

ALLIED LEISURE PINBALL MACHINES

The following information answers some frequently asked questions about ALLIED LEISURE electronic pinball machines.

All games manufactured used the same hardware. The features we re-arranged on each game to change the rules of the game.

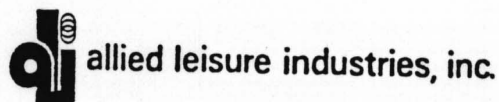
The wiring diagram attached refers to cocktail table style machines, although the standard upright pinball cabinet models are very similar.

The games to which the following diagrams apply to are:

- DISCO 79* - cocktail
- EROS ONE* - cocktail
- HEARTS & SPADES* - cocktail
- HCF DOWN* - upright
- ROY CLARK THE ENTERTAINER* - cocktail
- STAR SHOOTER* - cocktail
- SUPER PICKER* - upright
- TAKI 777* - cocktail
- THUNDERBOLT* - upright

SWITCH IDENTIFICATION

- 10 Drop coil - 100 points - advance left value
- 20 Drop coil - 100 points - advance right value
- 40 Collect left value - advance bonus
- 60 Drive coil - 10 points
- 50 collect right value - advance bonus
- 70 Drive coil - 10 points
- 80 Out-hole switch
- 90 Special when lit - advance bonus - 500 points
- 160 Ball in play switch
- 170 Raise drop target - 500 points - advance bonus - open gate
- 180 Raise drop target - 500 points - advance bonus
- 190 Close gate - 10 points
- 210 500 points
- 230 Raise drop target - 500 points
- 240 Extra ball when lit - 1000 points - advance bonus
- 250 Drop target down switch
- 260 Drop target down switch
- 270 Drop target down switch
- 280 Drop target down switch
- 310 Tilt switches
- 320 Credit switch
- 330 Slam switch
- 340 Coin switch #1 - left side
- 350 Coin switch #2 - right side
- 360 Coin switch #3 - center



This manual can also be used for:
Fascination's 1977 'Entertainer'
Fascination's 1979 'Circa 1933'

The games use the same hardware, same layout, but differend graphics.

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EROS ONE - cocktail
HEARTS & SPADES - cocktail
HOE DOWN - upright
ROY CLARK THE ENTERTAINER - cocktail
STAR SHOOTER - cocktail
SUPER PICKER - upright
TAKE FIVE - cocktail
THUNDERBOLT - upright

SWITCH IDENTIFICATION

10	Drive coil - 100 points - advance left value
20	Drive coil - 100 points
30	Drive coil - 100 points - advance right value
40	Collect left value - advance bonus
60	Drive coil - 10 points
50	collect right value - advance bonus
70	Drive coil - 10 points
80	Outhole switch
140	Special when lit - advance bonus - 500 points
150	10 points
160	Ball in play switch
170	Raise drop target - 500 points - advance bonus - open gate
180	Raise drop target - 500 points - advance bonus
190	Close gate - 10 points
210	500 points
230	Raise drop target - 500 points
240	Extra ball when lit - 1000 points - advance bonus
250	Drop target down switch
260	Drop target down switch
270	Drop target down switch
280	Drop target down switch
310	Tilt switches
320	Credit switch
330	Slam switch
340	Coin switch #1 - left side
350	Coin switch #2 - right side
360	Coin switch #3 - center

THUNDERBOLT uprights - early versions

Holding credit button in while ball was in "collect hole" causes game to lock up

Re-wire "Collect Right Value" and "Collect Left Value" switches to bulls-eye targets instead of outhole lickers.

SLAM SWITCH/TILT MECHANISM

The SLAM SWITCH, which is located on the inside of the COIN TACTILE, is designed to allow the player to abort the game. SLAMMING THE MACHINE requires it to stop game play. The machine simply goes DEAD! A good safety device after which the ball is returned to the out-holes indicating the end of game or bonus. When the ball is returned, the switch is factory-adjusted to approximately 1/2 inch between contacts. Decreasing the gap will make the switch more sensitive. Opening the gap will reduce sensitivity.

TEST MODE INFO

NOTE: Always adjust the RECHARGED blade to attain the desired sensitivity.

NOTE:

1. You MUST remove ball from out-hole before starting TEST MODE.
2. When in the "stuck switch" test, all switches MUST BE OPEN or game will not proceed to next test mode.
3. Machine is programmed to ignore ALL switches if a stuck closed switch is detected during game play. The EXCEPTION is if a coil drive switch is stuck closed; the computer will ignore that switch and continue game play. If another coil drive switch is stuck closed, the 1st stuck switch will be reactivated and the 2nd switch will be ignored.
4. Game will not score if ball in play switch (ball shooter trough) does not make contact at start of each ball in play.

HARDWARE REVISIONS

Some games had a "glitch" that would cause the machine to stop working and the lamps to flash. The following is a fix for this condition:

IC 28 Pin 13 - Add .001 mfd capacitor to ground.

IC 4 Pin 17 - Lift or cut pin off so it no longer connects.

IC 29 Pins 1 + 14 - add 1K ohm resistor to ground.

THUNDERBOLT uprights - early versions

Holding credit button in while ball was in "collect hole" causes game to lock up.

Re-wire "Collect Right Value" and "Collect Left Value" switches to bulls-eye targets instead of out-hole kickers.

Continuation

RESET SIGNAL TEST :

Momentarily turn power OFF and then ON . For approximately 3 seconds after the power is restored .

SLAM/SWITCH/TILT MECHANISM

The SLAM SWITCH, which is located on the inside of the COIN DOOR, is designed to discourage unnecessary abuse to the game. SLAMMING THE MACHINE results in loss of game or games . . . the machine simply goes DEAD! A short delay occurs, after which the GAME OVER lamp flashes indicating the end of game or games, whichever is being played.

The SLAM SWITCH is factory-adjusted to approximately 1/16" gap between contacts. Decreasing the gap will make the switch more sensitive. Opening the gap will reduce sensitivity.

NOTE: Always adjust the WEIGHTED blade to attain the desired sensitivity.

The game is equipped with a TILT mechanism designed to discourage the player from jolting or lifting the machine in an attempt to prolong play . . . Tilting the game causes the flippers to go dead. The thumper bumper and the rebound kicker lights go OUT. The FLIPPER SWITCHES cannot be activated. The TILT lamp located on the SCORE GLASS assembly flashes.

If one person is playing, the ball in play will advance. If two persons are playing, it will move to the next player. The OUT-HOLE KICKER propels the ball into the ALLEY, and the game returns to NORMAL. (The net effect of tilting the game is loss of a ball to the player who did the tilting.)

