

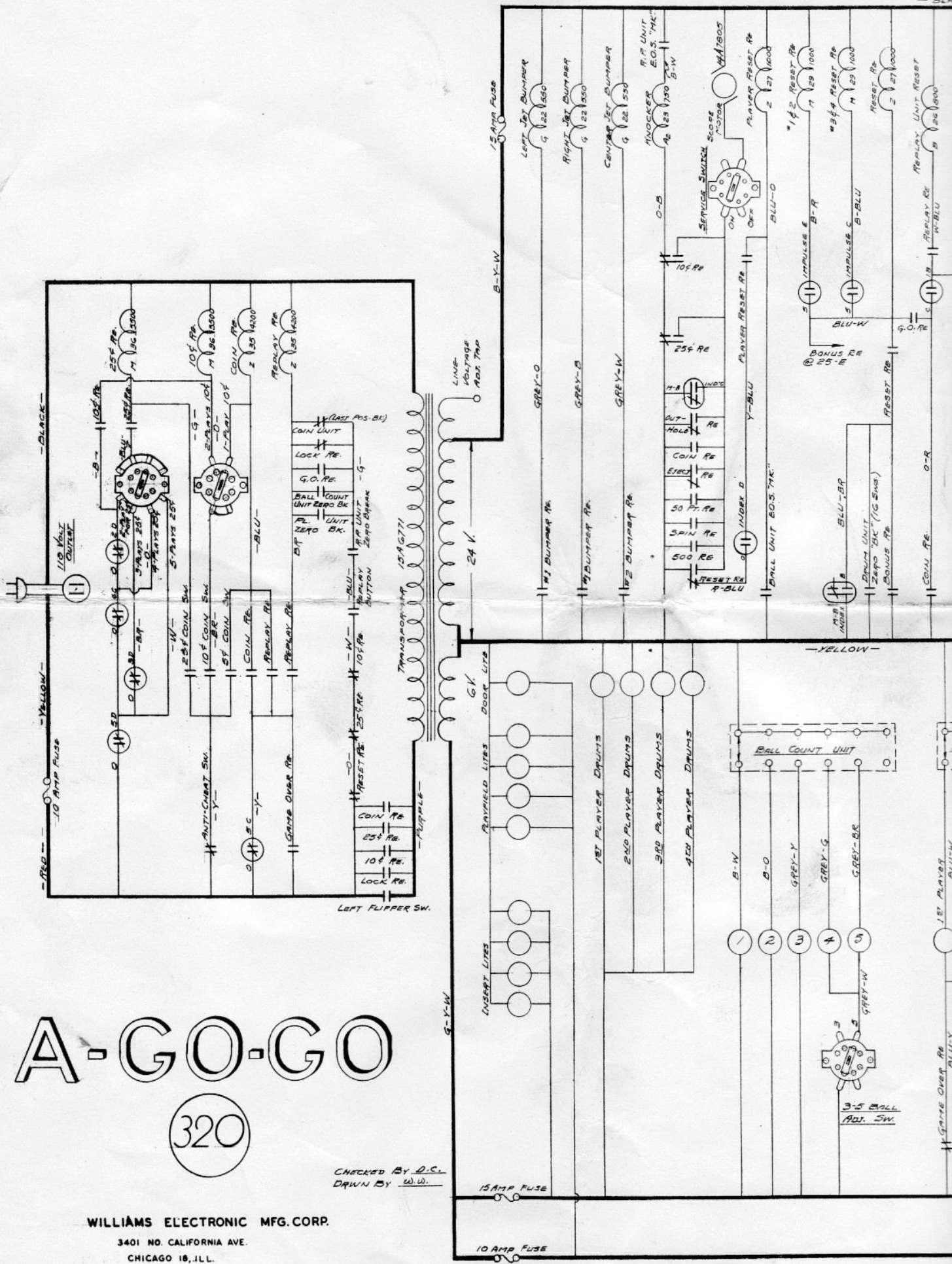
G
F
D
C
B
A

A-GO-GO

