

FUNHOUSE

OBJECT: Take control of the FUNHOUSE from Rudy, the Dummy, by putting him to SLEEP. Put Rudy to SLEEP by advancing the FUNHOUSE clock to MIDNIGHT. Shots that advance the clock are the Jet Bumpers, the Center Ramp, and the Wind Tunnel.

MULTI-BALL: At 11:30 on the clock a LOCK is enabled, LOCK a ball and the clock will advance to 11:45. LOCK the next ball and the clock will advance to 12:00 putting Rudy to SLEEP. While Rudy is sleeping shoot a ball into his OPEN MOUTH to start Multi-Ball.

MILLION PLUS: While in Multi-Ball shoot the ball into the TRAP-DOOR for 2 MILLION. The TRAP-DOOR will close. Shoot a ball around the CENTER RAMP, to RE-OPEN the TRAP-DOOR for 3 MILLION, 4 MILLION etc.

MYSTERY MIRROR: Hitting Rudy in the JAW lights the MIRROR VALUE LIGHT. Shooting into the WIND TUNNEL collects the value on the mirror. The value is changed by the JET BUMBERS.

LEFT BALL SHOOTER: The FUNHOUSE STEPS are lit by entering the MANHOLE to the Right of the JET BUMBERS. Making the CENTER RAMP will divert the ball to the left ball shooter. Shoot for one of the FLASHING SKILL SHOT values.

SKILL SHOT: From the right plunger shoot the ball BEHIND Rudy's head to collect Rudy's HIDEOUT BONUS.

16-50003-1

FUNHOUSE

OBJET: Faites dormir ROBERT l' Automate pour prendre possession de la DROLE DE MAISON. Pour le faire, avancez les aiguilles de la pendule jusqu' à Minuit par les Bumpeurs, la Rampe Centrale et le Wind Tunnel (Passage sous le Miroir).

MULTI-BILLE: A 23 h 30 le Blocage "LOCK" est prêt. Bloquez une bille pour avancer la pendule sur 23 h 45, puis bloquez une seconde bille pour faire sonner Minuit et mettre Robert au lit. Quand Robert dormira, envoyez la bille dans sa Bouche (Ouvrte) pour commencer le Jeu en Multi-Bille.

MILLION PLUS: En jeu Multi-Bille, envoyez la bille dans la TRAPPE pour la fermer et avoir 2 MILLIONS, puis faites un passage sur la Rampe Centrale pour rouvrir la Trappe et jouer pour 3 MILLIONS, 4 MILLIONS etc.

MIROIR MYSTERIEUX: Frappez la Mâchoire de Robert pour allumer une des VALEURS du MIROIR, puis envoyez la bille dans le TUNNEL "WIND" (Passage sous ce Miroir) pour prendre cette valeur, Les valeurs changent par les Bumpeurs.

LANCE BILLE GAUCHE: Envoyez la bille dans le TROU DROIT (sous les Bumpeurs) pour allumer la Flèche "STEPS" au seuil de la Rampe Centrale. Si vous passez sur cette Rampe, le Déviateur enverra la bille vers le LANCE BILLE GAUCHE. Avec ce Lance Bille essayez d' obtenir une des valeurs clignotantes de la Rampe "STEPS" (Rampe gauche).

LANCE BILLE DROIT: Envoyez la bille derrière la Tête de Robert pour avoir le BONUS ROBERT.



16-50003-1-Fr

FUNHOUSE Switch Matrix

White  Green

Dedicated Grounded Switches	Column Row	1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Gray J206-9 U20-11
Orange-Brown (1) J205-1 Left Coin Chute D1	White-Brown J208-1 U18-11	(9) Right Flipper 11	(17) Slam Tilt 21	(25) S-T-E-P "P" (Lower Right) 31	(33) Left Slingshot (Kicker) 41	(41) Dummy Jaw (Opto) 51	(49) Rt Inside Flipper Return Lane 61	(57) Rt Outside Flipper Return Lane 71	(65) Not Used 81
Orange-Red (2) J205-2 Center Coin Chute D2	White-Red J208-2 U18-9	(10) Left Flipper 12	(18) Front Door 22	(26) Top Superdog Standup Target 32	(34) Left Flipper Return Lane 42	(42) Right Outlane 52	(50) Right Ball-shooter 62	(58) Left Trough 72	(66) Not Used 82
Orange-Black (3) J205-3 Right Coin Chute D3	White-Orange J208-3 U18-5	(11) Start Button 13	(19) Ticket Dispenser 23	(27) Upper Left Gangway Rollunder 33	(35) Left Outlane 43	(43) Right Slingshot (Kicker) 53	(51) Right Trough 63	(59) Outhole 73	(67) Not Used 83
Orange-Yellow (4) J205-4 4th Coin Chute D4	White-Yellow J208-4 U18-7	(12) Plumb Bob Tilt 14	(20) Test Position, Always Closed 24	(28) Bottom Superdog Standup Target 34	(36) Wind Tunnel Hole 44	(44) S-T-E-P "T" (Upper Left) 54	(52) S-T-E-P "E" (Upper Center) 64	(60) Center Trough 74	(68) Not Used 84
Orange-Green (5) J205-6 Normal Function Service Credits D5	White-Green J208-5 U19-11	(13) Steps Lights Frenzy 15	(21) Lock Mech Right 25	(29) Steps Track Lower 35	(37) Trap Door 45	(45) Steps Superdog (opto) 55	(53) Dummy Eject Hole 65	(61) Upper Right Loop Switch 75	(69) Not Used 85
Orange-Blue (6) J205-7 Normal Function Volume Down D6	White-Blue J208-7 U19-9	(14) Upper Ramp Switch 16	(22) Steps Lights Extra Ball 26	(30) Steps 500,000 36	(38) Rudys Hideout Kickbig 46	(46) Ramp Entrance 56	(54) Upper Right Gangway Lane 66	(62) Trap Door Closed 76	(70) Not Used 86
Orange-Violet (7) J205-8 Normal Function Volume Up D7	White-Violet J208-8 U19-5	(15) S-T-E-P "S" (Lower Left) 17	(23) Lock Mech Center 27	(31) Center Superdog Standup Target 37	(39) Left Ball-shooter 47	(47) Jet Bumper Lane 57	(55) Lower Right Drop Hole 67	(63) Upper Right Jet Bumper 77	(71) Not Used 87
Orange-Gray (8) J205-9 Normal Function Begin Test D8	White-Gray J208-7 U19-7	(16) Upper Left Jet Bumper 18	(24) Lock Mech Left 28	(32) Steps Track Upper 38	(40) Ramp Exit Track 48	(48) Tunnel Kickout 58	(56) Lower Jet Bumper 68	(64) Not Used 78	(72) Not Used 88

