

1979

PARTS CATALOG

ELECTRONIC PINBALL GAMES

● FREEDOM ● NIGHT RIDER ● BLACK JACK ● MATA HARI
● EVEL KNIEVEL ● EIGHT BALL ● LOST WORLD ● POWER PLAY
● STRIKES & SPARES ● SIX MILLION DOLLAR MAN

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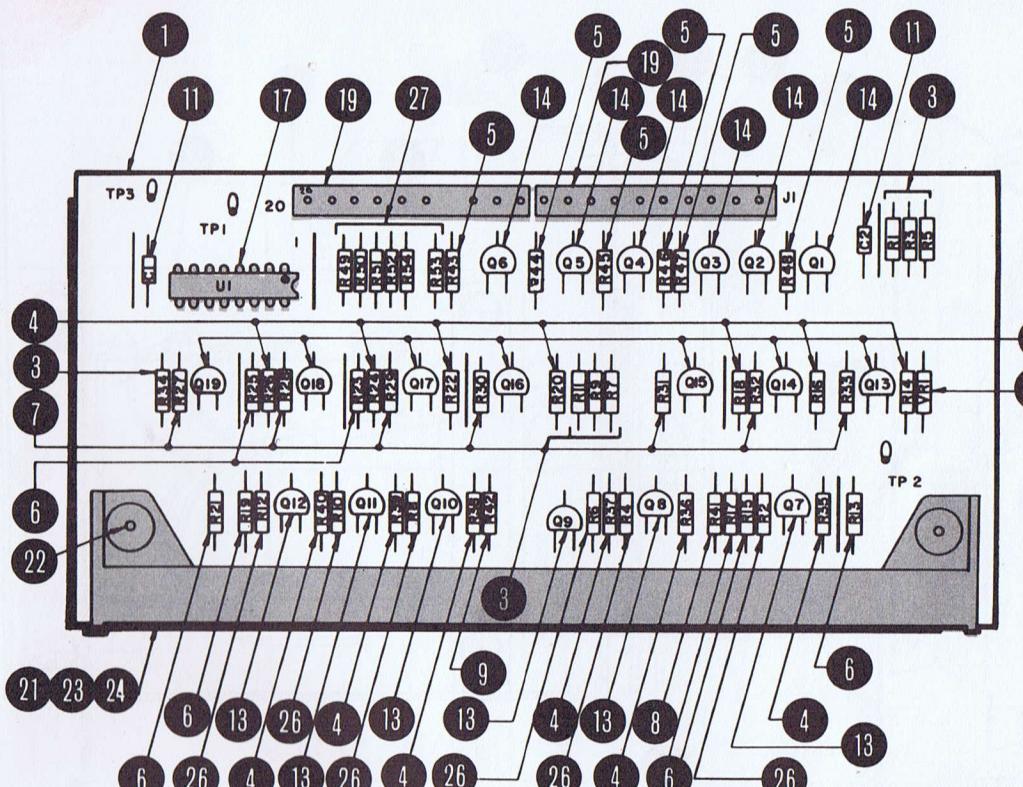
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AS-2518-21 DISPLAY DRIVER MODULE A1



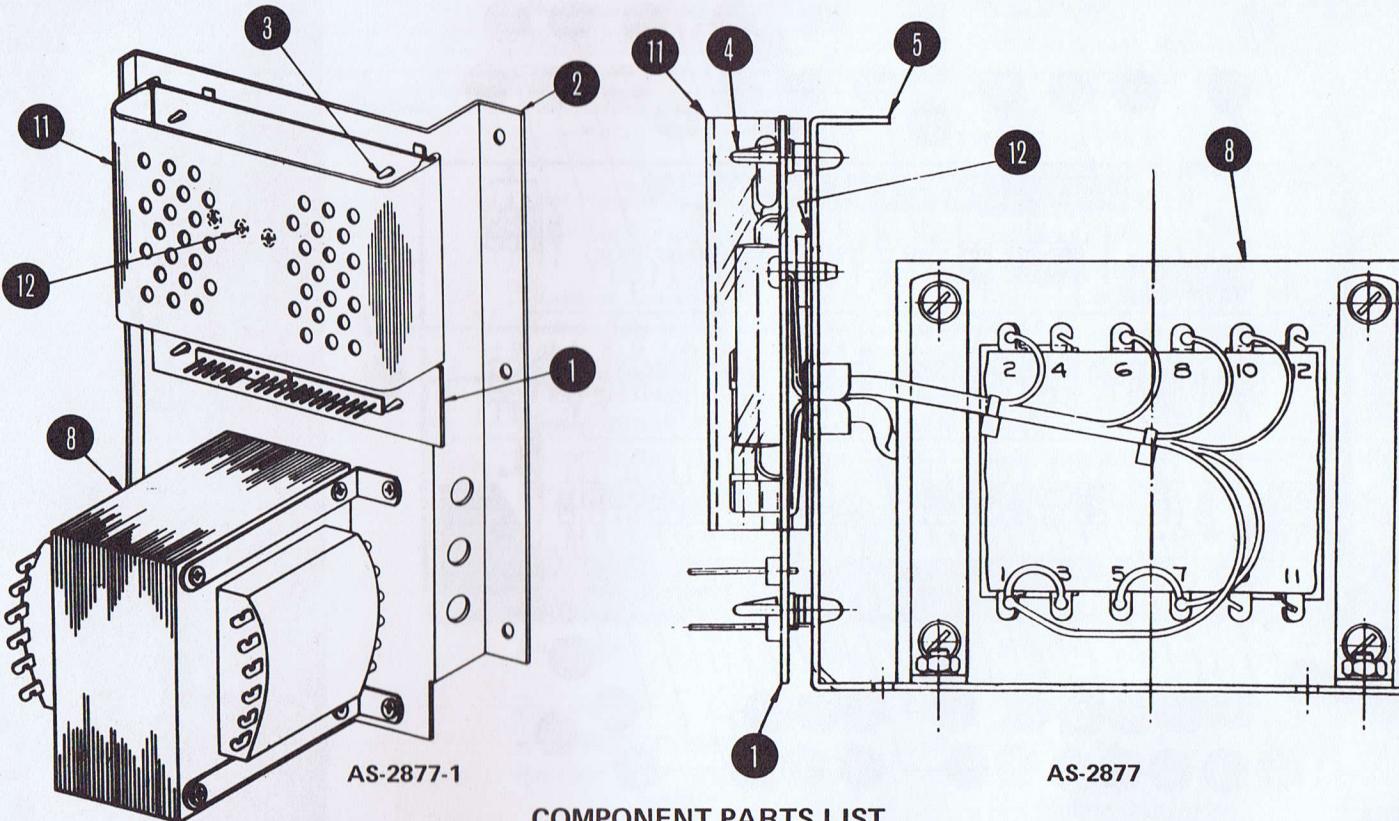
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1		P-2948-296	P.C. Board, M-645-392
3	R1, R3, R5, R7, R9, R11, R34	E-105-226	Resistor, 100K
4	R14, R16, R18, R20, R22, R24, R26, R35, R36, R37, R38, R39, R40	E-105-227	Resistor, 300K
5	R43, R44, R45, R46, R47, R48	E-105-228	Resistor, 9.1K
6	R13, R15, R17, R19, R21, R23, R25	E-105-229	Resistor, 1.5K
7	R27, R28, R29, R30, R31, R32, R33	E-105-230	Resistor, 1K
8	R41	E-105-231	Resistor, 39K
9	R42	E-105-271	Resistor, 240K
10			
11	C1, C2	E-586-65	Capacitor, .01 MFD
13	Q7, Q8, Q9, Q10, Q11, Q12	E-585-32	Transistor (2N5401)
14	Q1, Q2, Q3, Q4, Q5, Q6, Q13, Q14, Q15, Q16, Q17, Q18, Q19	E-585-33	Transistor (MPS-A42)
16	VR1	E-598-7	Zener Diode, 110V
17	U1	E-620-38	I.C. Decoder
18			
19	J1	E-715-34	10 Pin Wafer Pin Connector
21	DS1	E-680	Digital Display Panel
22		M-1836	Hi-Lo Screw, W/H
23		P-2399	Display Mounting (Top)
24		P-2399-1	Display Mounting (Bottom)
26	R2, R4, R6, R8, R10, R12	E-105-287	Resistor, 2.2K
27	R49, R50, R51, R52, R53, R54	E-105-242	Resistor, 20K
28		Wire Jumper	

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

- FREEDOM
- NIGHT RIDER
- BLACK JACK
- EVEL KNIEVEL
- MATA HARI
- EIGHT BALL
- LOST WORLD
- POWER PLAY
- STRIKES & SPARES
- SIX MILLION DOLLAR MAN

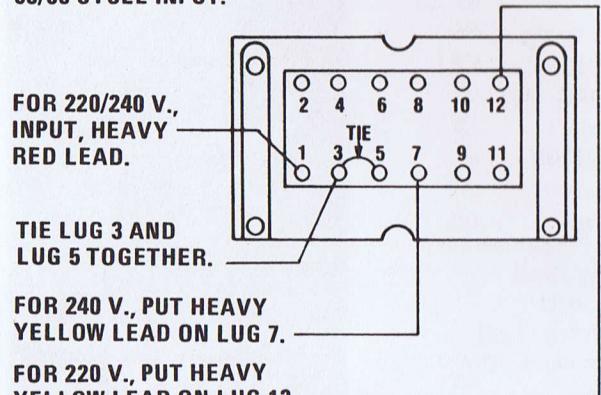
AS-2877 & AS-2877-1 POWER TRANSFORMER MODULE



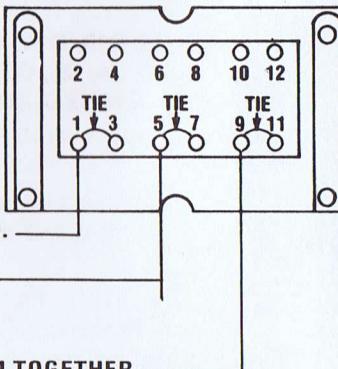
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
0	A2	AS-2877	Power Transformer Module, Complete
2	A2	AS-2877-1	Power Transformer Module, Complete
1		AS-2518-18	Rectifier Board Assembly
3		M-1829-2	Circuit Board Support (4 Req'd.)
4		M-1829	Circuit Board Support
5		A-3840	Mounting Plate & Stud Assembly
8		E-00122-0125	Transformer 120/240V, 50/60 Hz
11		P-2692	P.C.B. Cover
12		M-1834	Heat Sink Compound

E-122-125 TRANSFORMER WIRING FOR 220/240 V.,
50/60 CYCLE INPUT.

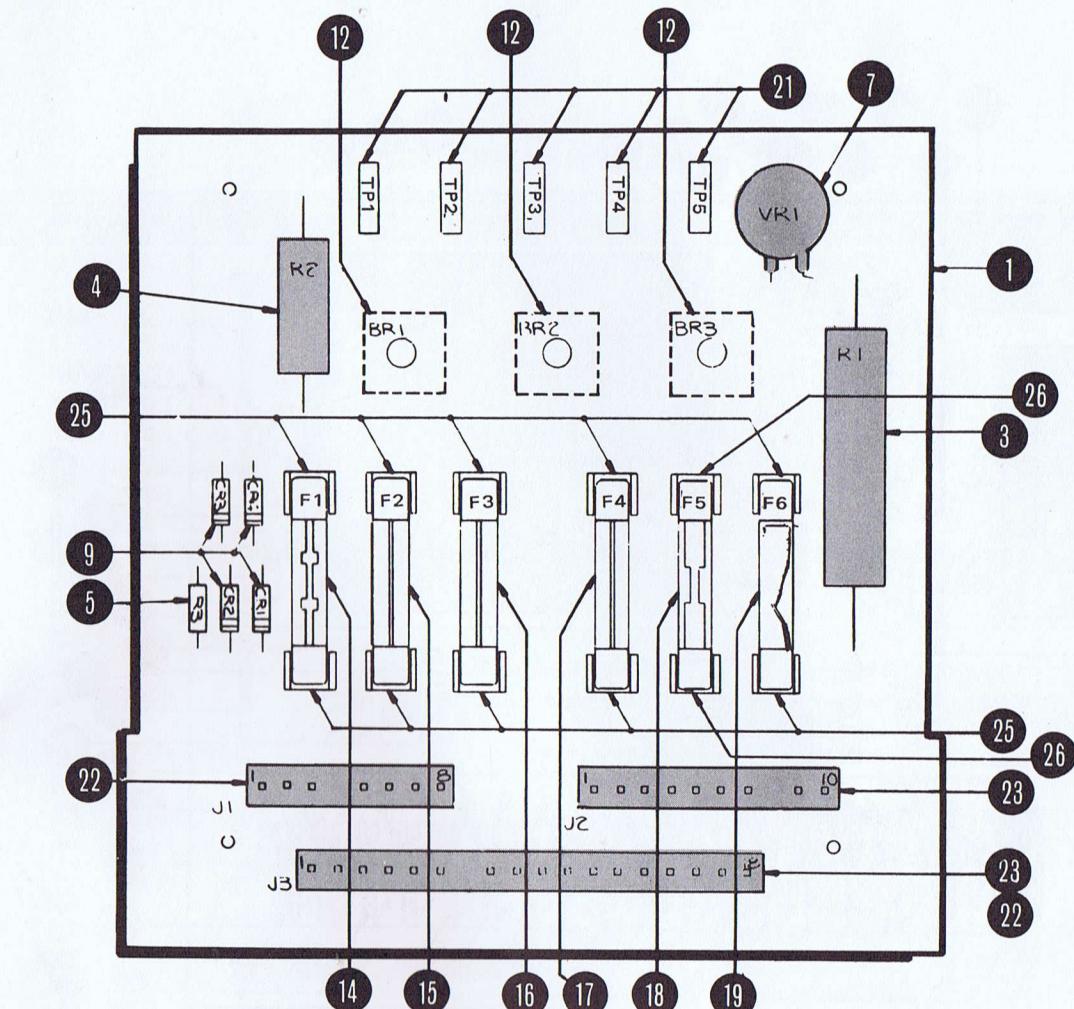


E-122-125 TRANSFORMER WIRING FOR 115/120 V.,
50/60 CYCLE INPUT.



4 VARISTOR, BALLY PART NO. E-713-1, LOCATED IN CABINET,
MUST BE USED FOR OPERATION AT 220 V. OR 240 V.A.C.

AS-2518-18 RECTIFIER BOARD ASSEMBLY A2



COMPONENT PARTS LIST

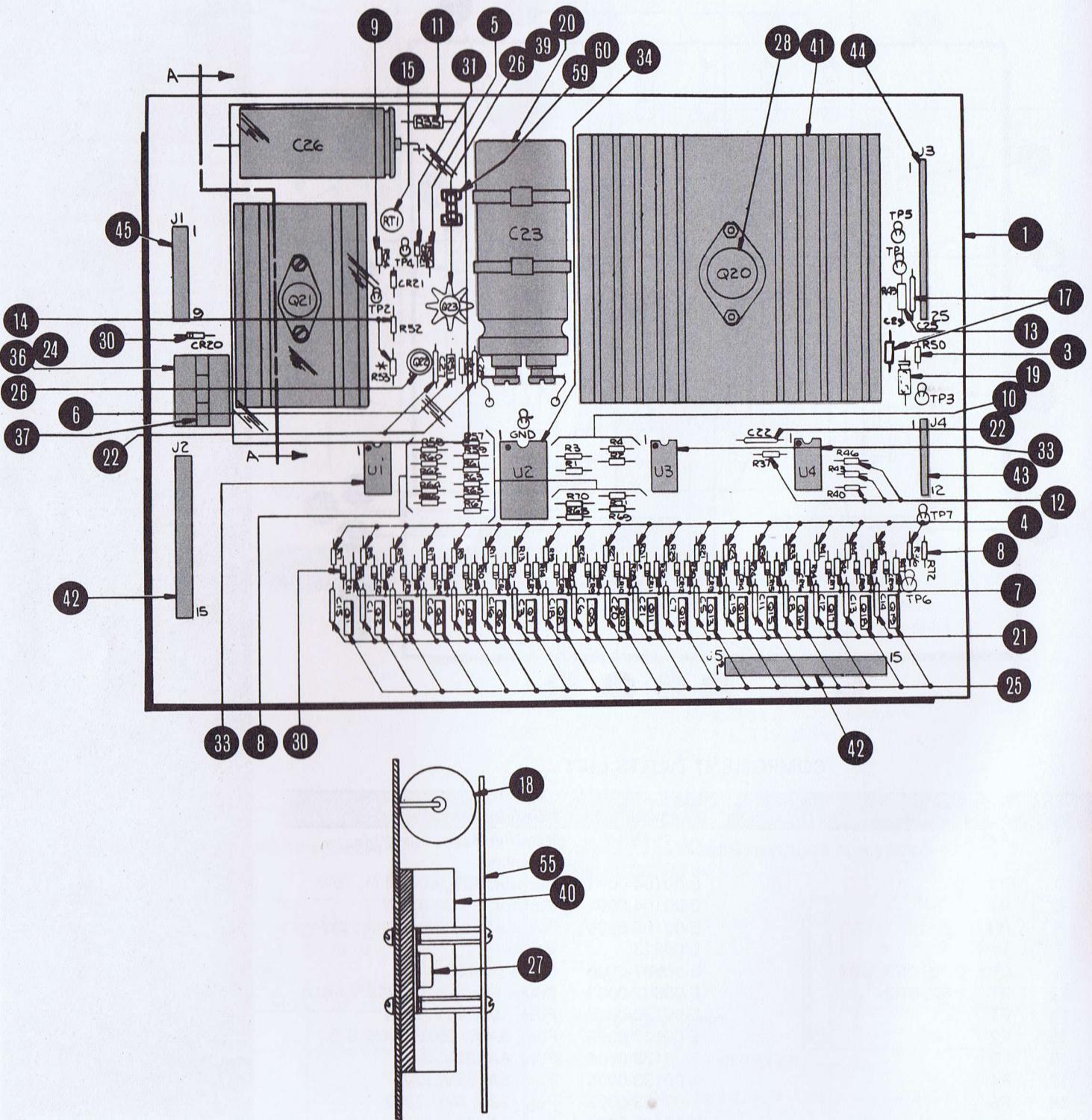
ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1	P/O A2	AS-2518-18	Rectifier Board Assembly, Complete
3	R1	E-00104-0092	Resistor, 10%, 600 Ohm, 10W
4	R2	E-00104-0091	Resistor, 25 Ohm, 5W
5	R3	E-00105-0226	Resistor, 5%, 100K Ohm, 1/4W
7	VR1	E-00623	Varistor
9	CR1, CR2, CR3, CR4	E-00587-0006	Diode (IN4004)
12	BR1, BR2, BR3	E-00602-0003	Bridge Rectifier (VJ248 VARO)
14	F1	E-00133-0010	Fuse, 10A, 32V, 3AG
15	F2	E-00133-0028	Fuse, 3/4A, 250V, 3AG, S.B.
16	F3	E-00133-0004	Fuse, 4A, 32V, 3AG
17	F4	E-00133-0005	Fuse, 5A, 32V, 3AG
18	F5	E-00133-0027	Fuse, 20A, 32V, 3AG
19	F6	E-00133-0024	Fuse, 3A, 3AG, S.B.
21		E-00684	Test Point
22	J1, J3	E-00715-0010	8 Pin Wafer Connector
23	J2, J3	E-00715-0011	10 Pin Wafer Connector
25		E-00148-0021	Fuse Clips
26		E-00148-0022	Fuse Clips

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

- FREEDOM
- NIGHT RIDER
- BLACK JACK
- EVEL KNIEVEL
- MATA HARI
- EIGHT BALL
- LOST WORLD
- POWER PLAY
- STRIKES & SPARES
- SIX MILLION DOLLAR MAN

AS-2518-22 SOLENOID DRIVER/ VOLTAGE REGULATOR MODULE A3

- NIGHT RIDER
- LOST WORLD
- STRIKES & SPARES
- SIX MILLION DOLLAR MAN



AS-2518-17 MPU MODULE A4

COMPONENT PARTS LIST

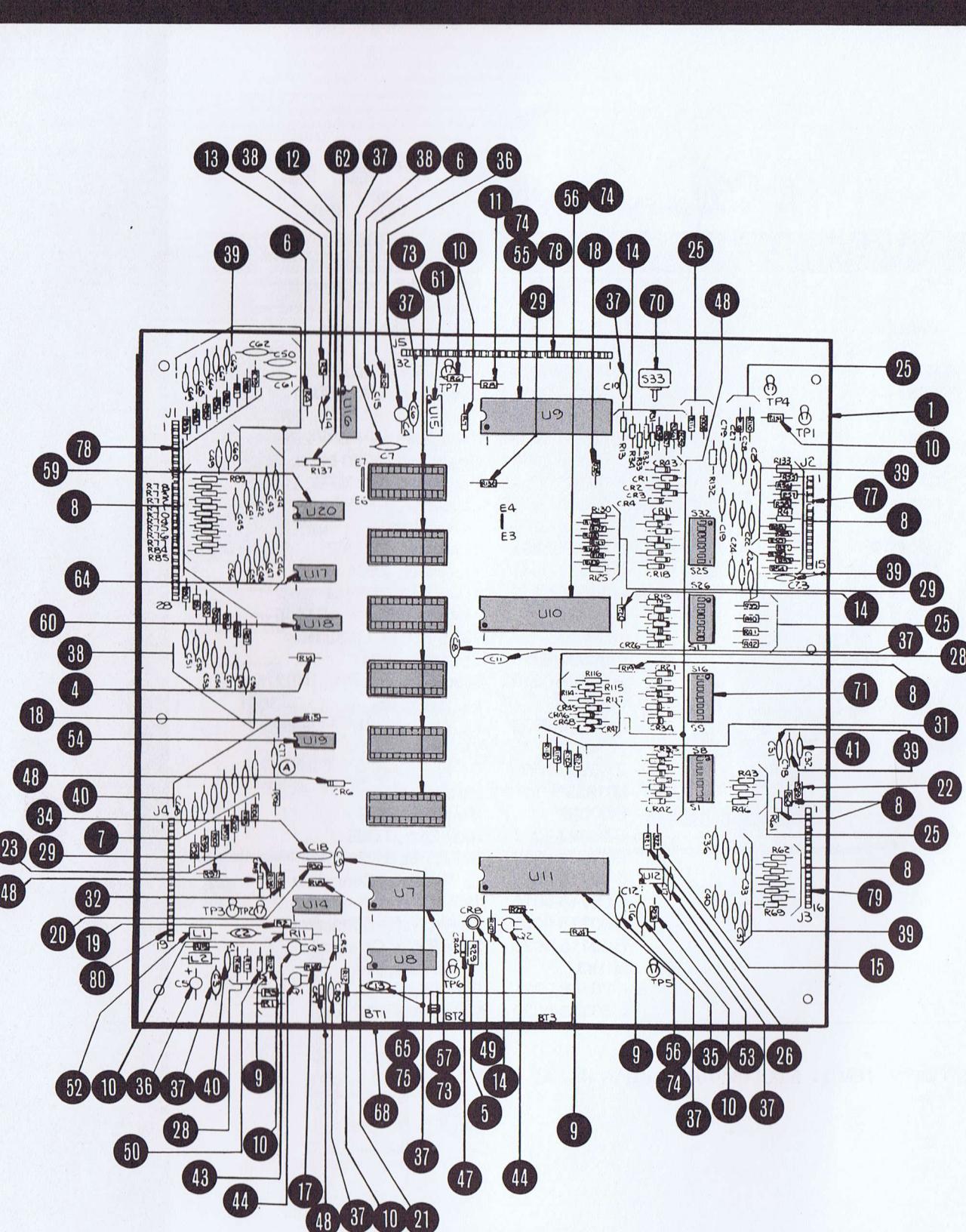
ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1	A4 (see note 1)	AS-2887-7	MPU Module Complete. Black Jack
2	A4 (see note 2)	AS-2518-17	MPU Module less Program Memory, U1-6 incl.
3-32	See Schematic		Resistors, See schematic for value.
34	C18	E-00586-0019	Capacitor, .05 MFD, 100V
35	C16	E-00586-0023	Capacitor, .1 MFD, 100V
36	C4, C5	E-00586-0073	Capacitor, 4.5 MFD, 25V
37	C3, C6-C13, C17	E-00586-0065	Capacitor, .01 MFD, 500V
38	C14, C15, C79, C41-C67	E-00586-0067	Capacitor, 470 PFD, 1kv
39	C19-C31, C78, C33-C40	E-00586-0069	Capacitor, 390 PFD, 1kv
40	C1, C2, C68-C77	E-00586-0070	Capacitor, 820 PFD, 1kv
41	C32	E-00586-0077	Capacitor, 3000 PF, 1kv
43	Q5	E-00585-0023	Transistor PNP (MPS-3702)
44	Q1, Q2	E-00585-0031	Transistor (2N3904)
47	CR44	E-00587-0006	Diode (IN4004)
48	CR1, CR7, CR11-CR43, CR45-CR48	E-00587-0014	Diode (IN4148)
49	CR8	E-00679	LED (Green)
50	VR1	E-00598-0008	Diode Zener (8.2V, IN9598)
52	L1, L2	E-00604-0003	Inductor, 22 Micro Hy.
53	U12	E-00620-0004	Timer (555)
54	U19	E-00620-0005	Quad 2 Input (4011)
55	U9	E-00620-0028	MPU I.C. (6800)
56	U10, U11	E-00620-0029	PIA I.C. (6820)
57	U7	E-00620-0030	RAM I.C. (6810)
59	U20	E-00620-0032	HEX Buffer I.C. (14502B)
60	U14, U18	E-00620-0033	HEX Inverter (4049B)
61	U15	E-00620-0034	Quad Memory Driver (MC3459L)
62	U16	E-00620-0035	Dual Monostable (9602)
64	U17	E-00620-0041	Quad 2 Inputs (74L00N)
65	U8	E-00620-0042	RAM (C MOS, P5101L-3)
68	BT1, BT2, BT3	E-00628-0003	Battery
70	S33	E-00658-0001	Push Button Switch
71	S1-S8, S9-S16, S17-S24, S25-S32	E-00677	DIP Switch
73		E-00712	24 Pin Socket
74		E-00712-0001	40 Pin Socket
75		E-00712-0003	22 Pin Socket
77	J2	E-00715	15 Pin Wafer Connector
78	J4, J5	E-00715-0004	28 Pin Wafer Connector
79	J3	E-00715-0017	16 Pin Wafer Connector
80	J1	E-00715-0018	19 Pin Wafer Connector
81	J5	E-00715-0023	4 Pin Wafer Connector

NOTE 1:

When ordering, fill in dash number. For example: AS-2887-1, FREEDOM; AS-2887-2, NIGHT RIDER, AS-2887-3, EVEL Knievel; AS-2887-4, EIGHT BALL; AS-2887-5, POWER PLAY; AS-2887-6, MATA-HARI; AS-2887-7, BLACK JACK.

NOTE 2:

Order replacement memory chips U1-U6, specifying game, socket and part number stamped on chip.



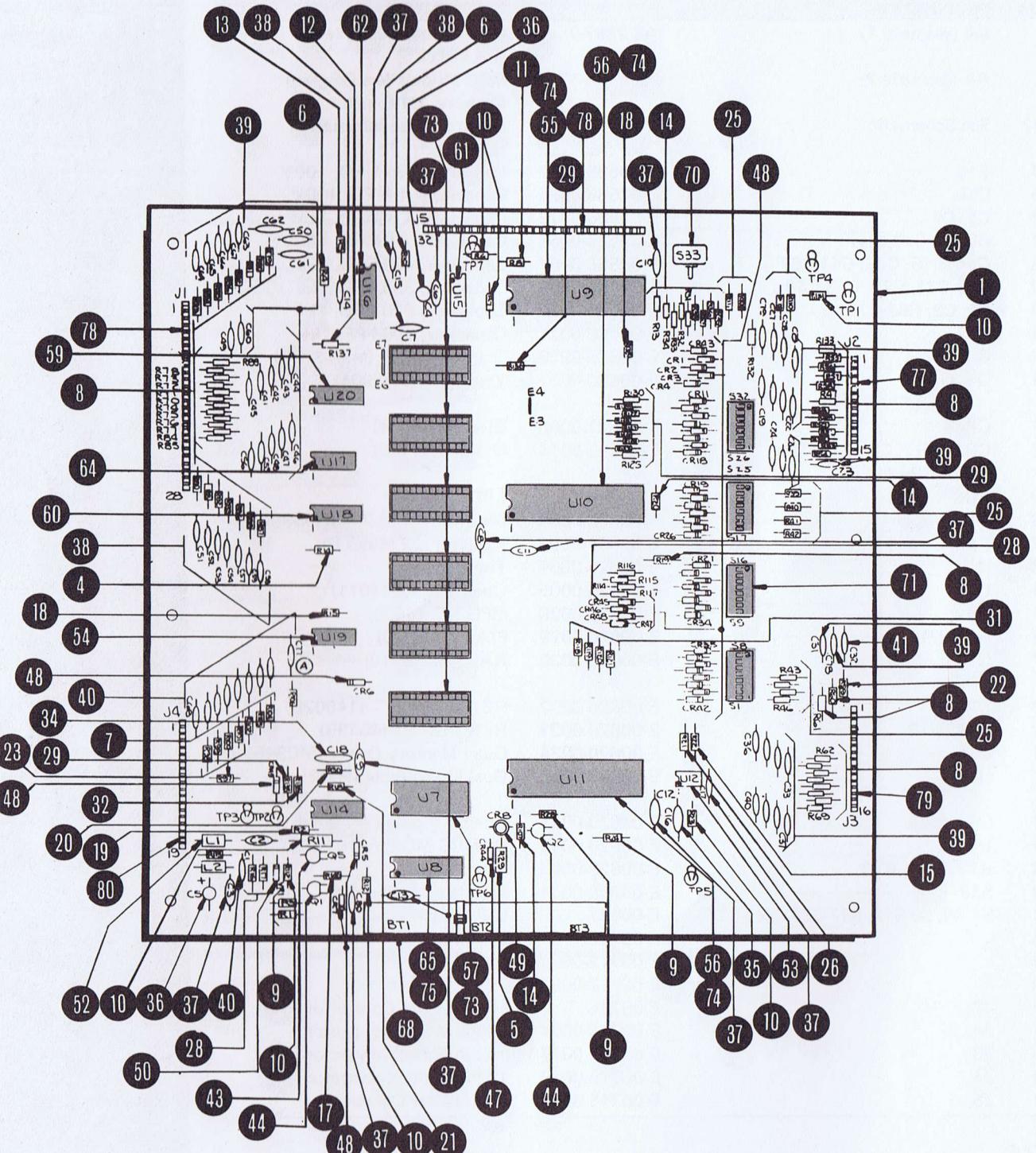
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

- FREEDOM
- NIGHT RIDER
- BLACK JACK
- EVEL KNIEVEL
- MATA HARI
- EIGHT BALL
- POWER PLAY
- STRIKES & SPARES

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

AS-2518-35 MPU MODULE A4

- LOST WORLD
- SIX MILLION DOLLAR MAN



WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1	A4-(see note 1)	AS-2962-2	MPU Module Complete. Six Million Dollar Man.
2	A4 (see note 2)	AS-2518-35	MPU Module less Program Memory, U1-6 incl.
3-32	See Schematic		Resistors, See schematic for value.
34	C18	E-00586-0019	Capacitor, .05 MFD, 100V
35	C16	E-00586-0081	Capacitor, .1 MFD, 100V
36	C4, C5	E-00586-0073	Capacitor, 4.5 MFD, 25V
37	C3, C6-C13, C17, C81	E-00586-0065	Capacitor, .01 MFD, 500V
38	C14, C15, C79, C41-C67	E-00586-0067	Capacitor, 470 PFD, 1kv
39	C19-C31, C78, C33-C40	E-00586-0069	Capacitor, 390 PFD, 1kv
40	C1, C2, C68-C77	E-00586-0070	Capacitor, 820 PFD, 1kv
41	C32	E-00586-0077	Capacitor, 3000 PF, 1kv
43	Q5	E-00585-0023	Transistor PNP (MPS-3702)
44	Q1, Q2	E-00585-0031	Transistor (2N3904)
47	CR44	E-00587-0006	Diode (IN4004)
48	CR1-CR7, CR11-CR43, CR45-CR48	E-00587-0014	Diode (IN4148)
49	CR8	E-00679	LED (Green)
50	VR1	E-00598-0008	Diode Zener (8.2V, IN9598)
52	L1, L2	E-00604-0003	Inductor, 22 Micro Hy.
53	U12	E-00620-0004	Timer (555)
54	U19	E-00620-0005	Quad 2 Input (4011)
55	U9	E-00620-0028	MPU I.C. (6800)
56	U10, U11	E-00620-0029	PIA I.C. (6820)
57	U7	E-00620-0030	RAM I.C. (6810)
59	U20	E-00620-0032	HEX Buffer I.C. (14502B)
60	U14, U18	E-00620-0033	HEX Inverter (4049B)
61	U15	E-00620-0034	Quad Memory Driver (MC3459L)
62	U16	E-00620-0035	Dual Monostable (9602)
64	U17	E-00620-0041	Quad 2 Inputs (74L00N)
65	U8	E-00620-0042	RAM (C MOS, P5101L-3)
68	BT1, BT2, BT3	E-00628-0003	Battery
70	S33	E-00658-0001	Push Button Switch
71	S1-S8, S9-S16, S17-S24, S25-S32	E-00677	DIP Switch
73		E-00712	24 Pin Socket
74		E-00712-0001	40 Pin Socket
75		E-00712-0003	22 Pin Socket
77	J2	E-00715	15 Pin Wafer Connector
78	J4, J5	E-00715-0004	28 Pin Wafer Connector
79	J3	E-00715-0017	16 Pin Wafer Connector
80	J1	E-00715-0018	19 Pin Wafer Connector
81	J5	E-00715-0023	4 Pin Wafer Connector

NOTE 1:

When ordering, fill in dash number. For example, AS-2962-0: LOST WORLD, AS-2962-1: SST,
AS-2962-2: SIX MILLION DOLLAR MAN

NOTE 2:

Order replacement memory chips U1-U6, specifying game, socket and part number stamped on chip.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

MEMORY COMBINATIONS A4

MEMORY COMBINATIONS AND JUMPERS FOR USE WITH MPU AS-2518-17

NAME OF GAME	SOCKET LOCATIONS						JUMPERS REQUIRED
	U1	U2	U3	U4	U5	U6	
FREEDOM	E-720-8	E-720-10			E-720-7	E1-E2, E3-E4, E12-E7, E14-E15	
NIGHT RIDER	E-721-12	E-721-13			E-720-20	SAME AS FREEDOM	
EVEL KNIEVEL		E-722-17			E-720-20	E1-E2, E3-E4, E12-E13, E14-E11, E7-E6	
EIGHT BALL		E-723-17			E-720-20	SAME AS EVEL KNIEVEL	
POWER PLAY		E-724-25			E-720-20	SAME AS EVEL KNIEVEL	
MATA HARI		E-725-21			E-720-20	SAME AS EVEL KNIEVEL	
STRIKES & SPARES		E-740-16			E-720-20	SAME AS EVEL KNIEVEL	
BLACK JACK		E-728-32			E-720-20	SAME AS EVEL KNIEVEL	
LOST WORLD	E-729-33	E-729-48			E-720-28	E1-E2, E3-E4, E12-E13, E14-E20, E6-E7	
SIX MILLION DOLLAR MAN	E-742-20	E-742-18			E-720-30	SAME AS EVEL KNIEVEL	

NOTES: 1) Jumpers between E-tie points not specifically listed as required should be disconnected.

2) Additional memory combinations are possible. To use original memory tables for Freedom thru Blackjack with a modified MPU, add E12-E7 and E14-E15 to required jumpers.
Combinations using U5 not permitted.

