BEAT TIME

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WILLIAMS ELECTRONICS INC
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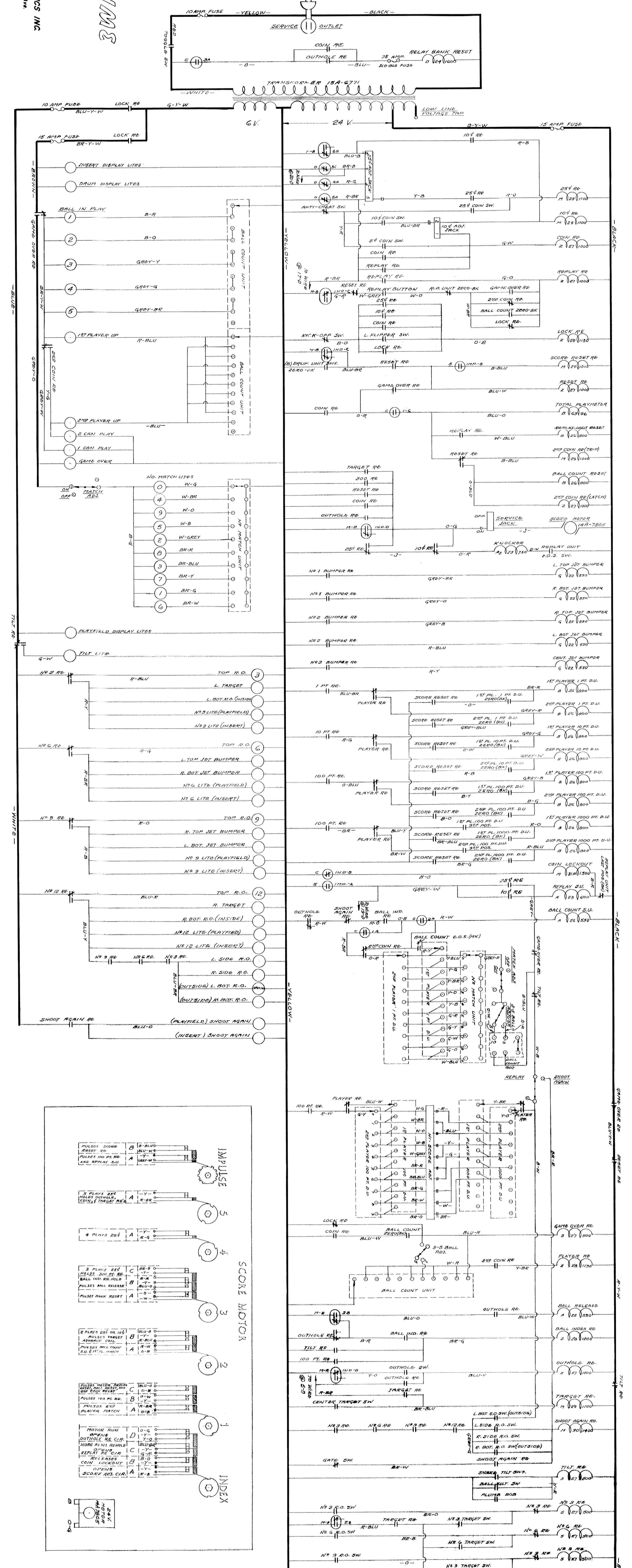
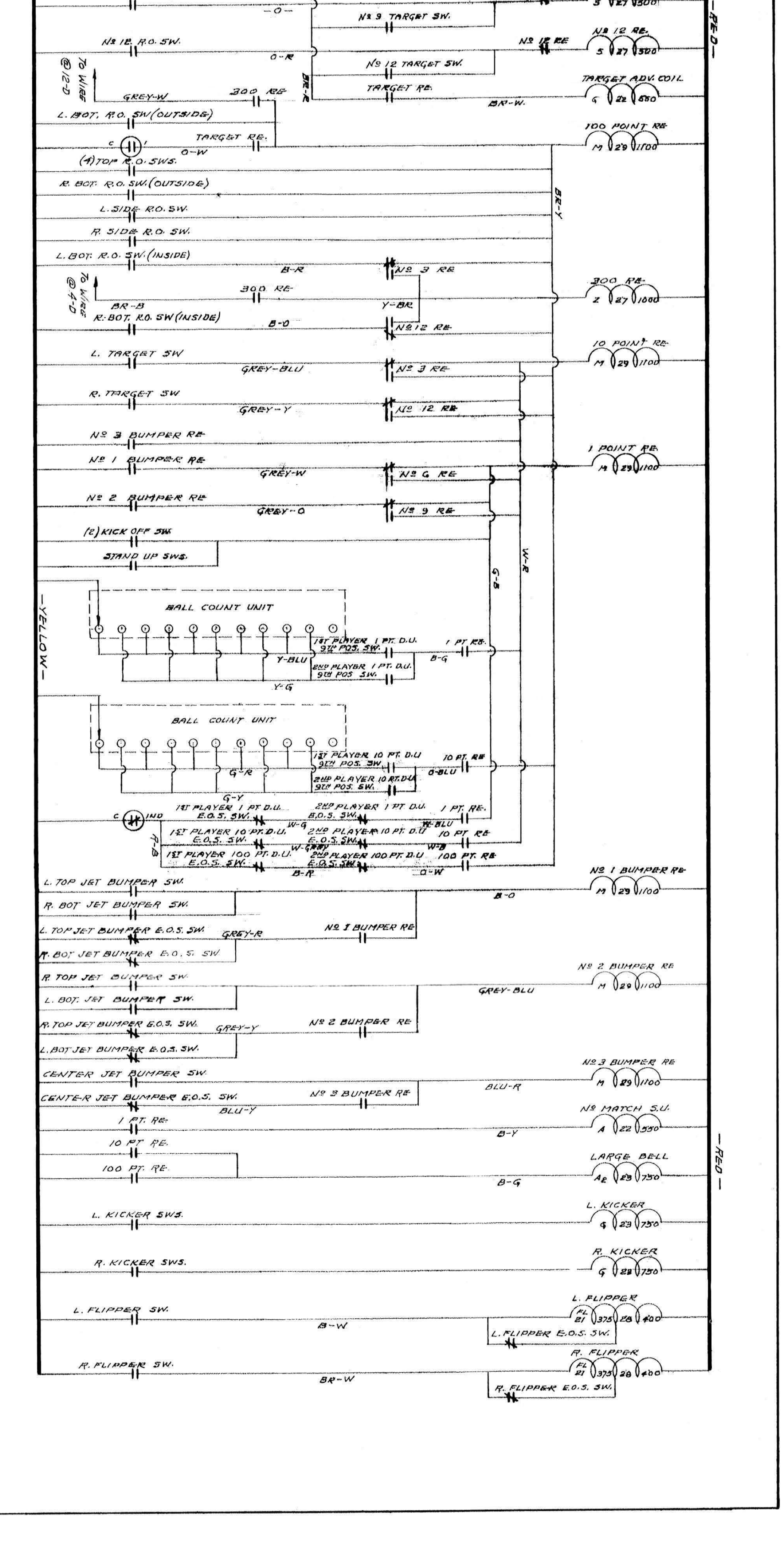


