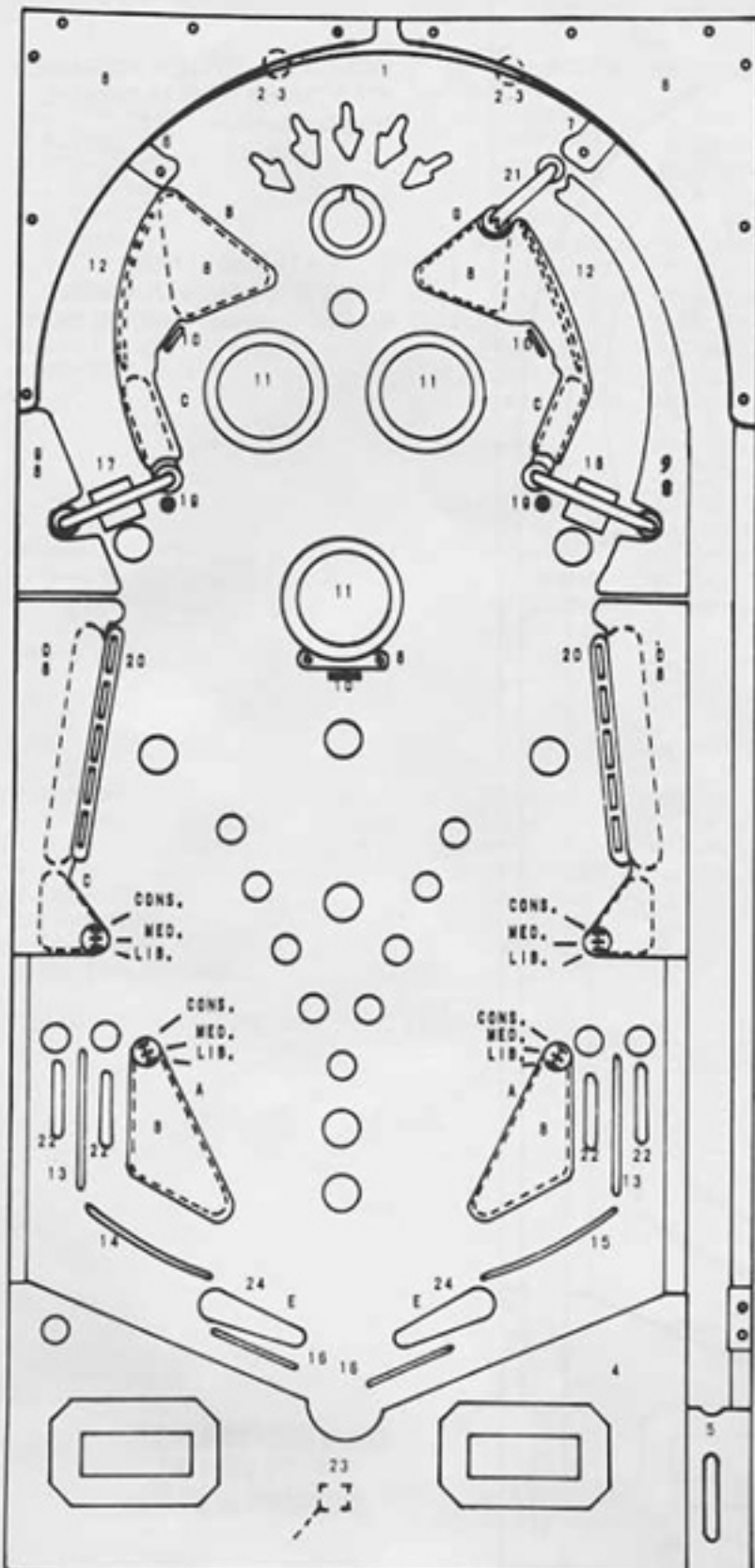




BACK GLASS
G-408-23

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

NIGHT RIDER



RUBBER PARTS

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

A. R521-4	2-1/2" Dia.	(2)
B. R521-3	2" Dia.	(1)
C. R521-1	1" Dia.	(4)
D. R521-5	3" Dia.	(4)
E. R406-3	Flipper	(2)
F. R243	5/16" Dia.	(9)
G. R521-2	1-1/2" Dia.	(1)

PANEL TOP PARTS

1. Arch Rail	M-1774
2. Rail Post (2)	C-907
3. Rail Post Cap (2)	C-908
4. Bottom Arch	P-5871-55
5. Shooter Gauge	P-6359-21
6. Ball Gate (L)	A-1475-10
7. Ball Gate (R)	A-1475-9
8. Screened Plastics	A-2890-121
9. Clear Plastic	A-2890-122
10. Target Assem.	AS-982-1128
11. Thumper Cap	A-3713-12
12. Guide Wire (2)	M-121-62
13. Guide Wire (2)	M-121-18
14. Guide Wire	M-121-43
15. Guide Wire	M-121-44
16. Guide Wire (2)	M-121-53
17. Spinner Gate (L)	AS-2250-34
18. Spinner Gate (R)	AS-2250-35
19. Mini Post & Rubber (2)	AS-2836
20. Drop Target Assy. (2)	AS-2795-10
21. Ball Gate Assem.	AS-2250-18
22. Rollover Wire (4)	AS-2806
23. Othole Wire	AS-2806-21
24. Flipper & Shaft (2)	AS-2214-24

