

GAME NO. 0E79

FORM NO. 0E79-00300-0100

City Slicker

T.M.



Operating Manual

Bally/MIDWAY MFG. CO.

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WARNING

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

WARNING: This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction 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.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

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Invites You To Use

**OUR TOLL FREE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER BALLY/MIDWAY™ GAME YOU NOW HAVE ON LOCATION.**

**CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.**

Video or Pinball - Continental U.S. 800-323-7182

Bally/MIDWAY
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BLOCK DIAGRAM—ELECTRONIC PINBALL GAME

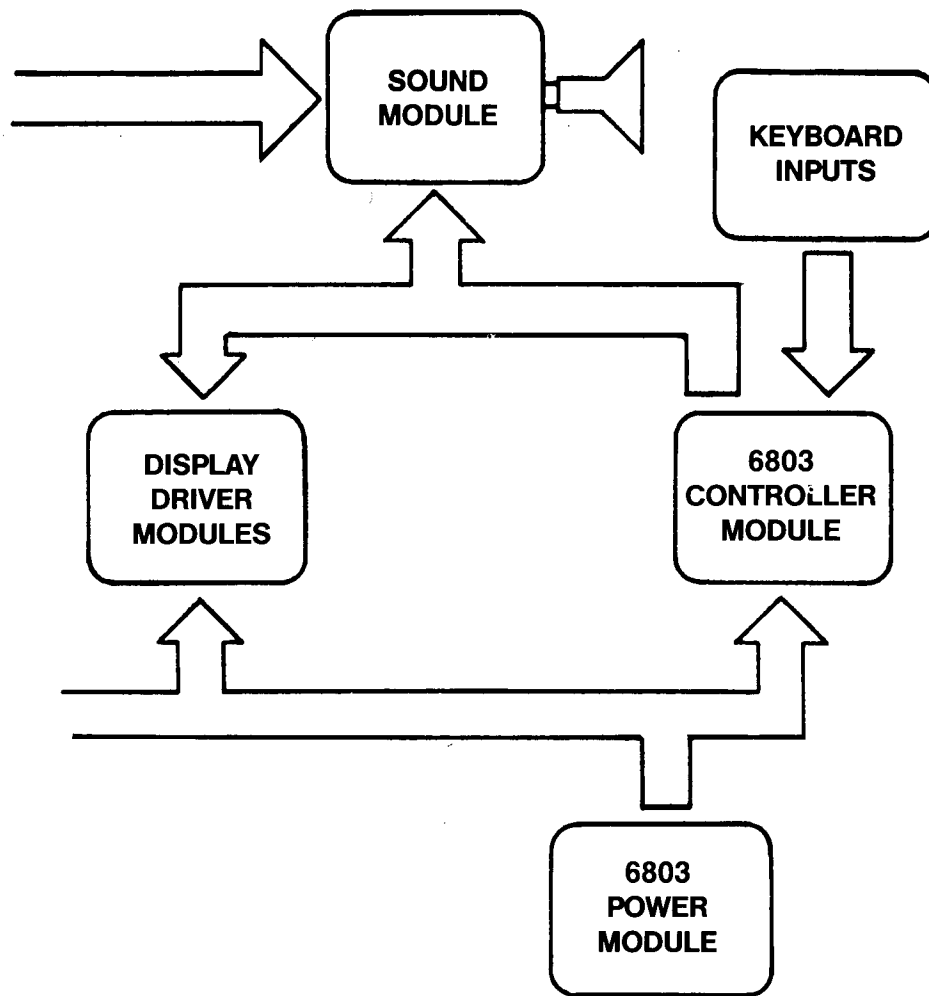


FIGURE I.

DETACHING OF PIN-GAME BACK BOX

When the back box is in an up-right position and the 3/8" hold-down bolts are removed, the back box can be removed from the main cabinet by lifting the right corner of the back box (about 3/4") and pulling it slightly towards you. Now both hinges are disengaged and the back box can be removed.

**"IMPORTANT NOTICE – 4 BALLS IN PLAY"
TWO PLAYFIELD BALLS MUST BE INSERTED
IN THE OUTHOLE TROUGH.**

**TWO SMALLER BALLS ARE ENCLOSED
IN A PLASTIC "SHOOT-OUT" TROUGH
(WHICH CONTAINS 3 "UPTOWN" TARGETS).**

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SECTION 1

I. INSTALLATION

First, bolt legs to cabinet. Second, feed line cord between back box and cabinet then lift the back box and secure with bolts. Insert the smaller ball (15/16" dia.) into the ball tilt assembly, and adjust the bracket so the ball will roll free to the contact switch blade, if the front of the cabinet is raised.

On all games these are certain items that should be checked after shipment.

1. Check that all cable connectors are completely seated on printed circuit assemblies.
2. Check that all cables are clear of moving parts.
3. Check for wires that may have been disconnected.
4. Check switches for loose solder or other foreign material that may have come loose in shipment and could cause shorting of contacts.
5. Check coils for proper soldering. Cold solder connections may not show up in factory inspection, but vibration in shipment may break contact.
6. Check that fuses are firmly seated and making good contact.
7. Check and adjust the plumb bob tilt on the left side of the cabinet.
8. Check wiring of the plug on the transformer to correspond to location voltage.
115 VAC 2-8, 3-6, 7-10
120 VAC 2-8, 4-6, 7-11
220 VAC 4-8, 7-9
240 VAC 4-8, 7-11
9. Place ball into playfield by outhole (or balls if the game requires more than one ball).
10. Plug in line cord.

II. GENERAL GAME OPERATION

Move the ON/OFF switch at the bottom right front corner of the cabinet to "ON" position. The game will play a power-up sequence and reset the drop targets. If any switches are stuck they will be displayed at this time. After a short delay "1-4 can play" will indicate that the game is ready to play. The game should accept the coin and post the appropriate credits. Pressing the credit button on the cabinet will cause the outhole kicker to serve the ball to the shooter alley. A game-up sequence is played to announce play-readiness.

Each time the credit button is pressed it posts one player and the credits are reduced by one.

Shooting the ball initiates play.

The game awards all points earned by the player. If a spinner is turned and scoring when the ball hits a target, the spinner and the target scores are awarded.

When the ball enters the outhole, the bonus score is added to the total score. The player-up and/or ball in play is advanced one position. The outhole kicker serves the ball to the shooter alley and play is resumed. This continues until each player has played the allowable number of balls per game. At this time a random Match number appears. If the number is the same as the last two digits in a player's score, a free game is awarded.

Extra balls won during the course of the game are played immediately after the player's regular ball enters the outhole. The player-up and/or ball in play are not advanced for extra score before the game serves the extra ball for play.

Slamming the machine results in loss of the game. This causes all feature lights to go out, the game goes "dead" and a time delay occurs. This occurs anytime either one of the slam switches make contact. This is to discourage unnecessary abuse to the game. After the delay, "1 to 4 can play" is displayed followed by the power-up sound sequence.

Any number of slam switches could be installed by the operator, to meet his individual requirement. The switch should be adjusted to have approximately 1/16" gap between the contacts. The weighted blade should be adjusted to attain the desired sensitivity. Decreasing the gap between contacts will make the switch more sensitive. Opening the gap will reduce sensitivity.

If at the end of the game either the "High Score to Date" is beaten or if the score is over 10,000,000 free games will be awarded according to the "High Score to Date" register setting.

Tilting the game results in loss of a ball. Bonus points are not scored. The flippers, thumper bumpers, etc. go 'dead'. The purpose of the tilt penalty is to discourage the player from jostling the machine in an attempt to prolong play. Game action becomes normal after the ball kicker assembly serves the ball to the shooter alley.

NOTE: These are general instructions. Therefore, if a spinner or Drop Target is not used on your specific pinball game, please disregard any operating instructions related to these devices.

III. TAILORING & TESTING THE GAME

INTRODUCTION

We at Bally/Midway are very proud to introduce our new system which not only provides more information to the operator but it also communicates with the player thru the use of alphanumerics.

It was our aim to design a system which could be used without a manual. This will come to light the moment you press the Self-test button and the displays come to life with their messages of assistance. This allows you to change game features, awards and threshold settings and monitor specific special awards, game percent and income just by reading what is displayed. The registers are now described with useful titles such as "Book-keeping Data" or "Self-Testing."

If you've ever changed the replay thresholds on a machine and you forgot to change the replay card because you were distracted by a customer, listen to this: "It will never happen again!" For when you change this replay threshold to 2,000,000 in "Percent Options" the corresponding message; "First Replay at 2,000,000" will be displayed on Game Over.

OPERATION

The keyboard is located on the right inside wall of the game near the front door. The cable is long enough, so that once the keyboard is removed, it may be operated from outside the machine. **Note:** The keypad is mounted with a 1/4" Hex screw for shipping purposes.

1. Press the Test button located on the front door. This tells the processor to do the following;
 - A. It checks the switches wired in parallel with the keypad. If any switches are closed the game automatically jumps to Stuck Switch Test and displays a stuck switch message.
 - B. If there were no stuck switches you will be welcomed with "Bally's Testing Is Easy As ABC."
2. When appropriate heading appears on backglass display, press "Enter" on keypad once.
Within each heading, there are categories which are operator selectable. When the appropriate category appears on the backglass display, press "Enter" once to access that category.
3. Set your registers with keypad.
4. Press "Enter" again to advance to next category setting. Press "CLR" to re-start Self-Test. Press "Game" to lock-in option settings.

STEPPING THROUGH

To choose a category quickly once the Test Mode has been selected just use the "A" button to step to the desired category. If you pass by the category you desired, use the "B" button to back-up to the appropriate position. Once you read the category desired, press the "ENTER" button to select that topic. The display will now show the first item in that category.

