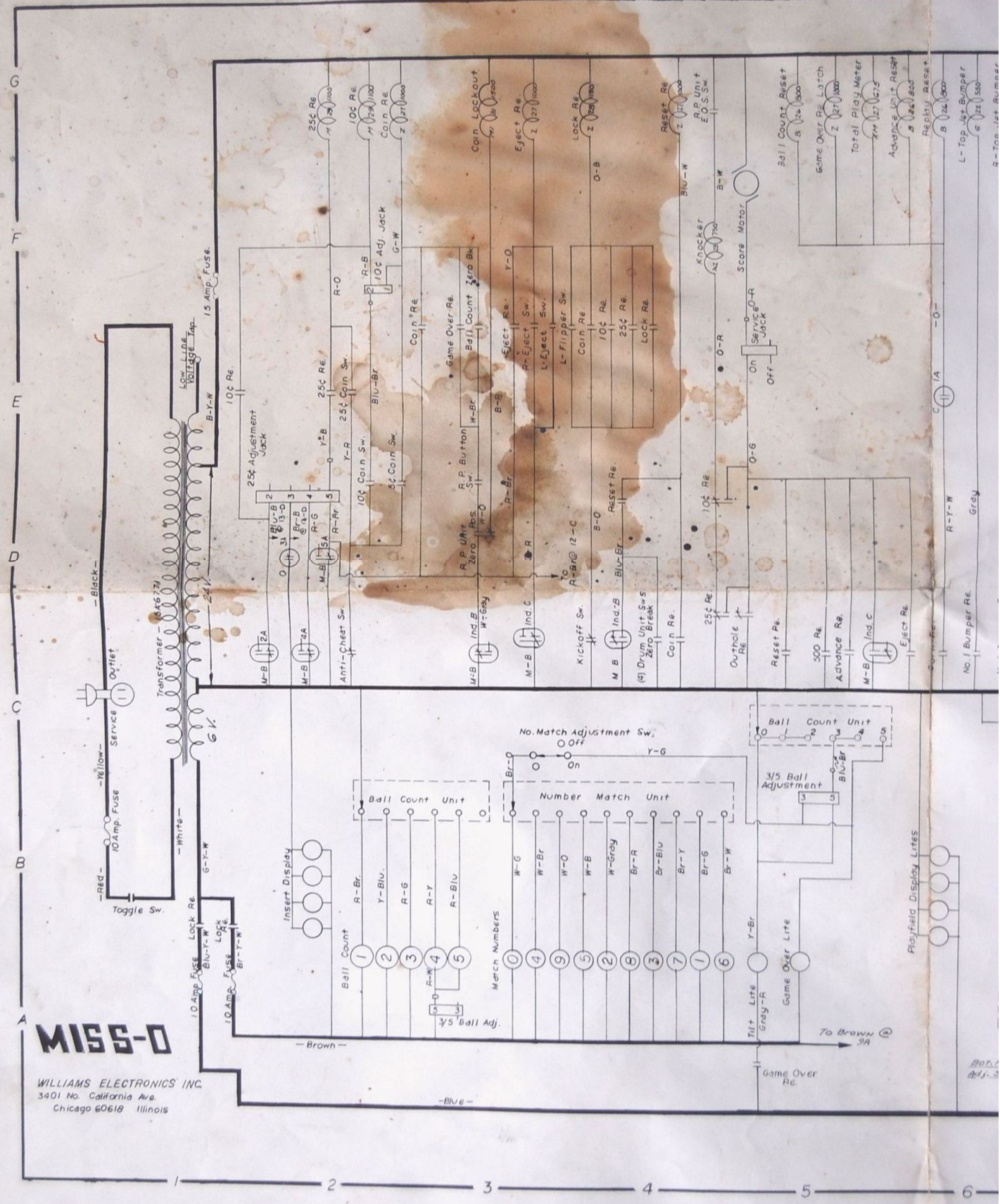


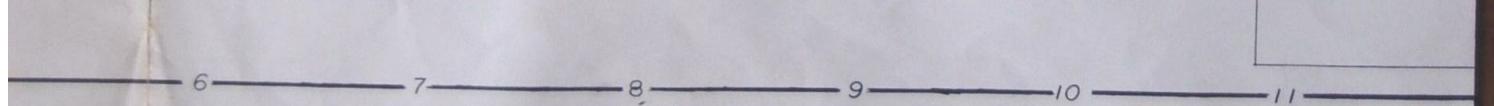
