

Bally[®]

BARREL O' FUN '62

(FUN - SPOT '62)

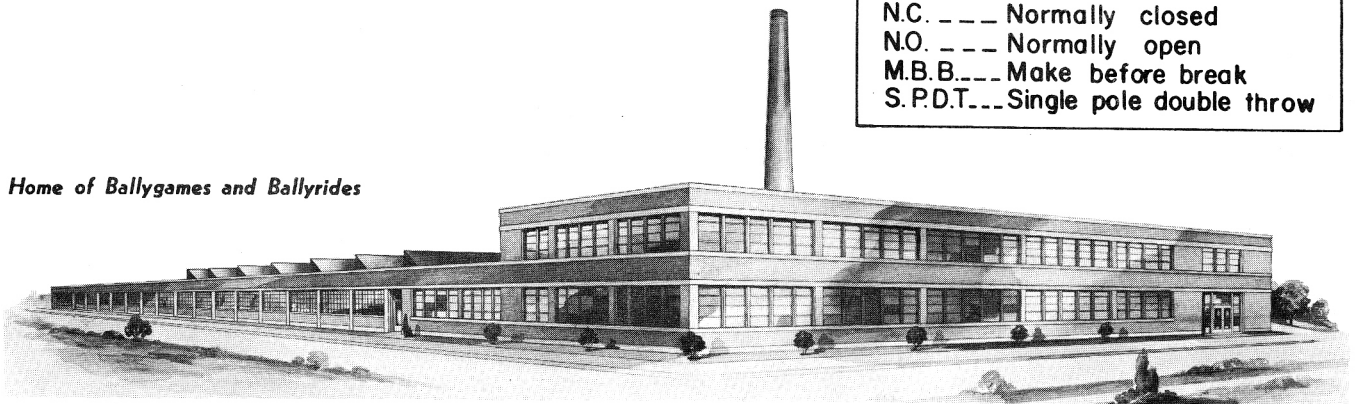
OPERATING INSTRUCTIONS AND PARTS CATALOG

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**

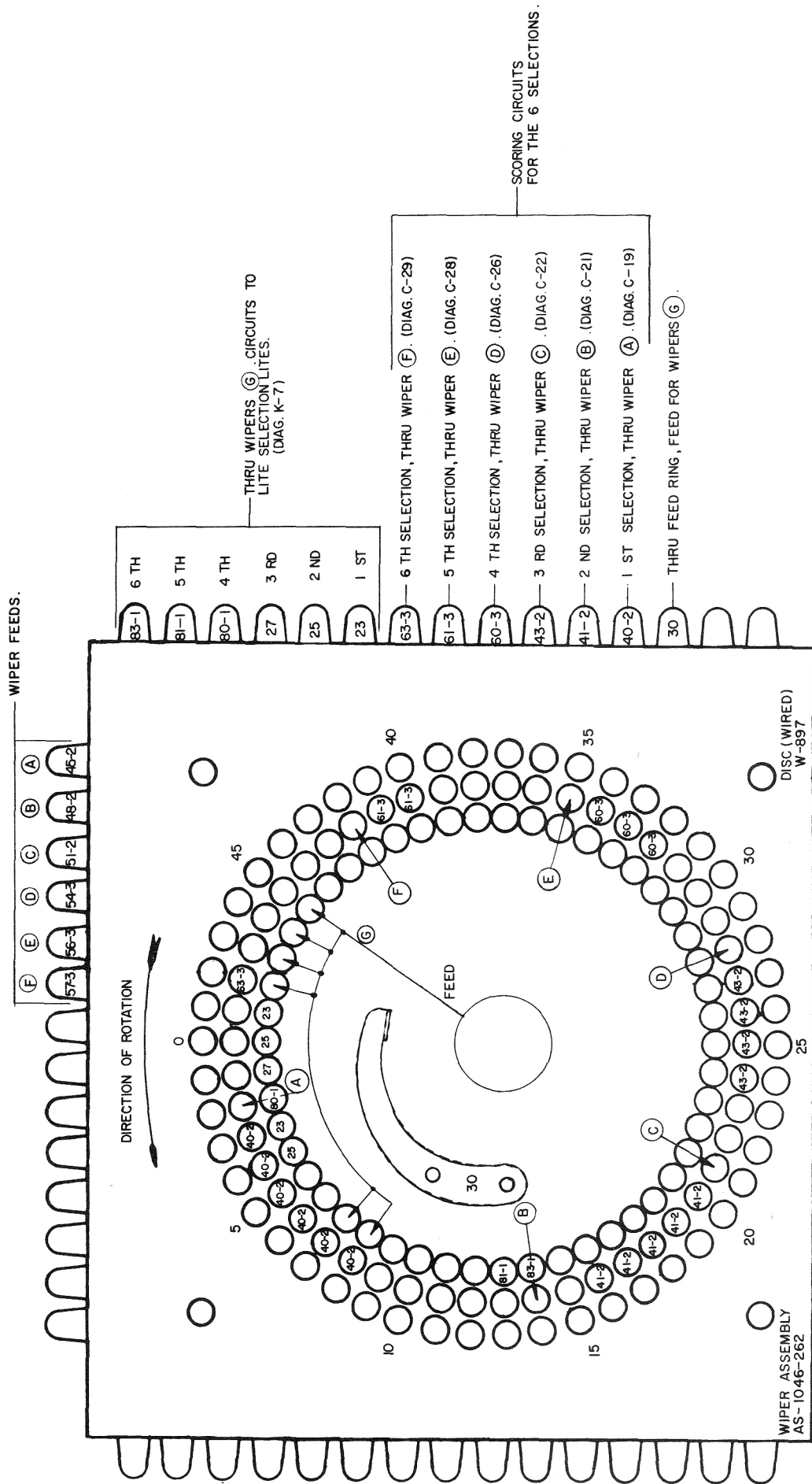
Code	
N.C. ---	Normally closed
NO. ---	Normally open
M.B.B.---	Make before break
S.P.D.T.---	Single pole double throw

