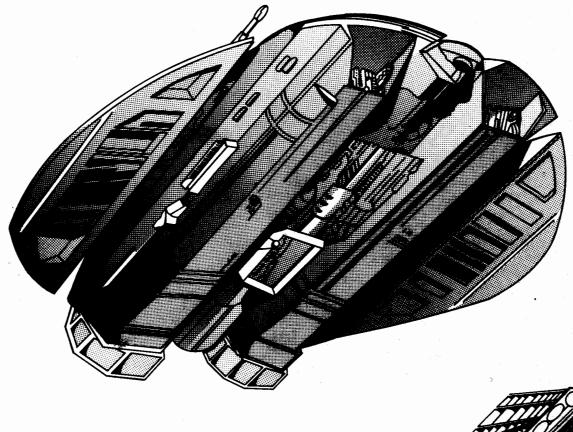
Williams

169-507-101 Garne No. 507 July, 1981





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Scanned by: Dave Rubin Williams

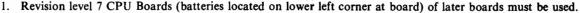
3401 N. California Ave., Chicago, IL 60618 Cable Address: WILCOIN, CHICAGO (312) 267-2240

FOREWORD

This instruction and drawing set provides essential installation information unique to SOLAR FIRE. For game operation, bookkeeping, game adjustment, diagnostic and self-test and basic troubleshooting procedures, refer to the instruction booklet located in the envelope inside the coin door. For detailed troubleshooting and interconnection information, refer to Williams Solid State Flipper Maintenance Manual and Supplements.

SPECIAL CONSIDERATIONS WHEN REPLACING CIRCUIT BOARDS

CPU Board



2. Must be equipped with blue-labeled Flipper ROMs and blue-labeled Game ROMs.

3. Jumpers W3, W10, W11, W14, W17, W19, W20, and W22 must be connected. Jumpers W4, W9, W12, W15, W16, W18, W21, and W23 must be removed. With the exception of W25, (Factory Setting Jumper) all other jumpers are not changed.

Driver Board

Must be equipped with zero-ohm resistors or wire jumpers (W9-W16) in place of switch matrix drive series resistors R204-R211.

Sound Board

Must be jumpered for ROM operation and be equipped with Sound ROM 7. (Jumpers W3, W5, W7, W9, W10, W12, and W15 connected; W2, W4, W6, W8, W11, and W13 removed).

Power Supply Board

1. Model D 8345 board required (equipped with relay).

2. Fuse F4 (20A SB) for flipper solenoids and magnets must be installed.

Display Boards

Model C 8363 Master Display and 7-digit Slave Displays required.

CONTENTS

Assembly and Interconnection

With legs attached to cabinet and backbox positioned face-down on top of cabinet with the opening facing the rear of the cabinet proceed as follows:

- A. Pull five cables from backbox.
- B. Reach into right side of pedestal hole, pull up ground strap, and push it into backbox.
- C. Remove ties securing cabinet and playfield cables to cabinet and pull up these cables.
- D. Interconnect five cables. They are size and color coded.
- E. Insert line cord into notch in cabinet. DO NOT PLUG IN AT THIS TIME.
- F. Push remote volume control cable, White-Red solenoid ground cable, and transformer cable (terminated with four plugs) into backbox.
- G. Lift up backbox and position on cabinet pedestal, engaging brackets for support.
- H. Remove shipping blocks from insert door.
- I. Secure backbox to cabinet using two bolts and washers.
- J. Connect ground braid and White-Red wires under wing nut and washer at bottom of backbox.
- K. Loosely position remote volume cable and Sound Board power cable in harness and plug connector into 10J4 and 10J1, respectively.
- L. Connect bridge rectifier connector 6P1/6J1, and plug remaining two transformer connections into 3J1 and 3J9 on the Power Supply Board.

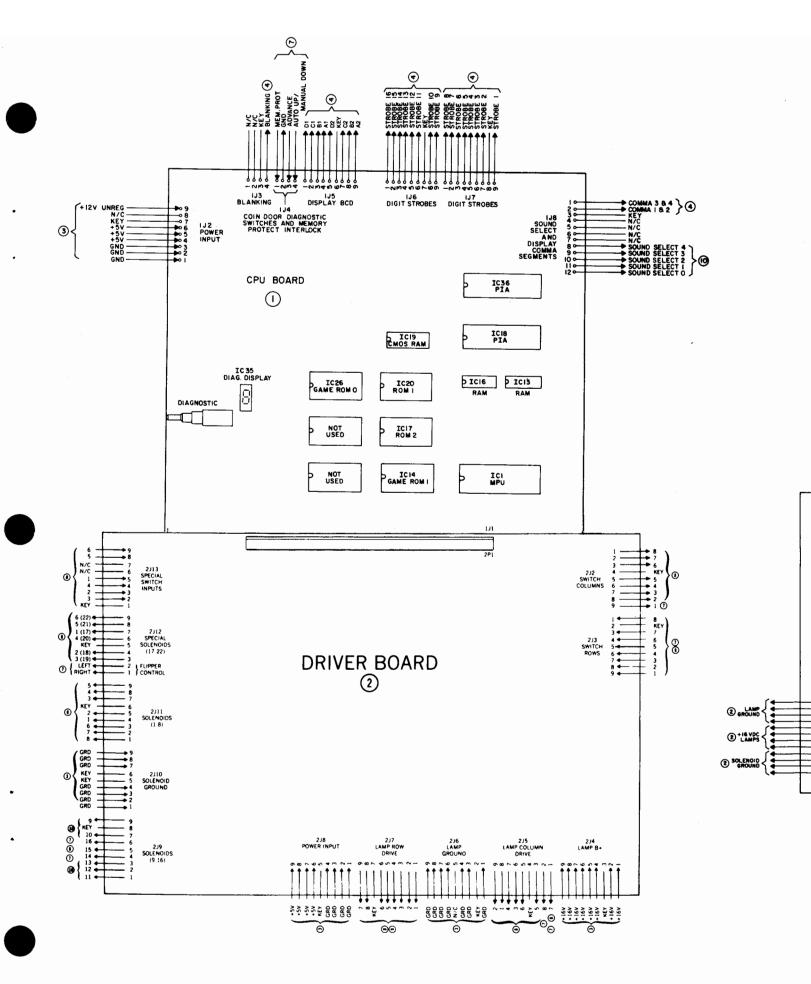
Inspection

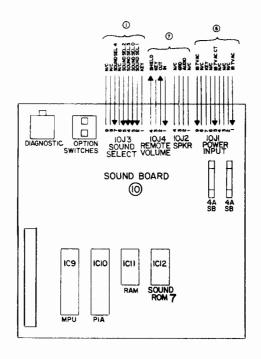
- A. Check all connectors in backbox for loose wire termination. Reseat any loose wires by pushing in on the terminal.
- B. Push on all connectors attached to Master Display, CPU, Driver, and Sound Boards, and check terminations on capacitor and bridge rectifier at the lower right of the backbox.
- C. Gently press on all the socketed IC packages on the CPU and Sound Boards.
- D. Check that two fuses on the Sound Board, seven fuses on Power Supply Board, and two fuses on Insert Board are secure.
- E. Push on the connector attached to Slave Display Boards.
- F. Check that the line fuse in the bottom of the cabinet is secure.
- G. Check the transformer input connector in bottom of cabinet for loose wire termination. Reseat any loose wires by pushing in on the termination.
- H. Check the cabinet to coin door connector for lose wire termination. Reseat any loose wires by pushing in on the termination.

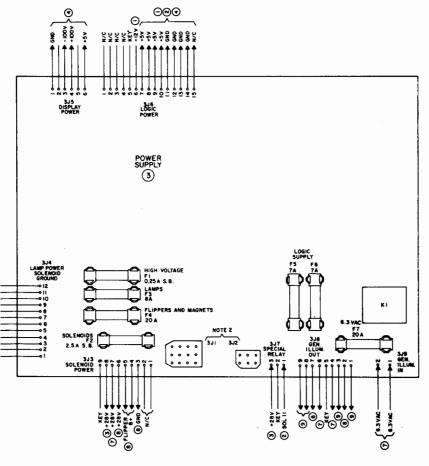
Power Turn-On and Game Setup

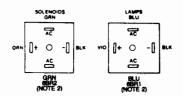
This machine MUST BE PLUGGED INTO A PROPERLY GROUNDED OUTLET to PREVENT SHOCK HAZARD to ensure ROPER GAME OPERATION. DO NOT use a "cheater" plug to defeat the ground pin on the line cord, and DO NOT cut off the ground pin. The line voltage MUST agree with that specified on the back of the cabinet or serious damage to the machine could occur. For low-line applications (105 or 210V ac), refer to the power wiring diagram.

- 1. With the coin door closed, plug the game in and turn it ON. The game should come on in the game over mode as indicated by the player 1 score reading zero, game over lights lit, and the high score to date alternating with the player scores.
- 2. If the game comes on in the diagnostic mode (number of credits display showing 04, ball in play display showing 00, and player 1 display showing game identification) turn the game OFF and ON again.
- a. If the game now comes on in the game over mode the bookkeeping and game evaluation totals have been reset to zero.
- b. If the game still comes on in the diagnostic mode, open the coin door and turn the game OFF, and ON twice. This is an indication of the batteries being removed with the power OFF or coming loose during shipment. This has also resulted in features reverting to factory settings. Any changes from factory settings must be reentered using procedures provided in the instruction booklet.
- 3. If the game still comes on in the diagnostic mode, refer to troubleshooting procedures in the maintenance manual.
- Lift plastic at the left of the right ramp and insert captive ball through opening underneath. Place three balls on playfield next to outhole.
- Perform diagnostic tests and make any desired changes to features as described in the instruction booklet.



