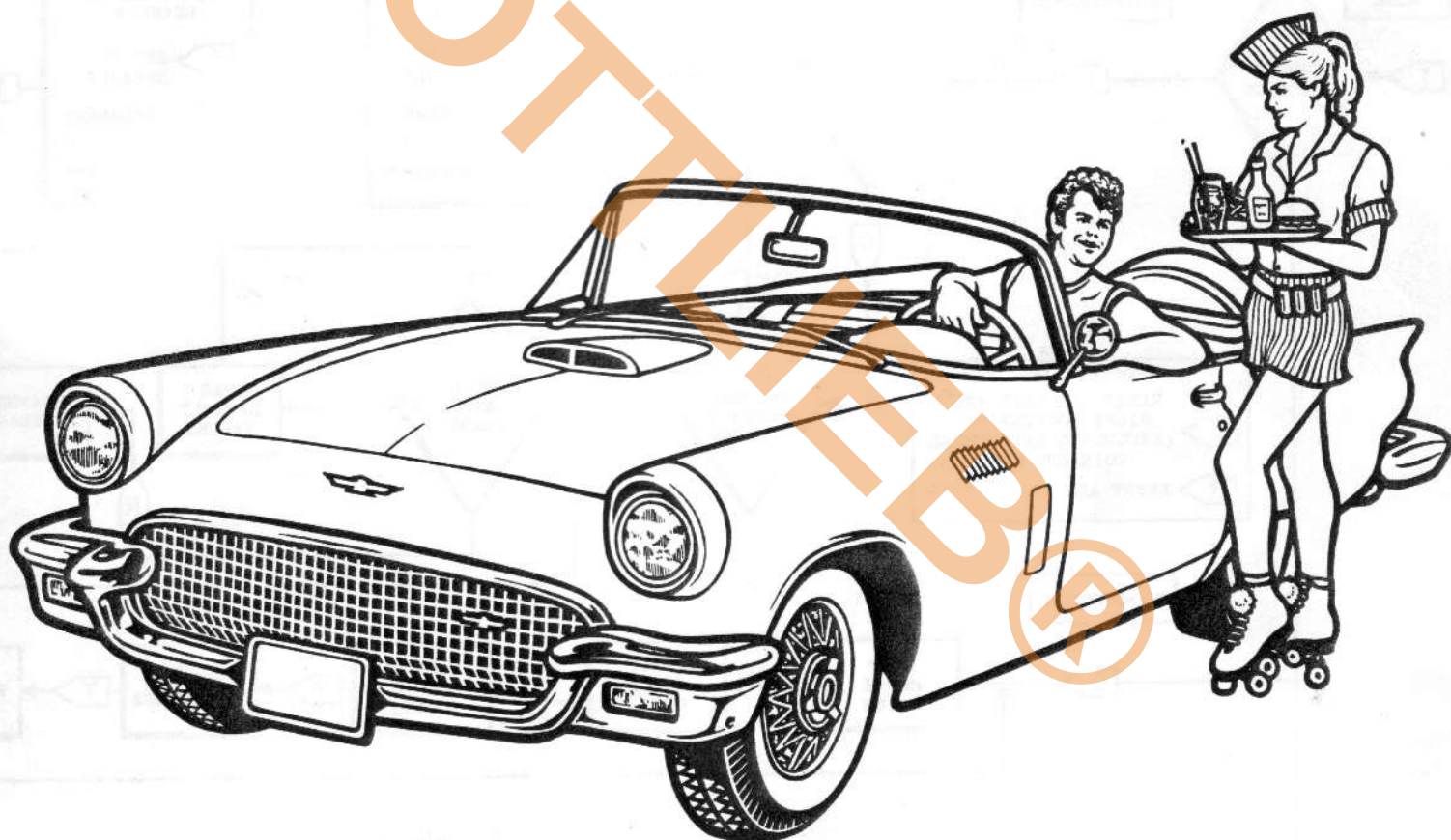


Gottlieb®

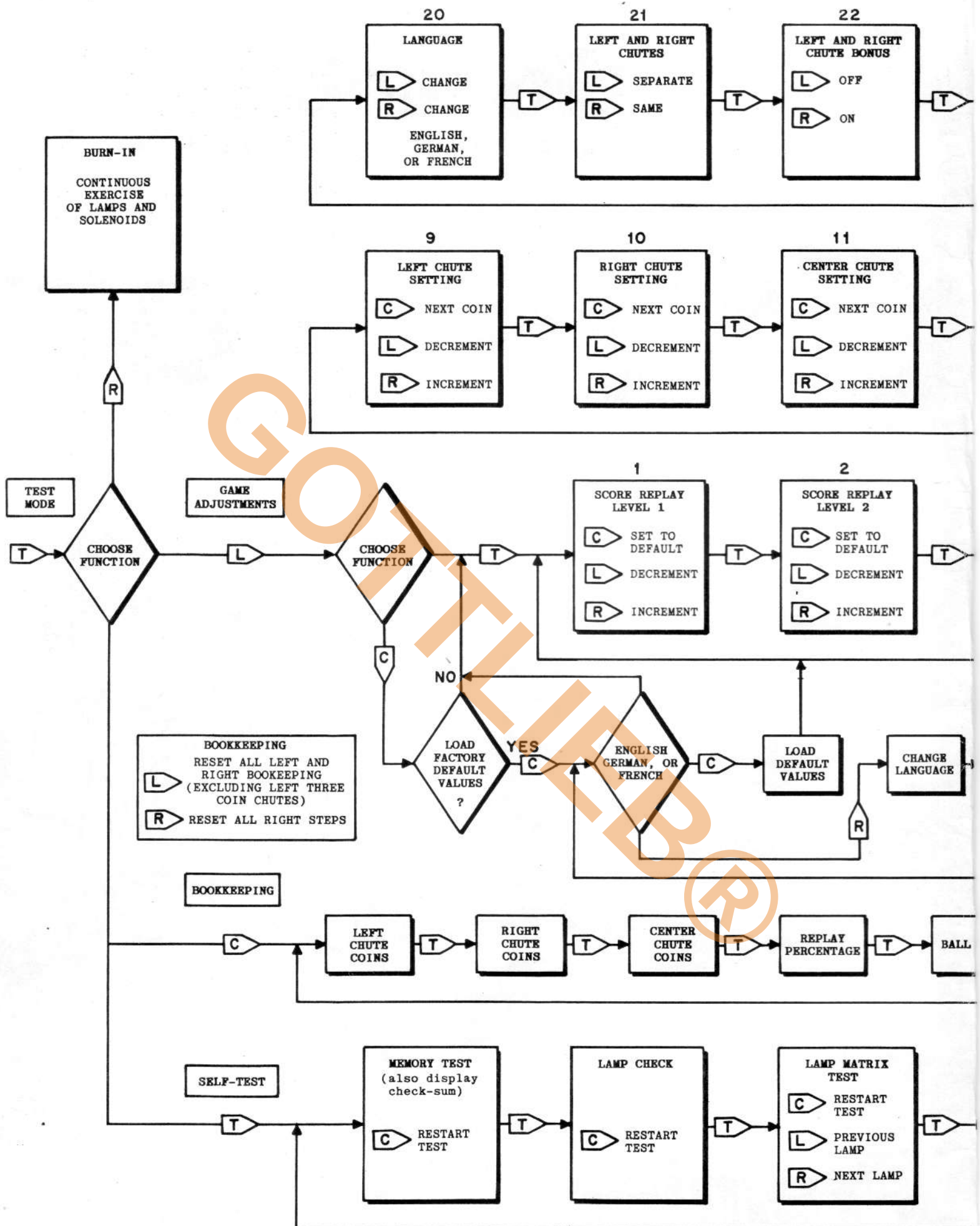
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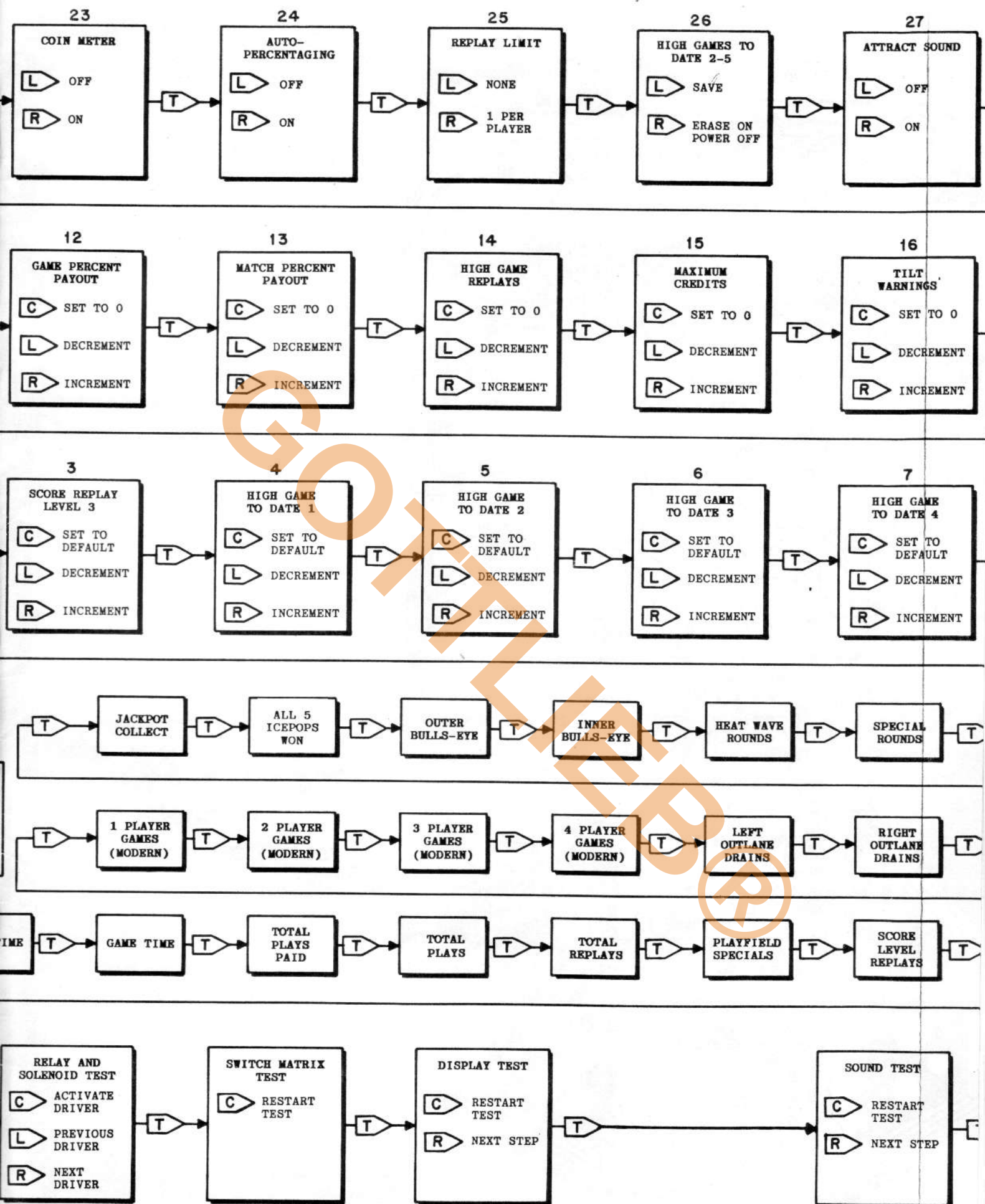
CAR HOP™

