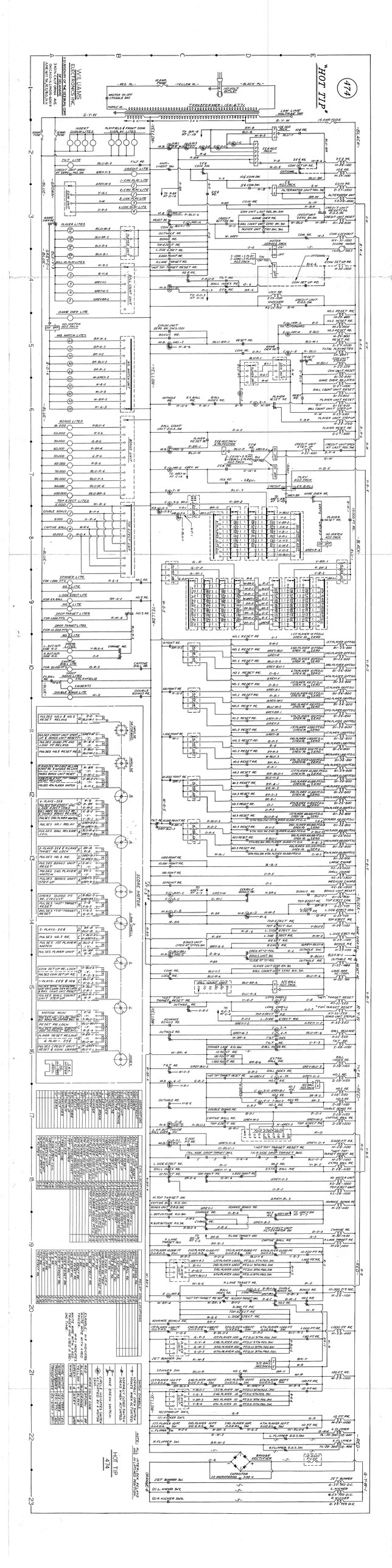
WILLIAMS ELECTRONICS, INC.
A SUBSIDIARY OF THE BERGEN CORP.
3401 N. CALIFORNIA AVE.
CHICAGO, ILLINOIS 60618
"HOT TIP"
474
GRAND FLUSH
YELLOW
BLACK
ADVANCE SCORE
MASTER ON-OFF & TROUBLE SW.
PURPLE
TRANSFORMER (SEE A-573)
LOW LINE VOLTAGE SW.
15 AMP FUSE
HIGHEST DOUBLE LITES
PLAYFIELD & FRONT DOOR LIGHTS
TILT LITE
CREDIT LITE
1-COIN FLIP LITE
2-COIN FLIP LITE
3-COIN FLIP LITE
4-COIN FLIP LITE
GAME OVER LITE
FLIPPER LITES
BALL IN PLAY LITES
SHOOT AGAIN LITE
HIGH SCORE TO DATE LITES
GAME OVER LITE
NO. MATCH LITES
MATCH UNIT
BONUS LITES
ADD-A-BALL UNIT
TOP-A-BEST LITES
5,000
DOUBLE BONUS
CAPTIVE BALL
10,000
SPINNER LITE
FOR 1,000 PTS.
KICK-OUT LITE
EXTRA BALL
SHOOT AGAIN LITE
LOOP TARGET LITES
FOR 1,000 PTS.
DROP TARGET LITES
FOR 10,000 PTS.
NO. 1 LITE
1-BOT-TOP FOR 10,000 PTS.
CHANGE LITE
CAPTIVE BALL LITE
FLBALL
(INSERT)
DOUBLE BONUS LITE
SCORE MOTOR
ADVANCE MOTOR
SCORE REEL UNIT
ADVANCE REEL UNIT
PLAYER 1 THRU 4 SCORE REELS
PLAYER 1 THRU 4 SCORE MOTORS
PULSED HOLE NO. 2 RESET RELAYS
PULSED KICKOUT HOLE RELAYS
PULSED BOARD PC AND LOOP PF RELAYS
PULSES HOLE RESET RELAYS
3-FLIPS-10¢ PULSED RELAYS
PULSES 3RD PLAYER MATCH
PULSES 3RD PLAYER MOTOR
PULSES 3RD RELAY
4-FLIPS-25¢ & FLIPS 10¢ PULSED RELAYS
PULSES 4TH PLAYER MATCH
PULSES 4TH PLAYER MOTOR
PULSES 4TH RELAY
PULSES BALL RELEASE
2-FLIPS-25¢ & FLIPS 10¢ PULSED RELAYS
PULSES 2ND PLAYER MATCH
PULSES 2ND PLAYER MOTOR
PULSES BONUS UNIT RESET
PULSES BONUS UNIT MOTOR
CREDITS GOOD TO 15 CREDITS
PULSES "HOT" TARGET RESET
PULSES "TOP" TARGET RESET
2-FLIPS-25¢
PULSES 1ST PLAYER MATCH
PULSES PLAYER UNIT
COIN SET UP RE. LOCK
PULSES COIN SET UP RE.
