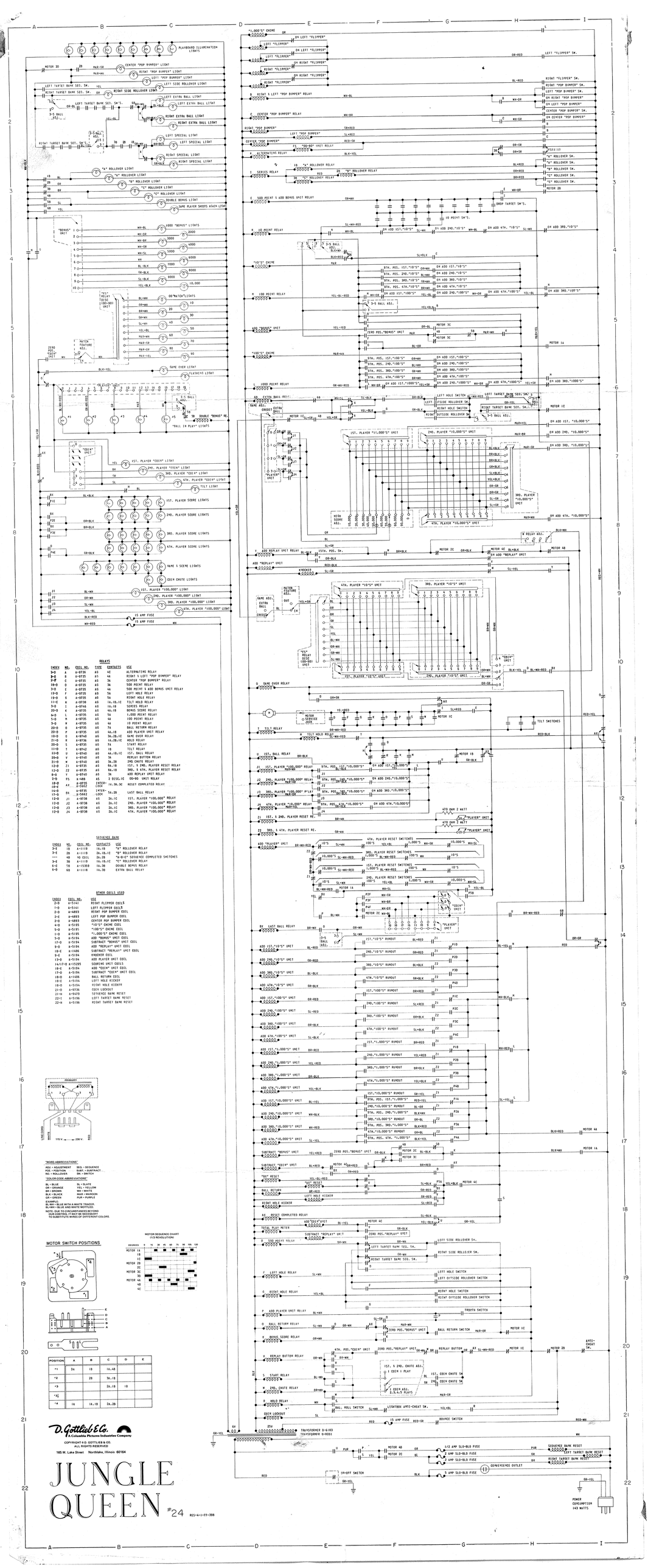

RELAYS

INDEX NO.	COIL NO.	TYPE	CONTACTS	USE
3-D	A-9738	A6	4C	ALTERNATING RELAY
3-E	A-9735	A6	4A	RIGHT & LEFT "POP BUMPER" RELAY
3-F	A-9735	A6	3A	CENTER "POP BUMPER" RELAY
10-D	A-9735	A6	3A	500 POINT RELAY
3-D	A-9735	A6	4A	500 POINT & ADD BONUS UNIT RELAY
19-D	A-9735	A6	5A	LEFT HOLE RELAY
19-D	A-9735	A6	5A	RIGHT HOLE RELAY
11-E	A-9738	A6	1A,1B,1C	TILT HOLD RELAY
3-D	A-9744	A6	1A,1B	SERIES RELAY
20-D	A-9735	A6	4A,1B	BONUS SCORE RELAY
5-D	A-9735	A6	5A	1,000 POINT RELAY
5-D	A-9735	A6	4A	100 POINT RELAY
3-D	A-9735	A6	4A	10 POINT RELAY
20-D	A-9735	A6	7A	BALL RETURN RELAY
20-D	A-9735	A6	4A,1B	ADD PLAYER UNIT RELAY
10-D	A-9740	A6	3A,2B,1C	GAME OVER RELAY
21-D	A-9736	A6	1A,2B,1C	HOLD RELAY
20-D	A-9735	A6	7A	START RELAY
11-D	A-9742	A6	1B	TILT RELAY
11-D	A-9740	A6	4A,1B,1C	1ST. BALL RELAY
20-D	A-9740	A6	3A	REPLAY BUTTON RELAY
21-D	A-9740	A6	3A,2B	2ND CHUTE RELAY
12-D	A-9735	A6	6A,1B	1ST. & 2ND. PLAYER RESET RELAY
12-D	A-9735	A6	6A,1B	3RD. & 4TH. PLAYER RESET RELAY
8-D	A-9740	A6	3A	ADD REPLAY UNIT RELAY
3-D	A-4A6	A5	2 DISC.1C	00-90 UNIT RELAY
18-D	A-9735	ENTER-COCK	7A,3B,3C	RESET COMPLETED RELAY
14-D	A-9736	LATCH-LOCK	5A,2B	LAST BALL RELAY
13-D	A-5662			
12-D	J1 A-9738	A6	2A,1C	1ST. PLAYER "10,000" RELAY
12-D	J2 A-9738	A6	2A,1C	2ND. PLAYER "10,000" RELAY
12-D	J3 A-9738	A6	2A,1C	3RD. PLAYER "10,000" RELAY
12-D	J4 A-9738	A6	2A,1C	4TH. PLAYER "10,000" RELAY

SEQUENCE BANK

INDEX NO.	COIL NO.	CONTACTS	USE
3-E	1B A-1119	1A,1B	"A" ROLLOVER RELAY
3-E	2B A-1119	2A,1B,1C	"B" ROLLOVER RELAY
---	4B NO COIL	2A,2B	"A-B-C" SEQUENCE COMPLETED SWITCHES
