

"APOLLO" COIL CHART

THIS GAME OPERATES ON 24 VOLTS. WHEN ORDERING REPLACEMENT TRANSFORMERS, MOTORS, COILS OR METERS ... MAKE SURE TO SPECIFY CORRECT PART NUMBERS.

NUMBER	DESCRIPTION	LOCATION
14 A 7805	SCORE MOTOR - 60 CYCLE	MECH. PANEL
14 A 7806	SCORE MOTOR - 50 CYCLE	MECH. PANEL
15 A 6771	TRANSFORMER - 60 CYCLE	MECH. PANEL
5 A 6773	TRANSFORMER - 50 CYCLE	MECH. PANEL
B 6396	24 VOLT METER	MECH. PANEL

SOLENOID COILS

A 22-550	MATCH UNIT STEP UP BALL COUNT UNIT STEP UP BALL RELEASE	INSERT INSERT PLAYFIELD
A1-22-550	SMALL BALL KICKER	INSERT
A 23-600	ADVANCE UNIT STEP UP REPLAY UNIT STEP UP	PLAYFIELD INSERT
A 2-23-750	LARGE BELL KNOCKER	CABINET CABINET
B 26-800	BALL COUNT UNIT RESET REPLAY UNIT RESET SCORE DRUM UNITS ... (4 req'd.)	INSERT INSERT INSERT
G 22-550	JET BUMPERS ... (4 req'd.)	PLAYFIELD
G 23-750	AUTO-KICKERS ... (2 req'd.)	PLAYFIELD
FL 21-375/28-400	FLIPPERS ... (2 req'd.)	PLAYFIELD

RELAY COILS

M 29-1000	GAMEOVER TRIP NO. 3 TRIP	MECH. PANEL MECH. PANEL
M 29-1100	TARGET 50 POINT 300 POINT NO. 1 BUMPER NO. 2 BUMPER ADVANCE SMALL BALL KICKER 1 POINT 10 POINT 100 POINT	PLAYFIELD PLAYFIELD PLAYFIELD PLAYFIELD PLAYFIELD PLAYFIELD INSERT INSERT INSERT
M 30-1400	10th POSITION LAUNCH	PLAYFIELD PLAYFIELD
M 36-5500	10¢ 25¢	MECH. PANEL MECH. PANEL
Z 27-1000	OUTHOLE RESET GAMEOVER LATCH NO. 3 LATCH	MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL
Z 28-1150	LOCK NO. 1 NO. 2 CHANGE NO. 1 CHANGE NO. 2	MECH. PANEL PLAYFIELD PLAYFIELD PLAYFIELD PLAYFIELD
Z 28-1200	BALL INDEX GATE	MECH. PANEL PLAYFIELD
Z 35-4200	COIN	MECH. PANEL

over

- continued -

PARTS LIST FOR "APOLLO"

UNIT NAME	CONTACT DISC	WIPER ASSY.	RATCHET ASSY.	MOTORS
Replay	---	---	A 6400	14 A 7805 (60 Cycle)
Ball Count	C 6932	C 6520-5	A 6402-5	
No. Match	C 6879	C 6520-10	A 6401	14 A 7806 (50 Cycle)
Advance	C 6974	C 6520-10	A 6401	
0 - 9	B 6297	A 6294	3 C 7128	
Tens	---	---	3 C 7128	
Hundreds	B 6297	A 6294	3 C 7128	
Thousands	B 6297	A 6294	3 C 7128	

ALWAYS SPECIFY UNIT WHEN ORDERING ABOVE.

RUBBER RING CHART

PART NO.	INSIDE DIAMETER	WHERE USED	AMT. REQ'D.
23 A 6300	5/16	Single Post	13
23 A 6301	3/4	Flippers	4
23 A 6303	1-1/4	See Post Adj. Sheet	3
23 A 6304	1-1/2	See Post Adj. Sheet	2
23 A 6305	2	See Post Adj. Sheet	2
23 A 6307	2-7/8	See Post Adj. Sheet	2

"APOLLO"

ADJUSTMENT SHEET

NUMBER MATCH ON - OFF ADJUSTMENT,

LOCATED IN BACK BOX. WHEN SWITCH IS IN 'ON' POSITION, NUMBER MATCH WILL AVERAGE 1 GAME IN 10 FOR PLAYER MATCHING LAST NUMBER IN POINT SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER. IN 'OFF' POSITION, MATCH LITES WILL NOT LITE ON COMPLETION OF GAME.

10¢ ADJUSTMENT JACK,

LOCATED ON PANEL. WILL PROVIDE 1 OR 2 PLAYS FOR 1 COIN.

25¢ ADJUSTMENT JACK,

LOCATED ON PANEL. WILL PROVIDE 2-3-4 OR 5 PLAYS FOR 25¢.

