

WORLD CUP



Williams[®]

ELECTRONICS

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WORLD CUP

GAME OPERATES AS FOLLOWS

OBJECT OF THE GAME IS TO MAKE GOALS. FOR EACH GOAL MADE 2,000 POINTS ARE SCORED AS A BONUS WHEN THE BALL LEAVES THE PLAYFIELD. ALL GOALS MADE ARE CARRIED OVER FROM BALL TO BALL.

EVERYTIME S-T-A-R IS MADE IT INCREASES THE BONUS VALUE FIRST BY 2, THEN 3 AND FINALLY BY 5.

MAKING S-T-A-R THREE TIMES ALSO LIGHTS THE WORLD CUP LIGHT, WHICH, IN TURN, LIGHTS THE TOP CENTER ROLLOVER LANE FOR AN EXTRA BALL.

MAKING S-T-A-R A FOURTH TIME LIGHTS SUPER STAR LIGHT, WHICH, IN TURN, LIGHTS TWO BOTTOM OUT LANES ALTERNATELY FOR SPECIAL.

NOTE: AVAILABLE CONSERVATIVE ADJUSTMENT
MAKING S-T-A-R A FOURTH TIME
LIGHTS SUPER STAR, WHICH, IN TURN,
LIGHTS TOP CENTER ROLLOVER LANE
FOR AN EXTRA BALL.

MAKING S-T-A-R A FIFTH TIME
LIGHTS SUPER STAR LIGHT, WHICH, IN
TURN, LIGHTS TWO BOTTOM OUT LANES
ALTERNATELY FOR SPECIAL.

WHEN GAME IS SET FOR THREE BALL PLAY, A GOAL IS MADE EVERYTIME S-T-A-R IS MADE.

WHEN GAME IS SET FOR FIVE BALL PLAY, MAKING S-T-A-R DOES NOT ADVANCE A GOAL.

FOR BOTH THREE BALL AND FIVE BALL PLAY THE "S" AND "R" IN S-T-A-R LIGHT TOGETHER.

NOTE: AVAILABLE CONSERVATIVE ADJUSTMENT
"S" AND "R" CAN BE SEPARATED AND
THEN MUST BE MADE INDIVIDUALLY.

TABLE I

WORLD CUP - REV. A PROMS

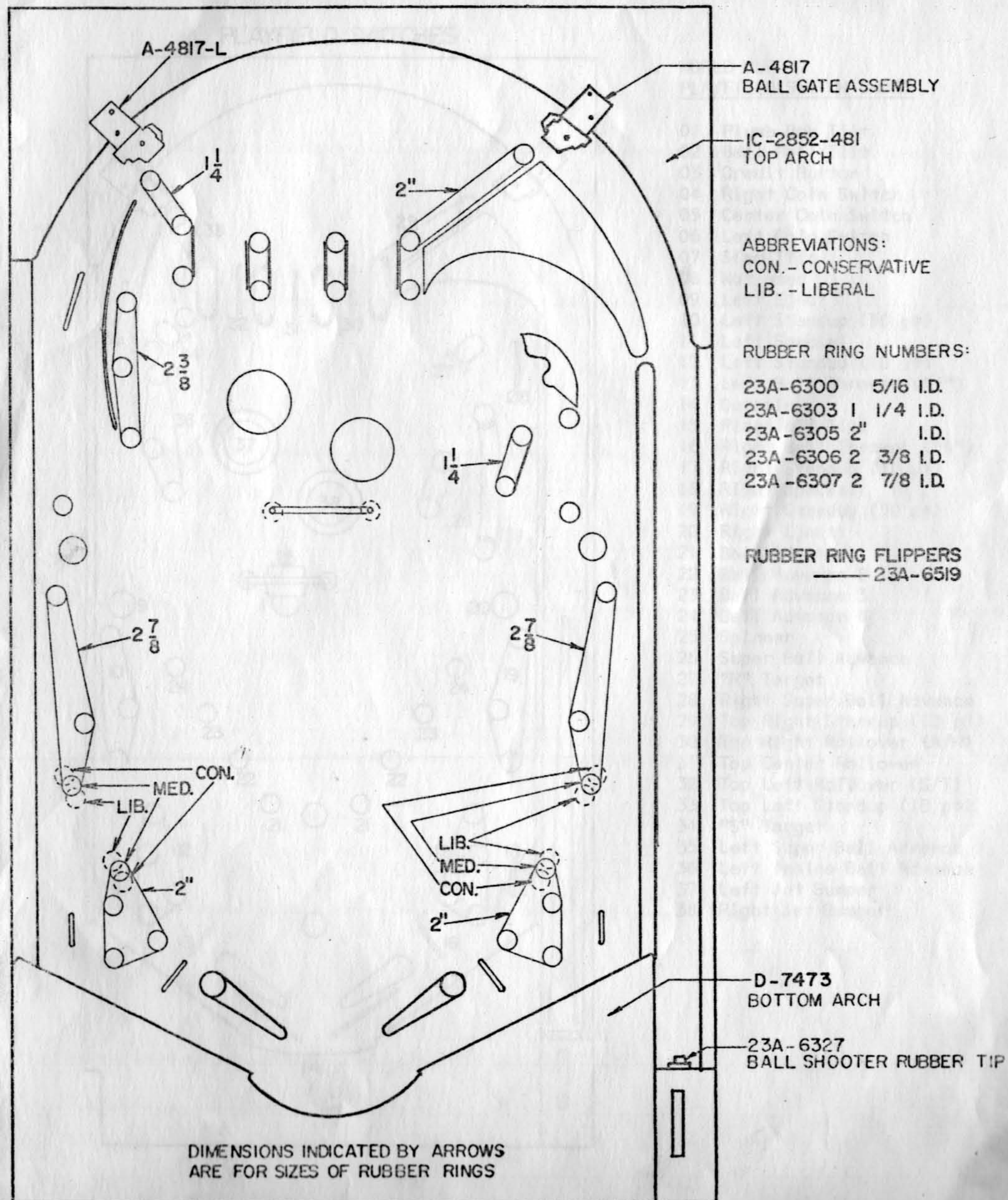
Test 04 Readout No.	Function Switch	Data Switch	Factory Setting	This Game
01	01	Replay 1 (Chart 2) 10,000 pts *	160,000	_____
02	02	Replay 2 (Chart 2) 10,000 pts *	280,000	_____
03	03	Replay 3 (Chart 2) 10,000 pts *	400,000	_____
04	04	Replay 4 (Chart 2) 10,000 pts *	Disabled	_____
05	05	Maximum Credits (Chart 2)	20	_____
06	06	Match/Credit/Extra Ball (Chart 1)	08	_____
		08-Match ON-Credit award at Replay Points		_____
		09-Match ON-Extra ball award at Replay Points		_____
		12-Match OFF-Credit award at Replay Points		_____
		13-Match OFF-Extra ball award at Replay Points		_____
07	07	Play (Chart 2)	01	_____
		01-Liberal Play 02-Normal Play		
		04 - No Special, No Extra Ball		
08	08	Credits awarded for High Score To Date (Chart 1) 03**		_____
09	12	Left coin slot multiplier (Chart 1)	01	_____
10	13	Center coin slot multiplier (Chart 1)	01	_____
11	14	Right coin slot multiplier (Chart 1)	01	_____
12	15	Minimum coin units for credit (Chart 1)	00	_____
13	16	Coin units bonus point (Chart 1)	02	_____
14	17	Coin units required for credit (Chart 1)	01	_____
15	18	Play adjustment (Chart 2)	13	_____
		03 - "S", "R" separate - 3 balls		
		05 - "S", "R" separate - 5 balls		
		13 - "S" and "R" together - 3 balls		
		15 - "S" and "R" together - 5 balls		
		23 - Extra ball for "special" - 3 balls		
		25 - Extra ball for "special" - 5 balls		
		33 - "S" and "R" together, Extra ball for "special" - 3 balls		
		35 - "S" and "R" together, Extra ball for "special" - 5 balls		
		43 - "Special" awards 1500 pts - 3 balls		
		45 - "Special" awards 1500 pts - 5 balls		
		53 - "S" and "R" together, "Special" awards 1500 pts - 3 balls		
		55 - "S" and "R" together, "Special" awards 1500 points - 5 balls		
16	19	Maximum Tilts (1-9) (Chart 2)	01	_____
17	20	Credits in game (Chart 2)	00	_____
18	21	High score to date (Chart 2) 10,000 pts	35	_____
	22	High score to date (Chart 2) 100 pts	00	_____
	23	High score to date (Chart 2) 1 pt	00	_____
19	-	Number of coins left chute		Cannot be set
20	-	Number of coins center chute		Cannot be set
21	-	Number of coins right chute		Cannot be set
22	-	Number of credits paid		Cannot be set
23	-	Number of credits won		Cannot be set

