

# Bally®

# MONEY HONEY

## SLOT - MACHINE

(MODEL 742A — 115V. - 50V. - 6V.)

# OPERATING INSTRUCTIONS AND PARTS CATALOG

Part Numbers are marked on illustrations  
and a list of miscellaneous parts appears  
on page 20.

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

Code	
N.C. ___	Normally closed
N.O. ___	Normally open
M.B.B. ___	Make before break
S.P.D.T. ___	Single pole double throw

*Home of Ballygames*

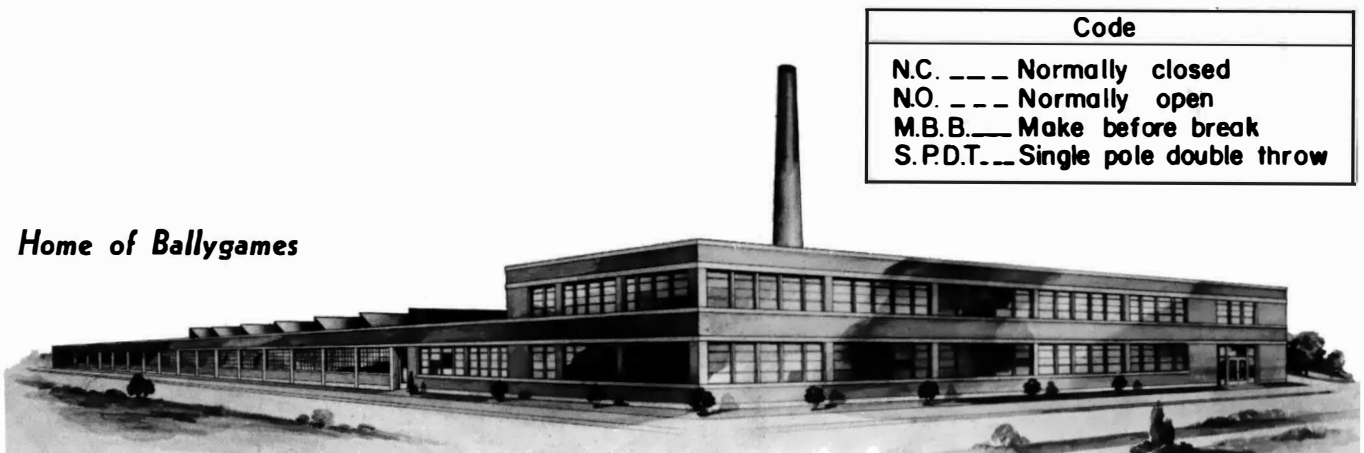




TABLE OF CONTENTS

	PAGE NO.
SECTION I	
INSTALLATION INSTRUCTIONS . . . . .	4
SECTION II	
SEQUENCE OF OPERATIONS . . . . .	5
SECTION III	
MECHANISM ADJUSTMENTS . . . . .	6, 7, 8
SECTION IV	
PERCENTAGE ADJUSTMENT INSTRUCTIONS . . . . .	9, 10, 11
SECTION V	
DISC WIRING, FUNCTION CHART . . . . .	12-16
SECTION VI	
LUBRICATION GUIDE . . . . .	17, 18, 19
SECTION VII	
MISCELLANEOUS PARTS LIST . . . . .	20

SECTION I  
INSTALLATION INSTRUCTIONS

**PREPARATION FOR OPERATION:**

The Bally Slot Machine is delivered with all adjustments pre-set at the factory. It is ready for operation on designated line voltage, either 220 volt 50 cycle or 115 volt 60 cycle.

**PLEXIGLASS DISPLAY SIGN:**

In the shipping carton spacer, you will find the "Money Honey" plexiglass display sign, back-up plate, and eyelets for retaining screws. Insert eyelets into the (2) holes in the sign from the back side. Loosen the (2) retaining screws on sign mounting base until sign and back-up plate can be inserted into the slot of mounting base. Align sign holes and tighten retaining screws. NOTE: The plexiglass sign is designed to be used with or without the back-up plate at operators discretion, either way offering an extremely attractive presentation.

To replace fluorescent lite that illuminates sign, remove sign base by removing the (2) mounting screws from inside of cabinet.

**JACKPOT DISPLAY:**

The front door has coin holders behind the bar and melon jackpot display windows. At operators discretion, the "jackpot card" under plexiglass (amount of coins) window can be removed and coins installed for a "cash display." Open the front door and remove the coin holders. Remove plexiglass window and jackpot card from holders and fill with coins, being sure that coins lay flat and fill evenly for best appearance. Replace only the plexiglass window in coin holders and re-install on front door. NOTE: Because of the adjustable jackpots, "100 coins" and "50 coins" plexiglass windows are provided, to be installed when jackpots are changed.

**FUNCTIONAL CHECKOUT:**

Insert line cord plug into proper outlet. Deposit a coin. "Coin accepted" will light on the front glass adjacent to the coin drop and handle will be released to start a spin. Before pulling handle to start a spin, deposit a second coin, slug rejector should reject second coin into payout cup. NOTE: If for any reason slug rejector is removed from housing, be sure that scavenger lever on front door is positioned over the rejector scavenger plate when returning it to housing. Pull handle, reel mechanism will release reels for spin and there should be a minimum of (2) complete turns on #1 reel prior to index.

