

16-571-103  
JUNE 1990

# *D I N E R*

## **Operator's Handbook**

*including*

*Game Audits*  
*Game Adjustments*  
*Solenoids*  
*Switches*  
*Lamps*  
*Playfield Parts*  
*Rubber Rings*

*Williams Electronics Games, Inc.*  
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**DINER Audit Table**

Audit Item (Lower)	Descriptive Phrase (Upper Display)	Audit Item <sup>1</sup> Value (Lower Display)
AU 01	LEFT COINS [chute next to coin door hinge]	432
02	CENTER COINS	0
03	RIGHT COINS	398
04	PAID CREDITS	830
05	TOTAL PLAYS	
06	TOTAL FREE (Total Free Plays)	
07	PERCENT FREE (% Free Plays)	
08	REPLAY AWARDS	
09	PERCENT REPLAY (% Replay Awards)	
10	SPECIAL AWARDS	
11	PERCENT SPECIAL (% Special Awards)	
12	MATCH AWARDS	
13	HSTD ( High Score to Date) CREDITS	
14	PERCENT HSTD (% HSTD Credits)	
15	EXTRA BALLS	
16	PERCENT EX. BALL (% Extra Balls)	
17	AV. BALL TIME (Average Time in Seconds)	
18	MINUTES OF PLAY (Minutes of Play)	
19	BALLS PLAYED	
20	REPLAY1 AWARDS	
21	REPLAY2 AWARDS	
22	REPLAY3 AWARDS	
23	REPLAY4 AWARDS	
24	1 PLAYER GAMES	
25	2 PLAYER GAMES	
26	3 PLAYER GAMES	
27	4 PLAYER GAMES	
28	BURN IN CYCLES	
29	MULTIBALLS (# of Multi-Ball™ plays)	
30	RUSH AWARDS (# of "Rush" awards)	
31	DINE TIME AWARDS (# of "Dine-Time" awards)	
32	1,500,000 GRILL (# of 1.5Mil awards via Grill)	
33	CUP AWARDS (# of 'CUP' plays)	
34	EAT COMPLETE (# of completions of E-A-T lanes)	
35	Not Used	
36	Not Used	
37	CONSOL. EX. BALLS (# of Consolation Extra Balls Awarded)	
38	EARNED EX. BALLS (# of 'Earned' Extra Balls)	
39	H.S.RESET COUNTER	
40	0.0-0.4 MIL. SCORE (# of games <500K)	
41	0.5-0.9 MIL. SCORE (# of games ≥500K, <1M)	
42	1.0-1.4 MIL. SCORE (# of games ≥1M, <1.5M)	
43	1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M)	
44	2.0-2.9 MIL. SCORE (# of games ≥2.0M, <3.0M)	
45	3.0-3.9 MIL. SCORE (# of games ≥3.0M, <4.0M)	
46	4.0-4.9 MIL. SCORE (# of games ≥4.0M, <5.0M)	
47	5.0-5.9 MIL. SCORE (# of games ≥5.0M, <6.0M)	
48	6.0-6.9 MIL. SCORE (# of games ≥6.0M, <7.0M)	
49	7.0-7.9 MIL. SCORE (# of games ≥7.0M, <8.0M)	
50	8.0-99.9 MIL. SCORE (# of games ≥8.0M, <100M)	
51	AV. MIN. GAME TIME (Average Game in Minutes)	
52	LEFT DRAINS (# of drains via Left Outlane)	
53	RIGHT DRAINS (# of drains via Right Outlane)	
54	MINUTES ON	

NOTE: 1. The numbers shown in this column for Items 1 through 4 are examples. Entries for all items depend on the amount of play; thus, they will vary from location to location.

