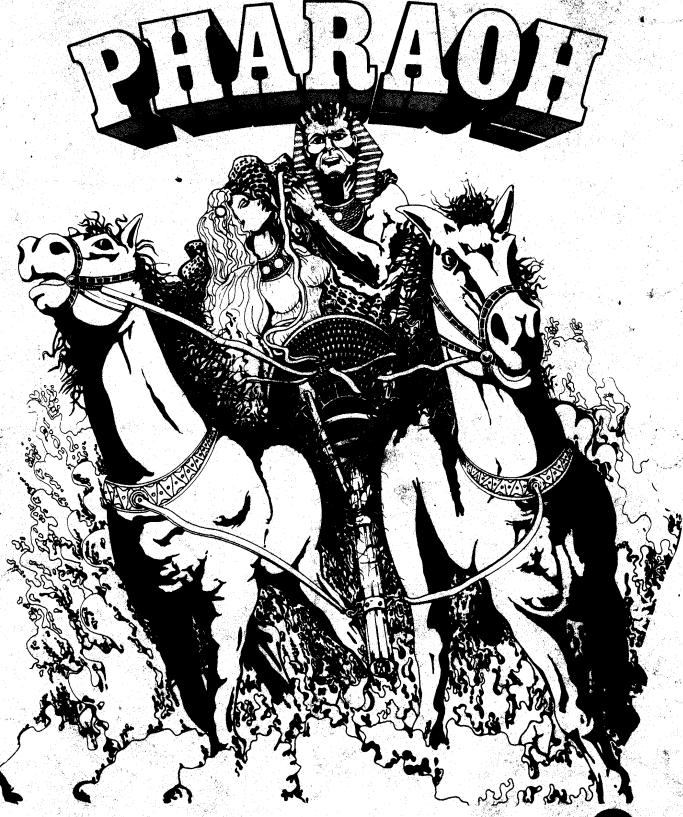
Williams.

16P-504-101 Game No. 504 June, 1981



For service call TOLL-FREE: 800-621-4765 In Illinois call 800-972-7898

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FOREWORD

This instruction and drawing set provides essential installation information unique to PHARAOH. 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

- 1. Revision level 7 CPU Boards (batteries located on lower left corner at board) of later boards must be used.
- 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

- 1. Model D 8224 required for speech.
- 2. Must be jumpered for ROM operation and be equipped with Sound ROM 6. (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.

Optional Speech Module

Requires 5T5041 (IC7), 5T5042 (IC5), 5T5043 (IC6), and 5T5044 (IC4) Speech ROMs.

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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.

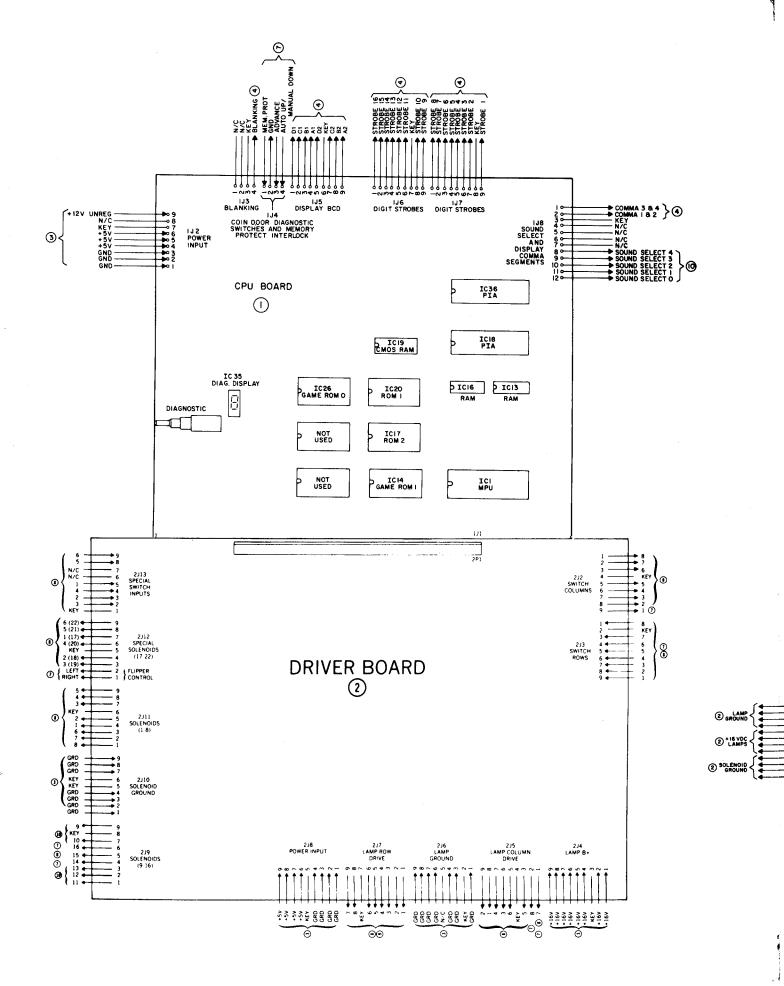
Inspection

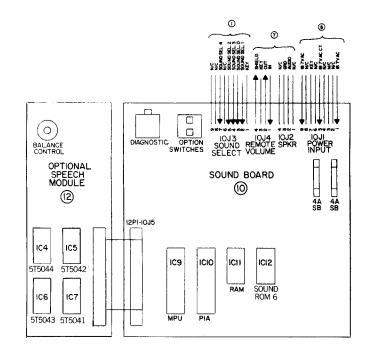
- A. Check all connectors in backbox for loose wire termination. Reseat any loose wires by pushing in on the terminal.
- B. Push on all connectors attached to Master Display, CPU, Driver, and Sound Boards, and check terminations on capacitor and bridge rectifier at the lower right of the backbox.
- C. 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.

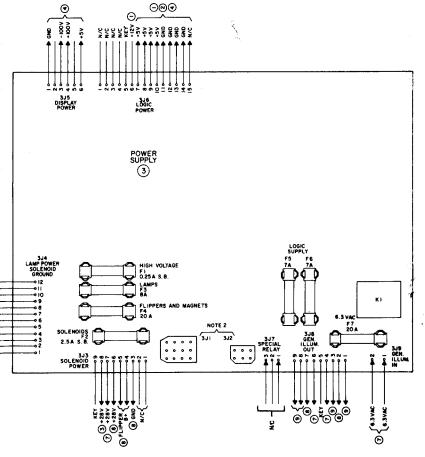
Power Turn-On and Game Setup

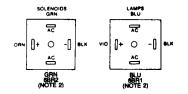
This machine MUST BE PLUGGED INTO A PROPERLY GROUNDED OUTLET to PREVENT SHOCK HAZARD to ensure PROPER GAME OPERATION. DO NOT use a "cheater" plug to defeat the ground pin on the line cord, DO NOT cut off the ground pin. The line voltage MUST agree with that specified on the x of the cabinet or serious 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.
- 4. Lift plastic at upper right of playfield to insert captive ball, and place two balls on playfield next to outhole.
- Perform diagnostic tests and make any desired changes to features as described in the instruction booklet.



