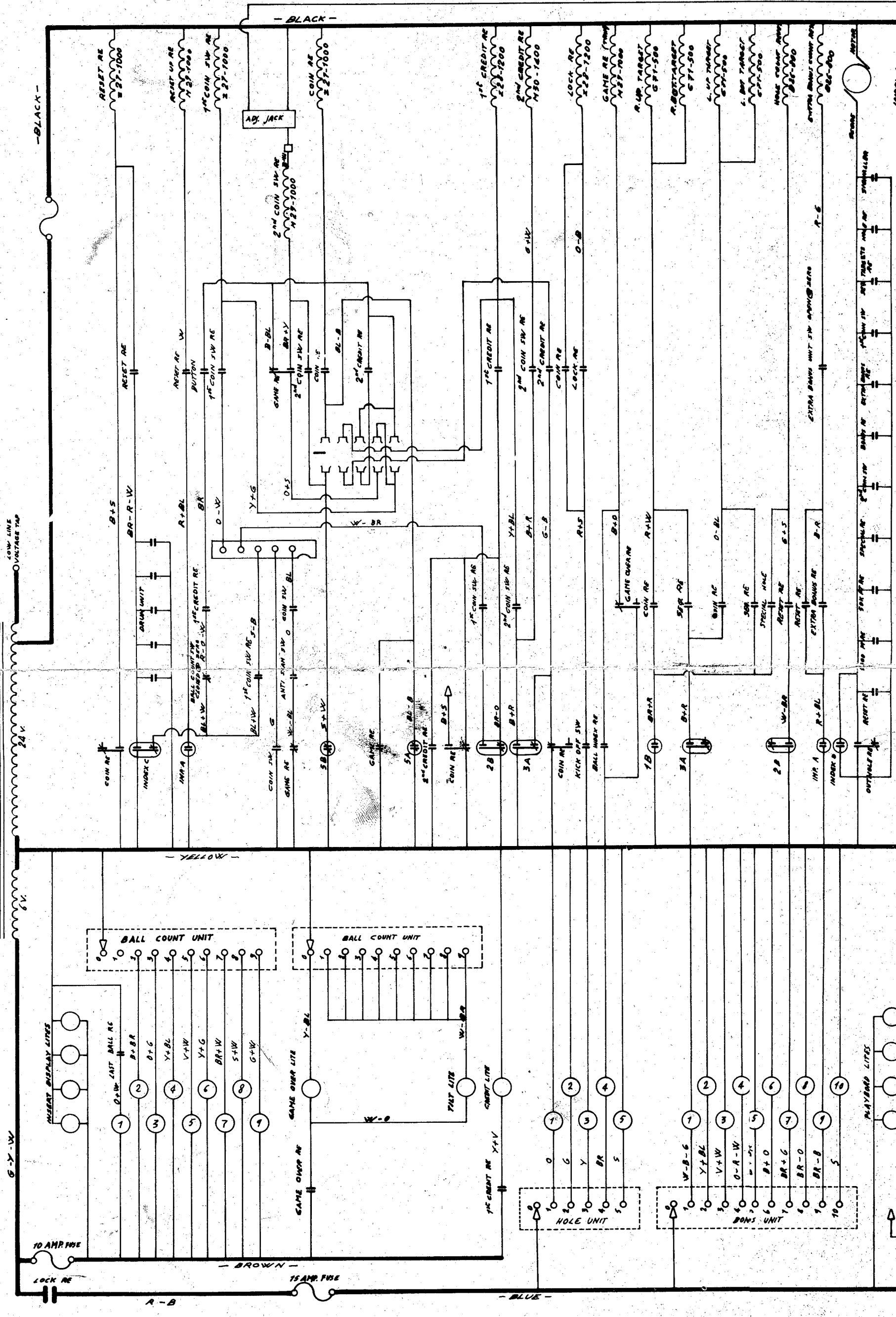


# TEN STARS

ZACCARIA  
BOLOGNA ITALY



- BLACK -

- YELLOW -

