

*Bally*

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FINAL

# THEATRE OF MAGIC™



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**Operations Manual Includes:**

Operations & Adjustments • Testing & Problem Diagnosis • Parts Information •  
Reference Diagrams & Schematics

Midway Manufacturing Company, 3401 North California Avenue, Chicago, Illinois 60618

## DIP SWITCH SETTINGS AND JUMPERS

| EPROM Jumper Settings for U6 | W1 | W2  |
|------------------------------|----|-----|
| 1MEG, 2MEG, 4 MEG EPROM      | In | Out |

### Dip Switch Chart

| Country | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
|---------|-----|-----|-----|-----|-----|-----|-----|-----|
| America | Off | Off | On  | On  | On  | On  | On  | On  |
| Euopean | Off | Off | On  | On  | On  | Off | On  | On  |
| French  | Off | Off | On  | On  | On  | On  | Off | Off |
| German  | Off | Off | On  | On  | On  | On  | On  | Off |
| Spain   | Off | Off | On  | On  | Off | On  | On  | On  |

## SOLENOID/FLASHER TABLE

| Sol. No. | Function              | Solenoid Type | Voltage Connections |         |         | Drive Xister | Drive Connections |         |         | Drive Wire Color | Solenoid Part number |           |
|----------|-----------------------|---------------|---------------------|---------|---------|--------------|-------------------|---------|---------|------------------|----------------------|-----------|
|          |                       |               | Playfield           | Backbox | Cabinet |              | Playfield         | Backbox | Cabinet |                  | Flashlamp Type       | Backbox   |
| 01       | BALL TROUGH           | High Power    | J107-2              |         |         | Q82          | J130-1            |         |         | Vio-Brn          | AE-26-1500           |           |
| 02       | MAGNET DIVERTER       | High Power    | J107-2              |         |         | Q80          | J130-2            |         |         | Vio-Red          | 20-10179             |           |
| 03       | TRAP DOOR UP          | High Power    | J107-2              |         |         | Q78          | J130-4            |         |         | Vio-Org          | A-20099              |           |
| 04       | SUBWAY POPPER         | High Power    | J107-2              |         |         | Q76          | J130-5            |         |         | Vio-Yel          | AE-26-1200           |           |
| 05       | RIGHT DRAIN MAGNET    | High Power    | J107-2              |         |         | Q64          | J130-6            |         |         | Vio-Grn          | 20-10197             |           |
| 06       | CENTER LOOP POST      | High Power    | J107-2              |         |         | Q66          | J130-7            |         |         | Vio-Blu          | AE-27-1200           |           |
| 07       | KNOCKER               | High Power    |                     | J107-2  |         | Q68          |                   | J130-8  |         | Vio-Blk          |                      | AE-23-800 |
| 08       | TOP DIVERTER POST     | High Power    | J107-2              |         |         | Q70          | J130-9            |         |         | Vio-Gry          | AE-27-1200           |           |
| 09       | LEFT SLING            | Low Power     | J107-3              |         |         | Q58          | J127-1            |         |         | Brn-Blk          | AE-27-1200           |           |
| 10       | RIGHT SLING           | Low Power     | J107-3              |         |         | Q56          | J127-3            |         |         | Brn-Red          | AE-27-1200           |           |
| 11       | BOTTOM JET            | Low Power     | J107-3              |         |         | Q54          | J127-4            |         |         | Brn-Org          | AE-26-1200           |           |
| 12       | MIDDLE JET            | Low Power     | J107-3              |         |         | Q52          | J127-5            |         |         | Brn-Yel          | AE-26-1200           |           |
| 13       | TOP JET               | Low Power     | J107-3              |         |         | Q50          | J127-6            |         |         | Brn-Grn          | AE-26-1200           |           |
| 14       | TRAP DOOR HOLD        | Low Power     | J107-2              |         |         | Q48          | J127-7            |         |         | Brn-Blu          | A-20099              |           |
| 15       | LEFT UP/DOWN GATE     | Low Power     | J107-3              |         |         | Q46          | J127-8            |         |         | Brn-Vio          | A-14406              |           |
| 16       | RIGHT UP/DOWN GATE    | Low Power     | J107-3              |         |         | Q44          | J127-9            |         |         | Brn-Gry          | A-14406              |           |
| 17       | BOX CLOCKWISE         | Flasher       | J116-2              |         |         | Q42          | J126-1            |         |         | Blk-Brn          | 14-8018              |           |
| 18       | BOX COUNTER CLOCKWISE | Flasher       | J116-2              |         |         | Q40          | J126-2            |         |         | Blk-Red          | 14-8018              |           |
| 19       | NOT USED              | Flasher       | J116-2              |         |         | Q38          | J126-3            |         |         | Blk-Org          | ---                  |           |
| 20       | RETURN LANE FLASHER   | Flasher       | J107-6              |         |         | Q36          | J126-4            |         |         | Blk-Yel          | #89 (2)              |           |
| 21       | TOP KICKOUT           | Flasher       | J107-1              |         |         | Q28          | *J126-5           |         |         | Blu-Grn          | AE-27-1200           |           |
| 22       | NOT USED              | Flasher       | J107-6              |         |         | Q30          | J126-6            |         |         | Blu-Blk          | ---                  |           |
| 23       | NOT USED              | Flasher       | J107-6              |         |         | Q34          | J126-7            |         |         | Blu-Vio          | ---                  |           |
| 24       | TRAP DOOR FLASHER     | Flasher       | J107-6              |         |         | Q32          | J126-8            |         |         | Blu-Gry          | #89 (2)              |           |
| 25       | SPIRIT RING FLASHER   | Gen. Purpose  | J107-6              | J106-5  |         | Q26          | J122-1            | J124-1  |         | Blu-Brn          | #906, #89            | #906      |
| 26       | SAW FLASHER           | Gen. Purpose  | J107-6              | J106-5  |         | Q24          | J122-2            | J124-2  |         | Blu-Red          | #906, #89 (2)        | #906      |
| 27       | JET FLASHER           | Gen. Purpose  | J107-6              | J106-5  |         | Q22          | J122-3            | J124-3  |         | Blu-Org          | #906, #89 (2)        | #906      |
| 28       | BOX FLASHER           | Gen. Purpose  | J107-6              | J106-5  |         | Q20          | J122-4            | J124-5  |         | Blu-Yel          | #906, #89 (2)        | #906      |
| 33       | CUBE MAGNET           | High Power    | J907-6,7            |         |         | Q2           | J902-6            |         |         | Yel-Vio          | 20-10197             |           |
| 34       | SUB BALL RELEASE      | Low Power     | J907-6,7            |         |         | Q7           | J902-4            |         |         | Org-Vio          | AE-27-1200           |           |
| 35       | LEFT DRAIN MAGNET     | High Power    | J907-8,9            |         |         | Q1           | J902-3            |         |         | Yel-Gry          | 20-10197             |           |

### General Illumination

|    |          |      |        |        |  |     |         |        |  |         |     |      |
|----|----------|------|--------|--------|--|-----|---------|--------|--|---------|-----|------|
| 01 | STRING 1 | G.I. |        | J120-1 |  | Q18 |         | J120-7 |  | Wht-Brn |     | #555 |
| 02 | STRING 2 | G.I. |        | J120-2 |  | Q10 |         | J120-8 |  | Wht-Org |     | #555 |
| 03 | STRING 3 | G.I. | J121-3 |        |  | Q14 | J121-9  |        |  | Wht-Yel | #44 |      |
| 04 | STRING 4 | G.I. | J121-5 |        |  | Q16 | J121-10 |        |  | Wht-Grn | #44 |      |
| 05 | STRING 5 | G.I. | J121-6 |        |  | Q12 | J121-11 |        |  | Wht-Vio | #44 |      |

### Flipper Circuits

|    |                     | Voltage Connections | Drive Transistors |            | Drive Connectors | Drive Wire Colors |            | Coil Part No. | Coil Color |
|----|---------------------|---------------------|-------------------|------------|------------------|-------------------|------------|---------------|------------|
|    |                     |                     | Playfield         | Power Hold |                  | Playfield         | Power Hold |               |            |
| 29 | Lower Right Flipper | Lwr. Rt. Power      | J907-1 (Red-Grn)  | Q4         | J902-13          | Yel-Grn           |            | FL-11629      | BLUE       |
| 30 |                     | Lwr. Rt. Hold       | J907-1 (Red-Grn)  | Q11        | J902-11          | Org-Grn           |            |               |            |
| 31 | Lower Left Flipper  | Lwr. Lt. Power      | J907-4 (Red-Blu)  | Q3         | J902-9           | Yel-Blu           |            | FL-11629      | BLUE       |
| 32 |                     | Lwr. Lt. Hold       | J907-4 (Red-Blu)  | Q9         | J902-7           | Org-Blu           |            |               |            |
| 33 | Upper Right Flipper | Upr. Rt. Power      | J907-6 (Red-Vio)  | Q2         | J902-6           | Yel-Vio           |            | NOT           | USED       |
| 34 |                     | Upr. Rt. Hold       | J907-6 (Red-Vio)  | Q7         | J902-4           | Org-Vio           |            |               |            |
| 35 | Upper Left Flipper  | Upr. Lt. Power      | J907-8 (Red-Gry)  | Q1         | J902-3           | Yel-Gry           |            | NOT           | USED       |
| 36 |                     | Upr. Lt. Hold       | J907-8 (Red-Gry)  | Q5         | J902-1           | Org-Gry           |            |               |            |

J1xx=Power Driver Board; J9xx=Fliptronic II Board; 24-6549=#44 bulb; 24-8704=#89 bulb; 24-8768=#555 bulb; 24-8802=#906 bulb

\*Tieback Diode J126-13

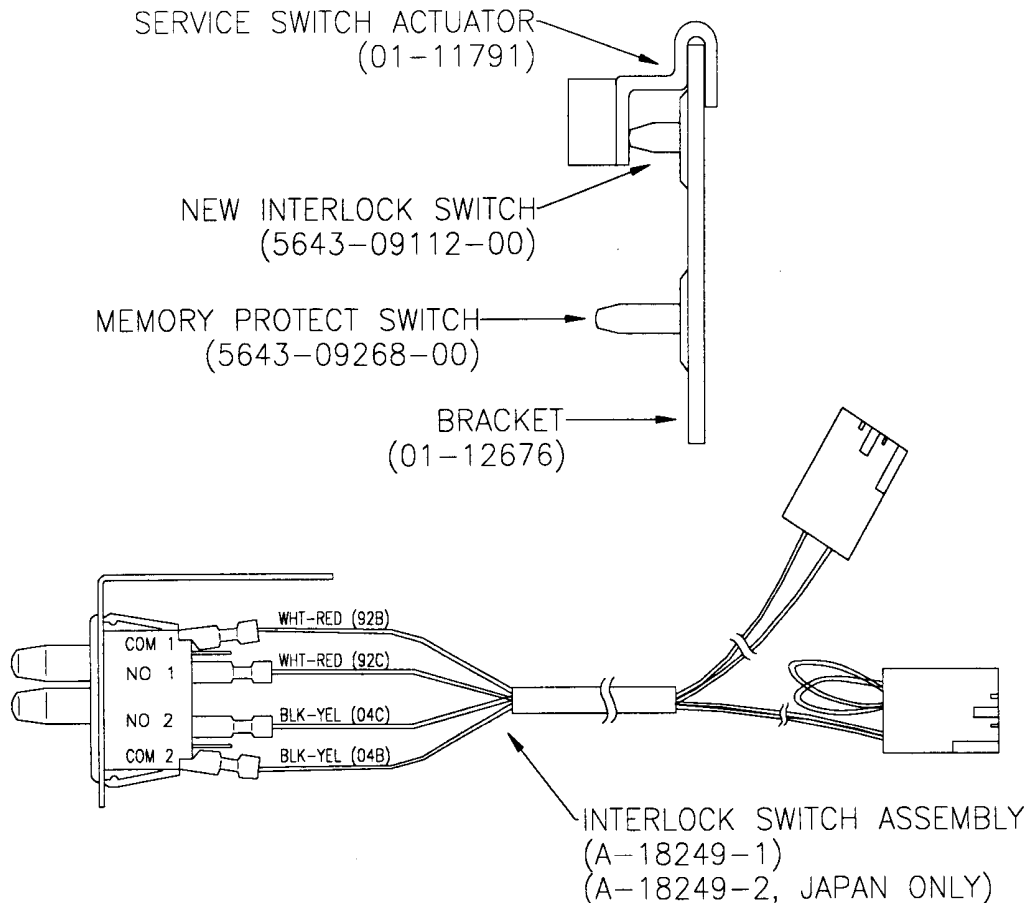
# IMPORTANT NOTICE

## PLEASE READ

This pinball game is equipped with a SAFETY FEATURE to prevent shocks from the solenoid circuit when the coin door is open. A new interlock switch assembly (part no. A-18249-1), located at the left of the coin door opening, has been added to the game. This assembly is a bracket containing the existing memory protect switch on the bottom and a new interlock switch on the top. When the coin door is open, the new interlock switch opens, breaking the connection to the +50V and +20V winding of the transformer secondary.

A special tool called the Service Switch Actuator is provided for the serviceman/technician that repairs the game. This tool is painted yellow and located in a bag stapled inside the cabinet. The Service Switch Actuator slips over the interlock switch and holds it closed while the coin door is open, allowing the serviceman to test and repair the solenoid circuit.

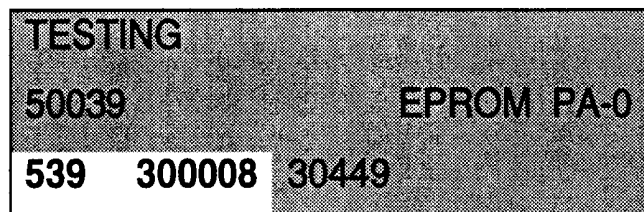
Hold the top interlock switch in, then slide the short end of the Service Switch Actuator over the top of the interlock switch bracket and the long end over the center of the switch plunger to hold it in.



# ATTENTION

This game uses a new Security CPU Board that is not downward compatible to the CPU boards used in previous games. The new board has an added security chip that can be interchanged between other Theatre of Magic games and software revision levels. The CPU board itself is interchangeable with later model games, but must be equipped with the correct security chip and software for that specific game.

The games' electronic ID number is shown in the display during power-up. The number displayed is the same nine digit number printed on the security chip label. The first three digits are the project number without a country specific code. An example of the power-up display is shown below, the electronic ID number is bolded.



# THEATRE OF MAGIC™

Midway Manufacturing Company reserves the rights to make modifications and improvements to its products.

The specifications and parts identified in this manual are subject to change without notice.



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**Bally's**  
**THEATRE OF MAGIC™**

**Game Rules & Shot Maps**

# RULES AND THEORY

## Object

The object is to journey into the Theatre of Magic and bring to life some of the greatest Illusions and Magic of all time. The player must apprentice to complete all 4 MAGICIANSHIP levels, become a MASTER and then perform the GRAND FINALE.

## Theatre Skill Shot

The opening plunger shot has the player entering the Theatre. Shooting the ball selects a THEATRE ENTRANCE value (10 million, 2x Combo, Start Illusion, 20 Million, Advance Clock, Bonus X) and then quickly hitting the lit MAGIC TRUNK, awards that value to the player.

## MAGICIANSHIP Levels (complete to light Grand Finale)

### Theatre Letters

Shooting into the left lane when lit, will add a letter in THEATRE on the main scarf. Completing all letters will start the THEATRE hurry-up, starting at 50 Million points. The player collects this value by shooting into the trunk hole. The value increases each time a Magic jet bumper is hit. The THEATRE Magicianship lamp on the lower scarf will now be awarded.

### Magic Multi-Ball

Complete all letters in MAGIC to light the inner Lightning Loop for LOCK. By shooting either ramp the player will add a letter to MAGIC. After the second ball is locked the Magicians Trunk spins to the Hypnotic side and MULTI-BALL will be lit in front of the trunk. Hitting this side will cause the trunk to grab, LEVITATE and spin the ball for the third LOCK, and then start Multi-Ball. The MULTI-BALL Magicianship lamp on the lower scarf will now be awarded.

All balls will be released out of the TRAP DOOR and into play for a **JACKPOT** shot back into the magicians trunk. After scoring the player must hit the trunk again to relight **JACKPOT**.

### Theatre Clock Midnight

Shooting the right lane advances the THEATRE CLOCK towards midnight. Each shot advances the time 1-Hour. When the clock reaches 12:00 the game enters MIDNIGHT MADNESS for a timed amount. The player must shoot at the MAGIC TRUNK and score in millions, 2x the TIME, as the clock moves backwards. The MIDNIGHT Magicianship lamp on the lower scarf will now be awarded.

### Illusion Awards

There are 8 illusions on the BOOK of MAGIC located in the center of the game. Hitting the magic case will light all 3 GEMS and then light START ILLUSION in front of the trunk. The player can now start the flashing illusion by going into the trunk hole. The ILLUSIONS Magicianship lamp on the scarf will be awarded when all ILLUSIONS have been completed.

- 1) **The Tiger Saw** - The player must shoot at the lit TIGER SAW AWARD lamp and hit the captive Lightning Ball on the left side. Each successful hit will cause the Tiger Saw to magically cut thru the box on the display and award 15 million.
- 2) **Levitating Women** - During this illusion the player must go up the lit center staircase to LEVITATE the women higher and higher. Each attempt scores a value different value. There is no limit to the height you can go for this timed event.
- 3) **Chained Trunk Escape** - As a new apprentice you must help to unchain and release the magician from the trunk. Each shot at the lit MAGIC TRUNK will break away one of the three locks or chains. Each hit scores millions and escaping scores 20 million.

- 4) **The Spirit Cards** - A spirited deck of 52 cards can be magically shuffled by the player going thru the SPINNER loop on the playfield. The player can spirit the cards from one hand to the other with each spinner shot. The SPIRIT CARD VALUE increases each time the deck is shuffled.
- 5) **Safe Escape** - You get trapped in a SAFE on stage and must ESCAPE before your time expires. As the inner LIGHTNING LOOP is now lit, you must shoot it (either way) to spin the tumblers and unlock the safe. The safe escape requires three numbers at 10 million per number hit and 25 million for escaping.
- 6) **The Metamorphosis** - One of the greatest ILLUSIONS is the METAMORPHOSIS. The lady magician awaits as you must go up the lit right staircase and assist her. Each shot will make her change from a person into a Tiger, Dove or other items of MAGIC.
- 7) **Strait Jacket** - During the Strait Jacket Escape, the left and right lane shots will take you into the Magic Jets. Each hit in the jets will help the lady magician to wiggle and escape from the unforgiving Strait Jacket.
- 8) **Hat Magic** - This is the oldest ILLUSION of all. When started the magic trunk spins to the hole side and you must shoot balls continuously in. As you are successful, rabbits and other marvels are pulled out of the magic hat in the dot display.

#### **Haunted Basement / Trap Door Feature Awards**

The TRAPDOOR leading into the THEATRE BASEMENT can be opened and entered from the playfield. Hitting the center targets will light the RAISE TRAPDOOR lamp in front of the center staircase. Making the center stairs will open the TRAPDOOR and the player can shoot into the basement. 15 Million is then scored and a random feature is awarded that includes.

**Start Illusion** - This player award will start the current flashing ILLUSION.

**Light Extra Ball** - This feature lights the left loop lane for Extra Ball.

**Trunk Magic** - A mystery TRUNK MAGIC round will begin after the ball is released from the basement. You must shoot for the HYPNOTIC side of the Magic Trunk.

**Spell MAGIC Letters** - This award will spell all the MAGIC letters for the player, and then light LOCKS in the LIGHTNING LOOP.

**Bonus X** - Your playfield BONUS X value is increased from 2x thru 10x.

**Midnight** - The THEATRE CLOCK is magically moved ahead to MIDNIGHT. When the ball is put back into play you will be in the MIDNIGHT MADNESS round.

**Mystery Points Award** - The player is randomly awarded a huge point amount.

**Light Special** - The outlane SPECIAL lamps are lit for the remaining ball in play.

**Digital Pinball** - This special award feature will move the player into the display where he will play a game of DIGITAL PINBALL. The player must knock down all 6 targets to light EXTRA BALL or other award.

Also all balls VANISHED and held for MULTIBALL in the basement are kicked out into play thru the trap door.

#### **Vanish Lock**

Hitting the captive LIGHTNING BALL on the left side of the playfield will light the VANISH lamp in the left loop lane. Shooting the left lane will now make the ball VANISH from the playfield. The player will receive a new ball and the TIGER SAW MULTI-BALL lamp will be on in the right lane.

#### **Tiger Saw Multi-ball**

When the right lane is lit for TIGER SAW MULTI-BALL, a right loop shot will saw the pinball into two for 2 BALL MULTI-BALL play. While in multi-ball, the tiger saw award light will be on and score TIGER SAW JACKPOTS upon each hit

### **The Grand Finale**

After completing all your MAGICIANSHIP levels (Theatre, Multi-Ball, Midnight, Illusions) on the lower scarf, the START FINALE lamp will light. A shot into the LIGHTNING LOOP will take the player into the GRAND FINALE timed round for super scoring and enchantment. All letters in MAGIC THEATRE must be lit by making any shot on the playfield. Completing this will make you the highest level of Magician possible.

### **Theatre Combinations**

Every time the player repeats a previous shot in a lane or on a ramp the COMBO award value will be given. Each completed COMBO awards a higher point value starting from 2 Million.

### **Theatre Jet Bumpers**

Shooting into the Magic Jet Bumpers will increase the THEATRE VALUE from 50 Million points on upwards. A random amount is added with each JET bumper hit.

### **Bonus Awards**

At the end of each ball the player may be awarded one or more of the following BONUS AWARDS, multiplied by the BONUS MULTIPLIER.

Magicianship Level - The player receives a bonus for his LEVEL of MAGICIANSHIP.

Illusions Completed - Bonus is given for each ILLUSION completed.

MAGIC letters completed - A Bonus amount is awarded for each MAGIC letter lit.

THEATRE letters completed - The player receives a bonus for each THEATRE letter lit.

Theatre CLOCK - Also a bonus amount is awarded for advancing the Theatre CLOCK.

### **Bonus Multiplier**

The BONUS MULTIPLIER is increased by completing the two top THEATRE MASKS viewed in the THEATRE MIRROR. Flipper buttons cause LANE CHANGE to occur, assisting the player in advancing his BONUS X VALUE.

### **Special**

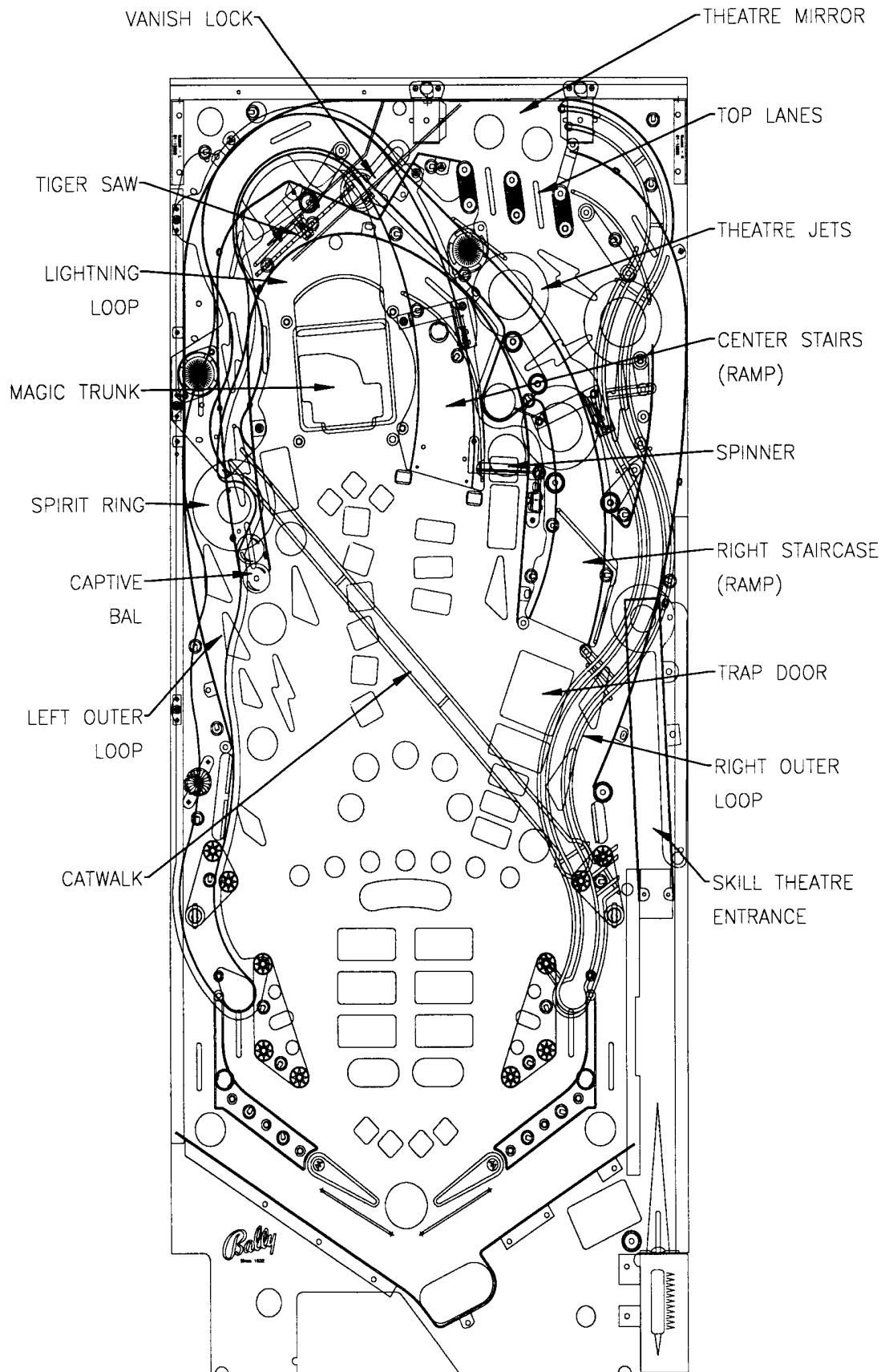
The SPECIAL can be lit during the GRAND FINALE as well as being lit as a BASEMENT random award.

### **Extra Ball**

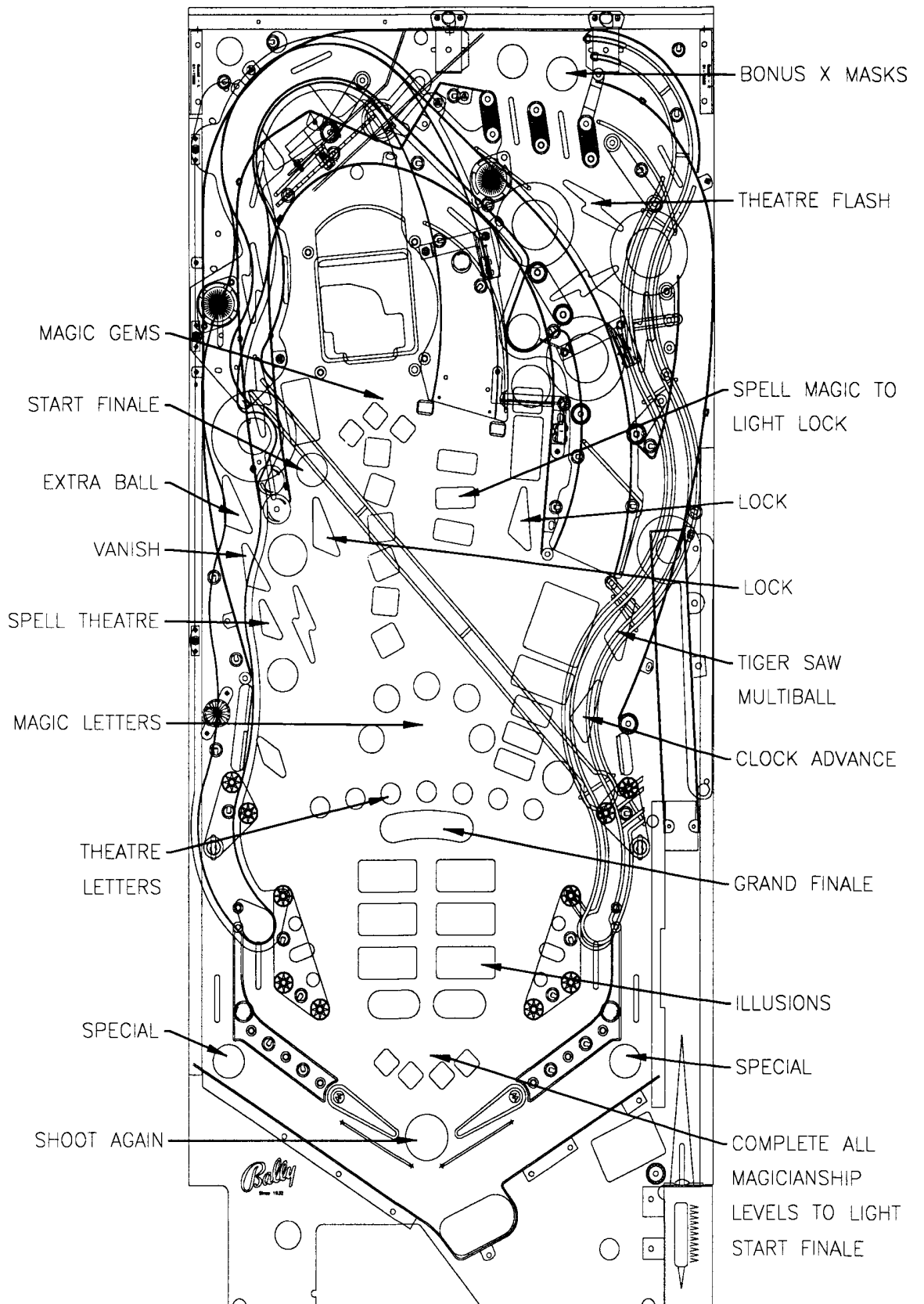
The player can score an EXTRA BALL by shooting the left lane when lit. Completing all targets in the Digital Pinball game will light the left lane for EXTRA BALL. Also the BASEMENT feature, lights Extra Ball when awarded.

### **We Now Welcome You To The Theatre of Magic!**

# PLAYFIELD SHOTS



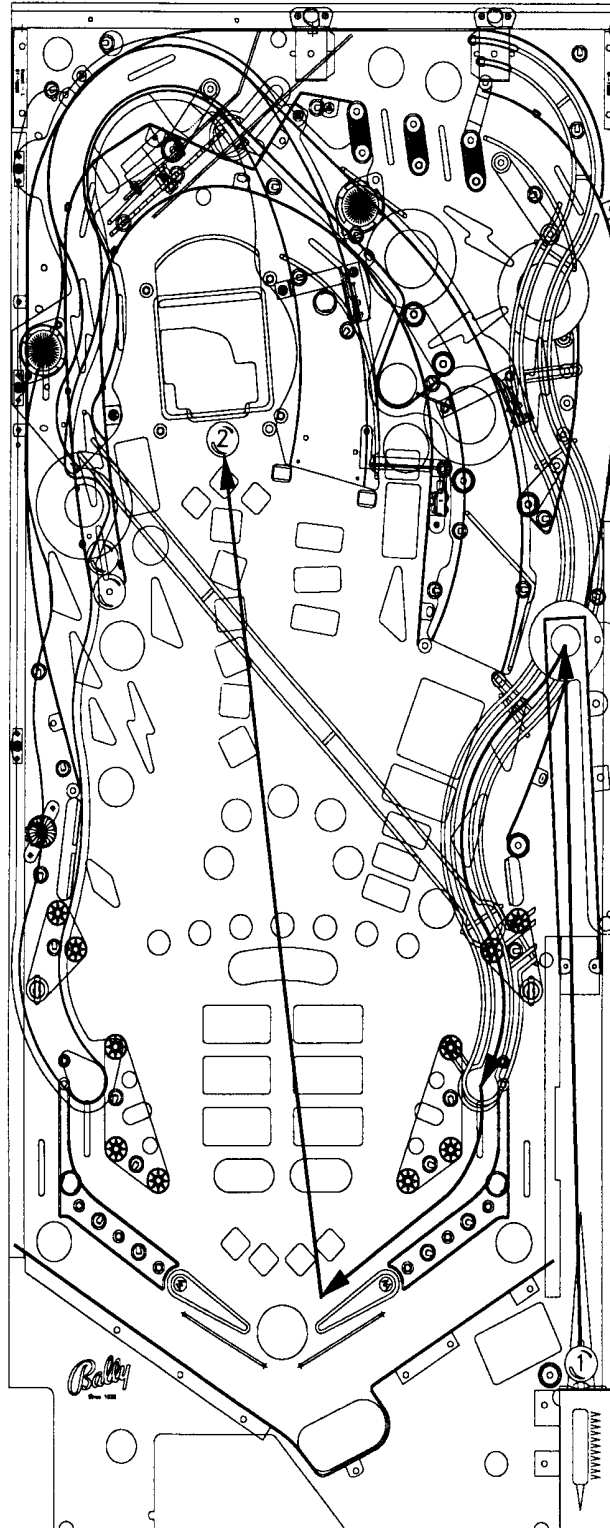
# PLAYFIELD SHOTS





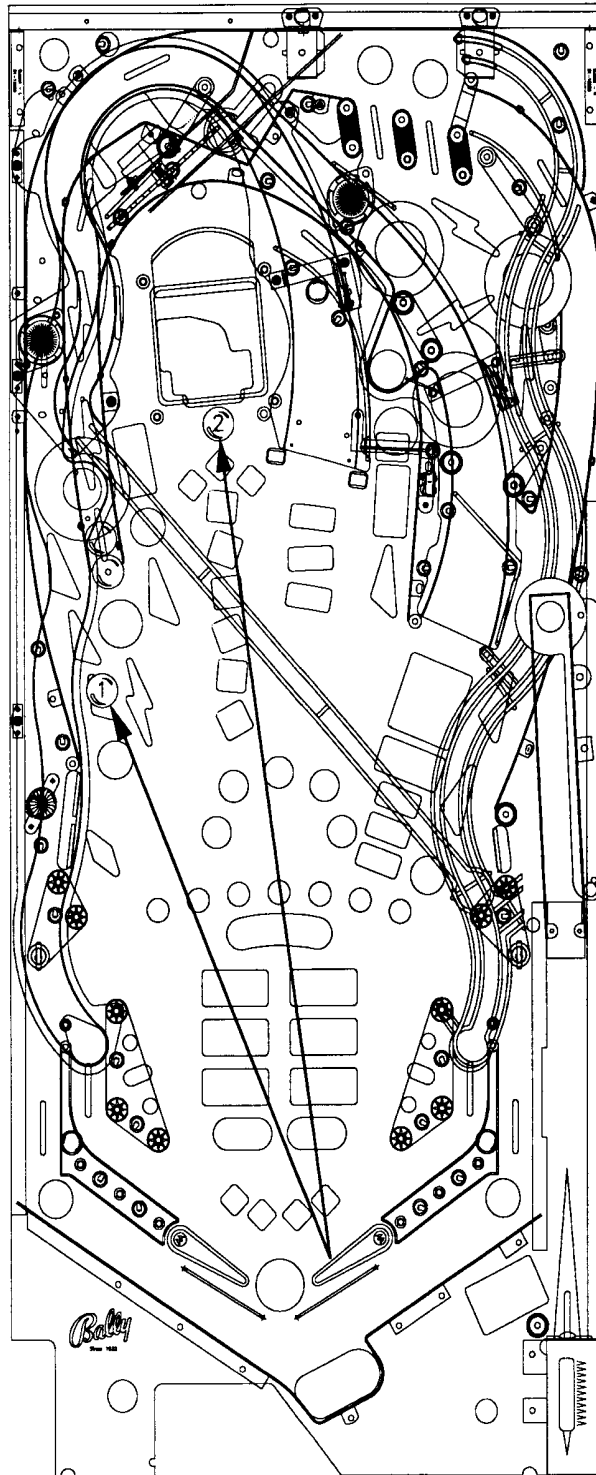
## SKILL SHOT

- ① Shoot ball into play to select value.
- ② Hitting Magic Trunk awards that value.



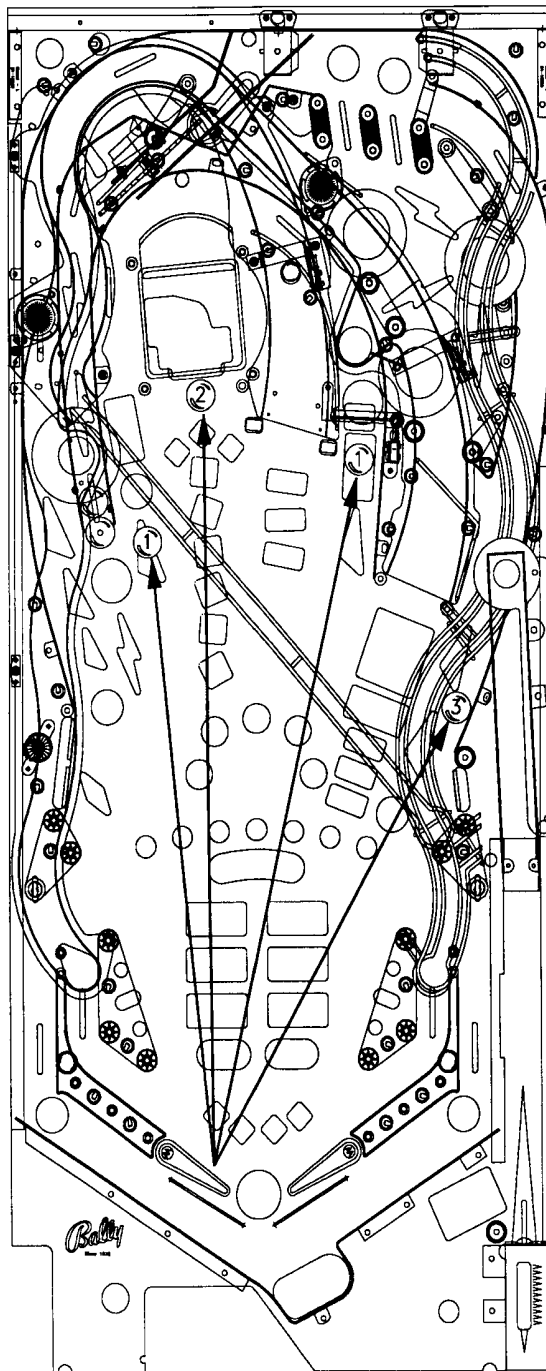
## MAGICIANSHIP LEVELS

- ① Shooting the left lane will light a THEATRE letter and award the Magicianship Level, when completed.
- ② Hitting the Trunk will light up the Magic Gems and then Start ILLUSION. Shooting into the Trunk hole will begin the next ILLUSION.



## MAGICIANSHIP LEVELS (CONTINUED)

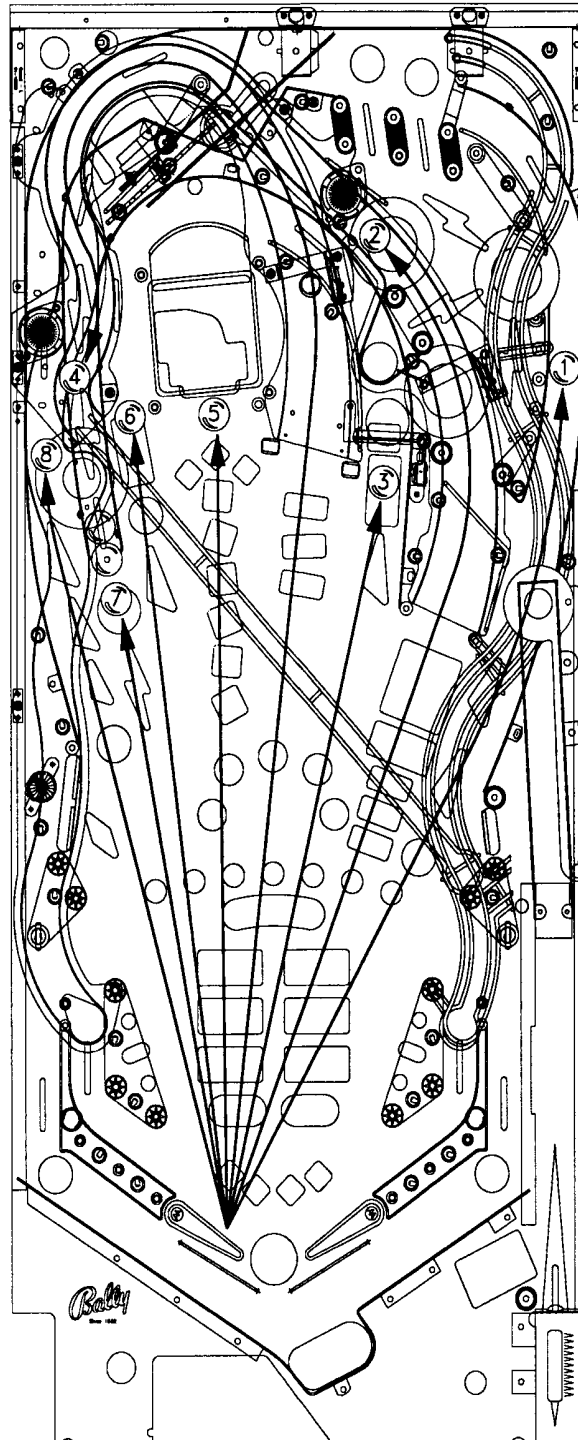
- ① Spelling MAGIC will light the Lightning Loop for Lock. Shooting into the Lock will hold the ball.
- ② The third ball must be shot at the Magic Trunk to start Multi-ball. The MULTI-BALL Magicianship Level will now be awarded.
- ③ Making the right loop lane will advance the Theatre Clock to Midnight Madness. Midnight, the last Magicianship Level will be lit now.



## ILLUSIONS

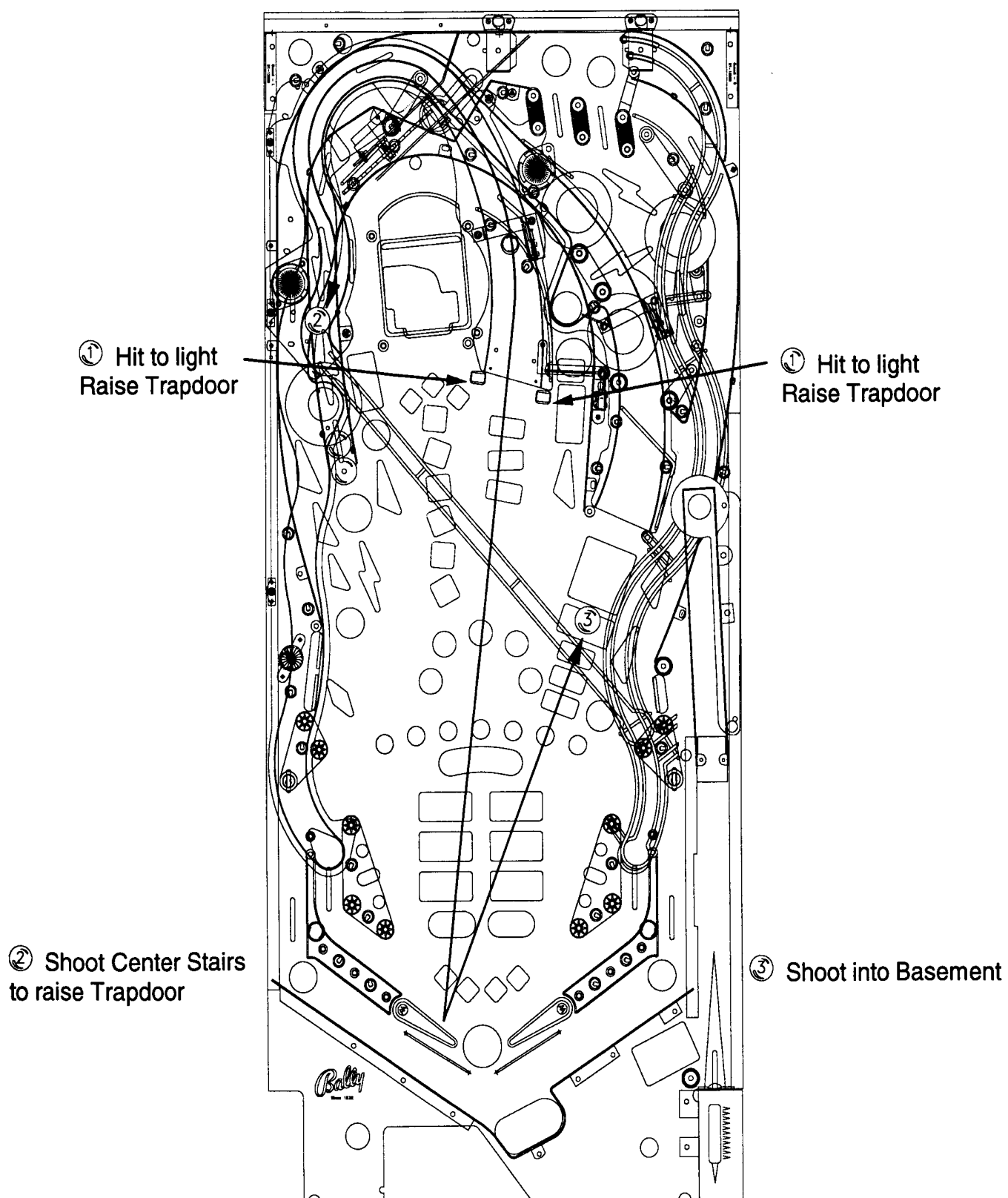
Hit the Magic Trunk to light Start Illusion. Then shoot into it to begin. All Illusions can be completed by making the correct shots on the playfield.

- |                 |                        |               |
|-----------------|------------------------|---------------|
| ① Strait Jacket | ④ Levitating Woman     | ⑦ Tiger Saw   |
| ② Metamorphosis | ⑤ Hat Magic            | ⑧ Safe Escape |
| ③ Spirit Cards  | ⑥ Chained Trunk Escape |               |



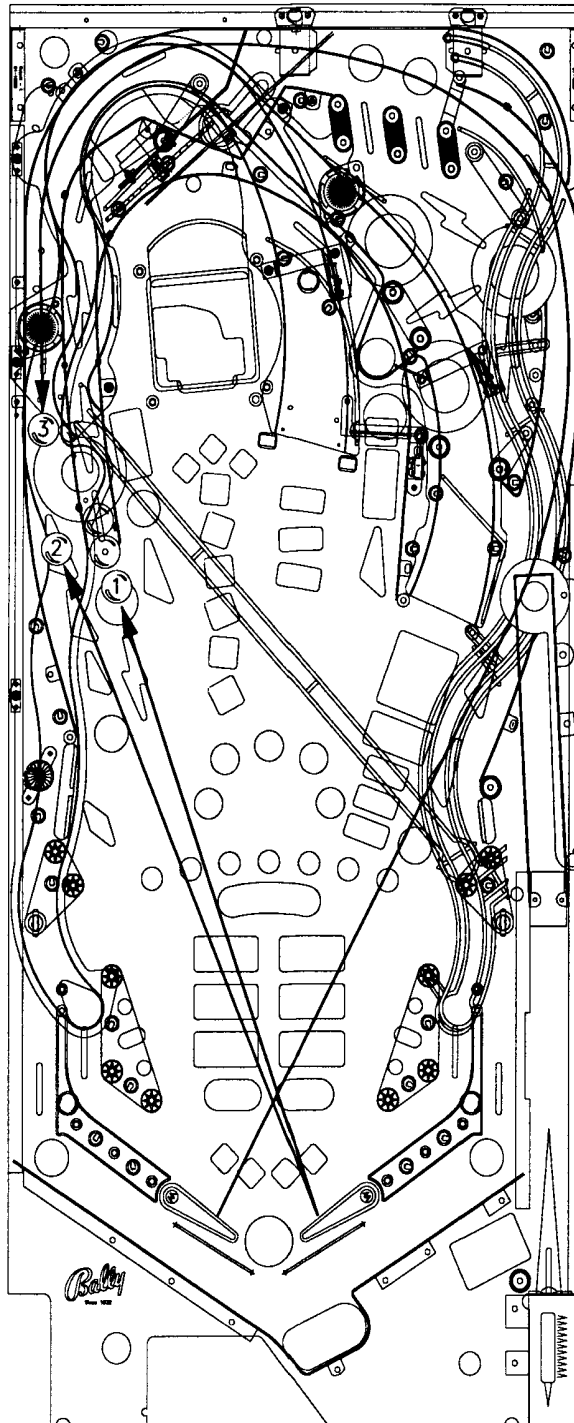
## HAUNTED BASEMENT

By hitting the center targets, the player can light the RAISE TRAPDOOR insert. Shooting up the center stairs will open the Trapdoor to shoot into for feature awards.



## **VANISH LOCK / TIGER SAW MULTI-BALL**

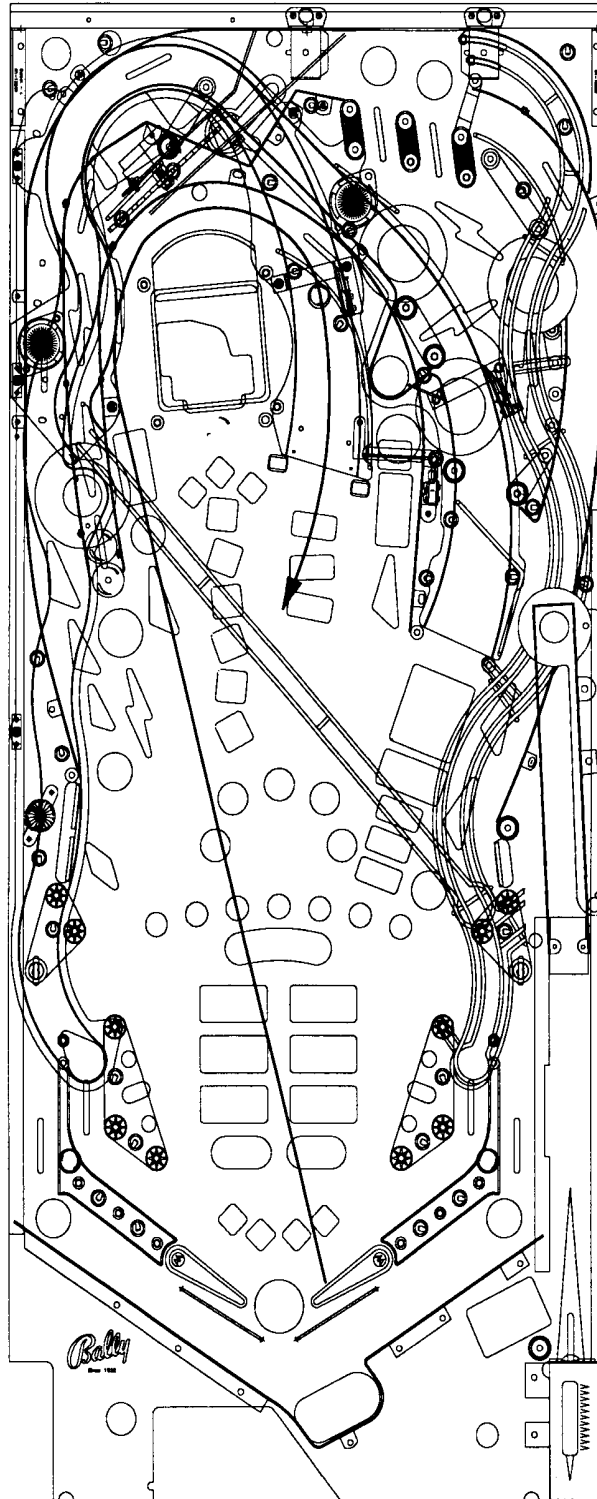
- ① Hitting the captive ball will light Vanish Lock in the left lane.
- ② Shooting into the left lane will Vanish the ball.
- ③ Then making the right lane will saw the ball into 2 balls for Tiger Saw Multi-ball. The Tiger Saw Jackpot can be scored by hitting the captive ball.



## THE GRAND FINALE

When all Magicianship Levels have been completed the START FINALE light will be lit. The player must shoot the lightning loop to begin the Grand Finale.

Make any playfield shot to light MAGIC THEATRE and complete the Grand Finale-Illusion for one Billion.



## NOTES

[illegible]



# SECTION ONE

## GAME OPERATION AND TEST INFORMATION

### (System WPC) ROM Summary

| IC           | TYPE   | BOARD | LOCATION | PART NUMBER                |
|--------------|--------|-------|----------|----------------------------|
| Game 1       | 27c040 | CPU   | U6       | A-5343-50039-1A (Domestic) |
| Game 1       | 27c040 | CPU   | U6       | A-5343-50039-1F (French)   |
| Game 1       | 27c040 | CPU   | U6       | A-5343-50039-1X (Foreign)  |
| Music/Speech | 27c040 | Audio | SU2      | A-5343-50039-S2            |
| Music/Speech | 27c040 | Audio | SU3      | A-5343-50039-S3            |
| Music/Speech | 27c040 | Audio | SU4      | A-5343-50039-S4            |
| Music/Speech | 27c040 | Audio | SU5      | A-5343-50039-S5            |
| Music/Speech | 27c040 | Audio | SU6      | A-5343-50039-S6            |
| Music/Speech | 27c040 | Audio | SU7      | A-5343-50039-S7            |

#### NOTICE

Order replacement ROMs from your authorized MIDWAY MANUFACTURING CO. Distributor. Specify:  
(1) Part Number (if available); (2) ROM Level (number on the label); (3) Game in which ROM is used.

# PINBALL GAME ASSEMBLY INSTRUCTIONS

## THEATRE OF MAGIC IS A 5 BALL GAME.

(Four located in the trough, one captive.)

**Power:** Domestic 120V @ 60 Hz  
Foreign 230V @ 50 Hz  
Japan 100V @ 50 Hz

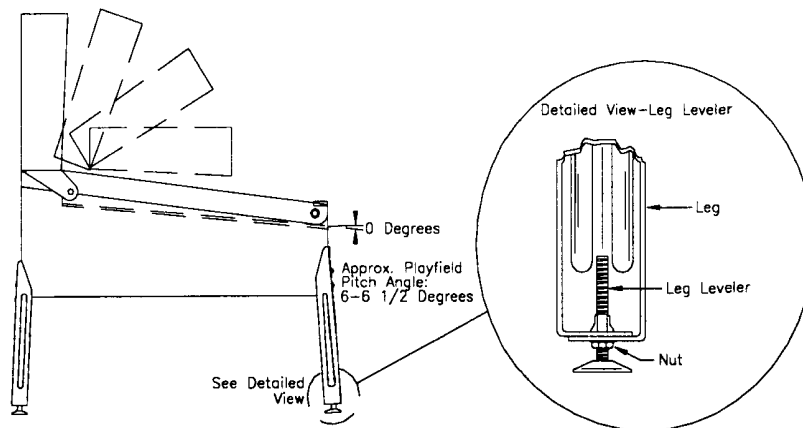
**Dimensions:** Width: 29" Approx.  
Depth: 56" Approx.  
Height: 76" Approx.

**Temp:** 32° F to 100° F  
(0° C to 38° C)

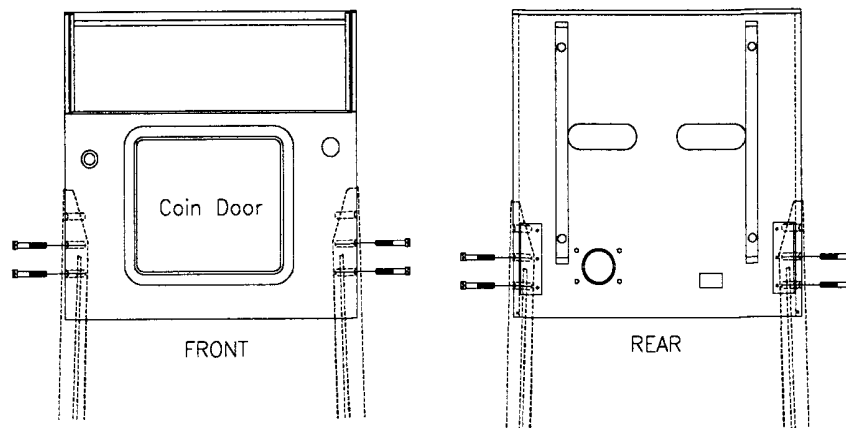
**Humidity:** Not to exceed 95% relative.

**Weight:** Approx. 325 Lbs. (crated)

1. Remove all cartons, parts, and miscellaneous items from the shipping container and set them aside.
2. Leg levelers and leg bolts are provided among the parts in the cash box. Install leg levelers on front and back legs (View 1). Place the cabinet on a support and attach rear legs using leg bolts (View 2).
3. Attach the front legs using leg bolts (View 2).



VIEW 1



VIEW 2

4. Reach into the cabinet and backbox and ensure that the interconnecting cables are not kinked or pinched. Be careful to avoid damaging wires at any stage of the assembly process.
5. Raise the hinged backbox upright and latch it into position. Unlock the backbox, and remove the backglass, storing it carefully to avoid damage. Remove the shipping screws holding the Insert Panel. Unlatch and open the Insert Panel. Carefully lift the Speaker Panel and lay it down on the playfield glass. Be careful not to damage the Dot Matrix Display/Driver Board. This allows access to the bolt holes used for securing the backbox upright. Install the washer-head mounting bolts through the bottom holes of the backbox into the threaded fasteners in the cabinet to secure the backbox. Close the Insert Panel and latch into position. Replace the Speaker Panel. Reinstall the backglass, and lock the backbox.

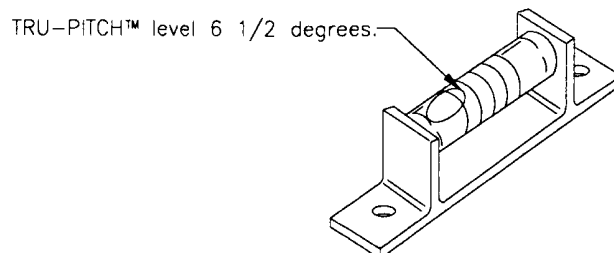


### CAUTION

**FAILURE TO INSTALL** the backbox mounting hardware properly can cause personal injury.

**NEVER TRANSPORT** a pinball game with the hinged backbox erect. Always lower the backbox forward onto the playfield cabinet on a layer of protective material to prevent marring or damage and possible personal injury.

6. Extend each leg leveler slightly below the leg bottom, so that all four foot pads protrude approximately the same distance. Remove the cabinet from its support and place it on the floor.
7. Unlock and open the coin door. Move the molding latch lever toward the left side of the game, to release the front molding. Lift the front molding off the playfield cover glass, return the latch lever to the right, and close the coin door. Carefully slide the glass downward, until it clears the grooves of the left and right side moldings. Lift the glass up and away from the game, storing it carefully to avoid breakage.
8. Place a level or an inclinometer on the playfield surface. Adjust the leg levelers for proper playfield level (side-to-side). NOTE: These measurements must be made ON the playfield, not the cabinet nor the playfield cover glass. Tighten the nut on each leg leveler shaft to maintain this setting.
9. The TRU-PITCH™ level is located on the right shooter rail. This allows the playfield pitch angle to be accurately adjusted WITHOUT REMOVING THE GLASS. The first line (closest to the front of the game) on the level is approximately 6 degrees. Every line thereafter is approximately another 1/2 degree of pitch. The recommended pitch for Theatre of Magic is 6 1/2 degrees. The nose of the bubble should be between the first and second line on the level (see diagram below).



### CAUTION

*Playfield pitch angle adjustments can affect the operation of the plumb bob tilt, inside the cabinet. The plumb bob weight is among the parts in the cash box; the operator should install the weight and adjust this tilt mechanism for proper operation, after completion of the desired playfield pitch angle setting. The unit is factory installed for a 6 1/2 degree angle. If an adjustment is necessary, loosen screw at the bottom of the unit. Move the pointer, one groove at a time to the left or right, depending on the degree desired. Hold pointer in place and tighten screw.*

10. Move the game into the desired location; recheck the level and pitch angle of the playfield.

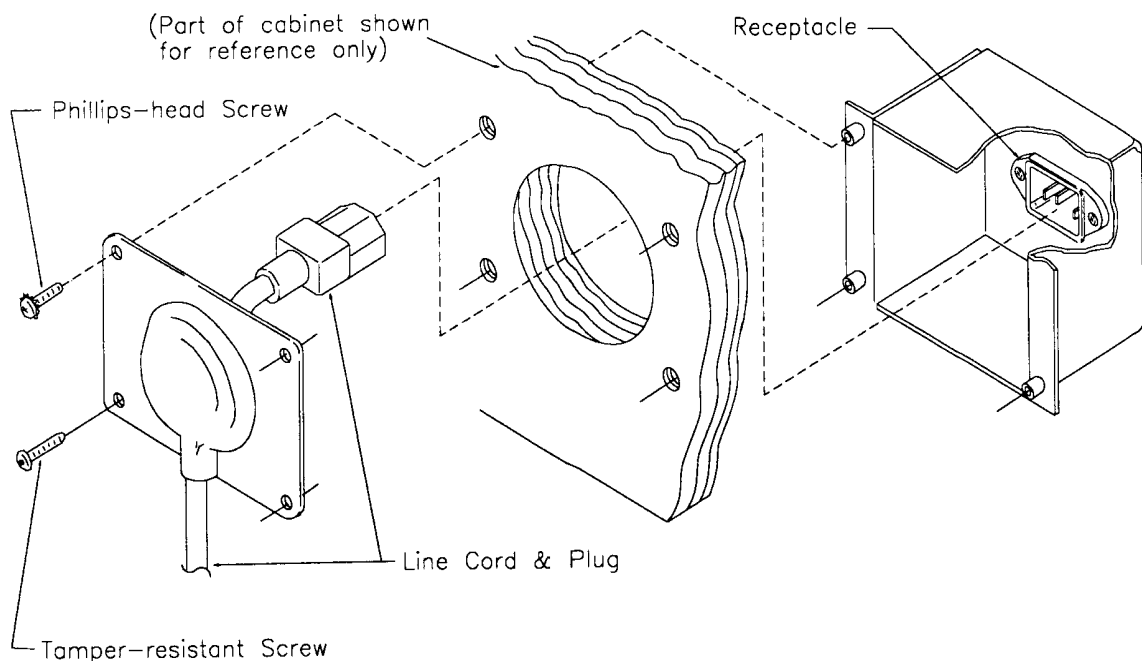
11. Verify that the **required number** of balls are installed in the game. This game uses 5 balls - four are located in the trough and 1 is a captive ball.

12 Install playfield mylars if desired.

**NOTE:** This playfield has a special hardcoat surface and does not require a full protective mylar. However, mylars can be purchased through your local Bally Distributor. Specify part number 03-9351-1 for full playfield mylar.

13. Clean and reinstall the playfield cover glass, reversing the procedure of step 7.

14. To attach line cord, remove envelope stapled to the inside cabinet (near cashbox). Remove the four Phillips-head screws that mount the line cord cover plate to the rear cabinet. Match the prongs on the plug with the holes in the receptacle and push line cord securely into place. Make sure cord aligns with the indentation of plate (indentation should point toward bottom of cabinet). Remount line cord cover plate. If desired, tamper resistant screws are provided in an envelope marked "Security Screws" (located in cashbox) to remount cover plate.



## RAISING THE PLAYFIELD

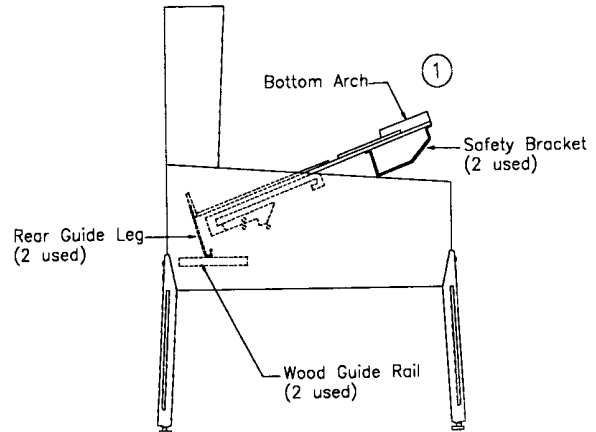


### CAUTION

Do not raise the playfield straight up! This game uses a slide assembly to raise and lower the playfield.

#### To Raise Playfield:

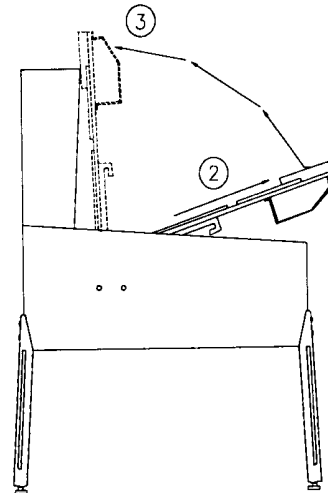
1. Grasp bottom arch and carefully lift up playfield only high enough to clear safety brackets. Rear guide legs should not hit wood guide rails or be used to slide out playfield.



2. Pull the playfield out toward you until it stops (rest position) and raise it approximately 3".

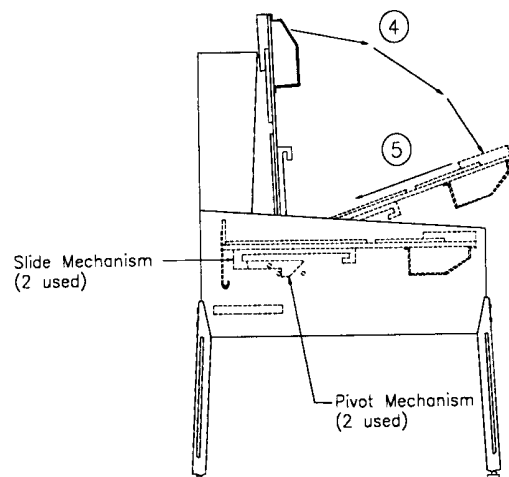
**Be sure playfield is in locked position and does not slide back into the cabinet. If it does, repeat Step 2 before proceeding to Step 3.**

3. Rotate playfield to upright service position (lean on backbox) by pulling toward you and up. Listen for the sound of a click; this insures locking and pivoting sequence.



#### To Lower Playfield:

4. Rotate the playfield to the rest position. This unlocks the pivoting sequence.
5. Push back playfield into cabinet and into playing position.



# GAME CONTROL LOCATIONS

## Cabinet Switches

The On-Off switch is located on the bottom of the cabinet near the right front leg.

The Start Button is the push-button to the left of the coin door on the cabinet exterior. Press the Start button to begin a game, or during the diagnostic mode, to ask for HELP.

## Coin Door Switches

The operator controls all game adjustments, obtains bookkeeping information, and diagnoses problems, using only four push-button switches mounted on the inside of the coin door. The Coin Door Switches have two modes of operation Normal Function and Test Function.

### Normal Function

The Service Credits button puts credits on the game that are not included in any of the game audits.

The Volume Up (+) button raises the sound level of the game. Press and hold the button until the desired level is reached.

The Volume Down (-) button lowers the sound level of the game. Press and hold the button until the desired level is reached. See Adjustment A.1 28 to shut sound OFF completely.

The \*Begin Test button starts the Menu System Operation and changes the Coin Door Switches from Normal Function to Test Function.

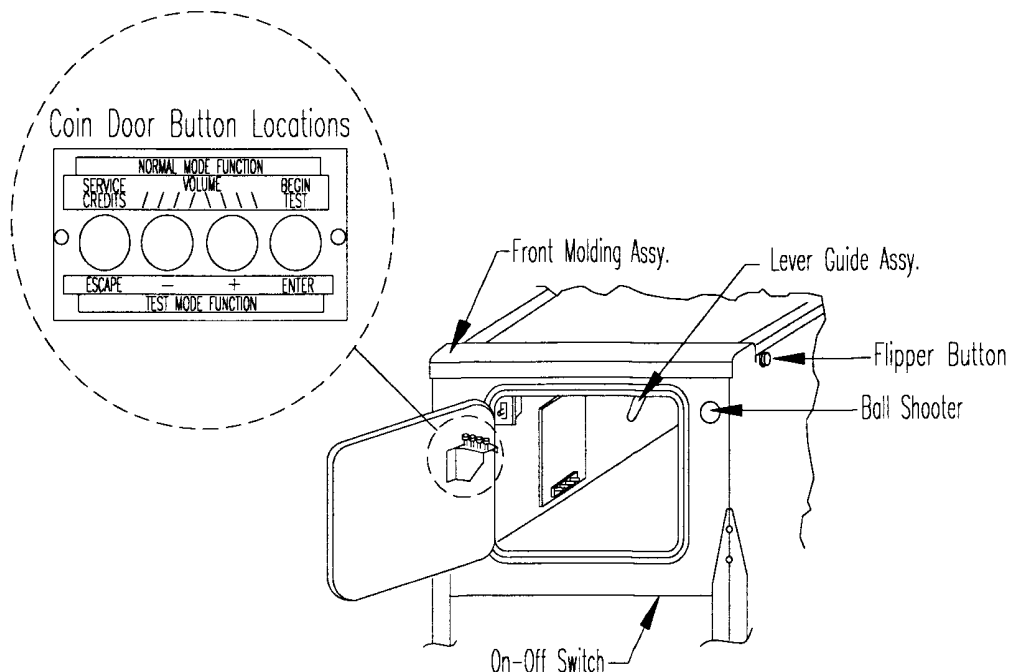
### Test Function

The Escape button allows you to get out of a menu selection or return to the Attract Mode.

The Up (+) button allows you to cycle forward through the menu selections or adjustment choices.

The Down (-) button allows you to cycle backward through the menu selections or adjustment choices.

The \*Enter button allows you to get into a menu selection or lock in an adjustment choice.



***\*To reset High Score, hold down the Begin Test/Enter switch for 5 seconds while in the Attract Mode.***

# GAME OPERATION

## CAUTION

After assembly and installation at the site location, this game must be plugged into a properly grounded outlet to prevent shock hazard, and to assure proper game operation. DO NOT use a 'cheater' plug to defeat the ground pin on the line cord. DO NOT cut off the ground pin.

