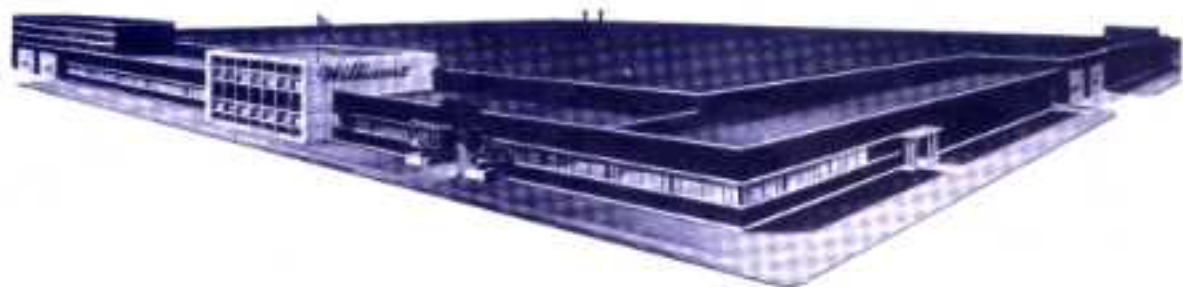


Instruction Manual

for

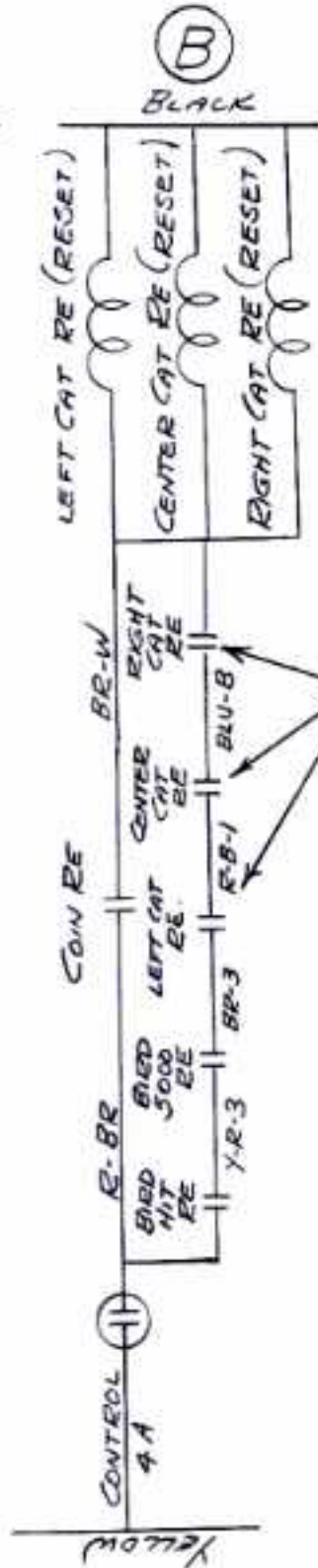
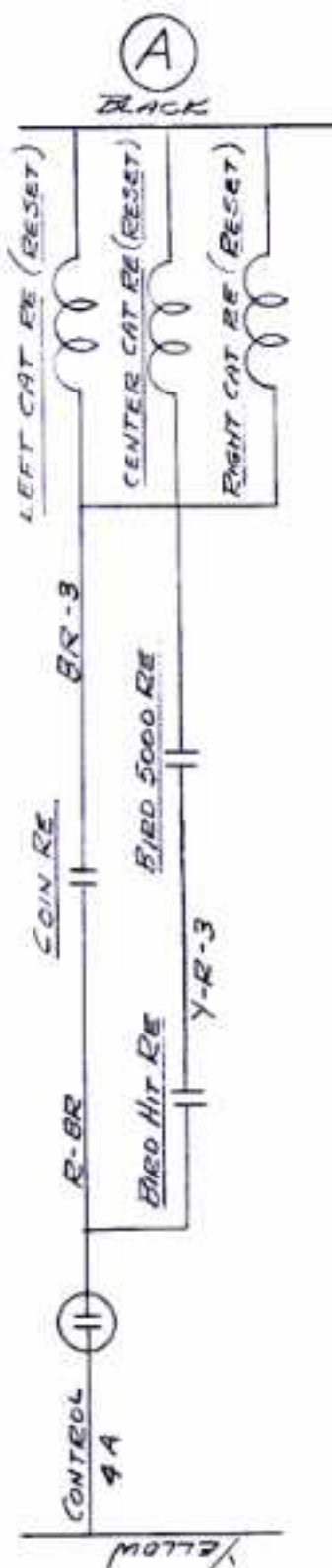
JUNGLE DRUMS GUN



Williams® ELECTRONICS, INC.
SUBSIDIARY OF THE SEEBURG CORPORATION

3401 N. California Ave.
Phone 267-2240

Chicago, Ill. 60618, U.S.A.
Cable Address: Wilcoin



NOTICE

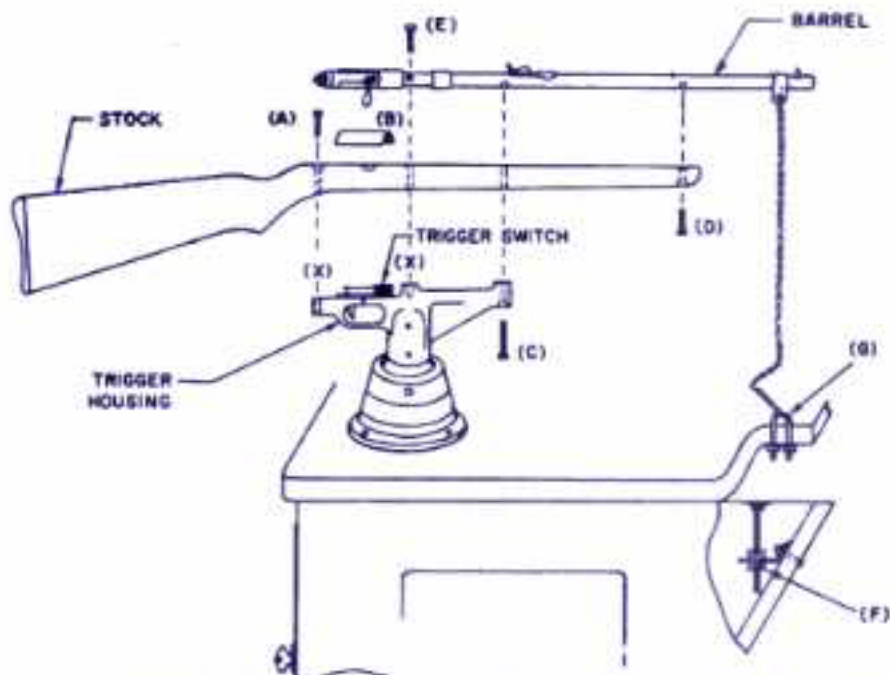
CIRCUIT (B) HAS BEEN REVISED.
CIRCUIT (A) IS ACTUAL CIRCUIT IN GAME.

THESE THREE SWITCHES HAVE BEEN ELIMINATED ON ALL GAMES. THEY ARE SHOWN AS SWITCHES 2A ON PAGES 13 AND 14.

EXPLANATION OF SWITCH 2A ON "BIRD 5000 RELAY" (PAGE 14) SHOULD READ: ENERGIZES RESET COILS ON (3) CAT RELAYS AT CONTROL MOTOR SWITCH 4A. (IN SERIES WITH SWITCH 1C ON "BIRD HIT RELAY").

WIRE COLORS OF SWITCH 1A ON COIN RELAY, (PAGE 19) SHOULD BE -BR- AND R-BR.

RIFLE ASSEMBLY INSTRUCTIONS

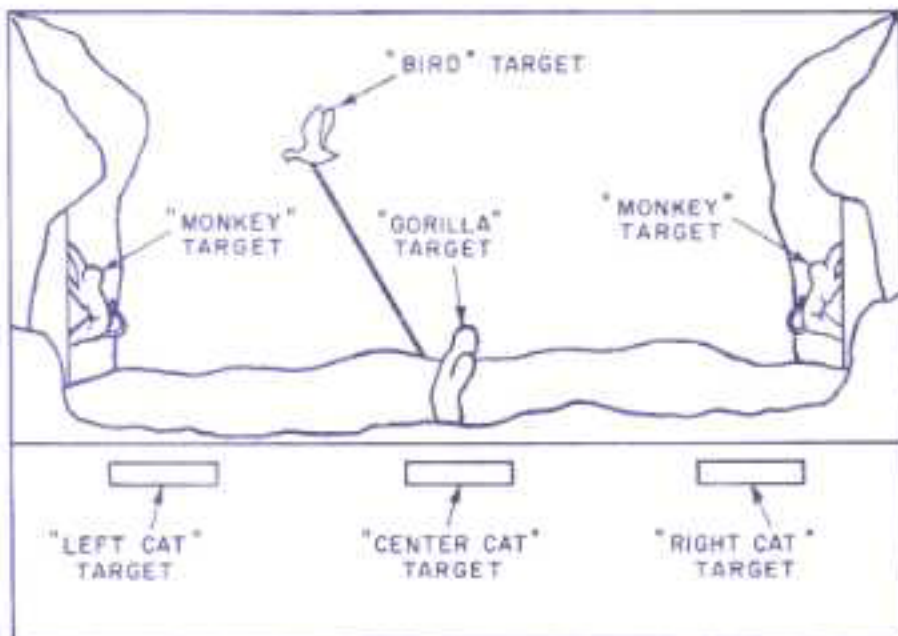


1. AFTER REMOVING RIFLE ASSEMBLY FROM CARTON, REMOVE PACKING FROM TRIGGER HOUSING. (2) CAP SCREWS ON TRIGGER HOUSING INDICATED AS (X) ARE TO BE REMOVED AND SAVED TO BE USED IN ASSEMBLY OF RIFLE AT LOCATION (A) AND (E).
2. PLACE STOCK OF RIFLE ON TRIGGER HOUSING, LINE UP HOLE AND TIGHTEN 1" SCREW (A).
3. PLACE PROTECTIVE FISHPAPER (B) OVER TRIGGER SWITCH, USING CAUTION NOT TO DISTURB SWITCH.
4. PLACE RIFLE BARREL ON STOCK AND TIGHTEN 1-1/2" SCREW (C). ALSO TIGHTEN SCREWS (D) & (E).
5. TO OPEN TOP PANEL, OPEN FRONT DOOR, REACH IN TO LOOSEN (2) BOTTOM WING NUTS (F), SLIDE CARRIAGE BOLTS FROM HOLDING BRACKETS AND RAISE TOP PANEL.
6. REMOVE (2) WASHERS AND NUTS FROM "U" BOLT (G), PLACE "U" BOLT THRU HOLES IN TOP PANEL, REPLACE WASHERS AND NUTS AND TIGHTEN.
7. CLOSE TOP PANEL MAKING SURE BRACKETS ARE BETWEEN WING NUTS AND TIGHTEN ALL WING NUTS.

