

**"RELAYS"**

INDEX	NO.	COIL	TYPE	CONTACTS	USE
8D	A	A-7677	AG	5C	ALTERNATING RELAY
12D	B	A-7676	AG	3A,2B	CHANGE PLAYERS / SUBTRACT BALLS TO PLAY RELAY
9D	C	A-7676	AG	2A	ADD CONTINUE TO PLAY RELAY
12E	D	A-7676	MAR.G.	5A	SCORING UNITS RESET RELAY
5D	E	A-7677	AG	2A,1C	"CONTINUE TO PLAY RELAY"
6D	F	A-7676	AG	3A	50 POINT RELAY
2D	G	A-7676	AG	4A	LEFT POP BUMPER RELAY
4D	H	A-7687	AG	1A	TARGET SCORE SERIES RELAY
3E	I	A-7846	AG	1A,2C	LEFT POP BUMPER CONTROL RELAY
3D	J	A-7846	AG	1A,2C	RIGHT POP BUMPER CONTROL RELAY
13D	K	A-7676	AG	3A,1C	"CONTINUE TO PLAY DELAY"
3D	L	A-7687	AG	1A	ROLLOVER SERIES RELAY
4D	M	A-7676	AG	4A,1B	100 POINT RELAY
5D	N	A-7676	AG	4A,1B	1 POINT RELAY
8D	O	A-7846	AG	1A,1B,3C	1ST 2ND PLAYER SCORING CONTROL RELAY
8E	P	A-7846	AG	1A,1B,3C	1ST 2ND PLAYER SCORING CONTROL RELAY
7D	Q	A-7676	AG	5A	100 POINT RELAY
13D	R	A-7836	MA	1A	110VOLT HOLD RELAY
16H	S	A-7833	AG	4A	START RELAY
8D-10	T	A-1081, A-1089	INTERLOCK	1A,1B,1C	TIPT RELAY
4D-3E	U	A-6821, A-7676	INTERLOCK	2A	LEFT ROLLOVER "CONTINUE TO PLAY" RELAY
4E-3E	V	A-6821, A-7676	INTERLOCK	2A	CENTER ROLLOVER "CONTINUE TO PLAY" RELAY
4D-3E	W	A-6821, A-7676	INTERLOCK	2A	RIGHT ROLLOVER "CONTINUE TO PLAY" RELAY
6D	X	A-7676	AG	3A	5 POINT RELAY
2D	Y	A-7676	AG	4A	RIGHT POP BUMPER RELAY
7D	Z	A-7676	AG	3A	300 POINT RELAY

**"BANKS"**

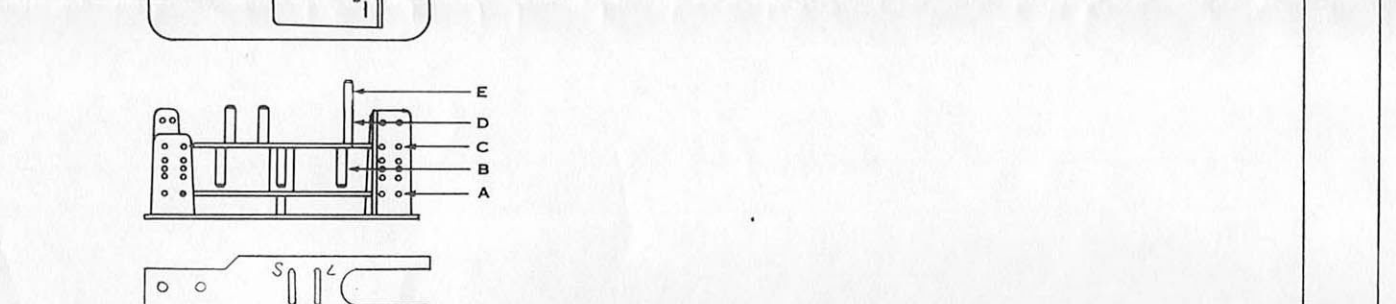
INDEX	NO.	COIL	CONTACTS	USE
5F	#1	A-1119	1A,1C	#1 TARGET RELAY
4F	#2	A-1119	1A,1C	#2 TARGET RELAY
4F	#3	A-1119	1A,1C	#3 TARGET RELAY
4F	#4	A-1119	3A	#4 TARGET RELAY