* To disable a replay point turn all data switches ON for that replay function number.

** To eliminate high score to date feature enter a value of 00 for the data for function 08.

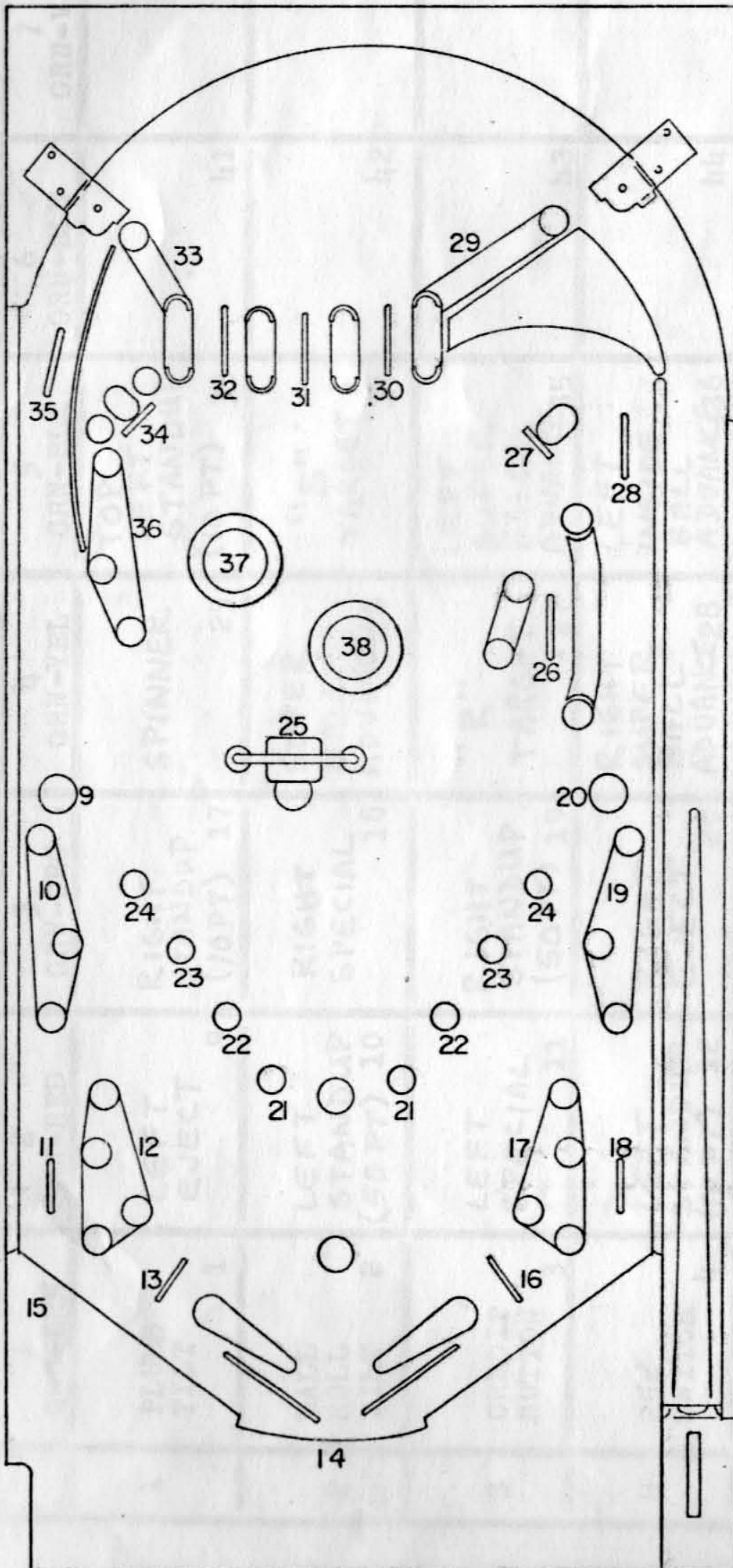
WORLD CUP POST ADJUSTMENT SHEET

TO MAKE GAME MORE "CONSERVATIVE" OR "LIBERAL"-MOVE POST $\frac{3}{16}$ " AS SHOWN IN SKETCH BELOW. SPOTTING HOLES ARE PROVIDED AND CAN BE SEEN ON REMOVAL OF POSTS.