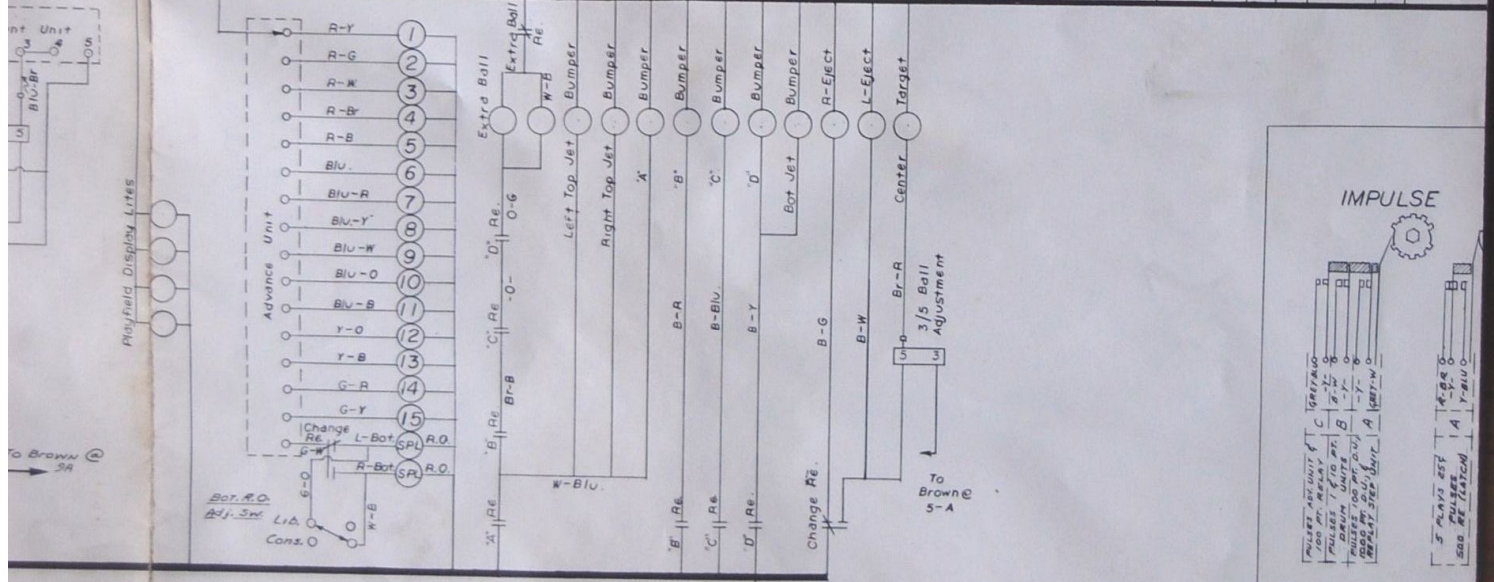
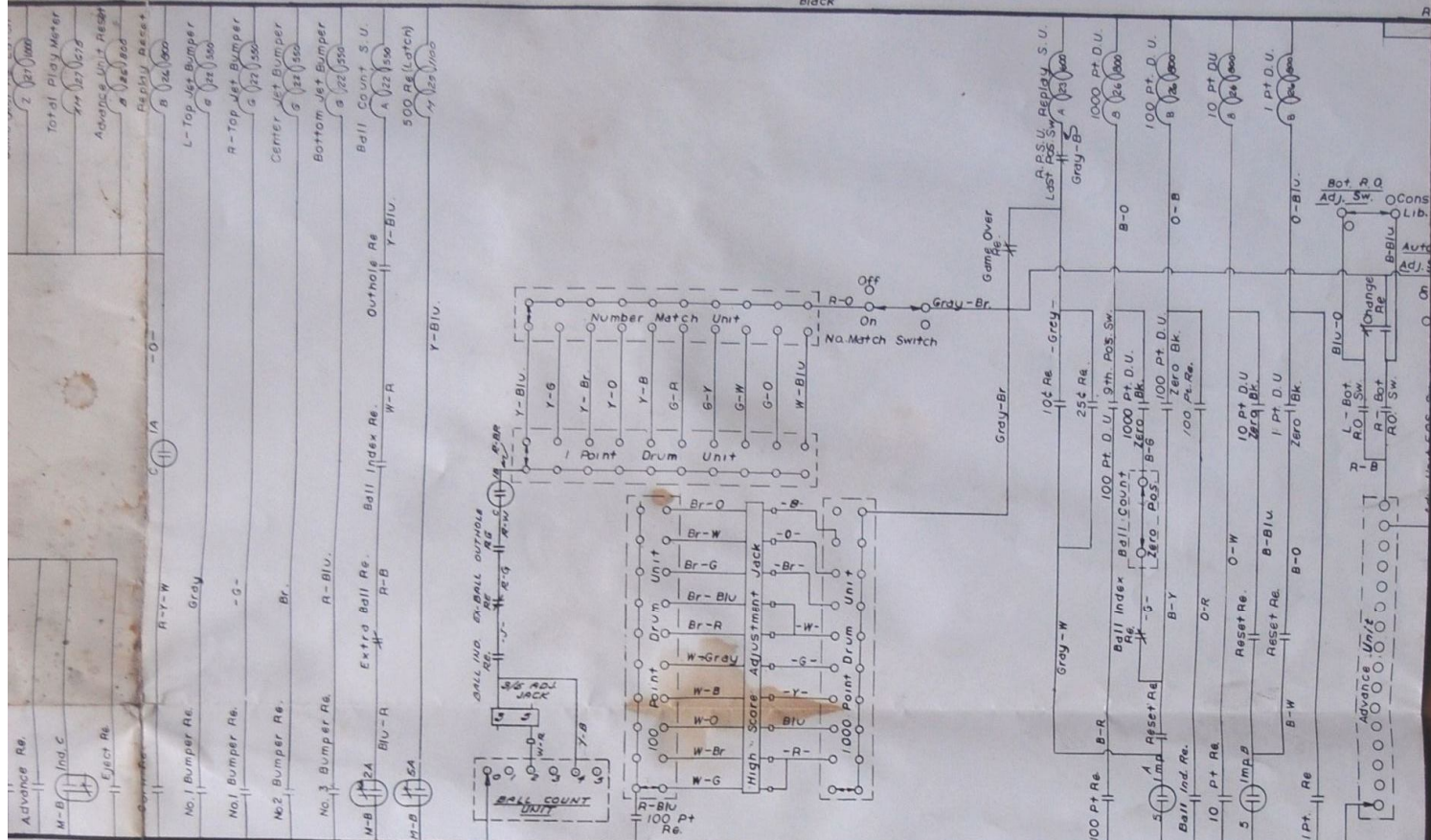
MISS-O

