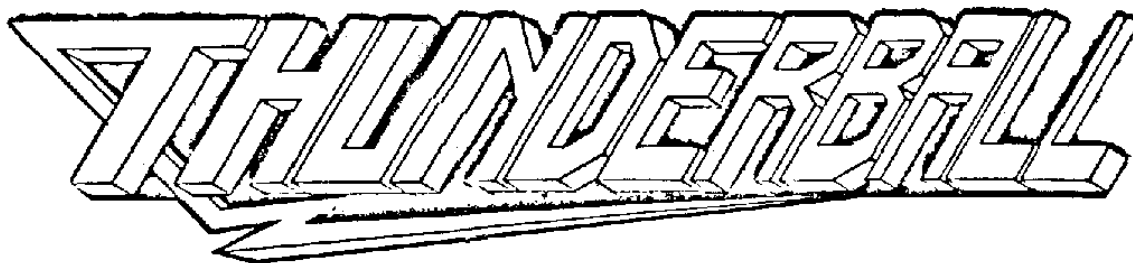


Williams®



ATTENTION: OPERATOR

Pre-publication material from the THUNDERBALL instruction manual is attached. Also enclosed in this envelope are COSMIC GUNFIGHT schematic diagrams. These drawings should be used as reference material ONLY for THUNDERBALL circuit boards, as the same circuit boards are used in both games. THUNDERBALL lamp, switch, and solenoid matrices as well as THUNDERBALL general game features and game adjustments are unique. Please refer to the pre-publication information for details.

FOR SERVICE...

**NOTE NEW TOLL-FREE
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Credit Posting – Insert coins. A sound is produced and the number of credits is displayed. If the maximum credits are posted correctly, the coin lockout relay de-energizes until the remaining credits are below maximum. No credit may be won and coins are rejected while the lockout is de-energized.

Game Start – Two balls must be resting on the ball ramp or ball shooter switches (maximum of one ball in the ball shooter trough) before the game will start. Push the credit button. A start-up tune is played, the ball is served, the credit display is reduced by 1, the player 1 score flashes 00 until the first scoring switch is made, and BALL IN PLAY shows 1. Pushing the credit button again before ball 2 is displayed allows additional players.

Scoring Multiplier – Advance the Scoring Multiplier (2X-3X-4X-5X) in a regular wave by bumper action or by scoring all six banks. Lighting the multiplier adds 10 seconds to Superwave time.

Targets – Score all 6 target banks for Superwave time. Any target in a flashing bank scores the complete bank. Hitting the roving flashing target scores a bank lamp for another bank.

Reload Holes – Lit Reload holes return the ball. Flashing Reload holes score a bank lamp and return the ball.

Superwave Time - Score all six banks for Superwave time. In Superwave time, unlimited balls are automatically fed onto the playfield. Lighting all six bank lamps advances the Superwave scoring multiplier (2X-3X-4X-5X).

Tilt - The ball in play is tilted on the first closure of the ball roll tilt and third* closure of the plumb bob and playfield tilts. The slam tilt returns the game to Game Over mode.

End of Game – Match digits* appear in the ball-in-play display and credit* is awarded for a match. Exceeding the high score to date awards three* credits. Match, High Score to Date and Game Over sounds are made as appropriate. A new game cannot be started with more than one ball in the ball shooter trough. Excess balls must be returned to the playfield and must drain to rest on the ball ramp switches.

THUNDERBALL SPEECH MODULE

<u>PHASE</u>	<u>WHERE IT OCCURS</u>
Play Thunderball	Attract mode and during Superwave time.
Player One	During 2-player games.
Player Two Up	During 2-player games.
5-4-3-2-1	(1) beginning of each wave (e.g. "five ball"). (2) when ball is fed (e.g. "last ball")
<u>Superwave</u>	Beginning of <u>Superwave</u> time.
Fire Away	Beginning of <u>Superwave</u> time.
40-30-20-10 seconds	End of Superwave time.
5-4-3-2-1	End of Superwave time.
Reload	Every time ball is added

* Indicates adjustable features.