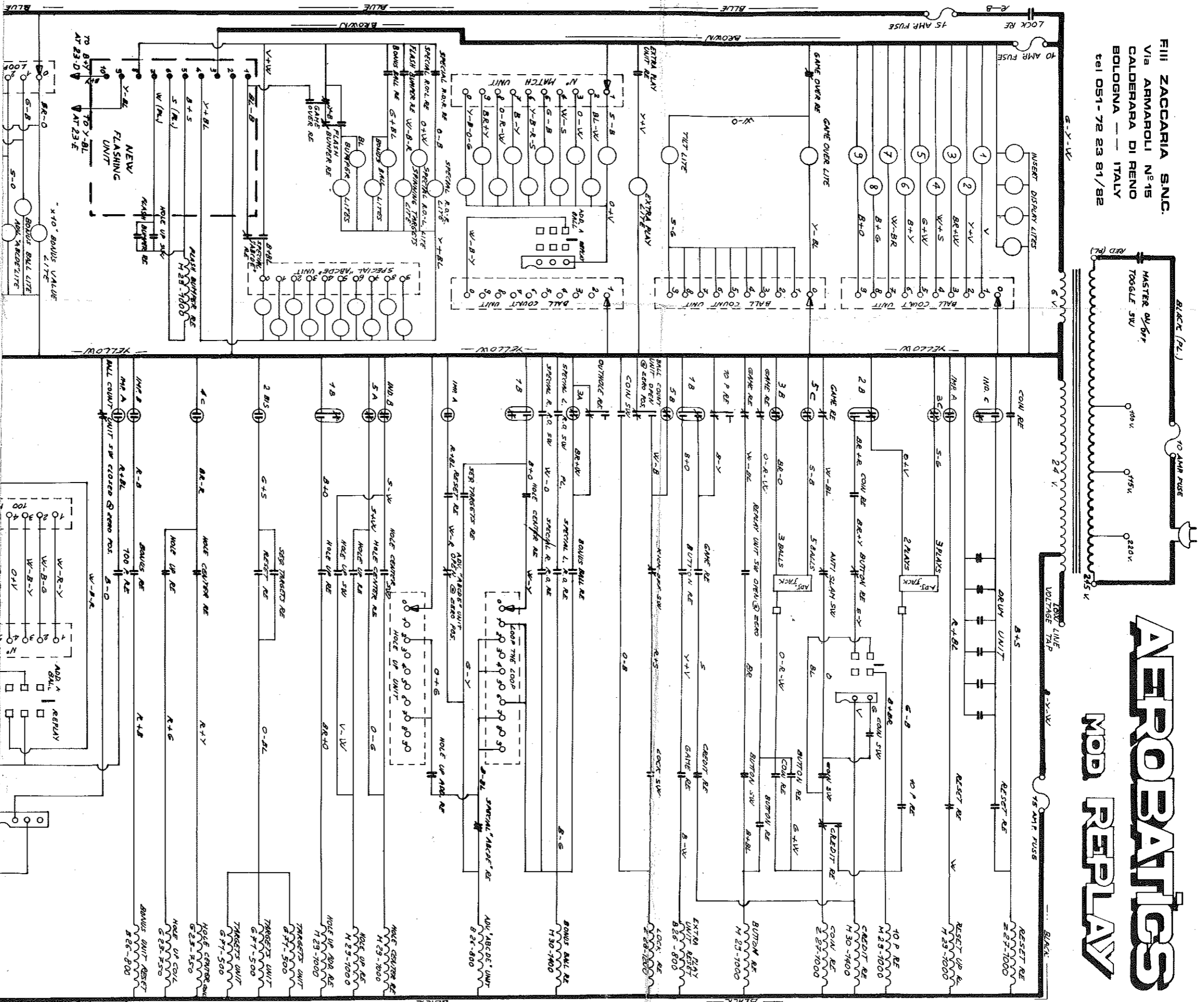
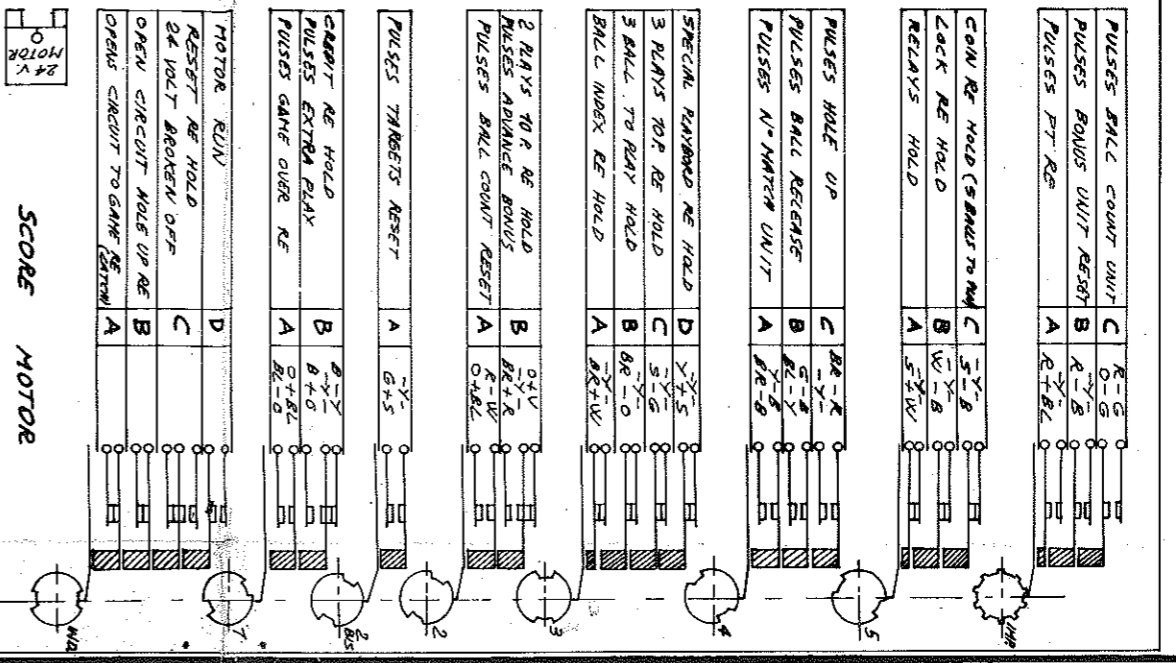
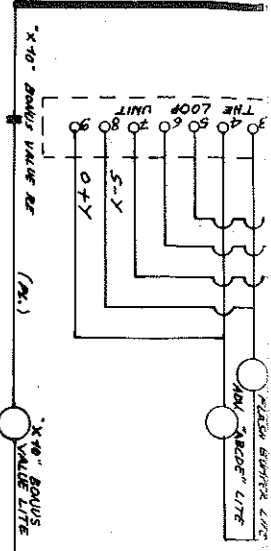


