## COILS USED

<table>
<thead>
<tr>
<th>REF.</th>
<th>COLOUR</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>050-002</td>
<td>YELLOW</td>
<td>RELAY COIL (9.500)</td>
</tr>
<tr>
<td>050-003</td>
<td>PINK</td>
<td>RELAY COIL (11.500)</td>
</tr>
<tr>
<td>050-004</td>
<td>SLATE</td>
<td>RELAY COIL (13.500)</td>
</tr>
<tr>
<td>050-101</td>
<td>YELLOW</td>
<td>STEPPER RELAY COIL (107.950)</td>
</tr>
<tr>
<td>050-102</td>
<td>BLUE</td>
<td>COIN LOCK-OUT COIL (25-1360-0,25)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>DC FLIPPER, DC BUMPER AND</td>
</tr>
<tr>
<td></td>
<td></td>
<td>DC RUBBER KICKER COILS</td>
</tr>
<tr>
<td>050-203</td>
<td>YELLOW</td>
<td>BALL RETURN KICKER COIL AND</td>
</tr>
<tr>
<td></td>
<td></td>
<td>DRIVE COIL ON BALL COUNTER/PLAYER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>AND REPLAY UNITS</td>
</tr>
<tr>
<td>050-201</td>
<td>BLUE</td>
<td>KNOCKER AND REPLAY RESET COIL</td>
</tr>
<tr>
<td>050-301</td>
<td>WHITE</td>
<td>COUNTER UNIT COIL</td>
</tr>
<tr>
<td>050-302</td>
<td>RED</td>
<td>TARGET AND RELAY BANK RESET COIL</td>
</tr>
</tbody>
</table>

**SPACE RACE**

**RECEL S.A.**

HNOS. GARCIA NOBLEJAS 39
MADRID-17 SPAIN
**SPECIFICATION**

Depth ........................................ 1330 mm.
Width ........................................ 720 mm.
Height ........................................ 1840 mm.
Net weight ................................... 145 kg.
                                       (50 cycles) A.C.
Consumption ................................... 130 watts (at rest)
                                       250 watts (maximum)
Playfield inclination ...................... $3^\circ - 6^\circ$ (adjustable)

**IMPORTANT**

Before plugging in the machine, check that all the connector pins are in their proper setting and check that the transformer is set at the Mains voltage. All RECCEL EUROFLIP machines leave our works set at 220 volts AC.

**WIRING DIAGRAM SYMBOLS**

- **= COIL**
- **= LAMP**
- **= RELAYS**
- **= FUSE**
- **= OPEN**
- **= RESISTOR**
- **= CLOSED**
- **= DIODE**
- **= REV. S.W.**
- **= RECTIFIER BRIDGE**
- **= MOTOR SWITCH**
- **= CONDENSER**
PLAYFIELD PARTS

1. RUBBER REBOUND ........................................ 015-033
2. RED CHANNEL GUIDE ...................................... 015-034
3. LH ROLLOVER WIRE FORM ................................. 015-026
4. METAL GUIDE ........................................... 015-026
5. RED CHANNEL GUIDE ...................................... 015-027
6. METAL GUIDE ........................................... 015-027
7. RH ROLLOVER WIRE FORM ................................. 015-028
8. BALL GATE ASSEMBLY ..................................... 015-028
9. PLASTIC SHIELD ........................................... 015-029
10. OCTOL RED TARGET SWITCH ASSY ...................... 015-030
11. PLASTIC SHIELD ........................................... 015-031
12. METAL GUIDE ........................................... 015-031
13. YELLOW BUMPER BODY ................................... 015-032
14. RED BUMPER CAP .......................................... 015-032
15. METAL GUIDE ........................................... 015-033
16. METAL GUIDE ........................................... 015-033
17. TARGET STOP BRACKET ................................... 015-034
18. PLASTIC SHIELD ........................................... 015-035
19. METAL GUIDE ........................................... 015-035
20. OCTOL BLUE TARGET SWITCH ASSY .................... 015-036
21. DROP TARGET ............................................. 015-036
22. DROP TARGET ............................................. 015-037
23. OCTOL RED TARGET SWITCH ASSY .................... 015-038
24. LH CONTACT KICKER ....................................... 015-039
25. RH CONTACT KICKER ....................................... 015-039
26. PLASTIC SHIELD ........................................... 015-040
27. METAL GUIDE ........................................... 015-040
28. METAL GUIDE ........................................... 015-041
29. RH ROLLOVER WIRE FORM ................................. 015-042
30. METAL GUIDE ........................................... 015-042
31. LH ROLLOVER WIRE FORM ................................. 015-043
32. METAL GUIDE ........................................... 015-043
33. METAL GUIDE ........................................... 015-044
34. FLIPPER HEAD ............................................ 015-044
35. METAL GUIDE ........................................... 015-045