NOTE:

ALLEN HEAD CAP SCREWS (C) AND (D) ARE PACKED IN CASH BOX ALONG WITH ALLEN HEAD WRENCH.

"JUNGLE DRUMS"-RIFLE ALIGNMENT



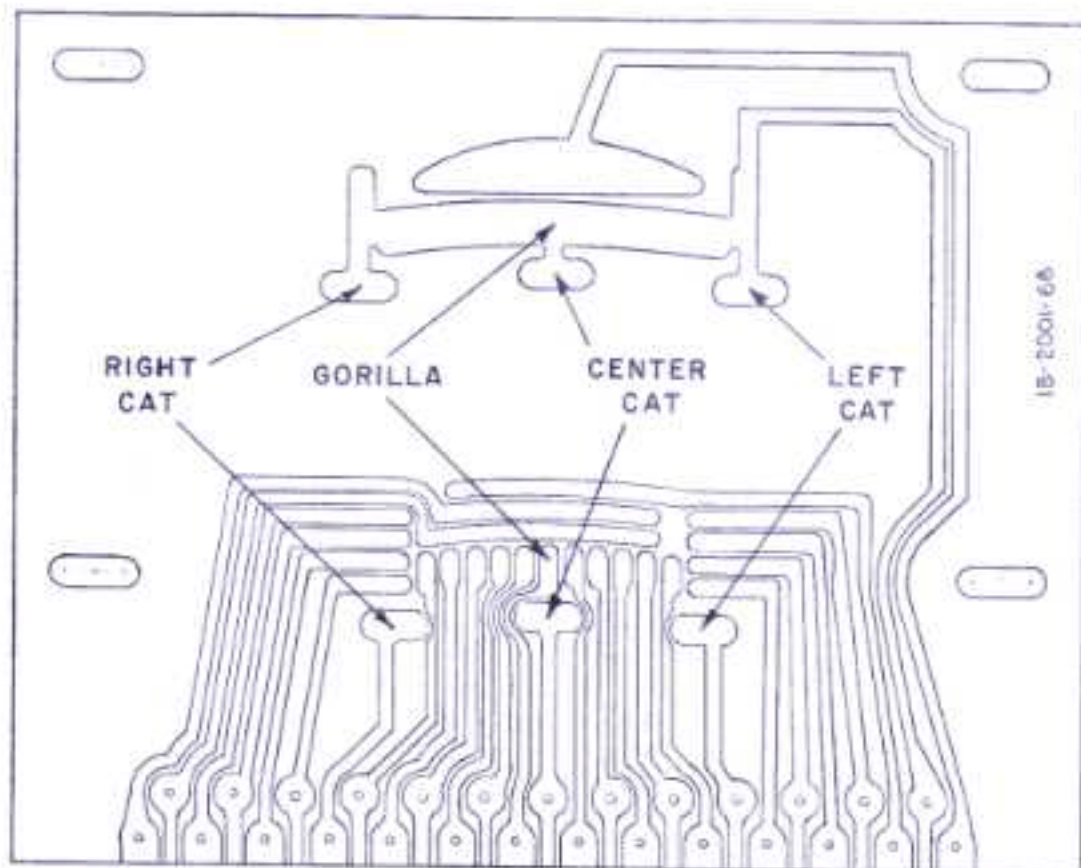
VIEW LOOKING INTO MIRROR

FOLLOWING STEPS SHOULD BE USED TO ALIGN RIFLE TO TARGETS:

1. NOTE THAT RIFLE CONTACT PLATE MAY BE MOVED FROM LEFT TO RIGHT, ALSO FROM FRONT TO REAR BY LOOSENING APPROPRIATE SCREWS.
2. SET MACHINE FOR SHOOTING CONDITION. THE THREE CAT TARGETS, LEFT, CENTER AND RIGHT WILL NOW BE VISIBLE.
3. SIGHT RIFLE SIGHTS UPON CENTER CAT TARGET AS CLOSE TO THE CENTER OF THE ENTIRE BODY OF THE ANIMAL AS POSSIBLE. ADJUST RIFLE CONTACT PLATE AS REQUIRED LEFT TO RIGHT OR FRONT TO REAR UNTIL STYLII ON RIFLE ARM ARE IN EXACT CENTER OF SEGMENTS ON CONTACT PLATE WHICH ARE DIRECTLY ASSOCIATED WITH THE CENTER CAT TARGET.
4. SIGHT RIFLE SIGHTS UPON LEFT CAT TARGET AS CLOSE TO THE CENTER OF THE ENTIRE BODY OF THE ANIMAL AS POSSIBLE. A SLIGHT SHIFT OR ADJUSTMENT OF RIFLE CONTACT PLATE MAY BE NECESSARY AS TO POSITION STYLII ON RIFLE ARM TO EXACT CENTER OF SEGMENTS ON CONTACT PLATE WHICH ARE DIRECTLY ASSOCIATED WITH THE LEFT CAT TARGET.
5. SIGHT RIFLE SIGHTS UPON RIGHT CAT TARGET AS CLOSE TO THE CENTER OF THE ENTIRE BODY OF THE ANIMAL AS POSSIBLE. NOTE POSITION OF STYLII ON RIFLE ARM ON SEGMENTS ON CONTACT PLATE WHICH ARE DIRECTLY ASSOCIATED WITH RIGHT CAT TARGET. A LITTLE OR MINOR ADJUSTMENT OF CONTACT PLATE MAY BE REQUIRED TO POSITION STYLII ON RIFLE ARM INTO POSITION.

6. A REPEAT SIGHTING OF RIFLE ON ALL THREE CAT TARGETS IS SUGGESTED AS A SLIGHT TOUCHING UP OF RIFLE CONTACT PLATE MAY BE REQUIRED FOR ACCURATE STYLII POSITIONING.
7. WITH MACHINE IN GAME OVER CONDITION, ROTATE GORILLA MOTOR CAREFULLY AS NOT TO DAMAGE GEARS. POSITION GORILLA IN CENTER OF TARGET AREA BY NOTING THAT THE STYLII OF GORILLA CONTACT PLATE ARE IN EXACT CENTER OF CENTER SEGMENT (7TH SEGMENT FROM EITHER END). SIGHT RIFLE UPON GORILLA AND CHECK POSITION OF RIFLE ARM STYLII. THE STYLII SHOULD BE IN EXACT CENTER OF SEGMENT (6TH SEGMENT FROM EITHER END) WHICH ARE DIRECTLY ASSOCIATED WITH GORILLA.
8. IN MOST CASES A SLIGHT TOUCH UP ON CONTACT PLATE MAY BE REQUIRED BY REPEATING ADJUSTMENTS ON TARGETS. TIGHTEN CONTACT PLATE SCREWS SECURELY AND LUBRICATE CONTACT PLATE WITH LUBRICANT SUPPLIED. CHECK AND OPERATE MACHINE FOR ACCURACY.

RIFLE CONTACT PLATE



TO REMOVE LOWER FRONT PANEL, THE TWO WOOD SCREWS TO THE LEFT AND RIGHT SIDES OF CASH BOX MUST BE REMOVED. TO REMOVE THESE SCREWS, IT IS ADVISABLE TO OPEN THE TOP LID (ON WHICH THE RIFLE IS MOUNTED).

SOUND UNIT

THE SOUND UNIT IS LOCATED IN CASH BOX COMPARTMENT. THE MASTER VOLUME CONTROL AND TONE CONTROL ARE LOCATED ON THE AMPLIFIER MODULE (UA 30A). THE VOLUME CONTROL REGULATES THE OVERALL LOUDNESS OF EACH SOUND. THE TONE CONTROL REGULATES THE TONE DESIRED. HOWEVER EACH SOUND MODULE, MONKEY CHATTER, DRUMS, BIRD SQUEAL, RIFLE SHOT, AND GORILLA GROWL HAVE THEIR OWN VOLUME CONTROLS AS TO OBTAIN THE DESIRED LOUDNESS OF EACH INDIVIDUAL SOUND. THEY ALSO HAVE A CONTROL WHICH THE CHARACTERISTICS OF THE SOUND MAY BE CHANGED TO FIT THE LOCATIONS DESIRE. EXAMPLE: (THE FREQUENCY OF THE DRUM BEAT MAY BE VARIED WITH THE CONTROL). THE RIFLE SHOT MAY BE VARIED ETC. THE SPEAKER IS LOCATED IN THE COMPARTMENT BELOW CASH BOX.

THE POWER TRANSFORMER

IS LOCATED ON BACK DOOR. IF GAME IS ON LOCATION WITH EXTREMELY LOW LINE VOLTAGE, REMOVE FUSE FROM "50 VOLTS" POSITION ON FUSE BLOCK AND INSERT INTO "50 VOLTS LOW LINE" POSITION. THIS WILL INCREASE VOLTAGE APPROXIMATELY 5 VOLTS.

<u>NOTICE</u>
IF LINE VOLTAGE IS LOW
REMOVE 10 AMP FUSE FROM NORMAL LINE VOLTAGE FUSE RECEPTICLE. AND INSERT IT INTO LOW LINE VOLTAGE FUSE RECEPTICLE
DO NOT PLACE FUSE IN BOTH FUSE RECEPTICLES

JUNGLE DRUMS SOUND UNIT 20 A 9031
WE1010

UA30A

GM142

GM138

GM140

GM139

GM143

FUSE - $\frac{3}{4}$ AMP SLO-BLO



WARRANTY

THE MOTORS IN ALL NEW WILLIAMS PRODUCTS ARE UN-CONDITIONALLY GUARANTEED FOR 6 MONTHS FROM DATE OF PURCHASE.