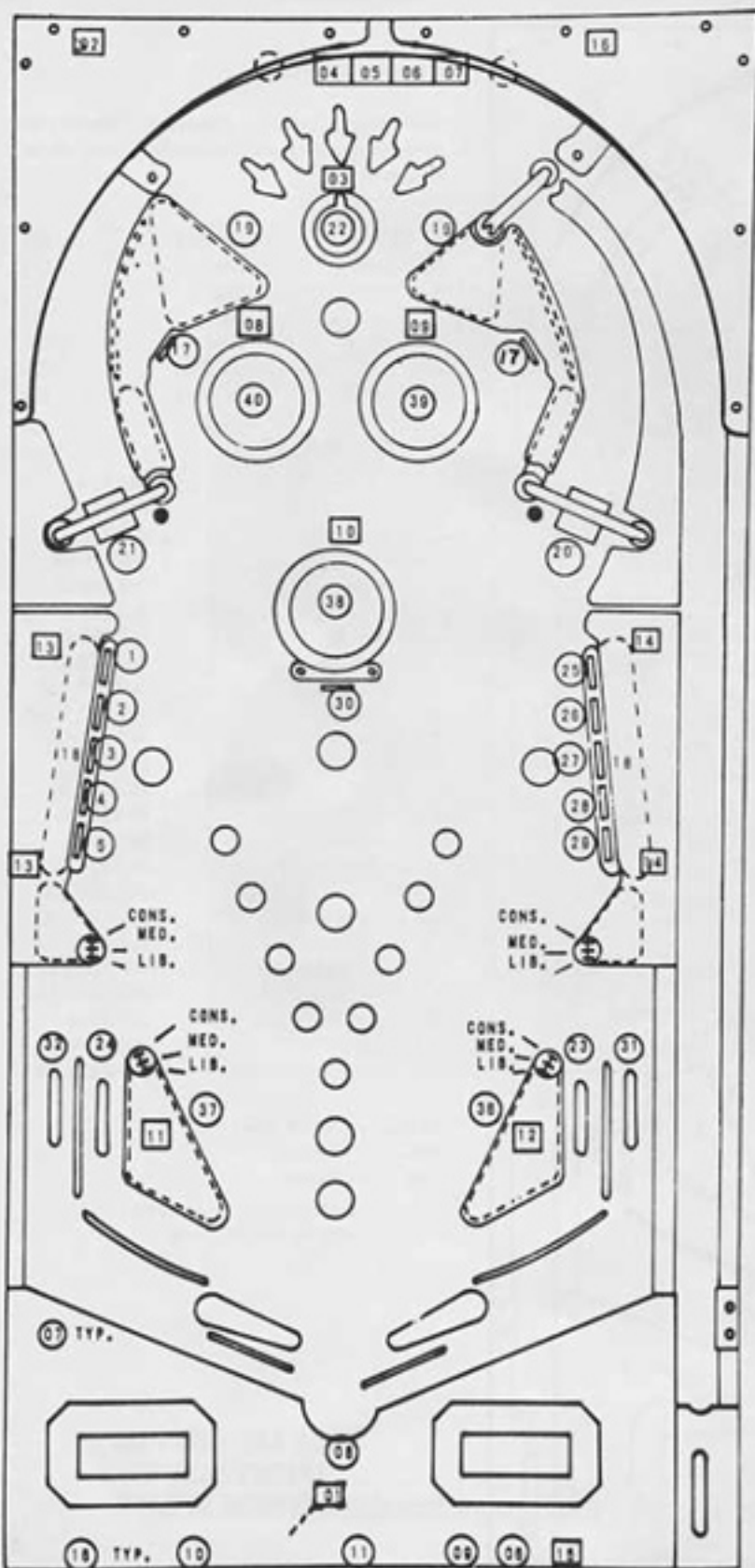
CONS. — Conservative

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: 15

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

NIGHT RIDER

○ SWITCH ASSEMBLIES

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

*General purpose or multiple

□ SOLENOID ASSEMBLIES

1. Outhole	AN-26-1200	9. Right Thumper-Bumper	AN-26-1200
2. Knocker	AR-26-1200	10. Bottom Thumper-Bumper	AN-26-1200
3. Saucer	AO-27-1300	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. Left Drop Target Reset	NO-26-2300
6. Chime 1000	CN-31-2000	14. Right Drop Target Reset	NO-26-2300
7. Extra Chime	CN-31-2000	15. Coin Lock-out	FO-36-7000
8. Left Thumper-Bumper	AN-26-1200	16. K1 Relay (Flipper* Enable)	E-146-791

*Right & Left Flipper Coils AQ-25-500/34-5050

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