**POWERING UP.** With the coin door closed, plug the game in and switch it On. In normal operation, testing will show in the display as the game performs Start-Up Tests. Once the Start-Up Tests have been successfully completed the last score is displayed. After which, the game goes into the Attract Mode.

**Note:** After the game has been on location for a period of time, the Start-Up Tests may contain messages concerning game problems. See 'Error Messages' for more detailed information regarding messages.

Open the coin door and press the Begin Test Switch. The display shows the game name, number, and software revision. The message changes. The display shows the sound software revision, revision level of the system software and date the game software was revised.

|                 |                  |                         |
|-----------------|------------------|-------------------------|
| <b>Example:</b> | <b>MAGIC</b>     | <b>Sound Rev. L-1</b>   |
| <b>50039</b>    | <b>Rev. PA-O</b> | <b>Sy. 3.32 1/10/95</b> |

Press the Enter button to enter the WPC Menu System (refer to the section entitled 'Menu System Operation' for more information). Slide the Service Switch Actuator over the top interlock switch located in the bottom left corner of the coin door opening. Perform the entire Test Menu routine to verify the game is operating satisfactorily.

**ATTRACT MODE\*.** After completing the Test Menu routine, press the Escape button three times to enter the Attract Mode. During the Attract Mode the display shows a series of messages informing the player of the recent highest scores\*, "custom messages\*", and the score to achieve to obtain a replay award\*

**CREDIT POSTING.** Insert coin(s). A sound is heard for each coin and the display shows the number of credits purchased. So long as the number of maximum allowable credits\* are NOT exceeded by coin purchase or high score, credits are posted correctly.

**STARTING A GAME.** Press the Start button once. A startup sound plays and the credit amount shown in the display decreases by one. The display flashes 00 (until the first playfield switch is actuated), and shows ball 1. If credits are posted, additional players may enter the game by pressing the Start button once for each player, before the end of play on the first ball.

**TILTS.** Actuating the cabinet tilt switch inside the cabinet ends the current game and proceeds to the Game Over Mode. With the third closure\* of the plumb bob tilt switch, the player loses the remaining play of that ball, but can complete the game.

**END OF GAME.** All earned scores and bonuses are awarded. If a player's final score exceeds the specified value, the player receives a designated award for achieving the current highest score. A random digit set\* appears in the display. Credit\* may be awarded when the last two digits of any player's score match the random digits. Match, high score, and game over sounds are made, as appropriate.

**GAME OVER MODE.** Game Over will show in the display. Afterward, the high scores flash on the display. The game proceeds to the Attract Mode.

\*Operator-adjustable feature.

## MENU SYSTEM OPERATION

The Main Menu allows you to choose from several categories, which in turn lead to other menus. To access the Main Menu, open the coin door and press the Begin Test button, then press the Enter button. Press the Up or Down buttons to cycle through the Main Menu. Press the Enter button to access a menu. Press the Escape button to return to the Main Menu. Press the Start button for HELP at any time.

### Main Menu

#### B. Bookkeeping Menu

|                     |
|---------------------|
| B.1 Main Audits     |
| B.2 Earnings Audits |
| B.3 Standard Audits |
| B.4 Feature Audits  |
| B.5 Histograms      |
| B.6 Time-Stamped    |

#### P. Printouts Menu

|                          |
|--------------------------|
| P.1 Earnings Data        |
| P.2 Main Audits          |
| P.3 Standard Audits      |
| P.4 Feature Audits       |
| P.5 Score Histograms     |
| P.6 Game Time Histograms |
| P.7 Time-Stamped         |
| P.8 All Data             |

#### T. Test Menu

|                          |
|--------------------------|
| T.1 Switch Edges         |
| T.2 Switch Levels        |
| T.3 Single Switches      |
| T.4 Solenoid Test        |
| T.5 Flasher Test         |
| T.6 General Illumination |
| T.7 Sound & Music Test   |
| T.8 Single Lamps         |
| T.9 All Lamps            |
| T.10 Lamp & Flasher Test |
| T.11 Display Test        |
| T.12 Flipper Test        |
| T.13 Ordered Lamp Test   |
| T.14 Lamp Row-Col Test   |
| T.15 Dip Switch Test     |
| T.16 Trunk Test          |
| T.17 Trapdoor Test       |
| T.18 Empty Balls Test    |

#### U. Utilities Menu

|                         |
|-------------------------|
| U.1 Clear Audits        |
| U.2 Clear Coins         |
| U.3 Reset H.S.T.D.      |
| U.4 Set Time & Date     |
| U.5 Custom Message      |
| U.6 Set Game I.D.       |
| U.7 Factory Adjustments |
| U.8 Factory Resets      |
| U.9 Presets             |
| U.10 Clear Credits      |
| U.11 Auto Burn-In       |

#### A. Adjustments Menu

|                          |
|--------------------------|
| A.1 Standard Adjustments |
| A.2 Feature Adjustments  |
| A.3 Pricing Adjustments  |
| A.4 H.S.T.D. Adjustments |
| A.5 Printer Adjustments  |

#### Press Escape

To move out of a menu selection.

#### Press Enter

To get into a menu selection.

#### Press Up

Increases sequence; Example A.1, A.2, A.3, A.4.

#### Press Down

Decreases Sequence; Example A.4, A.3, A.2, A.1.

Use Up and Down to cycle through the selections in a menu.

Use Escape and Enter to move into and out of the selected menu



Press the Up or Down buttons to cycle through the menu. Press the Enter button to access an audit menu. Press the Escape button to return to the Bookkeeping Menu.

## **B. BOOKKEEPING MENU**

### **B.1 Main Audits**

### **B.2 Earning Audits**

### **B.3 Standard Audits**

### **B.4 Feature Audits**

### **B.5 Histograms**

### **B.6 Time-Stamped**

**One Button Audit System.** The Bookkeeping Menu is obtainable directly from the Attract Mode. Repeatedly pressing the Enter button, while in the Attract Mode, will cycle through all of the game audits.

### **B.1 Main Audits**

|     |    |                   |    |     |    |                    |    |
|-----|----|-------------------|----|-----|----|--------------------|----|
| B.1 | 01 | Total Earnings    | 00 | B.1 | 06 | Total Plays        | 00 |
| B.1 | 02 | Recent Earnings   | 00 | B.1 | 07 | Replay Awards      | 00 |
| B.1 | 03 | Free Play Percent | 00 | B.1 | 08 | Percent Replays    | 00 |
| B.1 | 04 | Average Ball Time | 00 | B.1 | 09 | Extra Balls        | 00 |
| B.1 | 05 | Time Per Credit   | 00 | B.1 | 10 | Percent Extra Ball | 00 |

### **B.2 Earning Audits\***

|     |    |                        |    |     |    |                        |    |
|-----|----|------------------------|----|-----|----|------------------------|----|
| B.2 | 01 | Recent Earnings        | 00 | B.2 | 08 | Total Earnings*        | 00 |
| B.2 | 02 | Recent Left Slot       | 00 | B.2 | 09 | Total Left Slot*       | 00 |
| B.2 | 03 | Recent Center Slot     | 00 | B.2 | 10 | Total Center Slot*     | 00 |
| B.2 | 04 | Recent Right Slot      | 00 | B.2 | 11 | Total Right Slot*      | 00 |
| B.2 | 05 | Recent 4th Slot        | 00 | B.2 | 12 | Total 4th Slot*        | 00 |
| B.2 | 06 | Recent Paid Credits    |    | B.2 | 13 | Total Paid Credits*    |    |
| B.2 | 07 | Recent Service Credits |    | B.2 | 14 | Total Service Credits* |    |

\*These audits are NOT resettable. They are a record of the earnings of the game since the "CLOCK 1ST SET" Time-Stamp.

### **B.3 Standard Audits**

|     |    |                    |    |     |    |                      |          |
|-----|----|--------------------|----|-----|----|----------------------|----------|
| B.3 | 01 | Games Started      | 00 | B.3 | 20 | Time Per Credit      | 00       |
| B.3 | 02 | Total Plays**      | 00 | B.3 | 21 | Play Time            | 00:00:00 |
| B.3 | 03 | Total Free Play    | 00 | B.3 | 22 | Minutes On           | 00       |
| B.3 | 04 | Free Play Percent  | 00 | B.3 | 23 | Balls Played         | 00       |
| B.3 | 05 | Replay Awards      | 00 | B.3 | 24 | Tilts                | 00       |
| B.3 | 06 | Percent Replays    | 00 | B.3 | 25 | Replay 1 Awards      | 00       |
| B.3 | 07 | Special Awards     | 00 | B.3 | 26 | Replay 2 Awards      | 00       |
| B.3 | 08 | Percent Special    | 00 | B.3 | 27 | Replay 3 Awards      | 00       |
| B.3 | 09 | Match Awards       | 00 | B.3 | 28 | Replay 4 Awards      | 00       |
| B.3 | 10 | Percent Match      | 00 | B.3 | 29 | 1 Player Games       | 00       |
| B.3 | 11 | H.S.T.D. Credits   | 00 | B.3 | 30 | 2 Player Games       | 00       |
| B.3 | 12 | Percent H.S.T.D    | 00 | B.3 | 31 | 3 Player Games       | 00       |
| B.3 | 13 | Extra Ball         | 00 | B.3 | 32 | 4 Player Games       | 00       |
| B.3 | 14 | Percent Extra Ball | 00 | B.3 | 33 | H.S.T.D. Reset Count | 00       |
| B.3 | 15 | Tickets Awarded    | 00 | B.3 | 34 | Burn-in Time †       | 00:00:00 |
| B.3 | 16 | Percent Tickets    | 00 | B.3 | 35 | 1st Replay Level     | 00       |
| B.3 | 17 | Left Drains        | 00 | B.3 | 36 | Left Flipper         | 00       |
| B.3 | 18 | Right Drains       | 00 | B.3 | 37 | Right Flipper        | 00       |
| B.3 | 19 | Average Ball Time  | 00 |     |    |                      |          |

\*\* "Total Plays" only counts completed games. A game is considered complete when the final ball begins. Audit information from incomplete games is ignored, therefore test and servicing operations do not affect the Audits.

† This Audit is not resettable.

**B.4 Feature Audits**

|     |    |                                                                                                           |    |
|-----|----|-----------------------------------------------------------------------------------------------------------|----|
| B.4 | 01 | Number of Buy-ins                                                                                         | 00 |
| B.4 | 02 | Number of times Multi-ball was started                                                                    | 00 |
| B.4 | 03 | Number of Illusions started                                                                               | 00 |
| B.4 | 04 | Number of times the Basement Random Feature awards something                                              | 00 |
| B.4 | 05 | Number of times Theatre was spelled                                                                       | 00 |
| B.4 | 06 | Number of times a ball was saved                                                                          | 00 |
| B.4 | 07 | Average Time per Credit                                                                                   | 00 |
| B.4 | 08 | Number of a ball was VANISHED                                                                             | 00 |
| B.4 | 09 | Number of times Tiger Saw Multi -ball was started                                                         | 00 |
| B.4 | 10 | Number of Locks lit                                                                                       | 00 |
| B.4 | 11 | Number of times Grand Finale was played                                                                   | 00 |
| B.4 | 12 | Number of times Midnight Madness was started                                                              | 00 |
| B.4 | 13 | Number of greater than 1 consecutive Buy-ins                                                              | 00 |
| B.4 | 14 | Number of greater than 2 consecutive Buy-ins                                                              | 00 |
| B.4 | 15 | Number of greater than 3 consecutive Buy-ins                                                              | 00 |
| B.4 | 16 | Number of greater than 4 consecutive Buy-ins                                                              | 00 |
| B.4 | 17 | Number of Trunk Failures                                                                                  | 00 |
| B.4 | 18 | Number of times the left drain magnet grabbed the ball                                                    | 00 |
| B.4 | 19 | Number of times the left drain magnet missed the ball                                                     | 00 |
| B.4 | 20 | Number of times the right drain magnet grabbed the ball                                                   | 00 |
| B.4 | 21 | Number of times the right drain magnet missed the ball                                                    | 00 |
| B.4 | 22 | Number of times the magnet diverter was fired                                                             | 00 |
| B.4 | 23 | Number of times the ball was saved when drain down the center after hitting Trunk (adjustment must be ON) | 00 |
| B.4 | 24 | Number of times Side 1 of trunk was hit                                                                   | 00 |
| B.4 | 25 | Number of times Side 4 (MAGNET) of trunk was hit                                                          | 00 |
| B.4 | 26 | Number of times Side 3 (LAMP) of trunk was hit                                                            | 00 |
| B.4 | 27 | Number of times Side 2 (SCOOP-SIDE) of trunk was hit                                                      | 00 |
| B.4 | 28 | Number of times player got to 6:00 pm (on Theatre Clock)                                                  | 00 |

## **B.5 Histograms**

|     |    |                        |     |
|-----|----|------------------------|-----|
| B.5 | 01 | 1-1.9 Million Scores   | 00% |
| B.5 | 02 | 2-4.9 Million Scores   | 00% |
| B.5 | 03 | 5-9.9 Million Scores   | 00% |
| B.5 | 04 | 10-19 Million Scores   | 00% |
| B.5 | 05 | 20-29 Million Scores   | 00% |
| B.5 | 06 | 30-39 Million Scores   | 00% |
| B.5 | 07 | 40-49 Million Scores   | 00% |
| B.5 | 08 | 50-69 Million Scores   | 00% |
| B.5 | 09 | 70-99 Million Scores   | 00% |
| B.5 | 10 | 100-149 Million Scores | 00% |
| B.5 | 11 | 150-199 Million Scores | 00% |
| B.5 | 12 | 200-299 Million Scores | 00% |
| B.5 | 13 | Over 3 Million         | 00% |
| B.5 | 14 | Game Time 0.0-1.0 Mins | 00% |
| B.5 | 15 | Game Time 1.0-1.5 Mins | 00% |
| B.5 | 16 | Game Time 1.5-2.0 Mins | 00% |
| B.5 | 17 | Game Time 2.0-2.5 Mins | 00% |
| B.5 | 18 | Game Time 2.5-3.0 Mins | 00% |
| B.5 | 19 | Game Time 3.0-3.5 Mins | 00% |
| B.5 | 20 | Game Time 3.5-4.0 Mins | 00% |
| B.5 | 21 | Game Time 4-5 Mins     | 00% |
| B.5 | 22 | Game Time 5-6 Mins     | 00% |
| B.5 | 23 | Game Time 6-8 Mins     | 00% |
| B.5 | 24 | Game Time 8-10 Mins    | 00% |
| B.5 | 25 | Game Time 10-15 Mins   | 00% |
| B.5 | 26 | Game Time Over 15 Mins | 00% |

## **B.6 Time-Stamps**

The Time-Stamps Menu allows you to view dates and times that are important to game software.

|     |    |                     |
|-----|----|---------------------|
| B.6 | 01 | Current Time        |
| B.6 | 02 | Clock 1st Set       |
| B.6 | 03 | Clock Last Set      |
| B.6 | 04 | Audits Cleared      |
| B.6 | 05 | Coins Cleared       |
| B.6 | 06 | Factory Setting     |
| B.6 | 07 | Last Game Start     |
| B.6 | 08 | Last Replay         |
| B.6 | 09 | Last H.S.T.D. Reset |
| B.6 | 10 | Champion Reset      |
| B.6 | 11 | Last Printout       |
| B.6 | 12 | Last Service Credit |

Press the Up or Down buttons to cycle through the menu. Press the Enter button to access a menu. Press the Escape button to return to the Printouts Menu.

## **P. PRINTOUTS MENU**

(optional board required)

|            |                         |
|------------|-------------------------|
| <b>P.1</b> | <b>Earnings Data</b>    |
| <b>P.2</b> | <b>Main Audits</b>      |
| <b>P.3</b> | <b>Standard Audits</b>  |
| <b>P.4</b> | <b>Feature Audits</b>   |
| <b>P.5</b> | <b>Score Histograms</b> |
| <b>P.6</b> | <b>Time Histograms</b>  |
| <b>P.7</b> | <b>Time-Stamps</b>      |
| <b>P.8</b> | <b>All Data</b>         |

The Printouts Menu is a combination of the other menus. This menu allows you to access and print information in the available menu selections.

If no printer is attached the message "Waiting for Printer" appears in the displays.

Note: Set print specification from the Adjustment Menu, A.5 Printer Adjustments.

**Use the Service Switch Actuator to hold in the top interlock switch located in the bottom left corner of the coin door opening. The actuator must be in place in order to activate the solenoids and flashlamps.**

Press the Up or Down buttons to cycle through the menu. Press the Enter button to access a test. Press the Escape button to return to the Test Menu.

**Note:** During any test, press the Start button to obtain the wire color, driver number, connector number and fuse location.

## **T. TEST MENU**

|             |                                 |
|-------------|---------------------------------|
| <b>T.1</b>  | <b>Switch Edges</b>             |
| <b>T.2</b>  | <b>Switch Levels</b>            |
| <b>T.3</b>  | <b>Single Switch</b>            |
| <b>T.4</b>  | <b>Solenoid Test</b>            |
| <b>T.5</b>  | <b>Flasher Test</b>             |
| <b>T.6</b>  | <b>General Illumination</b>     |
| <b>T.7</b>  | <b>Sound &amp; Music Test</b>   |
| <b>T.8</b>  | <b>Single Lamps</b>             |
| <b>T.9</b>  | <b>All Lamps</b>                |
| <b>T.10</b> | <b>Lamp &amp; Flasher Tests</b> |
| <b>T.11</b> | <b>Display Test</b>             |
| <b>T.12</b> | <b>Flipper Test</b>             |
| <b>T.13</b> | <b>Ordered Lamps Test</b>       |
| <b>T.14</b> | <b>Lamp Row-Col Test</b>        |
| <b>T.15</b> | <b>Dip Switch Test</b>          |
| <b>T.16</b> | <b>Trunk Test</b>               |
| <b>T.17</b> | <b>Trapdoor Test</b>            |
| <b>T.18</b> | <b>Empty Balls Test</b>         |

The switch matrix, on the left side of the display, shows the state of all switches. A dot indicates the switch is open, and a square indicates the switch is closed. The numbers assigned to each switch indicate where the switch is located in the matrix. The number on the left indicates the column, and the number on the right indicates the row. Example: Switch 23 is 2nd column, 3rd row.

A short to ground, on either the row or column wire, appears as a shorted row(s). However, a column wire shorted to ground disappears when all the indicated row switches are open. A row wire shorted to ground does not disappear.

A shorted diode in the switch matrix can cause other switches to appear closed. These "phantom" switches (though not actually closed) complete a rectangle in the switch matrix. Therefore, if two switches in the same column are closed (example; #22 and #24), and a third switch is pressed in another column but in the same row as one of the first two (example; #32), the "phantom" switch #34 is falsely indicated as closed. The switch with the shorted diode is diagonally opposite the "phantom" switch (in this case #22).

**T.1 Switch Edges** Press each switch one at a time. The name and number of the switch is shown in the display. If a switch other than the one pressed, or no switch at all is indicated, the system has detected a problem with the switch circuit.

**T.2 Switch Levels** This test automatically cycles through all switches that are detected closed. The name and number of each switch that is detected is shown in the display. A filled square indicates the switch's position in the matrix.

**T.3 Single Switches** The Single Switch Test isolates a particular switch by blocking signals from all other switches. Use the Up or Down buttons to select the switch to be tested.

#### **T.4 Solenoid Test**

The Solenoid Test has three modes: Repeat, Stop, and Run. Only one solenoid should pulse at a time. The system has detected a problem if; more then one solenoid pulses, a solenoid comes On and stays On, or no solenoids pulse during the Repeat or Run modes.

- Repeat - The Repeat Mode pulses a single solenoid. After entering this test, Solenoid 1 shows in the display. and the corresponding solenoid activates. Press the Up or Down button to cycle through the solenoids, one at a time. The same solenoid pulses until the Up or Down button is pressed. Either press the Escape button to return to the Test Menu, or press the Enter button to advance to the next mode.
- Stop - The Stop Mode halts the Solenoid Test. Press Enter during the Repeat mode and the Solenoid Test Stops. No solenoids should be activated while the test is stopped. Either press the Escape button to return to the Test Menu, or the Enter button to advance to the next mode.
- Run - The Run Mode cycles through the solenoids automatically. The display shows the name and number of the solenoid currently being pulsed. Either press the Escape button to return to the Test Menu, or the Enter button to advance to the next mode.

#### **T.5 Flasher Test**

This tests the flashlamp part of the solenoid circuit exclusively. This, like the Solenoid Test has three test modes: Repeat, Stop, and Run. During this test, only one flashlamp circuit should pulse at a time. The system has detected a problem if more than one circuit pulses, a circuit stays On, or no circuits pulse during the Repeat or Run modes.

- Repeat - The Repeat mode pulses a single flashlamp. After entering this test, the name and number of the first flashlamp circuit will show in the display and the corresponding bulb(s) flash. Press the Up or Down button to cycle through all of the flashlamp circuits one at a time. The same circuit pulses until the Up or Down button is pressed. Either press the Escape button to return to the Test Menu, or press the Enter button to advance to the next mode.
- Stop - The Stop Mode halts the Flasher Test. No flashlamp circuit should be active during this mode. Either press the Escape button to return to the Test Menu, or the Enter button to advance to the next mode.
- Run - The Run Mode cycles through the flashlamps automatically. The display shows the name and number of the flashlamp circuit currently being pulsed and the corresponding bulb(s) flash. Either press the Escape button to return to the Test Menu, or the Enter button to advance to the next mode.

**T.6 General Illumination** This test checks all of the General Illumination circuits. There are two modes of operation: Stop and Run.

- Stop - Press the Up or Down buttons to cycle through the General Illumination Test manually. All illumination is tested first, followed by an individual circuit test. The circuit name and number will show in the display while the corresponding lamps light. If any other results occur the system has detected an error.
- Run - Press the Enter button any time during Stop mode and the General Illumination Test cycles through automatically. For each circuit shown in the displays the corresponding bulbs should light. If any other results occurs the system has detected a problem.

**T.7 Sound and Music Test** The Sound and Music Test allows you to check the audio circuits. This test has three modes for testing the sound and music circuits: Run, Repeat, and Stop.

- Run - The Run Mode steps through a sequence of sounds and music. Pressing the Up or Down button during this portion of the Sound and Music test advances to a particular sound/tune without having to wait for the program to play all the sounds available in the test. A sound/tune should be heard for each name and number that appears in the display. Any other results indicate the system has detected a problem.
- Repeat - Press the Enter button at any time during the Run Mode to cause the program to stop and repeat a particular sound/tune. The same sound should repeat continuously until the Up or Down button is pressed. Any other results indicates the system has detected a problem.
- Stop - Press the Enter button at any time during the Repeat Mode to stop this test altogether. No sound/tune should be heard. Any other results indicates the system has detected a problem.

**T.8 Single Lamp Test** The number assigned to each lamp indicates the lamp's position in the matrix. The number on the left indicates the column. The number on the right indicates the row. Example: Lamp 23 means 2nd column, 3rd row.

This test checks each lamp circuit individually. Press the Up or Down button to cycle through this test. For each name and number that is shown in the display the corresponding lamp should light. Any other results indicate the system has detected a problem.

**T.9 All Lamps Test** This test causes all the controlled lamps to flash at the same time. Every controlled lamp should flash. Any other results indicate the system has detected a problem.

**T.10 Lamp and Flasher Test** This test causes all the flashlamps and the controlled lamps to flash at the same time. The controlled lamps blink, while the flashlamps cycle from highest to lowest. Any other results indicates the system has detected a problem.

**T.11 Display Test** This test automatically lights every dot in the Dot Matrix Display. A series of patterns appear in sequence. Each pattern turns On and Off a section of dots. Every dot on the display should be turned On and Off during this test.

**T.12 Flipper Coil Test** The Flipper Coil Test has three modes: Repeat, Stop, and Run. Only one flipper should pulse at a time. The system has detected a problem if more than one flipper pulses, a flipper comes On and stays On, or no flippers pulse during the Repeat or Run modes.

- Repeat - The Repeat Mode pulses a single flipper. After entering this test, coil 01 shows in the display and the corresponding flipper activates. Press the Up or Down button to cycle through the flipper coils, one at a time. The same flipper coil pulses until the Up or Down button is pressed. Either press the Escape button to return to the Test Menu, or press the Enter button to advance to the next mode.
- Stop - The Stop Mode halts the Flipper Coil Test. Press Enter during the Repeat mode and the Flipper Coil Test stops. No flipper coil should be activated while the test is stopped. Either press the Escape button to return to the Test Menu, or the Enter button to advance to the next mode.
- Run - The Run Mode cycles through the flippers automatically. The display shows the name and number of the flipper coil currently being pulsed. Either press the Escape button to return to the Test Menu, or the Enter button to advance to the next mode.

**T.13 Ordered Lamp Test** The number assigned to each lamp indicates the lamp's position in the matrix. The number on the left indicates the column. The number on the right indicates the row. Example - Lamp 23 means 2nd column, 3rd row.

This test checks each lamp circuit individually. Press the Up or Down button to cycle through the lamps. Lamps light in a clock-wise or counter clock-wise direction starting from the bottom of the playfield. Direction depends on which button, Up or Down, is pressed. For each name and number that is shown in the display the corresponding lamp should light. Any other results indicates the system has detected a problem.

**T.14 Lamp Row-Col Test** This test allows individual rows and columns in the lamp matrix to be operated. This is useful for trouble-shooting wiring and driver problems.

Press the UP or DOWN buttons to cycle through the different rows and columns.

**T.15 Dip Switch Test** This test is used to show the positions of the dip switches on the CPU board (U27).

**T.16 Trunk Test** This will test the trunk clockwise and counter-clockwise motors and the four optos which represent each side of the trunk. When first entering this test the trunk will attempt to return to the HOME side. Then the operator can turn the cube clockwise with the (+) button and counter-clockwise with the (-) button. On the display the trunk opto switch status are shown, if one of them don't change (i.e. closed-open) then one of the switches is bad. Also, There is a picture of what trunk side SHOULD be showing, if the picture and the actual trunk side don't match...there is a PROBLEM.

The diagnostic test switches act as follows:

- ESC - Returns to the previous menu
- FWD - turn trunk clockwise (or limit switch hit)
- REV - turn trunk counter-clockwise (or limit switch hit)



**T.17 Trap Door Test** This will test the multi-ball lockup device switches and all coils related to it: The multi-ball device release coil, the trap door popper coil and the trap door itself. The operator must drop ball(s) behind the trunk and wait to see if the state of any of the switches change. If they don't, one of the switches of the lockup is bad. After roughly 2 seconds the test will attempt to kick out the ball(s). If balls fail to come out, switches and/or coils must be checked...

The diagnostic test switches act as follows:

- ESC - Returns to the previous menu
- FWD - Does nothing
- REV - Does nothing
- ENTER - Does nothing

**T.18 Empty Balls Test** Select T.18 from the Test Menu and press 'ENTER' to begin the Empty Balls Test.

This test kicks out all balls loaded in troughs, lockups, poppers, and kickouts until no balls remain in those locations.

Note: As the trough kicks out balls, they will stack up in the shooter groove, which may require manual clearing in order to allow further balls to be kicked out.

Press the Up or Down buttons to cycle through the menu. Press the Enter button to access a utility. Press the Up or Down buttons to see the setting choices. Press the Enter button to lock in a choice. If a mistake is made, press Escape while "Saving Adjustment Value" is in the display. The original settings is retained and the new settings is ignored. Press the Escape button to return to the Utility Menu.

## **U. UTILITIES MENU**

**U.1 Clear Audits**

**U.2 Clear Coins**

**U.3 Reset H.S.T.D.**

**U.4 Set Time & Date**

**U.5 Custom Message**

**U.6 Set Game I.D.**

**U.7 Factory Adjustments**

**U.8 Factory Resets**

**U.9 Presets**

**U.10 Clear Credits**

**U.11 Auto Burn-in**

**U.1 Clear Audits** Press the Enter button to clear the Standard Audits (except Burn-In Time), Feature Audits, and Histograms.

**U.2 Clear Coins** Press the Enter button to clear the Earnings Audits.

**U.3 Reset H.S.T.D.** Press the Enter button to clear the High Score to Date Table and the Grand Champion.

**U.4 Set Time and Date** Press the Enter button to activate the time and date. Use the Up or Down button to change the value, then press the Enter button to lock in that value. If a mistake is made, press the Escape button while "Saving Adjustment Value" is displayed. The new value is ignored and the original value is retained.

**U.5 Custom Message** Set A.1 20 to ON before writing a Custom Message. Press the Enter button to begin entry of the custom message. Use the Up or Down button to cycle through letters. Use the Start button to cycle through punctuation marks. Press the Enter button to lock in the desired letter and punctuation. If you make a mistake, use Up and Down to select the "back-arrow" character. The "back-arrow" character is located before the space character and after the number nine. Press Enter while the back-arrow shows to erase the previously entered character. Once your message is complete, press and hold the Enter button until "Message Stored" is displayed.

Press the Escape button to cancel the new message. The message "Press Enter to Reset" appears. If you press Enter, the custom message is cleared and no message is displayed. If Escape is pressed, the original message remains intact.

**U.6 Set Game I.D.** This utility allows the operator to install a message, such as game location, that only appears on printouts. Press the Enter button to activate Set Game I.D.. Use the Up or Down button to cycle through letters. Use the Start button to cycle through punctuation marks. Press the Enter button to lock in the desired letter and punctuation.

**U.7 Factory Adjustment** Press the Enter button to restore the adjustments to factory settings.

**U.8 Factory Reset** Press the Enter button to restore the adjustments to their factory setting, clear the Audits, H.S.T.D Table, and Custom Message/Game I.D.

**U.9 Presets** Use the Up or Down buttons to cycle through the available Presets. When the desired Preset is displayed, press the Enter button to lock in that Preset. If a mistake is made, press the Escape button while "Saving Adjustment Value" is displayed. The new value is ignored and the original value is retained.

**Game Difficulty Levels** The game play difficulty adjustments can be changed to a combination that is MUCH LESS to MUCH MORE difficult than Factory Settings. The Game Difficulty Setting Table lists the adjustments and settings that comprise the individual groups.

**U.9 01 Install Extra Easy** MUCH LESS difficult than factory setting.

**U.9 02 Install Easy** Somewhat LESS difficult than factory setting.

**U.9 03 Install Medium** About the SAME as factory setting.

**U.9 04 Install Hard** Somewhat MORE difficult than factory setting.

**U.9 05 Install Extra Hard** MUCH MORE difficult than factory setting.

**Game Difficulty Setting Table for U.S./Canadian/French Games**

| Adj. No. | Adjustment Description  | Extra Easy<br>U.9 01 | Easy<br>U.9 02 | Medium<br>U.9 03 | Hard<br>U.0 04 | Extra Hard<br>U.9 05 |
|----------|-------------------------|----------------------|----------------|------------------|----------------|----------------------|
| A.2 05   | Lite Magic Percent      | 15%                  | 123%           | 12%              | 8%             | 8%                   |
| A.2 06   | Lite Extra Ball Percent | 18%                  | 16%            | 12%              | 10%            | 10%                  |
| A.2 07   | Lite Special Percent    | 2%                   | 1%             | 1%               | 1%             | 1%                   |

**Game Difficulty Setting Table for German/European Games**

| Adj. No. | Adjustment Description  | Extra Easy<br>U.9 01 | Easy<br>U.9 02 | Medium<br>U.9 03 | Hard<br>U.0 04 | Extra Hard<br>U.9 05 |
|----------|-------------------------|----------------------|----------------|------------------|----------------|----------------------|
| A.2 05   | Lite Magic Percent      | 15%                  | 123%           | 12%              | 8%             | 8%                   |
| A.2 06   | Lite Extra Ball Percent | 18%                  | 16%            | 12%              | 10%            | 10%                  |
| A.2 07   | Lite Special Percent    | 2%                   | 1%             | 1%               | 1%             | 1%                   |

**U.9 06 Install 5 Ball**

**U.9 07 Install 3 Ball** Adjustments U.9 06 and U.9 07 can be used to change a game to 3 or 5 ball play, including the changing of certain features to the recommended 3- and 5-ball level. The Preset Game Adjustments Table for U.S./Canadian Games lists the adjustments and settings that comprise the individual groups.

**Preset Game Adjustments Table for U.S./Canadian Games**

| Adjustment Number | Adjustment Description | Install 3-Ball<br>U.9 07<br>(factory) | Install 5 Ball<br>U.9 06 |
|-------------------|------------------------|---------------------------------------|--------------------------|
| A.1 01            | Balls Per Game         | 3                                     | 5                        |
| A.1 07            | Replay Start           | 600,000,000                           | 600,000,000              |

**U.9 08 Install Add-A-Ball** This option deletes all Free Play awards and replaces them with Extra Ball awards. Individual adjustments are affected, as follows:

| <u>Adjustment</u> | <u>Name</u>          | <u>New Setting</u> |
|-------------------|----------------------|--------------------|
| A.1 13            | Replay Boost         | Off                |
| A.1 14            | Replay Award         | Extra Ball         |
| A.1 15            | Special Award        | Extra Ball         |
| A.1 17            | Extra Ball Ticket    | No                 |
| A.1 19            | Match Feature        | Off                |
| A.4 04            | Champion Credits     | 00                 |
| A.4 05            | High Score 1 Credits | 00                 |
| A.4 06            | High Score 2 Credits | 00                 |
| A.4 08            | High Score 3 Credits | 00                 |
| A.4 07            | High Score 4 Credits | 00                 |

**U.9 09 Install Ticket** This option deletes Credit awards and replaces them with Ticket awards. Individual adjustments are affected, as follows:

| <u>Adjustment</u> | <u>Name</u>            | <u>New Setting</u> |
|-------------------|------------------------|--------------------|
| A.1 14            | Replay Award           | Ticket             |
| A.1 15            | Special Award          | Ticket             |
| A.1 16            | Match Award            | Ticket             |
| A.1 17            | Extra Ball Ticket      | Yes                |
| A.1 31            | Ticket Expansion Board | Yes                |
| A.4 02            | H.S.T.D. Award         | Ticket             |

**U.9 10 Install Novelty** This option removes all Free Play and Extra Ball awards. Individual adjustments are affected, as follows:

| <u>Adjustment</u> | <u>Name</u>          | <u>New Setting</u> |
|-------------------|----------------------|--------------------|
| A.1 04            | Max. Extra Ball      | Off                |
| A.1 05            | Replay System        | Fixed              |
| A.1 09            | Replay Level 1       | Off                |
| A.1 10            | Replay Level 2       | Off                |
| A.1 11            | Replay Level 3       | Off                |
| A.1 12            | Replay Level 4       | Off                |
| A.1 15            | Special Award        | Points             |
| A.1 19            | Match Feature        | Off                |
| A.4 01            | Highest Score        | On                 |
| A.4 04            | Champion Credits     | 00                 |
| A.4 05            | High Score 1 Credits | 00                 |
| A.4 06            | High Score 2 Credits | 00                 |
| A.4 07            | High Score 3 Credits | 00                 |
| A.4 08            | High Score 4 Credits | 00                 |

#### **U.9 11 Not Used**

**U.9 12 Serial Capture** This sets up the printer adjustments for serial transmission to a laptop computer (9600 baud, 40 column, no page breaks, serial printer). This option requires the installation of the optional printer kit, part number 63110.

#### **U.9 13 thru U.9 16 Not Used**

- U.9 17 Install German 1•
- U.9 18 Install German 2•
- U.9 19 Install German 3•
- U.9 20 Install German 4•
- U.9 21 Install German 5•
- U.9 22 Install German 6•

Adjustments U.9 17 through U.9 22 are used to modify game pricing and type of game play. The Preset Game Adjustments Table for German/European Games lists the adjustments and settings that comprise the individual groups. **NOTE:** German Replay starts at 50,000,000.

**Preset Game Adjustments Table for German/European Games**

| Adj. # | Adj. Description     | German 1<br>U.9 17 | German 2<br>U.9 18 | German 3<br>U.9 19 | German 4<br>U.9 20 | German 5<br>U.9 21 | German 6<br>U.9 22 |
|--------|----------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|
| A.1 14 | Replay Award         | Credit             | Ticket             | Audit              | Credit             | Ticket             | Audit              |
| A.1 15 | Special Award        | Credit             | Extra Ball         | Points             | Credit             | Extra Ball         | Points             |
| A.1 15 | Match Award          | Credit             | Ticket             | Credit             | Credit             | Ticket             | Credit             |
| A.1 19 | Match Feature        | 7%                 | 7%                 | Off                | 7%                 | 7%                 | Off                |
| A.3 01 | Game Pricing         | 6 spiele/5 DM      | 6 spiele/5 DM      | 6 spiele/5 DM      | 7 spiele/5 DM      | 7 spiele/5 DM      | 7 spiele/5 DM      |
| A.4 02 | H.S.T.D. Award       | Credit             | Ticket             | Credit             | Credit             | Ticket             | Credit             |
| A.4 04 | Champion Credits     | 03                 | 03                 | 00                 | 03                 | 03                 | 00                 |
| A.4 05 | High Score 1 Credits | 01                 | 01                 | 00                 | 01                 | 01                 | 00                 |
| A.4 06 | High Score 2 Credits | 00                 | 00                 | 00                 | 00                 | 00                 | 00                 |
| A.4 07 | High Score 3 Credits | 00                 | 00                 | 00                 | 00                 | 00                 | 00                 |
| A.4 08 | High Score 4 Credits | 00                 | 00                 | 00                 | 00                 | 00                 | 00                 |

• The German DIP Switch Settings are:

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| <b>SW4</b> | <b>SW5</b> | <b>SW6</b> | <b>SW7</b> | <b>SW8</b> |
| On         | On         | On         | On         | Off        |

- U.9 23 Install French 1•
- U.9 24 Install French 2•
- U.9 25 Install French 3•
- U.9 26 Install French 4•
- U.9 27 Install French 5•
- U.9 28 Install French 6•

Adjustments U.9 23 through U.9 26 are used to modify game pricing and type of play. The Preset Game Adjustments Table for French Games lists the adjustments and settings that comprise the individual groups.

\* The French DIP Switch Settings are:

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| <b>SW4</b> | <b>SW5</b> | <b>SW6</b> | <b>SW7</b> | <b>SW8</b> |
| On         | On         | On         | Off        | Off        |

**U.10 Clear Credits** Press the Enter button to clear the game Credits.

**U.11 Auto Burn-in** Press the Enter button to activate Auto Burn-in. This utility automatically cycles through several tests. This will help in find intermittent problems. The tests that Auto Burn-in cycle through are: the Display Test, Sound and Music Test, All Lamps Test, Solenoid Test, Flashers Test, General Illumination Test, and the Flipper Coil Test. All of the tests are run concurrently. The time spent on the current burn-in cycle, and the total time the game has spent in burn-in are displayed.

Press the Up or Down buttons to cycle through the menu. Press the Enter button to access an adjustment. Press the Up or Down buttons to see the setting choices. Press the Enter button to lock in a choice. If a mistake is made, press Escape while "Saving Adjustment Value" is in the display. The original settings is retained and the new value is ignored. Press the Escape button to return to the Adjustment Menu.

## **A. ADJUSTMENTS MENU**

### **A.1 Standard Adjustments**

#### **A.2 Feature Adjustments**

#### **A.3 Pricing Adjustments**

#### **A.4 H.S.T.D Adjustments**

#### **A.5 Printer Adjustments (optional board required)**

### **A.1 Standard Adjustments**

#### **A.1 01 Balls Per Game**

A "game" is defined by specifying the number of balls to be played.

Range: 1-10

#### **A.1 02 Tilt Warnings**

The number of total actuation's of the plumb bob mechanism that can occur before the game is "tilted".

Range: 1-10

#### **A.1 03 Maximum Extra Balls**

The number of extra balls that a player may accumulate.

Range: 1-10

#### **A.1 04 Maximum Extra Balls/Ball in Play**

The number of extra balls to be awarded per ball in play.

|      |   |                                                    |
|------|---|----------------------------------------------------|
| OFF  | - | No maximum number of Extra Balls per ball in play. |
| 1-10 | - | 1 through 10 Extra Balls per ball in play.         |

#### **A.1 05 Replay System**

The type of replay system to be used.

|        |   |                                                                                                           |
|--------|---|-----------------------------------------------------------------------------------------------------------|
| Fixed  | - | Replay value is set and does not change during game play.                                                 |
| Auto % | - | Replay starting value is set and changes every 50 games to comply with the percentage of replays desired. |

#### **A.1 06 Replay Percent\***

The percentage of replays the players are able to earn when Auto Replay is used.

Range: 5-50%

#### **A.1 07 Replay Start\***

The replay start value when Auto % Replay is used. The range of this setting is 100,000,000 to 700,000,000.

#### **A.1 08 Replay Levels\***

The number of replay levels used by the Auto % Replay mode. The range of this setting is 1 to 4. When two replay levels are chosen, the second replay level is automatically adjusted to twice the starting replay level value. When three or four replay levels are chosen, their values are automatically adjusted to three or four times the starting replay level.

\*For Auto % Replay.

#### **A.1 09 Replay Level 1**

#### **A.1 10 Replay Level 2**

#### **A.1 11 Replay Level 3**

#### **A.1 12 Replay Level 4**

The values used for the 1st through 4th levels of Fixed Replay. Range: 00 - 25,000,000.

#### **A.1 13 Replay Boost**

The replay score can be temporarily boosted by the selected amount EACH time the player reaches or exceeds the replay score. This temporary boost is canceled when credits equal 0, the player inserts another coin, or Begin Test is pressed.

- ON - Score is boosted between 1,000,000 and 75,000,000 points.
- OFF - Replay score is not boosted.

#### **A.1 14 Replay Award**

For the form of award automatically provided when the player exceeds any replay level for either Auto % Replay, or Fixed Replay.

- Credit - Reaching each Replay level awards credit.
- Ticket - Reaching each Replay level awards a ticket.
- Ball - Reaching each Replay level awards an Extra Ball.
- Audit - Reaching each Replay level awards nothing to the player; it does increase the entry value of the Audit Item(s) maintaining a tally of these awards.

#### **A.1 15 Special Award**

The award automatically provided when the player scores a special.

- Credit - Scoring a Special awards a Credit.
- Ticket - Scoring a Special awards a Ticket.
- Ball - Scoring a Special awards an Extra Ball.
- Points - Scoring a Special awards 30 Million points.

#### **A.1 16 Match Award**

The award automatically provided when the players wins a match.

- Credit - Winning a Match awards a Credit.
- Ticket - Winning a Match awards a Ticket.

**A.1 17 Extra Ball Ticket**

A Ticket is awarded when the player earns an Extra Ball.

- |     |   |                                                              |
|-----|---|--------------------------------------------------------------|
| YES | - | The player is awarded a Ticket in addition to an Extra Ball. |
| NO  | - | The player is not awarded a Ticket.                          |

**A.1 18 Maximum Ticket/Player**

The amount of Tickets each player can earn.  
Range 00 - 100

**A.1 19 Match Feature**

The desired percentage for the Match Feature occurring at the end of the game.

- |        |   |                                                                                                                                                                                                                                                                                           |
|--------|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| OFF    | - | Match Feature is not available.                                                                                                                                                                                                                                                           |
| 1 -50% | - | 1% is 'hard'; 50% is 'extremely easy'. The Match Feature selects a random two-digit number at the end of the game and compares each players score for an identical two digits in the rightmost two positions. A matching of these two digits results in an award of a Credit or a Ticket. |

**A.1 20 Custom Message**

The message displayed during the Attract Mode.

- |     |   |                             |
|-----|---|-----------------------------|
| YES | - | A message is displayed      |
| NO  | - | A message is not displayed. |

**A.1 21 Language**

The language the game uses: English, German, French or Spanish.

**A.1 22 Clock Style**

The style of clock the game uses: A.M./P.M., or 24 Hours.

**A.1 23 Date Style**

The style of date the game uses: Month/Date/Year, or Date/Month/Year.

**A.1 24 Show Date and Time**

The date and time show in the Attract Mode.

- |     |   |                                                             |
|-----|---|-------------------------------------------------------------|
| YES | - | Show date and time in status report, or Attract Mode.       |
| NO  | - | Do Not show date and time in status report or Attract Mode. |

**A.1 25 Allow Dim Illumination**

The game program dims the General Illumination for special effects and during the Attract Mode.

- |     |   |                                                               |
|-----|---|---------------------------------------------------------------|
| YES | - | Dim General Illumination for spiral effects and Attract Mode. |
| NO  | - | Do Not dim General Illumination.                              |



**A.1 26 Tournament Play**

Equalize Multi-ball and Jackpots during multi-player games, (do not carry over to next player).

- YES - Keep Multi-ball and Jackpots equal.
- NO - Do Not Keep Multi-ball and Jackpots equal.

**A.1 27 Euro. Scr. Format**

Use either commas or dots between digits when numbers are displayed.

- YES - Dots instead of commas, (example 1.000.000).
- NO - Commas instead of dots, (example 1,000,000).

**A.1 28 Minimum Volume Control**

The volume can be turned Off.

- YES - Volume can be turned Off.
- NO - Volume can be turned Down but not Off.

**A.1 29 General Illumination Power Saver**

This allows the general illumination and controlled lamps to be dimmed following a time interval after a game is played. Power Saver Level (A.1 30) determines dimness of the lamps. Using this feature will substantially increase the life of the lamps.

Setting: - Off, 2-60 Minutes

**A.1 30 Power Saver Level**

When General Illumination Power Saver (A.1 29) is set to On, this controls the intensity of the G.I. and controlled lamps once the game has been idle for a specified period of time.

Range: 4-7 (4 = dimmest, 7 = brightest)

**A.1 31 Ticket Expansion Board**

When a Ticket Expansion Board is connected, full control of the ticket dispenser is available. This includes a ticket low/error lamp, resume on ticket jam switch, and manual ticket dispense switch.

- Yes - Ticket Expansion Board is connected.
- No - Ticket Expansion Board is NOT installed in the game.

**A.1 32 No Bonus Flips**

The activation of flippers during the end of ball "bonus" sequence. Setting this to "YES" may extend the life of the flipper mechanisms.

### **A.1 33 Game Restart**

When the start button is pressed during or after the 2nd ball, the game in progress will end and a new game will begin. This adjustment has 3 settings to determine how this is handled.

- Never:     -   Do not allow a new game to start until the current game is over.
- Slow:       -   Restart if the start button is pressed continuously for over 1/2 second. This helps to prevent the unintended restart of game in progress.
- Instantly:   -   Restart as soon as the start button is pressed.

When the start button is pressed during game over, or during the 1st ball (to add a player), it is always handled instantly.

## **A.2 Feature Adjustments**

### **A.2 01 Buy Extra Ball - Buy-in Feature**

This determines whether each player may buy 1 extra ball for 1 credit at the end of the game.

Factory Default: 1 Credit

### **A.2 02 Maximum Buy-in Balls**

If A.2 01 (BUY EXTRA BALL) is set to "1 CREDIT", This determines the number of Extra Balls that may be purchased at the end of the game. The choices are 1-3.

Factory Default: 1

### **A.2 03 Attract Mode Sounds**

The operator can select whether or not the attract mode has sound on the flipper and gun buttons to attract players. The choices are:

ON = The attract mode does have sound on buttons

OFF = The attract mode does not have sound on buttons

Factory Default: OFF

### **A.2 04 Ball Save Timer**

After ball start, this is the amount of time that the "SHOOT AGAIN" ball saver lamp is lit. It allows players who drain within this time to be served another ball. This adjustment is for when player is not in a multiball.

Choices are:

OFF = No ball save is enabled

ON = Ball save is enabled

Factory Default: ON

### **A.2 09 Spell Magic Percentage**

This is a measure of whether or not the BASEMENT random award will spell MAGIC for the player.

The setting range is 2-25%

Factory Default: 10%

### **A.2 10 Light Extra Ball Percentage**

This is a measure of whether or not the BASEMENT random award will light EXTRA BALL for the player.

The setting range is 5-30%

Factory Default: 10%

**A.2 11 Light Special Percentage**

This is a measure of whether or not the BASEMENT random award will light SPECIAL for the player.

The setting range is 1-3%

Factory Default: 2%

**A.2 12 Trunk Hit Ball Saver**

The operator selects whether or not during game play a ball will be saved when a ball hits the spinning trunk and the ball drains immediately down the center (with about 2 sec.)

YES - allow special ball save

NO - do not allow special ball save

Factory Default: NO

**A.2. 13 Hocus Pocus**

The operator can choose to increase or decrease the chance of the DRAIN magnets saving the ball.

The setting range is OFF-25 Seconds

Factory Default: 15 seconds

**A.2 14 Trunk Motor**

The operator can choose to disable the TRUNK MOTORS. This is allowed in case of a severe problem with TRUNK.

YES - Allow trunk motors to work

NO - Do not allow trunk motors to work

**A.2 15 German Speech**

The operator can choose to enable the German Speech.

YES - Enable German Speech

NO - No German Speech

Factory Default: NO

## **A.3 Pricing Adjustments**

### **A.3 01 Game Pricing (if set to custom, then 02 to 09 are available). Custom pricing is not available for U.S.A. and Canadian games.**

The cost of a game is selected here, from the Standard Pricing Table or by using the Custom Pricing Editor (A.3 27).

### **A.3 02 thru A.3 09 Not Used**

### **A.3 10 Coin Door Type (if set to custom, then 11 to 15, 20 and 25 are available)**

This adjustment is used to preset adjustments 11 through 15, 20 and 25, based on standard coin doors (U.S.A., German, Etc.).

### **A.3 11 Collection Text**

The coin system used to display the Earning Audits.

### **A.3 12 Left Slot Value**

### **A.3 13 Center Slot Value**

### **A.3 14 Right Slot Value**

### **A.3 15 4th Slot Value**

The monetary value of the left, center, right, and 4th coin chutes. Formerly, these values only affected the way in which the coins were totaled for auditing displays. In the new 10/94 pricing system, these values are added for each coin inserted and credits are awarded based on the amount of money accumulated. See Pricing Editor (A.3 27) for more information.

### **A.3 16 Maximum Credits**

The maximum number of credits the game can accumulate, either through game play awards or coin purchases. The range of this setting is 5 through 99. Reaching the specified setting prevents the award of any credits. The factory default is 10.

### **A.3 17 Free Play**

The player can operate the game without a coin (free play) or with a coin.

- |     |   |                                      |
|-----|---|--------------------------------------|
| NO  | - | A coin is necessary for game play.   |
| YES | - | Game play is free; no coin required. |

### **A.3 18 Hide Coin Audits**

The coin audits may, or may not be displayed.

- |            |   |                                                       |
|------------|---|-------------------------------------------------------|
| YES        | - | The coin audits are not displayed.                    |
| NO         | - | The coin audits are displayed.                        |
| HIDE NAMES | - | The coin audit value is shown but not the audit name. |

### **A.3 19 Not Used**

### **A.3 20 Base Coin Size**

This is the smallest unit of coin that may be used when creating a custom pricing mode using the Pricing Editor (A.3 27). For example, in the USA this is typically \$0.25. All pricing levels are then specified in 25 cent (or greater) increments.

### **A.3 21 Coin Meter Units**

It is possible to connect a coin meter to the knocker coil driver which will log all coins through all slots. This adjustment activates the use of the knocker driver for this purpose, and determines the value of each unit on the meter. For example, to show the total amount of money collected as "total quarters", set this adjustment to "0.25". To show the amount of money collected as "total dollars", set this adjustment to "1.00".

Setting this adjustment to anything other than Off establishes the coin unit for a meter attached to the knocker driver, and overrides use of the knocker during awards.

### **A.3 22 Dollar Bill Slot**

The system normally requires 150 microseconds between coin pulses. This is too long a delay for a fast-pulsing dollar bill validator. This adjustment may be used to tell the game that there is a fast pulsing dollar bill validator connected to one of the coin switches. The options are:

|        |   |                                     |
|--------|---|-------------------------------------|
| NONE   | = | No validator connected.             |
| LEFT   | = | Validator connected to left slot.   |
| CENTER | = | Validator connected to center slot. |
| RIGHT  | = | Validator connected to right slot.  |
| FOURTH | = | Validator connected to fourth slot. |

### **A.3 23 Minimum Coin Microseconds**

This is the minimum width required for coin pulses to be accepted as valid coins. This may be changed to prevent certain kinds of cheating.

### **A.3 25 Allow Hundredths**

This is used for a custom door specifier. If set to "YES", then the values for A.3 12-15 are specified in units and hundredths (such as dollars and quarters). If set to "NO", then all values are in units (such as Francs and Lire).

### **A.3 26 Credit Fraction**

This determines the smallest fraction used for credits. It must always be even to accommodate the extra ball buy-in option of 1/2 credit, and is typically 1/2 but may need to be a different value for modes requiring more coins per credit.

### **A.3 27 Pricing Editor**

**Custom pricing is not available for U.S.A. and Canadian games.**

This function is now used to enter information for a custom pricing mode. The adjustment A.3 26 (Credit Fraction) may need to be set before entering the Custom Pricing Editor. This specifies the smallest fraction available for partial credits.

Because of the availability of an extra ball (buy-in) for 1/2 credit, this value is always even (1/2, 1/4, 1/6 etc.). The typical setting for A.3 26 is 1/2 (such that there are only full credits and half credits) but you may need to use a different value for other pricing modes.

Please note that formerly, the coin values specified by custom coin door adjustments A.3 12-15 only affected audit totals that showed collection totals. In the 10/94 pricing system, these coin values are added up for each coin received and credits are awarded based on pricing levels being reached. The pricing editor described here allows you to set these levels, however, it may be necessary for you to set A.3 10 (Coin Door Type) to "CUSTOM" and then change A.3 11-15, 20 and 25 to reflect the value of the coins being used. This is usually NOT NECESSARY, but must be done BEFORE using the custom pricing editor when it is necessary.

Begin the custom pricing function by pressing the "Enter" button while A.3 27 "PRICING EDITOR" is showing on the display.

The pricing editor will now show the data for the currently selected pricing mode. If this is the 1st use of the pricing editor then this will show the last built-in pricing that was selected. Otherwise it will be the last custom mode created by this function. (Note that A.3 01 will display "Custom" any time a non-standard pricing has been used.)

Assuming that last mode installed was 1/\$0.50 2/\$0.75 3/\$1.00 the display will appear as follows:

| Custom Pricing Editor |        |           |
|-----------------------|--------|-----------|
| 1)                    | \$0.25 | 1/2 cred. |
| 2)                    | \$0.50 | 1 cred.   |
| 3)                    | \$0.75 | 2 cred.   |
| 4)                    | \$1.00 | 3 cred.   |

Display View

The "\$0.25" field will be flashing. You may now use the test mode buttons to perform the following functions:

*Escape:* Undo any changes to the current field and move to the previous field.

*"-" (Down):* Make the current field lower.

*"+" (Up):* Made the current field higher.

*Enter:* Save any change to the current field and move to the next field. Note that there are two columns of fields. Price levels are in the left column and credit levels are in the right column. Pressing "Enter" will move from the left column to the right column before moving to the next line.

*Start:* Save the current custom price mode or start over.

By using the above functions, simply enumerate each pricing level and the number of credits that should be awarded at that level. Please note that you must specify each fractional level in the sequence.

|          |          |          |             |          |
|----------|----------|----------|-------------|----------|
| Example: | 1/\$0.50 | 2/\$1.00 | 4/\$1.50    | 6/\$2.00 |
|          | 1)       | \$0.25   | 1/2 cred.   |          |
|          | 2)       | \$0.50   | 1 cred.     |          |
|          | 3)       | \$0.75   | 1 1/2 cred. |          |
|          | 4)       | \$1.00   | 2 cred.     |          |
|          | 5)       | \$1.25   | 2 1/2 cred. |          |
|          | 6)       | \$1.50   | 4 cred.     |          |
|          | 7)       | \$1.75   | 4 1/2 cred. |          |
|          | 8)       | \$2.00   | 6 cred.     |          |

Also note that once the value of the coins repeat that no further specification is necessary.

Example:        1/\$0.50        2/\$1.00

1)        \$0.25        1/2 cred.

In the above example, only one line needs to be specified, indicating that 1/2 credit is awarded for each \$0.25 received.

### **Special Features:**

There are some special features available by pressing the “-” (Down) button while in the left column. The following words will be displayed instead of a pricing level:

*End*  
*Delete*  
*Insert*  
*Clear*  
*Repeat 1*  
*Repeat 2*  
*Repeat 3*  
*Repeat 4*  
*Repeat 5*  
*Repeat 6*  
*Repeat 7*  
*Repeat 8*  
*Repeat 9*  
*Repeat 10*  
*Repeat 11*  
*Repeat 12*  
*Repeat 13*  
*Repeat 14*  
*Repeat 15*  
*Repeat 16*  
*Repeat 17*  
*Repeat 18*  
*Repeat 19*  
*Repeat 20*

Pressing “Enter” with the above words selected will activate the following functions:

**End** This is the same as pressing the start button. A menu of choices will be provided (see “Start Button” below).

**Delete** This will delete the current level from the pricing mode.

**Insert** This will insert a new pricing level ABOVE the current level. The current level will be unaffected. There must be room for at least 1 coin between the current level and the previous level, and at least one fractional credit unit between the current level and the previous level.



Example: Inserting a new pricing level.

| Custom Pricing Editor |        |         |
|-----------------------|--------|---------|
| 1)                    | \$0.50 | 1 cred. |
| 2)                    | \$1.00 | 2 cred. |
| 3)                    | \$1.50 | 4 cred. |
| 4)                    | \$2.00 | 6 cred. |

Display View

Use the "Enter" button to move to the \$1.50 field. Now press the "-" button once to create the following display:

| Custom Pricing Editor |        |         |
|-----------------------|--------|---------|
| 1)                    | \$0.50 | 1 cred. |
| 2)                    | \$1.00 | 2 cred. |
| 3)                    | INSERT | 4 cred. |
| 4)                    | \$2.00 | 6 cred. |

Display View

Now press the "Enter" button. The display will now show:

| Custom Pricing Editor |        |             |
|-----------------------|--------|-------------|
| 1)                    | \$0.50 | 1 cred.     |
| 2)                    | \$1.00 | 2 cred.     |
| 3)                    | \$1.25 | 2 1/2 cred. |
| 4)                    | \$2.00 | 6 cred.     |

Display View

Note that the line "5) \$2.00 6 cred." no longer fits on the display. Whenever there are more than 4 pricing levels the display will scroll up and down as "Enter" and "Escape" are used to move from field to field. If you repeatedly press "Enter" the display will then show:

| Custom Pricing Editor |        |             |
|-----------------------|--------|-------------|
| 2)                    | \$1.00 | 2 cred.     |
| 3)                    | \$1.25 | 2 1/2 cred. |
| 4)                    | \$1.50 | 4 cred.     |
| 5)                    | \$2.00 | 6 cred.     |

Display View

**Clear** This will clear out the current entries to allow a new price mode to be entered.

**Repeat (1-20)** This will cause all entries above the current line to be repeated the number of times specified. This is only available when there are no pricing levels below the current line.

Example: 1/\$0.50      2/\$1.00      15/\$5.00

Use the "Edit New Pricing Mode" feature described below to clear out the current levels.

Use "+" and "Enter" to specify 1/2 credit for \$0.25:

| Custom Pricing Editor |        |           |
|-----------------------|--------|-----------|
| 1)                    | \$0.25 | 1/2 cred. |

Display View

Now, use "-" until the display shows "Repeat 20". The display will show the following:

| Custom Pricing Editor |           |         |
|-----------------------|-----------|---------|
| 1)                    | \$0.50    | 1 cred. |
| 2)                    | REPEAT 20 |         |

Display View

Press "Enter" and the display will show the following:

| Custom Pricing Editor |        |             |
|-----------------------|--------|-------------|
| 1)                    | \$0.25 | 1/2 cred.   |
| 2)                    | \$0.50 | 1 cred.     |
| 3)                    | \$0.75 | 1 1/2 cred. |
| 4)                    | \$1.00 | 2 cred.     |

Display View

Actually, by repeating the 1st line 20 times the pricing mode is currently set up as follows, but only the 1st 4 lines are displayed.

| Custom Pricing Editor |        |             |
|-----------------------|--------|-------------|
| 1)                    | \$0.25 | 1/2 cred.   |
| 2)                    | \$0.50 | 1 cred.     |
| 3)                    | \$0.75 | 1 1/2 cred. |
| 4)                    | \$1.00 | 2 cred.     |
| 5)                    | \$1.25 | 2 1/2 cred. |
| 6)                    | \$1.50 | 3 cred.     |
| 7)                    | \$1.75 | 3 1/2 cred. |
| 8)                    | \$2.00 | 4 cred.     |
| 9)                    | \$2.25 | 4 1/2 cred. |
| 10)                   | \$2.50 | 5 cred.     |
| 11)                   | \$2.75 | 5 1/2 cred. |
| 12)                   | \$3.00 | 6 cred.     |
| 13)                   | \$3.25 | 6 1/2 cred. |
| 14)                   | \$3.50 | 7 cred.     |
| 15)                   | \$3.75 | 7 1/2 cred. |
| 16)                   | \$4.00 | 8 cred.     |
| 17)                   | \$4.25 | 8 1/2 cred. |
| 18)                   | \$4.50 | 9 cred.     |
| 19)                   | \$4.75 | 9 1/2 cred. |
| 20)                   | \$5.00 | 10 cred.    |

Now, repeatedly press "Enter" to move to the right hand column of the 20th level. The display will show (with "10 cred." blinking):

| Custom Pricing Editor |        |             |
|-----------------------|--------|-------------|
| 17)                   | \$4.25 | 8 1/2 cred. |
| 18)                   | \$4.50 | 9 cred.     |
| 19)                   | \$4.75 | 9 1/2 cred. |
| 20)                   | \$5.00 | 10 cred.    |

Display View

Now, press "+" repeatedly until the right hand column of line 20) reads "15 cred.".

**Start Button:** Once the pricing mode has been specified, exit the custom pricing editor by pressing the "Start" button. This will bring up a menu with (some or all of) the following choices:

|                   |
|-------------------|
| Choose an Option: |
| Return to Editor  |
| Clear Pricing     |
| Ignore Changes    |
| Save Changes      |

Display View

Use the "+" and "-" button to select your choice and press the "Enter" button to activate. The selections cause the following actions:

**Return to Editor:** This option will allow you to continue to edit the pricing information.

**Clear Pricing:** This option will clear out all pricing levels and bring you back to the pricing editor to create a pricing mode from scratch.

**Ignore Changes:** This option will discard the work done in the pricing editor and leave the previously installed pricing mode in the game.

**Save Changes:** Press "Enter" to save your custom edited pricing mode and install it as the pricing for the game. Note that this choice will not be displayed if there is not at least one pricing level specified in the pricing editor, or if no changes have been made.

**Exit Pricing Editor:** This option will appear if no changes have been made. It will exit the Pricing Editor leaving the pricing as is.

**Pricing Table**

| Country     | Coin Chutes |         |         |           | Games/Coins                                          | Display           | Pricing Adjustments A3<br>02 03 04 05 06 07 08 09 |
|-------------|-------------|---------|---------|-----------|------------------------------------------------------|-------------------|---------------------------------------------------|
|             | Left        | Center  | Right   | 4th Chute |                                                      |                   |                                                   |
| USA         | 25¢         | \$1.00* | 25¢     | \$1.00    | 1/50¢, 2/75¢, 3/\$1 <sup>2</sup>                     | 50¢, 75¢, \$1.00  |                                                   |
|             | 25¢         | \$1.00* | 25¢     | \$1.00    | 1/75¢, 2/\$1.50, 3/\$2.00 <sup>2</sup>               | 1/75, 3/2.00      |                                                   |
|             | 25          | \$1.00  | 25¢     | \$1.00    | 1/3X25¢ <sup>2</sup>                                 | USA1 1/\$0.75     |                                                   |
|             | 25          | \$1.00  | 25¢     | \$1.00    | 1/50¢, 2/\$1 <sup>2</sup>                            | USA 2/\$1.00      |                                                   |
|             | 25          | \$1.00  | 25¢     | \$1.00    | 1/50¢, 3/\$1.00 <sup>2</sup>                         | USA 3/\$1.00      |                                                   |
|             | 25          | \$1.00  | 25¢     | \$1.00    | 1/2x25¢, 2/\$1.00, 3/\$1.50, 6/\$2.00 <sup>2</sup>   | USA 6/\$2.00      |                                                   |
|             | 25          | \$1.00  | 25¢     | \$1.00    | 1/2x25¢, 2/\$1.00, 3/\$1.50, 5/\$2.00 <sup>1,2</sup> | USA 5/\$2.00      |                                                   |
|             | 25          | \$1.00  | 25¢     | \$1.00    | 1/3X25¢, 2/\$1.50, 4/\$2.00 <sup>2</sup>             | 1/75, 4/\$2.00    |                                                   |
|             | 25          | \$1.00  | 25¢     | \$1.00    | 1/2x25¢, 2/\$1.00, 4/\$1.50, 6/\$2.00 <sup>2</sup>   | 6/\$2.00 4/\$1.50 |                                                   |
|             | 25¢         | 25¢     | 25¢     | -         | 1/4x25¢, 6/\$5.00 <sup>2</sup>                       | 1/1, 6/5          |                                                   |
|             | 25¢         | 25¢     | 25¢     | -         | 1/4x25¢ <sup>2</sup>                                 | 1/\$1.00          |                                                   |
| Canada      | 25¢         | -       | \$1.00* | -         | 1/50¢, 2/75¢, 3/\$1 <sup>2</sup>                     | CAN. 50-75-1      |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/50¢, 2/\$1 <sup>2</sup>                            | CAN. 2/\$1.00     |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/50¢, 3/\$1.00 <sup>2</sup>                         | CAN. 3/\$1.00     |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/2x25¢, 2/4x25¢, 3/\$1.00 <sup>2</sup>              | 3/\$1.00 Coin     |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/2x25¢, 2/\$1.00, 3/\$1.50, 6/\$2.00 <sup>2</sup>   | CAN. 6/\$2.00     |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/2x25¢, 2/\$1.00, 3/\$1.50, 5/\$2.00 <sup>1,2</sup> | CAN. 5/\$2.00     |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/2x25¢, 2/\$1.00, 4/\$1.50, 6/\$2.00 <sup>2</sup>   | 6/\$2 4/1.50      |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/3X25¢, 2/\$1.50, 4/\$2.00 <sup>2</sup>             | 1/75, 4/2.00      |                                                   |
|             | 25¢         | -       | \$1.00* | -         | 1/75¢, 2/\$1.50, 3/\$2.00 <sup>2</sup>               | 1/75, 3/2.00      |                                                   |
|             | 25          | -       | \$1.00  | -         | 1/3X25¢ <sup>2</sup>                                 | CAN. 1/\$0.75     |                                                   |
| Austria     | 5sch        | 10sch   | 10sch   | -         | 1/2x5sch, 3/2x10sch <sup>2</sup>                     | AUSTRIA           |                                                   |
|             | 5sch        | -       | 10sch   | -         | 2/5sch, 5/10sch                                      | CUSTOM            | 02 00 05 00 01 00 01 00                           |
| Australia   | 20¢         | \$1     | \$1     | \$2       | 1/\$1, 3/\$2 <sup>2</sup>                            | AUSTRALIA 1       |                                                   |
|             | 20¢         | \$1     | \$1     | \$2       | 1/\$1, 2/\$2                                         | AUSTRALIA 2       |                                                   |
| U.K.        | £1.00       | 50P     | 20P     | 10P       | 1/3x10P, 2/50P, 4/£1 <sup>2</sup>                    | U. KINGDOM        |                                                   |
| Switzerland | 1Fr         | 2Fr     | 5Fr     | -         | 1/1Fr, 3/2Fr, 7/5Fr <sup>2</sup>                     | SWISS 1           |                                                   |
|             | 1Fr         | 2Fr     | 5Fr     | -         | 1/2Fr, 2/3Fr, 3/4Fr, 5/5Fr                           | SWISS 2           |                                                   |
| Belgium     | 5Fr         | 20Fr    | 50Fr    | -         | 1/4x5Fr, 1/20Fr, 3/50Fr <sup>2</sup>                 | BELGIUM           |                                                   |
| Germany     | 1DM         | 2DM     | 5DM     | -         | 1/2DM, 2/3DM, 3/4DM, 4/5DM <sup>1,2</sup>            | GER. 4/5DM        |                                                   |
|             |             |         |         | -         | 1/2DM, 2/3DM, 3/4DM, 5/5DM <sup>1,2</sup>            | GER. 1/2DM        |                                                   |
|             |             |         |         | -         | 1/1DM, 2/2DM, 5/5DM <sup>2</sup>                     | GER. 1/1DM        |                                                   |
|             |             |         |         | -         | 1/1DM, 2/2DM, 6/5DM <sup>2</sup>                     | GER. 6/5DM        |                                                   |
| Holland     | 1G          | -       | 1G      | -         | 1/1G <sup>2</sup>                                    | HOLLAND           |                                                   |
| Sweden      | 1Kr         | 5Kr     | 10Kr    | 1Kr       | 1/10Kr, 2/15Kr, 3/20Kr <sup>1,2</sup>                | SWEDEN 1          |                                                   |
|             | 1Kr         | 5Kr     | 10Kr    | 1Kr       | 1/5Kr <sup>2</sup>                                   | SWEDEN 2          |                                                   |
| France      | 1Fr         | 5Fr     | 10Fr    | 20Fr      | 1/3x1Fr, 2/5Fr, 5/10Fr, 10/20Fr <sup>2,3</sup>       | TARIF 1           |                                                   |
|             | 1Fr         | 5Fr     | 10Fr    | 20Fr      | 1/2x1Fr, 3/5Fr, 7/10Fr, 14/20Fr <sup>2,3</sup>       | TARIF 2           |                                                   |
|             | 1Fr         | 5Fr     | 10Fr    | 20Fr      | 1/5Fr, 3/10Fr, 7/2x10Fr, 7/20Fr <sup>1,2,3</sup>     | TARIF 3           |                                                   |
|             | 1Fr         | 5Fr     | 10Fr    | 20Fr      | 2/5Fr, 4/10Fr, 9/2x10Fr, 9/20Fr <sup>2,3</sup>       | TARIF 4           |                                                   |
|             | 1Fr         | 5Fr     | 10Fr    | 20Fr      | 2/5Fr, 5/10Fr, 11/2x10Fr, 11/20Fr <sup>2,3</sup>     | TARIF 5           |                                                   |
|             | 1Fr         | 5Fr     | 10Fr    | 20Fr      | 1/5Fr, 3/10Fr, 6/20Fr <sup>2,3</sup>                 | TARIF 6           |                                                   |
| Italy       | 500L        | 500L    | 500L    | -         | 1/500L <sup>2</sup>                                  | ITALY 1           |                                                   |
|             | 500L        | 500L    | 500L    | -         | 1/2x500L, 3/4x500L <sup>1,2</sup>                    | ITALY 2           |                                                   |
|             | 500L        | 500L    | 500L    | -         | 1/2x500L, 2/4x500L <sup>2</sup>                      | ITALY 3           |                                                   |
| Spain       | 100P        | -       | 500P    | -         | 1/100P, 6/500P <sup>2</sup>                          | SPAIN             |                                                   |
|             | 25P         | -       | 100P    | -         | 1/25P, 5/100P                                        | CUSTOM            | 01 00 04 00 01 04 01 00                           |
|             | 25P         | -       | 100P    | -         | 1/25P, 4/100P                                        | CUSTOM            | 01 00 04 00 01 00 01 00                           |
|             | 25P         | -       | 100P    | -         | 1/2x25P, 2/100P                                      | CUSTOM            | 01 00 04 00 02 00 01 00                           |
|             | 25P         | -       | 100P    | -         | 1/2x25P, 3/100P                                      | CUSTOM            | 03 00 12 00 04 00 01 06                           |
| Japan       | 100¥        | -       | 100¥    | -         | 1/100¥ <sup>2</sup>                                  | JAPAN             |                                                   |
| Chile       | Token       | -       | Token   | -         | 1/1Token <sup>2</sup>                                | CHILE             |                                                   |
| Denmark     | 1Kr         | 5Kr     | 10Kr    | 20Kr      | 1/2x1kr, 3/5kr, 7/10kr <sup>2</sup>                  | DENMARK 1         |                                                   |
|             | 1Kr         | 5Kr     | 10Kr    | 20Kr      | 1/5kr, 3/10kr, 6/20kr <sup>1,2</sup>                 | DENMARK 2         |                                                   |
| Finland     | 1Mka        | -       | 5Mka    | -         | 1/2x1Mka, 3/5Mka <sup>2</sup>                        | FINLAND 1         |                                                   |
|             | 1Mka        | -       | 5Mka    | -         | 1/3x1Mka, 2/5Mka <sup>2</sup>                        | FINLAND 2         |                                                   |
| New Zealand | \$1.00      | -       | \$2.00  | -         | 1/\$1, 3/\$2                                         | NEW ZEALAND 1     |                                                   |
|             | \$2.00      | -       | \$1.00  | -         | 1/\$1, 3/\$2, (\$2-\$1 door)                         | NEW ZEALAND 2     |                                                   |
| Norway      | 5Kr         | -       | 10Kr    | -         | 1/5Kr, 2/10Kr, 5/20Kr <sup>2</sup>                   | NORWAY            |                                                   |
| Argentina   | 10¢         | 10¢     | 10¢     | -         | 1/1 Token <sup>2</sup>                               | ARGENTINA         |                                                   |
| Greece      | 10D         | 20D     | 50D     | -         | 1/2x10D, 1/20D, 3/50D                                | GREECE            |                                                   |
| Antilles    | 25¢         | 25¢     | 1G      | -         | 1/25¢, 4/1G                                          | ANTILLES          |                                                   |
| Netherlands | 1Hfl        | 2.5Hfl  | 2.5Hfl  | -         | 1/1Hfl, 3/2.5Hfl                                     | NETHERLANDS       |                                                   |
| Hungary     | 10F         | 10F     | 20F     | -         | 1/1x20F, 1/2x10F, 3/2x20F <sup>2</sup>               | HUNGARY           |                                                   |

Note: 1. Factory Default. 2. Standard Setting - Change by pressing Enter button. 3. Other functions are also affected.

