



# Strikes and Sparcs

**Bally**

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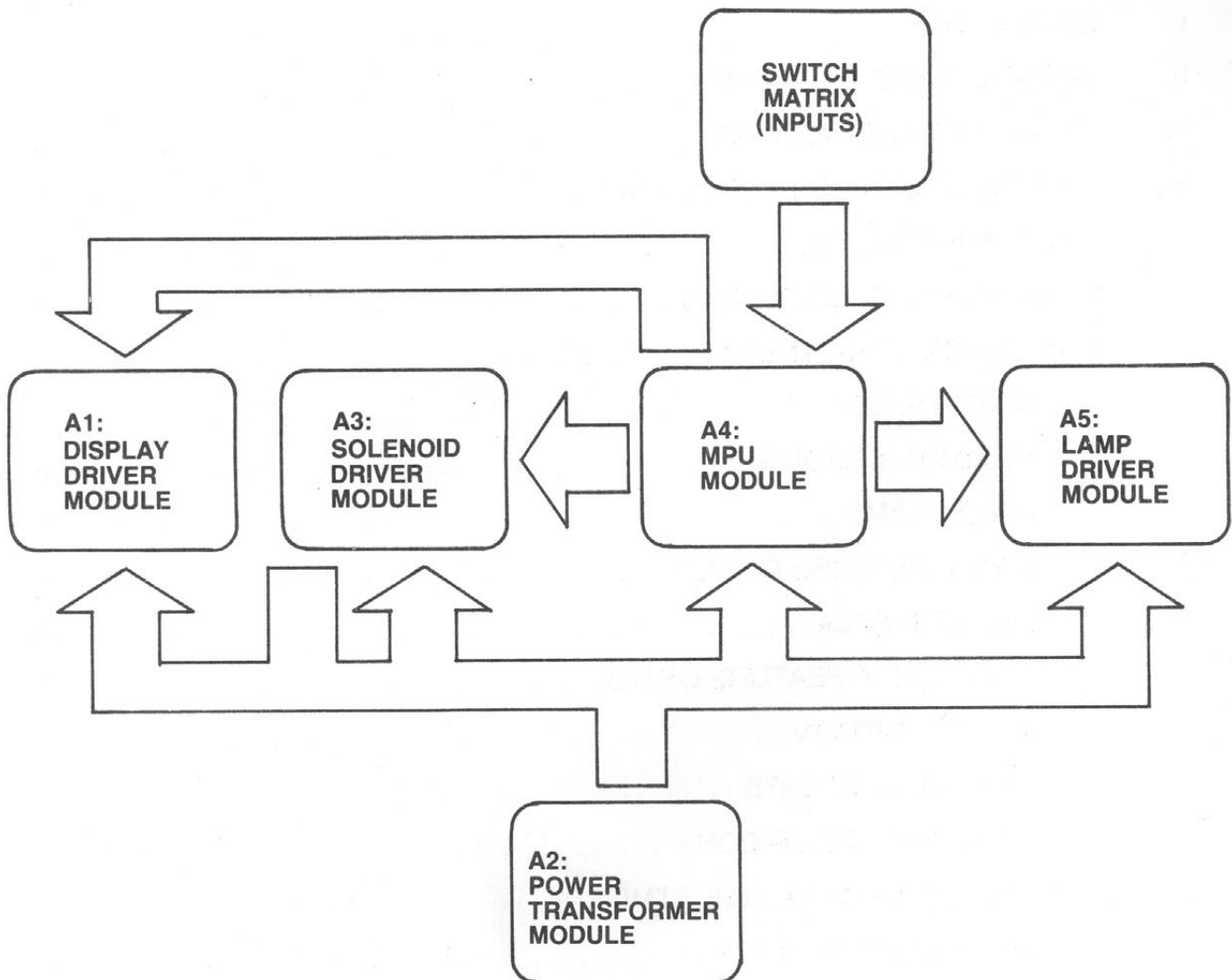
# 1135 E

## 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:

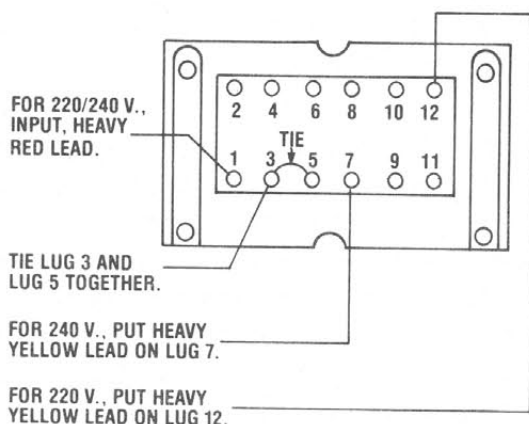
1. Check that all cable connectors are completely seated on printed circuit assemblies.
2. Check that cables are clear of all moving parts.
3. Check for any wires that may have become disconnected.
4. Check switches for loose solder or other foreign material that may have come loose in shipment and could 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.

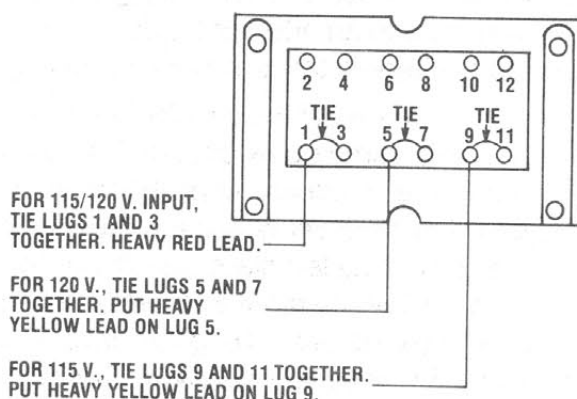
### TRANSFORMER CONNECTION INSTRUCTIONS

E-122-125 TRANSFORMER WIRING FOR 220/240 V.,  
50/60 CYCLE INPUT.



VARISTOR, BALLY PART NO. E-713-1,  
LOCATED IN CABINET, MUST BE USED  
FOR OPERATION AT 220 V. OR 240 V.A.C.

E-122-125 TRANSFORMER WIRING FOR 115/120 V.,  
50/60 CYCLE INPUT.



VARISTOR, BALLY PART NO. E-713,  
LOCATED IN CABINET, MUST BE USED  
FOR OPERATION AT 115 OR 120 V.A.C.

**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 Game 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. 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 four 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 not lit, score 10 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 Game to Date' is alternately flashed with all 4 player scores. If the 'High Game 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 all 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 (Payed & 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 number 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.

## #1135-E STRIKES & SPARES

### IV. FEATURE OPERATION & SCORING

#### A. BONUS SCORE FEATURE:

A bonus score of 1000 to 29,000 points may be scored. The game starts with a bonus score of 1000 points. The bonus score advances one step at a time each time the ball rolls through the top three lanes, hits the S-P-A-R-E targets, or goes through the left or right return lane. The bonus advances three steps at a time each time the ball goes into the top saucer.

#### B. BONUS COLLECT AND BONUS MULTIPLIER:

When the ball goes into the outhole, the lit bonus score is added to the player's total score. If the 2X lite is lit, the bonus score is added to the player's total score twice. If the 3X lite is lit, the bonus score is added three times. If the 5X lite is lit, the bonus score is added five times. A tilt nullifies the bonus score.

#### C. ABC FEATURE:

This includes all three top lanes. The two outside lanes, (A & C) score 500 points and advance bonus one time. The center lane (B) scores 500 points, advances bonus one time, lites spinner and center thumper bumper to score 1000 points, and controls the automatic strike. The entire feature controls the bonus multiplier which is explained below.

#### MULTIPLIER ADJUSTMENT

ABC	SW. #30 ON (LIBERAL)	SW. #30 OFF (CONSERVATIVE)
1ST time sequence is completed	2X	2X
2ND time sequence is completed	3X	3X
3RD time sequence is completed	5X, 5000 lite and SPECIAL	5X and 5000 lite
4TH time sequence is completed	SPECIAL	Lites SPECIAL and awards 5000
5TH time sequence is completed	SPECIAL	SPECIAL

#### AUTOMATIC STRIKE ADJUSTMENT

This controls the automatic strike on the center lane. When the light is lit, it will score the lit strike value and advance it to the next position. It is as follows:

CENTER LANE	SW. #31
Liberal (On all the time)	ON
Conservative (Alternates)	OFF

#### ABC ADJUSTMENT

This will control the spotting or respotting of the Bonus Multiplier lites. It is explained as follows:

	SW. #22
Bonus Multiplier Memory (Liberal)	ON
Bonus Multiplier Reset (Conservative)	OFF

#### D. SPECIAL REPLAY/X-BALL/NOVELTY MODES:

Switch #14 and #15 give the operator flexibility to award a Replay, Extra Ball or score (Novelty) when a special is scored (Outlanes, ABC Lanes, Spare targets, Return Lanes and Strike Value). The following chart explains the settings.

SWITCH	SW. #14, #15 ON	SW. #14 OFF SW. #15 ON	SW. #14 OFF SW. #15 OFF
Positions	REPLAY	X-BALL	NOVELTY
Outlane Special	REPLAY	X-BALL (Note 1)	50,000
Spare Special	REPLAY	X-BALL (Note 1)	50,000
ABC Special	REPLAY	X-BALL (Note 1)	50,000
Strike Value Special	REPLAY	X-BALL (Note 1)	50,000
Return Lane X-Ball	X-BALL	X-BALL (Note 2)	20,000
Scoring Thresholds	REPLAY	X-BALL	NO AWARD

Note 1: 50,000 if Same Player Shoot Again is lit.

Note 2: 20,000 if Same Player Shoot Again is lit.

#### E. S-P-A-R-E FEATURE:

This feature includes the five targets on the right side of the playfield. Each target scores 500 points and advances the outhole bonus. This feature will control the extra ball and a Special feature, in the return and outlanes. The adjustment is as follows:

##### RETURN LANES

Liberal (Both ON)  
Conservative (ALT)

##### SW. #24

ON  
OFF

##### OUTLANES

Liberal (Both ON)  
Conservative (ALT)

##### SW. #32

ON  
OFF

#### F. STRIKE VALUE FEATURE:

##### TOP SAUCER FEATURE

A ball in the top saucer scores indicated value, advances to next step, scores 3 bonus advances and kicks out. The scoring is 5000, 10,000, 15,000, 20,000, 30,000, Special. There is a switch to control the starting position of the strike score which follows as such:

##### STRIKE VALUE

Liberal (5000 lite ON)  
Conservative (5000 lite OFF)

##### SW. #23

ON  
OFF

##### PIN ADJUSTMENT

Each pin scores 1000 points when lit, 100 when not lit. The pins stay on memory. When the complete set of pins are knocked out they will advance the strike value and reset. There is an adjustment to tie some of the pins together. It is as follows:

##### PIN ADJUSTMENT

Liberal (1-3, 2-5, 8-9 tied)  
Conservative (Separate)

##### SW. #29

ON  
OFF



## 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	SWITCHES					CREDITS/COIN
#1 (HINGE SIDE) OR #3	5	4	3	2	1	
	13	12	11	10	9	
	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 occurred between 1st and 2nd coin drops. If scoring occurred, second coin gives one credit.

### 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

### 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

### MELODY 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 and increase game usage. The tunes are controlled by switch 8.

TUNES	SWITCH 8
ON	ON
OFF	OFF

### HIGH GAME 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 GAME TO DATE FEATURE	SWITCH 7	SWITCH 6
No Award	OFF	OFF
One Credit	OFF	ON
Two Credits	ON	OFF
<u>Three Credits</u>	<u>ON</u>	<u>ON</u>

## **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 Game to Date Feature:**

The game is designed to award free games when 'High Game 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.

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## RUBBER PARTS

A.	R-521	3/4" Dia.	(2)
B.	R-521-1	1" Dia.	(2)
C.	R-521-3	2" Dia.	(2)
D.	R-521-4	2 1/2" Dia.	(2)
E.	R-406-3	Flipper	(2)
F.	R-243	5/16" Dia.	(21)

## 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-5871-60
5.	Shooter Gauge	P-6359-26
6.	Ball Gate (L)	A-1475-10
7.	Ball Gate (R)	A-1475-9
8.	Screened Plastics	A-2890-134
9.	Target Assy. (White) (6)	ASE-2911-20
10.	Thumper Cap (2)	A-3713-17
11.	Thumper Cap	A-3713-29
12.	Plastic Guide (2)	C-935-1
13.	Plastic Guide (2)	C-936-1
14.	R.O. Wire & Bracket (7)	A-2806
15.	Spinner Gate Assy.	ASE-2250-52
16.	R.O. Button (10)	C-900
17.	Ball Guide Wire	M-121-73
18.	Ball Guide Wire	M-121-74
19.	Ball Guide Wire (2)	M-121-18
20.	Ball Guide Wire	M-121-43
21.	Ball Guide Wire	M-121-44
22.	Buffer Wire (2)	M-121-53
23.	Minipost & Rubber	ASE-2836-1
24.	Flipper & Shaft Assy. (2)	ASE-2214-24
25.	Outhole Wire Assy.	ASE-2806-1

