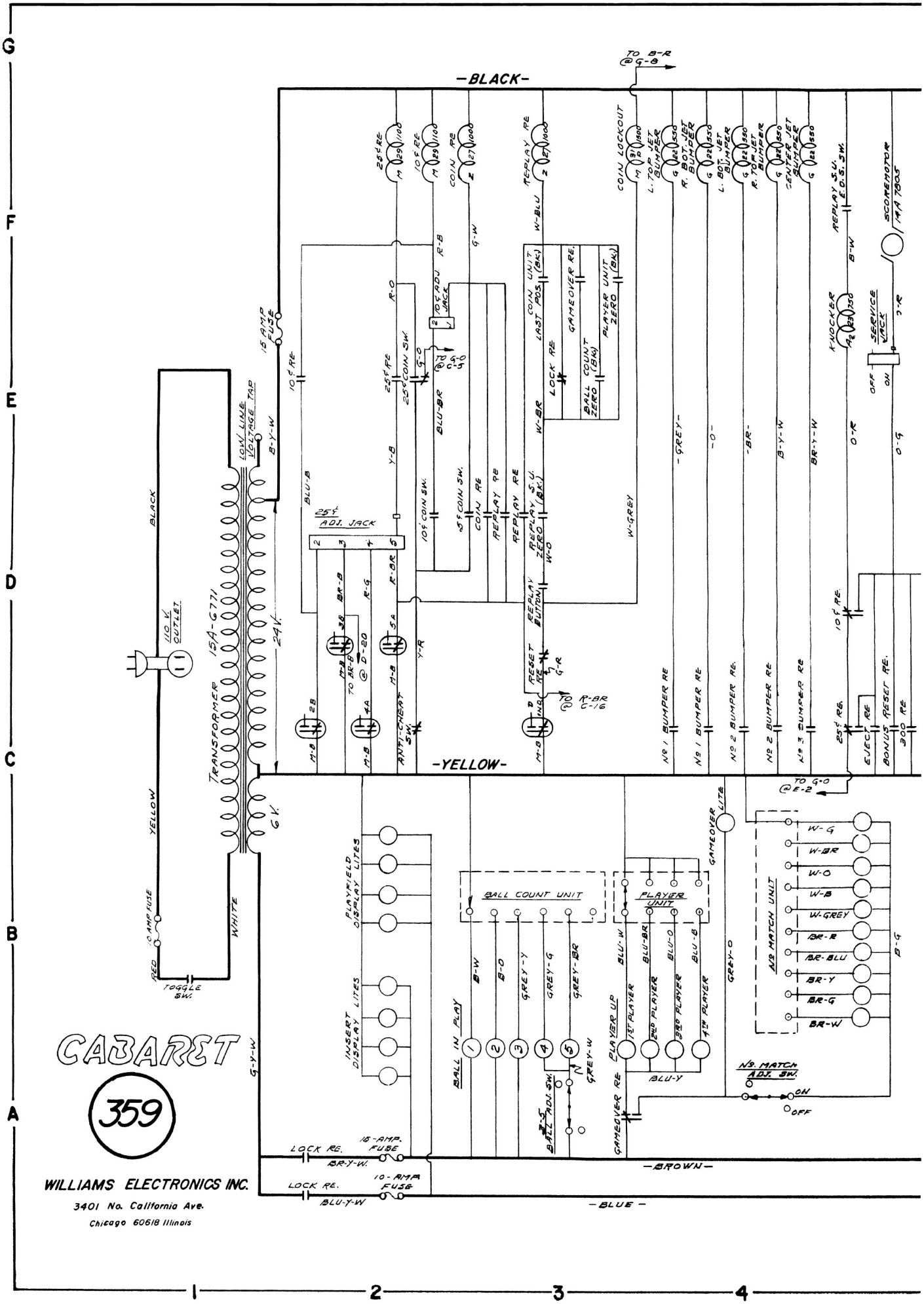
