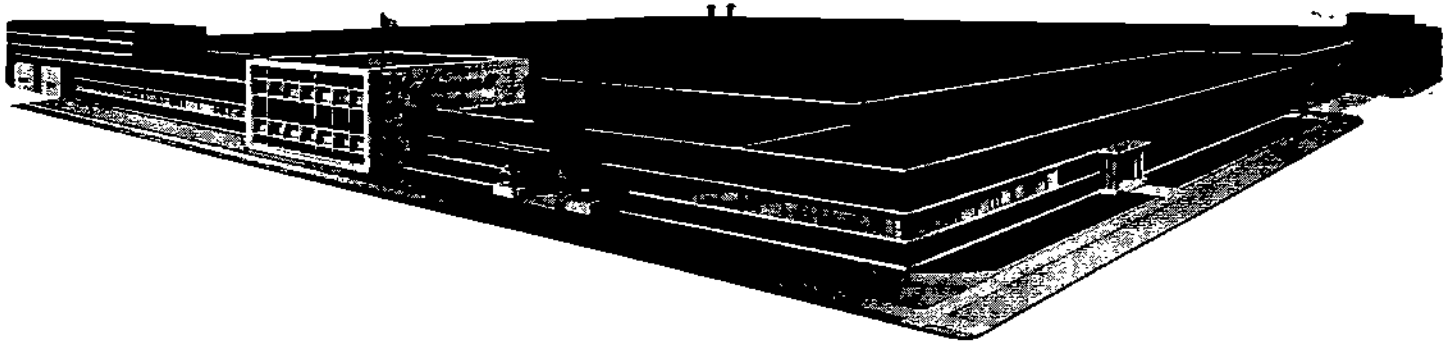


Instruction Manual

for

YUKON SPECIAL



Williams[®] ELECTRONICS, INC.
SUBSIDIARY OF THE SEEBURG CORPORATION

3401 N. California Ave.
Phone 267-2240

Chicago, Ill. 60618, U.S.A.
Cable Address: Wilcoin

IMPORTANT NOTICE

KINDLY INFORM LOCATIONS THAT THEY CAN TURN DISPLAY LIGHTS ON BY PRESSING LEFT FLIPPER BUTTON. MACHINE CAN STILL BE SHUT OFF BY TAPPING BOTTOM OF CABINET.

MASTER SWITCH (ON-OFF) IS LOCATED UNDERNEATH FRONT PART OF CABINET.

CAUTION!

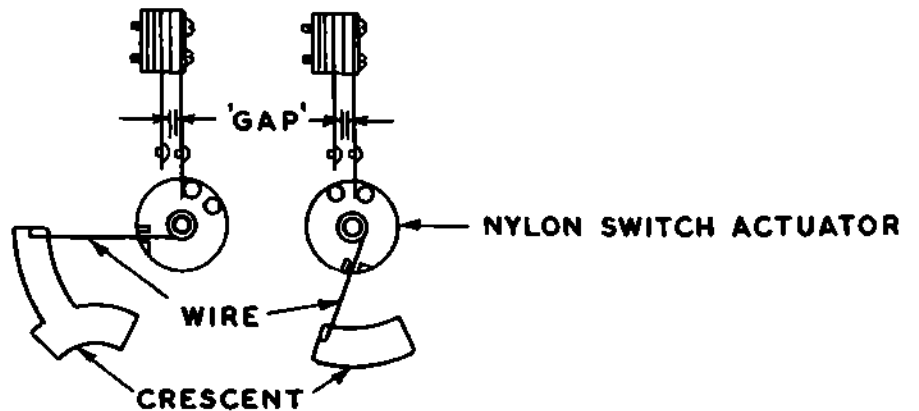
The playboard on this machine has an improved finish with excellent wearing properties. Do not under any circumstances clean the board with water, water soap solutions or harsh abrasives. Avoid such things as steel wool, kitchen cleansers or abrasive hand soap. Water will weaken the adhering of the paint to the board and abrasives shorten the board life by many thousand plays. A wax base cleaner with negligible abrasive qualities used lightly, but frequently, will extend the board life to its full capabilities.

SERVICEMAN TO REMOVE BACKGLASS:

- WITH BACK DOOR REMOVED, PULL BACK ON BRACKETS AT INSIDE TOP OF LITE BOX.
- FROM THE FRONT OF GAME, LIFT GLASS UP AND OUT.

INSTRUCTIONS FOR COIN TRIP SWITCH ADJUSTMENT

WIRE SHOULD BE IN CONTACT WITH END OF CRESCENT OPENING WHEN BLADE ADJUSTMENT IS MADE.



Long blade should be in contact with nylon switch actuator and have a maximum overtravel of $1/32$.

or

Using a gram gauge, tension of long blade should not exceed 10 grams.

SWITCH ADJUSTMENT

1. For small coins, such as dimes, adjust short blade so that the 'gap' between the silver contacts is .045 to .055.
2. For larger & heavier coins the 'gap' should be .045 to .060.
3. Do not adjust 'gap' closer than .040.

INSTRUCTIONS FOR ALTERING COIN CHUTES EQUIPPED WITH A FLIP-OVER DEVICE.

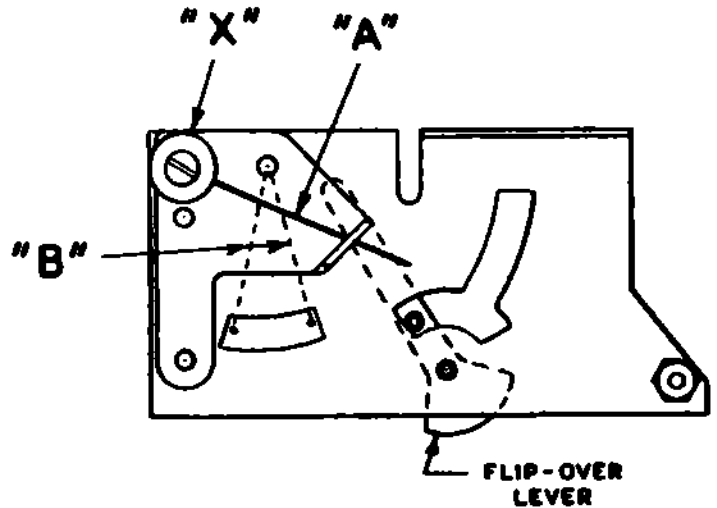
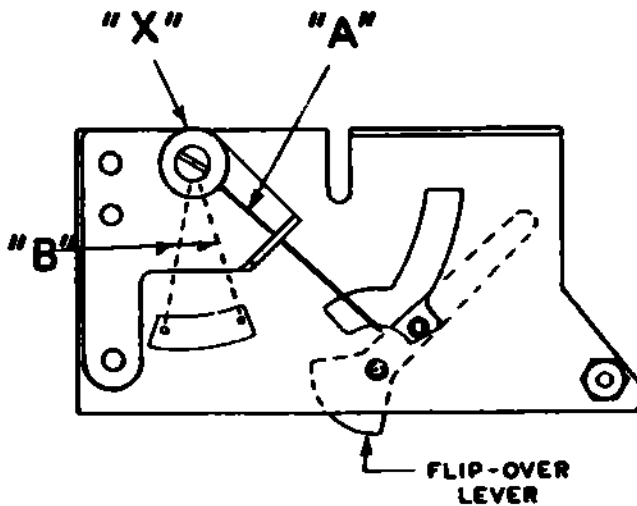
FOR 1 COIN - FOR 1 PLAY

OR

2 COINS - FOR 1 PLAY

FIGURE 1

FIGURE 2



1 COIN - FOR 1 PLAY (FIGURE 1):

Wire form "A" should be in position as shown in Figure 1. Flip-over lever should rebound from wire form "A" and return to position shown in Figure 1 everytime a coin is inserted. All coins pass over the coin trip switch wire "B".

2 COINS - FOR 1 PLAY (FIGURE 2):

Wire form "A" should be in position as shown in Figure 2 (see note). Flip-over lever should alternate from side to side. 1st coin should go to cash box without actuating coin trip switch wire "B", 2nd coin should pass the coin trip switch wire "B" and returns flip-over to position as shown in Figure 2.

NOTE:

To change from 1 coin play to 2 coin play or vice versa - loosen screw "X" and move screw, bushing & wire form "A" to position as required - shown in Figure 1 position as required - shown in Figure 1 or Figure 2.

When using 1 coin for 1 play, wire form "A" should not under any circumstances be allowed to enter the "Banana" slot and cause binding of flip-over lever.

WARRANTY

THE MOTORS IN ALL NEW WILLIAMS PRODUCTS
ARE UN-CONDITIONALLY GUARANTEED FOR
6 MONTHS FROM DATE OF PURCHASE.

ANY DEFECTIVE MOTORS RETURNED DURING THE
WARRANTY PERIOD WILL BE REPLACED FREE OF
CHARGE BY YOUR WILLIAMS DISTRIBUTOR.

IMPORTANT NOTICE

WHEN ORDERING PARTS ALWAYS SPECIFY NAME OF
UNIT, GAME AND SERIAL NUMBER, IN ADDITION TO A
CLEAR DESCRIPTION OF THE PART AND PART
NUMBER IF POSSIBLE.

UNIT PARTS LIST

UNIT NAME	CONTACT DISC	WIPER ASSEMBLY	RATCHET GEAR ASSEMBLY	MOTORS
100,000	C-6417	C-6520	A-6402-10	
BALL COUNT	C-6937	C-6520	A-6402-9	
10 POINT			3C-7272	SCORE MOTOR
100 POINT			3C-7272	14A-7883 (60) CYCLE
1000 POINT			3C-7272	
10000 POINT			3C-7272	14A-7884 (50) CYCLE
LEFT REEL			3C-7272	
CENTER REEL			3C-7272	
RIGHT REEL			3C-7272	

"YUKON" COIL CHART

THIS GAME OPERATES ON 24 VOLTS. WHEN ORDERING REPLACEMENT TRANSFORMERS, MOTORS, COILS OR METERS ... MAKE SURE TO SPECIFY CORRECT PART NUMBER.