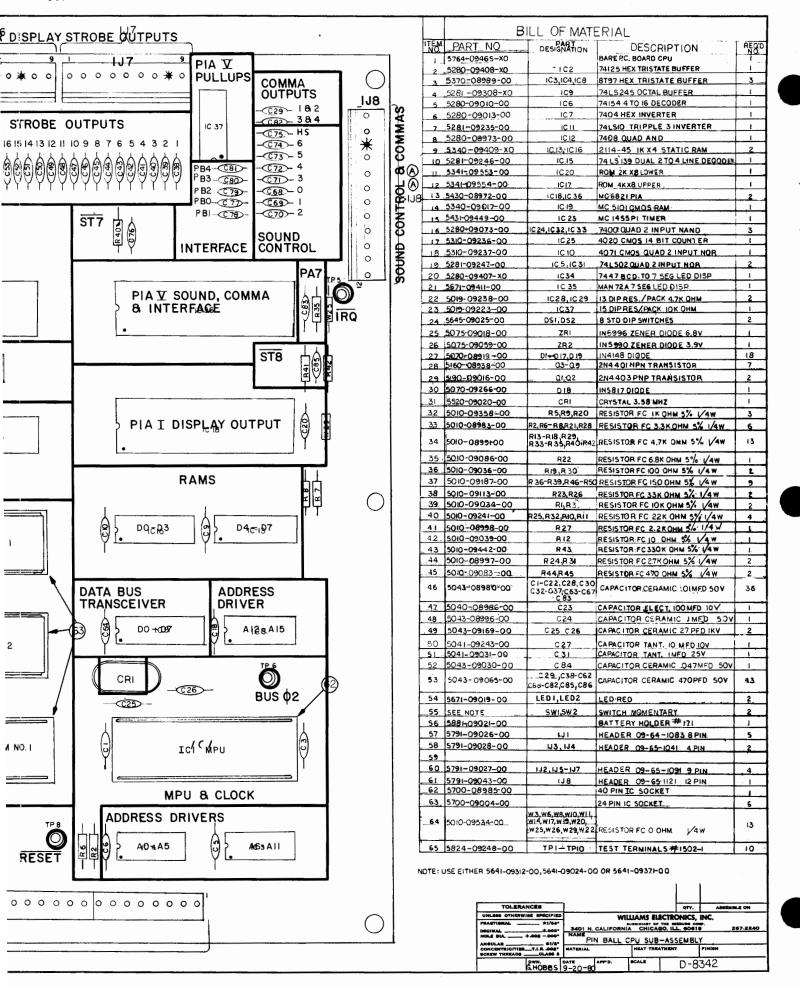


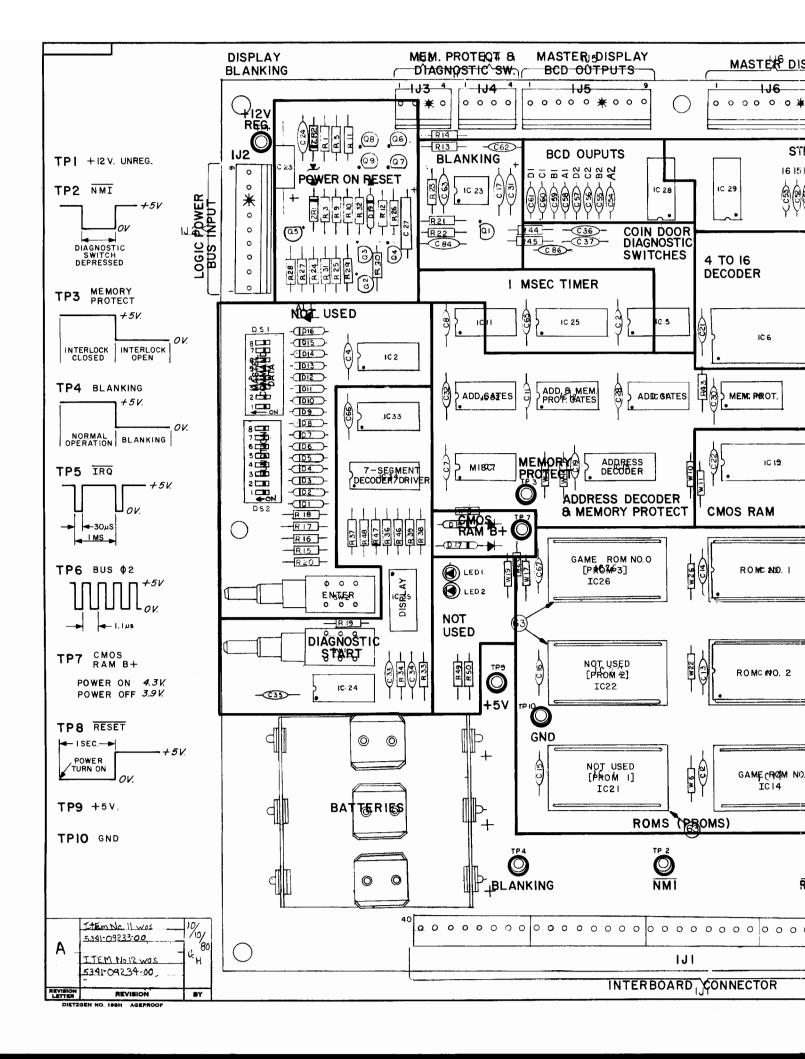


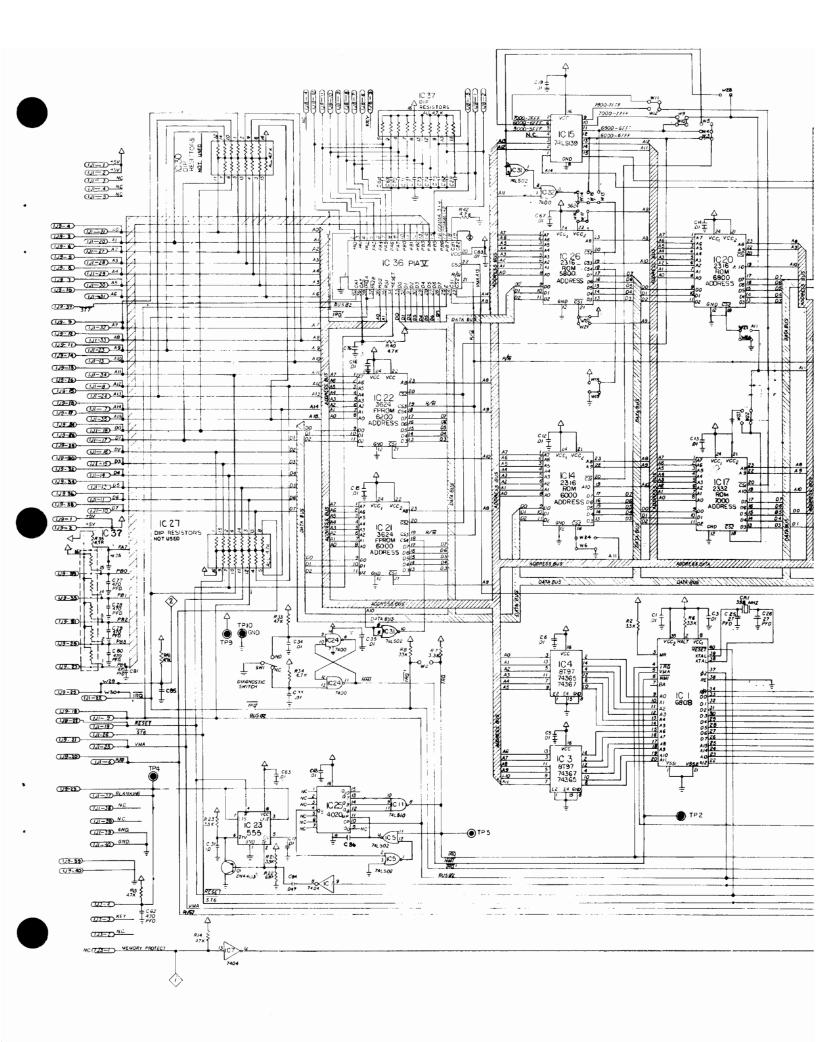


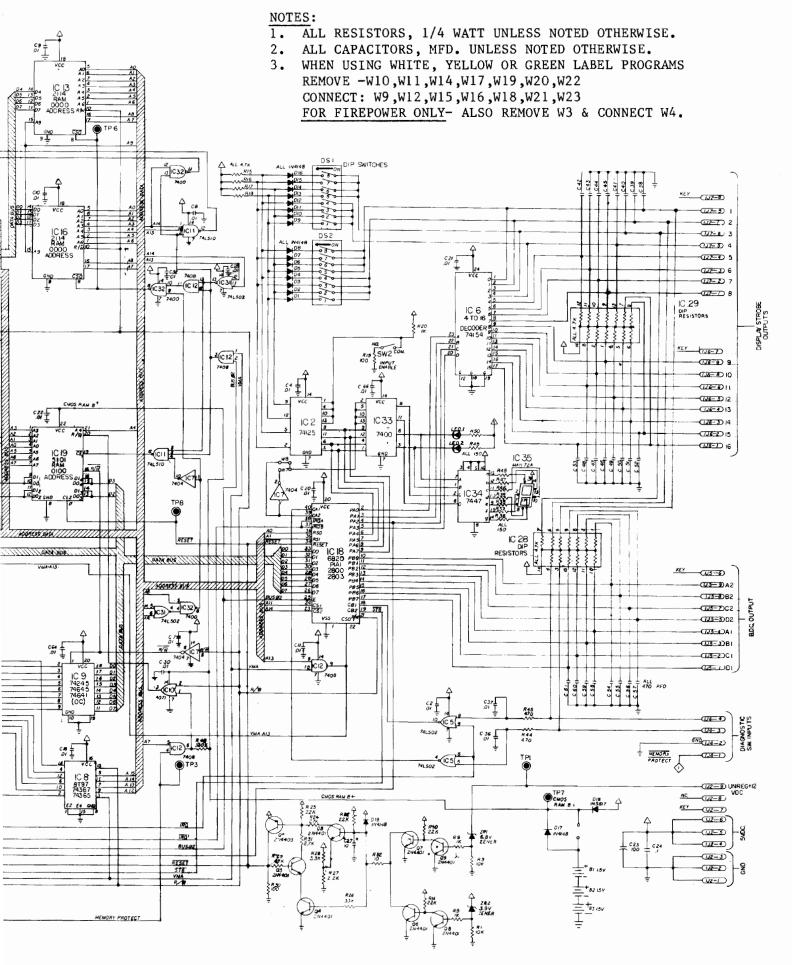
NOTES:

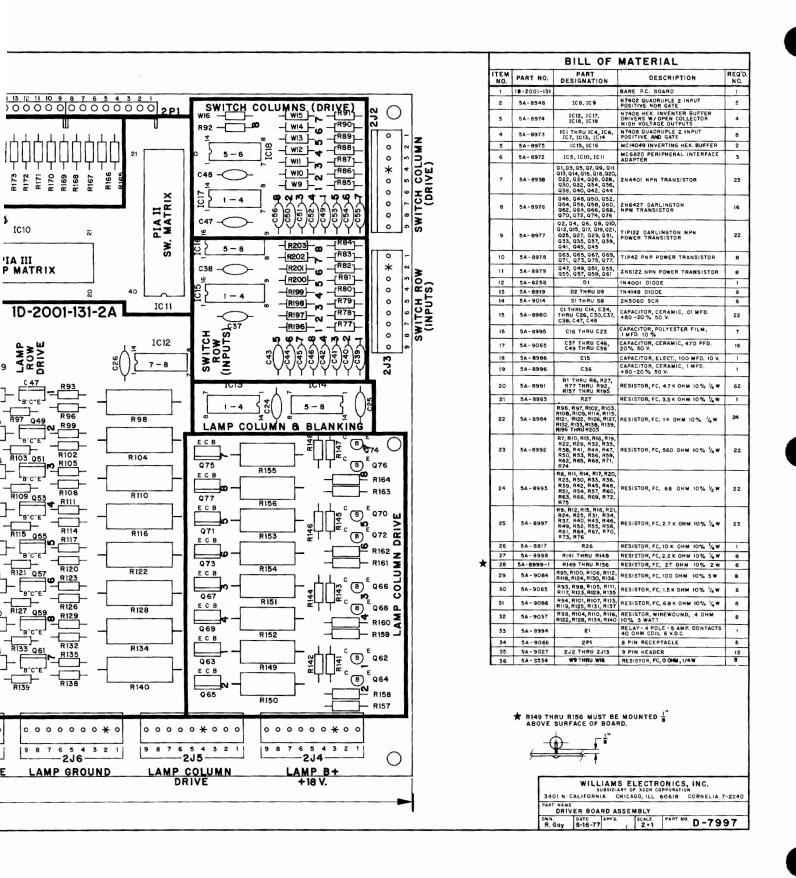
- 1. CONNECTIONS ARE INDICATED BY CIRCLED NUMBERS AS FOLLOWS:
 - (1) CPU BOARD
 - ② DRIVER BOARD
 - ③ POWER SUPPLY BOARD
 - 4 MASTER DISPLAY BOARD
 - (5) SLAVE DISPLAY BOARD
 - 6 BACKBOX
 - (7) CABINET
 - 8 PLAYFIELD
 - (9) INSERT BOARD
 - (10) SOUND BOARD
 - (I) NOT ASSIGNED
- 2. REFER TO POWER WIRING DIAGRAM FOR CONNECTIONS TO 3P1.