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AEROBATICS

MOD REPLAY



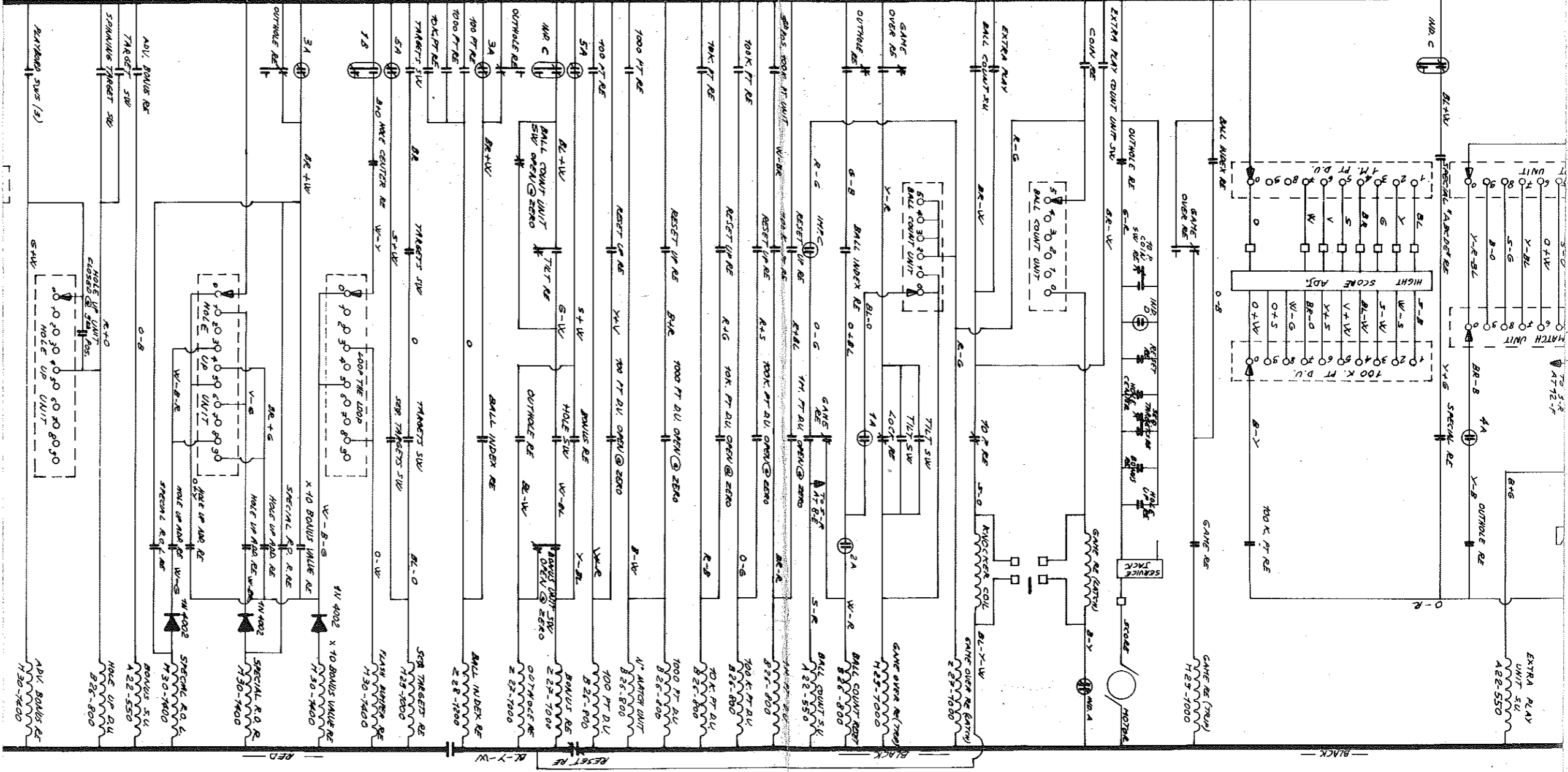


ABBREVIATIONS USED	COLOR	WIRE CODE
ADJ. ADJUSTMENT	M. MILION	B. BLACK
ADD. ADDITIONAL	PL. PLASTIC	BR. BROWN
ADV. ADVANCE	POS. POSITION	R. RED
R.O. ROLL OVER	PT. POINT	O. ORANGE
BOT. BOTTOM	R. RELAY	Y. YELLOW
DU. DUAL UNIT	RE. RELAY	G. GREEN
EAS. END-OF-STROKE	SU. SEQUENCE	BL. BLUE
IMP. IMPULSE	SU. STEP UNIT	V. VIOLET
IND. INDEX	SW. SWITCH	W. WHITE
L. LEFT	K. 1000	

SWITCH SYMBOLS	NORMALLY CLOSED WHEN ENERGIZED	NORMALLY OPEN SWITCH WHEN ENERGIZED	SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CMT	MAKE-BREAK SWITCH

