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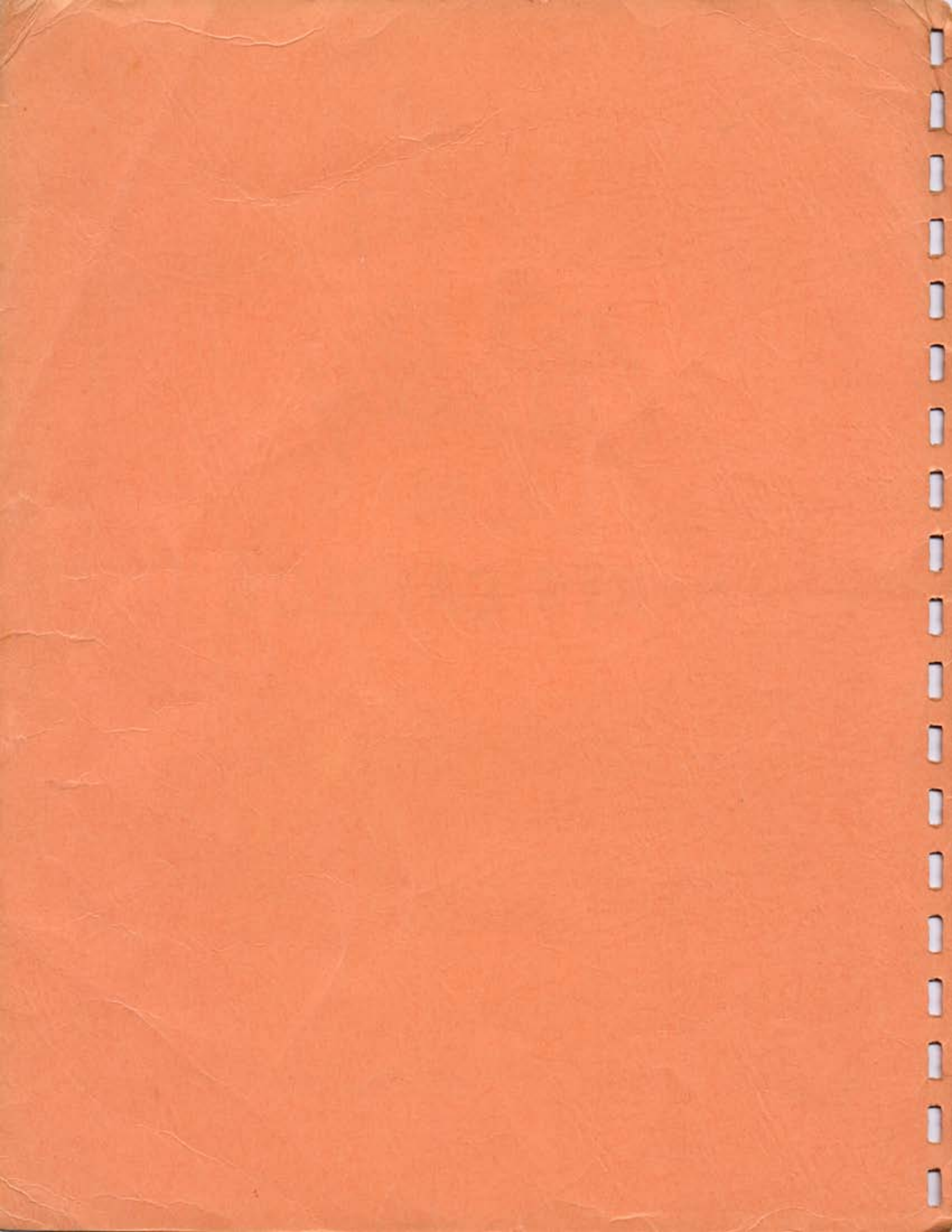
1963

**PARTS CATALOG**

**BALLY MANUFACTURING COMPANY**

2640 Belmont Avenue • Chicago, Illinois, 60618, U. S. A.

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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.

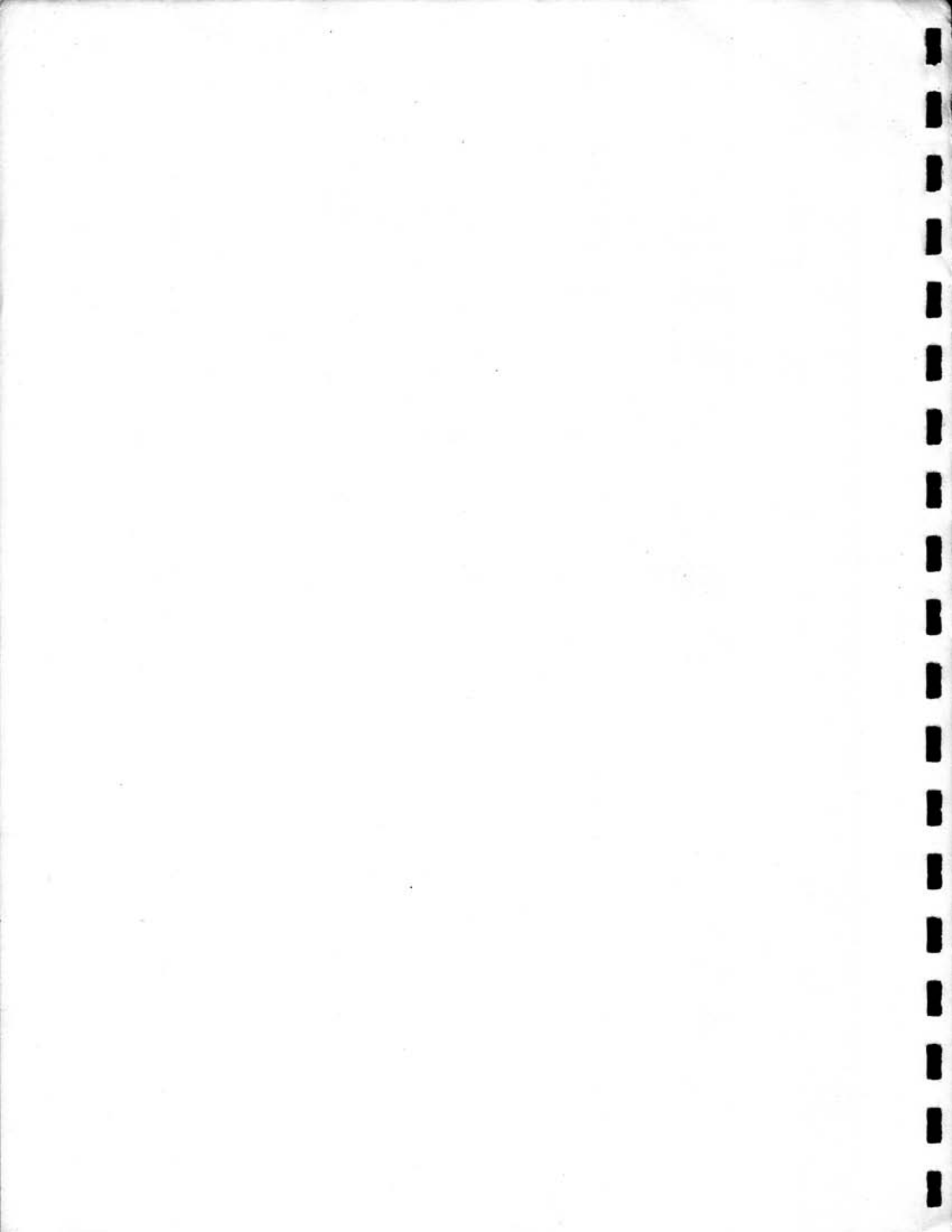
**BALLY MANUFACTURING COMPANY**

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.





# 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 on pages 6 through 32, then double checking the Numerical Parts List, commencing on page 33, 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

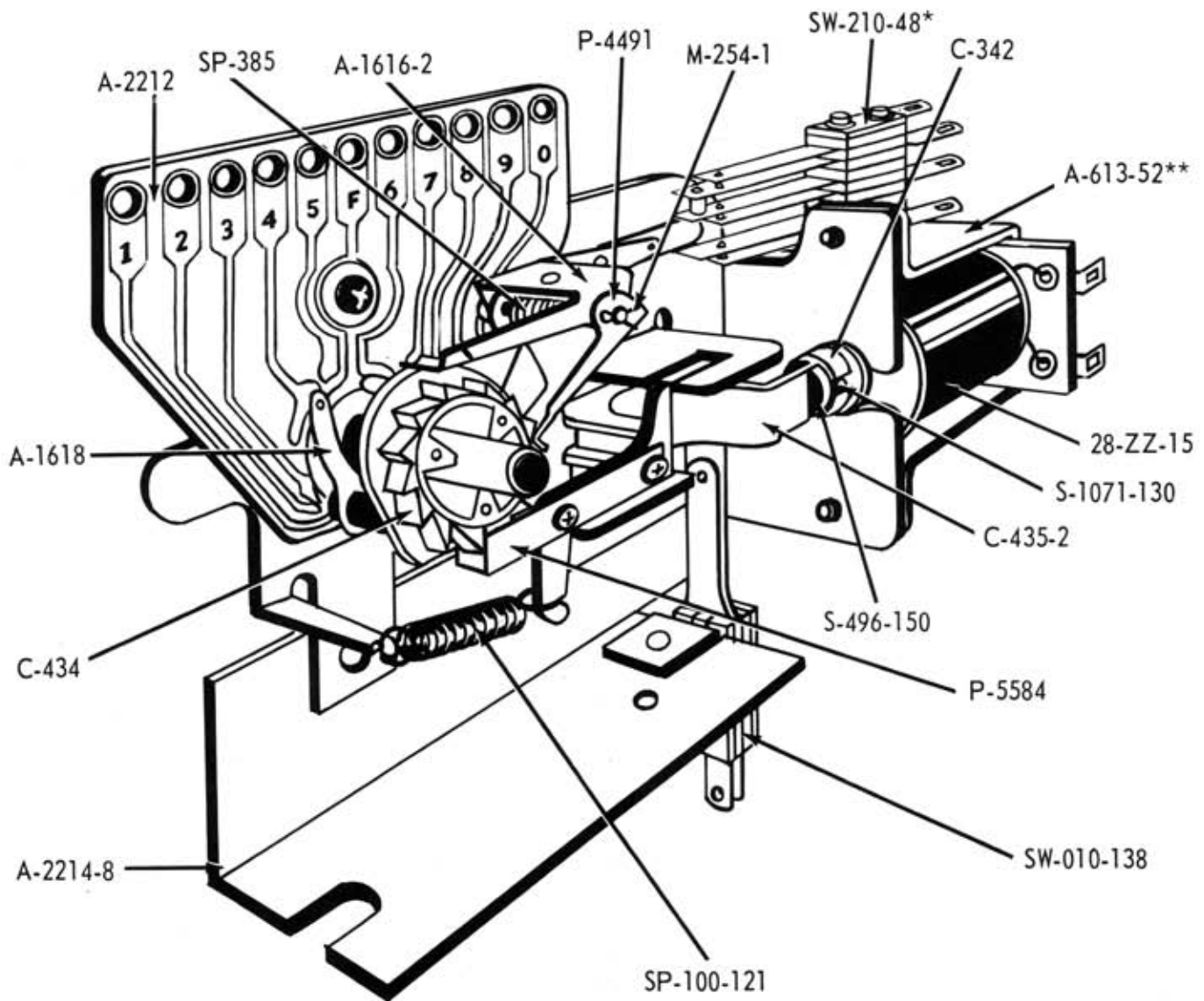
	FINE OIL (3-In-1)	Lubriplate (BLACK) (MO-LITH No.2)	Lubriplate (WHITE) (AERO)
BALL-EJECTOR ASSY.			
Plunger		DO NOT LUBRICATE!	
Ejector-Kicker pivot points			X
Linkage with Plunger			X
BALL-LIFTER ASSY.			
Pivot point between Ball-Lifter (P5923) and Bracket (P-5924)			X
BALL-LIFTER PUSHER ASSY.			
Rod at Bushing	X		
Washer Assy. (Surface contacting Ball-Lifter)			X
BALL-SHOOTER ASSY.			
Rod	X		
BALL-STOP ASSY. (Ball-Trough)			
Plunger		DO NOT LUBRICATE!	
Fiber Link where attached to Ball-Stop			X
Pivot point between Ball-Stop and Bracket			X
FLIPPER ASSY.			
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 ASSY.			
Plunger		DO NOT LUBRICATE!	
Kicker-Arm pivot point			X
Linkage with Plunger			X
SLUG-REJECTOR		NO LUBRICATION	
SLUG-REJECTOR MTG. ASSY.			
Coin-Switch Rotor	X		
Scavenger-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		
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 ASSY.			
Plunger		DO NOT LUBRICATE!	
Linkage-Lubriplate in slot at top of Plunger between Bakelite and Metal Plates			X

# NOTES

# SCORE COUNTER UNIT (Wheel Removed)



\*SW-210-42  
in MOON-SHOT, CROSS COUNTRY

\*\*A-613-59  
in MOON-SHOT, CROSS COUNTRY

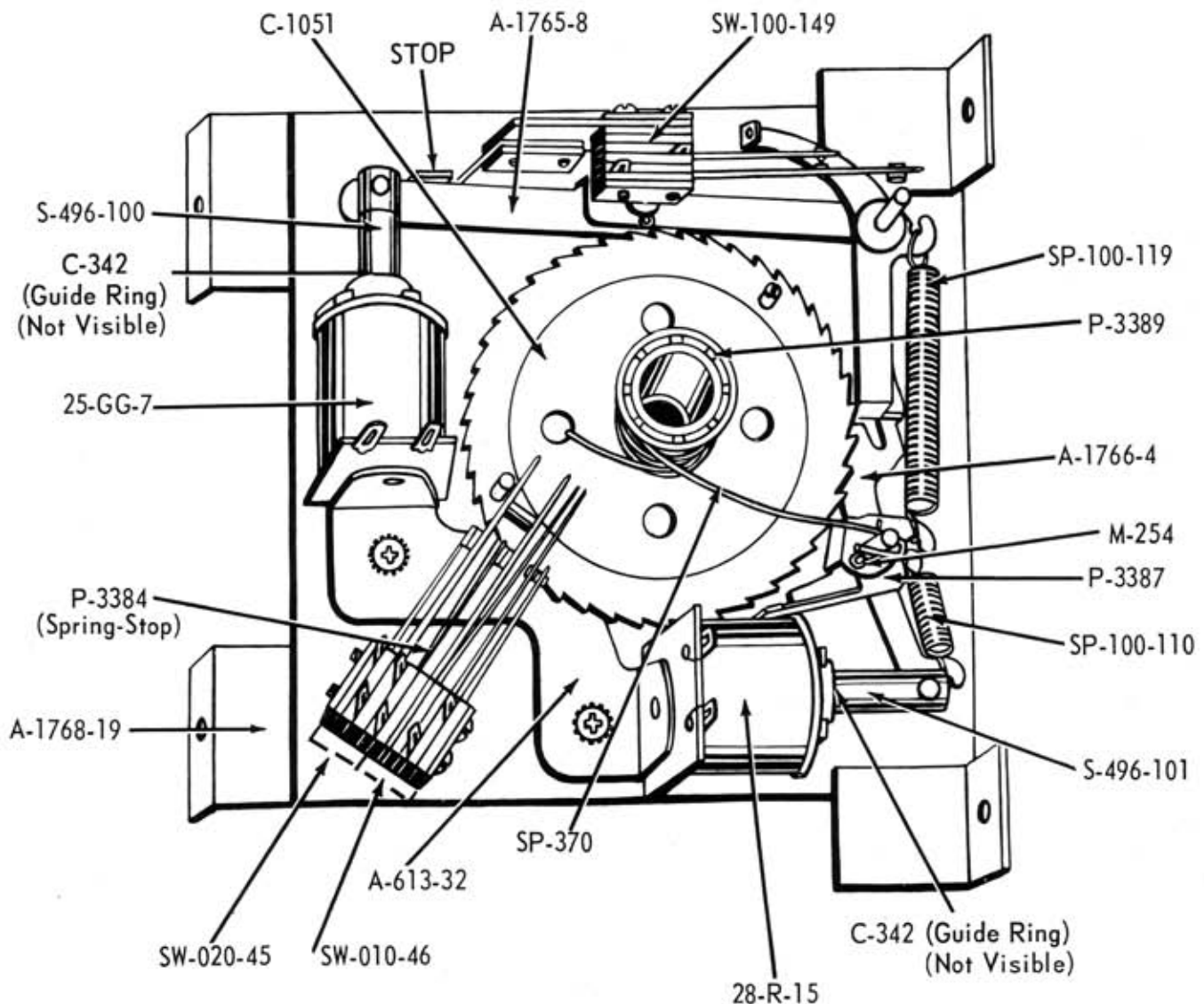
COMPLETE ASSEMBLY	
WITH CONTACT-PLATE WIPER ASSEMBLY AS-1900-27	WITHOUT CONTACT-PLATE WIPER ASSEMBLY AS-1900-28

NUMBER-WHEEL C-568-3-8 HAIRPIN-WASHER M-254
--

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

# REPLAY COUNTER UNIT (AS-797-73)

(Includes Number—Wheel Assy. Shown on Opposite Page)



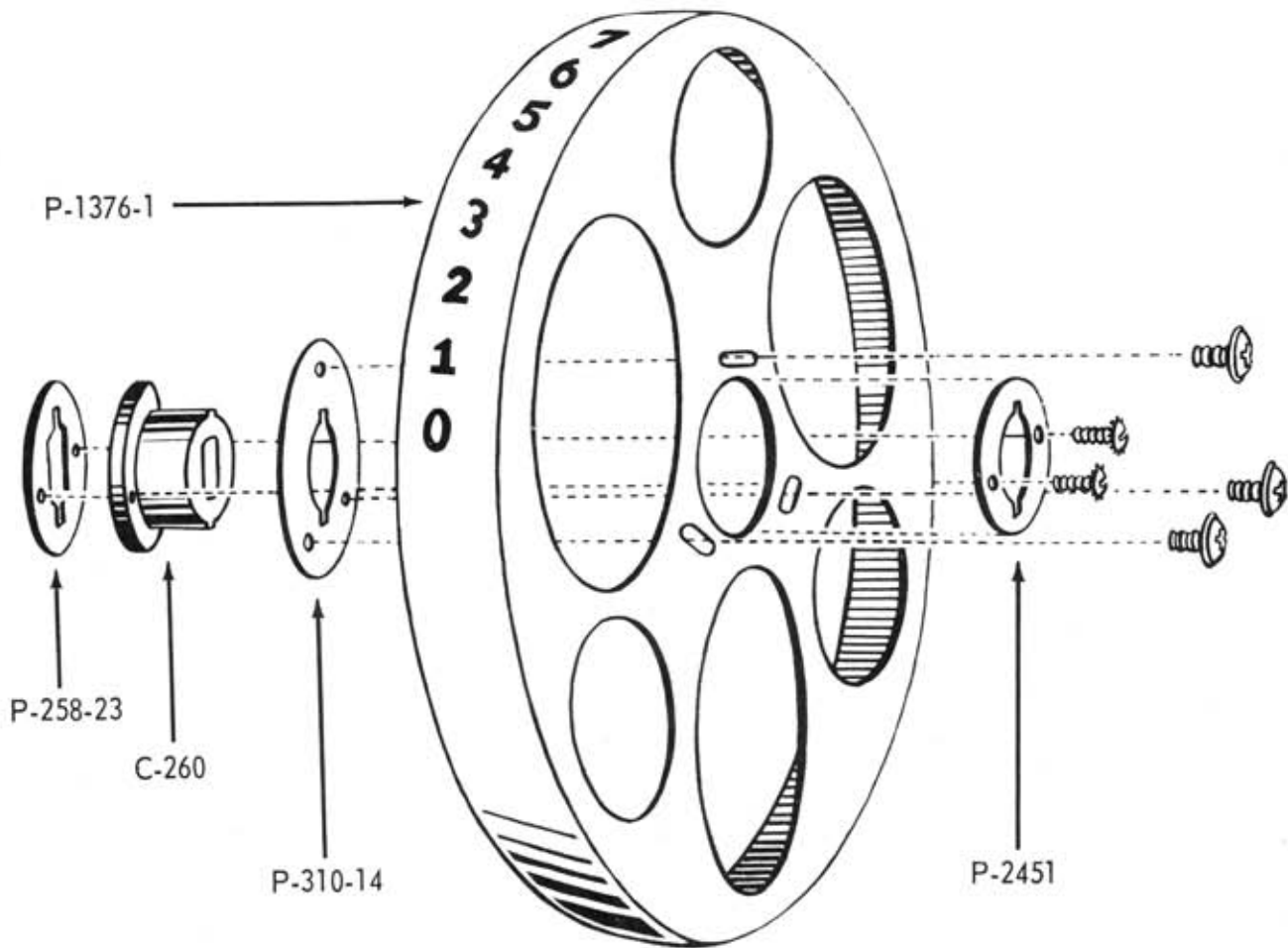
Operate Reset Plunger (S-496-101) by hand until Ratchet (C-1051) resets to zero position, i.e., until resetting movement stops. Then operate Step-up Plunger (S-496-100) and, while holding Step-up Plunger in, check to see that Reset Pawl (A-1766-4) rests at base of ratchet-tooth (point at which straight 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 manual-

ly 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).

