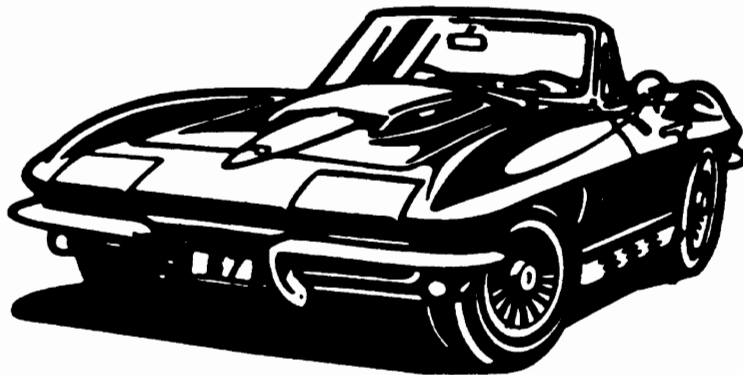


*Bally*

AUGUST 1994  
16-9874

# CORVETTE®



## Operators Handbook



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

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## 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-Stamps

#### 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-Stamps
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 ZR-1/LT-5 Test
T.17 Race 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

# LAMP MATRIX

Yellow (B+) 0 Red

Column \ Row	1 Yellow-Brown J137-1 Q98	2 Yellow-Red J137-2 Q97	3 Yellow-Orange J137-3 Q96	4 Yellow-Black J137-4 Q95	5 Yellow-Green J137-5 Q94	6 Yellow-Blue J137-6 Q93	7 Yellow-Violet J138-7 Q92	8 Yellow-Gray J138-9 Q91
1 Red-Brown J133-1 Q90	Left Rollover 11	Inner Loop Arrow 21	Left Outer Loop Arrow 31	Corvette 6 41	Corvette 9 51	Left Outer Tail 61	Kickback Arrow 71	Right Tree Red 81
2 Red-Black J135-2 Q89	Middle Rollover 12	Fuelie 22	Lite Lock 32	Corvette 3 42	Corvette 8 52	Left Inner Tail 62	Left Return Lane 72	Left Tree Red 82
3 Red-Orange J133-4 Q88	Right Rollover 13	Nitrous 23	Qualify 33	Corvette 1 43	Pit Stop 53	Catch Me 63	Right Return lane 73	Tree Bottom Yellow 83
4 Red-Yellow J133-5 Q87	Skid Pad Arrow 14	Inner Loop Jackpot 24	Big Block 34	Corvette 2 44	Corvette 7 54	Right Inner Tail 64	Right Our Lane 74	Tree Top Yellow 84
5 Red-Green J133-6 Q86	Sticky Tires 15	Right Outer Loop Arrow 25	ZR-1 Ramp 35	Corvette 4 45	Corvette 5 55	Right Outer Tail 65	Million Standup 75	Right Tree Green 85
6 Red-Blue J133-7 Q85	Skid Pad Jackpot 16	Z07 Suspension 26	6 Speed Trans 36	Left Standup 3 46	Pit Stop Arrow 56	Right Standup Arrow 66	Side Pipe 1 76	Left Tree Green 86
7 Red-Violet J133-8 Q84	Route 66 Arrow 17	Big Brakes 27	Hi Lift Cams 37	Left Standup 2 47	Spinner Arrow 57	Lite Kickback 67	Side Pipe 2 77	Buy In 87
8 Red-Gray J133-9 Q83	Race Today 18	Super Charger 28	ZR-1 Ramp Arrow 38	Left Standup 1 48	Drive Again 58	Start Challenge 68	Side Pipe 3 78	Start Button 88

J1XX = Power Driver Board

## LAMP LOCATIONS

Item No.	Bulb No.	Lamp Assy. No.	Description	Item No.	Bulb No.	Lamp Assy. No.	Description
11	24-8768	A-17624	Left Rollover	31	24-8768	A-19035	L Outer Loop Arrow
12	24-8768	A-17624	Middle Rollover	32	24-8768	A-19035	Lite Lock
13	24-8768	A-17624	Right Rollover	33	24-8768	A-19035	Qualify
14	24-8768	A-19039	Skid Pad Arrow	34	24-8768	A-19035	Big Block
15	24-8768	A-19039	Sticky Tires	35	24-8768	A-19035	ZR-1 Ramp Lock
16	24-8768	A-19039	Skid Pad Jackpot	36	24-8768	A-19035	6 Speed Trans
17	24-8768	A-19038	Route 66 Arrow	37	24-8768	A-19035	Hi Lift Cams
18	24-8768	A-19038	Race Today	38	24-8768	A-19035	ZR-1 Ramp Arrow
21	24-8768	A-19035	Inner Loop Arrow	41	24-8768	A-19037	Corvette 6
22	24-8768	A-19035	Fuelie	42	24-8768	A-19037	Corvette 3
23	24-8768	A-19035	Nitrous	43	24-8768	A-19037	Corvette 1
24	24-8768	A-19035	Inner Loop Jackpot	44	24-8768	A-19037	Corvette 2
25	24-8768	A-19035	R Outer Loop Arrow	45	24-8768	A-19037	Corvette 4
26	24-8768	A-19035	Z07 Suspension	46	24-8768	A-17347	Left Standup 3
27	24-8768	A-19035	Big Brakes	47	24-8768	A-17347	Left Standup 2
28	24-8768	A-19035	Super Charger	48	24-8768	A-17347	Left Standup 1