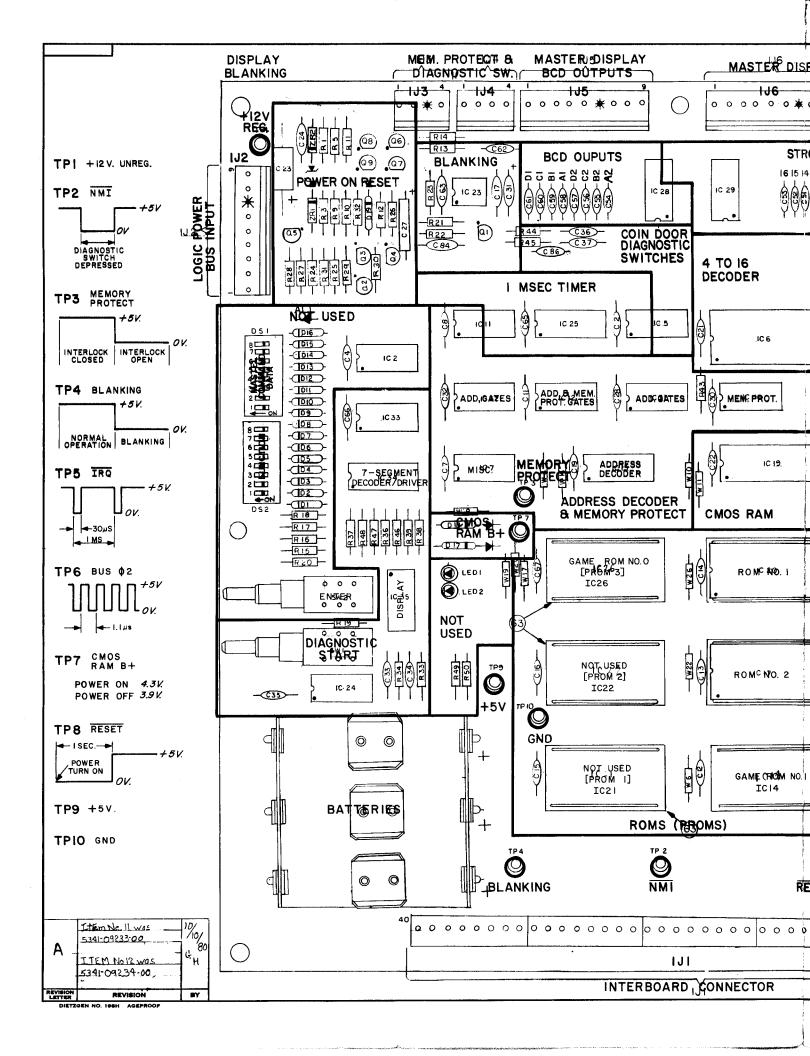


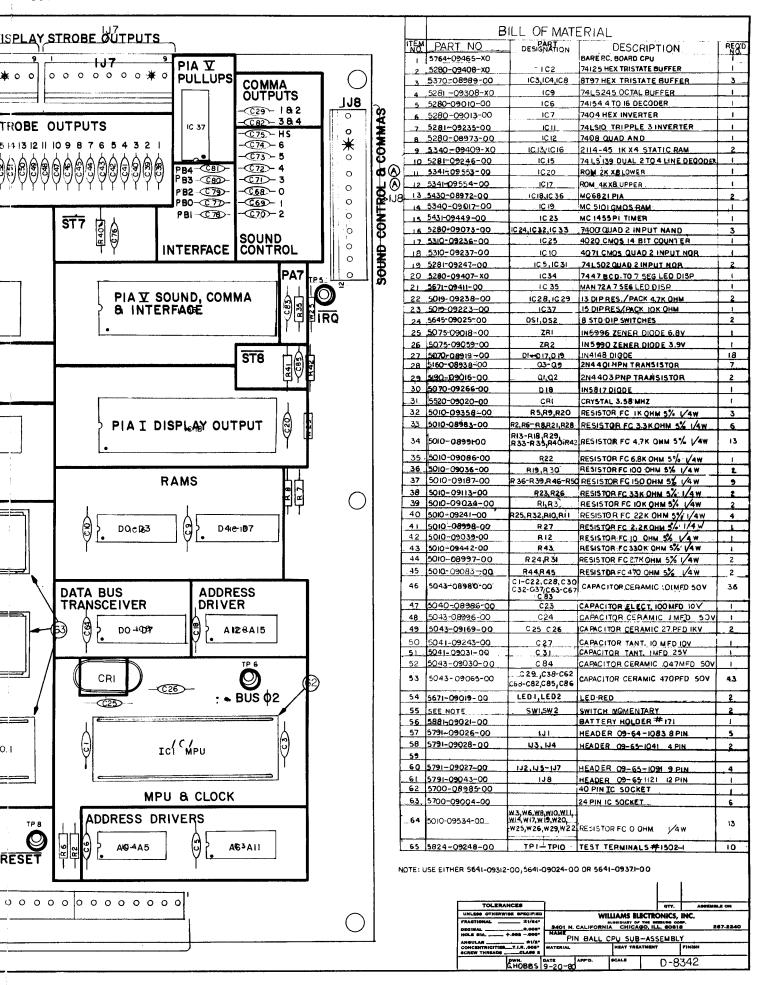


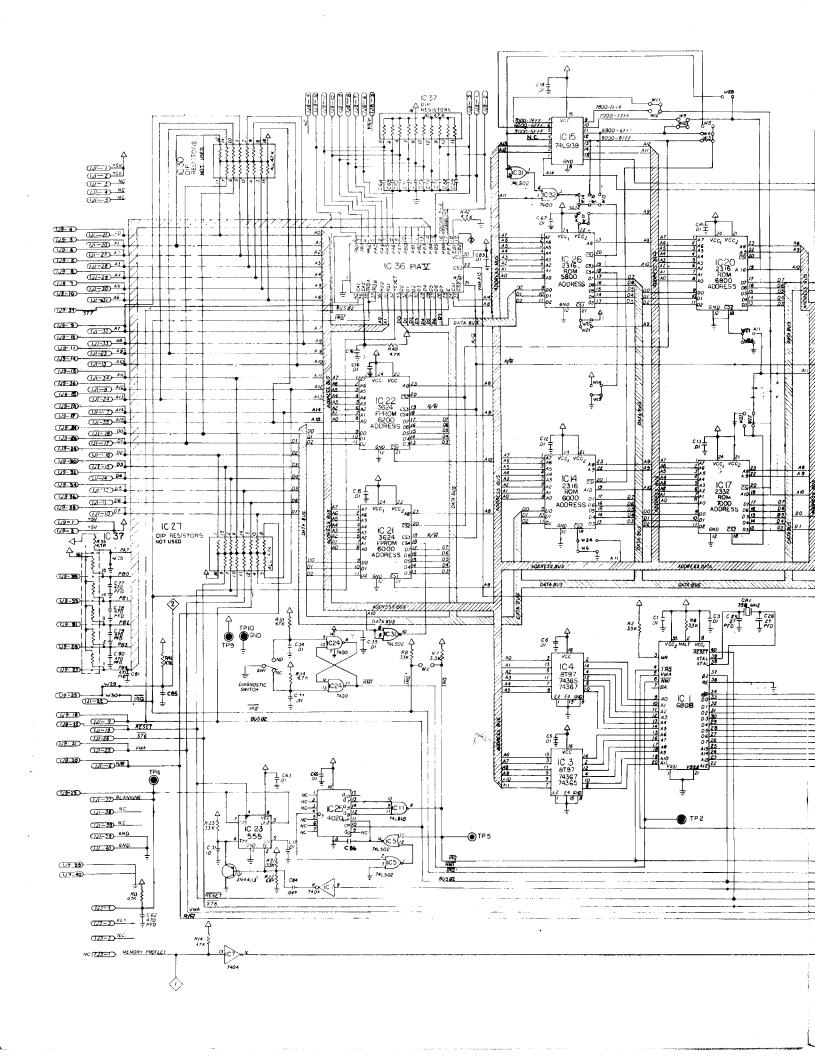


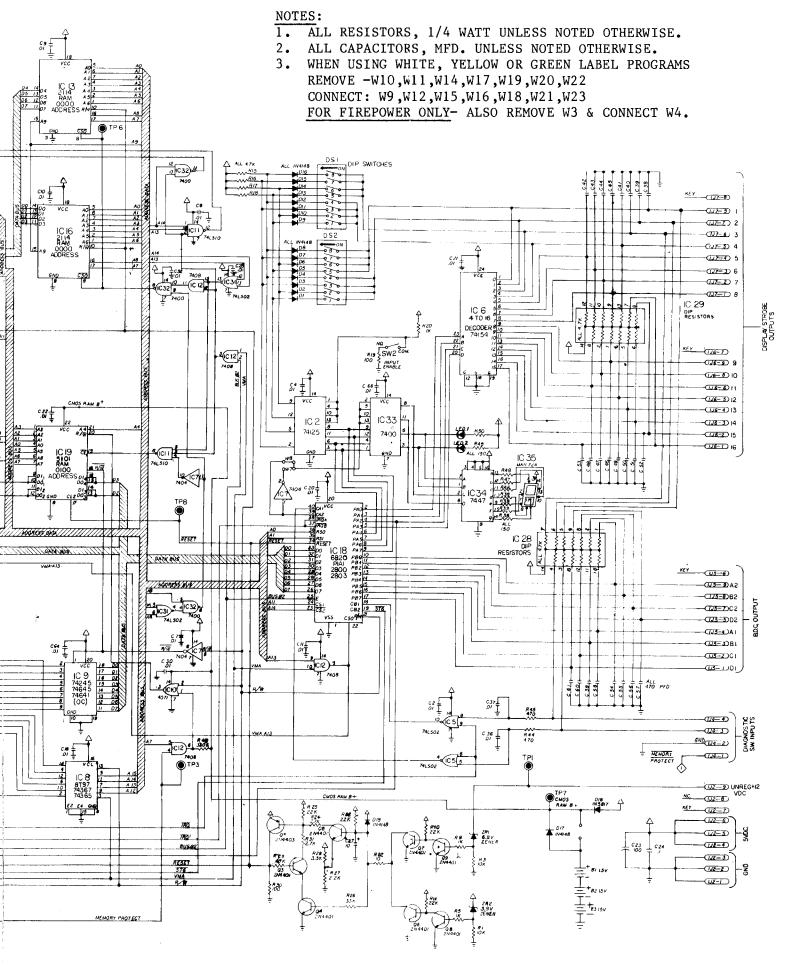
NOTES:

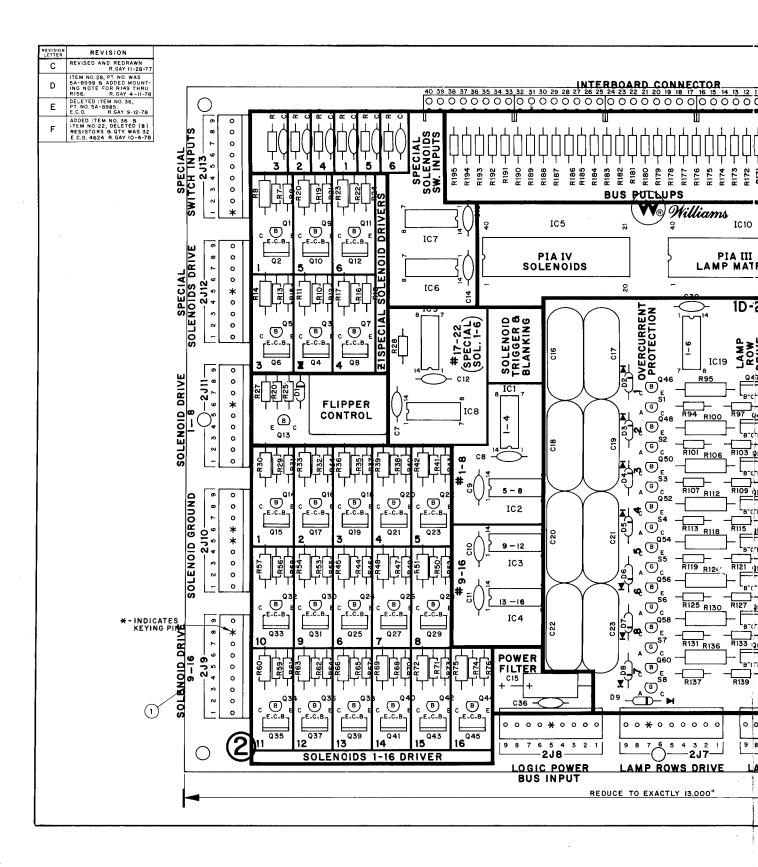
- 1. CONNECTIONS ARE INDICATED BY CIRCLED NUMBERS AS FOLLOWS:
 - (1) CPU BOARD
 - ② DRIVER BOARD
 - 3 POWER SUPPLY BOARD
 - (4) MASTER DISPLAY BOARD
 - (5) SLAVE DISPLAY BOARD
 - (6) BACKBOX
 - (7) CABINET
 - (8) PLAYFIELD
 - (9) INSERT BOARD
 - (10) SOUND BOARD
 - (II) NOT ASSIGNED
 - (12) SPEECH MODULE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