WORLD CUP

PLAYFIELD SWITCHES



WORLD CUP PLAYFIELD SWITCH CHART

- 01 Plumb Bob Tilt
- 02 Ball Roll Tilt
- 03 Credit Button
- 04 Right Coin Switch
- 05 Center Coin Switch
- 06 Left Coin Switch
- 07 Slam Tilt
- 08 Not used
- 09 Left Eject
- 10 Left Standup (50 pt)
- 11 Left Special
- 12 Left Standup (10 pt)
- 13 Left Ball Thrower ("T")
- 14 Outhole
- 15 Playfield Tilt
- 16 Right Ball Thrower ("A")
- 17 Right Standup (10 pt)
- 18 Right Special
- 19 Right Standup (50 pt)
- 20 Right Eject
- 21 Ball Advance 1
- 22 Ball Advance 2
- 23 Ball Advance 3
- 24 Ball Advance 4
- 25 Spinner
- 26 Super Ball Advance
- 27 "R" Target
- 28 Right Super Ball Advance
- 29 Top Right Standup (10 pt)
- 30 Top Right Rollover (A/R)
- 31 Top Center Rollover
- 32 Top Left Rollover (S/T)
- 33 Top Left Standup (10 pt)
- 34 "S" Target
- 35 Left Super Ball Advance
- 36 Left Inside Ball Advance
- 37 Left Jet Bumper
- 38 Right Jet Bumper