- BROWN -

- BLUE -

LOW LINE VOLTAGE TAP

10 AMP FUSE

15 AMP FUSE

BALL COUNT UNIT

BALL COUNT UNIT

HOLE UNIT

BONUS UNIT

PLAYED LINES

10 AMP FUSE

10 AMP FUSE

10 AMP FUSE

10 AMP FUSE

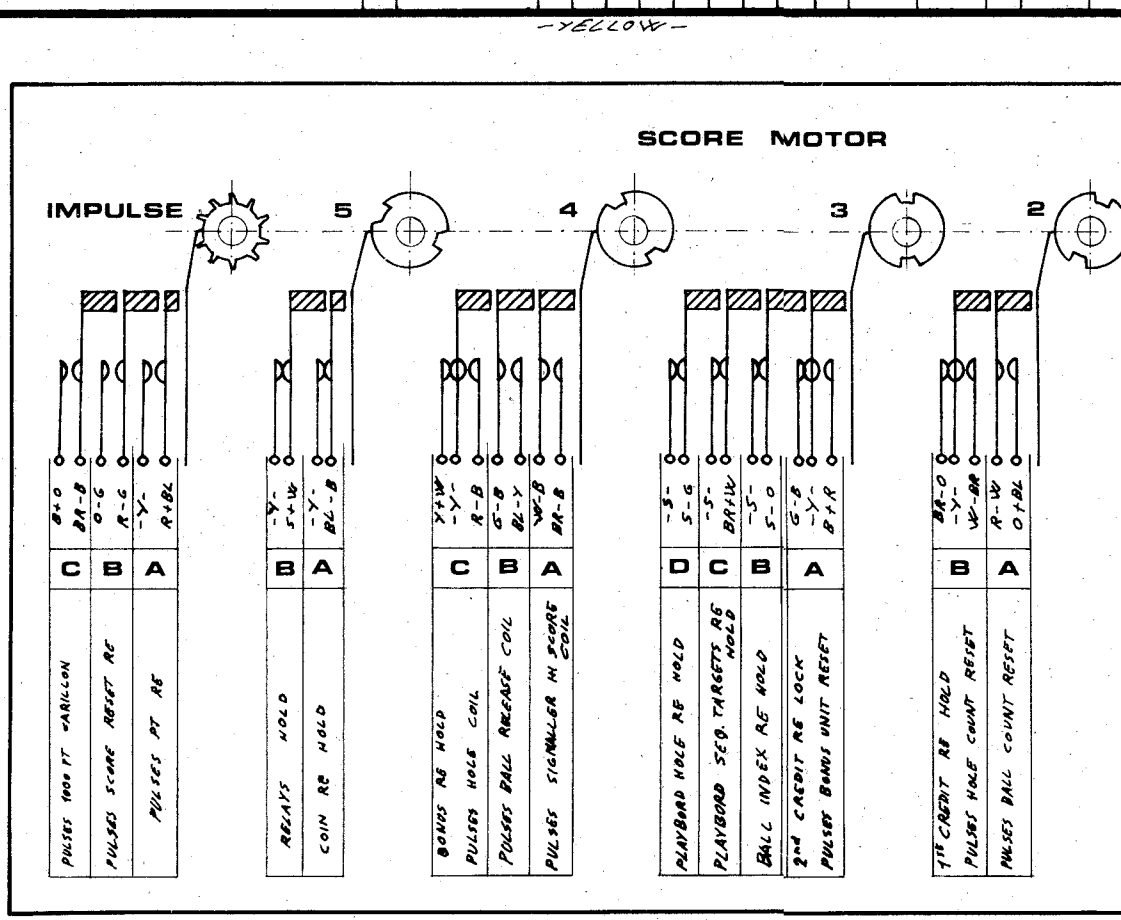
