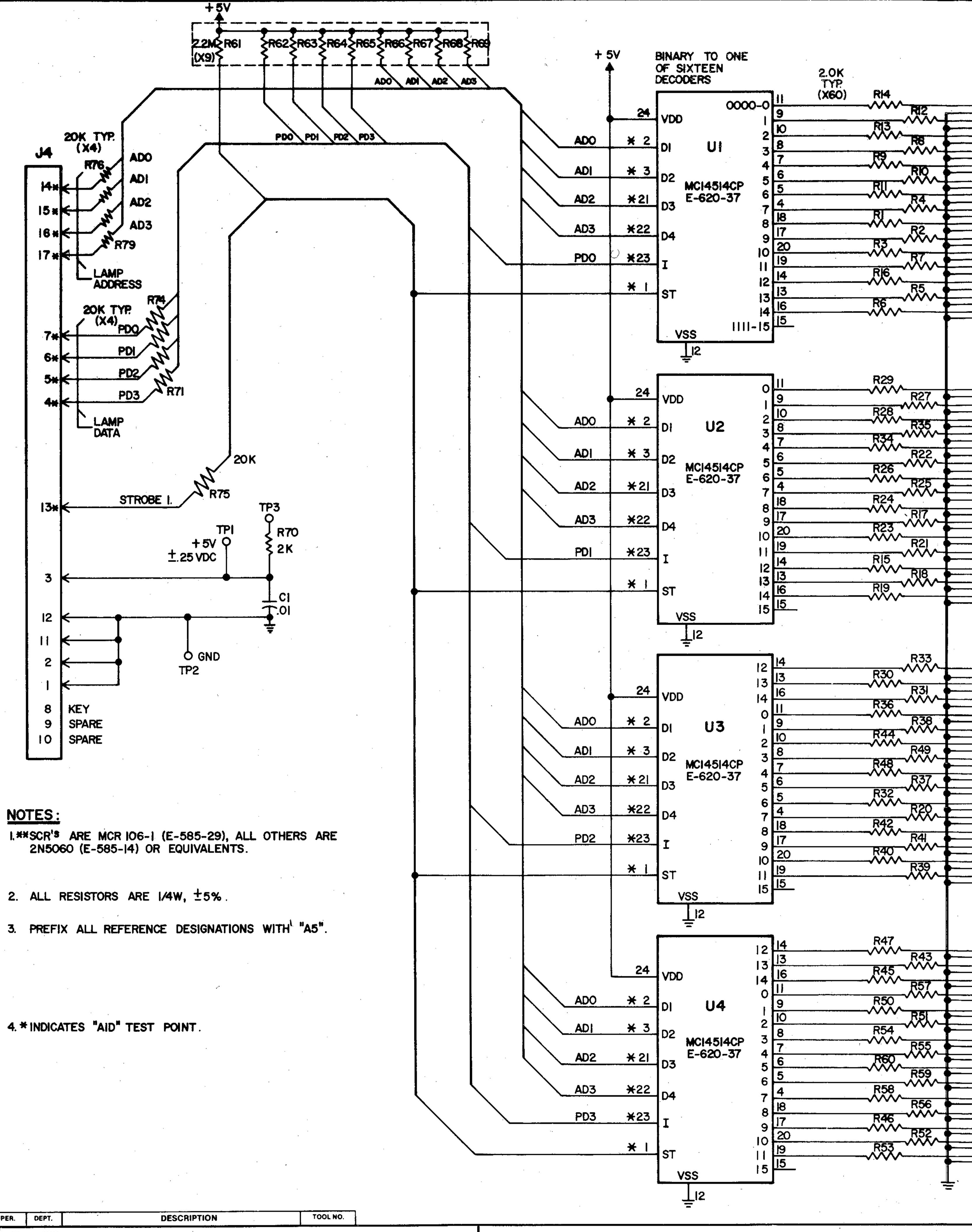
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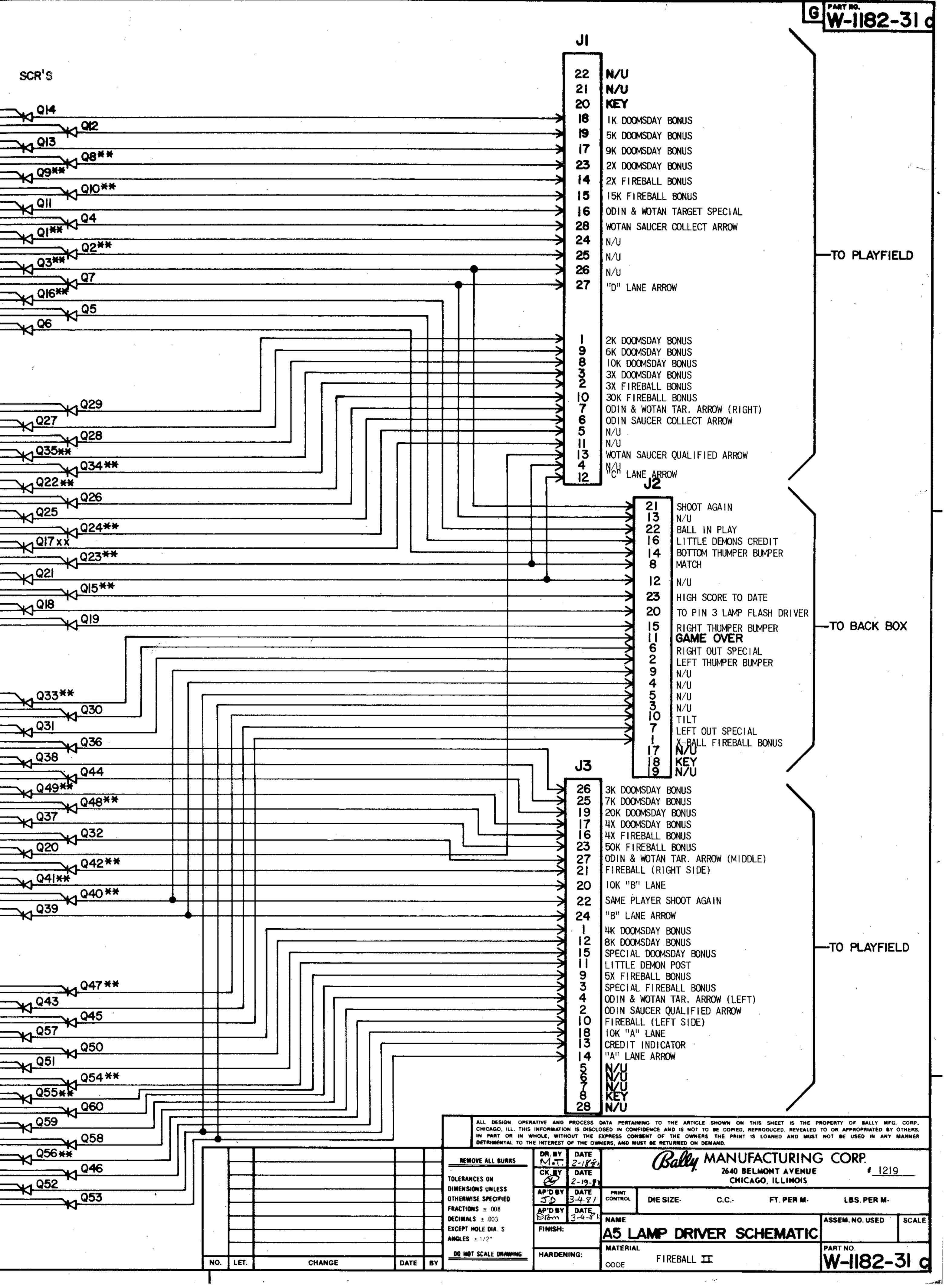
Provided by: Dan Worth