\* Only if Bill Acceptor and Center Coin Chute are available.

## **A.4 H.S.T.D. Adjustments**

### **A.4 01 Highest Scores**

The game maintains a record of the four highest scores achieved to date.

- OFF - No high scores are recorded, or displayed.
- ON - The four highest scores are stored in memory and displayed in the Attract Mode.

### **A.4 02 H.S.T.D. Award**

The award given for achieving the High Score To Date, or the Champion H.S.T.D: Credit or Ticket.

### **A.4 03 Champion H.S.T.D.**

The "Highest" High Score is displayed in the Attract Mode. This score is not cleared when "High Score Reset Every" occurs.

- ON - The "Highest" High Score is retained in memory and is displayed.
- OFF - The "Highest" High Score is not retained.

### **A.4 04 Champion Credits**

The operator chooses the number of credits or tickets awarded for a Grand Champion Score. Range: 00 - 10.

### **A.4 05 H.S.T.D. 1 Credits**

### **A.4 06 H.S.T.D. 2 Credits**

### **A.4 07 H.S.T.D. 3 Credits**

### **A.4 08 H.S.T.D. 4 Credits**

The number of credits or tickets to be awarded whenever a player exceeds the 1st, 2nd, 3rd, and 4th highest scores. Range: 00 - 10.

### **A.4 09 High Score Reset Every**

The number of games to be played before an automatic reset of the displayed "Highest Score" occurs. The values provided upon reset are those selected by the operator in the Back-up High Scores. Range: OFF (disabled); 250 to 20, 000.

### **A.4 10 Backup Champion**

The Back-up Grand Champion Score. Range: 00 - 99,900,000.

### **A.4 11 Backup H.S.T.D. 1**

### **A.4 12 Backup H.S.T.D. 2**

### **A.4 13 Backup H.S.T.D. 3**

### **A.4 14 Backup H.S.T.D. 4**

The first through the fourth Back-up High Score values. The game automatically restores this value when the High Score Reset Every value is reached. Range: 00 - 99,900,000.

## **A.5 Printer Adjustments** (optional board required)

### **A.5 01 Column Width**

The column width to be printed. Range: 22 - 80.

### **A.5 02 Lines Per Page**

The amount of lines per page. Range: 20 - 80.

### **A.5 03 Pause Every Page**

Choose whether the printer pauses at the end of a page.

- |     |   |                             |
|-----|---|-----------------------------|
| YES | - | The printer does pause.     |
| NO  | - | The printer does not pause. |

### **A.5 04 Printer Type**

Select the type of printer . Choices: Parallel, Serial, ADP., Mini-Drucker, or NSM.

### **A.5 05 Serial Baud Rate**

The baud rate used for Serial or ADP communications (bit rate). Choices: 300, 600, 1200, 2400, 4800, or 9600.

### **A.5 06 Serial D.T.R. (Data Terminal Ready)**

When a Serial Printer is used, this line may be connected to a printer output line signaling that the printer is busy.

- |          |   |                                                                           |
|----------|---|---------------------------------------------------------------------------|
| Normal   | - | Normal D.T.R. signal goes low to indicate the printer is not ready.       |
| Inverted | - | Inverted D.T.R. (busy) signal goes high to indicate printer is not ready. |
| Ignore   | - | D.T.R. signal is ignored.                                                 |

### **A.5 07 Auto Printout**

With the optional printer board installed, this adjustment allows the initiation of printouts whenever the game detects a printer connected to the game. Parallel printers are detected automatically by plugging them in and putting them on-line. Serial printers (or computers) are detected by sending a carriage return (ASCII 0x0D) or XON (ASCII 0x11).

This adjustment has the following settings:

|             |                             |
|-------------|-----------------------------|
| OFF         | Disable automatic printouts |
| MAIN AUDS   | Main Audit table (B.1)      |
| EARNINGS    | Earning Audits (B.2)        |
| STD. AUDITS | Standard Audits (B.3)       |
| FEATURES    | Feature Audits (B.4)        |
| HISTOGRAMS  | Histograms (B.5)            |
| TIMESTAMPS  | Time Stamps (B.6)           |
| ALL DATA    | All of the above data       |

The table specified above will automatically be printed when a printer (or computer) is detected.

If the printer is detected during game over or test mode, the printout will take place right away.

If the printer is connected while a game is being played, it will take up to 10 seconds to be detected, after which the printout will occur. The game will resume after the printout is complete.

Automatic printout will only take place if the coin door is open.

After an automatic printout has been generated, a second automatic printout will not be possible until a new game has started, or test mode begins.

## **ERROR MESSAGES**

The WPC game program has the capability to aid the operator and service personnel. At Game Turn-on, or after pressing the Begin Test switch, (once the game has been operating for an extended period), the display may signal with the message, "Press ENTER for Test Report". This indicates the game program has detected a possible problem with the game.

To obtain details of the problem, open the coin door and press the Begin Test switch. Press the Enter button to begin displaying the message(s). The following messages apply to your game.

### **Trunk Motor Error**

This message is displayed when the CPU is unable to detect movement of the TRUNK. This can be caused by a non-functional TRUNK MOTOR, or either of the 4 position optos. being broken.

### **Check Switch ##.**

This message indicates that at least one switch was stuck 'On' at game turn-on or has NOT been actuated during ball play (for 90 balls or Å30 games). The game program compensates the game play requirements affected by each disabled switch to allow 'nearly normal' play. This helps keep the game earning, until the service technician can repair the problem.

To verify the problem, refer to the Test Menu text describing Switch Testing, and check each reported switch using applicable switch tests. Always check switch operation using a ball, to simulate game conditions. Switch problems may often be resolved by adjusting the wire switch actuators, fixing switch circuitry problems, securing loose connectors, etc. Mechanisms using 'opto switches' (drop targets, etc.) need to be checked for proper power connections (+12V dc and ground).

### **Check Fuses F115 and F116 and Opto 12V Supply.**

This message will be displayed if the game senses that all optical switches are not functioning. This usually occurs when there is no 12V supply to the playfield optics.

The problem is likely to be a blown fuse (F115 or F116) or at connectors J112, J116, J117 or J118 on the power driver board.

### **Opto Trough Bad Check Connectors, Wires and 12V Supply**

This message will be displayed if all of the optics in the playfield ball trough are not functioning. This is usually caused by a problem with a ball trough connector supplying 12V and Ground for the optical circuits.

### **Pinball Missing.**

This game normally uses 5 balls (4 in the trough, 1 captive); however, it will operate with as few as one ball. This message announces that a ball is missing or stuck. When the ball is located, return it to the game via the Outhole. Other possibilities for this problem could be malfunctions of the Ball Trough optos or the Ball Shooter switch.

### **xxxxx Sw. is Stuck On.**

This message indicates that a switch, which is not usually On, remains in the On position after the game is switched On. The stuck switch is essential for game play (for example, a coin chute switch, the slam tilt switch, the plumb bob tilt switch), and should be cleared to permit proper game operation.

### **Ground Short Row-N, Wht-xxx.**

This message indicates that the switch wires being called out are touching a grounded part on the playfield or coin door. The following should be checked:

1. Slam Tilt (or other coin door) switch touching the grounded coin door.
2. A leaf-type, playfield switch touching a grounded part.
3. Players poking metallic objects (wires, coat hanger, etc.) into the game
4. Switch cable insulation pierced or damaged allowing bare wire contact with a grounded part
5. All switches in a row closing at the same time. Note: This instance is NOT a switch problem; however, for most games this is a very rare possibility.

### **U6 Checksum Error.**

The game ROM checksum is invalid. If this occurs replace the game ROM.

### **Time and Date Not Set.**

The real time clock is not set. If this occurs go to U.4 of the Utilities Menu and set the time and date.

### **Factory Settings Restored.**

This message indicates that the CMOS RAM no longer retains any custom Pricing or Game Adjustment settings and has reverted to factory default settings. Generally, the following CPU checks will isolate the cause of the CMOS RAM memory failure. The voltage at pin 28 and pin 26 of U8 should be +5V (game turned On) and at least +4V (game turned Off). When the voltage drops below +4 V, memory reset occurs. Check the batteries and battery holder. Be sure that the batteries are good and that there is no contamination on the battery holder terminals. Turn the game OFF, and use an ohmmeter to check diodes D1 and D2 on the CPU Board. D1 should read 0 ohms when forward-biased and infinite ohms when reverse-biased. D2 should read 15 ohms when forward-biased and infinite ohms when reverse-biased. Note: Readings taken from Analog Meter. This message can also indicate that there is an open diode on a 50V coil circuit and noise is entering the circuit.

### **CPU L.E.D.'s**

The CPU has three L.E.D.'s located on the upper left side of the board: D19, D20, and D21. On game power-up D19 and D21 turn on for a moment then, D19 turns off and D20 starts to blink rapidly. D21 remains on. The system has detected a problem if the following happens:

#### **CPU Board L.E.D. Error Codes**

|                                  |   |                        |
|----------------------------------|---|------------------------|
| Center L.E.D. blinks one time    | - | ROM Error U6           |
| Center L.E.D. blinks two times   | - | RAM Error U8           |
| Center L.E.D. blinks three times | - | Custom Chip Failure U9 |

#### **Sound Board Beep Error Codes**

##### **Upon Game Turn-On:**

|         |   |                  |
|---------|---|------------------|
| 1 Beep  | = | Sound Board O.K. |
| 2 Beeps | = | U2 Failure       |
| 3 Beeps | = | U3 Failure       |
| 4 Beeps | = | U4 Failure       |
| 5 Beeps | = | U5 Failure       |
| 6 Beeps | = | U6 Failure       |
| 7 Beeps | = | U7 Failure       |
| 8 Beeps | = | U8 Failure       |
| 9 Beeps | = | U9 Failure       |

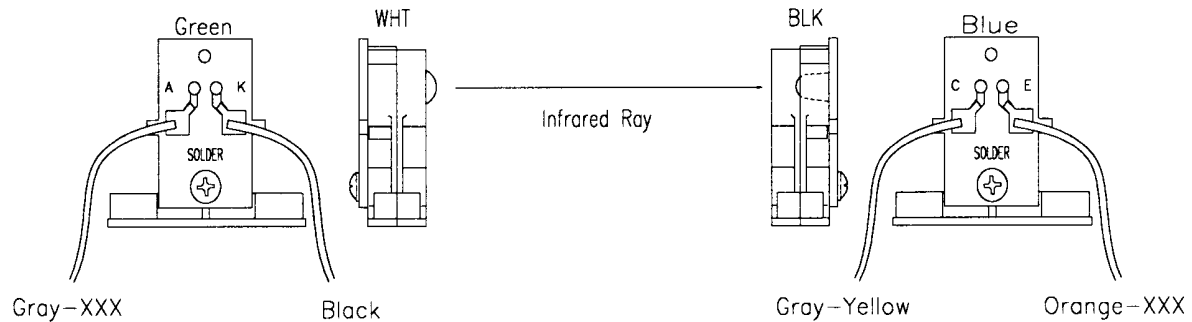


## OPTO THEORY

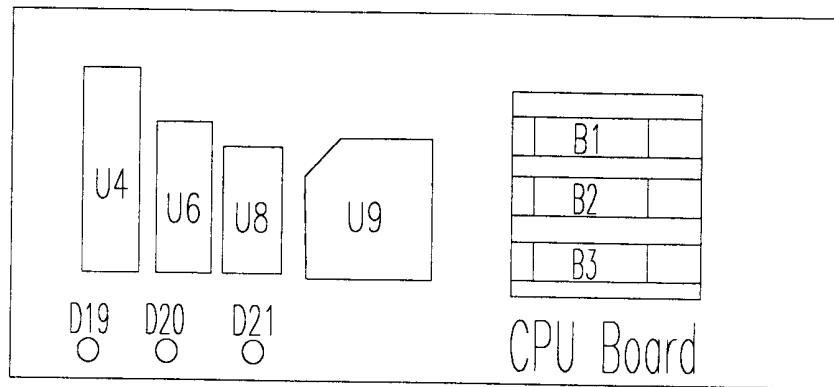
The opto receiver (Photo Transistor) should be approximately 0.1-0.7 volts when the opto beam is unblocked and approximately 11-13 volts when the opto beam is blocked. The opto transmitter (L.E.D.) should always be approximately 1.4 volts. Note, the transmitter (L.E.D.) is larger than the receiver (Photo Transistor); it protrudes further from its case.

LED Board (A-16908)  
Transmitter  
1.0-1.1 Volts

Photo Transistor Board (A-16909)  
Receiver  
0.1-0.7V Unblocked  
11-13V Blocked



## LED List



### **CPU Board**

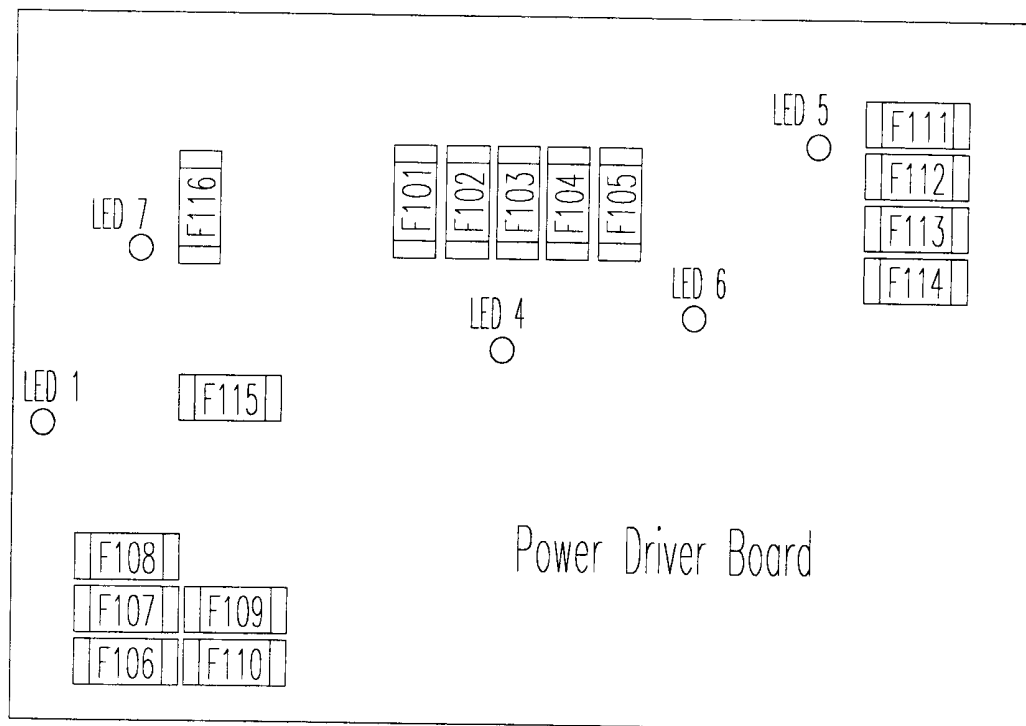
D19, Blanking

D20, Diagnostic

D21, +5vdc

At Game Turn-On = D19 & D21 On, D20 Off

During Normal Operation = D19 Off, D20 flashing, D21 On



### **Power Driver Board**

LED 1, +12vdc, Switch Circuit, Normally On

LED 2, Not Used

LED 3, Not Used

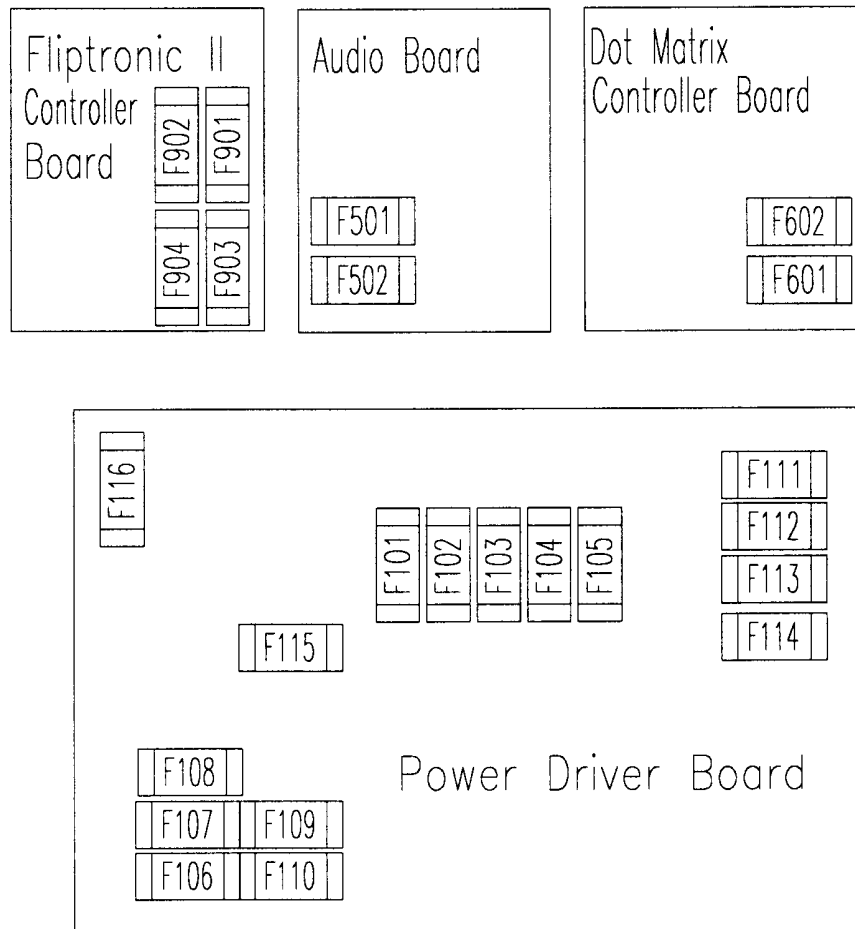
LED 4, +5vdc, Digital Circuit, Normally On

LED 5, +20vdc, Flashlamp Circuit, Normally On

LED 6, +18vdc, Lamps Circuit, Normally On

LED 7, +12vdc, Power Circuit (Motors, Relays, Etc.), Normally On

## Fuse List



### **Audio Board**

|                   |                |
|-------------------|----------------|
| F501 -25V Circuit | 3A, 250V, S.B. |
| F502 +25V Circuit | 3A, 250V, S.B. |

### **Dot Matrix Controller Board**

|                               |                  |
|-------------------------------|------------------|
| F601 +62V Circuit             | 3/8A, 250V, F.B. |
| F602 -113V and -125V Circuits | 3/8A, 250V, F.B. |

### **Fliptronic II Controller Board**

|                          |                |
|--------------------------|----------------|
| F901 Upper Right Flipper | 3A, 250V, S.B. |
| F902 Upper Left Flipper  | 3A, 250V, S.B. |
| F903 Lower Right Flipper | 3A, 250V, S.B. |
| F904 Lower Left Flipper  | 3A, 250V, S.B. |

### **Power Driver Board**

|                                     |                  |
|-------------------------------------|------------------|
| F101 +50VDC General (Left Flipper)  | 3A, 250V, S.B.   |
| F102 +50VDC General (Right Flipper) | 3A, 250V, S.B.   |
| F103 Solenoid #25-#28               | 3A, 250V, S.B.   |
| F104 Solenoid #9-#16                | 3A, 250V, S.B.   |
| F105 Solenoid #1-#8                 | 3A, 250V, S.B.   |
| F106 G.I. #5 Wht-Vio                | 5A, 250V, S.B.   |
| F107 G.I. #4 Wht-Grn                | 5A, 250V, S.B.   |
| F108 G.I. #3 Wht-Yel                | 5A, 250V, S.B.   |
| F109 G.I. #2 Wht-Org                | 5A, 250V, S.B.   |
| F110 G.I. #1 Wht-Brn                | 5A, 250V, S.B.   |
| F111 Flasher Secondary              | 5A, 250V, S.B.   |
| F112 Solenoid Secondary             | 7A, 250V, S.B.   |
| F113 +5V Logic                      | 5A, 250V, S.B.   |
| F114 +18V Lamp Matrix               | 8A, 32V, N.B.    |
| F115 +12V Switch Matrix             | 3/4A, 250V, F.B. |
| F116 +12V Secondary                 | 3A, 250V, S.B.   |

### **Line Filter**

|               |          |
|---------------|----------|
| Domestic Game | 8A       |
| Foreign Game  | 5A, S.B. |

## **MAINTENANCE INFORMATION**

### **LUBRICATION**

The two main lubrication points of the Ball Eject mechanism\* are the pivots for the arm. The mechanisms of other playfield devices are somewhat similar and have the same lubrication requirements. A medium viscosity oil (switch target grease) is satisfactory for these devices. Also, regularly lubricate the slide-mechanism rails and the leg levers.

Because of the functional design (arm-actuated via solenoid plunger operation), the pivot points of the Left and Right Kickers ("Slingshots") all require lubrication as a regular servicing procedure.

Lubrication to ensure proper operation also applies to the target blades of Drop Targets. MBI Instrument Grease, also known as Drop Target Switch Lubricant, (Bally part number of EI 165), is a recommended lubricant.

### **SWITCH CONTACTS**

#### **Playfield Switches**

For proper game operation, switch contacts should be free of dust, dirt, contamination, and corrosion. Blade switch contacts are plated to resist corrosion. Cleaning blade switch contacts requires gentle closing of the contacts on a clean business card or piece of paper, and then pulling the paper about 2 inches, which should restore the clean contact surface. Adjust the switch contacts to a 1/16-inch gap.

#### **Flipper Switches**

This game uses the new Fliptronic II Electronic Flipper System. The end-of-stroke switches are NORMALLY OPEN and should close when the flipper is energized. All end-of-stroke switches are gold flashed computer grade leaf switches. Only low computer current is carried through these switches. DO NOT FILE or abrasively clean these switches! DO NOT REPLACE these switches with the old style tungsten high current type switches, as intermittent operation could occur. Please note that unlike the old style of flipper, an end-of-stroke switch failure will not harm the flipper. The game will notify the operator of a switch being misadjusted in the test report, but will continue to play. The end-of-stroke switches are a means by which the new electronic flippers feel and play with all of the subtleties of the old flippers.

### **CLEANING**

Good game action and extended playfield life are the results of regular playfield cleaning. During each collection stop, the playfield glass should be removed and thoroughly cleaned and the playfield should be wiped off with a clean, lint-free cloth. The game balls should be cleaned and inspected for any chips, nicks, or pits. Replace any damaged balls to prevent playfield damage.

Regular, more extensive, playfield cleaning is recommended. However, avoid excessive use of water and caustic or abrasive cleaners because they tend to damage the playfield surface. Playfield wax (or any carnauba based wax), or polish may be used sparingly, to prevent a buildup on the playfield surface. Do not use cleaners containing petroleum distillates on any playfield plastics because they may dissolve the plastic material or damage the artwork.

\*May not be used on all games.

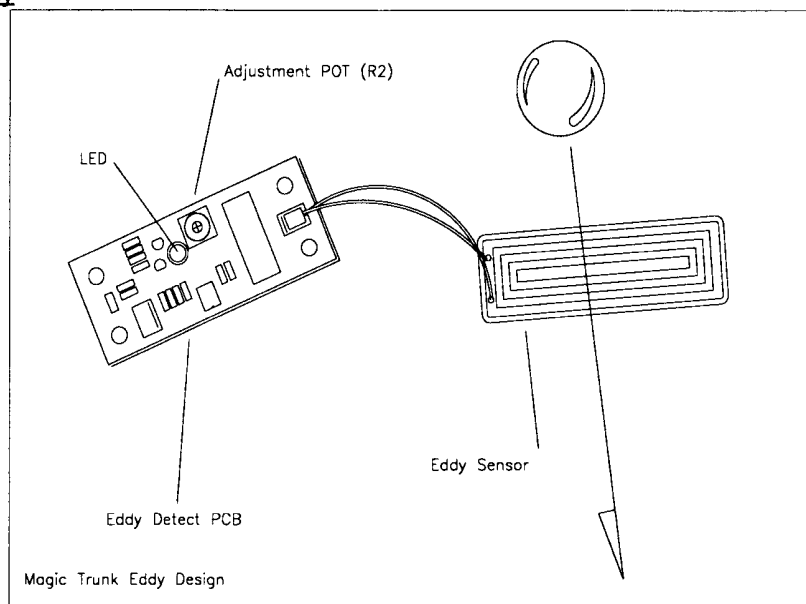
## EDDY SENSOR CALIBRATION

Theatre of Magic uses Eddy Current Sensors to detect the pinball without the use of a mechanical switch. One eddy device can be found in the front of the trunk. The other two are located in the outlane areas. Proper adjustment will ensure top game play and dynamic pinball action.

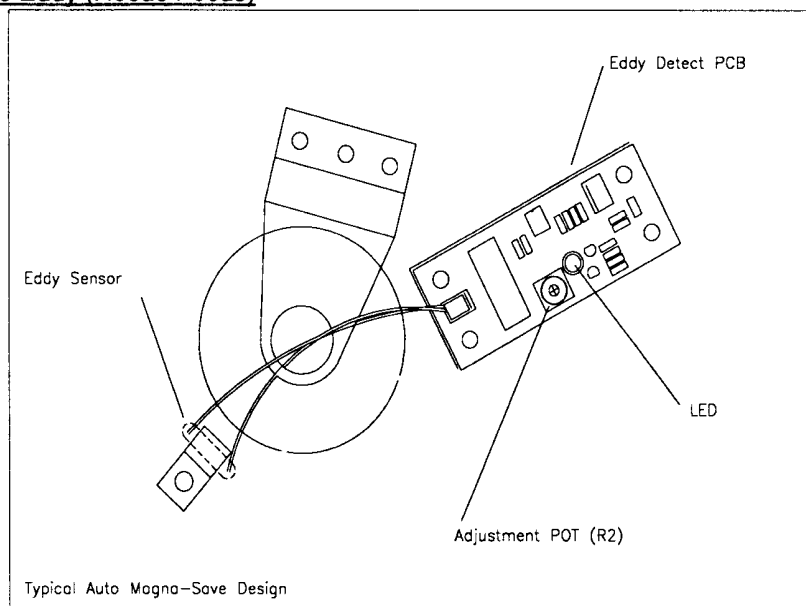
### Calibration Procedure:

- 1) Adjust Pot (R2) counter-clockwise until LED illuminates.
- 2) Then adjust R2 clockwise until LED just turns off.
- 3) Place a pinball over the sensor on the playfield side. The LED should turn ON as you move the pinball across the sensor.
- 4) Secure R2 with a drop of "Glip-Tol".

### Magic Trunk Eddy



### Auto Magna-Save Eddy (Hocus Pocus)



# ***Theatre of Magic***

## **Unit Disassembly for Repair**

### **Major Component Service Instructions**

## **BASEMENT / TRAPDOOR ASSEMBLY**

The Basement and Trapdoor mechanism is located under the playfield. Balls are carried from the Magic Trunk into the locking trough area thru a plastic chute. Players can also shoot into the trapdoor from above, when the door is up.

The assembly uses 3 coils to function. A release coil (1) shuttles balls into the popper. The trap door is then raised by the lift coil (2) and the ball is kicked out into play by the popper (3).

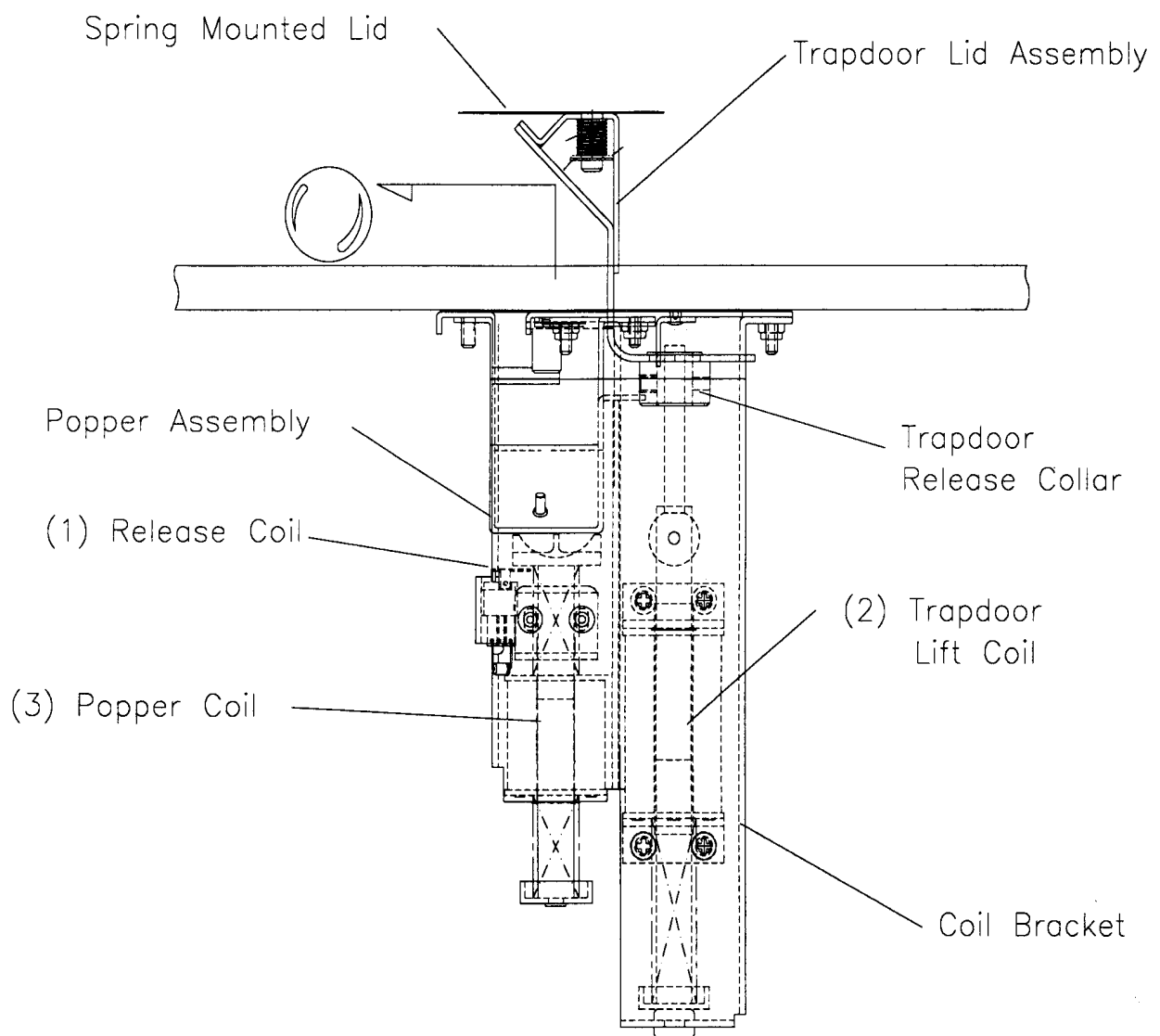


FIG. 1

Side View

### Remove the Trapdoor Lid

- 1) To remove the Trapdoor lid, raise the trapdoor shaft and thru the access hole loosen and take out the screw fastener on the Release Collar.
- 2) Gently lift the lid assembly up and out of the playfield.

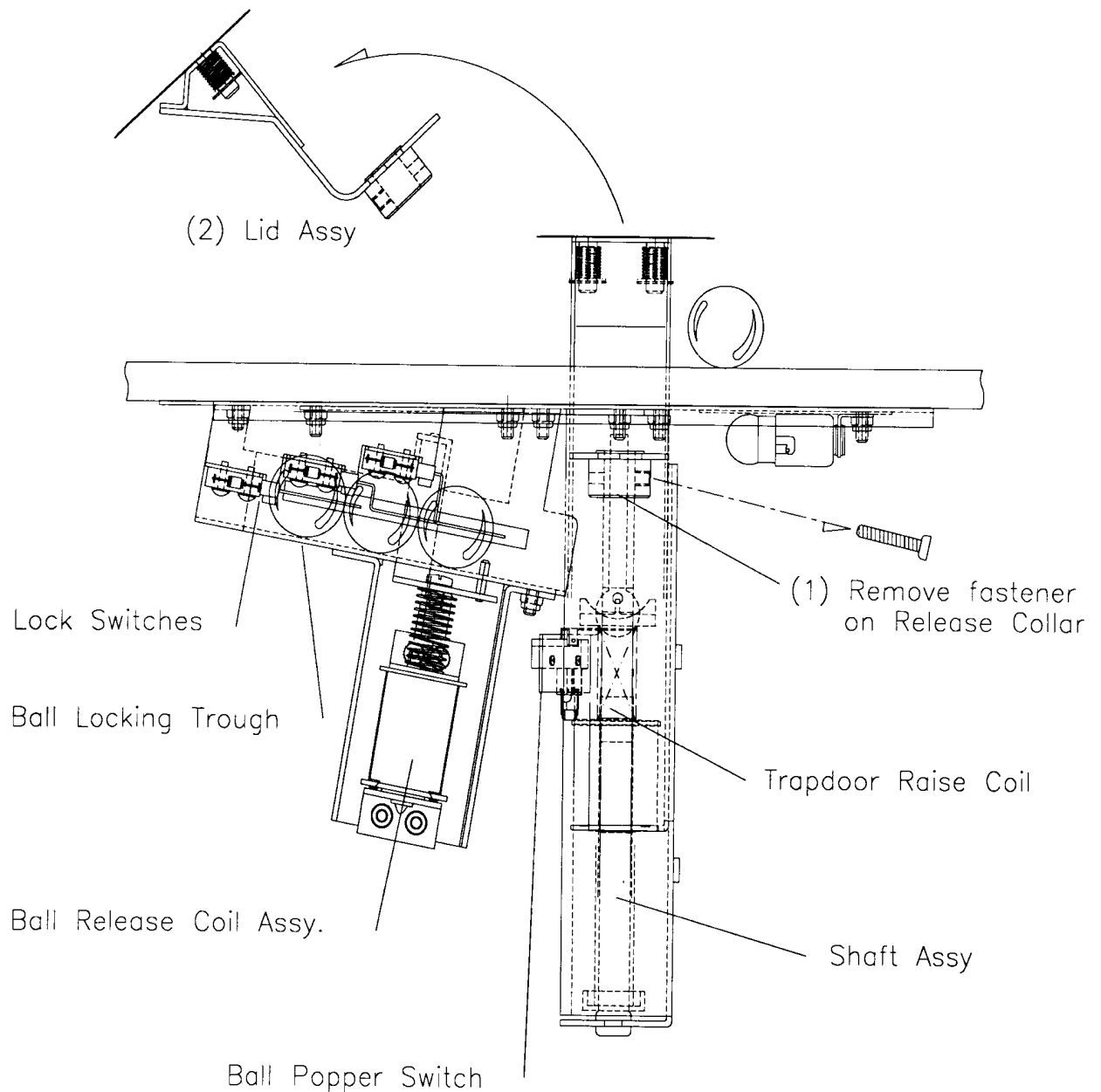


FIG. 2

Front View



### Complete Disassembly

Once the Lid Assembly (1) has been removed, the complete Basement Mechanism can be quickly released from the playfield.

The main bracket has several elastic stop nuts (2) holding it onto the bottom of the playfield.

**NOTE: All coils (3) can be changed without removing the entire assembly.**

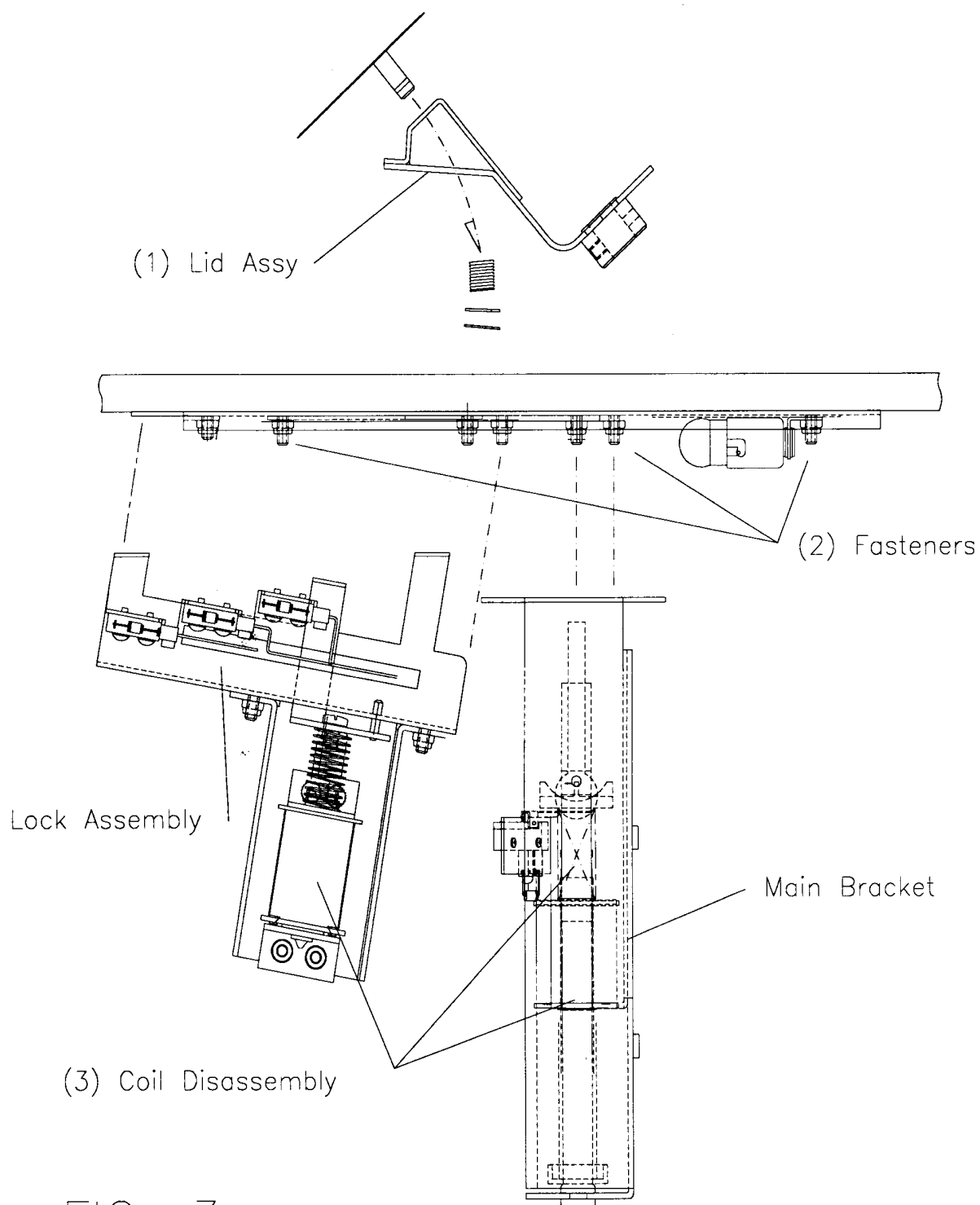
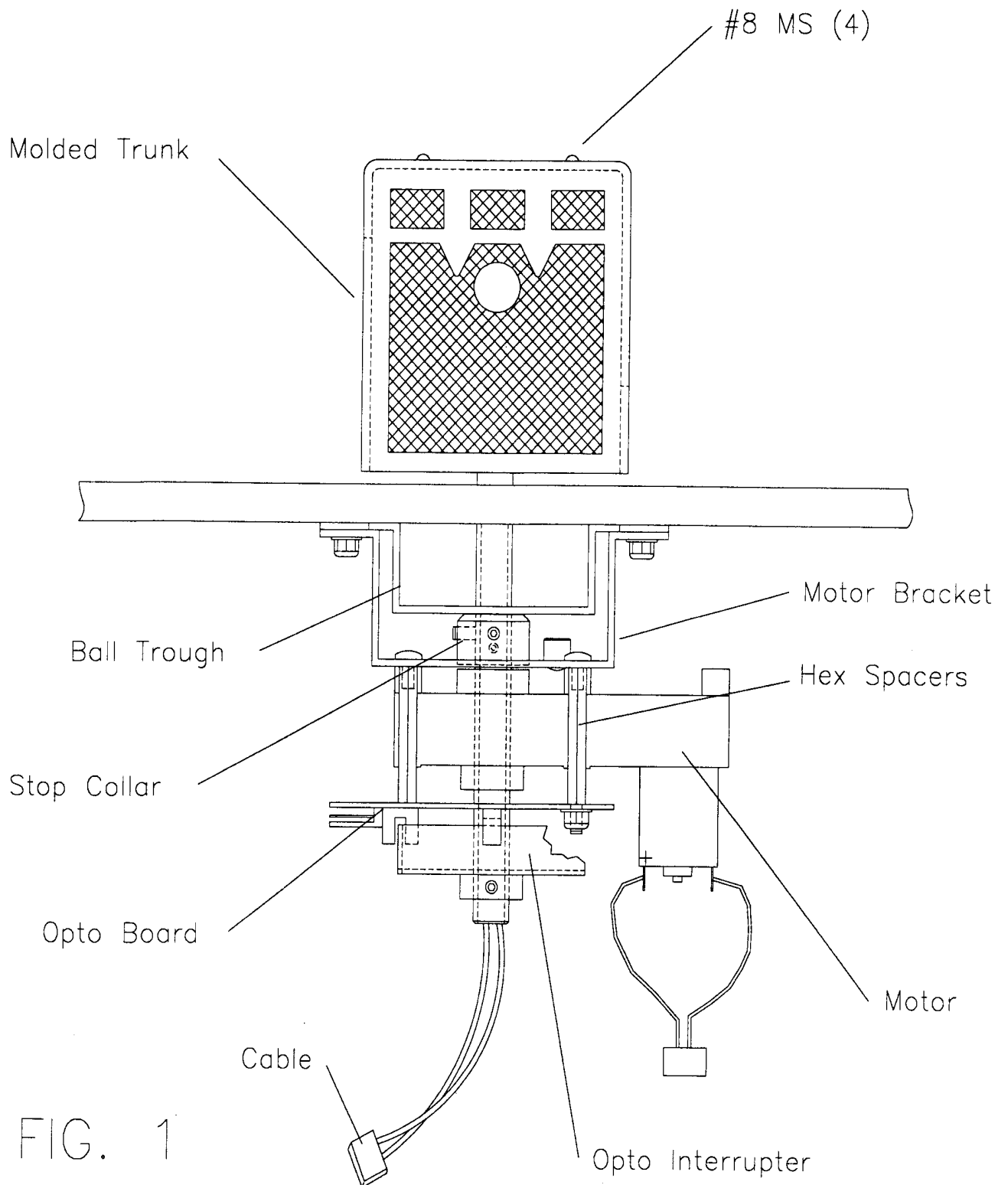


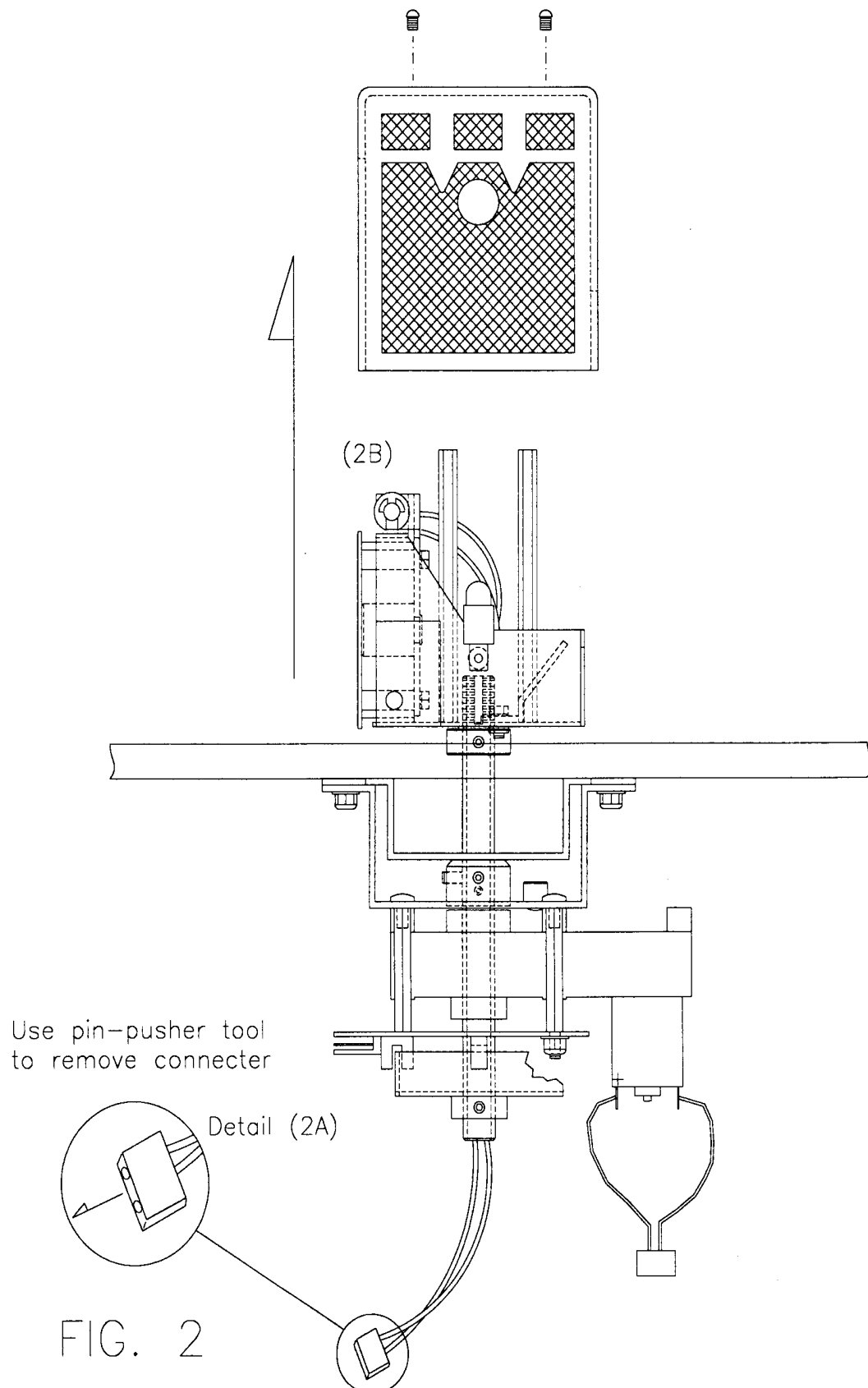
FIG. 3

## **MAGIC TRUNK**

The Magic Trunk Assembly can be easily disassembled to replace parts if required. The upper box must be removed first and lifted off. Parts are listed below.



- 1) Remove the four #8 machine screws and lift molded trunk off base. Pull apart tape adhesive.
- 2) Trunk magnet and lamp are mounted to the base. Remove connector (2A) from cable end. Unplug connectors in base (2B) and pull cable up thru motor shaft.



- 3) Use a socket to remove flat nuts holding base on motor shaft.
- 4) Lift off trunk base from shaft.
- 5) Loosen set screw and pull off opto interrupter. Remove lock nuts (4) holding opto board.
- 6) Remove hex posts (4).
- 7) Remove motor base from playfield. The motor can be unfastened and replaced.
- 8) **Remember** to reattach the shaft collars to the new motors.
- 9) Perform the steps in reverse to reassemble the trunk mechanism.

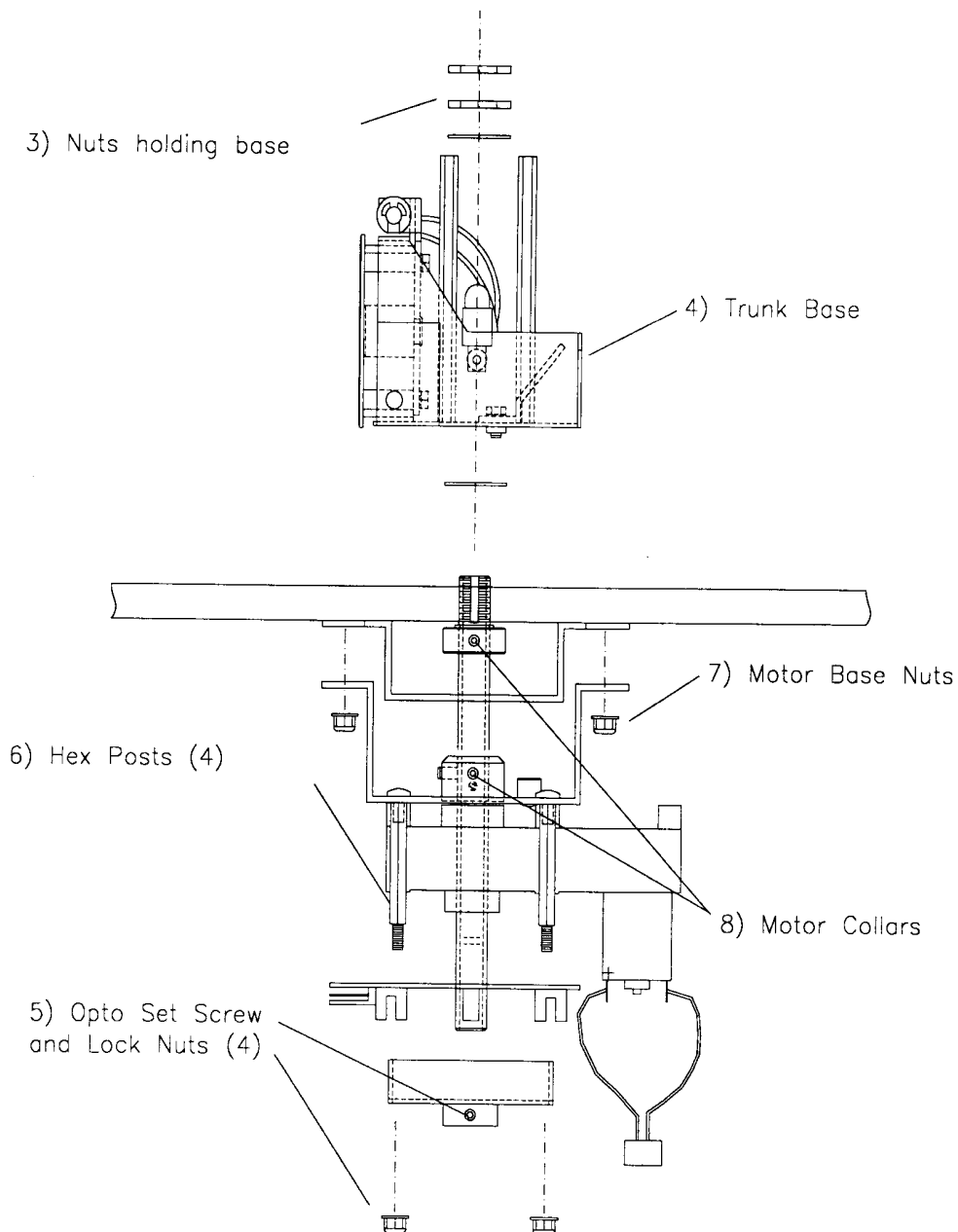


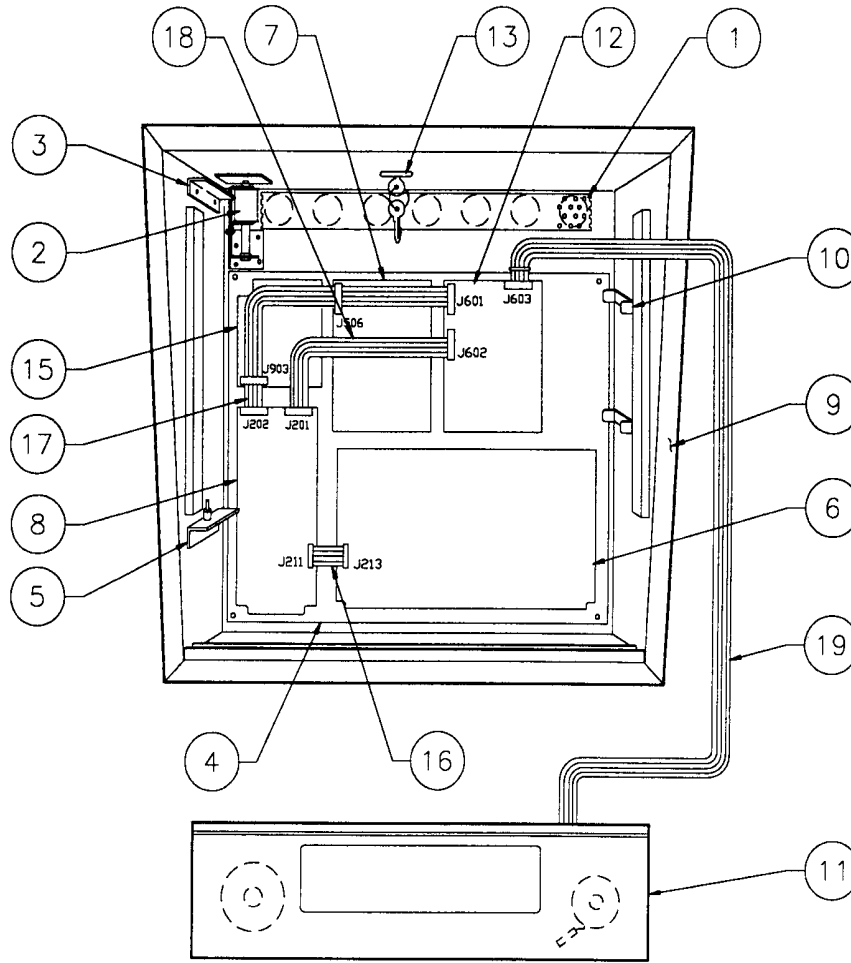
FIG. 3

# SECTION TWO

## GAME PARTS INFORMATION

## 50039-BB

### Backbox Assembly



## Miscellaneous Parts

| <b>Item</b> | <b>Part Number</b> | <b>Description</b>            | <b>Part Number</b> | <b>Description</b>             |
|-------------|--------------------|-------------------------------|--------------------|--------------------------------|
| 1           | 01-6645            | Venting Screen                | A-8552-50039       | Tempered Backglass Assy.       |
| 2           | B-10686-1          | Knocker Assembly              | 03-8228-2          | Glass Channel Top (1)          |
| 3           | A-12497            | Insert Bd. Hinge Assy., Upper | 03-8228-3          | Glass Channel Edge (2)         |
| 4           | A-14092-5          | WPC Mounting Plate Assy.      | 03-8229-1          | Glass Lift Channel (1)         |
| 5           | A-12498            | Insert Bd. Hinge Assy., Lower | 08-7456            | Backbox Glass: 27 x 18-7/8"    |
| 6           | A-12697-3          | Power Driver Assembly         | 20-9718            | Wing Screw, 3/8-16 x 2"        |
| 7           | A-16917-50039      | Sound Board Assembly          | 31-1357-50039      | Screened Translight            |
| 8           | A-17651-50039      | WPC Security CPU Board        |                    |                                |
| 9           | 04-10012-50039     | Backbox, Wood                 |                    |                                |
| 10          | 01-9047            | Insert Stop Bracket           |                    |                                |
| 11          | A-19748            | Speaker/Display Assembly      |                    |                                |
| 12          | A-14039.1          | Dot Matrix Controller Board   | H-14584            | Dot Matrix Display Power Cable |
| 13          | A-13379            | Lock & Plate Assembly         | H-15476            | Logic Power Cable              |
| 14          | 50039-IN           | Insert Board                  | H-15736-1          | Secondary Cable                |
| 15          | A-15472-1          | Fliptronic II Board           | H-19997            | Insert Cable                   |

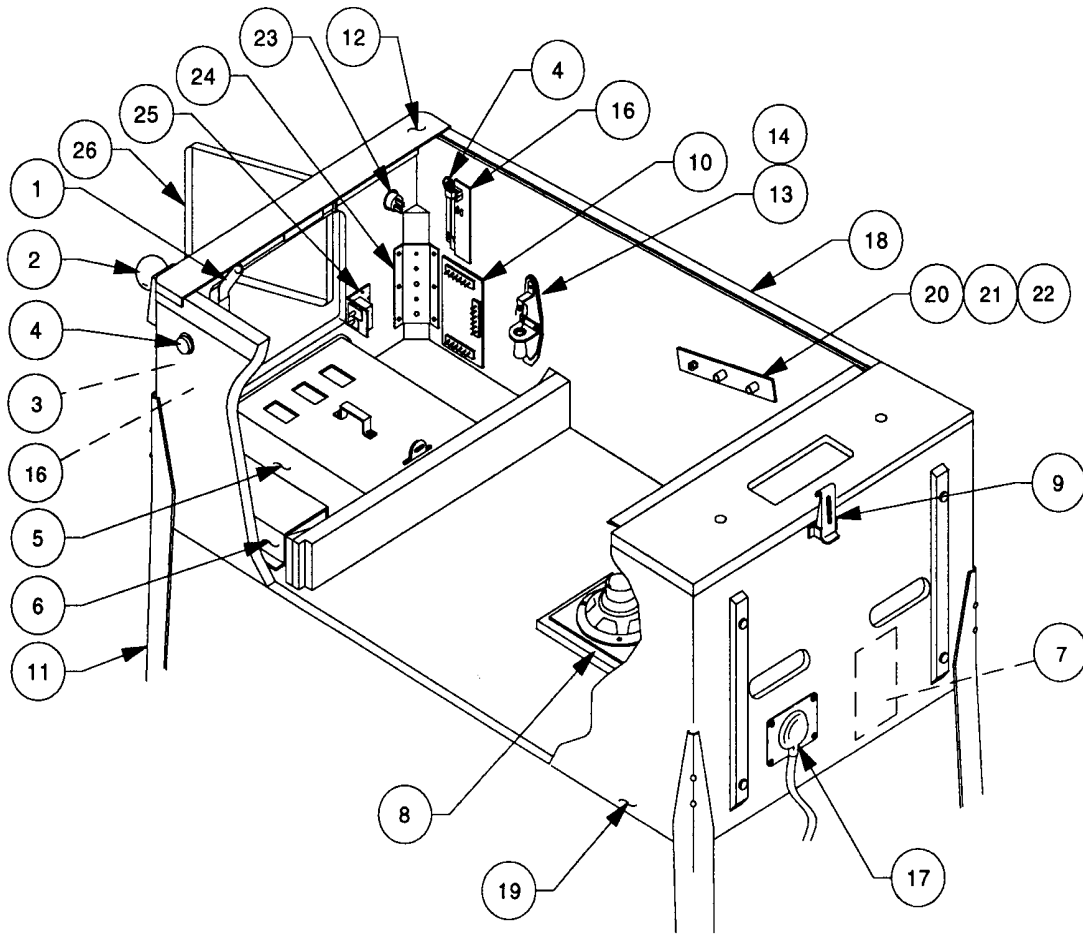
## Backbox Cables

|           |                                |
|-----------|--------------------------------|
| H-14584   | Dot Matrix Display Power Cable |
| H-15476   | Logic Power Cable              |
| H-15736-1 | Secondary Cable                |
| H-19997   | Insert Cable                   |

## Ribbon Cables

|    |               |                            |
|----|---------------|----------------------------|
| 16 | 5795-12653-03 | Ribbon Cable, 3"           |
| 17 | 5795-13018-01 | Ribbon Cable, 23.5"        |
| 18 | 5795-10938-15 | Ribbon Cable, 15"          |
| 19 | 5795-13434-32 | Ribbon Cable w/Ferrite 32" |

# 50039-CAB Cabinet Assembly



## Miscellaneous Parts

| Item | Part Number   | Description                    | Part Number | Description                 |
|------|---------------|--------------------------------|-------------|-----------------------------|
| 1    | A-16773-1     | Lever Guide Assembly           | A-17195     | Tilt Switch Assy. w/Cable   |
| 2    | A-20084       | Ball Shooter w/Knob , Silver   | A-19562.1   | Stay Arm Assembly           |
| 3    | 20-9663-18    | Push Button w/Sw., Extra Ball  | 01-12352    | Clip Bracket                |
| 4    | A-16883-4     | Flipper Button, Red (2)        | 01-9011-L   | Backbox Mtg. Bracket, Left  |
| 5    | A-18531-1     | 4-Ball Cashbox Assembly        | 01-9011-R   | Backbox Mtg. Bracket, Right |
| 6    | A-17540       | Univ. Power Interface Assy.    | 01-6389-1   | Cashbox Lock Bracket        |
| 7    | 5610-14515-00 | WPC Transformer                | 08-7028-T   | Playfield Glass             |
| 8    | 5555-12929-00 | Speaker, 4Ω, 6", 25w           | 08-7377     | Leg Leveler Adjuster, 3"    |
| 9    | 20-9347       | Toggle Latch                   | 20-6500     | Steel Ball, 1-1/16" (5)     |
| 10   | A-17051-1     | Coin Door Interface Board      |             |                             |
| 11   | A-19514       | Leg Assembly, Chrome           |             |                             |
| 12   | D-12615       | Front Molding Assembly         |             |                             |
| 13   | 20-6502-A     | Plum Bob                       |             |                             |
| 14   | A-15361       | Tilt Mechanism Assembly        |             |                             |
| 15   | *             | Cordset                        |             |                             |
| 16   | A-17316       | Opto Flipper Assembly (2)      |             |                             |
| 17   | 01-10714      | Line Cord Cover                |             |                             |
| 18   | A-12359-3     | Side Molding Assembly (2)      |             |                             |
| 19   | 11-1225       | Wood Cabinet                   |             |                             |
| 20   | 01-11408      | Plate Spacer (2)               |             |                             |
| 21   | 02-4329-1     | Pivot Nut, 7/8" (4)            |             |                             |
| 22   | 02-4352       | Pivot Bushing (2)              |             |                             |
| 23   | 20-9663-1     | Push Button w/Sw., Start       |             |                             |
| 24   | 01-11400      | Leg Plate (4)                  |             |                             |
| 25   | A-18249-1     | Cable & Interlock Switch Assy. |             |                             |
| 26   | 09-61000-1    | Coin Door-USA                  |             |                             |

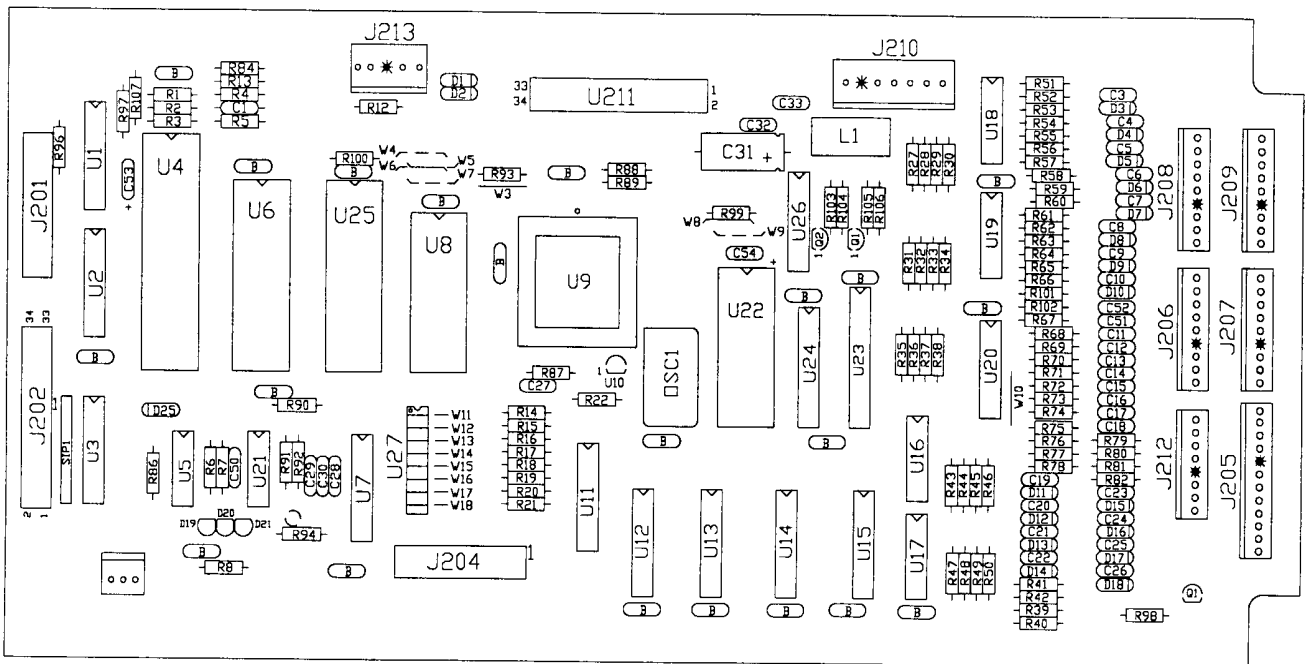
## Cabinet Cables

|           |                                 |
|-----------|---------------------------------|
| H-17217   | Plumb/Bob Mech. Protect Cable   |
| H-19524   | Cabinet Cable                   |
| H-19601-1 | Power Extension Cable           |
| H-20005   | Cabinet Switch Lamp Cable       |
| A-20201   | Cable & Jumper Assy., Coin Door |

\* See Application Chart p.2-35.

