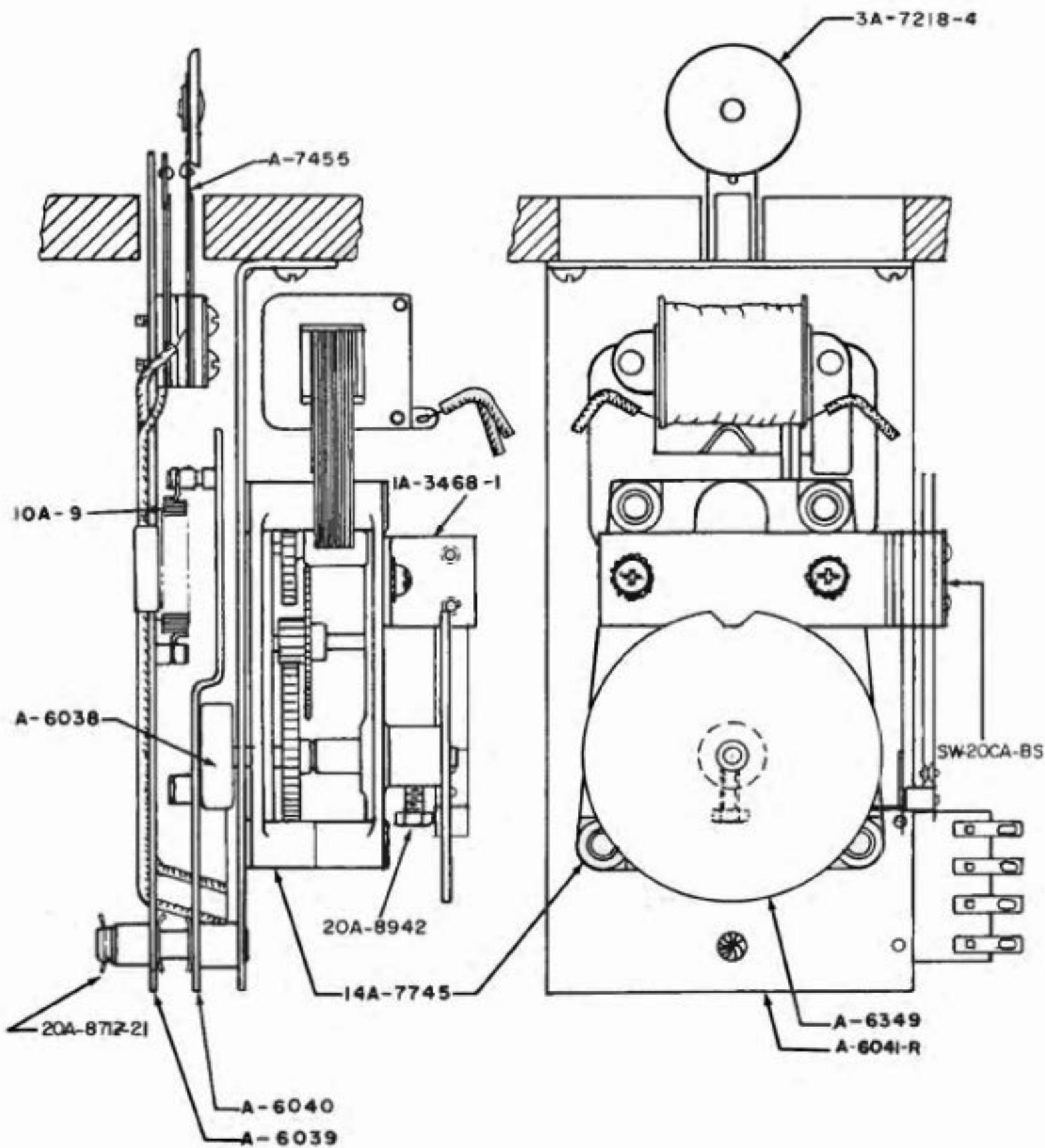
DROP TARGET T ASSEMBLY
SEE PAGE 49 FOR PART NUMBERS OF ITEMS ON
SPECIFIC GAMES IDENTIFIED BY SYMBOL *****.



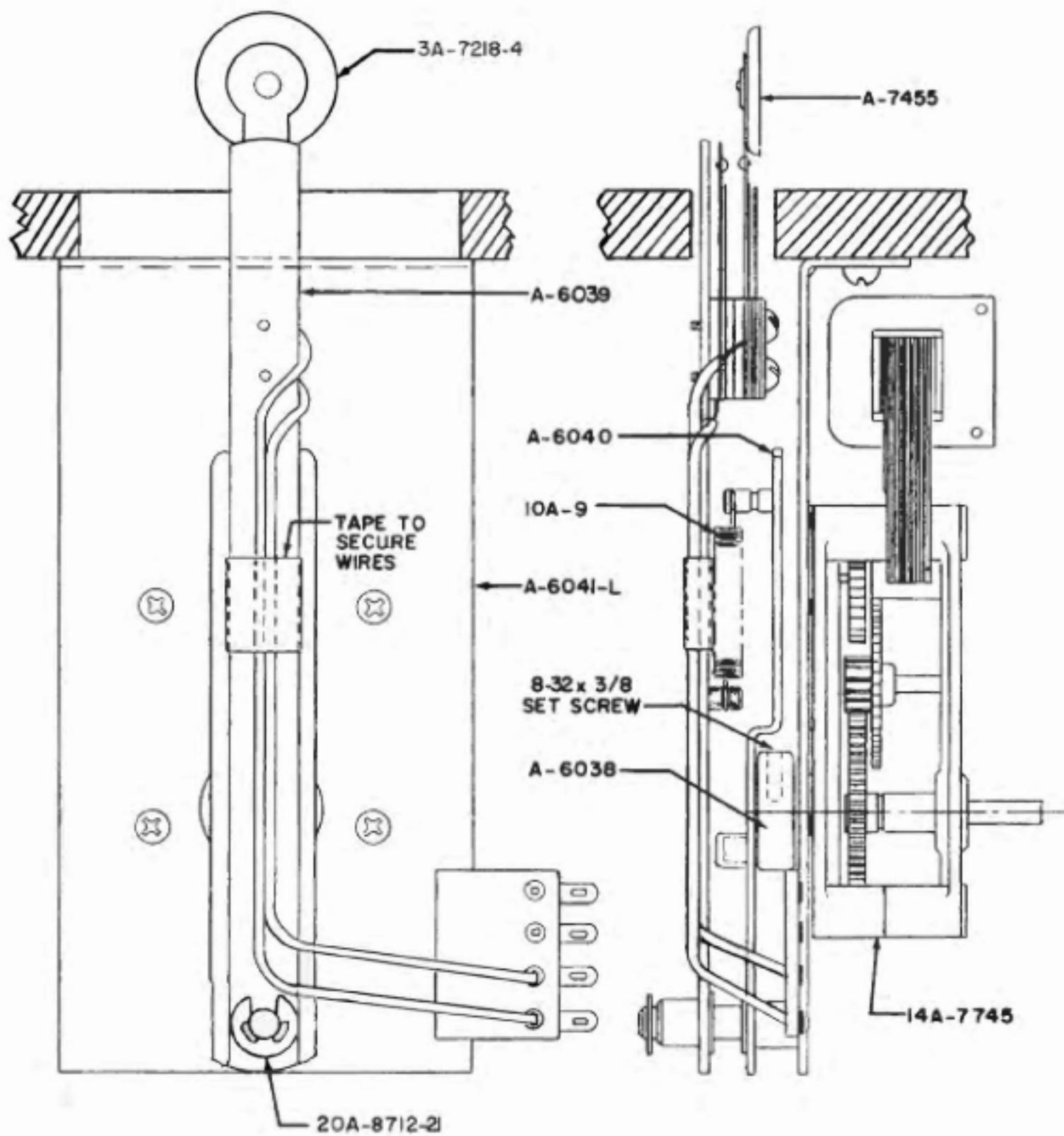
**IDENTIFICATION OF PARTS
FOR SPECIFIC GAMES
(ON DROP TARGET ASSEMBLIES)**

HONEY		SUPER STAR C-7090-I	BIG STAR C-7090-I	STAR ACTION C-7090-I	GRAND PRIX C-7090-I
C-7090	C-7090-I	*1 SW-2U-20 *2 SW-1U-37 SW-2U-21 *3 B-7442-1 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1
C-7090-1	C-7090-I	*1 SW-2U-20 *2 SW-1U-37 SW-2U-21 *3 B-7442-1 *4 A-7071-1 *5 3A-7265-6 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1
C-7090-4	C-7090-I	*1 SW-2U-20 *2 SW-1U-37 SW-2U-21 *3 B-7442-1 *4 A-7071-1 *5 3A-7265-6 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1	*1 SW-2U-21 *2 SW-12U-10 *3 B-7442-2 *4 A-7071-1 *5 3A-7335-4 *6 A-7073-1
C-7090-2	C-7090-I	TRIPLE ACTION C-7090-I	STAR POOL C-7090-2	BIG BEN C-7090-2	TRIPLE STRIKE C-7090-2
C-7090-2	C-7090-I	*1 SW-12U-11 *2 SW-12U-10 *3 B-7442-3 *4 A-7071-1 *5 3A-7431-4 *6 A-7073-1	*1 SW-12U-11 *2 SW-12U-10 *3 B-7442-3 *4 A-7071-1 *5 3A-7431-4 *6 A-7073-2	*1 SW-12U-11 *2 SW-12U-10 *3 B-7442-3 *4 A-7071-1 *5 3A-7431-4 *6 A-7073-2	*1 SW-12U-11 *2 SW-12U-10 *3 B-7442-3 *4 A-7071-1 *5 3A-7431-4 *6 A-7073-2

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



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



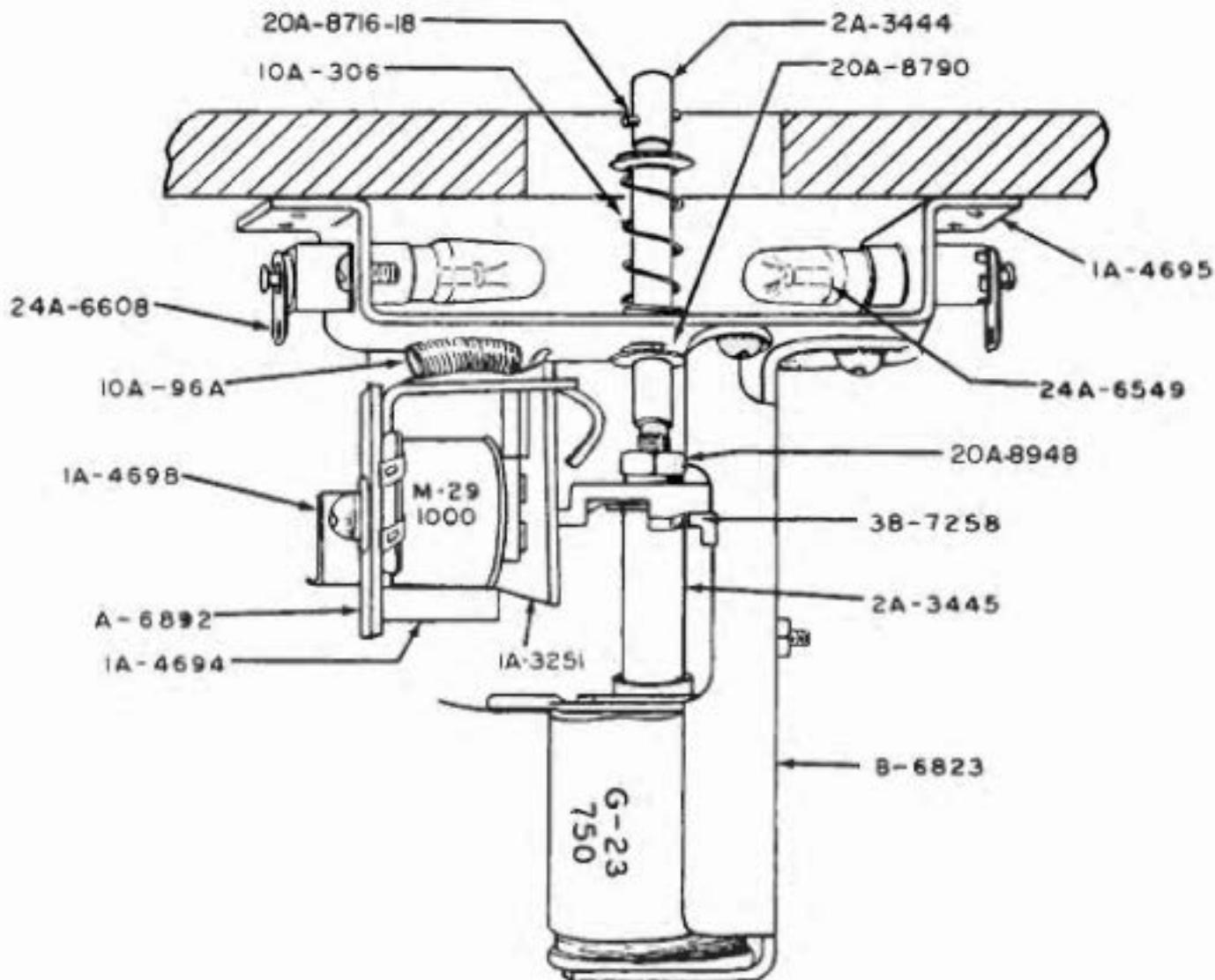
B-7089
DISAPPEARING POST ASSEMBLY



3A-7257
PLASTIC POST



23A-6507
RUBBER POST

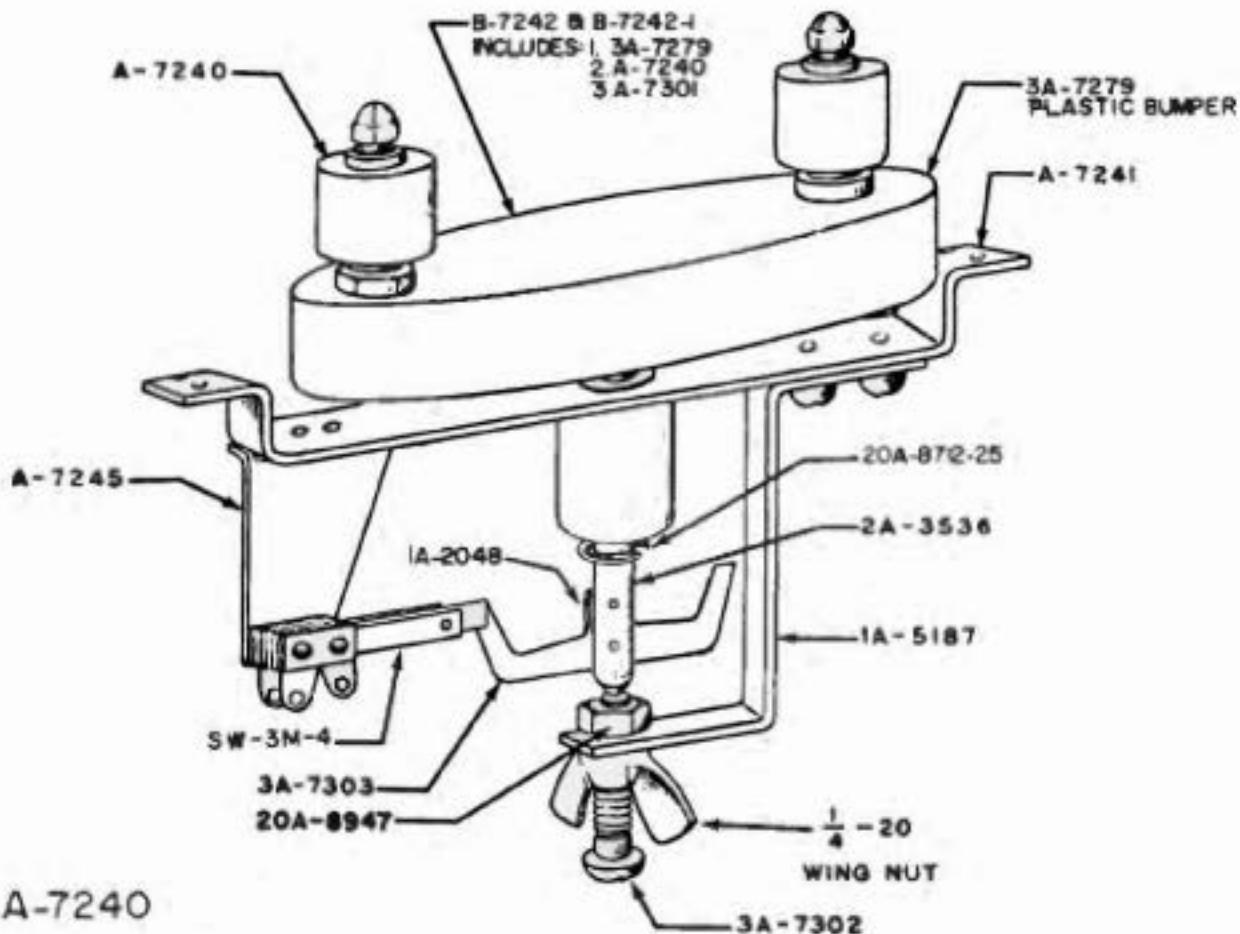


(WHEN RUBBER POST (23A-6507) IS USED
24A-6608 AND 24A-6549 ARE NOT REQUIRED)

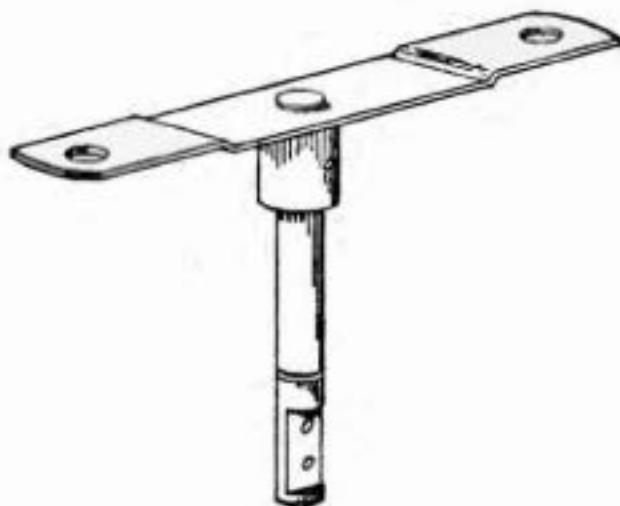
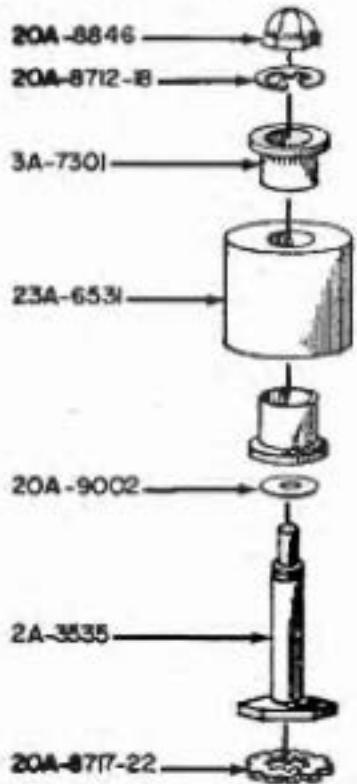
ROTATING BUMPER ASSEMBLY

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

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



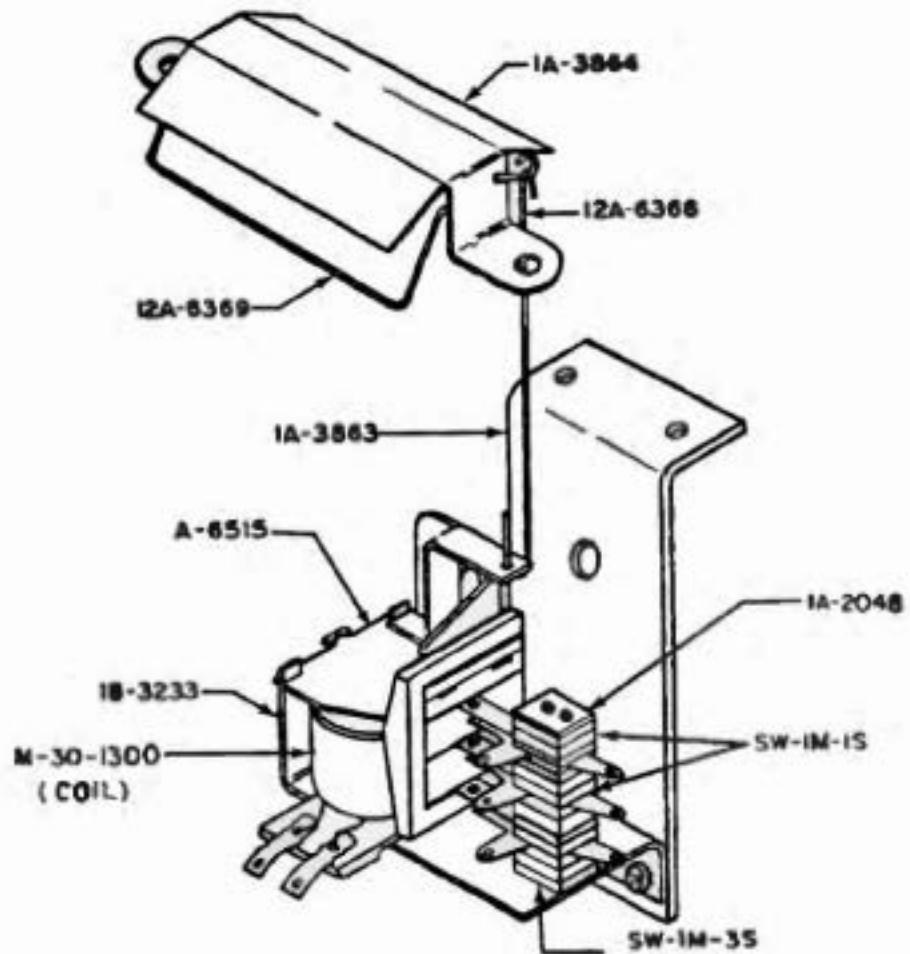
A-7240



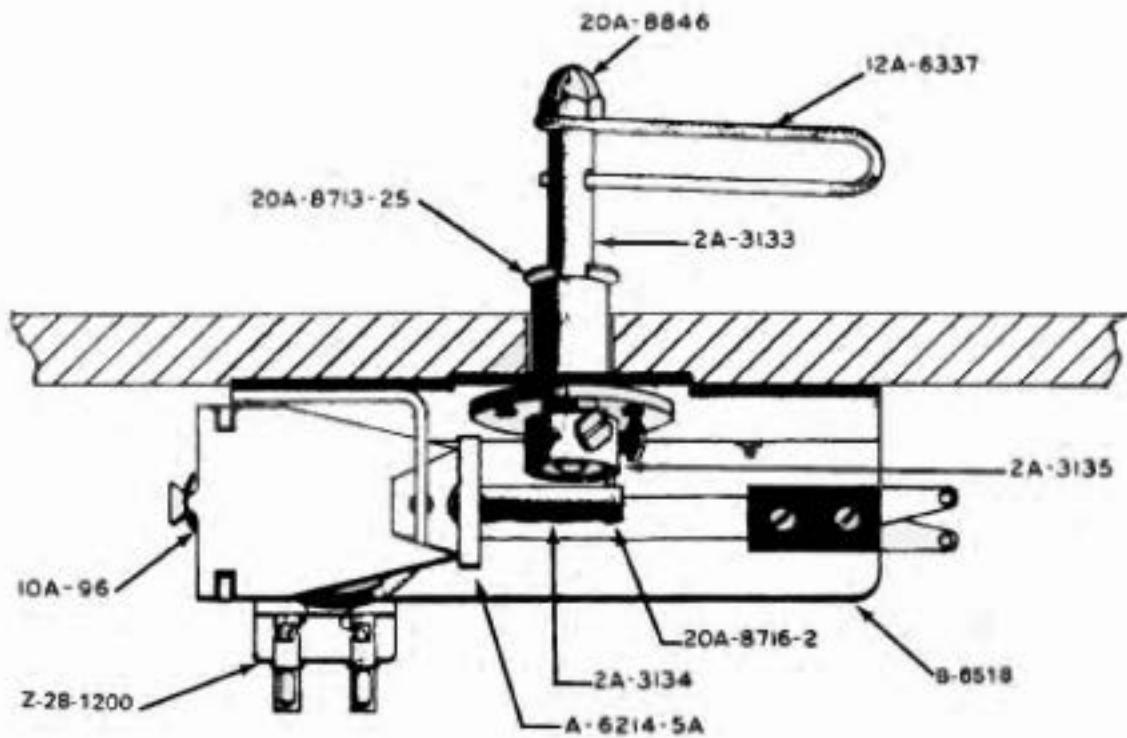
A-730I

BALL GATE ASSEMBLIES

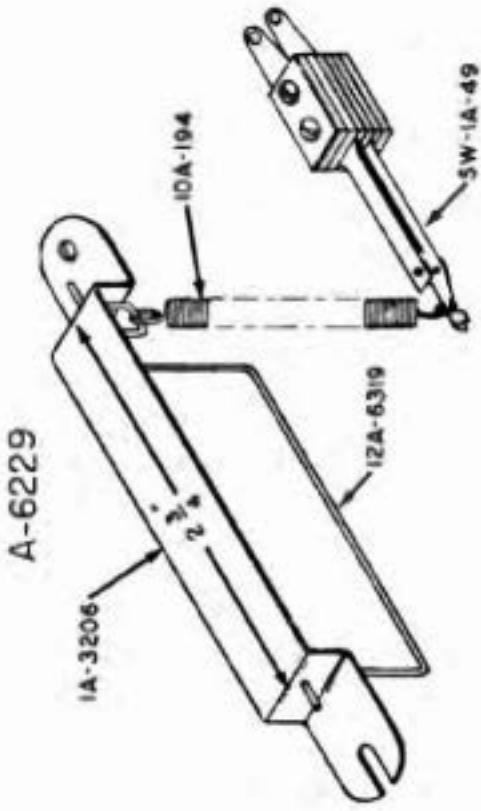
B-6607-2



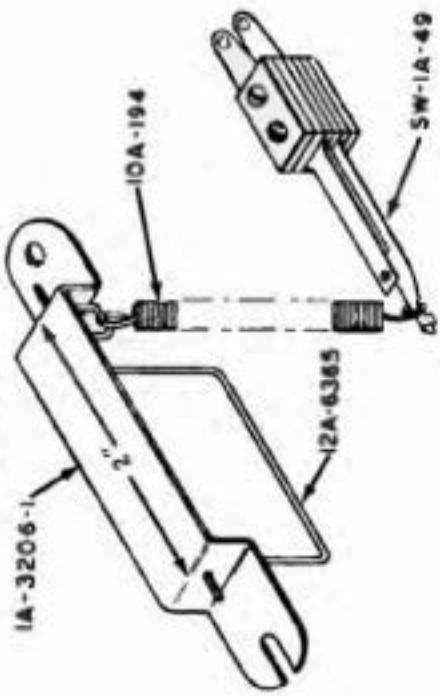
B-6517



BALL GATE ASSEMBLIES

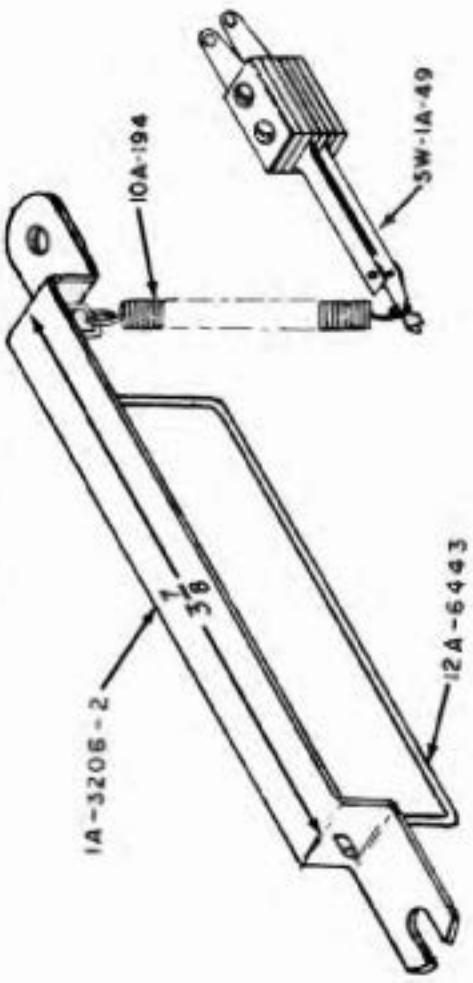


A-6229-1

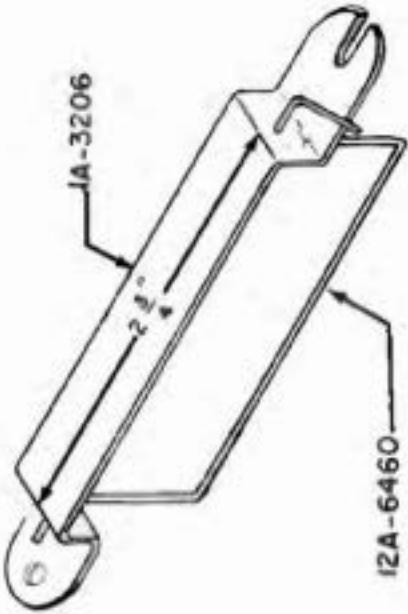


A-6229

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

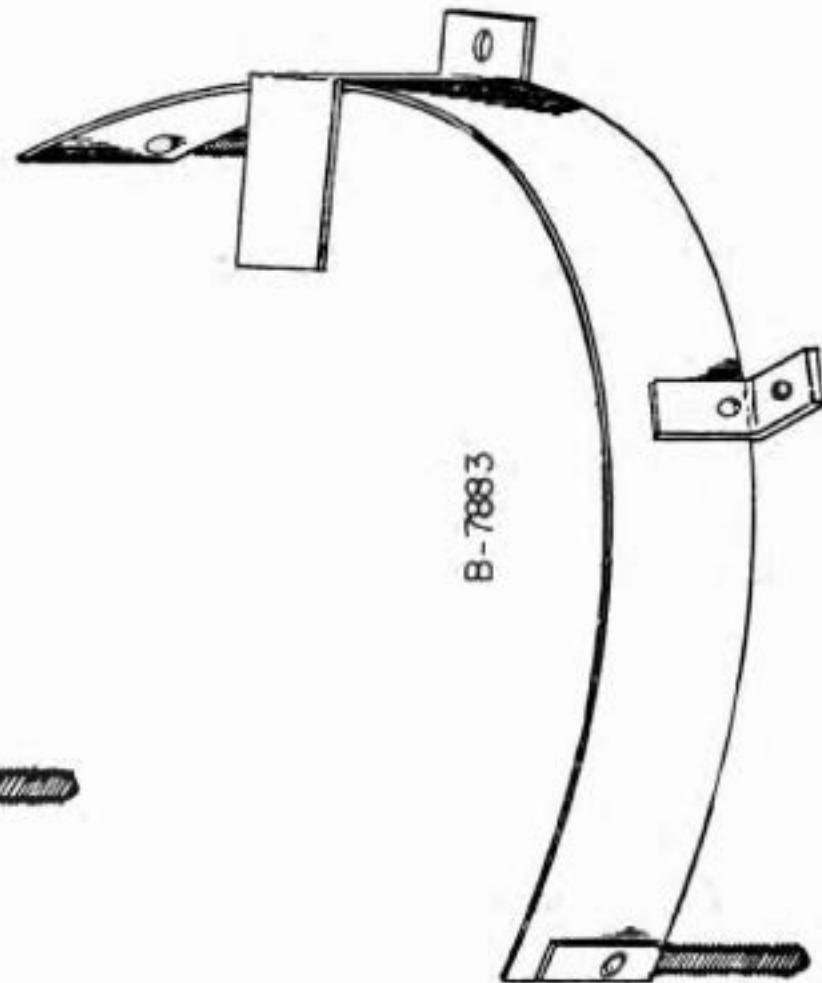
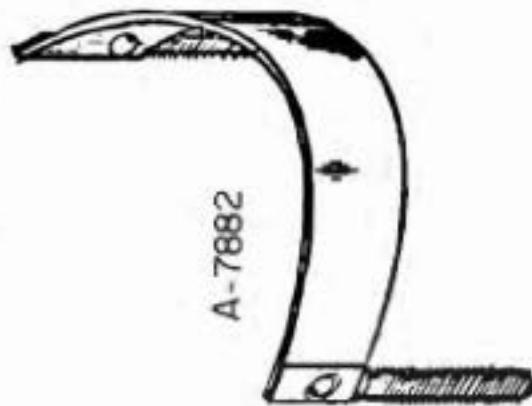


A-6229-2

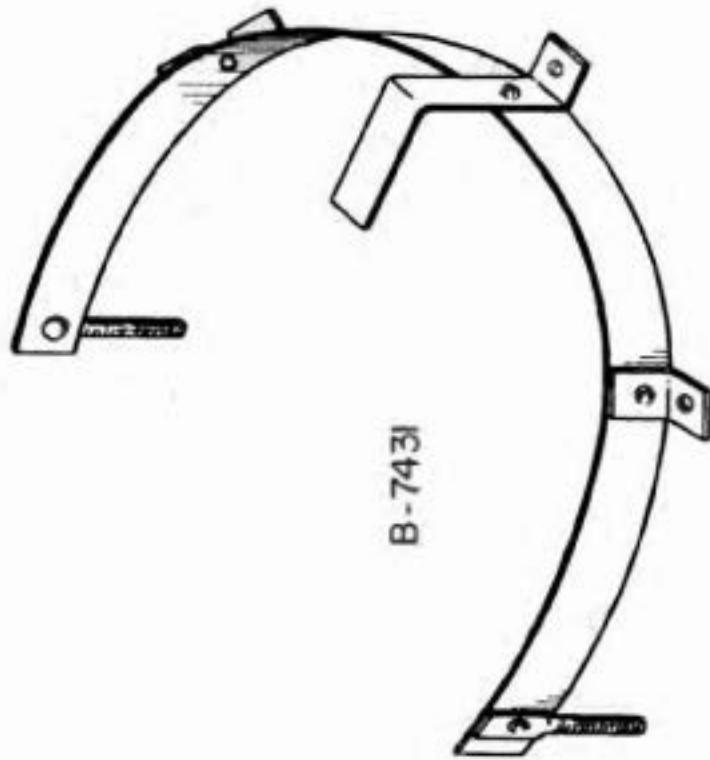
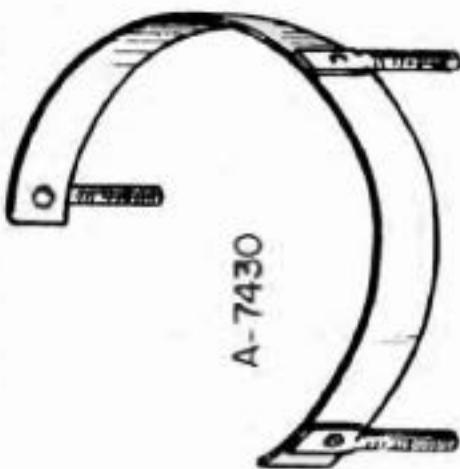


BALL GUIDE ASSEMBLIES
(SPECIFY NAME OF GAME)

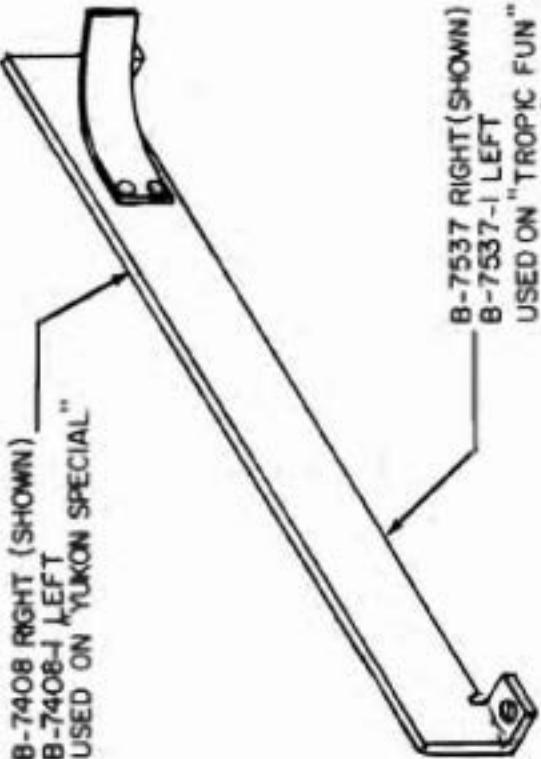
USED ON "SPACE MISSION"



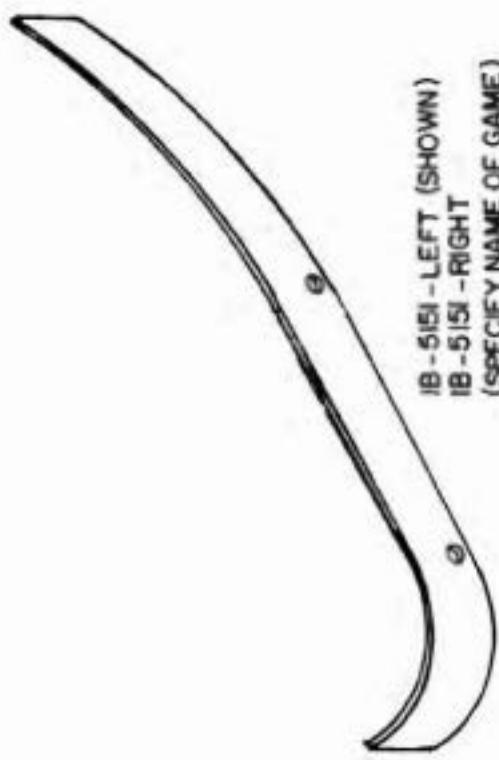
USED ON "SPANISH EYES"



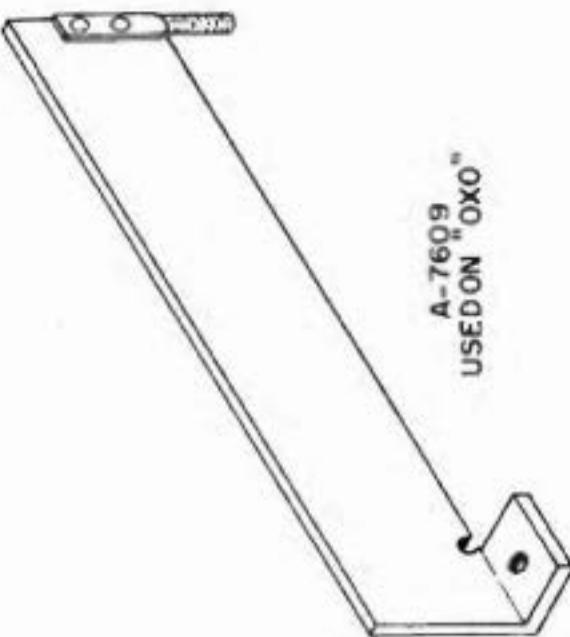
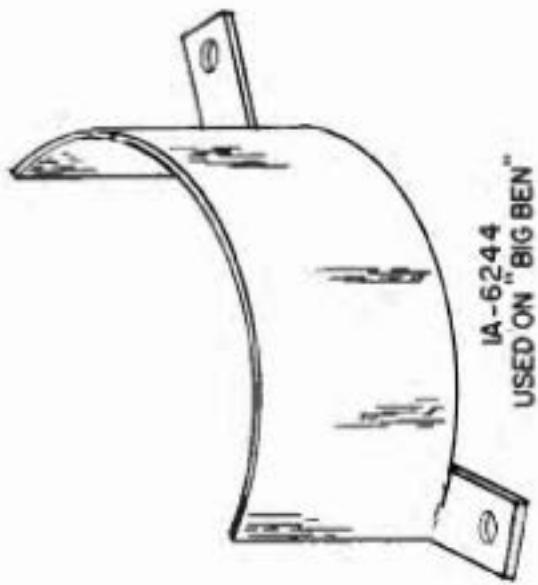
PLAYFIELD BALL GUIDES
(SPECIFY NAME OF GAME)



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



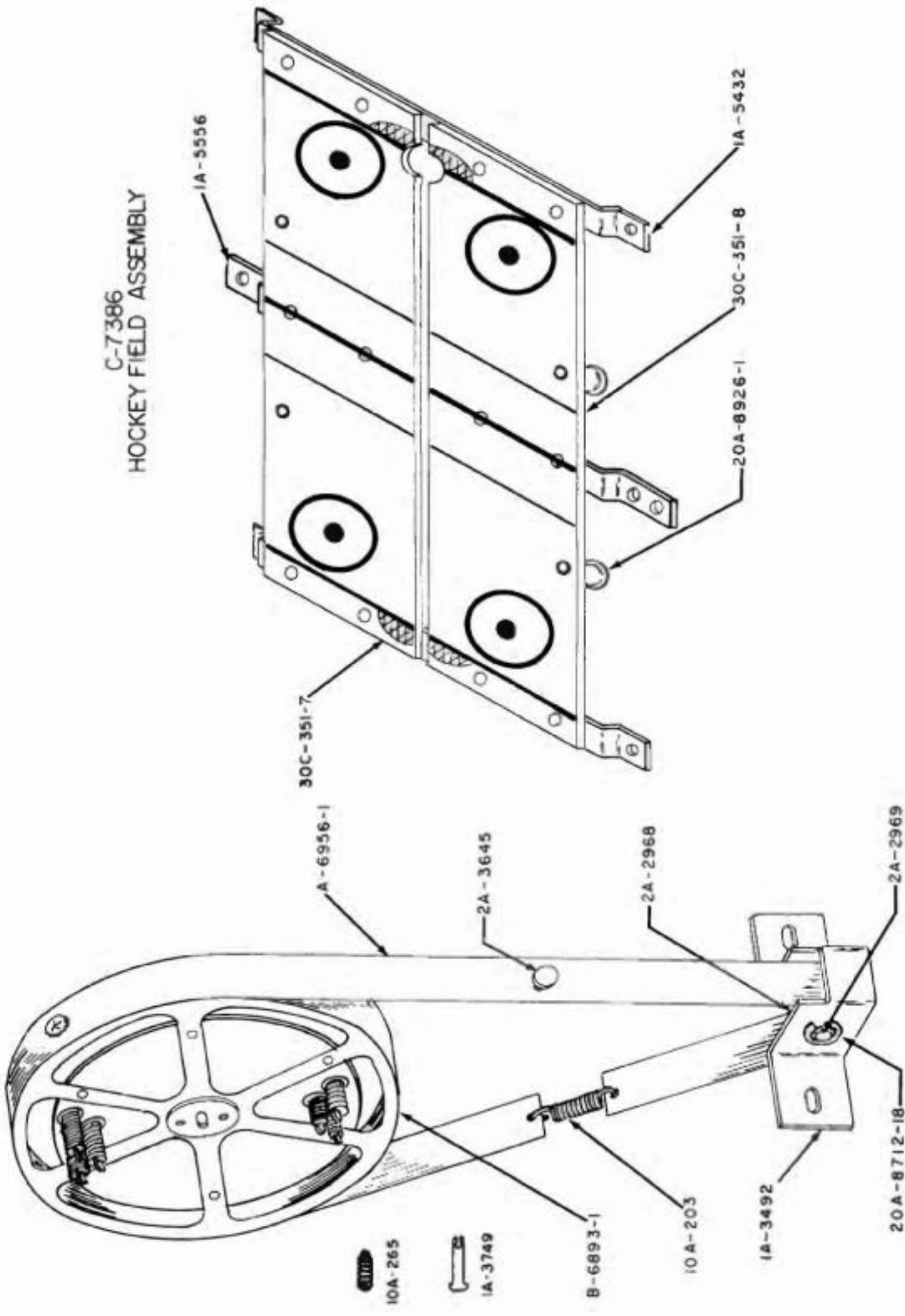
IB - 515I - LEFT (SHOWN)
IB - 515I - RIGHT
(SPECIFY NAME OF GAME)



