

Model # 480
FUSE LIST

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

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire Color ¹	Connections		Driver Transistor	Solenoid Part Number
				Driver Board	Playfield / Cabinet		
1	Left Reel	Controlled	Gry-Brn	2J11-4	8P3-1	Q15	B-29-1600-DC
2	Center Reel	Controlled	Gry-Red	2J11-5	8P3-2	Q17	B-29-1600-DC
3	Right Reel	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	B-29-1600-DC
4	Left Drop Target Reset	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	G-24-875-DC
5	Right Drop Target Reset	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	G-24-875-DC
6	Outhole	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	A-23-800-DC
7	Not Used	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	
8	Not Used	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	
9	10 Points Chime	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	B-29-1600-DC
10	100 Points Chime	Controlled	Brn-Red	2J9-7	8P3-10	Q33	B-29-1600-DC
11	1,000 Points Chime	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	B-29-1600-DC
12	10,000 Points Chime	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	B-29-1600-DC
13	Noice Drum	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	B1-26-800-DC
14	Credit Knocker	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	A2-23-750-DC
15	Buzzer	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	M-35-4000-DC
17	Left Jet Bumper	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	G-23-750-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Right Jet Bumper	Special #2	Blu-Red	2J12-4	8P3-18	Q4	G-23-750-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Right Slingshot	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	G-23-750-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Left Slingshot	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	G-23-750-DC
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Not Used	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	
		Sp. Switch #5	Orn-Grn	2J13-8	8P3-28	IC7	
22	Not Used	Special #6	Blu-Blk	2J12-9	8P3-22	Q12	
		Sp. Switch #6	Orn-Blu	2J13-5	8P3-29	IC7	
Flipper Circuits							
	Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-3		FL-20-300 / 33-1500-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-4		FL-20-300 / 33-1500-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.							

Williams
LUCKY SEVEN

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	Not Used 1	Not Used 9	Not Used 17	5,000 25	Spinner 33	6.000 Bonus 41	30.000 Bonus 48	#1 Player Up 57
2 Red-Blk 2J7-2 Q49	Not Used 2	Not Used 10	Not Used 18	10,000 26	Right Drop Target 34	9.000 Bonus 42	1 Can Play 50	#2 Player Up 58
3 Red-Orn 2J7-3 Q51	Not Used 3	Not Used 11	Not Used 19	20,000 27	Left Drop Target 35	12.000 Bonus 43	2 Can Play 51	#3 Player Up 59
4 Red-Yel 2J7-4 Q53	Not Used 4	Not Used 12	Not Used 20	30,000 28	Double Bonus 36	15.000 Bonus 44	3 Can Play 52	#4 Player Up 60
5 Red-Grn 2J7-5 Q55	Not Used 5	Not Used 13	Not Used 21	Light Double Bonus 29	Shoot Again (Playfield) 37	18.000 Bonus 45	4 Can Play 53	Tilt 61
6 Red-Blu 2J7-6 Q57	Not Used 6	Not Used 14	Not Used 22	Special 30	Not Used 38	21.000 Bonus 46	Match 54	Game Over 62
7 Red-Vio 2J7-9 Q61	Not Used 7	Not Used 15	Not Used 23	Extra Ball 31	Not Used 39	24.000 Bonus 47	Ball in Play 55	Shoot Again (Backbox) 63
8 Red-Gry 2J7-8 Q59	Not Used 8	Not Used 16	Not Used 24	Not Used 32	3.000 Bonus 40	27.000 Bonus 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	Top Advance Bonus Target 9	Both Drop Targets Down 17	Not Used 25	Left Jet Bumper 33	Right Clover 41	Not Used 49	Not Used 57
2 Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	Advance Bonus Rollover 10	Bottom Advance Bonus Target 18	Not Used 26	Right Jet Bumper 34	Not Used 42	Center Clover 50	Not Used 58
3 Wht-Orn 2J3-7 IC15	Credit Button 3	Left Reel Rollover 11	Left Outlane 19	Left Clover 27	Left Reel Target 35	Not Used 43	Not Used 51	Not Used 59
4 Wht-Yel 2J3-6 IC15	Left Coin Chute 4	Center Reel Rollover 12	Left Flipper Return Lane 20	Three Sevens 28	Right Slingshot 36	Not Used 44	Not Used 52	Not Used 60
5 Wht-Grn 2J3-5 IC16	Center Coin Chute 5	Right Reel Rollover 13	Right Flipper Return Lane 21	Three Horseshoes 29	Top Left Rebound 37	Not Used 45	Not Used 53	Not Used 61
6 Wht-Blu 2J3-4 IC16	Right Coin Chute 6	Spinner 14	Right Outlane 22	Three Diamond 30	Bottom Right Rebound 38	Not Used 46	Not Used 54	Not Used 62
7 Wht-Vio 2J3-3 IC16	Slam Tilt 7	Left Drop Target 15	Outhole 23	Playfield Tilt 31	Center Reel Target 39	Not Used 47	Not Used 55	Not Used 63
8 Wht-Gry 2J3-1 IC16	High Score Reset 8	Right Drop Target 16	Left Slingshot 24	Not Used 32	Right Reel Target 40	Not Used 48	Not Used 56	Not Used 64