Bally®

1965

PARTS CATALOG

BALLY MANUFACTURING COMPANY
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BALLY MANUFACTURING COMPANY

2640 Belmont Avenue

Chicago, Illinois, 60618

Since 1931 and  BALLYHOO

...the continued success of Ballygames is the result of a happy combination of tested play-appeal, colorful eye-appeal and dependable performance engineered into every part assembled into Ballygames.

When games are as busy on location as Ballygames are, various parts will require occasional replacement for smooth operation and maximum earnings.

The purpose of the Bally Parts Catalog is to permit operators of Bally Flipper-Type Pinball Games to obtain genuine Bally parts quickly and correctly from Bally Distributors, who are organized to assist the operator in maintaining continuous play and profits during the long life on location which Ballygames enjoy.

Included in the Catalog are a Lubrication Guide and brief adjustment instructions, which are useful in routine maintenance.

BALLY MANUFACTURING COMPANY

2640 Belmont Avenue, Chicago, Illinois, 60618...Cable Address BALFAN

Bally®-**BRIGHT** games are money-making games. Play-appeal holds the players, but the first attraction is eye-appeal.

Keep games Bally-bright, clean and well lighted for maximum earning-power. Clean playfield and arch once a week. Replace burned out lamps promptly.

CAUTION!

Protect your investment.
Use only Genuine Bally Parts
to service Ballygames.

How to Avoid Delay When Ordering Parts

Always order by part number and description. Part number must include all letters indicated. Be sure to include name of game for which each part is ordered, together with additional specifications stated in the Catalog.

By reference to illustrations and detailed listing, then checking Numerical Parts List, the exact description, number and additional specifications of each part may easily be determined.

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YOU CAN BANK ON A *Bally*® GAME

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LUBRICATION GUIDE

	FINE OIL (3-In-1)	Lubriplate (BLACK) (MO-LITH No. 2)	Lubriplate (WHITE) (AERO)
BALL-EJECTOR ASSYS. (pages 45, 63)			
Plunger	DO NOT LUBRICATE!		
Ejector-Kicker pivot points			X
Linkage with Plunger			X
BALL-LIFTER ASSY.			
Pivot point between Ball-Lifter (P5923) and Bracket (P-5924)			X
BALL-LIFTER PUSHER ASSY.			
Rod at Bushing	X		
Washer Assy. (Surface contacting Ball-Lifter)			X
BALL-SHOOTER ASSY.			
Rod	X		
BALL-STOP ASSYS. (Ball-Trough)			
Plunger	DO NOT LUBRICATE!		
Fiber Link where attached to Ball-Stop			X
Pivot point between Ball-Stop and Bracket			X
FLIPPER ASSYS.			
Plunger	DO NOT LUBRICATE!		
Lever-Arm pivot point			X
Linkage with Plunger			X
FLIPPER BUTTON			
Shaft at Bushing			X
GONG ASSY.	NO LUBRICATION		
"KK" RELAYS	NO LUBRICATION		
SCORE-MOTOR ASSY.			
Outside edges of Cams			X
Gears	FACTORY-LUBRICATED		
Gears replaced in field			X

LUBRICATION GUIDE

	FINE OIL (3-In-1)	Lubriplate (BLACK) (MO-LITH No. 2)	Lubriplate (WHITE) (AERO)
SLING-SHOT KICKER ASSYS.			
Plunger	DO NOT LUBRICATE!		
Kicker-Arm pivot point			X
Linkage with Plunger			X
SLUG-REJECTOR	NO LUBRICATION		
SLUG-REJECTOR MTG. ASSYS.			
Coin-Switch Rotor	X		
Scavanger-Link pivot points	X		
SOUNDER ASSY.	NO LUBRICATION		
STEPPING UNITS			
Plungers	DO NOT LUBRICATE!		
Contact-Plate segments and Rivets	X		
Ratchet Shafts	X		
Reset Pawl pivot points	X		
Step-up Arm pivot points	X		
SWIVEL-TYPE FREE-BALL GATE ASSYS. Same as Flipper Assys., page 5.			
TRIP-RELAY BANKS			
Plunger	DO NOT LUBRICATE!		
All bearing points	X		
Linkage between Reset-Arm and Plunger	X		
Top of Armatures (at "ear")		X	
THUMPER-BUMBER ASSYS.			
Plunger	DO NOT LUBRICATE!		
Linkage-Lubriplate in slot at top of Plunger between Bakelite and Metal Plates			X

BALLY FLIPPER TYPE GAMES

NUMBER IN PARENTHESES INDICATES NUMBER OF PLAYERS

Listed Chronologically

NO.	NAME	DATE
1	MOON-SHOT (1)	February, 1963
2	CROSS COUNTRY (1)	March, 1963
3	CUE-TEASE (2)	July, 1963
4	3-IN-LINE (4)	July, 1963
5	HOOTENANNY (1)	November, 1963
6	STAR-JET (2)	December, 1963
7	MONTE CARLO (1)	February, 1964
8	BONGO (2)	March, 1964
9	SKY DIVERS (1)	April, 1964
10	MAD WORLD (2)	May, 1964
11	GRAND TOUR (1)	June, 1964
12	HAPPY TOUR (1)*	June, 1964
13	2 IN 1 (2)	July, 1964
14	BIG DAY (4)	August, 1964
15	HARVEST (1)	October, 1964
16	HAY-RIDE (1)*	October, 1964
17	BUS STOP (2)	December, 1964
18	BULLFIGHT (1)	January, 1965
19	SHEBA (2)	February, 1965
20	BAND WAGON (4)	March, 1965

Listed Alphabetically

NAME	NO. IN LIST AT LEFT
BAND WAGON (4)	20
BIG DAY (4)	14
BULLFIGHT (1)	18
BUS STOP (2)	17
BONGO (2)	8
CROSS COUNTRY (1)	2
CUE-TEASE (2)	3
GRAND TOUR (1)	11
HAPPY TOUR (1) *	12
HARVEST (1)	15
HAY-RIDE (1)*	16
HOOTENANNY (1)	5
MAD WORLD (2)	10
MONTE CARLO (1)	7
MOON-SHOT (1)	1
SHEBA (2)	19
SKY DIVERS (1)	9
STAR-JET (2)	6
3-IN-LINE (4)	4
2 IN 1 (2)	13

*ADD-A-BALL MODEL OF PRECEDING GAME

SPECIFIC PARTS DATA Listed chronologically by games

Parts not listed in specific parts data should be ordered in accordance with instructions in other pages of Catalog. Reference to LEFT or RIGHT indicates relative position of Switch, looked at from lug side.

MOON-SHOT

DESCRIPTION	PART NO.
Backglass	G-332
Ball-Trough & Switch Assy.	AS-1145-30
Ball-Stop Assy.	AS-1566-1
Ball Lock & Bracket Assy.	A-1876-1
Coil	E-184-191
Coil Bracket	P-108-35
Guide Ring	C-342
Link	P-6006
Plunger	S-496-161
Retaining-Ring	P-2891-5
Roll-Pin	P-1637-16
Spring (Extension)	SP-100-177
Switch	SW-120-34
Switch-Plate	P-137-5
Ball-Switch	
Count positions from Ball-Shooter side of game	
Position 4	SW-100-357
Position 5	SW-100-357
Ball-Switch Actuator	M-497-8
Ball-Trough Assy.	A-2729-1
Clip	
1/8 in. dia. x 11/32 in.	C-271-2
1/4 in. dia. x 7/16 in.	C-271-4
Relays, "KK" Type	
3 Bank	
Same Coil and Frame on all 3 relays	
Coil	C-7800-333
Frame	A-604D-5
1 POINT	
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-32H
10 POINTS	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAB-18H
100 POINTS	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAA-28H
7 Bank (Mounting Board)	
25c	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AB-2H-4
RIGHT	AAAB-8H-4
HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-8H-9A
5 POINTS	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-8H-4
OUT-HOLE SCORING	
Coil, Frame same as 5 POINTS Relay	
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAA-9H-4
ADVANCE	
Coil, Frame same as 5 POINTS Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAA-2H-4
50 POINTS	
Coil, Frame same as 5 POINTS Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 9/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	B-1H-4
RIGHT	AAAA-8H-4
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-2H-4
7 Bank (Playfield Panel)	
GREEN THUMPER CONTROL	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-3/16 in.
Switch (Z-1150-21 series)	ACC-1H-4
YELLOW THUMPER CONTROL	
Detail same as GREEN THUMPER CONTROL Relay	
GREEN THUMPER BUMPER	
Coil	C-7800-334
Frame	A-604A-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-28H
YELLOW THUMPER BUMPER	
Detail same as GREEN THUMPER BUMPER Relay	
ALTERNATING	
Coil	C-7800-336
Frame	A-604-5
Screw, Switch	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	ABCC-9H-4
ROLL-UNDER	
Coil, Frame same as ALTERNATING Relay	
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AB-3H-4
SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-8H-9A
Relays, Trip	
4 Bank	
Same Coil and Switch on all 4 relays	
Coil	E-184-156
Switch	SW-110-71
Reset Mechanism	
Coil	E-184-196
Core-Plug	AS-586-16
Main-Shaft	S-164-38
Reset-Shaft	A-2195-11
Tie-Rod	S-1275-116
11 Bank	
START	
Coil	E-184-187
Switch	SW-102-9
Same Coil on all other relays in bank	
Coil	E-184-155
Following references are to switches	
TILT	SW-002-9
GAME OVER	SW-110-71
RESET	
LEFT	SW-031-3
RIGHT	SW-020-7
1000 LITE	
Same Switch on all 5 ROLLOVER Relays	
Switch	SW-020-7
1 TO 5 SEQUENCE	SW-201-12
Reset Mechanism	
Coil	E-184-87
Core-Plug	AS-586-5
Main-Shaft	S-164-29
Reset-Shaft	A-2195-5
Tie-Rod	S-1275-74
Score-Motor Assy.	AS-2215
Cam Assy.	A-2725
Switch	
Position 1	
Lowest level	SW-300-44
Second level	
WIRED TO Orange-Green, Yellow-Red	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-240-2
Position 2	
Second level	
WIRED TO Green (Plastic), Brown (Plastic)	SW-010-139
OTHER 2 switches on second level	SW-020-42
Third level	SW-120-33
Position 3	
Second level	SW-010-141
Fourth level	SW-120-34
WIRED TO Orange-Green, Brown	SW-100-356
WIRED TO Orange-Black, Blue, Orange-White	SW-001-46
Position 4	
Second level	
WIRED TO White-Brown, Red-Yellow	SW-010-141
WIRED TO Blue-Red, Gray	SW-010-140
Third level	SW-230-7
Stepping Units, Continuous	
Advance Unit	
Coil	CO-25GG-7
Contact-Plate (wired)	W-992
Ratchet & Shaft	C-1050
Spring (Extension)	SP-100-119
Step-up Arm Assy.	A-1765-4
Wiper Assy.	AS-1046-372
Match (0-9) Unit	
Detail same as Advance Unit, excepting	
Contact-Plate (wired)	W-994
Wiper Assy.	AS-1046-373

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

SPECIFIC PARTS DATA Listed chronologically by games

CROSS COUNTRY

DESCRIPTION	PART NO.
Backglass	G-332-1
Ball-Trough & Switch Assy.	
Same as in MOON-SHOT	
Relays, "KK" Type	
Single Relay	
FREE BALL GATE	
As illustrated, page 36-R1, with	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 13/16 in.
Switch (Z-1150-21 series)	AD-1H-4
5 Bank	
TOP REBOUND	
Coil	C-7800-336
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AC-2H-4
RIGHT	AACC-6H-4
LEFT THUMPER	
Coil	C-7800-334
Frame	A-604A-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-30H
TOP THUMPER	
Detail same as LEFT THUMPER Relay	
RIGHT THUMPER	
Detail same as LEFT THUMPER Relay	
SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-1H-4
7 Bank (Mounting Board)	
25c	
Coil	C-7800-334
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-2 series)	
LEFT	AC-12H
RIGHT	AABB-14H
HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-8H-9A
5 POINTS	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-17H
OUT-HOLE	
Detail same as 5 POINTS Relay	
ADVANCE	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	AA-1H-4
RIGHT	AAAA-28H
50 POINTS	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-17H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-29H
7 Bank (Back-Box Insert)	
100 POINTS	
Coil	C-7800-333
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAA-32H
10 POINTS	
Coil, Frame same as 100 POINTS Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-1H-4
RIGHT	AAAB-19H
1 POINT	
Coil, Frame same as 100 POINTS Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAB-19H
THUMPER CONTROL	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-1H-4
RED ROLLOVER	
Coil, Frame same as THUMPER CONTROL Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-1H-4
RIGHT	AABB-16H
GREEN ROLLOVER	
Detail same as RED ROLLOVER Relay	
BLUE ROLLOVER	
Detail same as RED ROLLOVER Relay	
Relays, Trip	
4 Bank	
Detail same as MOON-SHOT 4 Bank	
11 Bank	
Detail same as MOON-SHOT 11 Bank excepting in ROLLOVER Relays	
Switch	SW-120-27
Score Motor Assy.	AS-2215-2
Cam Assy.	A-2725
Switch	
Position 1	
Lowest level	SW-300-44
Second level	
WIRED TO White-Blue, Gray-Red	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-240-2
Position 2	
Second level	
WIRED Green (Plastic), Brown (Plastic)	SW-010-139
OTHER 2 switches on second level	SW-020-42
Third level	SW-120-33
Position 3	
Second level	SW-010-141
Fourth level	
WIRED TO Brown, Red	SW-100-356
WIRED TO White-Green, Gray-Black, White-Red	SW-001-46
Position 4	
Second level	
WIRED TO Red-White, Gray	SW-010-141
WIRED TO Green-Black, Orange-White	SW-010-140
Third level	SW-230-7
Stepping Unit, Continuous	
Match (0-9) Unit	
Detail same as MOON-SHOT Match Unit, excepting	
Contact-Plate (wired)	W-881-3
Wiper Assy.	AS-1046-384
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Base-Plate Assy.	A-1768
Contact-Plate (wired)	W-1000
Escapement Pawl	P-3387-1
Ratchet & Shaft	C-100-24
Reset Pawl Assy.	A-1766-2
Step-up Arm Assy.	A-1765-4
Wiper Assy.	AS-1046-383

CUE-TEASE

Backglass	G-332-2
Ball-Trough & Switch Assy.	AS-1145-33
Ball-Stop Assy.	AS-1566-2
Detail same as MOON-SHOT Ball-Stop Assy., excepting	
Ball-Lock & Bracket Assy.	A-1876-3
Switch	NONE
Ball-Switch	
Count positions from Ball-Shooter side of game	
Position 1	SW-100-376
Position 2	SW-100-357
Ball-Switch Actuator	M-497-8
Ball-Trough Assy.	A-2729-3
Ball-Trough Runway	P-364-20
Clip	C-271-3
Switch-Plate	P-137-5
Relays, "KK" Type	
3 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	
LEFT SWITCH	3-48x13/16 in.
RIGHT SWITCH	3-48x1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	AA-1H-4
RIGHT	AAAA-28H
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48x1/2 in.
RIGHT SWITCH	3-48x1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAA-31H
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48x1-1/16 in.
RIGHT SWITCH	3-48x1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	AAA-20H
RIGHT	AAAA-33H

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

SPECIFIC PARTS DATA Listed chronologically by games

CUE-TEASE

DESCRIPTION	PART NO.
5 Bank	
A	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48x7/8 in.
RIGHT SWITCH	3-48x1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AC-2H-4
RIGHT	ABBC-4H-4
B	
Detail same as A Relay	
C	
Detail same as A Relay	
RED THUMPER	
Coil	C-7800-334
Frame	A-604A-5
Screw, Switch	3-48x1-1/16 in.
Switch (Z-1150-21 series)	AAA-17H
GREEN THUMPER	
Detail same as RED THUMPER Relay	
10 Bank	
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48x1-1/2 in.
Switch (Z-1150-21 series)	AAAB-20H
ANTI-CHEAT	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48x7/8 in.
Switch (Z-1150-21 series)	AC-12H
2ND COIN	
Coil	C-7800-384
Frame	A-604-5
Screw, Switch	3-48x1-7/16 in.
Switch (Z-1150-21 series)	AAAA-31H
25¢	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48x1/2 in.
RIGHT SWITCH	3-48x1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAB-16H-9A
OUTHOLE	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48x1/2 in.
RIGHT SWITCH	3-48x1-9/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAB-15H

DESCRIPTION	PART NO.
50 V. HOLD	
Coil, Frame same as ANTI-CHEAT Relay	
Screw, Switch	3-48x1-1/2 in.
Switch (Z-1150-21 series)	AABB-5H-4
TARGET	
Coil	C-7800-331
Frame	A-604A-5
Screw, Switch	
LEFT SWITCH	3-48x1/2 in.
RIGHT SWITCH	3-48x1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAA-18H
TARGET UNIT	
Coil, Frame same as MATCH Relay	
Screw, Switch	3-48x1-1/16 in.
Switch (Z-1150-21 series)	AAA-17H
50 POINT	
Coil, Frame same as OUTHOLE Relay	
Screw, Switch	3-48x1-1/16 in.
Switch (Z-1150-21 series)	AAA-17H
TILT	
Coil	C-7800-336
Frame	A-604-5
Screw, Switch	3-48x9/16 in.
Switch (Z-1150-21 series)	B-1H-4
Relays, Trip	
8 Bank	
Same Coil in START and 2 CAN PLAY Relays	
Coil	E-184-187
Same Coil on other 6 relays in bank	
Coil	E-184-155
Following references are to switches	
START	
LEFT	SW-201-12
RIGHT	SW-201-13
RESET	
LEFT	SW-040-8
RIGHT	SW-031-5
GAME OVER	SW-011-17
1ST PLAYER TILT	
LEFT	SW-002-7
RIGHT	SW-111-3
2ND PLAYER TILT	
LEFT	SW-001-2
RIGHT	SW-111-3
2 CAN PLAY	
LEFT	SW-202-1
RIGHT	SW-121-2
1ST PLAYER 1000	SW-210-26
2ND PLAYER 1000	SW-210-26
Reset Mechanism	
Coil	E-184-94
Core-Plug Assy.	AS-586-5
Main-Shaft	S-164-39
Reset-Shaft	A-2195-12
Tie-Rod	S-1275-121

DESCRIPTION	PART NO.
Score Motor Assy.	AS-2215-3
Cam Assy.	A-2725
Switch	
Position 1	
Lowest level	SW-200-108
Second level	
WIRED TO Orange-Black, White-Green	SW-010-141
WIRED TO Green, Blue-White	SW-100-372
Third level	SW-140-9
Position 2	
Second level	
WIRED TO Brown (Plastic), Orange (Plastic)	SW-010-139
OTHER 2 switches on second level	SW-020-42
Third level	SW-130-13
Position 3	
Second level	
WIRED TO Brown, White-Green	SW-010-141
WIRED TO Green, Red-Green	SW-100-372
Fourth level	
WIRED	SW-003-5
NOT WIRED (Idler)	SW-000-31
Position 4	
Second level	
WIRED TO Orange-Green, Gray-Black	SW-100-384
WIRED TO Yellow (Plastic), Black (Plastic)	SW-100-385
Third level	SW-120-33
Stepping Units, Continuous	
Match (0-9) Unit	
Detail same as MOON-SHOT Match Unit, excepting	
Contact-Plate (wired)	W-1007
Wiper Assy.	AS-1046-385
Target Score Control Unit it	
Coil	CO-25GG-7
Contact-Plate (wired)	W-1005
Ratchet	C-1050
Spring (Extension)	SP-100-119
Step-up Arm Assy.	A-1765-8
Switch	SW-010-121
Wiper Assy.	AS-1046-390
Stepping Unit, Full Reset	
Player-up Unit	
Base-Plate Assy.	A-1768
Contact-Plate (wired)	W-1004
Ratchet	C-1050-10
Step-up Arm Assy.	A-1765-4
Switch	SW-101-29
Wiper Assy.	AS-1046-389

3-IN-LINE

Backglass	G-332-4
Ball-Trough & Switch Assy.	AS-1145-35
Ball-Stop Assy.	
Same as CUE-TEASE Ball-Stop Assy.	
Ball-Switch	SW-100-376
Ball-Switch Actuator	M-497-8
Ball-Trough Assy.	A-2729-2
Ball-Trough Runway	P-364-20
Clip	C-271-2
Switch-Plate	P-137-5

DESCRIPTION	PART NO.
Relays, "KK" Type	
Single Relay	
THUMPER BUMPER	
Coil	C-7800-334
Frame	A-604A-5
Screw, Switch	3-48x1-7/16 in.
Switch (Z-1150-21 series)	AAAA-20H
3 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	
LEFT SWITCH	3-48x1/2 in.
RIGHT SWITCH	3-48x1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAA-32H
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48x13/16 in.
RIGHT SWITCH	3-48x1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	AA-1H-4
RIGHT	AAAA-34H
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	3-48x1-7/16 in.
Switch	AAAA-32H
5 Bank	
Same Frame in all 5 relays	
Frame	A-604-5

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

SPECIFIC PARTS DATA Listed chronologically by games

3-IN-LINE

DESCRIPTION	PART NO.
SCORE RESET NO. 2	
Coil	C-7800-333
Screw, Switch	
LEFT SWITCH	3-48x13/16 in.
RIGHT SWITCH	3-48x1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	AA-1H-4
RIGHT	AAAA-2H-4
SCORE RESET NO. 1	
Detail same as SCORE RESET NO. 2 Relay	
50 POINT	
Coil	C-7800-331
Screw, Switch	3-48x1-1/8 in.
Switch (Z-1150-21 series)	AAA-1H-4
TOP ROLLOVER	
Coil	C-7800-331
Screw, Switch	3-48x1-1/2 in.
Switch (Z-1150-21 series)	AAAB-3H-4
THUMPER CONTROL	
Coil	C-7800-332
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-1H-4
13 Bank	
25¢	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	BC-1H-4
RIGHT	AAAB-17H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAB-3H-4
ALL TARGETS	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	A-1H-4
RIGHT	AAAA-2H-4
TARGET SCORE	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in
Switch (Z-1150-21 series)	A-8H-9A
COIN	
Coil	C-7800-384
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-2H-4
ANTI-CHEAT	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	ABC-16H
OUT-HOLE	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/2 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	AAAB-3H-4
RIGHT	AAAA-2H-4
HOLD 50 V.	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	BBB-1H-4
RIGHT	AAAB-3H-4

DESCRIPTION	PART NO.
1ST PLAYER COUNT	
Coil	C-7800-336
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	AA-1H-4
RIGHT	AAAA-2H-4
2ND PLAYER COUNT	
Detail same as 1ST PLAYER COUNT Relay	
3RD PLAYER COUNT	
Detail same as 1ST PLAYER COUNT Relay	
4TH PLAYER COUNT	
Detail same as 1ST PLAYER COUNT Relay	
TARGET RESET	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-8H-4
Relay, Trip	
10 Bank	
Same Coil on all relays	
Coil	E-184-156
Following references are to switches	
NO. 9 TARGET	
LEFT	SW-201-12
RIGHT	SW-100-61
NO. 8 TARGET	
Same Switches as NO. 9 TARGET Relay	
NO. 7 TARGET	
Same Switches as NO. 9 TARGET Relay	
NO. 6 TARGET	
LEFT	SW-201-12
RIGHT	SW-200-78
NO. 5 TARGET	
Same Switches as NO. 9 TARGET Relay	
NO. 4 TARGET	
Same Switches as NO. 9 TARGET Relay	
NO. 3 TARGET	SW-201-12
NO. 2 TARGET	
Same Switches as NO. 6 TARGET Relay	
NO. 1 TARGET	
Same Switches as NO. 9 TARGET Relay	
TARGET CHANGER	SW-112-6
Reset Mechanism	
Coil	E-184-94
Core-Plug Assy.	AS-586-5
Main-Shaft	S-164-16
Reset-Shaft	A-2195-14
Tie-Rod	S-1275-125
16 Bank (8 and 8)	
START	
Coil	E-184-187
Switch	
LEFT	SW-201-13
RIGHT	SW-201-12
Same Coil on other relays in bank	
Coil	E-184-155
Following references are to switches	
GAME OVER	
LEFT	SW-022-4
RIGHT	SW-400-12
1ST RESET	
LEFT	SW-201-12
RIGHT	SW-001-2
2ND RESET	
LEFT	SW-211-4
RIGHT	SW-010-15
1ST TILT	
LEFT	SW-210-26
RIGHT	SW-012-2
2ND PLAYER	
LEFT	SW-121-2
RIGHT	SW-201-12
2ND TILT	
LEFT	SW-210-26
RIGHT	SW-011-17
3RD PLAYER	
Switches same as 2ND PLAYER Relay	
3RD TILT	
Switches same as 2ND TILT Relay	

DESCRIPTION	PART NO.
4TH PLAYER	
LEFT	SW-121-2
RIGHT	SW-111-3
4TH TILT	
Switches same as 2ND TILT Relay	
Same Switch on 4 other relays in bank	
Switch	SW-200-78
Reset Mechanism	
Coil	
LEFT 8 BANK	E-184-94
RIGHT 8 BANK	E-184-94
Core-Plug Assy.	
LEFT 8 BANK	AS-586-5
RIGHT 8 BANK	AS-586-10
Main-Shaft	
LEFT 8 BANK	S-164-22
RIGHT 8 BANK	S-164-23
Reset-Shaft	A-2195-15
Tie-Rod	S-1275-59
Score Motor Assy.	AS-2215-8
Cam Assy.	A-2725-1
Switch	
Position 1	
Lowest level	SW-400-18
Second level	
WIRED TO White-Green, White-Blue	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-160-3
Fourth level	SW-100-386
Position 2	
Second level	
WIRED TO Black (Plastic), Brown (Plastic)	SW-010-139
OTHER 3 switches on second level	SW-120-37
Third level	SW-130-14
Position 3	
Second level	
WIRED TO Brown-White, White-Black	SW-100-389
WIRED TO Yellow-Brown, Blue-Orange	SW-100-388
Position 4	
Second level	SW-010-141
Third level	SW-140-10
Stepping Unit, Continuous	
Match (0-9) Unit	
Coil	CO-25GG-7
Contact Plate (wired)	W-1007-3
Ratchet	C-1060
Spring (Extension)	SP-100-119
Step up Arm Assy.	A-1765-13
Wiper Assy.	AS-1046-400
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Base-Plate Assy.	A-1768
Contact-Plate (wired)	W-1000-1
Escapement Pawl	P-3387-1
Ratchet	C-100-40
Reset Pawl Assy.	A-1766-2
Step-up Arm Assy.	A-1765-4
Wiper Assy.	AS-1046-383
Stepping Unit, Full Reset	
Player-up Unit	
Detail same as CUE-TEASE Player-up Unit, excepting	
Contact Plate (wired)	W-1004-2
Ratchet	C-1050-20
Wiper Assy.	AS-1046-402

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

SPECIFIC PARTS DATA Listed chronologically by games

HOOTENANNY

DESCRIPTION	PART NO.
Backglass	G-332-5
Ball-Trough & Switch Assy.	
Same as in MOON SHOT	
Free-Ball Gate Assys.	
Gate No. 1	AS-1587-17
As illustrated, page 36-R1, with	
FASTENER (Retaining Ring)	P-6231-2
Lever Arm Assy.	A-1889-6
Plunger Assy.	A-2857-1
Screw, Switch	MS-540-7-110
Switch	SW-010-138
Gate No. 2	AS-1587-16
Same as Gate No. 1, excepting	
Screw, Switch	MS-540-18-110
Switch	SW-120-38
Free-Ball Gate Assys.	
Gate No. 1	M-1335
Gate No. 2	M-1335
Relays, "KK" Type	
Single Relay	
THUMPER BUMPER	
Coil	C-7800-334
Frame	A-604A-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAA-41J
5 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAA-25J
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-17J-9A
RIGHT	AAAB-25J
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAA-40J
ADV. RESET	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAB-26H
THUMPER CONTROL	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
6 Bank	
25¢	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-20H
HOLD	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-16H-9A

DESCRIPTION	PART NO.
50 POINT	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H
ADVANCE	
Coil, Frame same as 50 POINT Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-23H
20 POINT	
Detail same as 50 POINT Relay	
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-37H
Relays, Trip	
12 Bank (9 and 3)	
START	
Coil	E-184-187
Switch	SW-102-9
Same Coil on all other relays in 9 Bank	
Coil	E-184-155
Following references are to switches	
TILT	SW-011-17
GAME OVER	SW-110-71
RESET	
LEFT	SW-021-5
RIGHT	SW-030-6
1000 TRIP	SW-210-26
A	
LEFT	SW-011-17
RIGHT	SW-110-71
B	
Same Switches as A Relay	
C	
Same Switches as A Relay	
D	
Same Switches as A Relay	
Same Coil in all relays in 3 Bank	
Coil	E-184-156
Following references are to switches	
NO. 1 TARGET	
LEFT	SW-210-26
RIGHT	SW-001-2
NO. 2 TARGET	
Same Switches as NO. 1 TARGET Relay	
NO. 3 TARGET	
LEFT	SW-111-3
RIGHT	SW-001-2
Reset Mechanism	
Coil	
9 BANK	E-184-94
3 BANK	E-184-196
Core-Plug Assy.	
9 BANK	AS-586-5
3 BANK	AS-586-10
Main-Shaft	
9 BANK	S-164-30
3 BANK	S-164-42
Reset-Shaft	
9 BANK	A-2195-6
3 BANK	A-2195-24
Tie-Rod	S-1275-87

DESCRIPTION	PART NO.
Score-Motor Assy.	AS-2215-5
Cam Assy.	A-2725-2
Switch	
Position 1	
Lowest level	SW-200-108
Second level	
WIRED TO Brown-White, White-Blue	SW-010-141
OTHER switch on second level	SW-100-372
Third level	SW-240-2
Position 2	
Second level	
WIRED TO Brown (Plastic), Red (Plastic)	SW-010-139
OTHER switch on second level	SW-010-140
Third level	SW-130-13
Position 3	
Second level	
WIRED TO White-Black, White-Blue	SW-010-141
OTHER switch on second level	SW-100-372
Position 4	
Second level	SW-010-141
Third level	SW-120-33
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Coil	E-184-205
Contact-Plate (wired)	W-1034
Ratchet	C-1050
Spring	SP-100-125
Step-up Arm Assy.	A-1765-4
Wiper Assy.	AS-1046-395
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Base-Plate Assy.	A-1768
Contact-Plate (wired)	W-1000-1
Escapement Pawl	P-3387-1
Ratchet	C-100-40
Reset Pawl Assy.	A-1766-2
Step-up Arm Assy.	A-1765-4
Wiper Assy.	AS-1046-383
Stepping Unit, Full Reset	
Advance Unit	
Base-Plate Assy.	A-1768
Contact-Plate (wired)	W-1036
Ratchet	C-1050-10-42
Step-up Arm Assy.	A-1765-8
Switch	
Operate at top	SW-100-116
Step-up Arm	SW-100-149
Wiper Assy.	AS-1046-423

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

SPECIFIC PARTS DATA Listed chronologically by games

STAR-JET

DESCRIPTION	PART NO.
Backglass	G-332-6
Ball-Trough & Switch Assy.	AS-1145-36
Ball-Stop Assy.	
RIGHT	
(Looked at from front of game)	
Same as CUE-TEASE Ball-Stop Assy	
LEFT	AS-1566-4
Detail same as CUE-TEASE Ball-Stop Assy., excepting	
Ball-Lock & Bracket Assy.	A-1876-1
Switch	SW-001-52
Switch-Plate	P-137-5
Ball-Stop Bracket	P-6213
Ball-Switch	
Count positions from Ball-Shooter side of game	
Positions 1, 2, 3	SW-100-357
Position 4	SW-010-153
Position 5	SW-100-357
Ball-Switch Actuator	
Count positions from Ball-Shooter side of game	
Position 1	M-497-10
Position 2	M-497-8
Position 3	M-497-11
Position 4	M-497-8
Position 5	M-497-9
Ball-Trough Assy.	A-2729-5
Ball-Trough Runway	P-364-21
Clip	C-271-4
Spring-Trap	M-1334
Switch-Plate	P-137-5
Relays, "KK" Type	
Single Relays	
THUMPER BUMPER	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAA-41J
NO. 2 HOLD	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	
LEFT	A-15-H-4
RIGHT	AACC-10H-4
4 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-23J-4
RIGHT	AAAA-38J
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AAA-24J-4
RIGHT	AAAB-24J
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screws, Switch, same as 10 POINT Relay	
Switch (Z-1150-21 series)	
LEFT	AAA-24J-4
RIGHT	AAAA-39J-9A
THUMPER CONTROL	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
13 Bank	
25c	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-21H
2ND COIN	
Coil	C-7800-384
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-37H
ANTI-CHEAT	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AC-13H-4
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-23H
HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABB-18H-4
OUT HOLE	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-3/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	ACC-11H-4
RIGHT	ACCC-6H
NO. 1 HOLE	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	ABC-17H-4
RIGHT	AAAB-28H-4
NO. 2 HOLE	
Coil, Frame same as No. 1 HOLE Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AC-13H-4
RIGHT	AABC-22H-4
NO. 1 TARGET	
Coil	C-7800-334
Frame	A-604-5
Screws, Switch, same as HOLD Relay	
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-22H-4
NO. 2 TARGET	
Coil, Frame same as NO. 1 TARGET Relay	
Screws, Switch, same as HOLD Relay	
Switches same as HOLD Relay	
NO. 1 & 2 TARGET	
Coil, Frame same as NO. 1 TARGET Relay	
Screws, Switch, same as HOLD Relay	
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAB-29H
50 POINT	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-27H-4
SHOOT AGAIN	
Coil	C-7800-331
Frame	A-604A-5
Screw, Switch	3-48 x 13/16 in.
Switch (Z-1150-21 series)	AA-24H-4
Relay Trip	
5 Bank	
Same Coil and Switch on all 5 Relays	
Coil	E-184-156
Switch	SW-112-6
Reset Mechanism	
Coil	E-184-196
Core-Plug Assy.	AS-586-10
Main-Shaft	S-164-46
Reset-Shaft	A-2195-22
Tie-Rod	S-1275-137
8 Bank	
Same Coil in START and 2 CAN PLAY Relays	
Coil	E-184-187
Same Coil in other 6 relays in bank	
Coil	E-184-155
Following references are to switches:	
START	
LEFT	SW-220-2
RIGHT	SW-102-9
RESET	
LEFT	SW-040-8
RIGHT	SW-031-5
GAME OVER	
LEFT	SW-111-3
RIGHT	SW-020-7
1ST PLAYER TILT	
LEFT	SW-111-3
RIGHT	SW-121-2
2ND PLAYER TILT	
LEFT	SW-110-71
RIGHT	SW-121-2
2 CAN PLAY	
LEFT	SW-310-3
RIGHT	SW-121-2
1ST PLAYER 1000	SW-210-26
2ND PLAYER 1000	SW-210-26
Reset Mechanism	
Coil	E-184-94
Core-Plug Assy.	AS-586-5
Main-Shaft	S-164-23
Reset-Shaft	A-2195-15
Tie-Rod	S-1275-137
Score Motor Assy.	AS-2215-7
Cam Assy.	A-2725-2
Switch	
Position 1	
Lowest level	SW-300-44
Second level	
WIRED TO White-Green, Orange-Black	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-130-13
Position 2	
Second level	
WIRED TO Orange (Plastic), Brown (Plastic)	SW-010-139
OTHER 2 switches on second level	SW-020-42
Third level	SW-050-4
Position 3	
Second level	
WIRED TO Brown, Green-Red	SW-100-384
WIRED TO Black-Red, Blue-Orange	SW-100-385
Position 4	
Second level	
WIRED TO Gray-Black, Brown	SW-100-384
WIRED TO Black (Plastic), Yellow (Plastic)	SW-100-385
Third level	SW-110-106

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

SPECIFIC PARTS DATA Listed chronologically by games

STAR-JET

DESCRIPTION	PART NO.
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Detail same as HOOTENANNY Match Unit	
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Detail same as HOOTENANNY	
Thumper Control Unit	
Stepping, Unit, Full Reset	
Player-Up Unit	
Base-Plate Assy.	A-1768
Contact-Plate (wired)	W-1004-4
Ratchet	C-1050-10
Step-up Arm Assy.	A-1765-8
Switch	
End of troke	SW-100-149
Zero	SW-101-29
Wiper Assy.	AS-1046-427

MONTE CARLO

Backglass	G-332-8
Ball-Trough & Switch Assy.	AS-1145-39
Ball-Stop Assy.	
Same as MOON-SHOT Ball Stop Assy.	
Ball-Switch	SW-100-357
Same Switch in all 5 positions	
Ball-Switch Actuator	
Count positions from Ball-Shooter side of game	
Positions 1, 2, 3, 4	M-497-11
Position 5	M-497-8
Ball-Trough Assy.	A-2729-6
Ball-Trough Runway	P-364-20
Clip	
1/8 in. dia. x 11/32 in.	C-271-2
1/4 in. dia. x 7/16 in.	C-271-4
Relays, "KK" Type	
Single Relays	
CENTER THUMPER BUMPER	
Same as HOOTENANNY	
THUMPER BUMPER Relay	
TOP & BOTTOM THUMPER BUMPER	
LEFT & RIGHT THUMPER BUMPER	
Coil	C-7800-334
Frame	A-604A-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-44J
5 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAA-52J
10 POINTS	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 3/4 in.
RIGHT SWITCH	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	
LEFT	AB-13J-4
RIGHT	AAAA-43J
100 POINTS	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-43J
ADV. RESET	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAB-29H
THUMPER CONTROL	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
7 Bank	
25c	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-23H
HOLD	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-16H-4
SERIES	
Coil	C-7800-251
Frame	A-604-5
Screw, Switch	3-48 x 3/4 in.
Switch (Z-1150-21 series)	AB-13J-4
50 POINTS	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H
ADV.	
Coil, Frame same as 50 POINTS Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AABC-20H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-37H
TAR. ADV.	
Coil, Frame same as 50 POINTS Relay	
Screw, Switch	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	AACC-10H-4
Relays, Trip	
15 Bank (10 and 5)	
START	
Coil	E-184-187
Switch	SW-102-9
Same Coil on all other relays in 10 Bank	
Coil	E-184-155
Following references are to switches	
TILT	SW-011-17
GAME OVER	SW-110-71
RESET	
LEFT	SW-021-5
RIGHT	SW-030-6
1000	SW-210-26
TOP LEFT ROLLOVER	
LEFT	SW-110-71
RIGHT	SW-110-71
W ROLLOVER	
Same as TOP LEFT ROLLOVER Relay	
I ROLLOVER	
Same as TOP LEFT ROLLOVER Relay	
N ROLLOVER	
Same as TOP LEFT ROLLOVER Relay	
TOP RIGHT ROLLOVER	
Same as TOP LEFT ROLLOVER Relay	
Same Coil, Switch, on all relays in 5 Bank	
Coil	E-184-156
Switch	
LEFT	SW-002-9
RIGHT	SW-101-23
Reset Mechanism	
Coil	
10 BANK	E-184-94
5 BANK	E-184-211
Core-Plug Assy.	
10 BANK	AS-586-5
5 BANK	AS-586-10
Main-Shaft	
10 BANK	S-164-25
5 BANK	S-164-46
Reset-Shaft	
10 BANK	A-2195-2
5 BANK	A-2195-22
Tie-Rod	S-1275-135
Score-Motor Assy.	AS-2215-12
Cam Assy.	A-2725-2
Switch	
Position 1	
Lowest level	SW-200-108
Second level	
WIRED TO White-Blue, Brown-White	SW-010-141
WIRED TO Red-Green, Green	SW-100-372
Third level	SW-230-7
Position 2	
Second level	
WIRED TO Red (Plastic), Brown (Plastic)	SW-010-139
WIRED TO Orange-Green, Orange	SW-010-140
Third level	SW-120-33
Position 3	
Second level	
WIRED TO White-Blue, Black-White	SW-010-141
WIRED TO Red, White-Red	SW-100-372
Position 4	
Third level	SW-120-33
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Detail same as HOOTENANNY Match Unit	
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Detail same as HOOTENANNY	
Thumper Control Unit	
Stepping Unit, Full Reset	
Advance Unit	
Detail same as HOOTENANNY Advance Unit	

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

SPECIFIC PARTS DATA Listed chronologically by games

BONGO

DESCRIPTION	PART NO.
Backglass	G-332-7
Ball-Trough & Switch Assy.	AS-1145-40
Ball-Stop Assy.	
Same as CUE-TEASE Ball-Stop Assy.	
Ball-Switch	SW-100-376
Ball-Switch Actuator	M-497-8
Ball-Trough Assy.	A-2729-2
Ball-Trough Runway	P-364-20
Clip	
1/8 in. dia. x 11/32 in.	C-271-2
3/16 in. dia. x 11/32 in.	C-271-3
Switch-Plate	P-137-5
Relays, "KK" Type	
Single Relay	
THUMPER BUMPER	
Same as HOOTENANNY THUMPER BUMPER Relay	
5 Bank	
SCORE RESET	
Coil	C-7800-333
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-24H-4
RIGHT	AAAA-45H-4
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-44J
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screws, Switch, same as SCORE RESET Relay	
Switch (Z-1150-21 series)	
LEFT	AA-23J-4
RIGHT	AAAA-43J
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAA-51J-4
THUMPER CONTROL	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
13 Bank	
25c	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	BC-9H-4
RIGHT	AAAB-31H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAB-28H-4
ALL TARGETS	
Coil	C-7800-331
Frame	A-604-5
Screws, Switch, same as MATCH Relay	
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAA-45H-4
TARGET SCORE	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-16H-9A
COIN	
Coil	C-7800-384
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAA-45H-4
ANTI-CHEAT	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1-3/16 in.
Switch (Z-1150-21 series)	ABC-18H
OUT-HOLE	
Coil, Frame same as MATCH Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AAAB-28H-4
RIGHT	AAAA-45H-4
HOLD 50 V.	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 9/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	B-8H-4
RIGHT	AAAB-28H-4
1ST PLAYER COUNT	
Coil	C-7800-336
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-24H-4
RIGHT	AAAA-45H-4
2ND PLAYER COUNT	
Detail same as 1ST PLAYER COUNT Relay	
TARGET RESET	
Coil, Frame same as MATCH Relay	
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-16H-9A
50 POINTS	
Coil, Frame same as ALL TARGETS Relay	
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-27H-4
TOP ROLLOVER	
Coil, Frame same as ALL TARGETS Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-28H-4
Relays, Trip	
18 Bank (10 and 8)	
START	
Coil	E-184-187
Switch	
LEFT	SW-201-13
RIGHT	SW-201-12
Same Coil on all other relays in 8 Bank	
Coil	E-184-156
Following references are to switches	
GAME OVER	
LEFT	SW-022-4
RIGHT	SW-200-78
1ST RESET	
LEFT	SW-201-12
RIGHT	SW-010-15
1ST TILT	
LEFT	SW-012-2
RIGHT	SW-210-26
2ND PLAYER	
LEFT	SW-031-3
RIGHT	SW-201-12
2ND TILT	
LEFT	SW-210-26
RIGHT	SW-011-17
1ST 1000	SW-210-26
2ND 1000	SW-210-26
Same Coil on all relays in 10 Bank	
Coil	E-184-155
Following references are to switches	
TARGET CHANGES	SW-112-6
NO. 1 TARGET	
LEFT	SW-201-12
RIGHT	SW-101-23
NO. 2 TARGET	
LEFT	SW-201-12
RIGHT	SW-201-12
NO. 3 TARGET	
LEFT	SW-201-12
RIGHT	SW-001-2
NO. 4 TARGET	
Same as NO. 1 TARGET Relay	
NO. 5 TARGET	
Same as NO. 1 TARGET Relay	
NO. 6 TARGET	
Same as NO. 2 TARGET Relay	
NO. 7 TARGET	
Same as NO. 1 TARGET Relay	
NO. 8 TARGET	
Same as NO. 1 TARGET Relay	
NO. 9 TARGET	
Same as NO. 1 TARGET Relay	
Reset Mechanism	
Coil	
10 BANK	E-184-94
8 BANK	E-184-94
Core-Plug Assy.	
10 BANK	AS-586-10
8 BANK	AS-586-5
Main-Shaft	
10 BANK	S-164-24
8 BANK	S-164-23
Reset-Shaft	
10 BANK	A-2195-2
8 BANK	A-2195-15
Tie-Rod	S-1275-76
Score-Motor Assy.	AS-2215-9
Cam Assy.	A-2725-1
Switch	
Position 1	
Lowest level	SW-400-18
Second level	
WIRED TO White-Green, White-Blue	SW-010-141
WIRED TO Yellow-Brown, Brown	SW-100-372
Third level	SW-160-3
Fourth level	SW-100-386
Position 2	
Second level	
WIRED TO Orange (Plastic), Brown (Plastic)	SW-010-139
OTHER 3 switches on second level	SW-120-37
Third level	SW-120-33
Position 4	
Second level	SW-010-141
Third level	SW-140-10
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Coil	E-184-205
Contact-Plate (wired)	W-1007-3
Ratchet	C-1060
Spring (Extension)	SP-100-113
Step-up Arm Assy.	A-1765-13
Wiper Assy.	AS-1046-400
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Detail same as HOOTENANNY Thumper Control Unit	
Stepping Unit, Full Reset	
Player-up Unit	
Detail same as CUE-TEASE Player-up Unit, excepting	
Contact-Plate (wired)	W-1004-3
Wiper Assy.	AS-1046-406