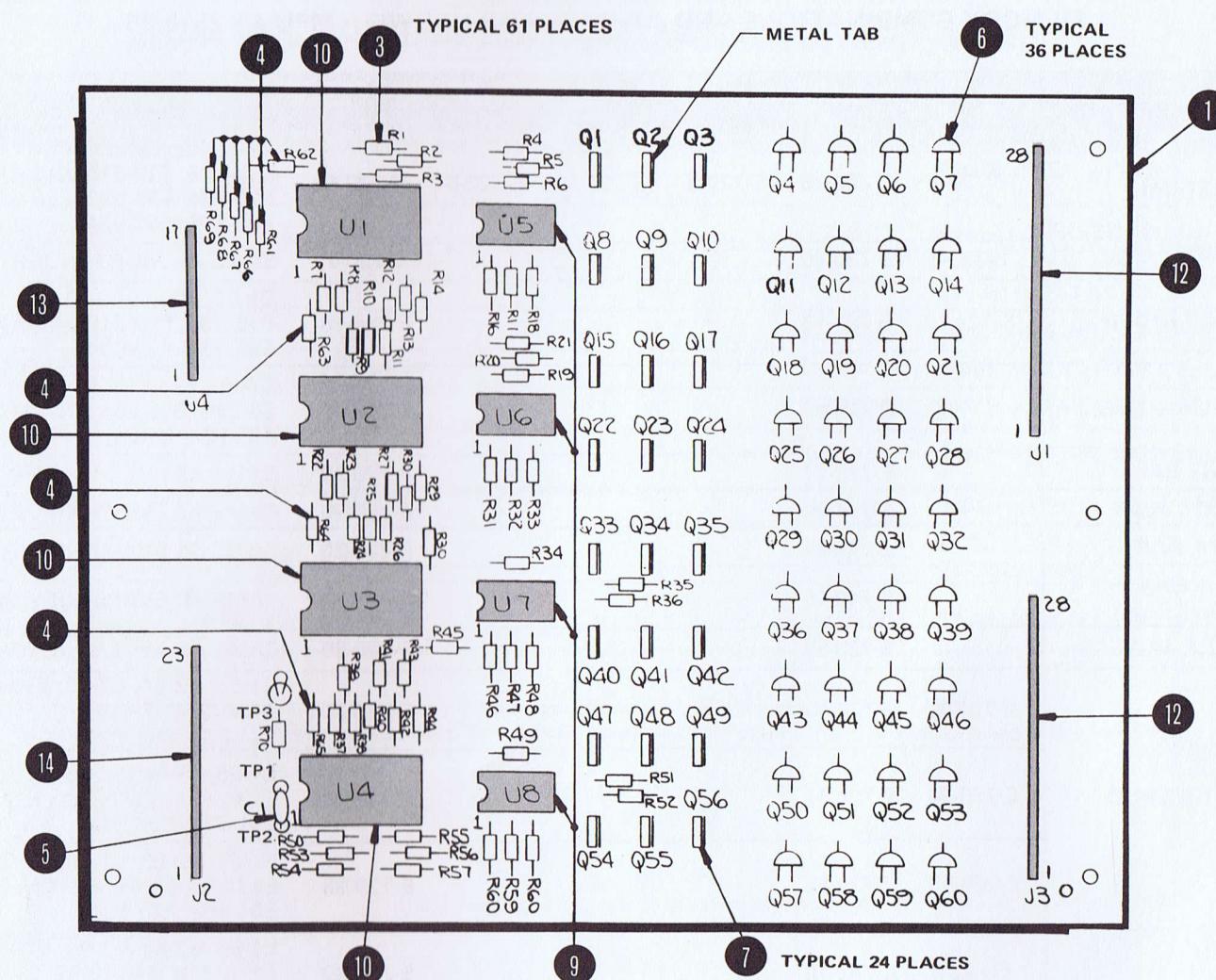
MEMORY COMBINATIONS AND JUMPERS FOR USE WITH MPU AS-2518-35

NAME OF GAME	SOCKET LOCATIONS						JUMPERS REQUIRED
	U1	U2	U3	U4	U5	U6	
FREEDOM	E-720-8	E-720-10	E-720-3	E-720-4	E-720-5	E-720-6	E1-E3, E2-E6; E9-E11, E12-E36; E13-E15, E16-E17; E20-E24, E21-E23; E26-E27, E20-E28; E33-E34
	E-720-8	E-720-10				E-720-7	SAME AS NIGHT RIDER
NIGHT RIDER	E-721-12	E-721-13			E-720-20		E1-E3, E2-E6; E9-E11, E12-E36; E13-E15, E16-E17; E31-E32, E33-E34
EVEL KNIEVEL		E-722-17			E-720-20		E7-E8; E13-E15; E16A-E19; E9-E11; E12-E36, E31-E32, E33-E34, E1-E4, E2-E6
EIGHT BALL		E-723-17			E-720-20		SAME AS EVEL KNIEVEL
POWER PLAY		E-724-25			E-720-20		SAME AS EVEL KNIEVEL
MATA HARI		E-725-21			E-720-20		SAME AS EVEL KNIEVEL
STRIKES & SPARES		E-740-16			E-720-20		SAME AS EVEL KNIEVEL
BLACK JACK		E-728-32			E-720-20		SAME AS EVEL KNIEVEL
LOST WORLD	E-729-39	E-729-40			E-720-29		E1-E5; E2-E4; E7-E8; E10-E12; E13A-E14, E16A-E18, E11-E19, E31-E32, E33-E35
	E-729-34	E-729-47			E-720-28		E1-E5, E2-E4, E7-E8, E10-E12, E13A-E14, E16A-E19, E11-E25, E31-E32, E33-E35
	E-729-33	E-729-48			E-720-28		E1-E4, E2-E6, E7-E8, E9-E11, E12-E36, E13-E15, E16A-E19, E31-E32, E33-E34
SIX MILLION DOLLAR MAN	E-742-9	E-742-10			E-720-30		E1-E5, E2-E4, E7-E8, E10-E12, E13A-E14, E16A-E19, E11-E25, E31-E32, E33-E34
	E-742-13	E-742-14			E-720-30		Same as Above.
	E-742-15	E-742-16			E-720-30		Same as Above.
	E-742-20	E-742-18			E-720-30		E1-E4, E2-E6, E7-E8, E9-E11, E12-E36, E13-E15, E16A-E19, E31-E32, E33-E34

NOTES: 1) Jumpers between E-tie points not specifically listed for a given game should be disconnected.

2) All memory combinations previously used in the above games may be used in the -35 MPU.
Contact Bally Field Service for specific jumper data on combinations not given above.

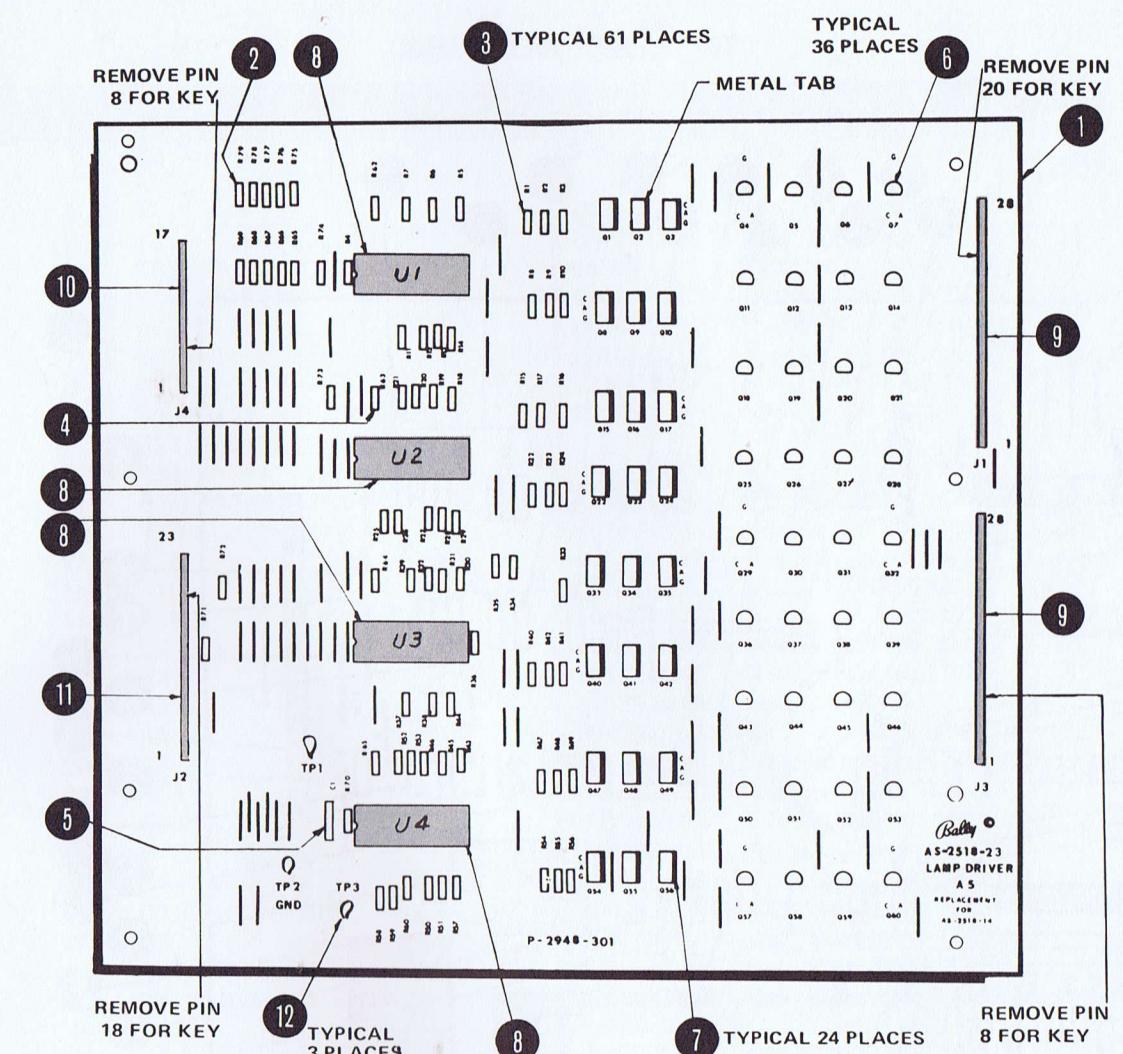
AS-2518-14 LAMP DRIVER MODULE



COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1	A5	AS-2518-14	Lamp Driver Module, Complete
3	R1-R60, R70	E-00105-0237	Resistor, 2k, 5%, 1/4W
4	R61-R69	E-00105-0256	Resistor, 2.2M, 1/4W
5	C1	E-00586-0065	Capacitor, .01 MFD, 500V
6	Q4-Q7, Q11-Q14, Q18-Q21, Q25-Q32, Q36-Q39, Q43-Q46, Q50-Q53, Q57, Q58	E-00585-0014	SCR, 2N5060
7	Q1-Q3, Q8-Q10, Q15-Q17, Q22-Q24, Q33-Q35, Q40-Q42, Q47-Q49, Q54-Q56	E-00585-0029	SCR, MCR106-1
9	U5-U8	E-00620-0007	I.C., Buffer, CD4050AE
10	U1-U4	E-00620-0037	I.C., Decoder, 14514B
12	J1, J3	E-00715-0004	28 Pin Wafer Connector
13	J1	E-00715-0013	17 Pin Wafer Connector
14	J4	E-00715-0014	23 Pin Wafer Connector

AS-2518-23 LAMP DRIVER MODULE A5



COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1	A5	AS-2518-23	Lamp Driver Module, Complete
2	R71-R79	E-00105-242	Resistor, 20k, 5%, 1/4W
3	R1-R60, R70	E-00105-0237	Resistor, 2k, 5%, 1/4W
4	R61-R69	E-00105-0256	Resistor, 2.2M, 1/4W
5	C1	E-00586-0065	Capacitor, .01 MFD, 500V
6	Q4-Q7, Q11-Q14, Q18-Q21, Q25-Q32, Q36-Q39, Q43-Q46, Q50-Q53, Q57-Q60	E-00585-0014	SCR, 2N5060
7	Q1-Q3, Q8-Q10, Q15-Q17, Q22-Q24, Q33-Q35, Q40-Q42, Q47-Q49, Q54-Q56	E-00585-0029	SCR, MCR106-1
8	U1-U4	E-00620-0037	I.C., Decoder, 14514B
9	J1, J3	E-00715-0004	28 Pin Wafer Connector
10	J4	E-00715-0013	17 Pin Wafer Connector
11	J2	E-00715-0014	23 Pin Wafer Connector
12	TP1, TP2, TP3	P-05399	Test Clip

AS-2518-14

- FREEDOM
- NIGHT RIDER
- BLACK JACK
- EVEL KNEEVEL
- MATA HARI
- EIGHT BALL
- LOST WORLD

AS-2518-23

- POWER PLAY
- STRIKES & SPARES
- SIX MILLION DOLLAR MAN

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

AS-2518-32 SOUND MODULE A8

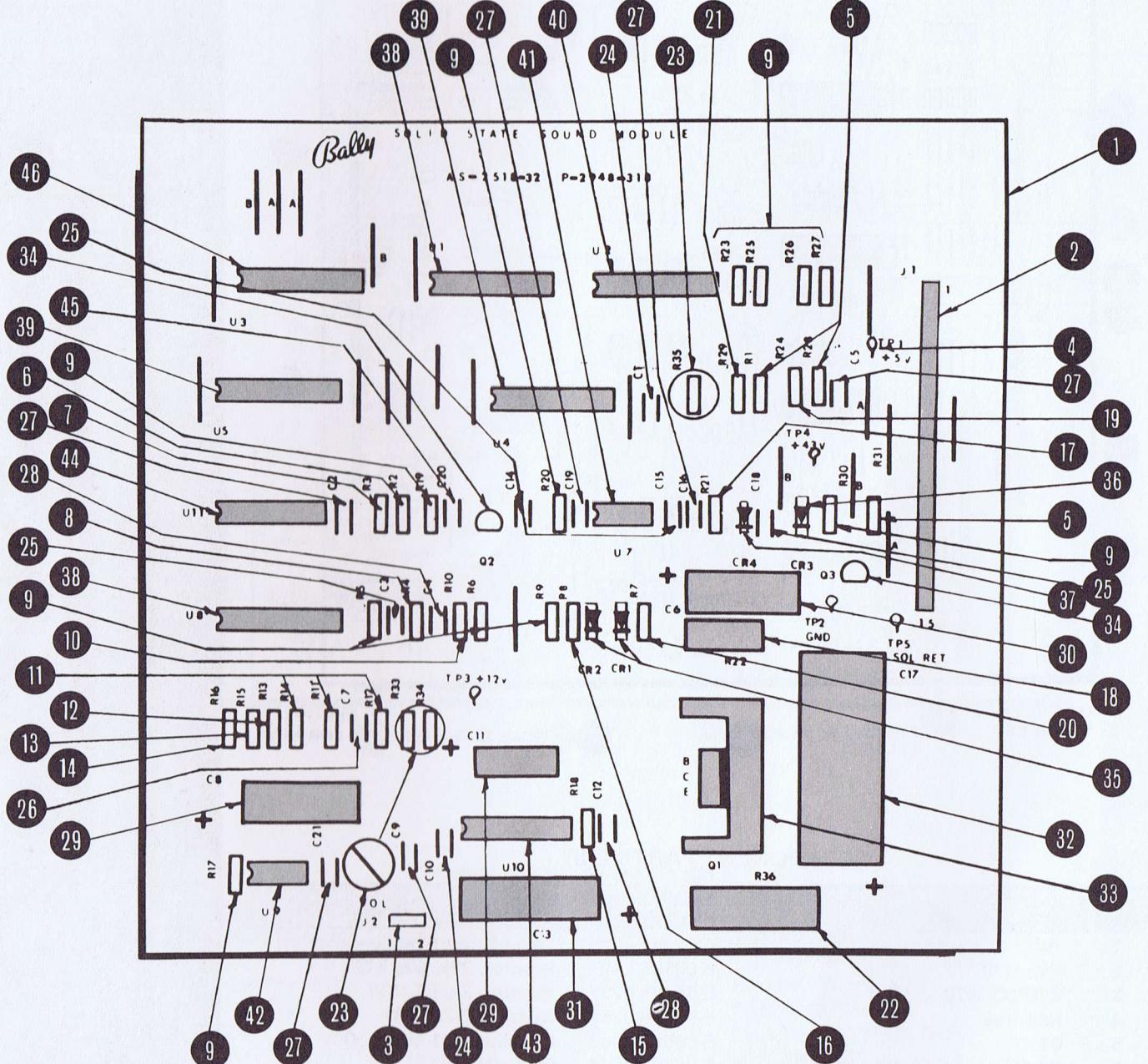
- LOST WORLD
- SIX MILLION DOLLAR MAN

COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1	A8 (see note 1)	AS-2888-1	PWB Module Complete
2	J1	E-00715-0039	15 Pin Connector
3	J2	E-00715-0026	2 Pin Connector
4	TP1-TP5	P-05399	Test Clip
5	R1, R28, R31	E-00105-0239	Resistor 1/4W 5% 4.7K
6	R2	E-00105-0281	Resistor 1/4W 5% 15K
7	R3	E-00105-0282	Resistor 1/4W 5% 33K
8	R4	E-00105-0257	Resistor 1/4W 5% 3.9K
9	R5, R6, R9, R17, R19, R20, R23, R25, R26, R27, R30	E-00105-0185	Resistor 1/4W 5% 10K
10	R10	E-00105-0248	Resistor 1/4W 5% 150K
11	R11, R12, R14	E-00105-0285	Resistor 1/4W 5% 1M
12	R13	E-00105-0284	Resistor 1/4W 5% 470K
13	R15	E-00105-0279	Resistor 1/4W 5% 360
14	R16	E-00105-0280	Resistor 1/4W 5% 470
15	R18	E-00105-0278	Resistor 1/4W 5% 2.7
16	R8	E-00105-0287	Resistor 1/4W 5% 2.2K
17	R21	E-00105-0246	Resistor 1/4W 5% 110K
18	R22	E-00105-0286	Resistor 1W 4.7K
19	R24	E-00105-0223	Resistor 1/4W 5% 82K
20	R7	E-00105-0289	Resistor 1/4W 5% 1.1K
21	R29	E-00105-0230	Resistor 1/4W 5% 1K
22	R36	E-00104-0096	Resistor 5W, 10% 75
23	C1, C10	E-00599-0015	Resistor, Var. 91B, 10K
24	C1, C10	E-00586-0068	Cap., Disc. 100PF 1000V
25	C3, C14, C15, C18	E-00586-0065	Cap., Disc. .01MFD 500V
26	C7	E-00586-0087	Cap., Disc. .02MFD 500V
27	C19, C2, C5, C9, C16, C21	E-00586-0088	Cap., Disc. .05MFD 16V
28	C4, C12	E-00586-0089	Cap., Disc. .1MFD 25V
29	C8, C11	E-00586-0090	Cap., Elect. 1MFD 25V
30	C6	E-00586-0063	Cap., Elect. 2MFD 25V
31	C13	E-00586-0091	Cap., Elect. 100MFD 25V
32	C17	E-00586-0092	Cap., Elect. 100MFD 100V
33	Q1 (TIP 29)	E-00585-0043	Transistor NPN
34	Q2, Q3 (2N 3904)	E-00585-0031	Transistor NPN
35	CR1, CR2, (1N4148)	E-00587-0014	Diode
36	CR3 (1N4004)	E-00587-0015	Diode
37	CR4 (1N5243)	E-00598-0011	Diode, Zener
38	U1, U8 (MC 14049B)	E-00620-0033	Hex Inverter (J.C.)
39	U4, U5 (MC 14526B)	E-00620-0044	Programmable 4 Bit Counter
40	U2 (MC 14042B)	E-00620-0045	Quad. Latch
41	U7 (555)	E-00620-0004	Timer I.C.
42	U9 (LM741)	E-00620-0047	Operational Amp.
43	U10 (LM 380N)	E-00620-0048	Audio Amplifier
44	U11 (86 L93)	E-00620-0046	4 Bit Binary
45	C20	E-00586-0064	Cap., Disc. .002
46	A8 (see note 2)	AS-2518-32	PWB Module Less Program

NOTE 1: When ordering specify name of game.

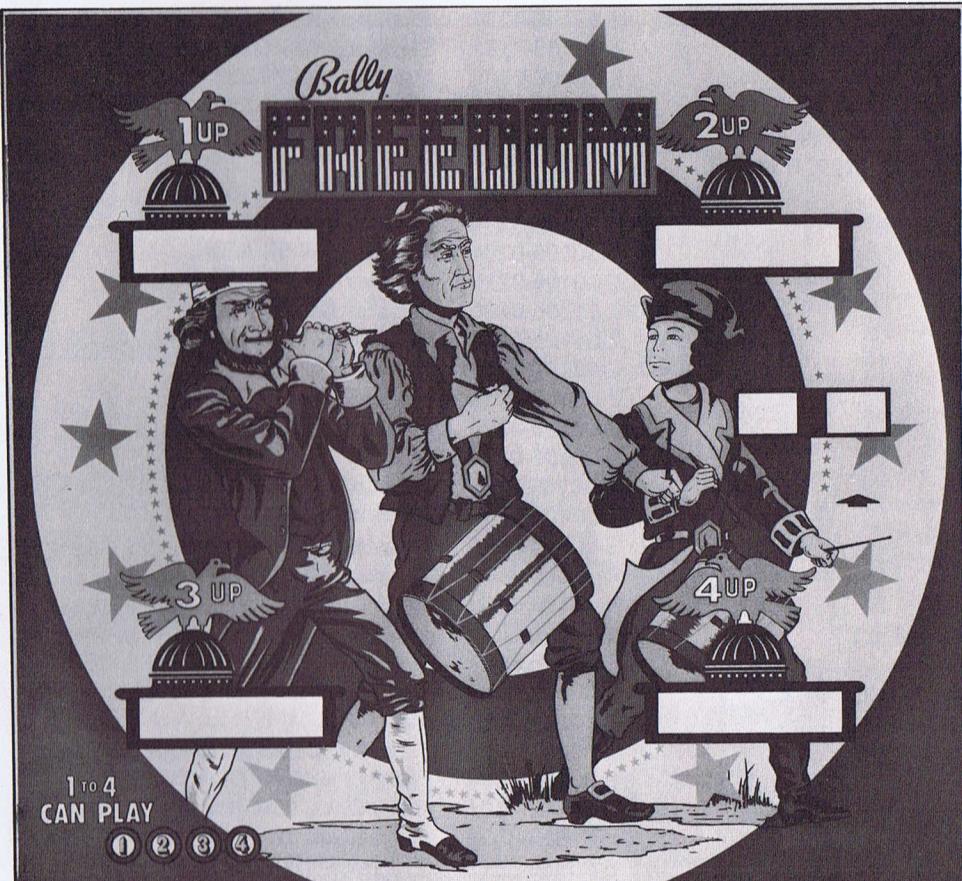
NOTE 2: Order replacement memory chip U3 specifying name of game and part no. stamped on chip.



WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

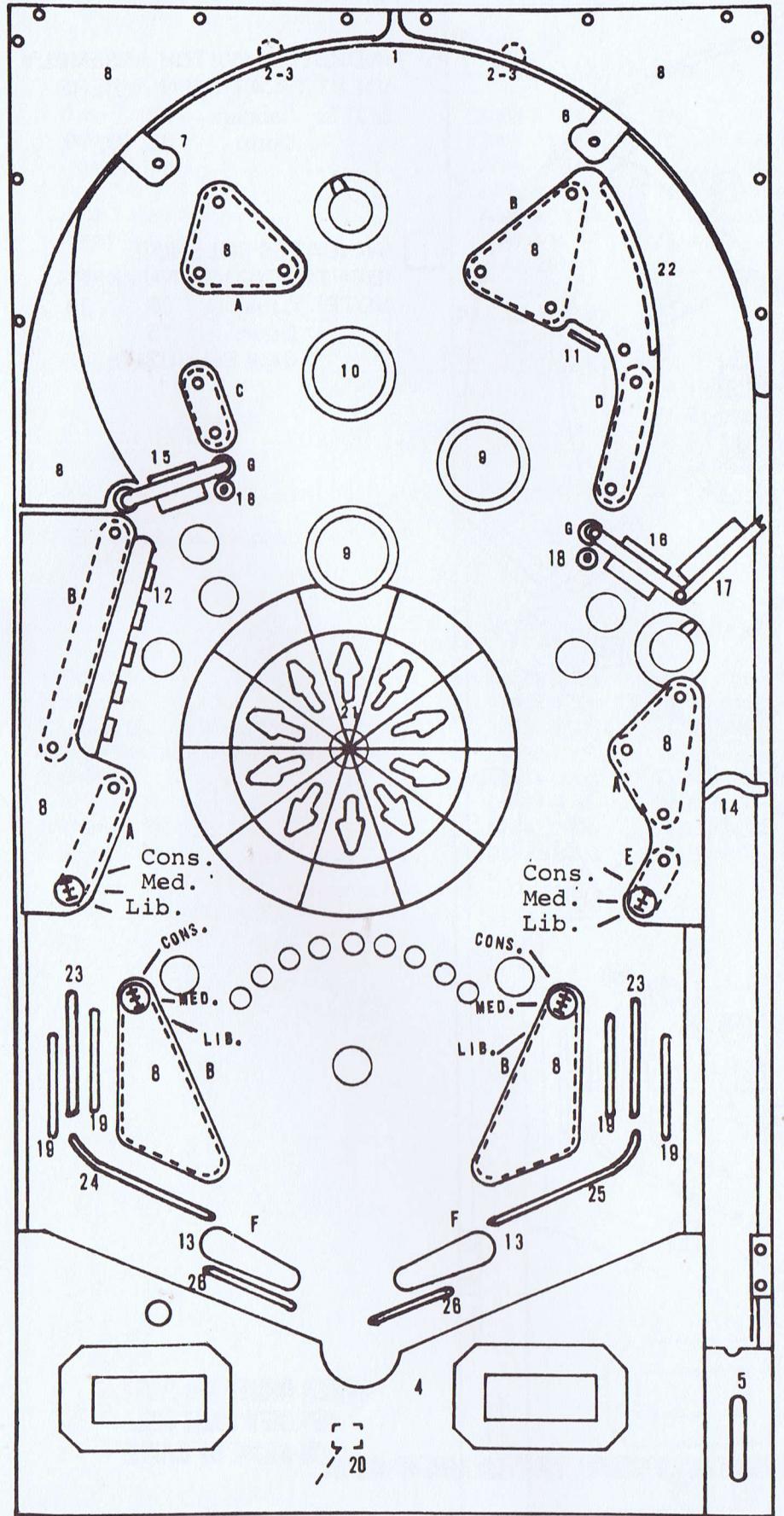
WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

FREEDOM



BACK GLASS
G-408-21

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521-3	2" Dia.	(3)
B. R-521-5	3" Dia.	(5)
C. R-521-1	1" Dia.	(1)
D. R-521-2	1-1/2" Dia.	(1)
E. R-521	3/4" Dia.	(1)
F. R-408-3	Flipper	(2)
G. R-243	5/16" Dia.	(5)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post	C-907
3. Rail Post Cap	C-908
4. Bottom Arch.	P-5871-55
5. Shooter Guide	P-6359-21
6. Ball Gate (R).	A-1475-9
7. Ball Gate (L).	A-1475-10
8. Screened Plastics	A-2890-127
9. Thumper Cap (2)	A-3713-27
10. Thumper Cap	A-3713-28
11. Target Assem. (Red)	AS-982-723
12. Drop Target Unit	AS-2795-51
13. Flipper & Shaft (2).	AS-2214-24
14. Lane Hood	P-1732
15. Spinner Gate (L)	AS-2250-41
16. Spinner Gate (R)	AS-2250-42
17. Ball Gate	AS-2250-24
18. Minipost Assem. (2)	AS-2836
19. Rollover Wire (4)	AS-2806
20. Outhole Wire.	AS-2806-21
21. Rollover Button.	C-900
22. Ball Guide	M-121-16
23. Ball Guide (2)	M-121-18
24. Ball Guide	M-121-43
25. Ball Guide	M-121-44
26. Ball Guide	M-121-53

CONS. — Conservative

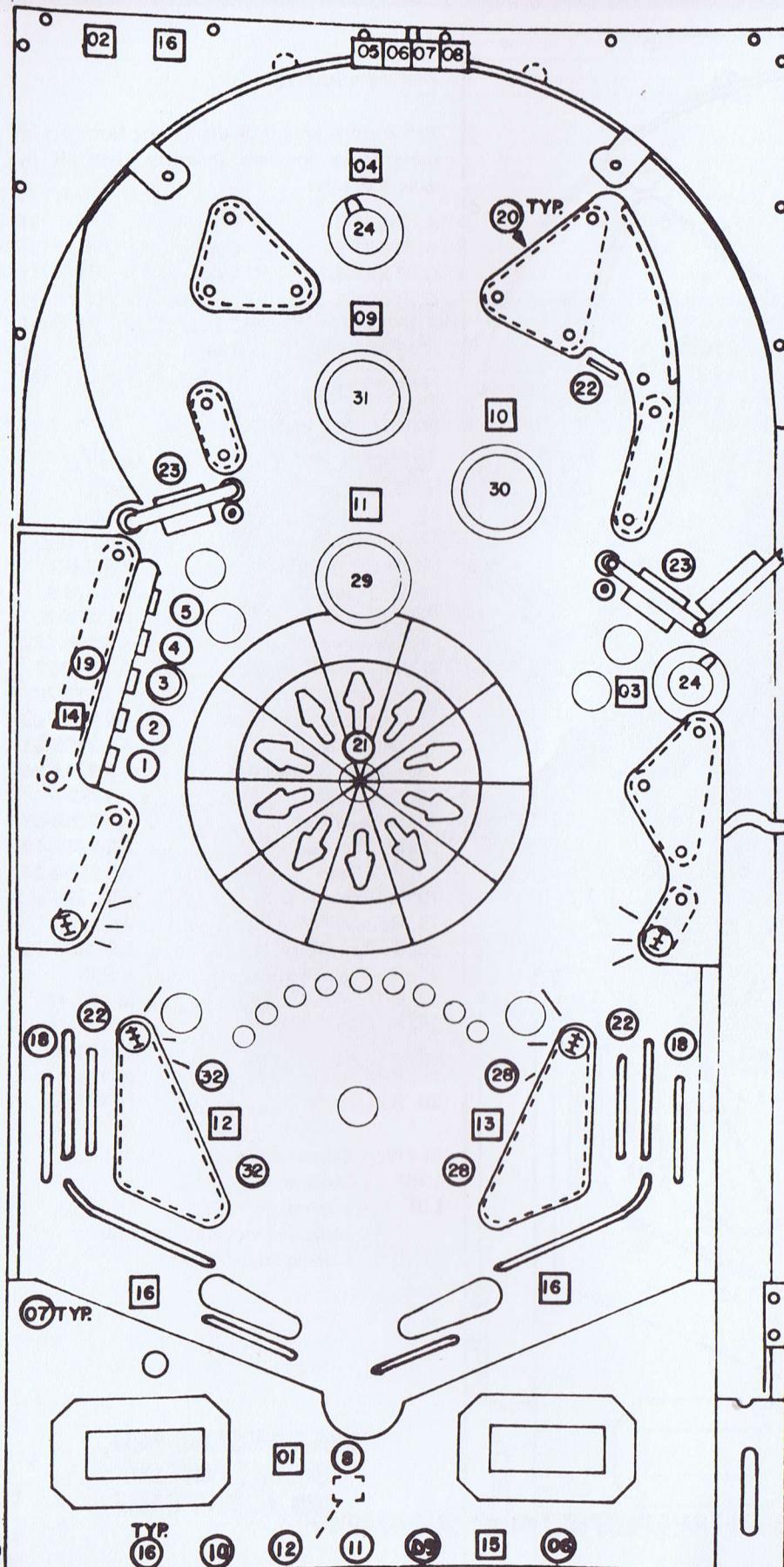
MED. — Medium

LIB. — Liberal

Indicates movable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

FREEDOM



INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07
Door: 06, 09, 10,
11, 12

INDICATES SOLENOID IDENTIFICATION NUMBERS.

NOTE: Cabinet: 06, 07, 08
Door: 15
Back Box: 02, 16

SWITCH ASSEMBLIES

- | | |
|--|------------|
| 1. Drop Target 1 | ASW-A1-142 |
| 2. Drop Target 2 | ASW-A1-142 |
| 3. Drop Target 3 | ASW-A1-142 |
| 4. Drop Target 4 | ASW-A1-142 |
| 5. Drop Target 5 | ASW-A1-142 |
| 6. Credit Button | ASW-A10-46 |
| 7. Tilt | AS-2911-2 |
| 8. Outhole | AS-2911-7 |
| 9. Coin III | AS-2744-9 |
| 10. Coin I | AS-2744-9 |
| 11. Coin II (If used) | AS-2744-9 |
| 12. | ASW-A20-32 |
| 13. | |
| 14. | |
| 15. | |
| 16. Slam | |
| 17. Left & Right Out Channel | AS-2911-9 |
| 18. Score 100 (GP)* | ASW-A10-51 |
| 19. Score 10 (GP)* | AS-2911-4 |
| 20. Wheel Rollover | AS-2911-10 |
| 21. Advance Bonus* (& Flipper Lanes) | AS-2911-3 |
| 22. Spinner | AS-2911-11 |
| 23. Collect Wheel Value Saucers | AS-2911-8 |
| 24. | |
| 25. | |
| 26. | |
| 27. | |
| 28. Right Sling Shot | AS-2911-4 |
| 29. Bumper #3 | AS-2911-1 |
| 30. Bumper #2 | AS-2911-1 |
| 31. Bumper #1 | AS-2911-1 |
| 32. Left Sling Shot | AS-2911-4 |

*General purpose or multiple.