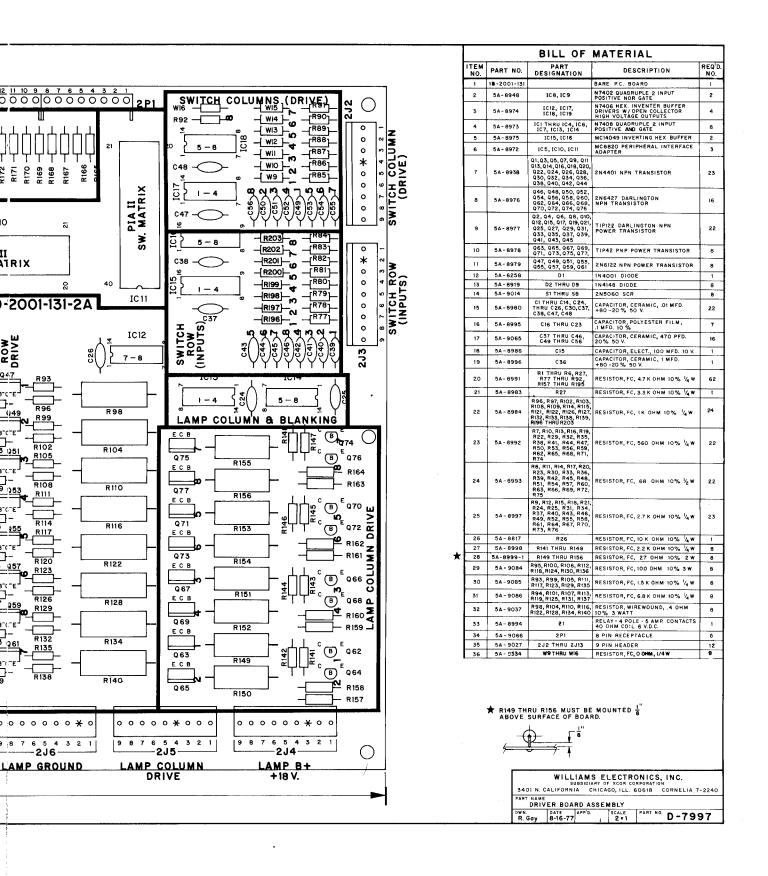


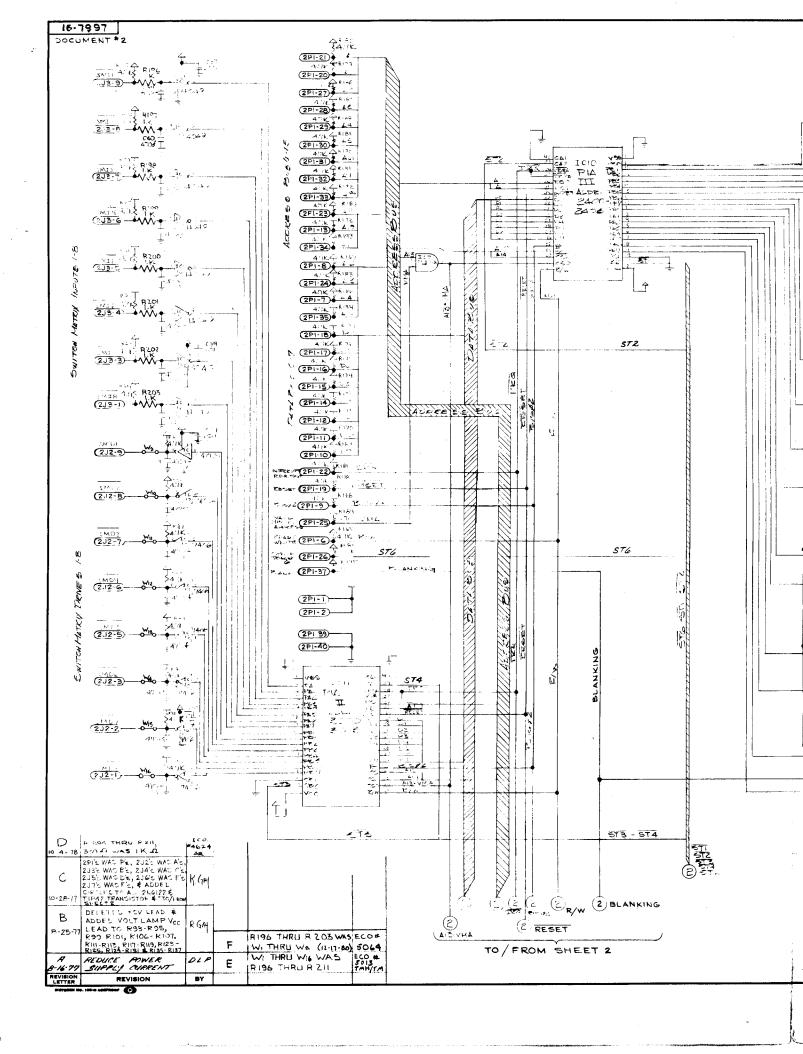


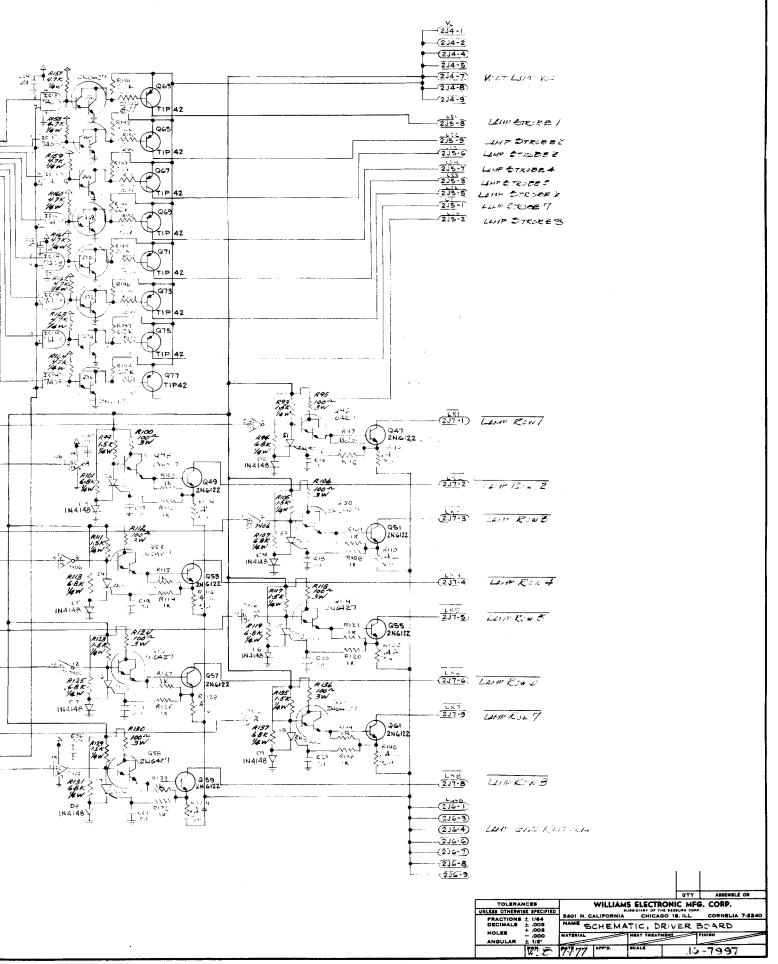


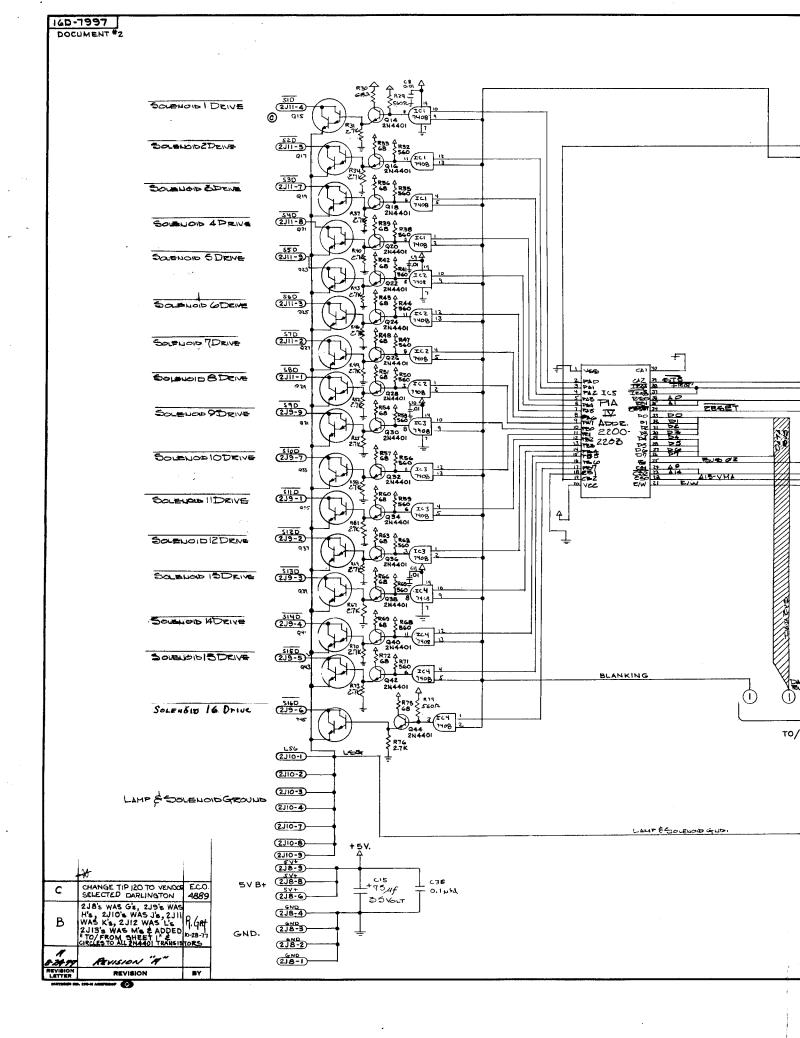


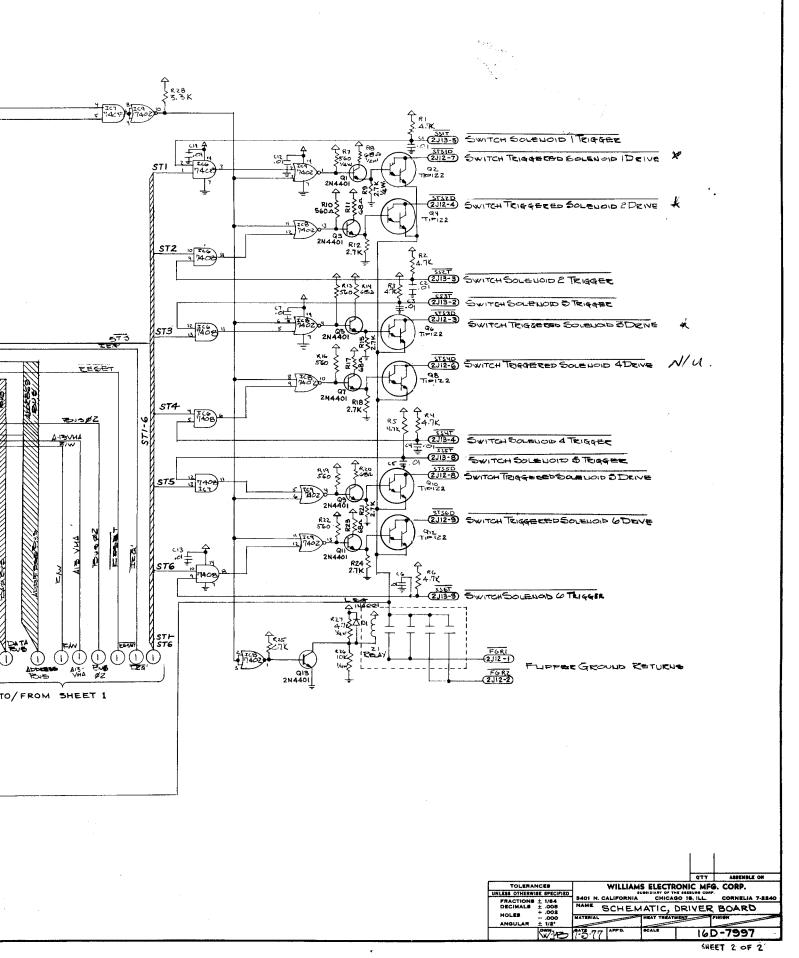


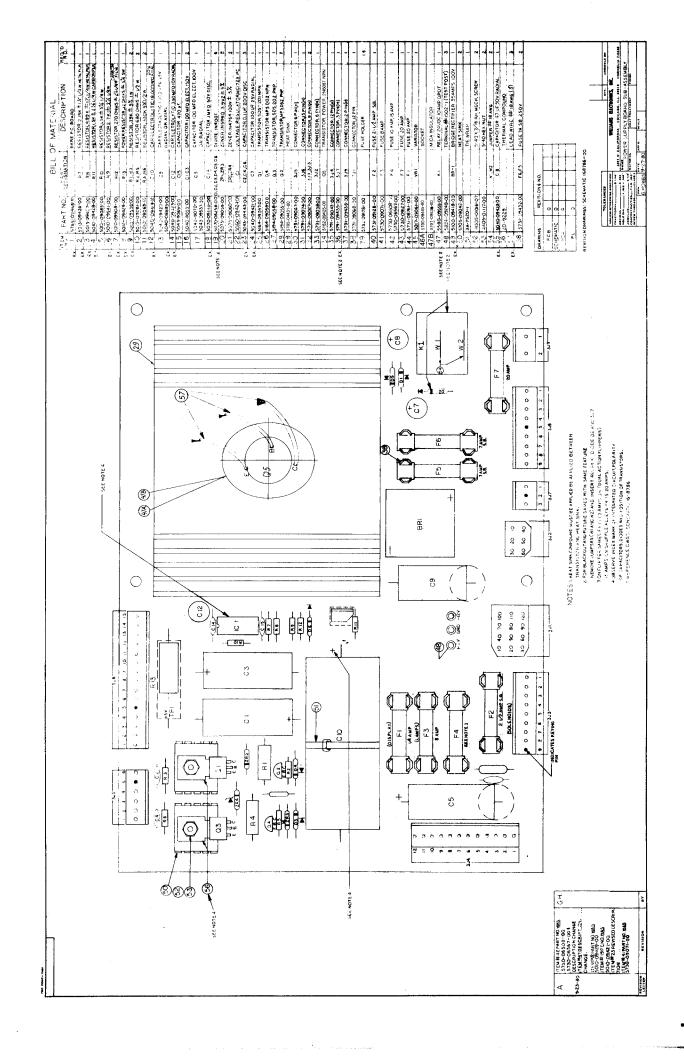