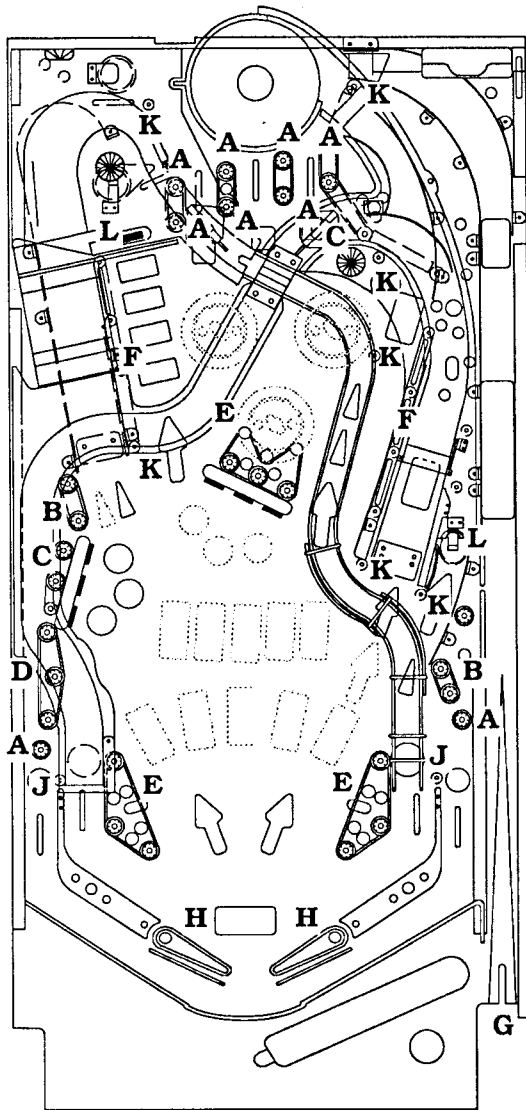
## DINER Game Adjustment Table

Adjustment Item (Lower)	Descriptive Phrase (Upper Display)	Factory Settings <sup>6</sup> (Lower)		
		Domestic (US/Can.)	French	W Ger/ European
Ad 01	AUTO REPLAY <i>or</i> FIXED REPLAY	10 (%) SCORES		
02	REPLAY START (or REPLAY LEVEL 1)	6,000,000	6,500,000	7,000,000
03	REPLAY LEVELS (or REPLAY LEVEL 2)	01 (or OFF)		02
04	(REPLAY LEVEL 3)	(see text)		
05	(REPLAY LEVEL 4)	(see text)		
06	REPLAY AWARD	Credit		
07	SPECIAL AWARD	Credit		
08	MATCH FEATURE	8 %	8%	7%
09	BALLS / GAME	03		
10	TILT WARNING	03	01	
11	EX. BALL / GAME	04		
12	MAXIMUM CREDITS	10	20	30
13	HIGHEST SCORES	On		
14	BACKUP HI. SCR.1	9,000,000	9,500,000	9,500,000
15	BACKUP HI. SCR. 2	8,500,000	9,000,000	9,000,000
16	BACKUP HI. SCR. 3	8,000,000	8,500,000	8,500,000
17	BACKUP HI. SCR. 4	7,500,000	8,000,000	8,000,000
18	HI. SCR.1 CREDITS	01	03	03
19	HI. SCR.2 CREDITS	01	01	00
20	HI. SCR.3 CREDITS	01	01	00
21	HI. SCR.4 CREDITS	01	01	00
22	H. S. RESET EVERY	3,000		750
23	FREE PLAY	NO		
24	U.S.A. 2 COINAGE (4 COINS 3 PLAYS)	USA 2	French 1	German 2
25	LEFT UNITS	03	02	06
26	CENTER UNITS	12	10	12
27	RIGHT UNITS	03	20	30
28	UNITS/ CREDIT	04	05	05
29	UNITS/ BONUS	00	20	00
30	MINIMUM UNITS	00	00	00
31 - 58	Game-specific Play / Coinage Adjustments (detailed in text, the Game-specific Adjustments Setting Table and the Difficulty Setting Comparison Table)			
59	5 INSTALL ADDABALL	NO		
60	5 INSTALL 5-BALL	NO		
61	5 INSTALL NOVELTY	NO		
62	5 INSTALL EX. EASY	NO		
63	5 INSTALL EASY	NO		
64	5 INSTALL MEDIUM	NO		
65	5 INSTALL HARD	NO		
66	5 INSTALL EX. HARD	NO		
67	AUTO BURN-IN	NO		
68	INSTALL FACTORY	NO		
69	CLEAR AUDITS	NO		
70	CLEAR COINS	NO		

**NOTES:**

1. Automatic Replay percentage value range is adjustable from 5 to 25%, via the Credit Button. Item 02 permits changing the factory setting value for Replay Start Level (valid for next 50 games played). Item 03 permits setting up to four replay levels, with values as detailed in text describing Item 03. For Fixed Replay Scores, set Auto Replay value to 1 less than 5(%) via the Credit Button. Go to items 02, 03, 04, and 05; install their replay level scores. Turn off any replay level by setting 00 as its value.
2. Phrase in parentheses is Factory Setting. Phrase appears in player displays. Press Credit Button to change setting of the game pricing of Item 24.
3. To change country OR coinage setting, press Credit button to obtain 24 Standard Settings, followed by a Custom Setting. The Custom Setting activates items 25 through 30. When a Standard Setting is used, items 25 through 30 are set automatically, and cannot be changed.
4. Refer to Pricing Table and text describing these items.
5. Special Preset Adjustment, whose effects are noted in the Game Adjustment text.
6. Entries in Factory Setting columns for French and W. German games show only differences from entries in first (US / Can.) column.