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

SPECIFIC PARTS DATA Listed chronologically by games

SKY DIVERS

DESCRIPTION	PART NO.
Backglass	G-332-10
Ball-Trough & Switch Assy.	AS-1145-39
Same as MONTE CARLO Ball-Trough & Switch Assy.	
Plastic Shields (complete set)	M-1330-6
Relays, "KK" Type	
Single Relays	
THUMPER BUMPER	
Same as HOOTENANNY THUMPER BUMPER Relay	
BONUS BALL GATE	
As illustrated, page 36-R1, with	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-27H-4
FREE-BALL GATE	
As illustrated, page 36-R1, with	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/2 in.
RIGHT SWITCH	3-48 x 13/16 in.
Switch (Z-1150-21 series)	
LEFT	AABB-18H-4
RIGHT	AA-24H-4
4 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAB-33J
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-23J-4
RIGHT	AAAB-24J
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-43J
THUMPER CONTROL	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
9 Bank	
MULTIPLE PLAY COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-20H
HOLD	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-17J-9A
MUSHROOM SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-19J-4
50 POINTS	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H
ADVANCE	
Coil, Frame same as 50 POINTS Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AAA-27H
RIGHT	AAAB-30H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-37H
A	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAB-28H-4
B	
Same as A Relay	
SKILL REBOUND	
Coil, Frame same as A Relay	
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-27H-4
Relays, Trip	
12 Bank (9 and 3)	
START	
Coil	E-184-187
Switch	
RIGHT	SW-100-49
LEFT	SW-102-11
Same Coil on other 8 relays in 9 Bank	
Coil	E-184-155
Following references are to switches	
TILT	SW-011-17
GAME OVER	SW-110-71
RESET	
RIGHT	SW-030-6
LEFT	SW-021-5
1000 TRIP	SW-210-26
Same Switches in all 4 ROLLOVER Relays	
RIGHT	SW-101-10
LEFT	SW-111-15
Same Coil, Switch in all 3 MUSHROOM Relays	
Coil	E-184-156
Switch	SW-111-15
Reset Mechanism	
Coil	
9 Bank	E-184-94
3 Bank	E-184-63
Core-Plug Assy.	
9 Bank	AS-586-5
3 Bank	AS-586-10
Main-Shaft	
9 Bank	S-164-30
3 Bank	S-164-42
Reset-Shaft	
9 Bank	A-2195-6
3 Bank	A-2195-24
Tie-Rod	S-1275-87
Score Motor Assy.	AS-2215-11
Cam Assy.	A-2725
Switch	
Position 1	
Lowest level	SW-200-108
Second level	
WIRED TO White-Blue, Brown-White	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-230-7
Position 2	
Second level	
WIRED TO Red (Plastic), Brown (Plastic)	SW-010-167
OTHER 2 switches on second level	SW-020-42
Third level	SW-130-13
Position 3	
Second level	SW-010-141
Fourth level	
WIRED TO Green-Red, Yellow	SW-100-356
WIRED TO Gray-Black, Black-Red	SW-100-409
Position 4	
Second level	SW-100-384
Third level	SW-120-33
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Same as HOOTENANNY Match Unit, excepting	
Contact-Plate (Wired)	W-1034-1
Wiper Assy.	AS-1046-395
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Same as HOOTENANNY Thumper Control Unit	

MAD WORLD

Backglass	G-332-9
Ball-Trough & Switch Assy.	AS-1145-41
Detail same as STAR-JET	
Ball-Trough & Switch Assy., excepting	
Ball-Switch	
Count positions from Ball-Shooter side of game	
Position 1	SW-100-357
Position 2	SW-010-153
Position 3, 4	SW-100-357
Position 5	NONE
Ball-Switch Actuator	
Count positions from Ball-Shooter side of game	
Position 1	M-497-9
Position 2	M-497-8
Position 3	M-497-11
Position 4	M-497-10
Position 5	NONE
Ball-Trough Assy.	A-2729-7
Plastic Shields (complete set)	M-1330-5
Playfield Panel Latch-Rails	
LEFT	A-2900-2
RIGHT	P-6360-2
Relay, Interlock	
Coil	
Latch	C-7800-334
Relay	C-7800-331
Frame	Z-1154-2
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AABC-25H-4

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

SPECIFIC PARTS DATA Listed chronologically by games

MAD WORLD

DESCRIPTION	PART NO.
Relays, "KK" Type	
Single Relays	
THUMPER BUMPER	
Same as HOOTENANNY THUMPER BUMPER Relay	
GATE RELAY	
As illustrated, page 36-R1 with	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	ABC-19H-4
4 Bank	
Coils, Frames same as in STAR-JET 4 Bank	
Following references are to Screws, Switches	
1 POINT	
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	
LEFT	AA-23J-4
RIGHT	AAAA-43J
10 POINTS	
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AAA-24J-4
RIGHT	AAAA-39J-9A
100 POINTS	
Same as 10 POINTS Relay	
THUMPER CONTROL	
Screw, Switch	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	BCCC-5H-4
12 Bank	
SINGLE COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 9/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	B-8H-4
RIGHT	AABC-24H
MULTIPLE COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AC-15H
RIGHT	AABC-24H
MULTIPLE PLAY	
Coil	C-7800-384
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-28H
ANTI-CHEAT	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AC-13H-4
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-29H
HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AABB-18H-4
OUT-HOLE	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	
LEFT	A-15-4
RIGHT	ACCC-8H
SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-19J-4
SHOOT AGAIN	
Coil, Frame same as OUT-HOLE Relay	
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAB-16H-4
LEFT SPECIAL	
Coil	C-7800-335
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAC-20H
RIGHT SPECIAL	
Same as LEFT SPECIAL Relay	
EXIT ALLEY	
Coil, Frame same as OUT-HOLE Relay	
Switch, Screw	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-28H
Relays, Trip	
11 Bank (8 and 3)	
Same Coil in START and 2 CAN PLAY Relays	
Coil	E-184-187
Same Coil in other 6 relays in 8 Bank	
Coil	E-183-155
Following references are to switches	
START	
LEFT	SW-201-13
RIGHT	SW-101-10
RESET	
LEFT	SW-040-6
RIGHT	SW-031-3
GAME OVER	SW-111-15
1ST PLAYER TILT	
LEFT	SW-121-2
RIGHT	SW-111-15
2ND PLAYER TILT	
LEFT	SW-120-27
RIGHT	SW-111-15
2 CAN PLAY	
LEFT	SW-121-2
RIGHT	SW-310-3
1ST PLAYER 1000	SW-210-26
2ND PLAYER 1000	SW-210-26
Same Coil in all relays in 3 Bank	
Coil	E-184-156
Following references are to switches	
MUSHROOM ADVANCE NO. 1	SW-111-15
MUSHROOM ADVANCE NO. 2	
LEFT	SW-111-15
RIGHT	SW-100-49
MUSHROOM ADVANCE NO. 3	
Same as MUSHROOM ADVANCE NO. 2 Relay	
Reset Mechanism	
Coil	
8 BANK	E-184-94
3 BANK	E-184-63
Core-Plug Assy.	
8 BANK	AS-586-5
3 BANK	AS-586-10
Main-Shaft	
8 BANK	S-164-23
3 BANK	S-164-42
Reset-Shaft	
8 BANK	A-2195-15
3 BANK	A-2195-24
Tie-Rod	S-1275-63
Score Motor Assy.	AS-2215-13
Cam Assy.	A-2725-1
Switch	
Position 1	
Lowest level	SW-400-18
Second level	
WIRED TO White-Black Orange-Black	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-230-7
Fourth level	
WIRED TO Red, White-Green	SW-010-168
OTHER switch on fourth level	SW-100-405
Position 2	
Second level	
WIRED TO Orange (Plastic), Brown-(Plastic)	SW-010-167
OTHER 2 switches on second level	SW-020-42
Third level	SW-130-13
Position 3	
Second level	
WIRED TO Brown, Gray-Black	SW-100-411
OTHER switch on second level	SW-100-385
Position 4	
Second level	
WIRED TO Orange-Black, Black	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-020-47
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Detail same as BONGO Match Unit, excepting	
Contact-Plate (wired)	W-881-5
Wiper Assy.	AS-1046-418
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Same as HOOTENANNY Thumper Control Unit	
Stepping Unit, Full Reset	
Player-up Unit	
Detail same as STAR-JET Player-Up Unit, excepting	
Contact-Plate (wired)	W-1004-5

GRAND TOUR

Backglass	G-332-11
Ball-Return Parts	
Ball-Count Switch	SW-100-413
Ball-Trough Assy.	A-2896
Ball-Trough Back Wall	P-6344
Switch-Plate (flat)	P-126-154
Switch-Plate (spring)	P-137-5
Free-Ball Gate Assy.	AS-1587-21
As illustrated, page 36-R1, with	
FASTENER (Roll-Pin)	P-1637-10
Lever Arm Assy.	A-1889-5
Plunger	S-496-167
Screw, Switch	MS-540-10-110
Switch	SW-110-123
Free-Ball Gate Wire	M-1335-1
Plastic Shields (complete set)	M-1330-7
Playfield Panel Latch-Rails	
LEFT	A-2900-1
RIGHT	A-2900

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

SPECIFIC PARTS DATA Listed chronologically by games

GRAND TOUR

DESCRIPTION	PART NO.
Relays, "KK" Type	
Single Relays	
THUMPER BUMPER	
Same as HOOTENANNY	
THUMPER BUMPER Relay	
TOUR GATE	
As illustrated, page 36-R1, with	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAC-22H-4
5 Bank	
Same as MONTE CARLO 5 Bank, excepting	
10 POINTS	
Switch, Screw	
LEFT SWITCH	3-48 x 7/8 in.
Switch (Z-1150-21 series)	
LEFT	AA-23J-4
THUMPER CONTROL	
Switch (Z-1150-21 series)	BC-14J-4
7 Bank	
MULTIPLE PLAY COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	
LEFT	A-16H-9A
RIGHT	AABC-26H
HOLD	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AB-15H
MUSHROOM SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-19J-4
50 POINT	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H
BALL RETURN	
Coil, Frame same as 50 POINT Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAC-27H
ADVANCE	
Coil, Frame same as 50 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-23H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-37H
Relays, Trip	
10 Bank (6 and 4)	
START	
Coil	E-184-187
Switch	
LEFT	SW-102-11
RIGHT	SW-200-78
Same Coil on all other relays in 6 Bank	
Coil	E-184-155
Following references are to switches	
RESET	
LEFT	SW-030-6
RIGHT	SW-011-17
GAME OVER	SW-002-9
TILT	
LEFT	SW-012-2*
RIGHT	SW-010-15
1000	SW-210-26
1ST SHOT	
LEFT	SW-210-26
RIGHT	SW-100-49
Same Coil on all relays in 4 Bank	
Coil	E-184-156
Following references are to switches	
NO. 1 MUSHROOM TARGET	SW-112-6
NO. 2 MUSHROOM TARGET	
LEFT	SW-210-26
RIGHT	SW-002-9
NO. 3 MUSHROOM TARGET	
Same as NO. 2 MUSHROOM TARGET Relay	
NO. 4 MUSHROOM TARGET	
LEFT	SW-210-26
RIGHT	SW-001-2
Reset Mechanism	
Coil	
6 BANK	E-184-87
4 BANK	E-184-63
Core-Plug Assy.	
6 BANK	AS-586-5
4 BANK	AS-586-10
Main-Shaft	
6 BANK	S-164-51
4 BANK	S-164-45
Reset-Shaft	
6 BANK	A-2195-20
4 BANK	A-2195-25
Tie-Rod	S-1275-74
Score-Motor Assy.	AS-2215-16
Cam Assy.	A-2725
Switch	
Position 1	
Lowest level	SW-200-108
Second level	
WIRED TO White-Blue, Brown-White	SW-010-141
WIRED TO White (Plastic), Gray (Plastic)	SW-100-395
Third level	SW-240-2
Position 2	
Second level	
WIRED TO Red (Plastic), Brown (Plastic)	SW-010-167
WIRED TO Orange-Green, Orange	SW-010-140
Third level	SW-140-10
Position 3	
Second level	SW-010-141
Fourth level	
WIRED TO Yellow, Green	SW-100-356
WIRED TO White-Brown, Red-Yellow, Blue-Yellow	SW-001-46
Position 4	
Second level	
WIRED TO Red-White, Green	SW-100-384
WIRED TO Black-White, Blue-Yellow	SW-100-385
Third level	SW-210-54
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Detail same as HOOTENANNY Match Unit	
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Detail same as HOOTENANNY Thumper Control Unit	
Stepping Unit, Full Reset	
Advance Unit	
Detail same as HOOTENANNY Advance Unit	
Ball-Count Unit	
Detail same as Advance Unit, excepting	
Contact-Plate (wired)	W-1043
Ratchet	C-1050-5
Step-Up Arm Assy.	A-1765-4
Switch (close at zero)	SW-200-45
Wiper Assy.	AS-1046-433

* Single Switch SW-012-2 was used in early GRAND TOUR games.

HAPPY TOUR

Backglass G-322-14

Ball-Return Parts
Same as GRAND TOUR

Free-Ball Gate Assy. AS-1587-18
Detail Same as GRAND TOUR
Free-Ball Gate Assy., excepting
Switch, Screw MS-540-17-110
Switch SW-210-53

Free-Ball Gate Wire M-1335-1

Plastic Shields (complete set) M-1330-12

Playfield Panel Latch-Rails
Same as GRAND TOUR

DESCRIPTION	PART NO.
Relays, "KK" Type	
Single Relays	
Same as GRAND TOUR	
5 Bank	
Same as GRAND TOUR 5 Bank, excepting	
100 POINTS	
Switch, Screw	
RIGHT SWITCH	3-48 x 1-1/2 in.
ADV. RESET	
Switch, Screw	
RIGHT SWITCH	3-48 x 1-1/2 in.
THUMPER CONTROL	
Switch, Screw	3-48 x 1-3/16 in.
Switch (Z-1150-21 series)	BBC-12J-4
8 Bank	
ADDED BALL	
Coil	C-7800-3312
Frame	A-604C-5
Switch, Screw	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	
Left	AC-14H
Right	AABC-26H

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

SPECIFIC PARTS DATA Listed chronologically by games

HAPPY TOUR

DESCRIPTION	PART NO.
ANTI-CHEAT	
Coil	C-7800-3312
Frame	A-604-5
Switch, Screw	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AB-15H
MUSHROOM SERIES	
Same as MUSHROOM SERIES Relay, 7 Bank, GRAND TOUR	
50 POINT	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Screw (Z-1150-21 series)	AAAB-3H
BALL RETURN	
Same as BALL RETURN Relay, 7 Bank, GRAND TOUR	
ADVANCE	
Coil, Frame same as BALL-RETURN Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-24H-4
RIGHT	AABC-23H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 9/16 in.
RIGHT SWITCH	3-48 x 7/16 in.
Switch (Z-1150-21 series)	
LEFT	B-8H-4
RIGHT	AAAA-37H
TILT HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-9/16 in.
RIGHT SWITCH	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	
LEFT	BBBC-6H-4
RIGHT	AAAA-58H
Relays, Trip	
10 Bank (6 and 4)	
Same as GRAND TOUR, excepting	
START	
Switch	
RIGHT	SW-300-33
RESET	
Switch	
RIGHT	SW-111-15
GAME OVER	
Switch	SW-012-2
TILT	
Switch	
LEFT	SW-012-2
RIGHT	SW-020-7
Score-Motor Assy.	AS-2215-19
Detail same GRAND TOUR, excepting	
Switch	
Position 4	
Third level	SW-220-17
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Same as GRAND TOUR	
Stepping Unit, Single-Step Reset	
NOT USED	
Stepping Units, Full Reset	
Advance Unit	
Same as GRAND TOUR	
Ball-Count Unit	
Same as GRAND TOUR, excepting	
Step-Up Arm Assy.	A-1765-8
Switch (open at zero)	SW-010-79
Thumper Control Unit	
Same as GRAND TOUR, excepting	
Contact-Plate (wired)	W-1000-3
Escapement Pawl	NONE
Pin	S-463-37
Ratchet	C-100-102
Spring (Extension)	
Escapement Pawl	NONE
Reset Pawl-Set-up Arm	SP-100-113
Switch	SW-010-46

2 IN ONE

DESCRIPTION	PART NO.
Backglass	G-332-12
Ball-Return Parts	
Ball-Count Switch	SW-100-413
Ball-Trough Assy	A-2896
Ball-Trough Back Wall	P-6348
Switch-Plate (flat)	P-126-154
Switch-Plate (spring)	P-137-5
Hold "21" Parts	
Button	P-3299-2
Escutcheon, Button	P-2768-9
Plate	P-2210-145
Switch	SW-100-358
Plastic Shields (complete set)	M-1330-8
Playfield-Panel Latch-Rails	
LEFT	A-2900-3
RIGHT	A-2900
Relays, "KK" Type	
Single Relays	
PLAYER STEP-UP	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-24J-4
THUMPER BUMPER	
Same as HOOTENANNY THUMPER BUMPER Relay	
5 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	
LEFT SWITCH	3-48 x 13/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-27J
RIGHT	AAAA-39J-9A
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 Series)	
LEFT	AAA-29J
RIGHT	AAAA-39J-9A
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-39J-9A
1 STEP	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAA-46J
THUMPER CONTROL	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
15 Bank	
SINGLE COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 9/16 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	B-8H-4
RIGHT	AABC-24H
MULTIPLE COIN	
Coil, Frame same as SINGLE COIN Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 5/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	C-8H-9A
RIGHT	AABC-22H-4
MULTIPLE PLAY	
Coil	C-7800-384
Frame	A-604-5
Screw	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H
ANTI-CHEAT	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AC-16H-9A
HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 5/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	B-10H-9A
RIGHT	AABB-21H
BALL-RETURN	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAB-29H
20 POINT	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H-4
50 POINT	
Same as 20 POINT Relay	
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AC-13H-4
RIGHT	AACC-13H
ODD	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AABC-22H-4
EVEN	
Same as ODD Relay	
STOP 21	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	ABCC-13H-4
REBOUND	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-9/16 in.

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

SPECIFIC PARTS DATA Listed chronologically by games

2 IN 1

DESCRIPTION	PART NO.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	CCCC-4H-4
2 STEP	
Coil	C-7800-333
Frame	A-604A-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H
3 STEP	
Same as 2 STEP Relay	
Relays, Trip	
11 Bank	
START	
Coil	E-184-187
Switch	SW-112-10
Same Coil on other 10 relays in bank	
Coil	E-184-155
Following references are to switches	
RESET NO. 1	
LEFT	SW-004-21
RIGHT	SW-102-9
RESET NO. 2	
LEFT	SW-013-1
RIGHT	SW-003-2
GAME OVER	SW-111-15
1st TILT	
LEFT	SW-003-2
RIGHT	SW-120-27
2ND TILT	
Same as 1ST TILT Relay	

DESCRIPTION	PART NO.
TWO CAN PLAY	
LEFT	SW-302-1
RIGHT	SW-112-6
1ST 1000	SW-210-26
2ND 1000	SW-210-26
1ST 20	SW-112-6
2ND 20	SW-112-6
Reset Mechanism	
Coil	E-184-87
Core-Plug Assy	AS-586-5
Main-Shaft	S-164-29
Reset-Shaft	A-2195-5
Tie-Rod	S-1275-74
Score Motor Assy.	AS-2215-17
Cam Assy.	A-2725-1
Switch	
Position 1	
Lowest Level	SW-400-22
Second Level	
WIRED TO White-Red, Orange-Black	SW-010-141
WIRED TO White-Blue, White-Brown	SW-100-372
Third Level	SW-250-2
Fourth Level	
WIRED TO White-Green, Red-Black	SW-010-168
OTHER 2 switches on fourth level	SW-200-105

DESCRIPTION	PART NO.
Position 2	
Second Level	
WIRED TO Orange (Plastic), Brown (Plastic)	SW-010-167
OTHER 2 switches on second level	SW-020-42
Third Level	SW-030-13
Position 3	
Second Level	
WIRED TO White-Black, White-Red	SW-010-141
WIRED TO Gray-Red, Gray-Black	SW-100-395
Position 4	
Second Level	
WIRED TO Brown, Orange-Red	SW-100-416
OTHER 2 switches on second level	SW-200-126
Third Level	SW-130-13
Stepping Unit, Continuous	
Match (0-9) Unit	
Same as HOOTENANNY Match Unit	
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Same as HOOTENANNY Thumper Control Unit	
Stepping Unit, Full Reset	
Player-up Unit	
Same as STAR-JET Player-up Unit, excepting	
Contact-Plate (wired)	W-1004-6
Wiper Assy	AS-1046-434

BIG DAY

Backglass	G-332-13
Ball-Return Parts	
Same as in GRAND TOUR	
Free-Ball Gate Assys.	
TOP GATE	AS-1587-22
Same as GRAND TOUR Free-Ball Gate Assy., excepting Switch	SW-111-19
BOTTOM GATE	AS-1587-23
Same as TOP GATE, excepting Switch	SW-120-38
Free-Ball Gate Wires	
TOP GATE	M-1335
BOTTOM GATE	M-1335-1
Plastic Shields (complete set)	M-1330-11
Playfield-Panel Latch-Rails	
LEFT	A-2900-4
RIGHT	A-2900
Relays, "KK" Type	
Single Relay	
THUMPER BUMPER	
Same as HOOTENANNY THUMPER BUMPER Relay	
4 Bank	
1 POINT	
Coil	C-7800-333
Frame	A-604D-5
Screw, Switch	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	AAAA-44J
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-43J
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	3-48 x 1-1/4 in.
Switch (Z-1150-21 series)	AAAA-43J

THUMPER CONTROL	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
11 Bank	
SINGLE COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AABC-22H-4
MULTI-COIN	
Coil, Frame same as SINGLE COIN Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-22H-4
MULTI-PLAY	
Coil, Frame same as SINGLE COIN Relay	
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H-4
ANTI-CHEAT	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AC-16H-9A
HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AAB-17H
RIGHT	BBBB-14H-4
BALL RETURN	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/16 in.
RIGHT SWITCH	3-48 x 1-I/2 in.
Screw (Z-1150-21 series)	
LEFT	AAA-23H
RIGHT	AAAB-28H-4

50 POINT	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	
LEFT	3-48 x 1/2 in.
RIGHT	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AAAB-21H
FREE BALL	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAC-28H-4
PLAYER UP	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-28H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AC-13H-4
SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 in.
Switch (Z-1150-21 series)	A-15H-4
Relays, Trip	
9 Bank	
Same Coil in all Relays	
Coil	E-184-156
Following references are to switches	
Same switch in No. 1, No. 2, No. 3, No. 4 Relays	
Switch	SW-103-3
NO. 5	
LEFT	SW-102-9
RIGHT	SW-002-9
NO. 6	
Same as No. 5 Relay	
NO. 7	SW-004-6
NO. 8	
Same as NO. 5 Relay	
NO. 9	
LEFT	SW-103-3
RIGHT	SW-100-61

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

SPECIFIC PARTS DATA Listed chronologically by games

BIG DAY

DESCRIPTION	PART NO.
Reset Mechanism	
Coil	E-184-94
Core-Plug Assy	AS-586-5
Main-Shaft	S-164-17
Reset-Shaft	A-2195-18
Tie-Rod	S-1275-64
16 Bank (8 and 8)	
START	
Coil	E-184-187
Switch	
LEFT	SW-102-11
RIGHT	SW-120-27
Same Coil in all other Relays in Bank	
Coil	E-184-155
Following references are to switches	
RESET NO. 1	
LEFT	SW-103-3
RIGHT	SW-040-6
RESET NO. 2	
LEFT	SW-013-1
RIGHT	SW-040-6
GAME OVER	SW-311-3
1ST PL. 1000	SW-210-26
2ND PL. 1000	SW-210-26
3RD PL. 1000	SW-210-26
4TH PL. 1000	SW-210-26
1ST PL. TILT	
LEFT	SW-012-2
RIGHT	SW-101-23
2 CAN PLAY	
LEFT	SW-112-6
RIGHT	SW-201-12
2ND PL. TILT	
LEFT	SW-112-6
RIGHT	SW-100-61
3 CAN PLAY	
Same as 2 CAN PLAY Relay	
3RD PL. TILT	
Same as 2ND PL. TILT Relay	
4 CAN PLAY	
LEFT	SW-112-6
RIGHT	SW-112-6
4TH PL. TILT	
Same as 2ND PL. TILT Relay	
Reset Mechanism	
Coil	
LEFT BANK	E-184-94
RIGHT BANK	E-184-94
Core-Plug Assy.	
LEFT BANK	AS-586-5
RIGHT BANK	AS-586-10
Main-Shaft	
LEFT BANK	S-164-23
RIGHT BANK	S-164-22
Reset-Shaft	
LEFT BANK	A-2195-15
RIGHT BANK	A-2195-15
Tie-Rod	S-1275-59
Score Motor Assy.	AS-2215-18
Cam Assy	A-2725-3
Switch	
Position 1	
Lowest Level	SW-400-22
Second Level	
WIRED TO Orange-Black, White-Green	SW-010-141
OTHER 2 switches on second level	SW-200-106
Third Level	SW-250-2
Fourth Level	SW-100-386
Position 2	
Second Level	
WIRED TO Brown (Plastic), Black (Plastic)	SW-010-167
OTHER 3 switches on second level	SW-120-37
Third Level	SW-140-12
Position 3	
Second Level	
WIRED TO White-Black, White-Red	SW-010-141
WIRED TO Blue-White, Red	SW-100-395
Fifth Level	SW-002-10
Position 4	
Second Level	
WIRED TO Green-Red, Gray-Yellow	SW-100-384
OTHER 2 switches on second-level	SW-200-126
Third Level	SW-120-33
Switch-Actuator	
Position 3	
Fifth Level	SW-000-31
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Same as SKY DIVERS Match Unit	
Stepping Unit, Single-Step Reset	
Thumper Control Unit	
Same as HOOTENANNY Thumper Control Unit	
Stepping Unit, Full Reset	
Player-Up Unit	
Same as STAR-JET Player-Up Unit, excepting	
Contact-Plate (wired)	W-1004-9
Contact-Strip Assy	A-1119-47
Plunger, Step-Up	S-496-162
Ratchet	C-1060-20
Wiper Assy	AS-1046-437

HARVEST

Backglass	G-332-15
Ball-Return Parts	
Ball-Count Switch	SW-100-413
Ball-Trough Assy	A-2896
Ball-Trough Backwall	P-6344
Switch-Plate (flat)	P-126-154
Switch-Plate (springs)	P-137-5
Free-Ball Gate Assy.	
Same as TOP GATE, BIG DAY	
Free-Ball Gate Wire	M-1335-1
Plastic Shields (complete set)	M-1330-13
Playfield-Panel Latch-Rails	
LEFT	P-6360-6
RIGHT	A-2900
Relays, "KK" Type	
Single Relay	
THUMPER BUMPER	
Same as in HOOTENANNY	
5 Bank	
Same as in GRAND TOUR	
8 Bank	
MULTI-COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-24H
HOLD	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAB-17H
TILT	
Coil	C-7800-332
Frame	C-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-22H-4
SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 1/2 inc.
Switch (Z-1150-21 series)	A-19J-4
BALL-RETURN	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-31H
50 PT.	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/6 in.
Switch (Z-1150-21 series)	AAA-28H
ADVANCE	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAC-25H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch	AAA-27H-4
Relays, Trip	
9 Bank (4 and 5)	
START	
Coil	E-184-187
Switch	
LEFT	SW-102-11
RIGHT	SW-200-78
Same Coil in other 3 relays in 4 Bank	
Coil	E-184-155
Following reference are to switches	
RESET	SW-041-2
GAME OVER	SW-011-17
1000	SW-210-26
Same Coil in all relays in 5 Bank	
Coil	E-184-156
Following references are to switches	
NO. 1 M.B.	
LEFT	SW-102-11
RIGHT	SW-102-11
NO. 2 M.B.	
LEFT	SW-102-11
RIGHT	SW-101-23
NO. 3 M.B.	
Same as NO. 1 M.B.	
NO. 4 M.B.	
Same as NO. 1 M.B.	
NO. 5 M.B.	
Same as NO. 1 M.B.	
Reset Mechanism	
Coil	
4 BANK	E-184-63
5 BANK	E-184-87
Core-Plug Assy.	
4 BANK	AS-586-5
5 BANK	AS-586-10
Main-Shaft	
4 BANK	S-164-50
5 BANK	S-164-46
Reset-Shaft	
4 BANK	A-2195-25
5 BANK	A-2195-22
Tie-Rod	S-1275-125

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

SPECIFIC PARTS DATA Listed chronologically by games

HARVEST

Score-Motor Assy. AS-2215-20
- Cam Assy A-2725
- Switch
  - Position 1
    - Lowest level. SW-200-108
    - Second level SW-010-141
    - Third level SW-240-3
  - Position 2
    - Second level
      - WIRED TO Red (Plastic), White-Blue (Plastic) . . . SW-010-167
      - WIRED TO Orange-Green, Orange SW-010-140
    - Third level SW-120-33
  - Position 3
    - Second level SW-010-141
    - Fourth level SW-002-10
  - Position 4
    - Second level
      - WIRED TO Blue-Red, White SW-100-384
      - WIRED TO Yellow-Red, Gray-Yellow SW-100-385
    - Third level SW-120-33
- Switch Actuator
  - Position 3
    - Fourth level SW-000-31

Stepping Unit, Continuous
- Match (0-9) Unit with Bell
- Same as HOOTENANNY
  - Match (0-9) Unit, excepting
  - Contact-Plate (Wired) W-1034-1

Stepping Unit, Single-Step Reset
- Thumper Control Unit
- Same as HOOTENANNY
  - Thumper Control Unit

Stepping Units, Full Reset
- Advance Unit
- Same as HOOTENANNY
  - Advance Unit, excepting
  - Contact-Plate (Wired) W-1036-1
  - Wiper Assy AS-1046-432
- Ball Count Unit
  - Base-Plate A-1768
  - Contact-Plate (Wired) W-1043
  - Ratchet C-1050-5
  - Step-up Arm Assy A-1765-4
  - Switch
    - (Close at zero) SW-200-45
    - (Open at zero) SW-010-103
  - Wiper Assy AS-1046-433

HAY-RIDE

Backglass G-332-16

Ball-Return Parts . . . . . SAME AS IN HARVEST

Free-Ball Gate Assy. SAME AS IN HARVEST

Free-Ball Gate Wire SAME AS IN HARVEST

Plastic Shields SAME AS IN HARVEST

Playfield-Panel Latch-Rails SAME AS IN HARVEST

Relays, "KK" Type SAME AS IN HARVEST
- Single Relay
  - THUMPER BUMPER
- 5 Bank . . . . . SAME AS IN HARVEST
- 8 Bank
  - LEFT ROLLOVER
    - Coil C-7800-331
    - Frame A-604-5
    - Screw, Switch . . . . . 3-48 x 1-1/16 in.
    - Switch (Z-1150-21 series) . . AAA-23H
  - HOLD
    - Coil C-7800-3312
    - Frame A-604-5
    - Switch, Screw . . . . . 3-48 x 13/16 in.
    - Switch (Z-1150-21 series) . . AA-24H-4
  - TILT
    - Coil C-7800-332
    - Frame A-604-5
    - Screw, Switch
      - LEFT SWITCH . . . . . 3-48 x 13/16 in.
      - RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
    - Switch (Z-1150-21 series)
      - LEFT AA-24H-4
      - RIGHT AABC-22H-4
  - SERIES . . . . . SAME AS IN HARVEST
  - BALL-RETURN . . . . . SAME AS IN HARVEST
  - 50 PT. . . . . SAME AS IN HARVEST
  - ADVANCE . . . . . SAME AS IN HARVEST
  - MATCH
    - Coil C-7800-334
    - Frame A-604-5
    - Screw, Switch
      - LEFT SWITCH . . . . . 3-48 x 1/2 in.
      - RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
    - Switch (Z-1150-21 series)
      - LEFT A-15H-4
      - RIGHT AAAB-28H-4

Relays, Trip
- 8 Bank (3 and 5)
  - START
    - Coil E-184-187
    - Switch
      - LEFT SW-102-11
      - RIGHT SW-300-57
  - Same Coil in other 2 relays in 3 Bank
    - Coil E-184-155
  - Following references are to switches
  - RESET
    - LEFT SW-041-2
    - RIGHT SW-010-15
  - GAME OVER SW-011-17
- Relays in 5 Bank same as in HARVEST
  - Reset Mechanism
    - Coil
      - 3 Bank E-184-63
      - 5 Bank E-184-87
    - Core-Plug Assy.
      - 3 Bank AS-586-5
      - 5 Bank AS-586-10
    - Main-Shaft
      - 3 Bank S-164-50
      - 5 Bank S-164-46
    - Reset-Shaft
      - 3 Bank A-2195-25
      - 5 Bank A-2195-22
    - Tie-Rod S-1275-125

Score-Motor Assy. AS-2215
- Cam Assy A-2725
- Switch
  - Position 1
    - Lowest level SW-200-108
    - Second level
      - WIRED TO Brown-White, White-Blue SW-010-141
      - WIRED TO Red, White-Black SW-100-372
    - Third level SW-140-10
  - Position 2
    - Second level. SW-010-167
    - Third level SW-130-15
  - Position 3
    - Second level
      - WIRED TO Black-White, White-Blue SW-010-141
      - WIRED TO Red, Black . . SW-100-395
    - Fourth level SW-002-10
  - Position 4
    - Second level
      - WIRED TO Orange-Green, Blue-White SW-100-384
      - WIRED TO Gray-Yellow, Yellow-Red SW-100-385
    - Third level SW-120-33
- Switch-Actuator
  - Position 3
    - Fourth level SW-000-31

Stepping Unit, Continuous . . . . . SAME AS IN HARVEST
- Match (0-9) Unit with Bell

Stepping Unit, Single-Step Reset SAME AS IN HARVEST
- Thumper Control Unit

Stepping Units, Full Reset SAME AS IN HARVEST
- Advance Unit . . . . . SAME AS IN HARVEST
- Ball-Count Unit
- Same as HARVEST Ball Count Unit, excepting
  - Switch
    - Top SW-100-327
    - Bottom SW-101-29

BUS STOP

Backglass G-332-17

Ball-Return Parts
Same as HARVEST Ball-Return Parts

Plastic Shields (Complete Set) M-1330-14

Playfield-Panel Latch-Rails
- LEFT A-2900-1
- RIGHT A-2900

Relays, "KK" Type
- Single Relays
  - THUMPER BUMPER
- Same as HOOTENANNY
  - THUMPER BUMPER Relay
- 1 & 3 TARGET
  - Coil C-7800-334
  - Frame A-604-5
  - Screw, Switch . . . . . 3-48 x 13/16 in.
  - Switch (Z-1150-21 series) . . AA-27J
- 2 & 4 TARGET
  - Same as 1 & 3 TARGET Relay
- 4 Bank
  - 1 POINT
    - Coil C-7800-333
    - Frame A-604D-5
    - Screw, Switch
      - LEFT SWITCH . . . . . 3-48 x 1/2 in.
      - RIGHT SWITCH . . . . . 3-48 x 1-1/4 in.

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

SPECIFIC PARTS DATA Listed chronologically by games

BUS STOP

DESCRIPTION	PART NO.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-43J
10 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	AA-23J-4
RIGHT	AAAA-39J
100 POINT	
Same as 1 POINT Relay	
THUMPER CONTROL	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
15 Bank	
SINGLE COIN	
Coil	C-7800-384
Frame	A-604C-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-31H
MULTIPLE COIN	
Coil, Frame same as SINGLE COIN Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-16H-9A
RIGHT	AAAB-29B
MULTIPLE PLAY	
Coil	C-7800-384
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-23H
ANTI-CHEAT	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 1-3/16 in.
Switch (Z-1150-21 series)	AAC-26H
HOLD	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 7/8 in.
RIGHT SWITCH	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	
LEFT	BB-11H
RIGHT	AACC-16H
BALL RETURN	
Coil	C-7800-331
Frame	A-604-5
Switch, Screw	3-48 x 1-7/16 in.
Switch (Z-1150-21 series)	AAAA-62H
50 POINT	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1-1/8 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	ABC-19H-4
RIGHT	AABC-24H
PLAYER UP	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAA-31J
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAC-22H-4
RIGHT HOLE	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 13/16 in.
Switch (Z-1150-21 series)	AA-30H
LEFT HOLE	
Same as RIGHT HOLE Relay	
CENTER M.R.	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	AC-13H-4
TOP M.R.	
Same As CENTER M.R.	
RIGHT R.O.	
Same as CENTER M.R.	
LEFT R.O.	
Same as CENTER M.R.	
Relays, Trip	
6 Bank	
START	
Coil	E-184-187
Switch	SW-112-10
Same Coil on other 5 relays in bank	
Coil	E-184-155
Following references are to switches	
RESET	
LEFT	SW-032-2
RIGHT	SW-041-1
G.O.	SW-111-15
1ST TILT	
LEFT	SW-102-3
RIGHT	SW-021-5
2ND TILT	
LEFT	SW-201-13
RIGHT	SW-021-5
2 CAN PLAY	
LEFT	SW-410-6
RIGHT	SW-004-6
Reset Mechanism	
Coil	E-184-63
Core-Plug Assy.	AS-586-5
Main-Shaft	S-164-32
Reset-Shaft	A-2195-7
Tie-Rod	S-1275-78
Score Motor Assy.	AS-2215-22
Cam Assy.	A-2725-3
Switch	
Position 1	
Lowest level	SW-400-22
Second level	
WIRED TO White-Red, Orange-Black	SW-010-141
WIRED TO Gray-Black, Gray-Red	SW-100-372
Third level	SW-240-3
Fourth level	
WIRED TO Brown, Black-White	SW-100-418
WIRED TO White-Green, Red-Black	SW-010-172
Position 2	
Second level	
WIRED TO Orange (Plastic), Brown (Plastic)	SW-010-167
OTHER 2 switches on second level	SW-020-42
Third level	SW-030-13
Position 3	
Second level	SW-010-141
Fifth level	SW-003-5
Position 4	
Second level	
WIRED TO Brown, Orange-Red	SW-100-384
OTHER 2 switches on second level	SW-200-126
Third level	SW-130-13
Stepping Unit, Continuous	
Match (0-9) Unit	
Same as HOOTENANNY Match Unit	
Stepping Units, Single-Step Reset	
Thumper Control Unit	
Same as HOOTENANNY Thumper Control Unit	
Bonus Unit	
Same as Thumper Control Unit, excepting	
Contact-Plate (Wired)	W-1047
Escapement Pawl	P-3387
Reset Pawl Assy.	A-1766-4
Step-up Arm Assy.	A-1765-5
Switch,	
Limit	SW-100-429
Open at zero	SW-001-56
Reset, end of stroke	SW-100-428
Step-up, end of stroke	SW-010-173
Wiper Assy.	AS-1046-438
Stepping Unit, Full Reset	
Player-up Unit	
Same as BIG DAY Player-up Unit, excepting	
Contact-Plate (Wired)	W-1004-10
Contact-Strip	NOT USED
Ratchet	C-1060-10
Wiper Assy.	AS-1046-439

BULLFIGHT

Backglass G-332-18

Ball-Return Parts
Same as BUS STOP Ball Return Parts

Free-Ball Gate Assy. AS-1587-26
As illustrated on page 58, including improved features shown in circled view, and
FASTENER, Roll-Pin P-1637-1
Plunger S-496-167
Screw, Switch MS-540-10-110
Switch SW-110-123

Free-Ball Gate Wire M-1335-1

Plastic Shields (Complete Set) M-1330-15

Playfield-Panel Latch-Rails
LEFT P-6360-6
RIGHT A-2900

Relays, "KK" Type
Single Relays
THUMPER BUMPER
Same as HOOTENANNY THUMPER BUMPER Relay
100 MUSHROOM BUMPER
Same as BUS STOP 1 & 3 TARGET RELAY
4 Bank
1 POINT
Coil C-7800-333
Frame A-604D-5
Screw, Switch . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series) . . AAAA-43J
10 POINT
Coil, Frame same as 1 POINT Relay
Screw, Switch
LEFT . . . . . 3-48 x 1/2 in.
RIGHT . . . . . 3-48 x 1-1/2 in.

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

SPECIFIC PARTS DATA Listed chronologically by games

BULLFIGHT

DESCRIPTION	PART NO.
Switch (Z-1150-21 series)	
LEFT	A-19J-4
RIGHT	AAAA-39J-9A
100 POINT	
Coil, Frame same as 1 POINT Relay	
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch	
LEFT	A-19J-4
RIGHT	AAAA-43J
THUMPER CONTROL	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 7/8 in.
Switch (Z-1150-21 series)	BC-9H-4
11 Bank	
MULTI-COIN	
Coil	C-7800-384
Frame	A-604C-5
Switch, Screw	
LEFT	3-48 x 1/2 in.
RIGHT	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-24H
HOLD	
Coil	C-7800-3312
Frame	A-604-5
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAB-16H-4
TILT	
Coil	C-7800-332
Frame	A-604-5
Screw, Switch	
LEFT	3-48 x 1/2 in.
RIGHT	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	
LEFT	A-15H-4
RIGHT	AABC-22H-4
STAR	
Coil	C-7800-3314
Frame	A-604-5
Screw, Switch	
LEFT SWITCH	3-48 x 1/2 in.
RIGHT SWITCH	3-48 x 1-1/2 in.
Switch	
LEFT	A-15H-4
RIGHT	AAAC-24H-4

DESCRIPTION	PART NO.
BALL RETURN	
Coil	C-7800-331
Frame	A-604-5
Screw, Switch	3-48 x 13/16 in.
Switch (Z-1150-21 series)	AA-30H
50 PT.	
Coil	C-7800-333
Frame	A-604A-5
Screw, Switch	3-48 x 1-1/2 in.
Switch (Z-1150-21 series)	AAAB-35J
30 PT.	
Coil	C-7800-333
Frame	A-604-5
Screw, Switch	3-48 x 1-1/16 in.
Switch (Z-1150-21 series)	AAAB-32J
ADVANCE	
Coil, Frame same as BALL RETURN Relay	
Screw, Switch	3-48 x 1-1/8 in.
Switch (Z-1150-21 series)	AAC-25H
MATCH	
Coil	C-7800-334
Frame	A-604-5
Screw, Switch	3-48 x 13/16 in.
Switch (Z-1150-21 series)	AA-24H-4
30 M.R. BUMPER	
Coil, Frame same as STAR Relay	
Screw, Switch	3-48 x 1-9/16 in.
Switch (Z-1150-21 series)	AACC-10H-4
50 M.R. BUMPER	
Coil, Frame same as STAR Relay	
Screw, Switch	3-48 x 1-3/16 in.
Switch (Z-1150-21 series)	ACC-11H-4
Relays, Trip	
3 Bank	
START	
Coil	E-184-187
Switch	
LEFT	SW-102-11
RIGHT	SW-200-78
RESET	
Coil	E-184-155
Switch	
LEFT	SW-021-5
RIGHT	SW-030-6
GAME OVER	
Coil	E-184-155
Switch	SW-011-17

DESCRIPTION	PART NO.
Reset Mechanism	
Coil	E-184-63
Core-Plug Assy.	AS-586-5
Main-Shaft	S-164-53
Reset-Shaft	A-2195-21
Tie-Rod	S-1275-146
Score Motor Assy.	AS-2215-23
Cam Assy.	A-2725-2
Switch	
Position 1	
Lowest level	SW-200-108
Second level	SW-010-141
Third level	SW-240-2
Position 2	
Second level	
WIRED TO Red (Plastic), White-Blue (Plastic)	SW-010-167
WIRED TO Orange-Green, Orange	SW-010-140
Third level	SW-120-33
Position 3	
Second level	SW-010-141
Position 4	
Second level	SW-100-384
Third level	SW-220-17
Stepping Unit, Continuous	
Match (0-9) Unit	
Same as HOOTENANNY Match Unit, excepting	
Contact-Plate (Wired)	W-1034-1
Mounting Bracket	P-5052
Nut	N-832-1110
Screw	LS-832-8-510
Wiper Assy.	AS-1046-395
Stepping Units, Single-Step Reset	
Thumper Control Unit	
Same as HOOTENANNY Thumper Control Unit	
Stepping Unit, Full Reset	
Ball Count Unit	
Same as HARVEST Ball Count Unit, excepting	
Screw	MS-540-18-110
Switch	
Make at second stroke	SW-100-440
Open at zero	NOT USED

SHEBA

Backglass G-332-20

Ball-Return Parts
Same as in BULLFIGHT

Free-Ball Gate Assy. (Bottom) AS-1587-28
Same as in BULLFIGHT, excepting
Switch SW-210-53

Free-Ball Gate Wire M-1335-1

Plastic Shields (Complete Set) M-1330-17

Playfield-Panel Latch-Rails
Same as in BULLFIGHT

Relays, "KK" Type
Single Relays
GATE, MIDDLE
Coil C-7800-332
Frame A-604-5
Screw, Switch . . . . . 3-48 x 7/8 in.
Switch (Z-1150-21 series) . . AC-13H-4
GATE, TOP
Coil, Frame same as MIDDLE GATE
Switch, Screw . . . . . 3-48 x 1/2 in.
Screw (Z-1150-21 series) . . . A-15H-4
THUMPER BUMPER
Same as in HOOTENANNY

4 Bank
Same as in BUS STOP
11 Bank
SINGLE COIN
Coil C-7800-384
Frame A-604C-5
Screw, Switch . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series) . . AAAB-28H-4
MULTI-COIN
Coil, Frame same as SINGLE COIN Relay
Screw, Switch
LEFT SWITCH . . . . . 3-48 x 1/2 in.
RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 Series)
LEFT A-15H-4
RIGHT AAAB-28-4
MULTI-PLAY
Coil, Frame same as SINGLE COIN Relay
Screw, Switch . . . . . 3-48 x 1-1/16 in.
Switch (Z-1150-21 series) . . AAA-23H
ANTI-CHEAT
Coil C-7800-3312
Frame A-604-5
Screw, Switch . . . . . 3-48 x 1-1/8 in.
Switch (Z-1150-21 series) . . AAC-27H
HOLD
Coil C-7800-332
Frame A-604-5
Screw, Switch . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series) . . AABB-21H

BALL RETURN
Coil C-7800-331
Frame A-604-5
Screw, Switch
LEFT SWITCH . . . . . 3-48 x 1/2 in.
RIGHT SWITCH . . . . . 3-48 x 1-7/16 in.
Switch (Z-1150-21 series)
LEFT A-15H-4
RIGHT AAAA-62H
50 PT.
Coil, Frame same as BALL RETURN Relay
Screw, Switch
LEFT SWITCH . . . . . 3-48 x 3/4 in.
RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series)
LEFT AB-17H-4
RIGHT AABB-21H
FREE BALL
Coil, Frame same as BALL RETURN Relay
Screw, Switch . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series) . . AAAA-45H-4
PLAYER UP
Coil, Frame same as BALL RETURN Relay
Screw, Switch . . . . . 3-48 x 1-1/16 in.
Switch (Z-1150-21 series) . . AAA-28H
MATCH
Coil C-7800-334
Frame A-604-5
Screw, Switch . . . . . 3-48 x 1-1/8 in.
Switch (Z-1150-21 series) . . AAC-22H-4