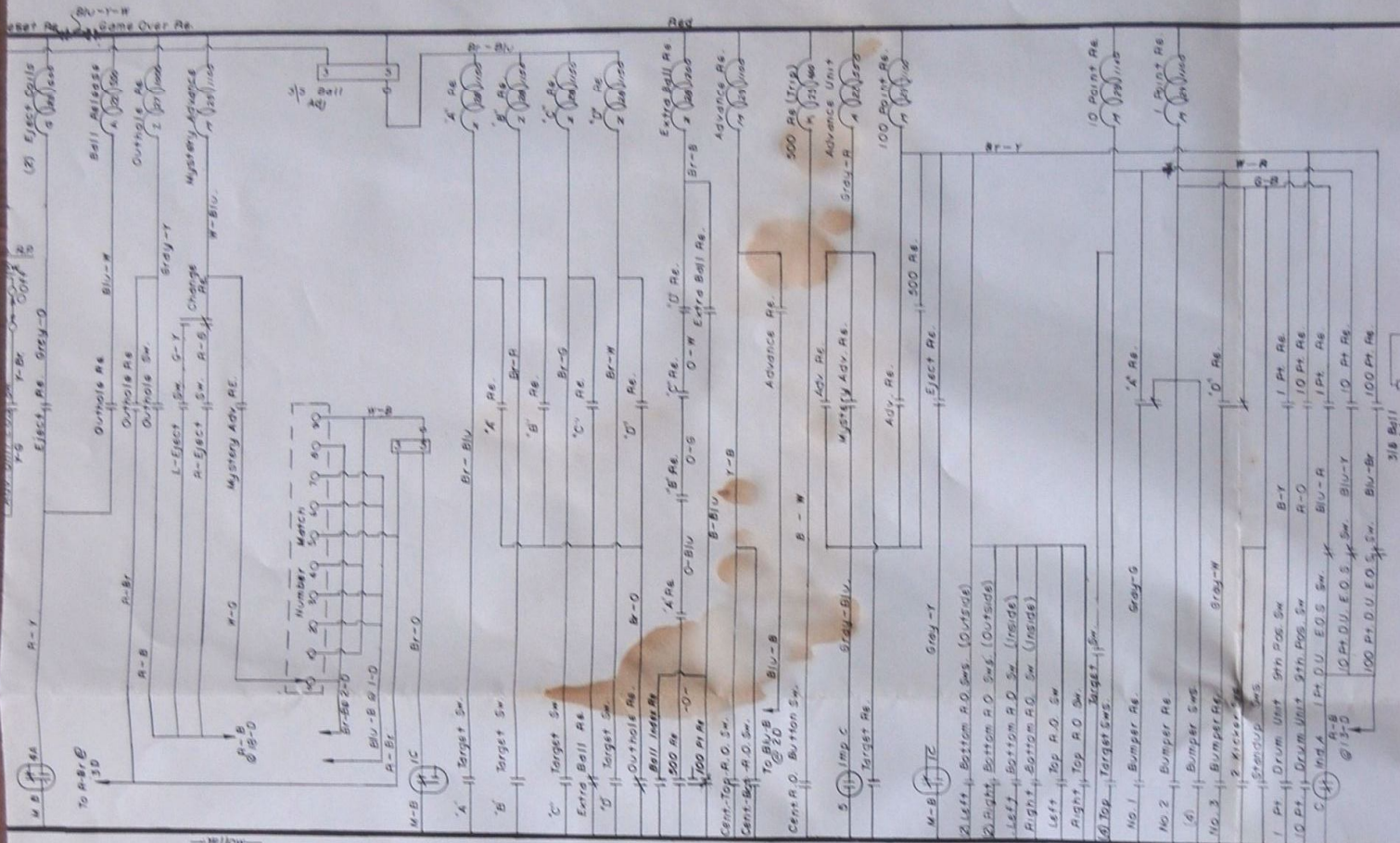
WILLIAMS ELECTRONICS INC.
3401 No. California Ave.
Chicago 60618 Illinois



