Instruction Manual for RINGER

Williams® ELECTRONICS, INC.
SUBSIDIARY OF THE SEEBOURG CORPORATION

3401 N. California Ave.
Phone 267-2240

Chicago, Ill. 60618, U.S.A.
Cable Address: Wilcoin
SERVICEMAN
TO REMOVE BACKGLASS:

- WITH BACK DOOR OPENED, PULL BACK ON BRACKETS AT INSIDE TOP OF LITE BOX.

- FROM THE FRONT OF GAME, LIFT GLASS UP AND OUT.
"RINGER"-LEG MOUNTING INSTRUCTIONS

This Drawing Shows Attachment of Legs to Cabinet. Lay Cabinet On Side to Assemble Legs to it. Add Leg Levelers as Shown.

When Cabinet is Setting Flush Against A Wall Legs Cannot Be Used.

Place Leg Levelers in Alternate Position Shown and Adjust so Cabinet Tilts Slightly Backwards.

DRWG. - 164-383-9
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.
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.

POWER TRANSFORMER:

LOCATED ON MECHANISM PANEL, IT IS EQUIPPED WITH A SECONDARY TAP. IF YOUR GAME IS ON LOCATION WITH EXTREMELY LOW LINE VOLTAGE, REMOVE LEAD FROM LUG MARKED 24 VOLTS AND SOLDER TO ALTERNATE LUG MARKED "HIGH". THIS WILL BOOST SECONDARY VOLTAGE APPROXIMATELY 2-3 VOLTS.

SUGGESTED SCORE CARDS:

7 SHOT---REPLAYS AT 15 AND 21---PART NO. 30D-383
5 SHOT---REPLAYS AT 10 AND 15---#383-3C PLASTIC INSERT
10 SHOT---REPLAYS AT 21 AND 27---#383-1B PLASTIC INSERT
"RINGERS"

COIL & MOTOR CHART

NOTICE:

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

<table>
<thead>
<tr>
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<th>DESCRIPTION</th>
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<tbody>
<tr>
<td>14A-7805</td>
<td>CONTROL MOTOR 60 CYCLE</td>
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<td>14A-7806</td>
<td>CONTROL MOTOR 50 CYCLE</td>
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<td>15A-6771</td>
<td>TRANSFORMER 60 CYCLE</td>
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<td>15A-6782-1</td>
<td>TRANSFORMER 50 CYCLE</td>
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<td>XM-27-675</td>
<td>TOTAL PLAY METER</td>
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SOLENOID COILS

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<td>ENGAGE COIL</td>
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<td>A-24-975</td>
<td>BRAKE COIL</td>
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<td>A-23-600</td>
<td>CREDIT UNIT DRIVE</td>
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<td>A-22-550</td>
<td>HORSESHOE UNIT DRIVE</td>
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<td>SHOT COUNT UNIT DRIVE</td>
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<td>G2-26-800</td>
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<td>B-26-800</td>
<td>HORSESHOE UNIT RESET</td>
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<td>SHOT COUNT UNIT RESET</td>
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<td>B-26-800</td>
<td>1ST 0-9 DRUM UNIT</td>
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<tr>
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<td>2ND 0-9 DRUM UNIT</td>
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RELAY COILS

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<td>START RELAY</td>
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<td>2ND COIN RELAY</td>
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<td>M1-31-1500</td>
<td>COIN LOCKOUT</td>
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<td>M3-30-1100</td>
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<td>M-29-1100</td>
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<tr>
<td>M-29-1000</td>
<td>HORSESHOE RELAY</td>
<td>INSERT</td>
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</table>
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.

4. RELAY and SWITCH ADJUSTMENT
Where relay adjustments are called for, before bending blades, in all cases, on any machine, make certain that the screws holding the switch stacks are down very tightly. This is suggested because the plastic spacers in the switch stacks have occasionally shrunk by drying out, causing a poor adjustment.
**ADJUSTMENTS**

**10¢ Adjustment**

- PROVIDES 1 OR 2 PLAYS FOR 1 COIN

**25¢ Adjustment**

- PROVIDES 2, 3, 4 OR 5 PLAYS FOR 25¢

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**Motor Service Jack**

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

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**MASTER ON-OFF SW.**

- LOCATED ON TOP OF CABINET
- CONTROLS POWER TO TRANSFORMER

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**Extra Shots Adjustment**

- IN "OFF" POSITION, GAME WILL NOT SCORE ANY EXTRA SHOTS.
ADJUSTMENTS

HI-SCORE ADJUSTMENT

INSERT PLUGS INTO 20 POINT FEMALE AT DESIRED POSITIONS.