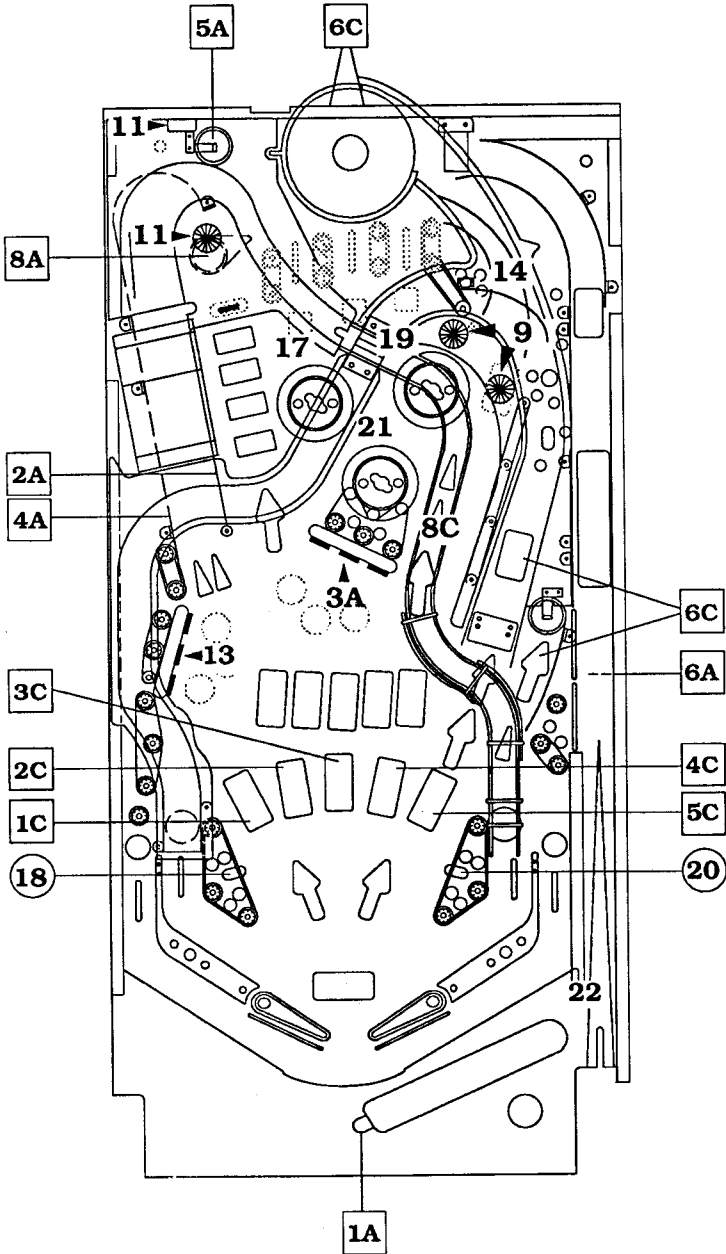
# Playfield Rubber Parts



Item	Part No.	Description	Qty	Item	Part No.	Description	Qty
A	23-6300	5/16" Ring	9	G	23-6327	Shooter Tip	1
B	23-6302	1" Ring	2	H	23-6519-4	Red Flpr Ring	2
C	23-6303	1-1/4" Ring	3	J	23-6535	Bumper	2
D	23-6305	2" Ring	1	K	23-6556	Sleeving, Black	7
E	23-6306	2-1/2" Ring	3	L	23-6645	Bumper Pad	3
F	23-6308	3-1/2" Ring	1				