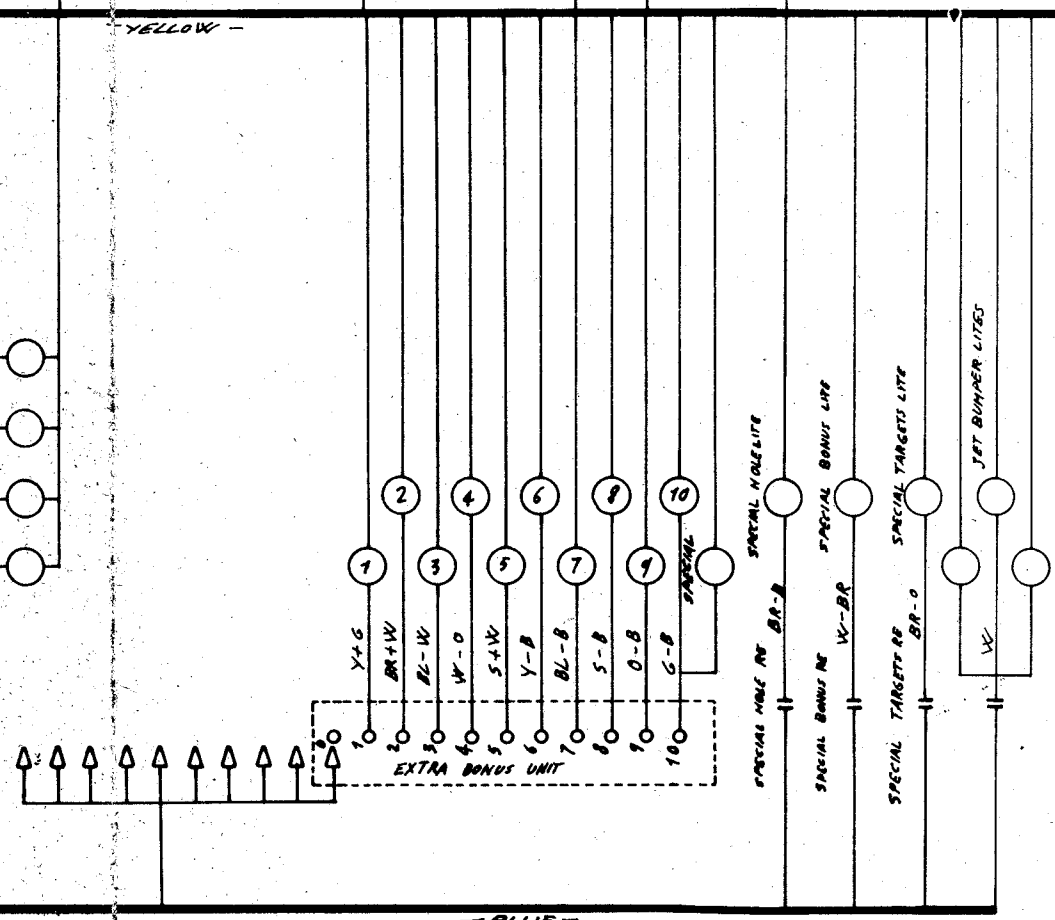
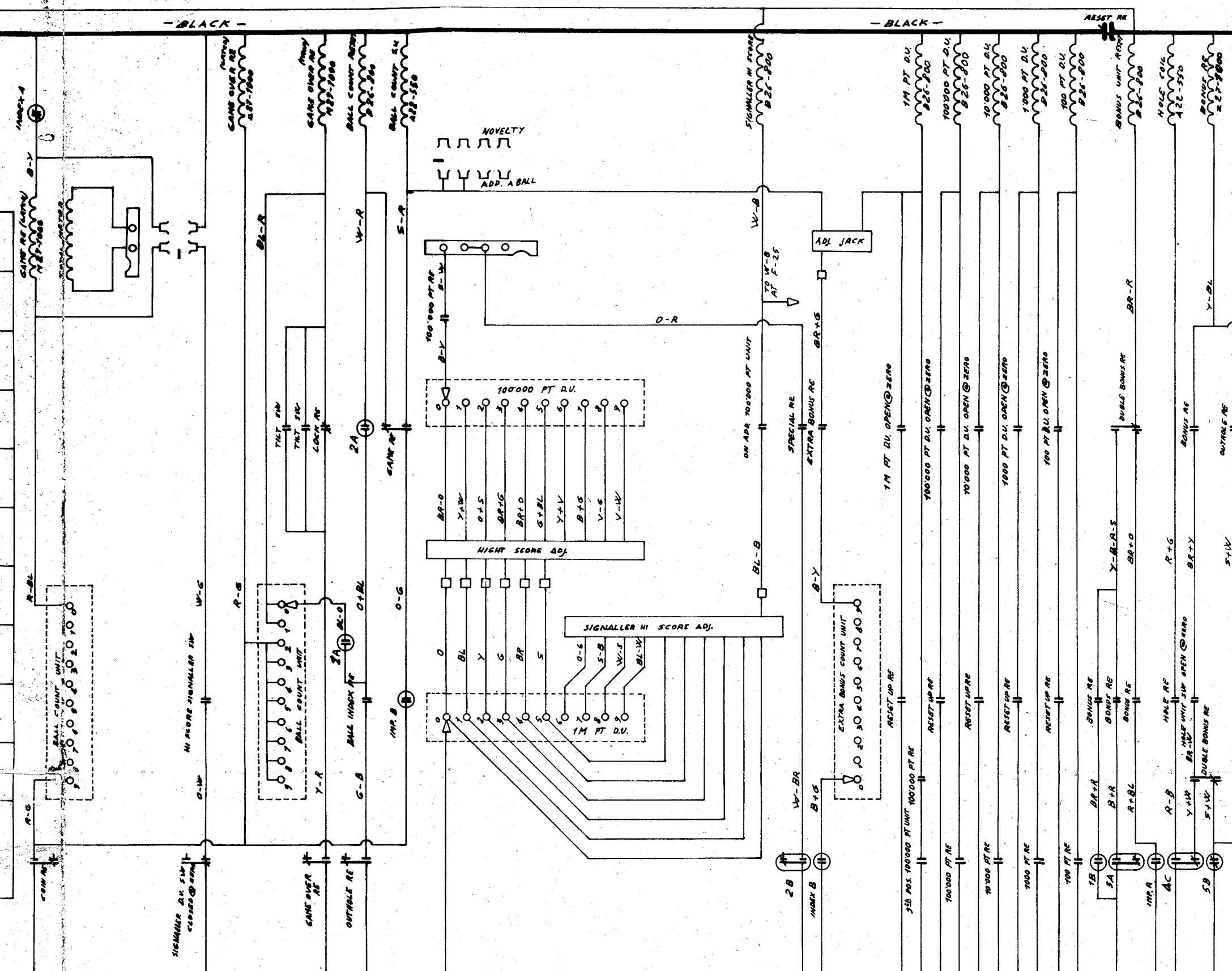
10 AMP FUSE