MOTOR SEQUENCE CHART

0 30 60 90 120 150 180°

5E
5A
5B
R
6
1
2
3
4
5
LEFT HAND COIN MECHANISM

When inserting the coin, Relay X is activated which via circuit 5B, Y, X provides the number of plays (preset for 1 to 5) (Brown Male).

One more play with the 2nd coin:
Whilst the motor is in position 3, Relay X activates Relay Z which remains activated up to the end of the cycle, until Relay W is activated.

EXTRA BALL AND DOUBLE BONUS ADJUSTMENT
For 3 balls, the total of each sequence on left and right, will prepare the Extra Ball on the top rollover and Double Bonus on the center red target of the relevant side.

For 5 balls the two complete sequences will have to be achieved, lighting up at the same time the two Extra Ball rollovers and the two Double Bonus targets.

RESET BANK

The banks are reset whenever Relay 5 is activated by the motor positions 3 and 4. If a Double Bonus is achieved by completing the 2 sequences (Relay I), both banks are reset.
The Bonuses advance through the Drop Targets and roll-overs when lit, which score 5000 points (Relay P). With Relay P you can obtain 2 or 1 bonus advances, depending on whether the machine has been set at Easy or Difficult.

The zeroing of the bonuses is obtained via Relay J or with C1 (back to zero). The counter is brought back to zero in steps of 5 (simple bonus) or 2 (double bonus).

If you do not press the Play button when inserting the second coin, Relay X will be activated and will perform the same function as with the first coin, but also via circuit X, Y, Z and motor A it will activate Relay W which will give us the Start and will return Relay Z to the rest position.

Relay W can be tripped either by pressing the Play button or by inserting another coin.

When inserting the coin, Relays X and Y are activated and remain so during the time that the motor is at position 6. The number of plays is set with the Orange male connector, offering a possibility from 1 to 5 plays.
When inserting the coin, Relay Y is tripped, by which means we can obtain 1-5 plays adjusting the red Male connector.

The machine is fitted with an AC rectifier in order to feed these mechanical elements with DC current, thereby achieving greater effectiveness. The voltage is determined by a setting at 28, 30 or 32 volts and therefore can be adjusted to obtain the desired power.

The flippers at the moment when the push-buttons are pressed, give their maximum force, and thereafter remain with medium force, when the on-add switch is opened because this remains in series with an 18 ohm. resistor thus avoiding any burn-out of the coil even if it remains activated for a long period of time.

On the rubber kicker coil we use a diode, and also on the bumper coil we mount a diode and resistor, in order to prolong the life of the switches on these elements.

Reinhold Schaeffer
Automatentechniker
Wiesendruck 23 - Telefon 06325/228
6734 Lambrecht (Pfalz)
More than 5 plays

Whilst the motor is at position 3, relay Z is activated which via the circuit formed by X, Y, Z leaves us with the position 6 of the motor out of action, and therefore Relay Y is not disactivated at the end of the first cycle of the motor. On the second cycle Relay Z via circuit Y', X', Z', motor R trips Relay W which cuts the auto-maintenance of Relay Z. Relay W places the machine at the Start position and at the same time gives 5 plays more via the circuit SB, Y', X', Z', W.

**REJECTOR ADJUSTMENT**

**PLAYS**

REJECTORS: LEFT CENTER RIGHT

COLORS: BROWN ORANGE RED

Left: From 0 to 5 plays per coin; and a further play with the second coin, if set at position "B".

Center: From 1 to 5 plays.

