

INSTRUCTIONS

FOR

COIN FLIP-OVER DEVICE
CLEANING PLAYFIELD
DISPLAY LIGHTS
BACKGLASS REMOVAL

ALSO

COIL CHART
POST ADJUSTMENT
SCORE CARDS
WIRING DIAGRAM
ADJUSTMENT SHEET
MOTOR WARRANTY



Williams

ELECTRONICS, INC.

SUBSIDIARY OF THE SEEBURG CORP.

3401 N. California Ave. Chicago, Ill. 60618

20A8792

"CABARET"

ADJUSTMENT SHEET

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

NUMBER MATCH ON-OFF SWITCH,

LOCATED IN BACK BOX. WHEN SWITCH IS IN 'ON' POSITION, NUMBER MATCH WILL PAY 10% OR 1 GAME IN 10 FOR ONE 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.

3 - 5 BALL ADJUSTMENT SWITCH,

LOCATED IN BACK BOX. THE SWITCH CHANGES 3 TO 5 BALL, OR VICE VERSA.

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¢.

REPLAY - EXTRA BALL - 1000 ADJUSTMENT JACK,

LOCATED ON PANEL. TO CHANGE GAME MAKE DESIRED SWITCH ADJUSTMENT.

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 REGULAR PLAY:

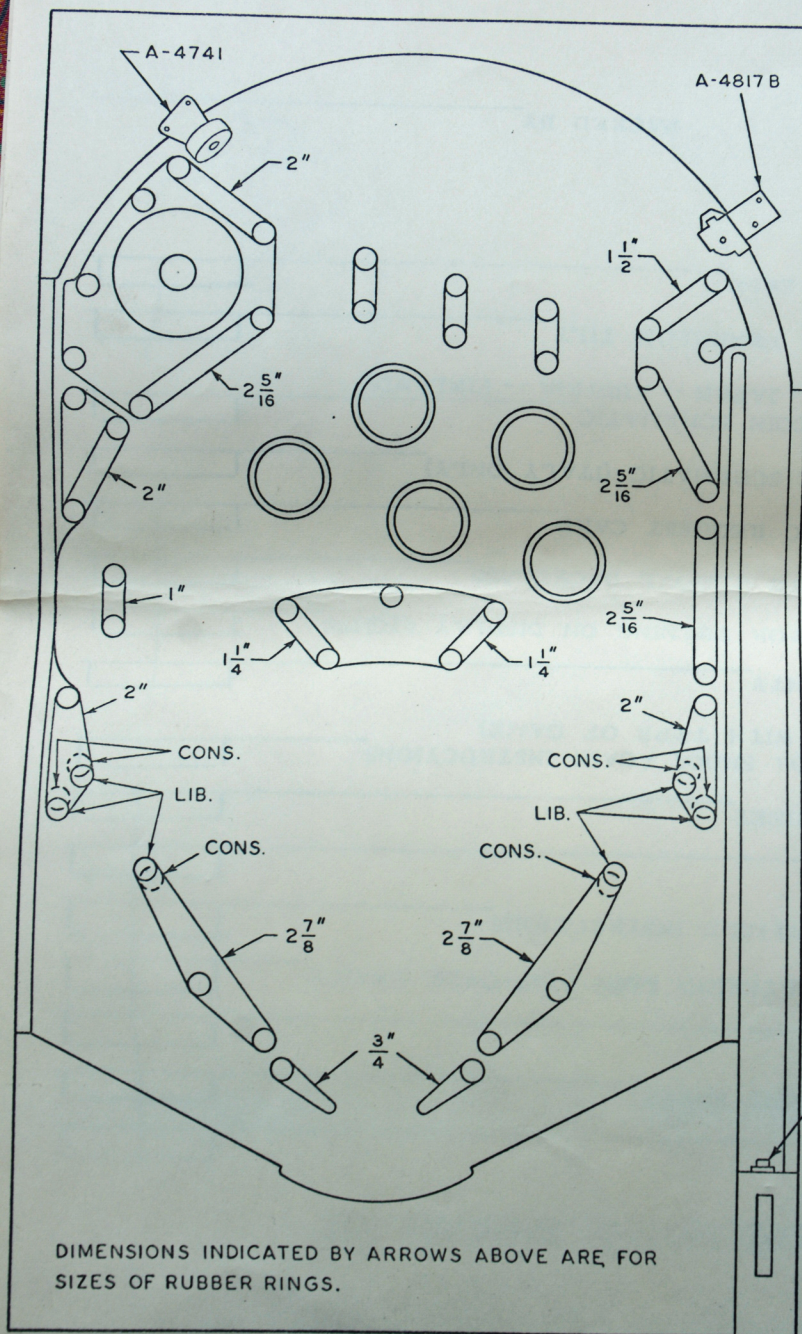
5 BALL PLAY - 359 - 8 & - 2
3 BALL PLAY - 359 - 8A & - 2A