2. ALL RESISTORS ARE 1/4W,  $\pm 5\%$ 

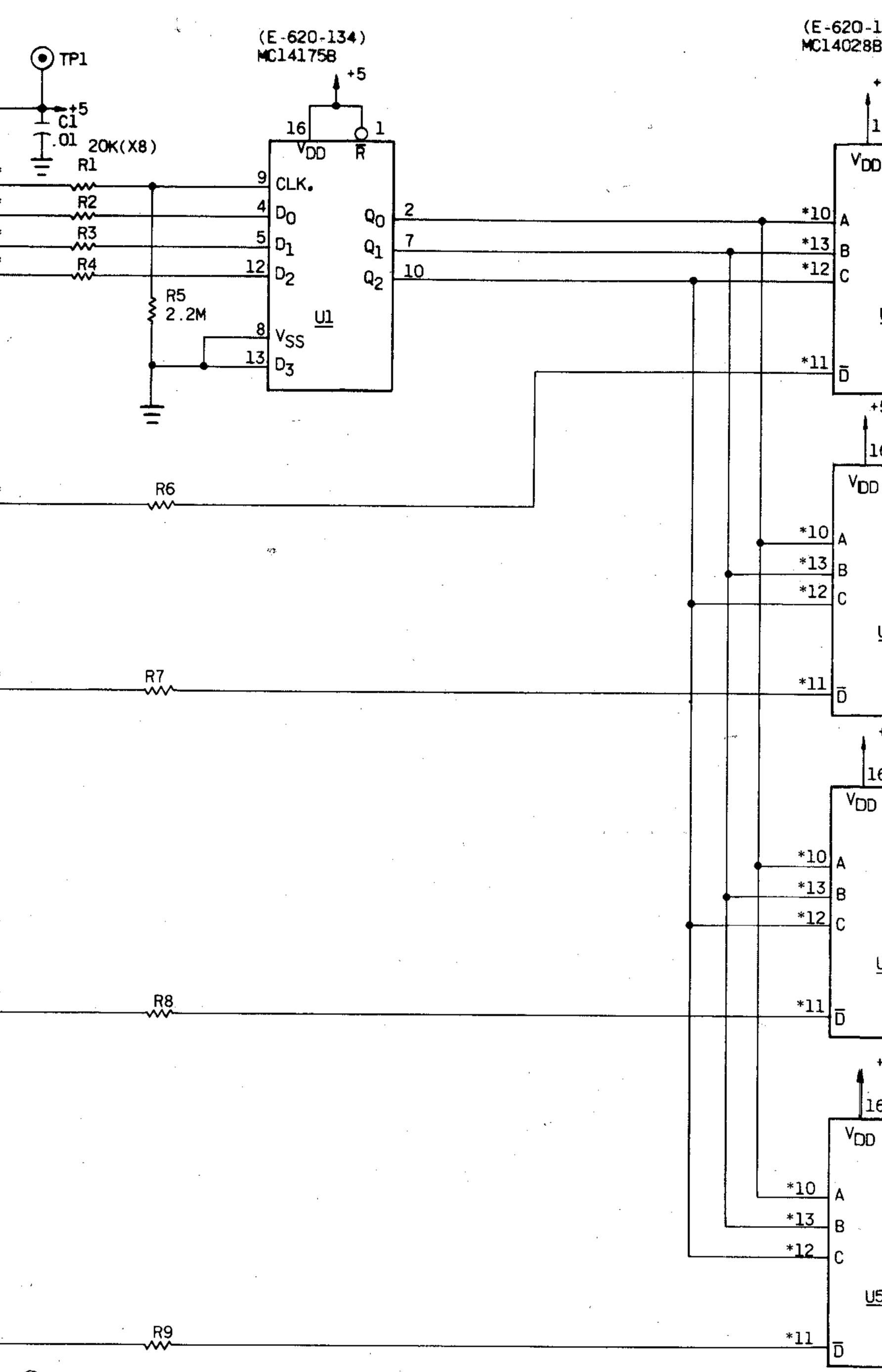
OPER.	DEPT.	DESCRIPTION	TOOL NO.	
ELEDYNE POST	N55983	-		



·						• •		J] ]]	
	·	<b>.</b>				LAMP	STROBE ADo ADi AD2	3 2 1 4	*
		. ·	'n				*;		
13 32 90 45	A9 J1 1 2 3 4 5	TO A5J4-15 A5J4-14 A4J1-8 A5J4-16	·				PDo	8	*
65 63 1	6 7 8 9	KEY A5J4-6 A5J4-7 A5J4-5					PD۱	7	*
74 84	10 11 12	A5J4-4 A5J4-3				. ·	KEY	6	
58	13 14 15	A5J4-11					N/U N/U	5 12	
TO W-11	87 - 270	C					PD2	9	*
L.					•				
					·			·	
				-			PD3	10	*
	ŗ		-				GND GND GND	13 14 15	
			(L00	KING AT	BACKSID	top E of insert	)		

FIREBALL ROLL LITES

 $\bigcirc$  10



TP2

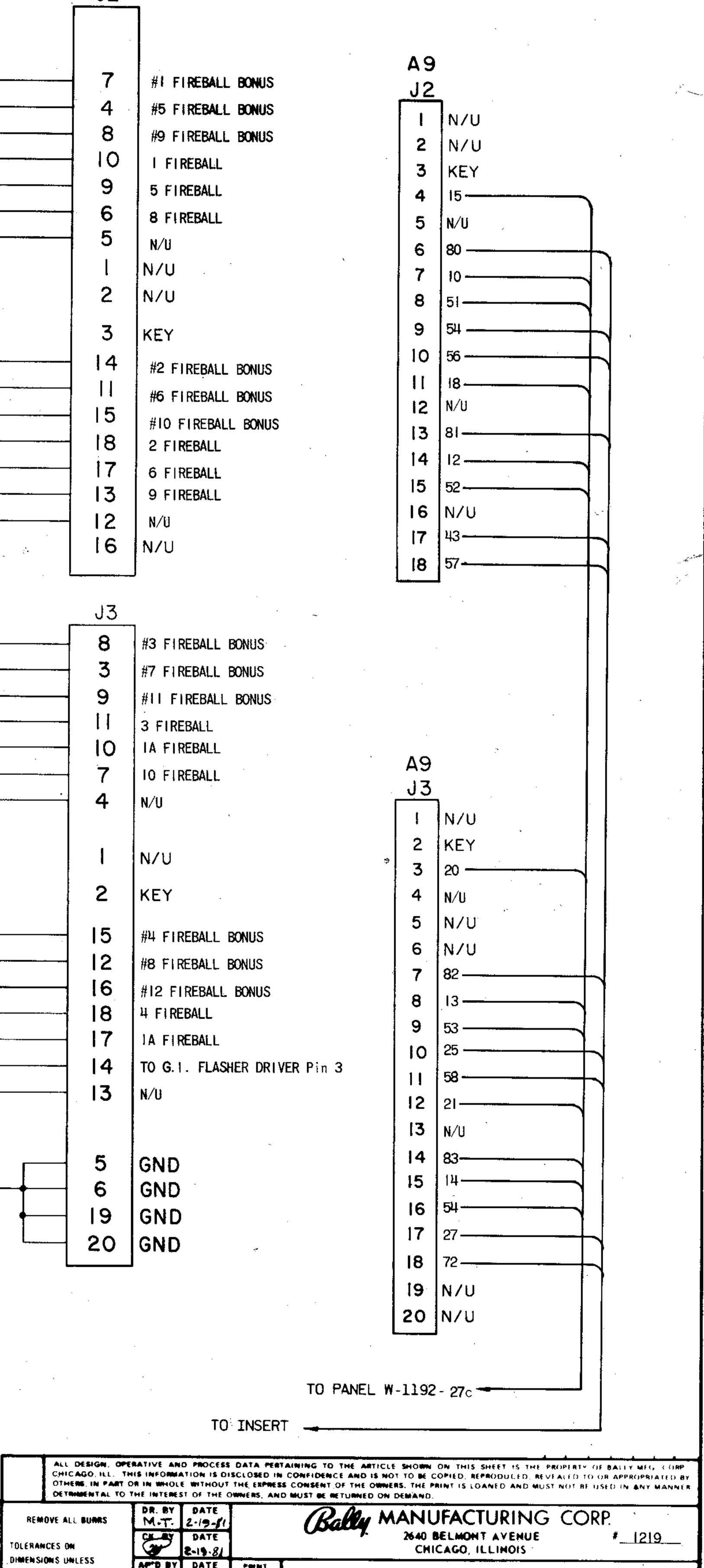
NOTES :

ALL RESISTORS ARE 1/4 W. ±5%.
 VOLTAGES SHOWN ARE FOR GAME UP CONDITIONS.
 \*INDICATES "AID" TEST POINT
 SCR'S ARE MCR-106-1, (E-585 29).
 PREFIX ALL REFERENCE DESIGNATIONS WITH "A9".