CONS. — CONSERVATIVE

MED. — MEDIUM

LIB. — LIBERAL

INDICATES MOVABLE POSTS  
FOR SCORING ADJUSTMENTS

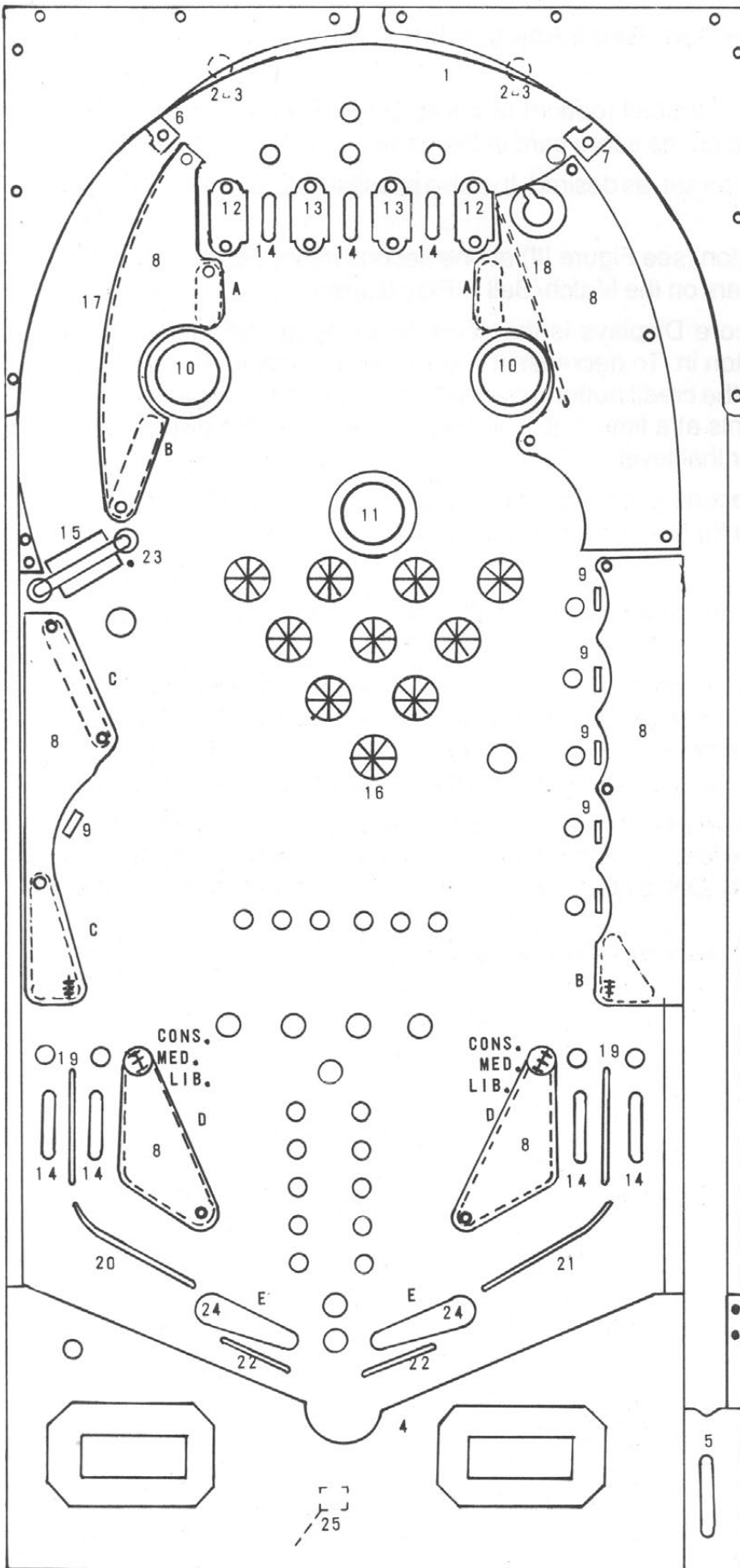


FIGURE II



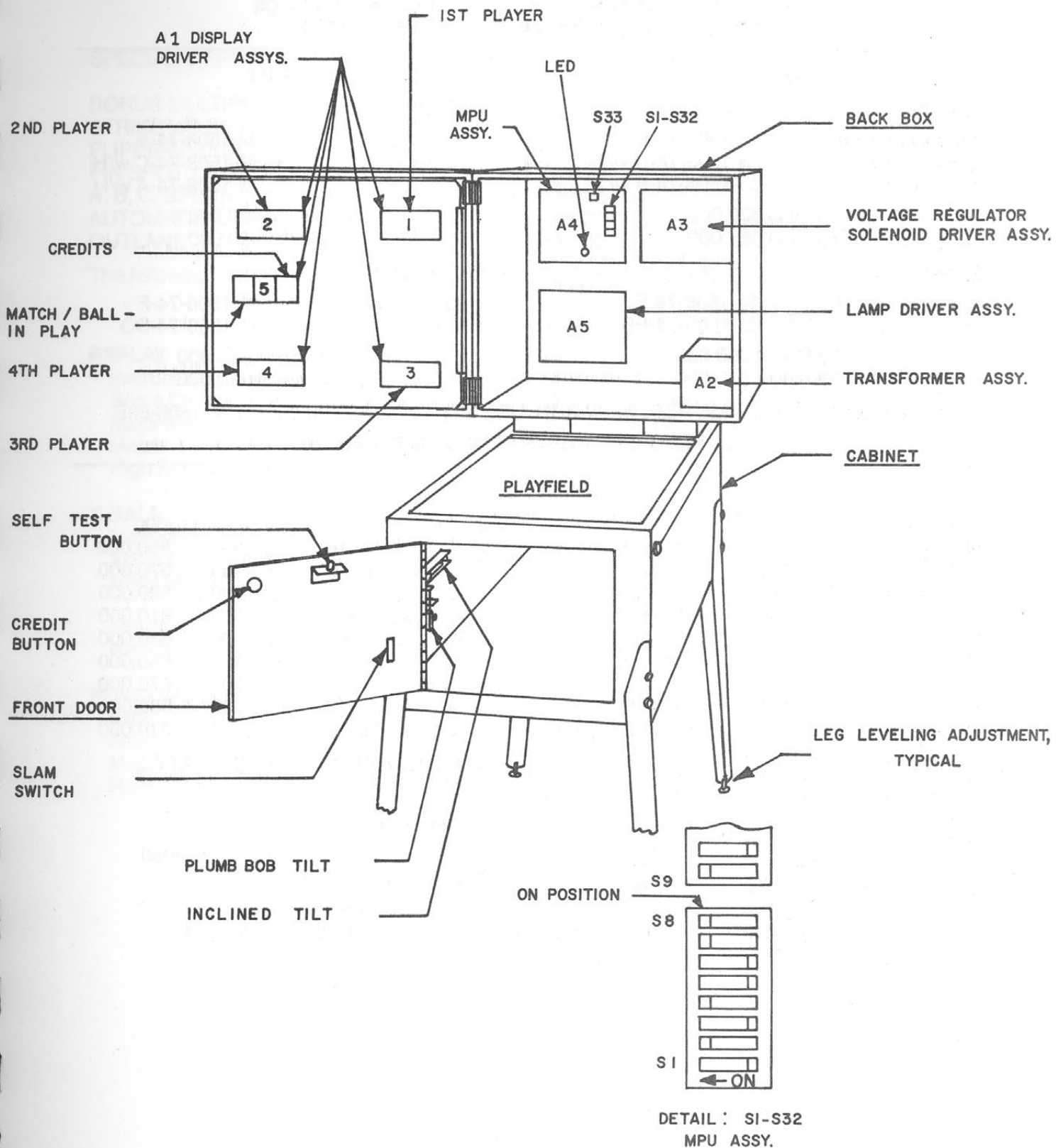


FIGURE III. ELECTRONIC PIN BALL MACHINE

## RECOMMENDED:

Instruction, Score Cards and High Score feature settings  
to be used on **STRIKES AND SPARES, #1135-E.**

3-BALL		5-BALL	
<b>REPLAYS</b>		<b>REPLAYS</b>	
Instruction Card	M-1508-74-E	Instruction Card	M-1508-74-E
Score Card	M-1508-74-D w/J	Score Card	M-1508-74-C w/H
*Score Card	M-1508-74-B w/J	*Score Card	M-1508-74-A w/H
	1 Replay at 320,000		1 Replay at 300,000
	1 Replay at 580,000		1 Replay at 560,000
<b>EXTRA BALL</b>		<b>EXTRA BALL</b>	
Instruction Card	M-1508-74-F	Instruction Card	M-1508-74-F
Score Card	M-1508-74-BB	Score Card	M-1508-74-DD
	1 Extra Ball at 260,000		1 Extra Ball at 300,000
	1 Extra Ball at 570,000		1 Extra Ball at 610,000

\*USE FOR END OF GAME REPLAY AWARD. USE WITH INSERT CARDS (7), M-1508-68B  
(ALL PLAYFIELD POSTS IN MEDIUM POSITION)

## ADDITIONAL CARDS

<b>REPLAYS</b>				<b>EXTRA BALL</b>			
M-1508-74-H	240,000	500,000		M-1508-74-AA	240,000	550,000	
M-1508-74-I	260,000	520,000		M-1508-74-BB	260,000	570,000	
M-1508-74-J	280,000	540,000		M-1508-74-CC	280,000	590,000	
M-1508-74-K	340,000	600,000		M-1508-74-DD	300,000	610,000	
M-1508-74-L	360,000	620,000		M-1508-74-EE	320,000	630,000	
M-1508-74-M	380,000	640,000		M-1508-74-FF	340,000	650,000	
M-1508-74-N	400,000	660,000		M-1508-74-GG	380,000	670,000	
M-1508-74-O	420,000	680,000		M-1508-74-HH	400,000	690,000	
M-1508-74-P	240,000	530,000	680,000	M-1508-74-II	420,000	710,000	
M-1508-74-Q	260,000	550,000	700,000				
M-1508-74-R	280,000	570,000	720,000	<b>INSTRUCTION CARD, NOVELTY</b>			
M-1508-74-S	300,000	590,000	740,000	M-1508-74-G			
M-1508-74-T	320,000	610,000	760,000	<b>BLANKS (3)</b>			
M-1508-74-U	340,000	630,000	780,000	High Game to Date Recommended			
M-1508-74-V	360,000	650,000	800,000	levels: (Reset Periodically)			
M-1508-74-W	380,000	670,000	820,000		3-BALL	620,000	
M-1508-74-X	400,000	690,000	840,000		5-BALL	580,000	
M-1508-74-Y	420,000	710,000	860,000				

## #1135-E STRIKES AND SPARES

### RECOMMENDED SETTINGS

		3-BALL	5-BALL
SPECIAL: REPLAY	SW. 14	ON	ON
	SW. 15	ON	ON
BONUS MULTIPLIER	SW. 22	ON	OFF
STRIKE VALUE 5000	SW. 23	ON	OFF
FLIPPER FEEDER LANE	SW. 24	ON	OFF
PIN SPOT 1-3, 2-5, 8-9	SW. 29	ON	OFF
A, B, C, SPECIAL	SW. 30	ON	OFF
AUTOMATIC STRIKE	SW. 31	ON	OFF
OUTLANE	SW. 32	OFF	OFF

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

	3-BALL	5-BALL
<b>REPLAY</b>		
Instruction Card	M-1508-74-E	M-1508-74-E
Score Card	M-1508-74-B w/J	M-1508-74-A w/H
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
<b>X-BALL</b>		
Instruction Card	M-1508-74-F	M-1508-74-F
Score Card	M-1508-74-D w/BB	M-1508-74-C w/DD
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
<b>NOVELTY</b>		
Instruction Card	M-1508-74-G	M-1508-74-G
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.
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 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.'
5. 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.**

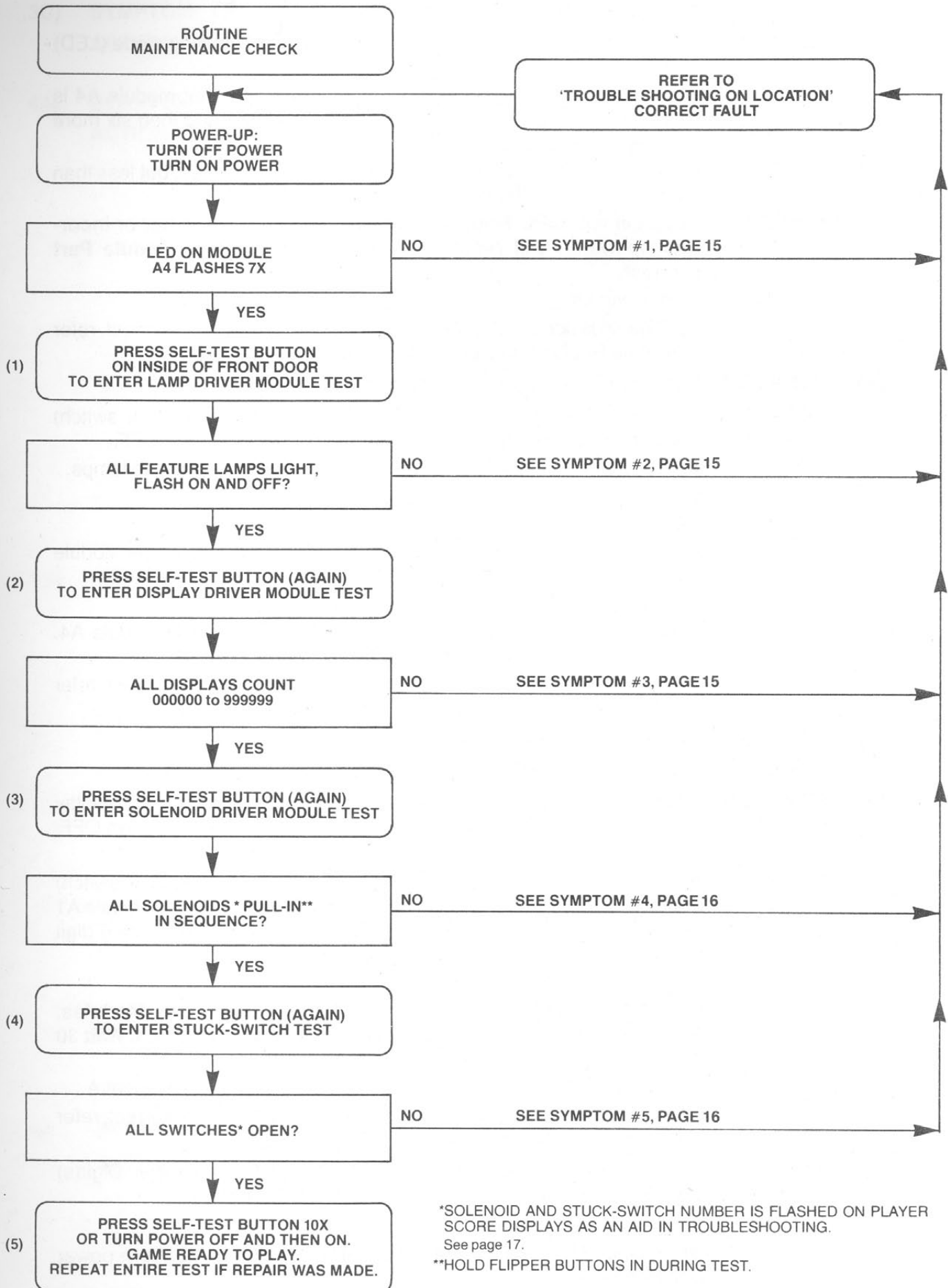
## IX. TROUBLESHOOTING ON LOCATION

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



- 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, it 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) **SYMPTOM:** 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 MPU module A4. See CAUTION NOTE, 1C.  
 H) 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 (chimes, 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 and if necessary, AG and AH.
- 5) **SYMPTOM:** Feature (Drop Targets, etc.) does not score.  
**ACTION:** A) With power ON, open front door. Press button (Self-Test switch) four 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.)
- 6) **SYMPTOM:** Game blows fuse(s) repeatedly.  
**ACTION:** See Module Replacement Procedure. F.O. 560  
 \*Turn power On-Off switch OFF and then ON.

# **GAME #1135-E STRIKES AND SPARES (FIG. V)**

## **SOLENOID IDENTIFICATION TABLE**

SOLENOID SELF-TEST #	SOLENOID IDENTIFICATION	SOLENOID SELF-TEST #	SOLENOID IDENTIFICATION
01	OUTHOLE KICKER	08	LEFT THUMPER BUMPER
02	KNOCKER	09	RIGHT THUMPER BUMPER
03	SAUCER	10	BOTTOM THUMPER BUMPER
04	TONE 10	11	LEFT SLINGSHOT
05	TONE 100	12	RIGHT SLINGSHOT
06	TONE 1000	13	COIN LOCKOUT DOOR
07	TONE 10,000 (EXTRA)	14	K1 RELAY (FLIPPER ENABLE)

## **SWITCH ASSEMBLY SELF-TEST DISPLAY NUMBERS**

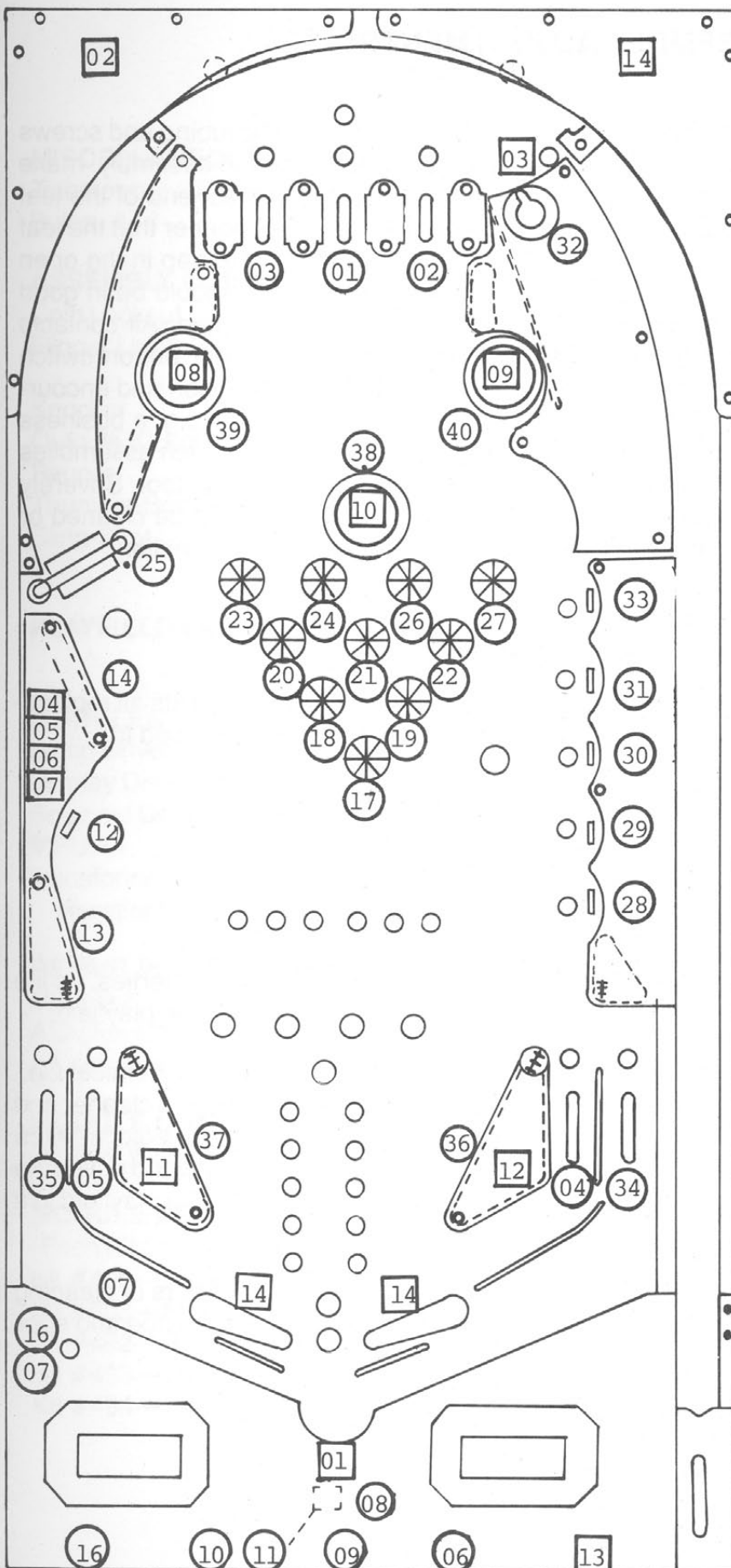
SELF- TEST #	SWITCH DESCRIPTION	SELF- TEST #	SWITCH DESCRIPTION
01	TOP 'B' R.O. LANE	21	5 PIN
02	TOP 'C' R.O. LANE	22	6 PIN
03	TOP 'A' R.O. LANE	23	7 PIN
04	RT. FLIPPER FEEDER LANE	24	8 PIN
05	LEFT FLIPPER FEEDER LANE	25	SPINNER
06	CREDIT BUTTON	26	9 PIN
07	TILT (3)	27	10 PIN
08	OUTHOLE	28	'E' TARGET
09	COIN III (RIGHT)	29	'R' TARGET
10	COIN I (LEFT)	30	'A' TARGET
11	COIN II (MIDDLE)	31	'P' TARGET
12	500 SIDE TARGET	32	SAUCER
13	10 PT. REBOUND	33	'S' TARGET
14	50 PT. REBOUND	34	RIGHT OUTLANE
15		35	LEFT OUTLANE
16	SLAM (2)	36	RIGHT SLINGSHOT
17	1 PIN	37	LEFT SLINGSHOT
18	2 PIN	38	BOTTOM THUMPER BUMPER
19	3 PIN	39	LEFT THUMPER BUMPER
20	4 PIN	40	RIGHT THUMPER BUMPER



