

Bally®

SKILL-ROLL

OPERATING INSTRUCTIONS AND PARTS CATALOG

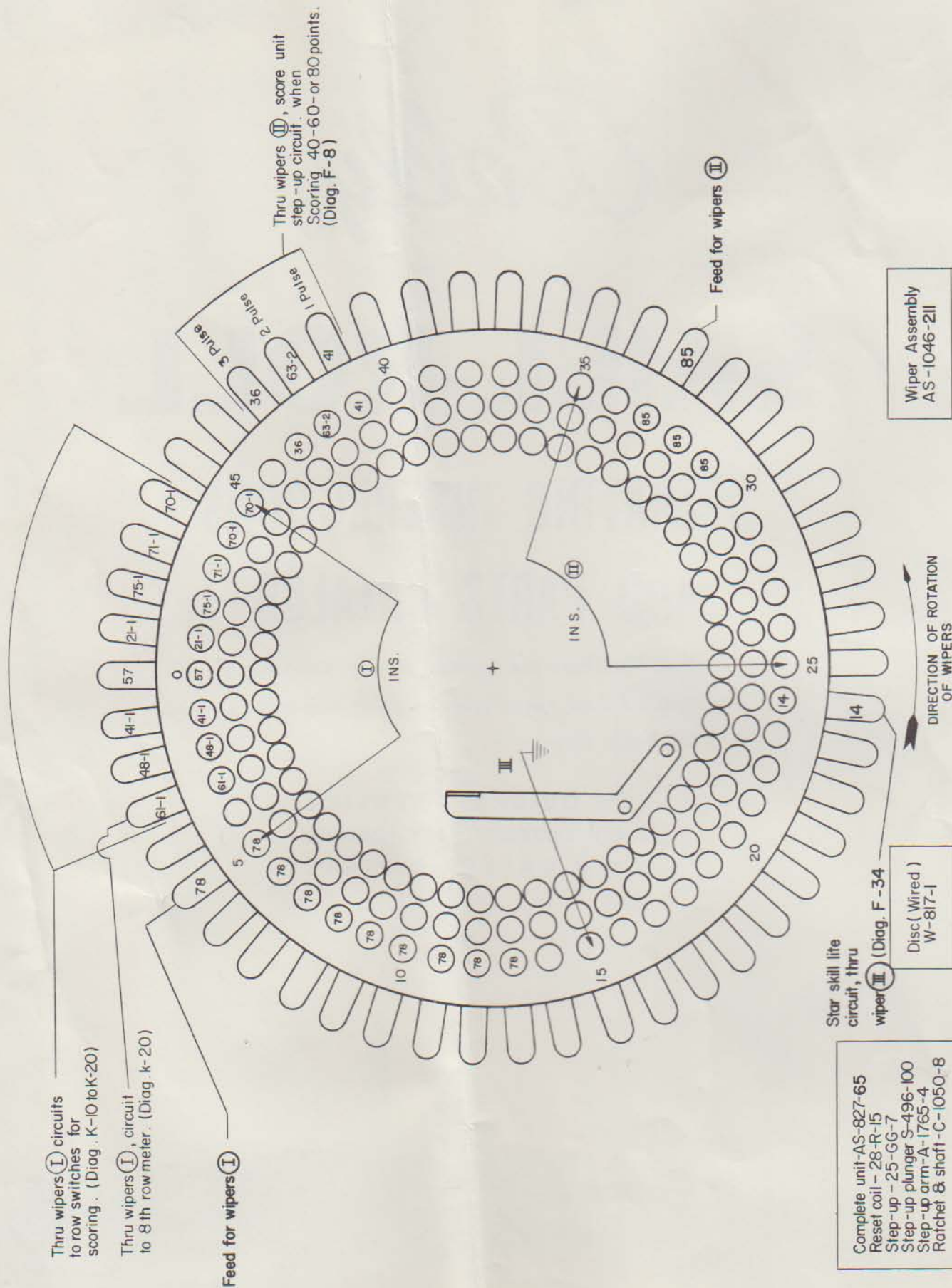
Part Numbers are marked on illustrations
and a list of miscellaneous parts appears
on back cover.