Home of Ballygames and Ballyrides



SELECTION UNIT DISC viewed from BUTTON or WIPER side

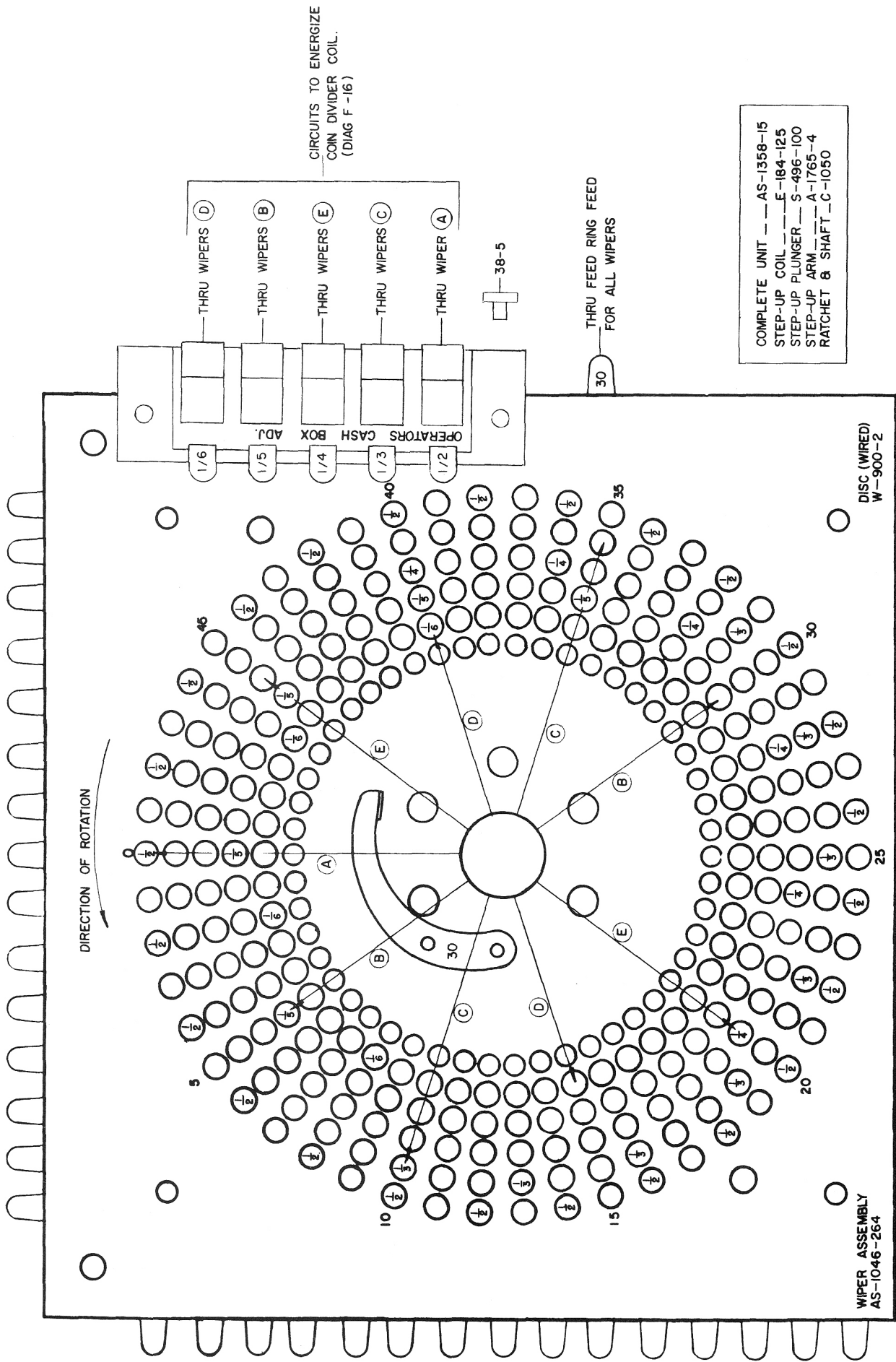
6 step unit. Wipers shown in zero or reset position



- COMPLETE UNIT.....AS-1022-47
- RESET COIL.....28-R-15
- STEP-UP COIL.....25-GG-7
- STEP-UP PLUNGER.....S-496-00
- STEP-UP ARM.....A-1765-4
- RATCHET & SHAFT.....C-1050-6-39

4 **COIN UNIT DISC** viewed from **BUTTON** or **WIPER** side

Continuous step unit.

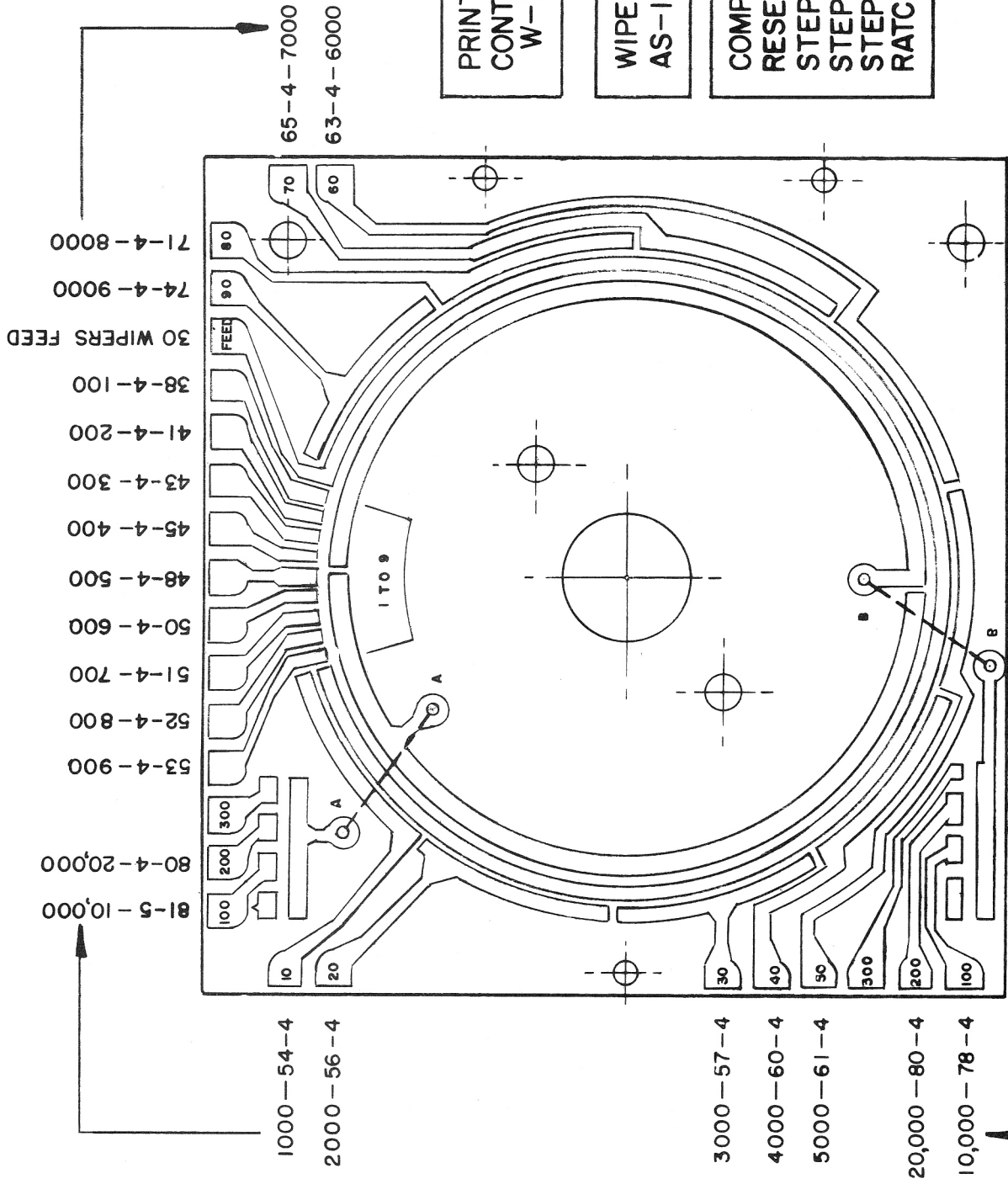


COMPLETE UNIT --- AS-1358-15
 STEP-UP COIL --- E-184-125
 STEP-UP PLUNGER --- S-496-100
 STEP-UP ARM --- A-1765-4
 RATCHET & SHAFT --- C-1050