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



# REPLAY NUMBER-WHEEL ASSEMBLY (AS-1565)



With Replay Counter Unit in zero position (see instructions on page 7), install Replay Number-Wheel and Hub Assembly so that zero (0) is centered in "window" in Dial Bracket, which is not illustrated

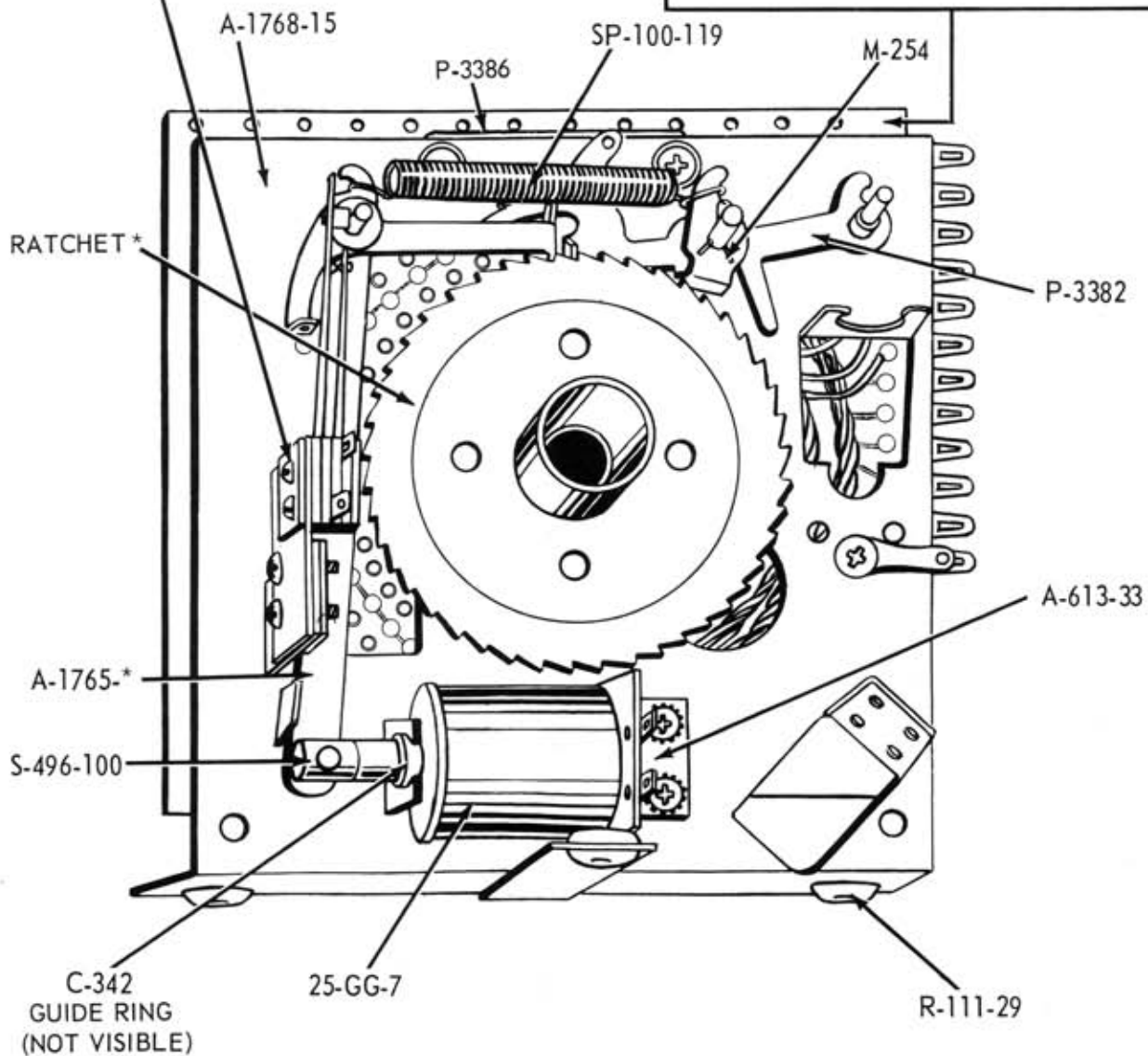
on page 7 but is the bracket directly behind replay window in backglass, when Replay Counter Unit is installed. Fasten Assembly with proper screws.

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

# STEPPING UNIT, CONTINUOUS

If Switch used, order Switch, specifying name of game and name of Unit

CONTACT-PLATE (WIRED)	WIPER ASSY.
ORDER BY PART NAME, SPECIFYING NAME OF GAME AND NAME OF UNIT.	



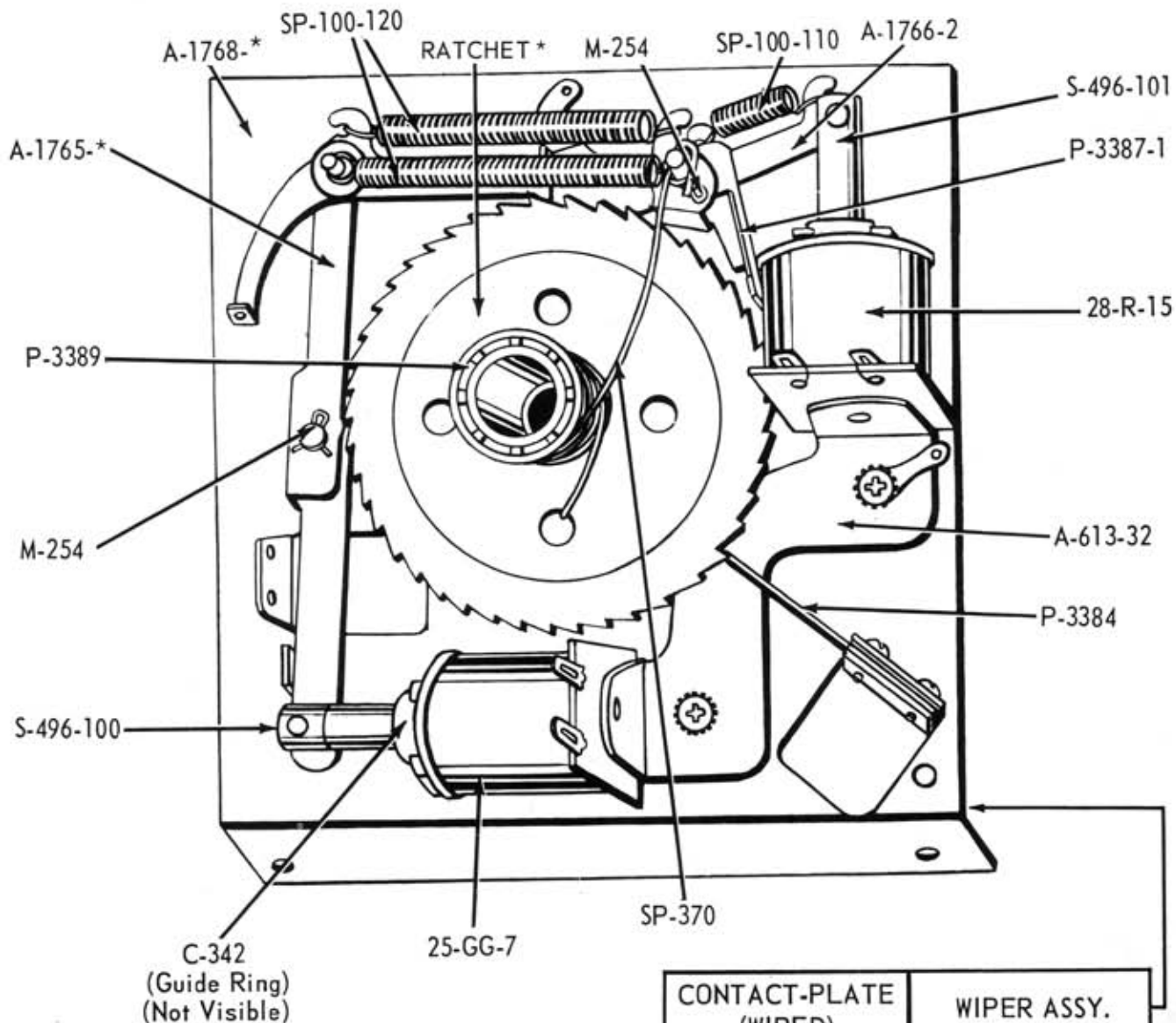
\* SPECIFY NAME OF GAME AND NAME OF UNIT

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 (A-1765- ) 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.

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

# STEPPING UNIT, SINGLE-STEP RESET



CONTACT-PLATE (WIRED)	WIPER ASSY.
ORDER BY PART NAME, SPECIFYING NAME OF GAME AND NAME OF UNIT.	

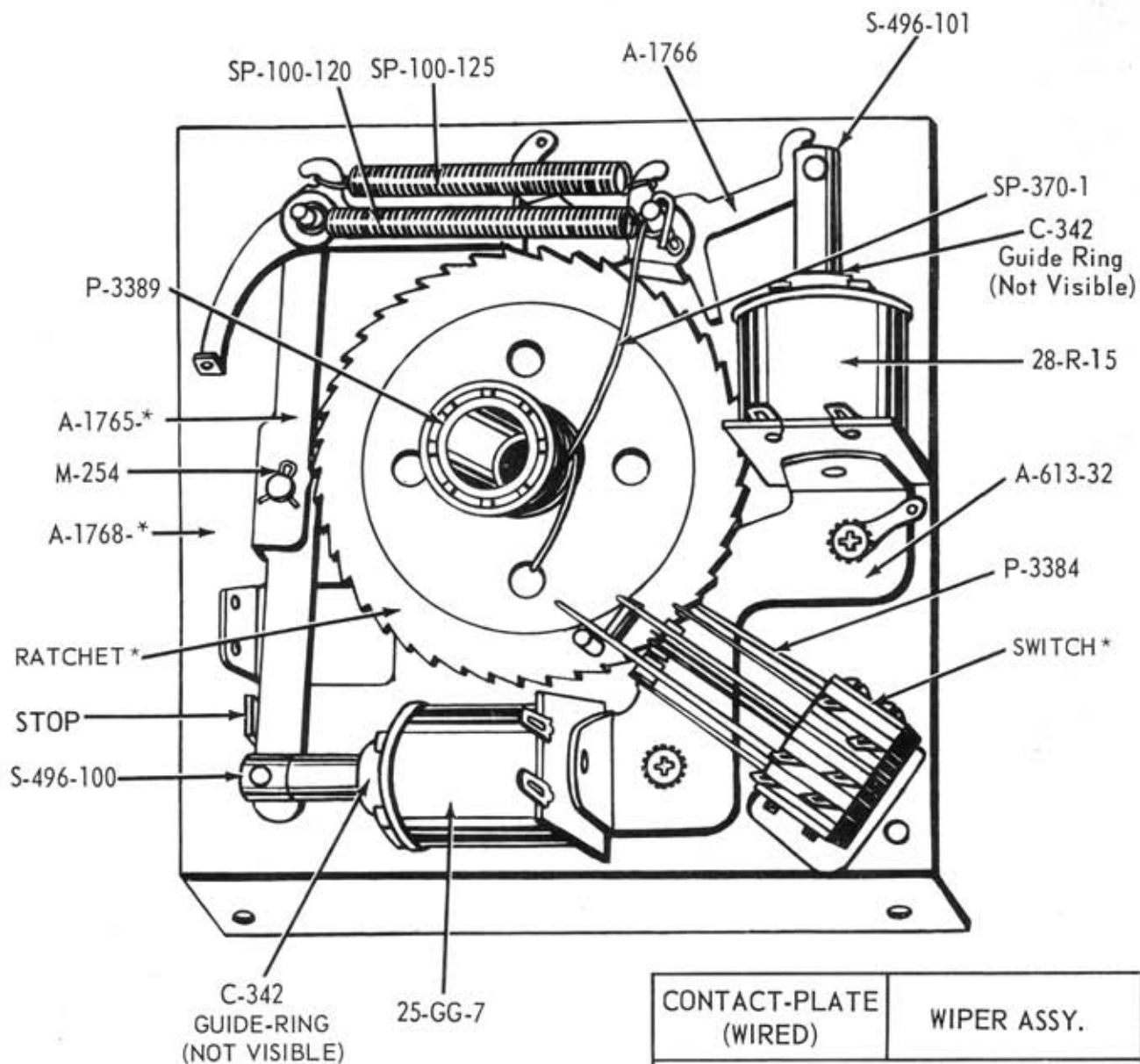
\* SPECIFY NAME OF GAME AND NAME OF UNIT

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 manual-

ly by operating Step-Up Plunger. After Reset Pawl drops into position described above, Step-up Arm (A-1765-4) 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).

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

# STEPPING UNIT, FULL RESET



\* SPECIFY NAME OF GAME AND NAME OF UNIT

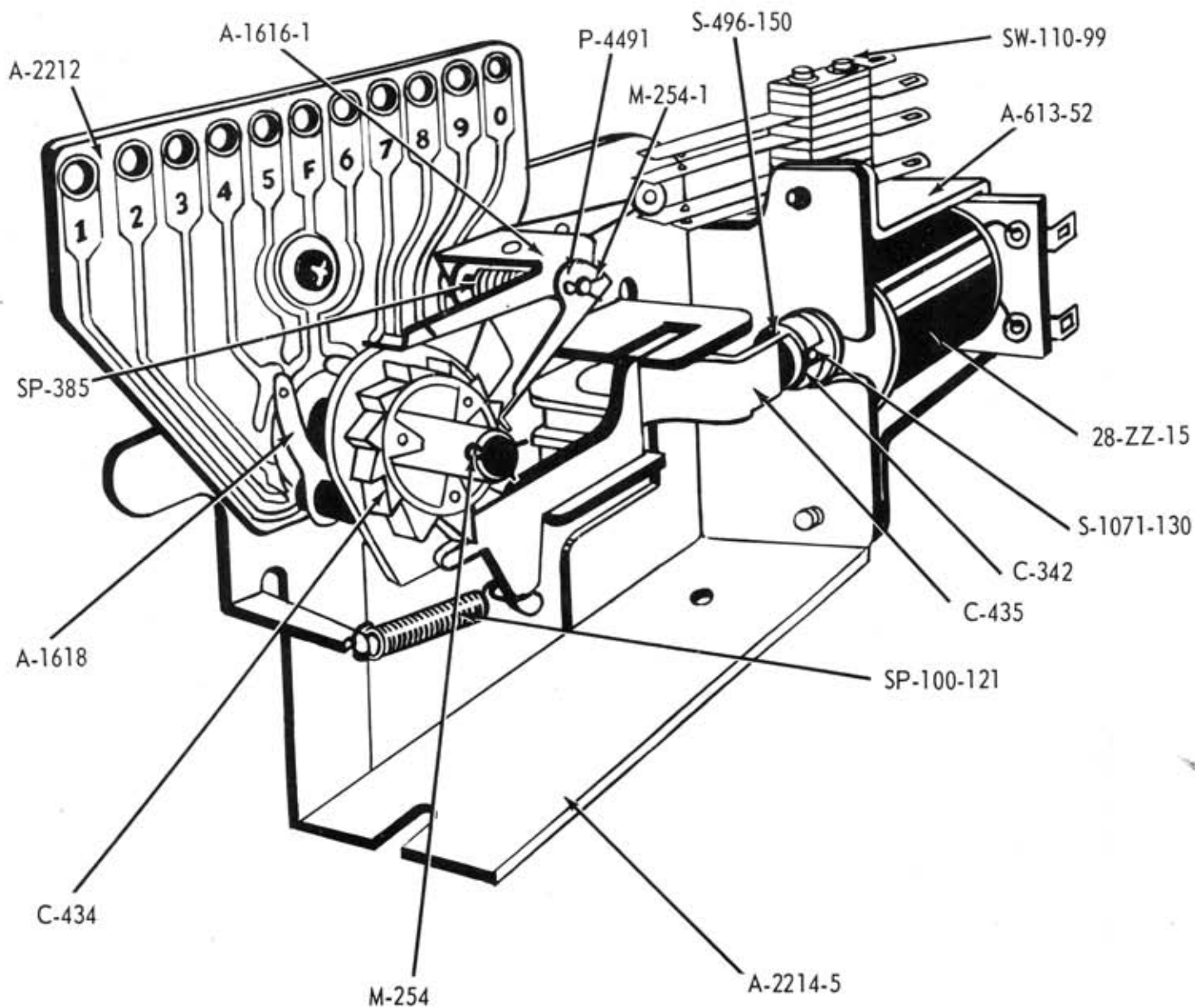
CONTACT-PLATE (WIRED)	WIPER ASSY.
ORDER BY PART NAME, SPECIFYING NAME OF GAME AND NAME OF UNIT.	