## LAMP LOCATIONS (continued)

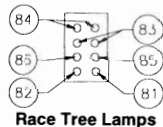
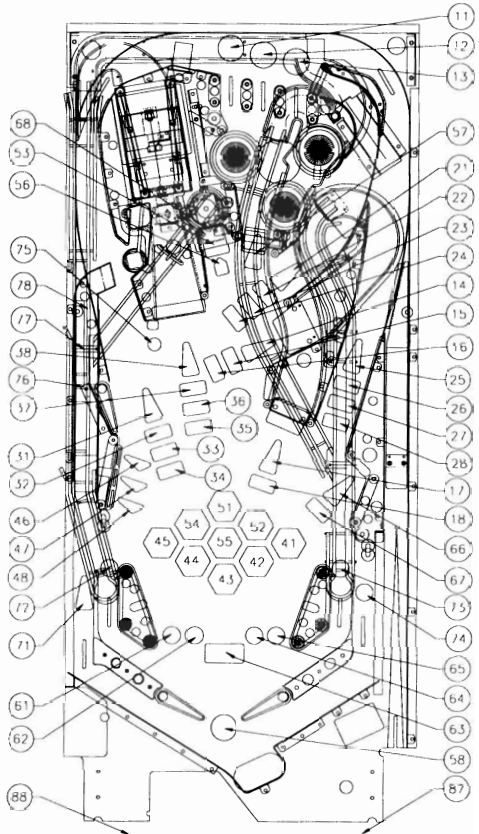
Item No.	Bulb No.	Lamp Assy. No.	Description
51	24-8768	A-19037	Corvette 9
52	24-8768	A-19037	Corvette 8
53	24-8768	A-17272	*Pit Stop
54	24-8768	A-19037	Corvette 7
55	24-8768	A-19037	Corvette 5
56	24-6549	A-17807	Pit Stop Arrow
57	24-6549	A-17835	Spinner Arrow
58	24-6549	A-17807	Drive Again
61	24-8768	A-19036	Left Outer Tail
62	24-8768	A-19036	Left Inner Tail
63	24-8768	A-19036	Catch Me
64	24-8768	A-19036	Right Inner Tail
65	24-8768	A-19036	Right Outer Tail
66	24-8768	A-19038	Right Standup Arrow
67	24-8768	A-19038	Lite Kickback
68	24-8768	A-17272	*Start Challenge
71	24-6549	A-17807	Kickback Arrow
72	24-6549	A-17835	Left Return Lane
73	24-6549	A-17835	Right Return Lane
74	24-6549	A-17835	Right Out Lane
75	24-6549	A-17835	Million Standup
76	24-8768	A-17826	Side Pipe 1
77	24-8768	A-17826	Side Pipe 2
78	24-8768	A-17826	Side Pipe 3
81	24-8768	A-18820	*Right Tree Red
82	24-8768	A-18820	*Left Tree Red
83	24-8768	A-18820	*Tree Bottom Yellow
84	24-8768	A-18820	*Tree Top Yellow
85	24-8768	A-18820	*Right Tree Green
86	24-8768	A-18820	*Left Tree Green
87	20-9663-18	---	**Buy In
88	20-9663-2	---	**Start Button