NUMBER	DESCRIPTION	LOCATION
14 A 7883	SCORE MOTOR - 60 CYCLE	MECH. PANEL
14 A 7884	SCORE MOTOR - 50 CYCLE	MECH. PANEL
15 A-6771	TRANSFORMER - 60 CYCLE	MECH. PANEL
15 A-6782-1	TRANSFORMER - 50 CYCLE	MECH. PANEL
B 6396	24 VOLT METER	MECH. PANEL

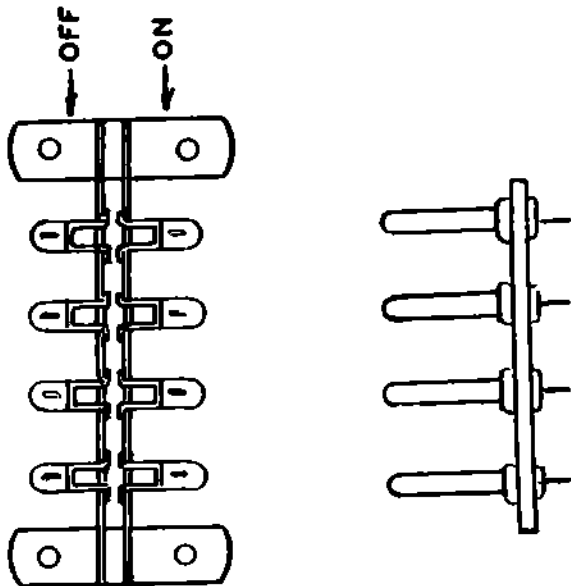
SOLENOID COILS

A 22-550	100,000 UNIT STEP UP BALL COUNT UNIT STEP UP BALL RELEASE	INSERT INSERT PLAYFIELD
A 2-23-750	KNOCKER	CABINET
B 26-800	BALL COUNT UNIT RESET SCORE DRUM UNITS ... (4 req'd.) 100,000 RESET UNIT	INSERT INSERT INSERT
B1-26-800	DRUM REELS ... (3 req'd.)	PLAYFIELD
C 2-26-800	CHIME SMALL BELL	INSERT CABINET
G 23-750	AUTO KICKERS ... (2 req'd.) EJECT COILS ... (2 req'd.) JET BUMPERS ... (4 req'd.)	PLAYFIELD PLAYFIELD PLAYFIELD
FL 21-375/ 20-400	FLIPPERS ... (2 req'd.)	PLAYFIELD

RELAY COILS

M1-31-1500	COIN LOCKOUT	DOOR
M 29-1000	GAME RELAY TRIP GAME OVER RELAY TRIP SCORE RESET RELAY	MECH. PANEL MECH. PANEL INSERT
M 29-1100	10 POINT RELAY 100 POINT RELAY 1,000 POINT RELAY 10,000 POINT RELAY 100,000 POINT RELAY L. ADVANCE RELAY R. ADVANCE RELAY C. ADVANCE RELAY SPECIAL RELAY	INSERT INSERT INSERT INSERT INSERT PLAYFIELD PLAYFIELD PLAYFIELD PLAYFIELD
Z 27-1000	COIN RELAY EJECT RELAY OUTHOLE RELAY RESET RELAY GAME RELAY LATCH GAME OVER RELAY LATCH 2 PLAY RELAY	MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL
Z 28-1150	L. YUKON RELAY R. YUKON RELAY C. YUKON RELAY	PLAYFIELD PLAYFIELD PLAYFIELD
Z 28-1200	ON BUMPER RELAY CREDIT RELAY BALL INDEX RELAY	PLAYFIELD MECH. PANEL MECH. PANEL
Z 29-1250	LOCK RELAY	MECH. PANEL

STAR ADJUSTMENT



LOCATED IN BACKBOX

TO INDICATE MORE THAN 5 BALLS TO PLAY:

IN "OFF" POSITION:

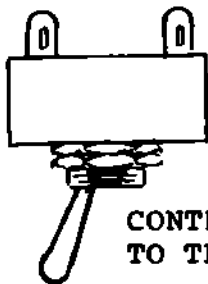
BALLS TO PLAY (6,7,8,9) WILL LITE.

IN "ON" POSITION:

STARS (1,2,3,4) WILL LITE.

MASTER ON-OFF SW.

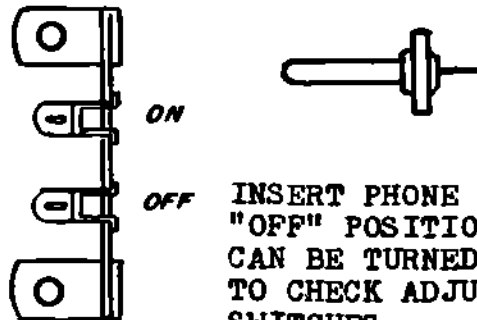
(Located under front of Cabinet)



CONTROLS POWER TO TRANSFORMER

Motor Service Jack

LOCATED ON MECH. PANEL



INSERT PHONE TIP IN "OFF" POSITION - CAMS CAN BE TURNED BY HAND TO CHECK ADJUSTMENT OF SWITCHES.

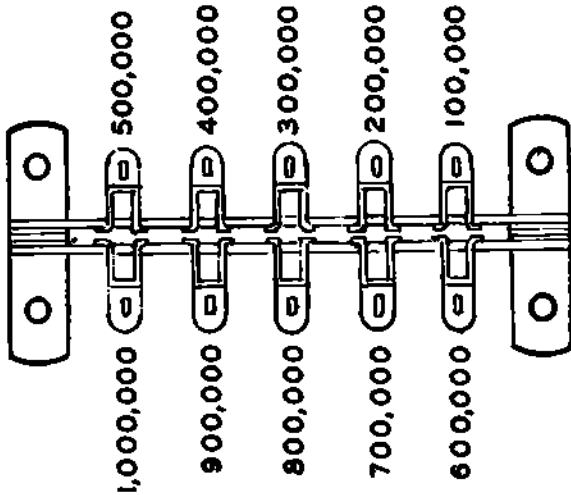
THE POWER TRANSFORMER,

located on panel. Is equipped with a secondary tap. If your game is on location with extremely low line voltage, remove lead from lug marked 24 volt and solder to alternate lug marked "HIGH". This will increase secondary voltage for proper operation.

LEG LEVELERS,

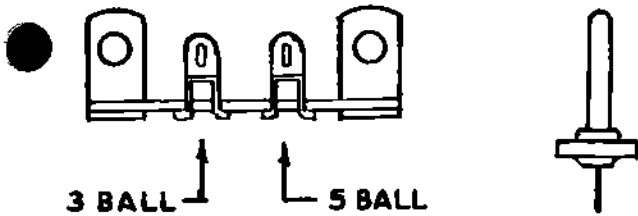
are provided for two purposes - 1st to level game on location, 2nd to increase pitch for game percentaging. If it is desired to speed up play or decrease scores, raise rear leg levelers to increase pitch.

ADJUSTMENTS IN BACKBOX



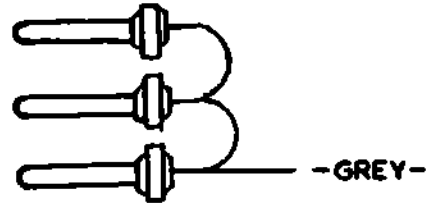
INSERT PHONE TIPS INTO DESIRED POSITIONS TO SCORE EXTRA BALLS.

NO. OF BALLS ADJ.

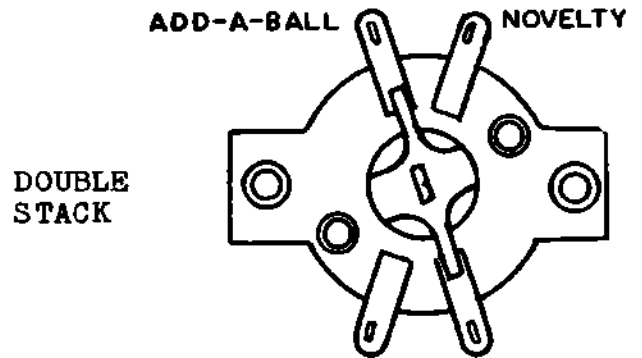


PHONE TIP CHANGES 3 BALL PLAY TO 5 BALL PLAY, OR VICE VERSA.

Hi-Score Adjustment



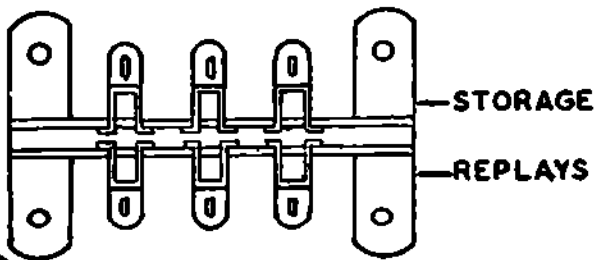
ADD-A-BALL NOVELTY ADJ.



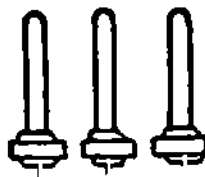
IN ADD-A-BALL POSITION, HI SCORES AND "SPECIAL" WILL ADVANCE BALL COUNT UNIT.

IN NOVELTY POSITION, "SPECIAL" WILL PULSE 100,000 POINT RELAY 1, 2, OR 3 TIMES. (SEE FEATURE ADJ.)

FEATURE ADJUSTMENT

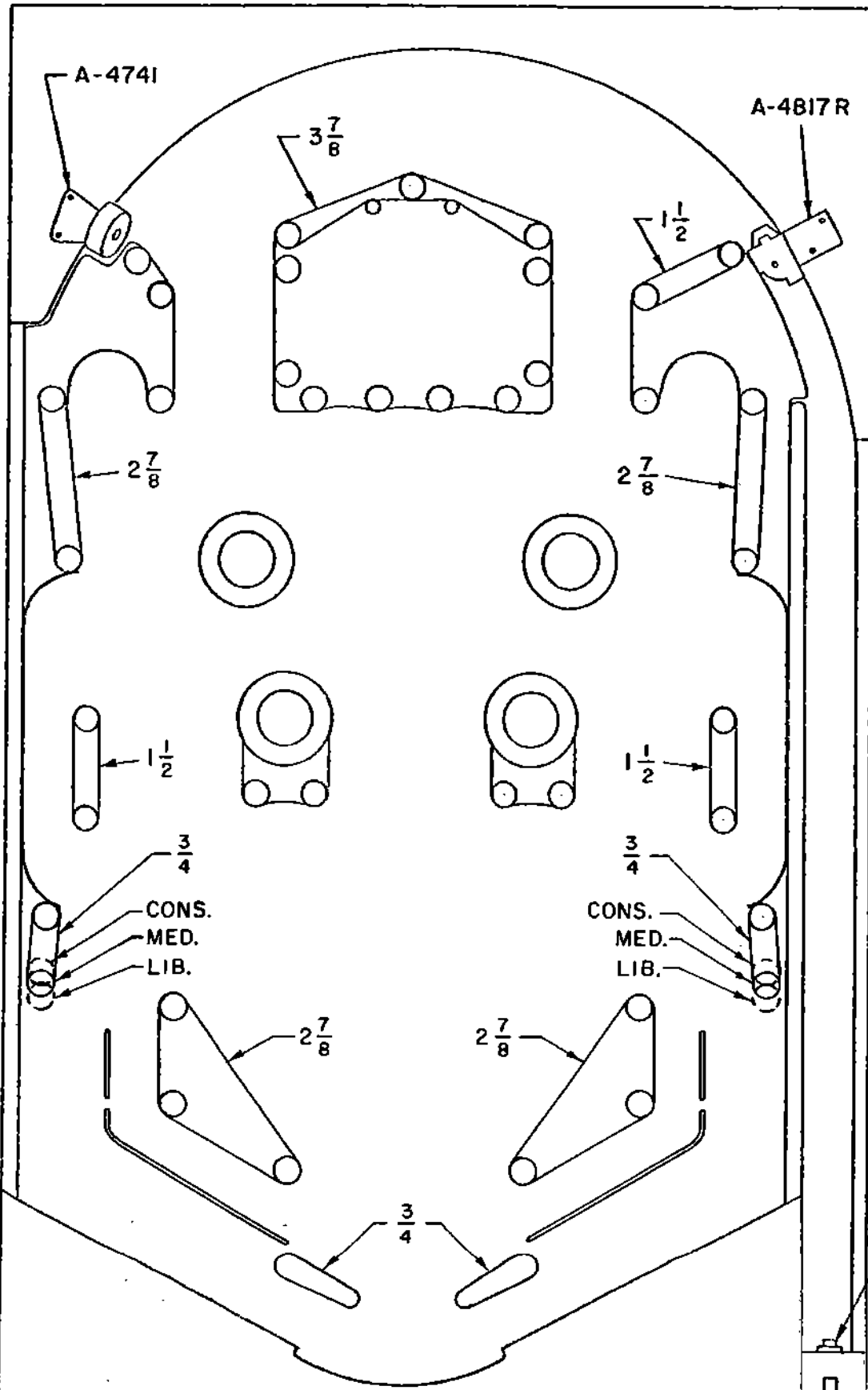


INSERT 1 PHONE TIP FOR EACH EXTRA BALL OR 100,000 POINTS. (SEE "ADD-A-BALL - NOVELTY" ADJUSTMENT.)