ANY DEFECTIVE MOTORS RETURNED DURING THE WARRANTY PERIOD WILL BE REPLACED FREE OF CHARGE BY YOUR WILLIAMS DISTRIBUTOR.

IMPORTANT NOTICE

WHEN ORDERING PARTS ALWAYS SPECIFY NAME OF UNIT, GAME AND SERIAL NUMBER, IN ADDITION TO A CLEAR DESCRIPTION OF THE PART AND PART NUMBER IF POSSIBLE.

UNIT PARTS LIST

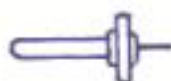
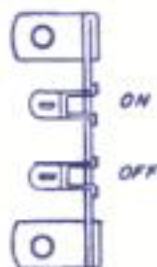
UNIT NAME	CONTACT DISC	WIPER ASSEMBLY	RATCHET GEAR ASSEMBLY	MOTORS
CREDIT	-----	-----	A-6400	SEE COIL LIST
SHOT COUNTER	C-6417	B-7461-1	A-6402-35	
10 POINT	-----	-----	3C-7272	
100 POINT	-----	-----	3C-7272	
1000 POINT	-----	-----	3C-7272	
10,000 POINT	A-7195	A-6294	3C-7272	
ALTERNATOR	-----	-----	3C-7272	

"JUNGLE DRUMS" COIL CHART

NUMMER	DESCRIPTION	LOCATION
<u>MOTORS & TRANSFORMERS</u>		
14 A-7829	CONTROL MOTOR - 50/60 CYCLE	BACK DOOR
14 A-7880	GORILLA MOTOR - 50/60 CYCLE	TARGET
14 A-7885 A	LEFT MONKEY MOTOR - 50/60 CYCLE	TARGET
14 A-7885 B	RIGHT MONKEY MOTOR - 50/60 CYCLE	TARGET
14 A-7886	BIRD HORIZONTAL MOTOR - 50/60 CYCLE	TARGET
14 A-7887	BIRD VERTICAL MOTOR - 50/60 CYCLE	TARGET
15 A-6775	TRANSFORMER - 60 CYCLE	BACK DOOR
15 A-6776	TRANSFORMER - 50 CYCLE	BACK DOOR
<u>SOLENOID COILS</u>		
A 25-1000	CREDIT UNIT STEP UP	INSERT
	SHOT UNIT STEP UP	TARGET
A2-26-1100	KNOCKER	CABINET
B 27-1100	CREDIT UNIT RESET	INSERT
	SHOT UNIT RESET	TARGET
B 28-1450	SCORE DRUM UNITS ... (4 req'd.)	INSERT
	ALTERNATOR	BACK DOOR
<u>RELAYS</u>		
M 31-1500	SCORE RESET	INSERT
	10 POINT	INSERT
	100 POINT	INSERT
	1,000 POINT	INSERT
	10,000 POINT	INSERT
M 31-1600	10¢	BACK DOOR
	25¢	BACK DOOR
	COIN	BACK DOOR
	START	BACK DOOR
	LEFT CAT (RESET)	BACK DOOR
	LEFT CAT (TRIP)	BACK DOOR
	CENTER CAT (RESET)	BACK DOOR
	CENTER CAT (TRIP)	BACK DOOR
	RIGHT CAT (RESET)	BACK DOOR
	RIGHT CAT (TRIP)	BACK DOOR
	GORILLA HIT	BACK DOOR
	300	BACK DOOR
	GAME OVER	BACK DOOR
	MONKEY HIT	BACK DOOR
	LEFT CAT HIT	BACK DOOR
	CENTER CAT HIT	BACK DOOR
	RIGHT CAT HIT	BACK DOOR
	BIRD HIT	BACK DOOR
	TRIGGER	BACK DOOR
	CUTOFF	BACK DOOR
M 32-2300	LOCK	BACK DOOR
	BIRD 500	BACK DOOR
	BIRD 5,000	BACK DOOR
	EXTRA SHOTS	BACK DOOR
	LEFT MONKEY RETURN	BACK DOOR
	RIGHT MONKEY RETURN	BACK DOOR
M1-32-2300	COIN LOCKOUT	FRONT DOOR
XM 29-1100	METER	CABINET

ADJUSTMENTS ON BACKDOOR

Motor Service Jack

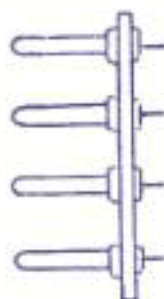
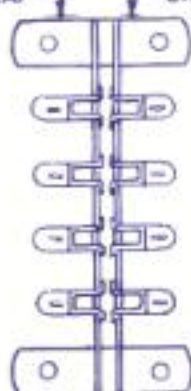


INSERT PHONE TIP IN "OFF" POSITION - CAMS CAN BE TURNED BY HAND TO CHECK ADJUSTMENT OF SWITCHES.

REPLAY-EXTRA SHOTS ADJ.

LOCATED ON INSERT

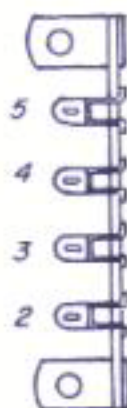
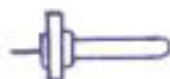
REPLAY EXTRA SHOTS



IN "REPLAY" POSITION, HI-SCORE AWARDS REPLAY.
IN "EXTRA SHOTS" POSITION, HI-SCORE AWARDS 10 EXTRA SHOTS. (SEE "HI-SCORE" ADJ.)

25¢ Adjustment

PROVIDES 2, 3, 4 OR 5 PLAYS FOR 25¢



10¢ Adjustment

PROVIDES 1 OR 2 PLAYS FOR 1 COIN



1-PLAY
2-PLAYS



HI-SCORE ADJUSTMENT

LOCATED ON INSERT



40,000
50,000
60,000
70,000



MASTER ON-OFF SW.

(Located under front of Cabinet)



CONTROLS POWER TO TRANSFORMER

INSERT PHONE TIP INTO DESIRED POSITION TO SCORE REPLAY OR 10 EXTRA SHOTS. (SEE "REPLAY-EXTRA SHOTS" ADJUSTMENT.)

SERVICEMAN TO REMOVE BACKGLASS:

- WITH BACK DOOR OPENED, PULL BACK ON BRACKETS AT INSIDE TOP OF LITE BOX.**
- FROM THE FRONT OF GAME, LIFT GLASS UP AND OUT.**

MASTER SWITCH (ON-OFF) IS LOCATED UNDERNEATH FRONT PART OF CABINET.

INSTRUCTIONS FOR ALTERING COIN CHUTES EQUIPPED WITH A FLIP-OVER DEVICE.

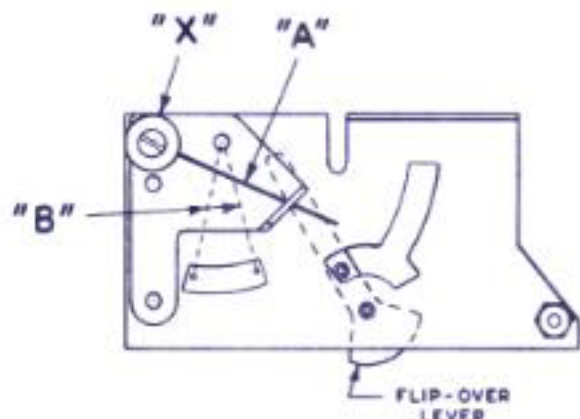
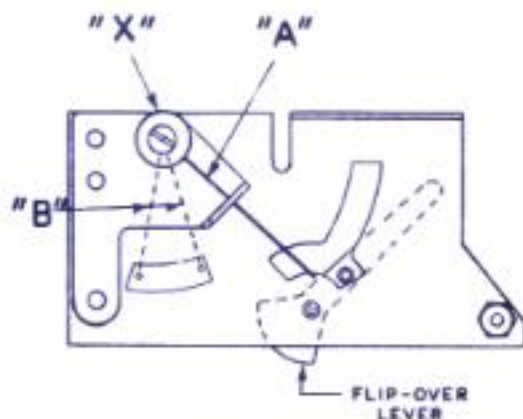
FOR 1 COIN - FOR 1 PLAY

OR

2 COINS - FOR 1 PLAY

FIGURE 1

FIGURE 2



1 COIN - FOR 1 PLAY (FIGURE 1):

Wire form "A" should be in position as shown in Figure 1. Flip-over lever should rebound from wire form "A" and return to position shown in Figure 1 everytime a coin is inserted. All coins pass over the coin trip switch wire "B".

2 COINS - FOR 1 PLAY (FIGURE 2):

Wire form "A" should be in position as shown in Figure 2 (see note). Flip-over lever should alternate from side to side. 1st coin should go to cash box without actuating coin trip switch wire "B", 2nd coin should pass the coin trip switch wire "B" and returns flip-over to position as shown in Figure 2.

NOTE:

To change from 1 coin play to 2 coin play or vice versa - loosen screw "X" and move screw, bushing & wire form "A" to position as required - shown in Figure 1 position as required - shown in Figure 1 or Figure 2.

When using 1 coin for 1 play, wire form "A" should not under any circumstances be allowed to enter the "Banana" slot and cause binding of flip-over lever.

1. GENERAL

NEVER EXPERIMENT with any of the mechanism. Locate any trouble with the aid of Wiring Diagrams or Operating & Servicing Information supplied with the machine, then check for proper adjustment of the units involved before making any changes. Improper adjustment or make-shift repair will only cause serious damage to other parts of the machine or repeated failure of the part.

NOTE: Always look for a possible loose wire, bad connection at a plug and socket, broken or unhooked springs on step-up units, relays, etc., before adjustments are made or wires reconnected.

2. FUSES

IMPORTANT: Never replace fuses with any rating other than specified on the fuse block; this block is located adjacent to the transformer.