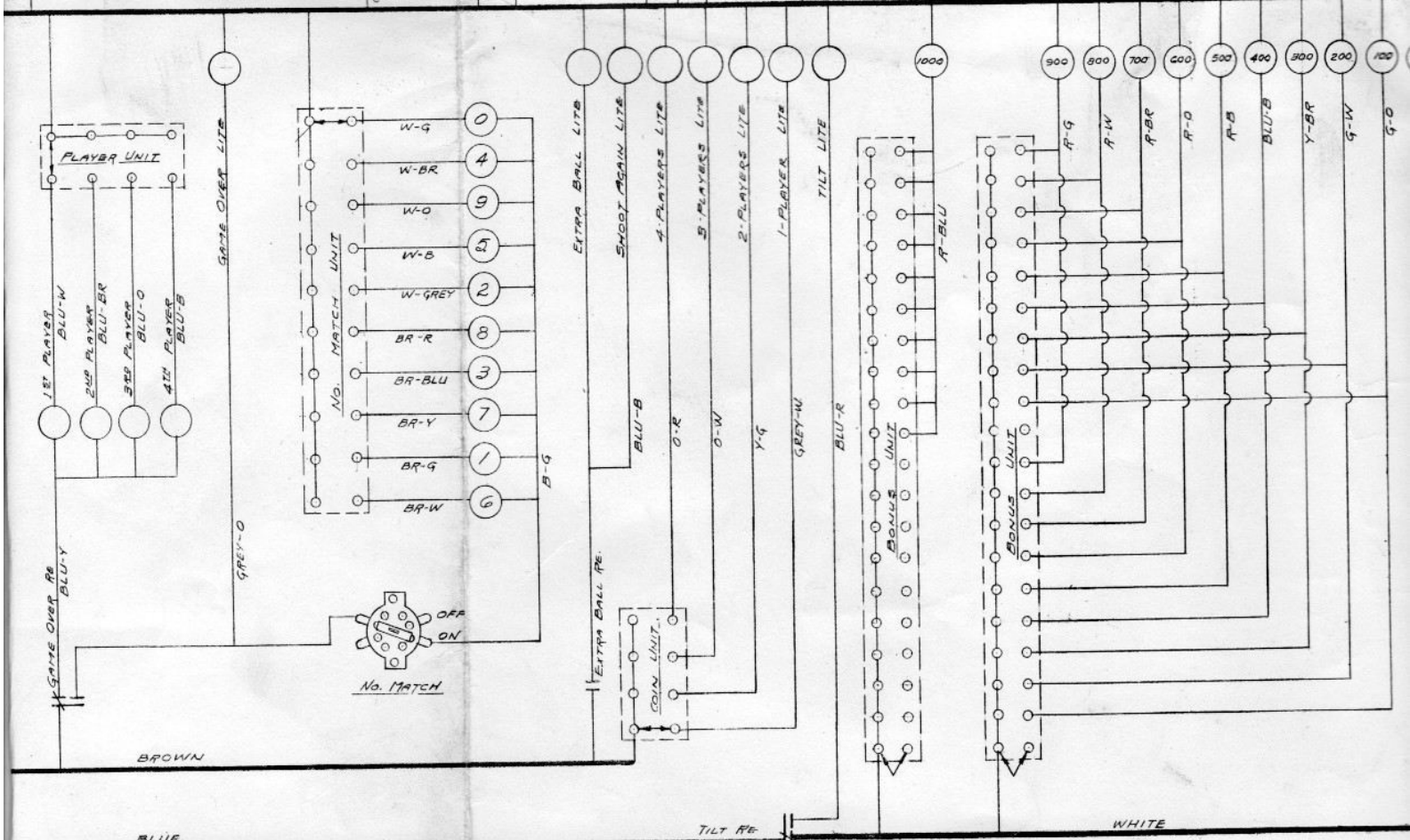
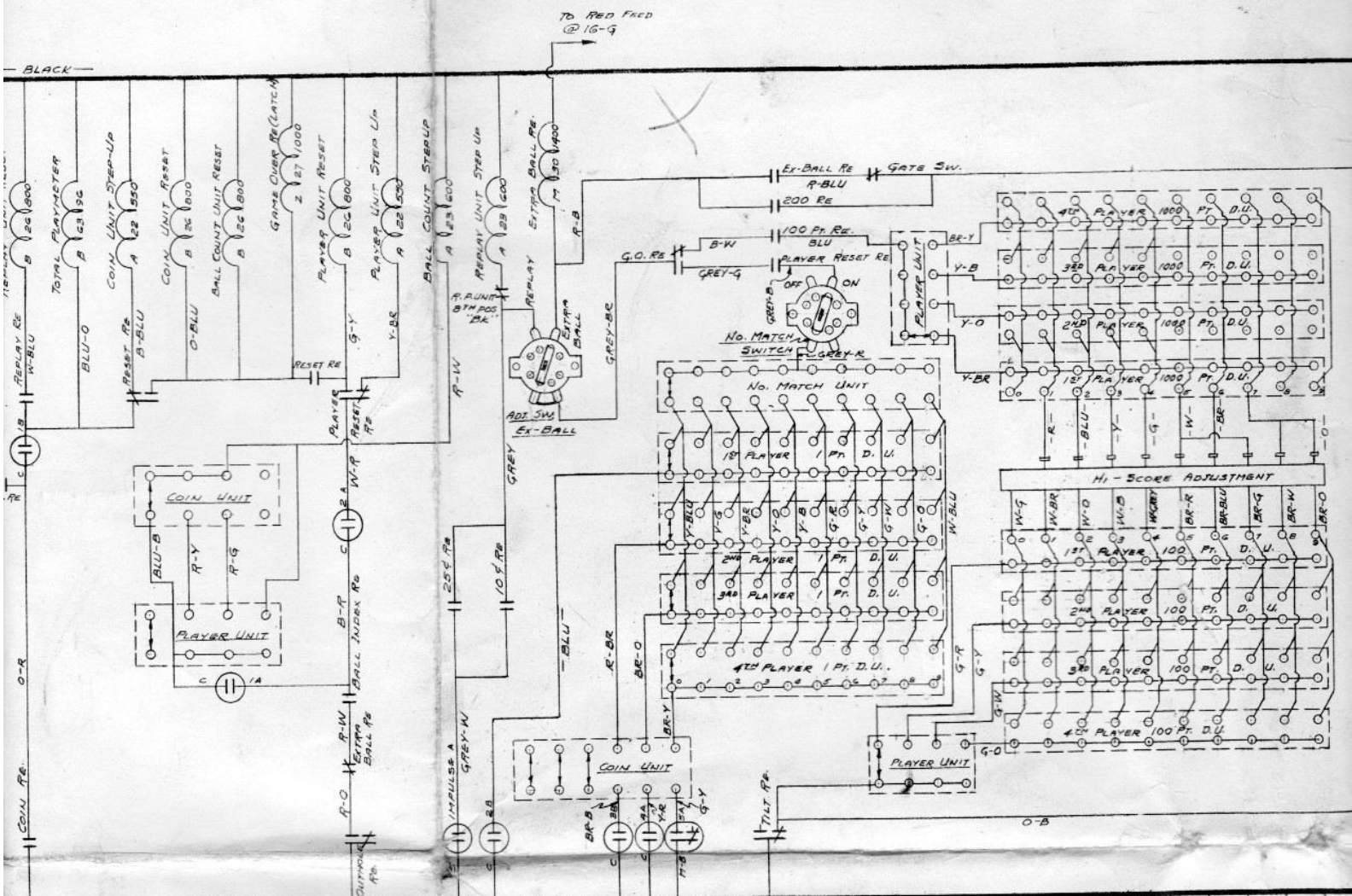
320