Again, use the "A" and "B" buttons to quickly step to the item you wish to look at or change. The "A" button allows you to step to the end of a category and then out to the next category. The "B" button allows you to step backwards in the same manner. **Please note:** When in the Self-Test category, the display will cycle automatically from one test to the next. Because the "A", "B", and "C" buttons are used for different functions in this category. They cannot be used to step from one test to another properly. To exit a test in this category just press the ENTER button & step to the next test.

SELF-PERCENTAGING

1. The term Self-Percentaging refers to the game's ability to automatically adjust the score level of Threshold 1 to attain a desired replay percentage, also known as the TARGET PERCENT. (see article #8)
2. Self-Percentaging also applies to extra balls, when used instead of replays.
3. Initially, a minimum of 200 games must be played before the Self-Percentaging Process goes into effect. It then monitors the current replay percentage of Threshold 1 **ONLY** and makes an adjustment, if necessary, every 50 games.
4. The Self-Percentaging Process will automatically adjust the score level of Threshold 1 **ONLY**. It makes NO adjustments to OTHER "Award" features in the game.
5. Located within the "PERCENT OPTIONS" category of your game's test mode are the following registers:
 - THRESHOLD 1
 - SELF PERCENT
 - TARGET PERCENT
 - THRESHOLD 1 PERCENT

Each of these registers are explained in detail further in this text.

6. To set or check the current score level of Threshold 1:
- "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled: "PERCENT OPTIONS."
 - Press the "ENTER" button to select this category.
 - The first register displayed will be THRESHOLD 1.

THRESHOLD 1—This register displays the current score level of the 1st Replay Threshold. Enter any value from 0 to 9,999,999 to set the desired score level.

7. To activate the Self-Percentaging Process:
- "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
 - Press the "ENTER" button to select this category.
 - Again, use the "A" button to "step through" until you reach a register titled: "SELF PERCENT."

SELF PERCENT—This register displays whether the Self-Percentaging Process is OFF or ON. Enter "O" to turn OFF or "1" to turn ON.

8. To adjust the desired Replay Percentage for Threshold 1:
- "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
 - Press the "ENTER" button to select this category.
 - Again, use the "A" button to "step through" until you reach a register titled: "TARGET PERCENT."

TARGET PERCENT—This register displays the desired percentage of replays to be awarded for reaching Threshold 1. For example, if you want Threshold 1 to award a replay in 15% of the games played, you would press keys "1," "5" and then "ENTER." This register will then display "15%" as your goal or "TARGET PERCENT."

NOTE: This register automatically defaults to a factory setting of "10%," when the "FACTORY RESET" register is enabled.

9. The TOTAL Replay Percentage will be 10% or 15% higher with the addition of Match, Special and High Score to Date credits.
10. To manually check the current replay percentage of Threshold 1 ONLY:
- "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
 - Press the "ENTER" button to select this category.
 - Again, use the "A" button to "step through" until you reach a register titled: "THRESHOLD 1 PERCENT."

THRESHOLD 1 PERCENT—The figure displayed in this register is the actual percentage of replays awarded for reaching Threshold 1. Progress of the Self-Percentaging Process may be monitored by comparing the current value displayed in this register with the "TARGET PERCENT."

11. The size of adjustment, made by the Self-Percentaging Process to the score level of Threshold 1, is determined by the current difference between the "TARGET PERCENT" (entered by the operator) and the actual percentage of replays awarded for reaching Threshold 1.
- A difference of 10% or more will result in a 10% adjustment.
 - A difference equal to or greater than 5%, but less than 10%, will result in a 5% adjustment.
 - A difference less than 5% will result in a 1% adjustment.
12. To check the current score level of Threshold 1, refer to article #6.
13. When the "CLEAR BOOKKEEPING" register is enabled, the Self-Percentaging Process is reinitiated.

CITY SLICKER

IV. GAME REGISTERS & OPTIONS

BOOKKEEPING DATA

Total Coins	Number of coins thru chutes 1, 2, & 3
Game Percent	Percentage of replays
Coins Chute 1	# of coins thru chute 1
Coins Chute 2	# of coins thru chute 2
Coins Chute 3	# of coins thru chute 3
Bonus Credits	Number of Bonus Credits Given
Total Plays	Number of plays both paid and replays
Total Replays	Number of awarded games
Service Meter	Total # of service credits
Game Credits	Current game credits - Enter 0 thru 5 Added to Service Meter Not added to current Game Credits.
Special Meter	Total # of Playfield Specials awarded
Clear Booking	To clear bookkeeping press "65" then "Enter"

SELF-TESTING

Single Lamp	Steps one lamp at a time, and Connector I.D. Press "A" to advance, "B" to backup, and "C" to cycle
All Lamps	All lamps light alternately, 1st "A" phase then "B"
Display	Steps thru alphanumeric character set
Solenoid	Fires one driver at a time, and Displays Driver and Connector I.D.
Single Solenoid	Fires one driver at a time. Press A for same solenoid B for next
Sound	Plays game sounds
Game Rom I.D.	Displays your Rom or Roms I.D.
Switch Test	Displays stuck switch by description PRESS TEST BUTTON ON DOOR TO EXIT SWITCH TEST

PERCENT DATA VALUES

Game Percent	Percentage of replays
Total Plays	Number of play both paid and replays
Game Time	Total number of minutes
Total Replays	Total number of replays
Threshold 1	# of times the first threshold was beaten
Threshold 2	# of times the second threshold was beaten
Threshold 3	# of times the third threshold was beaten
Hiscore Beaten	Total number of times the high score was beaten
Free Balls	# of non-timed extra balls that were awarded
Shoot Special	# of Specials awarded by completing all "\$" lights (adjustable)
Center Special	# of Specials awarded by completing "C-I-T-Y S-L-I-C-K-E-R" (adjustable)

PERCENT OPTIONS**FACTORY SETTINGS**

Threshold 1	Enter 0 thru 9,999,999; sets award level and display	2,500,000
Self Percent	Enter 0 or 1; 0 disables Self-Percentaging Process, 1 enables Self-Percentaging Process	1
Target Percent	Enter desired percentage of replays awarded for reaching Threshold 1.	10
Threshold 1 Percent	Displays actual percentage of replays awarded reaching Threshold 1.	Unchanged
Threshold 2	Enter 0 thru 9,999,999; sets award level and display	4,500,000
Threshold 3	Enter 0 thru 9,999,999; sets award level and display	00
Highest Score	Enter 0 thru 9,999,999; sets the HiScore replay level	5,999,999

BASIC OPTION VALUES

Credit Limit	Enter 1 thru 40	10
Balls per Game	Enter 1 thru 5	3
Threshold Mode	Enter 0 thru 3; 0=0, 1=Points, 2=Extra Ball, 3=Replay	3
Special Mode	Enter 0 thru 3; 0=0, 1=Points, 2=Extra Ball, 3=Replay	3
HiScore Mode	Enter 0 thru 3; 0=0, 1=1 Replay, 2=2 Replays, 3=3 Replay	3
Sound Mode	Enter 0 thru 3; 0=Chimes w/o background, 2=Sounds w/o background 1=Chimes with background, 3=Sounds with back- ground	3
German Prize	German Meter	0
Match Option	Enter 0 or 1; 0 disables match, 1 enables match	1
Credit Display	Enter 0 or 1; 0=No credits displayed, 1=Displayed credits	1
No Limit Replays	Enter 0 or 1; 0=Only 1 award per game, 1=More than 1 per game	1
Free Play	Enter 0 or 65; 0=Coins, 65=Free Play	0
Slingshot	Enter 0 or 1; 0=No slingshots, 1=slingshots	1
Tilt Warning	Enter 0 thru 3; 0=No warning, 1=1, 2=2, 3=3	1

FEATURE OPTIONS

- Reset Factory Enter 65 for factory selected scores and features
- Recall C-I-T-Y Enter 0 or 1* ; This entry recalls "C-I-T-Y" lights.
0 = No Memory 1 = Memory.
- Spot Timer Enter 0 thru 3; This entry controls the length of time
allowed to earn increased spotting potential
of "C-I-T-Y S-L-I-C-K-E-R" by making
Spot Gate.
0=5 sec. 1*=10 sec. 2=15 sec. 3=20 sec.
- Play Timer Enter 0 thru 7; This entry controls the length of time
allowed to play "UPTOWN" which depends
upon Play Type Option Selection:
Type A = # of seconds per letter times # of
"C-I-T-Y S-L-I-C-K-E-R" letters lit.
Type B = Set length of time.

ENTER	TYPE A	TYPE B
0	1 sec/letter	2.5 sec.
1	2 sec/letter	5.0 sec.
2 *	3 sec/letter	7.5 sec.
3	4 sec/letter	10.0 sec.
4	5 sec/letter	12.5 sec.
5	6 sec/letter	15.0 sec.
6	7 sec/letter	17.5 sec.
7	8 sec/letter	20.0 sec.

- X-Ball Option Enter 0 thru 7; This entry controls number of completions of
"C-I-T-Y S-L-I-C-K-E-R" required to activate
Extra Ball light, award Extra Ball, activate
Special light and award Special.

ENTER	EXTRA BALL LIGHT	EXTRA BALL	SPECIAL LIGHT	SPECIAL
0	7 completions	8 completions	8 completions	9 completions
1	6 completions	7 completions	7 completions	8 completions
2	5 completions	6 completions	6 completions	7 completions
3	4 completions	5 completions	5 completions	6 completions
4*	3 completions	4 completions	4 completions	5 completions
5	2 completions	3 completions	3 completions	4 completions
6	1 completions	2 completions	2 completions	3 completions
7	0 completions	1 completion	1 completion	2 completions

FEATURE OPTIONS, CONT'D

Shoot Special Enter 0 thru 7; This entry controls number of completions of all six "\$" lights (during UPTOWN play) required to award Special.