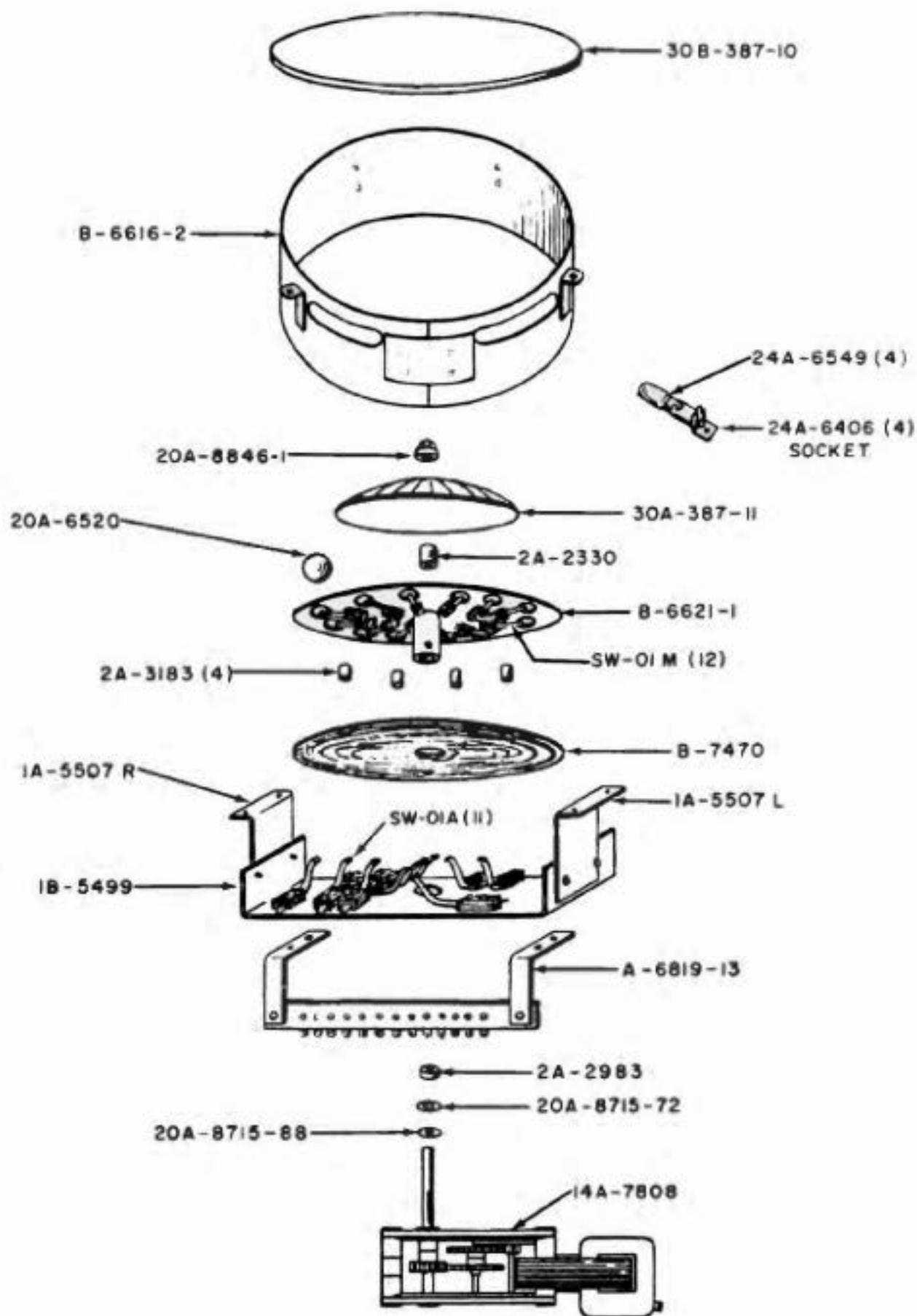
A-7609
USED ON "OXO"

C-6957-1
TAPE AND DISC ASSEMBLY

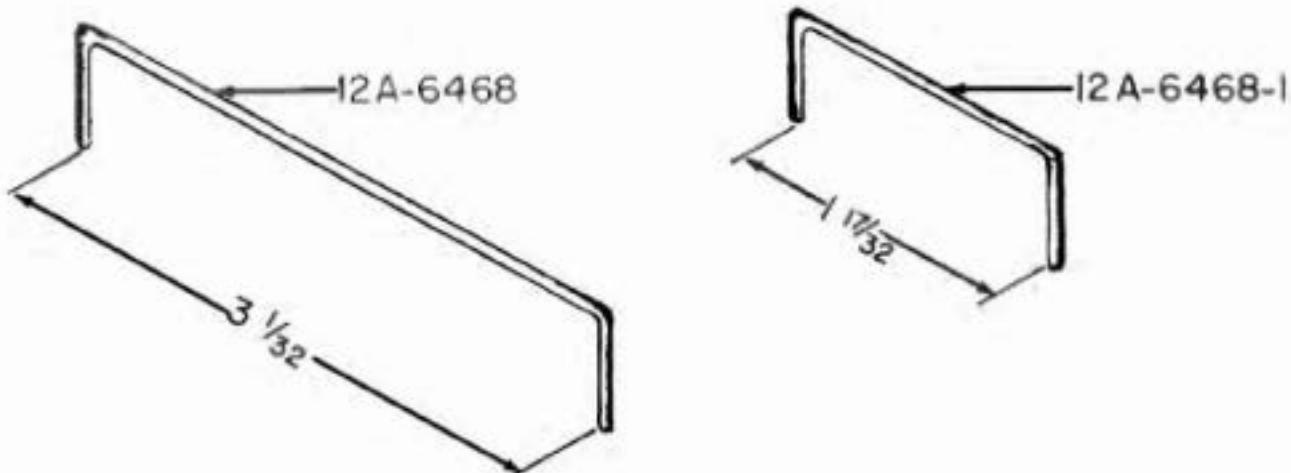
(USED ON "OLYMPIC HOCKEY")



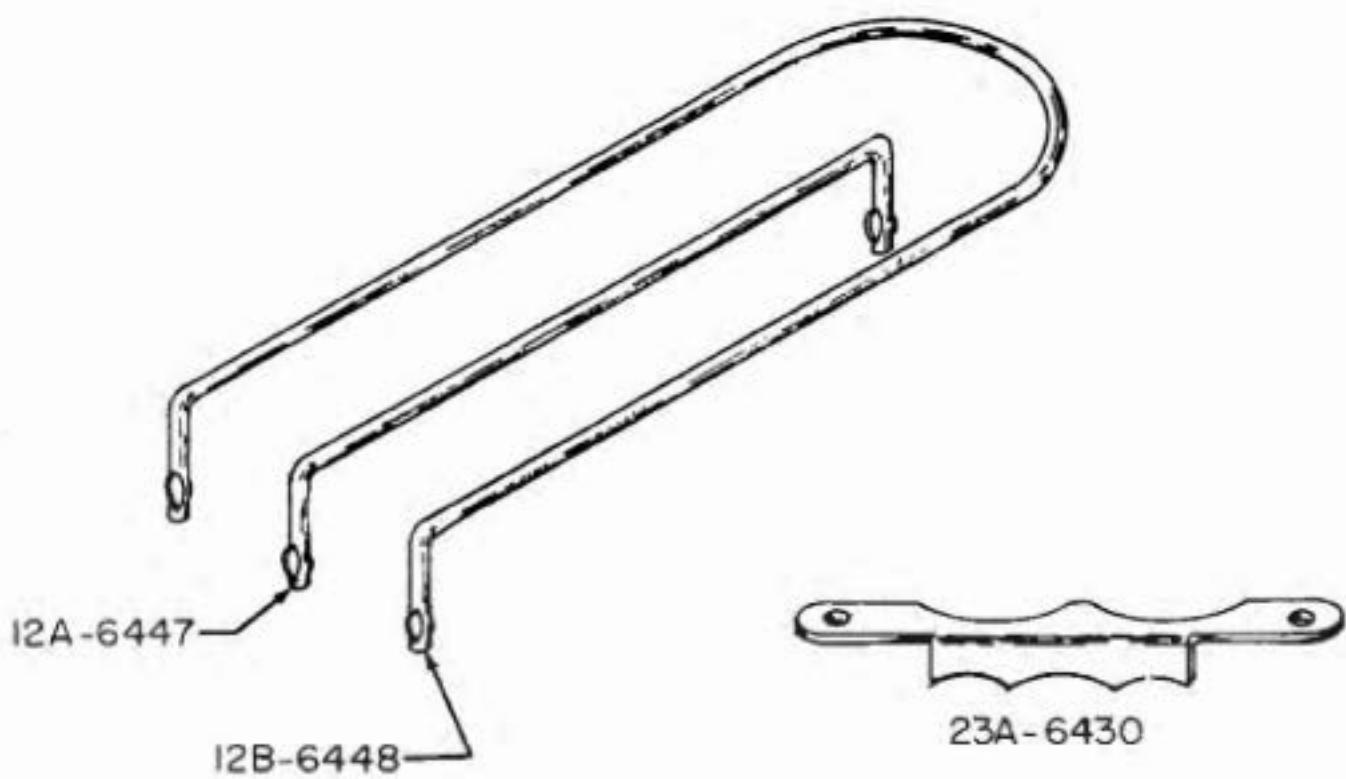
C-7474
SPINNER UNIT ASSEMBLY
(USED ON "FAN-TAS-TIC")



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

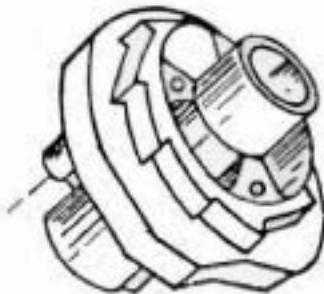
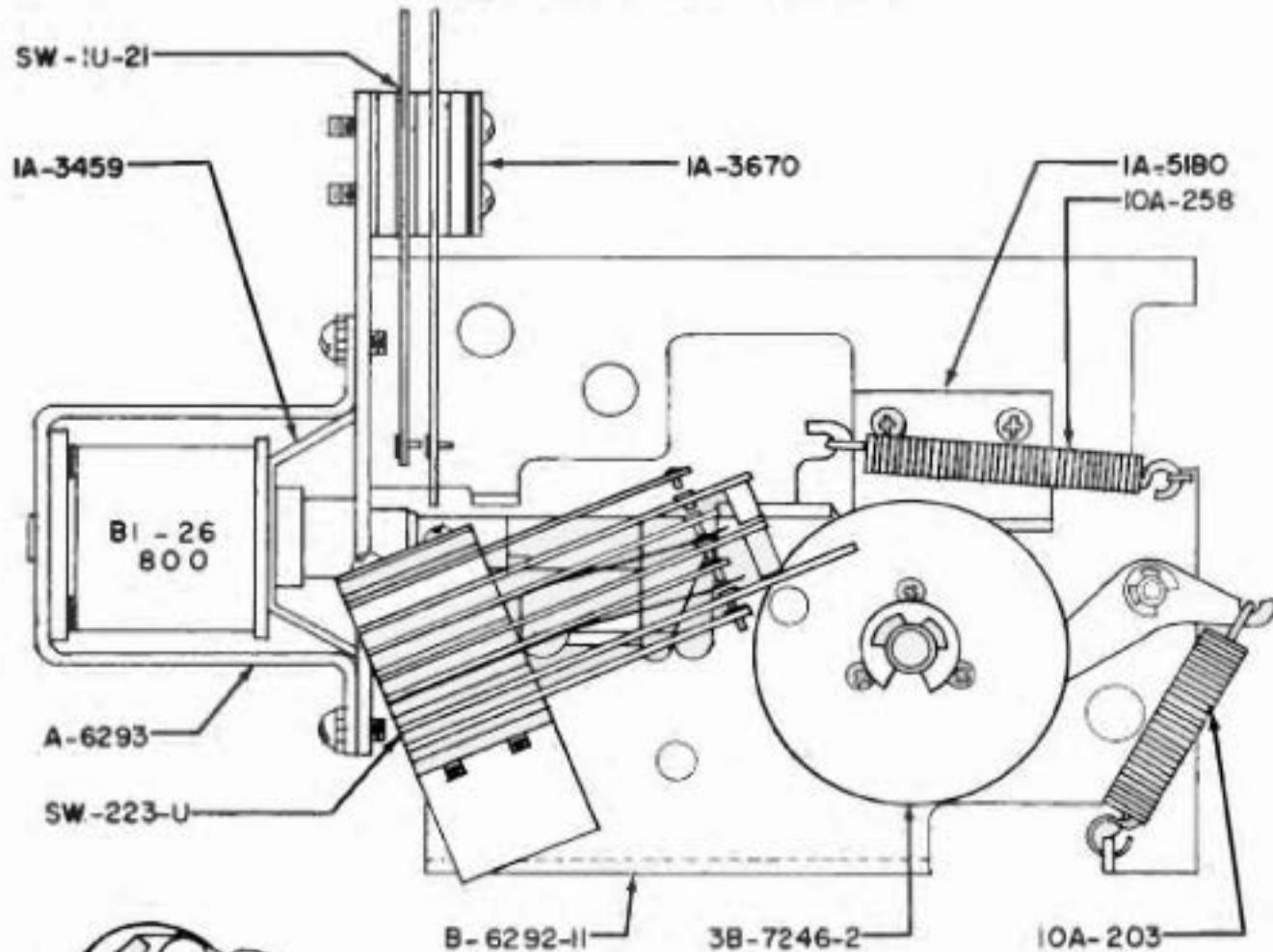


BELOW PARTS FIRST USED ON "JUBILEE"
(LOCATED ON PLAYFIELD)

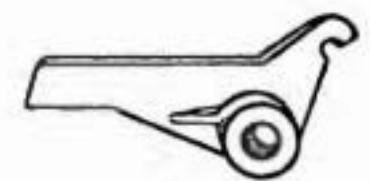


C-7678
"X" (ALTERNATOR) UNIT
ON GAMES FOR ITALY ONLY

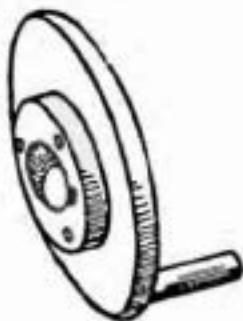
(FIRST USED ON "STAR ACTION")



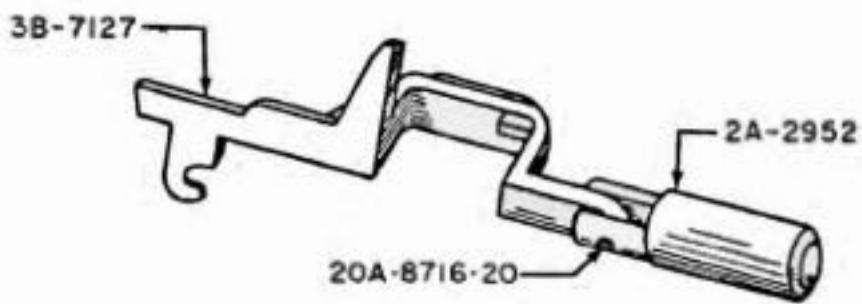
3C-7272
RATCHET & CAM



3A-7125
RATCHET STOP PAWL

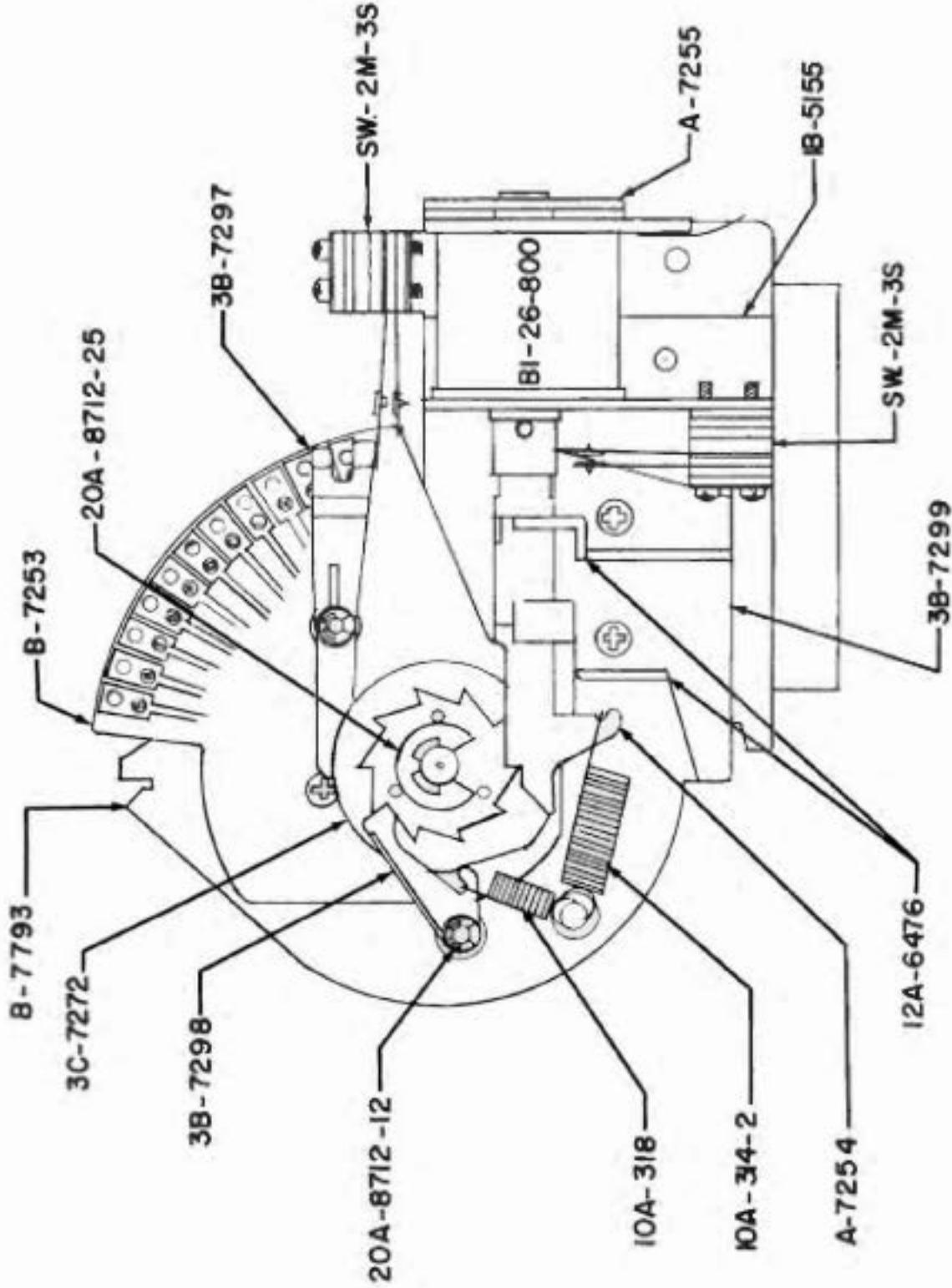


3B-7246-2
ALTERNATOR DISC

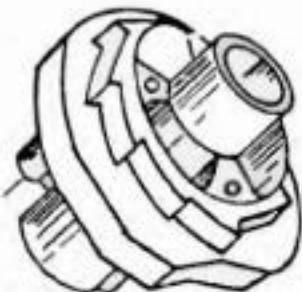
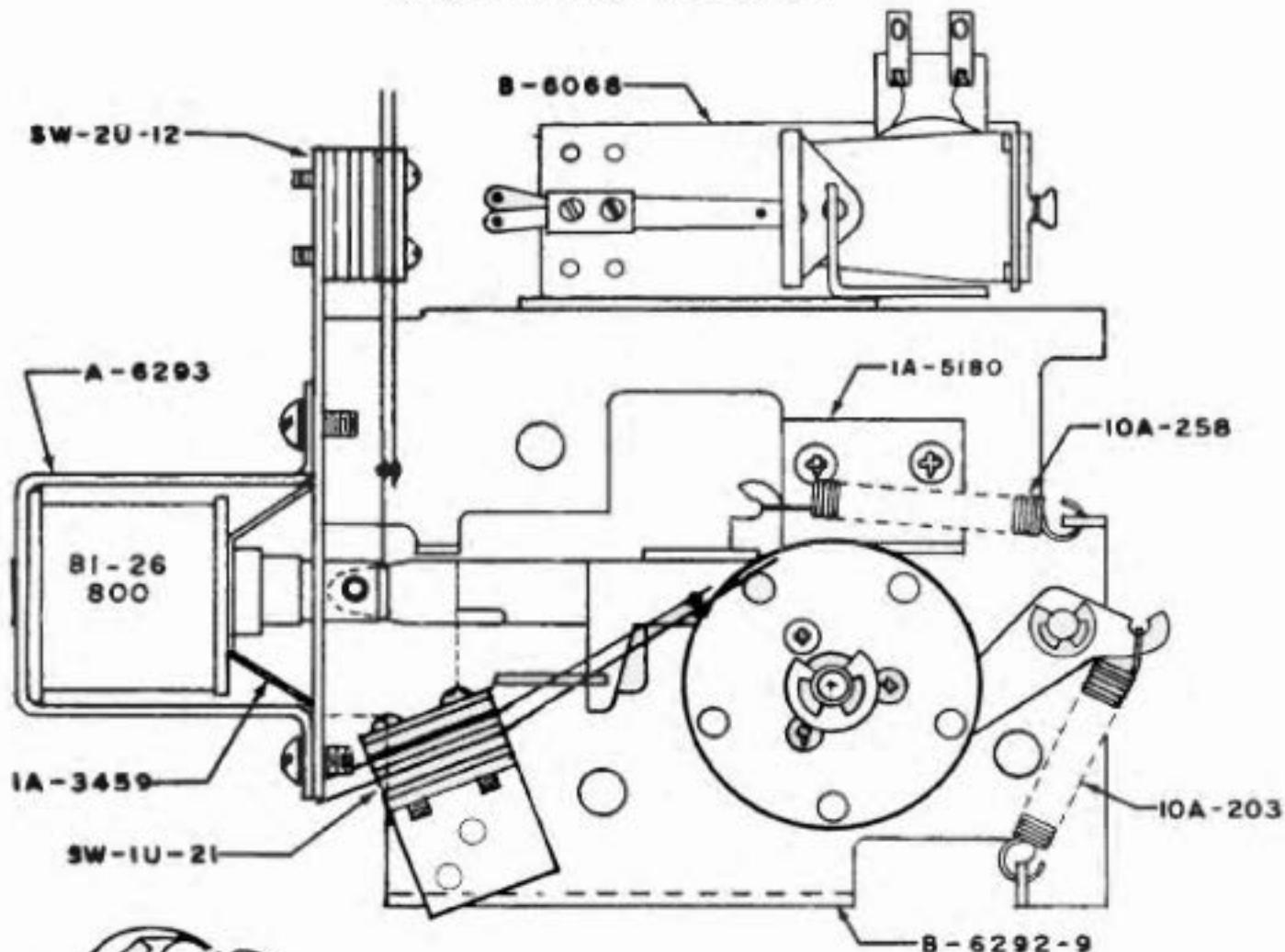


A-6295
DRIVE PAWL & PLUNGER ASSEMBLY

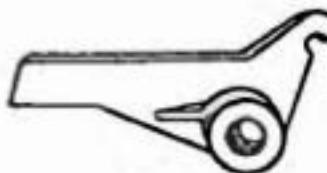
B-7794
SPINNER STEP UP UNIT ASSEMBLY
(USED ON "STAR POOL")



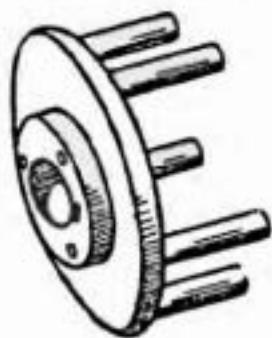
C-7229
 ALTERNATOR UNIT
 (WITH 5th RELAY)
 (LAST GAME USED "SATIN DOLL")



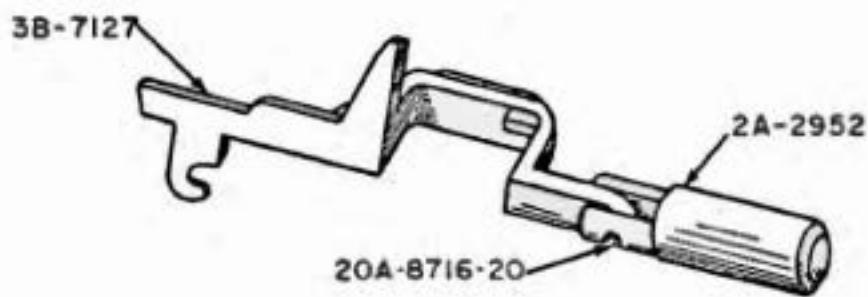
3C-7272
 RATCHET & CAM



3A-7125
 RATCHET STOP PAWL

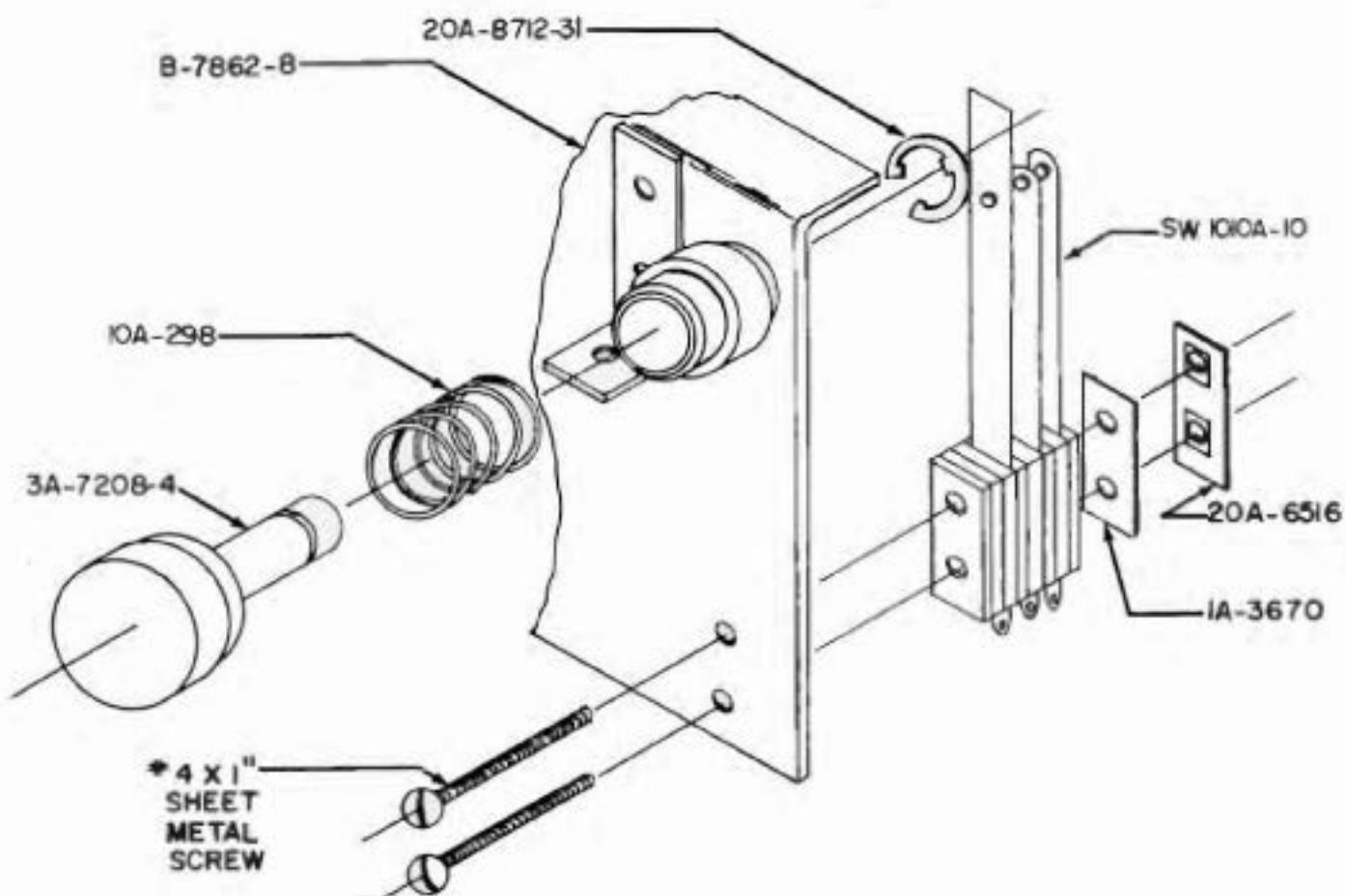
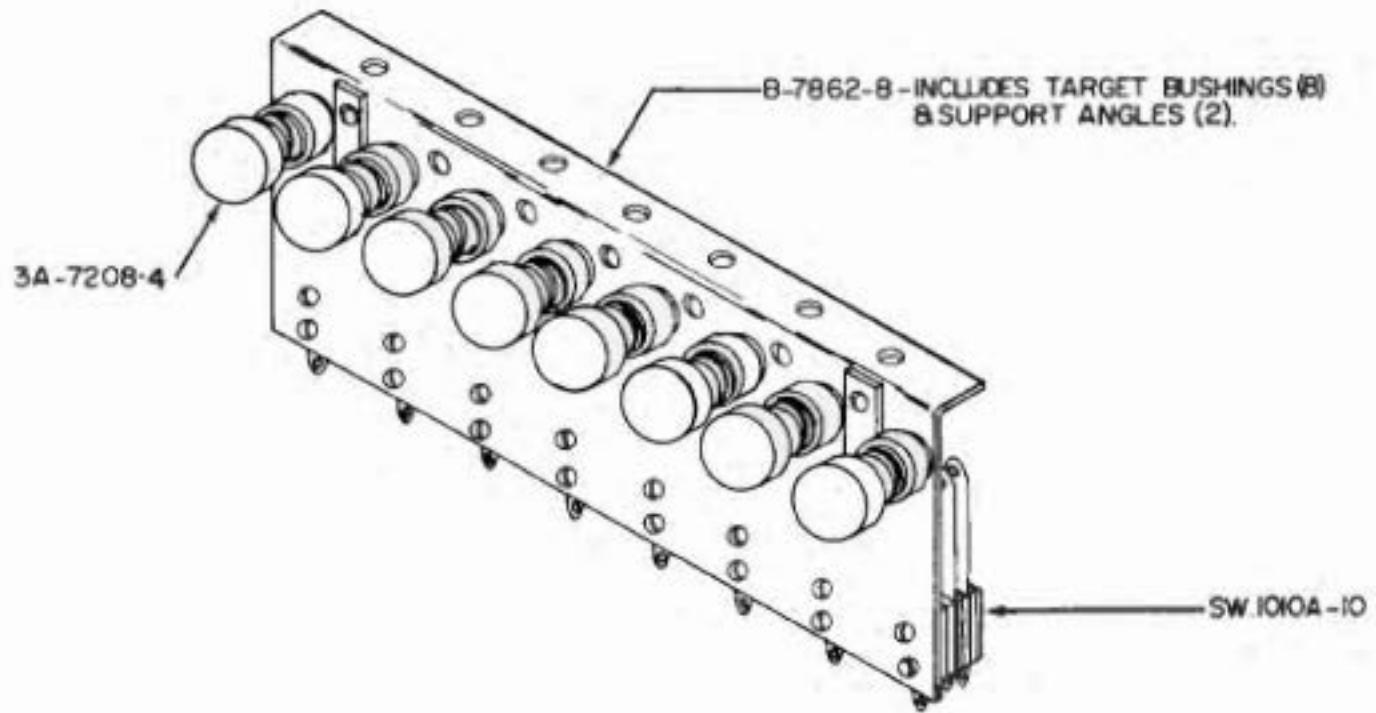


3B-7246
 ALTERNATOR DISC

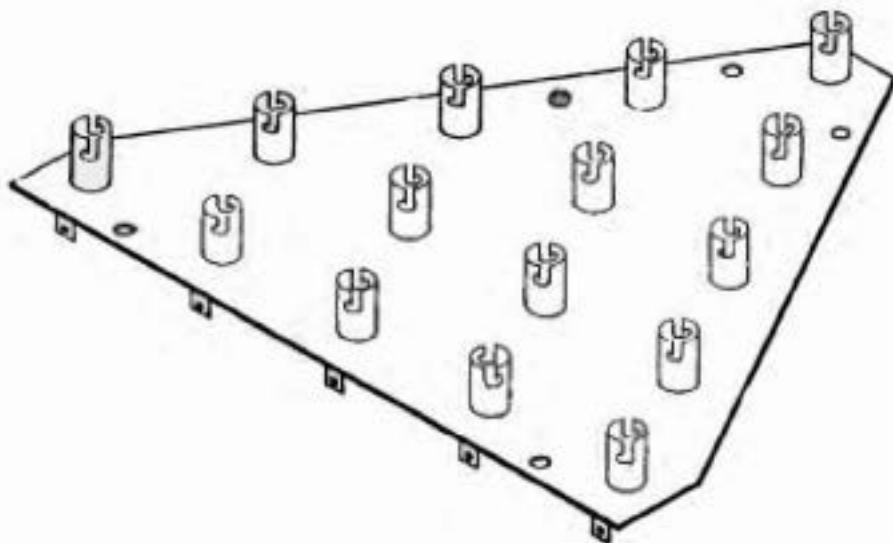


A-6295
 DRIVE PAWL & PLUNGER ASSEMBLY

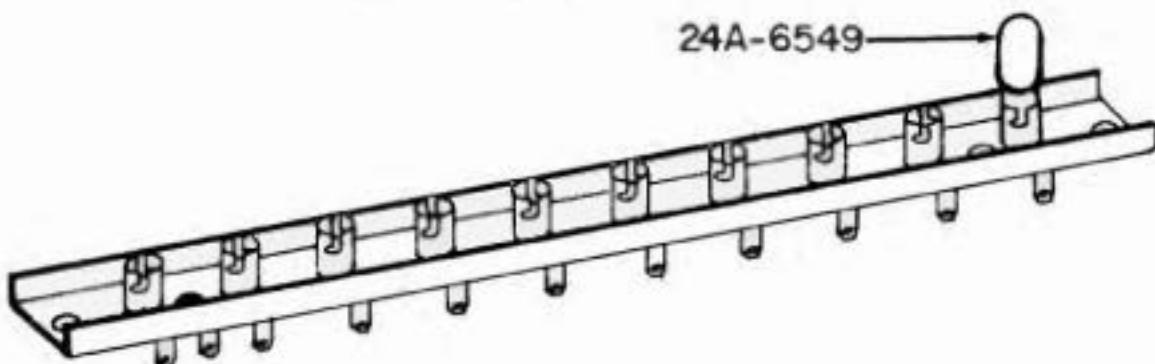
C-7863-8
TARGET ASSEMBLY
(WITH 8 TARGETS)
(USED ON "TOLEDO")



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



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

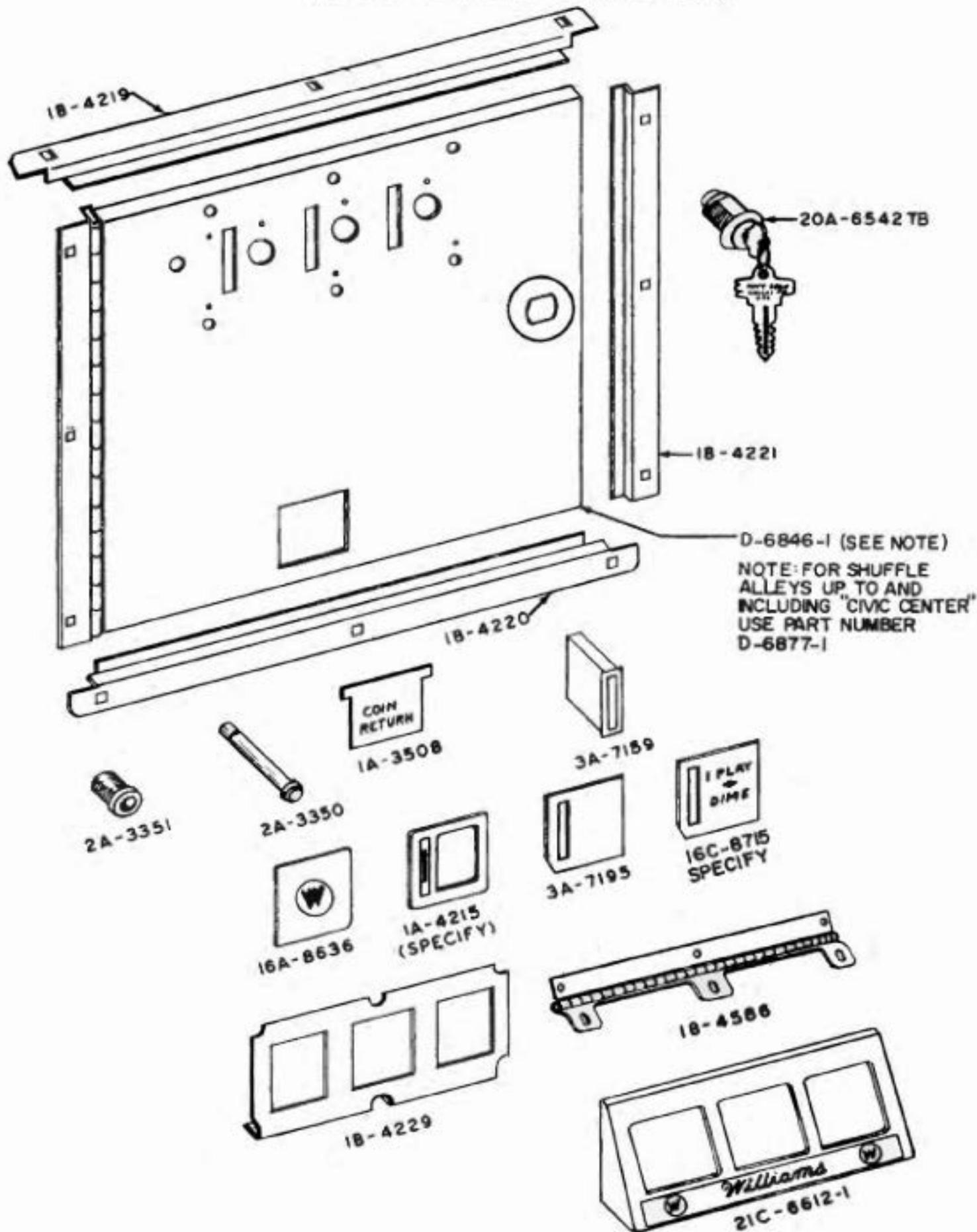
STOCKADE.....	9/72
AMBUSH.....	2/73

SHUFFLE ALLEY

WINDY CITY.....	2/72
FRENCH QUARTER.....	5/72
GATEWAY ARCH.....	8/72
ASTRODOME.....	11/72
CAPE COD.....	3/73
GOLDEN TRIANGLE.....	6/73
TWIN CITIES.....	10/73
ROYAL HAWAIIAN.....	2/74
PINNACLE.....	5/74

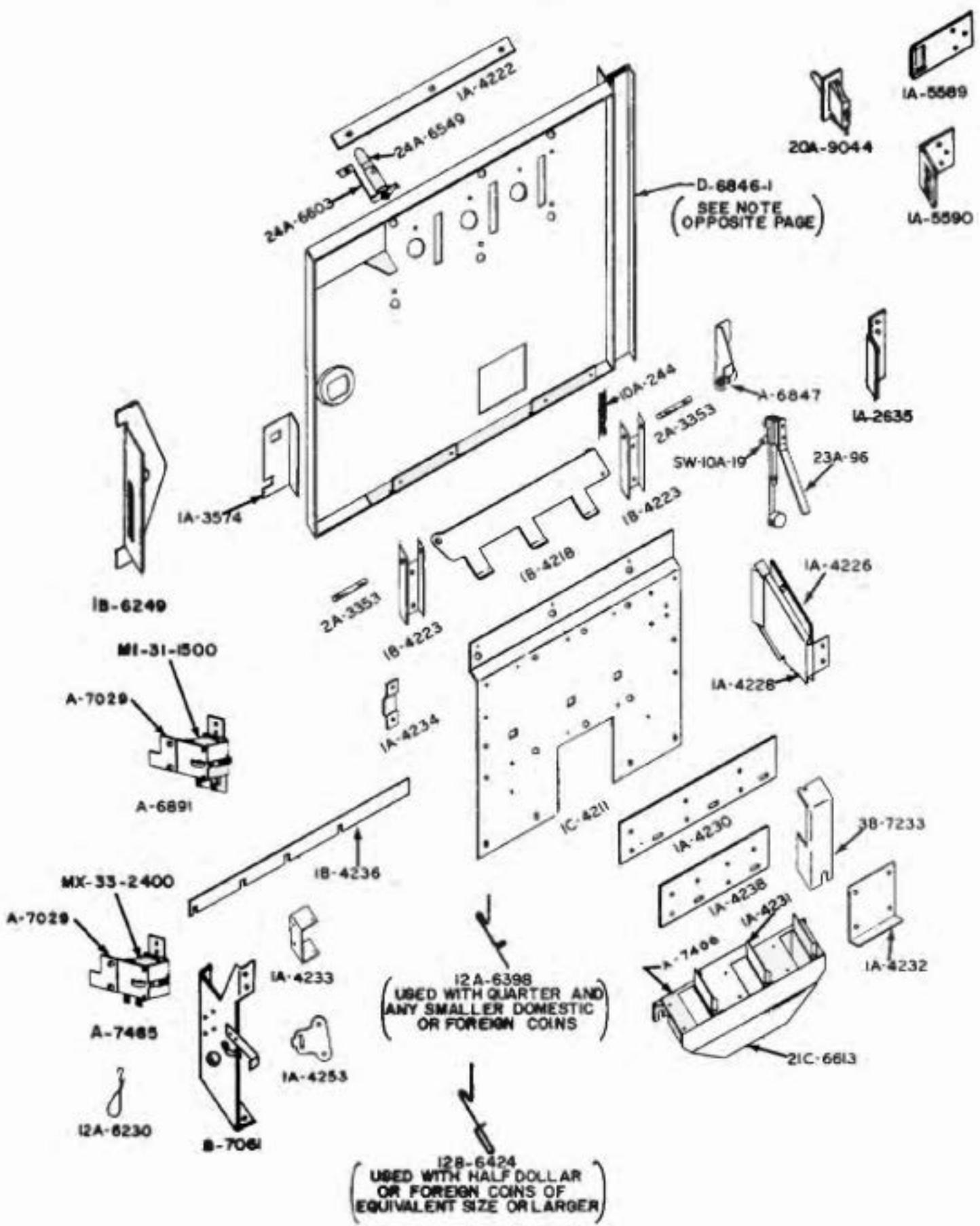
GRANITE.....	8/74
CIVIC CENTER.....	9/74
UNIQUE.....	1/75
SUPREME.....	6/75
MARQUIS.....	10/75
STAR SAPPHIRE.....	1/76
SEVILLE.....	6/76
EMERALD.....	10/76
CAVALIER.....	12/76

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



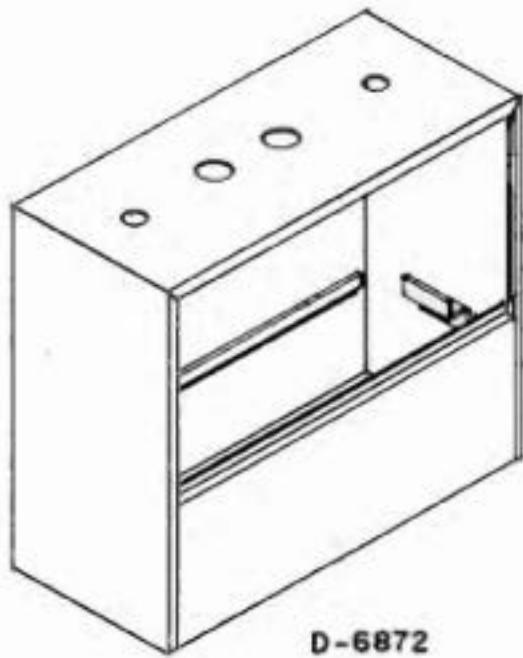
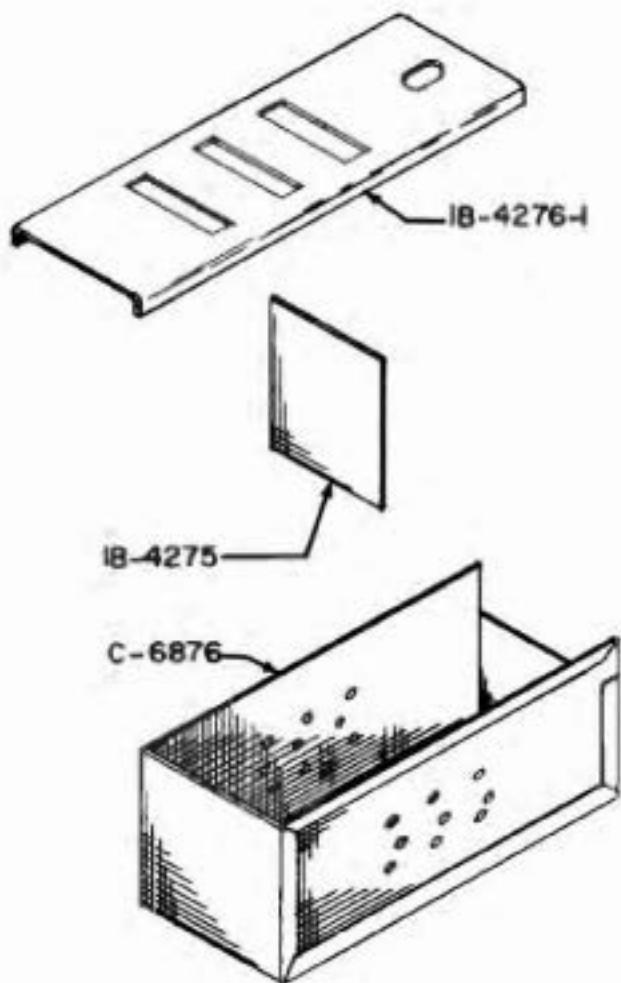
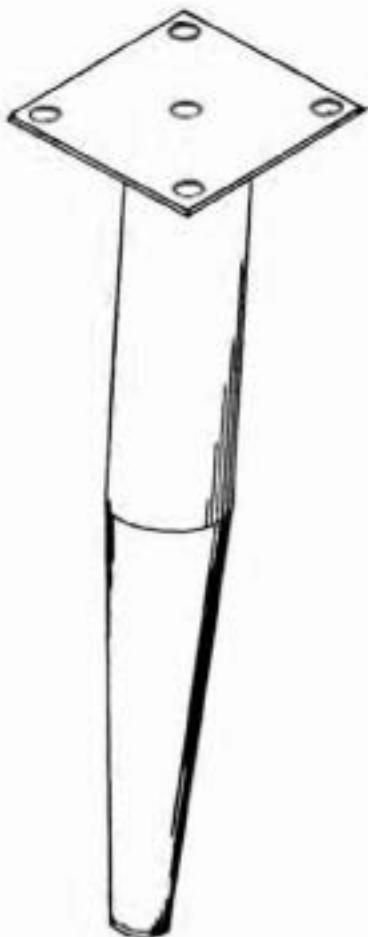
D-7078
FRONT DOOR ASSEMBLY
(BACK VIEW)

