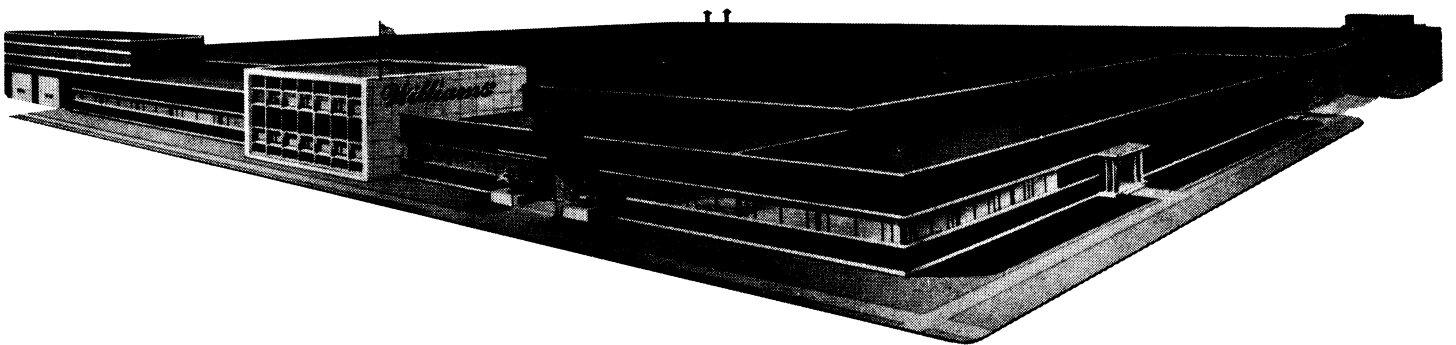


Instruction Manual *for* **AZTEC** SOLID STATE



Williams[®] ELECTRONICS, INC.

A SUBSIDIARY OF
THE SEEBURG CORPORATION OF DELAWARE

3401 N. California Ave.
(312) 267-2240

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

MAJOR SOLID STATE ASSEMBLY

A.	5A-8868	Game control complete (composed of)	
		5A-8920 Game control master	(PW01-D150-001)
		5A-8921 Game control buffer	(PW01-D140-011)
		5A-8880 Price Board	(PW01-0131)
B.	5A-8877	Score Board (Two chips)	(PW01-D162-001)
C.	5A-8882	Sattelite Board (One chip)	(PW01-D162-001)
D.	5A-8894	Match Board (One chip)	(PW01-D-172-001)
E.	5A-8896	Digit Board (no chip)	(PW01-D172-001)
F.	5A-8870	Lamp Driver (3 pins)	(AA 4450)
G.	5A-8869	AC coil driver (4 pins)	(AA 4460)
H.	C-7935	Power board	(P1B-2001-125)
I.	B-7944	Flipper driver	(P1B-2001-126)
J.	B-7943	DC coil driver	(P1B-2001-127)
K.	B-7942	Time Delay	(P1B-2001-128)
L.	15A-6791	Power transformer 60HZ	
M.	15A-6792	Isolation transformer 60HZ	

I. 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: The fuse blocks are located on the power supply assembly, and a block near a transformer.

3. LUBRICATION

Over-lubrication causes far more trouble in coin operated equipment than under-lubrication. Practically all cases of poor contact on switches 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.

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.

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.

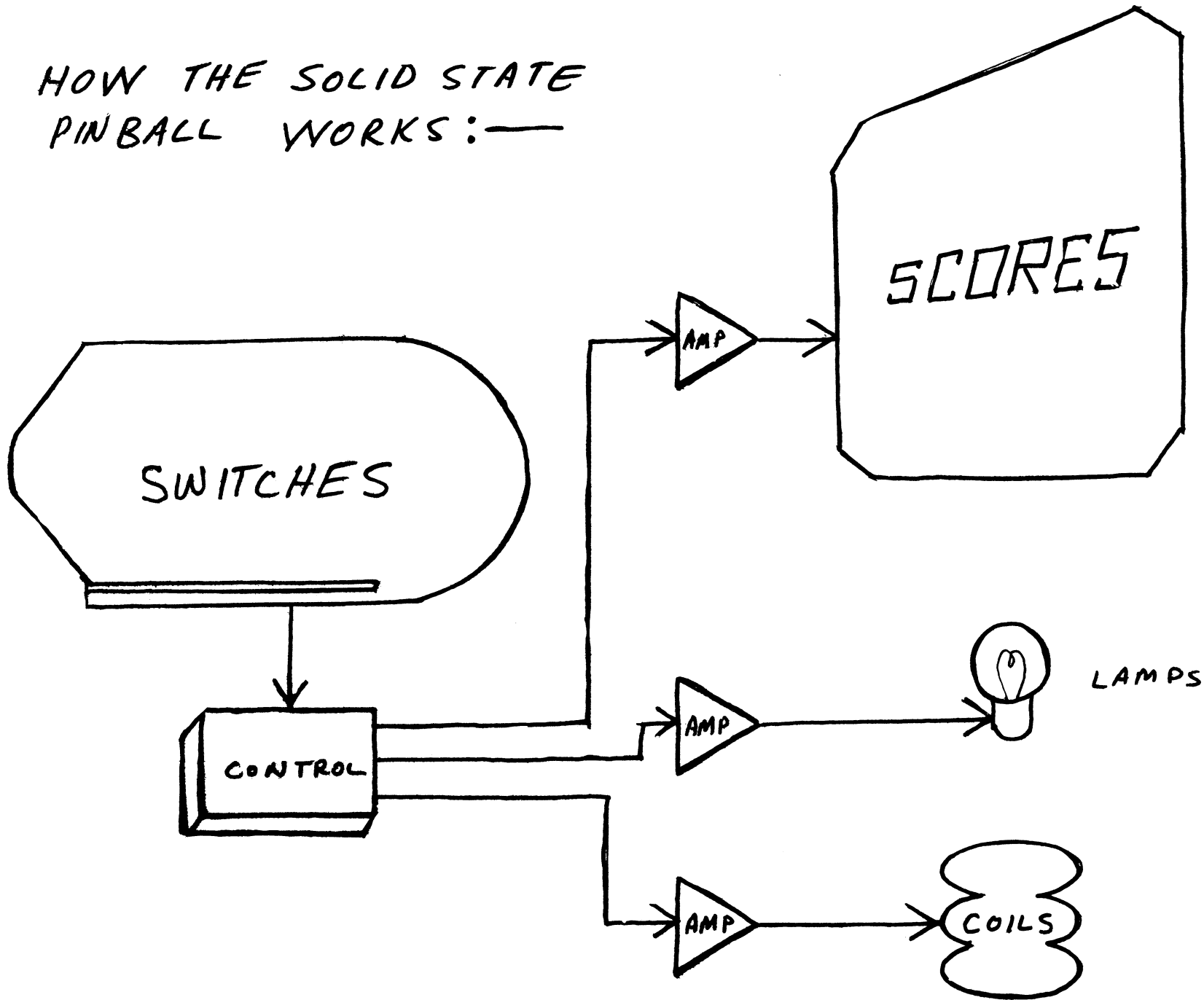
SWITCH ADJUSTMENT

Playfield switch adjustments should be made only with power off, and connector J5 disconnected from game control unit.

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.

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HOW THE SOLID STATE
PINBALL WORKS:—



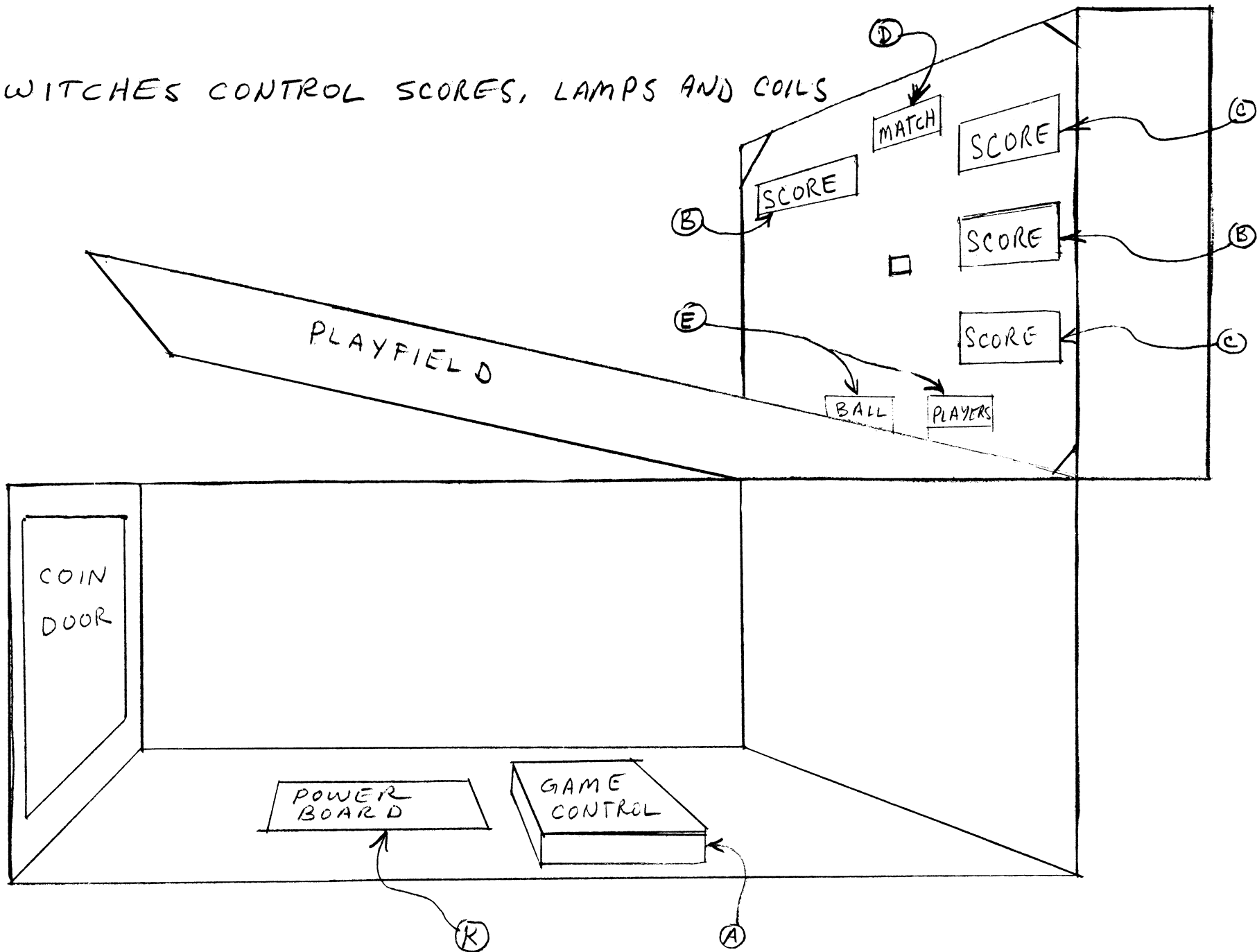
INTRODUCTION TO SOLID STATE PINBALL.