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

SPECIFIC PARTS DATA Listed chronologically by games

SHEBA

DESCRIPTION	PART NO.
SERIES	
Coil	C-7800-251
Frame	A-604A-5
Screw, Switch	3-48 x 3/4 in.
Switch (Z-1150-21 series)	AB-17H-4
Relays, Trip	
12 Bank (6 and 6)	
START	
Coil	E-184-187
Switch	SW-112-10
Same Coil in all other Relays in Right Bank	
Coil	E-184-155
Following references are to switches	
RESET	
LEFT	SW-032-2
RIGHT	SW-041-2
GAME OVER	SW-111-15
1ST PLAYER TILT	
LEFT	SW-021-5
RIGHT	SW-102-3
2ND PLAYER TILT	
LEFT	SW-111-15
RIGHT	SW-111-15
2 CAN PLAY	
LEFT	SW-410-6
RIGHT	SW-004-6
Same Coil in all Relays in Left Bank	
Coil	E-184-156
Following references are to switches	
#1 MB	SW-102-11
#2 MB	SW-102-11
#3 MB	SW-102-11
#4 MB	SW-202-1
#5 MB	SW-202-1

DESCRIPTION	PART NO.
#6 ROLLOVER	
LEFT	SW-102-11
RIGHT	SW-101-23
Reset Mechanism	
Coil	
LEFT BANK	E-184-87
RIGHT BANK	E-184-87
Core-Plug Assy.	
LEFT BANK	AS-596-10
RIGHT BANK	AS-586-5
Main-Shaft	
LEFT BANK	S-164-47
RIGHT BANK	S-164-51
Reset-Shaft	
LEFT BANK	A-2195-20
RIGHT BANK	A-2195-20
Tie-Rod	S-1275-87
Score Motor Assy.	AS-2215-25
Cam Assy.	A-2725-3
Switch	
Position 1	
Lowest level	SW-300-58
Second level	
WIRED TO White-Red, Orange-Black	SW-010-141
WIRED TO Gray-Black Gray-Red	SW-100-395
Third level	SW-240-4
Fourth level	
WIRED TO Brown, Black-White	SW-100-418
WIRED TO White-Green, White-Black	SW-010-172

DESCRIPTION	PART NO.
Position 2	
Second level	
WIRED TO Orange (Plastic), Brown (Plastic)	SW-010-167
OTHER 2 switches on second level	SW-020-42
Third level	SW-040-11
Position 3	
Second level	SW-010-141
Fifth level	SW-002-10
Position 4	
Second level	
WIRED TO Brown, Orange-Red	SW-100-384
OTHER 2 switches on second level	SW-200-126
Third level	SW-130-13
Stepping Unit, Continuous	
Match (0-9) Unit	
Same as in BUS STOP	
Stepping Units, Single-Step Reset	
Thumper Control Unit	
Same as in HOOTENANNY	
Stepping Unit, Full Reset	
Player-Up Unit	
Same as in BUS STOP	

BAND WAGON

Backglass G-332-19

Ball-Return Parts
Same as in BULLFIGHT

Free-Ball Gate Assy. (Both Gates) AS-1587-27
Same as in BULLFIGHT, excepting
Screw, Switch MS-540-14-110
Switch SW-111-19

Free-Ball Gate Wire (Both Gates). M-1335-1

Plastic Shields (Complete Set). M-1330-16

Playfield-Panel Latch-Rails
Same as in BULLFIGHT

Relays, "KK" Type
Single Relay
THUMPER BUMPER
Same as in HOOTENANNY
4 Bank
1 POINT
Coil C-7800-333
Frame A-604D-5
Screw, Switch . . . . . 3-48 x 1-1/4 in.
Switch (Z-1150-21 series) . . AAAA-44J
10 POINT
Coil, Frame same as 1 POINT Relay
Screw, Switch
LEFT SWITCH . . . . . 3-48 x 1/2 in.
RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series)
LEFT A-19J-4
RIGHT AAAA-43J
100 POINT
Coil, Frame same as 1 POINT Relay
Screw, Switch . . . . . 3-48 x 1-1/8 in.
Switch (Z-1150-21 series) . . AAA-29J
THUMPER CONTROL
Coil C-7800-3312
Frame A-604-5
Screw, Switch . . . . . 3-48 x 7/8 in.
Switch (Z-1150-21 series) . . BC-9H-4
11 Bank
SINGLE COIN
Same as SHEBA SINGLE COIN Relay
MULTI-COIN
Same as SHEBA MULTI-COIN Relay
MULTI-PLAY
Same as SHEBA MULTI-PLAY Relay
ANTI-CHEAT
Same as SHEBA ANTI-CHEAT Relay
HOLD
Coil C-7800-332
Frame A-604-5
Screw, Switch
LEFT SWITCH . . . . . 3-48 x 1-1/8 in.
RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series)
LEFT AAB-17H
RIGHT BBBB-14H-4
BALL RETURN
Coil C-7800-331
Frame A-604-5
Screw, Switch
LEFT SWITCH . . . . . 3-48 x 13/16 in.
RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series)
LEFT AA-30H
RIGHT AAAB-28H-4
50 PT.
Coil, Frame same as BALL RETURN Relay
Screw, Switch
LEFT SWITCH . . . . . 3-48 x 1/2 in.
RIGHT SWITCH . . . . . 3-48 x 1-1/2 in.
Switch (Z-1150-21 series)
LEFT A-15H-4
RIGHT AABB-18H-4
FREE BALL
Coil, Frame same as BALL RETURN Relay
Screw, Switch . . . . . 3-48 x 1-1/16 in.
Switch (Z-1150-21 series) . . AAA-28H
PLAYER UP
Coil, Frame same as BALL RETURN Relay
Screw, Switch . . . . . 3-48 x 1-7/16 in.
Switch (Z-1150-21 series) . . AAAA-62H
MATCH
Coil C-7800-334
Frame A-604-5
Screw, Switch . . . . . 3-48 x 7/8 in.
Switch (Z-1150-21 series) . . AC-13H-4
SERIES
Same as SHEBA SERIES Relay
Relays, Trip
17 Bank (11 and 6)
START
Coil E-184-187
Switch
LEFT SW-102-11
RIGHT SW-120-27
Same Coil in other Relays in 11 Bank
Coil E-184-155
Following references are to switches
RESET NO. 1
LEFT SW-122-3
RIGHT SW-041-2
RESET NO. 2
LEFT SW-032-2
RIGHT SW-041-2
GAME OVER SW-311-3
1ST PLAYER TILT
LEFT SW-111-17
RIGHT SW-002-9
2 CAN PLAY
LEFT SW-202-1
RIGHT SW-111-17
2ND PLAYER TILT SW-212-4
3 CAN PLAY
Same as 2 CAN PLAY Relay

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

SPECIFIC PARTS DATA Listed chronologically by games

BAND WAGON

DESCRIPTION	PART NO.
3RD PLAYER TILT	SW-212-4
4 CAN PLAY	
LEFT	SW-112-6
RIGHT	SW-112-6
4TH PLAYER TILT	SW-212-4
Same Coil in all Relays in 6 Rank	
Coil	E-184-156
Following references are to switches	
#1 MB	
LEFT	SW-102-11
RIGHT	SW-102-11
#2 MB	
Same as #1 MB Relay	
#3 MB	
Same as #1 MB Relay	
#4 MB	
LEFT	SW-201-12
RIGHT	SW-102-11
#5 R.O.	SW-112-6
RIGHT SIDE R.O.	SW-102-9
Reset Mechanism	
Coil	
11 Bank	E-184-94
6 Bank	E-184-87
Core-Plug Assy.	
11 Bank	AS-586-5
6 Bank	AS-586-10
Main-Shaft	
11 Bank	S-164-28
6 Bank	S-164-47
Reset-Shaft	
11 Bank	A-2195-4
6 Bank	A-2195-20
Tie-Rod	S-1275-138
Score Motor Assy.	AS-2215-24
Cam Assy.	A-2725-3
Switch	
Position 1	
Lowest level	SW-400-22
Second level	
WIRED TO Orange-Black, White-Green	SW-010-141
OTHER 2 switches on second level	SW-200-105
Third level	SW-240-3
Fourth level	SW-100-356
Position 2	
Second level	
WIRED TO Brown (Plastic), Black (Plastic)	SW-010-167
OTHER 3 switches on second level	SW-120-40
Third level	SW-130-13
Position 3	
Second level	
WIRED TO White-Black, White-Red	SW-010-141
WIRED TO Blue-White, Red	SW-100-372
Fifth level	SW-003-7
Position 4	
Second level	
WIRED TO Green-Red, Gray-Yellow	SW-100-384
WIRED TO Brown (Plastic), Yellow (Plastic)	SW-100-427
Third level	SW-140-12
Stepping Unit, Continuous	
Match (0-9) Unit with Bell	
Same as in HOOTENANNY	
Stepping Units, Single-Step Reset	
Thumper Control Unit	
Same as in HOOTENANNY	
Stepping Unit, Full Reset	
Player-up Unit	
Same as in BIG DAY	

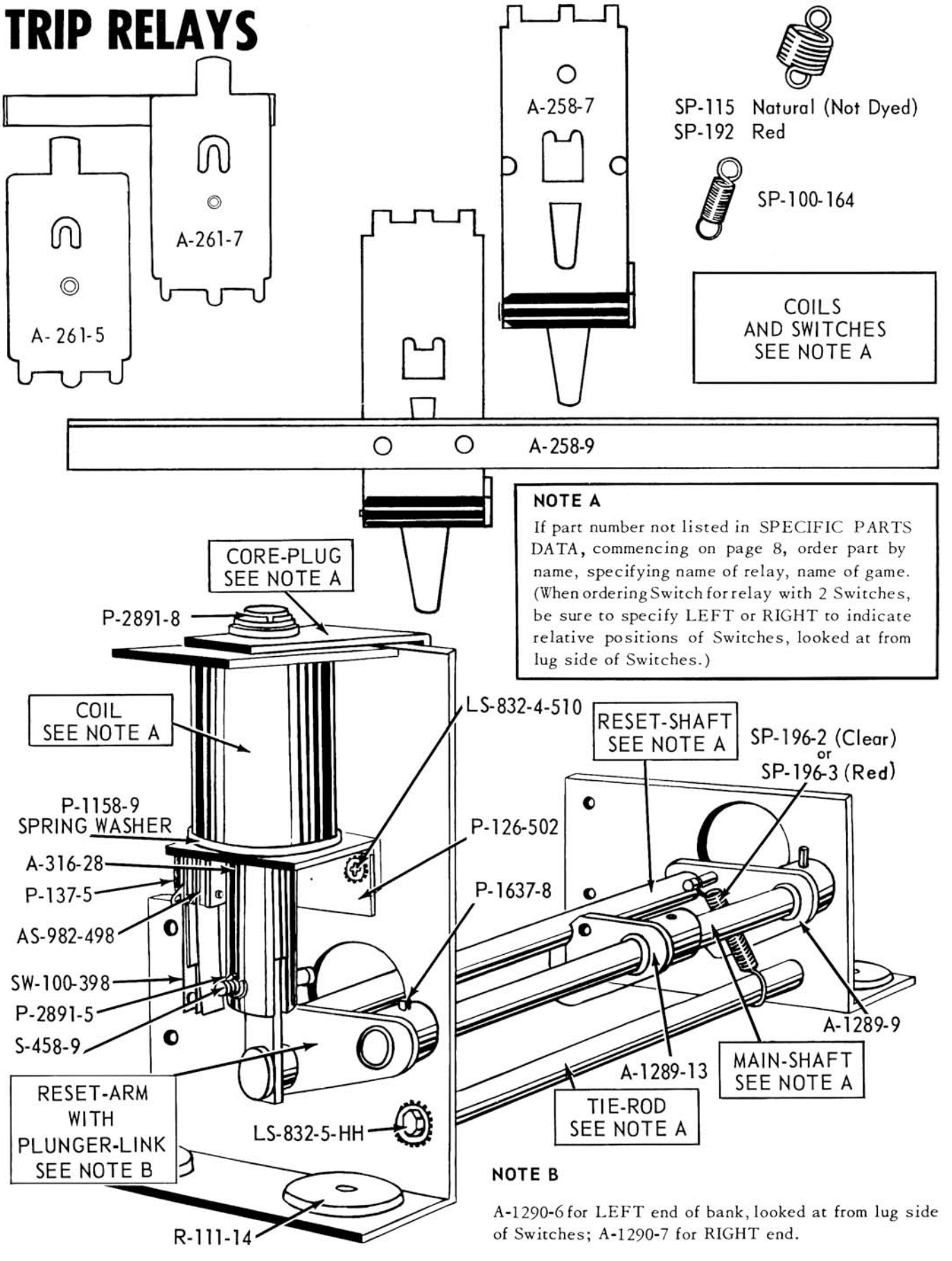
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

NOTES

NOTES

NOTES

TRIP RELAYS



NOTE A

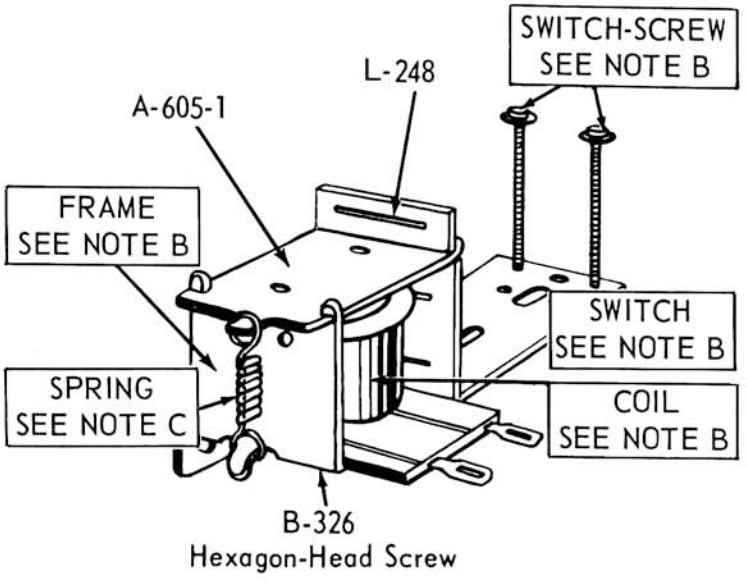
If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of relay, name of game. (When ordering Switch for relay with 2 Switches, be sure to specify LEFT or RIGHT to indicate relative positions of Switches, looked at from lug side of Switches.)

NOTE B

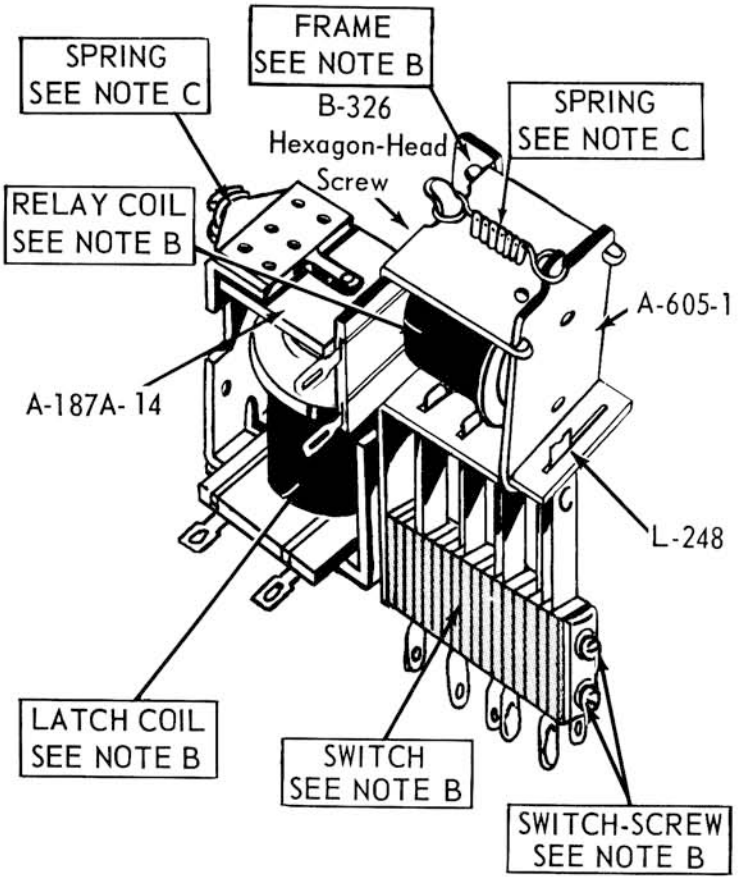
A-1290-6 for LEFT end of bank, looked at from lug side of Switches; A-1290-7 for RIGHT end.

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

"KK" TYPE RELAYS SEE NOTE A

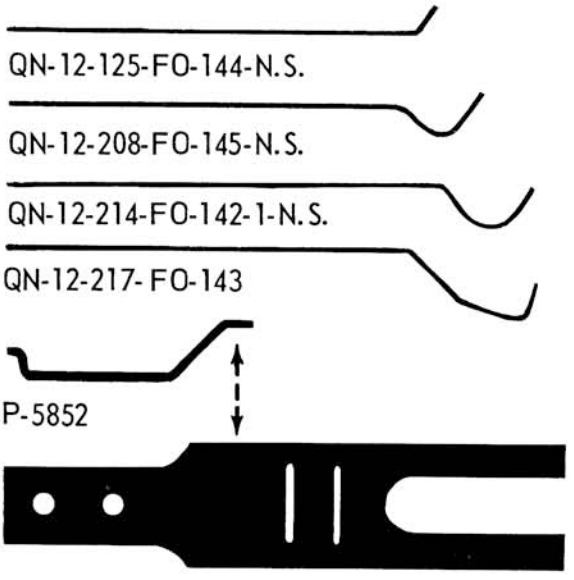


INTERLOCK RELAYS SEE NOTE A



SCORE MOTOR SWITCH-ACTUATORS

(Actual Size in Profile)



SWITCH-ACTUATOR HOLDER
P-5851
(Shown flat, actual size)

NOTES

NOTE A
Illustration slightly less than actual size.

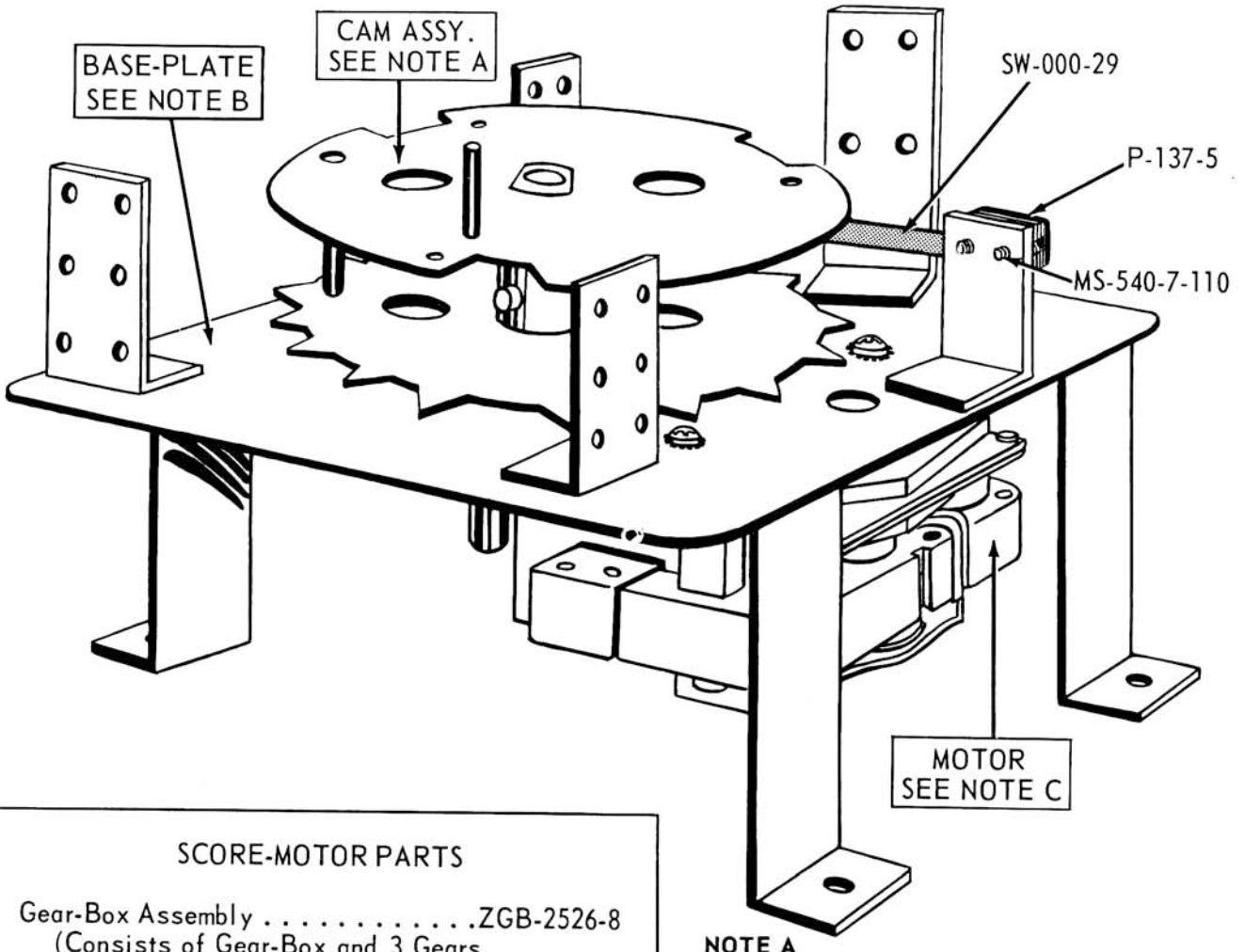
NOTE B
If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of relay, name of game. (When ordering Switch or Switch-Screw for relay with 2 Switches, be sure to specify LEFT or RIGHT to indicate relative positions of Switches, looked at from lug side of Switches).

NOTE C: SPRING TABLE
SP-199-13 – Natural (not dyed)
SP-199-14 – Blue
SP-199-15 – Yellow
SP-199-16 – Red
SP-199-17 – Green

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

SCORE MOTOR ASSYS.

SEE NOTE A



SCORE-MOTOR PARTS	
Gear-Box Assembly (Consists of Gear-Box and 3 Gears listed below)	ZGB-2526-8
Gear, First	M-G-4109-1
Gear, Intermediate (Double Gears)	M-G-5818-1
Gear & Shaft	ZGS-2526-8
Rotor & Shaft	ZRST-1715-33-1
Stator (Motor E-119-315)	ZS-2503-256
Stator (Motor E-119-332)	ZS-2503-261
Stator (Motor E-119-336)	ZS-2503-258

PARTS FOR MOTOR E-119-345
ARE NOT SOLD SEPARATELY

NOTE A

If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of game.

NOTE B

Base-Plate A-2722 and Base-Plate A-2722-1 may be used interchangeably in any Bally flipper-type game.

NOTE C

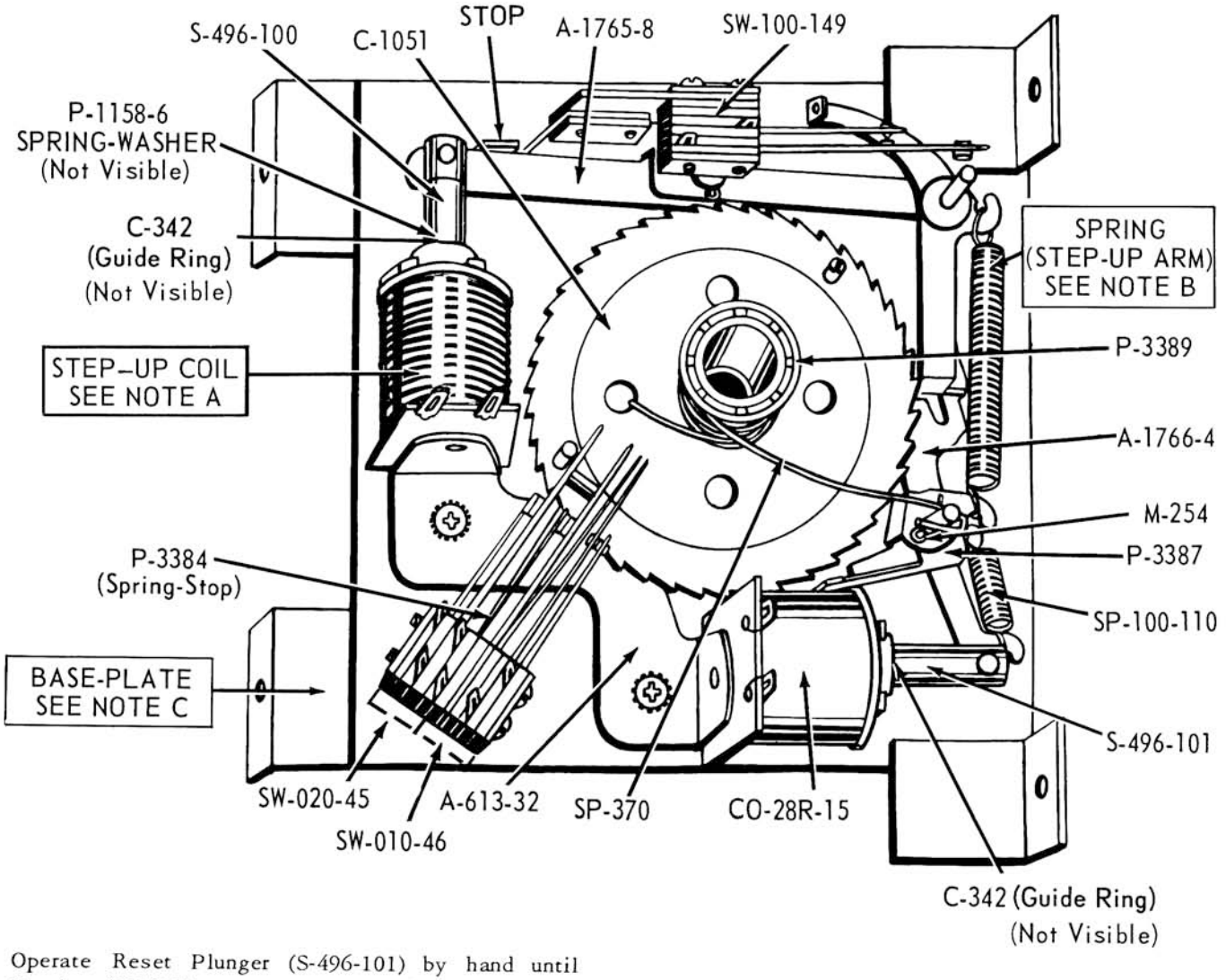
E-119-315 (60 cycles) and E-119-332 (50 cycles) in 3-IN-LINE and earlier games*.

E-119-336 and E-119-345, both of which may be operated with either 50 or 60 cycles current supply, are used interchangeably in HOOTENANNY and later games* and may be used, as Score Motor, in all Bally flipper-type games. (Motor number is marked on Motors.)

*See chronological list of games, page 7.

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

REPLAY COUNTER



Operate Reset Plunger (S-496-101) by hand until Ratchet (C-1051) resets to zero position, i.e., until resetting movement stops. Then operate Step-up Plunger (S-496-100) and, while holding Step-up Plunger in, check to see that Reset Pawl (A-1766-4) rests at base of ratchet-tooth (point at which straight and angular edges of tooth meet). If Reset Pawl is not at base of tooth, adjust Spring-Stop (P-3384) until Ratchet moves into position to permit Pawl properly to engage tooth, as described. Then check unit manually by operating Step-Up Plunger. After Reset Pawl drops into position described above, Step-Up Arm (A-1765-8) should over-ride approximately 1/64 in. before being stopped by Step-up Arm Stop ("ear" formed in Base Plate). Bend Stop one way or another to reduce or increase over-ride to approximately 1/64 in. Reset Pawl should then properly drop into base of tooth, without binding, when Reset Plunger is lightly operated (without pushing Plunger all the way in).

NOTE A

CO-25GG-7 in 3-IN-LINE and earlier games*
E-184-205 in HOOTENANNY and later games*

NOTE B

SP-100-119 in 3-IN-LINE and earlier games*
SP-100-125 in HOOTENANNY and later games*

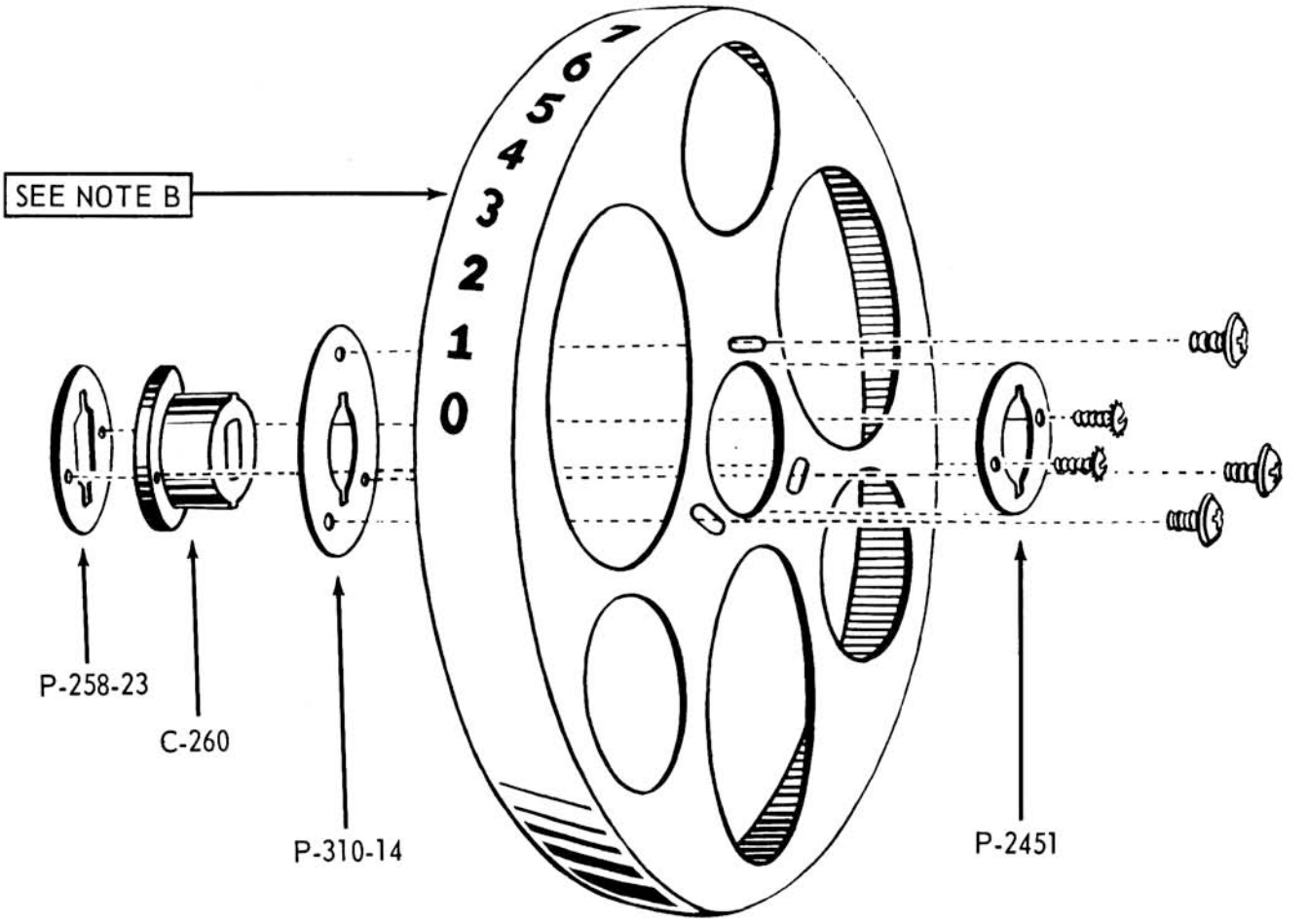
NOTE C

A-1768-19 in CUE-TEASE and earlier games*
A-1768-24 in 3-IN-LINE and later games*

*See chronological list of games, page 7.

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

NUMBER-WHEEL & HUB ASSYS. SEE NOTE A



NOTE A

Added Balls AS-1565-2
Replays AS-1565

NOTE B

A-2939 in AS-1565-2
P-1376-1 in AS-1565

ADJUSTMENT NOTES

With Counter Unit in zero position (see instructions on page 33), install Number-Wheel and Hub Assembly so that zero (0) is centered in "window" in Backglass. Fasten Assembly with proper screws.

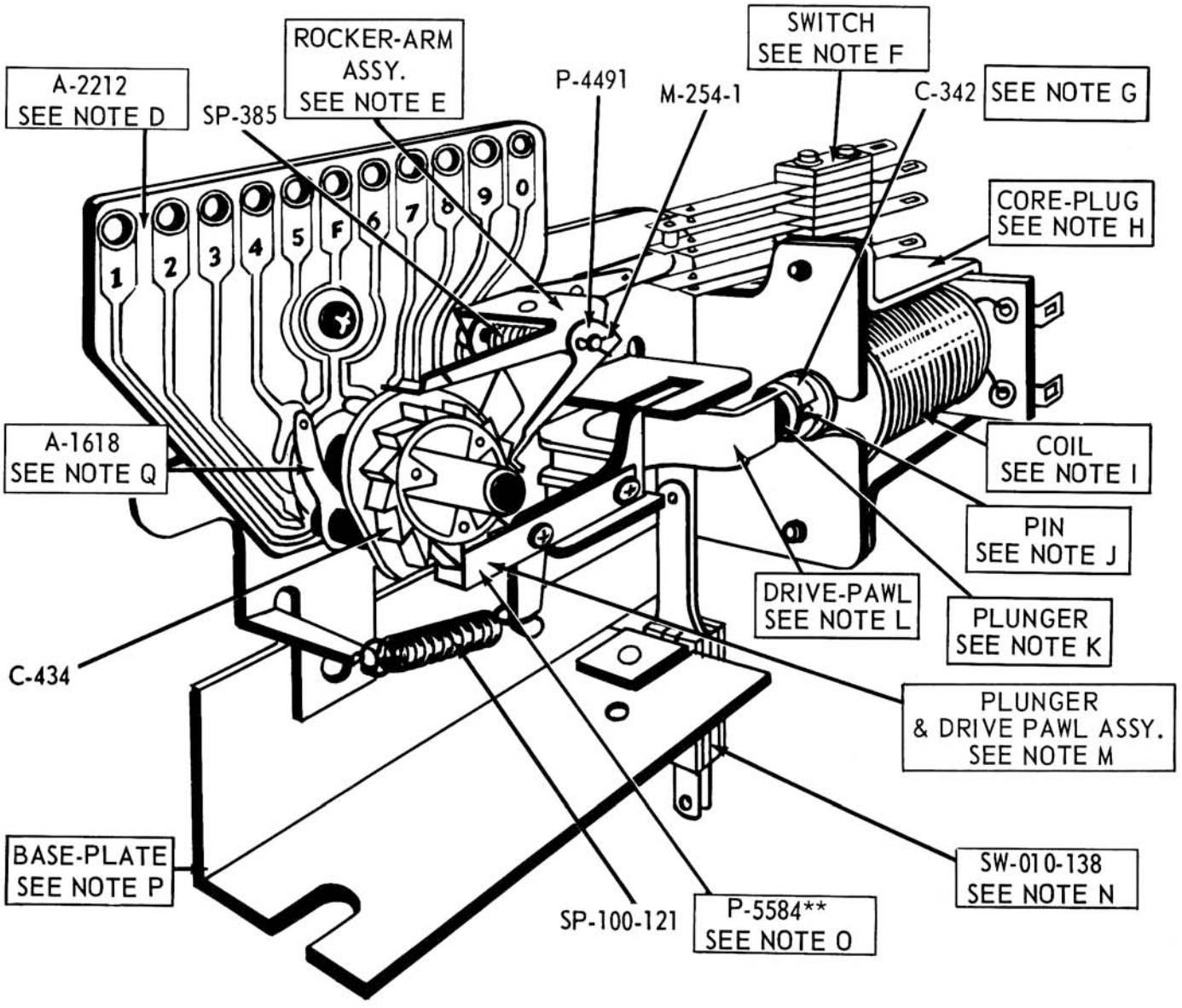
ADDED BALLS COUNTER

Same as Replay Counter Unit, excepting
Base-Plate A-1768-27
Step-up Arm Assy A-1765-5
Switch (Step-up Arm) SW-100-421
Switch (Step-up Arm) SW-100-422

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

SCORE COUNTER UNITS

SEE NOTE A | SEE NOTE B | SEE NOTE C



FASTENERS
See NOTE C
LS348-18-410 Lock-Screw
2 used to secure SW-110-122, SW-210-48
LS632-5-510
1 used to secure A-2212
LS-832-4-510
2 used to secure Coil
MS540-6-110
2 used to secure SW-010-38
No. 4 X 1/4 in. Sheet Metal Type A Screw**
4 used to secure P-5584

SWITCH PLATES
P-137-3 (Flat)
Used with SW-110-122, SW-210-48
P-137-5 (Spring)
Used with SW-010-38

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

SCORE COUNTER UNITS NOTES

NOTE A

2-Digits Counter Units

AS-1900-52 (10-90) in 2 IN 1

AS-1900-53 (0-9) in 2 IN 1

3-Digits Counter Units

AS-1900-27 (1-9) (100-900)

AS-1900-28 (10-90)
in 3-IN-LINE and earlier games*

AS-1900-46 (1-9) (100-900)

AS-1900-47 (10-90)
in HOOTENANNY through HARVEST*

4-Digits Counter Units

AS-1900-54 (1-9) (100-900)

AS-1900-55 (10-90)

AS-1900-56 (1000-9000)
in HAY-RIDE and later games*

NOTE B

Counter Unit is illustrated with Number-Wheel removed, but Number-Wheel is included in each Assy. listed in NOTE A, as listed below:

C-436-3-8, 3 in. diameter, black numerals on yellow, in
- AS-1900-54
- AS-1900-55
- AS-1900-56

C-568-3-1, 4 in. diameter, red numerals on yellow, in
- AS-1900-52
- AS-1900-53

C-568-3-8, 4 in. diameter, black numerals on yellow, in
- AS-1900-27
- AS-1900-28
- AS-1900-46
- AS-1900-47

NOTE C

Each Number-Wheel listed in NOTE B is secured to Ratchet-Shaft by (a) 3 No. 4 X 7/16 in. Sheet Metal Type A Screws and (b) 1 Hairpin-Washer M-254.

NOTE D

Contact-Plate Assy. not used in
- AS-1900-28
- AS-1900-47
- AS-1900-55

NOTE E

AS-1616-1 in
- AS-1900-54
- AS-1900-55
- AS-1900-56

AS-1616-2 in all other Assys. listed in NOTE A

NOTE F

SW-110-122 in
- AS-1900-52
- AS-1900-56

SW-210-48 in all other Assys. listed in NOTE A

NOTE G

Guide-Ring used only with Plunger S-496-150

NOTE H

A-613-52 in
- AS-1900-27
- AS-1900-28

AS-613-58 in
- AS-1900-46
- AS-1900-47
- AS-1900-52
- AS-1900-53

AS-613-68 in
- AS-1900-54
- AS-1900-55
- AS-1900-56

NOTE I

CO-28ZZ-15 in
- AS-1900-27
- AS-1900-28

E-184-206 in all other Assys. listed in NOTE A

NOTE J

P-1637-43** with Plunger S-496-160

S-1071-130 with Plunger S-496-150

NOTE K

S-496-150 in
- AS-1900-27
- AS-1900-28

S-496-160** in all other Assys. listed in NOTE A

NOTE L

C-435-1 in
- AS-1900-54
- AS-1900-55
- AS-1900-56

C-435-2 in
- AS-1900-27
- AS-1900-28

C-435-5** in
- AS-1900-46
- AS-1900-47
- AS-1900-52
- AS-1900-53

NOTE M

Plunger & Drive Pawl Assy. not used in
- AS-1900-27
- AS-1900-28

AS-2293 in
- AS-1900-46
- AS-1900-47
- AS-1900-52
- AS-1900-53

AS-2293-2 in
- AS-1900-54
- AS-1900-55
- AS-1900-56

NOTE N

Not used in
- AS-1900-52
- AS-1900-56

NOTE O

Pawl Extension not used in
- AS-1900-54
- AS-1900-55
- AS-1900-56

NOTE P

A-2214-8 in
- AS-1900-27
- AS-1900-28
- AS-1900-46
- AS-1900-47
- AS-1900-52
- AS-1900-53

A-2214-9 in
- AS-1900-54
- AS-1900-55
- AS-1900-56

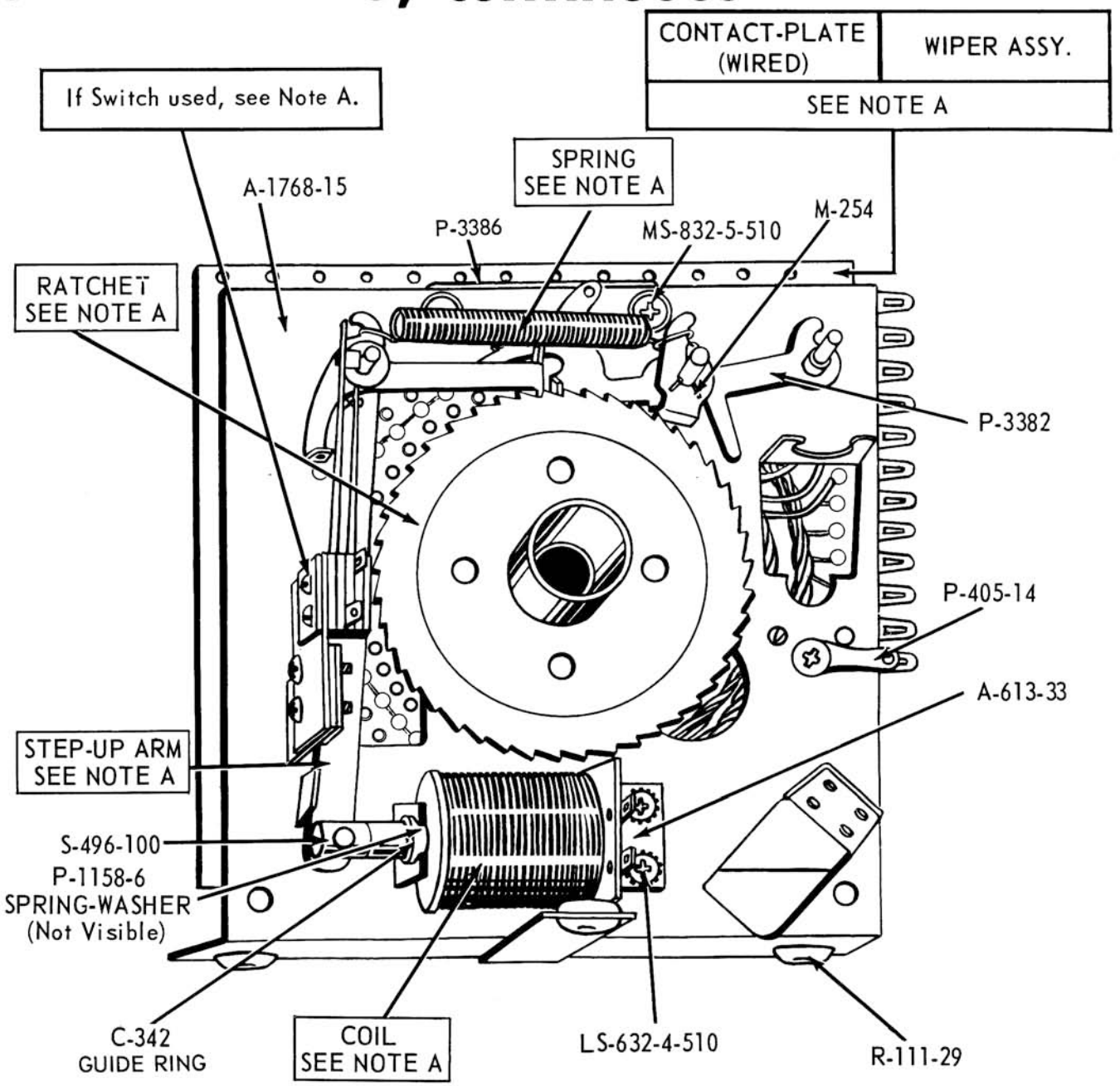
NOTE Q

Wiper Assy. not used in
- AS-1900-28
- AS-1900-47
- AS-1900-55

*See chronological list of games, page 7.

**Double-starred parts are available in complete Assy. AS-2293.

STEPPING UNITS, CONTINUOUS



Check unit manually by operating Plunger (S-496-100). After Index Pawl (P-3382) drops into position at base of ratchet-tooth (point at which straight and angular edges of tooth meet), Step-up Arm should over-ride approximately 1/64 in. before being stopped by Step-up Arm Stop ("ear" formed in Base Plate). Bend Stop one way or another to reduce or increase over-ride to approximately 1/64 in. Index Pawl should then properly drop into base of tooth, without binding, when Plunger is lightly operated (without pushing Plunger all the way in). Adjust Stop-Plate (P-3386) against top of Step-up Arm so that unit will step when Step-up Arm is operated manually.