Right: From 0 to 5 plays; and +6 plays if set at position "A".

N.B.: In any one machine, regardless of the number of rejectors (1, 2 or 3), only one of the "A" "B" selections can be used.
players respectively and in this order, and free play is given to the player who coincides with the Relay LT, as long as that particular player is in play (PJ-2, PJ-3, PJ-4).

This same series (SB, S and UB) activates the Relay GO whilst the motor is at position 5, thereby terminating the play.

During the Start sequence and whilst Relay LT is advancing via Relay C1, the lite remains off because switch PM-2 is disconnected.

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**ELECTRONIC SOUND**

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When there is a score of 100, 1000 or 10,000 (via Relays N, M or L respectively), impulses are transmitted to the sound board, which sends a series of impulses to the loud-speaker, at a frequency which corresponds to the input (A, B, C or D) that has received the original impulse. The volume can be adjusted to three levels:

- Maximum (MX)
- Medium (MD)
- Minimum (MN)
The Relay LT (000-900) is activated by the 1st player's 10000 counter, at every impulse (except when at position "0"). During the zeroing of the score counters, it receives impulses via C1 and this makes it stay at an undetermined position.

When the last ball falls into the Ball Return hole, this activates UB and S (see Fall Return) via the series 5B, 5, UB. Whilst the motor is at 1, 2, 3 and 4, the situation of the counters is scanned for the 4th, 3rd, 2nd and 1st.

During the Start cycle, Relay PM2 carried out the zeroing of the player unit.

When the player unit reaches position 24, the PC disc activates Relay C3 thereby the present relay takes the score counters within its circuit, back to zero (100000 3rd, 10,000 3rd, 100,000 4th, 10,000 4th, 1,000 4th, and 100 4th).
When Relay C3 has performed its function, the player counter moves on one step to position 25, activating Relay C2, thereby cutting out any further advance of the counter, and it remains in this position during the zeroing of the score counters which belong to the C2 circuit (1000 3rd, 100 3rd, 100,000 2nd, 10,000 2nd, 1000 2nd and 100 2nd).

Once these counters are back at zero, the C2 circuit is closed, thereby allowing a further impulse to penetrate to the player unit until this latter reaches position 27, where it activates Relay C1, which once again prevents any further advances of the player unit until completing the zeroing of the remaining score counters (100,000 1st, 10,000 1st, 1000 1st, and 100 1st). In this particular model, Relay J has been included for zeroing the Bonus counter, so that the player counter can continue until it reaches zero.

Whenever there is a fault in the machine, no matter how insignificant this might seem, put it right. The player loses interest in any game when he finds that certain elements are not working properly.

Watch your machine. The lighting both on the playfield and back screen, make it more attractive. Do not let the machine lose this characteristic just because a bulb needs replacing.

The free plays given as a result of high scores, are obtained when the player counter coincides with the predetermined adjustment set on the 100,000 - 10,000 score counters (lite box) when an impulse is produced from Relay L.
The score switches with a single impulse, are cut off by the motor in such a way that whilst the motor is turning, no score is given.

The multiple scores (for example, 500 points) activate their relevant relay (Relay G) and it is this latter, via motor position 50, that performs the score function.

Each impulse received by the score relays (for example N), is transmitted by the player counter (P1B, P2B, P3B, P4B) to the respective counter. This counter when activated, opens the relevant switch in the automatic maintenance sequence of the relay (N).

When a counter (100 1st) is at position "9", this closes the step switch to the following relay (M) and when a new impulse is received, the relevant series is closed giving the 10th impulse to the following relay (M).

When Relay W comes into circuit for the first time, it activates Relay PM2, as we have been able to see from the start circuit.

After the machine has completed the Start sequence and during play of the first ball, more players can be marked up.

The schematic is shown at the "rest" position, that is to say after completion of the Start sequence.

If Relay W is activated again, it trips PJ2, PJ3 and PJ4 in succession, and in each case the totalizer or playmeter will move one step.

Relay W will deduct the plays as long as it does not work via Relays X and Y, when it will activate the relevant player but without deducting the play, because in this case it is protected by two closed switch groups in Relays X and Y.