NOTE: Game will not tilt until ball rolls over BALL-IN-PLAY switch.

The TILT mechanism consists of one electrical circuit which can be activated by either of two mechanical assemblies:

The first assembly is called the ROLL-TILT, and is activated when the front of the machine is lifted, allowing the ball in illustration No. 2-D to roll down the bracket until it touches the ROLL-TILT switch. It can be adjusted by loosening screws "A," "B" and "C," and sliding the end of the bracket that is closer to the switch UP to decrease sensitivity, and DOWN to increase sensitivity.

The other TILT assembly is called the PENDULUM TILT, and is activated when the machine is jolted causing the weight to touch the pendulum bracket. Sensitivity can be decreased by sliding the weight and the clip UPWARD on the pendulum ROD . . . similarly sensitivity can be increased by sliding the weight and the clip DOWNWARD on the pendulum ROD.

Be sure that the pendulum rod and the pendulum weight are ALWAYS centered. If necessary, adjust the pendulum bracket by loosening screws "D" and "E" and then adjust accordingly.

1. Credit display shows 02 . . .
2. Score display 01 will show the number of any switch that is struck . . .

Continuation

RESET SIGNAL TEST :

Momentarily turn power to the game off and then on . For approximately 2 seconds after the power is reapplied .

1. Score units are extinguished .
2. Thumper bumper lamps are out .
3. Rebound kickers lamps are out .
4. Game over lamp is out .
5. Tilt lamp is on .

After 2 second have expired .

1. Score units relight and reset to 0's .
2. Game over lamp flashes .
3. Rebound kicker lamps are on .
4. Thumper bumper lamps are on .
5. Tilt lamp is off .

NOTE : No coils (solenoids) should energize at this time .

PROCEDURE :

To start the self diagnostic test press the 'test' switch located on the coin door .

NOTE : Once the self diagnostic test is initiated the only way it can be terminated is by removing power to the machine .

TEST MODE #1 :

Momentarily press the test switch located on the coin door . The credit and score display should sequence from 0 thru 9 and repeat .

Note: The first led on the right side of each score will always remain a '0' .

TEST MODE #2 :

- (A) Remove the ball from the out-hole.
- (B) Press the credit button for approximately 5 seconds .

1. Credit display shows 02 .
2. Score display #1 will show the number of any switch that is struck .

Continuation

TEST MODE #3 :

- (A) Press the test switch for approximately 2 seconds .
- (B) Credit display shows '03' .
- (C) Tap very lightly the surface of the playfield . If there are any switches not correctly adjusted (gap too close) the number of that switch will be displayed in score display #1 . Make the necessary adjustments , then press teh credit button to remove the number from the score display .

TEST MODE #4 :

- (A) Press the test switch fro approximately 2 seconds .
- (B) Credit display should show '04' .

NOTE: Ignore any numbers on the score display . The following lights should be lit .

1. Extra ball when lit .
2. Collect spades value 1,000 - 2,000 - 3,000 - 4,000 .
3. Collect hearts value 1,000 .
4. Special when lit .

NOTE : Ignore game over lamp .

TEST MODE #5 :

- (A) Press the credit button for approximately 1 second .
- (B) Credit display shows '05' . The following lamps should be lit .
 1. Collect hearts value 1,000 - 2,000 - 3,000 - 4,000 .
 2. 10,000 bonus lamp .
 3. Double bonus lamp .
 4. Triple bonus lamp .

TEST MODE #6 :

- (A) Press the credit button for approximately 1 second .
- (B) Credit display shows 06 .The following should be lit .
 1. Ball in play 1-2-3-4-& 5 . Same player shoots again .

TEST MODE #7 :

- (A) Press the credit switch for approximately 1 second .
- (B) The credit display shows 07 . In this mode the players leds are lit and the score display are extinguished .

TEST MODE #8 :

- (A) Press the credit switch for approximately 1 second .
- (B) The credit display show 08 . In this mode the bonus lamp count down from 9,000 to 1,000' after which the game over lamp flashes . Followed by the tilt lamp .

Continuation

TEST MODE #9 :

- (A) Press the credit switch for approximately 5 seconds .
(B) The credit display shows 09 . The solenoids (coils) should energize in the following sequence .
1. Red sling shot and drop hearts drop target .
 2. Middle thumper bumper and spades drop target .
 3. Right sling shot .
 4. Left thumper bumper .
 5. Right thumper bumper .
 6. Out-hole kicker .
 7. 1,000 point chime (low tone) .
 8. 100 point chime (middle tone) .
 9. 10 point chime (high tone) .
 10. Replay knocker .
 11. Flag gate .

NOTE : Flipper button must be held in for coils to energize in this mode .

TEST MODE #10 :

This test is used primarily for burn-in testing procedure at the factory .
But can also be used for "on location" testing of new or repaired logic boards .

- (A) Press credit switch for approximately 10 seconds .
(B) Credit display shows 01 tests 4 thru 9 are automatically repeated until power to the game is removed .

TROUBLE - SHOOTING GUIDE :

Never EXPERIMENT with any mechanism ! Improper adjustment or makeshift repair will only cause either serious damage to other parts of the machine or repeated failure of the part .

To properly service / repair this machine in a minimum time , it is necessary to isolate the problem to a specific circuit . A system of logical elimination will reduce the number of possible trouble spots ... the self-diagnostic test built into this game are designed particularly to expedite location of problems .

In many situations , attempting to play the game and observing the results may be helpful...also , careful reasoning along with reference to the schematic may determine the cause of the problem .

A visual inspection of the components in a suspected area may often save time . Always look for a possible loose wire , a bad connection at a plug or socket , or a broken / unhooked spring .

Continuation

RE-SET CIRCUIT

Upon application of power to the game, LED #1 on the main computer board should momentarily light for approximately 2 seconds and then extinguish, thereby indicating a proper re-set condition. If this LED does not come on, or refuses to extinguish, check the 5 - volt power supply. If the computer board has 5 - volt across C-19 (the large capacitor in the lower right hand corner) and LED #1 is not functioning properly, then the malfunction is the re-set circuitry on the main board.

The 5 volt power supply is used to supply regulated 5 volt power to the computer board and the peripheral display boards. This circuit should regulate between 4.8 VDC and 5.2 VDC. This 5 volt can be measured across the 8,000 mfd output capacitor should have approximately 13-14 VDC.

The 5 volt may also be measured across C-19 the 2,200 mfd capacitor on the computer board.

DISPLAYS:

ALWAYS DISCONNECT power BEFORE removing or replacing any printed circuit boards.

SCORE DISPLAY SEE

The best way to test for the proper score unit function is in the self-diagnostic test procedure. If a score unit is suspected, it can be inter-changed with another unit known to be good.