**HOPPER PAYOUT UNIT:**

The hopper payout unit has been preset and completely checked out at the factory for operation with the type of coin shown on front glass. It should require no adjustments if prescribed coin is used. To check payouts, fill hopper with prescribed coins. With front door open, manually operate the coin switch. Hold timer fan and pull handle to start a spin, then set reels for combination to be checked. Release fan to allow reels to index. Hopper will dispense coins thru slot at front of hopper unit and may be caught in a box, then count checked by hand and checked on the "total out" meter (upper meter). The payout counter unit mounted on the hopper unit is mechanically stepped by each coin dispensed, it can be adjusted if necessary, to get full stroke and insure positive count.

## SECTION II SEQUENCE OF OPERATION

### COIN MECHANISM:

The slug rejector coin mechanism used in this machine is the single coin type. A coin lockout coil is used to make the mechanism reject coins when a spin has not been completed from a previous coin and when power to machine is interrupted.

### COIN RELAY:

This relay is energized by a signal from the coin switch when a coin is deposited. It conditions machine for a spin by lighting the "coin accepted" lite, signalling the handle release coil and dropping out the coin lock-out coil.

### HANDLE RELEASE COIL:

This coil is energized by a signal from the coin relay when reel mechanism and handle are at indexed (start) position and payout relay and coin lock-out coil are not energized. It releases handle lock mechanism, allowing handle to be pulled to actuate reel mechanism for a spin.

### REEL MECHANISM:

The reel mechanism, when actuated by the handle, releases the (3) reels from an indexed position and allows them to spin. During a spin, switches on the reel mechanism open the winner-payout circuit, handle release circuit and, complete the payout counter unit reset circuit if previous spin was a winner. Near the end of a spin, the reel mechanism will operate the total in meter. When the (3) reels return to an indexed position, reel disc #1 - #2 and #3 will signal the payout relay thru the payout counter unit disc, if a winner has been made.

### TOTAL IN METER:

This meter is "mechanically" operated by the reel mechanism (once) during each spin to total "coins in."

### PAYOUT COUNTER UNIT:

This unit controls the amount of coins dispensed for each winner. It completes the winner circuit from the reel discs to energize the payout relay when a winner is made, then by advancing (1) step for each coin dispensed during payout of a winner, it de-energizes the payout relay when the correct amount of coins has been dispensed.

### PAYOUT RELAY:

This relay is energized by a signal from the #1 - #2 and #3 reel discs thru the payout counter unit disc when winners are made. It conditions the machine for payouts, by lighting the "winner lite," signalling the payout motor, override solenoid and total out meter. It also opens the handle release circuit and completes the hold-in circuit for this relay, during payouts.

### HOPPER UNIT PAYOUT MOTOR AND OVERRIDE SOLENOID:

The payout motor and the override solenoid are operated by a signal from the payout relay when winners are made. The payout motor operates the "hopper coin disc" to dispense coins and advance the payout counter unit (1) step for each coin dispensed during payouts. The override solenoid when energized, allows coins to be dispensed, de-energized when payouts are completed, it prevents coins from being dispensed.

### SAFETY TIMER MOTOR:

This motor is operated by a signal from the payout relay during winners. It operates a switch that opens the power supply to machine and lights the neon pilot lite, if payout unit runs longer than required to dispense largest winner.

### TOTAL OUT METER:

This meter is "electrically" operated by a signal from the payout counter unit step-up arm switch (once) for each coin dispensed during payouts to total "coins out."

SECTION III  
MECHANISM ADJUSTMENTS

HOPPER UNIT ADJUSTMENTS

1. PRINTED CIRCUIT DISC (W-923-9 Wired)

The printed circuit disc is fastened to the counter assembly by (2) hex head machine screws located behind the cast spiral cam, and (1) Phillip's head machine screw located in the upper left hand corner of the disc. The disc is located centrally by the hub of the unit shaft and the clearance in the (3) screws allows adjustment by rotation of the disc to properly position the rotating wiper, relative to the disc.

Proper position of disc is indicated by resetting the counter unit to zero and manually stepping the unit 9 steps. When this 9th step is completed, the outside finger on the rotating wiper should be centered in the segment identified on the wiring tab at the bottom of the disc by the number 10. On the next step, this finger should move off and clear the segment. This position may be checked at the tabs marked 2-5-10-14 and 18. If the printed circuit disc is not properly positioned, the 2 hex head screws and the locking screw in the upper right hand corner of the disc should be loosened slightly to allow the disc to be rotated to the proper position by tapping at a corner. When the proper position is reached, the 2 hex head screws should be tightened securely and then the locking screw tightened securely.

2. ZERO SWITCH

If the printed circuit disc is moved to properly position it relative to the finger wiper, then the zero stop (rubber washer under the hex head screw on the carriage and switch assembly) should be checked relative to the step up pawl and the nylon ratchet drive on the reverse side of the counter unit. This adjustment may change because the zero stop is mounted on the carriage assembly which mounts to the printed circuit disc.

To check the setting of the zero stop, step the unit manually several steps. Now rotate the spiral cam manually until the unit has made 1 rotation of at least 360 degrees or 100 steps. Manually depress the plunger on the reset coil to the bottom of the coil and allow the unit to reset to zero. This will latch both pawls out of the ratchet teeth (to insure zero position). First stop on unit must allow step up pawl to clear tooth on ratchet to pick up for first step. Repeat several times to insure seating on rubber zero stop. If the step up pawl does not pick up ratchet tooth for first step, the hex head screw retaining the rubber stop should be loosened sufficiently to allow rotation of the rubber stop (which is eccentric) and position it to stop the unit in the proper position. Tighten the hex head screw to hold the rubber stop securely and recheck the position as previously described.