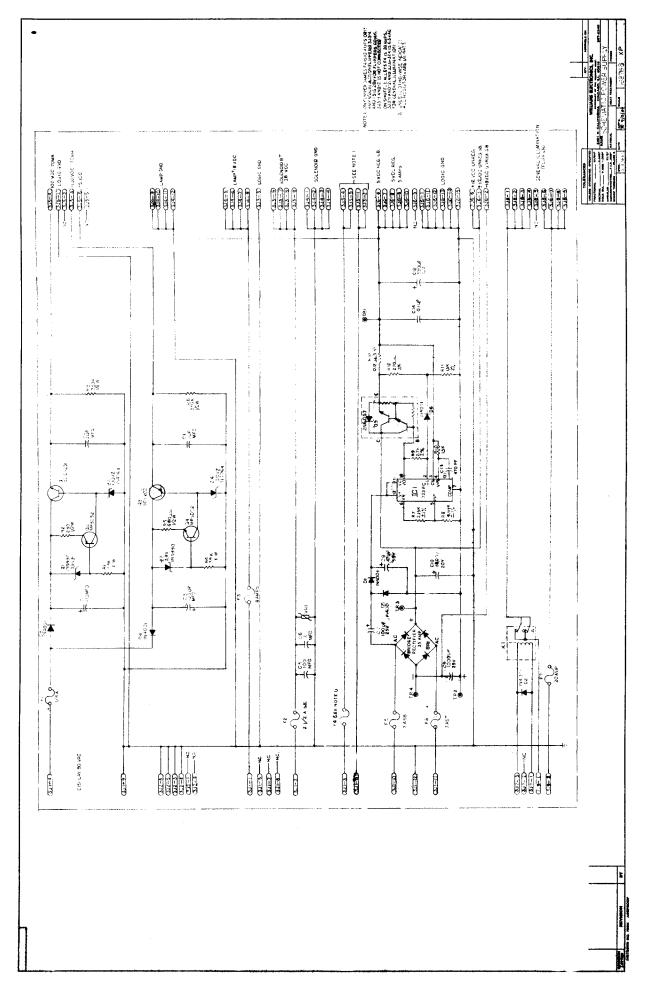




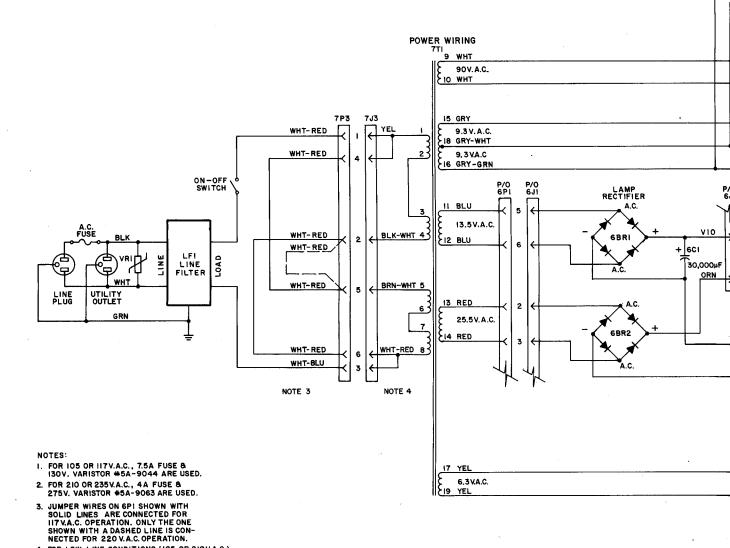




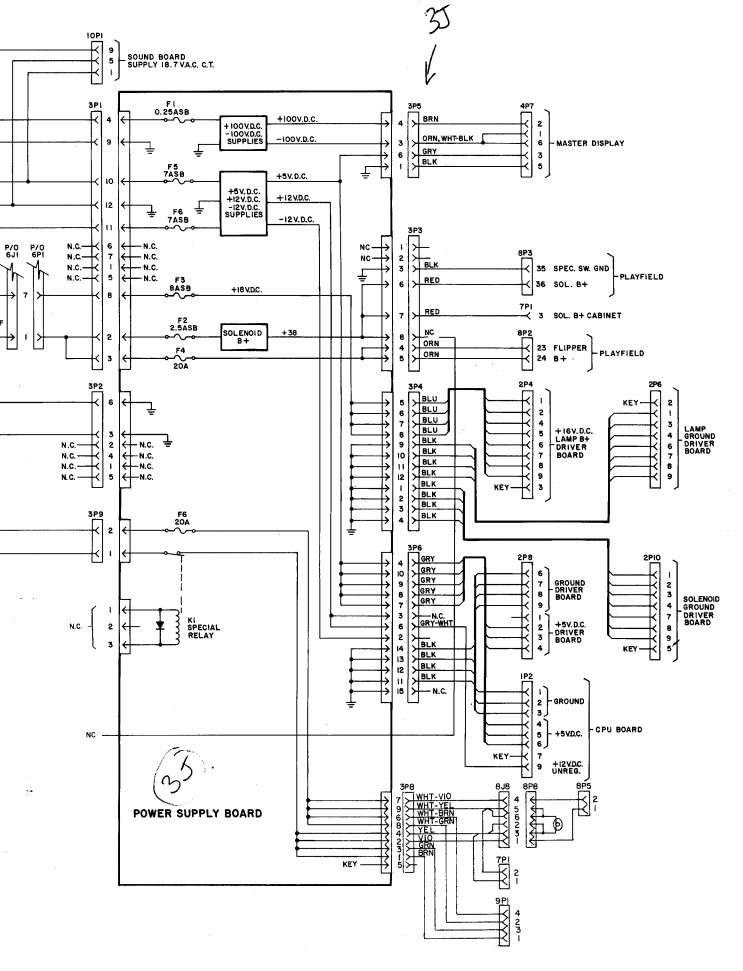


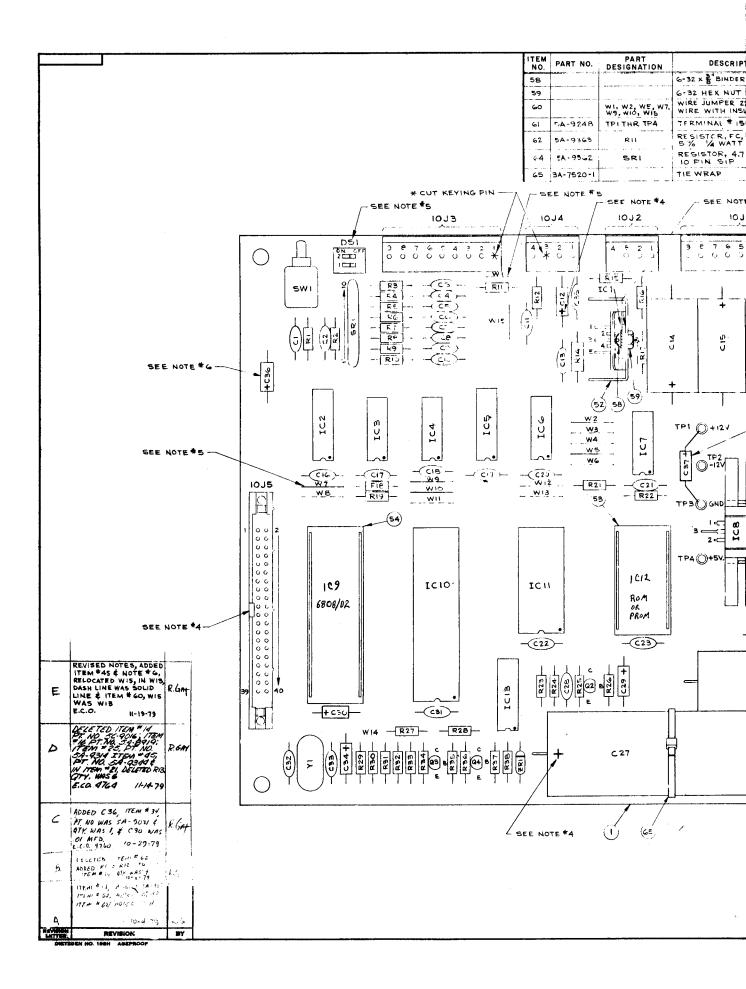


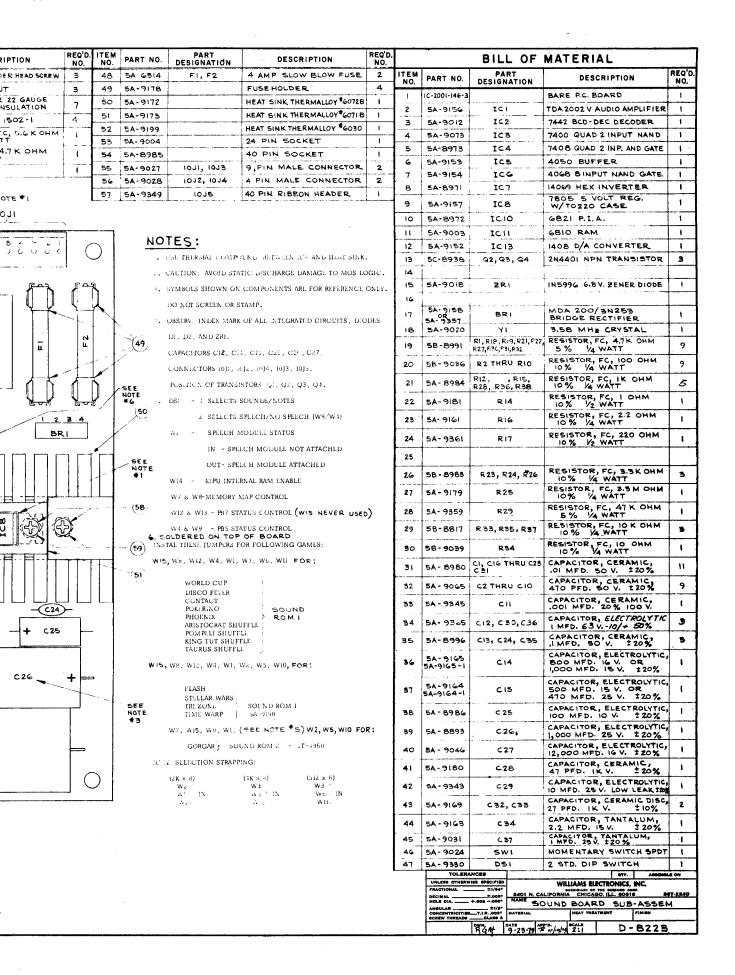
Power Supply Assembly and Schematic Diagrams

