

# TMS 1000

## PROGRAMMFELD PROGRAM FIELD TABLEAU DE PROGRAMME

	1	2	3	4	5	6	7	8
<b>A</b>	2 ≅ 1	3 ≅ 1	4 ≅ 1	5 ≅ 1	10 ≅ 1	4 ≅ 8	Dauerkredit PERMANENT CR CREDIT ILLIMITE	
<b>B</b>	2 ≅ 2	3 ≅ 2	4 ≅ 2	5 ≅ 2	10 ≅ 2	3 ≅ 8	Geldwertzähler TOTALISATEUR Z. IMPULSE	
<b>C</b>	2 ≅ 4	3 ≅ 4	4 ≅ 4	5 ≅ 4	10 ≅ 4	1 ≅ 4	SINGLE WERT SINGLE VALUE VALEUR SINGLE	
<b>D</b>	1 ≅ 1	1 ≅ 2	20 ≅ 4	20 ≅ 2	5 ≅ 8	10 ≅ 8	ALBUM WERT ALBUM VALUE VALEUR ALBUM	
<b>E</b>	20 ≅ 1	2 ≅ 8	1 ≅ 8	20 ≅ 8	SERVICE DIODE		SINGLE Gruppe SINGLE GROUP GROUPE SINGLE	
<b>F</b>	20	2	2	20	2	20	2	10

GW = Geldwert / MONEY VALUE / VALEUR PIECE MONNAIE  
 SS = SINGLE SPIEL / SINGLE PLAY / JEU SINGLES  
 Geldwert = Anzahl der SINGLE-Spiele / MONEY VALUE = N. NISER OF PLAYS / VALEUR = NOMBRE DE JEU SINGLES  
 ALBUM WERT / ALBUM VALUE / VALEUR ALBUM  
 SINGLE WERT / SINGLE VALUE / VALEUR SINGLE

Subtrakt.