ENTER	ALL SIX "\$" LIGHTS
0	8 completions
1	7 completions
2	6 completions
3	5 completions
4	4 completions
5*	3 completions
6	2 completions
7	1 completion

City Tg Spt All Enter 0 or 1*; This entry controls whether letters are spotted in "C-I-T-Y" or in "C-I-T-Y S-L-I-C-K-E-R" each time all three Upper Playfield ("City") Targets are made.
0=Spot "C-I-T-Y" 1=Spot "C-I-T-Y S-L-I-C-K-E-R"

Side Targets Enter 0 or 1* ; This entry controls the method of completion of Side ("Slicker") Targets (left side or right side) required to spot letters in "C-I-T-Y S-L-I-C-K-E-R" or "S-L-I-C-K-E-R" (adjustable).
0 = Conservative (All 3 targets)
1* = Liberal (Build-up from 1 to 3 targets)

Saucers Qualify Enter 0 or 1* ; This entry controls which Saucers are qualified for UPTOWN play upon completion of "C-I-T-Y S-L-I-C-K-E-R" or "C-I-T-Y" (adjustable).
0 = Top Saucer qualifies for UPTOWN.
1 = Both Saucers qualify for UPTOWN.

Play Type Enter 0* or 1 ; This entry controls which type of time system is used in accumulating UPTOWN playing time (refer to Play Timer Option).
0 = Set length of time (Type B)
1 = Per "C-I-T-Y S-L-I-C-K-E-R" lit letters (Type A)

Slicker Spt All Enter 0 or 1* ; This entry controls whether letters are spotted in "S-L-I-C-K-E-R" or "C-I-T-Y S-L-I-C-K-E-R" each time all of the required left or right Side ("Slicker") targets are made.
0 = Spot "S-L-I-C-K-E-R"
1 = Spot "C-I-T-Y S-L-I-C-K-E-R"

Recall 3 UPTOWN Enter 0 or 1* ; This entry recalls 3 UPTOWN Targets.
0 = No Memory 1 = Memory

Attract Sound Enter 0 or 1* ; When game is over, this entry enables or disables Attract Sound Mode while displaying hi scores and instructions.
0 = No Sound 1 = Sound

*Factory Setting

PRICING OPTIONS

Chute 1 Options
XX coin for yy credit; Coins (xx) will flash first. Enter 1 thru 99 coins.
Then credits (yy) will flash. Enter 1 thru credit
limit. Then coins will flash again. Either press Enter
if the values are correct or repeat the data entry.

Chute 1 Bonus;
Enter 0 thru 40; 0=No Bonus Credit
1 thru 40 sets the number of credits at which 1 Bonus
Credit will be awarded.

Chute 2 Options
XX coin for yy credit; Coins (xx) will flash first. Enter 1 thru 99 coins.
Then credits (yy) will flash. Enter 1 thru credit
limit. Then coins will flash again. Either press Enter
if the values are correct or repeat the data entry.

Chute 2 Bonus;
Enter 0 thru 40; 0=No Bonus Credit
1 thru 40 sets the number of credits at which 1 Bonus
Credit will be awarded.

Chute 3 Options
XX coin for yy credit; Coins (xx) will flash first. Enter 1 thru 99 coins.
Then credits (yy) will flash. Enter 1 thru credit
limit. Then coins will flash again. Either press Enter
if the values are correct or repeat the data entry.

Chute 3 Bonus;
Enter 0 thru 40; 0=No Bonus Credit
1 thru 40 sets the number of credits at which 1 Bonus
Credit will be awarded.

Example:

To set Coin Chute 1 for 3 credits/2 Coins with no credits on the first coin;

Enter 02 Coin for 03 Credit Chute

Chute 1 Bonus 00

To set it for 3 Credits/2 Coins with one credit delivered on the 1st coin and 2 credits
delivered on the second.

Enter 01 Coin for 01 Credit

Chute 1 Bonus 02

If all 3 Chute Options and Bonus Registers are set the same, then all Chutes will work
"together".

V. RECOMMENDED 3 & 5 BALL OPTION SETTINGS

REPLAYS	3-BALL	5-BALL
Special Mode	3	3
Match Option	1	1
High Score Mode	3	3
1st replay at	2,500,000	3,500,000
2nd replay at	4,500,000	5,500,000
X-BALL		
Special Mode	2	2
Match Option	0	0
High Score Mode	0	0
1st Extra Ball at	2,500,000	3,500,000
2nd Extra Ball at	4,500,000	5,500,000
NOVELTY		
Special Mode	1	1
Match Option	0	0
High Score Mode	0	0
HIGH GAME TO DATE (reset periodically)		
3-BALL	5,999,999	5-BALL 6,999,999

CITY SLICKER OPTION SETTINGS

FEATURE OPTIONS	3-BALL	5-BALL
REGISTER		
RECALL C-I-T-Y	1	0
SPOT TIMER	1	0
PLAY TIMER	2	2
X-BALL OPTION	4	3
SHOOT SPECIAL	5	4
CITY TARGETS SPOT ALL	1	0
SIDE TARGETS	1	0
SAUCER QUALIFY	1	0
PLAY TYPE	0	0
SLICKER SPOT ALL	1	0
RECALL 3 OPTION	1	1
GAME OVER ATTRACT SOUND	1	1
In Basic Options:		
SLINGSHOT	1	1
TILT WARNING	1	1

VI. TROUBLESHOOTING ON LOCATION

SYMPTOM: WON'T POWER UP

Game does not play power-up tune when power is turned on. General illumination is present.

ACTION:

- A. Check Fuses.
- B. Turn power OFF. Open back box. Locate light emitting diode (LED) on Control Board.
- C. Turn power ON. LED must flash 9X to indicate that the module is good. Correct sequence is flash-pause-flash and then seven more flashes and LED goes out.
- D. If LED does not come on or does not flash, or flashes, but less than 9X, turn off power. Check fuses. If fuses are good, replace Control Board.

CAUTION: Replacement Control Board must have same Part Number or incorrect operation will result! See Parts List for Control Board.

Turn power ON.

- E. If game is correct, it is now ready for play. If game is not correct, contact the Bally-Midway service department.

SYMPTOM: LAMPS

One or some switched lamps always ON or not all feature lamps light during play.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Lamp Tests with keyboard. If game is correct **all** feature lamps flash ON and OFF.
- B. Carefully raise playfield or open back box to gain access to lamps.
- C. Replace bulbs that do not flash.
- D. If game is correct, it is now ready for play.
- E. If game is not correct, turn power OFF. Replace Control Board. Turn power ON and repeat A.
- F. If game is correct, it is now ready for play. If game is not correct, contact Bally-Midway service department.

SYMPTOM: DISPLAYS

- I. Display digits improper on **one** or **several**, but less than all Display Driver Module(s). Improper: One or several segments always OFF, digits mottled or several segments or digit(s) always ON.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Turn power OFF.

WARNING: High Voltage is supplied to the Display Driver Modules, from the Power Module. Wait 30 seconds for High Voltage to Bleed Off.

- C. Replace Display Driver module(s). Turn power ON. Repeat A.
- D. If game is correct, it is now ready for play. If game is not correct contact Bally-Midway service department.

- II. **All** displays improper. Improper: Digit(s) always on or off/segment(s) always on or off, all displays.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Replace Control Board. Turn power ON. Repeat A.

CAUTION: Replacement Control Board must have same Part Number or incorrect operation will result! See Parts List for Control Board.

- C. If game is correct, it is now ready to play. If game is not correct, contact Bally-Midway service department.

- III. One or several displays always off.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Turn power OFF.
- C. Replace Display Driver module(s). Turn power ON. Repeat A.
- D. If game is correct, it is now ready for play. If game is not correct contact Bally-Midway service department.

SYMPTOM: SOLENOIDS

I. One or more solenoids do not pull-in during course of game.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Solenoid Test with keyboard.
- B. If game was correct, each solenoid would be energized. The Solenoid name appears with the Driver Q Number and connector jack and pin numbers. (**NOTE:** If most of the Playfield Solenoids DO NOT operate, check the Playfield Fuse to see if it is blown. It is generally found near the Flipper Assemblies.)
- C. Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.
- D. If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play. If solenoid wiring was correct, turn power OFF.
- E. Replace Control board. See CAUTION NOTE.
- F. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, turn power OFF.
- G. Replace Sound Module A8.
- H. Repeat A & B. If game is correct it is now ready to play. If game is not correct, contact the Bally-Midway service department.

II. Solenoid(s) are always energized. **NOTE:** If impulse solenoids (ball ejects, slingshots, thumper-bumpers, etc.) are energized continuously, they are subject to damage. Limit troubleshooting to one minute with power ON, followed by **five minutes with power OFF**. Repeat as necessary. Replace damaged solenoids. (**NOTE:** When troubleshooting Playfield Solenoid Circuits, be advised that a constantly energized Solenoid (i.e. Thumper-Bumper) will blow the Playfield Fuse in a few seconds. To avoid replacing the Fuse repeatedly, try to isolate the faulty Solenoid Circuit as soon as the game power switch is flipped ON.)

ACTION:

- A. With power ON, open front door. Select SELF TEST-Solenoid Test with keyboard.
- B. If game was correct, each solenoid would be energized. The Solenoid name appears with the Driver Q Number and connector jack and pin numbers. (**NOTE:** If most of the Playfield Solenoids DO NOT operate, check the Playfield Fuse to see if it is blown. It is generally found near the Flipper Assemblies.)
- C. Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.
- D. If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play. If Solenoid wiring was correct, turn power OFF.
- E. Replace Control Board. See CAUTION NOTE.
- F. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, turn power OFF.
- G. Replace Sound Module A8.
- H. Repeat A & B. If game is correct, it is now ready to play. If game is not correct contact the Bally-Midway service department.

