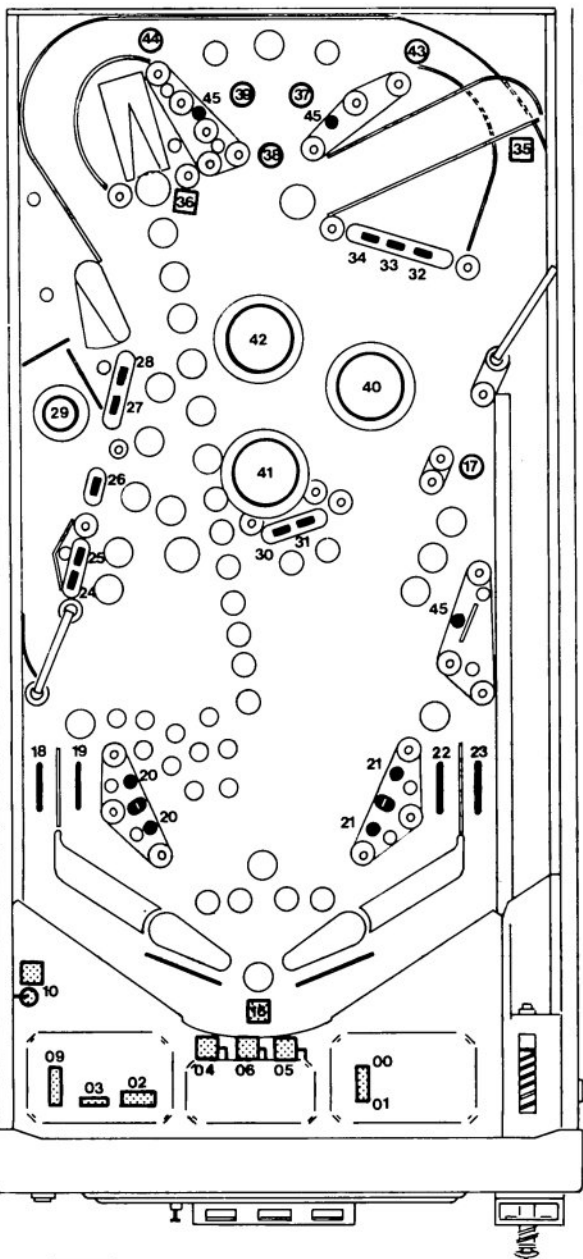


FIG. 4

Contact arrangement



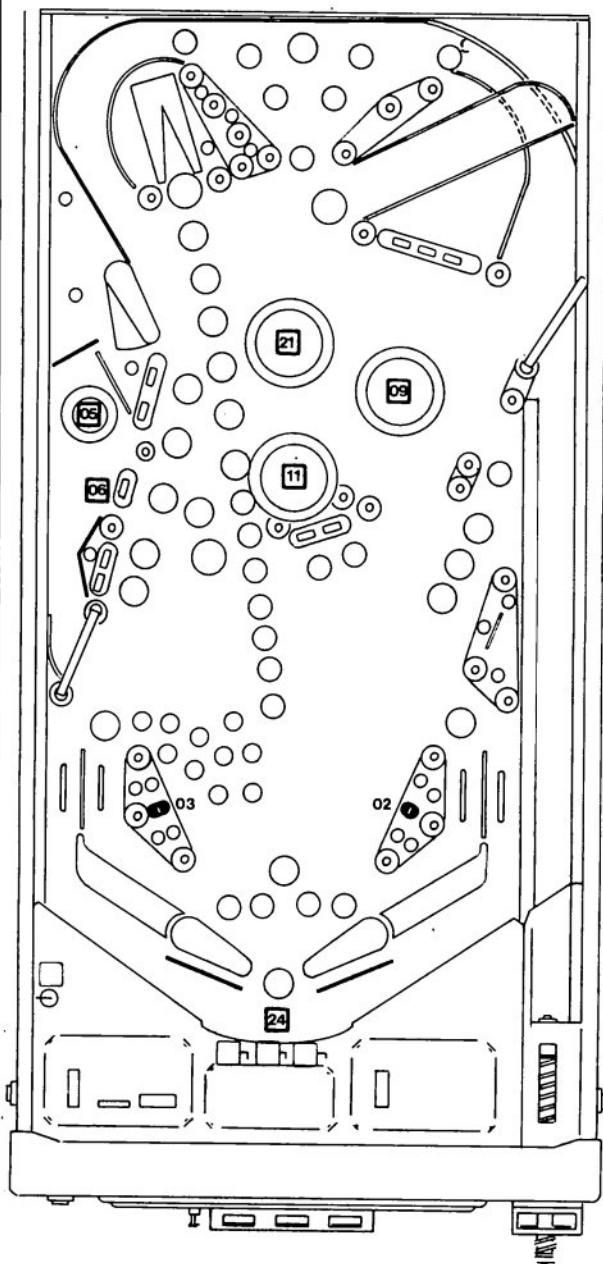
Contact
Number

Description

00	Advancement test
01	Return test
02	Tilt 2
03	Credit Service
04	Coin Switch 1
05	Coin Switch 2
06	Coin Switch 3
07	—
08	—
09	Credit
10	Tilt
11	—
12	Factory burn test
13	—
14	—
15	—
16	Out hole
17	Spider canal
18	Left exit canal
19	Left inner canal
20	Left flap
21	Right flap
22	Right inner canal
23	Right exit canal
24	1ST fixed target orange special
25	2ND fixed target orange special
26	3RD moving target orange special
27	4TH fixed target orange special
28	5TH fixed target orange special
29	Top hole
30	1ST central fixed target
31	2ND central fixed target
32	1ST fixed targets shades canal
33	2ND fixed target shades canal
34	3RD fixed target shades canal
35	Shades canal
36	Spooky canal
37	Right top button
38	Central top button
39	Left top button
40	Right pop
41	Central pop
42	Left pop
43	1ST fear canal button
44	2ND fear canal button
45	Fixed target



inside the cabinet contacts



Sol n°	Description	Drive (darlington)
01	Box effect	5
02	Right flap	14
03	Left flap	9
04	Coin mechanism coil	20
05	Top hole	4
06	Moving single target	13
07	2ND lamp, 2ND head effect	3
08	Knocker	15
09	Right pop	19
10	—	7
11	Central pop	18
12	1ST lamp, 2ND head effect	8
13	—	6
14	Head eye effect	17
15	—	12
16	—	2
17	—	1
18	—	22
19	—	21
20	—	11
21	Left pop	23
22	Token dispenser	10
23	—	16
24	Out hole	24

Lamp	Description	Drive n° SCR
01	Right top button	80
02	X 60	66
03	Playfield relay	67
04	Central top button	78
05	Red special	70
+06	Game over	68
+07	Tilt	65
08	Top "S" Red Special	72