3. LUBRICATION

Over-lubrication causes far more trouble in coin operated equipment than under-lubrication. Practically all cases of poor contact on switches and wiper discs are due to oil or grease, or oil vapor, which forms a film or residue on the contacts and will not allow current to pass through. Excess lubricant may also seep into clutches causing them to slip.

IMPORTANT: NEVER USE VASELINE FOR LUBRICATION OF ANY PART OF THE MACHINE. Vaseline is not a true lubricant. It leaves a dirty and gummy residue and it becomes very thick when cold. A special Coin Machine Lubricant is supplied with each machine.

STEP-UP Levers, Ratchets, Cams, Shafts and other sliding or oscillating parts should be very lightly greased with special Coin Machine Lubricant (supplied with machine) not oftener than every six months. The bakelite discs (biscuits) on the Motor Units and Step-up Units will require lubrication with the special Coin Machine Lubricant only after the grease is completely evaporated (3 to 12 months, depending on climate) or when the film of grease becomes dirty. In either event, clean the parts thoroughly with a solvent, then apply an extremely thin coat of the special grease.

Solenoid Plungers should not have a lubricant of any kind. Should there be a sluggish tendency or if plungers are sticking, the parts should be cleaned with a solvent and flaked graphite applied on reassembly.

SWITCH ADJUSTMENT

BEFORE ADJUSTING SWITCHES, MAKE CERTAIN THE SCREWS HOLDING THE SWITCH STACKS ARE DOWN TIGHTLY. BAKELITE SPACERS IN THE SWITCH STACKS, DUE TO EXCESSIVE MOISTURE, HAVE OCCASIONALLY SHRUNK BY DRYING OUT, CAUSING POOR ADJUSTMENT.

SHOTS UNIT DISC

THIS UNIT RESETS TO ZERO WHEN COIN RELAY IS ENERGIZED, AT CONTROL MOTOR CAM-2.

IT ADVANCES ONE STEP EACH TIME THE TRIGGER RELAY IS ENERGIZED.

Illustration of SHOTS UNIT DISC, with
wiper in ZERO position

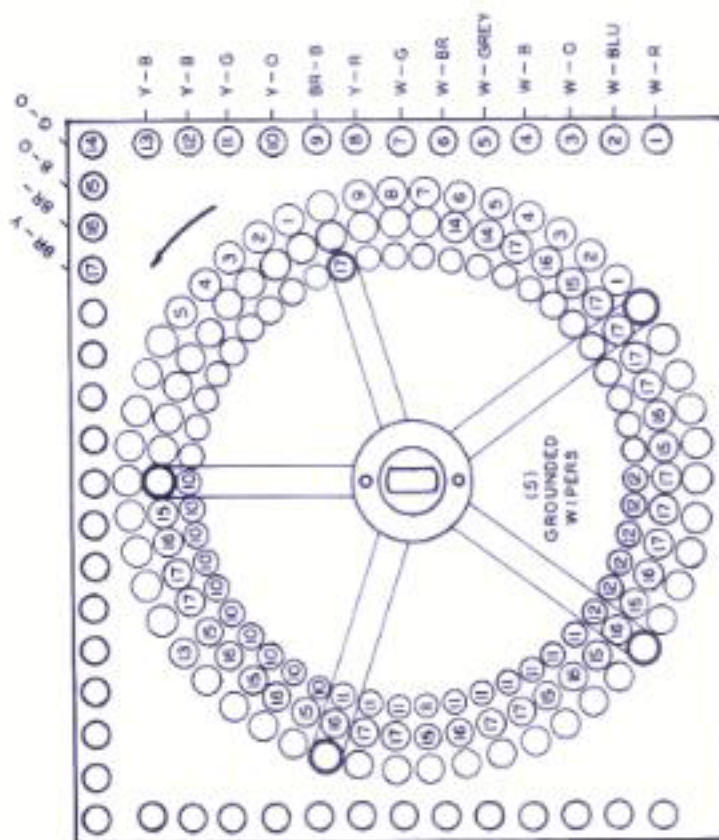


DIAGRAM
LOCATION

ENERGIZES GAME OVER RELAY THROUGH
SWITCH D ON EXTRA SHOTS RELAY.

SHOTS FIRED LITTS	
NO. 30	NO. 1
NO. 20	NO. 2
NO. 10	NO. 3
NO. 9	NO. 4
NO. 8	NO. 5
NO. 7	NO. 6
NO. 6	NO. 7
NO. 5	NO. 8
NO. 4	NO. 9
NO. 3	NO. 10
NO. 2	NO. 20
NO. 1	NO. 30

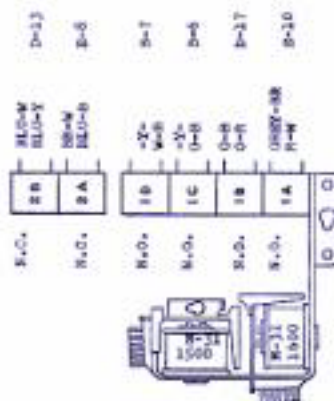
TO "BIRD SCORES 500" LITTS.
ENERGIZES "BIRD SCORES 500" RELAY.
ENERGIZES "GAME-OVER RELAY" TO
"MORE PLAYS" NO. 15TH RELAY.



A.C. RELAYS & SWITCHES LOCATED ON MECHANISM PANEL

RIGHT CAT RELAY (INTERLOCK)

TRIP COIL IS ENERGIZED BY SWITCH 1D ON RIGHT CAT HIT RELAY.
LATCH ON TRIP COIL IS ENERGIZED BY COMMON MOTOR CAN SWITCH 1A, TRIP & STOP CIRCUIT STARTERS AT SWITCH 1C ON RIGHT HIT RELAY.



ENERGIZES "RING SCORE" RELAY, TRIP SWITCH ON LEFT AND CENTER CAT RELAYS.

ENERGIZES RESET COILS ON (1) CAT RELAYS AT CONTROL ROOM SWITCH 1A. (IN SERIES WITH SWITCH 1C ON RING HIT RELAY).

TO RIGHT CAT LITE.

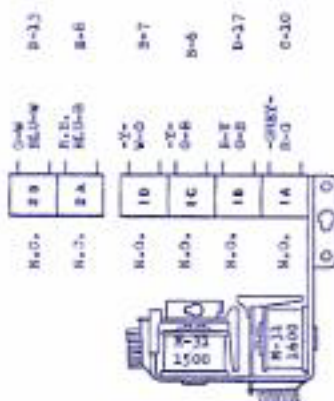
TO "GATS SCORE 30" LITE.

IN SERIES WITH SWITCH 1D ON RIGHT CAT HIT RELAY.

IS CIRCUIT TO RIGHT CAT HIT RELAY, TRIP RING RELAY.

CENTER CAT RELAY (INTERLOCK)

TRIP COIL IS ENERGIZED BY SWITCH 1D ON CENTER CAT HIT RELAY.
LATCH ON TRIP COIL IS IN PARALLEL WITH RESET COIL ON RIGHT CAT RELAY.



IN SERIES WITH SWITCH 2B ON RIGHT CAT RELAY.

IN SERIES WITH SWITCH 2A ON "RIGHT CAT" RELAY.

TO CENTER CAT LITE.

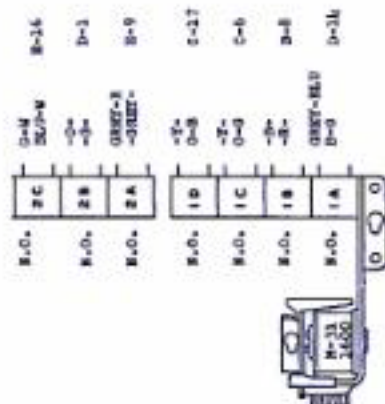
TO "GATS SCORE 30" LITE.

IN SERIES WITH SWITCH 1D ON CENTER CAT HIT RELAY.

IS CIRCUIT TO CENTER CAT HIT RELAY, TRIP RING RELAY.

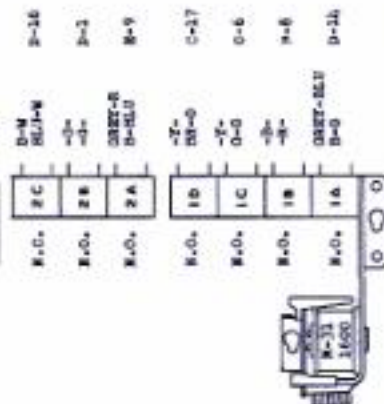
CENTER CAT HIT RELAY

IS ENERGIZED BY TRIGGER RELAY, THRU RIFLE DISC AND SWITCH OF CENTER CAT RELAY.



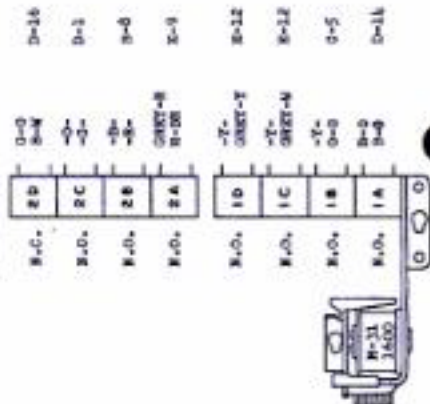
LEFT CAT HIT RELAY

IS ENERGIZED BY TRIGGER RELAY, THRU RIFLE DISC AND SWITCH OF LEFT CAT RELAY.



MONKEY HIT RELAY

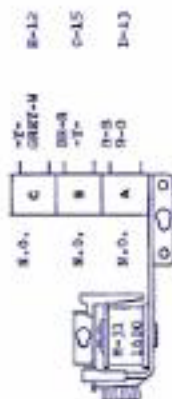
IS ENERGIZED BY TRIGGER RELAY, THRU RIFLE DISC AND LEFT OR RIGHT MONKEY DISC.