D I N E R 3

# Solenoids Locations

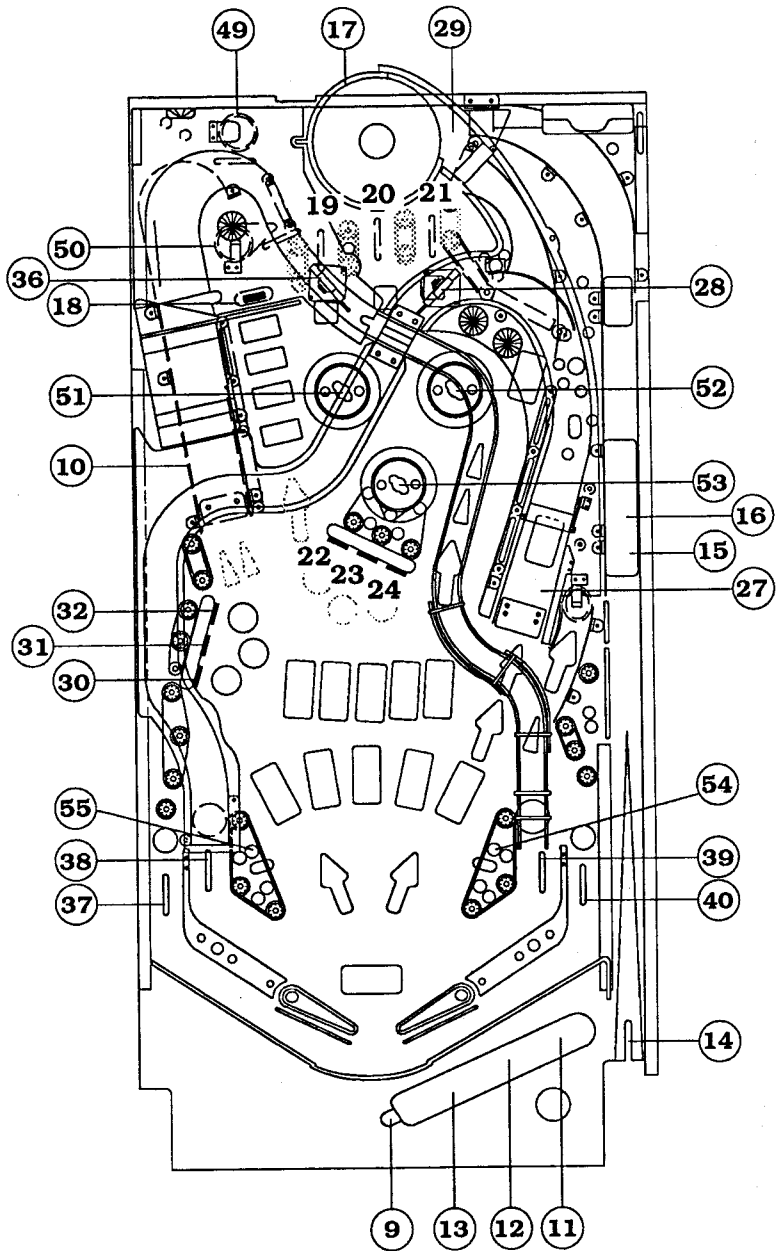


# Solenoids Table

Sol. No.	Function	Solenoid Type	Wire Color	Connections		Driver Trnsfr	Solenoid Part Number Flashlamp Type
				CPU Bd	Playfield/ Cabinet		
01A3	Outsole Kicker	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800
01C3	Haji Flash	Switched	Bk-Brn } Bk-Brn }	(Gry-Brn)	5J5-9 (C)	Q33	#89/906 flashlamps 1p.1g
02A3	Ramp Down	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	SM-26-600-DC
02C3	Babs Flash	Switched	Bk-Red } Bk-Red }	(Gry-Red)	5J5-8 (C)	Q25	#89/906 flashlamps 1p.1g
03A3	Center 3-Bk Dr Tgt Reset	Switched	Vio-Orn } Vio-Orn }	(Gry-Orn)	5J1-6: 5J4-7 (A)	Q32	AE-26-1200
03C3	Babs Flash	Switched	Bk-Orn } Bk-Orn }	(Gry-Orn)	5J5-7 (C)	Q32	#89/906 flashlamps 1p.1g
04A3	Ramp Up	Switched	Vio-Yel } Vio-Yel }	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-23-800
04C3	Pepe Flash	Switched	Bk-Yel } Bk-Yel }	(Gry-Yel)	5J5-5 (C)	Q24	#89/906 flashlamps 1p.1g
05A3	Upper Left Eject	Switched	Vio-Grn } Vio-Grn }	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800
05C3	Buck Flash	Switched	Bk-Grn } Bk-Grn }	(Gry-Grn)	5J5-4 (C)	Q31	#89/906 flashlamps 1p.1g
06A3	Sub-Pfld Shooter	Switched	Vio-Blu } Vio-Blu }	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-23-800
06C3	Cup Flashers	Switched	Bk-Blu } Bk-Blu }	(Gry-Blu)	5J5-3 (C)	Q23	#89/906 flashlamps 4p
07A3	Knocker (In Backbox)	Switched	Vio-Bk } Vio-Bk }	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800
07C3	Clock Flashers	Switched	Bk-Vio } Bk-Vio }	(Gry-Vio)	5J5-2 (C)	Q30	#89 flashlamps 2g
08A3	Lower Left Eject	Switched	Vio-Gry } Vio-Gry }	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-23-800
08C3	DINE - TIME Flashers	Switched	Bk-Gry } Bk-Gry }	(Gry-Bk)	5J5-1 (C)	Q22	#89 flashlamps 1p.2g
09	Right Ramp Flashers	Controlled	Brn-Bk	1P12-1	5J2-9: 5J6-9: 2J4-10	Q17	#89/906 flashlamps 2p.1g
10	Backbox/Pfld Illum Relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-11	Q9	5580-09555-014a
11	Left Ramp Flashers	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-12	Q16	#906 flashlamps 2p
12	A/C Select Relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-015
13	Left 3-Bk Dr Tgt Reset	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5: 2J4-13	Q15	AE-26-1200
14	Diverter	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3: 2J4-14	Q7	AE-26-1200
15	Clock Wheel (B)	Controlled	Brn-Vio	1P12-8	2J4-15: 2J11-2	Q4	} Stepper Motor 14-7948
16	Clock Wheel (A)	Controlled	Brn-Gry	1P12-9	2J4-16: 2J11-1	Q6	
17	Left Jet Bumper	Special #1	Blu-Brn	1P19-4	5J3-7: 5J7-7	Q75	AE-23-800
18	Left Kicker (sing*)	Special #2	Bk-Orn	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1200
19	Right Jet Bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800
20	Right Kicker (sing*)	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1200
21	Lower Jet Bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800
22	Shooter Lane Feeder	Special #6	Bk-Bk	1P19-9	5J3-1: 5J7-1	Q79	AE-23-800
-	Lower Right Flipper	-	Orn-Vio (Blu-Vio)2	1P19-1	2J5-5: 2J10-7 (2J10-1: 2J8-15)	-	FL11630/50VDC
-	Lower Left Flipper	-	Orn-Gry2 (Blu-Gry)2	1P19-2	2J5-4: 2J10-8 (2J10-2: 2J8-14)	-	FL11630/50VDC

NOTES: 1. Wire colors, except flipper ORN-VIO and ORN-GRY, are ground connections (to coil terminal with unbanded end of diode). Flipper ORN-VIO and ORN-GRY wires connect from CPU Board to flipper switch on cabinet. 2. Flipper connections shown in braces are from flipper switch to flipper coil. 3. "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol.12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux Power Driver Board, which controls the device pulsing by Sol. 12. 4. Relay is mounted on Relay Board: (4a) p/n C-11998-1; (4b) p/n C-11902-1. 5. Relay is mounted on Aux Power Driver Bd, D-12247, in the backbox.

