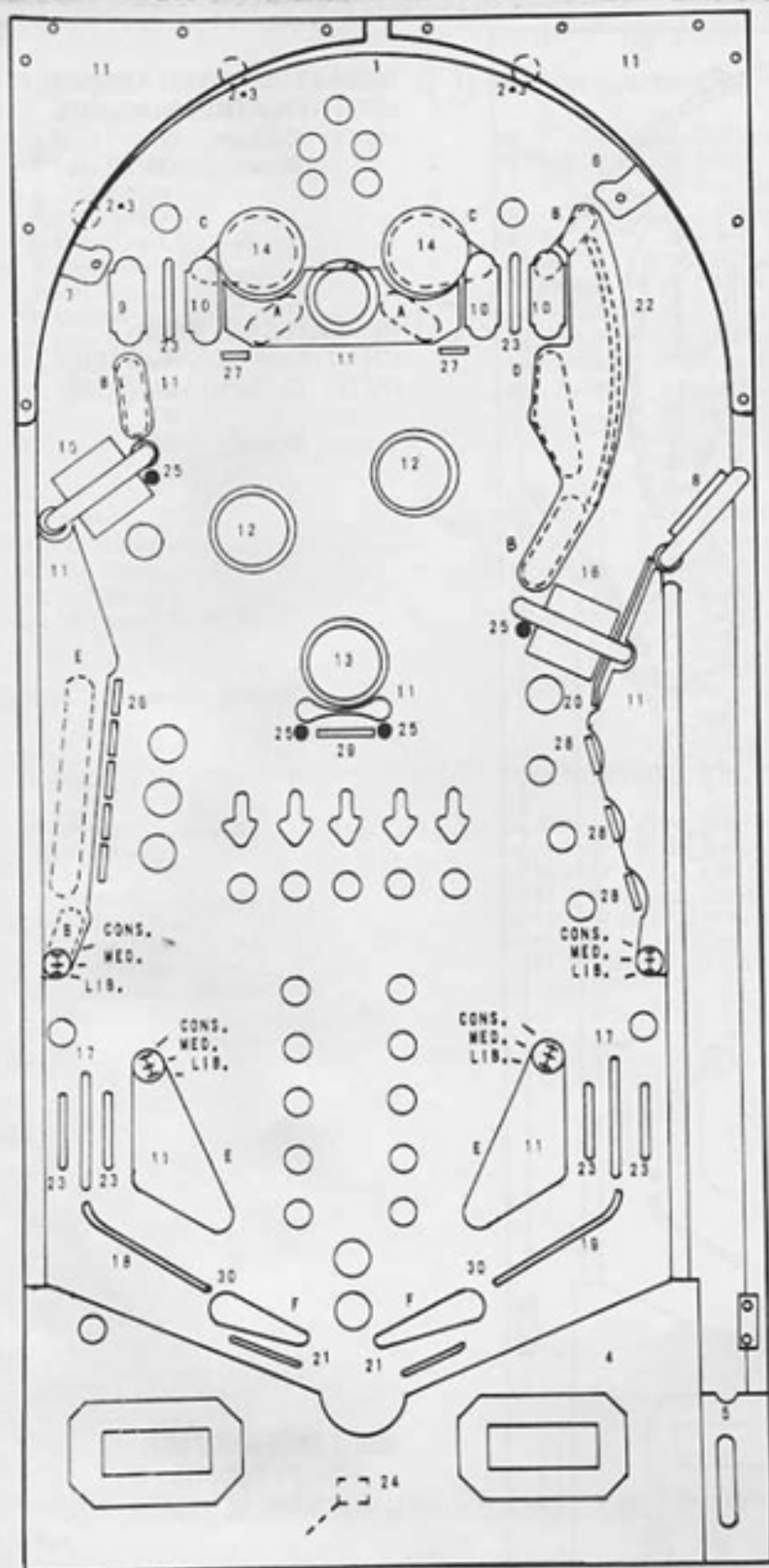




BACK GLASS
G-408-25

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME

EVEL KNEIEVEL



RUBBER PARTS

Dimensions are inside diameters. Numbers in parentheses indicate quantity used, if in excess of one.