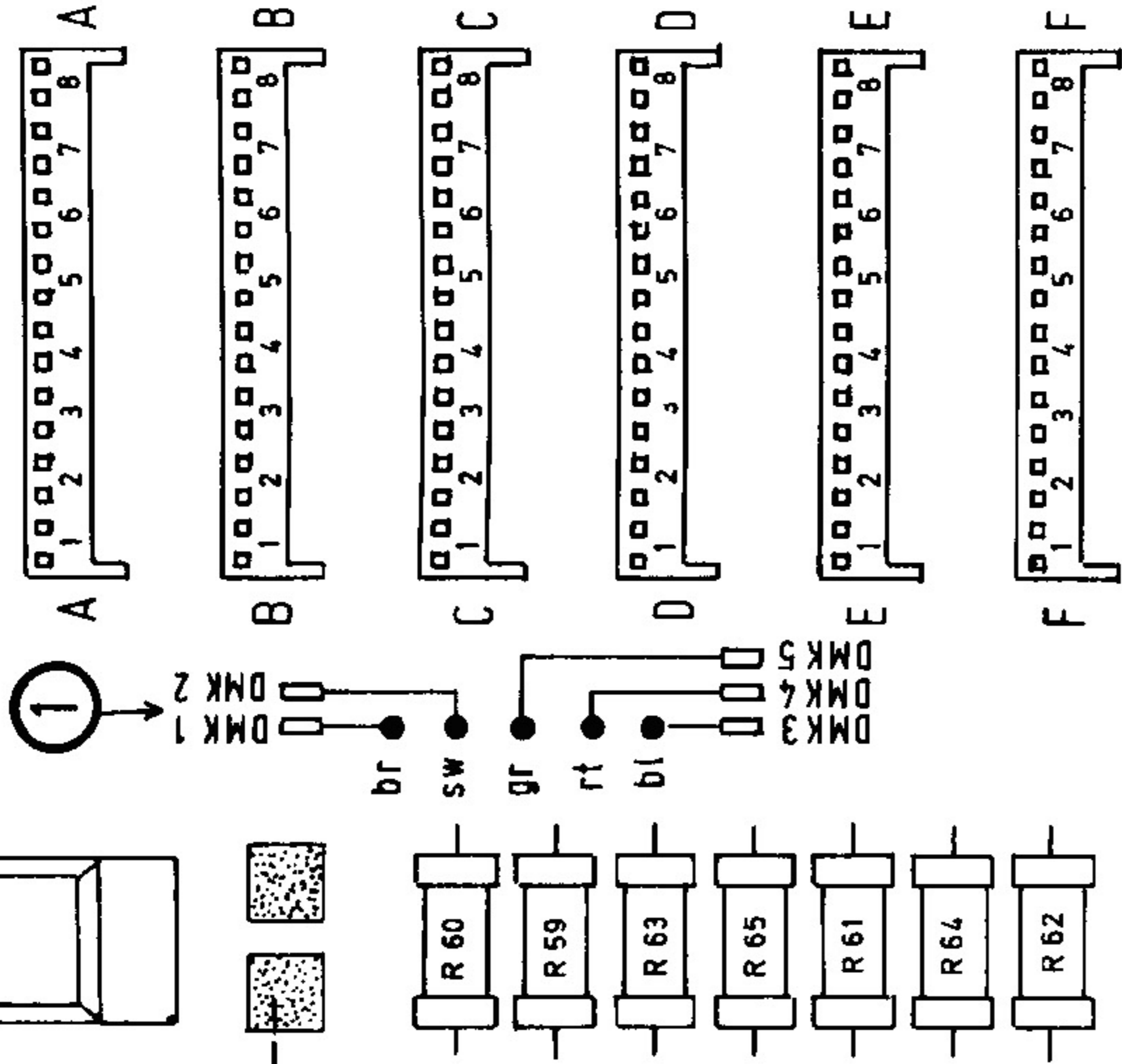


Fig. 1