**VERY IMPORTANT**

Use only fuses of the same value as indicated for each function.
The Ball Return Relay S is activated with the ball in the hole after the Bonus counter has been returned to zero and with the motor at the rest position.

Relay S, working via a contact in the UB Relay (last ball) and with the motor at position 5, kicks the ball out of the hole.

If condition V (beginning of ball) or U (extra ball) is met during the time that the motor is at position 1, the same contact in the Relay S sends an impulse to the player counter which will receive up to 4 successive impulses as long as Relays PJ2, PJ3 and PJ4 are not activated, thereby proceeding to return the next ball, or to move on to the next player if any of the PJ Relays are activated.

Relay T is connected to the Tilt contacts (Pendulum and Ball Roll Tilt) and is disconnected with the entry of Relay S.

Relay T lights up the Tilt sign and cuts off the service to the play relays and mechanisms (Flippers, Bumpers and Kickers).

It ensures that Relay V (beginning of ball) remains activated whilst cutting off the auto-maintenance of Relay U (Extra Ball), thereby penalising the ball in play and the Extra Ball if this had been won.

The heaviest penalty occurs when hitting against the front door or the lower part of the cabinet, because in such cases the auto-maintenance of Relay R is cut off, and the circuit passes on to Game Over [60], thereby finishing the game at that particular point. Game Over and Tilt signs are then lit up for all players.

Relay R which is shown in the schematic at the "rest" position, is activated by the Start sequence (Relay W) and is held in auto-maintenance.

Once you have levelled up the machine, check that the pendulum and ball roll tilt units are set correctly, in order to prevent Tilt at involuntary or critical moments.

The mechanical playboard elements as well as the contacts are vital to achieve maximum efficiency of the game. Give your machine regular servicing. THIS IS VERY IMPORTANT.
ANTI-CHEAT AND CUT-OUT UNITS

Should the last ball be in play (3-5), the wiper would then be against the relevant plot. As soon as the ball fell into the hole, Relay S would be tripped and therefore coinciding with the motor (positions 1-R) the Relay UB would be activated and this in turn would cut the impulse from the player counter before completing 1-5B, so that the counter could not advance any further and no ball would be returned to the playfield.

GAME OVER

The Game Over (GO) Relay is activated in two ways: by activating the short-circuit (see Tilt circuit) or at the end of play.

When Relay S comes into play at the last ball, and after activating Relay UB (see Ball Return) with the motor at position 5, the GO Relay is activated which cuts off current and lites up the Game Over sign at the end of the play.

Before reaching position 5, and via the same GO circuit, the match number is scanned giving a free play if such has been won via the motor positions 1, 2, 3 and 4.
If Relay V has been activated during play, Relay S will count the ball, but in other cases the ball will be returned to the playfield without deduction.

In the case of Extra Ball, Relay U prevents the cut-out of Relay V by Relay S and it is not disconnected until the Ball passes through the Return Track.

Extra ball can be obtained directly by your score as per the preset levels, always using the lower male connector required (Lite Box), because if the male connector were set at 300,000, there would be no Extra Ball until Relay K had been reactivated, which would mean 400,000 points.

Extra ball by combination according to model, see p. 23.

When achieving Extra Ball, the combination of Relays U and V enables Relay S to be activated without deducting the ball.

Relay U continues in the activated position until Relay S is brought into action and passes through the motor position S thereby allowing a possible further Extra Ball.

With the adjustment for "No Further Extra Ball", we have achieved that the Relay U remains activated during the second ball, but Relay V cannot be activated and so the second ball will be taken into account and there will be no further extra ball.

Whilst playing the extra ball, and when the adjustment is such that this ball cannot win a further extra ball, the actual Extra Ball lite will be flashing throughout the play of this extra ball (motor 58).

The extra ball lite on the ramp, when lit, will be turned off as soon as an extra ball is won and will continue unlit during the play of the extra ball even after completing the circuit. In the case of "No further extra ball", this lite will be switched off during the play of the extra ball.
BEGINNING BALL AND EXTRA BALL

If Relay V has been activated during play, Relay S will count the ball, but in other cases the ball will be returned to the playfield without deduction.