			i		
-108) 88 (X		,			
+5					
16		_	2K (X28)	(E-585-29) MCR-106 (X28)	
DD	0	3	2K (X28) 	MCR-106 (X28)	
	1	14		Q2	
	2	2		Q3	<u></u>
	3	15		Q4	
	4	1		Q5	
<u>U2</u>	5	6		06	
	6	7		Q7	
٧ <sub>SS</sub>	ç 7	4N/U			
+5	8	•			
16					
16	0	3			
DD	1	14		Q8	
	2	2	R19	Q9	
		15		210	
	. 3 4	1			
<u>U3</u>	5	6		↓	
	6	7		213	• • • • • • • • • • • • • • • • •
M.		4N/U		Q14	
V <sub>S</sub>	T				
+5 -	<u>_8</u> <del></del>		,		
16					
DO	0	3		Q15	
	1	14		Q16	· · · ·
	2	2		Q17	
	3	15			
	4	1		Q19	
<u>U4</u>	5	<u>*6</u>		Q20	
	6	<u> </u>	R30	021	
٧ <sub>S</sub>	s 7	N/U	-		
+5 -	8				
	<u></u>				
16		3	<b></b> _		
D	0				
		14 2		Q23	
	2	· · · · · · · · · · · · · · · · · · ·		Q24	
	3	15		225	
	4	6		226	
<u>U5</u>	5	7		927	
1 <b>-</b>	6	4		Q28	
VS		4N/U			
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OTHERWISE S FRACTIONS DECIMALS EXCEPT HOLE ANGLES -DO NOT SCAL NO LET. DATE BY CHANGE

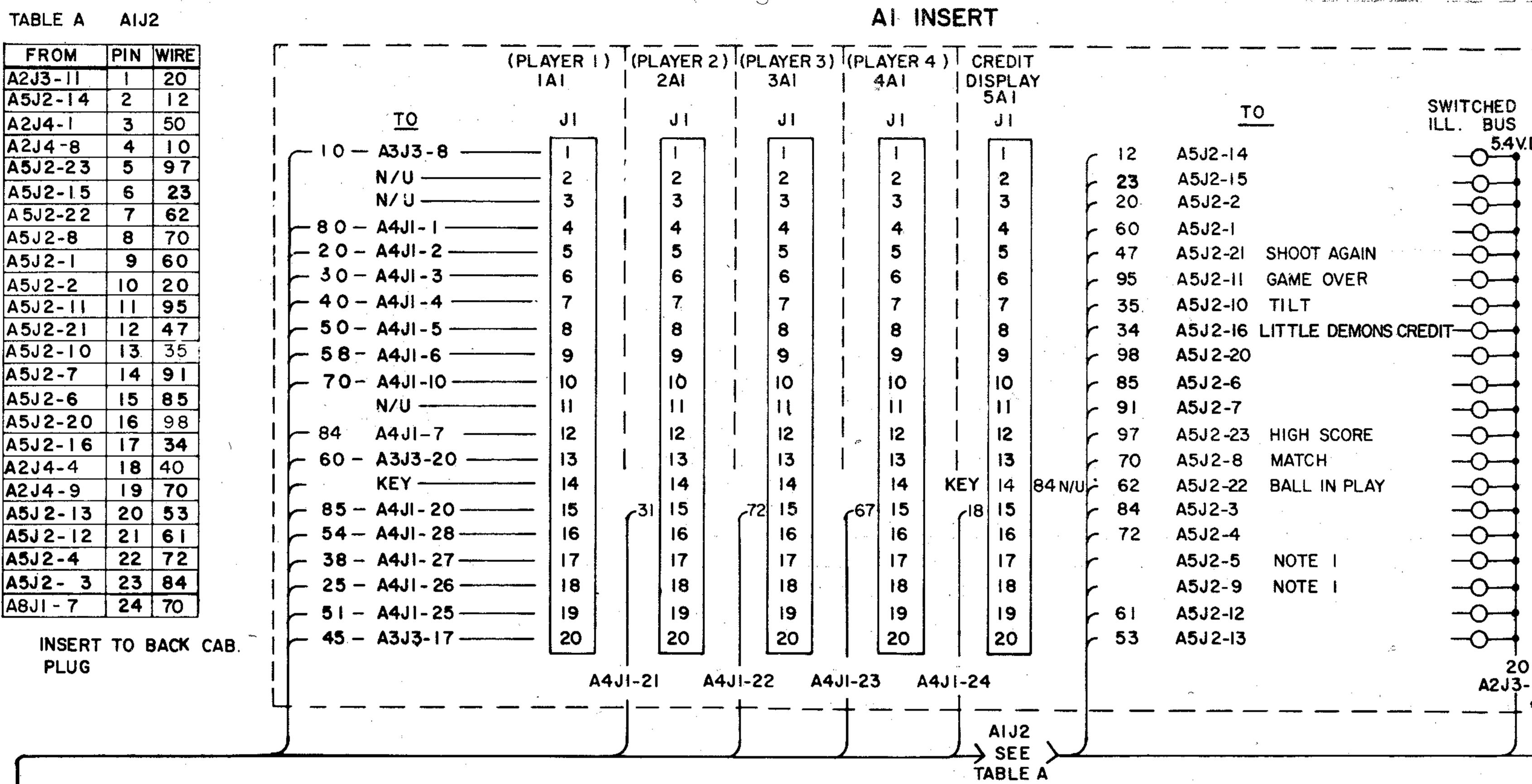
W-1207-7



المتحافظ المحاجان والمناج المتحاج والمحاف والعقائل والعادي والمحافظات والمحافيات

المراجع المراجع المحمولات المراجع الأسم الأخلي المراجع المراجع المراجع المراجع المراجع المراجع المراجع المراجع ا

DN	M.T. 2.19-11 CHAY DATE 2-19-81	2640 BELMONT AVENUE	E <u>*</u>	·
HNLESS PECIFIED	APD BY DATE J.D. 3-4-81	CONTROL DIE SIZE - C.C FT PER M-	LBS PERM-	
DIA S	Sign 3.4.51	AUXILIARY LAMP DRIVER A9	ASSEM NO USED	SCALE
LE DRAWING	HARDENING:	MATERIAL FIREBALL II	W-1207-7	С