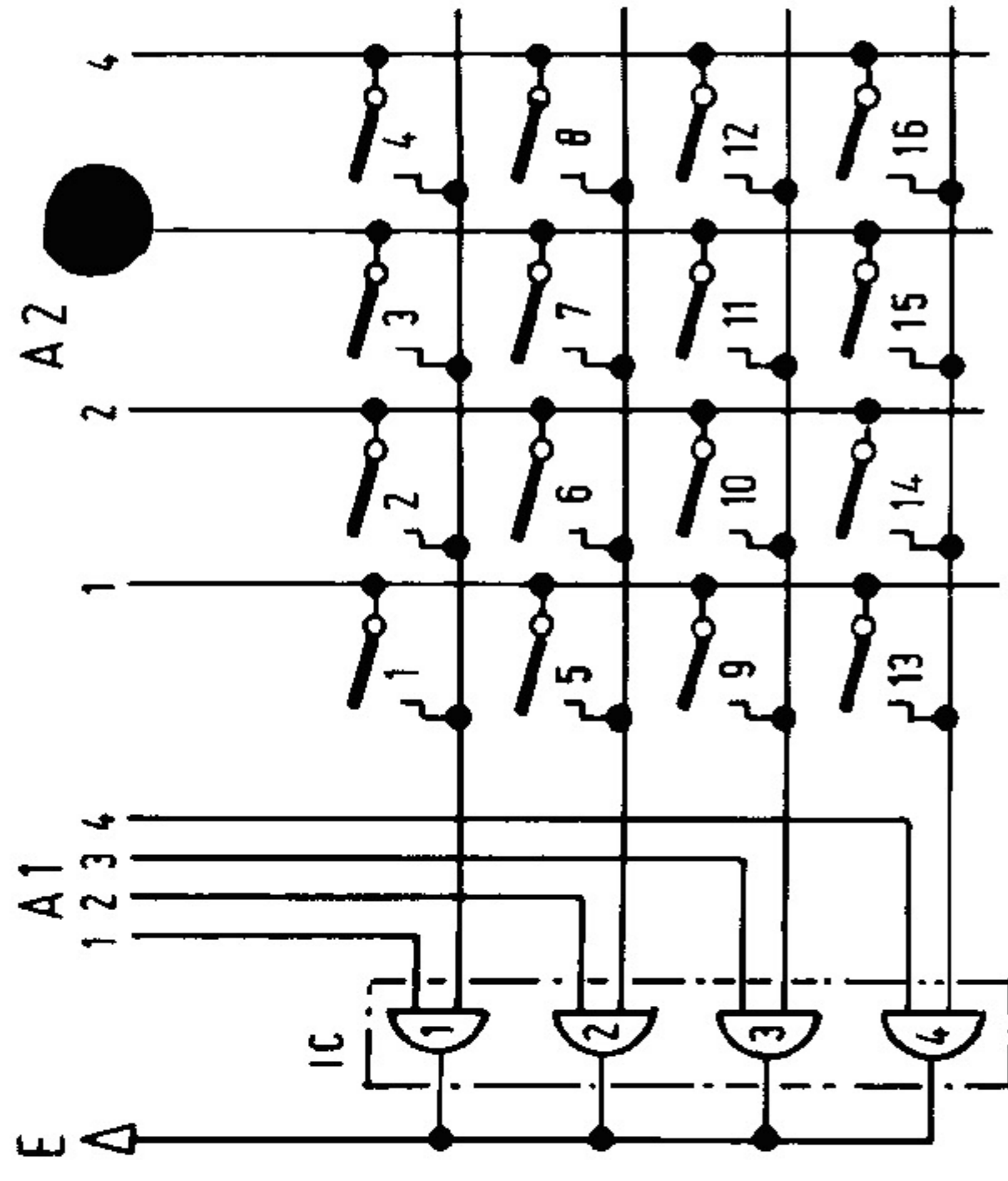


Fig. 6