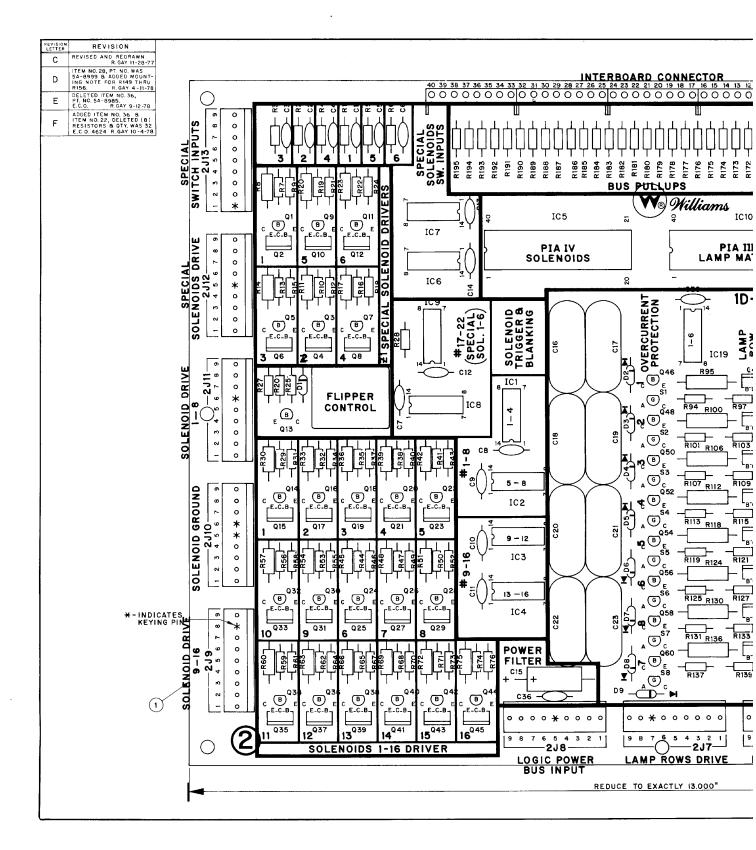


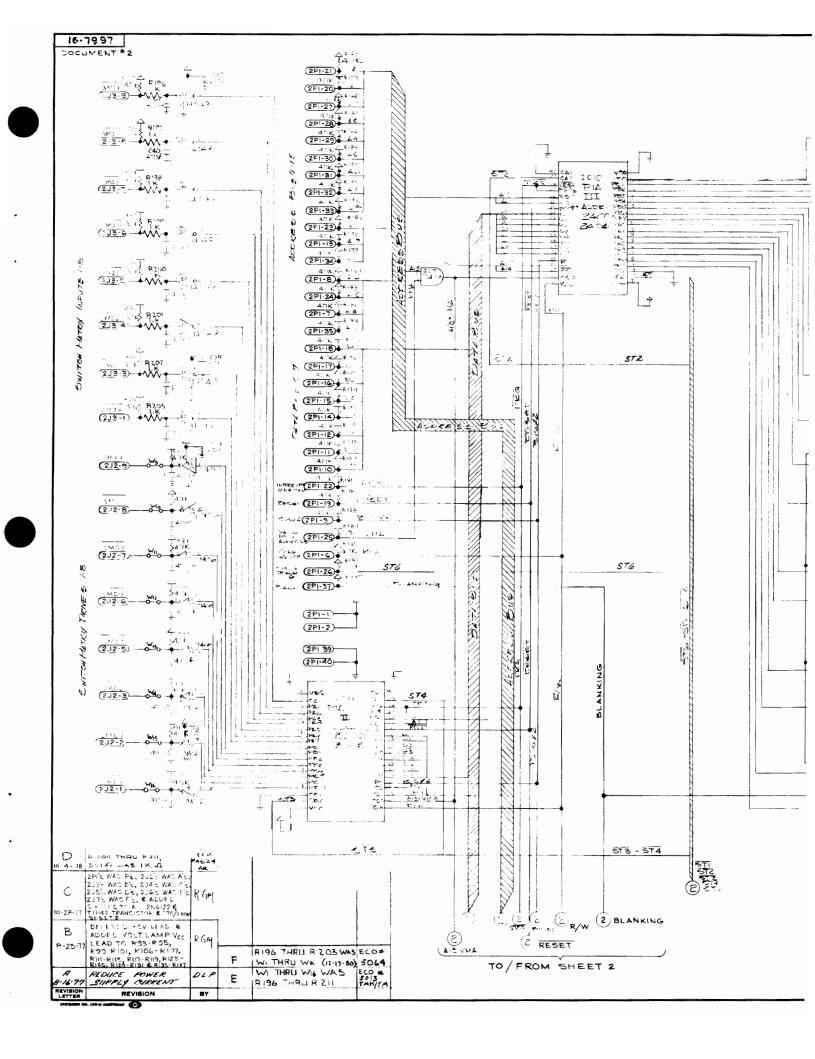


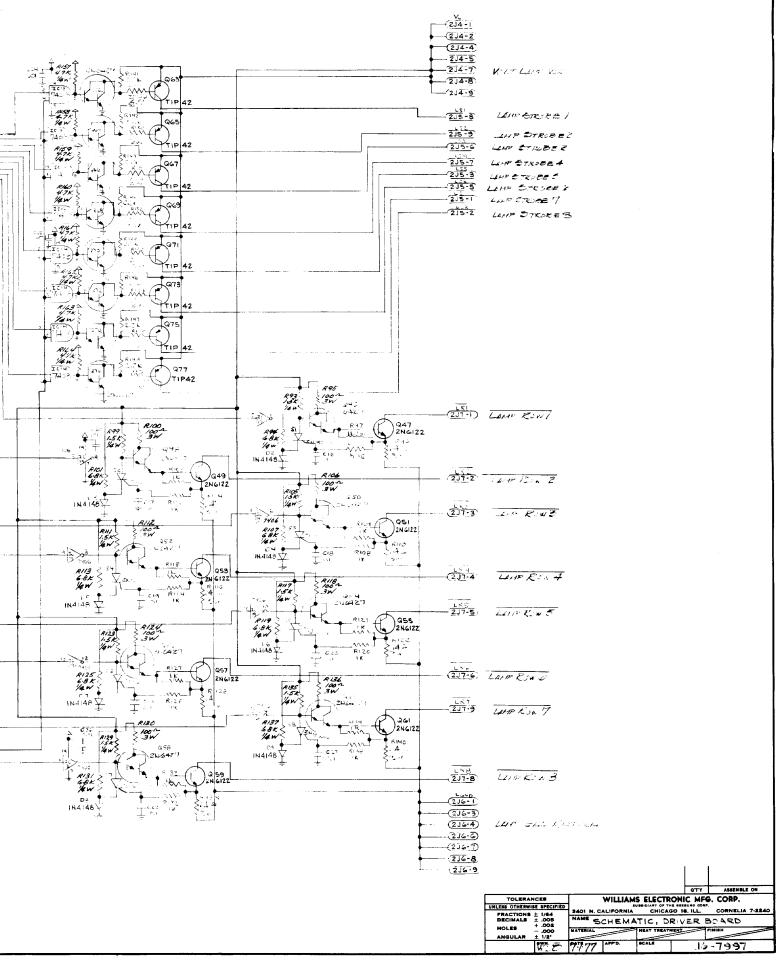




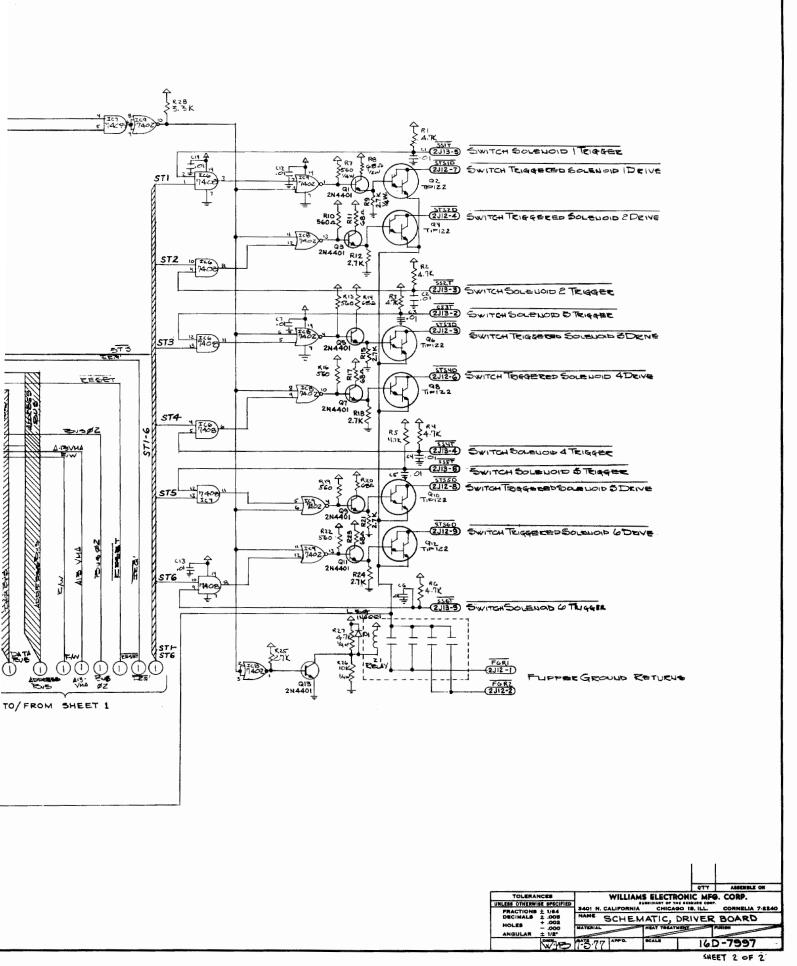


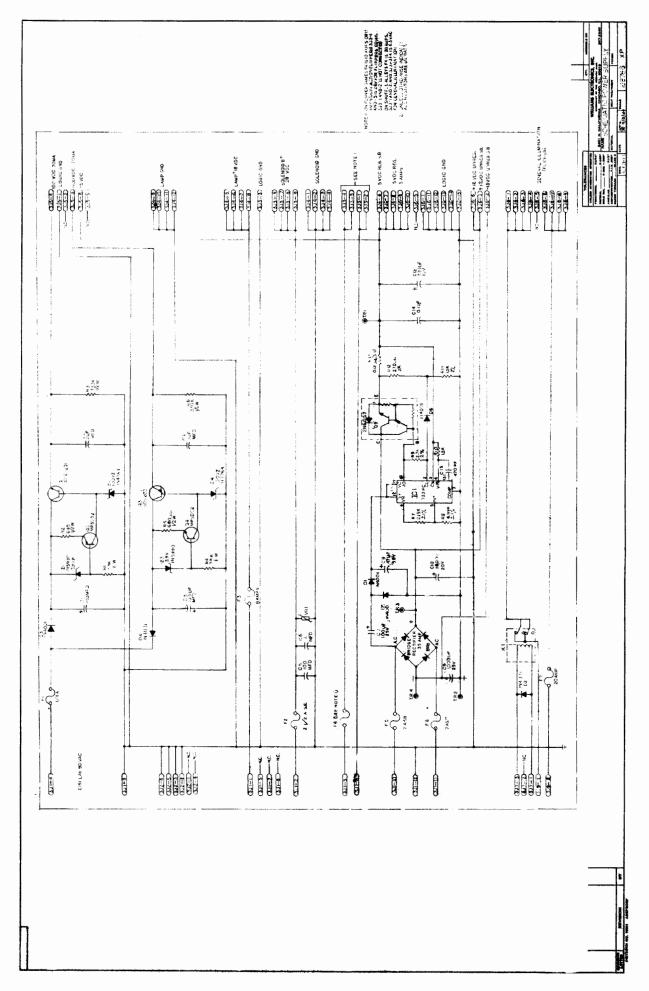


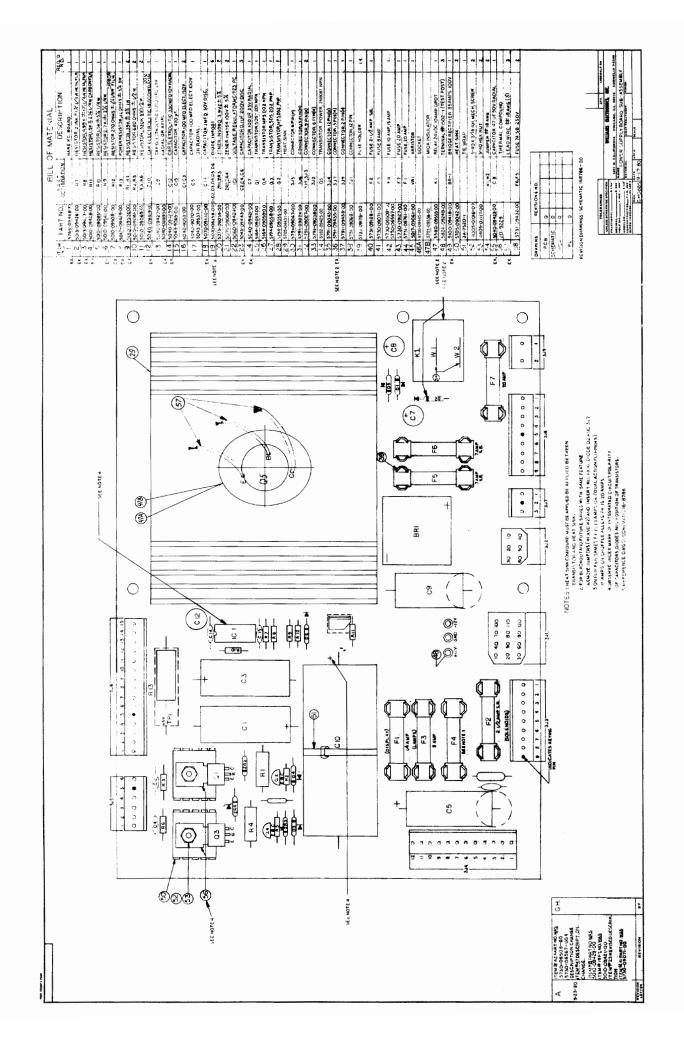


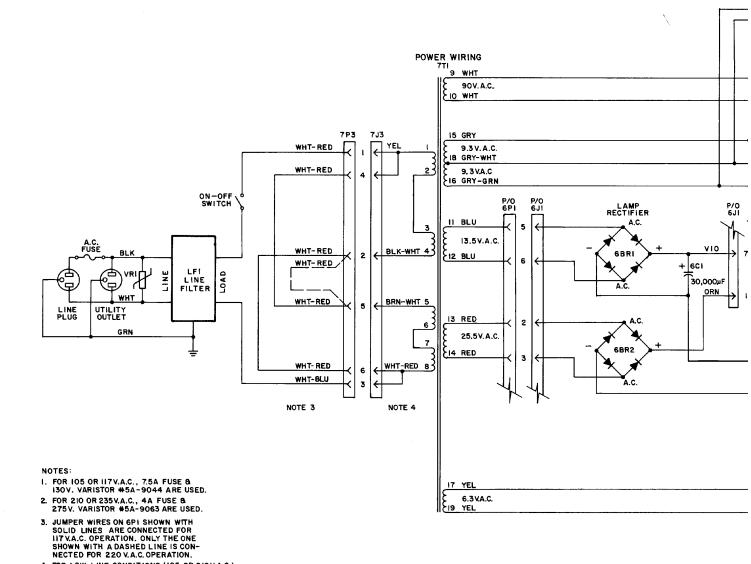