SYMPTOM: NO SOUND

ACTION:

- A. With power ON, open front door. Select SELF TEST-Sound Test with the keyboard.
- B. Turn volume control clockwise to Max.
- C. If correct, sound will be heard. If incorrect, try seating speaker lead connector (J2) and input connector (J1).
- D. If correct, sound will be heard. If incorrect, contact the Bally-Midway service department.

SYMPTOM: SWITCHES

Feature (Drop Targets, Stand-up, etc.) does not score.

ACTION:

- A. With power ON, open front door. Select SELF TEST-Switch Test with the keyboard.
- B. If game is correct, "All Switches Open" is displayed. Otherwise, the name of the switch(es) will be displayed with jack and pin numbers.
- C. Carefully lift the playfield. Locate the switch assembly identified from the display. Visually inspect the switch assembly. If the contacts are stuck, re-gap them to 1/16." Repeat A & B. If the game is correct, it is now ready to play. If the game is not correct, turn power OFF.
- D. Replace Control board. See CAUTION NOTE.
- E. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, contact the Bally-Midway service department.

CAUTION: Replacement Control Board must have the same Part Number or incorrect operation will result! See Parts List for Control Board.

GAME: MOTORDOME PINBALL & FUTURE GAMES

SUBJECT: 6803 CONTROL BOARD POWER UP TEST SEQUENCE

The following is an abbreviated self-test routine for the 6803 Control Board used in Motordome and future pinballs:

- 1st Flash—(U1) Determine if the internal RAM is good. (6803)
- 2nd Flash—(U2) Checks to see if the program ROM is good. (27128)
- 3rd Flash—(U3) Checks to see if the program ROM is good. (27128)
- 4th Flash—(U4) Checks the C-MOS RAM. (6116P-3)
- 5th Flash—(U8) Tests PIA0. (6821)
- 6th Flash—(U7) Tests PIA1. (6821)
- 7th Flash—(U1) Checks the internal display interrupt generator. (6803)
- 8th Flash—(U12 & U8) Verifies operation of the phase B switched ill. voltage. NOTE: F5 fuse on the Power Module provides the phase B signal to the Control Board. (U12, 14584) (U8, 6821)
- 9th Flash—(U1, U11 & U12) Verifies operation of the Phase A switched ill. voltage. NOTE: F4 fuse on the Power Module provides the phase A signal to the Control Board. (U1, 6803) (U11, 4011) (U12, 14584)

The following is an abbreviated self-test routine for the 6809 Sound Board:

- 1st Flash—(U7) Determines if the ROM is good.
- 2nd Flash—(U6) Checks to see if the RAM is good.
- 3rd Flash—(U8) Checks the PIA. (68B21)

The following is an abbreviated self-test routine for the Sounds Deluxe Board:

- 1st Flash—Determines if the ROM (U11) is good.
- 2nd Flash—Determines if the ROM (U12) is good.
- 3rd Flash—Determines if the ROM (U13) is good.
- 4th Flash—Determines if the ROM (U14) is good.
- 5th Flash—Checks to see if the RAM (U9, U10) is good.
- 6th Flash—Checks the PIA (6821) (U7).



SOLENOID IDENTIFICATION TABLE

SELF TEST # SEQUENCE	SOLENOID IDENTIFICATION
1	LEFT BUMPER
2	RIGHT BUMPER
3	MIDDLE BUMPER
4	LEFT SLINGSHOT
5	RIGHT SLINGSHOT
6	TOP SAUCER
7	BUMPER TOP
8	OUTHOLE TO PLAYFIELD
9	MIDDLE SAUCER
10	CAPTIVE FLIPPER
11	OFFENSE FLIP MIDDLE
12	NOT USED
13	RESERVED FOR GERMAN USE
14	OUTHOLE
15	KNOCKER
16	NOT USED
17	NOT USED
18	BACKBOX LIGHT
19	FLIPPER (BACKBOX)

SWITCH ASSEMBLY IDENTIFICATION TABLE

SWITCH SELF TEST # SEQUENCE	DESCRIPTION
1	ROLLOVER BUTTON #1
2	ROLLOVER BUTTON #2
3	ROLLOVER BUTTON #3
4	ROLLOVER BUTTON #4
5	FLIPPER LEFT
6	CREDIT
7	FLIPPER RIGHT
8	OUTHOLE 1 LEFT
9	COINS RIGHT
10	COINS LEFT
11	COINS MIDDLE
12	RETURN LANE LEFT
13	RETURN LANE RIGHT
14	SLAM
15	TILT (CABINET)
16	SAUCER TOP
17	TOP TARGET LEFT
18	TOP TARGET MIDDLE
19	TOP TARGET RIGHT
20	GATE LEFT
21	GATE RIGHT
22	UPTOWN '1'
23	UPTOWN '2'
24	UPTOWN '3'
25	BUMPER LEFT
26	BUMPER RIGHT
27	BUMPER MIDDLE
28	SLINGSHOT LEFT
29	SLINGSHOT RIGHT
30	BUMPER TOP
31	OUTHOLE 3 RIGHT
32	SAUCER MIDDLE
33	TARGET LEFT BOTTOM
34	TARGET LEFT MIDDLE
35	TARGET LEFT TOP
36	TARGET RIGHT BOTTOM
37	TARGET RIGHT MIDDLE
38	TARGET RIGHT TOP
39	OUTHOLE 2 MIDDLE
40	OUTLANES
41	NOT USED
42	NOT USED
43	NOT USED
44	NOT USED
45	NOT USED
46	NOT USED
47	NOT USED
48	NOT USED

*NOTE: SEQUENCE NUMBERS SHOWN HERE
ARE USED AS AN AID IN LOCATING
FAULTY SOLENOID OR SWITCH USING
DRAWING SHOWN.
VECTOR SHOWING FOR EJECT SAUCER BALL
SHOULD EXIT AS SHOWN.

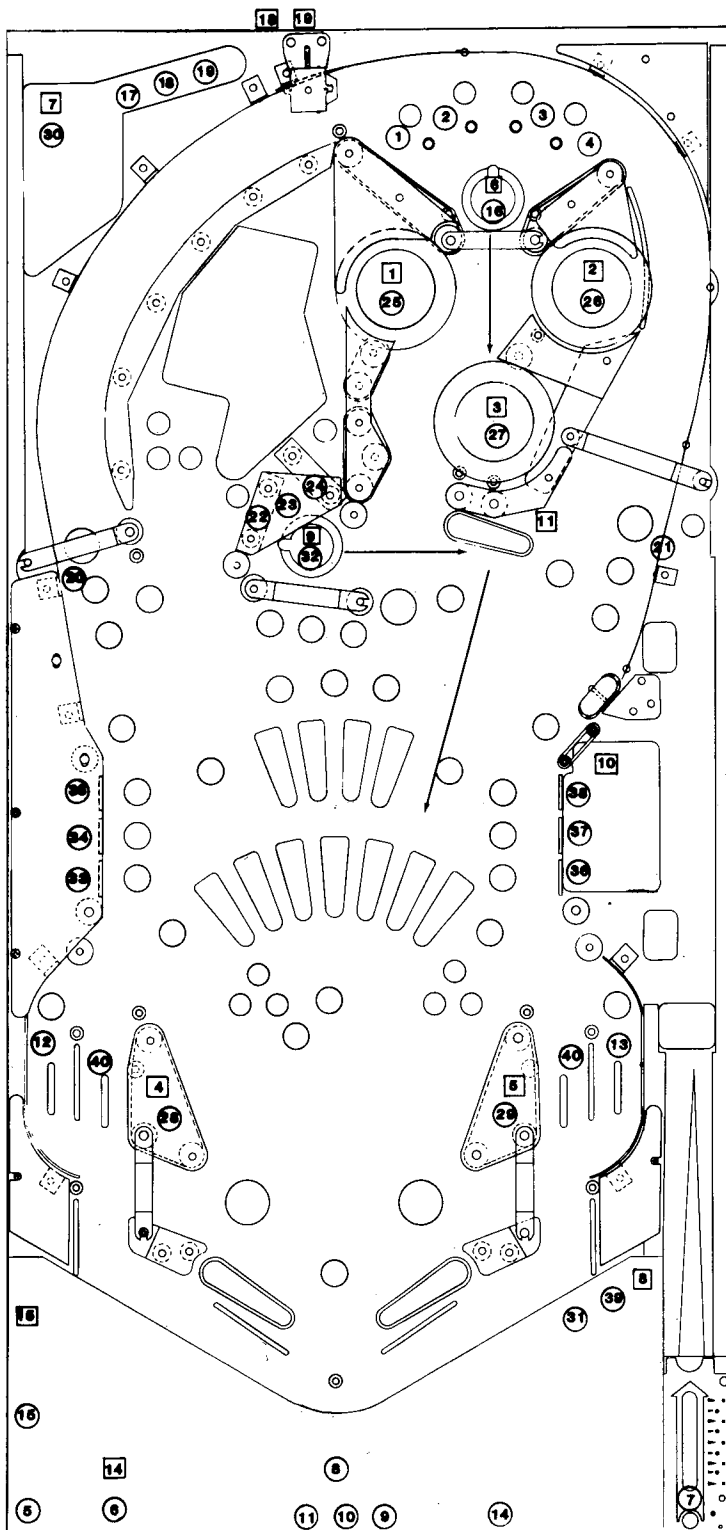


FIGURE II a

VIII. ROUTINE MAINTENANCE ON LOCATION:

After successful completion of the Self Diagnostic Test Procedure, set the game up for play. Exercise each roll-over, thumper bumper, slingshot, etc., by hand until each switch assembly on the playfield has been checked for proper operation. If actuating a switch assembly results in intermittent or no response, clean contacts by gently closing them on a clean business card or piece of paper and wiping until they wipe clean. Re-gap, if necessary, to 1/16". Do not burnish or file Gold Plated Switch Contacts.