DISC (WIRED)
 W-900-2

WIPER ASSEMBLY
 AS-1046-264

SCORE INDICATOR UNIT viewed from WIPER side



PRINTED CIRCUIT
CONTACT PLATE
W-923-3

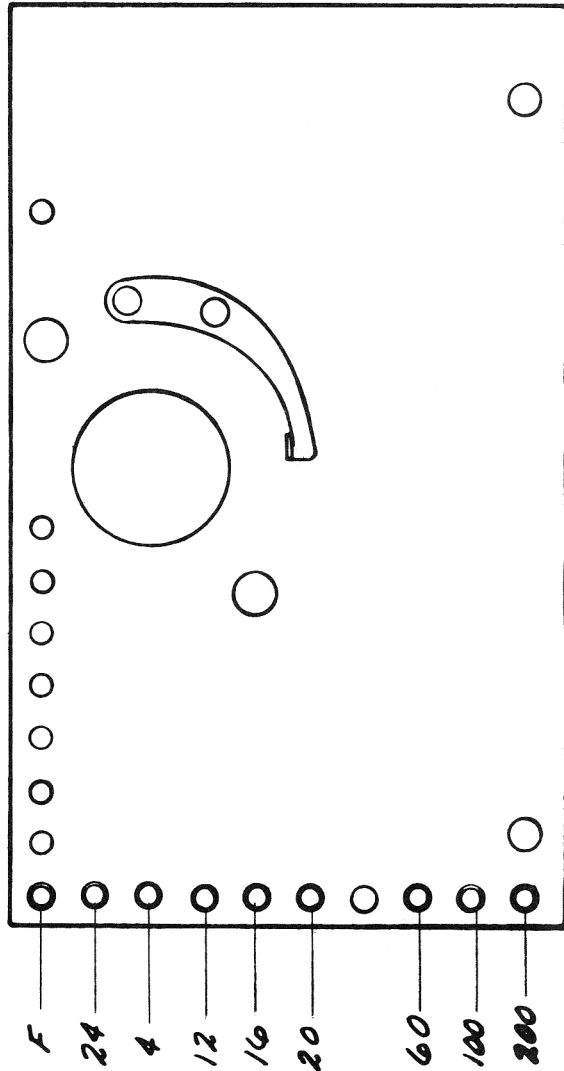
WIPER ASSEMBLY
AS-1046-293

COMPLETE UNIT AS-797-50
RESET COIL --- 28-R-15
STEP-UP COIL --- 25-GG-7
STEP-UP PLUNGER-S-496-116
STEP-UP ARM --- A-1765-6
RATCHET & SHAFT --- C-100

SCORE INDICATOR LITES
(DIAG. K-1, K-3)

SCORE COUNTER viewed from BUTTON or WIPER side

6 used (see code box at right)



LUG	SCORE COUNTERS						WIRE COLORS
	#1	#2	#3	#4	#5	#6	
F	45-2	48-2	51-2	54-3	56-3	57-3	
24	14-4	23-6	36-6	48-6	53-6	61-6	
4	52-2	52-2	52-2	52-2	52-2	52-2	
12	10-6	18-6	27-6	31-6	43-6	56-6	
16	53-2	53-2	53-2	53-2	53-2	53-2	
20	13-4	21-6	31-6	43-6	52-6	57-6	
60	15-4	25-6	38-6	45-6	50-6	63-6	
100	54-2	54-2	54-2	54-2	54-2	54-2	
200	60-2	60-2	60-2	60-2	60-2	60-2	

PRINTED CIRCUIT
CONTACT PLATE
W-945

WIPER ASSEMBLY
(NOT SHOWN)
AS-1046-263

COMPLETE UNIT — AS-797-51
RESET COIL — 28-R-15
STEP-UP COIL — 25-GG-7
STEP-UP PLUNGER — S-496-116
STEP-UP ARM — A-1765-4
RATCHET & SHAFT — C-100

SELECTIONS 1-2-3.

SEARCH POSITIONS CHART						
	WIPER (A) AT POSITION	WIPER (B) SEARCH RELAY # 1	WIPER (D) SEARCH RELAY # 2	WIPER (A) SEARCH RELAY # 3	WIPER (E) SEARCH RELAY # 4	WIPER (C) SEARCH RELAY # 5
	1					
	2					
	3					
	4					
	5					
	6					
	7					
	8					
	9					
DIAGONAL	10	9	22	17	20	6
	11	3	21	17	19	5
VERTICAL	12	9	8	2	23	5
	13	4	22	11	19	1
	14	10	18	17	12	16
YELLOW LINE	15	7	21	14	20	25
	16	3	24	15	13	6
HORIZONTAL	17	6	25	16	1	5
	18	13	20	12	19	23
	19	15	14	17	11	2
	20	24	21	18	22	8
	21	3	7	10	4	9
	22					
	23					
DIAGONAL	24	6	20	15	22	10
	25	9	19	15	21	3
VERTICAL	26	6	25	17	8	3
	27	4	20	12	21	23
	28	16	14	15	11	5
YELLOW LINE	29	24	19	18	22	7
	30	9	13	2	1	10
HORIZONTAL	31	10	7	5	23	3
	32	1	22	11	21	8
	33	2	18	15	12	17
	34	13	19	14	20	25
	35	9	24	16	4	6
	36					
	37					
DIAGONAL	38	3	19	16	21	12
	39	5	22	16	20	15
VERTICAL	40	3	7	17	13	15
	41	25	19	11	20	4
	42	9	10	16	14	2
YELLOW LINE	43	1	22	18	21	23
	44	5	8	6	24	12
HORIZONTAL	45	12	23	2	4	15
	46	24	21	14	20	13
	47	6	18	16	11	17
	48	8	22	10	19	7
	49	5	1	9	25	3
	50					

