

16-20004-103A
September 1991



Operator's Handbook

presenting:

Main Menu Chart
Playfield Parts & Locations
Solenoid Table & Locations
Game Switches & Locations
Game Lamps & Locations

Midway Manufacturing Company
3401 N. California Ave.
Chicago, IL 60618

Party Zone Main Menu

<u>A. Adjustments Menu</u>		
	A.1 Standard Adjustments etc., etc.	Press Enter To get into a menu selection.
	A.2 Feature Adjustments etc., etc.	
	A.3 Pricing Adjustments etc., etc.	Press Escape To move out of a menu selection.
	A.4 H.S.T.D. Adjustments etc., etc.	
	A.5 Printer Adjustments	Press Up To increase sequence. Example A.1, A.2, A.3.
		Press Down To decrease sequence. Example A.3, A.2, A.1.
<u>B. Bookkeeping Menu</u>		
	B.1 Main Audits etc., etc.	Use Up or Down to cycle through the selections in a menu.
	B.2 Earnings Audits etc., etc.	
	B.3 Standard Audits etc., etc.	Use Escape and Enter to move into and out of the selected menu.
	B.4 Feature Audits etc., etc.	
	B.5 Histograms etc., etc.	
	B.6 Time-Stamped etc., etc.	
<u>P. Printouts Menu</u>		
	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	
<u>T. Test Menu</u>		
	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 Head Test	
<u>U. Utilities Menu</u>		
	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 etc., etc.	
	U.10 Clear Credits	
	U.11 Auto Burn-in	