After unpacking the game, and setting it up, run the game through the Automatic Game Testing to check for any shipping damage and to get familiar with the game control operation. Let the automatic test work for you and help save time in solving problems. Playing the game is the second most important step in knowing how the game works and making servicing easy.

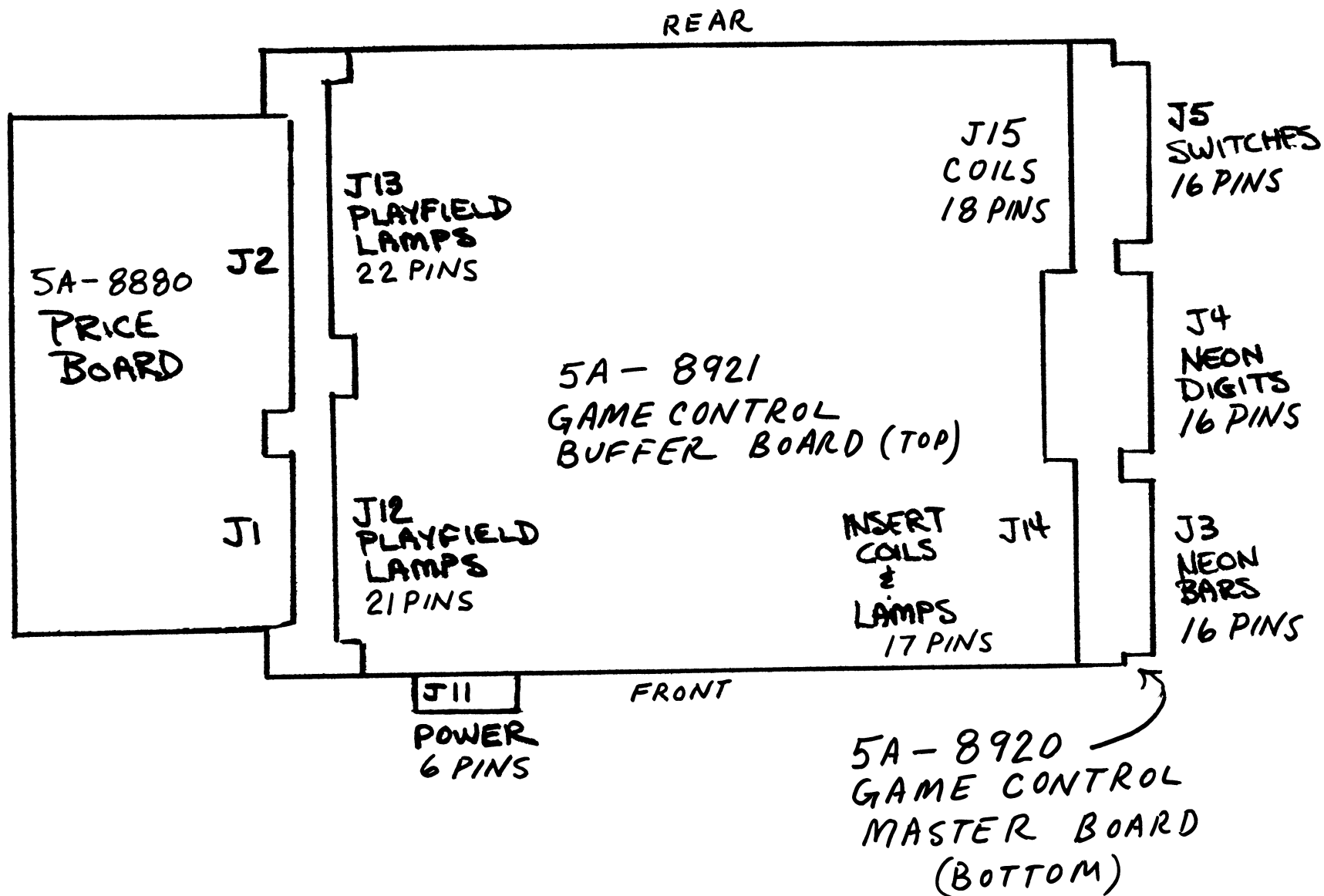
AUTOMATIC GAME TESTING:

1. Flip A.C. Power Switch (located under cabinet at right front) to "OFF".
2. Flip Test Switch (located on mechanism panel) to "TEST".
3. Close front door, which will push interlock switch in.
4. Now flip A.C. Power Switch back to "ON".
5. A closed switch on playfield will lite a number on 1st player score identifying that switch. (See playfield switch numbers on Page 7).
6. If there are no closed switches, all four players scores will show 888888. This indicates that all displays are good.
7. Approximately 7 seconds after the 888888 scores lite up, the coil cycle should begin:
 - A. Credit Step-Up Coil.
 - B. Credit reset coil.
 - C. Coin lockout.
 - D. Knocker.
 - E. Large Chime.
 - F. Middle Chime.
 - G. Small Chime.
 - H. Aztec eject.
 - I. Ball release.
8. Listen to coil operation. A bad coil or amplifier may end the cycle by blowing the 28 V.A.C. fuse.

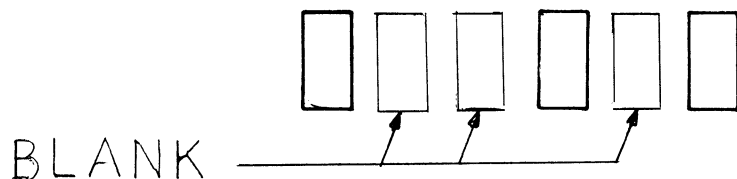
SWITCHES CONTROL SCORES, LAMPS AND COILS



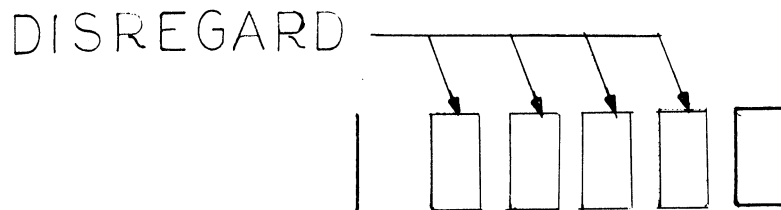
5A-8868 GAME CONTROL COMPLETE



9. All the lites turn on for burnout replacement.
10. Press the credit button once. First player score should now show



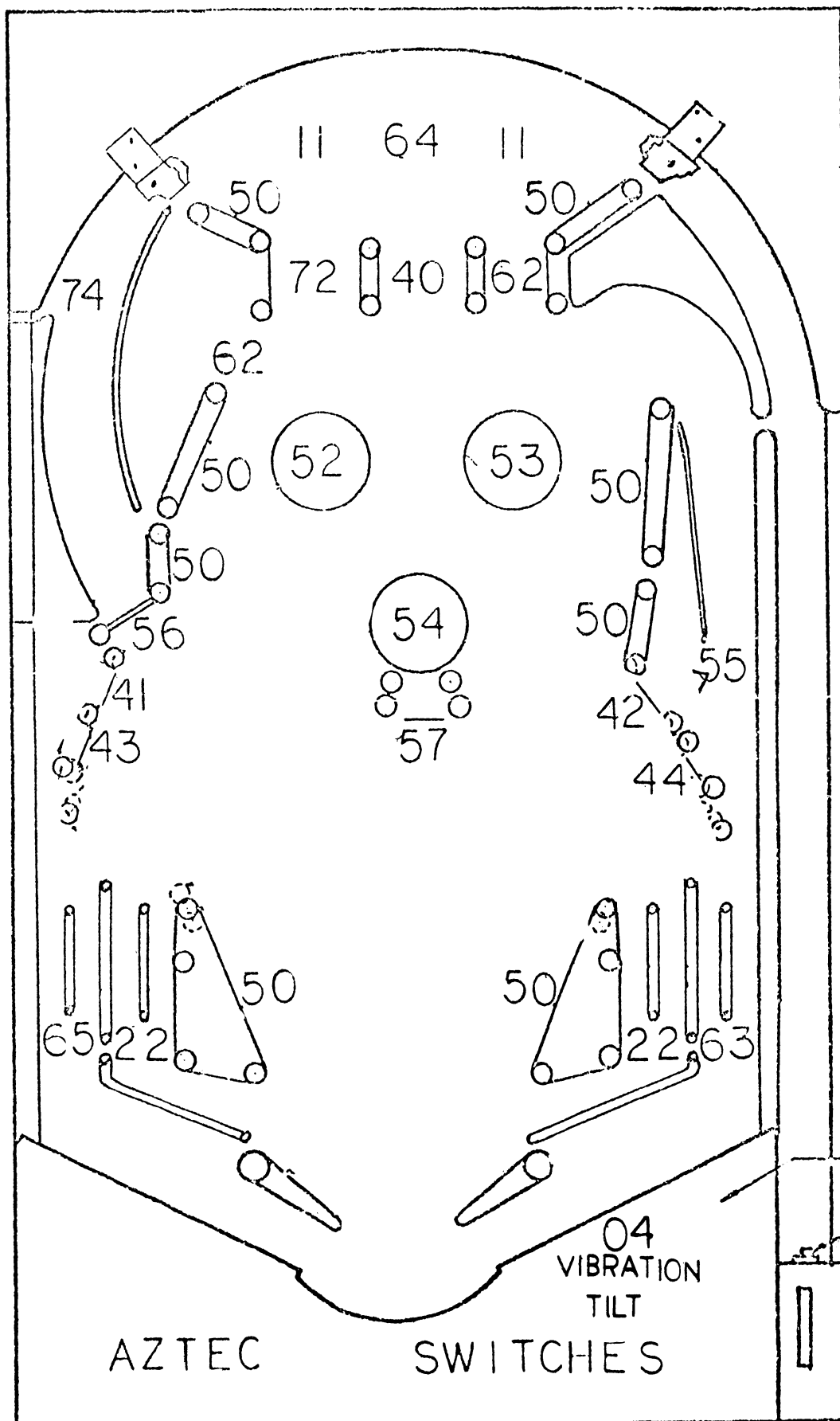
The other players scores will show 000000. Press the Credit button once more and 1st player score should show



