

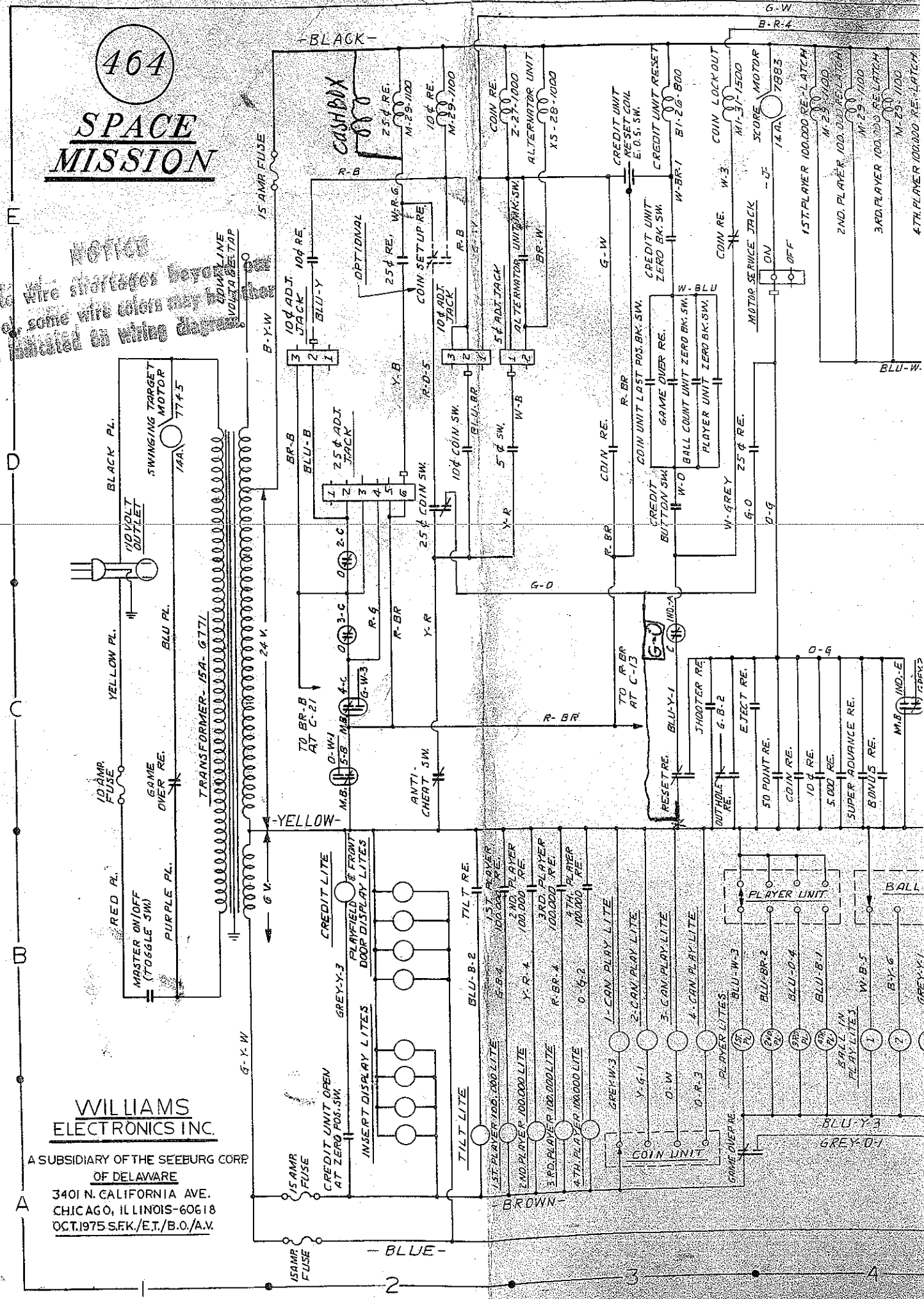
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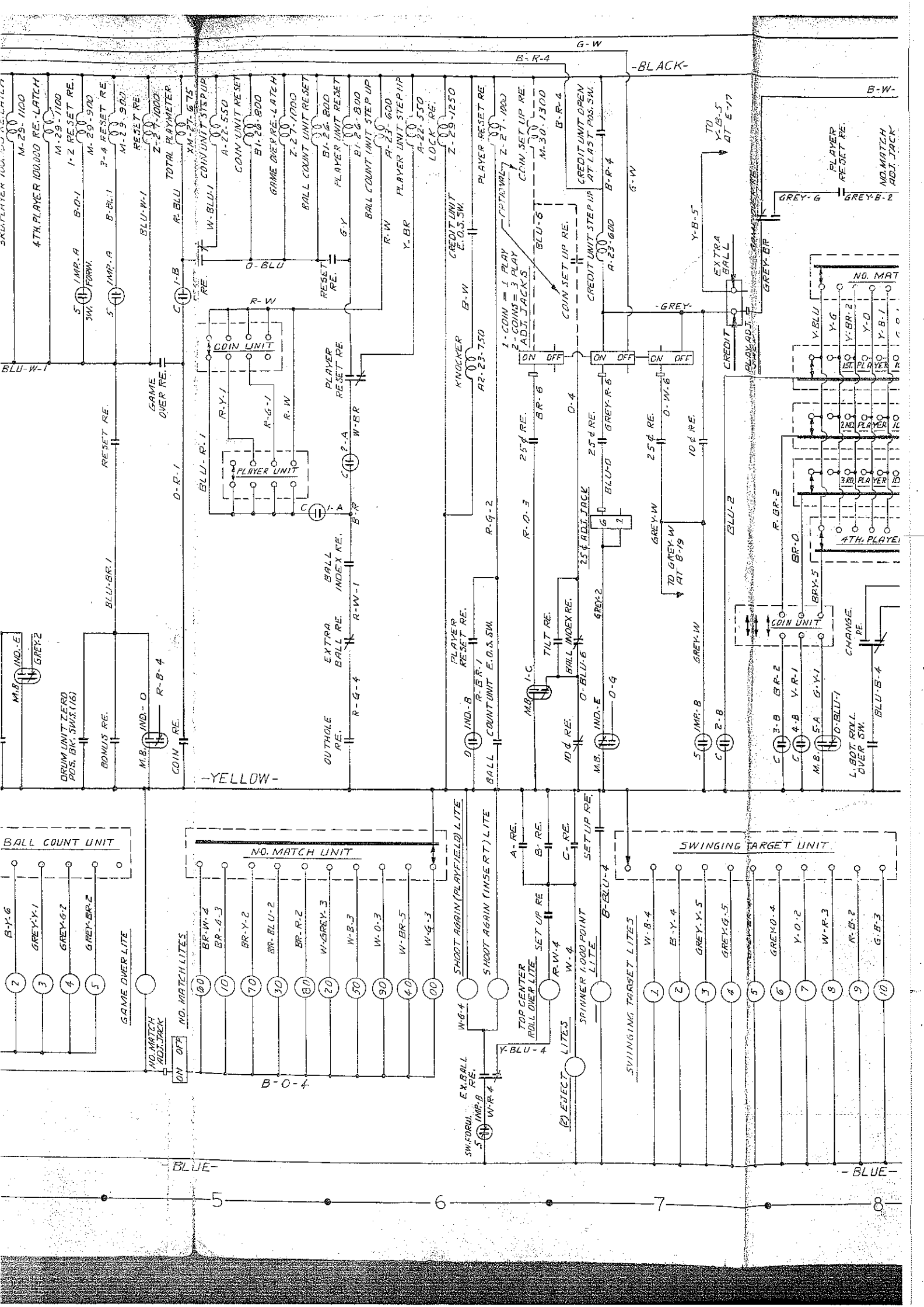
SPACE MISSION