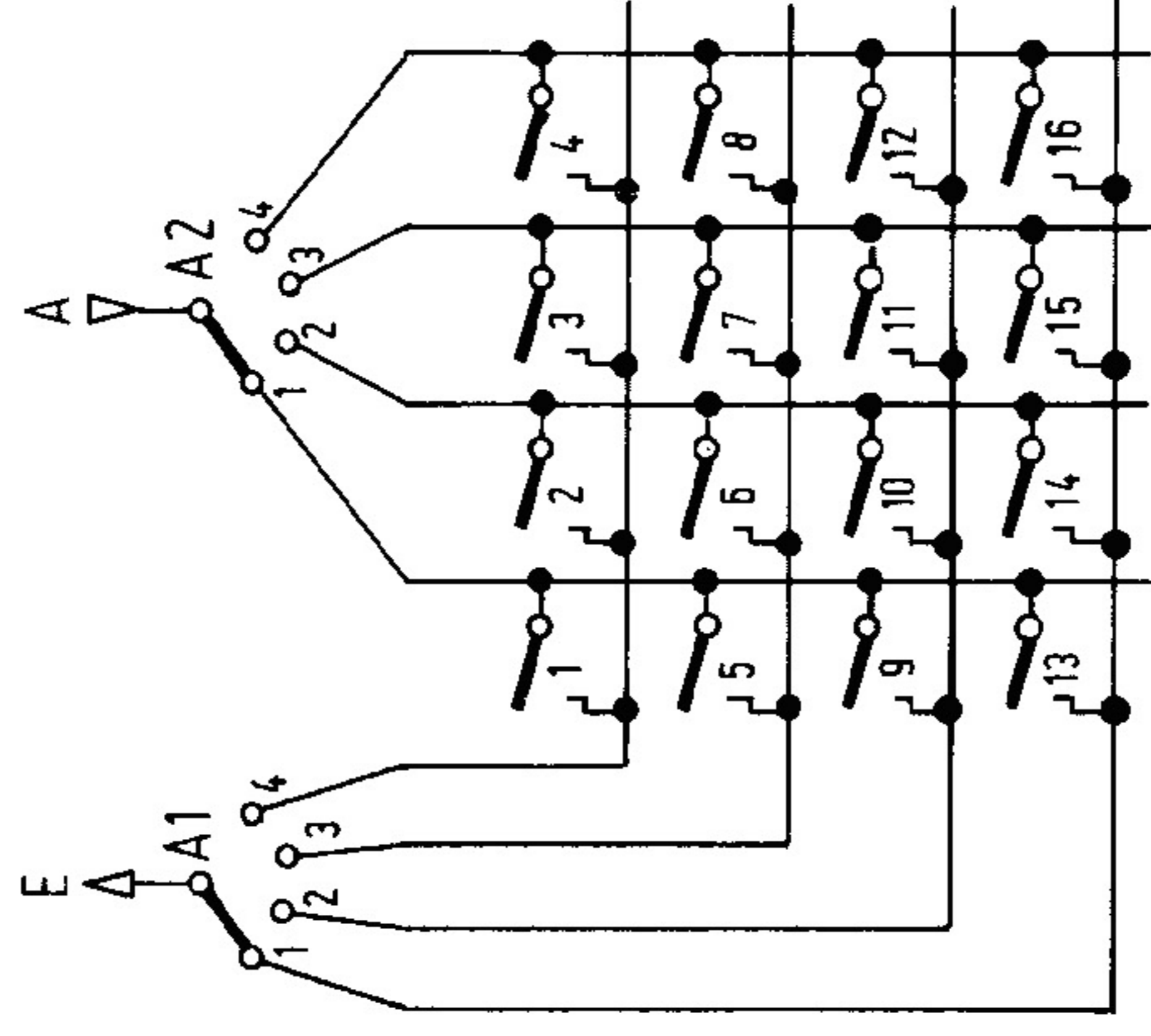


Fig. 5

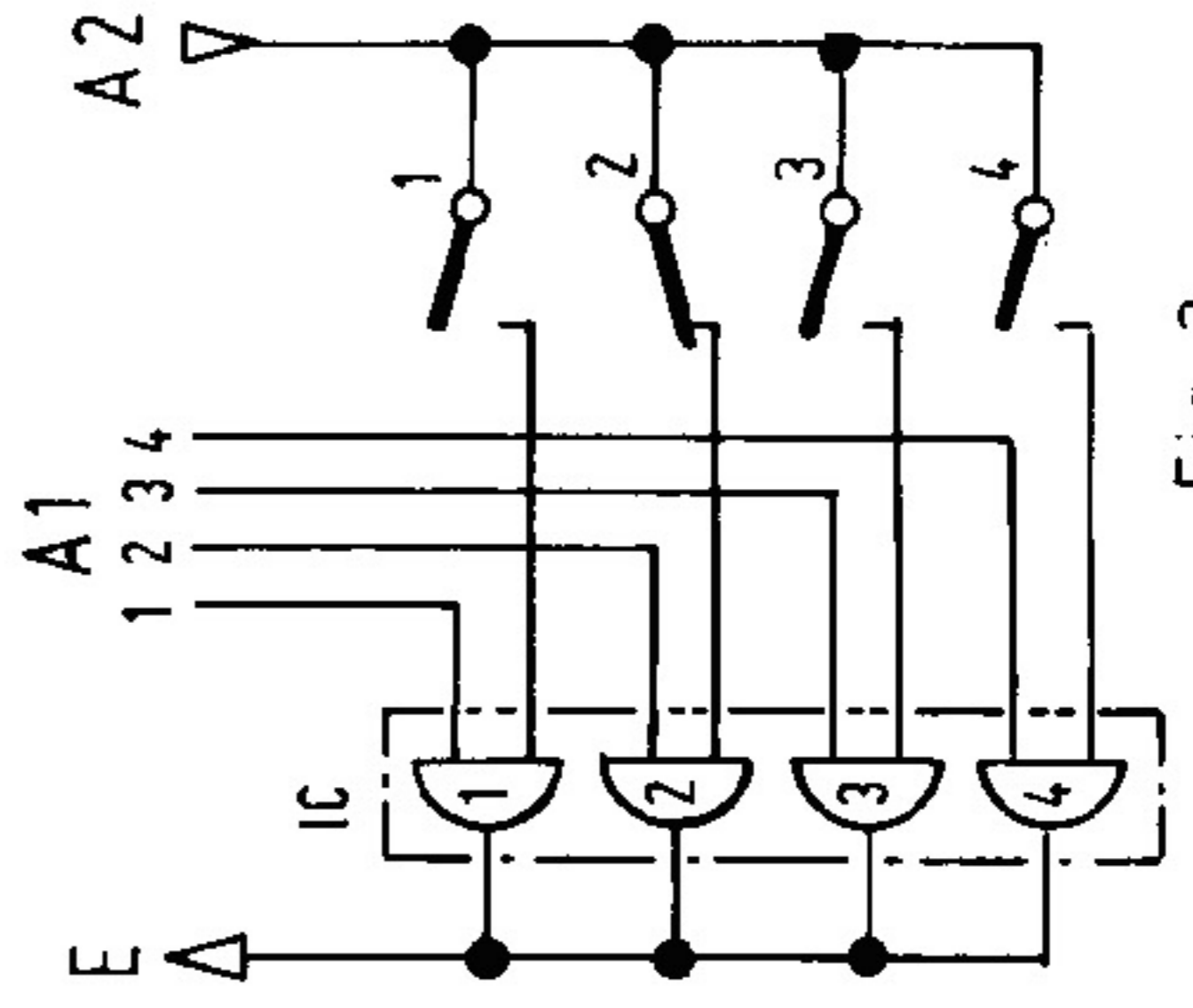