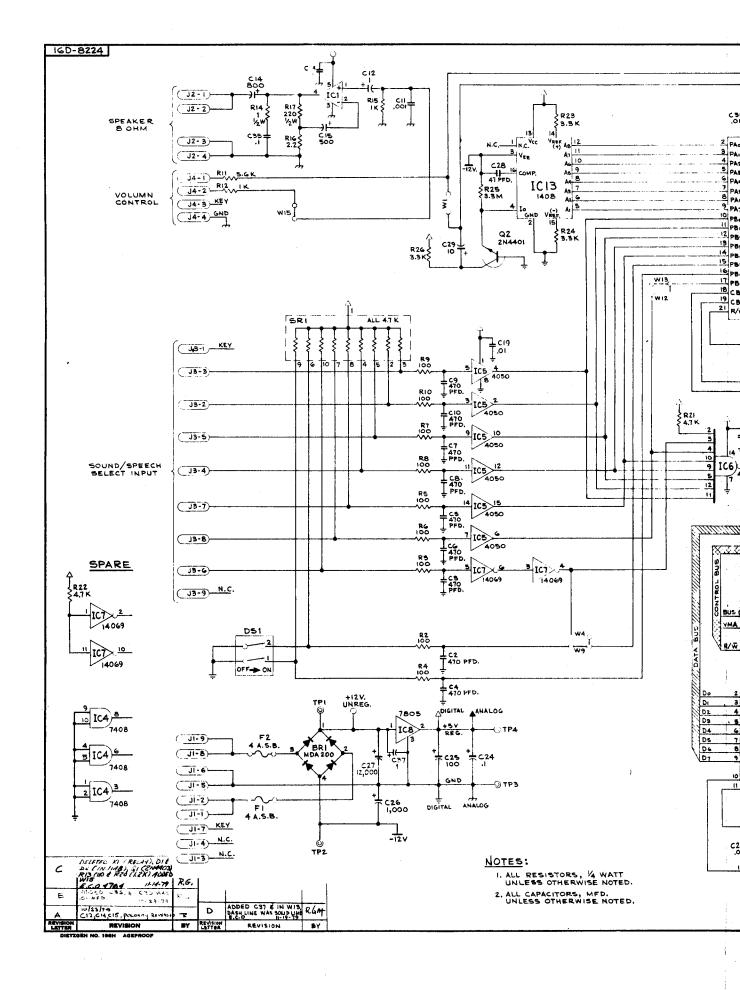


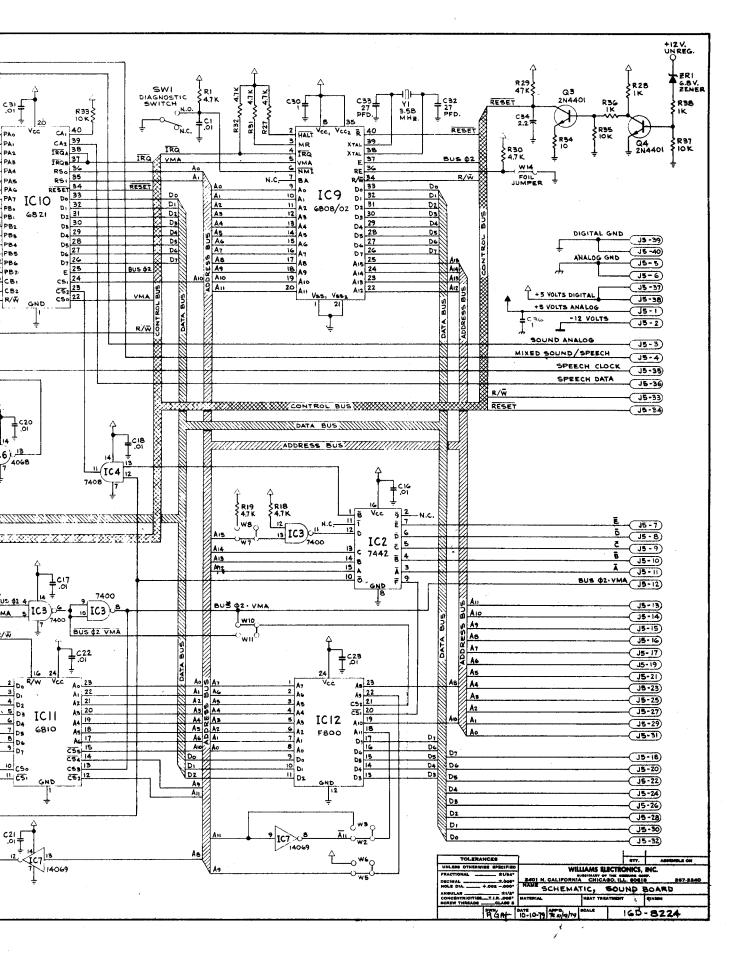
4. FOR LOW-LINE CONDITIONS (105 OR 210V.A.C.)
MOVE BLK-WHT WIRE FROM 6TI-4 TO 6TI-3)
8. MOVE 2 WHT-RED WIRES FROM 6TI-8
TO 6TI-7.