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

**\*Bulb Sleeves**

03-8063-2 = Green  
 03-8063-4 = Red  
 03-8063-6 = Yellow

\*\*Located on Cabinet



# SWITCH MATRIX

White Green

Dedicated Grounded Switches	Column Row	1	2	3	4	5	6	7	8	Flipper Grounded Switches	
		Green-Brown J207-1 U20-18	Green-Red J207-2 U20-17	Green-Orange J207-3 U20-16	Green-Yellow J207-4 U20-15	Green-Black J207-5 U20-14	Green-Blue J207-6 U20-13	Green-Violet J207-7 U20-12	Green-Gray J207-9 U20-11		
Orange-Brown (1) J205-1 Left Coin Chute D1	1	White-Brown J209-1 U19-11	Left Out Lane	Slam Tilt	Trough Ball 1	ZR-1 Bottom Entry	Left Face Start	Left Slingshot	ZR-1 Full Left	Milikon Standup	Black-Green J506-1 Right Flipper EOS F1
Orange-Red (2) J205-2 Center Coin Chute D2	2	White-Red J209-2 U19-9	Right Out Lane	Coin Door Closed	Trough Ball 2	ZR-1 Top Entry	Right Face Start	Right Slingshot	ZR-1 Full Right	Skid Pad Standup	Black-Violet J506-1 Right Flipper EOS F2
Orange-Black (3) J205-3 Right Coin Chute D3	3	White-Orange J209-3 U19-5	Start Button	Buy In Button	Trough Ball 3	Skid Pad Entry	Not Used	Left Jet	Not Used	Right Standup	Black-Blue J506-3 Left Flipper EOS F3
Orange-Yellow (4) J205-4 4th Coin Chute D4	4	White-Yellow J209-4 U19-7	Plumb Bob Tilt	Always Closed	Trough Ball 4	Skid Pad Exit	Not Used	Bottom Jet	Not Used	Right Rubber	Black-Gray J506-2 Left Flipper Opto F4
Orange-Green (5) J205-5 Normal Function Ser Credits / Test Function Esc D5	5	White-Green J209-5 U19-11	Plunger	First Gear (optional)	Route 66 Exit	Route 66	Left Face Encoder	Right Jet	ZR-1 Exit	Not Used	Black-Violet J506-4 Upper Right Flipper EOS F5
Orange-Blue (6) J205-7 Normal Function Vol Down / Test Function Down D6	6	White-Blue J209-7 U19-9	Left Return Lane	Second Gear (optional)	Pit Stop Popper	Left Standup 3	Right Face Encoder	Left Rollover	ZR-1 Lock Ball 1	Jet Rubber	Black-Yellow J506-3 Upper Right Flipper Opto F6
Orange-Violet (7) J205-8 Normal Function Vol Up / Test Function Up D7	7	White-Violet J209-8 U19-8	Right Return Lane	Third Gear (optional)	Trough Eject	Left Standup 2	Route 66 Kickout	Middle Rollover	ZR-1 Lock Ball 2	Left Outer Loop	Black-Gray J506-5 Upper Left Flipper EOS F7
Orange-Gray (8) J205-9 Normal Function Begin Test / Test Function Enter D8	8	White-Gray J209-9 U19-7	Spinner	Fourth Gear (optional)	Inner Loop Entry	Left Standup 1	Skid Route 66 Exit	Right Rollover	ZR-1 Lock Ball 3	Right Outer Loop	Black-Blue J506-5 Upper Left Flipper Opto F8

J2XX = CPU Board; J9XX = Fliptronic II Board;  = Opto, Typically Closed

## SWITCH LOCATIONS

Item Switch Part No.

Description

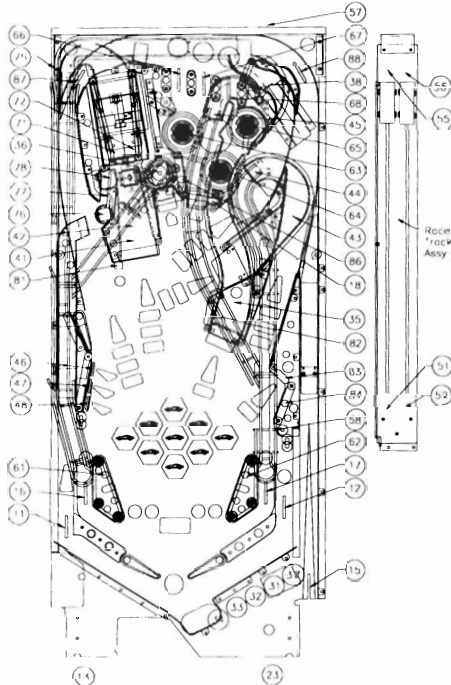
F1	SW-1A-194	*Lower Right Flipper EOS
F2	A-17316	*Lower Right Flipper Cabinet
F3	SW-1A-194	*Lower Left Flipper EOS
F4	A-17316	*Lower Left Flipper Cabinet
F5	---	Not Used
F6	---	Not Used
F7	SW-1A-194	*Upper Left Flipper EOS
F8	A-17316	*Upper Left Flipper Cabinet
11	5647-12693-32	Left Out Lane
12	5647-12693-19	Right Out Lane
13	20-9663-2	Start Button
14	A-15361	*Plumb Bob Tilt
15	5647-12693-32	Plunger
16	5647-12693-19	Left Return Lane
17	5647-12693-19	Right Return Lane
18	5647-12693-60	Spinner
21	A-17238	*Slam Tilt
22	5643-09128-00	*Coin Door Closed
23	20-9663-18	Buy In Button
24	5643-09112-00	*Always Closed
25	---	1st Gear (optional)

Item Switch Part No.