3. OUTBOARD WIPER (A-2462-1a)

If the printed circuit disc has been moved, the outboard wipers on the carriage assembly should be checked and properly positioned if necessary.

To check top wiper which carries the 100 step circuit, step unit to 100 steps position. The top finger of the wiper should be off of the contact segment and have enough clearance so that the circuit stays open when the carriage is moved manually to the extremities of the clearances. If adjustment is necessary, the 2 screws holding the wiper assembly should be loosened sufficiently to allow the wiper assembly to be moved to the proper position and when properly positioned, tightened securely.

To check the lower wiper which carries the 150 step circuit repeat the procedure above when the unit is stepped to the 150 step position.

4. ROLLER AND ARM ASSEMBLY (AS-2310ND)

The adjustment of this assembly controls the stroke given to the payout counter by the coin as it passes under the roller on the pivot arm. To check this adjustment place a coin (of the denomination for which the Hopper Unit was made) under the roller at the point where the center lines up with the centers of the roller and the hopper coin disc. (This gives the greatest deflection to the roller arm assembly.) With the coin in this position there should be 1/32 of an inch clearance between the top of the arm on the end opposite the roller (over the overtravel spring) and the top of the slot in the actuating arm on the step up arm assembly. This insures over travel on the arm and full stroke to the payout counter.

If this clearance is not evidenced then the position may be corrected by the following adjustment. Three screws lock the Roller and Arm Assembly in position. One is on the bottom of the channel of the assembly to secure it to the bottom of the hopper casting and 2 are on the side of the channel to secure it to the side mounting bracket. Loosen all 3 screws sufficiently to correct the position of the assembly and tighten securely.

5. COIN KICKER (A-2895a) & SOLENOID (E-184-198a)

The adjustment of this part of the unit insures proper feeding of coins under the roller and return of coins to the hopper during any override of the hopper motor.

When the solenoid is properly adjusted for stroke, the coins will run under the deflector on the kicker arm and on under the roller, to be counted, when the solenoid is energized and the motor runs. While the unit is paying out you should be able to deflect the coins back into the hopper by manually depressing the kicker arm towards the solenoid at the link to the solenoid plunger (this takes out the clearance in the linkage). This check is done with the hopper unit out of the cabinet and connected by the test cable.

If this adjustment is not correct, the screws and nuts mounting the solenoid should be loosened sufficiently to allow the solenoid to be moved away from the kicker arm if the coins do not deflect back into the hopper or toward the kicker arm if coins deflect back into the hopper with the solenoid pulled in but without manual depression of the linkage.

## REEL MECHANISM ADJUSTMENTS

### 1. STOP BRACKET (P-6287a – Pawl Trip)

The stop bracket is located at the rear of the right side of the reel mechanism at the bottom of the side plate.

Although this adjustment is made at the factory during the check out of each mechanism, the setting will be explained. This bracket is set to trip out the spin of the reels after all three latch levers are in place. To check this setting the reel mechanism should be removed from the cabinet and mechanically cycled slowly and observed from the rear. All three latch levers should index just prior to the spin, leaving some stroke for safety, to insure latching.

### 2. RATCHET ARM STOP (P-6283a – Timer Stop)

This stop is on the left side plate of the Reel Mechanism, behind the variator ratchet.

This adjustment is also made at the factory during the check out and stops the action of the timer when all functions are completed. The proper setting is controlled by the index of the reels after the spin. There are two positions to check during the spin timing cycle. First – The pin on the timer lever located on the left side of the reel mechanism should contact the switch after the 3rd reel has indexed. Second – After the 3rd reel index, the travel of the timer lever continues and makes the "C" and "D" switch contacts. After both contacts are made, there should be apparently 1/8 of an inch of travel before the arm hits the stop. This insures proper switch action and timing for the circuits.

## SAFETY TIMER MOTOR ADJUSTMENTS

(Motor E-119-348)

The safety timer motor is located at the left rear corner of the cabinet. This motor runs during each payout. If the payout unit runs for a longer time than required to dispense largest payout (plus margin), the cam on the timer motor operates safety switch which opens the power supply to machine and lights the neon pilot lite indicating "trouble". After correcting the trouble, the machine can be put back in service by manually resetting the safety switch. The time cycle on the safety timer motor can be adjusted by loosening the lock nut holding the cam and setting the pointer to the number of seconds desired, as indicated on the dial under the cam. The time adjustment varies from 5 seconds to 112 seconds. When the desired time setting is made, lock the cam securely and check by cycling cam several times.

SECTION IV  
PERCENTAGE ADJUSTMENT INSTRUCTIONS

PERCENTAGES:

The following chart shows the percentages that can be attained by #3 reel change and/or jackpot payout change.

USING REELS #1 – #2 and #3.

Melon jackpot and bar jackpot wired to pay 150 = 82.5%\*.

Melon jackpot and bar jackpot wired to pay 100 = 81.2%.

Melon jackpot and bar jackpot wired to pay 50 = 79.9%.

\* As shipped from factory.