3 - 5 BALL ADJUSTMENT JACK,

LOCATED IN BACK BOX. THIS JACK CHANGES PLAY FROM 3 TO 5 BALL OR VICE VERSA.

THE POWER TRANSFORMER,

LOCATED ON PANEL. IS EQUIPPED WITH A SECONDARY TAP. IF YOUR GAME IS ON LOCATION WITH EXTREMELY LOW LINE VOLTAGE, REMOVE LEAD FROM LUG MARKED 24 VOLT AND SOLDER TO ALTERNATE LUG MARKED 'HIGH'. THIS WILL BOOST SECONDARY VOLTAGE BY APPROXIMATELY 4 VOLTS.

LEG LEVELERS,

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

SUGGESTED SCORE CARDS,

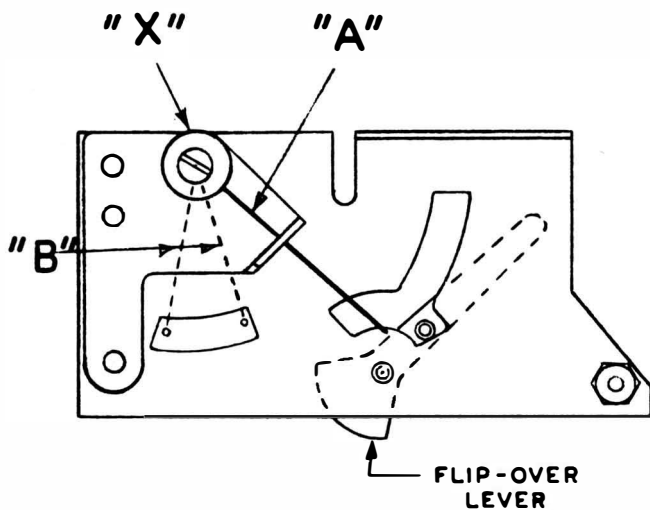
FOR 5 BALL PLAY - #331 - 18

FOR 3 BALL PLAY - #331-16

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

FOR 1 COIN - FOR 1 PLAY

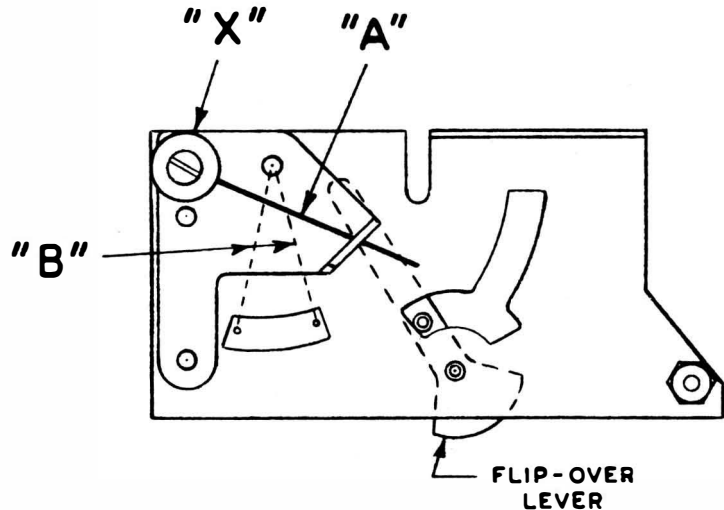
FIGURE 1



OR

2 COINS - FOR 1 PLAY

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 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.

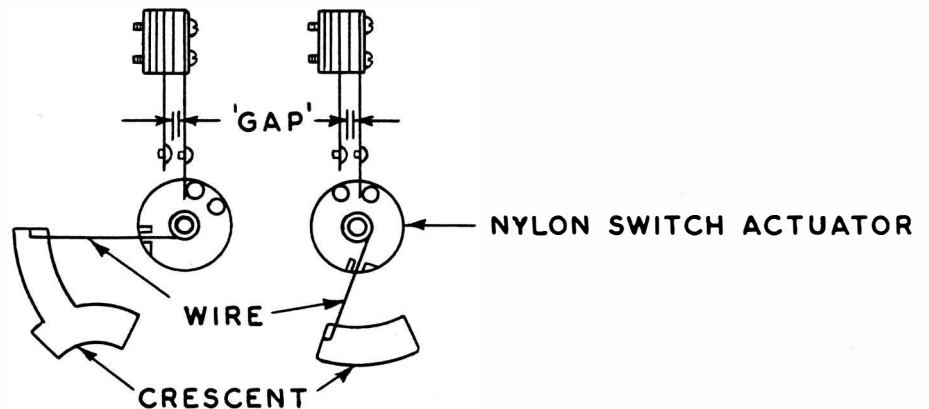
WILLIAMS ELECTRONICS INC.

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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 .