# A-17651-50039

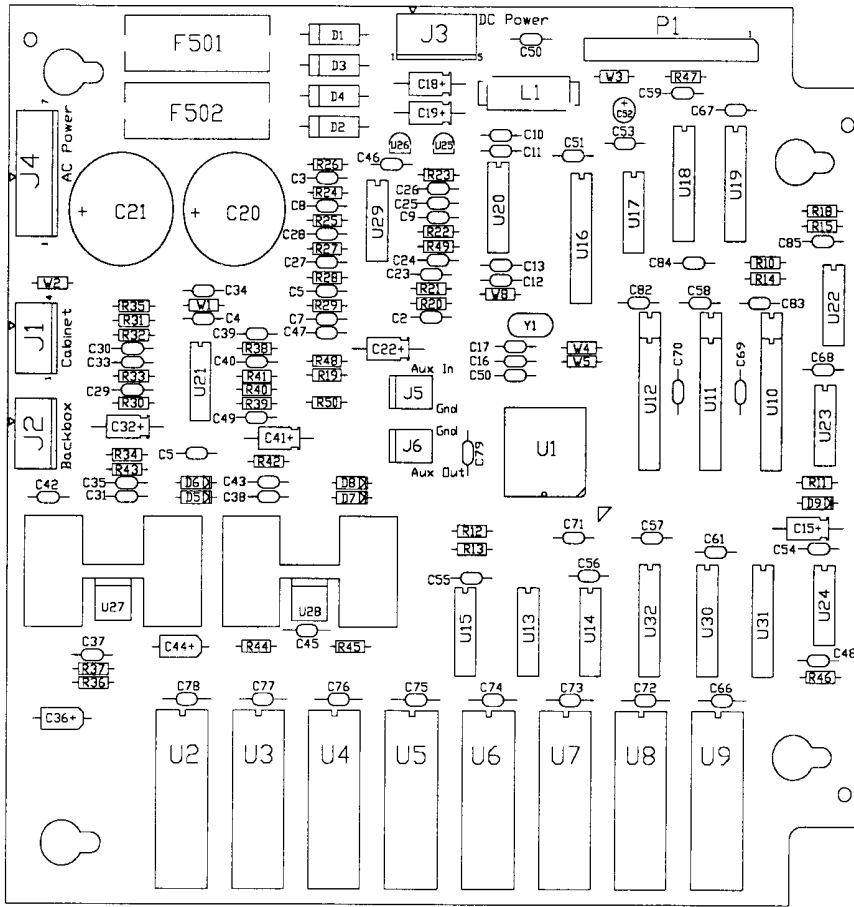
## WPC CPU Security Board Assembly



| Part Number   | Designator                                                                           | Description                      | Part Number    | Designator   | Description                  |
|---------------|--------------------------------------------------------------------------------------|----------------------------------|----------------|--------------|------------------------------|
| 5010-09034-00 | R14-R22, R27-R42, R86, R94, R90, R98                                                 | Res., 10K $\Omega$ , 1/4w, 5%    | 5281-10182-00  | U11-U13, U15 | IC, 74LS240 / DRVR           |
| 5010-09314-00 | R52, R54, R56, R58, R60, R62, R64, R66, R75-R82                                      | Res., 1.2K $\Omega$ , 1/4w, 5%   | 5284-12651-00  | U21          | IC, 4548                     |
| 5010-09358-00 | R3, R43-R51, R53, R55, R57, R59, R61, R63, R65, R67-R74, R84, R101, R102, R105, R106 | Res., 1K $\Omega$ , 1/4w, 5%     | 5315-13924-00  | U23          | IC, 74HC4514 LTCH 1to16 Dec. |
| 5010-09416-00 | R5-R8, R12, R13, R87-R89, R99, R100                                                  | Res., 470 $\Omega$ , 1/4w, 5%    | 5281-09246-00  | U26          | IC, 74LS139 2 T 4 Decoder    |
| 5010-09085-00 | R1, R2, R4, R93, R96, R97, R107                                                      | Res., 1.5K $\Omega$ , 1/4w, 5%   | 5340-12558-00  | U8           | S/DRAM 8Kx8 Low Power        |
| 5010-09534-00 | W4, W7, W9                                                                           | Res., 0 $\Omega$                 | 5370-12272-00  | U16-U19      | IC, LM339 Quad Comp          |
| 5010-10989-00 | R92                                                                                  | Res., 470K $\Omega$ , 1/4w, 5%   | 5370-12687-00  | U10          | MC 34064                     |
| 5010-12104-00 | R91                                                                                  | Res., 22M $\Omega$ , 1/4w, 5%    | 5521-10931-00  | OSC1         | 8.00MHZ OSC 14PIN DIP        |
| 5010-08991-00 | R103, R104                                                                           | Res., 4.7K $\Omega$ , 1/4w, 5%   | 5520-12084-00  | X1           | Crystal 32.768 KHz           |
| 5019-09362-00 | SIP1                                                                                 | SIP 4.7K, 9R, 10P, 5%            | 5551-09822-00  | L1           | Inductor, 4.7 $\mu$ H, 3.0A. |
| 5040-08986-00 | C31                                                                                  | Cap., 100M, 10v ( $\pm$ 20%)     | 5671-14516-00  | D19-D21      | Display LED Red              |
| 5043-08980-00 | B                                                                                    | Cap., .01M, 50v (+80, -20%)      | 5700-08985-00  | U4           | Socket IC 40P .6"            |
| 5043-09030-00 | C27                                                                                  | Cap., .047M, 50v, ( $\pm$ 20%)   | 5700-12088-00  | U6           | Socket IC 32P .6"            |
| 5043-09065-00 | C3, C26, C51, C52                                                                    | Cap., 470P, 50v, ( $\pm$ 20%)    | 5700-12424-00  | U9           | Socket 84 Pin PLCC           |
| 5043-09491-00 | C29, C30                                                                             | Cap., 22P, 1KV ( $\pm$ 10%)      | 5700-10176-00  | U22          | Socket IC 28 P .6"           |
| 5043-09492-00 | C28                                                                                  | Cap., 100P, 50v ( $\pm$ 10%)     | 5791-10850-00  | J201, J204   | Connector, 26-pin Header Str |
| 5041-09163-00 | C53, C54                                                                             | Cap., 2.2 $\mu$ F, 15v (20%) Ax. | 5791-14090-05  | J213         | Connector, 5-pin Header Str  |
| 5070-08919-00 | D2-D18                                                                               | Diode, 1N4148 150MA              | 5791-10862-07  | J210         | Connector, 7-pin Header Str  |
| 5070-09266-00 | D1, D25                                                                              | Diode, 1N5817, 1.0A.             | 5791-13830-08  | J212         | Connector, 8-pin Header Str  |
| 5160-10269-00 | Q1-Q3                                                                                | Trans., 2N3904 NPN               | 5791-13830-09  | J208, J209   | Connector, 9-pin Header Str  |
| 5700-10389-00 | U20                                                                                  | IC Socket 18-pin                 | 5791-13830-11  | J206, J207   | Connector, 11-pin Header Str |
| 5281-09308-00 | U3                                                                                   | IC, 74LS245 TRNCV                | 5791-12516-00  | J202, J211   | 34 Hen 2x17 Str              |
| 5281-09486-00 | U14, U24                                                                             | IC, 74LS374 8 D F/F              | 5048-11033-00  | C50          | Cap., .022 $\mu$ F           |
| 5281-09851-00 | U5                                                                                   | IC, 74LS14 SMT TRG               | 5791-13830-12  | J205         | Cap., 12-pin Header Str      |
| 5281-09867-00 | U1, U2, U7                                                                           | IC, 74LS244 OCT BUF              | 5043-09845-00  | C32, C33     | Cap., 1KP, 50v ( $\pm$ 10%)  |
|               |                                                                                      |                                  | 5645-09025-00  | U27          | Switch DIP 8 POS             |
|               |                                                                                      |                                  | 5162-12422-00  | U20          | IC, ULN 2803A                |
|               |                                                                                      |                                  | A-5400-50039-1 | U22          | WPC PIC 16C57 Micro-C        |
|               |                                                                                      |                                  | A-5343-50039-1 | U6           | Game ROM Assembly            |
|               |                                                                                      |                                  | A-17643        | -            | Battery Holder PCB Assy.     |
|               |                                                                                      |                                  | 5400-10320-00  | U4           | MC68B09E 2Mhz $\mu$ P        |
|               |                                                                                      |                                  | 5410-12426-00  | U9           | WPC ASIC-89                  |
|               |                                                                                      |                                  | 20-9665-1      | -            | PCB Standoffs                |
|               |                                                                                      |                                  | H-18258        | -            | WPC CPU Security Cable       |



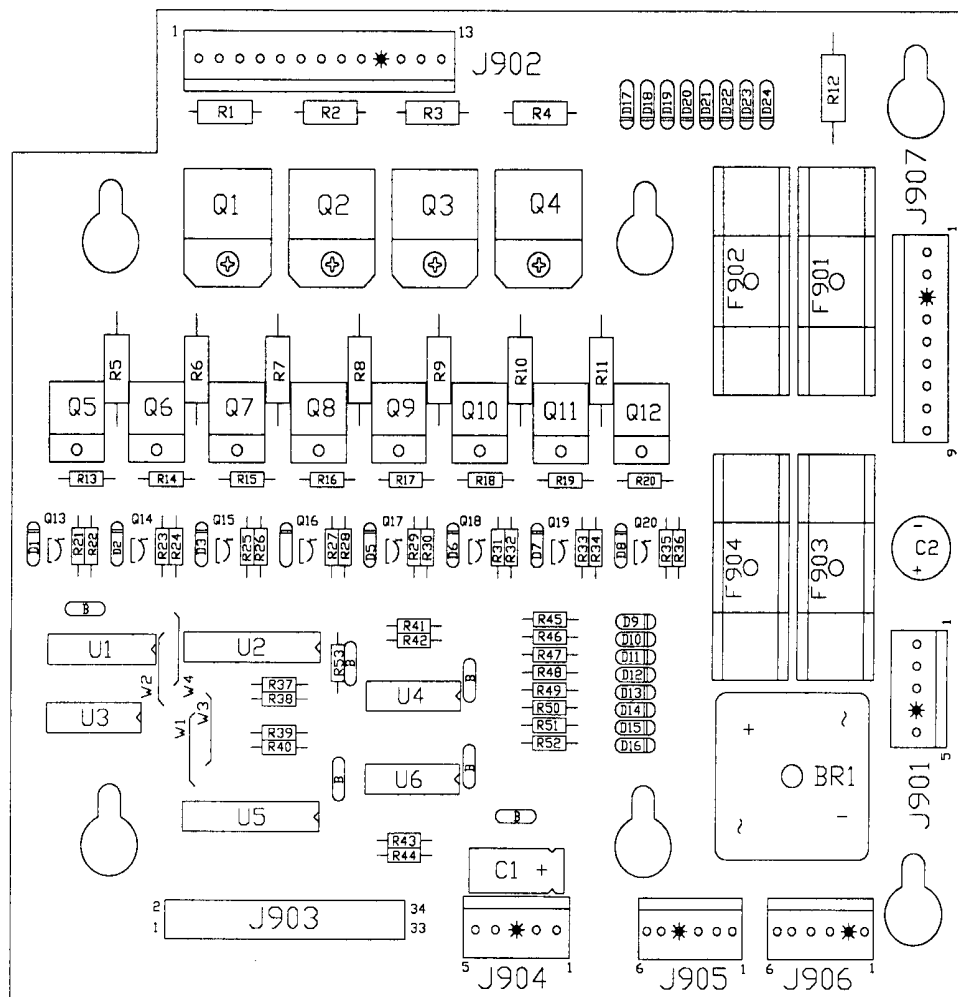
**A-16917-50039**  
**Sound Board Assembly**



| Part Number   | Designator                                            | Description                        | Part Number     | Designator | Description                      |
|---------------|-------------------------------------------------------|------------------------------------|-----------------|------------|----------------------------------|
| 4004-01005-06 | U27, U28                                              | MS, 4-40 x 3/8"                    | 5070-09054-00   | D5-D9      | Diode Signal 1N4004              |
| 4404-01119-00 | U27, U28                                              | Nut 4-40                           | 5250-13302-00   | U25        | 78L05 Pos 5V reg TO-92           |
| 5010-08772-00 | R39, R41                                              | Resistor, 15K $\Omega$ , 1/4w, 5%  | 5250-13303-00   | U26        | 79L05 Neg 5V Reg TO-92           |
| 5010-08774-00 | R30, R34, R37, R42, R45                               | Resistor, 22K $\Omega$ , 1/4w, 5%  | 5283-10551-00   | U17        | IC74F00 Fast Quad NAND           |
| 5010-08991-00 | R10, R12-R16                                          | Resistor, 4.7 $\Omega$ , 1/4 w, 5% | 5311-10946-00   | U22        | IC74HC74 Dual D Flip Flop        |
| 5010-09034-00 | R47                                                   | Resistor, 10K $\Omega$ , 1/4w, 5%  | 5311-10947-00   | U23        | IC74HC125 Quad Tri-State Buffer  |
| 5010-09035-00 | R11, R19, R33, R40                                    | Resistor, 47K $\Omega$ , 1/4w, 5%  | 5311-10948-00   | U15        | IC74HC138 1 of 8 Decoder         |
| 5010-09036-00 | R46                                                   | Resistor, 100 $\Omega$ , 1/4w, 5%  | 5315-12009-00   | U18, U19   | IC74HCT374 Octal D Flip Flop     |
| 5010-09219-00 | R31, R32, R38                                         | Resistor, 8.2K $\Omega$ , 1/4w, 5% | 5311-12043-00   | U13, U14   | IC74HC174 Hex D Flip Flop        |
| 5010-09358-00 | R50                                                   | Resistor, 1K $\Omega$ , 1/4 w, 5%  | 5311-12538-00   | U24        | IC74HC14 Hex Schmitt Inverter    |
| 5010-09534-00 | W4, W6                                                | Resistor, 0 $\Omega$ (Jumper)      | 5311-12287-00   | U30-U32    | IC74HC541 Octal Bus Driver       |
| 5010-13420-00 | R36, R44                                              | Resistor, 680 $\Omega$ , 1/4w, 5%  | 5340-13304-00   | U10-U12    | ICSRAM 2Kx8 35ns .300 DIP        |
| 5010-13607-00 | R20-R29, R48, R49                                     | Resistor, 6.2K $\Omega$ , 1/8w, 1% | 5370-12730-00   | U21, U29   | ICTL084 Quad Op AMP              |
| 5010-13517-00 | R35, R43                                              | Resistor, 15 $\Omega$ , 1/4w, 5%   | 5370-13419-00   | U27, U28   | Audio Power Amp TDA2030AV        |
| 5040-09365-00 | C15, C18, C19, C32, C41                               | Cap., 1 $\mu$ F, 63v, Alum Ax.     | 5371-13299-00   | U20        | IC DAC AD-1851 16Bit             |
| 5040-09421-00 | C52                                                   | Cap., 100 $\mu$ F, 25v, Alum Ax.   | 5520-13301-00   | Y1         | Crystal 10MHz Parallel resonant  |
| 5040-13417-00 | C20, C21                                              | Cap., 10,000 $\mu$ F, 35v, Alum.   | 5551-09822-00   | L1         | Inductor, 4.7 $\mu$ H, 3Amp.     |
| 5041-09009-00 | C36, C44                                              | Cap., 22 $\mu$ F, 10v, Tant Alum   | 5700-12047-00   | U16        | IC, Socket 24-Pin .300 DIP       |
| 5041-13187-00 | C22                                                   | Cap., 4.7 $\mu$ F, Tant Axial.     | 5700-12088-00   | U2-U9      | IC, Socket 32-Pin .600 DIP       |
| 5043-08996-00 | C4, C5, C10-C13, C31, C35, C38, C43, C46, C4, C50-C79 | Cap., .10 $\mu$ F, 50v, Cer Ax.    | 5705-12638-00   | U27, U28   | Heatsink 5298-B                  |
| 5043-10267-00 | C37, C45                                              | Cap., 150pF, 50v, Cer Ax.          | 5733-12060-01   | F501, F502 | MT3AG PCMounted Fuse Holder      |
| 5048-11028-00 | C16, C17                                              | Cap., 22pF, 50v, Cer Ax.           | 5791-10862-04   | J1, J2     | Connector, 4-pin Header STR .156 |
| 5048-11029-00 | C48                                                   | Cap., 100pF, 50v, Cer Ax.          | 5791-10862-05   | J3         | Connector, 5-pin Header STR .156 |
| 5048-11030-00 | C49                                                   | Cap., 470pF, 50v, Cer Ax.          | 5791-10862-07   | J4         | Connector, 7-pin Header STR .156 |
| 5048-11033-00 | C33                                                   | Cap., .022 $\mu$ F, 50v, Cer Ax.   | 5791-12516-00   | P1         | Connector, 34 Hen 2x17 STR .100  |
| 5048-12036-00 | C34, C4                                               | Cap., .22 $\mu$ F, 50v, Cer Ax.    | A-17002         | U16        | PAL Sub-Assembly                 |
| 5048-13418-00 | C30, C39, C40                                         | Cap., .047 $\mu$ F, 50v, Cer Ax.   | A-5343-50039-S2 | U2         | ROM Sub-Assembly                 |
| 5048-13608-00 | C8                                                    | Cap., 6800pF, 50v, Cer Ax.         | A-5343-50039-S3 | U3         | ROM Sub-Assembly                 |
| 5048-13609-00 | C7, C24, C26                                          | Cap., 3900pF, 50v, Cer Ax.         | A-5343-50039-S4 | U4         | ROM Sub-Assembly                 |
| 5048-13610-00 | C2, C3, C9, C27, C29                                  | Cap., 1000pF, 50v, Cer Ax.         | A-5343-50039-S5 | U5         | ROM Sub-Assembly                 |
| 5048-13611-00 | C6, C23, C25, C28                                     | Cap., 680pF, 50v, Cer Ax.          | A-5343-50039-S6 | U6         | ROM Sub-Assembly                 |
| 5070-09045-00 | D1-D4                                                 | MR-F501 Rectifier Diode            | A-5343-50039-S7 | U7         | ROM Sub-Assembly                 |
|               |                                                       |                                    | Not Used        | U8         | ROM Sub-Assembly                 |
|               |                                                       |                                    | Not Used        | U9         | ROM Sub-Assembly                 |
|               |                                                       |                                    | 5731-10356-00   | F501, F502 | Fuse, 3Amp, 250v, Slow Blow      |

# A-15472-1

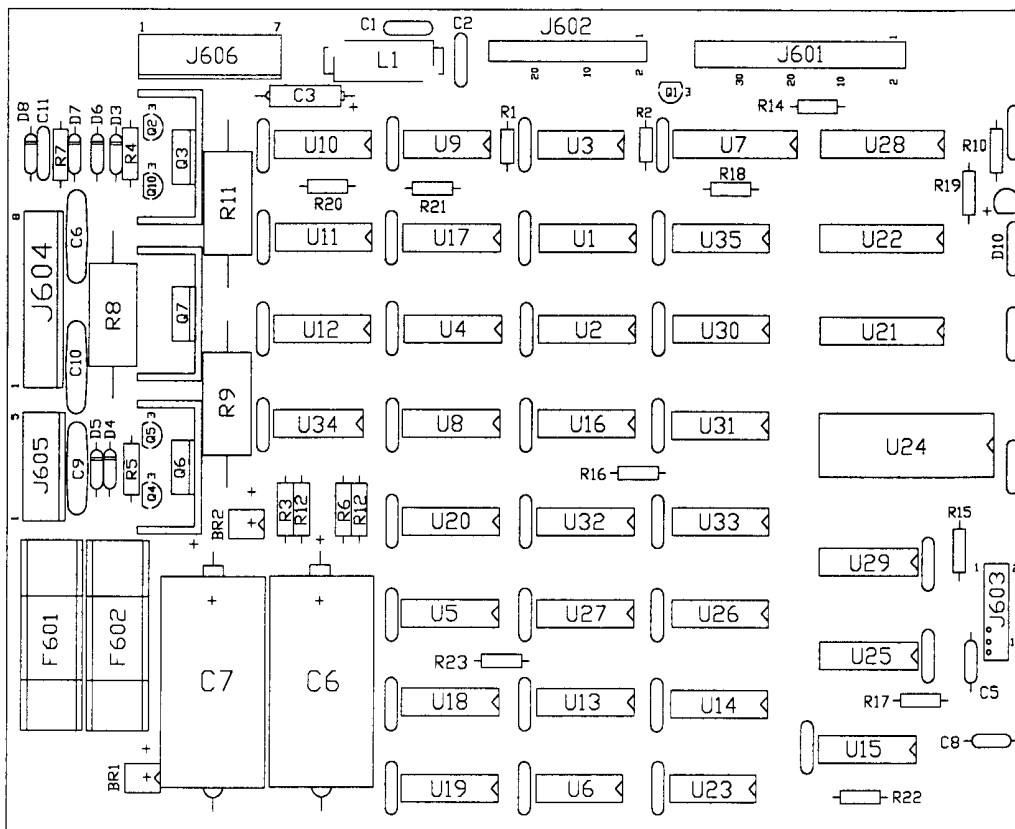
## Fliptronic II Board Assembly



| Part Number   | Designator                                      | Description                   | Part Number   | Designator              | Description                 |
|---------------|-------------------------------------------------|-------------------------------|---------------|-------------------------|-----------------------------|
| 01-10572      | Q1-Q4                                           | Heatsink                      | 5070-09054-00 | D1-D24                  | Diode, 1N4004               |
| 20-9684       | Q5-Q12                                          | Fastener Snap In              | 5100-09690-00 | BR1                     | Bridge Rectifier            |
| 4006-10003-08 | Q1-Q4                                           | Mach. screw, 6-32             | 5162-12635-00 | Q5-Q12                  | Trans., TIP102 NPN          |
| 4406-01128-00 | Q1-Q4                                           | Nut 6-32 KEPS                 | 5190-09016-00 | Q13, Q20                | Trans., 2N4403 PNP          |
| 5010-09034-00 | R37-R44, R53                                    | Res., 10K $\Omega$ , 1/4w, 5% | 5191-12179-00 | Q1-Q4                   | Trans., TIP36C PNP          |
| 5010-09358-00 | R22, R24, R26, R28, R30, R32, R34, R36, R45-R52 | Res., 1K $\Omega$ , 1/4w, 5%  | 5315-12009-00 | U2                      | IC, 74HCT374                |
| 5010-09361-00 | R1-R4                                           | Res., 220 $\Omega$ , 1/2w, 5% | 5315-12031-00 | U5                      | IC, 74HCT244                |
| 5010-09416-00 | R21, R23, R25, R27, R29, R31, R33, R35          | Res., 470 $\Omega$ , 1/4w, 5% | 5315-12812-00 | U1                      | IC, 74HCT138                |
| 5010-09534-00 | W3, W4                                          | Res., 0 $\Omega$              | 5315-12951-00 | U3                      | IC, 74HCT00                 |
| 5010-10171-00 | R13, R20                                        | Res., 56 $\Omega$ , 1/4w, 5%  | 5370-12272-00 | U4, U6                  | IC, LM339 Quad Comp         |
| 5011-12956-00 | R5, R12                                         | Res., 2.7K $\Omega$ , 1w, 5%  | 5731-10356-00 | F901-F904               | Fuse S-B, 3A., 250v         |
| 5040-08986-00 | C1                                              | Cap., 100M, 10v               | 5733-12060-01 | Fuse Holder (F901-F904) |                             |
| 5040-09537-00 | C2                                              | Cap., 100 $\mu$ F, 100v       | 5791-10862-05 | J901, J904              | Connector, 5-pin Header     |
| 5043-08980-00 | B                                               | Cap., .01 $\mu$ F, 50v        | 5791-10862-09 | J907                    | Connector, 9-pin Header     |
|               |                                                 |                               | 5791-10862-13 | J902                    | Connector, 13-pin Header    |
|               |                                                 |                               | 5791-13830-06 | J905, J906              | Connector, Str Sq. Pin Hdr. |
|               |                                                 |                               | 5791-12516-00 | J903                    | 34 Hen 2 x 17 STR           |

# A-14039.1

## Dot Matrix Assembly



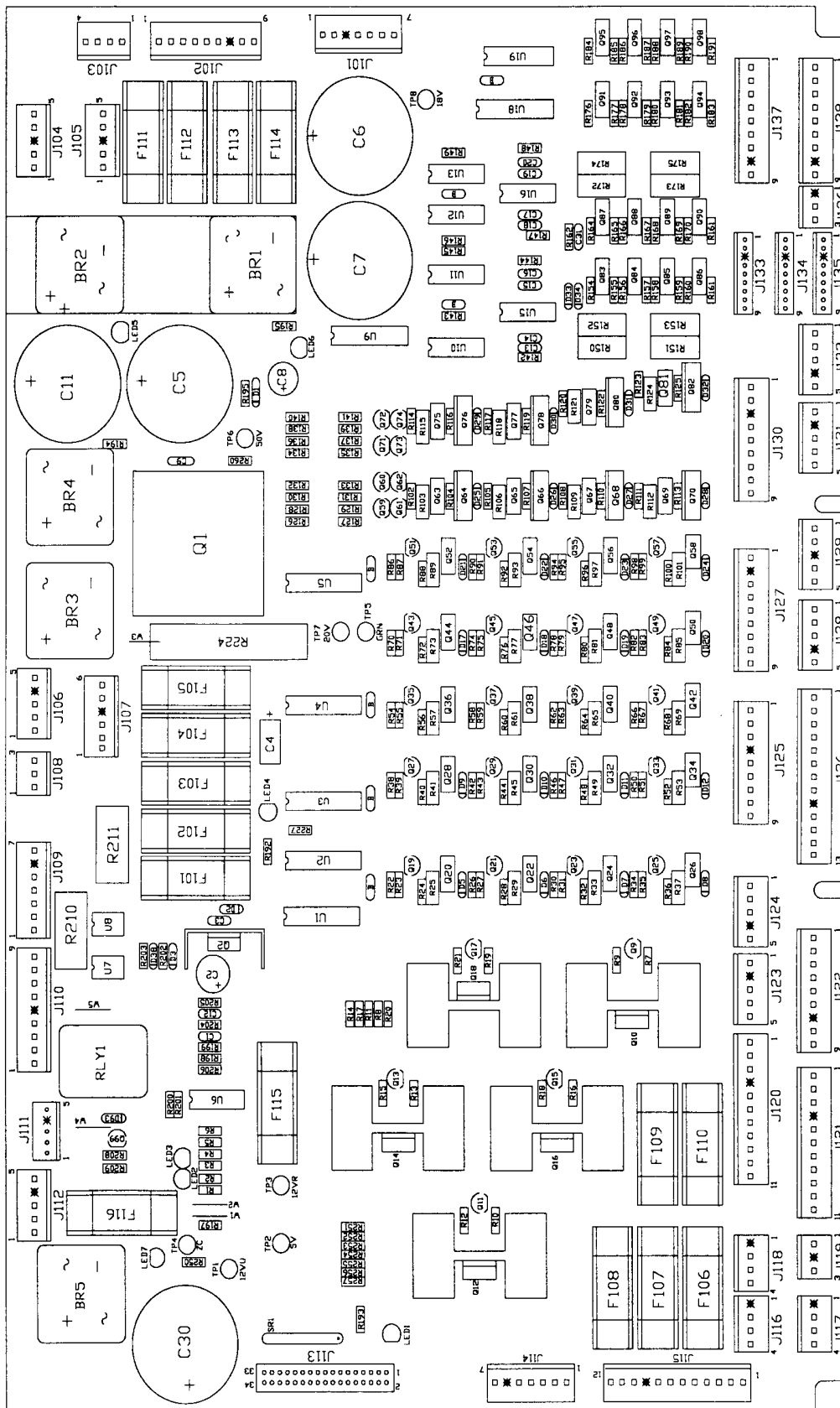
| Part Number   | Designator       | Description                    | Part Number   | Designator            | Description              |
|---------------|------------------|--------------------------------|---------------|-----------------------|--------------------------|
| 5010-08991-00 | R1               | Res., 4.7K $\Omega$ , 1/4w, 5% | 5311-10946-00 | U4, U5, U17, U18, U20 | IC, 74HC74               |
| 5010-09036-00 | R14-R23          | Res., 100 $\Omega$ , 1/4w, 5%  | 5311-10947-00 | U9                    | IC, 74HC125              |
| 5010-09224-00 | R10              | Res., 270 $\Omega$ , 1/4w, 5%  | 5311-10951-00 | U10, U11              | IC, 74HC161              |
| 5010-12832-00 | R3, R6, R12, R13 | Res., 4.7K $\Omega$ , 1/2w, 5% | 5311-10977-00 | U6                    | IC, 74HC04               |
| 5010-12841-00 | R4, R5           | Res., 120 $\Omega$ , 1/2w, 5%  | 5311-12817-00 | U29                   | IC, 74HC165              |
| 5012-12830-00 | R9               | Res., 1.8K $\Omega$ , 5w, 5%   | 5311-12819-00 | U21                   | IC, 74HC688              |
| 5012-12842-00 | R11              | Res., 120 $\Omega$ , 5w, 5%    | 5311-12820-00 | U23                   | IC, 74HC27               |
| 5012-12843-00 | R8               | Res., 4.7K $\Omega$ , 5w, 5%   | 5311-12822-00 | U13-U15               | IC, 74HC193              |
| 5010-10171-00 | R7               | Res., 56 $\Omega$ , 1/4w, 5%   | 5315-12009-00 | U22                   | IC, 74HCT374             |
| 5043-09492-00 | C5, C8           | Cap., 100P, 50v, ( $\pm$ 10%)  | 5315-12812-00 | U1, U2, U30, U12      | IC, 74HCT138             |
| 5040-08986-00 | C3               | Cap., 100M, 10v ( $\pm$ 20%)   | 5281-09308-00 | U28                   | IC, 74HCT245             |
| 5040-12324-00 | C4, C7           | Cap., 150M, 160v ( $\pm$ 50%)  | 5315-12815-00 | U8, U34               | IC, 74HCT08              |
| 5043-08980-00 | BYPASS           | Cap., .01M, 50v (+80,-20%)     | 5315-12816-00 | U19                   | IC, 74HCT32              |
| 5043-09072-00 | C6, C9, C10      | Cap., .1M, 500v (+80,-20%)     | 5315-12821-00 | U7                    | IC 74HCT240              |
| 5043-09845-00 | C1, C2, C11      | Cap., 1KP, 50v ( $\pm$ 20%)    | 5340-12278-00 | U24                   | S/RAM 2064 150NS         |
| 5070-09054-00 | D7               | Diode, 1N4004, 1.0A.           | 5551-09822-00 | L1                    | Ind. 4.7 $\mu$ H, 3A.    |
| 5075-12824-00 | D6, D8           | Zener, 1N4742A, 12v            | 5671-14516-00 | D10                   | Display LED Red          |
| 5075-12823-00 | D4, D5           | Zener, 1N4758, 56v             | 5705-09199-00 | Q3, Q6, Q7            | Heatsink, 6030B          |
| 5075-12826-00 | D3               | Zener, 1N4759A, 62v            | 5731-12328-00 | F601, F602            | Fuse, 3/8A., SB, 250v    |
| 5100-12833-00 | BR1, BR2         | Bridge, 400v, 1A               | 5733-12060-01 |                       | Fuse Holder (F601, F602) |
| 5150-10269-00 | Q1               | Trans., 2N3904 NPN             | 5791-10850-00 | J602                  | Connector, 26-pin Header |
| 5164-09056-00 | Q2, Q10          | Trans., MPSD02 NPN             | 5791-10862-05 | J605                  | Connector, 5-pin Header  |
| 5164-12154-00 | Q3, Q7           | Trans., MJE15030 NPN           | 5791-10862-07 | J606                  | Connector, 7-pin Header  |
| 5194-09055-00 | Q4, Q5           | Trans., MPSD52 PNP             | 5791-10862-08 | J604                  | Connector, 8-pin Header  |
| 5194-12155-00 | Q6               | Trans., MJE15031 PNP           | 5791-12516-00 | J601                  | 34 Hen 17x2 STR          |
| 5281-09738-00 | U16, U25-U27     | IC, 74LS157                    | 5791-12827-00 | J603                  | 14 Hen 7x2 STR           |
| 5281-10033-00 | U3               | IC, 74LS30                     |               |                       |                          |
| 5281-10043-00 | U31-U33, U35     | IC, 74LS175                    |               |                       |                          |

# A-12697-3

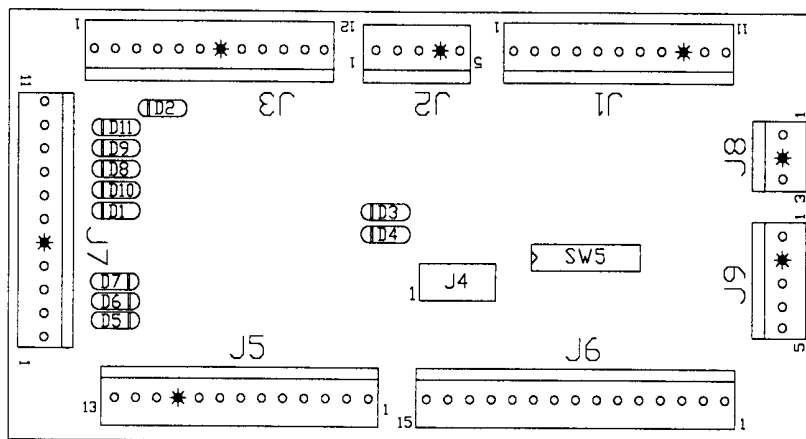
## WPC Power Driver Assembly

| Part Number   | Designator                                                                                                                                                                       | Description                       | Part Number   | Designator                                                                                                                                          | Description                          |
|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| 5010-08981-00 | R260                                                                                                                                                                             | Res., 10K $\Omega$ , 1/2w, 5%     | 5040-12313-00 | C5-C7, C11, C30                                                                                                                                     | Cap., 15KM, 25v ( $\pm 20\%$ )       |
| 5010-08991-00 | R9, R12, R15, R18, R21, R23, R27, R31, R35, R39, R43, R47, R51, R55, R59, R63, R67, R71, R75, R79, R83, R87, R91, R95, R99, R126, R128, R130, R132, R134, R136, R138, R140, R227 | Res., 4.7K $\Omega$ , 1/4w, 5%    | 5043-08980-00 | B-BYPASS                                                                                                                                            | Cap., .01M, 50v (+80, -20%)          |
|               |                                                                                                                                                                                  |                                   | 5043-08996-00 | C13-C20, C31                                                                                                                                        | Cap., .1M, 50v ( $\pm 20\%$ )        |
|               |                                                                                                                                                                                  |                                   | 5043-09845-00 | C1, C12                                                                                                                                             | Cap., 1KP, 50v ( $\pm 20\%$ ) Axial  |
|               |                                                                                                                                                                                  |                                   | 5048-10994-00 | C3                                                                                                                                                  | Cap., .33M, 50v ( $\pm 20\%$ ) Axial |
|               |                                                                                                                                                                                  |                                   | 5070-08919-00 | D33, D34                                                                                                                                            | Diode 1N4148, 150MA.                 |
|               |                                                                                                                                                                                  |                                   | 5070-09054-00 | D1-D3, D5-D12, D17-D32, D38                                                                                                                         | Diode 1N4004, 1.0A.                  |
|               |                                                                                                                                                                                  |                                   | 5100-09690-00 | BR1-BR5                                                                                                                                             | Bridge, 35A, Rect, 200v              |
|               |                                                                                                                                                                                  |                                   | 5131-12725-00 | Q10, Q12, Q14, Q16, Q18                                                                                                                             | Triac BT138E                         |
| 5010-08992-00 | R8, R11, R14, R17, R20, R177, R179, R181, R183, R185, R187, R189, R191                                                                                                           | Res., 560 $\Omega$ , 1/4w, 5%     | 5162-12422-00 | U19                                                                                                                                                 | IC ULN 2803 OC-DRL                   |
|               |                                                                                                                                                                                  |                                   | 5162-12635-00 | Q20, Q22, Q24, Q26, Q28, Q30, Q32, Q34, Q36, Q38, Q40, Q42, Q44, Q46, Q48, Q50, Q52, Q54, Q56, Q58, Q63, Q65, Q67, Q69, Q75, Q77, Q79, Q81, Q83-Q90 | Transistor, TIP 102                  |
| 5010-08993-00 | R25, R29, R33, R37, R41, R45, R49, R53, R57, R61, R65, R69, R73, R77, R81, R85, R89, R93, R97, R101, R103, R106, R109, R112, R115, R118, R121, R124                              | Res., 68K $\Omega$ , 1/2w, 5%     | 5194-09055-00 | Q9, Q11, Q13, Q15, Q17, Q19, Q21, Q23, Q25, Q27, Q29, Q31, Q33, Q35, Q37, Q39, Q41, Q43, Q45, Q47, Q49, Q51, Q53, Q55, Q57, Q59-Q62, Q71-Q74        | Transistor, 2N5401 PNP               |
| 5010-08997-00 | R24, R28, R32, R36, R40, R44, R48, R52, R56, R60, R64, R68, R72, R76, R80, R84, R88, R92, R96, R100, R102, R105, R108, R111, R114, R117, R120, R123                              | Res., 2.7K $\Omega$ , 1/4w, 5%    | 5191-12179-00 | Q64, Q66, Q68, Q70, Q76, Q78, Q80, Q82                                                                                                              | Transistor, TIP36C PNP               |
|               |                                                                                                                                                                                  |                                   | 5192-12428-00 | Q91-Q98                                                                                                                                             | Transistor, TIP 107                  |
| 5010-08998-00 | R155, R157, R159, R161, R165, R167, R169, R171                                                                                                                                   | Res., 2.2K $\Omega$ , 1/4w, 5%    | 5250-12634-00 | Q1                                                                                                                                                  | Reg LM 323 5v                        |
|               |                                                                                                                                                                                  |                                   | 5281-09486-00 | U1-U5, U18                                                                                                                                          | IC, 74LS374 8D F/F                   |
| 5010-09034-00 | R142-R149, R197-R198                                                                                                                                                             | Res., 10K $\Omega$ , 1/4w, 5%     | 5281-09487-00 | U10-U13                                                                                                                                             | IC, 74LS74 Dual D F/F                |
|               |                                                                                                                                                                                  |                                   | 5281-10182-00 | U9                                                                                                                                                  | IC, 74LS240 L/Drrv.                  |
| 5010-09085-00 | R194, R196, R251, R253-R257                                                                                                                                                      | Res., 1.5K $\Omega$ , 1/4w, 5%    | 5370-12272-00 | U6, U15, U16                                                                                                                                        | IC, LM339 Quad Comp.                 |
| 5010-09086-00 | R252                                                                                                                                                                             | Res., 6.8K $\Omega$ , 1/4w, 5%    | 5460-12423-00 | Q2                                                                                                                                                  | IC, LM7812                           |
| 5010-09224-00 | R192, R202-R205                                                                                                                                                                  | Res., 270 $\Omega$ , 1/4w, 5%     | 5671-14516-00 | LED1, LED4-LED7                                                                                                                                     | Display LED Red                      |
| 5010-09314-00 | R176, R178, R180, R182, R184, R186, R188, R190                                                                                                                                   | Res., 1.2K $\Omega$ , 1/4w, 5%    | 5701-09652-00 | Q1                                                                                                                                                  | Thermal Pad                          |
|               |                                                                                                                                                                                  |                                   | 5705-09199-00 | Q2                                                                                                                                                  | Heatsink 6030B                       |
| 5010-09324-00 | R206                                                                                                                                                                             | Res., 27K $\Omega$ , 1/4w, 5%     | 5705-12637-00 | Q1                                                                                                                                                  | Heatsink 5054                        |
| 5010-09358-00 | R154, R156, R158, R160, R162, R164, R166, R168, R170, R193, R199, R250                                                                                                           | Res., 1K $\Omega$ , 1/4w, 5%      | 5705-12638-00 | Q10, Q12, Q14, Q16, Q18                                                                                                                             | Heatsink 5298B                       |
|               |                                                                                                                                                                                  |                                   | 5733-12060-01 | F101-F116                                                                                                                                           | Fuse Holder PC MT3AG                 |
|               |                                                                                                                                                                                  |                                   | 5791-10862-03 | J108, J119, J136                                                                                                                                    | Connector, 3-pin Header .156         |
|               |                                                                                                                                                                                  |                                   | 5791-10862-04 | J103, J116-J118                                                                                                                                     | Connector, 4-pin Header .156         |
|               |                                                                                                                                                                                  |                                   | 5791-10862-05 | J104-J106, J112, J123, J124, J128, J129, J131, J132                                                                                                 | Connector, 5-pin Header .156         |
| 5010-09361-00 | R104, R107, R110, R113, R116, R119, R122, R125                                                                                                                                   | Res., 220 $\Omega$ , 1/2w, 5%     | 5791-10862-06 | J107                                                                                                                                                | Connector, 6-pin Header .156         |
| 5010-09416-00 | R22, R26, R30, R34, R38, R42, R46, R50, R54, R58, R62, R66, R70, R74, R78, R82, R86, R90, R94, R98, R127, R129, R131, R133, R135, R137, R139, R141                               | Res., 470 $\Omega$ , 1/4w, 5%     | 5791-10862-07 | J101, J109, J114                                                                                                                                    | Connector, 7-pin Header .156         |
|               |                                                                                                                                                                                  |                                   | 5791-10862-09 | J102, J122, J125, J127, J130, J137, J138                                                                                                            | Connector, 9-pin Header .156         |
|               |                                                                                                                                                                                  |                                   | 5791-10862-11 | J120, J121                                                                                                                                          | Connector, 11-pin Header .156        |
|               |                                                                                                                                                                                  |                                   | 5791-10862-12 | J115                                                                                                                                                | Connector, 12-pin Header .156        |
|               |                                                                                                                                                                                  |                                   | 5791-10862-13 | J126                                                                                                                                                | Connector, 13-pin Header .156        |
|               |                                                                                                                                                                                  |                                   | 5791-13830-05 | J111                                                                                                                                                | Connector, 5-pin Header              |
|               |                                                                                                                                                                                  |                                   | 5791-13830-09 | J133-J135                                                                                                                                           | Connector, 9-pin Header              |
| 5010-11079-00 | R7, R10, R13, R16, R19                                                                                                                                                           | Res., 51 $\Omega$ , 1/4w, 5%      | 5791-12516-00 | J113                                                                                                                                                | 34 Hen 2x17 STR                      |
|               |                                                                                                                                                                                  |                                   | 5824-09248-00 | TP1-TP8                                                                                                                                             | Test Point #1502-1                   |
| 5010-12427-00 | R150-R153, R172-R175                                                                                                                                                             | Res., .22 $\Omega$ , 1w, 5%       | 5041-09163-00 | C9                                                                                                                                                  | Cap., 2.2MF Tant                     |
|               |                                                                                                                                                                                  |                                   | 5730-09071-00 | F114                                                                                                                                                | Fuse, 8A, 32v                        |
| 5012-12632-00 | R224                                                                                                                                                                             | Res., .12 $\Omega$ , 10w, 5%      | 5731-09432-00 | F112                                                                                                                                                | Fuse, S-B, 7A., 250v                 |
| 5019-10143-00 | SR1                                                                                                                                                                              | SIP 470 $\Omega$ , 9R, 10-pin, 5% | 5731-09651-00 | F106-F111, F113                                                                                                                                     | Fuse, S-B, 5A., 250v                 |
| 5040-08986-00 | C4                                                                                                                                                                               | Cap., 100M, 10v ( $\pm 20\%$ )    | 5731-10356-00 | F101-F105, F116                                                                                                                                     | Fuse, S-B, 3A., 250v                 |
| 5040-09421-00 | C2                                                                                                                                                                               | Cap., 100M, 25v (+50, -10%)       | 5730-09797-00 | F115                                                                                                                                                | Fuse, S-B, 3/4A., 250v               |
| 5040-09537-00 | C8                                                                                                                                                                               | Cap., 100M, 100v ( $\pm 20\%$ )   | 5705-12698-00 |                                                                                                                                                     | Heatsink #62365                      |

## WPC Power Driver Assembly

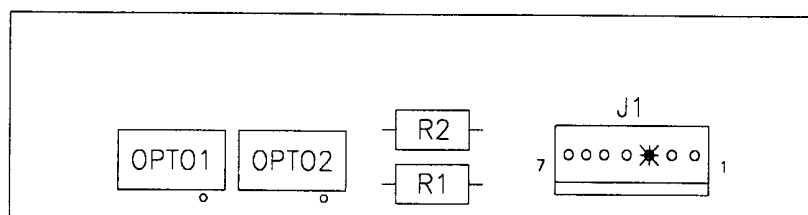


## A-17051-1 Coin Door Interface PCB Assembly



| <u>Part Number</u> | <u>Designator</u> | <u>Description</u>                |
|--------------------|-------------------|-----------------------------------|
| 5791-10862-03      | J8                | Connector, 3-pin Header Str. Sq.  |
| 5791-10862-05      | J2, J9            | Connector, 5-pin Header Str. Sq.  |
| 5791-10862-11      | J1, J7            | Connector, 11-pin Header Str. Sq. |
| 5791-10862-12      | J3                | Connector, 12-pin Header Str. Sq. |
| 5791-10862-13      | J5                | Connector, 13-pin Header Str. Sq. |
| 5791-10862-15      | J6                | Connector, 15-pin Header Str. Sq. |
| 5791-11000-10      | J4                | Connector, 10-pin Header Str. Sq. |
| 5645-09025-00      | SW5               | Switch DIP 8 Pos.                 |
| 5070-09054-00      | D1 - D11          | Diode, 1N4004, 1.0A.              |

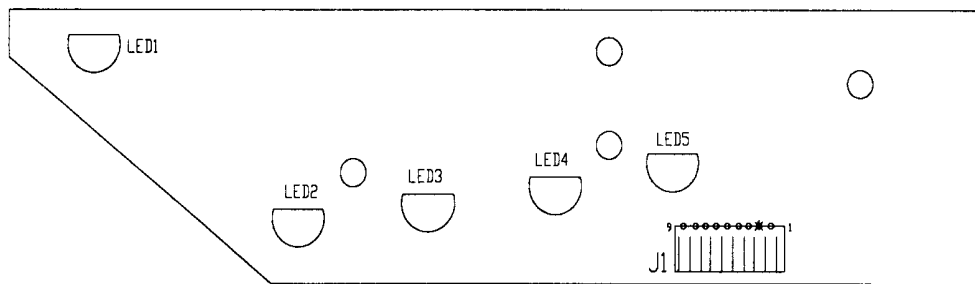
## A-17316 Flipper Opto PCB Assembly



| <u>Part Number</u> | <u>Designator</u> | <u>Description</u>                |
|--------------------|-------------------|-----------------------------------|
| A-16384            | -                 | Flipper Opto Switch PCB           |
| 5010-08930-00      | R1, R2            | Resistor, 470Ω, 1/2w, 5%          |
| 5490-12451-00      | OPTO1,<br>OPTO2   | Opto Interrupter Lg. 10mA.        |
| 5791-13830-07      | J1                | Connector, 7-pin Header Solid Sq. |
| 03-9001            | -                 | Interrupter Flip-Opto             |

## A-18617-1

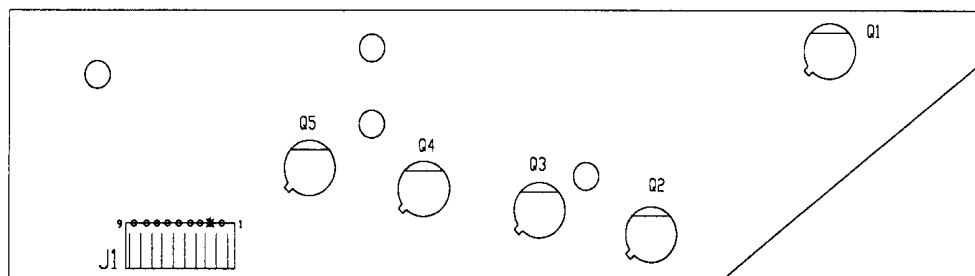
### Trough IRED LED PCB Assembly



| Part Number   | Designator  | Description                 |
|---------------|-------------|-----------------------------|
| 5671-12731-00 | LED1 - LED5 | Infra Red Diode             |
| 5791-12622-09 | J1          | Connector, 9-pin Header Sq. |

## A-18618-1

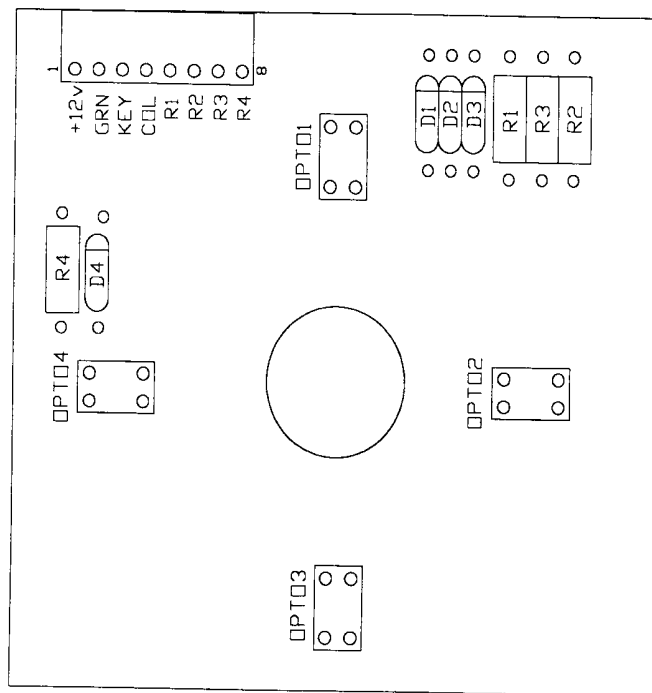
### Trough IRED Transistor PCB Assembly



| Part Number   | Designator | Description                 |
|---------------|------------|-----------------------------|
| 5163-14114-00 | Q1 - Q5    | Infra Red Photo Transistor  |
| 5791-12622-09 | J1         | Connector, 9-pin Header Sq. |

# A-19749

## Magic Trunk Opto PCB Assembly



| Part Number   | Designator    | Description                      |
|---------------|---------------|----------------------------------|
| 5791-12622-08 | J1            | Connector, 8-pin Header R/A Lck. |
| 5010-08930-00 | R1 - R4       | Resistor, 470Ω, 1/2w, 5%         |
| 5070-09054-00 | D1 - D4       | Diode, 1N4004, 1.0A              |
| 5490-12451-00 | OPTO1 - OPTO4 | Opto Integrated 10mA             |



## A-18543-1

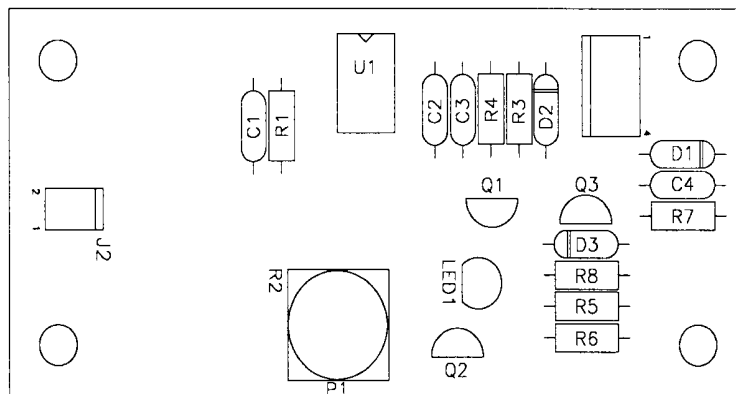
### Generic Eddy Sensor PCB Assembly

| Part Number   | Designator | Description                              |
|---------------|------------|------------------------------------------|
| 5370-13452-00 | U1         | IC Proximity Sensor                      |
| 5190-10270-00 | Q2         | Transistor 2N3906 PNP                    |
| 5160-10269-00 | Q1, Q3     | Transistor 2N3904 NPN                    |
| 5010-08992-00 | R4         | Resistor, 560 $\Omega$ , 1/4w, 5%        |
| 5010-09807-00 | R3         | Resistor, 120 $\Omega$ , 1/4w, 5%        |
| 5010-09034-00 | R7         | Resistor, 10K $\Omega$ , 5%, 1/4w        |
| 5010-09999-00 | R5, R6, R8 | Resistor, 2K $\Omega$ , 1/4w, 5%         |
| 5671-13732-00 | LED1       | Display LED Red                          |
| 5070-08919-00 | D1, D2, D3 | Diode 1N4148 150mA                       |
| 5791-13830-04 | J1         | Connector, 4-pin Header .100 Solid Tab   |
| 5791-13830-02 | J2         | Connector, 2-pin Header .100 Solid Tab   |
| 5041-09031-00 | C4         | Capacitor, 1M, 25v( $\pm$ 20%)Axial      |
| 5010-08991-00 | R1         | Resistor, 4.7K, 1/4w, 5%                 |
| 5048-13658-00 | C1, C2     | Capacitor, 3300PF, 100v ( $\pm$ 5%) Cog. |
| 5014-10261-00 | R2         | Pot 10K, 1/4w ( $\pm$ 20%)               |

## A-18543-2

### Generic Eddy Sensor PCB Assembly

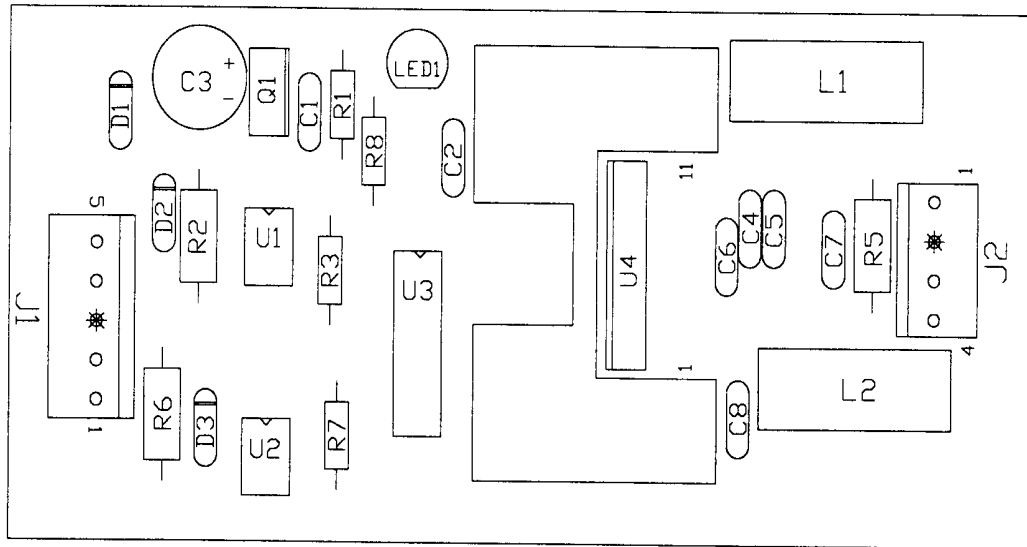
| Part Number   | Designator     | Description                            |
|---------------|----------------|----------------------------------------|
| 5370-13452-00 | U1             | IC Proximity Sensor                    |
| 5190-10270-00 | Q2             | Transistor 2N3906 PNP                  |
| 5160-10269-00 | Q1, Q3         | Transistor 2N3904 NPN                  |
| 5010-08992-00 | R4             | Resistor, 560 $\Omega$ , 1/4w, 5%      |
| 5010-09807-00 | R3             | Resistor, 120 $\Omega$ , 1/4w, 5%      |
| 5010-09034-00 | R7             | Resistor, 10K $\Omega$ , 5%, 1/4w      |
| 5010-09999-00 | R1, R5, R6, R8 | Resistor, 2K $\Omega$ , 1/4w, 5%       |
| 5671-13732-00 | LED1           | Display LED Red                        |
| 5070-08919-00 | D1, D2, D3     | Diode 1N4148 150mA                     |
| 5791-13830-04 | J1             | Connector, 4-pin Header .100 Solid Tab |
| 5791-13830-02 | J2             | Connector, 2-pin Header .100 Solid Tab |
| 5041-09031-00 | C4             | Capacitor, 1M, 25v( $\pm$ 20%)Axial    |
| 5014-10261-00 | R2             | Pot 10K, 1/4w ( $\pm$ 20%)             |
| 5043-10267-00 | C2             | Capacitor, 150PF, 100v Ceramic Axial   |
| 5043-09065-00 | C1             | Capacitor, 470P, 50v ( $\pm$ 20%)      |



A-18543-1 and A-18543-2 Generic Eddy Sensor PCB

# A-16120

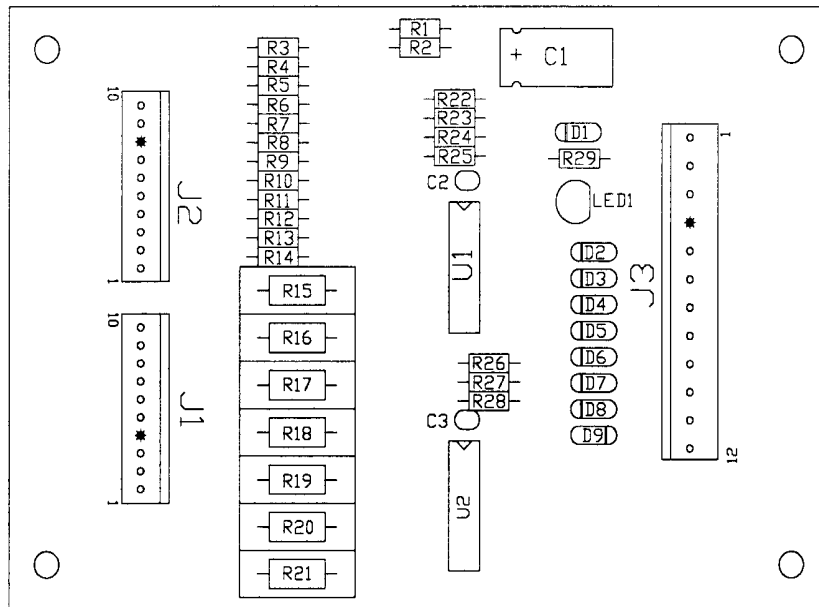
## D.C. Motor Control PCB Assembly



| Part Number   | Designator    | Description                      |
|---------------|---------------|----------------------------------|
| 5791-12273-04 | J2            | Connector, 4-pin Header Str. Sq. |
| 5791-12273-05 | J1            | Connector, 5-pin Header Str. Sq. |
| 5671-13732-00 | LED1          | Display Red LED                  |
| 5070-09054-00 | D1 - D3       | Diode 1N4004 1.0A                |
| 5551-09822-00 | L1, L2        | Indicator, 4.7mH, 3A             |
| 5010-09061-00 | R2, R6        | Resistor, 680Ω, 1/2w, 5%         |
| 5010-10255-00 | R5            | Resistor, 10Ω, 1/2, 5w           |
| 5010-08997-00 | R3, R7, R8    | Resistor, 2.7KΩ, 1/2w, 5%        |
| 5010-09085-00 | R1            | Resistor, 1.5KΩ, 1/4w, 5%        |
| 5370-13342-00 | U4            | IC 3A DMOS Bridge Drive          |
| 5490-10892-00 | U1, U2        | Opto Isolator 4N25               |
| 5250-09157-00 | Q1            | Regulator 7805 1A 5V             |
| 5043-08980-00 | C5            | Capacitor, 0.1μf, 50v(±20%)      |
| 5043-08996-00 | C2, C4, C6-C8 | Capacitor, .01mfd, 50v(+80,-20%) |
| 5041-09031-00 | C1            | Capacitor, 1μfd, 25v(±20%) Axial |
| 5040-10974-00 | C3            | Capacitor, 100μfd, 35v, Rad      |
| 5281-09500-00 | U3            | IC74LS32 Quad OR                 |

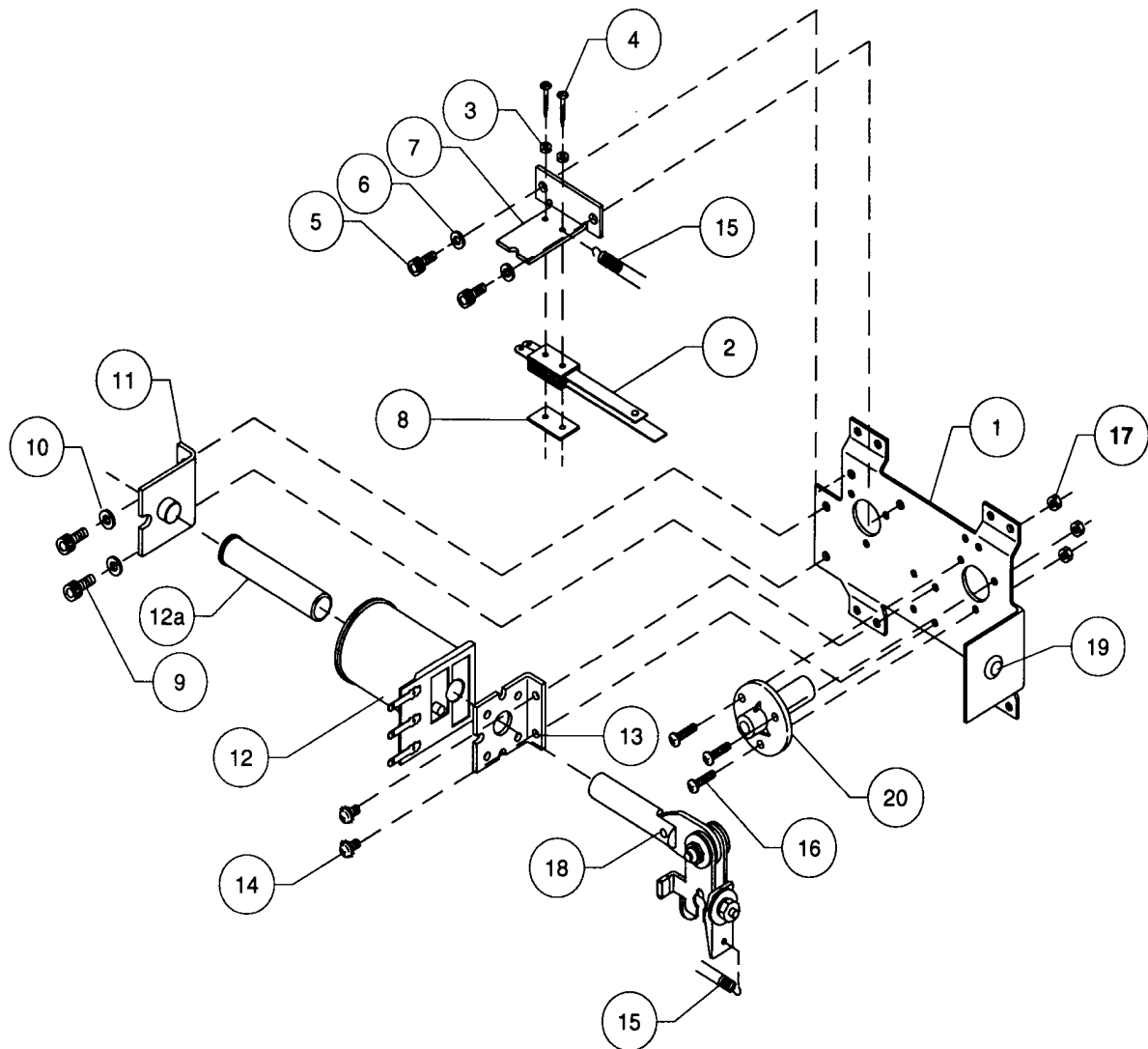
# A-15595

## 7-Switch Opto PCB & Bracket Assembly



| Part Number   | Designator    | Description                   |
|---------------|---------------|-------------------------------|
| A-15576       | -             | 7-Opto Switch PCB             |
| 5040-12298-00 | C1            | Capacitor, 100μFd, 40v (±50%) |
| 5043-08980-00 | C2, C3        | Capacitor, 0.01μ, 50v         |
| 5671-13732-00 | LED1          | Display LED Red               |
| 5370-12272-00 | U1, U2        | ICLM339 Quad                  |
| 5070-09054-00 | D1 - D9       | Diode 1N4004 1.0A.            |
| 5010-12928-00 | R15 - R21     | Resistor, 270Ω, 2w, 5%        |
| 5010-09999-00 | R1 - R14      | Resistor, 2KΩ, 1/4w, 5%       |
| 5010-10631-00 | R29           | Resistor, 1.2KΩ, 1/4w, 5%     |
| 5010-09162-00 | R23, R25, R26 | Resistor, 100KΩ, 1/4w, 5%     |
| 5010-08774-00 | R22, R24      | Resistor, 22KΩ, 1/4w, 5%      |
| 5010-09034-00 | R28           | Resistor, 10KΩ, 1/4w, 5%      |
| 5791-10862-12 | J3            | Connector, 12-pin Header Sq.  |
| 5791-13830-10 | J1, J2        | Connector, 10-pin Header Sq.  |
| 01-10756      | -             | PCB Mounting Bracket          |
| 07-6688-18N   | -             | Rivet, 3/16 x 18" Nickel      |

# A-15849-L-2 Flipper Assembly

[illegible]

## A-15849-R-2 Flipper Assembly

| Item | Part Number   | Description                  | Item                                    | Part Number   | Description                     |
|------|---------------|------------------------------|-----------------------------------------|---------------|---------------------------------|
| 1    | B-13104-R     | Flipper Base Assembly, Right | 18                                      | A-15848-R     | Crank Link Assembly, Left       |
| 2    | SW-1A-194     | Switch Assembly              | a)                                      | A-17050-R     | Flipper Crank Assembly, Left    |
| 3    | 4701-00002-00 | Lockwasher, #6 Split         | b)                                      | A-15847       | Flipper Link Assembly           |
| 4    | 4105-01019-10 | Sh. Metal Screw, #5 x 5/8"   | c)                                      | 02-4676       | Link Spacer Bushing             |
| 5    | 4008-01079-05 | Mach. Screw, 8-32 x 5/16"    | d)                                      | 4010-01086-14 | Cap Screw, 10-32 x 7/8"         |
| 6    | 4701-00003-00 | Lockwasher #8 Split          | e)                                      | 4700-00023-00 | Flatwasher, 5/8 x 13/64 x 16ga. |
| 7    | 01-9375       | Switch Mounting Bracket      | f)                                      | 4701-00004-00 | Lockwasher #10 Split            |
| 8    | 20-6516       | Speednut, Tinnerman          | g)                                      | 4410-01132-00 | Nut, 10-32 ESN                  |
| 9    | 4010-01066-06 | Cap Screw, 10-32 x 3/8"      | 19                                      | 23-6577       | Bumper Plug, 5/8"               |
| 10   | 4701-00004-00 | Lockwasher #10 Split         | 20                                      | 03-7568       | Flipper Bushing                 |
| 11   | A-12390       | Flipper Stop Assembly        | <b>Associated Parts:</b><br>(Not Shown) |               |                                 |
| 12   | FL-11629      | Flipper Coil, Blue           |                                         |               |                                 |
| a)   | 03-7066-5     | Coil Tubing                  | 21                                      | 23-6695       | Flipper Rubber Ring, Red        |
| 13   | 01-7695       | Solenoid Bracket             | 22                                      | 20-9250-5     | Flipper & Shaft                 |
| 14   | 4006-01017-04 | Mach. Screw, 6-32 x 1/4"     |                                         |               |                                 |
| 15   | 10-364        | Spring                       |                                         |               |                                 |
| 16   | 4006-01005-06 | Mach. Screw, 6-32 x 3/8"     |                                         |               |                                 |
| 17   | 4406-01117-00 | Nut, 6-32 Hex                |                                         |               |                                 |

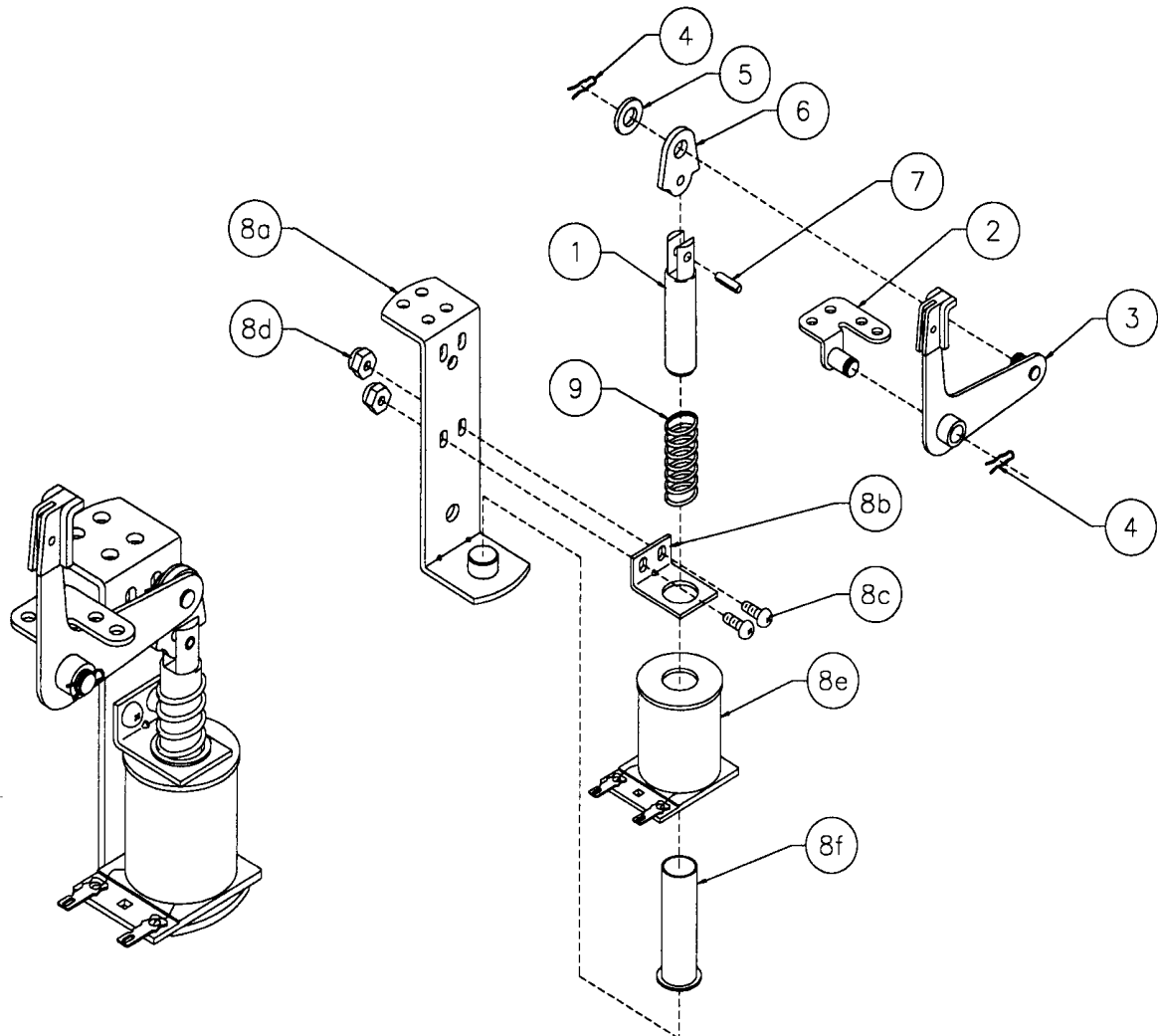
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### Flipper Notes...