"YUKON" (SPECIAL) — POST ADJUSTMENT SHEET

TO MAKE GAME MORE "CONSERVATIVE" OR "LIBERAL" — MOVE POSTS $\frac{3}{16}$ " AS SHOWN IN SKETCH BELOW. SPOTTING HOLES ARE PROVIDED AND CAN BE SEEN ON REMOVAL OF POSTS.



ABBREVIATIONS:
 CONS. — CONSERVATIVE
 LIB. — LIBERAL
 MED. — MEDIUM

RUBBER RING NUMBERS:

23A-6300	5/16" I.D.
23A-6301	3/4" I.D.
23A-6304	1 1/2" I.D.
23A-6307	2 7/8" I.D.
23A-6309	3 7/8" I.D.
23A-6301R	3/4" I.D. FOR FLIPPER

A-474I REBOUND ASS'Y.
 A-4817R BALL GATE ASS'Y.

23A-6327 BALL SHOOTER RUBBER TIP

8 DIMENSIONS INDICATED BY ARROWS ABOVE ARE FOR SIZES OF RUBBER RINGS.

1. GENERAL

NEVER EXPERIMENT with any of the mechanism. Locate any trouble with the aid of Wiring Diagrams or Operating & Servicing Information supplied with the machine, then check for proper adjustment of the units involved before making any changes. Improper adjustment or make-shift repair will only cause serious damage to other parts of the machine or repeated failure of the part

NOTE: Always look for a possible loose wire, bad connection at a plug and socket, broken or unhooked springs on step-up units, relays, etc., before adjustments are made or wires reconnected.

2. FUSES

IMPORTANT: Never replace fuses with any rating other than specified on the fuse block; this block is located adjacent to the transformer.

3. LUBRICATION

Over-lubrication causes far more trouble in coin operated equipment than under-lubrication. Practically all cases of poor contact on switches and wiper discs are due to oil or grease, or oil vapor, which forms a film or residue on the contacts and will not allow current to pass through. Excess lubricant may also seep into clutches causing them to slip.

IMPORTANT: NEVER USE VASELINE FOR LUBRICATION OF ANY PART OF THE MACHINE. Vaseline is not a true lubricant. It leaves a dirty and gummy residue and it becomes very thick when cold. A special Coin Machine Lubricant is supplied with each machine.

STEP-UP Levers, Ratchets, Cams, Shafts and other sliding or oscillating parts should be very lightly greased with special Coin Machine Lubricant (supplied with machine) not oftener than every six months. The bakelite discs (biscuits) on the Motor Units and Step-up Units will require lubrication with the special Coin Machine Lubricant only after the grease is completely evaporated (3 to 12 months, depending on climate) or when the film of grease becomes dirty. In either event, clean the parts thoroughly with a solvent, then apply an extremely thin coat of the special grease.

Solenoid Plungers should not have a lubricant of any kind. Should there be a sluggish tendency or if plungers are sticking, the parts should be cleaned with a solvent and flaked graphite applied on reassembly.

SWITCH ADJUSTMENT

BEFORE ADJUSTING SWITCHES, MAKE CERTAIN THE SCREWS HOLDING THE SWITCH STACKS ARE DOWN TIGHTLY. BAKELITE SPACERS IN THE SWITCH STACKS, DUE TO EXCESSIVE MOISTURE, HAVE OCCASIONALLY SHRUNK BY DRYING OUT, CAUSING POOR ADJUSTMENT.

YUKON SPECIAL

FEATURE OF GAME IS TO LINE UP YUKON SYMBOLS ON THE 3 REELS ON PLAYFIELD.

LEFT ADVANCE RELAY, CENTER ADVANCE RELAY AND RIGHT ADVANCE RELAY WILL PULSE THE CORRESPONDING REEL UNIT. THE (3) ADVANCE RELAYS ARE PULSED BY (3) TOP ROLLOVER BUTTONS, (4) TARGET SWITCHES AND (4) ROLLOVER LANES, AS INDICATED ON PLAYFIELD.

LEFT, CENTER AND RIGHT YUKON RELAYS ARE ENERGIZED BY 9TH POSITION SWITCH ON CORRESPONDING REEL UNIT.

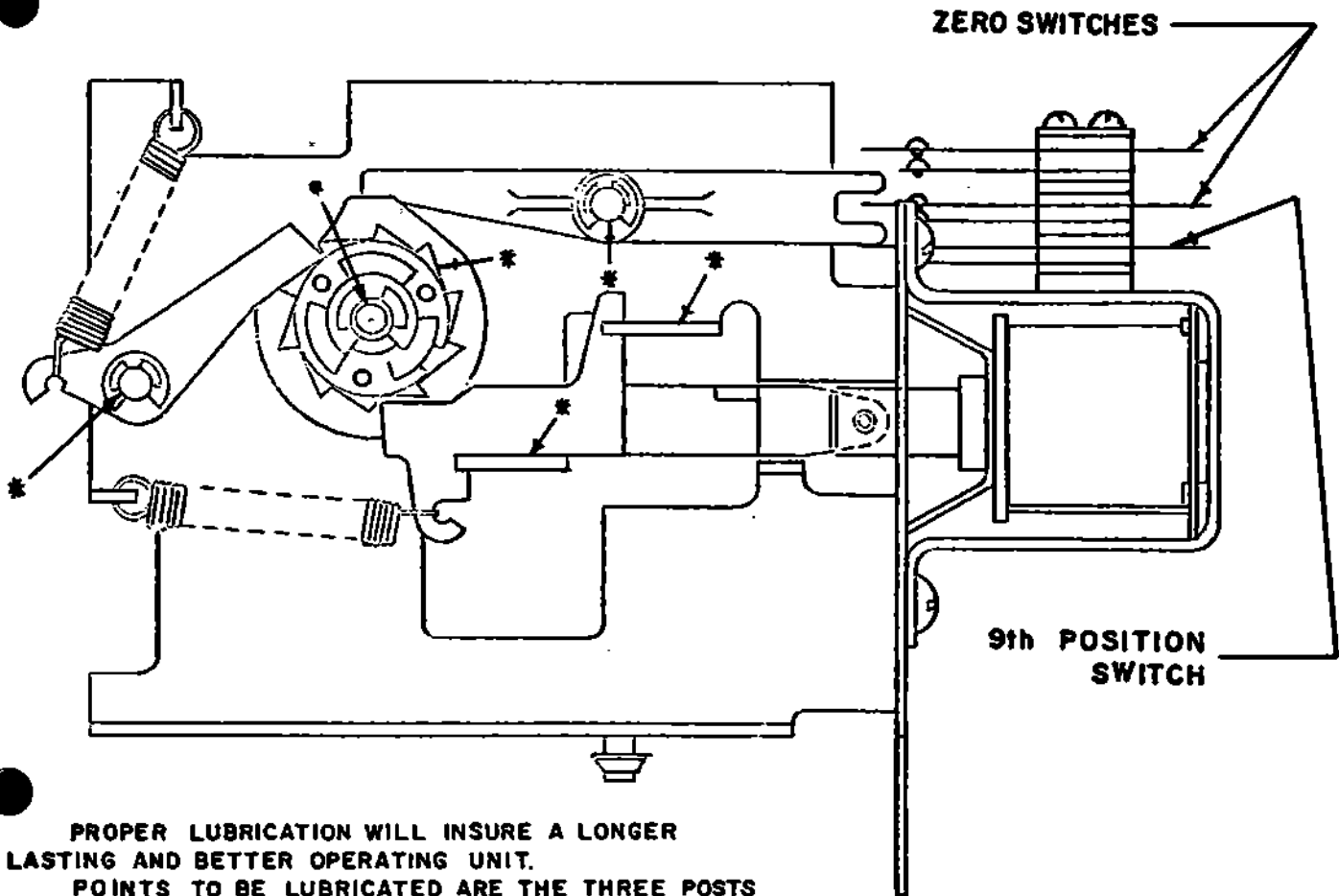
WHEN ALL (3) YUKON RELAYS ARE ENERGIZED, EITHER THE EJECT RELAY OR TOP CENTER TARGET WILL ENERGIZE THE SPECIAL RELAY.

SPECIAL RELAY RUNS SCORE MOTOR AND PULSES BALL COUNT UNIT OR 100,000 POINT RELAY 1, 2 OR 3 TIMES DEPENDING ON POSITION OF "FEATURE ADJUSTMENT".

SPECIAL RELAY ALSO PULSES CENTER REEL UNIT AT CAM SWITCH 4B, SO THAT PLAYER MUST LINE UP CENTER REEL AGAIN.

LEFT AND RIGHT REELS DO NOT ADVANCE PAST YUKON SYMBOL, LEAVING ONLY CENTER REEL TO ADVANCE.

SCORE DRUM UNIT



PROPER LUBRICATION WILL INSURE A LONGER LASTING AND BETTER OPERATING UNIT.
 POINTS TO BE LUBRICATED ARE THE THREE POSTS ON WHICH THE NYLON PARTS ROTATE, EACH TOOTH OF THE RATCHET, ALSO THE (2) DRIVE PAWL GUIDE SLOTS, INDICATED BY (*).