Party Zone Playfield Parts

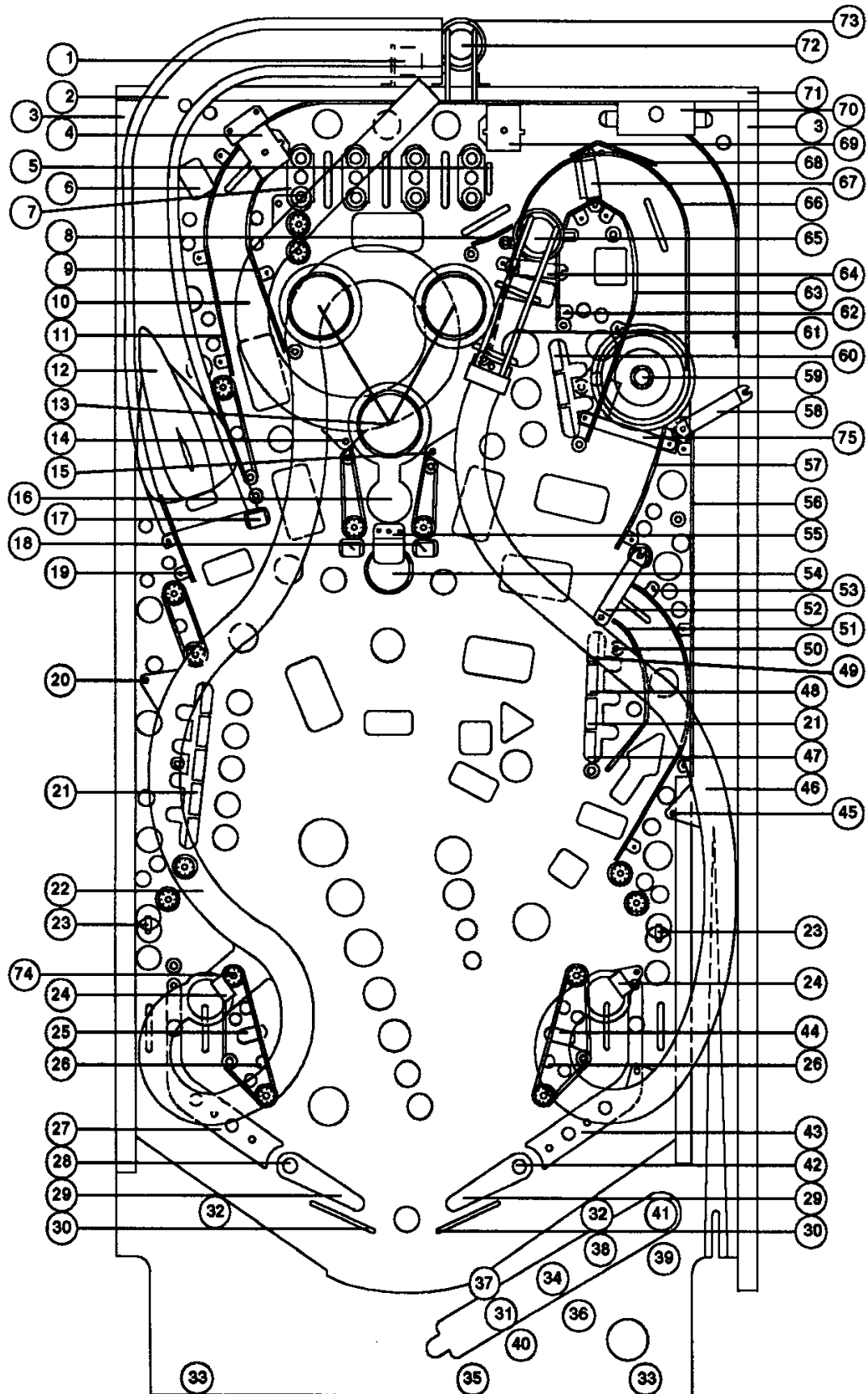
Item	Part Number	Description			
1	A-14859	Light Assy.	51	12-6999	Ball Guide Wire
2	A-14860	Ramp Assy.	52	A-14929	Ball Gate Assy.
3	01-9170	Gusset Brkt.	53	A-14856	Ball Guide Assy.
4	A-8244-L	Ball Gate Assy.	54 a	B-9362-L-2	Coil & Brkt Assy.
5	12-6466-3A	Wire Guide 7/8"	b	B-9361-R-1	Eject Assy.
6 a	A-14803	Dancing Dummy Assy.	c	A-9381-R	Switch Assy.
b	A-14808	Dancer Mech Assy.	d	03-7351-1-9	Red Shield
7	03-8318-16	Yellow Light Hood	55	01-6933	Ball Stop
8	12-6997	Ball Guide Wire	56	A-14855	Ball Guide Assy.
9	A-14853	Ball Guide Assy.	57	A-14857	Ball Guide Assy.
10	A-14984	Upper Left Ramp Assy.	58	A-14930	Ball Gate Assy.
11	A-14852	Ball Guide Assy.	59	A-14760	Cosmic Cottage Assy.
12	A-14883	Rocket Assy	60	B-12912-24	White Target Assy. (3)
13	A-12842-4	Jumper Bumper Assy.	61	12-6983	Wire Ramp
14 a	02-4436-18	Ramp Mtg. Post 1 11/16	62	A-14858	Ball Guide Assy.
b	02-4335-13	Ramp Mtg. Post 1 9/16	63	A-14932	Ball Guide Assy.
15	02-4335-9	Ramp Mtg. Post 1.94	64	A-14850	Ball Gate Assy.
16	A-14756	Capt. B. Zarre Assy.	65 a	D-11335-4	Ball Popper Assy.
	A-15008	Head Mech. Assy.	b	A-11657	Ball Popper Switch
	A-14759	Brkt. & Motor Assy.	66	A-14851	Ball Guide Assy.
17	A-14604-20	Orange Target Assy	67	A-14937	Ball Gate Assy.
18	A-14793-19	Yellow Target Assy. (2)	68	12-6996	Ball Guide Wire
19	A-14854	Ball Guide Assy.	69	A-13100-1	Ball Gate Assy.