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 manual-

ly by operating Step-Up Plunger. After Reset Pawl drops into position described above, Step-up Arm (A-1765-4) 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).

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

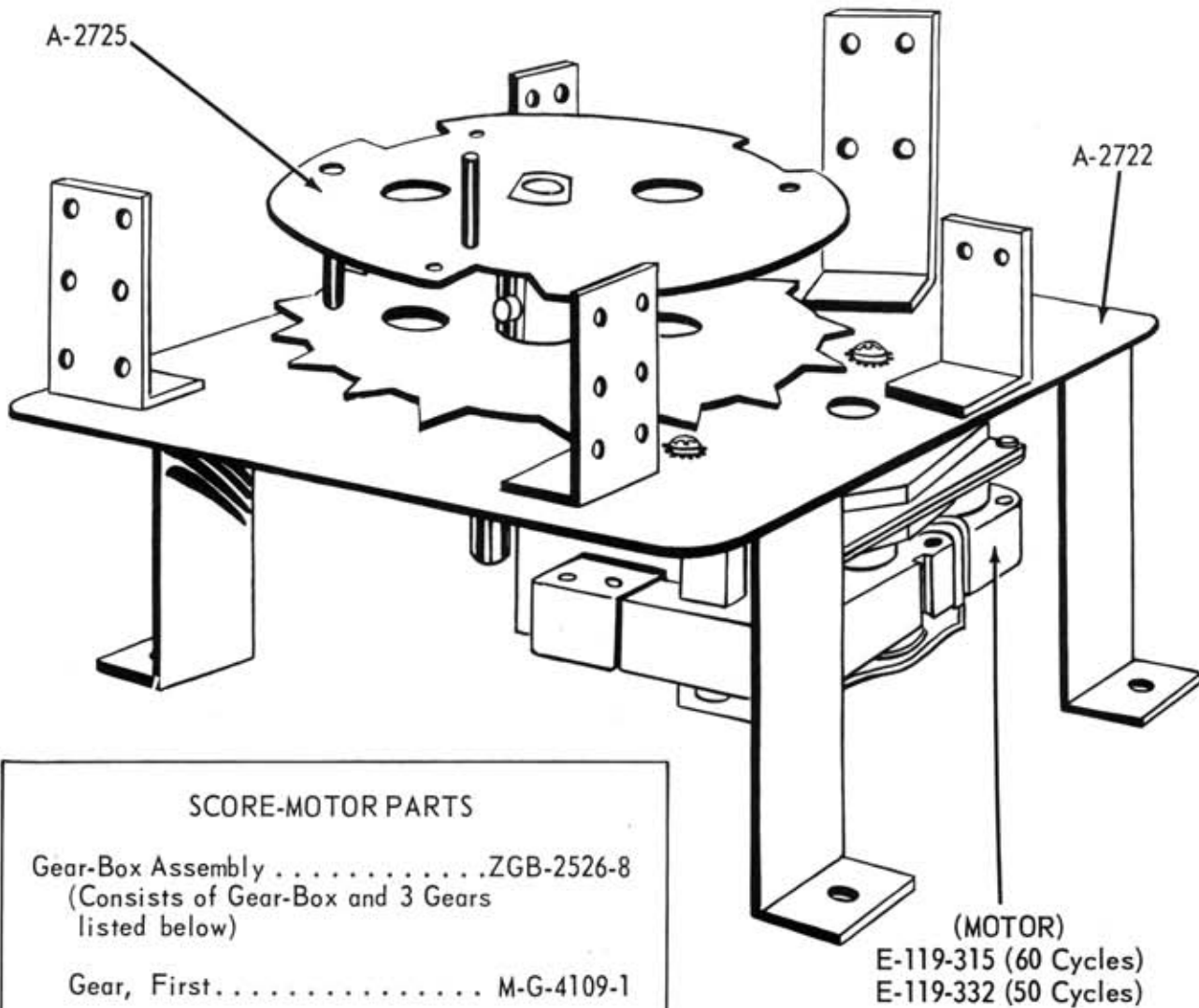
# ADVANCE UNIT (AS-1900-37)



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

# SCORE MOTOR ASSEMBLY

## AS-2215 (State Name of Game)



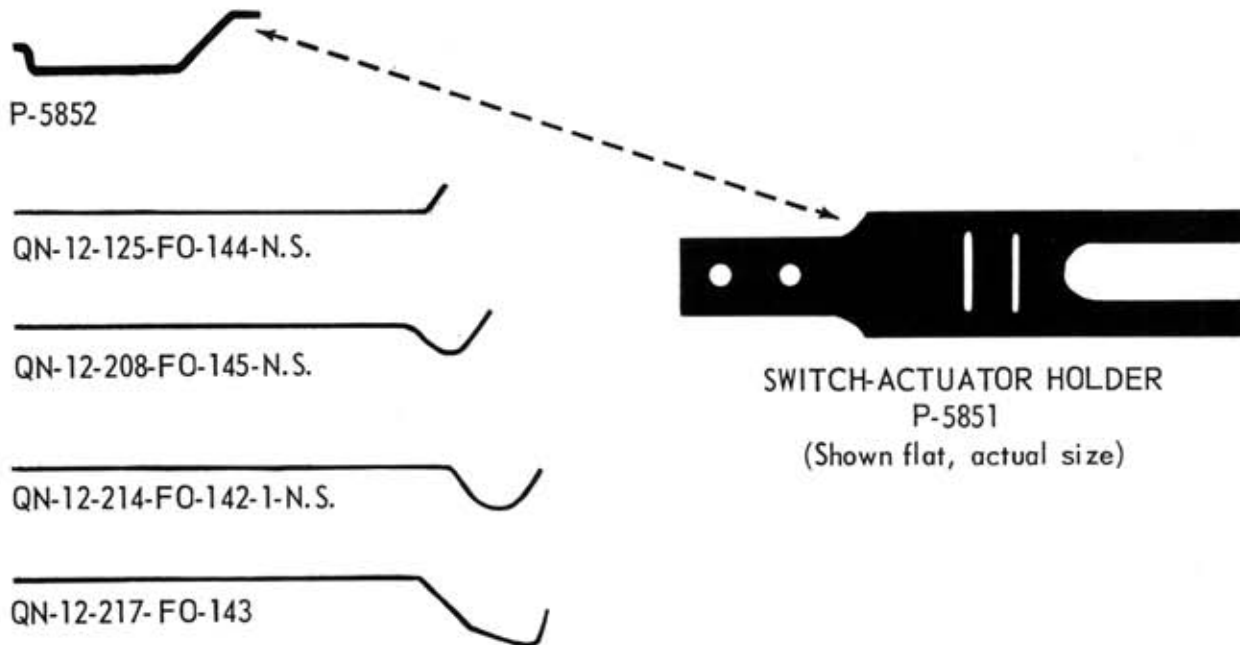
### SCORE-MOTOR PARTS

Gear-Box Assembly . . . . .	ZGB-2526-8
(Consists of Gear-Box and 3 Gears listed below)	
Gear, First . . . . .	M-G-4109-1
Gear, Intermediate (Double Gears) . . . . .	M-G-5818-1
Gear & Shaft . . . . .	ZGS-2526-8
Rotor & Shaft . . . . .	ZRST-1715-33-17
Stator, 60 cycles . . . . .	ZS-2503-256
Stator, 50 cycles . . . . .	ZS-2503-261

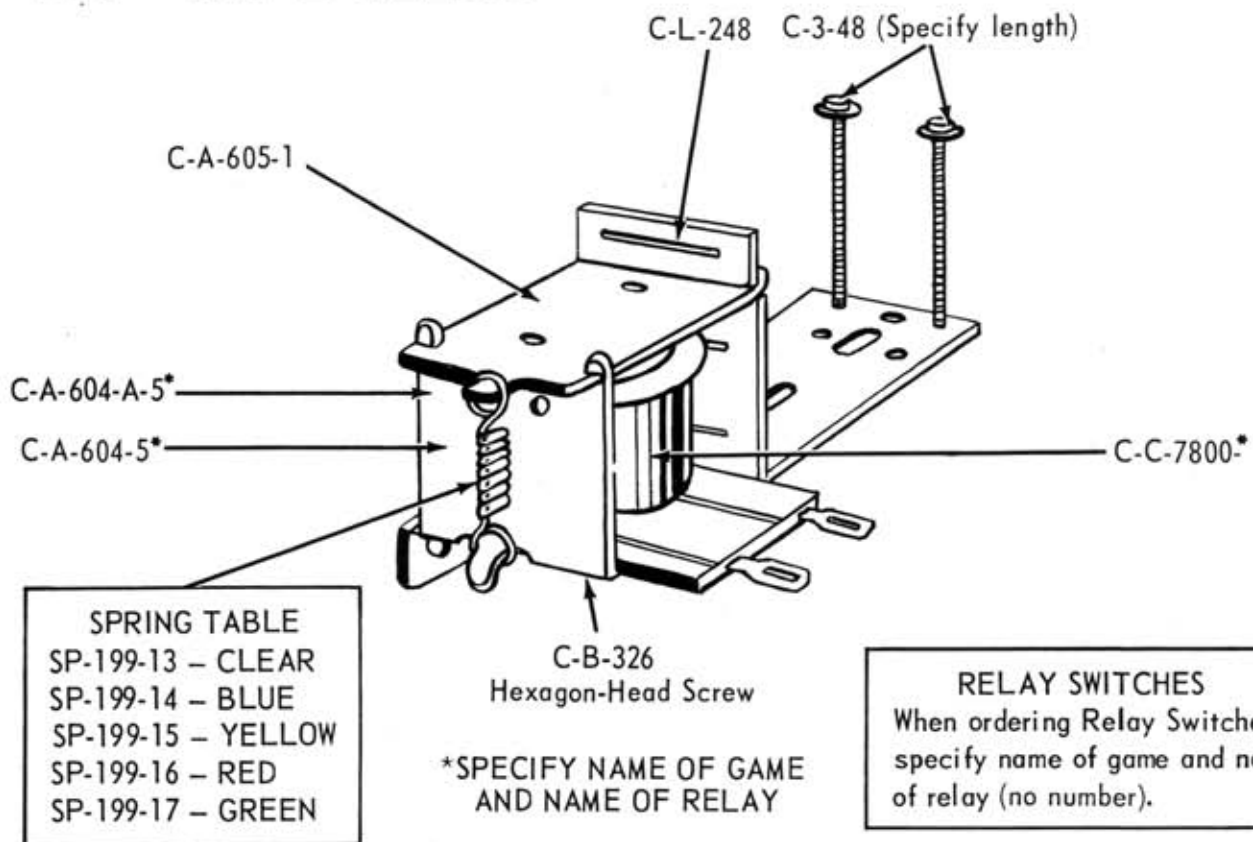
**WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME**

# SCORE-MOTOR SWITCH-ACTUATORS

(Shown Actual Size in Profile)

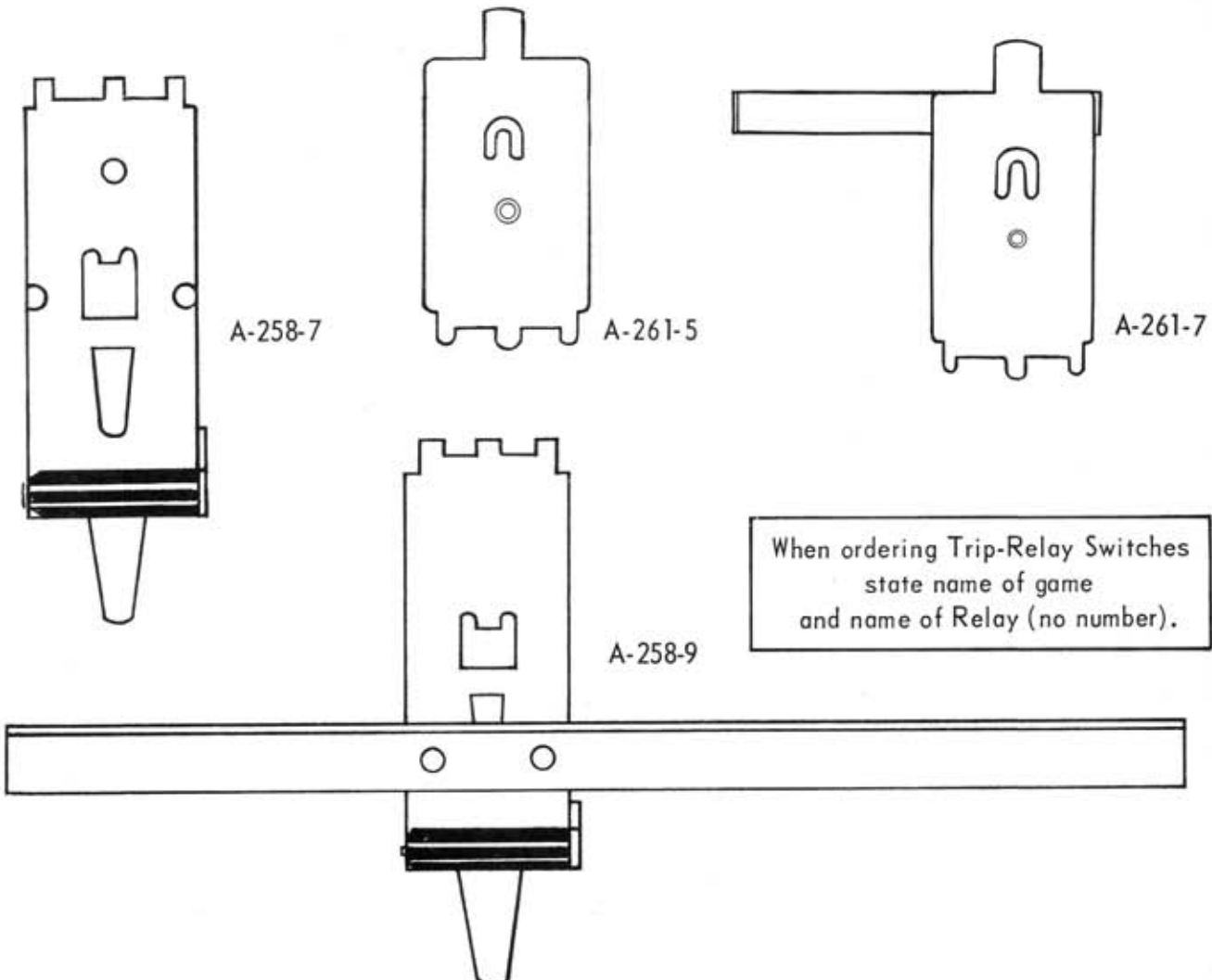


## "KK" TYPE RELAY



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

# TRIP-RELAY BANK



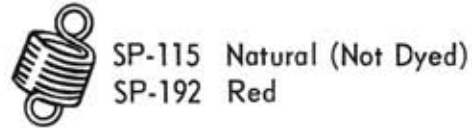
A-258-7

A-261-5

A-261-7

A-258-9

When ordering Trip-Relay Switches state name of game and name of Relay (no number).