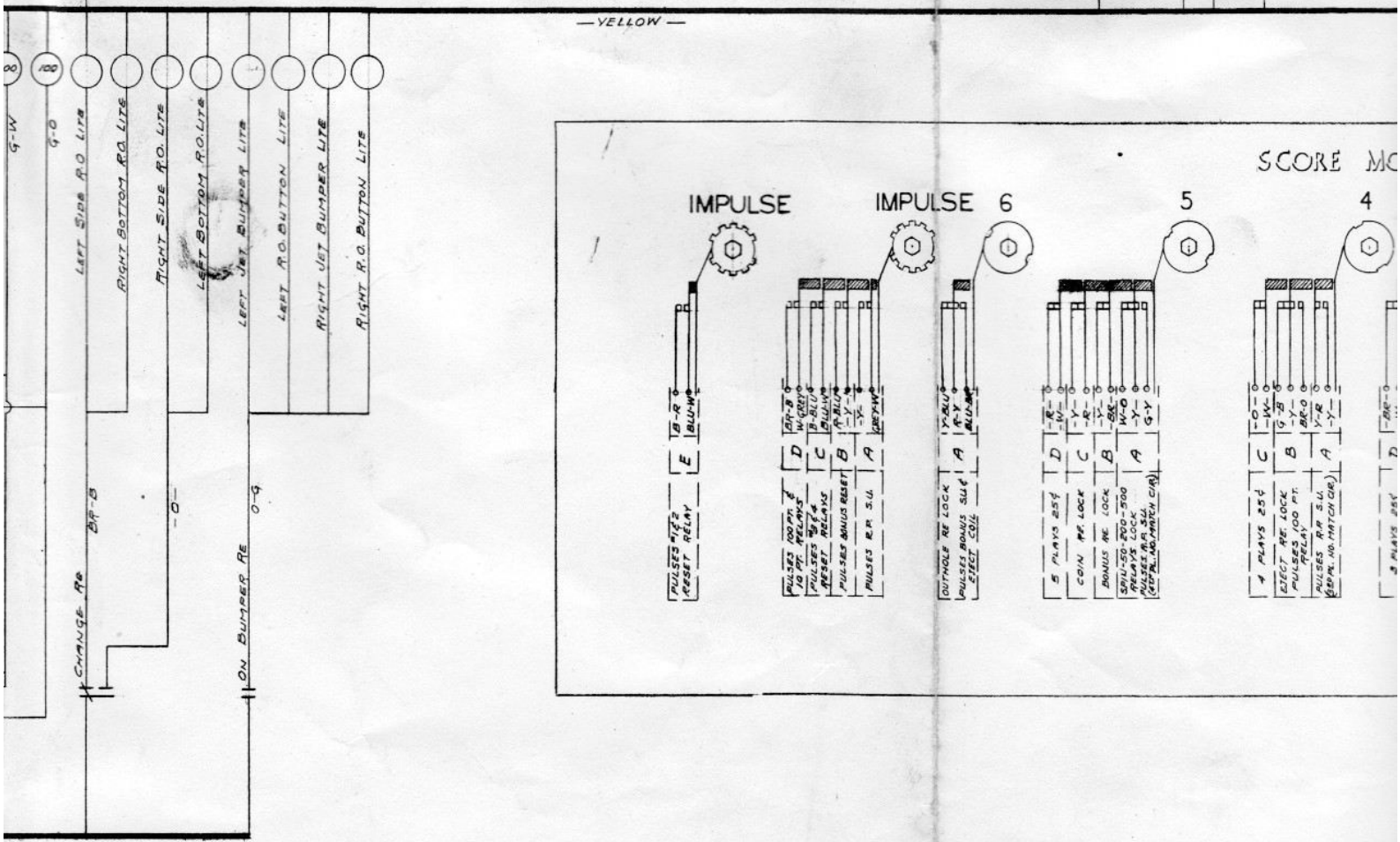