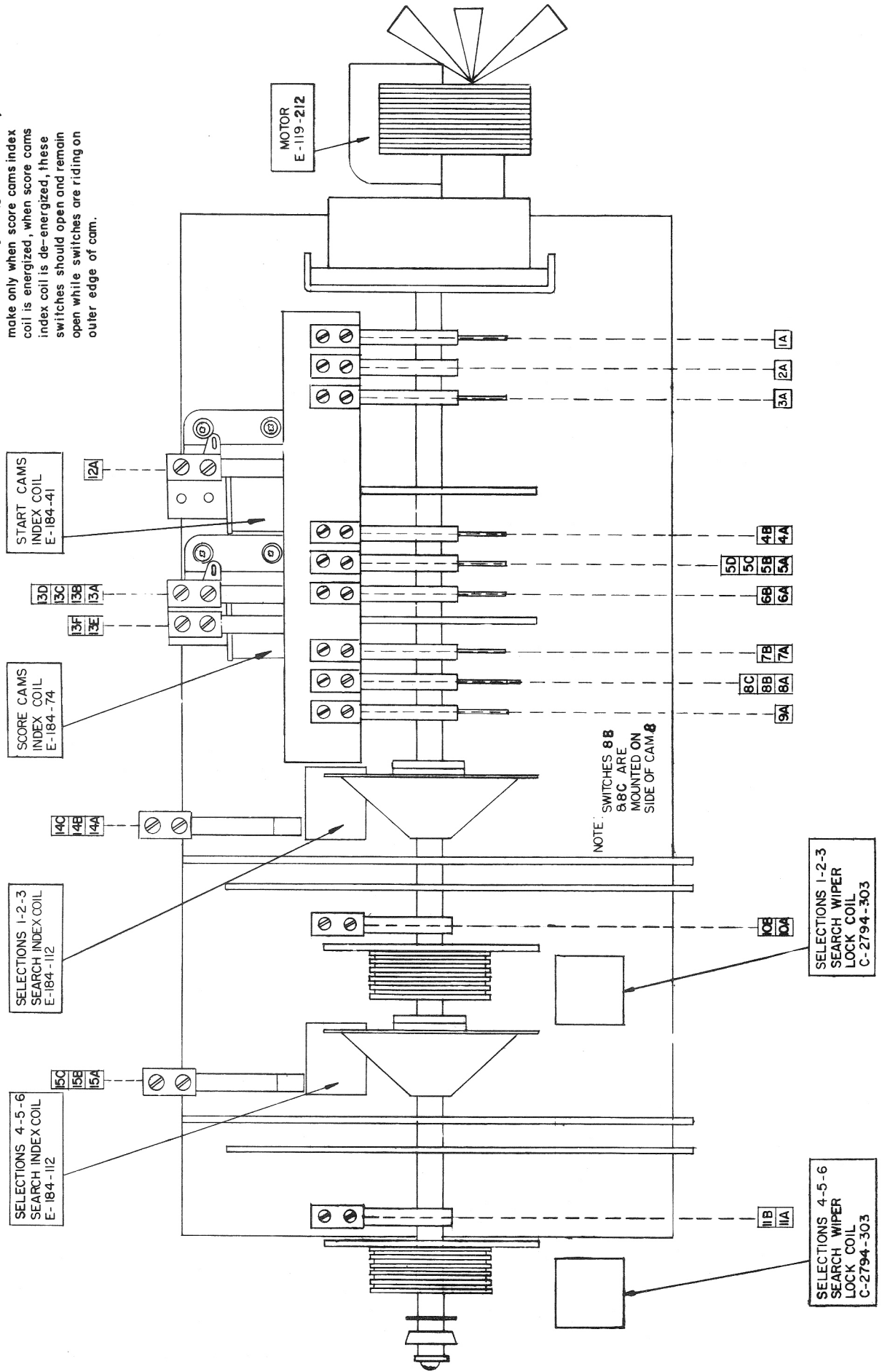
SELECTIONS 4-5-6.

SEARCH POSITIONS CHART						
WIPER [A] AT POSITION	WIPER [B] SEARCH RELAY # 1	WIPER [D] SEARCH RELAY # 2	WIPER [A] SEARCH RELAY # 3	WIPER [E] SEARCH RELAY # 4	WIPER [C] SEARCH RELAY # 5	
1						
2						
3						
4						
5						
6						
7						
8						
9						
DIAGONAL	10	5	17	21	18	7
	11	4	15	21	14	11
VERTICAL	12	5	13	20	8	11
	13	23	17	12	14	2
	14	1	3	21	16	22
YELLOW LINE	15	6	15	19	18	24
	16	4	25	9	10	7
	17	7	24	22	2	11
	18	10	18	16	14	8
	19	9	19	21	12	20
HORIZONTAL	20	25	15	3	17	13
	21	4	6	1	23	5
22						
23						
DIAGONAL	24	4	14	22	15	1
	25	8	17	22	18	6
VERTICAL	26	4	24	5	11	6
	27	13	14	19	18	3
	28	10	16	22	9	21
	29	23	17	12	15	7
YELLOW LINE	30	8	2	20	25	1
	31	1	7	21	3	6
	32	25	15	9	18	11
	33	20	12	22	19	5
	34	2	17	16	14	24
HORIZONTAL	35	8	23	10	13	4
	36					
37						
DIAGONAL	38	1	18	20	17	10
	39	6	14	20	15	8
VERTICAL	40	1	2	22	25	8
	41	24	18	16	15	4
	42	3	12	20	9	21
	43	7	14	19	17	13
	44	6	23	5	11	10
YELLOW LINE	45	10	13	21	4	8
	46	11	17	9	15	25
	47	5	19	20	16	22
	48	23	14	12	18	2
	49	6	7	3	24	1
50						

CONTROL UNIT PICTORIAL VIEW NUMBERS CORRESPOND TO SWITCH CHART ON PAGE 13

Note:

It is important to adjust score cams index switches 13 A & 13 B so that they make only when score cams index coil is energized, when score cams index coil is de-energized, these switches should open and remain open while switches are riding on outer edge of cam.