EXAMPLES:
BLUE WIRE INTO 1 POSITION SCORES AT 21.
BLUE WIRE INTO 0 POSITION SCORES AT 30.

NOVELTY – CREDIT ADJ.

IN CREDIT POSITION, HI SCORES, AS INDICATED, ADVANCE CREDIT UNIT.
IN NOVELTY POSITION, HI-SCORES WILL ENERGIZE EXTRA SHOT RELAY.

BUZZER ADJ.

LOCATED UNDER BUZZER RELAY

CHANGES BUZZER FROM LOUD TO SOFT OR VICE VERSA

GAME ADJUSTMENT

ENERGIZES GAME-OVER RELAY AFTER 5, 7 OR 10 SHOTS PER PLAYER.
ALSO IN CIRCUITS TO LITE "RINGER SCORES EXTRA SHOT" ON 5TH, 7TH OR 10TH SHOT, AND TO EXTRA SHOT RELAY.
D-7322
SPIN MECHANISM

IF HAND WHEEL SPINS TOO SLOW, REMOVE ALLEN HEAD SCREW 1, PULLEY WHEEL 2, E RING 3, WASHERS 4, PULL OUT HAND WHEEL 5, CLEAN AND LUBRICATE SHAFT 6, WITH LIGHT FILM OF COIN MACHINE LUBRICANT.

PIN SWITCH ACTUATOR 7 CAN BE MOVED TO UPPER POSITION AS AN ADJUSTMENT TO MINIMIZE LAST DELAYING PULSE. (BY REMOVING E-RING)

IF FLYWHEEL 8 SPINS TOO SLOW, PUT A DROP OF 3 IN 1 OIL (OR EQUIVALENT) ON BEARINGS SURFACE 9 ON BOTH SIDES.

F.Y. WHEEL SURFACE 10 AND RUBBER TIRE 11 MUST BE CLEAN AND FREE OF ANY LUBRICATION. (A SPARE RUBBER TIRE IS INCLUDED WITH EACH NEW GAME.)
"RINGER"

ENGAGE RELAY IS ENERGIZED WHEN WIPER ON HORSESHOE UNIT DISC IS AT ZERO POSITION. SWITCHES ON "ENGAGE RELAY" WILL ENERGIZE "ENGAGE SOLENOID", LOCATED ON SPIN MECHANISM.

THE "SPIN WHEEL SWITCH" PULSES THE "HORSESHOE RELAY".

SWITCHES ON HORSESHOE RELAY WILL PULSE HORSESHOE UNIT STEP UP COIL AND THE TIMER RELAY.

A 1500 MFD 50 VOLT CAPACITOR IS IN PARALLEL WITH THE TIMER RELAY COIL. THIS SERVES TO DELAY THE DROPPING OUT OF THE TIMER RELAY AFTER SPIN WHEEL STOPS SENDING PULSES.

SWITCH ON TIMER RELAY (WHEN IT DOES DROP OUT), IN SERIES WITH SWITCH ON "PLAY CONTROL RELAY", WILL RUN THE CONTROL MOTOR FOR SCORING.

PLAY CONTROL RELAY, WHICH WAS ENERGIZED BY WIPER FINGER AT 4th STEP OF HORSESHOE UNIT, WILL NOW DROP OUT AT CONTROL MOTOR CAM 5.

THE SCORING OF ONE, TWO OR THREE POINTS IS ACCOMPLISHED BY CONTROL MOTOR CAM SWITCHES, DEPENDENT UPON WHERE THE HORSESHOE UNIT WIPERS CAME TO REST.

AFTER THE SCORE COUNT, SWITCH ON CONTROL MOTOR CAM 4 WILL RESET HORSESHOE UNIT.
HORSESHOE UNIT

This unit resets at control
Motor cam switch 4B.
It advances one step each time
The horseshoe relay is pulsed.

View looking at wiper fingers,
with wiper in reset position.

