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.
RIFLE ASSEMBLY INSTRUCTIONS

1. AFTER REMOVING RIFLE ASSEMBLY FROM CARTON, REMOVE PACKING FROM TRIGGER HOUSING. (2) CAP SCREWS ON TRIGGER HOUSING INDICATED AS (X) ARE TO BE REMOVED AND SAVED TO BE USED IN ASSEMBLY OF RIFLE AT LOCATION (A) AND (E).

2. PLACE STOCK OF RIFLE ON TRIGGER HOUSING, LINE UP HOLE AND TIGHTEN 1” SCREW (A).

3. PLACE PROTECTIVE FISHPAPER (B) OVER TRIGGER SWITCH, USING CAUTION NOT TO DISTURB SWITCH.

4. PLACE RIFLE BARREL ON STOCK AND TIGHTEN 1-1/2” SCREW (C). ALSO TIGHTEN SCREWS (D) & (E)

5. TO OPEN TOP PANEL, OPEN FRONT DOOR, REACH IN TO LOOSEN (2) BOTTOM WING NUTS (F). SLIDE CARRIAGE BOLTS FROM HOLDING BRACKETS AND RAISE TOP PANEL.

6. REMOVE (2) WASHERS AND NUTS FROM "U" BOLT (G), PLACE "U" BOLT THRU HOLES IN TOP PANEL, REPLACE WASHERS AND NUTS AND TIGHTEN.

7. CLOSE TOP PANEL MAKING SURE BRACKETS ARE BETWEEN WING NUTS AND TIGHTEN ALL WING NUTS.

NOTE:

ALLEN HEAD CAP SCREWS (C) AND (D) ARE PACKED IN CASH BOX ALONG WITH ALLEN HEAD WRENCH.
"BONANZA GUN"—RIFLE ALIGNMENT

Following steps should be used to align rifle to targets:

1. Note that rifle contact plate can be moved from left to right, also from front to rear by loosening appropriate screws.

2. Rotate bobbing targets motor manually until center target (#3) is at the very top of its movement upward.

3. Sight rifle on red spot of center target. Adjust contact plate as required left to right and front to rear until stylus on rifle arm is exactly in center of rivet to which (red-green) wire is connected. Slightly tighten adjustment screws to prevent loss of initial adjustment.

4. Rotate bobbing targets motor manually until No.1 target is at the very top of its upward movement.

5. Sight rifle on red spot of No.1 target. Check stylus on rifle arm to note if it is on exact center of rivet on contact plate to which a (red-blu) wire is connected. It may be required to shift contact plate to center stylus on contact plate rivet.

6. Rotate bobbing targets motor manually until No.5 target is at very top of its upward movement. Repeat sighting of rifle as previously to note whether stylus on rifle arm is on exact center of rivet on contact plate to which (red-br.) wire is connected.

7. A repeat of alignment is suggested as a slight touch up on the adjustment of rifle contact plate may be required. Tighten contact plate adjustment screws securely and lubricate contact plate with lubricant supplied. Check and operate game electrically for accuracy.
VOLUME CONTROLS

THREE VOLUME CONTROLS ARE LOCATED IN COMPARTMENT BEHIND PANEL AT BOTTOM FRONT OF GAME. EACH CAN BE ADJUSTED TO DESIRED LEVEL OF SOUND.
ONE CONTROL IS FOR RIFLE SHOT WHEN TRIGGER IS PULLED.
ONE CONTROL IS FOR BACKGROUND SOUND (HORSES, HOOF BEATS, ETC.).
ONE CONTROL IS FOR EXPLOSION SOUND WHEN CASE OF DYNAMITE IS HIT.

NOTE!

TO REMOVE PANEL THE TWO WOOD SCREWS TO THE LEFT AND RIGHT SIDES OF CASH BOX MUST BE REMOVED. TO REMOVE THESE SCREWS, IT IS ADVISABLE TO OPEN THE TOP LID (ON WHICH THE RIFLE IS MOUNTED).