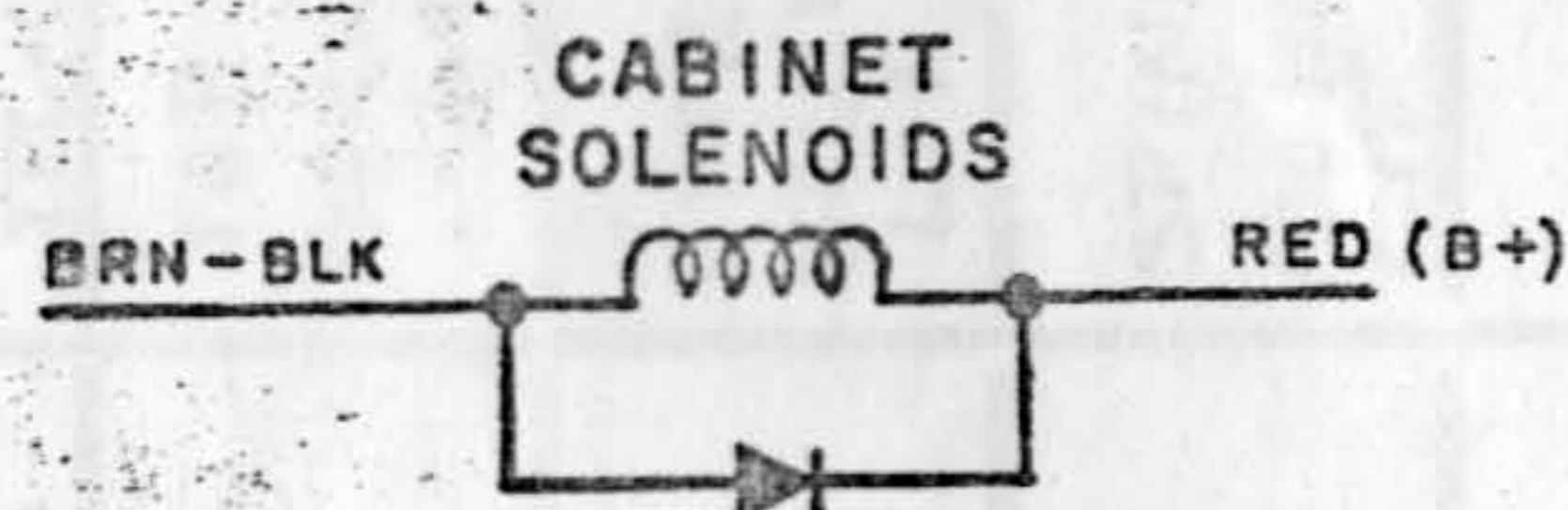
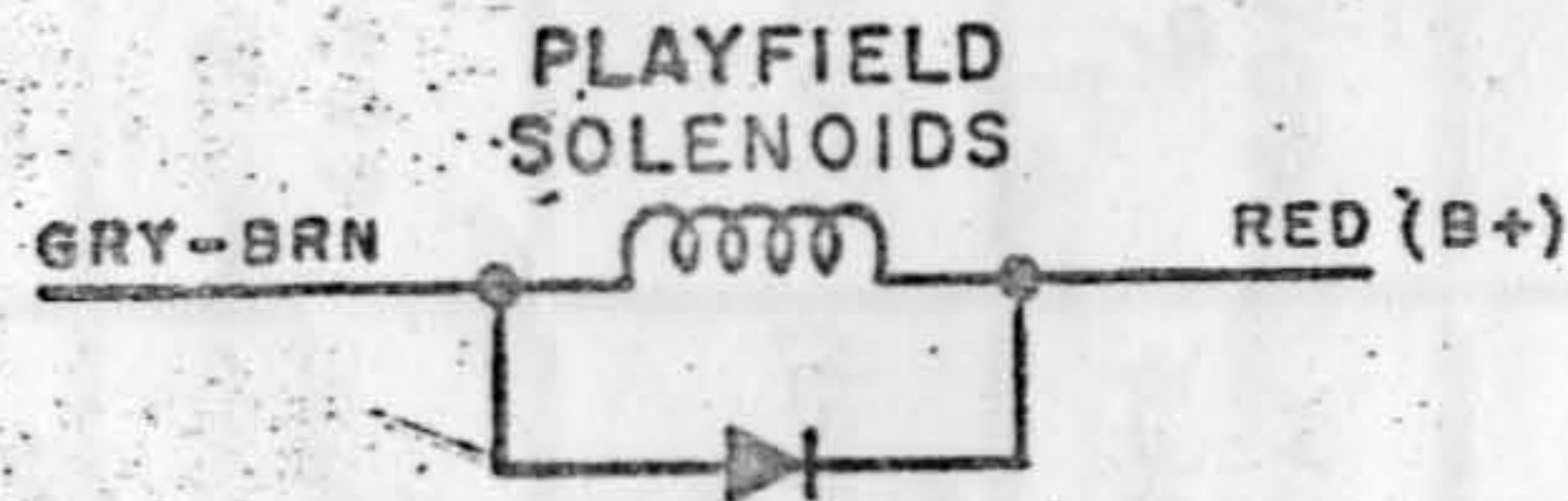
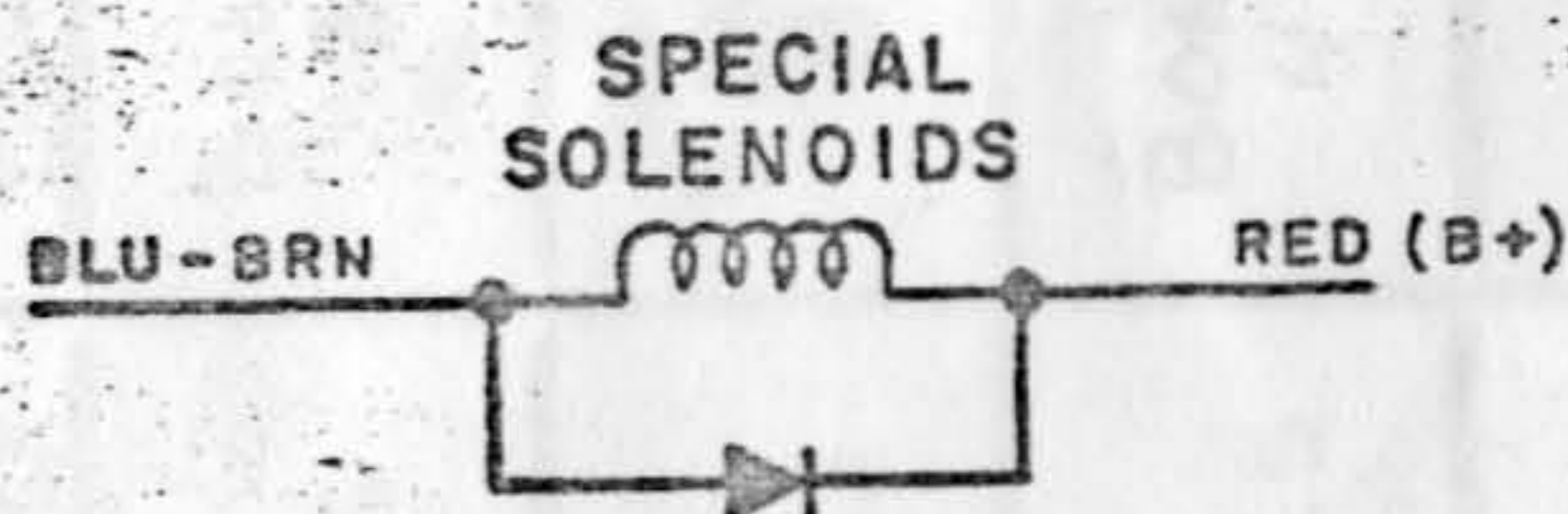
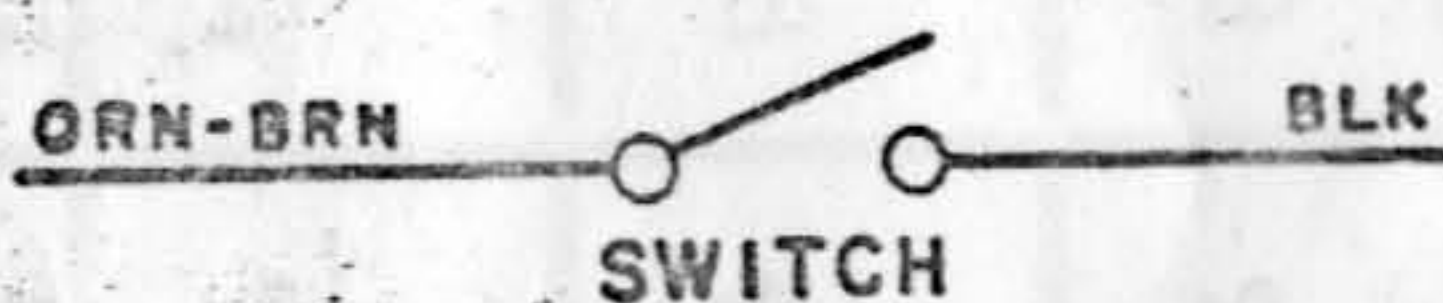
WORLD CUP - SWITCH

1	2	3	4	5	6	7	8
GRN-BRN	GRN-RED	GRN-ORG	GRN-YEL	GRN-BLK	GRN-BLU	GRN-VIO	GRN-GRY
1 PLUMB TILT	2 LEFT EJECT	3 RIGHT STANDUP (10PT)	4 SPINNER 25	5 TOP LEFT STANDUP (10PT)	6 41	7 49	8 57
2 BALL ROLL TILT	10 LEFT STANDUP (50PT)	18 RIGHT SPECIAL	26 SUPER BALL ADVANCE	34 "S" TARGET	42	50	58
3 CREDIT BUTTON	11 LEFT SPECIAL	19 RIGHT STANDUP (50PT)	27 "R" TARGET	35 LEFT SUPER BALL ADVANCE	43	51	59
4 25¢ SWITCH	12 LEFT STANDUP (10PT)	20 RIGHT EJECT	28 RIGHT SUPER BALL ADVANCE	36 LEFT INSIDE BALL ADVANCE	44	52	60
5 10¢ SWITCH	13 LEFT BALL THROWER ("T")	21 BALL ADVANCE 1	29 TOP RIGHT STANDUP (10PT)	37 LEFT JET BUMPER	45	53	61
6 5¢ SWITCH	14 OUTHOLE	22 BALL ADVANCE 2	30 TOP RIGHT ROLLOVER (A/R)	38 RIGHT JET BUMPER	46	54	62
7 SLAM TILT	15 PLAYFIELD TILT	23 BALL ADVANCE 3	31 TOP CENTER ROLLOVER	39	47	55	63
8 RIGHT BALL THROWER ("A")	16 RIGHT BALL THROWER ("A")	24 BALL ADVANCE 4	32 TOP LEFT ROLLOVER (S/T)	40	48	56	64