A. R-521	3/4" Dia.	(2)
B. R-521-1	1" Dia.	(4)
C. R-521-2	1-1/2" Dia.	(2)
D. R-521-3	2" Dia.	(1)
E. R-521-5	3" Dia.	(4)
F. R-406-3	Flipper	(2)
G. R-243	5/16" Dia.	(17)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post (3)	C-907
3. Rail Post Cap (3)	C-908
4. Bottom Arch	P-5871-56
5. Shooter Gauge	P-6359-22
6. Ball Gate (R)	A-1475-9
7. Ball Gate (L)	A-1475-10
8. Ball Gate	AS-2250-24
9. Plastic Guide	C-935-1
10. Plastic Guide (3)	C-936-1
11. Screened Plastics (Set)	A-2890-124
12. Thumper Cap (2)	A-3713-11
13. Thumper Cap	A-3713-29
14. Thumper Cap (2)	A-3852
15. Spinner Gate (L)	AS-2250-44
16. Spinner Gate (R)	AS-2250-45
17. Guide Wire (2)	M-121-18
18. Guide Wire	M-121-43
19. Guide Wire	M-121-44
20. Guide Wire	M-121-48
21. Guide Wire (2)	M-121-53
22. Guide Wire	M-121-63
23. Rollover Wire Ass'y (6)	AS-2806-1
24. Rollover Wire Ass'y	AS-2806-21
25. Mini Post Ass'y (4)	AS-2836
26. Drop Target Ass'y	AS-2795-54
27. Target Ass'y (2)	AS-2911-3
28. Target Ass'y (3)	AS-2911-20
29. Target Ass'y	AS-2911-19
30. Flipper & Shaft Ass'y (2)	AS-2214-24