# #1135-E STRIKES AND SPARES

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

□ INDICATES SOLENOID  
IDENTIFICATION NUMBERS.  
NOTE: CABINET: 04, 05, 06, 07  
DOOR: 13  
BACKBOX: 02, 14



(FIG. V)

## 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 expectancy, 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

### #1135-E STRIKES & SPARES

MISCELLANEOUS	PART NUMBER
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/ 34-5050
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

#### PLAYFIELD PARTS

See Figure II

#### MODULES

Lamp Driver A5 .....	AS-2518-23
Display Driver A1 (5 Used) .....	AS-2518-21
Solenoid Driver/Voltage Regulator A3 .....	AS-2518-22
MPU A4 .....	AS-2887-9
Transformer & Rectifier A2 .....	AS-2877-1
Rectifier Board (Part of A2) .....	AS-2518-18

#### REPAIR PROCEDURES/AIDS

Module & Component Replacement .....	F.O. 560
AID (Assistance in Diagnostics)	
Kit, used with F.O. 560 .....	KIT #485

#### MODULE COMPONENTS

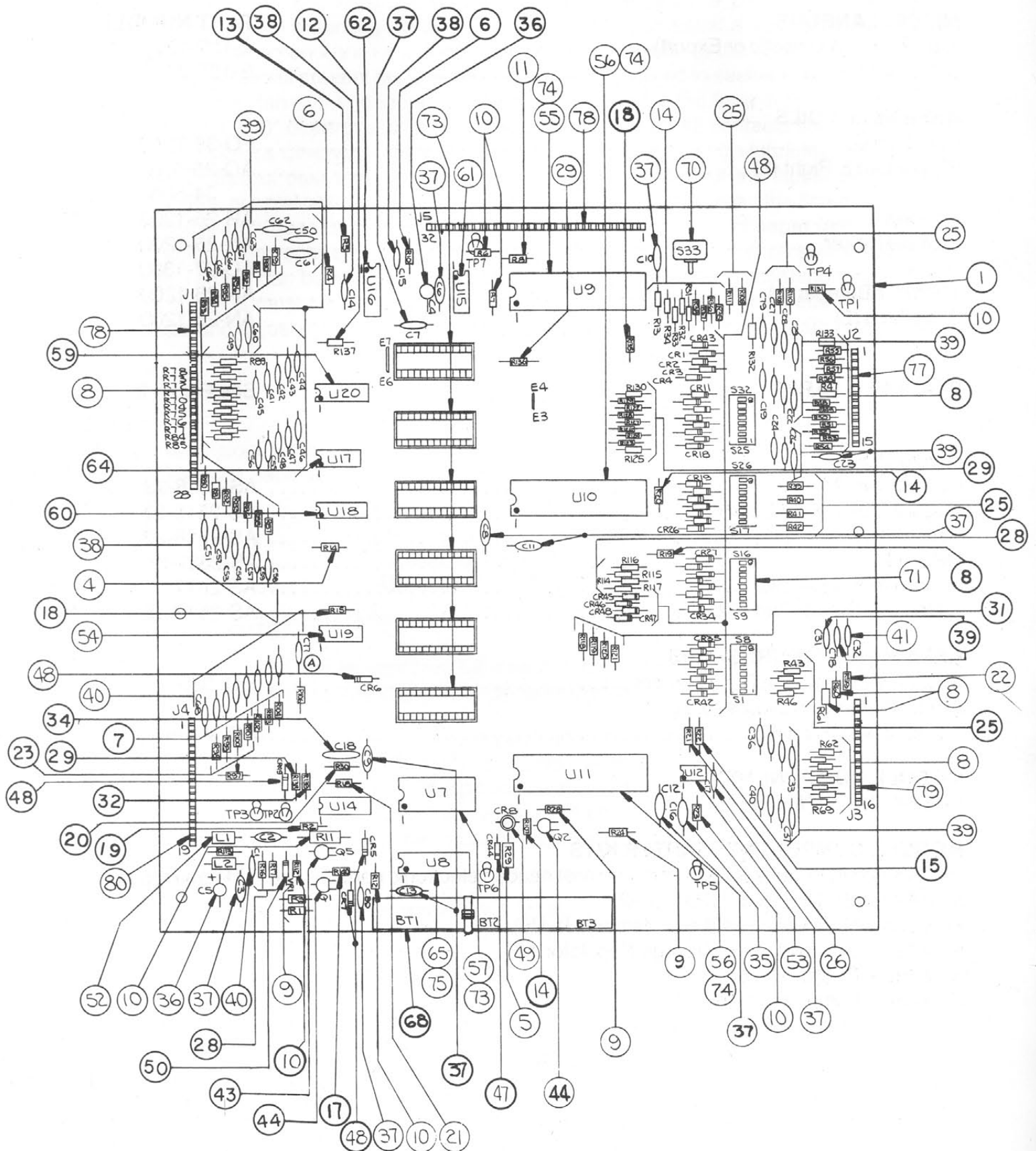
SEE MODULE PARTS LIST

#### MODULE COMPONENT STARTER KITS

(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-2518-17 MPU MODULE



## A4: MPU MODULE COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A4 (see note 1)	AS-2887-9	MPU Module Complete. Strikes & Spares
2	A4 (see note 2)	AS-2518-17	MPU Module less Program Memory, U1-6 incl.
3-32	See Schematic		Resistors, See schematic for value.
34	C18	E-00586-0019	Capacitor, .05 MFD, 100V
35	C16	E-00586-0023	Capacitor, .1 MFD, 100V
36	C4, C5	E-00586-0073	Capacitor, 4.5 MFD, 25V
37	C3, C6-C13, C17	E-00586-0065	Capacitor, .01 MFD, 500V
38	C14, C15, C79, C41-C67	E-00586-0067	Capacitor, 470 PFD, 1kv
39	C19-C31, C78, C33-C40	E-00586-0069	Capacitor, 390 PFD, 1kv
40	C1, C2, C68-C77	E-00586-0070	Capacitor, 820 PFD, 1kv
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 Switch
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	J4, J5	E-00715-0004	28 Pin Wafer Connector
79	J3	E-00715-0017	16 Pin Wafer Connector
80	J1	E-00715-0018	19 Pin Wafer Connector
81	J5	E-00715-0023	4 Pin Wafer Connector

### NOTE 1:

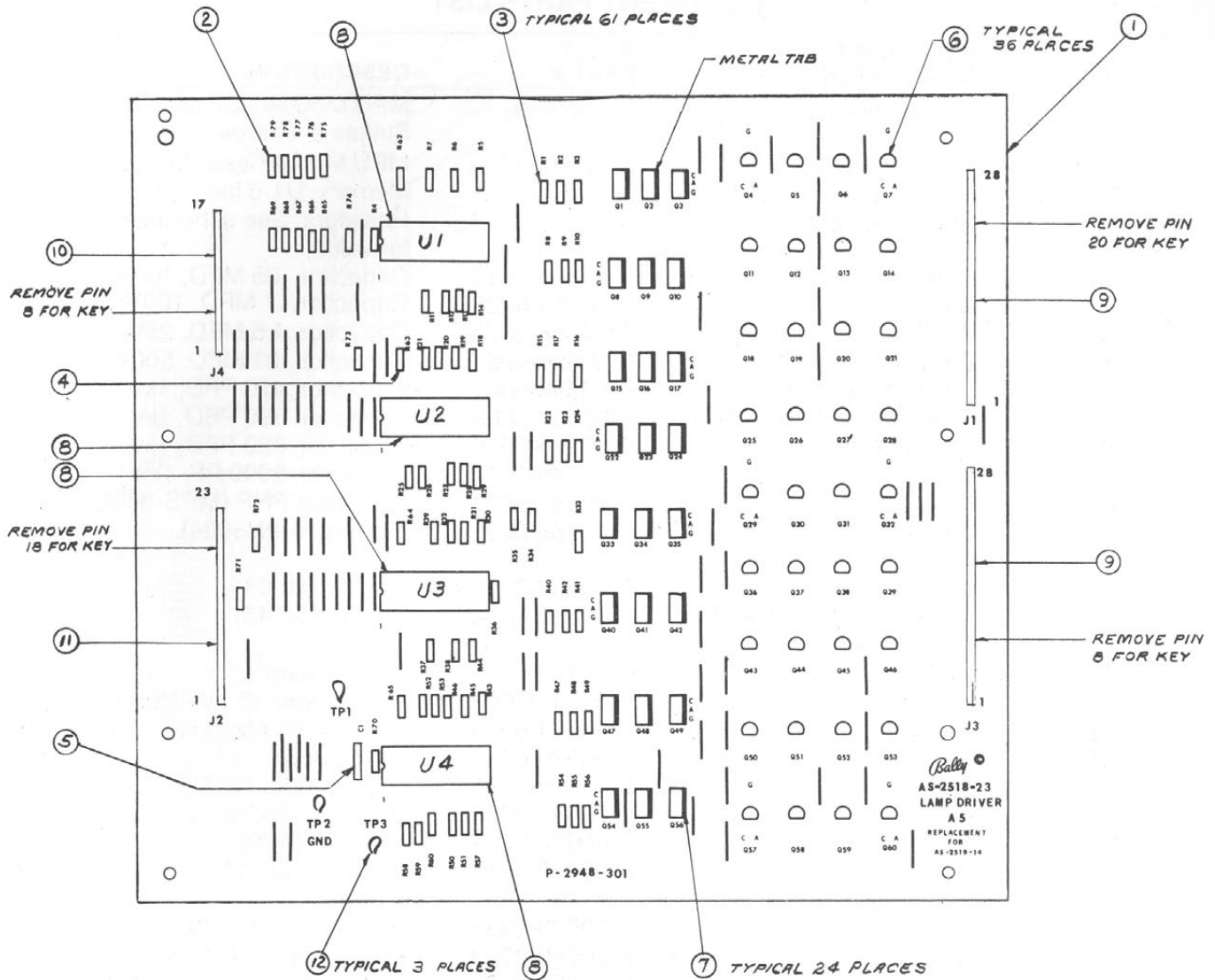
When ordering, fill in dash number. For example, AS-2887-1: FREEDOM, AS-2887-2: NIGHT RIDER, AS-2887-3: EVEL KNEIVEL, AS-2887-4: EIGHT BALL, AS-2887-5: POWER PLAY, AS-2887-6: MATA-HARI, AS-2887-7: BLACK JACK, AS-2887-8: LOST WORLD. AS-2887-9: STRIKES & SPARES

### NOTE 2:

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



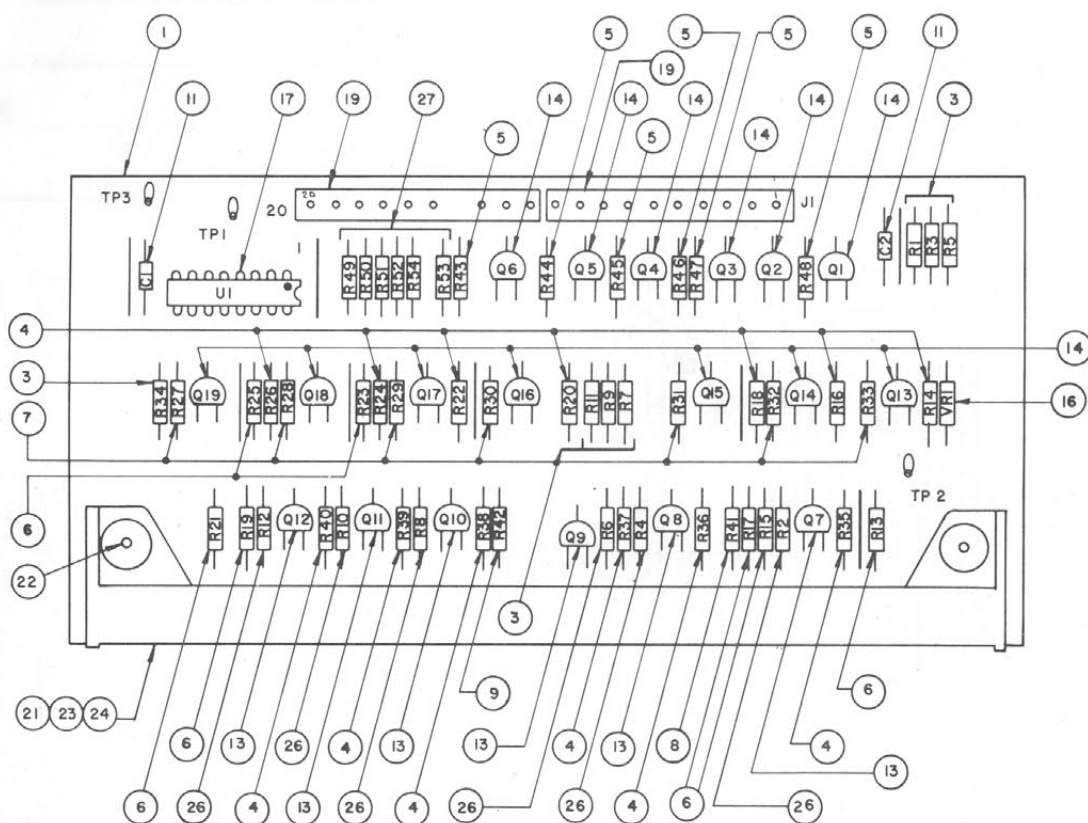
# AS-2518-23 LAMP DRIVER MODULE



## 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, 20k $\Omega$ , 5%, 1/4 W
3	R1-R60, R70	E-00105-0237	Resistor, 2k $\Omega$ , 5%, 1/4 W
4	R61-R69	E-00105-0256	Resistor, 2.2M $\Omega$ , 1/4 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

