

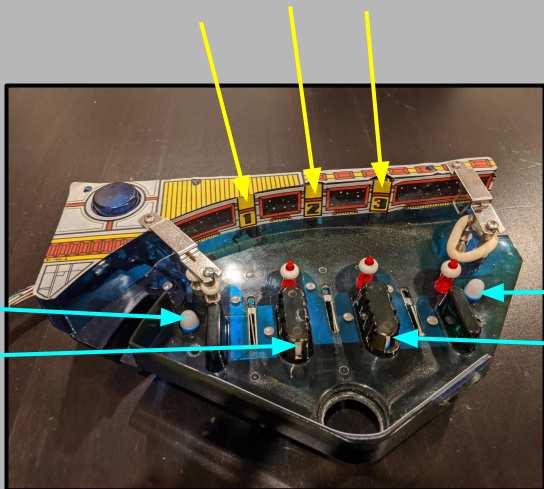
Y247F

B247F

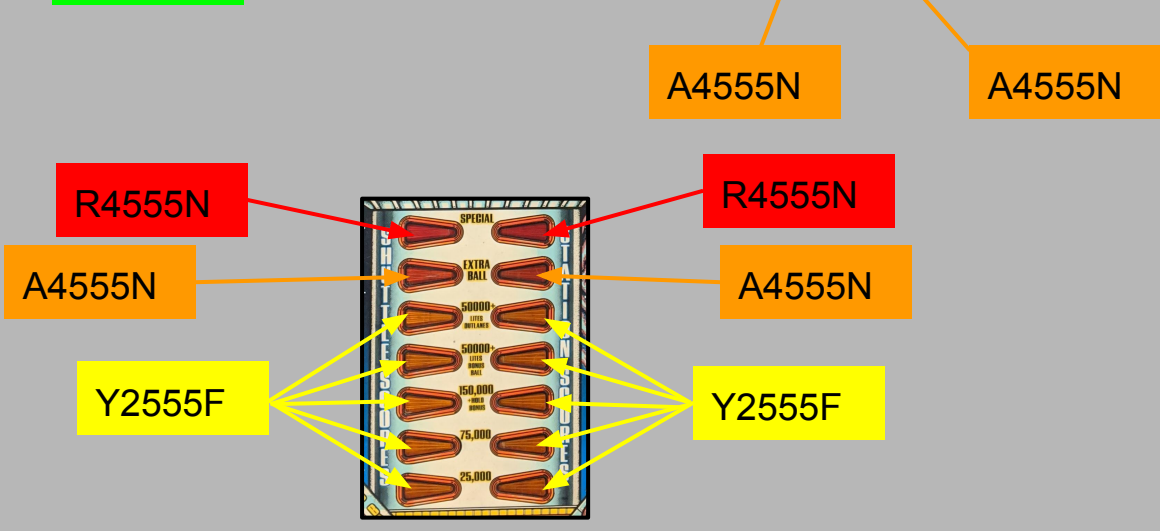
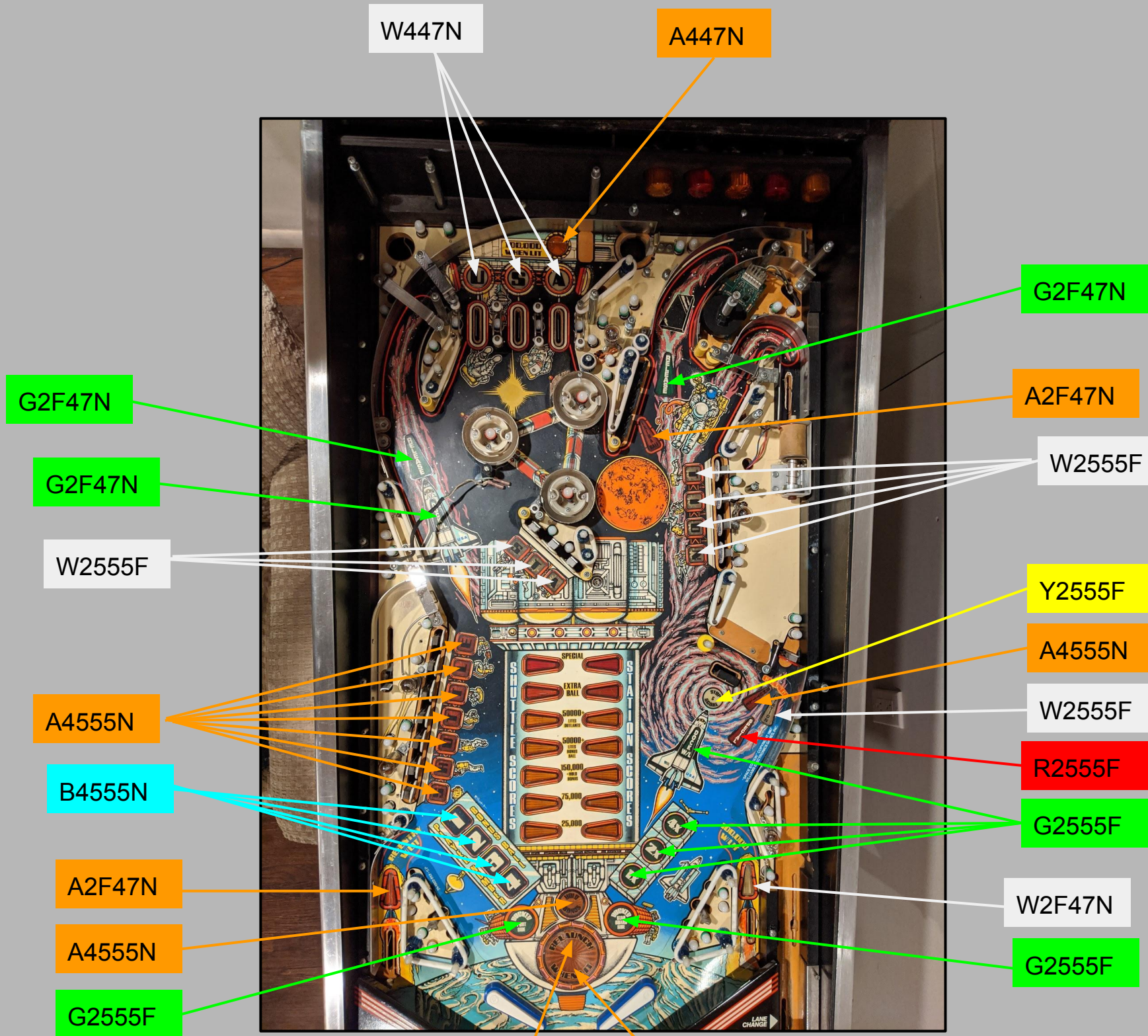
W247F