20	02-4567-1	Ramp Mtg. Post 2 5/16	70 a	A-14802	Head Brkt Assy.
21	B-12912-21	Green Target Assy. (6)	b	A-14983	Mandible Mech. Assy.
22	03-8584	Lower Left Ramp	c	A-14761	Lamp Board & Brkt.
23	01-9510	#8 Adj. Post Plate	71	A-14909	Back Panel Assy.
24	01-10375	Ball Deflector	72	A-14863	Ball Popper Assy.
25 a	B-11203-R-1	Coil & Brkt. Assy.	73	12-6984	Wire Ramp
b	B-12665	Nylon Kicker Assy.	74	02-4252-9	Ramp Mtg. Post 9/16
26	B-8284-1	Kicker Count Switch	75	A-14930	Ball Gate & Switch Assy.
27	B-12919	Flipper Ball Guide Assy.			
28	C-13174-L	Flipper Mech Assy.			
29	20-9592-7	Flipper Bat Assy.			
30	12-6871	Biff Bar			
31	01-3569-1	Ball Return Runway			
32	01-5575	Bottom Arch Mtg. Brkt.			
33	01-8419	Playfield Hold Down Brkt.			
34	12-6542	Wire Gate			
35	A-8039-3	Ball Release Assy.			
36	A-8645	Wire Form & Brkt. Assy.			
37	B-8623	Guide & Baffle Assy.			
38	B-8925	Micro Switch Plate Assy.			
39	B-9362-L-2	Coil & Brkt. Assy.			
40	C-8235	Ball Runway Assy.			
41	C-9638	Multi-Ball Eject Assy.			
42	C-13174-R	Flipper Mech Assy.			
43	B-12918	Flipper Ball Guide Assy.			
44 a	B-11203-L-1	Coil & Brkt. Assy.			
b	B-12665	Nylon Kicker Assy.			
45	02-4568-1	Ramp Mtg. Post 1 9/16			
46	A-14911	Right Ramp Assy.			
47	B-12912-20	Orange Target Assy			
48	B-12912-19	Yellow Target Assy.			
49	B-12912-22	Blue Target Assy.			
50	02-4567-3	Ramp Mtg. Post 2 5/8			