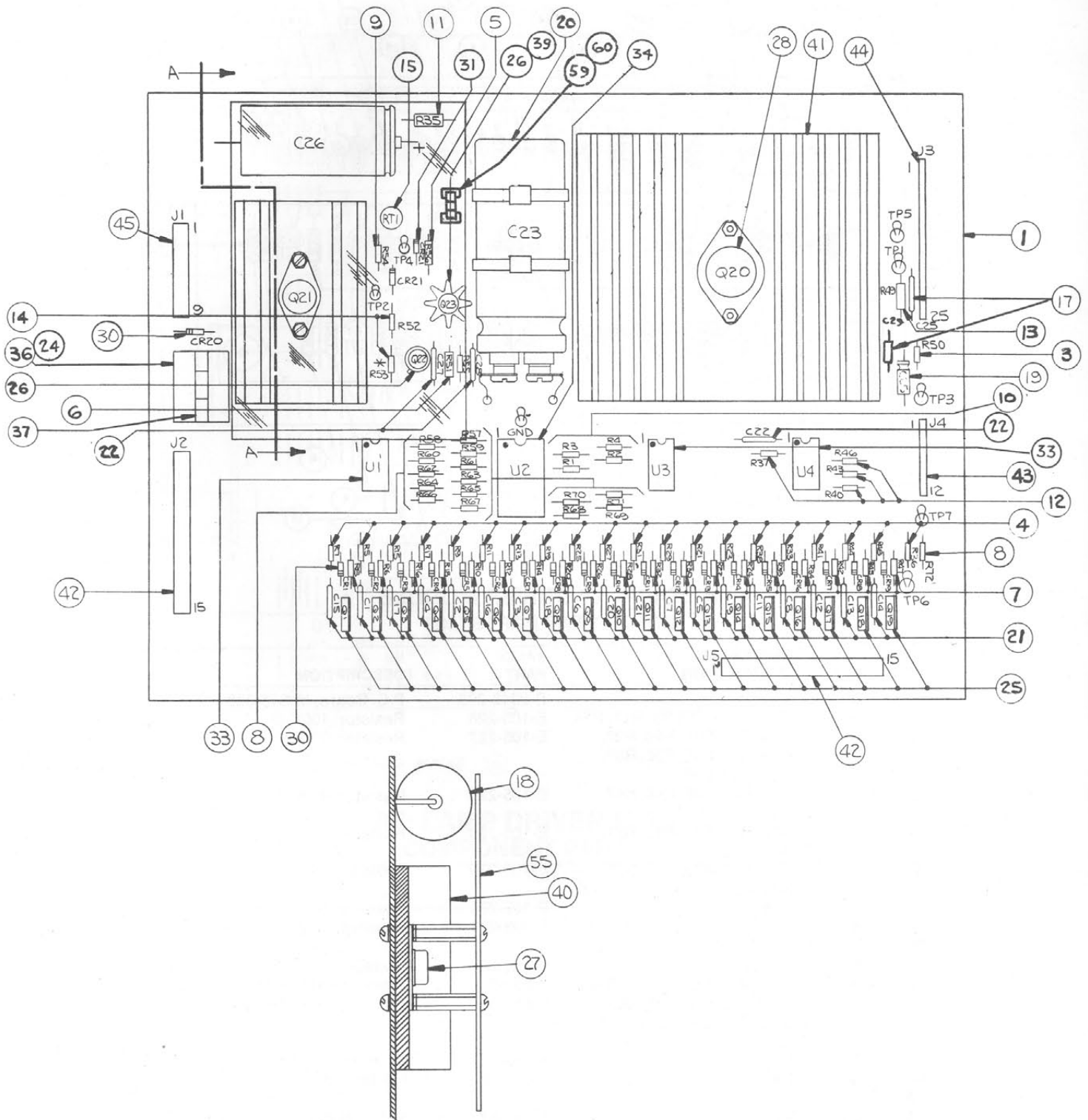


### A1: DISPLAY DRIVER MODULE COMPONENT PARTS LIST

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 $\Omega$
4	13	R14, R16, R18, R20, R22, R24, R26, R35, R36, R37, R38, R39, R40	E-105-227	Resistor, 300K $\Omega$
5	6	R43, R44, R45, R46, R47, R48	E-105-228	Resistor, 9.1K $\Omega$
6	7	R13, R15, R17, R19, R21, R23, R25	E-105-229	Resistor, 1.5K $\Omega$
7	7	R27, R28, R29, R30, R31, R32, R33	E-105-230	Resistor, 1K $\Omega$
8	1	R41	E-105-231	Resistor, 39K $\Omega$
9	1	R42	E-105-271	Resistor, 240K $\Omega$
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-715-11	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 $\Omega$
27	6	R49, R50, R51, R52, R53, R54	E-105-242	Resistor, 20K $\Omega$
28	As Req'd			Wire Jumper

NOTE: INTERCHANGEABLE WITH AS-2518-15

# AS-2518-22 SOLENOID DRIVER/VOLTAGE REGULATOR MODULE

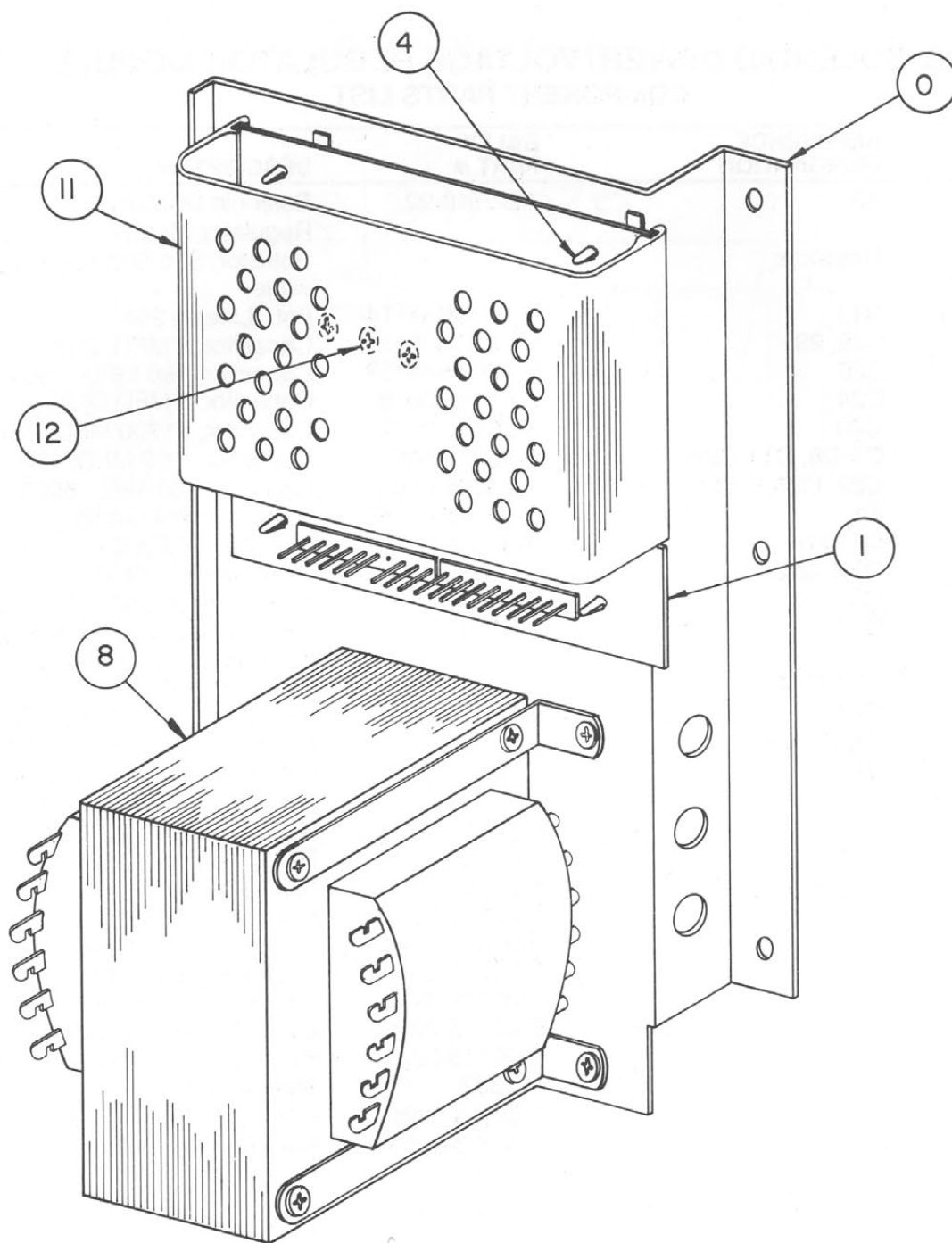


NOTE: INTERCHANGEABLE WITH AS-2518-16

### 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-00715-0013	15 Pin Wafer Connector
43		E-00715-0016	12 Pin Wafer Connector
44		E-00715-0020	25 Pin Wafer Connector
45		E-00715-0021	9 Pin Wafer Connector
55		M-1837	Shield-Plexiglass
59		E-00148-0021	Fuse Clips
60	F1	E-00133-0029	Fuse 8 AG-3/16 Amp.

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

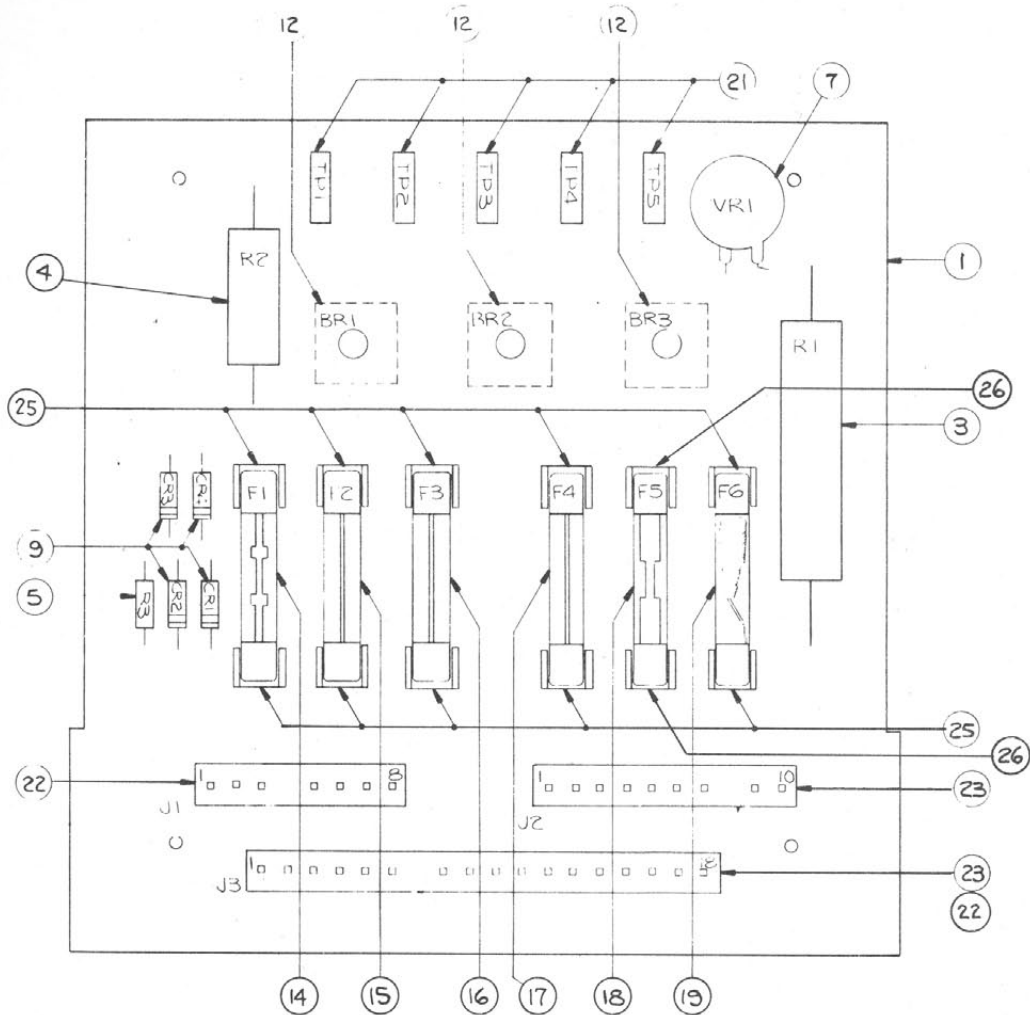


## A2: POWER TRANSFORMER MODULE COMPONENT PARTS LIST

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

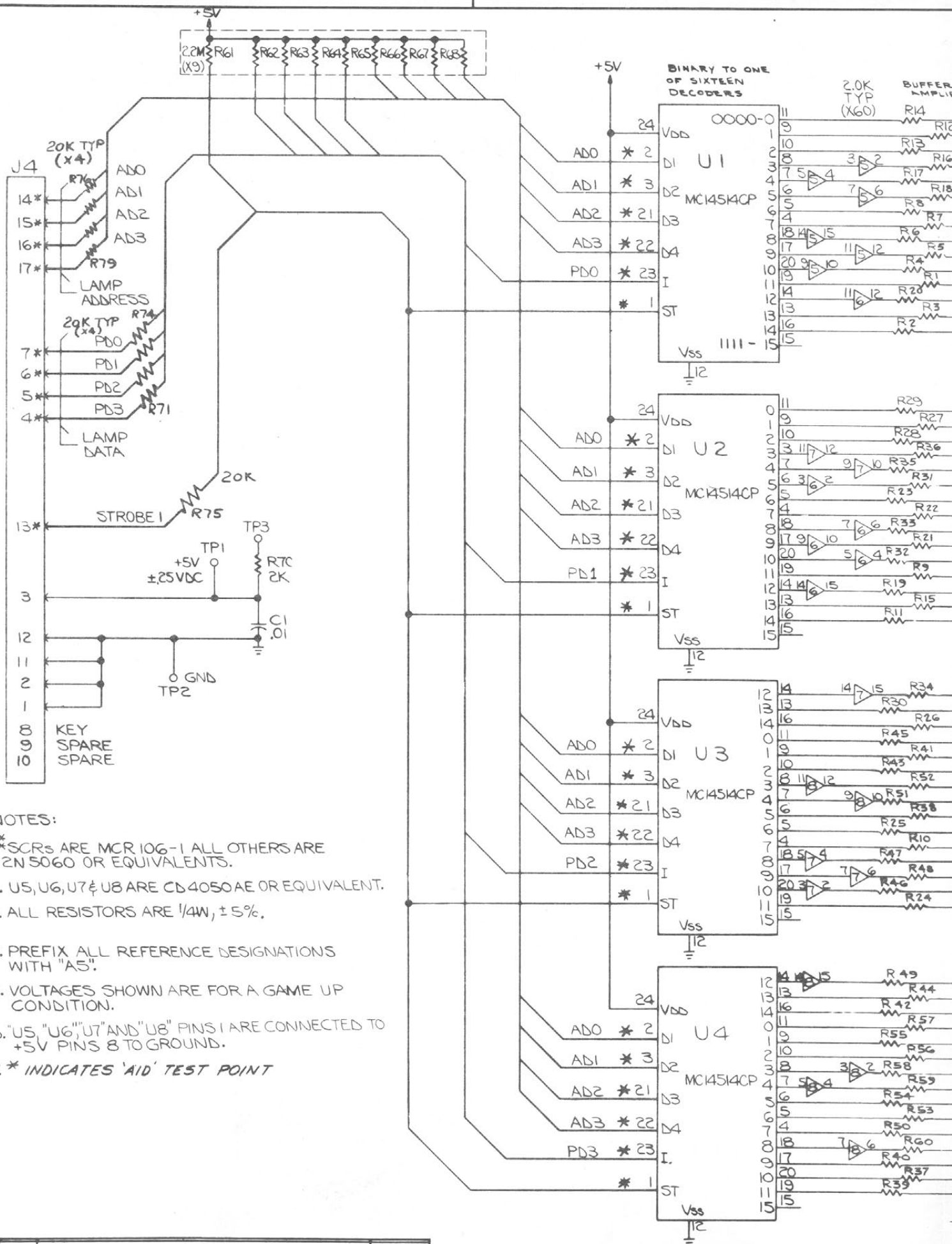


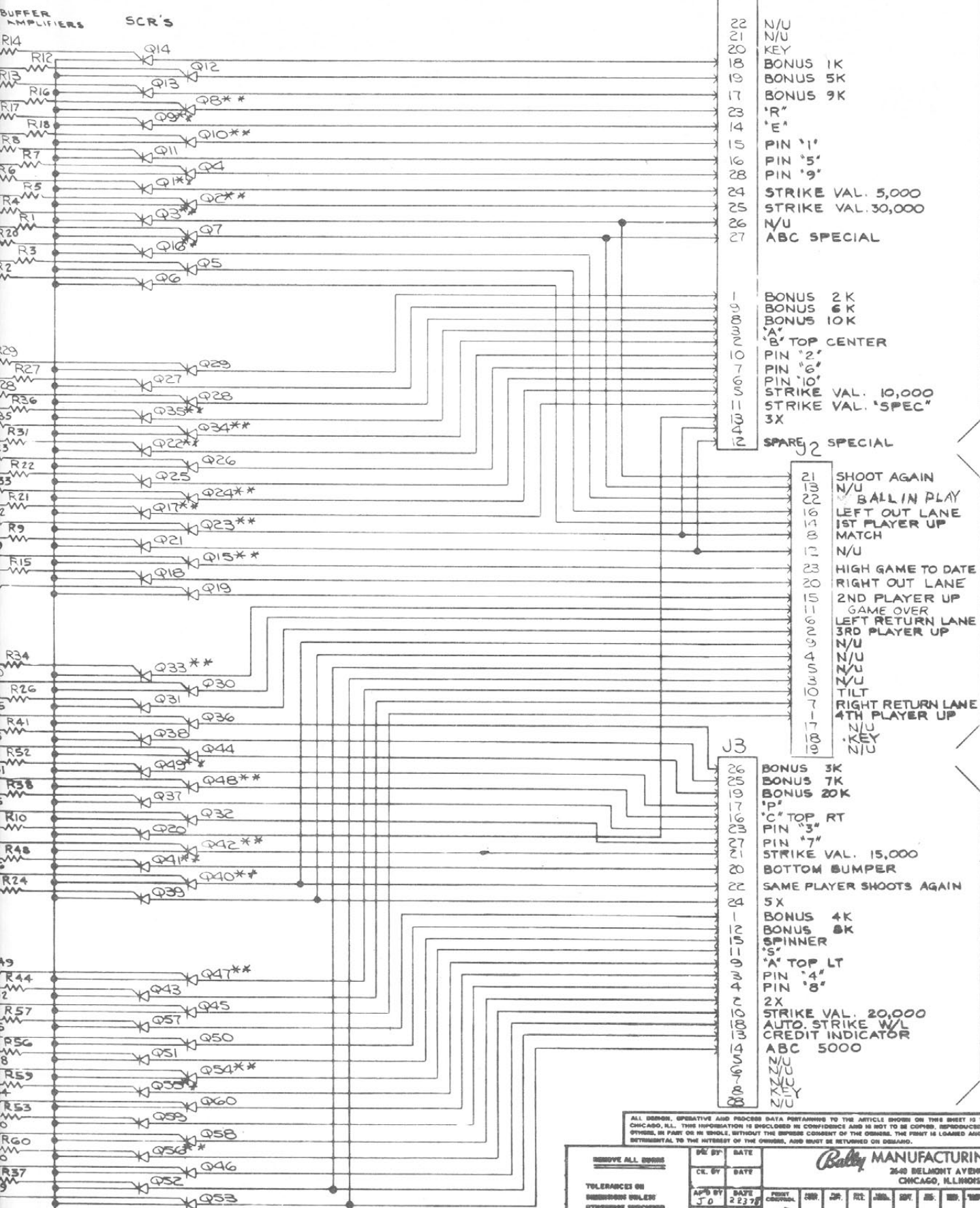
# AS-2518-18 RECTIFIER BOARD ASSEMBLY



## 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, 1/4W
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-00715-0010	8 Pin Wafer Connector
23	J2, J3	E-00715-0011	10 Pin Wafer Connector
25		E-00148-0021	Fuse Clips
26		E-00148-0022	Fuse Clips