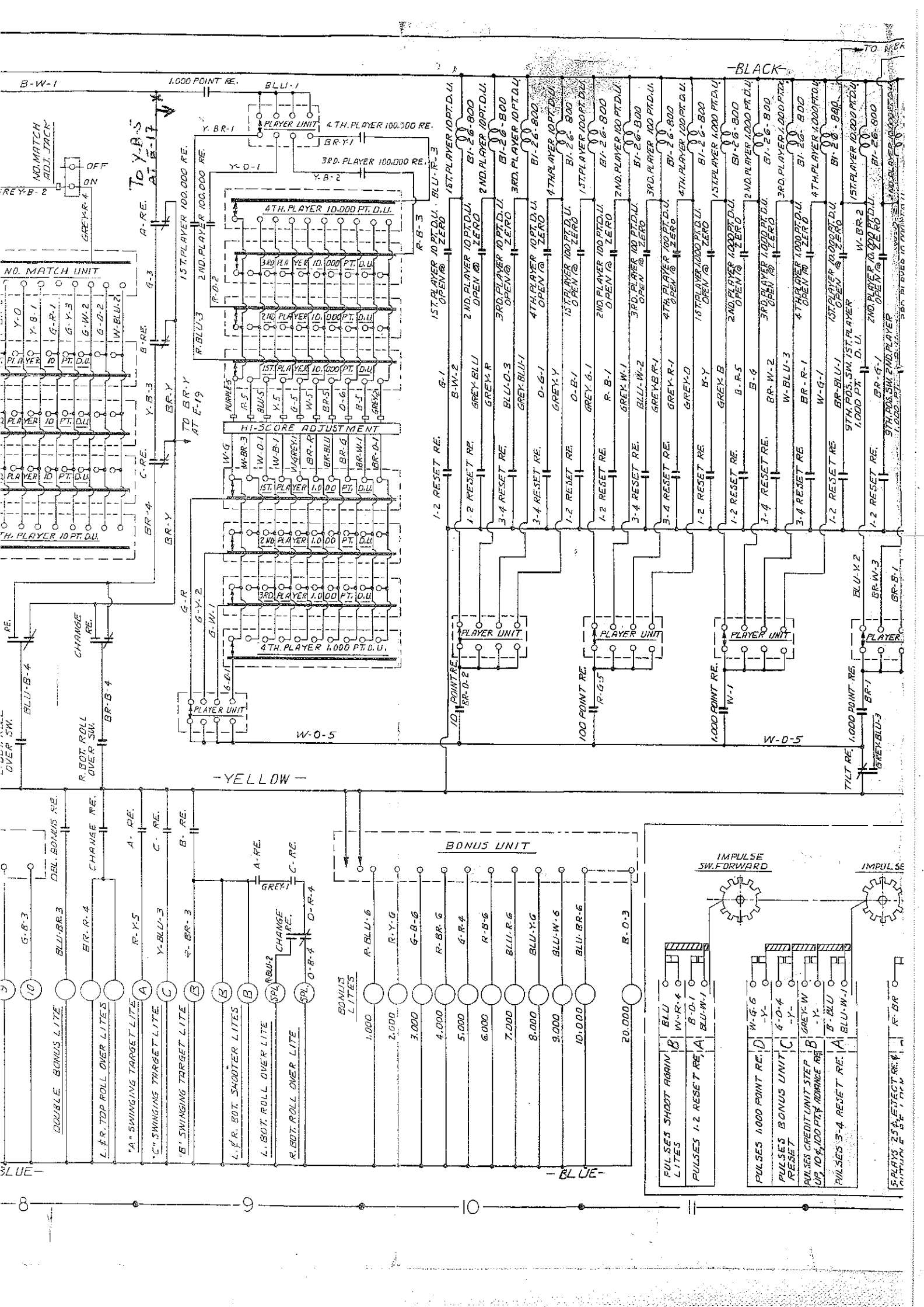
NOTICE
Due to wire shortages beyond control, some wire colors may vary from indicated on wiring diagram.