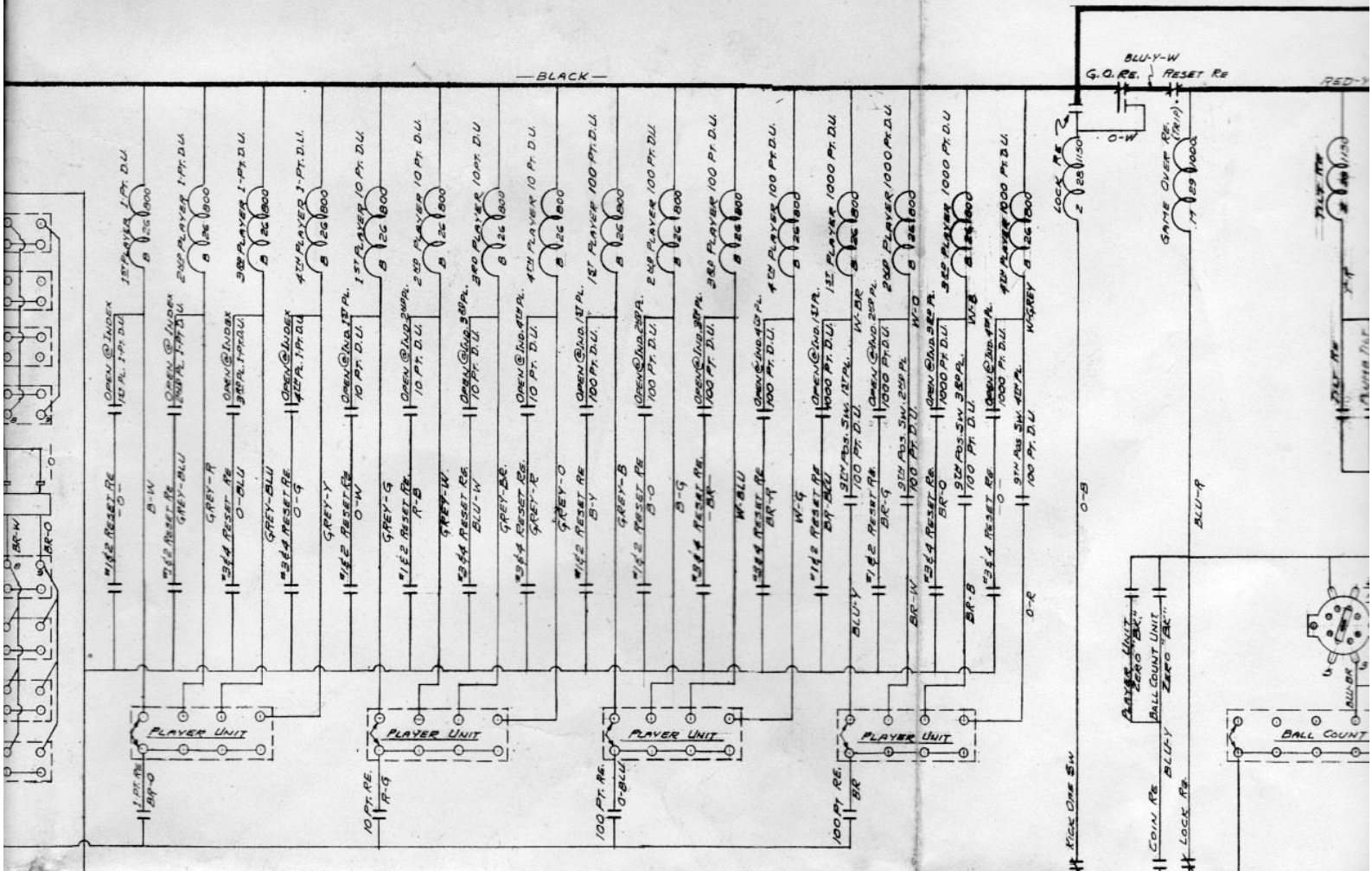
CHECKED BY D.S.
DRAWN BY W.D.

