Bally

GAME 1138-E
FO-593

THE SIX MILLION DOLLAR MAN

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GAME #1138-E SIX MILLION DOLLAR MAN

Installation and General Game Operation Instructions

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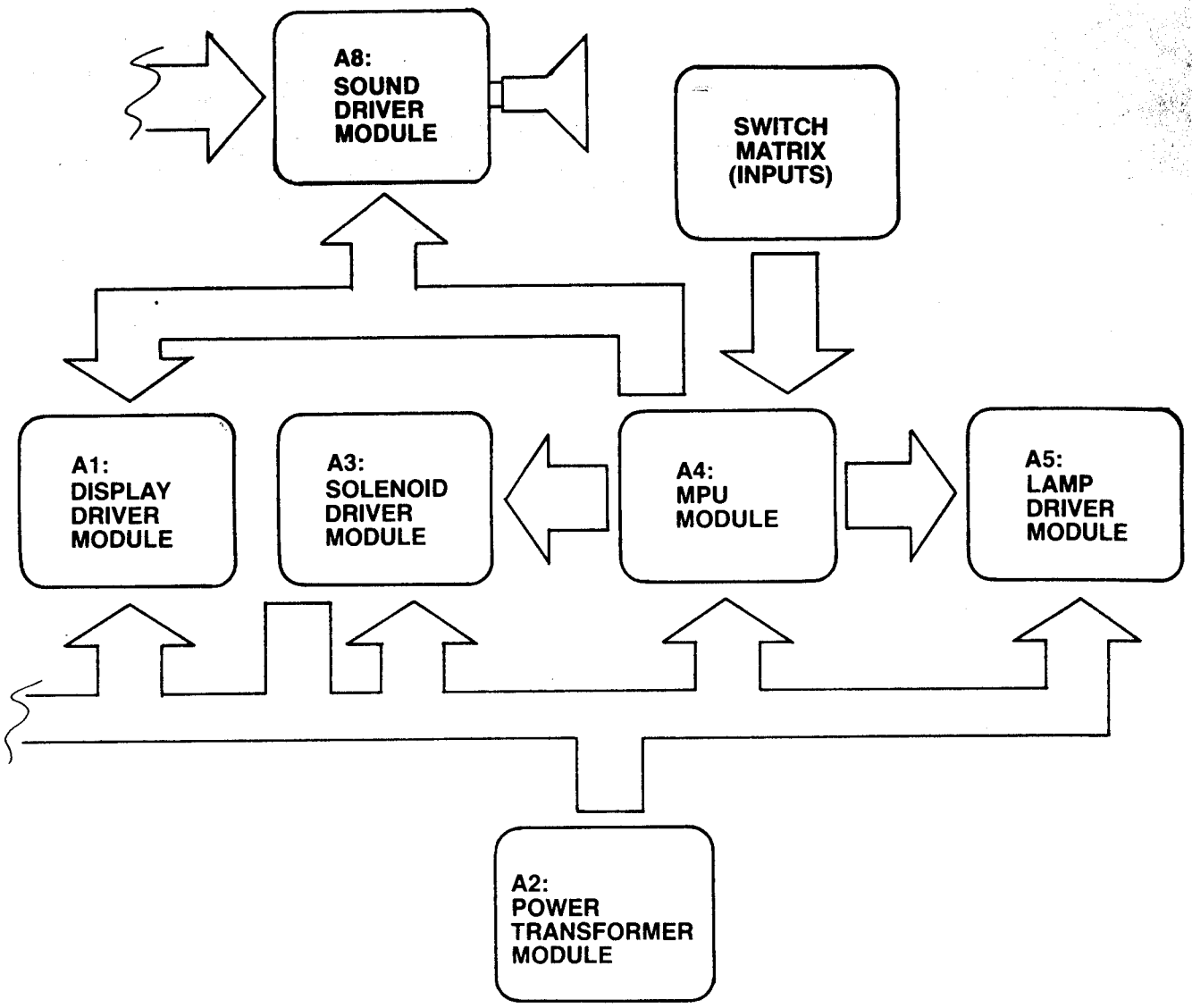
BLOCK DIAGRAM—ELECTRONIC PINBALL GAME



I. INSTALLATION

Assemble the game as follows:

Bolt legs to cabinet. Bolt back box to cabinet. Use flat washers under bolt heads. Gently feed cable connectors and ground braid through cable port in back box. Screw ground braid to braid in back box. Carefully and fully insert connectors on printed circuit assemblies.

On all games there are certain items that should be checked after shipment. These are visual inspections which may avoid time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable. Cable connectors may be loosened, switches (especially tilt switches) may go out of adjustment. Plumb bob tilt switch should always be adjusted after game is set on location and leg levelers are adjusted.

Visual inspections before plugging in line cord:

1. Check that all cable connectors are completely seated on printed circuit assemblies.
2. Check that cables are clear of all moving parts.
3. Check for any wires that may have become disconnected.
4. Check switches for loose solder or other foreign material that may have come loose in shipment and could cause shorting of contacts.
5. Check wires on coils for proper soldering. Cold solder connections may not show up in factory inspection, but vibration in shipment may break contact.
6. Check that fuses are firmly seated and making good contact.
7. Check the transformer for any foreign material shorting across wiring lugs.
8. Check wiring of transformer to correspond to location voltage. See figure 1.

Check adjustment of the three (normally open) tilt switches:

1. Panel tilt on bottom of playfield panel.
2. Plumb bob tilt on left side of cabinet near front door.
3. Ball tilt above plumb bob tilt. Insert the smaller ball (15/16" dia.) into the ball tilt assembly, and adjust the bracket so the ball will roll free to contact the switch blade, if front of cabinet is raised.

TRANSFORMER CONNECTION INSTRUCTIONS

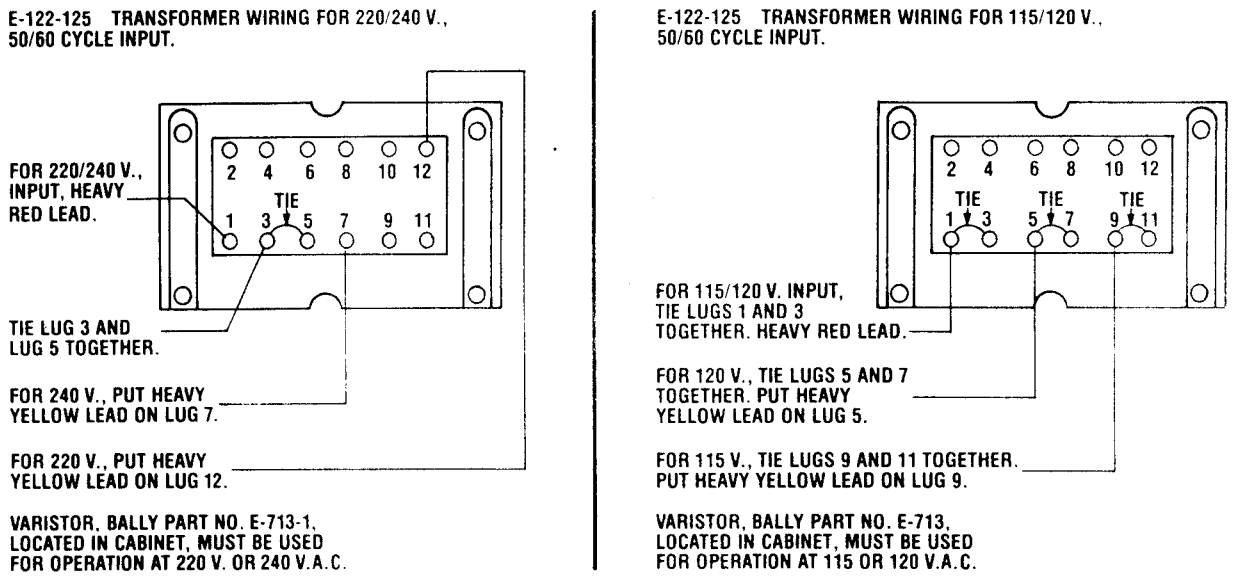


FIGURE I. TRANSFORMER

(PART OF POWER—TRANSFORMER MODULE A2, LOCATED IN BACK BOX).

II. GENERAL GAME OPERATION

Place ball into playfield by outhole.

Coin game. Coin should be rejected. Plug in line cord. Move power ON-OFF master switch at bottom right front corner of cabinet to 'ON' position. The game will play a power-up tune to announce game-readiness. Drop targets are reset, scores are set to zero, alternating with the 'High Score to Date', and the game is ready for play. Coin game. The game should accept the coin and post credits* for coins accepted (adjustable). Pressing the credit button on the door will cause the outhole kicker to serve the ball to the shooter alley. The 1st player-up lite is lit. Player #1 score flashes. A game-up tune* is played to announce play-readiness. The bonus score is advanced to 1000 points.

One player is posted each additional time the credit button is pressed (one to six can play). The credits are reduced by one each time the credit button is pressed until the credits are reduced to zero.

Shooting the ball initiates play. Rebound switches score 10 points. Thumper-bumpers, when lit, score 100 points.

The game awards all points earned by the player. If spinner is turning and scoring when the ball hits a target, the spinner and the target scores are awarded.

When the ball enters the outhole, the bonus score is added to the total score. The player-up and/or ball in play on the back box is advanced one position. The bonus score is advanced to 1000 points. The outhole kicker serves the ball to the shooter alley and play is resumed. This continues until each player has played the allowable number of balls per game (adjustable). At this time the 'Game Over' light is lit. A random Match* number appears and the 'Match' light is lit. If the number is the same as the last two digits in a player's score, a free game is awarded.

Extra balls won during the course of the game are played immediately after the player's regular ball enters the outhole. The player-up and/or ball in play on the back box are not advanced for extra ball play. Bonus score is added to the player's score and the bonus is set to 1000 points before the game serves the extra ball for play.

At the end of the game, a 'High Score to Date' is alternately flashed with all 6 player scores. If the 'High Score to Date' is beat, this feature* awards free games.

Tilting the game results in loss of a ball. The flippers, thumper-bumpers, etc., go 'dead'. Bonus points are not scored. The purpose of the tilt penalty is to discourage the player from jostling the machine in an attempt to prolong play. Game action becomes normal after the ball kicker assembly serves the ball to the shooter alley.

Slamming the machine results in loss of the game. All feature lights go out, the game goes 'dead', and a time delay occurs. The purpose of the time delay is to discourage unnecessary abuse of the machine. After the delay, the 'Game Over' light lites and the power-up tune is played. The time delay occurs anytime one of the slam switches is made to contact. There is one factory installed slam switch on the front door. (Any number of slam switches could be installed by the operator, to meet his individual requirement.) The switch should be adjusted to have approximately 1/16" gap between the contacts. The weighted blade should be adjusted to attain the desired sensitivity. Decreasing the gap between contacts will make the switch more sensitive. Opening the gap will reduce sensitivity.

*Some tunes and features can be disabled by operator if so desired. See Back Box Adjustments.

III. BOOKKEEPING FUNCTIONS

The game is designed to help the operator perform certain accounting functions. The game can display the number of total plays and replays (free games). It can display the number of coins dropped down each coin chute. The bookkeeping functions are displayed on 1-4 player score displays simultaneously.*** An identification number, 05 to 11 appears on the Match/Ball in Play window as follows:

05— 00 to— 40 = Current Credits
*06—10000 to—999999 = Total Plays (Paid & Free Games)
*07—10000 to—999999 = Total Replays (Free Games)
08— 00 to—999999 = Total times 'High Game to Date' is beat
*09—10000 to—999999 = Coins Dropped thru Coin Chute #1
*10—10000 to—999999 = Coins Dropped thru Coin Chute #2**
*11—10000 to—999999 = Coins Dropped thru Coin Chute #3**

The game displays the first bookkeeping entry if the Self-Test button (See Fig. III) on the inside of the front door is pressed nine times. Alternately push and release the Self-Test button at one second intervals. The 05 appears in the 'Match/Ball in Play' window. Current credits appear on the player score displays. Each additional press of the button causes the next entry to be displayed.

After the data in each bookkeeping register is recorded, it can be set to zero simply by pressing switch button S33, located on A4, the MPU module in the back box. (See Fig. III). Any or all registers can be cleared by alternating between the Self-Test button and the switch button on the MPU module. The operator is given this option as a possible convenience and can elect to use or not use it as his needs direct.

Pressing the button once more with the eleventh entry displayed causes the game to play the power-up tune and light the Game-Over light.

*The 10,000 level is pre-set at the factory; can be set to zero, initially, if desired.
**If Coin Chute is not used in game, number displayed (if other than 00) on Player Score displays has no significance.
***During self test: May be jitter on displays 5 & 6. Use displays 1-4 **only** for reference.

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FEATURE OPERATION AND SCORING

A. Bonus Score Feature:

A bonus of 1,000 to 20,000 may be scored on a 5-ball game. A bonus of 1,000 to 29,000 may be scored on a 3-ball game. The game starts with a bonus of 1,000. The bonus score advances one step at a time each time the ball goes through either top lane ("5" and "0"), hits any left side target (three "0's") or goes through either spinner completing the 5 lite sequence. The bonus score advances one step on a 5-ball game or three steps on a 3-ball game each time the ball goes into the top center Bonus Multiplier Saucer (see "B" below). The bonus score also advances five steps when the 5-0-0-0-0 sequence is completed (see Bionic Power Score below). A tilt nullifies the bonus score.

B. Bonus Multiplier Saucer Feature:

Each time the ball enters the top center Bonus Multiplier Saucer, the Play-More Post is activated and the player's bonus score is advanced; also, the lit value is awarded. At the start of a new ball-in-play, either the 3000 lite or the 5000 lite may be lit (see switch #23: liberal/conservative setting below).

If the ball enters the saucer when the 2X lite is lit, 30 points are scored and the 2X Bonus Multiplier lite by the outhole Bonus Lites is awarded; if the ball enters the outhole at this point, twice the lit bonus score is added to the player's score.

If the ball enters the saucer when the 3X lite is lit, 30 points are scored and the 3X Bonus Multiplier lite by the outhole Bonus Lites is awarded; if the ball enters the outhole at this point, three times the lit bonus score is added to the player's score.

If the ball enters the saucer when the 5X lite is lit, 30 points are scored and the 5X Bonus Multiplier lite by the Outhole Bonus Lites is awarded; also the Saucer 10,000 lite and the outlane Special lites lite (see below for Switch #22: liberal/conservative setting); if the ball enters the outhole at this point, five times the lit bonus score is added to the player's score.

	Switch #23 Top Hole Initial	**Switch #22 Outlane Specials**
Liberal	ON (Starts at 5,000)	ON (Both lite)
Conservative	OFF (Starts at 3,000)	OFF (Lites alternate on 10 pt. score)

C. Shooter Alley (Top Right) Rollover Button Feature:

At the start of a new ball-in-play, the player's score will flash ON/OFF to indicate the correct player-up. When the ball exits the shooter alley, it goes over the Shooter Alley Rollover Button which stops the flashing of the score, and scores 10 points.

D. 5-0-0-0-0 Bionic Power Score Memory Feature:

At the start of a new game, all five numbered lites (2 lanes and 3 targets) are lit. Each time a ball goes through a lit lane or hits a lit target, it scores 500 points and extinguishes that lite; the corresponding lite on the 5-0-0-0-0 Bionic Power Score lites. When the 5-0-0-0-0 Bionic Power Score is completely lit, it flashes 5 times, awards 5 bonus advances, awards 50,000 points, opens the Free-Ball Gate (see below) and lites the Bionic Power Score Special Lite. If the Bionic Power Score is completed when this lite is lit (see Switch #29) a Special is awarded. This lite goes out when the ball enters the outhole.

Switch #29: In the liberal position (ON), a Special is awarded for the 2nd completion of 5-0-0-0-0 for any one particular ball-in-play. In the conservative position (OFF), a Special is awarded for the 3rd completion of 5-0-0-0-0.

Switch #24: Ties together the upper & lower left target lites (two "0's") in the liberal position (ON). In the conservative position (OFF) all target lites are separate.

E. Drop Target Feature:

Each drop target scores 30 points. When the bank of five targets is knocked down, 3000 points are scored and the feature corresponding to the lit Drop Target Lite is awarded as follows:

1st time all targets down	= Lites both spinners to score 1000 points each
2nd time all targets down	= X-Ball (See Note 1)
3rd & each Add'l time all targets down	= Special

Note 1: X-Ball = 20,000 if Same Player Shoots Again is lit.

F. Major Mode Feature:

Switch #14 and #15 give the operator flexibility to award a Replay, Extra Ball or score (Novelty) when a Special is scored.

	REPLAY SW. 14 ON SW. 15 ON	**X-BALL SW. 14 OFF SW. 15 ON**	**NOVELTY SW. 14 ON SW. 15 OFF**
Special Award	Replay	X-Ball or 20,000	20,000
X-Ball Award	X-Balll	X-Ball or 20,000	20,000
Threshold Award	Replay	X-Ball or 20,000	20,000
End-of-Game Award	Replay	VOID	VOID

G. THUMPER-BUMPER FEATURE:

All three thumper-bumpers score 100 points.

H. Play-More Post Feature:

The Play-More Post between the flippers is activated (Upped) by a ball entering the top center saucer or hitting the center target. The post is deactivated (downed) by either of two centrally located rollover buttons, a ball through either return lane, a ball entering the outhole or a tilt.

I. Spinner Feature:

A ball through either spinner will advance both sets of spinner lites and score 10 points. Each spinner scores 1000 points after the drop targets are knocked down for the 1st time for any one particular ball-in-play. Also, the bonus score is advanced one step each time the spinner lites complete a sequence of five lites by passing the top lite.

J. Free-Ball Gate Feature:

The Free-Ball Gate opens each time the 5-0-0-0-0 Bionic Power Score is awarded. A ball entering the right outlane when the gate is open is directed to the shooter tip offering extended play, which closes the Free-Ball Gate. The Free-Ball Gate is re-opened by completing the 5-0-0-0-0 Bionic Power Score again. A tilt closes the Free-Ball Gate.

V. GAME ADJUSTMENTS

A. Playfield Panel Post Adjustments:

Posts that control left and right outlane opening on panel can be moved to make access to outlanes easier or harder for ball to enter. See Figure II.

Easier entry will decrease playing time and scoring (conservative).
Harder entry will increase playing time and scoring (liberal).

B. Back Box Game Adjustments:

Each game has thirty-two switches located on A4, the MPU module, located in the back box, that allow play to be customized to the location. See Figure III. Credits per coin, maximum credits, credit display, balls per game, match feature, high game feature, special award and melody are selectable by means of the switches. The switches are contained in four-sixteen lead packages numbered S1-8, S9-16, S17-24 and S25-32 for easy identification. The "ON" toggle position is marked on the assembly. **Turn off power before making adjustments.**

Credits/Coin Adjustments:

The credits per coin are selectable by means of S25-S28 for coin chute #2. The switch settings and resultant credits/coin are as follows:

S28	S27	S26	S25	Credits/Coin
OFF	OFF	OFF	OFF	Same as Coin Chute #1 Settings
OFF	OFF	OFF	ON	1/1 Coin
OFF	OFF	ON	OFF	2/1 Coin
OFF	OFF	ON	ON	3/1 Coin
OFF	ON	OFF	OFF	4/1 Coin
OFF	ON	OFF	ON	5/1 Coin
OFF	ON	ON	OFF	6/1 Coin
OFF	ON	ON	ON	7/1 Coin
ON	OFF	OFF	OFF	8/1 Coin
ON	OFF	OFF	ON	9/1 Coin
ON	OFF	ON	OFF	10/1 Coin
ON	OFF	ON	ON	11/1 Coin
ON	ON	OFF	OFF	12/1 Coin
ON	ON	OFF	ON	13/1 Coin
ON	ON	ON	OFF	14/1 Coin
ON	ON	ON	ON	15/1 Coin

The credits given per coin are selectable by means of switches 1-5 incl., for coin chute #1 and switches 9-13 incl., for coin chute #3. Thirty-one different credit ratios are available for each coin chute. The switch settings and resultant credits/coin are listed below.

CREDITS/COIN ADJUSTMENTS

COIN CHUTE #1 (HINGE SIDE) OR #3	SWITCHES 5 13	4 12	3 11	2 10	1 9	CREDITS/COIN
	OFF	OFF	OFF	OFF	OFF	3/2 COINS**
	OFF	OFF	OFF	OFF	ON	3/2 COINS**
	OFF	OFF	OFF	ON	OFF	1/COIN
	OFF	OFF	OFF	ON	ON	1/2 COINS*
	OFF	OFF	ON	OFF	OFF	2/COIN
	OFF	OFF	ON	OFF	ON	2/2 COINS*
	OFF	OFF	ON	ON	OFF	3/COIN
	OFF	OFF	ON	ON	ON	3/2 COINS*
	OFF	ON	OFF	OFF	OFF	4/COIN
	OFF	ON	OFF	OFF	ON	4/2 COINS*
	OFF	ON	OFF	ON	OFF	5/COIN
	OFF	ON	OFF	ON	ON	5/2 COINS*
	OFF	ON	ON	OFF	OFF	6/COIN
	OFF	ON	ON	OFF	ON	6/2 COINS*
	OFF	ON	ON	ON	OFF	7/COIN
	OFF	ON	ON	ON	ON	7/2 COINS*
	ON	OFF	OFF	OFF	OFF	8/COIN
	ON	OFF	OFF	OFF	ON	8/2 COINS*
	ON	OFF	OFF	ON	OFF	9/COIN
	ON	OFF	OFF	ON	ON	9/2 COINS*
	ON	OFF	ON	OFF	OFF	10/COIN
	ON	OFF	ON	OFF	ON	10/2 COINS*
	ON	OFF	ON	ON	OFF	11/COIN
	ON	OFF	ON	ON	ON	11/2 COINS*
	ON	ON	OFF	OFF	OFF	12/COIN
	ON	ON	OFF	OFF	ON	12/2 COINS*
	ON	ON	OFF	ON	OFF	13/COIN
	ON	ON	OFF	ON	ON	13/2 COINS*
	ON	ON	ON	OFF	OFF	14/COIN
	ON	ON	ON	OFF	ON	14/2 COINS*
	ON	ON	ON	ON	OFF	15/ COIN
	ON	ON	ON	ON	ON	15/2 COINS*

*No Credits until second coin is dropped
**One Credit for first coin. Two Credits for second coin provided that no scoring occured between 1st and 2nd coin drops. If scoring occured, second coin gives one credit

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SOUND OPTION:

The game is designed to play several melodies to announce power-up, game-up, etc. The tunes are intended to attract attention to the game increase game usage. The tunes are controlled by switch settings as shown.

S8 S32	OFF OFF	OFF ON	ON OFF	ON ON
POWER UP	TUNE	TUNE	TUNE	TUNE
COIN (NO CREDIT)	CHIME	CHIME	NOISE	NOISE
COIN (WITH CREDIT)	TUNE	CHIME	TUNE	NOISE
PLAYER-UP	TUNE	CHIME	TUNE	NOISE
SCORE (10, 100, 1K, 10K)	CHIME	CHIME	NOISE	NOISE
50,000	CHIME	CHIME	NOISE	NOISE
SAUCER	NOISE	NOISE	NOISE	NOISE
REPLAY CREDITS	KNOCKER	KNOCKER	KNOCKER	KNOCKER
TILT	NOISE	NOISE	NOISE	NOISE
OUTHOLE	TUNE	TUNE	TUNE	TUNE
GAME OVER	TUNE	TUNE	TUNE	TUNE

GAME FEATURE OPTIONS:

5-0-0-0-0 Special adjustment:

Liberal	Sw. 29 ON	Making 5-0-0-0-0 2 times on 1 ball = Special.
Conservative	Sw. 29 OFF	Making 5-0-0-0-0 3 times on 1 ball = Special.

Upper "O" and Lower "O" Target adjustment:

Liberal	Sw. 24 ON	Upper "O" and lower "O" tied together.
Conservative	Sw. 24 OFF	Upper "O" and lower "O" are not tied.

Saucer Hole 3000, 5000 adjustment:

Liberal	Sw. 23 ON	Saucer starts at 5000.
Conservative	Sw. 23 OFF	Saucer starts at 3000.

Outlane Special adjustment:

Liberal	Sw. 22 ON	Both lanes lite for Special.
Conservative	Sw. 22 OFF	Alternates Special from side to side.