16-9178-1

FUNHOUSE Lamp Matrix								
Yellow (B+)  Red 								
Column Row	1 Yellow- Brown J133-1 Q98	2 Yellow- Red J137-2 Q97	3 Yellow- Orange J137-3 Q96	4 Yellow- Black J137-4 Q95	5 Yellow- Green J137-5 Q94	6 Yellow- Blue J137-6 Q93	7 Yellow- Violet J137-7 Q92	8 Yellow- Gray J137-9 Q91
1	Red- Brown J133-1 Q90 (1) Gangway 75,000 (Left) 11	Clock 45 Minutes (9) 21	Clock 40 Minutes (17) 31	Clock 9 o' clock (25) 41	Lower Left Jet Bumper (33) 51	Left & Inside Rt Flipper Lanes (x 2) (41) 61	Magic Mirror Lights Extra Ball (49) 71	Million Plus (57) 81
2	Red- Black J133-2 Q89 (2) Gangway 100,000 12	Clock 8 o' clock (10) 22	Clock 35 Minutes (18) 32	Clock 7 o' clock (26) 42	Upper Left Jet Bumper (34) 52	S-T-E-P "S" (42) 62	Upper Right Jet Bumper (50) 72	Special Outlanes (x 2) (58) 82
3	Red- Orange J133-4 Q88 (3) Gangway 150,000 13	Clock 6 o' clock (11) 23	Clock 30 Minutes (19) 33	Clock 5 o' clock (27) 43	Superdog Lamp (x 2) (35) 53	Trap Door Bonus (43) 63	S-T-E-P "P" (51) 73	Trap Door Frenzy (59) 83
4	Red- Yellow J133-5 Q87 (4) Gangway 200,000 14	Clock 25 Minutes (12) 24	Clock 20 Minutes (20) 34	Clock 4 o' clock (28) 44	Steps Lights Frenzy (36) 54	Ramp Scores 250,000 (44) 64	Magic Mirror Lights Million (52) 74	Ramp "Steps" Lamp (60) 84
5	Red- Green J133-6 Q86 (5) Gangway 250,000 15	Clock 15 Minutes (13) 25	Clock 3 o' clock (21) 35	Clock 2 o' clock (29) 45	Steps Lights Extra Ball (37) 55	S-T-E-P "T" (45) 65	Magic Mirror Lights Jet Bumpers (53) 75	Magic Mirror Arrow (61) 85
6	Red- Blue J133-7 Q85 (6) Gangway Lights Extra Ball 16	Clock 10 Minutes (14) 26	Clock 1 o' clock (22) 36	Clock 5 Minutes (30) 46	Steps 500,000 (38) 56	Upper Left Gangway Lane (46) 66	Magic Mirror Lights Superdog (54) 76	S-T-E-P "E" (62) 86
7	Red- Violet J133-8 Q84 (7) Shoot Again 17	Clock 12 Minutes (15) 27	Clock 11 o' clock (23) 37	Clock 55 Minutes (31) 47	Ramp Overhead Lamp (39) 57	Extra Ball Lamp (47) 67	Magic Mirror Opens Gate (55) 77	Million (63) 87
8	Red- Gray J133-9 Q83 (8) Steps Open (Gate) 18	Clock 0 Minutes (16) 28	Clock 50 Minutes (24) 38	Clock 10 o' clock (32) 48	Right Gangway Overhead Lamp (40) 58	Lock (48) 68	Magic Mirror Lights Quick Multi-ball (56) 78	Start Button (Cabinet) (64) 88

16-9178-2

Fonts used: Helvetica

Cards status:

16-50003-1 confirmed.

16-50003-1-Fr confirmed.

16-9178-1 Switch-Matrix confirmed.

16-9178-2 Lamp-Matrix confirmed.

16-9182-1 Fuse card is confirmed, available in a separate file called Williams_WPC_Fuse_cards in the Williams section.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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If you like my work, please send me a donation via Paypal.