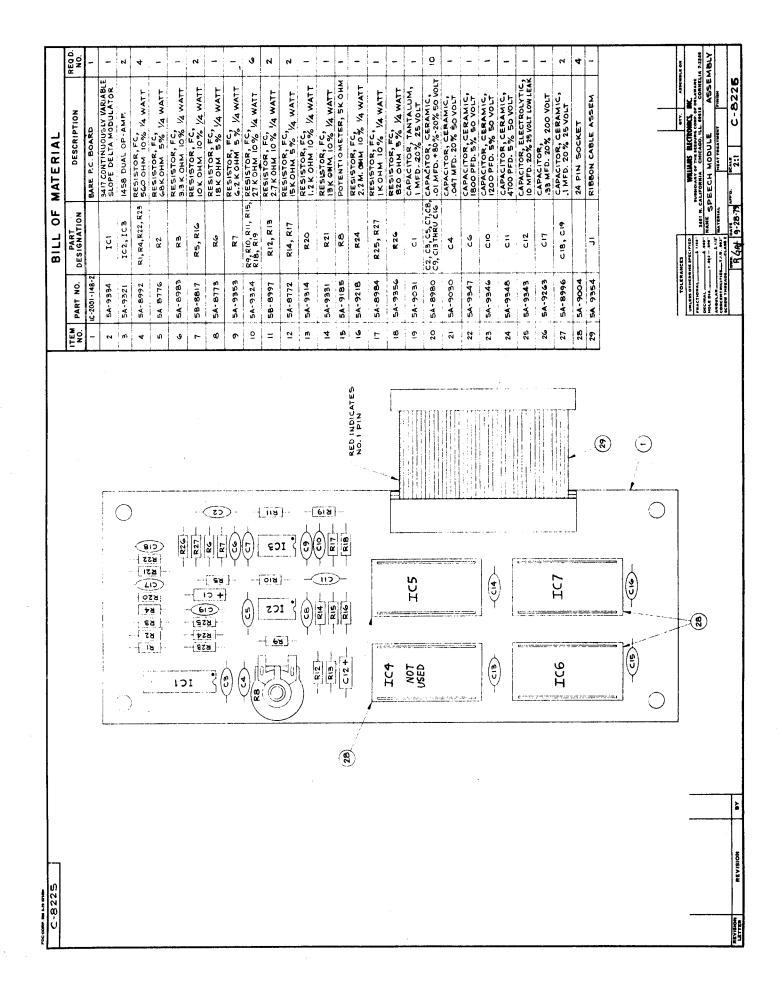


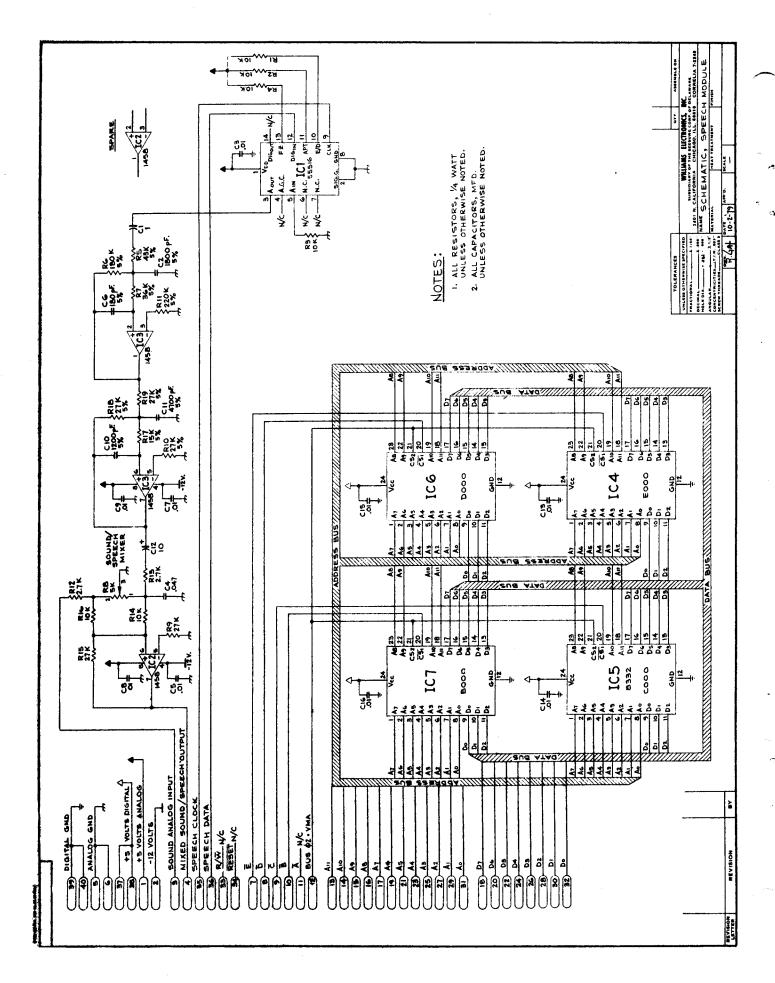


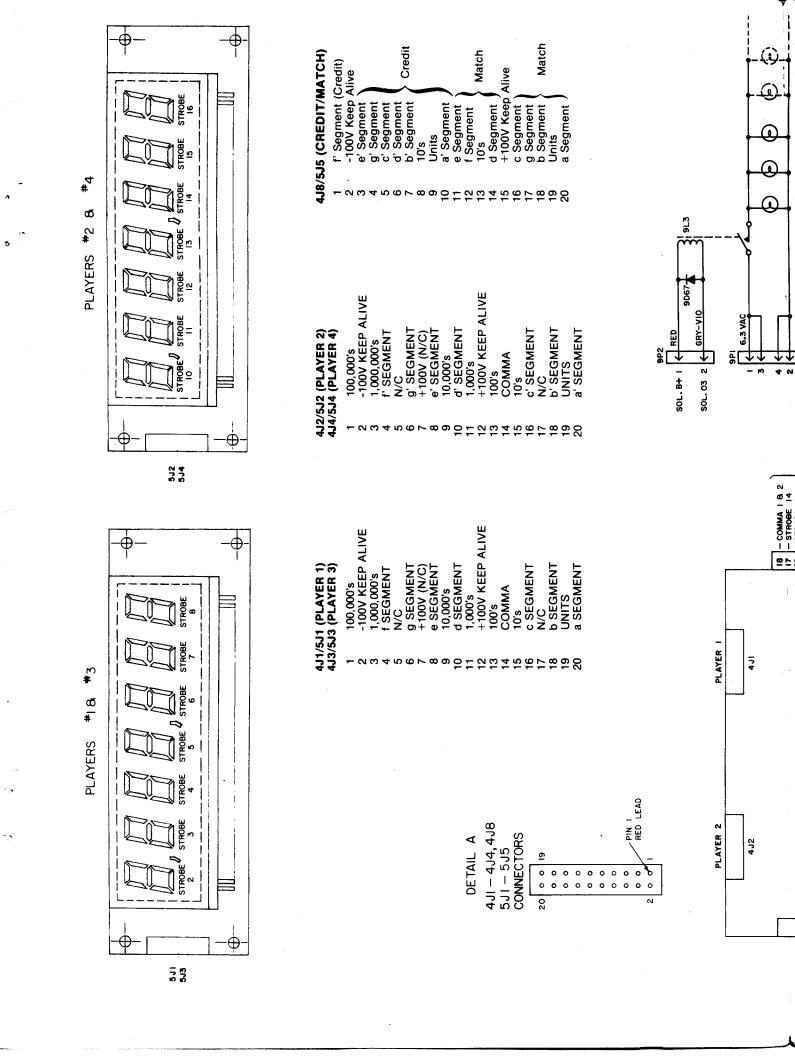


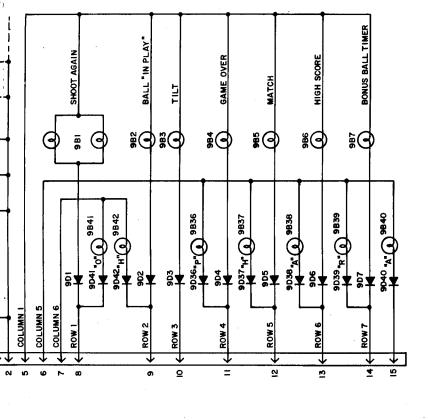


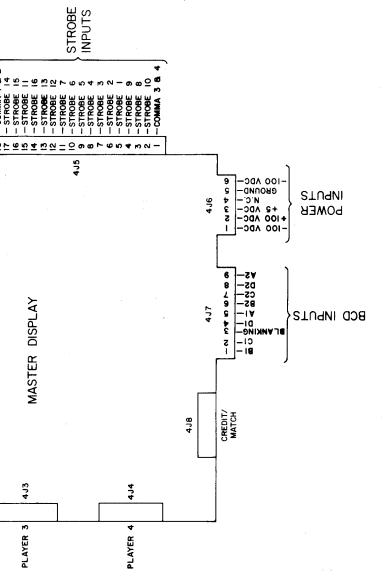


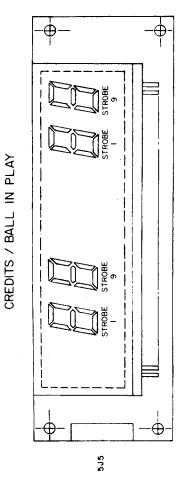




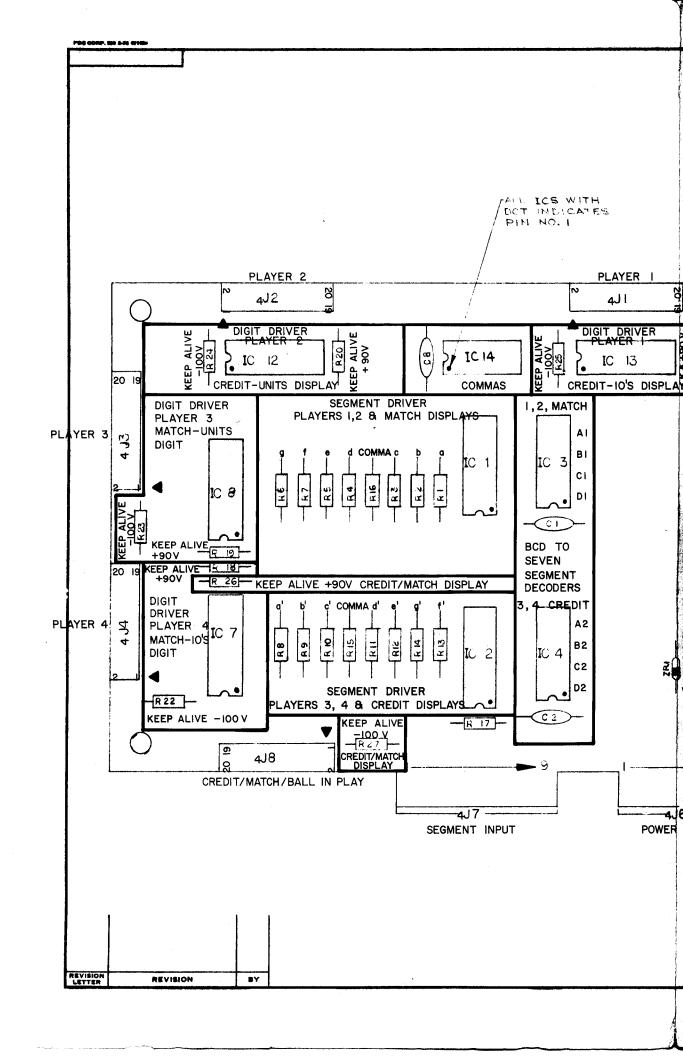








Insert Board Wiring Diagram



KA +90

IC 9

C 5

IC IQ

C 6

IC 11

C 7

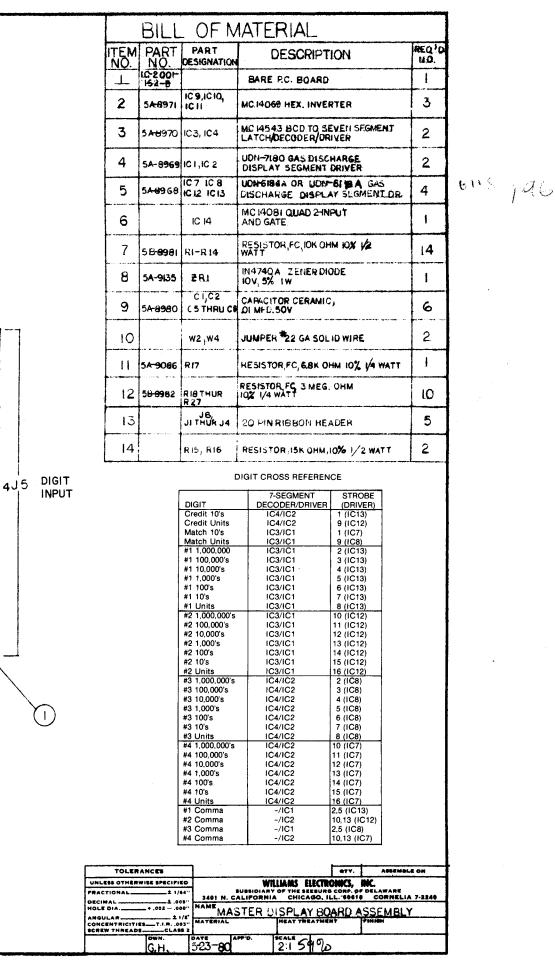
LAY

8

INVERTERS

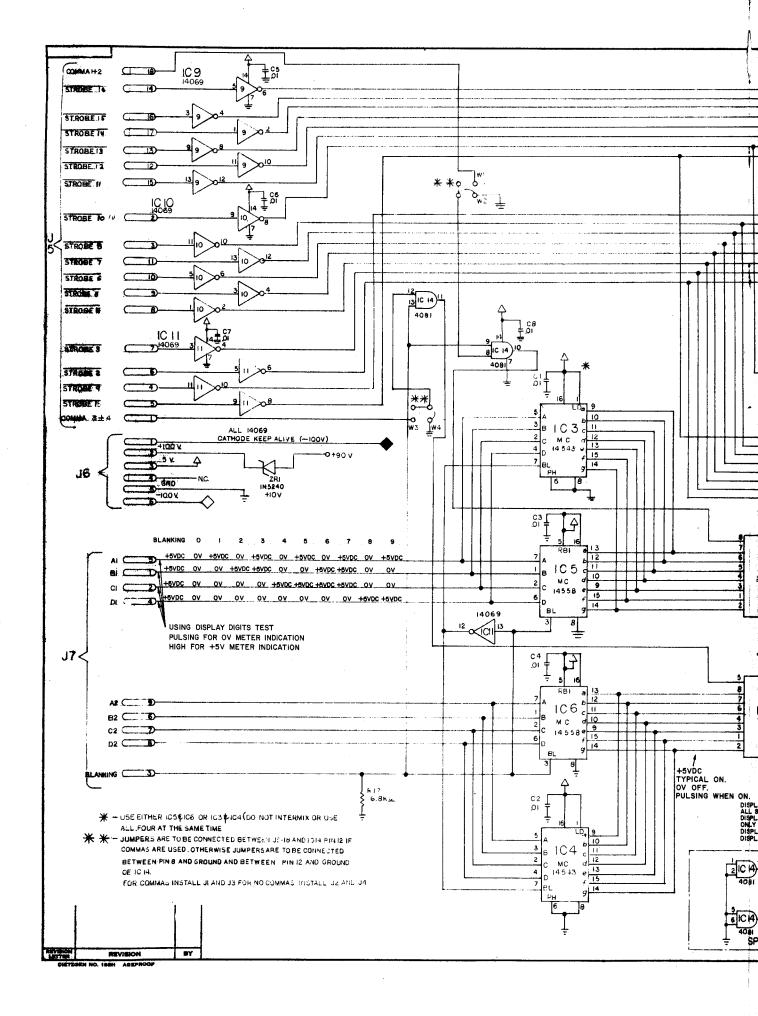
STROBE

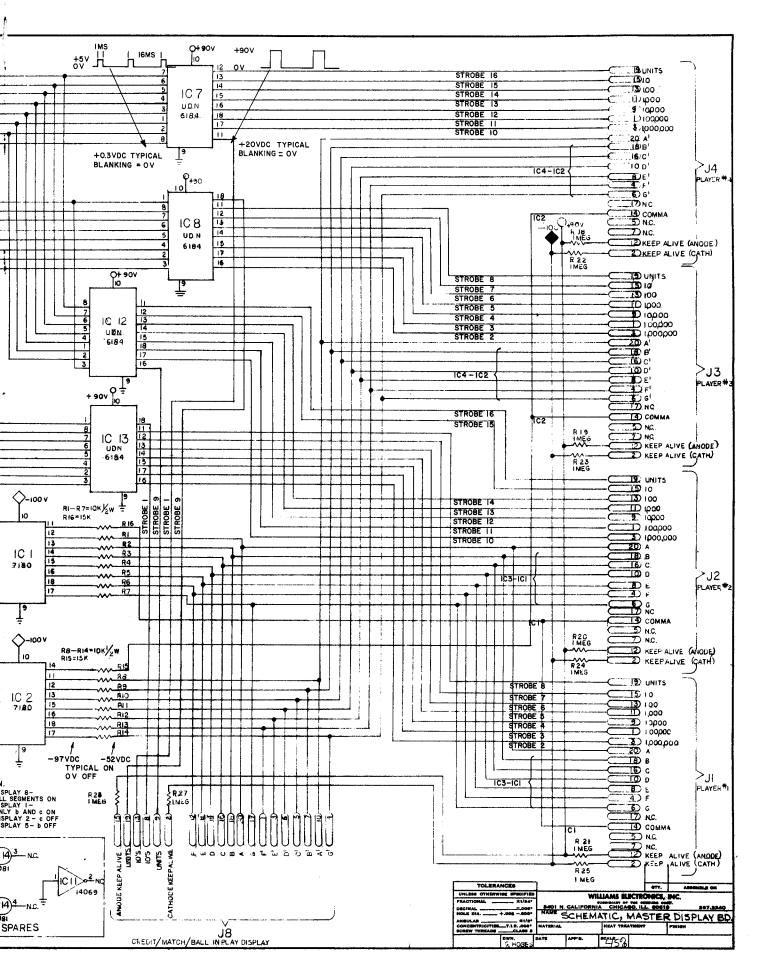
DIGIT



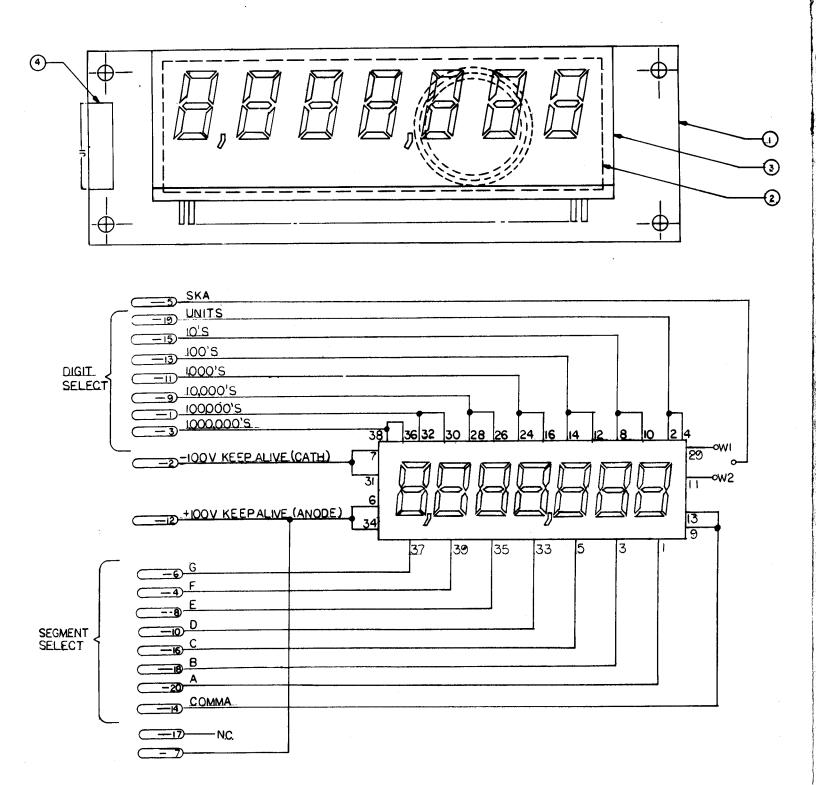
416-

ER INPUT



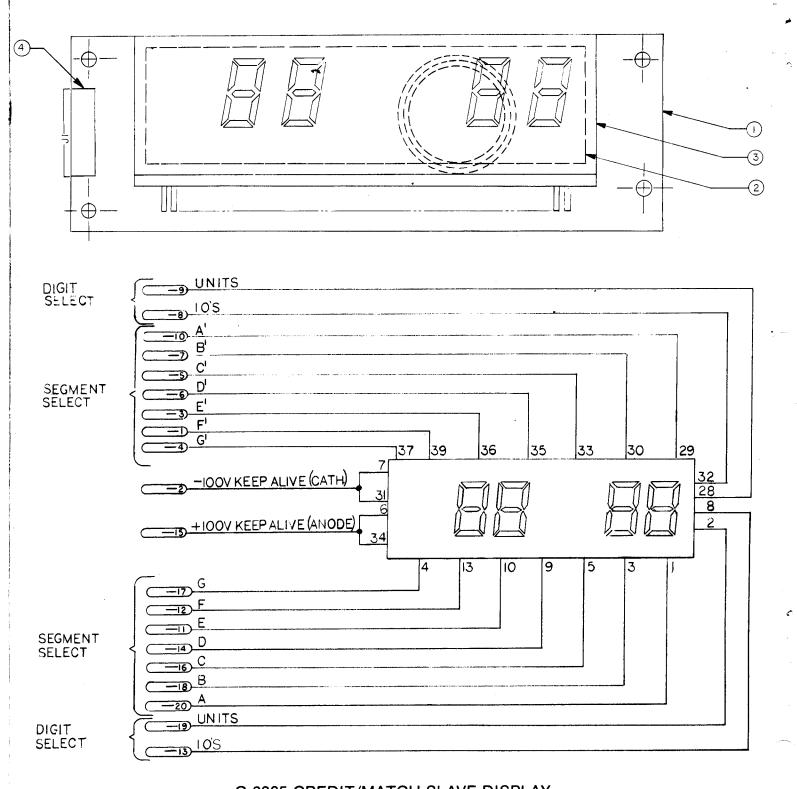


BILL OF MATERIAL						
