

Model # 503

FUSE LIST

Power Supply Board D-8345			Sound Board D-8223 (Type-2)		
F1	100V Display Power Input	0.25A, 250V, SB	F1	Power Input	4A, 250V, SB
F2	Solenoids	2.5A, 250V, SB	F2	Power Input	4A, 250V, SB
F3	Controlled lamps 18V	8A, 250V, SB	Back Box		
F4	Flippers and Magnets	20A, 250V SB	BR1	Bridge Rectifier 18V	8A, 250V, SB
F5	5V & 12V Logic Power Input	7A, 250V, SB	BR2	Bridge Rectifier 34V	8A, 250V, SB
F6	5V & 12V Logic Power Input	7A, 250V, SB	Line Filter		
F7	General Illumination	20A, 250V	Foreign	(220-230V)	4A, 250V, SB
			Domestic	(110-120V)	8A, 250V, SB

SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Wire Color ¹	Connections		Driver Transistor	Solenoid Part Number
				Driver Board	Playfield / Cabinet		
1	Outhole	Controlled	Gry-Brn	2J11-4	8P3-1	Q15	SA-23-850-DC
2	Ball Release	Controlled	Gry-Red	2J11-5	8P3-2	Q17	SG-23-850-DC
3	General Illumination Relay	Controlled	Gry-Orn	2J11-7	8P3-3	Q19	5580-09555-00 ³
4	Left Drop Target 3-Bank Reset	Controlled	Gry-Yel	2J11-8	8P3-4	Q21	SA3-23-850-DC
5	Right Drop Target 3-Bank Reset	Controlled	Gry-Grn	2J11-9	8P3-5	Q23	SA3-23-850-DC
6	Buzzer	Controlled	Gry-Blu	2J11-3	8P3-6	Q25	A-8597
7	Lower Eject Hole	Controlled	Gry-Vio	2J11-2	8P3-7	Q27	SG-23-850-DC
8	Upper Eject Hole	Controlled	Gry-Blk	2J11-1	8P3-8	Q29	SG-23-850-DC
9	5-Bank #1 (Left) Drop Target Reset	Controlled	Brn-Blk	2J9-9	8P3-9	Q31	SA5-24-750-DC
10	5-Bank #2 Drop Target Reset	Controlled	Brn-Red	2J9-7	8P3-10	Q33	SA5-24-750-DC
11	5-Bank #3 Drop Target Reset	Controlled	Brn-Orn	2J9-1	3P7-1	Q35	SA5-24-750-DC
12	5-Bank #4 Drop Target Reset	Controlled	Brn-Yel	2J9-2	8P3-12	Q37	SA5-24-750-DC
13	5-Bank #5 (Right) Drop Target Reset	Controlled	Brn-Grn	2J9-3	8P3-13	Q39	SA5-24-750-DC
14	5-Bank Drop Targets Release	Controlled	Brn-Blu	2J9-4	8P3-14	Q41	SA6-24-750-DC
15	Bell	Controlled	Brn-Vio	2J9-5	7P1-17	Q43	SM-29-1000-DC
16	Coin Lockout Coil	Controlled	Brn-Gry	2J9-6	7P1-18, 7P2-4	Q45	SM-35-4000-DC
17	Left Slingshot	Special #1	Blu-Brn	2J12-7	8P3-17	Q2	SA-23-850-DC
		Sp. Switch #1	Orn-Brn	2J13-5	8P3-24	IC6	
18	Right Slingshot	Special #2	Blu-Red	2J12-4	8P3-18	Q4	SA-23-850-DC
		Sp. Switch #2	Orn-Red	2J13-3	8P3-25	IC6	
19	Upper Slingshot	Special #3	Blu-Orn	2J12-3	8P3-19	Q6	SA-23-850-DC
		Sp. Switch #3	Orn-Blk	2J13-2	8P3-26	IC6	
20	Mini-Ball Kicker	Special #4	Blu-Yel	2J12-6	8P3-20	Q8	SA-23-850-DC
		Sp. Switch #4	Orn-Yel	2J13-4	8P3-27	IC6	
21	Left Magnet Relay	Special #5	Blu-Grn	2J12-8	8P3-21	Q10	A-8592
		Sp. Switch #5	Orn-Grn	2J13-8	8P3-28	IC7	
22	Right Magnet Relay	Special #6	Blu-Blk	2J12-9	8P3-22	Q12	A-8592
		Sp. Switch #6	Orn-Blu	2J13-5	8P3-29	IC7	
Flipper Circuits							
	Lower Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-34		SFL-19-400 / 30-750-DC
	Right Flipper switch ²	Switch	Orn-Vio	2P12-1	7P1-7		
	Upper Right Flipper	Flipper	Blk-Yel	7P1-31	8P3-33		SFL-19-400 / 30-750-DC
	Lower Left Flipper	Flipper	Blu-Gry	7J1-10	8P3-32		SFL-19-400 / 30-750-DC
	Left Flipper switch ²	Switch	Orn-Gry	2P12-2	7P1-9		
	Upper Left Flipper	Flipper	Blk-Blu	7P1-30	8P3-31		SFL-19-400 / 30-750-DC
Notes:							
1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Orn-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.							
2. Flipper connections are from flipper button switch to flipper coil.							
3. Relay is mounted on Power Supply Board D-8345 in the backbox.							