Fig. 3

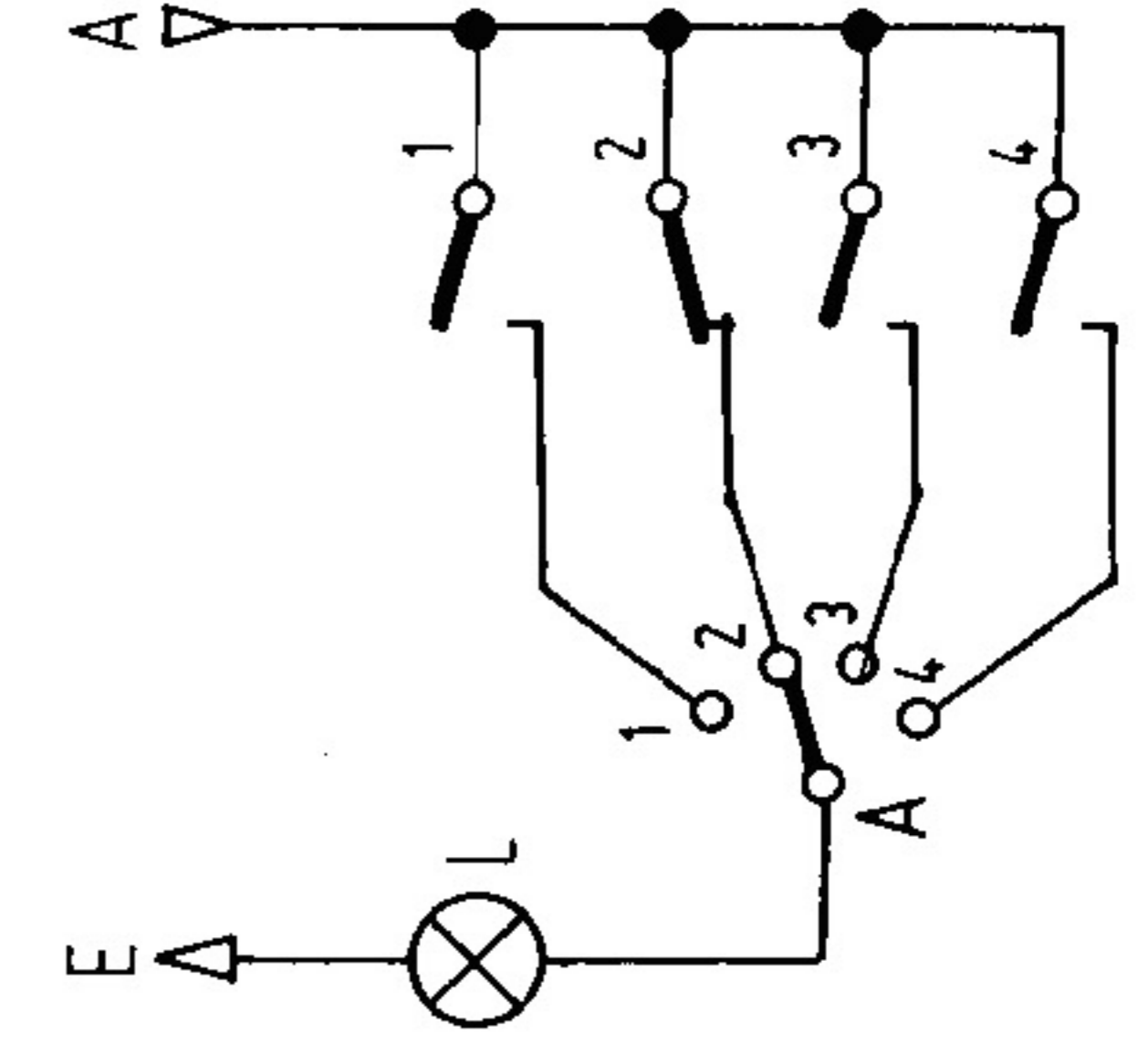