**FOR QUICKEST SERVICE
STATE CORRECT PART NUMBER
WHEN ORDERING PARTS**

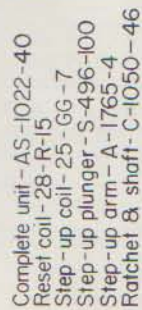
Home of Ballygames and Ballyrides



ROW COUNTER UNIT viewed from **BUTTON** or **WIPER** side

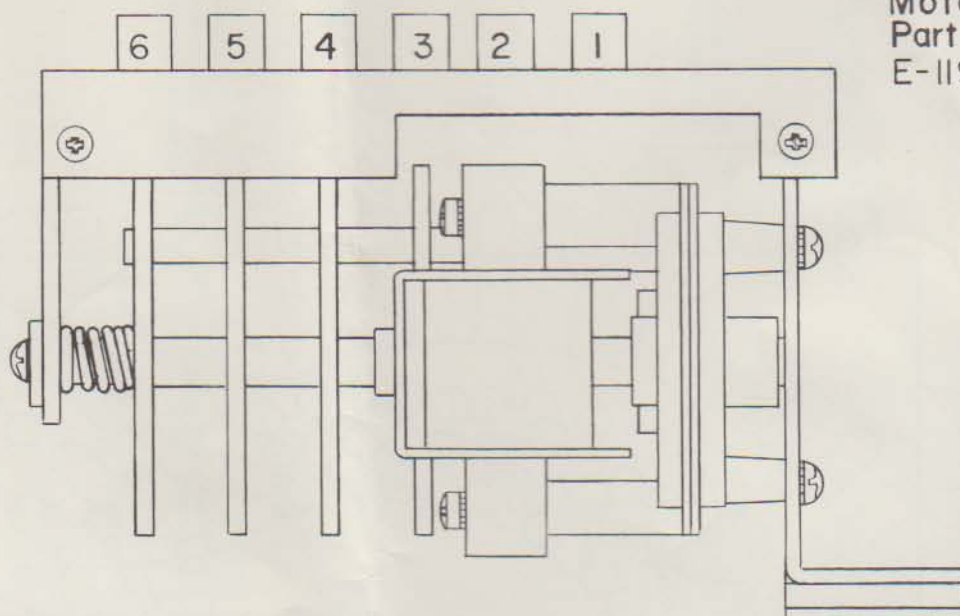


46 step unit. Wipers shown in zero or reset position



SEQUENCE MOTOR PICTORIAL VIEW

NUMBERS CORRESPOND TO SWITCH CHART



Motor
Part No.
E-119-154

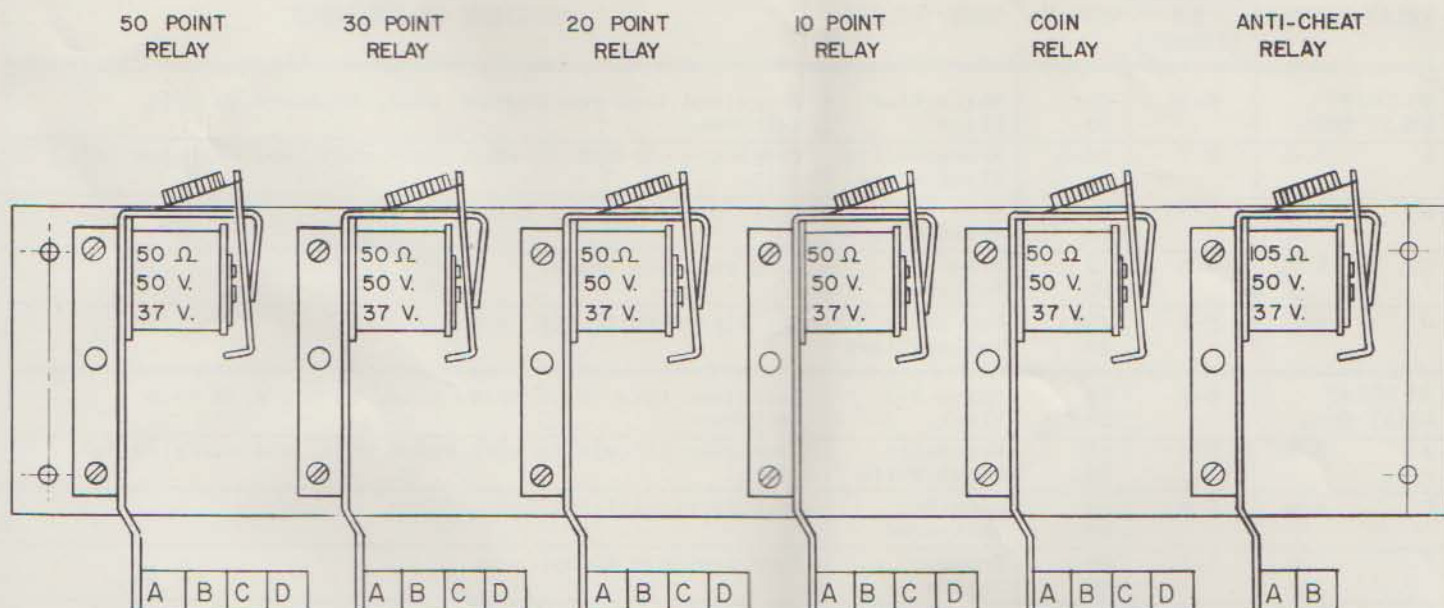
CODE
N.C.----- Normally Closed
N.O.----- Normally Open
M.B.B.----- Make Before Break
S.P.D.T.---- Single Pole Double Throw

SEQUENCE MOTOR SWITCH CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1 N.O.	C-3	30 60	Yellow Brown	Carry-over for sequence motor.
2 S.P.D.T.	J-9	23 78 70	Blue-Yellow Orange-Black Orange	Directs circuit from point relays to row counter step-up coil.
3 N.O. 1 PULSE	K-6	18-1 30	Red-Black Yellow	Completes circuit to score unit step-up coil, and bell coil, for scoring 10 points. Also resets row counter unit, and score unit, when starting new game.
4 N.O. 2 PULSE	K-7	63-2 78	Brown-Yellow Orange-Black	Completes circuit to score unit step-up coil, and bell coil, for scoring 20 points.
5 N.O. 3 PULSE	K-7	36 78	Yellow-Brown Orange-Black	Completes circuit to score unit step-up coil, and bell coil, for scoring 30 points.