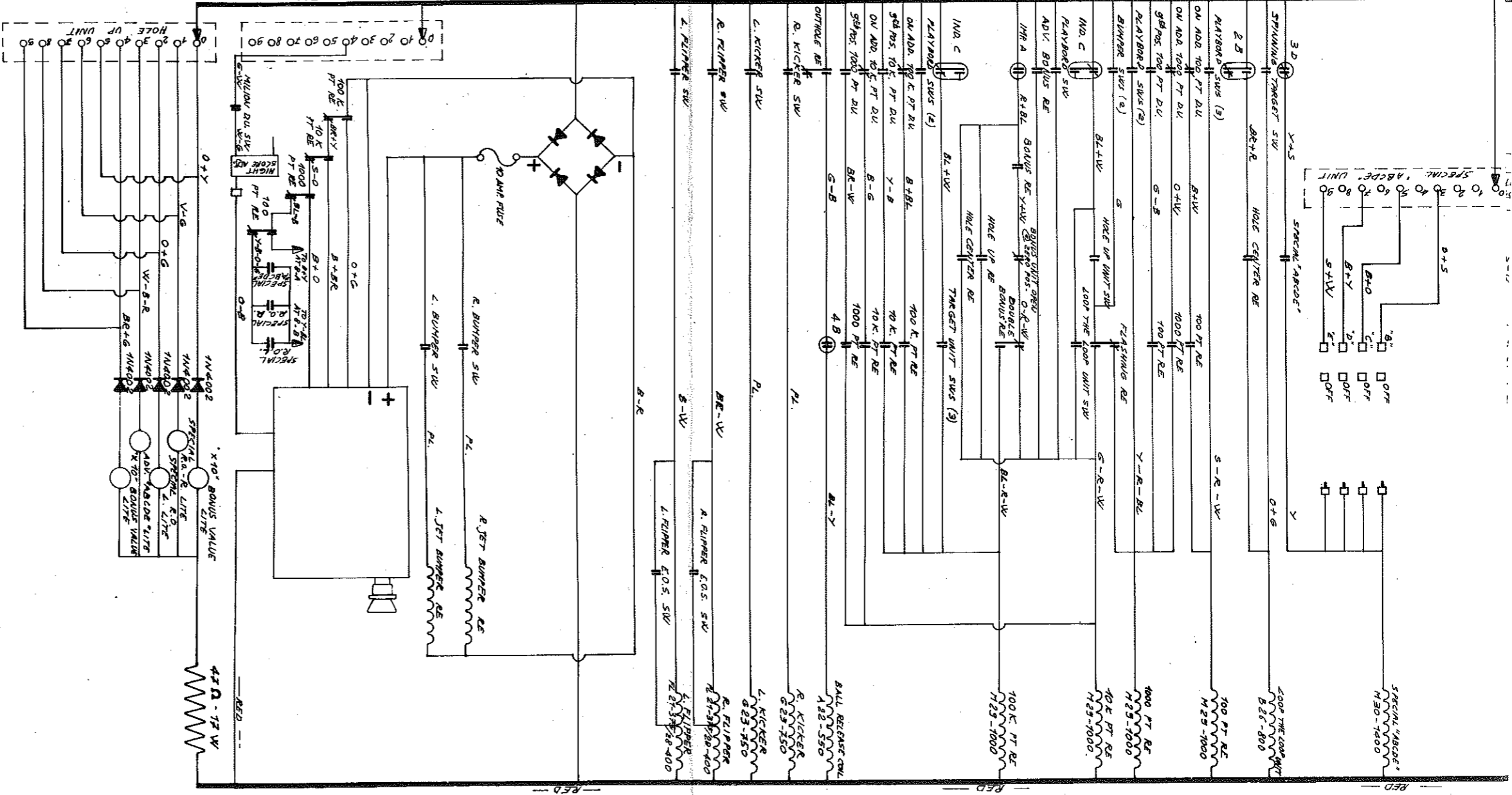
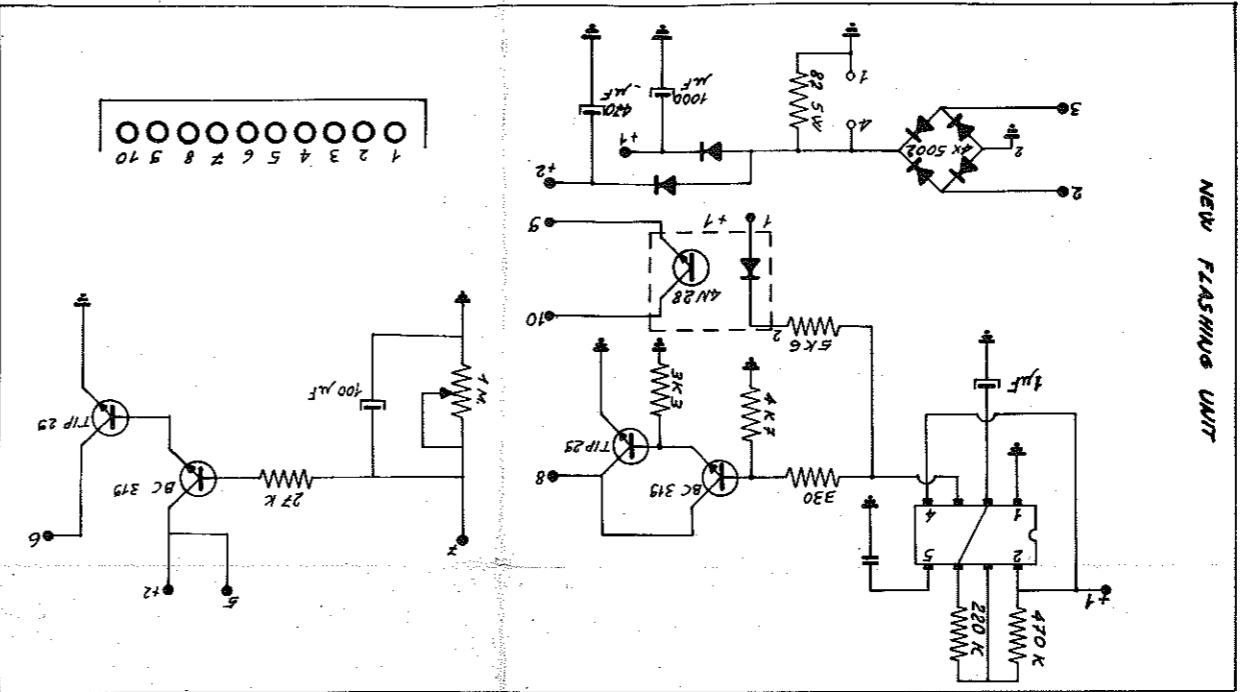
EXAMPLE: BL-W = BLUE WITH A WHITE TANGER
BL+W = BLUE AND WHITE HOTTLED