Each time the Credit button is pressed, the 100,000 digit (on the extreme left) will increase one point--1 to 2 to 3 etc. until it reads 8 and then back to 0. The extreme right digit remains at 0. Disregard the other 4 digits. This test shows the game control is O.K.

If necessary, check the switch grid with an oscilloscope. (See trouble shooting section).

11. Turn off A.C. Power Switch and test switch.
12. Turn on A.C. Power Switch--game-over lite comes on to signal ready for operation.



- SWS, NOT ON
PLAYFIELD
- 01-25¢ COIN
 - 02-10¢ COIN
 - 03-5¢ COIN
 - 04-PLUMB
BOB TILT
 - 04-ROLL-
DOWN TILT
 - 05-CREDIT
RESET ZERO SW.
 - 06-CREDIT
STEP-UP
LIMIT SW.

TEST SWITCH ON - STUCK SWITCH SHOWS ON
FIRST PLAYER SCORE

GAME CONTROLLER SIGNAL CHART
MEASURE WITH OSCILLOSCOPE

GAME CONTROL CONNECTOR	TO	"ON"	"OFF"	TIME
J5	SWITCH GRID	0.V	+5V	32 M. SEC.
J12 AND J13	LAMP DRIVERS	+0.4V.	+2.4V.	CONTINUOUS
J15	COIL DRIVERS	+2.4V	+0.4V	45 M. SEC.
J4	NEON DIGIT SCORE	+5.V	-5.V	3.9 M. SEC.
J3	NEON BAR SCORE	+5.V	-5.V	7.8 M. SEC.
J14	INSERT	LAMPS AND COILS SAME AS ABOVE		

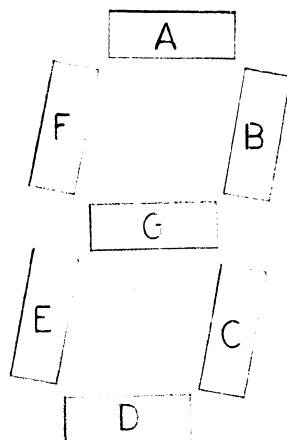
SOLID STATE PINBALL POWER SUPPLY

GRAY (A)	+5VDC REGULATED	TTL BUFFER SUPPLY
BROWN PLASTIC	-12VDC REGULATED	MOS CONTROLLER SUPPLY
RED-YELLOW-WHITE	+8V FULL WAVE	LAMP SUPPLY
YELLOW	0.0V	SYSTEM GROUND
BLACK (A)	28VAC	AC COIL SUPPLY
BLACK PLASTIC	+28V	DC COIL SUPPLY
RED PLASTIC	+100V	NEON DIGIT SUPPLY (ANODE)
BLUE PLASTIC	-100V	NEON BAR SUPPLY (CATHODE)
ORANGE PLASTIC	-5VDC REGULATED	NEON DRIVER GROUND
BLUE (A)	6.3VAC	LIGHTING SUPPLY

TROUBLE SHOOTING GUIDE

1. The game control is sealed to protect from shock.
2. The warranty is void if the seal is broken.
3. The game lamps are more likely to fail than their amplifiers.
4. The coil amplifiers are more reliable than the input switch adjustments.
5. Cables should not be touching any moving parts.
6. Fuses should be properly seated.
7. Check all cable connector plugs for firm and secure connections.
8. A good visual inspection can save time.
9. Touch heat sinks to check for overheating.
10. Wires are most likely to break near connectors.
11. Discolored parts result from over heating and may indicate trouble.
12. The automatic game test can be run by the routeman while he is making a collection.
13. Get familiar with the automatic game testing and use it often.
14. Follow the coils as they sequence. If a fuse blows, pinpoint your search to that area.
15. Gray body switch wires carry pulses.
16. White body wires return pulses to control when a switch is closed.
17. The switch wires go to J5 of the game control.
18. The switch voltages are: Measured with oscilloscope--
ground to yellow.
 - a. +0V. Scan on
 - b. +5V. Scan off
 - c. The time is 32 milliseconds
 - d. These pulses are always on the gray body wires.
 - e. When a switch is closed the same pulse returns on a white body wire.

19. The lamp signals come from J12 and J13 on the game control.
20. Inputs are:
- +2.4V. Lamp off
 - +0.4V. Lamp on
21. The coil signals come from J15 on the game control.
22. The coil driver (AA4460) inputs are:
- +2.4V. Coil on
 - +0.4V. Coil off
23. The Neon Digit from J4:
- +5V. Digit on
 - 5V. Digit off
24. The Neon Bars from J3:
- +5V. Bar on
 - 5V. Bar off
25. The Lamp and coil signals to the insert come from game control plug J14.
26. One neon digit made of two to seven neon bars.

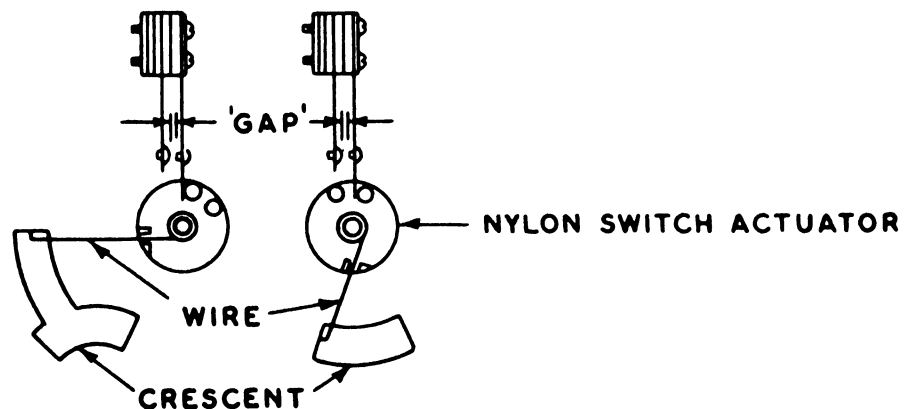


AZTEC SWITCH GRID		CLOSED SW. INPUT	WHITE	WHITE RED	WHITE BLUE	WHITE BROWN	WHITE ORANGE	WHITE BLACK	WHITE GRAY
SCAN ↓		00	10	20		40	50	60	70
GRAY → RED	0	SW 00 START BUTTON				SW 40 LITE "A" 1000 PT	SW 50 10 PT SWITCHES		
GRAY → BLUE	1	SW 01 25¢	SW 11 100 PT ROLLOVER			SW 41 LITE "Z" 1000 PT			
GRAY → YELLOW	2	SW 02 10¢		SW 22 5000 PT LANE		SW 42 LITE "T" 1000 PT	SW 52 LEFT JET	SW 62 1000 PT AD. BON. W.L.	SW 72 TOP LEFT ROLL OVER
GRAY → GREEN	3	SW 03 5¢				SW 43 LITE "E" 1000 PT	SW 53 RIGHT JET	SW 63 RIGHT OUT LANE	
GRAY → WHITE	4	SW 04 TILT				SW 44 LITE "C" 1000 PT	SW 54 CENTER JET	SW 64 BONUS UP	SW 74 TOP LEFT LANE
GRAY → BROWN	5	SW 05 CREDIT "DOWN" 0" SW					SW 55 AZTEC EJECT	SW 65 LEFT OUT LANE	
GRAY → ORANGE	6	SW 06 CREDIT UP LIMIT							
GRAY → BLACK	7						SW 57 CENTER TARGET		

(CONNECTOR J-5 CONTROL): SWITCH INPUT MATRIX

INSTRUCTIONS FOR COIN TRIP SWITCH ADJUSTMENT

WIRE SHOULD BE IN CONTACT WITH END OF CRESCENT OPENING WHEN BLADE ADJUSTMENT IS MADE.



Long blade should be in contact with nylon switch actuator and have a maximum overtravel of $1/32$.

or

Using a gram gauge, tension of long blade should not exceed 10 grams.