1-FLIPS-25¢ & 10¢
PULSES 1ST PLAYER MOTOR
BALL SHUT OFF RELAY
BALL SHUT OFF MOTOR UNIT STEP UP
PULSES CREDIT UNIT RESET & COIN LOCKOUT
4-FLIPS-25¢
MOTOR RUN
REPLACE NO. 14 WIRE WITH NO. 12 WIRE WHEN USING 10 AMP FUSE
RESET RELOCK
PLAYER RESET RELEASE
4-FLIPS-25¢
PULSES CREDIT UNIT RESET & COIN LOCKOUT
SCORE MOTOR
ADVANCE MOTOR
SCORE REEL UNIT
ADVANCE REEL UNIT
PLAYER 1 THRU 4 SCORE REELS
PLAYER 1 THRU 4 SCORE MOTORS
SCORE MOTOR
ADVANCE MOTOR
SCORE REEL UNIT
ADVANCE REEL UNIT
PLAYER 1 THRU 4 SCORE REELS
PLAYER 1 THRU 4 SCORE MOTORS
TILT RE.
TILT SW.
CREDIT UNIT
COIN SET UP RE.
COIN SET UP SW.
COIN RE.
COIN SW.
COIN LOCKOUT RE.
COIN LOCKOUT SW.
ALTERNATOR UNIT
CREDIT LIMIT RESET RE.
CREDIT LIMIT RESET SW.
CREDIT UNIT RESET RE.
CREDIT UNIT RESET SW.
TOTAL PLAYS RE.
TOTAL PLAYS SW.
GAME OVER RE.
GAME OVER SW.
BALL COUNT UNIT
BALL COUNT RESET RE.
BALL COUNT STEP UP RE.
BALL COUNT UNIT STEP UP SW.
PLAYER UNIT
PLAYER RESET RE.
PLAYER UNIT STEP UP RE.
PLAYER UNIT STEP UP SW.
CREDIT UNIT STEP UP RE.
CREDIT UNIT STEP UP SW.
NO. 1 RESET RE.
NO. 2 RESET RE.
NO. 3 RESET RE.
NO. 4 RESET RE.
1ST PLAYER OUTHOLE
2ND PLAYER OUTHOLE
3RD PLAYER OUTHOLE
4TH PLAYER OUTHOLE
1ST PLAYER ADD'D BALL
2ND PLAYER ADD'D BALL
3RD PLAYER ADD'D BALL
4TH PLAYER ADD'D BALL
1ST PLAYER 100 PTS.
2ND PLAYER 100 PTS.
3RD PLAYER 100 PTS.
4TH PLAYER 100 PTS.
1ST PLAYER 1000 PTS.
2ND PLAYER 1000 PTS.
3RD PLAYER 1000 PTS.
4TH PLAYER 1000 PTS.
1ST PLAYER 10,000 PTS.
2ND PLAYER 10,000 PTS.
3RD PLAYER 10,000 PTS.
4TH PLAYER 10,000 PTS.
1ST PLAYER 100,000 PTS.
2ND PLAYER 100,000 PTS.
3RD PLAYER 100,000 PTS.
4TH PLAYER 100,000 PTS.
1ST PLAYER 1,000,000 PTS.
2ND PLAYER 1,000,000 PTS.
3RD PLAYER 1,000,000 PTS.
4TH PLAYER 1,000,000 PTS.
1ST PLAYER EXTRA BALL
2ND PLAYER EXTRA BALL
3RD PLAYER EXTRA BALL
4TH PLAYER EXTRA BALL
1ST PLAYER MATCH
2ND PLAYER MATCH
3RD PLAYER MATCH
4TH PLAYER MATCH
1ST PLAYER SHOOT AGAIN
2ND PLAYER SHOOT AGAIN
3RD PLAYER SHOOT AGAIN
4TH PLAYER SHOOT AGAIN
HIGH SCORE TO DATE
GAME OVER
TILT
BALL IN PLAY
SHOOT AGAIN
1ST PLAYER
2ND PLAYER
3RD PLAYER
4TH PLAYER
1ST PLAYER UP
2ND PLAYER UP
3RD PLAYER UP
4TH PLAYER UP