START TRIP COIL (110V)  
E-184-187

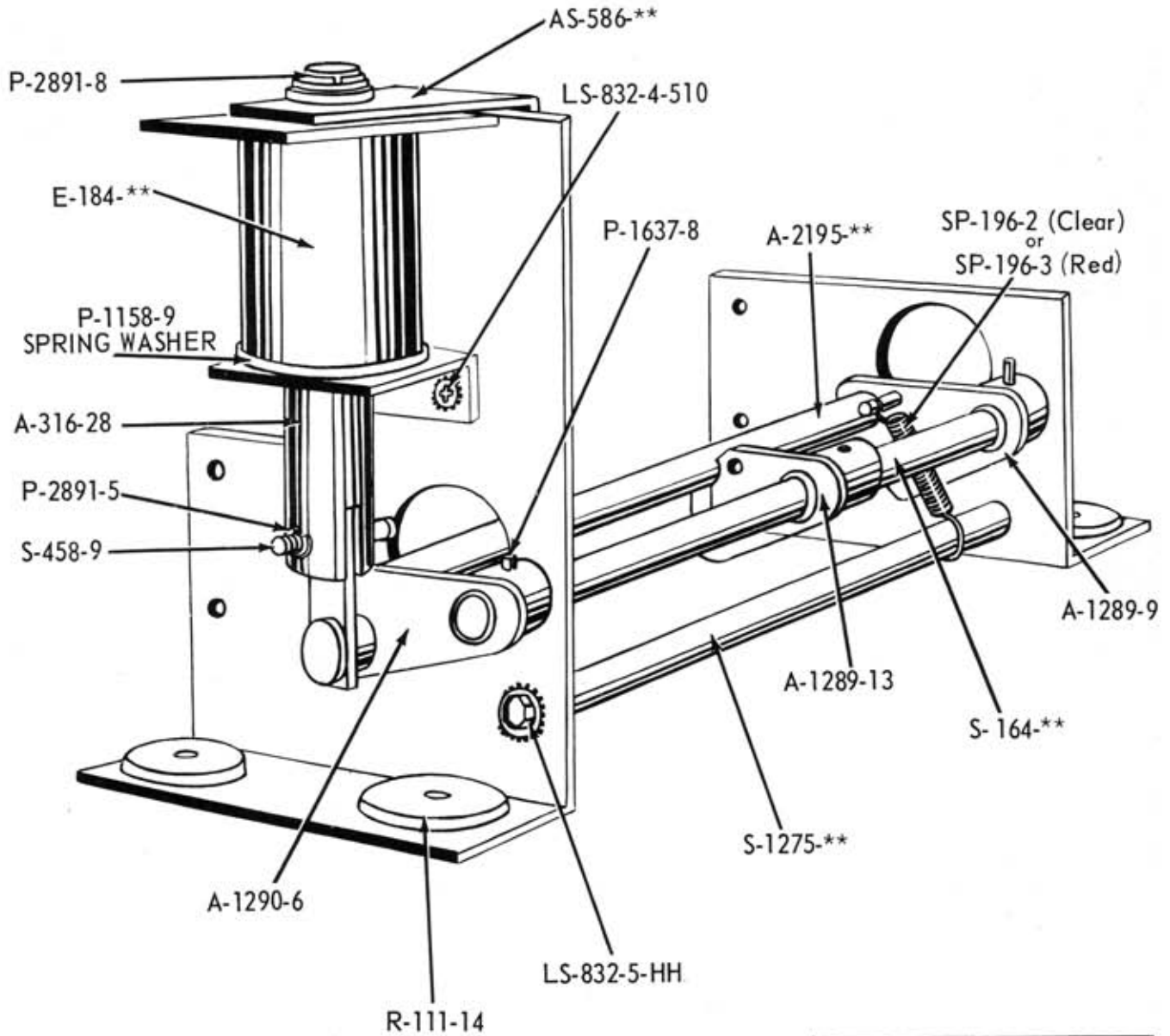


E-184-155  
SPECIFY NAME OF GAME  
AND NAME OF RELAY  
E-184-156

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



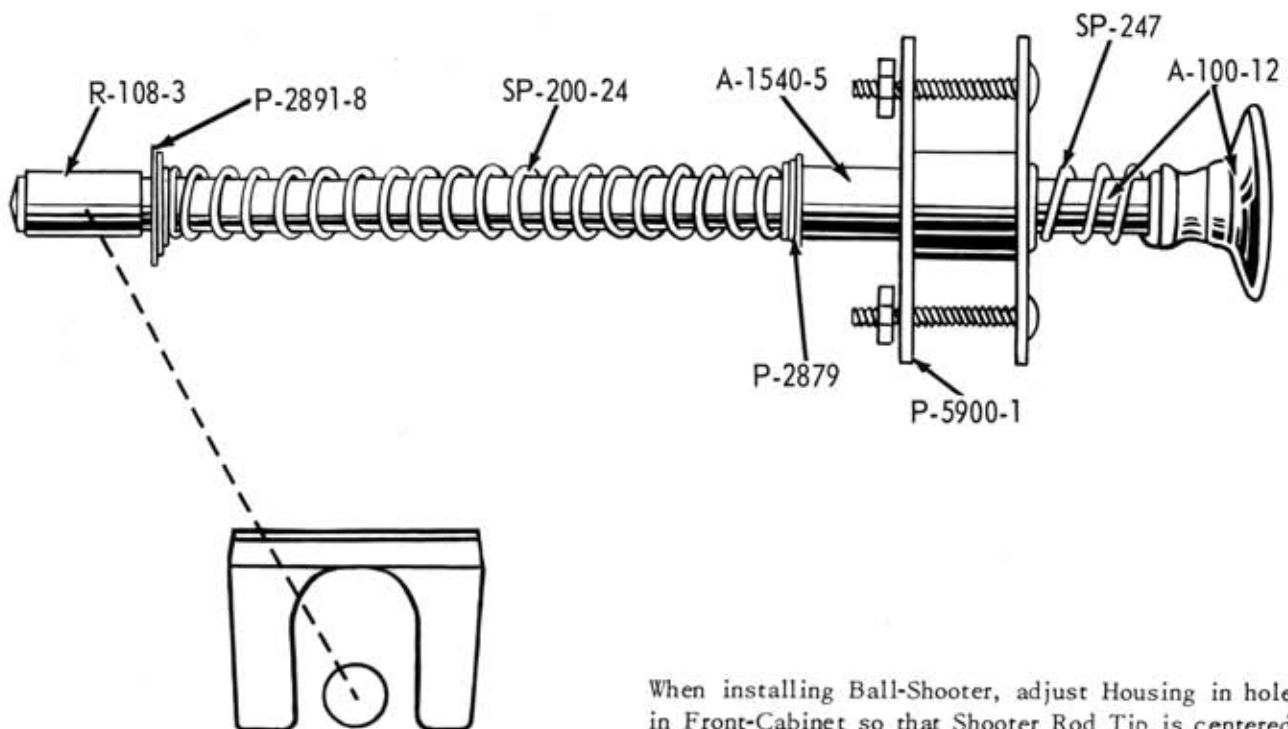
# TRIP-RELAY BANK RESET



\*\*SPECIFY NAME OF  
GAME AND NUMBER  
OF RELAYS ON BANK

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

# BALL-SHOOTER ASSEMBLY (K-227)



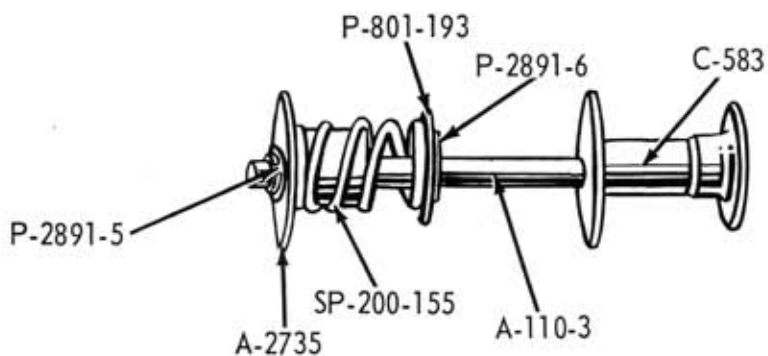
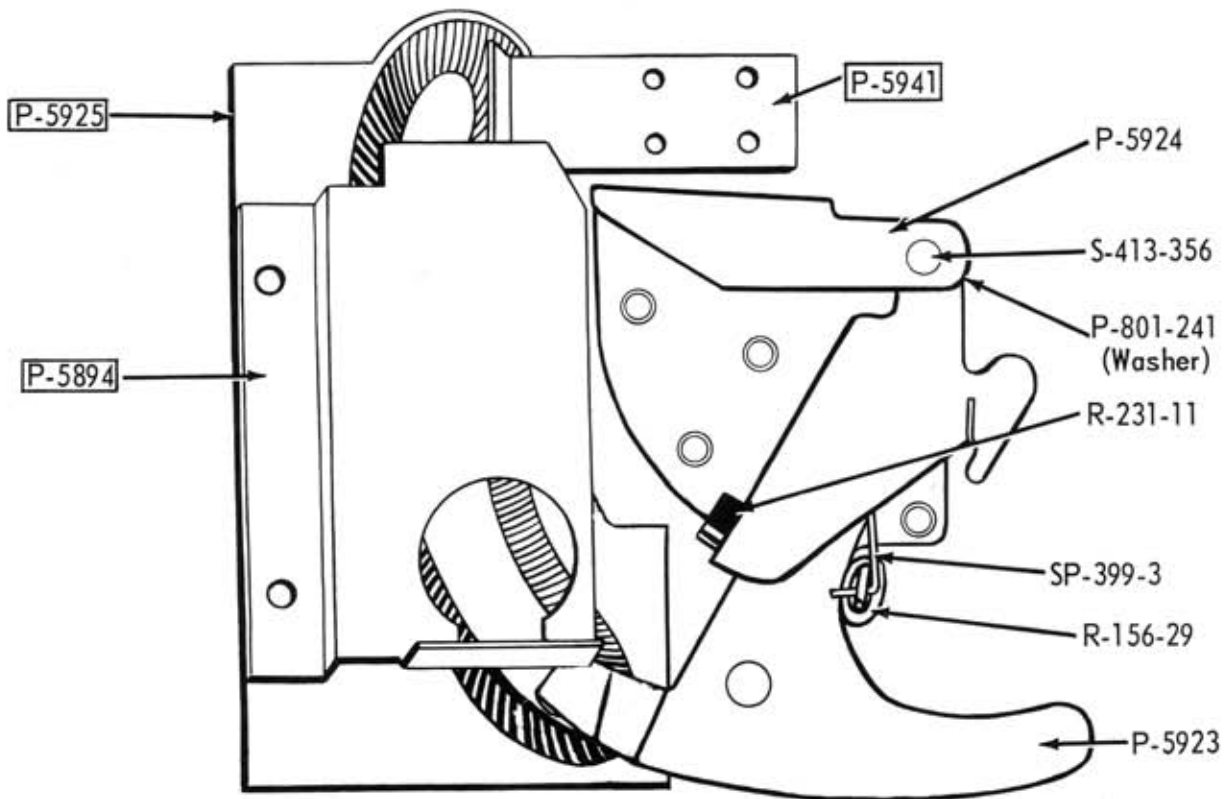
When installing Ball-Shooter, adjust Housing in hole in Front-Cabinet so that Shooter Rod Tip is centered in Ball-Control Plate, as illustrated.

## FRONT CABINET (OUTSIDE) MISC. PARTS

Adjuster, Leg . . . . .	M-163-4
Bolt, Leg . . . . .	M-106-1
Coin-Plate (5¢) . . . . .	P-2210-132
Coin-Plate (10¢) . . . . .	P-2210-133
Coin-Plate (25¢) . . . . .	P-2210-134
Flipper-Button . . . . .	A-1729-4
Leg . . . . .	P-4052-2
Rubber Glass-Cushion . . . . .	R-221-28
Trim, Front-Door, Bottom . . . . .	P-5940-2
Trim, Front-Door, Left or Right . . . . .	P-5940
Trim, Front-Door, Top . . . . .	P-5940-1

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

# BALL-LIFTER ASSY. (AS-2285) AND RELATED PARTS



BALL-LIFTER PUSHER ASSY. (K-228)

Note: Parts enclosed in **BOX** not included in AS-2285

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

# FRONT-CABINET (INSIDE), MISC. PARTS

- Ball . . . . . M-168-26
- Ball-Trough Assembly . . . . . AS-1145-\*
- Ball-Lock & Bracket . . . . . A-1876-\*
- Ball-Stop Assembly . . . . . AS-1566-\*
- Ball-Stop Switch (Order by name\*)
- Ball-Switch (SEE NOTICE BELOW)
- Ball-Switch Actuator . . . . . M-497-8
- Ball-Trough only . . . . . A-2729-\*
- Ball-Trough Bracket . . . . . P-5894
- Ball-Trough Runway only . . . . . P-364-20
- Coil . . . . . E-184-191
- Plunger . . . . . S-496-161

- Fuse-Block . . . . . E-148-5
- Gong Assy. (SEE SKETCH BELOW)
- Mercury-Switch . . . . . E-108-80
- Sounder (SEE SKETCH ON OPPOSITE PAGE)
- Tilt
- Contact-Bracket . . . . . P-275
- Hanger . . . . . P-274
- Plumb-Bob . . . . . E-138-3
- Wire . . . . . M-175
- Tilt-Switch (SEE SKETCH ON OPPOSITE PAGE)
- Transformer . . . . . E-122-91

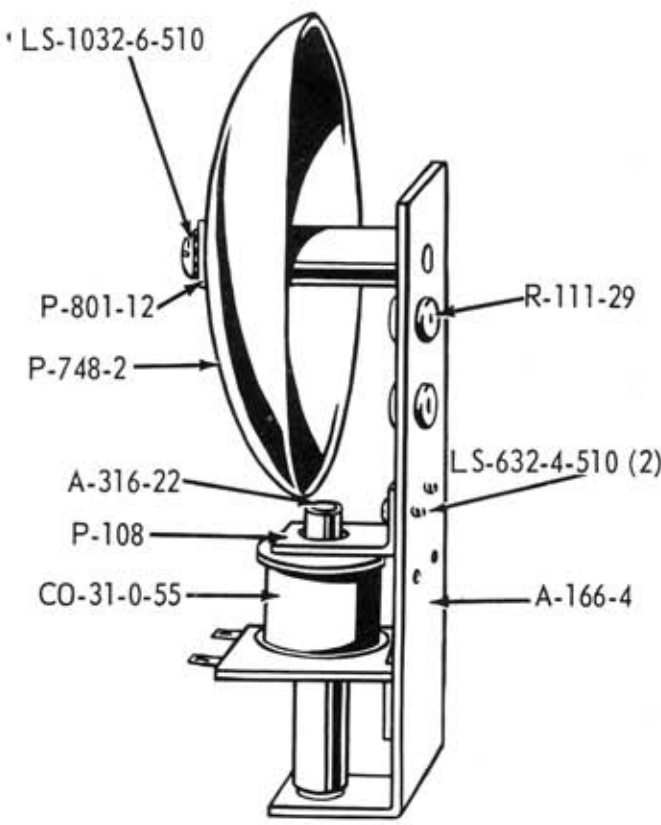
\* Be sure to state name of game

**NOTICE**

When ordering Ball-Switch, state name of game and position on Ball-Trough - 1, 2, 3, 4 or 5 - counting from Ball-Shooter side of game.

- Bounce-Switch Assembly (SEE SKETCH ON OPPOSITE PAGE)
- Coin-Box (less Cover) . . . . . A-2790-5
- Counter, Total-Play . . . . . E-130-10
- Cover, Coin-Box . . . . . P-3089-24
- Fuse
- 5 amp . . . . . E-133-5
- 8 amp . . . . . E-133-8
- 10 amp . . . . . E-133-10

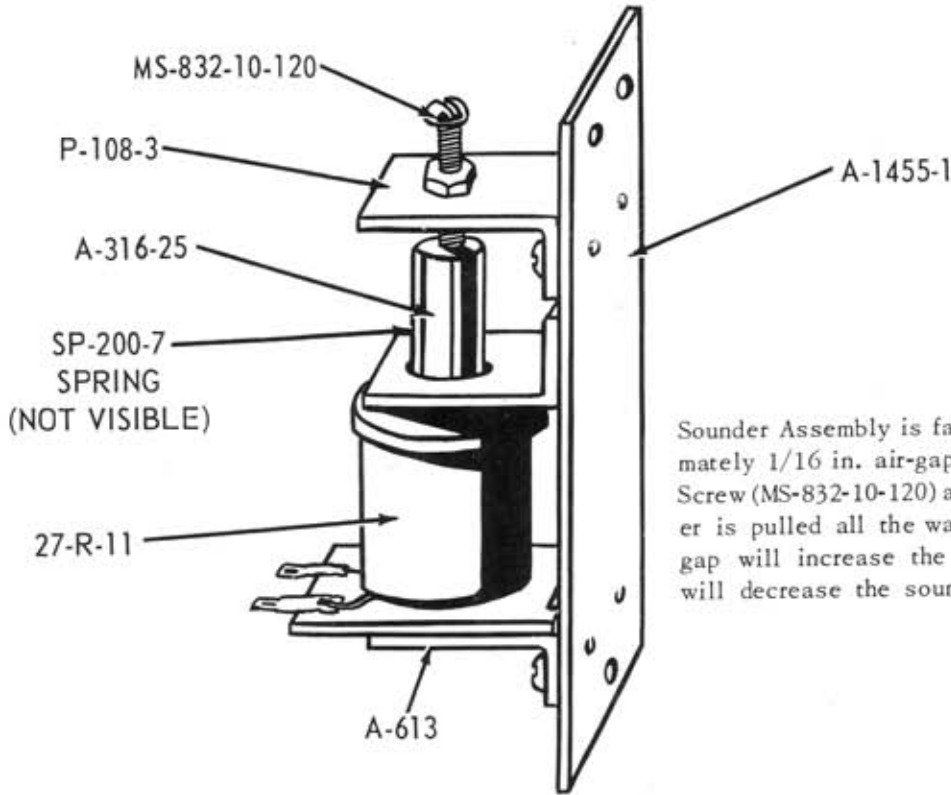
Adjust tension of Ball-Switch blade which contacts Ball-Switch Actuator in Ball-Trough so that Ball rolls over Actuator freely, without hesitating or stopping. Number of Ball-Switches and Actuators depends on game. (See NOTICE above.)



## GONG ASSEMBLY (AS-385-5)

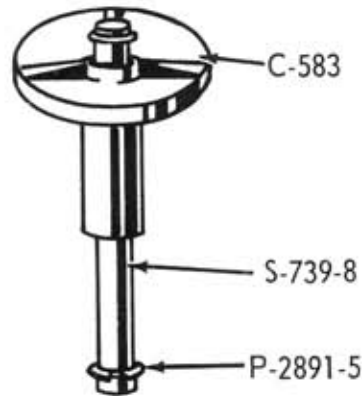
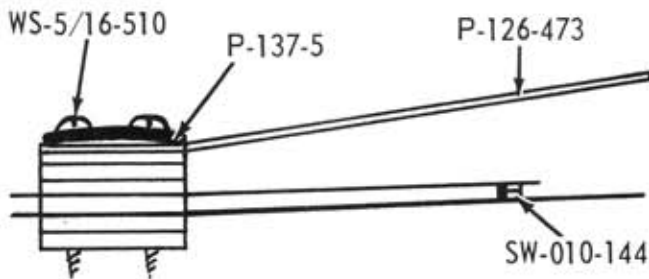
**WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME**

# 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.

# BOUNCE-SWITCH



# TILT-SWITCH (SW-010-76)

Identical Switch used on Mounting-Board and Front-Door. Also see similar Tilt-Switch on page 29.