3-E	3B A-1119	1A,1B,1C	"C" ROLLOVER RELAY
6-C	5B A-13959	1A,3B	DOUBLE BONUS RELAY
6-D	6B A-1118	1A,3B	EXTRA BALL RELAY

OTHER COILS USED

INDEX	COIL NO.	USE
3-D	A-5141	RIGHT FLIPPER COILS
1-D	A-5141	LEFT FLIPPER COILS
2-D	A-4893	RIGHT POP BUMPER COIL
2-D	A-4893	LEFT POP BUMPER COIL
2-D	A-4893	CENTER POP BUMPER COIL
4-D	A-5195	"10'S" CHIME COIL
5-D	A-5195	"100'S" CHIME COIL
1-D	A-5195	"1,000'S" CHIME COIL
5-D	A-5194	ADD "BONUS" UNIT COIL
17-D	A-5194	SUBTRACT "BONUS" UNIT COIL
8-D	A-5194	ADD "REPLAY" UNIT COIL
18-E	A-1486	SUBTRACT "REPLAY" UNIT COIL
9-E	A-5194	KNOCKER COIL
13-D	A-5194	ADD PLAYER UNIT COIL
14/17-D	A-15295	SCORING UNIT COILS
18-E	A-5194	ADD "COIN" UNIT COIL
17-D	A-5194	SUBTRACT "COIN" UNIT COIL
18-D	A-1486	BALL RETURN COIL
18-E	A-5194	LEFT HOLE KICKER
18-D	A-5194	RIGHT HOLE KICKER
21-D	A-9736	COIN LOCKOUT
21-H	A-9479	SEQUENCE BANK RESET
22-I	A-5196	LEFT TARGET BANK RESET
22-H	A-5196	RIGHT TARGET BANK RESET

"MOND ABBREVIATIONS":
ADD = ADJUSTMENT SEQ. = SEQUENCE
POS. = POSITION SUBT. = SUBTRACT
NO. = ROLLOVER SW. = SWITCH

"COLOR CODE ABBREVIATIONS":

BL = BLUE	YEL = YELLOW
OR = ORANGE	WH = WHITE
BR = BROWN	MAR = MAROON
BLK = BLACK	PUR = PURPLE
GR = GREEN	

BL+WH = BLUE WITH A WHITE TRACER.
BL+WH = BLUE AND WHITE MOTTLED.

NOTE: DUE TO CIRCUMSTANCES BEYOND OUR CONTROL, IT MAY BE NECESSARY TO SUBSTITUTE WIRES OF DIFFERENT COLORS.

MOTOR SEQUENCE CHART
(1/3 REVOLUTION)

MOTOR SWITCH POSITIONS

POSITION	A	B	C	D	E
*1	3A	1B	1A,4B		
*2		2B	3A,1B		
*3			2A,1B	1B	
*3½					
*4	1A	1A,1B	2A,2B		

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JUNGLE QUEEN #24

RES-4-1-77-398