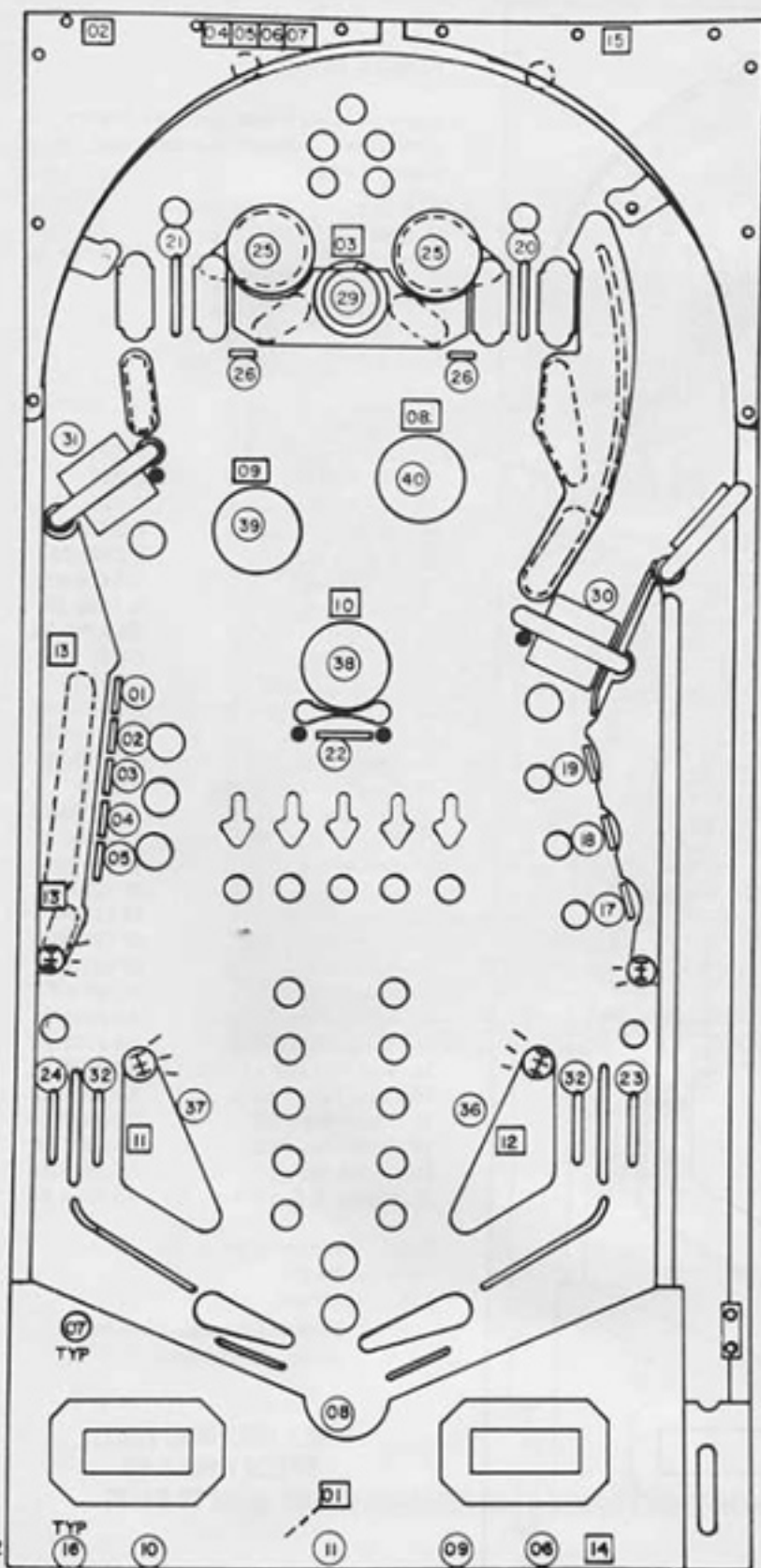
CONS. - Conservative

MED. - Medium

LIB. - Liberal

Indicates movable posts for scoring adjustments.

**WHEN ORDERING PART,
SPECIFY PART NO.
AND NAME OF GAME**



○ INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.

NOTE: Cabinet: 07
 Door: 06, 09, 10
 11, 16

□ INDICATES SOLENOID IDENTIFICATION NUMBERS.

NOTE: Cabinet: 04, 05, 06
 07
 Door: 14

WHEN ORDERING PART,
 SPECIFY PART NO.
 AND NAME OF GAME

EVEL KNEIPEL

SWITCH ASSEMBLIES

1. Drop Target A	AS-2911-17	21. "C" Lane (Top)	AS-2911-9
2. Drop Target B	AS-2911-17	22. Center Target	AS-2911-20
3. Drop Target C	AS-2911-17	23. Right Out Lane	AS-2911-9
4. Drop Target D	AS-2911-17	24. Left Out Lane	AS-2911-9
5. Drop Target E	AS-2911-17	25. L & R "E.K." Scoring Bumper	AS-2911-1
6. Credit Button	ASW-A10-46	26. Top Red Targets & GP* 100	AS-2911-20
7. Tilt	AS-2911-2	27.	
8. Outhole	AS-2911-7	28.	
9. Coin III (Right)	AS-2744-9	29. Top Hole Saucer	AS-2911-8
10. Coin I (Left)	AS-2744-9	30. Right Spinner	AS-2911-11
11. Coin II (If used)	AS-2744-9	31. Left Spinner	AS-2911-11
12.		32. L & R Flipper Feeder Lanes	AS-2911-9
13.		33.	
14.		34.	
15.		35.	
16. Slam	ASW-A20-32	36. Right Slingshot	AS-2911-4
17. "E" Target	AS-2911-3	37. Left Slingshot	AS-2911-4
18. "L" Target	AS-2911-3	38. Bottom Bumper	AS-2911-1
19. "C" Target	AS-2911-3	39. Middle Bumper	AS-2911-1
20. "Y" Lane (Top)	AS-2911-9	40. Top Bumper	AS-2911-1

Drop Target Switch AS-2911-12 Not Shown

*General Purpose or Multiple

SOLENOID ASSEMBLIES

1. Outhole	AN-26-1200	9. Middle Thumper-Bumper	AN-26-1200
2. Knocker	AR-26-1200	10. Bottom Thumper-Bumper	AN-26-1200
3. Saucer	AO-26-1200	11. Left Sling Shot	AN-26-1200
4. Chime 10	CN-31-2000	12. Right Sling Shot	AN-26-1200
5. Chime 100	CN-31-2000	13. Drop Target Reset	NO-27-2300
6. Chime 1000	CN-31-2000	14. Coin Lock-out	FO-36-7000
7. Extra Chime	CN-31-2000	15. K1 Relay (Flipper Enable)	AQ-26-500/34-5050
8. Top Thumper-Bumper	AN-26-1200		

WHEN ORDERING PART, SPECIFY PART NO. AND NAME OF GAME