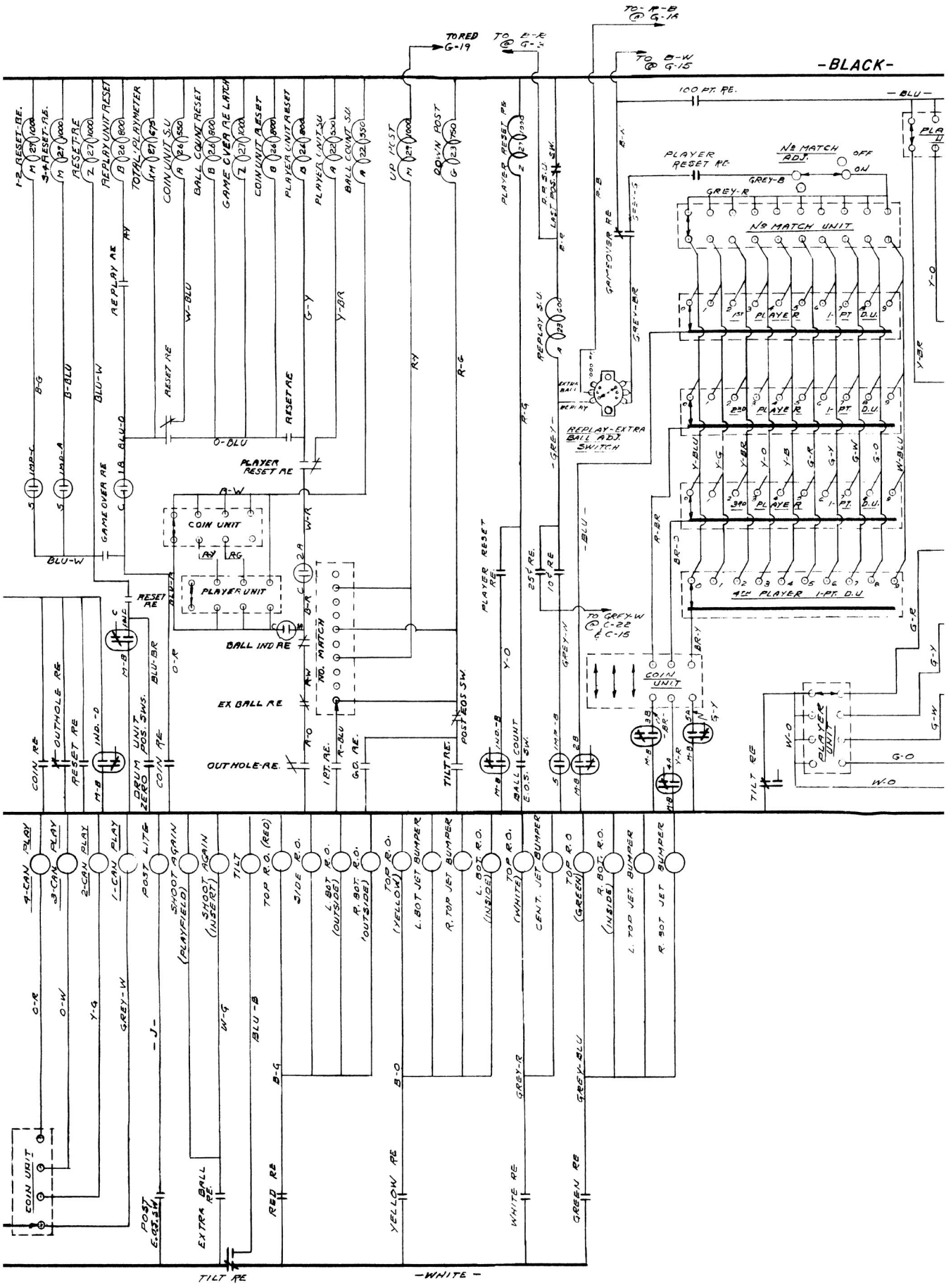
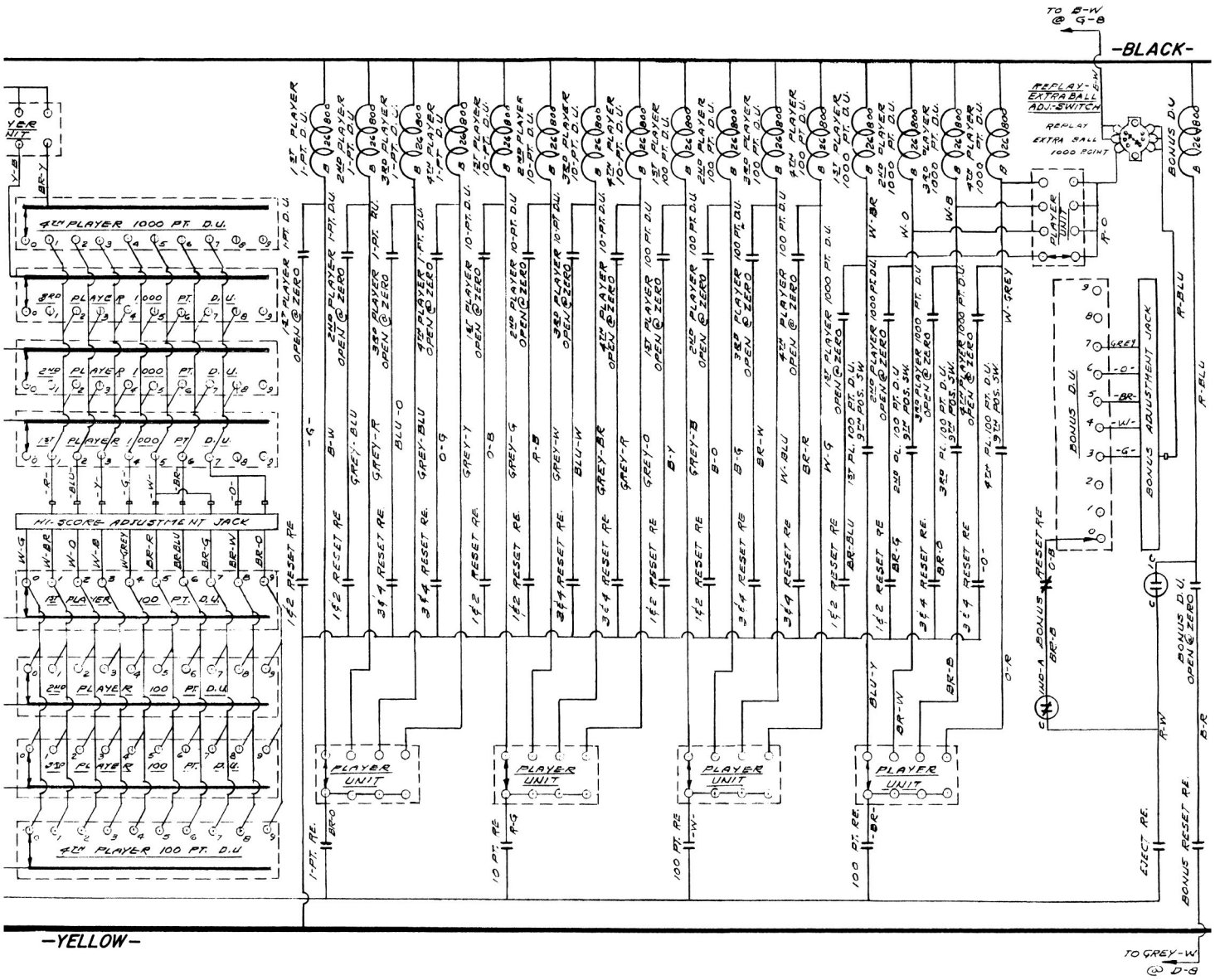