The following signals are necessary to light the score display :

1. 4.8 - 5.2 VDC .
2. 7.8 VDC
3. Proper score blanking (LED #4 on the main computer board should be momentarily flashing).
4. Proper data from the computer board (LED #3 should be momentarily flashing).
5. Proper score clock signal .

TO REMOVE THE SCORE or CREDIT displays, you should proceed as follows :

1. Remove the score glass .
2. Unscrew the respective mounting screws .
3. Separate the connectors and remove the unit .

LAMPS:

The background lamps, such as ENTRANCE GATE lamps, with the exception of the REBOUND KICKER lamps, are in normal circuit operating on 6 VAC as shown in the schematic.

WARNING : DO NOT DO THIS UNLESS THE COMPUTER BOARD HAS BEEN COMPLETELY REMOVED FROM THE GAME !

Continuation

All lamps tested in the self-diagnostic mode are driven from the main computer board . All of these lamps have one side tied to +7.8 VDC .

The other side of each lamp is switched by the computer board to system ground .

If , during the self-diagnostics , a lamp is suspected , the socket should be checked with a known-good lamp .

If none of the lamps light during the self-diagnostic test , then trouble shoot the +7.8 VDC power supply .

If the main computer board is suspected , a quick test to check the continuity of a particular lamp circuit is as follows :

1. Remove game power .
2. Completely remove the main computer board .
3. Re-apply game power .

REMEMBER : The only function the computer board performs when turning on a lamp is to supply system ground . Thus , if you take a jumper from system ground to the output pin from the computer board which connects to the lamp , the lamp should light if the harness and power supply are working properly .

WARNING : DO NOT do this unless the computer board is removed !

Refer to the game schematic to get proper pin connections . If the suspected circuit functions properly , then the fault is on the computer board .

The GAME OVER , TILT and REBOUND KICKER lamps all have one side tied to +7.8 VDC . The other side of the lamp is switched to system through a circuit similar to that which drives the coils... if suspected , these lamps can be tested in the same manner as above .

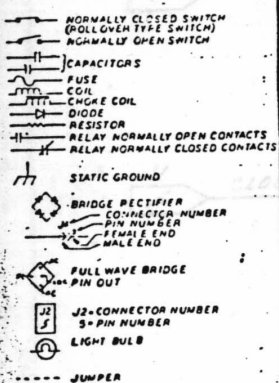
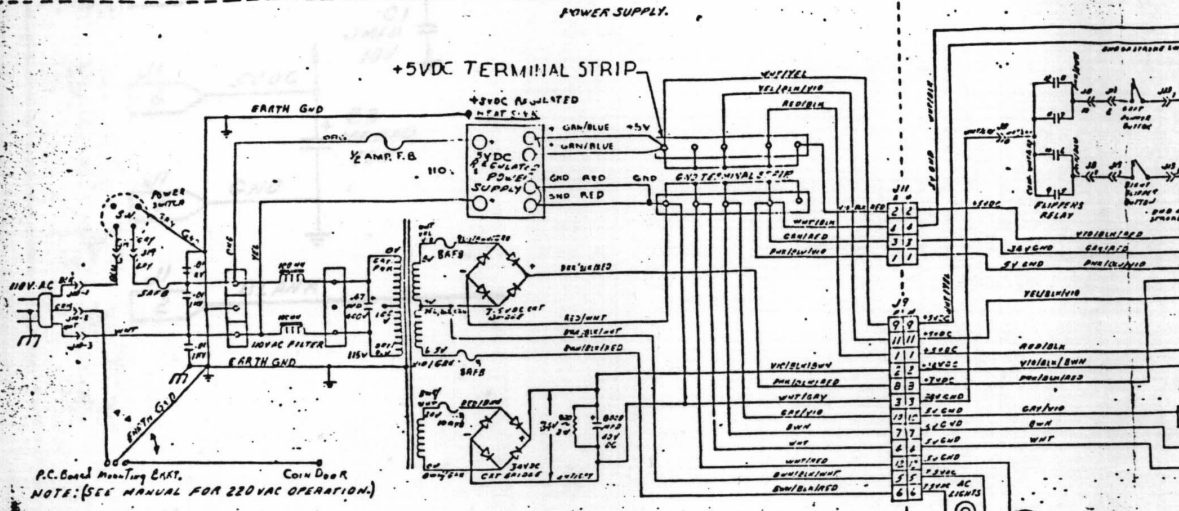
All of the coils in the game (including the FLIPPER power relay located on the ROLL / TILT assembly) have one side tied to +32 VDC. The computer board switches these coils to system ground to complete the circuit thus energizing the coil .

If a coil driver on the computer board is suspected , a quick test of the remaining circuitry is performed as follows :

1. Remove system power .
2. Completely remove main computer board .
3. Re-apply power .

REMEMBER : The only function the computer board performs when turning on a coil is to supply system ground . Thus , if you take a jumper from system ground to the output pin from the computer board which connects to the coil , the coil should energize if the circuit is working properly .

WARNING : DO NOT DO THIS UNLESS THE COMPUTER BOARD HAS BEEN COMPLETELY REMOVED FROM THE GAME !



WORD ABBREVIATIONS

M/L = MATE AND LOCK
MFD = MICROFARAD
REG = REGULATOR
AFB = AMP FAST BLOW
ASB = AMP SLOW BLOW
WVDC = WORKING VOLTS DC
MIL = MILLIMETER FOR COILS
L = OHMS
W = WATTS
LT = LIGHT
SW = SWITCH
PCB = PRINTED CIRCUIT BOARD
N/O = NORMALLY OPEN
P.T. = POINTS
F = FEMALE CONNECTOR
M = MALE CONNECTOR
THUMPER B = THUMPER BLMPER