MAXIMUM CREDITS:

The maximum credits accepted by the machine limits the number of games that can be accumulated by coining, by winning replays or both. The maximum number of credits is selectable by means of switches 17, 18 and 19. Eight credits limits are available. Switch settings are listed below.

MAXIMUM CREDITS	SWITCHES 19	18	17
5	OFF	OFF	OFF
10	OFF	OFF	ON
15	OFF	ON	OFF
20	OFF	ON	ON
25	ON	OFF	OFF
30	ON	OFF	ON
35	ON	ON	OFF
40	ON	ON	ON

BALLS PER GAME:

# BALLS/GAME	SWITCH 16
5	ON
3	OFF

MATCH FEATURE:

When the Match Feature is ON, a random number appears in the 'Match/Ball in Play' window and the word MATCH is illuminated. If the number matches the tens digit in a player's score, a free game is awarded. The Match feature creates an incentive to play.

MATCH	SWITCH 21
ON	ON
OFF	OFF

CREDIT DISPLAY:

CREDITS DISPLAYED	SWITCH 20
YES	ON
NO*	OFF

*Display shows "aa" if credits are due player.

HIGH SCORE FEATURE:

The game is designed to award an Extra Ball or Free Game at each of the three score levels. See Front Door Game Adjustments.

AWARD	SWITCH 15	SWITCH 14
REPLAY	ON	ON
EXTRA BALL	ON	OFF
NO AWARD	OFF	OFF

HIGH SCORE TO DATE FEATURE:

The game is designed to award free games as an option if high game to date is beat. Each time this happens, the winning score becomes the new high game score to beat. This score is displayed on all 4 player score displays at the end of each game as an incentive to play. Recommended setting is underlined.

HIGH SCORE TO DATE FEATURE	SWITCH 7	SWITCH 6
No Award	OFF	OFF
One Credit	OFF	ON
Two Credits	ON	OFF
Three Credits	ON	ON

C. Front Door Game Adjustments:

High Score Feature Adjustments:

The game is designed to award an extra ball (option) or a free game at each of three score levels. The recommended levels are on the score card in the game.

Any level from 10,000 to 990,000 can be set, as desired. It is also possible to reset or turn off (00) any or all of the levels, if desired.

1. Push and release Self-Test button (see Figure III) at one second intervals approximately five times or until number 01 appears on the Match/Ball in Play display.

2. The number on the Player Score Displays is the score level*. It can be increased, if desired, by holding the credit button in. To decrease the score level, reset to '00' and then hold the credit button in. Release the credit button when the desired number appears. Note that the level changes 10,000 points at a time. If the number '00' is left on the displays, the high score feature is eliminated for that level.

3. Repeat steps 1 and 2 for the second and third score levels. The number '02' and '03' on the Match/Ball in Play display are for the second and third levels, respectively.

High Score to Date Feature:

The game is designed to award free games when 'High Score to Date' is beat.

It is recommended that the level, which will build with game play, be periodically reset to the factory recommended level to encourage game play. The adjustment procedure is the same as for the High Score Feature Adjustment, Steps 1 and 2. Continue pushing the Self-Test button until the number '04' appears on the Match/Ball in Play display and then do Step 2.

Any level from '00' to 990,000 can be set as described. It is to be noted that '00' does **not** turn off the feature, as it does on High Score feature. The feature is turned off by positioning switches S6 and S7 to the 'OFF' position, and 'ON' by positioning switches as discussed under "Back Box Game Adjustments.

*Can be quickly set to '00' by pressing S33 on the MPU assembly in the back box. See Figure III.

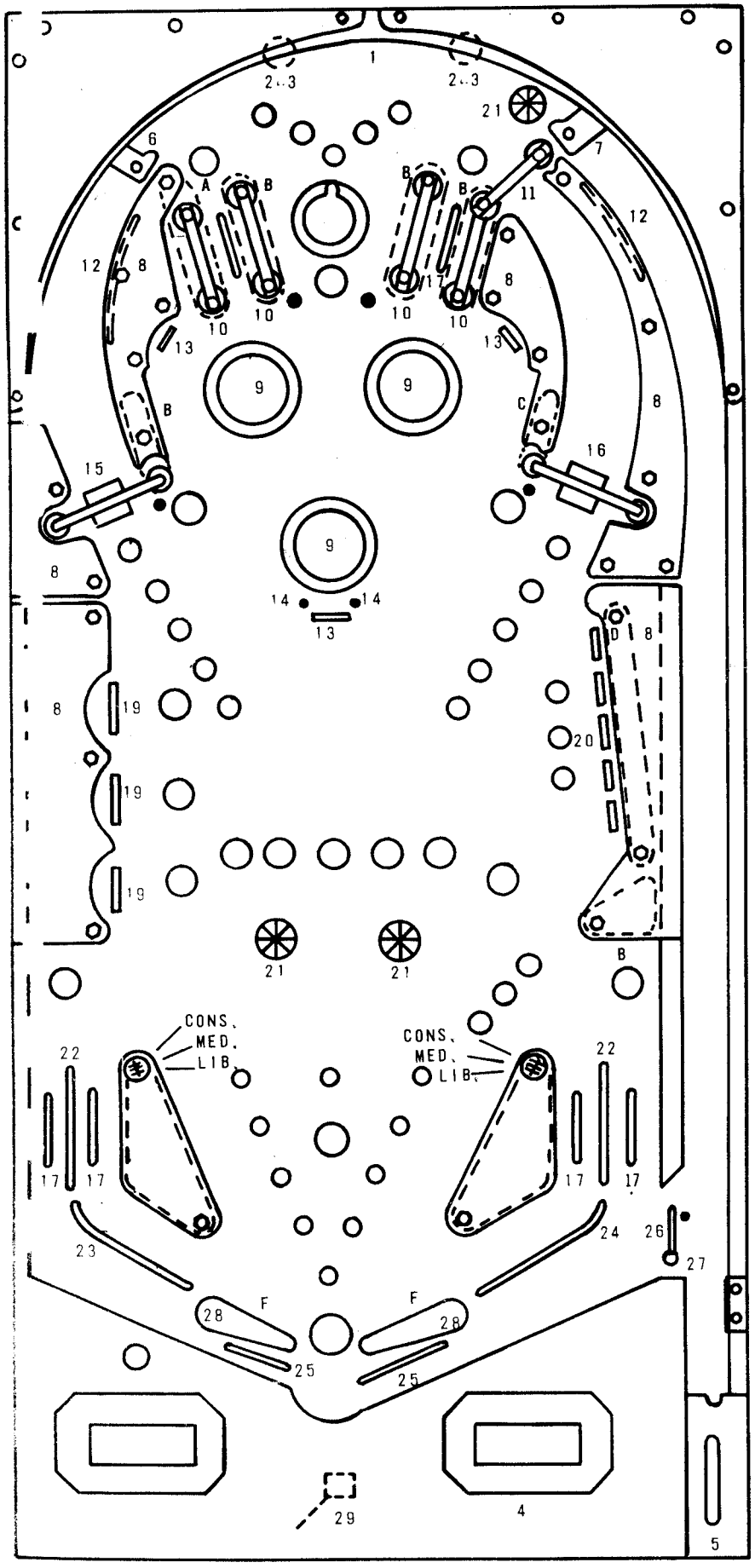

FIGURE II

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SIX MILLION DOLLAR MAN

RUBBER PARTS

A.	R-521-3	2″ Dia.	(1)
B.	R-521-2	1½″ Dia.	(5)
C.	R-521-1	1″ Dia.	(1)
D.	R-521-5	3″ Dia.	(2)
E.	R-521-4	2½″ Dia.	(2)
F.	R-406-3	Flipper	(2)
G.	R-243	5/16″ Dia.	(12)

PANEL TOP PARTS

1.	Arch Rail	M-1774
2.	Rail Post (2)	C-907
3.	Rail Post Cap (2)	C-908
4.	Bottom Arch	P-5871-56
5.	Shooter Gauge	P-6359-22
6.	Ball Gate (L)	A-1475-10
7.	Ball Gate (R)	A-1475-9
8.	Screened Plastics (Set)	M-1330-151
9.	Thumper Cap	A-3713-43
10.	Plate (4)	P-5899-8
11.	Ball Gate	ASE-2250-18
12.	Ball Guide (2)	M-121-62
13.	Target Assy (RED) (3)	ASE-2911-3
14.	Minipost & Rubber (6)	ASE-2836-1
15.	Spinner Gate Assy. (L)	ASE-2250-35
16.	Spinner Gate Assy. (R)	ASE-2250-34
17.	R.O. Wire & Bracket (6)	ASE-2806
19.	Large Target Assy. (3)	ASE-2911-19
20.	Drop Target Assy.	ASE-2795-57
21.	Rollover Button (3)	C-900
22.	Ball Guide (2)	M-121-47
23.	Ball Guide	M-121-43
24.	Ball Guide	M-121-44
25.	Buffer Wire	M-121-53
26.	Channel Gate Wire	M-1335-1
27.	Push Nut Fastener	M-1314-1
28.	Flip. & Shaft Assy. (2)	ASE-2214-24
29.	Outhole Wire Assy.	ASE-2806-21

CONS.—CONSERVATIVE
MED. —MEDIUM
LIB. —LIBERAL

INDICATES MOVEABLE POSTS FOR SCORING ADJUSTMENTS

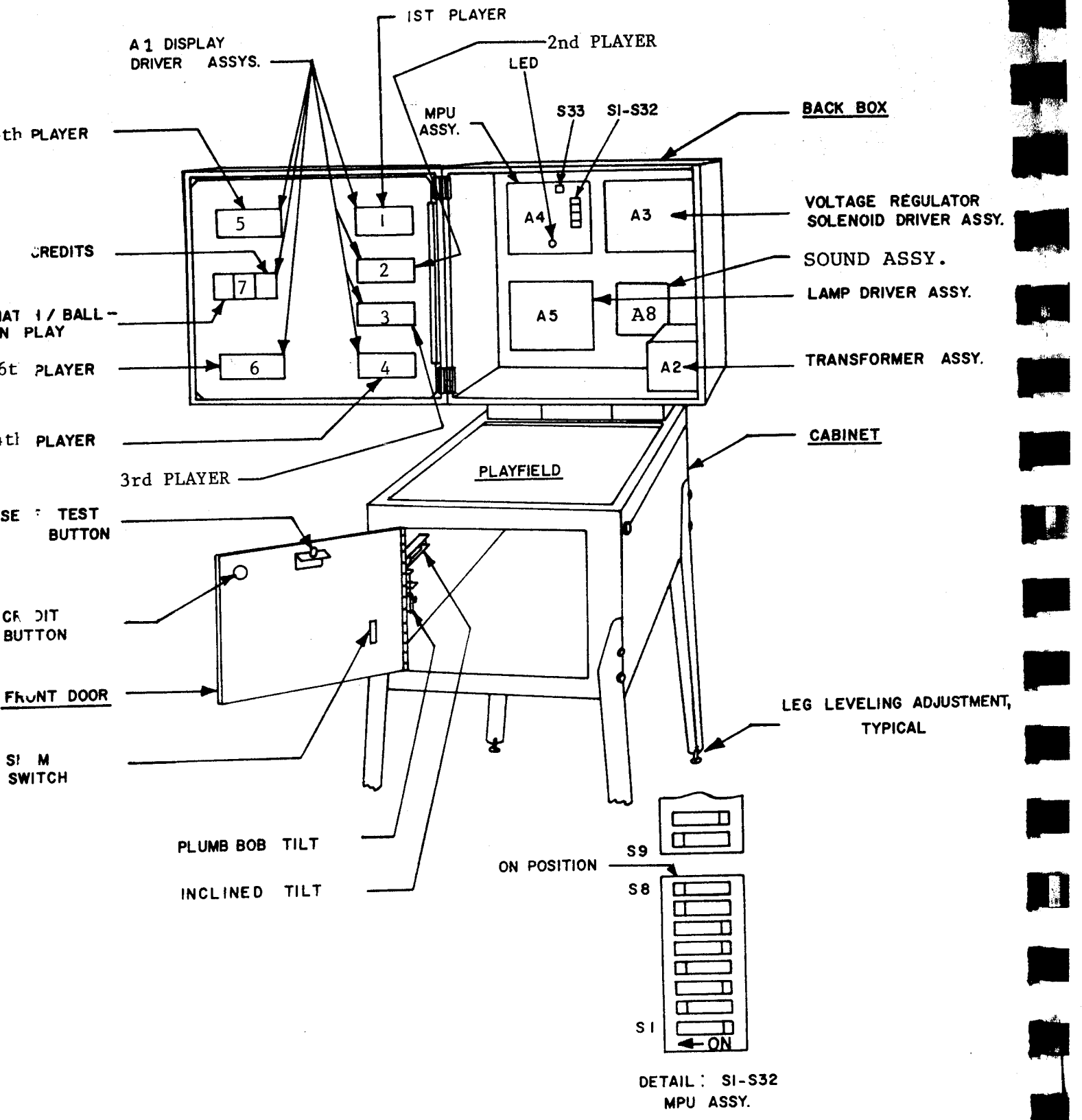


FIGURE III. ELECTRONIC PIN BALL MACHINE

RECOMMENDED:

Instruction, Score Cards and High Score feature settings to be used on Six Million Dollar Man, #1138-E.

3-BALL

REPLAYS

Instruction Card	M-1508-77-E
Score Card	M-1508-77-D w/uu
*Score Card	M-1508-77-B w/uu

1 Replay at 240,000
1 Replay at 500,000

EXTRA BALL

Instruction Card	M-1508-77-G
Score Card	M-1508-77-LL

1 Extra Ball at 220,000
1 Extra Ball at 400,000

5-BALL

REPLAYS

Instruction Card	M-1508-77-E
Score Card	M-1508-77-C w/L
*Score Card	M-1508-77-A w/L

1 Replay at 320,000
1 Replay at 580,000

EXTRA BALL

Instruction Card	M-1508-77-G
Score Card	M-1508-77-NN

1 Extra Ball at 300,000
1 Extra Ball at 480,000

*USE FOR END OF GAME REPLAY AWARD. USE WITH INSERT CARDS (7), M-1508-68B

(ALL PLAYFIELD POSTS IN MEDIUM POSITION)

ADDITIONAL CARDS

REPLAYS

M-1508-77-K	180,000	440,000	
M-1508-77-L	200,000	460,000	
M-1508-77-M	220,000	480,000	
M-1508-77-N	260,000	520,000	
M-1508-77-O	280,000	540,000	
M-1508-77-P	300,000	560,000	
M-1508-77-Q	340,000	600,000	
M-1508-77-R	360,000	620,000	
M-1508-77-S	380,000	640,000	
M-1508-77-T	400,000	660,000	
M-1508-77-U	420,000	680,000	
M-1508-77-V	440,000	700,000	
M-1508-77-W	460,000	720,000	
M-1508-77-X	200,000	490,000	640,000
M-1508-77-Y	220,000	510,000	660,000
M-1508-77-Z	240,000	530,000	680,000
M-1508-77-AA	260,000	550,000	700,000
M-1508-77-BB	280,000	570,000	720,000
M-1508-77-CC	300,000	590,000	740,000
M-1508-77-DD	320,000	610,000	760,000
M-1508-77-EE	340,000	630,000	780,000
M-1508-77-FF	360,000	650,000	800,000
M-1508-77-GG	380,000	670,000	820,000
M-1508-77-HH	400,000	690,000	840,000
M-1508-77-II	420,000	710,000	860,000
M-1508-77-JJ	440,000	730,000	880,000
M-1508-77-QQ	90,000	340,000	
M-1508-77-RR	100,000	360,000	
M-1508-77-SS	120,000	380,000	
M-1508-77-TT	140,000	400,000	
M-1508-77-UU	160,000	420,000	

EXTRA BALL

M-1508-77-KK	140,000	320,000
M-1508-77-LL	220,000	400,000
M-1508-77-MM	260,000	440,000
M-1508-77-NN	300,000	480,000
M-1508-77-OO	320,000	500,000
M-1508-77-PP	360,000	540,000

INSTRUCTION CARD
M-1508-77-F
M-1508-77-I
M-1508-77-H
M-1508-77-J

BLANKS (3)

High Game to Date Recommended levels: (Reset Periodically)

3-BALL	500,000
5-BALL	540,000

#1138-E SIX MILLION DOLLAR MAN

RECOMMENDED SETTINGS

		3-BALL	5-BALL
Special: Replay	Sw. 14	ON	ON
	Sw. 15	ON	ON
Outlane Special	Sw. 22	ON	OFF
"Initial" Value 5000 Top Hole	Sw. 23	ON	ON
5-0-0-0-0 Lane & Targets	Sw. 24	ON	OFF
5-0-0-0-0 Special	Sw. 29	ON	ON

The following chart gives recommendations for three typical types of operation.

	3-BALL	5-BALL
Replay		
Instruction Card	M-1508-77-E	M-1508-77-E
Score Card	M-1508-77-B w/uu	M-1508-77-A w/L
Major Mode	Sw. 14, 15 ON	Sw. 14, 15 ON
Match	Sw. 21 ON	Sw. 21 ON
HIgh Score to Date	Sw. 6, 7 ON	Sw. 6, 7 ON
X-BALL		
Instruction Card	M-1508-77-G	M-1508-77-G
Score Card	M-1508-77-D w/LL	M-1508-77-C w/NN
Major Mode	Sw. 14 OFF	Sw. 14 OFF
	Sw. 15 ON	Sw. 15 ON
Match	Sw. 21 OFF	Sw. 21 OFF
High Score to Date	Sw. 6, 7 OFF	Sw. 6, 7 OFF
NOVELTY		
Instruction Card	M-1508-77-I	M-1508-77-I
Major Mode	Sw. 14, 15 OFF	Sw. 14, 15 OFF
Match	Sw. 21 OFF	Sw. 21 OFF
High Score to Date	Sw. 6, 7 OFF	Sw. 6, 7 OFF

VIII. ROUTINE MAINTENANCE ON LOCATION:

Self-Test routines are written into the game design. They are particularly useful for routine maintenance. The tests are described below. The first test is automatic and occurs on power-up. This test causes the MPU module A4 to examine itself for failures. Seven flashes of an LED indicates proper operation. The second series of self-diagnostic tests causes the MPU to 'exercise' each of the other modules in such a way as to make their faults, if any, obvious. See Figure III and Page ii.

It is recommended that these tests be used several times a week to check out the games before play. If faults are discovered, they may be corrected on location if the operator has a stock of replacement modules. See "Trouble Shooting on Location."

MPU Module Self-Test:

At power on, the LED on the MPU module flashes once. (Flicker-Flash). After a pause, it flashes six more times and goes out. A power-up tune is played to announce game readiness. This indicates proper MPU operating condition and successful completion of the power-up test.

Game Self-Diagnostic Tests:

1. Pressing the Self-Test button inside the door initiates the Self-Test routine. See Figures III and IV. All switched lamps flash off and on continuously, plus 5 and 6 player displays.

2. Pressing the Self-Test button again causes each digit on each display to cycle from 0 thru 9, and repeat continuously.

3. Pressing the Self-Test button again causes each solenoid to be energized, one at a time, in a continuous sequence. Hold both flipper buttons 'in' during this test. The number appearing on the Player Score displays is the same as the number assigned to the solenoid. The sound of a solenoid pulling-in as a number appears indicates proper operation. The absence of sound is improper. If sound is absent, see Page 17 for help in Solenoid identification.

4. Pressing Self-Test button again causes the sound module to play the "Game Over" tune repeatedly.

5. Pressing the Self-Test button again causes the MPU to search each switch assembly for stuck contacts. If any are found, the number of the first set encountered is flashed on the Player Score displays. The number remains until the fault is cleared. See Page 17 for help in Stuck Switch identification. Other numbers may follow if more stuck contacts are present. If there are no stuck switches, the Match/Ball in Play display flashes '0'.

6. Pressing the Self-Test button eleven more times causes the MPU to step thru the threshold and bookkeeping functions described previously and finally to repeat the power-up test. For more rapid exit to power-up, turn the game off, then on. The game is now ready to play.

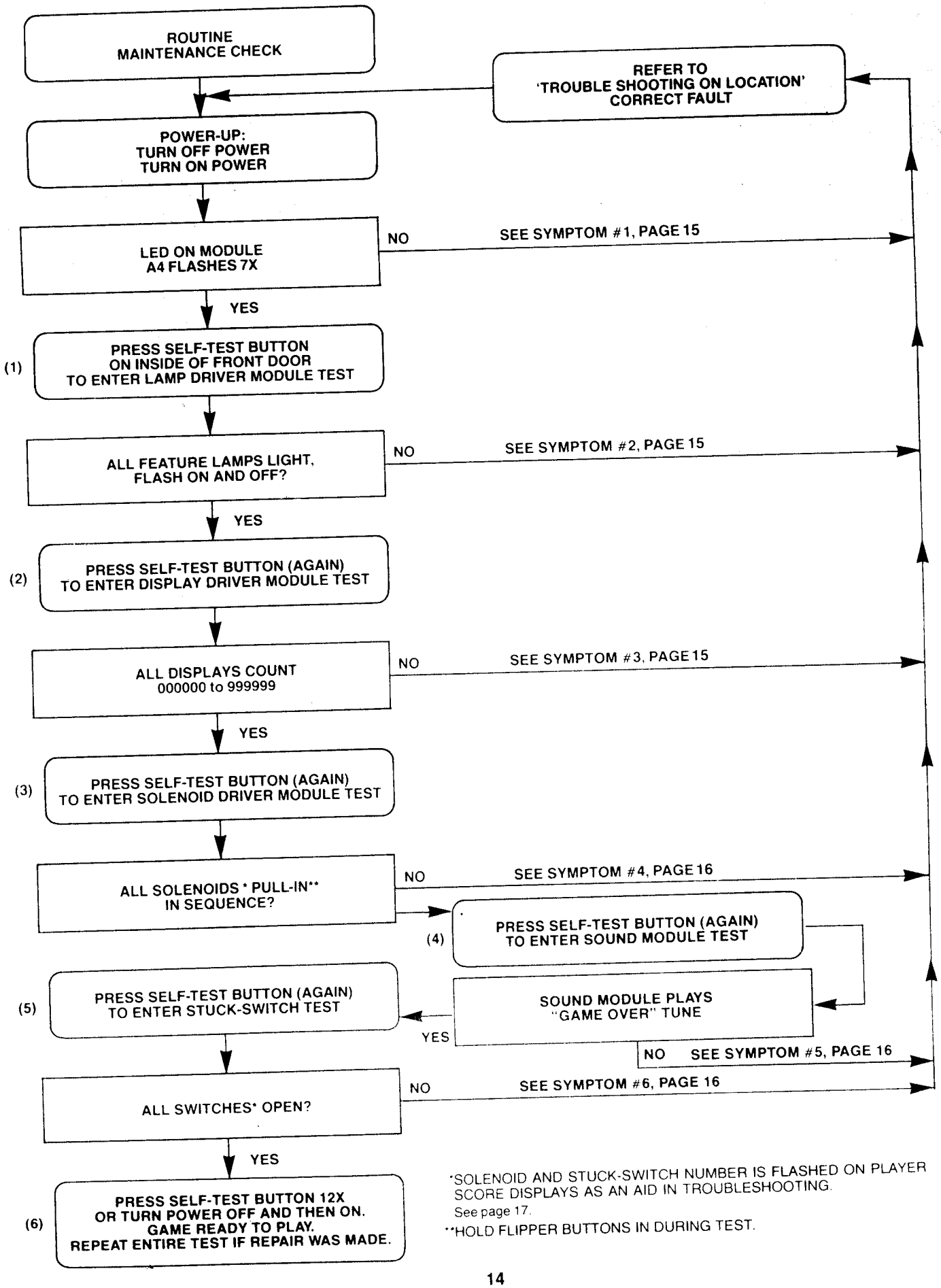
After successful completion of the Self Diagnostic Test procedure, set the game up for play. Exercise each rollover, thumper-bumper, slingshot, etc., by hand until each switch assembly on the playfield has been checked for proper operation. If actuating a switch assembly results in intermittent or no response, clean contacts by gently closing them on a clean business card or piece of paper and wiping until they wipe clean. Regap, if necessary, to 1/16". **Do not burnish or file Gold Plated Switch Contacts.**

IX. TROUBLESHOOTING ON LOCATION

The game is designed to make troubleshooting easy. Several simple procedures are given herein that cover the greatest percentage of game failures. They are written for an operator on location and require module replacement. (See Figure III) Symptoms and the action to be taken are given for each type of problem.