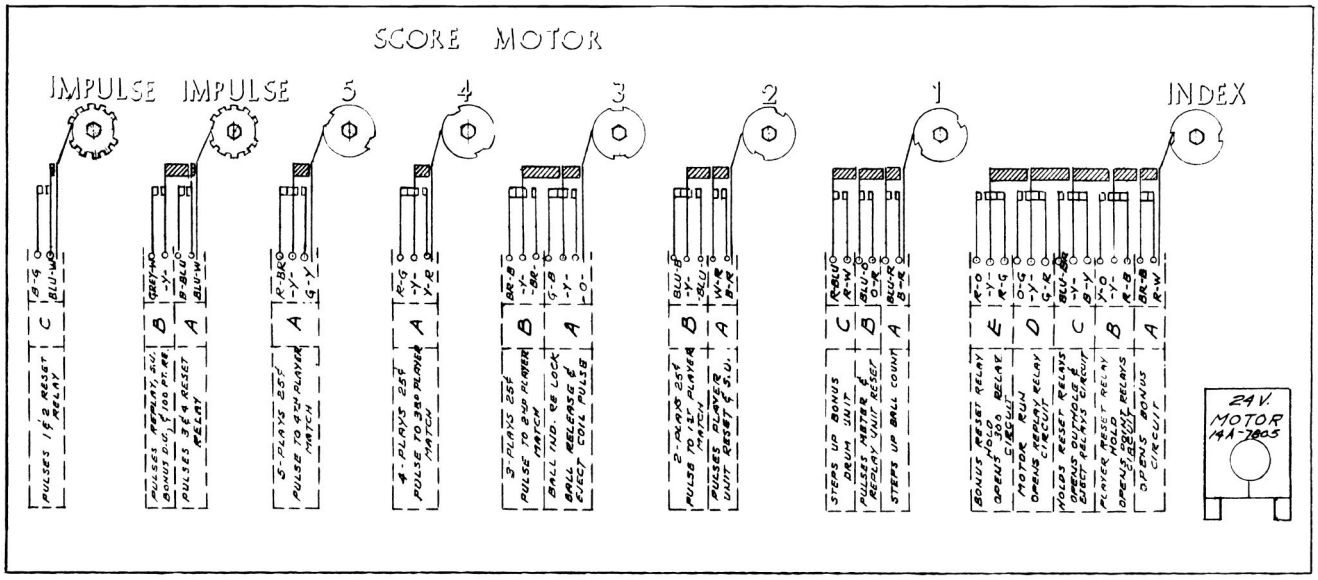