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

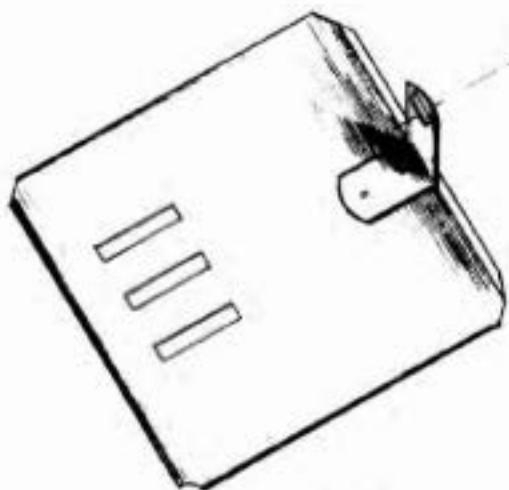


COIN BOX HOUSING
(AND RELATED PARTS)

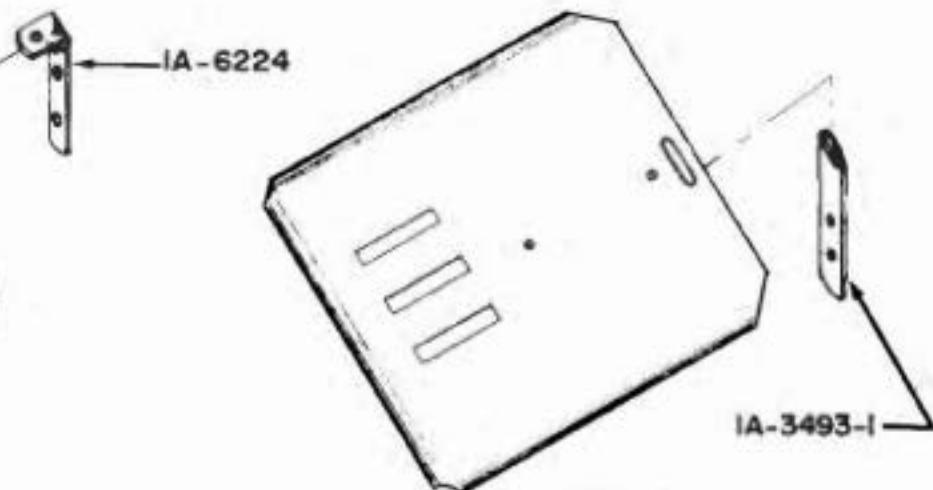
ALL PARTS SHOWN ON THIS
PAGE WERE LAST USED ON
SHUFFLE ALLEY - "CIVIC CENTER"



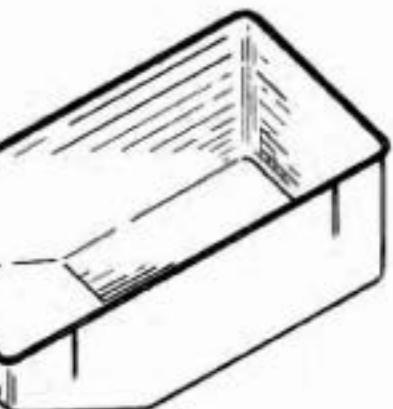
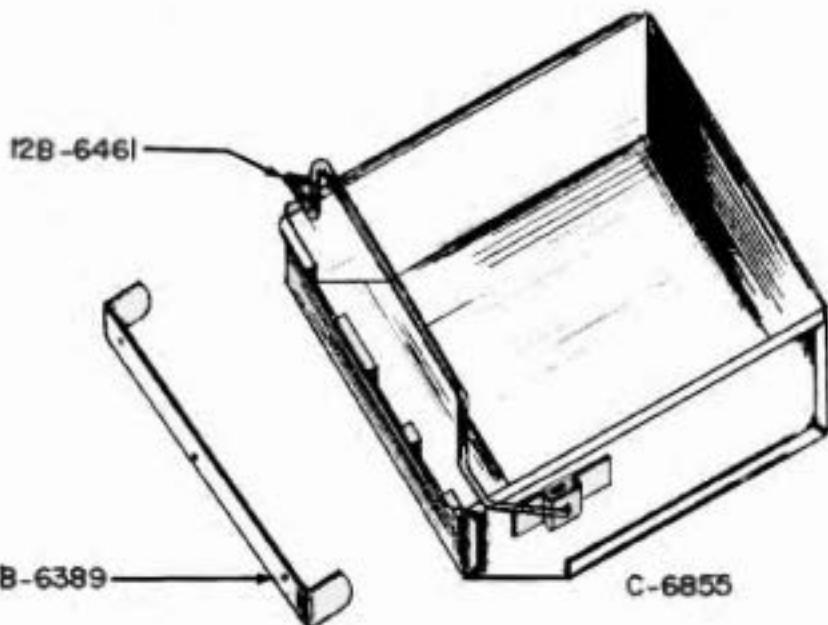
CASH BOX
(AND RELATED PARTS)



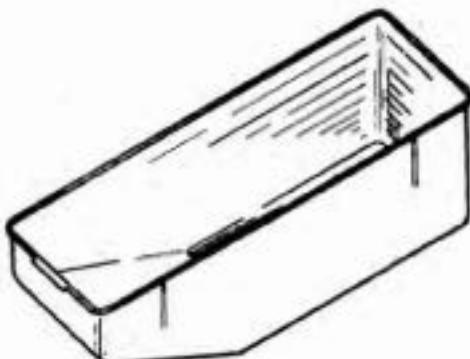
C-7813
USED ON A. SHUFFLE ALLEY



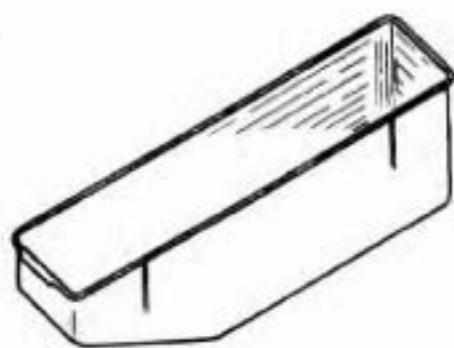
IC-5454
USED ON A. PINBALL GAMES
B. BASEBALL GAMES
C. GUN GAMES



3C-7291 (LARGE)

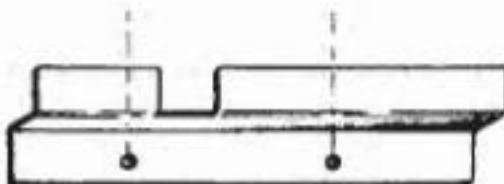
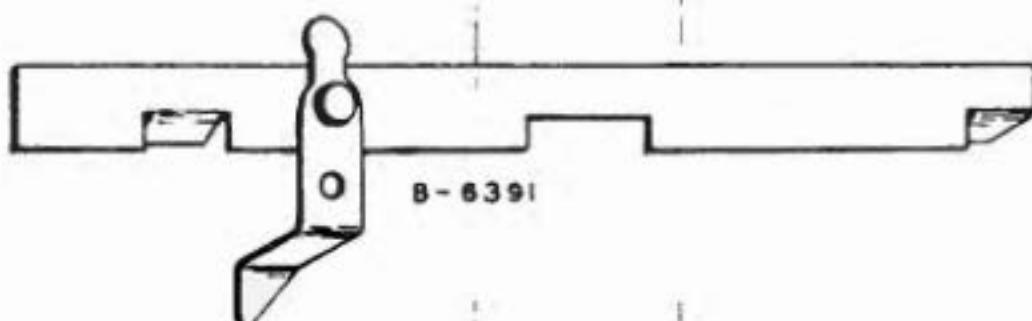
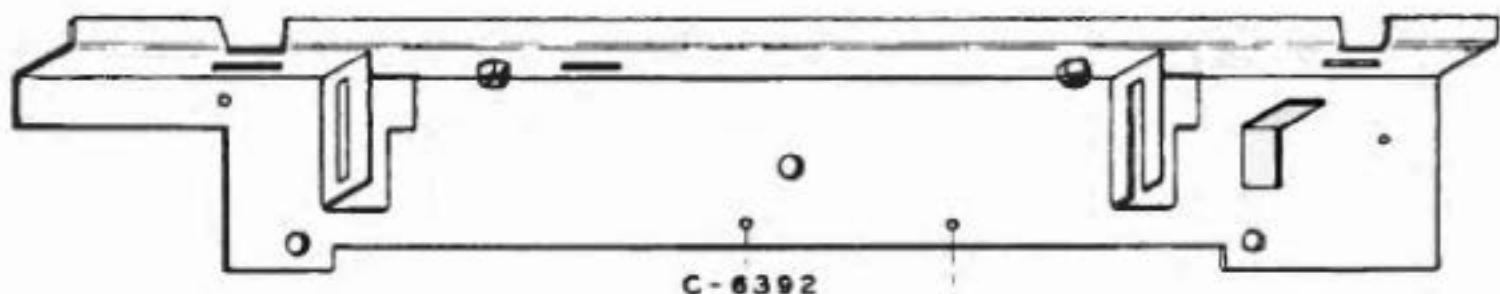
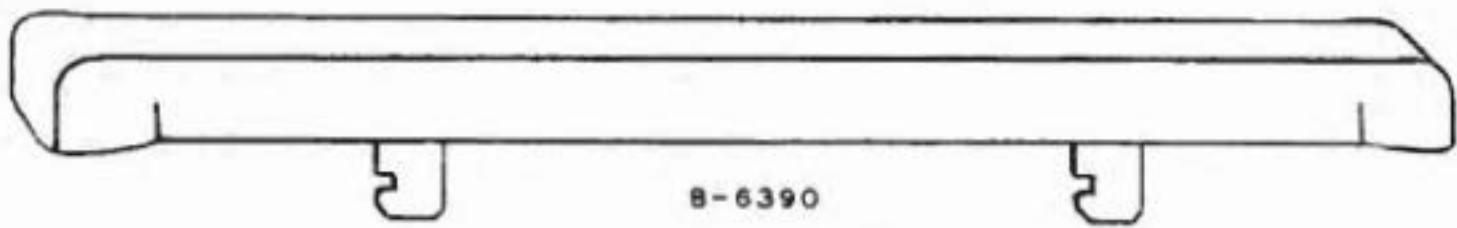


3C-7292 (MEDIUM)

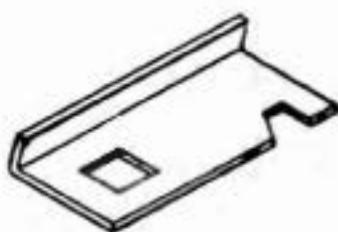
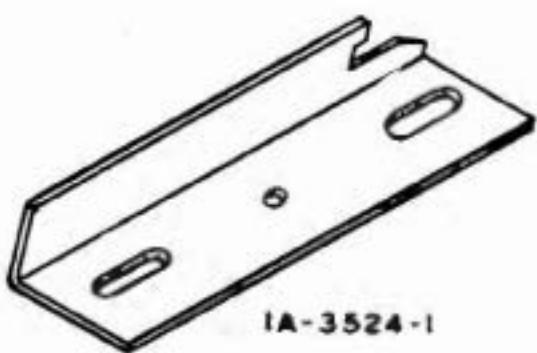


3C-7293 (SMALL)

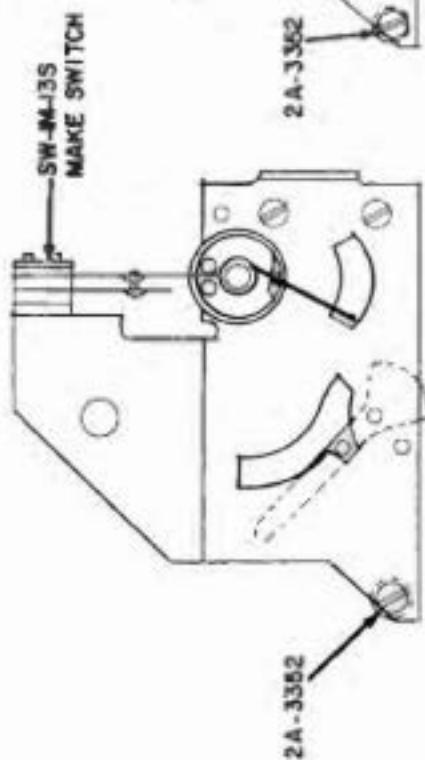
FRONT MOLDING HARDWARE



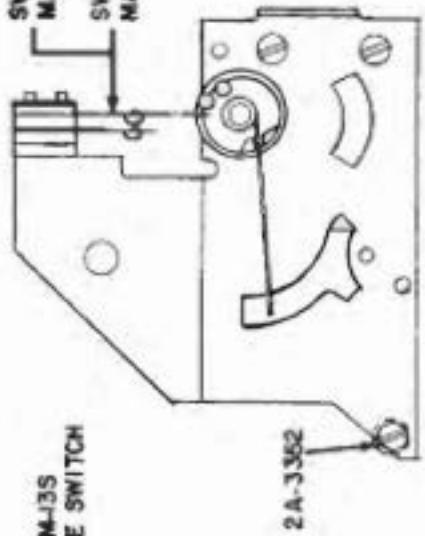
LOCK BRACKETS
(FOR FRONT DOOR)



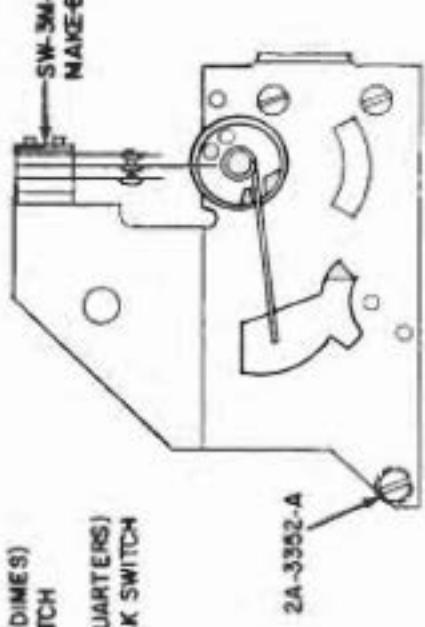
COIN TRIP ASSEMBLIES



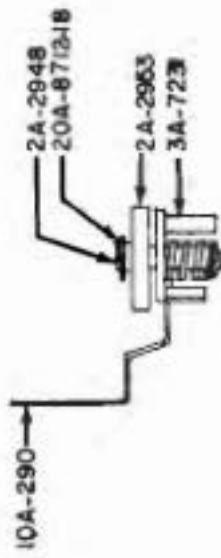
B-6852
(NICKELS)



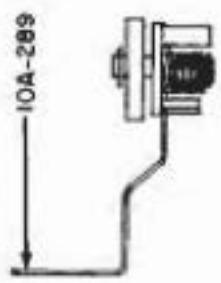
B-6853
(DIMES OR QUARTERS)



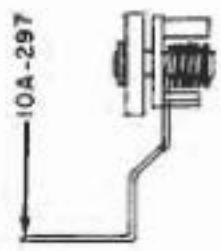
B-6853-L
(SPECIAL FOR FOREIGN COINS)



A-7015
(USED ON B-6853)



A-7016
(USED ON B-6853)



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



IA-4237



IA-4250



IA-4245



IA-4244



IA-4244

COIN ENTRY PLATES & COIN REJECTORS



160-8715-9

FIRST GAME USED "BIG BEN"

ENTRY PLATE PART NUMBER	ENTRY PLATE MARKING	COUNTRY	COIN REJECTOR PART NUMBER
160-8715-1	NICKELS	U.S.A., CANADA PANAMA CANAL ZONE	9C-8801, 9C-8801
160-8715-2	DIMES	U.S.A., CANADA PANAMA CANAL ZONE	9C-8802, 9C-8878
160-8715-3	QUARTERS	U.S.A., CANADA PANAMA CANAL ZONE, MALAYSIA	9C-8803, 9C-8805 9C-8803 9C-8803
160-8715-4	25 ORE	DENMARK, SWEDEN	9C-8809, 9C-8806
160-8715-5	1 KRONE	DENMARK, NORWAY	9C-8810, 9C-8822
160-8715-6	50 ORE	SWEDEN, NORWAY	9C-8807, 9C-8821
160-8715-7	1 KRONA	SWEDEN	9C-8808
160-8715-8	10 CENTS	RHODESIA, GUATEMALA, AUSTRALIA, ARGENTINA, BRAZIL, NEW ZEALAND	9C-8899, 9C-8899 9C-8848, 9C-8885
160-8715-9	20 CENTS	AUSTRALIA, NEW ZEALAND	9C-8885, 9C-8d95
160-8715-10	10 FRANC	FRENCH POLYNESIA, BELGIUM	9C-8849, 9C-8896 9C-8901, 9C-8879
160-8715-11	20 FRANC	FRENCH POLYNESIA	9C-8902
160-8715-12	1 FORINT	HUNGARY	9C-8867
160-8715-13	2 FORINT	HUNGARY	9C-8861
160-8715-14	5 PENCE	ENGLAND, GIBRALTER	9C-8835, 9C-8835
160-8715-15	10 PENCE	ENGLAND, GIBRALTER	9C-8836, 9C-8836
160-8715-16	50 RUPIAH	INDONESIA	9C-8904
160-8715-17	1/2 POUND	ISRAEL	9C-8905
160-8715-18	1 POUND	ISRAEL	9C-8906
160-8715-19	1 SCHILLING	AUSTRIA	9C-8812
160-8715-20	5 SCHILLING	AUSTRIA	9C-8858
160-8715-21	10 SCHILLING	AUSTRIA	9C-8859
160-8715-22	5 PESETAS	CANARY ISLANDS, SPAIN	9C-8814
160-8715-23	25 PESETAS	CANARY ISLANDS, SPAIN	9C-8814
160-8715-24	1/2 FRANC	FRANCE	9C-8859
160-8715-25	1 FRANC	FRANCE, BELGIUM, SWITZERLAND	9C-8818, 9C-8839
160-8715-26	25 RUPEE	MAURITIUS	9C-8831
160-8715-27	50 PENNIA	FINLAND	9C-8850
160-8715-28	1 MARKKA	FINLAND	9C-8834
160-8715-29	25 PIASTRES	LEBANON	9C-8833
160-8715-30	50 PIASTRES	LEBANON	9C-8819
160-8715-31	1 DRACHMA	GREECE	9C-8820
160-8715-32	5 ESCUDO	PORTUGAL	9C-8826
160-8715-33	25 MILS	CYPRUS	9C-8863
160-8715-34	50 MILS	CYPRUS	9C-8827
160-8715-35	2 FRANC	SWITZERLAND	9C-8828
160-8715-36	5 CENTS	RHODESIA	9C-8897
160-8715-37	50 STANG	THAILAND	9C-8898
160-8715-38	50 MILLIDAS	TUNISIA	9C-8856
160-8715-39	100 MILLIMES	TUNISIA	9C-8862
160-8715-40	1 PESO	MEXICO	9C-8865
160-8715-41	25 CENTIMOS	VENUEZUELA	9C-8903
160-8715-42	50 CENTIMOS	VENUEZUELA	9C-8823
160-8715-43	1 BOLIVAR	VENUEZUELA	9C-8824
160-8715-44	25 CENT	NETHERLAND ANTILLES, HOLLAND	9C-8825
160-8715-45	1 GUILDER	NETHERLAND ANTILLES, HOLLAND	9C-8884
160-8715-46	50 PAISA	PAKISTAN	9C-8888
160-8715-47	5 FRANC	BELGIUM	9C-8892
160-8715-48	50 LIRE	ITALY	9C-8875
160-8715-49	100 LIRE	ITALY	9C-8840
160-8715-50	50 PFENNIG	GERMANY	9C-8864
160-8715-51	1 DEUTSCHE MARK	GERMANY	9C-8864
160-8715-52	2 DEUTSCHE MARK	GERMANY	9C-8868
160-8715-53	10 YEN	JAPAN	9C-8841
160-8715-54	50 YEN	JAPAN	9C-8845
160-8715-55	100 YEN	JAPAN	9C-8846
160-8715-56	50 CENT	KENYA	9C-8890
160-8715-57	50 KRONER	DENMARK	9C-8891
160-8715-58	50 CENTS	AUSTRALIA	9C-8907
160-8715-59	10 PESETAS	SPAIN	9C-8909
160-8715-60	50 CENTIMES	SWITZERLAND	9C-8808
160-8715-61	1 PESICA	BRAZIL	9C-8830
160-8715-62	2-1/2 ESCUDO	PORTUGAL	9C-8885
160-8715-63	50 NF	INDIA	9C-8891

GAME INFORMATION CARD INSERT

5 BALLS
PER GAME 1 PLAY-QUARTER3 BALLS
PER GAME 1 PLAY-QUARTER16D-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 SPRL 3 KULOR PER SPRL 1 SPRL-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-8727-15	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 PENZE 3 PLAYS-10 PENZE	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 PENZE 2 PLAYS-10 PENZE	ENGLAND
16D-8727-31	5 BALLS PER GAME 3 BALLS PER GAME 1 PLAY-10 FRANC 2 PLAYS-20 FRANC	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-2 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 PIASTRES	LEBANON
16D-8727-37	5 BOULS PAR JEU 3 BOULS PAR JEU 1 JEU-25 PIASTRES 2 JEUX-50 PIASTRES	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 KRONE 6 SPIL-5 KRONE	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 MARKEKA	FINLAND
16D-8727-41	5 PALLOA PELIA KOHDEN 3 PALLOA PELIA KOHDEN 1 PELI-1 MARUCA	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 BALLEN PER SPEL 3 BALLEN PER SPEL 1 SPEL-25 CENT 5 SPELEN-1 GULDEN	NETHERLAND ANTILLES
16D-8727-45	5 BALLEN PER SPEL 3 BALLEN 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 FRANC	BELGIUM
16D-8727-48	5 BALLS PRO SPIEL 3 BALLS PRO SPIEL 1 SPIEL-2x1 SCHILLING 3 SPIELE-5 SCHILLING 6 SPIELE-10 SCHILLING	AUSTRIA
16D-8727-49	5 KUGELN PRO SPIEL 3 KUGELN PRO SPIEL 1 SPIEL-0.50 DM. 2 SPIELE-1.00 DM. 5 SPIELE-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 KRONE	NORWAY
16D-8727-53	5 YEN 5 YEN 3 YEN 3 YEN 17*V7-50 YEN 27*V7-100 YEN	JAPAN
16D-8727-54	5 BILLES PAR JEU 3 BILLES PAR JEU 1 SPEL-2x5 FRANC OR 10 FRANC	BELGIUM
16D-8727-55	5 BILLES PAR PARTIE 3 BILLES PAR PARTIE 1 PARTIE-1 FRANC 3 PARTIES-2x1 FRANC	FRANCE

COIN INSTRUCTION CARD

1 PLAY - QUARTER

3 PLAYS - 2 QUARTERS

16D-8716-66

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

COIN INSTRUCTION CARD

1 PLAY - QUARTER

3 PLAYS - 2 QUARTERS

16D-8716-66

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 PICHET	BRAZIL
16C-8716-102	2 PARTIES - 1 FRANC	FRANCE
16D-8716-103	1 PLAY - 20 CENTS	AUSTRALIA
16D-8716-104	3 PLAYS - 40 CENTS (2 X 20 CENTS)	
16D-8716-105	1 PLAY - 1/2 POUND	ISRAEL
16D-8716-106	2 PLAYS - 20 CENTS	AUSTRALIA
16D-8716-107	1 PLAY - 50 NP	INDIA
16D-8716-108	1 JUEGO - 50 CENTIMOS	VENEZUELA
16D-8716-109	2 JUEGOS - 1 BOLIVAR	
16D-8716-110	1 PARTIDA - 1 PESO	BOLIVIA
16D-8716-111	1 PLAY - 10¢	SOUTH AFRICA
16D-8716-112	1 PARTIE - 20 FRANC	TAHITI
16D-8716-113	1 SPEL - 10 FRANCS	BELGIUM
16D-8716-114	1 FELI - 1 MARKKA	FINLAND
16D-8716-115	1 PLAY - 1 POUND	ISRAEL
	1 PLAY - 25 CENT	SURINAM
	1 JEU - 50 PIASTRES	LEBANON

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
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 8804
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 8640-11	25 GENT	NETHERLAND, Antilles	9 C 8886
16 C 8640-12	1 PELI - 20 PENNIA	FINLAND	9 C 8832
16 C 8640-13	3 PELIA - 50 PENNIA	FINLAND	9 C 8834
16 C 8640-14	6 PELIA - 1 MARK	FINLAND	9 C 8833
16 C 8640-15	1 PARTIE - 20 ¢	SWITZERLAND	9 C 8829
16 C 8640-16	1 PARTIE - 20 ¢	FRANCE	9 C 8817
16 C 8640-17	5 PARTIES - 1 FRANC	FRANCE	9 C 8818
16 C 8640-18	1 PARTIE - 40 ¢ 2 X 20 ¢	FRANCE	9 C 8818
16 C 8640-19	3 PARTIES - 1 FRANC	FRANCE	9 C 8818
16 C 8640-20	1 JEU - 25 PIASTRES	LEBANON	9 C 8819
16 C 8640-21	3 JEU - 50 PIASTRES	LEBANON	9 C 8820
16 C 8640-22	1 PARTIDA - 2 PTAS - 2 X 1 PTAS	SPAIN	9 C 8813
16 C 8640-23	3 PARTIDAS - 5 PTAS	SPAIN	9 C 8814
16 C 8640-24	1 PARTIDA - 3 PTAS 3 X 1 PTAS	SPAIN	9 C 8814
16 C 8640-25	2 PARTIDAS - 5 PTAS	SPAIN	9 C 8814
16 C 8640-26	1 PARTIDA - 10 PTAS 2 X 5 PTAS	SPAIN	9 C 8875
16 C 8640-27	3 JEUX - FRS 55	BELGIUM	9 C 8839
16 C 8640-28	1 JEU - FRS 52 2 X FRANC	BELGIUM	9 C 8839
16 C 8640-29	1 SPAL - 6FRS 2 2 X 1 FRANC	BELGIUM	9 C 8875
16 C 8640-30	3 SPELN - 6 FRS 5	SWEDEN	9 C 8807
16 C 8640-31	1 SPEL - 50 ORE	SWEDEN	9 C 8808
16 C 8640-32	3 SPEL - 1 KRONE	SWEDEN	9 C 8806
16 C 8640-33	1 SPEL - 2 X 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 ³ .025	VENEZUELA	9 C 8823
16 C 8640-37	2 JUEGOS - B ³ .050	VENEZUELA	9 C 8824
16 C 8640-38	4 JUEGOS - B ³ 1.00	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	5 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	4 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-8840
16C-8640-59	3 PARTITA - 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-8850
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



ISC-8840-5

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 FRANC	SWITZERLAND	9C-8831
16C-8640-76	4 PARTIES - 1 FRANC	FRANCE, SWITZERLAND	9C-8831
16C-8640-77	4 GIOCHI - 1 FRANCO	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 DIAMARA	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-8640-85	1 PLAY - 2 FORINT	HUNGARY	9C-8861
16C-8640-87	1 PLAY - 50 MILLIMES	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-8803
16C-8640-101	1 SPFL - 1 KRONA	SWEDEN	9C-8806
16C-8640-102	1 SPFL - 2 KRONA 2 X 1 KRONA	SWEDEN	9C-9909
16C-8640-103	1 PLAY - 1/2 RUPEE	PAKISTAN	9C-8874
16C-8640-104	2 PARTIES - 1/2 FRANC	FRANCE	9C-8871
16C-8640-105	1 PARTIE - 1/2 FRANC	FRANCE	9C-8871
16C-8640-106	1 SPFL - 6 PRS 5	BELGIUM	9C-8875
16C-8640-107	1 PELI - 50 PENNIA	FINLAND	9C-8834
16C-8640-108	3 PELIA - 1 MARK	FINLAND	9C-8833
16C-8640-109	1 PARTIE - 2 FRANC 2 X 1 FRANC	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 SPFL - 2 X 25 CT	NETHERLANDS	9C-8836
16C-8640-114	4 PLAYS - QUARTER	U.S.A.	9C-8803
16C-8640-115	1 JEU - PRS 65	BELGIUM	9C-8875
16C-8640-116	2 SPELEN - 6 PRS 10	BELGIUM	9C-8879
16C-8640-117	1 PLAY - 5 NEGWEE	ZAMBIA	9C-8860
16C-8640-118	2 PLAYS 10 NEGWEE	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 JUEGO - 5¢ 1.00	VENEZUELA	9C-8825
16C-8640-123	4 SPELEN - 1 GULDEN	HOLLAND	9C-8852
16C-8640-124	2 PLAYS - 100 YEN	JAPAN	9C-8846
16C-8640-125	3 PLAYS - QUARTER (no screen)	ISRAEL	9C-8863
16C-8640-126	1 SPFL - 2 X 25 ORE	CANADA	9C-8803
16C-8640-127	2 SPFL - 1 KRONA	DENMARK	9C-8809
16C-8640-128	1 SPFL - 50 FFO	DENMARK	9C-8810
16C-8640-129	2 SPIELS - 1 MARK	GERMANY	9C-8842
16C-8640-130	2 PARTIES - 1 FRANC	GERMANY	9C-8843
16C-8640-131	1 PLAY - 1 FICHA	FRANCE	9C-8818
16C-8640-132	1 PLAY - 2 FICHAS	BRAZIL	9C-8885
16C-8640-133	16C-8640-134 INTRODUCERE PRO PERSON - 1 LBU	BRAZIL	9C-8885
16C-8640-134	1 GAME - 5 P	ROMANIA	9C-8864
16C-8640-135	2 GAMES - 10 P	ENGLAND	9C-8835
16C-8640-136	ONE GAME 2 X 6¢	ENGLAND	9C-8836
16C-8640-137	1 PARTIDA - 1 DURO	ENGLAND	9C-8811
16C-8640-138	5 SPELEN - 1 GULDEN	SPAIN	9C-8814
16C-8640-139	3 SPINELS - 1 MARK	NETHERLANDS, ANTILLES	9C-8857
16C-8640-140	1 NICKEL - 1 DIME (DIAMOND)	GERMANY	9C-8843
16C-8640-141	1 PLAY - QUARTER	U.S.A.	9C-8801
16C-8640-142		U.S.A.	9C-8802
16C-8640-143		U.S.A.	9C-8803

COIN ENTRY PLATES & COIN REJECTORS

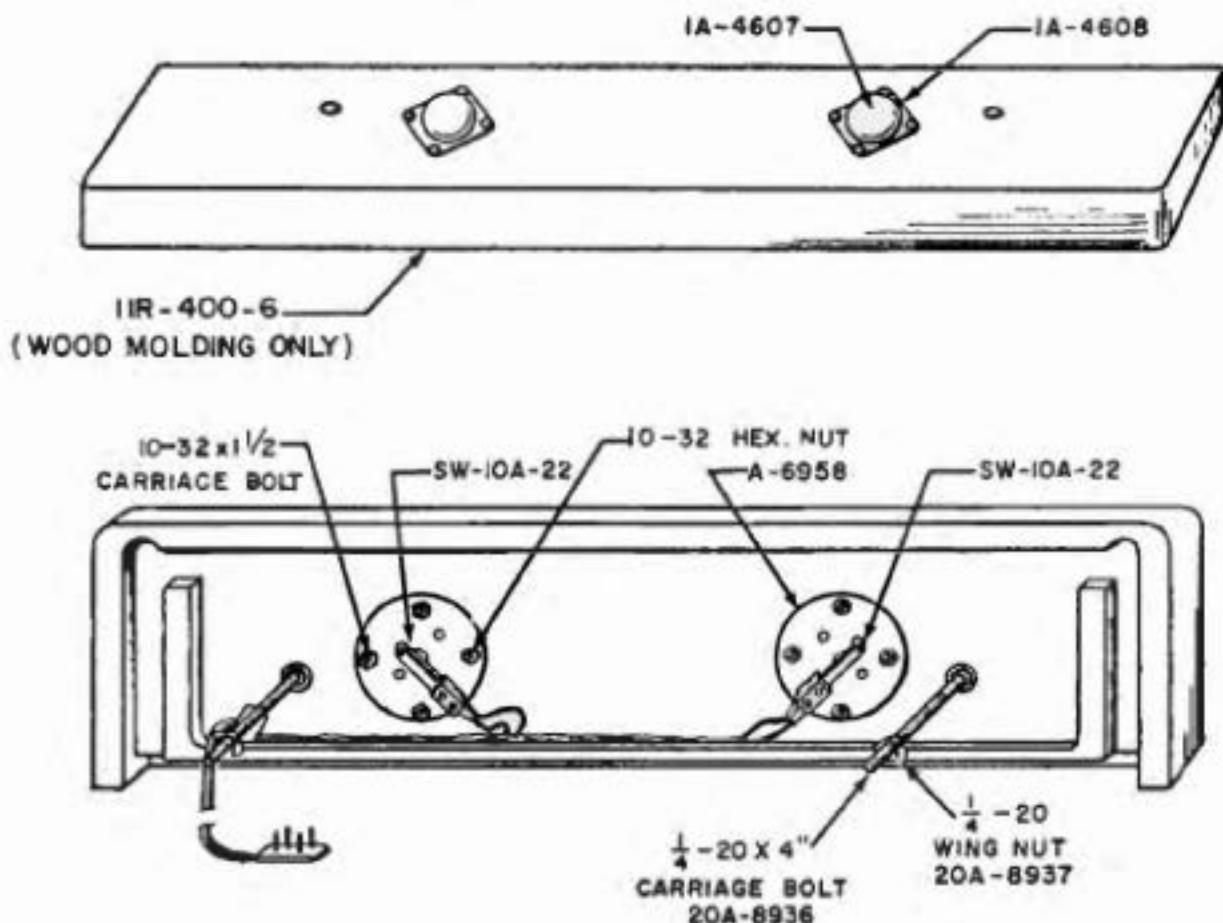


16C-8840-5

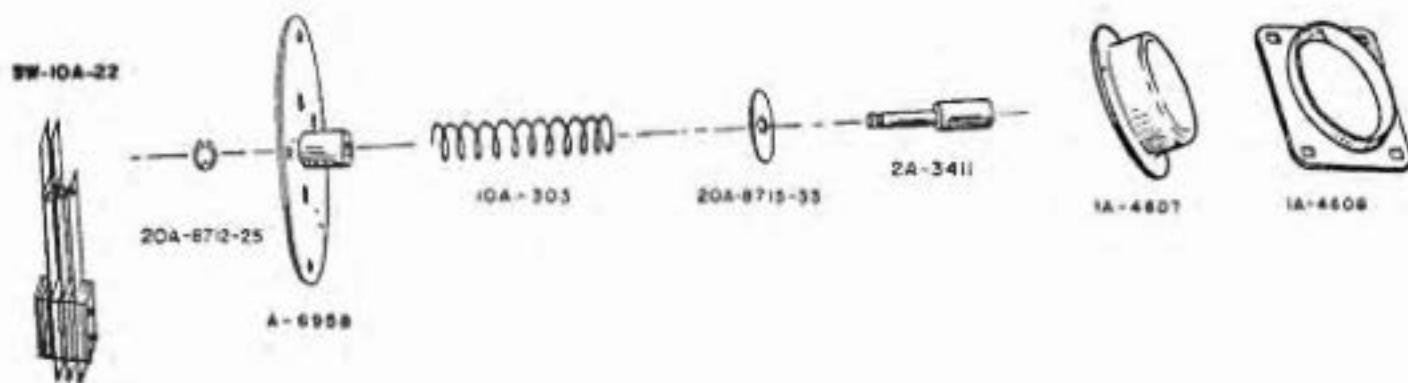
LAST GAME USED "SATIN DOLL"

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	4 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 PF.	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-8848
16C-8640-153	11 SPIELS - 2 MARK	GERMANY	9C-8848
16C-8640-154	12 SPIELS - 2 MARK	GERMANY	9C-8848
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 - 8 ³ 1.00	VENEZUELA	9C-8825
16C-8640-160	1 PLAY - 20 CENT	AUSTRALIA	9C-8849
16C-8640-161	1 SPFL - 10 FRANC	SWITZERLAND	9C-8879
16C-8640-162	1 SPFL - 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 SPIELE - 2 MARK	GERMANY	9C-8868
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-8891
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 SPIELE - 2 MARK	GERMANY	9C-8843
16C-8640-175	2 PLAYS - 20¢	AUSTRALIA	9C-8849
16C-8640-176	2 SPFL - 1 KRONE	SWEDEN	9C-8808
16C-8640-177	2 JUEGOS - 8 ³ 1.00	VENEZUELA	9C-8825
16C-8640-178	6 PARTIDES - 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 RAFFEN	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 SPIELEN - 2-1/2 GULDEN	HOLLAND	9C-8800
16C-8640-189	3 PARTIDAS - 1 FICHA	BRAZIL	9C-8803
16C-8640-190	1 PLAY - 50 FILS	KUWAIT	9C-8818
16C-8640-191	2 PLAYS - 100 FILS	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-8858
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-8818
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	30¢ - 100 100¢	JAPAN	9C-8866
16C-8640-203	1 PLAY - 50 RUPIAH	INDONESIA	9C-8904
16C-8640-204	2 FELIA - 1 MARK	FINLAND	9C-8833
16C-8640-205	100 LIRE	ITALY	9C-8844
16C-8640-206	1 PLAY - 1/2 POUND	ISRAEL	9C-8805
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
16C-8640-213	3 PLAYS - TWO QUARTERS	FRANCE	9C-8818
16C-8640-214	1 PARTIE - 1 FRANC	FRANCE	
16C-8640-215	3 PARTIES - 2 X 1 FRANC	BELGIUM	9C-8879
	1 SPFL - 6 FRANC	AUSTRALIA	
	3 PLAY - 40¢		

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

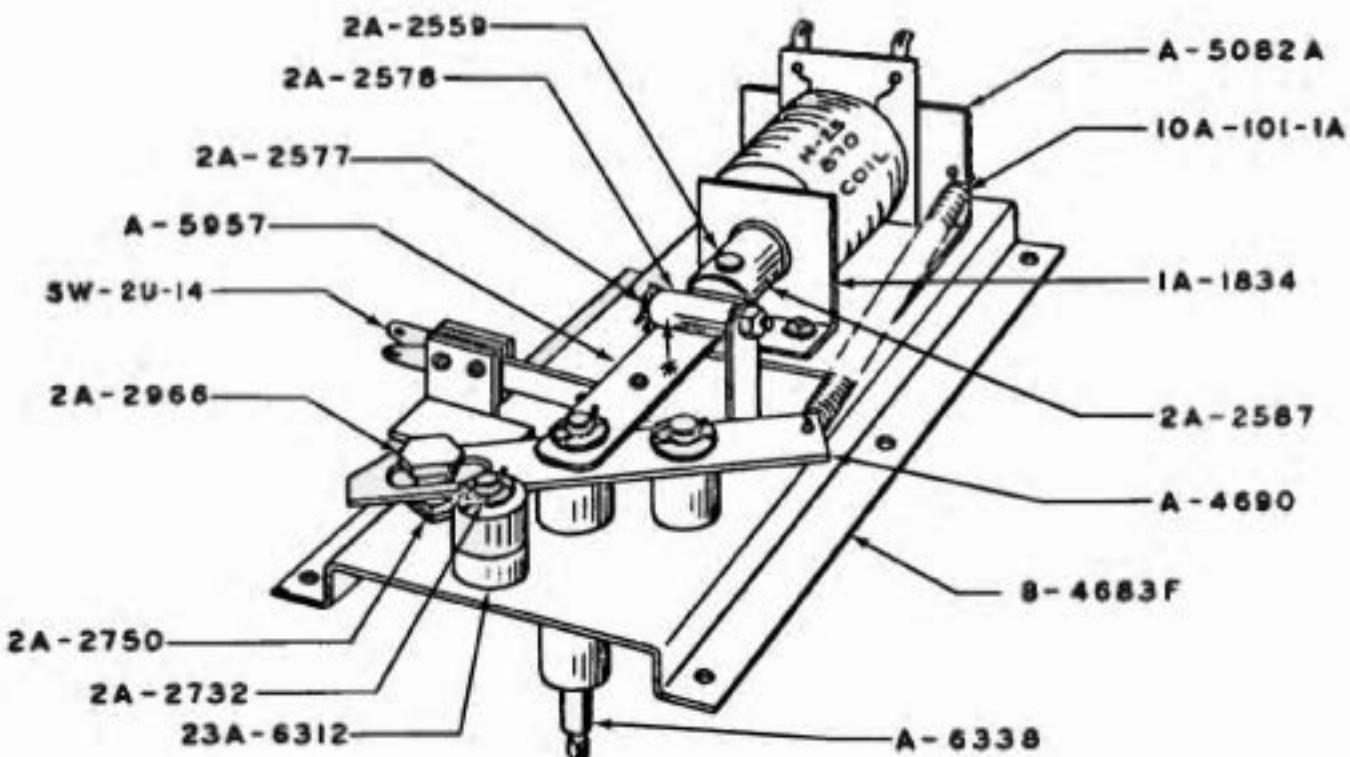


B-7174
 PUSH BUTTON ASSEMBLY



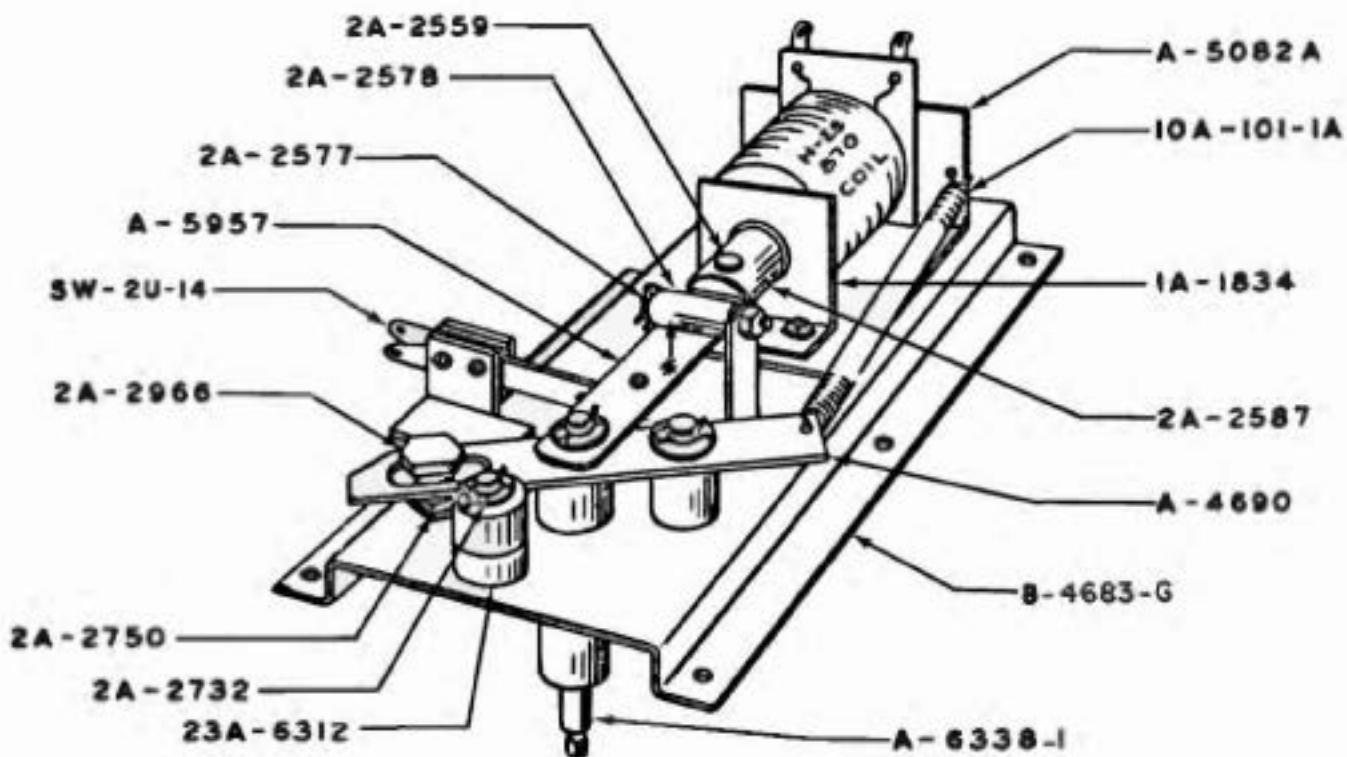
C-5161-410

BAT UNIT ASSEMBLY
(USED ON "LINE DRIVE")