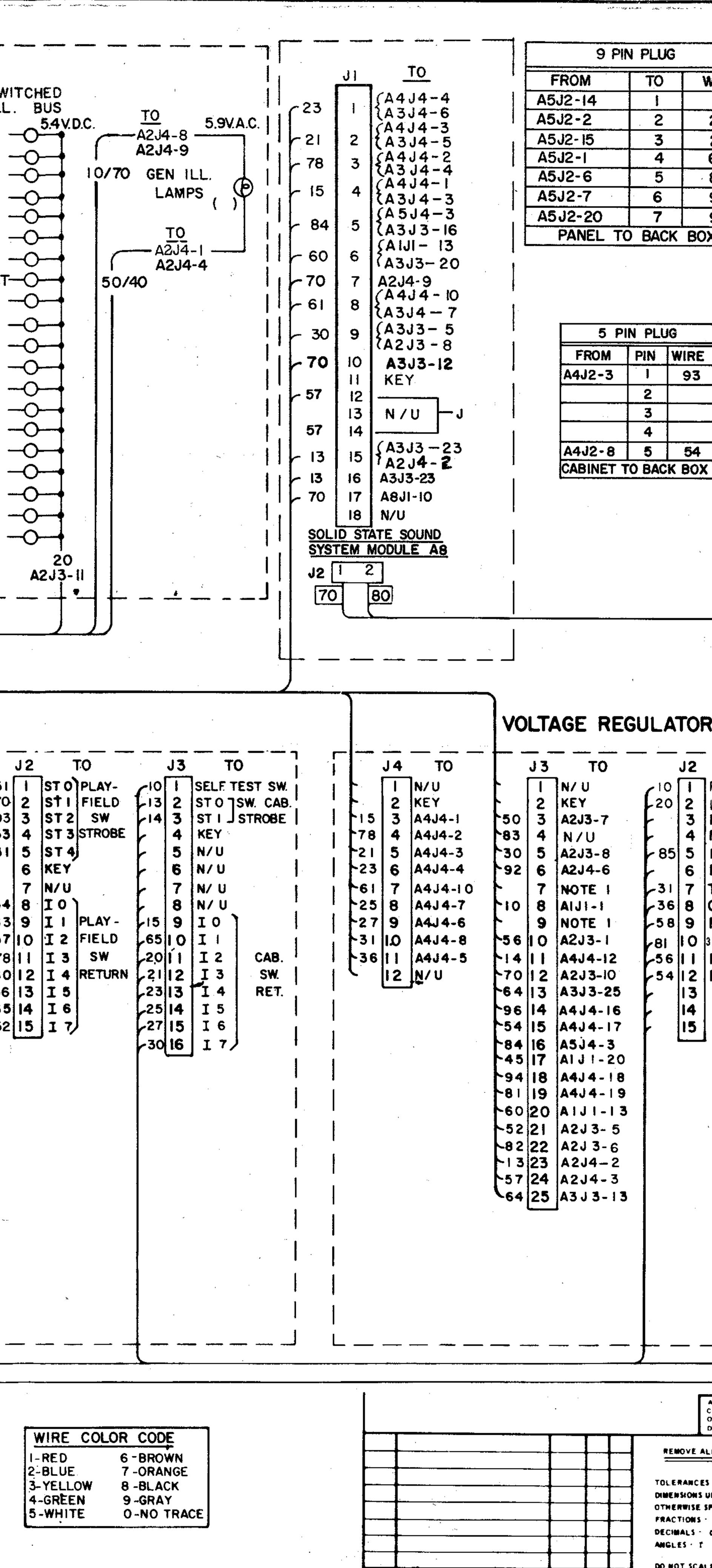
*	LAMP	DRIVER A5	
J 4 TO 51 1 A2J3-3 18 2 A2J3-2 84 3 A3J3-16 74 4 A4J1-19 71 5 A4J1-18 23 6 A4J1-17 63 7, A4J1-16 8 KEY 9 N/U 10 N/U 58 11 A2J3-4 12 SPARE GND 75 13 A4J1-11 -32 14 A4J1-15 13 15 A4J1-14 45 16 A4J1-13 48 17 A4J1-12	J2 TO 60   X-BALL FIREBALL BONU 20 2 LEFT THUMPER BUMPER 84 3 N/U 72 4 N/U 5 N/U 85 6 RIGHT DUT SPECIAL 91 7 LEFT DUT SPECIAL 91 7 LEFT DUT SPECIAL 91 7 LEFT DUT SPECIAL 91 7 LEFT DUT SPECIAL 9 N/U 35 J 0 TILT 95 1 1 GAME OVER 61 1 2 N/U 12 14 BOTTOM THUMP. BUMP. 23 15 RIGHT THUMP. BUMPER 34 16 LITTLE DEMONS CREDIT 17 N/U 18 KEY 19 N/U 98 20 TO PIN 3 LAMP FL.DRV 47 21 SHOOT AGAIN 62 22 BALL IN PLAY 97 23 MIGH SCORE TO DATE	-52       2       3X FIREBALL BONUS         -45       3       3X DOOMSDAY BONUS         -35       4       N/U         -48       5       N/U         -25       6       ODIN SAU. COL. ARRI         -34       7       ODIN & WOTAN TAR         -34       7       ODIN & BONUS         -51       8       IOK DOOMSDAY BONUS         -43       9       6K DOOMSDAY BONUS         -43       9       6K DOOMSDAY BONUS         -65       11       N/U         -61       12       *C* LANE ARROW         -63       13       N/U         -64       14       2X FIREBALL BONUS         -54       14       2X FIREBALL BONUS         -54       14       2X FIREBALL BONUS         -57       17       9K DOOMSDAY BONUS         -58       18       1K DOOMSDAY BON	7       N/U         8       KEY         15       9       5X FIREBALL BOD         91       10       FIREBALL (LEFT         20       1       LITTLE DEMON PO         21       12       8K DODMSDAY BOD         35       13       CREDIT INDICATO         84       14       "A" LANE ARROW         53       15       SPEC. DOOMSDAY         98       25       16       4X FIREBALL BOD         13       17       4X DOOMSDAY BOD         13       17       4X DOOMSDAY BOD         56       18       10K "A" LANE         67       19       20K DOOMSDAY BOD         56       18       10K "A" LANE         67       19       20K DOOMSDAY BOD         56       18       10K "A" LANE         67       19       20K DOOMSDAY BOD         64       20       10K "B" LANE         63       21       FIREBALL (RIGH         23       22       SAME PLAYER S.         98       23       50K FIREBALL BOD         72       24       "B" LANE ARROW         36       25       7K DOOMSDAY BOD         52
O LOWER ABINET O PLAYFIELD			

NOTES:

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

									MPU	Δ4		
		J 5	<u></u>	+	 J	то	-	J4	то		J2	
NUS I		1	70	<b>\80</b>		AIJI-4	15	1	A3J4-3	<b>/5</b> 1		]s
ARROW	1 1	2	D6	20	2	AIJ1-5	-78	2	A3J4-4	70	2	S
LL BONUS		3	D5	<b>\30</b>	3	AIJI-6	21	3	A3J4-5	- 93		S
AR. I		4	D4	-40	l	AIJI-7	123	4	A3J4-6	-53		S
		5	D3	<b>\50</b>		AIJ I - 8	<b>^36</b>	5	A3J4-11	- 131	5	S
		6	D2	-58	6	AIJI - 9	-27	6	A3J4-9	r	6	K
I		7	DI	<b>\</b> 84	7	AIJI - 12	25	7	A3J4-8		7	N.
· 1	E	8	DØ	<b>\90</b>	8	A9JI-3	<b>N31</b>	8	A3J4-10	-54	8	I
NUS I	l   \$	9	AI3		9	KEY	1	9	N/U	-63	9	I
SIDE)		10	A12	<b>70</b>	10	AIJ]-10	<b>19</b>	10	A3J4-7	57	10	<b>I</b>
OST		11	AH	-75		A5J4-I3			N/C	78	11	I
INUS		12	AIO	-48	12	A5J4-17	<u>- 14</u>	12	A3J3-11	60	12	I
'OR 👔 🦯	N	13	A9	-45	13	A5J4-16	N.	13	N/C	-56	13	11
1 . 1		14	A8	-13	14	A5J4-15		14	KEY	-65	14	1
BONUS	ļļ	15	A7	-32	15	A5J4-14	<b>~90</b>	15	A2J3-9	-52	15	] ]
INUS		16	A6	<b>~63</b>	[	A5J4-7	-96		A3J3-14			-
INUS		17	A5	-23	17	A5J4-6	-54	17	A3J3-15			
•		18	A4	71	18	A5J4-5	94		A3J3-18			
IONUS		19	A3	174	1	A5J4-4	<b>~8</b> 1	19	A3J3-19			
ł		20	A2	<b>~</b> 85	20	I AIJI-15						
IT SIDE)		21	AL	<ul> <li>►31</li> </ul>		2AIJ1-15			· · ·			
A.		22	AØ			3AIJ1-15						
BONUS		23	<u>R/W</u>			4AIJ1-15						
		24	HLT	<b>L18</b>	24	5AIJ1-15						
INUS I	'	25	RES	51		A1J1-19						
INUS AR.		26	VMA			A1J1-18				~		
ΑΠ - · ·		27	02	<b>^38</b>		AI J I-1 7						
		28	EX MEM.	<u></u> 54	28	AIJI-16						
		29	KEY		•	J			,			
		30	+ 5 V.D.C.									
,		31	GND									
		32	A4UII-18									
			- <u> </u>									
		·•_	·									