-BLACK-
-YELLOW-
-BROWN-
-BLUE-
TRANSFORMER
15A-G771
110 V. OUTLET
LOW LINE VOLTAGE TAP
15 AMP FUSE
10 AMP FUSE
TOGGLE SW.
25¢ ADJ. JACK
10¢ ADJ. JACK
25¢ COIN SW.
10¢ COIN SW.
5¢ COIN SW.
ANTI-CHEAT SW.
RESET
COIN UNIT LAST POS.
GAMEOVER RE.
PLAYER UNIT ZERO
BALL COUNT ZERO
LOCK RE.
REPLAY S.U.
REPLAY ZERO
REPLAY BUTTON
COIN LOCKOUT
L. TOP JET BUMPER
R. BOT. JET BUMPER
L. BOT. JET BUMPER
R. TOP JET BUMPER
CENTER JET BUMPER
REPLAY S.U.
E.O.S. SW.
KNOCKER
SERVICE JACK
SCOREMOTOR 14A 700ST
Nº 1 BUMPER RE
Nº 2 BUMPER RE
Nº 3 BUMPER RE
25¢ RE.
EJECT RE
BONUS RESET RE.
300 RE
PLAYFIELD DISPLAY LITES
INSERT DISPLAY LITES
BALL COUNT UNIT
PLAYER UNIT
GAMEOVER LITE
A/B MATCH UNIT
BALL IN PLAY
PLAYER UP
1ST PLAYER
2ND PLAYER
3RD PLAYER
4TH PLAYER
BALL ADJ. SW.
Nº MATCH ADJ. SW.
ON
OFF
LOCK RE.
16-AMP. FUSE
BR-Y-W.
10-AMP FUSE
BLU-Y-W
TO B-R @ G-8
TO G-0 @ E-2
TO R-BR C-16
TO BR-B @ D-20
CABARET
359
WILLIAMS ELECTRONICS INC.
3401 No. California Ave.
Chicago 60618 Illinois