# Switches Locations





# Switches Matrix

## DINER Switch-Matrix Table

COLUMN \ ROW	1 Q45 GRN-BRN 1J8-1	2 Q49 GRN-RED 1J8-2	3 Q44 GRN-ORN 1J8-3	4 Q48 GRN-YEL 1J8-4	5 Q43 GRN-BLK 1J8-5	6 Q47 GRN-BLU 1J8-7	7 Q42 GRN-VIO 1J8-8	8 Q46 GRN-GRY 1J8-9
1	WHT-BRN 1J10-9 Plumb Bob Tilt 1	Outhole 9	Cup 17				Upper Left Eject 49	Flipper Right 57
2	WHT-RED 1J10-8 C Side Power A/C Relay 2	Up/Down (L Ramp) 10	Grill Bonus 18				Lower Left Eject 50	Flipper Left 58
3	WHT-ORN 1J10-7 Game Start 3	Ball Trough #1 (right) 11	E (Top Lane) 19	R Ramp Entry 27			Left Jet Bumper 51	Clock Wheel 59
4	WHT-YEL 1J10-6 Right Coin Chute 4	Ball Trough #2 (mid) 12	A (Top Lane) 20	R Ramp Exit 28	L Ramp Exit 36		Right Jet Bumper 52	
5	WHT-GRN 1J10-5 Center Coin Chute 5	Ball Trough #3 (left) 13	T (Top Lane) 21	Cup Entry R Ramp 29	Left Outlane 37		Lower Jet Bumper 53	
6	WHT-BLU 1J10-3 Left Coin Chute 6	Shooter Lane 14	Hot Dog (C-3-Bk Dr Tgt) 22	Root Beer (L-3-Bk Dr Tgt) 30	Left Return Lane 38		BR Kicker ("sling") 54	
7	WHT-VIO 1J10-2 Slam Tilt 7	Sub-P'fid Shooter 1 15	Burger (C-3-Bk Dr Tgt) 23	Fries (L-3-Bk Dr Tgt) 31	Right Return Lane 39		BL Kicker ("sling") 55	
8	WHT-GRY 1J10-1 High Score Reset 8	Sub-P'fid Shooter 2 16	Chili (C-3-Bk Dr Tgt) 24	Ice Tea (L-3-Bk Dr Tgt) 32	Right Outlane 40		Spinner 56	