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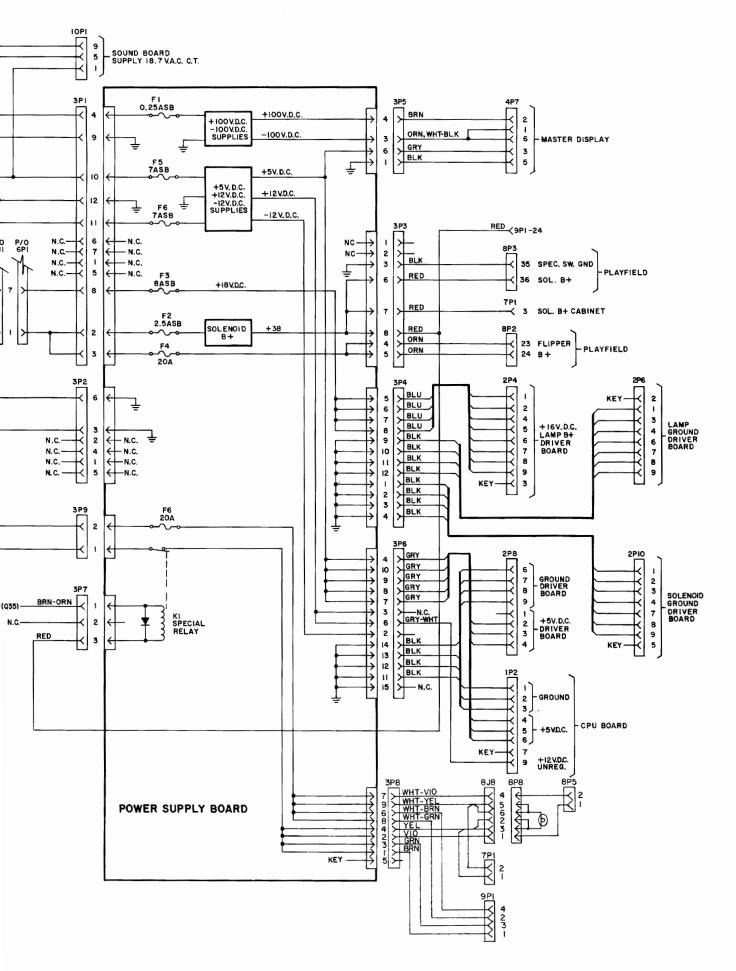




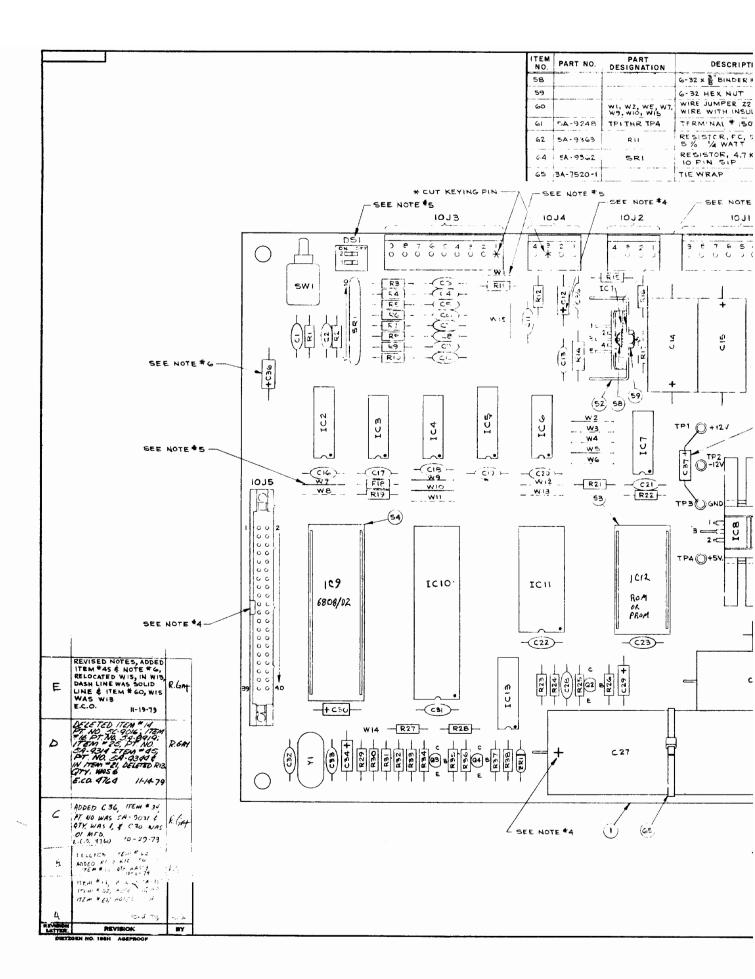
4. FOR LOW-LINE CONDITIONS (105 OR 210V.A.C.)
MOVE BLK-WHT WIRE FROM 6TI-4 TO 6TI-3)
B. MOVE 2 WHT-RED WIRES FROM 6TI-8
TO 6TI-7.

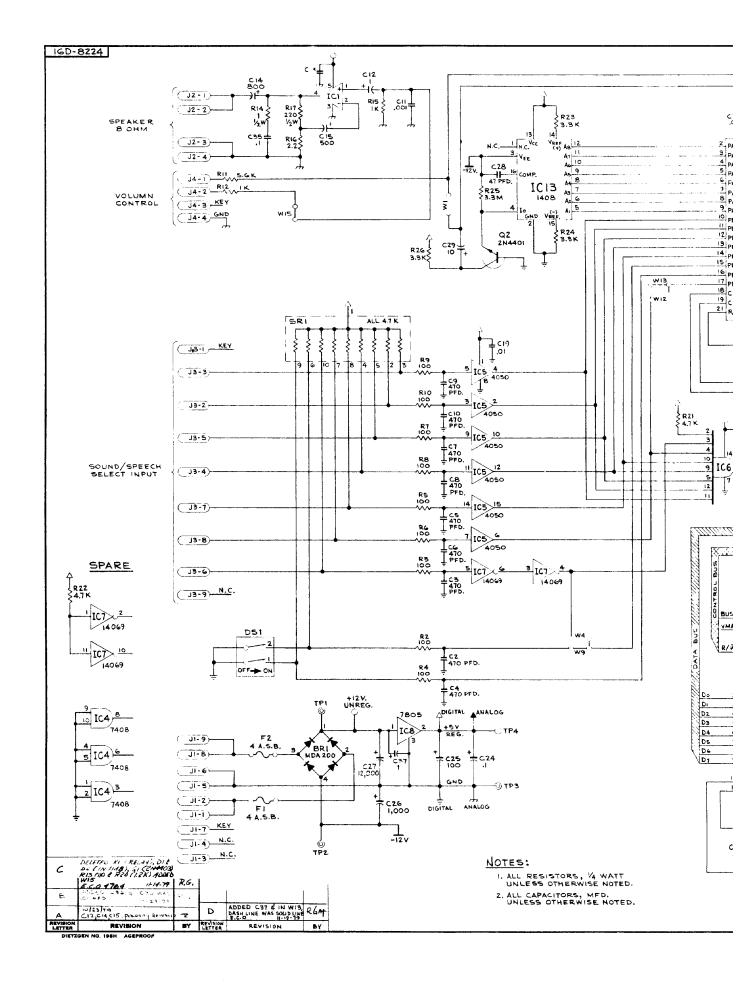
DRIVER BOARD SOL.II (Q3:

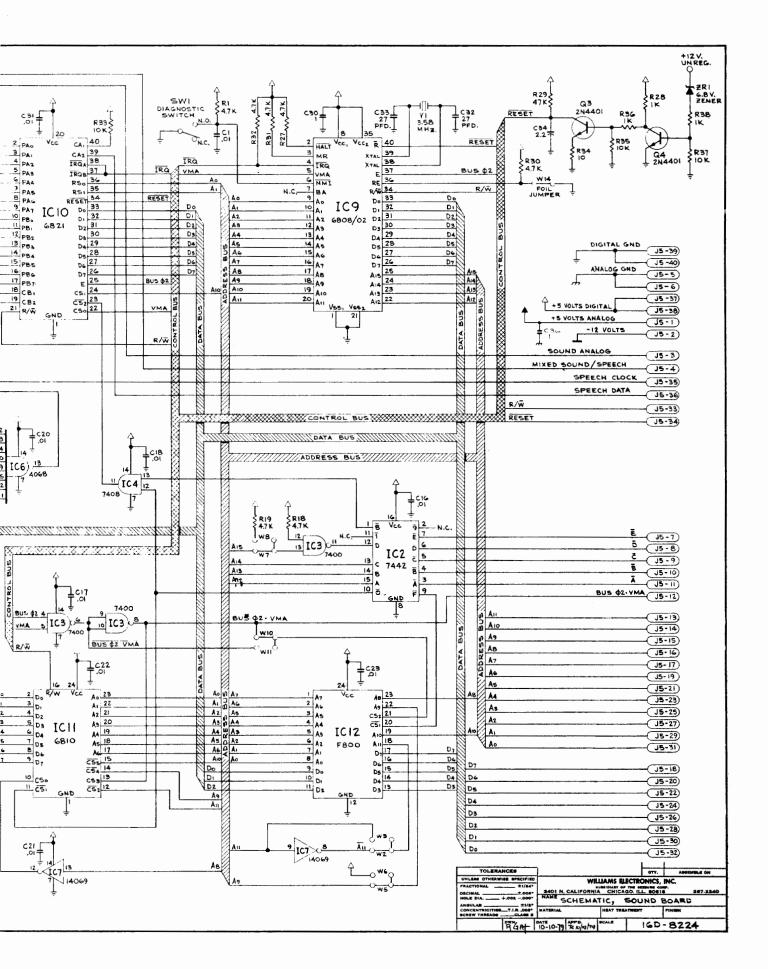
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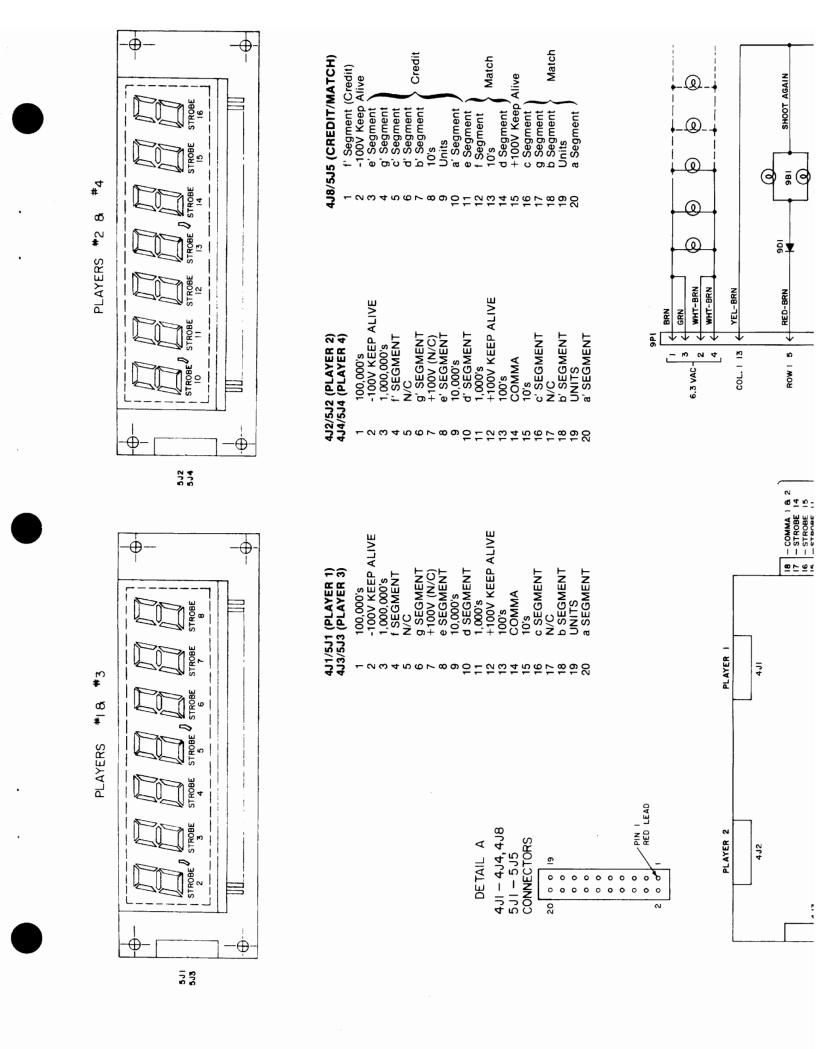


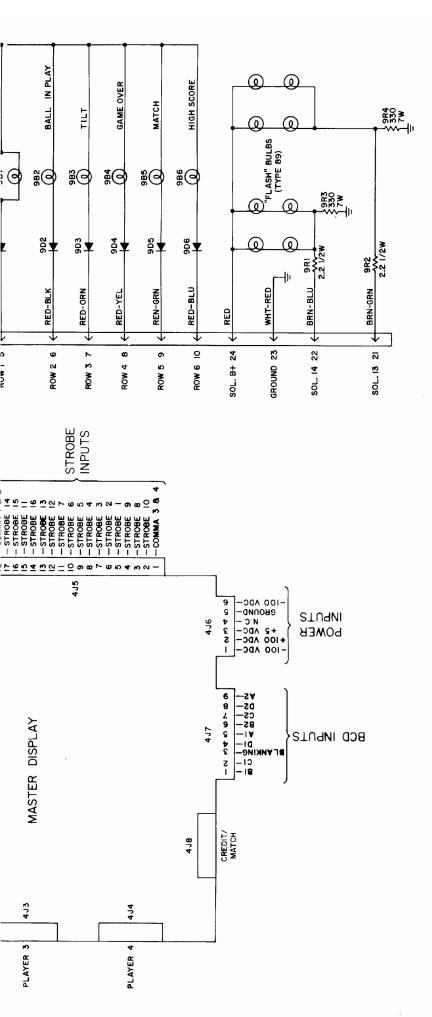
IPTION	NO.	NO.	PART NO.	DESIGNATION	DESCRIPTION	NO.			BILL OF	MATERIAL	
ER HEAD SCREW	3	48	5A 6814	F1, F2	4 AMP SLOW BLOW FUSE	2.	ITEM NO.	PART NO.	PART DESIGNATION	DESCRIPTION	REQ'E
T	3	49	5A-9178		FUSEHOLDER	4	1	IC-2001-146-3	DESIGNATION	BARE P.C. BOARD	1
ZZ GAUGE	7	50	5A-9172		HEAT SINK THERMALLOY \$60728	١	2	5A-9156	ICI	TDA 2002 V AUDIO AMPLIFIER	
502-1	4	51	5A-9173		HEAT SINK THERMALLOY \$60718	1	3	5A-9012	162	7442 BCD-DEC DECODER	<u> </u>
C, 5.6 K OHM		52	5A-9199		HEAT SINK THERMALLOY #6030	1	4	5A-9073	ICB	7400 QUAD 2 INPUT NAND	H
T		53	5A-9004		24 PIN SOCKET	1	5	5A-8973	104	7408 GUAD 2 INP. AND GATE	1
JK OHM	ı	54	5A-8985		40 PIN SOCKET		6	5A-9153	ICE	4050 BUFFER	1
	1	55	5A-9027	1011, 1013	9, FIN MALE CONNECTOR	2	7	5A-9154	106	4068 BINPUT NAND GATE	1
		56	5A-9028	1032, 1034	4 PIN MALE CONNECTOR	2	' 8	5A-8971	IC7	14069 HEX INVERTER	\vdash
TE # I		57	5A-9349	1035	40 PIN RIBEON HEADER	1	9			7805 5 YOLT REG.	1
JI.								5A-9157	IC8	W/10220 CASE	<u> </u>
	`						10	5A-8972	IC10	6821 P.I.A.	1
5 4 - 2			NO.	TES:			- 11	5A-9003	ICII	6810 RAM	1
	()			INTO DESCRIPTION OF ANY LITTLE PROPERTY		12	5A-9152	ICIB	1408 DA CONVERTER	1
					UND BLEWELN ICH AND HEAT SINK.		13	50-8938	Q2,Q3,Q4	2N4401 NPN TRANSISTOR	3
0 - 5	0 - 1		۰. ۱	AUTION: AVOID STA	TIC DISCHARGE DAMAGE TO MOS LO	GIC.	14	-1 0010		INCOME OF THE PROPERTY OF THE	 .
, 1 ⁶		1	i. :	TYMBOLS SHOWN ON	COMPONENTS ARE FOR REFERENCE OF	ONLY.	(5	5A-9018	ZRI	IN5996 6.8 V. ZENER DIODE	'
I Ų Ų	Ų.			OO NOT SCREEN OR S	TAMP.		16	5A-9158		+ 122 200/2007	ļ
	\i	$ \mathcal{A} $	1. (OBSERV. INDEX MARK	OF ALL INTEGRATED CIRCUITS, DIO	DLS	17	OR 5A-9357	BRI	MDA 200/3N253 BRIDGE RECTIFIER	1
		1	· .			-	18	5A-9020	ΥI	3.58 MHZ CRYSTAL	1
l ū	F 2		(49)	DI, D2, AND ZRI.			19	5B-8991	RI, RIE, RIG, RZI, F		9
		J t,	/	CAPACITORS CIZ, CE	1, C15, C25, C21, C27,				R27,R3C,F31,R32	5 % 14 WATT	
	~ 	1		CONNECTORS (0);, (:J∠, ⇔J4, 10]3, 10J5,		20	5B-9036	R2 THRU RIO	10% 1/4 WATT	9
1	1	ΚI	SEE	POSITION OF TRANS!	STORS Q1, Q2, Q3, Q4.		21	5A-8984	RI2, , RIS, R28, R36, R38	RESISTOR, FC, IK OHM	5
	U	U X	NOTE	DS: - ! SALECTS :	OUNDS /NOTES			F A OIG1		RESISTOR, FC, I OHM	
<u> 5 v 2</u>	(50	₹/	(50				22	5A-9181	R 14	10% 1/2 WATT	 ' -
1 2	3 4	1		z SELLCTS S	SPEECH/NO SPEECH (W9/W4)		23	5A- 9161	R16	RESISTOR, FC, 2.2 OHM	Į i
BR	<u></u>	1	/	W SPEECH N	ODULL STATUS		24	5A-9361	R17	RESISTOR, FC, 210 OHM	1
		<u>/ </u>		IN - SPLI	CH MODULE NOT ATTACHED			JA 7501		10% 1/2 WATT	
	7 [SEE	OUT~ SPE	CH MODULE ATTACHED		25				
1 1 1		t	NOTE #1				26	5B - 8983	R 23 , R 24 , R 26	RESISTOR, FC, 3.3K OHM	3
				W14 - MPU INTE	RNAL RAM ENABLE			EA - 0170	B 0 E	RESISTOR, FC, 3.3 M OHM	١,
<u> </u>				W7 & W8-MEMORY N	MAP CONTROL		27	5A - 9179	R25	10% 1/4 WATT	↓ '
			- (58	W12 & W13 - PB7 ST/	TUS CONTROL (WIB NEVER USED)	28	5A- 9359	R29	RESISTOR, FC, 47 K OHM	1
1650 6	3	ļ		W4 & W9 - PB5 ST/	TUS CONTROL	^	29	58-8817	R33, R35, R37	RESISTOR, FC, IO K OHM	3
			/ N 100 10	SLDERED ON TOP	OF BOARD					10 76 74 74 11	
	`~				OR FOLLOWING GAMES:		30	58-9039	R54	RESISTOR, FC, 10 OHM	1
		1		, WB, W12, W4, W1,	W3, W6, WII FOR:		31	5A- 8980	CI, CIG THRU CZ	S CAPACITOR, CERAMIC,	- 11
			51	WORLD CUP	:					CAPACITOR, CERAMIC, 470 PFD. 50 V. 120%	1
				DISCO FEVER	:		32	5A - 9065	C2 THRU C10		9
-(C24	_	l		CONTACT POKERINO	SOUND		33	5A - 9345	CII	CAPACITOR, CERAMIC,	1
	<u></u>			PHOENIX	ROMI		34	5A- 93.5	C12, C30, C36	CAPACITOR, ELECTROLYTIC	3
- + C25	-	-		ARISTOCRAT SHU POMPLLI SHUFT			3-	JA- 7503	C12, 233,036	() E + () E - () E	-
				KING TUT SHUF TAURUS SHUFFL			35	5A-8996	C13, C24, C35	IMFD. 50 V. ± 20%	3
					*		36	5A-9165	C14	CAPACITOR, ELECTROLYTIC,	,
C 26			W15,	W8, W12, W4, W1,	W2, W5, W10, FOR:		36	5A-9165-1	C14	1,000 MFD. 15 V. ±20%	•
C26	+=]		FLASH				5A-9164	CIE	CAPACITOR, ELECTROLYTIC	, ,
				STELLAR WARS			37	5A-9164-1	C 15	500 MFD. 15 V. OR 470 MFD. 25 V. 120%	1
			SEE	TRI ZONA TIME WARP	SOUND ROM I		38	5A - 8986	C 25	CAPACITOR, ELECTROLYTIC,	, ,
		1	#3			_				CAPACITOR, ELECTROLYTIC	\leftarrow
				W7, W15, W9, W1,	(SEE NOTE #5) W2, W5, W10 FO	R:	39	5A - 8893	C26,	1,000 MFD. 25 V. \$20%	1 1
	<u> </u>			GORGAR; SO	UND ROM 2 - 5T-4960		40	5A - 9046	C27	CAPACITOR, ELECTROLYTIC,	1
			:c :	Z SELECTION STRAPP	ING:					CAPACITOR, CERAMIC,	+ -
		$\neg \mid$		(ZK × 8)	(3K x ~) (312 x 8)		41	5A-9180	C28	47 PFD. IK V. 120%	'
		ノー		WZ	w3 - w3 -		42	5A - 9343	C29	CAPACITOR, ELECTROLYTIC	
				W ^a IN Age			43	5A-9169	C22 /22	CAPACITOR, CERAMIC DISC	_
							ļ	JA 7167	C 32, C 33	27 PFD. IK V. ±10%	-
							44	5A - 9163	C34	CAPACITOR, TANTALUM, 2.2 MFD. 15 V. \$20%	1
							45	5A-9031	C 37	CAPACITOR, TANTALUM,	1
							46	5A-9024	SWI	MOMENTARY SWITCH SPOT	1
							47	5A-9330	D51	2 STD. DIP SWITCH	1
								TOLERA UNLESS OTHERS		QTY. ASSENSE	LE OH
								PRACTIONAL	±1/64*	WILLIAMS ELECTRONICS, INC. SUSSIDIARY OF THE BERNING CORP. CALIFORNIA CHICAGO, ILL. 60618	
								HOLE DIA.	+.002000' NAME	SOUND BOARD SUB-ASSE	167-224 M
								CONCENTRICITIES BCREW THREADS		HEAT TREATMENT FINISH	
										7 10/19/19 2:1 D-8223	