Description

26	---	2nd Gear (optional)
27	---	3rd Gear (optional)
28	---	4th Gear (optional)
31	A-18617	Trough Ball 1 (LED) (Transistor)
32	A-18618	Trough Ball 2 (LED) (Transistor)
33	A-18617	Trough Ball 3 (LED) (Transistor)
34	A-18618	Trough Ball 4 (LED) (Transistor)
35	A-16908	Route 66 Entry (LED) (Transistor)
36	A-16908	Pit Stop Popper (LED) (Transistor)
37	A-18617	Trough Eject (LED) (Transistor)
38	A-18618	Trough Eject 1 (Transistor)
39	5647-12693-31	Inner Loop Entry
41	A-16908	ZR-1 Bottom Entry (LED) (Transistor)

## SWITCH LOCATIONS (continued)



Item No.	Switch Part No.	Description	Item No.	Switch Part No.	Description
42	A-16908	ZR-1 Top Entry (LED) (Transistor)	64	SW-11A-37	Bottom Jet
43	A-16908	Skid Pad Entry (LED) (Transistor)	65	SW-11A-37	Right Jet
44	5647-12693-21	Skid Pad Exit	66	5647-12693-19	Left Rollover
45	5647-12693-21	Route 66 Exit	67	5647-12693-19	Middle Rollover
46	A-19294	Left Standup 3	68	5647-12693-19	Right Rollover
47	A-19294	Left Standup 2	71	A-18951	ZR-1 Full Left
48	A-19294	Left Standup 1	72	A-18951	ZR-1 Full Right
51	A-19141	Left Race Start	73	---	Not Used
52	A-19141	Right Race Start	74	---	Not Used
53	---	Not Used	75	5647-12693-31	ZR-1 Exit
54	---	Not Used	76	5647-12133-11	ZR-1 Lock Ball 1
55	A-18821	Left Race Encoder	77	5647-12693-53	ZR-1 Lock Ball 2
56	A-18821	Right Race Encoder	78	5647-12693-54	ZR-1 Lock Ball 3
57	5647-12693-21	Route 66 Kickout	81	A-16816-4	Standup Million
58	5647-12693-13	Skid Route 66 Exit	82	A-17226-4	Skid Pad Standup
61	SW-1A-114	Left Slingshot	83	A-18019-4	Right Standup
62	A-17612	Right Slingshot	84	SW-1A-120	Right Rubber
63	SW-11A-37	Left Jet	85	---	Not Used
			86	SW-1A-120	Jet Rubber
			87	5647-12693-19	Left Outer Loop
			88	5647-12693-19	Right Outer Loop