USING REELS #1 – #2 and #3A:

Melon jackpot and bar jackpot wired to pay 150 = 80.7%.

Melon jackpot and bar jackpot wired to pay 100 = 79.4%.

Melon jackpot and bar jackpot wired to pay 50 = 78.2%.

REEL CHANGE:

Unlock the (2) clamp locks on front sides of reel mechanism and remove the mechanism from machine. Depress the (2) spring loaded lock cams that retain reels and remove reels from mechanism. Remove retaining ring and remove #3 reel from reel shaft. Place #3A reel on reel shaft and replace retaining ring. Return reels to mechanism.

JACKPOT PAYOUT CHANGE:

The bar and melon jackpots on Money Honey are set for 150 payout as shipped from factory. To change jackpots to 100 payout or 50 payout, only (1) wire on payout counter disc need be changed. Remove hopper payout unit from machine. To change jackpots to 100 payout, unsolder the 54 (white-green) wire from 150 terminal on bottom of payout counter disc and solder it to the 100 terminal (along with the 81 (black-red) wire) on bottom of payout counter disc.

To change jackpots to 50 payout, solder 54 (white-green) wire to the 50 terminal on bottom of payout counter disc.

NOTE: Install "100 coins" or "50" coins" plexiglass window in bar and melon jackpot coin holders when jackpot payouts are changed.

	<u>1st Reel</u>		<u>2nd Reel</u>		<u>3rd Reel</u>	
Lemons	1		0		7	
Cherries	3		6		0	
Oranges	6		4		1	
Plums	6		3		2	
Bells	1		4		7	
Melons	1		1		1	
Bars	1		1		1	
Money Honey	<u>1</u>		<u>1</u>		<u>1</u>	
TOTAL CYCLE	20	X	20	X	20	8000

Star Superimposed:

Lemon	1		0		0
Orange	0		1		0
Bar	0		0		1

PAYOUT

Cherry Any Any	2	X	3	X	20-6	X	20 = 1680
Cherry Cherry Any	5		3		6		20 1800
Orange Orange Orange	10		6		4		1 240
Orange Orange Bar	10		6		4		1 240
Plum Plum Plum	14		6		3		2 504
Plum Plum Bar	14		6		3		1 252
Bell Bell Bell	18		1		4		7 504
Bell Bell Bell	18		1		4		1 72
Melon Melon Melon	150		1		1		1 150
Bar Bar Bar	150		1		1		1 150
Star Star Star	100		1		1		1 100
3 Money Honeys Any Position	18		3		3		3 486

MYSTERY HITS

PAYOUT

			<u>1st Reel</u>		<u>2nd Reel</u>		<u>3rd Reel</u>	
Orange Orange Melon	10	X	6	X	4	X	1 =	240
Orange Melon Orange	10		6		1		1	60
Orange Melon Bar	10		6		1		1	60
Orange Melon Melon	10		6		1		1	<u>60</u>

6598

TOTAL PLAY	8000	100%
TOTAL PAYOUT	<u>6598</u>	<u>82.5%</u>
NET INCOME	1402	17.5%

	<u>1st Reel</u>		<u>2nd Reel</u>		<u>3-A Reel</u>	
Lemons	1		0		9	
Cherries	3		6		0	
Orange	6		4		1	
Plums	6		3		2	
Bells	1		4		5	
Melons	1		1		1	
Bars	1		1		1	
Money Honey	<u>1</u>		<u>1</u>		<u>1</u>	
TOTAL CYCLE	<u>20</u>	X	<u>20</u>	X	<u>20</u>	8000

Star Superimposed:

Lemon	1		0		0
Orange	0		1		0
Bar	0		0		1

PAYOUT

Cherry Any Any	2	X	3	X	20-6	X	20 = 1680
Cherry Cherry Any	5		3		6		20 1800
Orange Orange Orange	10		6		4		1 240
Orange Orange Bar	10		6		4		1 240
Plum Plum Plum	14		6		3		2 504
Plum Plum Bar	14		6		3		1 252
Bell Bell Bell	18		1		4		5 360
Bell Bell Bar	18		1		4		1 72
Melon Melon Melon	150		1		1		1 150
Bar Bar Bar	150		1		1		1 150
Star Star Star	100		1		1		1 100
3 Money Honeys Any Position	18		3		3		3 486

