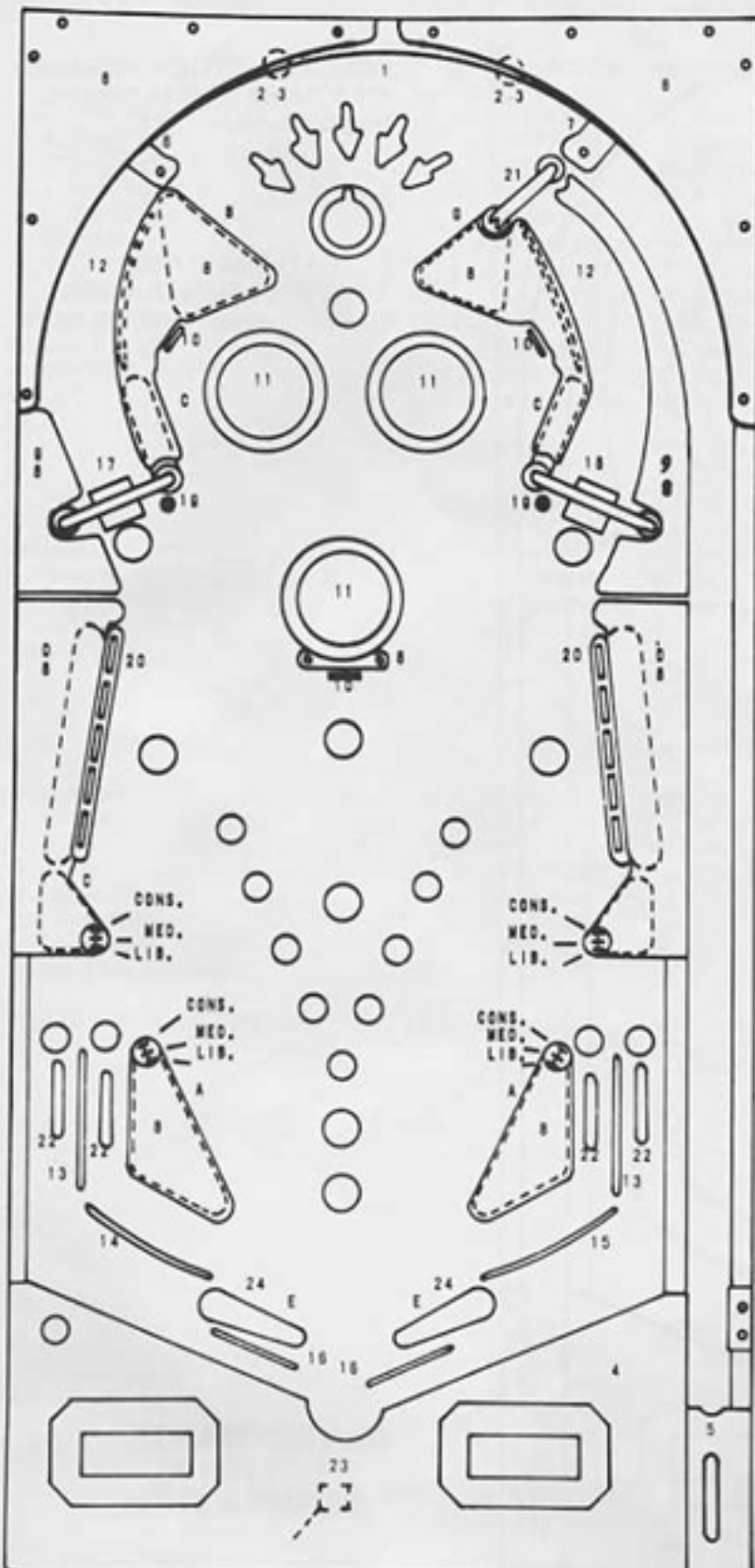




BACK GLASS  
G-408-23

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. Outhole Wire	AS-2806-21
24. Flipper & Shaft (2)	AS-2214-24