\*Not Shown

## SOLENOID/FLASHER TABLE

Sol. No.	Function	Solenoid Type	Voltage Connections			Drive Xster	Drive Connections			Drive Wire Color	Solenoid Part number Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Trough Eject	High Power	J107-2			Q82	J130-1			Vio-Brn	AE-26-1500	
02	ZR-1 Low Rev Gate	High Power	J107-2			Q90	J130-2			Vio-Red	SM1-28-900-DC	
03	Kickback	High Power	J107-2			Q78	J130-4			Vio-Org	AE-23-800	
04	Pit Stop Popper	High Power	J107-2			Q76	J130-5			Vio-Yel	AE-23-800	
05	ZR-1 Up Rev Gate	High Power	J107-2			Q64	J130-6			Vio-Grn	SM1-35-4000-DC	
06	Not Used	High Power	J107-2			Q66	J130-7			Vio-Blu		
07	Knocker	High Power		J107-2		Q68		J130-8		Vio-Blk		AE-23-800
08	Route 66 Kickout	High Power	J107-2			Q70	J130-9			Vio-Gry	AE-23-800	
09	Left Slingshot	Low Power	J107-3			Q58	J127-1			Brn-Blk	AE-26-1200	
10	Right Slingshot	Low Power	J107-3			Q56	J127-3			Brn-Red	AE-26-1200	
11	Left Jet	Low Power	J107-3			Q54	J127-4			Brn-Org	AE-26-1200	
12	Bottom Jet	Low Power	J107-3			Q52	J127-5			Brn-Yel	AE-26-1200	
13	Flight Jet	Low Power	J107-3			Q50	J127-6			Brn-Grn	AE-26-1200	
14	Not Used	Low Power	J107-3			Q48	J127-7			Brn-Blu		
15	ZR-1 Lockup	Low Power	J107-3			Q46	J127-8			Brn-Vio	AE-30-2000	
16	Loop Gate	Low Power	J107-3			Q44	J127-9			Brn-Gry	A-14406	
17	Race Direction	Flasher	J107-6			Q42	J126-1			Blk-Brn	A-19159	
18	Left Race Enable	Flasher	J107-6			Q40	J126-2			Blk-Red	14-8015	
19	Right Race Enable	Flasher	J107-6			Q38	J126-3			Blk-Org	14-8015	
20	Tenth Corvette	Flasher		J106-5		Q36		J125-5		Blk-Yel		24-8802
21	Jets	Flasher	J107-6			Q28	J126-5			Blu-Grn	24-8704	
22	Right Ramps	Flasher	J107-6	J106-5		Q30	J126-7	J125-7		Blu-Blk	24-8704	24-8802
23	Upper Left Flipper	Flasher	J107-6	J106-5		Q34	J126-7	J125-8		Blu-Vio	24-8704	24-8802
24	Catch Me	Flasher	J107-6	J106-5		Q32	J126-8	J125-9		Blu-Gry	24-8704	24-8802
25	ZR-1 Ramp	Gen. Purpose	J107-6	J106-5		Q26	J122-1	J124-1		Blu-Brn	24-8802	24-8802
26	ZR-1 Underside	Gen. Purpose	J107-6	J106-5		Q24	J122-2	J124-2		Blu-Red	24-8704	24-8802
27	Right Rear Panel	Gen. Purpose	J107-6	J106-5		Q22	J122-3	J124-3		Blu-Org	24-8802	24-8802
28	Right Standup	Gen. Purpose	J107-6	J106-5		Q20	J122-4	J124-5		Blu-Yel	24-8802	24-8802
33	Diverter Power	High Power	J907-6.7			Q2	J902-6			Yel-Vio	A-15943-1	
34	Diverter Hold	Low Power	J907-6.7			Q7	J902-4			Org-Vio	A-15943-1	
<b>General Illumination</b>												
01	Upper Left	G.I.	J121-1			Q18	J121-7			Wht-Brn	#44	
02	Upper Right	G.I.	J121-2			Q10	J121-8			Wht-Org	#44	
03	Lower Left	G.I.	J121-3	J120-3		Q14	J121-9	J120-9		Wht-Yel	#44	#555
04	Lower Right	G.I.	J121-5	J120-5		Q16	J121-10	J120-10		Wht-Grn	#44	#555
05	Backbox Title	G.I.	J120-6	J120-6		Q12		J120-11		Wht-Vio		#555
<b>Flipper Circuits</b>												
			Voltage Connections		Drive Transistors		Drive Connectors		Drive Wire Colors		Coil Part No.	Coil Color
			Playfield	Backbox	Power	Hold	Playfield	Power	Hold			
		Lwr. Lt. Power	J907-4 (Red-Blu)		Q3		J902-9	Yel-Blu				
	Lower Left Flipper	Lwr. Lt. Hold	J907-4 (Red-Blu)		Q9		J902-7	Org-Blu		FL-11629		BLUE
		Lwr. Rt. Power	J907-1 (Red-Grn)		Q4	Q11	J902-13	Yel-Grn				
	Lower Right Flipper	Lwr. Rt. Hold	J907-1 (Red-Grn)		Q1		J902-11	Org-Grn		FL-11629		BLUE
		Upr. Lt. Power	J907-8 (Red-Gry)		Q1		J902-3	Yel-Gry		Org-Gry		
	Upper Left Flipper	Upr. Lt. Hold	J907-8 (Red-Gry)		Q5		J902-1	Org-Grn		FL-11630		RED
		Upr. Rt. Power	J907-6 (Red-Vio)		Q2		J902-6	Yel-Vio				
	Upper Right Flipper	Upr. Rt. Hold	J907-6 (Red-Vio)		Q7		J902-4	Org-Vio		NOT USED		

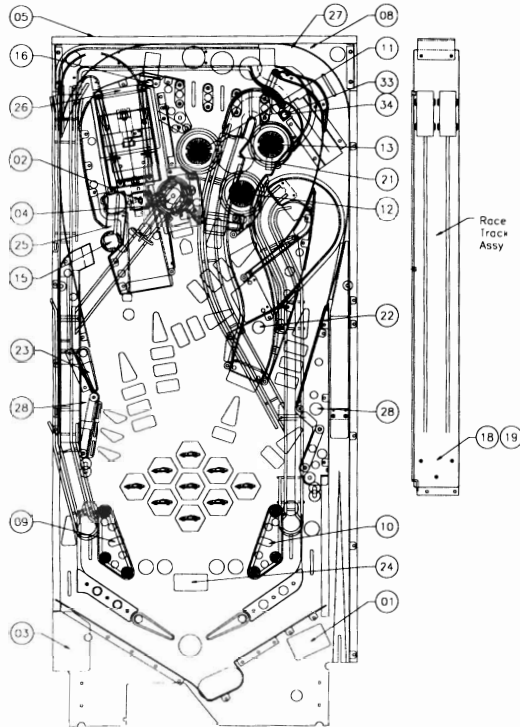
J1xx=Power Driver Board; J9xx=Flitronic II Board; 24-6549=#44 bulb; 24-8704=#89 bulb; 24-8768=#555 bulb; 24-8802=#906 bulb