SPECIAL SOLENOIDS

SWITCH →
COIL →

TYPICAL WIRING



WORLD CUP SOLENOIDS

ORN-BRN
BLU-BRN
17
LEFT JET BUMPER
ORN-RED
BLU-RED
18
RIGHT JET BUMPER
ORN-BLK
BLU-ORN
19
NOT USED
ORN-YEL
BLU-YEL
20
NOT USED
ORN-GRN
BLU-GRN
21
NOT USED
ORN-BLUE
BLU-BLK
22
NOT USED
ORN-VIO
BLU-VIO
RIGHT FLIPPER
ORN-GRY
BLU-GRY
LEFT FLIPPER

SOLENOIDS

PLAYFIELD CABINET

GRY-BRN	BRN-BLK
1	9
LEFT EJECT	10 POINT CHIME
GRAY-RED	BRN-RED
2	10
RIGHT EJECT	100 POINT CHIME
GRAY-ORN	BRN-ORN
3	11
LEFT THROWER	1000 POINT CHIME
GRY-YEL	BRN-YEL
4	12
RIGHT THROWER	10,000 POINT CHIME
GRY-GRN	BRN-GRN
5	13
BALL RELEASE	NOT USED
GRAY-BLUE	BRN-BLUE
6	14
NOT USED	CREDIT KNOCKER
GRAY-VIO	BRN-VIO
7	15
BELL	NOT USED
GRAY-BLK	BRN-GRAY
8	16
NOT USED	COIN LOCKOUT

RED-BRN	1 YEL-BRN	2 YEL-RED	3 YEL-ORG	4 YEL-BLK	5 YEL-GRN	6 YEL-BLU	7 YEL-VIO	8 YEL-GRY
1	BALL ADVANCE 1 (X2)	TOP "S"	TOP GOAL WHEN LIT	2 GOALS	BONUS 2	BONUS 10	BONUS 18	#1 PLAYER UP
2	BALL ADVANCE 2 (X2)	TOP "T"	EXTRA BALL WHEN LIT	4 GOALS	BONUS 3	BONUS 11	1 CAN PLAY	#2 PLAYER UP
3	BALL ADVANCE 3 (X2)	TOP "A"	SPINNER 100 WHEN LIT	6 GOALS	BONUS 4	BONUS 12	2 CAN PLAY	#3 PLAYER UP
4	BALL ADVANCE 4 (X2)	TOP "R"	BRONZE STAR	1 GOAL	BONUS 5	BONUS 13	3 CAN PLAY	#4 PLAYER UP
5	GOAL WHEN LIT (X2)	"S"	SILVER STAR	3 GOALS	BONUS 6	BONUS 14	4 CAN PLAY	TILT
6	LEFT SPECIAL	"T"	GOLD STAR	5 GOALS	BONUS 7	BONUS 15	MATCH	GAME OVER
7	RIGHT SPECIAL	"A"	GOLD CUP	7 GOALS	BONUS 8	BONUS 16	BALL IN PLAY	SAME PLAYER SHOOT AGAIN (BACK BOX)
8	SAME PLAYER SHOOT	"R"	SUPER STAR	BONUS 1	BONUS 9	BONUS 17	CREDITS (PLAYFIELD)	HIGH SCORE

WORLD CUP - LIGHTS

WORLD CUP

3 BALL PLAY S&R FEATURE

LIBERAL POSITION S&R TOGETHER

8	☒	☐
7	☒	☐
6	☐	☐
5	☐	☐
4	☒	☐
3	☐	☐
2	☐	☐
1	☐	☐
ON ←		

DATA

CONSERVATIVE POSITION S&R SEPARATED

8	☒	☐
7	☒	☐
6	☐	☐
5	☐	☐
4	☐	☐
3	☒	☐
2	☐	☐
1	☐	☐
ON ←		

DATA

8	☐	☐
7	☒	☐
6	☐	☐
5	☐	☐
4	☒	☐
3	☐	☐
2	☐	☐
1	☐	☐
ON ←		

FUNCTION

8	☐	☐
7	☒	☐
6	☐	☐
5	☐	☐
4	☒	☐
3	☐	☐
2	☐	☐
1	☐	☐
ON ←		

FUNCTION

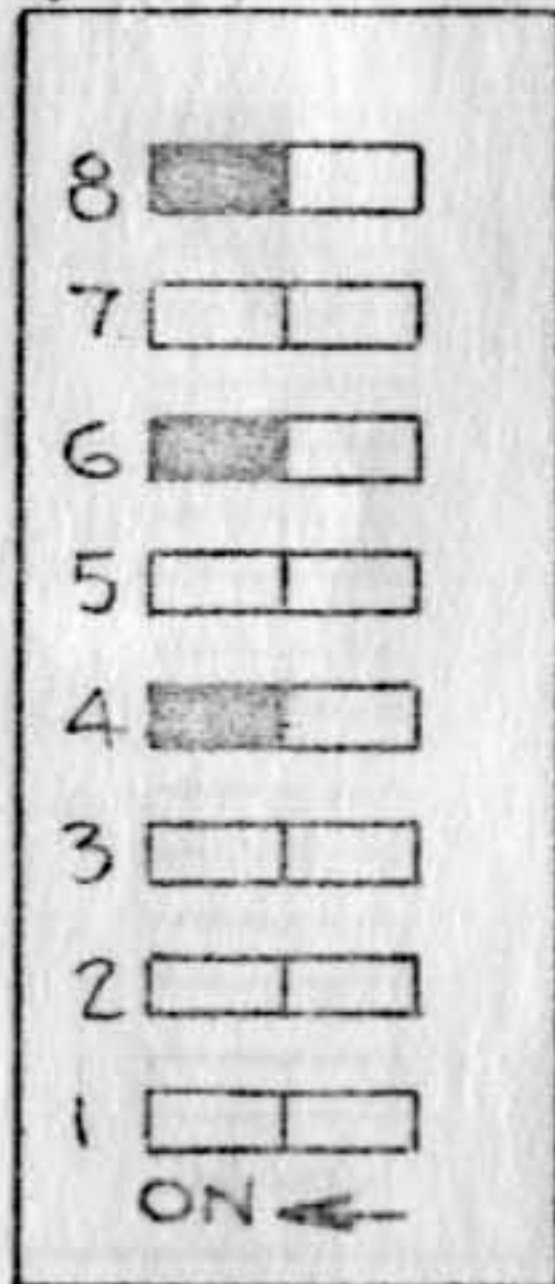
PROCEDURE :

