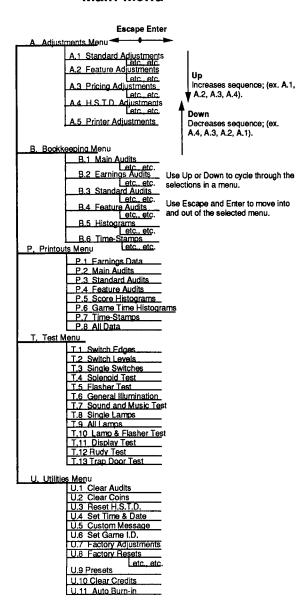
FUNHOUSE Operator's Handbook

Including----

Main Menu Chart
Playfield Parts and Locations
Solenoid Table and Locations
Lamp Matrix and Locations
Switch Matrix and Location

Williams Electronics Games, Inc. 3401 N. California Ave. Chicago. IL 60618

Main Menu



Playfield Parts
pion No. Part No.

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A-11691-1

C-13174-L

		Playfiel
No.	Part No.	Descritpion
1	A-8039-3	Outhole Kicker
2	C-13174-R	Flipper Assembly
3	B-8925	Switch Plate
4	A-14078	Flipper Ball Guide
5	A-11619	Shooter Lane Switch
6	B-9362-R-3	Coil & Bracket Assy
7	A-14081	Ball Guide
8	B-11203-R-1	Kicker (sling) Assy
9	12-6466-7	Wireform
10	12-6406-5	Wireform
11	12-6466-2	Wireform
12	23-6304	Rubber Ring
13	A-13993	Loop Assembly
14	A-14107	Kicker
15	A-12001-1	Blue Stand-up Tgt
16	23-6305	Rubber Ring
17	A-14156	Shooter Ramp
18	A-14163	Diverter Ball Guide
	A-14147	Diverter Assembly
19	A-14232	Photo Transistor
20	A-13962	Trap Door Hinge
01	A-13961	Trap Door Lift Mech
21 22	A-14231	LED Assembly
23	03-8502	Trap Door Floor
24	A-13718 A-14143	Rudy Assembly
24	B-11203-L	Metal Kickbig
25	A-14035	Coil & Bracket Assy Ball Guide
26	A-13894	Lower Ramp Assy
27	A-14036	Ball Guide
28	C-13963	H/Driver Assy
29	A-14067	Ball Guide
30	A-14070	Ball Guide
31	A-14080	Ball Guide
32	A-13901	Opto PCB
33	A-13376	Ball Gate Assy
34	A-12120	Ball Gate Assy
35	A-14068	Ball Guide
36	A-13895	Upper Ramp Assy
37	A-14151	Disc Assembly
38	A-14254	Ball Dispenser
39	B-12583-1	Oblong Stand-up Tgt
40	B-12583-1	Oblong Stand-up Tgt
41	A-14065	Ball Giude
42	C-13174-1	Flipper Assembly
43	B-9415-2	Jet Bumpers
44	B-12001-4	Red Stand-up Tgt
45	A-14169	Right Sign Assy
46	23-6301	Rubber Ring
47	23-6302	Rubber Ring
48	B-112-3-L-1	Kicker (sling) Assy
49	A-14079	Flipper Ball Guide
50	A-9572	Post & Gate Assy