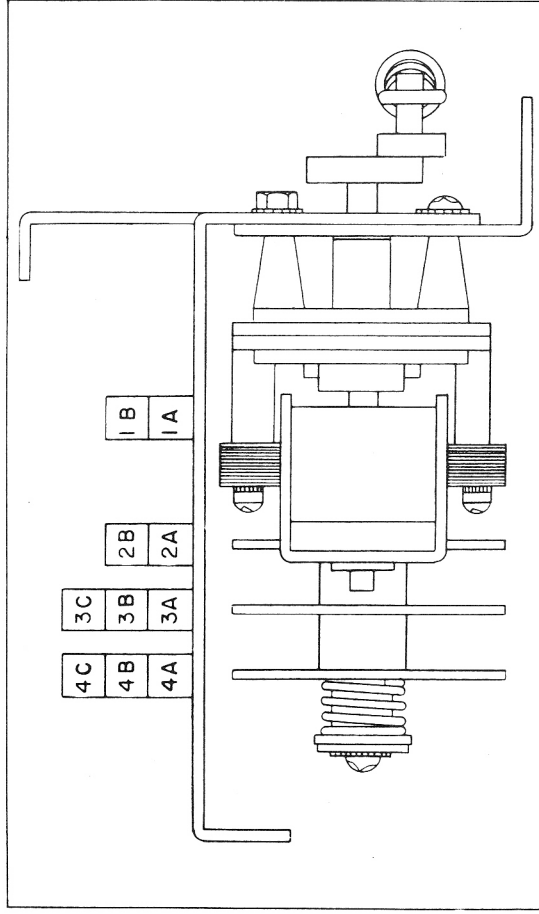


CONTROL UNIT CAM SWITCH CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ON PAGE 12

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A N.O.	C-14	10-2 13-2	Red Red-Yellow	In series with control unit cam switch #4B, energizes spotting unit step-up coil.
2A N.O. PIN SWITCH	E-8	63-2 40-7	Brown-Yellow Green	Pulses timer unit step-up coil, when circuit complete thru other factors.
3A N.O. 16 PULSE 4A N.C.	C-7 1-6	75 83 93-1 30	Orange-White Black-Yellow Gray-Yellow Yellow	Pulses score indicator escapement coil, when score reset relay is energized. Opens start circuit.
4B N.O.	D-14	10-2 36-4	Red Yellow-Brown	In series with control unit cam switch #1A, energizes spotting unit step-up coil.
5A N.O.	C-4	51	White-Red	Energizes anti-cheat relay.
5B N.O.	F-8	45 63	Green-White Brown-Yellow	Pulses coin unit step-up coil on each coin played, when score indicator unit is at zero.
5C N.O.	F-8	50-1 63	White Brown-Yellow	Pulses coin unit step-up coil on 1st coin played, when score indicator unit is not at zero. (Fun-spot operation)
5D S.P.D.T.	D-6	81 14-5 13-5	Black-Red Red-Green Red-Yellow	Opens start circuit, and completes a circuit to energize tilt relay if coin switch is closed too long. (Anti-cheat coin switch circuit)
6A N.O.	F-14	36-4	Yellow-Brown	Pulses selection unit step-up coil.
6B N.O.	G-5	53-3 43 30	White-Yellow Green-Yellow Yellow	Pulses score indicator unit escapement coil, when score reset relay is not energized.
7A N.O.	A-19	75-4	Orange-White	Pulses score counter unit #1, #2 or #3 step-up coil, when a scoring circuit is completed in selections 1-2 or 3.
7B N.O.	A-25	78-2 80	Orange-Black Black	Pulses score counter unit #4, #5 or #6 step-up coil, when a scoring circuit is completed in selection 1, 2 or 3.
8A N.O.	D-15	21-2	Blue-Red	Pulses score indicator unit step-up coil when a scoring circuit is completed.
8B N.O. VERTICAL SWITCH	E-17	27-2 91-2	Blue-Yellow Blue-Orange Gray-Red	In series with scoring lock-in circuit when scoring in selections 1, 2 or 3.
8C N.O. VERTICAL SWITCH	E-25	27-2 71-3	Blue-Orange Orange-Red	In series with scoring lock-in circuit when scoring in selections 4, 5 or 6.
9A N.C.	H-17	50 90-1	White Gray	In series with scoring circuits when scoring in any selections.
SELECTIONS 1-2-3 SEARCH WIPER LOCK COIL	A-11	27-3 70	Blue-Orange Orange	Energized when 4th ball is raised to playfield, and releases selections 1-2-3 search wipers to search for scores.
SEARCH CAM 10A N.O. SEARCH CAM 10B S.P.D.T.	F-2 D-11	10P 20P 23-3 38-7 31-3	Red(Plastic) Blue(Plastic) Blue-Yellow Yellow-Black Yellow-Red	Completes a circuit to control unit motor. Directs circuit to energize selection 1-2-3, search wiper lock coil, or selection 4-5-6 search wiper lock coil.

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
SELECTIONS 4-5-6 SEARCH WIPER LOCK COIL	A-11	41-3 70	Green-Red Orange	Energized when search for scores in selections 1-2-3 is completed, and releases selections 4-5-6 search wipers to search for scores.
SEARCH CAM 11A N.O. SEARCH CAM 11B S.P.D.T.	F-2 C-11	10P 20P 27-3 23-3 25-3	Red(Plastic) Blue(Plastic) Blue-Orange Blue-Yellow Blue-White	Completes a circuit to control unit motor. Directs circuit to energize selections 1-2-3 search wiper lock coil at start of search cycle, or after selection 4-5-6 search cycle is completed.
START CAMS INDEX COIL	A-10	56 70	White-Brown Orange	Energized thru shutter motor cam switch #4C when start relay is energized.
12A N.O.	E-2	10P 20P	Red(Plastic) Blue(Plastic)	Completes a circuit to run control unit motor.
SCORE CAMS INDEX COIL	A-15	21-2 70	Blue-Red Orange	Energized when scoring in any selection, and releases scoring cams.
13A N.O.	H-17	27-2 50	Blue-Orange White	In series with scoring lock-in circuits when scoring in any selection.
13B N.O.	H-16	50 90-1	White Gray	Same as above switch.
13C N.C.	B-17	51-3 91-2	White-Red Gray-Red	Opens direct 50 volt circuit to selection 1-2-3 search index coil, coil then held in thru resistor.
13D N.C.	B-25	52-3	White-Blue	Opens direct 50 volt circuit to selection 4-5-6 search index coil, coil then held in thru resistor.
13E N.O.	E-2	11-3 20P	Orange-Red Red(Plastic)	Completes a circuit to run control unit motor.
13F N.C.	E-8	61-2 63-2	Brown-Red Brown-Yellow	Opens timer unit step-up circuit.
SELECTIONS 1-2-3 SEARCH INDEX COIL	B-17	51-3 90	White-Red Gray	Energized when a scoring circuit is completed in selection 1-2 or 3.
14A N.C.	H-6	15-5 93-1	Red-White Gray-Yellow	Opens start circuit.
14B N.C.	A-25	80 70	Black Orange	Opens circuit to selection 4-5-6 search index coil.
14C N.O.	H-15	21-2 91-2	Blue-Red Gray-Red	In series with a circuit to energize score cams index coil, and step score indicator unit.
SELECTIONS 4-5-6 SEARCH INDEX COIL	B-25	52-3 80	White-Blue Black	Energized when a scoring circuit is completed in selection 4, 5 or 6.
15A N.C.	G-6	15-5 57	Red-White White-Orange	Opens start circuit.
15B N.C.	A-17	90 70	Gray Orange	Opens circuit to selection 1, 2, 3 search index coil.
15C N.O.	G-15	21-2 71-3	Blue-Red Orange-Red	In series with a circuit to energize score cams index coil, and step score indicator unit.