IX. SWITCH ASSEMBLY ADJUSTMENTS:

GENERAL:

All switch assemblies consist of leaf springs, contacts, separators, plastic tubing and screws to hold them to the mounting surface. Before attempting to adjust a switch assembly, make sure that these screws are tight. If not, tighten screw closest to the contact end of the leaf spring first. This will prevent the assembly from being secured in such a manner that the leaf springs tend to fan out. In general, all leaf springs are adjusted for a 1/16" gap in the open position and .010" over-travel or wipe in the closed position. All contacts should be in good condition. Unless otherwise instructed, they should be dry or non-lubricated. All contacts should be free of dust and dirt. Contacts, with the exception of the flipper button switch assemblies are plated to resist corrosion. Filing or burnishing breaks the finish and encourages corrosion. Clean by closing the contacts over a clean piece of paper (e.g. a lint free business card) and wiping gently until the contacts are clean. For the flipper button switch assemblies **ONLY**: Tarnish can be removed with a contact file followed by burnishing tool. Severely pitted contacts must be placed and adjusted only when they are found to be a source of game malfunction.

X. SERVICE HINTS:

The Bally playfield has an improved tuff-coat finish with excellent wearing properties. Life expectancy of the playfield as well as play appeal, can be extended by periodic cleaning.

DO: Bally recommends you clean your playfield with Wildcat #125 (Wildcat Chemical Co. 1349 East Seminary Drive; Fort Worth, Texas 76115; Phone 1-817/924-8321). Wildcat #125 is a combination cleaner and polish. Bally has tried and tested this product and found it to be very effective. If Wildcat #125 is not available, Bally suggests you ask your distributor to order it. Inspect and hand polish the ball in a clean cloth. A chipped ball must be replaced. It can ruin the finish on the playfield in a short period of time.

DON'T: Use water in large quantities, highly caustic cleaners, abrasive cleaners and cleaning pads on the playfield, or allow a wax or polish build up. Waxes yellow with age and spoil appeal.

XI
OE79 CITY SLICKER
PANEL TOP PARTS (WITHOUT RAMPS)

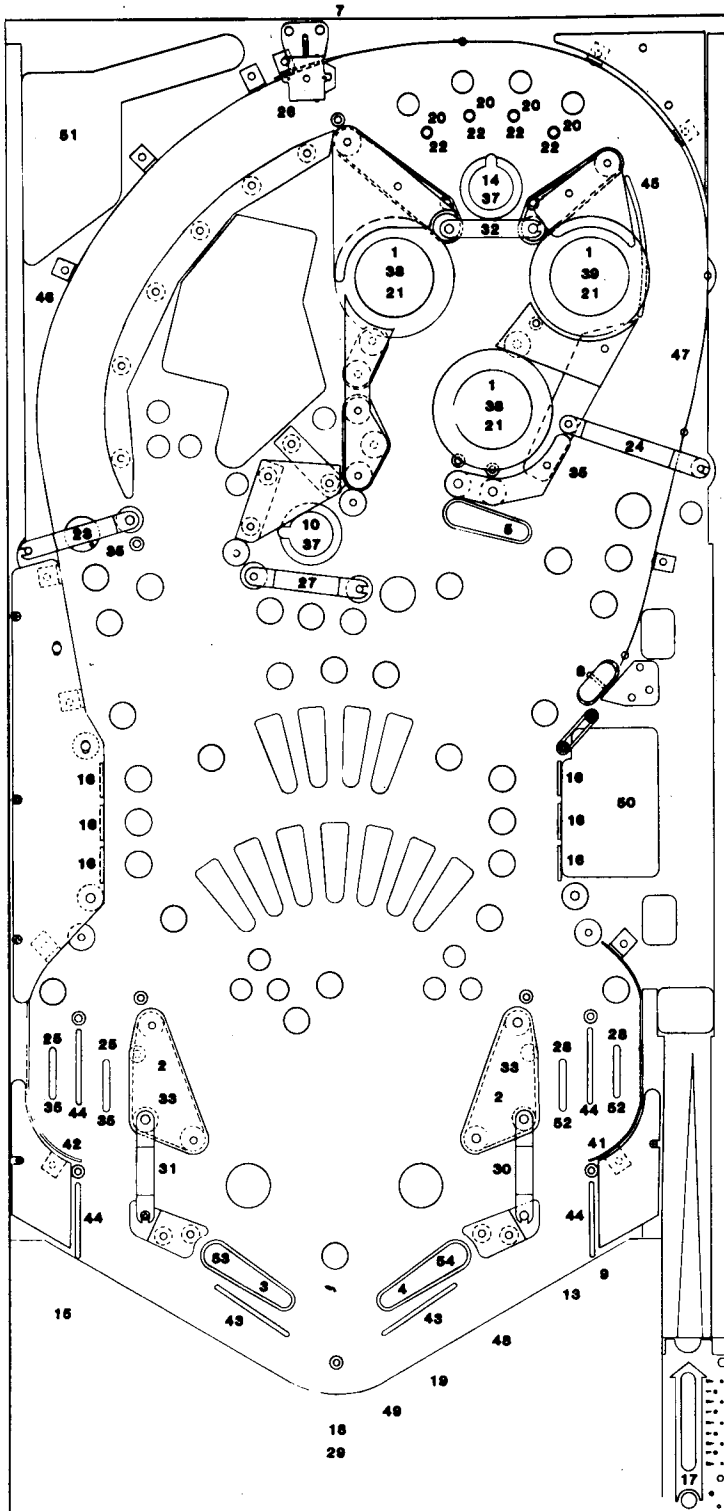


FIGURE II b

- | | |
|--|-----------------|
| 1. THUMPER BUMPER | A967-00053-0100 |
| 2. SLINGSHOT KICKER ASSY. | A967-00059-0000 |
| 3. FLIPPER ASSY. SINGLE SW. LT. | AC70-00022-0200 |
| 4. FLIPPER ASSY. DOUBLE SW. RT. | AC70-00023-0100 |
| 5. FLIPPER ASSY. RIGHT W/O SW. | AE79-00036-0000 |
| 6. FLIPPER & SHAFT ASSY. LT. BLACK | A391-00052-0100 |
| 7. BACKBOARD ASSY. | AE79-00025-0000 |
| 8. BALL REBOUND ASSY. | AA17-00023-0000 |
| 9. BALL GATE ASSY. | AA40-00019-0000 |
| 10. EJECT-HOLE ASSY.: | AE79-00027-0000 |
| 11. BALL STOP ASSY.: RT. SIDE | AE79-00031-0100 |
| 12. BALL STOP ASSY.: LT. SIDE | AE79-00031-0200 |
| 13. BALL CHANNEL ASSY. | AA40-00027-0000 |
| 14. EJECT-HOLE ASSY.: | AE79-00039-0000 |
| 15. TOP MOUNTED KICKER ASSY. | A360-00234-0000 |
| 16. TARGET, SWITCH, BRKT. DIODE & CAP (YELLOW) | A365-R0307-F113 |
| 17. SHOOTER GAUGE | OE79-00117-00XF |
| 18. BOTTOM ARCH | OE79-00912-00XF |
| 19. BOTTOM ARCH: EXTENSION | 0370-00918-0300 |
| 20. ROLL-OVER BUTTON | 0390-00906-0000 |
| 21. COLLAR: THUMPER BUMPER (BLUE) | 0017-00042-0567 |
| 22. SWITCH W/DIODE & PLATE ASSY. | A365-00051-0000 |
| 23. GATE-BRKT. & WIRE-FORM ASSY. | AE14-00013-0000 |
| 24. GATE-BRKT. & WIRE-FORM ASSY. | AE79-00028-0000 |
| 25. BRKT. W/WIRE FORM ASSY.: ROLLOVER LT. | A331-00042-0000 |
| 26. BALL GATE ASSY.: LT. | A360-00022-0000 |
| 27. GATE-BRKT. & WIRE-FORM ASSY. | A360-00213-0000 |
| 28. BRKT. W/WIRE-FORM ASSY.: ROLLOVER RT. | A360-00216-0000 |
| 29. BRKT. W/WIRE-FORM ASSY.: ROLLOVER LT. | A360-00217-0000 |
| 30. GATE-BRKT. & WIRE-FORM ASSY. | A360-00297-0000 |
| 31. GATE-BRKT. & WIRE-FORM ASSY. | A371-00040-0000 |
| 32. GATE-BRKT. & WIRE-FORM ASSY. | A967-00058-0000 |
| 33. SWITCH W/BRKT. & DIODE ASSY. | A360-00239-0000 |
| 34. SWITCH W/BRKT. & DIODE ASSY. | A360-00241-0000 |
| 35. SWITCH W/DIODE & PLATE ASSY. | A360-00245-0000 |
| 36. SWITCH W/DIODE & PLATE ASSY. | A365-00035-0000 |
| 37. SWITCH W/DIODE & PLATE ASSY. | A365-00036-0000 |
| 38. THUMPER BUMPER W/HOT STAMP (VERT.) | AE79-00033-0200 |
| 39. THUMPER BUMPER W/HOT STAMP (45°) | AE79-00033-0300 |
| 40. SWITCH ASSY.: FLIPPER-BUTTON | A365-00310-0000 |
| 41. BALL GUIDE ASSY.: RT. | AE79-00013-0000 |
| 42. BALL GUIDE ASSY. | A390-00018-0000 |
| 43. WIRE-FORM: BALL GUIDE | 0360-00175-5300 |
| 44. WIRE-FORM: BALL GUIDE | 0365-00151-2000 |
| 45. WIRE-FORM: BALL GUIDE | 0365-00175-0000 |
| 46. BALL SCOOP ASSY. (UPPER LT.) | AE79-00021-0000 |
| 47. BALL SCOOP ASSY. (UPPER RT.) | AE79-00022-0000 |
| 48. FRONT-BALL CHANNEL ASSY. | AE35-00016-0000 |
| 49. REAR-BALL CHANNEL ASSY. | AE35-00044-0000 |
| 50. FLIPPER PLATFORM ASSY. | AE79-00023-0000 |
| 51. TOP-REAR PLATFORM ASSY. | AE79-00024-0000 |
| 52. SWITCH W/DIODE & PLATE ASSY. | A967-00067-0000 |
| 53. MOLDED FLIPPER-CAP ASSY.(WHT) LT. | A365-00312-0100 |
| 54. MOLDED FLIPPER-CAP ASSY.(WHT) RT. | A365-00312-0200 |