SWITCH ADJUSTMENT

1. For small coins, such as dimes, adjust short blade so that the 'gap' between the silver contacts is .045 to .055.
2. For larger & heavier coins the 'gap' should be .045 to .060.
3. Do not adjust 'gap' closer than .040.

POWER TRANSFORMER:

LOCATED ON MOUNTING PANEL. IT IS EQUIPPED WITH A SECONDARY TAP. IF YOUR GAME IS ON LOCATION WITH EXTREMELY LOW LINE VOLTAGE, REMOVE LEAD FROM LUG MARKED 28 VOLTS AND SOLDER TO ALTERNATE LUG MARKED "30". THIS WILL BOOST SECONDARY VOLTAGE APPROXIMATELY 2 VOLTS.

LEG LEVELERS:

ARE PROVIDED FOR TWO PURPOSES - 1ST TO LEVEL GAME ON LOCATION, 2ND TO ADJUST PITCH FOR GAME PERCENTAGING. IF IT IS DESIRED TO SPEED UP PLAY AND DECREASE SCORES, RAISE REAR LEG LEVELERS TO INCREASE PITCH.

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

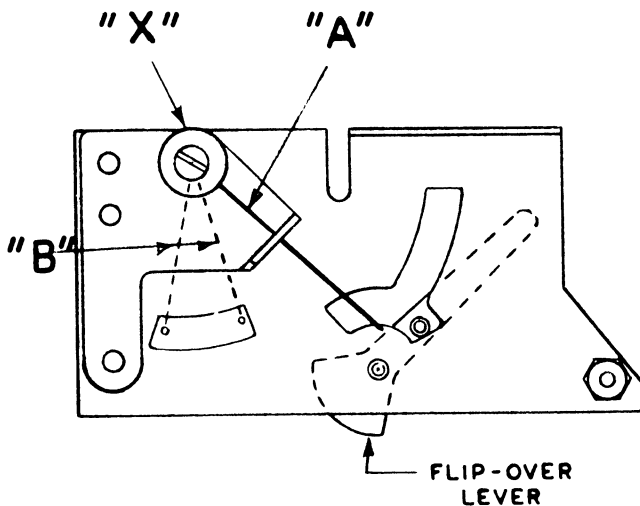
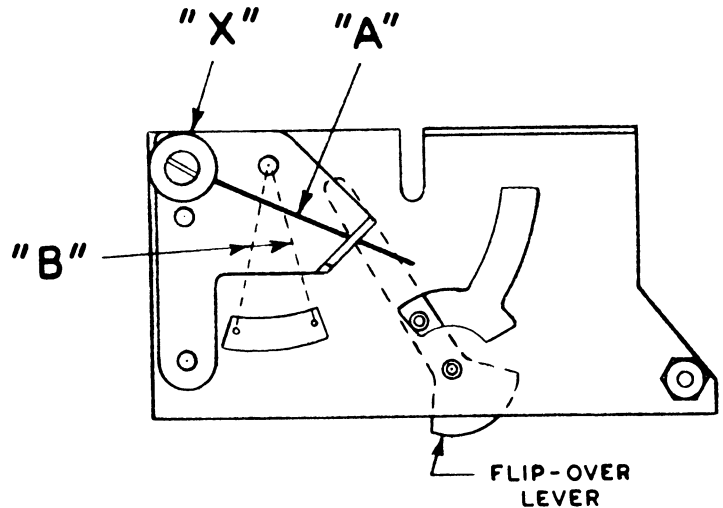


FIGURE 2



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.

SWITCH ADJUSTMENT

When switch adjustments are called for, before forming blades, in all cases, on any machine, make certain that the screws holding the **switch stacks are down very tight**. This is suggested because the plastic spacers in the switch stacks will occasionally shrink by drying out, causing a poor adjustment.

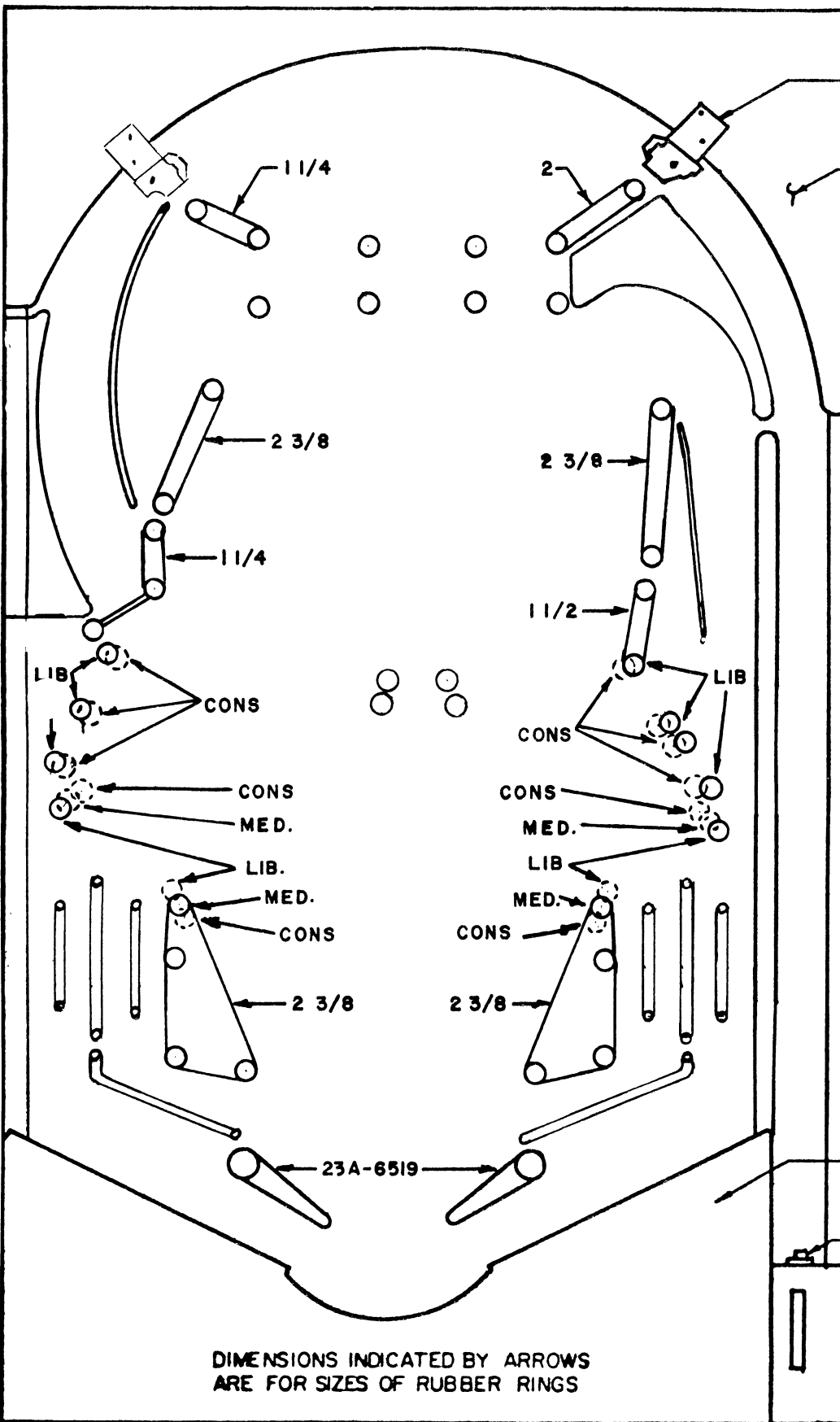
With the exception of a few instances, all blade type switches should have at least $1/32$ inch between the contact points and should "follow thru" for at least $1/32$ inch beyond the point at which the contacts close. This "follow thru" action provides a wiping motion between the contacts, keeping them clean and insuring good contact between the points.

To adjust blade type switches properly, first adjust the actuating blade (usually the longer one) with relation to the part that it contacts. Then set the gap and follow thru by adjusting the other blade.

AZTEC

POST ADJUSTMENT SHEET

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



A-4817
BALL GATE ASSEMBLY

IC-2852-416
TOP ARCH

ABBREVIATIONS:
CON. - CONSERVATIVE
LIB. - LIBERAL

RUBBER RING NUMBERS:

23A-6300 5/16 I.D.
23A-6303 1 1/4 I.D.
23A-6304 1 1/2 I.D.
23A-6305 2" I.D.
23A-6306 2 3/8 I.D.

FLIPPER RUBBER-23A-6519

D-7473
BOTTOM ARCH

23A-6327
BALL SHOOTER RUBBER TIP

DIMENSIONS INDICATED BY ARROWS
ARE FOR SIZES OF RUBBER RINGS

16A-466-PA

GAME ADJUSTMENTS

All game adjustments are made on the price board diode grid. The diodes are located in rows and columns. All diode cathode bands face the front (Column A).

The columns are lettered 'A' to 'I' across the board width. The rows are numbered 1 to 8 from the board edge toward the connectors. Locating diode H3 (the number match location), proceed as follows:

Hold the board looking at the diodes with the edge connectors down. All diode bands face left. The left most column of diodes is "A" and the right most is "I". The top row of diodes is number one, the bottom row is eight. H3 is the column next to the right--and the third diode down. If the diode is in H3 the number match is on. If it is missing, the number match is off.

ALL DIODES ARE IN 4148

EXAMPLES

"H3" Number match on---Diode in column "H" row "3"
Number match off---Diode missing at H3

"H4" Chimes off---Diode in at column "H" row "4"
Chimes on--- Diode out of "H4"

"C567" 3 Ball play---Diodes in "C5" and "C6"
2 Ball play---Diodes in "C5" and "C7"

FUNCTIONAL DESCRIPTION

The Williams Game Controller has two basic functions, the game control functions and the operator adjustable functions set by diode jumpering between points on the price card.