In the case of Extra Ball, Relay U prevents the cut-out of Relay V by Relay S and it is not disconnected until the ball passes through the Return Track.

Extra ball can be obtained directly by your score as per the preset levels, always using the lower male connector required (Lite Box), because if the male connector were set at 300,000, there would be no Extra Ball until Relay K had been reactivated, which would mean 400,000 points.

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Whilst playing the extra ball, and when the adjustment is such that this ball cannot win a further extra ball, the actual Extra Ball light will be flashing throughout the play of this extra ball (motor 58).

The extra ball light on the ramp, when lit, will be turned off as soon as an extra ball is won and will continue unlit during the play of the extra ball even after completing the circuit. In the case of "No further extra ball", this light will be switched off during the play of the extra ball.
ANTI-CHEAT AND CUT-OUT UNITS

Should the last ball be in play (3-5), the wiper would then be against the relevant plot. As soon as the ball fell into the hole, Relay S would be tripped and therefore coinciding with the motor (positions 1-R) the Relay UB would be activated and this in turn would cut the impulse from the player counter before completing 1-5B, so that the counter could not advance any further and no ball would be returned to the playfield.

GAME OVER

The Game Over (GO) Relay is activated in two ways: by activating the short-circuit (see Tilt circuit) or at the end of play.

When Relay S comes into play at the last ball, and after activating Relay UB (see Ball Return) with the motor at position 5, the GO Relay is activated which cuts off current and lites up the Game Over sign at the end of the play.

Before reaching position 5, and via the same GO circuit, the match number is scanned giving a free play if such has been won via the motor positions 1, 2, 3 and 4.
The Ball Return Relay S is activated with the ball in the hole after the Bonus counter has been returned to zero and with the motor at the rest position.

Relay S, working via a contact in the UB Relay (last ball) and with the motor at position S, kicks the ball out of the hole.

If condition V (beginning of ball) or U (extra ball) is met during the time that the motor is at position 1, the same contact in the Relay S sends an impulse to the player counter which will receive up to 4 successive impulses as long as Relays PJ2, PJ3 and PJ4 are not activated, thereby proceeding to return the next ball, or to move on to the next player if any of the PJ Relays are activated.

Relay T is connected to the Tilt contacts (Pendulum and Ball Roll Tilt) and is disconnected with the entry of Relay S.

Relay T lights up the Tilt sign and cuts off the service to the play relays and mechanisms (Flippers, Bumpers and Kickers).

It ensures that Relay V (beginning of ball) remains activated whilst cutting off the auto-maintenance of Relay U (Extra Ball), thereby penalising the ball in play and the Extra Ball if this had been won.

The heaviest penalty occurs when hitting against the front door or the lower part of the cabinet, because in such cases the auto-maintenance of Relay R is cut off, and the circuit passes on to Game Over (60), thereby finishing the game at that particular point. Game Over and Tilt signs are then lit up for all players.

Relay R which is shown in the schematic at the "rest" position, is activated by the Start sequence (Relay W) and is held in auto-maintenance.

Once you have levelled up the machine, check that the pendulum and ball roll tilt units are set correctly, in order to prevent Tilt at involuntary or critical moments.

The mechanical playboard elements as well as the contacts are vital to achieve maximum efficiency of the game. Give your machine regular servicing. THIS IS VERY IMPORTANT.
The score switches, with a single impulse, are cut off by the motor in such a way that whilst the motor is turning, no score is given.

The multiple scores (for example, 500 points) activate their relevant relay (Relay O) and it is this latter, via motor position SO that performs the score function.

Each impulse received by the score relays (for example N), is transmitted by the player counter (P1B, P2B, P3B, P4B) to the respective counter. This counter, when activated, opens the relevant switch in the automatic sequence of the relay (N).

When a counter (100 1st) is at position "9", this closes the step switch to the following relay (M) and when a new impulse is received, the relevant series is closed giving the 10th impulse to the following relay (M).

When Relay W comes into circuit for the first time, it activates Relay PM2, as we have been able to see from the start circuit.

After the machine has completed the Start sequence and during play of the first ball, more players can be marked up.