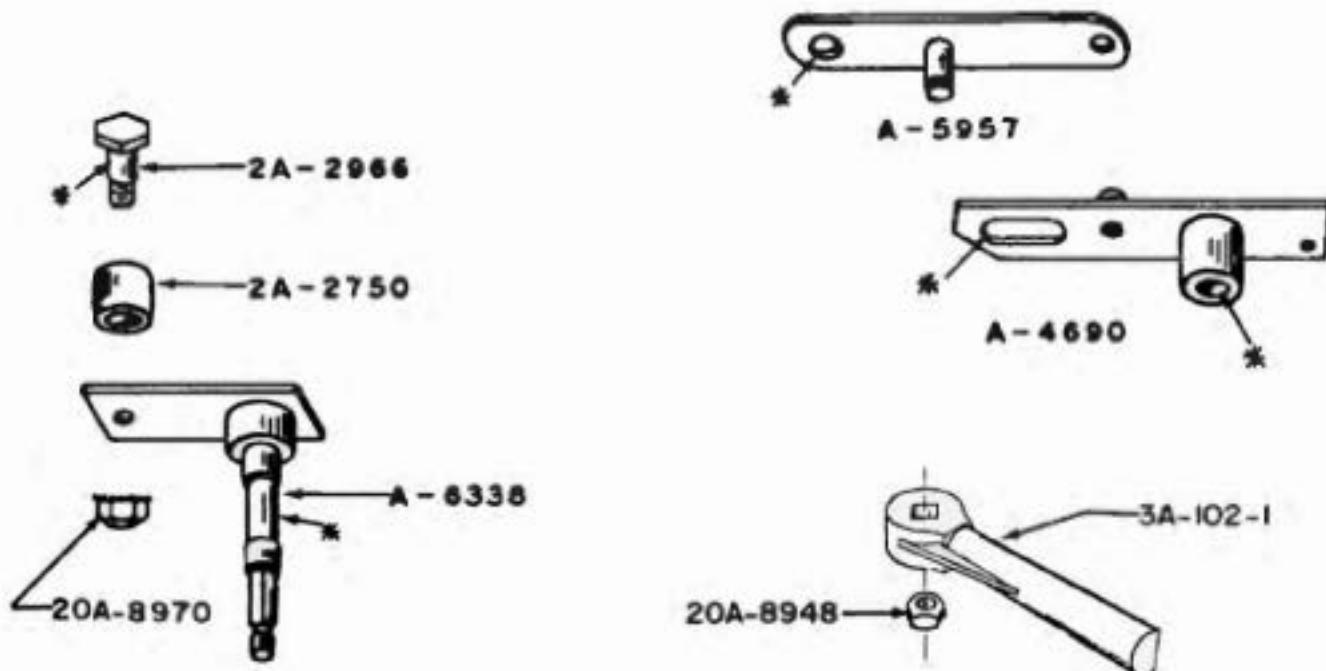


C-5161-73

BAT UNIT ASSEMBLY
(USED ON "UPPER DECK")

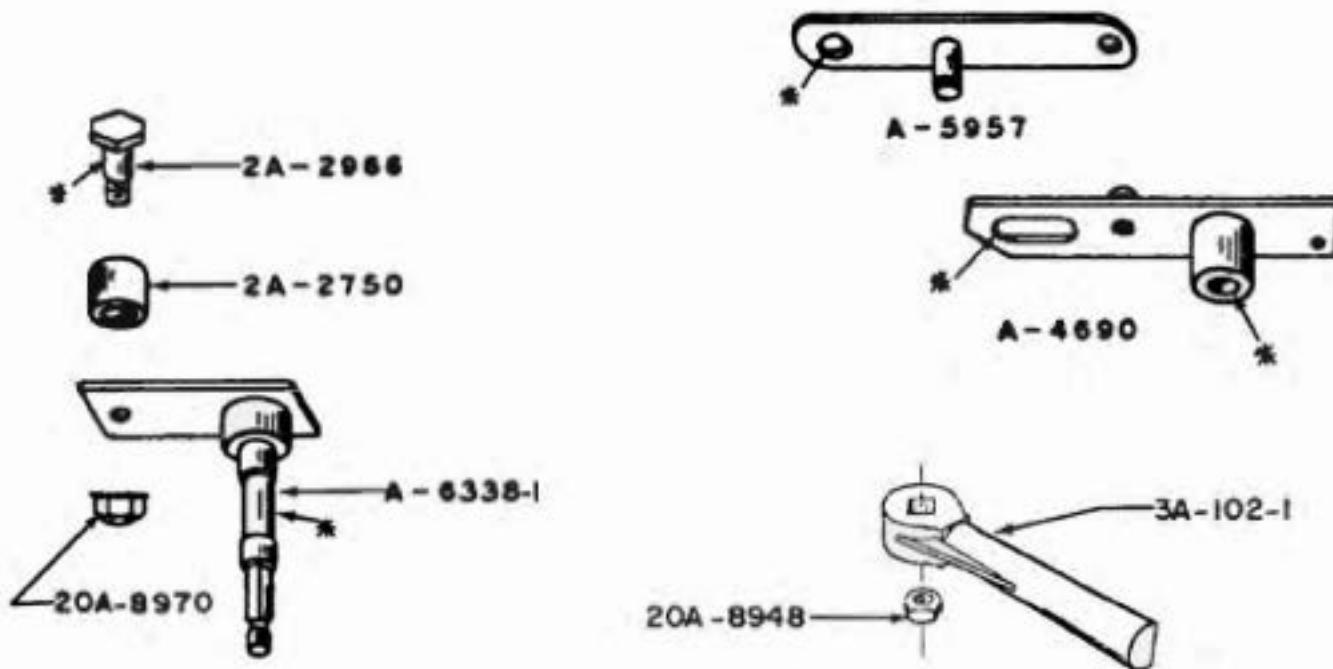


BAT UNIT PARTS
(USED ON "LINE DRIVE")



* LUBRICATE AT POINTS INDICATED

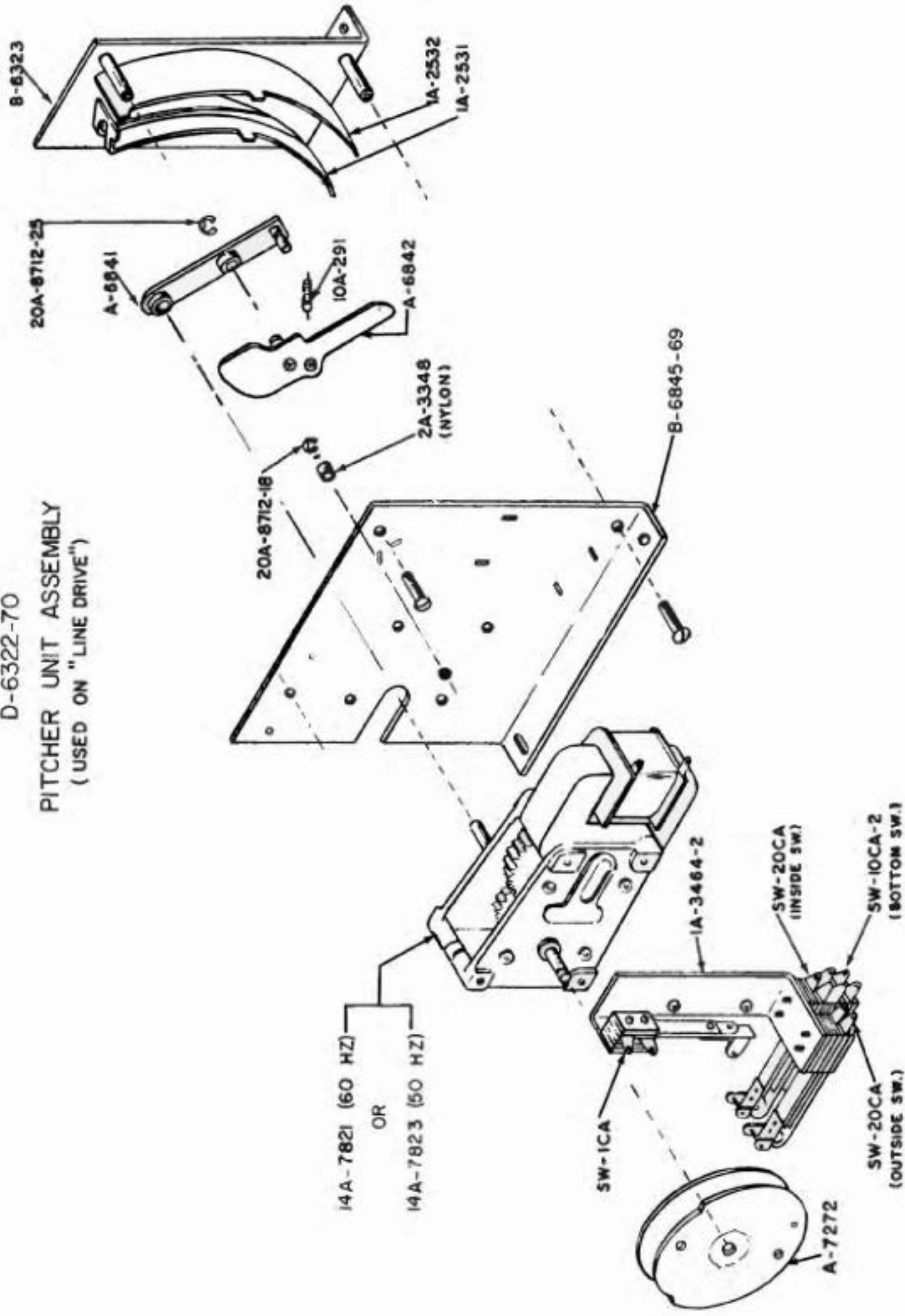
BAT UNIT PARTS
(USED ON "UPPER DECK")



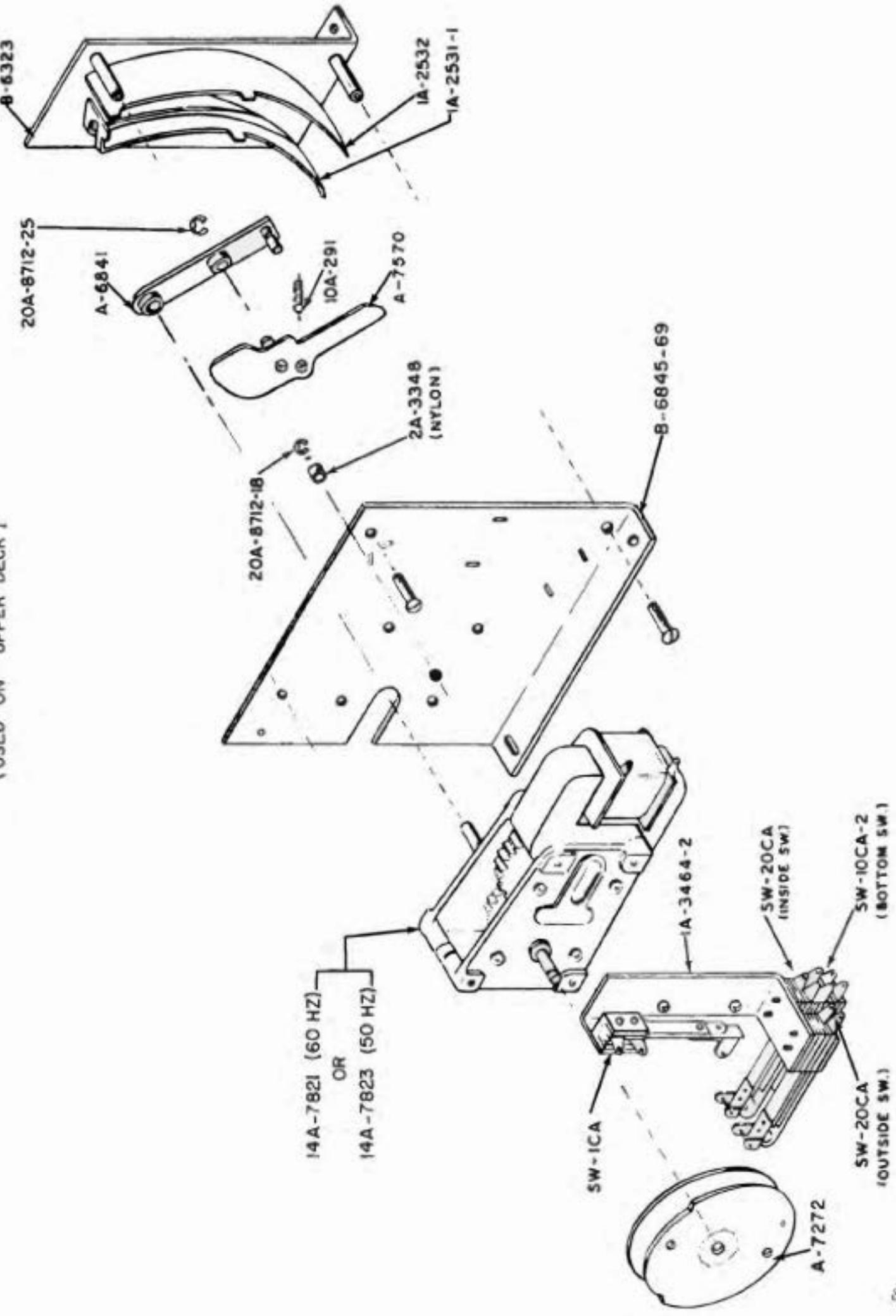
* LUBRICATE AT POINTS INDICATED

D-6322-70

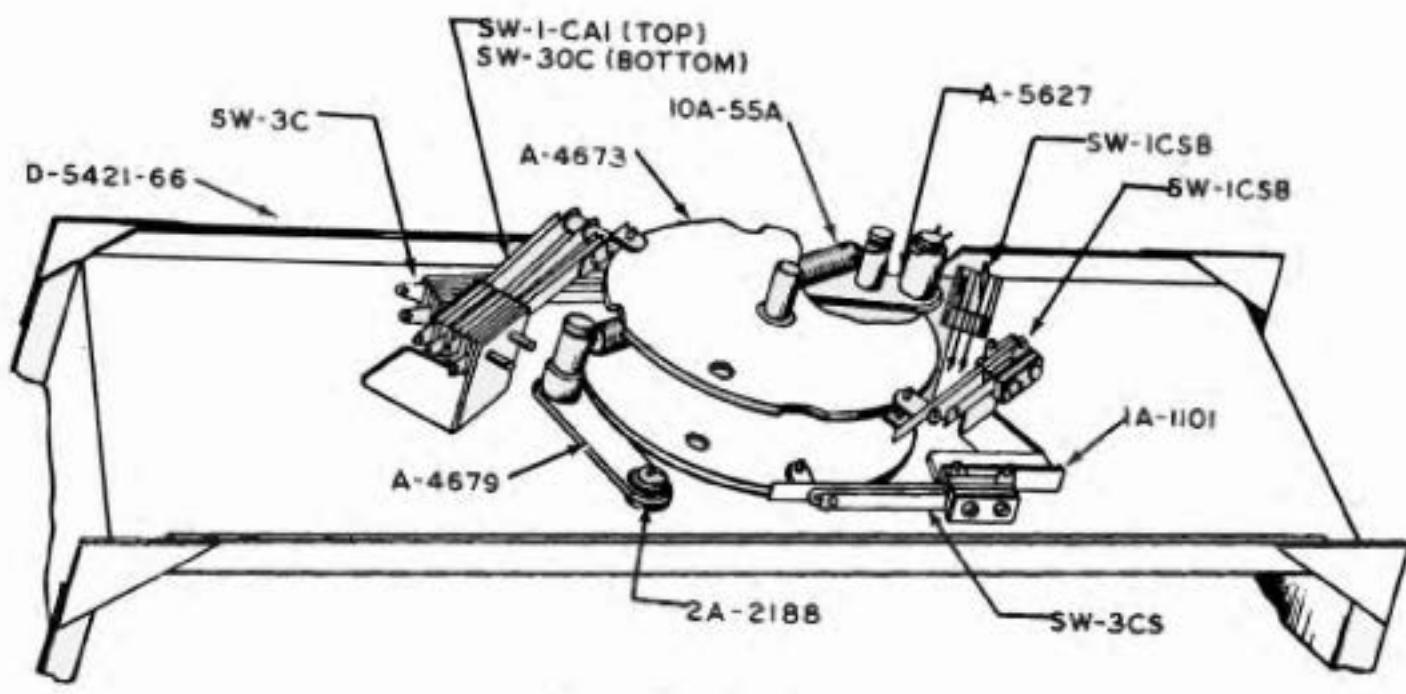
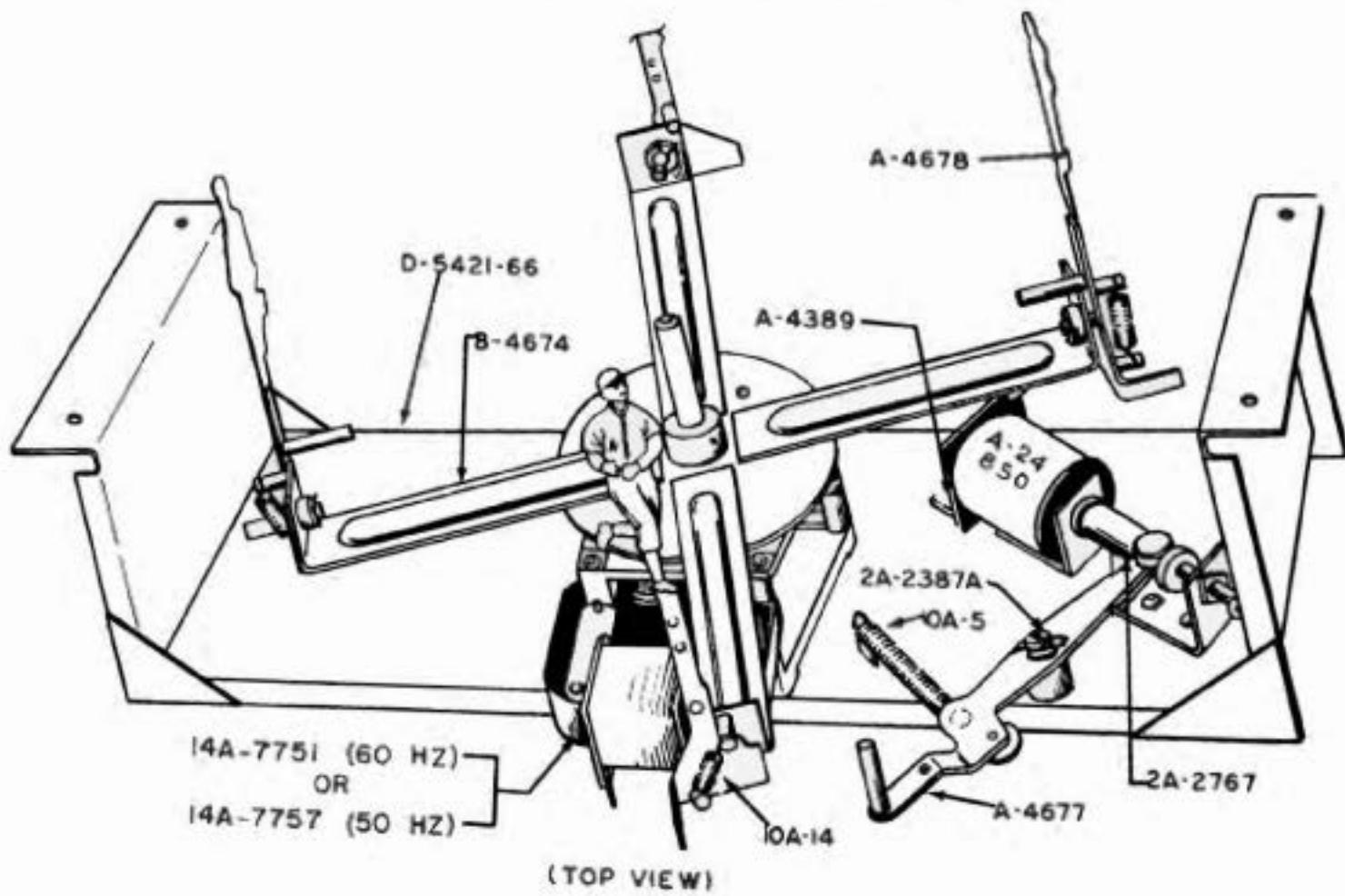
PITCHER UNIT ASSEMBLY
(USED ON "LINE DRIVE")



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



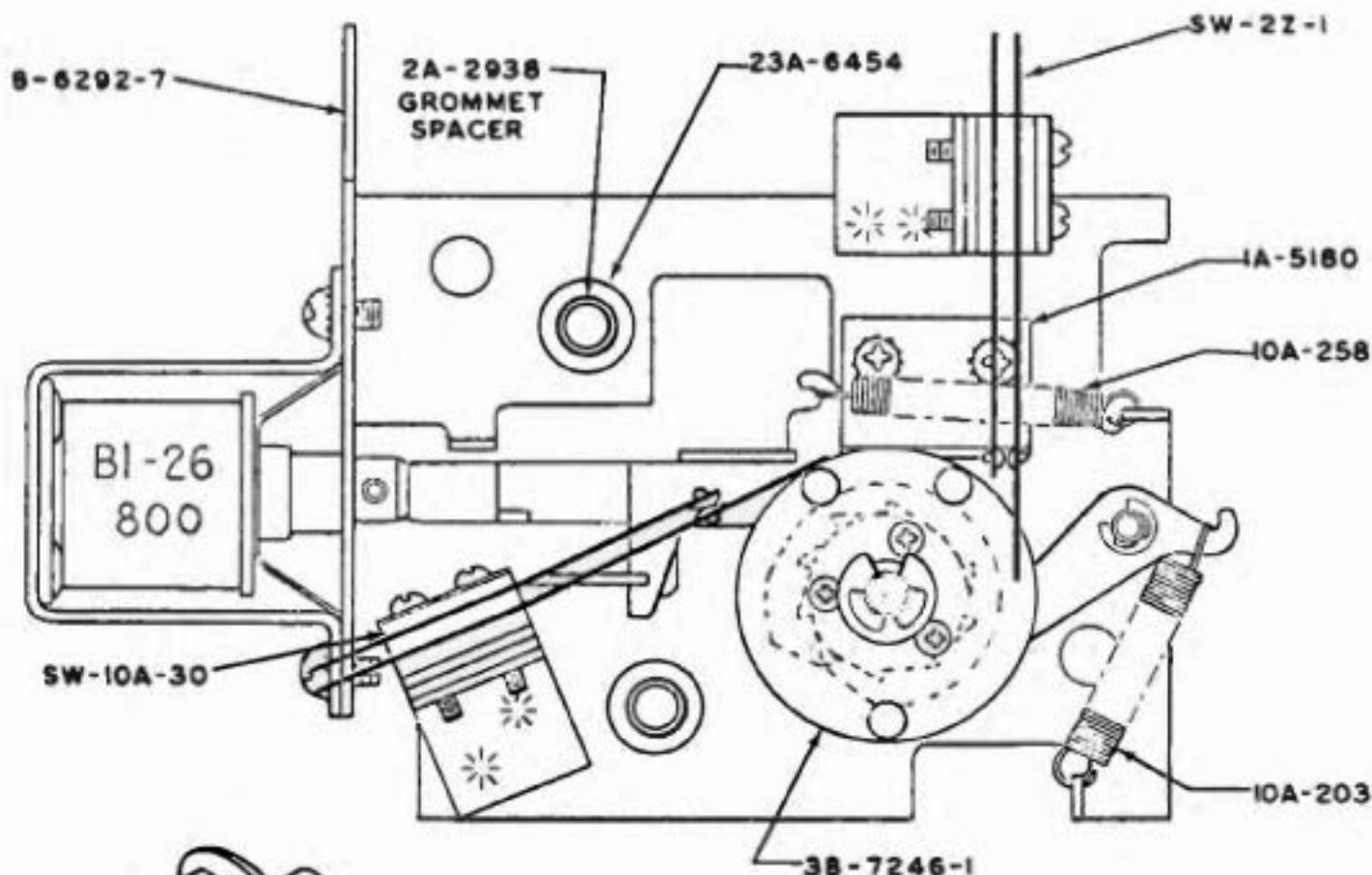
E-5420-72
MAN RUNNING UNIT ASSEMBLY
USED ON
("LINE DRIVE" & "UPPER DECK")



B-7238

MIX (ALTERNATOR) UNIT

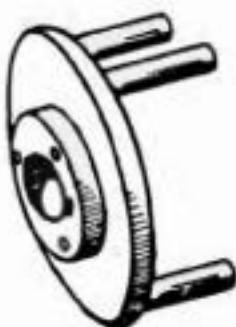
USED ON
("LINE DRIVE" & "UPPER DECK")



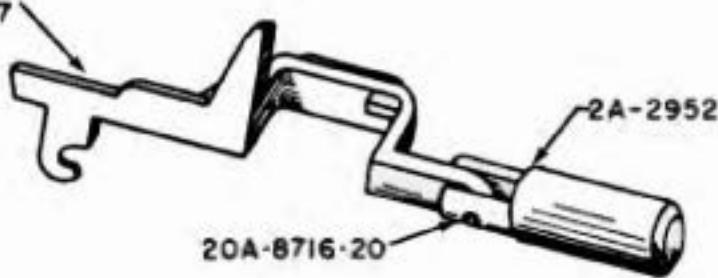
3C-7272
RATCHET & CAM



3A-7125
RATCHET STOP PAWL



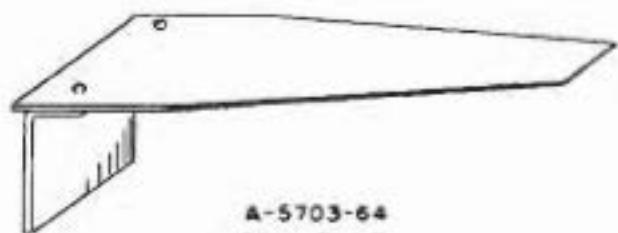
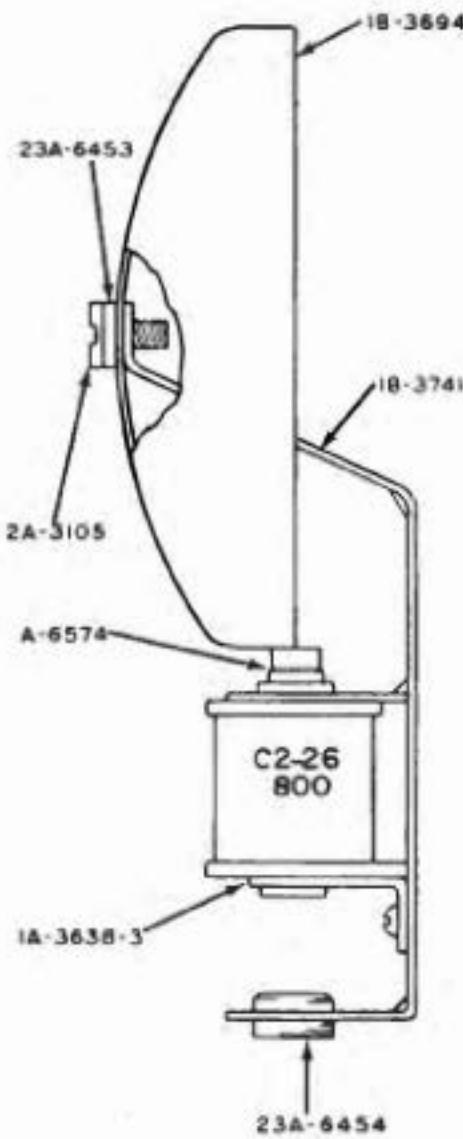
3B-7246-1
ALTERNATOR DISC



A-6295
DRIVE PAWL & ARMATURE

MISCELLANEOUS BASEBALL PARTS

B-6573
4" BELL ASSEMBLY



A-5703-64
BALL FLAP



10A-63
BALL GUIDE SPRING



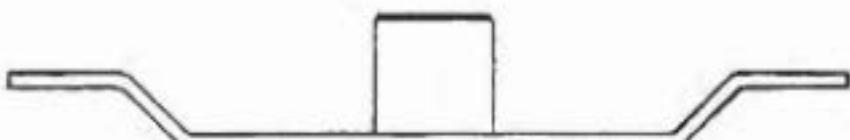
10A-63A
BALL GUIDE SPRING



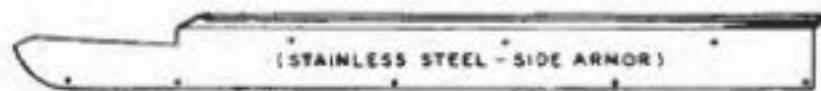
5A-6242
RHEOSTAT



20A-8702
MAGNET COIL



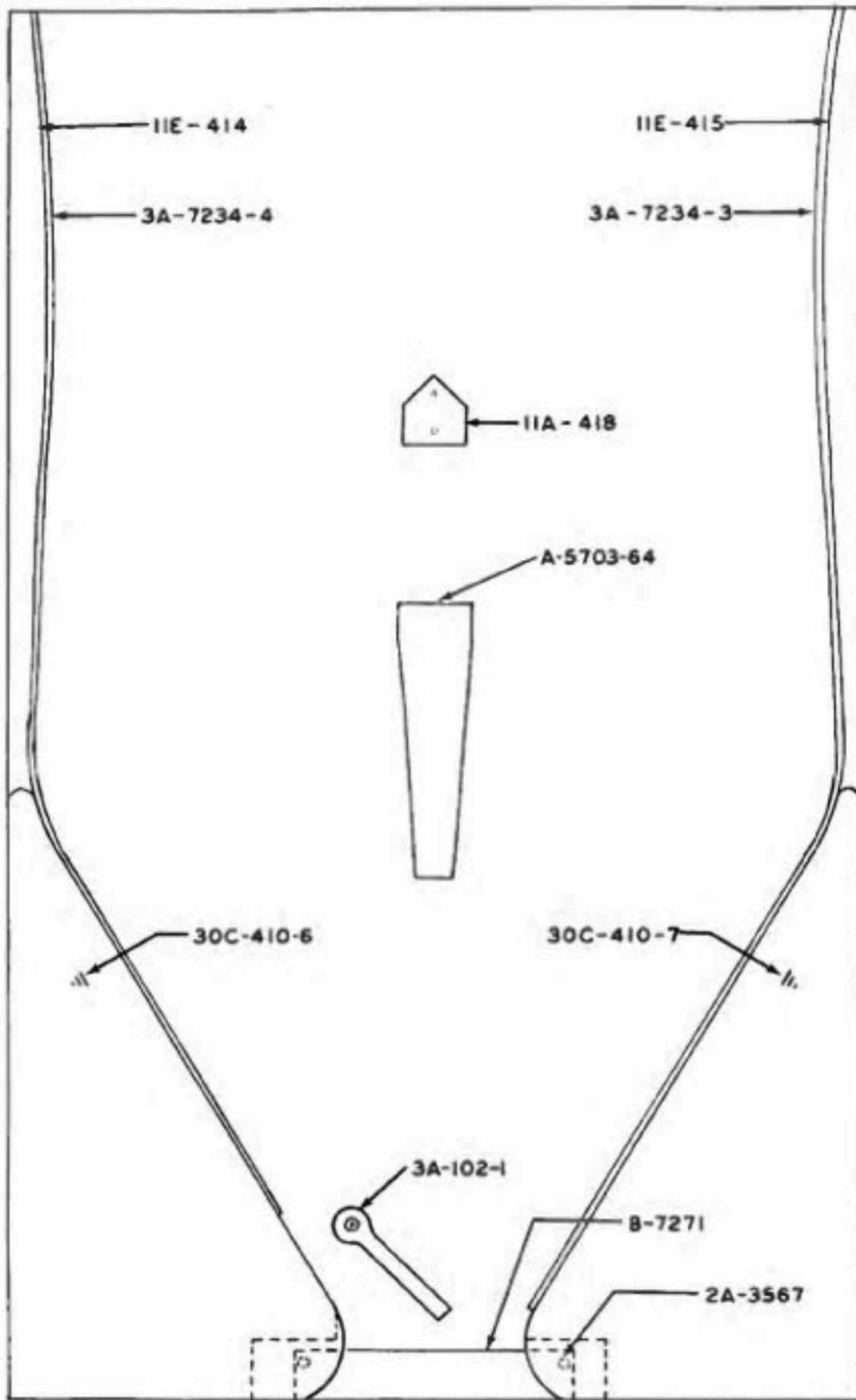
MAGNET MOUNTING BRACKET
A-5718-I LINE DRIVE
A-7546 UPPER DECK



ID-2887-RIGHT SIDE OR ID-2888-LEFT SIDE

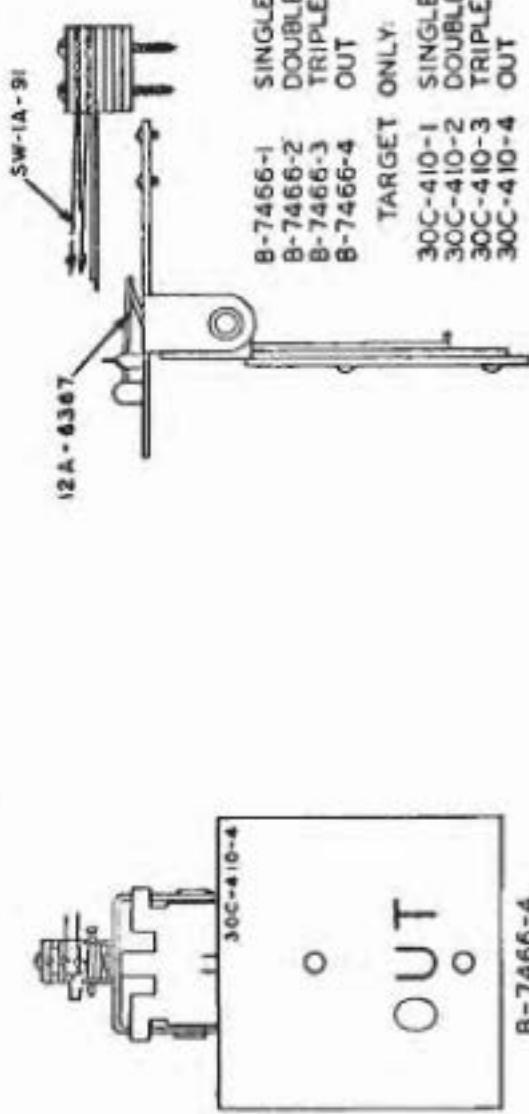
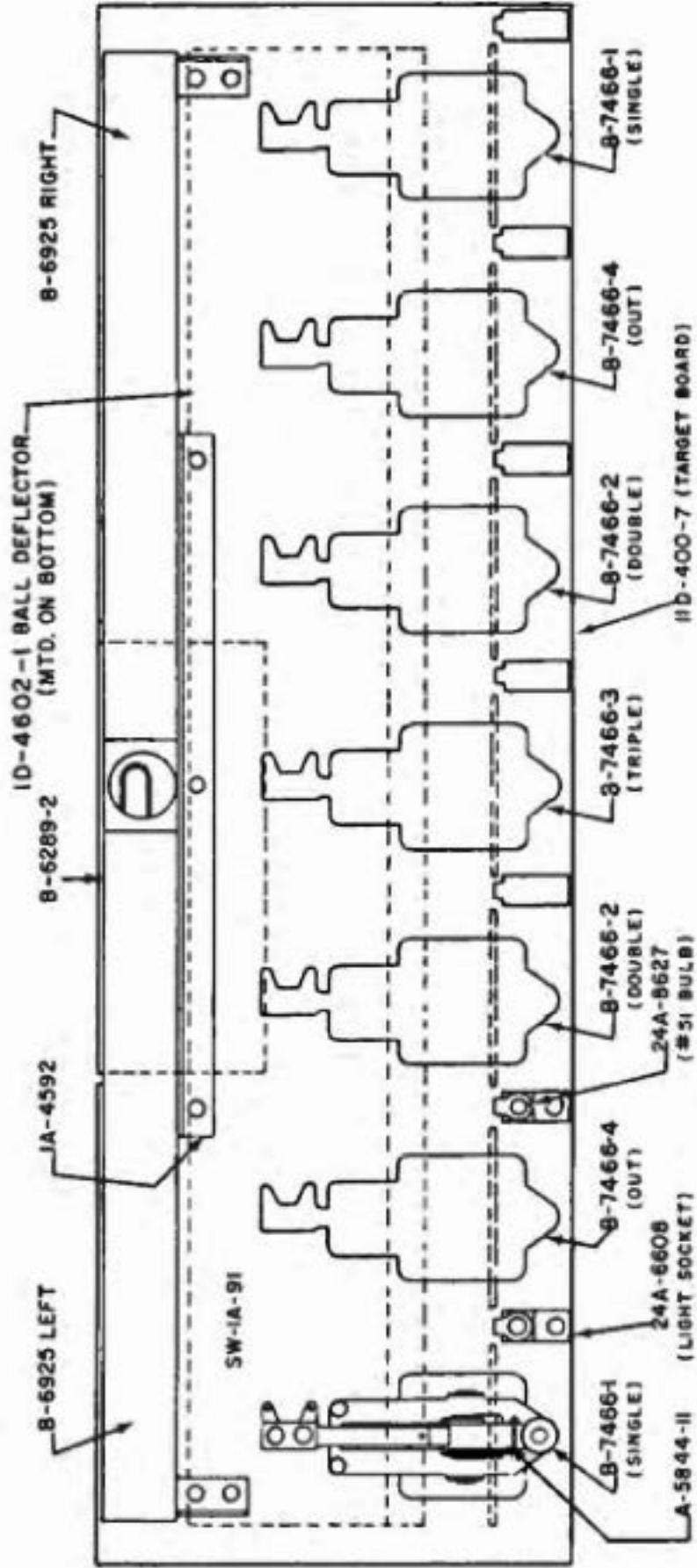
(WHEN ORDERING SPECIFY NAME OF GAME)

PLAYFIELD PARTS
(USED ON "LINE DRIVE")



D-7467

TARGET BOARD ASSEMBLY
(USED ON "LINE DRIVE")



B-7466-4

30C-410-4

OUT

○

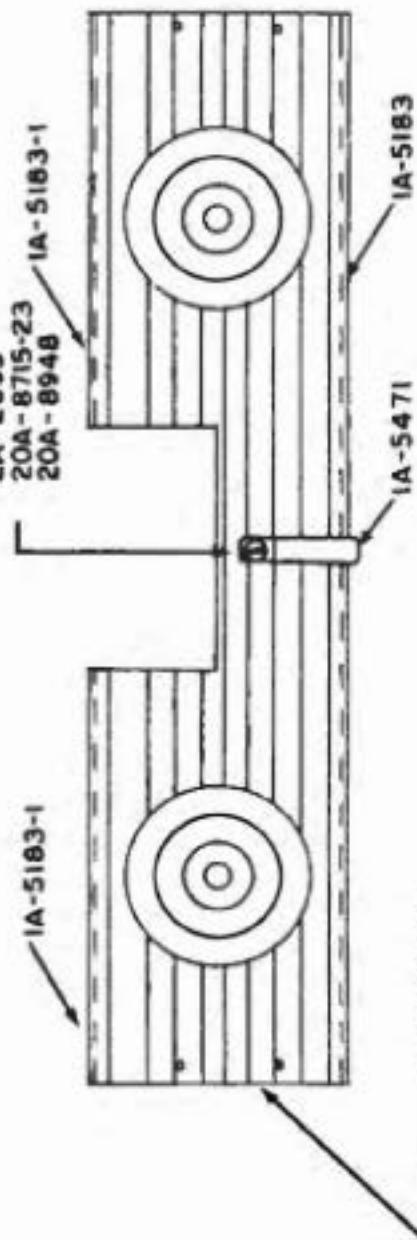
8-7466-1 (SINGLE)
8-7466-2 (DOUBLE)
8-7466-3 (TRIPLE)
8-7466-4 (OUT)

TARGET ONLY:

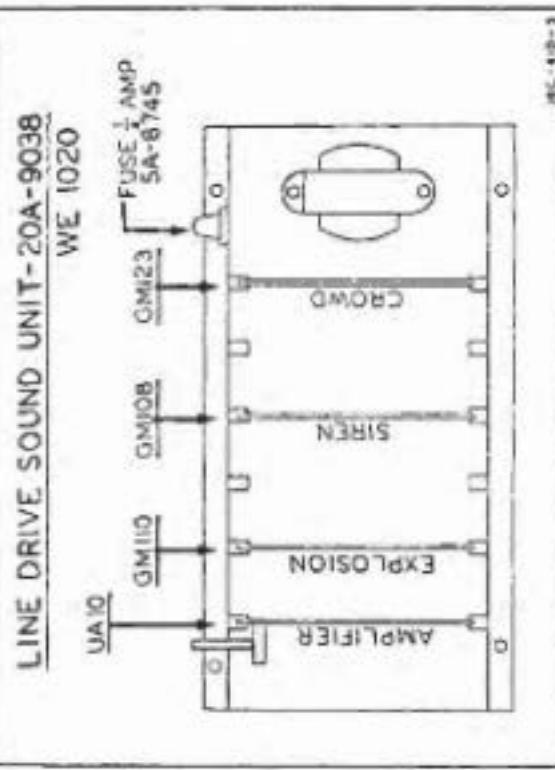
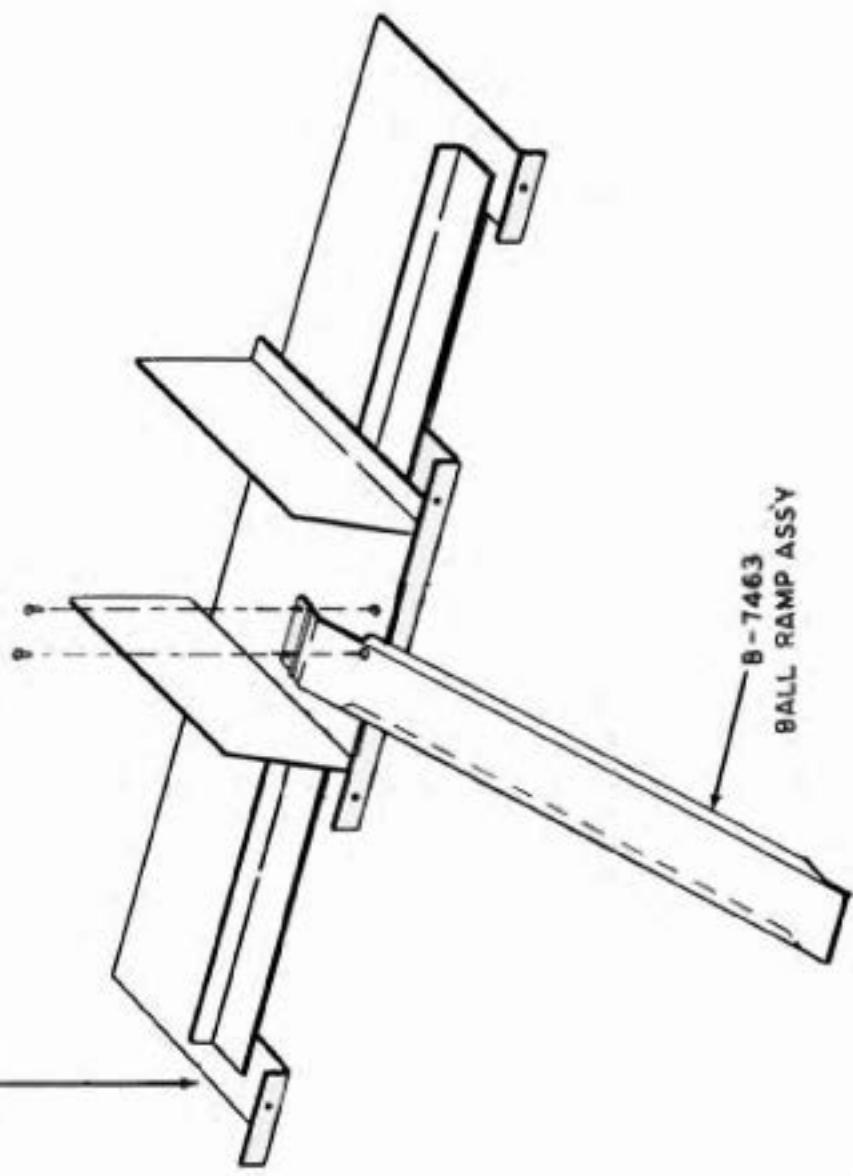
30C-410-1 (SINGLE)
30C-410-2 (DOUBLE)
30C-410-3 (TRIPLE)
30C-410-4 (OUT)

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

2A-2095
20A-8715-23
20A-8948

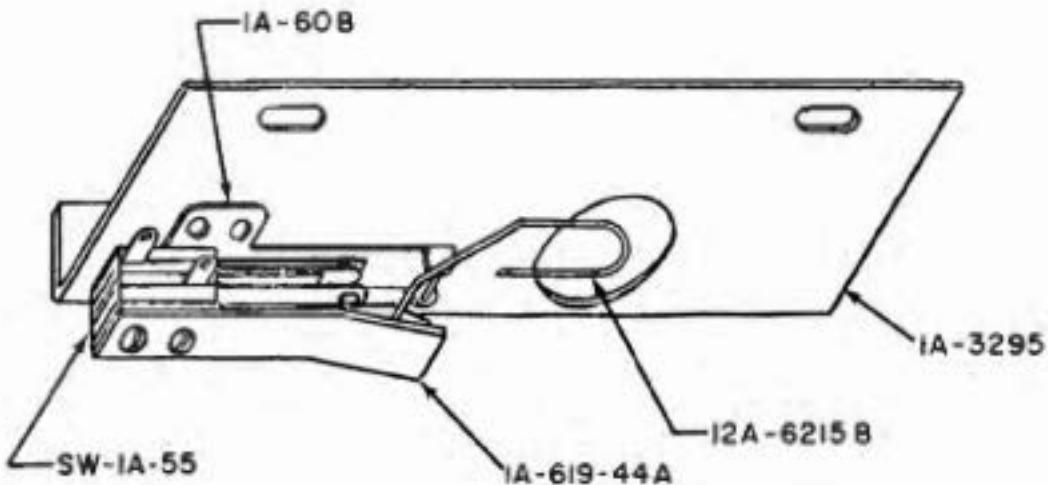


C17395 HOME RUN FRAME ASS'Y.