A
B
C
D
E
F
G
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
10 AMP FUSE
-YELLOW-
-BLACK-
SERVICE OUTLET
RED TOGGLE SW
COIN RE.
OUTHOLE RE.
75 AMP. SLO-BLO FUSE
RELAY BANK RESET D 24 1600
TRANSFORMER 15A-6771
-WHITE-
LOW LINE VOLTAGE TAP
6V.
24 V.
10 AMP FUSE BLU-Y-W
LOCK RE
G-Y-W
15 AMP FUSE BR-Y-W
B-Y-W
15 AMP FUSE
INSERT DISPLAY LITES
DRUM DISPLAY LITES
BALL IN PLAY
GAME OVER RE
BALL COUNT UNIT
1ST PLAYER UP
2ND PLAYER UP
2 CAN PLAY
1 CAN PLAY
GAME OVER
2ND COIN RE
NO. MATCH LITES
ON OFF
MATCH ADJ.
Nº MATCH UNIT
-BLUE-
-BROWN-
TILT RE
PLAYFIELD DISPLAY LITES
TILT LITE
Nº 3 RE
TOP R.O.
L. TARGET
L. BOT. R.O. (INSIDE)
Nº 3 LITE (PLAYFIELD)
Nº 3 LITE (INSERT)
Nº 6 RE
L. TOP JET BUMPER
R. BOT. JET BUMPER
Nº 6 LITE (PLAYFIELD)
Nº 6 LITE (INSERT)
Nº 9 RE
R. TOP JET BUMPER
L. BOT. JET BUMPER
Nº 9 LITE (PLAYFIELD)
Nº 9 LITE (INSERT)
Nº 12 RE
R. TARGET
R. BOT. R.O. (INSIDE)
Nº 12 LITE (PLAYFIELD)
Nº 12 LITE (INSERT)
L. SIDE R.O.
R. SIDE R.O.
(OUTSIDE) L. BOT. R.O.
(OUTSIDE) R. BOT. R.O.
SHOOT AGAIN RE
(PLAYFIELD) SHOOT AGAIN
(INSERT) SHOOT AGAIN
-YELLOW-
ANTI-CHEAT SW.
25¢ ADJ. JACK
25¢ RE
25¢ COIN SW.
10¢ RE
10¢ COIN SW.
10¢ ADJ. JACK
5¢ COIN SW.
COIN RE
REPLAY RE
RESET RE
REPLAY BUTTON
R.P. UNIT ZERO-BK
GAME OVER RE
2ND COIN RE
BALL COUNT ZERO-BK
LOCK RE
KICK-OFF SW.
L. FLIPPER SW.
(8) DRUM UNIT SWS. ZERO-BK
SCORE RESET RE
TOTAL PLAYMETER
REPLAY UNIT RESET
2ND COIN RE (TRIP)
BALL COUNT RESET
2ND COIN RE (LATCH)
TARGET RE
300 RE
SERVICE JACK
SCORE MOTOR 14A-7805
KNOCKER
REPLAY UNIT E.O.S. SW.
Nº 1 BUMPER RE
Nº 2 BUMPER RE
Nº 3 BUMPER RE
CENT. JET BUMPER
1 PT RE.
10 PT RE
100 PT. RE.
PLAYER RE
1ST PLAYER 1 PT. D.U.
2ND PLAYER 1 PT. D.U.
1ST PLAYER 10 PT. D.U.
2ND PLAYER 10 PT. D.U.
1ST PLAYER 100 PT. D.U.
2ND PLAYER 100 PT. D.U.
1ST PLAYER 1000 PT. D.U.
2ND PLAYER 1000 PT. D.U.
COIN LOCKOUT
REPLAY S.U.
REPLAY UNIT LAST POS. (BK)
BALL COUNT S.U.
-BLACK-
BALL IND. RE
BALL COUNT E.O.S. (MK)
HI-SCORE ADJ.
3-5 BALL ADJ.
SHOOT AGAIN
REPLAY
RESET RE
IMPULSE
SCORE MOTOR
INDEX
PULSES SCORE RESET RE.
PULSES 100 PT. RE. AND REPLAY S.U.
5 PLAYS 25¢ HOLDS OUTHOLE, COIN, & TARGET RE'S.
4 PLAYS 25¢
3 PLAYS 25¢ HOLDS 300 PT. RE. BALL IND. RE. HOLD
PULSES BALL RELEASE
PULSES BANK RESET
2 PLAYS 25¢ OR 10¢ PULSES TARGET ADVANCE COIL
PULSES BALL COUNT S.U. & 1ST PL. MATCH
PULSES METER, REPLAY RESET, BALL RESET, AND 2ND COIN RELAY
PULSES 100 PT. RE.
PULSES 2ND PLAYER MATCH
MOTOR RUN
OPENS OUTHOLE RE CIR.
SCORE RESET REHOLD
OPENS REPLAY RE CIR.
RELEASES COIN LOCKOUT
OPENS SCORE RES. CIR.
24 V. MOTOR 14-7805
GAME OVER RE.
PLAYER RE
BALL RELEASE
BALL INDEX RE
OUTHOLE RE.
TARGET RE.
SHOOT AGAIN RE.
CENTER TARGET SW
TILT RE