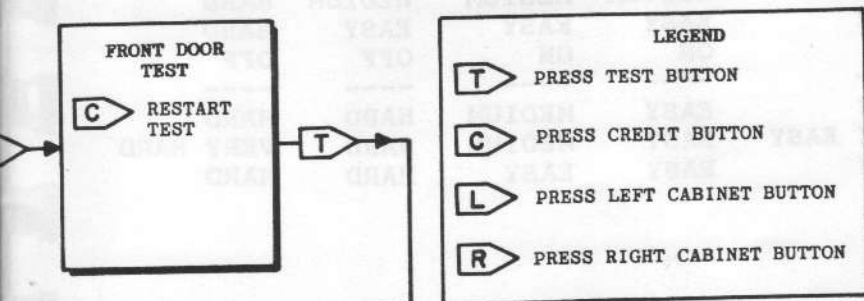
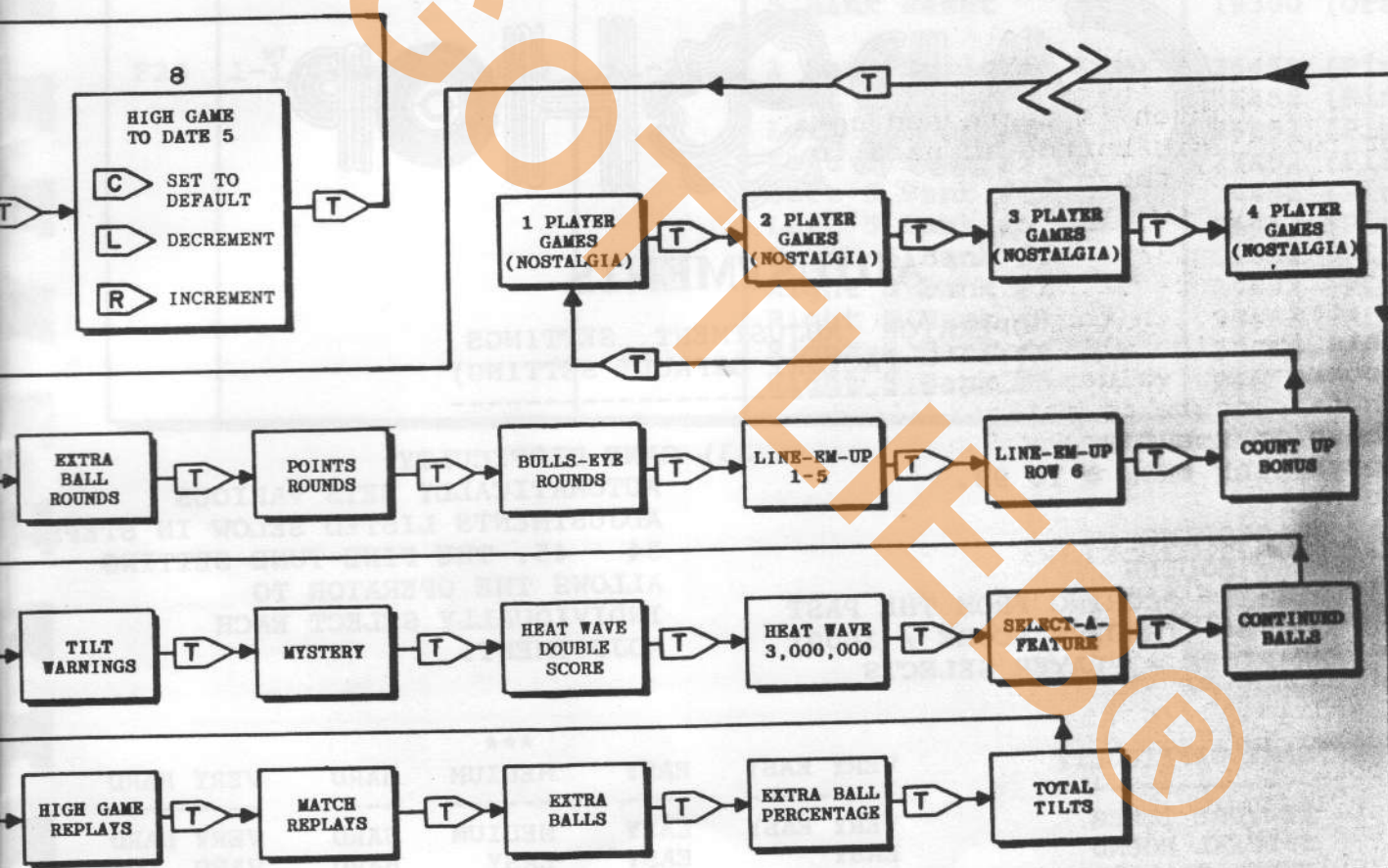
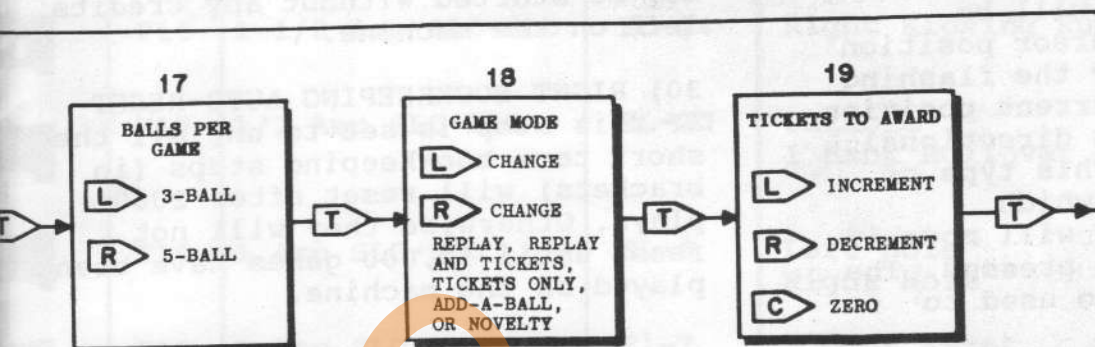
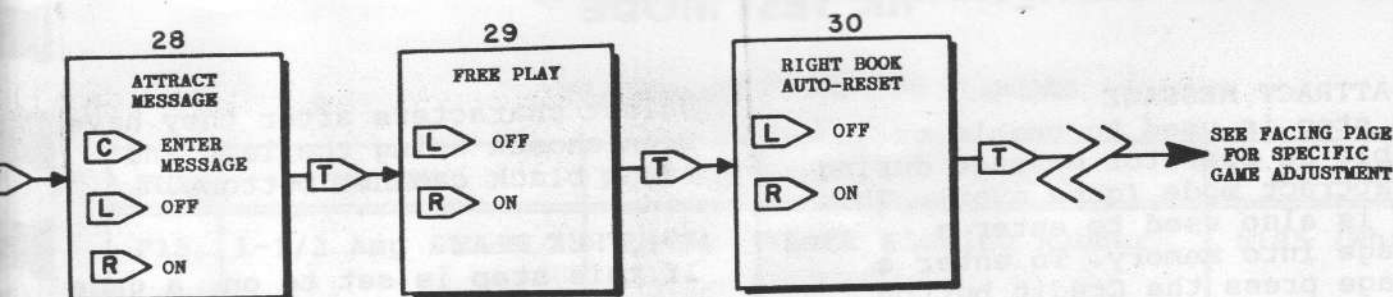


Premier®
Technology

INSTRUCTION MANUAL







NOTE:

THE TEST MODE CAN ONLY BE ACCESSED DURING THE ATTRACT MODE.

THE TEST MODE MAY BE EXITED BY EITHER ACTUATING THE SLAM SWITCH OR TURNING THE POWER OFF.