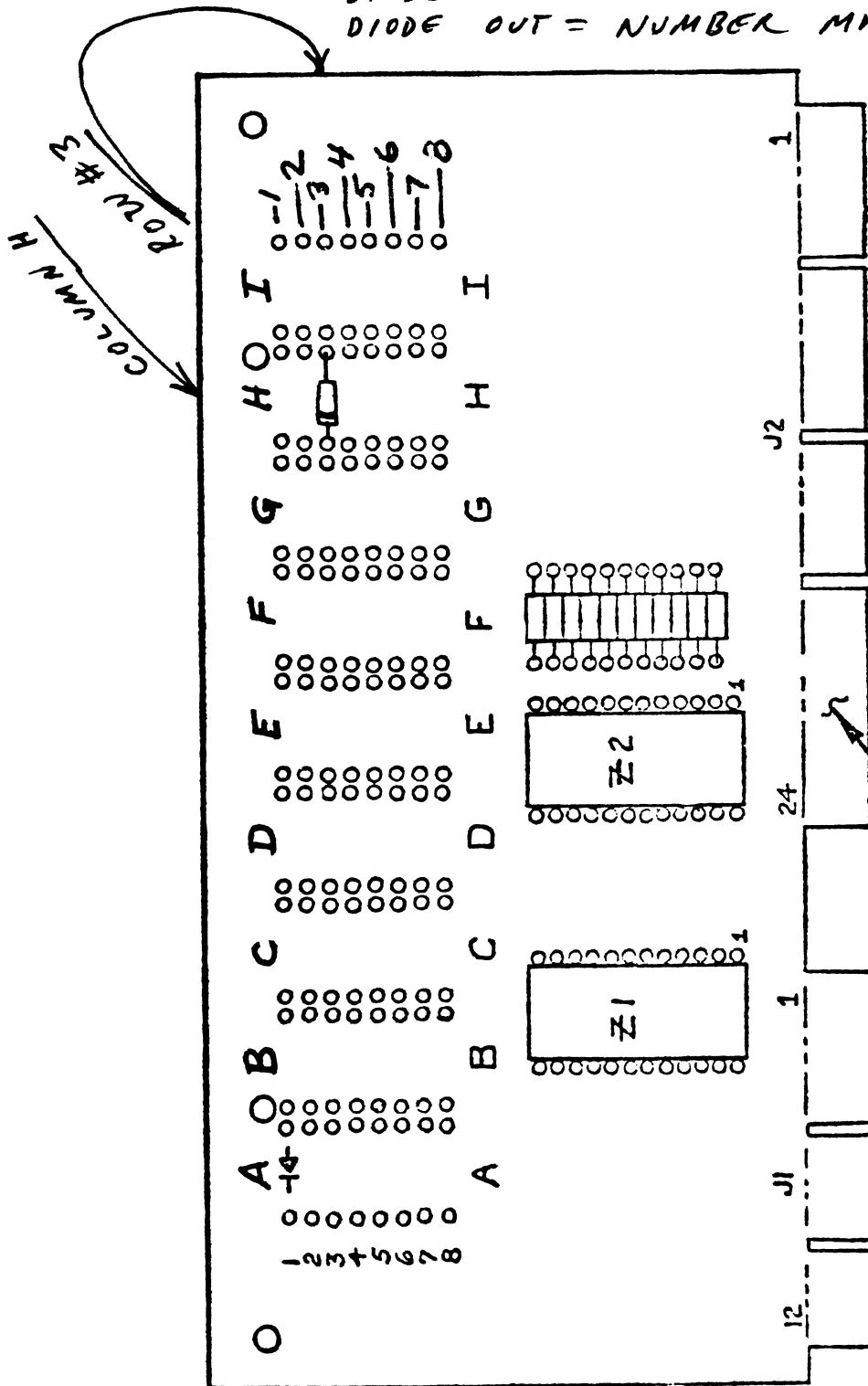
SEE PRICE BOARD DIODE MAP

Operator adjustable functions are accomplished by the operator installing the diodes between specific contacts available on the price card. The diodes will define the following operator adjustable parameters:

PRICE BOARD DIODE GRID.

ALL GAME ADJUSTMENTS ARE MADE ON THIS BOARD.

EXAMPLE:— H3 = MATCH COLUMN H ROW #3
 DIODE IN = NUMBER MATCH ON
 DIODE OUT = NUMBER MATCH OFF



5A-8830
 PRICE BOARD

ALL DIODE BANDS LEFT

EXAMPLE:- H3 MATCH = COLUMN "H" ROW #3
DIODE IN = NUMBER MATCH ON, DIODE OUT MATCH OFF

	A	B	C	D	E	F	G	H	I
1	A1 ↑	B1 (9) ↑	C1 (X1) PLIER	D1 10K ↑	E1 10K ↑	F1 10K ↑	G1	H1 CREDIT	
2	A2 PLAY ↑	B2 (10) ↑	C2 (X2) MULT	D2 20K ↑	E2 20K ↑	F2 20K ↑	G2	H2 EXTRA BALL	
3	A3 PER ↑	B3 START CHIMES ON	C3 (X4) COIN ↓	D3 40K SCORE ↑	E3 40K SCORE ↑	F3 40K SCORE ↑	G3	H3 MATCH ON	
4	A4 UNITS ↑	B4 RESTART	C4 (X8) ↓	D4 80K HIGH ↑	E4 80K HIGH ↑	F4 80K HIGH ↑	G4	H4 CHIMES OFF	
5	A5 PRICE ↑	B5	C5 GAME ↑	D5 100K FIRST ↑	E5 100K MID ↑	F5 100K TOP ↑	G5 LIBERAL	H5	
6	A6	B6 RATIO ↑	C6 PERC ↑	D6 200K	E6 200K	F6 200K	G6 MODERATE	H6	
7	A7	B7 COIN ↑	C7 BALLS ↑	D7 400K	E7 400K	F7 400K	G7 CONSERVATIVE	H7	I7 FACTORY PRESET
8	A8 ↓	B8 ↓	C8	D8 800K ↓	E8 800K ↓	F8 800K ↓	G8 TILT	H8	

PRICE BOARD DIODE MAP

- A. Price units per play: 1, 2, 3, 4, 5, 6, 7, 8, 9 or 10. Each game credit increment is specified by diodes inserted at appropriate points. For example, diodes inserted at points A5, B1 and B2 would indicate that 1 play would cost 5 units, 2 plays would cost 9 units, and 3 plays would cost 10 units. Furthermore, when reaching the highest number of units represented by the diode position, the appropriate number of play credits would be allocated and the number of price units accumulated would be reset to zero for further coin inputs.
- B. Relative coin values as follows: Factory adjusted to match coin door.

Diode Points			Smallest Coin	Ratio of 2nd Coin Value to Smallest	Ratio of 3rd Coin Value to Smallest
B8	B7	B6			
none	none	none	1	-	-
none	none	yes	1	2	-
none	yes	none	1	2	4
none	yes	yes	1	2	5
yes	none	none	1	4	-
yes	none	yes	1	5	-
yes	yes	none	1	5	10

Example: U.S. nickle, dime and quarter values would be represented by 1, 2, 5 and diodes would be installed at points B6 and B7.

- C. Relative coin value multiplier: Multiplies coin value by a constant to establish the price units as follows: X1 thru X10. Diodes would be installed at points C1, C2, C3 and C4 to form a binary coded decimal number which indicates the value of the multiplier.

(See page 22 for U.S. price settings).

C-5-6-7. Number of balls served per game as follows:

3 Ball Game--diodes in C5 & C6
5 Ball Game--diodes in C5 & C7

D1 thru D8. This adjustment is for first Hi-Score value to award credit or extra ball.

E1 thru E8. The 'E' column is used for second Hi-Score value to award credit or extra ball.

F1 thru F8. Diodes inserted in 'F' column determine the third Hi-Score value to award credit or extra ball.