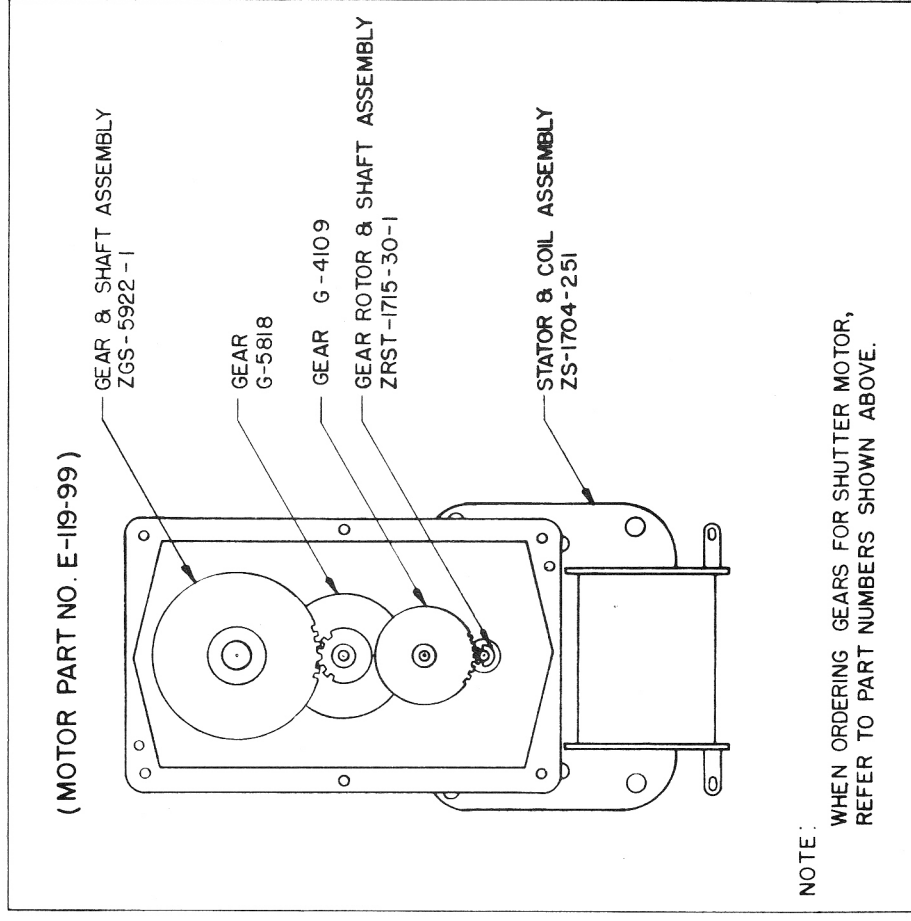
SHUTTER MOTOR PICTORIAL VIEW



SHUTTER MOTOR CAM SWITCH CHART FOR POSITION OF SWITCHES SEE PICTORIAL VIEW

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A	N.C.	90-1 30	Gray Yellow	(Closed when shutter is closed) in series with scoring circuit.
1B	N.O.	80-2 30	Black Yellow	Completes shutter motor carry-over circuit.
2A	N.O.	98	Gray-Black Yellow	Energizes ball gate relay when starting new game.
2B	N.O.	85 30	Black-White Yellow	Resets score counter units, selection unit, timer unit, and energizes tilt reset coil when starting new game.
3A	N.O.	38-2 61	Yellow-Black Brown-Red	(Closed when shutter is open) in series with circuit to close shutter if game is tilted when shutter is open.
3B	N.C.	91-1 30	Gray-Red Yellow	(Closed when shutter is closed) in series with circuit to lite spotted number lites.
3C	N.O.	61 80-2	Brown-Red Black	(Closed when shutter is open) in series with circuit to close shutter when game is tilted when shutter is open. Also in series with circuit to close shutter when 1st ball is shot.
4A	N.O.	78	Orange-Black	(Closed when shutter is open) in series with automatic start circuit thru red button adjustment plug.
4B	N.C.	81 60-1	Black-Red Brown	(Closed when shutter is closed) in series with timer unit step-up circuit. Also in series with search circuit.
4C	S.P.D.T.	80-2 54 56	Black White-Green White-Brown	Directs circuit to open shutter, and energize start cams index coil when start relay is energized.

SHUTTER MOTOR

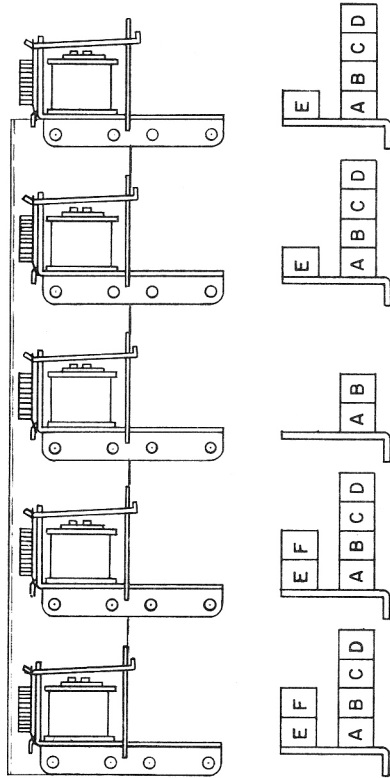


(MOTOR PART NO. E-119-99)

NOTE: WHEN ORDERING GEARS FOR SHUTTER MOTOR, REFER TO PART NUMBERS SHOWN ABOVE.