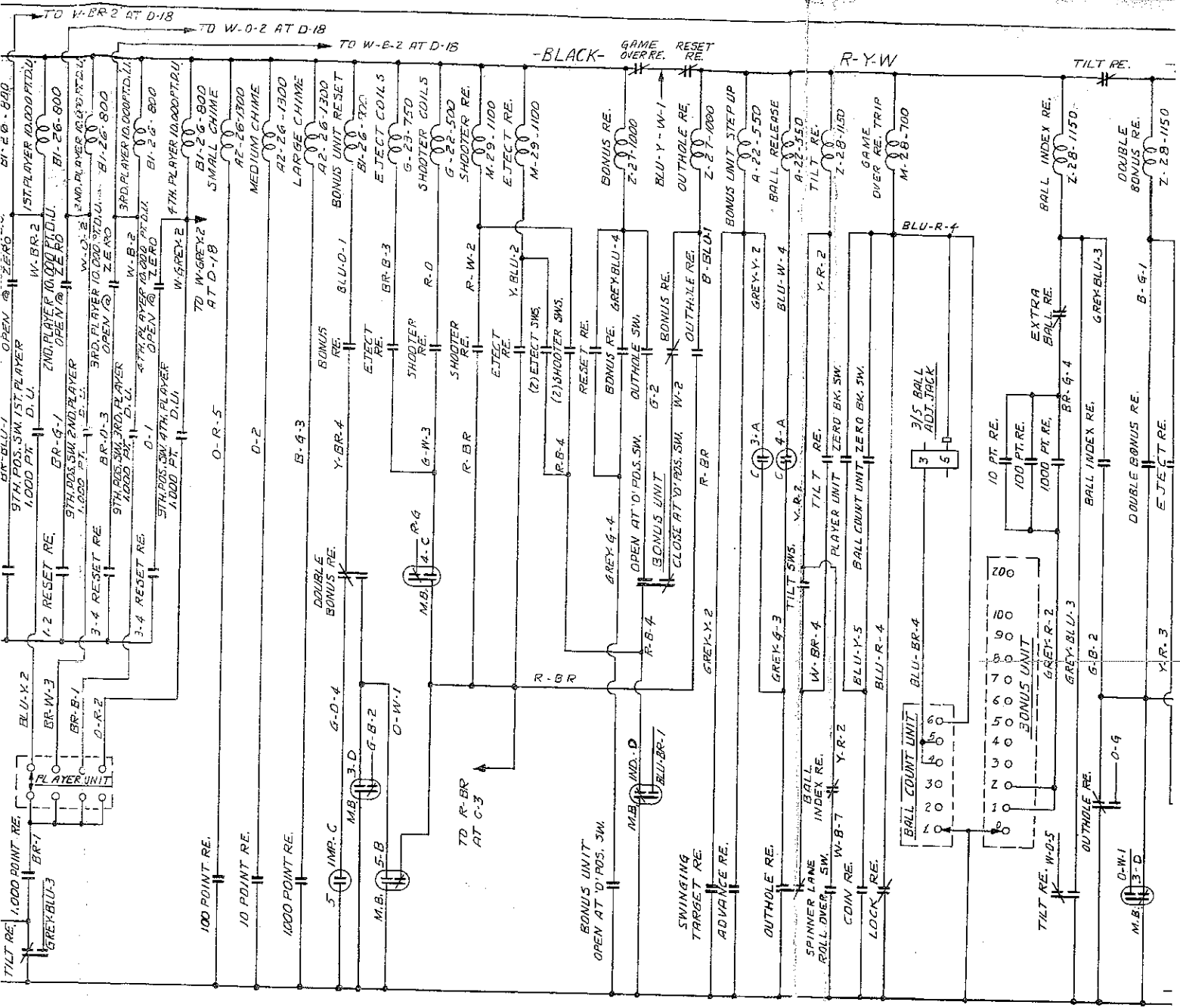
WILLIAMS ELECTRONICS INC.