Not Shown:

A-13204-20004	Bottom Arch Assy.
12-6842	Wire Fence
16-20004-1	Instruction Card
20-9041	Tinnerman
20-9045	Instruction Card Cover
23-6313-1	Grommet
31-1008-20004	
20004-Plastics	Playfield Plastics Set
31-1002-20004	Screened Playfield
01-10413	Metal Ramp Cover
03-7557	Slingshot Mylar
*03-7960-20004-1	Full Playfield Mylar
03-7960-20004-2	Jet Area Mylar
03-7966	Ball Drop Mylar
20-6500	Steel Ball (3)
A-14632-2	Cable Clamp Brkt. Assy.
A-14632-3	Cable Clamp Brkt. Assy.
A-14632-4	Cable Clamp Brkt. Assy.

* The Party Zone Diamond Plate™ playfield does not require a full mylar. However, mylars can be purchased thru your local Bally Distributor.

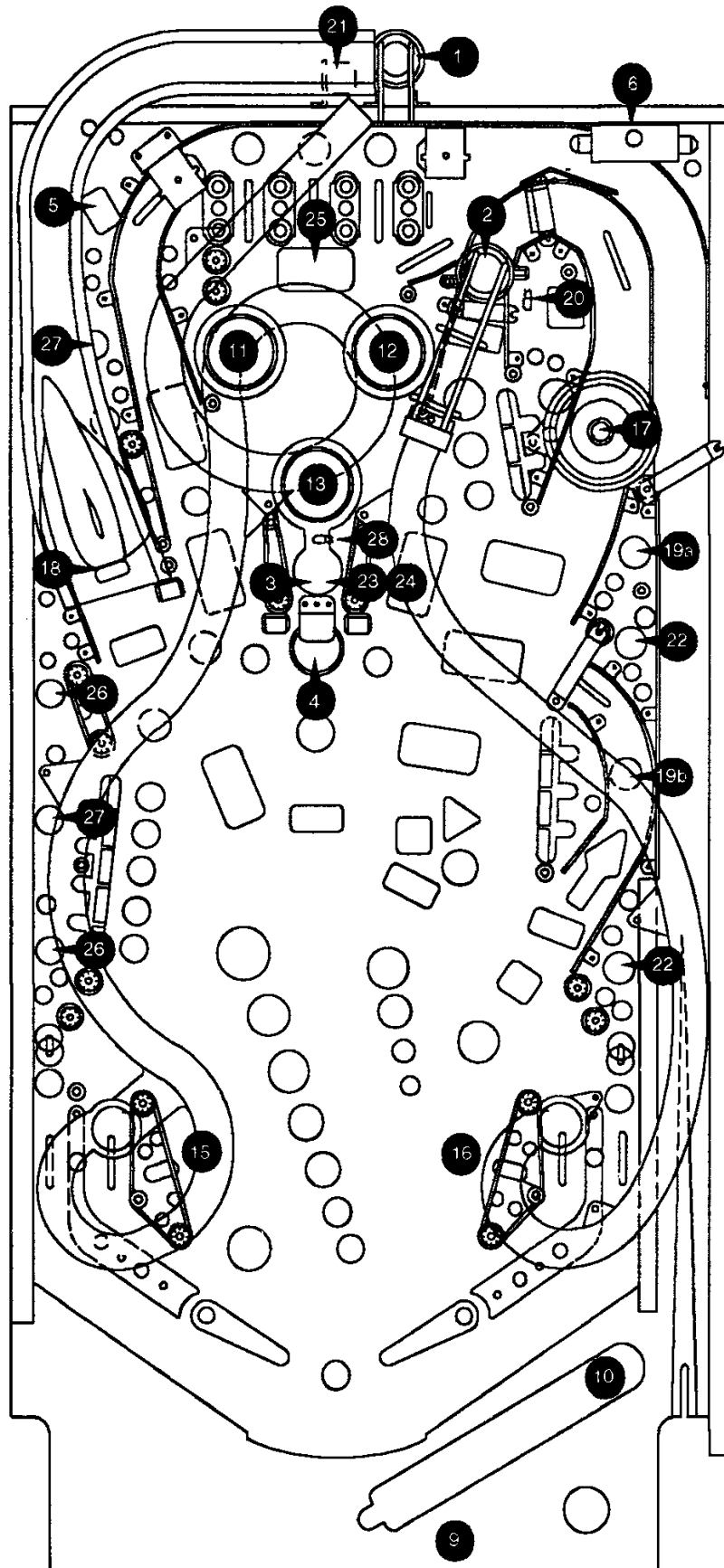
Party Zone Playfield Parts Locations



Party Zone Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connection	Driver Trnstr	Solenoid Part Number Flashlamp Type
01	Back Ball Popper	High Power	Vio-Brn	J130-1	Q82	AE-26-900
02	Right Ball Popper	High Power	Vio-Red	J130-2	Q80	AE-26-1200
03	D.J. Mouth	High Power	Vio-Orn	J130-4	Q78	AE-26-1500
04	D.J. Eject	High Power	Vio-Yel	J130-5	Q76	AE-26-1200
05	Dancin' Dummy	High Power	Vio-Grn	J130-6	Q64	AE-26-1200
06	Comic Mouth	High Power	Vio-Blu	J130-7	Q66	AE-30-2000
07	Knocker	High Power	Vio-Blk	J130-8	Q68	AE-23-800
08	Not Used					
09	Outhole	Low Power	Brn-Blk	J127-1	Q58	AE-27-1200
10	Ball Release	Low Power	Brn-Red	J127-3	Q56	AE-26-1200