SYSTEM 3
TEST MODE FLOWCHART

III. TEST MODE

28) ATTRACT MESSAGE

This step is used to enable or disable an operator message during the attract mode (game over). This step is also used to enter a message into memory. To enter a message press the Credit button. The current message will be displayed and the cursor position will be indicated by the flashing character. If the current position is blank, a flashing directional arrow will appear. This type of arrow will indicate which direction the cursor will move if the Credit button is pressed. The Credit button is also used to

select characters after they have been chosen using the left and right black cabinet buttons.

29) FREE PLAY

If this step is set to on, a game may be started without any credits left on the machine.

30) RIGHT BOOKKEEPING AUTO-RESET

If this step is set to on, all the short term bookkeeping steps (in brackets) will reset after 2000 plays. Otherwise they will not reset until 10,000 games have been played on the machine.



ADJUSTMENTS

OPERATOR ADJUSTMENT SETTINGS
(*** = FACTORY DEFAULT SETTING)

31) RECORD TIME UNITS

ADJUSTABLE FROM 0 TO 99.

32) TYPE OF SCORING

MODERN = MODERN

NOSTALGIA = SCORING FROM THE PAST
(MODERN SCORE / 1000)

*** PLAYER PICKS = PLAYER SELECTS

33) GAME DIFFICULTY

AUTOMATICALLY SETS VARIOUS ADJUSTMENTS LISTED BELOW IN STEPS 34 - 45. THE FINE-TUNE SETTING ALLOWS THE OPERATOR TO INDIVIDUALLY SELECT EACH ADJUSTMENT.

STEP		***				
33	GAME DIFFICULTY	VERY EASY	EASY	MEDIUM	HARD	VERY HARD
--	-----	-----	----	-----	----	-----
34	FEATURE TIMER	VERY EASY	EASY	MEDIUM	HARD	VERY HARD
35	SPECIAL ROUND	EASY	EASY	EASY	HARD	HARD
36	EXTRA BALL ROUND	EASY	EASY	EASY	HARD	HARD
37	B-EYE SPECIAL TIMER	EASY	EASY	MEDIUM	MEDIUM	HARD
38	HEATWAVE ROUND TIME	EASY	MEDIUM	MEDIUM	MEDIUM	HARD
39	B-EYE BIG POINTS	EASY	EASY	EASY	EASY	HARD
40	2X SCORE IN MYSTERY	ON	ON	ON	OFF	OFF
41	SPARE	----	----	----	----	----
42	POINTS ROUND	EASY	EASY	MEDIUM	HARD	HARD
43	EXTRA BALL %	VERY EASY	EASY	MEDIUM	HARD	VERY HARD
44	DROP TARGETS	EASY	EASY	EASY	HARD	HARD

III. TEST MODE

- 34) FEATURE TIMER
VERY EASY = 3 SECONDS/TIME UNIT
EASY = 2.5 SECONDS/TIME UNIT
*** MEDIUM = 2 SECONDS/TIME UNIT
HARD = 1.5 SECONDS/TIME UNIT
VERY HARD = 1 SECOND/TIME UNIT
- 35) SPECIAL ROUND
*** EASY = TRIP #2-#4 DROP TARGETS
HARD = TRIP #3 DROP TARGET ONLY
- 36) EXTRA BALL ROUND
*** EASY = TRIP #1, 2, 5 DROP TARGETS
HARD = TRIP #1 & #5 DROP TARGETS
- 37) BULLS-EYE SPECIAL TIMER
EASY = 3 SECONDS
*** MEDIUM = 2 SECONDS
HARD = 1 SECOND
- 38) HEAT WAVE ROUND TIME
EASY = 25 TIME UNITS
*** MEDIUM = 20 TIME UNITS
HARD = 15 TIME UNITS
- 39) BULLS-EYE 'BIG POINTS'
*** EASY = "BIG POINTS" LAMP REMAINS FLASHING
HARD = ONLY 1 IS ALLOWED (ADVANCE CENTER BURGER LAMP or END ROUND)
- 40) 'DOUBLE SCORE' FEATURE IN MYSTERY
*** OFF = NOT ALLOWED
ON = ALLOWED
- 41) SPARE
- 42) POINTS ROUND
EASY = 500,000 - 1,000,000 -
2,000,000 - 4,000,000 -
8,000,000 - 8,000,000
*** MEDIUM = 250,000 - 500,000 -
1,000,000 - 2,000,000 -
4,000,000 - 8,000,000 -
8,000,000 - 8,000,000
HARD = 125,000 - 250,000 -
500,000 - 1,000,000 -
2,000,000 - 4,000,000 -
8,000,000 - 8,000,000
- 43) EXTRA BALL PERCENTAGE (IN MYSTERY)
VERY EASY = 50%
EASY = 40%
*** MEDIUM = 30%
HARD = 20%
VERY HARD = 10%
- 44) DROP TARGETS
*** EASY = TRIP OPPOSITE TARGET
HARD = DO NOT TRIP
- 45) MECHANICAL BELL
*** OFF = ELECTRONIC BELL
ON = MECHANICAL BELL
- 46) GENERAL ILLUMINATION LAMPS
USE THE OFF SETTING FOR HIGH AMBIENT LIGHT LOCATIONS. USE THE ON SETTING FOR LOCATIONS WHICH ARE DARK AND HAVE LOW EXTERNAL LIGHTING.

OFF = OFF DURING FEATURE MODES
*** ON = ON DURING FEATURE MODES
- 47) NOSTALGIA HI GAME
SET #1 HIGH SCORE IN NOSTALGIA
- 48) NOSTALGIA HI GAME 2
SET #2 HIGH SCORE IN NOSTALGIA
- 49) NOSTALGIA HI GAME 3
SET #3 HIGH SCORE IN NOSTALGIA
- 50) NOSTALGIA HI GAME 4
SET #4 HIGH SCORE IN NOSTALGIA
- 51) NOSTALGIA HI GAMES 2-4
SAVE = SAVE SCORES FROM GAME TO GAME
ERASE = DO NOT SAVE SCORES

SOUND ADJUSTMENTS

The speaker(s) output is controlled by the potentiometer mounted on a bracket located inside the cabinet next to the front door hinge.

Turning the potentiometer counter-clockwise will decrease the volume. Turning it clockwise will increase the volume.

POST ADJUSTMENTS

The two posts at the mouth of the left outlane and the post at the mouth of the right outlane can be positioned for liberal/conservative play. The smaller openings produce a more liberal game.

IV. BURN-IN

This function can be used to continuously exercise all the lamps and solenoids in the game.

V. GENERAL INFORMATION

A. PRINTED CIRCUIT BOARDS ARE DESIGNATED AS FOLLOWS:

A1 - Control Board
A2 - Power Supply
A3 - Driver Board
A4 - Display Board
A5 - Auxiliary Power Supply
A6 - Sound Board
A13 - Resistor Board
A15 - Sensor Board
A17 - Diode Board
A20 - Auxiliary Sound Board
A22 - Playboard Lamp Board

Printed circuit board connectors will be labeled AX-JX. For example, A3-J4 is the connector J4 to the driver board (A3).

B. WIRE COLORS ARE SHOWN AS NUMBERS:

0 Black
1 Brown
2 Red
3 Orange
4 Yellow
5 Green
6 Blue
7 Violet
8 Gray
9 White

For example, 688 is a BLUE-GRAY-GRAY striped wire.

C. FUSE AND COIL INFORMATION

TRANSFORMER PANEL

F1	Line Input.....	110V AC.....	8 Amp	SLO-BLO
		220V AC.....	4 Amp	SLO-BLO
F2	Primary Power.....	110V AC.....	5 Amp	SLO-BLO
		220V AC.....	2.5 Amp	SLO-BLO
F3	Display Filament.....		1/2 Amp	
F4	Display Filament.....		1/2 Amp	
F5	Displays.....		1/4 Amp	SLO-BLO
F6	Power Supply.....		4 Amp	SLO-BLO
F7	Controlled Lamps.....		10 Amp	SLO-BLO
F8	Solenoids.....		8 Amp	SLO-BLO
F9	Playfield Illumination.....		7-1/2 Amp	
F10	Lightbox Illumination.....		10 Amp	SLO-BLO
F11	Auxiliary Power Supply.....		1/2 Amp	