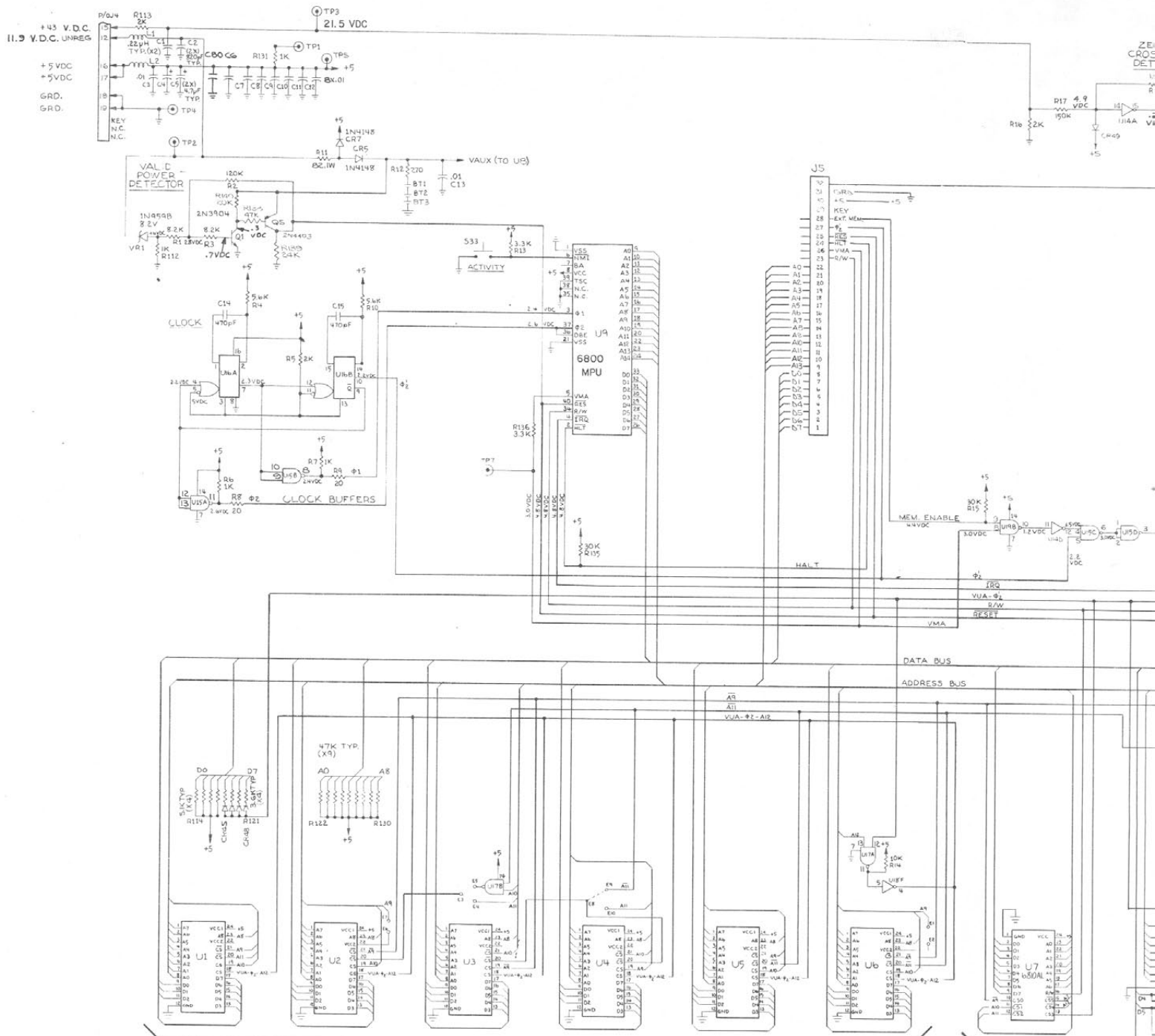
TO  
PLAYFIELD

-TO BACK BOX

TO  
PLAYFIELD

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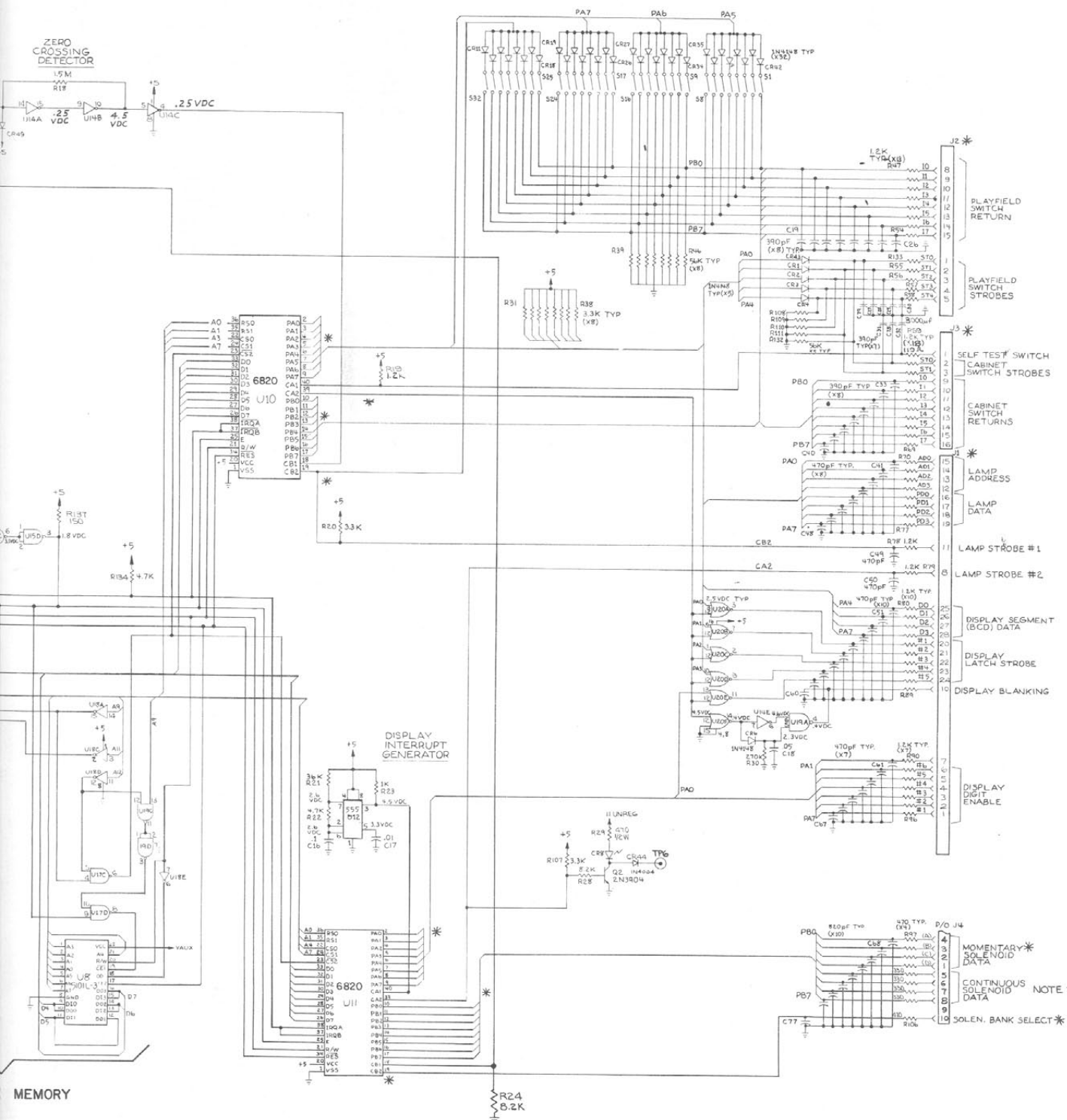
REMOVE ALL SPINDS		DE. ST.	DATE	Bally MANUFACTURING CORP.													
		CL. ST.	DATE	2640 BELMONT AVENUE CHICAGO, ILL. 60615													
TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED		APPROVED BY J.O.		DATE 2-23-78	EST. 1135-E												
FRACTIONS ±		APPROVED BY J.O.		DATE 2-23-78	FEET	INCHES	CM.	IN.	FEET	IN.	CM.	IN.	FEET	IN.	CM.	TOTAL	SCALE
DECIMALS ±		PERIOD		DATE	AS												
ANGLES ±		PERIOD		DATE	LAMP DRIVER SCHEMATIC												
DO NOT SCALE DRAWING		REVISIONS		DATE	STRIKES & SPARES												
		REVISIONS		DATE	PART NO. W-1182-8												



- NOTES:
- 1\* INDICATES "AID" TESTPOINT.
  2. REMOVE A3J4 BEFORE USING A3 AID TEST POINT
  3. PREFIX ALL REFERENCE DESIGNATIONS WITH "A4".

READ ONLY MEMORY

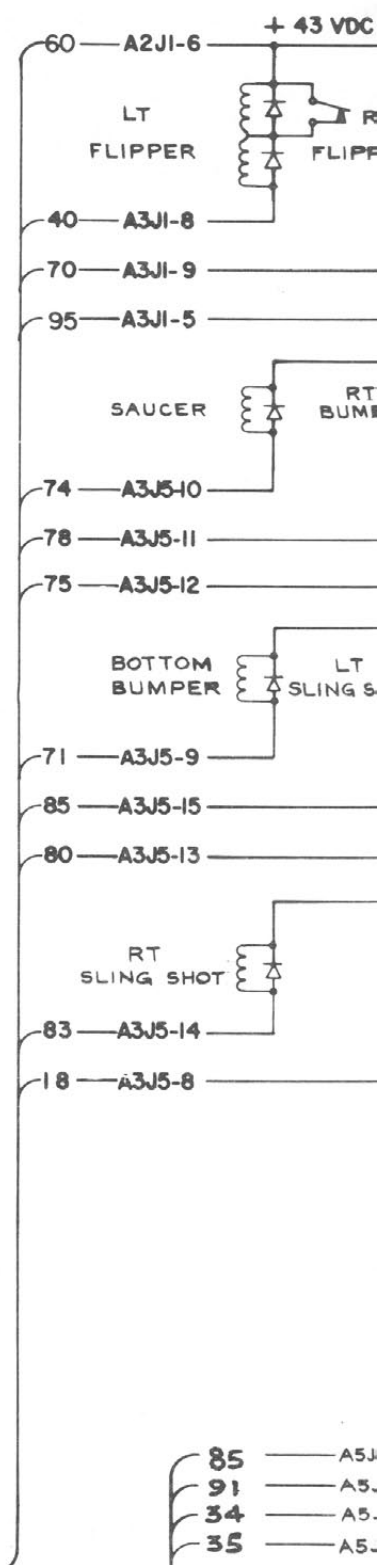
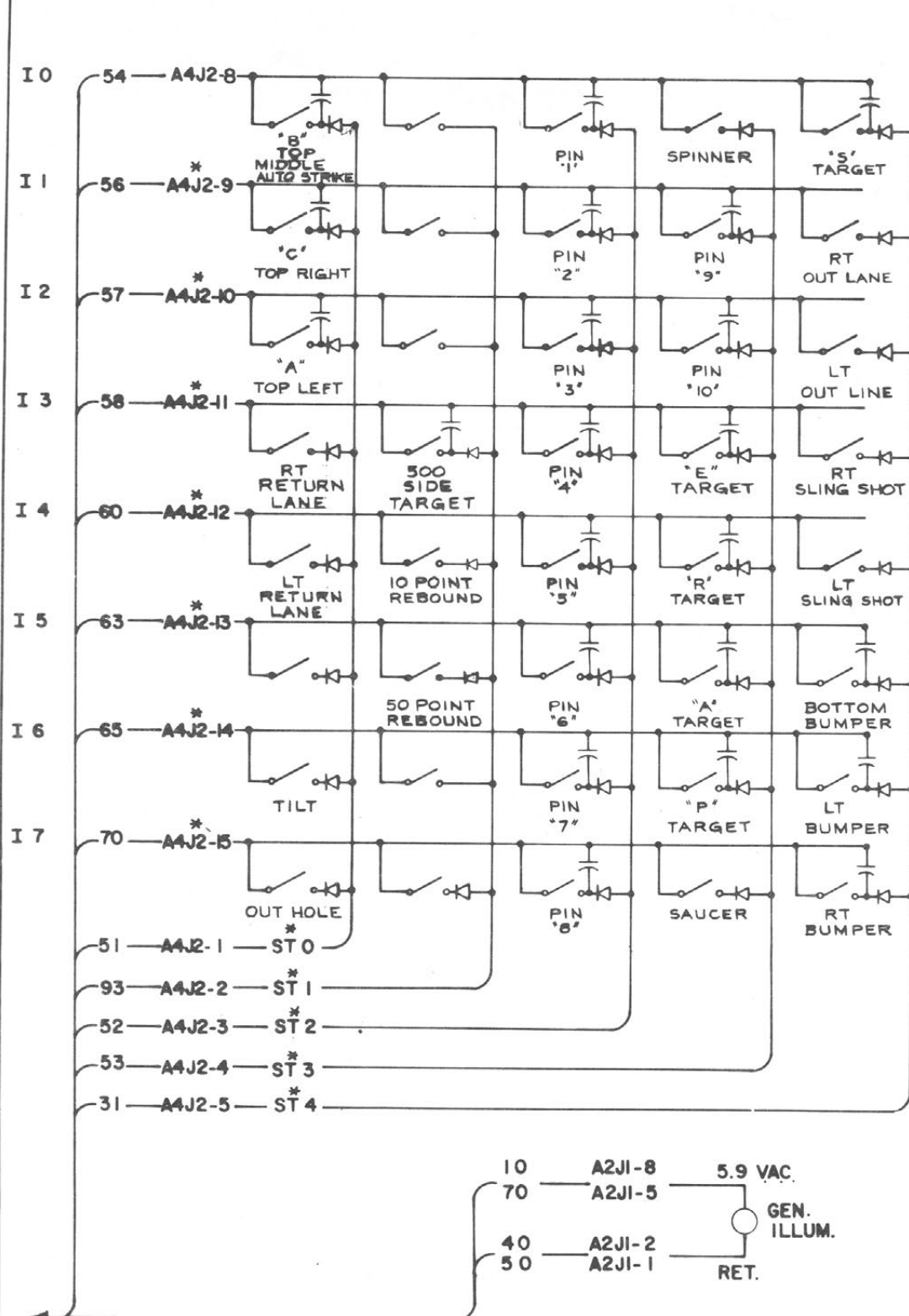
READ / WRITE MEMOR



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[illegible]

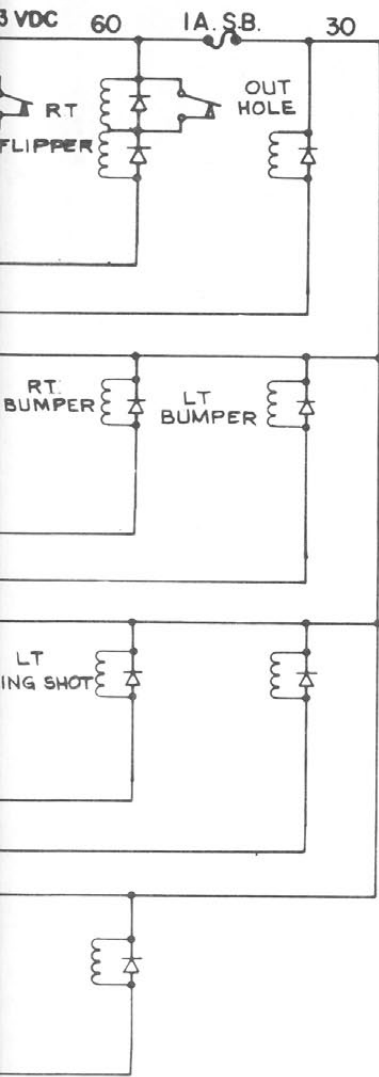




PLAYFIELD A6

# 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)



-A5J2-6 RETURN LANE LEFT  
 -A5J2-7 RETURN LANE RIGHT  
 -A5J2-16 OUT LANE LEFT  
 -A5J2-20 OUT LANE RIGHT

58	A5J1-18	1K BONUS	
60	A5J1-19	5K BONUS	
57	A5J1-17	9K BONUS	
56	A5J1-23	'R'	
54	A5J1-14	'E'	
13	A5J1-15	PIN '1'	
12	A5J1-16	PIN '5'	
78	A5J1-28	PIN '9'	
50	A5J1-24	STRIKE VAL. 5000	
90	A5J1-25	STRIKE VAL. 30,000	
91	A5J1-26	N/U	
53-1	A5J1-27	ABC 'SPEC'	
41	A5J1-1	2K BONUS	
52	A5J1-9	6K BONUS	
51	A5J1-8	10K BONUS	
45	A5J1-3	'A'	
43	A5J1-2	'B' TOP CENTER	
32	A5J1-10	PIN '2'	
34	A5J1-7	PIN '6'	
25	A5J1-6	PIN '10'	
48	A5J1-5	STRIKE VAL. 10,000	
65	A5J1-11	STRIKE VAL. 'SPEC'	
35	A5J1-4	N/U	
61	A5J1-12	SPARE SPEC	
96	A5J1-13	3X	

