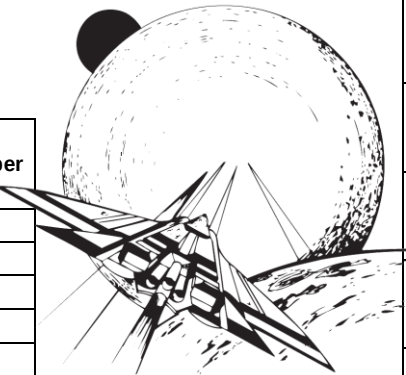


Model # 497

FUSE LIST

Power Supply Board D-7999			Sound Board D-8223 (Type-2)		
F1	100V Display Power Input	0.25A, 250V, SB	F1	Power Input	4A, 250V, SB
F2	Solenoids	2.5A, 250V, SB	F2	Power Input	4A, 250V, SB
F3	Controlled lamps 18V	8A, 250V	Back Box		
F4	Flippers	10A, 250V SB	F1	Logic AC	4A, 250V
F5	5V Logic Power	4A, 250V	F2	Logic AC	4A, 250V
Line Filter			F3	General Illumination	20A, 250V
Foreign	(220-230V)	4A, 250V, SB	BR1	Bridge Rectifier 18V	8A, 250V, SB
Domestic	(110-120V)	8A, 250V, SB	BR2	Bridge Rectifier 34V	8A, 250V, SB

Williams
FIREPOWER



SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire Color ¹	Connections		Driver Transistor	Solenoid Part Number
				Driver Board	Playfield / Cabinet		
1	Outhole	Controlled	Gry-Brn	2J11-4	8P3-1	Q15	SA-23-850-DC
2	Left 3-Bank Drop Targets Reset	Controlled	Gry-Red	2J11-5	8P3-2	Q17	SA3-23-850-DC
3	Right 3-Bank Drop Targets Reset	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	SA3-23-850-DC
4	Left Eject Hole	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	SG-23-850-DC
5	Right Eject Hole	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	SG-23-850-DC
6	Upper Right Eject Hole	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	SG-23-850-DC
7	Left Ball Saver Kicker	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	SG-23-850-DC
8	Ball Release	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	SA-23-850-DC
9	Sound	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	
10	Sound	Controlled	Brn-Red	2J9-7	8P3-10	Q33	
11	Sound	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	
12	Sound	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	
13	Sound	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	
14	Credit Knocker	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	SA2-23-850-DC
15	Flash Lamps	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	#89 Flash Lamps
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	SM-35-4000-DC
17	Top Left Jet Bumper	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SG-23-850-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Bottom Left Jet Bumper	Special #2	Blu-Red	2J12-4	8P3-18	Q4	SG-23-850-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Top Right Jet Bumper	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	SG-23-850-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Bottom Right Jet Bumper	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	SG-23-850-DC
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Right Slingshot	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	SG-23-850-DC
		Sp. Switch #5	Orn-Grn	2J13-8	8P3-28	IC7	
22	Left Slingshot	Special #6	Blu-Blk	2J12-9	8P3-22	Q12	SG-23-850-DC
		Sp. Switch #6	Orn-Blu	2J13-5	8P3-29	IC7	
Flipper Circuits							
	Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-3		SFL-19-400 / 30-750-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-4		SFL-19-400 / 30-750-DC
	Left Flipper switch ²	Switch	Orn-Gry	2P12-2	7P1-9		

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 button switch on cabinet.