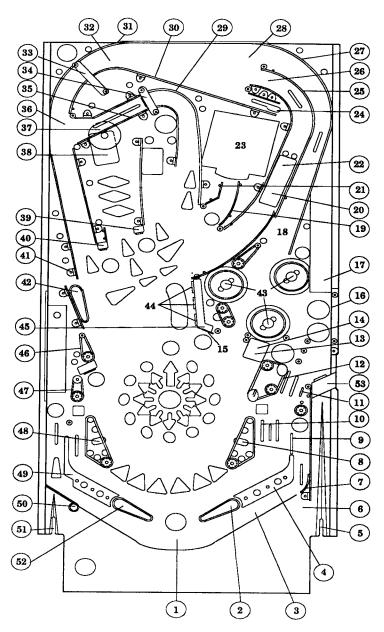
A-14196 Shooter Lane Gate Parts Under Bottom Arch A-8645 Wireform & Bracket A-10417 Microswitch Assembly A-11680 Sub-mini Switch Assmbly B-8623 Guide & Baffle Assembly C-8235 Ball Runway Assembly C-9638 Ball Shooter Lane Feeder 01-3569-1 Ball Return Runway 10-128 Kicker Spring 12-6542 Wireform

Descritpion

Shooter Lane Switch

Flipper Assembly

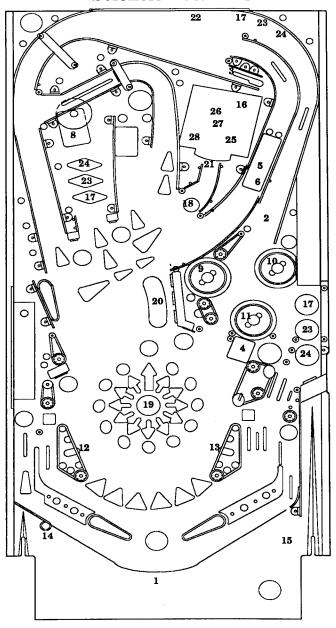
Playfield Parts Locations



FUNHOUSE Solenoid Table

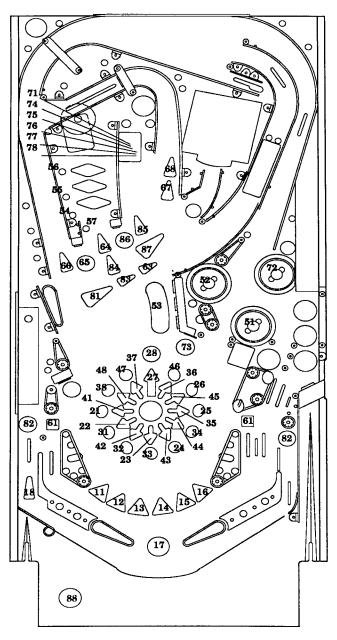
Sol. No.	Function	Solenoid Type	Wire Color	Connector	Driver Trnstr	Solenoid Part Number Flashlamp Type
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 01 00 00 00 00 00 00 00 00 00 00 00 00	Outhole Ramp Diverter Kickbig Tunnel Kickbig Trap Door Open Trap Closed Knocker Multi-ball Release Upper Left Jet Bumper Upper Right Jet Bumper Lower Jet Bumper Left (sling) Kicker Right (sling) Kicker Right (sling) Kicker Steps Gate Trough Dummy Eject Hole 3 Blue Flashers Dummy Flasher 2 Clock Flashers 2 Superdogs Mouth Motor Up/Down Driver 3 Red Flashers 3 Clear Flashers 2 Superdogs Mouth Motor Up/Down Driver 3 Clear Flashers 2 Superdogs Mouth Motor Up/Down Driver 3 Red Flashers 3 Clear Flashers 5 Clear Flashers Eyes Right Eyelids Open Eyelids Closed Eyes Left General Illumination Upper Backglass Front Playfield Center Backglass/ Rt Rear Pfd Top Playfield Lower Right Flipper	G.I. G.I. G.I.	Vio-Brn Vio-Red Vio-Orn Vio-Yel Vio-Blu Vio-Blk Vio-Gry Brn-Blk Brn-Grn Brn-Yel Brn-Grn Brn-Hlu Brn-Grn Brn-Blu Brn-Grn Blk-Red Blk-Orn Blk-Yel Blu-Grn Blu-Brn Blu-Gry Blu-Brn Blu-Brn Blu-Brn Blu-Yel Wht-Brn Wht-Vio Wht-Brn Wht-Orn Wht-Grn	J130-1 J130-2 J130-4 J130-5 J130-6 J130-7 J130-8 J130-9 J127-1 J127-3 J127-6 J127-6 J127-7 J127-8 J126-1 J126-2 J126-3 J126-5 J126-5 J126-6 J126-7 J126-8 J126-9 J122-1 J122-1 J122-3 J122-4 J122-5 J120-7 J120-7 J120-8 J120-10	Q82 Q80 Q78 Q76 Q66 Q68 Q570 Q58 Q56 Q54 Q52 Q40 Q48 Q44 Q42 Q40 Q38 Q38 Q30 Q34 Q32 Q22 Q22 Q22 Q20 Q18 Q10 Q11 Q11 Q11 Q11	AE-26-1200 AE-26-1200 AE-26-1500 AE-26-1500 AE-26-1500 AE-26-1500 SM1-26-600 AE-23-800 A-14189 AE-26-1200 AE-26-1200 AE-26-1500 SZ-34-3500 SZ-3
	Lower Left Flipper Upper Left Flipper		Gry-Yel Gry-Yel	J109-5 J109-5		FL-11630 FI-11753