OE79 CITY SLICKER
XII
PLATFORM & RAMP PARTS

- | | |
|--|-----------------|
| 1. PLATFORM ASSY.: FLIPPER
(NOT SHOWN) | AE79-00023-0000 |
| 2. PLATFORM ASSY.: TOP REAR
(NOT SHOWN) | AE79-00024-0000 |
| 3. ENTRANCE RAMP ASSY.
(NOT SHOWN) | AE79-00030-0000 |
| 4. RAMP: UPTOWN
(NOT SHOWN) | OE79-00914-0000 |

RUBBER RINGS

- | | |
|----------------------|-----------------|
| A. RING: | 0017-00041-0633 |
| B. RING: 5/16" | 0017-00041-0637 |
| C. RING: 3/4" | 0017-00041-0642 |
| D. RING: 1" | 0017-00041-0643 |
| E. RING: 2" | 0017-00041-0645 |
| F. RING: 2-1/2" | 0017-00041-0646 |
| G. RING: (YELLOW) 3" | 0017-00041-0653 |

POSTS

- | | |
|--|-----------------|
| H. POST (RED PLASTIC) 1" | 0017-00042-0588 |
| J. POST (RED PLASTIC) 1-3/16" | 0017-00042-0596 |
| K. METAL MINI-POST
(W/THREADS FOR WOOD) | 0360-00732-00XF |
| L. NICKEL POST
(NO THREADS) | 0360-00733-00XF |

RUBBER BUMPER FOR

- | | |
|------------------------|-----------------|
| K. - METAL MINI-POST | 0017-00041-0633 |
| H. & J. - PLASTIC POST | 0017-00041-0637 |
| L. - NICKEL POST | 0017-00041-0642 |

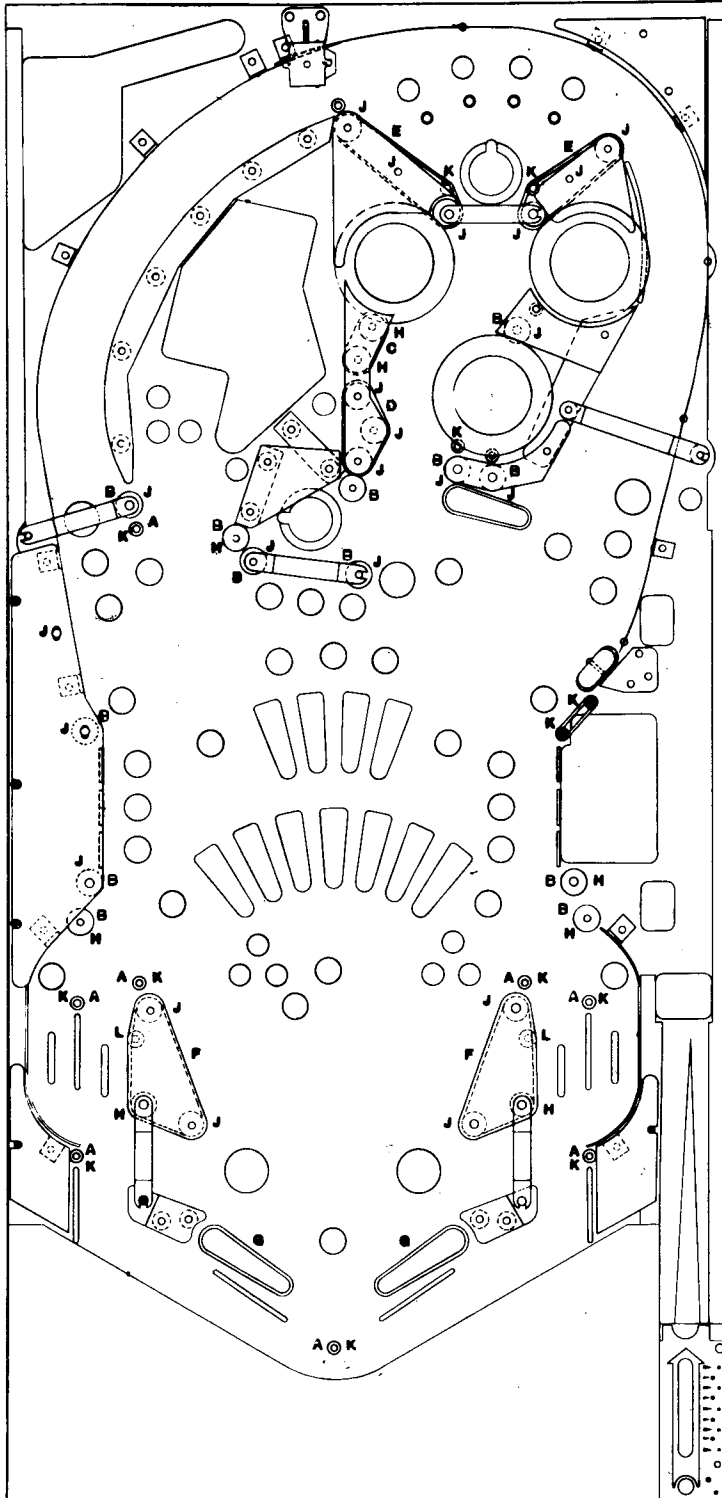


FIGURE II c

**XIII.
OE79 CITY SLICKER
PLATFORM PARTS**

TOP REAR PLATFORM ASSY. PARTS

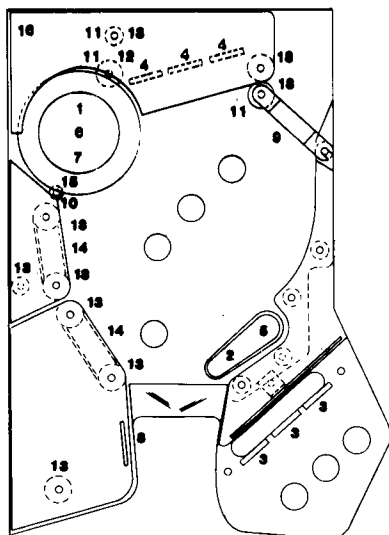


FIGURE II d

- | | |
|--|-----------------|
| 1. THUMPER BUMPER | A967-00053-0100 |
| 2. FLIPPER ASSY. RT. SINGLE SWITCH | AE79-00037-0000 |
| 3. TARGET, SWITCH, BRKT., DIODE & CAP (RED) | A365-R0307-F111 |
| 4. TARGET, SWITCH, BRKT., DIODE & CAP (YELLOW) | A365-R0307-F113 |
| 5. FLIPPER & SHAFT ASSY. RT. BLACK | A391-00050-0100 |
| 6. THUMPER-CAP W/HOT-STAMP (HORIZ.) | AE79-00033-0100 |
| 7. COLLAR: THUMPER BUMPER (BLUE) | 0017-00042-0567 |
| 8. WIRE-FORM: BALL GUIDE | 0365-00151-2000 |
| 9. GATE, BRKT. & WIRE FORM ASSY. | 0967-00058-0000 |
| 10. BUMPER: WHITE RUBBER | 0017-00041-0633 |
| 11. BUMPER: WHITE RUBBER | 0017-00041-0637 |
| 12. POST: L = 1" RED | 0017-00042-0588 |
| 13. POST: L = 1-3/16" RED | 0017-00042-0596 |
| 14. RUBBER RING: 1" | 0017-00041-0643 |
| 15. POST: BUMPER #10 X 7/16" WOOD SCREW | 0360-00732-00XF |
| 16. GUSSET PLATE | 0E14-00103-00XF |