The schematic is shown at the "rest" position, that is to say after completion of the Start sequence.

If Relay W is activated again, it trips PJ2, PJ3 and PJ4 in succession, and in each case the totalizer or playmeter will move one step.

Relay W will deduct the plays as long as it does not work via Relays X and Y, when it will activate the relevant player but without deducting the play, because in this case it is protected by two closed switch groups in Relays X and Y.

**VERY IMPORTANT**

Use only fuses of the same value as indicated for each function.
When Relay C3 has performed its function, the player counter moves on one step to position 25, activating Relay C2, thereby cutting out any further advance of the counter, and it remains in this position during the zeroing of the score counters which belong to the C2 circuit (1000 3rd, 100 3rd, 100,000 2nd, 10,000 2nd, 1000 2nd and 100 2nd).

Once these counters are back at zero, the C2 circuit is closed, thereby allowing a further impulse to penetrate to the player unit until this latter reaches position 27, where it activates Relay C1, which once again prevents any further advances of the player unit until completing the zeroing of the remaining score counters (100,000 1st, 10,000 1st, 1000 1st, and 100 1st). In this particular model, Relay J has been included for zeroing the Bonus counter, so that the player counter can continue until it reaches zero.

Whenever there is a fault in the machine, no matter how insignificant this might seem, put it right. The player loses interest in any game when he finds that certain elements are not working properly.

Watch your machine. The lighting both on the playing field and back screen, make it more attractive. Do not let the machine lose this characteristic just because a bulb needs replacing.

The free plays given as a result of high scores, are obtained when the player counter coincides with the predetermined adjustment set on the 100,000 - 10,000 score counters (lite box) when an impulse is produced from Relay L.
The Relay LT (000-900) is activated by the 1st player's 10000 counter, at every impulse (except when at position "0"). During the zeroing of the score counters, it receives impulses via C1 and this makes it stay at an undetermined position.

When the last ball falls into the Ball Return hole, this activates UB and S (see Ball Return) via the series SB, S, UB. Whilst the motor is at 1, 2, 3 and 4, the situation of the counters is scanned for the 4th, 3rd, 2nd and 1st

During the Start cycle, Relay PM2 carried out the zeroing of the player unit.

When the player unit reaches position 24, the PC disc activates Relay C3 thereby impeding any further advance of the unit until the mentioned relay takes the score counters within its circuit, back to zero (100,000 3rd, 10,000 3rd, 100,000 4th, 10,000 4th, 1,000 4th, and 100 4th).
players respectively and in this order, and free play is given to the player who coincides with the Relay LT, as long as that particular player is in play (PJ-2, PJ-3, PJ-4).

This same series (SB, S and UB) activates the Relay GO whilst the motor is at position 5, thereby terminating the play.

During the Start sequence and whilst Relay LT is advancing via Relay C1, the gate remains off because switch PM-2 is disconnected.

**Electronic Sound**

When there is a score of 100, 1000 or 10,000 (via Relays N, M or L respectively), impulses are transmitted to the Sound board, which sends a series of impulses to the loud-speaker, at a frequency which corresponds to the input (A, B, C or D) that has received the original impulse. The volume can be adjusted to three levels:

- Maximum (MX)
- Medium (MD)
- Minimum (MN)
More than 5 plays

Whilst the motor is at position 3, relay Z is activated which via the circuit formed by X, Y, Z leaves us with the position 6 of the motor out of action, and therefore Relay Y is not disactivated at the end of the first cycle of the motor. On the second cycle Relay Z via circuit Y', X', Z', motor R trips Relay W which cuts the auto-maintenance of Relay Z. Relay W places the machine at the Start position and at the same time gives 5 plays more via the circuit SB, Y', Z', W.

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**REJECTOR ADJUSTMENT**

**PLAYS**

**REJECTORS: LEFT CENTER RIGHT**

**COLORS: BROWN ORANGE RED**

- **Left:** From 0 to 5 plays per coin; and a further play with the second coin, if set at position "B".
- **Center:** From 1 to 5 plays.
- **Right:** From 0 to 5 plays; and +6 plays if set at position "A".

