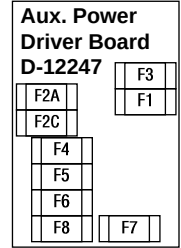
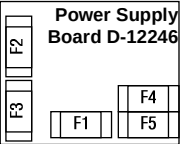
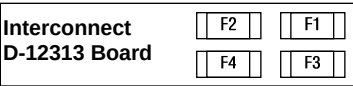
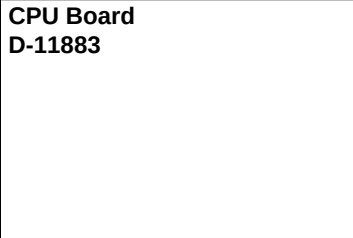


FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
F1	General Illumination (Brown)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Green)	5A, 250V, SB
F4	General Illumination (Violet)	5A, 250V, SB
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, SB
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C ³	Pin•Bot flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#89	#89
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Dracula flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89	#89
03A ³	Catapult	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-23-800	
03C ³	Marilyn / Lola flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89	#89
04A ³	Middle 3-bank drop target reset	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-26-1200	
04C ³	Santa flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89	#89
05A ³	Top eject hole	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Gorbie flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89	#89
06A ³	Right 3-bank drop target reset	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-26-1200	
06C ³	Left ramp flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89	#906 (Dome)
07A ³	Spinout Kickbig	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-26-1500	
07C ³	Right ramp flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#89	#906 (Dome)
08A ³	Right lock (eject hole)	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-26-1500	
08C ³	Spinout flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#89 (2)	
09	Top ball gate	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	SM1-35-4000-DC	
10	Insert G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-12145-01 ⁴	
11	Playfield G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-12145-01 ⁴	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Bell	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	SM-26-600-DC	
14	Knocker	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	AE-26-1200	
15	Jackpot flasher	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	#89	#89 (2)
16	Joyride flasher	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	#89	
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500	
21	Lower jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Not used	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79		
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2J10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2J8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2J10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2J8-14			
	Upper right flipper	Flipper						
	Upper left flipper	Flipper						
Notes:								
1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.								
2. Flipper connections are from flipper button switch to flipper coil.								
3. "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.								
4. Relay is mounted on Relay Board p/n C-11998-1.								
5. Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.								

LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	1 Yellow-Brown 1J6-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Grey 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	JOYRIDE 10,000	AIRPORT 20K	Pin•Bot (center)	Pin•Bot	2X cab	Airport Ride (right)	Jackpot (left above Meter)	Spinout 1,000
2 Red-Black 1J6-2 Q81	JOYRIDE Spot Passenger	AIRPORT 40K	Dracula (center)	Dracula	3X cab	Airport Ride (left)	Jackpot (right above Meter)	Spinout 5,000
3 Red-Orange 1J6-3 Q82	JOYRIDE Mystery	AIRPORT 60K	Marilyn / Lola (center)	Marilyn / Lola	4X cab	Joyride	Meter (left below Meter)	Spinout 10,000
4 Red-Yellow 1J6-5 Q83	JOYRIDE Extra Ball	AIRPORT 80K	Santa (center)	Santa	5X cab	Jackpot When lit	Meter (right below Meter)	Spinout 25,000
5 Red-Green 1J6-6 Q84	JOYRIDE Special	AIRPORT 100K	Gorbie (center)	Gorbie	Left Outlane Special	1 Million When lit	RED Traffic Light	Spinout 50,000
6 Red-Blue 1J6-7 Q85	Williams Pinball Palace (upper left)	C (top lane)	1 Express Lane (left)	Ride Again	Left Return Lane	Extra Ball When lit	YELLOW Traffic Light	Spinout 75,000
7 Red-Violet 1J6-8 Q86	Williams Pinball Palace (middle left)	A (top lane)	2 Express Lane (right)	Passengers Carried	Right Outlane Special	Carry Passengers When lit	GREEN Traffic Light	Spinout 75,000
8 Red-Grey 1J6-9 Q87	Williams Pinball Palace (lower left)	B (top lane)	Raise Jackpot	Lock	Right Return Lane	Release	Williams Pinball Palace (upper right)	Williams Pinball Palace (lower right)

SWITCH MATRIX

Column Row	White → Green							
	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46
1 White-Brown 1J10-9	Plump Bob Tilt	Playfield Tilt	Left Jet Bumper	Left Ramp Entry	Right Ramp	Not Used	Not Used	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	Left Slingshot	Right Ramp Entry	Left Ramp	Not Used	Not Used	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough 1	Right Jet Bumper	Mid 3-Bank Drop Target (left)	Catapult	Top Kicker	Not Used	Not Used
4 White-Yellow 1J10-6	Left Coin Switch	Ball Trough 2	Right Slingshot	Mid 3-Bank Drop Target (middle)	Right Eject	Spinout	Not Used	Not Used
5 White-Green 1J10-5	Center Coin Switch	Top Hole Eject	Lower Jet Bumper	Mid 3-Bank Drop Target (right)	Left Outlane	Not Used	Not Used	Not Used
6 White-Blue 1J10-3	Right Coin Switch	C (top lane)	Ball Shooter	Right 3-Bank Drop Target (top)	Left Return Lane	Not Used	Not Used	Not Used
7 White-Violet 1J10-2	Slam Tilt	A (top lane)	Top Lane Entry	Right 3-Bank Drop Target (middle)	Right Outlane	Not Used	Not Used	Not Used
8 White-Grey 1J10-1	High Score Reset	B (top lane)	Tips Carried	Right 3-Bank Drop Target (bottom)	Right Return Lane	Not Used	Not Used	Not Used