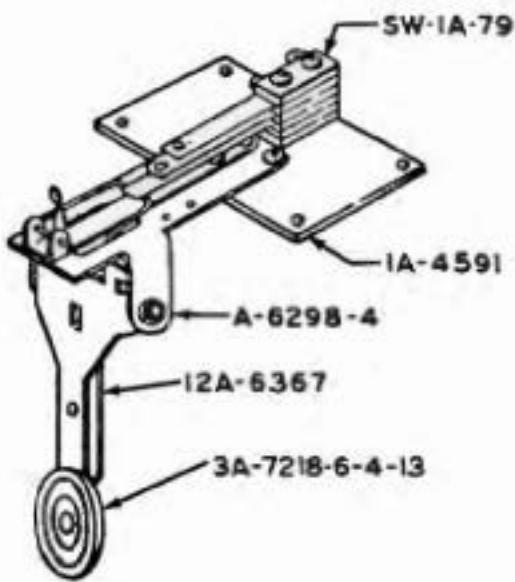
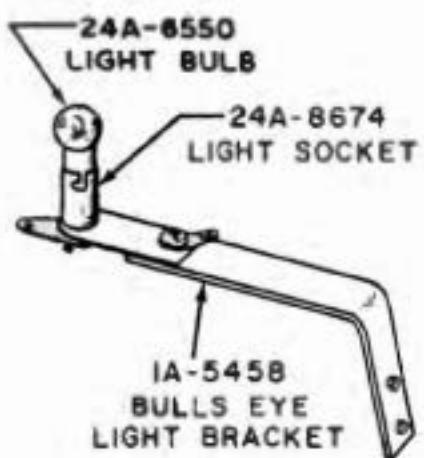


(BELOW PARTS USED ON "LINE DRIVE")

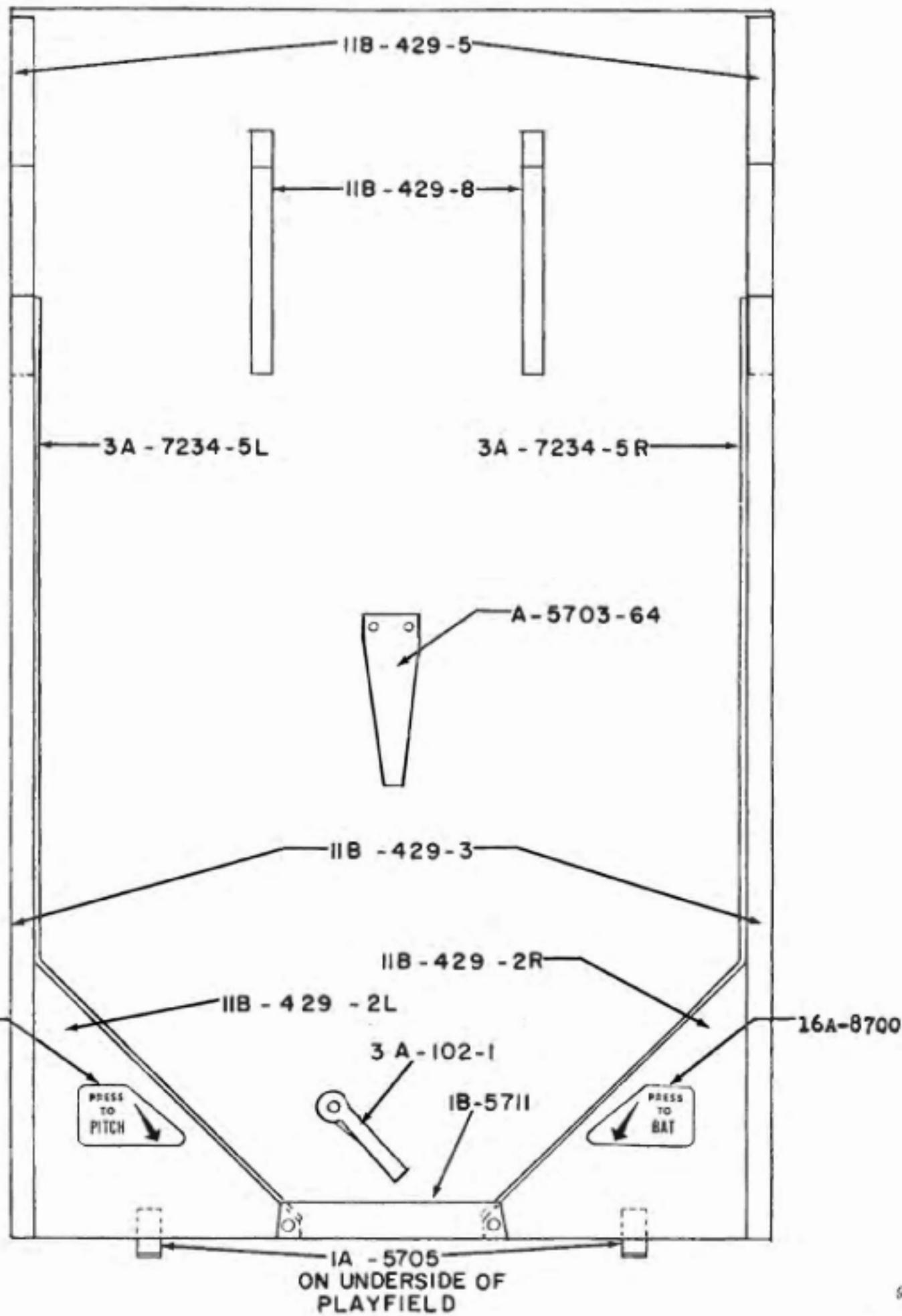
B-6289-2
HOME RUN SWITCH ASSEMBLY



A-6927
GRAND SLAM ASSEMBLY

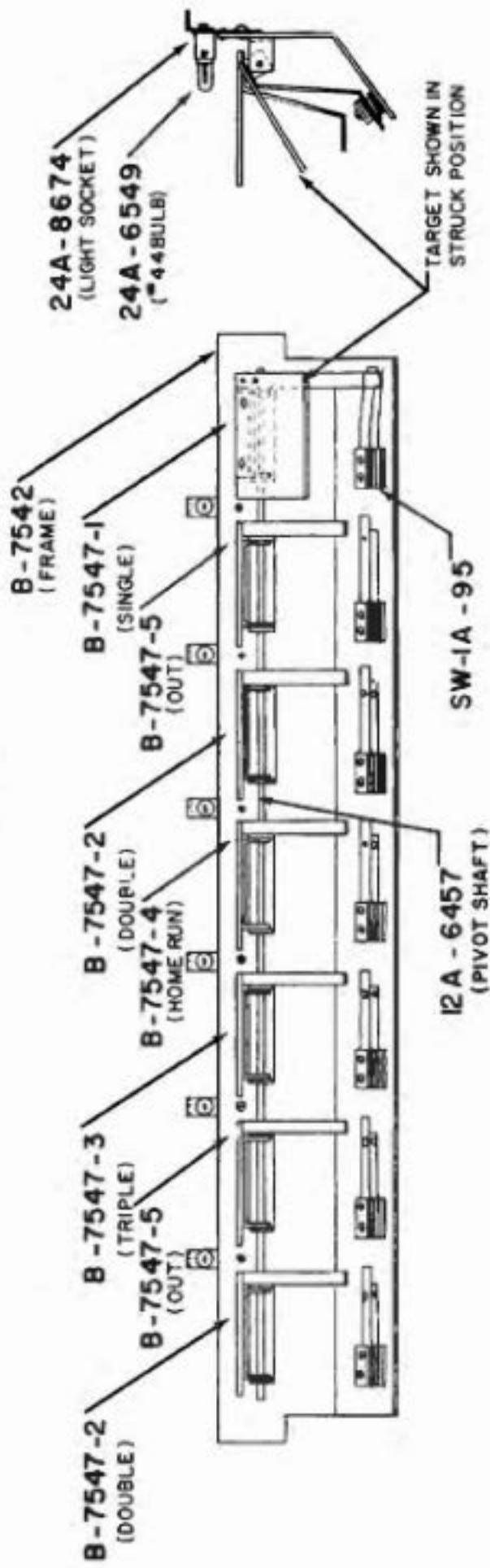


PLAYFIELD PARTS
(USED ON "UPPER DECK")



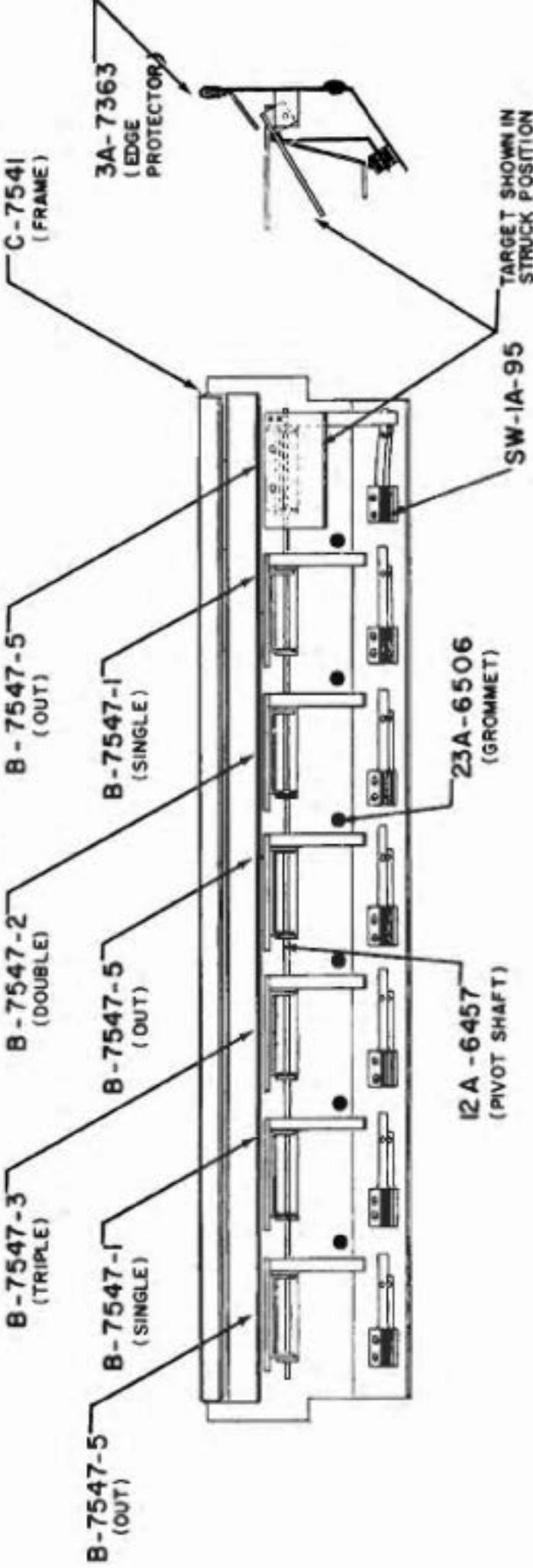
C - 7539 TARGET ASS'Y - UPPER DECK

(TOP ROW)

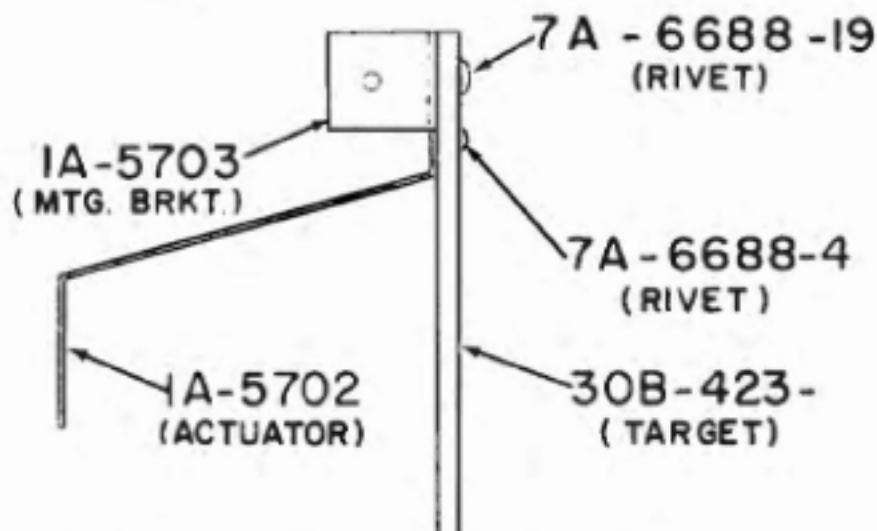
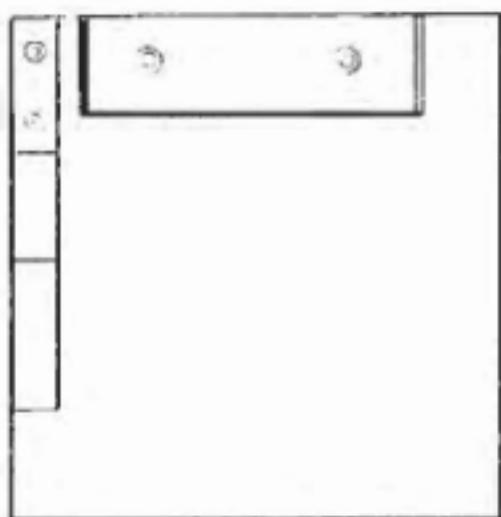


C - 7540 TARGET ASS'Y - UPPER DECK

(BOTTOM ROW)



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



ASSEMBLY NO.

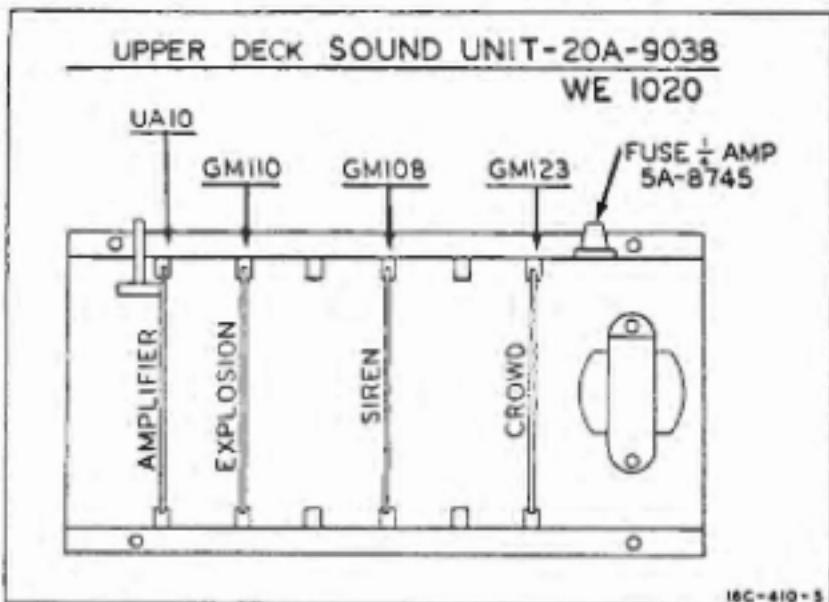
B-7547-1
B-7547-2
B-7547-3
B-7547-4
B-7547-5

TARGET NO.

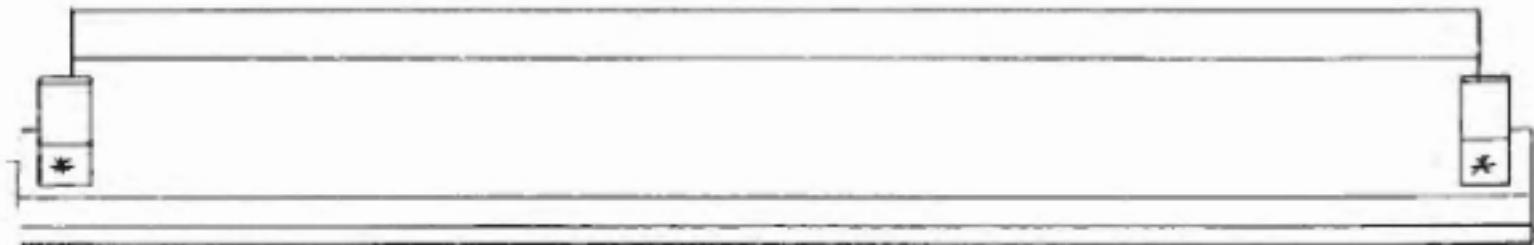
30B-423-1
30B-423-2
30B-423-3
30B-423-4
30B-423-5

TARGET FACE

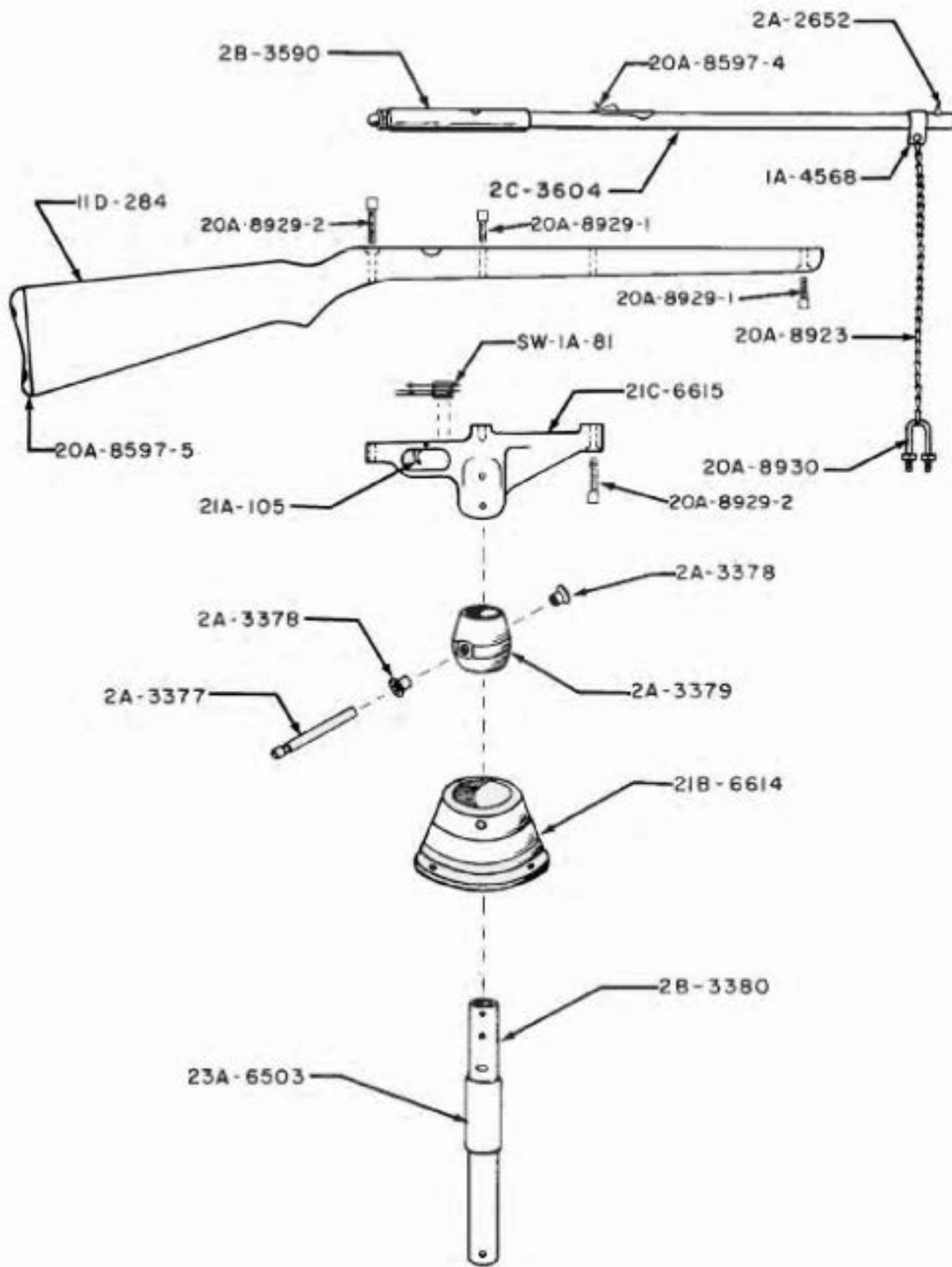
SINGLE
DOUBLE
TRIPLE
HOME RUN
OUT



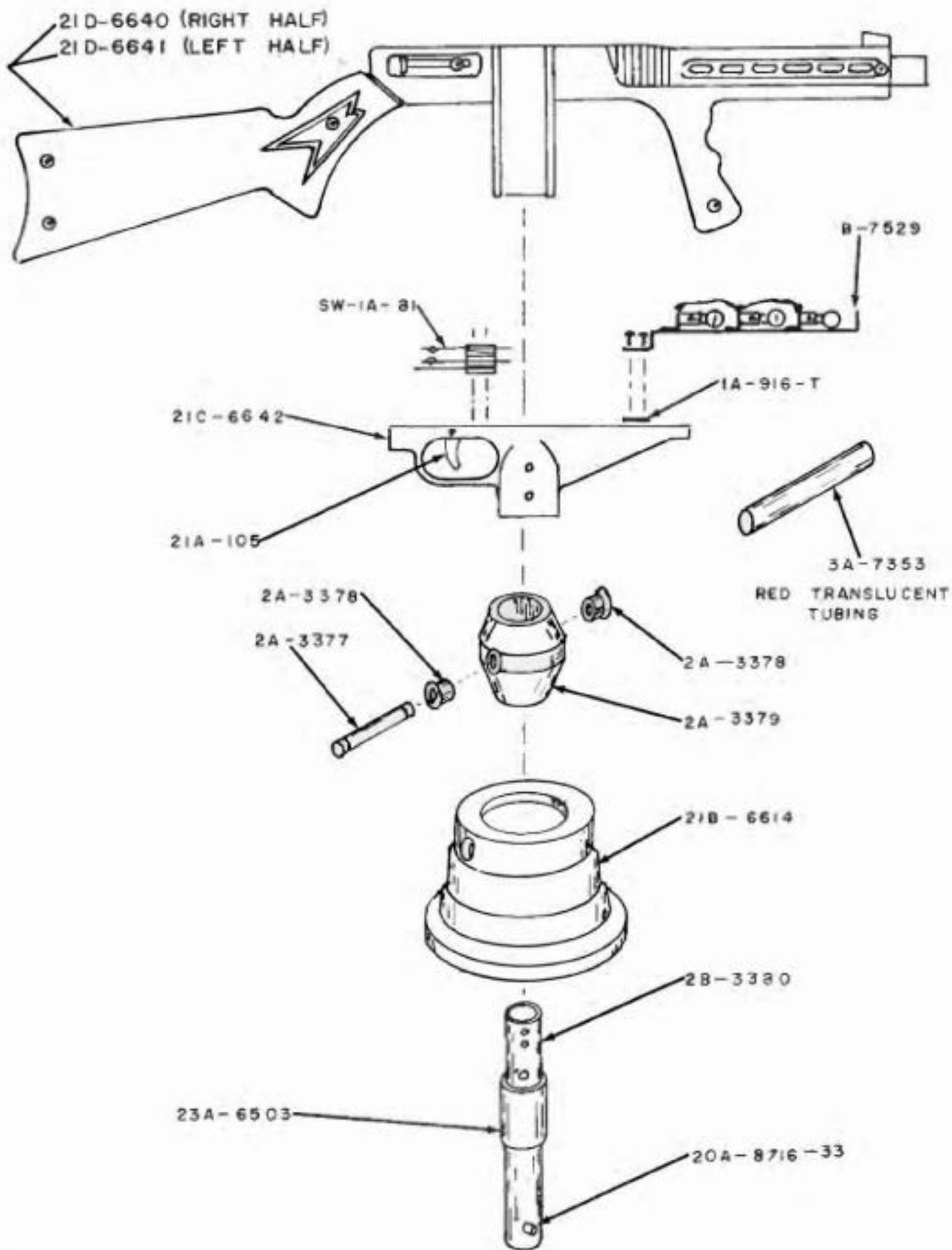
B-7545 DEFLECTOR BRACKET - UPPER DECK



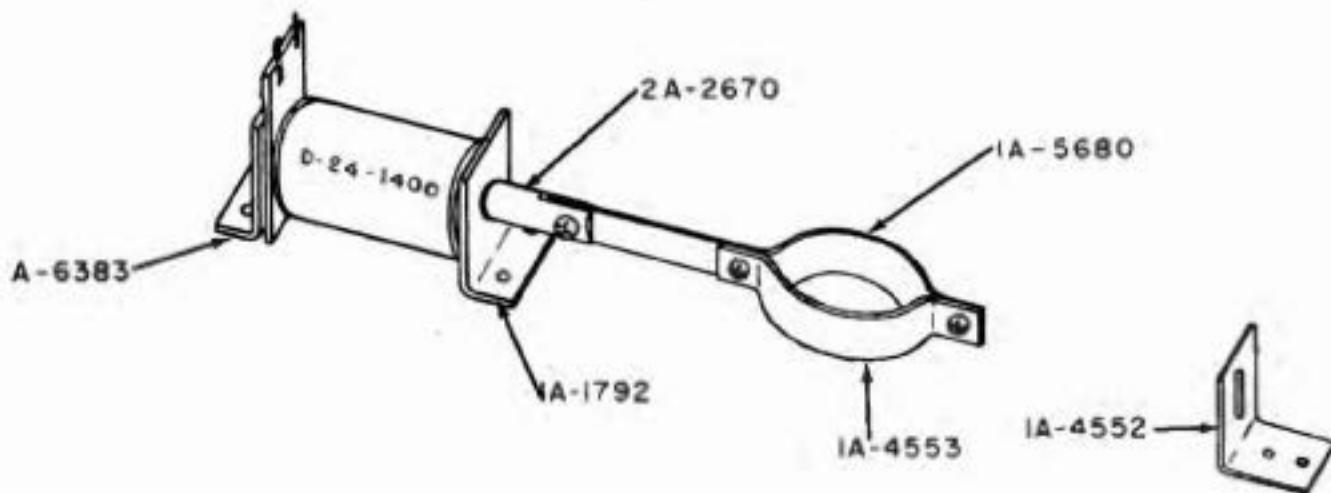
RIFLE AND RELATED PARTS
(USED ON " STOCKADE")



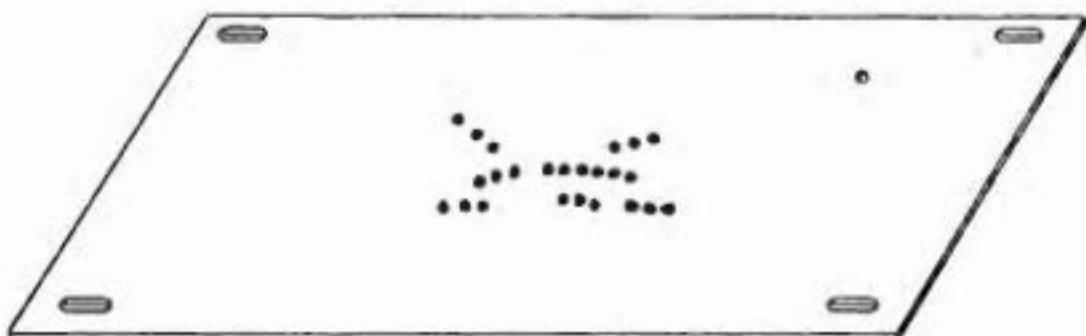
MACHINE GUN AND RELATED PARTS
(USED ON "AMBUSH")



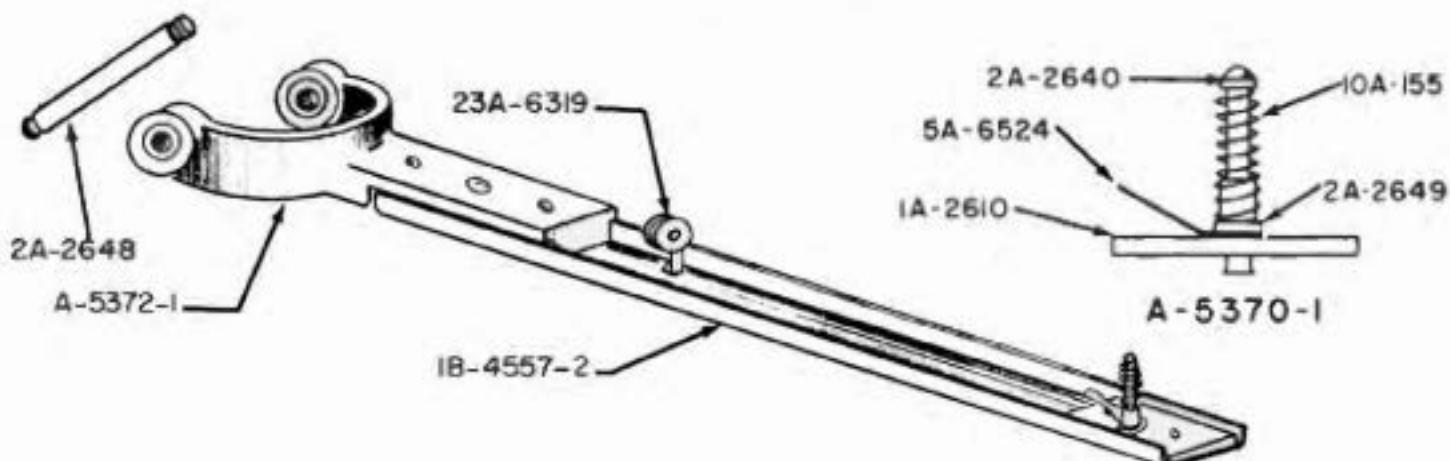
MACHINE GUN RECOIL
(USED ON "AMBUSH")



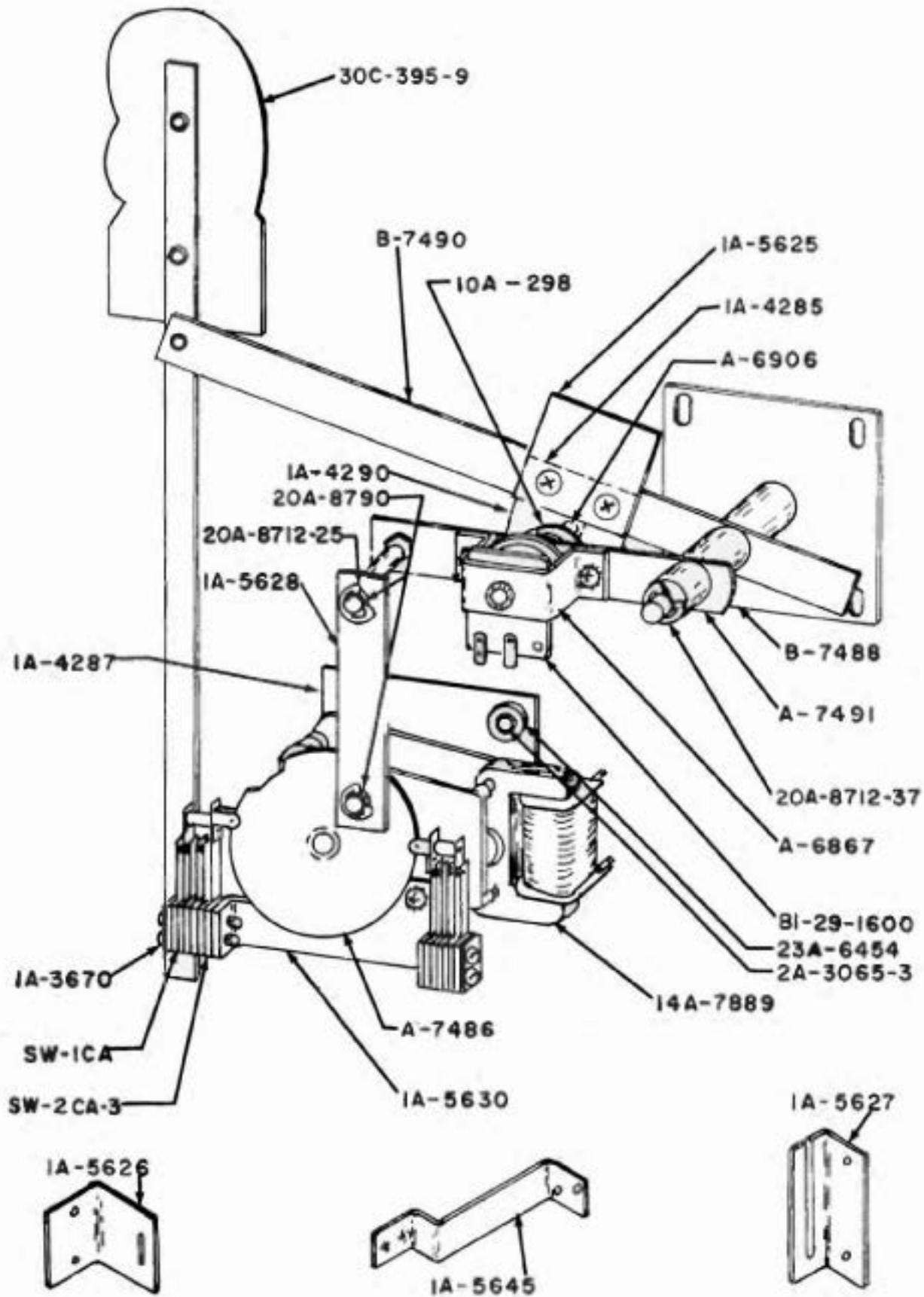
SCANNING DISC ASSEMBLY
C-7514 "STOCKADE"
B-7533 "AMBUSH"



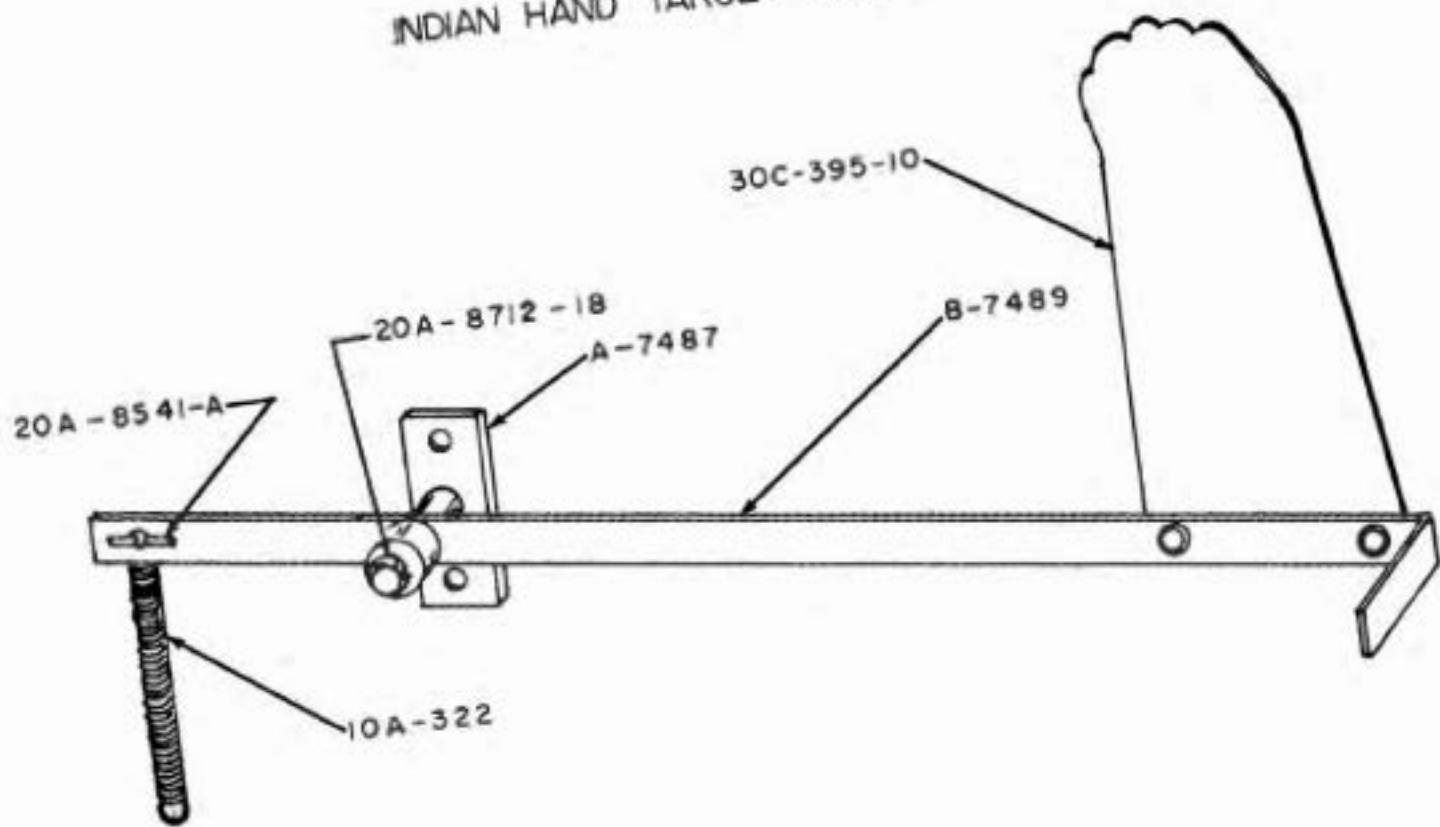
B-5371-5
YOKE AND CHANNEL ASSEMBLY
USED ON
("STOCKADE" AND "AMBUSH")



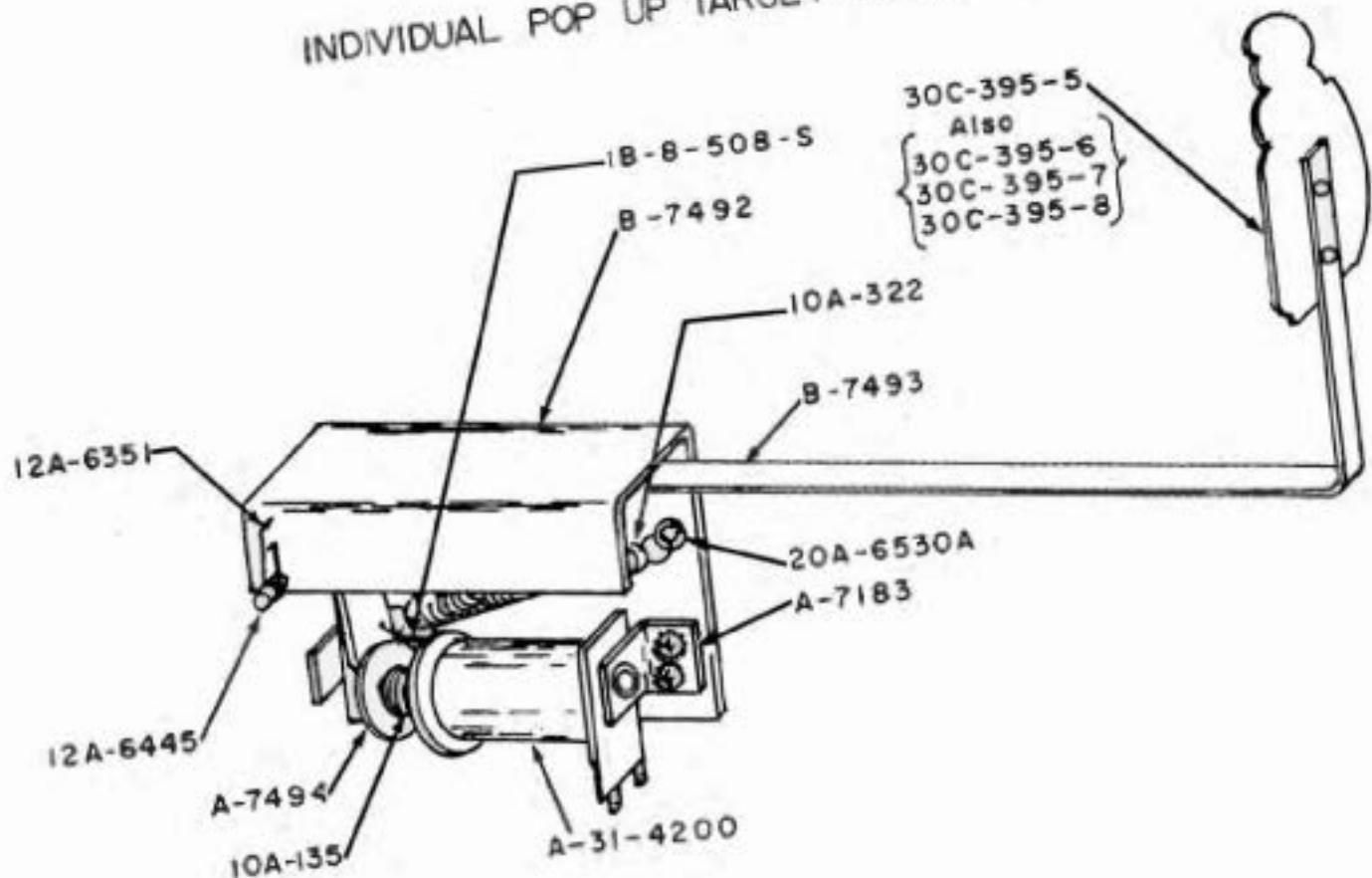
D-7515
INDIAN HEAD TARGET ASSEMBLY
(USED ON "STOCKADE")



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



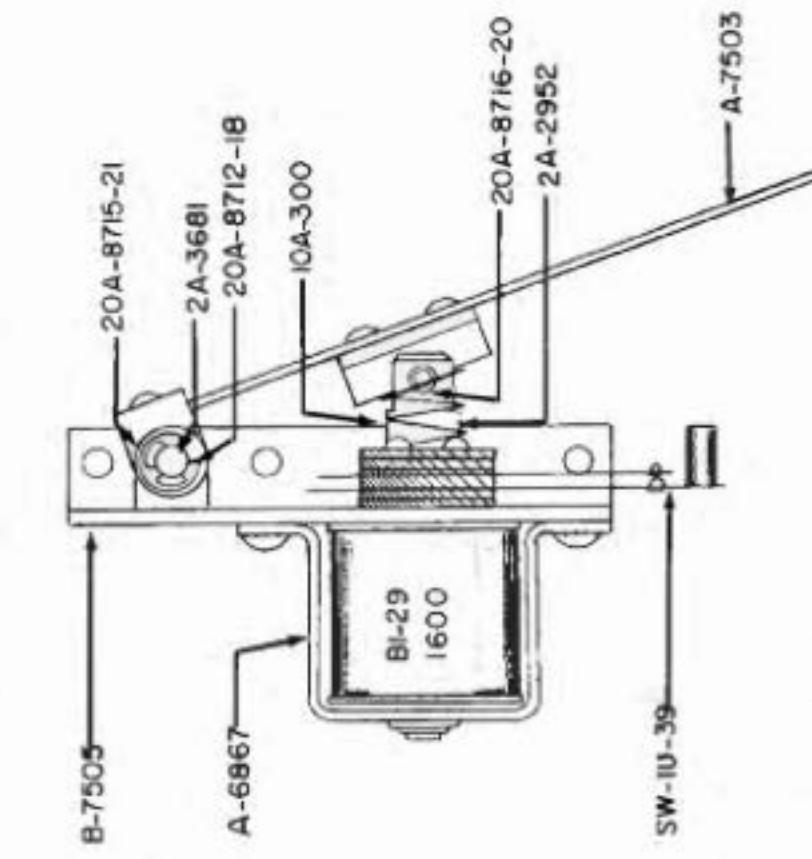
C-7511
 INDIVIDUAL POP UP TARGET ASSEMBLY