**N.B.:** In any one machine, regardless of the number of rejectors (1, 2 or 3), only one of the "A" "B" selections can be used.
The machine is fitted with an AC rectifier in order to feed these mechanical elements with DC current, thereby achieving greater effectiveness. The voltage is determined by a setting at 28, 30 or 32 volts and therefore can be adjusted to obtain the desired power.

The flippers at the moment when the push-buttons are pressed, give their maximum force, and thereafter remain with medium force, when the on-add switch is opened because this remains in series with an 18 ohm resistor, thus avoiding any burn-out of the coil even if it remains activated for a long period of time.

On the rubber kicker coil we use a diode, and also on the bumper coil we mount a diode and resistor, in order to prolong the life of the switches on these elements.
**BONUS**

If you do not press the Play button when inserting the second coin, Relay X will be activated and will perform the same function as with the first coin, but also via circuit X, Y, Z and motor A it will activate Relay W which will give us the Start and will return Relay Z to the rest position.

Relay W can be tripped either by pressing the Play button or by inserting another coin.

**CENTER COIN MECHANISM**

When inserting the coin, Relays X and Y are activated and remain so during the time that the motor is at position 6. The number of plays is set with the Orange male connector, offering a possibility from 1 to 5 plays.

The Bonuses advance through the Drop Targets and rollovers when lit, which score 5000 points (Relay P). With Relay P you can obtain 2 or 1 bonus advances, depending on whether the machine has been set at Easy or Difficult.

The zeroing of the bonuses is obtained via Relay J or with C1 (back to zero). The counter is brought back to zero in steps of 5 (simple bonus) or 2 (double bonus).
LEFT HAND COIN MECHANISM

When inserting the coin, Relay X is activated which via circuit 5B, Y, X provides the number of plays (preset for 1 to 5) (Brown Male).

One more play with the 2nd coin- Whilst the motor is in position 3, Relay X activates Relay Z which remains activated up to the end of the cycle, until Relay W is activated.

EXTRA BALL AND DOUBLE BONUS

EXTRA BALL AND DOUBLE BONUS ADJUSTMENT
For 3 balls, the total of each sequence on left and right, will prepare the Extra Ball on the top rollover and Double Bonus on the center red target of the relevant side.

For 5 balls the two complete sequences will have to be achieved, lighting up at the same time the two Extra Ball rollovers and the two Double Bonus targets.

RESET BANK

RESETTING BANKS
The banks are reset whenever Relay S is activated by motor positions 3 and 4. If a Double Bonus is achieved by completing the 2 sequences (Relay I), both banks are reset.
<table>
<thead>
<tr>
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<th>Item Description</th>
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<td>REBOUND RUBBER</td>
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<td>RUBBER RING Nº 1</td>
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<td>RUBBER REBOUND</td>
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<td>018-182</td>
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<td>8</td>
<td>BALL GATE ASSEMBLY</td>
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</tr>
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<td>9</td>
<td>PLASTIC SHIELD</td>
<td>020-225</td>
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<tr>
<td>10</td>
<td>OCTGL RED TARGET SWITCH ASY</td>
<td>051-055</td>
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<td>PLASTIC SHIELD</td>
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<td>12</td>
<td>METAL GUIDE</td>
<td>001-214</td>
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<td>13</td>
<td>YELLOW BUMPER BODY</td>
<td>018-354</td>
</tr>
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<td>RED BUMPER CAP</td>
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<td>METAL GUIDE</td>
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</tr>
<tr>
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<td>TARGET STOP BRACKET</td>
<td>001-257</td>
</tr>
<tr>
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<td>PLASTIC SHIELD</td>
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</tr>
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<td>METAL GUIDE</td>
<td>001-223</td>
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<td>20</td>
<td>OCTGL BLUE TARGET SWITCH ASY</td>
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<td>DROP TARGET</td>
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</tr>
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<tr>
<td>32</td>
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</tr>
<tr>
<td>33</td>
<td>METAL GUIDE</td>
<td>001-230</td>
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<tr>
<td>34</td>
<td>FLIPPER HEAD</td>
<td>018-339</td>
</tr>
<tr>
<td>35</td>
<td>METAL GUIDE</td>
<td>001-291</td>
</tr>
</tbody>
</table>
SPECIFICATION

Depth ..................................... 1330 mm.
Width ..................................... 720 mm.
Height ..................................... 1840 mm.
Nett weight ................................ 145 kg.
[50 cycles] A.C.
Consumption ................................
130 watts (at rest)
280 watts (maximum)
Playfield inclination ............. $3^\circ - 6^\circ$ (adjustable)

IMPORTANT

Before plugging in the machine, check that all the
connector pins are in their proper setting and check
that the transformer is set at the Mains voltage.
All FECEL EUROFLIP machines leave our works set at
220 volts AC.