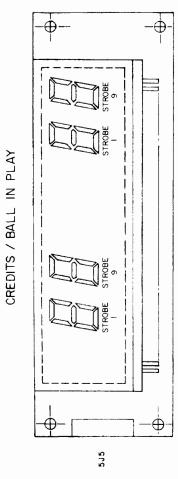




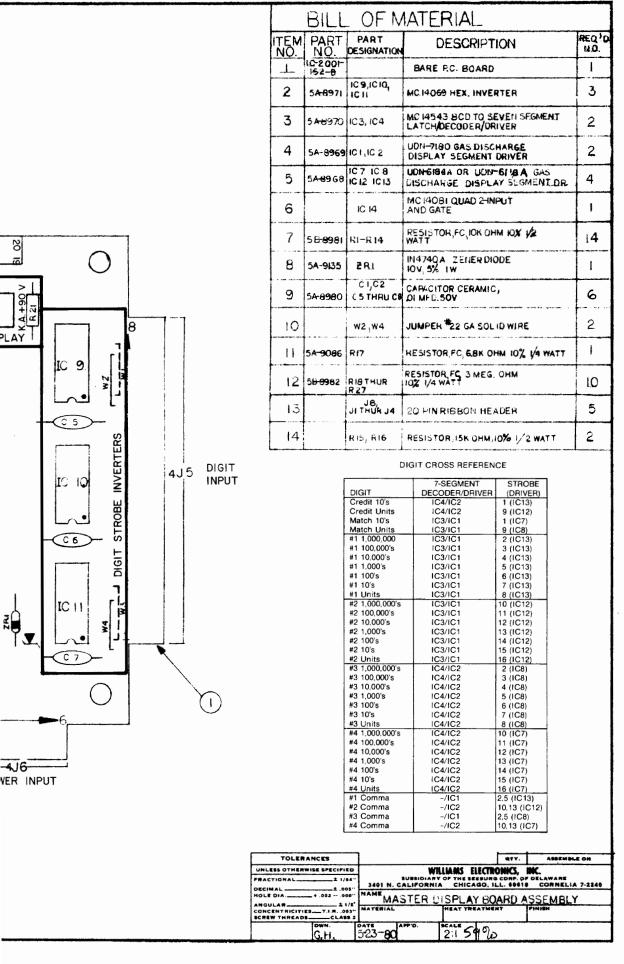


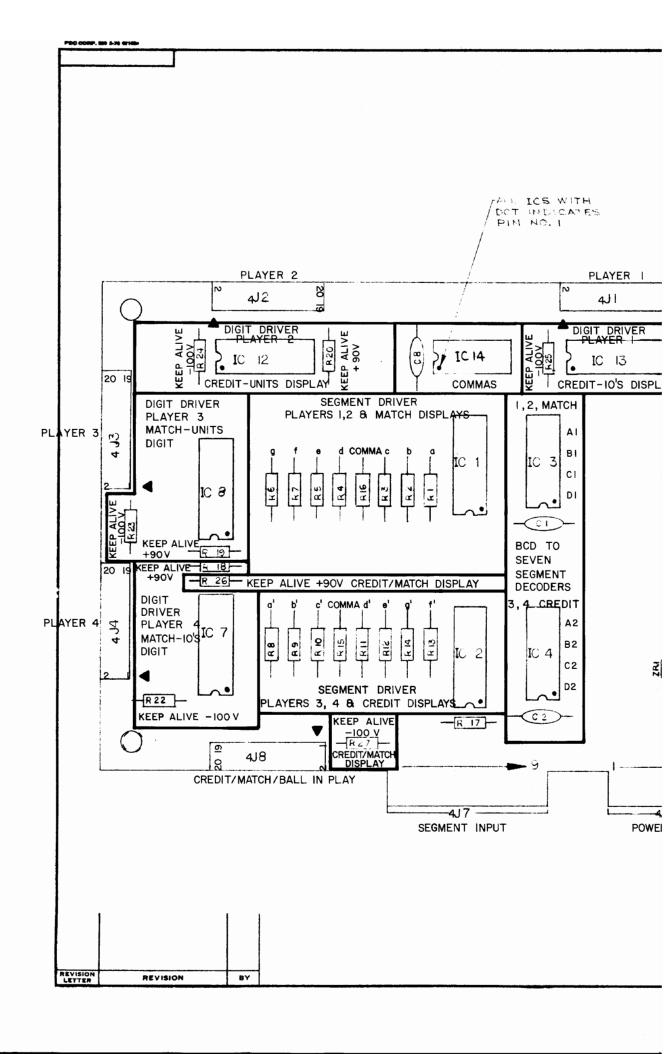


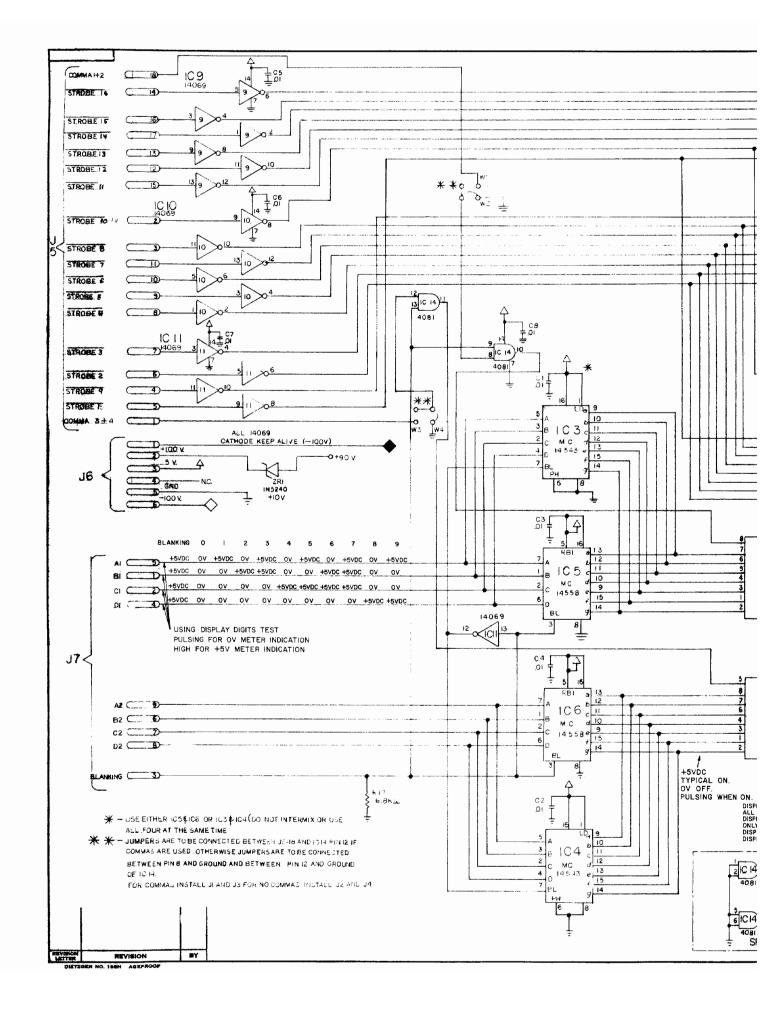


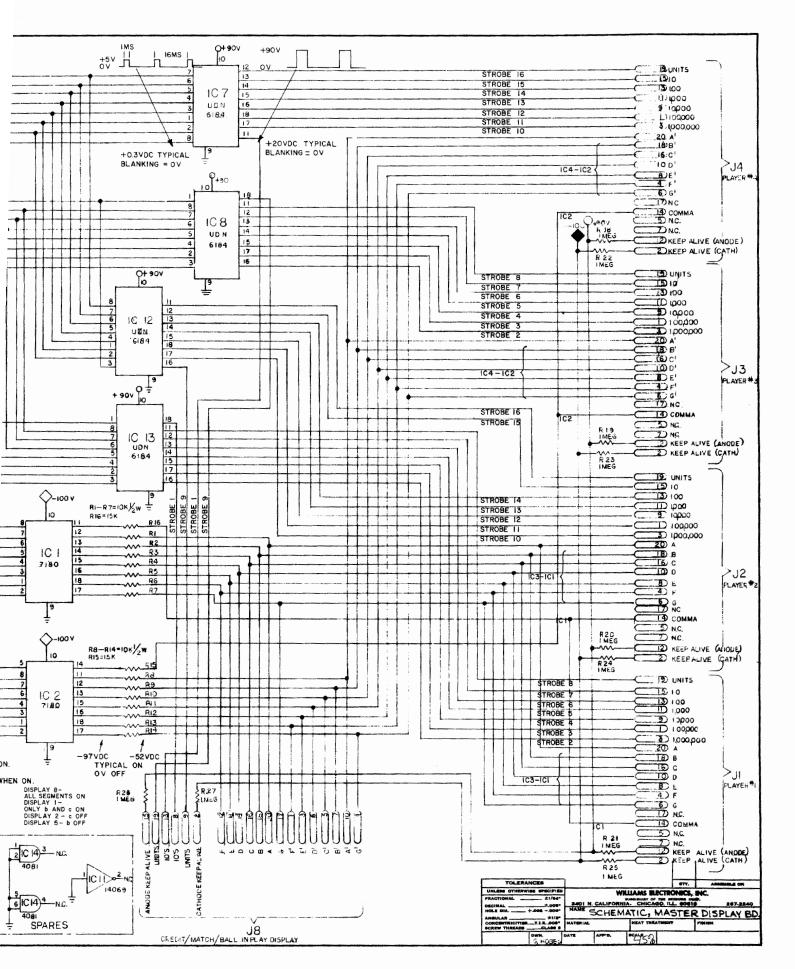


Insert Board Wiring Diagram
19



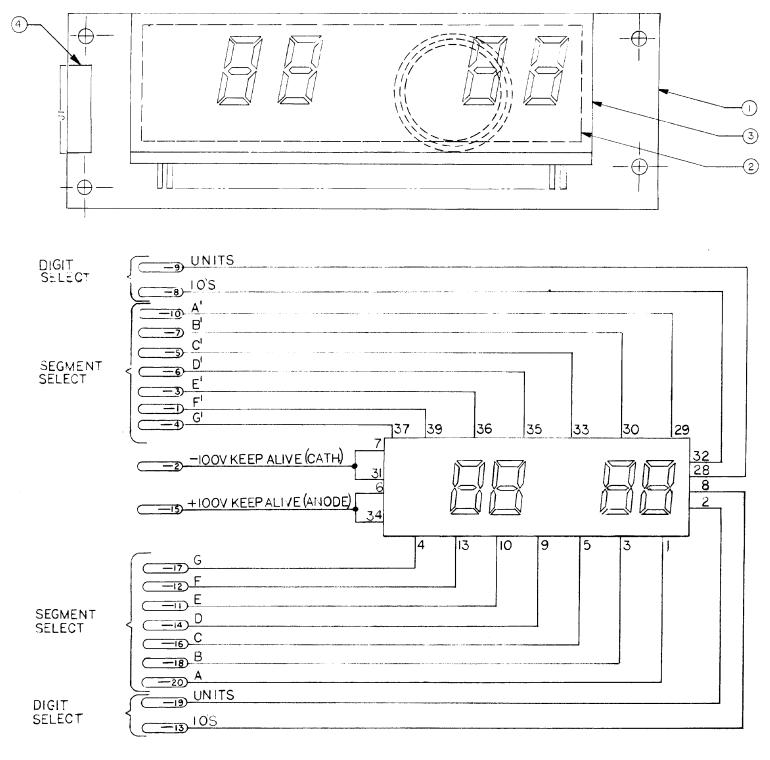






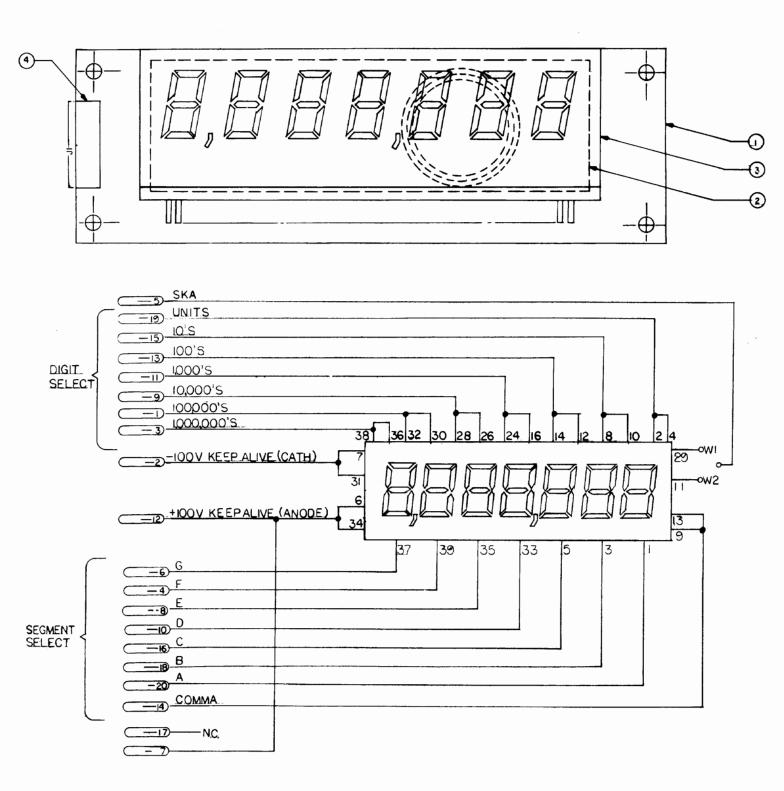
C 8363 Master Display Board Logic Diagr

BILL OF MATERIAL						
ITEM	PART NO.	PART DESIGNATION	DESCRIPTION	REQ' D		
	5767-09468-00		CREDIT/MATCH SLAVE P.C. BOARD	1		
2	23-6545 -		FOAM DISPLAY - BACK	1		
3	5670-09448-00		4 DIGIT DISPLAY	1		
4	5791-09418-00	JI	20 PIN RIBBON HEADER	1		