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

# FRONT-DOOR, MISCELLANEOUS PARTS

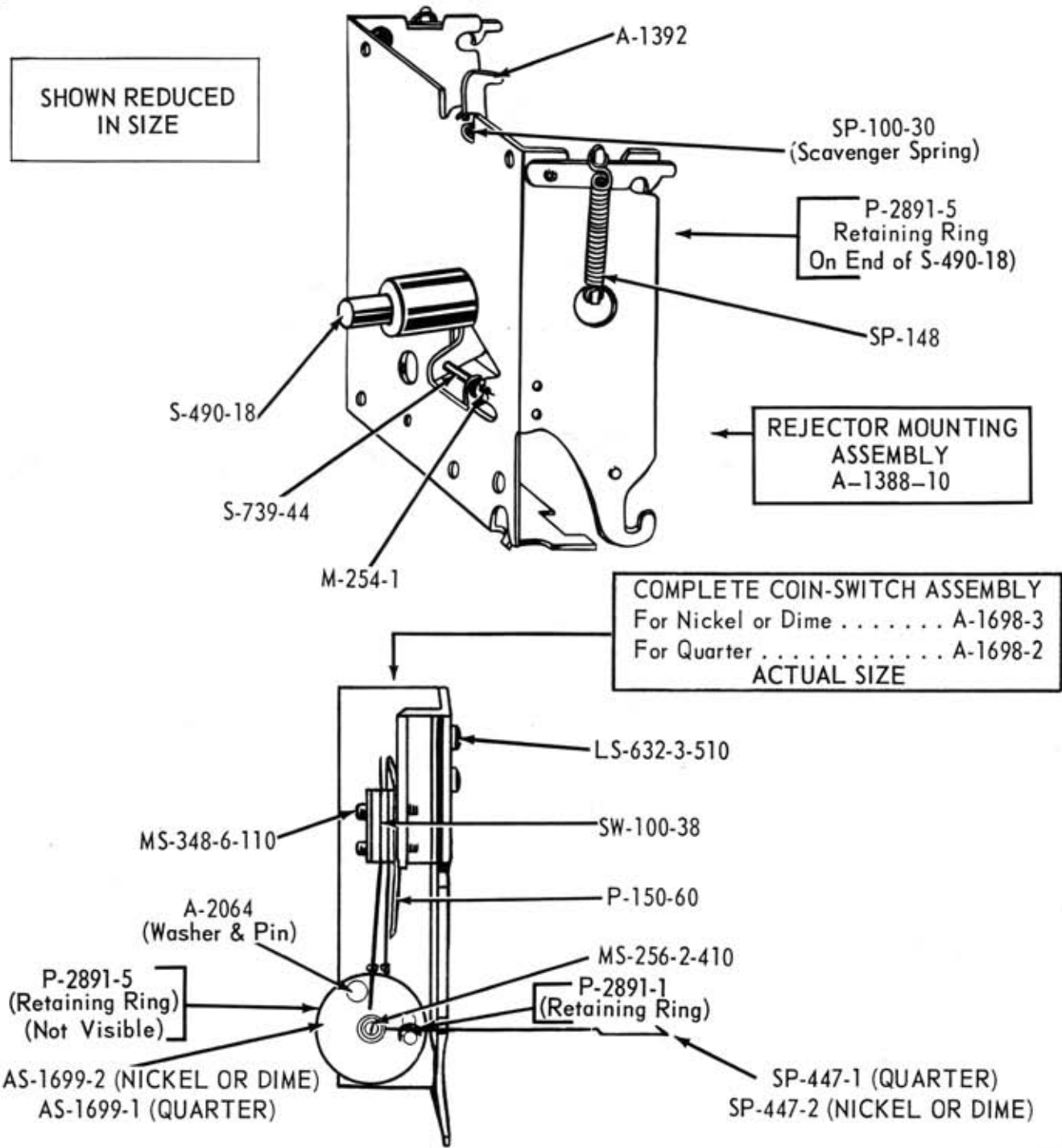
Coin-Return Slide . . . . .	A-1363	Hinge . . . . .	A-254-63
Coin-Switch & Rejector Mounting Assembly (SEE SKETCH ON OPPOSITE PAGE)		Key-Hook . . . . .	M-389-1
Cover, Front-Door		Lock & 2 Keys . . . . .	M-281-22
Single Coin-Return . . . . .	P-5946-2	Lock-Cam . . . . .	P-4005-1
Double Coin>Returns . . . . .	P-5946	Replay-Button . . . . .	A-1729-6
Front-Door complete with all parts on pages 21,22		Replay-Switch . . . . .	SW-100-358
Single Coin-Return . . . . .	AS-2041-17	Slug-Rejector	
(SPECIFY NICKEL OR DIME)*		Nickel* . . . . .	M-280-14
Double Coin>Returns . . . . .	AS-2041-10	Dime* . . . . .	M-280-16
(SPECIFY NICKEL-QUARTER OR DIME-QUARTER)*		Quarter* . . . . .	M-280-20
Front-Door only		Tilt-Switch (SEE PAGE 20)	
Single Coin-Return . . . . .	CA-567-146		
Double Coin>Returns . . . . .	CA-567-134		

\* OR SPECIFIED NATIONAL COIN

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

# COIN-SWITCH & REJECTOR MOUNTING ASSY.

Consisting of 2 Assemblies Illustrated Below  
 (Nickel or Dime AS-277-66) (Quarter AS-277-67)

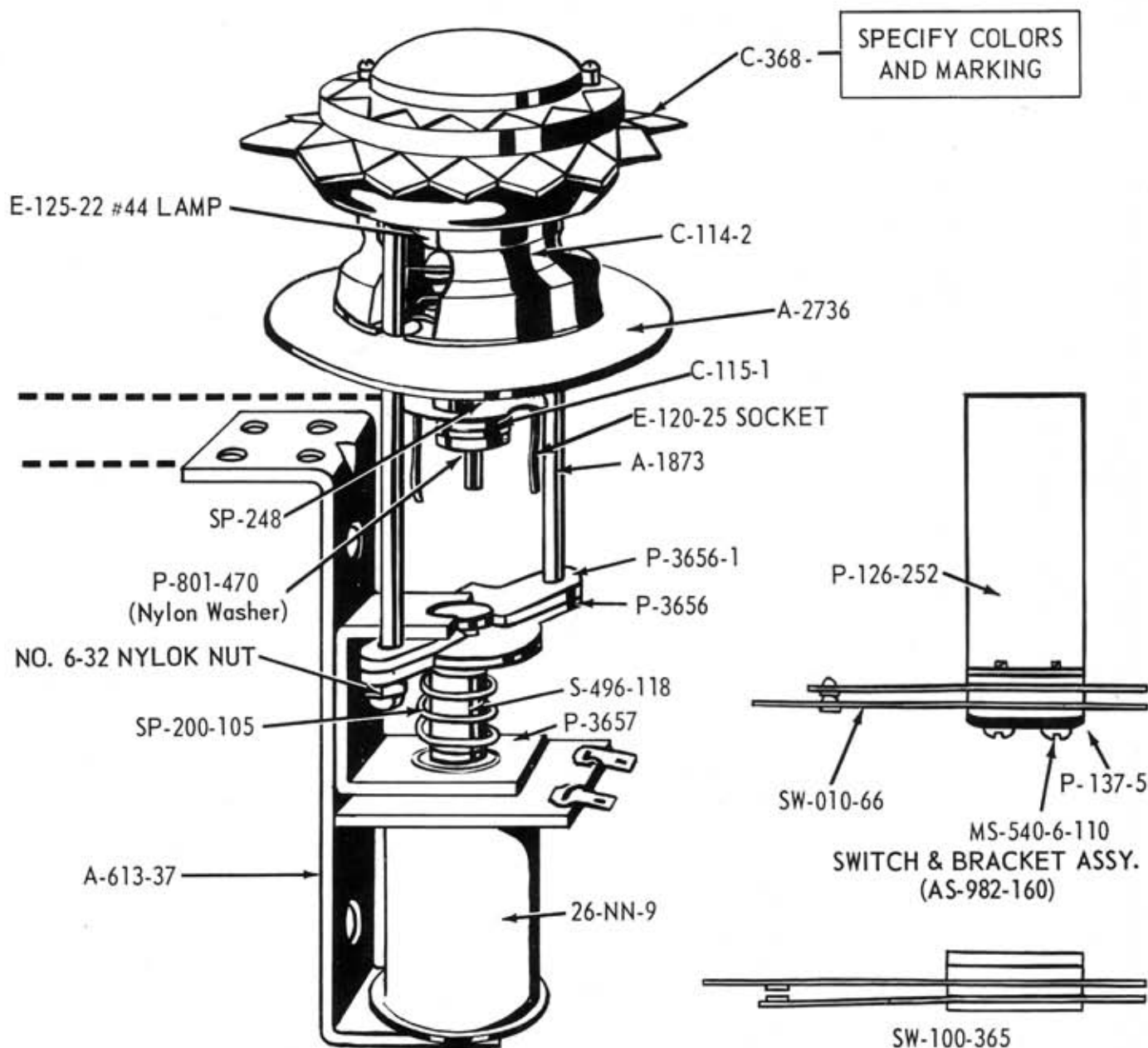


When coin-mechanism is idle (before coin is deposited), longer blade of Coin Switch SW-100-38 should rest firmly against pin on Rotor Assembly AS-1699-1 or AS-1699-2 with extension or Rotor Spring SP-447-1 or

SP-447-2 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.

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

# THUMPER-BUMPER ASSEMBLY (AS-2222)



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 C-368 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.)

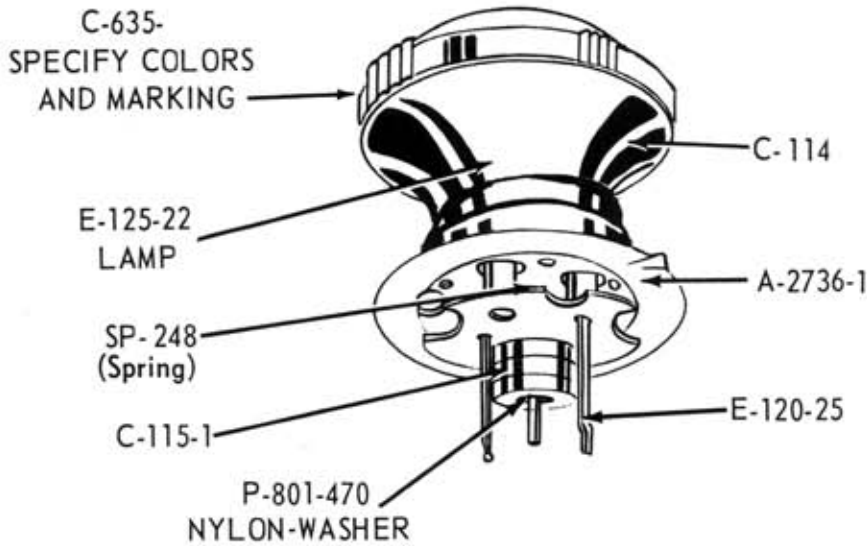
To install new Thumper-Bumper, follow above instructions in reverse order.

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.

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

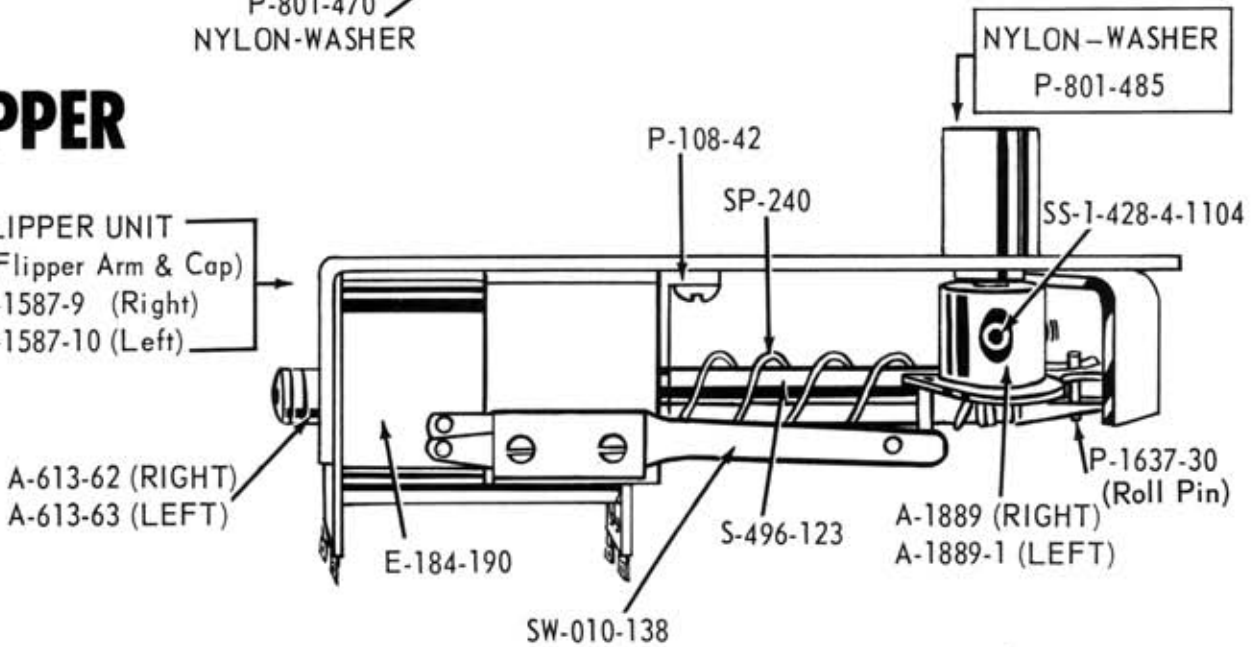


# STANDARD BUMPER ASSEMBLY (AS-2222-1)

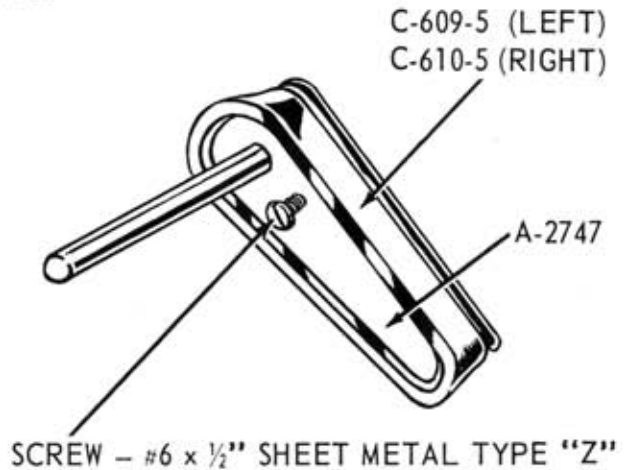


## FLIPPER

FLIPPER UNIT  
(Less Flipper Arm & Cap)  
AS-1587-9 (Right)  
AS-1587-10 (Left)



FLIPPER ARM & CAP  
AS-2214-2 (Right)  
AS-2214-3 (Left)



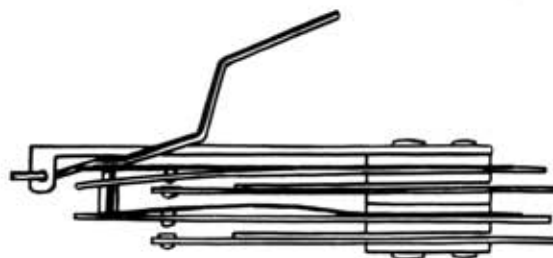
Flipper Assembly AS-2214-2 and AS-2214-3 should be positioned so that edge of Flipper Cap which is closest to front-arch is parallel with adjacent slanting edge of arch. To adjust, loosen 2 Set-Screws SS-1-428-4-1104. After proper adjustment, tighten Set-Screws as tightly as possible.

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

# ROLLOVER-SWITCHES



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



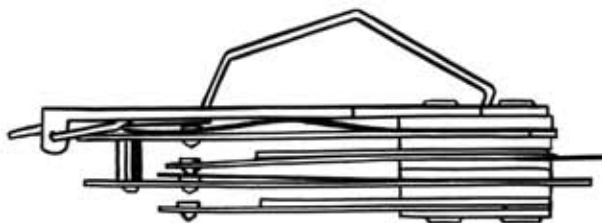
SW-200-104  
ONE-DIRECTION ROLLOVER  
DOUBLE-MAKE



SW-100-143  
TWO-DIRECTION ROLLOVER  
(SHORT)  
SINGLE-MAKE

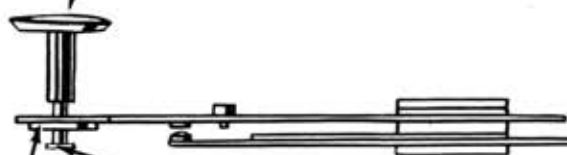


SW-100-367  
TWO-DIRECTION ROLLOVER  
(LONG)  
SINGLE-MAKE



SW-200-102  
TWO-DIRECTION ROLLOVER  
(LONG)  
DOUBLE-MAKE

C-578-  
(SPECIFY COLOR)