A SUBSIDIARY OF THE SEEBURG CORP. OF DELAWARE
3401 N. CALIFORNIA AVE.
CHICAGO, ILLINOIS-60618
OCT. 1975 S.F.K./E.T./B.O./A.V.

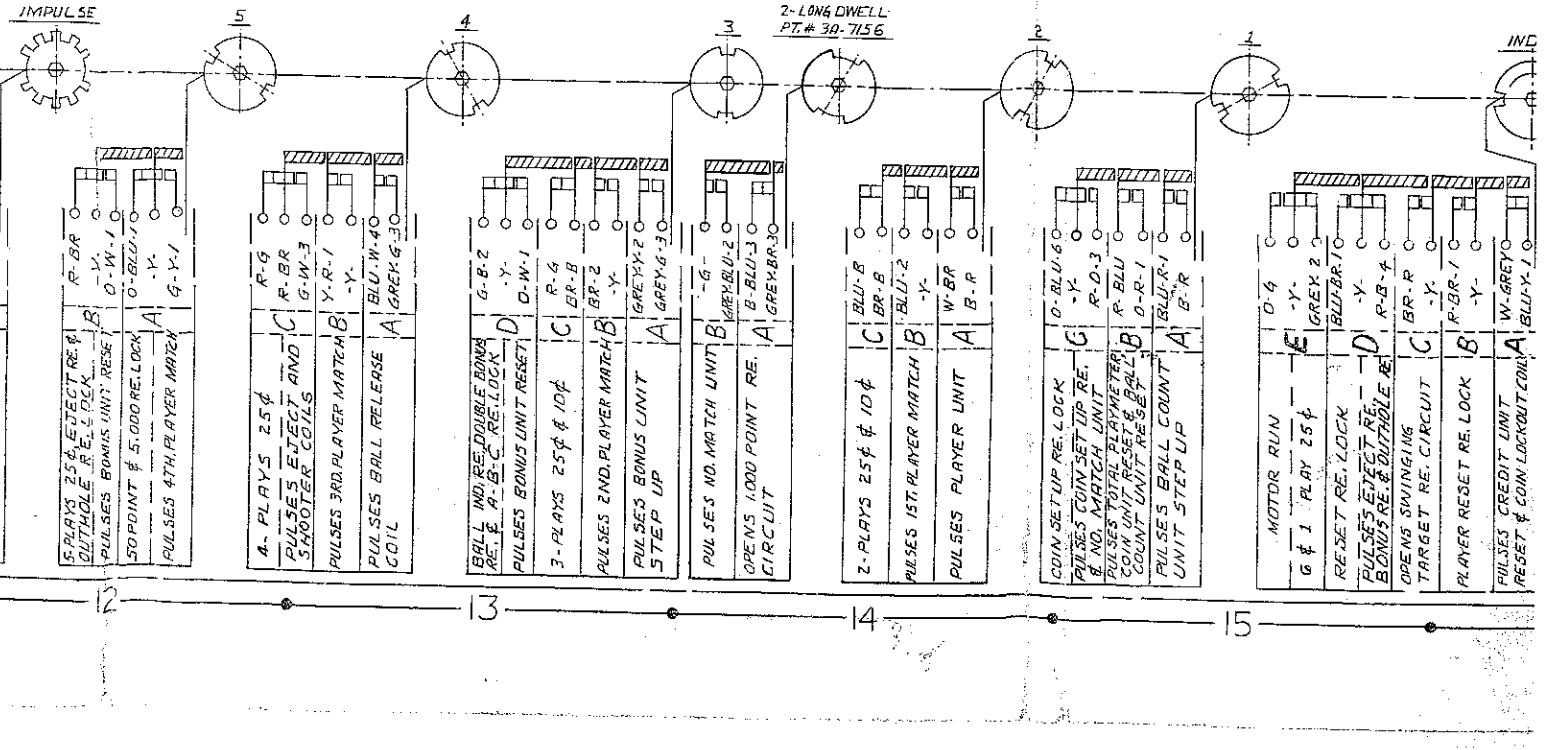


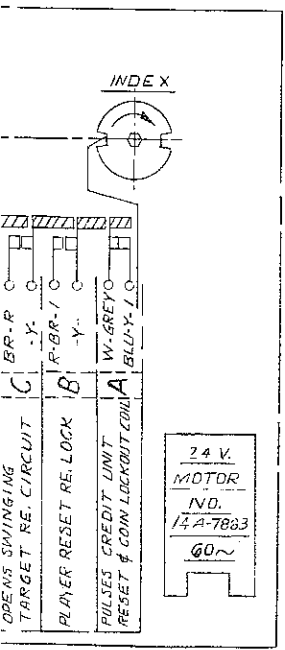
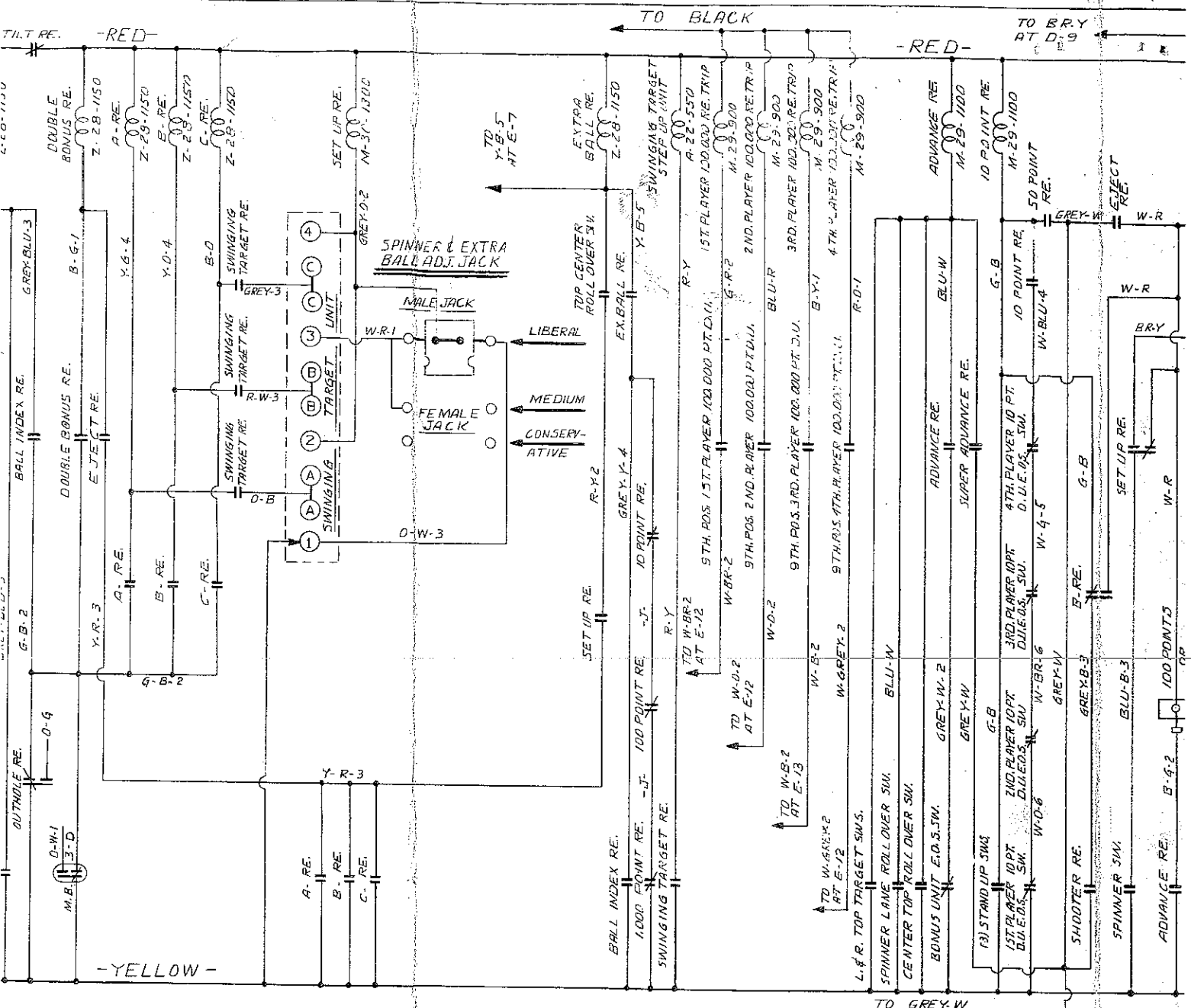