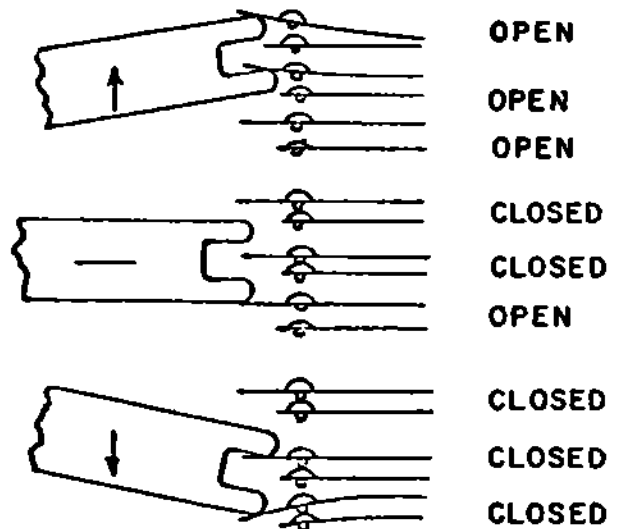
LUBRICATION: DO NOT PUT LUBRICANT ON DRIVE ARMATURE

SWITCH ADJUSTMENT

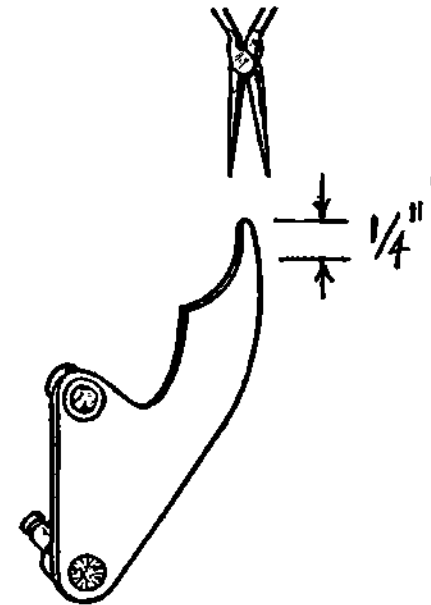
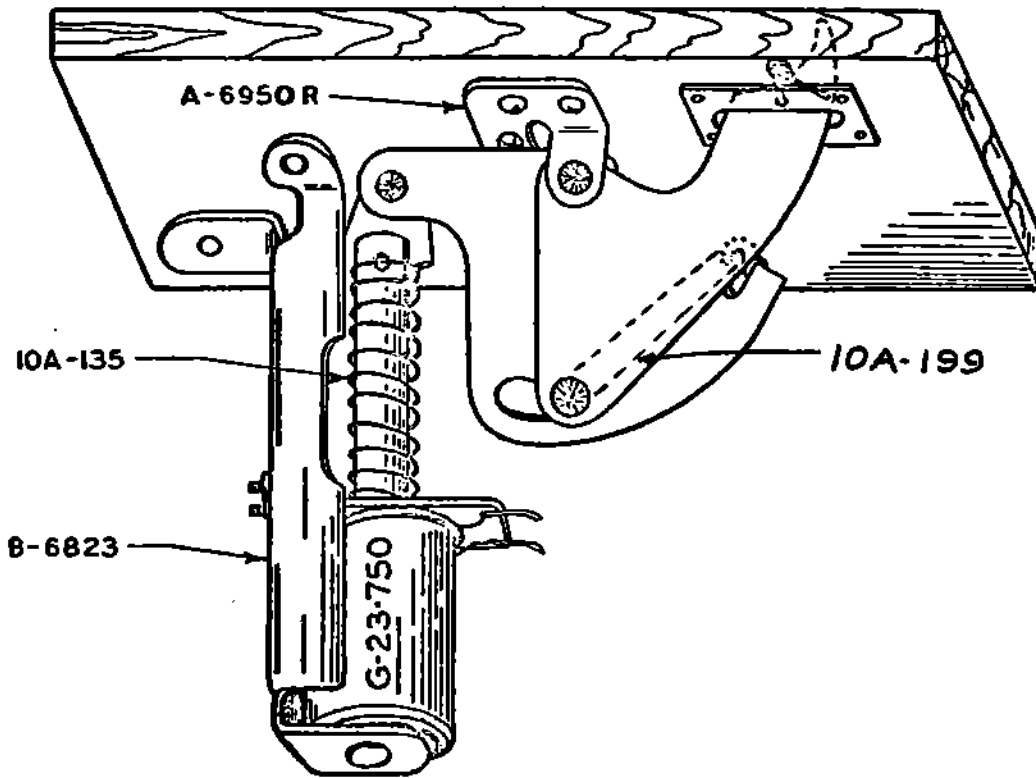
AT "0" OR INDEX POSITION ALL SWITCHES ARE OPEN AS SHOWN.

AT 1st. TO 8th. POSITION TOP SWITCHES ARE CLOSED - BOTTOM SWITCH REMAINS OPEN.

AT 9th POSITION ALL SWITCHES ARE CLOSED AS SHOWN



BALL EJECT CAM UNIT



TO CHANGE DIRECTION OF BALL,
WHEN EJECTED, GRASP "BALL EJECT CAM"
WITH LONG-NOSED PLIERS (APPROXIMATELY
1/4") AND BEND SLIGHTLY.

BENDING TO THE LEFT WILL CHANGE
DIRECTION OF EJECTED BALL SLIGHTLY
TO THE RIGHT, AND VICE-VERSA.

CAUTION

IF BEND IS TOO GREAT, IT MAY
CAUSE A BIND WHEN "BALL EJECT CAM"
IS RESTING IN PART #3A-6015G-6.



3A-6015G-6

BALL COUNT S. U. DISC

THIS UNIT ADVANCES TO 5TH POSITION AT START OF NEW GAME. DURING PLAY, IT ADVANCES 1,2 OR 3 STEPS WHEN SPECIAL RELAY IS ENERGIZED. IT ALSO ADVANCES WHEN HI-SCORE IS MADE, THRU "ADD-A-BALL-NOVELTY" ADJUSTMENT JACK. IT RESETS ONE STEP EACH TIME THE BALL LEAVES THE PLAY-FIELD (MAKES THE OUTHOLE SWITCH).

View looking at WIPER FINGERS side
with WIPER in ZERO position

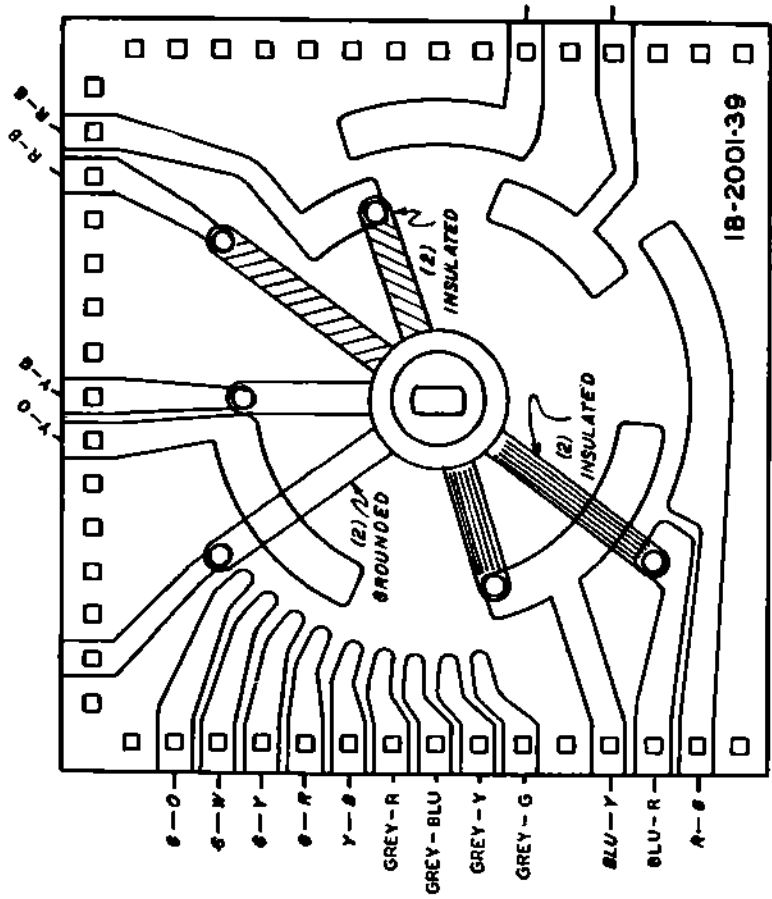


DIAGRAM LOCATION

- 1 BALLS
- 2 TO
- 3 PLAY
- 4 LITES
- 5 TO BALL LITES OR STAR LITES ADJ. JACK

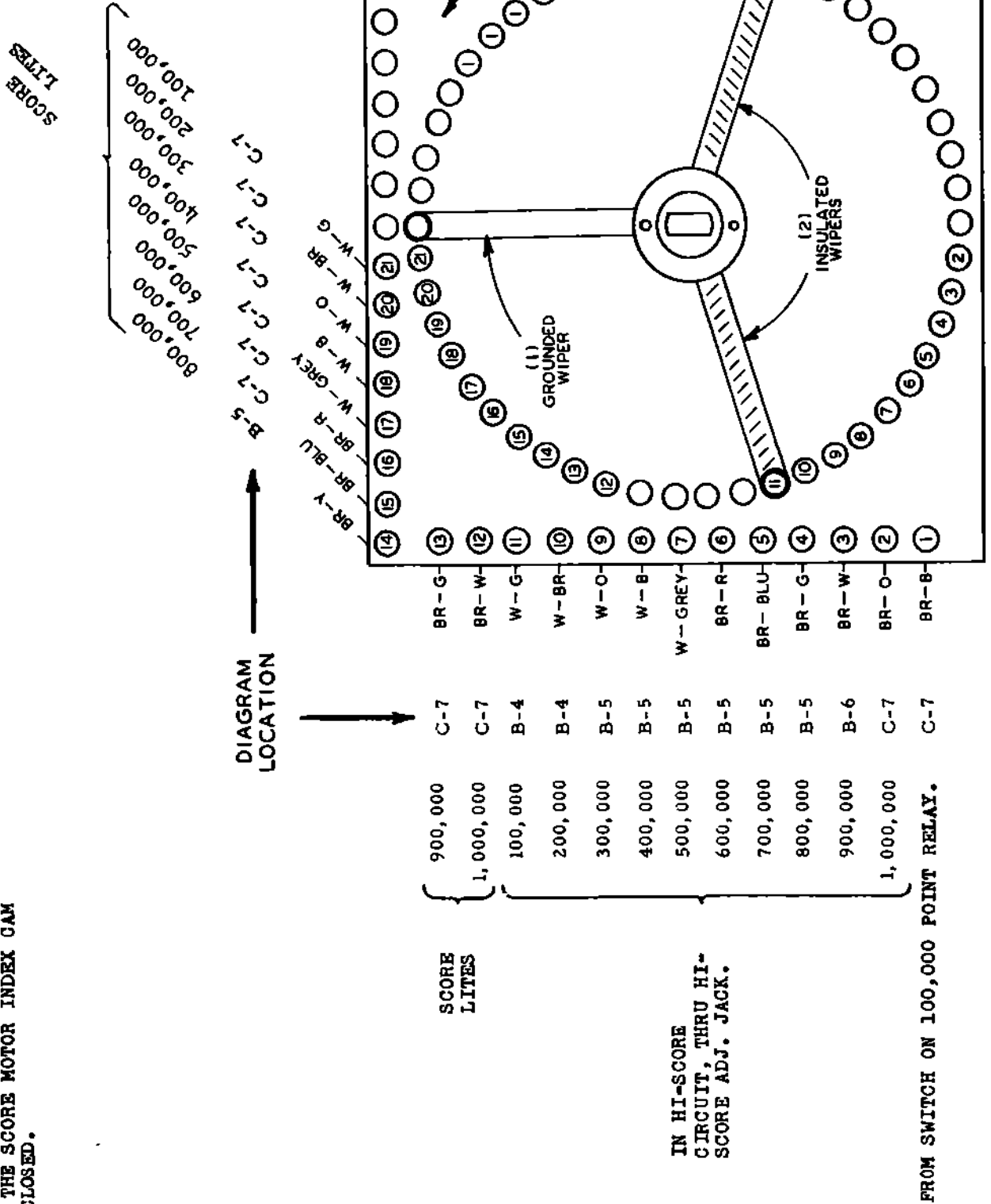
- D-6 FEEDS BLU-R & R-G (BELOW) FROM BALL INDEX & OUTHOLE RELAY SWITCHES
- D-5 TO GAME OVER RELAY (TRIP COIL)
- E-5 TO GAME OVER RELAY (LATCH COIL)

DIAGRAM LOCATION
 Y-6
 R-6
 B-7 TO GAME OVER LITE
 B-6 TO GAME OVER LITE
 C-5 TO GAME RELAY (LATCH COIL)
 C-5 FEED TO R-6 FROM SWITCH ON COIN RELAY

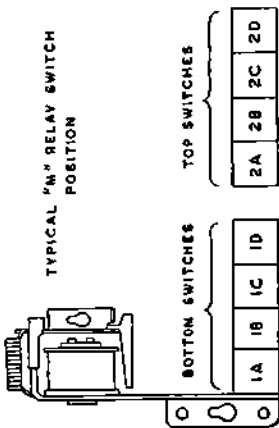
100,000 UNIT DISC

THIS UNIT ADVANCES ONE STEP EACH TIME THE 100,000 POINT RELAY IS PULSED. IT RESETS WHEN THE COIN RELAY IS ENERGIZED, THE WIPER ON BALL COUNT UNIT IS ZERO, AND THE SCORE MOTOR INDEX CAM SWITCH A IS CLOSED.