If the problem is more complicated and is not solved by following this procedure, more detailed procedures are available from Bally. See the Parts List for ordering information.

FIGURE IV SELF DIAGNOSTIC TEST



*SOLENOID AND STUCK-SWITCH NUMBER IS FLASHED ON PLAYER SCORE DISPLAYS AS AN AID IN TROUBLESHOOTING.
See page 17.

**HOLD FLIPPER BUTTONS IN DURING TEST.

1A) **SYMPTOM:** Game does not play power-up tune when power is turned on. General Illumination is present.

ACTION: **A)** Turn power OFF. Open back box. Locate light emitting diode (LED) on MPU module A4.

B) Turn Power ON. LED must flash 7X to indicate that module A4 is good. Correct flash sequence is flicker/flash-pause-and then six more flashes and LED goes out.

C. If LED does not come on, or does not flash, or flashes, but less than 7X, turn off power. Replace MPU module A4.

CAUTION: **Replacement MPU Module must have same Part Number or incorrect operation will result! See Parts List for MPU Module Part Number.**

Turn power ON.

D) If game is correct, it is now ready for play. If game is not correct, refer to Module Replacement procedure. (See Parts List.)

2A) **SYMPTOM:** Not all feature lamps light during game play.

ACTION: **A)** With power ON, open front door. Press button (Self-Test switch) once. If the game is correct, **all** feature lamps flash ON and OFF.

B) Carefully raise playfield or open back box to gain access to lamps.

C) Replace bulbs that do not flash.

D) If game is correct, it is now ready for play.

E) If game is not correct, turn power OFF. Replace Lamp Driver Module A5. Turn power ON and repeat A.

F) If game is correct, if is now ready for play.*

G) If game is not correct, turn power OFF. Replace MPU module A4. See CAUTION, 1C. Turn power ON and repeat A.

H) If game is correct, it is now ready for play.* If game is not correct, refer to Module Replacement procedure. (See Parts List.)

2B) **SYMPTOM:** One or some switched lamps always ON.

ACTION: Repeat 2AA, AB, AE, and AF and, if necessary AG & AH.

3A) **SYMPTOM:** Display digits improper on **one** or **several,** but less than all Display Driver module(s), A1. Improper: One or several segments always OFF, digits mottled or several segments or digit(s) always ON.

ACTION: **A)** With power ON, open front door. Press button (Self-Test switch) twice. If the game is correct, each digit on each Display Driver Module A1 (5 used/game) displays the count 1-9 and 0 continuously in all 6 digit positions. Note defective Display Driver modules.

B) Turn power OFF.

CAUTION: High Voltage is supplied to the Display Driver Modules, A1, from the Solenoid Driver/Voltage Regulator Module A3. Wait 30 seconds for High Voltage to Bleed Off.

C) Replace Display Driver module(s) A1. Turn power ON. Repeat A.

D) If game is correct, it is now ready to play.* If game is not correct, refer to Module Replacement procedure. (See Parts List.)

3B) **SYMPTOM:** **All** displays improper (all five display Driver modules). Improper: Digit(s) always on or off/segment(s) always on or off, all displays.

ACTION: **A)** Repeat 3AA, and AB.

B) Replace MPU module A4. See CAUTION NOTE, 1C. Turn power ON. Repeat A.

C) If game is correct, it is now ready to play.* If game is not correct, refer to Module Replacement procedure. (See Parts List.)

3C) **SYMPTON:** One or several displays always off.

ACTION: **A)** Do 3AA, AB, AC, and AD.

B) Repeat 3BB and BC, if necessary.

4A) **SYMPTOM:** Solenoid(s) do(es) not pull-in during course of game.

ACTION: **A)** With power ON, open front door. Press button (Self-Test switch) three times.

B) If game was correct, each solenoid would be energized. A number is flashed on the Player Score displays as each solenoid is pulsed. Note any numbers that do not have the sound of a solenoid associated. See Solenoid Identification Table, Page 17 and Figure V.

C) Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.

D) If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play.* If solenoid wiring was correct, turn power OFF.

E) Replace Solenoid Driver/Voltage Regulator module A3. See CAUTION NOTE 3AB.

F) Repeat AA & AB. If game is correct, it is now ready to play.* If game is not correct, turn power OFF.

G) Replace Sound Module A8.

H) Repeat AA and AB if game is correct. It is now ready to play. If game is not correct, turn power OFF."

I) Replace MPU module A4. See CAUTION NOTE, 1C.

J) Repeat A & B. If game is correct, it is now ready to play.* If game is not correct, refer to Module Replacement Procedure. (See Parts List.)

4B) **SYMPTOM:** Solenoid(s) always energized—Note: if impulse solenoids (ball ejects, slingshots, thumper-bumpers, etc.) are energized continuously, they are subject to damage. Limit troubleshooting to one minute with power ON, followed by **five minutes with power OFF.** Repeat as necessary. Replace damaged solenoids.

ACTION: Do 4AA, AB, AE, AF, AG, AH and if necessary, AI and AJ.

5) **SYMPTOM:** No Sound.

ACTION: **A)** With Power ON, open front door, press Self-Test switch four times.

B) Turn volume control clockwise to Max.

C) If correct, sound will be heard. If incorrect, try seating speaker lead connector (J2) and input connector (J1).

D) If correct, sound will be heard. If incorrect, refer to Module Replacement procedure."

6) **SYMPTOM:** Feature (Drop Targets, etc.) does not score.

ACTION: **A)** With power ON, open front door. Press button (Self-Test switch) five times.

B) If the game is correct, Match/Ball in Play display would flash '0.' If a number appears on the Player Score displays, see Switch Assembly Identification Table, Page 17 and Figure V.

C) Carefully lift the playfield. Locate the switch assembly identified from the number. Visually inspect the switch assembly. If the contacts are 'stuck,' regap them to 1/16". See section under ADJUSTMENTS. Repeat A & B. If the game is correct, it is now ready to play.* If game is not correct, turn the power OFF.

D) Replace MPU module A4. See CAUTION NOTE 1, C.

E) Repeat A & B. If the game is correct, it is now ready to play.* If the game is not correct, refer to Module Replacement Procedure. (See Parts List).

7) **SYMPTOM:** Game blows fuse(s) repeatedly.

ACTION: See Module Replacement Procedure. F.O. 560

*Turn power On-Off switch OFF and then ON.

GAME #1138-E SIX MILLION DOLLAR MAN (FIGURE V)

SOLENOID IDENTIFICATION TABLE

SELF-TEST #	SOLENOID IDENTIFICATION
01	POST UP
02	OUTHOLE KICKER
03	KNOCKER
04	SAUCER
05	LEFT THUMPER BUMPER
06	RIGHT THUMPER BUMPER
07	BOTTOM THUMPER BUMPER
08	LEFT SLINGSHOT
09	RIGHT SLINGSHOT
10	DROP TARGET
11	POST DOWN
12	GATE
13	COIN LOCKOUT DOOR
14	K1 RELAY (FLIPPER ENABLE)

SWITCH ASSEMBLY SELF-TEST DISPLAY NUMBERS

SELF-TEST #	SWITCH DESCRIPTIONS
01	DROP TARGET E (BOTTOM)
02	DROP TARGET D
03	DROP TARGET C
04	DROP TARGET B
05	DROP TARGET A (TOP)
06	CREDIT BUTTON
07	TILT (3)
08	OUTHOLE
09	COIN III (RT.)
10	COIN I (LEFT)
11	COIN II (MIDDLE)
12	
13	
14	RIGHT OUTLANE
15	LEFT OUTLANE
16	SLAM (2)
17	TOP RIGHT LANE
18	TOP LEFT LANE
19	
20	SPINNER RIGHT
21	SPINNER LEFT
22	LEFT BOTTOM TARGET
23	LEFT MIDDLE TARGET
24	LEFT TOP TARGET
25	DOWN POST R.O. BUTTON (2)
26	DROP TAR. REB. & TOP R.O. BUT.
27	TOP RIGHT TARGET
28	TOP LEFT TARGET
29	CENTER TARGET
30	
31	
32	SAUCER
33	
34	
35	L & R FLIP/FEED LANE
36	RIGHT SLINGSHOT
37	LEFT SLINGSHOT
38	BOTTOM THUMPER BUMPER
39	RIGHT THUMPER BUMPER
40	LEFT THUMPER BUMPER

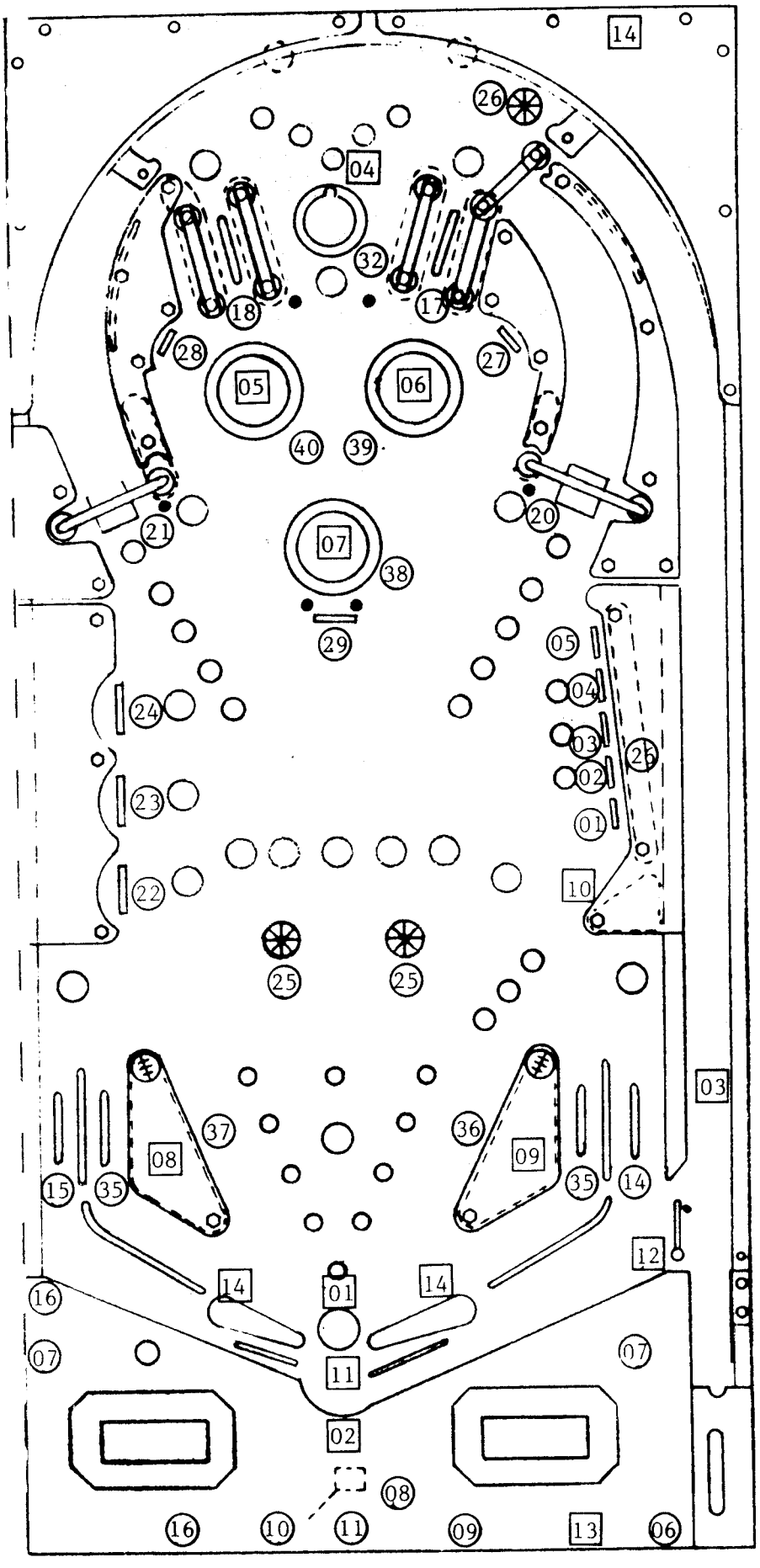


FIGURE V

#1138-E
SIX MILLION DOLLAR MAN

○ **INDICATES SWITCH ASSEMBLY IDENTIFICATION NUMBERS.**
NOTE: CABINET: 07, 16
DOOR: 06, 09, 10, 11, 16,

□ **INDICATES SOLENOID IDENTIFICATION NUMBERS.**
NOTE: DOOR: 13
BACKBOX: 14
CABINET: 03

ASSEMBLY ADJUSTMENTS:

GENERAL:

All switch assemblies consist of leaf springs, contacts, separators, plastic tubing and screws to hold them to the mounting surface. Before attempting to adjust a switch assembly, make sure that these screws are tight. If not, tighten screw closest to the contact end of the leaf spring first. This will prevent the assembly from being secured in such a manner that the leaf springs tend to fan out. In general, all leaf springs are adjusted for a 1/16" gap in the open position and .010" overtravel or wipe in the closed position. All contacts should be in good condition. Unless otherwise instructed, they should be dry or non-lubricated. All contacts should be free of dust and dirt. Contacts, with the exception of the flipper button switch assemblies, are plated to resist corrosion. Filing or burnishing breaks the finish and encourages corrosion. Clean by closing the contacts over a clean piece of paper (e.g. a business card) and wiping gently until the contacts are clean. For the flipper button switch assemblies **ONLY:** Tarnish can be removed with a contact file followed by a burnishing tool. Severely pitted contacts must be replaced as an assembly. In general, contacts need be cleaned or replaced and adjusted only when they are found to be a source of game malfunction.

X. SERVICE PARTS:

A parts catalogue is available upon request. The catalogue is illustrated and lists all replacement parts for each game manufactured by Bally. Requests should be addressed to:

BALLY MANUFACTURING CORPORATION
2640 WEST BELMONT AVENUE
CHICAGO, ILLINOIS 60618
ATTN: PARTS DEPARTMENT

SERVICE HINTS:

The Bally playfield has an improved tuff-coat finish with excellent wearing properties. Its life expectance, as well as play appeal, can be extended by periodic cleaning of the playfield.

DO: Bally recommends you clean your playfield with Wildcat #125 (Wildcat Chemical Co., 1333 W. Seminary Drive, Ft. Worth, Texas 76115). Wildcat #125 is a combination cleaner and polish. Bally has tried and tested this product and found it to be very effective. If Wildcat #125 is not available, Bally suggests you ask your Distributor to order it. Inspect and hand polish the ball in a clean cloth. A chipped ball must be replaced. It can ruin the finish on the playfield in a short period of time.

DON'T: Use water in large quantities, highly caustic cleaners, abrasive cleaners or cleaning pads on the playfield. Do not allow a wax or polish build up. Waxes yellow with age and spoil play appeal.

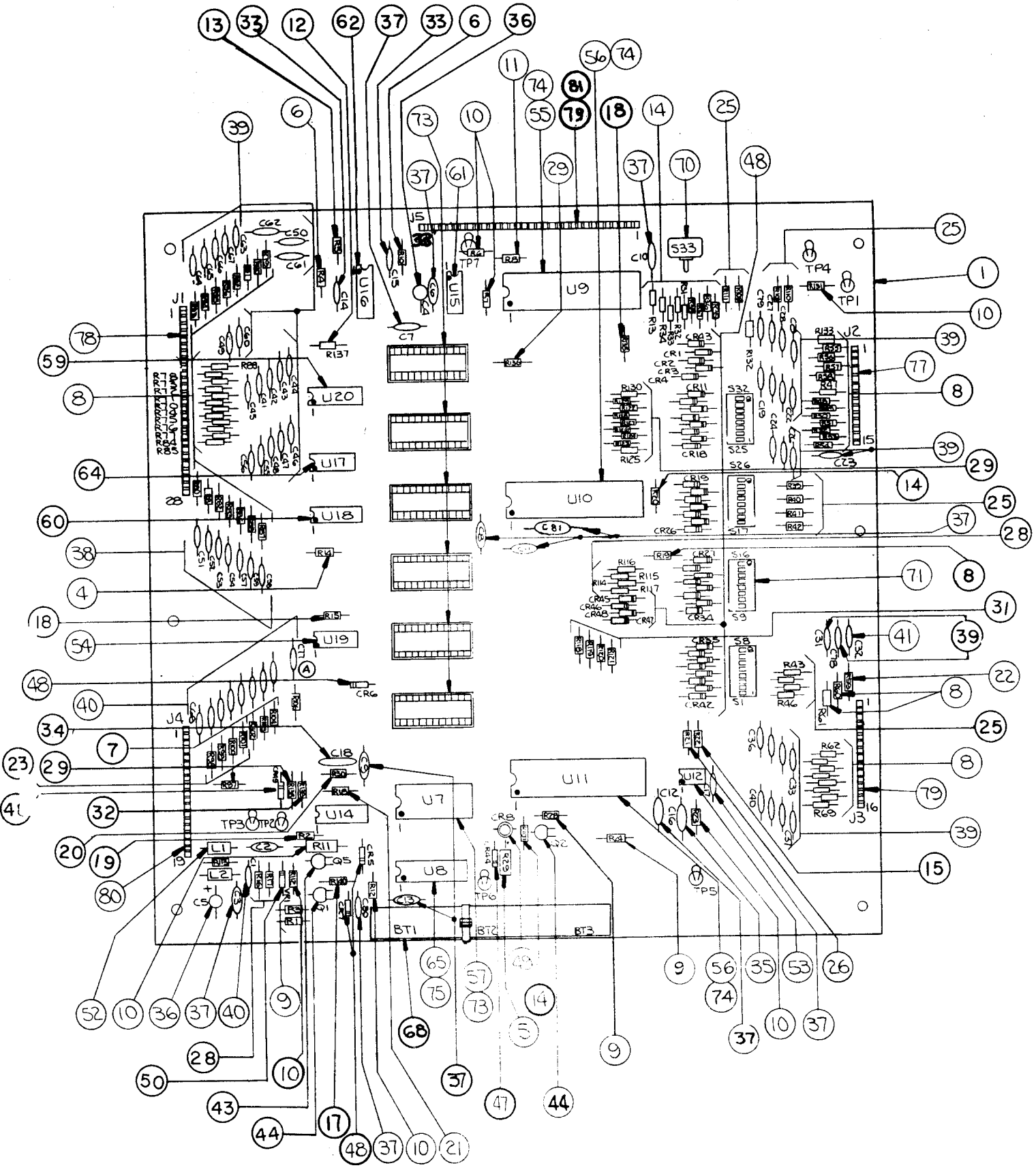
XI. PARTS LIST
#1138-E SIX MILLION DOLLAR MAN

	part number
MISCELLANEOUS	
Transformer (Domestic or Export)	E-122-125
Bulbs, #44	E-125-22
ASSEMBLY COILS	
Coin Lockout	FO-36-7000
Flipper Left & Right (2)	AQ-25-500/ 34-4500
Knocker	AR-26-1200
Outhole Kicker	AN-26-1200
Saucer	AO-27-1300
Thumper-Bumper (3)	AN-26-1200
Sling-Shot (2)	AN-26-1200
Gate	GA-34-4000
Drop Target Reset	NO-24-1400
Down Post	AN-26-1200
Up Post	GA-31-2000
PLAYFIELD PARTS	See Figure II
MODULES	
Lamp Driver A5	AS-2518-23
Display Driver A1 (7 Used)	AS-2518-21
Solenoid Driver/Voltage Regulator A3	AS-2518-22
MPU A4	AS-2962-2
Transformer & Rectifier A2	AS-2877-1
Rectifier Board (Part of A2)	AS-2518-18
Sound	AS-2888-1
REPAIRS PROCEDURES/AIDS	
Module & Component Replacement	F.O.560
AID (Assistance in Diagnostics) Kit, used with F.O. 560	KIT #485-1

MODULE COMPONENTS
SEE MODULE PARTS LIST

MODULE COMPONENT STARTER KIT
(Each Kit contains an assortment of the most needed electronic parts for use in Module repair.)
Kit #490—Rectifier Board (Part of A2)
Kit #503—MPU Board A4 (Less Memory U1-U6)
Kit #492—Solenoid Driver/Voltage Regulator A3
Kit #493—Display Driver A1
Kit #494—Lamp Driver A5

AS-2518-35 MPU MODULE



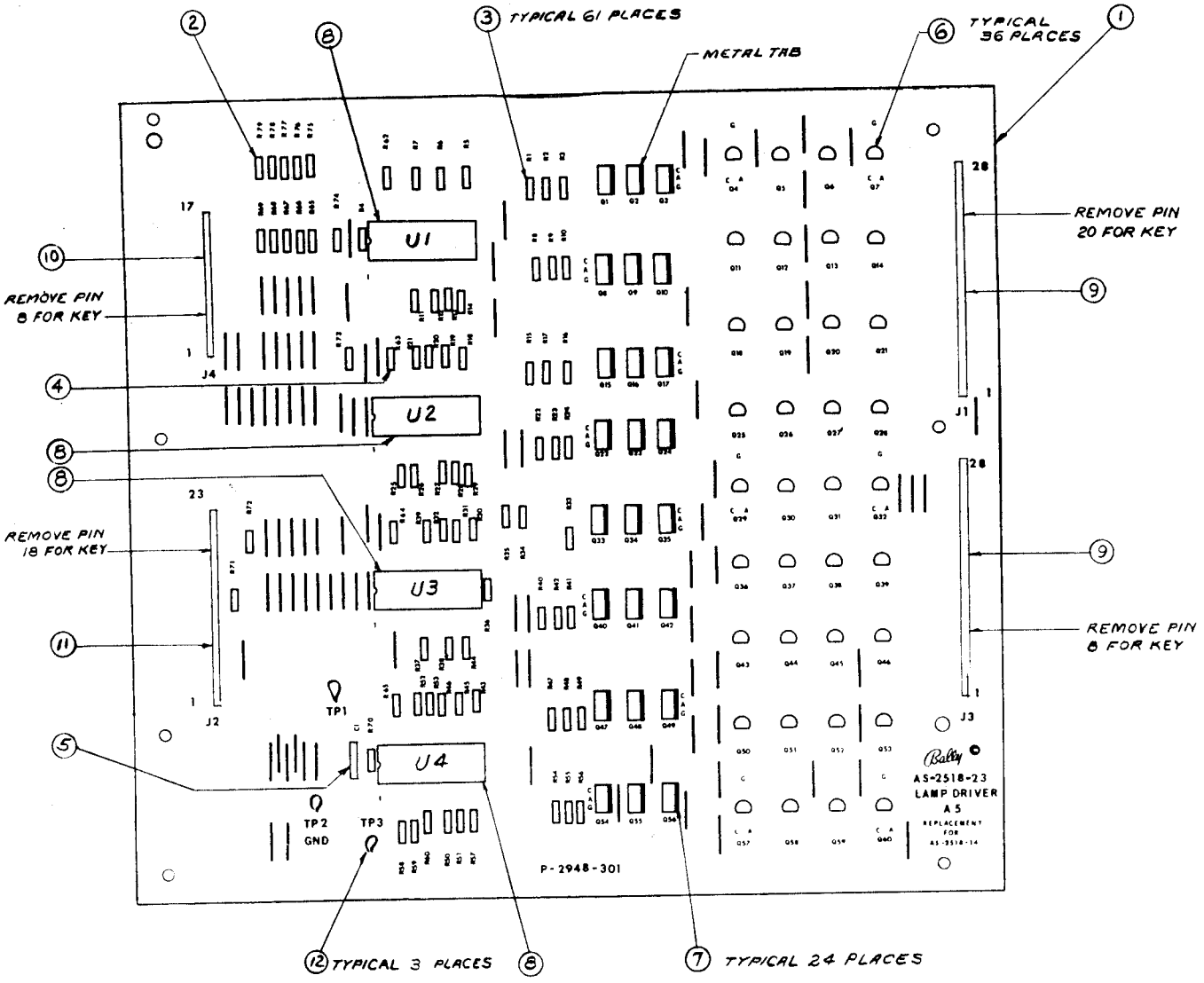
A4: MPU MODULE
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A4 (see note 1)	AS-2962-2	MPU Module Complete. Six Million Dollar Man.
2	A4 (see note 2)	AS-2518-35	MPU Module less Program Memory, U1-6 incl.
3-32	See Schematic		Resistors, See schematic for value
33	C14, C15	E-00586-0067	Capacitor, 470 PFD, 1kv
34	C18	E-00586-0088	Capacitor, .05 MFD, 16V
35	C16	E-00586-0081	Capacitor, .1 MFD, 100V
36	C4, C5	E-00586-0073	Capacitor, 4.5 MFD, 25V
37	C3, C6-C13, C17, C81	E-00586-0085	Capacitor, .01 MFD, 25V
38	C79, C41-C67	E-00586-0083	Capacitor, 470 PFD, 50V
39	C19-C31, C78, C33-C40	E-00586-0082	Capacitor, 390 PFD, 50V
40	C1, C2, C68-C77	E-00586-0084	Capacitor, 820 PFD, 50V
41	C32	E-00586-0077	Capacitor, 3000 PF, 1kv
43	Q5	E-00585-0023	Transistor PNP (MPS-3702)
44	Q1, Q2	E-00585-0031	Transistor (2N3904)
47	CR44	E-00587-0006	Diode (IN4004)
48	CR1-CR7, CR11-CR43, CR45-CR48	E-00587-0014	Diode (IN4148)
49	CR8	E-00679	LED (Green)
50	VR1	E-00598-0008	Diode Zener (8.2V, IN9598)
52	L1, L2	E-00604-0003	Inductor, 22 Micro Hy.
53	U12	E-00620-0004	Timer (555)
54	U19	E-00620-0005	Quad 2 Input (4011)
55	U9	E-00620-0028	MPU I.C. (6800)
56	U10, U11	E-00620-0029	PIA I.C. (6820)
57	U7	E-00620-0030	RAM I.C. (6810)
59	U20	E-00620-0032	HEX Buffer I.C. (14502B)
60	U14, U18	E-00620-0033	HEX Inverter (4049B)
61	U15	E-00620-0034	Quad Memory Driver (MC3459L)
62	U16	E-00620-0035	Dual Monostable (9602)
64	U17	E-00620-0041	Quad 2 Inputs (74L00N)
65	U8	E-00620-0042	RAM (C MOS, P5101L-3)
68	BT1, BT2, BT3	E-00628-0003	Battery
70	S33	E-00658-0001	Push Button Switch
71	S1-S8, S9-S16, S17-S24, S25-S32	E-00677	DIP Siwtch
73		E-00712	24 Pin Socket
74		E-00712-0001	40 Pin Socket
75		E-00712-0003	22 Pin Socket
77	J2	E-00715	15 Pin Wafer Connector
78	J1	E-00715-0004	28 Pin Wafer Connector
79	J3, J5	E-00715-0017	16 Pin Wafer Connector
80	J4	E-00715-0018	19 Pin Wafer Connector
81	J5	E-00715-0024	17 Pin Wafer Connector

NOTE 1:
When ordering, fill in dash number. For example, AS-2962-0: LOST WORLD, AS-2962-2: SIX MILLION DOLLAR MAN

NOTE 2:
Order replacement memory chips U1-U6, specifying game, socket and part number stamped on chip.