IS ENERGIZED WITH SWITCH 20 ON RIFLE CAT HIT RELAY.</

RIGHT MONKEY RETURN RELAY

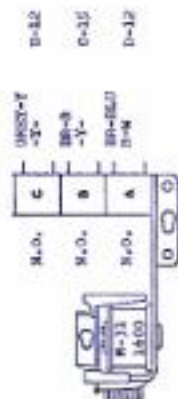
IS ENERGIZED BY END-UP-TRIPG. SWITCH AT
TOP OF RIGHT MONKEY UNIT.



FROM RIGHT MONKEY ROTOR.
OPERATING 300 RELAY.
HOLD CIRCUIT TO THIS RELAY, THRU RIGHT MONKEY ROTARY
SWITCH.

LEFT MONKEY RETURN RELAY

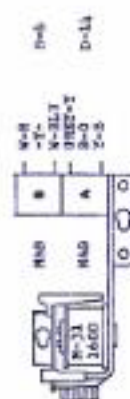
IS ENERGIZED BY END-UP-TRIPG. SWITCH AT
TOP OF LEFT MONKEY UNIT.



FROM LEFT MONKEY ROTOR.
OPERATING 300 RELAY.
HOLD CIRCUIT TO THIS RELAY, THRU LEFT MONKEY ROTARY
SWITCH.

300 RELAY

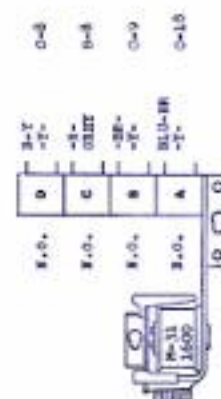
IS ENERGIZED BY LEFT OR RIGHT MONKEY
RETURN RELAY.



OPENS FROM "MONKEY STORED 300" LITE AND CLOSURE TO "MONKEY
STORED 3000" LITE.
IN SERIES WITH SWITCH 1A ON MONKEY III RELAY.

TRIGGER RELAY

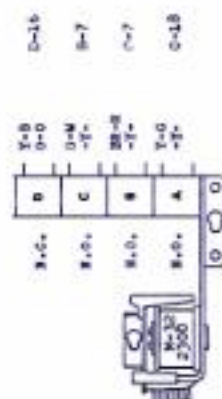
IS ENERGIZED BY TRIGGER SWITCH, THRU
SWITCH ON CYPRESS RELAY.



ENERGIZES SHOT UNIT S.O. COIL.
IN SERIES WITH SWITCH 1A ON MONKEY III RELAY.
IN SERIES WITH SWITCH 1A ON CYPRESS RELAY.
IN SERIES WITH SWITCH 1A ON MONKEY III RELAY.

EXTRA SHOTS RELAY

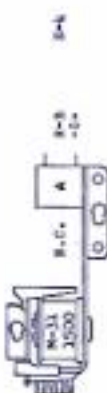
IS ENERGIZED BY 10,000 POINT RELAY, THRU
"EXTRA SHOTS ADJUSTMENT JACK" AND 10,000
POINT DOWN UNIT DISC.



IN SERIES WITH SWITCH 2D ON MONKEY III RELAY, FROM SHOT
UNIT DISC.
TO "EXTRA SHOTS" LITE, THRU DISPLAY-EXTRA SHOTS ADJUSTMENT.
FOLLOWS CREDIT UNIT S.O. THRU "DISPLAY-EX. SHOTS" ADJUST-
MENT.
HOLD CIRCUIT TO THIS RELAY, THRU "DISPLAY-EX. SHOTS" AD-
JUSTMENT.

GAME OVER RELAY

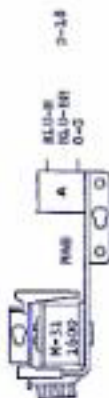
IS ENERGIZED BY WIRE PIERCE OF 25TH POSITION OF SCORE UNIT, 19000 SWITCH D ON EXTRA START RELAY AND SWITCHING OF MONKEY HIT, GUN HIT, AND (3) CAP HIT RELAYS. IT IS ALSO ENERGIZED BY SLAM RELEASE SWITCH.



IN STARTING WIRE SWITCH 2A ON LOCK RELAY.

CUTOFF RELAY

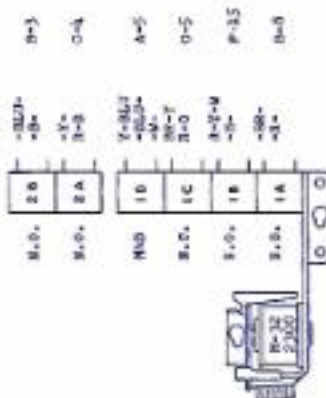
IS ENERGIZED BY 1400 UNIT END-OF-STOPPER SWITCH. CUTOFF RELAY WILL REMAIN ENERGIZED AS LONG AS TRIPPER SWITCH IS HELD CLOSED, PERMIT OPENING CIRCUIT TO TRIGGER RELAY.



OPENS IN CIRCUIT TO TRIGGER RELAY AND CLOSURE TO CUTOFF RELAY.

LOCK RELAY

IS ENERGIZED BY CONTROL MOTOR CUM SWITCH 2B BY COIN RELAY, TRIP GAME-OVER RELAY.



TO 115 VOLT OUTLET FOR 22000.

IN HOLD CIRCUIT TO TRIP RELAY.

OPENS IN CIRCUIT TO GAME-OVER AND SHOOT AGAIN LIGHTS, AND CLOSURE TO ANIMAL SCORE LIGHTS.

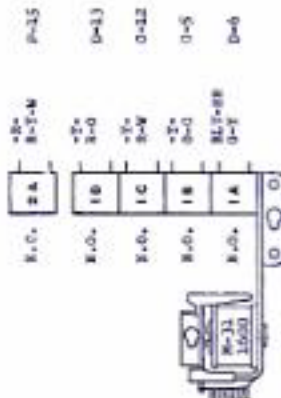
IN CIRCUIT TO COIN RELAY, TRIP CREDIT BUTTON SWITCH.

OPENS CIRCUITS TO TRIGGER RELAY, HEAD MOTORS AND CORRELLA MOTORS.

IN SOUND SYSTEM---22000 SOUND.

START RELAY

IS ENERGIZED BY COIN RELAY (SWITCH 1D).



IN STARTING WIRE SWITCH 1D ON LOCK RELAY.

ENERGIZES RIGHT MONKEY RETURN RELAY.

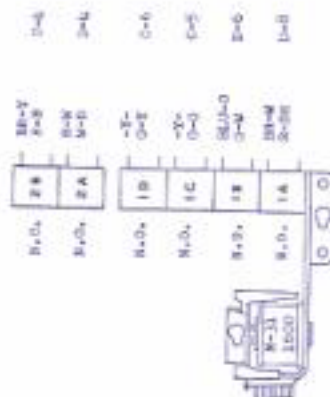
ENERGIZES LEFT MONKEY RETURN RELAY.

HEAD CONTROL MOTOR.

IN HOLD CIRCUIT TO THIS RELAY.

COIN RELAY

IS ENERGIZED BY COIN SWITCH.
ALSO BY CREDIT BUTTON SWITCH, WHEN CREDIT
UNIT ZERO SWITCH.



ENERGIZED LOCK RELAY AT CONTROL MOTOR CAR SWITCH 28.
IS HOLD CIRCUIT TO THIS RELAY.

ENERGIZED START RELAY.

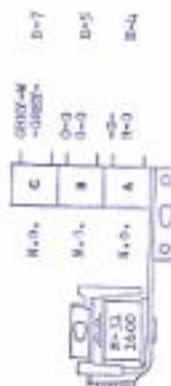
WIRE CONTROL MOTOR.

ENERGIZED CREDIT UNIT ZERO SWITCH COIL, WHEN CREDIT MOTOR
SWITCH 1A.

ENERGIZED ZERO COIL ON LEFT, CREDIT AND RIGHT CAT RELAYS.

25¢ RELAY

IS ENERGIZED BY 25¢ COIN SWITCH.



PLACES CREDIT UNIT 25¢, THIS ENERGIZES CAR SWITCH A.

WIRE CONTROL MOTOR.

IN HOLD CIRCUIT TO THIS RELAY.

10¢ RELAY

IS ENERGIZED BY 10¢ COIN SWITCH. IF LOW
ADJUSTMENT JACK IS PLACED INTO "2 PLAYS"
POSITION.



PLACES CREDIT UNIT 10¢, THIS CONTROL MOTOR ENERGIZES CAR
SWITCH A.

WIRE CONTROL MOTOR.

IS HOLD CIRCUIT TO THIS RELAY.

SCORE RESET RELAY

IS PLACED BY IMPULSER CAR SWITCH C, WHEN
SWITCH 1A OR START RELAY AND ZERO SWITCHES
ON SCORE DRAW UNITS.



PLACES 10,000 POINT DRAW UNIT TO ZERO.

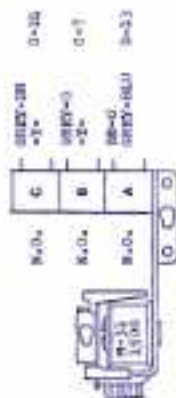
PLACES 1000 POINT DRAW UNIT TO ZERO.

PLACES 100 POINT DRAW UNIT TO ZERO.

PLACES 10 POINT DRAW UNIT TO ZERO.

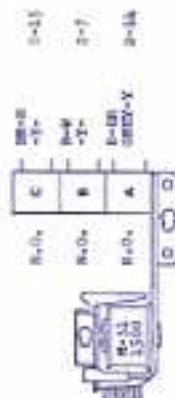
10 POINT RELAY

IS FILLED BY INFLUENCE SWITCH B, THEN
LARGE FLY WHEEL RELAY OR POINT UNIT RELAY
OR POSITION UNIT RELAY OR SWITCH 10 OR
RIDE RELAY.



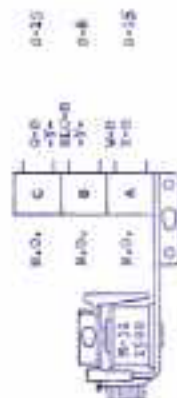
100 POINT RELAY

IS FILLED BY INFLUENCE SWITCH B AND
1. RIDE RELAY, THEN SWITCH 4
OR 300 RELAY.
2. SWITCH 20 OR RIDE RELAY.
THIRD SWITCH 20 OR RIDE 5000 RELAY AND
SWITCH 8 OR RIDE 500 RELAY.