ITEM	PART NO.	DESIGNATION	DESCRIPTION	REO D.		
	5762-08468-XP		SLAVE DISPLAY P.C. BOARD			
2	23-4645		DISPLAY MTG ADHESIVE FOAM]		
3	5670-09438-XP		_7 DIGIT DISPLAY	1 1		
4	\$791-09436-XP	JI	20 PIN RIBBON HEADER	1		
5	03-7673-2		CAPLUG	1:1		

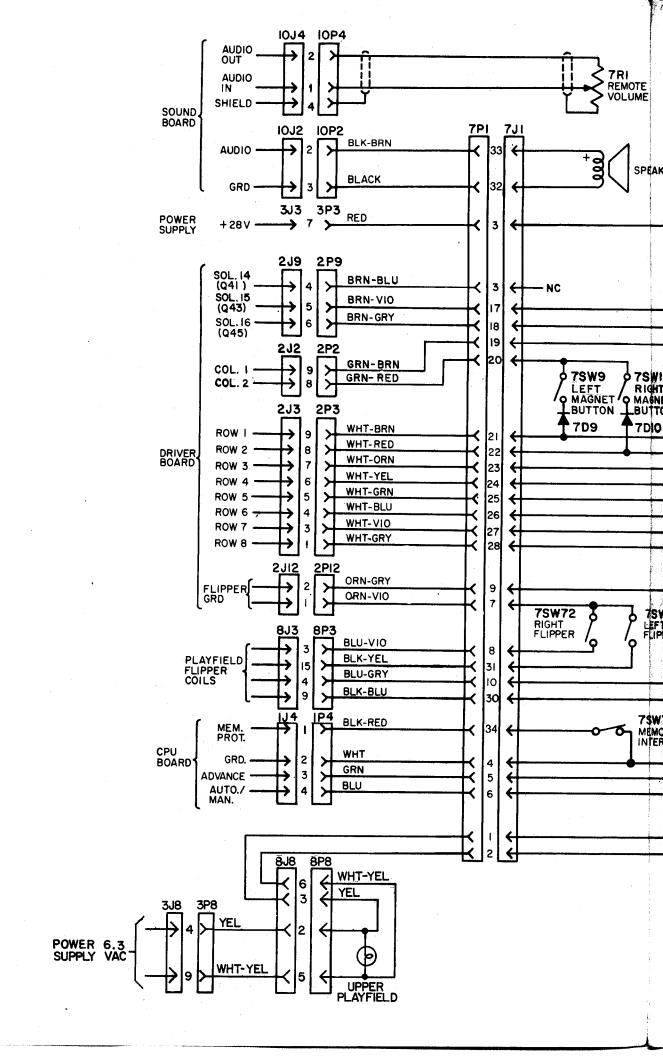


C 8364 PLAYER SLAVE DISPLAY

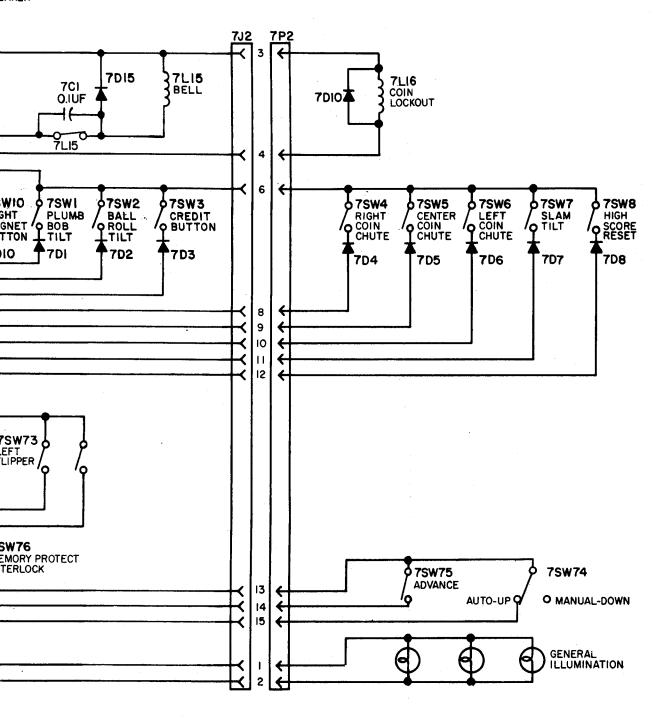
BILL OF MATERIAL							
ITEM	PART NO.	PART DESIGNATION	DESCRIPTION	REQ' D			
1	5767-09468-00		CREDIT/MATCH SLAVE P.C. BOARD	ī			
2	23-6545		FOAM DISPLAY - BACK	L			
3	5670-09448-00		4 DIGIT DISPLAY	1			
4	5791-09438-00	υi	20 PIN RIBBON HEADER	1			
5	23-6546		FOAM DISPLAY-FRONT	I.			
6	03-7573-2		CAPLUG	1			