FOR EXTRA BALL ONLY: (NO REPLAYS)

5 BALL PLAY - 359 - EB - 2
3 BALL PLAY - 359 - EB - 2A

" CABARET"— POST ADJUSTMENT SHEET

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



ABBREVIATIONS:

CONS.-CONSERVATIVE

LIB.-LIBERAL

RUBBER RING NUMBERS:

23A-6300	5/16" I.D.
23A-6301	3/4" I.D.
23A-6303	1 1/4" I.D.
23A-6304	1 1/2" I.D.
23A-6305	2" I.D.
23A-6306	2 5/16" I.D.
23A-6307	2 7/8" I.D.
23A-6302	1" I.D.

A-4741 REBOUND ASS'Y.

A-4817B- BALL GATE ASS'Y.

23A-6327 BALL SHOOTER
RUBBER TIP

DIMENSIONS INDICATED BY ARROWS ABOVE ARE FOR SIZES OF RUBBER RINGS.

FOR PROTO TYPE ONLY

PRINTED MATERIAL CHECK-OFF LIST

1. SCHEMATIC _____ ☐
2. POST ADJUSTMENT SHEET _____ ☐
3. COIL CHARTS _____ ☐
4. INSTRUCTION ALTERING COIN FLIP-OVER DEVICE _____ ☐
5. CLEANING PLAYFIELD INSTRUCTIONS _____ ☐
6. SCORE CARDS _____ ☐
7. ADJUSTMENT SHEET _____ ☐
8. EXTRA BALL OR SHOOT AGAIN INSTRUCTIONS
(OPTIONAL WITH TYPE OF GAME) _____ ☐
9. MOTOR WARRANTY _____ ☐
10. INSTRUCTIONS FOR TURNING ON DISPLAY LIGHTS _____ ☐
11. INSTRUCTIONS TO REMOVE BACKGLASS _____ ☐
12. PARTS CATALOG REQUEST CARD _____ ☐
13. SPECIAL SCORE SCHEMATIC (ITALY ONLY) _____ ☐
14. 6 PLAYS PER COIN SCHEMATIC _____ ☐
(GERMANY -- JAPAN -- AUSTRIA -- FINLAND)
15. DAMPENER FOR PENDULUM TILT _____ ☐
16. INSTRUMENT GREASE _____ ☐

PACKED BY _____

IMPORTANT NOTICE

**KINDLY INFORM LOCATIONS THAT THEY
CAN TURN DISPLAY LIGHTS ON BY PRESSING
LEFT FLIPPER BUTTON. MACHINE CAN STILL
BE SHUT OFF BY TAPPING BOTTOM OF
CABINET.**

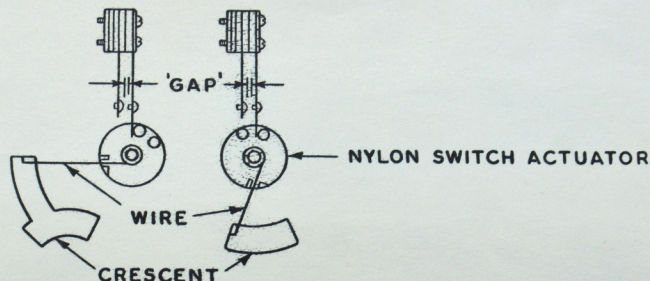
SERVICEMAN

TO REMOVE BACKGLASS:

- **WITH BACK DOOR REMOVED, PULL BACK ON BRACKETS AT INSIDE TOP OF LITE BOX.**
- **FROM THE FRONT OF GAME, LIFT GLASS UP AND OUT.**

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.