FLIPPER PLATFORM ASSY. PARTS

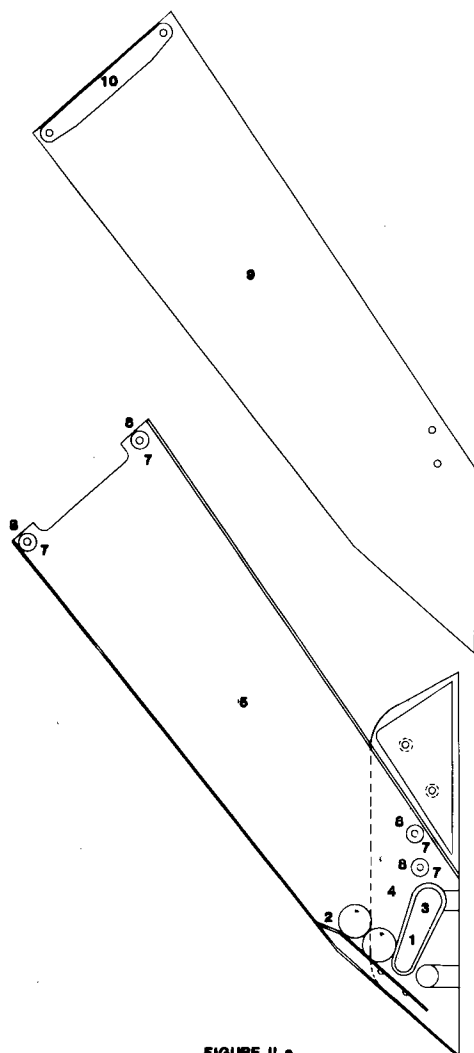


FIGURE II e

- | | |
|--|-----------------|
| 1. FLIPPER ASSY. RT W/O SWITCH | AE79-00036-0000 |
| 2. BALL SCOOP ASSY. TOP | AE79-00029-0000 |
| 3. FLIPPER & SHAFT ASSY. RT. BLACK | A391-00050-0100 |
| 4. FLIPPER PLATFORM | OE79-00505-0000 |
| 5. TROUGH: SHOOT-OUT | OE79-00905-0000 |
| 6. COWL: FLIPPER PLATFORM | OE79-00915-0000 |
| 7. RUBBER RING: 5/16" | 0017-00041-0637 |
| 8. NICKEL POST (NO THREADS) | 0360-00733-00XF |
| 9. TROUGH COVER (NOT PART OF PLATFORM ASSY.) | OE79-00911-0000 |
| 10. TARGET HOOD (NOT PART OF PLATFORM ASSY.) | OE79-00120-0000 |