COLOR ABBREVIATIONS

WHT = WHITE
BLK = BLACK
BLU = BLUE
ORG = ORANGE
GRN = GREEN
BRN = BROWN
GRY = GRAY
PNK = PINK
YEL = YELLOW
VIO = VIOLET

EXAMPLE:
Pnk/Blu/Vio = PINK, BLUE & VIOLET

HARNES CONNECTORS

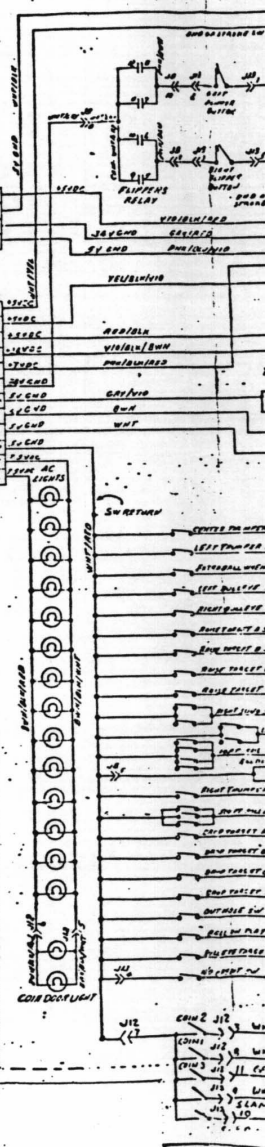
J1	MAIN PCB 50 PIN DOUBLE EDGE CONNECTOR
J2	" " " " " " " "
J3	" " " " " " " "
J4	" " " " " " " "
J5	" " " " " " " "
J6	" " " " " " " "
J7	CHIME UNIT 6 " " " "
J8	TILT ASSY 12 " " " "
J9	POWER SURT 2 " " " "
J10	POW LINE 3 " " " "
J11	POW SUP 6 " " " "
J12	COIN DCR 12 " " " "
J13	CREDIT FLIPPER BUTTONS 12 PIN MNL ORG CONNECTOR

SCORE ASSY HARNES CONNECTORS

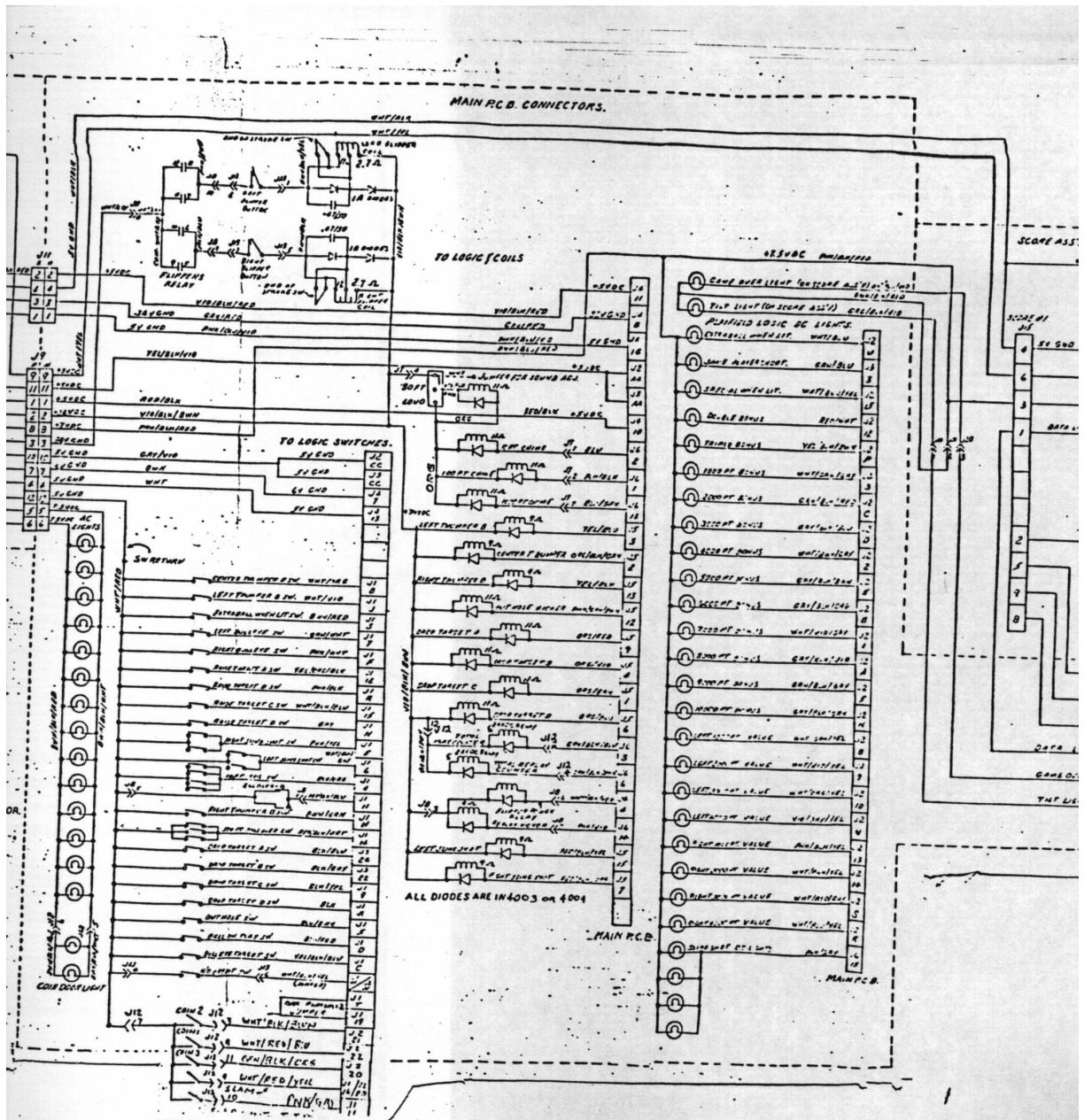
J14	SCORE 2 15 PIN MALE MNL RED CONNECTOR
J15	SCORE 1 15 " " " " " "
J16	CREDIT DISR 6 " " " "
J17	FAN 3 " " " "
J18	SV REG 3 " " " "
J19	ON OFF SW 3 " " " "
J20	TILT GAME OVER LIGHTS 3 PIN MALE FEM MNL BLU CONNECTOR. ALL LIGHT BULBS USED ARE #44