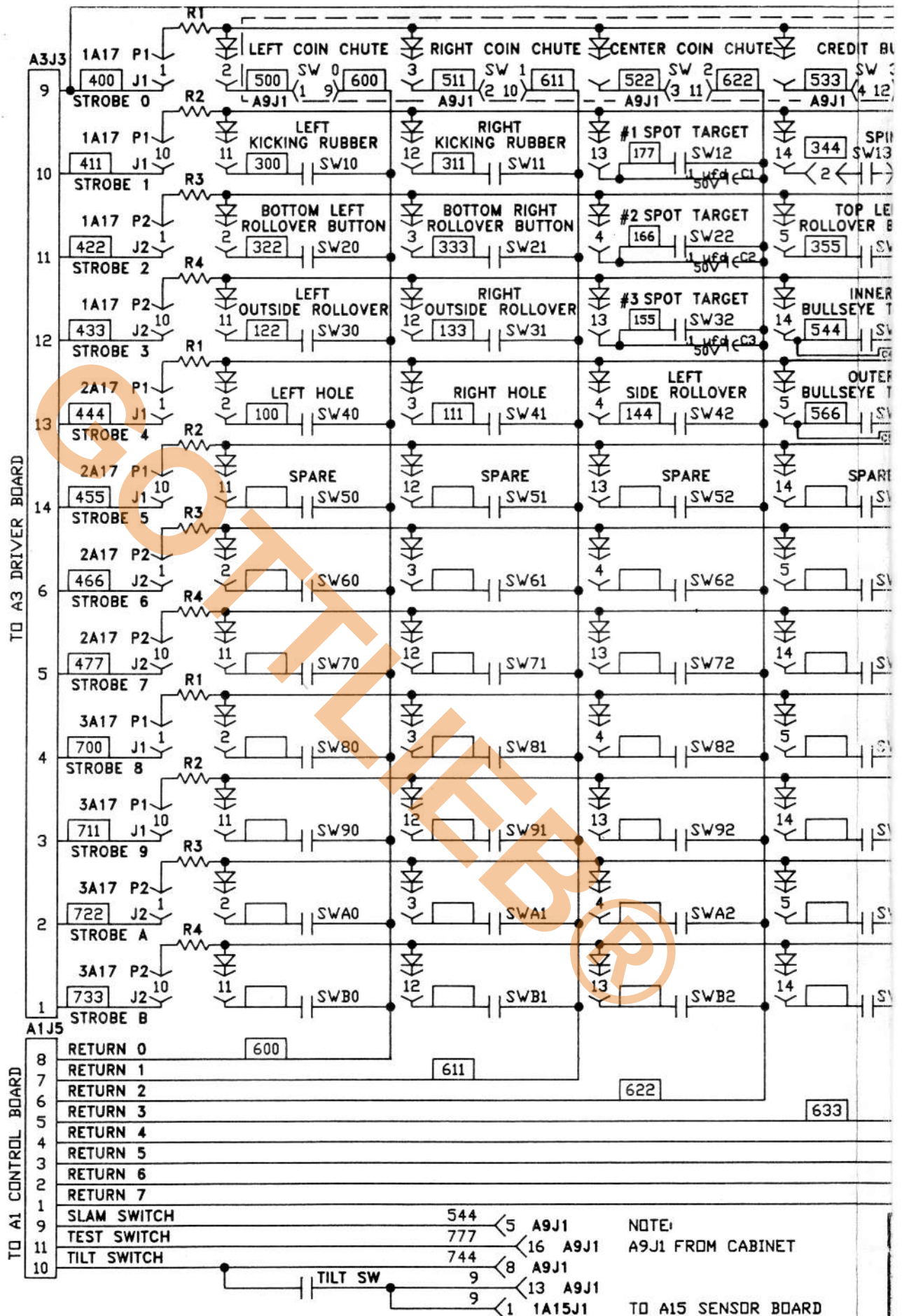
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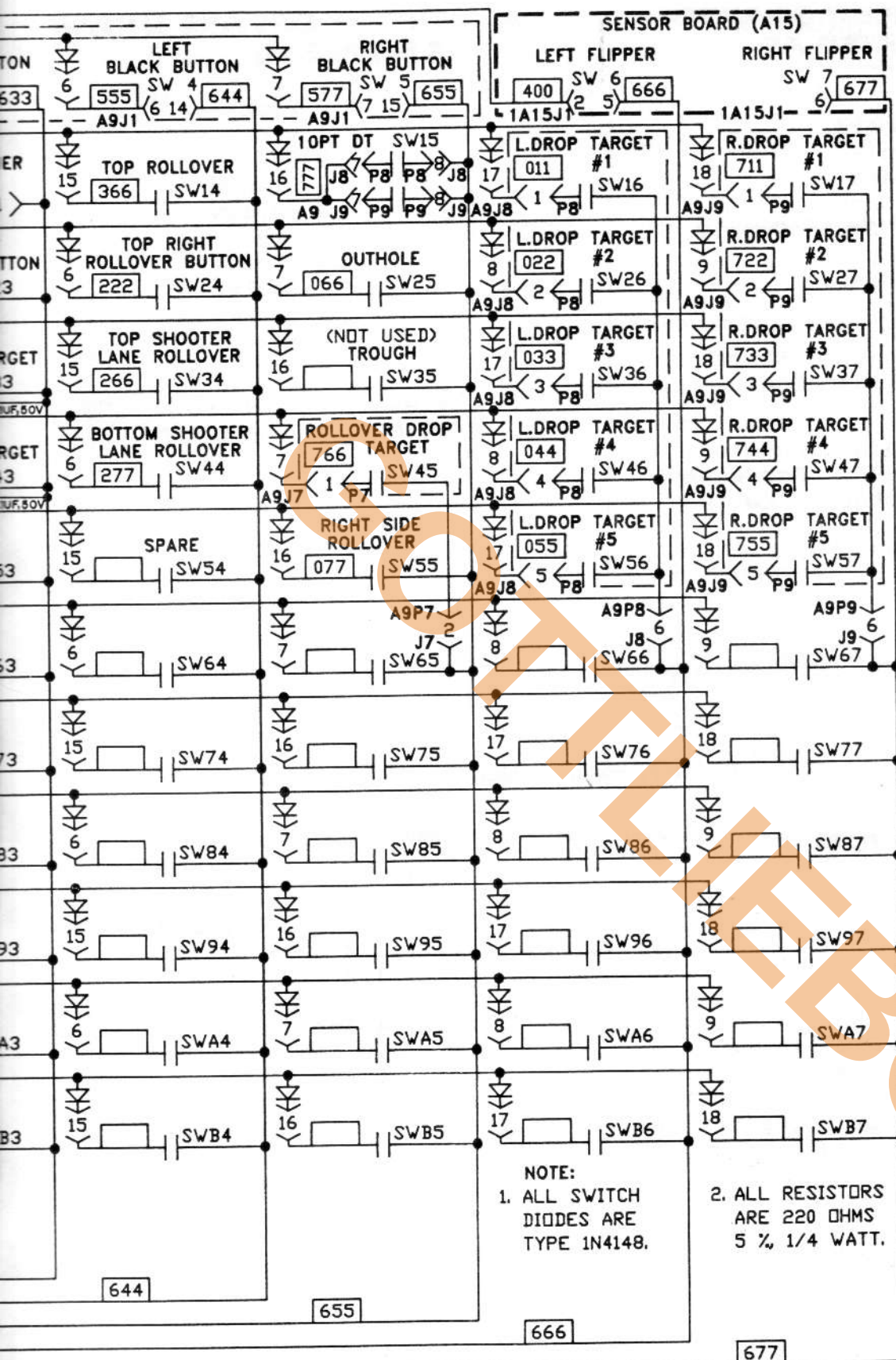
FUSE DESIGNATIONS F12 THRU F14 NOT USED.

V. GENERAL INFORMATION

PLAYBOARD FUSES, COILS/COLORS

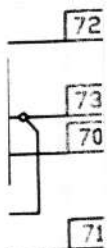
FUSE	RATING	PART NO.	USAGE	COIL/COLOR
F15	1-1/2 Amp SLO-BLO	EL-24	Left Kicking Rubber	5195 (White)
F16	1-1/2 Amp SLO-BLO	EL-24	Right Kicking Rubber	5195 (White)
F17	1/2 Amp SLO-BLO	EL-20	Outhole 1 Bank Rollover Reset	26451 (Yellow) 26450 (Pink)
F18	1 Amp SLO-BLO	EL-6	Left Hole Right Hole	17876 (Tan) 17876 (Tan)
F19	2 Amp SLO-BLO	El-7	5 Bank Reset 5 Bank Reset	19300 (Orange) 19300 (Orange)
F20	1-1/2 Amp SLO-BLO	El-24	1 Bank Rollover Trip Left 5 Bank #1 Left 5 Bank #2 Left 5 Bank #3 Left 5 Bank #4 Left 5 Bank #5 Right 5 Bank #1 Right 5 Bank #2 Right 5 Bank #3 Right 5 Bank #4 Right 5 Bank #5	26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink) 26452 (Pink)





COLOR CODE					
0	BLACK	4	YELLOW	8	GRAY
1	BROWN	5	GREEN	9	WHITE
2	RED	6	BLUE		
3	ORANGE	7	VIOLET		

Premier Technology			
TITLE SWITCH MATRIX SCHEMATIC DIAGRAM			
USED ON #725	DRAWN RLM	DATE 06-20-90	27537

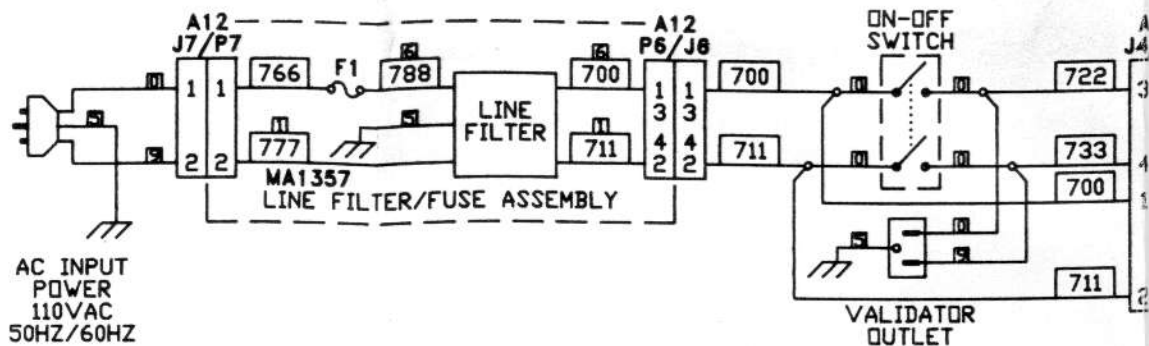


GROUND TRANSFER

GR

CA

ROUNDS RIVER BC



A12J5 WIRING VIEW PIN NUMBERS

10	9	8	7	6
5	4	3	2	1

100VAC INPUT JUMPERS

J2	9	8	J2	J3
J1	4	3	J1	J3

JUMPER WIRE COLORS 111

110VAC INPUT JUMPERS

J2	9	J2	7	J3
J1	4	J1	2	J3

JUMPER WIRE COLORS 222

120VAC INPUT JUMPERS

J2	J2	8	7	J3
J1	J1	3	2	J3

JUMPER WIRE COLORS 333

200VAC INPUT JUMPERS

10	9	8	J2	6
J1	4	3	J1	J2

JUMPER WIRE COLORS 444

220VAC INPUT JUMPERS

10	9	J2	7	6
J1	4	J1	2	J2

JUMPER WIRE COLORS 555

240VAC INPUT JUMPERS

10	J2	8	7	6
J1	J1	3	2	J2

JUMPER WIRE COLORS 666

NOTES:

1. XXX INDICATES WIRE COLOR.
2. A12J5 SHOWN IN 110VAC OPERATION.
3. CIRCUIT GROUND EARTH GROUND

COLOR CODE

0	BLACK	5	GREEN
1	BROWN	6	BLUE
2	RED	7	VIOLET
3	ORANGE	8	GRAY
4	YELLOW	9	WHITE

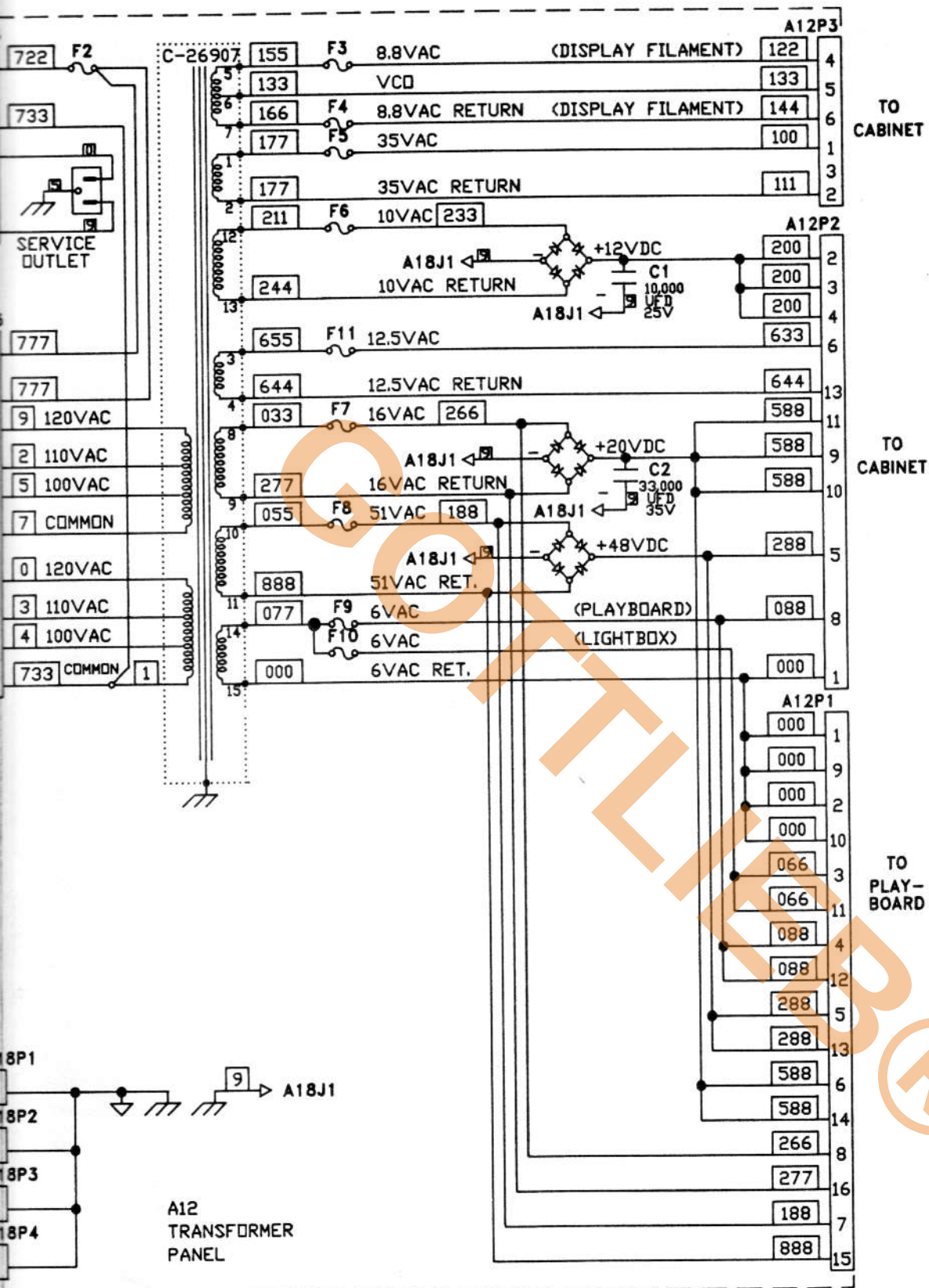
FUSE DESIGNATIONS TABLE

FUSE	RATING	PART NO.	USAGE	VOLTAGE
F1	8.0A SLO-BLO	EL26	LINE INPUT	110VAC
	4.0A SLO-BLO	EL33	LINE INPUT	220VAC
F2	5.0A SLO-BLO	EL8	PRIMARY POWER	110VAC
	2.5A SLO-BLO	EL21	PRIMARY POWER	220VAC
F3	1/2A	EL28	DISPLAY FILAMENT	8.8VAC
F4	1/2A	EL28	DISPLAY FILAMENT	8.8VAC
F5	1/4A SLO-BLO	EL5	DISPLAYS	35VAC
F6	4.0A SLO-BLO	EL33	POWER SUPPLY	10VAC
F7	10.0A SLO-BLO	EL36	CONTROLLED LAMPS	16VAC
F8	8.0A SLO-BLO	EL26	SOLENOIDS	51VAC
F9	7.5A	EL22	PLAYFIELD ILLUMINATION	6VAC
F10	10.0A SLO-BLO	EL36	LIGHTBOX INSERT ILLUMINATION	6VAC
F11	1/2A	EL28	AUXILLIARY POWER SUPPLY	12.5VAC
F12				