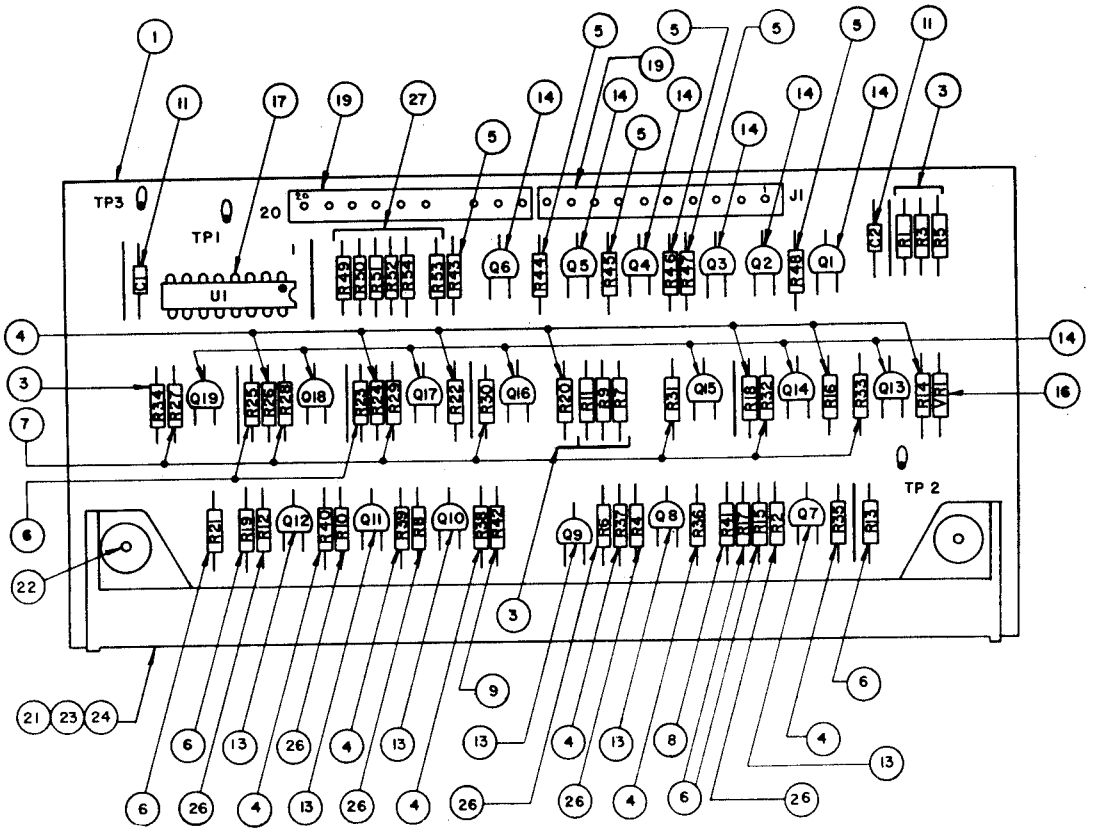
AS-2518-23 LAMP DRIVER MODULE



A5: LAMP DRIVER MODULE
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A5	AS-2518-23	Lamp Driver Module, Complete
2	R71-R79	E-00105-242	Resistor, 20kΩ, 5%, ¼ W
3	R1-R60, R70	E-00105-0237	Resistor, 2kΩ, 5%, ¼ W
4	R61-R69	E-00105-0256	Resistor, 2.2MΩ, ¼ W
5	C1	E-00586-0065	Capacitor, .01 MFD, 500V
6	Q4-Q7, Q11-Q14, Q18-Q21, Q25-Q32, Q36-Q39, Q43-Q46, Q50-Q53, Q57-Q60	E-00585-0014	SCR, 2N5060
7	Q1-Q3, Q8-Q10, Q15-Q17, Q22-Q24, Q33-Q35, Q40-Q42, Q47-Q49, Q54-Q56	E-00585-0029	SCR, MCR106-1
8	U1-U4	E-00620-0037	I.C., Decoder, 14514B
9	J1, J3	E-00715-0004	28 Pin Wafer Connector
10	J4	E-00715-0013	17 Pin Wafer Connector
11	J2	E-00715-0014	23 Pin Wafer Connector
12	TP1, TP2, TP3	P-05399	Test Clip

AS-2518-21 DISPLAY DRIVER MODULE

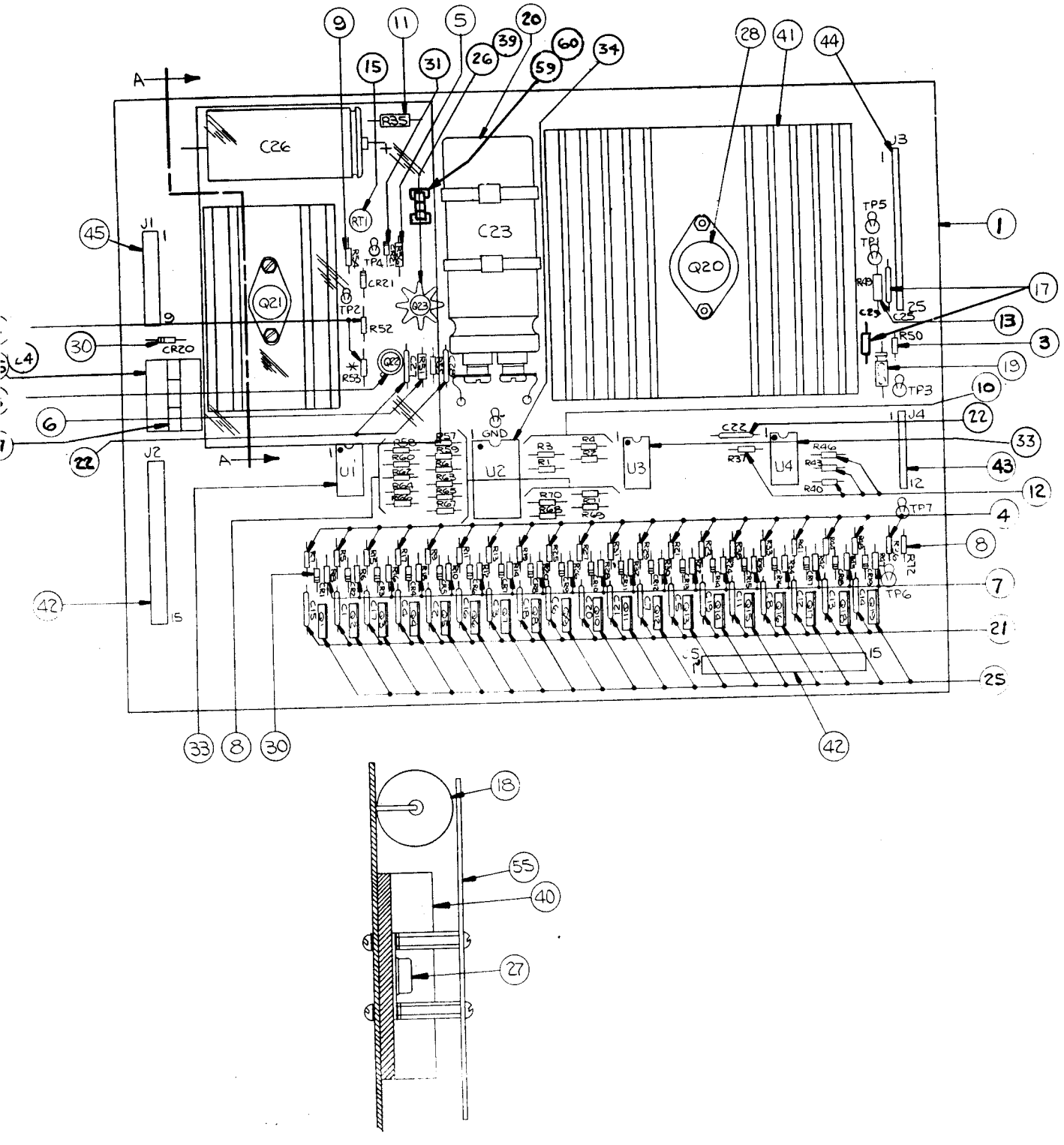


A1: DISPLAY DRIVER MODULE
COMPONENT PARTS LIST

ITEM	QTY.	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	1		P-2948-296	P.C. Board, M-645-392
3	7	R1, R3, R5, R7, R9, R11, R34	E-105-226	Resistor, 100K Ω
4	13	R14, R16, R18, R20, R22, R24, R26, R35, R36, R37, R38, R39, R40	E-105-227	Resistor, 300K Ω
5	6	R43, R44, R45, R46, R47, R48	E-105-228	Resistor, 9.1K Ω
6	7	R13, R15, R17, R19, R21, R23, R25	E-105-229	Resistor, 1.5K Ω
7	7	R27, R28, R29, R30, R31, R32, R33	E-105-230	Resistor, 1K Ω
8	1	R41	E-105-231	Resistor, 39K Ω
9	1	R42	E-105-271	Resistor, 240K Ω
10				
11	2	C1, C2	E-586-65	Capacitor, .01 MFD
13	6	Q7, Q8, Q9, Q10, Q11, Q12	E-585-32	Transistor (2N5401)
14	13	Q1, Q2, Q3, Q4, Q5, Q6, Q13, Q14, Q15, Q16, Q17, Q18, Q19	E-585-33	Transistor (MPS-A42)
16	1	VR1	E-598-7	Zener Diode, 110V
17	1	U1	E-620-38	I.C. Decoder
18				
19	2	J1	E-715-34	10 Pin Wafer Pin Connector
21	1	DS1	E-680	Digital Display Panel
22	2		M-1836	Hi-Lo Screw, W/H
23	1		P-2399	Display Mounting (Top)
24	1		P-2399-1	Display Mounting (Bottom)
26	6	R2, R4, R6, R8, R10, R12	E-105-287	Resistor, 2.2K Ω
27	6	R49, R50. R51. R52. R53, R54	E-105-242	Resistor, 20K Ω
28	As Req'd			Wire Jumper

NOTE: INTERCHANGEABLE WITH AS-2518-15

AS-2518-22 SOLENOID DRIVER/VOLTAGE REGULATOR MODULE

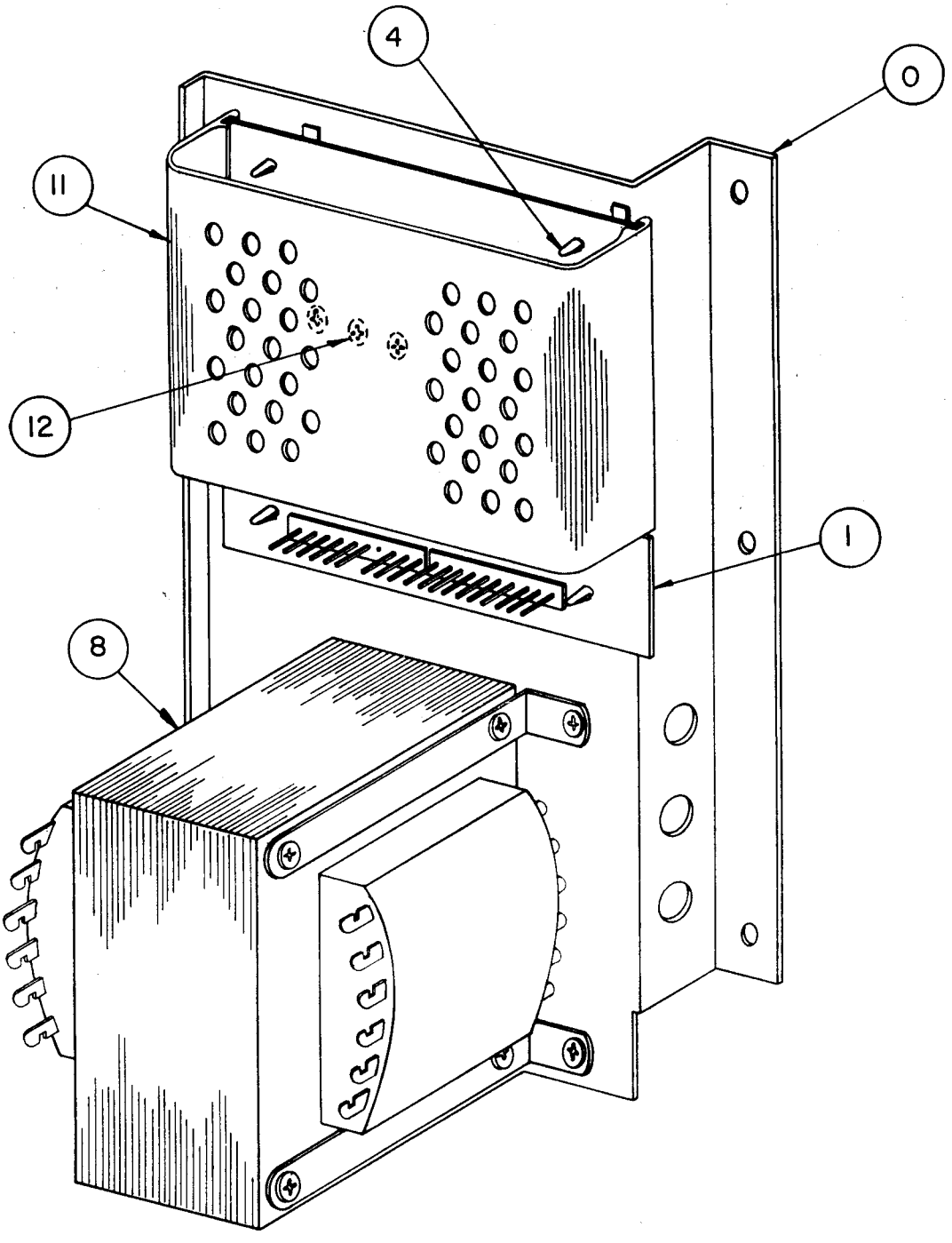


NOTE: INTERCHANGEABLE WITH AS-2518-16

A3: SOLENOID DRIVER/VOLTAGE REGULATOR MODULE
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A3	AS-2518-22	Solenoid Driver/Voltage Regulator Module, Complete
3-14	Resistors		Resistor, See Schematic for value.
15	RT1	E-00599-0014	Pot. (Linear) 25K
17	C25, 29	E-00586-0014	Capacitor, 1 MFD, 20V
18	C26	E-00586-0059	Capacitor, 160 MFD, 350V
19	C24	E-00586-0063	Capacitor, 2 MFD @ 25V
20	C23	E-00586-0062	Capacitor, 11700 MFD, 20V
21	C1-C8, C11-C21	E-00586-0064	Capacitor, .002 MFD, 1kv
22	C22, C27, C28	E-00586-0065	Capacitor, .01 MFD, 500V
24	K1	E-00146-0795	Relay, Printed Circuit
25	Q1-Q19	E-00585-0034	Transistor, SE9302
26	Q22, Q23	E-00585-0041	Transistor, 2N3440
27	Q21	E-00585-0042	Transistor, 2N3584
28	Q20	E-00710	+5V Regulator, LAS1405 or 78H05KC or LM323K
30	CR1-CR21	E-00587-0015	Diode (IN4004)
31	VR1	E-00598-0010	Diode, Zener 140V, IN5275A
33	U1, U3, U4	E-00681	I.C. Transistor Array, CA3081
34	U2	E-00620-0039	I.C. Binary to 1/16 Decoder, 74L154
36		E-00592-0002*	Relay Socket
37		M-1839*	Relay Holder
39		E-00682	Heat Sink, TO5
40		E-00682-0001	Heat Sink, TO66
41		E-00682-0002	Heat Sink, TO3 Case
42		E-00715-0039	15 Pin Wafer Connector
43		E-00715-0016	12 Pin Wafer Connector
44		E-00715-0020	25 Pin Wafer Connector
45		E-00715-0033	9 Pin Wafer Connector
55		M-1837	Shield-Plexiglass
59		E-00148-0021	Fuse Clips
60	F1	E-00133-0030	Fuse 8 AG-1/4 Amp.

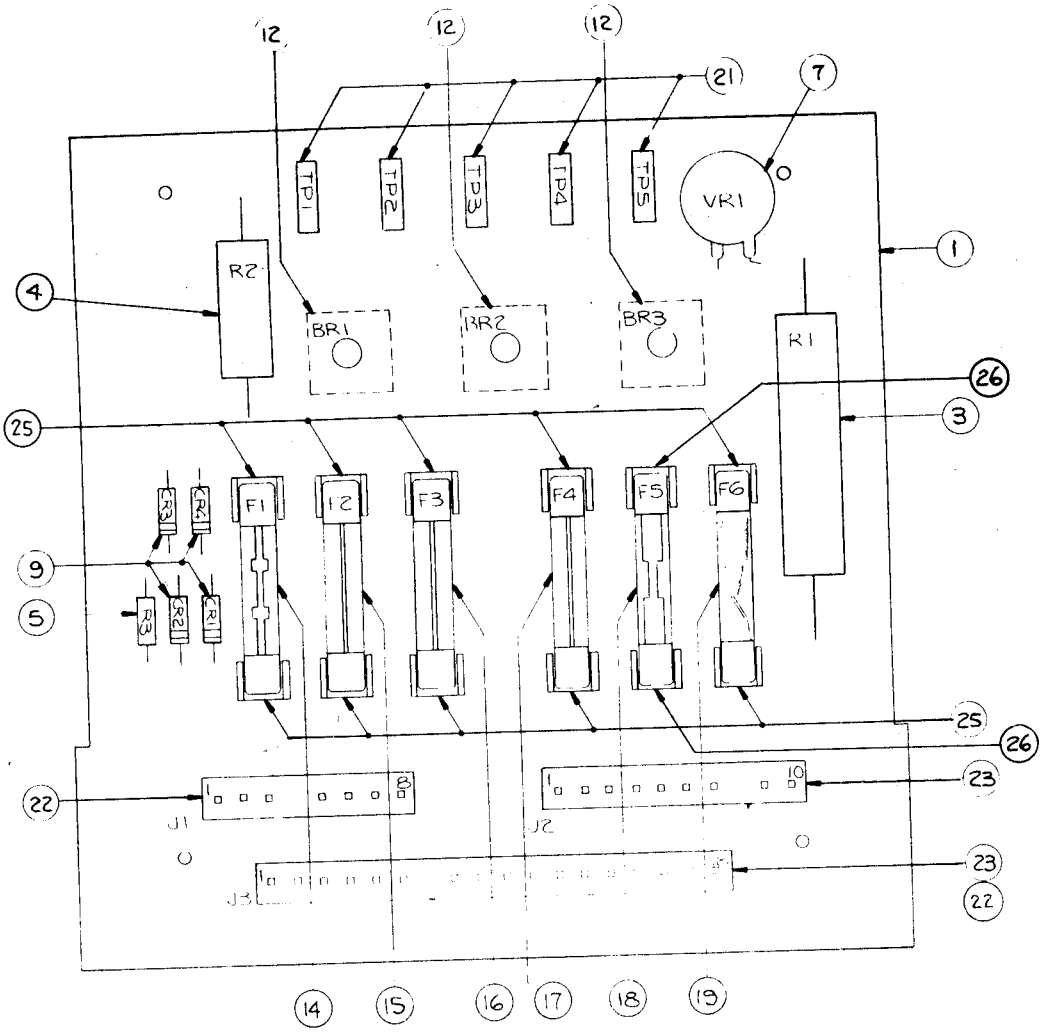
*USED WITH ITEM 24, E-00146-0791, PLUG IN RELAY ONLY



A2: POWER TRANSFORMER MODULE
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
0	A2	AS-2877-1	Power Transformer Module, Complete
1		AS-2518-18	Rectifier Board Assembly
4		M-1829-2a	Circuit Board Support (4 Req'd.)
8		E-00122-0125c	Transformer 120/240V, 50/60 Hz
11		P-2692b	P.C.B Cover
12		M-1834	Heat Sink Compound

AS-2518-18 RECTIFIER BOARD ASSEMBLY



RECTIFIER BOARD ASSEMBLY
(Part of)
A2: POWER TRANSFORMER MODULE
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	P/O A2	AS-2518-18	Rectifier Board Assembly, Complete
3	R1	E-00104-0092	Resistor, 10%, 600 Ohm, 10W
4	R2	E-00104-0091	Resistor, 25 Ohm, 5W
5	R3	E-00105-0226	Resistor, 5%, 100K Ohm, ¼W
7	VR1	E-00623	Varistor
9	CR1, CR2, CR3, CR4	E-00587-0006	Diode (IN4004)
12	BR1, BR2, BR3	E-00602-0003	Bridge Rectifier (VJ248 VARO)
14	F1	E-00133-0010	Fuse, 10A, 32V, 3AG
15	F2	E-00133-0028	Fuse, 3/4A, 250V, 3AG, S.B.
16	F3	E-00133-0004	Fuse, 4A, 32V, 3AG
17	F4	E-00133-0005	Fuse, 5A, 32V, 3AG
18	F5	E-00133-0027	Fuse, 20A, 32V, 3AG
19	F6	E-00133-0024	Fuse, 3A, 3AG, S.B.
21		E-00684	Test Point
22	J1, J3	E-00715-0032	8 Pin Wafer Connector
23	J2, J3	E-00715-0034	10 Pin Wafer Connector
25		E-00148-0021	Fuse Clips
26		E-00148-0022	Fuse Clips

A8: SOUND MODULE
COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A8 (see note 1)	AS-2888-1	PWB Module Complete—
2	J1	E-00715-0039	15 Pin Connector
3	J2	E-00715-0026	2 Pin Connector
4	TP1-TP5	P-05399	Test Clip
5	R1, R28, R31	E-00105-0239	Resistor ¼W 5% 4.7K
6	R2	E-00105-0281	Resistor ¼W 5% 15K
7	R3	E-00105-0282	Resistor ¼W 5% 33K
8	R4	E-00105-0257	Resistor ¼W 5% 3.9K
9	R5, R6, R9, R17, R19, R20, R23, R25, R26, R27, R30	E-00105-0185	Resistor ¼W 5% 10K
10	R10	E-00105-0248	Resistor ¼W 5% 150K
11	R11, R12, R14	E-00105-0285	Resistor ¼W 5% 1M
12	R13	E-00105-0284	Resistor ¼W 5% 470K
13	R15	E-00105-0279	Resistor ¼W 5% 360
14	R16	E-00105-0280	Resistor ¼W 5% 470
15	R18	E-00105-0278	Resistor ¼W 5% 2.7
16	R8	E-00105-0287	Resistor ¼W 5% 2.2K
17	R21	E-00105-0246	Resistor ¼W 5% 110K
18	R22	E-00105-0286	Resistor 1W 4.7K
19	R24	E-00105-0223	Resistor ¼W 5% 82K
20	R7	E-00105-0289	Resistor ¼W 5% 1.1K
21	R35	E-00105-0228	Resistor ¼W 5% 9.1K
22	R36	E-00104-0096	Resistor 5W, 10% 75Ω
23		E-00599-0015	Resist. Var. 91B, 10K
24	C1, C10	E-00586-0068	Cap., Disc. 100PF 1000V
25	C3, C14, C15, C18	E-00586-0065	Cap., Disc. .01MFD 500V
26	C7	E-00586-0087	Cap., Disc. .02MFD 500V
27	C19, C2, C5, C9, C16, C21	E-00586-0088	Cap., Disc. .05MFD 16V
28	C4, C12	E-00586-0089	Cap., Disc. .1MFD 25V
29	C8, C11	E-00586-0090	Cap., Elect. 1MFD 25V
30	C6	E-00586-0063	Cap., Elect. 2MFD 25V
31	C13	E-00586-0091	Cap., Elect. 100MFD 25V
32	C17	E-00586-0092	Cap., Elect. 100MFD 100V
33	Q1 (TIP 29)	E-00585-0043	Transistor NPN
34	Q2, Q3 (2N 3904)	E-00585-0031	Transistor NPN
35	CR1, CR2 (1N 4148)	E-00587-0014	Diode
36	CR3 (1N 4004)	E-00587-0015	Diode
37	CR4 (1N 5243)	E-00598-0011	Diode, Zener
38	U1, U8 (MC 14049B)	E-00620-0033	Hex Inverter (I.C.)
39	U4, U5 (MC 14526B)	E-00620-0044	Programmable 4 Bit Counter
40	U2 (MC 14042B)	E-00620-0045	Quad. Latch
41	U7 (555)	E-00620-0004	Timer I.C.
42	U9 (LM 741)	E-00620-0047	Operational Amp.
43	U10 (LM 380N)	E-00620-0048	Audio Amplifier
44	U11 (86 L93)	E-00620-0046	4 Bit Binary
45	C20	E-00586-0064	Cap., Disc. .002
46	A8 (see note 2)	AS-2518-32	PWB Module Less Program Memory U3

NOTE 1:
When ordering specify name of game.