Williams
JUNGLE LORD

LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	1 Yel-Brn 2J5-8 Q63	2 Yel-Red 2J5-9 Q65	3 Yel-Orn 2J5-6 Q67	4 Yel-Blk 2J5-7 Q69	5 Yel-Grn 2J5-3 Q71	6 Yel-Blu 2J5-5 Q73	7 Yel-Vio 2J5-1 Q75	8 Yel-Gry 2J5-2 Q77
1 Red-Brn 2J7-1 Q47	Shoot Again (Backbox) 1	Right Magnet Lamp #2 9	1 Target 17	Right 3-Bank 25	5-Bank #1 Arrow (Left) 33	Left Magnet Lamp #3 41	"1" Bonus 49	"9" Bonus 57
2 Red-Blk 2J7-2 Q49	Ball in Play 2	Right Magnet Lamp #3 10	2 Target 18	2X Scoring 26	5-Bank #2 Arrow 34	Left Magnet Lamp #4 42	"2" Bonus 50	"10" Bonus 58
3 Red-Orn 2J7-3 Q51	Tilt 3	Right Magnet Lamp #4 11	3 Target 19	Keep Shooting (Playfield) 27	5-Bank #3 Arrow 35	Left Magnet Lamp #5 (Top) 43	"3" Bonus 51	"20" Bonus 59
4 Red-Yel 2J7-4 Q53	Game Over 4	Right Magnet Lamp #5 (Top) 12	4 Rollover 20	Mini-field Special 28	5-Bank #4 Arrow 36	Extra Kick When Lit 44	"4" Bonus 52	"30" Bonus 60
5 Red-Grn 2J7-5 Q55	Match 5	L 13	5 Rollover 21	Left 3-Bank 29	5-Bank #5 Arrow (Right) 37	Lock Lamps (2 lamps) 45	"5" Bonus 53	Bonus Multiplier 2X 61
6 Red-Blu 2J7-6 Q57	High Score 6	O 14	Left Drain Shield 22	Loop Spots Letter 30	Mini-field Illumination 38	Double- Trouble 46	"6" Bonus 54	Bonus Multiplier 3X 62
7 Red-Vio 2J7-9 Q61	Multi-Ball Timer 7	R 15	Right Drain Shield 23	Loop Spots X-Value 31	Left Magnet Lamp #1 (Bottom) 39	Mini-field Illumination 47	"7" Bonus 55	Bonus Multiplier 5X 63
8 Red-Gry 2J7-8 Q59	Right Magnet Lamp #1 (Bottom) 8	D 16	Mini-field Illumination (2 lamps) 24	Mini-field Illumination 32	Left Magnet Lamp #2 40	Mini-field Illumination 48	"8" Bonus 56	Bonus Multiplier 10X 64

SWITCH MATRIX

Column Row	White → Green ←							
	1 Grn-Brn 2J2-9 IC17	2 Grn-Red 2J2-8 IC17	3 Grn-Orn 2J2-7 IC17	4 Grn-Yel 2J2-6 IC17	5 Grn-Blk 2J2-5 IC18	6 Grn-Blu 2J2-3 IC18	7 Grn-Vio 2J2-2 IC18	8 Grn-Gry 2J2-1 IC18
1 Wht-Brn 2J3-9 IC15	Plumb Bob Tilt 1	Right Ball Trough 9	1 Target 17	Right 3-Bank Lower Drop Target 25	5-Bank #1 (Left) Drop Target 33	Playfield Tilt 41	Right Magnet Button 49	Not Used 57
2 Wht-Red 2J3-8 IC15	Ball Roll Tilt 2	Left Ball Trough 10	2 Target 18	Right 3-Bank Center Drop Target 26	5-Bank #2 Drop Target 34	Outhole 42	Left Magnet Button 50	Not Used 58
3 Wht-Orn 2J3-7 IC15	Credit Button 3	Not Used 11	3 Target 19	Right 3-Bank Upper Drop Target 27	5-Bank #3 Drop Target 35	Ball Shooter Lane 43	Not Used 51	Not Used 59
4 Wht-Yel 2J3-6 IC15	Right Coin Chute 4	Left Slingshot 12	4 Rollover 20	Right Slingshot 28	5-Bank #4 Drop Target 36	Playfield Entry 44	Not Used 52	Not Used 60
5 Wht-Grn 2J3-5 IC16	Center Coin Chute 5	L Rollover 13	5 Rollover 21	Left 3-Bank Lower Drop Target 29	5-Bank #5 (Right) Drop Target 37	Upper Left Rebound 45	Not Used 53	Not Used 61
6 Wht-Blu 2J3-4 IC16	Left Coin Chute 6	O Rollover 14	Left Outlane 22	Left 3-Bank Center Drop Target 30	Upper Eject Hole 38	Left Rebound 46	Not Used 54	Not Used 62
7 Wht-Vio 2J3-3 IC16	Slam Tilt 7	R Rollover 15	Right Outlane 23	Left 3-Bank Upper Drop Target 31	Lower Eject Hole 39	Right Rebound 47	Not Used 55	Not Used 63
8 Wht-Gry 2J3-1 IC16	High Score Reset 8	D Rollover 16	Turnaround Lower Rollover 24	Turnaround Upper Rollover 32	Upper Slingshot 40	Not Used 48	Not Used 56	Not Used 64