## SOLENOID/FLASHER LOCATIONS

Item No.	Coil/Flasher No.	Assy. Number.	Description	Item No.	Coil/Flasher No.	Assy. Number.	Description
01	AE-26-1500	A-18753	Trough Eject	12	AE-26-1200	A-9415-2	Bottom Jet
02	SM1-28-900-DC	A-19140	ZR-1 Low Rev Gate	13	AE-26-1200	A-9415-2	Right Jet
03	AE-23-800	B-11873	Kickback	14	---	---	Not Used
04	AE-23-800	A-19005	Pit Stop Popper	15	AE-30-2000	A-15368-1	ZR-1 Lockup
05	SM1-35-4000-DC	A-19006	ZR-1 Up Rev Gate	16	A-14406	A-17796	Loop Gate
06	---	---	Not Used	17	---	A-19159	*Race Direction
07	AE-23-800	B-16086-1	Knocker	18	14-8015	A-19134	Left Race Enable
08	AE-23-800	A-19006	Route 66 Kickout	19	14-8015	A-19134	Right Race Enable
09	AE-26-1200	B-9362-R-3	Left Slingshot	20	24-8802	---	*Tenth Corvette
10	AE-26-1200	B-9362-L-2	Right Slingshot	21	24-8704	A-17803	Jets
11	AE-26-1200	A-9415-2	Left Jet				



## SOLENOID/FLASHER LOCATIONS (continued)



Item No.	Coil/Flasher No.	Assy. Number.	Description
22	24-8704	A-17983	Right Ramps
	24-8802		
23	24-8704	A-17803	Upper Left Playfield
	24-8802		
24	24-8704	A-17803	Catch Me
	24-8802		
25	24-8802	A-19008	ZR-1 Ramp
26	24-8704	A-17983	ZR-1 Underside
	24-8802		
27	24-8802	B-12156	Right Rear Panel
28	24-8802	---	Right Standup
33	A-15943-1	A-17241	Diverter Power
34	A-15943-1	A-17241	Diverter Hold

### General Illumination Circuits

Item No.	Description	Bulb No.	
01	Upper Left	#44	G.I. String 1
02	Upper Right	#44	G.I. String 2
03	Lower Left	#44, #555	G.I. String 3
04	Lower Right	#44, #555	G.I. String 4
05	Backbox Title	#555	G.I. String 5

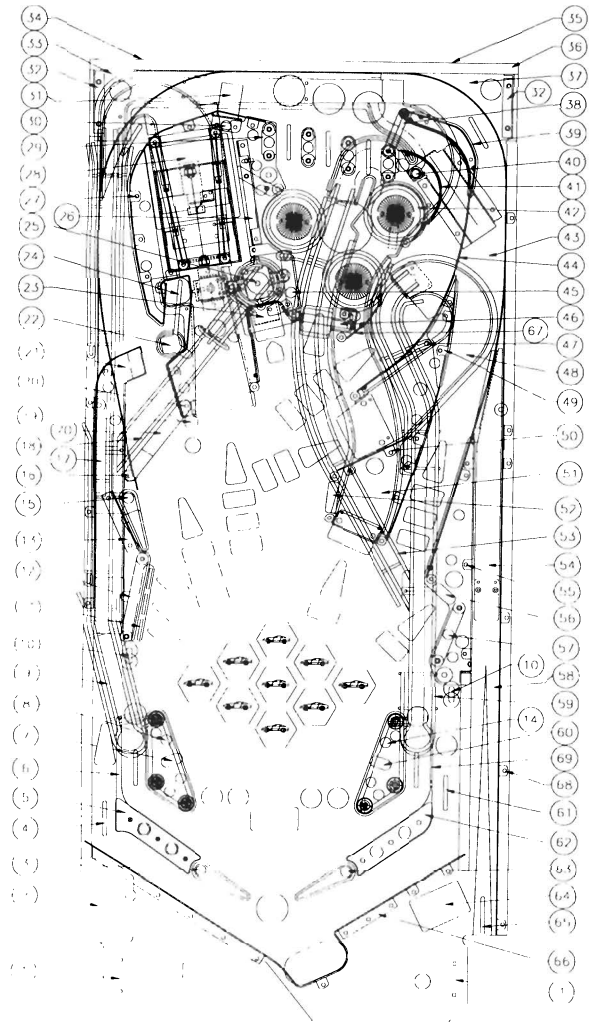
### Flipper Coils

Coil No.	Color	Assy. No.	Description
*FL-11629	(blue)	A-15849-L-2	Lower Left Flipper
*FL-11629	(blue)	A-19223-R	Lower Right Flipper
*FL-11630	(red)	A-15849-L	Upper Left Flipper
* Not Shown			

