

Model # 490

FUSE LIST

Power Supply Board D-7999			Sound Board 1C-2001-137-4 (Type-1B)	
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	Not Used		Fuse Card	General Illumination 20A, 250V
F5	5V Logic Power	4A, 250V	BR1	Bridge Rectifier 18V 8A, 250V, SB
Line Filter			BR2	Bridge Rectifier 34V 8A, 250V, SB
Foreign	(220-230V)	4A, 250V, SB	Under Playfield	
Domestic	(110-120V)	8A, 250V, SB	F1	Flippers 10A, 250V, SB



Williams STELLAR WARS

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-23-900-DC
2	Left 3-Bank Drop Targets Reset	Controlled	Gry-Red	2J11-5	8P3-2	Q17	SA3-23-900-DC
3	Eject Hole	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	SG-23-900-DC
4	4-Bank, Left Drop Targets Reset	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	SA3-23-900-DC
5	4-Bank, Right Drop Targets Reset	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	SA3-23-900-DC
6	Right 3-Bank Drop Targets Reset	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	SA3-23-900-DC
7	Bottom Right Jet Bumper	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	SG-23-900-DC
8	Flash Lamps	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	#89 Flash Lamps
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	SA2-23-900-DC
15	Not Used	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	SM-35-4000-DC
17	Bottom Left Jet Bumper	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SG-23-900-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Left Slingshot	Special #2	Blu-Red	2J12-4	8P3-18	Q4	SG-23-900-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Top Left Jet Bumper	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	SG-23-900-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Top Right Jet Bumper	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	SG-23-900-DC
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Top Center Jet Bumper	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	SG-23-900-DC
		Sp. Switch #5	Orn-Grn	2J13-8	8P3-28	IC7	
22	Right Slingshot	Special #6	Blu-Blk	2J12-9	8P3-22	Q12	SG-23-900-DC
		Sp. Switch #6	Orn-Blu	2J13-5	8P3-29	IC7	
Flipper Circuits							
	Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-3		SFL-20-300 / 30-800-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-4		SFL-20-300 / 30-800-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	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	Fire Again 1	W 9	Outlane Specials (2) 17	W Rollover 25	Spinners (2) 33	2 Bonus 41	Not Used 48	#1 Player Up 57
2 Red-Blk 2J7-2 Q49	S 2	A 10	Bull's Eye Target Special 18	A Rollover 26	2X 34	3 Bonus 42	1 Can Play 50	#2 Player Up 58
3 Red-Orn 2J7-3 Q51	T 3	R 11	Eject Hole Extra Ball 19	R Rollover 27	3X 35	4 Bonus 43	2 Can Play 51	#3 Player Up 59
4 Red-Yel 2J7-4 Q53	E 4	S 12	Captive Ball 20	S Rollover 28	4X 36	5 Bonus 44	3 Can Play 52	#4 Player Up 60
5 Red-Grn 2J7-5 Q55	L 5	Eject Hole 2,000 13	1 21	Bottom Jet Bumpers (2) 29	5X 37	6 Bonus 45	4 Can Play 53	Tilt 61
6 Red-Blu 2J7-6 Q57	L 6	Eject Hole 5,000 14	2 22	Top Left Jet Bumper 30	10 Bonus 38	7 Bonus 46	Match 54	Game Over 62
7 Red-Vio 2J7-9 Q61	A 7	Eject Hole 10,000 15	3 23	Top Center Jet Bumper 31	20 Bonus 39	8 Bonus 47	Ball in Play 55	Shoot Again (Backbox) 63
8 Red-Gry 2J7-8 Q59	R 8	Not Used 16	4 24	Top Right Jet Bumper 32	1 Bonus 40	9 Bonus 48	Credits (Playfield) 56	High Score 64

SWITCH MATRIX

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