BL = Bottom Left BR = Bottom Right

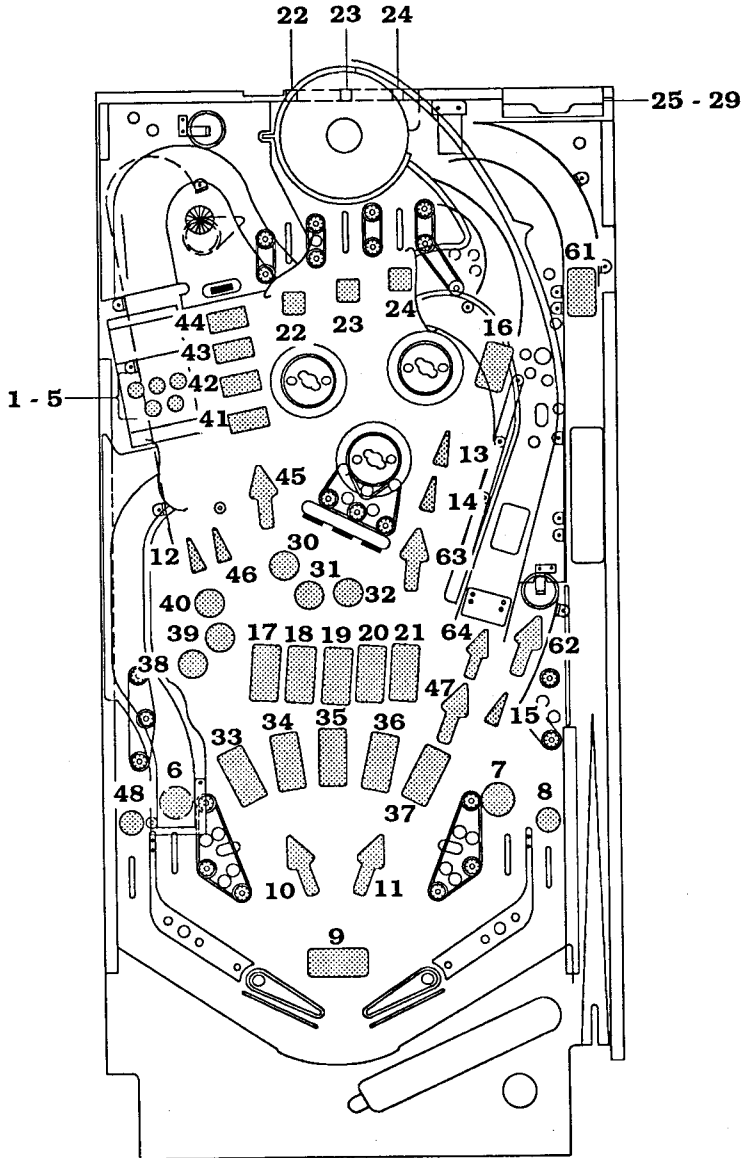
# Lamps Matrix

## DINER Lamp-Matrix Table

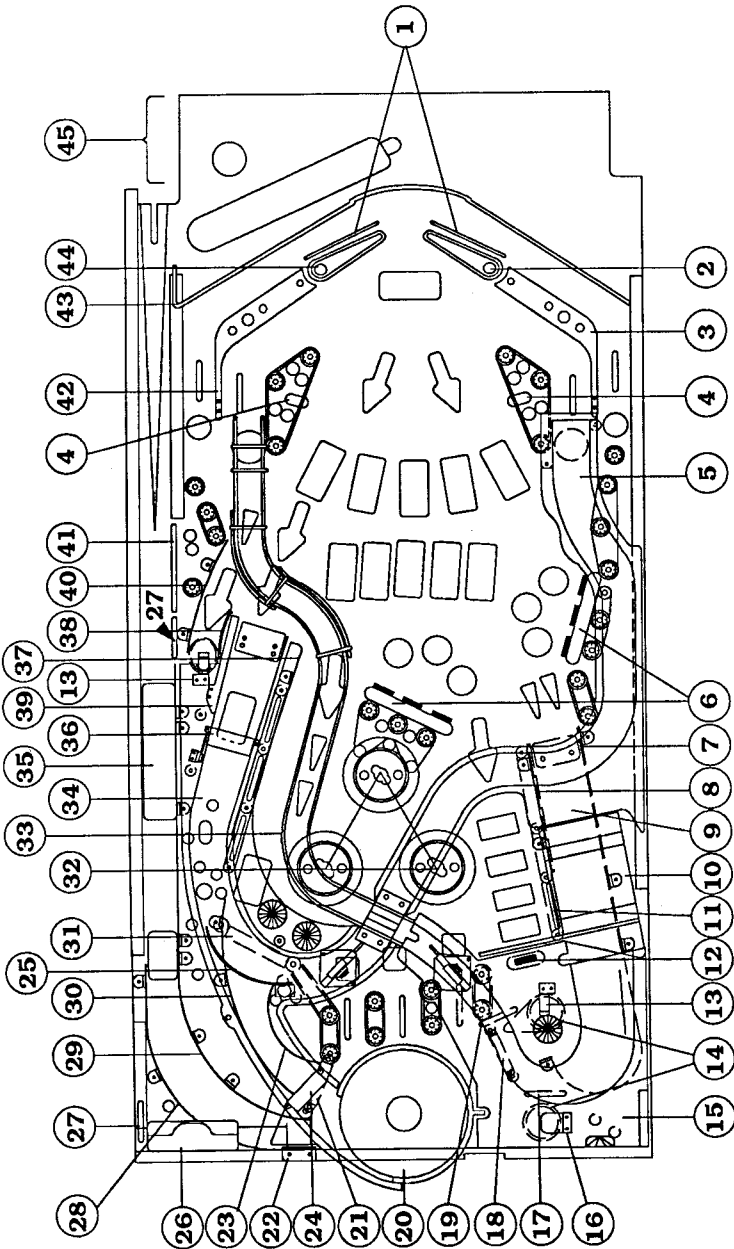
COLUMN ROW	1 Q66 YEL-BRN 1J7-1	2 Q64 YEL-RED 1J7-2	3 Q62 YEL-ORN 1J7-3	4 Q60 YEL-BLK 1J7-4	5 Q58 YEL-GRN 1J7-5	6 Q56 YEL-BLU 1J7-7	7 Q54 YEL-VIO 1J7-8	8 Q52 YEL-GRY 1J7-9
Q80 RED-BRN 1J6-1	20K (C Registr)	Serve Again	D (in DINER)	Jukebox 1	Haji	100K Grill BONUS <sub>41</sub>	1 o'clock Dine Time 49	9 o'clock Dine Time 57
Q81 RED-BLK 1J6-2	40K (C Registr)	Ramp Scores 500K (L Ramp)	I (in DINER)	Jukebox 2	Babs	250K Grill BONUS <sub>42</sub>	2 o'clock Dine Time 50	10 o'clock Dine Time 58
Q82 RED-ORN 1J6-3	60K (C Registr)	Ramp Scores 500K (R Ramp)	N (in DINER)	Jukebox 3	Boris	500K Grill BONUS <sub>43</sub>	3 o'clock Dine Time 51	11 o'clock Dine Time 59
Q83 RED-YEL 1J6-5	80K (C Registr)	LOCK (L Ramp)	E (in DINER)	Jukebox 4	Pepe	1 Million Grill BONUS <sub>44</sub>	4 o'clock Dine Time 52	12 o'clock Dine Time 60
Q84 RED-GRN 1J6-6	100K (C Registr)	Release (Upr Right)	R (in DINER)	Jukebox 5	Buck	Extra Ball Grill BONUS <sub>45</sub>	5 o'clock Dine Time 53	Top 5 Hits w/Lit 61
Q85 RED-BLU 1J6-7	Adv DINE TIME (L Return Lane)	RUSH 1 (Upr Right)	E ② (Top Lane)	Hot Dog (C Dr Tgt)	Root Beer (L Dr Tgt)	Spot Food (L)	6 o'clock Dine Time 54	Today's Special 62
Q86 RED-VIO 1J6-8	Adv DINE TIME (R Return Lane)	RUSH 2 (Lwr Right)	A ② (Top Lane)	Burger (C Dr Tgt)	Fries (L Dr Tgt)	Cup Scores 10X Diner Letter	7 o'clock Dine Time 55	Dine Time Collect 63
Q87 RED-GRY 1J6-9	Extra Ball (Right Outlane)	Spinner	T ② (Top Lane)	Chili (C Dr Tgt)	Iced Tea (L Dr Tgt)	Extra Ball (Left Outlane)	8 o'clock Dine Time 56	Spot Food (R) 64