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

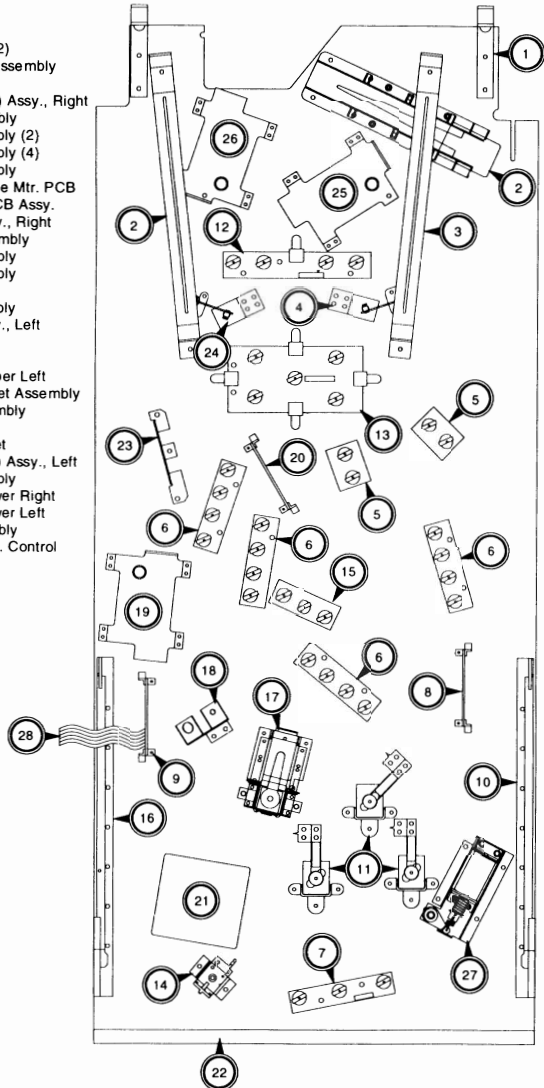


# UPPER PLAYFIELD PARTS



## Lower Playfield Parts

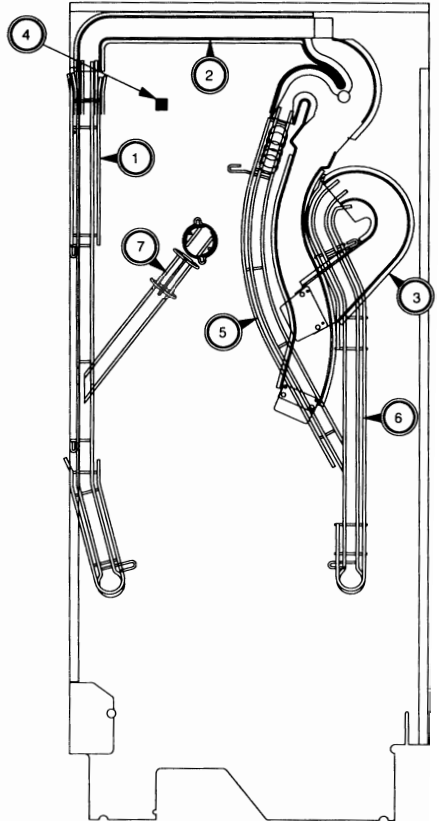
Item	Part No.	Description
1.	01-9211	Plfhd. Hanger Bracket(2)
2.	A-18753	Outhole Ball Trough Assembly
3.	01-11781	Leg Support (2)
4.	A-17811	Kicker Arm (Slingshot) Assy., Right
5.	B-9362-L-2	Coil & Bracket Assembly
6.	A-19038	2-Lamp Board Assembly (2)
7.	A-19035	4-Lamp Board Assembly (4)
8.	A-17624	3-Lamp Board Assembly
9.	A-19242	Bracket & Dual H-Drive Mtr. PCB
10.	A-19243	Motor Driver Slave PCB Assy.
11.	A-17749-1-2	Plfhd. Slide Mech. Assy., Right
12.	A-19415-2	Jet Bumper Coil Assembly
13.	A-19036	5-Lamp Board Assembly
14.	A-19037	9-Lamp Board Assembly
15.	A-17796	Ball Gate Actuator
16.	A-19039	3-Lamp Board Assembly
17.	A-17749-1-1	Plfhd. Slide Mech. Assy., Left
18.	A-19005	Popper Assembly
19.	A-15368-1	Eject Assembly
20.	A-15849-L	Flipper Assembly, Upper Left
21.	A-18159-1	10-Opto PCB & Bracket Assembly
22.	A-19140	Engine & Ramp Assembly
23.	A-19177	Back Panel Assembly
24.	A-19294	3-Bank Standup Target
25.	A-17811	Kicker Arm (Slingshot) Assy., Left
26.	B-9362-R-3	Coil & Bracket Assembly
27.	A-19223-R	Flipper Assembly, Lower Right
28.	A-15849-L-2	Flipper Assembly, Lower Left
29.	A-17241	Ramp Diverter Assembly
30.	5795-14325-00	Ribbon Cable, V-8 Mtr. Control