6 N.O. 5 PULSE	K-7	65 78	Brown-White Orange-Black	Completes circuit to score unit step-up coil, and chime coil, for scoring 50 points.

6 RELAY BANK PICTORIAL VIEW

LETTERS CORRESPOND TO SWITCH CHART



CODE
N.C. --- NORMALLY CLOSED
N.O. --- NORMALLY OPEN
M.B.B --- MAKE BEFORE BREAK
S.P.D.T --- SINGLE POLE DOUBLE THROW

6 RELAY BANK SWITCH CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
50 POINT RELAY COIL	B-9	56 80	White-Brown Black	Energized thru row counter disc, by score 50 coin switches.
A S.P.D.T.	F-9	21 23 56	Blue-Red Blue-Yellow White-Brown	Breaks lock-in circuit for other point relays, and completes lock-in circuit for this relay.
B N.O.	F-7	65 85	Brown-White Black-White	Completes circuit to step score unit and energize chime coil.
C N.O.	J-3	60 30	Brown Yellow	Runs sequence motor.
D S.P.D.T.	D-7	61 85 48	Brown-Red Black-White Green-Black	Breaks circuit to bell coil, and completes circuit to chime coil.
30 POINT RELAY COIL	B-10	54 80	White-Green Black	Energized thru row counter disc, by score 30 coin switches.
A N.O.	F-7	36 85	Yellow-Brown Black-White	Completes circuit to step score unit, and energize bell coil.
B N.O.	I-3	60 30	Brown Yellow	Runs sequence motor.
C N.O.	D-10	21 54	Blue-Red White-Green	Lock-in circuit for this relay.
D N.C.	H-4	25-1 38	Blue-White Yellow-Black	(Safety circuit) A.C. relay.