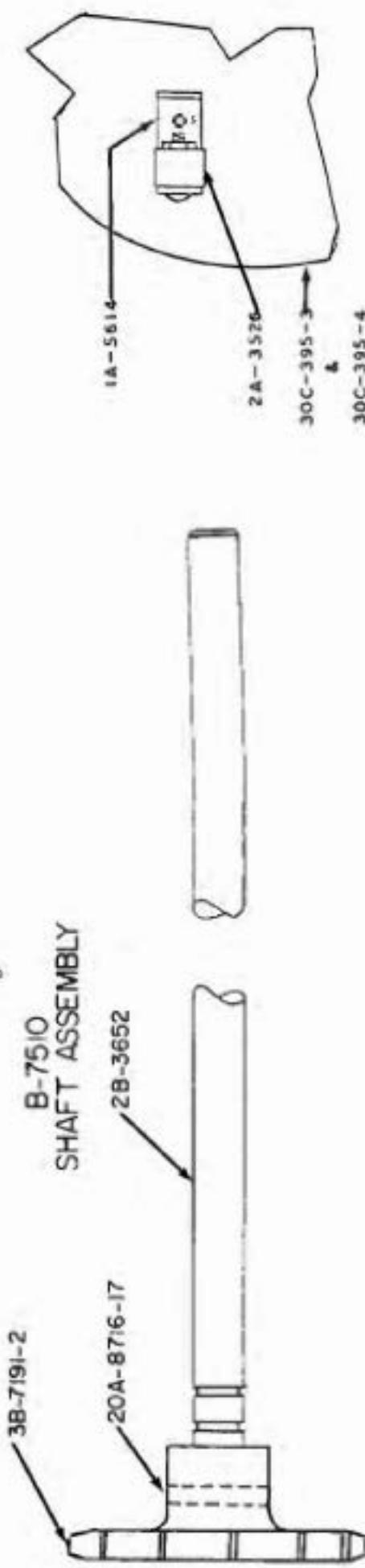
(BELOW PARTS USED ON "STOCKADE")

B-7512
CRAWLER ASSEMBLY

A-7502
TARGET ARM ASSEMBLY

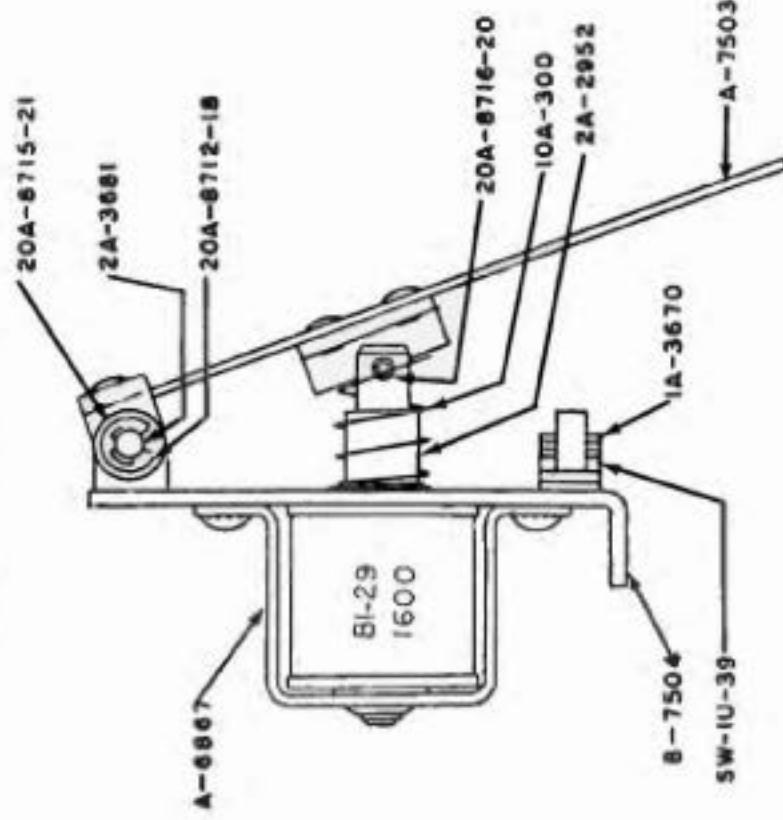


B-7510
SHAFT ASSEMBLY



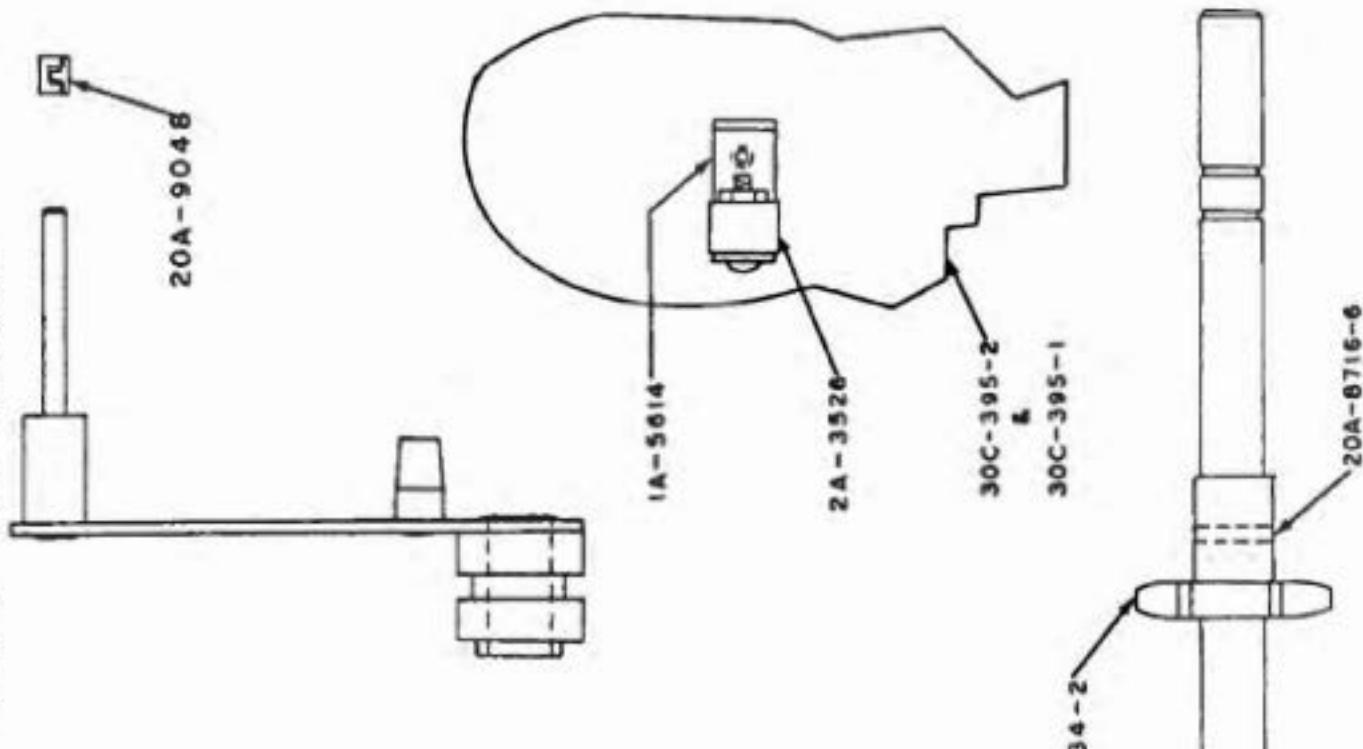
(BELOW PARTS USED ON "STOCKADE")

B-7513
LEAPER ASSEMBLY



A-7501

TARGET
ARM ASSEMBLY



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



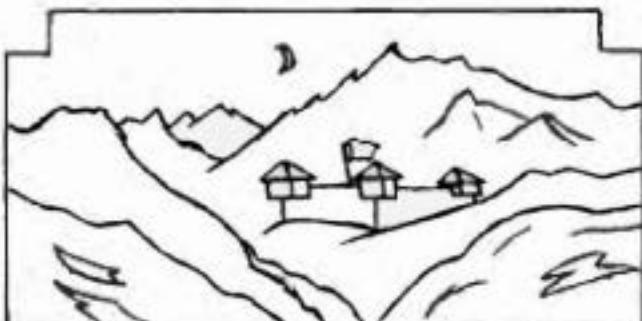
30C-395-8
DESPERADO-STANDER



30C-395-9
CHIEF



30C-395-10
CHIEF

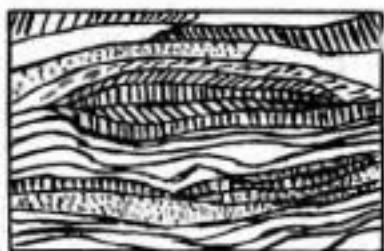


30C-395-11
SCENERY-VALLEY

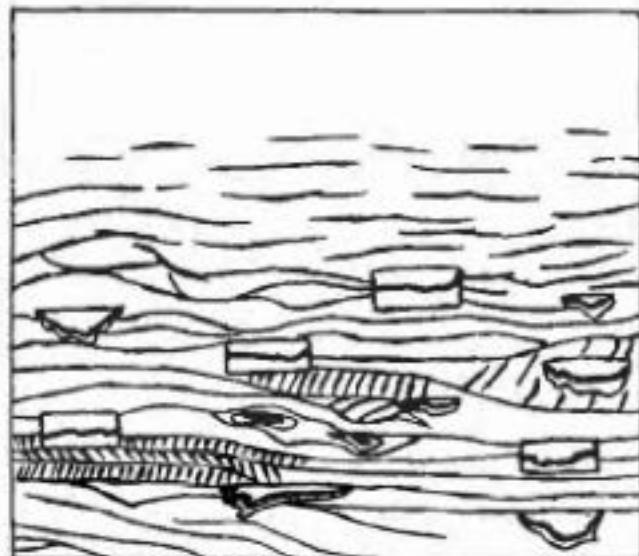


30C-395-12
SCENERY-BARRIER

SCENERY
(USED ON "STOCKADE")



30C-395-13
SCENERY-FLOOR



30C-395-14
SCENERY-FOREGROUND



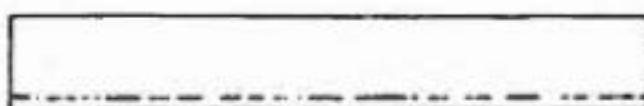
30C-395-15
SCENERY-ROCKS



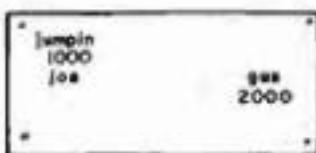
30C-395-16
SCENERY-R.H. SIDE



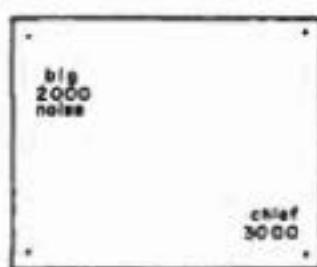
30C-395-17
SCENERY-L.H. SIDE



30C-395-18
BLACK LIGHT COVER



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



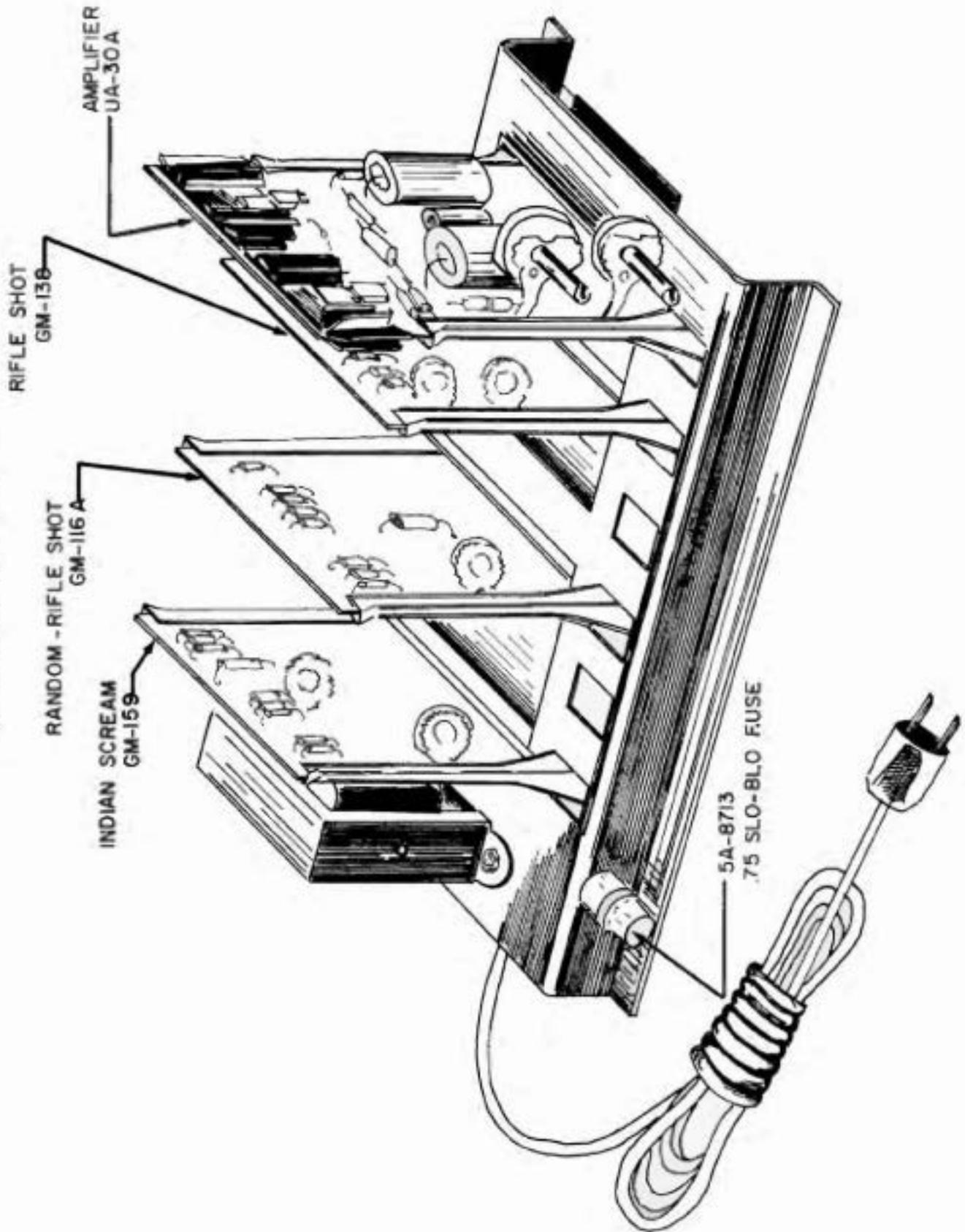
30C-395-20
INSERT COVER L.S.
BUTYRATE

25 SHOTS

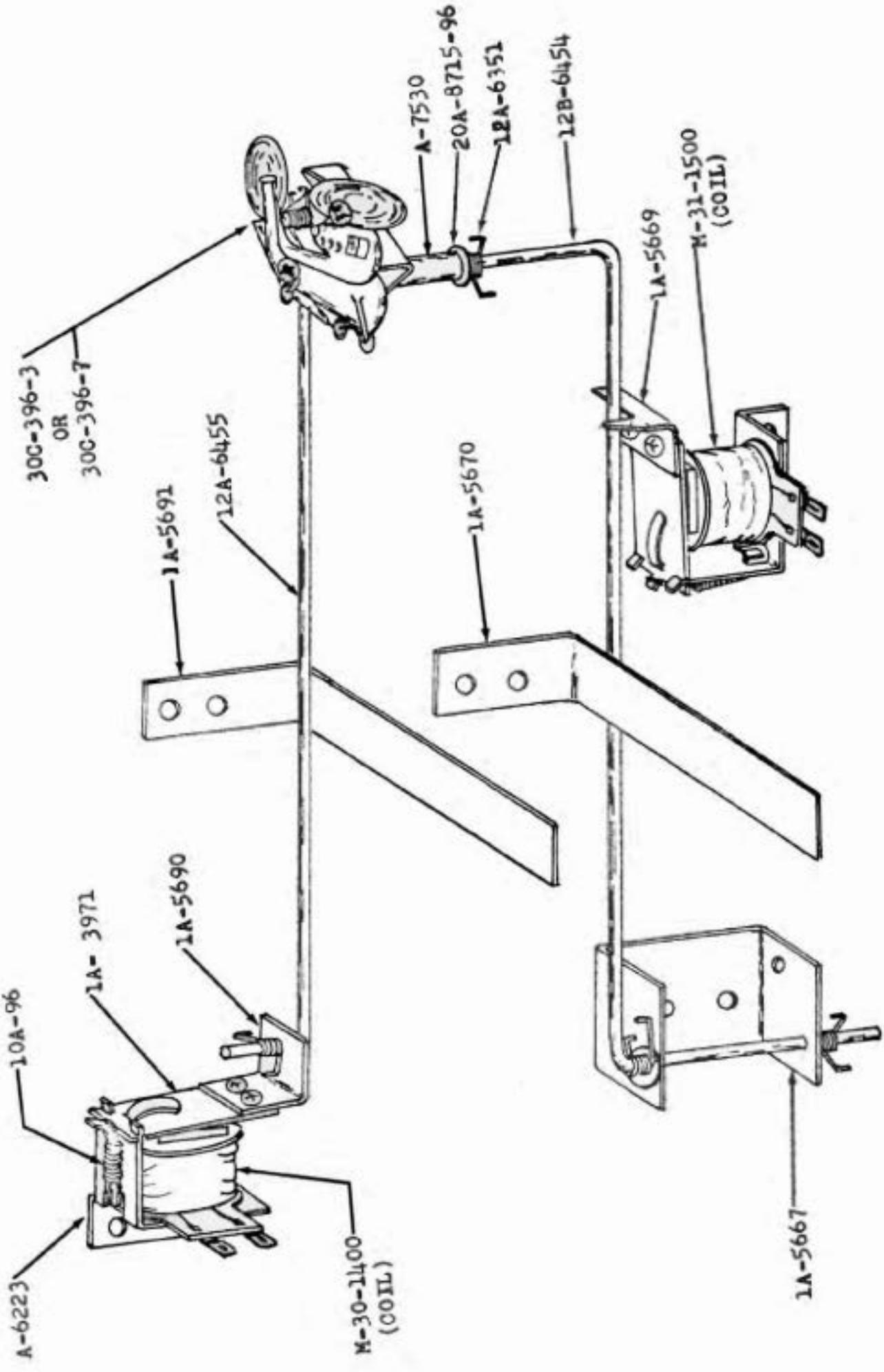
10 EXTRA SHOTS FOR 40,000 SCORE

30C-395-21
INFORMATION COVER

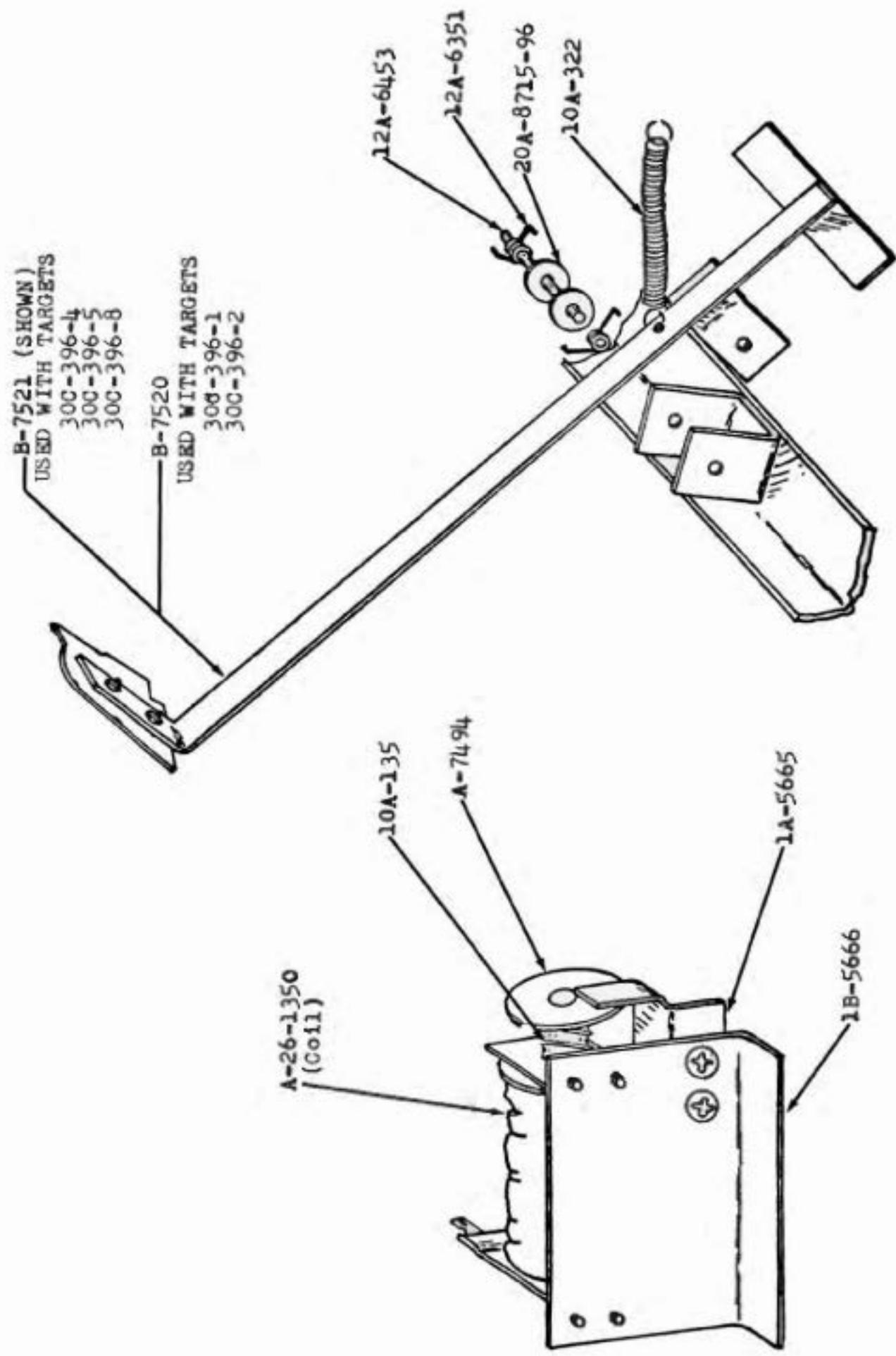
20A-9049
SOUND SYSTEM
(USED ON "STOCKADE GUN")



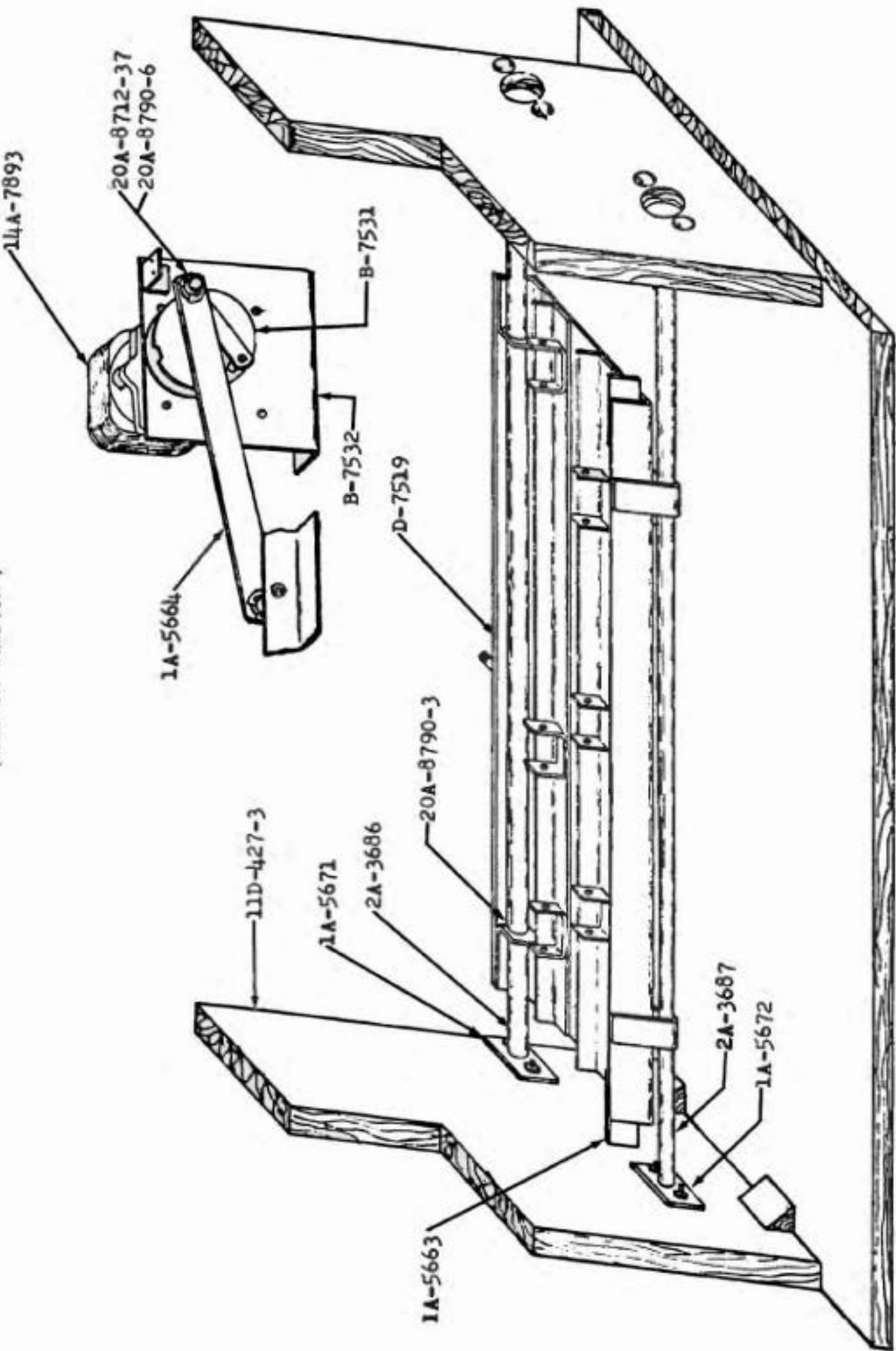
HELICOPTER TARGET AND RELATED PARTS
(USED ON "AMBUSH")



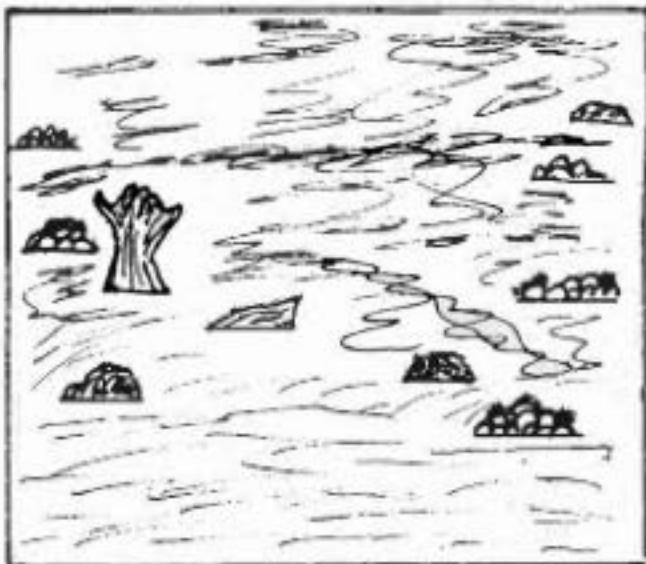
VEHICLE AND MEN TARGETS
WITH RELATED PARTS
USED ON "AMBUSH")



D-7519
RACK ASSEMBLY AND RELATED PARTS
(USED ON "AMBUSH")



SCENERY AND TARGETS
(USED ON "AMBUSH")



30C-396-14
FOREGROUND



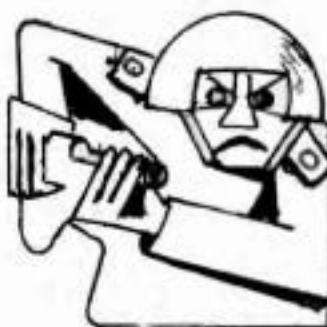
30C-396-15
BACKGROUND



30C-396-9
ROCKS



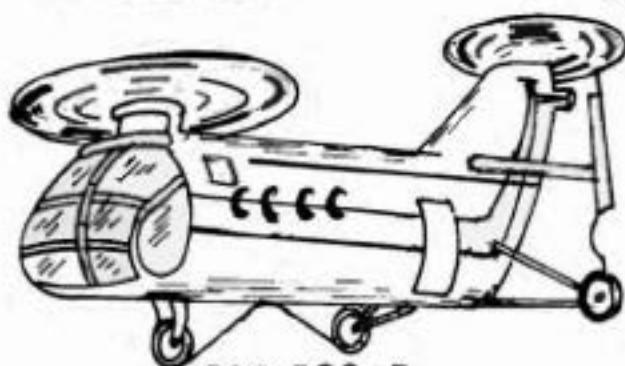
30C-396-5
MAN SOLDIER



30C-396-4
MAN - SOLDIER



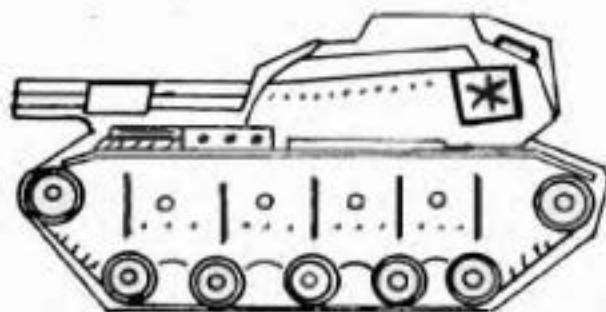
30C-396-8
MAN - SOLDIER



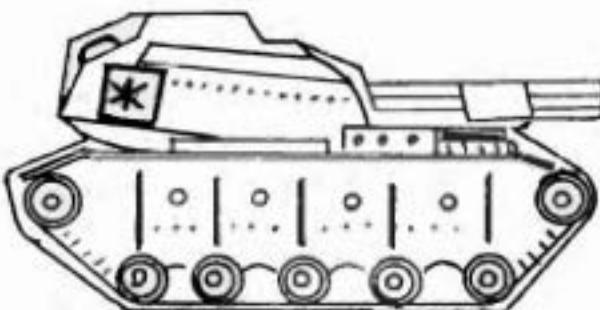
30C-396-7
HELICOPTER



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

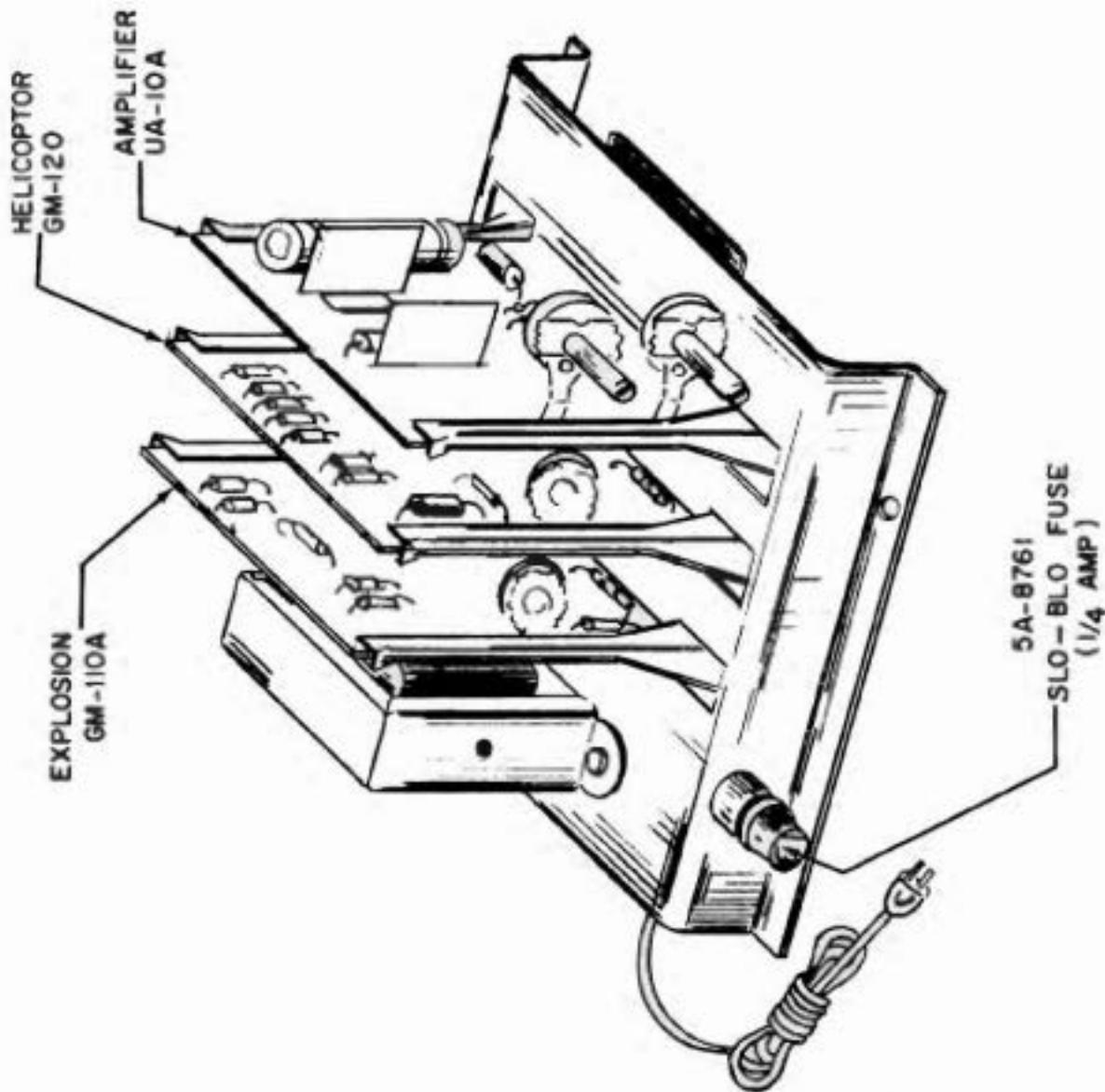


30C-396-13
SCENERY SIDE



30C-396-11
HUTS-SCENERY

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



GAMES BELOW ARE LISTED IN ORDER OF PRODUCTION DATES

PLIPPER 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

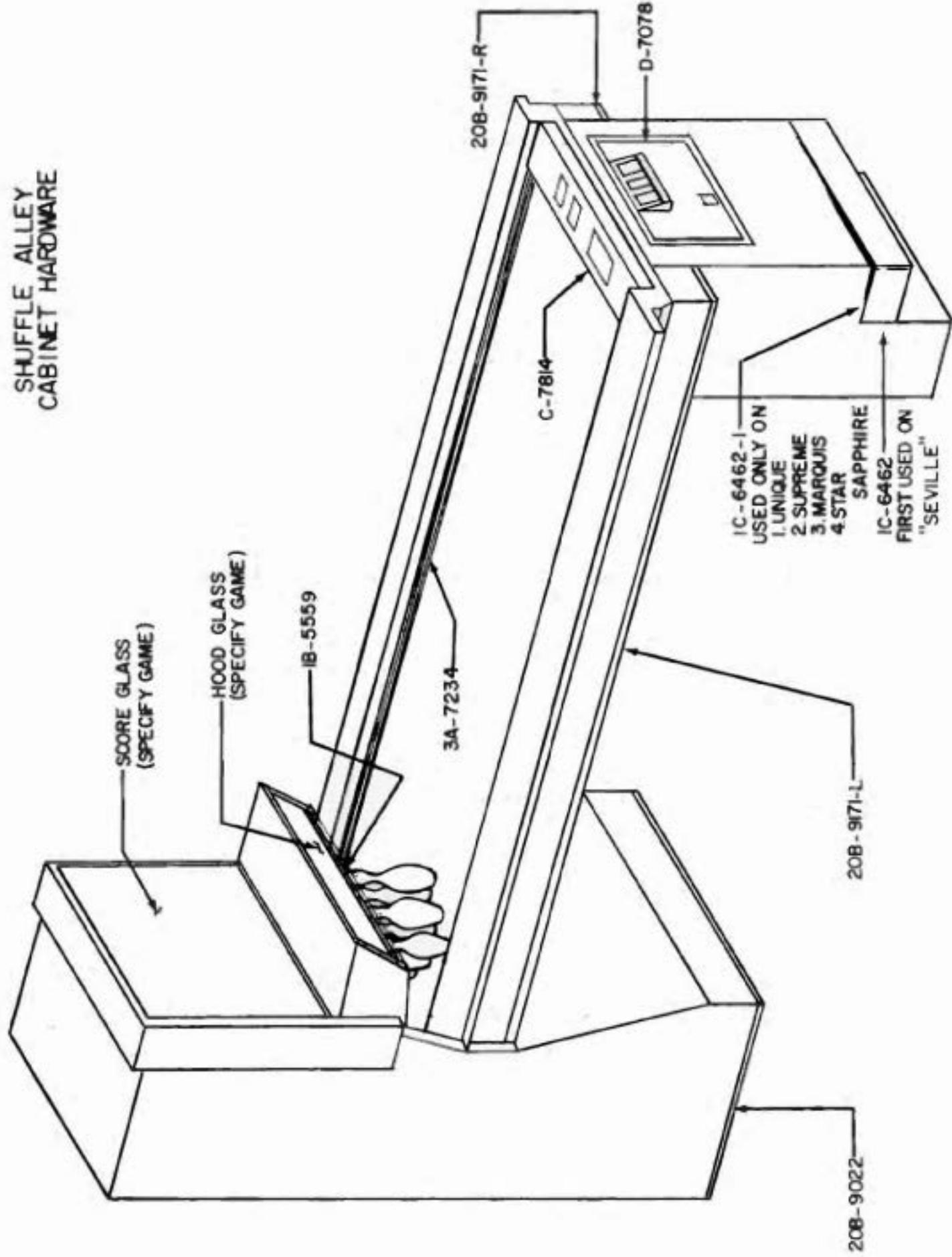
GUN GAMES

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

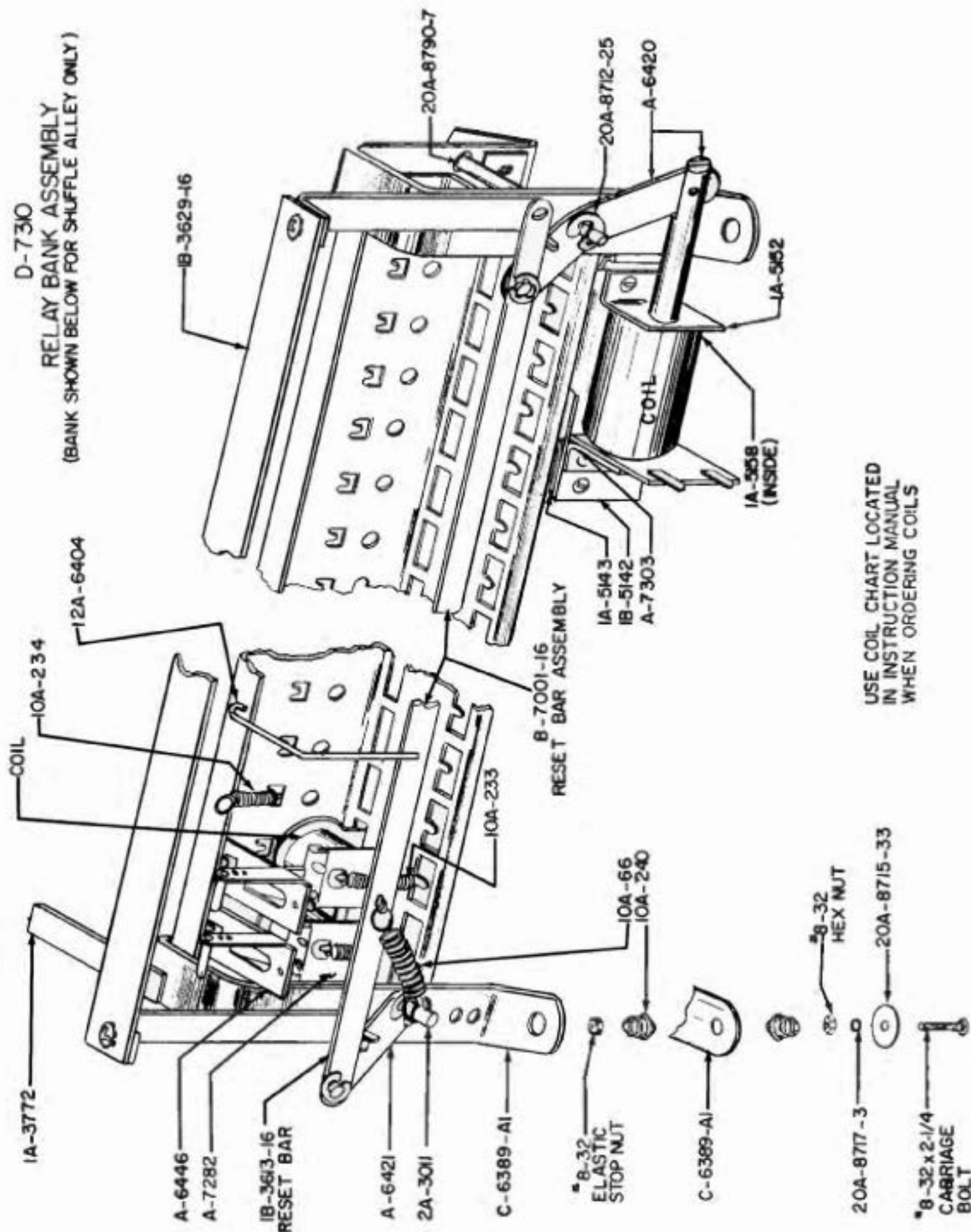
SHUFFLE ALLEY

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

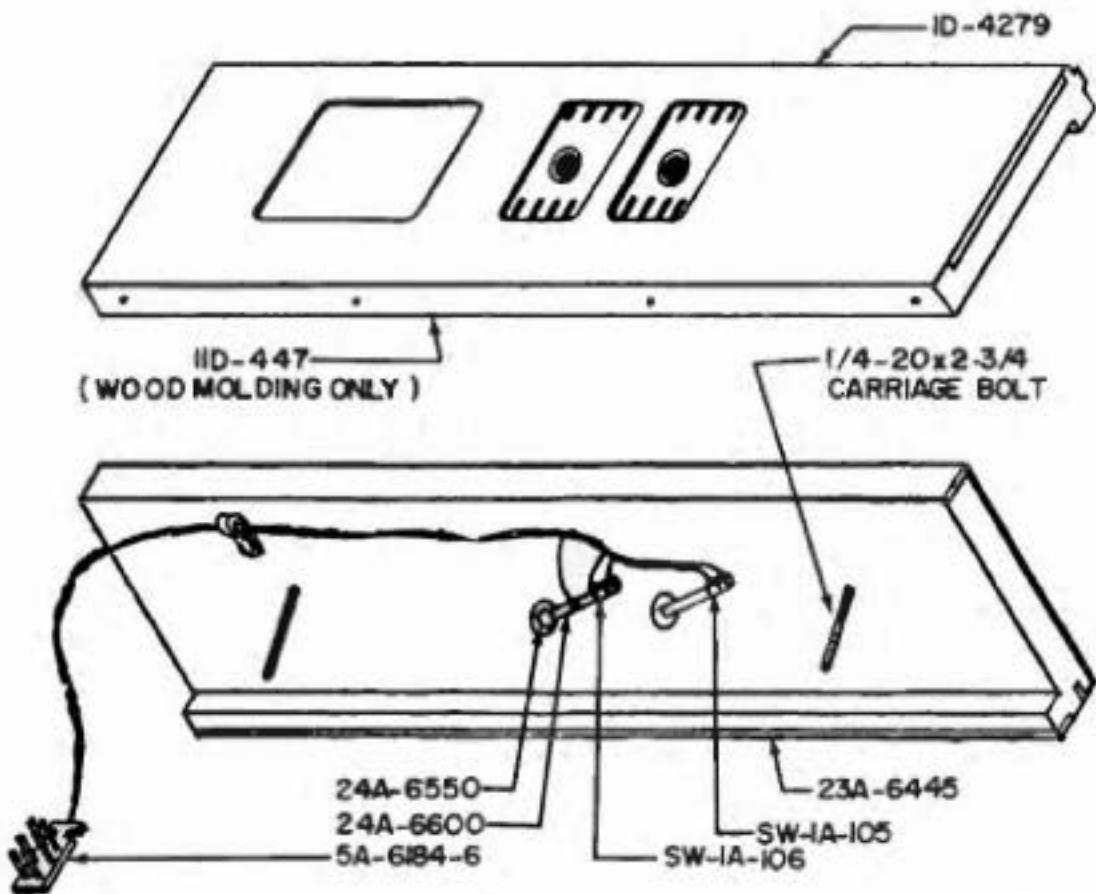


D-7310
RELAY BANK ASSEMBLY
(BANK SHOWN BELOW FOR SHUFFLE ALLEY ONLY)