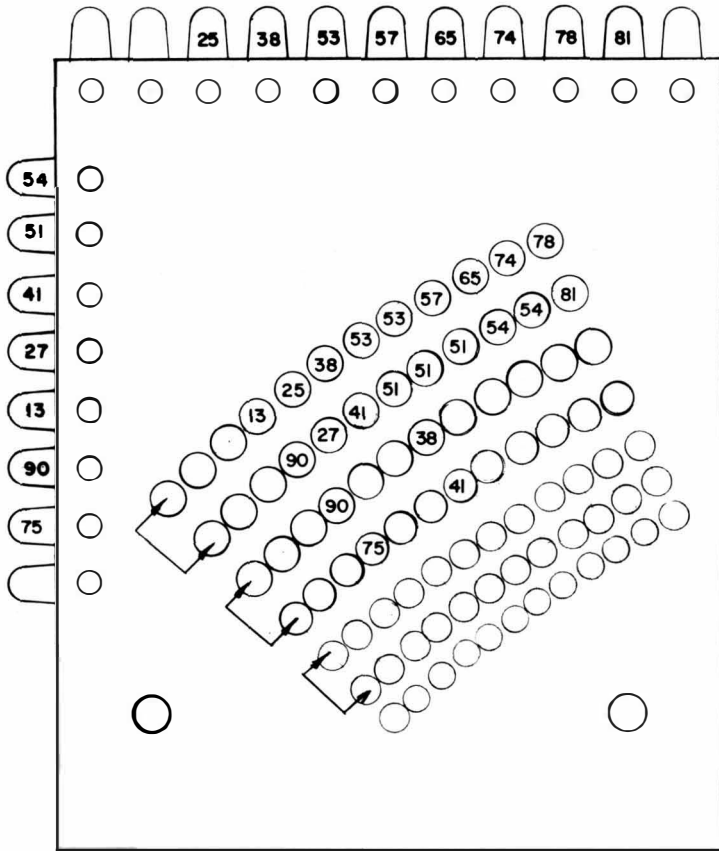
<u>MYSTERY HITS</u>	<u>PAYOUT</u>		<u>1st Reel</u>		<u>2nd Reel</u>		<u>3rd Reel</u>	
Orange Orange Melon	10	X	6	X	4	X	1 =	240
Orange Melon Orange	10		6		1		1	60
Orange Melon Bar	10		6		1		1	60
Orange Melon Melon	10		6		1		1	<u>60</u>