11	Left Jet Bumper	Low Power	Brn-Org	J127-4	Q54	AE-26-1200
12	Right Jet Bumper	Low Power	Brn-Yel	J127-5	Q52	AE-26-1200
13	Bottom Jet Bumper	Low Power	Brn-Grn	J127-6	Q50	AE-26-1200
14	Not Used					
15	Left Sling	Low Power	Brn-Vio	J127-8	Q46	AE-26-1500
16	Right Sling	Low Power	Brn-Gry	J127-9	Q44	AE-26-1500
17	Cottage Flasher	Flasher	Blk-Brn	J125-1, J126-1	Q42	#906
18	Rocket Flashers	Flasher	Blk-Red	J125-2, J126-2	Q40	#906
19	Out Of Control	Flasher	Blk-Org	J125-3, J126-3	Q38	#89
20	Comic Flasher	Flasher	Blk-Yel	J125-5, J126-4	Q36	#906
21	Ozone Flashers	Flasher	Blu-Grn	J125-6, J126-5	Q28	#906
22	Right Side Flashers	Flasher	Blu-Blk	J125-7, J126-6	Q30	#89, #906
23	Head On/Off	Low Power	Blu-Vio	J126-7	Q34	AE-26-1500
24	Head Direction	Low Power	Blu-Gry	J126-8	Q32	14-7968 12V
25	Boppers Flasher	Flasher	Blu-Brn	J122-1	Q26	#89
26	Left Side Flashers	Flasher	Blu-Red	J122-2, J123-3	Q24	#89, #906
27	Top Left Flashers	Flasher	Blu-Org	J122-3, J123-4	Q22	#89, #906
28	D.J. Flasher	Flasher	Blu-Yel	J122-4, J123-5	Q20	#906
	General Illumination Circuits					
01	Illumination String 1	G.I.	Brown	J120-1	Q18	#44
02	Illumination String 2	G.I.	Orange	J120-2	Q10	#44
03	Illumination String 3	G.I.	Yellow	J120-3	Q14	#44
04	Illumination String 4	G.I.	Green	J121-5	Q16	#555
05	Illumination String 5	G.I.	Violet	J121-6	Q12	#555
	Lower Right Flipper		Blu-Yel	J109-7		FL-11630
	Lower Left Flipper		Gry-Yel	J109-5		FL-11630