1. Each Flipper Assembly is mounted beneath the playfield, in conjunction with the Plastic Flipper & Shaft, and Flipper Rubber on the upper side of the playfield.
2. With the flipper, in the non-activated position, the E.O.S. Switch contacts must have a gap of .062 ( $\pm .015$ ) inch. When flipper is activated switch must close.
3. Any adjustment of the E.O.S. switch must be made at a minimum distance of 0.25 inch from the switch body.
4. Longer blade of E.O.S. switch must be made straight. Gap adjustment is done by adjusting shorter blade.
5. All moving elements of the assembly must operate freely without any evidence of binding.
6. Apply Loctite™ 245 when reattaching screws to the Flipper Stop Assembly, the Solenoid Bracket, and the Flipper Bushing.

# A-17811

## Kicker Arm (Slingshot) Assembly



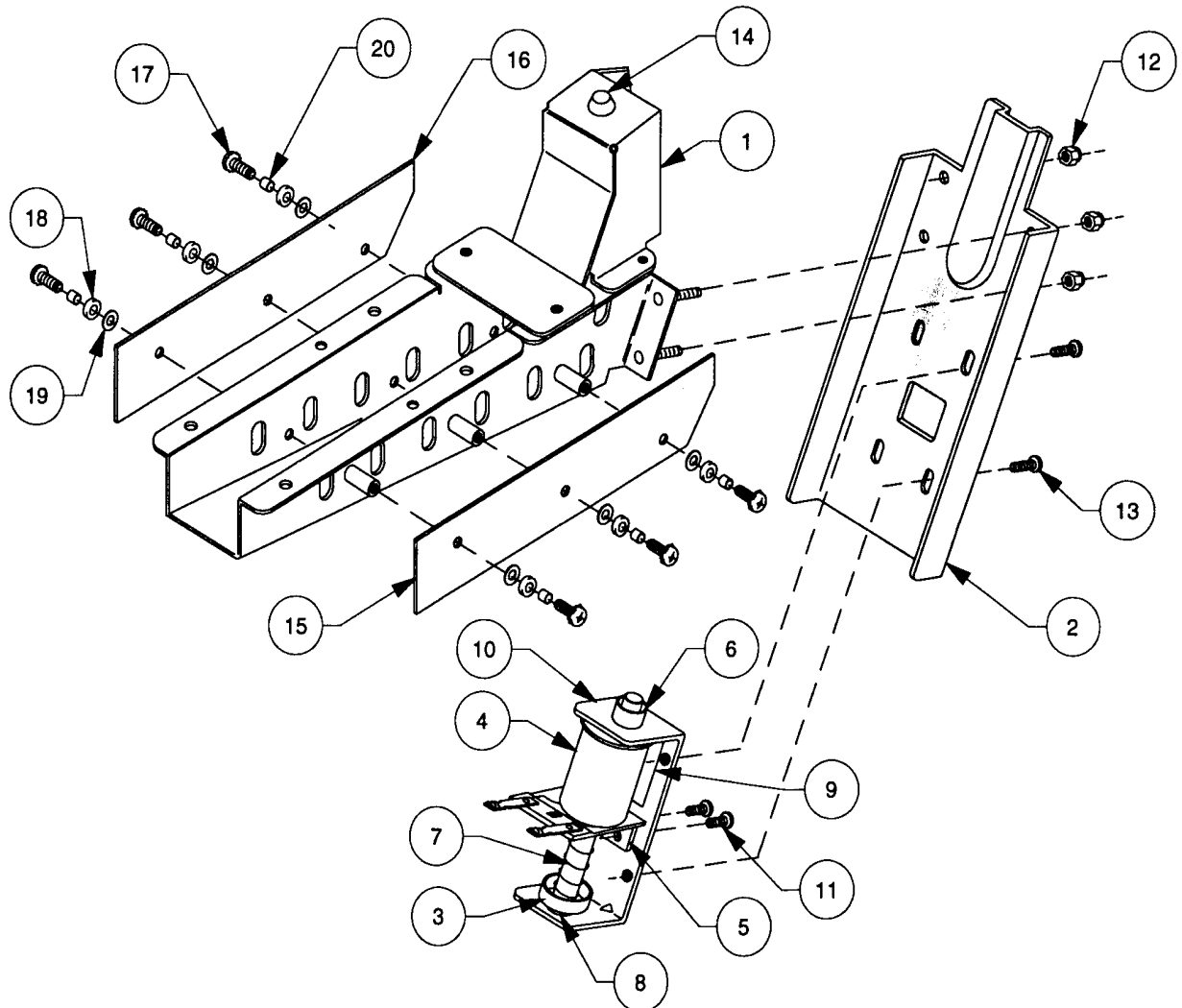
### Associated Parts for Right & Left Kickers:

| Item | Part Number   | Description               |
|------|---------------|---------------------------|
| 1    | 02-2364       | Coil Plunger              |
| 2    | A-17810       | Mounting Bracket Assembly |
| 3    | A-12664       | Kicker Crank Assembly     |
| 4    | 12-6227       | Hairpin Clip              |
| 5    | 4700-00030-00 | FW, 17/464 x 1/2 x 15ga.  |
| 6    | 03-8085       | Armature Link             |
| 7    | 20-8716-5     | Roll Pin, 1/8 x 7/16"     |

| Item | Part Number                            | Description                                                                     |
|------|----------------------------------------|---------------------------------------------------------------------------------|
| 8    | <b>B-9362-L-3</b><br><b>B-9362-R-4</b> | <b>Coil &amp; Bracket Assy., Left</b><br><b>Coil &amp; Bracket Assy., Right</b> |
| a)   | A-17808                                | Bracket & Stop Assembly                                                         |
| b)   | 01-8-508-S                             | Coil Retaining Bracket                                                          |
| c)   | 4006-01017-06                          | Mach. Screw, 6-32 x 3/8"                                                        |
| d)   | 4406-01119-00                          | Nut, 6-32 ESN                                                                   |
| e)   | AE-27-1200                             | Coil Assembly                                                                   |
| f)   | 03-7066                                | Coil Tubing                                                                     |
| 9    | 10-128                                 | Spring                                                                          |

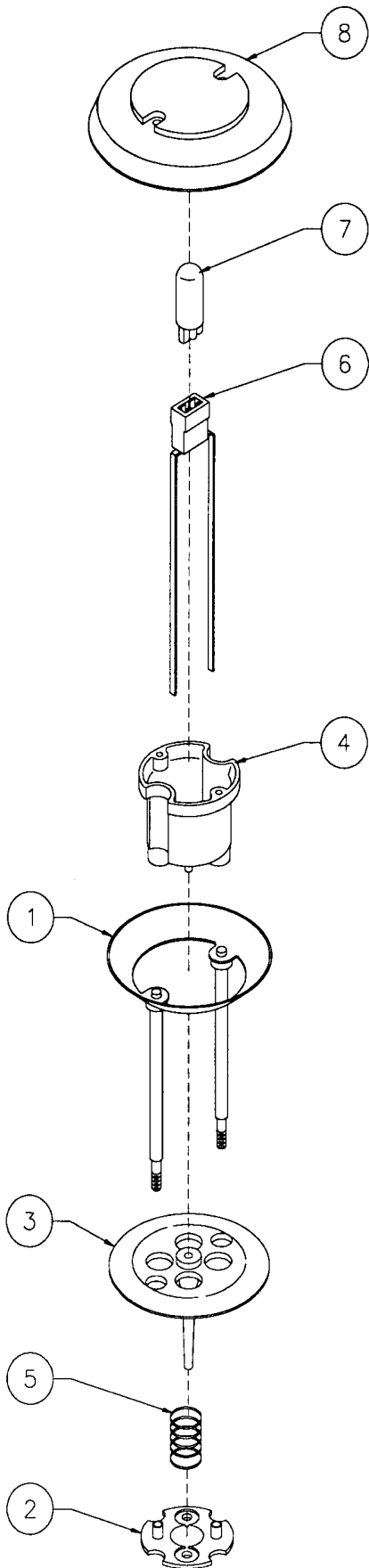
# A-19963

## Outhole Ball Trough Assembly



| <u>Item</u> | <u>Part Number</u> | <u>Description</u>         | <u>Item</u> | <u>Part Number</u> | <u>Description</u>               |
|-------------|--------------------|----------------------------|-------------|--------------------|----------------------------------|
| 1           | A-16809-2          | Ball Trough Welded Assy.   | 11          | 4008-01017-05      | Mach. Screw, 8-32 x 5/16"        |
| 2           | 01-11587           | Ball Trough Front          | 12          | 4408-01119-00      | Nut 8-32 ESN                     |
| 3           | A-6306-2           | Bell Armature Assembly     | 13          | 4008-01017-06      | Mach. Screw, 8-32 x 3/8"         |
| 4           | AE-26-1500         | Coil Assembly              | 14          | 23-6702            | Bumper Plug                      |
| 5           | 01-8-508-T         | Solenoid Assembly          | 15          | A-18617-1          | Trough IRED LED PCB Assembly     |
| 6           | 03-7067-5          | Coil Tubing                | 16          | A-18618-1          | Trough IRED Transistor PCB Assy. |
| 7           | 10-135             | Spring                     | 17          | 4006-01003-10      | Mach. Screw, 6-32 x 5/8" SEMS    |
| 8           | 23-6420            | Rubber Grommet             | 18          | 23-6626            | Rubber Grommet                   |
| 9           | 03-8523            | Insulator                  | 19          | 4700-00004-00      | Flat Washer, 9/64 x 7/16 x 21ga. |
| 10          | 01-11586           | Coil Mounting Brkt. (Bell) | 20          | 02-4975            | Bushing                          |

## B-9414-3 Jet Bumper Assembly



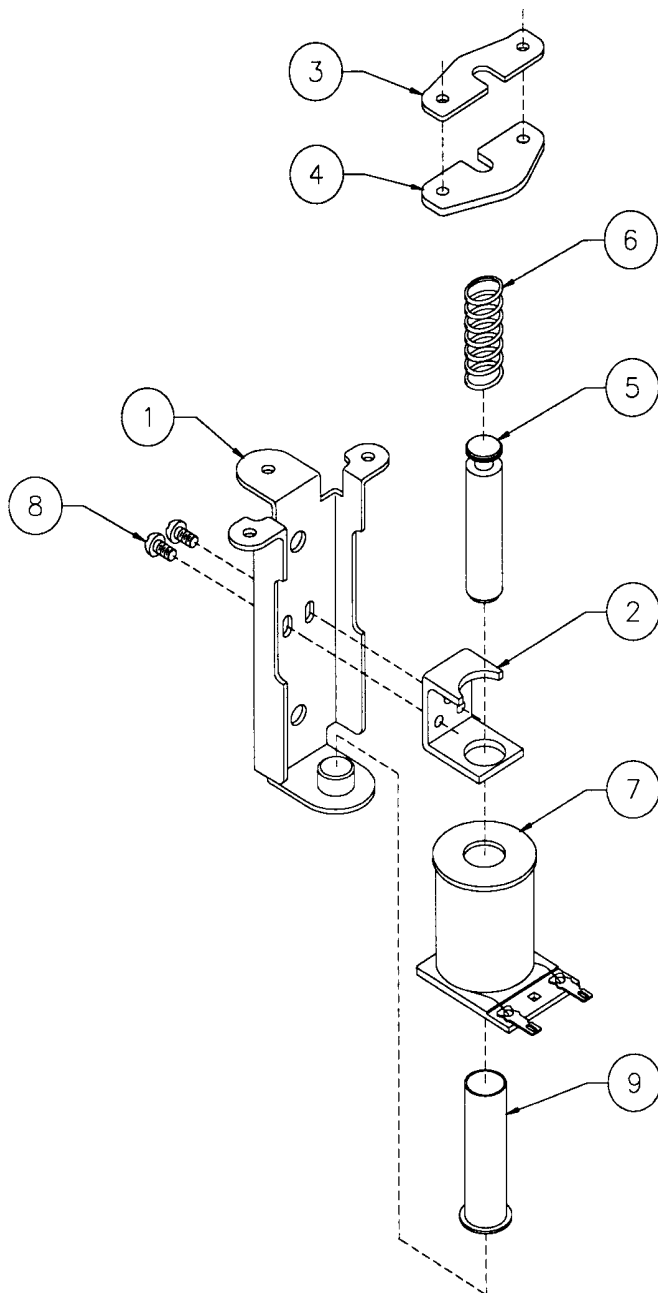
| Item | Part Number | Description              |
|------|-------------|--------------------------|
| 1    | A-4754      | Bumper Ring Assembly     |
| 2    | 03-6009-A5  | Bumper Base, White       |
| 3    | 03-6035-4   | Bumper Wafer, Red        |
| 4    | 03-7443-5   | Bumper Body, White       |
| 5    | 10-7        | Spring                   |
| 6    | 24-8776     | Socket-Wedge Base        |
| 7    | 24-8768     | Bulb #555(6.3v., 0.25A.) |

### Associated Parts:

|   |            |                            |
|---|------------|----------------------------|
| 8 | 03-8254-12 | Jet Bumper Cap, Tr. Orange |
|---|------------|----------------------------|



## A-9415-2 Jet Bumper Coil Assembly

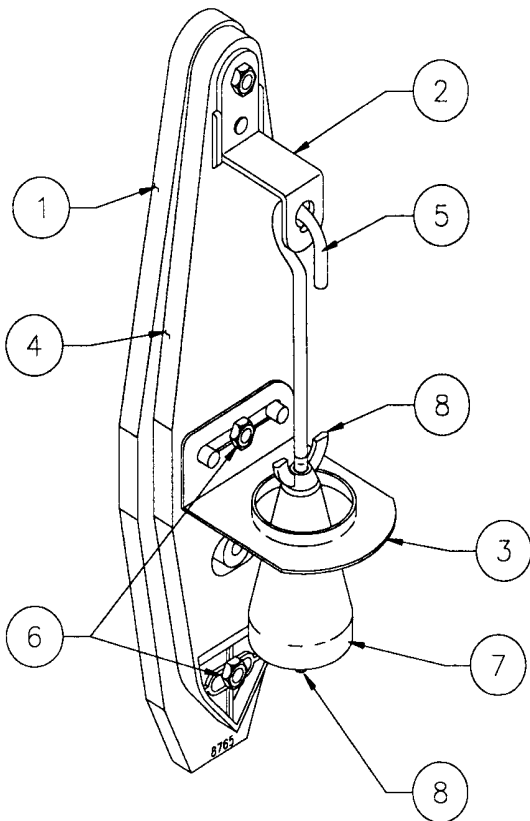


| Item | Part Number   | Description              |
|------|---------------|--------------------------|
| 1    | B-7417        | Bracket & Stop Assembly  |
| 2    | 01-1747       | Coil Retaining Bracket   |
| 3    | 01-5492       | Armature Link, Steel     |
| 4    | 01-5493       | Armature Link, Bakelite  |
| 5    | 02-3406-1     | Coil Plunger             |
| 6    | 10-326        | Armature Spring          |
| 7    | AE-26-1200    | Coil Assembly            |
| 8    | 4006-01017-04 | Mach. Screw, 6-32 x 1/4" |
| 9    | 03-7066       | Coil Tubing              |

### Associated Parts: (Not Shown)

|    |               |                          |
|----|---------------|--------------------------|
| 10 | B-12030-2     | Leaf Switch Assembly     |
| a) | A-16443       | Switch & Diode Assembly  |
| b) | 01-1168       | Switch Mounting Bracket  |
| c) | 01-3670       | Switch Plate             |
| d) | 03-7395       | Switch Actuator          |
| e) | 4005-01003-12 | Mach. Screw, 5-40 x 3/4" |
| f) | 4405-01117-00 | Nut 5-40 Hex.            |

## A-15361 Tilt Mechanism Assembly

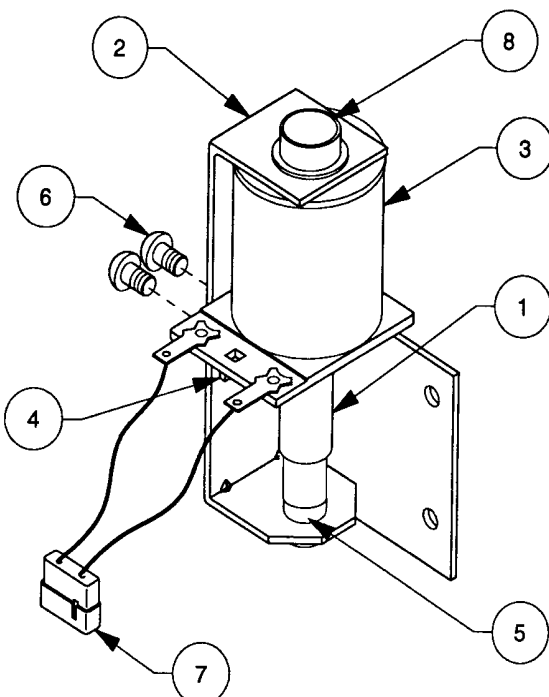


| Item | Part Number   | Description              |
|------|---------------|--------------------------|
| 1    | A-15360       | Mount Plate              |
| 2    | 01-3444       | Bracket, Tilt Upper      |
| 3    | 01-3445       | Bracket, Tilt Lower      |
| 4    | 03-8668       | Pendulum                 |
| 5    | 12-6231       | Plumb Bob Wire           |
| 6    | 4006-01113-06 | Mach. Screw, 6-32 x 3/8" |

### Associated Parts:

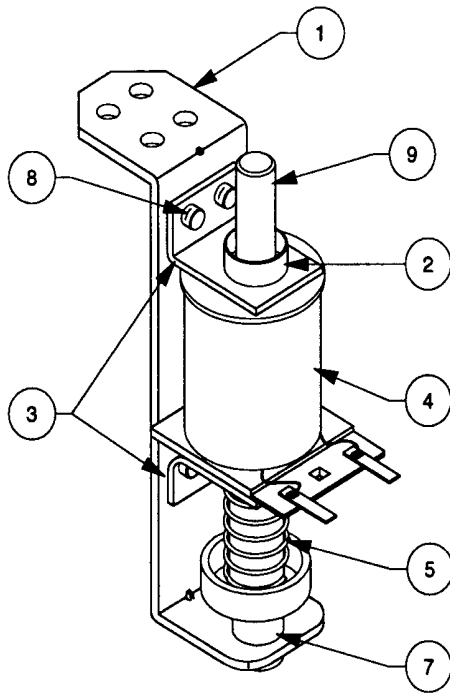
|   |               |              |
|---|---------------|--------------|
| 7 | 20-6502-A     | Plumb Bob    |
| 8 | 4406-01120-00 | Wing Nut (2) |

## B-10686-1 Knocker Assembly



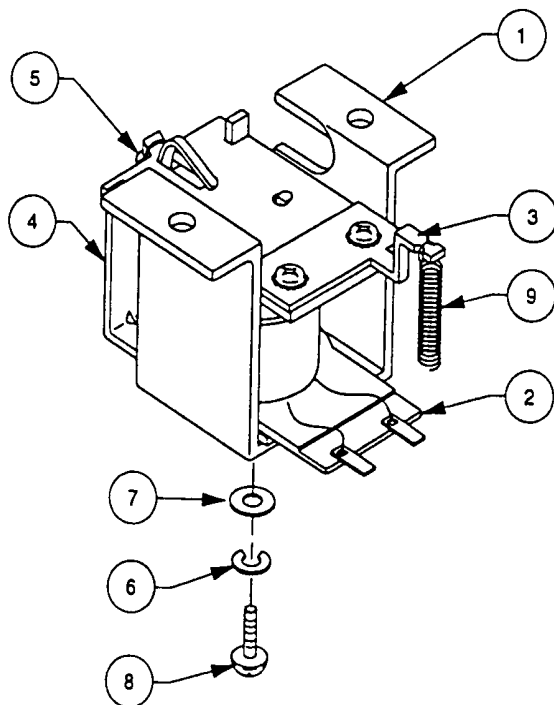
| Item | Part Number   | Description               |
|------|---------------|---------------------------|
| 1    | A-5387        | Coil Plunger Assembly     |
| 2    | 01-11273      | Mounting Bracket Assembly |
| 3    | AE-23-800     | Coil Sub-Assembly         |
| 4    | 01-8-508-T    | Coil Retaining Bracket    |
| 5    | 23-6420       | Rubber Grommet            |
| 6    | 4008-01017-04 | Mach. Screw, 8/32 x 1/4"  |
| 7    | H-11835       | Knocker Cable             |
| 8    | 03-7067-5     | Coil Tubing               |

## A-17932 Disappearing Post Assembly



| Item | Part Number   | Description               |
|------|---------------|---------------------------|
| 1    | 01-12441      | Diverter Post Bracket     |
| 2    | 03-7067-5     | Coil Tubing               |
| 3    | 01-8-508-T    | Coil Retainer Bracket     |
| 4    | AE-27-1200    | Coil Sub-Assembly         |
| 5    | 10-135        | Spring                    |
| 6    | A-17986       | Bell Armature Assembly    |
| 7    | 23-6420       | Rubber Grommet            |
| 8    | 4008-01017-04 | Mach. Screw, #8-32 x 1/4" |

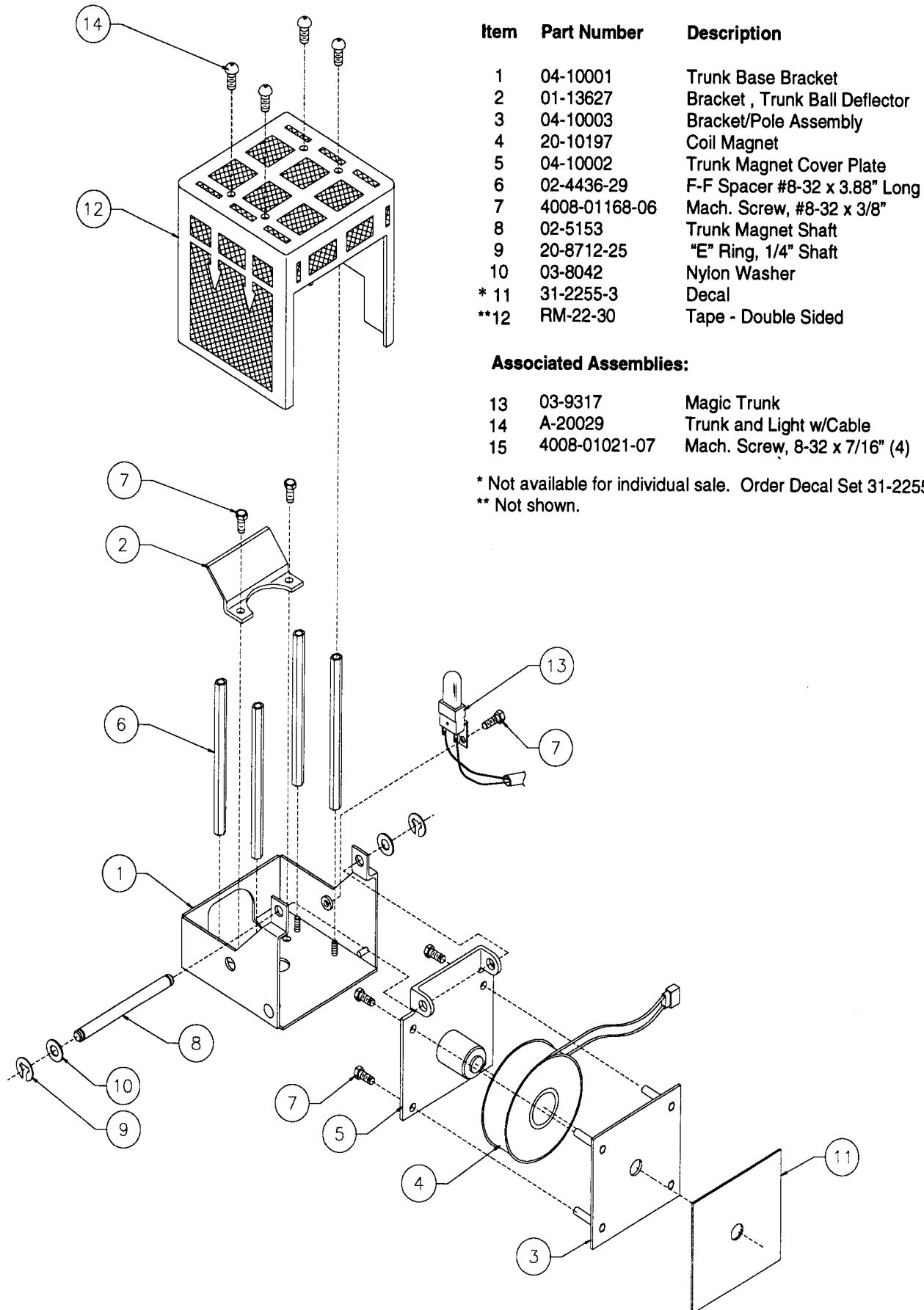
## A-17796 Ball Gate Actuator Assembly



| Item | Part Number   | Description                       |
|------|---------------|-----------------------------------|
| 1    | 01-12348      | Ball Gate Coil Bracket            |
| 2    | A-14406       | Coil Assembly                     |
| 3    | A-11146       | Armature Assembly                 |
| 4    | A-6892        | Frame & Eyelet Assembly           |
| 5    | 10-120        | Spring                            |
| 6    | 4701-00003-00 | Lockwasher #8 Split               |
| 7    | 4700-00089-00 | Flat Washer, 11/64 x 7/16 x 16ga. |
| 8    | 4008-01021-07 | Mach. Screw, 8-32 x 7/16          |
| 9    | 10-194        | Extension Spring                  |

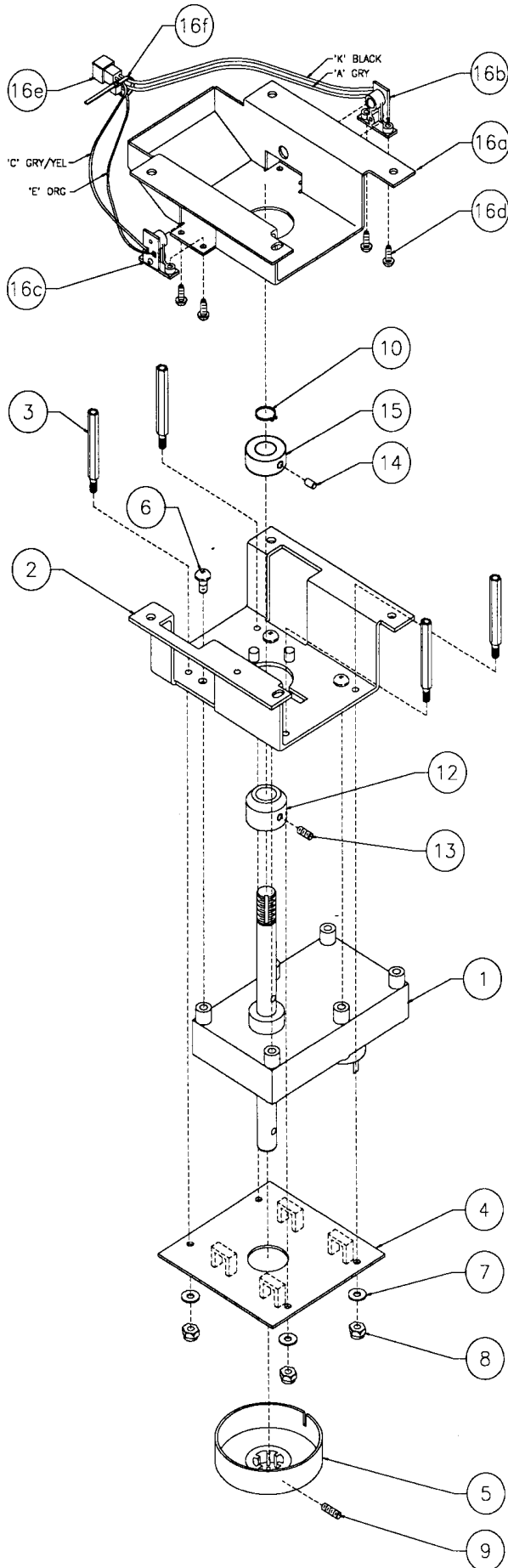
# A-19778

## Magic Trunk Assembly



# A-19782

## Magic Trunk Motor Assembly



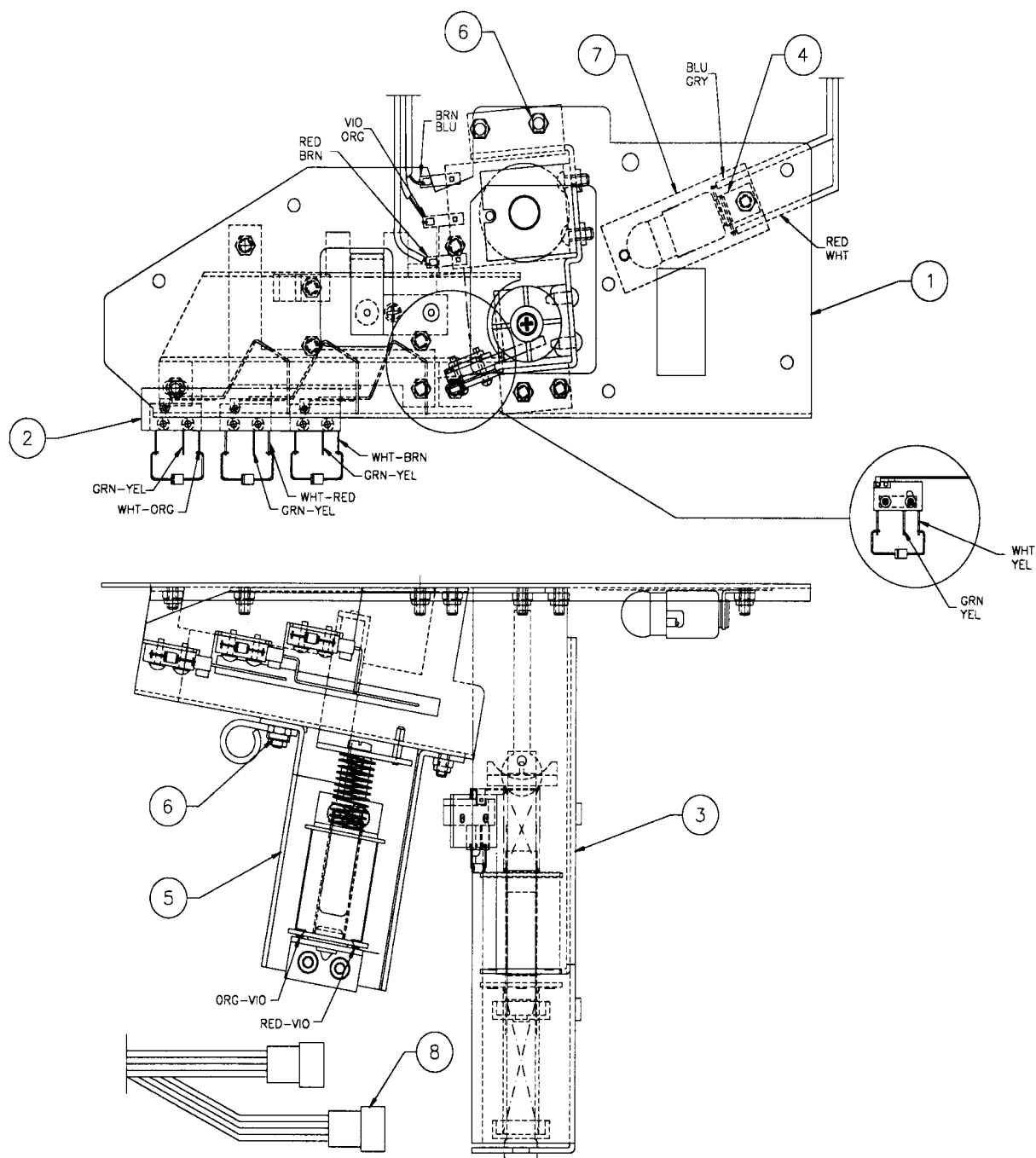
| Item | Part Number   | Description                       |
|------|---------------|-----------------------------------|
| 1    | 14-8018       | Motor, 12VDC                      |
| 2    | 04-10008      | Trunk Motor Bracket               |
| 3    | 02-4176-28    | M-F Spacer #8-32 x 1-3/4"         |
| 4    | A-19749       | Magic Trunk Opto Assembly         |
| 5    | 03-9318       | Opto Interrupter                  |
| 6    | 4010-01008-06 | Mach. Screw, #10-32 x 3/8"        |
| 7    | 4700-00009-00 | Flat Washer, 11/64 x 7/16 x 21ga. |
| 8    | 4408-01119-00 | Nut #8-32 ESN                     |
| 9    | 4008-01083-08 | Set Screw #8-32 x 1/2"            |
| 10   | 20-8714-50    | External Retaining Ring           |
| 11   | H-18601-2     | Cable Assembly                    |
| 12   | A-19933       | Motor Stop Assembly               |
| 13   | 4008-01083-04 | Set Screw, #8-32 x 1/4"           |
| 14   | 4010-01169-04 | Set Screw, #10-32 1/4             |
| 15   | 02-5175.1     | Motor Shaft Collar                |

### Associated Assembly:

|    |               |                            |
|----|---------------|----------------------------|
| 16 | A-19791       | Front Trough Assembly      |
| a) | 01-13629      | Front Trough Bracket       |
| b) | A-16908       | LED Assembly               |
| c) | A-16909       | Photo Transistor Assembly  |
| d) | 4106-01013-06 | Sh. Metal Screw, #6 x 3/8" |
| e) | H-17609-11    | Cable Assembly             |
| f) | 03-7520-2     | Tie Wrap-Nylon, 3-7/8"     |

# A-19939

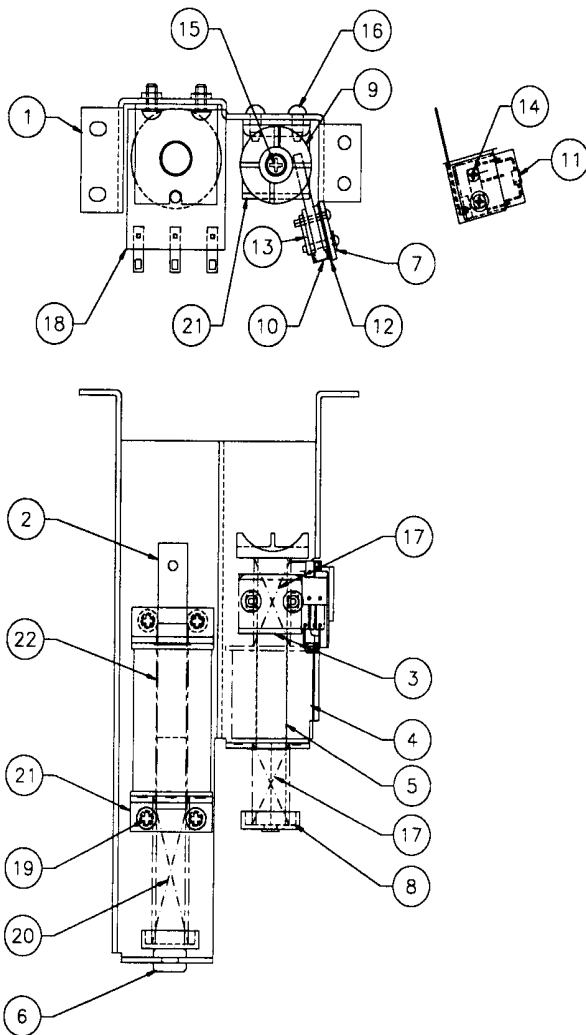
## Plate Assembly - Complete



| Item | Part Number   | Description                   |
|------|---------------|-------------------------------|
| 1    | 04-10017      | Plate Assembly                |
| 2    | A-20088       | Switch & Bracket Assembly     |
| a)   | 5647-12693-32 | Sub-Mini Micro Switch         |
| b)   | 5647-12693-33 | Sub-Mini Micro Switch         |
| c)   | 5647-12693-34 | Sub-Mini Micro Switch         |
| 3    | A-19940       | Bracket Assembly (See p.2-27) |

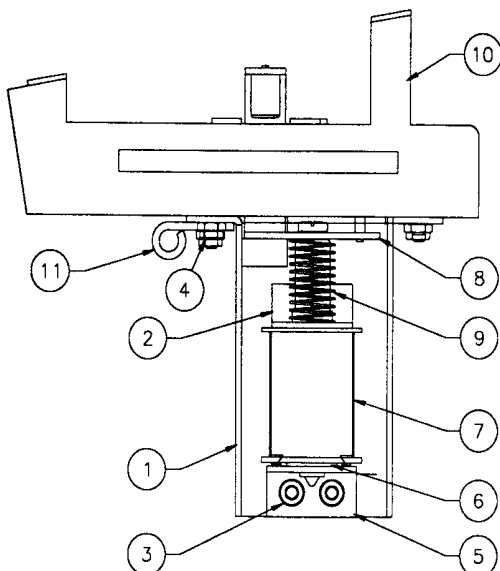
| Item | Part Number   | Description                    |
|------|---------------|--------------------------------|
| 4    | A-17803       | Bulb Assembly                  |
| 5    | A-19934       | Ball Feeder Assy. (See p.2-27) |
| 6    | 4406-01119-00 | Nut #6-32 ESN                  |
| 7    | 01-13851      | Bulb Insulator                 |
| 8    | H-20006       | Cable                          |

## A-19940 Bracket Assembly



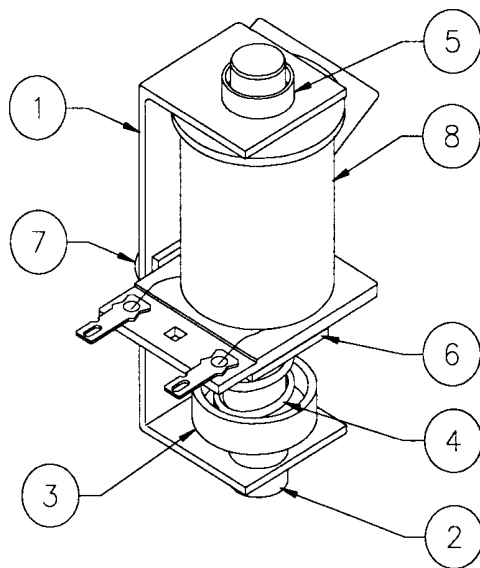
| Item | Part Number   | Description                     |
|------|---------------|---------------------------------|
| 1    | 04-10015.1    | Bracket                         |
| 2    | 04-10019      | Armature Extension              |
| 3    | 01-10167      | Solenoid Bracket                |
| 4    | AE-26-1200    | Coil Assembly                   |
| 5    | 03-7067-3     | Coil Tubing                     |
| 6    | 23-6420       | Rubber Grommet                  |
| 7    | 4700-00003-00 | Flat Washer, 1/8 x 9/32 x 21ga. |
| 8    | 02-4668       | Armature Extension Assembly     |
| 9    | 03-8561       | Ball Popper Cup                 |
| 10   | 5647-12693-11 | Mini Micro Switch               |
| 11   | 5070-09054-00 | Diode 1N4004 1.0A               |
| 12   | 01-13752      | Extension Paper, Switch         |
| 13   | 01-8240       | Nut Plate                       |
| 14   | 4002-01105-08 | Mach. Screw, #2-56 x 1/2"       |
| 15   | 4106-01152-06 | Sh. Metal Screw, #6 x 3/8"      |
| 16   | 4008-01015-06 | TT #8-32 x 3/8"                 |
| 17   | 10-428        | Spring                          |
| 18   | A-20099       | Coil Assembly                   |
| 19   | 4008-01017-04 | Mach. Screw, #8-32 x 1/4"       |
| 20   | 10-128        | Spring                          |
| 21   | 01-7695       | Solenoid Bracket                |
| 22   | 03-7067-6     | Coil Tubing                     |

## A-19934 Ball Feeder Assembly



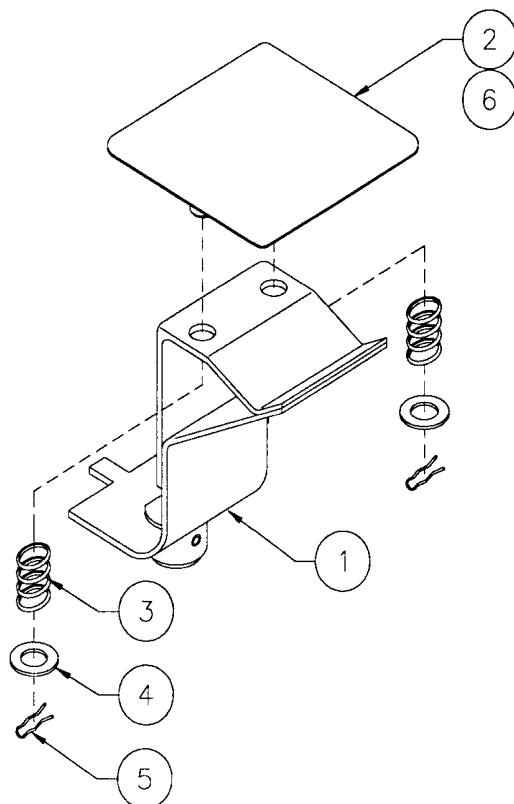
| Item | Part Number   | Description               |
|------|---------------|---------------------------|
| 1    | 01-13821      | Ball Feeder Bracket       |
| 2    | 01-9794       | Flipper Stop Bracket      |
| 3    | 4008-01168-06 | Mach. Screw, 8-32 x 3/8"  |
| 4    | 4406-01119-00 | Nut 6-32 ESN              |
| 5    | B-10932       | Solenoid Bracket Assembly |
| 6    | 03-7066-3     | Coil Tubing               |
| 7    | AE-27-1200    | Coil Sub-assembly         |
| 8    | A-19936       | Stop Ball Feeder Assembly |
| 9    | 10-437        | Kicker Spring, Comp.      |
| 10   | 04-10021.2    | Trough Assembly           |
| 11   | 03-7655-4     | Harness Clip              |

## A-20003 Eject Assembly



| Item | Part Number   | Description              |
|------|---------------|--------------------------|
| 1    | 01-13852      | Eject Bracket            |
| 2    | 23-6420       | Rubber Grommet           |
| 3    | A-15371       | Plunger Assembly         |
| 4    | 10-135        | Spring                   |
| 5    | 03-7067-5     | Coil Tubing              |
| 6    | 01-8-508-T    | Solenoid Bracket         |
| 7    | 4008-01017-04 | Mach. Screw, 8-32 x 1/4" |
| 8    | AE-27-1200    | Coil Assembly            |

## A-19938 Scoop Assembly - Complete



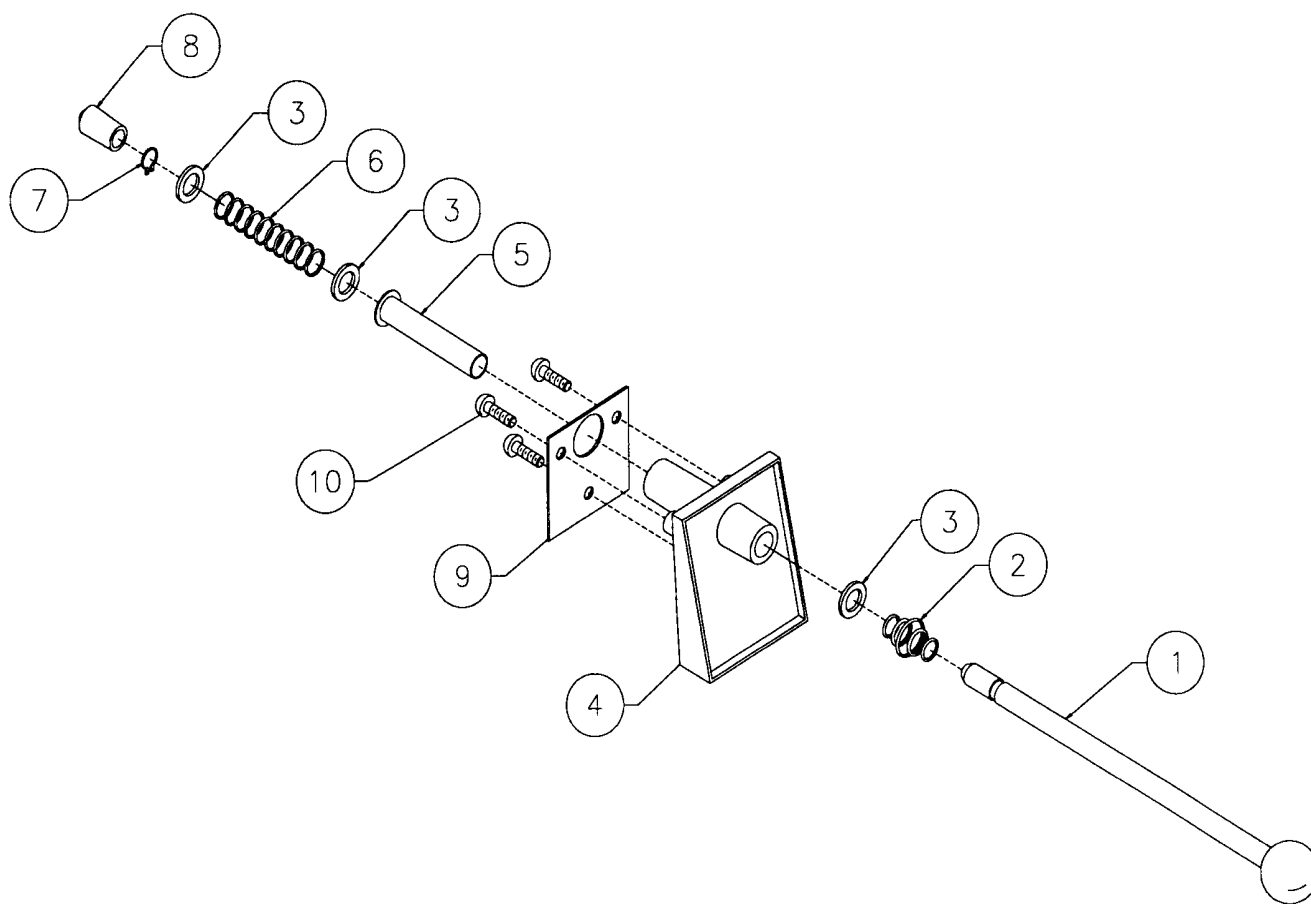
| Item | Part Number   | Description                     |
|------|---------------|---------------------------------|
| 1    | 04-10022      | Scoop Assembly                  |
| 2    | 04-10020.1    | Flap Assembly                   |
| 3    | 10-392        | Spring                          |
| 4    | 4700-00073-00 | Flat Washer, 9/32 x 1/2 x 21ga. |
| 5    | 12-6227       | Hairpin Clip                    |
| *6   | 31-2255-4     | Decal                           |

\* Not available for individual sale. Order Decal Set 31-2255.



# A-20084

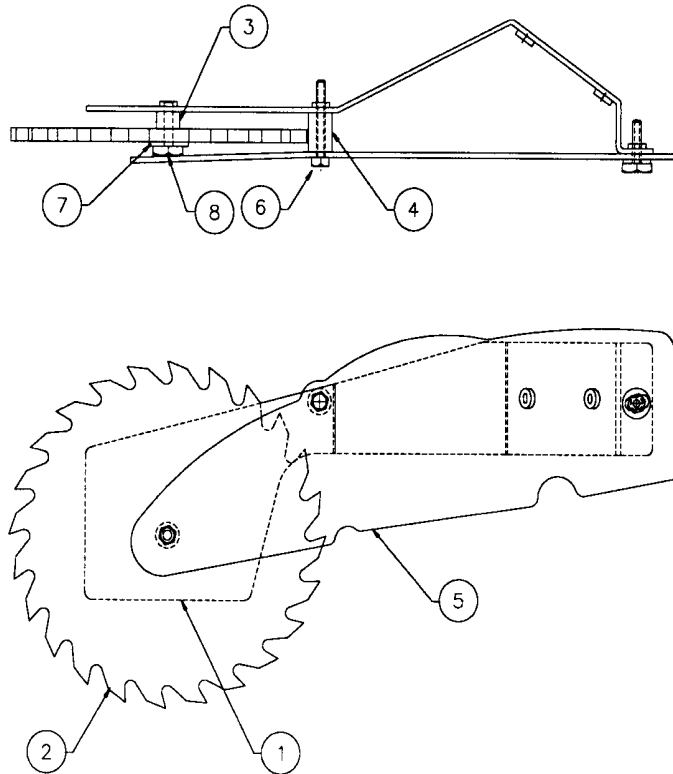
## Ball Shooter Assembly



### Associated Parts:

| Item | Part Number   | Description                      | Item | Part Number   | Description               |
|------|---------------|----------------------------------|------|---------------|---------------------------|
| 1    | 20-9927-1     | Ball Shooter Rod w/Shaft         | 9    | 01-3535       | Rod Mounting Bracket      |
| 2    | 10-149        | Outer Spring                     | 10   | 4010-01006-10 | Mach. Screw, 10-32 x 5/8" |
| 3    | 4700-00051-00 | Flat Washer, 25/64 x 5/8 x 16ga. |      |               |                           |
| 4    | 21-6645-1     | Shooter Housing                  |      |               |                           |
| 5    | 03-7357       | Shooter Sleeve                   |      |               |                           |
| 6    | 10-148        | Power Spring                     |      |               |                           |
| 7    | 20-8714-37    | External Retainer Ring           |      |               |                           |
| 8    | 23-6327       | Ball Shooter Tip                 |      |               |                           |

## A-19942 Saw Assembly



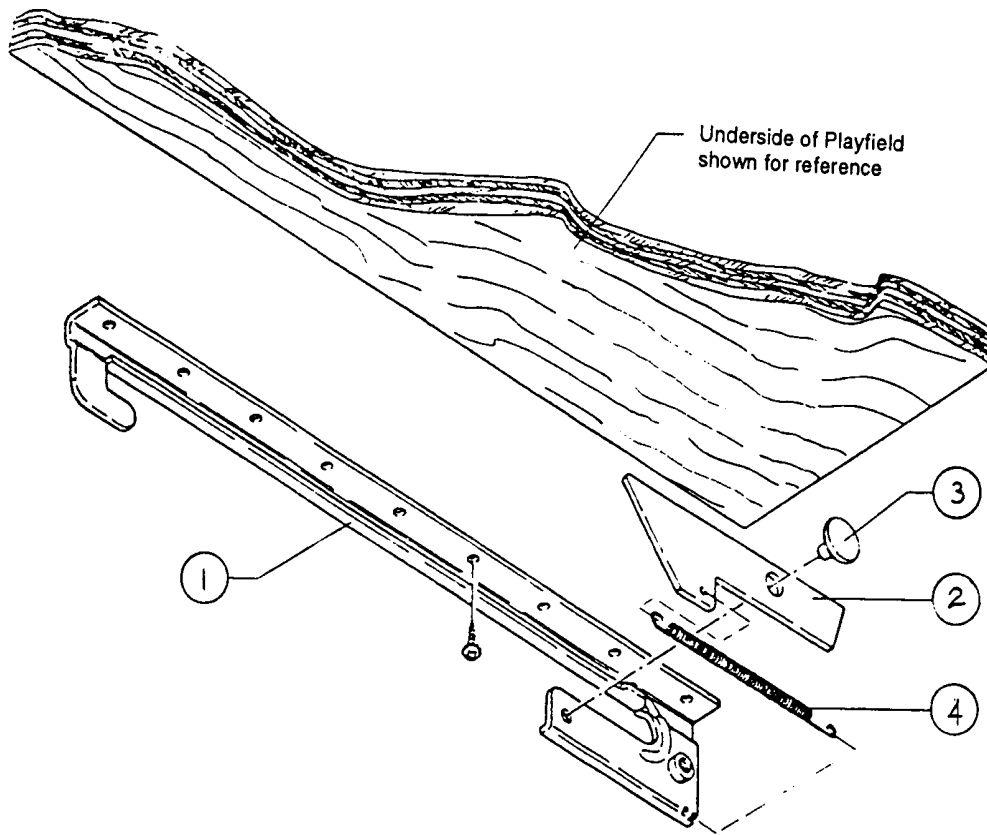
| Item | Part Number   | Description                       |
|------|---------------|-----------------------------------|
| 1    | 04-10016      | Frame Assembly                    |
| 2    | 03-9333       | Saw                               |
| 3    | 03-6047-1     | Spacer, 1/4"                      |
| 4    | 03-6047       | Spacer, 9/16"                     |
| 5    | 31-2257-17    | Plastic-Playfield                 |
| 6    | 4008-01168-16 | Mach. Screw, 8-32 x 1"            |
| 7    | 4700-00011-00 | Flat Washer, 11/64 x 7/16 x 16ga. |
| 8    | 4008-01168-10 | Mach. Screw, 8-32 x 5/8"          |

## A-19968 Mirror Assembly

| Item | Part Number   | Description                |
|------|---------------|----------------------------|
| 1    | 20-10194      | Mirror                     |
| 2    | 04-10037      | Mirror Bracket             |
| 3    | 31-2257-18    | Playfield Plastic          |
| 4    | 4008-01021-07 | Mach. Screw, #8-32 x 7/16" |

# Playfield Slide Mechanism Assembly

(Left Assembly Shown)



## A-17749.1-1 Playfield Slide Mechanism Assy. Left Assembly

| <u>Item</u> | <u>Part Number</u> | <u>Description</u> |
|-------------|--------------------|--------------------|
| 1           | 01-12304-1         | Slide, Left        |
| 2           | 01-10664.1         | Lever Retainer     |
| 3           | 02-4615            | Shoulder Rivet     |

### Associated Part:

|   |        |        |
|---|--------|--------|
| 4 | 10-439 | Spring |
|---|--------|--------|

## A-17749.1-2 Playfield Slide Mechanism Assy. Right Assembly

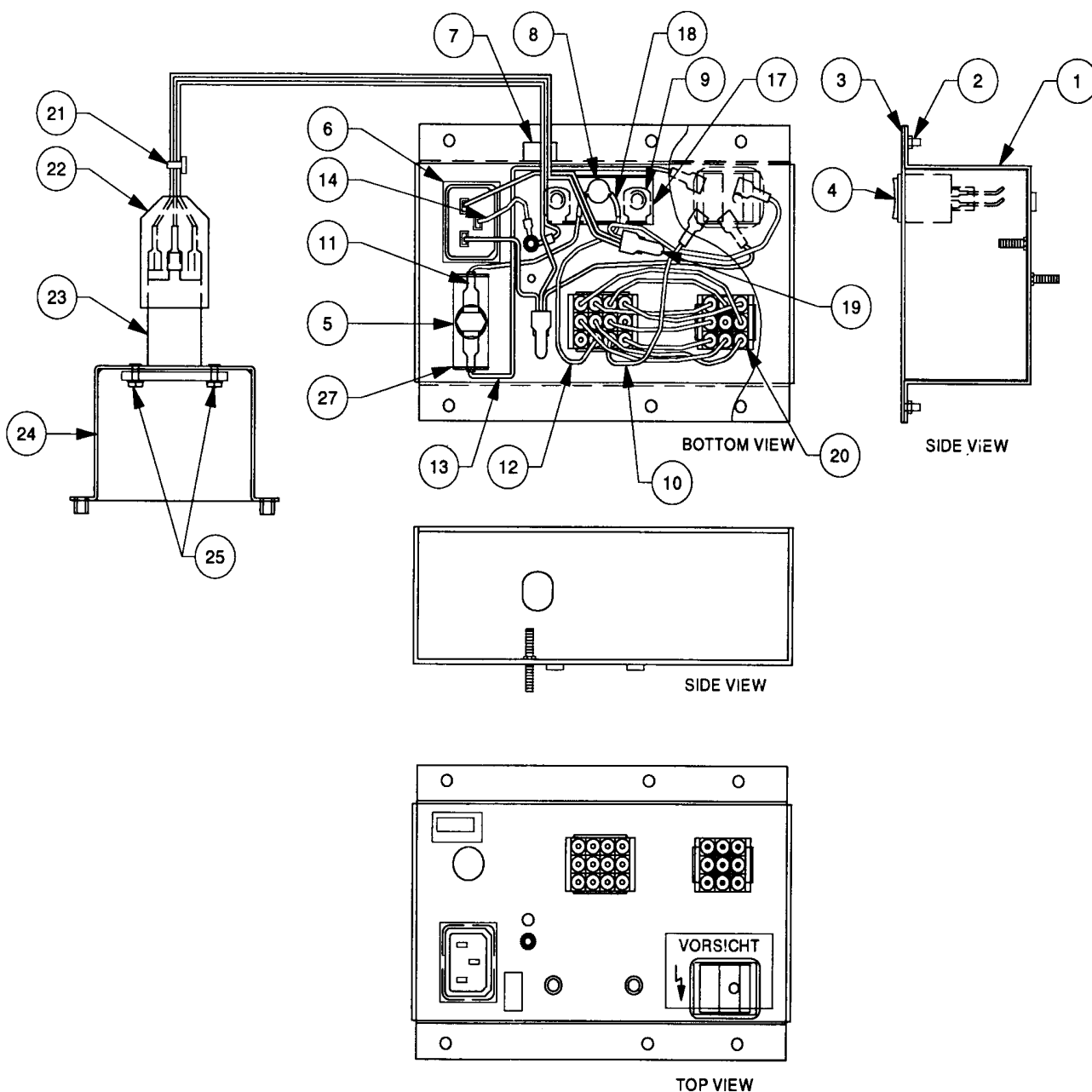
| <u>Item</u> | <u>Part Number</u> | <u>Description</u> |
|-------------|--------------------|--------------------|
| 1           | 01-12304-1         | Slide, Right       |
| 2           | 01-10664.1         | Lever Retainer     |
| 3           | 02-4615            | Shoulder Rivet     |

### Associated Part:

|   |        |        |
|---|--------|--------|
| 4 | 10-439 | Spring |
|---|--------|--------|

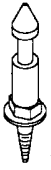
# A-17540

## Universal Power Interface Assembly



| Item | Part Number   | Description                      | Item | Part Number   | Description                     |
|------|---------------|----------------------------------|------|---------------|---------------------------------|
| 1    | 01-12293.1    | Power Control Chassis Box        | 14   | H-17542       | Ground Jumper Grn/Yel Cable     |
| 2    | 4406-01128-00 | Nut #6-32 KEPS                   | 15   | 5797-13940-01 | Jumper Cable                    |
| 3    | 01-12294      | Switch Mounting Plate Assembly   | 16   | 01-10623      | Insulator, Thermistor           |
| 4    | 5642-13935-00 | Power Switch                     | 17   | 01-12299      | Insulator, Terminal Strip       |
| 5    | 5733-12869-00 | Fuse Holder Panel                | 18   | RM-21-06      | #18 Vinyl Fgls                  |
| 6    | 5851-13867-00 | Outlet-IEC Conn. 237 Socket      | 19   | 5822-13865-00 | Terminal Strip 3-CKT 2-Mtg.     |
| 7    | 03-8712       | Strain Relief Bushing            | 20   | H-18050       | Jumper Cable, Transformer Prog. |
| 8    | 5016-12978-00 | Thermistor 8A., 2.5R25           | 21   | 03-7933       | Ty-Wrap Nylon                   |
| 9    | 4006-01003-10 | Mach. Screw, #6-32 x 5/8"        | 22   | 20-9682-1     | Boot w/9-32 Dia. Hole           |
| 10   | H-17992       | Jumper Cable Neutral Sw/1FC      | 23   | 5102-13864-00 | Line Filter w/IEC Connector     |
| 11   | H-17543       | Hot Jumper Black Cable           | 24   | 01-12292      | Line Filter Chassis Box         |
| 12   | H-17546       | Jumper Interface Hot Black Cable | 25   | 4004-01003-05 | Mach. Screw, #4-40 x 5/16"      |
| 13   | H-17545       | Jumper Switch/Fuse Black Cable   |      |               |                                 |

# Posts



02-3905  
Bumper Post #8 WS



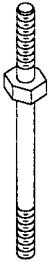
02-4176-28  
M-F Spacer 8-32



02-4250-20  
M-F Spacer #6-32x1-1/4"  
02-4250-24  
M-F Spacer #6-32x1-1/2"  
02-4250-40  
M-F Spacer #6-32x2-1/2"  
02-4250-42  
M-F Spacer #6-32x2-5/8"  
02-4250-44  
M-F Spacer #6-32x2-3/4"



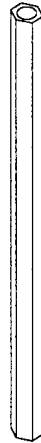
02-4424-2  
Post #6-32/#8-32



02-4425-1  
Post #8-32/#8-32



02-4426-1  
Post, #6-32/#8 SMS



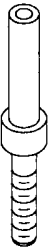
02-4436-29  
F-F Spacer #8-32



02-4568-6  
M-F Standoff 8-32  
1/4" Hex.