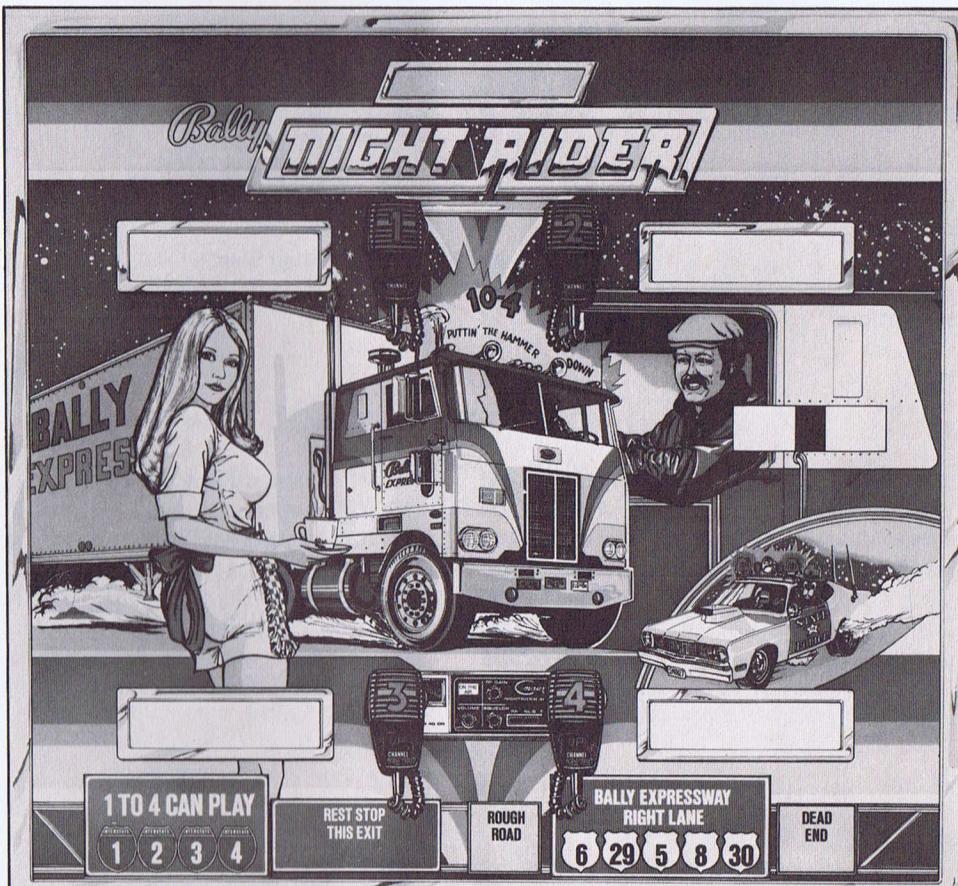
SOLENOID ASSEMBLIES

- | | |
|--|-------------------|
| 1. Outhole | AN-26-1200 |
| 2. Knocker | AN-26-1200 |
| 3. Saucer (Scores Wheel Value) | AO-26-1200 |
| 4. Top Hole (Scores Wheel Value) | AO-26-1200 |
| 5. Chime 10 | CN-31-2000 |
| 6. Chime 100 | CN-31-2000 |
| 7. Chime 1000 | CN-31-2000 |
| 8. Extra Chime | CN-31-2000 |
| 9. #1 Thumper-Bumper (Top) | AN-26-1200 |
| 10. #2 Thumper-Bumper | AN-26-1200 |
| 11. #3 Thumper-Bumper | AN-26-1200 |
| 12. Left Sling Shot | AP-26-1200 |
| 13. Right Sling Shot | AP-26-1200 |
| 14. Drop Target Reset | NO-26-2300 |
| 15. Coin Lock-out | FO-36-7000 |
| 16. K1 Relay (Flipper Enable) | AQ-25-500/34-5050 |

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

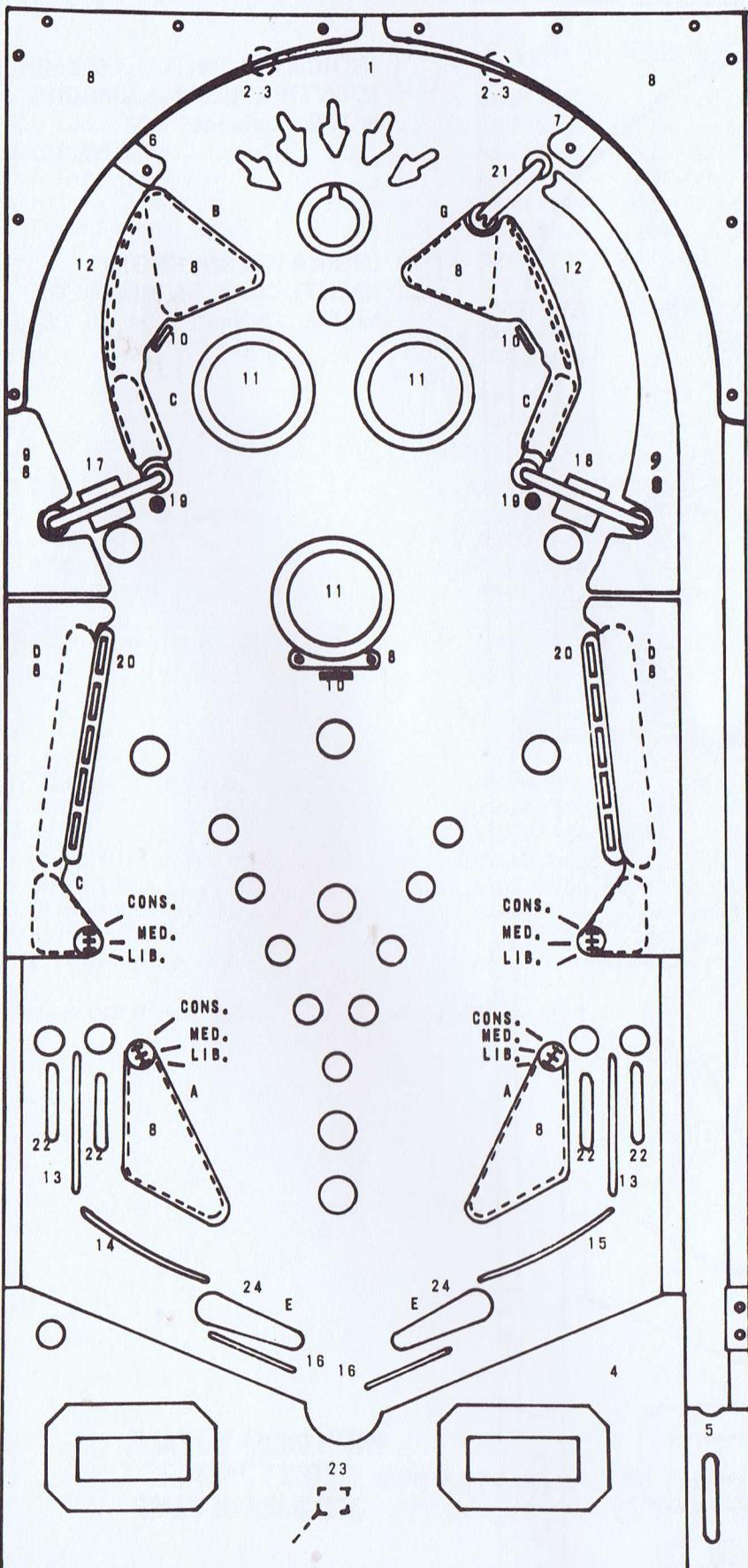
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

NIGHT RIDER



BACK GLASS
G-408-23

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R521-4	2-1/2" Dia.	(2)
B. R521-3	2" Dia.	(1)
C. R521-1	1" Dia.	(4)
D. R521-5	3" Dia.	(4)
E. R406-3	Flipper	(2)
F. R243	5/16" Dia.	(9)
G. R521-2	1-1/2" Dia.	(1)

PANEL TOP PARTS

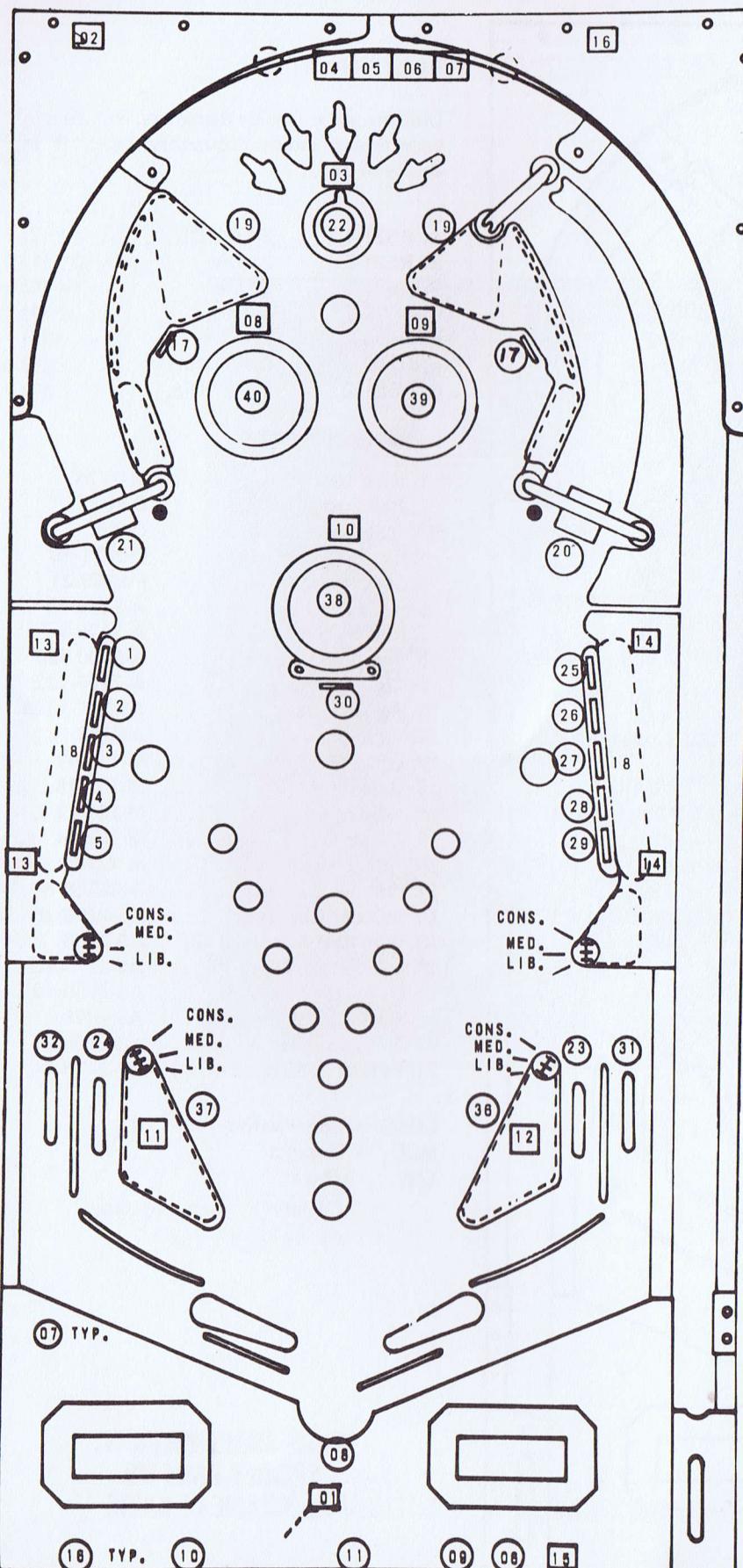
1. Arch Rail	M-1774
2. Rail Post (2)	C-907
3. Rail Post Cap (2)	C-908
4. Bottom Arch	P-5871-55
5. Shooter Gauge	P-6359-21
6. Ball Gate (L)	A-1475-10
7. Ball Gate (R)	A-1475-9
8. Screened Plastics	A-2890-121
9. Clear Plastic	A-2890-122
10. Target Assem.	AS-982-1128
11. Thumper Cap	A-3713-12
12. Guide Wire (2)	M-121-62
13. Guide Wire (2)	M-121-18
14. Guide Wire	M-121-43
15. Guide Wire	M-121-44
16. Guide Wire (2)	M-121-53
17. Spinner Gate (L)	AS-2250-34
18. Spinner Gate (R)	AS-2250-35
19. Mini Post & Rubber (2)	AS-2836
20. Drop Target Assy. (2)	AS-2795-10
21. Ball Gate Assem.	AS-2250-18
22. Rollover Wire (4)	AS-2806
23. Outhole Wire	AS-2806-21
24. Flipper & Shaft (2)	AS-2214-24

CONS. — Conservative
MED. — Medium
LIB. — Liberal

Indicates movable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

NIGHT RIDER



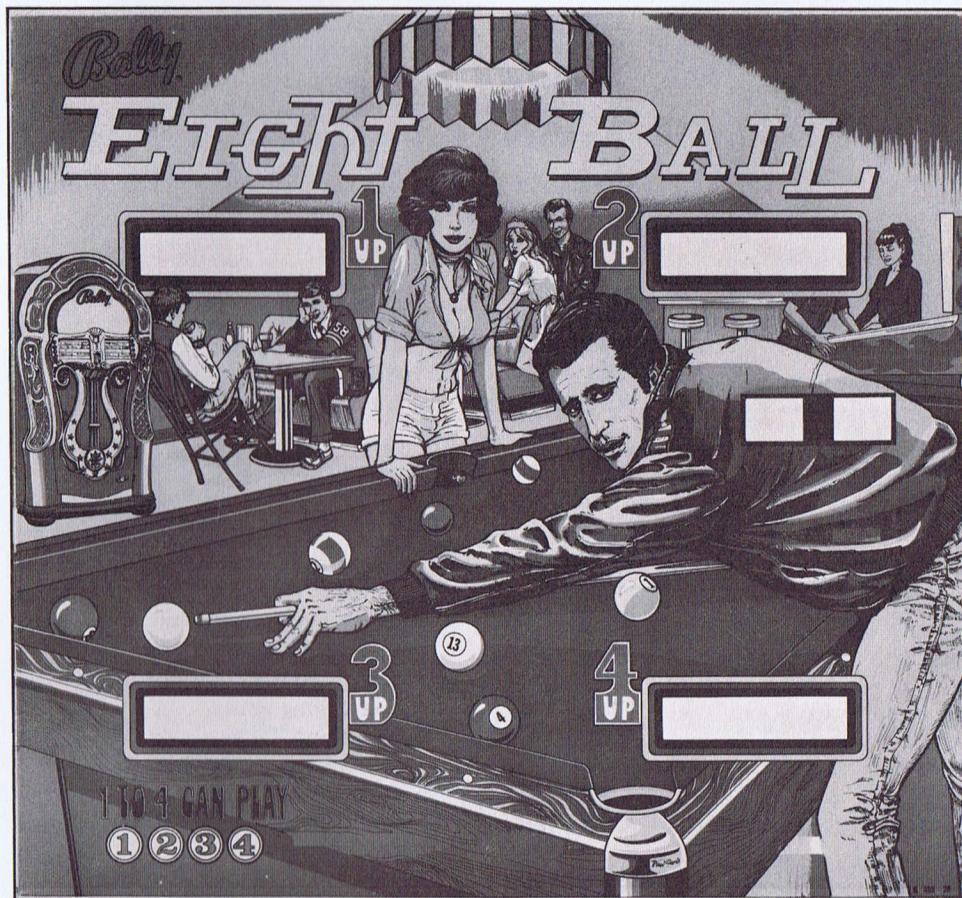
INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07
Door: 06, 09, 10,
11, 16

INDICATES SOLENOID IDENTIFICATION NUMBERS.

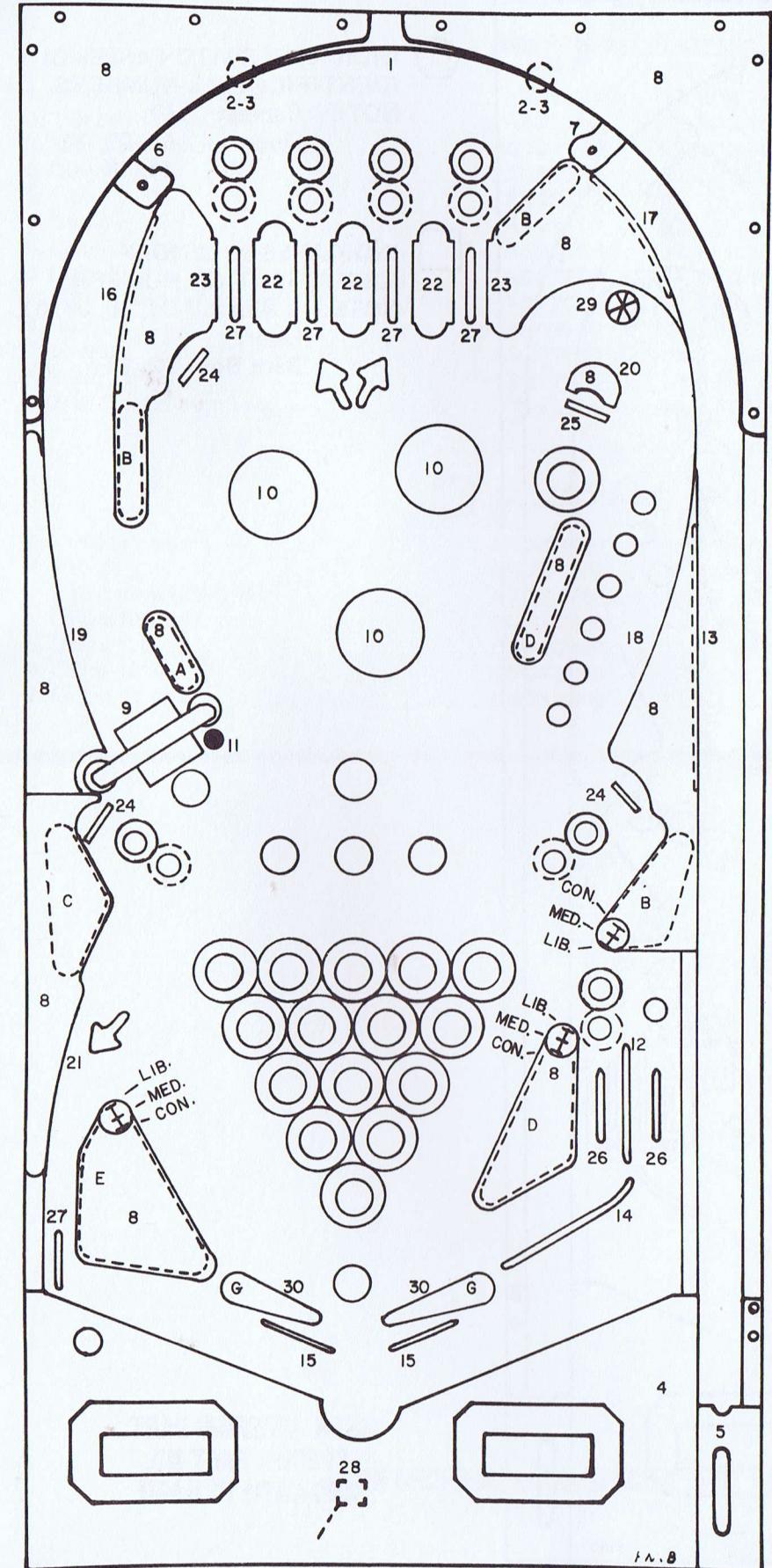
NOTE: Cabinet: 04, 05, 06, 07
Door: 15

EIGHT BALL



BACK GLASS
G-408-26

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521-1	1" Dia.	
B. R-521-2	1-1/2" Dia.	(3)
C. R-521-3	2" Dia.	
D. R-521-4	2-1/2" Dia.	(2)
E. R-521-5	3" Dia.	
F. R-243	5/16" Dia.	(15)
G. R-406-3	Flipper	(2)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post (2)	C-907
3. Rail Post Cap (2)	C-908
4. Bottom Arch.	P-5871-58
5. Shooter Gauge.	P-6359-24
6. Ball Gate (L)	A-1475-10
7. Ball Gate (R)	A-1475-9
8. Screened Plastics (Set) . . .	M-1330-146
9. Spinner Gate Ass'y	ASE-2250-49
10. Thumper Cap (3)	A-3713-36
11. Minipost & Rubber.	AS-2836-1
12. Guide Wire	M-121-18
13. Guide Wire	M-121-34
14. Guide Wire	M-121-44
15. Guide Wire (2)	M-121-53
16. Guide Wire	M-121-16
17. Guide Wire	M-121-67
18. Guide Rail Ass'y	A-3032-27
19. Guide Rail Ass'y	A-3032-28
20. Guide Rail Ass'y	A-3032-29
21. Guide Rail	P-6244-72
22. Plastic Guide (3)	C-695-1
23. Plastic Guide (2)	C-696-1
24. Target Ass'y (3)	ASE-2911-3
25. Target Ass'y	ASE-2911-19
26. Rollover Wire (2)	AS-2806
27. Rollover Wire (5)	AS-2806-1
28. Outhole Wire.	AS-2806-21
29. Rollover Button.	C-900
30. Flipper & Shaft Ass'y (2) .	ASE-2214-24

CONS. — Conservative

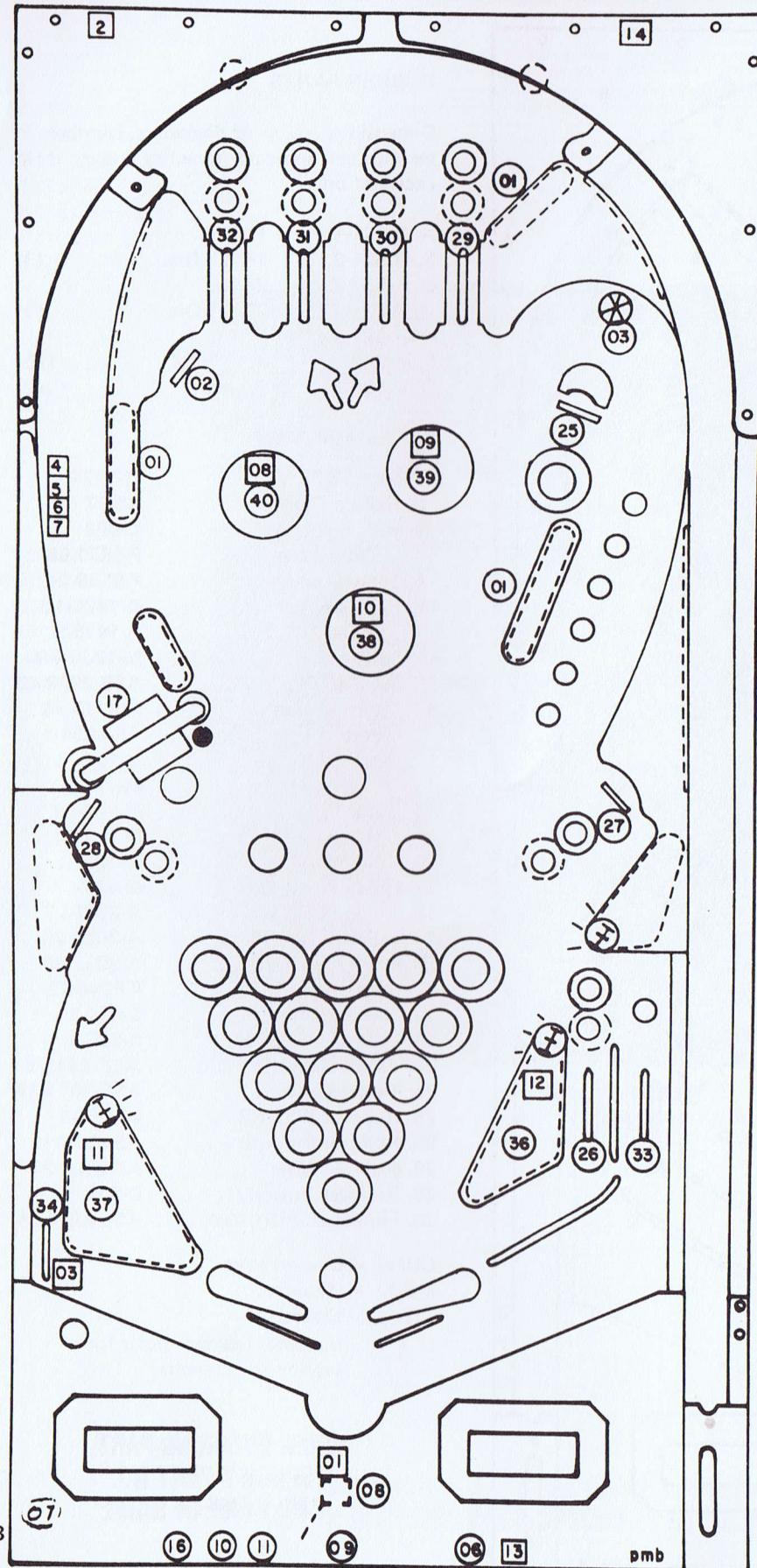
MED. — Medium

LIB. — Liberal

Indicates movable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

EIGHT BALL



INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07
Door: 06, 05, 10,
11, 16

INDICATES SOLENOID IDENTIFICATION NUMBERS

NOTE: Cabinet: 04, 05, 06, 07,
Door: 13
Back Box: 02, 14

SWITCH ASSEMBLIES

- | | |
|--|------------|
| 1. 10 Point Rebounds (3) | AS-2911-4 |
| 2. Top Left Target | AS-2911-3 |
| 3. Bank Shot Rollover Button | AS-2911-10 |
| 6. Credit Button | ASW-A10-46 |
| 7. Tilt | AS-2911-2 |
| 8. Outhole | AS-2911-7 |
| 9. Coin III (Right) | AS-2744-9 |
| 10. Coin I (Left) | AS-2744-9 |
| 11. Coin II (Middle) (If used) | AS-2744-9 |
| 16. Slam | ASW-A20-32 |
| 17. Spinner | AS-2911-11 |
| 25. 8-Ball Target | AS-2911-19 |
| 26. 7/15 Right Return Lane | AS-2911-9 |
| | |

- | | |
|-------------------------------------|-----------|
| 27. 6/14 Target (Right) | AS-2911-3 |
| 28. 5/13 Target (Left) | AS-2911-3 |
| 29. 4/12 Top Lane | AS-2911-9 |
| 30. 3/11 Top Lane | AS-2911-9 |
| 31. 2/10 Top Lane | AS-2911-9 |
| 32. 1/9 Top Lane | AS-2911-9 |
| 33. Right Outlane | AS-2911-9 |
| 34. Bank Shot Outlane | AS-2911-9 |
| 36. Right Slingshot (2) | AS-2911-4 |
| 37. Left Slingshot (2) | AS-2911-4 |
| 38. Bottom Thumper-Bumper | AS-2911-1 |
| 39. Right Thumper-Bumper | AS-2911-1 |
| 40. Left Thumper-Bumper | AS-2911-1 |

SOLENOID ASSEMBLIES

- | | |
|---|-------------------|
| 1. Outhole Kicker | AN-26-1200 |
| 2. Knocker | AR-26-1200 |
| 3. Side Return Kicker (L) | AR-26-1200 |
| 4. Chime 10 | CN-31-2000 |
| 5. Chime 100 | CN-31-2000 |
| 6. Chime 1000 | CN-31-2000 |
| 7. Chime, Extra. | CN-31-2000 |
| | |
| 8. Left Thumper-Bumper | AN-26-1200 |
| 9. Right Thumper-Bumper | AN-26-1200 |
| 10. Bottom Thumper-Bumper | AN-26-1200 |
| 11. Left Slingshot | AN-26-1200 |
| 12. Right Slingshot | AN-26-1200 |
| 13. Coin Lockout Door | FO-36-7000 |
| 14. K1 Relay (Flipper Enable) | AQ-25-500/34-5050 |

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

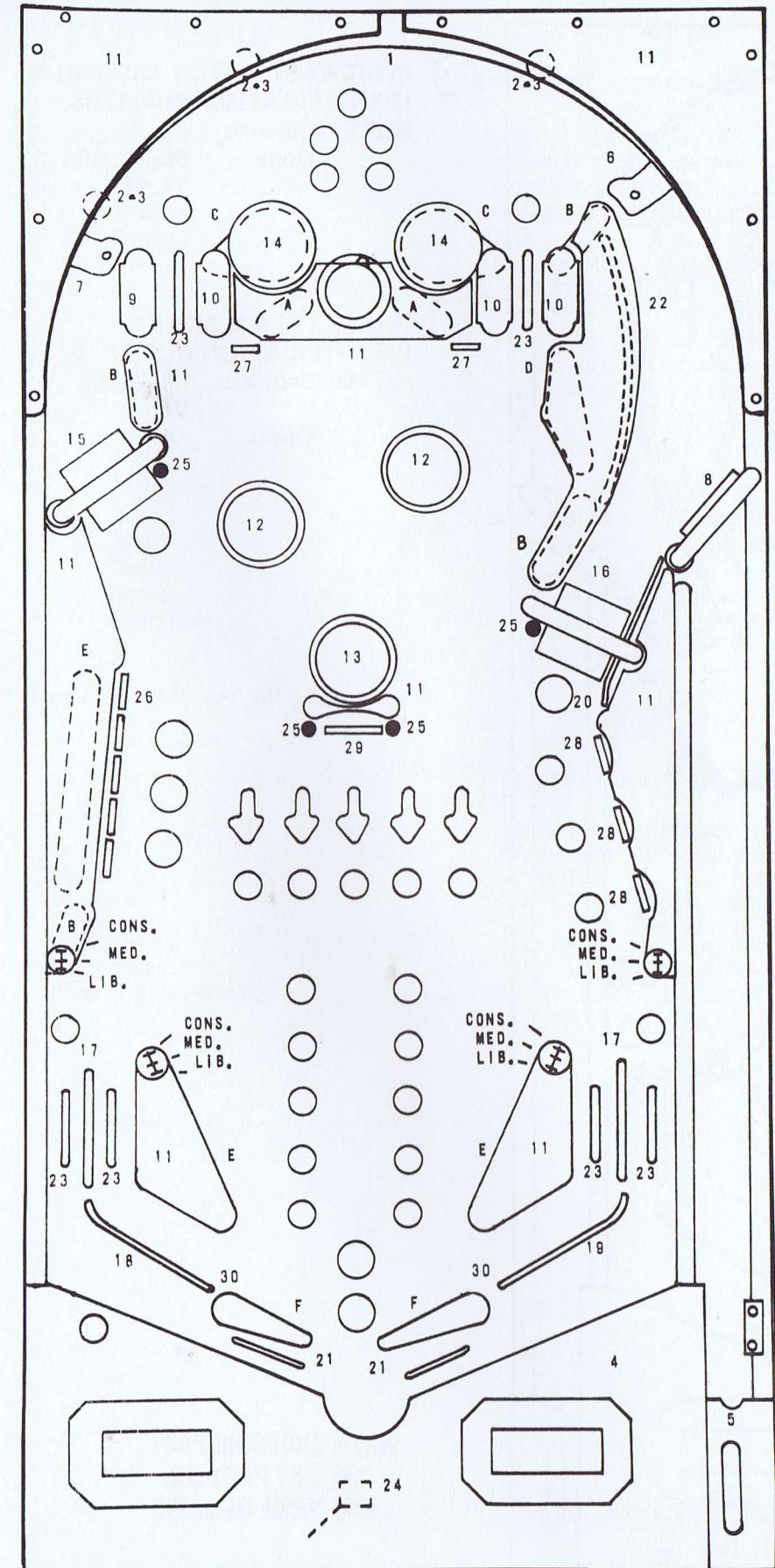
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

EVEL KNIEVEL



BACK GLASS
G-408-25

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521	3/4" Dia.	(2)
B. R-521-1	1" Dia.	(4)
C. R-521-2	1-1/2" Dia.	(2)
D. R-521-3	2" Dia.	(1)
E. R-521-5	3" Dia.	(4)
F. R-406-3	Flipper	(2)
G. R-243	5/16" Dia.	(17)

PANEL TOP PARTS

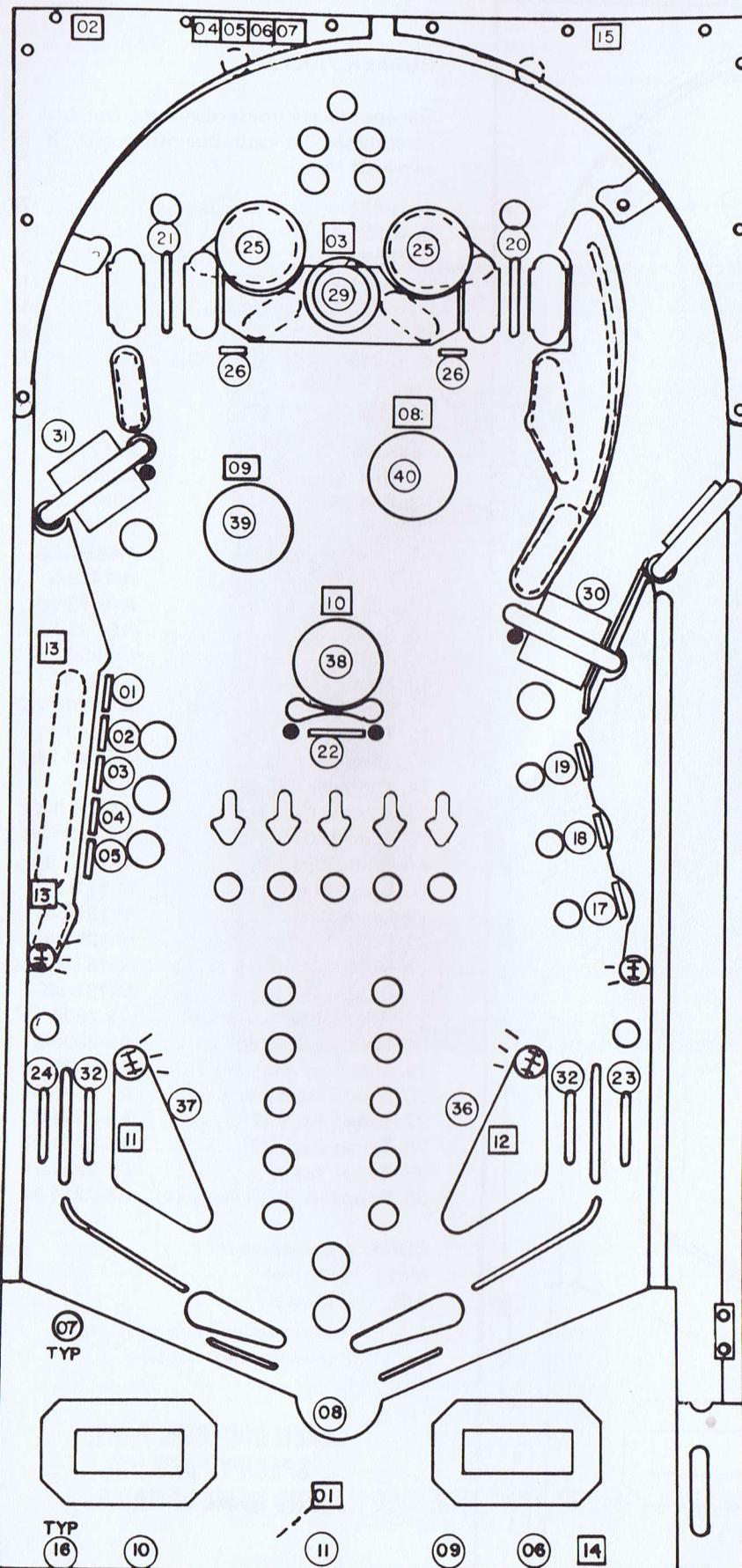
1. Arch Rail	M-1774
2. Rail Post (3)	C-907
3. Rail Post Cap (3)	C-908
4. Bottom Arch.	P-5871-56
5. Shooter Gauge	P-6359-22
6. Ball Gate (R).	A-1475-9
7. Ball Gate (L).	A-1475-10
8. Ball Gate	AS-2250-24
9. Plastic Guide	C-935-1
10. Plastic Guide (3)	C-936-1
11. Screened Plastics (Set) . . .	A-2890-124
12. Thumper Cap (2)	A-3713-11
13. Thumper Cap	A-3713-29
14. Thumper Cap (2)	A-3852
15. Spinner Gate (L)	AS-2250-44
16. Spinner Gate (R)	AS-2250-45
17. Guide Wire (2)	M-121-18
18. Guide Wire	M-121-43
19. Guide Wire	M-121-44
20. Guide Wire	M-121-48
21. Guide Wire (2)	M-121-53
22. Guide Wire	M-121-63
23. Rollover Wire Ass'y(6) . . .	AS-2806-1
24. Rollover Wire Ass'y	AS-2806-21
25. Mini Post Ass'y (4)	AS-2836
26. Drop Target Ass'y	AS-2795-54
27. Target Ass'y (2)	AS-2911-3
28. Target Ass'y (3)	AS-2911-20
29. Target Ass'y	AS-2911-19
30. Flipper & Shaft Ass'y (2) . . .	AS-2214-24

CONS. — Conservative
MED. — Medium
LIB. — Liberal

Indicates movable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

EVEL KNIEVEL



INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07
Door: 06, 09, 10
11, 16

INDICATES SOLENOID IDENTIFICATION NUMBERS.