1. IF NOT ALREADY IN DIAGNOSTIC, ENTER DIAGNOSTIC BY PRESSING LOWER PUSHBUTTON ONCE.
2. SET UP FUNCTION AND DATA SWITCHES AS SHOWN ABOVE.
3. PRESS ENTER PUSHBUTTON ONCE. THE LED'S WILL BLINK TO INDICATE THAT NEW DATA IS LOCKED IN.

WORLD CUP

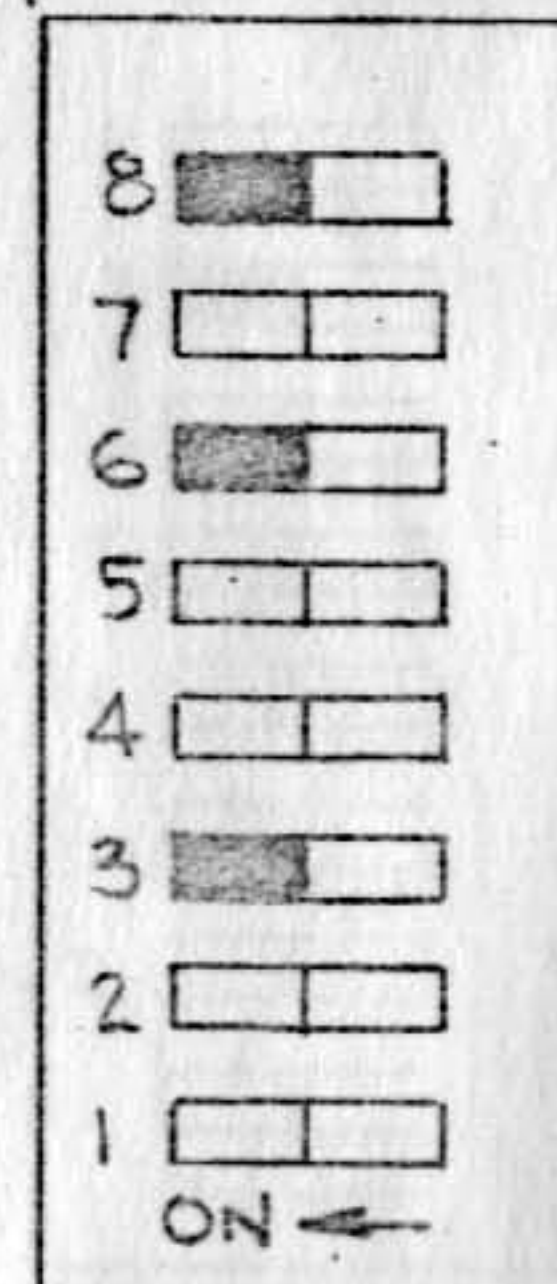
5 BALL PLAY S&R FEATURE

LIBERAL POSITION
S&R TOGETHER.