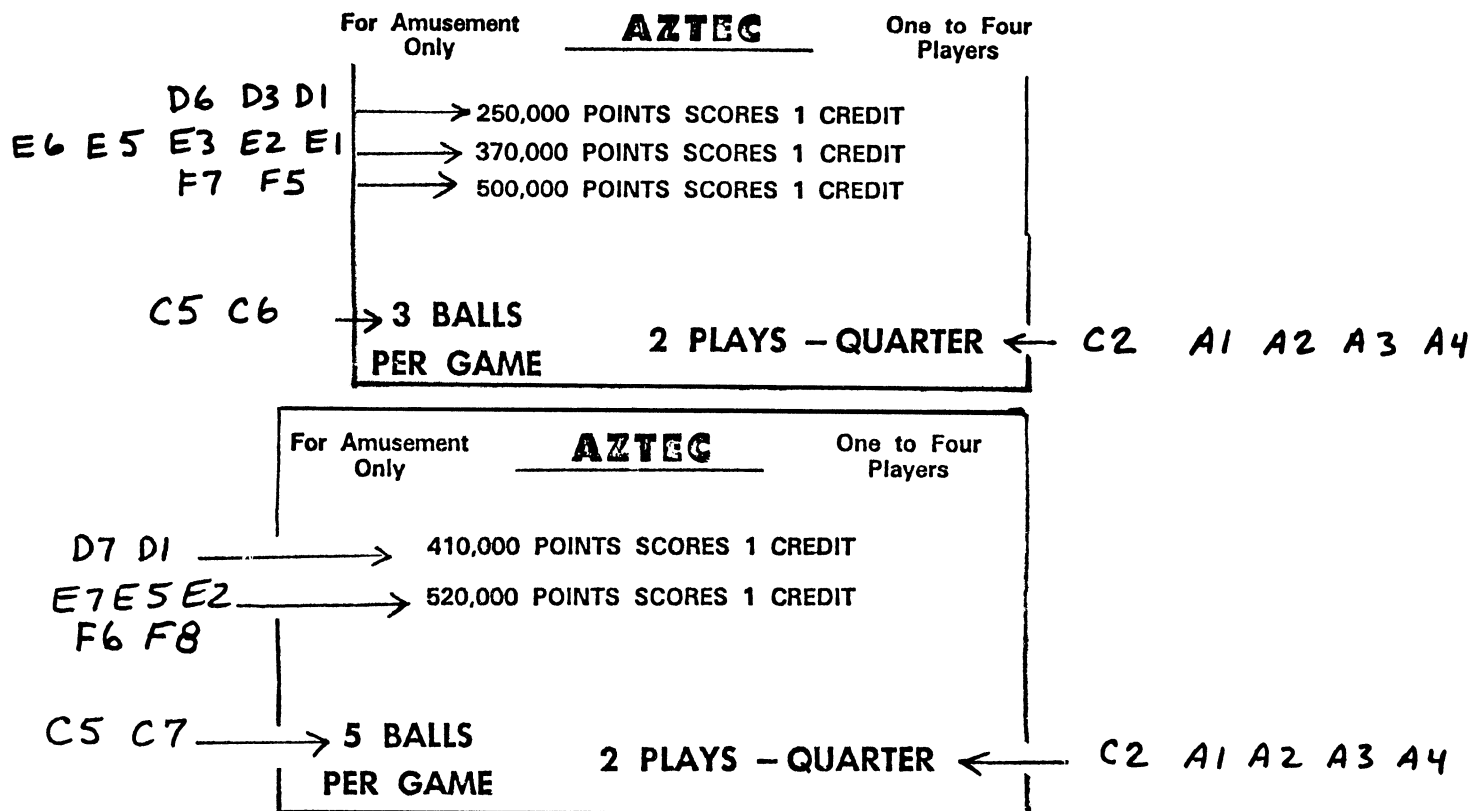
In the examples shown below, we see a first Hi-Score of 250,000 requires diodes in D6-D3 & D1. Look at the Price Board Diode Map.

D6 has a value of 200K (200,000)

D3 has a value of 40K (40,000)

D1 has a value of 10K (10,000)

The sum of these three values is 250,000.



G5-6-7 Feature Difficulty Level: A diode in G5 will define a
liberal feature scoring. G6 will define medium. G7 will
make feature scoring conservative.

Instruction card on game determines liberal-medium-conservative
adjustment. Number of instruction card is at bottom right side
of card.

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
 - Each Player shoots one ball at a time as indicated on back glass.
 - Tilt Penalty - Ball in Play - does not disqualify player.
 - Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
 - Hitting Targets A E C or A Z T, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
 - Hitting targets A E C or A Z T and bonus to 50,000 lites special lane, special scores 1 credit.
 - 1 credit for each player matching last two numbers of score to lited number on back glass when game is over.
- PENALTY
BALL IN PLAY →
DIODE IN 'G8'
- LIBERAL
→
DIODE IN 'G5'
- MATCH 'ON'
DIODE IN 'H3' →

466-1A

Instruction Card No. 466-1A	(Liberal)	Diode in 'G5'
Instruction Card No. 466-2A	(Liberal)	Diode in 'G5'
Instruction Card No. 466-3EA	(Liberal)	Diode in 'G5'
Instruction Card No. 466-1B	(Medium)	Diode in 'G6'
Instruction Card No. 466-2B	(Medium)	Diode in 'G6'
Instruction Card No. 466-1C	(CONSERVATIVE)	Diode in 'G7'
Instruction Card No. 466-2C	(Conservative)	Diode in 'G7'

G8 Tilt Control: A diode in G8 indicates that when a tilt
switch is closed, play is terminated only for the ball
in play. If no diode is present in G8, play is termi-
nated for the game.

H1-H2 Credit-Extra Ball: To award credits for making Hi-Scores
as defined in D1 thru D8, E1 thru E8 and F1 thru F8, in-
stall a diode in H1.

To award extra ball, install a diode in H2.

H4 Chimes: A diode in H4 indicates chimes are off. No
diode in H4 indicates chimes are on.

USA 25¢ COIN DOOR- SINGLE CHUTE- (1X COIN RATIO)

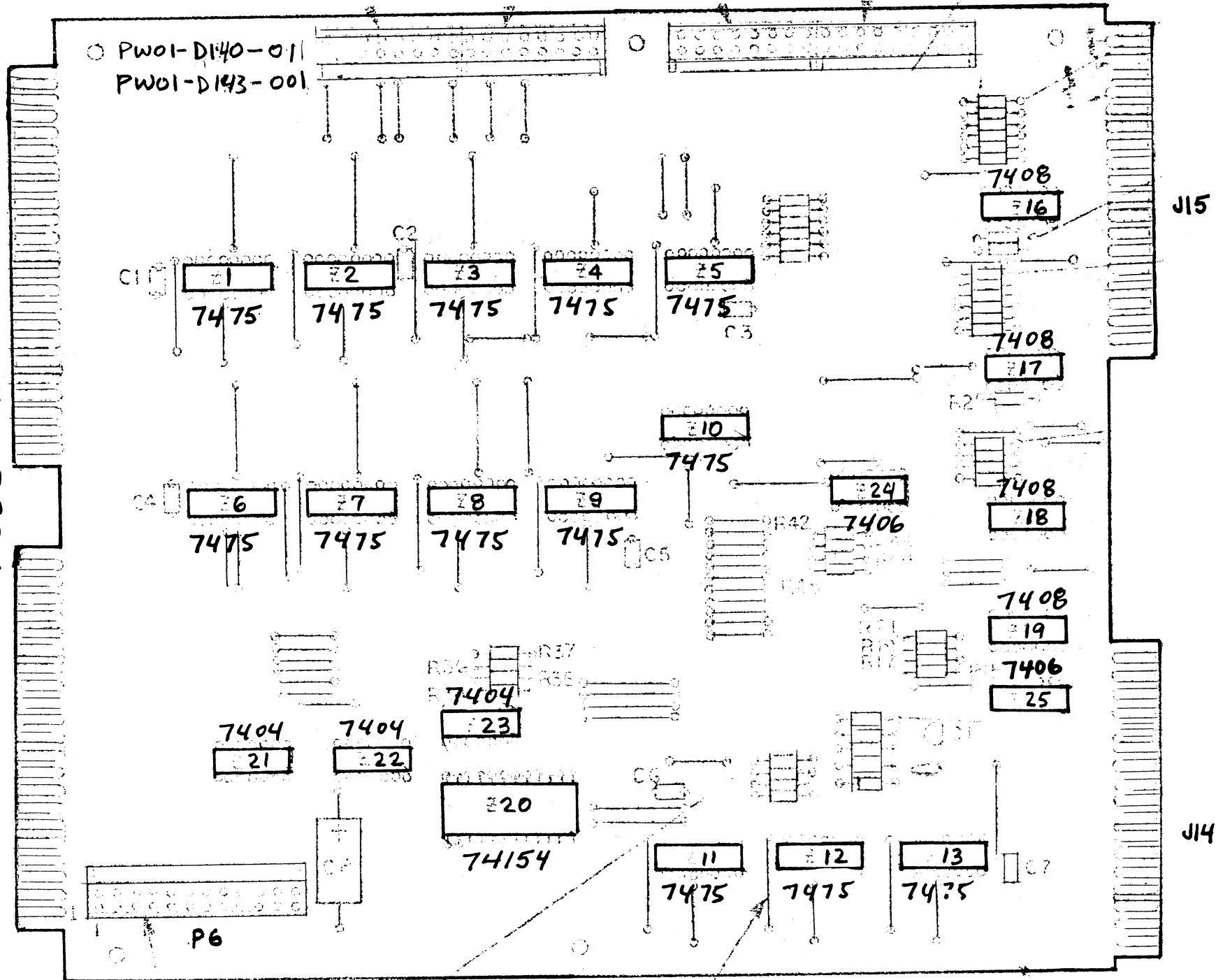
<u>PRICE</u>	<u>DIODES IN</u>	
5 PLAYS FOR 25¢	C2-C4	A2-A4-A6-A8-B2
4 PLAYS FOR 25¢	C3	A1-A2-A3-A4
3 PLAYS FOR 25¢	C3	A2-A3-A4
2 PLAYS FOR 25¢	C2	A1-A2-A3-A4
1 PLAY FOR 25¢ AND 3 FOR 50¢	C2	A2-A3-A4
1 PLAY FOR 25¢	C2	A2-A4
1 PLAY FOR 50¢	C2	A4
1 PLAY FOR 75¢	C2	A6
1 PLAY FOR 1.00	C2	A8

USA 5¢ 10¢ 25¢ COIN DOOR-TRIPLE CHUTE-(125 X COIN RATIO)

<u>PRICE</u>	<u>DIODES IN</u>	
5¢ PLAY-6 FOR 25¢	B6-B7-C2	A2-A4-A6
5¢ PLAY	B6-B7-C2	A2-A4-A6-A8-B2
10¢ PLAY-3 FOR 25¢	B6-B7-C2	A4-A8-B2
10¢ PLAY	B6-B7-C2	A4-A8
2 FOR 25¢	B6-B7-C2	B1-B2
15¢ PLAY-2 FOR 25¢	B6-B7-C2	A6-B2
25¢ PLAY-3 FOR 50¢	B6-B7-C1	A5-B1-B2
25¢ PLAY	B6-B7-C1	A5-B2
30¢ PLAY	B6-B7-C1	A6
35¢ PLAY	B6-B7-C1	A7
40¢ PLAY	B6-B7-C1	A8
45¢ PLAY	B6-B7-C1	B1
50¢ PLAY	B6-B7-C1	B2