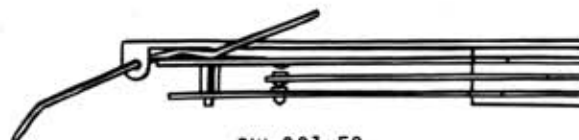
P-801-363

M-496

SW-100-353  
SINGLE-MAKE  
BUTTON-SWITCH ASSEMBLY



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

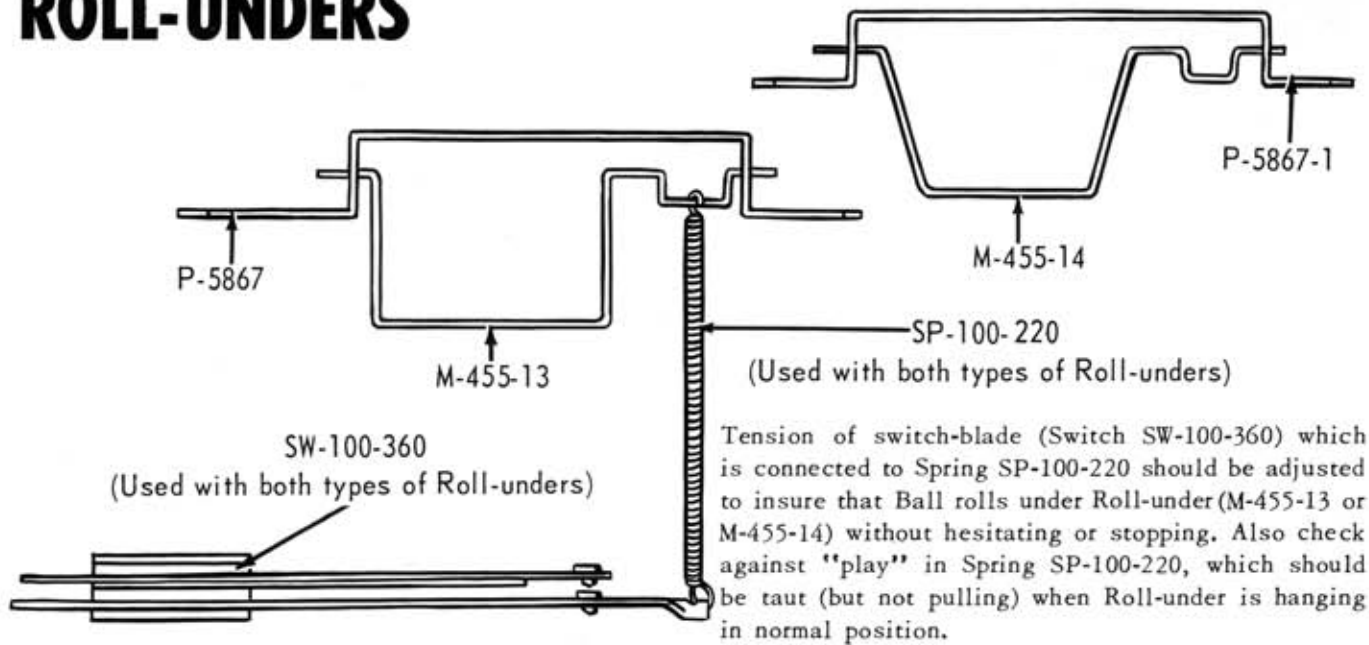


SW-001-50  
OUT-HOLE SWITCH  
TRANSFER-MAKE

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

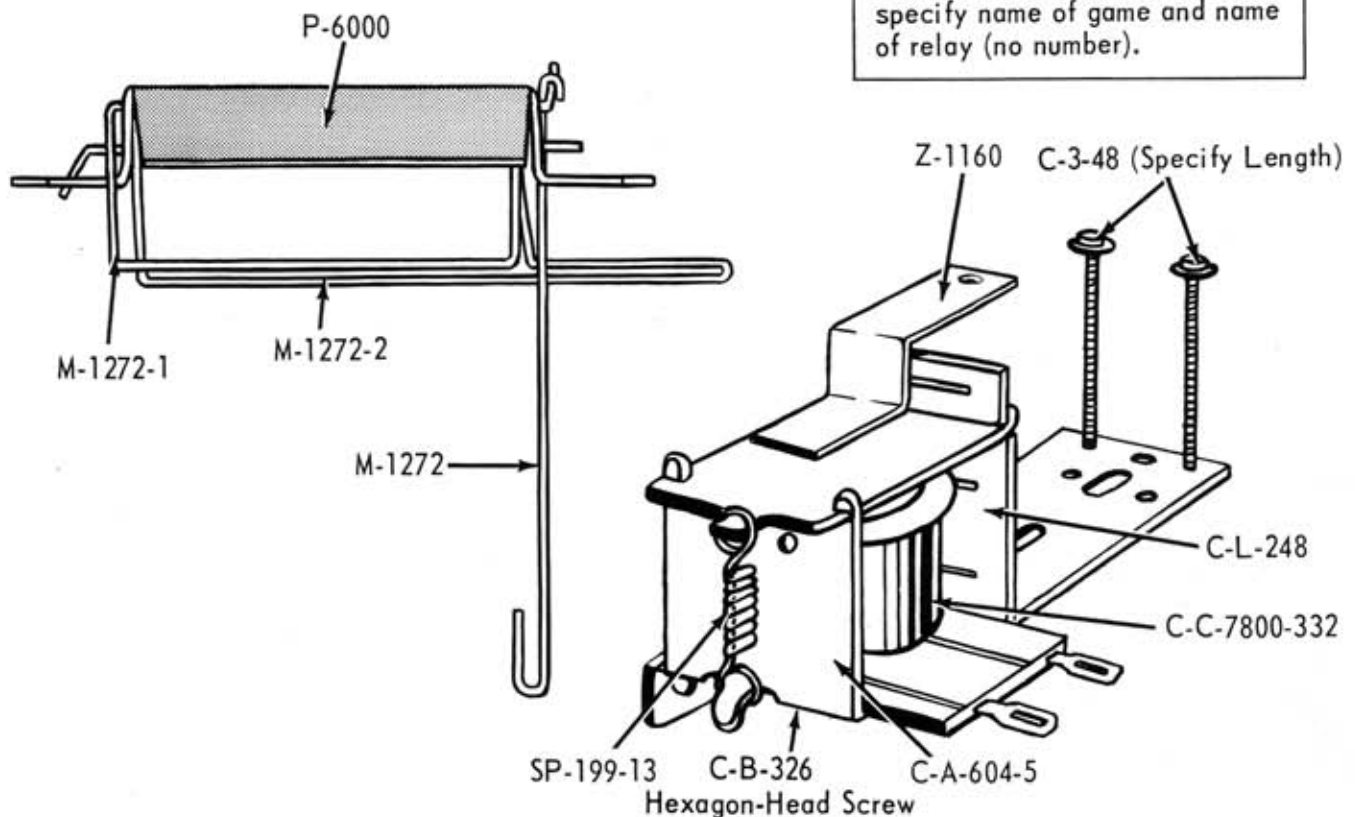
**WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME**

# ROLL-UNDERS



# FREE-BALL GATE & RELAY

**RELAY SWITCHES**  
When ordering Relay Switches specify name of game and name of relay (no number).

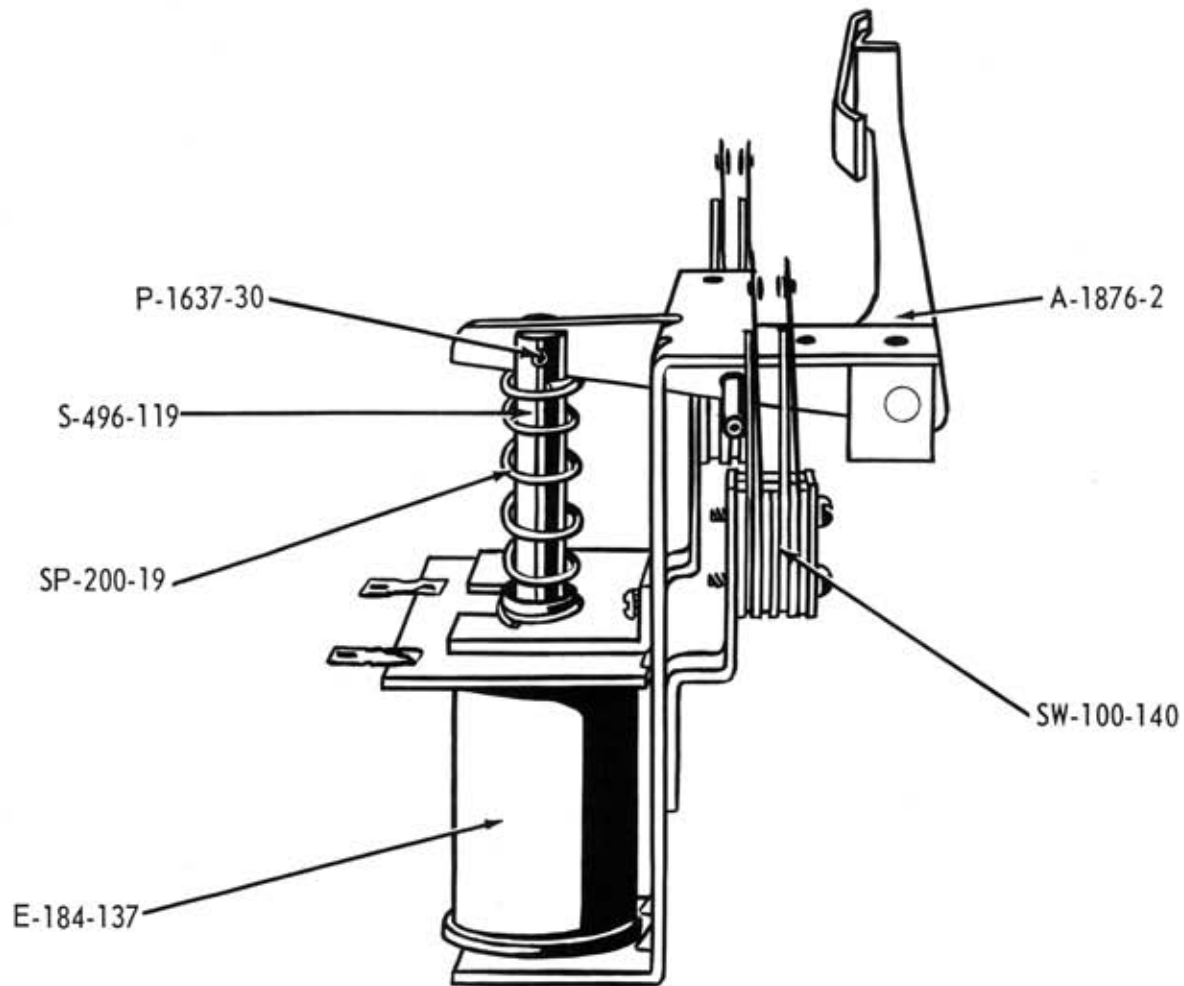


If Free-Ball Gate M-1272-1 does not pull up far enough to permit passage of Ball, when "KK" Relay is energized, adjust position of Relay by loosening 2 Lock-Screws which secure Relay to Mounting Bracket and, pivoting Relay Frame C-A-604-5 on Lock-Screw in

tapped hole, raise or lower end of Relay which is secured to Frame through adjustment slot until Relay is in position which permits Actuator M-1272 to open Gate when Relay is energized.

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

# SLING-SHOT KICKER ASSY. (AS-1566-3) WITH SLING-SHOT SCORING SWITCHES



SW-010-68  
(SELF-CLOSING)

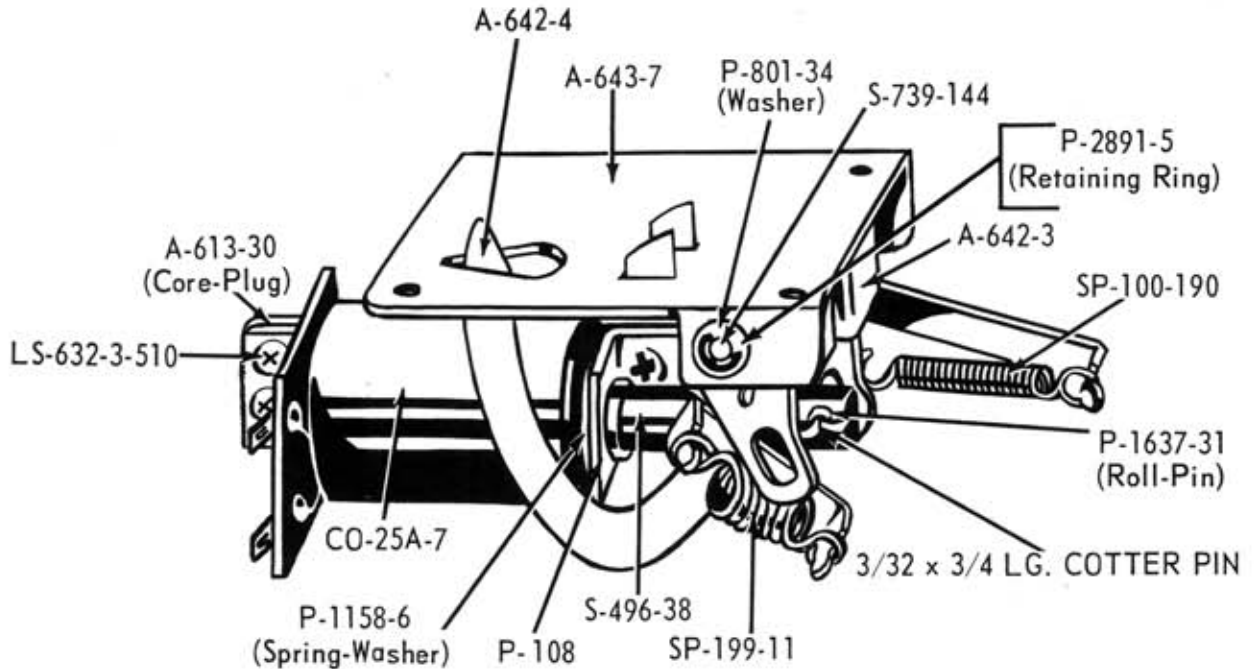


SW-100-383  
(CLOSED BY PIN)

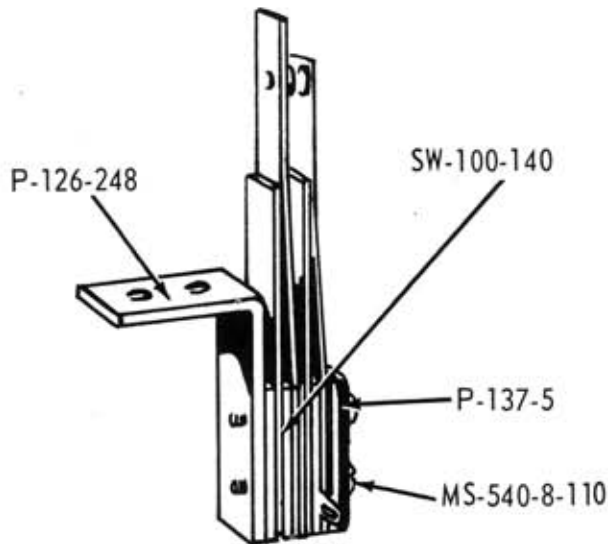
When Sling-Shot Kicker is at rest, actuating blade on each of the 2 Switch SW-100-140 should be just barely touching Rubber Ring, with 1/16 in. air-gap between switch points.

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

# BALL-EJECTOR ASSEMBLY (AS-428-14)

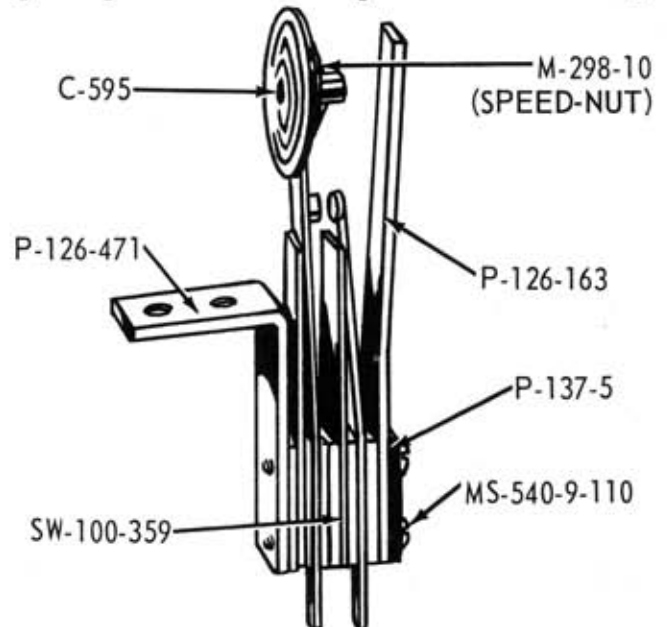


## REBOUND-SWITCH (Complete Assembly AS-982-162)



When Rebound-Switch Assy. is at rest, actuating blade of Switch SW-100-140 should be just barely touching

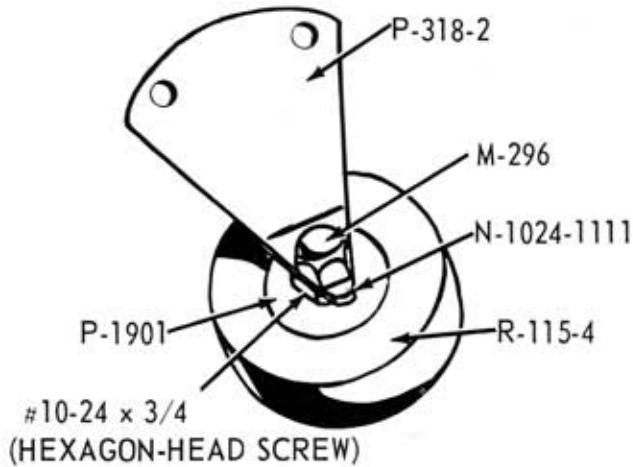
## TARGET-SWITCH (Complete Assembly AS-982-456)



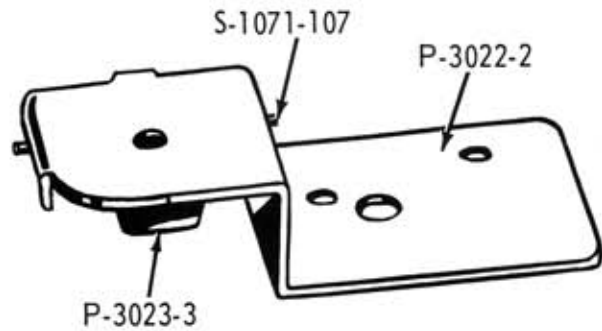
Rubber Ring, with 1/16 in. air-gap between switch-points.

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

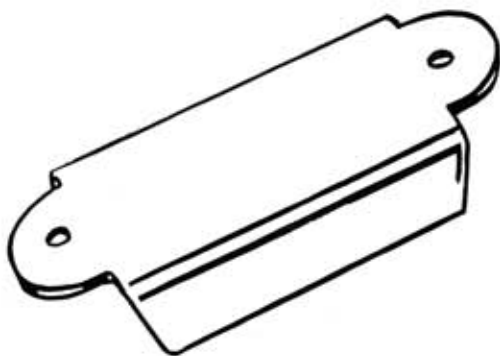
# PLAYFIELD-PANEL, MISCELLANEOUS PARTS



REBOUND ASSEMBLY (AS-493-2)



GATE ASSEMBLY (A-1475-3)



GUIDE-RAIL, 1½ IN. LONG (C-586-) Specify Color

GUIDE-RAIL, 2-1/8 IN. LONG (C-585-) Specify Color

## POSTS



LONG

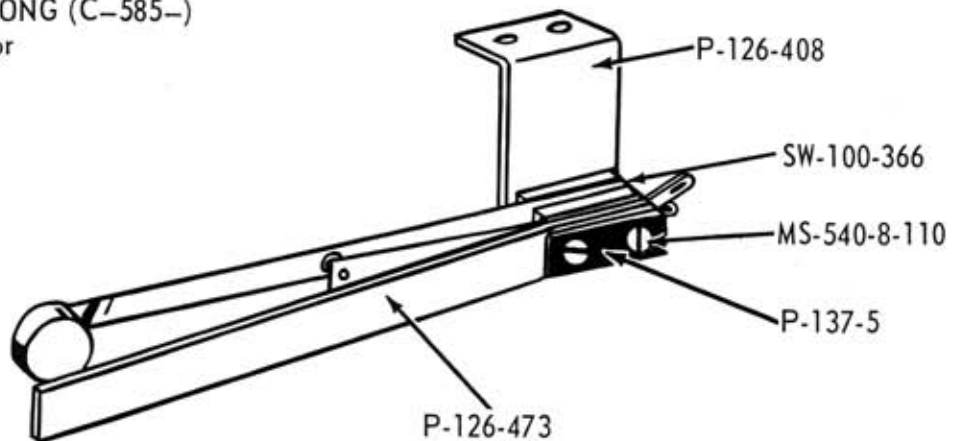


SHORT



LAMPSHIELD (C-615-1-) (Specify Color)

No. 44 LAMP E-125-22
----------------------------



TILT-SWITCH & BRACKET ASSEMBLY (AS-982-460)  
(Also see similar Tilt-Switch on Page 20)

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

# PLAYFIELD-PANEL, MISCELLANEOUS PARTS

	Rubber Rings (dimensions are inside diameters)
Cards, Scores, etc.	5/16 in . . . . . R-243
Order by part number printed on each Card.	1 in . . . . . R-135
Plastic Shields	1-1/2 in . . . . . R-141
Order by part number printed on each Shield on all games later than MOON-SHOT and CROSS COUNTRY. See schematic diagrams of MOON- SHOT and CROSS COUNTRY Shields on pages 31, 32.	2 in . . . . . R-196
	2-1/2 in . . . . . R-284-5
	3 in . . . . . R-295-5
	3-1/2 in . . . . . R-296-5