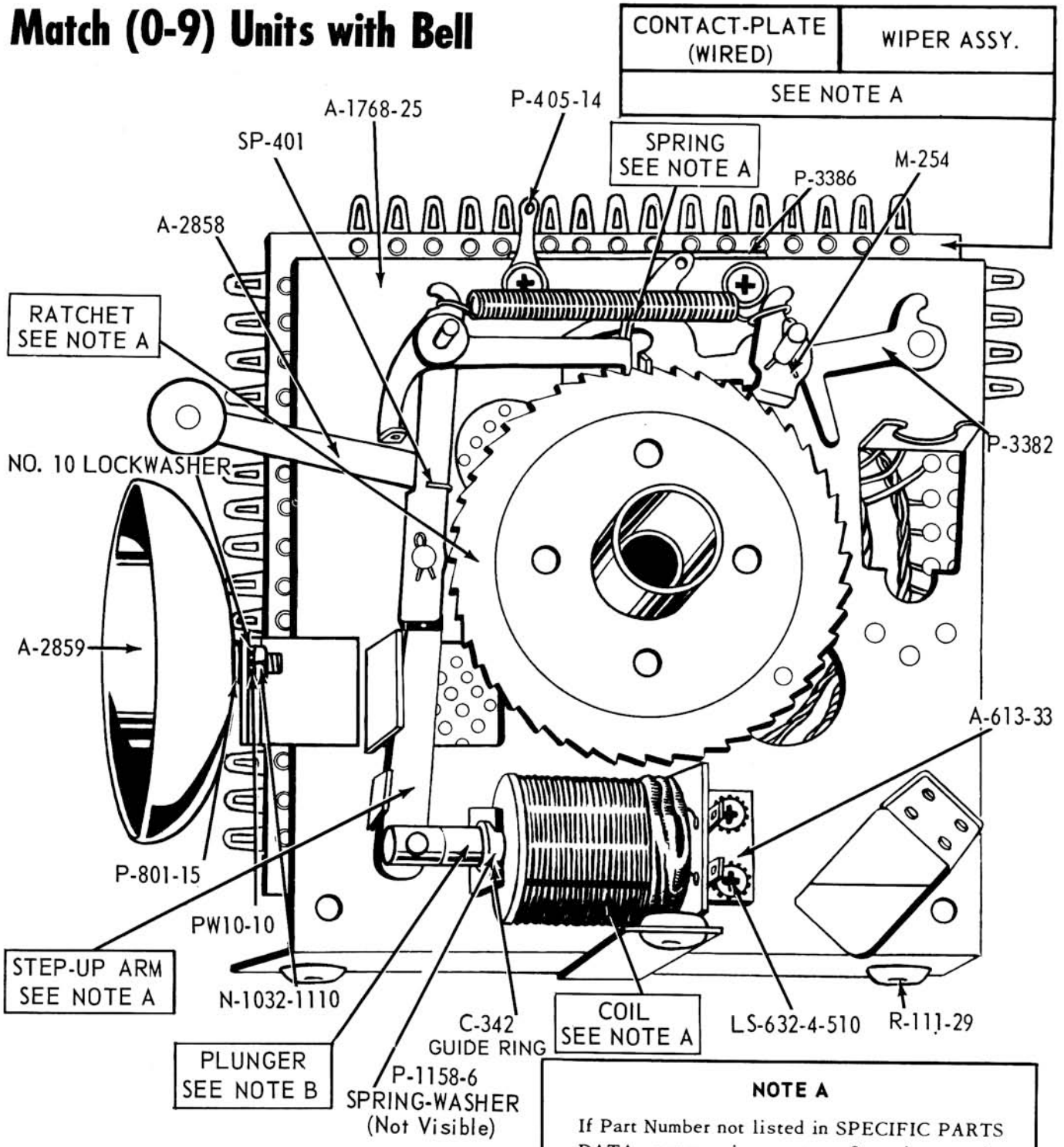
NOTE A

If Part Number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of game, name of unit.

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

STEPPING UNITS, CONTINUOUS

Match (0-9) Units with Bell



TO SILENCE BELL

Loosen Bell by turning in counter-clockwise direction. Lower Bell to bottom of slot in mounting-bracket. Tighten Bell by turning in clockwise direction.

ADJUSTMENTS

See adjustment instructions, page 37.

NOTE A

If Part Number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of game, name of unit.

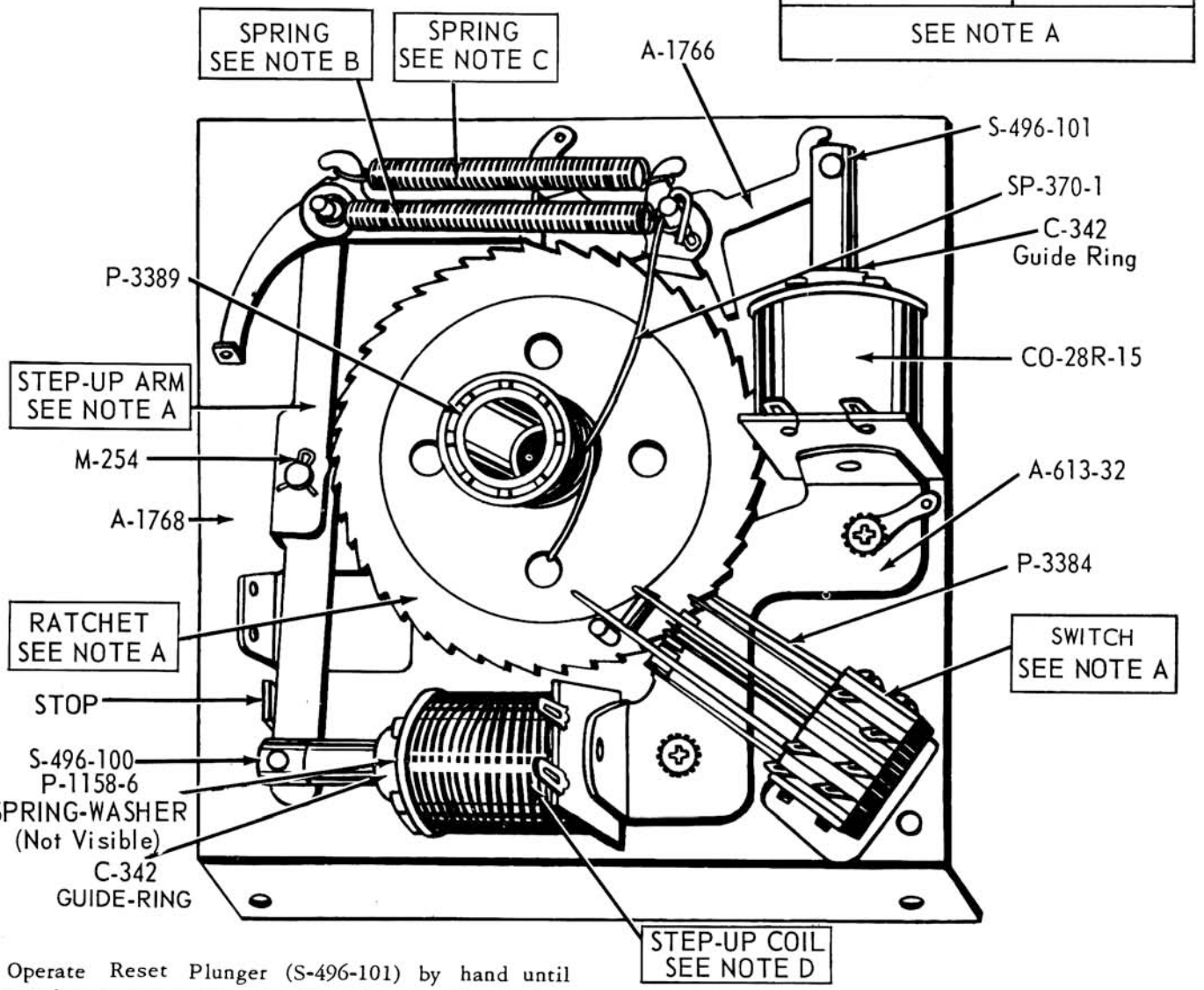
NOTE B

S-496-100 in 50-step Units.
S-496-162 in 60-step Units.

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

STEPPING UNITS, FULL RESET

CONTACT-PLATE (WIRED)	WIPER ASSY.
SEE NOTE A	



Operate Reset Plunger (S-496-101) by hand until Ratchet resets to zero position, i.e., until resetting movement stops. Then operate Step-up Plunger (S-496-100) and, while holding Step-up Plunger in, check to see that Reset Pawl (A-1766) rests at base of ratchet-tooth (point at which straight and angular edges of tooth meet). If Reset Pawl is not at base of tooth, adjust Spring-Stop (P-3384) until Ratchet moves into position to permit Pawl properly to engage tooth, as described. Then check unit manually by operating Step-Up Plunger, After Reset Pawl drops into position described above, Step-up Arm should over-ride approximately 1/64 in. before being stopped by Step-Up Arm Stop ("ear" formed in Base Plate). Bend Stop one way or another to reduce or increase over-ride to approximately 1/64 in. Reset Pawl should then properly drop into base of tooth, without binding, when Reset Plunger is lightly operated (without pushing Plunger all the way in).

NOTE A

If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of unit, name of game.

NOTE B

SP-100-120 in 3-IN-LINE and earlier games*
SP-100-113 in HOOTENANNY and later games*

NOTE C

SP-100-125 in 3-IN-LINE and earlier games*
SP-100-113 in HOOTENANNY and later games*

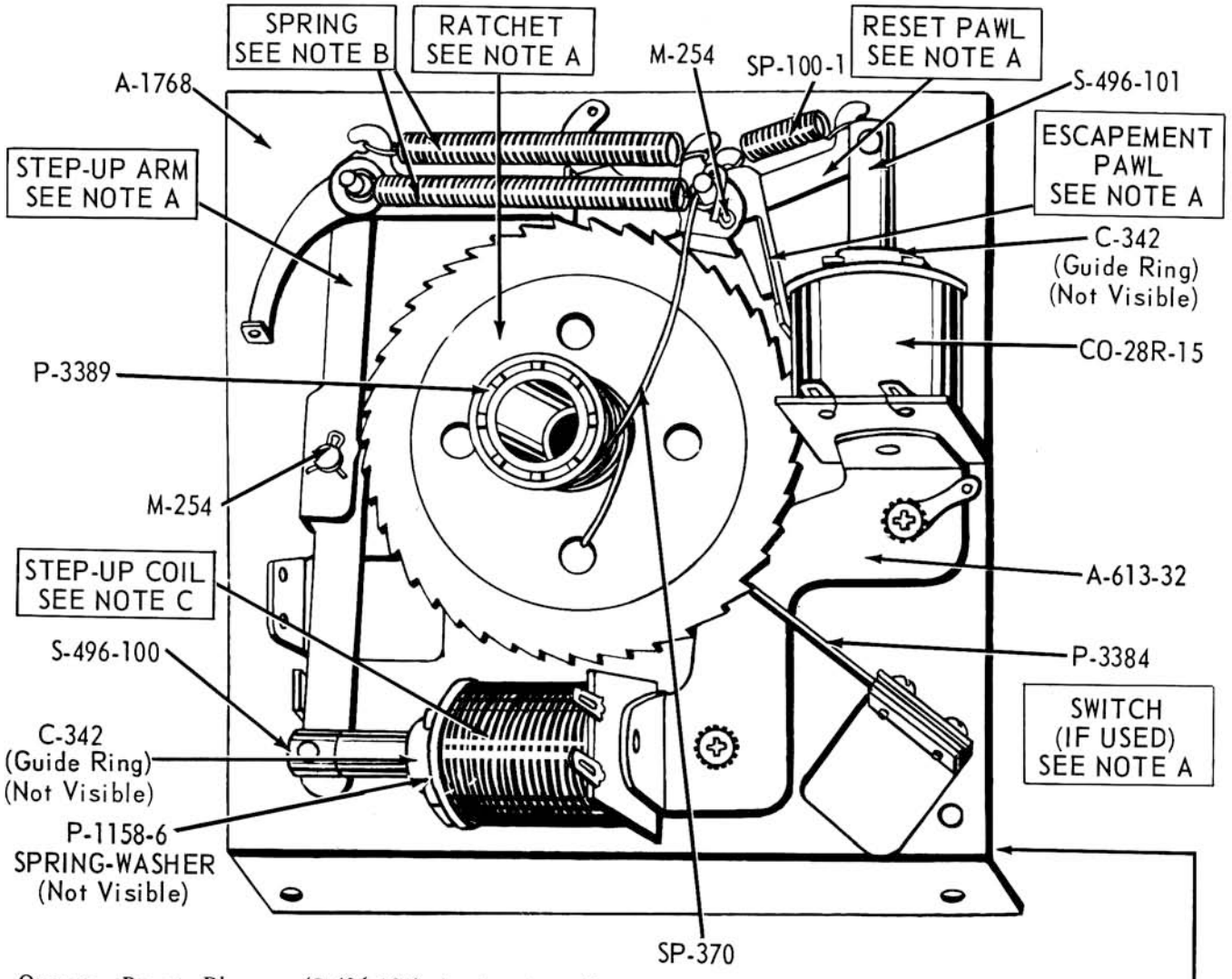
NOTE D

CO-25GG-7 in 3-IN-LINE and earlier games*
E-184-205 in HOOTENANNY and later games*

* See chronological list of games, page 7.

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

STEPPING UNITS, SINGLE-STEP RESET



Operate Reset Plunger (S-496-101) by hand until Ratchet resets to zero position, i.e., until resetting movement stops. Then operate Step-up Plunger (S-496-100) and, while holding Step-up Plunger in, check to see that Reset Pawl (A-1766-2) rests at base of ratchet-tooth (point at which straight and angular edges of tooth meet). If Reset Pawl is not at base of tooth, adjust Spring-Stop (P-3384) until Ratchet moves into position to permit Pawl properly to engage tooth, as described. Then check unit manually by operating Step-Up Plunger. After Reset Pawl drops into position described above, Step-up Arm should over-ride approximately 1/64 in. before being stopped by Step-up Arm Stop ("ear" formed in Base Plate) Bend Stop one way or another to reduce or increase over-ride to approximately 1/64 in. Reset Pawl should then properly drop into base of tooth, without binding, when Reset Plunger is lightly operated (without pushing Plunger all the way in).

CONTACT-PLATE (WIRED)	WIPER ASSY.
SEE NOTE A	

NOTE A

If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of unit, name of game.

NOTE B

SP-100-120 in 3-IN-LINE and earlier games*
SP-100-113 in HOOTENANNY and later games*

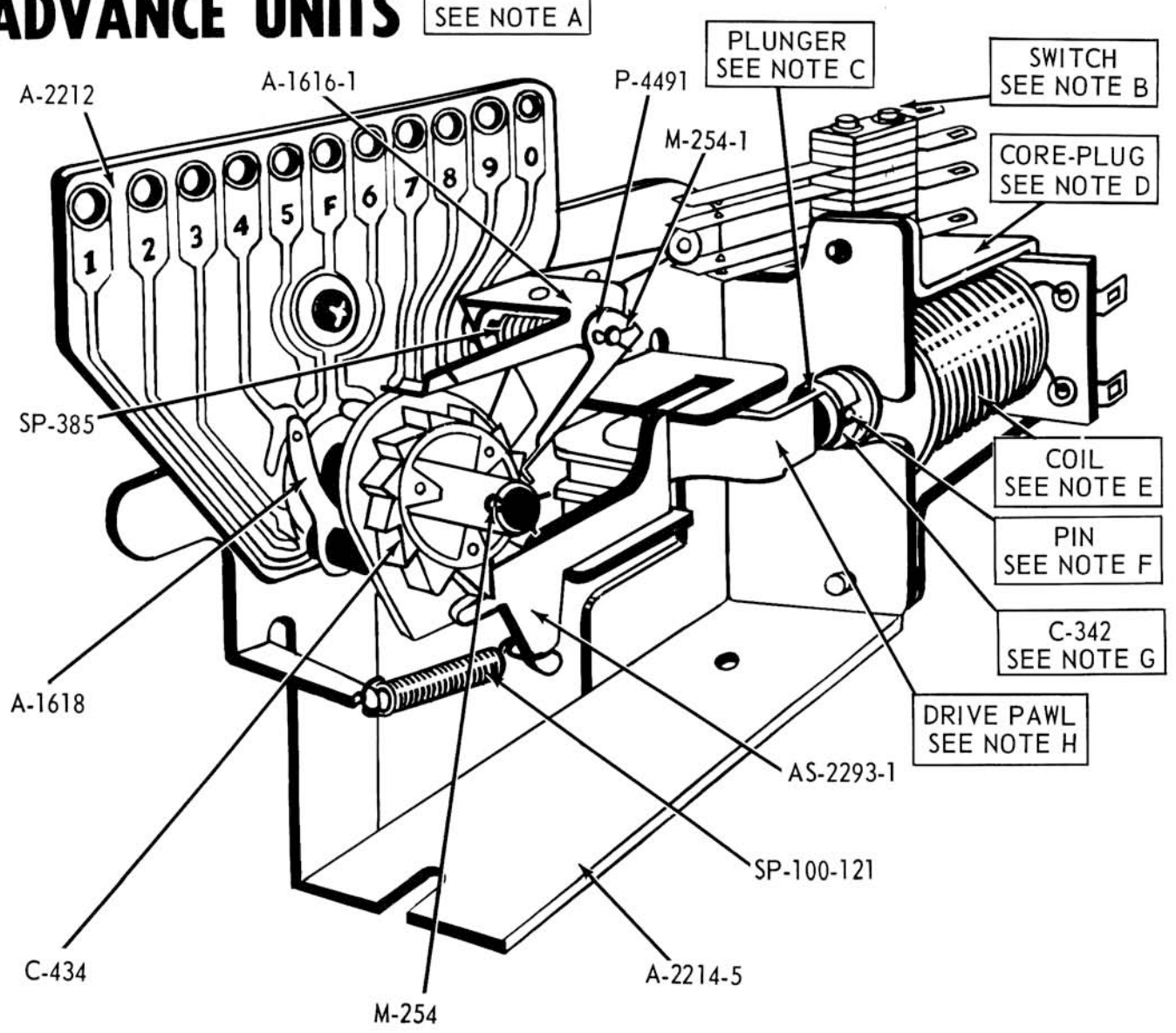
NOTE C

CO-25GG-7 in 3-IN-LINE and earlier games*
E-184-205 in HOOTENANNY and later games*

* See chronological list of games, page 7.

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

ADVANCE UNITS SEE NOTE A



NOTE A
Unit illustrated above was used in games noted below. Other "Advance" Units listed in Specific Parts Data are Stepping Units.

NOTE B
If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of unit, name of game.

NOTE C
S-496-150 in CROSS COUNTRY
S-496-160* in SKY DIVERS

NOTE D
A-613-52 in CROSS COUNTRY
A-613-58* in SKY DIVERS

NOTE E
CO-28ZZ-15 in CROSS COUNTRY
E-184-206 in SKY DIVERS

NOTE F
S-1071-130 with Plunger S-496-150
P-1637-43* with Plunger S-496-160*

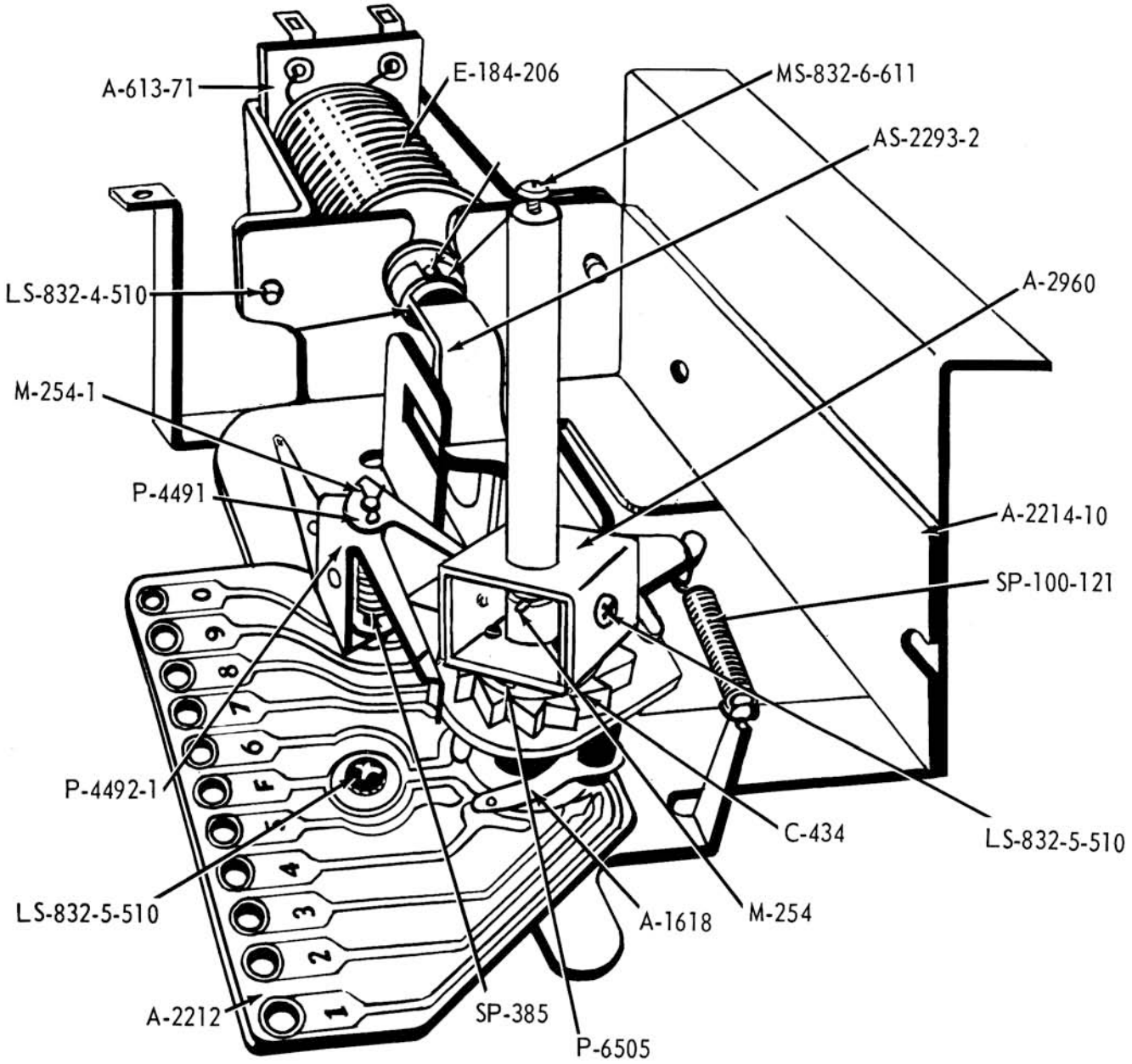
NOTE G
Not used with Plunger S-496-160*

NOTE H
C-435 with Plunger S-496-150
C-435-5* with Plunger S-496-160*

* Starred components are available in complete Plunger & Drive-Pawl Assy. AS-2293-1

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

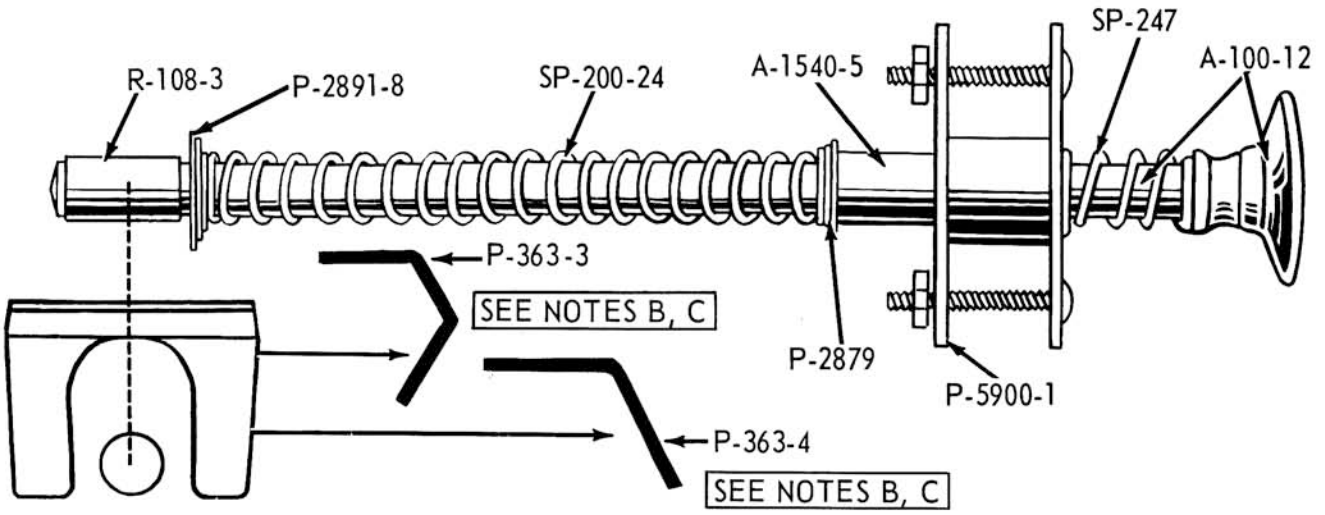
TARGET SELECTOR ASSY. (AS-1900-57)



TARGET SELECTOR DISC ASSY.
A-2961
(Not included in AS-1900-57)

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

BALL-SHOOTER ASSEMBLY (K-227) SEE NOTE A



When installing Ball-Shooter, adjust Housing in hole in Front-Cabinet so that Shooter Rod Tip is centered in Ball-Control Plate, as illustrated.

FRONT CABINET (OUTSIDE) PARTS

Adjuster, Leg M-163-4
Bolt, Leg M-106-1
Flipper-Button A-1729-4
Front-Moulding Assy.
  OLD STYLE . . . . . SEE NOTE D
  Single-Coin Games AS-1305-32
    Carriage-Bolt (cadmium-plated) 10-24 x 2 in.
    Coin-Entry Plate. . . . . SEE NOTE E)
    Corner-Casting
      LEFT (SEE NOTE F) C-597-1
      RIGHT (SEE NOTE F). C-597
    Inside Moulding Assy. A-2737
    Lock-Washer,
      External Tooth. . . . . No. 8
      Shakeproof. . . . . No. 4
    Nut
      Coin-Entry Plate. N440-1110
      Corner-Casting. N832-1111
    Rubber Glass-Cushion
      Narrow (SEE NOTE G) R-221-23
      Wide. R-221-28
    Screw, Slotless. . . . . 4-40 x 3/8 in.
    Top (Outside) Moulding P-5906-2
    Washer for Carriage-Bolt . . . . SEE NOTE H
    Wingnut for Carriage-Bolt . . . . SEE NOTE I

(CONTINUED ON PAGE 44)

NOTE A
K-227 includes all illustrated parts in disassembled kit.

NOTE B
P-363-3 was used in BAND WAGON and earlier games.* P-363-4 is used in games following BAND WAGON* and may be used as replacement for P-363-3 in all games from HARVEST* to BAND WAGON.*

NOTE C
Neither P-363-3 nor P-363-4 is included in K-227.

NOTE D
Used on SKY DIVERS and earlier games*.

NOTE E
See International Coin-Mechanism Data, commencing on page 68.

NOTE F
RIGHT means Ball-Shooter side of game; LEFT means opposite side.

NOTE G
Used as required; not standard on all games.

NOTE H
Washer P-800-6 is not part of Front-Moulding Assy.

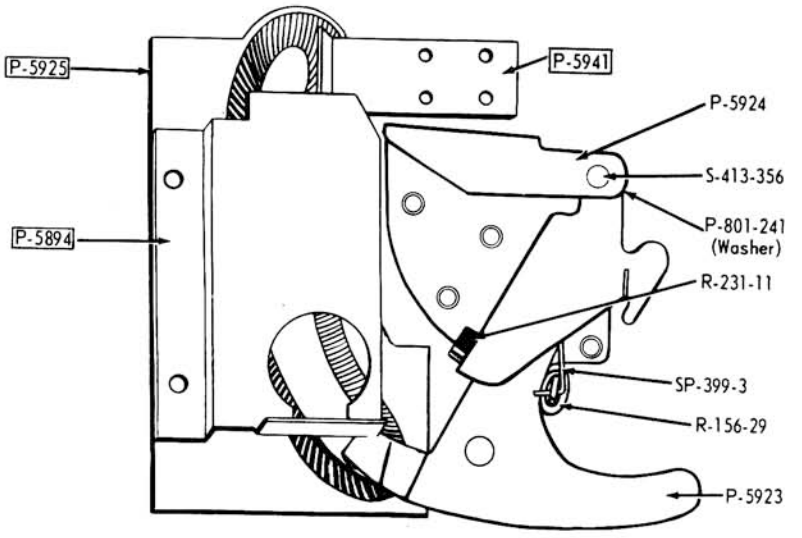
NOTE I
Wingnut M-463-4 is not part of Front-Moulding Assy.

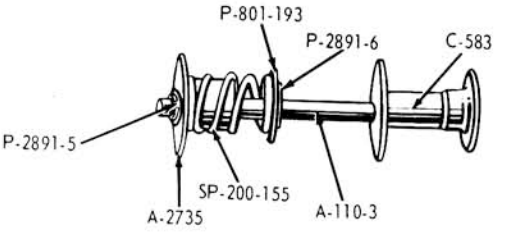
*See chronological list of games, page 7.

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

BALL-LIFTER ASSY. (AS-2285) SEE NOTE J

AND RELATED PARTS SEE NOTE K





BALL-LIFTER PUSHER ASSY. K-228

SEE NOTE L

AUTOMATIC BALL-RETURN
ON PAGE 45

FRONT CABINET (OUTSIDE) PARTS

CONTINUED FROM PAGE 43

Front-Moulding Assy.
OLD STYLE . . . . . SEE NOTE D
Multiple-Coin Games AS-1305-26
Detail same as AS-1305-32, excepting
quantity of Coin-Entry Plate
and Coin-Entry Plate Nut

Front-Moulding Assy.
NEW STYLE . . . . . SEE NOTE M
Single Coin Games AS-1305-39
Detail same as AS-1305-32,
excepting
Carriage-Bolt . . . . . NONE
Inside Moulding Assy. A-2737-2
Jam-Nut . . . . . 1/4-20 x 1/8 in.
Lock-Adjustment Screw S-1922
Multiple Coin Games AS-1305-38
Detail same as AS-1305-39, excepting
quantity of Coin-Entry Plate
and Coin-Entry Plate Nut
Leg P-4052-2
Side-Rail (Stainless Steel)
LEFT (SEE NOTE F) P-921-48
RIGHT (SEE NOTE F). P-921-49
Trim, Front-Door
Bottom P-5940-2
Left or Right P-5940
Top P-5940-1

NOTE J
AS-2285, illustrated above in reduced size is used on MAD WORLD and earlier games*.

NOTE K
Parts enclosed in box not included in AS-2285.

NOTE L
K-228, illustrated above in reduced size, is used in MAD WORLD and earlier games* and includes all parts illustrated in disassembled kit.

NOTE M
Used on MAD WORLD and later games*.

*See chronological list of games, page 7.

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

AUTOMATIC BALL-RETURN

Ball-Ejector Assy.
SEE NOTES A, B
Same as Ball-Ejector Assy., page 63, expecting
- Coil. E-184-213
- Ejector-Kicker Assy. . . . . SEE NOTE C
- Mounting Bracket Assy. A-643-9
- Retaining Ring (Shaft). . . . . SEE NOTE D
- Shaft . . . . . SEE NOTE E
- Spring(Extension), Ejector-Kicker Assy. SP-199-25
- Washer (Shaft) . . . . . SEE NOTE F

Ball-Return Guide (curved stamping) P-6346
Ball-Trough Assy. . . . . SEE NOTE G
Ball-Trough Back Wall . . . . . SEE NOTE G
Switch,
- Ball-Count (mounted on Ball-Trough). . . . . SEE NOTE G
- Ball-Return (mounted on Panel) . SW-100-412

NOTE A
See lubrication instructions, page 3

NOTE B
AS-428-16 in BIG DAY and earlier games*.

AS-428-17 in HARVEST and later games*, may be used as replacement for AS-428-16.

NOTE C
A-642-4 in AS-428-16.

A-642-5 in AS-428-17.

NOTE D
P-2891-5: 2 used in AS-428-16;
3 used in AS-428-17.

NOTE E
S-739-144 in AS-428-16

S-181-48 in AS-428-17

NOTE F
P-801-34: 2 used in AS-428-16;
3 used in AS-428-17

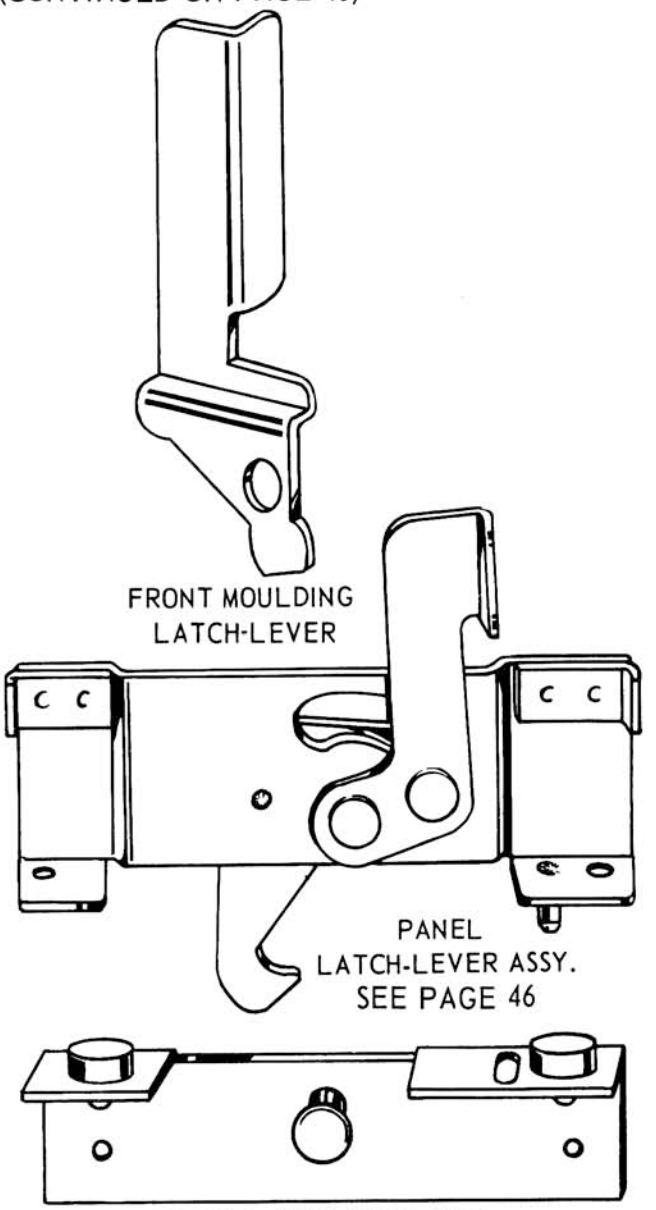
NOTE G
If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of game.

*See chronological list of games, page 7.

E-Z LATCH PARTS

BACKGLASS RETAINER (See page 67)
FRONT-MOULDING
- Front-Moulding Assys. (See pages 43, 44)
- Latch-Lever (illustrated below) . . P-6363
- Bushing for Latch-Lever S-156-410
- Carriage-Bolt for Latch-Lever . . . ¼-20x1½ in.

(CONTINUED ON PAGE 46)



ABOVE PARTS ILLUSTRATED IN REDUCED SIZE

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

E-Z LATCH PARTS

(CONTINUED FROM PAGE 45)

FRONT-MOULDING (Concluded)

- Stop-Nut (Elastic) for Latch-Lever M-319-8
- Washer for Latch-Lever P-801-193
- Lock Assys., Front-Moulding
- Listed at right in FRONT CABINET

PLAYFIELD PANEL

- Latch-Rails (See page 65)
- Latch-Lever Assys.
  - Right (SEE NOTE A)
    - Front (illustrated, page 45) A-2901-1
    - Rear A-2901-3
  - Left (SEE NOTE A)
    - Front A-2901
    - Rear A-2901-2
- Latch-Lock Assys.
  - Right (illustrated, page 45) (SEE NOTE A) AS-2315
    - Mounting Bracket Assy A-2899
    - Plug-Bumper R-231-11
  - Left (SEE NOTE A). AS-2315-1
  - Same as AS-2315, excepting
    - Mounting Bracket Assy. A-2899-1

NOTE A

RIGHT is Ball-Shooter side of game; LEFT is opposite side.

NOTE B

Used in SKY-DIVERS and earlier games*

NOTE C

If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of game.

NOTE D

If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order Ball-Switch by name, specifying name of game and position of Switch on Ball-Trough – 1, 2, 3, 4 or 5 – counting from Ball-Shooter side of game.

NOTE E

Used after first 1,000 games. Arch-Rest Bracket is part of Front-Moulding Bracket Assy. in first 1,000 games.

NOTE F

Used after first 1,000 games. Front-Moulding Bracket part of Front-Moulding Assy. in first 1,000 games.

*See chronological list of games, page 7.

FRONT CABINET (Inside)

- Armor, Front (SEE NOTE B) P-921-47
- Ball M-168-26
- Ball-Trough & Switch Assy. . . . . SEE NOTE C
  - Ball-Stop Assy. . . . . SEE NOTE C
  - Ball-Stop Bracket . . . . . SEE NOTE C
  - Ball-Switch . . . . . SEE NOTE D

Adjust tension of Ball-Switch blade which contacts Ball-Switch Actuator in Ball-Trough so that Ball rolls over Actuator freely, without hesitating or stopping.

- Ball-Switch Actuator . . . . . SEE NOTE C
- Ball-Trough Assy. . . . . SEE NOTE C
- Ball-Trough Bracket P-5894
- Ball-Trough Runway . . . . . SEE NOTE C
- Clip. . . . . SEE NOTE C
- Spring-Trap . . . . . SEE NOTE C
- Switch-Plate P-137-5
- Bounce-Switch Assembly (SEE ILLUSTRATION, PAGE 49)
- Coin-Box (less Cover),
  - Double Compartments. A-2790-13
  - Single Compartment. A-2790-5
- Coin-Slide Assy. A-2719-2
- Counter, Total-Play. E-130-10
- Cover,
  - Coin-Box A-2790-5 . . . . . P-3089-24
  - Coin-Box A-2790-13. . . . . P-3089-26
- Fuse
  - 5 amp E-133-5
  - 8 amp E-133-8
  - 10 amp E-133-10
- Fuse Block E-148-5
- Gong Assys. (SEE ILLUSTRATIONS, PAGE 67)
- Lock-Assys., Front-Moulding
  - MAD WORLD only
    - Single-coin games AS-2313-2
      - Arch-Rest Bracket . . . . . P-6368 (SEE NOTE E)
      - Bushing (Latch-Spacer) . . S-231-672
      - Coin-Slide Assy A-2719
      - Front-Moulding Bracket . . P-6364-1 (SEE NOTE F)

(CONTINUED ON PAGE 47)

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

FRONT CABINET (Inside)

(CONTINUED FROM PAGE 46)

Lock-Assys., Front-Moulding
- MAD WORLD only
  - Single-coin games AS-2313-2
    - Front-Moulding Bracket Assy (SEE NOTE A) A-2902
    - Front-Moulding Latch . . . P-6365
    - Screw,
      - Coin-chute Mounting . . LS-832-4-511
      - Front-Moulding Latch . LS-832-7-510
    - Stop-Nut (Elastic) M-319-3
    - Washer P-801-107
  - Multiple-Coins games. AS-2313-1
  - Same as AS-2313-2, excepting quantity
    - Coin-Slide Assy. (2)
    - Screw, Coin-Chute Mounting (4)
- GRAND TOUR and later games*
  - Single-coin games AS-2313-3
  - Same as AS-2313-2, excepting
    - Arch-Rest Bracket . . . . . NONE
    - Front-Moulding Bracket . . P-6364
    - Front-Moulding Bracket Assy. . . . . NONE
  - Multiple-coins games AS-2313
  - Same as AS-2313-3, excepting quantity
    - Coin-Slide Assy. (2)
    - Screw, Coin-Chute Mounting (4)

Mercury-Switch E-108-80
Resistor (15 ohms, 5 watts). E-104-43
Sounder Assy. (SEE ILLUSTRATION, PAGE 49)
Tilt
- Contact-Bracket P-275
- Hanger P-274
- Plumb-Bob E-138-3
- Wire M-175

Tilt-Switch (SEE ILLUSTRATION, PAGE 49)
Transformer . . . . . SEE NOTE B

FRONT-DOOR PARTS

Coin-Return Slide A-1363
Coin-Switch & Rejector Mounting Assys. (SEE ILLUSTRATION, (PAGES 48, 48A)
Cover, Front-Door
- Single Coin-Return . . . . . SEE NOTE C
- Double Coin-Returns . . . . . SEE NOTE C

Front-Door only
- Single Coin-Return CA-567-146
- Double Coin-Returns CA-567-134

Hinge. . . . . SEE NOTE D
Key-Hook M-389-1
Lock & 2 Keys. M-281-22
Lock-Cam P-4005-1
Push-Button Guide . . . . . SEE NOTE E
Replay-Button A-1729-6
Replay-Switch SW-100-358
Slug-Rejector. . . . . SEE NOTE F
Tilt-Switch (SEE ILLUSTRATION, PAGE 49)

*See chronological list of games, page 7.

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

NOTES FOR PAGE 47

NOTE A
Used only in first 1,000 games. See NOTES E, F, page 46.

NOTE B
E-122-91 (115 volts) in 3-IN-LINE and earlier games* E-122-92 (220-240 volts) in 3-IN-LINE and earlier games* E-122-95, which may be used with either 115 volts or 220-240 volts current supply, is standard in HOOTENANNY and later games* and may be used in all Bally flipper-type games.

NOTE C
For BAND-WAGON and earlier games* order
P-5946 (Double Coin-Returns),
P-5946-2 (Single Coin-Return);
and also order
A-254-72 Hinge.

New design of Front-Door Covers, requiring use of Hinge A-254-72, permits Door to be opened wider for greater Coin-Box accessibility.

Push-Button Guide P-2768-26 is also recommended for use with new type door.

For games following BAND-WAGON, new type Front Door Covers and Hinge A-254-72 may be ordered separately, as required.

NOTE D
For BAND-WAGON and earlier games,* when only Hinge is required, order
A-254-63 Hinge,
For games following BAND-WAGON, see reference to Hinge A-254-22 in NOTE C above.

NOTE E
See reference to Push-Button Guide P-2768-26 in NOTE A above.

NOTE F
See International Coin-Mechanism Data, commencing on page 68.

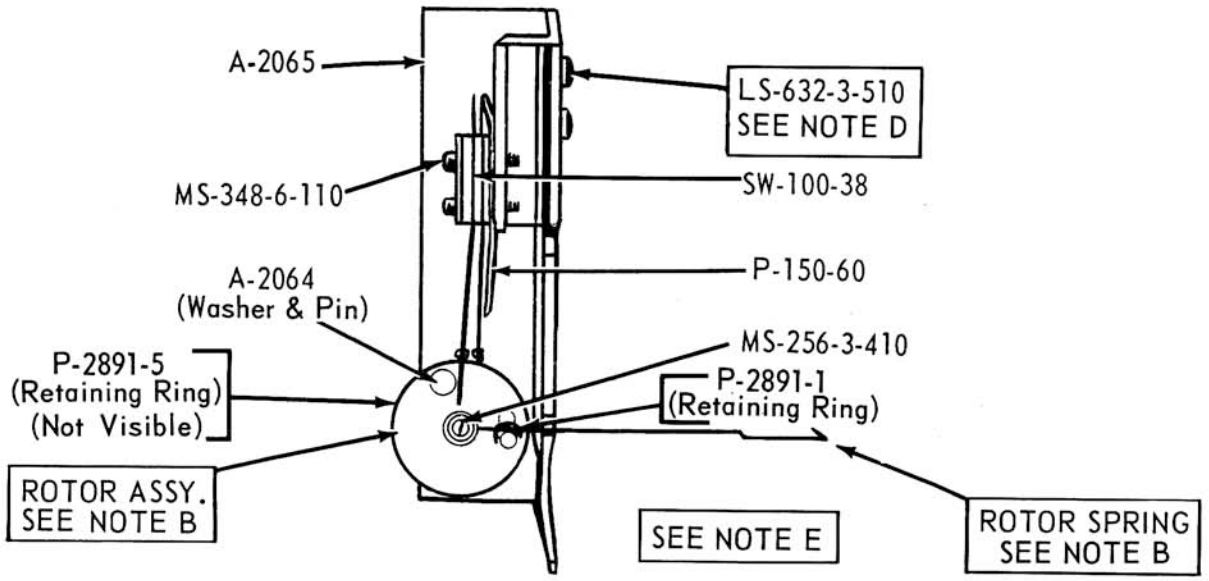
*See chronological list of games, page 7.

COIN-SWITCH & REJECTOR MOUNTING ASSYS.

Consisting of Assys. and Parts illustrated on pages 48, 48A

COIN-SWITCH ASSYS., BLADE-SWITCH TYPE

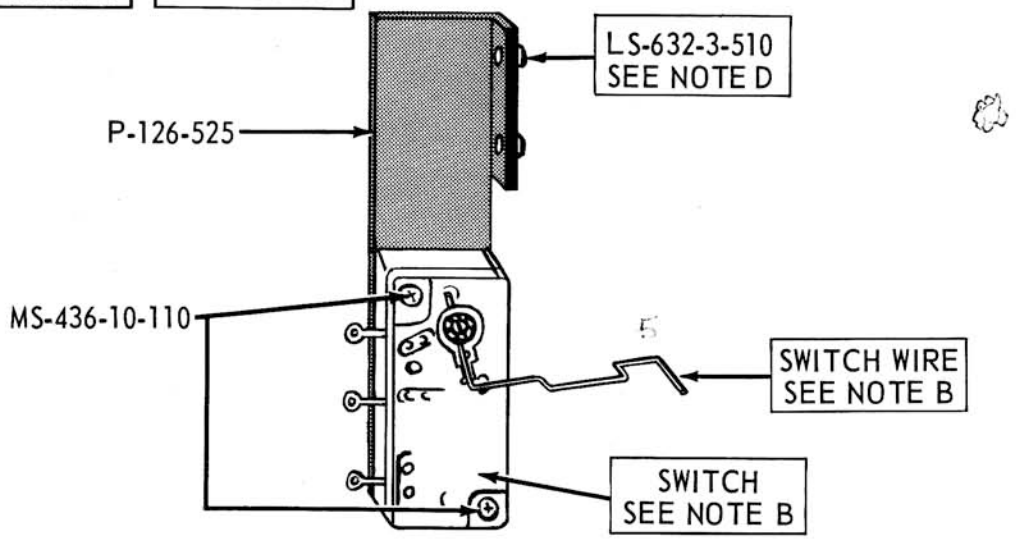
SEE NOTE A | SEE NOTE B | SEE NOTE C



When coin-mechanism is idle (before coin is deposited), longer blade of Coin Switch SW-100-38 should rest firmly against pin on Rotor Assembly with extension or Rotor Spring resting at bottom of Slug-Rejector Mounting Assembly. However, avoid excessive pressure of Coin Switch against pin on Rotor Assembly. Coin must pass over wire freely and actuate Coin-Switch.

