

#0390 KINGS OF STEEL  
RUBBER PARTS

- A. 17-41-641 (4) POST
- B. 17-41-643 (3) 1" DIA.
- C. 17-41-645 (2) 2" DIA.
- D. 17-41-646 (1) 2½" DIA.
- E. 17-41-647 (1) 3" DIA.
- F. 17-41-648 (1) 3½" DIA.
- G. 17-41-682 (2) FLIPPER (Red)

PANEL TOP PARTS

- 1. Eject Hole Assy. A331-00034-0
- 2. Ball Gate Assy. A360-00022-0  
(Left)
- 3. Ball Gate Assy. A360-00023-0  
(Right)
- 4. Wire Actuator Assy. — Right A360-00216-0
- 5. Wire Actuator Assy. A360-00217-0
- 6. Top Mounted Kicker A360-00234-0
- 7. Ball Gate and Wire Assy. A371-00040-0
- 8. Target Sw, Brkt, Diode, & Cap A390-00017-0
- 9. Ball Guide Assy. A390-00018-0
- 10. Ball Guide Assy. A390-00019-0
- 11. Ball Guide Assy. A390-00020-0
- 12. Switch & Diode Assy. A390-00023-0
- 13. Drop Target & Memory Coil Assy. A390-00025-0
- 14. Free Gate Relay Assy. A390-00032-0
- 15. Target SW, Brkt, Diode & Cap Assy. A391-00043-0
- 16. Flipper & Shaft Assy. — Lt (Black) A391-00052-0
- 17. Mold Flipper Assy. A967-00031-0  
Wht — Purch.
- 18. Thumper Bumper Assy. A967-00053-0
- 19. Slingshot Kicker Coil Assy. A967-00059-0
- 20. Guide Wire 1½" 360-175-4600
- 21. Guide Wire 1½" 360-175-3200
- 22. Guide Wire 1½" 360-957-0084
- 23. Guide Wire 627-00172-0

**GAME #0390 KINGS OF STEEL  
SOLENOID IDENTIFICATION TABLE**

Self Test #	SOLENOID IDENTIFICATION	Self Test #	SOLENOID IDENTIFICATION
01	6 DROP TARGET RESET	09	SAUCER
02	"O" DROP TARGET (BOTTOM)	10	OUTHOLE
03	"J" DROP TARGET (2ND FROM BOTTOM)	11	LEFT THUMPER BUMPER
04	"10" DROP TARGET	12	RIGHT THUMPER BUMPER
05	"O" DROP TARGET (3RD FROM TOP)	13	BOTTOM THUMPER BUMPER
06	"J" DROP TARGET (2ND FROM TOP)	14	RIGHT SLINGSHOT
07	"O" DROP TARGET (TOP)	15	GATE
08	KNOCKER	16	COIN LOCKOUT DOOR
		17	K1 RELAY (FLIPPER ENABLE)

**SWITCH ASSEMBLY SELF-TEST DISPLAY NUMBERS**

Switch Self Test #	DESCRIPTION	Switch Self Test #	DESCRIPTION
01	SAUCER	21	#4 BUTTON
02	RIGHT OUTLANE	22	#5 BUTTON
03	RIGHT RETURN LANE	23	#6 BUTTON
04	LEFT OUTLANE	24	#7 BUTTON
05	LEFT RETURN LANE	25	10 POINT REBOUND (3)
06	CREDIT BUTTON	26	TOP LEFT REBOUNDS (2)
07	RIGHT SLINGSHOT	27	BOTTOM THUMPER BUMPER
08	OUTHOLE	28	"K" TARGET (BOTTOM)
09	COIN III (RIGHT)	29	"K" TARGET (2ND FROM BOTTOM)
10	COIN I (LEFT)	30	"A" TARGET
11	COIN II (MIDDLE)	31	"K" TARGET (2ND FROM TOP)
12	LOWER LEFT REBOUND	32	"K" TARGET (TOP)
13	3'S TARGET	33	RIGHT THUMPER BUMPER
14	TOP RIGHT REBOUNDS (2)	34	LEFT THUMPER BUMPER
15	TILT (3)	35	"O" DROP TARGET (BOTTOM)
16	SLAM (2)	36	"J" DROP TARGET (2ND BOTTOM)
17	WHEEL TARGET	37	"10" DROP TARGET
18	#2 TARGET (RIGHT)	38	"O" DROP TARGET (3RD FROM TOP)
19	#2 TARGET (MIDDLE)	39	"J" DROP TARGET (2ND FROM TOP)
20	#2 TARGET (LEFT)	40	"O" DROP TARGET (TOP)