10 AMP FUSE

10 AMP FUSE

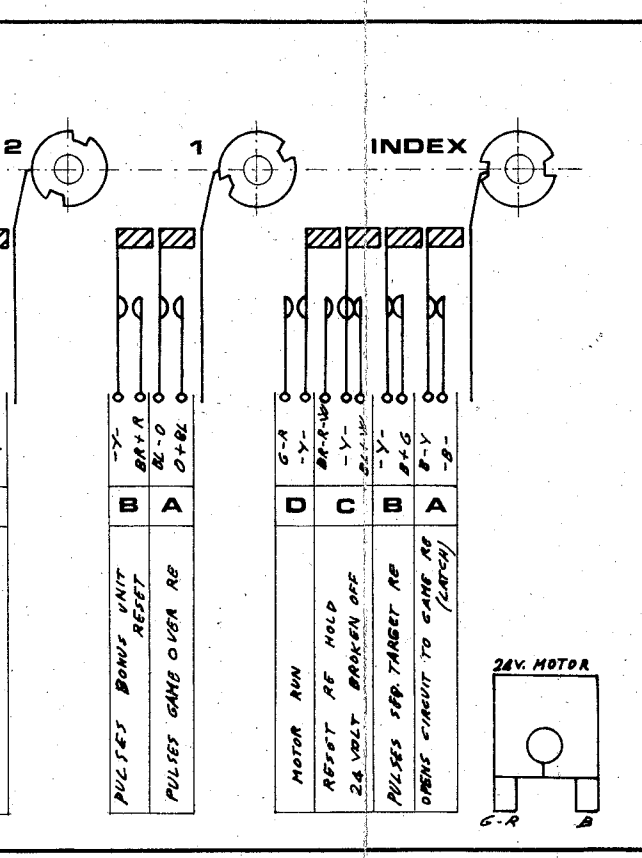
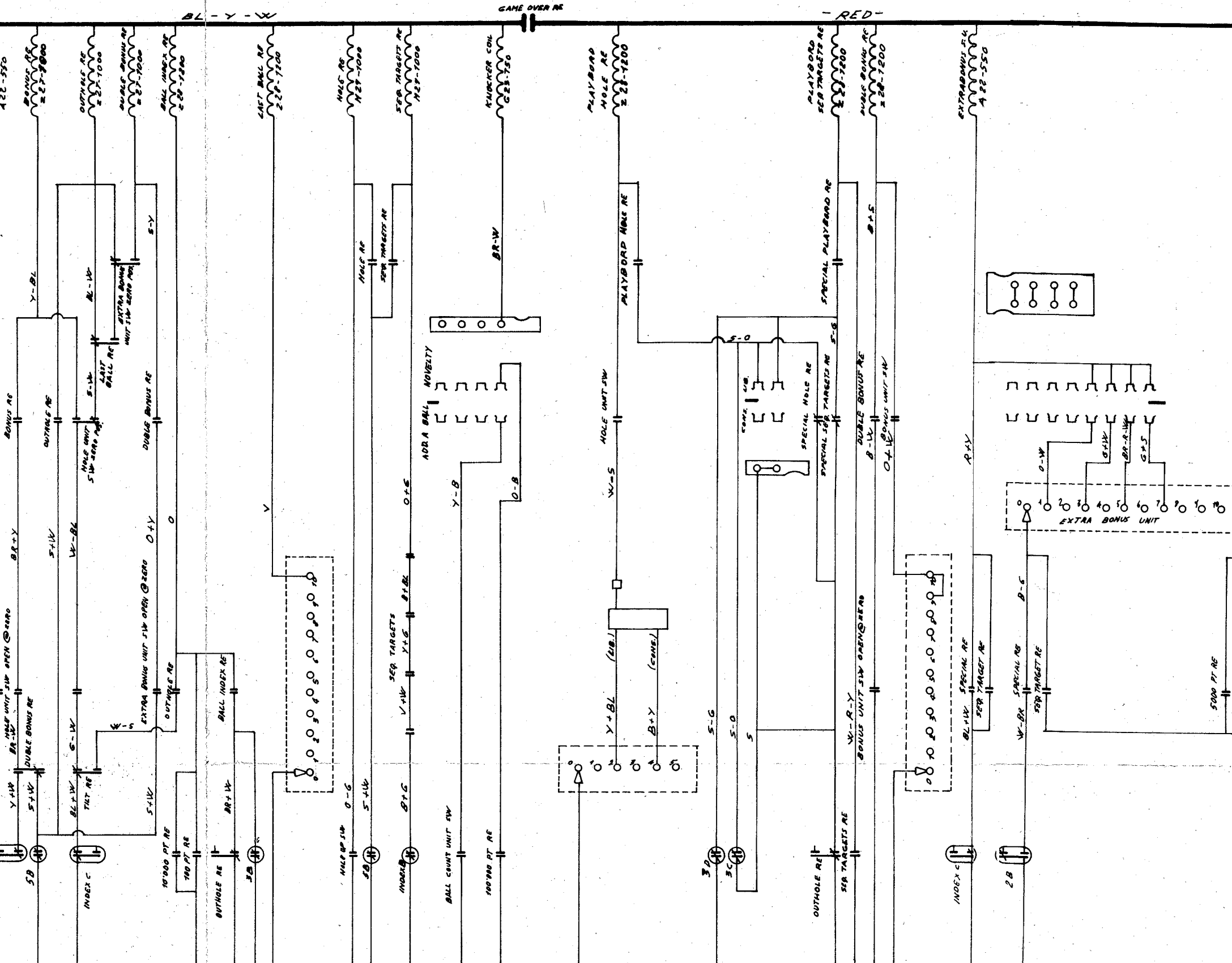
10 AMP FUSE