COIN-SWITCH ASSYS., MICRO-SWITCH TYPE

SEE NOTE A | SEE NOTE B | SEE NOTE F

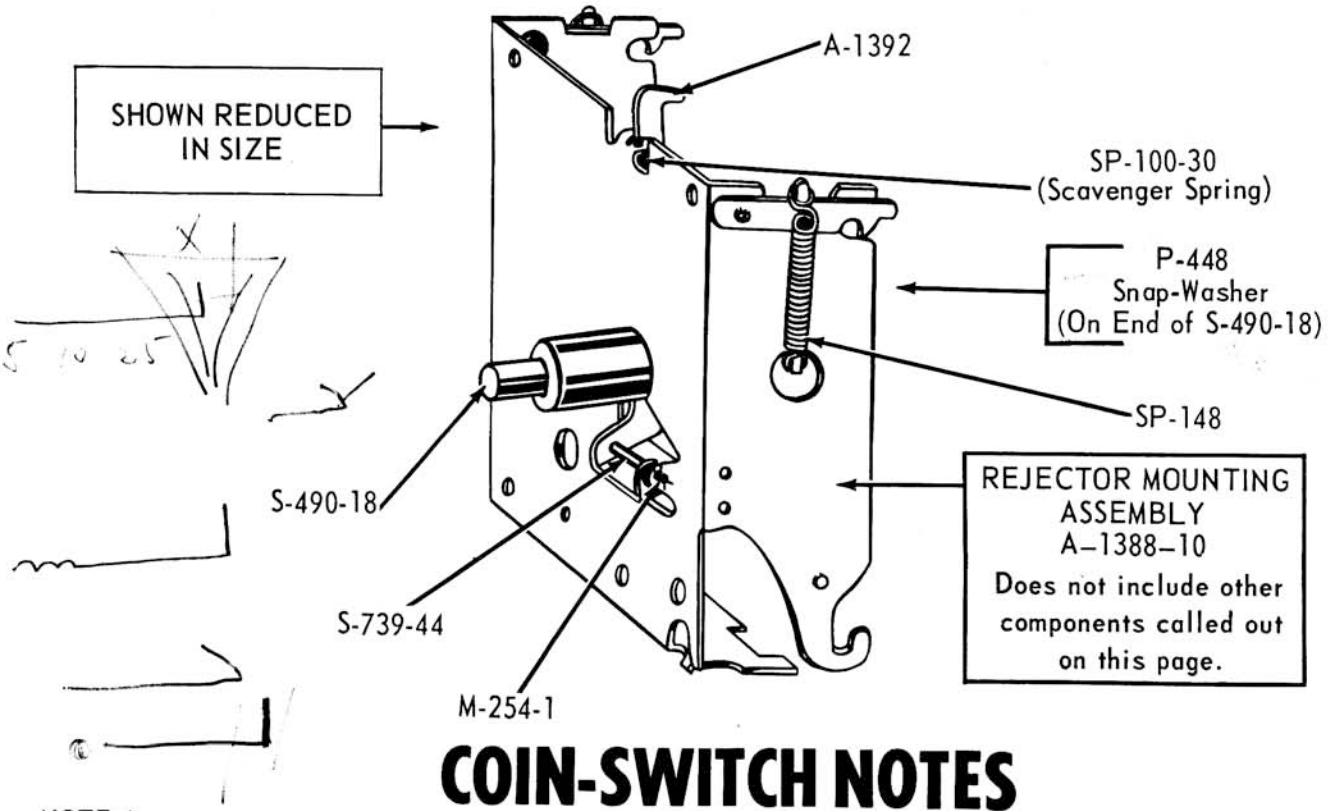


WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

COIN-SWITCH & REJECTOR MOUNTING ASSYS.

Consisting of Assys. and Parts illustrated on pages 48, 48A

REJECTOR MOUNTING ASSY. AND RELATED PARTS



COIN-SWITCH NOTES

NOTE A

Both Blade-Switch Type and Micro-Switch Type Coin-Switch Assys. are used in Bally flipper-type games. Either type may be used as a total replacement for the other type.

NOTE B

For correct part numbers of assys. and components which relate to particular national coins, see International Coin-Mechanism Data commencing on page 68.

NOTE C

Blade-Switch Type Coin-Switch Assys. illustrated at top of page 48 include all assys. and components called out, excepting as noted in NOTE D, and parts not illustrated but listed in NOTE E. Each assy. or component called out or listed in NOTE E may be purchased separately. (See NOTE B).

NOTE D

Lock-Screws LS-632-3-510 are not included in Coin-Switch Assys.

NOTE E

In addition to parts called out on page 48, Blade-Switch Type Coin-Switch Assys. include

Washer, Steel, 3/16 in. dia. P-801-364

In addition to parts called out on page 48, Rotor Assys. include

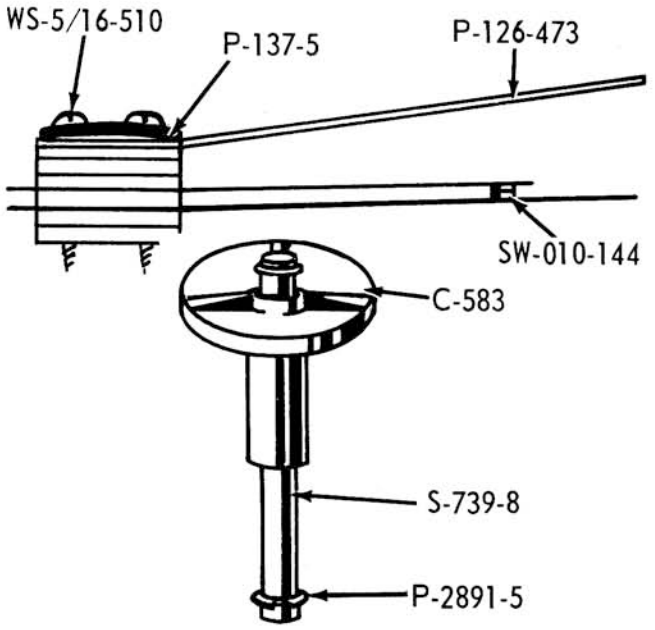
Hub S-1595
Washer, Brass P-801-30
Washer, Steel, 3/4 in. dia. P-801-353

NOTE F

Micro-Switch Type Coin-Switch Assys. illustrated at bottom of page 48 include all assys. and components called out, excepting as noted in NOTE D. Each assy. or component called out may be purchased separately. (See NOTE B.)

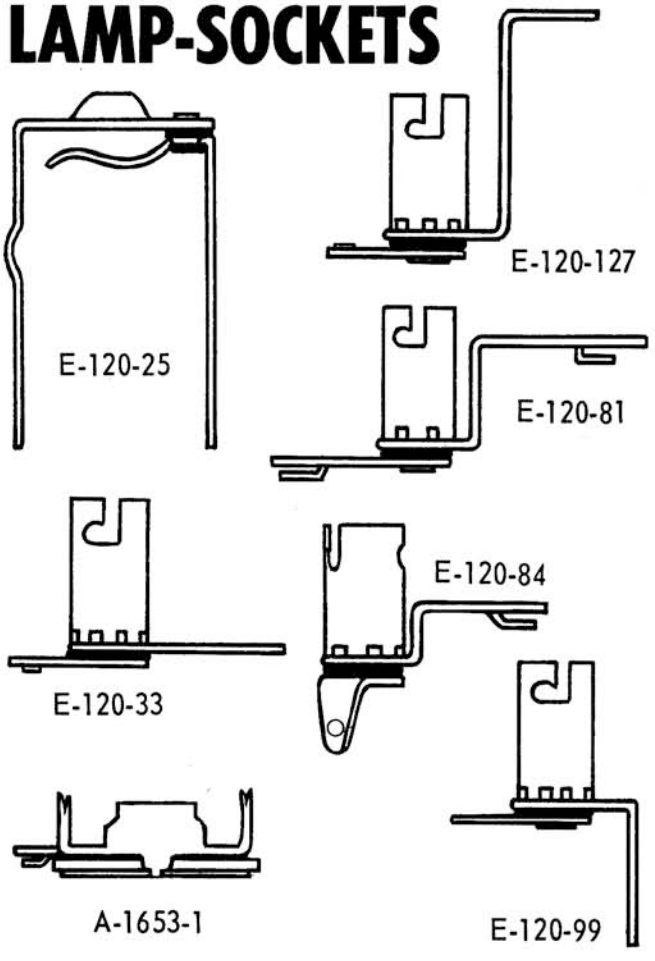
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

BOUNCE-SWITCH

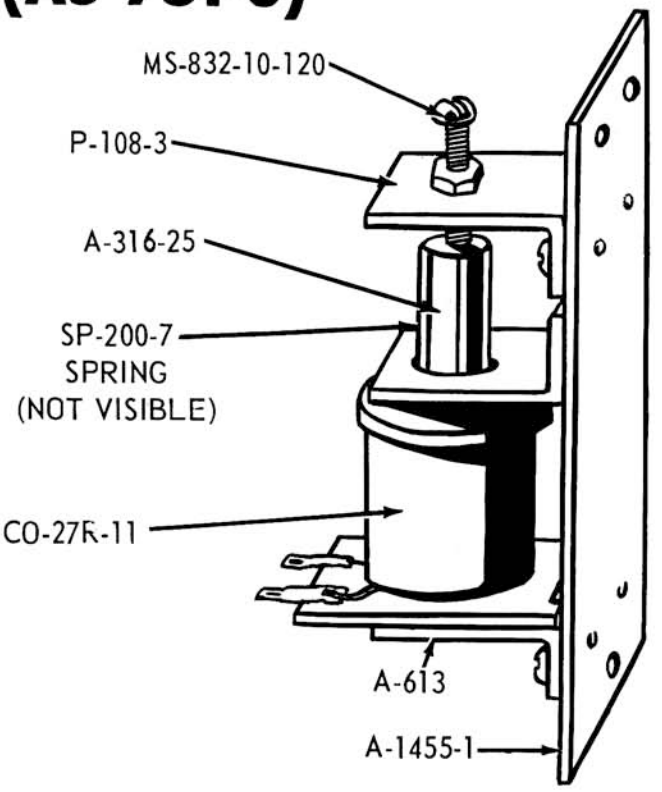


LAMPS SEE PAGE 67

LAMP-SOCKETS

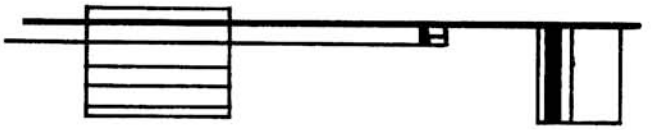


SOUNDER ASSEMBLY (AS-731-6)



Sounder Assembly is factory-adjusted to allow approximately 1/16 in. air-gap between bottom of Adjustment Screw (MS-832-10-120) and top of Plunger, when Plunger is pulled all the way into coil. Increasing the air-gap will increase the sound; decreasing the air-gap will decrease the sound.

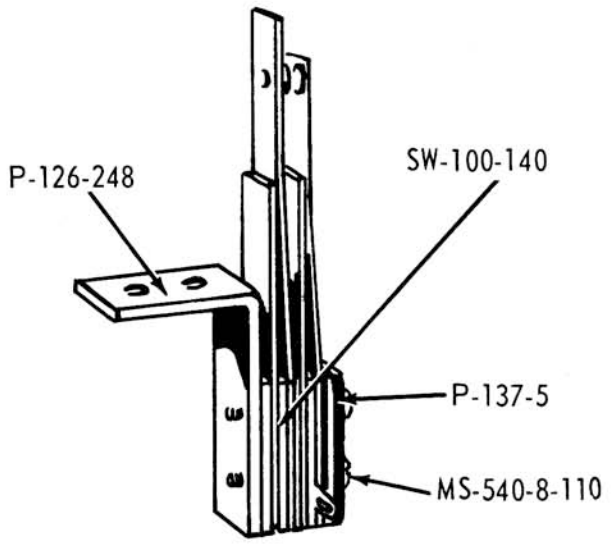
TILT-SWITCH (SW-010-76)



Identical Switch used on Mounting-Board and Front-Door. Also see similar Tilt-Switch on page 66

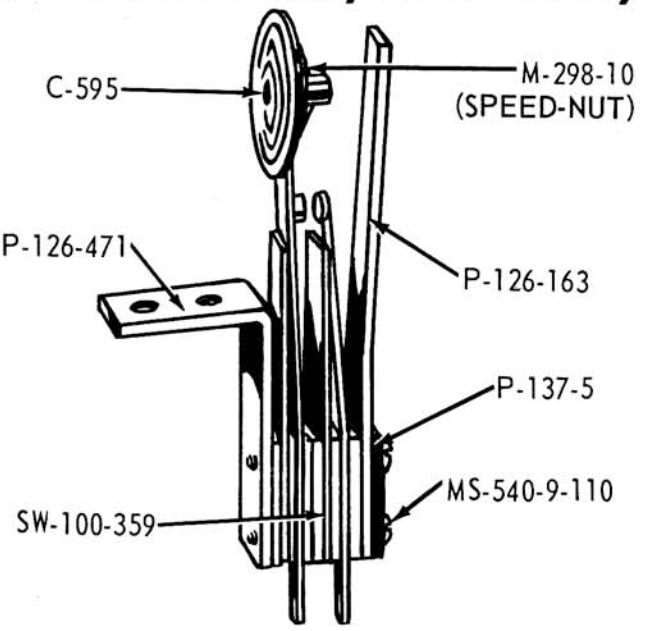
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

REBOUND-SWITCH
(Complete Assembly AS-982-162)



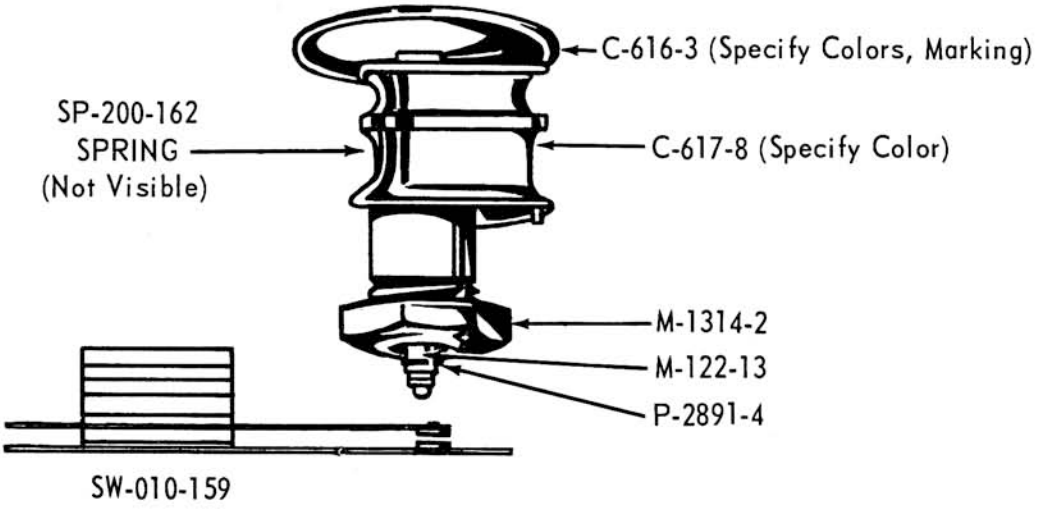
When Rebound-Switch Assy. is at rest, actuating blade of Switch SW-100-140 should be just barely touching Rubber Ring, with 1/16 in. air-gap between switch-points.

TARGET-SWITCH
(Complete Assembly AS-982-456)



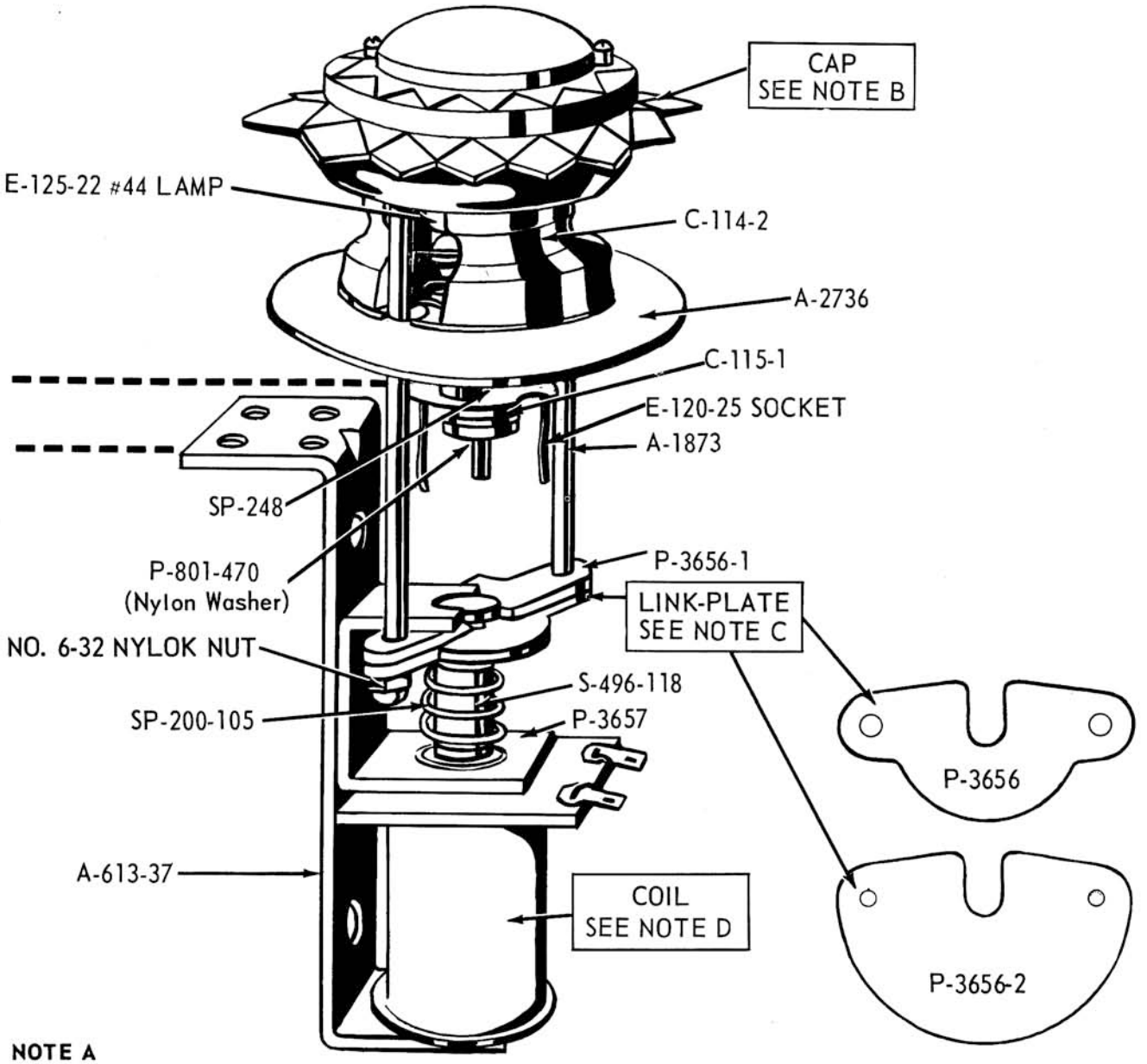
MUSHROOM BUMPER ASSEMBLY (AS-2291)

Specify colors and marking of Cap and Post



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

THUMPER BUMPER (Above Playfield) AS-2222
COIL & BRACKET ASSYS. (Below Playfield) SEE NOTE A



NOTE A
AS-1567-2 in 3-IN-LINE and earlier games.* AS-1567-3 in HOOTENANNY and later games.* Detail of AS-1567-3 is same as AS-1567-2 (illustrated), excepting Bakelite Link-Plate (SEE NOTE C) and Coil (SEE NOTE D). AS-1567-3 and components may be used to replace A-1567-2 or components in all Bally flipper-type games.

NOTE B
C-368 with rounded top, as illustrated.
C-670 with slanted flat top.
Specify colors and marking when ordering either style Cap.

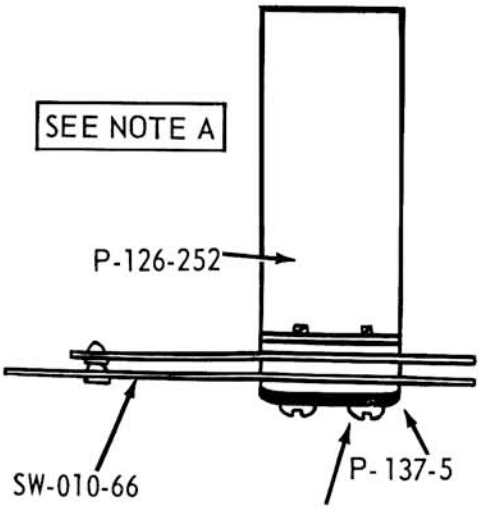
NOTE C
P-3656 in AS-1567-2. See sktech above. P-3656-2 in AS-1567-3. See sketch above. P-3656-2 may be used as replacement for P-3656 in all Bally flipper-type games.

NOTE D
CO-26NN-9 in AS-1567-2. E-184-190 in AS-1567-3. E-184-190 may be used as replacement for CO-26NN-9 in all Bally flipper type games.

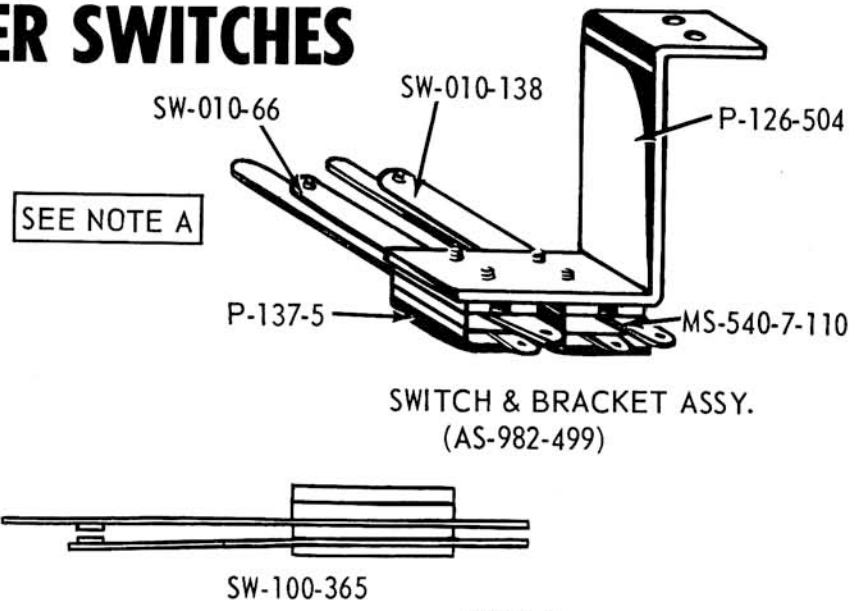
(*See chronological list of games, page 7.

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

THUMPER-BUMPER SWITCHES



SWITCH & BRACKET ASSY.
(AS-982-160)



SWITCH & BRACKET ASSY.
(AS-982-499)

NOTE A
AS-982-160 used with AS-1567-2.
AS-982-499 used with AS-1567-3.

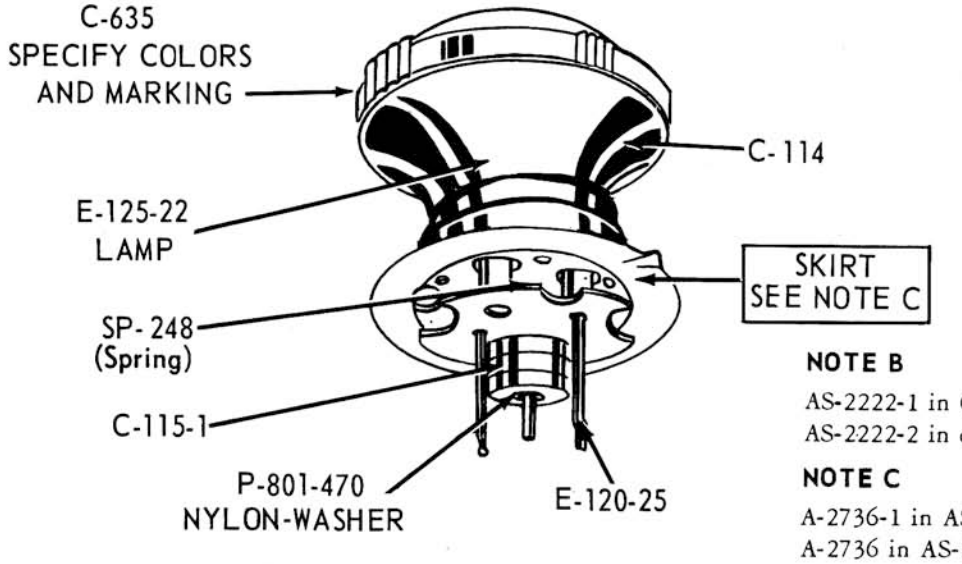
To remove Thumper-Bumper, first elevate Playfield Panel, and unsolder and straighten terminals of Lamp-Socket E-120-25 to permit passage through Panel. Then remove 2 No. 6-32 Nylok Nuts at ends of Studs on Flange & Stud Assembly A-1873.

Remove Cap for access to 2 wood-screws which secure Thumper-Bumper to Top of Panel. When screws are removed, entire Thumper-Bumper may be lifted from Panel. (Be careful that parts assembled to Flange & Stud Assembly do not become dis-assembled.)

To install new Thumper-Bumper, follow above instructions in reverse order.

After installation, check and adjust Bumper Scoring Switch SW-100-365. The blade contacting pin on Bumper Base C-115-1 should be just touching pin without excessive pressure. Gap between switch-points should be approximately 1/32 in.

STANDARD BUMPER ASSYS. SEE NOTE B



BUMPER SWITCH
SW-100-365
SEE SKETCH ABOVE

NOTE B
AS-2222-1 in CUE-TEASE
AS-2222-2 in other games with Standard Bumper

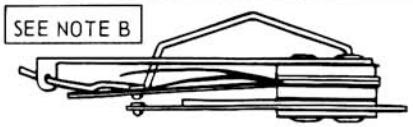
NOTE C
A-2736-1 in AS-2222-1
A-2736 in AS-2222-2

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

ROLLOVERS

OLD STYLE SEE NOTE A

SEE NOTE B



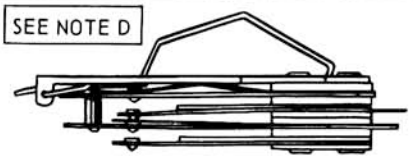
SW-100-367
TWO-DIRECTION ROLLOVER
SINGLE-MAKE

SEE NOTE C



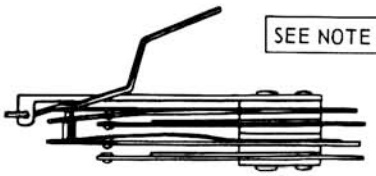
SW-100-368
ONE-DIRECTION ROLLOVER
SINGLE-MAKE

SEE NOTE D



SW-200-102
TWO-DIRECTION ROLLOVER
DOUBLE-MAKE

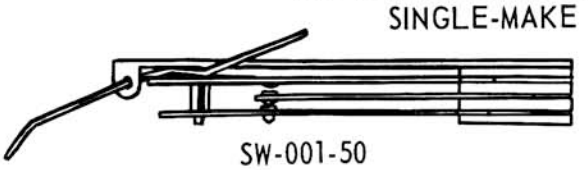
SEE NOTE E



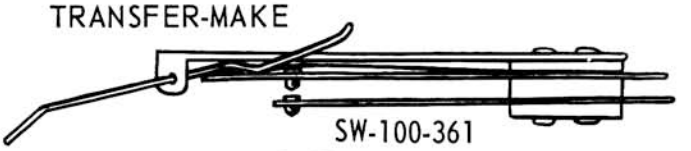
SW-200-104
ONE-DIRECTION ROLLOVER
DOUBLE-MAKE



SW-100-382
TWO-DIRECTION ROLLOVER
SINGLE-MAKE



SW-001-50
OUT-HOLE SWITCH
TRANSFER-MAKE



SW-100-361
OUT-HOLE SWITCH
SINGLE-MAKE

Tension of Rollover-Switch blades which contact Actuator should be adjusted to insure that Ball rolls over Actuator freely, without hesitating or stopping.

NOTE A
Rollover-Switches illustrated at left were used in 3-IN-LINE and earlier games* and should be replaced as indicated in NOTES B, C, D and E.

NOTE B
Replace with Bracket P-6254/Wire M-1336 or Bracket P-6254-1/Wire M-1336-1(depending on location on playfield) and Switch SW-100-401. (SEE OPPOSITE PAGE.)

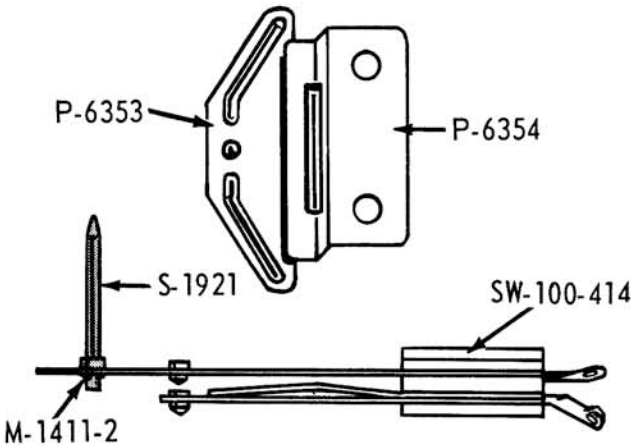
NOTE C
Replace with Bracket P-6254/Wire M-1336-2 or Bracket P-6254-1/Wire M-1336-3 (depending on location on playfield) and Switch SW-100-401. (SEE OPPOSITE PAGE.)

NOTE D
Replace with Bracket P-6254/Wire M-1336 or Bracket P-6254-1/Wire M-1336-1 (depending on location on playfield) and Switch SW-200-118. (SEE OPPOSITE PAGE.)

NOTE E
Replace with Bracket P-6254/Wire M-1336-2 or Bracket P-6254-1/Wire M-1336-3 (depending on location on playfield) and Switch SW-200-118. (SEE OPPOSITE PAGE.)

ALSO SEE NOTE A, PAGE 54

BUTTERFLY ROLLOVER

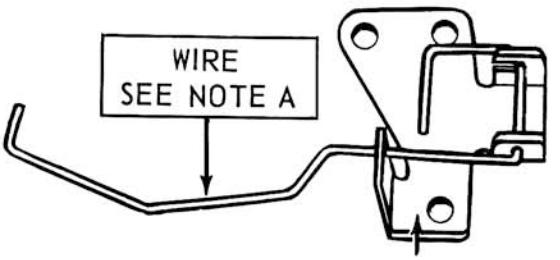


BUTTERFLY SWITCH & ROD ASSEMBLY
AS-2314

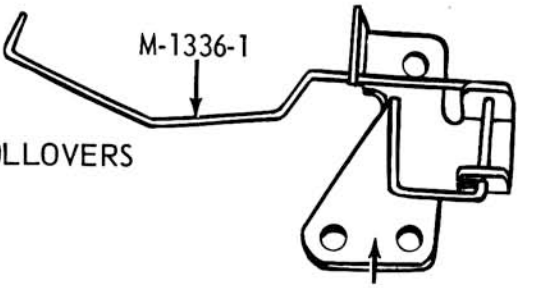
*See chronological list of games, page 7.

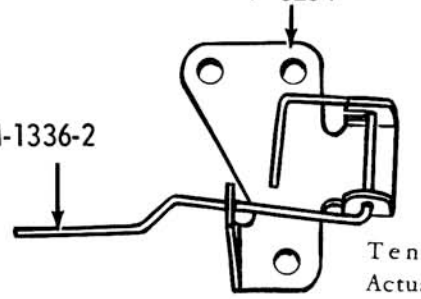
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

ROLLOVERS

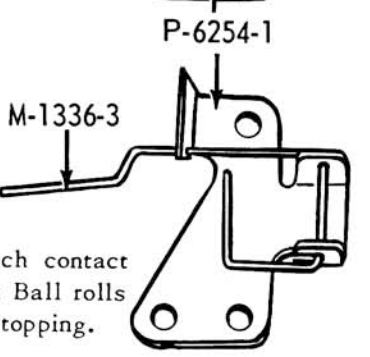


TWO-DIRECTION ROLLOVERS





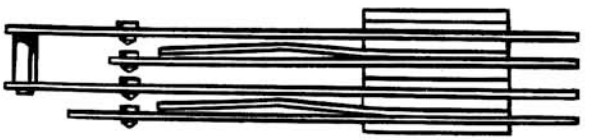
ONE-DIRECTION ROLLOVERS



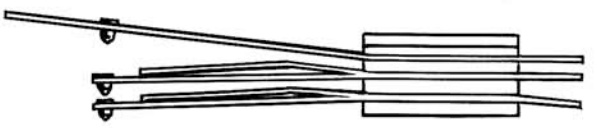
Tension of Rollover-Switch blades which contact Actuator should be adjusted to insure that Ball rolls over Actuator freely, without hesitating or stopping.



ROLLOVER SWITCH SW-100-401
SINGLE-MAKE



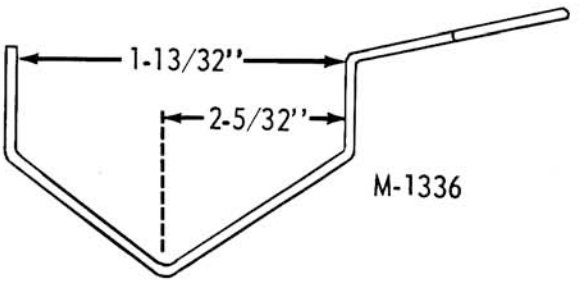
ROLLOVER SWITCH SW-200-118
DOUBLE-MAKE

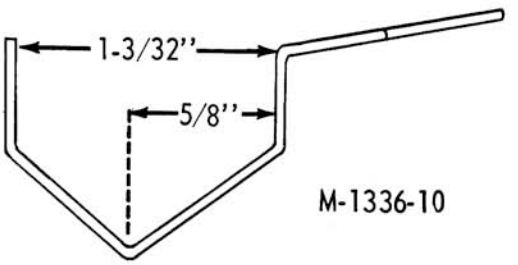


ROLLOVER SWITCH SW-M-45
DOUBLE-MAKE (MAKE BEFORE MAKE)

NOTE A

Depending on application, M-1336 or M-1336-10 may be used. Wires may be recognized by dimensional differences indicated in reduced size sketch below. M-1336 and M-1336-10 cannot be used interchangeably.

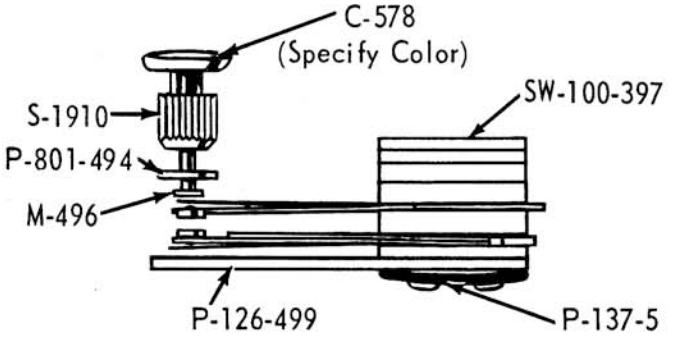




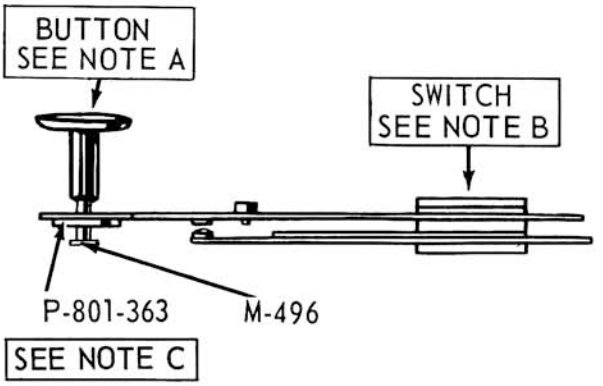
ROLLOVER BUTTONS
SEE PAGE 55

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

ROLLOVER BUTTONS

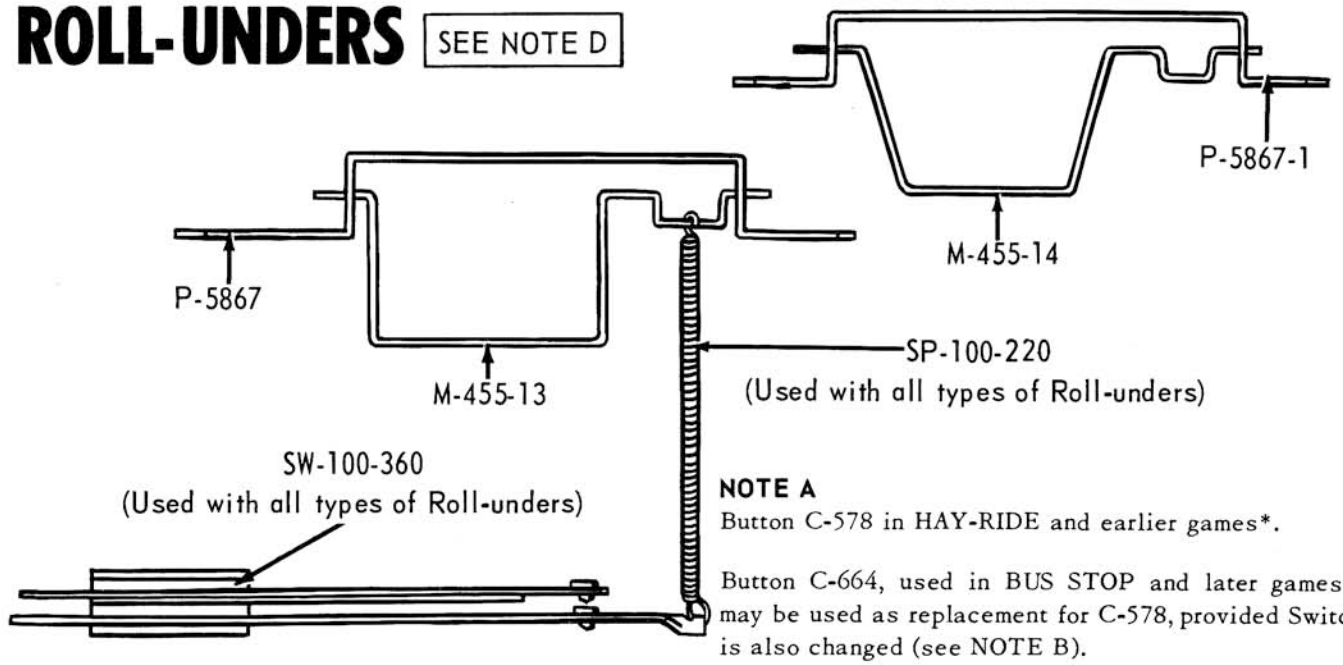


KICKER-BUTTON COMPONENTS



BUTTON-SWITCH COMPONENTS

ROLL-UNDERS SEE NOTE D



ADJUSTMENTS

Tension of switch-blade which is connected to Spring should be adjusted to insure that Ball rolls under Roll-Under without hesitating or stopping. Also check against "play" in Spring, which should be taut (but not pulling) when Roll-Under is hanging in normal position.

NOTE A
Button C-578 in HAY-RIDE and earlier games*.

Button C-664, used in BUS STOP and later games*, may be used as replacement for C-578, provided Switch is also changed (see NOTE B).

Specify color when ordering either style Button.

NOTE B
SW-100-353 in HAY-RIDE and earlier games*.

SW-100-432, used in BUS STOP and later games*, may be used as replacement for SW-100-353, provided Button is also changed (see NOTE A).

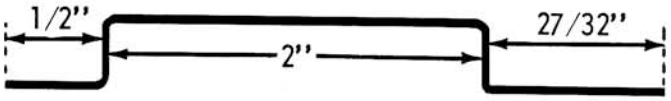
NOTE C
Washer P-801-363 is not used with Button C-664 and Switch SW-100-432.

NOTE D
Illustrations above are typical Roll-Unders. Profile views of the various Brackets and Wires associated with Roll-Unders – and Swing-Type Free-Ball Gates – appear on page 56.

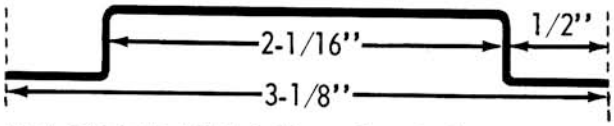
*See chronological list of games, page 7.

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

BRACKETS AND WIRES SEE NOTE A

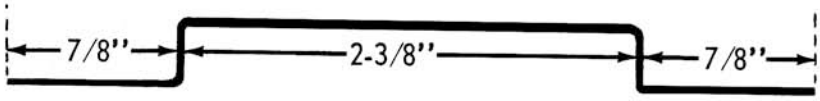


BRACKET P-5867 (Specify color)



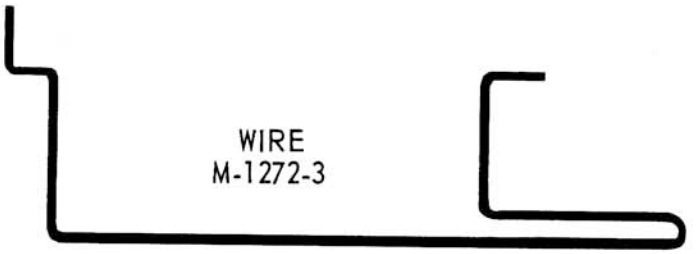
BRACKET P-5867-1 (Specify color)

BRACKET P-5867-2 SEE NOTE B

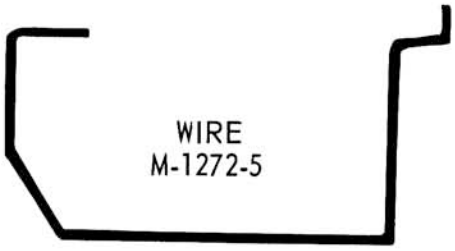


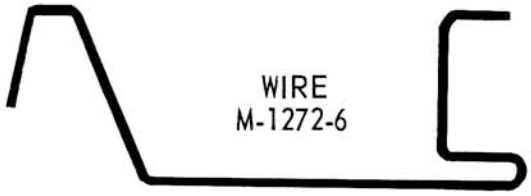
BRACKET P-5867-3 (BRIGHT CHROME)

BRACKET P-5867-4 SEE NOTE C



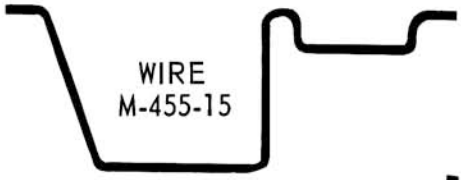


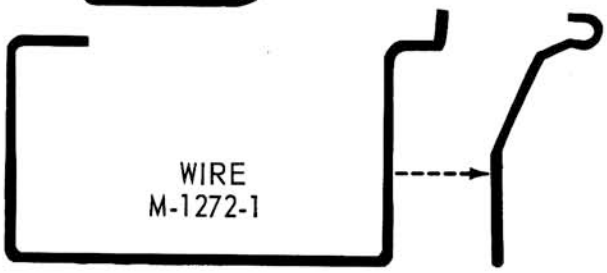


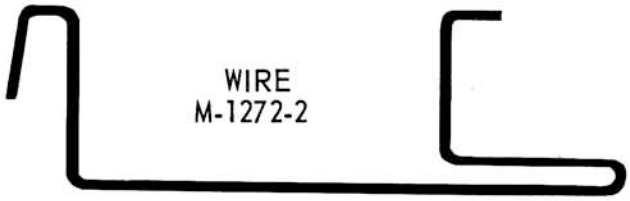












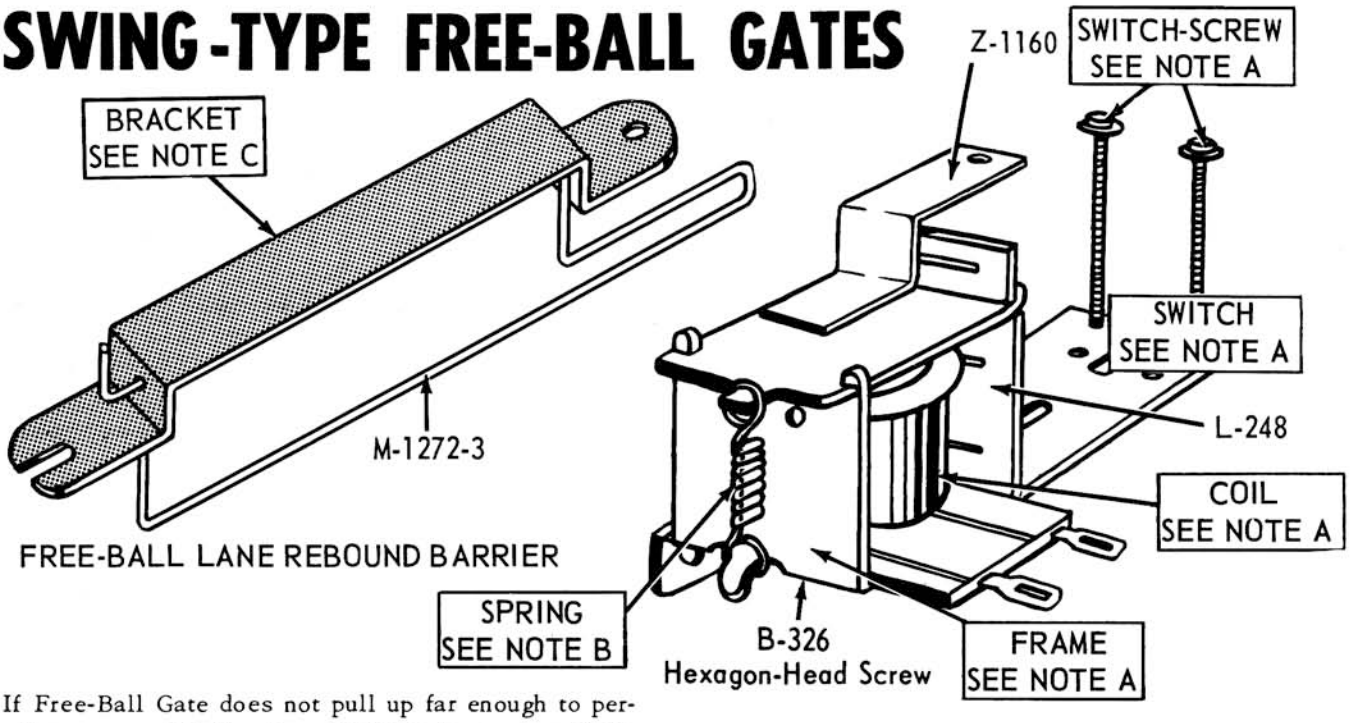
NOTE A
Profiles are approximately actual size.

NOTE B
P-5867-2 is identical to P-5867-1 in form but is Bright Chrome, instead of painted.