02-4659-1  
Mini-Post



02-4659-1  
Mini-Post



02-4660  
Mini-Post  
Single Bumper



02-4677  
Mini-Post



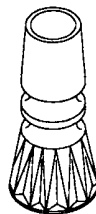
02-4678  
Double Bumper  
Post #10



02-5107  
Adjusting Post



03-8044-13  
Mini-Post, Clear



03-8130-13  
Double Post



03-8247-8  
Bumper Post,  
Double Starred



03-8319-13  
Post #8 Starred



03-8365-13  
Post #8, Clear

## Unique Parts

| Part Number   | Description                        | Part Number   | Description                    |
|---------------|------------------------------------|---------------|--------------------------------|
| A-13204-50039 | Bottom Arch Assembly               | A-20102       | Ball Gate & Wire Assembly      |
| A-16917-50039 | Sound Board Assembly               | A-20123       | Ball Gate Assembly             |
| A-17651-50039 | WPC Security CPU Assembly          | A-8552-50039  | Magic Backglass Assembly       |
| A-19748       | Speaker/Display Assembly           | B-9362-L-3    | Coil & Bracket Assembly        |
| A-19778       | Magic Trunk Assembly               | B-9362-R-4    | Coil & Bracket Assembly        |
| A-19779       | Diverter Magnet Assembly           | 01-13819      | Ball Guide #10                 |
| A-19782       | Magic Trunk Motor Assembly         | 01-13892.1    | Ramp Ball Guard                |
| A-19791       | Front Trough Assembly              | 02-4250-20    | M-F Spacer, 6-32 x 1-1/4"      |
| A-19811       | Back Panel Assembly                | 02-4250-24    | M-F Spacer, 6-32 x 1-1/2"      |
| A-19825       | Trough Assembly                    | 02-4250-40    | M-F Spacer, 6-32 x 2-1/2"      |
| A-19934       | Ball Feeder Assembly               | 02-4250-42    | M-F Spacer, 6-32 x 2-5/8"      |
| A-19936       | Stop Ball Feeder Assembly          | 02-4250-44    | M-F Spacer, 6-32 x 2-3/4"      |
| A-19938       | Scoop Assembly- Complete           | 02-4436-29    | M-F Spacer, 8-32 x x 3.88"     |
| A-19939       | Plate Assembly Complete            | 02-4568-6     | M-F Post, 8-32 x 3-3/4"        |
| A-19942       | Saw Assembly - Complete            | 02-5161       | Screw pin - Scoop              |
| A-19954       | Plastic Ramp Assembly, Right       | 03-8247-8     | Double Star Post #8, Tr. Amber |
| A-19955       | Plastic Ramp Assembly, Left        | 03-8319-8     | Starred Post #8, Tr. Amber     |
| A-19956       | Spin Target Assembly               | 03-9317       | Magic Trunk                    |
| A-19958       | Wire Ramp Assembly, Right          | 04-10005      | Newton Ball Assembly           |
| A-19959       | Crossover Wire Ramp Assembly       | 04-10031.1    | Ball Guide #1                  |
| A-19968       | Mirror Assembly                    | 04-10032      | Ball Guide #2                  |
| A-19981-1     | 14-Lamp PCB & Spacer Assembly      | 04-10033      | Ball Guide #6                  |
| A-19982-1     | 18-Lamp PCB & Spacer Assembly      | 04-10034      | Ball Guide #8                  |
| A-19983-1     | 17-Lamp PCB & Spacer Assembly      | 04-10035      | Ball Guide #9                  |
| A-19984-1     | 6-Lamp PCB & Spacer Assembly       | 11-1225       | Wood Cabinet                   |
| A-20003       | Eject Assembly                     | 12-7265       | Wireform Ball Guide #3         |
| A-20014-5     | Standup Target, Oblong (White)     | 12-7266       | Wireform Ball Guide #4         |
| A-20029       | Magic Trunk & Light w/Cable        | 12-7267       | Wireform Ball Guide #5         |
| A-20036       | Magic Eddy Coil PCB Assembly       | 12-7268       | Wireform Ball Guide #7         |
| A-20048       | Shooter Ramp Assembly              | 20-10197      | Coil Magnet w/Breaker          |
| A-20063-      | Playfield Plastics Set             | 31-2255-      | Decal Set                      |
| A-20064-1     | Flipper Ball Guide Assembly, Right | 31-2256-      | Playfield Plastic Decal        |
| A-20064-2     | Flipper Ball Guide Assembly, Left  | 31-2257-      | Playfield Plastic              |
| A-20084       | Ball Shooter w/Knob (Silver)       | 31-2261-      | Playfield Decal                |
| A-20086       | Ball Gate Assembly-Coil Actuated   | 5610-14515-00 | WPC Transformer                |

# Universal Power Interface/Cordset Application Chart

| COUNTRY                | UNIVERSAL PWR.<br>INTERFACE<br>ASSEMBLY | VOLTAGE<br>PROGRAMMING<br>JUMP CABLE |           |           |           | 5AMP<br>FUSE/<br>LABEL                    | 8AMP<br>FUSE/<br>LABEL                    | LABEL<br>HIGH<br>VOLTAGE<br>CAUTION | POWER<br>ADAPTER<br>CORD | CORDSET       |               |               |               |               |               |               |               |               |           |
|------------------------|-----------------------------------------|--------------------------------------|-----------|-----------|-----------|-------------------------------------------|-------------------------------------------|-------------------------------------|--------------------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|-----------|
|                        |                                         | H-17837-1                            | H-17837-2 | H-17837-3 | H-17837-4 | 5731-09651-00<br>FUSE<br>16-9668<br>LABEL | 5730-09252-00<br>FUSE<br>16-9670<br>LABEL |                                     |                          | 5850-14052-00 | 5850-13271-00 | 5850-13272-00 | 5850-13273-00 | 5850-13274-00 | 5850-13275-00 | 5850-13276-00 | 5850-13277-00 | 5850-13278-00 | A-17175-2 |
| UNITED STATES          | X                                       |                                      | X         |           |           |                                           | X X                                       |                                     | X                        | X             |               |               |               |               |               |               |               |               |           |
| CANADA                 | X                                       | X                                    |           |           |           |                                           | X X                                       |                                     |                          |               | X             |               |               |               |               |               |               |               |           |
| TAIWAN                 | X                                       |                                      | X         |           |           |                                           | X X                                       |                                     |                          |               | X             |               |               |               |               |               |               |               |           |
| MEXICO                 | X                                       |                                      | X         |           |           |                                           | X X                                       |                                     |                          |               | X             |               |               |               |               |               |               |               |           |
| CENTRAL AMERICA        | X                                       |                                      | X         |           |           |                                           | X X                                       |                                     |                          |               | X             |               |               |               |               |               |               |               |           |
| SOUTH KOREA            | X                                       |                                      | X         |           |           |                                           | X X                                       |                                     |                          |               | X             |               |               |               |               |               |               |               |           |
| PUERTO RICO            | X                                       |                                      | X         |           |           |                                           | X X                                       |                                     |                          |               | X             |               |               |               |               |               |               |               |           |
| AUSTRIA                | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| BELGIUM                | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| FINLAND                | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| FRANCE                 | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| GREECE                 | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| HOLLAND                | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| HUNGARY                | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| NETHERLANDS            | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| NETH. ANTILLES         | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| NORWAY                 | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| POLAND                 | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| PORTUGAL               | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| SPAIN                  | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| SWEDEN                 | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| TURKEY                 | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| WEST GERMANY           | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               | X             |               |               |               |               |               |               |           |
| UNITED KINGDOM         | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               | X             |               |               |               |               |               |           |
| IRELAND                | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               | X             |               |               |               |               |               |           |
| HONG KONG              | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               | X             |               |               |               |               |               |           |
| DENMARK                | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               | X             |               |               |               |               |           |
| ITALY                  | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               |               | X             |               |               |               |           |
| CHILE                  | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               |               | X             |               |               |               |           |
| PEOPLE'S REP. OF CHINA | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               |               | X             |               |               |               |           |
| SWITZERLAND            | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               |               |               | X             |               |               |           |
| AUSTRALIA              | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               |               |               |               | X             |               |           |
| NEW ZEALAND            | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               |               |               |               | X             |               |           |
| ARGENTINA              | X                                       |                                      |           | X         |           | X X                                       |                                           | X                                   |                          |               |               |               |               |               |               |               | X             |               |           |
| JAPAN                  | X                                       |                                      |           |           | X         |                                           | X X                                       |                                     |                          |               |               |               |               |               |               |               |               | X X           |           |

## UPPER PLAYFIELD PARTS

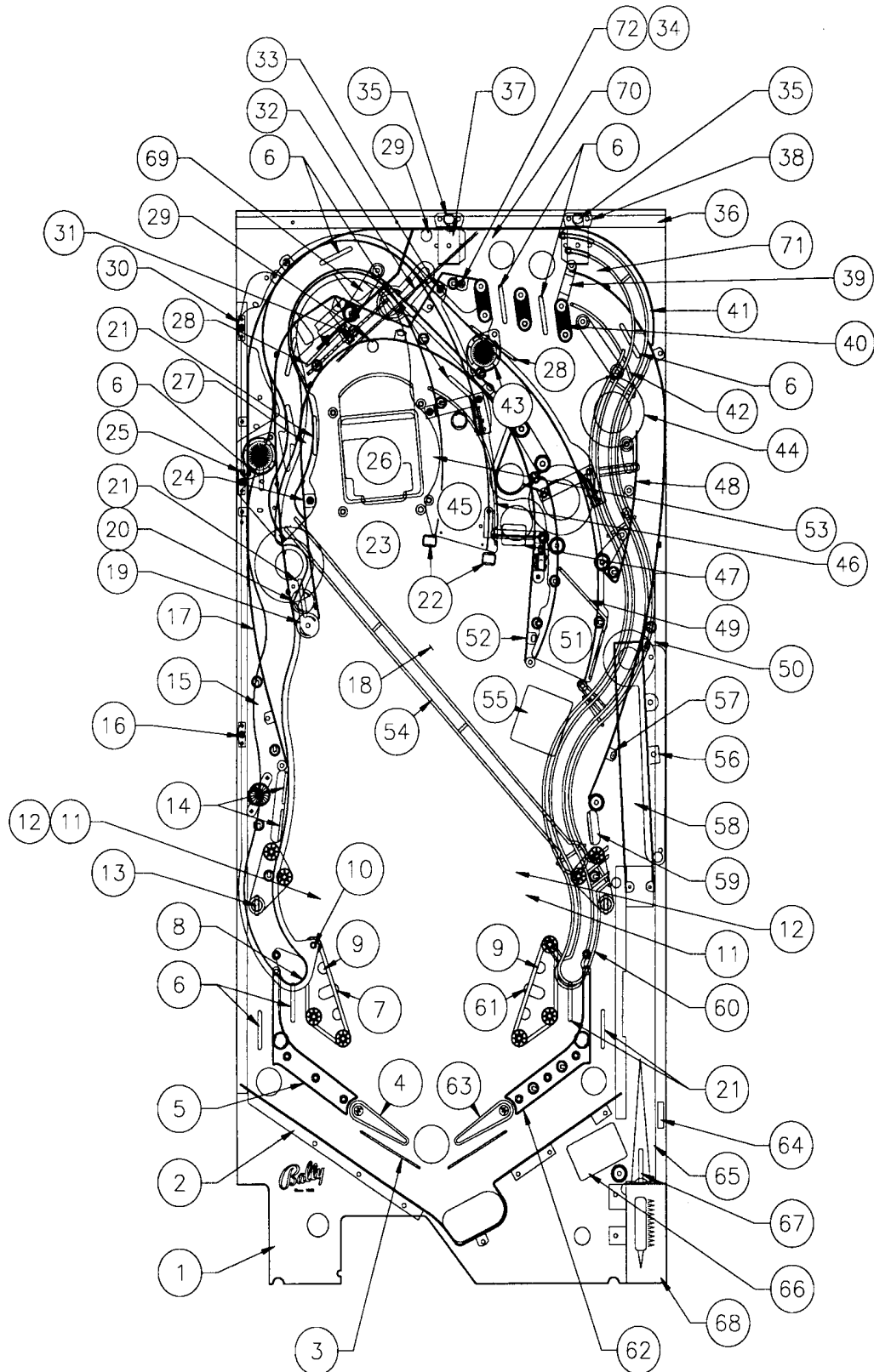
| Item No. | Part Number | Description                     | Item No.          | Part Number   | Description                     |
|----------|-------------|---------------------------------|-------------------|---------------|---------------------------------|
| 1        | 01-9211     | Playfield Hanger Bracket        | 41                | 04-10035      | Ball Guide #9                   |
| 2        | 01-13638    | Bottom Arch Ball Guide          | 42                | 12-7265       | Wireform Ball Guide #3          |
| 3        | 12-7210     | Rebound Wireform (2)            | 43                | A-20063-2     | Playfield Plastic Assembly      |
| 4        | A-15849-L-2 | Flipper Assembly Complete       | 44                | A-9415-2      | Jet Bumper Coil Assembly        |
|          | 20-9250-5   | Flipper & Shaft, White          |                   | B-9414-3      | Jet Bumper Assy., Red Wafer     |
| 5        | A-20064-2   | Flipper Ball Guide Assy., Left  |                   | B-12030-2     | Jet Bumper Leaf Switch Assy.    |
| 6        | A-17813     | Rollover Switch Assembly        |                   | 23-6710-1     | Clear Tubing                    |
| 7        | A-17811     | Sling Shot Kicker Assembly      |                   | 03-8254-12    | Jet Bumper Cap, Orange          |
|          | B-9362-L-3  | Coil & Bracket Assembly         | 45                | A-19955       | Left Plastic Ramp Assembly      |
|          | 10-128      | Kicker Spring                   | 46                | 12-7267       | Wireform Ball Guide #7          |
| 8        | 01-13892.1  | Ramp Guard                      | 47                | A-20063-3     | Playfield Plastic Assembly      |
| 9        | A-17801     | Kicker Count Switch Assembly    | 48                | 01-13819      | Ball Guide #10                  |
| 10       | 02-4250-20  | Spacer, 6-32 x 1 1/4"           | 49                | 12-7266       | Wireform Ball Guide #4          |
| 11       | A-17064     | *Inductor & Eddy Sensor Cable   | 50                | A-20063-4     | Playfield Plastic Assembly      |
|          | A-18543-1   | *Generic Eddy Sensor P.C.B.     | 51                | A-19954       | Right Plastic Ramp Assembly     |
| 12       | A-15257     | *Bracket & Pole Piece Assembly  | 52                | 04-10034      | Ball Guide #8                   |
|          | 20-9612     | *Wave Spring Washer             | 53                | A-16120       | *D.C. Motor Control Assembly    |
|          | 20-10197    | *Coil Magnet with Bracket       | 54                | A-19959       | Crossover Wire Ramp Assy.       |
| 13       | 02-5107     | Adjusting Post (2)              | 55                | A-19938       | Scoop Assembly Complete         |
| 14       | A-18059-15  | Rect. Stationary Target, Orange |                   | A-19939       | Plate Assembly Complete         |
| 15       | A-20063-1   | Playfield Plastic Assembly      | 56                | 02-4568-6     | Post 8-32 x 3 3/4"              |
| 16       | 02-4250-20  | Spacer, 6-32 x 1 1/4"           | 57                | 04-10032      | Ball Guide #2                   |
|          | A-12258-1   | 6-32 Nut Plate                  | 58                | A-20048       | Shooter Ramp Assembly           |
| 17       | 04-10033    | Ball Guide #6                   | 59                | A-17799-6     | Round Stationary Target, Yellow |
| 18       | A-19825     | *Trough Assembly                | 60                | A-19958       | Right Wire Ramp Assembly        |
| 19       | 04-10005    | Newton Ball Assembly            | 61                | A-17811       | Sling Shot Kicker Assembly      |
| 20       | 20-6500     | Steel Ball 1 1/16"              |                   | B-9362-R-4    | Coil & Bracket Assembly         |
| 21       | A-17813-1   | Rollover Switch Assembly        |                   | 10-128        | Kicker Spring                   |
| 22       | A-20014-5   | Oblong Stationary Target, White | 62                | A-20064-1     | Flipper Ball Guide Assy., Right |
| 23       | A-19237     | *Eddy Coil P.C.B. Assembly      | 63                | A-15849-R-2   | Flipper Assembly Complete       |
| 24       | 02-4250-40  | Spacer, 6-32 x 2 1/2"           |                   | 20-9250-5     | Flipper & Shaft, White          |
| 25       | 02-4250-44  | Spacer, 6-32 x 2 3/4"           | 64                | A-15802-P     | Level & Holder Assembly         |
|          | A-12258-1   | 6-32 Nut Plate                  | 65                | 01-10621      | Strike Plate                    |
| 26       | A-19778     | Magic Trunk Assembly            | 66                | A-19963       | Ball Trough Assembly Complete   |
|          | A-19782     | Magic Trunk Motor Assembly      | 67                | A-18973       | Shooter Lane Switch Assembly    |
|          | A-19791     | Front Trough Assembly           | 68                | 31-1009-50039 | Screened Ball Shooter           |
|          | A-20029     | Trunk and Light w/Cable         | 69                | A-19002       | Ball Gate Assembly              |
|          | 03-9317     | Magic Trunk                     | 70                | A-19968       | Mirror Assembly                 |
| 27       | A-18543-2   | *Generic Eddy Sensor P.C.B.     | 71                | A-20063-5     | Playfield Plastic Assembly      |
| 28       | 12-7268     | Wireform Ball Guide #7          | 72                | 04-10031.1    | Ball Guide #1                   |
| 29       | A-17932     | Disappearing Post Assembly      |                   |               |                                 |
| 30       | 02-4250-20  | Spacer, 6-32 x 1 1/4"           | <b>NOT SHOWN:</b> |               |                                 |
|          | 02-4250-24  | Spacer, 6-32 x 1 1/2"           |                   |               |                                 |
|          | A-12258-1   | 6-32 Nut Plate                  |                   |               |                                 |
| 31       | A-19942     | Complete Saw Assembly           |                   | A-15576       | *Opto SW7 P.C.B.                |
| 32       | A-10417     | Micro Switch Assembly           |                   | A-17812-2     | *Cable Mounting Bracket, 1/2"   |
|          | A-17985-R   | Eject Switch Assembly           |                   | A-17812-4     | *Cable Mounting Bracket, 1"     |
|          | A-20003     | Eject Assembly                  |                   | A-13204-50039 | Bottom Arch Assembly            |
| 33       | 02-4250-24  | Spacer, 6-32 x 1 1/2"           |                   | 03-9351-1     | **Full Playfield Mylar          |
| 34       | 02-4250-42  | Spacer, 6-32 x 2 5/8"           |                   | 03-9351-2     | Playfield Mylar                 |
| 35       | A-17796     | Ball Gate Actuator Coil Assy.   |                   | 03-9351-3     | Playfield Mylar                 |
| 36       | A-19811     | Back Panel Assembly             |                   | 36-50039      | Screened Hardcoat Playfield     |
| 37       | A-20086     | Coil Actuated Ball Gate Assy.   |                   |               |                                 |
| 38       | A-17797-1   | Special Ball Gate Assy., Left   |                   |               |                                 |
| 39       | A-20102     | Ball Gate & Wire Assembly       |                   |               |                                 |
| 40       | 03-8318-12  | Double Sided Hood, Orange       |                   |               |                                 |

\*Located under playfield.

\*\*The Theatre of Magic hardcoat playfield does not require a full mylar. However, mylars can be purchased through your local Bally Distributor.

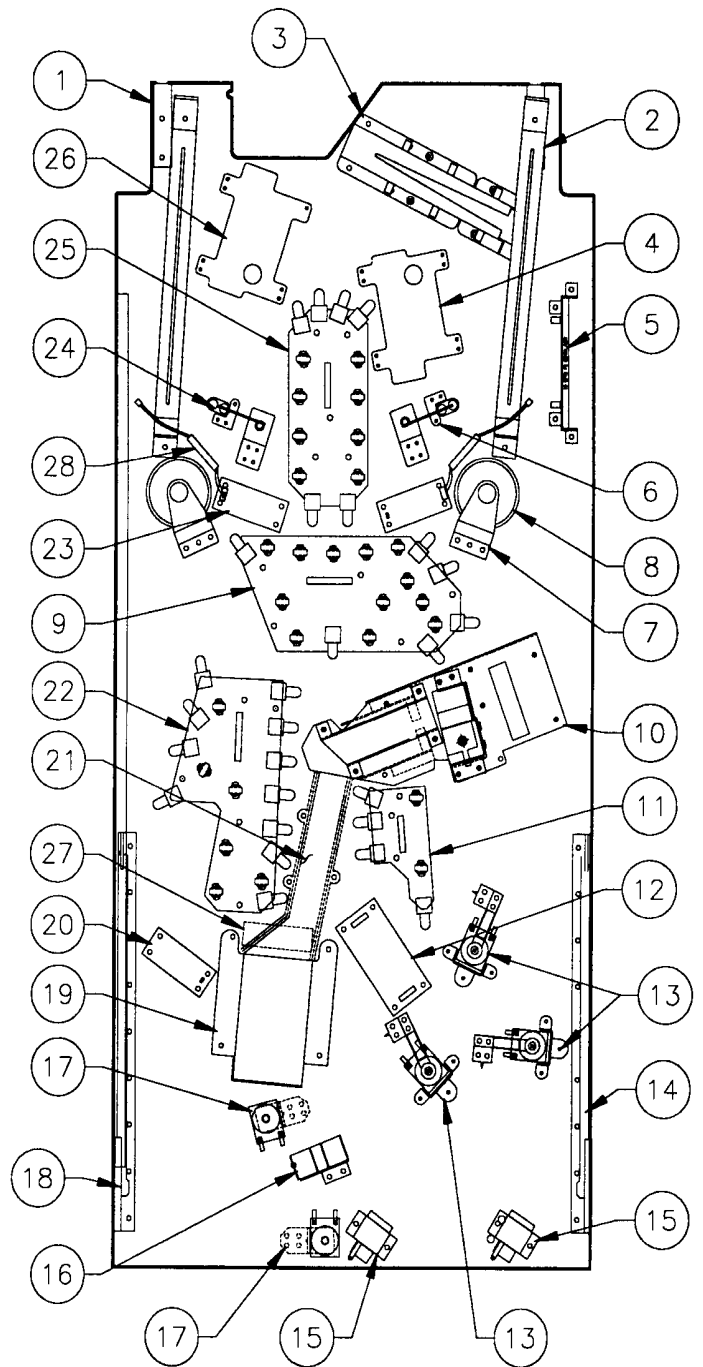


# Upper Playfield Parts Locations



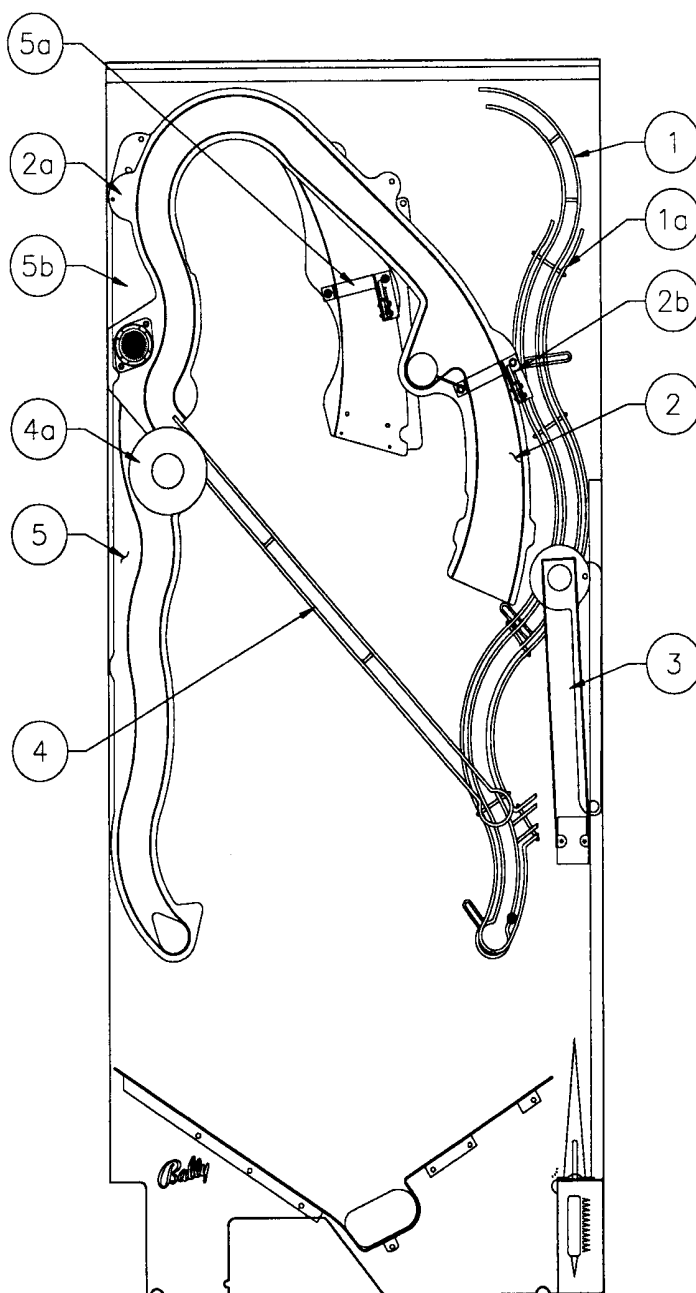
## Lower Playfield Parts

| Item | Part Number | Description                      |
|------|-------------|----------------------------------|
| 1    | 01-9211     | Plfd. Hanger Bracket Assy. (2)   |
| 2    | 01-13645    | Leg Support (2)                  |
| 3    | A-19963     | Outhole Ball Trough Assembly     |
| 4    | A-15849-R-2 | Flipper Assembly, Lwr. Right     |
| 5    | A-15595     | 7-Switch Opto PCB & Bracket      |
| 6    | A-17811     | Kicker Arm (Slingshot) Assembly  |
| 7    | B-9362-R-4  | Coil & Bracket Assembly          |
| 8    | A-15257     | Bracket & Pole Piece Assy. (2)   |
| 9    | 20-10197    | Coil Magnet & Coil Breaker (2)   |
| 10   | A-19982     | 18-Lamp Board Assembly           |
| 11   | A-19939     | Plate Assembly - Complete        |
| 12   | A-19984     | 6-Lamp Board Assembly            |
| 13   | A-16120     | D.C. Motor Control PCB Assy.     |
| 14   | A-9415-2    | Jet Bumper Coil Assembly         |
| 15   | A-17749.1-2 | Slide Playfield Assembly, Right  |
| 16   | A-17796     | Ball Gate Actuator Assy. (2)     |
| 17   | A-20003     | Eject Assembly                   |
| 18   | A-17932     | Disappearing Post Assembly (2)   |
| 19   | A-17749.1-1 | Slide Playfield Assembly, Left   |
| 20   | A-19782     | Magic Trunk Motor Assembly       |
| 21   | A-18543-2   | Generic Eddy Sensor PCB          |
| 22   | A-19825     | Trough Assembly                  |
| 23   | A-19983     | 17-Lamp Board Assembly           |
| 24   | A-18543-1   | Generic Eddy Sensor PCB (2)      |
| 25   | A-17811     | Kicker Arm (Slingshot) Assembly  |
| 26   | B-9362-L-3  | Coil & Bracket Assembly          |
| 27   | A-19981     | 14-Lamp Board Assembly           |
| 28   | A-15849-L-2 | Flipper Assembly, Lwr. Left      |
| 29   | A-20036     | Eddy Coil PCB Assembly           |
| 30   | A-17064     | Inductor & Eddy Sensor Cable (2) |



# Ramps

| Item | Part Number   | Description               |
|------|---------------|---------------------------|
| 1    | A-19958       | Right Wire Ramp Assy.     |
| a)   | 5647-12693-13 | Mini Micro Switch         |
| 2    | A-19954       | Ramp Assembly, Left       |
| a)   | 5647-12693-13 | Mini Micro Switch         |
| b)   | A-20037       | Bracket & Switch Gate     |
| 3    | A-20048       | Shooter Ramp Assembly     |
| 4    | A-19959       | Crossover Wire Ramp       |
| a)   | A-19779       | Diverter Magnet Assy.     |
| 5    | A-19955       | Ramp Assembly, Left       |
| a)   | A-20046       | Brkt. & Switch Gate Assy. |
| b)   | 5647-12693-13 | Mini Micro Switch         |



# LAMP MATRIX

Yellow (B+)  Red

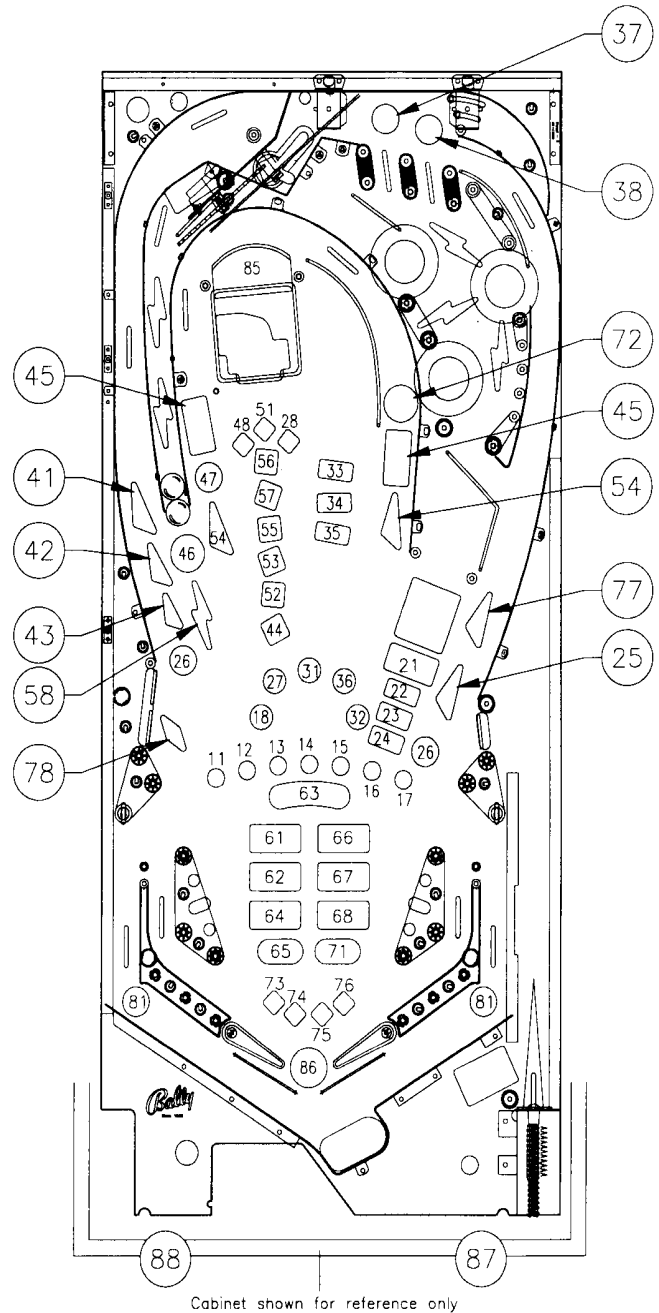
| Column<br>Row                 | 1<br>Yellow-Brown<br>J137-1<br>Q98 | 2<br>Yellow-Red<br>J137-2<br>Q97 | 3<br>Yellow-Orange<br>J137-3<br>Q96 | 4<br>Yellow-Black<br>J137-4<br>Q95 | 5<br>Yellow-Green<br>J137-5<br>Q94 | 6<br>Yellow-Blue<br>J137-6<br>Q93 | 7<br>Yellow-Violet<br>J138-7<br>Q92 | 8<br>Yellow-Gray<br>J138-9<br>Q91 |
|-------------------------------|------------------------------------|----------------------------------|-------------------------------------|------------------------------------|------------------------------------|-----------------------------------|-------------------------------------|-----------------------------------|
| 1<br>Red-Brown<br>J133-1 Q90  | (T)HEATRE<br>11                    | HAUNTED BASEMENT<br>21           | MA(G)IC<br>31                       | EXTRA BALL<br>41                   | TRUNK HIT 2<br>51                  | TIGER SAW<br>61                   | HAT MAGIC<br>71                     | SPECIAL<br>81                     |
| 2<br>Red-Black<br>J133-2 Q89  | T(H)EATRE<br>12                    | META-MORPHISIS AWARD<br>22       | MAGI(C)<br>32                       | VANISH<br>42                       | HURRY UP<br>52                     | LEVITATE WOMAN<br>62              | SPIRIT AWARD<br>72                  | NOT USED<br>82                    |
| 3<br>Red-Orange<br>J133-4 Q88 | TH(E)ATRE<br>13                    | RIGHT SPELL MAGIC<br>23          | LIFT TRAPDOOR<br>33                 | SPELL THEATRE<br>43                | TRUNK ESCAPE<br>53                 | GRAND FINALE<br>63                | THEATRE<br>73                       | NOT USED<br>83                    |
| 4<br>Red-Yellow<br>J133-5 Q87 | THE(A)TRE<br>14                    | SPIRIT RING<br>24                | CENTER SPELL MAGIC<br>34            | JACKPOT<br>44                      | LOCK BALL<br>54                    | TRUNK ESCAPE<br>64                | MULTI-BALL<br>74                    | NOT USED<br>84                    |
| 5<br>Red-Green<br>J133-6 Q86  | THEA(T)RE<br>15                    | ADVANCE CLOCK<br>25              | LEVITATE AWARD<br>35                | SAFE AWARD<br>45                   | HAT TRICK AWARD<br>55              | SPIRIT CARDS<br>65                | MIDNIGHT<br>75                      | LAMP IN CUBE<br>85                |
| 6<br>Red-Blue<br>J133-7 Q85   | THEAT(R)E<br>16                    | JACKET AWARD<br>26               | MAG(I)C<br>36                       | TIGER SAW AWARD<br>46              | START ILLUSION<br>56               | SAFE ESCAPE<br>66                 | ILLUSIONS<br>76                     | SHOOT AGAIN<br>86                 |
| 7<br>Red-Violet<br>J133-8 Q84 | THEATR(E)<br>17                    | M(A)GIC<br>27                    | TOP ROLLOVER 1<br>37                | START FINALE<br>47                 | START MULTI-BALL<br>57             | META-MORPHISIS<br>67              | SAW MULTI-BALL<br>77                | BUY-IN<br>87                      |
| 8<br>Red-Gray<br>J133-9 Q83   | (M)AGIC<br>18                      | TRUNK HIT 3<br>28                | TOP ROLLOVER 2<br>38                | TRUNK HIT 1<br>48                  | LITE VANISH<br>58                  | STRAIT JACKET<br>68               | HOCUS POCUS<br>78                   | START BUTTON<br>88                |

J1XX = Power Driver Board

# Lamp Locations

| Item No. | Bulb No.   | Lamp Assy. No. | Description         |
|----------|------------|----------------|---------------------|
| 11       | 24-8768    | A-19982        | (T)HEATRE           |
| 12       | 24-8768    | A-19982        | T(H)EATRE           |
| 13       | 24-8768    | A-19982        | TH(E)ATRE           |
| 14       | 24-8768    | A-19982        | THE(A)TRE           |
| 15       | 24-8768    | A-19982        | THEA(T)RE           |
| 16       | 24-8768    | A-19982        | THEAT(R)E           |
| 17       | 24-8768    | A-19982        | THEATR(E)           |
| 18       | 24-8768    | A-19982        | (M)AGIC             |
| 21       | 24-8768    | A-19982        | Haunted Basement    |
| 22       | 24-8768    | A-19982        | Metamorphosis Award |
| 23       | 24-8768    | A-19982        | Right Spell Magic   |
| 24       | 24-8768    | A-19982        | Spirit Ring         |
| 25       | 24-8768    | A-19982        | Advance Clock       |
| 26       | 24-8768    | A-19983        | Jacket Award (2)    |
|          | 24-8768    | A-19982        |                     |
| 27       | 24-8768    | A-19982        | M(A)GIC             |
| 28       | 24-6549    | A-17836        | Trunk Hit 3         |
| 31       | 24-8768    | A-19982        | MA(G)IC             |
| 32       | 24-8768    | A-19982        | MAGI(C)             |
| 33       | 24-8768    | A-19984        | Lift Trapdoor       |
| 34       | 24-8768    | A-19984        | Center Spell Magic  |
| 35       | 24-8768    | A-19984        | Levitate Award      |
| 36       | 24-8768    | A-19982        | MAG(I)C             |
| 37       | 24-6549    | A-17835        | Top Rollover 1      |
| 38       | 24-6549    | A-17835        | Top Rollover 2      |
| 41       | 24-8768    | A-19983        | Extra Ball          |
| 42       | 24-8768    | A-19983        | Vanish              |
| 43       | 24-8768    | A-19983        | Spell Theatre       |
| 44       | 24-8768    | A-19983        | Jackpot             |
| 45       | 24-8768    | A-19983        | Safe Award (2)      |
|          | 24-8768    | A-19984        |                     |
| 46       | 24-8768    | A-19983        | Tiger Saw Award     |
| 47       | 24-8768    | A-19983        | Start Finale        |
| 48       | 24-8768    | A-19983        | Trunk Hit 1         |
| 51       | 24-8768    | A-19983        | Trunk Hit 2         |
| 52       | 24-8768    | A-19983        | Hurry Up            |
| 53       | 24-8768    | A-19983        | Trunk Escape        |
| 54       | 24-8768    | A-19983        | Lock Ball (2)       |
|          | 24-8768    | A-19984        |                     |
| 55       | 24-8768    | A-19983        | Hat Trick Award     |
| 56       | 24-8768    | A-19983        | Start Illusion      |
| 57       | 24-8768    | A-19983        | Start Multi-Ball    |
| 58       | 24-8768    | A-19983        | Lite Vanish         |
| 61       | 24-8768    | A-19981        | Tiger Saw           |
| 62       | 24-8768    | A-19981        | Levitate Woman      |
| 63       | 24-8768    | A-19981        | Grand Finale (2)    |
| 64       | 24-8768    | A-19981        | Trunk Escape        |
| 65       | 24-8768    | A-19981        | Spirit Cards        |
| 66       | 24-8768    | A-19981        | Safe Escape         |
| 67       | 24-8768    | A-19981        | Metamorphosis       |
| 68       | 24-8768    | A-19981        | Strait Jacket       |
| 71       | 24-8768    | A-19981        | Hat Magic           |
| 72       | 24-8768    | A-19984        | Spirit Award        |
| 73       | 24-8768    | A-19981        | Theatre             |
| 74       | 24-8768    | A-19981        | Multi-Ball          |
| 75       | 24-8768    | A-19981        | Midnight            |
| 76       | 24-8768    | A-19981        | Illusions           |
| 77       | 24-6549    | A-17807        | Saw Multi-Ball      |
| 78       | 24-6549    | A-17835        | Hocus Pocus         |
| 81       | 24-6549    | A-17835        | Special (2)         |
| 82       | ---        | ---            | Not Used            |
| 83       | ---        | ---            | Not Used            |
| 84       | ---        | ---            | Not Used            |
| 85       | 24-8768    | A-17826        | Lamp in Cube        |
| 86       | 24-6549    | A-17807        | Shoot Again         |
| 87       | 20-9663-18 | ---            | Buy-In              |
| 88       | 20-9663-1  | ---            | Start Button        |

24-8768 = #555 Bulb  
24-6549 = #44 Bulb



# SWITCH MATRIX

White  Green

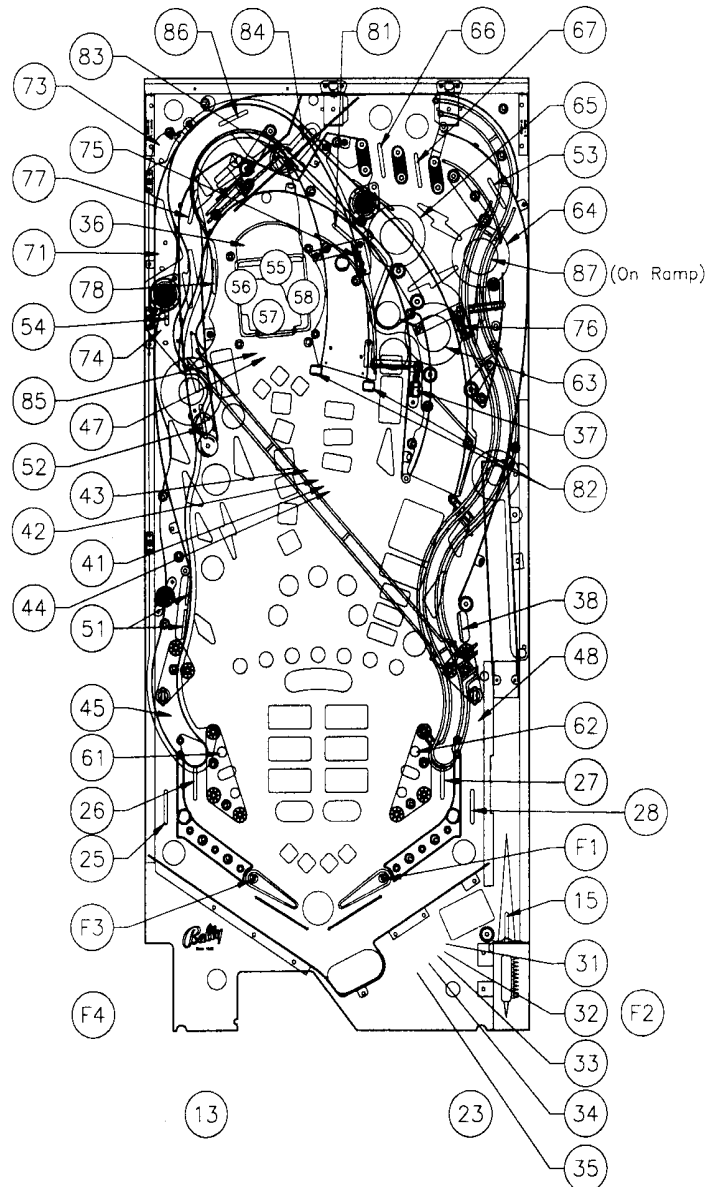
| Dedicated Grounded Switches                                                            | Column<br>Row                        | 1<br>Green-Brown<br>J207-1<br>U20-18 | 2<br>Green-Red<br>J207-2<br>U20-17 | 3<br>Green-Orange<br>J207-3<br>U20-16 | 4<br>Green-Yellow<br>J207-4<br>U20-15 | 5<br>Green-Black<br>J207-5<br>U20-14 | 6<br>Green-Blue<br>J207-6<br>U20-13 | 7<br>Green-Violet<br>J207-7<br>U20-12 | 8<br>Green-Gray<br>J207-9<br>U20-11 | Flipper Grounded Switches                             |
|----------------------------------------------------------------------------------------|--------------------------------------|--------------------------------------|------------------------------------|---------------------------------------|---------------------------------------|--------------------------------------|-------------------------------------|---------------------------------------|-------------------------------------|-------------------------------------------------------|
| Orange-Brown (1)<br>J205-1<br>Left Coin Chute D1                                       | 1<br>White-Brown<br>J209-1<br>U18-11 | NOT USED<br>11                       | SLAM TILT<br>21                    | TROUGH JAM<br>31                      | LOCK 1<br>41                          | LEFT BANK TARGET<br>51               | LEFT SLING<br>61                    | CENTER RAMP EXIT<br>71                | LOOP RIGHT<br>81                    | Black-Green<br>J906-1<br>Right Flipper EOS F1         |
| Orange-Red (2)<br>J205-2<br>Center Coin Chute D2                                       | 2<br>White-Red<br>J209-2<br>U18-9    | NOT USED<br>12                       | COIN DOOR CLOSED<br>22             | TROUGH 1<br>32                        | LOCK 2<br>42                          | CAPTIVE BALL REST<br>52              | RIGHT SLING<br>62                   | NOT USED<br>72                        | CENTER RAMP TARGETS<br>82           | Black-Violet<br>J905-1<br>Right Flipper Opto F2       |
| Orange-Black (3)<br>J205-3<br>Right Coin Chute D3                                      | 3<br>White-Orange<br>J209-3<br>U18-5 | START BUTTON<br>13                   | BUY-IN<br>23                       | TROUGH 2<br>33                        | LOCK 3<br>43                          | RIGHT LANE ENTER<br>53               | BOTTOM JET<br>63                    | RIGHT RAMP EXIT<br>73                 | VANISH LOCK 1<br>83                 | Black-Blue<br>J906-3<br>Left Flipper EOS F3           |
| Orange-Yellow (4)<br>J205-4<br>4th Coin Chute D4                                       | 4<br>White-Yellow<br>J209-4<br>U18-7 | PLUMB BOB TILT<br>14                 | ALWAYS CLOSED<br>24                | TROUGH 3<br>34                        | POPPER<br>44                          | LEFT LANE ENTER<br>54                | MIDDLE JET<br>64                    | RIGHT RAMP EXIT 2<br>74               | VANISH LOCK 2<br>84                 | Black-Gray<br>J905-2<br>Left Flipper Opto F4          |
| Orange-Green (5)<br>J205-6<br>Normal Function<br>Ser Credits   Test Function<br>Esc D5 | 5<br>White-Green<br>J209-5<br>U19-11 | SHOOTER LANE<br>15                   | LEFT OUTLANE<br>25                 | TROUGH 4<br>35                        | LEFT DRAIN EDDY<br>45                 | CUBE POSITION 4<br>55                | TOP JET<br>65                       | CENTER RAMP ENTER<br>75               | TRUNK HIT<br>85                     | Black-Violet<br>J906-4<br>Upper Right Flipper EOS F5  |
| Orange-Blue (6)<br>J205-7<br>Normal Function<br>Vol Down   Test Function<br>Down D6    | 6<br>White-Blue<br>J209-7<br>U19-9   | NOT USED<br>16                       | LEFT RETURN LANE<br>26             | SUBWAY OPTO<br>36                     | NOT USED<br>46                        | CUBE POSITION 1<br>56                | TOP LANE 1<br>66                    | RIGHT RAMP ENTER<br>76                | RIGHT LANE EXIT<br>86               | Black-Yellow<br>J905-3<br>Upper Right Flipper Opto F6 |
| Orange-Violet (7)<br>J205-8<br>Normal Function<br>Vol Up   Test Function<br>Up D7      | 7<br>White-Violet<br>J209-8<br>U19-5 | NOT USED<br>17                       | RIGHT RETURN LANE<br>27            | SPINNER<br>37                         | SUBWAY MICRO<br>47                    | CUBE POSITION 2<br>57                | TOP LANE 2<br>67                    | CAPTIVE BALL TOP<br>77                | LEFT LANE EXIT<br>87                | Black-Gray<br>J906-5<br>Upper Left Flipper EOS F7     |
| Orange-Gray (8)<br>J205-9<br>Normal Function<br>Begin Test   Test Function<br>Enter D8 | 8<br>White-Gray<br>J209-9<br>U19-7   | NOT USED<br>18                       | RIGHT OUTLANE<br>28                | RIGHT LOWER TARGET<br>38              | RIGHT DRAIN EDDY<br>48                | CUBE POSITION 3<br>58                | NOT USED<br>68                      | LOOP LEFT<br>78                       | NOT USED<br>88                      | Black-Blue<br>J905-5<br>Upper Left Flipper Opto F8    |

J2XX = CPU Board; J9XX = Fliptronic II Board;

 = Opto, Typically Closed

# Switch Locations

| Item No. | Switch Part No. | Description                  |
|----------|-----------------|------------------------------|
| F1       | SW-1A-194       | Lower Right Flipper EOS      |
| F2       | A-17316         | *Lower Right Flipper Cabinet |
| F3       | SW-1A-194       | Lower Left Flipper EOS       |
| F4       | A-17316         | *Lower Left Flipper Cabinet  |
| F5       | ---             | Not Used                     |
| F6       | ---             | Not Used                     |
| F7       | ---             | Not Used                     |
| F8       | ---             | Not Used                     |
| 11       | ---             | Not Used                     |
| 12       | ---             | Not Used                     |
| 13       | 20-9663-1       | Start Button                 |
| 14       | A-15361         | *Plumb Bob Tilt              |
| 15       | 5647-12693-32   | Shooter Lane                 |
| 16       | ---             | Not Used                     |
| 17       | ---             | Not Used                     |
| 18       | ---             | Not Used                     |
| 21       | A-17238         | *Slam Tilt                   |
| 22       | 5643-09288-00   | *Coin Door Closed            |
| 23       | 20-9663-18      | Buy-In                       |
| 24       | 5643-09112-00   | *Always Closed               |
| 25       | 5647-12693-19   | Left Outlane                 |
| 26       | 5647-12693-19   | Left Return Lane             |
| 27       | 5647-12693-19   | Right Return Lane            |
| 28       | 5647-12693-19   | Right Outlane                |
| 31       | A-18617-1       | Trough JAM (LED)             |
|          | A-18618-1       | (Trans)                      |
| 32       | A-18617-1       | Trough 1 (LED)               |
|          | A-18618-1       | (Trans)                      |
| 33       | A-18617-1       | Trough 2 (LED)               |
|          | A-18618-1       | (Trans)                      |
| 34       | A-18617-1       | Trough 3 (LED)               |
|          | A-18618-1       | (Trans)                      |
| 35       | A-18617-1       | Trough 4 (LED)               |
|          | A-18618-1       | (Trans)                      |
| 36       | A-16908         | Subway Opto (LED)            |
|          | A-16909         | (Trans)                      |
| 37       | 5647-12693-24   | Spinner                      |
| 38       | A-17799-6       | Right Lower Target           |
| 41       | 5647-12693-34   | Lock 1                       |
| 42       | 5647-12693-33   | Lock 2                       |
| 43       | 5647-12693-32   | Lock 3                       |
| 44       | 5647-12693-11   | Popper                       |
| 45       | A-18543-1       | Left Drain Eddy              |
| 46       | ---             | Not Used                     |
| 47       | 5647-12693-13   | Subway Micro                 |
| 48       | A-18543-1       | Right Drain Eddy             |
| 51       | A-18059-15      | Left Bank Target (2)         |
| 52       | 5647-12693-19   | Captive Ball Rest            |
| 53       | 5647-12693-19   | Right Lane Enter             |
| 54       | 5647-12693-19   | Left Lane Enter              |
| 55       | A-19749         | Cube Position 4              |
| 56       | A-19749         | Cube Position 1              |
| 57       | A-19749         | Cube Position 2              |
| 58       | A-19749         | Cube Position 3              |
| 61       | SW-1A-114       | Left Sling (kicker)          |
|          | SW-1A-120       | (score)                      |
| 75       | 5647-12693-11   | Center Ramp Enter            |
| 62       | SW-1A-114       | Right Sling(kicker)          |
|          | SW-1A-120       | (score)                      |
| 63       | SW-11A-37       | Bottom Jet                   |
| 64       | SW-11A-37       | Middle Jet                   |
| 65       | SW-11A-37       | Top Jet                      |
| 66       | 5647-12693-19   | Top Lane 1                   |
| 67       | 5647-12693-19   | Top Lane 2                   |
| 68       | ---             | Not Used                     |
| 71       | 5647-12693-13   | Center Ramp Exit             |
| 72       | ---             | Not Used                     |
| 73       | 5647-12693-13   | Right Ramp Exit              |



|    |               |                         |
|----|---------------|-------------------------|
| 74 | 5647-12693-13 | Right Ramp Exit 2       |
| 75 | 5647-12693-11 | Center Ramp Enter       |
| 76 | 5647-12693-11 | Right Ramp Enter        |
| 77 | 5647-12693-19 | Captive Ball Top        |
| 78 | 5647-12693-19 | Loop Left               |
| 81 | 5647-12693-19 | Loop Right              |
| 82 | A-20014-5     | Center Ramp Targets (2) |
| 83 | 5647-12133-11 | Vanish Lock 1           |
| 84 | 5647-12133-12 | Vanish Lock 2           |
| 85 | A-18543-2     | Trunk Hit               |
| 86 | 5647-12693-19 | Right Lane Exit         |
| 87 | 5647-12693-13 | Left Lane Exit          |
| 88 |               | Not Used                |

\*Not Shown

## SOLENOID/FLASHER TABLE

| Sol. No.             | Function              | Solenoid Type  | Voltage Connections |         |         | Drive Xister | Drive Connections |            |         | Drive Wire Color | Solenoid Part number |           |
|----------------------|-----------------------|----------------|---------------------|---------|---------|--------------|-------------------|------------|---------|------------------|----------------------|-----------|
|                      |                       |                | Playfield           | Backbox | Cabinet |              | Playfield         | Backbox    | Cabinet |                  | Flashlamp Type       | Playfield |
| 01                   | BALL TROUGH           | High Power     | J107-2              |         |         | Q82          | J130-1            |            |         | Vio-Brn          | AE-26-1500           |           |
| 02                   | MAGNET DIVERTER       | High Power     | J107-2              |         |         | Q80          | J130-2            |            |         | Vio-Red          | 20-10179             |           |
| 03                   | TRAP DOOR UP          | High Power     | J107-2              |         |         | Q78          | J130-4            |            |         | Vio-Org          | A-20099              |           |
| 04                   | SUBWAY POPPER         | High Power     | J107-2              |         |         | Q76          | J130-5            |            |         | Vio-Yel          | AE-26-1200           |           |
| 05                   | RIGHT DRAIN MAGNET    | High Power     | J107-2              |         |         | Q64          | J130-6            |            |         | Vio-Grn          | 20-10197             |           |
| 06                   | CENTER LOOP POST      | High Power     | J107-2              |         |         | Q66          | J130-7            |            |         | Vio-Blu          | AE-27-1200           |           |
| 07                   | KNOCKER               | High Power     |                     | J107-2  |         | Q68          |                   | J130-8     |         | Vio-Blk          |                      | AE-23-800 |
| 08                   | TOP DIVERTER POST     | High Power     | J107-2              |         |         | Q70          | J130-9            |            |         | Vio-Gry          | AE-27-1200           |           |
| 09                   | LEFT SLING            | Low Power      | J107-3              |         |         | Q58          | J127-1            |            |         | Brn-Blk          | AE-27-1200           |           |
| 10                   | RIGHT SLING           | Low Power      | J107-3              |         |         | Q56          | J127-3            |            |         | Brn-Red          | AE-27-1200           |           |
| 11                   | BOTTOM JET            | Low Power      | J107-3              |         |         | Q54          | J127-4            |            |         | Brn-Org          | AE-26-1200           |           |
| 12                   | MIDDLE JET            | Low Power      | J107-3              |         |         | Q52          | J127-5            |            |         | Brn-Yel          | AE-26-1200           |           |
| 13                   | TOP JET               | Low Power      | J107-3              |         |         | Q50          | J127-6            |            |         | Brn-Grn          | AE-26-1200           |           |
| 14                   | TRAP DOOR HOLD        | Low Power      | J107-2              |         |         | Q48          | J127-7            |            |         | Brn-Blu          | A-20099              |           |
| 15                   | LEFT UP/DOWN GATE     | Low Power      | J107-3              |         |         | Q46          | J127-8            |            |         | Brn-Vio          | A-14406              |           |
| 16                   | RIGHT UP/DOWN GATE    | Low Power      | J107-3              |         |         | Q44          | J127-9            |            |         | Brn-Gry          | A-14406              |           |
| 17                   | BOX CLOCKWISE         | Flasher        | J116-2              |         |         | Q42          | J126-1            |            |         | Blk-Brn          | 14-8018              |           |
| 18                   | BOX COUNTER CLOCKWISE | Flasher        | J116-2              |         |         | Q40          | J126-2            |            |         | Blk-Red          | 14-8018              |           |
| 19                   | NOT USED              | Flasher        | J116-2              |         |         | Q38          | J126-3            |            |         | Blk-Org          | ---                  |           |
| 20                   | RETURN LANE FLASHER   | Flasher        | J107-6              |         |         | Q36          | J126-4            |            |         | Blk-Yel          | #89 (2)              |           |
| 21                   | TOP KICKOUT           | Flasher        | J107-1              |         |         | Q28          | *J126-5           |            |         | Blu-Grn          | AE-27-1200           |           |
| 22                   | NOT USED              | Flasher        | J107-6              |         |         | Q30          | J126-6            |            |         | Blu-Blk          | ---                  |           |
| 23                   | NOT USED              | Flasher        | J107-6              |         |         | Q34          | J126-7            |            |         | Blu-Vio          | ---                  |           |
| 24                   | TRAP DOOR FLASHER     | Flasher        | J107-6              |         |         | Q32          | J126-8            |            |         | Blu-Gry          | #89 (2)              |           |
| 25                   | SPIRIT RING FLASHER   | Gen. Purpose   | J107-6              | J106-5  |         | Q26          | J122-1            | J124-1     |         | Blu-Brn          | #906, #89            | #906      |
| 26                   | SAW FLASHER           | Gen. Purpose   | J107-6              | J106-5  |         | Q24          | J122-2            | J124-2     |         | Blu-Red          | #906, #89 (2)        | #906      |
| 27                   | JET FLASHER           | Gen. Purpose   | J107-6              | J106-5  |         | Q22          | J122-3            | J124-3     |         | Blu-Org          | #906, #89 (2)        | #906      |
| 28                   | BOX FLASHER           | Gen. Purpose   | J107-6              | J106-5  |         | Q20          | J122-4            | J124-5     |         | Blu-Yel          | #906, #89 (2)        | #906      |
| 33                   | CUBE MAGNET           | High Power     | J907-6,7            |         |         | Q2           | J902-6            |            |         | Yel-Vio          | 20-10197             |           |
| 34                   | SUB BALL RELEASE      | Low Power      | J907-6,7            |         |         | Q7           | J902-4            |            |         | Org-Vio          | AE-27-1200           |           |
| 35                   | LEFT DRAIN MAGNET     | High Power     | J907-8,9            |         |         | Q1           | J902-3            |            |         | Yel-Gry          | 20-10197             |           |
| General Illumination |                       |                |                     |         |         |              |                   |            |         |                  |                      |           |
| 01                   | STRING 1              | G.I.           |                     | J120-1  |         | Q18          |                   | J120-7     |         | Wht-Brn          |                      | #555      |
| 02                   | STRING 2              | G.I.           |                     | J120-2  |         | Q10          |                   | J120-8     |         | Wht-Org          |                      | #555      |
| 03                   | STRING 3              | G.I.           | J121-3              |         |         | Q14          | J121-9            |            |         | Wht-Yel          | #44                  |           |
| 04                   | STRING 4              | G.I.           | J121-5              |         |         | Q16          | J121-10           |            |         | Wht-Grn          | #44                  |           |
| 05                   | STRING 5              | G.I.           | J121-6              |         |         | Q12          | J121-11           |            |         | Wht-Vio          | #44                  |           |
| Flipper Circuits     |                       |                |                     |         |         |              |                   |            |         |                  |                      |           |
|                      |                       |                | Voltage Connections |         | Drive   |              | Drive             | Drive Wire |         | Coil             | Coil                 |           |
|                      |                       |                | Playfield           | Power   | Hold    |              | Playfield         | Power      | Hold    | Part No.         | Color                |           |
| 29                   |                       | Lwr. Rt. Power | J907-1 (Red-Grn)    | Q4      |         |              | J902-13           | Yel-Grn    |         |                  |                      |           |
| 30                   | Lower Right Flipper   | Lwr. Rt. Hold  | J907-1 (Red-Grn)    |         | Q11     |              | J902-11           |            | Org-Grn | FL-11629         |                      | BLUE      |
| 31                   |                       | Lwr. Lt. Power | J907-4 (Red-Blu)    | Q3      |         |              | J902-9            | Yel-Blu    |         |                  |                      |           |
| 32                   | Lower Left Flipper    | Lwr. Lt. Hold  | J907-4 (Red-Blu)    |         | Q9      |              | J902-7            |            | Org-Blu | FL-11629         |                      | BLUE      |
| 33                   |                       | Upr. Rt. Power | J907-6 (Red-Vio)    | Q2      |         |              | J902-6            | Yel-Vio    |         |                  |                      |           |
| 34                   | Upper Right Flipper   | Upr. Rt. Hold  | J907-6 (Red-Vio)    |         | Q7      |              | J902-4            |            | Org-Vio | NOT              |                      | USED      |
| 35                   |                       | Upr. Lt. Power | J907-8 (Red-Gry)    | Q1      |         |              | J902-3            | Yel-Gry    |         |                  |                      |           |
| 36                   | Upper Left Flipper    | Upr. Lt. Hold  | J907-8 (Red-Gry)    |         | Q5      |              | J902-1            |            | Org-Gry | NOT              |                      | USED      |

J1xx=Power Driver Board; J9xx=Flitronic II Board; 24-6549=#44 bulb; 24-8704=#89 bulb; 24-8768=#555 bulb; 24-8802=#906 bulb

\*Tieback Diode J126-13



## Solenoid/Flashlamp Locations

| Item No. | Coil/Flasher No. | Assy. Number. | Description             |
|----------|------------------|---------------|-------------------------|
| 01       | AE-26-1500       | A-19963       | Ball Trough             |
| 02       | 20-10179         | A-19778       | Magnet Diverter         |
| 03       | A-20099          | A-19939       | Trap Door Up            |
| 04       | AE-26-1200       | A-19939       | Subway Popper           |
| 05       | 20-10197         | ---           | Right Drain Magnet      |
| 06       | AE-27-1200       | A-17932       | Center Loop Post        |
| 07       | AE-23-800        | B-10686-1     | *Knocker                |
| 08       | AE-27-1200       | A-17932       | Top Diverter Post       |
| 09       | AE-27-1200       | B-9362-L-3    | Left Sling              |
| 10       | AE-27-1200       | B-9362-R-4    | Right Sling             |
| 11       | AE-26-1200       | A-9415-2      | Bottom Jet              |
| 12       | AE-26-1200       | A-9415-2      | Middle Jet              |
| 13       | AE-26-1200       | A-9415-2      | Top Jet                 |
| 14       | A-20099          | A-19939       | Trap Door Hold          |
| 15       | A-14406          | A-17796       | Left Up/Down Gate       |
| 16       | A-14406          | A-17796       | Right Up/Down Gate      |
| 17       | 14-8018          | A-19782       | Box Clockwise           |
| 18       | 14-8018          | A-19782       | Box Counter Clockwise   |
| 19       | ---              | ---           | Not Used                |
| 20       | 24-8704          | A-17983       | Return Lane Flasher (2) |
| 21       | AE-27-1200       | A-20003       | Top Kickout             |
| 22       | ---              | ---           | Not Used                |
| 23       | 24-8704          | A-17803       | Save Post Flasher       |
| 24       | 24-8704          | A-17983       | Trap Door Flasher       |
|          | 24-8704          | A-17803       |                         |
| 25       | 24-8802          | ---           | Spirit Ring Flasher     |
|          | 24-8704          | A-17983       |                         |
| 26       | 24-8802          | ---           | Saw Flasher             |
|          | 24-8704 (2)      | A-17903       |                         |
| 27       | 24-8802          | ---           | Jet Flasher             |
|          | 24-8704 (2)      | A-17803       |                         |
| 28       | 24-8802 (2)      | ---           | Box Flasher             |
|          | 24-8704          | A-17983       |                         |
| 33       | 20-10197         | A-19778       | Cube Magnet             |
| 34       | AE-27-1200       | A-19934       | Sub Ball Release        |
| 35       | 20-10197         | ---           | Left Drain Magnet       |

### \*Not Shown

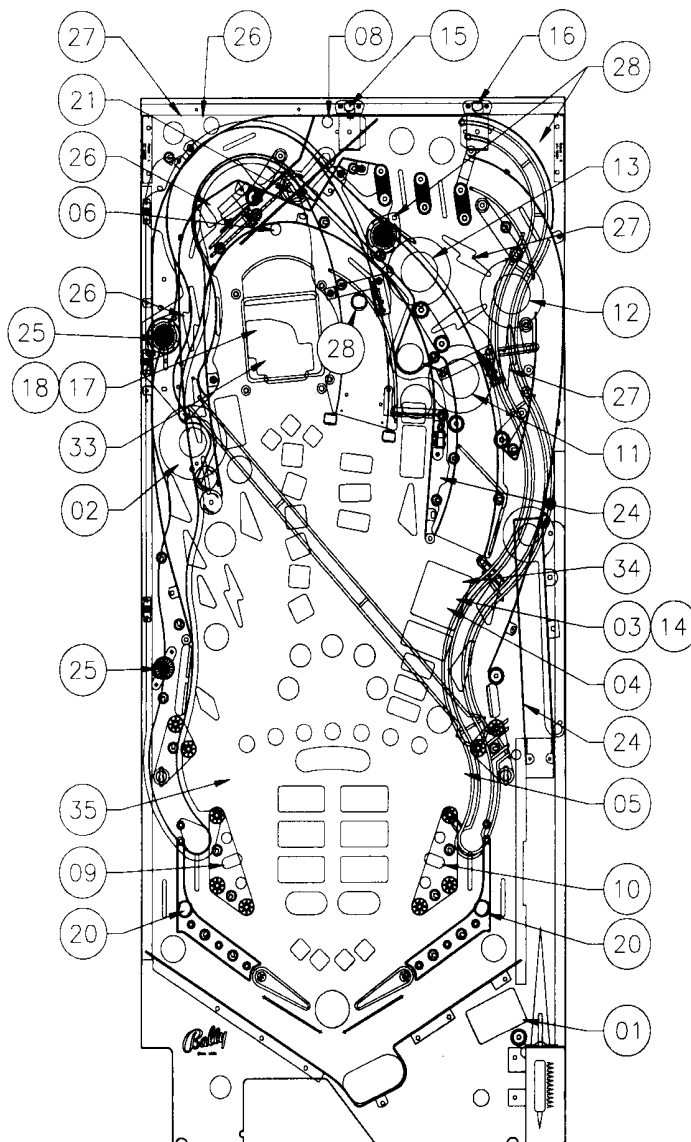
### General Illumination Circuits

| Item No. | Description | Bulb No. |               |
|----------|-------------|----------|---------------|
| 01       | String 1    | #555     | G.I. String 1 |
| 02       | String 2    | #555     | G.I. String 2 |
| 03       | String 3    | #44      | G.I. String 3 |
| 04       | String 4    | #44      | G.I. String 4 |
| 05       | String 5    | #44      | G.I. String 5 |

### Flipper Coils

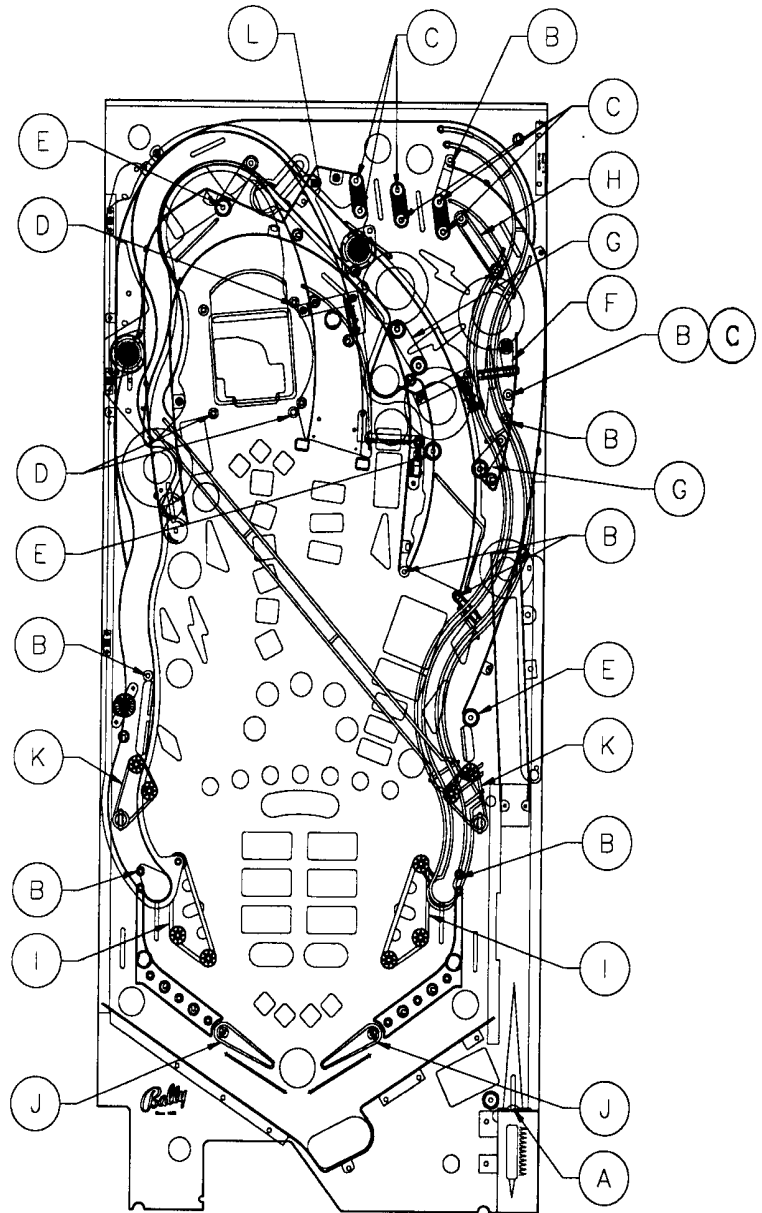
| Coil No. | Color  | Assy. No.   | Description         |
|----------|--------|-------------|---------------------|
| FL-11629 | (blue) | A-15849-R-2 | Lower Right Flipper |
| FL-11629 | (blue) | A-15849-L-2 | Lower Left Flipper  |

24-6549 = #44 bulb  
 24-8704 = #89 bulb  
 24-8768 = #555 bulb  
 24-8802 = #906 bulb



## Rubber Rings

| Item No. | Part Number | Description.         | Qty |
|----------|-------------|----------------------|-----|
| A        | 23-6327     | Ball Shooter Tip     | 1   |
| B        | 23-6556     | Black Sleeve         | 8   |
| C        | 23-6641     | Rubber Bumper .64 od | 7   |
| D        | 23-6694-1   | Rubber Grommet 3/32" | 3   |
| E        | 23-6694-3   | Rubber Ring 5/16"    | 6   |
| F        | 23-6694-5   | Rubber Ring 3/4"     | 1   |
| G        | 23-6694-6   | Rubber Ring 1"       | 4   |
| H        | 23-6694-8   | Rubber Ring 1 1/2"   | 1   |
| I        | 23-6694-10  | Rubber Ring 2 1/2"   | 2   |
| J        | 23-6695     | Flipper Ring 1 1/2"  | 2   |
| K        | 23-6694-9   | Rubber Ring 2"       | 2   |
| L        | 23-6553-4   | Flipper Rubber, Red  | 1   |



# SECTION THREE

## GAME WIRING AND SCHEMATICS

### CONNECTOR & COMPONENT IDENTIFICATION

Each plug or jack (except the Sound Board and Dot Matrix Display/Driver Board) receives a number that identifies the circuit board and position on that board that it connects to. J-designations refer to the male part of a connector. P-designations refer to the female part of a connector. For example, J101 designates jack 1 of board 1 (a Power Driver Board jack); P206 designates plug 6 of board 2 (a CPU Board plug). Identifying the specific pin number of a connector involves a hyphen, which separates the pin number from the plug or jack designation. For example, J101-3 refers to pin 3 of jack 1 on board 1.

Other game components may also have similar numbers to clarify their locations or related circuits. For example, F501 refers to a fuse located on the Sound Board.

Prefix number for the WPC circuit boards are as listed below.

1-Power Driver Board  
2-CPU Board  
6-Dot Matrix Controller  
9-Fliptronic II Controller Board

|                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------|
| P.C. BOARD LEGEND<br>J1XX = Power Driver Board<br>J2XX = CPU Board<br>J3XX = Dot Matrix Controller Board<br>J4XX = Fliptronic II Board |
|----------------------------------------------------------------------------------------------------------------------------------------|

The Sound Board and the Dot Matrix Display/Driver Board do not have an identification number.

**Schematics for standard WPC backbox boards are found in the WPC Schematics Manual. Playfield, cabinet, and all other backbox board schematics are found in this section.**

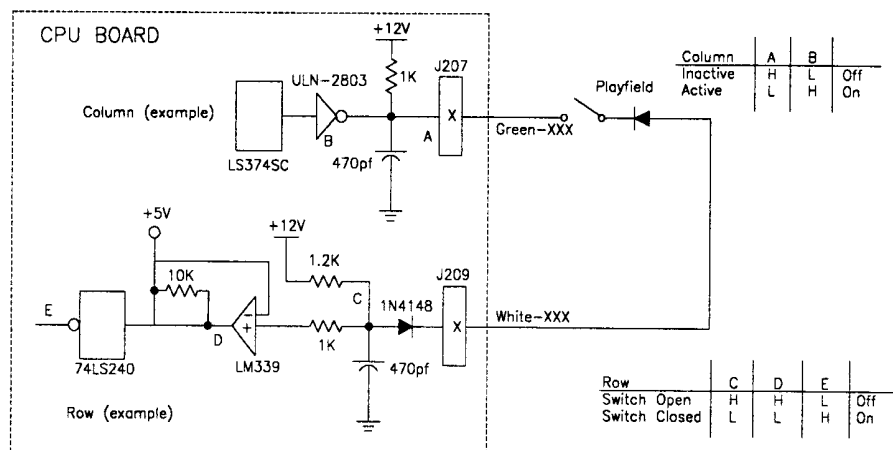
# SWITCH MATRIX

| Dedicated Grounded Switches                                                    | Row                                  | Column                               |                                    |                                       |                                       |                                      |                                     |                                       |                                     | Flipper Grounded Switches                             |
|--------------------------------------------------------------------------------|--------------------------------------|--------------------------------------|------------------------------------|---------------------------------------|---------------------------------------|--------------------------------------|-------------------------------------|---------------------------------------|-------------------------------------|-------------------------------------------------------|
|                                                                                |                                      | 1<br>Green-Brown<br>J207-1<br>U20-18 | 2<br>Green-Red<br>J207-2<br>U20-17 | 3<br>Green-Orange<br>J207-3<br>U20-16 | 4<br>Green-Yellow<br>J207-4<br>U20-15 | 5<br>Green-Black<br>J207-5<br>U20-14 | 6<br>Green-Blue<br>J207-6<br>U20-13 | 7<br>Green-Violet<br>J207-7<br>U20-12 | 8<br>Green-Gray<br>J207-9<br>U20-11 |                                                       |
| Orange-Brown (1)<br>J205-1<br>Left Coin Chute D1                               | 1<br>White-Brown<br>J209-1<br>U18-11 | NOT USED                             | SLAM TILT                          | TROUGH JAM                            | LOCK 1                                | LEFT BANK TARGET                     | LEFT SLING                          | CENTER RAMP EXIT                      | LOOP RIGHT                          | Black-Green<br>J906-1<br>Right Flipper EOS F1         |
| Orange-Red (2)<br>J205-2<br>Center Coin Chute D2                               | 2<br>White-Red<br>J209-2<br>U18-9    | NOT USED                             | COIN DOOR CLOSED                   | TROUGH 1                              | LOCK 2                                | CAPTIVE BALL REST                    | RIGHT SLING                         | NOT USED                              | CENTER RAMP TARGETS                 | Black-Violet<br>J906-1<br>Right Flipper Opto F2       |
| Orange-Black (3)<br>J205-3<br>Right Coin Chute D3                              | 3<br>White-Orange<br>J209-3<br>U18-5 | START BUTTON                         | BUY-IN                             | TROUGH 2                              | LOCK 3                                | RIGHT LANE ENTER                     | BOTTOM JET                          | RIGHT RAMP EXIT                       | VANISH LOCK 1                       | Black-Blue<br>J906-3<br>Left Flipper EOS F3           |
| Orange-Yellow (4)<br>J205-4<br>4th Coin Chute D4                               | 4<br>White-Yellow<br>J209-4<br>U18-7 | PLUMB BOB TILT                       | ALWAYS CLOSED                      | TROUGH 3                              | POPPER                                | LEFT LANE ENTER                      | MIDDLE JET                          | RIGHT RAMP EXIT 2                     | VANISH LOCK 2                       | Black-Gray<br>J906-2<br>Left Flipper Opto F4          |
| Orange-Green (5)<br>J205-5<br>Normal Function Ser Credits Test Function Esc D5 | 5<br>White-Green<br>J209-5<br>U19-11 | SHOOTER LANE                         | LEFT OUTLANE                       | TROUGH 4                              | LEFT DRAIN EDDY                       | CUBE POSITION 4                      | TOP JET                             | CENTER RAMP ENTER                     | TRUNK HIT                           | Black-Violet<br>J906-4<br>Upper Right Flipper EOS F5  |
| Orange-Blue (6)<br>J205-6<br>Normal Function Test Function Vol Down Down D6    | 6<br>White-Blue<br>J209-6<br>U19-9   | NOT USED                             | LEFT RETURN LANE                   | SUBWAY OPTO                           | NOT USED                              | CUBE POSITION 1                      | TOP LANE 1                          | RIGHT RAMP ENTER                      | RIGHT LANE EXIT                     | Black-Yellow<br>J906-3<br>Upper Right Flipper Opto F6 |
| Orange-Violet (7)<br>J205-7<br>Normal Function Test Function Vol Up Up D7      | 7<br>White-Violet<br>J209-7<br>U19-5 | NOT USED                             | RIGHT RETURN LANE                  | SPINNER                               | SUBWAY MICRO                          | CUBE POSITION 2                      | TOP LANE 2                          | CAPTIVE BALL TOP                      | LEFT LANE EXIT                      | Black-Gray<br>J906-5<br>Upper Left Flipper EOS F7     |
| Orange-Gray (8)<br>J205-8<br>Normal Function Test Function Begin Test Enter D8 | 8<br>White-Gray<br>J209-8<br>U19-7   | NOT USED                             | RIGHT OUTLANE                      | RIGHT LOWER TARGET                    | RIGHT DRAIN EDDY                      | CUBE POSITION 3                      | NOT USED                            | LOOP LEFT                             | NOT USED                            | Black-Blue<br>J906-5<br>Upper Left Flipper Opto F8    |

J2XX = CPU Board; J9XX = Fliptronic II Board;

■ = Opto, Typically Closed

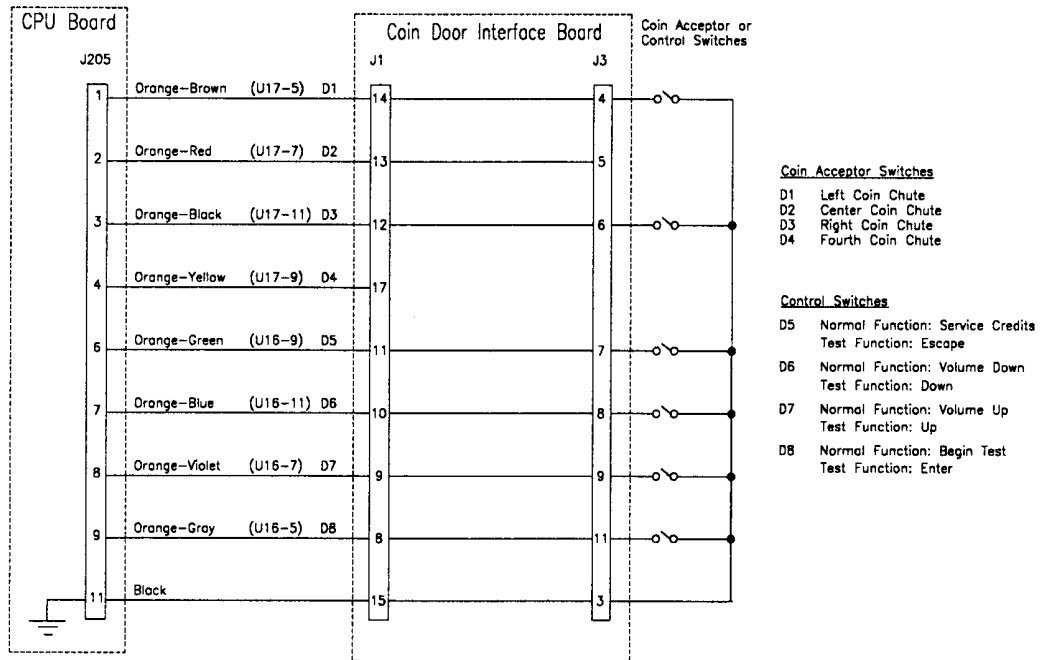
## SWITCH MATRIX CIRCUIT



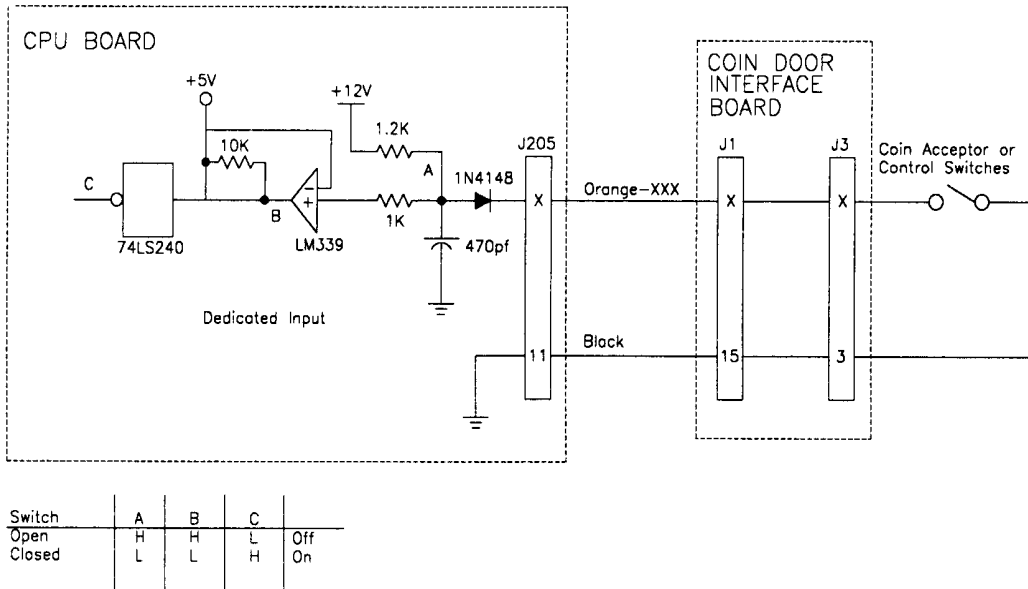
The microprocessor is constantly strobing the column side of the switch. When point "A" on the column circuit toggles low, the column side is active.