1,000 POINT RELAY

IS ENERGIZED BY GUNILLA HIT RELAY,
ALSO BY RIDE RELAY, THEN SWITCH 4
OR 500 RELAY.



10,000 POINT RELAY

IS FILLED BY 1,000 POINT RELAY, THEN
4TH POSITION SWITCH OR 1,000 POINT UNIT
UNIT.



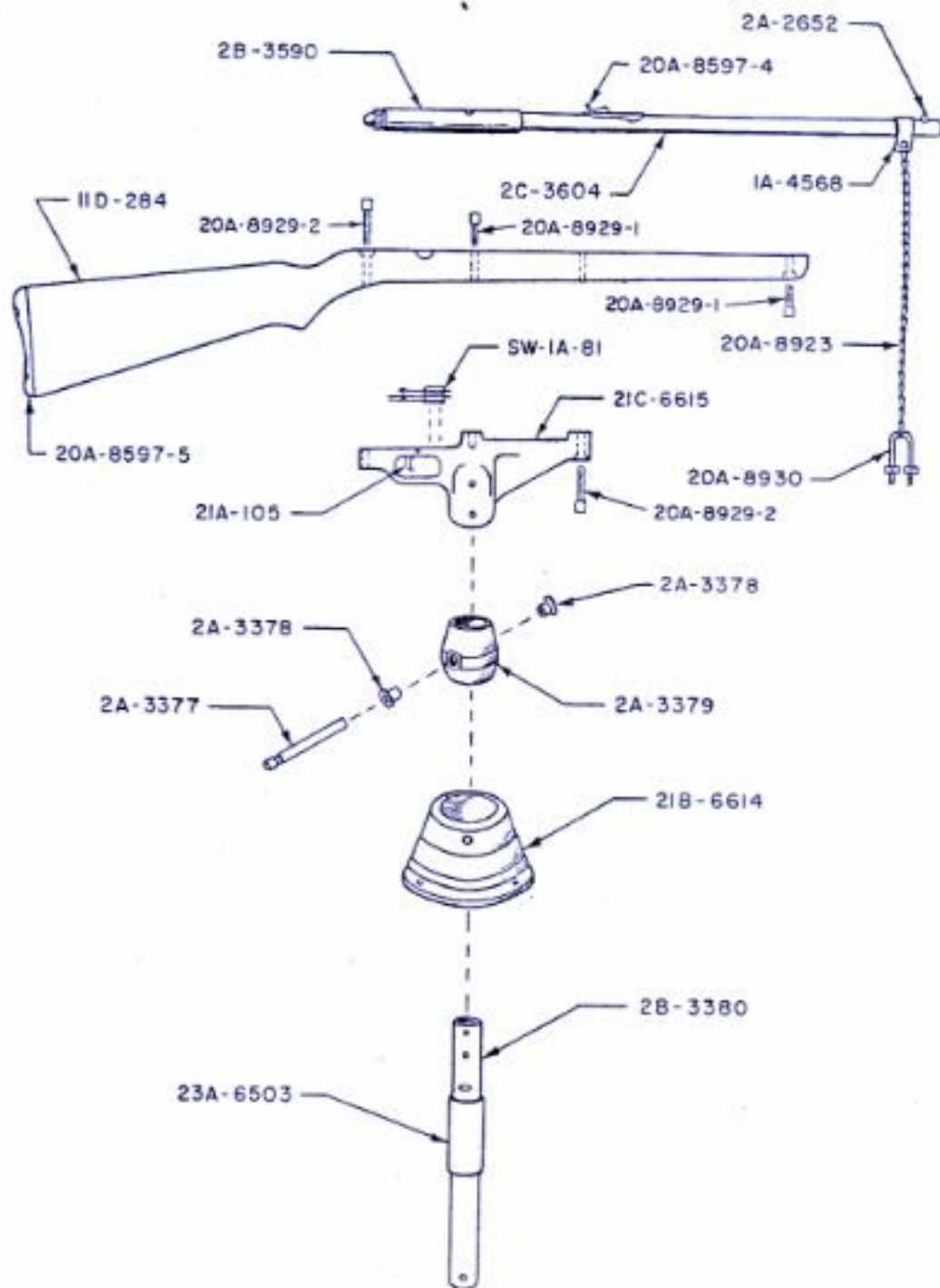
FILLES 100 POINT RELAY, THEN 4TH POSITION SWITCH OR 10
POINT UNIT UNIT.
FILLES 10 POINT UNIT UNIT.
IS HOLD CIRCUIT TO 5000 RELAY.

FILLES 1000 POINT RELAY, THEN 4TH POSITION SWITCH OR
100 POINT UNIT UNIT.
FILLES 100 POINT UNIT UNIT.
IS HOLD CIRCUIT TO 5000 RELAY.

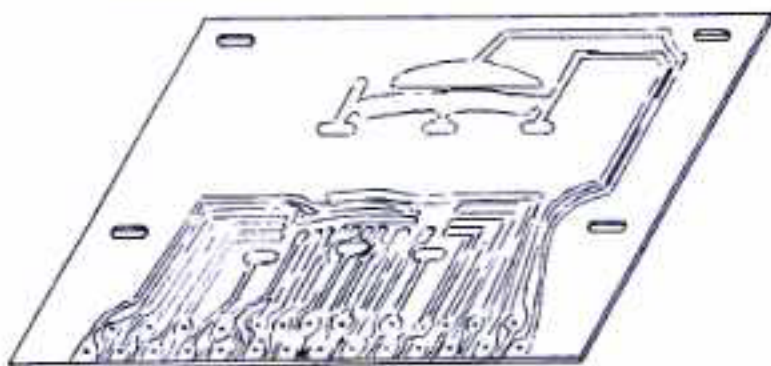
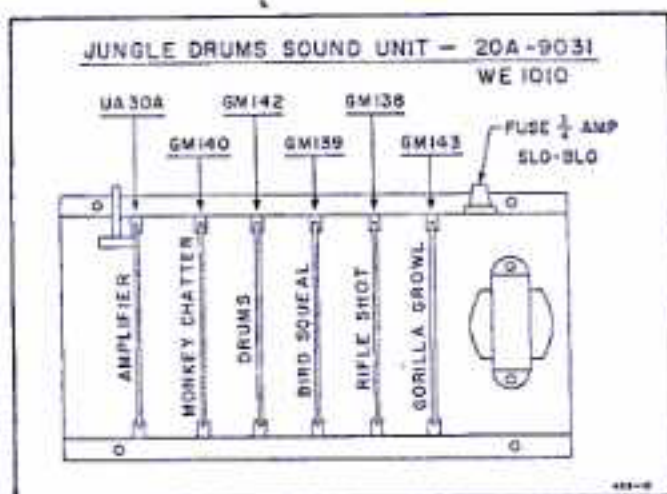
FILLES 10,000 POINT RELAY, THEN 4TH POSITION SWITCH OR
1000 POINT UNIT UNIT.
FILLES 1000 POINT UNIT UNIT.
IS HOLD CIRCUIT TO 5000 RELAY.

FILLES 10,000 POINT UNIT UNIT.
IS 4TH POSITION CIRCUIT TO 5000 RELAY.
IS HOLD CIRCUIT TO 5000 RELAY, THEN 4TH POSITION SWITCH
OR 10,000 POINT UNIT UNIT.

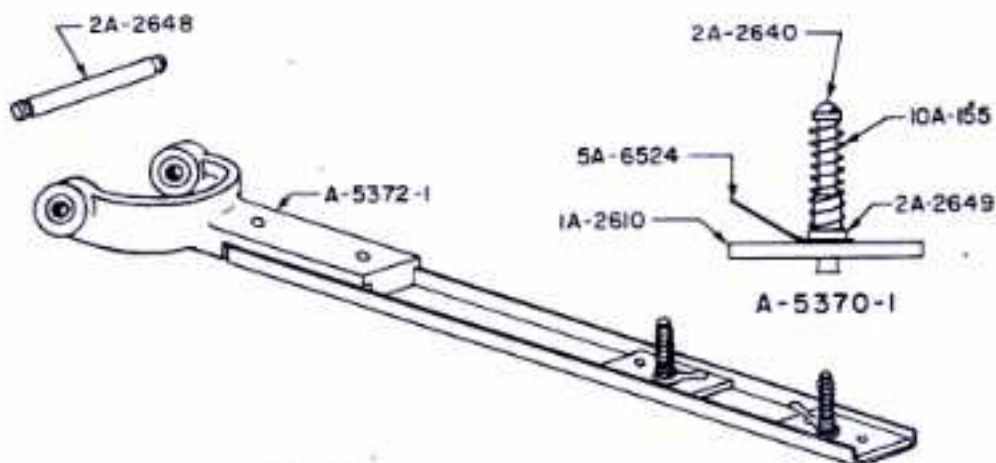
GUN GAME PARTS



GUN GAME PARTS



1B-2001-68 SCANNING DISC "JUNGLE DRUMS"