6454

TOTAL PLAY	8000	100%
TOTAL PAYOUT	<u>6454</u>	<u>80.7%</u>
NET INCOME	1546	19.3%

**No. 1, No. 2, No. 3 REEL DISCS** viewed from **BUTTON** or **WIPER** side

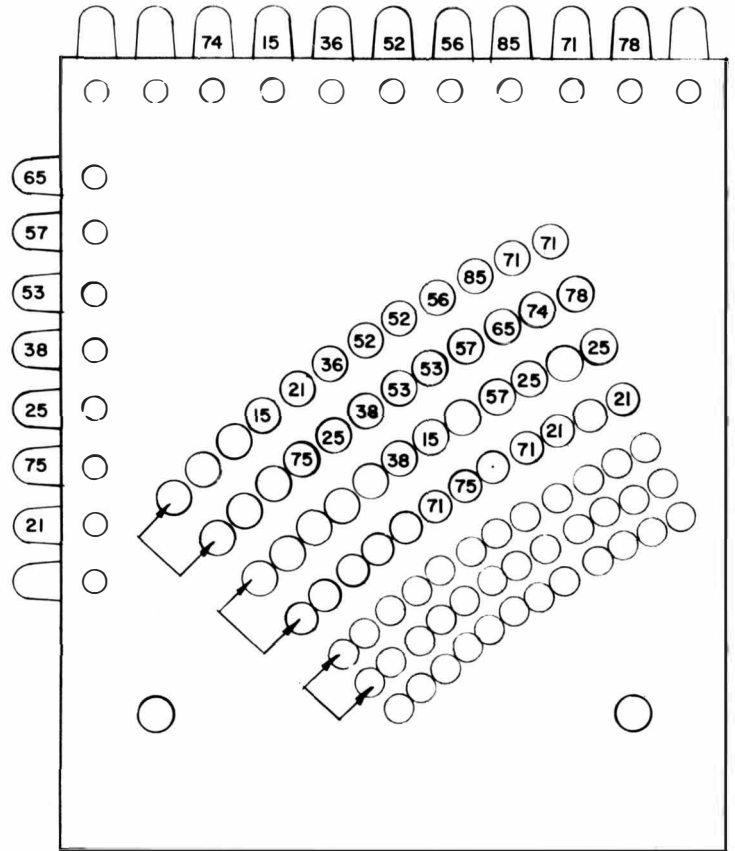
**# 1 DISC**



WIPER PLATE ASSEMBLY  
AS- 2319-2

DISC (WIRED)  
W-1041-3

**# 2 DISC**



WIPER PLATE ASSEMBLY  
AS- 2319-2

DISC (WIRED)  
W- 1041-4



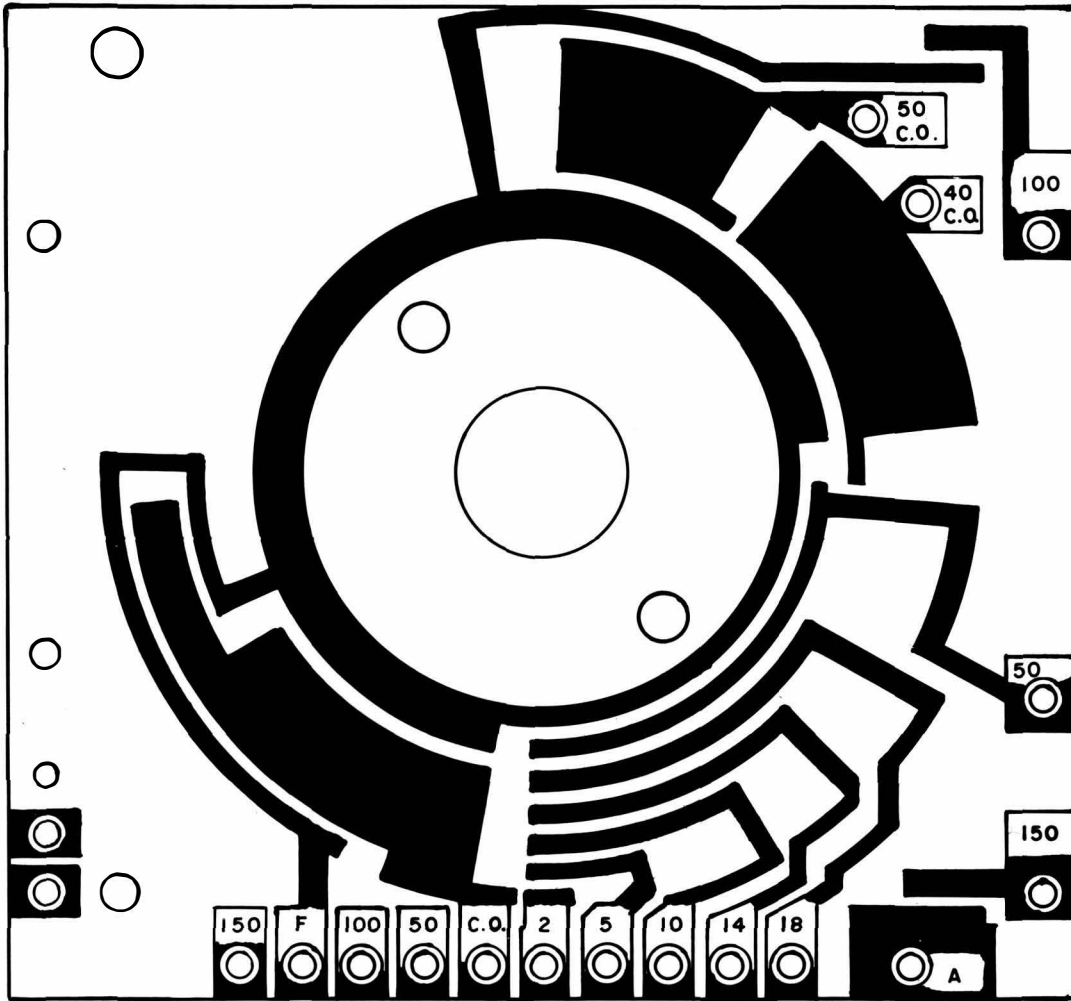
**PAYOUT COUNTER DISC** viewed from WIPER side

WINNERS			THRU WIRE	AMOUNT OF PAYOUT
BAR	BAR	BAR	54	150*
MELON	MELON	MELON	54	150*
BELL	BELL	BELL	51	18
BELL	BELL	BAR	51	18
PLUM	PLUM	PLUM	41	14
PLUM	PLUM	BAR	41	14
ORANGE	ORANGE	ORANGE	27	10
ORANGE	ORANGE	BAR	27	10
CHERRY	CHERRY	————	15	5
CHERRY	————	————	13	2
STAR	STAR	STAR	81	100
MONEY HONEY	MONEY HONEY	MONEY HONEY**	51	18
ORANGE	ORANGE	MELON***	27	10
ORANGE	MELON	BAR***	27	10
ORANGE	MELON	ORANGE***	27	10
ORANGE	MELON	MELON***	27	10

\* ADJUSTABLE TO 100 BY MOVING (54) WIRE TO 100 TERMINAL ON BOTTOM OF PAYOUT DISC, OR TO 50 BY MOVING (54) WIRE TO 50 TERMINAL ON BOTTOM OF PAYOUT DISC.

\*\* ONLY (1) MONEY HONEY WINNER LINES UP ON THE REELS LIKE OTHER WINNERS ●—●—●—●—● THE OTHER (26) OCCUR WHEN THE MONEY HONEY SYMBOL ON EACH REEL APPEARS IN ANY OF THE (9) SYMBOLS VISIBLE THRU FRONT GLASS.