VIEW LOOKING AT WIPER FINGERS, WITH WIPER IN RESET POSITION.



RELAYS & SWITCHES LOCATED ON MECHANISM PANEL

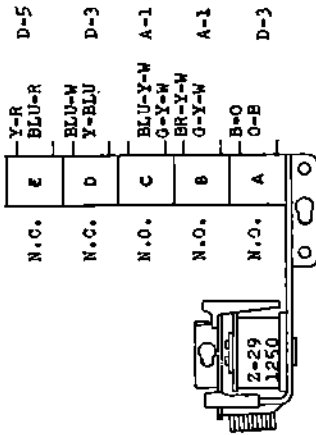


LOCK RELAY

IS ENERGIZED BY LEFT FLIPPER SWITCH OR COIN RELAY.

SWITCH TYPE

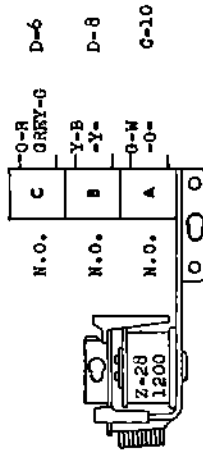
DIAGRAM LOCATION



ENERGIZES GAME-OVER RELAY (TRIP COIL).
ENERGIZES RESET RELAY IF 110V. PLUG IS PULLED FROM WALL OUTLET DURING RESET CYCLE.
6 VOLTS FROM TRANSFORMER TO LITES.
6 VOLTS FROM TRANSFORMER TO LITES.
IN HOLD CIRCUIT TO THIS RELAY.

BALL INDEX RELAY

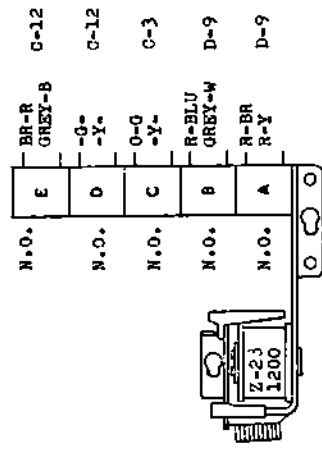
IS ENERGIZED BY:
A. 1,000 OR 10,000 POINT RELAY.
B. LEFT OR RIGHT SIDE ROLLOVER.
C. GAME-OVER RELAY, THRU OUTHOLE RELAY.



TO GAME-OVER RELAY (TRIP COIL), THRU BALL COUNT DISC. ALSO IN CIRCUIT TO BALL COUNT RESET COIL.
ENERGIZES GAME RELAY (TRIP COIL).
IN HOLD CIRCUIT TO THIS RELAY.

EJECT RELAY

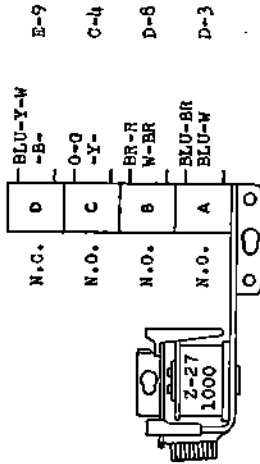
IS ENERGIZED BY (2) EJECT SWITCHES, THRU INDEX CAM SWITCH B.



IN CIRCUIT TO 1000 POINT RELAY.
IN SERIES WITH SWITCH B ON LEFT YUKON RELAY. (CIRCUIT TO SPECIAL RELAY).
RUNS SCORE MOTOR.
ENERGIZES (2) EJECT COILS AT CAM SWITCH 4B.
IN HOLD CIRCUIT TO THIS RELAY.

RESET RELAY

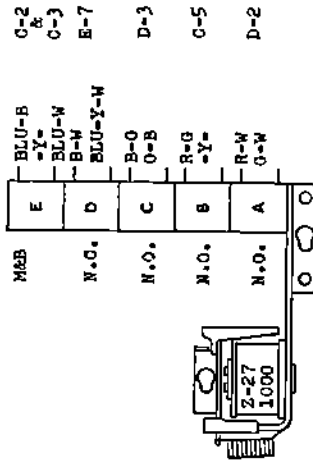
IS ENERGIZED BY SWITCH E ON COIN RELAY.
ALSO, SEE SWITCH D ON LOCK RELAY.



OPENS CIRCUITS TO PLAYFIELD SWITCHES.
RUNS SCORE MOTOR
PULSES SCORE RESET RELAY, THRU IMPULSE CAN SWITCH B.
IN HOLD CIRCUIT TO RESET RELAY.

COIN RELAY

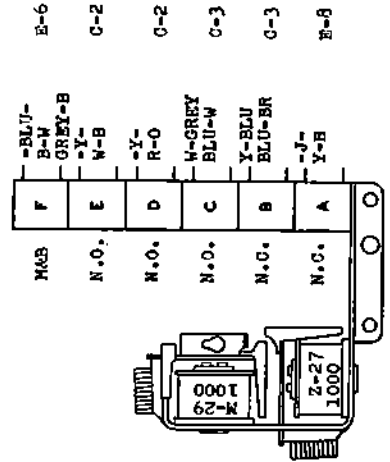
IS ENERGIZED BY SINGLE PLAY COIN SWITCH
OR "2 PLAY" RELAY.
ALSO BY REPLAY BUTTON, THRU SWITCH ON
CREDIT RELAY.



OPENS IN HOLD CIRCUIT TO CREDIT RELAY AND CLOSSES TO
ENERGIZE RESET RELAY.
OPENS CIRCUIT TO KNOCKER COIL.
ENERGIZES LOCK RELAY.
ENERGIZES GAME-OVER RELAY (LATCH COIL). ALSO PULSES
BALL COUNT UNIT RESET AND STEP-UP COILS.
IN HOLD CIRCUIT TO THIS RELAY.

GAME RELAY

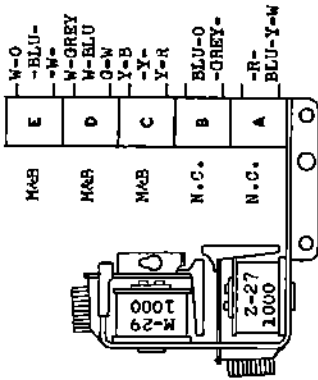
LATCH COIL IS ENERGIZED BY COIN RELAY
WHEN BALL COUNT UNIT IS IN ZERO POSITION.
TRIP COIL IS ENERGIZED BY BALL INDEX
RELAY OR GAME-OVER RELAY.



OPENS IN CIRCUIT TO BALL COUNT S.U. AND CLOSSES TO BALL
COUNT RESET COIL.
IN HOLD CIRCUIT TO COIN RELAY AND 2 PLAY RELAY IN
5 BALL GAME.
IN HOLD CIRCUIT TO COIN RELAY AND 2 PLAY RELAY IN
3 BALL GAME.
IN SERIES WITH SWITCH C ON CREDIT RELAY.
IN SERIES WITH SWITCH D ON LOCK RELAY.
TO GAME RELAY (TRIP COIL).

GAME OVER RELAY

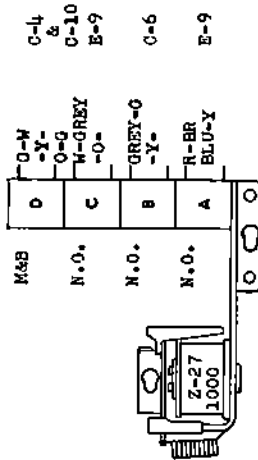
LATCH COIL IS ENERGIZED BY COIN RELAY.
TRIP COIL IS ENERGIZED BY OUTHOLE RELAY
AND BALL INDEX RELAY, THRU BALL COUNT
UNIT DISC. ALSO BY TILT SWITCHES OR
LOCK RELAY.



A-6 OPENS IN CIRCUIT TO PLAYFIELD LITES AND CLOSSES TO GAME-OVER OR TILT LITE.
D-9 OPENS IN CIRCUIT TO OUTHOLE RELAY AND CLOSSES TO BALL INDEX RELAY.
C-5 & D-8 OPENS IN CIRCUIT TO GAME-OVER RELAY (TRIP COIL) AND CLOSSES TO GAME RELAY (TRIP COIL).
D-7 IN HI-SCORE CIRCUIT TO BALL COUNT S.U. OR 100,000 POINT RELAY.
E-10 OPENS CIRCUITS TO PLAYFIELD SWITCHES.

OUTHOLE RELAY

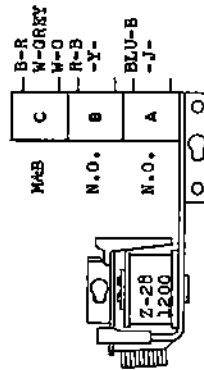
IS ENERGIZED BY OUTHOLE SWITCH, THRU BALL
COUNT UNIT ZERO SWITCH.



C-4 & C-10 OPENS IN HOLD CIRCUIT TO BALL INDEX RELAY AND CLOSSES TO RUN SCORE MOTOR.
E-9 IN CIRCUIT TO BALL INDEX RELAY.
C-6 IN SERIES WITH SWITCH C ON BALL INDEX RELAY. ALSO CONTROLS BALL RELEASE COIL.
E-9 IN HOLD CIRCUIT TO THIS RELAY.

CREDIT RELAY

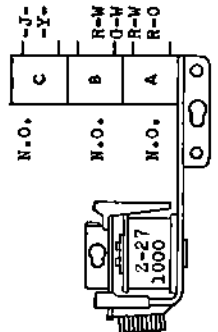
IS ENERGIZED BY "2 PLAY" RELAY.



D-3 OPENS TO COIN LOCKOUT COIL AND CLOSSES TO COIN RELAY, THRU REPLAY BUTTON.
B-2 TO CREDIT LITE.
D-2 IN HOLD CIRCUIT TO THIS RELAY.