NOTE 2:
Order replacement memory chip U3 specifying name of game and part no. stamped on chip.

BULLETIN FOR OPERATIONS

RE: SIX MILLION DOLLAR MAN—BOOKKEEPING FUNCTIONS

This game gives the operator the capability of recording the number of times each of the six players were played. This record is accumulated game after game and can be displayed and recorded without wiping out the remembered numbers.

If an operator wishes to see how many times each player was played, he has to turn the power OFF and set FIXED DATA SWITCH #30 to OFF and FIXED DATA SWITCH #31 to ON. Then turn the game ON. The numbers that then appear on the displays will tell him how many times each player (1-6) has been played. After recording these figures (these figures are stored in memory), to get the game ready for play again, the operator has to turn the power OFF, leave FIXED DATA SWITCH #30 OFF and reset FIXED DATA SWITCH #31 to OFF. Turn power ON.

The following chart describes the functions of this feature:

	SW. #30	SW. #31
Normal: Game ready for play	OFF	OFF
Display: Displays number of times each player has been played (cumulative)	OFF	ON
Reset: (Avoid this setting.) Wipes out data	ON	ON

SIX MILLION DOLLAR MAN

NOTICE: SELF-DIAGNOSTIC TEST, DISPLAY DIFFERENCES

Because of the unique, Six-player nature of this game, the following display differences are normal and occur during the Self-Diagnostic Tests indicated.

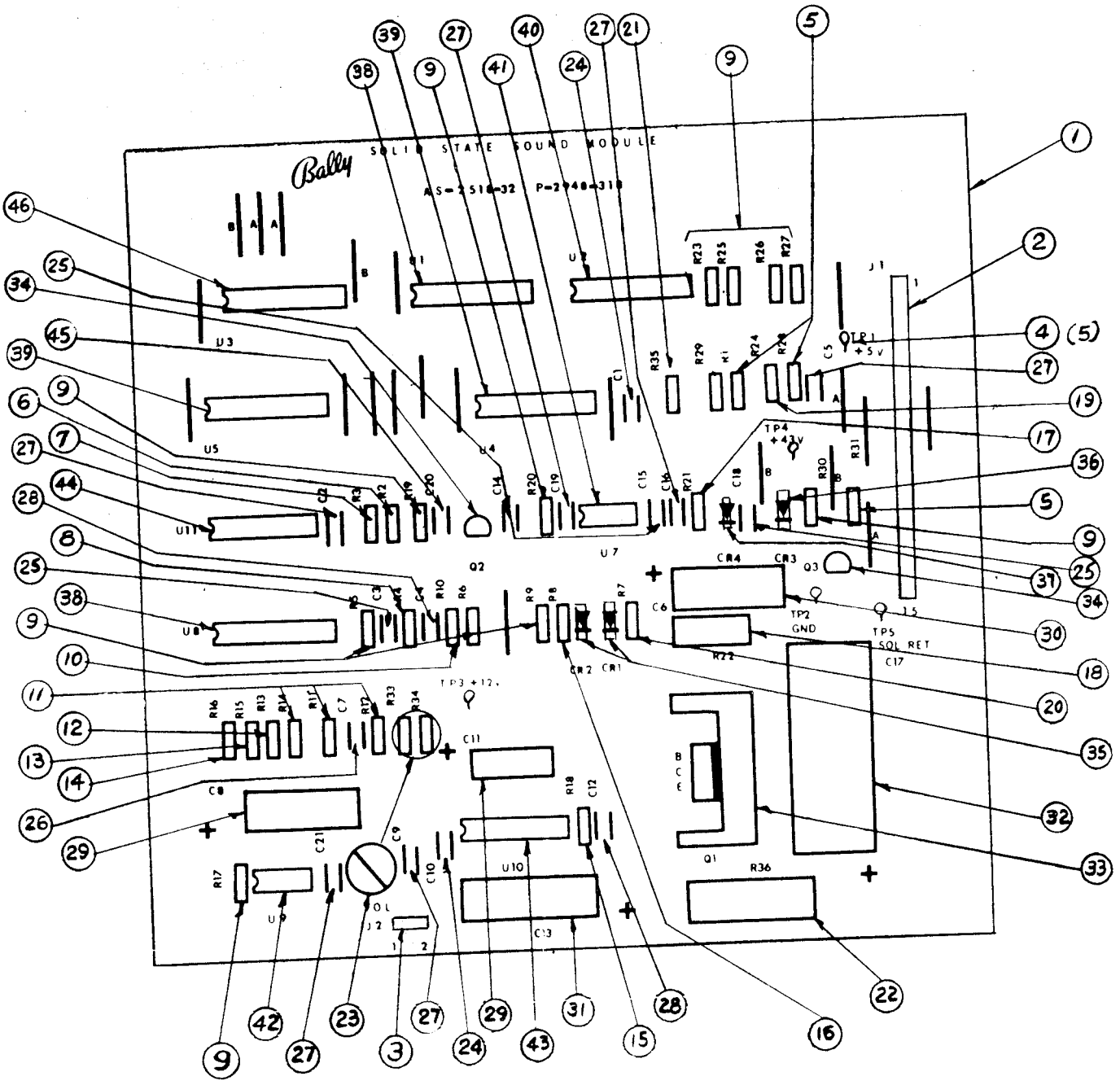
1) LAMP DRIVER MODULE TEST: Fifth and sixth player displays light '000000' when feature lamps are ON, blank when feature lamps are OFF.

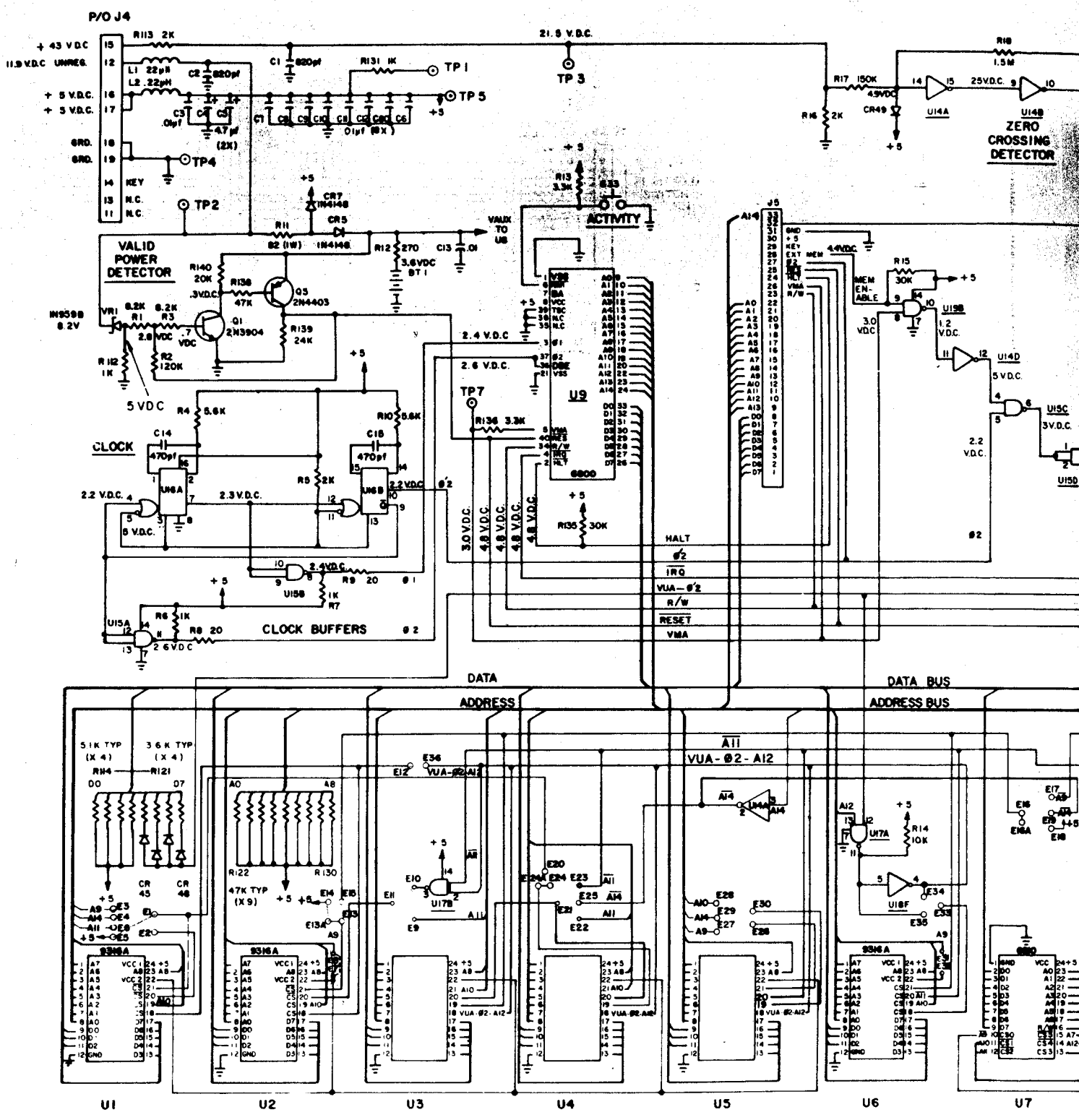
2) SOLENOID DRIVER MODULE TEST: Fifth and sixth player displays are blank. Sixth player display has occasional digit flicker.

3) SOUND MODULE TEST: Sixth player has occasional digit flicker.

4) STUCK SWITCH TEST:
   A) No stuck switches: Sixth player display has occasional digit flicker.
   B) Stuck switch: Fifth and sixth player display blank. Sixth display has occasional flicker.

AS-2518-32 SOUND MODULE

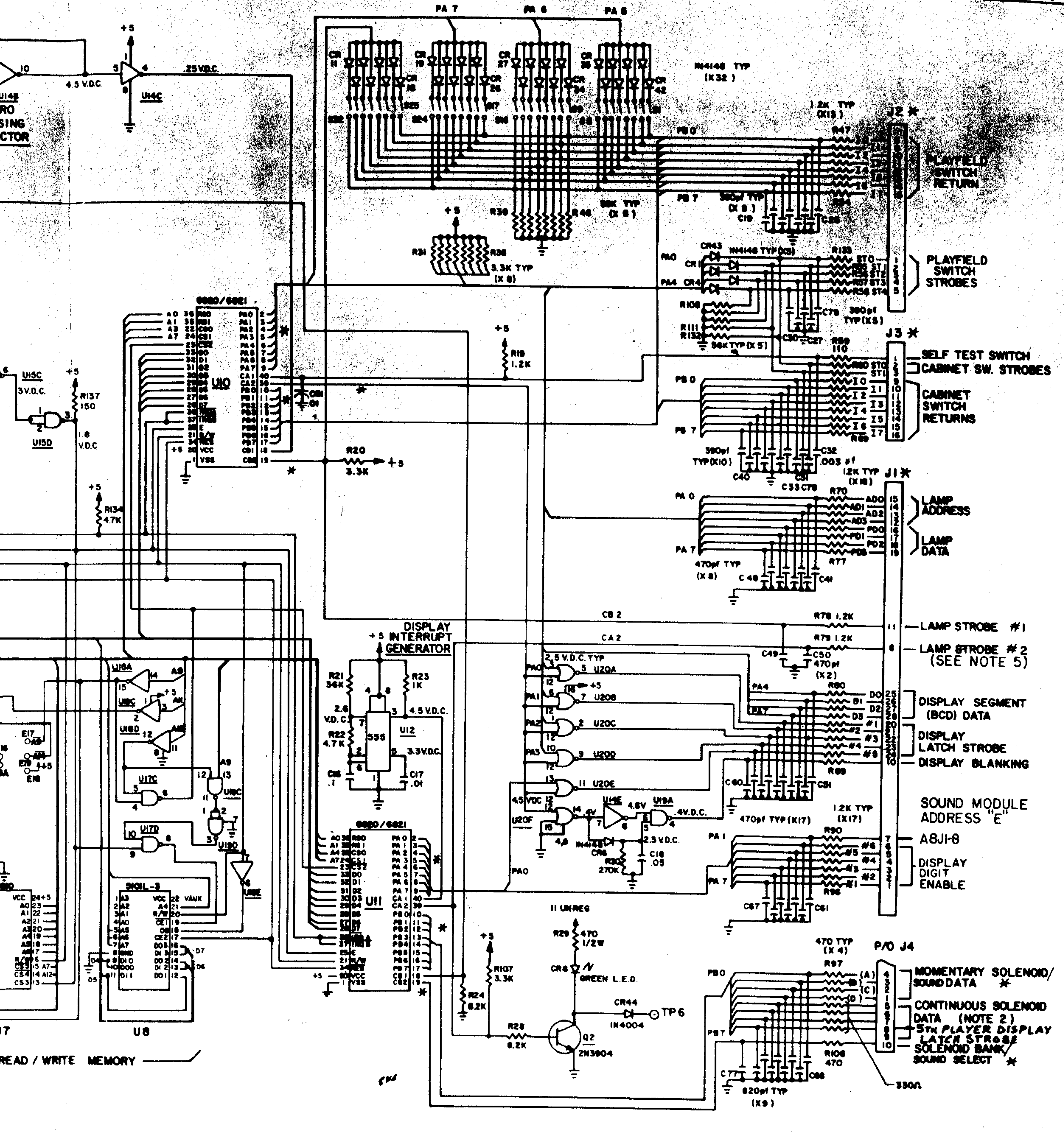




NOTES

1. ✳ INDICATES "AID" TEST POINT.
2. REMOVE A3J4 BEFORE USING AS AID TEST POINT
3. PREFIX ALL REFERENCE DESIGNATIONS WITH "A4"
4. EXACT CHIP COMPLEMENT USED IN SOCKETS U1 THRU U6 CAN VARY FOR DIFFERENT GAMES AND PRODUCTION LOTS. TABLES OF MEMORY CHIPS AND CORRESPONDING JUMPERS FOR DIFFERENT GAMES AVAILABLE FROM BALLY FIELD SERVICE DEPARTMENT.
5. 6TH PLAYER DISPLAY LATCH STROBE

W-1181-4c



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REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ± 1/64
DECIMALS ± .005
ANGLES ± 1°

DO NOT SCALE DRAWING

LET.	CHANGE	DATE	BY	CK.

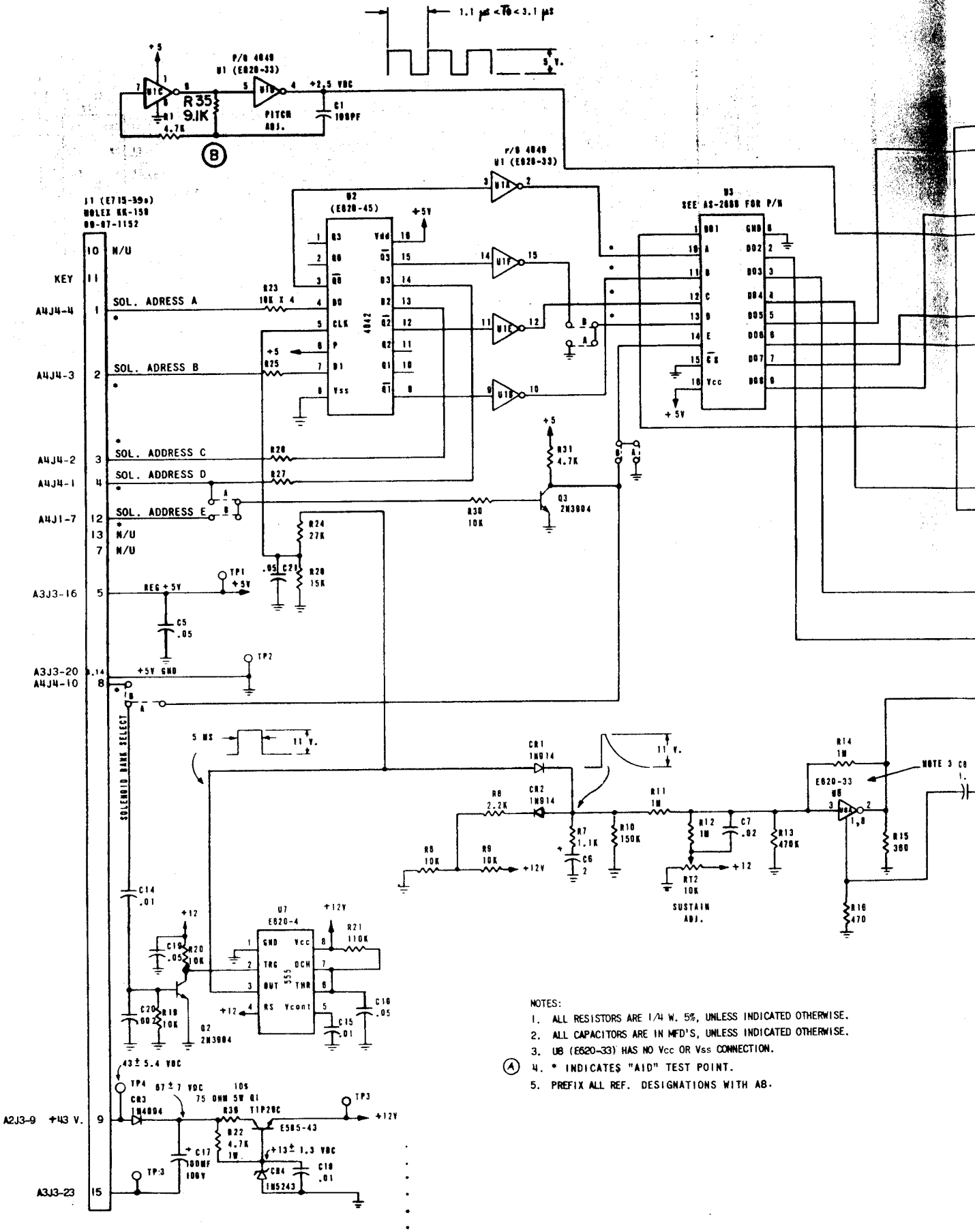
DR. BY E V — DATE 5-11-78
CK. BY — DATE 5-15-78

Bally MANUFACTURING CORP.
2640 BELMONT AVENUE
CHICAGO, ILLINOIS

1138-E

NAME: M.P.U. CONTROL BOARD SCHEMATIC

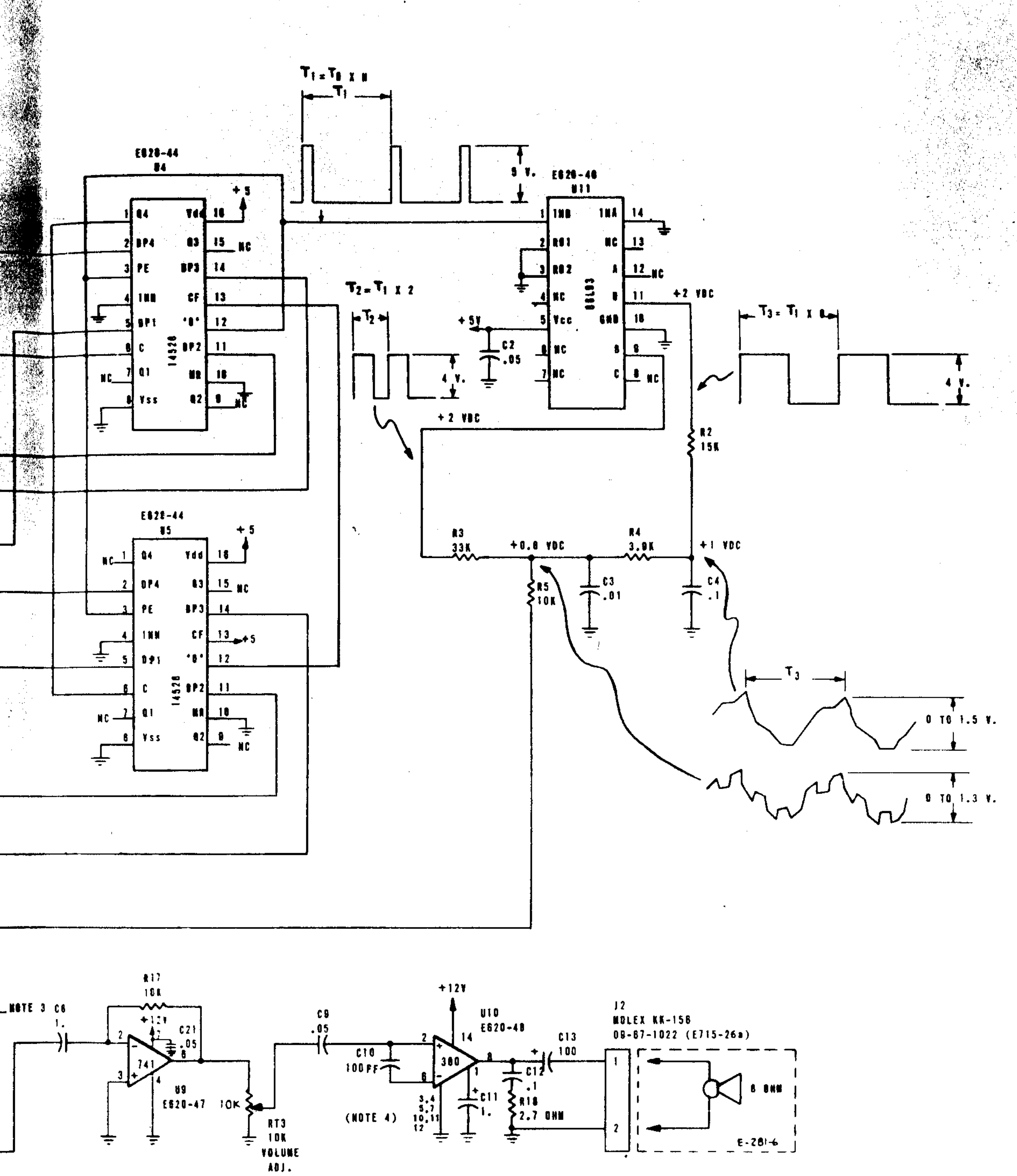
PART NO. W-1181-4c



OPER.	DEPT.	DESCRIPTION	TOOL No.