NOTE: Cabinet: 04, 05, 06
07
Door: 14

SWITCH ASSEMBLIES

- | | | | |
|---------------------------------|------------|---|------------|
| 1. Drop Target A | AS-2911-17 | 21. "C" Lane (Top) | AS-2911-9 |
| 2. Drop Target B | AS-2911-17 | 22. Center Target | AS-2911-20 |
| 3. Drop Target C | AS-2911-17 | 23. Right Out Lane | AS-2911-9 |
| 4. Drop Target D | AS-2911-17 | 24. Left Out Lane | AS-2911-9 |
| 5. Drop Target E | AS-2911-17 | 25. L & R "E.K." Scoring Bumper | AS-2911-1 |
| 6. Credit Button | ASW-A10-46 | 26. Top Red Targets & GP* 100 | AS-2911-20 |
| 7. Tilt | AS-2911-2 | 27. | |
| 8. Outhole | AS-2911-7 | 28. | |
| 9. Coin III (Right) | AS-2744-9 | 29. Top Hole Saucer | AS-2911-8 |
| 10. Coin I (Left) | AS-2744-9 | 30. Right Spinner | AS-2911-11 |
| 11. Coin II (If used) | AS-2744-9 | 31. Left Spinner | AS-2911-11 |
| 12. | | 32. L & R Flipper Feeder Lanes | AS-2911-9 |
| 13. | | 33. | |
| 14. | | 34. | |
| 15. | | 35. | |
| 16. Slam | ASW-A20-32 | 36. Right Slingshot | AS-2911-4 |
| 17. "E" Target | AS-2911-3 | 37. Left Slingshot | AS-2911-4 |
| 18. "L" Target | AS-2911-3 | 38. Bottom Bumper | AS-2911-1 |
| 19. "C" Target | AS-2911-3 | 39. Middle Bumper | AS-2911-1 |
| 20. "Y" Lane (Top) | AS-2911-9 | 40. Top Bumper | AS-2911-1 |

*General Purpose or Multiple

SOLENOID ASSEMBLIES

- | | | | |
|---------------------------------|------------|---|-------------------|
| 1. Outhole | AN-26-1200 | 9. Middle Thumper-Bumper | AN-26-1200 |
| 2. Knocker | AR-26-1200 | 10. Bottom Thumper-Bumper | AN-26-1200 |
| 3. Saucer | AO-26-1200 | 11. Left Sling Shot | AN-26-1200 |
| 4. Chime 10 | CN-31-2000 | 12. Right Sling Shot | AN-26-1200 |
| 5. Chime 100 | CN-31-2000 | 13. Drop Target Reset | NO-27-2300 |
| 6. Chime 1000 | CN-31-2000 | 14. Coin Lock-out | FO-36-7000 |
| 7. Extra Chime | CN-31-2000 | 15. K1 Relay (Flipper Enable) | AQ-25-500/34-5050 |
| 8. Top Thumper-Bumper | AN-26-1200 | | |

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

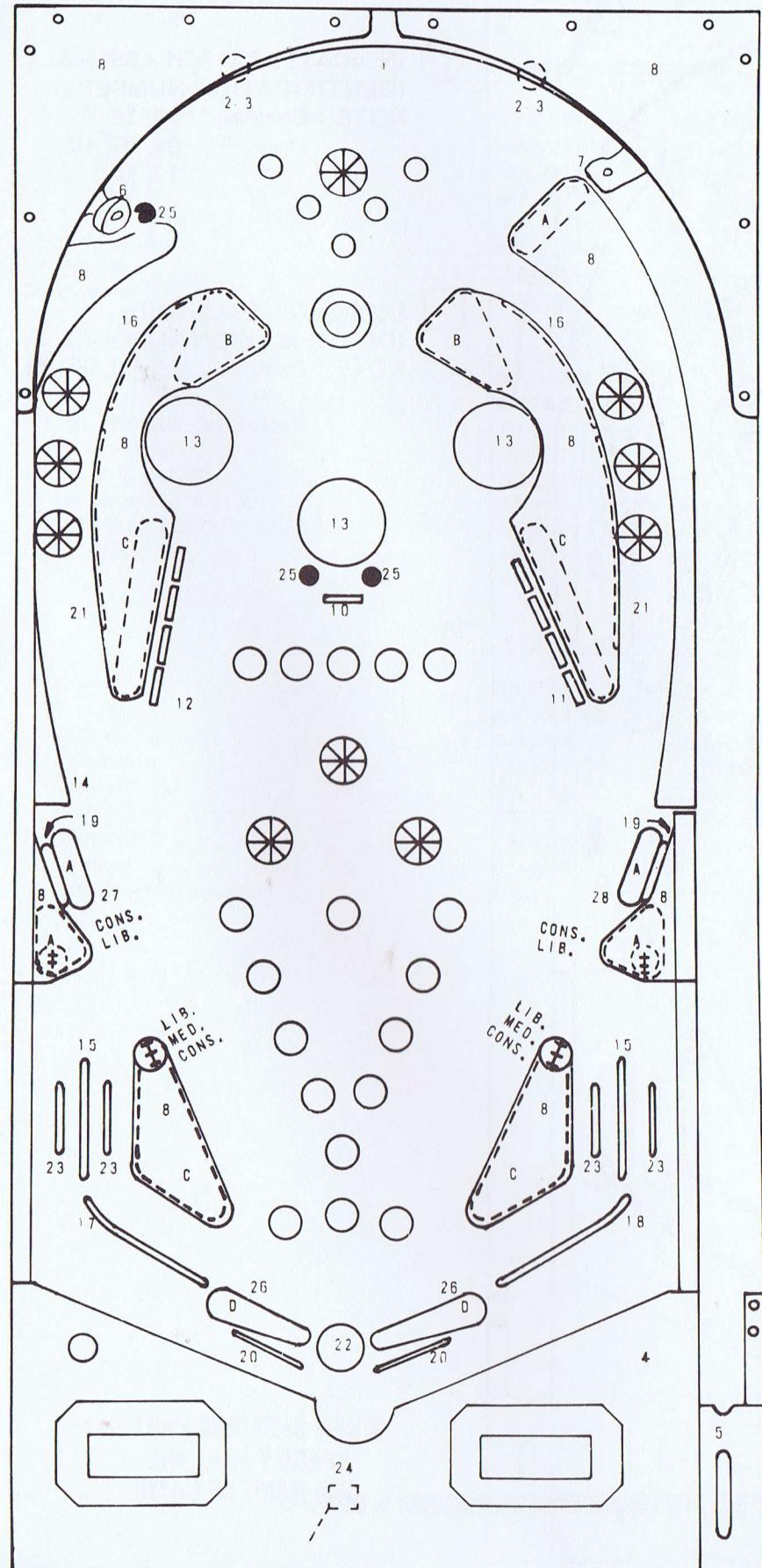
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

POWER PLAY



BACK GLASS
G-408-29

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521-1	1" Dia.	(7)
B. R-521-2	1-1/2" Dia.	(2)
C. R-521-4	2-1/2" Dia.	(6)
D. R-406-3	Flippers	(2)
E. R-243	5/16" Dia.	(2)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post (2)	C-907
3. Rail Post Cap (2)	C-908
4. Bottom Arch.	P-5871-56
5. Shooter Gauge.	P-6359-22
6. Ball Rebound	ASE-493-6
7. Ball Gate (R).	A-1475-9
8. Screened Plastics	M-1330-142
9. Clear Plastics	A-2890-132
10. Target Assembly	ASE-2911-20
11. Drop Target Assy. (R) . . .	ASE-2795-42
12. Drop Target Assy. (L) . . .	ASE-2795-43
13. Thumper Cap Assy. (3) . .	A-3713-37
14. Guide Rail Assy.	A-3032-30
15. Guide Wire (2)	M-121-18
16. Guide Wire (2)	M-121-30
17. Guide Wire	M-121-43
18. Guide Wire	M-121-44
19. Guide Wire (2)	M-121-46
20. Guide Wire (2)	M-121-53
21. Guide Wire (2)	M-121-68
22. Play-More Post Assy.	ASE-2553-6
23. Rollover Wire (4)	ASE-2806
24. Outhole Wire.	ASE-2806-21
25. Mini Post & Rubber Assy. (3)	ASE-2836-1
26. Flipper & Shaft Assy. (2) . .	ASE-2214-24
27. Flipper & Shaft Assy.	ASE-2214-25
28. Flipper & Shaft Assy.	ASE-2214-26

CONS. — Conservative
MED. — Medium
LIB. — Liberal

Indicates movable posts for
scoring adjustments.

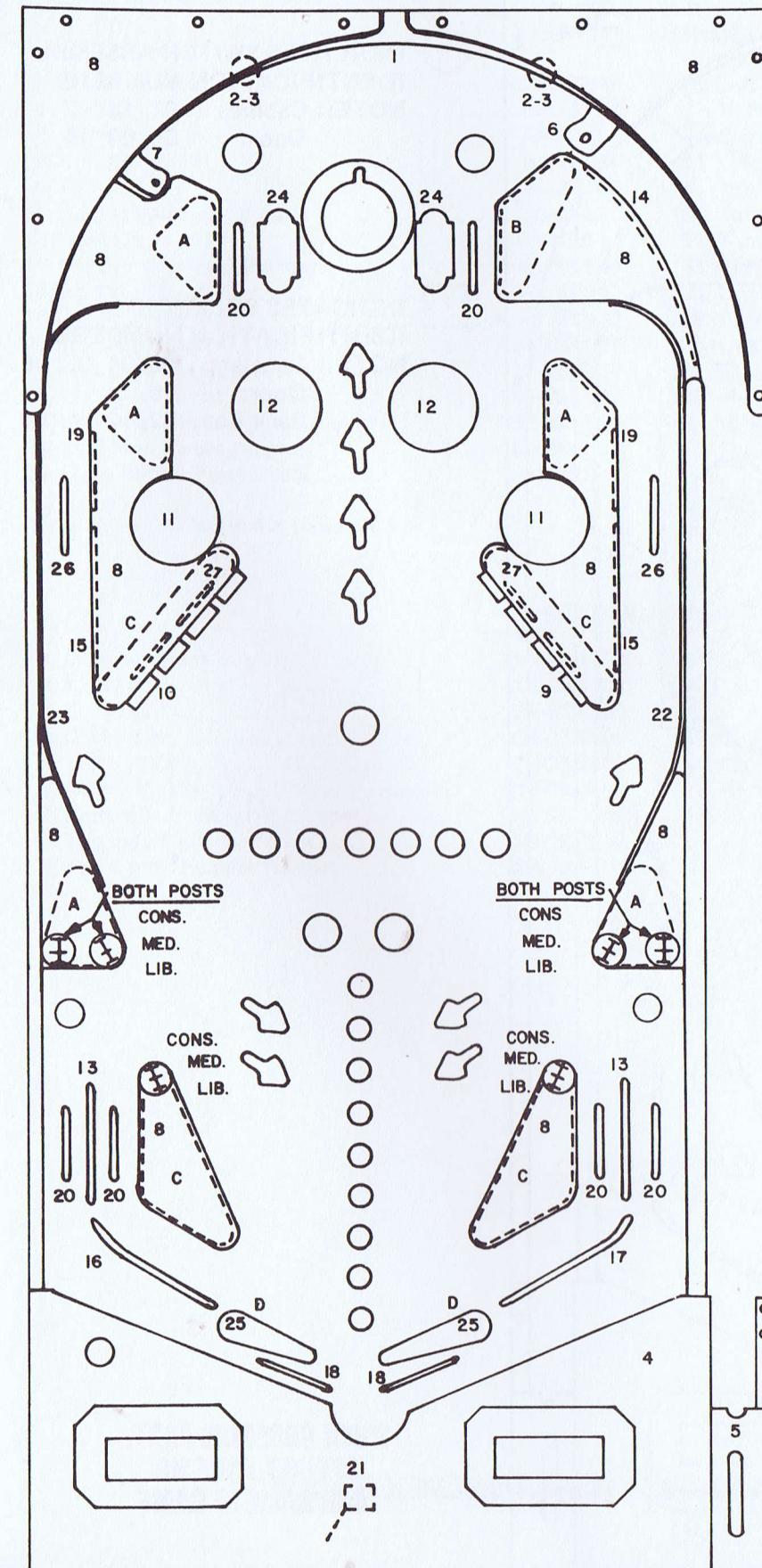
**WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME**

MATA HARI



BACK GLASS
G-408-30

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521-2	1-1/2" Dia.	(5)
B. R-521-3	2" Dia.	
C. R-521-4	2-1/2" Dia.	(6)
D. R-406-3	Flipper	(2)
E. R-243	5/16" Dia.	(4)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post	C-907
3. Rail Post Cap	C-908
4. Bottom Arch.	P-5871-57
5. Shooter Gauge	P-6359-23
6. Ball Gate	A-1475-9
7. Ball Rebound	AS-493-6
8. Screened Plastics	M-1330-141
9. Drop Target Ass'y. (R) . .	AS-2795-44
10. Drop Target Ass'y. (L) . .	AS-2795-45
11. Thumper Cap (2)	A-3713-29
12. Thumper Cap (Yel.) (2) . .	A-3713-35
13. Ball Guide (2)	M-121-18
14. Ball Guide	M-121-25
15. Ball Guide (2)	M-121-30
16. Ball Guide	M-121-43
17. Ball Guide	M-121-44
18. Ball Guide (2)	M-121-53
19. Ball Guide (2)	M-121-65
20. Rollover Wire (6)	AS-2806
21. Outhole Wire	AS-2806-21
22. Guide Rail Ass'y. (R) . .	A-3032-24
23. Guide Rail Ass'y. (L) . .	A-3032-25
24. Plastic Guide (2)	C-935-1
25. Flipper & Shaft Ass'y. (2)	AS-2214-24
26. Rollover Wire (2)	AS-2806-24
27. Ball Guide (4)	M-121-32

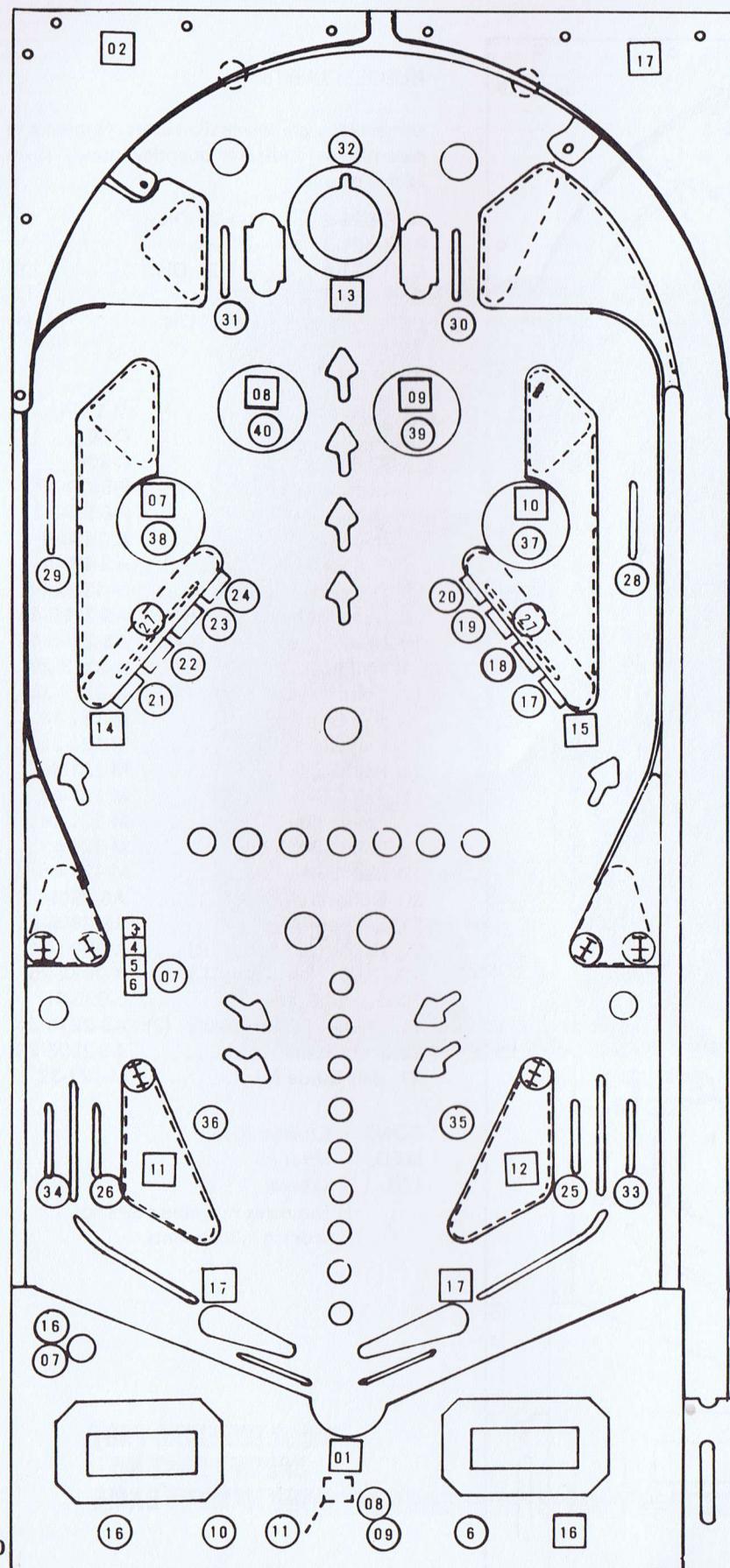
CONS. – Conservative
MED. – Medium
LIB. – Liberal

Indicates movable posts for scoring adjustments.

Journal of Democracy

**WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME**

MATA HARI



INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07, 16
Door: 06, 09, 10,
11, 16

INDICATES SOLENOID IDENTIFICATION NUMBERS.

NOTE: Cabinet: 03, 04, 05, 06
Door: 16
Back Box: 02, 17

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

SWITCH ASSEMBLIES

6. Credit Button	ASW-A10-46
7. Tilt (3)	AS-2911-2
8. Outhole	AS-2911-7
9. Coin III (Right)	AS-2744-9
10. Coin I (Left)	AS-2744-9
11. Coin II (Middle, if used)	AS-2744-9
16. Slam (2)	ASW-A20-32
17. Rt. Drop Target D (Bottom)	ASE-2911-17
18. Rt. Drop Target C	ASE-2911-17
19. Rt. Drop Target B	ASE-2911-17
20. Rt. Drop Target A (Top)	ASE-2911-17
21. Left Drop Target D (Bottom)	ASE-2911-17
22. Left Drop Target C	ASE-2911-17
23. Left Drop Target B	ASE-2911-17
24. Left Drop Target A (Top)	ASE-2911-17
25. Right Flipper Feeder Lane	AS-2911-9

ASE-2911-4 (3) Switch not shown.

SOLENOID ASSEMBLIES

1. Outhole Kicker	AR-26-1200
2. Knocker	AR-26-1200
3. Chime 10	CN-31-2000
4. Chime 100	CN-31-2000
5. Chime 1000	CN-31-2000
6. Chime 10,000	CN-31-2000
7. Bottom Left Thumper-Bumper	AN-26-1200
8. Top Left Thumper-Bumper	AN-26-1200
9. Top Right Thumper-Bumper	AN-26-1200
10. Bottom Right Thumper-Bumper	AN-26-1200
11. Left Slingshot	AN-26-1200
12. Right Slingshot	AN-26-1200
13. Top Saucer	AO-27-1300
14. Left Drop Target	NO-26-1900
15. Right Drop Target	NO-26-1900
16. Coin Lockout Door	FO-36-7000
17. K1 Relay (Flipper Enable)	AQ-25-500/34-5050

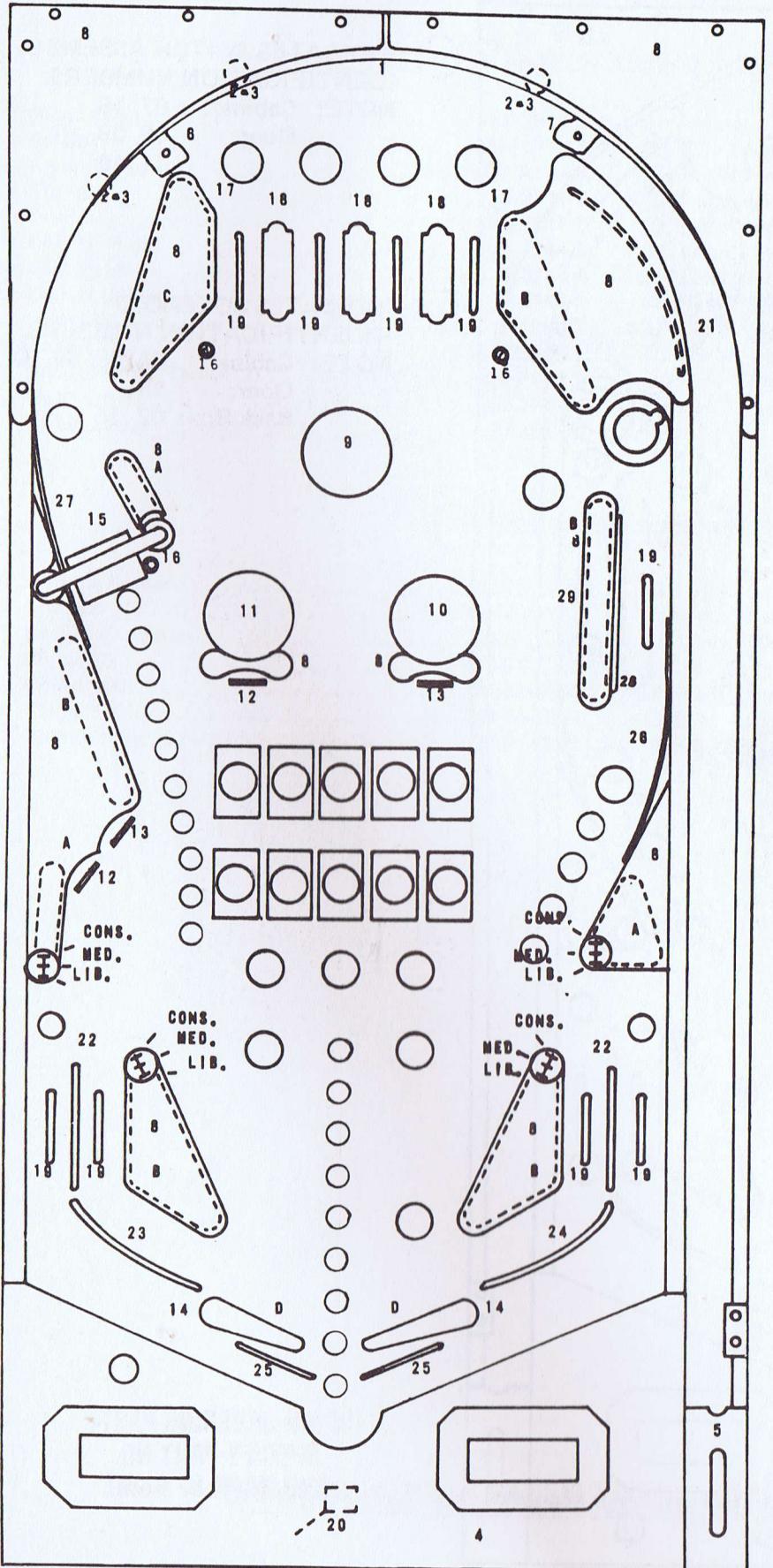
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

BLACK JACK



BACK GLASS
G-408-33

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521-2	1-1/2" Dia.	(3)
B. R-521-4	2-1/2" Dia.	(5)
C. R-521-5	3" Dia.	(1)
D. R-406-3	Flippers	(2)
E. R-243	5/16" Dia.	(12)

PANEL TOP PARTS

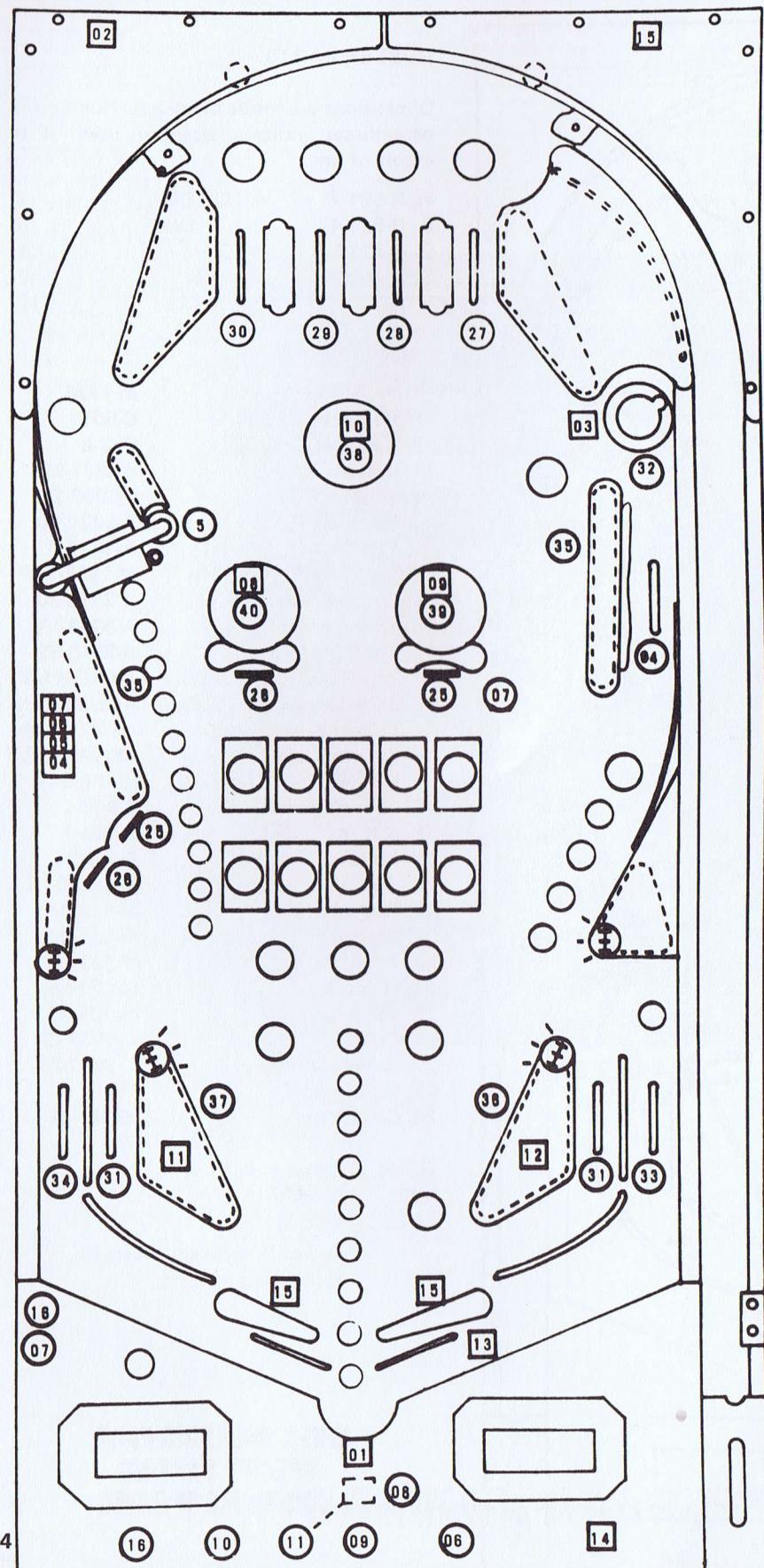
1. Arch Rail	M-1774
2. Rail Post (3)	C-907
3. Rail Post Cap (3)	C-908
4. Bottom Arch.	P-5871-55
5. Shooter Guide	P-6359-21
6. Ball Gate (L)	A-1475-10
7. Ball Gate (R)	A-1475-9
8. Screened Plastics (Set) . . .	M-1330-134
9. Thumper Cap	A-3713-30
10. Thumper Cap	A-3713-31
11. Thumper Cap	A-3713-32
12. Target Ass'y. (Red) (2) . .	ASE-2911-3
13. Target Ass'y. (Yel.) (2) . .	ASE-2911-21
14. Flipper & Shaft Ass'y.	AS-2214-24
15. Spinner Gate	AS-2250-50
16. Mini Post & Rubber (3) . .	AS-2836-1
17. Plastic Guide (2)	C-696-1
18. Plastic Guide (3)	C-695-1
19. Rollover Wire (9)	AS-2806
20. Outhole Wire.	AS-2806-21
21. Guide Wire	M-121-64
22. Guide Wire (2)	M-121-18
23. Guide Wire	M-121-43
24. Guide Wire	M-121-44
25. Guide Wire (2)	M-121-53
26. Guide Rail Ass'y.	A-3032-22
27. Guide Rail Ass'y.	A-3032-23
28. Guide Wire	M-121-30
29. Guide Wire	M-121-47

CONS. — Conservative
MED. — Medium
LIB. — Liberal

Indicates moveable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

BLACK JACK



INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07, 16
Door: 06, 09, 10
11, 16

INDICATES SOLENOID IDENTIFICATION NUMBERS.

NOTE: Cabinet: 04, 05, 06, 07
Door: 14
Back Box: 02, 15

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

SWITCH ASSEMBLIES

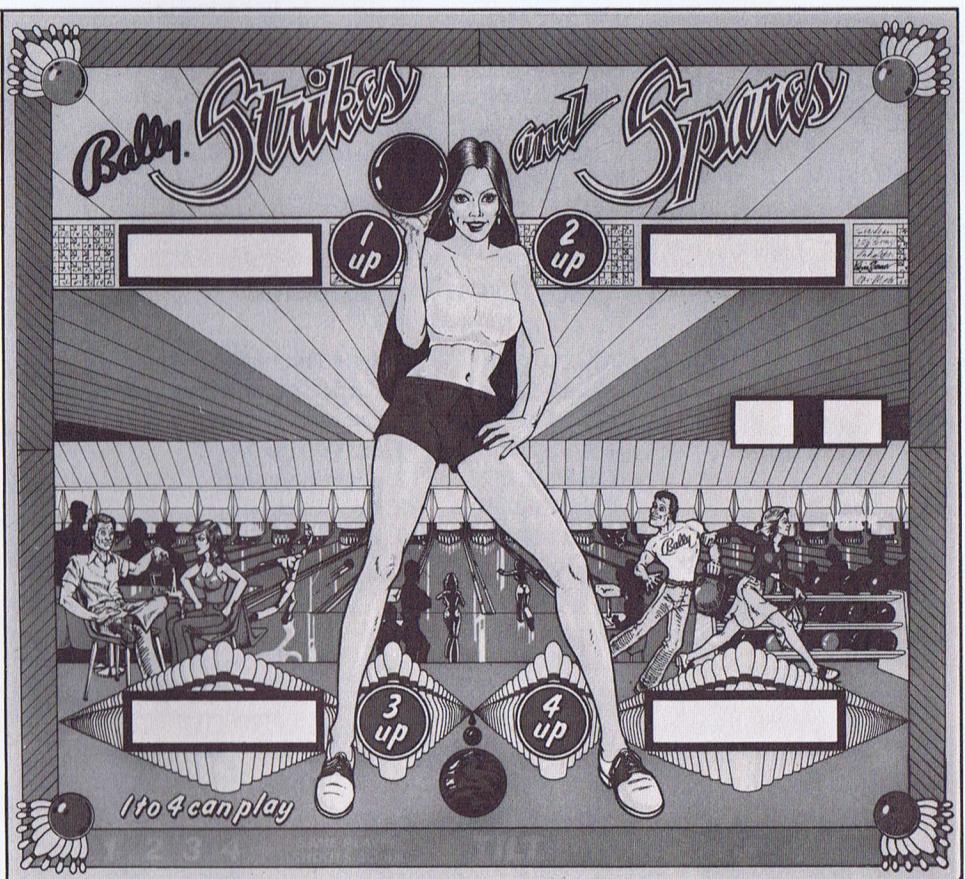
4. Right Lane	AS-2911-9
5. Spinner	AS-2911-11
6. Credit Button	ASW-A10-46
7. Tilt (3)	A-2911-2
8. Outhole	AS-2911-7
9. Coin III Right	A-2744-9
10. Coin I Left	A-2744-9
11. Coin II (Middle, if used)	A-2744-9
16. Slam (2)	ASW-A20-32
25. Change Dealer Target (2)	AS-2911-21
26. Change Player Target (2)	AS-2911-3
27. Heart Lane	AS-2911-9
28. Spade Lane	AS-2911-9

SOLENOID ASSEMBLIES

1. Outhole Kicker	AN-26-1200
2. Knocker	AR-26-1200
3. Beat Dealer Saucer	AO-27-1300
4. Chime 10	CN-31-2000
5. Chime 100	CN-31-2000
6. Chime 1000	CN-31-2000
7. Chime Extra	CN-31-2000
8. Left Thumper-Bumper	AN-26-1200
9. Right Thumper-Bumper	AN-26-1200
10. Center Thumper-Bumper	AN-26-1200
11. Left Slingshot	AN-26-1200
12. Right Slingshot	AN-26-1200
13. Coin Lockout	FO-36-7000
14. K1 Relay (Flipper Enable)	AQ-25-500/34-4500

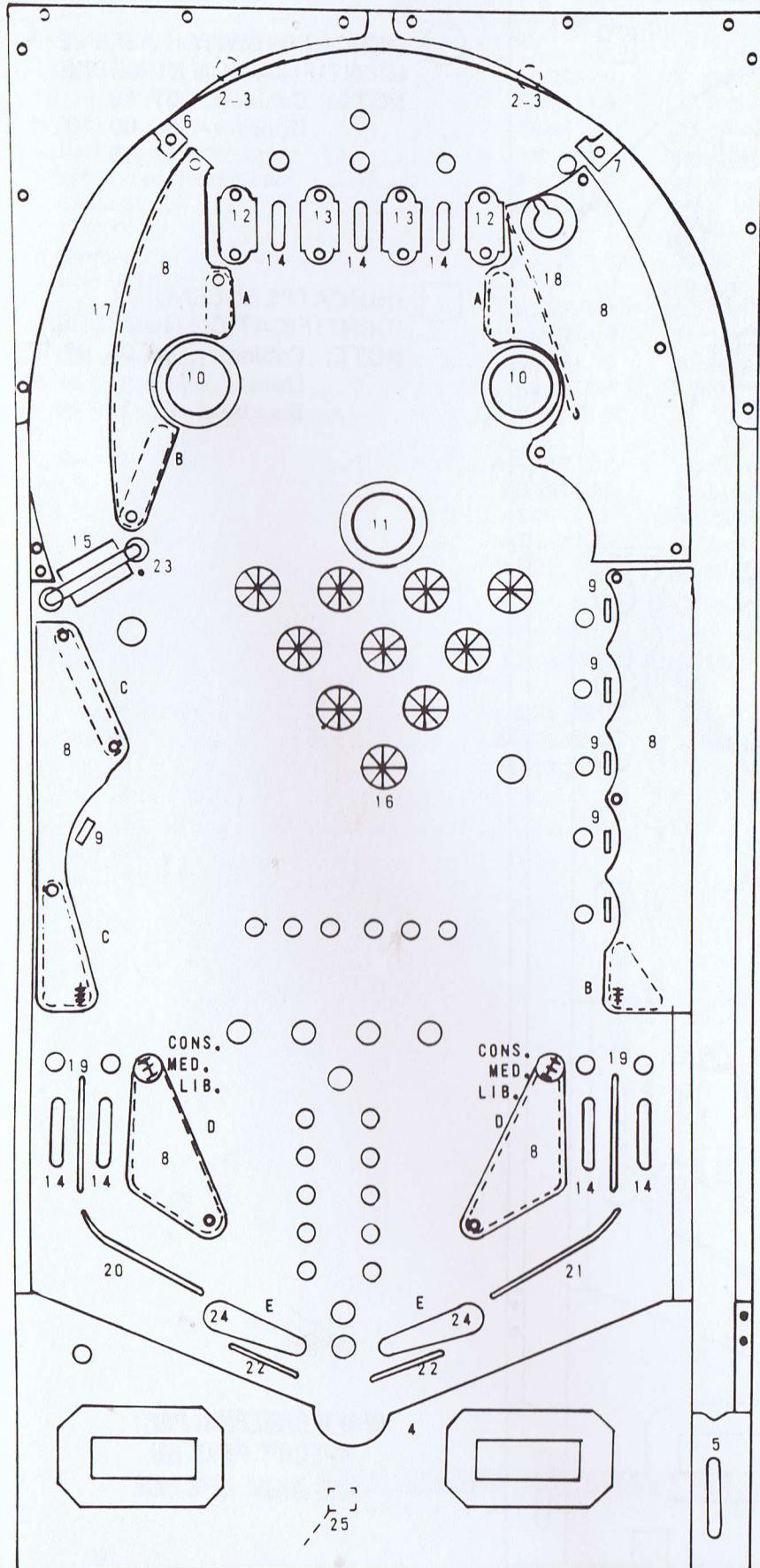
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

STRIKES & SPARES



BACK GLASS
G-408-31

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521	3/4" Dia.	(2)
B. R-521-1	1" Dia.	(2)
C. R-521-3	2" Dia.	(2)
D. R-521-4	2-1/2" Dia.	(2)
E. R-406-3	Flipper	(2)
F. R-243	5/16" Dia.	(21)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post (2)	C-907
3. Rail Post Cap (2)	C-908
4. Bottom Arch.	P-5871-60
5. Shooter Gauge.	P-6359-26
6. Ball Gate (L)	A-1475-10
7. Ball Gate (R)	A-1475-9
8. Screened Plastics	A-2890-134
9. Target Ass'y. (White) (6) .	ASE-2911-20
10. Thumper Cap (2)	A-3713-17
11. Thumper Cap	A-3713-29
12. Plastic Guide (2)	C-935-1
13. Plastic Guide (2)	C-936-1
14. R.O. Wire & Bracket (7) .	A-2806
15. Spinner Gate Ass'y.	ASE-2250-52
16. R.O. Button (10)	C-900
17. Ball Guide Wire	M-121-73
18. Ball Guide Wire	M-121-74
19. Ball Guide Wire (2)	M-121-18
20. Ball Guide Wire	M-121-43
21. Ball Guide Wire	M-121-44
22. Buffer Wire (2)	M-121-53
23. Minipost & Rubber.	ASE-2836-1
24. Flipper & Shaft Ass'y. (2)	ASE-2214-24
25. Outhole Wire Ass'y.	ASE-2806-1