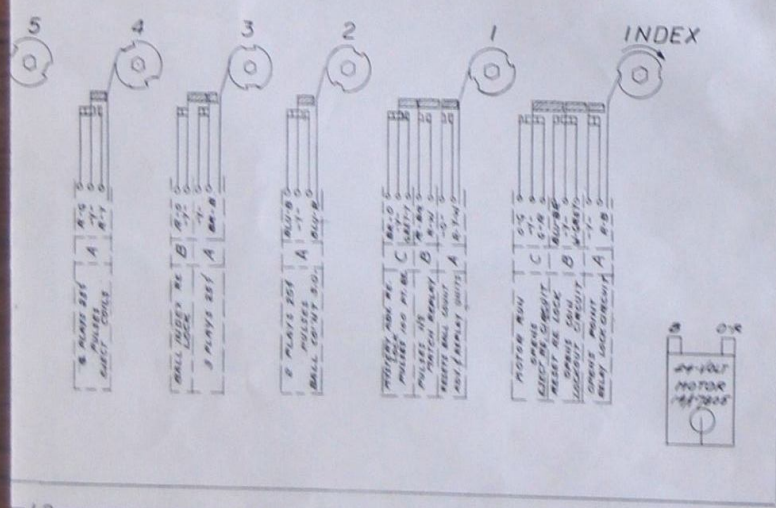
G
T
E
D
C
B
A

1 2 3 4 5 6



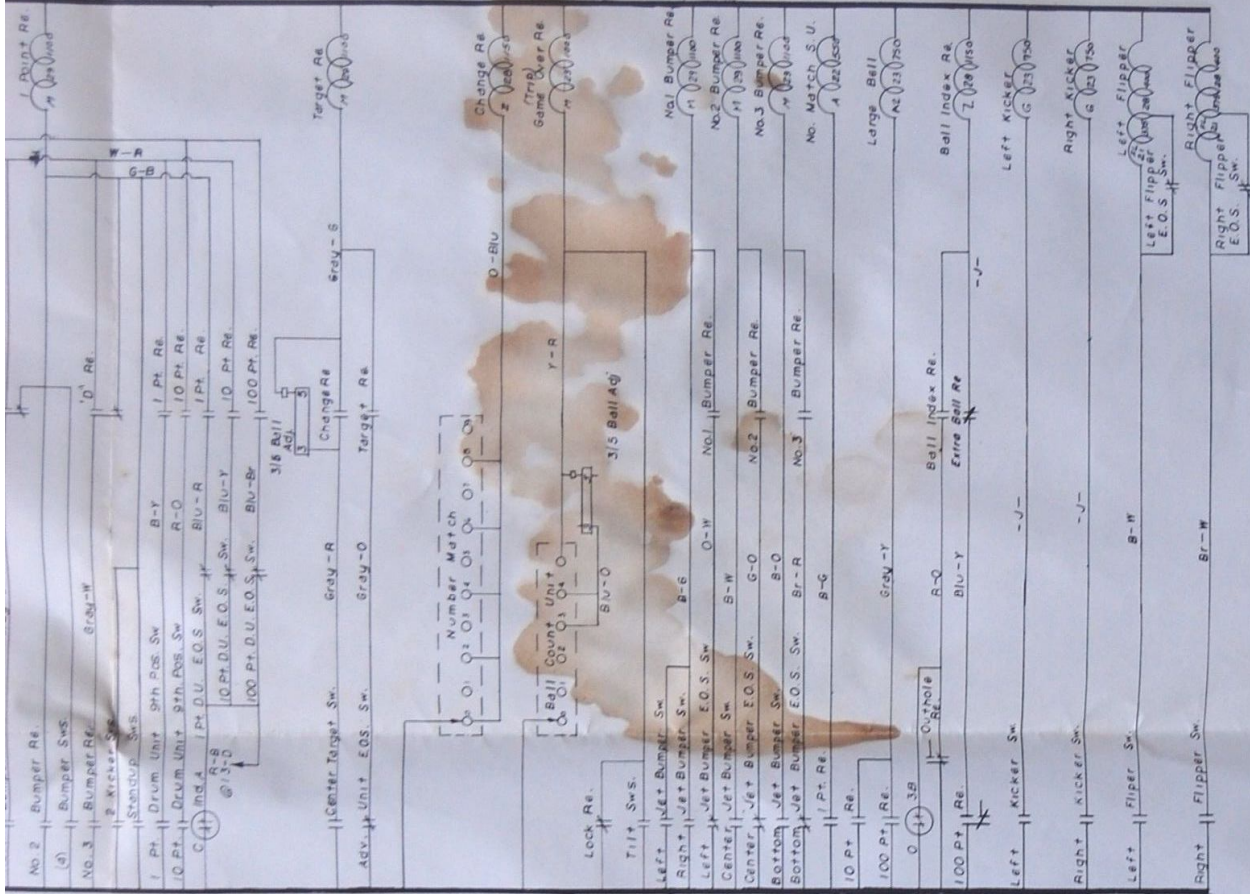


SCORE MOTOR



RELAY COIL	LOCATIONS
Advance Re	180 500 Re (Trip)
Ball Index Re	228 500 Re (Trip)
Chase Re	20 140
Extra Lockout Re	30 150
Extra Ball Re	130 180
Game Over Re (Chase)	80 100 Re
Game Over Re (Ball)	200 250 Re
Eject Re	10 180
100 Pt Re	40 170
Target Re	190 100-01 Re 180
Out-hole Re	130 No. 2 Bumper Re 210
Reset Re	40 No. 3 Bumper Re 210

Ball Count Reset
Ball Count S. U.
Ball Release
Ball Trip
Not Bumper
Shooter
Large Ball
Mystery Advance
Left Flipper
Left Kick
Eject Coils (2)



- 70
- 105
- 140
- 140
- 150
- 155
- 20
- 25
- 180
- 170
- 160
- 210
- 210
- 210

COIL LOCATIONS		
Ball Count Reset	50	No. Motor S.U.
Ball Count S.U.	70	Playmeter
Ball Release	80	Point D.U. (A)
Jet Bumpers (A)	60	Replay Unit Reset
Knocker	4F	Replay S.U.
Large Bell	216	Right Flipper
Mystery Advance	136	Right Kicker