DIETZGEN 1004

L | PART NO. W-1193 c



DIE SIZE — C.C. — FT. PER M — LBS. PER M —

NO.	LET.	CHANGE	DATE	BY	CK.
2	B	ADDED R35-9.1K	8-10-78	NW	
2	B	REMOVED RT1-10K	8-10-78	NW	
2	B	" R29-1K	8-10-78	NW	CM
1	A	ADDED NOTE 4	6-8-78	S.T.	J.D.

REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ±
DECIMALS ±
ANGLES ±

DO NOT SCALE DRAWING

DR. BY E.V. DATE 2-21-78
CK. BY DATE 2-21-78
APP'D BY DATE 8-21-78
APP'D BY DATE 2-26-78
FINISH:
HARDNESS:

Bally MANUFACTURING CORP. 1116-E 1119-E
2640 BELMONT AVENUE
CHICAGO, ILLINOIS

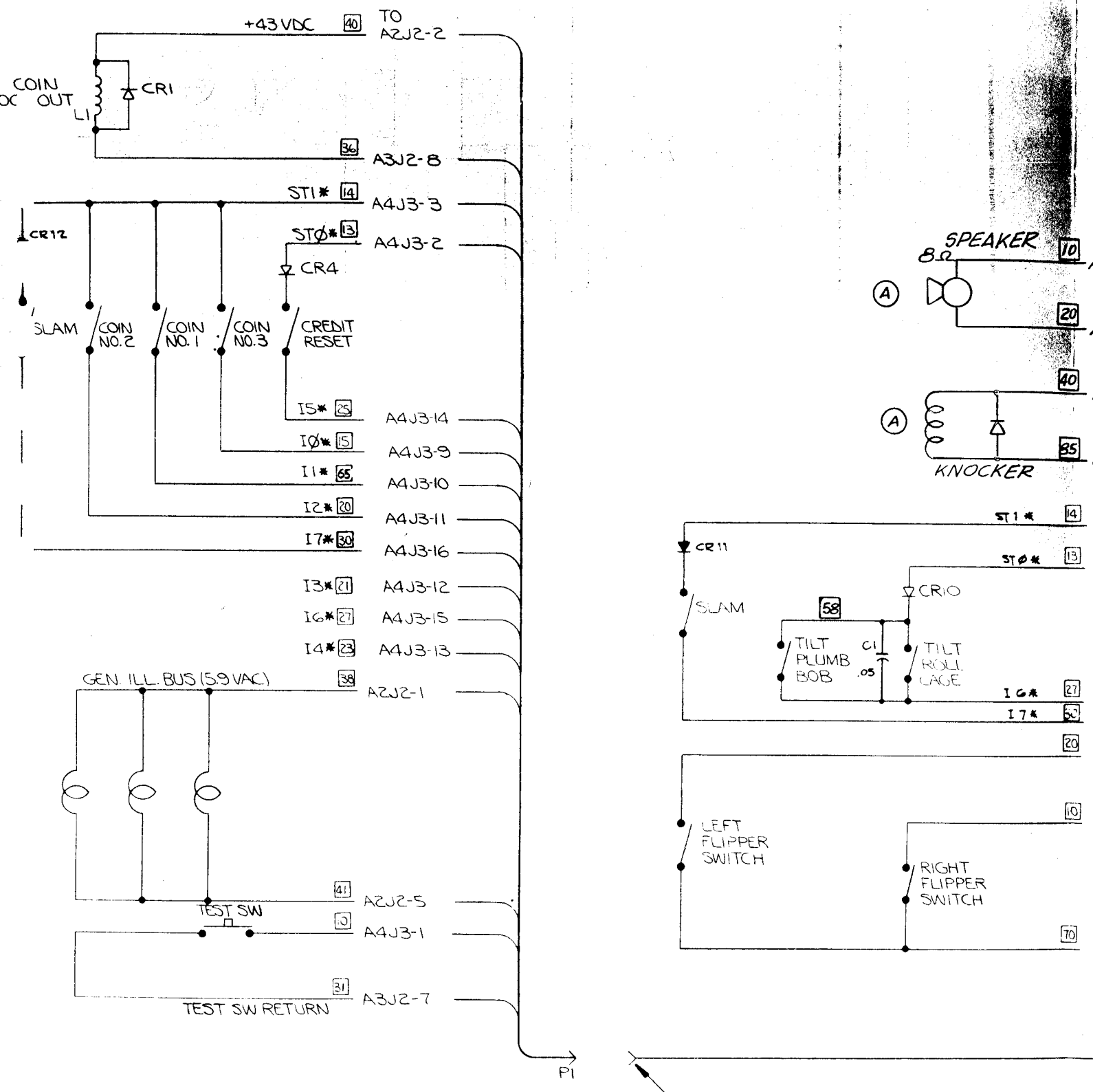
PRINT CONTROL | TOTAL | SCALE

NAME: SOLID STATE SOUND MODULE A8

MATERIAL

ASSEM. NO. USED ON/U: AS-2518-32

PART NO. W-1193 c



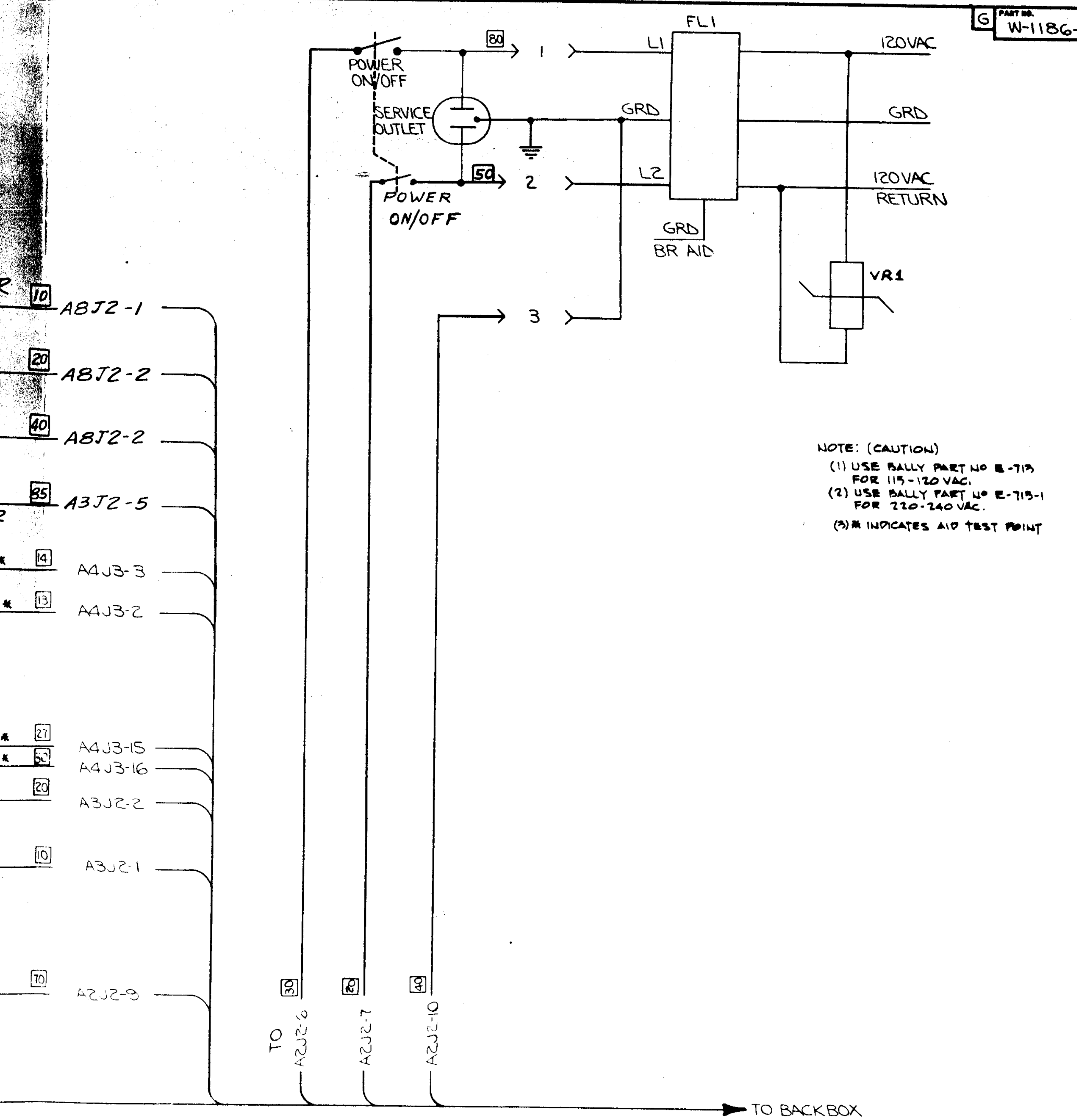
TO	J1 PIN	TO	J1 PIN
A4J3-9	1	A4J3-3	11
A4J3-10	2	A2J2-2	15
A4J3-11	3	A3J2-8	16
A4J3-12	4	A2J2-1	17
A4J3-13	5	A2J2-5	18
A4J3-14	6	A4J3-1	19
A4J3-15	7	A3J2-7	20
A4J3-16	8		
A4J3-2	10		

DOOR PLUG

A7 CABINET

NOTE:- DIODES AR

DEPT.	DESCRIPTION	TOOL No.



BINET ASSY. WIRING

ODES ARE IN4004, (E-587-6)

DIE SIZE — C.C. — FT. PER M — LBS. PER M —

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REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ±
DECIMALS ±
ANGLES ±

DO NOT SCALE DRAWING

NO.	LET.	CHANGE	DATE	BY	CK.
1	A	ADDED SP. & KNOCKER	6-8-78	S.T.	

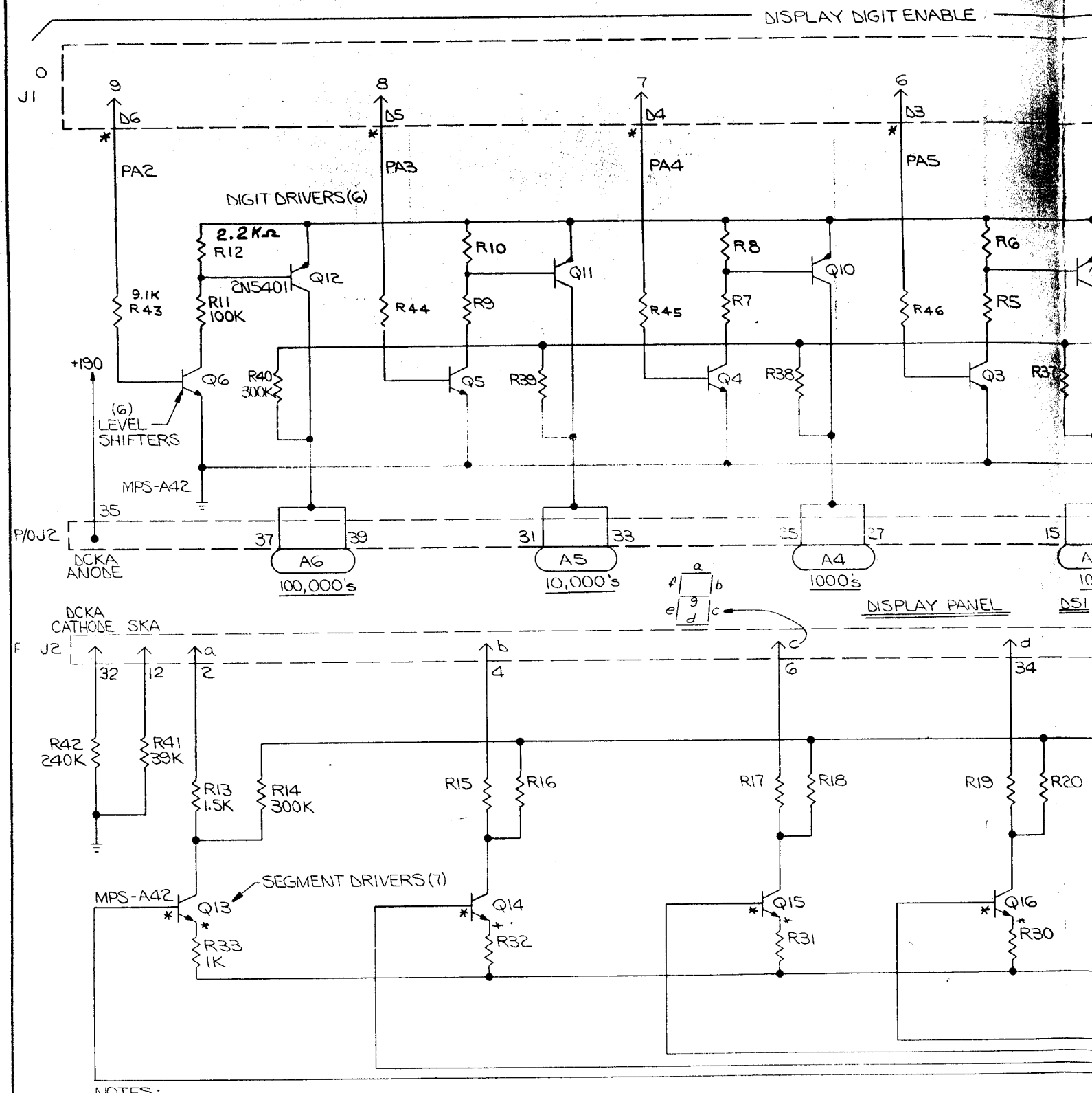
CK BY J.D. DATE 2-3-78

Bally MANUFACTURING CORP.
2640 BELMONT AVENUE
CHICAGO, ILLINOIS

1112-E

NAME WIRING DIAGRAM ELECTRONIC

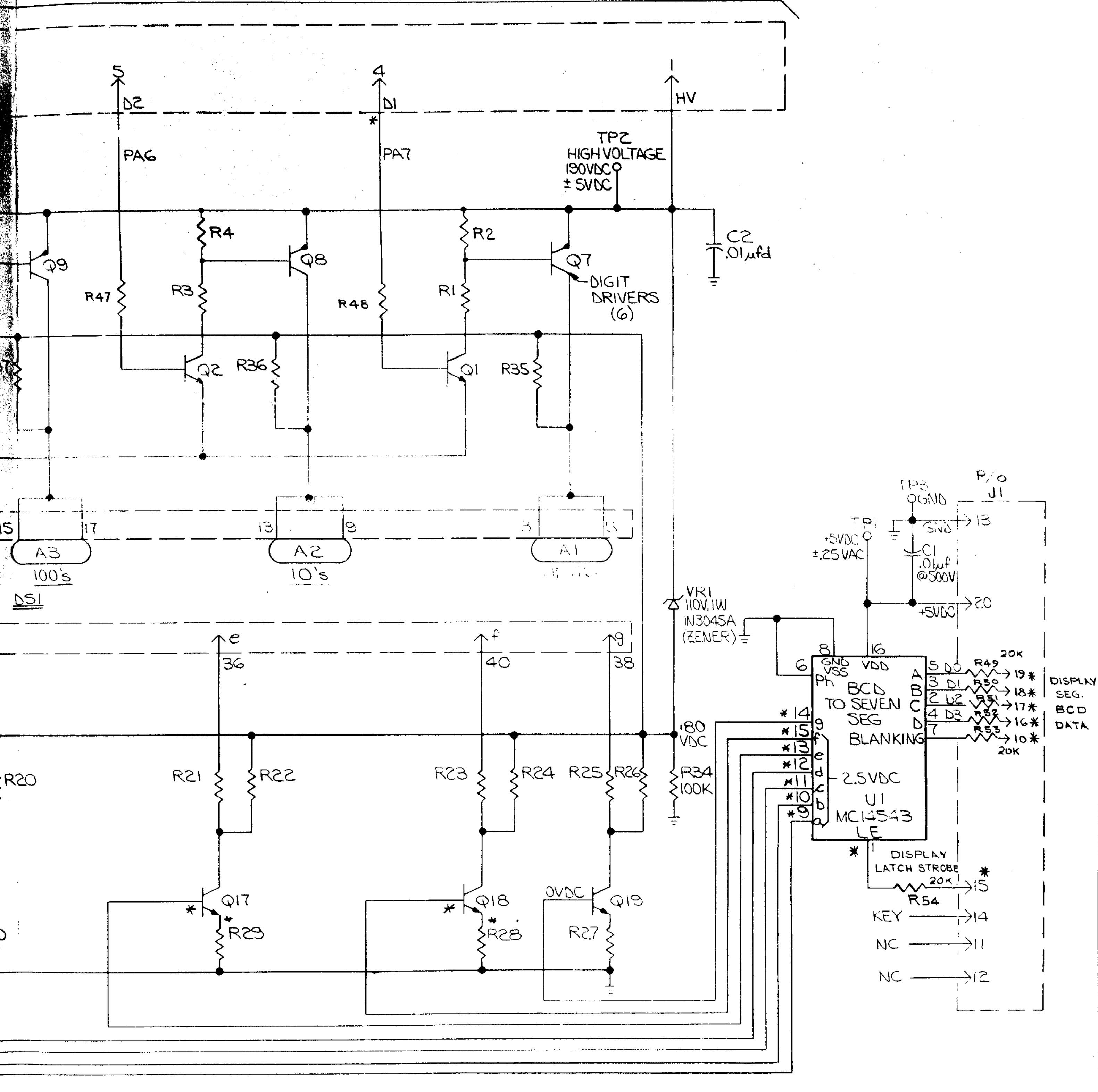
PART NO. W-1186-5c



NOTES:

1. UNLESS OTHERWISE SPECIFIED ALL RESISTORS ARE ±5%, 1/4W.
2. PREFIX ALL REFERENCE DESIG. WITH ASSEMBLY REFERENCE DESIG. "A1"
3. * *INDICATES 'A1D' TEST POINT.*

R.	DEPT.	DESCRIPTION	TOOL No.



DIE SIZE — C.C. — FT. PER M — LBS. PER M —

REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ±
DECIMALS ±
ANGLES ±

DO NOT SCALE DRAWING

NO.	LET.	CHANGE	DATE	BY	CK.

DR. BY D.G. DATE 7-7-77
CK. BY DATE 7-8-77
APP'D BY DATE 10/14/77
APP'D BY DATE 10/14/77
FINISH: —
HARDENING: —

Bally MANUFACTURING CORP.
2640 BELMONT AVENUE
CHICAGO, ILLINOIS

NOV 10 1977

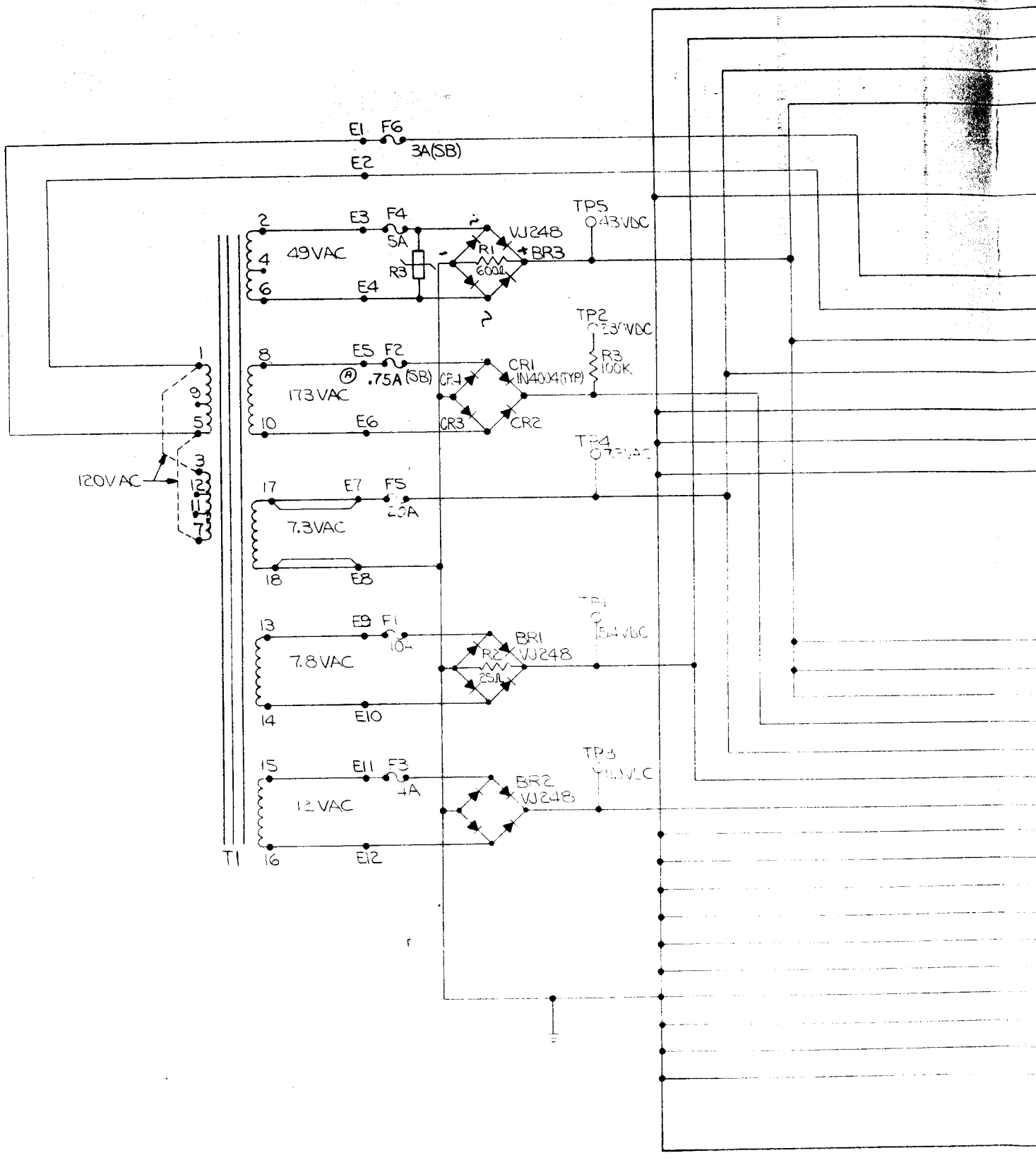
ALL NOVELTIES

PRINT CONTROL | PROD. CONT. | PUR. DEPT. | ENG. FILE | TOOL DESIGN | COST DEPT. | INS. | TOOL INSP. | MACH. INSP. | TOTAL | SCALE —

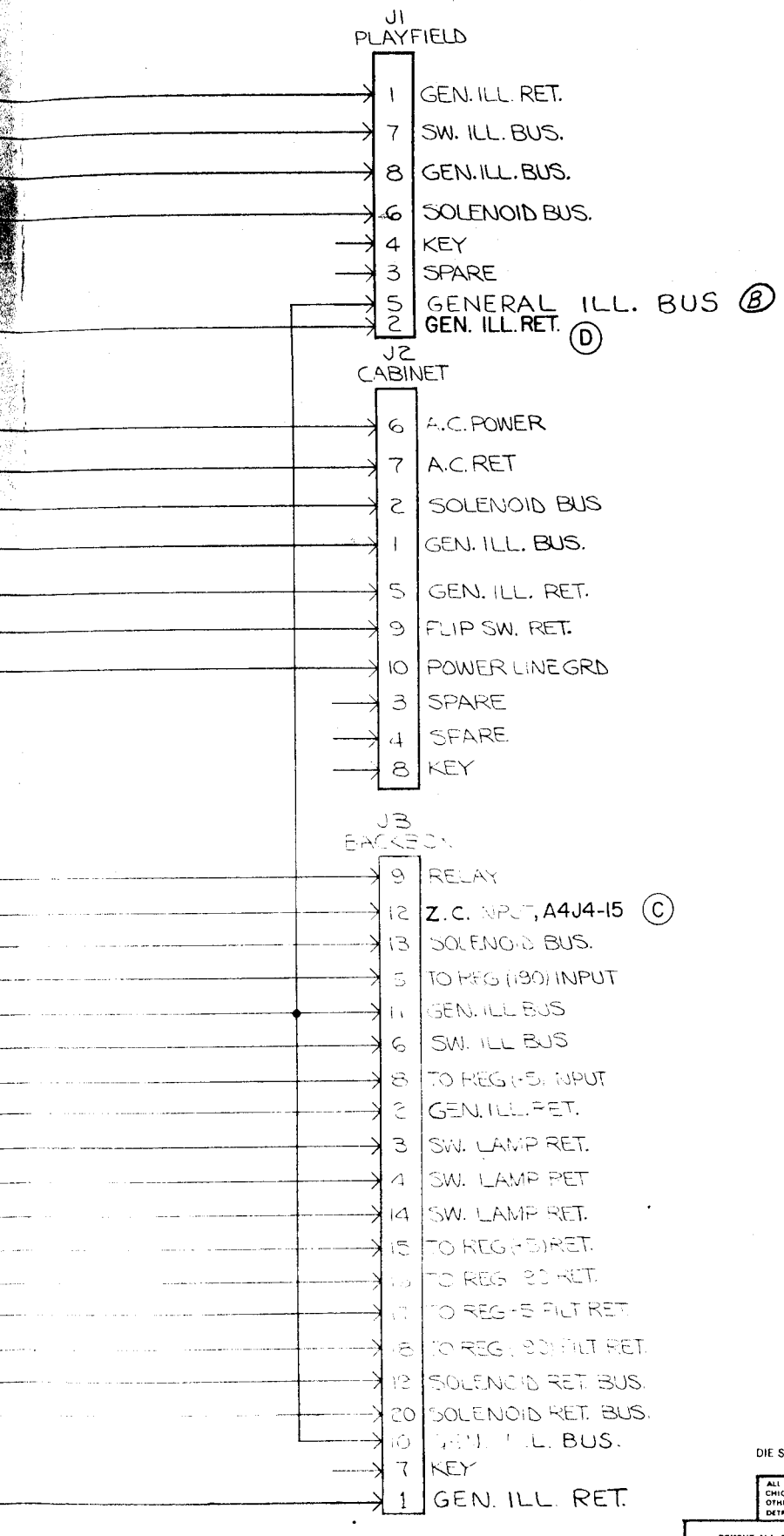
NAME: DISPLAY BOARD SCHEMATIC "A1"
MATERIAL

ASSEM. NO. USED ON/W AS-2518-21
PART NO. W-1184-1c

TRANSFORMER ASSEMBLY A2



DEPT.	DESCRIPTION	TOOL No.