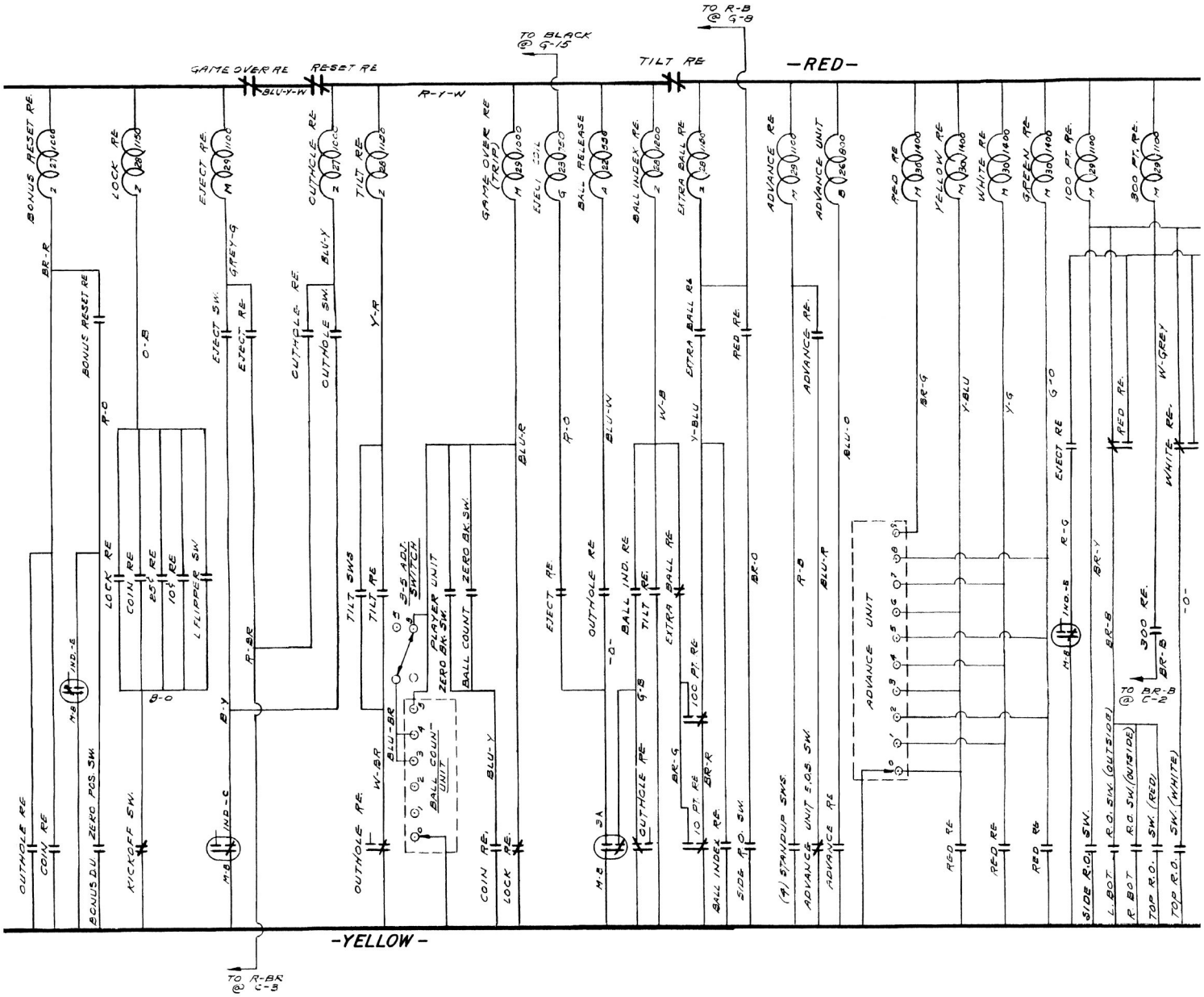

-BLACK-
-WHITE-
1-2 RESET-RE.
3-4 RESET-RE.
RESET-RE
REPLAY UNIT RESET
TOTAL PLAYMETER
COIN UNIT SW
BALL COUNT RESET
GAME OVER RE LATCH
COIN UNIT RESET
PLAYER UNIT RESET
PLAYER UNIT SW
BALL COUNT SW
UP TEST
DOWN POST
PLAYER RESET RE
R.H. SW
LAST POS. SW
REPLAY SW
100 PT. RE.
PLAYER RESET RE.
NO MATCH ADJ.
OFF
ON
NO MATCH UNIT
1ST PLAYER 1-PT D.U.
2ND PLAYER 1-PT D.U.
3RD PLAYER 1-PT D.U.
4TH PLAYER 1-PT. D.U.
REPLAY-EXTRA BALL ADJ. SWITCH
EXTRA BALL
REPLAY
REPLAY RE
GAME OVER RE
RESET RE
PLAYER RESET RE
COIN UNIT
PLAYER UNIT
BALL IND RE
NO. MATCH
EX BALL RE
OUTHOLE-RE.
OUTHOLE RE
RESET RE
DRUM UNIT POS. SWS.
ZERO
COIN RE
1 BT. RE.
G.O. RE.
TILT RE.
POST EOS SW.
PLAYER RESET
25¢ RE.
10¢ RE
BALL COUNT E.O.S. SW.
TO GREY-W @ C-22 & C-15
TO RED G-19
TO B-R @ G-1
TO B-W @ G-15
TO B-R @ G-1A
100 PT. RE.
PLAYER UNIT
TILT RE
4-CAN PLAY
3-CAN PLAY
2-CAN PLAY
1-CAN PLAY
POST LITE
SHOOT AGAIN (PLAYFIELD)
SHOOT AGAIN (INSERT)
TILT
TOP R.O. (RED)
SIDE R.O.
L. BOT R.O. (OUTSIDE)
R. BOT. R.O. (OUTSIDE)
TOP R.O. (YELLOW)
L. BOT JET BUMPER
R. TOP JET BUMPER
L. BOT. R.O. (INSIDE)
TOP R.O. (WHITE)
CENT. JET BUMPER
TOP R.O. (GREEN)
R. BOT. R.O. (INSIDE)
L. TOP JET BUMPER
R. BOT JET BUMPER
COIN UNIT
POST E.O.S. SW.
EXTRA BALL RE
RED RE
YELLOW RE
WHITE RE
GREEN RE
TILT RE