CONS. — Conservative

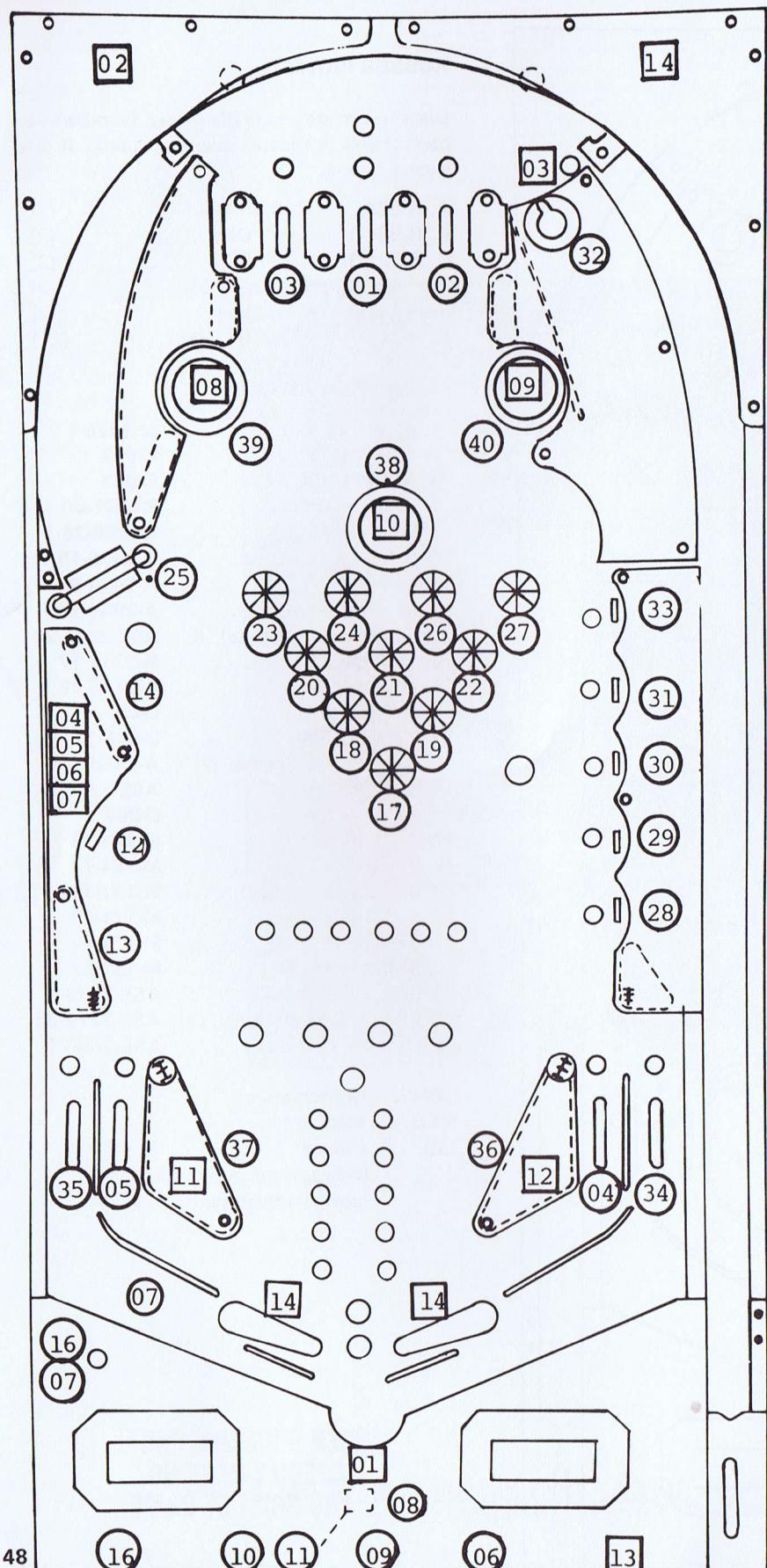
MED. — Medium

LIB. — Liberal

Indicates movable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

STRIKES & SPARES

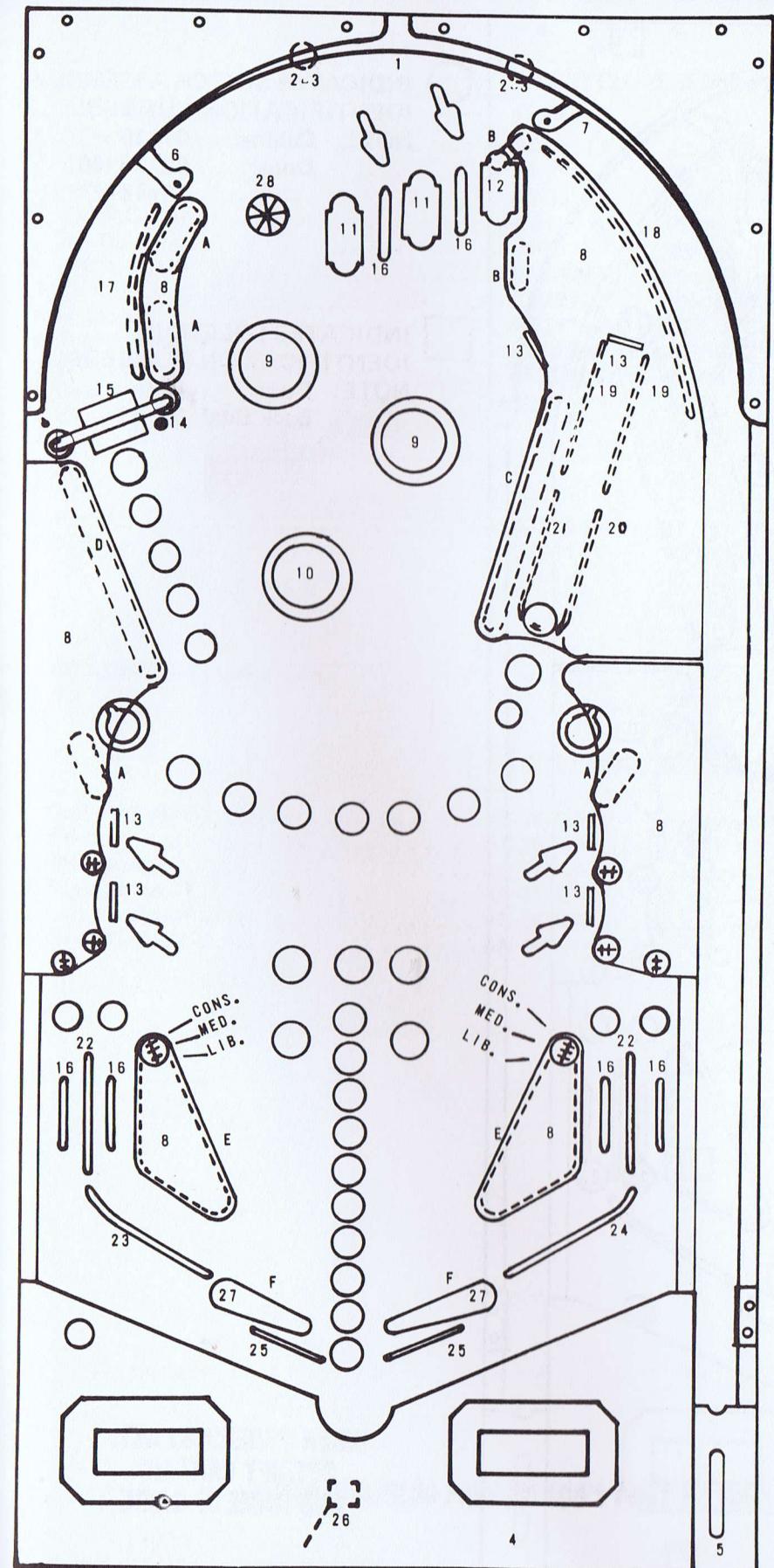


LOST WORLD



BACK GLASS
G-408-27

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521-1	1" Dia.	(4)
B. R-521	3/4" Dia.	(2)
C. R-521-6	3-1/2" Dia.	(1)
D. R-521-5	3" Dia.	(1)
E. R-521-4	2-1/2" Dia.	(2)
F. R-406-3	Flipper	(2)
G. R-243	5/16" Dia.	(14)

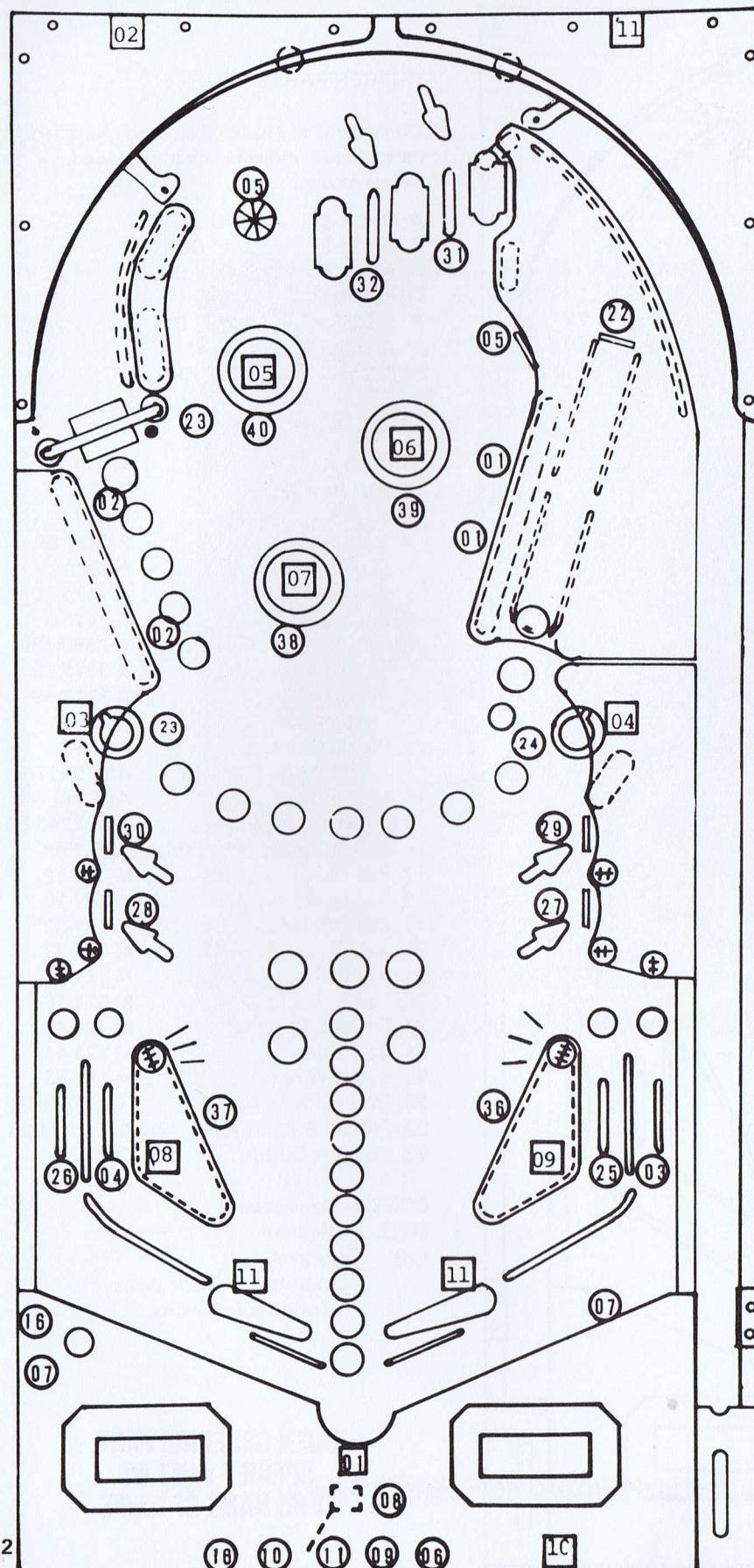
PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post (2)	C-907
3. Rail Post Cap (2)	C-908
4. Bottom Arch.	P-5871-59
5. Shooter Gauge.	P-6359-25
6. Ball Gate (L)	A-1475-10
7. Ball Gate (R)	A-1475-9
8. Screened Plastics	A-2890-130
9. Thumper Cap (2)	A-3713-38
10. Thumper Cap	A-3713-39
11. Plastic Guide (2)	C-935-1
12. Plastic Guide	C-936-1
13. Target Ass'y. (Red) (6) . . .	ASE-2911-3
14. Minipost & Rubber.	ASE-2836-1
15. Spinner Gate Ass'y.	ASE-2250-50
16. R.O. Wire & Bracket (6) . . .	ASE-2806
17. Ball Guide	M-121-69
18. Ball Guide	M-121-70
19. Ball Guide (2)	M-121-30
20. Ball Guide	M-121-71
21. Ball Guide	M-121-72
22. Ball Guide (2)	M-121-18
23. Ball Guide	M-121-43
24. Ball Guide	M-121-44
25. Buffer Wire (2)	M-121-53
26. Outhole Wire Ass'y.	ASE-2806-21
27. Flipper & Shaft Ass'y. (2) . . .	ASE-2214-24
28. Rollover Button.	C-900

CONS. — Conservative
MED. — Medium
LIB. — Liberal
Indicates movable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

LOST WORLD



WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

INDICATES SWITCH ASSEMBLY
IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07, 16
Door: 06, 09, 10
11, 16

INDICATES SOLENOID
IDENTIFICATION NUMBERS

NOTE: Door: 10
Back Box: 02, 11

SWITCH ASSEMBLIES

- | | |
|---------------------------------------|------------|
| 1. 10 Pt. Right Rebound (2) | AS-2911-4 |
| 2. 20 Pt. Left Rebound (2) | AS-2911-4 |
| 3. Right Outlane | AS-2911-9 |
| 4. Left Outlane | AS-2911-9 |
| 5. Top R.O. Button | AS-2911-10 |
| Rt. Top Target | AS-2911-10 |
| 6. Credit Button | ASW-A10-46 |
| 7. Tilt (3) | AS-2911-2 |
| 8. Outhole | AS-2911-7 |
| 9. Coin III (Right) | AS-2744-9 |
| 10. Coin I (Left) | AS-2744-9 |
| 11. Coin II (Middle) | AS-2744-9 |
| 12. | |
| 13. | |
| 14. | |
| 15. | |
| 16. Slam (2) | ASW-A20-32 |
| 17. Spinner | AS-2911-11 |
| 18. | |
| 19. | |
| 20. | |

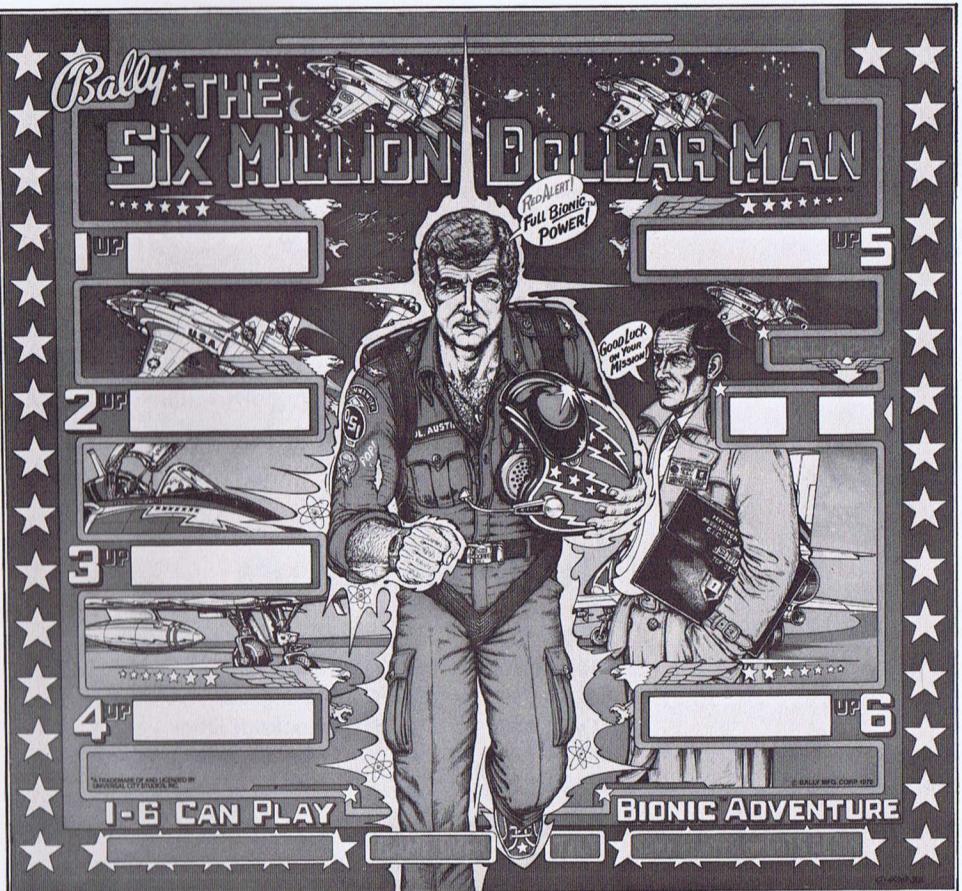
Note: AS-2911-4 (3) not shown.

SOLENOID ASSEMBLIES

- | | |
|---|-------------------|
| 1. Outhole Kicker | AR-26-1200 |
| 2. Knocker | AR-26-1200 |
| 3. Left Saucer | AO-27-1300 |
| 4. Right Saucer | AO-27-1300 |
| 5. Left Thumper-Bumper | AN-26-1200 |
| 6. Right Thumper-Bumper | AN-26-1200 |
| 7. Bottom Thumper-Bumper | AN-26-1200 |
| 8. Left Slingshot | AN-26-1200 |
| 9. Right Slingshot | AN-26-1200 |
| 10. Coin Lockout Door | FO-36-7000 |
| 11. K1 Relay (Flipper Enable) | AQ-25-500/34-4500 |

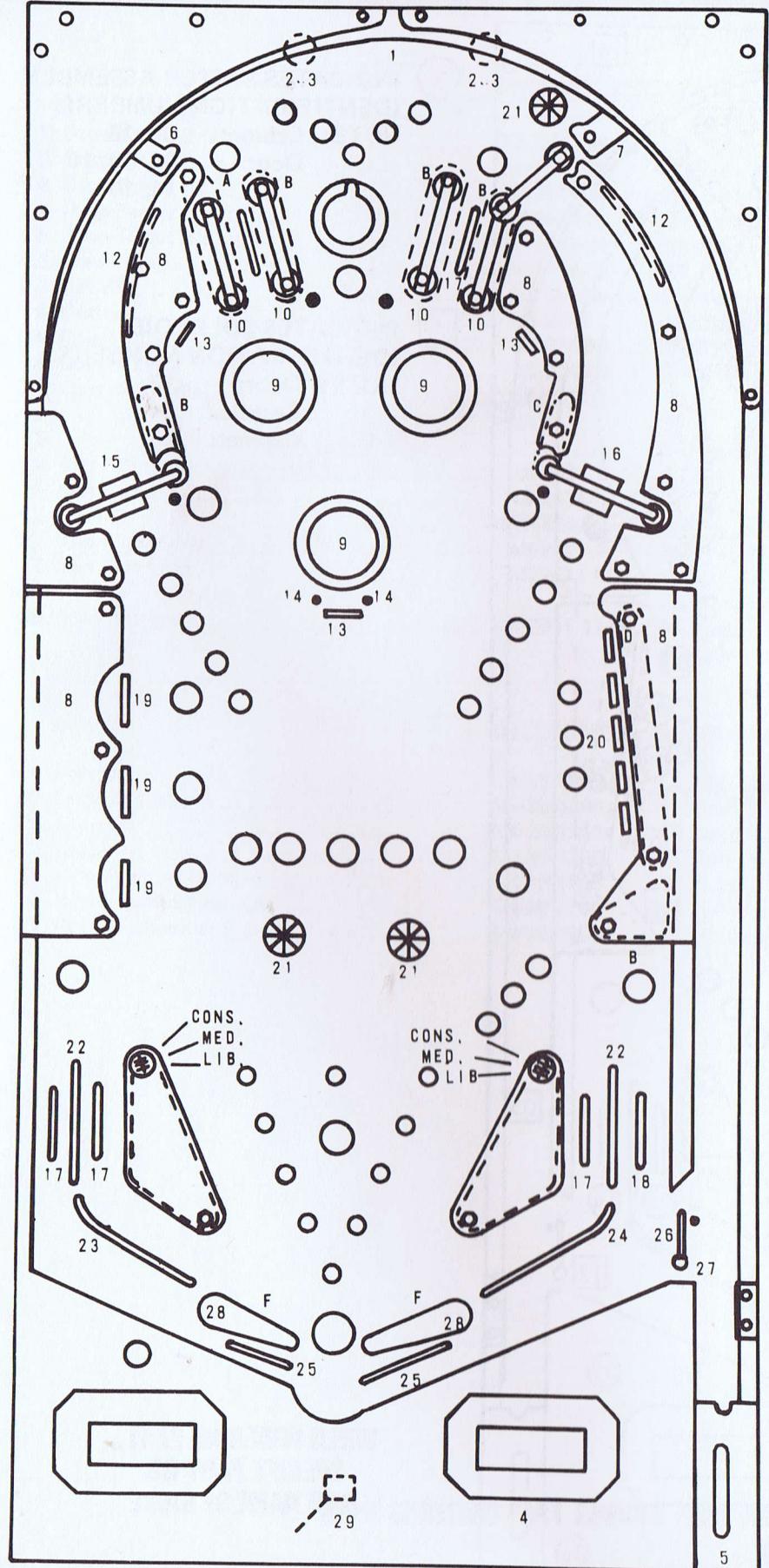
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

SIX MILLION DOLLAR MAN



BACK GLASS
G-408-32

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521-3	2" Dia.	(1)
B. R-521-2	1-1/2" Dia.	(5)
C. R-521-1	1" Dia.	(1)
D. R-521-5	3" Dia.	(2)
E. R-521-4	2-1/2" Dia.	(2)
F. R-406-3	Flipper	(2)
G. R-243	5/16" Dia.	(12)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post (2)	C-907
3. Rail Post Cap (2)	C-908
4. Bottom Arch.	P-5871-56
5. Shooter Gauge	P-6359-22
6. Ball Gate (L)	A-1475-10
7. Ball Gate (R)	A-1475-9
8. Screened Plastics (Set) . .	M-1330-151
9. Thumper Cap	A-3713-43
10. Plate (4)	P-5899-8
11. Ball Gate	ASE-2250-46
12. Ball Guide (2)	M-121-62
13. Target Ass'y. (Red) (3) .	ASE-2911-3
14. Minipost & Rubber (6) .	ASE-2836-1
15. Spinner Gate Ass'y. (L) .	ASE-2250-35
16. Spinner Gate Ass'y. (R) .	ASE-2250-34
17. R.O. Wire & Bracket (5) .	ASE-2806
18. R.O. Wire & Bracket . .	ASE-2806-3
19. Large Target Ass'y. (3) .	ASE-2911-19
20. Drop Target Ass'y.	ASE-2795-57
21. Rollover Button (3) . . .	C-900
22. Ball Guide (2)	M-121-47
23. Ball Guide	M-121-43
24. Ball Guide	M-121-44
25. Buffer Wire	M-121-53
26. Channel Gate Wire . . .	M-1335-1
27. Push Nut Fastener	M-1314-1
28. Flipper & Shaft Ass'y. (2)	ASE-2214-24
29. Outhole Wire Ass'y.	ASE-2806-21

CONS. — Conservative

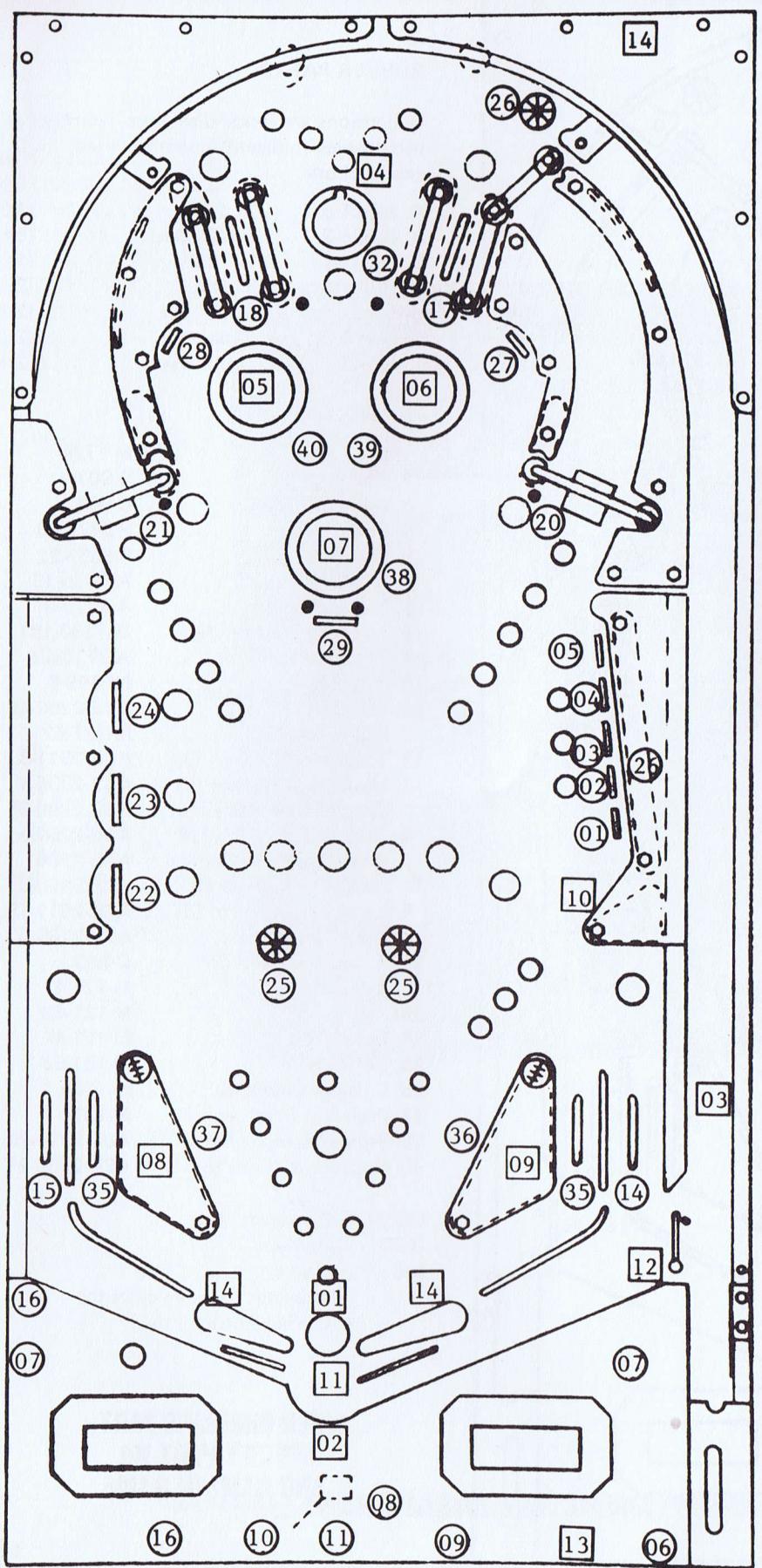
MED. — Medium

LIB. — Liberal

Indicates movable posts for scoring adjustments.

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

SIX MILLION DOLLAR MAN



INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07, 16
Door: 06, 09, 10
11, 16

INDICATES SOLENOID IDENTIFICATION NUMBERS.

NOTE: Door: 13
Backbox: 14
Cabinet: 03

WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME

SWITCH ASSEMBLIES

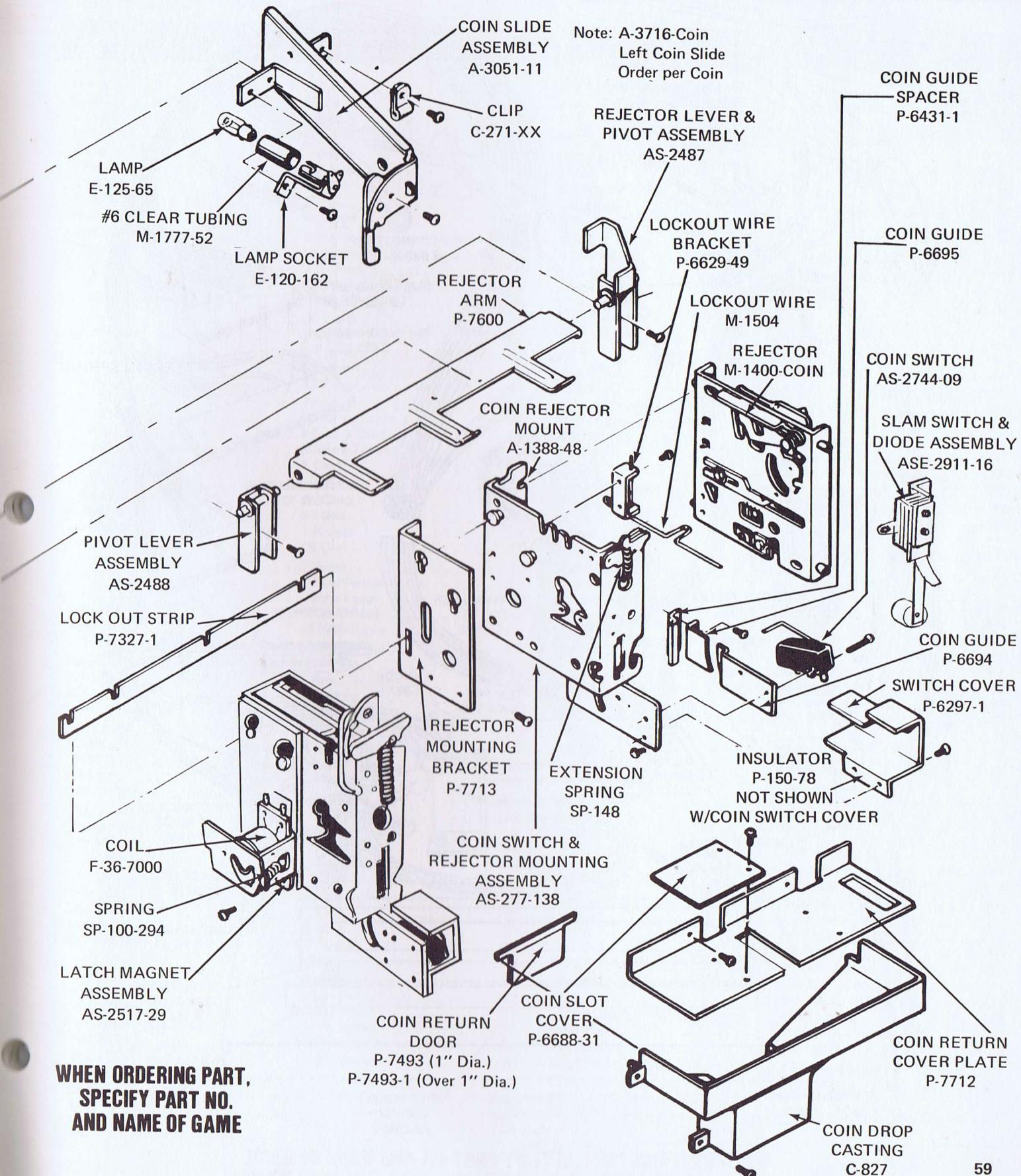
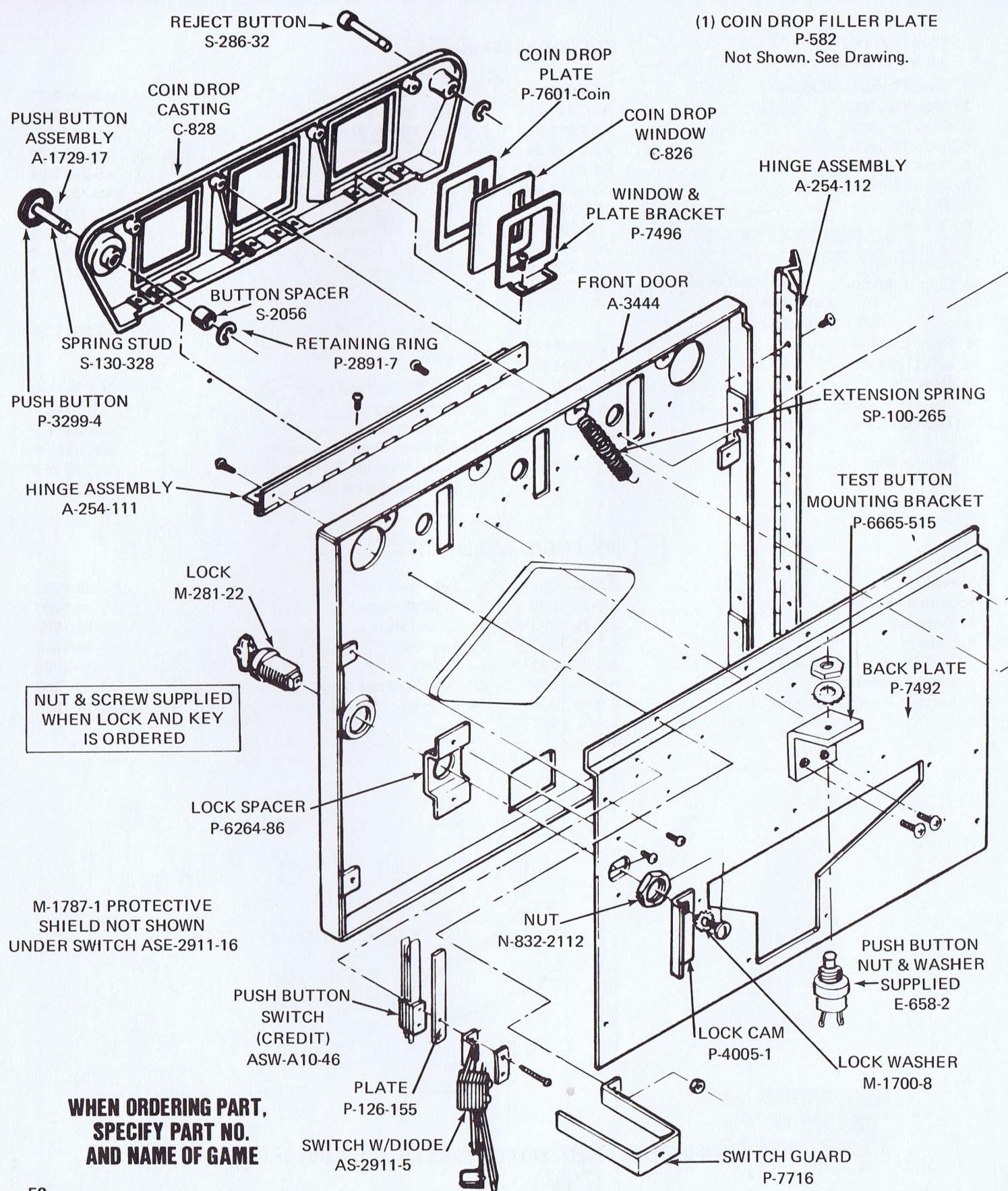
1. Drop Target E (Bottom)	AS-2911-24
2. Drop Target D	AS-2911-24
3. Drop Target C	AS-2911-24
4. Drop Target B	AS-2911-24
5. Drop Target A (Top)	AS-2911-24
6. Credit Button	ASW-A10-46
7. Tilt (3)	AS-2911-2
8. Outhole	AS-2911-7
9. Coin III (Rt.)	AS-2744-9
10. Coin I (Left)	AS-2744-9
11. Coin II (Middle)	AS-2744-9
12.	
13.	
14. Right Outlane	AS-2911-9
15. Left Outlane	AS-2911-9
16. Slam (2)	ASW-A20-32
17. Top Right Lane	AS-2911-9
18. Top Left Lane	AS-2911-9
19.	
20. Spinner Right	AS-2911-11

SOLENOID ASSEMBLIES

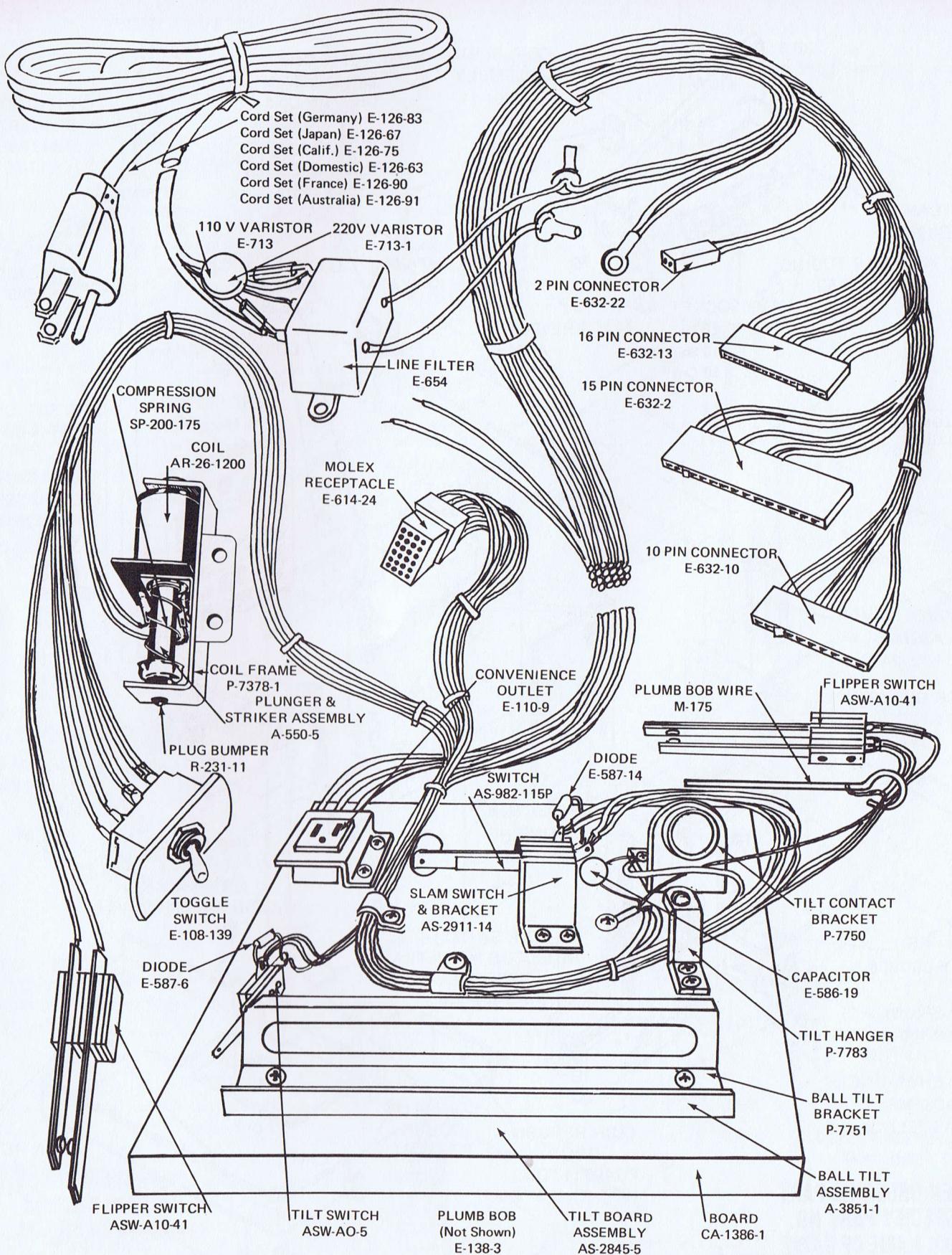
1. Post Up	GA-36-2000
2. Outhole Kicker	AN-26-1200
3. Knocker	AR-26-1200
4. Saucer	AO-27-1300
5. Left Thumper-Bumper	AN-26-1200
6. Right Thumper-Bumper	AN-26-1200
7. Bottom Thumper-Bumper	AN-26-1200
8. Left Slingshot	AN-26-1200
9. Right Slingshot	AN-26-1200
10. Drop Target	NO-26-1900
11. Post Down	AN-26-1200
12. Gate	GA-34-4000
13. Coin Lockout Door	FO-36-7000
14. K1 Relay (Flipper Enable)	AQ-25-500/34-4500