SCORE MOTOR

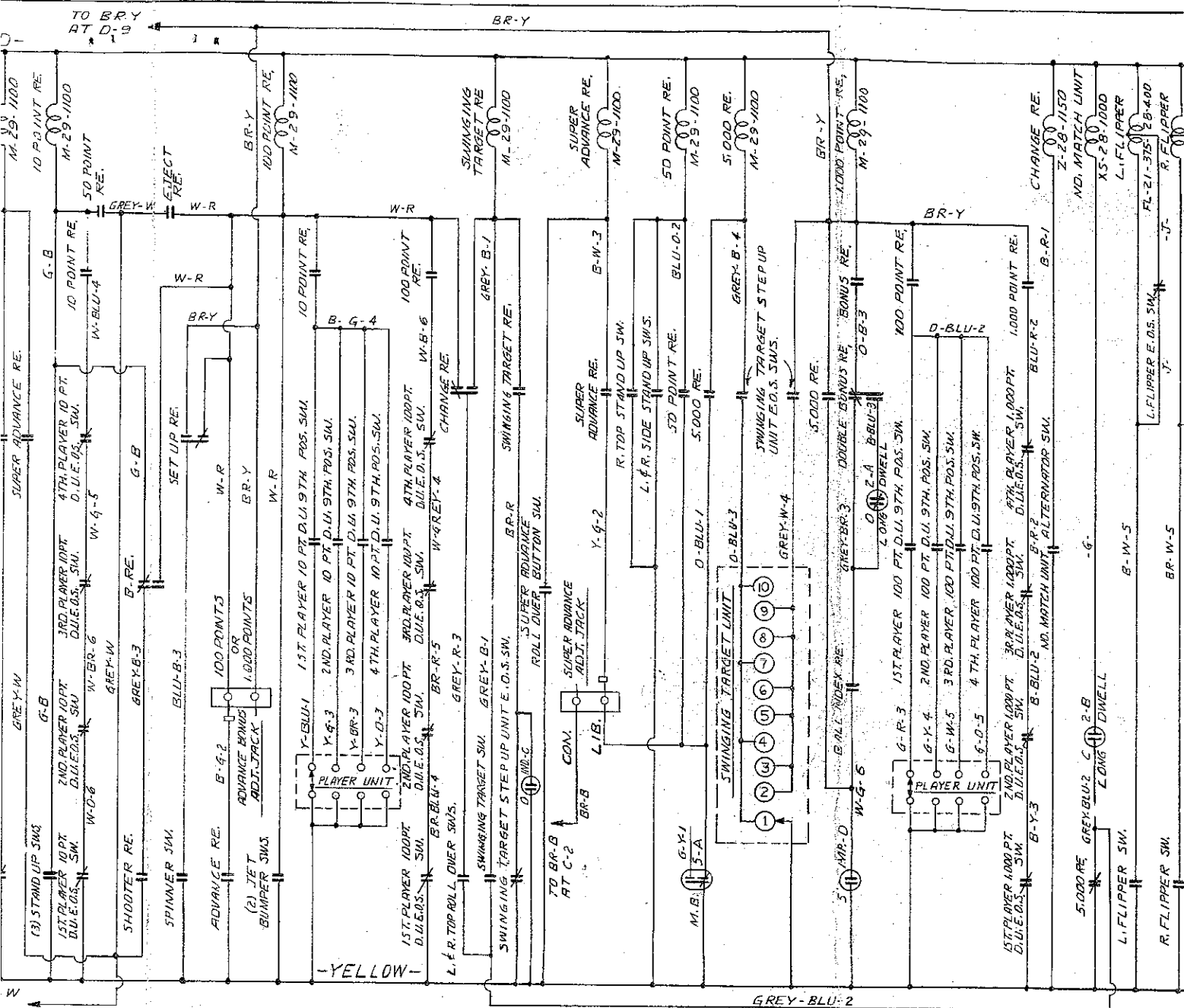




ABBREVIATIONS	
ADJUSTMENT	ADJ.
AMPERE	AMP.
BREAK	BR.
CLOSED	C
CONSERVATIVE	CON.
DRUM UNIT	DU.
END OF STROKE	E.O.S.
EXTRA	EX.
IMPULSE	IMP.
INDEX	IND.
JUMPER	J
LEFT	L
LIBERAL	LIB.
MAKE BREAK	M.B.
NUMBER	NO.
OPEN	O
POSITION	POS.
POINT	PT.
RIGHT	R.
RELAY	RE.
ROLL OVER	RO.
SWITCH	SW.
SWITCHES	SW'S.
VOLT	V.
ZERO	0