2. Flipper connections are from flipper button switch to flipper coil.

LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	1 Yel-Brn 2J5-8 Q63	2 Yel-Red 2J5-9 Q65	3 Yel-Orn 2J5-6 Q67	4 Yel-Blk 2J5-7 Q69	5 Yel-Grn 2J5-3 Q71	6 Yel-Blu 2J5-5 Q73	7 Yel-Vio 2J5-1 Q75	8 Yel-Gry 2J5-2 Q77
1 Red-Brn 2J7-1 Q47	Shoot Again (Playfield) 1	Top Power Target 9	4,000 Bonus 17	20,000 Bonus 25	Left Eject Hole Arrow 33	10,000 Firepower Bonus 41	Right Outlane Special 48	#1 Player Up 57
2 Red-Blk 2J7-2 Q49	Ball Saver Kicker On 2	Center Power Target 10	5,000 Bonus 18	1 Target Arrow 26	Right Eject Hole Arrow 34	30,000 Firepower Bonus 42	1 Can Play 50	#2 Player Up 58
3 Red-Orn 2J7-3 Q51	Fire (2 Lamps) 3	Bottom Power Target 11	6,000 Bonus 19	2 Target Arrow 27	Upper Right Eject Hole Arrow 35	50,000 Firepower Bonus 43	2 Can Play 51	#3 Player Up 59
4 Red-Yel 2J7-4 Q53	Power (2 Lamps) 4	Right Flipper Return Lane 12	7,000 Bonus 20	3 Target Arrow 28	2X 36	Top Left Jet Bumper 44	3 Can Play 52	#4 Player Up 60
5 Red-Grn 2J7-5 Q55	F 5	Left Flipper Return Lane 13	8,000 Bonus 21	4 Target Arrow 29	3X 37	Top Right Jet Bumper 45	4 Can Play 53	Tilt 61
6 Red-Blu 2J7-6 Q57	I 6	1,000 Bonus 14	9,000 Bonus 22	5 Target Arrow 30	4X 38	Bottom Right Jet Bumper 46	Match 54	Game Over 62
7 Red-Vio 2J7-9 Q61	R 7	2,000 Bonus 15	Not Used 23	6 Target Arrow 31	5X 39	Bottom Left Jet Bumper 47	Ball in Play 55	Shoot Again (Backbox) 63
8 Red-Gry 2J7-8 Q59	E 8	3,000 Bonus 16	10,000 Bonus 24	Spinner 1,000 32	Extra Ball When Lit 40	Left Outlane Special 48	Credits (Playfield) 56	High Score 64

SWITCH MATRIX

Column Row	White → Green							
	1 Grn-Brn 2J2-9 IC17	2 Grn-Red 2J2-8 IC17	3 Grn-Orn 2J2-7 IC17	4 Grn-Yel 2J2-6 IC17	5 Grn-Blk 2J2-5 IC18	6 Grn-Blu 2J2-3 IC18	7 Grn-Vio 2J2-2 IC18	8 Grn-Gry 2J2-1 IC18
1 Wht-Brn 2J3-9 IC15	Plumb Bob Tilt 1	Outhole 9	1 Target 17	Bottom Left Jet Bumper 25	I Rollover 33	Bottom "Power" Target 41	Center Middle Left Rebounce 49	Right Ball Trough (Eject) 57
2 Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	Left Outlane 10	2 Target 18	Top Left Jet Bumper 26	R Rollover 34	Right Slingshot 42	Lower Middle Left Rebounce 50	Center Ball Trough 58
3 Wht-Orn 2J3-7 IC15	Credit Button 3	Left Flipper Return Lane 11	3 Target 19	Top Right Jet Bumper 27	E Rollover 35	Right Flipper Return Lane 43	Left Ball Trough 51	Not Used 59
4 Wht-Yel 2J3-6 IC15	Right Coin Chute 4	Left Slingshot 12	Not Used 20	Bottom Right Jet Bumper 28	Upper Right Eject Hole 36	Right Outlane 44	Not Used 52	Not Used 60
5 Wht-Grn 2J3-5 IC16	Center Coin Chute 5	Left Eject Hole 13	4 Target 21	Top Center Target 29	Lower Top Right Rebounce 37	Right Flipper Lane Change 45	Left Eject Rollover 53	Not Used 61
6 Wht-Blu 2J3-4 IC16	Left Coin Chute 6	Upper Middle Rebounce 14	5 Target 22	Right Eject Hole 30	Middle Right Rebounce 38	Ball Shooter Lane 46	Not Used 54	Not Used 62
7 Wht-Vio 2J3-3 IC16	Slam Tilt 7	Spinner 15	6 Target 23	Upper Top Right Rebounce 31	Top "Power" Target 39	Playfield Tilt 47	Not Used 55	Not Used 63
8 Wht-Gry 2J3-1 IC16	High Score Reset 8	Top Left Rebounce 16	Not Used 24	F Rollover 32	Middle "Power" Target 40	Lower Right Rebounce 48	Not Used 56	Not Used 64