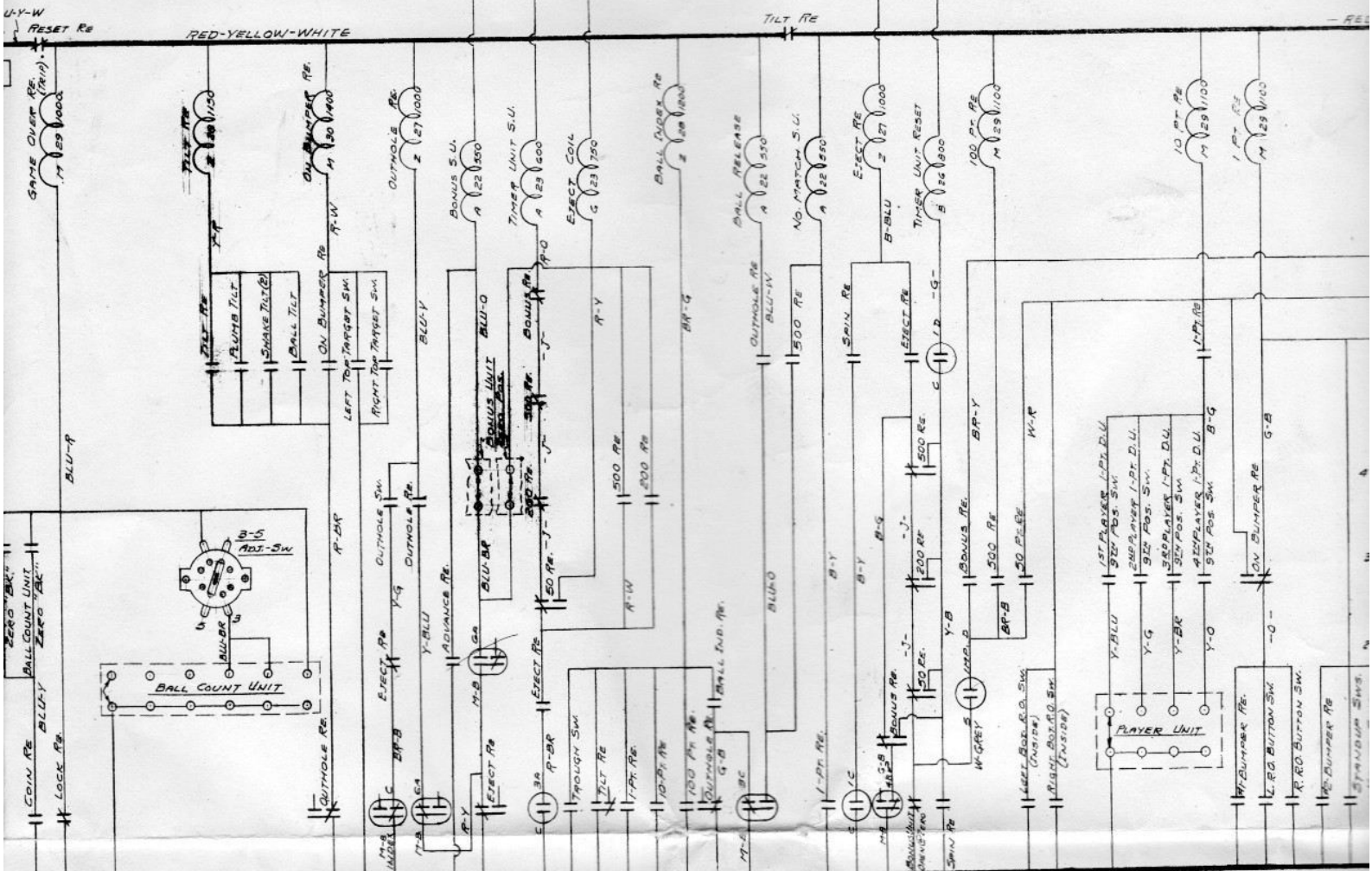
WILLIAMS ELECTRONIC MFG. CORP.
3401 NO. CALIFORNIA AVE.
CHICAGO 18, ILL.