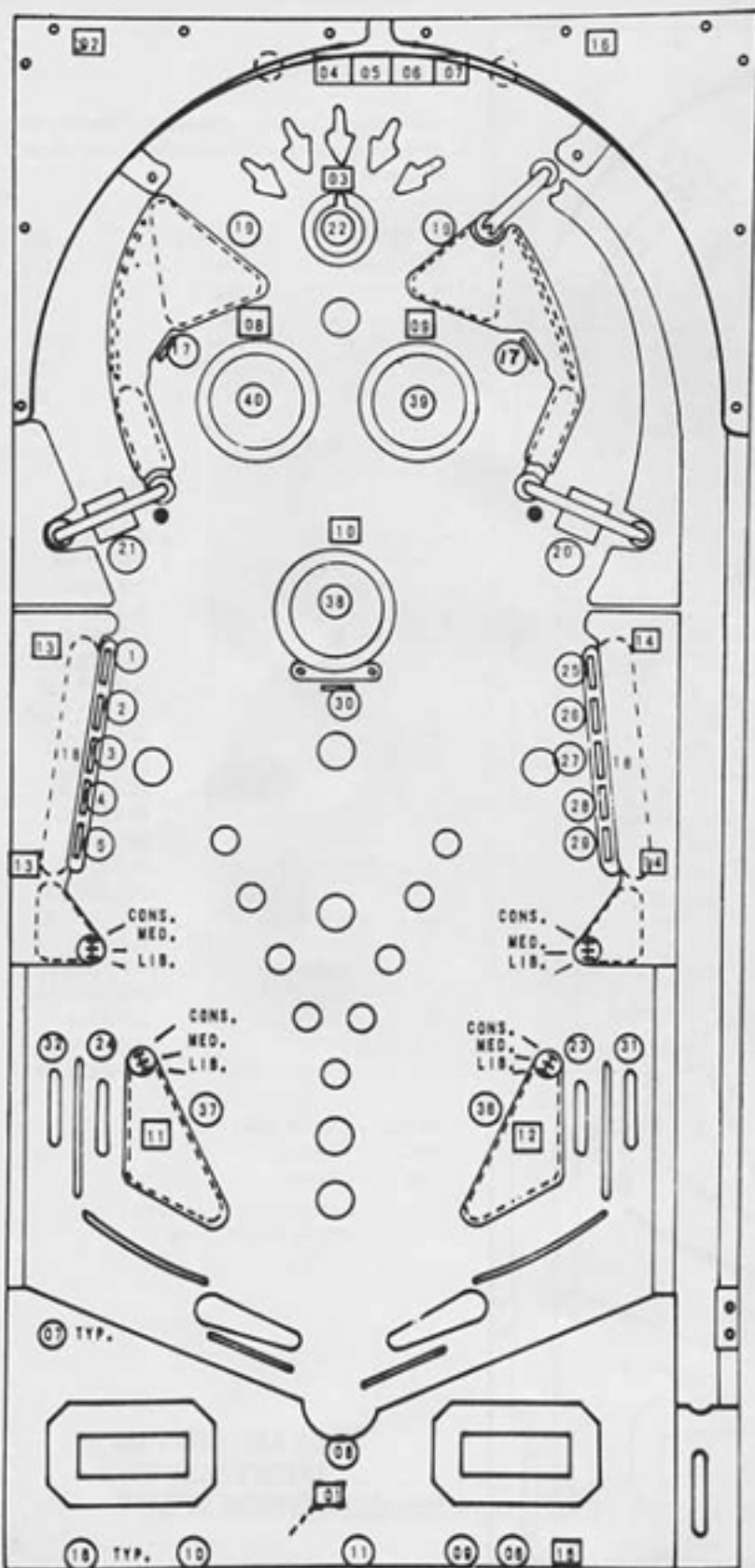
CONS. — Conservative

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