2 PLAY RELAY

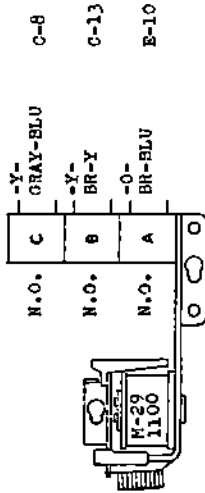
IS ENERGIZED BY "2 PLAY" COIN SWITCHES.



C-2 ENERGIZES CREDIT RELAY.
D-2 ENERGIZES COIN RELAY.
D-2 IN HOLD CIRCUIT TO THIS RELAY.

LOCATED ON PLAYFIELD**LEFT ADVANCE RELAY**

IS ENERGIZED BY LEFT TOP ROLLOVER
BUTTON OR LEFT TARGET SWITCH.



IN SERIES WITH SWITCH D ON LEFT YUKON RELAY.

PULSES 1,000 POINT RELAY.

HOLD CIRCUIT TO THIS RELAY, THRU E.O.S. SWITCH ON LEFT REEL DRUM UNIT.

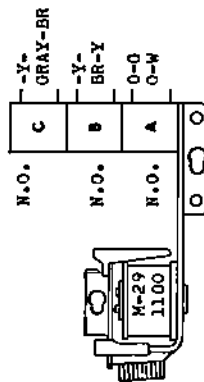
C-8

C-13

E-10

RIGHT ADVANCE RELAY

IS ENERGIZED BY RIGHT TOP ROLLOVER
BUTTON OR RIGHT TARGET SWITCH.



IN SERIES WITH SWITCH D ON RIGHT YUKON RELAY.

PULSES 1,000 POINT RELAY.

HOLD CIRCUIT TO THIS RELAY, THRU E.O.S. SWITCH ON RIGHT REEL DRUM UNIT.

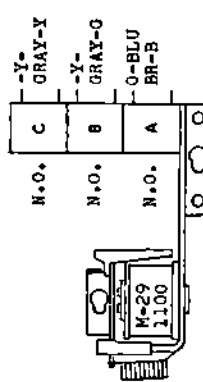
C-8

C-13

E-11

CENTER ADVANCE RELAY

IS ENERGIZED BY CENTER TOP ROLLOVER
BUTTON OR (4) LEFT AND RIGHT SIDE
ROLLOVERS.
ALSO BY CENTER TOP TARGET, THRU SWITCH
ON "CENTER YUKON" RELAY.



IN SERIES WITH SWITCH D ON CENTER YUKON RELAY.

PULSES 10,000 POINT RELAY.

IN HOLD CIRCUIT TO THIS RELAY.

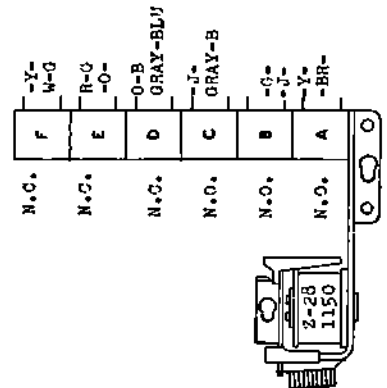
C-8

D-13

E-11

LEFT YUKON RELAY

IS ENERGIZED BY LEFT REEL DRUM UNIT 9TH
POSITION SWITCH.



TO "LEFT ADVANCE REEL" LITES.

IN SERIES WITH SWITCH A ON LEFT ADVANCE RELAY.

TO LEFT REEL DRUM UNIT COIL.

IN SERIES WITH SWITCH C ON RIGHT YUKON RELAY. (TO "SPECIAL" LITE).

IN SERIES WITH SWITCH B ON RIGHT YUKON RELAY. (TO SPECIAL RELAY COIL).

HOLD CIRCUIT TO THIS RELAY.

R-7

D-10

D-8

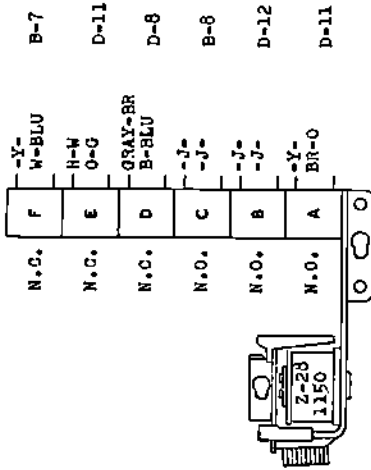
B-8

D-12

D-11

RIGHT YUKON RELAY

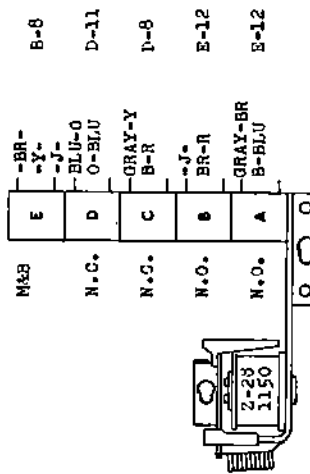
IS ENERGIZED BY 9TH POSITION SWITCH ON RIGHT REEL DRUM UNIT.



B-7 TO "RIGHT ADVANCE REEL" LITES.
 IN SERIES WITH SWITCH A ON RIGHT ADVANCE RELAY.
 D-11 TO RIGHT REEL DRUM UNIT COIL.
 IN SERIES WITH SWITCH F ON CENTER YUKON RELAY. (TO SPECIAL LITE).
 B-8 IN SERIES WITH SWITCH B ON CENTER YUKON RELAY. (TO SPECIAL RELAY COIL).
 D-12 HOLD CIRCUIT TO THIS RELAY.
 D-11

CENTER YUKON RELAY

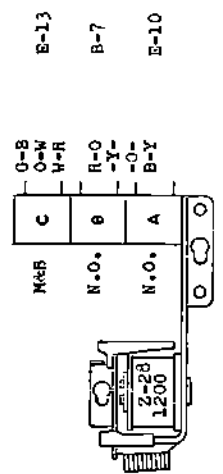
IS ENERGIZED BY 9TH POSITION SWITCH ON CENTER REEL DRUM UNIT.



B-8 OPENS TO "CENTER ADVANCE REEL" LITES AND CLOSERS IN CIRCUIT TO "SPECIAL" LITE.
 D-11 IN SERIES WITH SWITCH A ON CENTER ADVANCE RELAY.
 D-8 TO CENTER REEL DRUM UNIT COIL.
 E-12 IN CIRCUIT TO SPECIAL RELAY.
 E-12 IN HOLD CIRCUIT TO THIS RELAY, THRU SWITCH E ON SPECIAL RELAY.

ON BUMPER RELAY

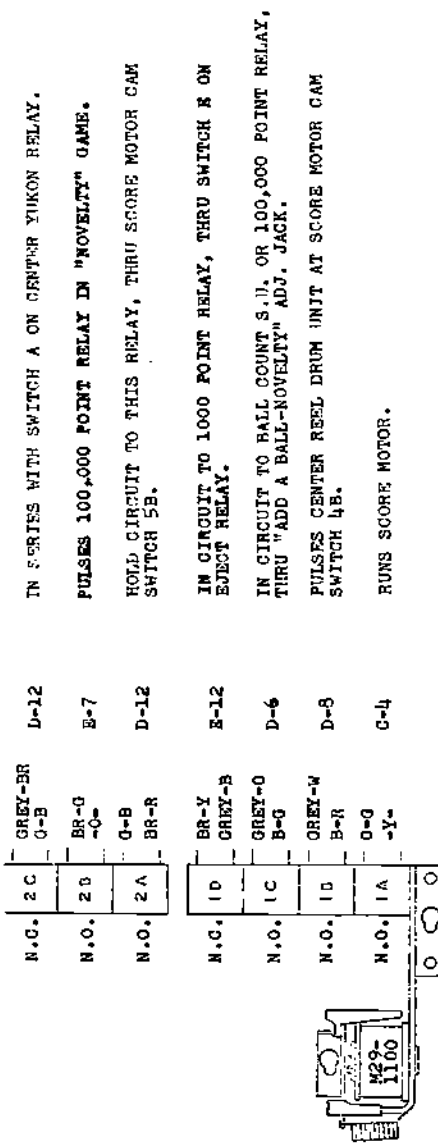
IS ENERGIZED BY LEFT OR RIGHT SIDE ROLLOVER SWITCH.



E-13 OPENS IN CIRCUIT TO 10 POINT RELAY AND CLOSERS TO 100 POINT RELAY.
 B-7 TO (4) JET BUMPER LITES.
 E-10 IN HOLD CIRCUIT TO THIS RELAY.

SPECIAL RELAY

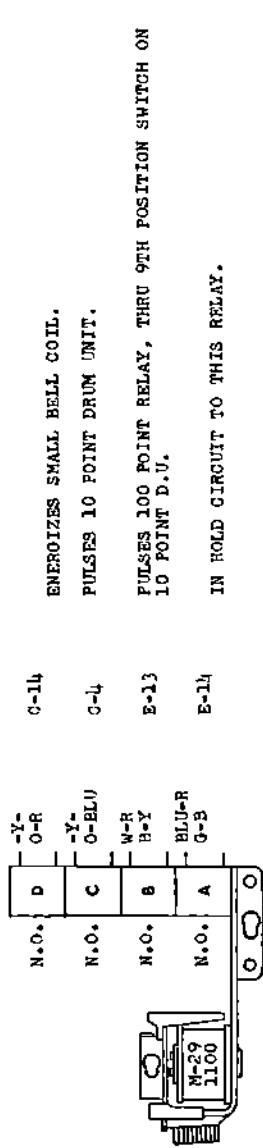
IS ENERGIZED BY EJECT RELAY OR CENTER TOP TARGET SWITCH, THRU SWITCH B ON LEFT YUKON RELAY.



10 POINT RELAY

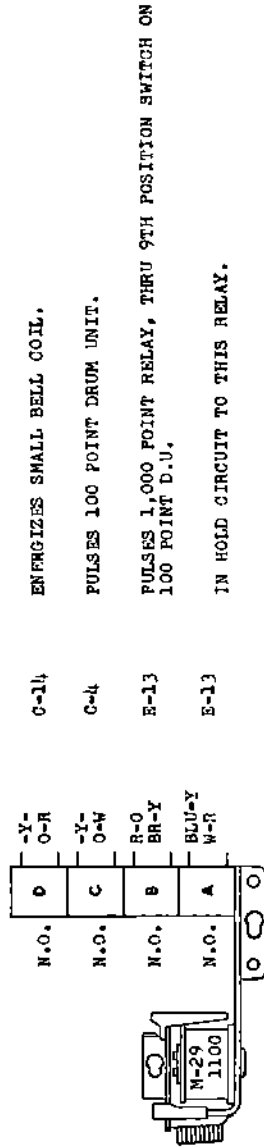
IS PULSED BY KICKER SWITCHES, STANDUP SWITCHES OR JET BUMPER SWITCHES, AS INDICATED.