-RED 2-BLUE



DATE BY CK

CHANGE

WIRE
12
20
23 60
60
85
91
98
BOX

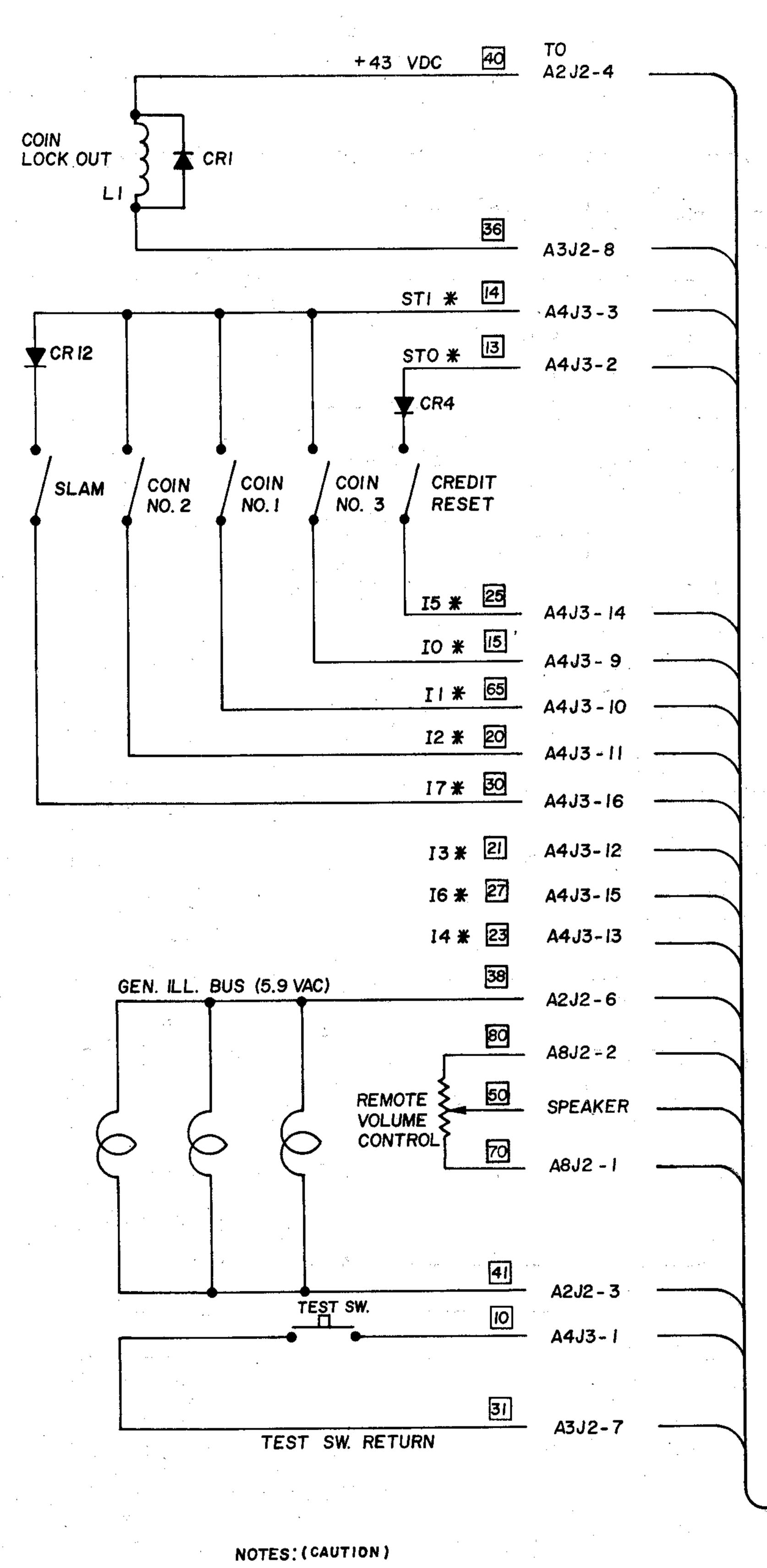
24 P	N PL	UG
FROM	PIN	WIRE
A2J4-4	1	40
A2J4-1	2	50
A2J3-2	ю	18
A2J3-3	4	51
A2J4-6	5	92
A2J3-11	6	20
A2J3-10	7	70
A2J3-8	8	30
A2J4-9	9	70
A2J4-8	10	10
A2J3-9		90
A2J3-4	12	58
A2J3-5	13	52
A2J3-6	14	82
A2J3-1	15	56
A2J3-7	16	50
A2J4-2	17	13
A2J4-3	18	57
CABINET T	O BAC	к вох

15	PIN PLUG	
FROM	PIN	WIRE
A9J2-1	t	10
A9J2-14	2	12
A9J3-8	3	13
A9J3-15	4	14
A9J2-4	5	15
A9J2-11	-6	18
A9J3-3	7	20
A9J3-12	8	21
A9J2-9	9	51
A9J2-15	10	52
A9J3-9	11	53
A9J3-16	12	54
A9J3-14	13	83
	14	
	15	
PANEL	TO BACK	BOX

-W-1187-27 c

## VOLTAGE REGULATOR / SOLENOID DRIVER A3

			<u> </u>													_	
J2	то			JI		то			J5		٦	Ю		-		]	
	R FLIP S	5W. /	c	1	]N/U	T		<u> </u>		N/L	J					1	
2	L FLIP S	5W.	- 18	2		• RESE		ſ	2	N/L							
34	KEY N/U		- 67	3	4 B.T N/U	. RESE	T (RT)		3	N/U N/U						'	,
5	KNOCKER	2.	-95	5	ŧ	HOLE		Ĺ	5	N/U			• *				
6	NOTE I.			6	N/U		-		6	KE						Į.	
7	TEST SW.	RET	•	7	KEY	•		-81	7	FIRE	BALL	RELAY				ł	
8	COIN LOC		+	8		LIP C		18	-			NGSKO					
9	N/U		-70	9	JK F	LIP C			9				UNPER			ł	
	3 D.T. RESET	(MLD.)						· · ·			SAUC						
12	N/U							- <b>78</b> -80	12	WOTA	KICK N Sau					ļ	
13								67					BUMPE	8		ł	
14						-		-83	14	LEFT	SLIN	GSHOT					
15								-74	15	RIGH	T THU	MPER	BUMPER	t		' 	
	_																
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								}									
ſ	ALL DESIGN OPE CHICAGO ILL TH	AATIVE -	AND PRO			ERTAININ			CLE SP	101WN 0	N THE	S SHEE	T 15 TH	E PROP	ERTY OF BAI	LY MFO	s com
	OTHERS IN PART C	T IN WHI	OLE WITH	ноит	THE EXPR	HESS CON	SENT O	F THE OI	WHERS.	THE PRI	NT IS L	OANEC	AND'N	UST N	OT DE USED	N ANT	MANNER
	ALL BURRS			TE			R	00,,	MA	NU	FAC	TU	RIN	G (	CORP.		
		MIT	Y DA	TE		(	jsu	uy.	2	04U BE	ELMO	NIA	ENUE			1219	
RANCE		AP-0 8	IY DA		PRINT	155		177	t tu. Dit s <b>G</b> N	CHIC Ser	AGO,	ILLIP تړين	1015 1145-		TOTAL	<u> </u>	CALE
RWISE	SPECIFIED	3 D. AP D B	3 4						OFSGN	0144	- <b>14 19</b>	- 54	- <b>**</b> **				
TIONS	- 1 64 005	Pl?m FINISH:	3.4		NAME			<u></u>			<b></b>	4	<b>*</b>	ASS	EN. NO US	ED ON	•
ES · T		· • ••••••				RING	DIA	GRAN	1 - B/	ACK	ROX	•					
DT SCA	LE DRAWING	HARDE	NING		MATER	IAL		FIRE	BALI	. 11	•				V-118	27.	-27~
		L										<u>.</u>		1.			



I. USE BALLY PART NO. E - 713 FOR 115-120 VAC. 2. USE BALLY PART NO. E-713-1 FOR 220-240 VAC.

TOOL NO.

3. # INDICATES AID TEST POINT.

DESCRIPTION

OPER. DEPT.