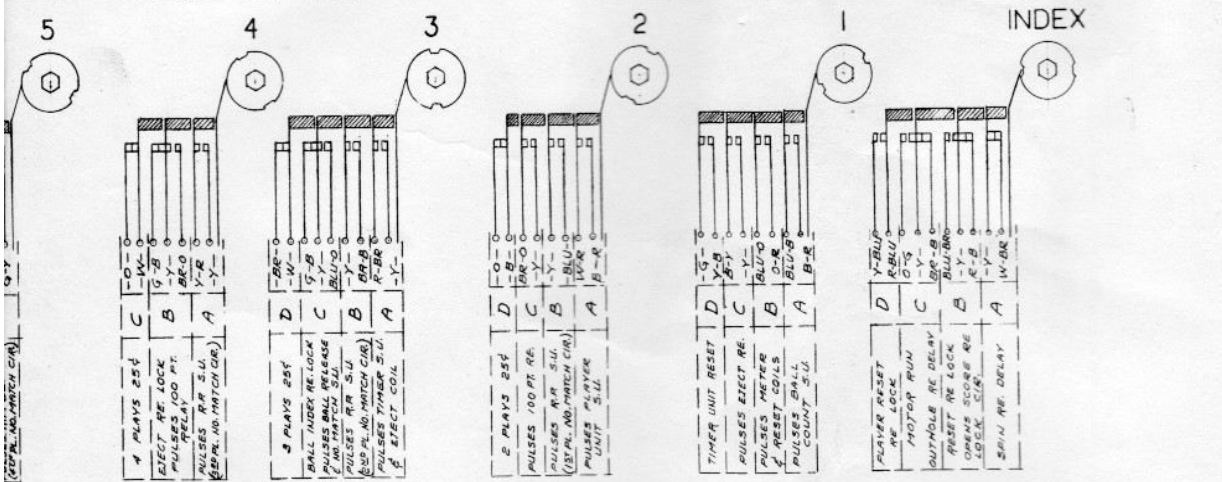
1 2 3 4 5







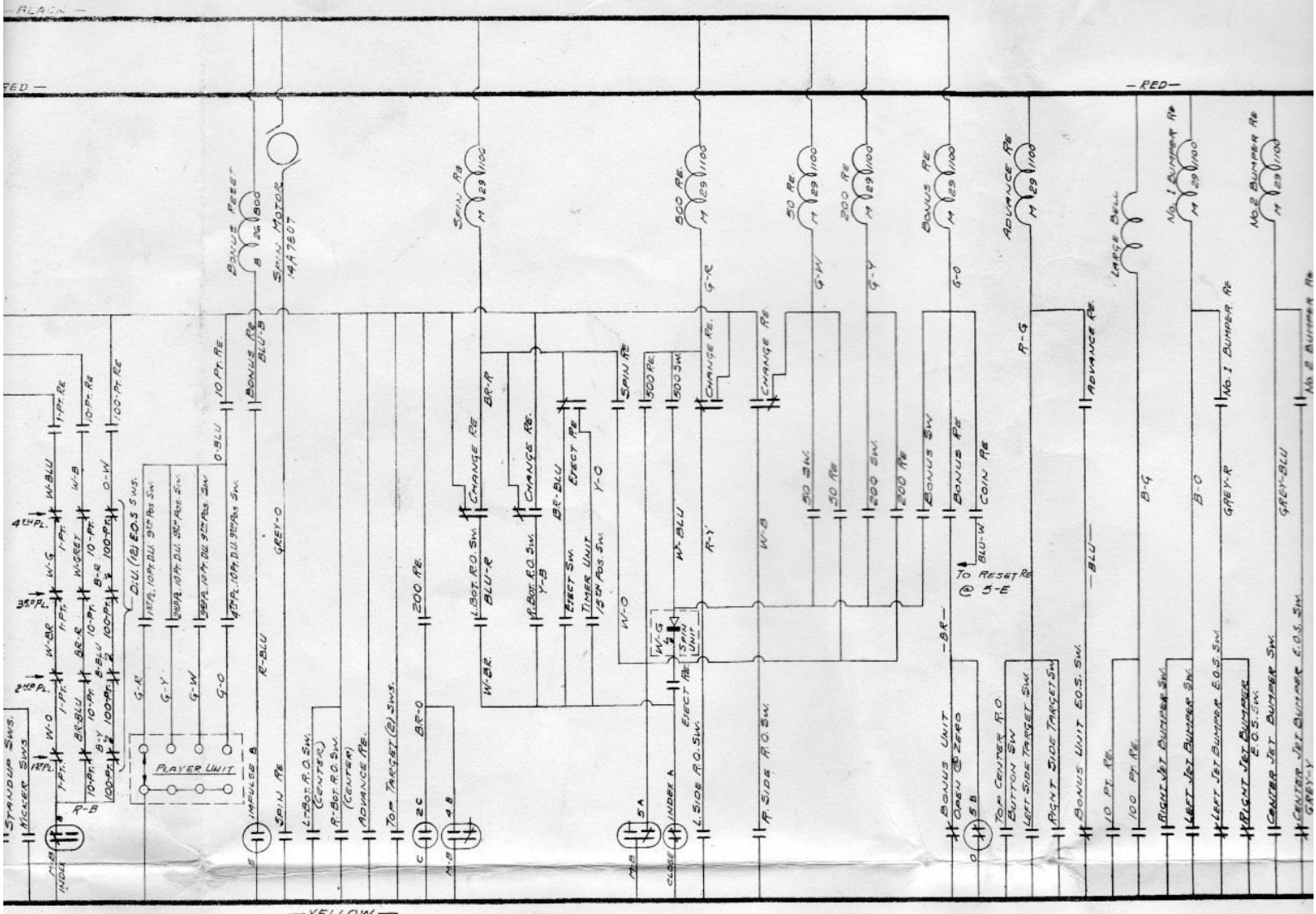
SCORE MOTOR



COIL LOCATIONS

- JET BUMPERS (3)
- KNOCKER
- R.P. RESET
- FLAYMETER
- COIN UNIT S.U.
- COIN UNIT RESET
- BALL UNIT RESET
- PLAYER UNIT RESET
- PLAYER UNIT S.U.
- BALL COUNT S.U.
- R.P. UNIT S.U.