LOCATED IN BACKBOX



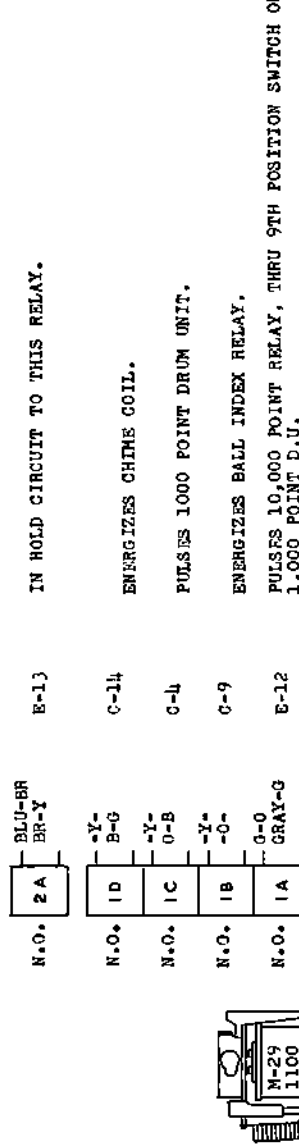
100 POINT RELAY

IS PULSED BY JET BUMPER SWITCHES, AS INDICATED.



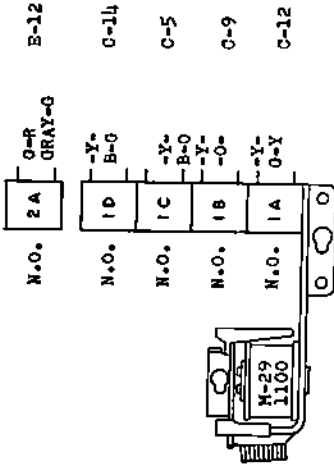
1000 POINT RELAY

IS PULSED BY LEFT ADVANCE RELAY OR RIGHT ADVANCE RELAY.



10,000 POINT RELAY

IS PULSED BY CENTER ADVANCE RELAY, (2) TOP AND (2) BOTTOM ROLLOVERS, AND BY EJECT RELAY, THRU SWITCH ON SPECIAL RELAY.



IN HOLD CIRCUIT TO THIS RELAY.

ENERGIZES CHIME COIL.

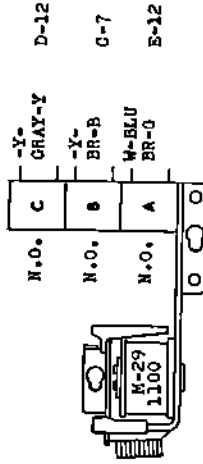
PULSES 10,000 POINT DRUM UNIT.

ENERGIZES BALL INDEX RELAY.

PULSES 100,000 POINT RELAY, THRU 9TH POSITION SWITCH ON 10,000 POINT D.U.

100,000 POINT RELAY

IS PULSED BY 10,000 POINT RELAY, THRU 9TH POSITION SWITCH ON 10,000 POINT DRUM UNIT.



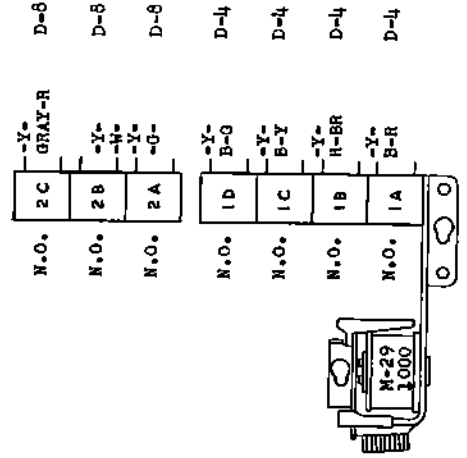
ENERGIZES 100,000 UNIT STEP-UP COIL.

IN SERIES WITH SWITCH B ON GAME-OVER RELAY.

HOLD CIRCUIT TO THIS RELAY, THRU E.O.S. SWITCH ON 100,000 POINT D.U.

SCORE RESET RELAY

IS PULSED BY IMPULSE CAM SWITCH B, THRU SWITCH ON RESET RELAY.



PULSES RIGHT REEL DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

PULSES CENTER REEL DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

PULSES LEFT REEL DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

PULSES 10,000 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

PULSES 1,000 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

PULSES 100 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

PULSES 10 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

CATALOG SUPPLEMENT "N-N"

WITH
NEW PARTS & UNITS

FOR
YUKON
SPECIAL



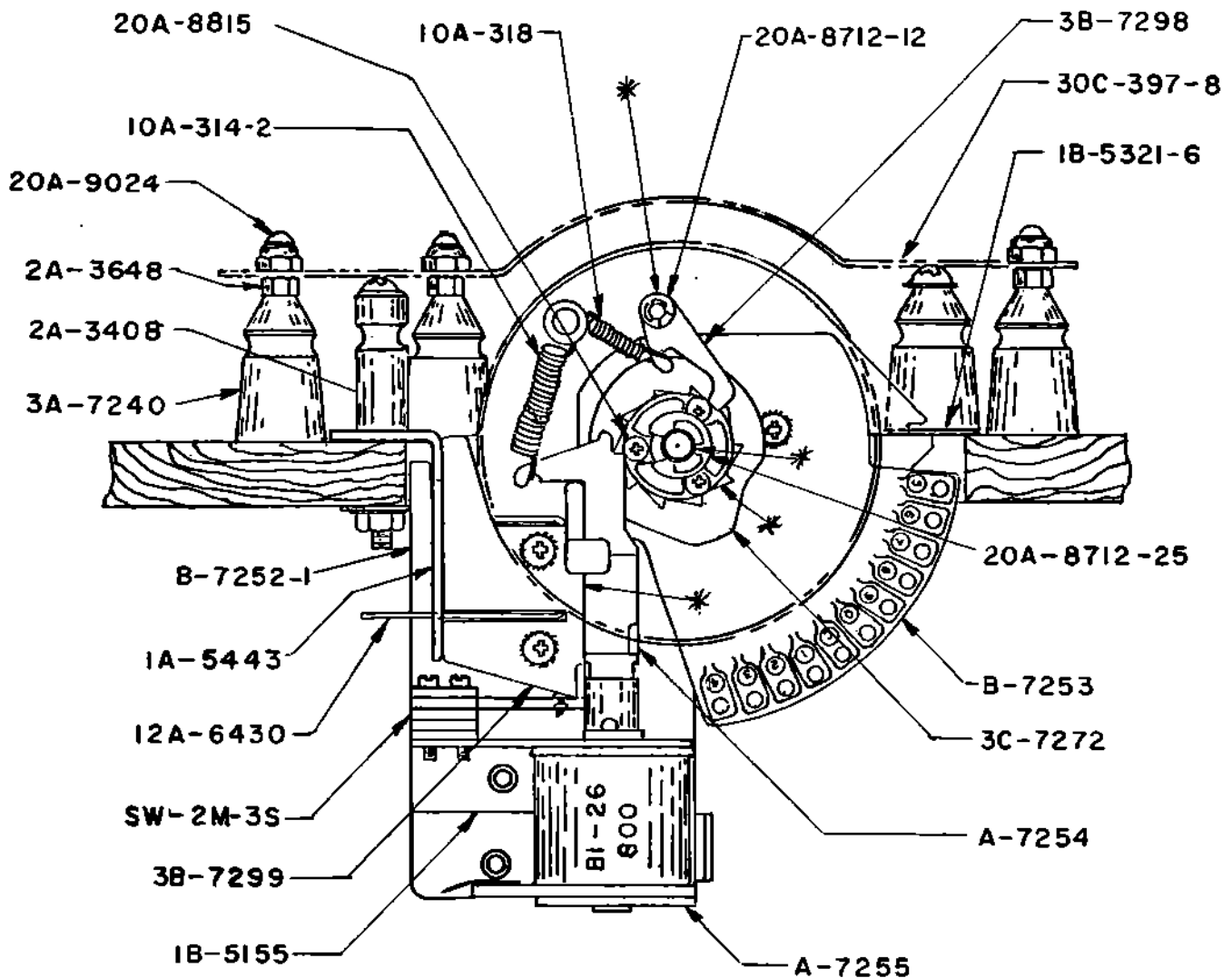
Williams[®] ELECTRONICS, INC.
SUBSIDIARY OF THE SEEBURG CORPORATION

3401 N. California Ave.
Phone 267-2240

Chicago, Ill. 60618, U.S.A.
Cable Address: Wilcoin

SPECIAL 3" DRUM REELS M'T'D ON PLAYFIELD

1st USED ON JACK POT & GOLD RUSH -
ALSO ON KLONDIKE AND YUKON SPECIAL.



LUBRICATION :

DO NOT PUT LUBRICANT ON DRIVE ARMATURE.

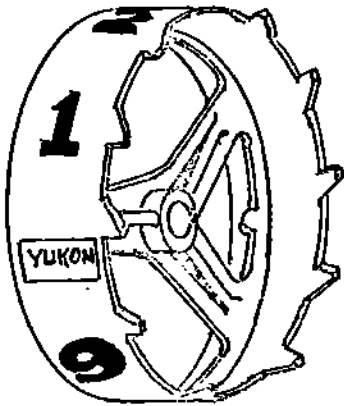
PROPER LUBRICATION WILL INSURE A LONGER LASTING AND BETTER OPERATING UNIT.

POINTS TO BE LUBRICATED ARE THE THREE POSTS ON WHICH THE NYLON PARTS ROTATE, EACH TOOTH OF THE RATCHET, ALSO RATCHET CAM AND TOP OF DRIVE PAWL-BRACKET, INDICATED BY *.

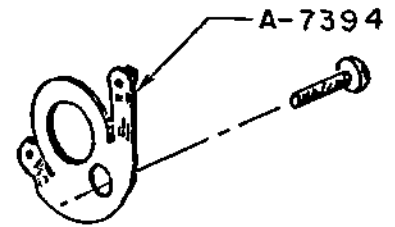
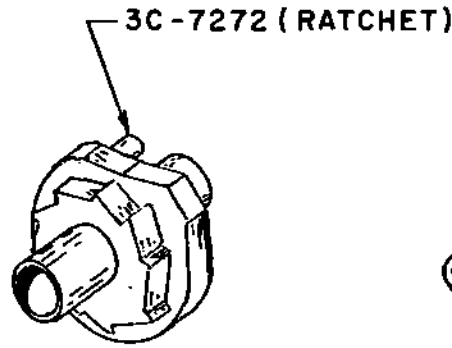
" SERVICE SUGGESTION."

IF UNIT BECOMES SLUGGISH - DISASSEMBLE, CLEAN ALL PARTS AND REASSEMBLE, LUBRICATING ALL PARTS MARKED WITH *.