58

🛨 CR.14

SLAM

 $\Omega 8$ N

SPEAKER 70

A8J2 - I

A2J2-4

A3J2 - 5

A4 J3- 3

A4J3-2

A3J2-1

40 85 KNOCKER ST 1 \* [4]

STO #13 **T**CR 10

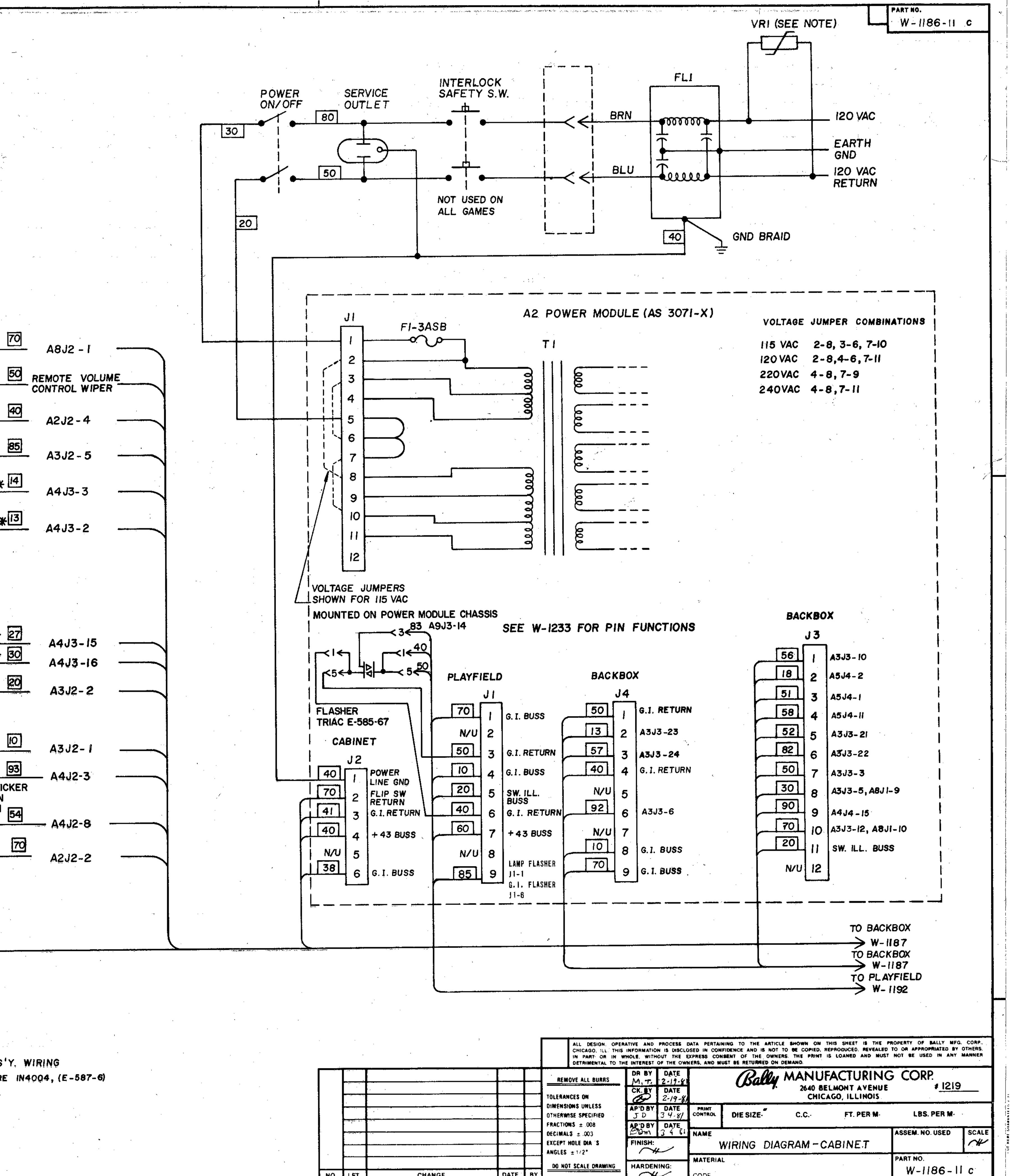
✓, TILT CI 누 ♦ TILT ROLL CAGE PLUMB. BOB .05 16 \* 27 A4J3-15 17 🗰 30 50 A3J2-2

[0] , LEFT FLIPPER

ST2 \* 93 A4J2-3 SWITCH POST KICKER BUTTON SWITCH IO ¥ 54 RIGHT SWITCH - A4J2-8 70 100 A. A. A. A. A2J2-2

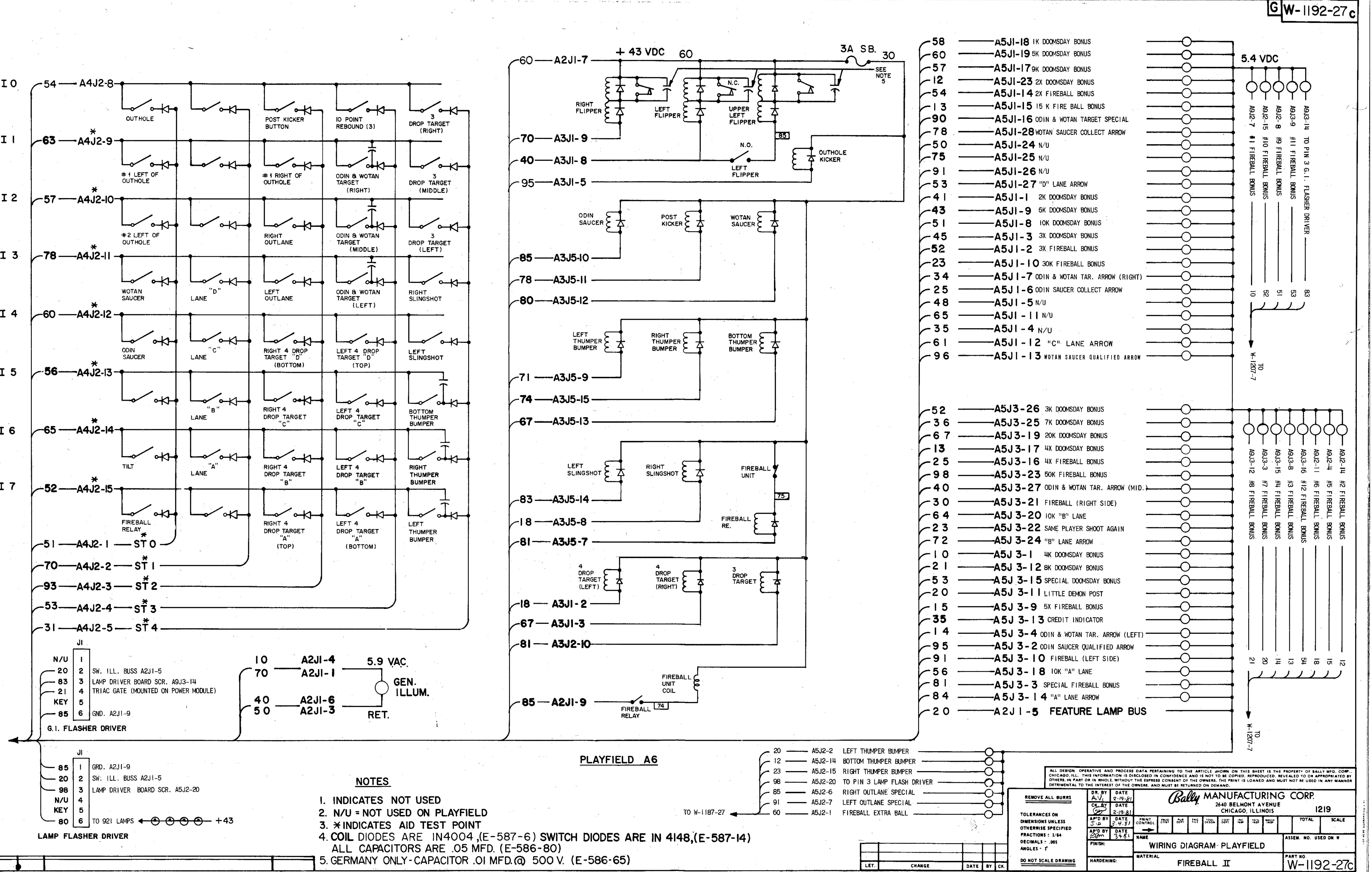
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то	JI · PIN	то	J Pil
A4J3-9		A4 J3 - 3	1
A4J3-10	2	A2J2-4	15
A4J3-11	3	A3J2-8	16
A4J3-12	4	A2J2-6	17
A4J3-13	5	A2J2-3	18
A4J3-14	6	A4J3-1	15
A4J3-15	7	A3J2-7	2
A4J3-16	8	SPEAKER	9
A4J3-2	10	A8J2 - 1	12
DOOR PLUG		A8J2-2	13