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21
22
23
24
25
26
GATE SW.
SHAKE TILT SWS.
BALL TILT SW.
PLUMB BOB
TILT RE
Nº 3 R.O. SW
Nº 6 R.O. SW
Nº 9 R.O. SW.
Nº 12 R.O. SW.
Nº 3 TARGET SW.
Nº 6 TARGET SW.
Nº 9 TARGET SW.
Nº 12 TARGET SW.
Nº 3 RE
Nº 6 RE
Nº 9 RE
Nº 12 RE.
TARGET ADV. COIL
300 RE
L. BOT. R.O. SW (OUTSIDE)
(4) TOP R.O. SWS.
R. BOT. R.O. SW. (OUTSIDE)
L. SIDE R.O. SW.
R. SIDE R.O. SW.
L. BOT. R.O. SW. (INSIDE)
R. BOT. R.O. SW (INSIDE)
100 POINT RE
10 POINT RE
1 POINT RE.
L. TARGET SW
R. TARGET SW
Nº 3 BUMPER RE
Nº 1 BUMPER RE
Nº 2 BUMPER RE
(2) KICK OFF SW.
STAND UP SWS.
BALL COUNT UNIT
1ST PLAYER 1 PT. D.U. 9TH POS. SW.
2ND PLAYER 1 PT. D.U. 9TH POS SW.
1ST PLAYER 10 PT. D.U 9TH POS. SW.
2ND PLAYER 10 PT. D.U 9TH POS. SW.
1ST PLAYER 1 PT. D.U. E.O.S. SW.
2ND PLAYER 1 PT. D.U. E.O.S. SW.
1ST PLAYER 10 PT. D.U. E.O.S. SW.
2ND PLAYER 10 PT. D.U. E.O.S. SW.
1ST PLAYER 100 PT. D.U. E.O.S. SW.
2ND PLAYER 100 PT. D.U. E.O.S. SW.
L. TOP JET BUMPER SW.
R. BOT JET BUMPER SW.
L. TOP JET BUMPER E.O.S. SW.
R. BOT JET BUMPER E.O.S. SW.
R. TOP JET BUMPER SW.
L. BOT. JET BUMPER SW.
R. TOP JET BUMPER E.O.S. SW.
L. BOT JET BUMPER E.O.S. SW.
CENTER JET BUMPER SW.
CENTER JET BUMPER E.O.S. SW.
Nº 1 BUMPER RE
Nº 2 BUMPER RE
Nº 3 BUMPER RE
Nº MATCH S.U.
LARGE BELL
L. KICKER SWS.
R. KICKER SWS.
L. KICKER
R. KICKER
L. FLIPPER SW.
R. FLIPPER SW.
L. FLIPPER
R. FLIPPER
L. FLIPPER E.O.S. SW.
R. FLIPPER E.O.S. SW.
-RED-
-YELLOW-