BR = Bottom right; BL = Bottom Left ○ = Multiple Lamps

# Lamps Locations



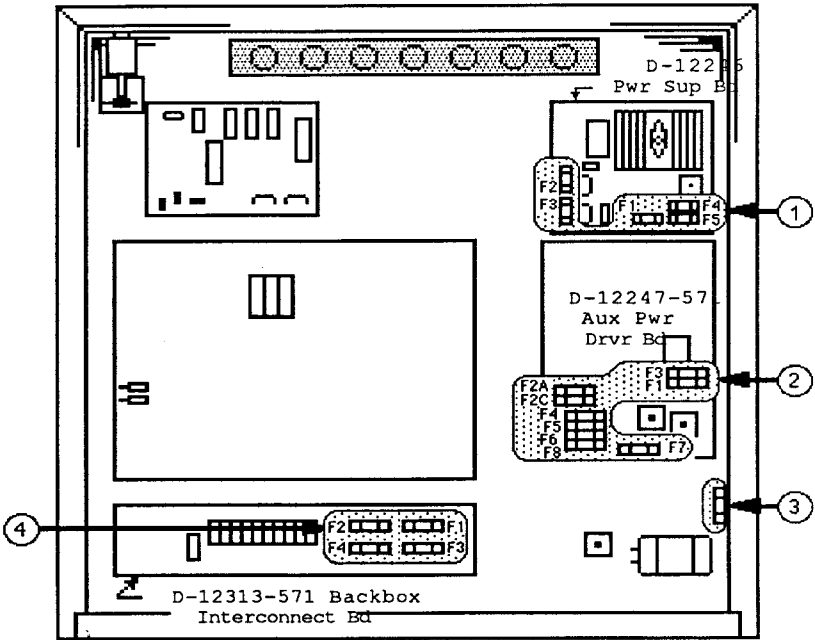
# Playfield Parts Locations



# Playfield Parts Listing

Item	Part No.	Description	Item	Part No.	Description
1	12-6468	Anti-rebound Wire	25	B-13348	Diverter Arm Assembly
2	C-13174-L	Lower Left Flipper	a)	B-13346	Coil & Bracket Assembly
a)	20-9250-6	Flipper Paddle & Shaft	26	(See p XX)	Jukebox Assembly
3	B-12363-L	L Return Lane Guide	27	12-6466-10	Wireform, 2-1/2"
4	B-12665	Kicker Arm ("Slingshot")	28	C-13639	Ball Guide Assembly
a)	B-11203-R-1	Coil & Bracket Assembly	29	C-13640	Ball Guide Assembly
5	D-13665	Lower Left Ramp	30	B-13636	Ball Guide Assembly
6	C-11223-1	3-Bank Drop Target	31	B-13717	Spinner
a)	C-13205	3-bank Opto Board	32	B-9414-1	Jet Bumper
7	C-13638	Left Elev Ramp Guide	a)	B-9415-1	Coil & Bracket Assembly
8	B-13637	Right Elev Ramp Guide	33	12-6902	Wire Ramp
9	B-13662	Elevator Ramp	34	D-13663	Right Plastic Ramp Assembly
a)	B-11304-2	Ramp Mover	35	01-9575	Shooter Lane Flap
b)	B-13655	Coil & Bracket Assembly	a)	B-13652	Sub-p'ld Shooter Assembly
10	(See p XX)	Cash Register	b)	12-6904	Sub-p'ld Shooter Ramp
11	12-6466-6	Wireform, 1-1/2"	36	A-13710	Ramp Entry Gate Assembly
12	B-12912-4	Grill (Standup) Target	a)	12-6878	Gate Wire
13	A-13443	Eject Deflector (Lwr L) w/pad	37	A-13634	Ball Guide Assembly
14	B-9361-R-1	Eject Hole Arm Assembly	38	12-6920	Wire Ball Guide
a)	B-13655	Coil & Bracket Assembly	39	A-13633	Ramp Entry Ball Guide
15	D-13666	Upper Left Plastic Ramp	40	A-13635	Ball Guide Assembly
16	01-6933	Eject Deflector (Upr L)	41	12-6466-12	Wireform, 3"
17	12-6466-4	Wireform, 1"	42	B-12363-R	R Return Lane Guide
18	A-9465-L	1-way Gate Assembly	43	12-6842	Bottom Arch Fence
a)	12-6565	Gate Wire	44	C-13174-R	Lower Right Flipper
19	12-6466-5	Wireform, 1-1/4"	a)	20-9250-6	Flipper Paddle & Shaft
20	D-13660	Cup Assembly	45	Parts below are located beneath Bottom Arch:	
21	A-9465-R	1-way Gate Assembly	a)	B-8623	Upper Trough Baffle Assembly
a)	12-6565	Gate Wire	b)	C-8235	Lower Trough Baffle Assembly
22	A-8244-R	1-way Gate Assembly	c)	12-6542	Trough Baffle Wire
23	12-6921	Wire Ball Guide	d)	01-3569-1	Ball Trough (runway)
24	A-13709	Ball Gate Assembly	e)	01-5575	Bottom Arch Mounting Bracket
a)	12-6924	Gate Wire	f)	B-8039-2	Outhole Kicker Assembly