**OTHER COILS USED**

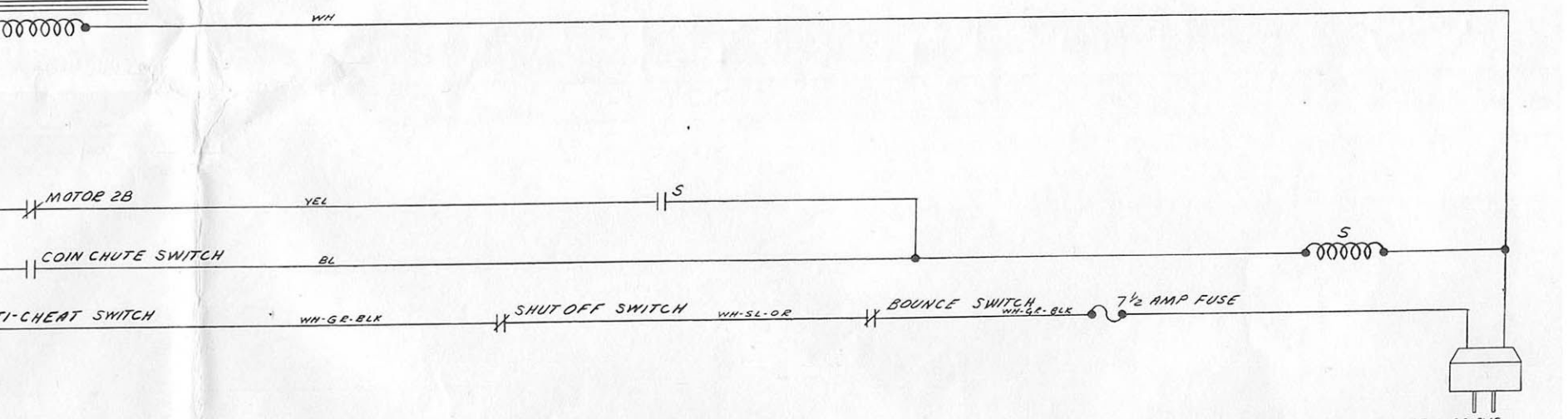
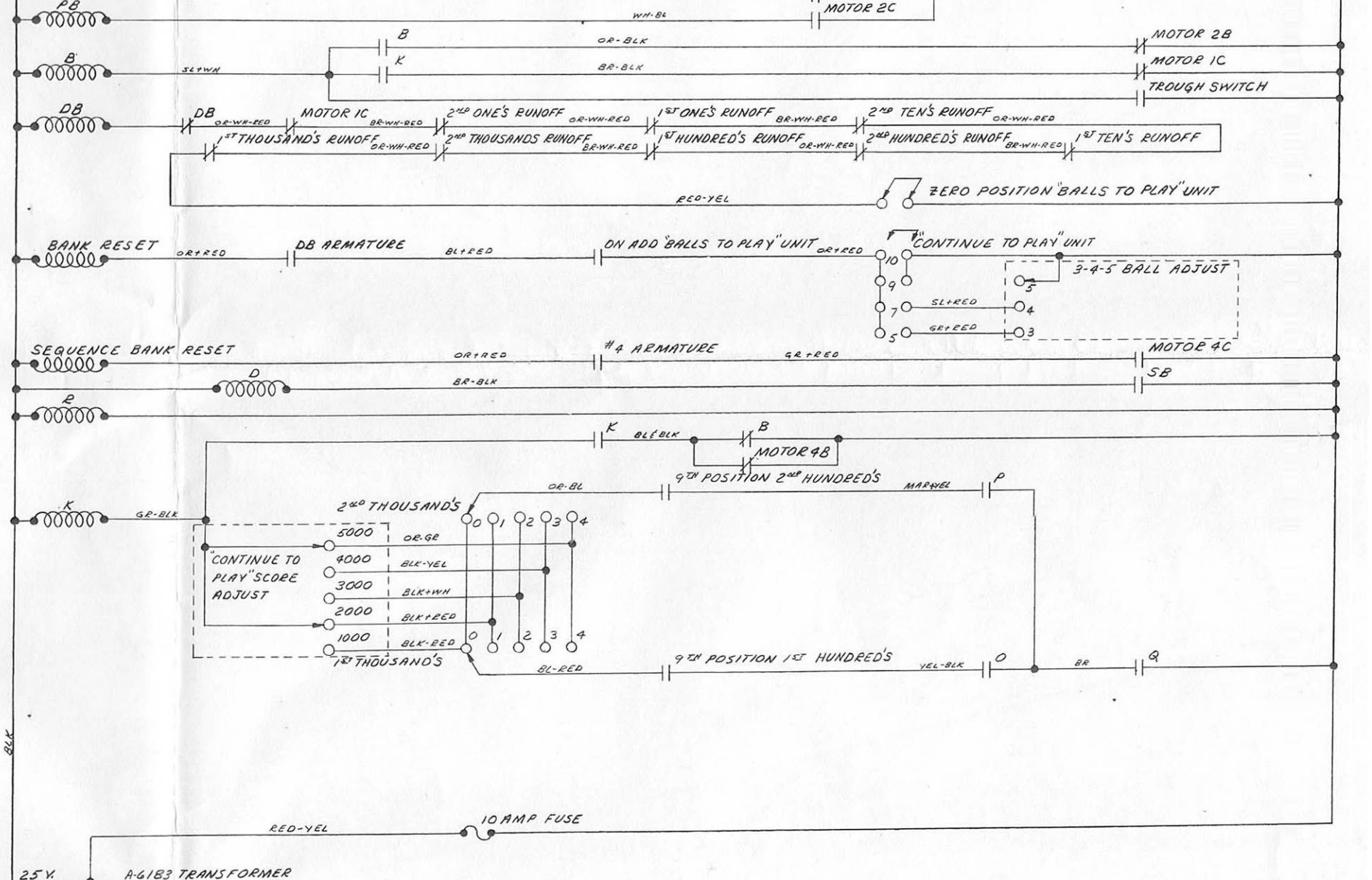
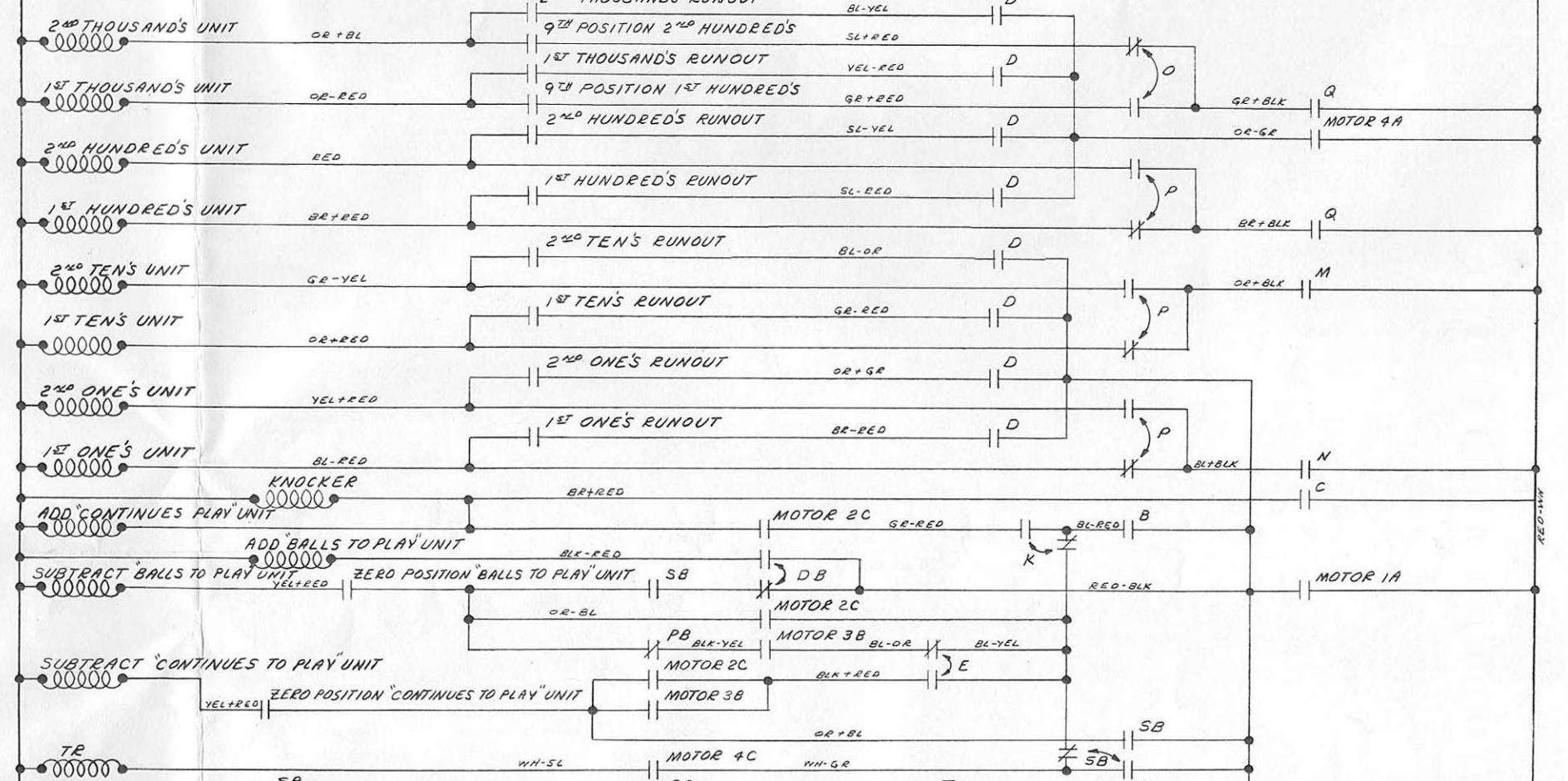
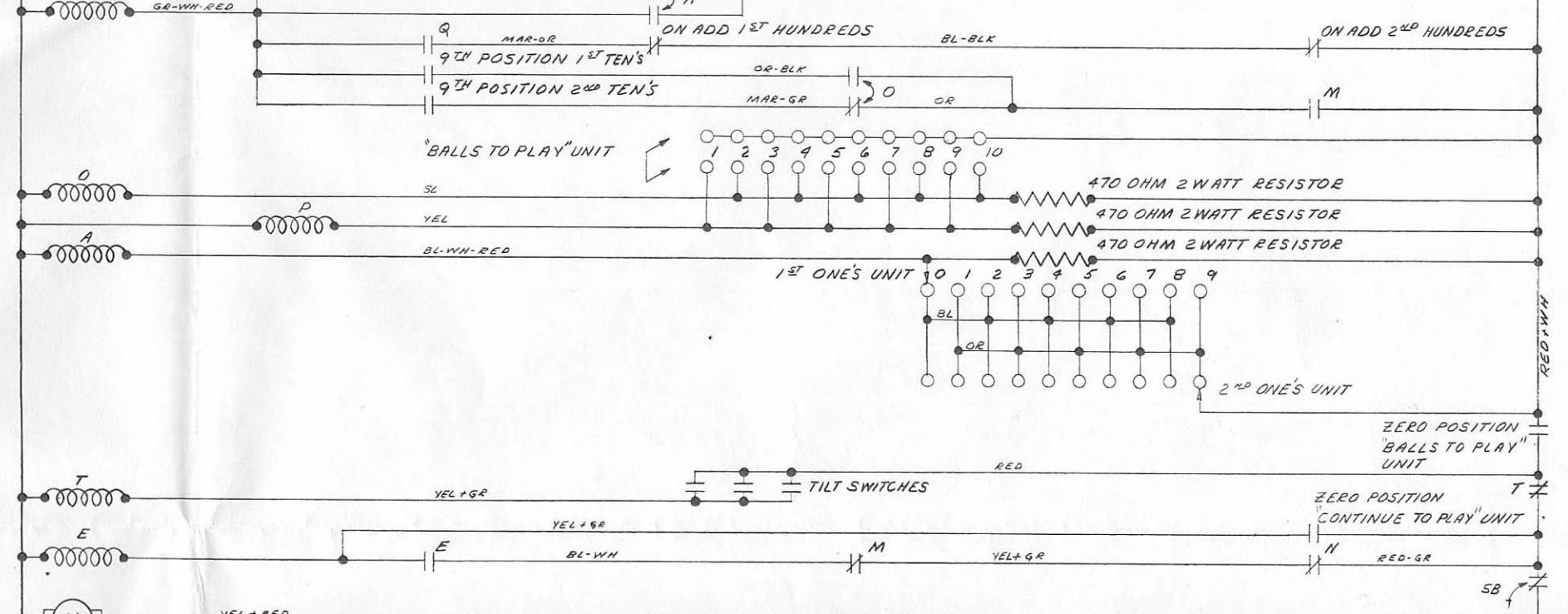