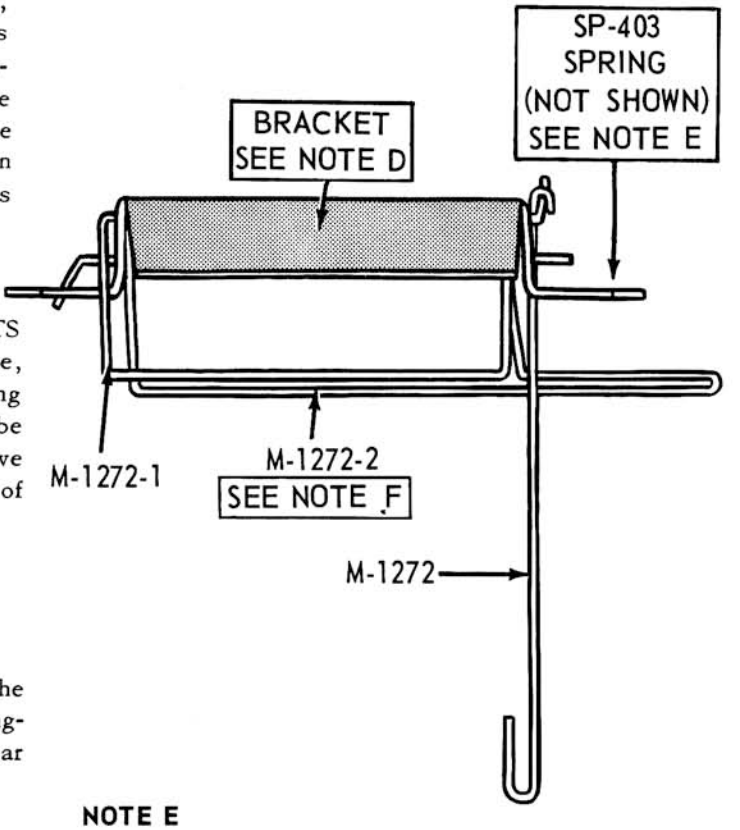
NOTE C
P-5867-4 is identical to P-5867-2 in finish and dimensionally but has 2 holes (instead of one) in each of the vertical surfaces.

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

SWING-TYPE FREE-BALL GATES



If Free-Ball Gate does not pull up far enough to permit passage of Ball, when "KK" Relay is energized, adjust position of Relay by loosening 2 Lock-Screws which secure Relay to Mounting Bracket and, pivoting Relay Frame on Lock-Screw in tapped hole, raise or lower end of Relay which is secured to Frame through adjustment slot until Relay is in position which permits Actuator to open Gate when Relay is energized.



NOTE A
If part number is not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of relay, name of game. (When ordering Switch or Switch Screw for relay with 2 switches, be sure to specify LEFT or RIGHT to indicate relative positions of switches, looked at from lug side of switches).

NOTE B
See SPRING TABLE, page 31.

NOTE C
Bracket illustrated is P-5867. Profile views of the various Brackets and Wires associated with Swing-Type Free-Ball Gates – and Roll-Unders – appear on page 56.

NOTE D
Brackets P-6000 or P-6000-1 are used, depending on application. P-6000-1 is dimensionally identical to P-6000 but is Cadmium Plated instead of Bright Chrome, and one of the 4 holes in vertical surfaces is .098. (Each of the 4 holes in vertical surfaces of P-6000 is .062.)

NOTE E
Spring SP-403 is not used in all Free-Ball Gates of type illustrated.

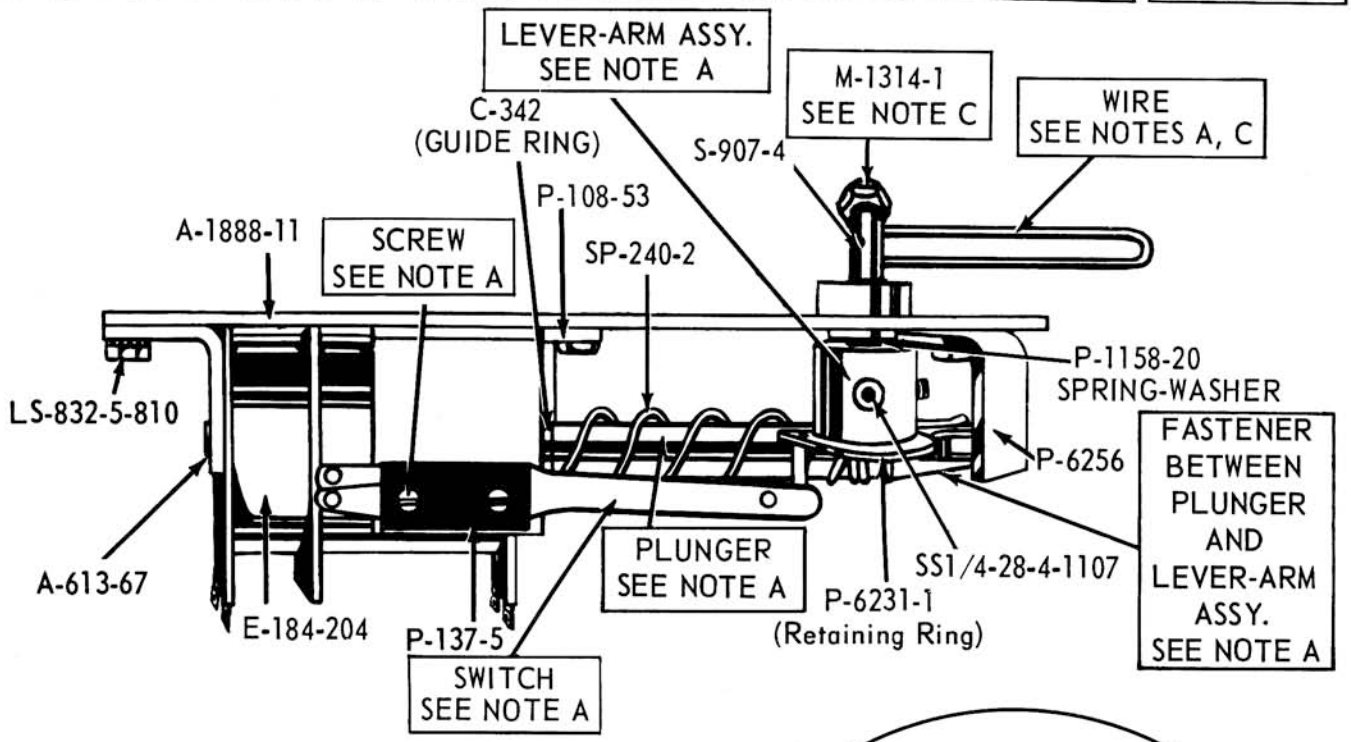
NOTE F
Rebound Barrier M-1272-2 is not used in all Free-Ball Gates of style illustrated.

* See chronological list of games, page 7.

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

SWIVEL-TYPE FREE-BALL GATES

SEE NOTE A | SEE NOTE B

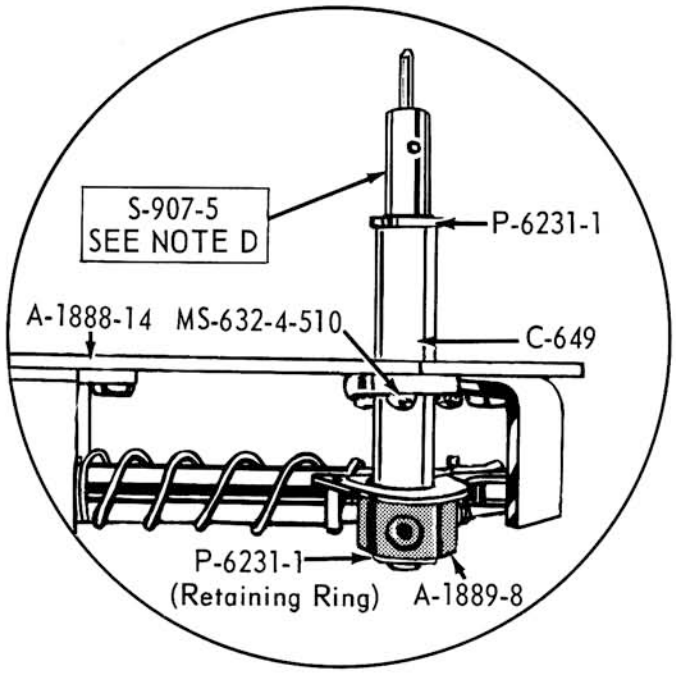


NOTE A

If part number is not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of part, name of game.

NOTE B

Gate illustrated above was used – with specific variations noted – in HAY-RIDE and earlier games*. Gate with improved features illustrated in circled partial view at right – but otherwise identical to Gate illustrated above – is used in BULLFIGHT and later games*.

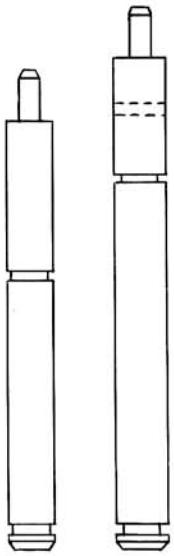


NOTE C

Not included in Gate Assy.

NOTE D

Comparative views of old and new Shafts appear at left.

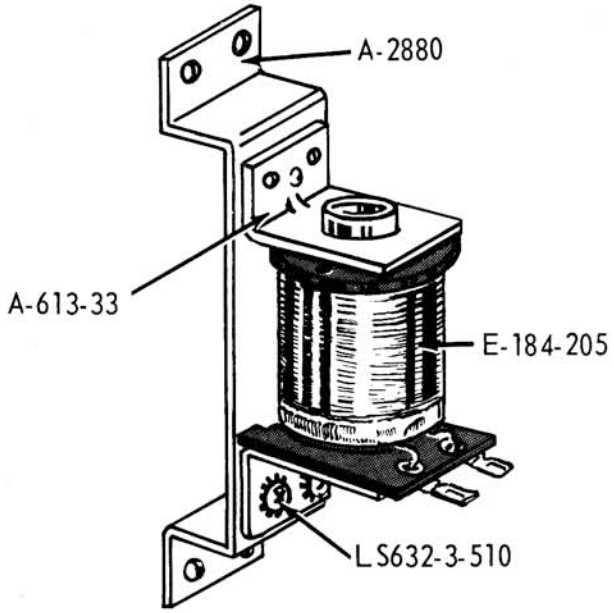


S-907-4 S-907-5

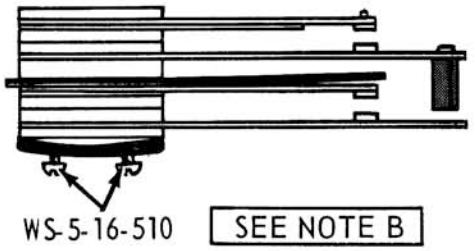
See chronological list of games, page 7.

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

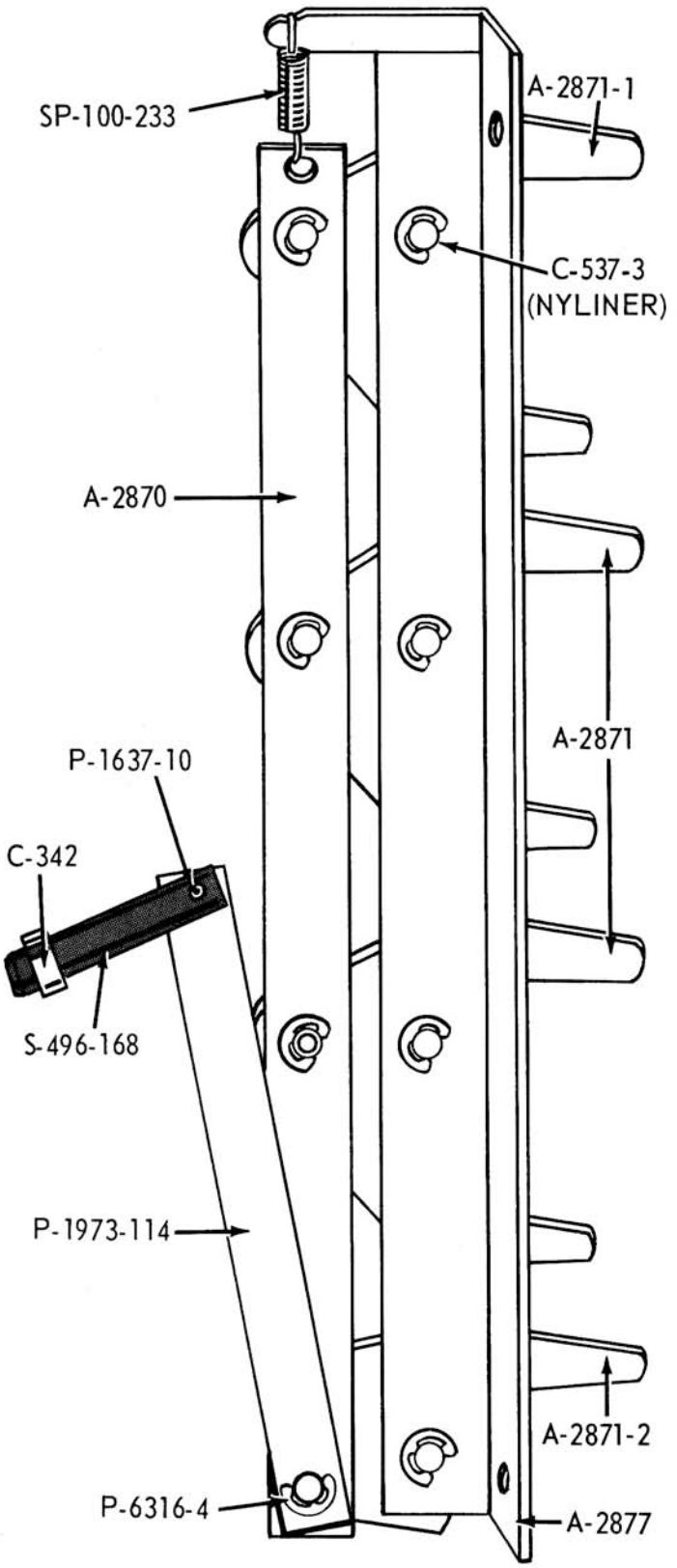
4-STEPS FREE-BALL ESCAPE ASSY. AS-2300 AND RELATED PARTS SEE NOTE A



COIL & BRACKET ASSEMBLY AS-2299



FREE BALL ESCAPE SWITCH SW-200-120



FREE BALL ESCAPE ASSY. AS-2300

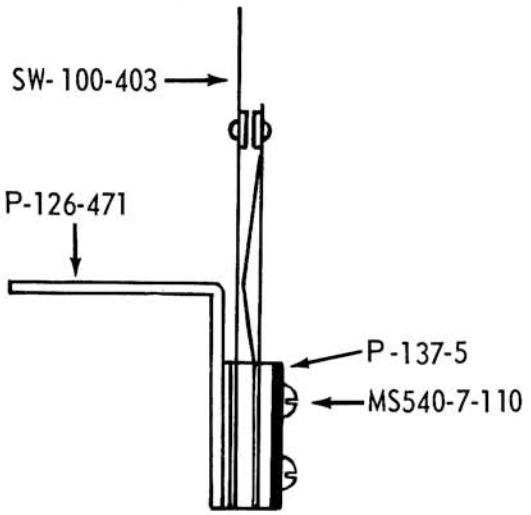
NOTE A
AS-2299, AS-2300 illustrated less than actual size. SW-200-120 illustrated actual size.

NOTE B
Screws, Switch-Plate not included in SW-200-120.

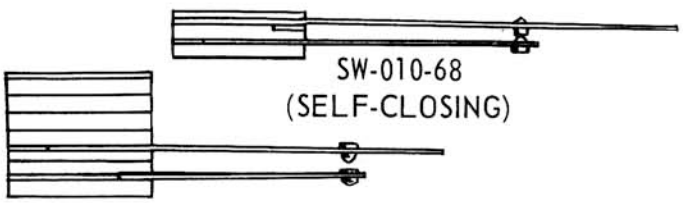
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

SLING-SHOT KICKER ASSY. SEE NOTE A

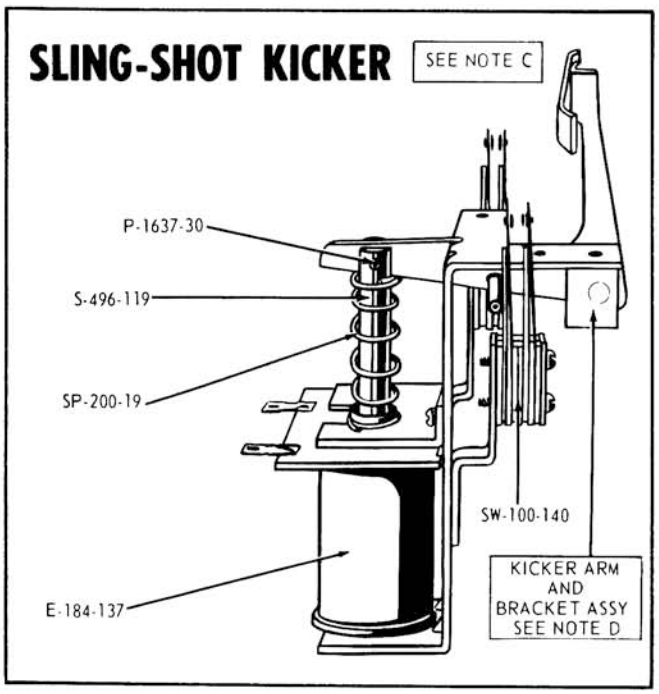
SLING-SHOT SCORING SWITCHES

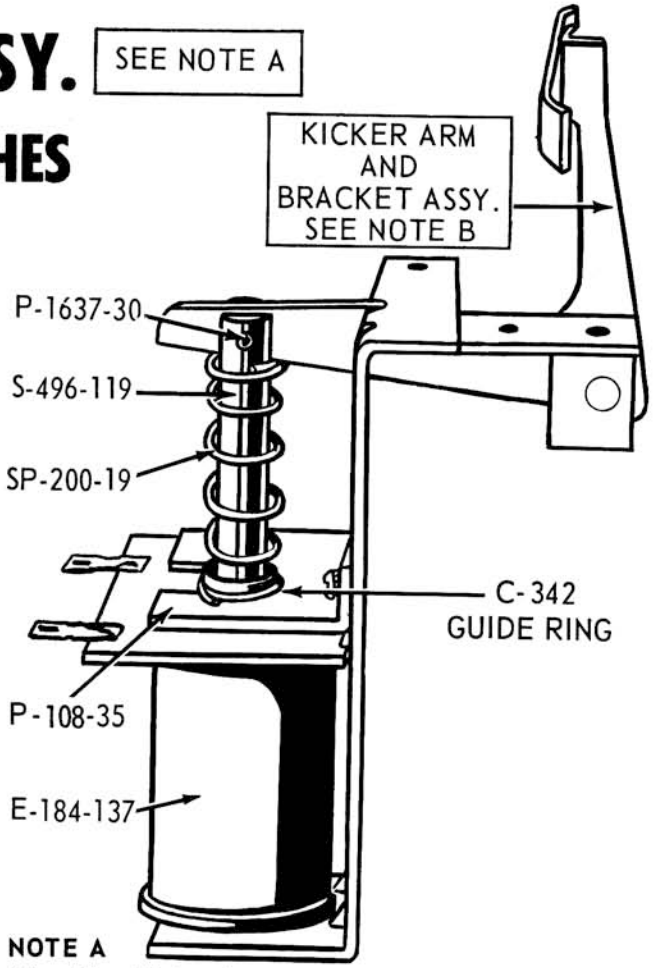


SWITCH & BRACKET ASSEMBLY
(AS-982-509)



SW-100-383
(CLOSED BY PIN)





NOTE A

Sling-Shot Kicker Assy. (AS-1566-6) illustrated at top of page is standard in SKY DIVERS and later games* and (with 2 Switch & Bracket Assy. AS-982-509) may be used in all Bally flipper-type games.

Sling-Shot Kicker Assy. (AS-1566-7), used in conjunction with Kicker-Button (see page 34-R1), is identical to AS-1566-6, excepting Kicker Arm & Bracket Assy. (see NOTE B), is standard in SKY DIVERS and later games* and (with single Switch & Bracket Assy. AS-982-509) may be used in conjunction with Kicker-Button in any Bally flipper-type game.

NOTE B

A-1876-5 in AS-1566-6; A-1876-6 in AS-1566-7

NOTE C

Sling-Shot Kicker Assy. (AS-1566-3) illustrated at left in reduced size (with 2 Switch SW-100-140) and similar Sling-Shot Kicker Assy. (AS-1566-5) (with single Switch SW-100-140) was used in BONGO and earlier games*. See NOTE A above.

NOTE D

A-1876-2 in AS-1566-3; A-1876-4 in AS-1566-5

SWITCH NOTE

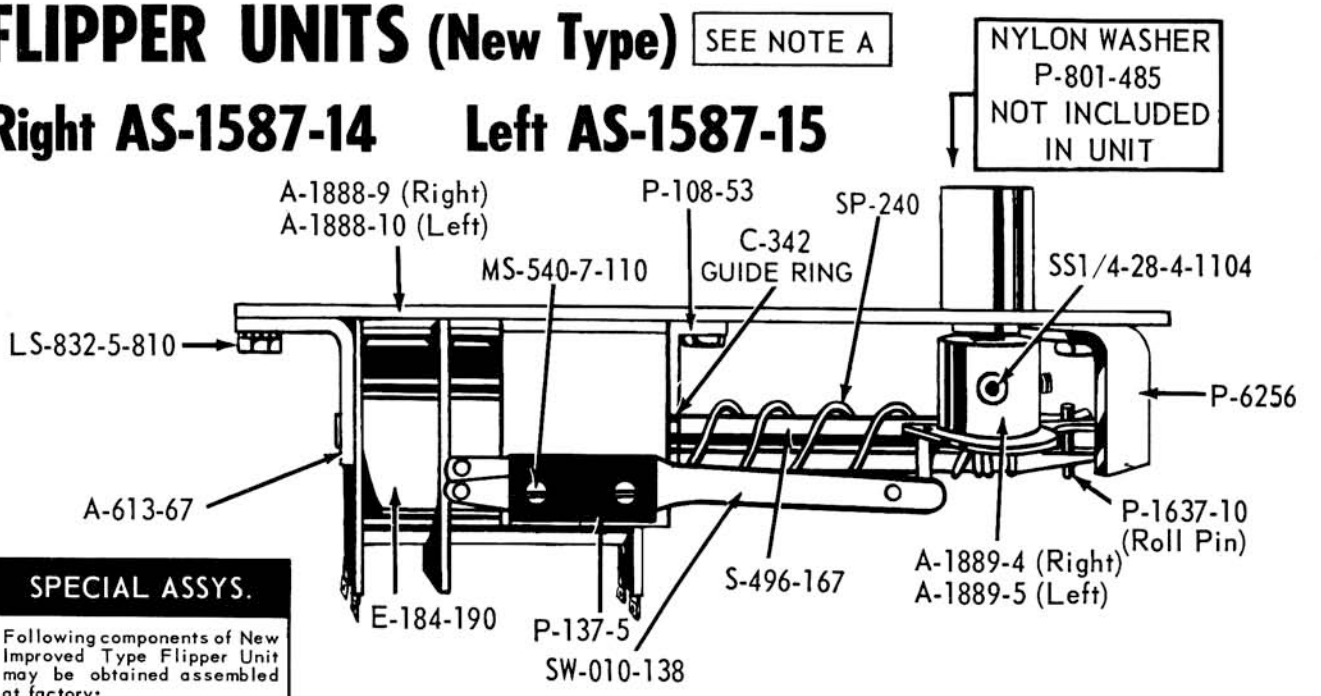
When Sling-Shot Kicker is at rest, actuating blade of Switch SW-100-403 (or SW-100-140 in earlier games) should just barely touch Rubber Ring, with 1/16 in. air-gap between switch points.

*See chronological list of games, page 7.

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

FLIPPER UNITS (New Type) SEE NOTE A

Right AS-1587-14 Left AS-1587-15



NOTE A

Used in HOOTENANNY and later games through BIG DAY*

SPECIAL ASSYS.

Following components of New Improved Type Flipper Unit may be obtained assembled at factory:

RIGHT: K-231

A-613-67
P-108-53
P-6256

assembled to A-1888-9 with 6 Lockscrews LS-832-5-810

LEFT: K-232

Components listed above but assembled to A-1888-10

NOTE

Inside diameter of bushing must be lubricated with Lubriplate (White)(Aero).

Clearance holes for 6 Lockscrews LS-832-5-810 must be drilled in panel to install in field.

RIGHT: K-233

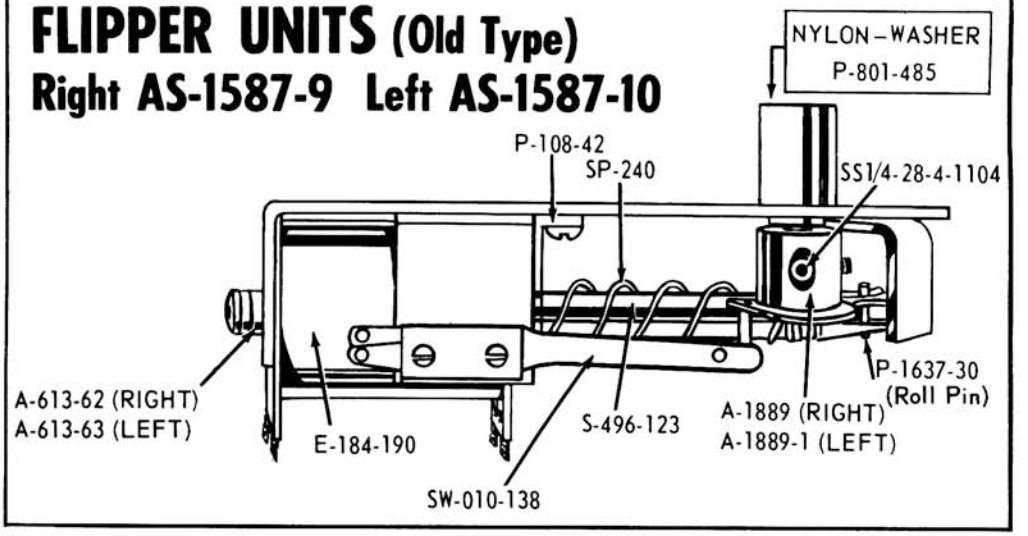
A-1889-4
C-342
P-1637-10
S-496-167
SP-240
SS1/4-28-4-1104

LEFT: K-234

A-1889-5 and all parts (excepting A-1889-4) listed under K-233

FLIPPER UNITS (Old Type)

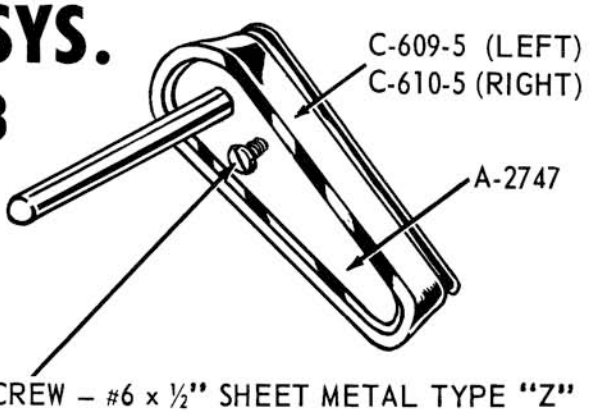
Right AS-1587-9 Left AS-1587-10



FLIPPER ARM & CAP ASSYS.

Right AS-2214-2 Left AS-2214-3

Flipper Assembly AS-2214-2 and AS-2214-3 should be positioned so that edge of Flipper Cap which is closest to front-arch is parallel with adjacent slanting edge of arch. To adjust, loosen 2 Set-Screws. After proper adjustment, tighten Set-Screws as tightly as possible.

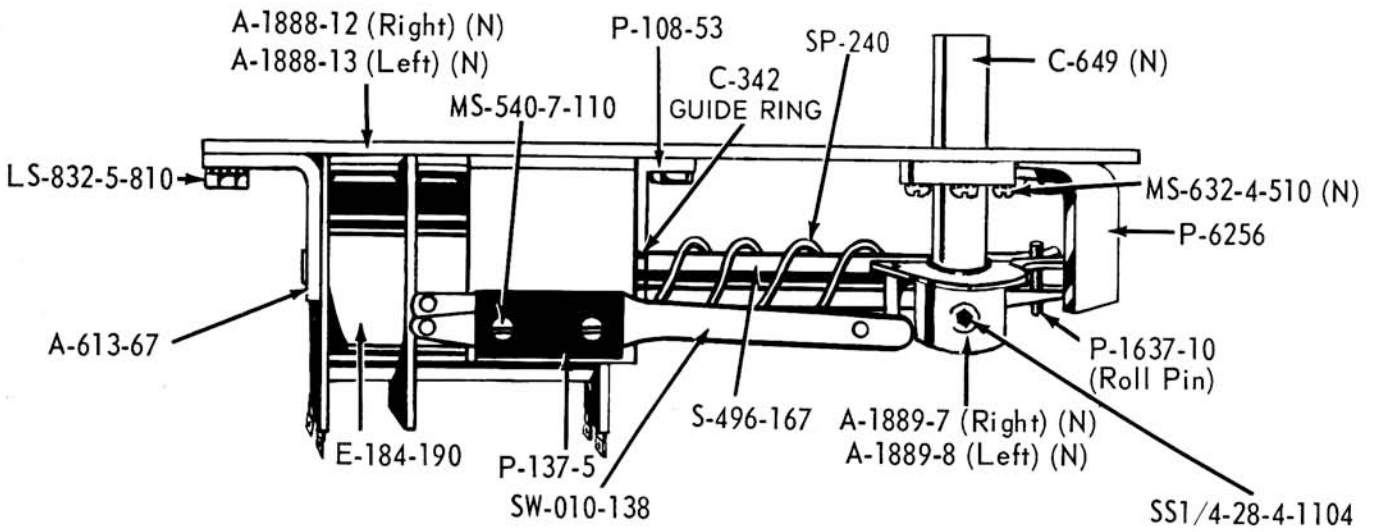


*See chronological list of games, page 7.

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

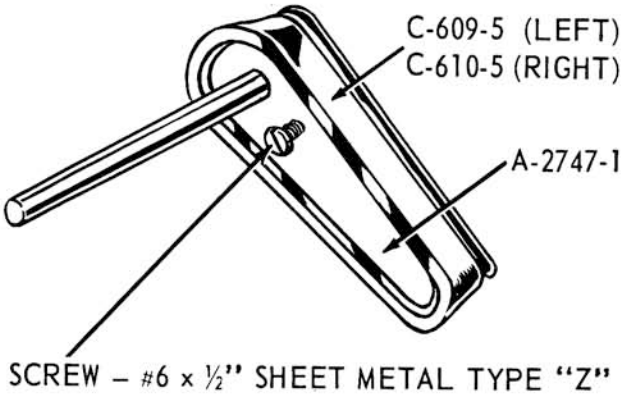
Bally SUPER FLIPPER UNITS SEE NOTE A

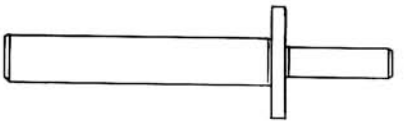
Right AS-1587-19 Left AS-1587-20



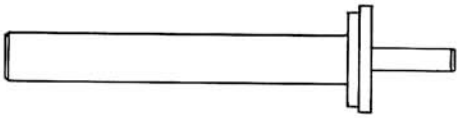
FLIPPER ARM & CAP ASSYS. SEE NOTE B

Right AS-2214-5 Left AS-2214-4





PIN USED IN A-2747 (PAGE 61)



PIN USED IN A-2747-1 (AT LEFT)

NOTE A

Standard on HARVEST and later games* and may be used as replacement for complete units illustrated on page 61, but new improved components (indicated by N in parentheses) cannot be used with units illustrated on page 61.

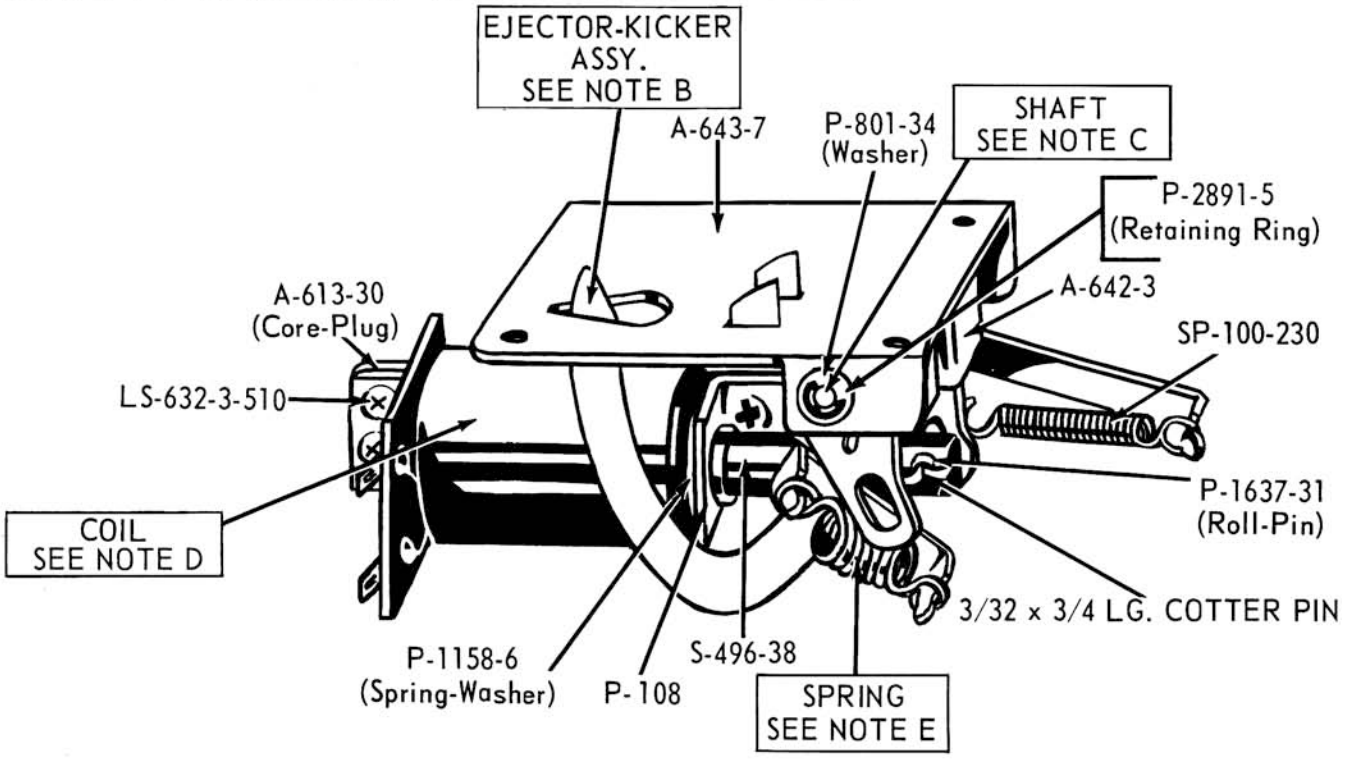
NOTE B

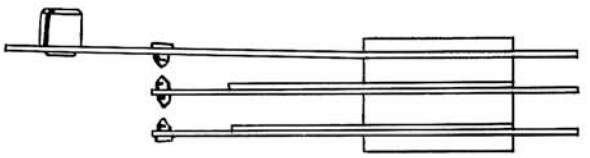
Used only with Bally Super Flipper Units illustrated above. Longer Pin used in A-2747-1 (see illustration above) is welded to Arm, instead of ring-staked, as in A-2747 illustrated on page 61. Adjustments described at bottom of page 61 are equally applicable to AS-2214-4, AS-2214-5.

*See chronological list of games, page 7.

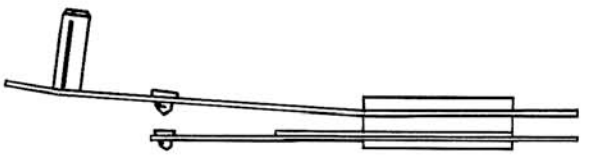
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

BALL-EJECTOR ASSYS. SEE NOTE A





SW-M-35 – SEE NOTE F



SW-M-44 – SEE NOTE G

NOTE A
AS-428-14 in STAR-JET

AS-428-18 in BUS STOP and later games* with Ball-Ejector in playing area of playfield.

Also see Automatic Ball-Return, page 45

NOTE B
A-642-4 in AS-428-14

A-642-5 in AS-428-18

NOTE C
S-739-144 in AS-428-14
S-181-48 in AS-428-18
See comparative illustrations at right.

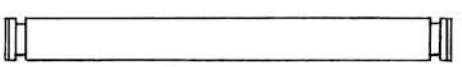
NOTE D
E-184-207 in AS-428-14
E-184-213 in AS-428-18

NOTE E
SP-199-11 in AS-428-14

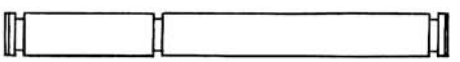
SP-199-25 in AS-428-18

NOTE F
SW-M-35 was used with AS-428-14 in STAR-JET.

NOTE G
SW-M-44 was used with AS-428-18 in BUS STOP.



S-739-144



S-181-48

*See chronological list of games, page 7.

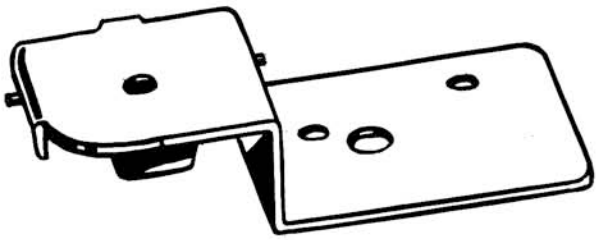
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

PLAYFIELD-PANEL, MISCELLANEOUS PARTS

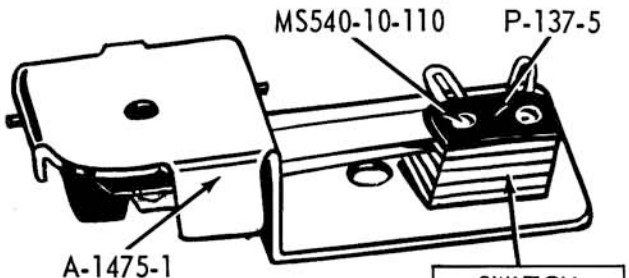
ARCH and related parts

Order by description, specify name of game

BALL-GATE ASSYS.

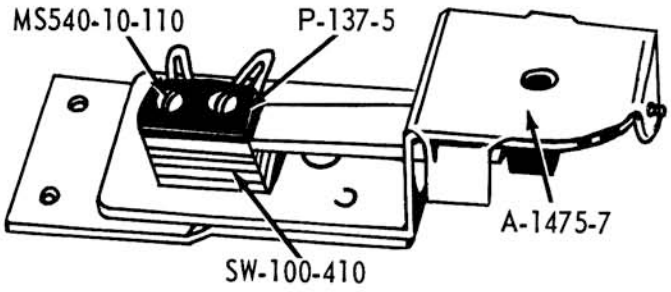


BALL-GATE ASSY., SEE NOTE A



BALL-GATE &SWITCH ASSY., SEE NOTE C

COVER: SEE NOTE D



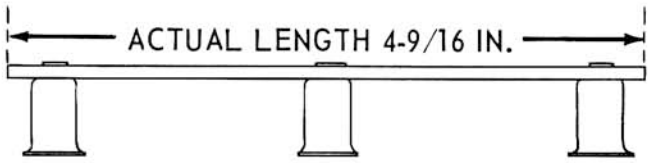
BALL-GATE & SWITCH ASSY. (AS-1315-3)

COVER FOR AS-1315-3: P-2996-2

SUPPORT BUSHING FOR AS-1315-3: S-231-669

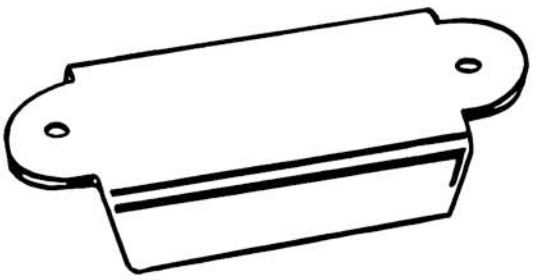
CARDS, Instructions and Scores

Order by part number printed on each card



GUIDE-RAIL ASSY. A-2898-1

GUIDE-RAILS, PLASTIC



(WITH 2 VERTICAL WALLS)

1-1/2 in. between hole centers: C-586
Specify Color

2-1/8 in. between hole centers: C-585
Specify Color

(WITH 1 VERTICAL WALL)

1-1/2 in. between hole centers: C-646
Specify Color

2-1/8 in. between hole centers: C-661
Specify Color

NOTE A

Gate Assys. for RIGHT side of Arch are A-1475-3 in BONGO and earlier games*, A-1475-5 in GRAND TOUR and later games* Gate Assy. for LEFT side of Arch is A-1475-4.

NOTE B

SW-010-26 (NORMALLY CLOSED) in AS-1315.
SW-100-400 (NORMALLY OPEN) in AS-1315-4.

NOTE C

Ball-Gate & Switch Assys. AS-1315 and AS-1315-4 are identical, excepting Switches, listed in NOTE B.

NOTE D

Cover for both AS-1315 and AS-1315-4 is P-2996-1

*See chronological list of games, page 7.

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

PLAYFIELD-PANEL, MISCELLANEOUS PARTS

GUIDE-RAILS, WIRE



HEIGHT: 1-25/32 in.
LENGTH: 3-1/2 in. M-121-6
HEIGHT: 15/16 in.
LENGTH: 1-1/2 in. M-121-3
1-15/16 in. M-121-4
3 in. M-121-9
3 in. (radial form) M-121-8
3-1/2 in. M-121-5
4 in. M-121-7
4-1/2 in. M-121-10

LAMPS SEE PAGE 67

LAMP-SHIELD

(C-615)
(Specify Color)



LAMP-SOCKETS SEE PAGE 49

LATCH-RAILS Playfield-Panel

SEE NOTE A

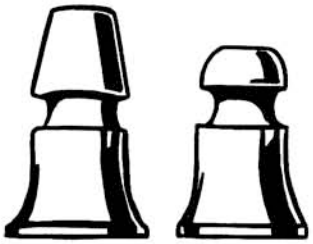
PLASTIC SHIELDS SEE NOTE B

BONGO	M-1330-1
CROSS COUNTRY	M-781-50
CUE-TEASE	M-781-60
HOOTENANNY	M-1330-2
MONTE CARLO	M-1330-4
MOON-SHOT	M-781-40
STAR-JET	M-1330-3
3-IN-LINE	M-1330

POSTS



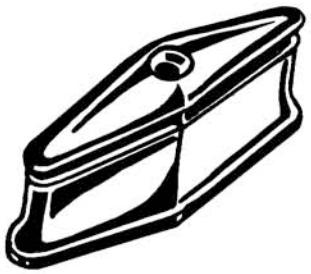
METAL M-1337



PLASTIC
LONG (C-119-15) SHORT (C-119-2)
(Specify Color)



TRIANGLE (C-117)
(Specify Color)



DIAMOND (C-121)
Specify Color

REBOUND ASSYS. SEE PAGE 66

REBOUND COVERS SEE PAGE 66

RUBBER BUMPER



R-400

RUBBER RINGS SEE PAGE 66

NOTE A

If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order part by name, specifying name of unit, name of game.

NOTE B

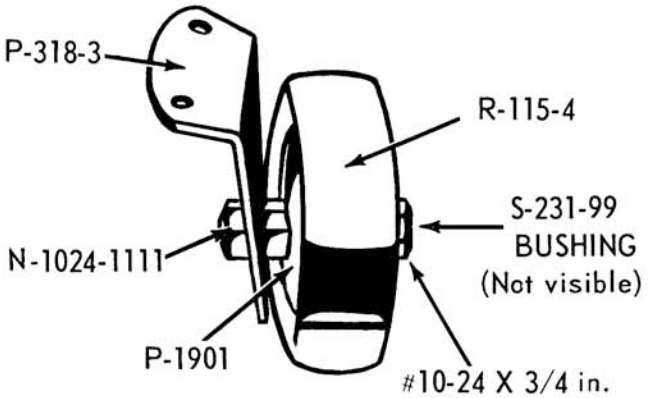
Each part number listed indicates one complete set, Plastic Shields being supplied only in complete sets. Sets of Plastic Shields for SKY DIVERS and later games* are listed in Specific Parts Data for each game, commencing on page 16, or may be ordered by name of game.

*See chronological list of games, page 7.

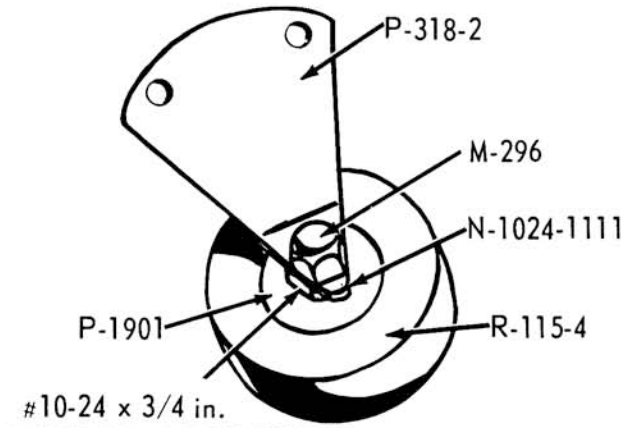
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

PLAYFIELD-PANEL, MISCELLANEOUS PARTS

REBOUND ASSYS.



REBOUND ASSEMBLY (AS-493-3)
HOOTENANNY and later games*



REBOUND ASSEMBLY (AS-493-2)
3-IN-LINE and earlier games*

*See chronological list of games, page 7.