10 AMP FUSE



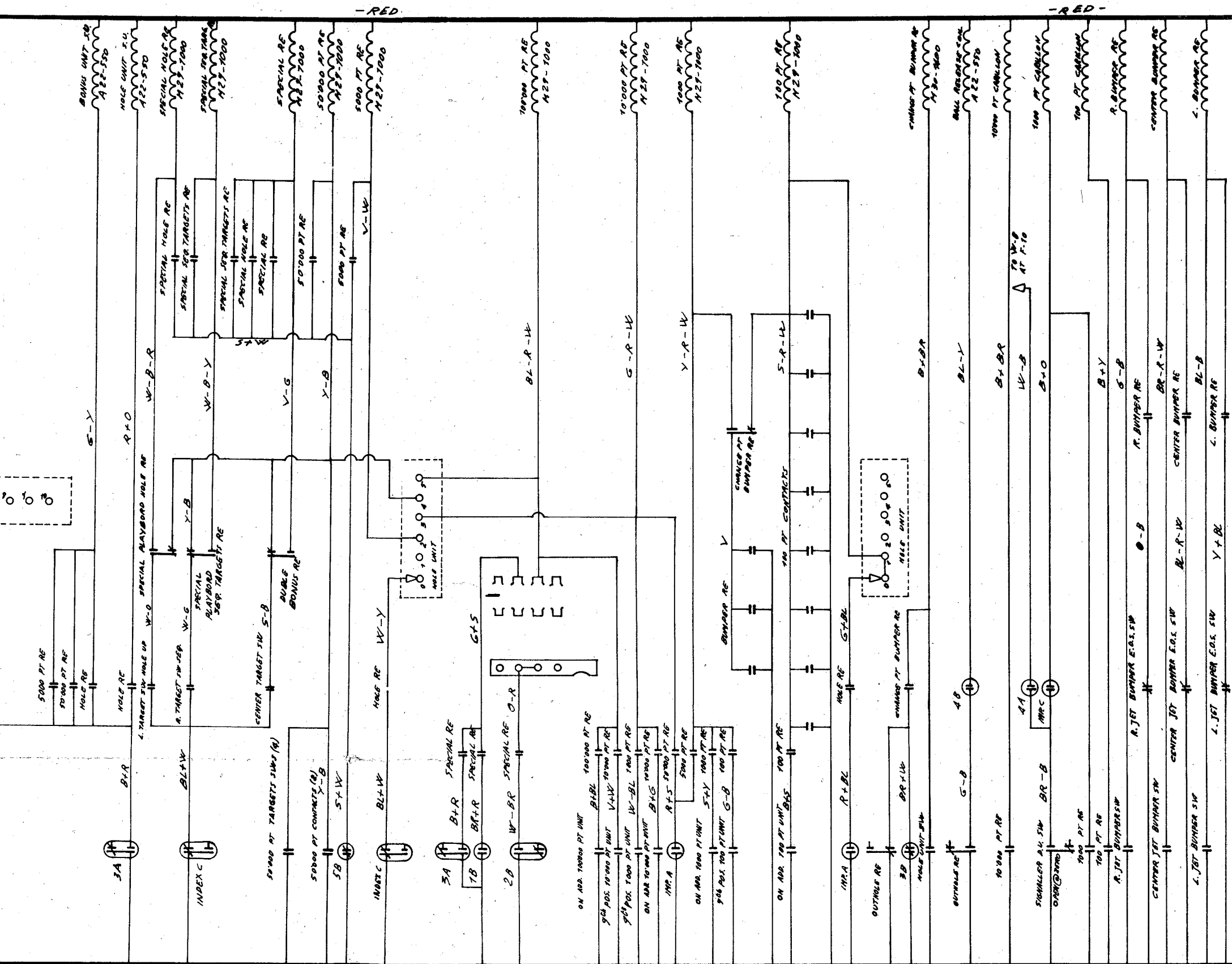
**SCORE MOTOR**

IMPULSE	Relay	Coil
1	C	BR-O
	B	Y-W
	A	R-W
2	B	Y-W
	A	BL-B
3	C	Y+W
	B	Y-Y
	A	R-B
		G-B
		BL-Y
		W-B
4	D	S-G
	C	S-S
	B	BR+W
	A	S-O
		G-S
5	B	Y-W
	A	Y-Y
		BL-B



ABBREVIATIONS USED		SWITCH SYMBOLS
ADJ. adjustment	PL. plastic	normally open
ADD. additional	POS. position	switch closed when energized
ADV. advance	PT point	normally closed
AMP. ampere	R. right	
BOT. bottom	RE relay	switch open when energized
D.U. drum unit	SEQ. sequence	switch contained within a circle indicates operation by a motor cam.
E.O.S. end of stroke	S.U. step unit	
IMP. impulse	SW switch	