LIGHT BULB USED

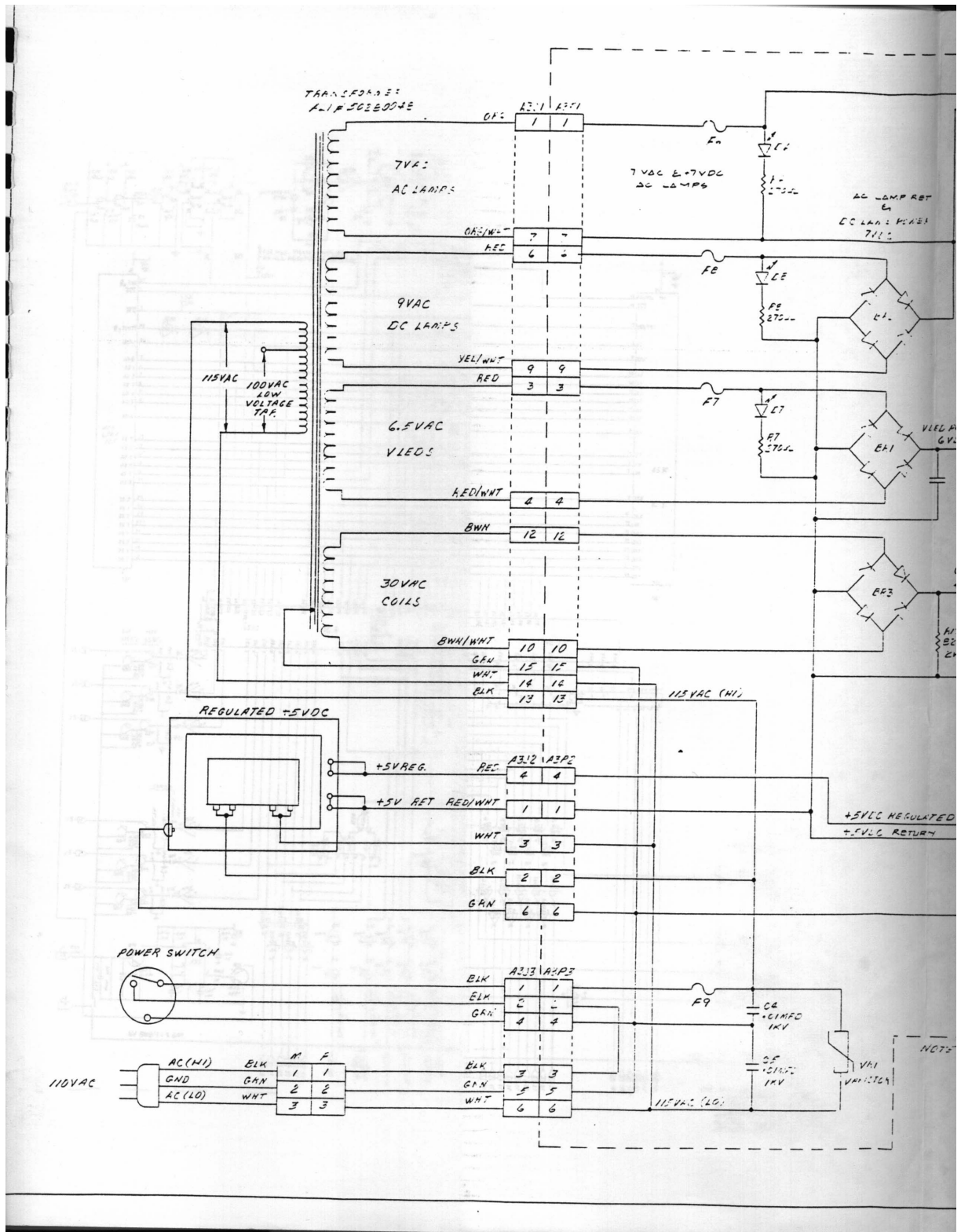
GAME OVER
TILT AND
ALL OTHERS - G644'S

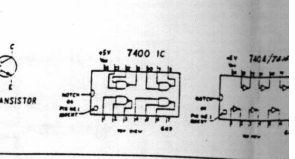
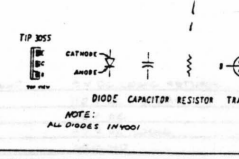
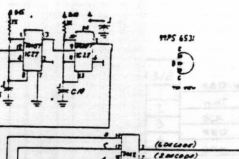
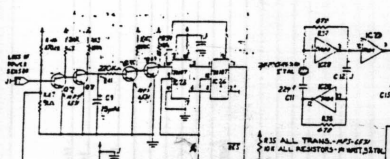
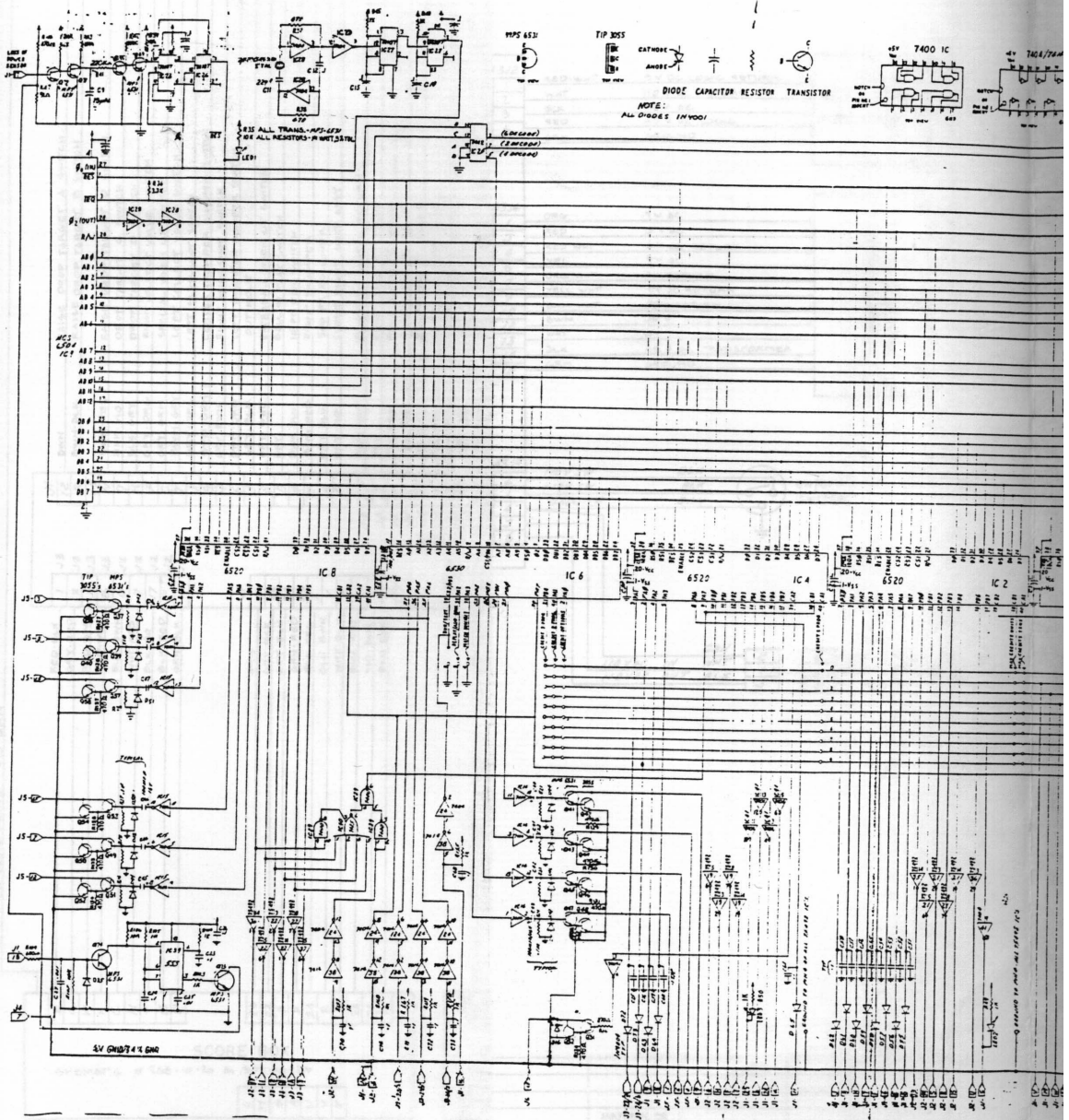