REBOUND COVERS

(BRIGHT CHROME)

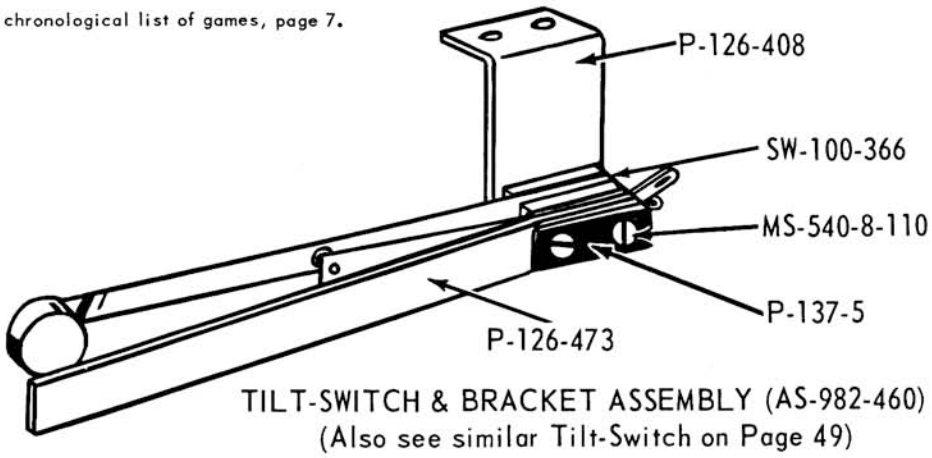
WIDTH: 3/4 in.
BETWEEN HOLE CENTERS
- 6 in. P-5899
- 6-15/32 in. P-5899-14

WIDTH: 5/8 in.
BETWEEN HOLE CENTERS
- 1-1/8 in. P-5899-12
- 1-1/2 in. P-5899-9
- 1-13/16 in. P-5899-5
- 2-1/16 in. P-5899-2
- 2-1/8 in. P-5899-8
- 2-7/8 in. P-5899-6
- 3-3/32 in. P-5899-3
- 3-1/8 in. P-5899-13
- 3-1/2 in. P-5899-7
- 3-9/16 in. P-5899-1
- 3-23/32 in. P-5899-4
- 4-1/2 in. P-5899-10

RUBBER RINGS

(DIMENSIONS ARE INSIDE DIAMETERS)

- 5/16 in. R-243
- 15/32 in. R-392
- 3/4 in. R-137
- 1 in. R-135
- 1-1/2 in. R-141
- 2 in. R-196
- 2-1/2 in. R-284-5
- 3 in. R-295-5
- 3-1/2 in. R-296-5
- 4 in. R-385-5



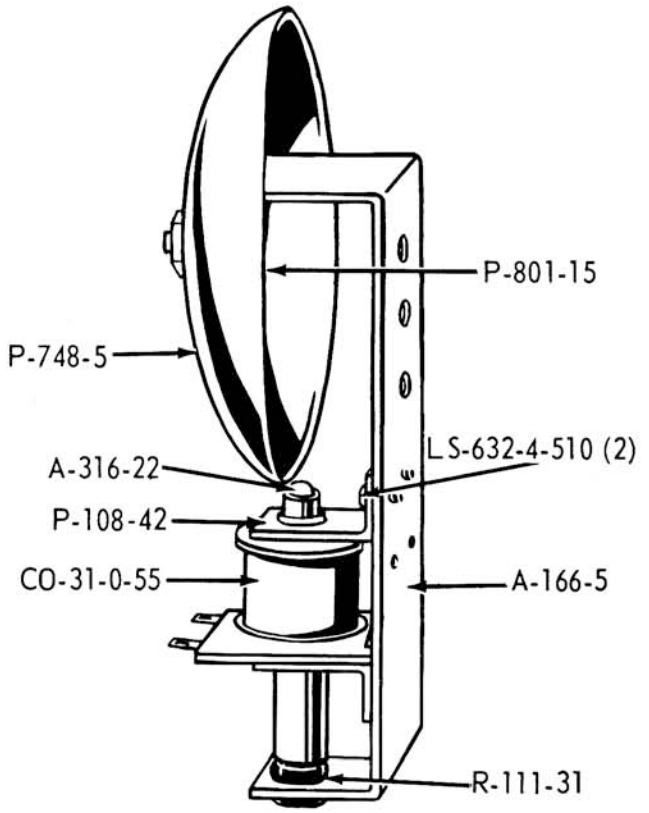
TILT-SWITCH & BRACKET ASSEMBLY (AS-982-460)
(Also see similar Tilt-Switch on Page 49)

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

BACK CABINET, MISCELLANEOUS PARTS

GONG ASSY. (AS-385-6)

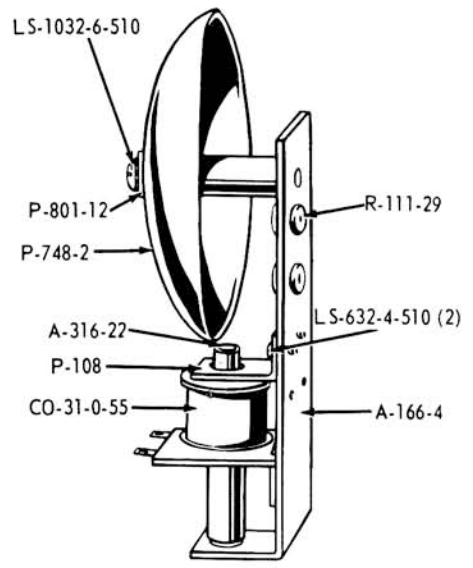
MONTE CARLO and later games***



Back-Door (Steel) . . . . . SEE NOTE A
Backglass . . . . . SEE NOTES B,C
Cover, Replay Counter P-6123
Glass-Retainer
  Single-Player Game
    Bottom P-6242-6
    Top P-6242-7
  Multiple-Players Game
    Bottom P-6242-3
    Top P-6242-4
Single-Player or Multiple-Players Game
  Side, Left or Right P-6242-5
Gong
(SEE ILLUSTRATIONS AT LEFT)
Lamp, No. 44 . . . . . E-125-22
Lamp, No. 47 . . . . . E-125-2
Lamp, No. 55 . . . . . E-125-5
Lamp, Flashing E-125-44
Latch, Glass-Retainer P-6243-2
Lock &Keys M-281-22
Lock-Cam, Back-Door P-758-17
Screw, Latch WS-8-8-510
Washer, Latch PW-8-10

GONG ASSY. (AS-385-5)

STAR-JET and earlier games***



NOTE A

Single-Player Games
  HOOTENANNY P-6230-1
  MONTE CARLO P-6230-3
  GRAND TOUR* and later games*** . . P-6230-4*
Multiple-Players Games
  3-IN-LINE P-6230
  STAR-JET, BONGO P-6230-2
  MAD WORLD** and later games*** . . P-6230-5

NOTE B

If part number not listed in SPECIFIC PARTS DATA, commencing on page 8, order Backglass and specify name of game.

NOTE C

Backglass may be ordered, at extra charge, assembled with proper Glass-Retainers listed above.

* With steel door-retainer. Early model GRAND TOUR with door-groove in wood use P-6230-3.

** With steel door-retainer. Early model MAD WORLD with door-groove in wood use P-6230-2.

*** See chronological list of games, page 7.

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

INTERNATIONAL COIN-MECHANISM DATA

Listed alphabetically by nation

Parts not listed below but illustrated on pages 47, 48, 48A are used in all Bally flipper-type games.

COIN-SWITCH ASSYS.,

In the following pages the proper Coin-Switch Assys. for each national coin are listed. Other components which vary with coin variations may be determined by (a), first determining the proper Coin-Switch Assy. (b), then noting the corresponding variable components in the table directly below.

COIN-SWITCH ASSY.	ROTOR ASSY.	ROTOR SPRING	SWITCH	SWITCH WIRE
AS-1698-2	AS-1699-1	SP-447-1	–	–
AS-1698-3	AS-1699-2	SP-447-2	–	–
AS-1698-11	–	–	E-108-87	M-666-11
AS-1698-12	–	–	E-108-88	M-666-12

DESCRIPTION — **PART NO.**

AUSTRALIA
6d. per play
See UNITED KINGDOM for all parts, excepting
Slug-Rejector **M-1400-7**

AUSTRIA
2 X 1 S per play
Alternator (SEE ILLUSTRATION, PAGE 69)
Coin-Entry Plate **P-6350-4**
Coin-Switch Assy.
BLADE-SWITCH Type **AS-1698-2**
MICRO-SWITCH Type **AS-1698-12**
Slug-Rejector **M-1400-4**

BELGIUM
2 X 1 Fr. per play
Alternator (SEE ILLUSTRATION, PAGE 69)
Coin-Entry Plate **P-6350-8**
Coin-Switch Assy.
BLADE-SWITCH Type **AS-1698-3**
MICRO-SWITCH Type **AS-1698-11**
Slug-Rejector **M-1400-9**

CANADA
See UNITED STATES

CYPRUS
(A) 1 play 25 Mils
(B) 1 play 25 Mils
3 plays 50 Mils

DESCRIPTION — **PART NO.**

CYPRUS (continued from first column)
Coin-Entry Plate
25 Mils **P-6350-3**
50 Mils **P-6350-4**
Coin-Switch Assy.
BLADE-SWITCH Type
25 Mils **AS-1698-3**
50 Mils **AS-1698-2**
MICRO-SWITCH Type
25 Mils **AS-1698-11**
50 Mils **AS-1698-12**
Slug-Rejector
25 Mils **M-1400-3**
50 Mils **M-1400-4**

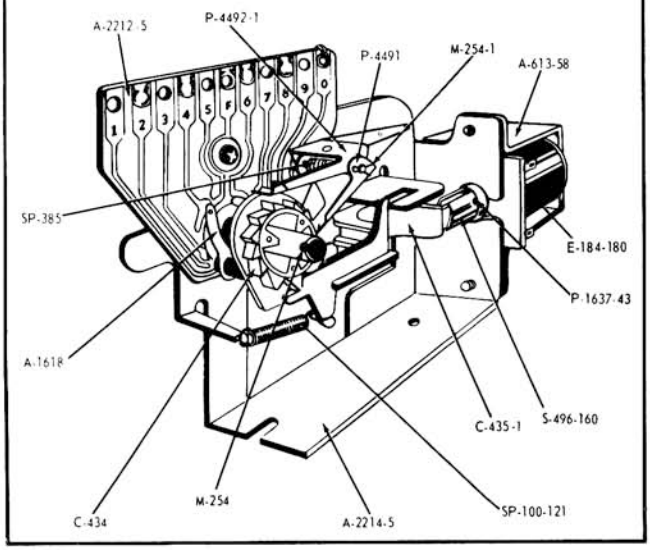
DENMARK
1 play 25 øre
4 plays 1 Kr.
Coin-Entry Plate
25 øre **P-6350-6**
1 Kr. **P-6350-13**
Coin-Switch Assy. (Either coin)
BLADE-SWITCH Type **AS-1698-2**
MICRO-SWITCH Type **AS-1698-12**
Slug-Rejector
25 øre **M-1400-31**
1 Kr. **M-1400-32**

WHEN ORDERING PART, SPECIFY PART NO.

INTERNATIONAL COIN-MECHANISM DATA

DESCRIPTION	PART NO.
FINLAND	
(A) 1 play 20 p.	
(B) 1 play 20 p.	
3 plays 50 p.	
Coin-Entry Plate	
20 p.	P-6350-11
50 p.	P-6350-9
Coin-Switch Assy.	
BLADE-SWITCH Type	
20 p.	AS-1698-3
50 p.	AS-1698-2
MICRO-SWITCH Type	
20 p.	AS-1698-11
50 p.	AS-1698-12
Slug-Rejector	
20 p.	M-1400-24
50 p.	M-1400-25
FRANCE	
20 Fr. per play	
Coin-Entry Plate	P-6350-6
Coin-Switch Assy.	
BLADE-SWITCH Type	AS-1698-2
MICRO-SWITCH Type	AS-1698-12
Slug-Rejector	M-1400-6
GERMANY	
1 play 2 X 10 Pf.	
3 plays 50 Pf.	
Alternator (SEE ILLUSTRATION BELOW)	

ALTERNATOR UNIT (AS-1900-40)



DESCRIPTION	PART NO.
GERMANY (continued from first column)	
Coin-Entry Plate	
WITH INSCRIPTION	
10 Pf.	P-6350-15
50 Pf.	P-6350-16
WITHOUT INSCRIPTION	
10 Pf.	P-6350-8
50 Pf.	P-6350-5
Coin-Switch Assy. (Either coin)	
BLADE-SWITCH Type	AS-1698-3
MICRO-SWITCH Type	AS-1698-11
Slug-Rejector	
10 Pf.	M-1400-17
50 Pf.	M-1400-18
GREECE	
(A) 1 play 1 Dr.	
(B) 1 play 1 Dr.	
2 plays 2 Dr.	
Coin-Entry Plate	
1 Dr.	P-6350-8
2 Dr.	P-6350-9
Coin-Switch Assy.	
BLADE-SWITCH Type	
1 Dr.	AS-1698-3
2 Dr.	AS-1698-2
MICRO-SWITCH Type	
1 Dr.	AS-1698-11
2 Dr.	AS-1698-12
Slug-Rejector	
1 Dr.	M-1400-13
2 Dr.	M-1400-30
ITALY	
1 play L.50	
3 plays L.100	
Coin-Entry Plate	
L.50	P-6350-9
L.100	P-6350-7
Coin-Switch Assy. (Either coin)	
BLADE-SWITCH Type	AS-1698-2
MICRO-SWITCH Type	AS-1698-12
Slug-Rejector	
L.50	M-1400-15
L.100	M-1400-16
JAPAN	
1 play 2 X 10 Y	
3 plays 50 Y	
Alternator (SEE ILLUSTRATION AT LEFT)	

(Continued on next page)

WHEN ORDERING PART, SPECIFY PART NO.

INTERNATIONAL COIN-MECHANISM DATA

DESCRIPTION	PART NO.
JAPAN (Continued from Page 69)	
Coin-Entry Plate	
10 Y	P-6350-6
50 Y	P-6350-9
Coin-Switch Assy. (Either coin)	
BLADE-SWITCH TYPE	AS-1698-2
MICRO-SWITCH TYPE	AS-1698-12
Slug-Rejector	
10 Y	M-1400-33
50 Y	M-1400-34
NETHERLANDS	
10 cent per play	
Coin-Entry Plate	P-6350-12
Coin-Switch Assy.	
BLADE-SWITCH Type	AS-1698-3
MICRO-SWITCH Type	AS-1698-11
Slug-Rejector	M-1400-29
NORWAY	
50 øre per play	
Coin-Entry Plate	P-6350-8
Coin-Switch Assy.	
BLADE-SWITCH Type	AS-1698-3
MICRO-SWITCH Type	AS-1698-11
Slug-Rejector	M-1400-20
SWEDEN	
(A) 25 öre per play	
(B) 50 öre per play	
(C) 1 play 2 X 25 öre	
3 plays 1 Kr.	
(D) 1 play 50 öre	
3 plays 1 Kr.	
Alternator (SEE ILLUSTRATION, PAGE 69)	
For Coin Style (C) only	
Coin-Entry Plate	
25 öre	P-6350-14
50 öre	P-6350-8
1 Kr.	P-6350-9
Coin-Switch Assy.	
BLADE-SWITCH Type	
25 öre	AS-1698-3
50 öre	AS-1698-3
1 Kr.	AS-1698-2
MICRO-SWITCH TYPE	
25 öre	AS-1698-11
50 öre	AS-1698-11
1 Kr.	AS-1698-12

DESCRIPTION	PART NO.
SWEDEN (continued from first column)	
Slug-Rejector	
25 öre	M-1400-26
50 öre	M-1400-27
1 Kr.	M-1400-28
SWITZERLAND	
(A) 1 play 20 Cts.	
3 plays 50 Cts.	
(B) 2 plays 50 Cts.	
5 plays 1 Fr.	
Coin-Entry Plate	
20 Cts.	P-6350-8
50 Cts.	P-6350-10
1 Fr.	P-6350-4
Coin-Switch Assy.	
BLADE-SWITCH Type	
20 Cts.	AS-1698-3
50 Cts.	AS-1698-3
1 Fr.	AS-1698-2
MICRO-SWITCH Type	
20 Cts.	AS-1698-11
50 Cts.	AS-1698-11
1 Fr.	AS-1698-12
Slug-Rejector	
20 Cts.	M-1400-11
50 Cts.	M-1400-12
1 Fr.	M-1400-4
UNITED KINGDOM	
6 d. per play	
Coin-Entry Plate	P-6350-5
Coin-Switch Assy.	
BLADE-SWITCH Type	AS-1698-3
MICRO-SWITCH Type	AS-1698-11
Slug-Rejector	M-1400-5
UNITED STATES	
(A) 5¢ per play	
(B) 1 play 5¢	
2 plays Dime	
(C) 1 play 5¢	
5 plays Quarter $	
(D) Dime per play	
(E) 2 X 5¢ per play	
(F) 1 play Dime	
3 or 4 plays (SEE NOTE A) Quarter $	
(G) 1 play 2 X 5¢	
3 or 4 plays (SEE NOTE A) Quarter $	

NOTE A

Adjustable by operator

(Continued on next page)

WHEN ORDERING PART, SPECIFY PART NO.

INTERNATIONAL COIN-MECHANISM DATA

DESCRIPTION	PART NO.

UNITED STATES **(Continued from PAGE 70)**

Alternator (SEE ILLUSTRATION, PAGE 69)
For Coin Styles (E), (G) only
Coin-Entry Plate

5¢	P-6350-2
Dime	P-6350-3
Quarter $	P-6350-4

Coin-Switch Assy.
BLADE-SWITCH Type

5¢	AS-1698-3
Dime	AS-1698-3
Quarter $	AS-1698-2

MICRO-SWITCH Type

5¢	AS-1698-11
Dime	AS-1698-11
Quarter $	AS-1698-12

Slug-Rejector

5¢	M-1400-2
Dime	M-1400-3
Quarter $	M-1400-4

WHEN ORDERING PART, SPECIFY PART NO.

NUMERICAL PARTS LIST

3/32 X 3/4 in.	Cotter-Pin, Ball-Ejector Assys.
1/4 in.-20 X 1/8 in.	Jam-Nut
1/4 in.-20 X 1/2 in.	Carriage-Bolt
3-48 X 1/2 in.	Screw, Switch, Interlock Relays, "KK" Type Relays (See NOTE B, page 31; NOTE A, page 50)
3-48 X 9/16 in.	"
3-48 X 5/8 in.	"
3-48 X 3/4 in.	"
3-48 X 13/16 in.	"
3-48 X 7/8 in.	"
3-48 X 1-1/16 in.	"
3-48 X 1-1/8 in.	"
3-48 X 1-3/16 in.	"
3-48 X 1-1/4 in.	"
3-48 X 1-7/16 in.	"
3-48 X 1-1/2 in.	"
3-48 X 1-9/16 in.	"
No. 4	Lock-Washer, Shakeproof
No. 4 X 1/4 in.	Screw, Sheet Metal Type A
No. 4 X 7/16 in.	"
4-40 X 3/8 in.	Screw, Slotless
No. 6 X 1/2 in.	Screw, Sheet Metal Type Z
No. 6-32	Nut (Nylok) Flange & Stud Assy., Thumper Bumper Assys.
No. 8	Lock-Washer, External Thread
No. 10	Lock-Washer, Bell Assy., Match Units
10-24 X 2 in.	Carriage-Bolt
A-100-12	Rod, Ball-Shooter Assy.
A-110-3	Rod, Pusher Assy. (Ball-Lifter)
A-166-4	Bracket & Stud Assy., Gong Assy. AS-385-5
A-166-5	Bracket & Stud Assy., Gong Assy. AS-385-6
A-187A-14	Armature-Plate (Latch Coil), Interlock Relays
A-254-63	Hinge (Front-door) (See NOTE D, page 47)
A-254-72	"
A-258-7	Armature-Latch, Trip Relays (See illustration, page 30)
A-258-9	"
A-261-5	Armature-Plate, Trip Relays (See illustration, page 30)
A-261-7	"
A-316-22	Plunger & Rivet Assy., Gong Assys.
A-316-25	Plunger Assy., Sounder Assy.
A-316-28	Plunger Assy., Trip Relay Resets
A-604-5	Frame, "KK" Type Relays (See NOTE B, page 31; NOTE A, page 57)
A-604A-5	"
A-604C-5	"
A-604D-5	"
A-605-1	Armature-Plate, Interlock Relays; "KK" Type Relays
A-613	Core-Plug Assy., Sounder Assy.
A-613-30	Core-Plug Assy., Ball-Ejector Assys.
A-613-32	Core-Plug Assy., Added Balls Counter; Replay Counter; Reset-type Stepping Units
A-613-52	Core-Plug Assy., Advance Unit (See NOTE C, page 41); Score Counter Units (See NOTE H, page 36)
A-613-58	Core-Plug Assy., Advance Unit (See NOTE C, page 41); Alternator Unit; Score Counter Units (See NOTE H, page 36)
A-613-62	Core-Plug & Base Plate Assy., Flipper-Unit AS-1587-9 (See page 61)
A-613-63	Core-Plug & Base Plate Assy., Flipper-Unit AS-1587-10 (See page 61);
A-613-67	Core-Plug Assy., Flipper Units (See NOTE A, pages 61, 62); Special Assys. K-231, K-232 (See page 61); Swivel-Type Free Play Gates
A-613-68	Core-Plug Assy., Score Counter Units (See NOTE H, page 36)
A-613-71	Core-Plug Assy., Target Selector Unit
A-642-3	Bracket & Spring Hook Assy., Ball-Ejector Assys.
A-642-4	Ejector-Kicker Assy., Ball-Ejector Assys. AS-428-14, AS-428-16
A-642-5	Ejector-Kicker Assy., Ball-Ejector Assys. AS-428-17, AS-428-18
A-643-7	Mounting Bracket, Ball-Ejector Assys. (Playfield)
A-643-9	Mounting Bracket, Ball-Ejector Assys. (Automatic Ball-Return)
A-1119-47	Contact-Strip Assy. (See NOTE A, page 39)
A-1289-9	Reset-Arm, Trip Relay Resets (With Spring-Stud)

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

NUMERICAL PARTS LIST

A-1289-13	Reset-Arm, Trip Relay Resets (Without attachments)
A-1290-6	Reset-Arm, Trip Relay Resets (With Plunger-Link) (See NOTE B, page 30)
A-1290-7	"
A-1363	Slide, Coin-Return
A-1388-10	Rejector Mounting Assy.
A-1392	Scavenger-Link (Rejector Mounting Assy.)
A-1455-1	Bracket, Sounder Assy.
A-1475-1	Ball-Gate Assy. (See page 64)
A-1475-3	"
A-1475-5	"
A-1475-7	"
A-1540-5	Housing, Ball-Shooter Assy.
A-1616-1	Rocker-Arm Assy., Advance Unit; Score Counter Units (See NOTE E, page 36)
A-1616-2	Rocker-Arm Assy., Score Counter Units (See NOTE E, page 36)
A-1618	Wiper Assy., Advance Unit; Alternator Unit; Score Counter Units; Target Selector Unit
A-1653-1	Lamp-Socket (See illustration, page 49)
A-1729-4	Button, Flipper
A-1729-6	Button, Replay
A-1765-4	Step-up Arm Assy., Stepping Units (See NOTE A, pages 37, 38, 39, 40)
A-1765-5	Step-up Arm Assy., Added Balls Counter; Single-Step Reset Stepping Units (See NOTE A, page 40)
A-1765-8	Step-up Arm Assy., Continuous Stepping Units (See NOTE A, page 37); Full Reset Stepping Units (See NOTE A, page 39); Replay Counter
A-1765-13	Step-up Arm Assy., Match Units (See NOTE A, page 38)
A-1766	Pawl, Reset, Full Reset Stepping Units
A-1766-2	Pawl, Reset, Single-Step Reset Stepping Units (See NOTE A, page 40)
A-1766-4	Pawl, Reset, Added Balls Counter; Single-Step Reset Stepping Units (See NOTE A, page 40); Replay Counter
A-1768	Base-Plate, Reset-type Stepping Units
A-1768-15	Base-Plate, Continuous Stepping Units (Excepting Match Unit with Bell)
A-1768-19	Base-Plate, Replay Counter (See NOTE C, page 33)
A-1768-24	"
A-1768-25	Base-Plate, Match Unit with Bell
A-1768-27	Base-Plate, Added Balls Counter
A-1873	Flange & Stud Assy., Thumper Bumper Assys.
A-1876-1	Ball-Lock & Bracket Assy., Ball-Stop Assys., Ball-Trough & Switch Assys. (See NOTE C, page 46)
A-1876-2	Kicker-Arm & Bracket Assy., Sling-Shot Kicker Assy. AS-1566-3
A-1876-3	Ball-Lock & Bracket Assy., Ball-Stop Assys., Ball-Trough & Switch Assys. (See NOTE C, page 46)
A-1876-4	Kicker-Arm & Bracket Assy., Sling-Shot Kicker Assy. AS-1566-5
A-1876-5	Kicker-Arm & Bracket Assy., Sling-Shot Kicker Assy. AS-1566-6
A-1876-6	Kicker-Arm & Bracket Assy., Sling-Shot Kicker Assy. AS-1566-7
A-1888-9	Base-Plate Assy., Flipper Unit, Right (See NOTE A, page 61); Special Assy. K-231 (See page 61)
A-1888-10	Base-Plate Assy., Flipper Unit, Left (See NOTE A, page 61); Special Assy. K-232 (See page 61)
A-1888-11	Base-Plate Assy., Swivel-Type Free-Ball Gates (See NOTE B, page 58)
A-1888-12	Base-Plate Assy., Super Flipper Unit, Right (See NOTE A, page 62)
A-1888-13	Base-Plate Assy., Super Flipper Unit, Left (See NOTE A, page 62)
A-1888-14	Lever-Arm Assy., Swivel-Type Free-Ball Gates (See NOTE B, page 58)
A-1889	Lever-Arm Assy., Flipper Unit AS-1587-9 (See page 61)
A-1889-1	Lever-Arm Assy., Flipper Unit AS-1587-10 (See page 61)
A-1889-4	Lever-Arm Assy., Flipper Unit AS-1587-14 (See NOTE A, page 61); Special Assy. K-233 (See page 61)
A-1889-5	Lever-Arm Assy., Flipper Unit AS-1587-15 (See NOTE A, page 61); Special Assy. K-234 (See page 61); Swivel-Type Free-Ball Gates (See NOTE B, page 58)
A-1889-6	Lever-Arm Assy., Swivel-Type Free-Ball Gates (See NOTE B, page 58)
A-1889-7	Lever-Arm Assy., Super Flipper Unit, Right (See NOTE A, page 62)

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

NUMERICAL PARTS LIST

A-1889-8	Lever-Arm Assy., Super Flipper Unit, Left (See NOTE A, page 62); Swivel-Type Free-Ball Gates (See NOTE B, page 58)
A-2064	Washer & Pin Assy., Rotor Assys. AS-1699-1, AS-1699-2
A-2065	Bracket Assy. Coin-Switch Assys. AS-1698-2, AS-1698-3
A-2195-2	Reset-Shaft, Trip Relay Resets (See NOTE A, page 30)
A-2195-4	"
A-2195-5	"
A-2195-6	"
A-2195-7	"
A-2195-11	"
A-2195-12	"
A-2195-14	"
A-2195-15	"
A-2195-18	"
A-2195-20	"
A-2195-21	"
A-2195-22	"
A-2195-24	"
A-2195-25	"
A-2212	Contact-Plate, Advance Unit; Score Counter Units (See NOTE D, page 36); Target Selector Unit
A-2212-5	Contact-Plate, Alternator Unit
A-2214-5	Base-Plate Assy., Advance Unit, Alternator Unit
A-2214-8	Base-Plate, Score Counter Units (See NOTE P, page 36)
A-2214-9	"
A-2214-10	Base-Plate, Target Selector Assy.
A-2719-2	Slide, Coin
A-2722	Base-Plate, Score Motor Assys. (Interchangeable with A-2722-1)
A-2722-1	Base-Plate, Score Motor Assys. (Interchangeable with A-2722)
A-2725	Cam Assy., Score Motor Assys. (See NOTE A, page 32)
A-2725-1	"
A-2725-2	"
A-2725-3	"
A-2729-1	Ball-Trough Assy., Ball-Trough & Switch Assys. (See NOTE C, page 46)
A-2729-2	"
A-2729-3	"
A-2729-5	"
A-2729-6	"
A-2729-7	"
A-2735	Washer, Pusher Assy. (Ball-Lifter)
A-2736	Skirt, Bumper Assys. (See NOTE C, page 52)
A-2736-1	Skirt, Standard Bumper Assy. (See NOTE C, page 52)
A-2737	Inside Assy., Front Moulding Assy. (See NOTE D, page 43)
A-2737-2	"
A-2747	Flipper-Arm (See NOTE B, page 62)
A-2747-1	"
A-2790-5	Coin-Box, Single Compartment (Less Cover)
A-2790-13	Coin-Box, Double Compartments (Less Cover)
A-2857-1	Plunger Assy., Swivel-Type Free-Ball Gate Assys. (See NOTE A, page 58)
A-2858	Bell-Striker Assy., Match Units
A-2859	Bell Assy., Match Units
A-2870	Arm & Stud Assy., 4-Steps Ball-Escape Assy.
A-2871	Ball-Escapement Plate Assy., 4-Steps Ball-Escape Assy. (See Illustration, page 59)
A-2871-1	"
A-2871-2	"
A-2877	Escapement Bracket Assy., 4-Steps Ball-Escape Assy.
A-2880	Coil-Bracket & Coil-Mounting Assy., Coil & Bracket Assy. (4-Steps Ball-Escape)
A-2896	Ball-Trough Assy. (Automatic Ball-Return)
A-2898-1	Guide-Rail Assy.
A-2899	Mounting-Bracket Assy., Latch-Lock Assy., Right
A-2899-1	Mounting-Bracket Assy., Latch-Lock Assy., Left
A-2900	Latch-Rail Assy., Playfield Panel
A-2900-1	"
A-2900-2	"
A-2900-3	"
A-2900-4	"
A-2901	Latch-Lever Assy., Left, Front
A-2901-1	Latch-Lever Assy., Right, Front
A-2901-2	Bracket Assy., Front-Moulding Assy. (See NOTE A, page 47)
A-2902	Bracket Assy., Front-Moulding Assy. (See NOTE A, page 47)
A-2939	Number-Wheel Assy., Number-Wheel & Hub Assy., Added Balls Counter
A-2960	Bracket & Shaft Assy., Target Selector Assy.
A-2961	Target Selector Disc Assy.
AS-385-5	Gong Assy. (See illustration, page 67)
AS-385-6	"
AS-428-14	Ball-Ejector Assy. (Playfield) (See NOTE A, page 63)
AS-428-16	Ball-Ejector Assy. (Automatic Ball-Return) (See NOTE B, page 45)
AS-428-17	"

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

NUMERICAL PARTS LIST

AS-428-18 Ball-Ejector Assy. (Playfield) (See NOTE A, page 63)
AS-493-2 Rebound Assy. (See illustration, page 66)
AS-493-3 "
AS-586-5 Core-Plug Assy., Trip Relay Reset (See NOTE A, page 30)
AS-586-10 "
AS-586-16 "
AS-731-6 Sounder Assy.
AS-982-160 Switch & Bracket Assy. (See illustration and NOTE A, page 52)
AS-982-162 Rebound-Switch Assy.
AS-982-456 Target-Switch Assy.
AS-982-460 Tilt-Switch & Bracket Assy. (See illustration, page 66)
AS-982-498 Switch & Bracket Assy., Trip Relay Resets
AS-982-499 Switch & Bracket Assy. (See illustration and NOTE A, page 52)
AS-982-509 Switch & Bracket Assy. (See illustration, page 60)
AS-1046-372 Wiper Assy. (See NOTE A, page 37)
AS-1046-373 "
AS-1046-383 Wiper Assy. (See NOTE A, page 40)
AS-1046-384 Wiper Assy. (See NOTE A, page 37)
AS-1046-385 "
AS-1046-389 Wiper Assy. (See NOTE A, page 39)
AS-1046-390 Wiper Assy. (See NOTE A, page 37)
AS-1046-395 Wiper Assy. (See NOTE A, pages 37, 38)
AS-1046-400 "
AS-1046-402 Wiper Assy. (See NOTE A, page 39)
AS-1046-406 "
AS-1046-418 Wiper Assy. (See NOTE A, page 38)
AS-1046-423 Wiper Assy. (See NOTE A, page 39)
AS-1046-427 "
AS-1046-432 "
AS-1046-433 "
AS-1046-434 "
AS-1046-437 "
AS-1046-438 Wiper Assy. (See NOTE A, page 40)
AS-1046-439 Wiper Assy. (See NOTE A, page 39)
AS-1145-30 Ball-Trough & Switch Assy. (See NOTE C, page 46)
AS-1145-33 "
AS-1145-35 "
AS-1145-36 "
AS-1145-39 "
AS-1145-40 "
AS-1145-41 "
AS-1305-26 Front-Moulding Assy. (See NOTE D, page 43)
AS-1305-32 "
AS-1305-38 Front-Moulding Assy. (See NOTE M, page 44)
AS-1305-39 "
AS-1315 Ball-Gate & Switch Assy. (See NOTE C, page 64)
AS-1315-3 Ball-Gate & Switch Assy.
AS-1315-4 Ball-Gate & Switch Assy. (See NOTE C, page 64)
AS-1565 Number-Wheel & Hub Assy., Replay Counter
AS-1565-2 Number-Wheel & Hub Assy., Added Balls Counter
AS-1566-1 Ball-Stop Assy., Ball-Trough & Switch Assys. (See NOTE C, page 46)
AS-1566-2 "
AS-1566-3 Sling-Shot Kicker Assy. (See NOTE C, page 60)
AS-1566-4 Ball-Stop Assy., Ball-Trough & Switch Assys. (See NOTE C, page 46)
AS-1566-5 Sling-Shot Kicker Assy. (See NOTE C, page 60)
AS-1566-6 Sling-Shot Kicker Assy. (See NOTE A, page 60)
AS-1566-7 "
AS-1567-2 Coil & Bracket Assy. (Thumper Bumper) (See NOTE A, page 51)
AS-1567-3 "
AS-1587-9 Flipper Unit, Right (See page 61)
AS-1587-10 Flipper Unit, Left (See page 61)
AS-1587-14 Flipper Unit, Right (See NOTE A, page 61)
AS-1587-15 Flipper Unit, Left (See NOTE A, page 61)
AS-1587-16 Swivel-Type Free-Ball Gate (See NOTES A, B, page 58)
AS-1587-17 "
AS-1587-18 "
AS-1587-19 Super Flipper Unit, Right (See page 62)
AS-1587-20 Super Flipper Unit, Left (See page 62)
AS-1587-21 Swivel-Type Free-Ball Gate (See NOTES A,B, page 58)
AS-1587-22 "
AS-1587-23 "
AS-1587-26 "
AS-1587-27 "
AS-1587-28 "
AS-1698-2 Coin-Switch Assy., Blade-Switch Type,
Austria, 1S,
Canada, Quarter $,
Cyprus, 50 Mils,
Denmark, 25 øre, 1 Kr.,
Finland, 50 p.,
France, 20 Fr.,
Greece, 2 Dr.,
Italy, L.50, L.100,
Japan, 10Y, 50Y,
Sweden, 1 Kr.
Switzerland, 1 Fr.,
United States, Quarter $

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

NUMERICAL PARTS LIST

AS-1698-3	Coin-Switch Assy., Blade-Switch Type, Australia, 6d., Belgium, 1 Fr., Canada, 5¢, Dime, Cyprus, 25 Mils, Finland, 20 p., Germany, 10 Pf., 50 Pf., Greece, 1 Dr., Netherlands, 10 cents, Norway, 50 øre, Sweden, 25 öre, 50 öre, Switzerland, 20 Cts., 50 Cts., United Kingdom, 6d., United States, 5¢, Dime
AS-1698-11	Coin-Switch Assy., Micro-Switch Type, Australia, 6d., Belgium, 1 Fr., Canada, 5¢, Dime Cyprus, 25 Mils, Finland, 20 p., Germany, 10 Pf., 50 Pf., Greece, 1 Dr., Netherlands, 10 cents, Norway, 50 øre, Sweden, 25 öre, 50 öre, Switzerland, 20 Cts., 50 Cts., United Kingdom, 6d., United States, 5¢, Dime
AS-1698-12	Coin-Switch Assy., Micro-Switch Type, Austria, 1S, Canada, Quarter $, Cyprus, 50 Mils, Denmark, 25 øre, 1 Kr., Finland, 50 p., France, 20 Fr., Greece, 2 Dr., Italy, L.50, L.100, Japan, 10Y, 50Y, Sweden, 1 Kr. Switzerland, 1 Fr., United States, Quarter $
AS-1699-1	Rotor Assy., Coin-Switch Assy. AS-1698-2
AS-1699-2	Rotor Assy., Coin-Switch Assy. AS-1698-3
AS-1900-27	Score Counter Unit (See NOTE A, page 36)
AS-1900-28	"
AS-1900-40	Alternator Unit (See illustration, page 69)
AS-1900-46	Score Counter Unit (See NOTE A, page 36)
AS-1900-47	"
AS-1900-52	"
AS-1900-53	"
AS-1900-54	"
AS-1900-55	"
AS-1900-56	"
AS-1900-57	Target Selector Assy.
AS-2214-2	Flipper-Arm & Cap Assy., Right (See pages 61, 62)
AS-2214-3	Flipper-Arm & Cap Assy., Left (See pages 61, 62)
AS-2214-4	"
AS-2214-5	Flipper-Arm & Cap Assy., Right (See pages 61, 62)
AS-2215	Score Motor Assy. (See NOTES A, C, page 32)
AS-2215-2	"
AS-2215-3	"
AS-2215-5	Score Motor Assy. (See NOTE A, page 32)
AS-2215-7	"
AS-2215-8	Score Motor Assy. (See NOTES A, C, page 32)
AS-2215-9	Score Motor Assy. (See NOTE A, page 32)
AS-2215-11	"
AS-2215-12	"
AS-2215-13	"
AS-2215-16	"
AS-2215-17	"
AS-2215-18	"
AS-2215-19	"
AS-2215-20	"
AS-2215-22	"
AS-2215-23	"
AS-2215-24	"
AS-2215-25	"
AS-2222	Thumper Bumper Assy. (Specify type, colors, marking of Cap)
AS-2222-1	Standard Bumper Assy. (See NOTE B, page 52) (Specify colors, marking of Cap)
AS-2222-2	"
AS-2285-1	Ball-Lifter Assy.
AS-2291	Mushroom Bumper Assy. (Specify color, marking of Cap) (Specify color of Post)
AS-2293	Plunger & Drive-Pawl Assy., Score Counter Units (See NOTE M, page 36)
AS-2293-1	Plunger & Drive Pawl Assy., Advance Unit
AS-2293-2	Plunger & Drive Pawl Assy., Score Counter Units (See NOTE M, page 36); Target Selector Unit
AS-2299	Coil & Bracket Assy. (4-Steps Ball-Escape)
AS-2300	4-Steps Ball-Escape Assy.
AS-2313	Lock Assy., Front-Moulding, Multiple-coins games, GRAND TOUR and later games
AS-2313-1	Lock Assy., Front-Moulding, Multiple-coins MAD WORLD
AS-2313-2	Lock Assy., Front-Moulding, Single-coin MAD WORLD
AS-2313-3	Lock Assy., Front-Moulding, Single-coin games, GRAND TOUR and later games
AS-2314	Butterfly Switch & Rod Assy.
AS-2315	Latch-Lock Assy. (Playfield Panel), Right
AS-2315-1	Latch-Lock Assy. (Playfield Panel), Left
B-326	Screw, Hexagon Head, "KK" Type Relays

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

NUMERICAL PARTS LIST

C-100-24	Ratchet (See NOTE A, page 40)
C-100-40	"
C-100-102	Ratchet (See NOTE A, page 39)
C-114	Body, Standard Bumper Assys.
C-114-2	Body, Thumper Bumper Assys.
C-115-1	Base, Bumper Assys. (Excepting Mushroom Bumper Assy.)
C-117	Post, Plastic, Triangle (Specify color)
C-119-2	Post, Plastic, Short (Specify color)
C-119-15	Post, Plastic, Long (Specify color)
C-121	Post, Plastic, Diamond (Specify color)
C-260	Hub, Number Wheel & Hub Assy., Added Balls Counter; Replay Counter
C-271-2	Clip, 1/8 in. dia. X 11/32 in.
C-271-3	Clip, 3/16 in. dia. X 11/32 in.
C-271-4	Clip, 1/4 in. dia. X 7/16 in.
C-342	Guide-Ring (Plunger)
C-368	Cap, Rounded Top, Thumper Bumper Assy. (Specify colors, marking)
C-434	Ratchet, Advance Unit; Alternator Unit; Score Counter Units; Target Selector Unit
C-435	Pawl, Drive, Advance Unit (See NOTE H, page 41)
C-435-1	Pawl, Drive Pawl Assy., Alternator Unit; Score Counter Units (See NOTE L, page 36)
C-435-2	Pawl, Drive Pawl Assy., Score Counter Unit (See NOTE L, page 36)
C-435-5	Pawl, Drive Pawl Assy., Advance Unit (See NOTE H, page 41); Score Counter Units (See NOTE L, page 36)
C-436-3-8-	Number-Wheel, Score Counter Units, (See NOTE B, page 36)
C-537-3	Nyliner
C-568-3-1	Number-Wheel, Score Counter Units (See NOTE B, page 36)
C-568-3-8	"
C-578	Button, (Button-Switch) (See NOTE A, page 55); (Kicker-Button) (Specify color)
C-583	Bushing, (Bounce-Switch); Pusher Assy. (Ball-Lifter)
C-585	Guide-Rail. Plastic 2 vertical walls 2-1/8 in. between hole centers (Specify color)
C-586	Guide-Rail, Plastic, 2 vertical walls, 1-1/2 in. between hole centers (Specify color)
C-595	Target (Bull's Eye), Target-Switch Assy.
C-597	Corner-Casting, Right
C-597-1	Corner-Casting, Left
C-609-5	Flipper-Cap, Left
C-610-5	Flipper-Cap, Right
C-615	Lamp-Shield (Specify color)
C-616-3	Cap & Shaft, Mushroom Bumper Assy. (Specify color, marking)
C-617-8	Post, Mushroom Bumper Assy. (Specify color)
C-635	Cap, Standard Bumper Assys. (Specify colors, marking)
C-646	Guide-Rail, Plastic, 1 vertical wall, 1-1/2 in. between hole centers (Specify color)
C-649	Bearing, Nylon, Super Flipper Units; Swivel-Type Free-Ball Gates (See NOTE B, page 58)
C-661	Guide-Rail, Plastic, 1 vertical wall, 2-1/8 in. between hole centers (Specify color)
C-664	Button (Button-Switch) (See NOTE A, page 55) (Specify color)
C-670	Cap, Slanted Flat Top, Thumper Bumper Assy. (Specify colors, marking)
C-1050	Ratchet (See NOTE A, pages 37, 38)
C-1050-5	Ratchet (See NOTE A, page 39)
C-1050-10	"
C-1050-10-42	"
C-1050-20	"
C-1051	Ratchet, Added Balls Counter; Replay Counter
C-1060	Ratchet (See NOTE A, page 38)
C-1060-10	Ratchet (See NOTE A, page 39)
C-7800-251	Coil, Interlock Relays (See NOTE B, page 31); "KK" Type Relay (See NOTE B, page 31; NOTE A, page 57)
C-7800-331	"
C-7800-332	"
C-7800-333	"
C-7800-334	"
C-7800-335	"
C-7800-336	"
C-7800-384	"
C-7800-3312	"
C-7800-3314	"
CA-567-134	Front Door, Double coin-returns (Wood only)
CA-567-146	Front Door, Single coin-return (Wood only)

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

NUMERICAL PARTS LIST

CO-25GG-7	Coil, Step-up, Replay Counter (See NOTE A, page 33); Stepping Units (See NOTE A, page 37; NOTE D, page 39) (See NOTE C, page 40)
CO-26NN-9	Coil, Coil & Bracket Assy. AS-1567-2 (See NOTE D, page 51)
CO-27R-11	Coil, Sounder Assy.
CO-28R-15	Coil, Reset, Added Balls Counter; Replay Counter; Reset-type Stepping Units
CO-28ZZ-15	Coil, Advance Unit (See NOTE D, page 41) Score Counter Units (See NOTE I, page 36)
CO-31-0-55	Coil, Gong Assys.
E-104-43	Resistor, 15 ohms, 5 watts
E-108-80	Mercury-Switch
E-108-87	Switch, Coin-Switch Assy. AS-1898-11
E-108-88	Switch, Coin-Switch Assy. AS-1898-12
E-119-315	Motor, Score (See NOTE C, page 32)
E-119-332	"
E-119-336	"
E-119-345	"
E-120-25	Lamp-Socket (See illustration, pages 49,51,52)
E-120-33	Lamp-Socket (See illustration, page 49)
E-120-81	"
E-120-84	"
E-120-99	"
E-120-127	"
E-122-91	Transformer (See NOTE B, page 47)
E-122-92	"
E-122-95	"
E-125-2	Lamp, No. 47
E-125-5	Lamp, No. 55
E-125-22	Lamp, No. 44
E-125-44	Lamp, Flashing
E-130-10	Counter, Total Play (Meter)
E-133-5	Fuse, 5 amps.
E-133-8	Fuse, 8 amps.
E-133-10	Fuse, 10 amps.
E-138-3	Plumb-Bob (Tilt)
E-148-5	Fuse-Block
E-184-63	Coil, Trip Relay Resets (See NOTE A, page 30)
E-184-87	"
E-184-94	"
E-184-137	Coil, Sling-Shot Kicker Assys.
E-184-155	Coil, Trip Relays (See NOTE A, page 30)
E-184-156	("
E-184-180	Coil, Alternator Unit
E-184-187	Coil, Trip Relays (See NOTE A, page 30)
E-184-190	Coil, Flipper Units; Coil & Bracket Assy. (Thumper Bumper) (See NOTE D, page 51)
E-184-191	Coil, Ball-Stop Assys., Ball-Trough & Switch Assys. (See NOTE C, page 46)
E-184-196	Coil, Trip Relay Resets (See NOTE A, page 30)
E-184-204	Coil, Swivel-Type Free-Ball Gate
E-184-205	Coil, Step-up, Added Balls Counter; Coil & Bracket Assy. (4-Steps Ball-Escape); Replay Counter (See NOTE A, page 33); Stepping Units (See NOTE A, pages 37, 38) (See NOTE D, page 39, NOTE C, page 40)
E-184-206	Coil, Advance Unit (See NOTE D, page 41); Score Counter Units (See NOTE I, page 36); Target Selector Unit
E-184-207	Coil, Ball-Ejector Assy. AS-428-14
E-184-211	Coil, Trip Relay Resets (See NOTE A, page 30)
E-184-213	Coil, Ball-Ejector Assys. AS-428-16, AS-428-17, AS-428-18
G-332	Backglass (See NOTES B, C, page 67)
G-332-1	"
G-332-2	"
G-332-4	"
G-332-5	"
G-332-6	"
G-332-7	"
G-332-8	"
G-332-9	"
G-332-10	"
G-332-11	"
G-332-12	"
G-332-13	"
G-332-14	"
G-332-15	"
G-332-16	"
G-332-17	"
G-332-18	"
G-332-19	"
G-332-20	"
K-227	Ball-Shooter Assy. (Disassembled kit)
K-228	Pusher Assy. (Ball-Lifter) (Disassembled kit)
K-231	Special Assy. (See page 61)
K-232	"
K-233	"
K-234	"
L-248	Switch-Actuator, "KK" Type Relays

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

NUMERICAL PARTS LIST

LS-348-18-410	Lock-Screw
LS-632-3-510	"
LS-632-4-510	"
LS-632-5-510	"
LS-832-4-510	"
LS-832-4-511	"
LS-832-5-810	"
LS-832-5-HH	Lock-Screw, Hexagon Head
LS-832-7-510	Lock-Screw
LS-832-8-510	"
LS-1032-6-510	"
M-106-1	Bolt, Leg
M-121-3	Guide-Rail, Wire (See page 65)
M-121-4	"
M-121-5	"
M-121-6	"
M-121-7	"
M-121-8	"
M-121-9	"
M-121-10	"
M-122-13	Eyelet, Mushroom Bumper Assys.
M-163-4	Adjuster, Leg
M-186-26	Ball
M-175	Wire (Plumb-Bob Tilt)
M-254	Hairpin-Washer for 3/32 in. dia. shaft
M-254-1	Hairpin-Washer for 9/64 in. dia. shaft
M-281-22	Lock with 2 Keys
M-296	Nut, Round Head, Rebound Assy. AS-493-2
M-298-10	Speed-Nut, Target-Switch
M-319-3	Stop-Nut, Elastic
M-319-8	"
M-389-1	Key-Hook
M-455-13	Roll-Under (See illustration, page 56)
M-455-14	"
M-455-15	"
M-463-4	Wing-Nut (See NOTE I, page 43)
M-496	Push-Rivet, (Button-Switch); (Kicker-Button)
M-497-8	Actuator, Ball-Switch, Ball-Trough & Switch Assys. (See NOTE D, page 46)
M-497-9	"
M-497-10	"
M-497-11	"
M-666-11	Wire, Coin-Switch E-108-87
M-666-12	Wire, Coin-Switch E-108-88
M-781-40	Plastic Shields (Complete set) (See NOTE B, page 65)
M-781-50	"
M-781-60	"
M-1272	Actuator, Swing-Type Free-Ball Gates
M-1272-1	Wire, Gate or Rebound-Barrier (See illustration, page 56)
M-1272-2	"
M-1272-3	"
M-1272-4	"
M-1272-5	"
M-1272-6	"
M-1314-1	Pal-Nut (Swivel-Type Free-Ball Gates)
M-1314-2	Pal-Nut, Mushroom Bumper Assy.
M-1330	Plastic Shields (Complete set) (See NOTE B, page 65)
M-1330-1	"
M-1330-2	"
M-1330-3	"
M-1330-4	"
M-1330-5	"
M-1330-6	"
M-1330-7	"
M-1330-8	"
M-1330-11	"
M-1330-12	"
M-1330-13	"
M-1330-15	"
M-1330-16	"
M-1330-17	"
M-1334	Spring-Trap, Ball-Trough & Switch Assys.
M-1335	Wire (Swivel-Type Free-Ball Gates) (See NOTES A,C, page 58)
M-1335-1	"
M-1336	Rollover Wire (See illustration, page 54)
M-1336-1	"
M-1336-2	"
M-1336-3	"
M-1336-10	"
M-1337	Post, Metal
M-1400-2	Slug-Rejector, Canada, 5¢ Cyprus, 25 Mils United States, 5¢
M-1400-3	Slug-Rejector, Canada, United States, Dime
M-1400-4	Slug-Rejector. Austria, 1S, Canada, Quarter $, Cyprus, 50 Mils, Switzerland, 1 Fr. United States, Quarter $
M-1400-5	Slug-Rejector, United Kingdom, 6d.
M-1400-6	Slug-Rejector, France, 20 Fr.
M-1400-7	Slug-Rejector, Australia, 6d.
M-1400-9	Slug-Rejector, Belgium, 1 Fr.
M-1400-11	Slug-Rejector, Switzerland, 20 Cts.
M-1400-12	Slug-Rejector, Switzerland, 50 Cts.