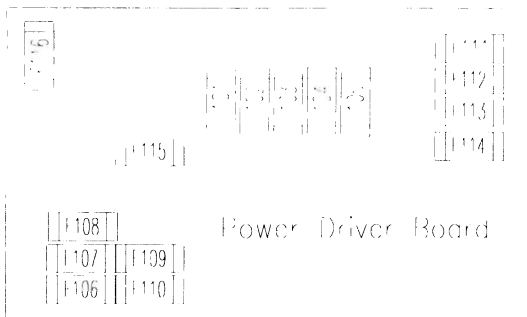
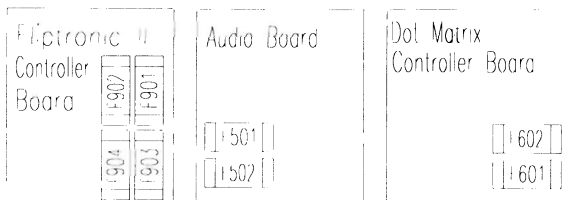
## Ramps

Item	Part No.	Description
1.	12-7214.1	Left Wire Ramp
2.	A-19009	Race Track Ramp
3.	A-19007	Loop Ramp Assembly
4.	A-19008	Engine Ramp Assembly
5.	12-7213	Center Wire Ramp
6.	A-19260	Right Wire Ramp Assembly
7.	12-7215	Garage Wire Ramp

\* Assembly not shown; location shown only.



## 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.

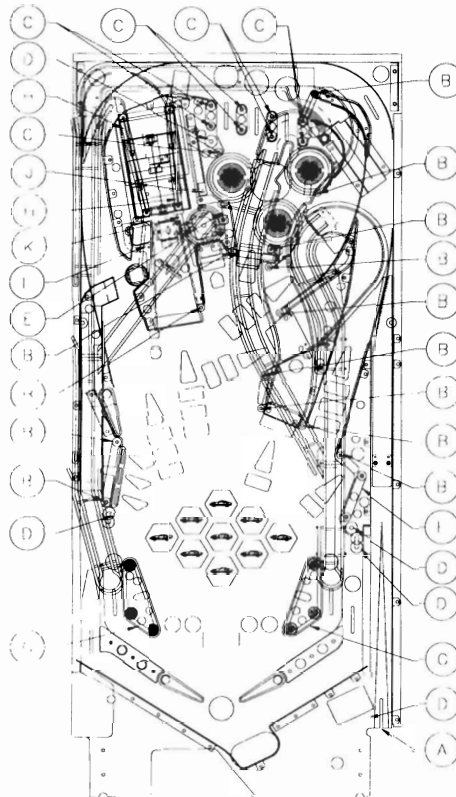
### Power Driver Board

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.

## RUBBER RINGS



Item No.	Part Number	Description.	Qty	Item No.	Part Number	Description.	Qty
A	23-6327	Shooter Tip	1	H	23-6694-10	2 1/2" Black Ring	2
B	23-6556	Black Sleeve	13	I	23-6306	2 1/2" White Ring	4
C	23-6641	.64 od Black Ring	9	J	23-6552	Yellow Sleeve	1
D	23-6694-3	5/16" Black Ring	5	K	23-6694-1	3/32" Black Ring	1
E	23-6694-6	1" Black Ring	1	L	23-6694-2	15/64" Black Ring	1
F	23-6694-8	1 1/2" Black Ring	2				

## WARNINGS & NOTICES

### **WARNING**

**FOR SAFETY AND RELIABILITY**, substitute parts and equipment modifications are not recommended. Use of Non-BALLY parts or modifications of game circuitry, may adversely affect game play, or may cause injuries.

**SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS** may void FCC Type Acceptance.

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### **RF Interference Notice**

**CABLE HARNESS PLACEMENTS** and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

**TO MAINTAIN THESE LEVELS**, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

**FCC STICKER.** Check the back of your game to verify that an FCC-certification sticker was attached to your game at the factory. All Games that leave the BALLY plant have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor may result, if the sticker is missing. If you receive a game, manufactured after December 1982, that has no FCC sticker, call BALLY for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.

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with hinged backbox DOWN!**