# Fuses Locations



Item	Part Number	Description	Circuit/Location
1	5731-12328-00	Fuse, 3/8A., Slow-Blow (S-B), 250V	F1; D-12246 Power Supply Board
1	5731-12327-00	Fuse, 1/8A., S-B, 250V	F2, F3; D-12246 Power Supply Board
1	5731-09432-00	Fuse, 7A S-B, 250v	F4, F5; D-12246 Power Supply Board
2	5731-09128-00	Fuse, 2-1/2A., S-B, 250v	F2A, F3, F4; D-12247 Aux Pwr Driver Board
2	5731-09651-00	Fuse, 5A., S-B, 250v	F1, F2C; D-12247 Aux Pwr Driver Board
2	5731-08665-00	Fuse, 2A., S-B, 250v	F5, F6; D-12247 Aux Pwr Driver Board
2	5731-06314-00	Fuse, 4A., S-B, 250v	F7; D-12247 Aux Pwr Driver Board
2	5731-09432-00	Fuse, 7A., S-B, 250v	F8; D-12247 Aux Pwr Driver Board
3	5730-09071-00	Fuse, 8A., Normal-Blow (N-B), 32v	+18 Vdc Lamp Ckt/ Lwr Rt B'box fuseholder (1)
4	5731-09651-00	Fuse, 5A., S-B, 250v	F1 - F4; Gen. Illumin/B'box Interconnect Board
-	5730-09252-00	Fuse, 8A., N-B, 125v	Input ("high voltage") Power Line/Cabinet Box*

\* One 4A., S-B, 250v fuse (5731-06314-00) is provided for an overseas (220v) game installation.

# Notes

## WARNINGS & NOTICES

### WARNING

FOR SAFETY AND RELIABILITY, *WILLIAMS ELECTRONICS GAMES* does not recommend or authorize any substitute parts or modifications of *WILLIAMS'* equipment. Use of Non-*WILLIAMS'* parts, or modifications of game circuitry, may adversely affect game play, or may cause injuries.

**SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS** may void FCC Type Acceptance.

**BECAUSE THIS GAME IS PROTECTED** by Federal copyright, trademark, and patent laws, unauthorized game conversions may be illegal under Federal law.

**THIS 'CONVERSION' PRINCIPLE ALSO APPLIES** to unauthorized facsimiles of *WILLIAMS'* equipment, logos, designs, publications, assemblies, and games (or game features not deemed to be in the public domain), whether manufactured with *WILLIAMS'* components or not.

### WARNING

This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

### WARNING

**FCC STICKER.** Check the back of your *DINER* game to verify that an FCC-certification sticker was attached to your game at the factory.

All games that leave *WILLIAMS'* plants have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor of the game may result, if the sticker is missing. If you receive any *WILLIAMS* game, manufactured after December 1982, that has no FCC sticker, call *WILLIAMS* for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.

### *RF Interference Notice*

**CABLE HARNESS PLACEMENTS** and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

**TO MAINTAIN THESE LEVELS,** reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

### *Notice*

*DINER*, Lane Change, and MULTI-BALL are trademarks of *WILLIAMS ELECTRONICS GAMES, INC.*

### FOR SERVICE...

CALL your authorized  
*WILLIAMS'* Distributor.

*Williams*<sup>®</sup>   
**ELECTRONICS GAMES, INC.**

3401 N. California Avenue  
Chicago, IL 60618

**WARNING:**

**Transport this game ONLY  
with hinged backbox DOWN!**