Party Zone Solenoid Locations



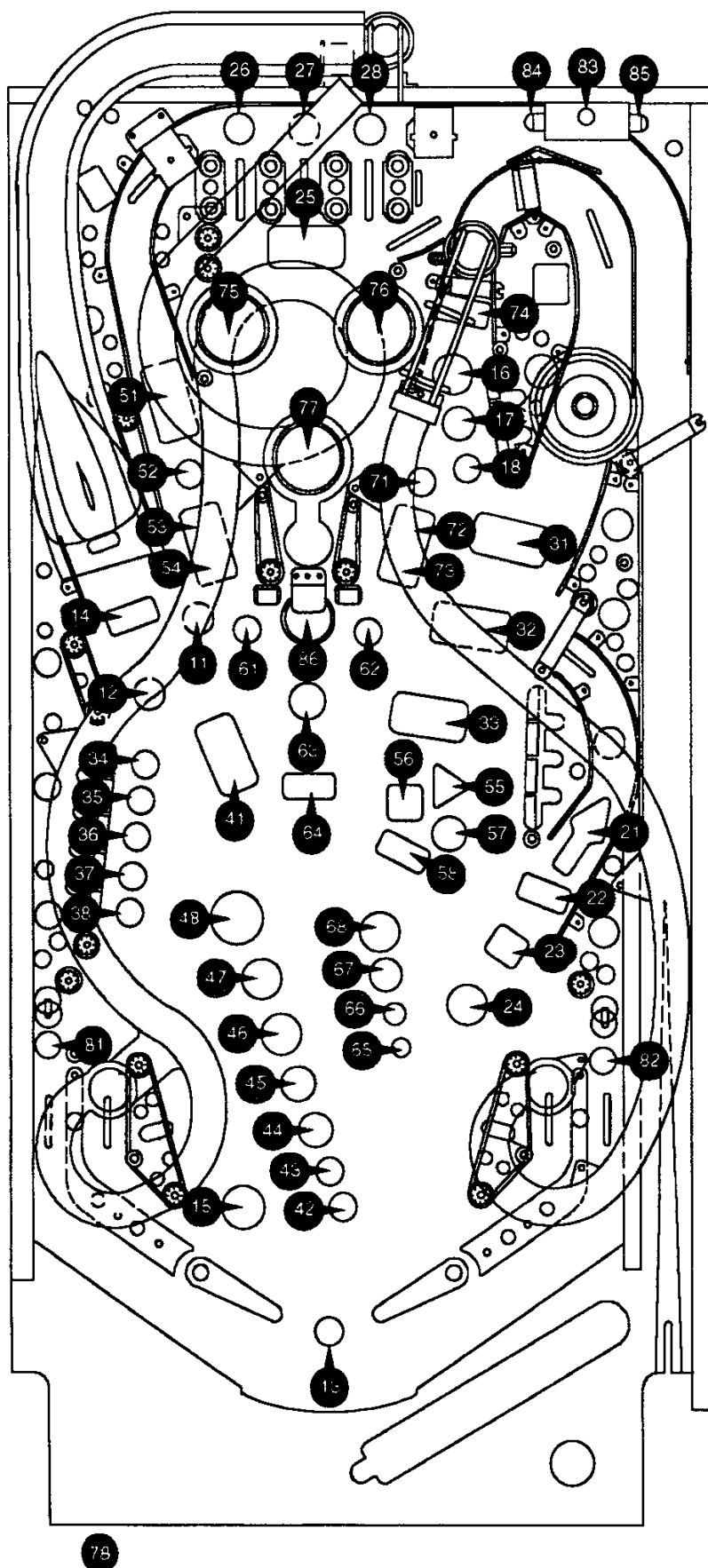
Party Zone Lamp Matrix

Lamp Matrix

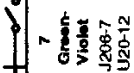
Yellow (B+)  Red

Column Row	1 Yellow- Brown J138-1 Q98	2 Yellow- Red J138-2 Q97	3 Yellow- Orange J138-3 Q96	4 Yellow- Black J138-4 Q95	5 Yellow- Green J138-5 Q94	6 Yellow- Blue J138-6 Q93	7 Yellow- Violet J138-7 Q92	8 Yellow- Gray J138-9 Q91
1 Red- Brown J133-1 Q90	End Zone 11	5 Million 21	Party Animals 31	Big Bang 41	Dance Contest 51	Request 61	Right Fuel 1 71	Left End Zone 81
2 Red- Black J133-2 Q89	Extra Ball 12	Boppers 1 Million 22	Party Monster 32	Fuel 1 42	Left Fuel 1 52	Time 62	Right Fuel 2 72	Right End Zone 82
3 Red- Orange J133-4 Q88	Shoot Again 13	10X Playfield 23	Party Dudes 33	Fuel 2 43	Left Fuel 2 53	Make A Request 63	Right Fuel 3 73	Comic 1 83
4 Red- Yellow J133-5 Q87	Ramp Eat 14	Special 24	EDM Qual. 1 34	Fuel 3 44	Left Fuel 3 54	Be Merry 64	Drink 74	Comic 2 84
5 Red- Green J133-6 Q86	2X Playfield 15	Jet Equal Million 25	EDM Qual. 2 35	Fuel 4 45	Way 55	Bonus 5X 65	Left Bopper 75	Comic 3 85
6 Red- Blue J133-7 Q85	HA 1 16	Bop B 26	EDM Qual. 3 36	Fuel 5 46	Out 56	Bonus 10X 66	Right Bopper 76	D.J. Eject 86
7 Red- Violet J133-8 Q84	HA 2 17	Bop O 27	EDM Qual. 4 37	Fuel 6 47	Of 57	Bonus 15X 67	Bottom Bopper 77	Not Used 87
8 Red- Gray J133-9 Q83	HA 3 18	Bop P 28	EDM Qual. 5 38	Fuel 7 48	Control 58	Bonus 20X 68	Credit Button 78	Not Used 88