When a switch closes, the row side of the circuit activates. The "+" input to the LM339 drops below +5V causing its output to go low. Corresponding row and column switches must be low at the same time for the switch to be considered closed by the microprocessor. When the switch opens, the "+" input to the LM339 is above +5V, its output is high and the row is inactive.

## DEDICATED SWITCHES



## DEDICATED SWITCH CIRCUIT



The dedicated switches operate similar to switches in the matrix except that instead of a column circuit there is a direct tie to ground. Therefore, the column side is constantly active (low).

When a switch closes the row side (dedicated input) of the circuit activates. The "+" input to the LM339 drops below +5V causing its output to go low. Since the row circuit (dedicated input) is tied directly to ground through the switch, the switch is considered closed by the microprocessor. When the switch opens, the "+" input to the LM339 is about +5V, its output is high and the row is inactive.

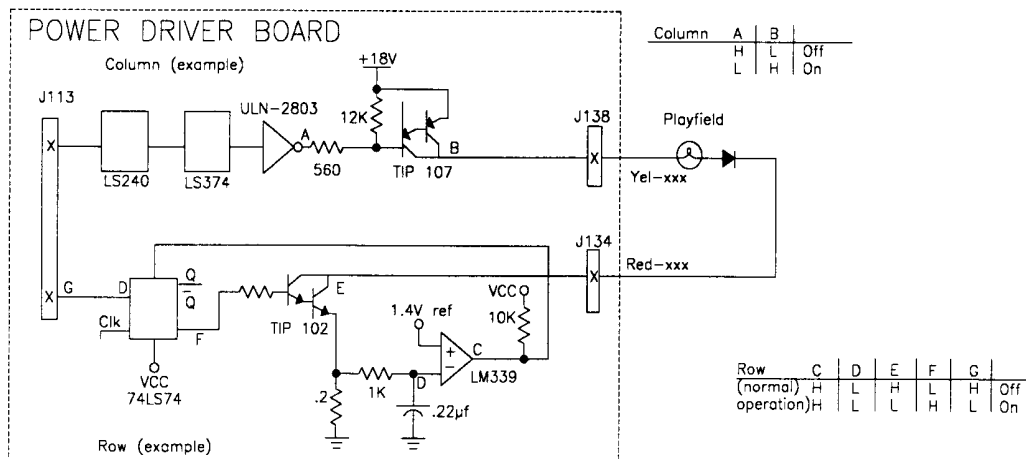
## LAMP MATRIX

Yellow (B+) → Red

| Column<br>Row                 | 1<br>Yellow-Brown<br>J137-1<br>Q98 | 2<br>Yellow-Red<br>J137-2<br>Q97 | 3<br>Yellow-Orange<br>J137-3<br>Q96 | 4<br>Yellow-Black<br>J137-4<br>Q95 | 5<br>Yellow-Green<br>J137-5<br>Q94 | 6<br>Yellow-Blue<br>J137-6<br>Q93 | 7<br>Yellow-Violet<br>J138-7<br>Q92 | 8<br>Yellow-Gray<br>J138-9<br>Q91 |
|-------------------------------|------------------------------------|----------------------------------|-------------------------------------|------------------------------------|------------------------------------|-----------------------------------|-------------------------------------|-----------------------------------|
| 1<br>Red-Brown<br>J133-1 Q90  | (T)HEATRE<br>11                    | HAUNTED BASEMENT<br>21           | MA(G)IC<br>31                       | EXTRA BALL<br>41                   | TRUNK HIT 2<br>51                  | TIGER SAW<br>61                   | HAT MAGIC<br>71                     | SPECIAL<br>81                     |
| 2<br>Red-Black<br>J133-2 Q89  | T(H)EATRE<br>12                    | META-MORPHISIS AWARD<br>22       | MAGI(C)<br>32                       | VANISH<br>42                       | HURRY UP<br>52                     | LEVITATE WOMAN<br>62              | SPIRIT AWARD<br>72                  | NOT USED<br>82                    |
| 3<br>Red-Orange<br>J133-4 Q88 | TH(E)ATRE<br>13                    | RIGHT SPELL MAGIC<br>23          | LIFT TRAPDOOR<br>33                 | SPELL THEATRE<br>43                | TRUNK ESCAPE<br>53                 | GRAND FINALE<br>63                | THEATRE<br>73                       | NOT USED<br>83                    |
| 4<br>Red-Yellow<br>J133-5 Q87 | THE(A)TRE<br>14                    | SPIRIT RING<br>24                | CENTER SPELL MAGIC<br>34            | JACKPOT<br>44                      | LOCK BALL<br>54                    | TRUNK ESCAPE<br>64                | MULTI-BALL<br>74                    | NOT USED<br>84                    |
| 5<br>Red-Green<br>J133-6 Q86  | THEA(T)RE<br>15                    | ADVANCE CLOCK<br>25              | LEVITATE AWARD<br>35                | SAFE AWARD<br>45                   | HAT TRICK AWARD<br>55              | SPIRIT CARDS<br>65                | MIDNIGHT<br>75                      | LAMP IN CUBE<br>85                |
| 6<br>Red-Blue<br>J133-7 Q85   | THEAT(R)E<br>16                    | JACKET AWARD<br>26               | MAG(I)C<br>36                       | TIGER SAW AWARD<br>46              | START ILLUSION<br>56               | SAFE ESCAPE<br>66                 | ILLUSIONS<br>76                     | SHOOT AGAIN<br>86                 |
| 7<br>Red-Violet<br>J133-8 Q84 | THEATR(E)<br>17                    | M(A)GIC<br>27                    | TOP ROLLOVER 1<br>37                | START FINALE<br>47                 | START MULTI-BALL<br>57             | META-MORPHISIS<br>67              | SAW MULTI-BALL<br>77                | BUY-IN<br>87                      |
| 8<br>Red-Gray<br>J133-9 Q83   | (M)AGIC<br>18                      | TRUNK HIT 3<br>28                | TOP ROLLOVER 2<br>38                | TRUNK HIT 1<br>48                  | LITE VANISH<br>58                  | STRAIT JACKET<br>68               | HOCUS POCUS<br>78                   | START BUTTON<br>88                |

J1XX = Power Driver Board

## LAMP MATRIX CIRCUIT



The processor sends a signal to the column circuit, causing the output of the ULN-2803 to toggle. When point "A" drops low, the TIP107 transistor conducts and point "B" changes to a high state. At the same time the processor drives the input of the 74LS74 low, causing a high at output "F". A high state at the base of TIP102 causes the transistor to conduct, bringing the row circuit to ground and turning the lamp On.

The processor changes the input of the 74LS74 to a high state to turn the lamp Off.

In overcurrent conditions the lamps is shut Off through the comparator. If the voltage at the negative input of the LM339 rises above 1.4V the output changes to a low, which is fed back to the 74LS74 and shuts the row circuit Off.

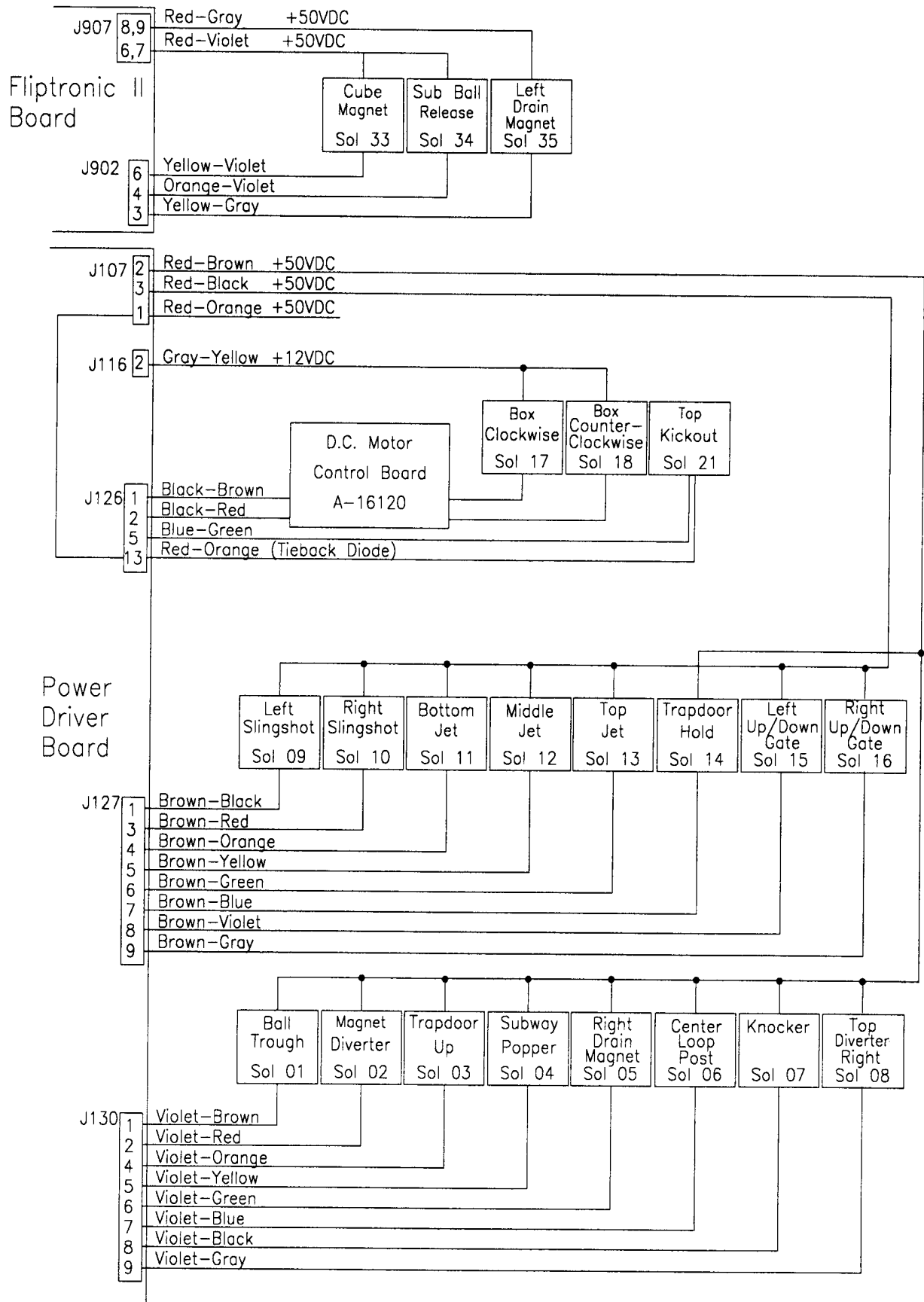
## SOLENOID/FLASHER TABLE

| Sol. No.                    | Function              | Solenoid Type       | Voltage Connections |                   |         | Drive Xister     | Drive Connections |                   |         | Drive Wire Color | Solenoid Part number |            |
|-----------------------------|-----------------------|---------------------|---------------------|-------------------|---------|------------------|-------------------|-------------------|---------|------------------|----------------------|------------|
|                             |                       |                     | Playfield           | Backbox           | Cabinet |                  | Playfield         | Backbox           | Cabinet |                  | Flashlamp Type       | Backbox    |
| 01                          | BALL TROUGH           | High Power          | J107-2              |                   |         | Q82              | J130-1            |                   |         | Vio-Brn          | AE-26-1500           |            |
| 02                          | MAGNET DIVERter       | High Power          | J107-2              |                   |         | Q80              | J130-2            |                   |         | Vio-Red          | 20-10179             |            |
| 03                          | TRAP DOOR UP          | High Power          | J107-2              |                   |         | Q78              | J130-4            |                   |         | Vio-Org          | A-20099              |            |
| 04                          | SUBWAY POPPER         | High Power          | J107-2              |                   |         | Q76              | J130-5            |                   |         | Vio-Yel          | AE-26-1200           |            |
| 05                          | RIGHT DRAIN MAGNET    | High Power          | J107-2              |                   |         | Q64              | J130-6            |                   |         | Vio-Grn          | 20-10197             |            |
| 06                          | CENTER LOOP POST      | High Power          | J107-2              |                   |         | Q66              | J130-7            |                   |         | Vio-Blu          | AE-27-1200           |            |
| 07                          | KNOCKER               | High Power          |                     | J107-2            |         | Q68              |                   | J130-8            |         | Vio-Blk          |                      | AE-23-800  |
| 08                          | TOP DIVERter POST     | High Power          | J107-2              |                   |         | Q70              | J130-9            |                   |         | Vio-Gry          | AE-27-1200           |            |
| 09                          | LEFT SLING            | Low Power           | J107-3              |                   |         | Q58              | J127-1            |                   |         | Brn-Blk          | AE-27-1200           |            |
| 10                          | RIGHT SLING           | Low Power           | J107-3              |                   |         | Q56              | J127-3            |                   |         | Brn-Red          | AE-27-1200           |            |
| 11                          | BOTTOM JET            | Low Power           | J107-3              |                   |         | Q54              | J127-4            |                   |         | Brn-Org          | AE-26-1200           |            |
| 12                          | MIDDLE JET            | Low Power           | J107-3              |                   |         | Q52              | J127-5            |                   |         | Brn-Yel          | AE-26-1200           |            |
| 13                          | TOP JET               | Low Power           | J107-3              |                   |         | Q50              | J127-6            |                   |         | Brn-Grn          | AE-26-1200           |            |
| 14                          | TRAP DOOR HOLD        | Low Power           | J107-2              |                   |         | Q48              | J127-7            |                   |         | Brn-Blu          | A-20099              |            |
| 15                          | LEFT UP/DOWN GATE     | Low Power           | J107-3              |                   |         | Q46              | J127-8            |                   |         | Brn-Vio          | A-14406              |            |
| 16                          | RIGHT UP/DOWN GATE    | Low Power           | J107-3              |                   |         | Q44              | J127-9            |                   |         | Brn-Gry          | A-14406              |            |
| 17                          | BOX CLOCKWISE         | Flasher             | J116-2              |                   |         | Q42              | J126-1            |                   |         | Blk-Brn          | 14-8018              |            |
| 18                          | BOX COUNTER CLOCKWISE | Flasher             | J116-2              |                   |         | Q40              | J126-2            |                   |         | Blk-Red          | 14-8018              |            |
| 19                          | NOT USED              | Flasher             | J116-2              |                   |         | Q38              | J126-3            |                   |         | Blk-Org          | ---                  |            |
| 20                          | RETURN LANE FLASHER   | Flasher             | J107-6              |                   |         | Q36              | J126-4            |                   |         | Blk-Yel          | #89 (2)              |            |
| 21                          | TOP KICKOUT           | Flasher             | J107-1              |                   |         | Q28              | *J126-5           |                   |         | Blu-Grn          | AE-27-1200           |            |
| 22                          | NOT USED              | Flasher             | J107-6              |                   |         | Q30              | J126-6            |                   |         | Blu-Blk          | ---                  |            |
| 23                          | NOT USED              | Flasher             | J107-6              |                   |         | Q34              | J126-7            |                   |         | Blu-Vio          | ---                  |            |
| 24                          | TRAP DOOR FLASHER     | Flasher             | J107-6              |                   |         | Q32              | J126-8            |                   |         | Blu-Gry          | #89 (2)              |            |
| 25                          | SPIRIT RING FLASHER   | Gen. Purpose        | J107-6              | J106-5            |         | Q26              | J122-1            | J124-1            |         | Blu-Brn          | #906, #89            | #906       |
| 26                          | SAW FLASHER           | Gen. Purpose        | J107-6              | J106-5            |         | Q24              | J122-2            | J124-2            |         | Blu-Red          | #906, #89 (2)        | #906       |
| 27                          | JET FLASHER           | Gen. Purpose        | J107-6              | J106-5            |         | Q22              | J122-3            | J124-3            |         | Blu-Org          | #906, #89 (2)        | #906       |
| 28                          | BOX FLASHER           | Gen. Purpose        | J107-6              | J106-5            |         | Q20              | J122-4            | J124-5            |         | Blu-Yel          | #906, #89 (2)        | #906       |
| 33                          | CUBE MAGNET           | High Power          | J907-6,7            |                   |         | Q2               | J902-6            |                   |         | Yel-Vio          | 20-10197             |            |
| 34                          | SUB BALL RELEASE      | Low Power           | J907-6,7            |                   |         | Q7               | J902-4            |                   |         | Org-Vio          | AE-27-1200           |            |
| 35                          | LEFT DRAIN MAGNET     | High Power          | J907-8,9            |                   |         | Q1               | J902-3            |                   |         | Yel-Gry          | 20-10197             |            |
| <b>General Illumination</b> |                       |                     |                     |                   |         |                  |                   |                   |         |                  |                      |            |
| 01                          | STRING 1              | G.I.                |                     | J120-1            |         | Q18              |                   | J120-7            |         | Wht-Brn          |                      | #555       |
| 02                          | STRING 2              | G.I.                |                     | J120-2            |         | Q10              |                   | J120-8            |         | Wht-Org          |                      | #555       |
| 03                          | STRING 3              | G.I.                | J121-3              |                   |         | Q14              | J121-9            |                   |         | Wht-Yel          | #44                  |            |
| 04                          | STRING 4              | G.I.                | J121-5              |                   |         | Q16              | J121-10           |                   |         | Wht-Grn          | #44                  |            |
| 05                          | STRING 5              | G.I.                | J121-6              |                   |         | Q12              | J121-11           |                   |         | Wht-Vio          | #44                  |            |
| <b>Flipper Circuits</b>     |                       |                     |                     |                   |         |                  |                   |                   |         |                  |                      |            |
|                             |                       | Voltage Connections |                     | Drive Transistors |         | Drive Connectors |                   | Drive Wire Colors |         | Coil Part No.    |                      | Coil Color |
|                             |                       | Playfield           | Power               | Hold              |         | Playfield        | Power             | Hold              |         |                  |                      |            |
| 29                          | Lower Right Flipper   | Lwr. Rt. Power      | J907-1 (Red-Grn)    | Q4                |         | J902-13          | Yel-Grn           |                   |         | FL-11629         | BLUE                 |            |
| 30                          |                       | Lwr. Rt. Hold       | J907-1 (Red-Grn)    | Q11               |         | J902-11          | Org-Grn           |                   |         |                  |                      |            |
| 31                          | Lower Left Flipper    | Lwr. Lt. Power      | J907-4 (Red-Blu)    | Q3                |         | J902-9           | Yel-Blu           |                   |         | FL-11629         | BLUE                 |            |
| 32                          |                       | Lwr. Lt. Hold       | J907-4 (Red-Blu)    | Q9                |         | J902-7           | Org-Blu           |                   |         |                  |                      |            |
| 33                          | Upper Right Flipper   | Upr. Rt. Power      | J907-6 (Red-Vio)    | Q2                |         | J902-6           | Yel-Vio           |                   |         | NOT              | USED                 |            |
| 34                          |                       | Upr. Rt. Hold       | J907-6 (Red-Vio)    | Q7                |         | J902-4           | Org-Vio           |                   |         |                  |                      |            |
| 35                          | Upper Left Flipper    | Upr. Lt. Power      | J907-8 (Red-Gry)    | Q1                |         | J902-3           | Yel-Gry           |                   |         | NOT              | USED                 |            |
| 36                          |                       | Upr. Lt. Hold       | J907-8 (Red-Gry)    | Q5                |         | J902-1           | Org-Gry           |                   |         |                  |                      |            |

J1xx=Power Driver Board; J9xx=Fliptronic II Board; 24-6549=#44 bulb; 24-8704=#89 bulb; 24-8768=#555 bulb; 24-8802=#906 bulb

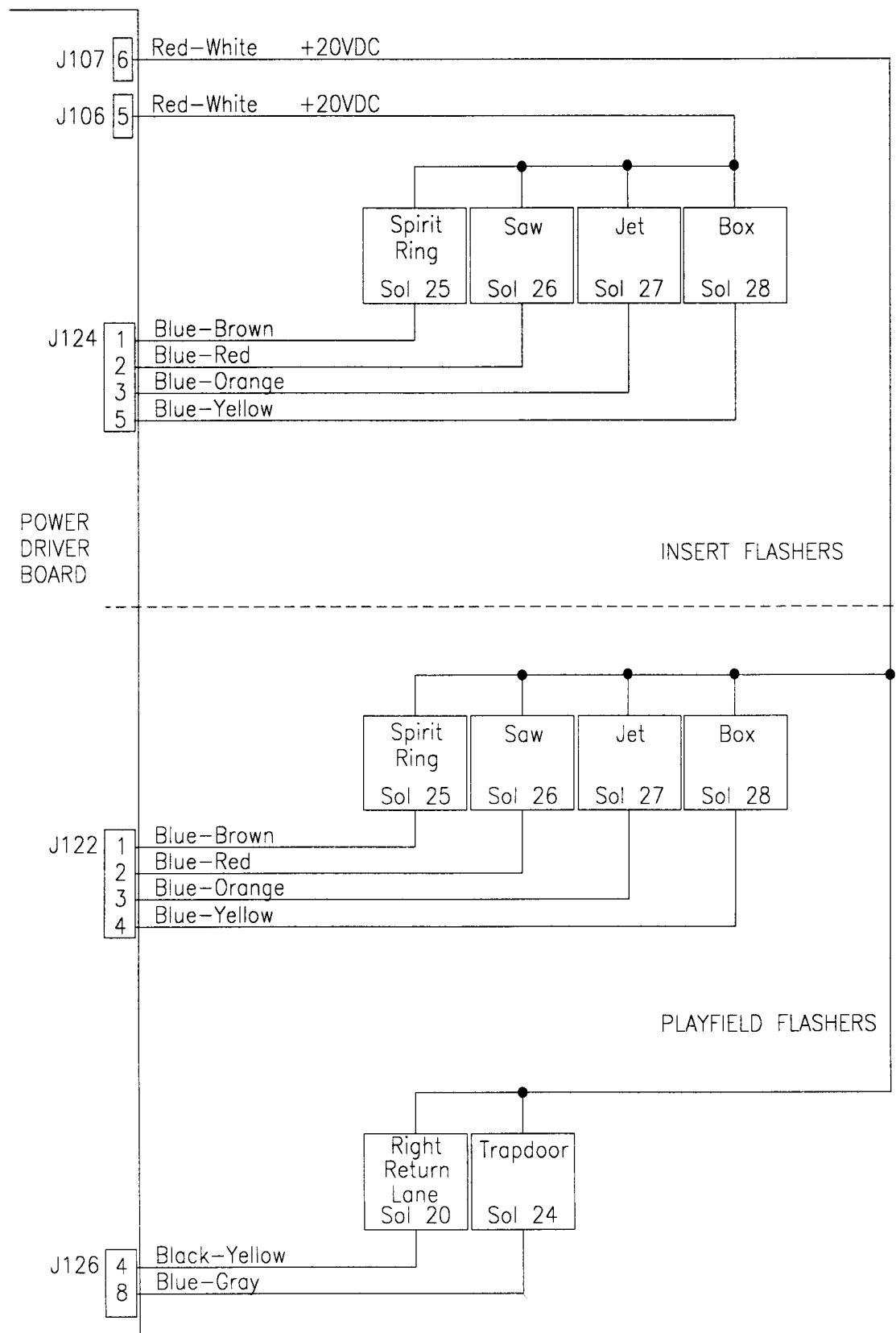
\*Tieback Diode J126-13

## SOLENOID WIRING

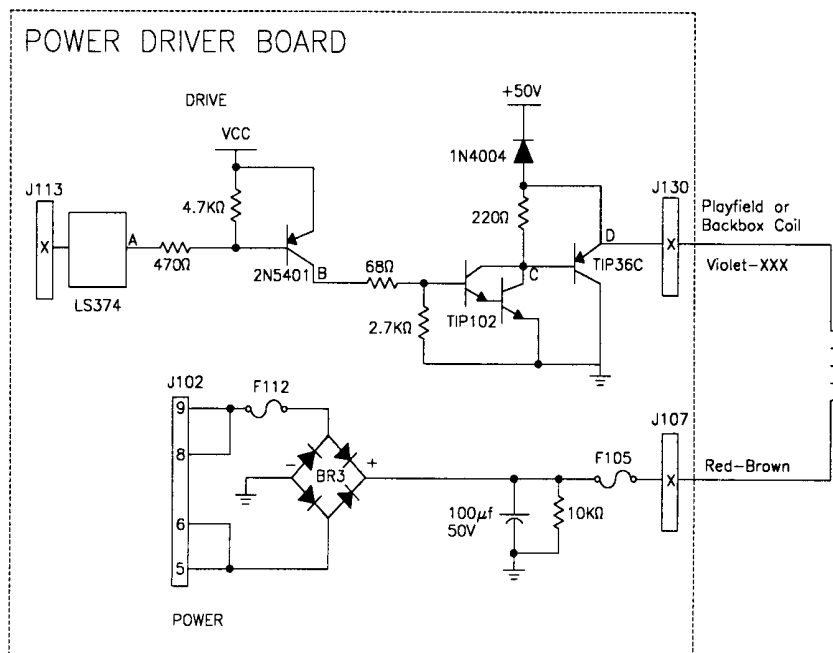




## FLASHER WIRING

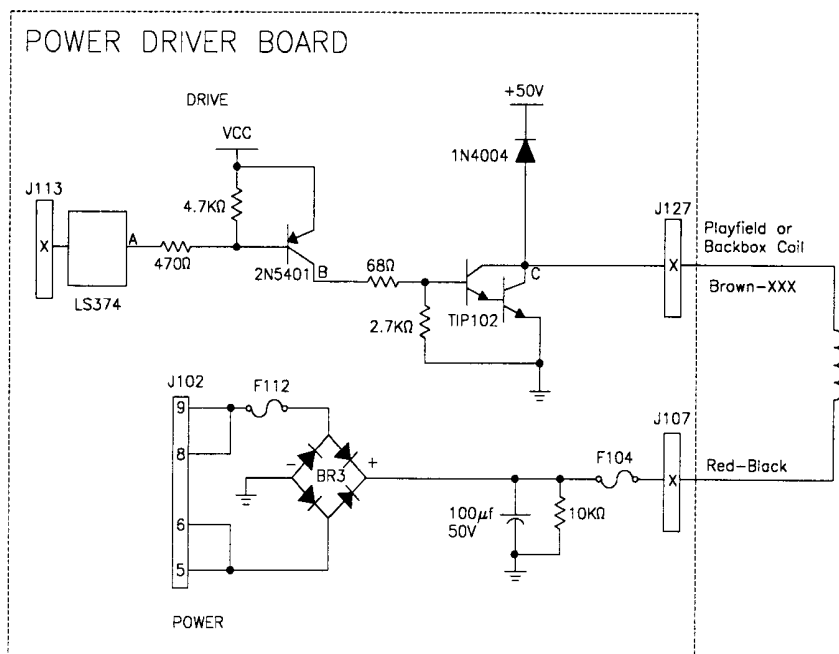


## High Power Solenoid Circuit



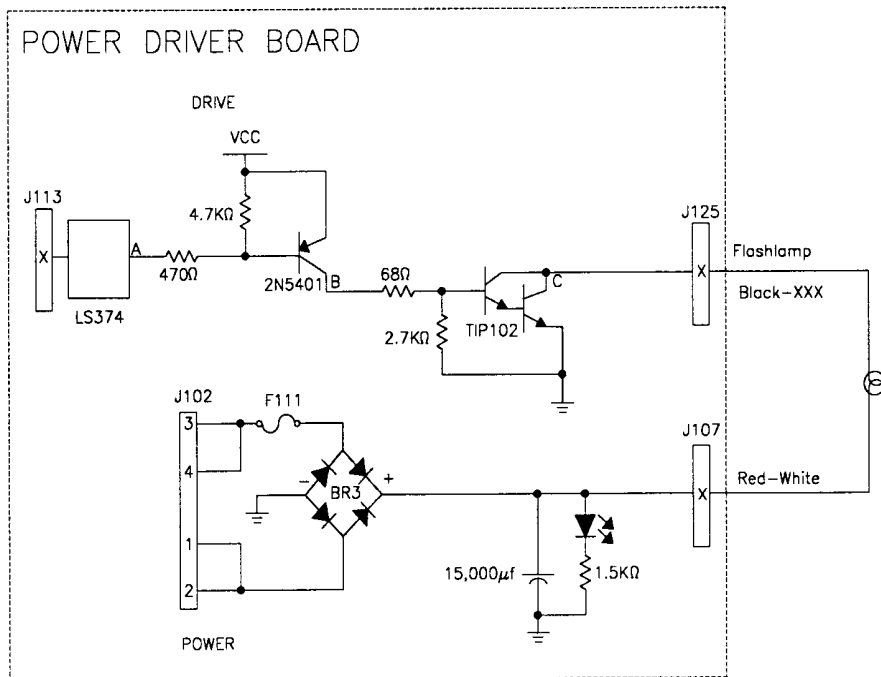
The microprocessor toggles the output of the 74LS374. When point "A" drops low, point "B" the collector of the 2N5401 transistor is high. A high at point "B" causes point "C" the collector of the TIP102 transistor, and point "D" the emitter of the TIP36 transistor to drop low. When point "D" is low the coil is grounded through the transistor and the coil turns On. The coil shuts Off when point "A" toggles high.

### Low Power Solenoid Circuit



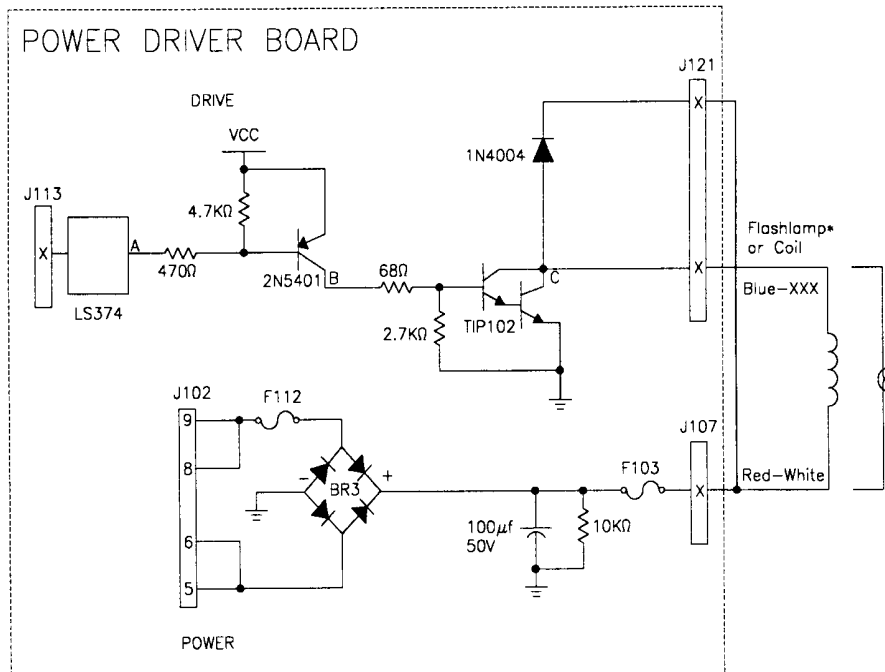
The microprocessor toggles the output of the 74LS374. When point "A" is low, point "B" the collector of the 2N5401 transistor is driven high. A high at point "B" turns On the TIP102 transistor, and causes point "C" to drop low. When point "C" is low the coil is grounded through the transistor and the coil turns On. The coil shuts Off when point "A" toggles high.

## Flashlamp Circuit



The microprocessor toggles the output of the 74LS374. When point "A" is low, point "B" the collector of the 2N5401 transistor is high. Once point "B" is high, point "C" the collector of the TIP102 transistor is low. When point "C" is low the flashlamp is grounded through the transistor and the flashlamp turns On. When point "A" toggles high the circuit shuts Off.

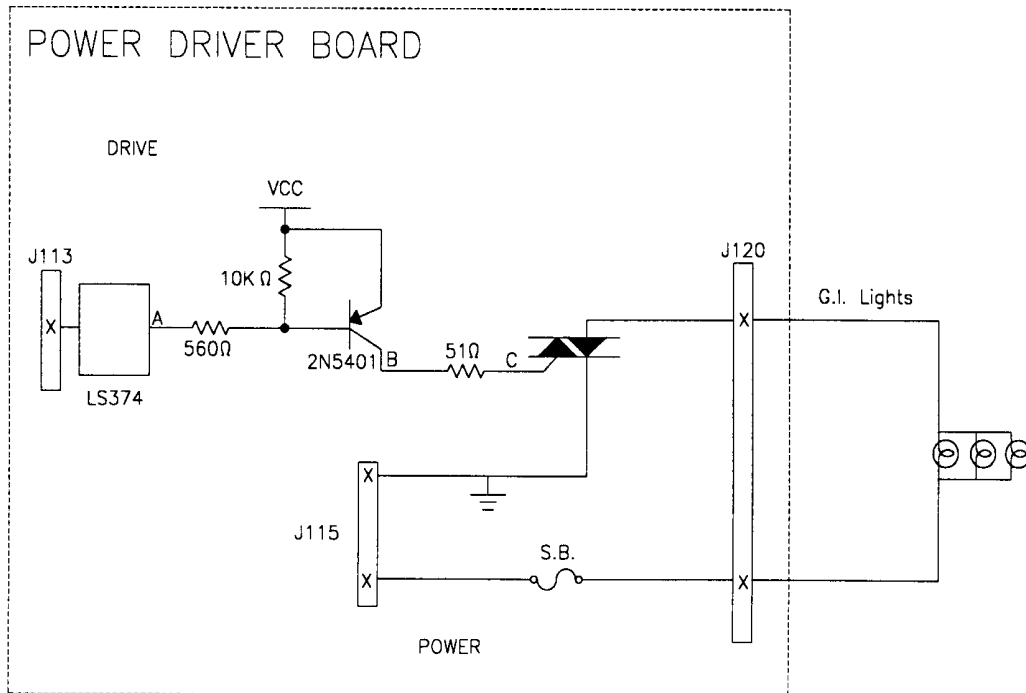
## Special (General Purpose) Solenoid Circuit



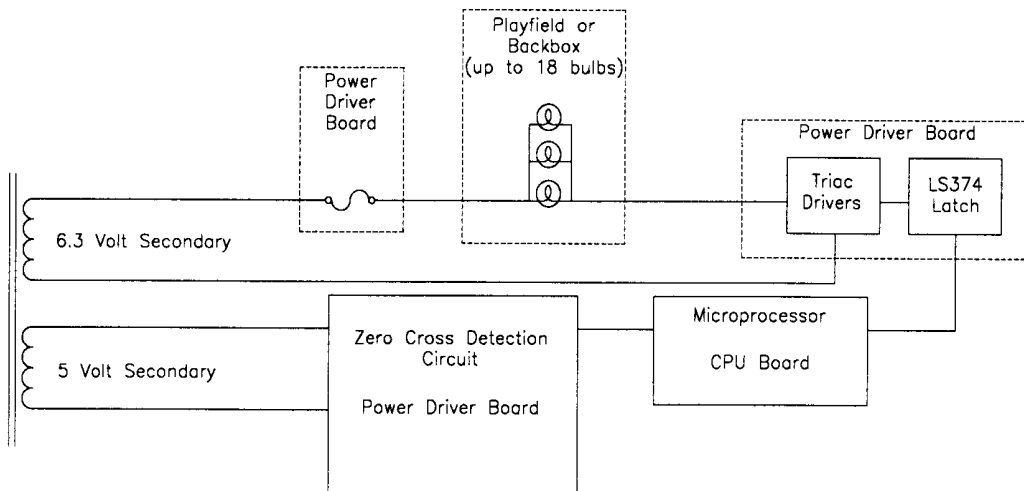
The microprocessor toggles the output of the 74LS374. When point "A" drops low, point "B" is high. A high at point "B" causes a low at point "C". When point "C" is low the coil/flashlamp is grounded through the transistor and the coil/flashlamp turns On. When point "A" toggles high the coil/flashlamp turns Off.

\*Tieback Diode is not used for flashlamp circuit.

### General Illumination Circuit

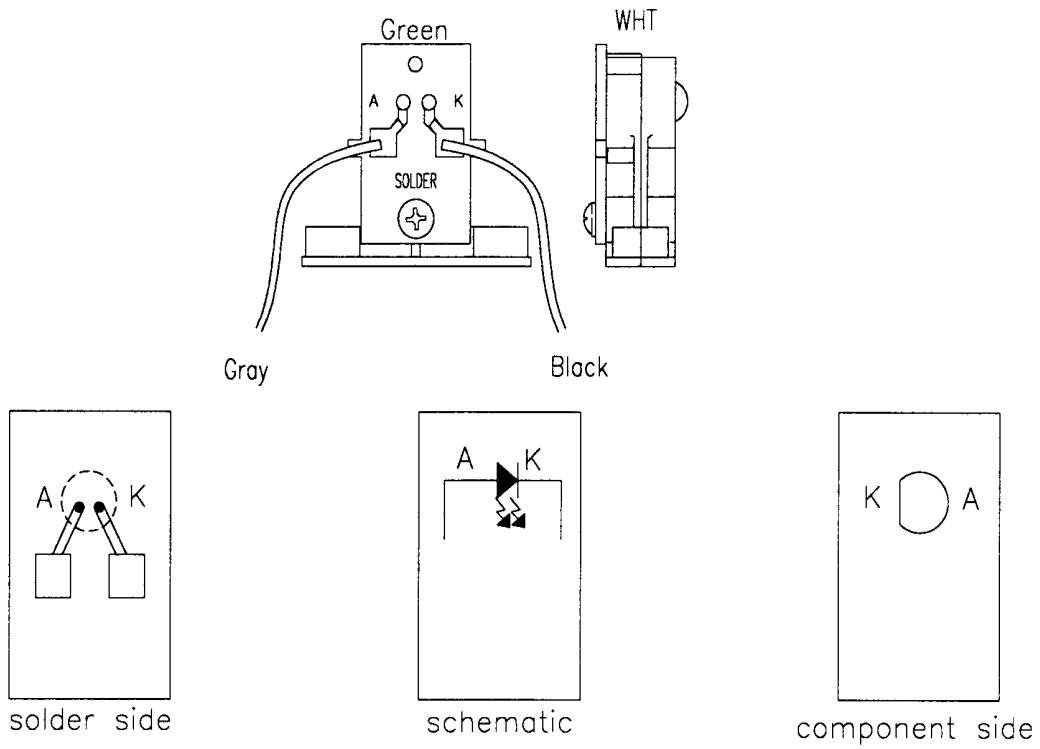


### Block Diagram of General Illumination Circuit

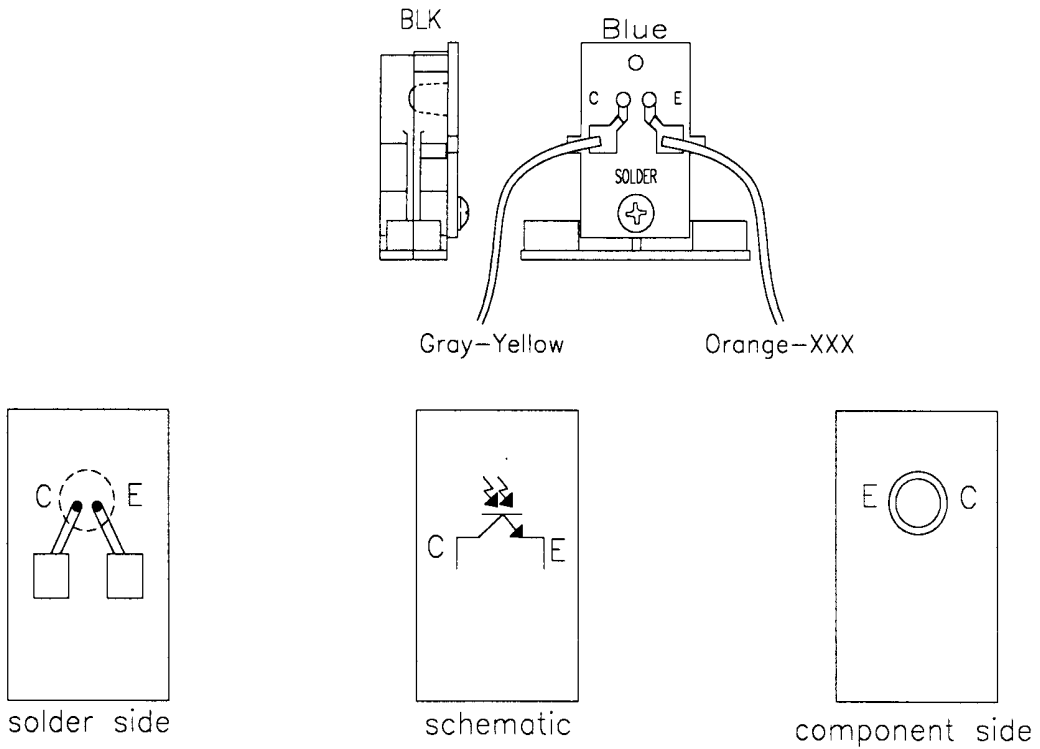


When point "A" toggles low, then points "B" and "C" are high. This turns On the triac and the desired general illumination string lights.

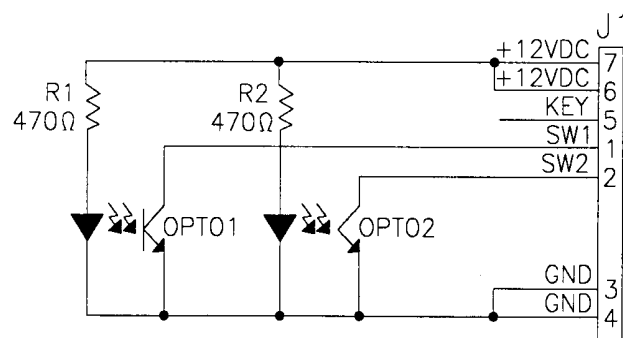
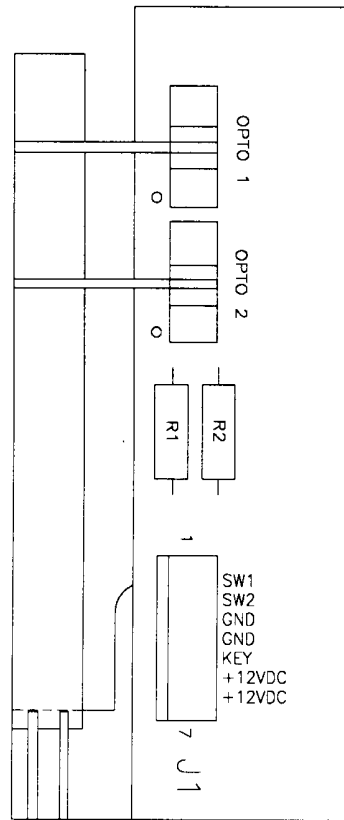
## LED P.C.B. Assembly (transmitter) A-16908



## Photo Transistor P.C.B. Assembly (receiver) A-16909



## Flipper Opto P.C.B. Assembly A-17316



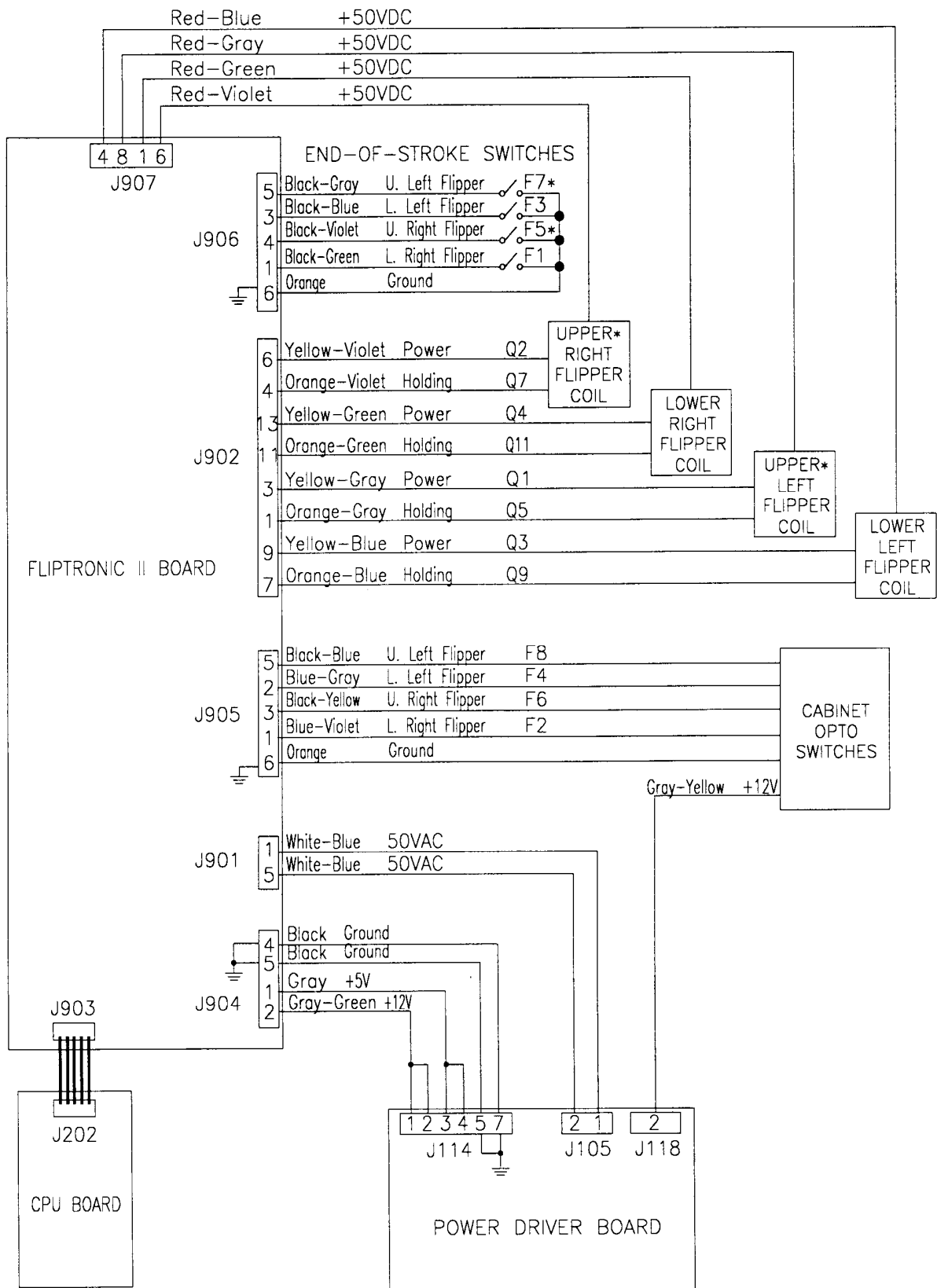
### **Left Side Flipper Cabinet Opto Switch Board**

J1-1 Black-Blue from Fliptronic II Board J905-5  
 J1-2 Blue-Gray from Fliptronic II Board J905-2  
 J1-3 Not Used  
 J1-4 Orange from Fliptronic II Board J905-6  
 J1-5 Not Used  
 J1-6 Gray-Yellow to Right Flipper Opto Board J1-6  
 J1-7 Gray-Yellow from Fliptronic II Board J118-2

### **Right Side Flipper Cabinet Opto Switch Board**

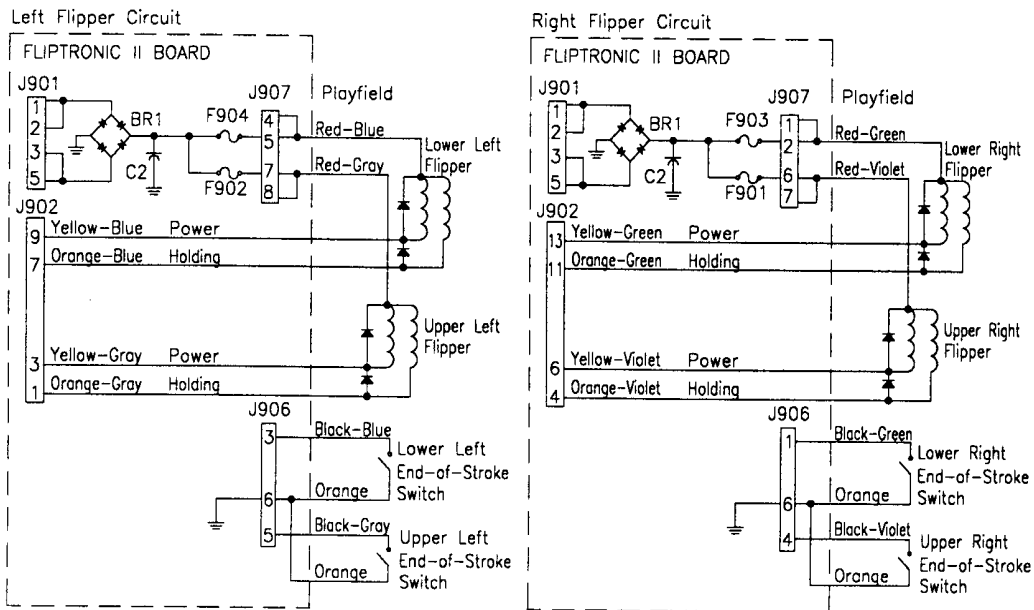
J2-1 Black-Yellow from Fliptronic II Board J905-3  
 J2-2 Blue-Violet from Fliptronic II Board J905-1  
 J2-3 Orange from Fliptronic II Board J905-6  
 J2-4 Orange from Left Flipper Opto Board J1-4  
 J2-5 Not Used  
 J2-6 Gray-Yellow to Left Flipper Opto Board J1-6  
 J2-7 Not Used

## Flipper Circuit Diagram

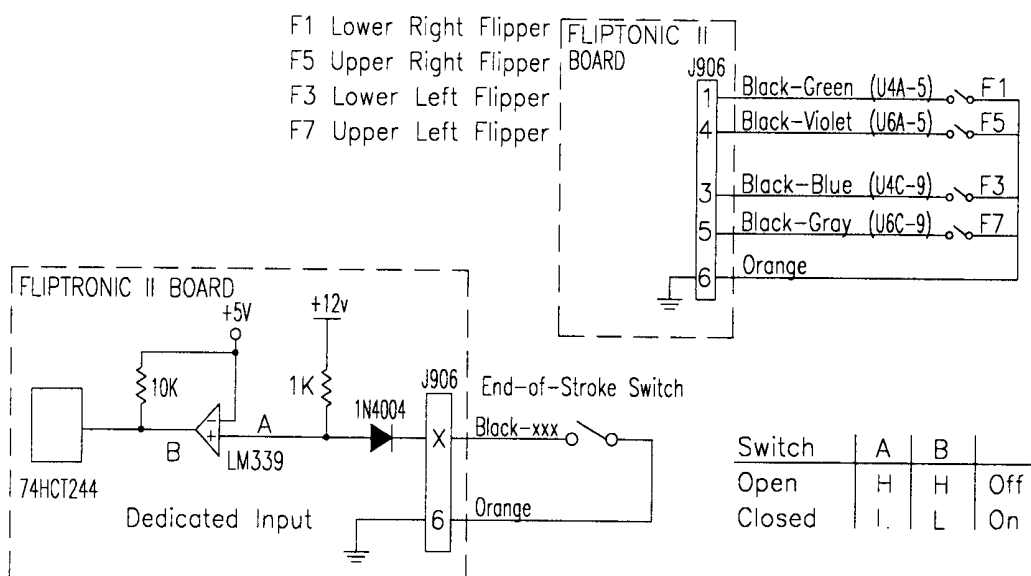


**\*NOTE: Used as circuits other than flipper circuits in this game.**

## Flipper Coil Circuits



## Flipper End-of-Stroke Switches

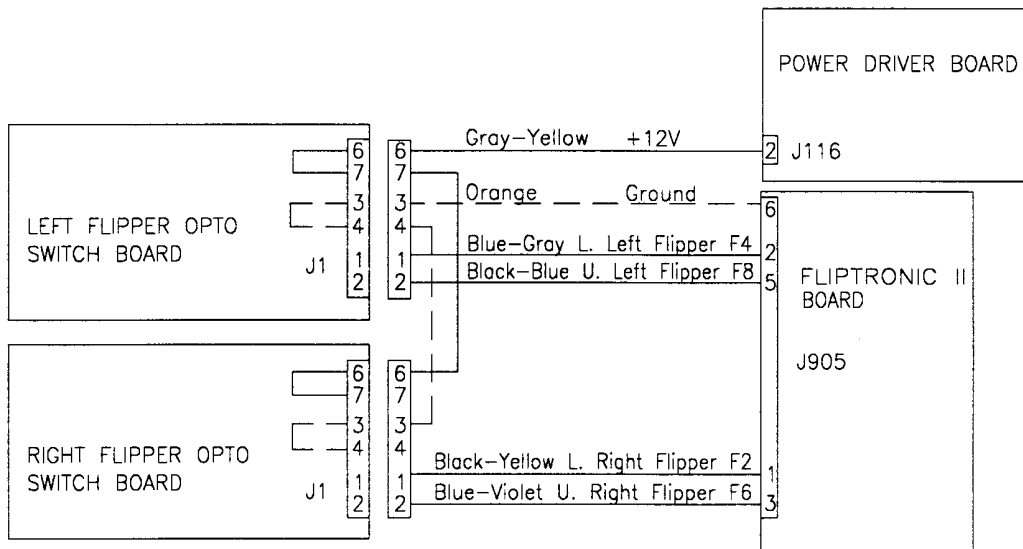


The flipper switch circuits operate similar to the dedicated switch circuit. The circuits are active low and tied to ground through the switch.

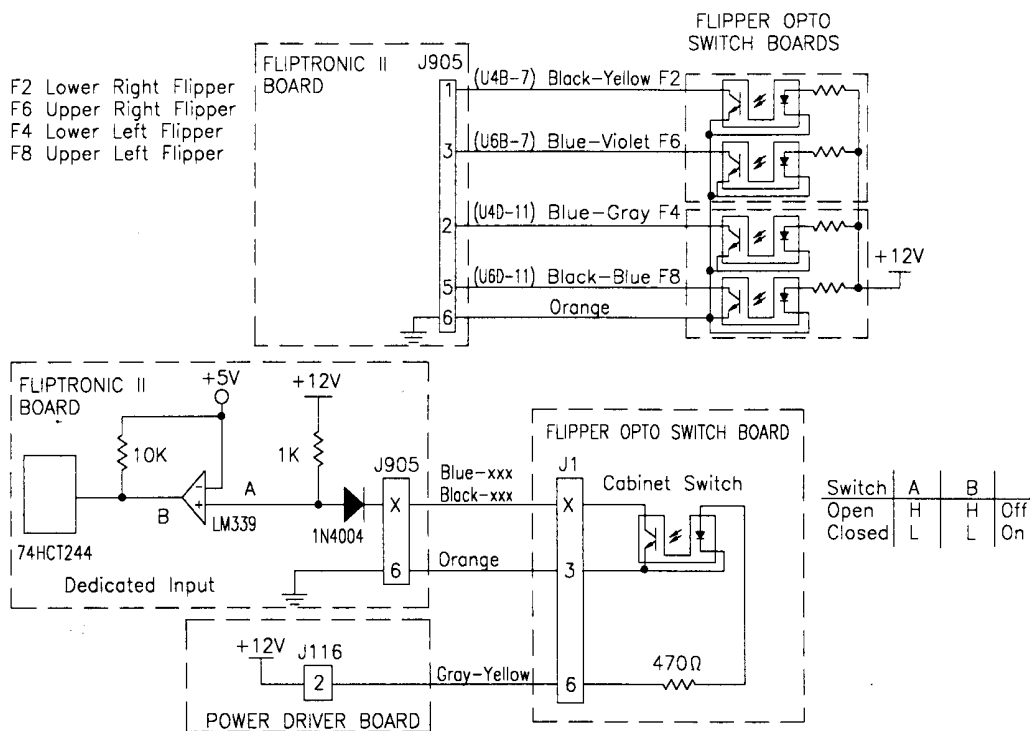
When a switch closes the row side (dedicated input) of the circuit activates. The "+" input to the LM339 drops below +5V therefore its output is low. Since the row (dedicated input) circuit is tied directly to ground through the switch, the switch is considered closed by the microprocessor. When the switch opens, the "+" input to the LM339 is about +5V, its output is high and the row (dedicated input) is inactive.



## Flipper Cabinet Switch Circuit Diagram



## Flipper Cabinet Switches

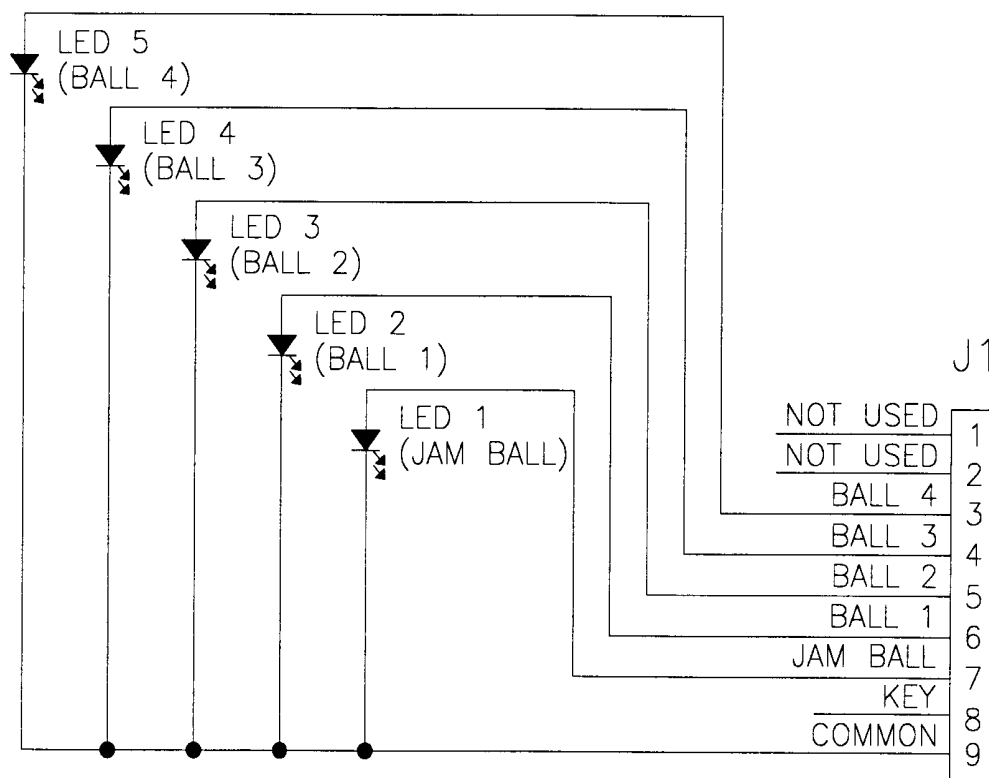
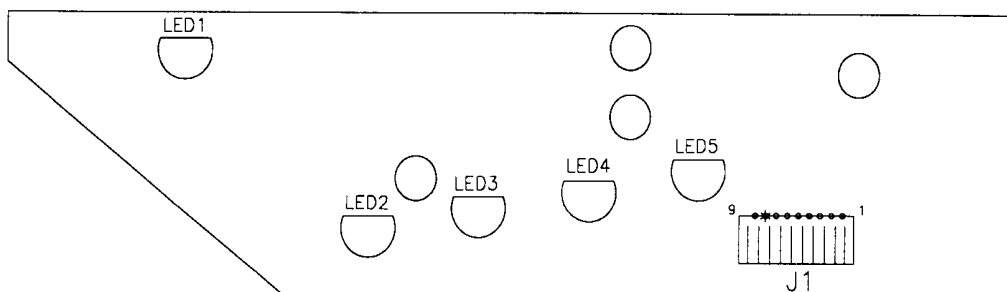


The flipper switch circuits operate similar to the dedicated switch circuit. The circuits are active low and tied to ground through the switch.

When a switch closes the row side (dedicated input) of the circuit activates. The “+” input to the LM339 drops below +5V therefore its output is low. Since the row (dedicated input) circuit is tied directly to ground through the switch, the switch is considered closed by the microprocessor. When the switch opens, the “+” input to the LM339 is about +5V, its output is high and the row (dedicated input) is inactive.