NOTES:

1. WIRE A.C. POWER AND TERMINALS PER TABLE 1.
2. VOLTAGES SHOWN ARE FOR GAME IN POWER-UP CONDITION.
3. PREFIX ALL REFERENCE DESIGNATIONS WITH A2.

TABLE 1
POWER LINE CONNECTIONS

LINE VOLTAGE VRMS A.C.	STRAP TERMINALS	APPLY POWER TO TERMINALS
115	1TO3 AND 9TO11	1 AND 9
120	1TO3 AND 5TO7	1 AND 5
220	3TO5	1 AND 2
240	3TO5	1 AND 7

NO.	LET.	CHANGE	DATE	BY	CK.
2	D	J1-2 READ "GND"	5-20-77	[illegible]	[illegible]
2	C	J3-12 READ "Z.C. INPUT"	5-20-77	[illegible]	[illegible]
1	B	ADDED JUMPER J1-5 TO J3-11	5-2-77	JCG	WE
1	A	F2 WAS 5.0A	5-2-77	JCG	WE

DIE SIZE — C.C. — FT. PER M — LBS. PER M —

REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ±
DECIMALS ±
ANGLES ±

DO NOT SCALE DRAWING

DR. BY [illegible] DATE 6-76
CK. BY [illegible] DATE 2-11-77
APP'D BY DATE
APP'D BY WE DATE 2/17/77
FINISH: N
HARDENING: N

Bally MANUFACTURING CORP.
2640 BELMONT AVENUE
CHICAGO, ILLINOIS
FEB 21 1977

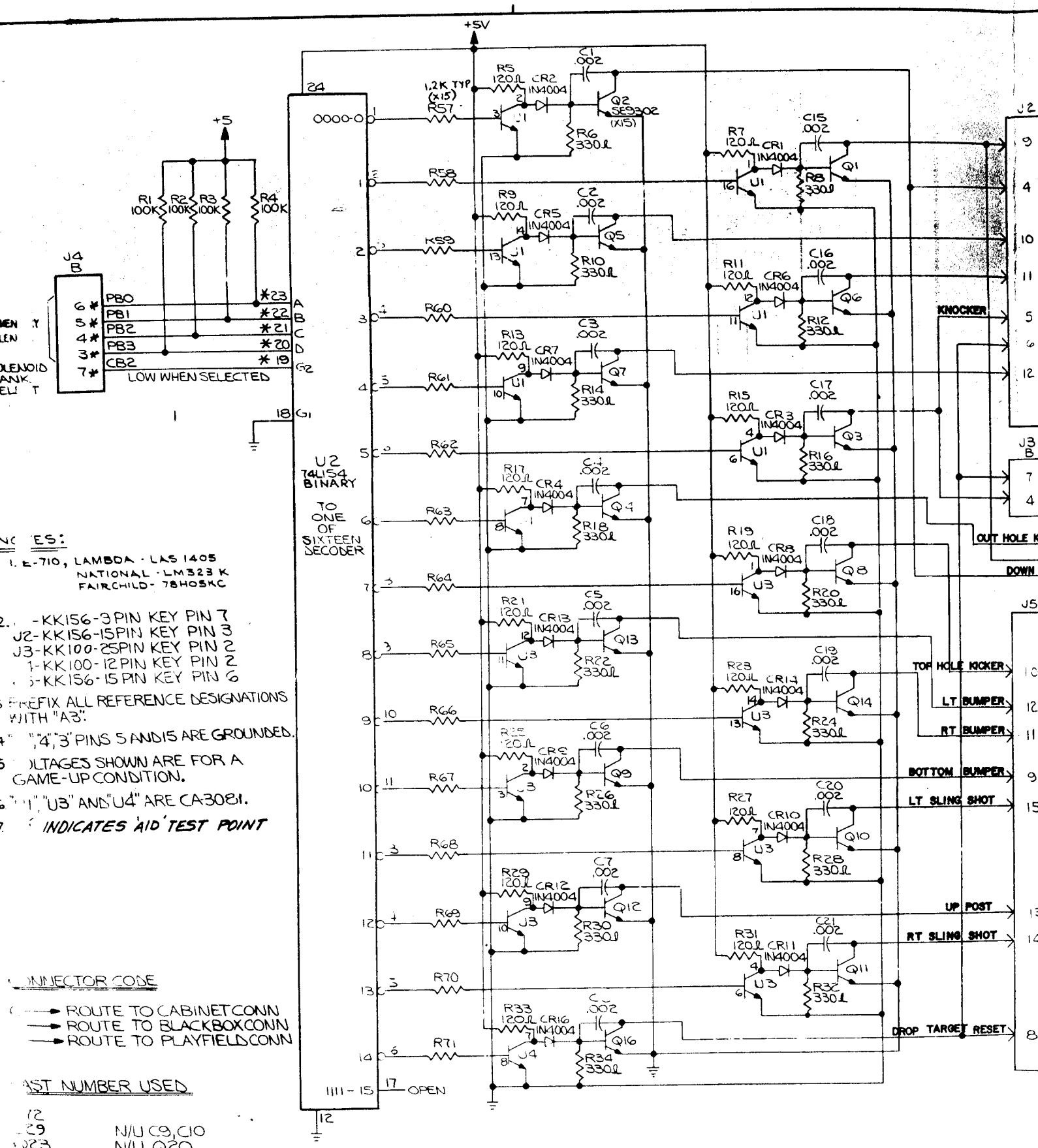
PRINT CONTROL | PROD CONT | PUR DEPT | ENG FILE | TOOL DESIGN | CUST SERV | INSP | TOOL PROD | MAST TAPE | TOTAL | SCALE N

NAME POWER TRANSFORMER MODULE SCHEMATIC

ASSEM. NO. USED ON/W N

MATERIAL

PART NO. W-1185-1c



NOTES:

1. E-710, LAMBDA - LAS 1405
   NATIONAL - LM323 K
   FAIRCHILD - 78H05KC

2. -KK156-3 PIN KEY PIN 7
   J2-KK156-15PIN KEY PIN 3
   J3-KK100-25PIN KEY PIN 2
   1-KK100-12 PIN KEY PIN 2
   5-KK156-15 PIN KEY PIN 6

3. PREFIX ALL REFERENCE DESIGNATIONS WITH "A3".

4. "2","4","3" PINS 5 AND 15 ARE GROUNDED.

5. VOLTAGES SHOWN ARE FOR A GAME-UP CONDITION.

6. "U1","U3" AND "U4" ARE CA3081.

7. ◇ INDICATES 'AID' TEST POINT

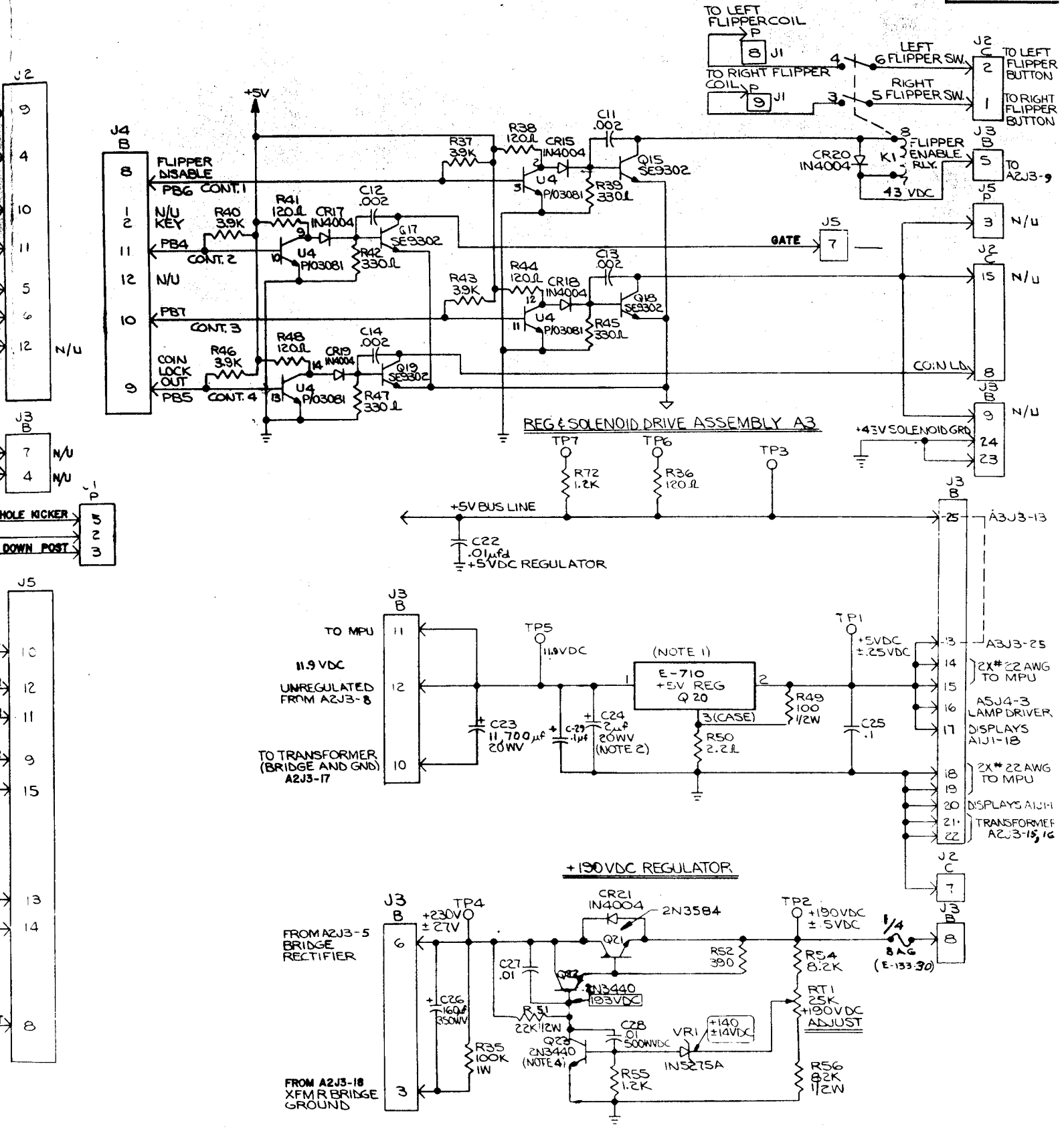
CONNECTOR CODE

- ROUTE TO CABINET CONN
- ROUTE TO BLACKBOX CONN
- ROUTE TO PLAYFIELD CONN

LAST NUMBER USED

12	
C9	N/U C9, C10
Q23	N/U Q20
R21	
CR1	

DEPT.	DESCRIPTION	TOOL No.



REMOVE ALL BURRS

TOLERANCES ON [illegible] UNLESS [illegible] SPECIFIED

DO NOT SCALE DRAWING

BY	DATE
E.V.	5-3-78
CK'D BY	DATE
APP'D BY J.D.	DATE 5-12-78
APP'D BY	DATE
FINISH	
HARDNESS	

Bally MANUFACTURING CORP.
2640 BELMONT AVENUE
CHICAGO, ILLINOIS

1138-E

PRINT CONTROL | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | TOTAL | SCALE

NAME: SOLENOID DRIVER VOLTAGE REGULATOR SCHEMATIC

ASSEM. NO. USED ON/IN

MATERIAL: SIX MILLION DOLLAR MAN

PART NO. W-1183-10

NO.	LET.	CHANGE	DATE	BY	CK.

A1 INSERT

ABL A A1J2		
FR M	PIN	WIRE
2J3-6	1	20
5J2-14	2	12
2J 2	3	50
2J 11	4	10
5J2-23	5	97
5J2-15	6	32
5J 22	7	62
5J 8	8	93
5J -1	9	60
5J2-2	10	20
5J2-11	11	95
5J -21	12	47
5J -10	13	98
5J2-7	14	91
5J2-6	15	85
5J -20	16	35
5J -16	17	34
2J -1	18	40
2J3-10	19	70
5J2-13	20	53
5J -12	21	61
5J -4	22	72
5J2-3	23	84
	24	

SERT TO BACK CAB. LUG

(PLAYER 1) 1A1 J1 TO
- 10 — A3J3-8 — 1
- N/U — 2
- N/U — 3
- 80 — A4J1-1 — 4
- 20 — A4J1-2 — 5
- 30 — A4J1-3 — 6
- 40 — A4J1-4 — 7
- 50 — A4J1-5 — 8
- 58 — A4J1-6 — 9
- 70 — A4J1-10 — 10
- N/U — 11
- N/U — 12
- 60 — A3J3-20 — 13
- KEY — 14
- 85 — A4J1-20 — 15
- 54 — A4J1-28 — 16
- 38 — A4J1-27 — 17
- 25 — A4J1-26 — 18
- 51 — A4J1-25 — 19
- 45 — A3J3-17 — 20

(PLAYER 2) 2A1 J1 — 31 — A4J1-21
(PLAYER 3) 3A1 J1 — 72 — A4J1-22
(PLAYER 4) 4A1 J1 — 67 — A4J1-23
(PLAYER 5) 5A1 J1 — 41 — A4J1-8
(PLAYER 6) 6A1 J1 — 57 — A4J4-8
CREDIT DISPLAY 7A1 J1 — 18 — A4J1-24

TO
- 12 A5J2-14 P UP 5
- 32 A5J2-15 P UP 6
- 20 A5J2-2 N/U
- 60 A5J2-1 N/U
- 47 A5J2-21 SHOOT AGAIN
- 95 A5J2-11 GAME OVER
- 98 A5J2-10 TILT
- 34 A5J2-16 P UP 1
- 35 A5J2-20 P UP 2
- 85 A5J2-6 P UP 3
- 91 A5J2-7 P UP 4
- 97 A5J2-23 HIGH SCORE
- 93 A5J2-8 MATCH
- 62 A5J2-22 BALL IN PLAY
- 84 A5J2-3 N/U
- 72 A5J2-4 N/U
- A5J2-5 NOTE 1
- A5J2-9 NOTE 1
- 61 A5J2-12 N/U
- 53 A5J2-13 N/U

SWITCHED ILL. BUS 34V

A1J2 SEE TABLE A

LAMP DRIVER A5

J4 TO
- 1 A2J3-4
- 2 A2J3-3
- 3 A3J3-16
- 4 A4J1-19
- 5 A4J1-18
- 6 A4J1-17
- 7 A4J1-16
- 8 KEY
- 9 N/U
- 10 N/U
- 11 A2J3-14
- 12 SPARE GND
- 13 A4J1-11
- 14 A4J1-15
- 15 A4J1-14
- 16 A4J1-13
- 17 A4J1-12

J2 TO
- 60 1 N/U
- 20 2 N/U
- 84 3 N/U
- 72 4 N/U
- 5 N/U
- 86 6 PLAYER UP 3
- 91 7 PLAYER UP 4
- 93 8 MATCH
- 9 N/U
- 98 10 TILT
- 95 11 GAME OVER
- 61 12 N/U
- 53 13 N/U
- 12 14 PLAYER UP 5
- 32 15 PLAYER UP 6
- 34 16 PLAYER UP 1
- 17
- 18 KEY
- 19
- 35 20 PLAYER UP 2
- 47 21 SHOOT AGAIN
- 62 22 BALL IN PLAY
- 97 23 HIGH SCORE TO DATE

J1 TO
- 41 1 2K BONUS
- 43 2 N/U
- 45 3 *2 L&R. SPINNER
- 35 4 N/U
- 48 5 RT SPINNER IK W/L
- 25 6 BIONIC 3RD LT "O"
- 34 7 RT. OUTLANE SPEC.
- 51 8 10K BONUS
- 52 9 6K BONUS
- 32 10 "O" MIDLE TAR
- 65 11 SAUCER 5K BONUS 3X
- 61 12 DROP TAR X BALL
- 96 13 BIONIC 2ND LT "O"
- 54 14 *5 L&R. SPINNER
- 13 15 "O" BOTTOM TAR.
- 12 16 *5 "LEFT TOP LANE
- 57 17 3K BONUS
- 58 18 1K BONUS
- 60 19 5K BONUS
- 20 KEY
- 21 N/U
- 22 N/U
- 56 23 *1 L&R. SPINNER
- 50 24 BIONIC "5"
- 90 25 SAUCER 10K BONUS 5X
- 91 26 S.P.S.A. DROP TARGET SPIN. LITE
- 53 27 BIONIC RT. "O"
- 78 28

J3 TO
- 10 1 4K BONUS
- 95 2 BIONIC LT. "O"
- 81 3 "O" RT. TOP LANE
- 14 4 50K SPEC. W/L
- 5 N/U
- 6 N/U
- 7 N/U
- 8 KEY
- 15 9 POST UP (2)
- 91 10 LT. SPINNER 1K W/L
- 20 11 *4 L&R. SPINNER
- 21 12 8K BONUS
- 13 13 CREDIT INDICATOR
- 84 14 N/U
- 53 15 SAUCER 3K
- 25 16 SAUCER 5K
- 27 17 *3 L&R. SPINNER
- 56 18 SAUCER 2X
- 67 19 20K BONUS SAUCER 3X BONUS 2X
- 64 20
- 30 21 N/U
- 23 22 N/U
- 98 23 "O" TOP TARGET
- 82 24 DROP TAR. SPEC.
- 36 25 7K BONUS
- 38 26 3K BONUS
- 40 27 LT. OUTLANE SPEC.
- 28 N/U

MPU A4

J5 TEST CONNECTOR
- 1 D7
- 2 D6
- 3 D5
- 4 D4
- 5 D3
- 6 D2
- 7 D1
- 8 D0
- 9 A13
- 10 A12
- 11 A11
- 12 A10
- 13 A9
- 14 A8
- 15 A7
- 16 A6
- 17 A5
- 18 A4
- 19 A3
- 20 A2
- 21 A1
- 22 A0
- 23 R/W
- 24 HLT
- 25 RES
- 26 VMA
- 27 Φ 2
- 28 EX MEM.
- 29 KEY
- 30 + 5 V.D.C.
- 31 GND
- 32 A4J1-16

J1 TO
- 80 1 A1J1-4
- 20 2 A1J1-5
- 30 3 A1J1-6
- 40 4 A1J1-7
- 50 5 A1J1-8
- 58 6 A1J1-9
- 62 7 A8J1-12
- 41 8 5A1J1-15
- 9 KEY
- 70 10 A1J1-10
- 75 11 A5J4-13
- 48 12 A5J4-17
- 45 13 A5J4-16
- 13 14 A5J4-15
- 32 15 A5J4-14
- 63 16 A5J4-7
- 65 17 A5J4-6
- 71 18 A5J4-5
- 74 19 A5J4-4
- 85 20 1 A1J1-15
- 31 21 2 A1J1-15
- 72 22 3 A1J1-15
- 67 23 4 A1J1-15
- 18 24 7 A1J1-15
- 51 25 A1J1-19
- 25 26 A1J1-18
- 38 27 A1J1-17
- 54 28 A1J1-16

J4 TO
- 15 1 A3J4-3
- 78 2 A3J4-4
- 21 3 A3J4-5
- 23 4 A3J4-6
- 36 5 A3J4-11
- 27 6 A3J4-9
- 25 7 A3J4-8
- 57 8 6A1J1-15
- 9 N/U
- 61 10 A3J4-7
- 11 N/C
- 14 12 A3J3-11
- 13 N/C
- 14 KEY
- 90 15 A2J3-12
- 96 16 A3J3-14
- 54 17 A3J3-15
- 94 18 A3J3-18
- 81 19 A3J3-19

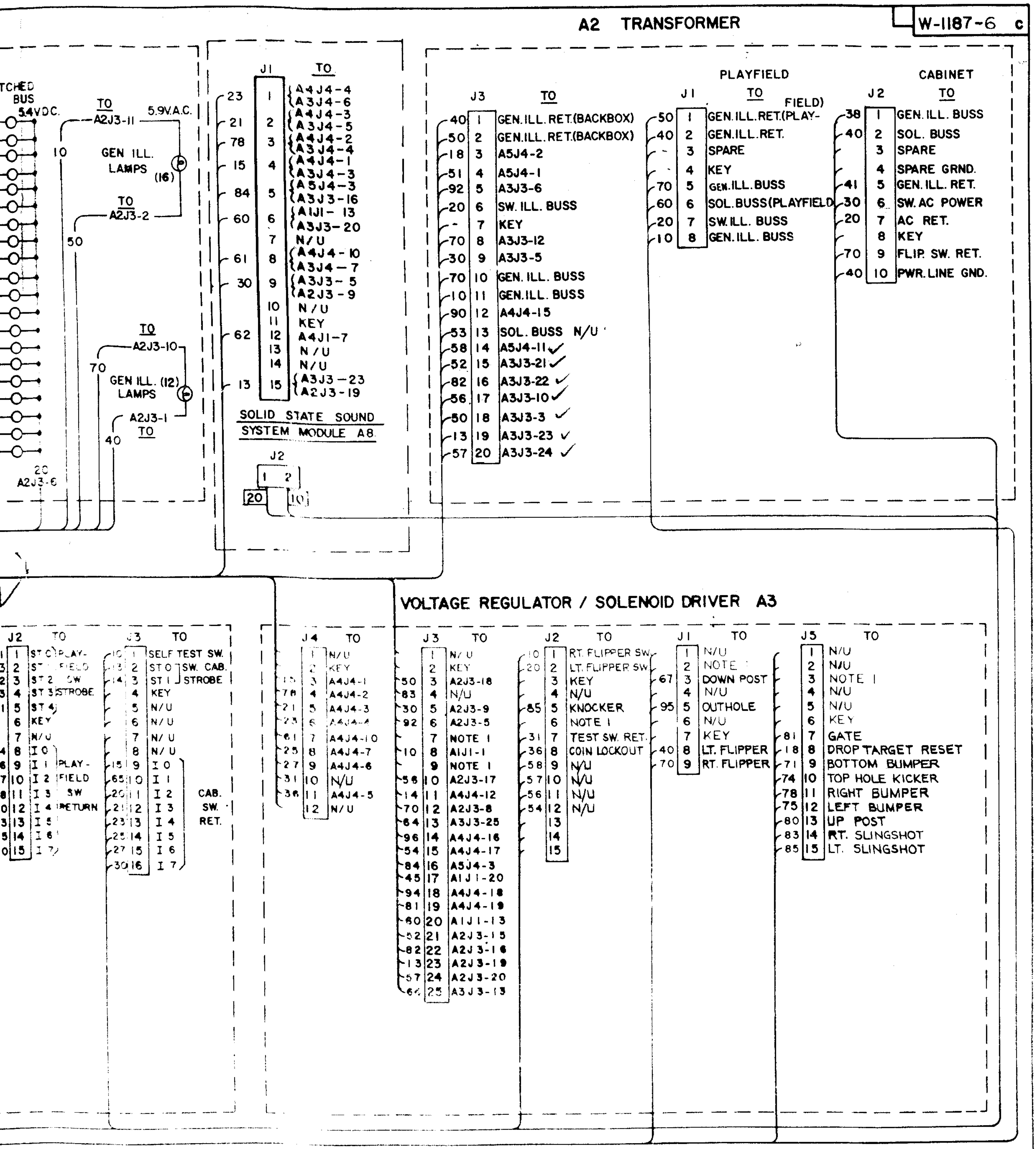
J2
- 51 1 ST
- 93 2 ST
- 52 3 ST
- 53 4 ST
- 31 5 ST
- 6 KE
- 7 N/
- 54 8 I
- 56 9 I
- 57 10 I
- 58 11 I
- 60 12 I
- 63 13 I
- 65 14 I
- 70 15 I

TO CABINET

PLAYFIELD

NOTES

1. THESE PINS ARE RESERVED FOR FUTURE USE.
2. WIRE COLORS ARE SHOWN FOR ALL CONNECTOR PINS, SOME WIRES MAY NOT BE USED IN ALL GAMES.
3. * INDICATES AID TEST POINT.