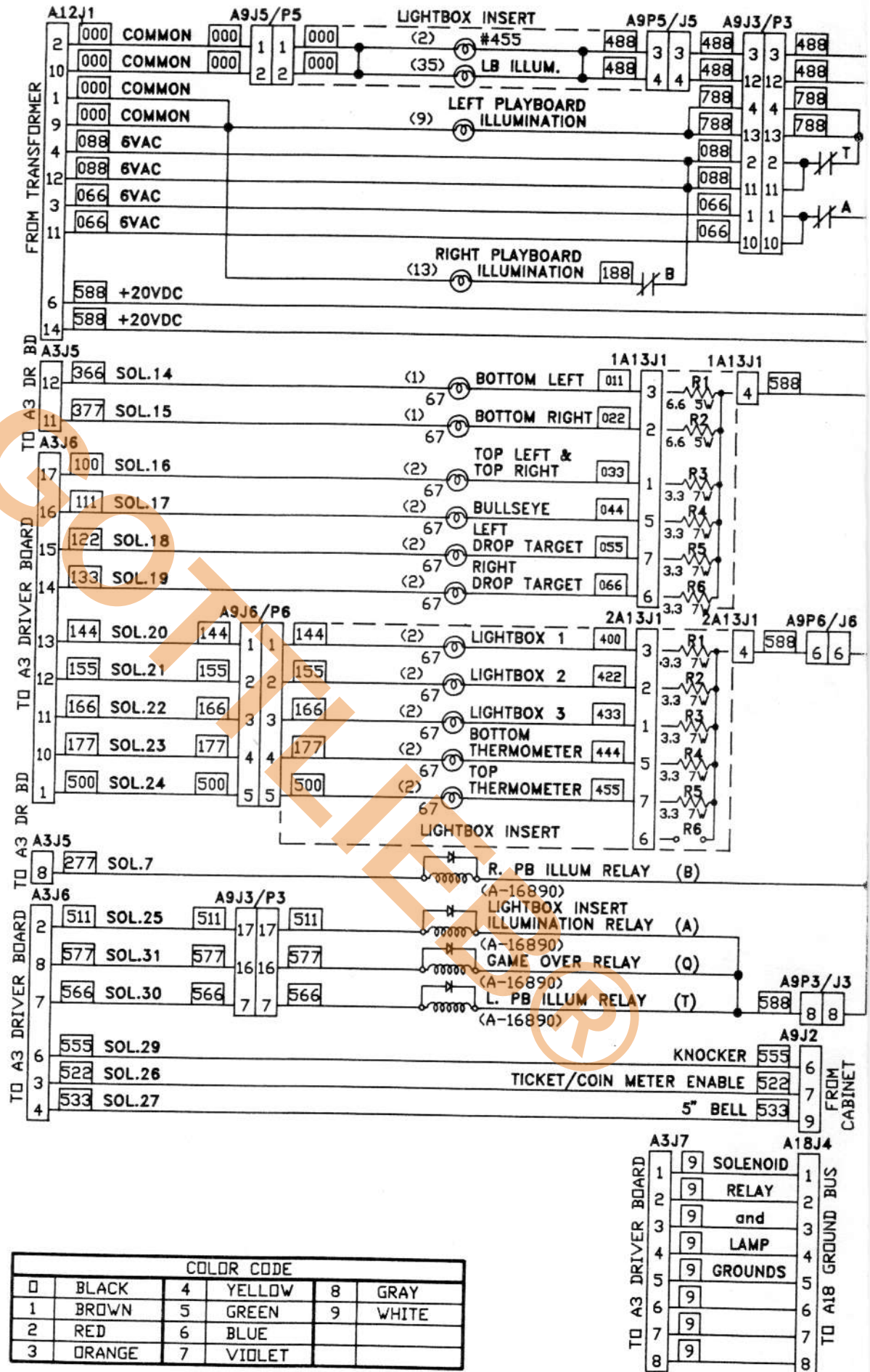
GROUNDS TO
TRANSFORMER

GROUNDS
TO
CABINET

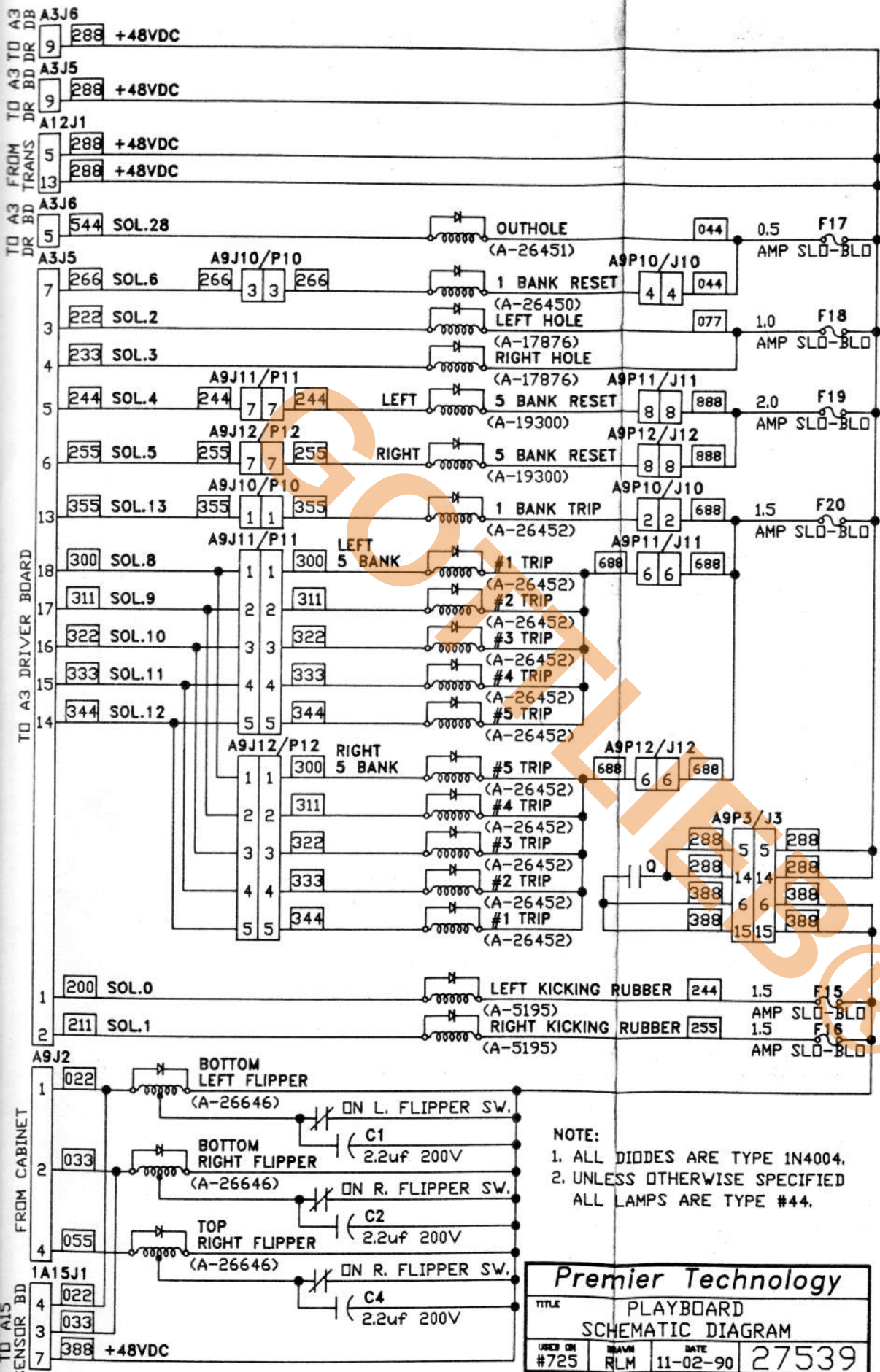
GROUNDS TO A3
DRIVER BOARD

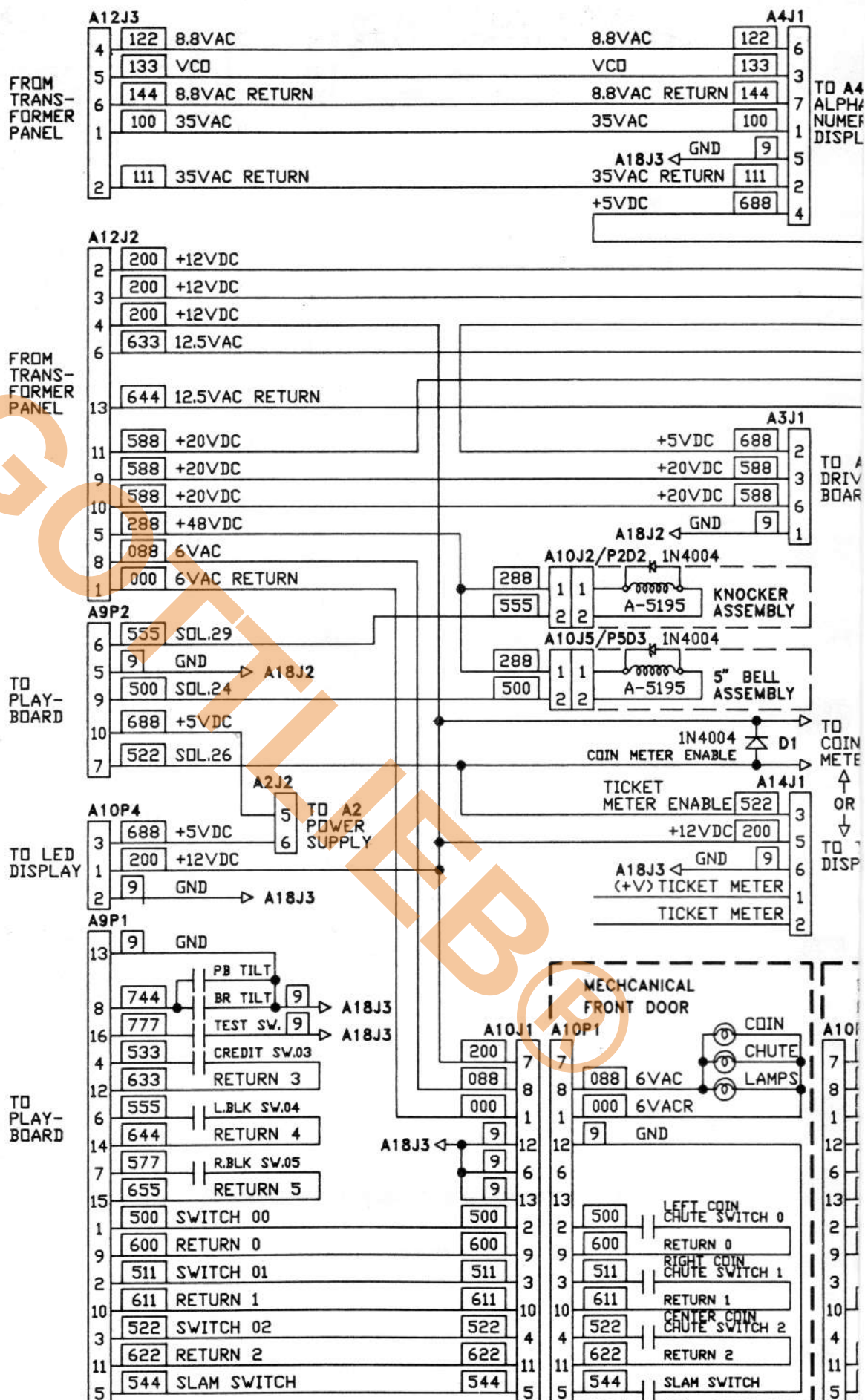


Premier Technology			
TITLE TRANSFORMER PANEL SCHEMATIC DIAGRAM			
USED ON #725	DRAWN RLM	DATE 09-11-90	27571