5	23-6546		FOAM DISPLAY-FRONT	1		
6	03-1573-2		CAPLUG	1 1		

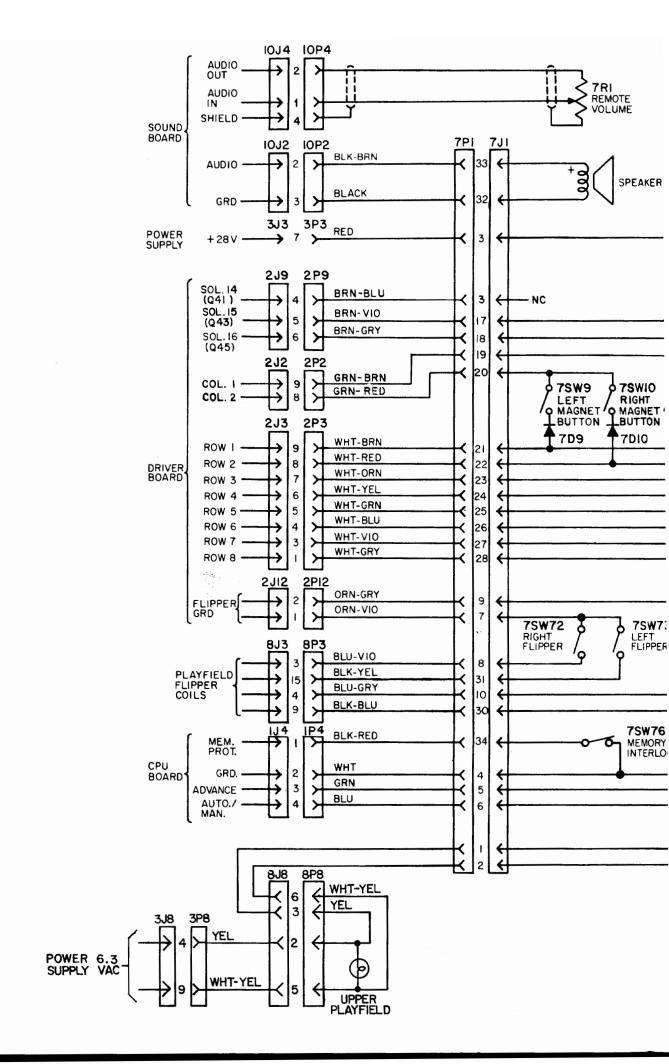


C 8365 CREDIT/MATCH SLAVE DISPLAY

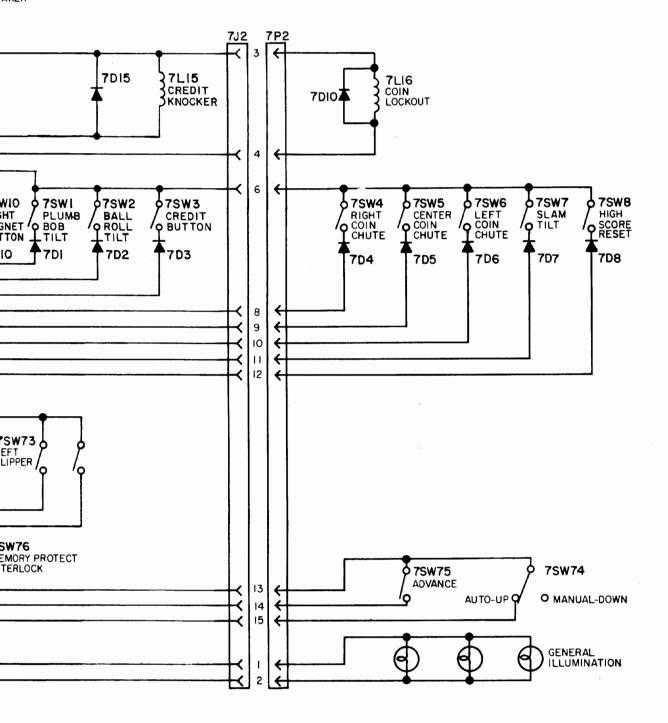
BILL OF MATERIAL							
ITEM	PART NO.	DESIGNATION	DESCRIPTION	REO'D.			
-	5762-09468-XP		SLAVE DISPLAY P.C. BOARD				
2	23-6545		DISPLAY MTG ADHESIVE FOAM	1			
3	\$670-09438-XP		7 DIGIT DISPLAY	T i			
4	\$781-08438-XP	JI	20 PIN RIBBON HEADER				
5	03-7513-2		CAPLUG	1			

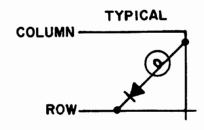


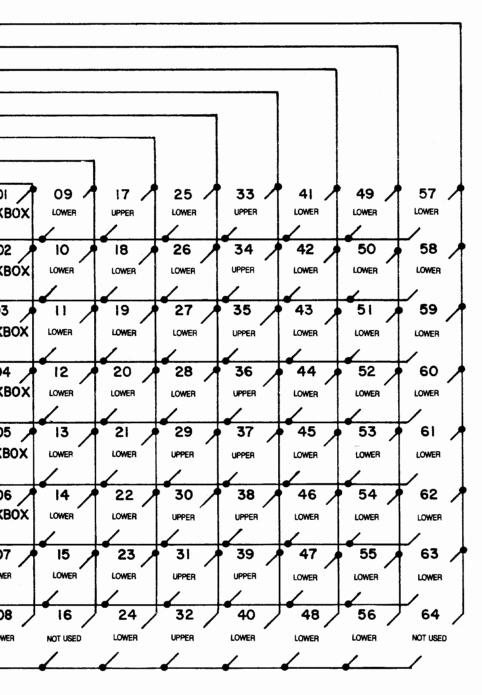
C 8364 PLAYER SLAVE DISPLAY



AKER







* SEE INSERT BOARD WIRING DIAGRAM FOR CONNECTIONS FOR BACKBOX LAMPS.