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

FRONT DOOR ASSEMBLY ASB-2600-9XX



CABINET PARTS



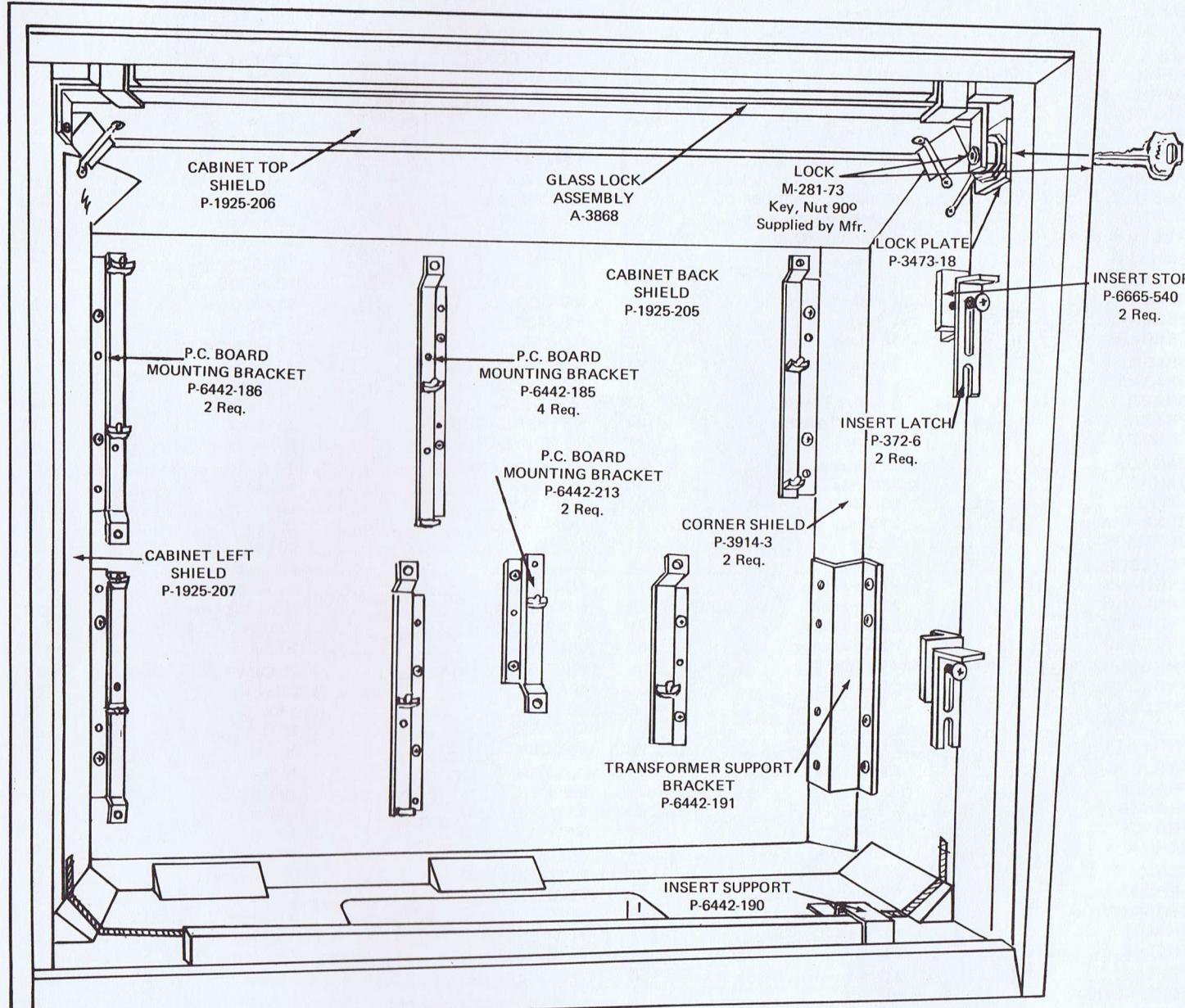
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

SLUG REJECTORS

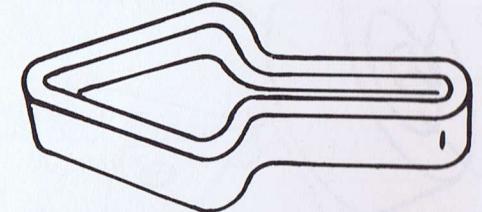
COUNTRY	COIN & VALUE	SLUG REJECTOR M-1400-COIN	COUNTRY	COIN & VALUE	SLUG REJECTOR M-1400-COIN
U.S.A.	1 Cent	59	ITALY	100 Lire	66
U.S.A.	5 Cent	60	ITALY OFFICERS CLUB	5 Cent Token	101
U.S.A.	10 Cent.	61	ITALY OFFICERS CLUB	10 Cent Token	113
U.S.A.	25 Cent	62	ITALY OFFICERS CLUB	25 Cent Token	102
U.S.A.	50 Cent	63	IVORY COAST	25 CFA Franc	58
U.S.A.	1 Dollar	000	IVORY COAST	100 CFA Franc	56
AFRICA, SO.	20 Cents	125	JAMAICA	10 Cents	128
AFRICA, SO.	50 Cents	129	JAPAN	10 Yen	33
AUSTRALIA	2 Cents.	103	JAPAN	50 Yen	34
AUSTRALIA	5 Cents.	42	JAPAN	100 Yen	38
AUSTRALIA	10 Cents	43	KENYA	1 Shilling	126
AUSTRALIA	20 Cents	44	KENYA	2 Shilling	000
AUSTRIA	1 Shilling.	36	LAS VEGAS	Dollar Token	000
AUSTRIA	5 Shilling	39	LEBANON	25 Piastres	99
AUSTRIA (See -141)	10 Shilling (Old)	40	LEBANON	50 Piastres	98
BAHAMA	50 Cents	82	LIBYA	100 Milliemes	77
BAHAMA	1 Dollar	000	MALAYSIA	10 Cents	105
BELGIUM	1 Franc.	.9	MEXICO	10 Centavos	000
BELGIUM	5 Franc.	10	MEXICO	1 Peso	127
BELGIUM	10 Franc	52	MONACO	10 Centimes	49
BELGIUM	Token	81	MONACO	20 Centimes	50
BRAZIL	2 Fichas Token	92	MOROCCO	20 Francs	000
BRAZIL	5 Fichas Token	93	MOROCCO	50 Francs	000
BRAZIL	Minone Token.	124	NETHERLANDS	25 Cents	78
CANADA	5 Cents.	41	NETHERLANDS	1 Guilder or Florin	106
CANADA	10 Cents	114	NIGERIA	2½ Guilder or Florin	121
CANADA	25 Cents	115	NORWAY	1 Shilling	88
CYPRUS	50 Mills	000	NORWAY	1 Krone	22
DENMARK	1 Kroner	32	NORWAY	25 Ore	69
DENMARK	25 Ore	67	NORWAY	50 Ore	20
ECUADOR	1 Sucre	89	PORTUGAL	2½ Escudos	91
ENGLAND	1 New Penny	117	PORTUGAL	5 Escudos	90
ENGLAND	2 New Pence.	118	RHOESIDE	1 Shilling (10 cents)	132
ENGLAND	5 New Pence.	71	SINGAPORE	20 Cents	133
ENGLAND	10 New Pence	80	SINGAPORE	50 Cents	134
ENGLAND	50 P (7 Sides)	130	SOUTH AMERICA	25 Cent Token Torarica	138
ENGLAND	25 P Token	135	SPAIN	5 Pesetas	136
ENGLAND	2 Pence Token	119	SWEDEN	1 Krona	28
FINLAND	1 Markka.	46	SWEDEN	25 Ore	68
FINLAND	20 Pennia	70	SWEDEN	50 Ore	27
FINLAND	50 Pennia	25	TOKEN	Token	76
FRANCE	26 Centimes	45	TOKEN	Token	96
FRANCE	½ Franc	85	SWITZERLAND	½ Franc	109
FRANCE	1 Franc.	84	SWITZERLAND	2 Franc.	35
GERMANY	1 Mark	37	SWITZERLAND	2 Francs	110
GERMANY	2 Mark	107	SWITZERLAND	20 Centimes	11
GERMANY	10 Pfennig	17	THAILAND	1 Baht	55
GERMANY	50 Pfennig	18	VENEZUELA	½ Bolivar	111
GHANA	10 Pesewas	122	VENEZUELA	1 Bolivar	112
GREECE	1 Drachma	13	VENEZUELA	2 Bolivar	116
HONG KONG	2 Drachma	30	YUGOSLAVIA	1 Dinar	000
INDIA	50 Cents	72	ZAMBIA	4 Ngwee	54
INDONESIA	25 Paise	123	ZAMBIA	10 Ngwee	53
IRAN	50 Rupiah	120	ZAMBIA	20 Ngwee	104
IRAN	5 Rials	86	ROMANIA	1 Leu	140
IRELAND	10 Rials	87	AUSTRIA	10 Shilling (New)	141
IRELAND	1 New Penny	227	ENGLAND	6 P Token (New)	139
IRELAND	2 New Pence.	118	UNION MONETAIRE AFRICA	50 Francs	144
IRELAND	5 New Pence.	71	NIGERIA	10 Kobos	145
IRELAND	10 New Pence	80	GREECE	5 Drachmae	146
IRELAND	50 P (7 Sides)	130	SWITZERLAND	5 Francs	147
ISRAEL	25 Androt	100	FRANCE	5 Francs	148
ISRAEL	½ Pound	137	ENGLAND	5 P Token	149
ITALY	20 Lire	14	BRAZIL	1 Fichas Token	150
ITALY	50 Lire	65			

BACK CABINET

COMMON PARTS



ARROW TYPE PLASTIC INSERT
(Plastic Propionate)



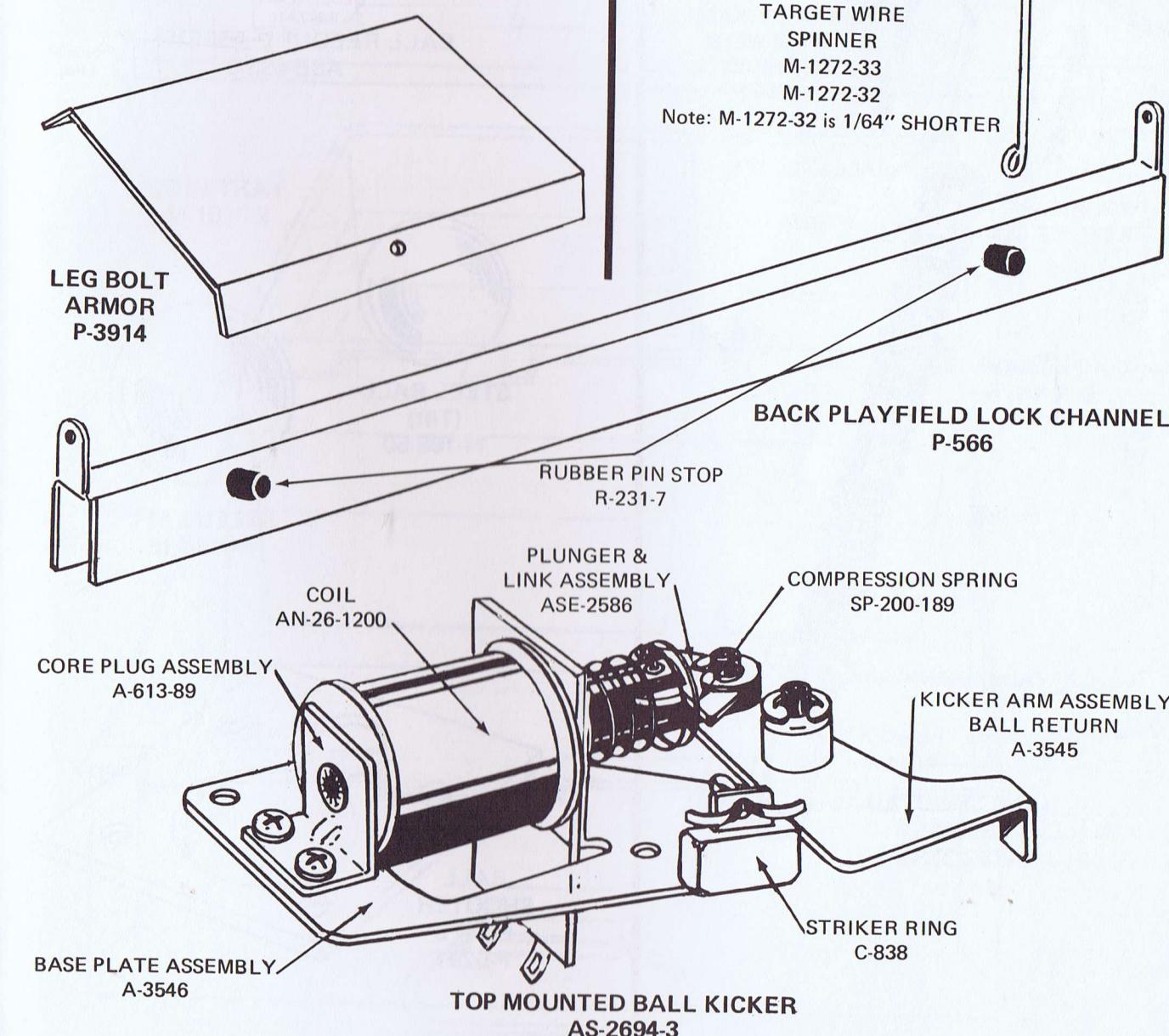
C-912-1 Blue C-912-4 Red C-912-7 Black
C-912-2 Green C-912-5 White C-912-8 Amber
C-912-3 Purple C-912-6 Yellow C-912-9 Red (Transl)

BALL GATE WIRE ASSEMBLY
(Spinner Assembly)
ASE-2250-XX



TARGET WIRE SPINNER
M-1272-33
M-1272-32

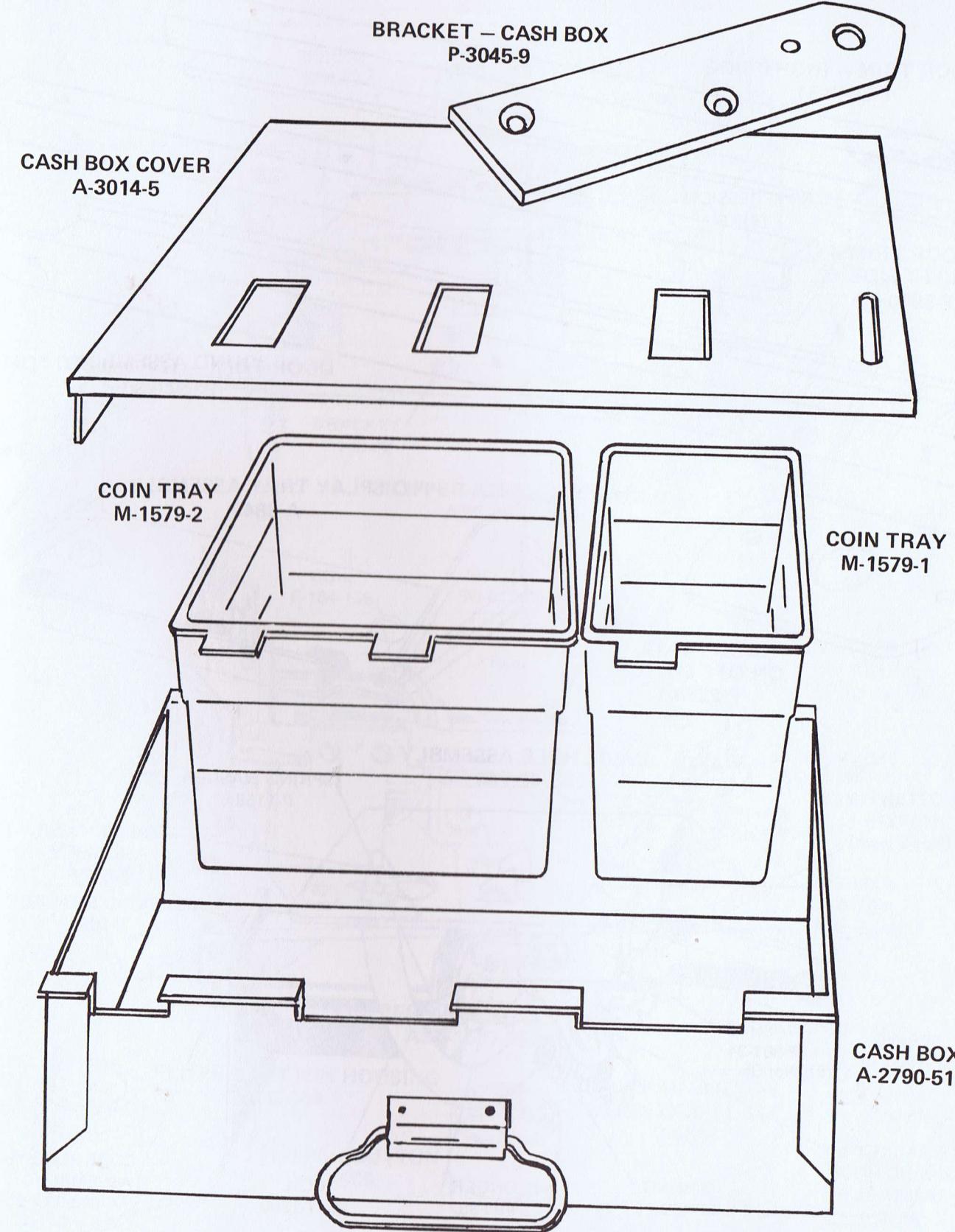
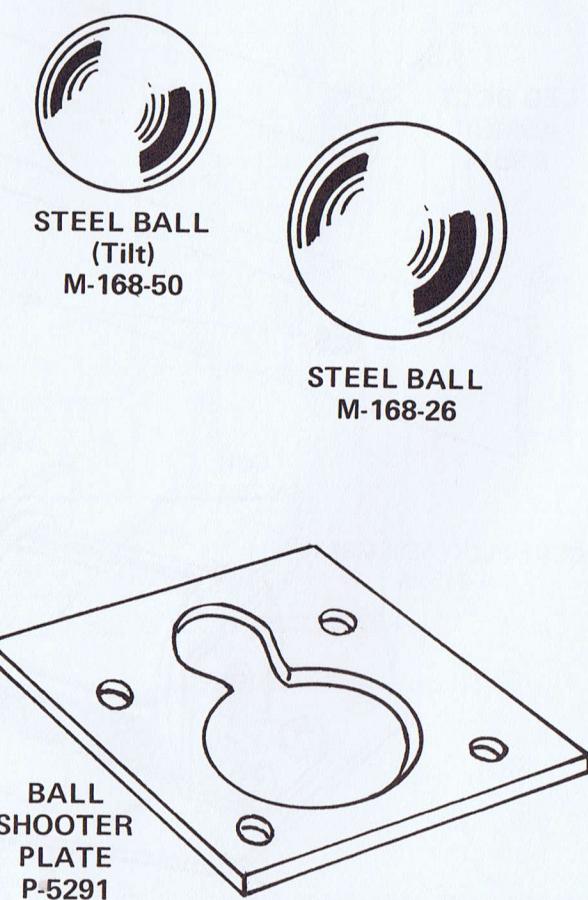
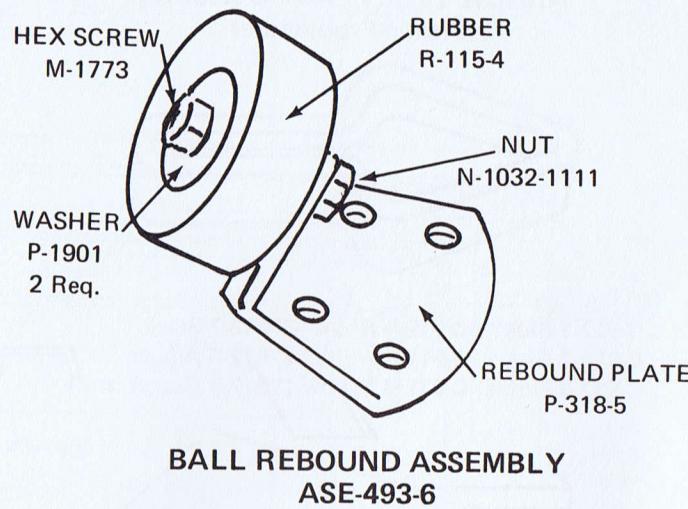
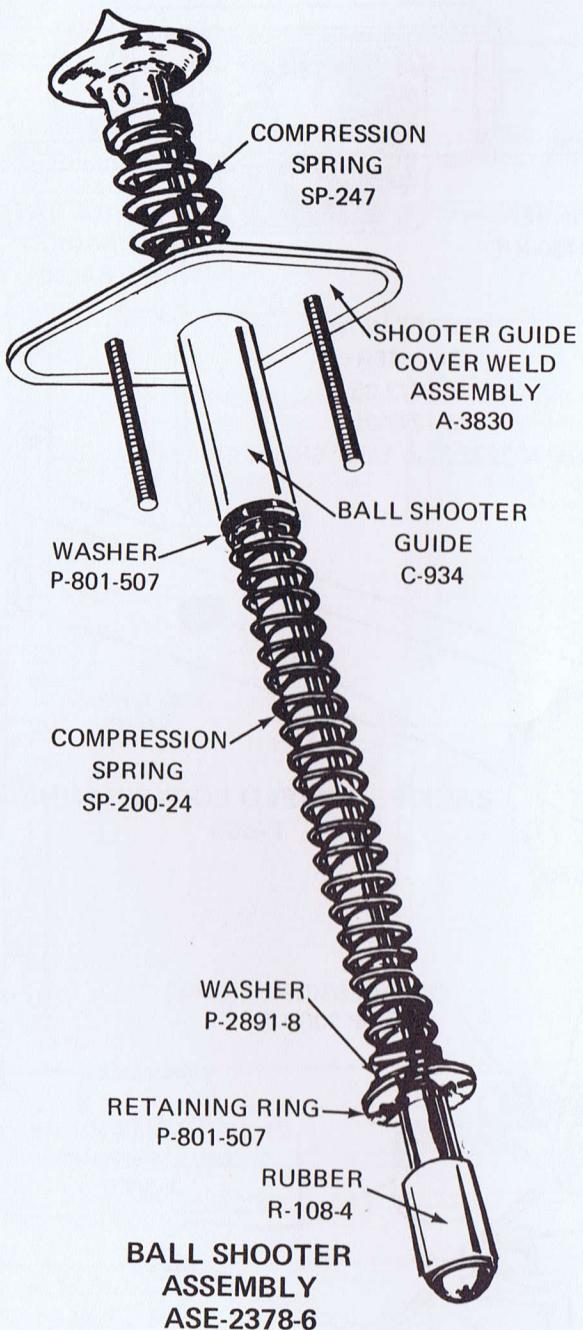
Note: M-1272-32 is 1/64" SHORTER



WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

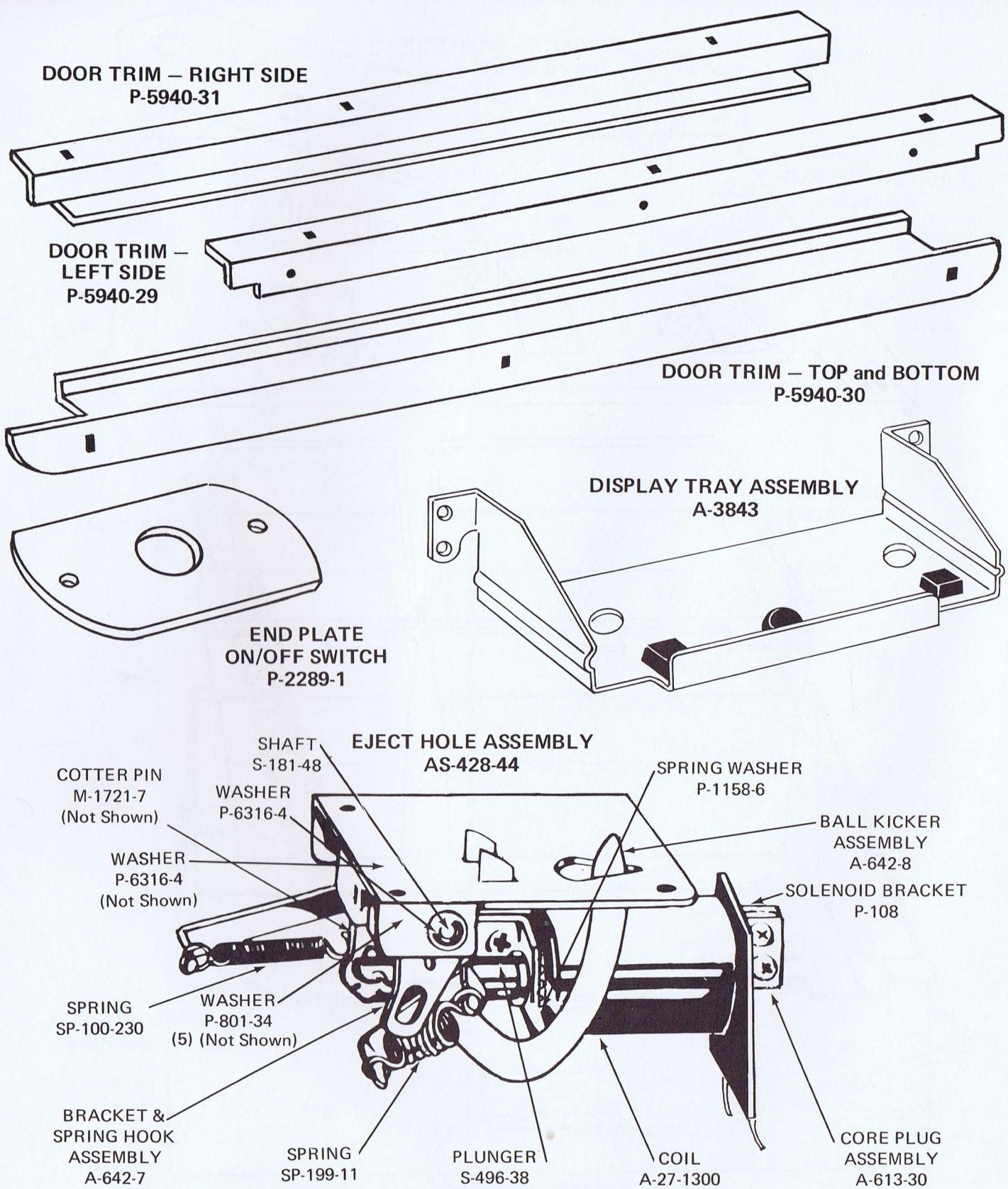
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

COMMON PARTS

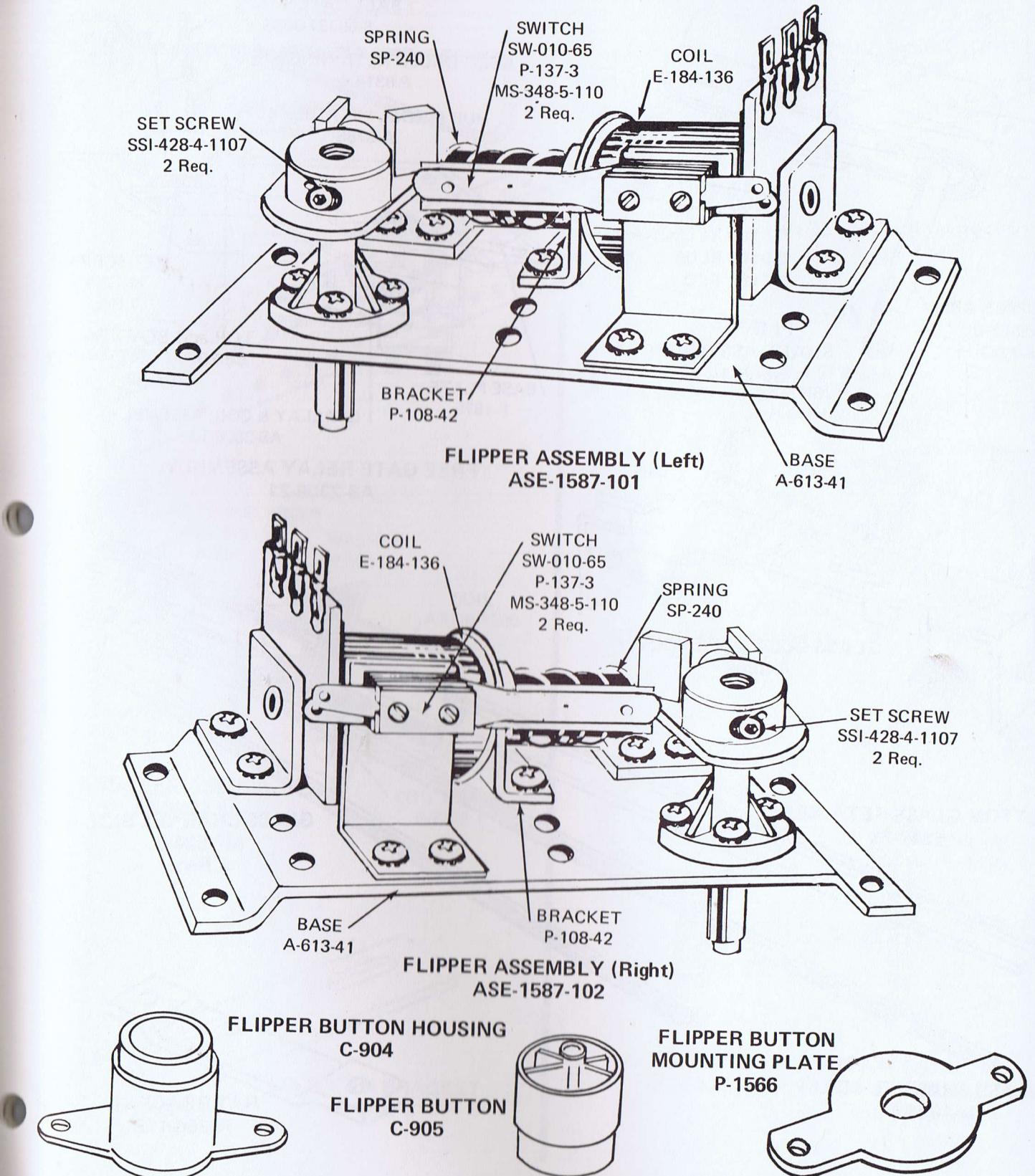


WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

COMMON PARTS

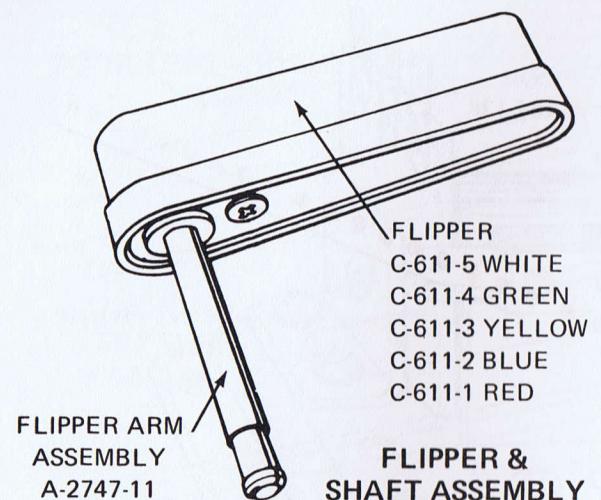


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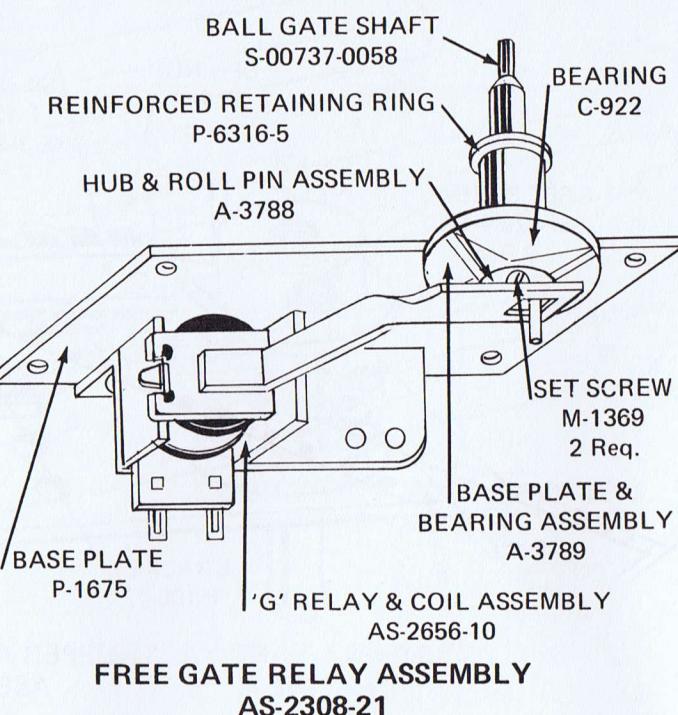


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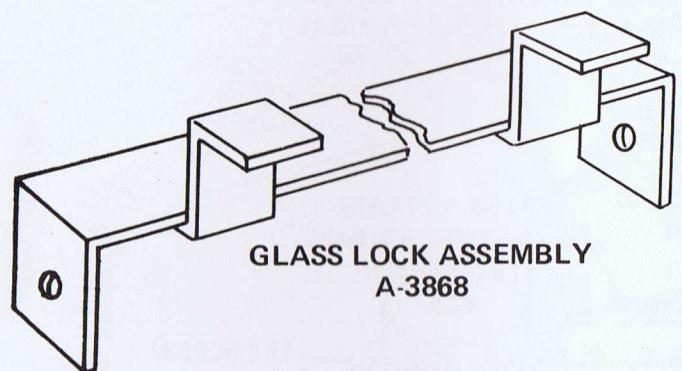
COMMON PARTS



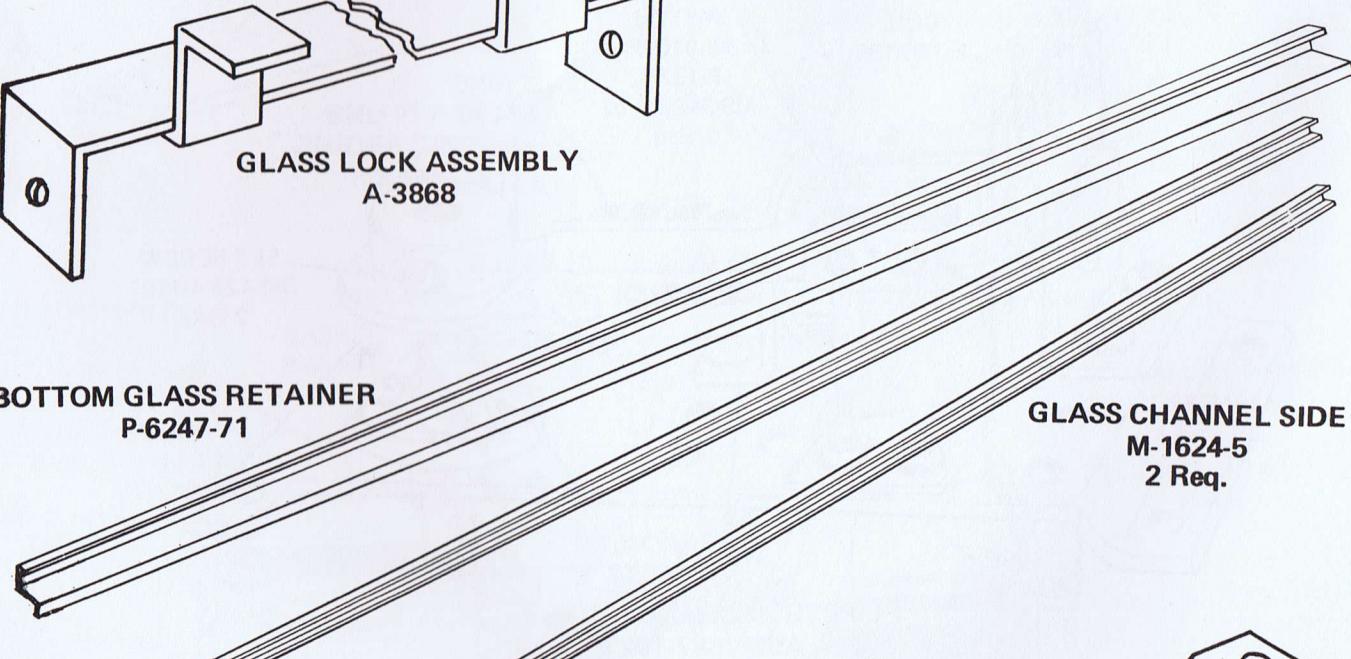
**FLIPPER &
SHAFT ASSEMBLY
ASE-2214-24**