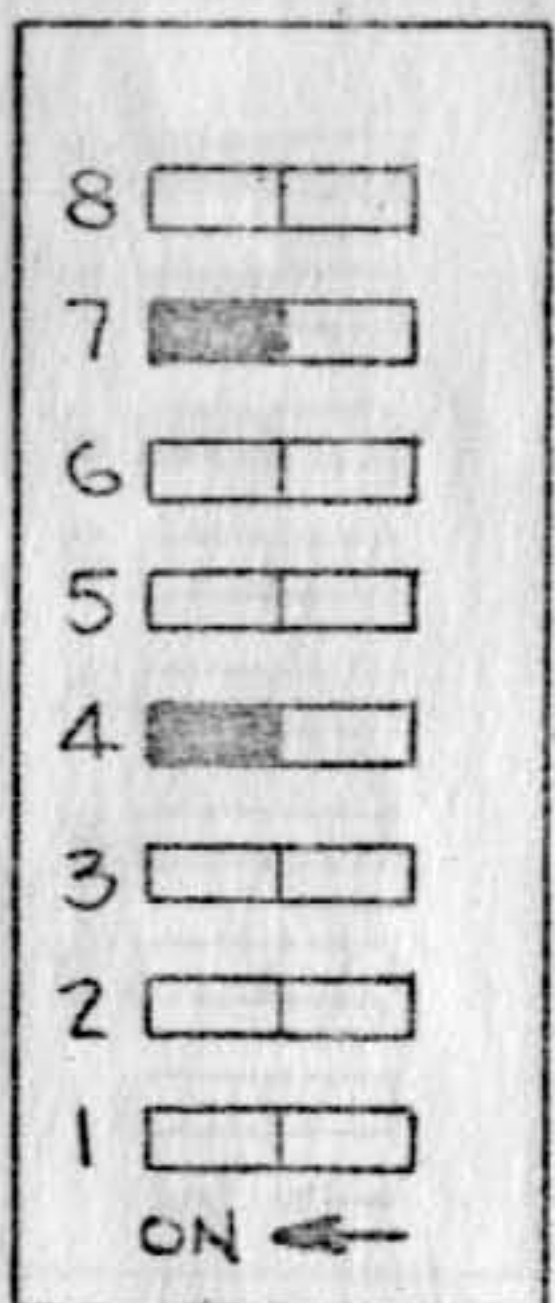


DATA

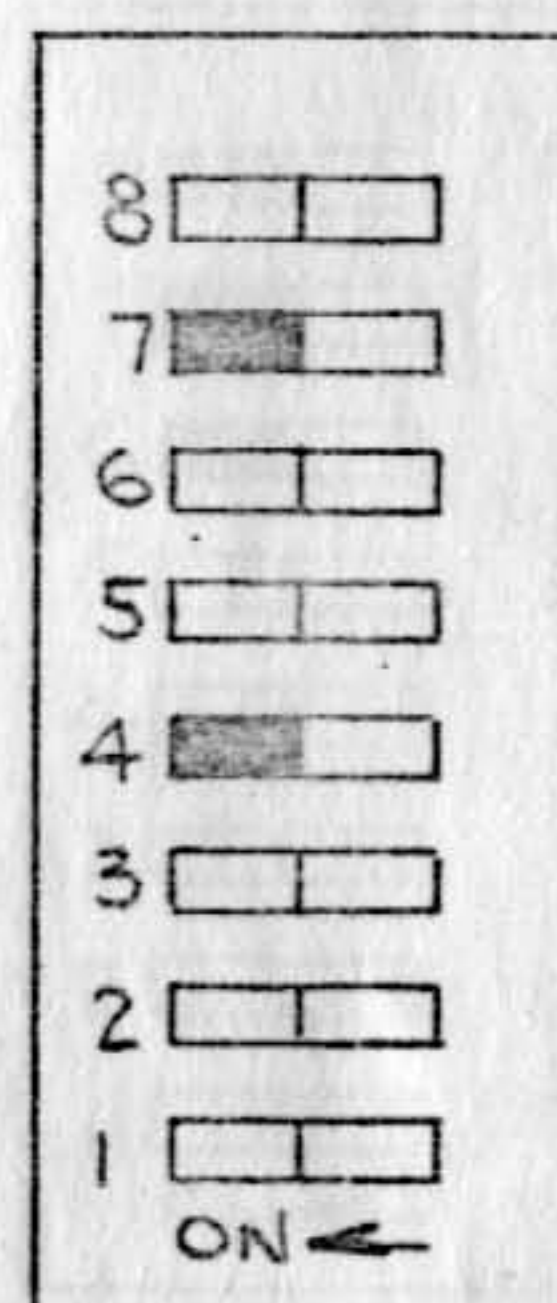
CONSERVATIVE POSITION
S&R SEPARATED



DATA



FUNCTION



FUNCTION

PROCEDURE :

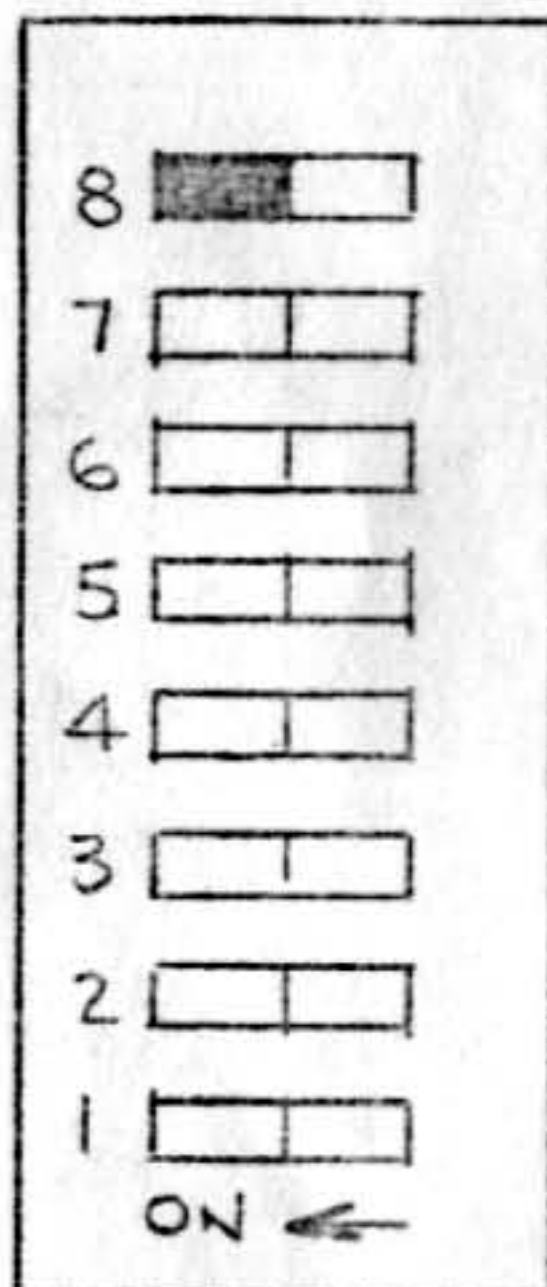
1. IF NOT ALREADY IN DIAGNOSTIC, ENTER DIAGNOSTIC BY PRESSING LOWER PUSHBUTTON ONCE.
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3. PRESS ENTER PUSHBUTTON ONCE. THE LED'S WILL BLINK TO INDICATE THAT NEW DATA IS LOCKED IN.

WORLD CUP

WORLD CUP LITE & SUPER STAR LITE FEATURE

LIBERAL

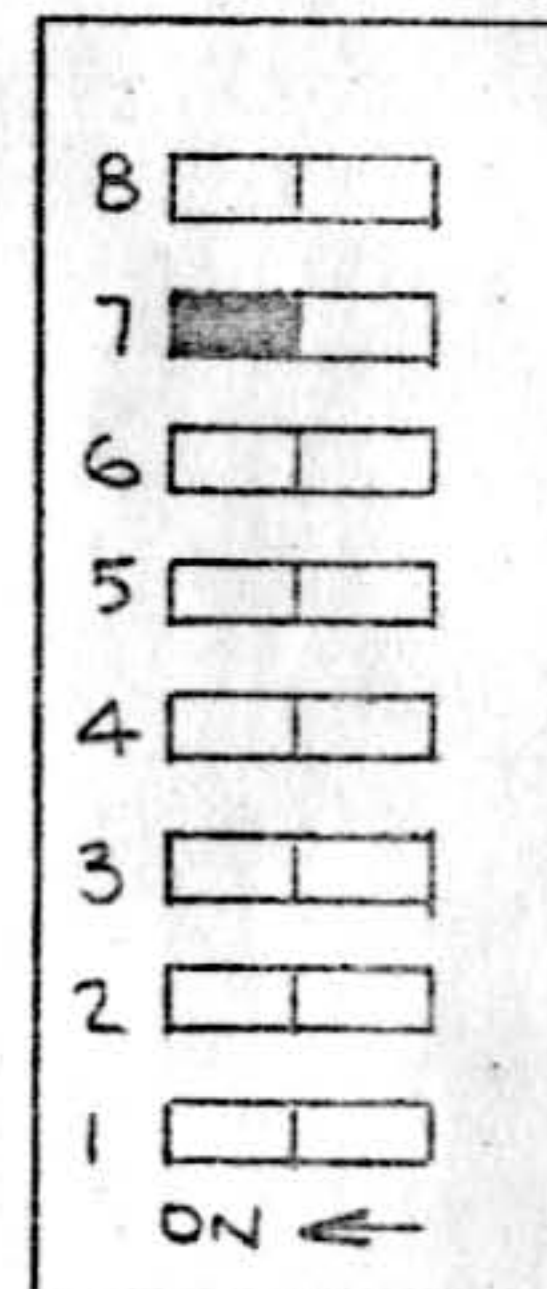
WORLD CUP LITES WHEN S-T-A-R IS MADE 3RD. TIME SUPER STAR LITES WHEN S-T-A-R IS MADE 4TH. TIME.