38	A5J3-26	3K BONUS	
36	A5J3-25	7K BONUS	
67	A5J3-19	20K BONUS	
27	A5J3-17	'P'	
25	A5J3-16	'C' TOP RIGHT	
98	A5J3-23	PIN '3'	
40	A5J3-27	PIN '7'	
30	A5J3-21	STRIKE VAL. 15,000	
64	A5J3-20	BOTTOM BUMPER	
23	A5J3-22	S.P.S.A.	
72	A5J3-24	5X	
10	A5J3-1	4K BONUS	
21	A5J3-12	8K BONUS	
53	A5J3-15	SPINNER	
20	A5J3-11	'S'	
15	A5J3-9	'A' TOP LEFT	
13	A5J3-13	CREDIT INDICATOR	
14	A5J3-4	PIN '8'	
95	A5J3-2	2X	
91	A5J3-10	STRIKE VAL. 20,000	
56	A5J3-18	AUTO STRIKE W/L	
81	A5J3-3	PIN '4'	
84	A5J3-14	ABC 5K	
20	A2J1-7	FEATURE LAMP BUS	

A6

REMOVE ALL BURRS TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED FRACTIONS - 1/64 DECIMALS - .005 ANGLES - °				DR. BY DATE CK. BY DATE AP'D BY DATE CONTROL NAME HARDENING				Bally MANUFACTURING CORP. 2640 BELMONT AVENUE CHICAGO, ILLINOIS 60640 1135-E TOTAL SCALE ASSEMBLY USED ON #			
LET. CHANGE DATE BY CK.				SWITCH MATRIX MATERIAL STRIKES & SPARES				PART NO. W-1192-4C			

AI INSERT

FROM	PIN	WIRE
A2J3-6	1	20
A5J2-14	2	12
A2J3-2	3	50
A2J3-11	4	10
A5J2-23	5	97
A5J2-15	6	32
A5J2-22	7	62
A5J2-8	8	93
A5J2-1	9	60
A5J2-2	10	20
A5J2-11	11	95
A5J2-21	12	47
A5J2-10	13	98
A5J2-7	14	91
A5J2-6	15	85
A5J2-20	16	35
A5J2-16	17	34
A2J3-1	18	40
A2J3-10	19	70
A5J2-13	20	53
A5J2-12	21	61
A5J2-4	22	72
A5J2-3	23	84
	24	

INSERT TO BACK CAB.  
PLUG

	(PLAYER 1)	(PLAYER 2)	(PLAYER 3)	(PLAYER 4)	CREDIT	
	1A1	2A1	3A1	4A1	5A1 DISPLAY	
<u>TO</u>	J1	J1	J1	J1	J1	<u>TO</u>
10 - A3J3-8	1	1	1	1	1	12 A5J2-14 P UP 1
N/U	2	2	2	2	2	32 A5J2-15 P UP 2
N/U	3	3	3	3	3	20 A5J2-2 P UP 3
80 - A4J1-1	4	4	4	4	4	60 A5J2-1 P UP 4
20 - A4J1-2	5	5	5	5	5	47 A5J2-21 SHOOT AGAIN
30 - A4J1-3	6	6	6	6	6	95 A5J2-11 GAME OVER
40 - A4J1-4	7	7	7	7	7	98 A5J2-10 TILT
50 - A4J1-5	8	8	8	8	8	
58 - A4J1-6	9	9	9	9	9	
70 - A4J1-10	10	10	10	10	10	
N/U	11	11	11	11	11	
N/U	12	12	12	12	12	
60 - A3J3-20	13	13	13	13	13	97 A5J2-23 HIGH SCORE
KEY	14	14	14	14	14	93 A5J2-8 MATCH
85 - A4J1-20	15	15	15	15	15	62 A5J2-22 BALL IN PLAY
54 - A4J1-28	16	16	16	16	16	84 A5J2-3
38 - A4J1-27	17	17	17	17	17	72 A5J2-4
25 - A4J1-26	18	18	18	18	18	A5J2-5 NOTE I
51 - A4J1-25	19	19	19	19	19	A5J2-9 NOTE I
45 - A3J3-17	20	20	20	20	20	61 A5J2-12
						53 A5J2-13

A4J1-21      A4J1-22      A4J1-23      A4J1-24

AIJ2 SEE TABLE A AIP2

LAMP DRIVER A5

J4	T0	J2	T0	J1	T0	J3	T0				
-51	1	A2J3-4	-60	1	4TH PLAYER UP	-41	1	BONUS 2K	-10	1	BONUS 4K
-18	2	A2J3-3	-20	2	3RD PLAYER UP	-43	2	"B" TOP CENTER	-95	2	2X
-84	3	A3J3-16	-84	3	N/U	-45	3	"A"	-81	3	PIN "4"
-74	4	A4J1-19	-72	4	N/U	-35	4	N/U	-14	4	PIN "8"
-71	5	A4J1-18	-5	5	N/U	-48	5	STRIKE VAL. 10,000	5	5	N/U
-65	6	A4J1-17	-85	6	LEFT RETURN LANE	-25	6	PIN "10"	6	6	N/U
-63	7	A4J1-16	-91	7	RIGHT RETURN LANE	-34	7	PIN "6"	7	7	N/U
8	8	KEY	-93	8	MATCH	51	8	BONUS 10K	8	8	KEY
9	9	N/U	9	9	N/U	52	9	BONUS 6K	-15	9	A* TOP LT
10	10	N/U	-98	10	TILT	-32	10	PIN "2"	-91	10	STRIKE VAL. 20,000
-58	11	A2J3-14	-95	11	GAME OVER	-65	11	STRIKE VALS/SEC	-20	11	"S"
12	12	SPARE GND	-61	12	N/U	96	12	SPARE SPECIAL	-21	12	BONUS 8K
-75	13	A4J1-11	-53	13	N/U	-96	13	3X	13	13	CREDIT INDICATOR
-32	14	A4J1-15	-12	14	1ST PLAYER UP	-54	14	"E"	-84	14	ABC 5000
-13	15	A4J1-14	-32	15	2ND PLAYER UP	13	15	PIN "1"	-53	15	SPINNER
-45	16	A4J1-13	-34	16	LT OUT LANE	12	16	PIN "5"	-25	16	"C" TOP RT
-48	17	A4J1-12	17	17	N/U	-57	17	BONUS 9K	-27	17	"P"
			18	18	KEY	-58	18	BONUS 1K	-56	18	AUTO STRIKE W/L
			19	19	N/U	-60	19	BONUS 5K	-67	19	BONUS 20K
			-35	20	RT OUT LANE	20	20	KEY	-64	20	BOTTOM BUMPER
			-47	21	SHOOT AGAIN	21	21	N/U	-30	21	STRIKE VAL. 15,000
			-62	22	BALL IN PLAY	22	22	N/U	-23	22	S.P.S.A.
			-97	23	HIGH GAME TO DATE	-56	23	"R"	-98	23	PIN "3"
						-50	24	STRIKE VAL. 5000	-72	24	5X
						-90	25	STRIKE VAL. 30,000	-36	25	BONUS 7K
						-91	26	N/U	-38	26	BONUS 3K
						-53	27	ABC *SPEC"	-40	27	PIN "7"
						-78	28	PIN "9"	-28	28	N/U

## MPU A4

J5		J1	T0	J4	T0			
1	D7	80	1	AIJ1-4	15	1	A3J4-3	51
2	D6	20	2	AIJ1-5	78	2	A3J4-4	93
3	D5	30	3	AIJ1-6	21	3	A3J4-5	52
4	D4	40	4	AIJ1-7	23	4	A3J4-6	53
5	D3	50	5	AIJ1-8	36	5	A3J4-11	31
6	D2	58	6	AIJ1-9	27	6	A3J4-9	
7	D1		7	NOTE 1	25	7	A3J4-8	
8	D0		8	NOTE 1	31	8	A3J4-10	54
9	AI3		9	KEY		9	N/U	56
10	AI2	70	10	AIJ1-10	61	10	A3J4-7	57
11	AI1	75	11	A5J4-13		11	N/C	58
12	AI0	48	12	A5J4-17	14	12	A3J3-11	60
13	A9	45	13	A5J4-16		13	N/C	63
14	A8	13	14	A5J4-15		14	KEY	65
15	A7	32	15	A5J4-14	90	15	A2J3-12	70
16	A6	63	16	A5J4-7	96	16	A3J3-14	
17	A5	65	17	A5J4-6	54	17	A3J3-15	
18	A4	71	18	A5J4-5	94	18	A3J3-18	
19	A3	74	19	A5J4-4	81	19	A3J3-19	
20	A2	85	20	1 AIJ1-15				
21	A1	31	21	2 AIJ1-15				
22	A0	72	22	3 AIJ1-15				
23	R/W	67	23	4 AIJ1-15				
24	HLT	18	24	5 AIJ1-15				
25	RES	51	25	AIJ1-19				
26	VMA	25	26	AIJ1-18				
27	0 2	38	27	AIJ1-17				
28	EX MEM.	54	28	AIJ1-16				
29	KEY							
30	+ 5 V.D.C.							
31	GND							
32	A4UII-18							

TO CABINET

## TO 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.

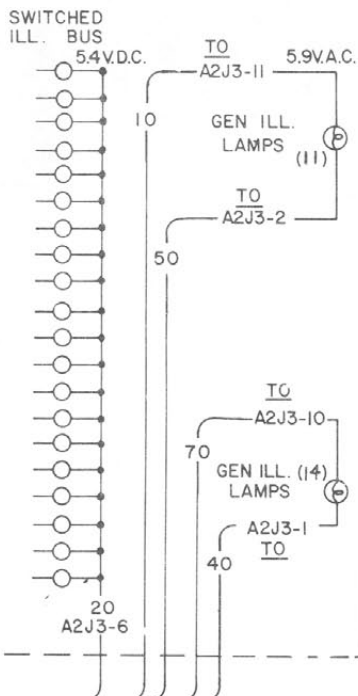
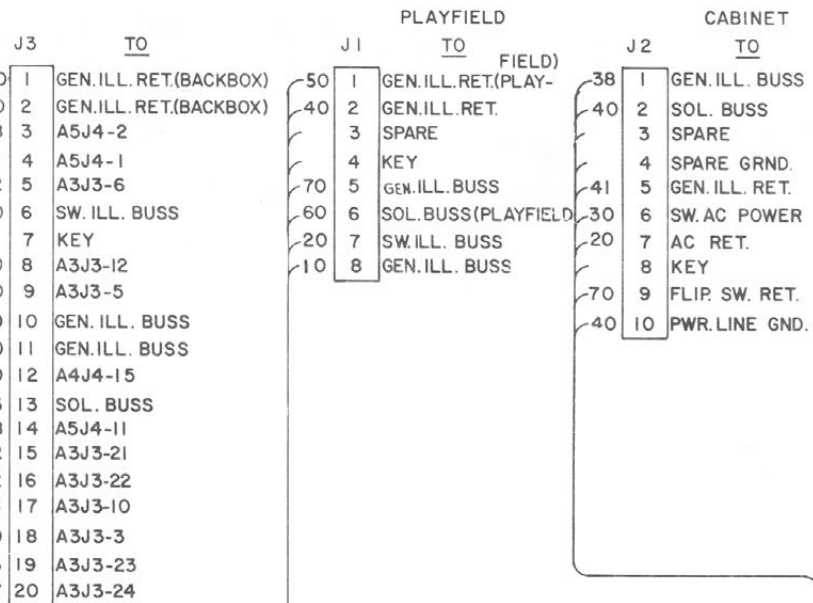
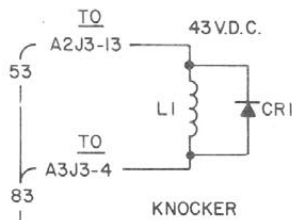


TABLE B

FROM	TO	WIRE
A5J2-7	1	91
A5J2-6	2	85
A5J2-16	3	34
A5J2-20	4	35

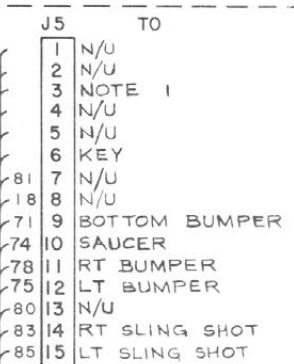
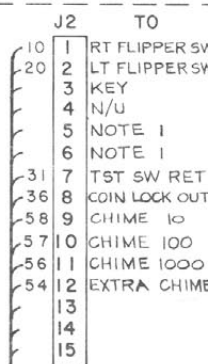
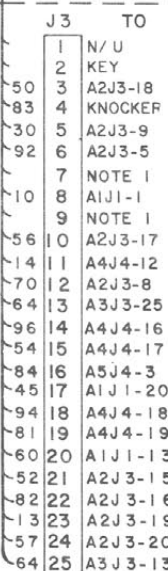
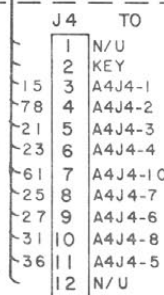
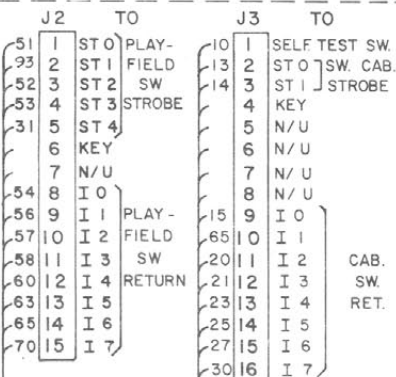
PANEL TO BACK CAB. PLUG



SEE TABLE B AIP3

A4

## VOLTAGE REGULATOR / SOLENOID DRIVER A3



## WIRE COLOR CODE

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

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## REMOVE ALL BURRS

TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED

FRACTIONS - 1/64

DECIMALS - .005

ANGLES - °

DO NOT SCALE DRAWING

DR. BY DATE

CK. BY DATE

APD BY DATE

DATE

FINISH

HARDENING

Bally MANUFACTURING CORP.