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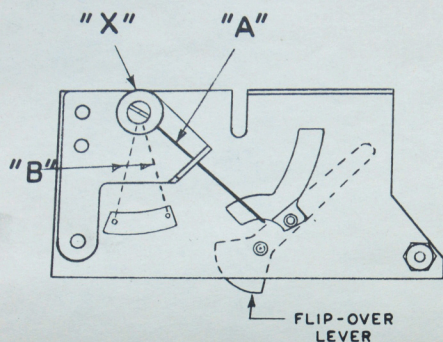
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STD. 43 B

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

FOR 1 COIN - FOR 1 PLAY

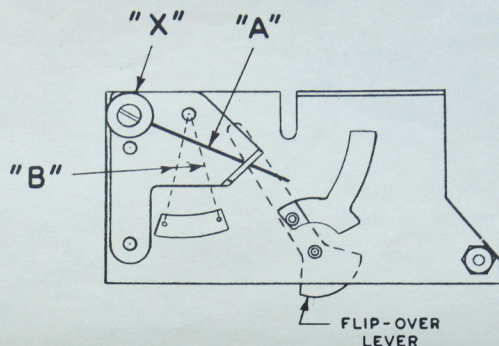
FIGURE 1



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.

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STD. 43A

"CABARET" COIL CHART

NOTICE:

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	MECH. PANEL
14 A 7806	SCORE MOTOR - 60 CYCLE	MECH. PANEL
15 A 6771	TRANSFORMER - 50 CYCLE	MECH. PANEL
15A 6773	TRANSFORMER - 60 CYCLE	MECH. PANEL
B 6396	24 VOLT METER (Coil #XM 27-675)	MECH. PANEL
<u>SOLENOID COILS</u>		
A 22-550	BALL RELEASE COIL	PLAYFIELD
	PLAYER UNIT STEP UP	INSERT
	MATCH UNIT STEP UP	INSERT
	COIN UNIT STEP UP	MECH. PANEL
A 23-600	BALL COUNT UNIT STEP UP	MECH. PANEL
	REPLAY UNIT STEP UP	INSERT
A2-23-750	LARGE BELL	CABINET
	KNOCKER	CABINET
B 26-800	COIN UNIT RESET	MECH. PANEL
	REPLAY UNIT RESET	INSERT
	PLAYER UNIT RESET	INSERT
	BALL COUNT UNIT RESET	MECH. PANEL
	SCORE DRUM UNIT ... (16 REQ'D.)	INSERT
	BONUS DRUM UNIT	INSERT
	ADVANCE UNIT	PLAYFIELD
FL 21-375/ 28-400	FLIPPER COILS ... (2 REQ'D.)	PLAYFIELD
G 22-550	JET BUMPER COILS ... (2 REQ'D.)	PLAYFIELD
G 23-750	KICKER COILS ... (2 REQ'D.)	PLAYFIELD
	EJECT COIL	PLAYFIELD
<u>RELAY COILS</u>		
M 29-1000	GAME OVER RELAY (TRIP)	MECH. PANEL
	1st & 2nd RESET RELAY	INSERT
	3rd & 4th RESET RELAY	INSERT
M29-1100	1 PT. RELAY	INSERT
	10 PT. RELAY	INSERT
	100 PT. RELAY	INSERT
	EJECT RELAY	PLAYFIELD
	NO. 1 BUMPER RELAY	PLAYFIELD
	NO. 2 BUMPER RELAY	PLAYFIELD
	NO. 3 BUMPER RELAY	PLAYFIELD
	10¢ RELAY	MECH. PANEL
	25¢ RELAY	MECH. PANEL
	300 RELAY	PLAYFIELD
	ADVANCE RELAY	PLAYFIELD
M30-1400	YELLOW RELAY	PLAYFIELD
	WHITE RELAY	PLAYFIELD
	GREEN RELAY	PLAYFIELD
	RED RELAY	PLAYFIELD
Z 27-1000	REPLAY RELAY	MECH. PANEL
	COIN RELAY	MECH. PANEL
	RESET RELAY	MECH. PANEL
	OUTHOLE RELAY	MECH. PANEL
	PLAYER RESET RELAY	MECH. PANEL
	GAME OVER RELAY (LATCH)	MECH. PANEL
	BONUS RESET RELAY	MECH. PANEL
Z 28-1150	LOCK RELAY	MECH. PANEL
	EXTRA BALL	MECH. PANEL
	TILT RELAY	MECH. PANEL
Z 28-1200	BALL INDEX RELAY	MECH. PANEL
M1-31-1500	COIN LOCKOUT	DOOR