# BACK CABINET, MISCELLANEOUS PARTS

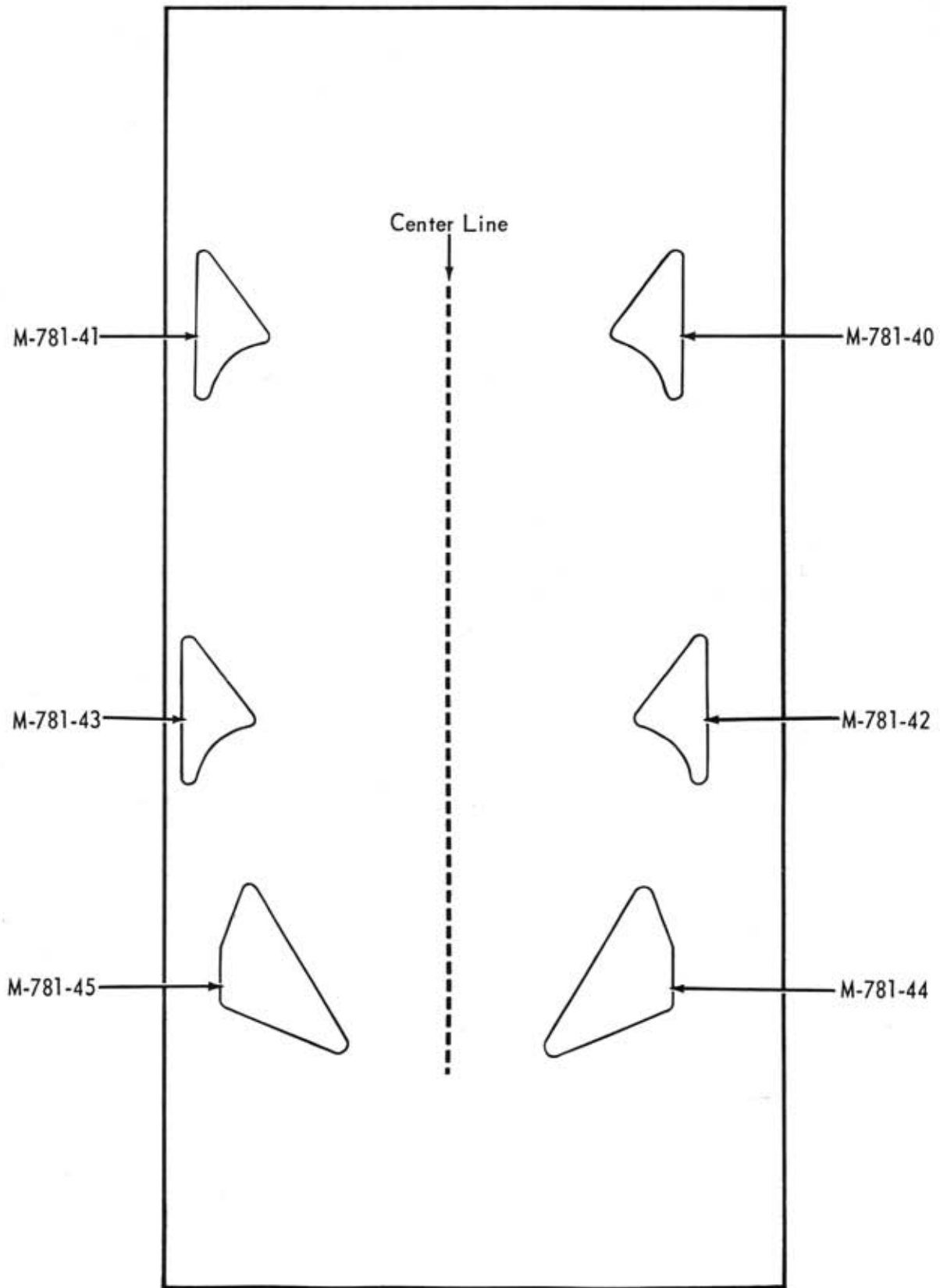
## Back-Glass

Order by name of game. Specify with or without  
Replay-Window. (Match-Score numbers are omitted  
from glass without Replay-Window.)

Cover, Replay Counter. . . . .	P-6123
Gong (SEE ILLUSTRATION ON PAGE 19)	
Lamp, No. 44 . . . . .	E-125-22
Lamp, No. 55 . . . . .	E-125-5
Lamp-Socket (No. 44 Lamp) . . . . .	A-1653-1
Lamp-Socket (No. 55 Lamp) . . . . .	E-125-1
Lock & Keys. . . . .	M-281-22
Lock-Cam, Back-Door . . . . .	P-758-17

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

# PLASTIC SHIELDS, MOON-SHOT

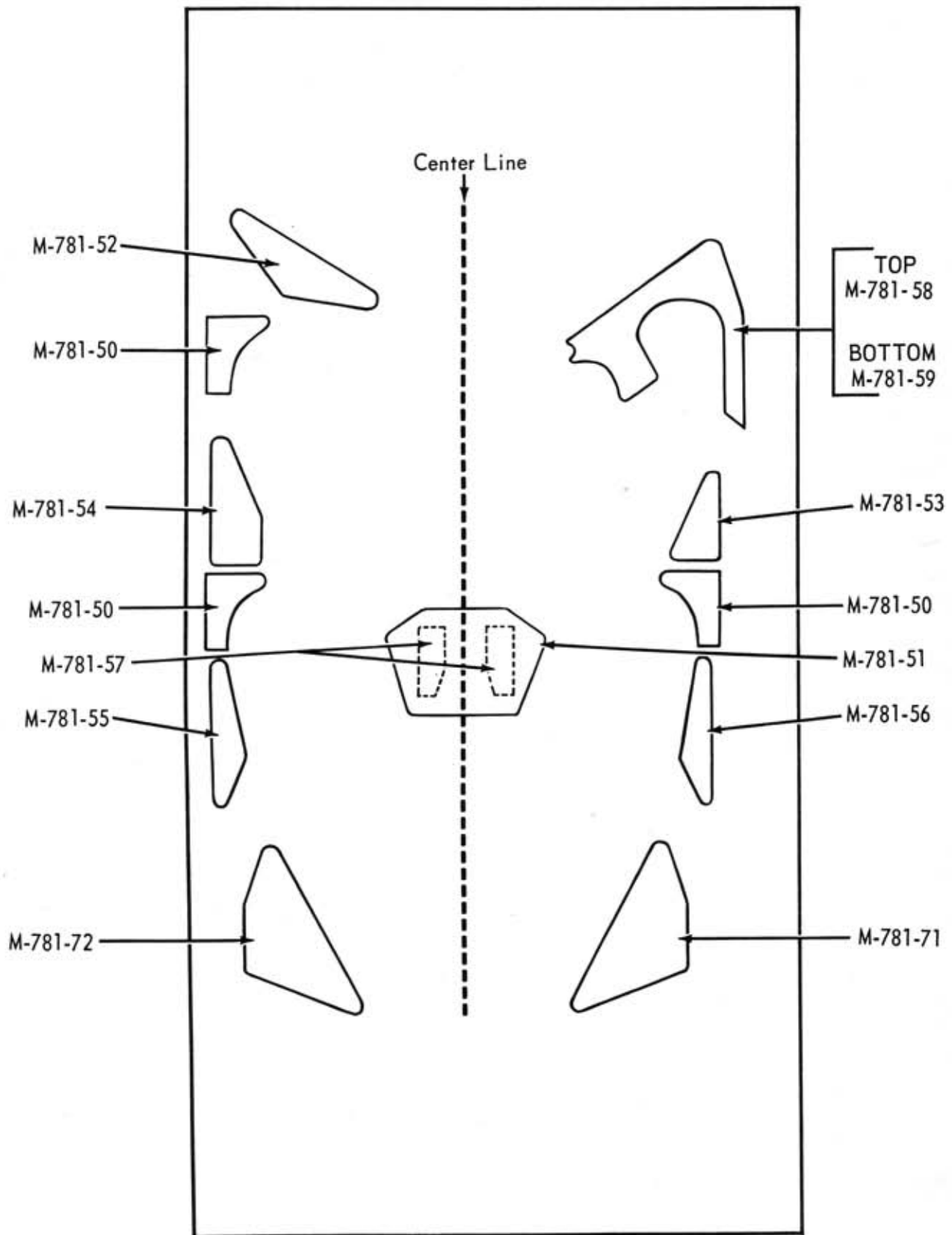


SEE PAGE 30 FOR INFORMATION ON OTHER PLASTIC SHIELDS

**(Holes and slots not shown)**



# PLASTIC SHIELDS, CROSS COUNTRY



SEE PAGE 30 FOR OTHER PLASTIC SHIELDS

**(Holes and slots not shown)**

# NUMERICAL PARTS LIST

3/32 X 3/4 lg.	Cotter-Pin, Ball-Ejector Assy.	A-642-3	Bracket & Spring-Hook Assy., Ball-Ejector Assy.
No. 6 X 1/2 in.	Screw (Sheet Metal TypeZ) Flipper Cap	A-642-4	Ejector-Kicker Assy., Ball-Ejector Assy.
No. 6-32	Nut (Nylok), Flange & Stud Assy., Thumper-Bumper	A-643-7	Mounting Bracket, Ball-Ejector Assy.
No. 10-24 X 3/4	Screw (Hexagon-Head)	A-1289-9	Reset Arm, Trip-Relay Reset (With Spring-Stud)
25-GG-7	Step-up Coil, Replay Counter, Stepping Units	A-1289-13	Reset Arm, Trip-Relay Reset (Without attachments)
26-NN-9	Coil, Thumper-Bumper	A-1290-6	Reset Arm, Trip-Relay Reset (With Plunger-Link)
27-R-11	Coil, Sounder Assy.	A-1363	Coin-Return Slide
28-R-15	Reset Coil, Replay Counter, Reset-Type Stepping Units	A-1392	Scavenger-Link
28-ZZ-15	Coil, Advance Unit, Score Counter Unit	A-1455-1	Bracket, Sounder Assy.
A-100-12	Ball-Shooter Rod	A-1475-3	Ball-Gate Assy.
A-110-3	Ball-Lifter Pusher Rod	A-1540-5	Ball-Shooter Housing
A-166-4	Bracket & Stud Assy., Gong Assy.	A-1616-1	Rocker-Arm, Advance Unit
A-254-63	Front-Door Hinge	A-1616-2	Rocker-Arm, Score Counter Unit
A-258-7	Armature-Latch, Trip-Relay See illustration, page 15	A-1618	Wiper Assy., Advance Unit, Score Counter Unit
A-258-9	Armature-Latch, Trip-Relay See illustration, page 15	A-1653-1	Lamp-Socket, No. 44 Lamp (Excepting in Bumpers)
A-261-5	Armature-Plate, Trip-Relay See illustration, page 15	A-1698-2	Coin-Switch Assy., Quarter (Or specified national coin)
A-261-7	Armature-Plate, Trip-Relay See illustration, page 15	A-1698-3	Coin Switch Assy., Dime or Nickel (Or specified national coin)
A-316-22	Plunger & Rivet Assy., Gong Assy.	A-1729-4	Flipper Button
A-316-25	Plunger, Sounder Assy.	A-1729-6	Replay Button
A-316-28	Plunger, Trip-Relay Reset	A-1765-	Step-up Arm, Stepping Units Specify name of game Specify name of unit
A-613	Core-Plug, Sounder Assy.	A-1765-8	Step-up Arm, Replay Counter
A-613-30	Core-Plug, Ball-Ejector Assy.	A-1766	Reset Pawl, Stepping Units, Full Reset
A-613-32	Core-Plug (Double), Replay Counter, Reset-Type Stepping Units	A-1766-2	Reset Pawl, Stepping Units, Single-Step Reset
A-613-33	Core-Plug, Continuous Stepping Units	A-1766-4	Reset Pawl, Replay Counter
A-613-37	Core-Plug & Bracket Assy., Thumper-Bumper	A-1768-	Base-Plate, Reset-Type Stepping Units Specify name of game Specify name of unit
A-613-52	Core-Plug Advance Unit, Score Counter Unit* *CUE-TEASE and later games	A-1768-15	Base-Plate, Continuous Stepping Units
A-613-59	Core-Plug, Score-Counter Unit* *MOON-SHOT, CROSS COUNTRY only	A-1768-19	Base-Plate, Replay Counter
A-613-62	Core-Plug & Base-Plate Assy., Flipper Assy., Right	A-1873	Flange & Stud Assy., Thumper-Bumper
A-613-63	Core-Plug & Base-Plate Assy., Flipper Assy., Left	A-1876-	Ball-Lock & Bracket Assy., Ball-Trough Assy. Specify name of game
		A-1876-2	Bracket & Kicker-Arm Assy., Sling-Shot Kicker Assy. (Includes Core-Plug)
		A-1889	Flipper Lever-Arm Assy., Right
		A-1889-1	Flipper Lever-Arm Assy., Left

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

# NUMERICAL PARTS LIST

A-2064	Washer & Pin Assy., Coin-Switch Assy.	AS-1699-2	Rotor Assy., Coin-Switch Assy., Dime or Nickel (Or specified national coin)
A-2195-	Reset-Shaft, Trip-Relay Reset Specify name of game Specify number of relays on bank	AS-1900-27	Score Counter Unit (With Contact-Plate, Wiper Assy.)
A-2212	Contact-Plate, Advance Unit, Score Counter Unit	AS-1900-28	Score Counter Unit (Less Contact-Plate, Wiper Assy.)
A-2214-5	Base-Plate, Advance Unit	AS-1900-37	Advance Unit
A-2722	Mounting-Plate, Score-Motor Assy.	AS-2041-10	Front-Door Assy., Double Coin>Returns (Includes parts on pages 21, 22) Specify desired coins: Dime-Quarter, Nickel-Quarter (Or specified national coins)
A-2725	Score-Motor Cam Assy.		
A-2729-	Ball-Trough Specify name of game	AS-2041-17	Front-Door Assy., Single Coin-Return (Includes parts on pages 21, 22) Specify desired coin: Dime or Nickel (Or specified national coin)
A-2735	Washer Assy., Ball-Lifter Pusher Assy.		
A-2736	Bumper Skirt, Thumper-Bumper	AS-2214-2	Flipper Arm & Cap Assy., Right
A-2736-1	Bumper Skirt, Standard Bumper	AS-2214-3	Flipper Arm & Cap Assy., Left
A-2747	Flipper Arm	AS-2214-8	Base-Plate, Score Counter Unit
A-2790-5	Coin-Box (less Cover)	AS-2215	Score-Motor Assy. Specify 50 or 60 cycles Specify name of game
AS-277-66	Coin-Switch & Rejector Mounting Assy., Dime or Nickel (Or specified national coin)	AS-2222	Thumper-Bumper Assy. Specify Cap colors, marking
AS-277-67	Coin-Switch & Rejector Mounting Assy., Quarter (Or specified national coin)	AS-2222-1	Standard Bumper Assy. Specify Cap colors, marking
AS-385-5	Gong Assy.	AS-2285	Ball-Lifter Assy.
AS-428-14	Ball-Ejector Assy.	C-3-48-	Screw, "KK" Relay Switch Specify length
AS-493-2	Ball-Rebound Assy.	C-114	Bumper Body, Standard Bumper
AS-586-	Core-Plug, Trip-Relay Reset Specify name of game Specify number of relays on bank	C-114-2	Bumper Body, Thumper-Bumper
AS-731-6	Sounder Assy.	C-115-1	Bumper Base
AS-797-73	Replay Counter (Includes Number-Wheel Assy.)	C-119-2-	Post (Plastic), Short Specify color
AS-982-160	Limit-Switch Assy., Thumper-Bumper	C-119-15-	Post (Plastic), Long Specify color
AS-982-162	Rebound-Switch Assy.	C-138-3	Tilt Plumb-Bob
AS-982-456	Target-Switch Assy.	C-260	Number-Wheel Hub, Replay Counter
AS-982-460	Tilt-Switch & Bracket Assy.	C-342	Plunger Guide-Ring
AS-1145-	Ball-Trough & Switch Assy. Specify name of game	C-368-	Bumper Cap, Thumper-Bumper Specify colors, marking
AS-1388	Rejector-Mounting Assy.	C-434	Ratchet, Advance Unit, Score Counter Unit
AS-1565	Number-Wheel Assy., Replay Counter	C-435	Drive Pawl, Advance Unit
AS-1566-	Ball-Stop, Ball-Trough Assy. Specify name of game	C-435-2	Drive Pawl, Score Counter Unit
AS-1566-3	Sling-Shot Kicker Assy.	C-568-3-8	Number-Wheel, Score Counter
AS-1587-9	Flipper Assy., Right (Less Arm & Cap Assy.)		
AS1587-10	Flipper Assy., Left (Less Arm & Cap Assy.)		
AS-1699-1	Rotor Assy., Coin Switch Assy., Quarter (Or specified national coin)		