2640 BELMONT AVENUE

CHICAGO, ILLINOIS

1135-E

NAME

PLUG CONNECTORS

MATERIAL

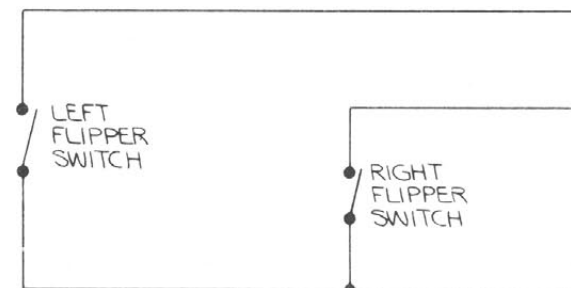
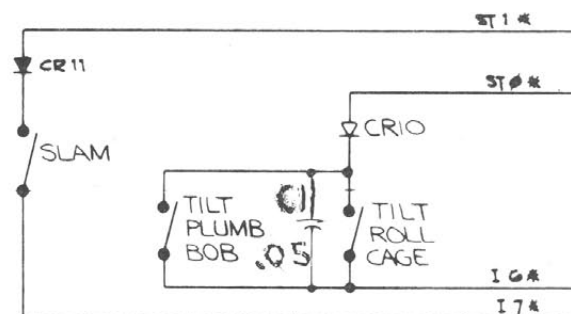
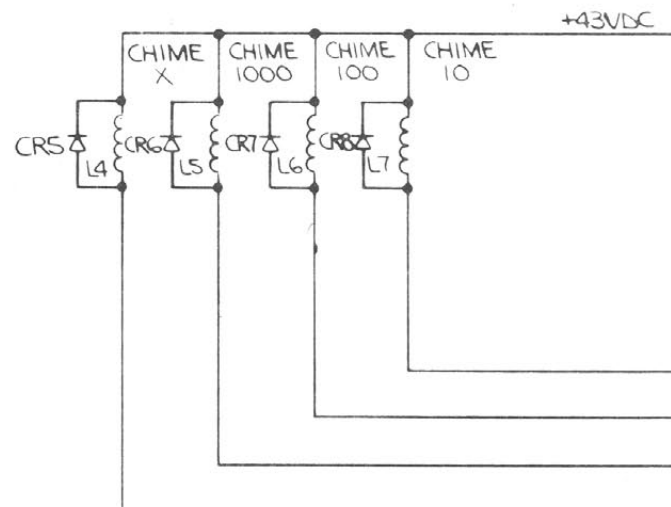
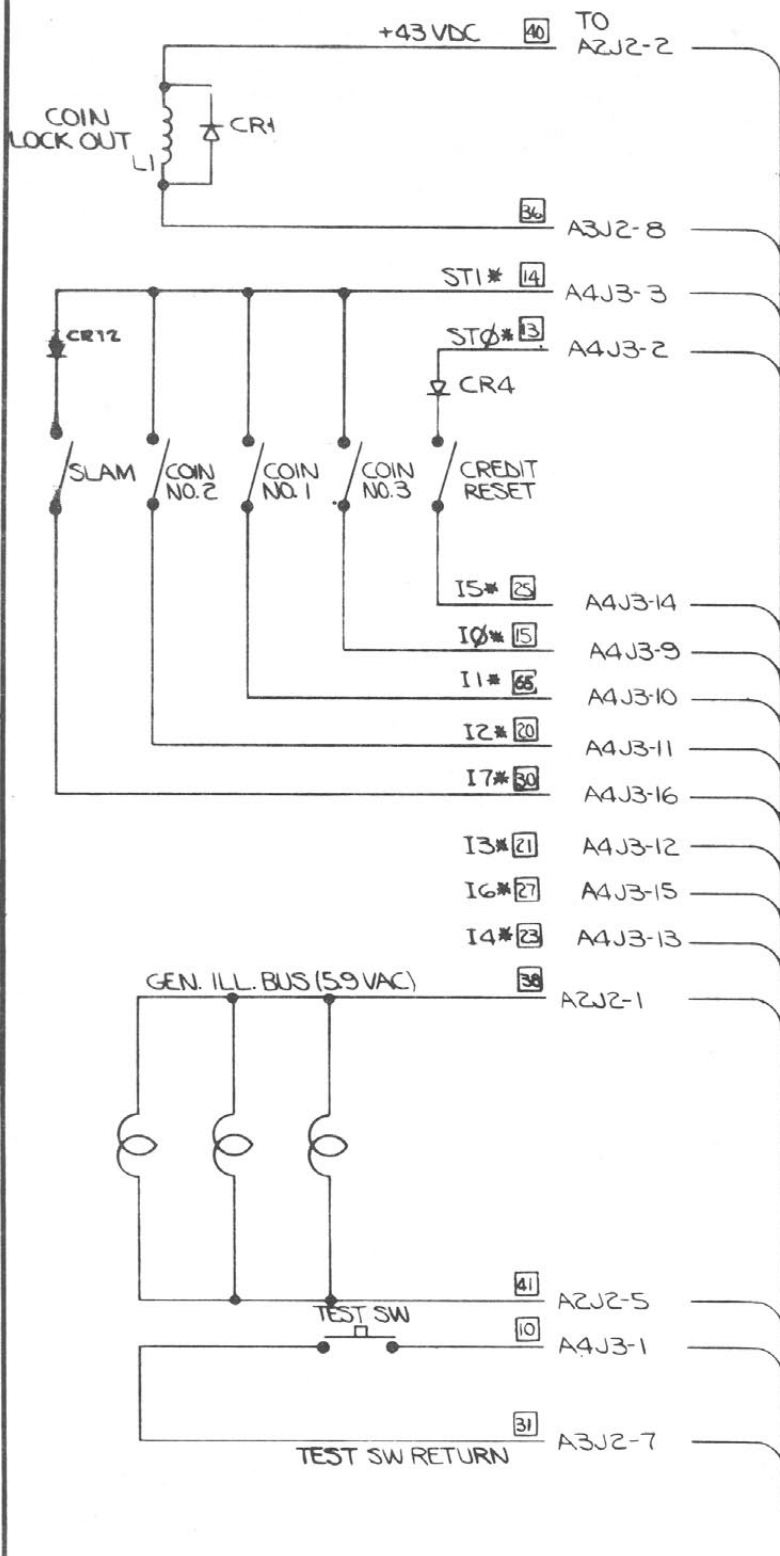
STRIPK 4 SPARKS

ASSEM. NO. USED ON W

PART NO.

W-1187-4

LET.	CHANGE	DATE	BY	CK.



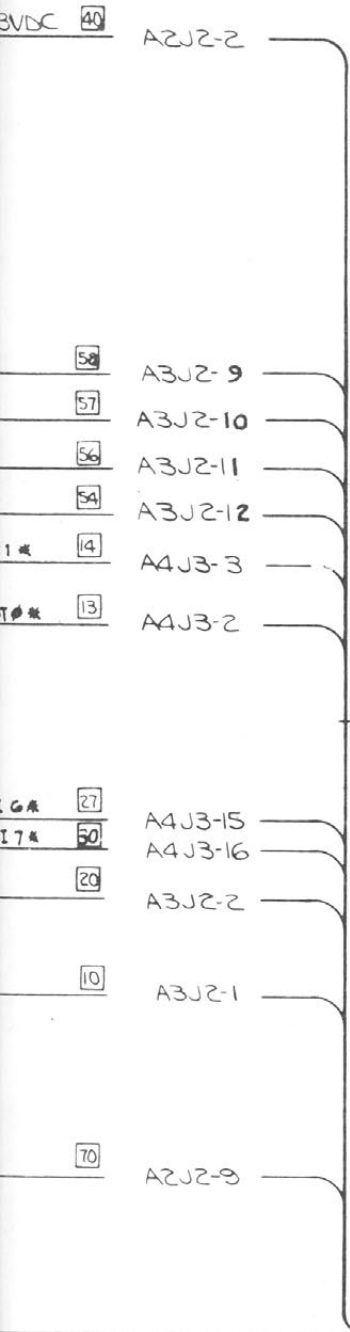
J1

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		

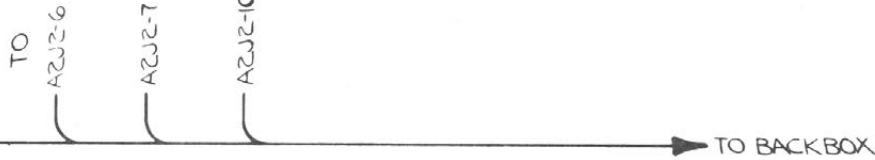
DOOR PLUG

A7 CABIN





NOTE: (CAUTION)  
 (1) USE BALLY PART NO E-713  
 FOR 115-120 VAC.  
 (2) USE BALLY PART NO E-713-1  
 FOR 220-240 VAC.  
 (3) \* INDICATES AID TEST POINT



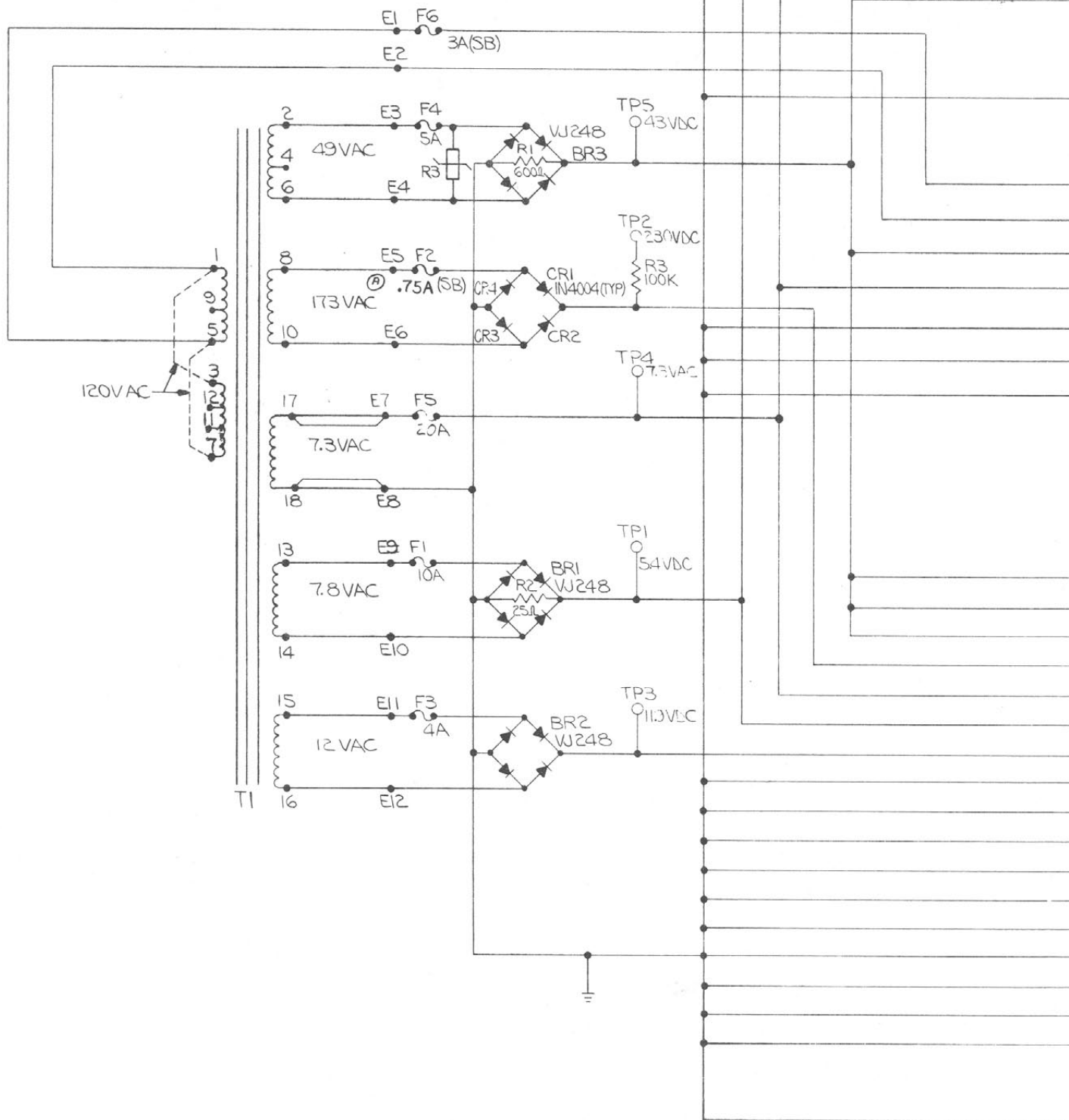
CABINET ASSY. WIRING

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

ALL DIMENSIONS, OPERATIVE AND FINISH DATA PERTAINING TO THE ARTICLE SHOWN ON THIS SHEET IS THE PROPERTY OF BALLY MFG. CORP., CHICAGO, ILL. THIS INFORMATION IS DISCLOSED IN CONFIDENCE AND IS NOT TO BE COPIED, REPRODUCED, REVEALED TO OR APPROPRIATED BY OTHERS, IN PART OR IN WHOLE, WITHOUT THE EXPRESS WRITTEN CONSENT OF THE COMPANY. THE POINT IS LOANED AND MUST NOT BE USED IN ANY MANNER UNLAWFUL TO THE INTEREST OF THE COMPANY, AND MUST BE RETURNED ON DEMAND.

REMOVE ALL DIMS		DATE: 11-76		BALLY MANUFACTURING CORP.		1104-E	
TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED		FEB 21 1977		2649 DELAWARE AVENUE		1120-E	
FUNCTIONS:		APPROVED BY: [Signature]		CHICAGO, ILLINOIS		SCALE: 1/2" = 1"	
DIMENSIONS:		DATE: 11-76		WIRING DIAGRAM		APPROVED BY: [Signature]	
ASSEMBLY:		DATE: 11-76		ELECTRONIC		PART NO. W-1186-4c	
DO NOT SCALE DIMENSIONS		DATE: 11-76		GENERAL		PART NO. W-1186-4c	

# TRANSFORMER ASSEMBLY A2



J1  
PLAYFIELD

- 1 GEN. ILL. RET.
- 7 SW. ILL. BUS.
- 8 GEN. ILL. BUS.
- 6 SOLENOID BUS.
- 4 KEY
- 3 SPARE
- 5 GENERAL ILL. BUS (B)
- 2 GEN. ILL. RET. (D)

J2  
CABINET

- 6 A.C. POWER
- 7 A.C. RET
- 2 SOLENOID BUS
- 1 GEN. ILL. BUS.
- 5 GEN. ILL. RET.
- 9 FLIP SW. RET.
- 10 POWER LINE GRD
- 3 SPARE
- 4 SPARE
- 8 KEY

J3  
BACKBOX

- 9 RELAY
- 12 Z.C. INPUT, A4J4-15 (C)
- 13 SOLENOID BUS.
- 5 TO REG (190) INPUT
- 11 GEN. ILL BUS
- 6 SW. ILL BUS
- 8 TO REG (+5) INPUT
- 2 GEN. ILL. RET.
- 3 SW. LAMP RET.
- 4 SW. LAMP RET
- 14 SW. LAMP RET.
- 15 TO REG (+5) RET.
- 16 TO REG 190 RET.
- 17 TO REG +5 FILT RET.
- 18 TO REG (190) FILT RET.
- 19 SOLENOID RET. BUS.
- 20 SOLENOID RET. BUS.
- 10 GEN. ILL. BUS.
- 7 KEY
- 1 GEN. ILL. RET.

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	1T03 AND 9T011	1 AND 9
120	1T03 AND 5T07	1 AND 5
220	3T05	1 AND 12
240	3T05	1 AND 7

DIE SIZE —

C.C. —

FT. PER M —

LBS. PER M —

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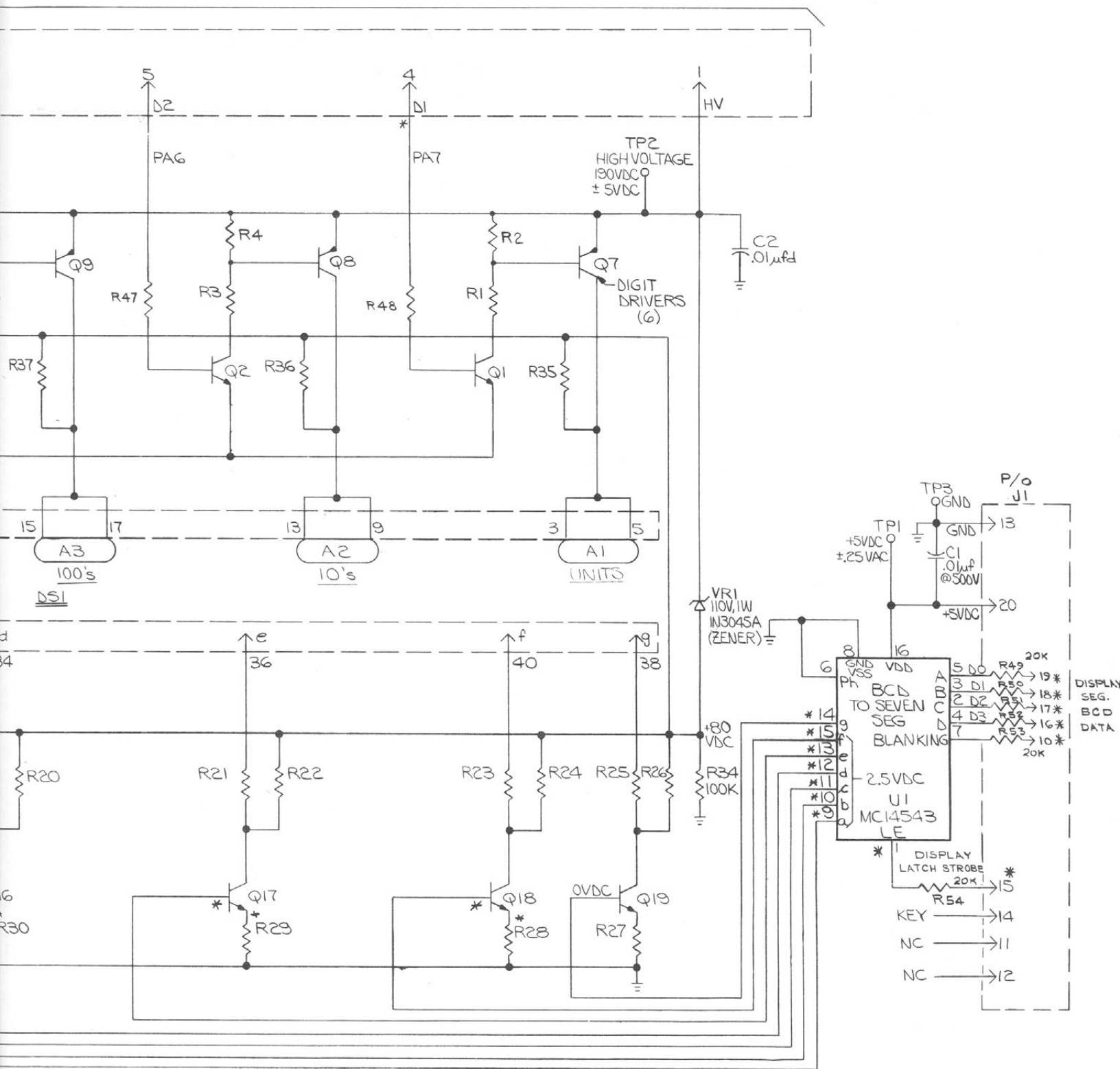
REMOVE ALL BURRS

TOLERANCES ON  
DIMENSIONS UNLESS  
OTHERWISE SPECIFIED  
FRACTIONS ±  
DECIMALS ±  
ANGLES ±  
DO NOT SCALE DRAWING

2	D	J1-2 READ "GND"	5-20-77	98	96
2	C	J3-12 READ "Z.C. INPUT"	5-20-77	98	96
1	B	ADDED JUMPER J1-5 TO J3-11	5-2-77	JCG	W/S
1	A	F2 WAS 5.0A	5-2-77	JCG	W/S
NO.	LET.	CHANGE	DATE	BY	CHK.