WIRE COLOR CODE

1-RED	6-BROWN
2-BLUE	7-ORANGE
3-YELLOW	8-BLACK
4-GREEN	9-GRAY
5-WHITE	0-NO TRACE

REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ± 1/64
DECIMALS ± .005
ANGLES ± 1°

DO NOT SCALE DRAWING

LET | CHANGE | DATE | BY | CK.

DR. BY E.V. DATE 5-9-78
CK. BY | DATE
APP'D BY | DATE 5-12-78
APP'D BY | DATE 6-5-78
FINISH
HARDENING

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2640 BELMONT AVENUE
CHICAGO, ILLINOIS

1138-E

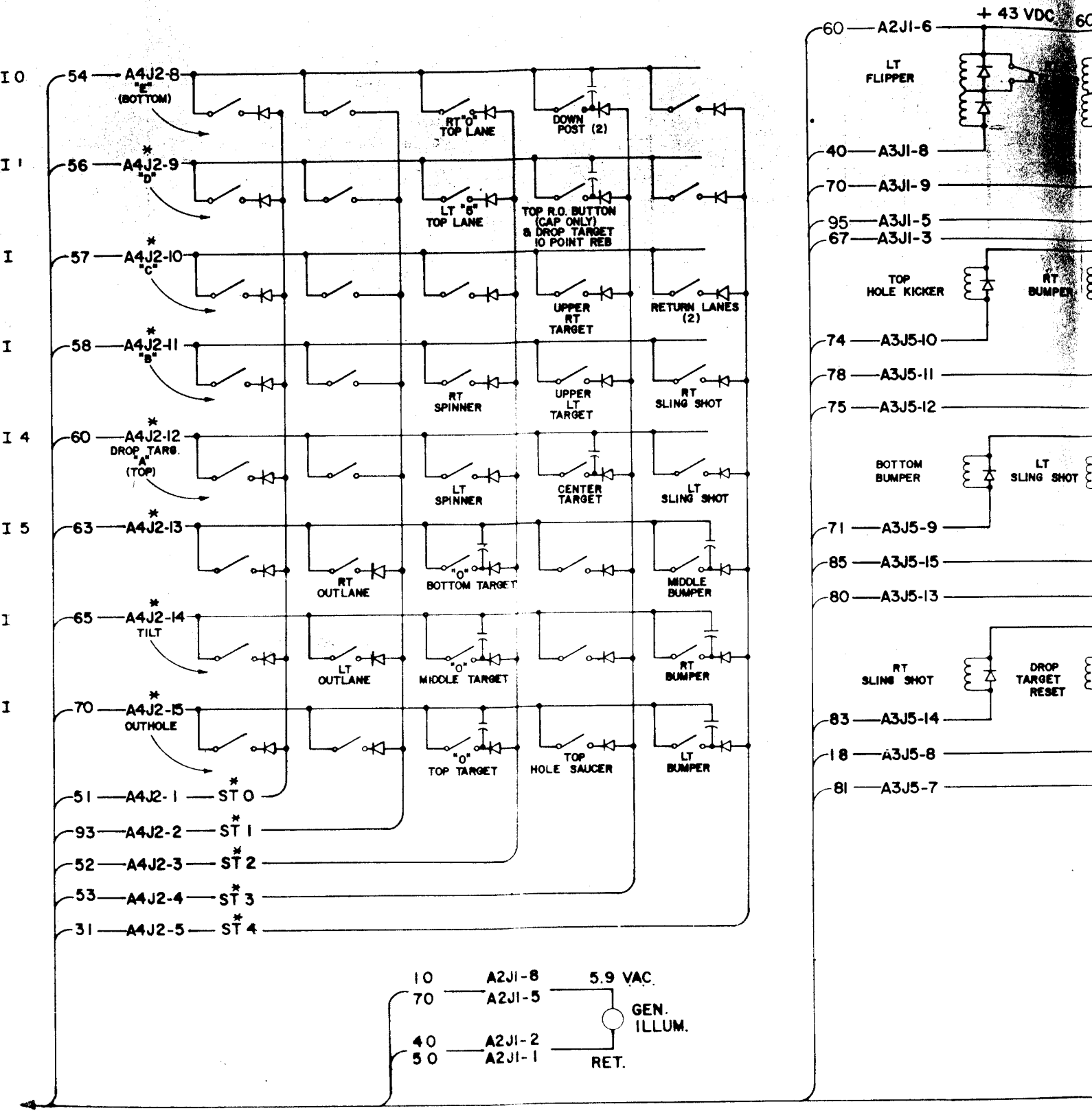
TOTAL | SCALE

NAME: PLUG CONNECTORS

MATERIAL: SIX MILLION DOLLAR MAN

ASSEM. NO. USED ON/W

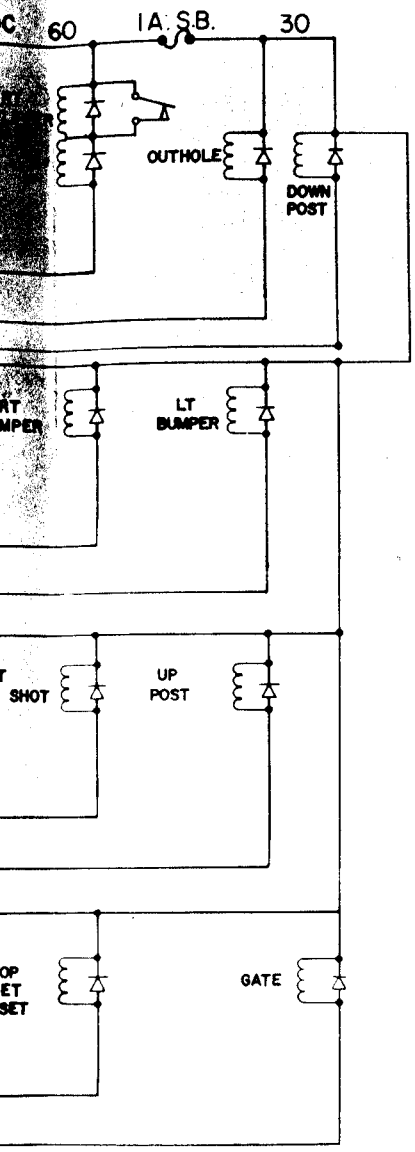
PART NO. W-1187-6 C



PLAYFIELD A6

NOTES

1. INDICATES NOT USED
2. N/U = NOT USED ON PLAYFIELD
3. * INDICATES AID TEST POINT
4. ALL DIODES ARE IN4004 ,(E-587-6)
   ALL CAPACITORS ARE .05 MFD. (E-586-80)



58	A5JI-18	IK BONUS	
60	A5JI-19	5K BONUS	5.4 VDC
57	A5JI-17	9K BONUS	
56	A5JI-23	#1 L&R SPINNER	
54	A5JI-14	#5 L&R SPINNER	
13	A5JI-15	"0" BOTTOM TARGET	
12	A5JI-16	"5" LEFT TOP LANE	
78	A5JI-28	BIONIC RIGHT "0"	
50	A5JI-24	BIONIC "5"	
90	A5JI-25	SAUCER 10K BONUS 5X	
91	A5JI-26	S.P.S.A.	
53	A5JI-27	DROP TARGET SPINNER LITE	
41	A5JI-1	2K BONUS	
52	A5JI-9	6K BONUS	
51	A5JI-8	10K BONUS	
45	A5JI-3	#2 L&R SPINNER	
43	A5JI-2	N/U	
32	A5JI-10	"0" MIDDLE TARGET	
34	A5JI-7	RT. OUTLANE SPEC.	
25	A5JI-6	BIONIC 3RD LT. "0"	
48	A5JI-5	RT. SPINNER IK W/L	
65	A5JI-11	SAUCER 5X BONUS 3X	
35	A5JI-4	N/U	
61	A5JI-12	DROP TARGET X BALL	
96	A5JI-13	BIONIC 2ND LT. "0"	
38	A5J3-26	3K BONUS	
36	A5J3-25	7K BONUS	
67	A5J3-19	20K BONUS	
27	A5J3-17	#3 L&R SPINNER	
25	A5J3-16	SAUCER 5K	
98	A5J3-23	"0" TOP TARGET	
40	A5J3-27	LT. OUTLANE SPEC.	
30	A5J3-21	N/U	
64	A5J3-20	SAUCER 3X BONUS 2X	
23	A5J3-22	N/U	
82	A5J3-24	DROP TARGET SPEC.	
10	A5J3-1	4K BONUS	
21	A5J3-12	8K BONUS	
53	A5J3-15	SAUCER 3K	
20	A5J3-11	#4 L&R SPINNER	
15	A5J3-9	POST UP (2)	
13	A5J3-13	CREDIT INDICATOR	
14	A5J3-4	BIONIC SPEC. W/L	
95	A5J3-2	BIONIC LEFT "0"	
91	A5J3-10	LT. SPINNER IK W/L	
56	A5J3-18	SAUCER 2X	
81	A5J3-3	"0" RT. TOPLANE	
84	A5J3-14	N/U	
20	A2J1-7	FEATURE LAMP BUS	

LET.	CHANGE	DATE	BY	CK.

REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ± 1/64
DECIMALS ± .005
ANGLES ± 1°

DO NOT SCALE DRAWING

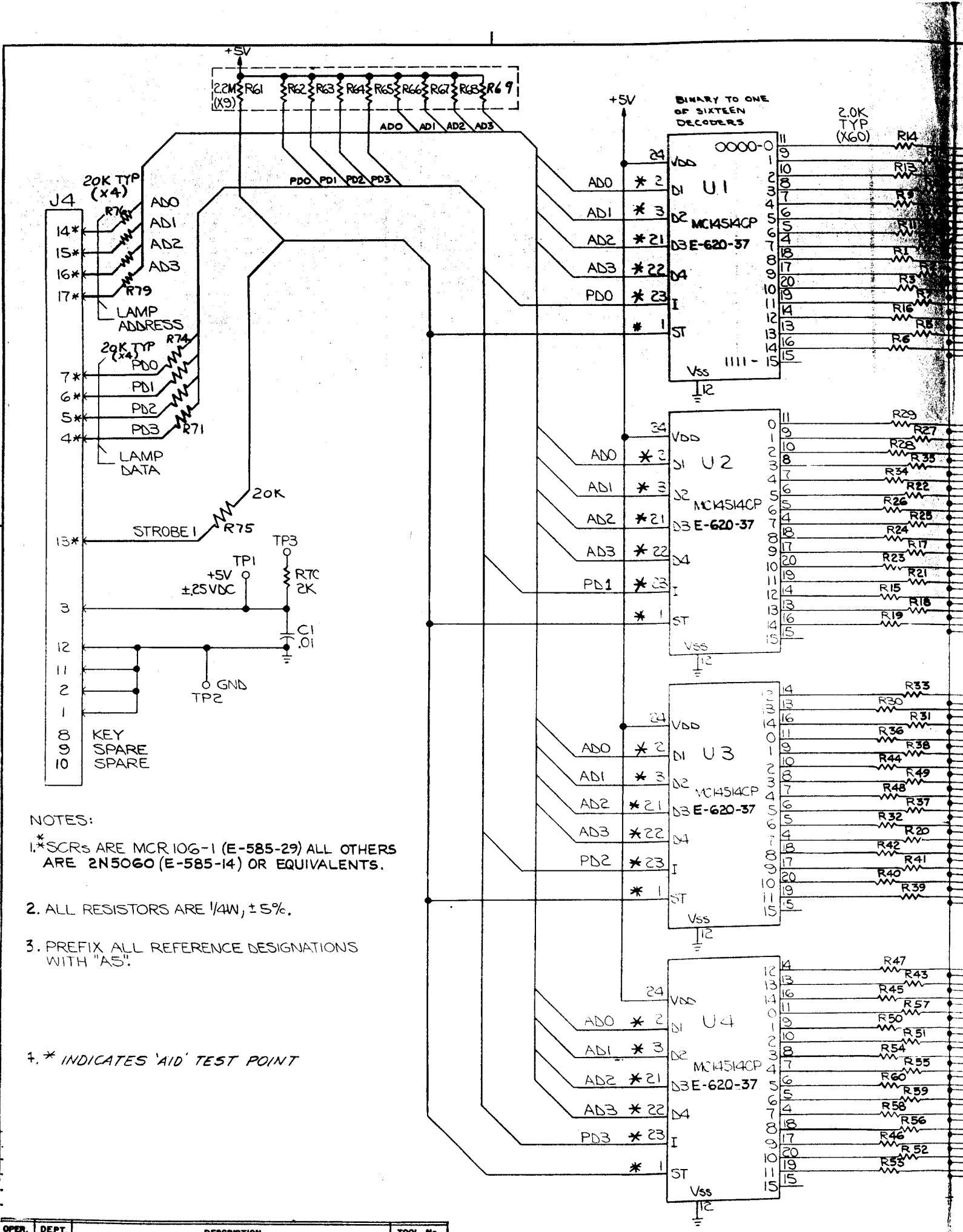
DR. BY E.V. DATE 5-10-76
CK. BY DATE
APP'D BY S.D. DATE 5-18-76
ACC'D BY DATE 6.5.76
FINISH:
HARDENING:

Bally MANUFACTURING CORP.
2640 BELMONT AVENUE
CHICAGO, ILLINOIS
1138-E

PRINT CONTROL | PROD. CONT. | PUR. DEPT. | ENG. DEPT. | TOOL DESIGN | COST DEPT. | INC. INSP. | TOOL INSP. | MAINT. INSP. | TOTAL | SCALE

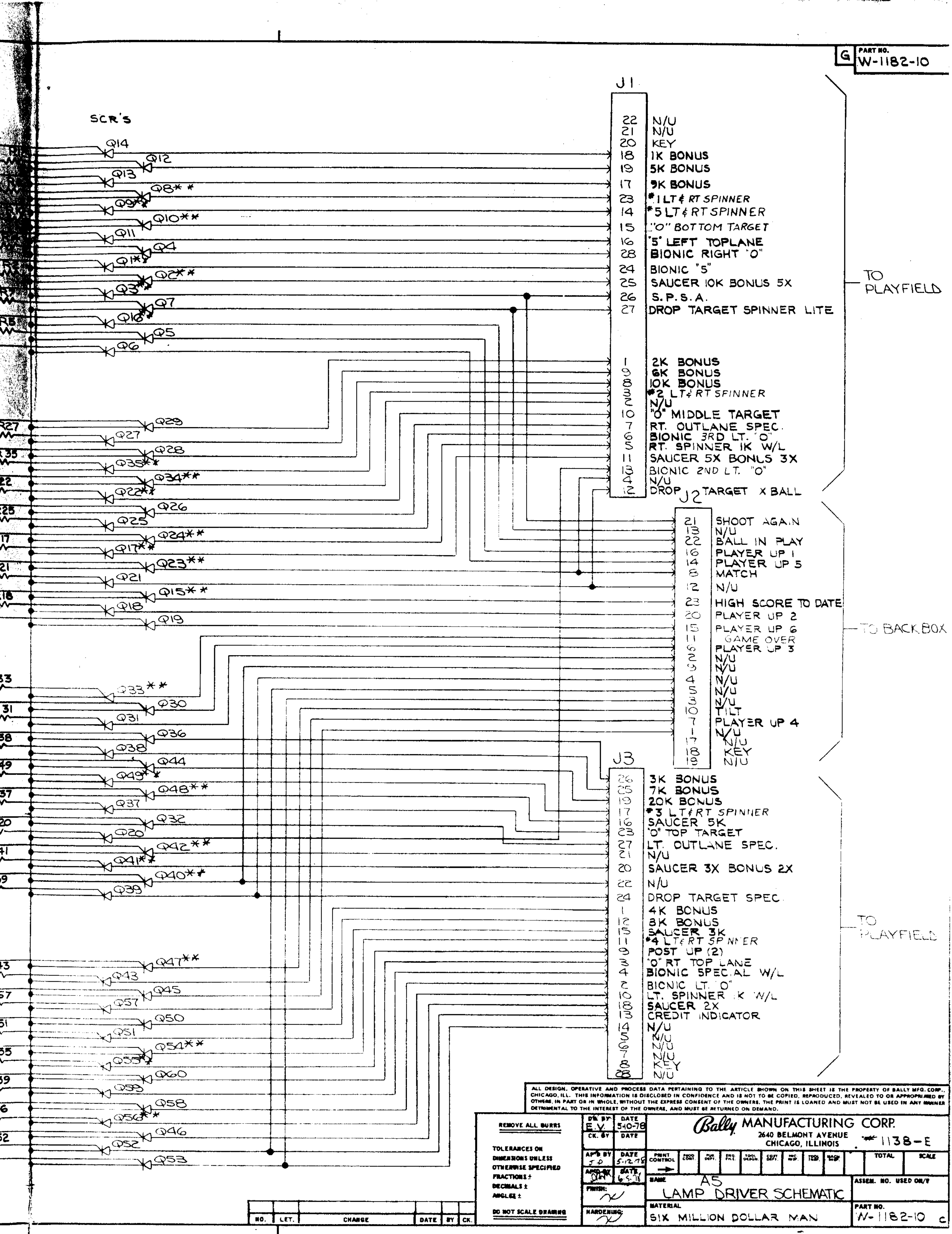
NAME: SWITCH MATRIX
ASSEM. NO. USED ON

MATERIAL: SIX MILLION DOLLAR MAN
PART NO. W-1192-6



OPER.	DEPT.	DESCRIPTION	TOOL No.

DIETZGEN 196H


G
PART NO. W-1182-10
SCR'S
J1
22 N/U
21 N/U
20 KEY
18 1K BONUS
19 5K BONUS
17 9K BONUS
23 *1 LT & RT SPINNER
14 *5 LT & RT SPINNER
15 "O" BOTTOM TARGET
16 "5" LEFT TOPLANE
28 BIONIC RIGHT "O"
24 BIONIC "5"
25 SAUCER 10K BONUS 5X
26 S.P.S.A.
27 DROP TARGET SPINNER LITE
1 2K BONUS
9 6K BONUS
8 10K BONUS
3 *2 LT & RT SPINNER
2 N/U
10 "O" MIDDLE TARGET
7 RT. OUTLANE SPEC.
6 BIONIC 3RD LT. "O"
5 RT. SPINNER 1K W/L
11 SAUCER 5X BONUS 3X
13 BIONIC 2ND LT. "O"
4 N/U
12 DROP TARGET X BALL
TO PLAYFIELD
J2
21 SHOOT AGAIN
13 N/U
22 BALL IN PLAY
16 PLAYER UP 1
14 PLAYER UP 5
8 MATCH
12 N/U
23 HIGH SCORE TO DATE
20 PLAYER UP 2
15 PLAYER UP 6
11 GAME OVER
6 PLAYER UP 3
2 N/U
9 N/U
4 N/U
5 N/U
3 N/U
10 TILT
7 PLAYER UP 4
1 N/U
17 N/U
18 KEY
19 N/U
TO BACK BOX
J3
26 3K BONUS
25 7K BONUS
19 20K BONUS
17 *3 LT & RT SPINNER
16 SAUCER 5K
23 "O" TOP TARGET
27 LT. OUTLANE SPEC.
21 N/U
20 SAUCER 3X BONUS 2X
22 N/U
24 DROP TARGET SPEC.
1 4K BONUS
12 8K BONUS
15 SAUCER 3K
11 *4 LT & RT SPINNER
9 POST UP (2)
3 "O" RT TOP LANE
4 BIONIC SPECIAL W/L
2 BIONIC LT. "O"
10 LT. SPINNER 1K W/L
18 SAUCER 2X
13 CREDIT INDICATOR
14 N/U
5 N/U
6 N/U
7 N/U
8 KEY
28 N/U
TO PLAYFIELD
Q14 Q12 Q13 Q8** Q9** Q10** Q11 Q4 Q1** Q2** Q3** Q7 Q16** Q5 Q6
Q29 Q27 Q28 Q35** Q34** Q22** Q26 Q25 Q24** Q17** Q23** Q21 Q15** Q18 Q19
Q33** Q30 Q31 Q36 Q38 Q44 Q49** Q48** Q37 Q32 Q20 Q42** Q41** Q40** Q39
Q47** Q43 Q45 Q57 Q50 Q51 Q54** Q55** Q60 Q59 Q58 Q56** Q46 Q52 Q53
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REMOVE ALL BURRS
TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED
FRACTIONS ±
DECIMALS ±
ANGLES ±
DO NOT SCALE DRAWING
DR. BY E.V. DATE 5-10-78
CK. BY DATE
APP BY J.P. DATE 5-12-78
APPD BY DATE 6-5-78
FINISH
HARDENING
Bally MANUFACTURING CORP.
2640 BELMONT AVENUE CHICAGO, ILLINOIS
1138-E
TOTAL SCALE
NAME A5 LAMP DRIVER SCHEMATIC
ASSEM. NO. USED ON/Y
MATERIAL SIX MILLION DOLLAR MAN
PART NO. W-1182-10 C
NO. LET. CHANGE DATE BY CK.

PLAYFIELD MYLAR PROTECTORS

FO-589

ENCLOSED ARE TWO MYLAR PROTECTORS WHICH MAY BE ATTACHED TO THE PLAYFIELD IN FRONT OF THE SLINGSHOT KICKERS AS SHOWN IN SKETCH. THESE WILL HELP TO PRESERVE PAINT FINISH IN FRONT OF SLINGSHOTS.

TO APPLY, SIMPLY REMOVE PAPER BACKING AND PLACE MYLAR WITH FLAT EDGE TOUCHING THE TWO SLINGSHOT POSTS.