Solenoid Locations



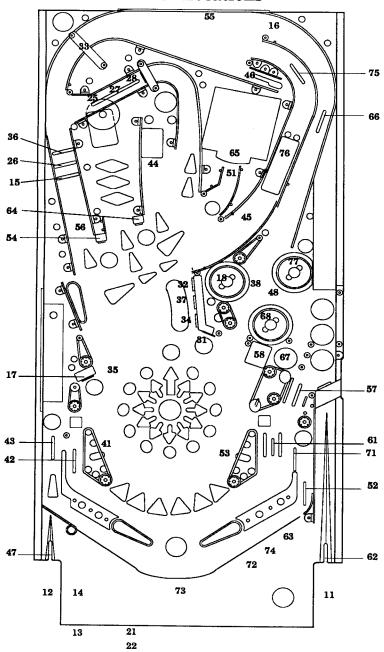
대/	Solumn	USE Lar	FUNHOUSE Lamp Matrix			Yellow (B+)	9	Red	[Г
용		Yellow- Brown	Yellow Red	۶å	Yellow- Black	Yellow- Green	Yellow- Blue	Yellow. Violet	yellow- Grav	
-	Red- Brown	(1) Gangway 75, 000 (Left)	Clo ck 45 Minutes	Clock (17)	Clock 9 o' clock	Lower Left Jet Bumper	Left & Inside Rt Flippe Lanes (x	Magic Mirror Lights Extra Ba	Million Plus	16
2 1	Red- Black	(2) Gangway 100, 000	Clock 8 o' clock	Clock 35 Minutes	Clock 7 o' clock	Upper Left Jet Bumper	S-T-E-I	Upper (50) Right Jet Bumper	Special (Outlanes (x 2)	S . (
3	Red- Orange	Gangway 150, 000	Clock 6 o' clock	Clock (30) Minutes	Clock 5 o' clock	Superdog Lamp (x 2)	Trap Door Bonus	S-T-E-F	Trap Door Frensy	2 3
4 F.Y	Red- Yellow	Gangway 200, 000	Clock (1 25 Minutes	Clock 20 Minutes	Clock 4 o' clock	Steps (36) Lights Frenzy	Ramp (44) Scores 250, 000	Magic Mirror Lights Million	Ramp ("Steps" Lamp	28
re	Red- Green	(5) Cangway 250, 000	Clock 15 Minutes	Clock 3 o' clock	Clock (28) 2 o' clock	Steps (37) Steps (37) Lights Extra Ball 55	S-T.E-P	Magic (53) Mirror Lights Jet Bumpers	Magic ((Mirror Arrow	3 5 8
E 66	Red. Blue	Gangway Lights Extra Ball	Clock (1 10 Minutes	Clock 1 o' clock	Clock 5 Minutes 46	Steps (38) 500, 000	Upper (46) Left Gangway Lane	Magic (54) Mirror Lights Superdog	S-T-E-P E:	887 8
E >	Red- Violet	Shoot (7) Again	Clock 12 Minutes	Clock 11 o' cloc	Clock (31) 55 Minutes	Ramp (30) Overhead Lamp	Extra (47) Ball Lamp	·	Million (6	45 1
E 0	Red- Gray	Steps (8) Open (Gate)	Clock 0 Minutes	Clock (24) 50 Minutes	Clock (32) 10 o' clock	Right (40) Gangway Overhead Lamp	Lock (46)	-	Start (64) Button (Cabinet)	J e
							1	187	8	_