- DRUM UNITS (16)
- BONUS UNIT S.U.
- TIMER UNIT S.U.
- EJECT COIL
- BALL RELEASE
- NO MATCH S.U.
- BONUS FEED
- LARGE BELL
- FLIPPER COILS (A)
- HICKER COILS (C)

NOTE: LATCH RE IN LATCHED POS



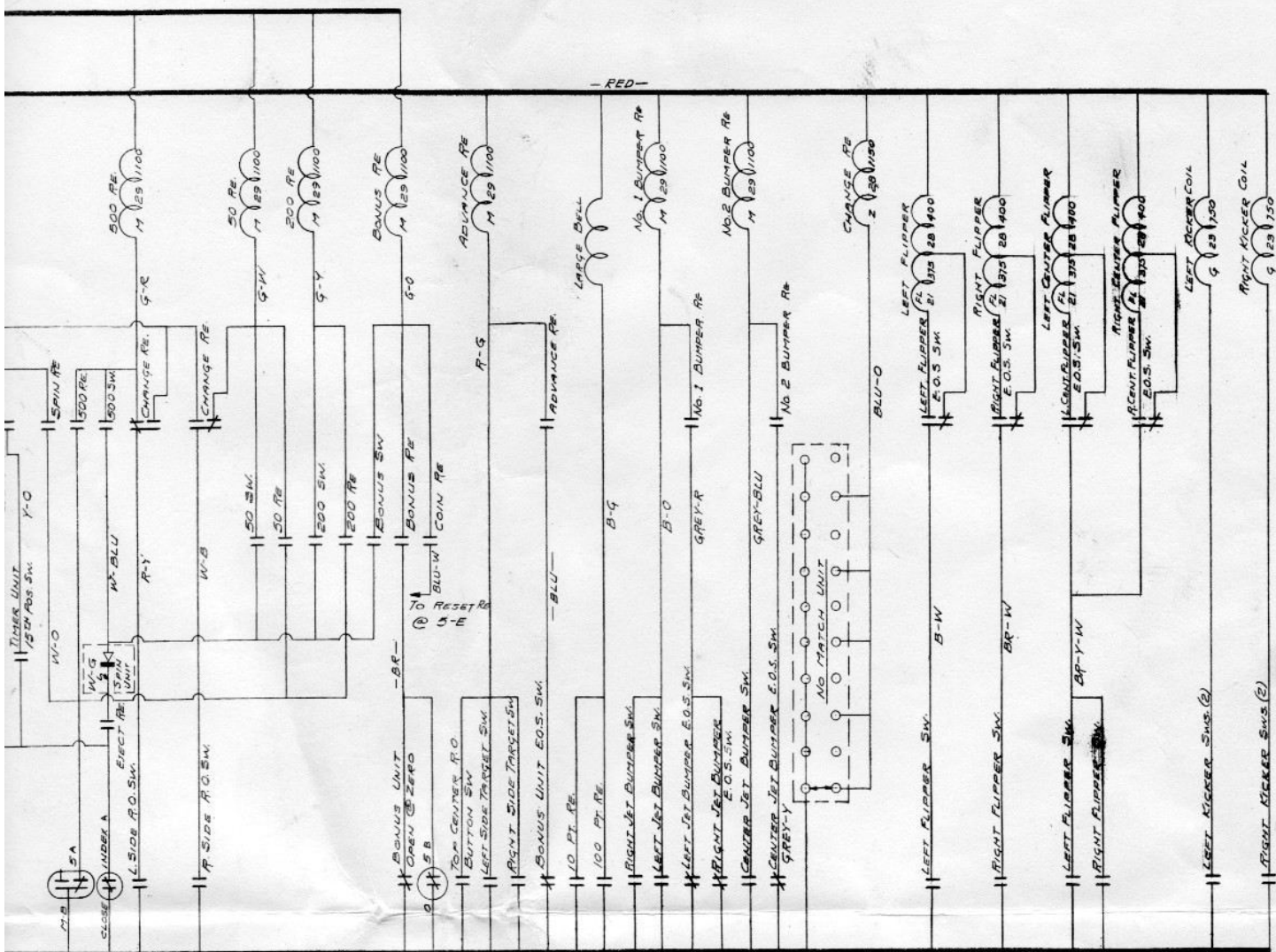
3F
4F
5F
5F
6F
6F
6F
7F
7F
7F
7F
11E TO 15F
18F
18F
18F
19F
19F
22F
26F
28F
2 F