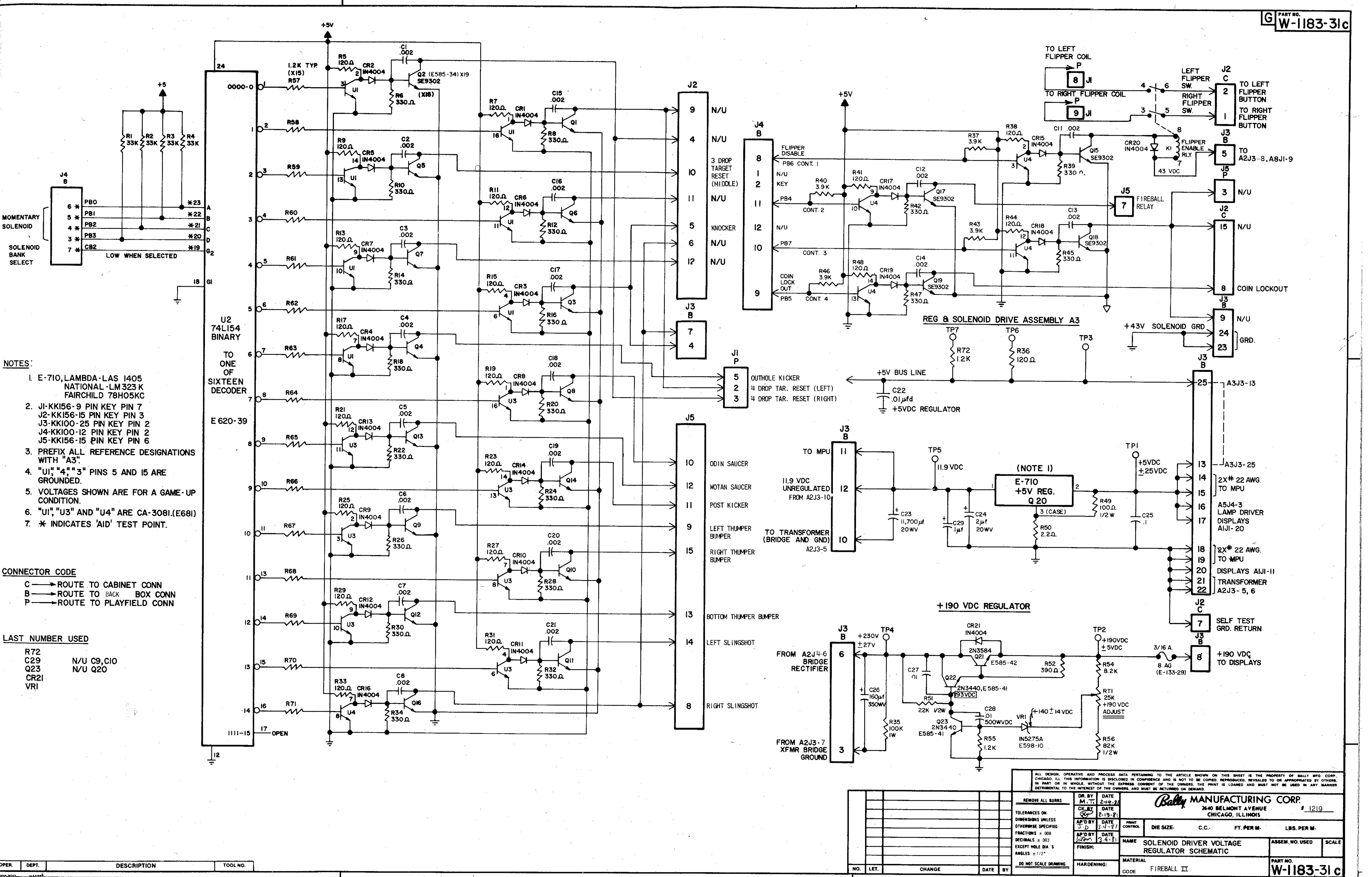
A7 CABINET ASS'Y, WIRING NOTE: DIODES ARE IN4004, (E-587-6)



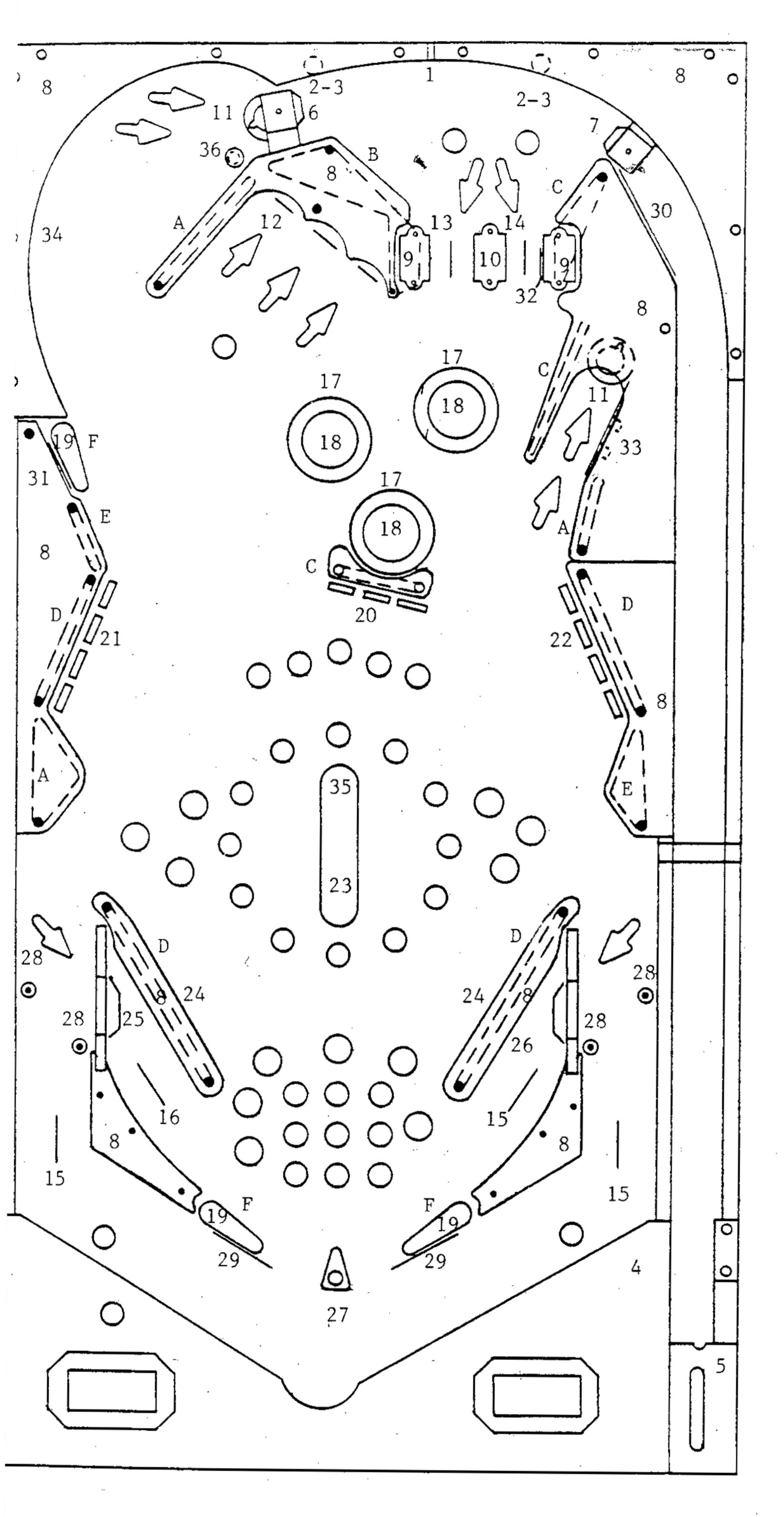
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	or an			
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	┠────┣─────			1
NO.	LET.	CHANGE	DATE	BY

HARDENING: 





OPER. 