IND. index	SWS switches	make-break switch
L. left	M million	
Hi high		
WIRE COLOR CODE		
B black	Y yellow	S slate
BR brown	G green	W white
R red	BL blue	
O orange	V violet	
EXAMPLE : BL - W blue with a white tracer		
BL + W blue and white mottled		

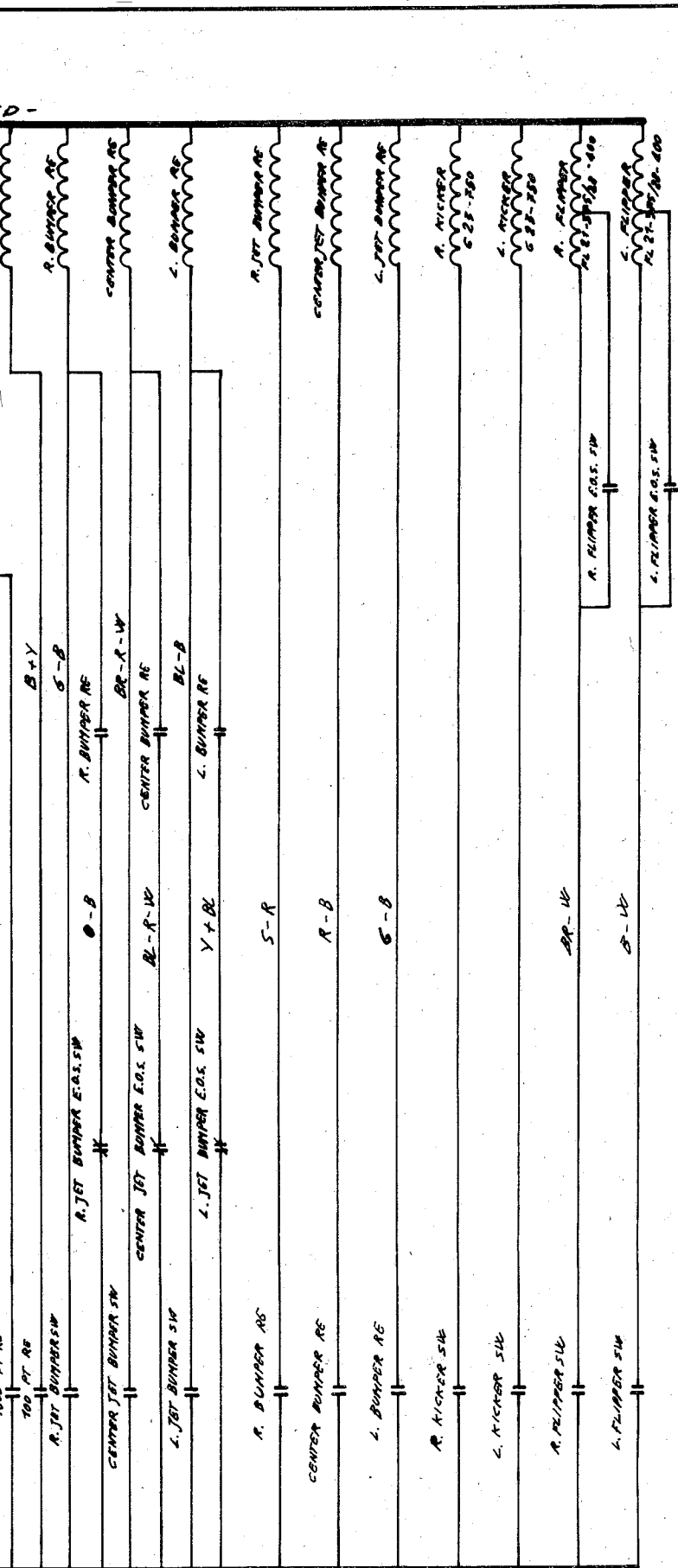
RELAY
Ball index re
Bonus re
Change pt bumper re
Coin re
1st coin sw re
2nd coin sw re
1st credit re
2nd credit re
Double bonus re
Double bonus re
Game over re (latch)
Game over re (trip)
Game re (latch)
Game re (trip)
Hole re
Last ball re
Lock re
Outhole re
Playboard hole re
Playboard seq. targets
5'000 pt re
50'000 pt re