COIL RELAY	LOCATION	COIL
ADV. BONUS RE	17 G.	ADV. 'ABCDE' UNIT 5 G.
BALL INDEX RE	14 G.	BALL COUNT RESET 12 G.
BONUS RE	14 G.	BALL COUNT S.U. 12 G.
BONUS BALL RE	5 G.	BALL RELEASE COIL 20 G.
BUTTON RE	4 G.	BONUS UNIT RESET 7 G.
CREDIT RE	3 G.	BONUS S.U. 16 G.
FLASH BUMPER RE	7 C.	EXTRA PLAY UNIT RESET 4 G.
FLASH BUMPER RE	15 G.	EXTRA PLAY UNIT S.U. 3 G.
GAME RE (LATCH)	11 F.	L. FLIPPER 21 G.



GAME RE (TRIP)	70 G.	K. FLIPPER	21 G.
GAME OVER RE (LATCH)	12 G.	HOLE CENTER COIL	7 G.
GAME OVER RE (TRIP)	72 G.	HOLE UP COIL	7 G.
HOLE CENTER RE	6 G.	HOLE UP DU	16 G.
HOLE UP RE	6 G.	L. JET BUMPER RE	23 F.
HOLE UP ADD. RE	6 G.	R. JET BUMPER RE	23 F.
LOCK RE	4 G.	LOOP THE LOOP UNIT	18 G.
OUTHOLE RE	4 G.	N° MATCH UNIT	13 G.
10 P. RE	3 G.	PT DU (5)	13-14 G.
PT RE (4)	4-13-29 G.	TARGETS UNIT(S)	5-7 G.
RESET RE	2 G.	L. KICKER	21 G.
RESET UP RE	2 G.	R. KICKER	21 G.
SEQ. TARGETS RE	15 G.	R. KICKER COIL	12 F.
SPECIAL "ABCDE" RE	18 G.		
SPECIAL R.O. R. RE	16 G.		
SPECIAL R.O. L. RE	16 G.		
X 10 BONUS VALUE RE	15 G.		

NEW FLASHING UNIT



YELLOW

RED

RED