WIRING DIAGRAM SYMBOLS

- = COIL
\[\text{Diagram Symbols:} \]
\[\text{Wiring Diagram Symbols:} \]
- = LAMP
- = RELAYS
- = OPEN
- = CLOSED
- = REV. S.W.
- = MOTOR SWITCH
- = FUSE
- = RESISTOR
- = DIODE
- = RECTIFIER BRIDGE
- = CONDENSER
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<td>PINK</td>
<td>RELAY COIL (11.500)</td>
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<td>050-004</td>
<td>SLATE</td>
<td>RELAY COIL (13.500)</td>
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<tr>
<td>050-101</td>
<td>YELLOW</td>
<td>STEPPER RELAY COIL (107.950)</td>
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<td>BLUE</td>
<td>COIN LOCK-OUT COIL (25-1360-0.25)</td>
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<tr>
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<td>BALL RETURN KICKER COIL AND</td>
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<tr>
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<td>DRIVE COIL ON BALL COUNTER/PLAYER AND REPLAY UNITS</td>
</tr>
<tr>
<td>050-201</td>
<td>BLUE</td>
<td>KNOCKER AND REPLAY RESET COIL</td>
</tr>
<tr>
<td>050-301</td>
<td>WHITE</td>
<td>COUNTER UNIT COIL</td>
</tr>
<tr>
<td>050-302</td>
<td>RED</td>
<td>TARGET AND RELAY BANK RESET COIL</td>
</tr>
</tbody>
</table>
## INDEX

<table>
<thead>
<tr>
<th>Pages</th>
<th>Circuits</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Motor</td>
</tr>
<tr>
<td>2</td>
<td>Left Hand Coin Mechanism</td>
</tr>
<tr>
<td>3</td>
<td>Center Coin Mechanism</td>
</tr>
<tr>
<td>4</td>
<td>Right Hand Coin Mechanism</td>
</tr>
<tr>
<td>5</td>
<td>Rejector Adjustment</td>
</tr>
<tr>
<td>6</td>
<td>Start</td>
</tr>
<tr>
<td>7</td>
<td>Zeroing of Score Counters</td>
</tr>
<tr>
<td>9</td>
<td>Entry of 2nd, 3rd and 4th Players and deduction of Plays</td>
</tr>
<tr>
<td>10</td>
<td>Ball Return</td>
</tr>
<tr>
<td>11</td>
<td>Game Over</td>
</tr>
<tr>
<td>12</td>
<td>Beginning of Ball and Extra Ball</td>
</tr>
<tr>
<td>14</td>
<td>Anti-Cheat and Cut-out Units</td>
</tr>
<tr>
<td>16</td>
<td>Score Unit</td>
</tr>
<tr>
<td>17</td>
<td>Score Replays</td>
</tr>
<tr>
<td>18</td>
<td>Relay LT (000-900)</td>
</tr>
<tr>
<td>19</td>
<td>Electronic Sound</td>
</tr>
<tr>
<td>20</td>
<td>Circuit Sound</td>
</tr>
<tr>
<td>21</td>
<td>Bumpers, Flippers and Rubber Kickers</td>
</tr>
<tr>
<td>22</td>
<td>Bonus</td>
</tr>
<tr>
<td>23</td>
<td>Extra Ball and Double Bonus</td>
</tr>
<tr>
<td>23</td>
<td>Reset Bank</td>
</tr>
<tr>
<td>24/25</td>
<td>Playfield Parts</td>
</tr>
<tr>
<td>26</td>
<td>Coils used</td>
</tr>
</tbody>
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