G247F

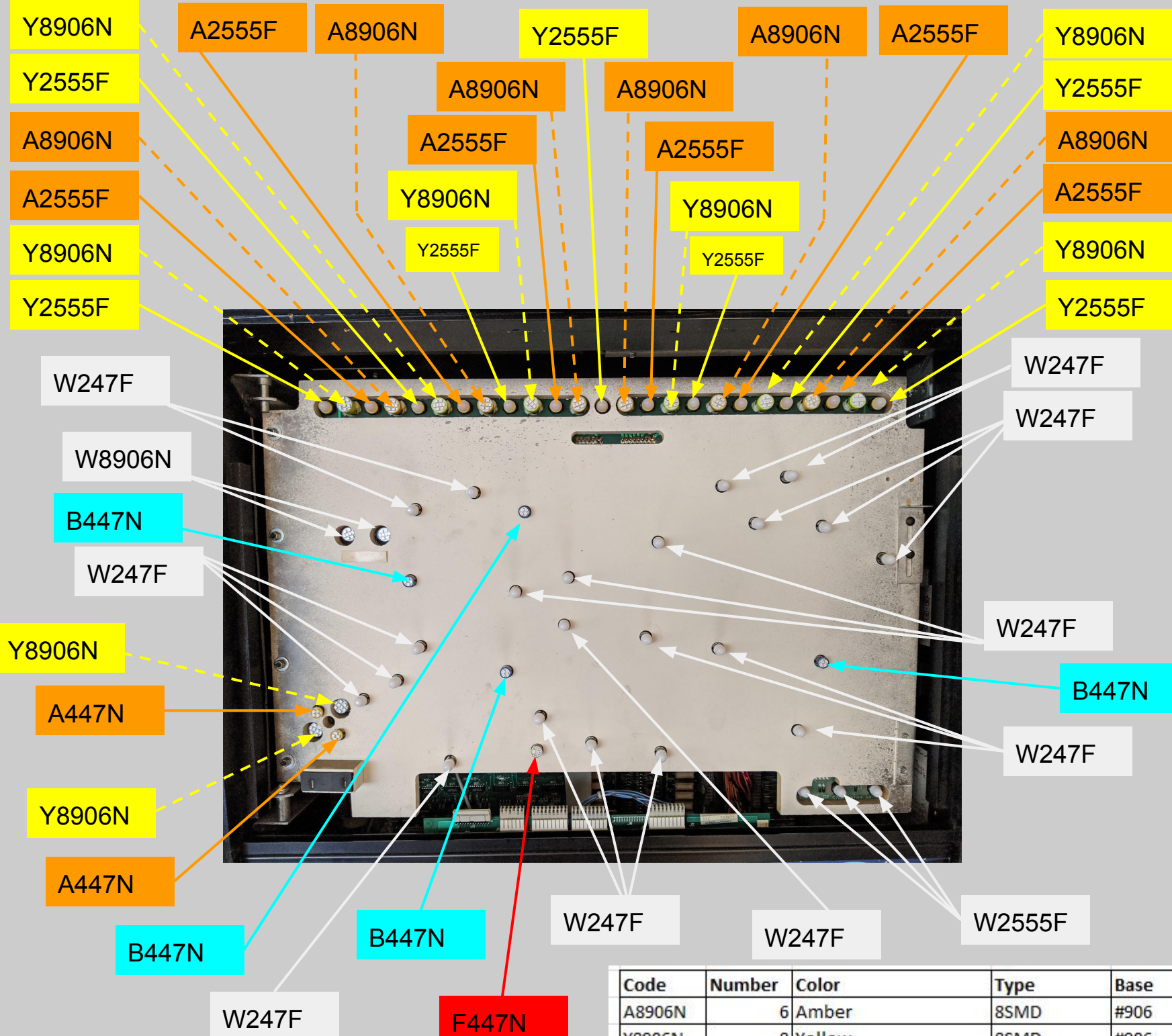
R2555F



Playfield					
Code	Number	Color	Type	Base	Lens
Y247F	3	Yellow	2SMD	#47	Frosted
B247F	8	Blue	2SMD	#47	Frosted
W247F	24	White(Cool)	2SMD	#47	Frosted
G247F	25	Green	2SMD	#47	Frosted
R2555F	3	Red	2SMD	#555	Frosted



Code	Number	Color	Type	Base	Lens
W447N	3	White(Cool)	4SMD	#47	None
A447N	1	Amber	4SMD	#47	None
G2F47N	3	Green	2 Head Flex	#47	N/A
A2F47N	2	Amber	2 Head Flex	#47	N/A
W2555F	8	White(Cool)	2SMD	#555	Frosted
A4555N	13	Amber	4SMD	#555	None
R4555N	2	Red	4SMD	#555	None
Y2555F	11	Yellow	2SMD	#555	Frosted
B4555N	4	Blue	4SMD	#555	None
G2555F	6	Green	2SMD	#555	Frosted
R2555F	1	Red	2SMD	#555	None
W2F47N	1	White(Cool)	2 Head Flex	#47	N/A



Code	Number	Color	Type	Base	Lens
A8906N	6	Amber	8SMD	#906	None
Y8906N	8	Yellow	8SMD	#906	None
W8906N	2	White(Cool)	8SMD	#906	None
Y2555F	7	Yellow	2SMD	#555	Frosted
A2555F	6	Amber	2SMD	#555	Frosted
W2555F	3	White(Cool)	2SMD	#555	Frosted
A447N	2	Amber	4SMD	#47	None
B447N	4	Blue	4SMD	#47	None
W247F	21	White(Cool)	2SMD	#47	Frosted
F447N	1	Fire	4SMD	#47	None



A1251

R889

A1251

R889

A1251

A889

A889

A889

A889

A889

A889

A889

B889



Flashers		* Replacing Flashers in System 11 games requires other modifications			
Code	Number	Color	Type	Base	Lens
A1251	3	Amber		#1251	N/A
R889	2	Red	8SMD	#89	None
B889	1	Blue	8SMD	#89	None
A889	7	Amber	8SMD	#89	None