2nd player
Horseshoe
Point
Lites

Feed from player relay
To index cam switch C
To switch on player control relay
To engage relay
To play control relay
In circuit
To cam switch 1B
To point relay 1a and 2a
Energizes ringer relay
SHOT COUNTER UNIT

THIS UNIT IS RESET BY SWITCH B ON COIN RELAY, AND CONTROL MOTOR CAM SWITCH JC.
IT ADVANCES ONE STEP AT CAM SWITCH J4A, THRU SWITCH D ON EXTRA SHOT RELAY.
IT ALSO ADVANCES ONE STEP AT CAM SWITCH J4A, THRU SWITCH B ON 2ND COIN RELAY AND SWITCH D ON EXTRA SHOT RELAY.

View looking at wiper FINGERS with wiper in RESET position.

"RINGER SCORES EXTRA SHOT" LITE (ON 7TH SHOT).
"RINGER SCORES EXTRA SHOT" LITE (ON 5TH SHOT).
"RINGER SCORES EXTRA SHOT" LITE (ON 3RD & 6TH SHOT).
10¢ RELAY
IS ENERGIZED BY 10¢ COIN SWITCH. IF "10¢ ADJUSTMENT" JACK IS IN "2 PLAYS" POSITION.

25¢ RELAY
IS ENERGIZED BY 25¢ COIN SWITCH.

CUT-OFF RELAY
IS ENERGIZED BY HORSESHOE UNIT END-OF-STROKE SWITCH.

EXTRA SHOT RELAY
IS ENERGIZED BY SWITCH ON RINGER RELAY, THRU SHOT COUNTER UNIT DISC.

ENGAGE RELAY
IS ENERGIZED BY WIPER FINGERS ON HORSESHOE UNIT DISC (IN ZERO POSITION), THRU CONTROL MOTOR INDEX CAM SWITCH C.

- B-5 OPENS IN CIRCUIT TO KNOCKER COIL AND CLOSES TO RTN CONTROL MOTOR.
- D-9 PULSES CREDIT UNIT S.U., THRU IMPULSE CAM SWITCH A.
- B-5 IN HOLD CIRCUIT TO THIS RELAY.
- B-5 OPENS IN CIRCUIT TO KNOCKER COIL AND CLOSES TO RUN CONTROL MOTOR.
- D-9 PULSES CREDIT UNIT S.U., THRU IMPULSE CAM SWITCH A.
- D-5 IN HOLD CIRCUIT TO THIS RELAY.
- B-12 OPENS IN CIRCUIT TO HORSESHOE RELAY AND CLOSES TO CUT-OFF RELAY.
- B-7 IN CIRCUIT TO SHOT COUNTER UNIT S.U. COIL.
- C-14 ENERGIZES BUZZER COIL, THRU SWITCH B ON "PLAY CONTROL" RELAY.
- B-10 TO "SAME PLAYER SHOOTS AGAIN" LITE.
- B-11 IN HOLD CIRCUIT TO THIS RELAY.
- C-3 ENERGYIZES ENGAGE SOLENOID.
- C-3 IN SERIES WITH SWITCH C ON THIS RELAY.
- B-13 IN HOLD CIRCUIT TO THIS RELAY, THRU SWITCH D ON PLAY CONTROL RELAY.
RINGER RELAY

IS ENERGIZED BY WIPER FINGERS ON HORSESHOE UNIT (20TH POSITION), THRU SWITCH B ON PLAY CONTROL RELAY.

PLAY CONTROL RELAY

IS ENERGIZED BY WIPER FINGERS ON HORSESHOE UNIT (4TH POSITION).

GAME-OVER RELAY

RESET COIL IS ENERGIZED BY WIPER FINGERS ON SHOT COUNTER UNIT (AT ZERO POSITION), THRU ZERO MAKE SWITCHES ON (4) SCORING DRUMS. TRIP COIL IS ENERGIZED BY WIPER FINGER ON SHOT COUNTER UNIT AT 10TH, 11TH OR 20TH POSITION, DEPENDING ON GAME ADJUSTMENT JACK. TRIP COIL IS ALSO ENERGIZED BY COIN RELAY ON LOCK RELAY.

TIMER RELAY

IS ENERGIZED BY TWO SWITCHES, IN SERIES, ON HORSESHOE RELAY. THESE TWO SWITCHES ALSO CHARGE A 1500 MFD-50 VOLT CAPACITOR WHICH IS WIRE IN PARALLEL WITH THE TIMER RELAY COIL.