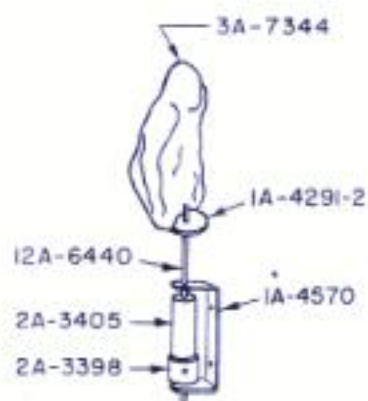
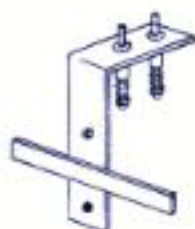
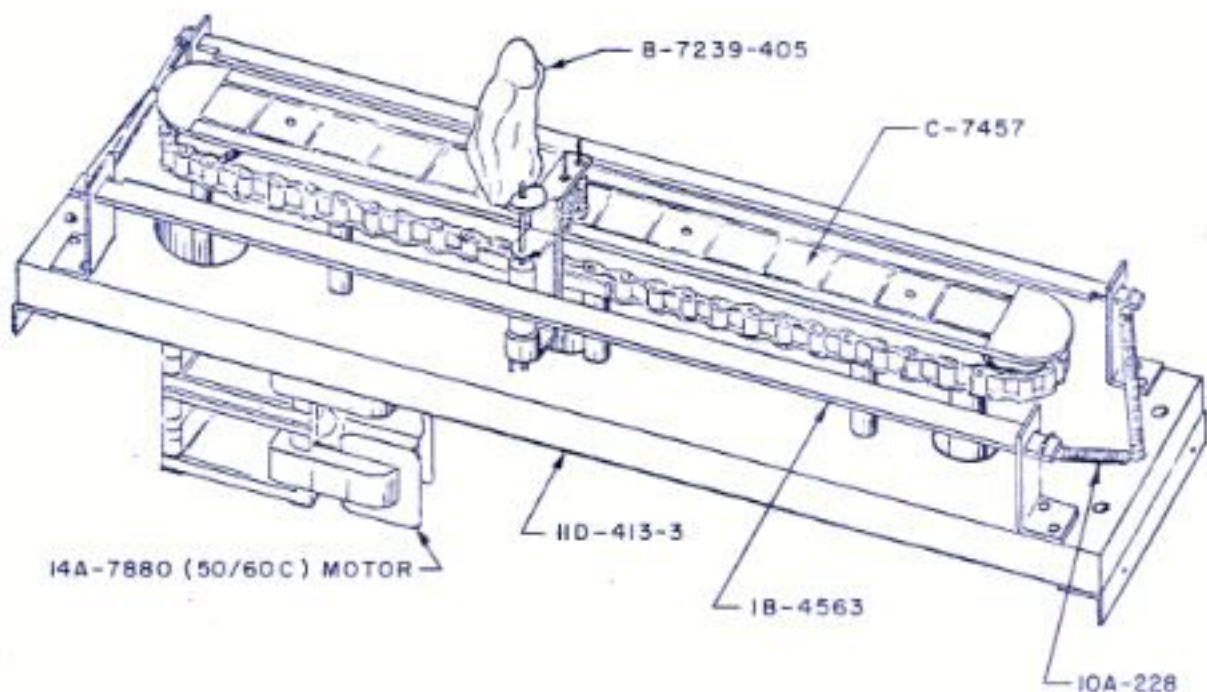


B-5371-4

YOKE & CHANNEL ASSEMBLY

"JUNGLE DRUMS"

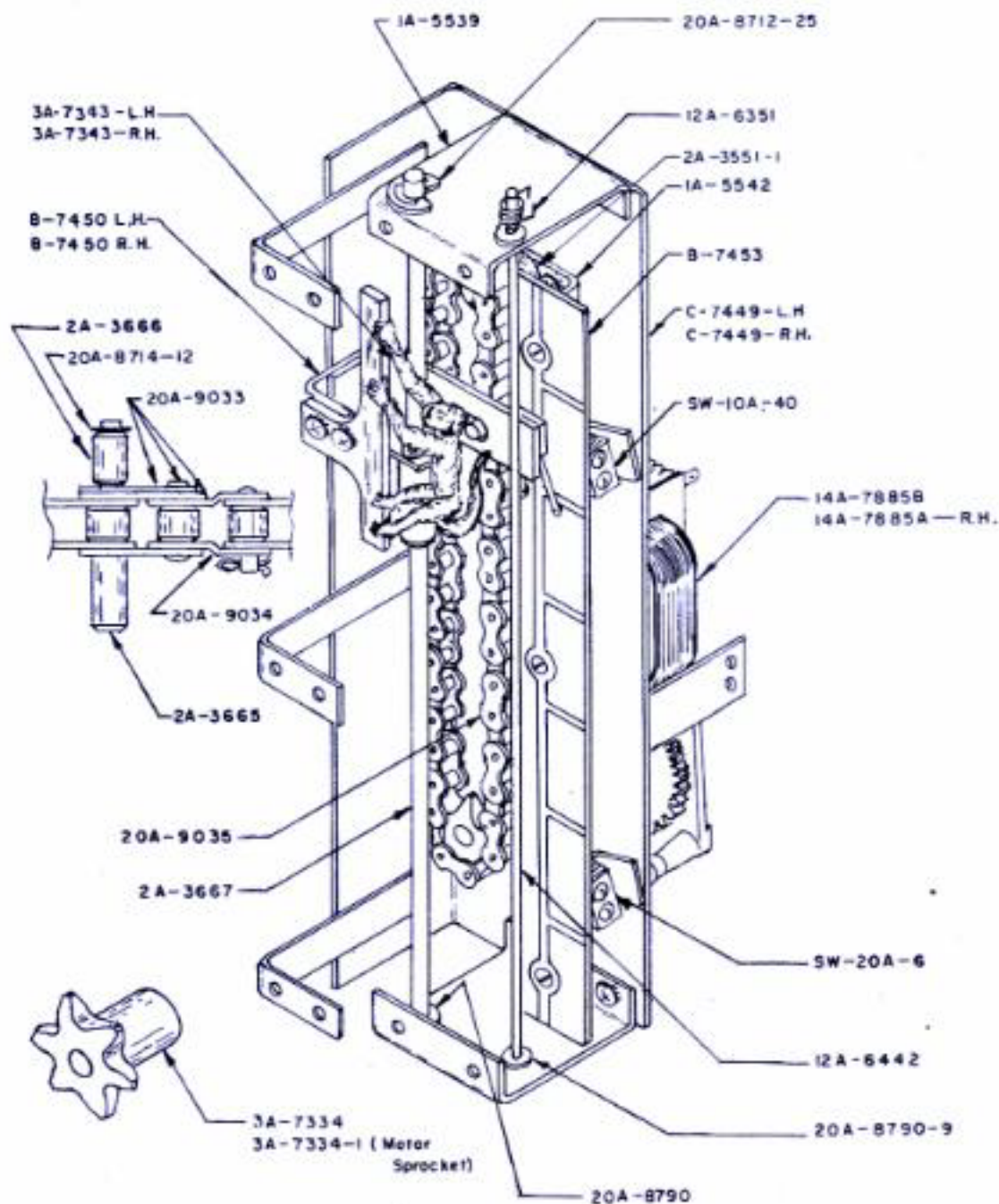
C-7008-405 "GORILLA" TARGET UNIT



MONKEY TARGET

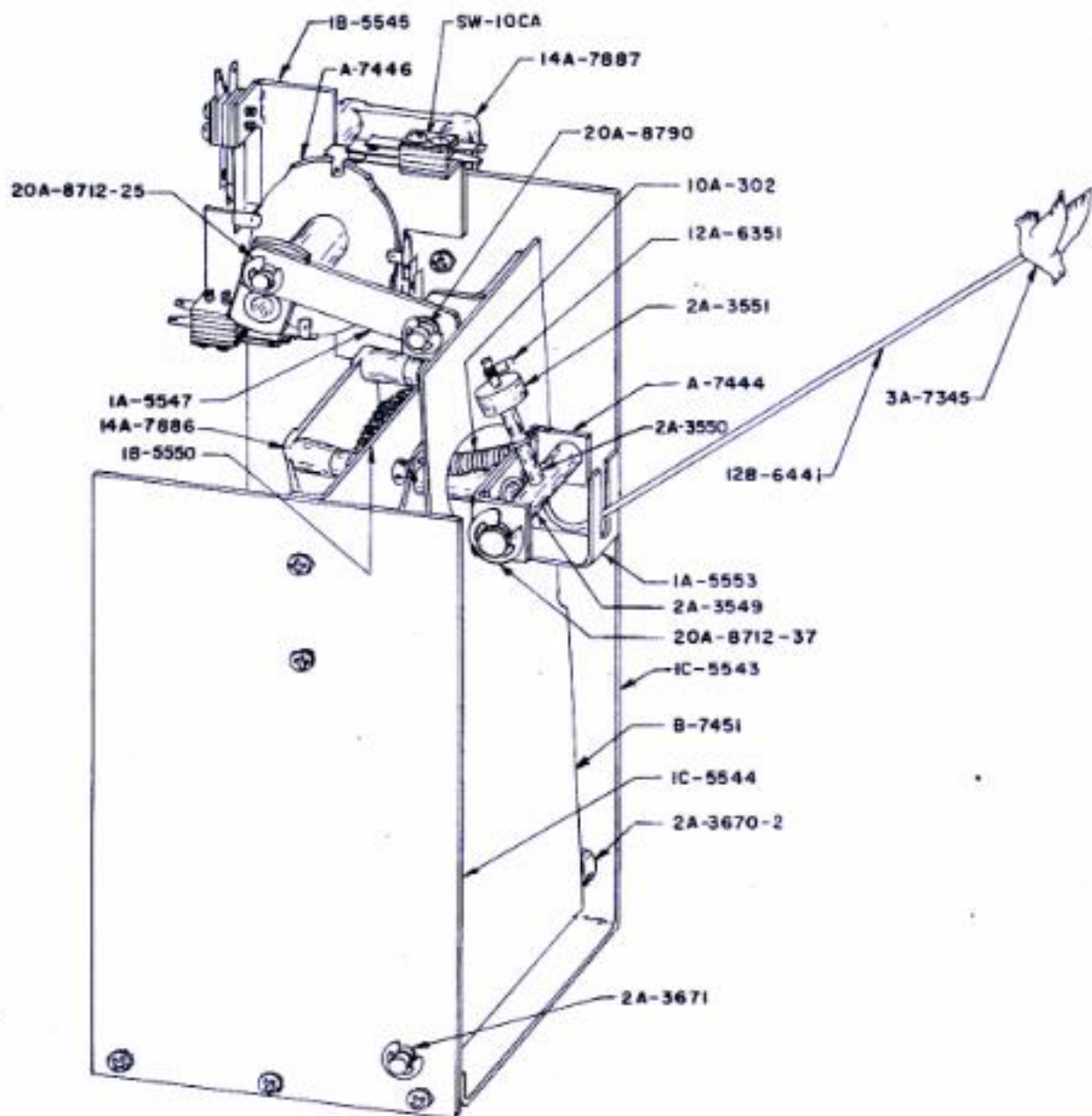
C-7454-L & R

USED ON JUNGLE DRUMS
LEFT AND RIGHT SIDE



BIRD TARGET C-7461

Used on "Jungle Drums"