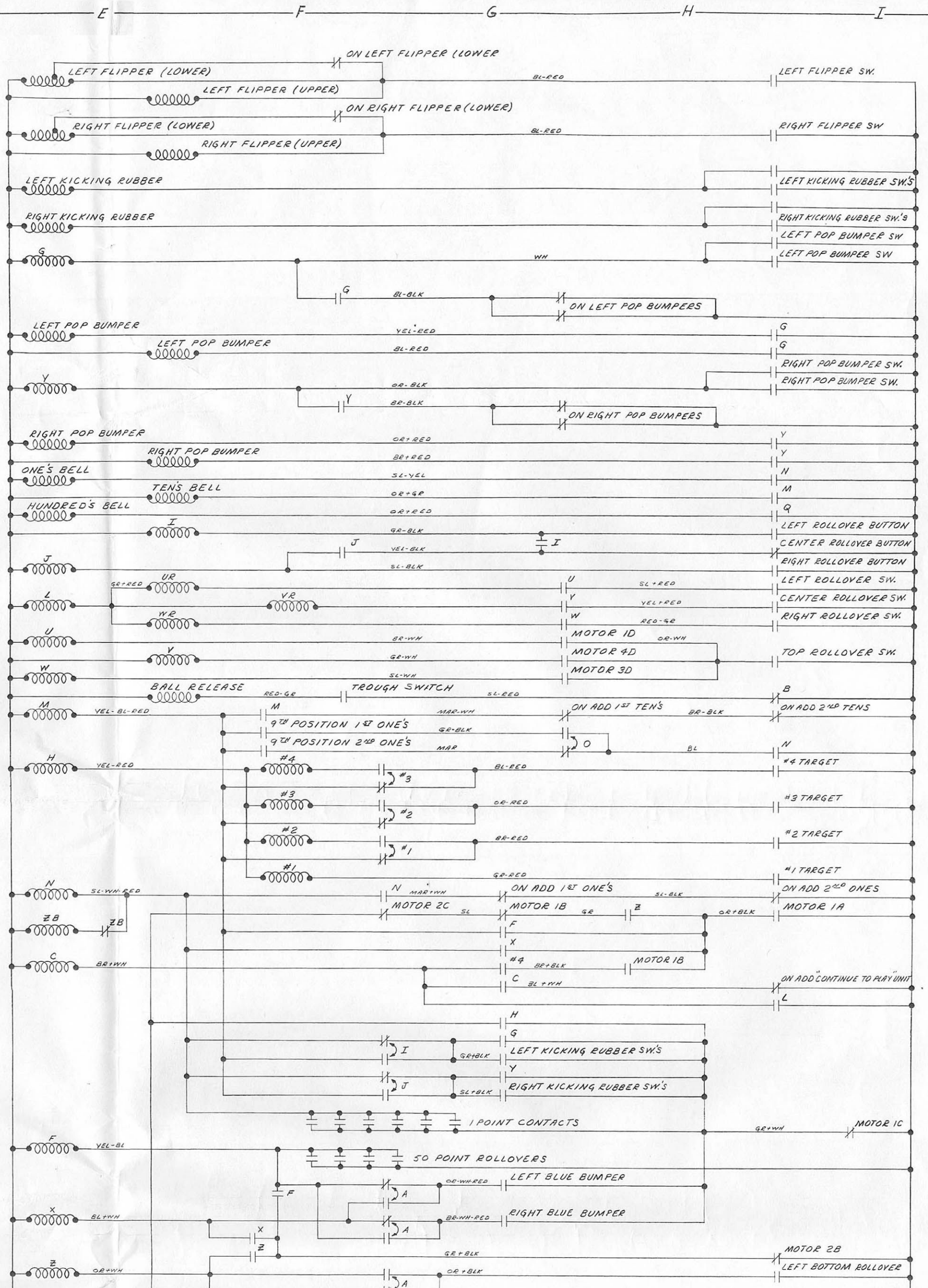
COIL NO.	USE
A-5194	KICKING RUBBERS
A-5191	LOWER FLIPPERS
A-5194	UPPER FLIPPERS
A-5193	POP BUMPERS
A-5193	ONE'S BELL
A-5193	TENS BELL
A-5193	HUNDREDS BELL
A-5193	BALL RELEASE
A-5193	ONE'S UNIT
A-5193	TENS UNIT
A-5193	HUNDREDS UNIT
A-5193	THOUSANDS UNIT
A-5193	ADD "CONTINUES TO PLAY" UNIT
A-5194	SUBTRACT "CONTINUES TO PLAY" UNIT
A-5194	BANK RESET
A-5197	SEQUENCE BANK RESET
A-1916	ADD "BALLS TO PLAY" UNIT
A-5194	SUBTRACT "BALLS TO PLAY" UNIT