PULSES POINT RELAY, THRU CAM SWITCH 3A.

PULSES POINT RELAY, THRU CAM SWITCHES 1A AND 2A.

IN CIRCUIT TO EXTRA SHOT RELAY, THRU DISC ON SHOT COUNTER UNIT.

OPENS IN HOLD CIRCUIT TO ENGAGE RELAY AND CLOSES TO ENERGIZE SHOT COUNTER UNIT S.U. COIL.

RUNS CONTROL MOTOR, THRU SWITCH ON TIMER RELAY.

IN CIRCUIT TO POINT RELAY, THRU HORSESHOE UNIT DISC OR SWITCHES ON RINGER RELAY.

IN HOLD CIRCUIT TO THIS RELAY.

IN 6 VOLT CIRCUIT TO SHOT LITES OR GAME-OVER LITES.

IN CIRCUIT TO START RELAY.

IN CIRCUIT TO COIN RELAY.

OPENS CIRCUITS TO ENGAGE RELAY, HORSESHOE RELAY, POINT RELAY AND OTHERS.

IN SERIES WITH SWITCH C ON PLAY CONTROL RELAY.
**2nd COIN RELAY**

Reset coil is energized at cam switch 3c, thru switch B on coin relay or switch A on start relay. Trip coil is energized by switch D on coin relay.

`C-10` opens in circuit to "1 can play" lite and closes to "2 can play" lite.

`F-12` energizes player relay, thru shot counter disc.

`D-7` one pulse to shot counter unit S.U. coil, thru cam switch 3b.

`D-6` in circuit to coin relay.

**COIN RELAY**

Is energized by coin switch or by replay button when credit is available.

`C-4` to credit unit reset coil and 2nd coin relay (trip coil).

`C-12` energizes game-over relay (trip coil).

`D-6` energizes start relay, and reset coils on 2nd coin relay and shot counter unit.

`B-6` in hold circuit to this relay.

**LOCK RELAY**

Is energized by start relay at control motor cam switch 1c.

`C-11` energizes game-over relay (trip coil).

`F-4` energizes game-over relay (reset coil), thru (4) zero switches on scoring drum units.

`D-7` in hold circuit to this relay.

**START RELAY**

Is energized by coin relay, thru switch C on game-over relay.

`D-6` in circuit to coin relay, thru replay button switch.

`D-4` runs control motor.

`D-7` energizes lock relay at control motor cam switch 1c.

`B-6` in hold circuit to this relay.
BUZZER RELAY
IS PULSED BY SWITCH C ON EXTRA SHOT RELAY.

POINT RELAY
IS PULSED BY CONTROL MOTOR CAM SWITCHES 1, 2 AND 3, THRU THE HORSESHOE UNIT DISC.

HORSESHOE RELAY
IS PULSED BY "SPIN WHEEL" SWITCH, THRU SWITCH A ON CUT-OFF RELAY.
LAST POSITION SWITCH ON HORSESHOE UNIT IS ALSO IN THE CIRCUIT.

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

PLAYER RELAY
IS ENERGIZED BY WIPER FINGER ON SHOT COUNTER UNIT, THRU SWITCH C ON 2ND COIN RELAY.

IN HI-SCORE CIRCUIT TO "CREDIT-NOVELTY" ADJUSTMENT JACK.
IN SERIES WITH SWITCH C ON PLAYER RELAY.
IN SERIES WITH SWITCH D ON PLAYER RELAY.
PULSES CHIME COIL.
ENERGIZES TIMER RELAY, THRU SWITCH C ON THIS RELAY.
IN SERIES WITH SWITCH D ON THIS RELAY.
ENERGIZES HORSESHOE UNIT S.U. COIL.
IN HOLD CIRCUIT TO THIS RELAY.
PULSES 2ND PLAYER 10 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.
PULSES 1ST PLAYER 10 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.
PULSES 2ND PLAYER 1 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.
PULSES 1ST PLAYER 1 POINT DRUM UNIT, THRU ZERO SWITCH ON THAT UNIT.