COIL LOCATIONS	
ALTERNATOR UNIT	E-3
BALL COUNT UNIT RESET	E-5
BALL COUNT UNIT STEP UP	E-6
BALL RELEASE	E-4
BONUS UNIT RESET	E-13
BONUS UNIT STEP UP	E-14
COIN LOCKOUT	E-3
COIN UNIT RESET	E-5
COIN UNIT STEP UP	E-5
CREDIT UNIT RESET	E-3
CREDIT UNIT STEP UP	E-7
EJECT COILS	E-13
1ST. PLAYER 10 PT. D.U.	E-10
1ST. PLAYER 100 PT. D.U.	E-11
1ST. PLAYER 1,000 PT. D.U.	E-11
1ST. PLAYER 10,000 PT. D.U.	E-12
4TH. PLAYER 10 PT. D.U.	E-10
4TH. PLAYER 100 PT. D.U.	E-11
4TH. PLAYER 1,000 PT. D.U.	E-12
4TH. PLAYER 10,000 PT. D.U.	E-12
KNOCKER	2-6
LARGE CHIME	E-13
L. JET BUMPER	E-23
L. FLIPPER	E-23
MEDIUM CHIME	E-13
NO. MATCH UNIT	E-22
PLAYER UNIT RESET	E-6
PLAYER UNIT STEP UP	E-6
R. JET BUMPER	E-23
R. FLIPPER	E-23
2ND. PLAYER 10 PT. D.U.	E-10
2ND. PLAYER 100 PT. D.U.	E-11
2ND. PLAYER 1,000 PT. D.U.	E-11
2ND. PLAYER 10,000 PT. D.U.	E-12
3RD. PLAYER 10 PT. D.U.	E-10
3RD. PLAYER 100 PT. D.U.	E-11
3RD. PLAYER 1,000 PT. D.U.	E-11
3RD. PLAYER 10,000 PT. D.U.	E-12
4TH. PLAYER 10 PT. D.U.	E-10
4TH. PLAYER 100 PT. D.U.	E-11
4TH. PLAYER 1,000 PT. D.U.	E-11
4TH. PLAYER 10,000 PT. D.U.	E-12
5TH. POS. 1ST. PLAYER 100,000 PT. D.U.	R-Y
5TH. POS. 2ND. PLAYER 100,000 PT. D.U.	G-R-2
5TH. POS. 3RD. PLAYER 100,000 PT. D.U.	BLU-R
5TH. POS. 4TH. PLAYER 100,000 PT. D.U.	B-Y-1
5TH. POS. 5TH. PLAYER 100,000 PT. D.U.	R-0-1
SHOOTER COILS	E-13
SMALL CHIME	E-12
SWINGING TARGET STEP UP UNIT	E-18
3RD. PLAYER 10 PT. D.U.	E-10
3RD. PLAYER 100 PT. D.U.	E-11
3RD. PLAYER 1,000 PT. D.U.	E-11
3RD. PLAYER 10,000 PT. D.U.	E-12
TOTAL PLAYMETER	E-5

RELAY COILS	
A- RELAY	
ADVANCE RE.	
B- RELAY	
BALL INDEX RE.	
BONUS RE.	
C- RELAY	
CHANGE RE.	
COIN RE.	
COIN SET UP RE.	
DOUBLE BONUS RE.	
EJECT RE.	
EXTRA BALL RE.	
50 POINT RE.	
5000 RE.	
1ST. PLAYER 100,000 RE. LATCH	
1ST. PLAYER 100,000 RE. TRIP	
4TH. PLAYER 10,000 RE. LATCH	
4TH. PLAYER 10,000 RE. TRIP	
GAME OVER RE. LATCH	
GAME OVER RE. TRIP	
100 POINT RE.	
LOCK RE.	
OUTHOLE RE.	
1-2 RESET RE.	
PLAYER RESET RE.	
RESET RE.	
2ND. PLAYER 100,000 RE. LATCH	
2ND. PLAYER 100,000 RE. TRIP	
SET UP RE.	
SUPER ADVANCE RE.	
SWINGING TARGET RE.	
SHOOTER RE.	



RELAY COIL LOCATIONS

A- RELAY	E-16	10 & RELAY	E-2
ADVANCE RE.	E-19	10 POINT RE.	E-19
B- RELAY	E-16	1000 POINT RE.	E-22
BALL INDEX RE.	E-15	3RD. PLAYER 100,000 RE.LATCH	E-4
BONUS RE.	E-14	3RD. PLAYER 100,000 RE.TRIP	E-18
C- RELAY	E-16	3- 4 RESET RE.	E-5
CHANGE RE.	E-27	TILT RE.	E-15
COIN RE.	E-3	25 & RELAY	E-2
COIN SET UP RE.	E-6		
DOUBLE BONUS RE.	E-16		
EJECT RE.	E-13		
EXTRA BALL RE.	E-17		
50 POINT RE.	E-21		
5000 RE.	E-21		
1ST. PLAYER 100,000 RE.LATCH	E-4		
1ST. PLAYER 100,000 RE.TRIP	E-18		
4TH. PLAYER 100,000 RE.LATCH	E-4		
4TH. PLAYER 100,000 RE.TRIP	E-18		
GAME OVER RE. LATCH	E-5		
GAME OVER RE. TRIP	E-15		
100 POINT RE.	E-20		
LOCK RE.	E-6		
OUTHOLE RE.	E-14		
1- 2 RESET RE.	E-4		
PLAYER RESET RE.	E-6		
RESET RE.	E-5		
2ND. PLAYER 100,000 RE.LATCH	E-4		
2ND. PLAYER 100,000 RE.TRIP	E-18		
SET UP RE.	E-17		
SUPER ADVANCE RE.	E-21		
SWINGING TARGET RE.	E-20		
SHOOTER RE.	E-13		

EXAMPLE:

W-R INDICATES WHITE WIRE WITH A RED TRACER.

W-R-1 INDICATES WHITE WIRE WITH A RED TRACER AND USED A SECOND TIME.

NOTE:

ALL INTERLOCK RELAYS ARE IN LATCHED POSITION.

SWITCH SYMBOLS

	NORMALLY OPEN SWITCH MAKES WHEN ACTUATED.
	NORMALLY CLOSED SWITCH OPENS WHEN ACTUATED.
	MAKE BREAK SWITCH.
	CIRCLE INDICATES SWITCH ACTUATED BY A MOTOR CAM.