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

NUMERICAL PARTS LIST

M-1400-13	Slug-Rejector, Greece, 1 Dr.
M-1400-15	Slug-Rejector, Italy, L.50
M-1400-16	Slug-Rejector, Italy, L.100
M-1400-17	Slug-Rejector, Germany, 10 Pf.
M-1400-18	Slug-Rejector, Germany, 50 Pf.
M-1400-20	Slug-Rejector, Norway, 50 øre
M-1400-24	Slug-Rejector, Finland, 20 p.
M-1400-25	Slug-Rejector, Finland, 50 p.
M-1400-26	Slug-Rejector, Sweden, 25 öre
M-1400-27	Slug-Rejector, Sweden, 50 öre
M-1400-28	Slug-Rejector, Sweden, 1 Kr.
M-1400-29	Slug-Rejector, Netherlands, 10 cents
M-1400-30	Slug-Rejector, Greece, 2 Dr.
M-1400-31	Slug-Rejector, Denmark, 25 øre
M-1400-32	Slug-Rejector, Denmark, 1 Kr.
M-1400-33	Slug-Rejector, Japan, 10 Y
M-1400-34	Slug-Rejector, Japan, 50 Y
M-1411-2	Push-Nut, Butterfly Switch & Rod Assy.
M-G-4109-1	Gear (First Gear), Score Motors E-119-315, E-119-332, E-119-336
M-G-5818-1	Gear (Double Gears), Score Motors E-119-315, E-119-332, E-119-336
MS-256-2-410	Screw, Machine
MS-256-3-410	"
MS-348-6-110	"
MS-436-10-110	"
MS-540-6-110	"
MS-540-7-110	"
MS-540-8-110	"
MS-540-9-110	"
MS-540-10-110	"
MS-540-14-110	"
MS-540-17-110	"
MS-540-18-110	"
MS-632-4-510	"
MS-832-5-510	"
MS-832-6-611	"
MS-832-11-120	"
N-440-110	Nut
N-832-1110	"
N-832-1111	"
N-1024-1111	Nut, Hexagon Head, Rebound Assys.
N-1032-1110	Nut, Bell Assy., Match Units
P-108	Bracket, Coil, Ball-Ejector Assys., Gong Assy. AS-385-5
P-108-3	Bracket, Adjustment-Screw, Sounder Assy.
P-108-35	Bracket, Coil, Ball-Stop Assys., Ball-Trough & Switch Assys.
P-108-42	Bracket, Coil, Flipper Units (See page 61); Gong Assy. AS-385-6
P-108-53	Bracket, Coil, Flipper Units (See NOTE A, page 61); Special Assys. K-231, K-232 (See page 61); Swivel-Type Free-Ball Gates
P-126-154	Switch-Plate, Flat
P-126-163	Back-up Plate, Target-Switch Assy.
P-126-248	Bracket, Rebound-Switch Assy.
P-126-252	Bracket, Switch & Bracket Assy. AS-982-160
P-126-408	Bracket, Tilt-Switch & Bracket Assy.
P-126-471	Bracket, Switch & Bracket Assy. AS-982-509; Target-Switch Assy.
P-126-525	Bracket, Coin-Switch Assys. AS-1698-11, AS-1698-12
P-126-473	Back-up Plate, Bounce-Switch; Tilt-Switch; Tilt-Switch & Bracket Assy.
P-126-499	Back-up Plate (Kicker-Button Switch)
P-126-502	Bracket, Switch & Bracket Assy., Trip Relay Resets
P-126-504	Bracket, Switch & Bracket Assy. AS-982-499
P-137-3	Switch-Plate, Flat
P-137-5	Switch-Plate, Spring
P-150-60	Insulator, Coin-Switch Assys. AS-1698-2, AS-1698-3
P-258-23	Washer, Number-Wheel & Hub Assys., Added Balls Counter; Replay Counter (See illustration, page 34)
P-274	Hanger (Plumb-Bob Tilt)
P-275	Contact-Bracket (Plumb-Bob Tilt)
P-310-14	Washer, Number-Wheel & Hub Assys., Added Balls Counter; Replay Counter (See illustration, page 34)
P-318-2	Bracket, Rebound Assy. AS-493-2
P-318-3	Bracket, Rebound Assy. AS-493-3
P-363-3	Plate, Ball-Control (See illustration, page 43)
P-363-4	"
P-364-20	Runway, Ball-Trough & Switch Assys. (See NOTE C, page 46)
P-364-21	"
P-405-14	Solder-Lug
P-448	Snap-Washer
P-748-2	Bell, Gong Assy. AS-385-5
P-748-5	Bell, Gong Assy. AS-385-6
P-748-17	Lock-Cam, Back Door
P-800-6	Washer (Front Moulding Assy.)
P-801-12	Washer, Gong Assy. AS-385-5
P-801-15	Washer, Bell Mounting, Match Units; Gong Assy. AS-385-6

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

NUMERICAL PARTS LIST

P-801-30 Washer, Brass,
Rotor Assys. AS-1699-1, AS-1699-2

P-801-34 Washer, Ball-Ejector Assys.

P-801-107 Washer, Front Moulding Lock Assy.

P-801-193 Washer,
Pusher Assy. (Ball-Lifter);
(Front-Moulding Latch Lever)

P-801-241 Washer, Ball-Lifter Assy.

P-801-353 Washer, Steel, 3/4 in. dia.
Rotor Assys. AS-1699-1, AS-1699-2

P-801-363 Washer (Button-Switch)

P-801-364 Washer, Steel, 3/16 in. dia.
Coin-Switch Assys. AS-1698-2, AS-1698-3

P-801-470 Washer, Nylon, Bumper Assy.

P-801-485 Washer, Nylon (Flipper Units)

P-801-494 Washer (Kicker-Button)

P-921-47 Armor, Front

P-921-48 Side-Rail, Stainless Steel, Left

P-921-49 Side-Rail, Stainless Steel, Right

P-1158-6 Spring-Washer,
Coil,
Ball-Ejector Assys.;
Continuous Stepping Units;
Coil, Step-up,
Added Balls Counter;
Replay Counter;
Reset-type Stepping Units

P-1158-9 Spring-Washer, Coil, Trip Relay Resets

P-1158-20 Spring-Washer,
Swivel-Type Free-Ball Gates

P-1376-1 Number-Wheel, Number-Wheel & Hub Assy.,
Replay Counter

P-1637-1 Roll-Pin, 5/8 in. lg. for 1/8 in. dia. hole

P-1637-8 Roll-Pin, 1 in. lg. for 1/8 in. dia. hole,
7/32 lg. taper

P-1637-10 Roll-Pin, 5/8 in. dia. for 1/8 in. dia hole,
3/16 in. lg. taper

P-1637-16 Roll-In, 5/8 in. lg. for 3/32 in. dia. hole,
3/16 in. lg. taper

P-1637-30 Roll-Pin, 1/2 in. lg. for 3/32 in. dia. hole,
3/16 in. lg. taper

P-1637-31 Roll-Pin, 5/8 in. lg. for 3/16 in. dia. hole,

P-1637-43 Roll-Pin, 3/8 in. lg. for 1/8 in. dia. hole

P-1901 Washer, Rebound Assys.

P-1973-114 Link, 4-Steps Free-Ball Escape Assy.

P-2210 Plate, Hold

P-2451 Washer, Number-Wheel & Hub Assys.,
Added Ball Counter;
Replay Counter
(See illustration, page 34)

P-2768-9 Escutcheon-Plate, Hold Button

P-2768-26 Push-Button Guide

P-2879 Cup-Washer, Ball-Shooter Assy.

P-2891-1 Retaining-Ring for 3/32 in. dia. shaft

P-2891-4 Retaining-Ring for 5/32 in. dia. shaft

P-2891-5 Retaining-Ring for 3/16-7/32 in. dia. shaft

P-2891-6 Retaining-Ring for 1/4-9/32 in. dia. shaft

P-2891-8 Retaining-Ring for 3/8-13/32 in. dia. shaft

P-2996-1 Switch-Cover
(Ball-Gate & Switch Assys. AS-1315, AS-1315-4)

P-2996-2 Switch-Cover
(Ball-Gate & Switch Assy. AS-1315-3)

P-3089-24 Cover, Coin-Box A-2790-5

P-3089-26 Cover, Coin-Box A-2790-13

P-3382 Pawl, Index, Continuous Stepping Units

P-3384 Spring-Stop,
Added Balls Counter;
Replay Counter;
Reset-type Stepping Units

P-3386 Stop-Plate, Continuous Stepping Units

P-3387 Pawl, Escapement,
Added Balls Counter;
Replay Counter;
Single-Step Reset Stepping Units
(See NOTE A, page 40)

P-3387-1 Pawl, Escapement,
Single-Step Reset Stepping Units
(See NOTE A, page 40)

P-3389 Retaining-Ring for 3/4 in. dia. shaft

P-3399-2 Button, Hold

P-3656 Link-Plate, Bakelite,
Coil & Bracket Assy. AS-1567-2
(See NOTE C, page 51)

P-3656-1 Link-Plate, Metal, Coil & Bracket Assys.
(Thumper Bumper)

P-3656-2 Link-Plate, Bakelite,
Coil & Bracket Assy. AS-1567-3
(See NOTE C, page 51)

P-3657 Bracket, Coil, Coil & Bracket Assys.
(Thumper Bumper)

P-4005-1 Lock-Cam, Front Door

P-4052-2 Leg

P-4491 Pawl, Hold,
Advance Unit;
Alternator Unit;
Score Counter Units;
Target Selector Unit

P-4492-1 Rocker-Arm,
Alternator Unit;
Target Selector Unit

P-5052 Mounting Bracket (See NOTE A, page 38)

P-5584 Pawl-Extension, Score Counter Units
(See NOTE O, page 36)

P-5851 Holder, Switch-Actuator, Score Motors
(See illustration, page 31)

P-5852 Switch-Actuator, Score Motors
(See illustration, page 31)

P-5867 Bracket (See illustration, page 56)
(Specify color)

CONTINUED ON PAGE 82

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

NUMERICAL PARTS LIST

P-5867-1	Bracket (See illustration, page 56) (Specify color)
P-5867-2	Bracket (See NOTE B, page 56)
P-5867-3	Bracket (See illustration, page 56)
P-5867-4	Bracket (See NOTE C, page 56)
P-5894	Bracket, Ball-Trough & Switch Assys. (See NOTE C, page 46)
P-5899	Cover, Rebound, Chrome, 3/4 in. wide, 6 in. between hole centers
P-5899-1	Cover, Rebound, Chrome, 5/8 in. wide, 3-9/16 in. between hole centers
P-5899-2	Cover, Rebound, Chrome, 5/8 in. wide, 2-1/16 in. between hole centers.
P-5899-3	Cover, Rebound, Chrome, 5/8 in. wide, 3-3/32 in. between hole centers
P-5899-4	Cover, Rebound, Chrome, 5/8 in. wide, 3-23/32 in. between hole centers
P-5899-5	Cover, Rebound, Chrome, 5/8 in. wide, 1-13/16 in. between hole centers
P-5899-6	Cover, Rebound, Chrome, 5/8 in. wide, 2-7/8 in. between hole centers
P-5899-7	Cover, Rebound, Chrome, 5/8 in. wide, 3-1/2 in. between hole centers
P-5899-8	Cover, Rebound, Chrome, 5/8 in. wide, 2-1/8 in. between hole centers
P-5899-9	Cover, Rebound, Chrome, 5/8 in. wide, 1-1/2 in. between hole centers
P-5899-10	Cover, Rebound, Chrome, 5/8 in. wide, 4-1/2 in. between hole centers
P-5899-12	Cover, Rebound, Chrome 5/8 in. wide, 1-1/8 in. between hole centers
P-5899-13	Cover, Rebound, Chrome 5/8 in. wide, 3-1/8 in. between hole centers
P-5899-14	Cover, Rebound, Chrome, 3/4 in. wide, 6-15/32 in. between hole centers
P-5900-1	Plate, Retaining, Ball-Shooter Assy.
P-5906-2	Top (Outside) Moulding, Front Moulding Assy.
P-5923	Ball-Lifter, Ball-Lifter Assy.
P-5924	Bracket, Ball-Lifter Assy.
P-5925	Ball-Guide ("Banana Groove" (Ball-Lifter)
P-5940	Trim, Front Door, Left or Right
P-5940-1	Trim, Front Door, Top
P-5940-2	Trim, Front Door, Bottom
P-5941	Ball-Stop (At top of Ball-Lifter stroke)
P-5946	Cover, Front Door, Double coin-returns
P-5946-2	Cover, Front Door, Single coin-return
P-6000	Bracket, Swing-Type Free-Ball Gates (See NOTE D, page 57)
P-6000-1	"
P-6006	Link, Ball-Stop Assys., Ball-Trough & Switch Assys.
P-6123	Cover, Replay Counter
P-6213	Bracket, Ball-Stop, Ball-Trough & Switch Assys.
P-6231-1	Retaining-Ring (Shaft), Swivel-Type Free-Ball Gates
P-6231-2	Retaining-Ring (Stud), Swivel-Type Free-Ball Gate Assys. (See FASTENER NOTE, page 58)
P-6242-3	Backglass-Retainer, Bottom, Multiple-players games
P-6242-4	Backglass-Retainers, Top, Multiple-players games
P-6242-5	Backglass-Retainer, Left or Right, Single-player or multiple-players games
P-6242-6	Backglass-Retainer, Bottom, Single-player games
P-6242-7	Backglass-Retainer, Top, Single-player games
P-6243-2	Latch (Backglass-Retainer)
P-6254	Bracket, Rollover (See illustration, page 54)
P-6254-1	"
P-6256	Bracket, Stop, Flipper Units (See NOTE A, page 61); Special Assys. K-231, K-232 (See page 61); Swivel-Type Free-Ball Gate Assys.
P-6344	Back-Wall, Ball-Trough (Automatic Ball-Return)
P-6346	Guide, Ball-Return (Curved stamping) (Automatic Ball-Return)
P-6350-2	Coin-Entry Plate, Canada, United States, 5¢
P-6350-3	Coin-Entry Plate, Canada, Dime Cyprus, 25 Mils, United States, Dime
P-6350-4	Coin-Entry Plate, Austria, 1S, Canada, Quarter $, Cyprus, 50 Mils, Switzerland, 1 Fr., United States, Quarter $
P-6350-5	Coin-Entry Plate, Australia, 6d., Germany, 50 Pf. (without inscription), United Kingdom, 6d.
P-6350-6	Coin-Entry Plate, Denmark, 25 øre France, 20 Fr., Japan, 10 Y
P-6350-7	Coin-Entry Plate, Italy, L.100
P-6350-8	Coin-Entry Plate, Belgium, 10 Fr., Germany, 10 Pf. (without inscription) Greece, 1 Dr., Norway, 50 øre Sweden, 50 öre, Switzerland, 20 Cts.
P-6350-9	Coin-Entry Plate, Finland, 50 p., Greece, 2 Dr., Italy, L.50, Japan, 50 Y, Sweden, 1 Kr.

SPECIFY NATION FOR P-6350-3 P-6350-4

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

NUMERICAL PARTS LIST

P-6350-10	Coin-Entry Plate, Switzerland, 50 Cts.
P-6350-11	Coin-Entry Plate, Finland, 20 p.
P-6350-12	Coin-Entry Plate, Netherlands, 10 cents
P-6350-13	Coin-Entry Plate, Denmark, 1 Kr.
P-6350-14	Coin-Entry Plate, Sweden, 25 öre
P-6350-15	Coin-Entry Plate, Germany, 10 Pf. (with inscription)
P-6350-16	Coin-Entry Plate, Germany, 50 Pf. (with inscription)
P-6353	Actuator (Butterfly Rollover)
P-6354	Bracket (Butterfly Rollover)
P-6360-2	Latch-Rail, Playfield Panel, Left
P-6360-6	Latch-Rail, Playfield Panel, Right
P-6363	Latch-Lever (Front Moulding)
P-6364	Bracket, Front Moulding, Lock Assy., Front Moulding, SKY DIVERS and later games
P-6364-1	Bracket, Front Moulding, Lock Assy., Front Moulding MAD WORLD only (See NOTE F, page 46)
P-6365	Latch, Front Moulding, Lock Assy., Front Moulding
P-6368	Bracket, Arch-Rest, Lock Assy., Front Moulding, MAD WORLD only (See NOTE E, page 46)
P-6505	U-Bracket, Target Selector Unit
PW-8-10	Washer (Latch) (Backglass Retainer)
PW-10-10	Washer, Bell Assy., Match Units
QN-12-125-FO-144-N.S.	Switch-Actuator, Score Motor Assys. (See illustration, page 31)
QN-12-208-FO-145-N.S.	"
QN-12-214-FO-142-N.S.	"
QN-12-217-FO-143	"
R-111-14	Grommet, Trip Relay Resets
R-111-29	Grommet, Continuous Stepping Units; Gong Assy. AS-385-5
R-111-31	Grommet, Gong Assy. AS-385-6
R-115-4	Bushing, Rubber, Rebound Assys.
R-135	Ring, Rubber, 1 in. inside dia.
R-137	Ring, Rubber, 3/4 in. inside dia.
R-141	Ring, Rubber, 1-1/2 in. inside dia.
R-156-26	Bushing, Bumper, Ball-Lifter Assy.
R-196	Ring, Rubber, 2 in. inside dia.
R-221-23	Glass-Cushion, Rubber, Narrow
R-221-28	Glass-Cushion, Rubber, Wide
R-231-11	Bumper-Plug, Ball-Lifter Assy., Latch-Lock Assys.
R-243	Ring, Rubber, 5/16 in. inside dia.
R-284-5	Ring, Rubber, 2-1/2 in. inside dia.
R-295-5	Ring, Rubber, 3 in. inside dia.
R-296-5	Ring, Rubber, 3-1/2 in. inside dia.
R-385-5	Ring, Rubber, 4 in. inside dia.
R-392	Ring, Rubber, 15/32 in. inside dia.
R-400	Bumper, Rubber
S-164-16	Main-Shaft, Trip Relay Resets (See NOTE A, page 30)
S-164-17	"
S-164-22	"
S-164-23	"
S-164-24	"
S-164-25	"
S-164-28	"
S-164-30	"
S-164-32	"
S-164-38	"
S-164-39	"
S-164-42	"
S-164-45	"
S-164-46	"
S-164-47	"
S-164-50	"
S-164-51	"
S-164-53	"
S-181-48	Shaft, Ball-Ejector Assys. (See NOTE C, page 63)
S-231-99	Bushing, Rebound Assy. AS-493-3
S-231-669	Bushing, (Used with Ball-Gate & Switch Assy. AS-1315-3)
S-231-672	Bushing, Lock Assys., Front Moulding
S-413-356	Pin, Ball-Lifter Assy.
S-490-18	Button, Scavenger (See page 48A)
S-496-38	Plunger, Ball-Ejector Assys.
S-496-100	Plunger, Step-up, Added Balls Counter; Replay Counter; Stepping Units (50 Steps)
S-496-101	Plunger, Reset, Added Balls Counter; Replay Counter; Reset-type Stepping Units
S-496-118	Plunger, Coil & Bracket Assy. (Thumper Bumper)
S-496-119	Plunger, Sling-Shot Kicker Assy.
S-496-123	Plunger, Flipper Units (See page 61)
S-496-150	Plunger, Advance Unit (See NOTE C, page 41); Score Counter Units (See NOTE K, page 36)
S-496-160	Plunger, Advance Unit (See NOTE C, page 41); Alternator Unit; Score Counter Unit (See NOTE K, page 36)
S-496-161	Plunger, Ball-Stop Assys., Ball-Trough & Switch Assys.
S-496-162	Plunger, Step-up, Stepping Units (60 Steps)

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

NUMERICAL PARTS LIST

S-496-167 Plunger,
Flipper Units (See NOTE A, page 61);
Special Assys. K-233, K-234
(See page 61);
Swivel-Type Free-Ball Gates
(See NOTE A, page 58)

S-496-168 Plunger, 4-Steps Ball-Escape Assy.

S-739-8 Pin, Bounce-Switch

S-739-44 Pin (Rejector Mounting Assy.)

S-739-144 Shaft, Ball-Ejector Assys.
(See NOTE C, page 63)

S-907-4 Shaft, Swivel-Type Free-Ball Gates
(See NOTE B, page 58)

S-907-5 "

S-1071-130 Pin,
Advance Unit (See NOTE F, page 41);
Score Counter Unit
(See NOTE J, page 36)

S-1275-59 Tie-Rod, Trip Relay Resets

S-1275-63 "

S-1275-64 "

S-1275-74 "

S-1275-76 "

S-1275-78 "

S-1275-87 "

S-1275-116 "

S-1275-121 "

S-1275-125 "

S-1275-135 "

S-1275-137 "

S-1275-138 "

S-1275-146 "

S-1595 Hub, Rotor Assys. AS-1699-1, AS-1699-2

S-1910 Bushing (Kicker-Button)

S-1921 Rod, Butterfly Switch & Rod Assy.

S-1922 Screw, Lock Adjustment, Front Moulding Assy.
(See NOTE I, page 44)

SP-100-30 Spring, Extension, Scavenger
(Rejector Mounting Assy.)

SP-100-110 Spring, Extension, Escapement Pawl,
Added Ball Counter;
Replay Counter;
Single-Step Reset Stepping Units

SP-100-113 Spring, Extension,
Pawl, Reset,
Reset-type Stepping Units
(See NOTE C, page 39, NOTE B, page 40)
Step-up Arm Assy.,
Stepping Units
(See NOTE A, page 38)
(See NOTE B, pages 39, 40)

SP-100-119 Spring, Extension,
Continuous Stepping Units
(See NOTE A, page 37);
Replay Counter (See NOTE B, page 33)

SP-100-120 Spring, Extension, Reset Pawl,
Reset-type Stepping Units
(See NOTE B, pages 39, 40)

SP-100-121 Spring, Extension,
Advance Unit;
Alternator Unit;
Score Counter Unit;
Target Selector Unit

SP-100-125 Spring, Extension,
Reset Pawl,
Full-Reset Stepping Units
(See NOTE C, page 39);
Step-up Arm Assy.,
Added Balls Counter;
Continuous Stepping Units
(See NOTE A, pages 37,38);
Full-Reset Stepping Units
(See NOTE B, page 40);
Replay Counter (See NOTE B, page 33)

SP-100-164 Spring, Extension, Armature-Plate,
Trip Relays
(See illustration, page 30)

SP-100-177 Spring, Extension, Ball-Stop Assys.,
Ball-Trough & Switch Assys.

SP-100-220 Spring, Extension, (Roll-Unders)

SP-100-230 Spring, Extension, Bracket & Spring-Hook Assy.,
Ball-Ejector Assys.

SP-100-233 Spring, Extension,
4-Steps Ball-Escape Assy.

SP-115 Spring, Extension , Armature-Latch, Trip Relays,
Natural (Not dyed) (See illustration, page 30)

SP-148 Spring, Extension, (Slug-Rejector Latch)

SP-192 Spring, Extension, Armature-Latch, Trip Relays,
Red (See illustration, page 30)

SP-196-2 Spring, Extension, Trip Relay Resets,
Natural (Not dyed)

SP-196-3 Spring, Extension, Trip Relay Resets,
Red

SP-199-11 Spring, Extension, Ejector Kicker Assy.,
Ball-Ejector Assys. (Playfield)
(See NOTE E, page 63)

SP-199-13 Spring, Extension, "KK" Type Relays,
Natural (Not dyed)

SP-199-14 Spring, Extension, "KK" Type Relays,
Blue

SP-199-15 Spring, Extension, "KK" Type Relays,
Yellow

SP-199-16 Spring, Extension, "KK" Type Relays,
Red

SP-199-17 Spring, Extension, "KK" Type Relays,
Green

SP-199-25 Spring, Extension, Ejector-Kicker Assy.,
Ball-Ejector Assys.
(Automatic Ball-Return);
(Playfield) (See NOTE E, page 63)

SP-200-7 Spring, Compression, Sounder Assy.

SP-200-19 Spring, Compression, Sling-Shot Kicker Assys.

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

NUMERICAL PARTS LIST

SP-200-24	Spring, Compression, Ball-Shooter Assy. (On Rod)
SP-200-105	Spring, Compression, Coil & Bracket Assys. (Thumper Bumper)
SP-200-155	Spring, Compression, Pusher-Assy. (Ball-Lifter)
SP-200-162	Spring, Compression, Mushroom Bumper Assy.
SP-240	Spring, Compression, Flipper Units
SP-240-2	Spring, Compression, Swivel-Type Free-Ball Gate Assys.
SP-247	Spring, Compression, Ball-Shooter Assy. (Between Housing and Knob)
SP-248	Spring, Compression, Standard Bumper Assys., Thumper Bumper Assys.
SP-370	Spring, Torsion, Added Balls Counter; Replay Counter; Single-Step Reset Stepping Units
SP-370-1	Spring, Torsion, Full Reset Stepping Units
SP-385	Spring, Torsion, Advance Unit; Alternator Unit; Score Counter Unit; Target Selector Unit
SP-399-3	Spring, Torsion, Ball-Lifter Assy.
SP-401	Spring, Torsion, Bell-Striker Assy., Match Units
SP-403	Spring, Torsion, Swing-Type Free-Ball Gates (See NOTE E, page 57)
SP-447-1	Spring, Rotor Assy. AS-1699-1
SP-447-2	Spring, Rotor Assy. AS-1699-2
SS-1/4-28-4-1104	Set-Screw, Flipper Units
SS-1/4-28-4-1107	Set-Screw, Swivel-Type Free-Ball Gates
SW-M-35	Switch (See NOTE F, page 63)
SW-M-44	Switch (See NOTE G, page 63)
SW-M-45	Switch, Rollover (See illustration, page 54)
SW-000-29	Brake, Score Motor Assys.
SW-000-31	Switch-Actuator, Score Motor Assys. (See NOTE A, page 32)
SW-001-2	Switch, Trip Relays (See NOTE A, page 30)
SW-001-46	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-001-50	Switch, Out-Hole (See illustration, page 53)
SW-001-52	Switch, Ball-Stop Assys. Ball-Trough & Switch Assys. (See NOTE C, page 46)
SW-001-56	Switch, Single-Step Reset Stepping Units (See NOTE A, page 40)
SW-002-7	Switch, Trip Relays (See NOTE A, page 30)
SW-002-9	"
SW-002-10	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-003-2	Switch, Trip Relays (See NOTE A, page 30)
SW-003-5	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-003-7	"
SW-004-6	Switch, Trip Relays (See NOTE A, page 30)
SW-004-21	"
SW-010-15	"
SW-010-26	Switch, Ball-Gate & Switch Assy. AS-1315
SW-010-46	Switch, Added Balls Counter (Open at zero); Full-Reset Stepping Units (See NOTE A, page 39); Replay Counter (Open at top score)
SW-010-66	Switch, Switch & Bracket Assys. AS-982-160, AS-982-499 (See illustration, page 52)
SW-010-68	Switch, Scoring (Used with Sling-Shot Kickers) (See illustration, page 60)
SW-010-76	Switch, Tilt (See illustration, page 49)
SW-010-79	Switch, Full Reset Stepping Units (See NOTE A, page 39)
SW-010-103	"
SW-010-121	Switch, Continuous Stepping Units (See NOTE A, page 37)
SW-010-138	Switch, Flipper Assys., Swivel-Type Free-Ball Gate Assys. (See NOTE A, page 58), Score Counter Units (Actuated by Drive Pawl) (See NOTE N, page 36), Switch & Bracket Assy. AS-982-499
SW-010-139	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-010-140	"
SW-010-141	"
SW-010-144	Switch, Bounce (See illustration, page 49)
SW-010-153	Switch, Ball-Trough & Switch Assys. (See NOTE C, page 46)
SW-010-159	Switch (Mushroom Bumper)
SW-010-167	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-010-168	"
SW-010-172	"
SW-010-173	Switch, Single-Step Reset Stepping Units (See NOTE A, page 40)
SW-011-17	Switch, Trip Relays (See NOTE A, page 30)
SW-012-2	"
SW-013-1	"
SW-020-7	"
SW-020-42	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-020-45	Switch, Added Balls Counter; Replay Counter (Open at zero)
SW-020-47	Switch, Score Motor Assys. (See NOTE A, page 32)

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

NUMERICAL PARTS LIST

SW-021-5	Switch, Trip Relays (See NOTE A, page 30)
SW-022-4	"
SW-030-6	"
SW-030-13	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-031-3	Switch, Trip Relays (See NOTE A, page 30)
SW-031-5	"
SW-032-2	"
SW-040-6	"
SW-040-8	"
SW-040-11	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-041-2	Switch, Trip Relays (See NOTE A, page 30)
SW-050-4	"
SW-100-38	Switch, Coin-Switch Assys. AS-1698-2, AS-1698-3
SW-100-61	Switch, Trip Relays (See NOTE A, page 30)
SW-100-116	Switch, Full Reset Stepping Units (See NOTE A, page 39)
SW-100-141	Switch, Rebound Switch Assy., Sling-Shot Kicker Assys.
SW-100-149	Switch, Full Reset Stepping Units (See NOTE A, page 39); Replay Counter
SW-100-327	Switch, Full Reset Stepping Unit (See NOTE A, page 39)
SW-100-353	Switch (Button-Switch) (See NOTE B, page 55)
SW-100-356	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-100-357	Switch, Ball, Ball-Trough & Switch Assys. (See NOTE D, page 46)
SW-100-358	Switch, Hold Button; Replay Button
SW-100-359	Switch, Target-Switch Assy.
SW-100-360	Switch (Roll-Under)
SW-100-361	Switch, Out-Hole (See illustration, page 53)
SW-100-365	Switch, Scoring (Used with Bumpers)
SW-100-366	Switch, Tilt-Switch & Bracket Assy. (See illustration, page 66)
SW-100-367	Switch, Rollover (See NOTE A, page 53)
SW-100-368	"
SW-100-372	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-100-382	Switch, Rollover (See illustration, page 53)
SW-100-384	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-100-385	"
SW-100-386	"
SW-100-388	"
SW-100-389	"
SW-100-395	"
SW-100-397	Switch (Kicker-Button) (See illustration, page 55)
SW-100-398	Switch, Switch & Bracket Assy., Trip Relay Resets
SW-100-400	Switch, Ball Gate & Switch Assy. AS-1315-4
SW-100-401	Switch, Rollover (See illustration, page 54)
SW-100-403	Switch, Switch & Bracket Assy. AS-982-509
SW-100-405	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-100-409	"
SW-100-410	Switch, Ball-Gate & Switch Assy. AS-1315-3
SW-100-411	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-100-412	Switch, Ball-Return (Automatic Ball-Return)
SW-100-413	Switch, Ball-Count (Automatic Ball-Return) (See NOTE G, page 45)
SW-100-414	Switch, Butterfly Switch & Rod Assy.
SW-100-416	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-100-418	"
SW-100-421	Switch, Step-up Arm, Added Balls Counter
SW-100-422	"
SW-100-427	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-100-428	Switch, Single-Step Reset Stepping Units (See NOTE A, page 40)
SW-100-429	"
SW-100-432	Switch (Button-Switch) (See NOTE B, page 55)
SW-100-440	Switch, Full Reset Stepping Units (See NOTE A, page 39)
SW-101-10	Switch, Trip Relays (See NOTE A, page 30)
SW-101-23	"
SW-101-29	Switch, Full Reset Stepping Units (See NOTE A, page 39)
SW-102-3	Switch, Trip Relays (See NOTE A, page 30)
SW-102-9	"
SW-102-11	"
SW-103-3	"
SW-110-23	Switch, Swivel-Type Free-Ball Gates (See NOTE A, page 58)
SW-110-71	Switch, Trip Relays (See NOTE A, page 30)
SW-110-106	"
SW-110-122	Switch, Score Counter Units (See NOTE F, page 36)
SW-110-123	Switch, Swivel-Type Free-Ball Gates (See NOTE A, page 58)
SW-111-3	Switch, Trip Relays (See NOTE A, page 30)
SW-111-15	"
SW-111-17	"
SW-111-19	Switch, Swivel-Type Free-Ball Gates (See NOTE A, page 58)

CONTINUED ON PAGE 87

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

NUMERICAL PARTS LIST

SW-112-6	Switch, Trip Relays (See NOTE A, page 30)
SW-112-10	"
SW-120-27	"
SW-120-33	Switch, Score Motor Assys. (See NOTE A, page 58)
SW-120-34	Switch, Ball Stop Assys., Ball Trough & Switch Assys. (See NOTE C, page 46); Score Motor Assys. (See NOTE A, page 32)
SW-120-37	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-120-38	Switch, Swivel-Type Free-Ball Gates (See NOTE A, page 58)
SW-120-40	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-121-2	Switch, Trip Relays (See NOTE A, page 30)
SW-121-71	"
SW-122-3	"
SW-130-13	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-130-14	"
SW-130-15	"
SW-140-9	"
SW-140-10	"
SW-140-12	"
SW-160-3	"
SW-200-45	Switch, Full Reset Stepping Units (See NOTE A, page 39)
SW-200-78	Switch, Trip Relays (See NOTE A, page 30)
SW-200-102	Switch, Rollover (See NOTE A, page 53)
SW-200-104	"
SW-200-105	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-200-106	"
SW-200-108	"
SW-200-118	Switch, Rollover (See illustration, page 54)
SW-200-120	Switch (4-Steps Ball-Escape)
SW-200-126	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-201-12	Switch, Trip Relays (See NOTE A, page 30)
SW-201-13	"
SW-202-1	"
SW-210-26	"
SW-210-48	Switch, Score Counter Unit (See NOTE F, page 36)
SW-210-53	Switch, Swivel-Type Free-Ball Gates (See NOTE A, page 58)
SW-210-54	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-211-4	Switch, Trip Relays (See NOTE A, page 30)
SW-212-4	"
SW-220-2	"
SW-220-17	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-230-7	"
SW-240-2	"
SW-240-3	"
SW-240-4	"
SW-250-2	"
SW-300-33	Switch, Trip Relays (See NOTE A, page 30)
SW-300-44	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-300-57	Switch, Trip Relays (See NOTE A, page 30)
SW-300-58	"
SW-302-1	"
SW-310-3	"
SW-311-3	"
SW-400-12	"
SW-400-18	Switch, Score Motor Assys. (See NOTE A, page 32)
SW-400-22	"
SW-410-6	Switch, Trip Relays (See NOTE A, page 30)
W-881-3	Contact-Plate, Wired (See NOTE A, page 37)
W-881-5	"
W-992	"
W-994	"
W-1000	Contact-Plate, Wired (See NOTE A, page 40)
W-1000-1	"
W-1000-3	Contact-Plate, Wired (See NOTE A, page 39)
W-1004	"
W-1004-2	"
W-1004-3	"
W-1004-5	"
W-1004-6	"
W-1004-9	"
W-1004-10	"
W-1005	Contact-Plate, Wired (See NOTE A, page 37)
W-1007	"
W-1007-3	"
W-1034	Contact-Plate, Wired (See NOTE A, page 38)
W-1034-1	"
W-1036	Contact-Plate, Wired (See NOTE A, page 39)
W-1036-1	"
W-1047	Contact-Plate, Wired (See NOTE A, page 40)
WS-5/16-510	Screw, Wood
WS-8-8-510	Screw, Wood (Backglass Retainers Latch)
Z-1150-21	Switch Series, "KK" Type Relays (See NOTE B, page 31; NOTE A, page 57); Interlock Relays (See NOTE B, page 31) (Each alpha-numerical designation below should be prefixed Z-1150-21-
A-1H-4	Switch, Z-1150-21 series
A-8H-4	"
A-8H-9A	"

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

NUMERICAL PARTS LIST

A-15-4	Switch, Z-1150-21 series
A-15H-4	"
A-16H-4	"
A-16H-9A	"
A-17J-9A	"
A-19J-4	"
AA-1H-4	"
AA-23J-4	"
AA-24H-4	"
AA-27J	"
AA-30H	"
AAA-1H-4	"
A AA-9H-4	"
AAA-17H	"
AAA-20H	"
AAA-23H	"
AAA-23H-4	"
AAA-24J-4	"
AAA-25J	"
AAA-27H	"
AAA-27H-4	"
AAA-28H	"
AAA-29J	"
AAA-31J	"
AAAA-2H-4	"
AAAA-8H-4	"
AAAA-18H	"
AAAA-20H	"
AAAA-28H	"
AAAA-29H	"
AAAA-30H	"
AAAA-31H	"
AAAA-32H	"
AAAA-33H	"
AAAA-34H	"
AAAA-37H	"
AAAA-38J	"
AAAA-39J	"
AAAA-39J-9A	"
AAAA-40J	"
AAAA-41J	"
AAAA-43J	"
AAAA-44J	"
AAAA-45H-4	"
AAAA-45J	"
AAAA-46J	"
AAAA-47H-4	"
AAAA-51J-4	"
AAAA-52J	"
AAAA-58H	"
AAAA-62H	Switch, Z-1150-21 series
AAAB-3H-4	"
AAAB-8H-4	"
AAAB-15H	"
AAAB-16H-9A	"
AAAB-17H	"
AAAB-18H	"
AAAB-19H	"
AAAB-20H	"
AAAB-21H	"
AAAB-23H	"
AAAB-24J	"
AAAB-25J	"
AAAB-26H	"
AAAB-28H-4	"
AAAB-29H	"
AAAB-30H	"
AAAB-32J	"
AAAB-33J	"
AAAB-35J	"
AAAC-27H	"
AAAC-28H-4	"
AAB-16-H-4	"
AAB-17H	"
AABB-5H-4	"
AABB-14H	"
AABB-16H	"
AABB-18H-4	"
AABB-21H	"
AABC-20H	"
AABC-21H	"
AABC-22H-4	"
AABC-23H	"
AABC-24H	"
AABC-25H-4	"
AABC-26H	"
AAC-20H	"
AAC-22H	"
AAC-22H-4	"
AAC-25H	"
AAC-26H	"
AAC-27H	"
AACC-6H-4	"
AACC-10H-4	"
AACC-13H	"
AACC-16H	"
AB-2H-4	"
AB-3H-4	"
AB-13J-4	"
AB-15H	"
AB-17H-4	"

CONCLUDED ON PAGE 89

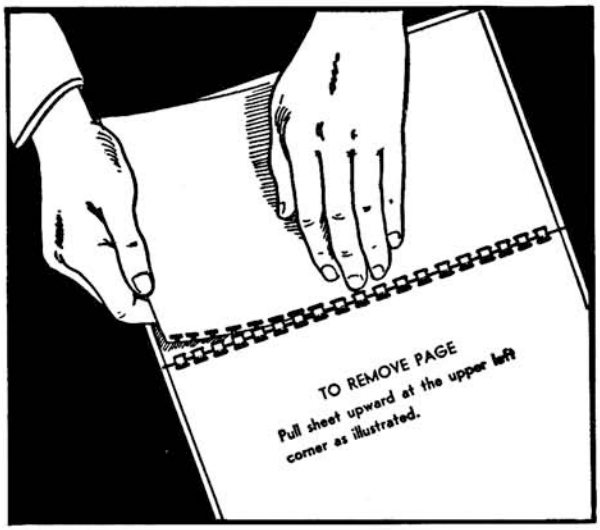
WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

NUMERICAL PARTS LIST

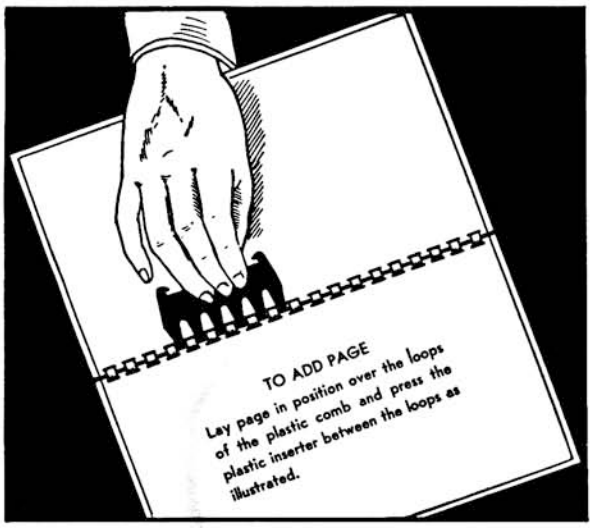
ABBC-4H-4	Switch, Z-1150-21 series
ABC-16H	"
ABC-17H-4	"
ABC-18H	"
ABC-19H-4	"
ABCC-9H-4	"
ABCC-13H-4	"
AC-2H-4	"
AC-12H	"
AC-13H-4	"
AC-14H	"
AC-16H-9	"
ACC-1H-4	"
ACC-8H	"
ACC-11H-4	"
ACCC-6H	"
AD-1H-4	"
B-1H-4	"
B-8H-4	"
B-10H-9A	"
BB-11H	"
BBB-1H-4	Switch, Z-1150-21 series
BBBB-14H-4	"
BBC-12J-4	"
BC-1H-4	"
BC-9H-4	"
BC-14J-4	"
BCCC-5H-4	"
C-8H-9A	"
CCCC-4H-4	"
Z-1154-2	Frame, Interlock Relays
Z-1160	Armature-Plate, "KK" Type Relays (See illustration, page 57)
ZGB-2526-8	Gear-Box Assy., Score Motors E-119-315;E-119-332;E-119-336
ZGS-2526-8	Gear & Shaft, Score Motors E-119-315;E-119-332;E-119-336
ZRST-1715-33-1	Rotor & Shaft, Score Motors E-119-315;E-119-332;E-119-336
ZS-2503-256	Stator, Score Motor E-119-315
ZS-2503-258	Stator, Score Motor E-119-336
ZS-2503-261	Stator, Score Motor E-119-332

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

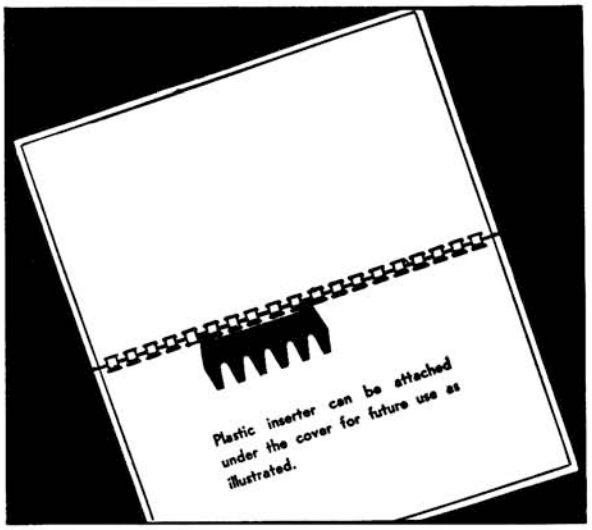
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