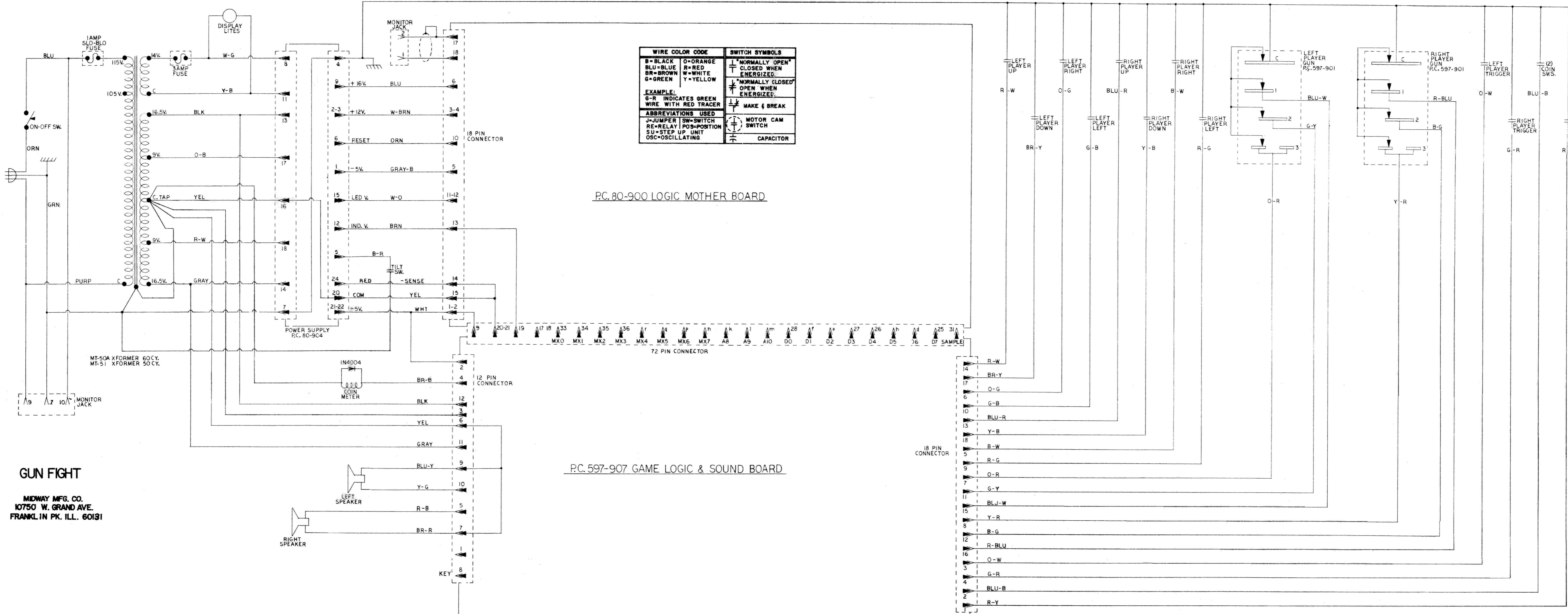


* NOTE: PLAY SWS. INDICATE DIRECTION OF CHARACTER



WIRE COLOR CODE		SWITCH SYMBOLS	
B = BLACK	O = ORANGE		"NORMALLY OPEN" CLOSURE WHEN ENERGIZED.
BLU = BLUE	R = RED		"NORMALLY CLOSED" OPEN WHEN ENERGIZED.
BR = BROWN	W = WHITE		MAKE & BREAK
G = GREEN	Y = YELLOW		MOTOR CAM SWITCH
EXAMPLE: G-R INDICATES GREEN WIRE WITH RED TRACER			CAPACITOR
ABBREVIATIONS USED			
J = JUMPER	SW = SWITCH		
RE = RELAY	POS = POSITION		
SU = STEP UP UNIT	OSC = OSCILLATING		

PC.80-900 LOGIC MOTHER BOARD

PC.597-907 GAME LOGIC & SOUND BOARD

GUN FIGHT
MIDWAY MFG. CO.
10750 W. GRAND AVE.
FRANKLIN PK. ILL. 60131