5 RELAYS BANK PICTORIAL VIEW

NUMBERS CORRESPOND TO SWITCH CHART AT RIGHT



5 RELAYS BANK SWITCH CHART

FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
4-5-6 YELLOW LINE RELAY COIL	A-31	40-3 70	Green Orange	Energized thru selections 4-5-6 search disc when scoring in yellow line of selections 4, 5 or 6.
A S.P.D.T.	E-35	53-2 71-6 52-2	White-Yellow Orange-Red White-Blue	Directs #4 score counter step-up circuit during white 4-in-line or yellow 3-in-line scoring in selection 4.
B S.P.D.T.	F-26	54-2 75-6 53-2	White-Green Orange-White White-Yellow	Directs #4 score counter step-up circuit during white 5-in-line or yellow 4-in-line scoring in selection 4.
C S.P.D.T.	E-27	53-2 51-6 52-2	White-Yellow White-Red White-Blue	Directs #5 score counter step-up circuit during white 4-in-line or yellow 3-in-line scoring in selection 5.
D S.P.D.T.	F-28	54-2 50-6 53-2	White-Green White White-Yellow	Directs #5 score counter step-up circuit during white 5-in-line or yellow 4-in-line scoring in selection 5.
E S.P.D.T.	E-28	53-2 56-6 52-2	White-Yellow White-Brown White-Blue	Directs #6 score counter step-up circuit during white 4-in-line or yellow 3-in-line scoring in selection 6.
F S.P.D.T.	F-29	54-2 63-6 53-2	White-Green Brown-Yellow White-Yellow	Directs #6 score counter step-up circuit during white 5-in-line or yellow 4-in-line scoring in selection 6.
1-2-3 YELLOW LINE RELAY COIL	A-24	57-2 70	White-Orange Orange	Energized thru selections 1-2-3 search disc when scoring in yellow line of selections 1, 2 or 3.
A S.P.D.T.	E-19	53-2 10-6 52-2	White-Yellow Red White-Blue	Directs #1 score counter step-up circuit during white 4-in-line or yellow 3-in-line scoring in selection 1.
B S.P.D.T.	F-19	54-2 15-4 53-2	White-Green Red-White White-Yellow	Directs #1 score counter step-up circuit during white 5-in-line or yellow 4-in-line scoring in selection 1.
C S.P.D.T.	E-20	53-2 18-6 52-2	White-Yellow Red-Black White-Blue	Directs #2 score counter step-up circuit during white 4-in-line or yellow 3-in-line scoring in selection 2.
D S.P.D.T.	F-21	54-2 25-6 53-2	White-Green Blue-White White-Yellow	Directs #2 score counter step-up circuit during white 5-in-line or yellow 4-in-line scoring in selection 2.
E S.P.D.T.	E-22	53-2 27-6 52-2	White-Yellow Blue-Orange White-Blue	Directs #3 score counter step-up circuit during white 4-in-line or yellow 3-in-line scoring in selection 3.
F S.P.D.T.	F-22	54-2 38-6 53-2	White-Green Yellow-Black White-Yellow	Directs #3 score counter step-up circuit during white 5-in-line or yellow 4-in-line scoring in selection 3.
START RELAY COIL	A-6	98-3 70	Gray-Black Orange	Energized on each spin of game, thru coin switch, replay button switch, and also thru automatic selection step-up circuit.
A N.O.	E-6	57 81	White-Orange Black-Red	Lock-in circuit for this relay.
B N.O.	C-9	54	White-Green Yellow	Completes circuit to open shutter, and energize start cams index coil.

Name	4-5-6 YELLOW LINE RE. # 33	1-2-3 YELLOW LINE RE. # 33	START RE. # 33	ANTI-CHEAT RE. # 33	SCORE RESET RE. # 33
Coil turns & wire gauge (nominal)	1700 # 33	1700 # 33	1800 # 33	2300 # 33	2300 # 33
Coil resistance (nominal)	60	60	65	85	85
Operating voltage	50 V.	50 V.	50 V.	50 V.	50 V.
Test voltage	37 V.	37 V.	32 V.	39 V.	37 V.
Extension spring load	GREEN	GREEN	GREEN	YELLOW	YELLOW
Sw actuator stroke	3/32	3/32	3/32	3/32	3/32
Additional information				THERMALEZE WIRE OR EQUIVALENT NO WRAP ON COIL.	
COIL NO.	C-7300-338	C-7300-338	C-7300-334	C-7300-336	C-7300-331

SPRING CODE		PART NO.	LOAD
COLOR			
CLEAR	SP-199-13		13 OZ. AT 15/16
BLUE	SP-199-14		21 OZ. AT 15/16
YELLOW	SP-199-15		15 OZ. AT 15/16
RED	SP-199-16		9 OZ. AT 15/16
GREEN	SP-199-17		17 OZ. AT 15/16

5 RELAYS BANK SWITCH CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
ANTI-CHEAT RELAY COIL	A-5	51 70	White-Red Orange	Energized by control unit cam switch #5A. Switches on this relay protect scoring, lite, and game playing circuits.
A N.O.	C-5	51 30	White-Red Yellow	Lock-in circuit for this relay.
B N.O.	L-6	14	Red-Green	Opens 17 volt circuit when this relay drops out.
C N.C.	E-8	15	Red-White	Completes circuit to energize score reset relay when this relay drops out.
D N.C.	L-4	18 75	Orange-Green Orange-White	Completes a circuit to lite tilt lite when this relay drops out.
E N.O.	L-4	31-4 41-5	Red-Black Yellow-Red Green-Red	Opens circuit to score indicator lites when this relay drops out.
SCORE RESET RELAY COIL	A-8	75	Orange-White	Energized thru score indicator unit 'O' switch, when anti-cheat relay drops out.
A N.O.	E-7	74	Orange-Green	Lock-in circuit for this relay.
B N.O.	C-2	10P 20P	Orange-White Red(Plastic) Blue(Plastic)	Completes a circuit to run control unit motor.
C N.C.	D-8	53	White-Yellow	Opens timer unit step-up circuit.
D N.C.	B-6	81 98-3	Brown-Red Gray-Black	Opens start circuit.
E S.P.D.T.	C-7	91 93	Gray-Red Gray-Yellow	Opens circuit to pulse score indicator unit escapement coil thru control unit cam switch #6B, and completes circuit to pulse coil thru control unit cam switch #3A.
		83	Black-Yellow	