	) FIREBALL II BER PARTS					
R-521-2 R-521-5 R-521-3 R-521-4 R-521-1 R-533-3 R-243	$\begin{array}{cccccccccccccccccccccccccccccccccccc$					
PANEL TOP PARTS						
<ul> <li>Arch Rail</li> <li>Rail Post</li> <li>Rail Post Cap</li> <li>Bottom Arch</li> </ul>	M-1774-7 C-907 C-980 P-5871-83					

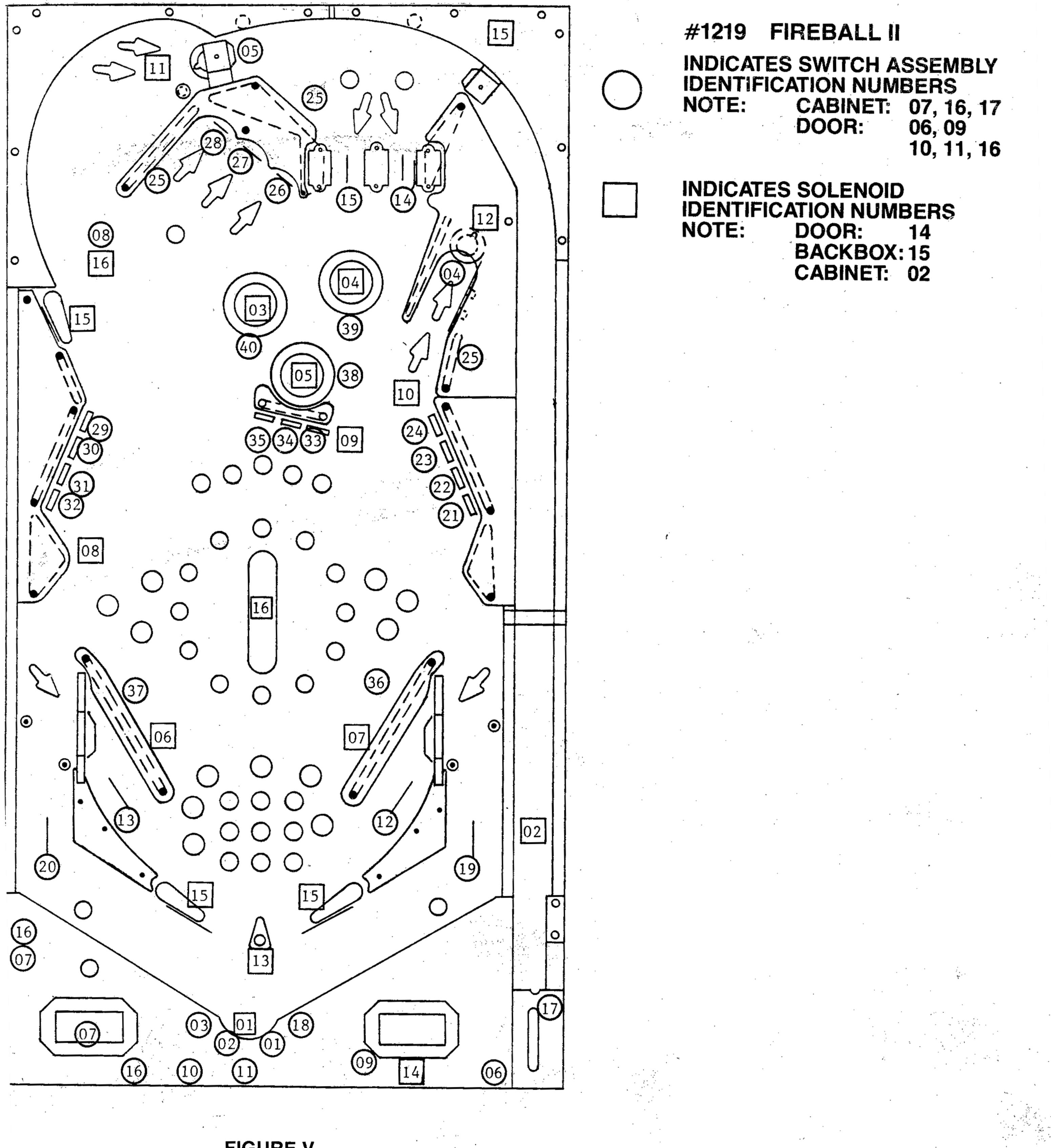
5. Shooter Gauge 6. Ball Gate 7. Ball Gate 8. Screened Plastics (Set) 9. Guide Rail 10. Guide Rail **11. Eject Hole** 12. Target Assy. (Red) 13. R.O. Wire & Bracket 14. R.O. Wire & Bracket 15. R.O. Wire & Bracket 16. R.O. Wire & Bracket **17. Thumper Bumper Collar** 18. Thumper Bumper Cap 19. Flipper & Shaft Assy. 20. Drop Target Assy. 21. Drop Target Assy. 22. Drop Target Assy. 23. Fireball Unit Assy. 24. Slingshot Assy. 25. Ball Gate & Wire Assy. 26. Ball Gate & Wire Assy. 27. Kicker Post Assy. 28. Mini-Post & Bumper Assy. **29. Buffer Wire Ball Guide Wire** 30. **31. Ball Guide Wire** 32. Ball Gudie Wire 33. Ball Guide Assy. 34. Ball Guide Assy. **35. Screened Plastic** 36. Ball Stop Assy.

P-6359-48 A-1475-13 A-1475-13 A-2890-150 C-936-1 (2) C-935-1 ASE-428-41 (2) (3) ASE-2911-3 **ASE-2806** ASE-2806-1 ASE-2806-9 (3) ASE-2806-10 C-1018-1 (3) (3) (3) A-4009-2 A-3994 ASE-2795-83 ASE-2795-84 ASE-2795-85 **ASE-3101** ASE-2593-6 (2) ASE-2250-77 ASE-2250-87 ASE-2593-7 ASE-2836-2 (4) M-121-53 (2) M-121-23 M-121-56 M-121-81 A-3032-67 A-3023-78 M-1330-182 A-2898-31

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### FIGURE V

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# GAME #1219 FIREBALL II (FIGURE V) SOLENOID IDENTIFICATION TABLE

elf st #	SOLENOID IDENTIFICATION	Self Test #	SOLENOID IDENTIFICATION
)1	OUTHOLE KICKER	. 09	3 DROP TARGET RESET
)2	KNOCKER	10	4 DROP TARGET RESET (RIGHT)
)3	LEFT THUMPER BUMPER	11	ODIN SAUCER
)4	RIGHT THUMPER BUMPER	12	WOTAN SAUCER
75	BOTTOM THUMPER BUMPER	13	POST KICKER
)6	LEFT SLINGSHOT	14	COIN LOCKOUT DOOR
)7	RIGHT SLINGSHOT	15	KI RELAY (FLIPPER ENABLE)
Ś8	4 DROP TARGET RESET (LEFT)	16	FIREBALL RELAY (FIREBALL UNIT

# SWITCH ASSEMBLY SELF-TEST DISPLAY NUMBERS

witch

Self

- est # DESCRIPTION
- 01 OUTHOLE
- 41 LEFT OF OUTHOLE
- 42 LEFT OF OUTHOLE
- 04 WOTAN SAUCER
- 05 ODIN SAUCER
- 06 CREDIT BUTTON
- $\begin{array}{ccc} 07 & \text{TILT}(3) \\ 08 & \text{EIDERALL} DELAVISM$
- 68 FIREBALL RELAY SWITCH \*

Switch<br/>SelfTest #DESCRIPTION21RIGHT 4 DROP TARGET "D" (BOTTOM)22RIGHT 4 DROP TARGET "C"23RIGHT 4 DROP TARGET "B"24RIGHT 4 DROP TARGET "A" (TOP)2510 POINT REBOUND (3)

26 ODIN & WOTAN TARGET (RIGHT) 27 ODIN & WOTAN TARGET (MIDDLE) 28 ODIN & WOTAN TARGET (LEFT) 29 LEFT 4 DROP TARGET "D" (TOP)

ENABLE)

09	COIN III (RIGHT)	29	LEFT 4 DROP TARGET "D" (TOP)
10	COIN I (LEFT)	30	LEFT 4 DROP TARGET "C"
11	COIN II (MIDDLE)	31	LEFT 4 DROP TARGET "B"
12	"D" LANE	32	LEFT 4 DROP TARGET "A" (BOTTOM)
13	"C" LANE	33	3 DROP TARGET (RIGHT)
14	"B" LANE	34	3 DROP TARGET (MIDDLE)
15	"A" LANE	35	3 DROP TARGET (LEFT)
16	SLAM (2)	36	RIGHT SLINGSHOT
17	POST KICKER BUTTON (CAB.)	37	LEFT SLINGSHOT
1.8	#1 RIGHT OF OUTHOLE	38	BOTTOM THUMPER BUMPER
19	RIGHT OUTLANE	39	RIGHT THUMPER BUMPER
20	LEFT OUTLANE	40	LEFT THUMPER BUMPER
•			

SH RELAY IN BY HAND

NOTE: SLINGSHOT & THUMPER BUMPER COILS WILL BE ENERGIZED WHEN SWITCH IS MADE.

17

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