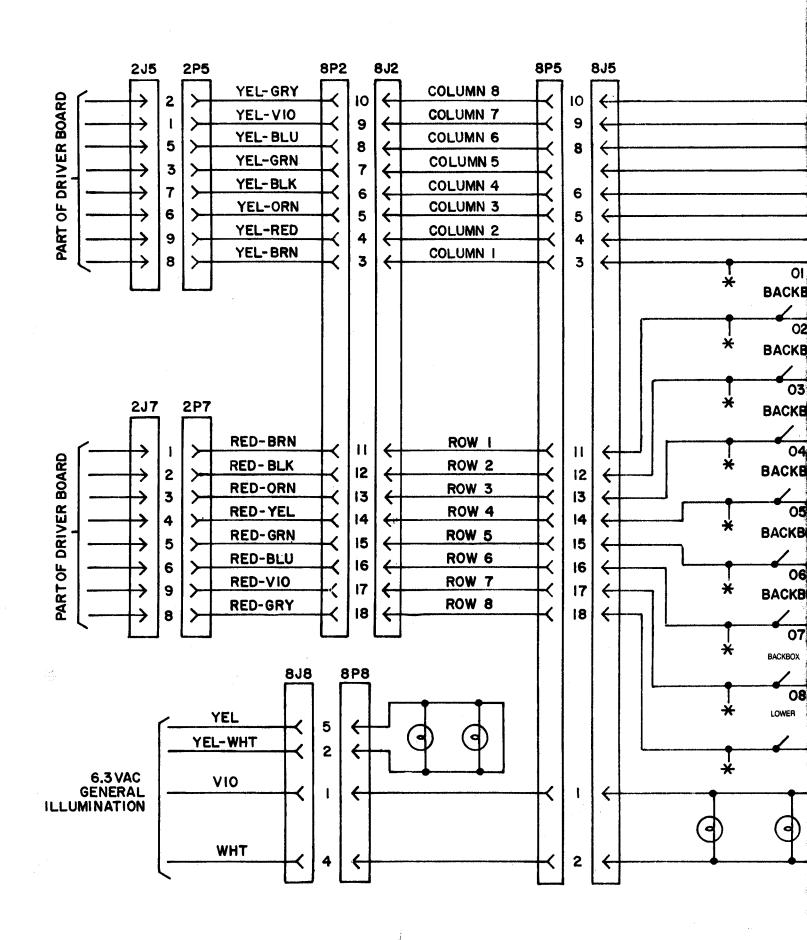


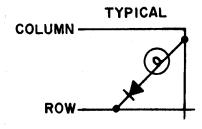
C 8365 CREDIT/MATCH SLAVE DISPLAY

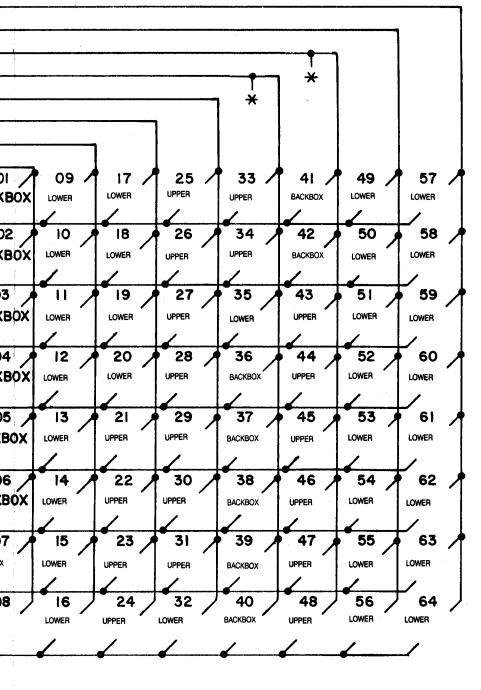


EAKER







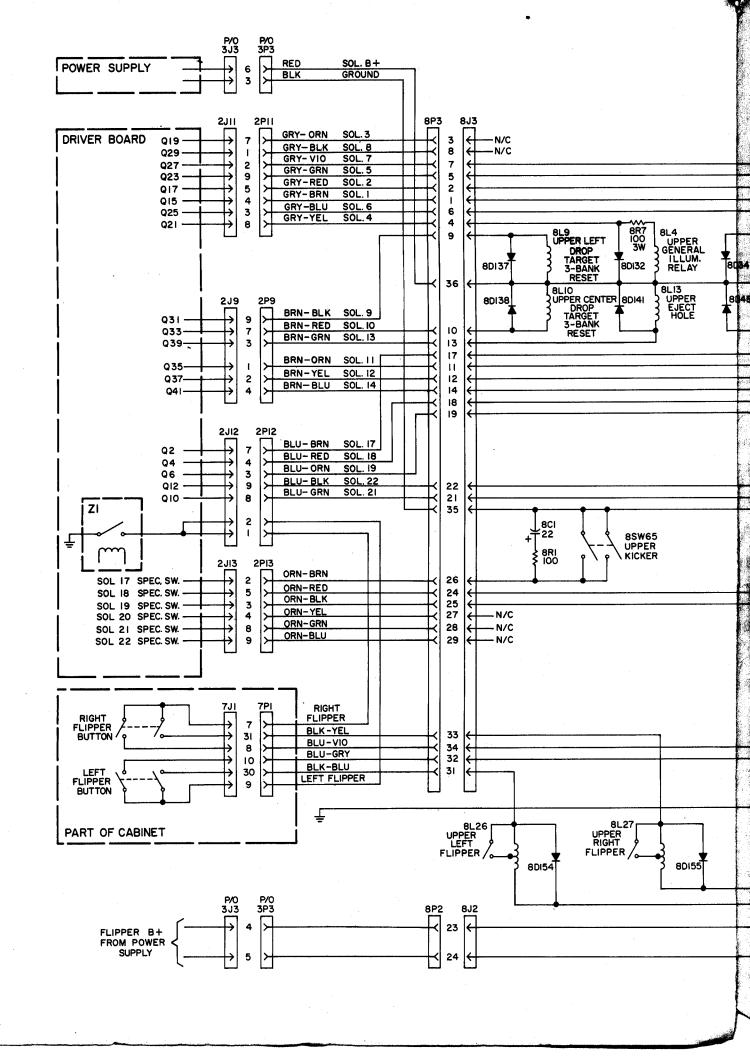


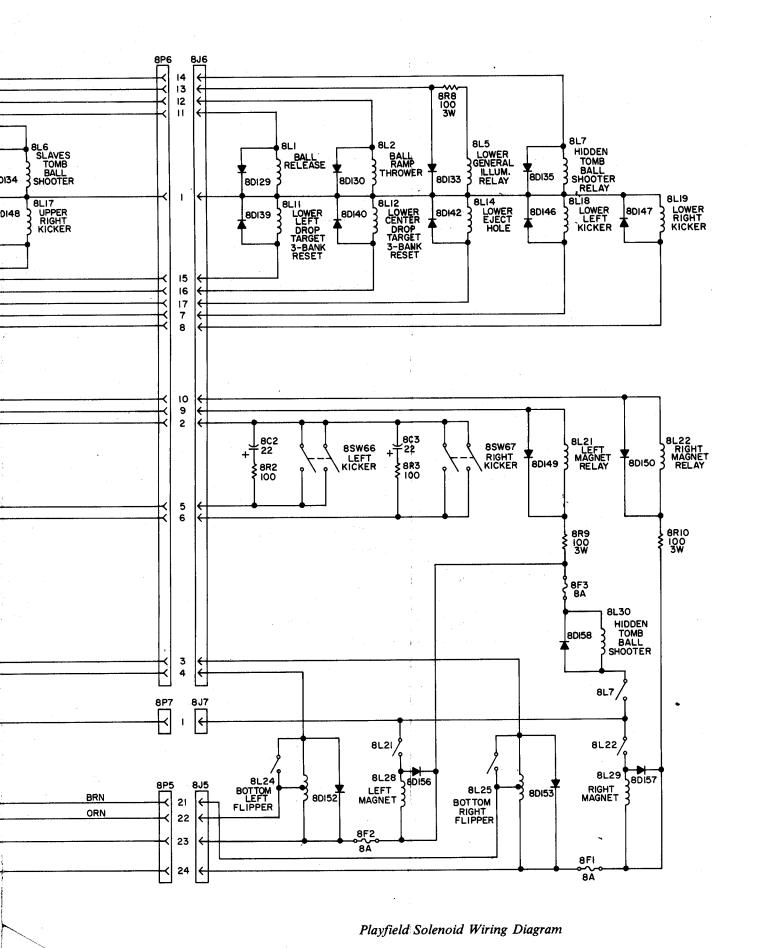
* SEE INSERT BOARD WIRING DIAGRAM FOR CONNECTIONS FOR BACKBOX LAMPS.

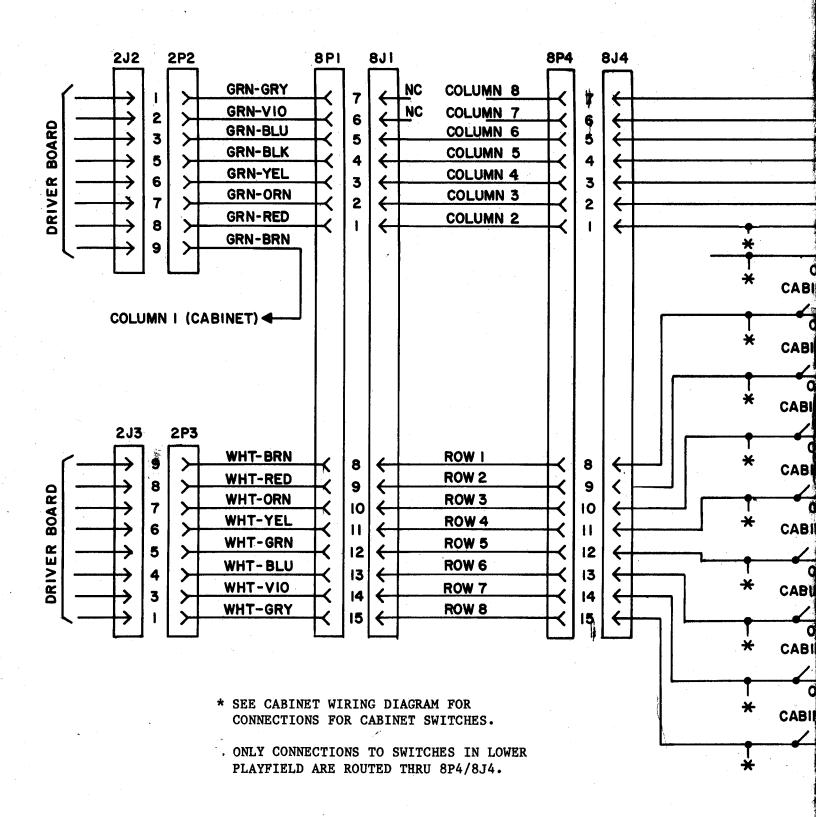
ONLY CONNECTIONS TO LAMPS IN LOWER PLAYFIELD ARE ROUTED THRU 8P5/8J5.

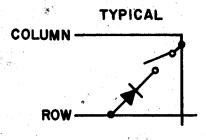
Function Same Player Shoots Again (Backbox) Left Magnet, Bottom Arrow 2X Scoring "A" Slaves Tomb Extra Ball When Lit "O"
"I" Bonus
Ball in Play
Left Magnet, 2+ Arrow
Hidden Tomb Collect Bonus
"O" Upper Eject Hole Arrow "2" Bonus "10" Bonus Left Magnet 4+ Arrow Lower Center 3-Bank "H" Lower Eject Hole Arrow
Extra Ball When Lit Hidden Tomb
"3" Bonus "30" Bonus
Game Over
Right Magnet Bottom Arrow
Lower Right 3-Bank
Upper Bull's-Eye Target
"P" (Backbox)
Slaves Tomb General Illumination
"4" Bonus
"30" Bonus "30" Bonus "30" Bonus Match Right Magnet 2+ Arrow "P" (Playfield) Upper Left 3-Bank Bottom Arrow "H" Captive Ball General Illumination "5" Bonus "40" Bonus High Score to Date Right Magnet 4+ Arrow "H" Upper Left 3-Bank Center Arrow Upper Center 3-Bank Left Arrow "6" Bonus Bonus Ball Timer Left ? Lane Upper Left 3-Bank Top Arrow Upper Center 3-Bank Center Arrow Same Player Shoots Again (Playfield) Right ? Lane Lower Bull's-Eye Target "A" Upper Center 3-Bank Right Arrow "8" Bonus 5X

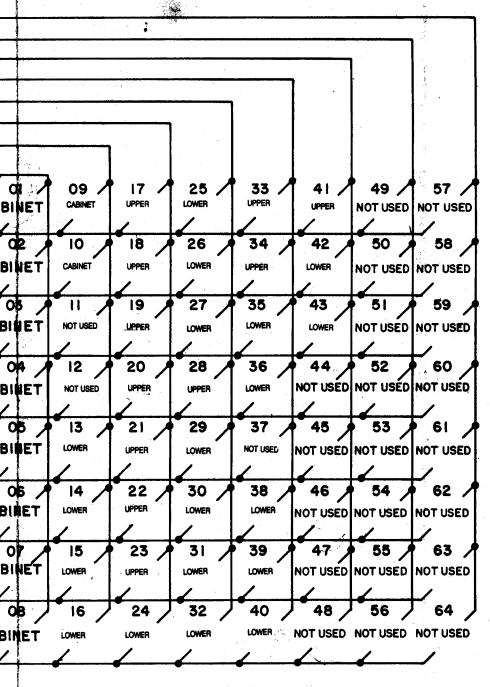
GENERAL ILLUMINATION











Switch

No. Function (Score*)

- Left Magnet Button Right Magnet Button Not Used

- Not Used
- Left Inside Rollover (10,000)
- Right Inside Rollover (10,000) Left ? Lane Rollover (5,000/Mystery)

- Right? Lane Rollover (5,000/Mystery) Upper Left 3-Bank Bottom Target (3,000) Upper Left 3-Bank Center Target (3,000)

- Upper Left 3-Bank Top Target (3,000)

- Upper Kicker (10/110)
 Upper Center 3-Bank Left Target (3,000)
 Upper Center 3-Bank Center Target (3,000)
 Upper Center 3-Bank Right Target (3,000)
- Left Kicker (10)

- Left Kicker (10)
 Lower Center 3-Bank Bottom Target (3,000)
 Lower Center 3-Bank, Center (3,000)
 Lower Center 3-Bank, Top (3,000)
 Upper Bull's-Eye Target (5,000/15,000)
 Lower Right 3-Bank, Top Target (3,000)
 Lower Right 3-Bank, Center Target (3,000)
 Lower Right 3-Bank, Bottom Target (3,000)
 Lower Bull's-Eye Target (5,000/15,000)
 Slaves Tomb Shooter (20,000)
 Upper Eject Hole (7,000)
 Lower Eject Hole (7,000)
 Outhole

- Outhole
- Not Used
- Ball Ramp Left Switch
- Ball Ramp Right Switch Ballshooter Trough
- Captive Ball (5,000/5,000 per lit letter)
- Playfield Tilt
- Hidden Tomb Shooter (20,000)
- Right Kicker (10)

*All scores are doubled for 2X Scoring.

Mystery for switches 15 and 16 (awarded when lit) is random bonus advances, bonus multiplier, random points, or special.

Second value for switch 20 is randomly scored.

Second value for switches 28 and 32 is scored when lit with 5X bonus multiplier.

With full bonus, 10,000 is awarded instead of each bonus advance.