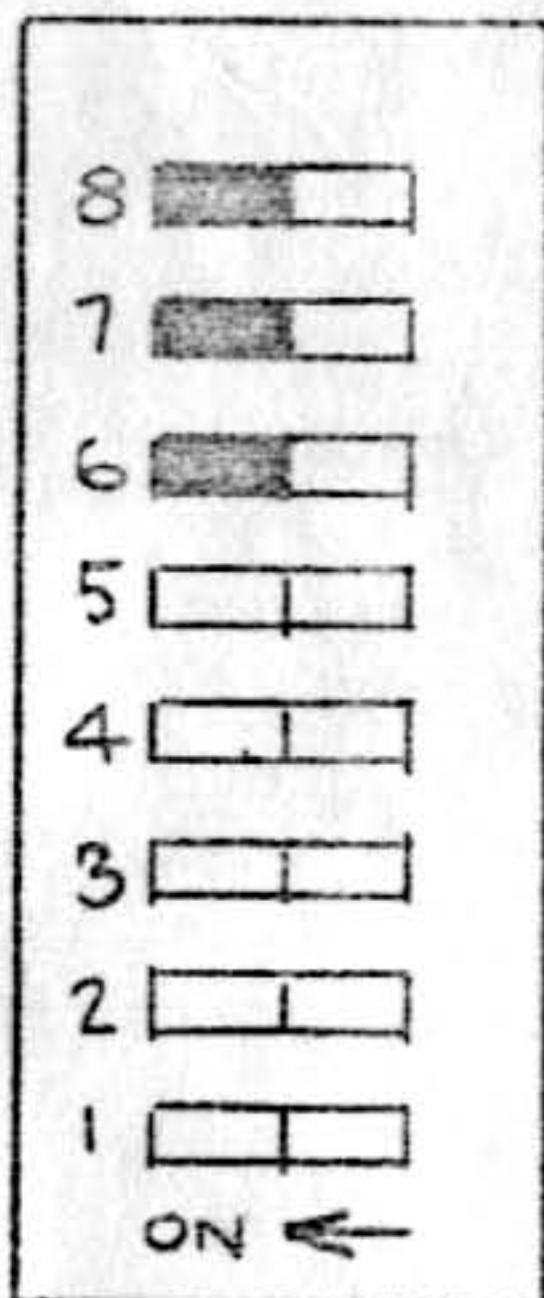
DATA

CONSERVATIVE

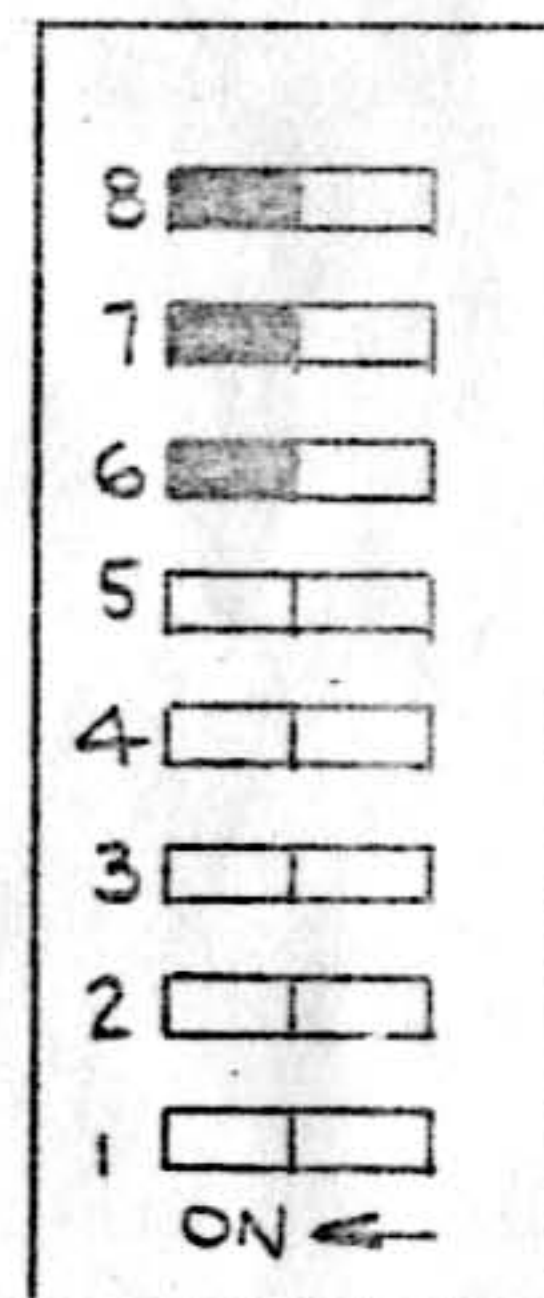
WORLD CUP LITES WHEN S-T-A-R IS MADE 4TH. TIME SUPER STAR LITES WHEN S-T-A-R IS MADE 5TH. TIME.



DATA



FUNCTION



FUNCTION

PROCEDURE:

1. IF NOT ALREADY IN DIAGNOSTIC, ENTER DIAGNOSTIC BY PRESSING LOWER PUSHBUTTON ONCE.
2. SET UP FUNCTION AND DATA SWITCHES AS SHOWN ABOVE.
3. PRESS ENTER PUSHBUTTON ONCE. THE LED'S WILL BLINK TO INDICATE THAT NEW DATA IS LOCKED IN.