

Williams “Paratrooper” 1952 pinball Coil Listing

Relays (all are 50 volts)

Lock Relay: T34-3000 (a.k.a. 3-34-3000)
“C” Pop Bumper Relay: T33-2300 (a.k.a. 2-33-2300)
“B” Pop Bumper Relay: T33-2300 (a.k.a. 2-33-2300)
“A” Pop Bumper Relay: T33-2300 (a.k.a. 2-33-2300)
Intermediate Relay: T28-960 (a.k.a. 2-28-960)
Left Hand Kicker Relay: T33-2300 (a.k.a. 3-33-2300)
Right Hand Kicker Relay: T33-2300 (a.k.a. 3-33-2300)
Eject Relay: T33-2300 (a.k.a. 3-33-2300)
500,000 Relay: T33-2300 (a.k.a. 4-33-2300)
50,000 Relay: T33-2300 (a.k.a. 4-33-2300)
Start Relay: T33-2300 (a.k.a. 4-33-2300)
Flipper Relay: T33-2300 (a.k.a. 2-33-2300)

Bank Relays (all are 50 volts)

Tilt: W-10
Game: W-10
#1: W-10
#2: W-10
#3: W-10
#4: W-10
#5: W-10
#6: W-10
1-6: W-20
#6 Troop: W-10
#5 Troop: W-10
#4 Troop: W-10
#3 Troop: W-10
#2 Troop: W-10
#1 Troop: W-10

Other Coils

Paratrooper

Bank Reset: D-24-875 (115 volts)
“A” Pop Bumper: A25-950 (50 volts)
“B” Pop Bumper: A25-950 (50 volts)
“C” Pop Bumper: A25-950 (50 volts)
Eject coil: A25-950 (50 volts)
Left Hand Kicker: A25-950 (50 volts)
Right Hand Kicker: A25-950 (50 volts)
Impulse Flipper: A25-950 (50 volts)
Ball Return Tray: A28-2000 (50 volts)
100,000 Unit Step Up: A25-950 (50 volts)
100,000 Unit Reset: B28-1150 (50 volts)
10,000 Unit Step Up: A26-1350 (50 volts)
Point Unit Step Up: A25-950 (50 volts)
Point Unit Reset: B28-1150 (50 volts)
Replay Unit Step Up: A25-950 (50 volts)
Replay Unit Reset: B28-1150 (50 volts)
Bell coil: C28-1100 (50 volts)
Total Play Counter Meter: 50 volts
Score Motor: # 5300 (50 volts)

FUSES

Main line and bank reset: 5 amp
Coils: 10 amp
Lamps: 10 amp

List compiled by Ken Layton on October 13, 2013