5 6 7 8 9





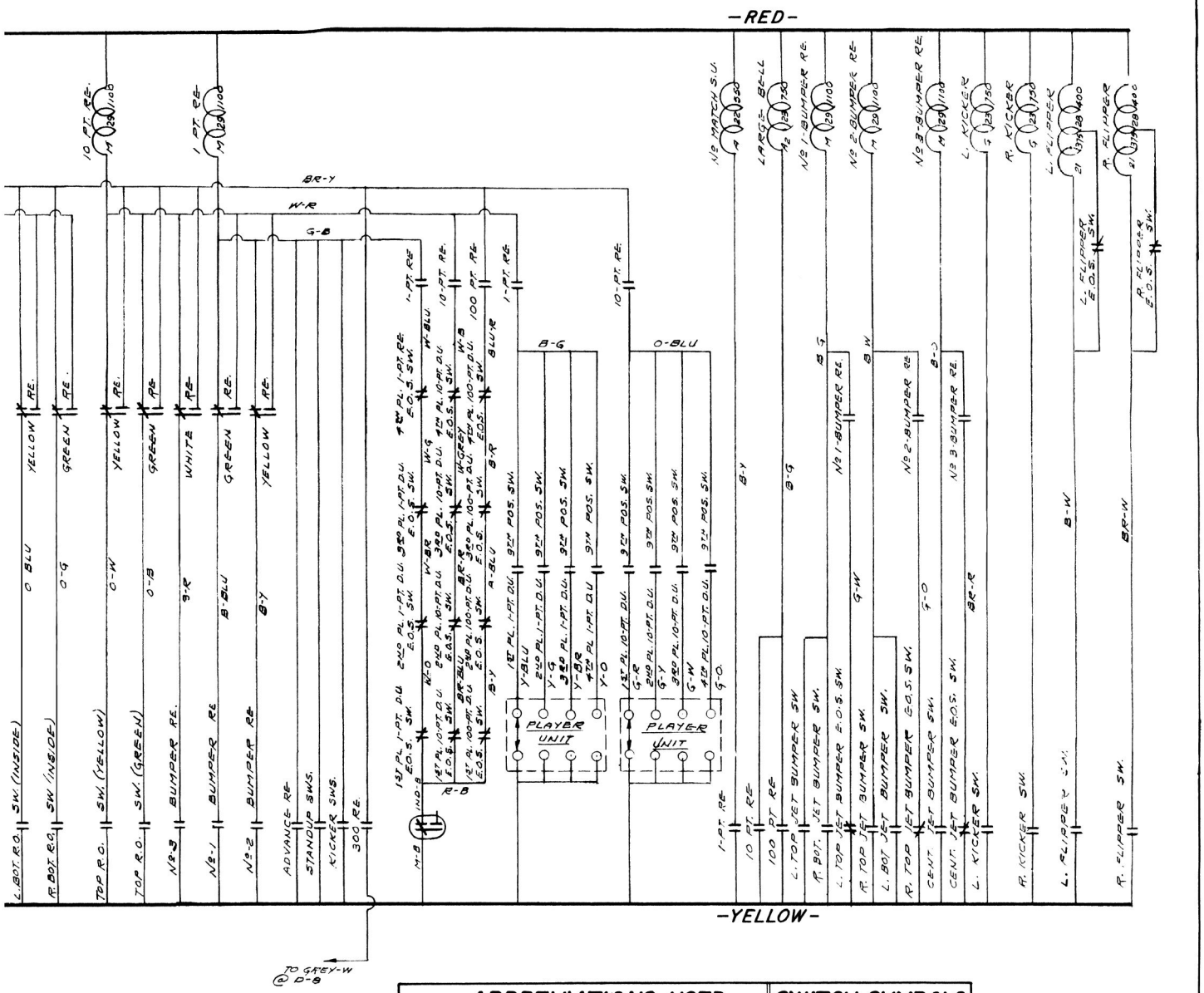
10 11 12 13 14 1



RELAY COIL LOCATIONS			
Advance Re.	F-18	Red Re.	F-19
Ball Index Re.	F-19	Tilt Re.	F-17
Bonus Reset Re.	F-15	White Re.	F-19
Coin Re.	F-2	Yellow Re.	F-19
Coin Lockout Re	F-3	No. 1 Bumper Re.	F-24
Eject Re.	F-16	No. 2 Bumper Re.	F-24
Extra Ball Re.	F-18	No. 3 Bumper Re.	F-24
Game Over Re (Latch)	F-7	1 & 2 Reset Re.	F-5
Game Over Re (Trip)	F-17	3 & 4 Reset Re.	F-5
Green Re.	F-20	10¢ Re.	F-2
Lock Re.	F-15	25¢ Re.	F-2
Outhole Re.	F-17	1 Point Re.	F-21
Player Reset Re.	F-8	10 Point Re.	F-21
Replay Re	F-3	100 Point Re.	F-20
Reset Re.	F-6	300 Point Re.	F-20

COIL LOCATIONS			
Advance Unit	F-19	Jet Bumpers (5)	F-4
Ball Count Reset	F-6	Kicker, Left	F-25
Ball Count S.U.	F-7	Kicker, Right	F-25
Ball Release	F-18	Knocker	E-5
Bonus D.U.	F-15	Large Bell	F-23
Coin Unit Reset.	F-7	No. Match Unit	F-23
Coin Unit S.U.	F-6	Player Unit Reset	F-7