Lamp Locations



FUNHOUSE Switch Matrix	Switch N	fatrix	į			!	White	}	- Green
Grounded	Column		2 Green-	3 Green-	4 Green-	5 Green-	6 Green-	7 Green-	green-
SWITCHES	MOM	Brown	Bed	Orange	Yellow	Black	Blue	Violet	Gray
Orange-Brown (1)		E	(ተ)		(EE)	(41) Dummy	Rt Inside	(57)	(98)
Left Coin Chute	1 White- Brown	Kight Flipper	Slam	'P' Tower	Slingshot (Kicker)	Jaw (Opto)	Flipper Return	Flipper	
Dí		11	21	Right) 31	-		Lane	Lane 74	£
Orange-Red (2)		(10)	(18)		ľ	(42)			(99)
Center Coin Chute	2 White- Red	Left Flipper	Front Door	Iop Superdog Standup	Left Flipper Return	Right Outlane	Right Ball- shooter	Left Trough	
02		12	22	Target 32	Lane 42	52			82
Orange-Black (3)		(11)	(18)		(36)	(43)	(51)	(89)	(67)
Right Coin Chute	3 White- Orange	Start Button	Not Used	Upper Left Gangway	Left Outlane	Right Slingshot (Kicker)	Right Trough	Outhole	
03		13	23	Kollunder	43	53		73	22
Orange-Yellow (4)		(12)		(22)	ľ	(44)			(89)
4th Coin Chute	4 White- Yellow	Plumb Bob Tilt	Test Position, Always	Superdog	Wind Tunnel Hole	Copper (Copper	(Upper	Center Trough	
D4		14	Closed 24	Target 34	\$	re#	Center)	2	2
Orange-Green (5)		(61)		2	(37)	۲	(63)	I۳	(69)
Test Functio Escal	5 White- Green	Steps Lights Frenzy	Lock Mech Right	Steps Track Lower	Trap Door	Steps Superdog (opto)	Dummy Eject Hole	Upper Right Loop	
٦		13	25		45	55	65	Switch 75	82
7		(14)	2	(30)	(36)	(94)	(54)	(29)	(ĝ.
Normel Test Function Function Volume Down Down D8	6 White- Blue	Upper Ramp Switch	Steps Lights Extra Ball	Steps 500, 000	Rudys Hideout Kickbig	Ramp Entrance	Upper Right Gangway Lane	Trap Door Closed	6
Orange-Violet (7)		(15)	(23)	(35)	(36)	(47)	(95)	(83)	Ê
Normal Test Function Function Volume Up Up D7	7 White- Violet	S-T-E-P "S" (Lower Left) 17	Lock Mech Center	Superdog Standup Target	Left Ball- shooter	Jet Bumper Lane	Lower Right Drop Hole	Upper Right Jet Bumper	Ď
<u>φ</u>		Upper	3	<u>ت</u>	(g)	ت ا	Ę	(84)	(Ž
Function Function Begin Enter Test D8	8 Gray	Left Jet Bumper 18	mecn Left 28	Track Upper 38	Exit Track	Kickout 58	Jet Bumper 88	28	

Switch Locations



WARNINGS & NOTICES

WARNING

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