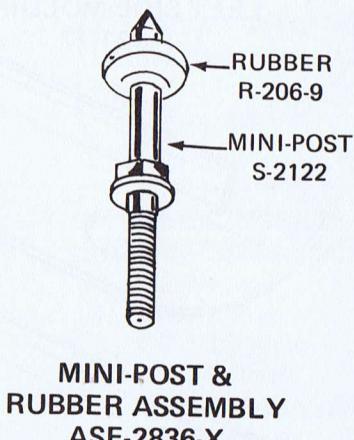
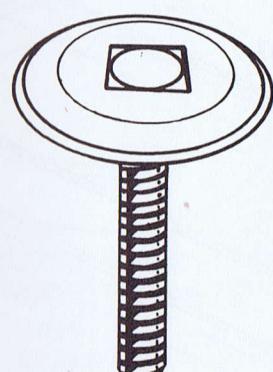
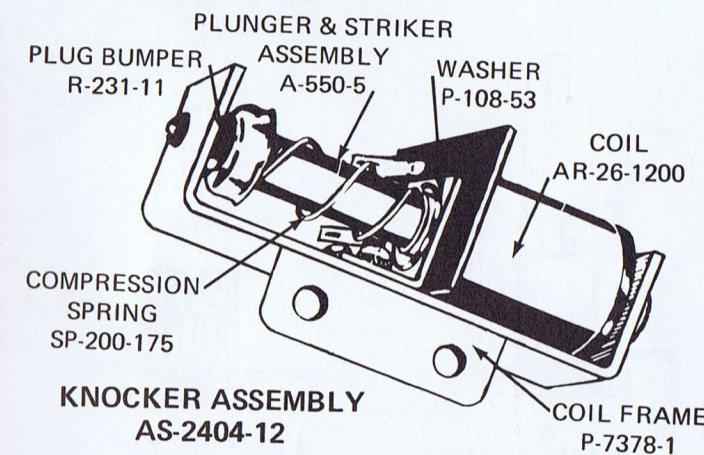
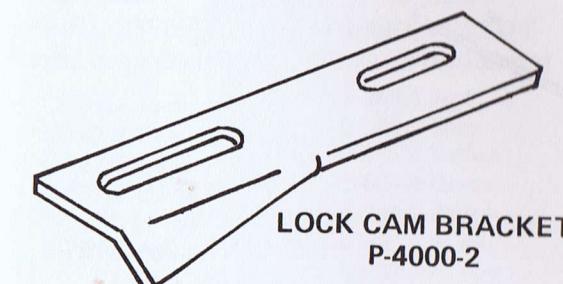
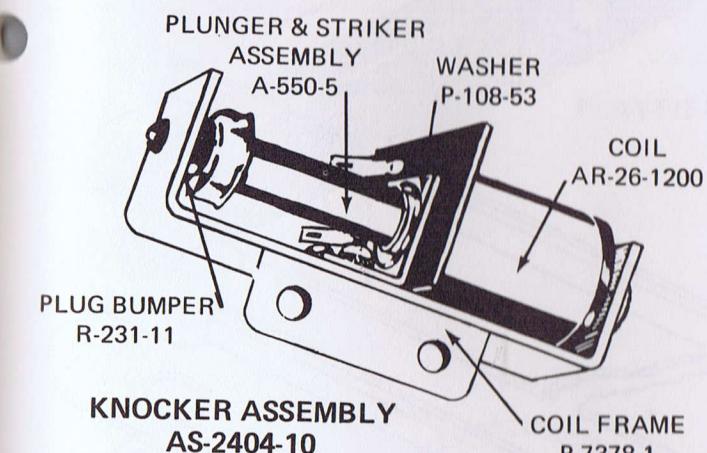
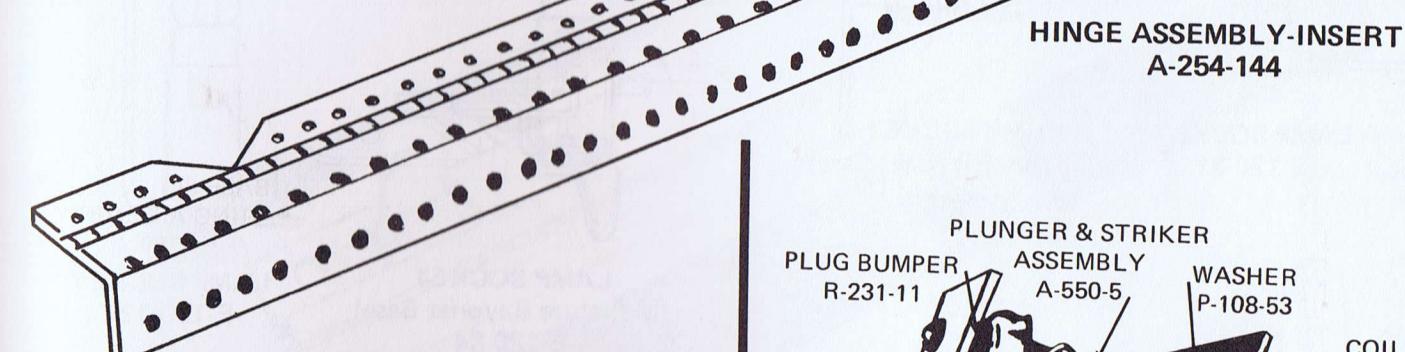
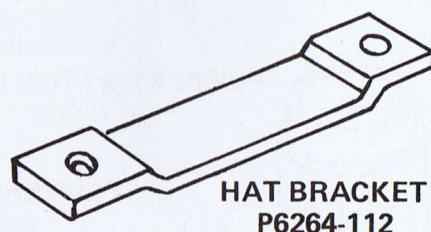
**FREE GATE RELAY ASSEMBLY
AS-2308-21**



**BOTTOM GLASS RETAINER
P-6247-71**



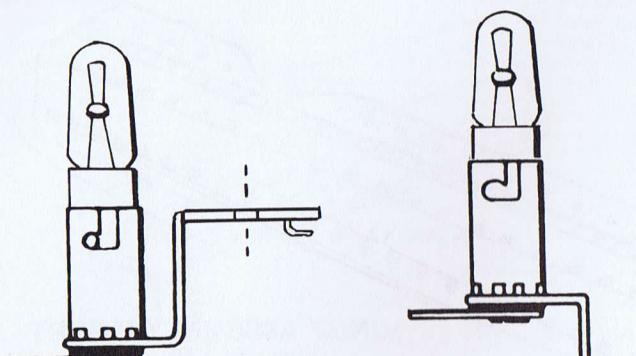
**GLASS CHANNEL TOP
M-1624-4**



WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

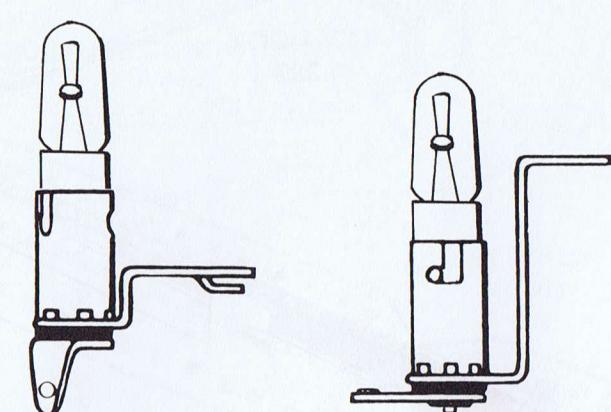
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

COMMON PARTS



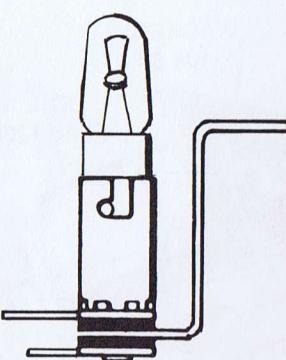
LAMP SOCKET
E-120-81

LAMP SOCKET
(Miniature Bayonet Base)
E-120-99



LAMP SOCKET
(Miniature Bayonet Base)
E-120-84

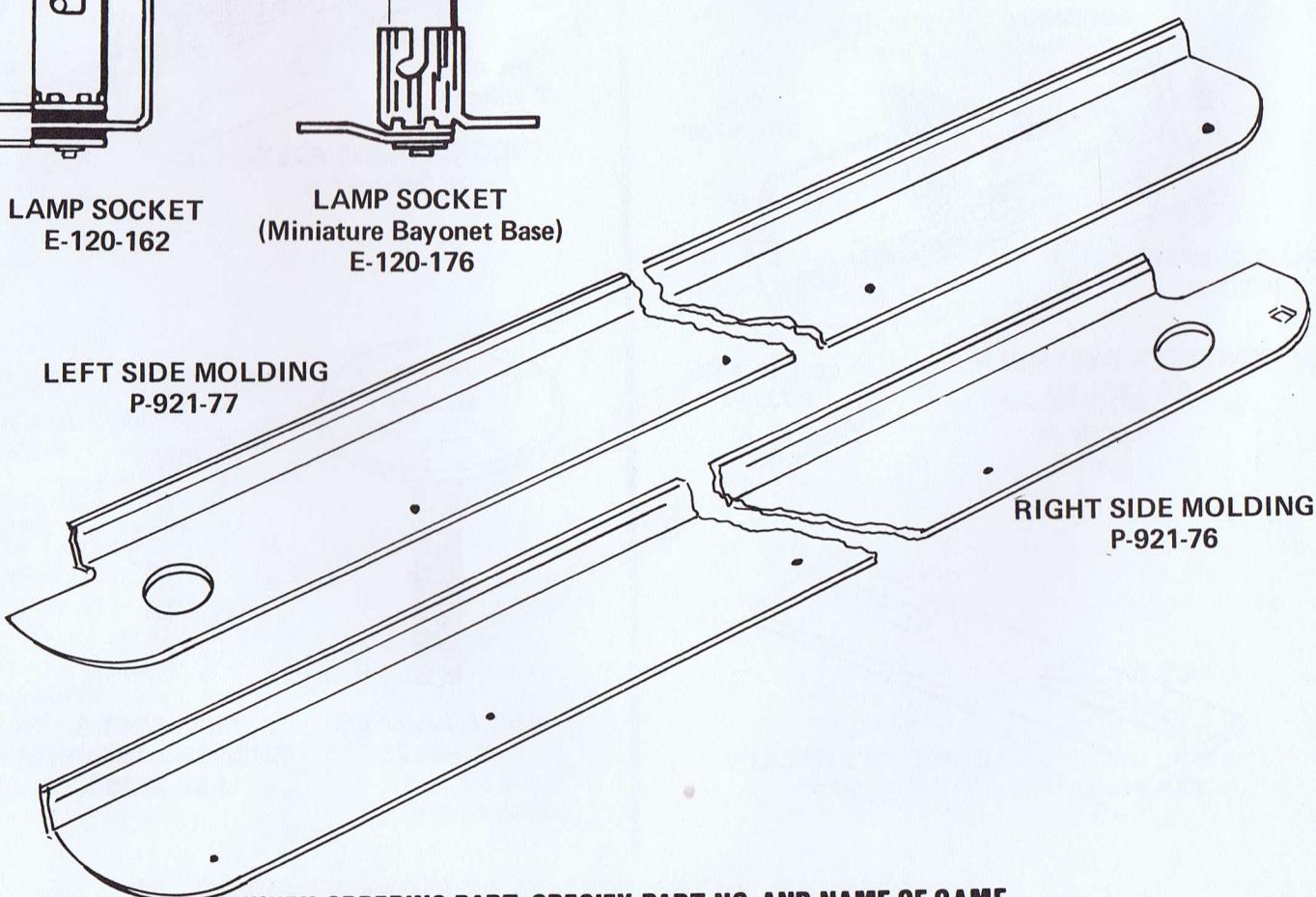
LAMP SOCKET
E-120-127



LAMP SOCKET
E-120-162

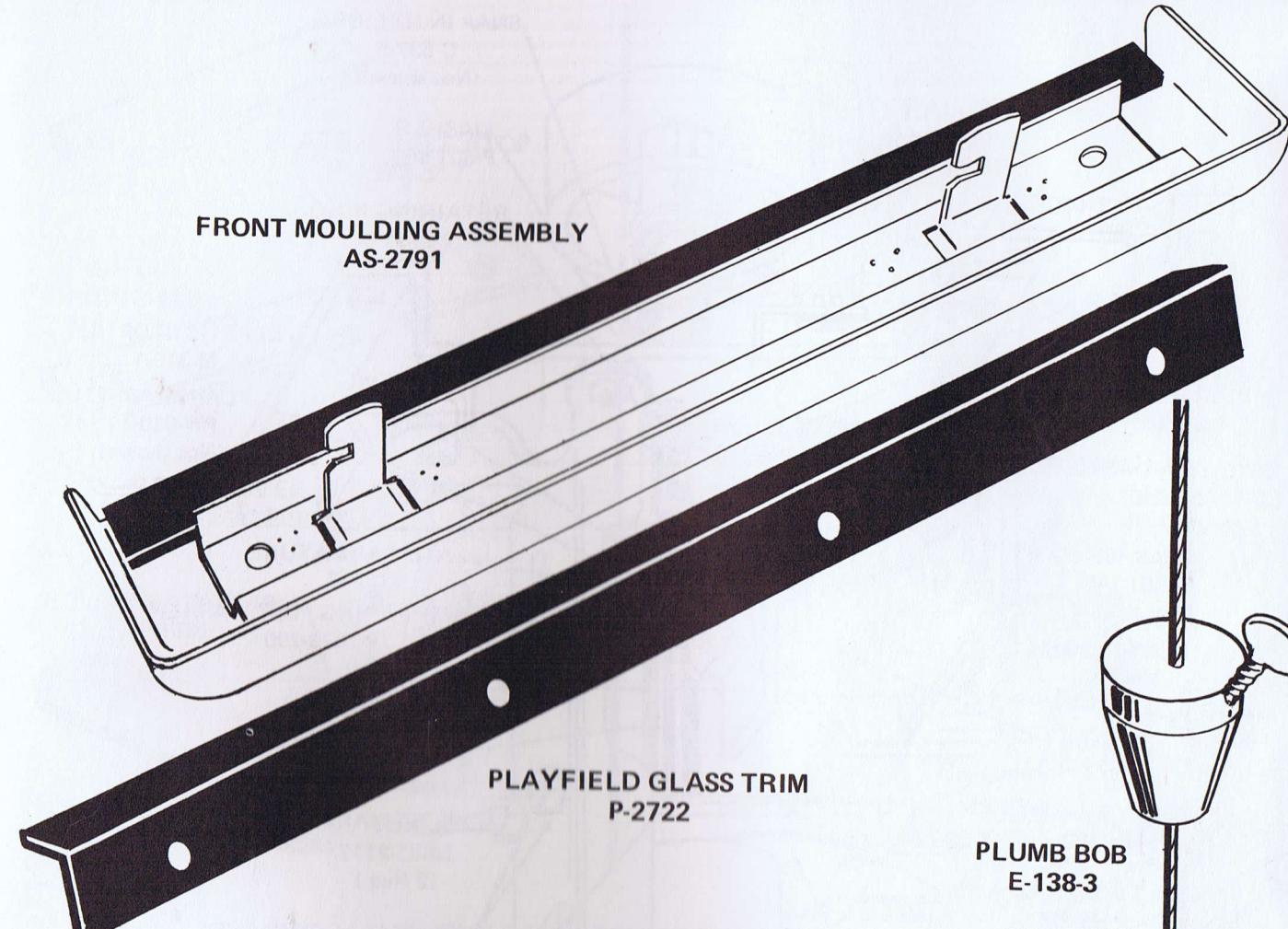
LAMP SOCKET
(Miniature Bayonet Base)
E-120-176

LEFT SIDE MOLDING
P-921-77

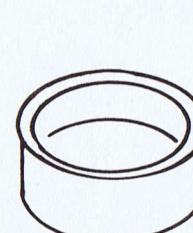


WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

FRONT MOULDING ASSEMBLY
AS-2791

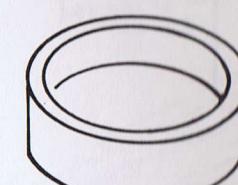


PLAYFIELD GLASS TRIM
P-2722



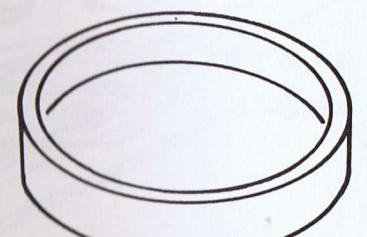
PANEL INSERT
(Plastic Propionate)

- C-787-1 Red
- C-787-2 Blue
- C-787-3 Yellow
- C-787-4 Green
- C-787-5 White
- C-787-6 Purple



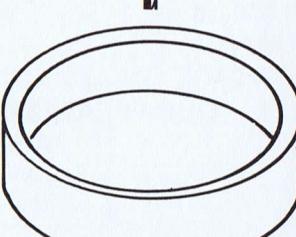
PANEL INSERT
(Plastic Propionate)

- C-668-1 Red
- C-668-2 Blue
- C-668-3 Yellow
- C-668-4 Green
- C-668-5 White
- C-668-6 Purple
- C-668-7 Amber



PANEL INSERT
(Plastic Propionate)

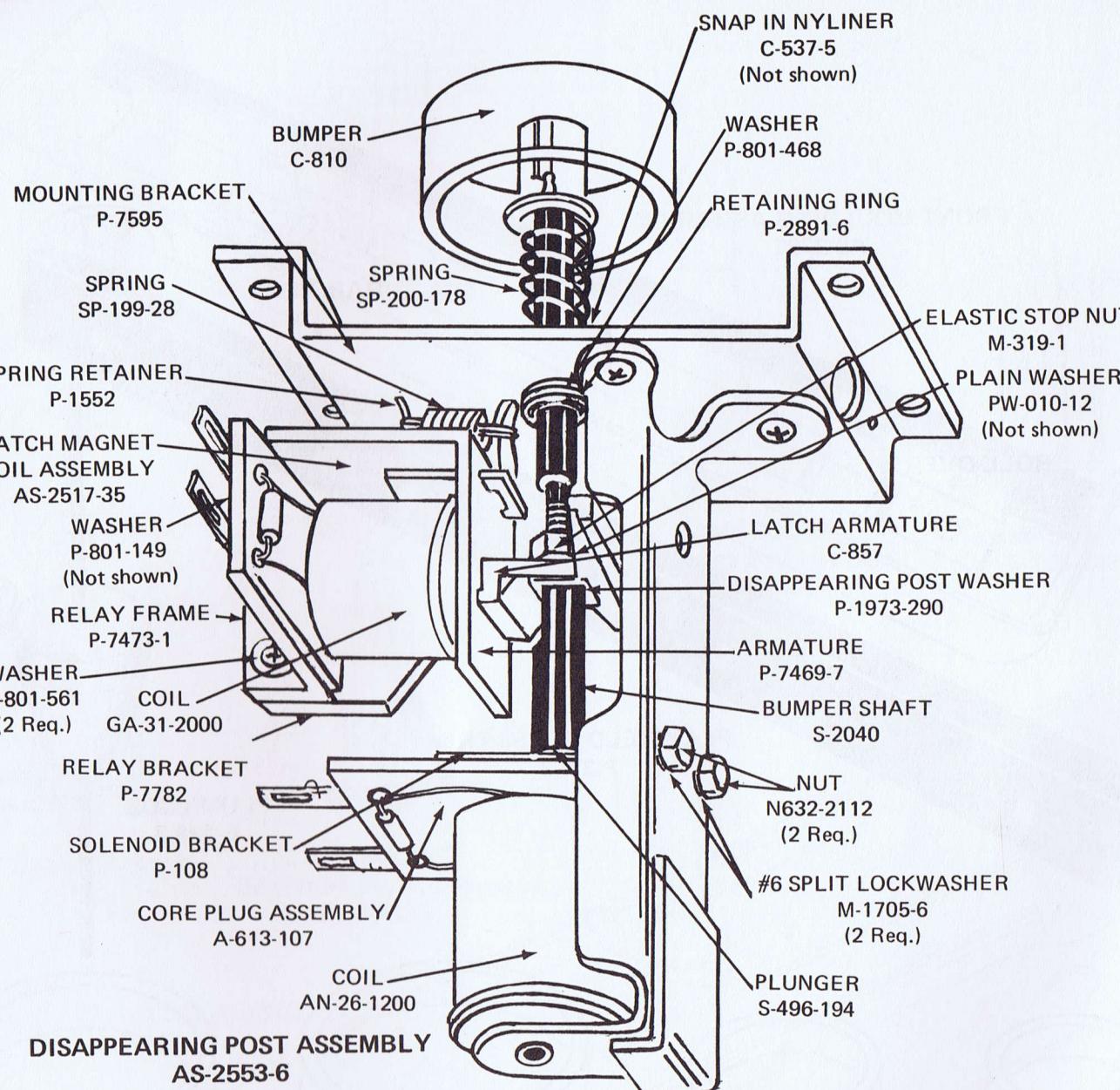
- C-666-1 Red
- C-666-2 Blue
- C-666-3 Yellow
- C-666-4 Green
- C-666-5 White
- C-666-6 Purple
- C-666-7 Amber



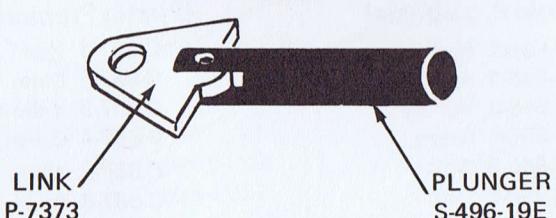
PANEL INSERT
(Plastic Propionate)

- C-667-1 Red
- C-667-2 Blue
- C-667-3 Yellow
- C-667-4 Green
- C-667-5 White
- C-667-6 Purple
- C-667-7 Amber

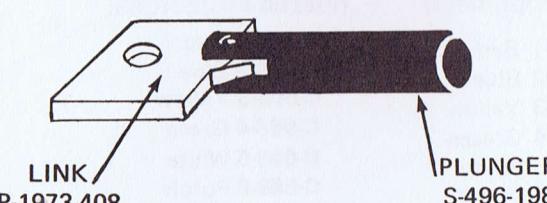
COMMON PARTS



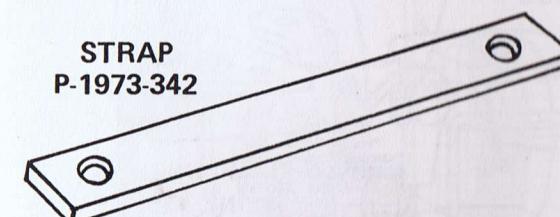
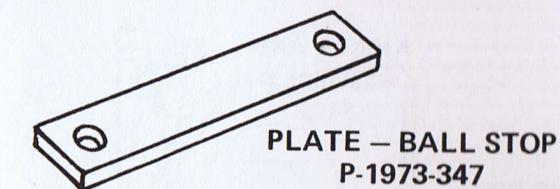
**PLUNGER & LINK ASSEMBLY
ASE-2586**



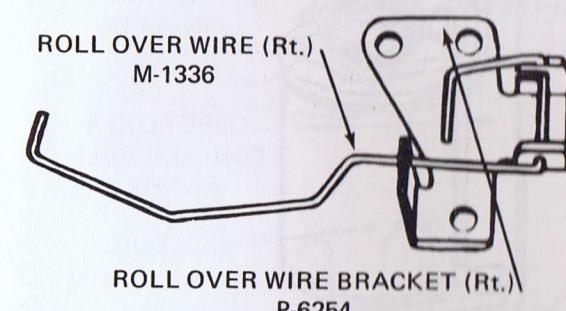
**PLUNGER & LINK ASSEMBLY
A-3714-3**



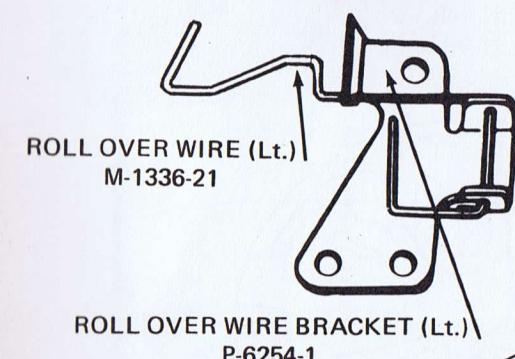
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



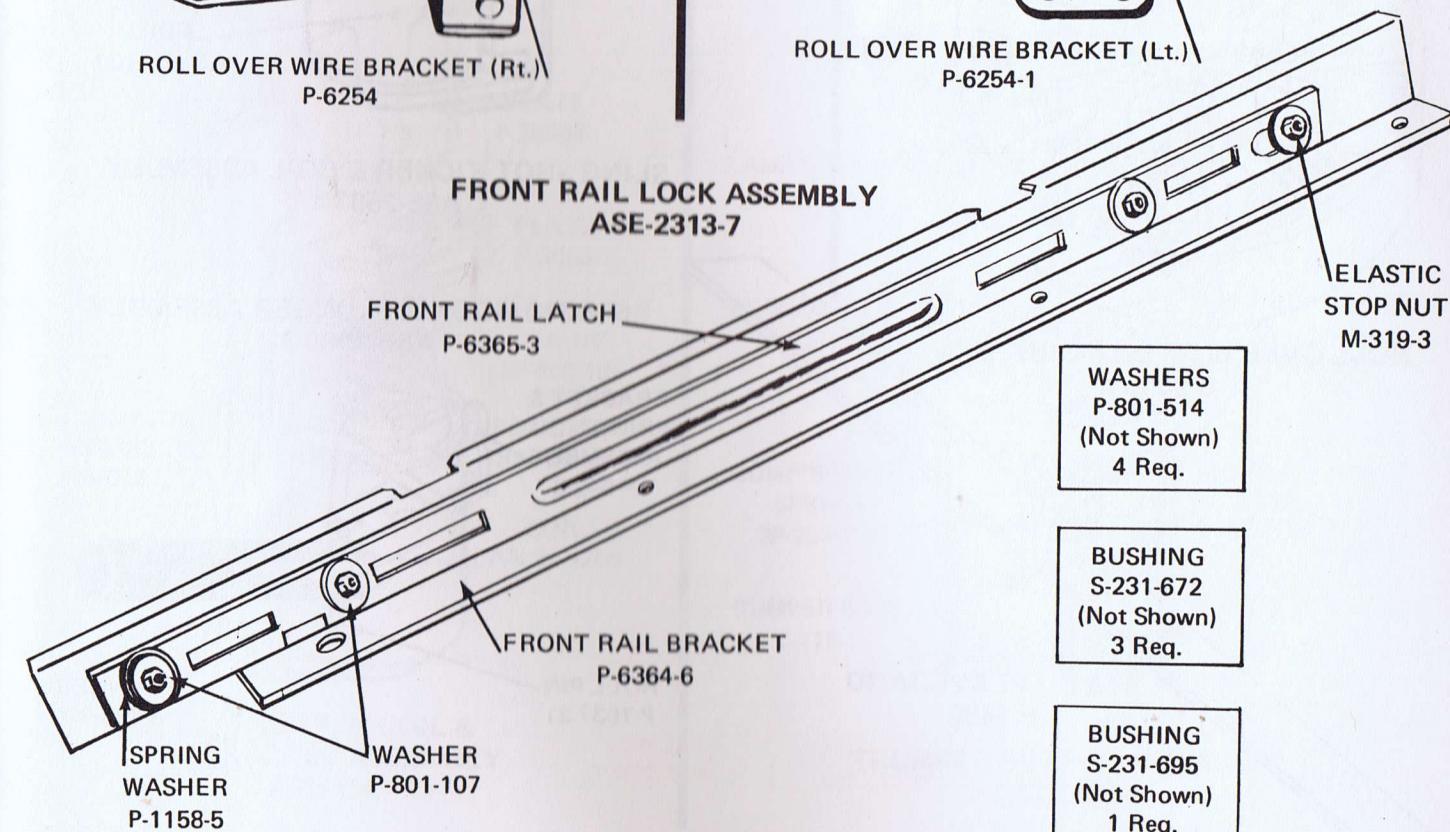
**ROLL OVER WIRE FORM
ASE-2806-XX**



**ROLL OVER WIRE FORM
ASE-2806-XX**

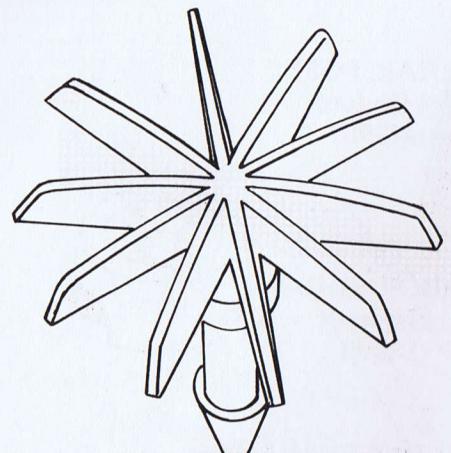


**FRONT RAIL LOCK ASSEMBLY
ASE-2313-7**

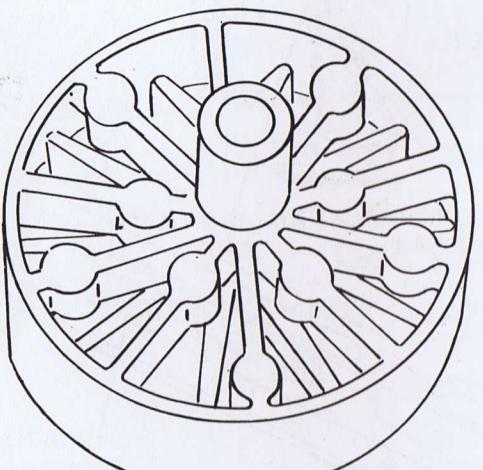


WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

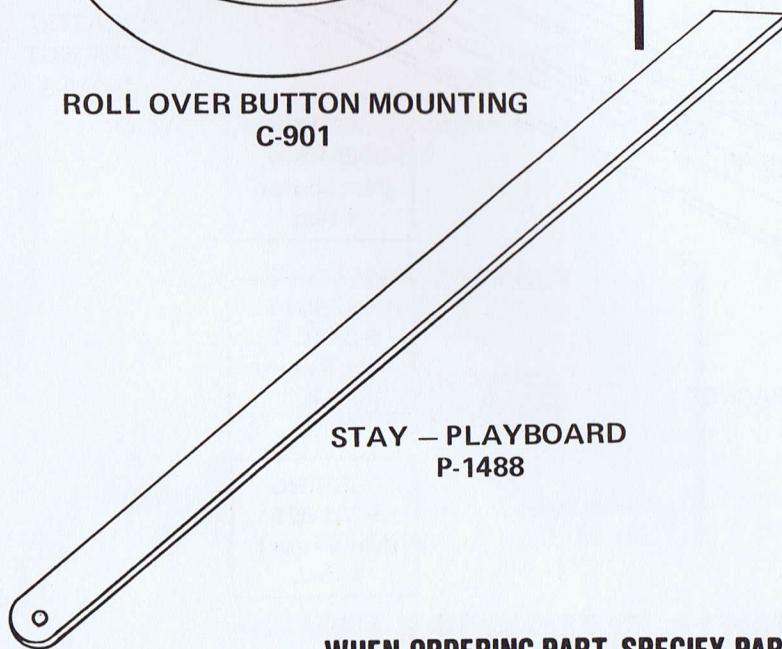
COMMON PARTS



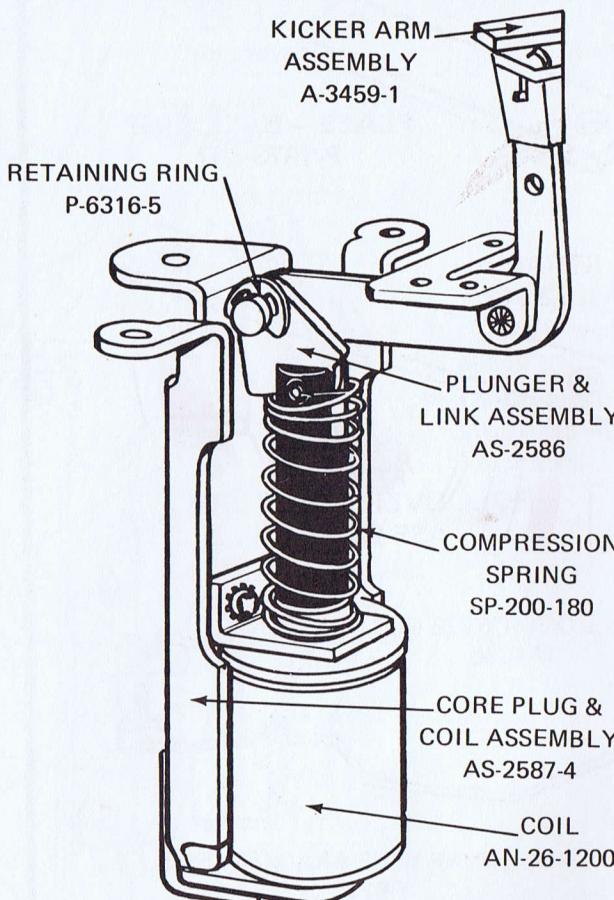
ROLL OVER BUTTON
(White Nylon)
C-900



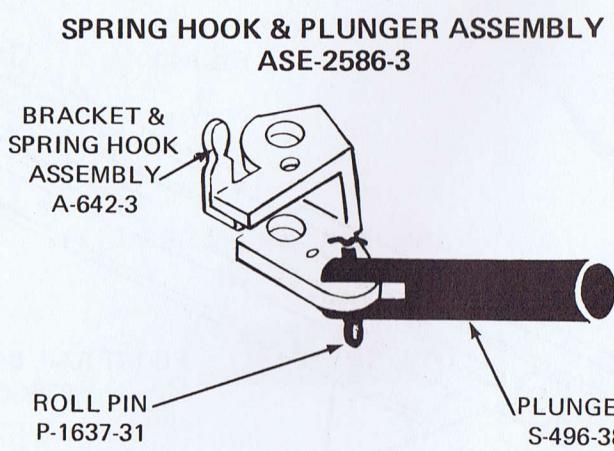
ROLL OVER BUTTON MOUNTING
C-901



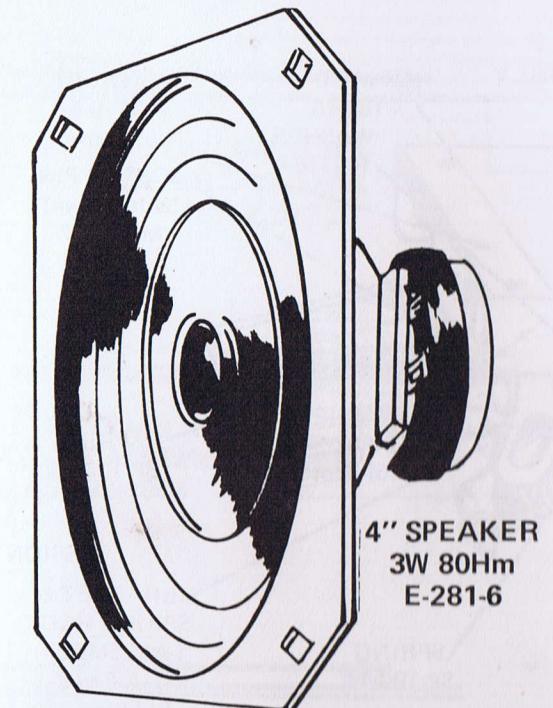
STAY - PLAYBOARD
P-1488



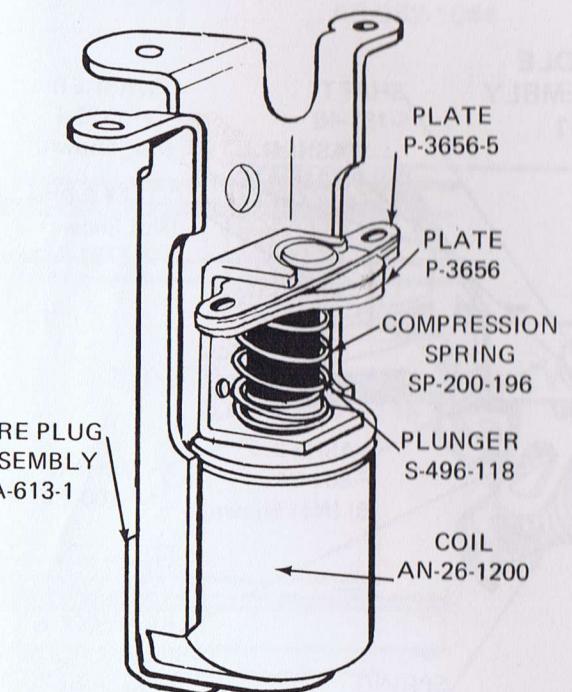
SLING SHOT KICKER & COIL ASSEMBLY
ASE-2593-4