**"WORD ABBREVIATIONS"**  
 R.O. - ROLLOVER  
 POS. - POSITION  
 SW. - SWITCH  
 SUBT. - SUBTRACT  
 ADJ. - ADJUSTABLE  
 SPEC. - SPECIAL  
 SEQ. - SEQUENCE

**"COLOR CODE ABBREVIATIONS"**  
 BL - BLUE SL - SLATE  
 BR - BROWN YEL - YELLOW  
 BLK - BLACK WH - WHITE  
 GR - GREEN MAR - MAROON  
 OR - ORANGE PUR - PURPLE  
 EXAMPLE:  
 BL-WH - BLUE WITH A WHITE TRACER.  
 BL & WH - BLUE AND WHITE MOTTLED.



POSITION	A	B	C	D	E
#1	2A	1A-1B	1A, 3B	2A	
#2		3B	4A, 1B		
#3	2A		2A		
#4	1A	1B	2A	2A	



# BIG TOP

RHM 12-6-63-209

**OPERATOR PLEASE NOTE:**  
 THE PURPOSE OF ALL THE ADJUSTMENTS ON THIS GAME ARE  
 TWOFOLD: FIRST THAT THE PLAYER RECEIVES THE PROPER  
 AMOUNT OF AMUSEMENT FOR THE COIN INSERTED, AND SECOND  
 THAT THE OPERATOR RECEIVES A FAIR RETURN ON HIS INVESTMENT.