MISCELLANEOUS RELAYS SWITCH CHART

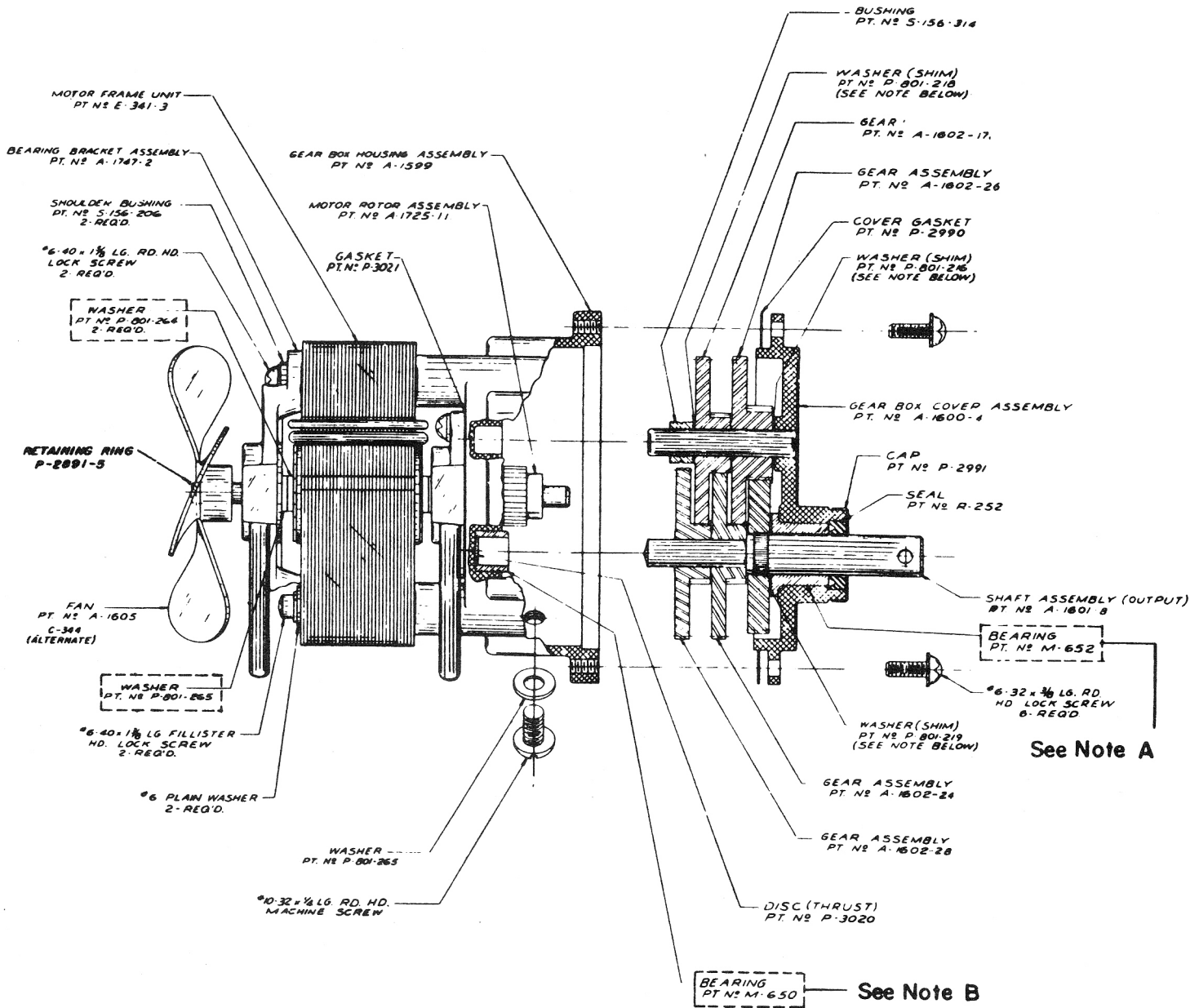
RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
TILT RESET COIL	B-13	85	Black-White	Energized by shutter motor cam switch #2B, when starting new game. When this coil is energized, tilt relay coil drops out.
TILT RELAY COIL	A-5	70	Orange	Energized by tilt switches or plumb bob tilt. Also thru control unit cam switch #5D if coin switch is closed too long.
A N.C.	D-1	10P 50P	Orange Red(Plastic)	Opens circuit to control unit motor.
B N.C.	B-5	13-5	White(Plastic)	Opens circuit to tilt relay coil.
C N.C.	M-6	J 10	Red-Yellow Jumper	Opens 17 volt circuit.
D N.O.	L-4	18 31-4	Red-White Yellow-Red	Completes a circuit to tilt lite.
E S.P.D.T.	H-8	60-1 30 38-2	Brown Yellow Yellow-Black	Opens timer step-up circuit, and search circuit, and completes circuit to close shutter if game is tilted when shutter is open.
BALL GATE RELAY COIL	A-10	98	Gray-Black	Energized by shutter motor cam switch 2A when starting new game. Relay stays energized until 1st ball is shot.
A N.O.	E-10	71	Orange-Red	Lock-in circuit for this relay.
B N.C.	H-9	98 61 30	Gray-Black Brown-Red Yellow	In series with circuit to close shutter when 1st ball is shot.

NEW ANTI-CHEAT COIN SWITCH CIRCUIT

The coin switch gives a very short pulse, when operated by a coin. With this new circuit, the game will tilt if the pulse is not as short as from a coin, so that operating the coin switch with wire, strings, etc., usually results in a tilt.

The circuit is completed thru control unit cam switch #5D (on wiring diagram at D-6).

MOTOR ASSEMBLY (Part No. E-119-212)



NOTE

IN ORDER TO MAINTAIN PROPER CLEARANCES BETWEEN GEARS IT IS MOST IMPORTANT THAT WHEN REASSEMBLING GEAR TRAIN:

1. SHIMS BE REPLACED IN THEIR RESPECTIVE LOCATIONS
2. SAME NUMBER OF SHIMS BE REPLACED IN EACH RESPECTIVE LOCATION.

NOTE A: Bearing M-652 is part of Gear Box Cover Assembly A-1600-4 and cannot be ordered separately.

NOTE B: Bearing M-650 is part of Gear Box Housing Assembly A-1599 and cannot be ordered separately.

NOTES

MISCELLANEOUS PARTS

Back Cabinet Assembly:

Part No.	Name of Part
G-303-6	Back glass—FUN SPOT—62
G-303-5	Back glass—BARREL O'FUN—62
M-281-23	Lock and keys (2) Keyed alike

Back Door Assembly:

M-281-25	Lock and keys
P-758-17	Lock cam
E-122-19	Transformer

Front Cabinet Assembly:

M-168-15	Ball
AS-187-18	Ball shooter assembly
A-1540-3	Ball shooter housing
A-100-7	Ball shooter rod
SP-200-24	Ball shooter spring (long)
SP-243	Ball shooter spring (short)
R-108-3	Ball shooter tip
P-711-1	Cigarette holder
P-2210-80	Coin entry plate 10¢
P-2210-81	Coin entry plate 5¢
P-1900-49	Coin box—Front door
P-1900-50	Coin box—Side door
CA-1088-2	Front moulding only
M-281-22	Lock and keys—side door
A-2618	Leg
M-106-1	Leg bolt
M-163-4	Leg adjuster
CA-1088-3	Side door only

Front Door Assembly:

Part No.	Name of Part
A-1538-3	Armature plate (AS-277-56)
E-101-45	Coil—coin lockout
AS-277-56	Coin switch assembly 5¢ and 10¢
CA-567-128	Front door only—FUN SPOT—62
CA-567-126	Front door only— BARREL O'FUN—62
AS-1971-7	Front door assembly complete— FUN SPOT—62
AS-1971-8	Front door assembly complete— BARREL O'FUN—62
A-254-33	Hinge and bracket
M-281-6	Lock and keys
P-4005	Lock cam
E-108-32	Micro switch 5¢ and 10¢
A-1729-6	Push button—Replay
SW-100-157	Push button switch
P-2768-5	Ring for A-1729-6 button
P-2768-7	Ring for M-281-6 lock
M-280-15	Slug rejector 5¢
M-280-16	Slug rejector 10¢

Panel Assembly:

AS-1315	Ball Gate and Switch Assembly
C-326-9	Light Shield post
R-115-4	Rebound Rubber
M-170	Rebound spring—double post
R-243	Rubber ring for yellow post
R-243-2	Rubber ring for red post

Bally pin game lubricant now available in one half-pint
(8 Oz.) containers with plastic spout and screw cap.