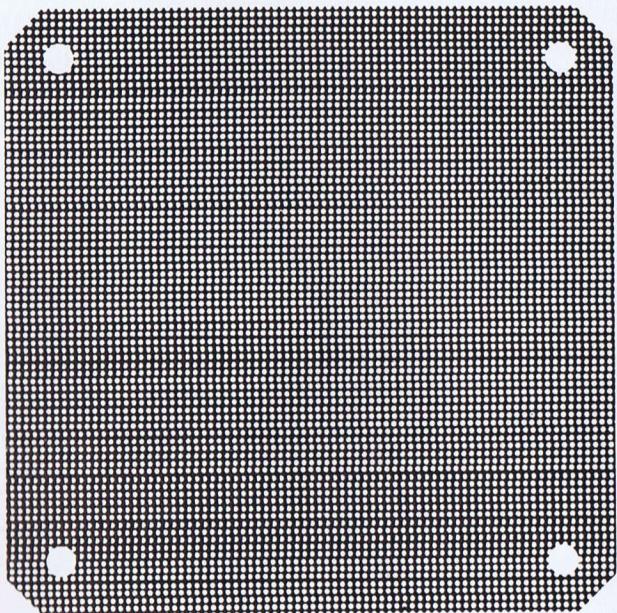
SPRING HOOK & PLUNGER ASSEMBLY
ASE-2586-3



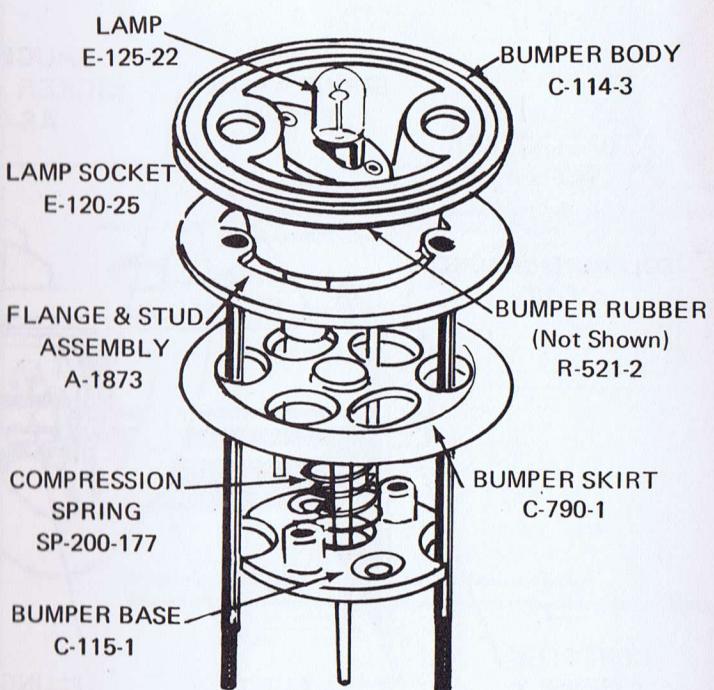
4" SPEAKER
3W 80Hm
E-281-6



THUMPER COIL & BRACKET ASSEMBLY
ASE-1567-13



SPEAKER GRILL
P-7911

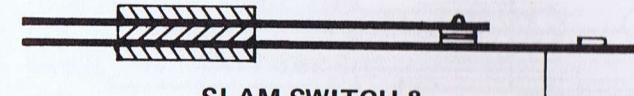
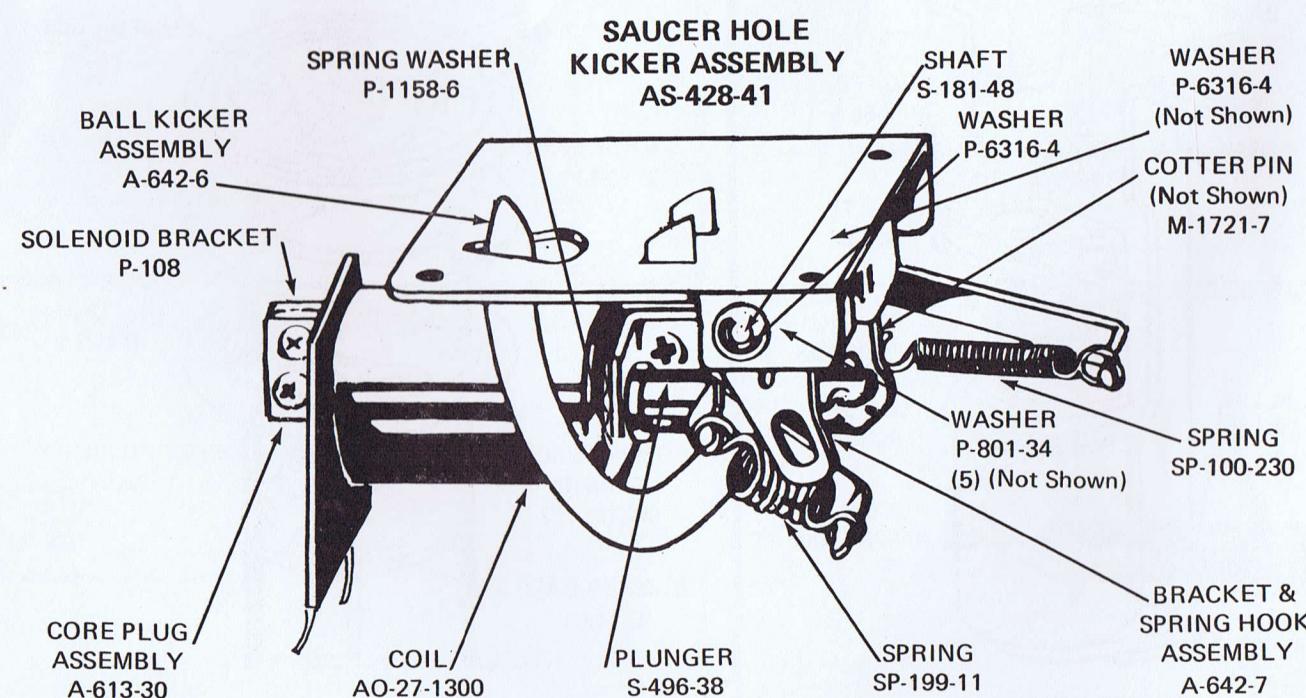
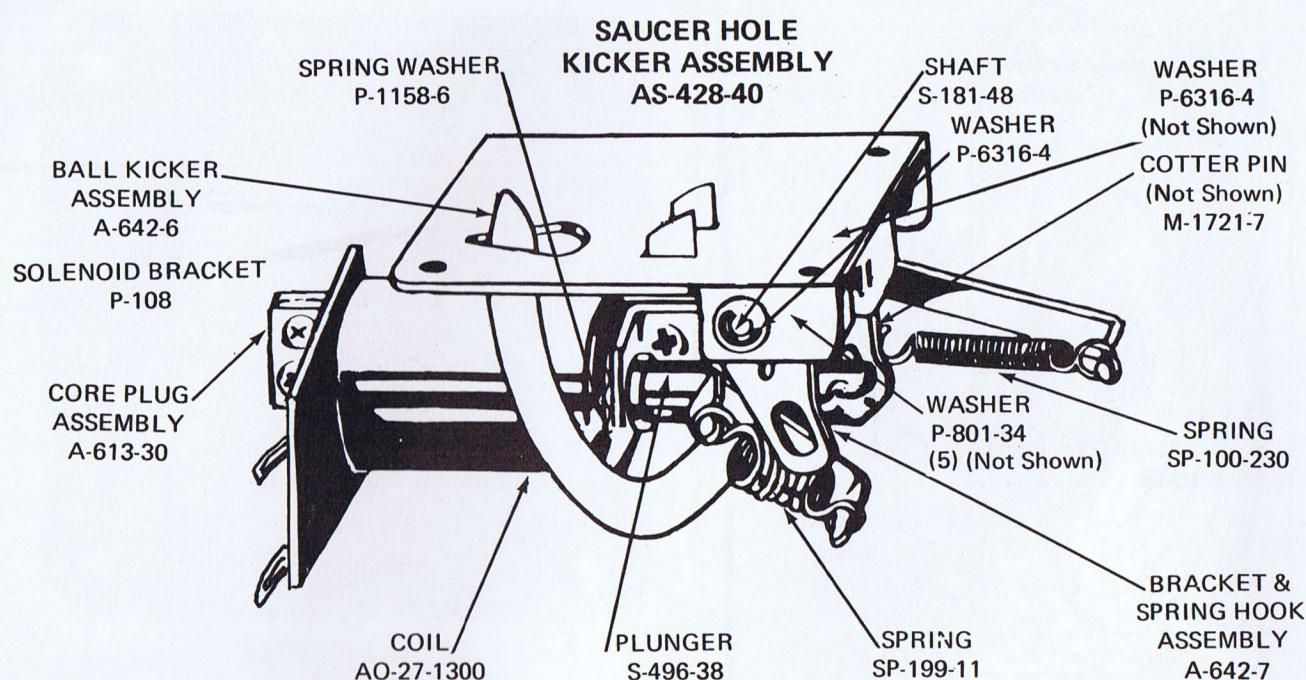


THUMPER BUMPER ASSEMBLY
ASE-2222-4

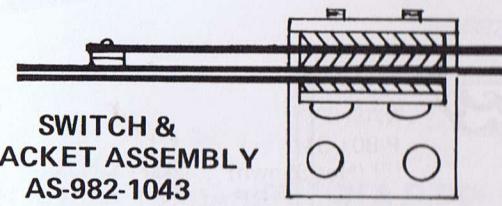
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

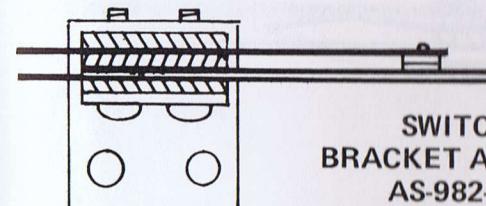
COMMON PARTS



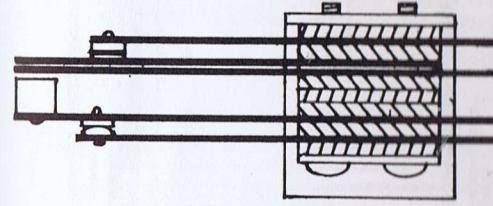
SLAM SWITCH & WEIGHT ASSEMBLY ASW-A20-32



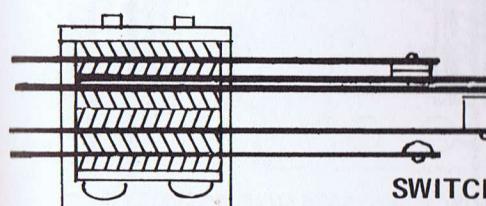
SWITCH & BRACKET ASSEMBLY AS-982-1043



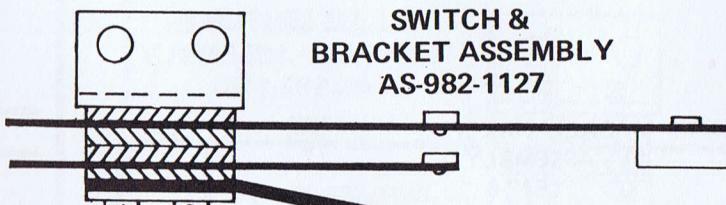
SWITCH & BRACKET ASSEMBLY AS-982-1044



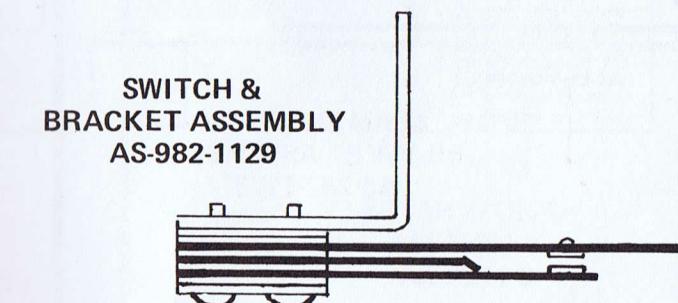
SWITCH & BRACKET ASSEMBLY AS-982-1115



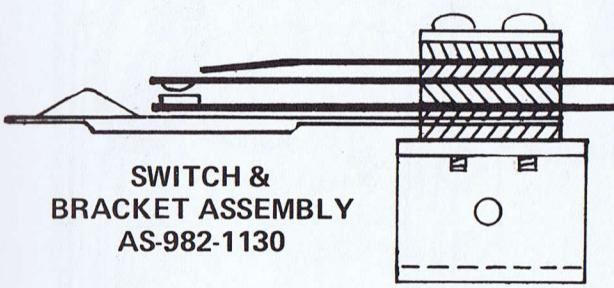
SWITCH & BRACKET ASSEMBLY AS-982-1116



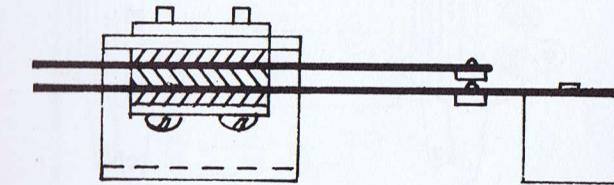
SWITCH & BRACKET ASSEMBLY AS-982-1127



SWITCH & BRACKET ASSEMBLY AS-982-1129



SWITCH & BRACKET ASSEMBLY AS-982-1130

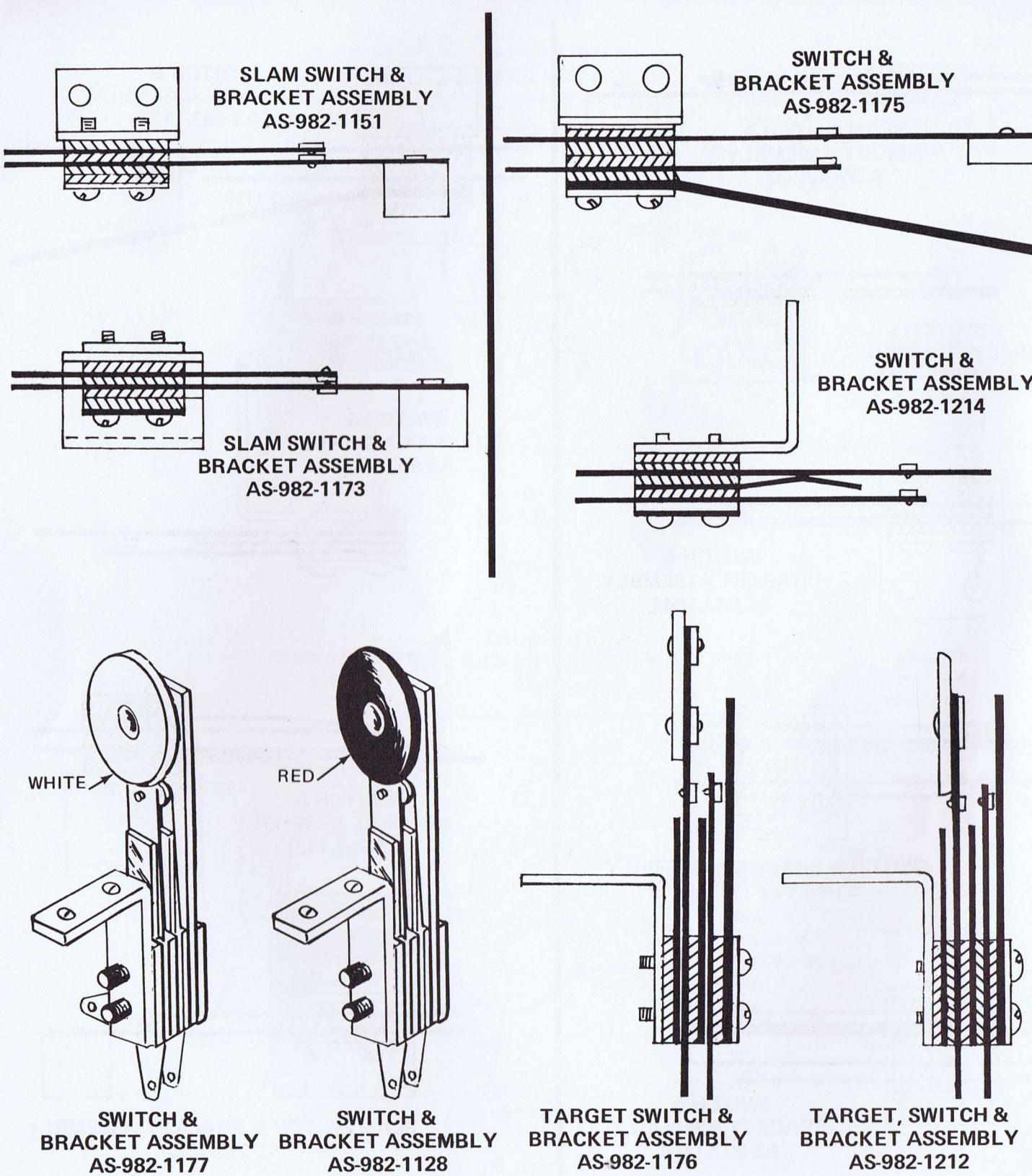


SLAM SWITCH & BRACKET ASSEMBLY AS-982-1150

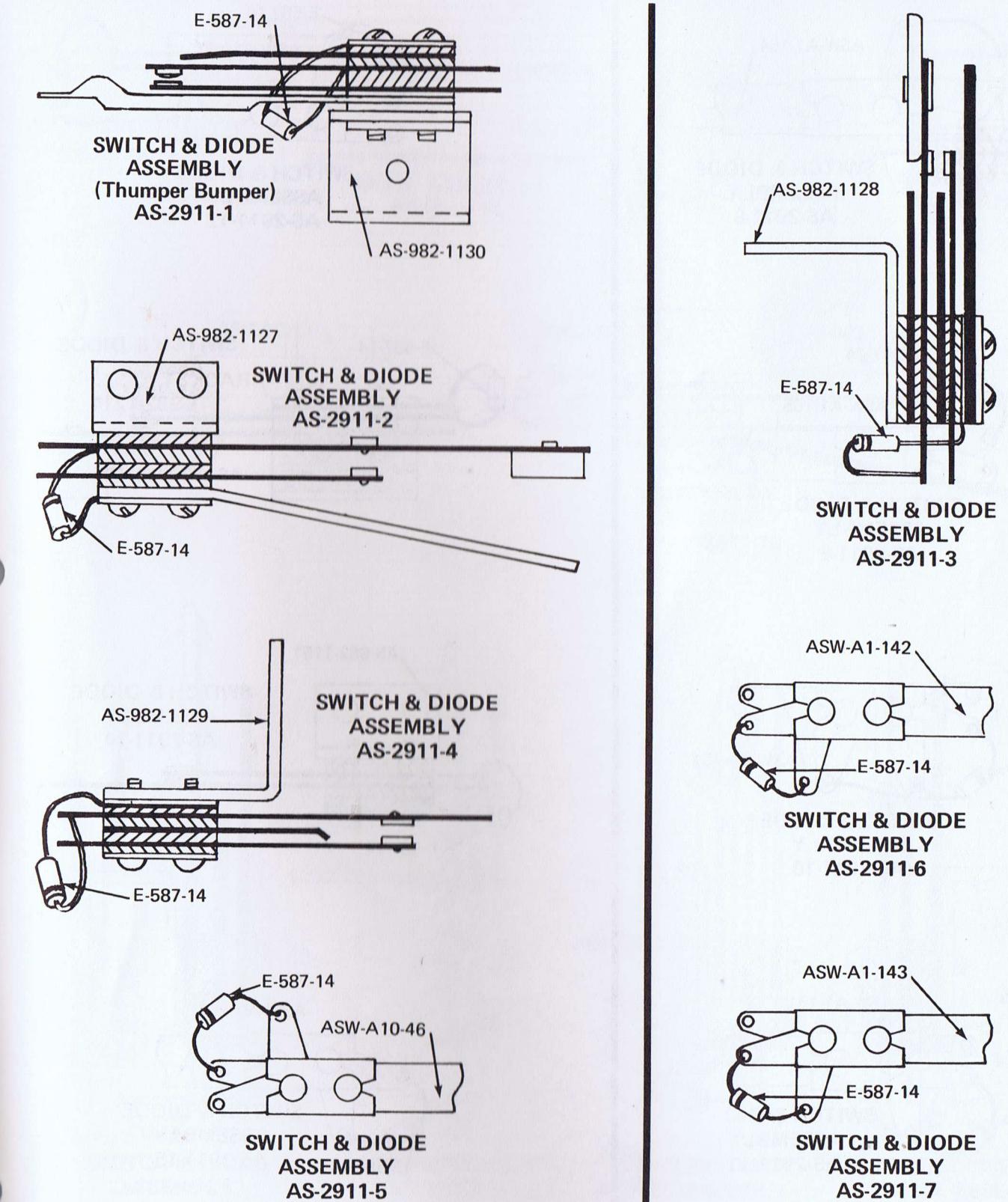
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

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COMMON PARTS

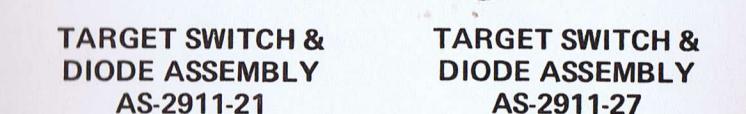
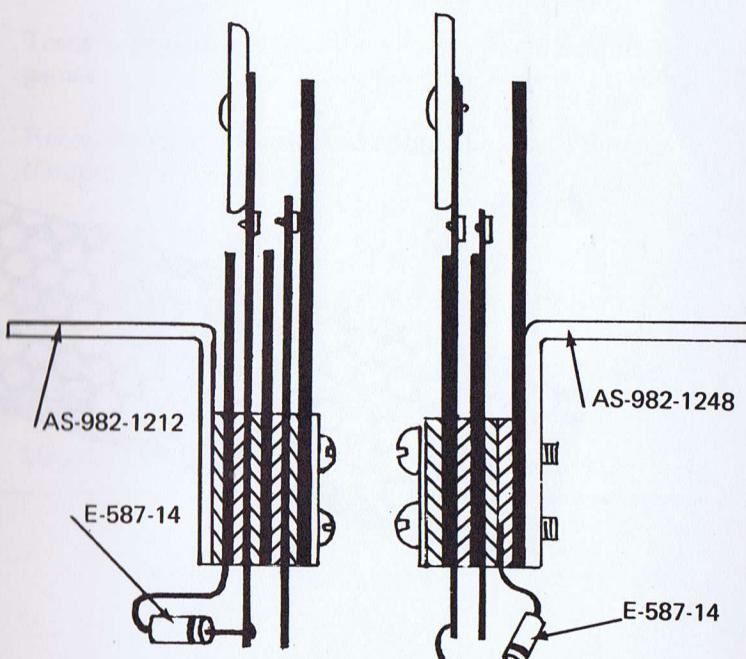
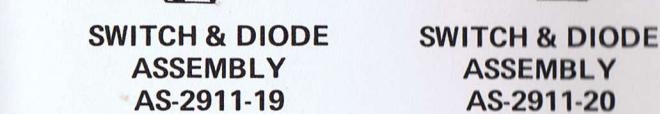
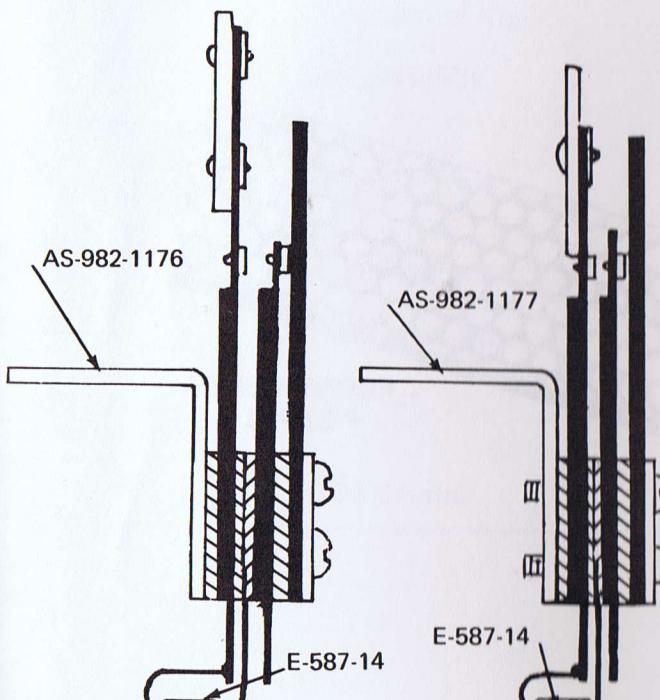
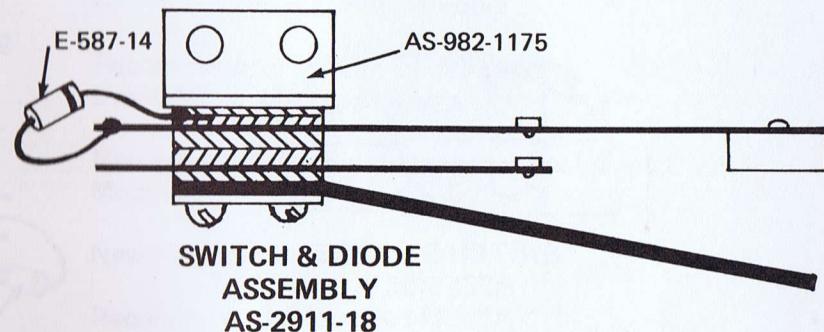
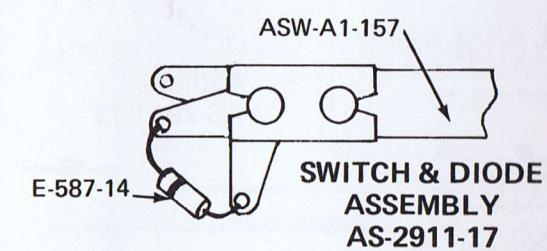
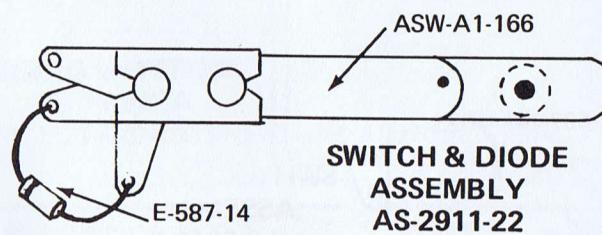
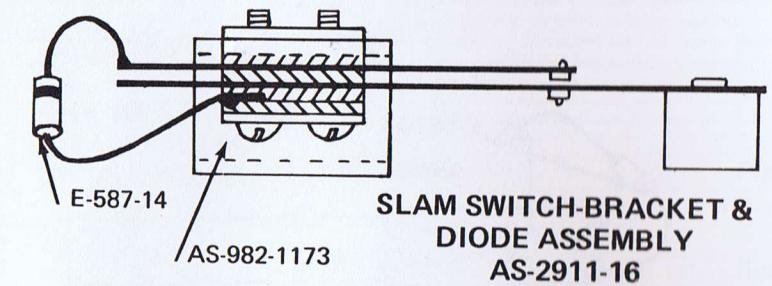
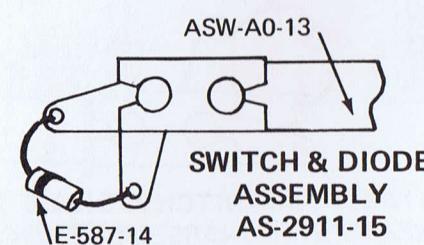
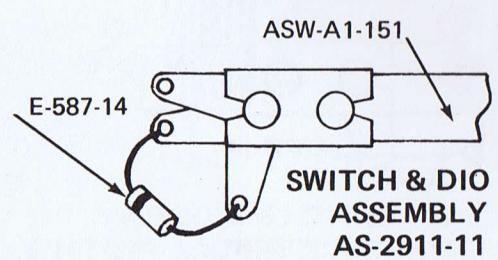
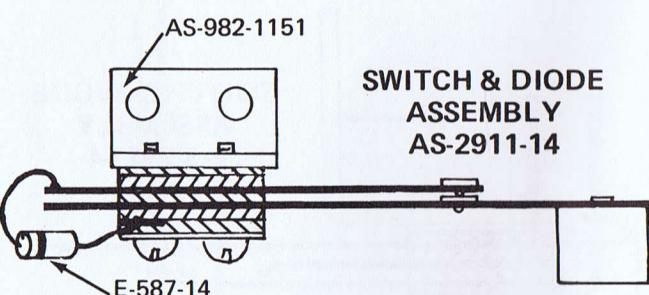
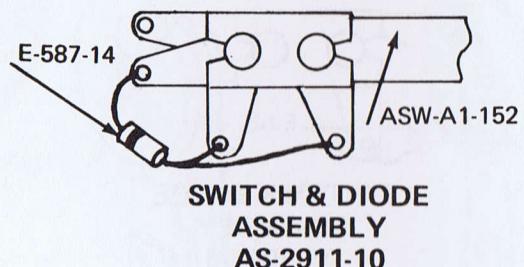
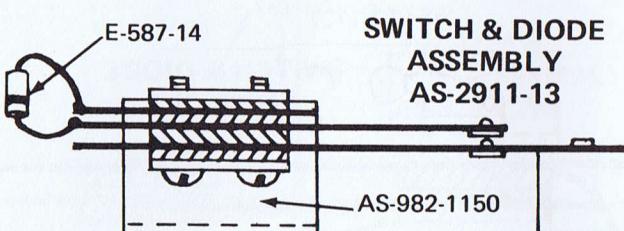
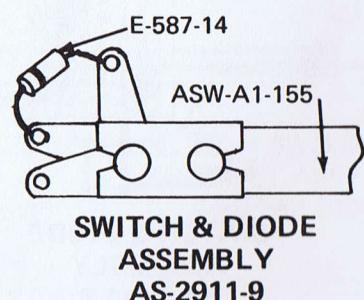
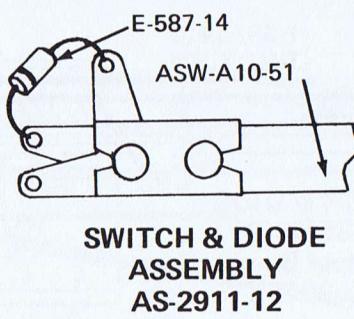
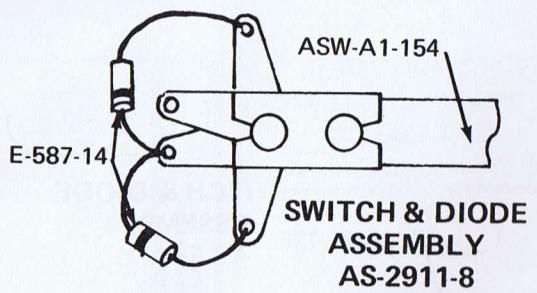


WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME



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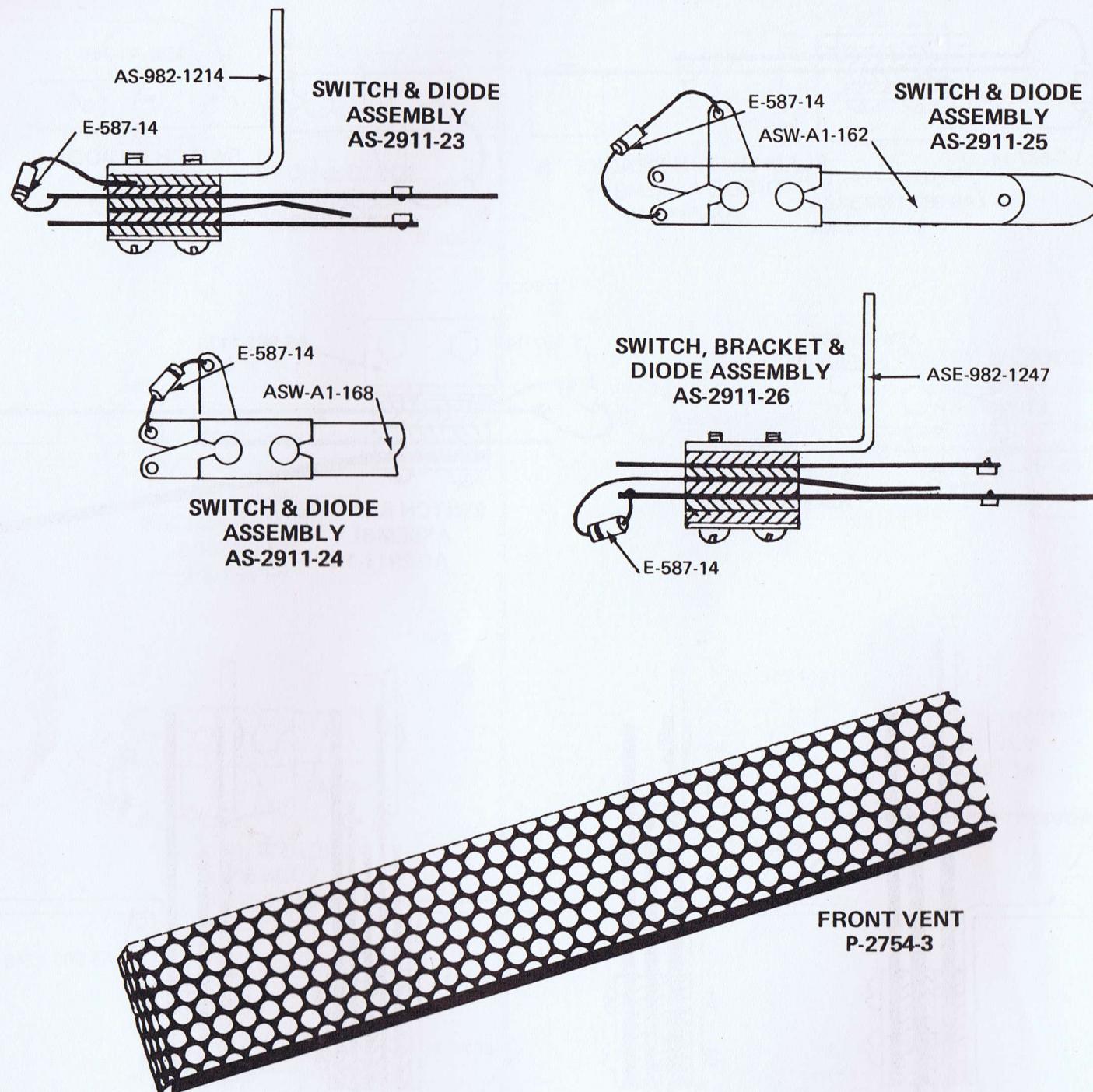
COMMON PARTS



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COMMON PARTS



RECOMMENDED KITS

NUMBER	NAME	PURPOSE
485	AID Units	For testing with AS2518-17 MPU Module
485-1	AID Units	For testing with AS2518-17 and AS2518-35 MPU Module
490	Components	Recommended stock components for Power Transformer Module
492	Components	Recommended stock components for Solenoid Driver/Voltage Regulator Module
493	Components	Recommended stock components for Display Driver Module
494	Components	Recommended stock components for Lamp Driver Module
495	-----	New Kicker Arm Assembly
503	Components	Recommended stock components (less Memory) for MPU Module
507-1	Transformer Kit	For Japan only (Low Voltage)
509	Mounting Kit	Transformer Mounting Bracket Kit for Electronic games
518	Components	Recommended stock components for Sound Module (less Memory)
523	Modification Kit	AS2518-17 Modification Kit
525	Conversion Kit	Conversion to Electronic Chime modification
526	Parts Kit	Parts Kit for electronic novelties, Automatic Ball Shooter
529	Coin Counter	Mechanical Coin Counter for Electronic Games