\*\*\* MYSTERY PAYOUT



54 91-3 81 98 13 15 27 41 51

**WIPER ASSEMBLY**  
**AS-1046-431**

**DISC ( WIRED )**  
**W-923-9**

# COIL AND SWITCH FUNCTION CHART

	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
COIN SWITCH N.O.	H-6	30 21-1	Yellow Blue-Red	Completes circuit to coin relay when a coin is deposited.
COIN RELAY COIL	C-6	83 70	Black-Yellow Orange	Energized by coin switch and conditions machine for a spin.
SWITCH N.O.	L-7	38-1 30	Yellow-Black Yellow	Completes circuit to "coin accepted" lite.
SWITCH N.O.	F-10	36-1 25-1	Yellow-Brown Blue-White	Completes circuit to handle release coil.
SWITCH N.C.	M-9	31-1 91	Yellow-Red Gray-Red	Opens circuit to coin lock-out coil.
SWITCH M.B.B.	E-6	83 21-1 31-1	Black-Yellow Blue-Red Yellow-Red	Completes circuit to coin lock-out coil and opens circuit to coin relay coil.
PAYOUT RELAY COIL	C-9	93 70	Gray-Yellow Orange	Energized thru the reel discs and payout counter disc and conditions machine to pay winners.
SWITCH N.O.	E-3	50 40	White Green	Completes circuit to safety timer motor, payout motor and override solenoid.
SWITCH N.O.	F-4	50 40	White Green	Same function as above.
SWITCH S.P.D.T.	J-10	57-1 90 98	White-Orange Gray Gray-Black	Opens circuit to handle release coil and completes hold-in circuit to payout relay.
SWITCH N.O.	K-7	48-1 30	Green-Black Yellow	Completes circuit to "winner" lite.
SWITCH N.O.	H-7	30 31	Yellow Yellow-Red	Completes circuit to total out meter.
HANDLE RE-LEASE COIL	C-10	52-1 70	White-Blue Orange	Energized by coin relay switch and releases handle to start a spin.
SWITCH N.C.	L-10	60-1 90	Brown Gray	Opens winner circuit to payout relay coil. Also opens circuit to handle release coil.
PAYOUT COUNTER UNIT RESET COIL	C-8	85-1 70	Black-White Orange	Energized by reel mechanism switch "B" thru payout counter unit "O" switch on cycle following a winner.
OPEN AT "O" SWITCH N.O.	D-8	78-1 85-1	Orange-Black Black-White	Opens circuit to payout counter unit reset coil when unit returns to "O" position.
STEP-UP ARM SWITCH N.O.	G-10	98 93	Gray-Black Gray-Yellow	Completes hold-in circuit to payout relay when payout counter unit steps.
STEP-UP ARM SWITCH N.O.	E-7	31 65	Yellow-Red Brown-White	Pulses total out meter when payout relay is energized.
REEL MECH-ANISMSWITCH "A" N.C.	M-10	30 91	Yellow Gray-Red	During cycle prior to spin, opens circuit to coin lock-out coil, handle release coil and payout relay.
REEL MECH-ANISMSWITCH "B" N.O.	G-8	30 78-1	Yellow Orange-Black	During spin completes circuit to payout counter unit reset coil thru payout counter unit "O" switch.
REEL MECH-ANISMSWITCH "C" N.C.	L-10	91 60-1	Gray-Red Brown	During spin, opens circuit to handle release coil and payout relay.
REEL MECH-ANISMSWITCH "D" N.C.	D-10	51-1 52-1	White-Red White-Blue	During spin, opens circuit to handle release coil.
DASHPOT SWITCH N.C.	E-10	25-1 51-1	Blue-White White-Red	Opens circuit to handle release coil when handle is pulled.
REJECTOR ARMATURE SWITCH N.O.	G-10	57-1 36-1	White-Orange Yellow-Brown	Opens circuit to handle release coil when coin lock-out coil is energized.
SAFETY TIMER MOTOR SWITCH N.C.	K-1	50 52-2	White White-Blue	Opens power supply to machine and completes circuit to neon pilot lite.

SECTION VI  
LUBRICATION GUIDE

(AS-2301-1) HANDLE MECHANISM ASSEMBLY

	Lubriplate #1 Oil	Lubriplate Multi-Lube A-1
1. Oil hole in handle shaft bearing (left).	X	
2. Between ratchet bearing and side plate (right).	X	
3. On teeth of rack lock lever assembly.		X
4. On sleeve shaft.		X
5. On guide spring shaft.		X
6. On point where lock lever engages rack lock lever.		X
7. On both ends of shaft of lock pawl assembly that come thru bushings in side plates.		X
8. On both ends of shaft of full stroke pawl assembly that come thru bushings in side plates.		X
9. On point where full stroke assembly engages rack lock lever.		X
10. On shaft of full stroke pawl where anti-cheat bar rotates.		X
11. On ear of anti-cheat bar where it contacts full stroke pawl assembly.		X

(AS-2305-1) HOPPER PAYOUT UNIT ASSEMBLY

	Lubriplate #1 Oil	Lubriplate Multi-Lube A-1
<u>(A) PAYOUT HOPPER UNIT</u>		
1. Teeth of all drive gears.		X
2. Oil hole in housing support	X	
3. Point on pivot arm assembly that connects with step-up arm of payout counter unit.		X
4. Stud of roller on pivot arm assembly.	X	
5. Pivot pin on pivot arm assembly.		X
6. Override solenoid plunger.		X
7. Spring stud and shoulder bushing of coin kicker assembly.		X
8. Pivot of coin kicker assembly.		X
<u>(B) PAYOUT COUNTER ASSEMBLY (AS-797-87)</u>		
1. Contact plate segments.	N	O N E
2. Ratchet shaft.	X	
3. Reset pawl pivot points.	X	
4. Step-up arm pivot points.	X	
5. Step-up pawl.		X
6. Slots of carriage assembly that travel on studs of contact plate.		X
7. "O" switch arm pivot.	X	
8. Pivot of step-up arm and connecting link.		X