Relay Coil Locations	
Ball Index Re.	16G
Coin Re.	5G
Game Over Re.	15G
Lock Re.	6G
Outhole Re.	17G
Player Re.	16G
Replay Re.	5G
Reset Re.	6G
Score Reset Re.	6G
Shoot Again Re.	17G
Target Re.	17G
Tilt Re.	18G
2nd Coin Re.(Latch)	7G
2nd Coin Re. (Trip)	7G
25¢ Re.	4G
10¢ Re.	4G
Nº 3 Re.	18G
Nº 6 Re.	19G
Nº 9 Re.	19G
Nº 12 Re.	19G
Nº 1 Bumper Re.	23G
Nº 2 Bumper Re.	24G
Nº 3 Bumper Re.	24G
1 Point Re.	21G
10 Point Re.	21G
100 Point Re.	20G
300 Re.	20G

Miscellaneous Coil Locations	
Ball Count Reset	7G
Ball Count Step Unit	12G
Ball Release	16G
Coin Lockout	11G
Drum Units (8)	9G To 11G
Jet Bumpers (5)	8G To 9G
Knocker	8F
Left Kicker	25G
Left Flipper	26G
Large Bell	25G
Nº Match Step Unit	25G
Playmeter	6G
Relay Bank Reset	2E
Replay Step Unit	12G
Replay Unit Reset	7G
Right Kicker	25G
Right Flipper	26G
Target Advance Coil	19G

ABBREVIATIONS USED

Adj – Adjustment	G.O.–Game Over	Pt.– Point
Adv – Advance	Imp – Impulse	R – Right
Amp–Ampere	Ind – Index	Re – Relay
Bk – Break	L — Left	R.O.–Roll Over
Bot — Bottom	Mk — Make	R.P – Replay
D.U – Drum Unit	M-B–Make-Break	S.U.– Step Unit
E.O.S–End Of Stroke	Pos–Position	Sw — Switch
		Sws – Switches

SWITCH SYMBOLS

—‖—	NORMALLY OPEN SWITCH CLOSED WHEN ENERGIZED.
—‖̸—	NORMALLY CLOSED SWITCH OPEN WHEN ENERGIZED.
(‖)	SWITCH CONTAINED WITHIN A CIRCLE INDICATES OPERATION BY A MOTOR CAM.
—‖̸—‖—	MAKE & BREAK SWITCH.

WIRE COLOR CODE

R — Red	G — Green	O — Orange
Blu — Blue	W — White	B — Black
Y — Yellow	Br — Brown	J — Jumper

EXAMPLE:- W-R INDICATES WHITE WIRE WITH A RED TRACER.