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

# NUMERICAL PARTS LIST

C-578	Button, Button-Switch Assy. Specify color	E-125-5	Lamp (No. 55)
C-583	Bushing, Ball-Lifter Pusher Assy., Bounce-Switch	E-125-22	Lamp (No. 44)
C-585-	Guide-Rail (Plastic), 2-1/8 in. long Specify color	E-133-10	Total-Play Counter (Meter)
C-586-	Guide-Rail (Plastic), 1-1/2 in. long Specify color	E-133-5	Fuse, 5 amp.
C-595	Target (Bull's Eye), Target-Switch Assy.	E-133-8	Fuse, 8 amp.
C-609-5	Flipper Cap, Left	E-133-10	Fuse, 10 amp.
C-610-5	Flipper Cap, Right	E-138-3	Tilt Plumb-Bob
C-615-1	Lamp-Shield Specify color	E-148-5	Fuse Block
C-635-	Bumper Cap, Standard Bumper Specify colors, marking	E-184-	Reset Coil, Trip-Relay Reset Specify name of game Specify number of relays on bank
C-1051	Ratchet & Shaft, Replay Counter	E-184-137	Coil, Sling-Shot Kicker Assy.
CA-567-134	Front-Door (wood only), Double Coin>Returns (With Replay Button hole)	E-184-155	Coil, Trip-Relay Bank Specify name of game Specify name of relay
CA-567-146	Front-Door (wood only), Single Coin-Return (With Replay Button hole)	E-184-156	Coil, Trip-Relay Bank Specify name of game Specify name of relay
CO-25A-7	Coil, Ball-Ejector Assy.	E-184-187	Coil, Start Trip, 110 v., Trip-Relay Bank
CO-31-0-55	Coil, Gong Assy.	E-184-190	Coil, Flipper Assy.
C-A-604-5	Frame, "KK" Relay Specify name of game Specify name of relay	E-184-91	Coil, Ball-Trough Assy.
C-A-604-A-5	Frame, "KK" Relay Specify name of game Specify name of relay	K-227	Ball-Shooter Assy.
C-A-605-1	Armature-Plate "KK" Relay	K-228	Ball-Lifter Pusher Assy.
C-B-326	Screw "KK" Relay	LS-632-3-510	Lock-Screw
C-C-7800--	Coil, "KK" Relay Specify name of game Specify name of relay	LS-832-4-510	Lock-Screw
C-C-7800-332	Coil, "KK" Relay (Special for Free-Ball gate)	LS-832-5-HH	Lock-Screw (Hexagon Head)
C-L-248	Switch-Actuator, "KK" Relay	LS-1032-6-510	Lock-Screw
E-108-80	Mercury-Switch	M-106-1	Leg Bolt
E-119-315	Score-Motor, 60 cycles	M-163-4	Leg Adjuster
E-119-332	Score-Motor, 50 cycles	M-168-26	Ball
E-120-25	Lamp-Socket, Bumper	M-175	Tilt Wire
E-122-91	Transformer	M-254	Hairpin-Washer (Used on 3/32 in. dia. shaft)
E-125-1	Lamp-Socket, No. 55 Lamp	M-254-1	Hairpin-Washer (Used on 9/64 in. dia. shaft)
		M-254-2	Hairpin-Washer (Used on 1/4 in. dia. shaft)
		M-280-14	Slug-Rejector, Nickel (Or specified national coin)
		M-280-16	Slug-Rejector, Dime (Or specified national coin)
		M-280-20	Slug-Rejector, Quarter (Or specified national coin)
		M-281-22	Lock & 2 Keys
		M-296	Nut (Round Head), Ball-Gate Assy.
		M-298-10	Speed-Nut, Target-Switch Assy.
		M-389-1	Key-Hook

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

# NUMERICAL PARTS LIST

M-455-13	Roll-Under (Swing-Wire) See illustration, page 26	M-1272	Actuator, Free-Ball Gate
M-455-14	Roll-Under (Swing-Wire) See illustration, page 26	M-1272-1	Gate, Free-Ball Gate Assy.
M-496	Push-Rivet, Button-Switch Assy.	M-1272-2	Rebound-Barrier, Free-Ball Gate Assy.
M-497-8	Ball-Switch Actuator, Ball-Trough Assy.	M-1330-A	Plastic Shield, 3-IN-LINE
M-781-40	Plastic Shield, MOON-SHOT See diagram, page 31	M-1330-B	Plastic Shield, 3-IN-LINE
M-781-41	"	M-1330-C	Plastic Shield, 3-IN-LINE
M-781-42	"	M-1330-D	Plastic Shield, 3-IN-LINE
M-781-43	"	M-1330-E	Plastic Shield, 3-IN-LINE
M-781-44	"	M-1330-F	Plastic Shield, 3-I N-LINE
M-781-45	"	M-1330-G	Plastic Shield, 3-IN-LINE
M-781-50	Plastic Shield, CROSS COUNTRY See diagram, page 32	MS-256-2-410	Screw
M-781-51	"	MS-348-6-110	Screw
M-781-52	"	MS-540-6-110	Screw
M-781-53	"	MS-540-8-110	Screw
M-781-54	"	MS-540-9-110	Screw
M-781-55	"	MS-832-10-120	Adjustment Screw, Sounder Assy.
M-781-56	"	M-G-4109-1	Score Motor Gear (First Gear)
M-781-57	"	M-G-5818-1	Score Motor Gear (Double Gears)
M-781-58	"	N-1024-1111	Nut (Hexagon), Ball Gate Assy.
M-781-59	"	P-108	Coil Bracket, Ball-Ejector Assy., Gong Assy.
M-781-60	Plastic Shield, CUE-TEASE	P-108-3	Adjustment Screw Bracket, Sounder Assy.
M-781-61	Plastic Shield, CUE-TEASE	P-108-42	Coil Bracket, Flipper Assy.
M-781-62	Plastic Shield, CUE-TEASE	P-126-163	Backup-Plate, Target Switch
M-781-63	Plastic Shield, CUE-TEASE	P-126-248	Bracket, Rebound-Switch Assy.
M-781-64	Plastic-Shield, CUE-TEASE	P-126-252	Bracket, Limit-Switch Assy.
M-781-65	Plastic-Shield, CUE-TEASE	P-126-408	Bracket, Tilt-Switch & Bracket Assy.
M-781-66	Plastic Shield, CUE-TEASE	P-126-471	Bracket, Target-Switch Assy.
M-781-67	Plastic Shield, CUE-TEASE	P-126-473	Backup-Plate, Bounce-Switch, Tilt-Switch (Playfield)
M-781-68	Plastic Shield, CUE-TEASE	P-137-5	Switch-Plate
M-781-69	Plastic Shield, CUE-TEASE	P-150-60	Insulator, Coin-Switch Assy.
M-781-70	Plastic Shield, CUE-TEASE	P-258-23	Washer, Number-Wheel, Replay Counter See illustration, page 8
M-781-71	Plastic Shield, CROSS COUNTRY See diagram, page 32	P-274	Tilt Hanger
M-781-72	"	P-275	Tilt Contact-Bracket
		P-310-14	Washer, Number-Wheel, Replay Counter See illustration, page 8
		P-318-2	Bracket, Ball-Rebound Assy.
		P-363-3	Ball-Control Plate
		P-364-20	Ball-Trough Runway
		P-748-2	Bell, Gong Assy.
		P-758-17	Back-Door Lock-Cam
		P-801-12	Washer, Gong Assy.
		P-801-34	Washer, Ball-Ejector Assy.
		P-801-193	Washer, Ball-Lifter Pusher Assy.
		P-801-241	Washer, Ball-Lifter Assy.
		P-801-363	Washer, Button-Switch Assy.
		P-801-470	Washer (Nylon), Bumper Assys.
		P-801-485	Washer (Nylon), Flipper Assy.

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

# NUMERICAL PARTS LIST

P-1158-6	Spring-Washer, Coil, Ball-Ejector Assy.	P-5894	Bracket, Ball-Trough
P-1158-9	Spring-Washer, Coil, Trip-Relay Reset	P-5900-1	Ball-Shooter Retaining Plate
P-1376-1	Number-Wheel, Replay Counter	P-5923	Ball-Lifter
P-1637-8	Roll-Pin (Used with 1/8 dia. hole)	P-5924	Ball-Lifter Bracket
P-1637-30	Roll-Pin (Used with 3/32 in. dia. hole)	P-5925	Ball-Guide ("Banana" Groove)
P-1637-31	Roll-Pin (Used with 3/16 in. dia. hole)	P-5940	Front-Door Trim, Left or Right
P-1901	Washer, Ball-Rebound Assy.	P-5940-1	Front-Door Trim, Top
P-2210-132	Coin-Entry Plate, 5¢	P-5940-2	Front-Door Trim, Bottom
P-2210-133	Coin-Entry Plate, 10¢	P-5941	Ball-Stop (At top of Ball-Lifter stroke)
P-2210-134	Coin-Entry Plate, 25¢	P-5946	Front-Door Cover, Double Coin>Returns (Hole for Replay Button)
P-2451	Washer, Number-Wheel, Replay Counter See illustration, page 8	P-5946-2	Front-Door Cover, Single Coin-Return (Hole for Replay Button)
P-2879	Cup-Washer, Ball-Shooter Assy.	P-6000	Bracket, Free-Ball Gate
P-2891-1	Retaining-Ring (Used on 3/32 in. dia. shaft)	P-6123	Cover, Replay Counter
P-2891-5	Retaining-Ring (Used on 3/16, 7/32 in. dia. shaft)	QN-12-125-FO-144-N.S.	Switch-Actuator, Score Motor See illustrations, page 14
P-2891-6	Retaining-Ring (Used on 1/4, 9/32 in. dia. shaft)	QN-12-208-FO-145-N.S.	Switch-Actuator, Score Motor See illustration, page 14
P-2891-8	Retaining-Ring (Used on 3/8, 13/32 in. dia. shaft)	QN-12-214-FO-142-1-N.S.	Switch-Actuator, Score Motor See illustration, page 14
P-3022-2	Bracket, Ball-Gate Assy.	QN-12-217-FO-143	Switch-Actuator, Score Motor See illustration, page 14
P-3023-3	Gate, Ball-Gate Assy.	R-108-3	Tip (Rubber), Ball-Shooter Rod
P-3089-24	Coin-Box Cover	R-111-14	Grommet, Trip-Relay Reset
P-3382	Index Pawl, Continuous Stepping Units	R-111-29	Grommet, Continuous Stepping Units, Gong Assy.
P-3384	Spring-Stop, Replay Counter Unit, Reset-Type Stepping Units,	R-115-4	Rubber Bushing, Ball-Rebound Assy.
P-3386	Stop-Plate, Continuous Stepping Units	R-135	Rubber Ring, 1 in. inside dia.
P-3387	Escapement Pawl, Replay Counter	R-141	Rubber Ring, 1-1/2 in. inside dia.
P-3387-1	Escapement Pawl, Stepping Units, Single-Step Reset	R-156 -29	Bumper-Bushing, Ball-Lifter Assy.
P-3389	Retaining Ring (Used on 3/4 in. shaft)	R-196	Rubber Ring, 2 in. inside dia.
P-3656	Link-Plate (Bakelite), Thumper-Bumper	R-221-28	Rubber Glass-Cushion
P-3656-1	Link-Plate (Metal), Thumper-Bumper	R-231-11	Bumper-Plug, Ball-Lifter Assy.
P-3657	Coil Bracket, Thumper-Bumper	R-243	Rubber Ring, 5/16 in. inside dia.
P-4005-1	Front-Door Lock-Cam	R-284-5	Rubber Ring, 2-1/2 in. inside dia.
P-4052-2	Leg	R-295-5	Rubber Ring, 3 in. inside dia.
P-4491	Hold Pawl, Advance Unit, Score Counter Unit	R-296-5	Rubber Ring, 3-1/2 in. inside dia.
P-5584	Pawl-Extension, Score Counter Unit	S-164-	Main-Shaft, Trip-Relay Reset Specify name of game Specify number of relays on bank
P-5851	Switch-Actuator Holder See illustration, page 14	S-413-346	Pin, Ball-Lifter Assy.
P-5852	Switch-Actuator, Score-Motor See illustration, page 14	S-458-9	Shoulder-Pin, Trip-Relay Reset
P-5867	Bracket, Roll-under See illustration, page 26 Specify color	S-490-18	Scavenger-Link Button
P-5867-1	Bracket, Roll-under See illustration, page 26 Specify color	S-496-38	Plunger, Ball-Ejector Assy.

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

# NUMERICAL PARTS LIST

S-496-100	Step-up Plunger, Replay Counter, Stepping Units	SP-199-13	Spring (Extension), "KK" Relay Natural (not dyed)
S-496-101	Reset Plunger, Replay Counter, Reset-Type Stepping Units	SP-199-14	Spring (Extension), "KK" Relay Blue
S-496-118	Plunger, Thumper-Bumper	SP-199-15	Spring (Extension), "KK" Relay Yellow
S-496-119	Plunger, Sling-Shot Kicker Assy.	SP-199-16	Spring (Extension), "KK" Relay Red
S-496-123	Plunger, Flipper Assy.	SP-199-17	Spring (Extension), "KK" Relay Green
S-496-150	Plunger, Advance Unit, Score Counter Unit	SP-200-7	Spring (Compression), Sounder Assy.
S-496-161	Plunger, Ball-Trough Assy.	SP-200-19	Spring (Compression), Sling-Shot Kicker
S-739-8	Pin, Bounce-Switch	SP-200-24	Spring (Compression), Ball Shooter (On Rod)
S-739-44	Pin, Rejector-Mounting Assy.	SP-200-105	Spring (Compression), Thumper-Bumper Plunger
S-739-144	Pin, Ball-Ejector Assy.	SP-200-155	Spring (Compression), Ball-Lifter Pusher
S-1071-107	Gate-Rod, Ball-Gate Assy.	SP-240	Spring (Compression), Flipper Assy.
S-1071-130	Pin, Advance Unit, Score Counter Unit	SP-247	Spring (Compression), Ball-Shooter (Between Housing and Knob)
S-1275-	Tie-Rod, Trip-Relay Reset Specify name of game Specify number of relays on bank	SP-248	Spring (Compression), Bumper Skirt
SP-100-30	Spring (Extension), Scavenger-Link	SP-370	Spring (Torsion), Replay Counter, Stepping Units, Single-Step Reset
SP-100-110	Spring (Extension), Escapement Pawl, Replay Counter, Stepping Units, Single-Step Reset	SP-370-1	Spring (Torsion), Stepping Units, Full Reset
SP-100-119	Spring (Extension), Step-up Arm, Continuous Stepping Units, Replay Counter	SP-385	Spring (Torsion), Advance Unit, Score Counter Unit
SP-100-120	Spring (Extension), Step-up Arm, Reset-Type Stepping Units	SP-399-3	Spring (Torsion), Ball-Lifter Assy.
SP-100-121	Spring (Extension), Advance Unit, Score Counter Unit	SP-447-1	Rotor-Spring, Coin-Switch Assy., Quarter (Or specified national coin)
SP-100-125	Spring (Extension), Reset Pawl, Full Reset Stepping Units	SP-447-2	Rotor-Spring, Coin-Switch Assy., Dime or Nickel (Or specified national coin)
SP-100-164	Spring (Extension), Armature-Plate, Trip-Relay See illustration, page 15	SS-1-428-4-11	Set-Screw, Flipper Assy.
SP-100-190	Spring (Extension), Plunger, Ball-Ejector Assy.	SW-001-50	Out-Hole Switch See illustration, page 25
SP-100-220	Spring (Extension), Roll-under	SW-010-46	Switch, Replay Counter (Open at top score)
SP-115	Spring (Extension), Armature-Latch, Trip-Relay Natural (not dyed) See illustration, page 15	SW-010-66	Switch, Limit-Switch Assy., Thumper-Bumper
SP-148	Spring (Extension), Slug-Rejector Latch	SW-010-68	Switch, Scoring See illustration, page 27
SP-192	Spring (Extension), Armature-Latch, Trip-Relay Red See illustration, page 15	SW-010-76	Tilt-Switch, Front-Door, Mounting Board
SP-196-2	Spring (Extension), Trip-Relay Reset Natural (not dyed)	SW-010-138	Switch, Flipper Assy., Score Counter Unit (Actuated by Drive Pawl)
SP-196-3	Spring (Extension), Trip-Relay Reset Red	SW-010-144	Switch, Bounce-Switch Assy.
SP-199-11	Spring (Extension), Ejector-Kicker Assy., Ball-Ejector Assy.	SW-020-45	Switch, Replay Counter (Open at zero)

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

# NUMERICAL PARTS LIST

SW-100-38	Coin-Switch	SW-110-99	Switch, Advance Unit
SW-100-99	Switch, Advance Unit	SW-200-102	Rollover-Switch See illustration, page 25
SW-100-140	Switch, Rebound-Switch Assy., Sling-Shot Kicker Assy.	SW-200-104	Rollover-Switch See illustration, page 25
SW-100-143	Rollover-Switch See illustration, page 25	SW-210-42	Switch, Score Counter Unit* (Actuated by Rocker-Arm) *MOON-SHOT, CROSS COUNTRY only
SW-100-149	Switch, Replay Counter (Step-up Arm)	SW-210-48	Switch, Score Counter Unit* (Actuated by Rocker-Arm) *CUE-TEASE and later games
SW-100-353	Button-Switch Assy. Specify color of Button	WS-5/16-510	Wood Screw
SW-100-358	Switch, Replay Button	Z-1160	Armature-Plate, "KK" Relay (Special for Free-Ball Gate)
SW-100-359	Switch, Target-Switch Assy.	ZGB-2526-8	Score-Motor Gear-Box Assy.
SW-100-360	Switch, Roll-under	ZGS-2526-8	Score-Motor Gear & Shaft
SW-100-361	Switch, Out-Hole See illustration, page 25	ZRST-1715-33-17	Rotor & Shaft, Score-Motor
SW-100-365	Switch, Scoring See illustration, page 23	ZS-2503-256	Score-Motor Stator, 60 cycles
SW-100-366	Switch, Tilt-Switch & Bracket Assy.	ZS-2503-261	Score-Motor Stator, 50 cycles
SW-100-367	Rollover-Switch See illustration, page 25		
SW-100-368	Rollover-Switch See illustration, page 25		
SW-100-383	Switch, Scoring See illustration, page 27		

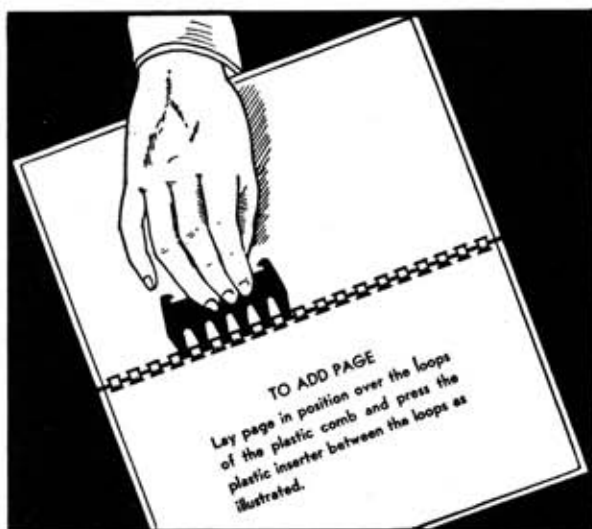
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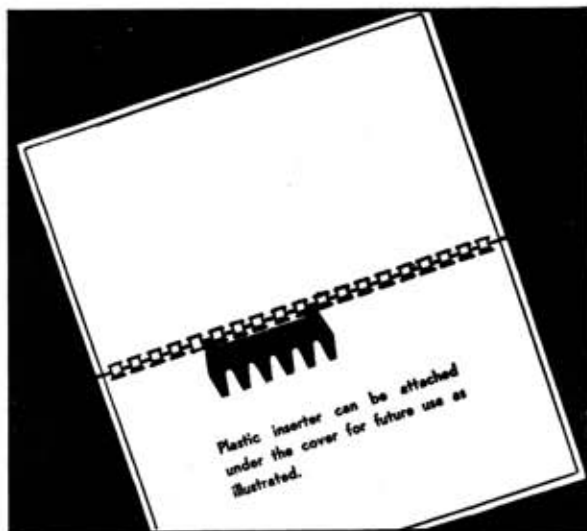
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