DATE CR. BY DATE AP'D BY DATE FINISH HARDENING		DATE 2-11-77 DATE 2-11-77 DATE 2-11-77 DATE 2-11-77		FEB 21 1977		Bally MANUFACTURING CORP. #1094-E 2640 BELMONT AVENUE CHICAGO, ILLINOIS		# 1074-E	
PRINT CONTROL		TOLER.		SURF.		FIN.		TOTAL	
MATERIAL		POWER TRANSFORMER MODULE SCHEMATIC		ASSEM. NO. USED ON/W		PART NO.		W-1185-1	





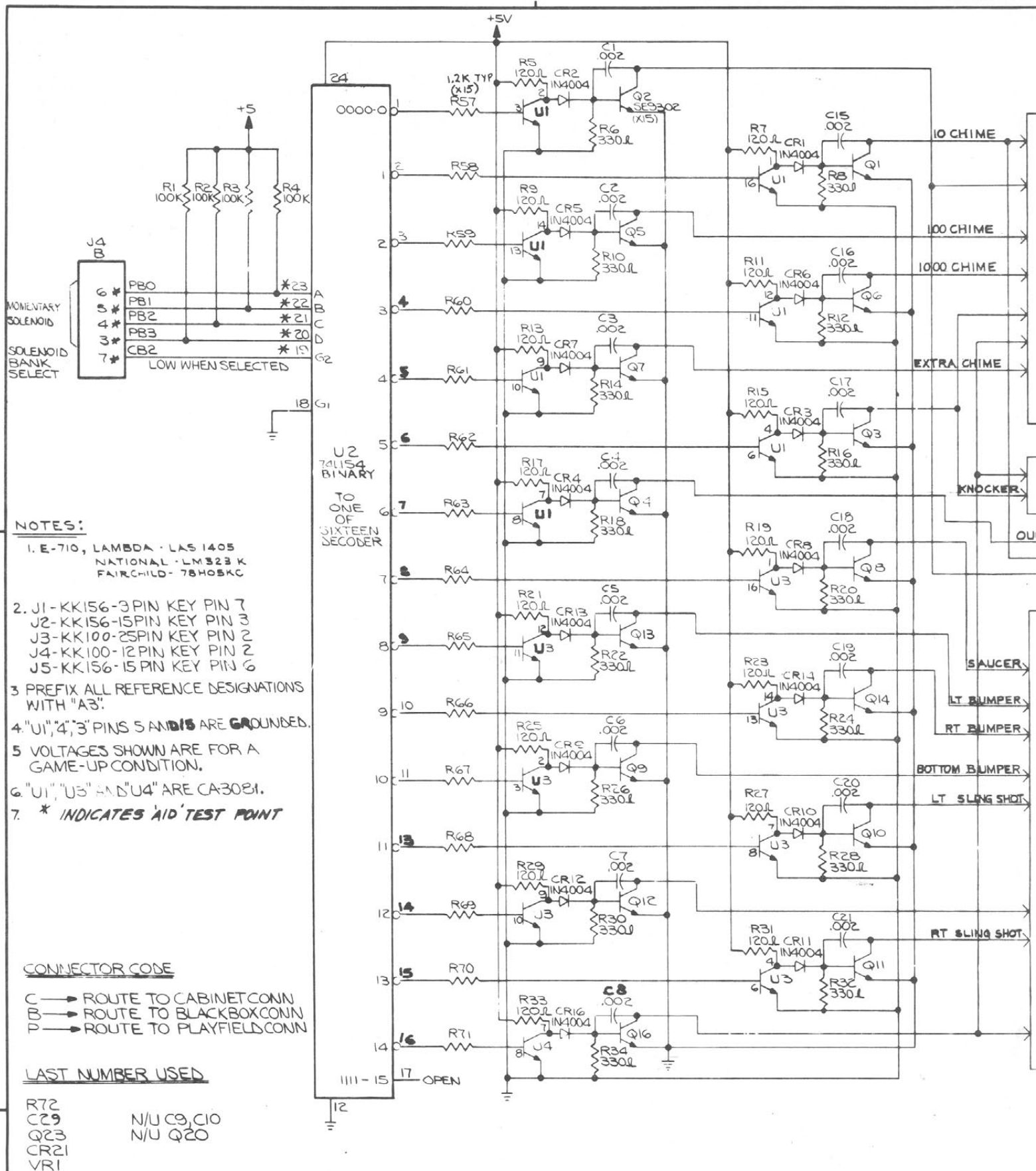
LBS. PER M —

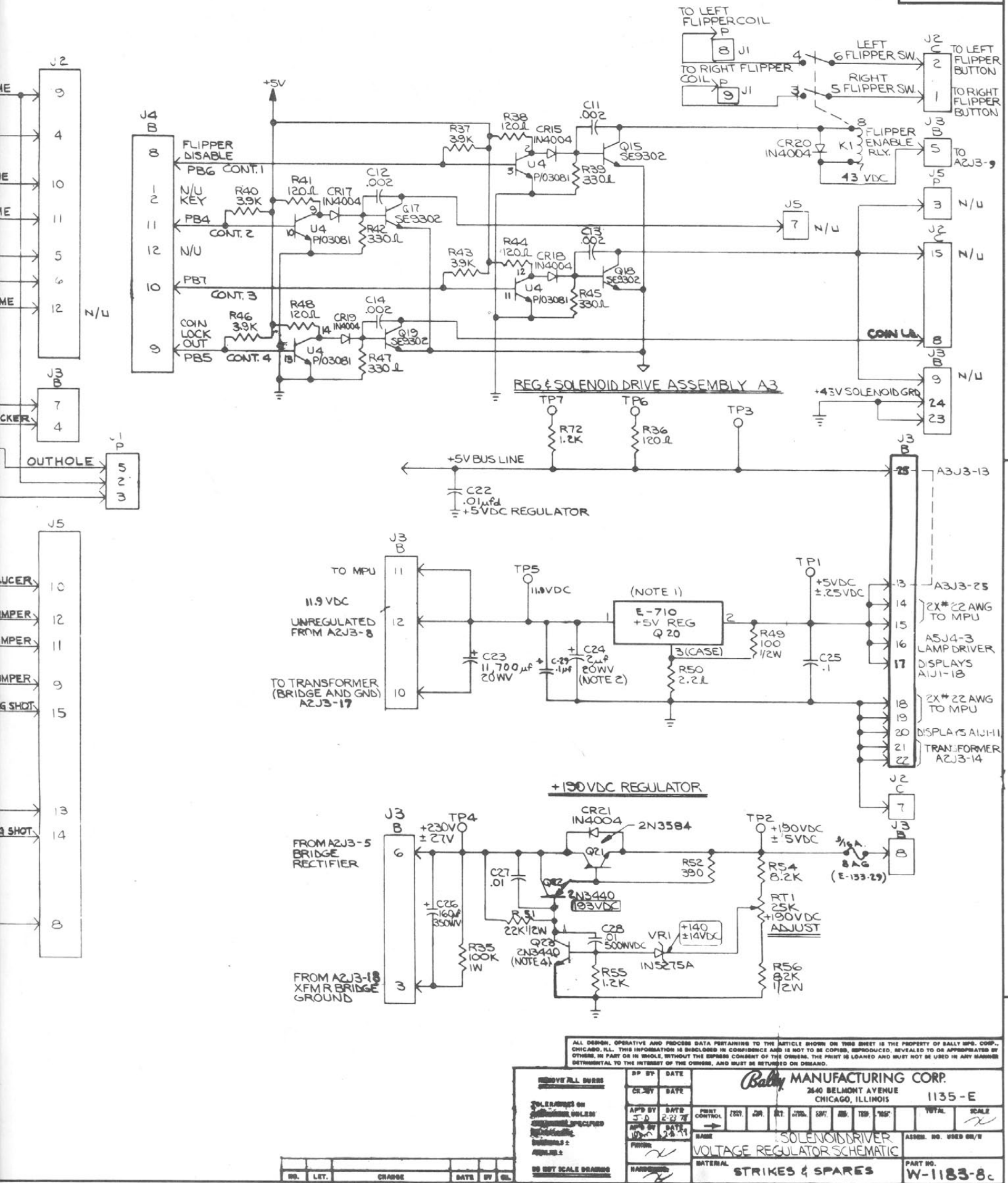
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[illegible]

NO.	LET.	CHANGE	DATE	BY	CK.
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**REMOVE ALL TAPERS**

**SOLENOIDS ON:**  
**SOLENOID SPECIFIED:**  
**SOLENOID:**  
**APPROX. 1:**  
**APPROX. 2:**

**DO NOT SCALE DRAWING**

**SP ST DATE**  
**CL ST DATE**

**APD BY DATE**  
**5-D 2-23-78**

**APD BY DATE**  
**W-D 2-23-78**

**PRINT CONTROL** **2501** **2502** **2503** **2504** **2505** **2506** **2507** **2508** **2509** **2510** **TOTAL** **SCALE**

**NAME** **SOLENOID DRIVER** **ASSGN. NO. USED ON/W**

**VOLTAGE REGULATOR SCHEMATIC**

**BATERIAL** **STRIKES & SPARES**

**PART NO.** **W-1183-8**



1 REPLAY FOR EACH SCORE OF 300,000 POINTS  
1 REPLAY FOR EACH SCORE OF 590,000 POINTS  
1 REPLAY FOR EACH SCORE OF 740,000 POINTS

M-1508-74-S

1 REPLAY FOR EACH SCORE OF ..... POINTS  
1 REPLAY FOR EACH SCORE OF ..... POINTS  
1 REPLAY FOR EACH SCORE OF ..... POINTS

1 EXTRA BALL FOR EACH SCORE OF ..... POINTS

1 EXTRA BALL FOR EACH SCORE OF ..... POINTS

1 EXTRA BALL FOR EACH SCORE OF 420,000 POINTS

1 EXTRA BALL FOR EACH SCORE OF 710,000 POINTS

M-1508-74-II

1 REPLAY FOR EACH SCORE OF 420,000 POINTS  
1 REPLAY FOR EACH SCORE OF 710,000 POINTS  
1 REPLAY FOR EACH SCORE OF 860,000 POINTS

M-1508-74-Y

1 REPLAY FOR EACH SCORE OF 400,000 POINTS  
1 REPLAY FOR EACH SCORE OF 690,000 POINTS  
1 REPLAY FOR EACH SCORE OF 840,000 POINTS

M-1508-74-X

1 REPLAY FOR EACH SCORE OF 380,000 POINTS  
1 REPLAY FOR EACH SCORE OF 670,000 POINTS  
1 REPLAY FOR EACH SCORE OF 820,000 POINTS

M-1508-74-W

1 REPLAY FOR EACH SCORE OF 320,000 POINTS  
1 REPLAY FOR EACH SCORE OF 610,000 POINTS  
1 REPLAY FOR EACH SCORE OF 760,000 POINTS

M-1508-74-T

1 REPLAY FOR EACH SCORE OF 260,000 POINTS

1 REPLAY FOR EACH SCORE OF 520,000 POINTS

M-1508-74-I

1 REPLAY FOR EACH SCORE OF 360,000 POINTS  
1 REPLAY FOR EACH SCORE OF 650,000 POINTS  
1 REPLAY FOR EACH SCORE OF 800,000 POINTS

M-1508-74-V

1 EXTRA BALL FOR EACH SCORE OF 400,000 POINTS

1 EXTRA BALL FOR EACH SCORE OF 690,000 POINTS

M-1508-74-HH

1 REPLAY FOR EACH SCORE OF 340,000 POINTS  
1 REPLAY FOR EACH SCORE OF 630,000 POINTS  
1 REPLAY FOR EACH SCORE OF 780,000 POINTS

M-1508-74-U

1 EXTRA BALL FOR EACH SCORE OF 380,000 POINTS

1 EXTRA BALL FOR EACH SCORE OF 670,000 POINTS

M-1508-74-GG



1 REPLAY FOR EACH SCORE OF 280,000 POINTS

1 REPLAY FOR EACH SCORE OF 540,000 POINTS

M-1508-74-J

1 REPLAY FOR EACH SCORE OF ..... POINTS

1 REPLAY FOR EACH SCORE OF ..... POINTS

1 REPLAY FOR EACH SCORE OF 360,000 POINTS

1 REPLAY FOR EACH SCORE OF 620,000 POINTS

M-1508-74-L

1 REPLAY FOR EACH SCORE OF 340,000 POINTS

1 REPLAY FOR EACH SCORE OF 600,000 POINTS

M-1508-74-K

1 REPLAY FOR EACH SCORE OF 280,000 POINTS

1 REPLAY FOR EACH SCORE OF 570,000 POINTS

1 REPLAY FOR EACH SCORE OF 720,000 POINTS

M-1508-74-R

1 EXTRA BALL FOR EACH SCORE OF 240,000 POINTS

1 EXTRA BALL FOR EACH SCORE OF 550,000 POINTS

M-1508-74-AA

1 EXTRA BALL FOR EACH SCORE OF 320,000 POINTS

1 EXTRA BALL FOR EACH SCORE OF 630,000 POINTS

M-1508-74-EE

1 EXTRA BALL FOR EACH SCORE OF 300,000 POINTS

1 EXTRA BALL FOR EACH SCORE OF 610,000 POINTS

M-1508-74-DD

1 EXTRA BALL FOR EACH SCORE OF 280,000 POINTS

1 EXTRA BALL FOR EACH SCORE OF 590,000 POINTS

M-1508-74-CC



1 REPLAY FOR EACH SCORE OF 380,000 POINTS

M-1508-74-M

1 REPLAY FOR EACH SCORE OF 640,000 POINTS

1 REPLAY FOR EACH SCORE OF 420,000 POINTS

1 REPLAY FOR EACH SCORE OF 680,000 POINTS

M-1508-74-O

1 REPLAY FOR EACH SCORE OF 240,000 POINTS

1 REPLAY FOR EACH SCORE OF 530,000 POINTS

1 REPLAY FOR EACH SCORE OF 680,000 POINTS

M-1508-74-P

1 TO 4  
CAN PLAY

## INSTR

★ MAKING A-B-C:

- 1st TIME LITES 2X AND CENTER BUMPER;
- 2nd TIME 3X;
- 3rd TIME 5X;
- 4th TIME AND EACH ADDITIONAL TIME SCORES SPECIAL.

★ MAKING S-P-A-R-E:

- 1st TIME LITES RETURN LANES FOR EXTRA BALL;
- 2nd TIME LITES OUTLANES FOR SPECIAL;
- 3rd TIME AND EACH ADDITIONAL TIME SCORES SPECIAL.

★ MAKING A STRIKE ADVANCES AND SCORES STRIKE VALUE.

★ MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

★ TILT PENALTY—BALL IN PLAY.

M-1508-74-E

1 TO 4  
CAN PLAY

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

★ MAKING A-B-C:

- 1st TIME LITES 2X AND CENTER BUMPER;
- 2nd TIME 3X;
- 3rd TIME 5X;
- 4th TIME AND EACH ADDITIONAL TIME SCORES 50,000 POINTS.

★ MAKING S-P-A-R-E:

- 1st TIME LITES RETURN LANES FOR 20,000 POINTS.
- 2nd TIME LITES OUTLANES FOR 50,000 POINTS.
- 3rd TIME AND EACH ADDITIONAL TIME SCORES 50,000 POINTS.

★ MAKING A STRIKE ADVANCES AND SCORES STRIKE VALUE.

★ STRIKE SPECIAL SCORES 50,000 POINTS.

★ TILT PENALTY—BALL IN PLAY.

M-1508-74-G