Left Flipper	236	Advance Unit
Left Kicker	220	Advance Unit Reset
Eject Coils (2)	186	

ABBREVIATION USED			SWITCH SYMBOLS	
Adj - Adjustment	Imp - Impulse	R - Right	NORMALLY OPEN SWITCH CLOSED WHEN ENERGIZED.	
Adv - Advance	Ind - Index	Re - Relay		
Amp - Amperes	L - Left	R.O. - Roll Over	NORMALLY-CLOSED SWITCH OPEN WHEN ENERGIZED.	
Br - Break	LIB - Liberal	R. R. - Relay		
Bot - Bottom	Ms - Make	Sw - Switch	SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM.	
Cent - Center	N-B - No. Break	Sw - Switches		
Cont - Constrictive	No - Number	S.U. - Stop Unit	MAKE OR BREAK SWITCH	
D.U. - Drum Unit	Pos - Position	V - Volt		
E.O.S. - End Of Stroke	Pl - Point	Sp - Special		
WIRE COLOR SIDE				
R - Red	G - Green	O - Orange		
Bl - Blue	W - White	B - Black		
Y - Yellow	Br - Brown	J - Jumper		
EXAMPLE:— W-R INDICATES WHITE WIRE WITH A RED TRACER				

ALL INTERLOCK RELAYS SHOWN IN LATCHED POSITION