For Amusement
Only

CABARET

One To Four
Players

- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS

1 REPLAY FOR SCORING 8 SUPER BONUS

3 BALLS PER GAME

359-5A

For Amusement
Only

CABARET

One To Four
Players

- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS

1 REPLAY FOR SCORING 4 SUPER BONUS

3 BALLS PER GAME

359-1A

For Amusement
Only

CABARET

One To Four
Players

- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS

1 REPLAY FOR SCORING 6 SUPER BONUS

5 BALLS PER GAME

359-3

For Amusement
Only

CABARET

One To Four
Players

5 BALLS PER GAME

359-EB-1

EXTRA BALL FOR EACH SCORE OF 3000 POINTS
EXTRA BALL FOR EACH SCORE OF 4500 POINTS
EXTRA BALL FOR SCORING 7 SUPER BONUS
MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

359-EB-10A

- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS
- 1 REPLAY FOR EACH SCORE OF _____ POINTS

359-1B

- 1 REPLAY FOR EACH SCORE OF 5100 POINTS
- 1 REPLAY FOR EACH SCORE OF 6400 POINTS
- 1 REPLAY FOR EACH SCORE OF 7700 POINTS

359-12

- 1 REPLAY FOR EACH SCORE OF 4900 POINTS
- 1 REPLAY FOR EACH SCORE OF 6200 POINTS
- 1 REPLAY FOR EACH SCORE OF 7500 POINTS

359-10

- 1 REPLAY FOR EACH SCORE OF 4600 POINTS
- 1 REPLAY FOR EACH SCORE OF 5900 POINTS
- 1 REPLAY FOR EACH SCORE OF 7200 POINTS

359-7

EXTRA BALL FOR EACH SCORE OF 3000 POINTS
EXTRA BALL FOR EACH SCORE OF 4500 POINTS
EXTRA BALL FOR SCORING 8 SUPER BONUS
MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

359-EB-11A

EXTRA BALL FOR EACH SCORE OF 3500 POINTS
EXTRA BALL FOR EACH SCORE OF 5000 POINTS
EXTRA BALL FOR SCORING 5 SUPER BONUS
MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

359-EB-3

- 1 REPLAY FOR EACH SCORE OF 5300 POINTS
- 1 REPLAY FOR EACH SCORE OF 6600 POINTS
- 1 REPLAY FOR EACH SCORE OF 7900 POINTS

359-14

EXTRA BALL FOR EACH SCORE OF _____ POINTS
EXTRA BALL FOR SCORING 7 SUPER BONUS
MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

359-EB-20

- 1 REPLAY FOR EACH SCORE OF 3400 POINTS
- 1 REPLAY FOR EACH SCORE OF 4600 POINTS
- 1 REPLAY FOR EACH SCORE OF 5800 POINTS

35912A

1000 POINTS FOR SCORING 4 SUPER BONUS

359-T-1

EXTRA BALL FOR EACH SCORE OF 2500 POINTS
EXTRA BALL FOR EACH SCORE OF 4000 POINTS
EXTRA BALL FOR SCORING 8 SUPER BONUS
MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

359-EB-6A

IMPORTANT NOTICE!

When ordering parts always specify name of game and Serial Number, in addition to a clear description of the part and part number if possible.

Williams Electronics, Inc.

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STD 20 A

REPLAY WINDOW MASK INSIDE

Bend foil strip along one of the die-cut lines to loosen from protective backing. Pull center piece from backing and press sticky side against back of backglass to mask replay window.

FORM 70

WARRANTY

The motors in all new *Williams* products are un-conditionally guaranteed for 6 months from date of purchase.

Any defective motors returned during the warranty period will be replaced free of charge by your *Williams* distributor.

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STD 20 A