THE POWER TRANSFORMER

IS LOCATED ON BACK DOOR. IF GAME IS ON LOCATION WITH EXTREMELY LOW LINE VOLTAGE, REMOVE FUSE FROM "50 VOLTS" POSITION ON FUSE BLOCK AND INSERT INTO "50 VOLTS LOW LINE" POSITION. THIS WILL INCREASE VOLTAGE APPROXIMATELY 5 VOLTS.
ADJUSTMENTS ON BACKDOOR

10¢ Adjustment
PROVIDES 1 OR 2 PLAYS FOR 1 COIN

25¢ Adjustment
PROVIDES 2, 3, 4 OR 5 PLAYS FOR 25¢

Extra Shots Adjustment

3000 4000 5000 6000 7000

Motor Service Jack
INSERT PHONE TIP IN 'OFF' POSITION - CAMS CAN BE TURNED BY HAND TO CHECK

ADJUSTMENT OF SWITCHES.

(Located under front of Cabinet)

Master On-Off Switch
CONTROLS POWER TO TRANSFORMER
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.

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

"X" "A"
"B"

FLIP-OVER LEVER

FIGURE 2

"X" "A"
"B"

FLIP-OVER LEVER

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 every time 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.

![Diagram of coin trip switch adjustment]

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.
## 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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**Solenoid Coils**

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<td>METER COIL</td>
<td>CABINET</td>
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A.C. RELAYS & SWITCHES
LOCATED ON BACKDOOR

300 RELAY
IS ENERGIZED BY SHOT UNIT DISC AT FOLLOWING POSITIONS: 3-13-23-29.

X TARGETS HIT RELAY
IS ENERGIZED BY SWITCH 1A ON TRIGGER RELAY, THRU SWITCH B ON X TARGETS RELAY.

MINE SHAFT TARGET HIT RELAY
IS ENERGIZED BY SWITCH 1A ON TRIGGER RELAY, THRU SWITCH A ON MINE SHAFT TARGET RELAY.
MINE SHAFT TARGET RELAY

Is energized by shots unit disc at following positions: 9-15-24 and 35.

FAST HORSE HIT RELAY

Is energized by switch 1A on trigger relay, thru switch B on transfer relay. Fast horse unit disc is also in this circuit.

SLOW HORSE HIT RELAY

Is energized by switch 1A on trigger relay, thru slow horse unit disc. It is also energized by fast horse unit disc, thru switch B on transfer relay.

BULLSEYE TARGETS HIT RELAY

Is energized by switch 1A on trigger relay, thru switch B on Bullseye target relay.

TO MINE SHAFT TARGET LITE.

IN CIRCUIT TO MINE SHAFT TARGET HIT RELAY, THRU RIPPLE DISC.

RUNS CONTROL MOTOR.

PULSES 100 POINT RELAY, THRU IMPULSE CAM SWITCH B.

HOLD CIRCUIT TO THIS RELAY, THRU CONTROL MOTOR CAM SWITCH 5A.

ENERGIZES BELL COIL.

PULSES 100 POINT RELAY.

HOLD CIRCUIT TO THIS RELAY, THRU SWITCH ON 100 POINT RELAY.
TRANSFER RELAY
IS ENERGIZED BY SHOTS UNIT DISC AT FOLLOWING POSITIONS: 2-4-11-19-26 and 29.

30 HIT RELAY
IS ENERGIZED BY END-OF-STROKE SWITCH ON ANY BLOWING TARGET.

BULLSEYE TARGET RELAY
IS ENERGIZED BY SHOTS UNIT DISC AT FOLLOWING POSITIONS: 5-11 and 30.

EXTRA SHOTS RELAY
IS ENERGIZED BY SWITCH A ON 1000 POINT RELAY, THRU DISC ON 1000 POINT DRUM UNIT.