09	Top "P" Red Special	71
10	—	76
11	1ST "O" Red Special	77
12	2ND "O" Red Special	75
+13	Match	74
14	"K" Red Special	73
15	"Y" Red Special	79
16	Bottom "S" Red special	69
+17	Ball to play	8
18	Bottom "P" Red special	45
19	"E" Red special	35
+20	Flipper relay	64
21	"C" Red special	54
22	"I" Red special	44
23	"A" Red special	26
24	"L" Red special	63
25	1ST Orange special	18
26	2ND Orange special	27
+27	Credit	9
28	1ST Fixed target orange special	53
29	2ND Fixed target orange special	17
30	3RD Moving target orange special	62
+31	Up game time bonus	7
32	4TH Fixed target orange special	36
33	—	43
34	5TH Fixed target orange special	61
35	1ST Central fixed target	15
36	2ND Central fixed target	16
+37	1ST lamp, 1ST head effect	25
38	1ST Spider canal	33
39	2ND Spider canal	34
40	Advance multiplier Spider canal	52
41	Bonus 1	23
42	Bonus 2	24
43	Bonus 3	5
44	Bonus 4	51
+45	Bonus ball 1	6
46	—	41
47	Bonus 5	59
48	Bonus 6	13
49	Bonus 7	31
+50	2ND lamp, 1ST head effect	14
51	Bonus 8	60
52	—	42
53	Bonus 9	32
54	—	50
55	Bonus 10	49
+56	Super Bonus	3
57	X 20	21
58	X 40	4
59	X 80	40
+60	Can play 1	22
61	Bonus 10,000 PTS	58
+62	Can play 2	12
63	Right inner canal	30
64	Left inner canal	39
65	50,000 PTS top button	57
+66	Can play 3	2
+67	Can play 4	11
68	100,000 PTS top button	48
69	Advance multiplier top button	20
70	Left top button	38
71	1ST active shades canal	56
+72	Down game time bonus	10
73	2ND active shades canal	37
74	3RD lamp, head effect	29
75	3RD active shades canal	47
+76	Bonus ball 2	28
+77	Highest score	1
+78	Bonus ball 3	19
79	Advance multiplier shades canal	46
80	Orange special	55

+ : head lamps

+ + : head and playfield lamps