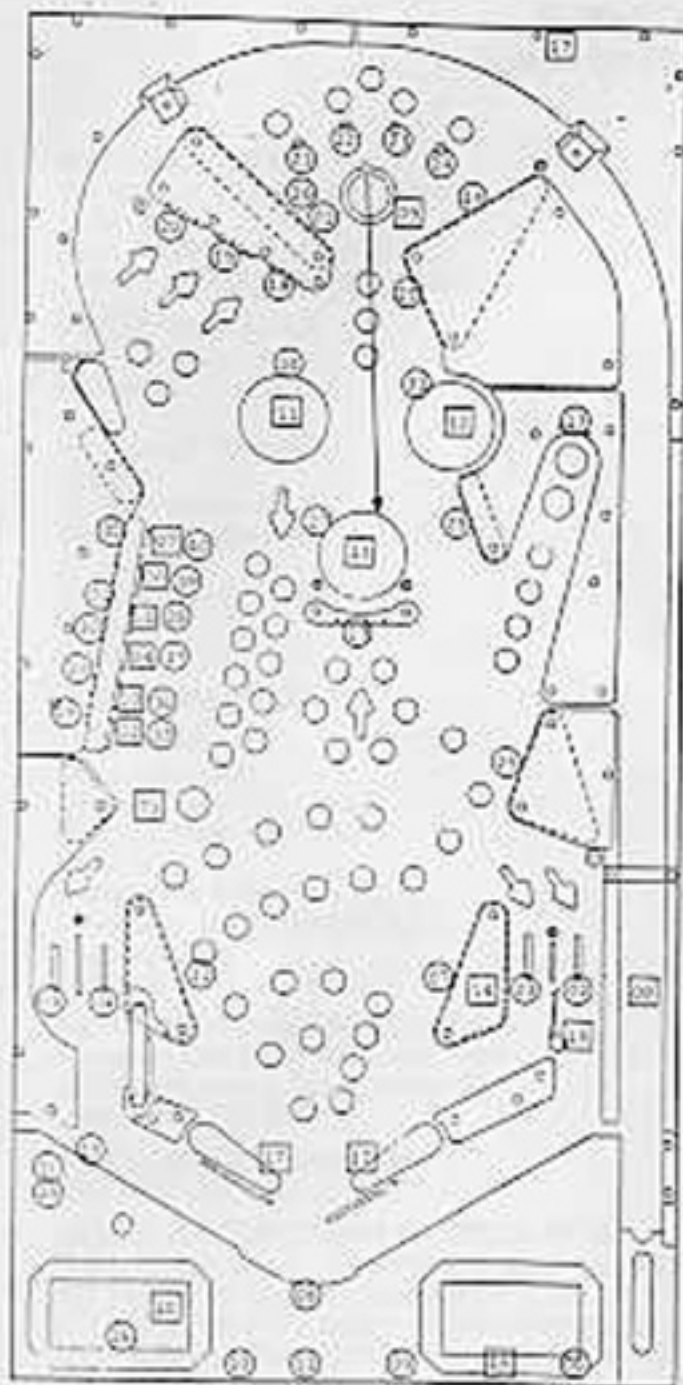
#0390 Kings of Steel

○ INDICATES SWITCH ASSEMBLY  
IDENTIFICATION NUMBERS

NOTE: CABINET: 15, 16  
DOOR: 06, 09  
10, 11, 16

□ INDICATES SOLENOID  
IDENTIFICATION NUMBERS:

NOTE: DOOR: 16  
BACKBOX: 17  
CABINET: 08



VECTOR SHOWING FOR EJECT SAUCER

BALL SHOULD EXIT TO RIGHT SIDE  
OF BOTTOM THUMPER AS  
SHOWN

FIGURE V