GAME OVER RELAY
IS ENERGIZED AT 25TH POSITION ON SHOTS UNIT DISC. THRU A NORMALLY CLOSED SWITCH ON EXTRA SHOTS RELAY. IF EXTRA SHOTS RELAY IS ENERGIZED, THEN GAME-OVER RELAY WILL PULL IN AT 35TH POSITION OF SHOTS UNIT. IT IS ALSO ENERGIZED BY SLAM TILT SWITCH.
CUTOFF RELAY
IS ENERGIZED BY END-OF-STROKE SWITCH ON SHOTS UNIT.

TRIGGER RELAY
IS ENERGIZED BY TRIGGER SWITCH, CUTOFF RELAY, AND INDEX CAM SWITCH.

LOCK RELAY
IS ENERGIZED BY SWITCH 1A ON COIN RELAY, THRU SWITCH A ON GAME-OVER RELAY.
START RELAY
IS ENERGIZED BY COIN RELAY.

COIN RELAY
IS ENERGIZED BY COIN SWITCH. IT IS ALSO ENERGIZED BY CREDIT BUTTON SWITCH, THRU CREDIT UNIT ZERO SWITCH.

25¢ RELAY
IS ENERGIZED BY 25¢ COIN SWITCH.

10¢ RELAY
IS ENERGIZED BY 10¢ COIN SWITCH, IF 10¢ ADJUSTMENT JACK IS PLUGGED INTO "2 PLAYS" POSITION.
NO. 1 DELAY RELAY
IS ENERGIZED BY TRIGGER RELAY.
(50 VOLTS D.C.)

NO. 2 DELAY RELAY
IS ENERGIZED BY SWITCH 1C ON MINS
SHAFT TARGET HIT RELAY. (50 VOLTS
D.C.)

X TARGETS RELAY
IS ENERGIZED BY SHOTS UNIT DISC AT

1000 POINT RELAY
IS PULSED BY SWITCH C ON 1000 POINT
RELAY, THRU 9TH POSITION SWITCH ON
1000 POINT DRUM UNIT.

IN SERIES WITH SWITCH A ON NO. 2 DELAY RELAY.
PULSES EXPLOSION COIL, THRU CAM SWITCH 4A.
OPEN IN CIRCUIT TO RIFLE SOUND AND CLOSES TO EXPLOSION
SOUND.
IN CIRCUIT TO X TARGET HIT RELAY, THRU RIFLE DISC.
TO LEFT AND RIGHT X TARGET LITES.
PULSES 1000 POINT DRUM UNIT.
IN CIRCUIT TO EXTRA SHOTS RELAY, THRU EXTRA SHOTS
ADJUSTMENT JACK.
IN HOLD CIRCUIT TO THIS RELAY.
100 POINT RELAY
IS PULSED BY IMPULSE CAM SWITCH B WHEN ANY OF THE TARGET HIT RELAYS ARE IN.
IT IS ALSO PULSED THRU SWITCH C ON 30 HIT RELAY.

10 POINT RELAY
IS PULSED THRU SWITCH C ON 30 HIT RELAY.

SCORE RESET RELAY
IS PULSED BY IMPULSE CAM SWITCH C, THRU EITHER SWITCH 1C ON COIN RELAY OR SWITCH A ON START RELAY.

EXPLOSION RELAY
IS ENERGIZED BY TRIGGER RELAY.
IT IS ALSO ENERGIZED BY SWITCH B ON NO. 2 DELAY RELAY, AT CONTROL MOTOR CAM SWITCH 1A.

LOCATED ON BASEPLATE IN BACKBOX
SHOTS UNIT DISC

This unit resets to zero when coin relay is energized, at
control motor cam-2.
It advances one step each time the trigger relay is
energized.

View looking at wiper fingers, with
wiper in zero position

Diagram location

Energizes game over relay thru
switch C on extra shots relay.
No.30
No.20
No.10
No.9
No.8
No.7
No.6
No.5
No.4
No.3
No.2
No.1

Shots
Fired
Lites