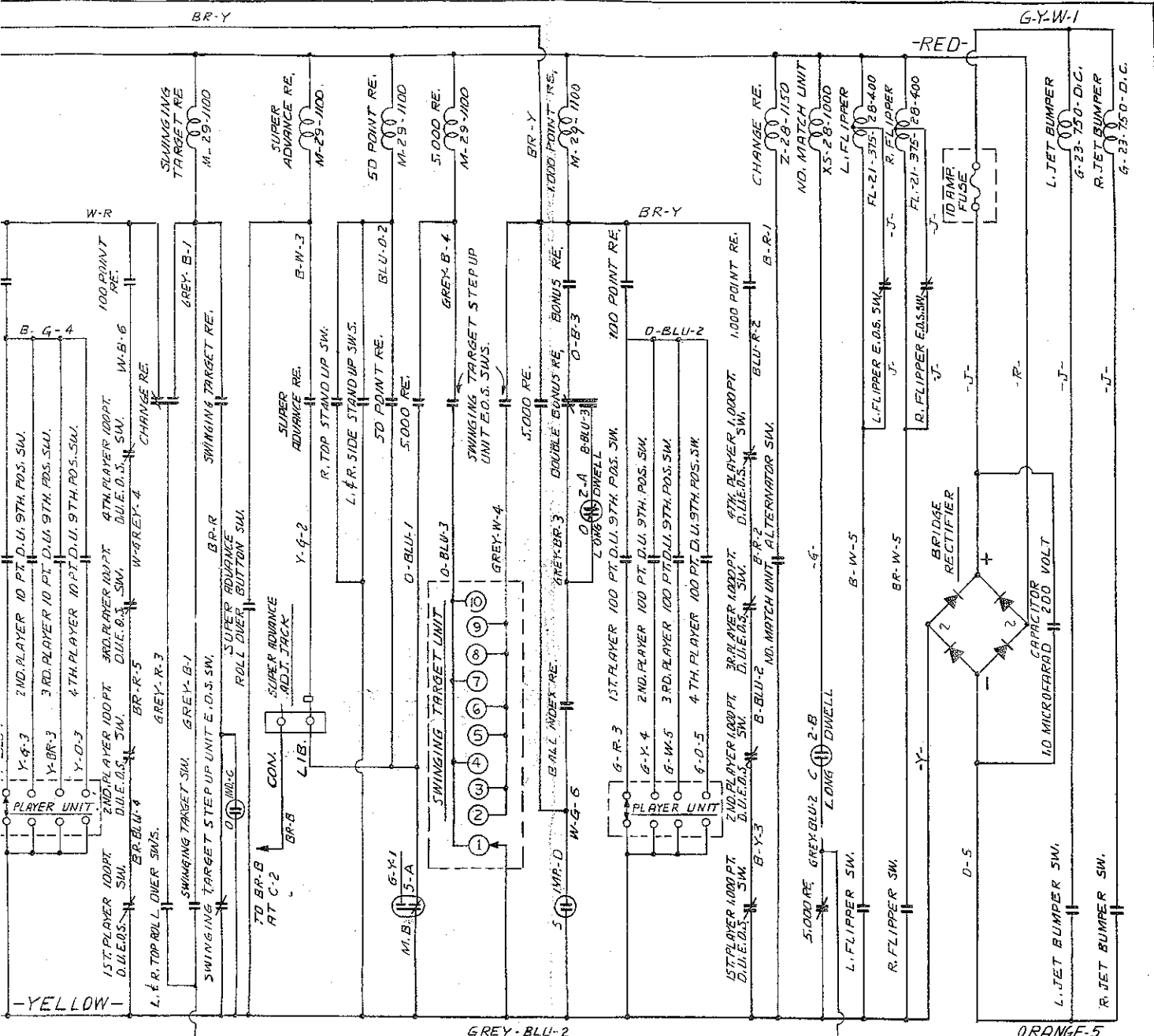
WIRE COLOR CODE

RED	R	BROWN	BR
BLUE	BLU	ORANGE	O
YELLOW	Y	BLACK	B
GREEN	G	GREY	GREY
WHITE	W		

SWINGING TARGET MOTOR	14A-7745	50 or 60 ~
SCORE MOTOR	14A-7883	60 ~
SCORE MOTOR	14A-7884	50 ~
TRANSFORMER	15A-6771	60 ~
TRANSFORMER	15A-6782	50 ~

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RELAYS

5000 RE.	E-2
1000 POINT RE.	E-19
1000 POINT RE.	E-22
2ND. PLAYER 100.000 RE. LATCH	E-4
4TH. PLAYER 100.000 RE. TRIP	E-18
4 RESET RE.	E-5
1000 POINT RE.	E-15
5000 RE.	E-2

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BLUE	BLU	ORANGE	O
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WHITE	W		

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TRANSFORMER	15A-6771	60~
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SPACE MISSION

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