USE COIL CHART LOCATED
IN INSTRUCTION MANUAL
WHEN ORDERING COILS

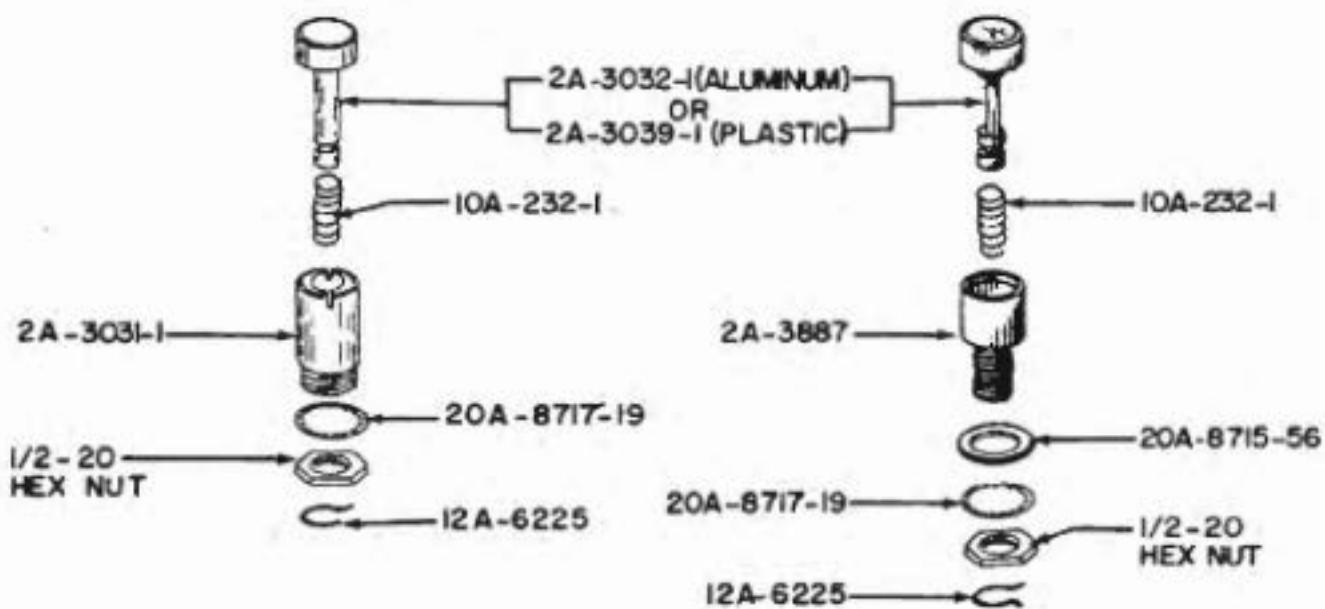
C-7814
FRONT MOLDING ASSEMBLY
(FIRST USED ON "UNIQUE")



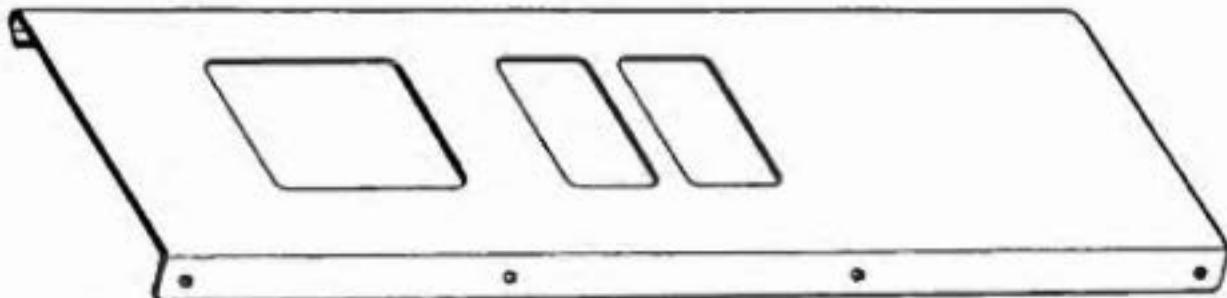
PUSH BUTTON ASSEMBLIES

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

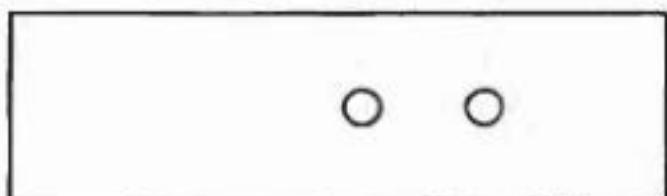
BELOW PARTS
FIRST USED ON "UNIQUE"



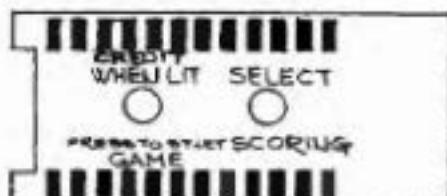
FRONT MOLDING PARTS



ID-4279
CHROME TRIM

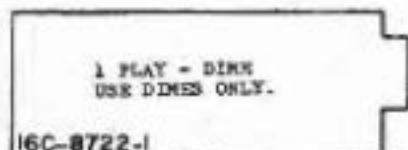


PLASTIC COVER
3C-742I-1 (1 HOLE)
3C-742I-2 (2 HOLES)

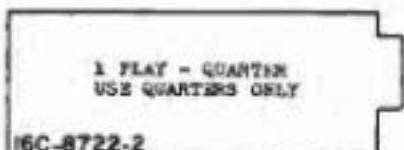


GAME INFORMATION CARD
16C-8718 (2 HOLES)
16C-8718-I (1 HOLE)

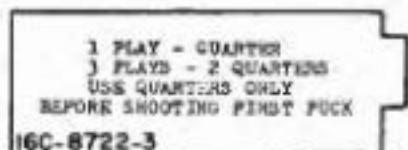
COIN INFORMATION CARD



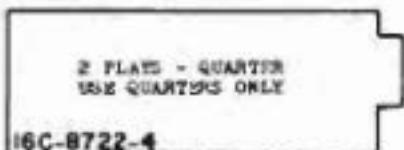
1 PLAY - DIME
USE DIMES ONLY.
16C-8722-1



1 PLAY - QUARTER
USE QUARTERS ONLY
16C-8722-2

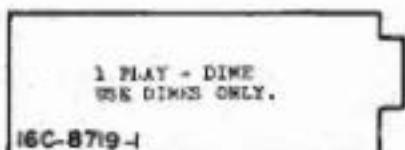


1 PLAY - QUARTER
3 PLAYS - 2 QUARTERS
USE QUARTERS ONLY
BEFORE SHOOTING FIRST PUCK
16C-8722-3

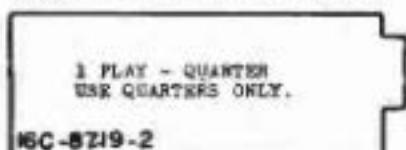


2 PLAYS - QUARTER
USE QUARTERS ONLY
16C-8722-4

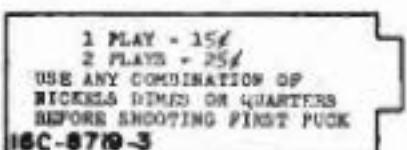
COIN INFORMATION CARD (USED ON "SUPREME" ONLY)



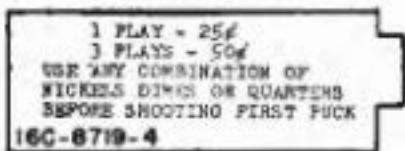
1 PLAY - DIME
USE DIMES ONLY.
16C-8719-1



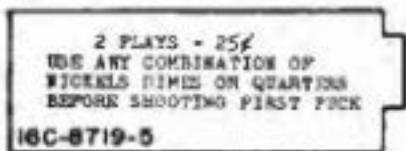
1 PLAY - QUARTER
USE QUARTERS ONLY.
16C-8719-2



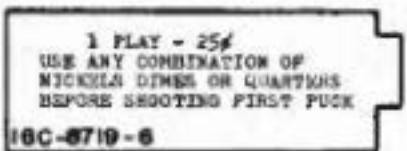
1 PLAY - 15¢
2 PLAYS - 25¢
USE ANY COMBINATION OF
NICKELS, DIMES OR QUARTERS
BEFORE SHOOTING FIRST PUCK
16C-8719-3



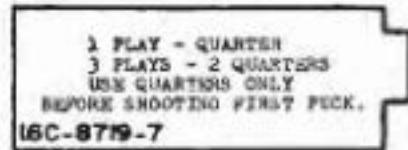
1 PLAY - 25¢
3 PLAYS - 50¢
USE ANY COMBINATION OF
NICKELS, DIMES OR QUARTERS
BEFORE SHOOTING FIRST PUCK
16C-8719-4



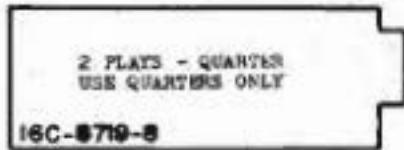
2 PLAYS - 25¢
USE ANY COMBINATION OF
NICKELS, DIMES OR QUARTERS
BEFORE SHOOTING FIRST PUCK
16C-8719-5



1 PLAY - 25¢
USE ANY COMBINATION OF
NICKELS, DIMES OR QUARTERS
BEFORE SHOOTING FIRST PUCK
16C-8719-6

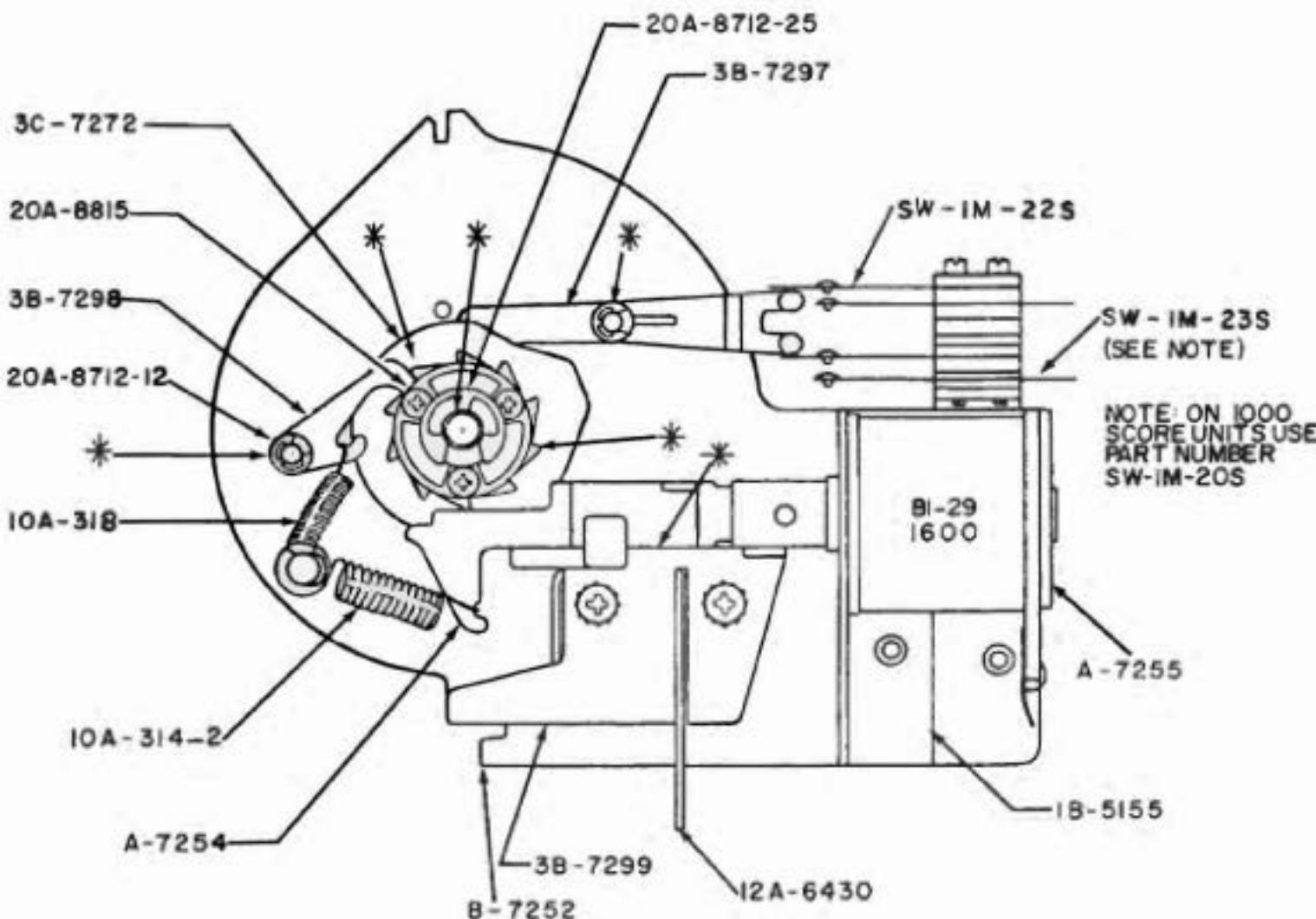


1 PLAY - QUARTER
3 PLAYS - 2 QUARTERS
USE QUARTERS ONLY
BEFORE SHOOTING FIRST PUCK.
16C-8719-7



2 PLAYS - QUARTER
USE QUARTERS ONLY
16C-8719-8

D-725I
 3" DRUM UNIT ASSEMBLY
 WITHOUT PRINTED CIRCUIT AND CONTACT RING
 (FOR 0,0,00, 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 *

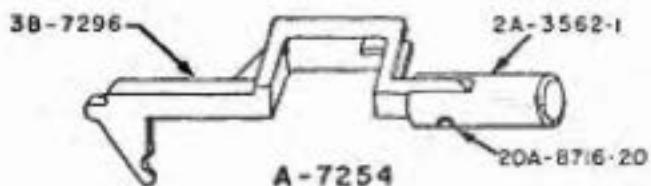
" SERVICE SUGGESTION."

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

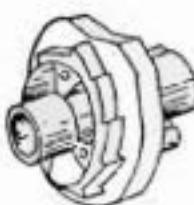
3" DRUM UNIT PARTS



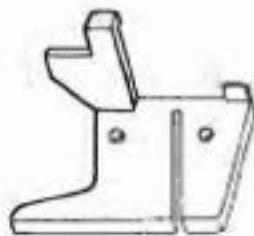
3B-7297



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

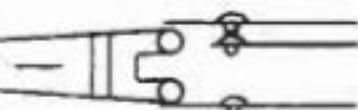
AT 9TH POSITION BOTH SWITCHES ARE CLOSED, AS SHOWN.



OPEN



OPEN



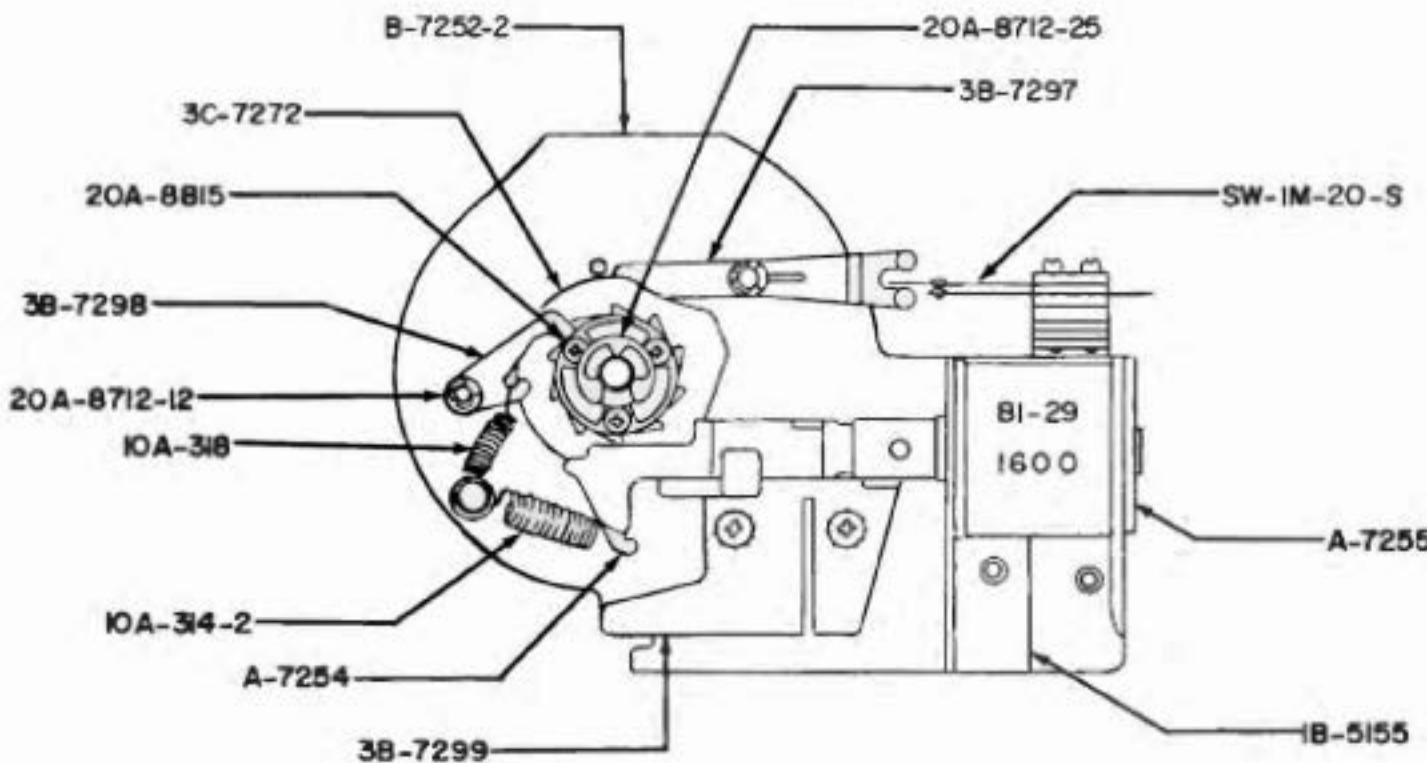
CLOSED



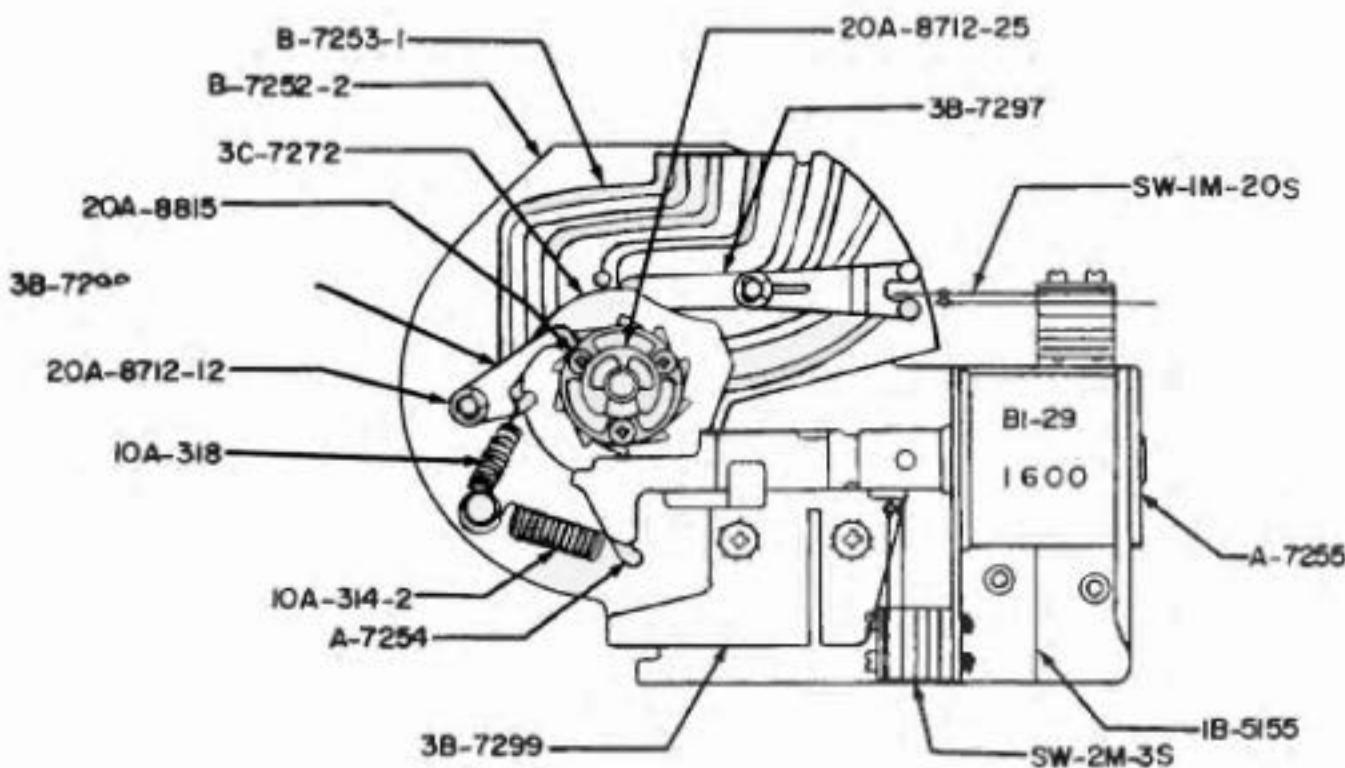
CLOSED

CLOSED

B-7932
FRAME DRUM UNIT ASSEMBLY



B-7932-I
COIN DRUM UNIT ASSEMBLY



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



30B-7295-3

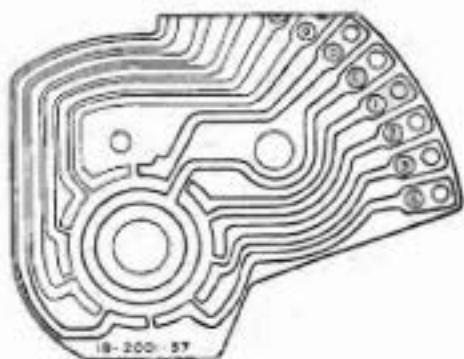


IA-5695



3C-7272

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



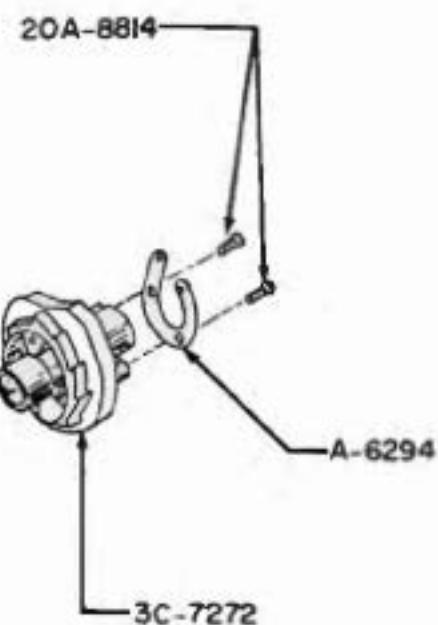
B-7253-I
PRINTED CIRCUIT ASSEMBLY



30B-7295-5

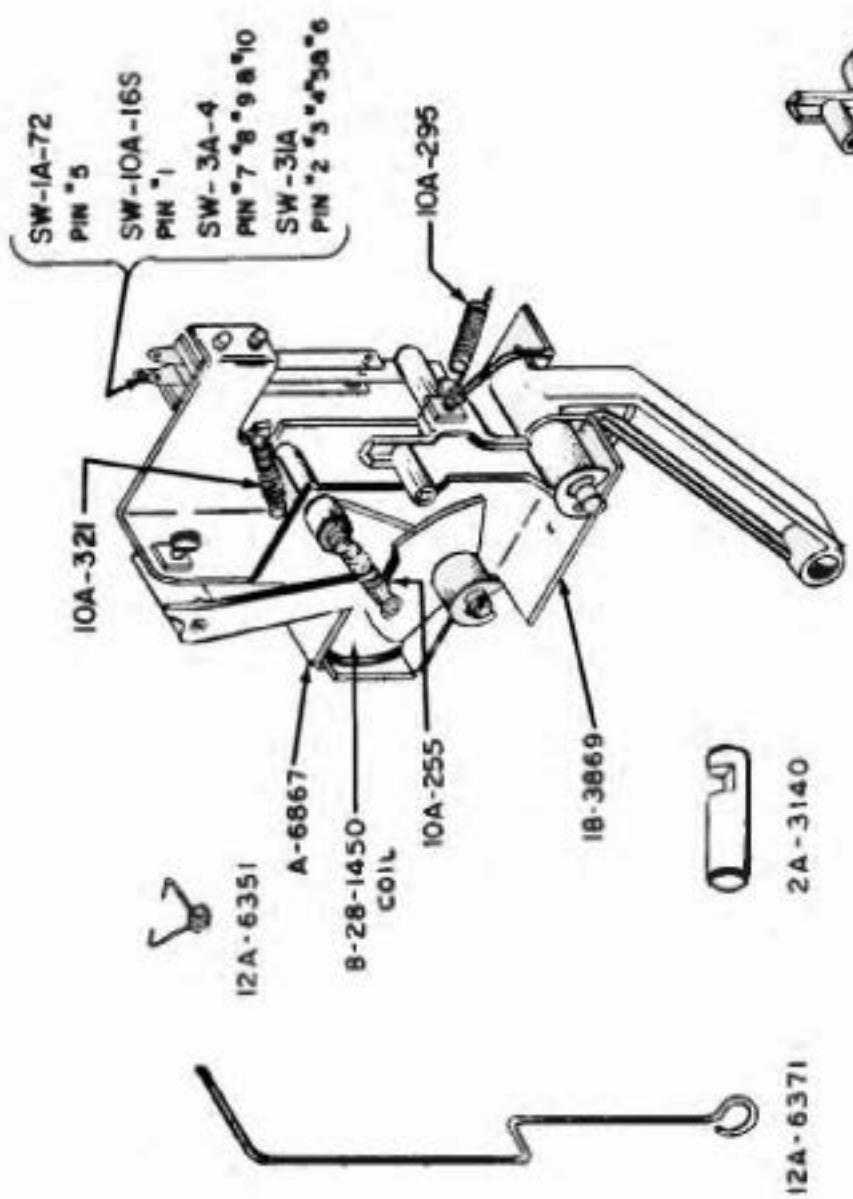


IA-5695



3C-7272

D-6588
PIN HANGER ASSEMBLY
(WITH RELATED PARTS)



3C-7202
NYLON

3C-7201
NYLON

3B-7204
NYLON

3B-7203
NYLON

3A-7205
NYLON

A-6587

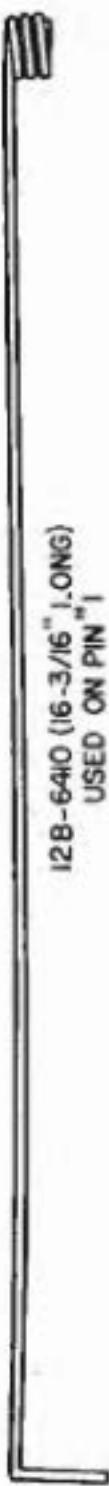
2A-3138

20A-8712-25

2A-3141

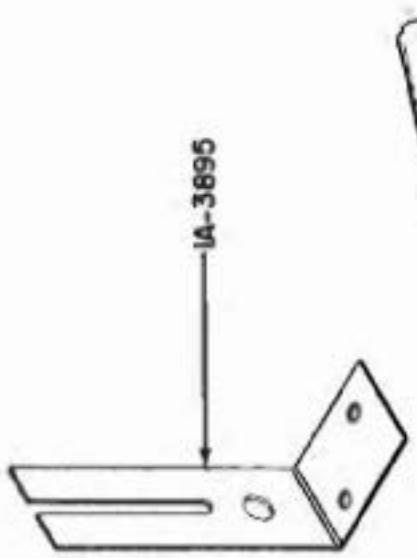
MISCELLANEOUS PIN PANEL HARDWARE

12B-6410 (16-3/16" LONG)
USED ON PIN "1"

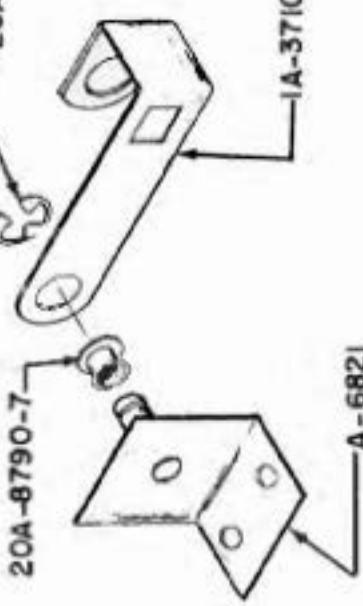


12B-6394 (0-15/16" LONG)
USED ON PINS "2 & 3"

12A-6393 (5-11/16" LONG)
USED ON PINS "4, 5 & 6"



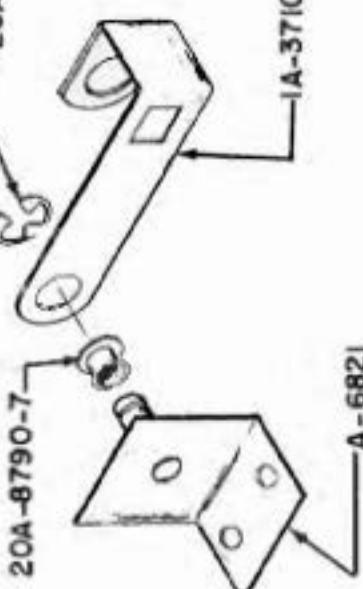
20A-8790-7



1A-3895

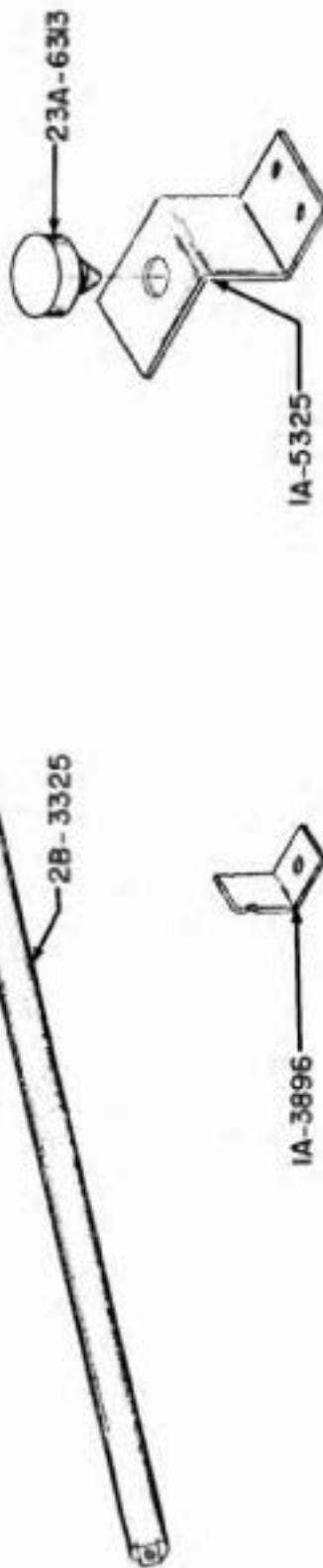


20A-8712-25

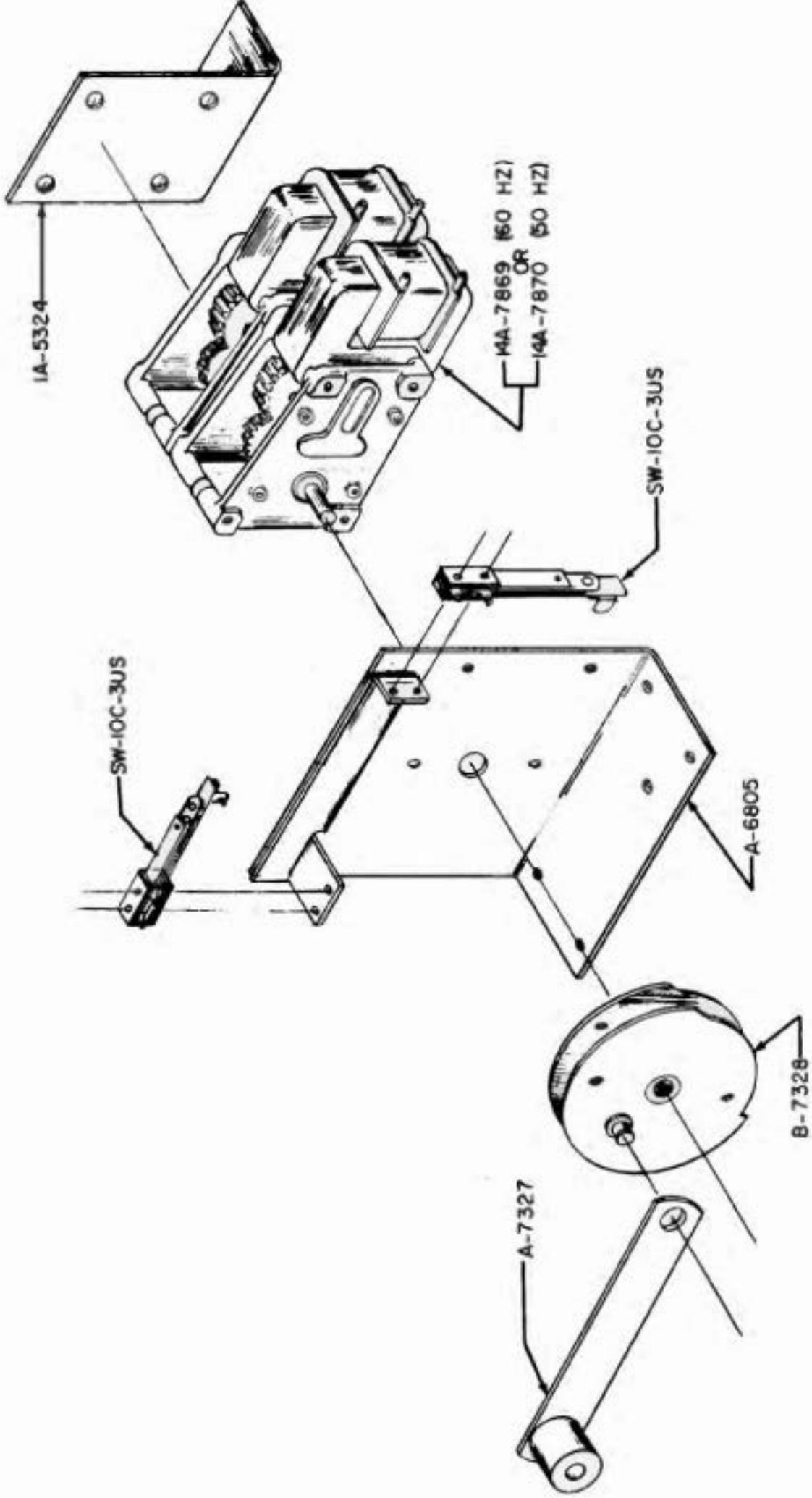


1A-3710A-1

A-6821



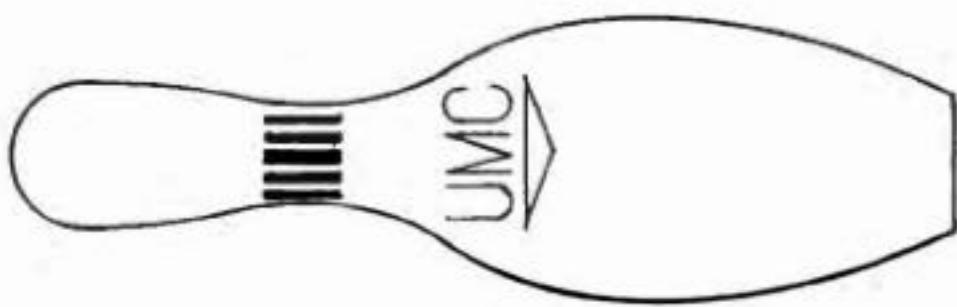
PIN RESET MOTOR ASSEMBLY
(BELOW PARTS MOUNTED ON PIN PANEL)



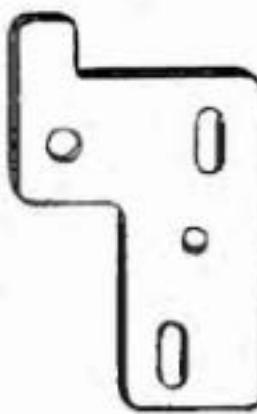
MISCELLANEOUS SHUFFLE ALLEY HARDWARE
PLAYFIELD ROLLOVER WIRES



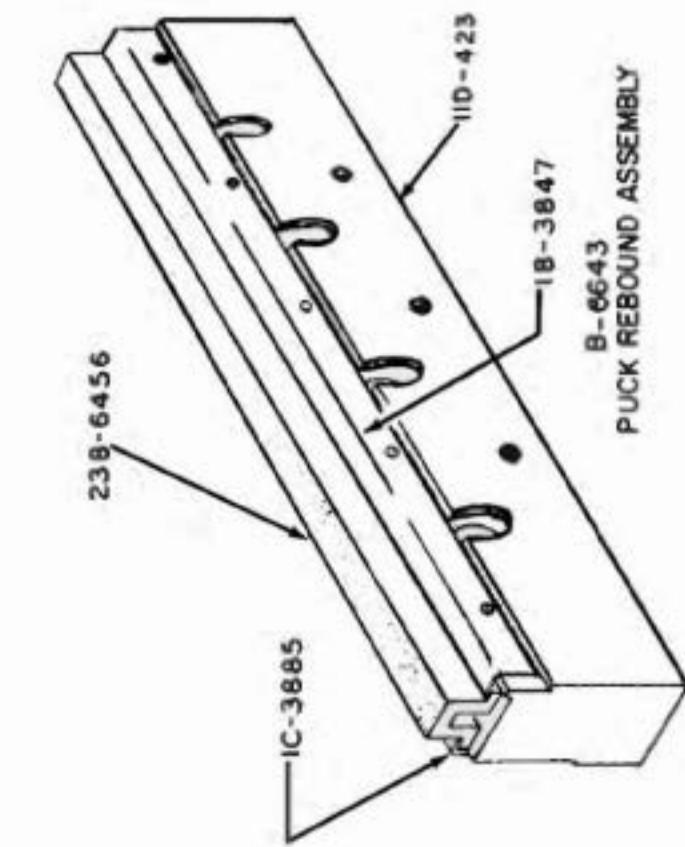
B-7752-L (LEFT)
B-7752-R (RIGHT)
(FIRST USED ON "GRANITE")
B-6394-IL (LEFT)
(LAST USED ON "PINNACLE")
B-6394-IR (RIGHT)



38-7178
BOWLING PIN



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

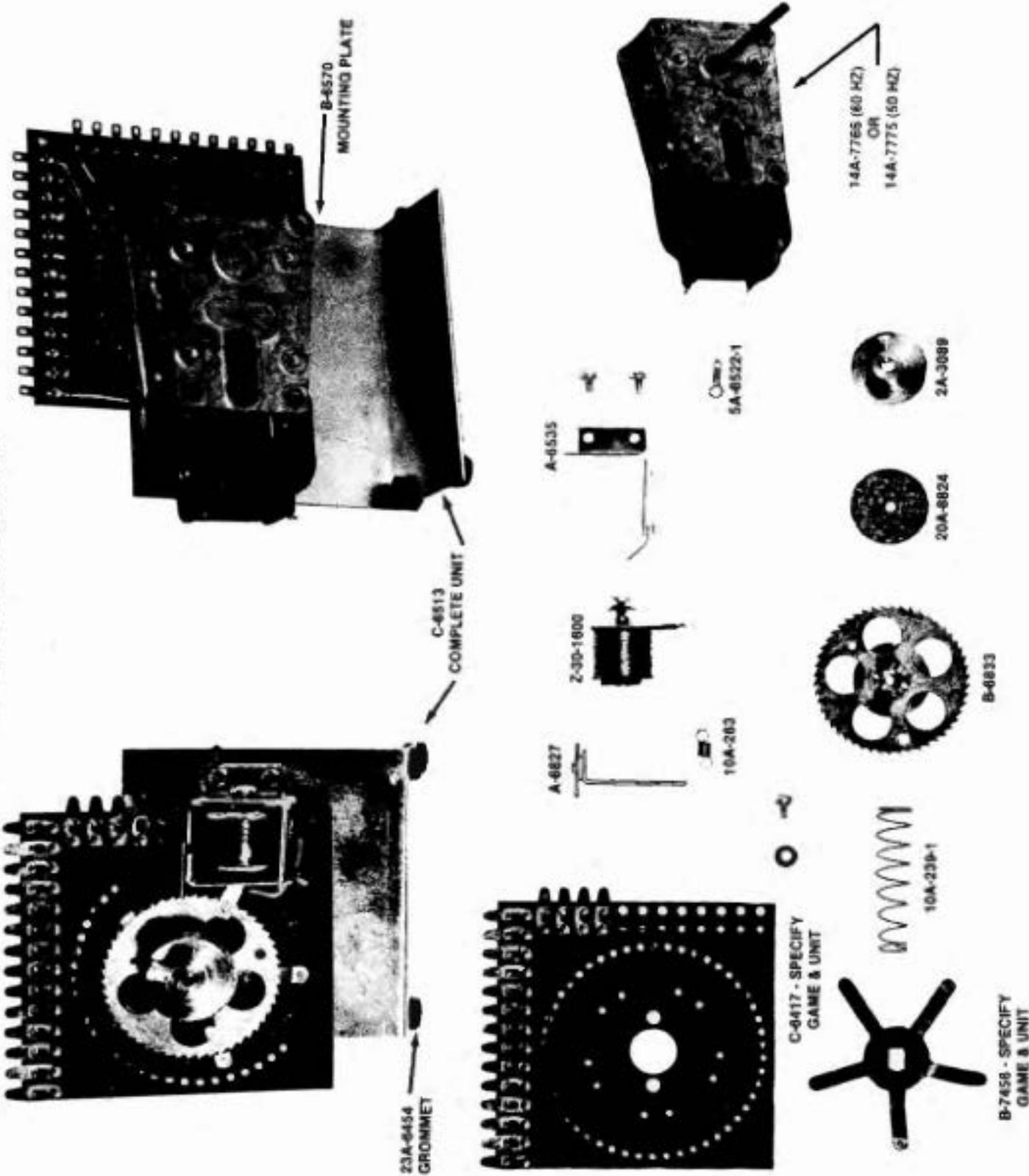


B-6643
PUCK REBOUND ASSEMBLY

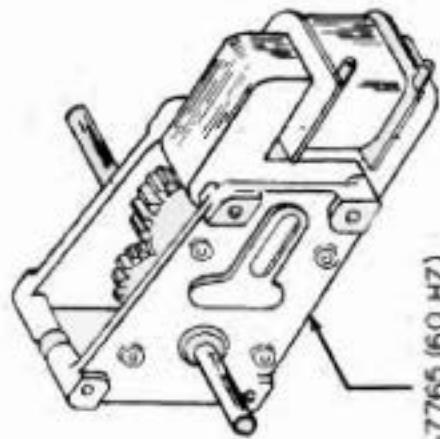


IA-2962-1
HINGE BRACKET-FEMALE
(MOUNTED ON CABINET)

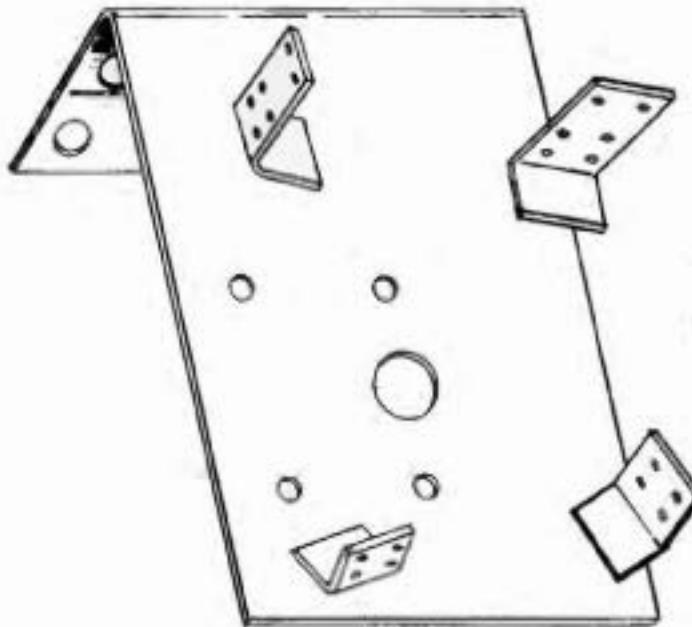
C-6513 FLASH MOTOR UNIT



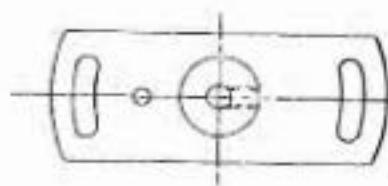
SCORE MOTOR PARTS



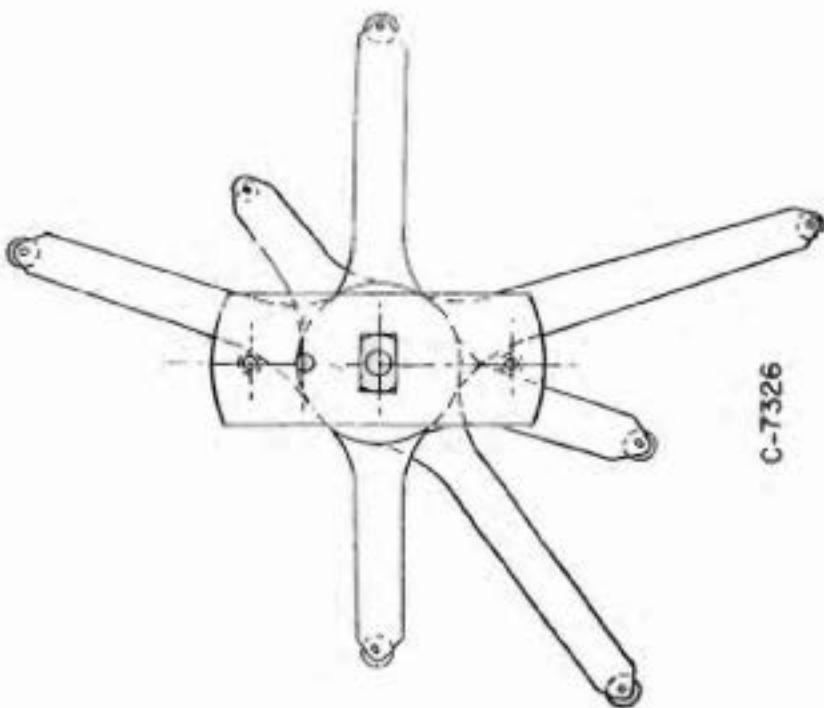
14A-7765 (60 HZ)
OR
14A-7776 (50 HZ)