SCHEMATIC DIAGRAMS, PARTS LISTS







VII. PARTS INFORMATION

PLAYBOARD LAMP ASSIGNMENTS

LAMP NUMBER	LAMP ASSIGNMENT
L0	"SHOOT AGAIN"
L1	Left Hole "SELECT-A-FEATURE"
L2	Left Hole "HEATWAVE"
L3	Left Hole "MYSTERY"
L4	Right Hole "SELECT-A-FEATURE"
L5	Right Hole "HEATWAVE"
L6	Right Hole "MYSTERY"
L7	Top Rollover "SKILL SHOT"
L10	"C"
L11	"A"
L12	"R"
L13	"**"
L14	"H"
L15	"O"
L16	"P"
L17	Bullseye Target "SPOTS LETTER"
L20	Left Drop Target #1 "SPECIAL"
L21	Left Drop Target #2 "POINTS"
L22	Left Drop Target #3 "EXTRA BALL"
L23	Left Drop Target #4 "SPECIAL"
L24	Right Drop Target #1 "SPECIAL"
L25	Right Drop Target #2 "EXTRA BALL"
L26	Right Drop Target #3 "POINTS"
L27	Right Drop Target #4 "SPECIAL"
L30	"EXTRA BALL", "ROUND"
L31	"HEAT"
L32	"SPECIAL ROUND"
L33	"WAVE"
L34	"POINTS ROUND"
L35	Bullseye Target "ADD 2"
L36	Bullseye Target "SPECIAL"
L37	Bullseye Target "DOUBLE"
L40	Left Column Row 1
L41	Left Column Row 2
L42	Left Column Row 3
L43	Left Column Row 4
L44	Left Column Row 5
L45	Left Column Row 6
L46	Left Outlane Rollover "LEFT INSURANCE"
L47	Right Outlane Rollover "RIGHT INSURANCE"
L50	Center Column Row 1
L51	Center Column Row 2
L52	Center Column Row 3
L53	Center Column Row 4
L54	Center Column Row 5
L55	Center Column Row 6
L56	Left Flipper Illumination
L57	Left Flipper Illumination
L60	Right Column Row 1
L61	Right Column Row 2
L62	Right Column Row 3
L63	Right Column Row 4
L64	Right Column Row 5
L65	Right Column Row 6
L66	Right Flipper Illumination
L67	Right Flipper Illumination
L70	"ADVANCE C"
L71	"ADD 1"
L72	"EXTRA BALL"
L73	Bullseye Target "1"
L74	Bullseye Target "2"
L75	Bullseye Target "3"
L76	Bullseye Target "BIG POINTS"
L77	(NOT USED)
L80	Left Spot Target #1
L81	Left Spot Target #2
L82	Left Spot Target #3
L83	Rollover Drop Target "LIGHT SPINNER"
L84	Rollover Drop Target "LIGHT DOUBLE"
L85	Right Side "ADD 2"
L86	Spinner "HIGH VALUE"
L87	Spinner "HIGHER VALUE"
L90	(NOT USED)
**L91	#1, (Thermometer Bottom)
**L92	#2
**L93	#3
**L94	#4
**L95	#5
**L96	#6
**L97	#7
**LA0	#8
**LA1	#9
**LA2	#10
**LA3	#11
**LA4	#12
**LA5	#13
**LA6	#14
**LA7	#15, (Thermometer Top)
**LB0	"C"
**LB1	"A"
**LB2	"R"
LB3	""
**LB4	"H"
**LB5	"O"
**LB6	"P"
LB7	(NOT USED)

LAMP SOCKETS WITH DIODE BOARD

TYPE	PART NO.
1-1/8" BRACKET	26621
1/2" BRACKET	26622
LAYDOWN	26623

SOLENOID FUNCTIONS/LOCATIONS

SOL. 0	LEFT KICKING RUBBER	SOL. 16	TOP LEFT AND RIGHT, #67 (2)
SOL. 1	RIGHT KICKING RUBBER	SOL. 17	BULLSEYE #67, (2)
SOL. 2	LEFT HOLE	SOL. 18	LEFT DROP TARGET, #67 (2)
SOL. 3	RIGHT HOLE	SOL. 19	RIGHT DROP TARGET, #67 (2)
SOL. 4	LEFT 4 BANK RESET	*SOL. 20	LIGHTBOX 1, #67 (2)
SOL. 5	RIGHT 5 BANK RESET	*SOL. 21	LIGHTBOX 2, #67 (2)
SOL. 6	ROLLOVER BANK RESET	*SOL. 22	LIGHTBOX 3, #67 (2)
SOL. 7	RIGHT PB. ILLUM. RELAY (B)	*SOL. 23	BOTTOM THERMOMETER, #67 (2)
SOL. 8	LEFT/RIGHT 5 BANK, #1 TRIP	*SOL. 24	TOP THERMOMETER, #67 (2)
SOL. 9	LEFT/RIGHT 5 BANK, #2 TRIP	SOL. 25	LIGHTBOX INSERT ILLUM. RELAY (A)
SOL. 10	LEFT/RIGHT 5 BANK, #3 TRIP	SOL. 26	TICKET/COIN METER ENABLE
SOL. 11	LEFT/RIGHT 5 BANK, #4 TRIP	SOL. 27	5" BELL
SOL. 12	LEFT/RIGHT 5 BANK, #5 TRIP	SOL. 28	OUTHOLE
SOL. 13	ROLLOVER BANK TRIP	SOL. 29	KNOCKER
SOL. 14	BOTTOM LEFT, #67	SOL. 30	LEFT PB. ILLUM. RELAY (T)
SOL. 15	BOTTOM RIGHT, #67	SOL. 31	GAME OVER RELAY (Q)

* SEE PAGE 64 FOR LAMP LOCATIONS.

** Lamps L91 Thru LB6 Are Located On The Lightbox Insert.
See Page 64 For Locations.

VII. PARTS INFORMATION

PLAYBOARD PARTS INFORMATION

PARTS LIST

ITEM	DESCRIPTION	PART NO.
1	Flat Rail	27441
2	Support Bracket (3)	27391
3	Plastic Shield Set	27540, 275
4	Ball Guide Rail	17106
5	Ball Guide Rail	27438
6	Rollover Button, White (4)	11968
7	Arch Rod Support Post (2)	19875P
8	Ball Guide Rail (2)	27161
9	Ball Guide Rail	11703
10	Ball Guide Rail	27437
11	Swinging Target Assembly	24494
12	Switch Rod	27196
13	Nylon Washer (2)	20407
14	Target Shield	14043
15	Spinner Spacer (2)	27244
16	Threaded Shoulder Pin (4)	26531
17	1/2" x 7/8" Bumper, Yellow (4)	26643
18	Target Assembly (Including Switch)	27554
	Target Decal	27805
19	Ball Guide Rail	27439
20	Rollover Drop Target Assembly (See Exploded View Illustration)	MA-1504
21	Rollover Drop Target Reset Coil	26450
22	Rollover Drop Target Arm, White	20892Z
23	Ball Guide Rail	27223
24	Ball Guide Rail (4)	18070
25	Ball Guide Rail, Red	9394U
26	Ball Guide Rail, Red	9395U
27	Ball Guide Rail	27442
28	Drop Target Assembly, (5 Position) (See Exploded View Illustration)	MA-1532
29	Drop Target Reset Coil (2)	19300
30	Drop Target Arm, White (10)	11905Z
31	Drop Target Decal (10)	27611
32	Drop Target Assembly, (5 Position) (See Exploded View Illustration)	MA-1503
33	Spot Target Assembly, Yellow (3)	25460T
34	Ball Deflector	21158
35	Flat Rail	27440
36	Ball Snubber	27452
37	Ball Snubber	27451
38	Ball Guide Rail	17106
39	Metal Shield	1673
40	Wireform Gate	27272
41	Mylar Overlay	27521
42	Vertical Upkicker (See Exploded View Illustration)	MA-1372
43	Kicker Assembly	MA-1083
44	Kicker Assembly	MA-1373
45	Flipper Assembly (Lower Left) (See Exploded View Illustration)	MA-1250A
	Flipper Coil	26646
	Flipper Switch	26439
46	Flipper Assembly (Lower Right) (See Exploded View Illustration)	MA-1251A
	Flipper Coil	26646
	Flipper Switch	26438
47	Flipper Assembly (Upper Right) (See Exploded View Illustration)	MA-1251A
	Flipper Coil	26646
	Flipper Switch	26438
48	Light Strip Assembly, 1A22 (16 lamps)	MA-1501
49	Light Strip Assembly, 2A22 (8 lamps)	MA-1501B
50	Light Strip Assembly, 3A22 (18 lamps)	MA-1501A
51	Hairpin Clip (12)	6947
52	Rubber Grommet (12)	5240
53	Lightstrip Mounting Bracket (12)	27427
54	Ball Guide Rail	27436
55	Ball Guide Rail	27270
56	1-1/16" Steel Ball	21864
57	Cardholder	13647-725
58	Shooter Gauge	9767-725
59	Tilt Switch and Bracket Assembly	9141
60	Rail Snubber (2)	13798
61	Flat Rail	27441

RUBBER RINGS

ITEM	DESCRIPTION	PART NO.
A	3/8" (7)	10217
B	2-1/2" (4)	10222
C	3/4"	10218
D	7/16"	17493
E	Small Mini-Post	14793
F	Large Mini-Post	15705
G	Flipper, Yellow (3)	13151T

MISCELLANEOUS PARTS

DESCRIPTION	PART NO.
Plastic Post, Yellow	11561T
Support Post, Clear	20635P
Mini-Post Screw	14792
Siamese Post	17492
"T" Relay, 16890 Coil	MA-25
"Q" Relay, 16890 Coil	MA-23
"A" Relay, 16890 Coil	MA-1021
"B" Relay, 16890 Coil	MA-1506
Plastic Post	11562T