ABBREVIATIONS USED			SWITCH SYMBOLS	
ADJ - ADJUSTMENT	IMP - IMPULSE	PT - POINT	 NORMALLY OPEN CLOSED WHEN ENERGIZED.	
AMP - AMPERE	IND - INDEX	R - RIGHT		
BK - BREAK	L - LEFT	RE - RELAY		
C - CLOSE	P - PLAYER	R.O - ROLL OVER		
D.U. - DRUM UNIT	MK - MAKE	R.P. - REPLAY	 NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED.	
E.O.S. - END OF STROKE	NO - NUMBER	SW - SWITCH		
EX - EXTRA	O - OPEN	SW-S - SWITCHES		
G.O. - GAME OVER	POS - POSITION			
WIRE COLOR CODE			 SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM.	
R - RED	G - GREEN	O - ORANGE		
BLU - BLUE	W - WHITE	B - BLACK		
Y - YELLOW	BR - BROWN	J - JUMPER		
EXAMPLE: - W-R INDICATES A WHITE WIRE WITH A RED TRACER.				

RELAY LOCATIONS	
ADVANCE RE	26G
BALL INDEX RE	18G
BONUS RE	25G
CHANGE RE	27G
COIN RE	2E
EJECT RE	19G
EXTRA BALL RE	8G
GAME OVER RE (LATCH)	6G
GAME OVER RE (TRIP)	16G
LOCK RE	15G
ON BUMPER RE	17G
OUTHOLE RE	17G
PLAYER RESET RE.	4G
REPLAY RE	2E
RESET RE	5G
SPIN RE	23G
TILT RE	16G
No 1 - BUMPER RE	26G
No 2 - BUMPER RE	27G
1/2 RESET RE	5G
3/4 RESET RE	5G
10/9 RE	1E.
25/9 RE	1E.
1 PT. RE	21G
10 PT. RE	21G
100 PT. RE	20G
50 RE	25G
200 RE	25G
500 RE	24G

A.

LAYS SHOW 1710N



SWED	SWITCH SYMBOLS
- POINT	
RIGHT RELAY	⊥ NORMALLY OPEN CLOSED WHEN ENERGIZED.
- ROLL OVER	
R-REPLAY	
W-SWITCH	⊥ NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED.
IS-SWITCHES	
	⊕ SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM.
ODE	
- ORANGE	⊥ MAKE & BREAK SWITCH.
- BLACK	
JUMPER	
WHITE WIRE	
ER.	

RELAY LOCATIONS	
ADVANCE RE	26G
BALL INDEX RE	18G
BONUS RE	25G
CHANGE RE	27G
COIN RE	2E
EJECT RE	19G
EXTRA BALL RE	8G
GAME OVER RE (LATCH)	6G
GAME OVER RE (TRIP)	16G
LOCK RE	15G
ON BUMPER RE	17G
OUTHOLE RE	17G
PLAYER RESET RE.	4G
REPLAY RE	2E
RESET RE	5G
SPIN RE	23G
TILT RE	16G
No 1-BUMPER RE	26G
No 2-BUMPER RE	27G
1 1/2 RESET RE	5G
3/4 RESET RE	5G
10G RE	1E
25G RE	1E
1 PT. RE	21G
10PT. RE	21G
100 PT RE	20G
50 RE	25G
200 RE	25G
500 RE	24G

A-GO-GO

320

NOTICE

Due to wire shortages beyond our control, some wire colors maybe other than indicated on wiring diagram.