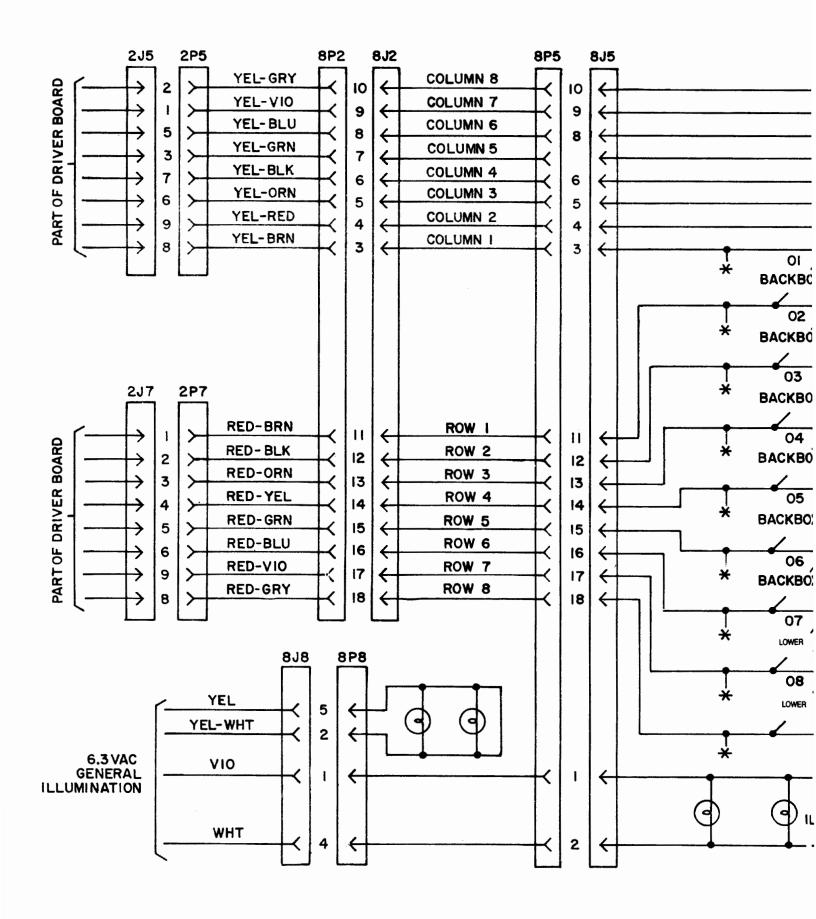
ONLY CONNECTIONS TO LAMPS IN LOWER PLAYFIELD ARE ROUTED THRU 8P5/8J5.

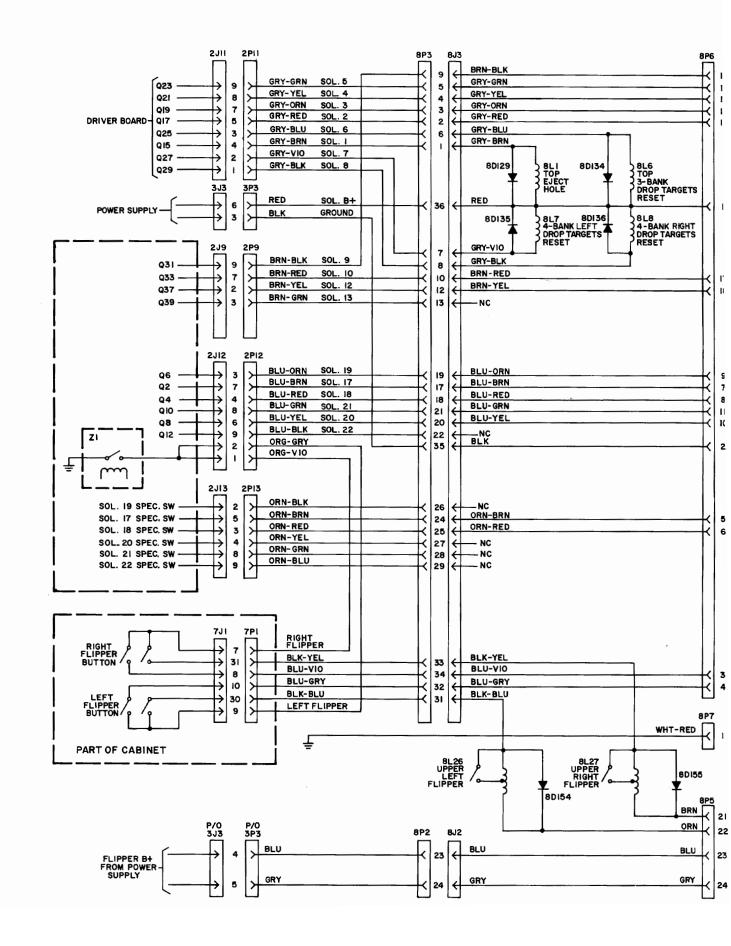
Bulb No. Function Same Player Shoots Again (Backbox) Ball in Play Tilt 04 05 06 Game Over Match High Score to Date Left Magnet "1" Left Magnet "2" 08 Left Magnet "3" Right Magnet "1" 10 Right Magnet "2" Right Magnet "3" Let Drain Shield Right Drain Shield Shoot Again (Playfield) Not Used 16 Top Eject Hole Lock Arrow Bottom Right Eject Hole Lock Arrow Bottom Left Eject Hole Lock Arrow 19 Ramp "S" Ramp "O" 20 21 22 23 24 25 Ramp "L" Ramp "A" Ramp "R" Right Bull's-Eye Special Right Ramp Mystery Bottom Left 3-Bank Bottom Right 3-Bank Top 3-Bank Horseshoe "25" Horseshoe "50" Horseshoe Drain Shield 33 4-Bank 2X 4-Bank 3X 34 35 36 37 38 4-Bank "20" 4-Bank "40" 4-Bank "60" 4-Bank "80" 39 4-Bank "100" 41 42 43 44 45 46 47 48 "R" "1" Bonus "2" Bonus 49 50 51 52 53 54 55 "4" Bonus "8" Bonus "16" Bonus "32" Bonus Multi-Ball "1" Bonus 56 57 Multi-Ball "2" Bonus Multi-Ball "4" Bonus Multi-Ball "8" Bonus Multi-Ball "16" Bonus Multi-Ball "32" Bonus SOLAR Gun 3 Seconds

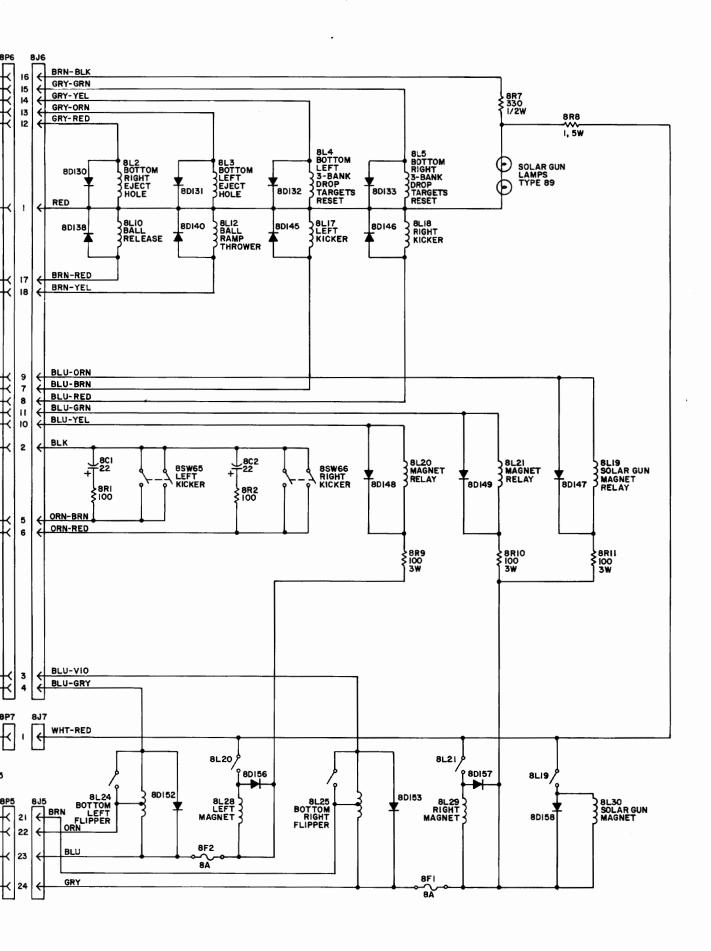
SOLAR Gun 5 Seconds SOLAR Gun 10 Seconds

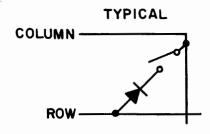
Not Used

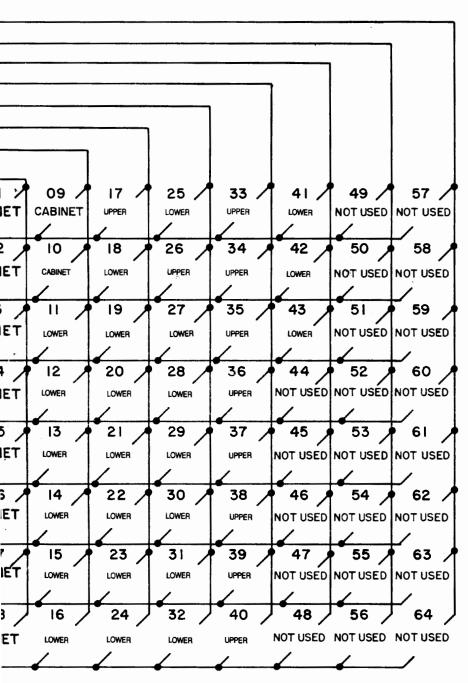
GENERAL ILLUMINATION











Switch No. Function (Score*) Plumb Bob Tilt Ball Roll Tilt 02 Credit Button Right Coin Switch Center Coin Switch Left Coin Switch 05 06 07 Slam Tilt High Score Reset Left Magnet Button Right Magnet Button Left Kicker (10) Right Kicker (10) Left Outlane (5,000) Right Outlane (5,000) Left Inside Rollover (1,000) Right Inside Rollover (1,000) Top Eject Hole (5,000/10,000) 17 18 19 Bottom Right Eject Hole (5,000/10,000) Bottom Left Eject Hole (5,000/10,000) Outhole
Ball Ramp Right Switch
Ball Ramp Center Switch
Ball Ramp Left Switch 20 21 22 23 24 25 Right Bull's-Eye Target (10,000)
Right Ramp Rollunder (5,000/Mystery)
Bottom Left 3-Bank, Bottom Target (1,000) *26 27 Bottom Left 3-Bank, Middle Target (1,000) Bottom Left 3-Bank, Top Target (1,000) Bottom Right 3-Bank, Top Target (1,000) Bottom Right 3-Bank, Middle Target (1,000) Bottom Right 3-Bank Bottom Target(1,000) 32 33 34 35 36 37 38 39 Top 3-Bank Bottom Target (1,000)
Top 3-Bank Middle Target (1,000)
Top 3-Bank Top Target (1,000)
4-Bank "1" (Left) Target (1,000)
4-Bank "2" Target (1,000)
4-Bank "3" Target (1,000)
4-Bank "3" Target (1,000) 4-Bank "4" (Right) Target (1,000) Horseshoe Rollover (10,000/Lit Value) SOLAR Ramp Target (10,000) SOLAR Gun (5,000/10,000 Per Second) 41 Playfield Tilt *All scores doubled when letter in F-I-R-E is flashing. Mystery for switch 26 (awarded when lit) is spotting magnet lamps, letter in S-O-L-A-R, or Drain Shield, or scoring random point values.

With full bonus(es), 1,000 points is awarded in place of

each bonus advance.