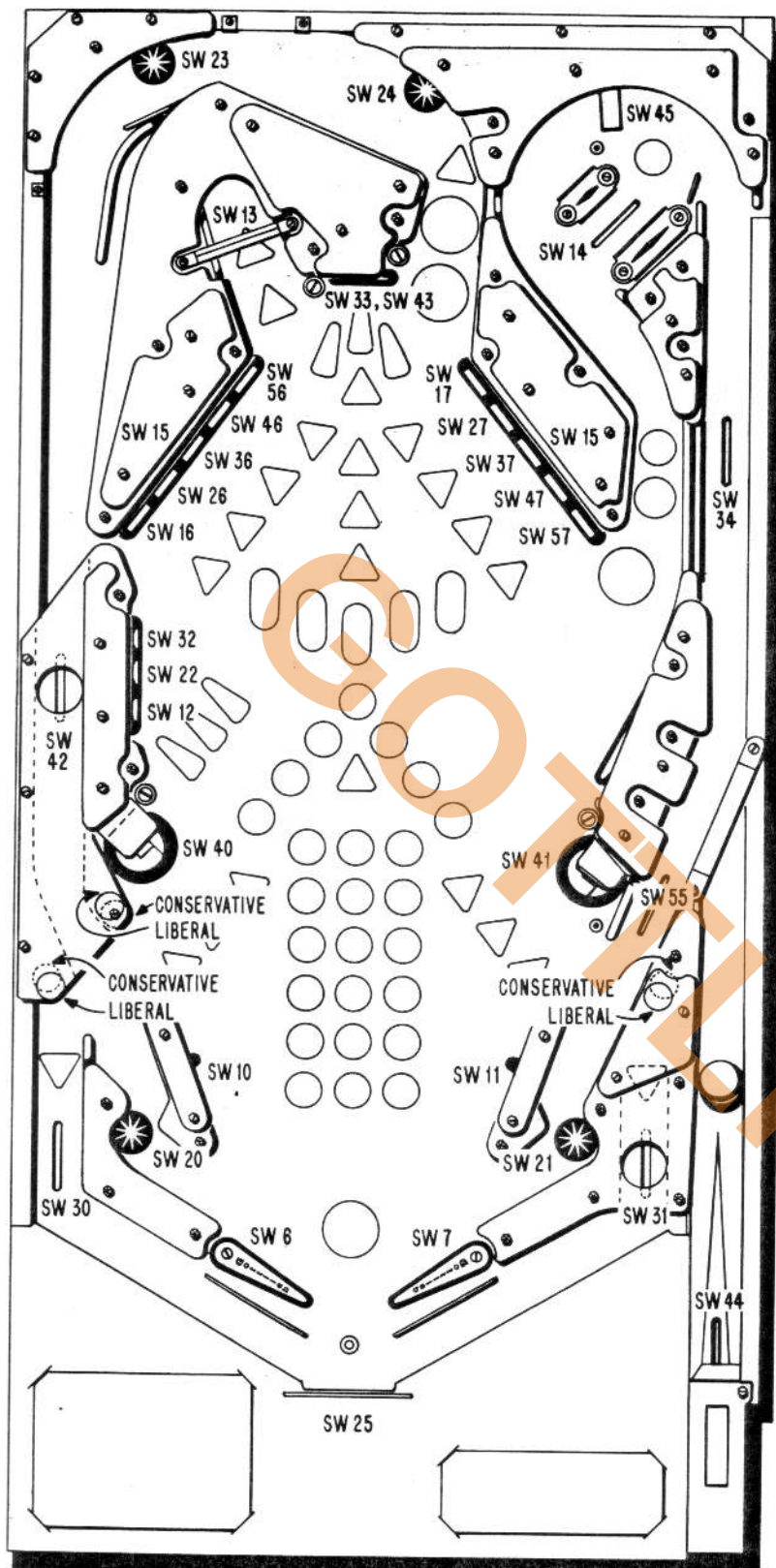
PLAYBOARD SWITCH ASSIGNMENTS

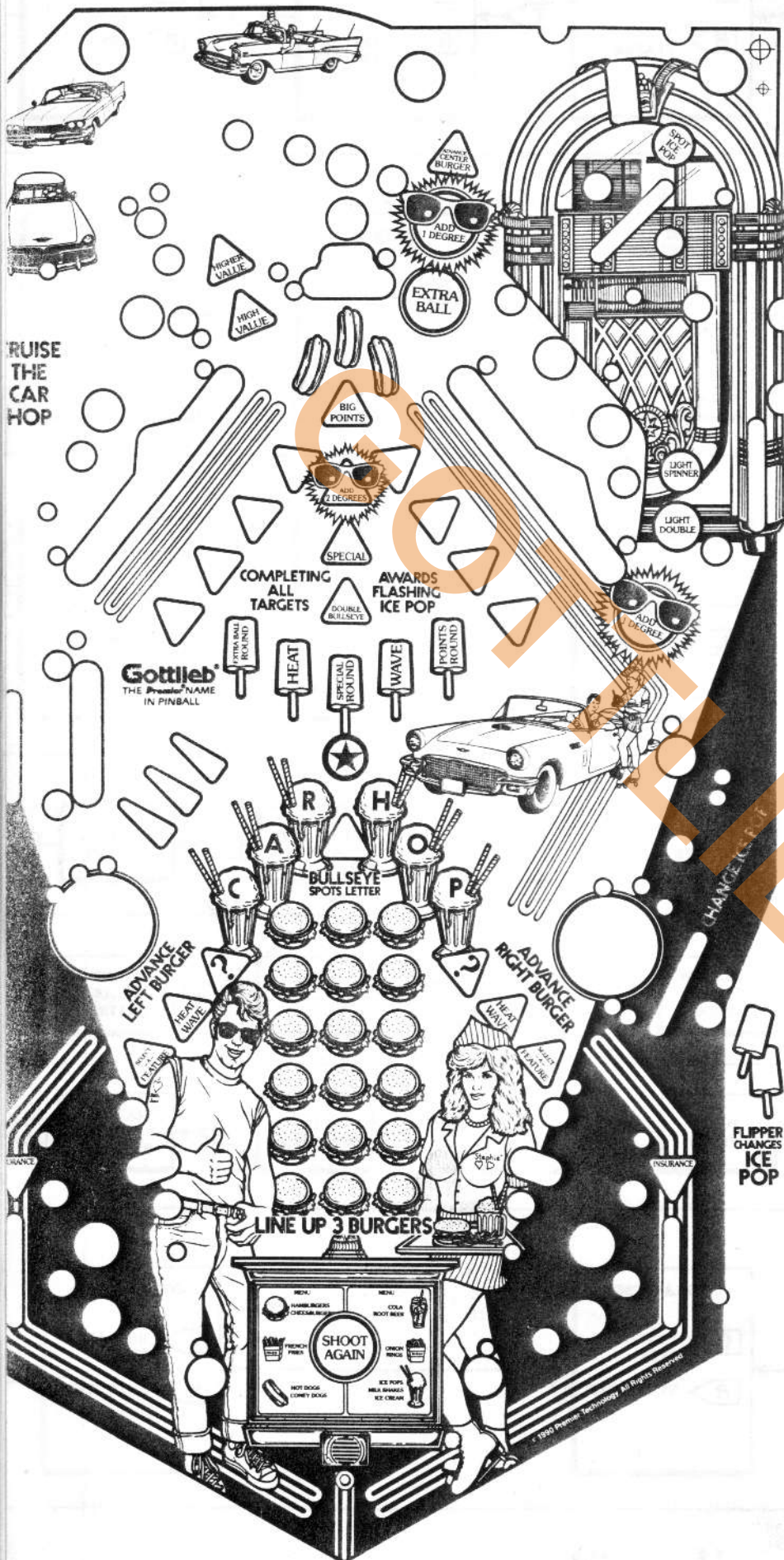
SWITCH MATRIX NUMBER

SWITCH ASSIGNMENT

PART NO.

SW 0	LEFT COIN CHUTE	P/O FRONT DOOR
SW 1	RIGHT COIN CHUTE	P/O FRONT DOOR
SW 2	CENTER COIN CHUTE	P/O FRONT DOOR
SW 3	REPLAY (CREDIT) BUTTON	18092
SW 4	LEFT ADVANCE BUTTON	23503
SW 5	RIGHT ADVANCE BUTTON	23503
SW 6	LEFT FLIPPER (SENSOR BOARD A15)	P/O MA-1334
SW 7	RIGHT FLIPPER (SENSOR BOARD A15)	P/O MA-1334
SW 10	LEFT KICKING RUBBER AND BRACKET (2)	26940
SW 11	RIGHT KICKING RUBBER AND BRACKET (2)	26940
SW 12	#1 SPOT TARGET	25460T
SW 13	SPINNER	27217
SW 14	TOP ROLLOVER	25824
SW 15	10 POINT SWITCH (2) (ONE PER DROP TARGET BANK)	20089
SW 16	LEFT DROP TARGET #1	25896
SW 17	RIGHT DROP TARGET #1	25896
SW 20	BOTTOM LEFT ROLLOVER BUTTON	12881
SW 21	BOTTOM RIGHT ROLLOVER BUTTON	12881
SW 22	#2 SPOT TARGET	25460T
SW 23	TOP LEFT ROLLOVER BUTTON	12881
SW 24	TOP RIGHT ROLLOVER BUTTON	12881
SW 25	OUTHOLE	26927
SW 26	LEFT DROP TARGET #2	25896
SW 27	RIGHT DROP TARGET #2	25896
SW 30	LEFT OUTSIDE ROLLOVER	25824
SW 31	RIGHT OUTSIDE ROLLOVER	25824
SW 32	#3 SPOT TARGET	25460T
SW 33	INNER BULLSEYE TARGET	P/O 27544
SW 34	TOP SHOOTER LANE ROLLOVER	25938
SW 35	(NOT USED)	
SW 36	LEFT DROP TARGET #3	27306
SW 37	RIGHT DROP TARGET #3	27306
SW 40	LEFT HOLE	21415
SW 41	RIGHT HOLE	21415
SW 42	LEFT SIDE ROLLOVER	25824
SW 43	OUTER BULLSEYE TARGET	P/O 27544
SW 44	BOTTOM SHOOTER LANE ROLLOVER	25824
SW 45	ROLLOVER DROP TARGET	18094
SW 46	LEFT DROP TARGET #4	25895
SW 47	RIGHT DROP TARGET #4	25895
SW 50		
THRU	(NOT USED)	
SW 54		
SW 55	RIGHT SIDE ROLLOVER	25824
SW 56	LEFT DROP TARGET #5	25895
SW 57	RIGHT DROP TARGET #5	25895





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