COUNTRY	COIN CHUTES USED	PRICE	(RATIO) DIODES IN	(PRICE) DIODES IN	COIN INST. CARD 16D-8716-
AUSTRALIA	10¢ 20¢ 50¢	2 PLAYS/20¢--5/50¢	B6-B7-C2	A2-A4-A6-A8-B2	55
AUSTRIA	1s 5s 10s	1/2 SHILLINGS-3/5SH.-6/10SH.	B7-C1	A2-A4-A5-A7-B1-B2	16
BELGIUM	1 FRANC 5F.	1 PLAY FOR 6 FRANCS	B6-B8-C1	A6	46
BRAZIL	1 FICHA	1 PLAY FOR 1 FICHA	C1	A1-A2-A3-A4	44
CANADA	SAME AS U.S.A.				
CANAL ZONE	5¢ 10¢ 25¢	2 PLAYS FOR 25¢	B6-B7-C2	B1-B2	6
CANARY ISLANDS	5p 10p 25p	1/5 PESETAS-6/25P	B6-B7-C2	A2-A4-A6-A8-B1-B2	20
DENMARK	1K 5K	1 PLAY/1 KRONE-6/5 KRONER	B6-B8-C2	A2-A4-A6-A8-B1-B2	54
ENGLAND	5p 10p	1 PLAY/5 PENCE-2/10 P.	B6-C2	A2-A4	45
FINLAND	50p 1M	1 PLAY/50 PENNA-2/1 MARKKA	B6-C2	A2-A4	21
FRANCE	1 F 1 F	1 PLAY/1 FRANC-2/2 F.	C1	A1-A2-A3-A4	53
FRENCH POLYNESIA	10F 20F	1 PLAY/10 FRANC-2/20F	B6-C2	A2-A4	10
GERMANY	50p 1M 2M	1/50 PFENNIG-2/1 MARK-5/2M	B7-C2	A2-A4-A6-A7-A8	41
GIBRALTER	5p 10p	1 PLAY/5 PENCE-3/10 P.	B6-C2	A2-A3-A4	12
HOLLAND	25¢ 1 G	1 PLAY/25¢-4/1 GULDEN	B8-C2	A2-A4-A6-A8	57
HUNGARY	1F 2F	1 PLAY/2 FORINT	B6-C2	A4	11
HONG KONG	25¢ 25¢ 1 PLAY	1/25¢-3/50¢	C2	A2-A3-A4	4
ISRAEL	1/2P 1P	1 PLAY/1/2 POUND-3/1 POUND	B6-C2	A2-A3-A4	14
ITALY	50 L 100 L	1 PLAY/100 LIRE	B6-C2	A4	58
JAPAN	10y 50y 100y	1 PLAY/50 YEN-2/100 YEN	B7-B8-C1	B1-B2	42
LEBANON	25p 50p	1 PLAY/25 PIASTRES-2/50P.	B6-C2	A2-A4	22
MALAYSIA	25¢ 25¢	1 PLAY/25¢-3/50¢	C2	A2-A3-A4	4
MAURITIUS	25R	1 PLAY FOR 50 RUPEE	C2	A4	19
MEXICO	1p 1p	1 PLAY FOR 1 PESO	C2	A2-A4	33
NETHERLANDS					
ANTILLES	25¢ 1G	1 PLAY/25¢-5/1 GULDEN	B8-C2	A2-A4-A6-A7-A8	35
NEW ZEALAND	10¢ 20¢	1 PLAY/10¢-3/20¢	B6-C2	A2-A3-A4	9
NORWAY	25ø 50ø 1K	1 PLAY/50 ÖRE-2/1 KRONE	B7-C2	A4-A8	50
PAKISTAN	50p	1 PLAY FOR 50 PAISA	C2	A2-A4	36
PANAMA	5¢ 10¢ 25¢	1 PLAY/10¢-3/25¢	B6-B7-C2	A4-A8-B2	3
PORTUGAL	25E-5E	1 PLAY FOR 5 ESCUDO	B6-C2	A4	59
RHODESIA	5¢ - 10¢	1 PLAY/5¢-2/10¢	B6-C2	A2-A4	30
SPAIN	5p 10p 25p	1 PLAY/5 PESETAS-6/25P.	B6-B7-C2	A2-A4-A6-A8-B1-B2	20
SWEDEN	25ö 50ö 1K	1 PLAY FOR 1 KRONA	B7-C2	A8	48
SWITZERLAND	50¢ 1F 2F	2 PLAYS/1 FRANC-5/2F	B7-C2	A2-A4-A6-A7-A8	52
THAILAND	50S	1 PLAY FOR 50 STANG	C2	A2-A4	31
TUNISIA	50M 100M	1 PLAY/50 MILLIMES-2/100M	B6-C2	A2-A4	43
U.S.A	SEE PRECEDING	PAGE			
VENAUELA	25¢ 50¢ 1B	1/50 CENTIMOS-3/1 BOLIVAR	B7-C2	B1-B2	34

5A-8921
GAME CONTROL
BUFFER

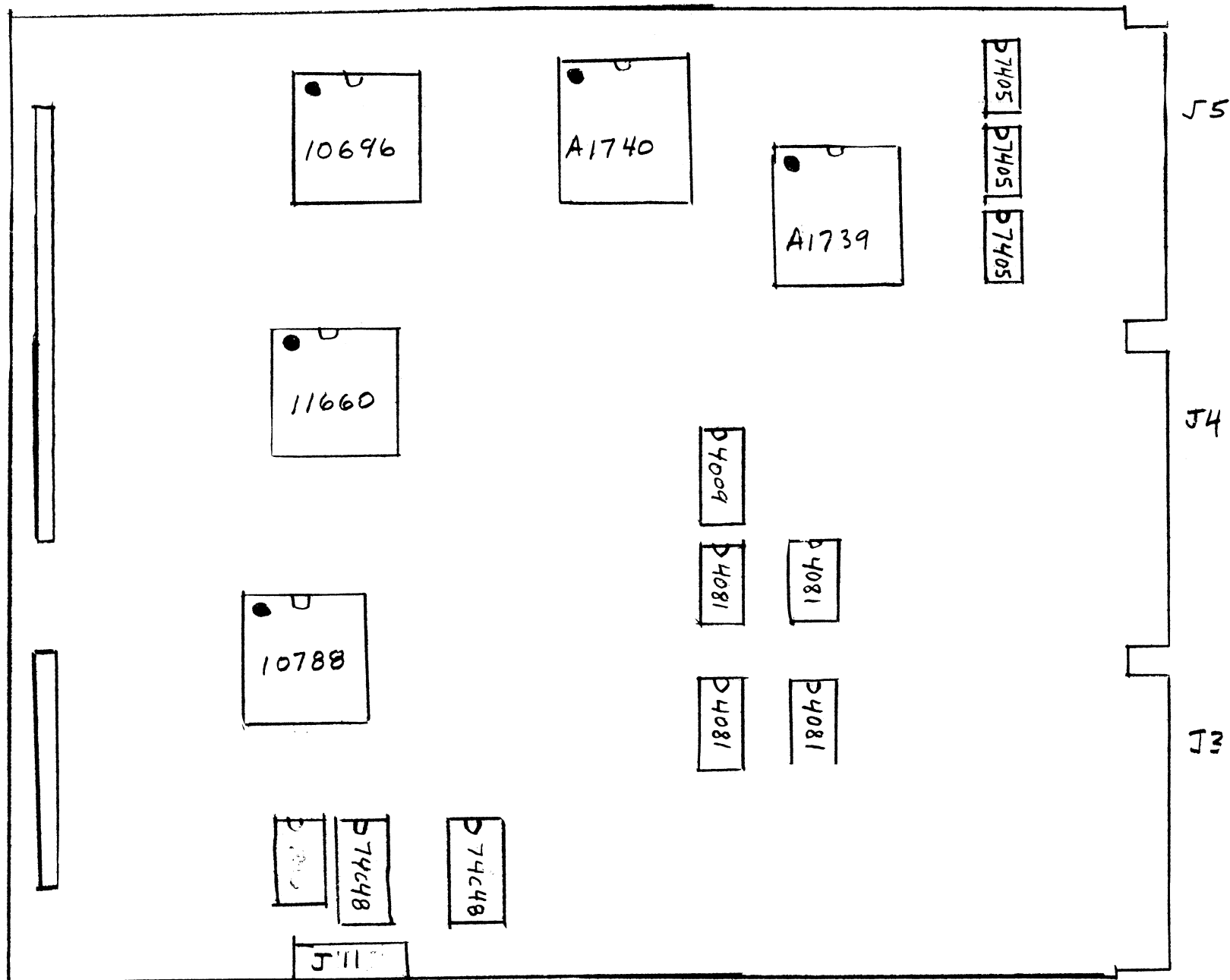


GAME CONTROL BUFFER ASSEMBLY PW01-140-011 (TOP)