(AS-2306-2) REEL MECHANISM ASSEMBLY

	LB-550X	Lubriplate #1 Oil	Lubriplate Multi-Lube A-1
<u>(A) CLOCK ASSEMBLY (AS-353-2)</u>			
1. All pinions & gears (1-drop)		X	
2. Points where shafts come thru (1-drop) Cover and Base Assemblies		X	
<u>(B) COIN RELAY ASSEMBLY (AS-435-41)</u>			
1. Point where armature latch assembly latches to armature.			X
2. Points (2) where armature is staked to relay frame.			X
<u>(C) REEL ASSEMBLY (AS-362-15)</u>			
1. Oil hole in bearing & hub assembly		X	
<u>(D) TIMER SHAFT ASSEMBLY (AS-2294)</u>			
1. On shaft where it rotates in bushing of right side plate.			X
2. On shaft where (3) timer idler levers rotate.			X
3. On bushing of timer lever where timer link connects.			X
4. On (3) spring studs where latch links connect.			X
<u>(E) TRIP SHAFT ASSEMBLY (AS-2294-1)</u>			
1. On shaft where it rotates in bushings of left and right side plates.			X
2. On shaft where (3) toggle and link assemblies rotate.			X
3. On spring studs of (3) crank levers where drive link connects.			X
<u>(F) INDEX LEVER &amp; WIPER ASSEMBLIES (AS-2317 &amp; AS-2317-1)</u>			
1. On (3) index lever pins and (3) roller pins of index lever arms.			X
2. On (3) index levers where they fall into selector base.			X
3. On all wipers – 1 drop only.	X		
<u>(G) CONNECTING ROD &amp; OPERATING LEVER ASSEMBLY (AS-2318-1)</u>			
1. On pin that connects connecting rod assembly to universal coupling.			X
2. On universal coupling where it rotates in trip operating lever.			X
3. On stud connecting trip pawl to trip operating lever assembly.			X
4. On trip pawl where it contacts trip lever assembly.			X
5. On connecting rod.			X
<u>(H) LEFT SIDE OF REEL MECHANISM</u>			
1. On stud of switch operating lever where reset link connects.			X
2. On reset link where it travels on stud in left side plate.			X
3. On timer link where it travels on stud of switch operating lever.			X
4. Pin on left side plate that holds ratchet arm and ratchet.			X
<u>(I) RIGHT SIDE OF REEL MECHANISM</u>			
1. In teeth of both gear assemblies.			X
2. In roller on gear assembly.		X	
3. In roller of trip lever assembly.		X	
4. On trip lever assembly where it is actuated by trip pawl.			X
5. On pin that connects air cylinder link to trip operating lever.			X
6. On shaft going thru trip operating lever.			X
7. In pin hole at back of air cylinder.		X	
8. On pin between connecting rod and gear assembly.			X
9. In air cylinder when piston is fully in.			X

(AS-2306-2) REEL MECHANISM ASSEMBLY (Cont.)

Lubriplate #1 Oil	Lubriplate Multi-Lube A-1
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(J) REEL MECHANISM – GENERAL

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|---|---|
| 1. Slots of selector base where the (3) index levers travel.                      | X |
| 2. On index lever shaft where the (3) index levers and (3) driving levers rotate. | X |
| 3. On the (3) spring studs of driving levers and slots of drive links.            | X |
| 4. On (6) pins that connect toggle links to index levers and toggle levers.       | X |
| 5. On shaft where (3) latch pawls rotate.   | X |
| 6. On (3) latch pawls where they latch to toggle levers.                          | X |
| 7. In slots of (3) latch links that travel on spring studs of latch pawls.        | X |
| 8. Shafts on (2) gear assemblies.   | X |

## SECTION VII

## MISCELLANEOUS PARTS

DESCRIPTION	PART NO.
Ballast Transformer . . . . .	E-409-1
Cash Box . . . . .	A-2892
Clock Assembly . . . . .	AS-353-2
Coin Switch & Rejector Mount Assembly (Specify Coin) .	AS-277-78
Coin Switch . . . . .	E-108-86
Coin Relay Assembly . . . . .	AS-435-41
Coin Relay Coil . . . . .	E-184-218
Counter (Total Out) . . . . .	E-130-10
Counter (Total In) . . . . .	E-130-19
Display Sign (Money Honey) . . . . .	M-1344
Fan . . . . .	P-608-9
Fluorescent Lamp . . . . .	E-412-6
Fluorescent Starter . . . . .	E-411-4
Fuse (5 Amp.) . . . . .	E-133-5
Fuse (3 Amp.) . . . . .	E-133-3
Fuse Holder Assembly . . . . .	AS-2344
Handle Mechanism Assembly . . . . .	AS-2301-1
Handle Assembly . . . . .	AS-2303
Handle Hub . . . . .	C-641
Handle Release Relay Assembly . . . . .	AS-435-42
Handle Release Coil . . . . .	E-184-218
Hopper Payout Unit Assembly . . . . .	AS-2305-1
Hopper Payout Unit Motor . . . . .	E-119-344
Hub & Fan Assembly . . . . .	AS-804-4
Jackpot Card . . . . .	M-1349
Jackpot Window (150 Coins) . . . . .	M-1338
Jackpot Window (100 Coins) . . . . .	M-1338-1
Jackpot Window ( 50 Coins) . . . . .	M-1338-2
Lamps (6 V.) . . . . .	E-125-6
Lock (Keyed) . . . . .	M-281-40
Lower Display Glass . . . . .	G-350
Neon Indicator Lamp . . . . .	E-580
Payout Counter Assembly . . . . .	AS-797-87
Payout Relay . . . . .	E-146-581
Payout Relay Coil . . . . .	C-7800-336
Reel Display Glass . . . . .	G-349
Reel Mechanism Assembly . . . . .	AS-2306-2
Reel Assembly . . . . .	AS-362-15
Reel Tape #1 . . . . .	M-220-33
Reel Tape #2 . . . . .	M-220-34
Reel Tape #3 . . . . .	M-220-35
Reel Tape #3A . . . . .	M-220-36
Slug Rejector (Specify Coin) . . . . .	M-1400-
Transformer . . . . .	E-122-101
Timer Motor . . . . .	E-119-348