CONCLUDED ON NEXT PAGE

6 RELAY BANK SWITCH CHART — CONCLUDED

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
20 POINT RELAY COIL	B-10	52 80	White-Blue Black	Energized thru row counter disc, by score 20 coin switches.
A N.O.	F-7	63-2 85	Brown-Yellow Black-White	Completes circuit to step score unit, and energize bell coil.
B N.O.	D-10	21 52	Blue-Red White-Blue	Lock-in circuit for this relay.
C N.O.	G-3	60 30	Brown Yellow	Runs sequence motor.
D N.C.	F-4	15-1 38	Red-White Yellow-Black	(Safety circuit) A.C. relay.
10 POINT RELAY COIL	B-9	51 80	White-Red Black	Energized thru row counter disc, by score 10 coin switches.
A N.O.	F-6	41 85	Green-Red Black-White	Completes circuit to step score unit, and energize bell coil.
B N.O.	D-9	21 51	Blue-Red White-Red	Lock-in circuit for this relay.
C N.O.	E-3	60 30	Brown Yellow	Runs sequence motor.
D N.C.	H-4	15-1 25-1	Red-White Blue-White	(Safety circuit) A.C. relay.
COIN RELAY COIL	B-5	31 80	Yellow-Red Black	Energized by coin switch, when starting new game.
A S.P.D.T.	K-3	71 30 60	Orange-Red Yellow Brown	Breaks lock-in circuit to A.C. relay, and completes circuit to run sequence motor.
B N.O.	H-5	31 63	Yellow-Red Brown-Yellow	Lock-in circuit for this relay.
C N.O.	D-22	93 30	Gray-Yellow Yellow	Energizes skill coin release coil.
D S.P.D.T.	J-5	41 18-1 75	Green-Red Red-Black Orange-White	Breaks 10 point score step-up circuit, and resets row counter unit, and score unit.
A.C. RELAY COIL	B-4	74 80	Orange-Green Black	Energized thru score unit step-up arm switch.
A S.P.D.T.	H-23	15 30 78	Red-White Yellow Orange-Black	Opens scoring circuits, and lites tilt lite, when this relay drops out.

NOTES

MISCELLANEOUS PARTS

PART NO.

E-409	Ballast Transformer
A-800-69	Cam Assembly for Sequence Motor assembly
E-101-45	Coil for E-101-48 Magnet
P-1900-34	Coin Box
AS-849-3	Coin Drop assembly complete
C-229-8	Coin drop casting 5¢
S-286-15	Coin reject button
E-130-10	Counter
P-2768-7	Cup for M-281-6 lock
AS-1753	Front door assembly complete
CA-567-58	Front door only
G-283	Front glass (screened)
C-158-1	Handle
A-254-45	Hinge for front door
M-163-4	Leg Adjuster
M-281-6	Lock and keys — Front door
M-281-22	Lock and keys — Back door
AS-277-41	Lock-out relay assembly complete
P-2210-44	Plate 5¢
M-910	Playfield plexiglass
E-101-48	Magnet — Coin lock-out
E-119-154	Sequence motor
AS-232-54	Sequence motor unit assembly
M-280-15	Slug rejector 5¢
SP-200-38	Spring for S-286-15 button
M-732-1	Socket driver (#10 Gulanite for #10 screw)
E-122-55	Transformer