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PPS 6531

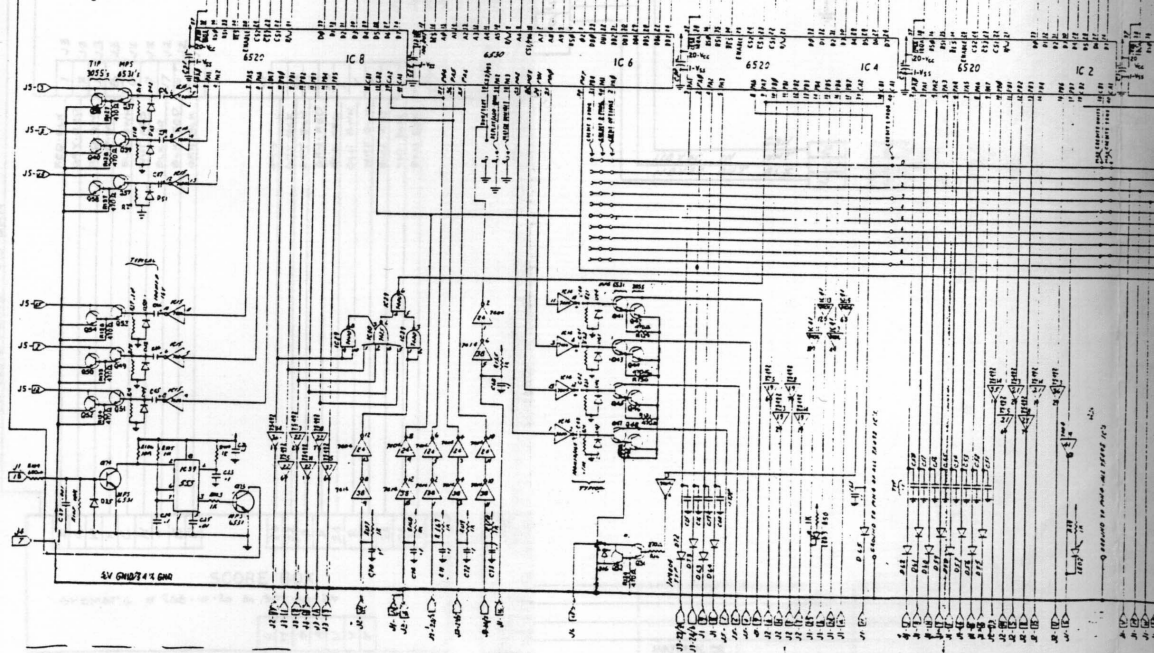
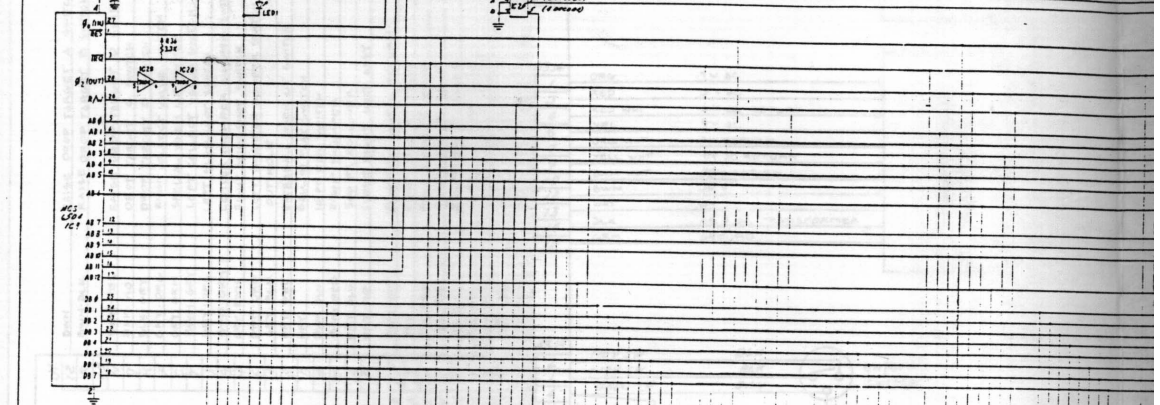
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DIODE CAPACITOR RESISTOR TRANSISTOR