# **TROUGH IRED LED P.C.B. ASSEMBLY** **A-18617-1**

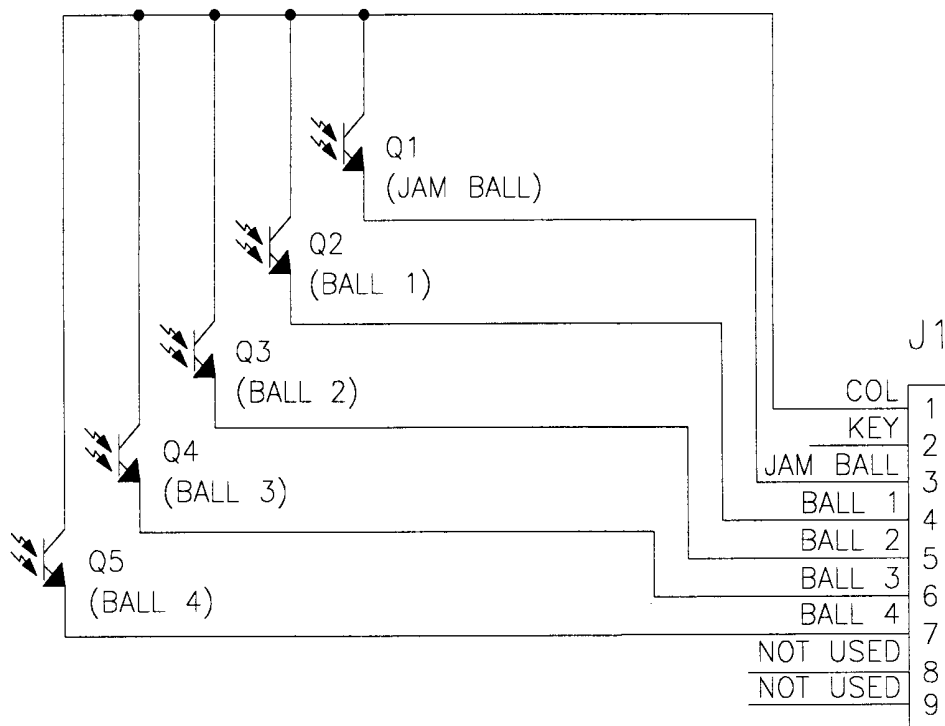
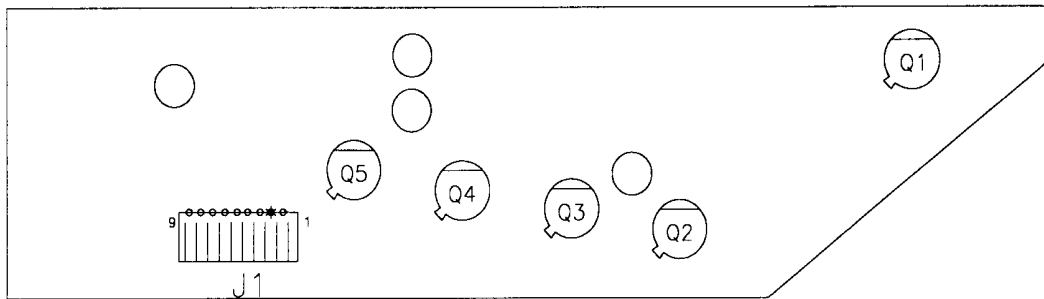
J1-1 Not Used  
J1-2 Not Used  
J1-3 Gray-Green, from Opto SW7 Board J1-3  
J1-4 Gray-Black, from Opto SW7 Board J1-5  
J1-5 Gray-Orange, from Opto SW7 Board J1-6  
J1-6 Gray-Red, from Opto SW7 Board J1-7  
J1-7 Gray-Brown, from Opto SW7 Board J1-8  
J1-8 Key  
J1-9 Black, from Opto SW7 Board J1-10



Trough 7 IRED Circuit

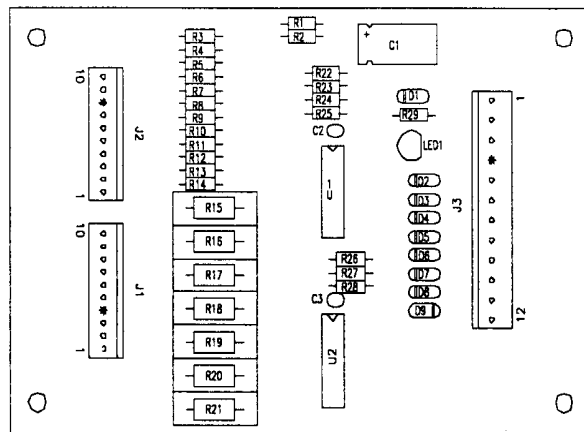
# **TROUGH IRED TRANSISTOR P.C.B. ASSEMBLY** **A-18618-1**

J1-1 Gray-Yellow, from Opto SW7 Board J2-10  
 J1-2 Key  
 J1-3 Orange-Brown, from Opto SW7 Board J2-7  
 J1-4 Orange-Red, from Opto SW7 Board J2-6  
 J1-5 Orange-Black, from Opto SW7 Board J2-5  
 J1-6 Orange-Yellow, from Opto SW7 Board J2-4  
 J1-7 Orange-Green, from Opto SW7 Board J2-3  
 J1-8 Not Used  
 J1-9 Not Used



Trough 7 IR TSTR Circuit

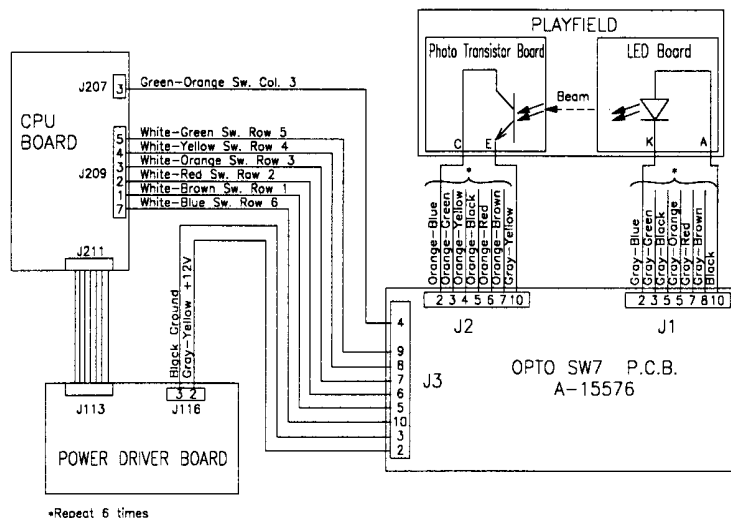
## OPTO SW7 P.C.B. A-15576



J1-1 Not Used  
 J1-2 Gray-Blue to A-14231 (LED) J1-7 Sw #36  
 J1-3 Gray-Green to A-18617-1 (LED) J1-3 Sw #34  
 J1-4 Key  
 J1-5 Gray-Black to A-18617-1 (LED) J1-4 Sw #33  
 J1-6 Gray-Orange to A-18617-1 (LED) J1-5 Sw #32  
 J1-7 Gray-Red to A-18617-1 (LED) J1-6 Sw #31  
 J1-8 Gray-Brown to A-18617-1 (LED) J1-7 Sw #35  
 J1-9 Not Used  
 J1-10 Black Ground to A-18617-1 J1-10

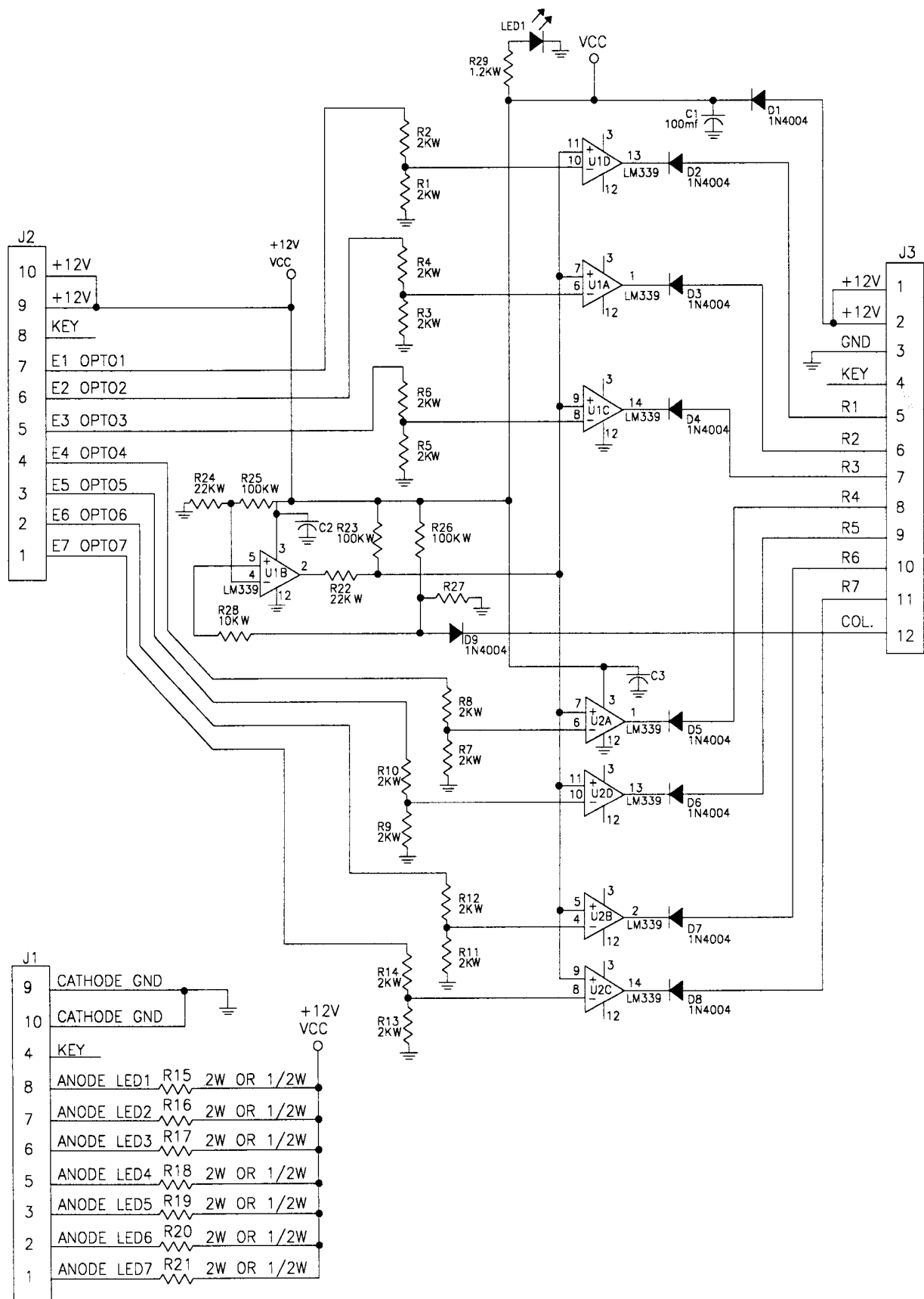
J3-2 Gray-Yellow +12VDC from J116-2  
 J3-3 Black Ground from J116-3  
 J3-4 Key  
 J3-5 White-Brown from J209-1  
 J3-6 White-Red from J209-2  
 J3-7 White-Orange from J209-3  
 J3-8 White-Yellow from J209-4  
 J3-9 White-Green from J209-5  
 J3-10 White-Blue from J209-7  
 J3-11 Not Used  
 J3-12 Green-Orange from J207-3

J2-1 Not Used  
 J2-2 Orange-Blue to A-14232 (Photo) J1-3 Sw #36  
 J2-3 Orange-Green to A-18618-1 (Photo) J1-7 Sw #34  
 J2-4 Orange-Yellow to A-18618-1 (Photo) J1-6 Sw #33  
 J2-5 Orange-Black to A-18618-1 (Photo) J1-5 Sw #32  
 J2-6 Orange-Red to A-18618-1 (Photo) J1-4 Sw #31  
 J2-7 Orange-Brown to A-18618-1 (Photo) J1-3 Sw #35  
 J2-8 Key  
 J2-9 Not Used  
 J2-10 Gray-Yellow +12VDC to A-18618 (Photo) J1-1  
 J3-1 Not Used

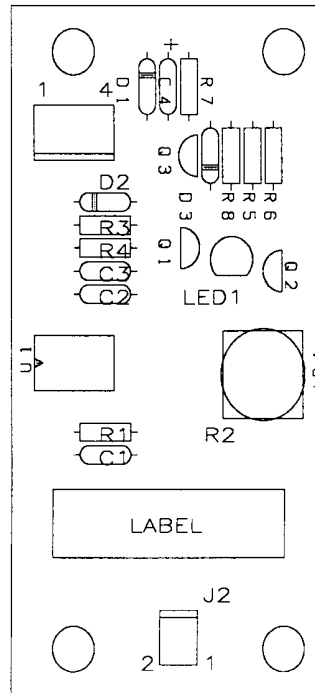


Opto SW7 Circuit

# OPTO SW7 P.C.B. SCHEMATIC



# **GENERIC EDDY SENSOR P.C.B. ASSEMBLY** **A-18543-1 & A-18543-2**



## **A-18543-1**

### **Left Drain Eddy Sw #45**

J1-1 Black from J116-3  
 J1-2 Gray-Yellow from J116-2  
 J1-3 Green-Yellow from 207-4  
 J1-4 White-Green from J209-5

J1-1 Red to Inductor  
 J1-2 Black to Inductor

## **A-18543-1**

### **Right Drain Eddy Sw #48**

J1-1 Black from J116-3  
 J1-2 Gray-Yellow from J116-2  
 J1-3 Green-Yellow from 207-4  
 J1-4 White-Gray from J209-9

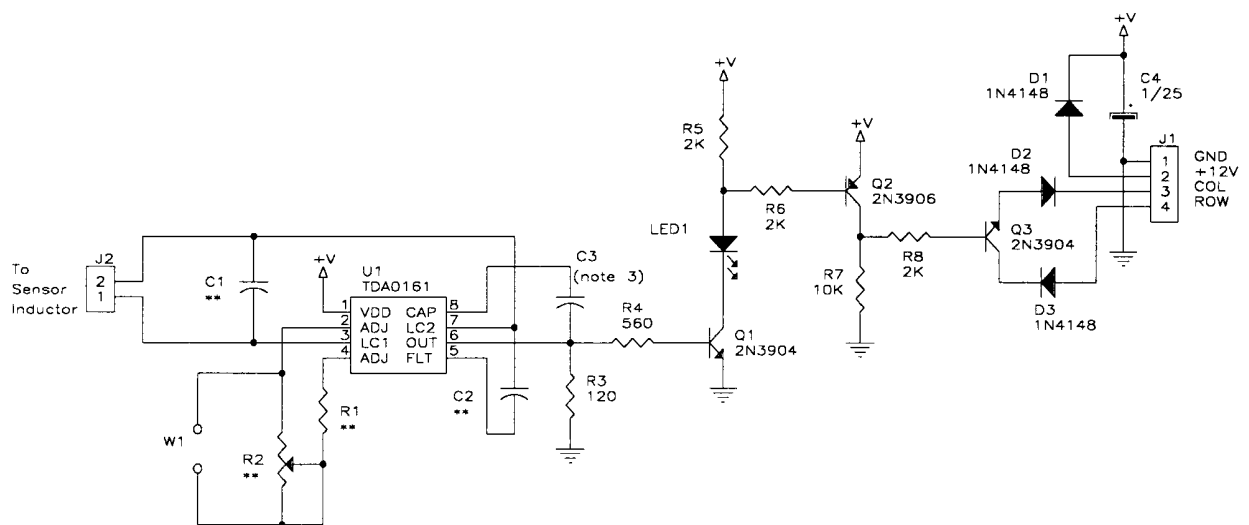
J1-1 Red to Inductor  
 J1-2 Black to Inductor

## **A-18543-2**

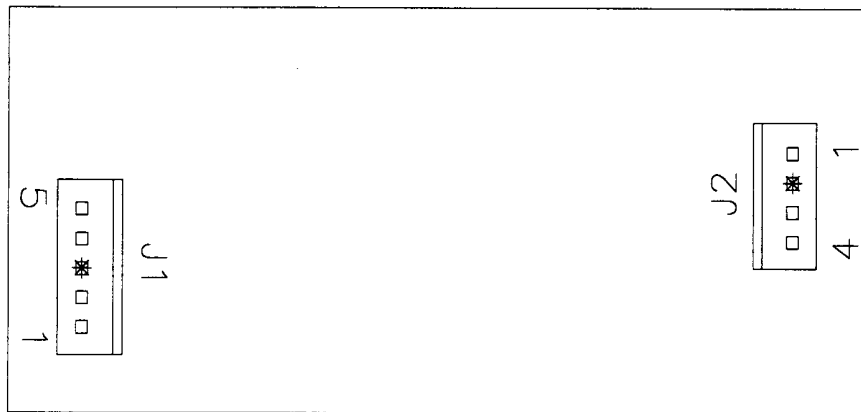
### **Box Hit Eddy Sw #85**

J1-1 Black from J116-3  
 J1-2 Gray-Yellow from J116-2  
 J1-3 Green-Gray from 207-9  
 J1-4 White-Green from J209-

J1-1 Blue to Sensor  
 J1-2 Blue to Sensor

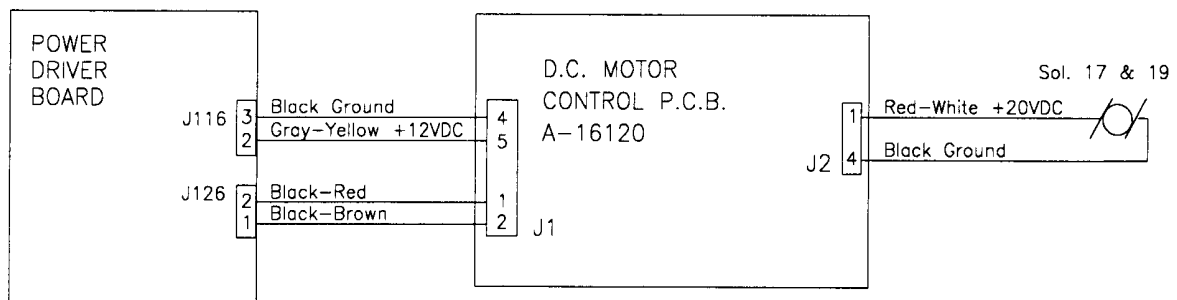


# **D.C. MOTOR CONTROL P.C.B. A-16120**



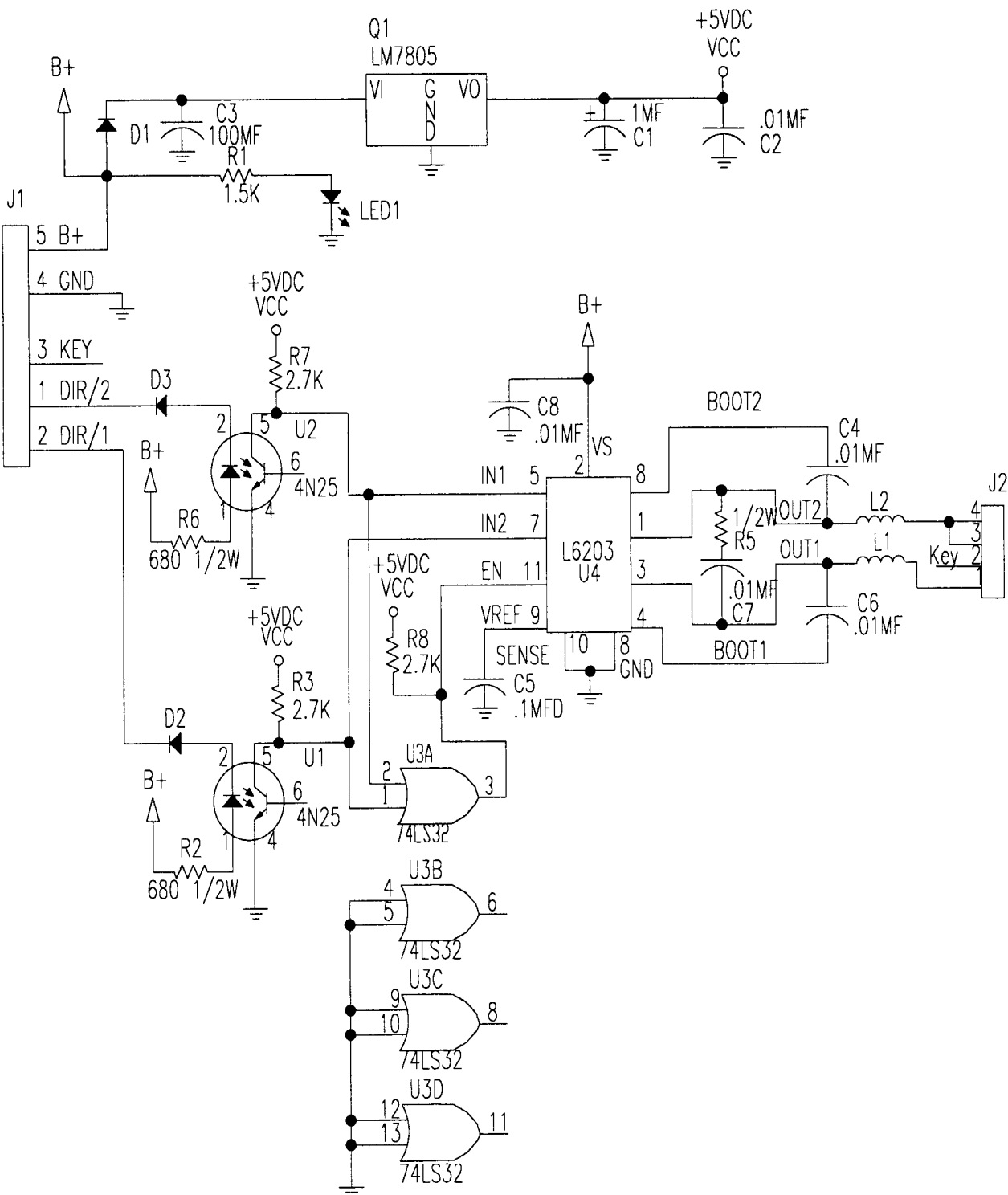
J1-1 Black-Red from J126-2  
 J1-2 Black-Brown from J126-1  
 J1-3 Key  
 J1-4 Black Ground from J116-3  
 J1-5 Gray-Yellow +12VDC from J116-2

J2-1 Red to Solenoids 17 & 18  
 J2-2 Key  
 J2-3 Not Used  
 J2-4 Black Ground to Solenoids 17 & 18



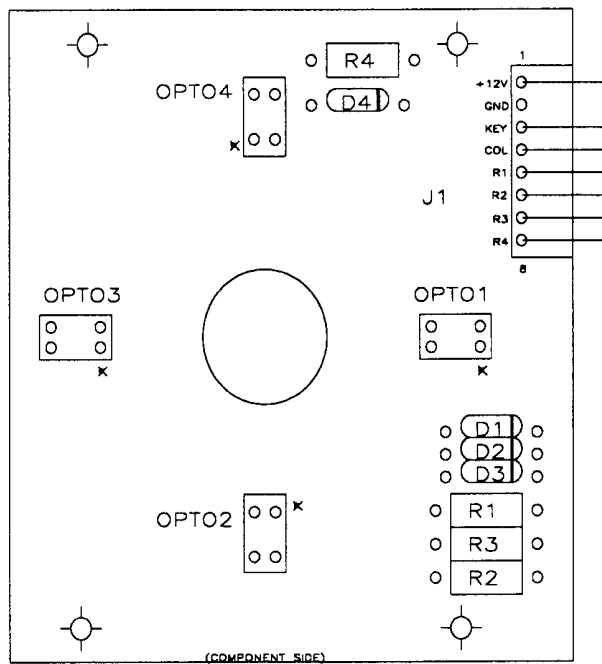
**D.C. Motor Control Circuit**

## D.C. MOTOR CONTROL P.C.B. SCHEMATIC



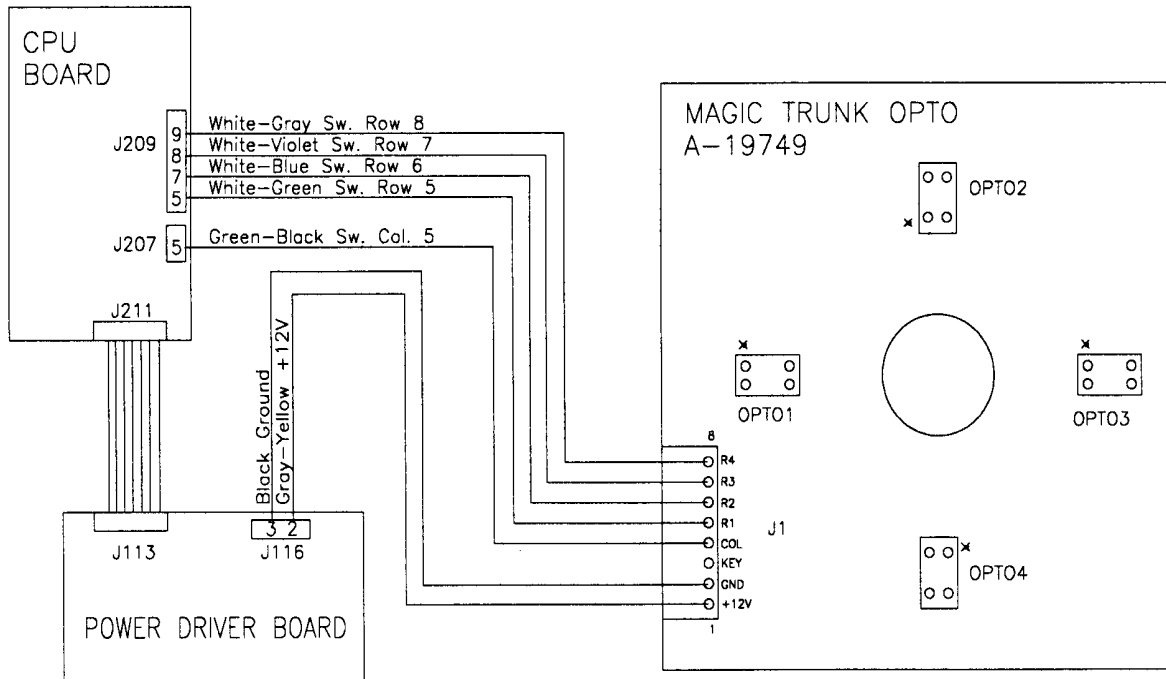


## MAGIC TRUNK OPTO P.C.B. A-19749



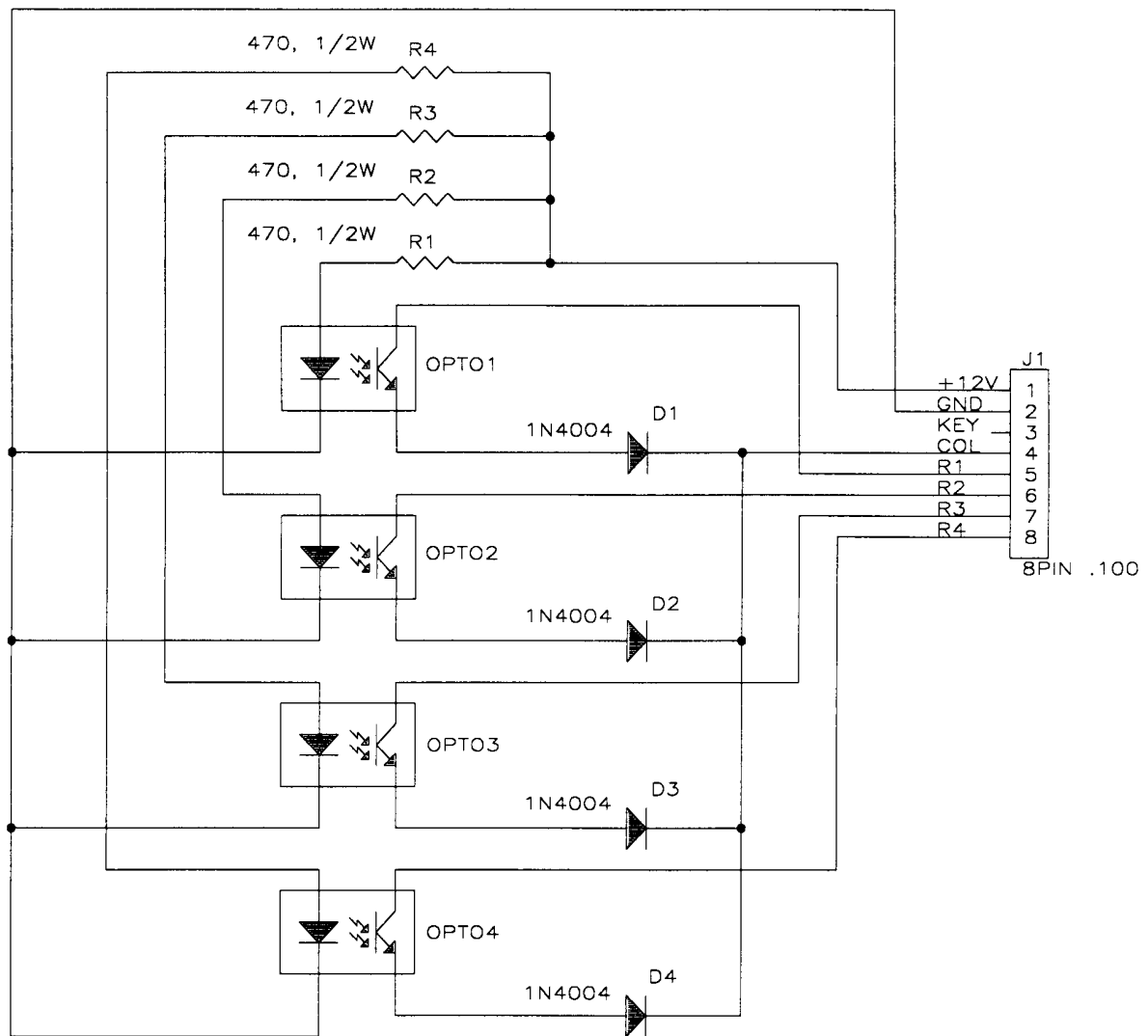
J1-1 Gray-Yellow from J116-2  
J1-2 Black Ground from J116-3  
J1-3 Key  
J1-4 Green-Black from J207-5

J1-5 White-Green from J209-5  
J1-6 White-Blue from J209-7  
J1-7 White-Violet from J209-8  
J1-8 White-Gray from J209-9

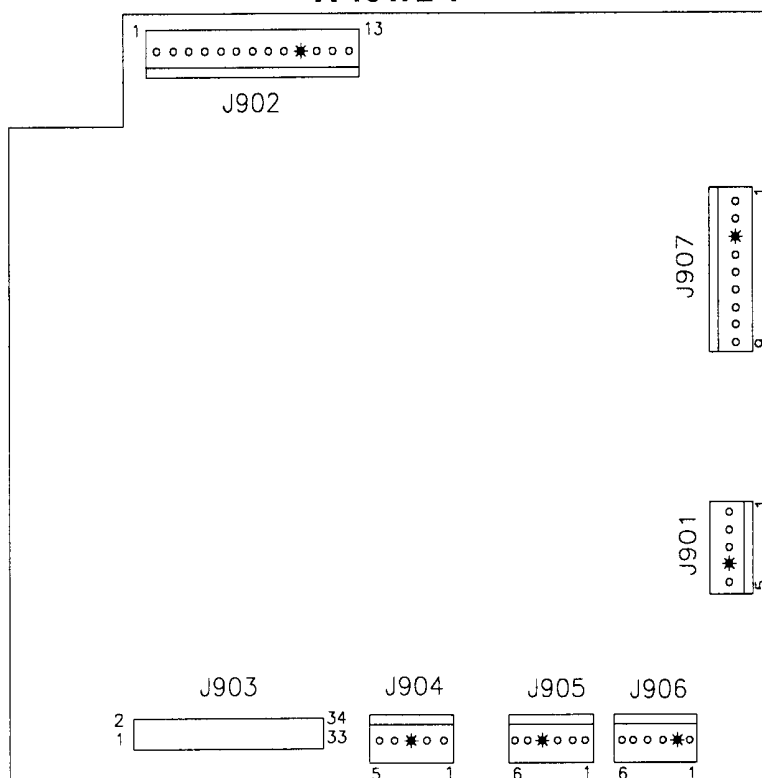


Magic Trunk Opto Circuit

## MAGIC TRUNK OPTO P.C.B. SCHEMATIC



## Fliptronic II Board A-15472-1



J901-1 White-Blue, 50VAC from J104-1  
 J901-2 White-Blue, loop from J901-1  
 J901-3 White-Blue, 50VAC from J104-2  
 J901-4 Key  
 J901-5 White-Blue, loop from J901-3

J902-1 Not Used  
 J902-2 Not Used  
 J902-3 Yellow-Gray, Sol 35 to playfield magnet  
 J902-4 Orange-Violet, Sol 34 to playfield coil  
 J902-5 Not Used  
 J902-6 Yellow-Violet, Sol 33 to playfield magnet  
 J902-7 Orange-Blue, holding lower left flipper  
 J902-8 Not Used  
 J902-9 Yellow-Blue, power lower left flipper  
 J902-10 Key  
 J902-11 Orange-Green, holding lower right flipper  
 J902-12 Not Used  
 J902-13 Yellow-Green, power lower right flipper

J903 Ribbon Cable, data to/from J202; J506; J601

J904-1 Gray, +5V to/from J114-4; J210-4  
 J904-2 Gray-Green, +12V to/from J114-2; J210-6  
 J904-3 Key  
 J904-4 Black, Ground to/from J114-7; J210-1

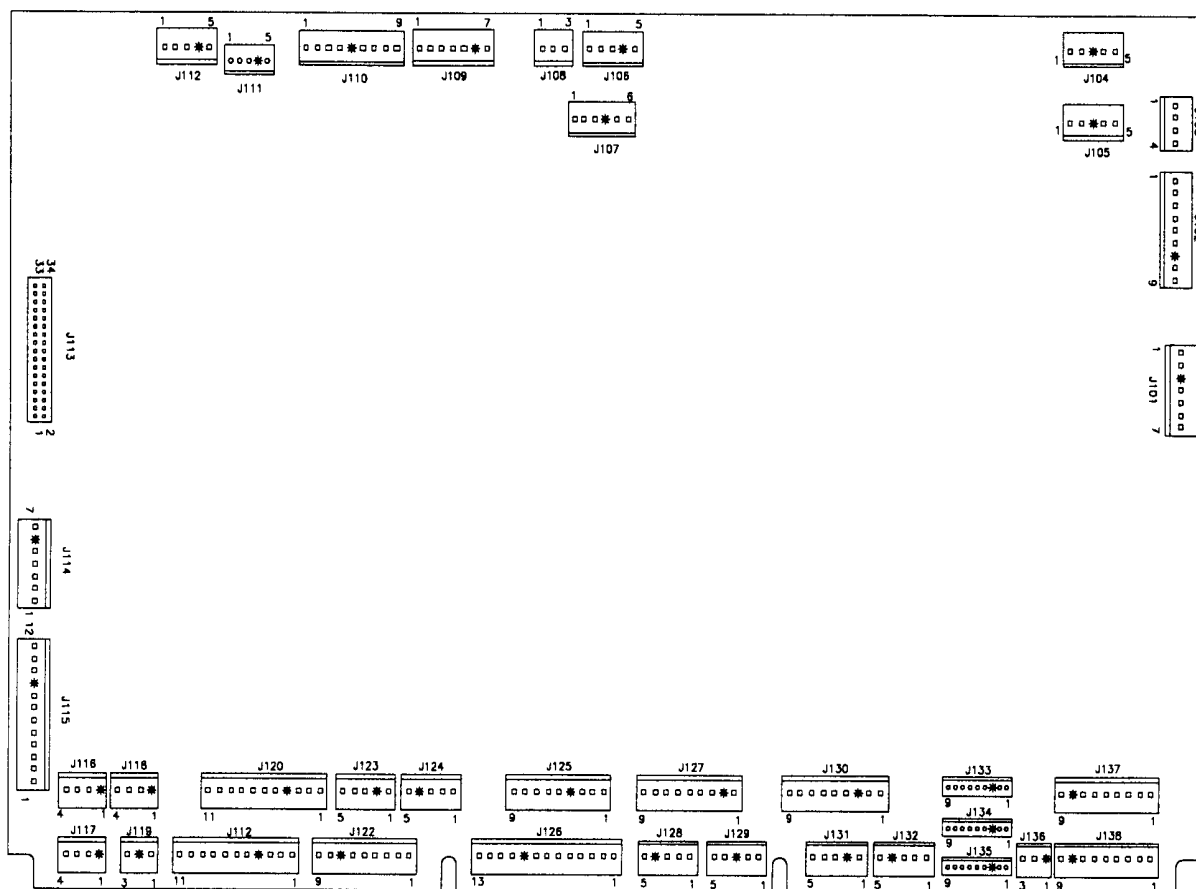
J904-5 Black, Ground to/from J114-5; J210-3

J905-1 Black-Violet, to right flipper opto  
 J905-2 Blue-Gray, to left flipper opto  
 J905-3 Black-Yellow, to right flipper opto  
 J905-4 Key  
 J905-5 Black-Blue, to left flipper opto  
 J905-6 Orange, Switch Ground

J906-1 Black-Green, to lower right E.O.S. switch  
 J906-2 Key  
 J906-3 Black-Blue, to lower left E.O.S. switch  
 J906-4 Not Used  
 J906-5 Not Used  
 J906-6 Orange, Switch Ground

J907-1 Red-Green, +50V to lower right flipper  
 J907-2 Red-Green, loop from J907-1  
 J907-3 Key  
 J907-4 Red-Blue, +50V to lower left flipper  
 J907-5 Red-Blue, loop from J907-4  
 J907-6 Red-Violet, +50V to upper right flipper  
 J907-7 Red-Violet, loop from J907-6  
 J907-8 Red-Gray, +50V to upper left flipper  
 J907-9 Red-Gray, loop from J907-8

## Power Driver Board A-12697-3



J101-1 Red 9VAC from xfrmr secondary  
 J101-2 Red 9VAC from xfrmr secondary  
 J101-3 Key  
 J101-4 Blue-White 13VAC from xfrmr secondary  
 J101-5 Blue-White loop from J101-4  
 J101-6 Blue-White 13VAC from xfrmr secondary  
 J101-7 Blue-White loop from J101-6

J102-1 White-Red loop from J102-2  
 J102-2 White-Red 16VAC from xfrmr secondary  
 J102-3 White-Red loop from J102-4  
 J102-4 White-Red 16VAC from xfrmr secondary  
 J102-5 Black-Yellow loop from J102-6  
 J102-6 Black-Yellow 16VAC from xfrmr secondary  
 J102-7 Key  
 J102-8 Black-Yellow loop from J102-9  
 J102-9 Black Yellow 16VAC from xfrmr secondary

J103 Not Used

J104-1 White-Blue 50VAC to J901-1,2  
 J104-2 White-Blue 50VAC to J901-3,5  
 J104-3 Key  
 J104-4 Not Used  
 J104-5 Not Used

J105 Not Used

J106-1 Not Used  
 J106-2 Not Used  
 J106-3 Not Used  
 J106-4 Key  
 J106-5 Red-White +20V to insert flashlamps

J107-1 Red-Orange 50V to playfield coils  
 J107-2 Red-Brown 50V to playfield coils  
 J107-3 Red-Black 50V to playfield coils  
 J107-4 Key  
 J107-5 Not Used  
 J107-6 Red-White +20V to playfield flashlamps

J108 Not Used

J109 Not Used

J110 Not Used

J111 Not Used

J112-1 White-Green 9.8VAC from xfrmr secondary  
 J112-2 White-Green loop from J112-1  
 J112-3 White-Green 9.8VAC from xfrmr secondary  
 J112-4 Key  
 J112-5 White-Green loop from J112-3

J113 Ribbon Cable data to/from J211

J114-1 Gray-Green +12VDC to J210-7  
J114-2 Gray-Green +12VDC to J904-2; J210-6  
J114-3 Gray +5VDC to J3-3 Sound Bd; J210-5  
J114-4 Gray +5VDC to J3-1 Sound Bd; J904-1; J210-4  
J114-5 Black Ground to J3-5 Sound Bd; J904-5; J210-3  
J114-6 Key  
J114-7 Black Ground to J3-4 Sound Bd; J904-4; J210-1

J115-1 Yellow-White 6.8VAC from xfrmr secondary  
J115-2 White-Brown 6.8VAC from xfrmr secondary  
J115-3 White-Brown loop from J115-2  
J115-4 White-Orange 6.8VAC from xfrmr secondary  
J115-5 White-Yellow loop from J115-6  
J115-6 White-Yellow 6.8VAC from xfrmr secondary  
J115-7 Orange 6.8VAC from xfrmr secondary  
J115-8 Orange 6.8VAC loop from J115-7  
J115-9 Key  
J115-10 Green 6.8VAC from xfrmr secondary  
J115-11 Brown 6.8VAC from xfrmr secondary  
J115-12 Brown 6.8VAC loop from J115-11

J116-1 Key  
J116-2 Gray-Yellow +12VDC to playfield  
J116-3 Black Ground  
J116-4 Gray +5VDC to playfield

J117-1 Key  
J117-2 Gray-Yellow +12VDC to J606-6,7  
J117-3 Black Ground to J606-1,3  
J117-4 Gray +5VDC to J606-4,5

J118-1 Key  
J118-2 Gray-Yellow +12VDC to cabinet  
J118-3 Black Ground  
J118-4 Not Used

J119-1 White-Violet 6.8VAC G.I. to A-17051-1 J2-3  
J119-2 Key  
J119-3 Violet Return G.I. to A-17051-1 J2-5

J120-1 Brown Return G.I. to playfield  
J120-2 Orange Return G.I. to playfield  
J120-3 Not Used  
J120-4 Key  
J120-5 Not Used  
J120-6 Not Used  
J120-7 White-Brown 6.8VAC to playfield  
J120-8 White-Orange 6.8VAC to playfield  
J120-9 Not Used  
J120-10 Not Used  
J120-11 Not Used

J121-1 Not Used  
J121-2 Not Used  
J121-3 Yellow Return G.I. to insert  
J121-4 Key  
J121-5 Green Return G.I. to insert  
J121-6 Violet Return G.I. to insert  
J121-7 Not Used  
J121-8 Not Used  
J121-9 White-Yellow 6.8VAC to insert  
J121-10 White-Green 6.8VAC to insert  
J121-11 White-Violet 6.8VAC to insert

J122-1 Blue-Brown Sol 25 to playfield flashlamp  
J122-2 Blue-Red Sol 26 to playfield flashlamps  
J122-3 Blue-Orange Sol 27 to playfield flashlamps  
J122-4 Blue-Yellow Sol 28 to playfield flashlamps  
J122-5 Not Used  
J122-6 Not Used  
J122-7 Key  
J122-8 Not Used  
J122-9 Not Used

J123 Not Used

J124-1 Blue-Brown Sol 25 to insert flashlamp  
J124-2 Blue-Red Sol 26 to insert flashlamp  
J124-3 Blue-Orange Sol 27 to insert flashlamp  
J124-4 Key  
J124-5 Blue-Yellow Sol 28 to insert flashlamp

J125 Not Used

J126-1 Black-Brown Sol 17 to playfield motor  
J126-2 Black-Red Sol 18 to playfield motor  
J126-3 Not Used  
J126-4 Black-Yellow Sol 20 to playfield flashlamps  
J126-5 Blue-Green Sol 21 to playfield coil  
J126-6 Not Used  
J126-7 Not Used  
J126-8 Blue-Gray Sol 24 to playfield flashlamps  
J126-9 Key  
J126-10 Not Used  
J126-11 Not Used  
J126-12 Not Used  
J126-13 Red-Orange Tieback Diode from J107-1, to Sol 21

J127-1 Brown-Black Sol 9 to playfield coil  
J127-2 Key  
J127-3 Brown-Red Sol 10 to playfield coil  
J127-4 Brown-Orange Sol 11 to playfield coil  
J127-5 Brown-Yellow Sol 12 to playfield coil  
J127-6 Brown-Green Sol 13 to playfield coil  
J127-7 Brown-Blue Sol 14 to playfield coil  
J127-8 Brown-Violet Sol 15 to playfield coil  
J127-9 Brown-Gray Sol 16 to playfield coil

J128 Not Used

J129 Not Used

J130-1 Violet-Brown Sol 1 to playfield coil  
J130-2 Violet-Red Sol 2 to playfield magnet  
J130-3 Key  
J130-4 Violet-Orange Sol 3 to playfield coil  
J130-5 Violet-Yellow Sol 4 to playfield coil  
J130-6 Violet-Green Sol 5 to playfield magnet  
J130-7 Violet-Blue Sol 6 to playfield coil  
J130-8 Violet-Black Sol 7 to backbox coil  
J130-9 Violet-Gray Sol 8 to playfield coil

J131 Not Used

J132 Not Used

J133 Not Used

J134-1 Not Used  
J134-2 Not Used  
J134-3 Key  
J134-4 Not Used  
J134-5 Not Used  
J134-6 Not Used  
J134-7 Red-Blue Row 6 to cabinet lamp  
J134-8 Red-Violet Row 7 to cabinet lamp  
J134-9 Red-Gray Row 8 to cabinet lamp

J135-1 Red-Brown Row 1 to playfield lamps  
J135-2 Red-Black Row 2 to playfield lamps  
J135-3 Key  
J135-4 Red-Orange Row 3 to playfield lamps  
J135-5 Red-Yellow Row 4 to playfield lamps  
J135-6 Red-Green Row 5 to playfield lamps  
J135-7 Red-Blue Row 6 to playfield lamps  
J135-8 Red-Violet Row 7 to playfield lamps  
J135-9 Red-Gray Row 8 to playfield lamps

J136-1 Key

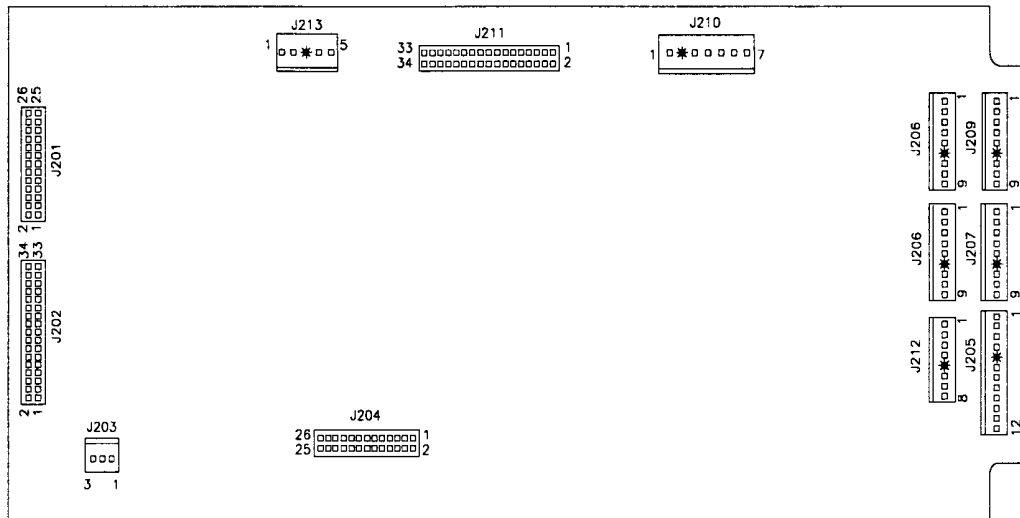
J136-2 Not Used

J136-3 Yellow-Gray Col 8 to insert lamps

J137 Not Used

J138-1 Yellow-Brown Col 1 to playfield lamps  
J138-2 Yellow-Red Col 2 to playfield lamps  
J138-3 Yellow-Orange Col 3 to playfield lamps  
J138-4 Yellow-Black Col 4 to playfield lamps  
J138-5 Yellow-Green Col 5 to playfield lamps  
J138-6 Yellow-Blue Col 6 to playfield lamps  
J138-7 Yellow-Violet Col 7 to playfield lamps  
J138-8 Key  
J138-9 Yellow-Gray Col 8 to playfield lamps

## WPC Security CPU Board A-17651-50039



J201 Ribbon Cable data to J602

J202 Ribbon Cable data to J903; J506; J601

J203 Not Used

J204 Ribbon Cable data to A-16100 J1

J205-1 Orange-Brown Dir Sw 1, Left Coin to J1-14

J205-2 Orange-Red Dir Sw 2, Center Coin to J1-13

J205-3 Orange-Black Dir Sw 3, Right Coin to J1-12

J205-4 Orange-Yellow Dir Sw 4, 4th Coin to J1-17

J205-5 Key

J205-6 Orange-Green Dir Sw 5, Escape/Service to J1-11

J205-7 Orange-Blue Dir Sw 6, Down/Vol Down to J1-10

J205-8 Orange-Violet Dir Sw 7, Up/Vol Up to J1-9

J205-9 Orange-Gray Dir Sw 8, Enter/Test to J1-8

J205-10 Black ground to J1-15

J205-11 Not Used

J205-12 Orange-White Enable to J1-18

J206 Not Used

J207-1 Green-Brown Sw Col 1 to playfield switches

J207-2 Green-Red Sw Col 2 to playfield switches

J207-3 Green-Orange Sw Col 3 to playfield switches

J207-4 Green-Yellow Sw Col 4 to playfield switches

J207-5 Green-Black Sw Col 5 to playfield switches

J207-6 Green-Blue Sw Col 6 to playfield switches

J207-7 Green-Violet Sw Col 7 to playfield switches

J207-8 Key

J207-9 Green-Gray Sw Col 8 to playfield switches

J207-10 Not Used

J207-11 Not Used

J208 Not Used

J209-1 White-Brown Sw Row 1 to playfield switches

J209-2 White-Red Sw Row 2 to playfield switches

J209-3 White-Orange Sw Row 3 to playfield switches

J209-4 White-Yellow Sw Row 4 to playfield switches

J209-5 White-Green Sw Row 5 to playfield switches

J209-6 Key

J209-7 White-Blue Sw Row 6 to playfield switches

J209-8 White-Violet Sw Row 7 to playfield switches

J209-9 White-Gray Sw Row 8 to playfield switches

J210-1 Black ground from J904-4; J3-4 Sound Bd; J114-7

J210-2 Key

J210-3 Black ground from J904-4; J3-5 Sound Bd; J114-5

J210-4 Gray +5VDC from J901-1; J3-1 Sound Bd; J114-4

J210-5 Gray +5VDC from J3-3 Sound Bd; J114-3

J210-6 Gray-Green +12VDC from J904-2; J114-2

J210-7 Gray-Green +12VDC from J114-1

J211 Ribbon Cable data from J113

J212-1 Green-Brown Sw Col 1 to J1-1

J212-2 Green-Red Sw Col 2 to J1-7

J212-3 Not Used

J212-4 White-Brown Sw Row 1 to J1-6

J212-5 Key

J212-6 White-Red Sw Row 2 to J1-5

J212-7 White-Orange Sw Row 3 to J1-4

J212-8 White-Yellow Sw Row 4 to J1-3

J213-1 Black to battery holder J1-1

J213-2 Black to battery holder J1-2

J213-3 Key

J213-4 Gray to battery holder J1-4

J213-5 Gray to battery holder J1-5

## Sound Board A-16917-50039

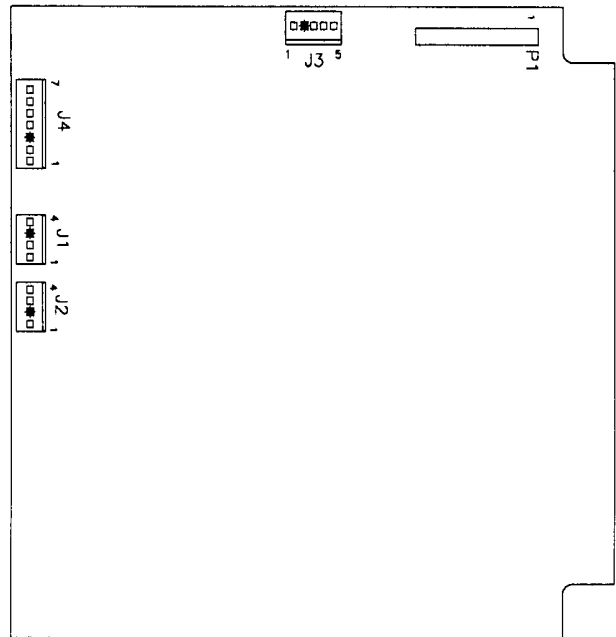
P1 34-pin Ribbon Cable data to/from J601; J903; J202

J1-1 Black-Yellow signal to cabinet speaker  
J1-2 Not Used  
J1-3 Key  
J1-4 Black ground

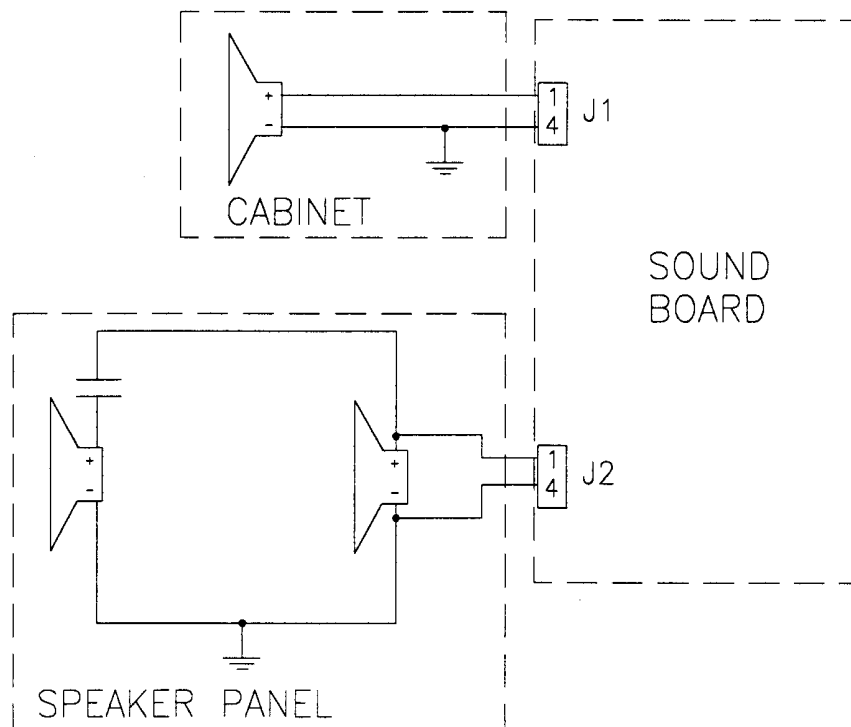
J2-1 Black-Yellow signal to display panel speakers  
J2-2 Key  
J2-3 Not Used  
J2-4 Black ground

J3-1 Gray +5V from J114-4; J904-1; J210-4  
J3-2 Key  
J3-3 Gray +5V from J114-3; J210-5  
J3-4 Black ground from J114-7; J904-4; J210-1  
J3-5 Black ground from J114-5; J904-5; J210-3

J4-1 Gray-Green 18VAC from xfrmr secondary  
J4-2 Gray-Green 18VAC loop from J4-1  
J4-3 Key  
J4-4 Gray 18VAC from xfrmr secondary  
J4-5 Gray 18VAC loop from J4-4  
J4-6 Gray-White 18VAC from xfrmr secondary  
J4-7 Gray-White loop from J4-6

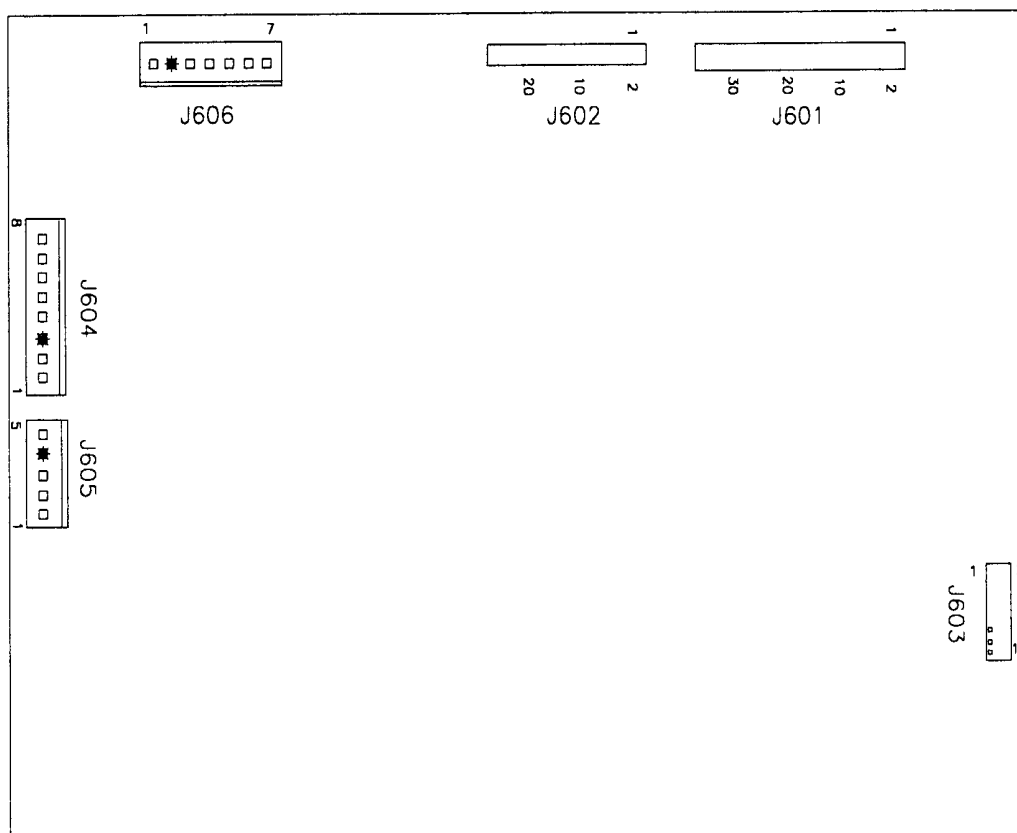


### Speaker Wiring Diagram





## Dot Matrix Controller Board A-14039.1



J601 Ribbon Cable data to/from J202; J903; Dot Matrix Display/Driver P1

J601 Ribbon Cable data from J201

J603 Ribbon Cable data to Dot Matrix Display/Driver

J604-1 Orange -125V to Dot Matrix Display/Driver Pin 1

J604-2 Blue -113V to Dot Matrix Display/Driver Pin 2

J604-3 Key

J604-4 Black ground to Dot Matrix Display/Driver Pin 4

J604-5 Black ground to Dot Matrix Display/Driver Pin 5

J604-6 Gray +5V to Dot Matrix Display/Driver Pin 6

J604-7 Gray-Yellow +12V Dot Matrix Display/Driver Pin 7

J604-8 Brown +62 to Dot Matrix Display/Driver Pin 8

J605-1 White 80VAC from xfrmr secondary

J605-2 White 80VAC from xfrmr secondary

J605-3 Violet 100VAC from xfrmr secondary

J605-4 Key

J605-5 Violet 100VAC from xfrmr secondary

J606-1 Black ground loop from J606-3

J606-2 Key

J606-3 Black ground from J117-3

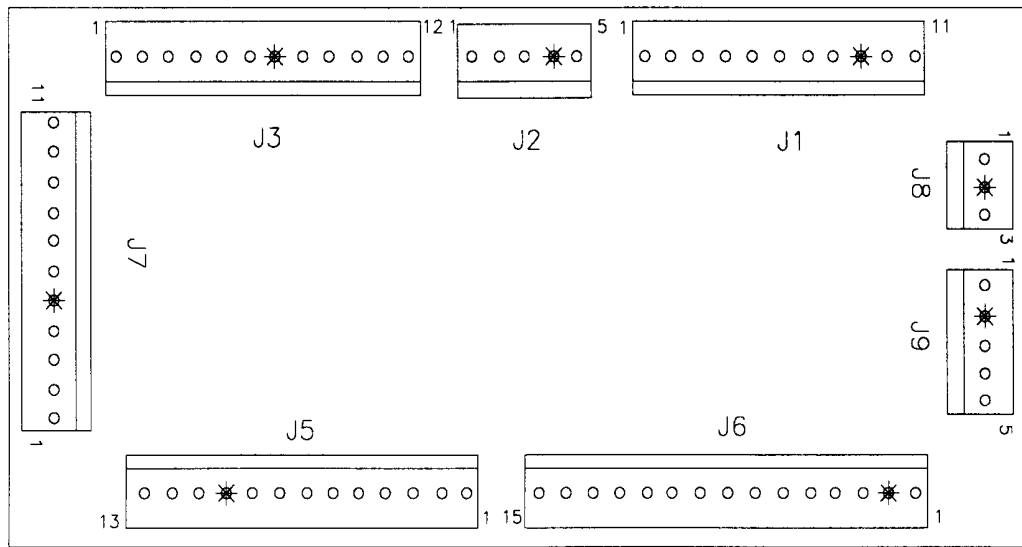
J606-4 Gray +5V loop from J606-5

J606-5 +5V from J117-4

J606-6 Gray-Yellow +12V loop from J606-7

J606-7 Gray-Yellow +12V from J117-2

## Coin Door Interface P.C.B. Assembly A-17051-1



J1-1 Orange-Gray dedicated row 8 from J205-9  
 J1-2 Orange-Violet dedicated row 7 from J205-8  
 J1-3 Orange-Blue dedicated row 6 from J205-7  
 J1-4 Orange-Green dedicated row 5 from J205-6  
 J1-5 Orange-Yellow dedicated row 4 from J205-4  
 J1-6 Orange-Black dedicated row 3 from J205-3  
 J1-7 Orange-Red dedicated row 2 from J205-2  
 J1-8 Orange-Brown dedicated row 1 from J205-1  
 J1-9 Key  
 J1-10 Black ground from J205-10  
 J1-11 Orange-White switch enable from J205-12

J2-1 Black ground from J116-3  
 J2-2 Gray-Yellow +12VAC from J116-2  
 J2-3 White-Violet G.I. 6.8VAC from J119-1  
 J2-4 Key  
 J2-5 Violet G.I. from J119-3

J3-1 Green-Brown switch column 1 from J212-1  
 J3-2 Green-Red switch column 2 from J212-2  
 J3-3 White-Brown switch row 1 from J212-4  
 J3-4 White-Red switch row 2 from J212-6  
 J3-5 White-Orange switch row 3 from J212-7  
 J3-6 White-Yellow switch row 4 from J212-8  
 J3-7 Key  
 J3-8 Yellow-Gray lamp column 8 from J136-3  
 J3-9 Red-Blue lamp row 6 from J134-7  
 J3-10 Red-Violet lamp row 7 from J134-8  
 J3-11 Red-Gray lamp row 8 from J134-9  
 J3-12 Not Used

J4 Not Used

J5-1 Violet G.I. return to coin door  
 J5-2 White-Violet G.I. 6.8VAC to coin door  
 J5-3 Black ground to coin door  
 J5-4 Orange-Brown dedicated switch row 1 to coin door  
 J5-5 Orange-Red dedicated switch row 2 to coin door  
 J5-6 Orange-Black dedicated switch row 3 to coin door  
 J5-7 Orange-Green dedicated switch row 5 to coin door  
 J5-8 Orange-Blue dedicated switch row 6 to coin door  
 J5-9 Orange-Violet dedicated switch row 7 to coin door  
 J5-10 Key  
 J5-11 Orange-Gray dedicated switch row 8 to coin door  
 J5-12 Green-Red switch column 2 to coin door Slam Tilt  
 J5-13 White-Brown switch row 1 to coin door Slam Tilt

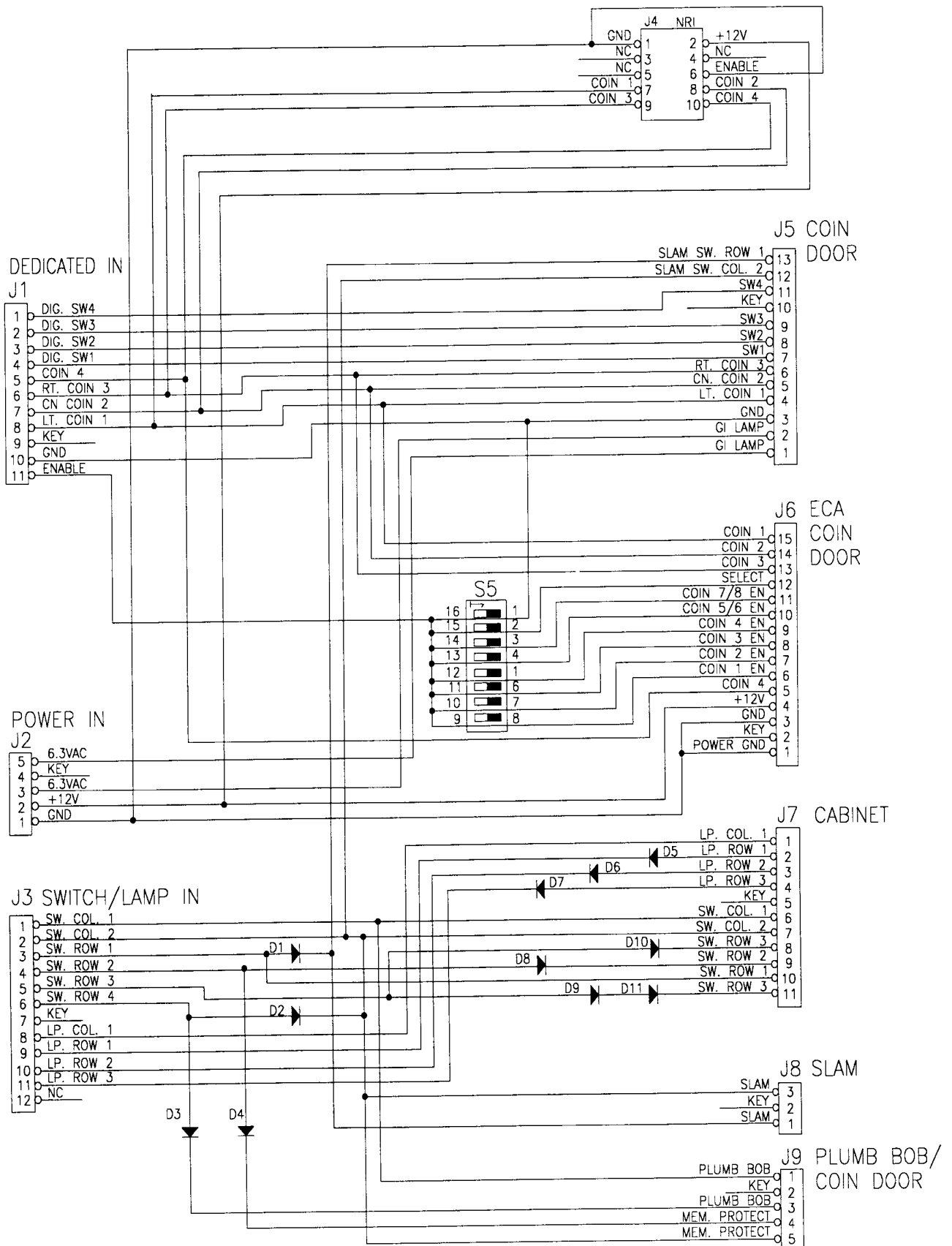
J6 Not Used

J7-1 Yellow-Gray lamp column 8 to cabinet  
 J7-2 Not Used  
 J7-3 Red-Violet lamp row 7 to cabinet  
 J7-4 Red-Gray lamp row 8 to cabinet  
 J7-5 Key  
 J7-6 Green-Brown switch column 1 to cabinet  
 J7-7 Green-Red switch column 2 to cabinet  
 J7-8 White-Orange switch row 3 to cabinet  
 J7-9 Not Used  
 J7-10 Not Used  
 J7-11 White-Orange switch row 3 to cabinet

J8-1 White switch row to cabinet Slam Tilt  
 J8-2 Key  
 J8-3 Green switch column to cabinet Slam Tilt

J9-1 White-Yellow switch row 4 to Plumb Bob Tilt  
 J9-2 Key  
 J9-3 Green-Brown switch column 1 to Plumb Bob Tilt  
 J9-4 White-Red switch row 2 to Interlock Switch  
 J9-5 Green-Red switch column 2 to Interlock Switch

## Coin Door Interface P.C.B. Schematic



## NOTES

[illegible]

# LAMP MATRIX

Yellow (B+) → Red

| Column<br>Row                 | 1<br>Yellow-Brown<br>J137-1<br>Q98 | 2<br>Yellow-Red<br>J137-2<br>Q97 | 3<br>Yellow-Orange<br>J137-3<br>Q96 | 4<br>Yellow-Black<br>J137-4<br>Q95 | 5<br>Yellow-Green<br>J137-5<br>Q94 | 6<br>Yellow-Blue<br>J137-6<br>Q93 | 7<br>Yellow-Violet<br>J138-7<br>Q92 | 8<br>Yellow-Gray<br>J138-9<br>Q91 |
|-------------------------------|------------------------------------|----------------------------------|-------------------------------------|------------------------------------|------------------------------------|-----------------------------------|-------------------------------------|-----------------------------------|
| 1<br>Red-Brown<br>J133-1 Q90  | (T)HEATRE<br>11                    | HAUNTED BASEMENT<br>21           | MA(G)IC<br>31                       | EXTRA BALL<br>41                   | TRUNK HIT 2<br>51                  | TIGER SAW<br>61                   | HAT MAGIC<br>71                     | SPECIAL<br>81                     |
| 2<br>Red-Black<br>J133-2 Q89  | T(H)EATRE<br>12                    | META-MORPHISIS AWARD<br>22       | MAGI(C)<br>32                       | VANISH<br>42                       | HURRY UP<br>52                     | LEVITATE WOMAN<br>62              | SPIRIT AWARD<br>72                  | NOT USED<br>82                    |
| 3<br>Red-Orange<br>J133-4 Q88 | TH(E)ATRE<br>13                    | RIGHT SPELL MAGIC<br>23          | LIFT TRAPDOOR<br>33                 | SPELL THEATRE<br>43                | TRUNK ESCAPE<br>53                 | GRAND FINALE<br>63                | THEATRE<br>73                       | NOT USED<br>83                    |
| 4<br>Red-Yellow<br>J133-5 Q87 | THE(A)TRE<br>14                    | SPIRIT RING<br>24                | CENTER SPELL MAGIC<br>34            | JACKPOT<br>44                      | LOCK BALL<br>54                    | TRUNK ESCAPE<br>64                | MULTI-BALL<br>74                    | NOT USED<br>84                    |
| 5<br>Red-Green<br>J133-6 Q86  | THEA(T)RE<br>15                    | ADVANCE CLOCK<br>25              | LEVITATE AWARD<br>35                | SAFE AWARD<br>45                   | HAT TRICK AWARD<br>55              | SPIRIT CARDS<br>65                | MIDNIGHT<br>75                      | LAMP IN CUBE<br>85                |
| 6<br>Red-Blue<br>J133-7 Q85   | THEAT(R)E<br>16                    | JACKET AWARD<br>26               | MAG(I)C<br>36                       | TIGER SAW AWARD<br>46              | START ILLUSION<br>56               | SAFE ESCAPE<br>66                 | ILLUSIONS<br>76                     | SHOOT AGAIN<br>86                 |
| 7<br>Red-Violet<br>J133-8 Q84 | THEATR(E)<br>17                    | M(A)GIC<br>27                    | TOP ROLLOVER 1<br>37                | START FINALE<br>47                 | START MULTI-BALL<br>57             | META-MORPHISIS<br>67              | SAW MULTI-BALL<br>77                | BUY-IN<br>87                      |
| 8<br>Red-Gray<br>J133-9 Q83   | (M)AGIC<br>18                      | TRUNK HIT 3<br>28                | TOP ROLLOVER 2<br>38                | TRUNK HIT 1<br>48                  | LITE VANISH<br>58                  | STRAIT JACKET<br>68               | HOCUS POCUS<br>78                   | START BUTTON<br>88                |

J1XX = Power Driver Board

# SWITCH MATRIX

White → Green

| Dedicated Grounded Switches                                                       | Column<br>Row                        | 1<br>Green-Brown<br>J207-1<br>U20-18 | 2<br>Green-Red<br>J207-2<br>U20-17 | 3<br>Green-Orange<br>J207-3<br>U20-16 | 4<br>Green-Yellow<br>J207-4<br>U20-15 | 5<br>Green-Black<br>J207-5<br>U20-14 | 6<br>Green-Blue<br>J207-6<br>U20-13 | 7<br>Green-Violet<br>J207-7<br>U20-12 | 8<br>Green-Gray<br>J207-9<br>U20-11 | Flipper Grounded Switches                             |
|-----------------------------------------------------------------------------------|--------------------------------------|--------------------------------------|------------------------------------|---------------------------------------|---------------------------------------|--------------------------------------|-------------------------------------|---------------------------------------|-------------------------------------|-------------------------------------------------------|
| Orange-Brown (1)<br>J205-1<br>Left Coin Chute D1                                  | 1<br>White-Brown<br>J209-1<br>U18-11 | NOT USED<br>11                       | SLAM TILT<br>21                    | TROUGH JAM<br>31                      | LOCK 1<br>41                          | LEFT BANK TARGET<br>51               | LEFT SLING<br>61                    | CENTER RAMP EXIT<br>71                | LOOP RIGHT<br>81                    | Black-Green<br>J906-1<br>Right Flipper EOS F1         |
| Orange-Red (2)<br>J205-2<br>Center Coin Chute D2                                  | 2<br>White-Red<br>J209-2<br>U18-9    | NOT USED<br>12                       | COIN DOOR CLOSED<br>22             | TROUGH 1<br>32                        | LOCK 2<br>42                          | CAPTIVE BALL REST<br>52              | RIGHT SLING<br>62                   | NOT USED<br>72                        | CENTER RAMP TARGETS<br>82           | Black-Violet<br>J905-1<br>Right Flipper Opto F2       |
| Orange-Black (3)<br>J205-3<br>Right Coin Chute D3                                 | 3<br>White-Orange<br>J209-3<br>U18-5 | START BUTTON<br>13                   | BUY-IN<br>23                       | TROUGH 2<br>33                        | LOCK 3<br>43                          | RIGHT LANE ENTER<br>53               | BOTTOM JET<br>63                    | RIGHT RAMP EXIT<br>73                 | VANISH LOCK 1<br>83                 | Black-Blue<br>J906-3<br>Left Flipper EOS F3           |
| Orange-Yellow (4)<br>J205-4<br>4th Coin Chute D4                                  | 4<br>White-Yellow<br>J209-4<br>U18-7 | PLUMB BOB TILT<br>14                 | ALWAYS CLOSED<br>24                | TROUGH 3<br>34                        | POPPER<br>44                          | LEFT LANE ENTER<br>54                | MIDDLE JET<br>64                    | RIGHT RAMP EXIT 2<br>74               | VANISH LOCK 2<br>84                 | Black-Gray<br>J905-2<br>Left Flipper Opto F4          |
| Orange-Green (5)<br>J205-6<br>Normal Function<br>Ser Credits Esc D5               | 5<br>White-Green<br>J209-5<br>U19-11 | SHOOTER LANE<br>15                   | LEFT OUTLANE<br>25                 | TROUGH 4<br>35                        | LEFT DRAIN EDDY<br>45                 | CUBE POSITION 4<br>55                | TOP JET<br>65                       | CENTER RAMP ENTER<br>75               | TRUNK HIT<br>85                     | Black-Violet<br>J906-4<br>Upper Right Flipper EOS F5  |
| Orange-Blue (6)<br>J205-7<br>Normal Function<br>Vol Down Test Function Down D6    | 6<br>White-Blue<br>J209-7<br>U19-9   | NOT USED<br>16                       | LEFT RETURN LANE<br>26             | SUBWAY OPTO<br>36                     | NOT USED<br>46                        | CUBE POSITION 1<br>56                | TOP LANE 1<br>66                    | RIGHT RAMP ENTER<br>76                | RIGHT LANE EXIT<br>86               | Black-Yellow<br>J905-3<br>Upper Right Flipper Opto F6 |
| Orange-Violet (7)<br>J205-8<br>Normal Function<br>Vol Up Test Function Up D7      | 7<br>White-Violet<br>J209-8<br>U19-5 | NOT USED<br>17                       | RIGHT RETURN LANE<br>27            | SPINNER<br>37                         | SUBWAY MICRO<br>47                    | CUBE POSITION 2<br>57                | TOP LANE 2<br>67                    | CAPTIVE BALL TOP<br>77                | LEFT LANE EXIT<br>87                | Black-Gray<br>J906-5<br>Upper Left Flipper EOS F7     |
| Orange-Gray (8)<br>J205-9<br>Normal Function<br>Begin Test Test Function Enter D8 | 8<br>White-Gray<br>J209-9<br>U19-7   | NOT USED<br>18                       | RIGHT OUTLANE<br>28                | RIGHT LOWER TARGET<br>38              | RIGHT DRAIN EDDY<br>48                | CUBE POSITION 3<br>58                | NOT USED<br>68                      | LOOP LEFT<br>78                       | NOT USED<br>88                      | Black-Blue<br>J905-5<br>Upper Left Flipper Opto F8    |

J2XX = CPU Board; J9XX = Fliptronic II Board;

□ = Opto, Typically Closed

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