Fig. 2

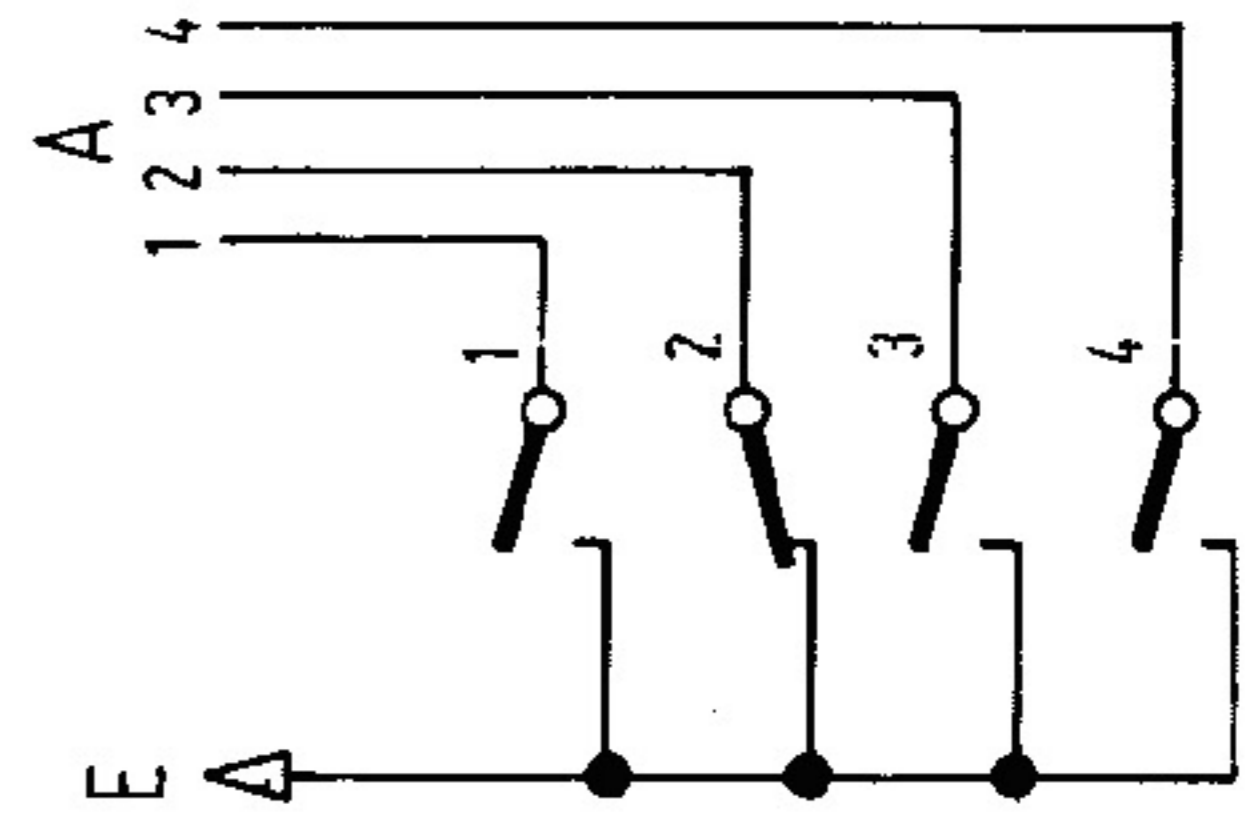


Fig. 4