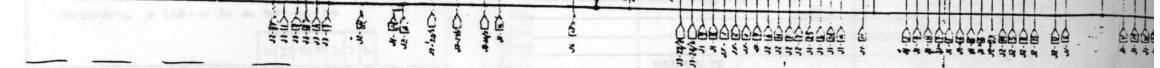
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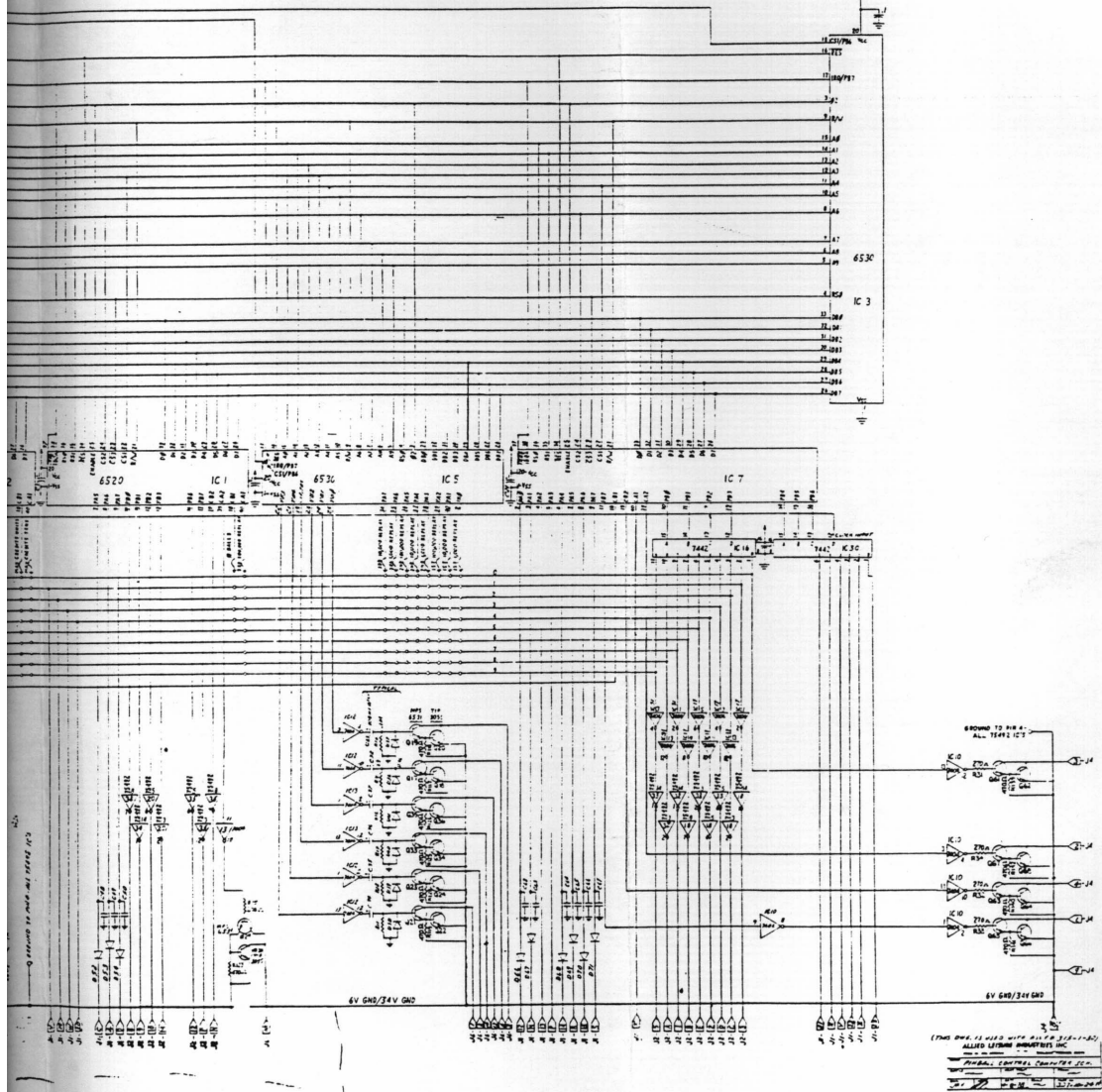
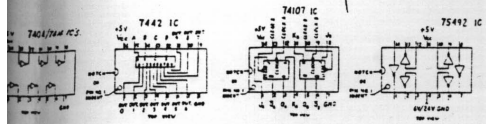
7400 IC