SPECIAL 3" DRUM REEL M'T'D. ON PLAYFIELD

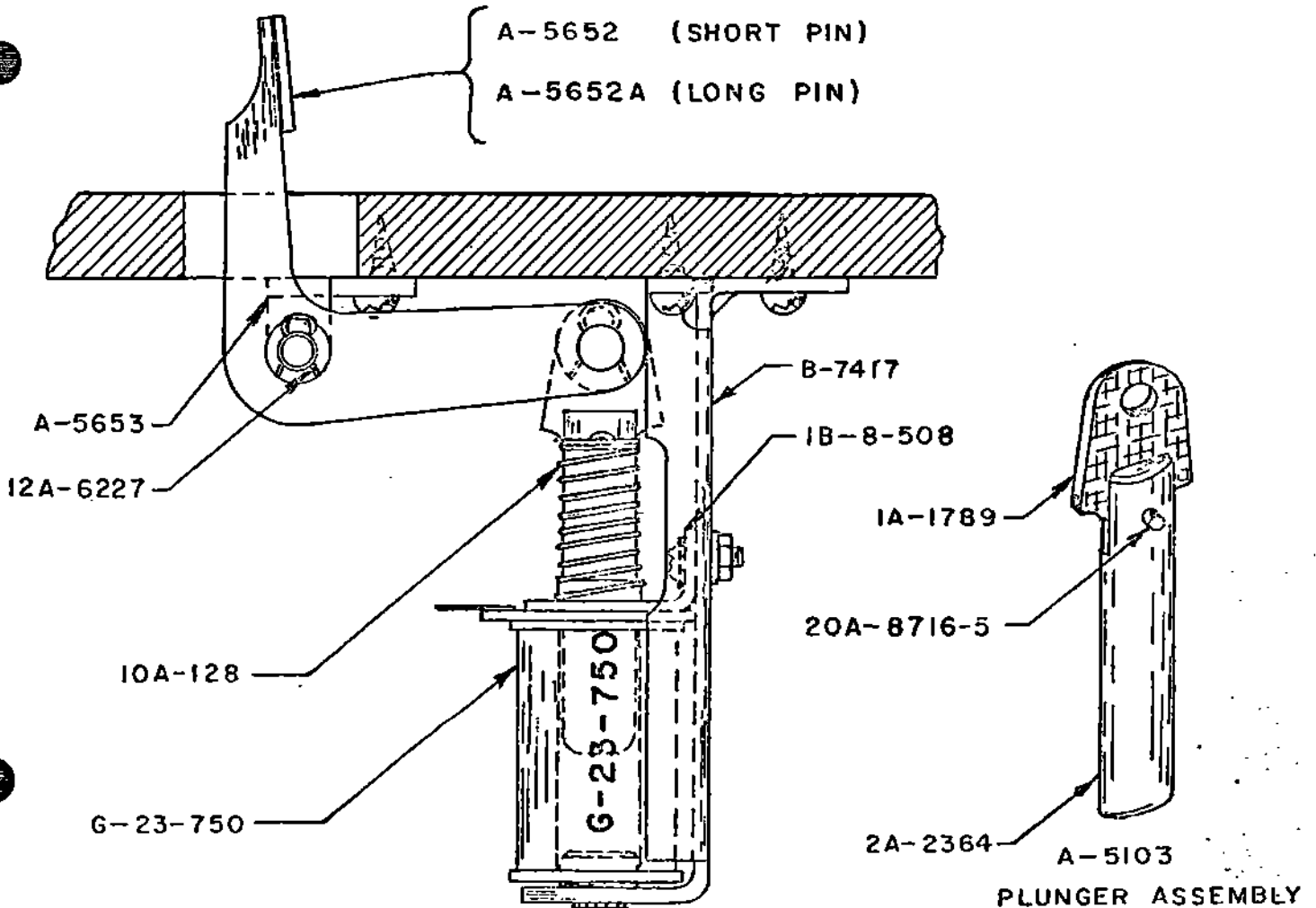


30B-411-1
"YUKON SPECIAL"



RATCHET AND WIPER ASSEMBLY (A-7394)
FOR LEFT AND CENTER REELS

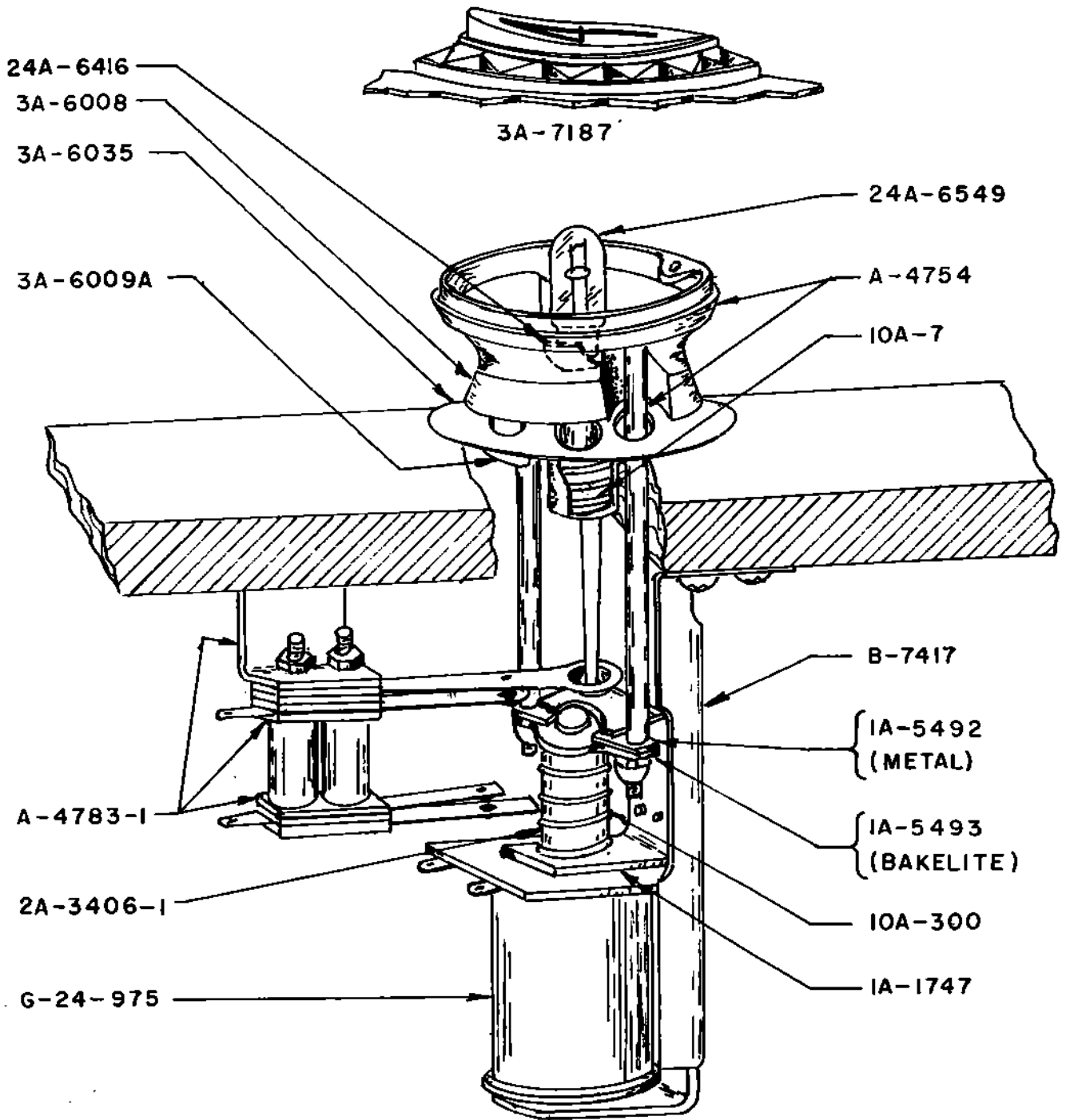
B-5104-2 BALL KICKER ASSEMBLY (D.C. KICKER)



B-7418 JET BUMPER ASSEMBLY

D. C. TYPE

SPECIFY STAMPING AND COLOR ON ALL BUMPER CAPS



PRICE LIST

ARRANGED IN NUMERICAL ORDER

<u>PART NO.</u>	<u>Description</u>	<u>Price</u>
1B-8-508	Coil Retaining Bracket.....	.10
1A-1747	Coil Retaining Bracket.....	.24
1A-1789	Armature Link.....	.14
1B-5155	Plunger & Coil Bracket.....	.92
1B-5321-6	Lower Mounting Bracket (Playfield Reels)....	2.10
1A-5443	Upper Mounting Bracket (Playfield Reels)....	.44
1A-5492	Armature Link Steel.....	.14
1A-5493	Armature Link Bakelite...;	.32
2A-2364	Solenoid Plunger.....	.38
2A-3406-1	Solenoid Plunger.....	.22
2A-3408	Metal Playfield Post.....	.40
2A-3648	Post Fastening Screw.....	.32
3A-6008	Jet Bumper Body.....	.28
3A-6009-A	Jet Bumper Base.....	.14
3A-6035	Jet Bumper Wafer.....	.28
3A-7187	Jet Bumper Cap (Specify color & Printing)...	.60
3A-7240-4	Plastic Playfield Post (Red).....	.12
3C-7272	Ratchet & Cam.....	.12
3B-7298	Stop Pawl.....	.10
3B-7299	Bracket Drive Pawl.....	.16
5A-8741	Bridge Rectifier 100 MFD-2P 10 AMP.....	15.12
5A-8742	Capacitor 1 MFD-200V.....	1.05
10A-7	Bumper Spring.....	.02
10A-128	Plunger Spring.....	.04
10A-300	Plunger Spring.....	.04
10A-314-2	Drive Arm Spring.....	.20
10A-318	Stop Pawl Spring.....	.22
12A-6227	Hairpin Clip.....	.02
12A-6430	Wire Form Latch.....	.08
14A-7883	Score Motor 60 Cycle.....	12.50
14A-7884	Score Motor 50 Cycle.....	12.50
15A-6771	60 Cycle Transformer.....	38.80
15A-6785	50 Cycle Transformer.....	59.88
20A-8712-12	"E" Retaining Ring.....	.02
20A-8712-25	"E" Retaining Ring.....	.02
20A-8716-5	Roll Pin 1/8 x 7/16.....	.02
20A-8815	#4 x 3/8 Phillips R.H. Self Tapping Screw...	.02
20A-9024	Hex Nut with Nylon Cap.....	.12
	6-32 Elastic Stop Nut.....	.08
24A-6416	Light Socket.....	.20
24A-6549	#44 Lamp.....	.22
30C-397	Plastic Shield-Playfield.....	15.00
30C-397-8	Screened & Vacuum Formed Cover.....	11.50
30A-403	Plastic Shield-Playfield (Set of 4).....	12.00
30B-411-1	3" Reels-#1 To Yukon (Yukon Special).....	.80

PRICE LIST

ARRANGED IN NUMERICAL ORDER

<u>Part No.</u>	<u>Description</u>	<u>Price</u>
B1-26-800	3" Drum Reel Coil.....	2.00
G-23-750	Kicker Coil.....	2.00
G-24-975	Bumper Coil.....	2.00
SW-2M-3S	Switch.....	.60
A-4754	Jet Bumper Ring.....	1.68
A-4783-1	Jet Bumper Switch.....	2.38
A-5103	Plunger Assembly.....	.78
B-5104-2	Kicker Assembly Complete (D.C. Type).....	8.00
A-5652-A	Kicker Crank Assembly.....	1.14
A-5653	Kicker Mounting Bracket Assembly.....	.54
B-7252-1	Base Plate 3" Spinning Reels(Playfield).....	3.12
B-7253	Printed Circuit.....	1.43
A-7254	Drive Pawl & Arm.....	1.26
A-7255	Coil Stop.....	1.42
A-7394	Contact Ring Spin Reels.....	.24
B-7417	Mounting Bracket & Coil Stop Assem. (D.C.Type)	1.56
B-7418	Jet Bumper Assem. Complete (DC Type).....	12.00