Drum Units (16)	F-11 To F-14	Player Unit S.U.	F-7
Eject Coil	F-18	Playmeter	F-6
Flipper, Left	F-25	Replay Unit Reset	F-6
Flipper, Right	F-25	Replay Unit S.U.	F-8

ALL INTERLOCK RELAYS SHOWN IN LATCHED POSITION



ABBREVIATIONS USED

Adj — Adjustment	Imp - Impulse	R — Right
Amp — Ampere	Ind — Index	Re — Relay
Bk — Break	M-B Make-Break	R. O. — Roll Over
Bot. — Bottom	No — Number	R. P. — Replay
Cent. — Center	Pos. — Position	Sw — Switch
D. U. — Drum Unit	Pt. — Point	Sws. — Switches
E. O. S. — End Of Stroke	Pl. — Player	S. U. — Step Unit

WIRE COLOR SIDE

R - Red	G - Green	O - Orange
Blu - Blue	W - White	B - Black
Y - Yellow	Br - Brown	J - Jumper

SWITCH SYMBOLS

NORMALLY OPEN SWITCH CLOSED WHEN ENERGIZED.

NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED.

SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM.

MAKE & BREAK SWITCH

EXAMPLE:

W-R INDICATES WHITE WIRE WITH A RED TRACER

21 22 23 24 25