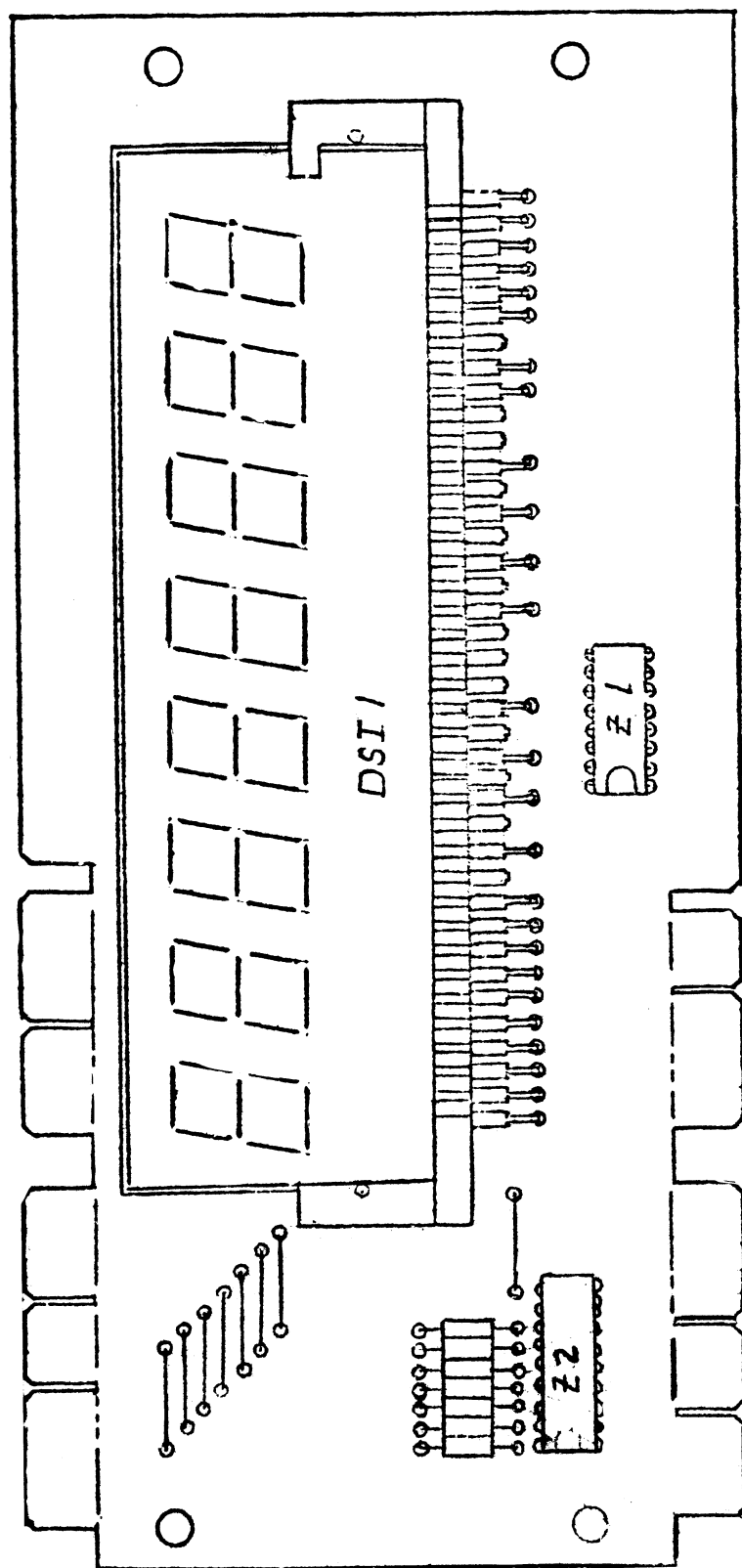
BUFFER BOARD (150)

GAME CONTROL MASTER BOARD 5A-8920
ASSEMBLY - PW01-D150-001

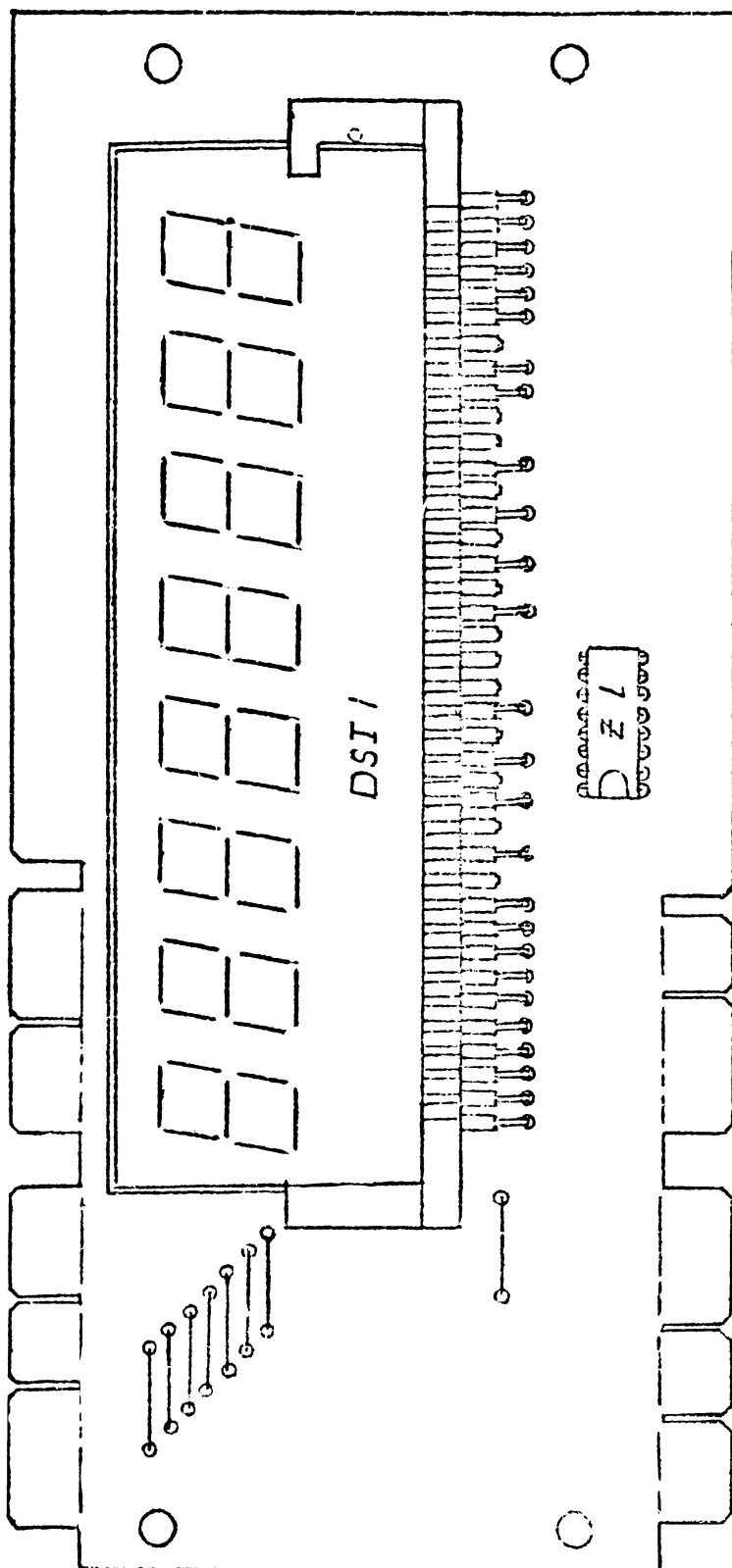
5A-8920
GAME CONTROL MASTER



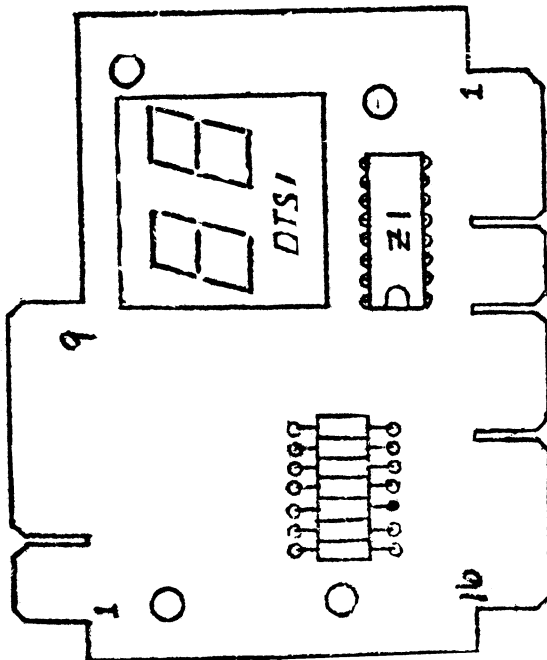
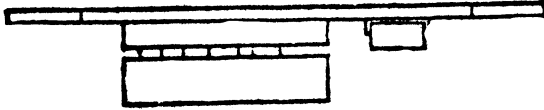
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ASSEMBLY PW01-D150-001 (BOTTOM)



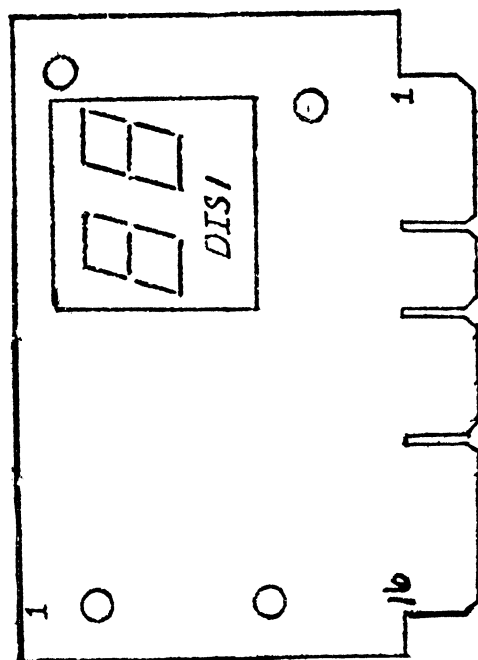
**5A-8877
SCORE BOARD**



5A-8882
SATELLITE BOARD



5A-8894
MATCH BOARD



5A-88 96
DIGIT BOARD