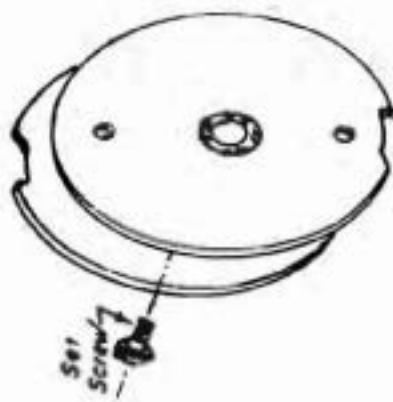
B-6559-2



A-7176-1

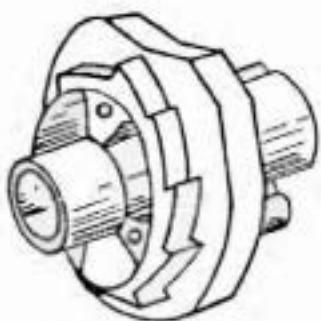
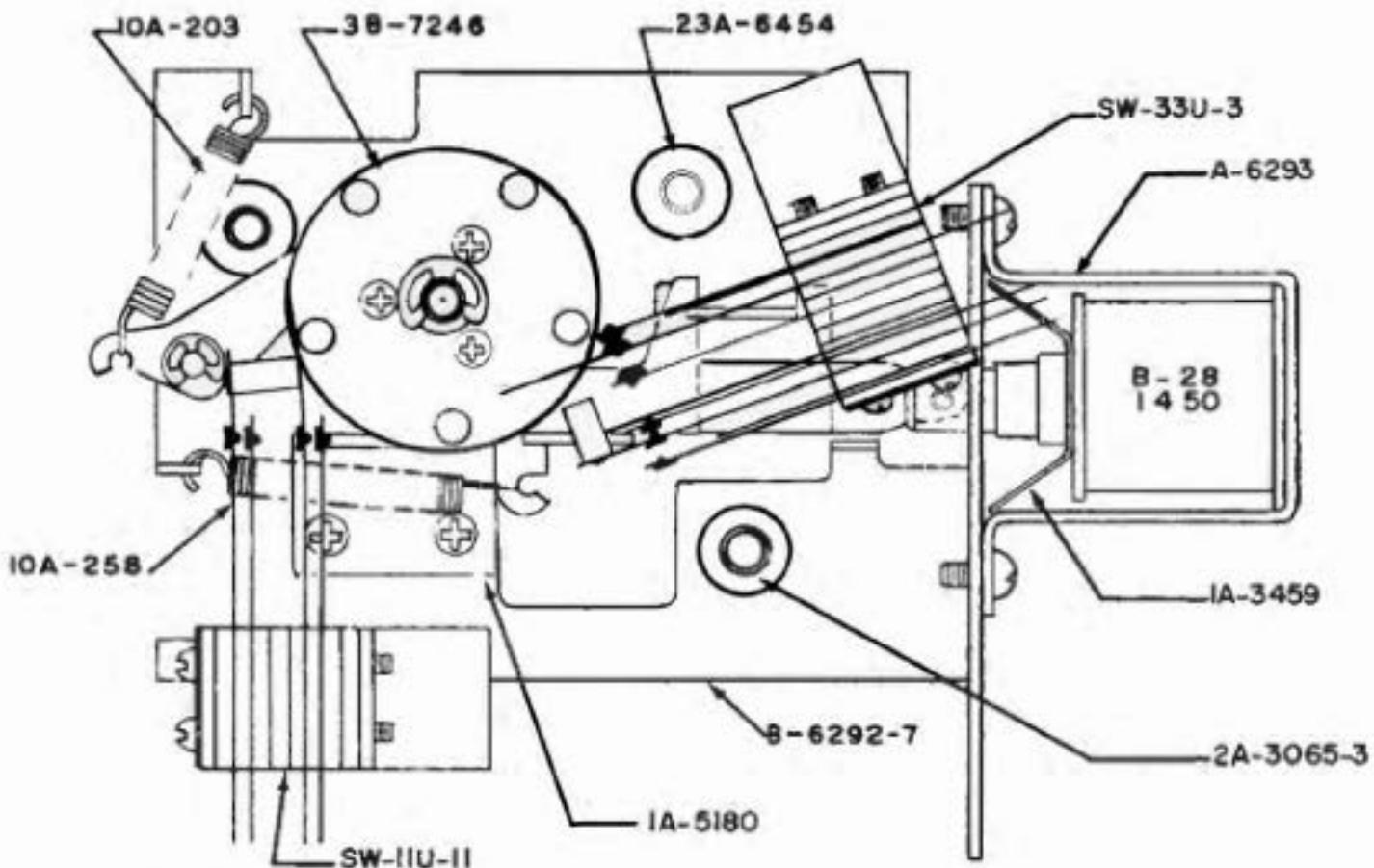


C-7326

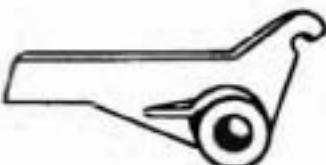


B-6523

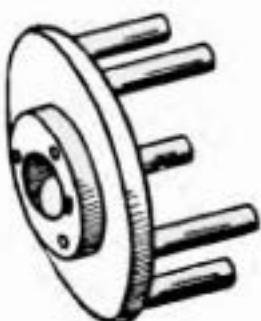
C-7194
ROTO STEP UP UNIT ASSEMBLY



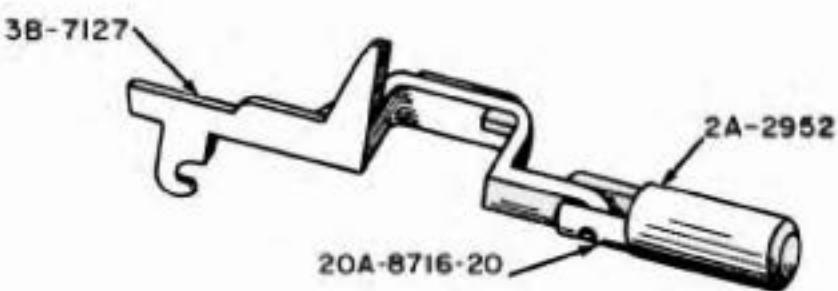
3C - 7272
RATCHET & CAM



3A - 7125
RATCHET STOP PAWL

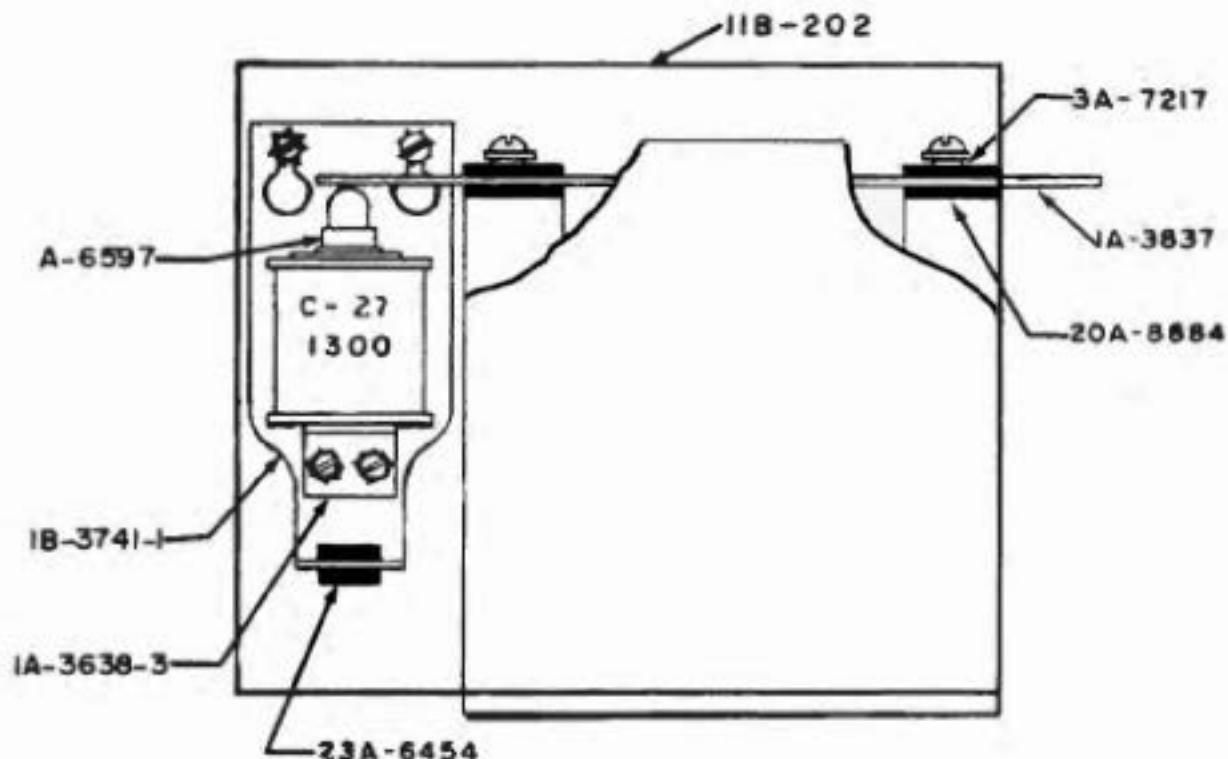


3B - 7246
ALTERNATOR DISC

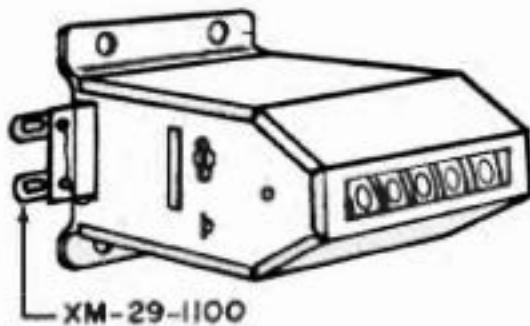


A-6295
DRIVE PAWL & ARMATURE

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 & SHIFT			
STARDUST	REPLAY			A-6400	300-401	14A-7805 (50 Hz) SCORE	15A-6771 60Hz
	BALL COUNT	C-6932	C-6520	A-6402-5	(Set of 7)	14A-7806 (50 Hz) SCORE	15A-6782 50Hz
	NO MATCH	C-6417	C-6520	A-6401			
	PLAYER	C-6417	C-6521	A-6405-3			
	COIN	C-6896	C-6520	A-6402-3			
	BONUS	C-6417	C-6520	A-6402-16			
	10 POINT	B-7253	A-6294	30-7272			
	100 POINT	B-7253	A-6294	30-7272			
	1000 POINT	B-7253	A-6294	30-7272			
	ADVANCE ALTERNATOR	A-7195	A-6294	30-7272			
OLYMPIC HOCKEY	REPLAY			A-6400	300-351	14A-7871 (50 Hz) SCORE	15A-6771 60 Hz
	BALL COUNT	C-6876	B-7456-19	A-6402-10	(Set of 6)		15A-6782 50 Hz
	NO MATCH	C-6879	B-7456-2	A-6401	300-351-3		
	ADVANCE	C-6417	C-6521	A-7386-20	300-351-6		
	TENS	B-7253	A-6294	30-7272			
	HUNDREDS	B-7253	A-6294	30-7272			
	THOUSANDS	B-7253	A-6294	30-7272			
	TEN THOUSANDS	B-7253	A-6294	30-7272			
	GOAL	B-7253	A-6294	30-7272			
LINE DRIVE	CREDIT			A-6400			
	INNING	C-6417	B-7456-15	A-6402-6	14A-7751 (50 Hz) MAIN	15A-6782 50Hz	
	BUT	C-6417	B-7456-17	A-6402-3	14A-7882 (50 Hz) CONTROL		
	STRIKE	C-6417	B-7456-17	A-6402-3	14A-7883 (50 Hz) CONTROL		
	EXTRA INNING	C-6417	B-7456-17	A-6402-5	14A-7821 (50 Hz) PITCHER		
	CONTROL MOTOR	C-6417	B-7456-18	A-6402-5	14A-7823 (50 Hz) PITCHER		
	10 POINT 1 PT	B-7253	A-6294	30-7272			
	100 POINT 10 PT	B-7253	A-6294	30-7272			
	2ND PLAYER 1 PT	B-7253	A-6294	30-7272			
	2ND PLAYER 10 PT	B-7253	A-6294	30-7272			
GRANADA	GRANDSLAM	B-7253	A-6294	30-7272			
	100000	C-6414	B-7456-10	A-6402-10	300-400	14A-7883 (50 Hz) SCORE	15A-6771 60Hz
	BALL COUNT	C-6414	B-7456-10	A-6402-10	(Set of 8)	14A-7884 (50 Hz) SCORE	15A-6782 50Hz
	10 POINT			30-7272			
	100 POINT			30-7272			
SPANISH EYES	10000 POINT			30-7272			
	100000 POINT			30-7272			
	1000000 POINT			30-7272			
	REPLAY	C-6414	B-7456-1	A-6400-1	300-400	14A-7883 (50 Hz) SCORE	15A-6771 60Hz
	BALL COUNT	C-6414	B-7456-1	A-6402-10	(Set of 7)	14A-7884 (50 Hz) SCORE	15A-6782 50Hz
	NO MATCH	C-6414	B-7456-2	A-6401			
HONEY	TENS	A-7195	A-6294	30-7272			
	HUNDREDS	A-7195	A-6294	30-7272			
	THOUSANDS	A-7195	A-6294	30-7272			
	TEN THOUSANDS	A-7195	A-6294	30-7272			
	GOAL			30-7272			
	10 POINT	C-6414	B-7456-6	A-6402-5	300-400	14A-7805 (50 Hz) SCORE	15A-6771 60Hz
	100 POINT	C-6414	B-7456-7	A-6401	(Set of 10)	14A-7806 (50 Hz) SCORE	15A-6782 50Hz
	1000 POINT	C-6417	C-6521	A-6405-3			
	10000 POINT	C-6417	C-6521	A-6407-3			
	100000 POINT	C-6417	C-6521	A-6407-15			
STOCKADE	1000000 POINT	B-7253	A-6294	A-6407-3			
	ALTERNATOR	B-7253	A-6294	30-7272			
	REPLAY	C-6417	B-7456-27	A-6400-1	300-400	14A-7889 (50 Hz) INDIAN	15A-6775 60Hz
	FGT SELECTOR	C-6417	B-7456-1	A-6401	(Set of 10)	14A-7890 (50 Hz) LEAPER	15A-6776 50Hz
	SHOT COUNTER	C-6417	B-7456-25	A-6401		14A-7891 (50 Hz) CRABLER	
	MIF	C-6417	B-7456-21	A-6401		14A-7891 (60 Hz) CONTROL	
SUPER STAR	100 POINT	B-7253	A-6294	30-7272			
	1000 POINT	B-7253	A-6294	30-7272			
	10000 POINT	B-7253	A-6294	30-7272			
	100000 POINT	B-7253	A-6294	30-7272			
	1000000 POINT	B-7253	A-6294	30-7272			
	REPLAY	C-6414	B-7456-2	A-6400-1	200-378	14A-7883 (50 Hz) SCORE	15A-6771 60Hz
	NO MATCH	C-6414	B-7456-18	A-6402-10	(Set of 10)	14A-7884 (50 Hz) SCORE	15A-6782 50Hz

PARTS LIST

PIN GAME

NAME OF GAME	STEP UP UNITS				SCREENED PLAYFIELD PLASTICS	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
BIG STAR	100 BBD BALL COUNT 10 POINT 100 POINT 1000 POINT 10,000 POINT BONUS	C-6414 C-6414 C-6414 C-6414 C-6414 C-6414 C-6417	B-7456-19 B-7456-13 B-7456-2 B-7456-21	A-6402-19 A-6402-10 B-7272 B-7272 B-7272 B-7272 A-6402-21	300-378 (Set of 10)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6785 50Hz
FAN-TASTIC	REPLAY BALL COUNT NO MATCH PLAYER COIN BONUS 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 C-6414 C-6414 C-6414 C-6414 C-6417 B-7253 B-7253 B-7253	B-7456-6 B-7456-2 C-6521 B-7456-9 B-7456-21 A-6294 A-6294 A-6294	A-6402-1 A-6402-5 A-6401 A-6405-3 A-6407-3 A-6402-10 B-7272 B-7272 B-7272 B-7272 B-7272	300-387 (Set of 9)	14A-7885 (60 Hz) SCORE 14A-7886 (50 Hz) SCORE 14A-7888 (50-60 Hz) SPINNER	15A-6771 60Hz 15A-6782-1 50Hz
SWINGER	REPLAY BALL COUNT NO MATCH ADVANCE IFNS HUNDREDS THOUSANDS TEN THOUSANDS SWING REEL ALTERNATOR	C-6414 C-6417 C-6414 B-7253 B-7253 B-7253	B-7456-10 C-6521 B-7456-2 A-6294 A-6294 A-6294	A-6402-1 A-6402-10 A-6403 A-6401 B-7272 B-7272 B-7272 B-7272 B-7272	300-406 (Set of 9)	14A-7885 (60 Hz) SCORE 14A-7886 (50 Hz) SCORE 14A-7745 (50-60 Hz) SWING TGT	15A-6771 60Hz 15A-6782 50Hz
AMBUSH	CREDIT SELECTION COIN CONTROL MOTOR 1 PT. TIMER 10 PT. TIMER 1 PT. SHOT 10 PT. SHOT 100 PT. SHOT 10 PT. SCORE 100 PT. SCORE 1000 PT. SCORE	C-6417 C-6417 C-6417 C-6417 B-7195 B-7195 B-7195 B-7195 B-7195	B-7456-25 B-7456-20 B-7456-26 B-7272 A-6294 A-6294 A-6294 A-6294 A-6294	A-6402-1 A-6402-13 A-6402-13 B-7272 B-7272 B-7272 B-7272 B-7272		14A-7885 (50 Hz) CONTROL 14A-7884 (60 Hz) CONTROL 14A-7883 (50-60 Hz) TARGET	15A-6771 60Hz 15A-6782-1 50Hz
TRAVEL TIME	REPLAY NO MATCH CLOCK 10 POINT 100 POINT 1000 POINT 10,000 POINT	C-6414 C-6417 C-6417 B-7253 B-7253 B-7253 B-7253	B-7456-2 B-7456-24 A-6294 A-6294 A-6294 A-6294	A-6402-1 A-6401 A-6402-35 B-7272 B-7272 B-7272 B-7272	300-393 (Set of 10)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782-1 50Hz
UPPER DECK	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-6402-1 A-6402-6 A-6402-3 A-6402-3 A-6402-5 B-7272 B-7272 B-7272 B-7272 B-7272		14A-7751 (60 Hz) MAN 14A-7757 (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
FUN-FEST	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-7253	B-7456-6 C-6521 C-6521 B-7456-9 B-7456-7 A-6294 A-6294 A-6294 A-6294 A-6294	A-6402-1 A-6402-5 A-6403 A-6405-3 A-6402-3 A-6401 B-7272 B-7272 B-7272 B-7272 B-7272	300-406 (Set of 9)	14A-7885 (60 Hz) SCORE 14A-7886 (50 Hz) SCORE 14A-7745 (50-60 Hz) SWING TGT.	15A-6771 60Hz 15A-6782-1 50Hz
TROPIC FUN	100 BBD BALL COUNT ADVANCE 10 POINT 100 POINT 1000 POINT 10,000 POINT	C-6414 C-6414 C-6417	B-7456-19 B-7456-13 B-7456-2	A-6402-19 A-6402-10 A-6401 B-7272 B-7272 B-7272 B-7272	300-417 (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 & SHIRT			
GULFSTREAM	REPLAY BALL COUNT NO MATCH BAIL COUNT 10 POINT 100 POINT 1000 POINT 10,000 POINT	C-6412 C-6414 B-7251 B-7253 B-7253 B-7253	C-6521 B-7456-3 A-6294 A-6294 A-6294	A-6400-1 A-6401 A-6402-10 B-7271 B-7271 B-7271 B-7271	300-417 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
JOUBILEE	REPLAY BALL COUNT NO MATCH PULLER COIN ADVANCE 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 C-6414 C-6414 C-6414 C-6417 B-7251 B-7253 B-7253 B-7253	B-7456-6 B-7456-2 B-7456-9 B-7456-11 A-6294 A-6294 A-6294 A-6294	A-6400-1 A-6401 A-6401 A-6404-3 A-6402-3 A-6402-10 B-7271 B-7271 B-7271 B-7271	300-416 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
DARLING	REPLAY BALL COUNT NO MATCH ADVANCE TENS HUNDREDS THOUSANDS TEN THOUSANDS SWING REEL ALTERNATOR	C-6414 C-6414 C-6417 B-7251 B-7253 B-7253 B-7253	B-7456-16 B-7456-2 B-7456-17 A-6294 A-6294 A-6294 A-6294	A-6400-1 A-6401 A-6401 A-6402-10 B-7271 B-7271 B-7271 B-7271	300-416 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
OIO	REPLAY BALL COUNT NO MATCH PULLER COIN SONUS 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 C-6414 C-6414 C-6414 C-6417 B-7251 B-7253 B-7253 B-7253	B-7456-6 B-7456-7 B-7456-8 B-7456-9 B-7456-10 A-6294 A-6294 A-6294 A-6294	A-6400-1 A-6402-5 A-6401 A-6401 A-6402-10 B-7271 B-7271 B-7271 B-7271	300-420 (Set of 5) 300-420-6	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
STAR ACTION	100,000 SPINNER BALL COUNT ADVANCE 10 POINT 100 POINT 1000 POINT 10,000 POINT X DRUM	C-6414 C-6417 C-6414 C-6417 C-6417 B-7456-21 B-7456-22 B-7456-23 B-7456-24	B-7456-21 B-7456-22 B-7456-23 B-7456-24 A-6402-19 A-6402-23 A-6402-19 A-6402-19	A-6402-19 A-6402-23 A-6402-19 A-6402-19 B-7271 B-7271 B-7271 B-7271	300-434 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
TRIPLE ACTION	REPLAY BALL COUNT NO MATCH SPINNER ADVANCE 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 C-6414 C-6417 C-6417 C-6417 B-7456-3 B-7456-20 B-7456-20 B-7456-20 B-7456-29 A-6294 A-6294 A-6294 A-6294	B-7456-3 B-7456-2 B-7456-20 B-7456-20 B-7456-29 A-6400-1 A-6401 A-6401 A-6401 A-6402-10 B-7271 B-7271 B-7271 B-7271	A-6400-1 A-6401 A-6401 A-6401 A-6402-10 B-7271 B-7271 B-7271 B-7271	300-434 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
DEALERS CHOICE	REPLAY BALL COUNT NO MATCH PULLER COIN BONUS 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 C-6414 C-6417 C-6417 C-6417 B-7456-6 B-7456-2 B-7456-1 B-7456-3 B-7456-33 A-6294 A-6294 A-6294 A-6294	B-7456-6 B-7456-2 B-7456-1 B-7456-3 B-7456-33 A-6400-1 A-6401 A-6401 A-6400-3 A-6402-10 B-7271 B-7271 B-7271 B-7271	A-6400-1 A-6401 A-6401 A-6400-3 A-6402-10 B-7271 B-7271 B-7271 B-7271	300-433 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
SKYLAB	REPLAY BALL COUNT NO MATCH ADVANCE 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 C-6414 C-6417 B-7251 B-7253 B-7253 B-7253	B-7456-3 B-7456-2 B-7456-35 A-6294 A-6294 A-6294 A-6294	A-6400-1 A-6402-10 A-6401 A-6402-8 B-7271 B-7271 B-7271 B-7271	300-443 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz

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-6400-1	300-445 (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-6402-5			
	BONUS	C-6417	B-7456-33	A-6402-10			
	10 POINT	B-7253	A-6294	3C-7272			
	100 POINT	B-7253	A-6294	3C-7272			
	1000 POINT	B-7253	A-6294	3C-7272			
	10,000 POINT	B-7253	A-6294	3C-7272			
SUPER FLITE	REPLAY			A-6400-1	300-445 (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	B-7253	A-6294	3C-7272			
	THOUSANDS	B-7253	A-6294	3C-7272			
	10 THOUSANDS	B-7253	A-6294	3C-7272			
	ALTERNATOR	B-7253	A-6294	3C-7272			
	REPLAY			A-6400-1			
LUCKY ACE	BALL COUNT	C-6414	B-7456-44	A-6402-10	300-433 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 1 50Hz
	(RIGHT SIDE)	B-7568	A-7614	A-7548-1			
	NO MATCH	B-7569	A-7615	A-7548-1			
	(LEFT SIDE)	B-7569	A-7615	A-7548-1			
	PLAYER	C-6417	C-6521	A-6404-3			
	COIN	C-6414	B-7456-9	A-6402-3			
	ADVANCE	C-6417	B-7456-44	A-6402-10			
	10 POINT	B-7253	A-6294	3C-7272			
	100 POINT	B-7253	A-6294	3C-7272			
	1000 POINT	B-7253	A-6294	3C-7272			
STAR POOL	10,000 POINT	B-7253	A-6294	3C-7272	300-453 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 1 50Hz
	ALTERNATOR	B-7253	A-6294	3C-7272			
	SPINNER	B-7253	A-6294	3C-7272			
	REPLAY			A-6400-1			
	BALL COUNT	C-6414	B-7456-40	A-6402-10			
	(RIGHT SIDE)	C-6417	C-6521	A-6403			
	NO MATCH	C-6417	B-7456-49	A-6402-10			
	(LEFT SIDE)	B-7253	A-6294	3C-7272			
	PLAYER	C-6417	C-6521	A-6404-3			
	ADVANCE	C-6414	B-7456-9	A-6402-3			
SATIN DOLL	10 POINT	B-7253	A-6294	3C-7272	300-454 (Set of 8)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 1 50Hz
	100 POINT	B-7253	A-6294	3C-7272			
	1000 POINT	B-7253	A-6294	3C-7272			
	10,000 POINT	B-7253	A-6294	3C-7272			
	ALTERNATOR	B-7253	A-6294	3C-7272			
	REPLAY			A-6400-1			
	BALL COUNT	C-6414	B-7456-44	A-6402-5			
	(RIGHT SIDE)	B-7568	A-7614	A-7548-1			
	NO MATCH	B-7569	A-7615	A-7548-1			
	(LEFT SIDE)	B-7569	A-7615	A-7548-1			
BIG BEN	ADVANCE	C-6417	B-7456-50	A-6402-10	300-456 (Set of 8)	14A-7883 (60 Hz) SCORE 14A-7884 (50 Hz) SCORE	15A-6771 60Hz 15A-6782 1 50Hz
	10 POINT	B-7253	A-6294	3C-7272			
	100 POINT	B-7253	A-6294	3C-7272			
	1000 POINT	B-7253	A-6294	3C-7272			
	10,000 POINT	B-7253	A-6294	3C-7272			
	ALTERNATOR	B-7253	A-7785	A-7614			
	REPLAY			A-6400-1			
	BALL COUNT	C-6414	B-7456-44	A-6402-5			
	(RIGHT SIDE)	B-7568	A-7614	A-7548-1			
	NO MATCH	B-7569	A-7615	A-7548-1			

PARTS LIST

PIN GAME

NAME OF GAME	STEP UP UNITS				SCREENED PLAYFIELD PLASTICS	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	BRAKET & SHAFT			
PAT HANG	REPLAY BALL COUNT PLAYER NO. MATCH COIN BONUS TENS HUNDREDS THOUSANDS TO THOUSANDS ALTERNATOR	C-6414 C-6417 C-6417 C-6414 C-6417 C-6417 C-7253 C-7253 C-7253 A-7785	B-7456-1 C-6521 C-6521 B-7456-7 B-7456-45 A-6294 A-6294 A-6294 A-7514	A-6400-1 A-6402-3 A-6404-3 A-6402-1 A-6402-10 B-7272 B-7272 B-7272 A-7546-2 A-7557	300-457 (Set of 9)	14A-7883 (60 Hz) SCORE 14A-7884 (60 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
TRIPLE STRIKE	REPLAY BALL COUNT RIGHT SIDE NO. MATCH LEFT SIDE STRIKE BONUS 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 B-7568 B-7569 C-6417 B-7253 B-7253 B-7253 B-7253 B-7253 A-7785	B-7456-48 A-7514 A-7515 B-7456-54 A-6294 A-6294 A-6294 A-6294 A-6294 A-7514	A-6400-1 A-6402-3 A-6402-3 A-6402-4 B-7272 B-7272 B-7272 B-7272 B-7272 A-7548-2 A-7557	300-458 (Set of 7)	14A-7883 (60 Hz) SCORE 14A-7884 (60 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
LITTLE CHIEF	REPLAY BALL COUNT RIGHT SIDE NO. MATCH LEFT SIDE PLAYER COIN BONUS 10 POINT 100 POINT 1000 POINT 10,000 POINT EJECT ADVANCE ALTERNATOR	C-6414 B-7568 B-7569 C-6417 C-6414 C-6417 B-7253 B-7253 B-7253 B-7253 B-7253 B-7253 A-7785	B-7456-1 A-7514 A-7515 C-6521 B-7456-9 B-7456-56 A-6294 A-6294 A-6294 A-6294 A-6294 A-2614 A-7512 A-7514	A-6400-1 A-6402-3 A-7595 A-6404-3 A-6402-3 A-6402-10 B-7272 B-7272 B-7272 B-7272 B-7272 A-2666 A-2666 A-7546-2 A-7557	300-459 (Set of 9)	14A-7883 (60 Hz) SCORE 14A-7884 (60 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
TOLDOO	REPLAY BALL COUNT NO. MATCH BONUS ADVANCE TENS HUNDREDS THOUSANDS TO THOUSANDS ALTERNATOR	C-6414 C-6414 C-6417 C-6417 C-6417 C-7253 C-7253 C-7253 C-7253 A-7785	B-7456-10 B-7456-2 B-7456-58 B-7456-57 A-6294 A-6294 A-6294 A-6294 A-7514	A-6400-1 A-6402-10 A-6402-19 A-6402-8 B-7272 B-7272 B-7272 B-7272 A-7546-2 A-7557	300-461 (Set of 12)	14A-7883 (60 Hz) SCORE 14A-7884 (60 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz
SPACE MISSION	REPLAY BALL COUNT RIGHT SIDE NO. MATCH LEFT SIDE PLAYER COIN BONUS SWINGING TEE 10 POINT 100 POINT 1000 POINT 10,000 POINT ALTERNATOR	C-6414 B-7568 B-7569 C-6417 C-6414 C-6417 C-6417 B-7253 B-7253 B-7253 A-7785	B-7456-6 A-7514 A-7515 C-6521 B-7456-9 B-7456-55 B-7456-56 A-6294 A-6294 A-6294 A-7514	A-6400-1 A-6402-5 A-7595 A-6404-2 A-6402-3 A-6402-29 A-6402-29 B-7272 B-7272 B-7272 A-7546-2 A-7557	300-464 (Set of 9)	14A-7883 (60 Hz) SCORE 14A-7884 (60 Hz) SCORE	15A-6771 60Hz 15A-6782 150Hz

PARTS LIST

SHUFFLE ALLEY

NAME OF GAME	STEP UP UNITS				SCORING EXPLANATION CARD	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHAFT			
WINDY CITY	STRIKE SPARE	C-6414-2	A-6403-3	A-6402-5	16A-1886	14A-7765 (60 Hz) SCORE MOTOR	15A-6775 60Hz
	FRAME CONTROL	C-6417	B-7456-5	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	15A-6776 50Hz
	PLAYER UP	C-6417	C-6521	A-6402-5		14A-7869 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6417	C-6521	A-6402		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7756 (50 Hz) FLASH MOTOR	
	COIN	C-6896	C-6403-5	A-6402A-5		14A-7775 (50 Hz) FLASH MOTOR	
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
FRENCH QUARTER	SCORE MOTOR	C-6418-9	C-7326		16A-1887	14A-7765 (60 Hz) SCORE MOTOR	15A-6775 60Hz
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833		14A-7776 (50 Hz) SCORE MOTOR	15A-6776 50Hz
	STRIKE SPARE	C-6414-2	A-6403-3	A-6402-5		14A-7769 (60 Hz) PIN RESET MOTOR	
	FRAME CONTROL	C-6417	B-7456-5	A-6402A-11		14A-7770 (50 Hz) PIN RESET MOTOR	
	PLAYER UP	C-6417-26	C-6521-4	A-6402-5		14A-7869 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6402		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7766 (50 Hz) FLASH MOTOR	
	COIN	C-6412	A-6403-5	A-6402-5		14A-7775 (50 Hz) FLASH MOTOR	
	10			3C-7272			
	TENS			3C-7272			
GATEWAY ARCH	HUNDREDS			3C-7272	16A-1887	14A-7765 (60 Hz) SCORE MOTOR	15A-6775 60Hz
	THOUSANDS			3C-7272		14A-7776 (50 Hz) SCORE MOTOR	15A-6776 50Hz
	ROTO			3C-7272		14A-7695 (60 Hz) PIN RESET MOTOR	
	SCORE MOTOR	C-6418-9	C-7326			14A-7870 (50 Hz) PIN RESET MOTOR	
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833		14A-7766 (50 Hz) FLASH MOTOR	
	STRIKE SPARE	C-6414-2	A-6403-3	A-6402-5		14A-7775 (50 Hz) FLASH MOTOR	
	FRAME CONTROL	C-6417	B-7456-5	A-6402A-11		14A-7776 (50 Hz) FLASH MOTOR	
	PLAYER UP	C-6417-26	C-6521-4	A-6402-5		14A-7869 (60 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6402		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7766 (50 Hz) FLASH MOTOR	
ASTRODOME	COIN	C-6412	A-6403-5	A-6402-5	16A-1889	14A-7775 (50 Hz) FLASH MOTOR	15A-6775 50Hz
	10			3C-7272		14A-7776 (50 Hz) FLASH MOTOR	15A-6776 50Hz
	TENS			3C-7272		14A-7695 (60 Hz) PIN RESET MOTOR	
	HUNDREDS			3C-7272		14A-7870 (50 Hz) PIN RESET MOTOR	
	THOUSANDS			3C-7272		14A-7775 (50 Hz) FLASH MOTOR	
	ROTO			3C-7272		14A-7776 (50 Hz) FLASH MOTOR	
	SCORE MOTOR	C-6418-9	C-7326			14A-7775 (50 Hz) FLASH MOTOR	
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833		14A-7776 (50 Hz) FLASH MOTOR	
	CREDIT						
CAPE COD	STRIKE SPARE	C-6414-2	A-6403-3	A-6402-5	16A-1890	14A-7765 (60 Hz) SCORE MOTOR	15A-6775 60Hz
	FRAME CONTROL	C-6417	B-7456-5	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	15A-6776 50Hz
	PLAYER UP	C-6417-26	C-6521-4	A-6402-5		14A-7869 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6402		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7766 (50 Hz) FLASH MOTOR	
	COIN	C-6412	A-6403-5	A-6402-5		14A-7775 (50 Hz) FLASH MOTOR	
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
GOLDEN TRIANGLE	ROTO			3C-7272	16A-1891	14A-7765 (60 Hz) SCORE MOTOR	15A-6775 60Hz
	SCORE MOTOR	C-6418-9	C-7326			14A-7776 (50 Hz) SCORE MOTOR	15A-6776 50Hz
	FLASH MOTOR	C-6413-9	B-7456-4	B-6833		14A-7869 (60 Hz) PIN RESET MOTOR	
	CREDIT					14A-7870 (50 Hz) PIN RESET MOTOR	
						14A-7766 (50 Hz) FLASH MOTOR	
						14A-7775 (50 Hz) FLASH MOTOR	

PARTS LIST

SHUFFLE ALLEY

NAME OF GAME	STEP UP UNITS				SCORING EXPLANATION CARD	MOTORS	TRANSFORMERS
	UNIT	CONTACT DISC	WIPER ASSEMBLY	RATCHET & SHIFT			
TWIN CITIES	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 10 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6418 B-7251 C-6418 C-6419	A-6403-3 B-7456-5 C-6521-4 C-6521 C-6521 B-7251 C-7326 B-7456-4	A-6402-5 A-6402A-11 A-6404-5 A-6403 A-6402A-5 A-6294 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272 3C-7272	16A-1892	14A-7765 (60 Hz) SCORE MOTOR 14A-7726 (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-7725 (50 Hz) FLASH MOTOR	15A-6775 50Hz 15A-6776 50Hz
ROYAL HAWAIIAN	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 10 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6418 B-7251 C-6418 C-6419	A-6403-3 B-7456-5 C-6521-4 C-6521 C-6521 B-7251 A-6402A-4 A-6294	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 3C-7272 3C-7272	16A-1893	14A-7765 (60 Hz) SCORE MOTOR 14A-7725 (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-7725 (50 Hz) FLASH MOTOR	15A-6775 50Hz 15A-6776 50Hz
Pinnacle	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 10 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6418 B-7251 C-6418 C-6419	A-6403-3 B-7456-5 C-6521-4 C-6521 C-6521 B-7251 A-6402A-4 A-6294	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 3C-7272 3C-7272	16A-1894	14A-7765 (50 Hz) SCORE MOTOR 14A-7725 (50 Hz) SCORE MOTOR 14A-7869 (50 Hz) PIN RESET MOTOR 14A-7870 (50 Hz) PIN RESET MOTOR 14A-7766 (50 Hz) FLASH MOTOR 14A-7725 (50 Hz) FLASH MOTOR	15A-6775 50Hz 15A-6776 50Hz
GRANITE	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 10 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6418 B-7251 C-6418 C-6419	A-6403-3 B-7456-5 C-6521-4 C-6521 C-6521 B-7251 A-6402A-4 A-6294	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 3C-7272 3C-7272	16A-1895	14A-7765 (50 Hz) SCORE MOTOR 14A-7725 (50 Hz) SCORE MOTOR 14A-7869 (50 Hz) PIN RESET MOTOR 14A-7870 (50 Hz) PIN RESET MOTOR 14A-7766 (50 Hz) FLASH MOTOR 14A-7725 (50 Hz) FLASH MOTOR	15A-6775 50Hz 15A-6776 50Hz
CIVIC CENTER	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 10 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6418 B-7251 C-6418 C-6419	A-6403-3 B-7456-5 C-6521-4 C-6521 C-6521 B-7251 A-6402A-4 A-6294	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 3C-7272 3C-7272	16A-1896	14A-7765 (50 Hz) SCORE MOTOR 14A-7725 (50 Hz) SCORE MOTOR 14A-7869 (50 Hz) PIN RESET MOTOR 14A-7870 (50 Hz) PIN RESET MOTOR 14A-7766 (50 Hz) FLASH MOTOR 14A-7725 (50 Hz) FLASH MOTOR	15A-6775 50Hz 15A-6776 50Hz
UNIQUE	STRIKE SPARE FRAME CONTROL PLAYER UP GAME SELECTION EXTRA SHOTS COIN 10 TENS HUNDREDS THOUSANDS ROTO SCORE MOTOR FLASH MOTOR	C-6414 C-6417 C-6417 C-6415 C-6418 B-7251 C-6418 C-6419	A-6403-3 B-7456-5 C-6521-4 C-6521 C-6521 B-7251 A-6402A-4 A-6294	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 3C-7272 3C-7272	16A-1897	14A-7765 (60 Hz) SCORE MOTOR 14A-7726 (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-7725 (50 Hz) FLASH MOTOR	15A-6775 50Hz 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-6402-1	A-6402-5	ISA-1895	14A-7765 (50 Hz) SCORE MOTOR	5A-6775 60Hz
	FRAME CONTROL	C-6417	B-7456-31	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	
	PLAYER UP	C-6417	C-6521-4	A-6404-5		14A-7869 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6403		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7766 (50 Hz) FLASH MOTOR	
	COIN	B-7253-1	A-6294	3C-7272		14A-7775 (50 Hz) FLASH MOTOR	
	10			3C-7272		14A-7409 (50 Hz) COIN MOTOR	
	TENS			3C-7272		14A-7408 (50 Hz) COIN MOTOR	
	HUNDREDS			3C-7272			5A-6776 50Hz
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6415-9	C-7326				
	FLASH MOTOR	C-6417-9	B-7456-4	B-6813			
MARQUIS	STRIKE SPARE	C-6414	A-6402-1	A-6402-5	ISA-1895	14A-7765 (50 Hz) SCORE MOTOR	5A-6775 60Hz
	FRAME CONTROL	C-6417	B-7456-31	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	
	PLAYER UP	C-6417	C-6521-4	A-6404-5		14A-7869 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6403		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7766 (50 Hz) FLASH MOTOR	
	COIN	B-7253-1	A-6294	3C-7272		14A-7775 (50 Hz) FLASH MOTOR	
	10			3C-7272			5A-6776 50Hz
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6415-9	C-7326				5A-6775 60Hz
	FLASH MOTOR	C-6417-9	B-7456-4	B-6813			
STAR SAPPHIRE	STRIKE SPARE	C-6414	A-6402-1	A-6402-5	ISA-1900	14A-7765 (50 Hz) SCORE MOTOR	5A-6775 60Hz
	FRAME CONTROL	C-6417	B-7456-56	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	
	PLAYER UP	C-6417	C-6521-4	A-6404-5		14A-7869 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6403		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7766 (50 Hz) FLASH MOTOR	
	COIN	B-7253-1	A-6294	3C-7272		14A-7775 (50 Hz) FLASH MOTOR	
	10			3C-7272			5A-6776 50Hz
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6415-9	C-7326				5A-6775 60Hz
	FLASH MOTOR	C-6417-9	B-7456-4	B-6813			
SEVILLE	STRIKE SPARE	C-6414	A-6402-1	A-6402-5	ISC-1901	14A-7765 (50 Hz) SCORE MOTOR	5A-6775 60Hz
	FRAME CONTROL	C-6417	B-7456-56	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	
	PLAYER UP	C-6417	C-6521-4	A-6404-5		14A-7869 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6403		14A-7870 (50 Hz) PIN RESET MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7766 (50 Hz) FLASH MOTOR	
	COIN	B-7253-1	A-6294	3C-7272		14A-7775 (50 Hz) FLASH MOTOR	
	10			3C-7272			5A-6776 50Hz
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6415-9	C-7326				5A-6775 60Hz
	FLASH MOTOR	C-6417-9	B-7456-4	B-6813			
EMERALD	STRIKE SPARE	C-6414	A-6402-1	A-6402-5	ISC-1903	14A-7765 (50 Hz) SCORE MOTOR	5A-6775 60Hz
	FRAME CONT. #1	C-6417	B-7456-62	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	
	FRAME CONT. #2	C-6417	B-7456-63	A-6402A-11		14A-7869 (50 Hz) PIN RESET MOTOR	
	PLAYER UP	C-6417	C-6521-4	A-6404-5		14A-7870 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6403		14A-7766 (50 Hz) FLASH MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7775 (50 Hz) FLASH MOTOR	
	COIN	B-7253-1	A-6294	3C-7272			5A-6776 50Hz
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6415-9	C-7326				5A-6775 60Hz
	FLASH MOTOR	C-6417-9	B-7456-4	B-6813			
CAVALIER	STRIKE SPARE	C-6414	A-6402-1	A-6402-5	ISC-1903	14A-7765 (50 Hz) SCORE MOTOR	5A-6775 60Hz
	FRAME CONT. #1	C-6417	B-7456-62	A-6402A-11		14A-7776 (50 Hz) SCORE MOTOR	
	FRAME CONT. #2	C-6417	B-7456-63	A-6402A-11		14A-7869 (50 Hz) PIN RESET MOTOR	
	PLAYER UP	C-6417	C-6521-4	A-6404-5		14A-7870 (50 Hz) PIN RESET MOTOR	
	GAME SELECTION	C-6415	C-6521	A-6403		14A-7766 (50 Hz) FLASH MOTOR	
	EXTRA SHOTS	C-6414	A-6403-4	A-6402A-5		14A-7775 (50 Hz) FLASH MOTOR	
	COIN	B-7253-1	A-6294	3C-7272			5A-6776 50Hz
	10			3C-7272			
	TENS			3C-7272			
	HUNDREDS			3C-7272			
	THOUSANDS			3C-7272			
	SCORE MOTOR	C-6415-9	C-7326				5A-6775 60Hz
	FLASH MOTOR	C-6417-9	B-7456-4	B-6813			

NOTES