RELAYS	LOCATIONS
per re	Z28—1200 h13
	Z27—1000 h13
	M30—1400 h24
	Z27—1000 h3
	Z27—1000 h3
	M29—1000 g3
	Z28—1200 h4
	M30—1400 h4
	Z27—1000 h13
	Z28—1200 h17
(latch)	Z27—1000 h8
(trip)	M29—1000 h8
	M29—1000 g7
	M29—1000 h5
	M29—1000 h14
	Z28—1200 h14
	Z28—1200 h5
	Z27—1000 h13
	Z28—1200 h16
targets re	Z28—1200 h17
	M29—1000 h21
	M29—1000 h21

COILS	LOCATIONS
100 pt re	M29—1000 h24
1000 pt re	M29—1000 h23
10'000 pt re	M29—1000 h23
100'000 pt re	M29—1000 h22
Reset re	Z27—1000 h2
Reset up re	M29—1000 h3
Seq. targets re	M29—1000 h15
Series bumper re (3)	h25-26
Series jet bumper re (3)	h26
Special hole re	M29—1000 h19
Special re	M29—1000 h20
Special seq. targets re	M29—1000 h20
Ball count reset	B26—800 h8
Ball count s.u.	A22—550 h9
Ball release coil	A22—550 h24
Bonus unit s.u.	A22—550 h19

Bonus unit reset
Drum unit (5)
Extra bonus count reset
Extra bonus s.u.
L. Flipper
R. Flipper
Hole coil
Hole count reset
Hole unit s.u.
L. Kicker
R. Kicker
Knocker coil
Series pt carillon (3)
Signaller hi score
L. Bot. Target
R. Bot. Target
L. Up Target
R. Up Target
Totalmeter



reset	B 2 6—8 0 0 h 12
(5)	B 2 6—8 0 0 h 11-12
count reset	B 2 6—8 0 0 h 6
s.u.	A 2 2—5 5 0 h 17
	FL 21—3 7 5/2 8—4 0 0 h 27
	FL 21—3 7 5/2 8—4 0 0 h 27
	A 2 2—5 5 0 h 13
reset	B 2 6—8 0 0 h 6
u.	A 2 2—5 5 0 h 19
	G 2 3—7 5 0 h 27
	G 2 3—7 5 0 h 27
	G 2 3—7 5 0 h 15
million (3)	h 25
score	B 2 6—8 0 0 h 10
	G 7 1—5 0 0 h 6
	G 7 1—5 0 0 h 5
	G 7 1—5 0 0 h 6
	G 7 1—5 0 0 h 5
	g 7