7401 IC

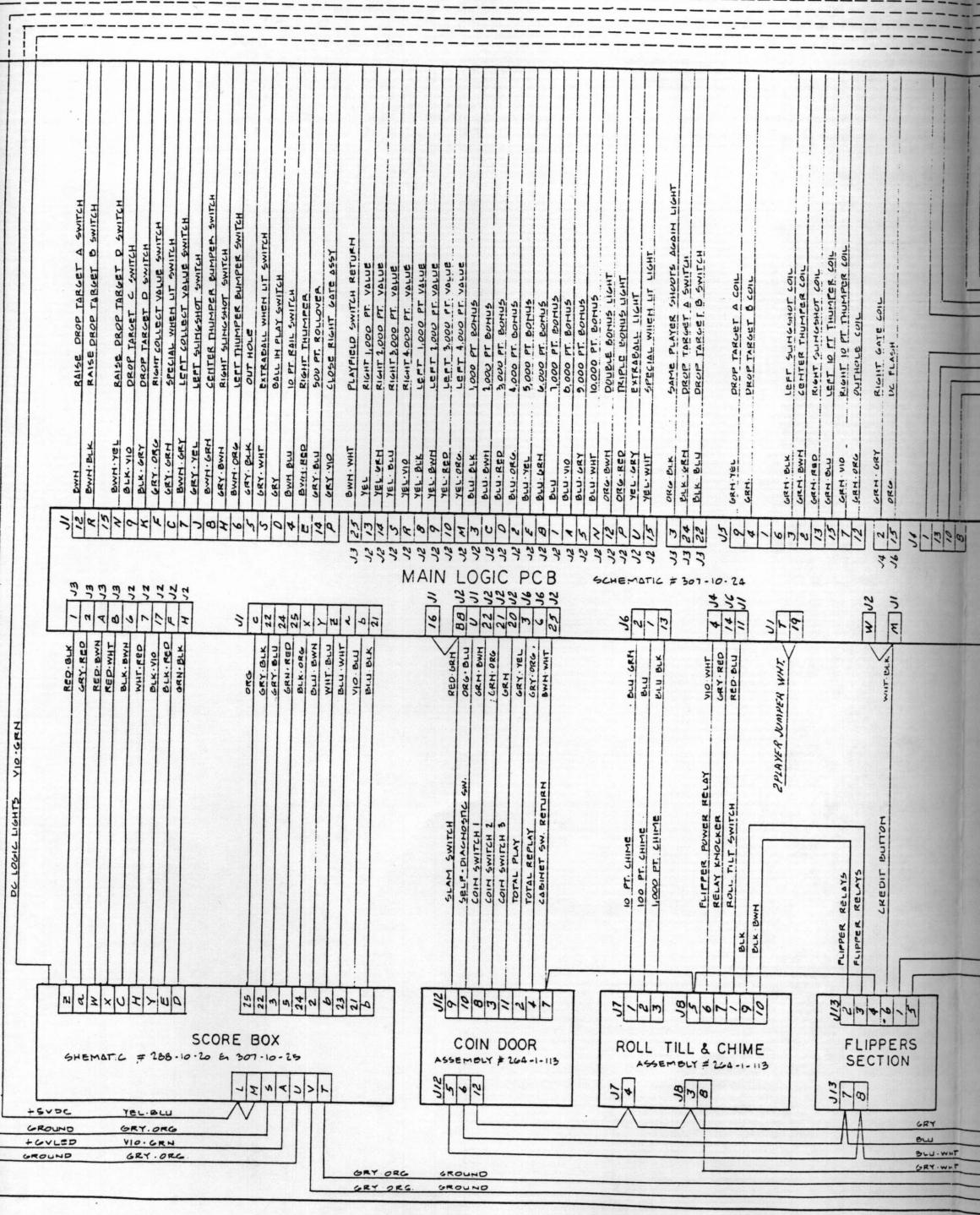


5V 0.01μF 4.7kΩ





PLAYFIELD



DE LOGIC LIGHTS - VIO-GRN

1	J3	RED-BLK	RAISE DROP TARGET A SWITCH
2	J3	GRY-RED	RAISE DROP TARGET B SWITCH
3	J3	RED-BWN	RAISE DROP TARGET C SWITCH
4	J3	RED-WHT	RAISE DROP TARGET D SWITCH
5	J2	BLK-BWN	DROP TARGET A SWITCH
6	J2	WHT-RED	DROP TARGET B SWITCH
7	J2	BLK-VIO	DROP TARGET C SWITCH
8	J2	BLK-RED	DROP TARGET D SWITCH
9	J2	GRN-BLK	RIGHT COLLECT VALUE SWITCH
10	J2	GRY-ORG	SPECIAL WHEN HIT SWITCH
11	J2	WHT-GRY	LEFT COLLECT VALUE SWITCH
12	J2	WHT-BLK	LEFT SHOOT SWITCH
13	J2	GRY-GRN	CENTER THUMPER BUMPER SWITCH
14	J2	GRY-BWN	RIGHT THUMPER BUMPER SWITCH
15	J2	GRY-ORG	LEFT THUMPER BUMPER SWITCH
16	J2	GRY-BLK	RIGHT THUMPER BUMPER SWITCH
17	J2	GRY-WHT	OUT HOLE
18	J2	GRY	EXTRABALL WHEN HIT SWITCH
19	J2	GRY	BALL IN PLAY SWITCH
20	J2	GRY-BLU	10 FT. CHIME
21	J2	GRY-ORG	100 FT. CHIME
22	J2	GRY-RED	RIGHT THUMPER
23	J2	GRY-BLU	200 FT. FOLLOWER
24	J2	GRY-ORG	SLOPE RIGHT GATE ASSY
25	J2	GRY-WHT	PLAYFIELD SWITCH RETURN
26	J2	YEL	RIGHT 1,000 FT. VALUE
27	J2	YEL-GRN	RIGHT 2,000 FT. VALUE
28	J2	YEL-BLU	RIGHT 3,000 FT. VALUE
29	J2	YEL-VIO	RIGHT 4,000 FT. VALUE
30	J2	YEL-BLK	LEFT 1,000 FT. VALUE
31	J2	YEL-GRN	LEFT 2,000 FT. VALUE
32	J2	YEL-BLU	LEFT 3,000 FT. VALUE
33	J2	YEL-ORG	LEFT 4,000 FT. VALUE
34	J2	BLU-BLK	1,000 FT. BONUS
35	J2	BLU-BWN	2,000 FT. BONUS
36	J2	BLU-RED	3,000 FT. BONUS
37	J2	BLU-ORG	4,000 FT. BONUS
38	J2	BLU-YEL	5,000 FT. BONUS
39	J2	BLU-GRN	6,000 FT. BONUS
40	J2	BLU	7,000 FT. BONUS
41	J2	BLU-VIO	8,000 FT. BONUS
42	J2	BLU-GRY	9,000 FT. BONUS
43	J2	BLU-WHT	10,000 FT. BONUS
44	J2	ORG-BWN	DOUBLE BONUS LIGHT
45	J2	ORG-RED	TRIPLE BONUS LIGHT
46	J2	YEL-GRY	EXTRABALL LIGHT
47	J2	YEL-WHT	SPECIAL WHEN HIT LIGHT
48	J3	ORG-BLK	SAME PLAYER SHOOT AGAIN LIGHT
49	J3	GRY-GRN	DROP TARGET A SWITCH
50	J3	BLK-BLU	DROP TARGET B SWITCH
51	J3	GRY-YEL	DROP TARGET A COIL
52	J3	GRY	DROP TARGET B COIL
53	J3	GRY-BLK	LEFT SHOOT COIL
54	J3	GRY-BWN	CENTER THUMPER COIL
55	J3	GRY-RED	RIGHT SHOOT COIL
56	J3	GRY-BLU	LEFT 10 FT THUMPER COIL
57	J3	GRY-VIO	RIGHT 10 FT THUMPER COIL
58	J3	GRY-ORG	PARADE COIL
59	J3	GRY-GRY	RIGHT GATE COIL
60	J3	GRY	10 FT. CHIME

MAIN LOGIC

16	J1	RED-GRN	SLAM SWITCH
17	J1	ORG-BLU	SLAM-DIAGNOSTIC SW.
18	J1	GRY-BWN	COIN SWITCH 1
19	J1	GRY-ORG	COIN SWITCH 2
20	J1	GRY-RED	COIN SWITCH 3
21	J1	GRY	TOTAL PLAY
22	J1	GRY-YEL	TOTAL RELAY
23	J1	GRY-ORG	CABINET SW. RETURN
24	J1	BWN-WHT	
25	J1	RED-GRN	
26	J1	ORG-BLU	
27	J1	GRY-BWN	
28	J1	GRY-ORG	
29	J1	GRY-RED	
30	J1	GRY	
31	J1	GRY-YEL	
32	J1	GRY-ORG	
33	J1	BWN-WHT	
34	J1	RED-GRN	
35	J1	ORG-BLU	
36	J1	GRY-BWN	
37	J1	GRY-ORG	
38	J1	GRY-RED	
39	J1	GRY	
40	J1	GRY-YEL	
41	J1	GRY-ORG	
42	J1	BWN-WHT	
43	J1	RED-GRN	
44	J1	ORG-BLU	
45	J1	GRY-BWN	
46	J1	GRY-ORG	
47	J1	GRY-RED	
48	J1	GRY	
49	J1	GRY-YEL	
50	J1	GRY-ORG	
51	J1	BWN-WHT	
52	J1	RED-GRN	
53	J1	ORG-BLU	
54	J1	GRY-BWN	
55	J1	GRY-ORG	
56	J1	GRY-RED	
57	J1	GRY	
58	J1	GRY-YEL	
59	J1	GRY-ORG	
60	J1	BWN-WHT	

SCORE BOX

SHEMATL # 266-10-20 & 207-10-13

Terminal connections: L, M, S, A, U, V, T

COIN DOOR

ASSEMBLY # 264-1-13

Terminal connections: J12, J1, J2, J3

ROLL TILL & CHIME ASSEMBLY # 264-1-13

Terminal connections: J7, J8, J9, J10

FLIPPERS SECTION

Terminal connections: J13, J1, J2, J3, J4, J5, J6, J7, J8

