

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	<b>Back Box</b>		
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	<b>Line Filter</b>		
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 <sup>1</sup>	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 <sup>3</sup>
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	
<b>Flipper Circuits</b>							
	Lower Right Flipper	Flipper	Blu-Vio	7P1-8	8P3-34		SFL-19-400 / 30-750-DC
	Right Flipper switch <sup>2</sup>	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 <sup>2</sup>	Switch	Orn-Gry	2P12-2	7P1-9		
	Upper Left Flipper	Flipper	Blk-Blu	7P1-30	8P3-31		SFL-19-400 / 30-750-DC

Note

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.

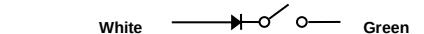
# *Williams* **JUNGLE LORD**

## LAMP MATRIX



Column		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
Row									
1 Red-Brn 2J7-1 Q47	Shoot Again (Backbox)	Right Magnet Lamp #2	1 Target	17	Right 3-Bank	5-Bank #1 Arrow (Left)	Left Magnet Lamp #3	"1" Bonus	"9" Bonus
2 Red-Blk 2J7-2 Q49	Ball in Play	Right Magnet Lamp #3	2 Target	18	2X Scoring	5-Bank #2 Arrow	Left Magnet Lamp #4	"2" Bonus	"10" Bonus
3 Red-Orn 2J7-3 Q51	Tilt	Right Magnet Lamp #4	3 Target	19	Keep Shooting (Playfield)	5-Bank #3 Arrow	Left Magnet Lamp #5 (Top)	"3" Bonus	"20" Bonus
4 Red-Yel 2J7-4 Q53	Game Over	Right Magnet Lamp #5 (Top)	4 Rollover	20	Mini-field Special	5-Bank #4 Arrow	Extra Kick When Lit	"4" Bonus	"30" Bonus
5 Red-Grn 2J7-5 Q55	Match	L	5 Rollover	21	Left 3-Bank	5-Bank #5 Arrow (Right)	Lock Lamps (2 lamps)	"5" Bonus	Bonus Multiplier 2X
6 Red-Blu 2J7-6 Q57	High Score	O	Left Drain Shield	22	Loop Spots Letter	Mini-field Illumination	Double-Trouble	"6" Bonus	Bonus Multiplier 3X
7 Red-Vio 2J7-9 Q61	Multi-Ball Timer	R	Right Drain Shield	23	Loop Spots X-Value	Left Magnet Lamp #1 (Bottom)	Mini-field Illumination	"7" Bonus	Bonus Multiplier 5X
8 Red-Gry 2J7-8 Q59	Right Magnet Lamp #1 (Bottom)	D	Mini-field Illumination (2 lamps)	24	Mini-field Illumination	Left Magnet Lamp #2	Mini-field Illumination	"8" Bonus	Bonus Multiplier 10X

## **SWITCH MATRIX**



Column	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
Row								
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 Rebounce 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 Rebounce 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 Rebounce 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