

Model # 507

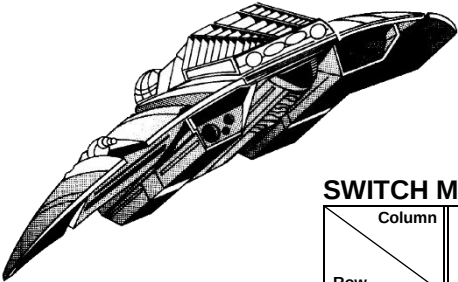
FUSE LIST

Power Supply Board D-8345			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, SB	Back Box		
F4	Flippers and Magnets	20A, 250V SB	BR1	Bridge Rectifier 18V	8A, 250V, SB
F5	5V & 12V Logic Power Input	7A, 250V, SB	BR2	Bridge Rectifier 34V	8A, 250V, SB
F6	5V & 12V Logic Power Input	7A, 250V, SB	Line Filter		
F7	General Illumination	20A, 250V	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	Top Eject Hole	Controlled	Gry-Brn	2J11-4	8P3-1	Q15	SG-23-850-DC
2	Bottom Right Eject Hole	Controlled	Gry-Red	2J11-5	8P3-2	Q17	SA3-23-850-DC
3	Bottom Left Eject Hole	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	SG-23-850-DC
4	Bottom Left Drop Target 3-Bank Reset	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	SA3-23-850-DC
5	Bottom Right Drop Target 3-Bank Reset	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	SA3-23-850-DC
6	Top Right Drop Target 3-Bank Reset	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	SA3-23-850-DC
7	Drop Target 4-Bank, Left Targets Reset	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	SA3-23-850-DC
8	Drop Target 4-Bank, Right Targets Reset	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	SA3-23-850-DC
9	SOLAR Gun Lamps	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	#89 Flash Lamps
10	Outhole	Controlled	Brn-Red	2J9-7	8P3-10	Q33	SA3-23-850-DC
11	General Illumination Relay	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	5580-09555-00 ³
12	Ball Release	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	SA3-23-850-DC
13	Backbox Flash Lamps	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	#89 Flash Lamps
14	Backbox Flash Lamps	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	#89 Flash Lamps
15	Credit Knocker	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	SA2-23-850-DC
16	Coin Lockout	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	SM-35-4000-DC
17	Left Slingshot	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SG1-23-850-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Right Slingshot	Special #2	Blu-Red	2J12-4	8P3-18	Q4	SG1-23-850-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	SOLAR Gun Magnet Relay	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	A-8592
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Left Magnet Relay	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	A-8592
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Right Magnet Relay	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	A-8592
		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							
	Lower Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-34		SFL-19-400 / 30-750-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Upper Right Flipper	Flipper	Blk-Yel	7P1-31	8P3-33		SFL-19-400 / 30-750-DC
	Lower Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-32		SFL-19-400 / 30-750-DC
	Left Flipper switch ²	Switch	Orn-Gry	2P12-2	7P1-9		
	Upper Left Flipper	Flipper	Blk-Blu	7P1-30	8P3-31		SFL-19-400 / 30-750-DC
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.							
3. Relay is mounted on Power Supply Board D-8345 in the backbox.							

Williams SOLAR FIRE



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 (Backbox) 1	Left Magnet "3" 9	Top Eject Hole Lock Arrow 17	Right Bull's-Eye Special 25	4-Bank 2X 33	I 41	"1" Bonus 49	Multi-Ball "4" Bonus 57
2 Red-Blk 2J7-2 Q49	Ball in Play 2	Right Magnet "1" 10	Bottom Right Eject Hole Lock Arrow 18	Right Ramp Mystery 26	4-Bank 3X 34	R 42	"2" Bonus 50	Multi-Ball "8" Bonus 58
3 Red-Orn 2J7-3 Q51	Tilt 3	Right Magnet "2" 11	Bottom Left Eject Hole Lock Arrow 19	Bottom Left 3-Bank 27	4-Bank "20" 35	E 43	"4" Bonus 51	Multi-Ball "16" Bonus 59
4 Red-Yel 2J7-4 Q53	Game Over 4	Right Magnet "3" 12	Ramp S 20	Bottom Right 3-Bank 28	4-Bank "40" 36	S 44	"8" Bonus 52	Multi-Ball "32" Bonus 60
5 Red-Grn 2J7-5 Q55	Match 5	Left Drain Shield 13	Ramp O 21	Top 3-Bank 29	4-Bank "60" 37	O 45	"16" Bonus 53	SOLAR Gun 3 Seconds 61
6 Red-Blu 2J7-6 Q57	High Score 6	Right Drain Shield 14	Ramp L 22	Horseshoe "25" 30	4-Bank "80" 38	L 46	"32" Bonus 54	SOLAR Gun 5 Seconds 62
7 Red-Vio 2J7-9 Q61	Left Magnet "1" 7	Shoot Again (Playfield) 15	Ramp A 23	Horseshoe "50" 31	4-Bank "100" 39	A 47	Multi-Ball "1" Bonus 55	SOLAR Gun 10 Seconds 63
8 Red-Gry 2J7-8 Q59	Left Magnet "2" 8	Not Used 16	Ramp R 24	Horseshoe Drain Shield 32	F 40	R 48	Multi-Ball "2" Bonus 56	Not Used 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	Left Magnet Button 9	Top Eject Hole 17	Right Bull's-Eye Target 25	Top 3-Bank Bottom Target 33	SOLAR Ramp Target 41	Not Used 49	Not Used 57
2 Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	Right Magnet Button 10	Bottom Right Eject Hole 18	Right Ramp Rollunder 26	Top 3-Bank Middle Target 34	SOLAR Gun 42	Not Used 50	Not Used 58
3 Wht-Orn 2J3-7 IC15	Credit Button 3	Left Slingshot 11	Bottom Left Eject Hole 19	Bottom Left 3-Bank Bottom Target 27	Top 3-Bank Top Target 35	Playfield Tilt 43	Not Used 51	Not Used 59
4 Wht-Yel 2J3-6 IC15	Right Coin Chute 4	Right Slingshot 12	Outhole 20	Bottom Left 3-Bank Middle Target 28	4-Bank "1" (Left) Target 36	Not Used 44	Not Used 52	Not Used 60
5 Wht-Grn 2J3-5 IC16	Center Coin Chute 5	Left Outlane 13	Right Ball Trough 21	Bottom Left 3-Bank Top Target 29	4-Bank "2" 37	Not Used 45	Not Used 53	Not Used 61
6 Wht-Blu 2J3-4 IC16	Left Coin Chute 6	Right Outlane 14	Center Ball Trough 22	Bottom Right 3-Bank Bottom Target 30	4-Bank "3" 38	Not Used 46	Not Used 54	Not Used 62
7 Wht-Vio 2J3-3 IC16	Slam Tilt 7	Left Flipper Return Lane 15	Left Ball Trough 23	Bottom Right 3-Bank Middle Target 31	4-Bank "4" (Right) Target 39	Not Used 47	Not Used 55	Not Used 63
8 Wht-Gry 2J3-1 IC16	High Score Reset 8	Right Flipper Return Lane 16	Ball Shooter Lane 24	Bottom Right 3-Bank Top Target 32	Horseshoe Rollover 40	Not Used 48	Not Used 56	Not Used 64