Party Zone Playfield Lamp Locations



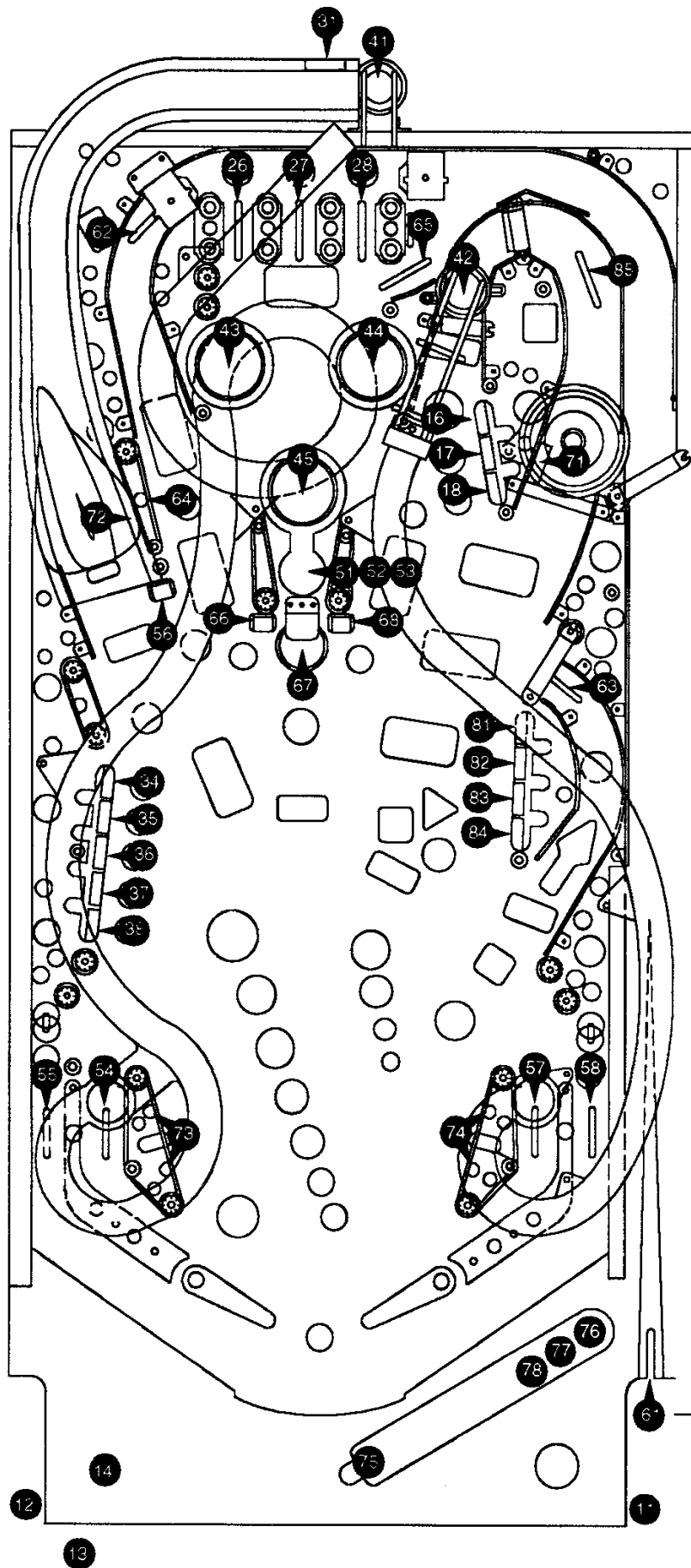
Party Zone Switch Matrix Table

		 White Green							
Column	Row	1	2	3	4	5	6	7	8
1 White-Brown J208-1 U18-11	1	Green-Brown J208-1 U20-18	Green-Red J208-2 U20-17	Green-Orange J208-3 U20-16	Green-Yellow J208-4 U20-15	Green-Black J208-5 U20-14	Green-Blue J208-6 U20-13	Green-Violet J208-7 U20-12	Green-Gray J208-8 U20-11
2 White-Red J208-2 U18-9	2	Right Flipper 11	Slam Tilt 21	Back Ramp Switch 31	Back Ball Popper 41	Head Opto 1 51	Shooter Lane 61	Cottage Entrance 71	Way 81
3 White-Orange J208-3 U18-5	3	Left Flipper 12	Coin Door Closed 22	Not Used 32	Right Ball Popper 42	Head Opto 2 52	Lane To Top 62	Enter Left Ramp 72	Out 82
4 White-Yellow J208-4 U18-7	4	Start Button 13	Ticket Opto 23	Not Used 33	Left Jet Bumper 43	Head Opto 3 53	Out Of Control 63	Left Ozone 73	Of 83
5 White-Green J208-5 U18-11	5	Plumb Bob Tilt 14	Always Closed 24	EDM Qual. 1 34	Right Jet Bumper 44	Left Return Lane 54	Top Rebound 64	Right Ozone 74	Control 84
6 White-Blue J208-6 U18-9	6	Not Used 15	Not Used 25	EDM Qual. 2 35	Bottom Jet Bumper 45	Left Drain 55	Skill Shot 65	Outhole 75	2nd Cottage Switch 85
7 White-Violet J208-7 U18-5	7	HA 1 16	Bop B 26	EDM Qual. 3 36	Not Used 46	End Zone Target 56	Request 66	Trough 1 76	Not Used 86
8 White-Gray J208-8 U18-7	8	HA 2 17	Bop O 27	EDM Qual. 4 37	Not Used 47	Right Return Lane 57	D.J. Eject 67	Trough 2 77	Not Used 87
		HA 3 18	Bop P 28	EDM Qual. 5 38	Not Used 48	Right Drain 58	Time 68	Trough 3 78	Not Used 88

Switch Matrix

Dedicated Grounded Switches	
Orange-Brown J205-1 U17-5 Left Coin Chute	D1
Orange-Red J205-2 U17-7 Center Coin Chute	D2
Orange-Black J205-3 U17-11 Right Coin Chute	D3
Orange-Yellow J205-4 U17-9 4th Coin Chute	D4
Orange-Green J205-8 U16-9 Normal Function Service Credits	D5
Orange-Blue J205-7 U16-11 Test Function Volume Down	D6
Orange-Violet J205-9 U16-7 Normal Function Volume Up	D7
Orange-Gray J205-9 U16-5 Normal Function Begin Test	D8

Party Zone Switch Locations



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.

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"PINBALL WIZARD"

(Composer: Peter Townshend)
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"PURPLE HAZE"

(Composer: Jimi Hendrix)
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WARNING

This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

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.

FOR SERVICE...

CALL your authorized
BALLY Distributor.

MIDWAY Manufacturing Company

3401 N. California
Chicago, IL 60618

**CAUTION: Transport this game ONLY
with hinged backbox DOWN!**