IN HI-SCORE CIRCUIT TO CREDIT UNIT S.U. OR EXTRA SHOT RELAY.
IN SERIES WITH SWITCH F ON THIS RELAY.
TO 1ST & 2ND PLAYER 1 POINT DRUM UNIT COILS.
IN CIRCUIT TO 1ST OR 2ND PLAYER 10 POINT DRUM UNIT COILS.
OPENS TO "1ST PLAYER UP" LITE AND CLOSES TO "2ND PLAYER UP" LITE.
IN CIRCUIT TO 1ST AND 2ND PLAYER HORSESHOE LITES, THRU HORSESHOE UNIT DISC.
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 "O" 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

OPEN
OPEN
OPEN
OPEN
CLOSED
CLOSED
OPEN
CLOSED
CLOSED
CLOSED

16
# 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

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Contact Disc</th>
<th>Wiper Assembly</th>
<th>Ratchet Gear Assembly</th>
<th>Motors</th>
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<td>CREDIT</td>
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<td>A-6400</td>
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<tr>
<td>SHOT COUNTER</td>
<td>C-6417</td>
<td>C-6520</td>
<td>A-6402</td>
<td>SCORE MOTOR</td>
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SUGGEST ORDERING ALL GAMES WITH 2/25 PLAY

To convert Williams' Equipment to 2 plays for 25¢---

Please Order

16 A-8636 (Dummy Entry Covers)

16 C-8640 - 100 (2/25 Coin Entry Plate)

Move Phone Tip on 25¢ - Adjustment to No. 2

If Necessary Order

9 C - 8803 25¢ Coin Chute
CONVERTING FROM (10¢ - 25¢) TO (2/25¢ - 2/25¢) PLAY
REPLACE 10¢ COIN CHUTE WITH 25¢ COIN CHUTE.
REPLACE 10¢ COIN INSERT PLATE WITH (1A-4215) 25¢ COIN INSERT PLATE.
REPLACE 10¢ IDENTIFICATION PLATE WITH (16C-8640-100) 2 PLAYS-QUARTER.
REPLACE 10¢ COIN SWITCH WITH 25¢ COIN SWITCH (3M-3)

REMOVE MACHINE SCREW AND SPACER IN "COIN TRIP AND SWITCH ASSEMBLY".
TO ALLOW QUARTER TO PASS THRU.

B-6853 COIN TRIP & SWITCH ASS'Y.

TO CONVERT FROM (5¢ 5¢ - 10¢ - 25¢) TO (2/25¢ - 2/25¢)
REPLACE (5¢ 5¢) COIN TRIP AND SWITCH ASSEMBLY WITH B-6853 (10¢) COIN TRIP AND SWITCH ASSEMBLY.
REPLACE 5¢ COIN CHUTE WITH 25¢ COIN CHUTE.
REPLACE 5¢ COIN INSERT PLATE WITH (1A-4215) 25¢ COIN INSERT PLATE.
REPLACE 5¢ IDENTIFICATION PLATE WITH (16C-8640-100) 2 PLAYS-QUARTER.
MAKE CHANGES ON B-6853 "COIN TRIP AND SWITCH ASSEMBLY" AS SHOWN ABOVE.
USE PART NO. 16A-8636 (DUMMY COIN ENTRY COVER) ON CENTER CHUTE.

WIRING INSTRUCTIONS
AT ORIGINAL 25¢ COIN SWITCH, UNSOLDER GREEN-ORANGE WIRE (A) AND TAPE IT. REMOVE TAPE FROM WHITE-BLUE WIRE AND SOLDER IN ITS PLACE.

AT NEW 25¢ COIN SWITCH, REMOVE TAPE FROM GREEN-ORANGE, WHITE-BLUE AND RED-ORANGE WIRES AND SOLDER AS SHOWN BY DOTTED LINES (A), (B) AND (C).

INSERT 25¢ ADJUSTMENT JACK INTO "2 PLAYS FOR QUARTER" POSITION.
COIN TRIP ASSEMBLIES & PARTS

B-6852 COIN TRIP & SWITCH ASS’Y. (WITH FLIP-OVER LEVER)

A-6851

B-6853 COIN TRIP & SWITCH ASS’Y. (WITHOUT FLIP-OVER LEVER)

A-6853 L COIN TRIP & SWITCH ASS’Y. (USE ONLY WITH LARGE COINS)

A-7015

3A-7231 NYLON
2A-2953
20A-8712-18
2A-2948

10A-290
(USE WITH FLIP-OVER LEVER ON B-6852)

A-7016

10A-289
(USE WITH B-6853)

A-7017

10-297
USED ONLY WITH B-6853 L