"JUNGLE DRUMS" - SCREENED PARTS



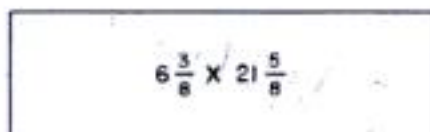
30D-405-2
CABINET SCENERY
(LEFT SIDE)



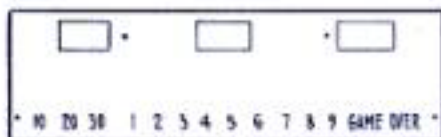
30D-405-3
CABINET SCENERY BACK



30D-405-1
CABINET SCENERY
(RIGHT SIDE)



30C-405-4
BLACK LIGHT-CABINET SCENERY



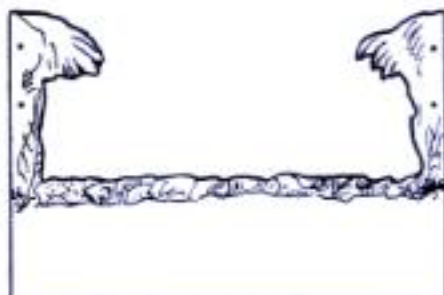
30C-405-5
TARGET SCENERY-ACETATE



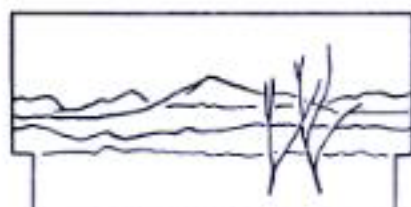
30D-405-6
GORILLA FRONT



30C-405-8 (A & B)
MONKEY UPPER



30D-405-7
GORILLA REAR



30D-405-11
BACKGROUND LOWER



30C-405-9 (A & B)
MONKEY LOWER



30D-405-10
BACKGROUND UPPER

PRICE LIST

ARRANGED IN NUMERICAL ORDER

<u>PART NO.</u>	<u>DESCRIPTION</u>	<u>PRICE</u>
1B-2001-68	Scanning Disc.....	8.70
1A-2610	Target Channel (Bakelite).....	.16
1A-4291-2	Washer (Bakelite).....	.32
1A-4562	Bracket-Reverse Bar.....	.10
1B-4563	Reverse Bar.....	.60
1A-4568	Clamp-Gun Barrel.....	.70
1A-4570	Bracket.....	.12
1A-5530	Mounting-Bracket-Gorilla Unit.....	.70
1A-5539	End Plate.....	2.70
1A-5542	Bracket-Printed Circuit Monkey.....	.80
1C-5543	Mounting Plate.....	3.30
1C-5544	Side Plate.....	1.40
1B-5545	Switch Mounting Plate.....	2.90
1A-5547	Link.....	.26
1B-5550	Motor Mounting Bracket.....	1.20
1A-5553	Holder-Wire.....	1.50
2A-2640	Brass Stylus.....	.20
2A-2648	Hinge Pin-Yoke.....	.26
2A-2649	Bushing-Target Channel.....	.26
2A-2652	Front Gun Sight.....	.52
2A-3377	Pivot Shaft.....	.46
2A-3378	Thrust Bearing.....	.50
2A-3379	Pivot Joint.....	21.80
2B-3380	Pivot Tube.....	19.58
2A-3398	Hub Target.....	1.82
2A-3405	Spacer.....	.60
2A-3549	Pivot-Wire Form.....	.60
2A-3550	Spacer.....	.52
2A-3551	Roller.....	.30
2A-3551-1	Roller.....	.46
2B-3590	Receiver-Rifle.....	5.50
2C-3604	Gun Barrel.....	9.62
2A-3663	Spacer-Gorilla Printed Circuit.....	.16
2A-3665	Pin Chain.....	.50
2A-3666	Roller-Monkey Slide.....	.12
2A-3667	Shaft-Monkey Slide.....	.64
2A-3670-2	Spacer.....	.20
2A-3671	Shaft-Motion.....	.20
3B-7191-1	Idler Sprocket-Gorilla.....	1.04
3B-7191-2	Drive Sprocket-Gorilla.....	1.04
3A-7334	Idler Sprocket-Monkey.....	.66
3A-7334-1	Driven Sprocket-Monkey.....	.74
3A-7343-L	Monkey Target-Left.....	6.00
3A-7343-R	Monkey Target-Right.....	6.00

PRICE LIST

ARRANGED IN NUMERICAL ORDER

<u>PART NO.</u>	<u>DESCRIPTION</u>	<u>PRICE</u>
3A-7344	Gorilla Target.....	12.00
3A-7345	Bird Target.....	3.60
5A-6524	Solder Lug.....	.04
5A-8713	3/4 AMP SLO BLO FUSE.....	.58
8A-7254	Score Glass-Jungle Drums.....	25.00
10A-155	Spring-Stylus.....	.12
10A-228	Spring-Gorilla Unit....;	.10
10A-302	Spring-Bird Unit.....	.20
11D-284	Gun Stock.....	33.00
11D-413-3	Target Panel-Gorilla.....	9.00
12A-6351	Spring Clip Retainer.....	.08
12A-6440	Wire Form Gorilla.....	.36
12B-6441	Wire Form-Bird.....	.42
12A-6442	Bale-Wiper Carrier-Monkey.....	.30
14A-7829	Score Motor 50/60 Cycle.....	12.50
14A-7880	Motor-Gorilla Unit 50/60 Cycle.....	27.00
14A-7885-A	Motor-Monkey Right 50/60 Cycle.....	15.50
14A-7885-B	Motor-Monkey Left 50/60 Cycle.....	15.50
14A-7886	MOTOR BIRD 50/60 Cycle;.....	13.00
14A-7887	Motor Bird-Up & Down 50/60 Cycle.....	13.00
20A-8597-4	Rear Gun Sight.....	1.38
20A-8597-5	Butt Plate.....	2.50
20A-8712-25	"E" Ring.....	.02
20A-8712-37	"E" Ring.....	.02
20A-8714-12	Truarc Retaining Ring.....	.06
20A-8790	Nyline Bearing.....	.08
20A-8790-9	Nyline Bearing.....	.06
20A-8920	Mirror.....	14.08
20A-8923	Gun Chain.....	.32
20A-8925	Chain-Gorilla Unit.....	9.82
20A-8929-1	1/4-20 x 1" Allen Head Cap Screw.....	.22
20A-8929-2	1/4-20 x 1-1/2" Allen Head Cap Screw.....	.24
20A-8930	U-Bolt 1/4-20 x 1 x 2.....	.42
20A-9021	Speaker.....	10.00
20A-9029	Grille Cloth.....	1.00
20A-9031	Sound Unit Complete.....	175.00
UA-30-A	Amplifier-Printed Circuit.....	51.00
GM-138	Rifle Shot-Printed Circuit.....	24.00
GM-139	Bird Squeal-Printed Circuit.....	19.00
GM-140	Monkey Chatter-Printed Circuit.....	23.00
GM-142	Drums-Printed circuit.....	21.00
GM-143	Gorilla Growl-Printed Circuit.....	15.00
20A-9032-A	Cotter Pin.....	.01
20A-9033	Link & Clip.....	.50

PRICE LIST

ARRANGED IN NUMERICAL ORDER

<u>PART NO.</u>	<u>DESCRIPTION</u>	<u>PRICE</u>
20A-9035	Chain-Monkey Target.....	4.00
21A-105	Trigger Casting.....	2.92
21B-6614	Gun Mount Casting-Painted.....	35.58
21C-6615	Trigger Housing-Painted.....	33.60
23A-6503	Pivot Tube Rubber.....	.70
24B-6597-8	Black-Fluorescent Lamp.....	17.50
24A-8668	60W-120V Orange Lamp.....	1.70
30D-405-1	Cabinet Scenery Right Side.....	7.00
30D-405-2	Cabinet Scenery Left Side.....	7.00
30D-405-3	Cabinet Scenery Back.....	8.50
30C-405-4	Cabinet Scenery Black Light.....	8.50
30C-405-5	Target Scenery (Acetate).....	13.50
30D-405-6	Target Scenery-Gorilla Front.....	3.80
30D-405-7	Target Scenery-Gorilla Rear.....	4.20
30C-405-8-AorB	Target Scenery-Monkey Upper.....	2.00
30C-405-9-AorB	Target Scenery-Monkey Lower.....	2.40
30D-405-10	Target Scenery-Background Upper.....	4.20
30D-405-11	Target Scenery-Background Lower.....	7.00
SW-1A-81	Rifle Switch.....	1.04
SW-10A-40	Switch.....	.86
SW-20A-6	Switch.....	.90
A-5370-1	Stylus & Lug.....	.60
A-5371-4	Yoke & Channel Complete.....	13.82
A-5372-1	Yoke.....	8.36
B-6908	Alignment Plate.....	2.22
C-7008-405	Gorilla Unit Complete.....	90.00
B-7239-405	Gorilla Target.....	21.00
A-7444	Yoke & Wiper Carrier.....	3.16
A-7446	Cam & Crank.....	3.26
B-7448	Chain Support-Gorilla Unit.....	6.86
C-7449-L.H.	Chassis-Monkey Left.....	7.02
C-7449-R.H.	Chassis-Monkey Right.....	7.02
B-7450-L.H.	Wiper Carrier-Monkey Left.....	3.24
B-7450-R.H.	Wiper Carrier-Monkey Right.....	3.24
B-7451	Motion Activator-Bird.....	3.52
B-7453	Printed Circuit-Monkey.....	3.32
C-7454-L	Monkey Unit Complete-Left.....	85.00
C-7454-R	Monkey Unit Complete Right.....	85.00
C-7456-1	Shots Counter Wiper.....	3.40
C-7457	Printed Circuit-Gorilla.....	8.20
A-7458	Stylus-Gorilla Unit.....	2.50
C-7461	Bird Target Complete.....	87.00