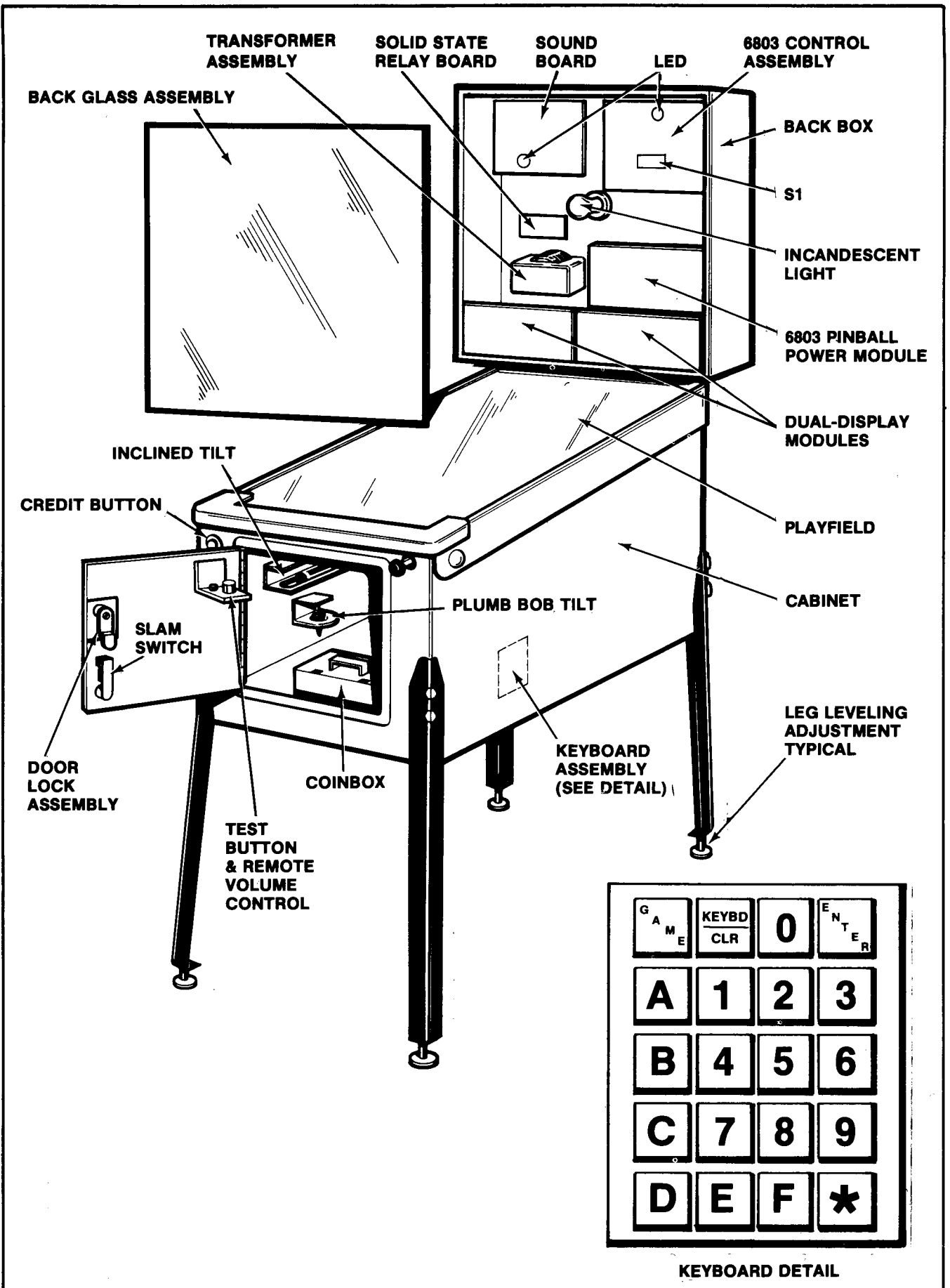


FIGURE III. ELECTRONIC PIN BALL MACHINE

SECTION 2
Component Layouts,
Schematics & Wiring Diagrams

6803 PINBALL POWER MODULE
A084-91785-D000
M051-00C53-D001

DESIGNATION LIST

DESIGNATION

DESCRIPTION

DESIGNATION

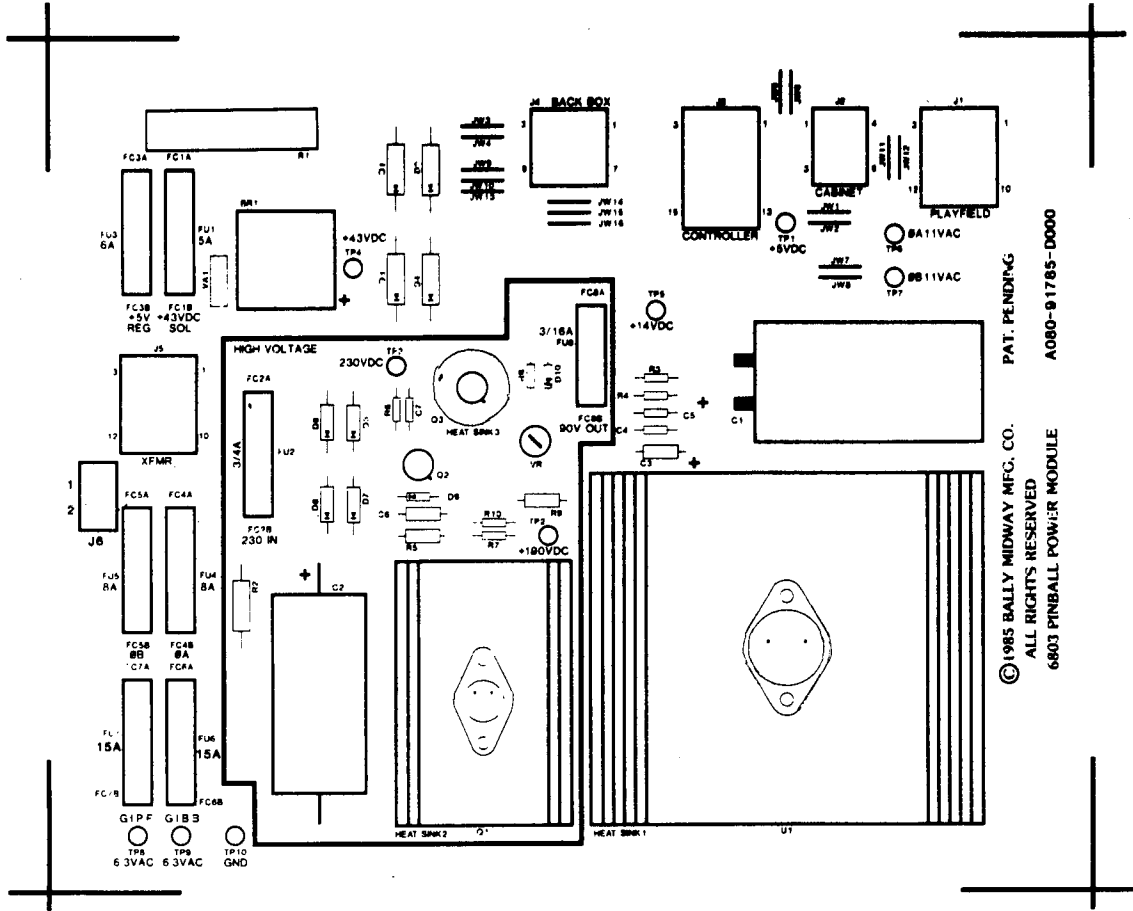
DESCRIPTION

C1 11,000uf 20V ELEC.
P/O C1 TY-WRAP
P/O C1 SOLDER LUG
P/O C1 WIRE 20AWG
C2 160uf 350V ELEC.
P/O C2 TY-WRAP
C3 2uf 25V ELEC.
C4, C5 .1uf 25V CER.
C6, C7 .01uf 500V CER.
R1 600 OHM 10W
R2 100K 1W 5%
R3 2.2 OHM 1/4W 5%
R4 100 OHM 1/2W 5%
R5 22K 1/2W 5%
R6 100K 1/4W 5%
R7 390 OHM 1/4W 5%
R8 1.2K 1/4W 5%
R9 82K 1/2W 5%
R10 8.2K 1/4W 5%
VR1 0 - 25K 1/4W POT.
D1 - D4 MR751
D5 - D9 IN4004
D10 IN5275A ZENER
BR1 KBPC-35-02-W
P/O BR1 BRIDGE SPACER
Q1 2N3584
P/O Q1 SHIELD
P/O Q1 HEX SPACER
P/O Q1 6-32 X 5 SCREW
P/O Q1 6-32 X 12 SCREW
P/O Q1 LOCKWASHER EXT.
P/O Q1 LOCKWASHER INT.
P/O Q1 FLAT WASHER
P/O Q1 6-32 HEX NUT
P/O Q1 LABEL - CAUTION HIGH VOLT.
P/O Q1 HEATSINK 2
P/O Q1 INSULATOR T0-66
Q2, Q3 2N3440
P/O Q2, Q3 INSULATOR T0-5
P/O Q3 HEATSINK 3
U1 78H05C REG.
P/O U1 6-32 X 12 SCREW
P/O U1 6-32 HEX NUT
P/O U1 LOCKWASHER EXT.
P/O U1 FLAT WASHER
P/O U1 HEATSINK 1
P/O U1 INSULATOR T0-3
VA1 VARISTOR

JW1 - JW16 ZERO OHM RES. JUMPER
TP1 - TP10 TEST POINTS
F1* 5 AMP 3AG FUSE
F2 3/4 AMP 3AG FUSE
F3 6 AMP 3AG FUSE
F4, F5 8 AMP 3AG FUSE
F6, F7 15 AMP 3AG FUSE
F8 3/16 AMP 8AG FUSE
FC1A - FC3B, FC8A FUSE CLIPS
FC8B FUSE CLIPS
FC4A - FC7B FUSE CLIPS
J1 12 PIN M-N-L CONN. FEMALE
J2 6 PIN M-N-L CONN. MALE
J3 15 PIN M-N-L CONN. MALE
J4 9 PIN M-N-L CONN. MALE
J5 12 PIN M-N-L CONN. MALE
J6 2 PIN M-N-L CONN. MALE
6803 POWER MODULE P.C. BOARD

4-23-86 REV. 1.0 FIXED R2, R6

* TWO FLIPPER GAMES ONLY - SEE SCHEMATIC



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DWG. TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R. .002 FRACTIONAL .004 DECIMAL .005 HOLE DIA. +.002-.000 ANGLE .125° DO NOT SCALE DWG.	DATE 04/08/86	SCALE	MIDWAY MFG. CO. FRANKLIN PARK, IL 60131 A BALLY CO.
ASSY DRAWING 6803 PINBALL PWR MODULE A084-91785-D000	REVISIONS	PART NO. M051-00C53-D001	

6803 PINBALL POWER MODULE
A084-91785-D000
M051-00C53-D001

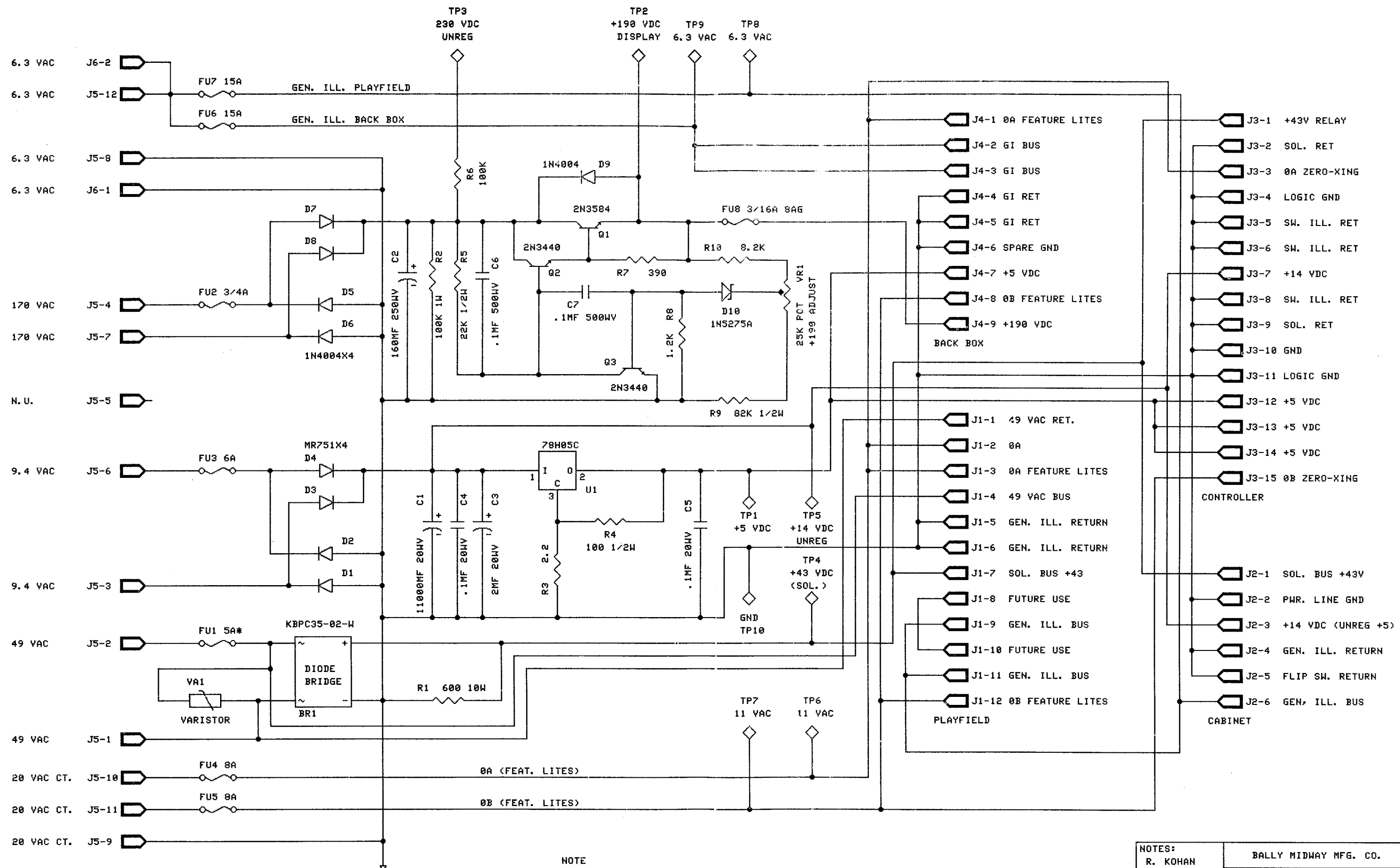
CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
.01UF 500V CER.	2	C6,C7	0360-00800-0013
.1UF 25V CER.	2	C4,C5	0360-00800-0026
2UF 25V ELEC.	1	C3	0360-00800-0019
160UF 350V ELEC.	1	C2	0360-00800-0020
11,000UF 20V ELEC.	1	C1	0360-00800-0024
2.2 OHM 1/4W 5%	1	R3	100E-00005-0003
100 OHM 1/2W 5%	1	R4	100E-00006-0021
390 OHM 1/4W 5%	1	R7	100E-00005-0049
600 OHM 10W 10%	1	R1	100E-00002-0049
1.2K 1/4W 5%	1	R8	100E-00005-0063
8.2K 1/4W 5%	1	R10	100E-00005-0086
22K 1/2W 5%	1	R5	100E-00006-0065
82K 1/2W 5%	1	R9	100E-00006-0072
100K 1/4W 5%	1	R6	100E-00005-0115
100K 1W 5%	1	R2	100E-00007-0037
0-25K 1/4W POT	1	VR1	0360-00804-0004
MR 751	4	D1-D4	103E-00003-0016
1N4004	5	D5-D9	103E-00003-0005
1N5275	1	D10	103E-00001-0027
KBPC-35-02-W	1	BR1	103E-00005-0005
2N3440	2	Q2,Q3	104E-00003-0002
2N3584	1	Q1	104E-00005-0002
78H05C REG	1	U1	0360-00803-0021
VARISTOR METAL OXIDE 60V	1	VA1	115E-00001-0002
TY-WRAP	4	P/O C1,C2	0017-00042-0048
ZERO OHM RES. JUMPER	16	JW1-JW16	117E-00001-0001
TEST POINTS	10	TP1-TP10	0017-00007-0131
SOLDER LUG	2	P/O C1	0017-00021-0257
JUMPER WIRE 20AWG	2	P/O C1	0017-00033-0448
INSULATOR T0-3	1	P/O U1	0017-00042-0119
INSULATOR T0-5	2	P/O Q2,Q3	0017-00042-0151
INSULATOR T0-66	1	P/O Q1	0017-00042-0158
HEX SPACER	2	P/O Q1	0017-00042-0248
SHIELD	1	P/O Q1	0365-00952-0000
HEATSINK 1	1	P/O U1	112E-00001-0003
HEATSINK 2	1	P/O Q1	112E-00001-0002
HEATSINK 3	1	P/O Q3	112E-00001-0004
BRIDGE SPACER	1	P/O BR1	118E-00001-0001
6-32 X 12 SCREW	4	P/O Q1,U1	0017-00101-0132
6-32 X 5 SCREW	2	P/O Q1	0017-00101-0555
6-32 HEX NUT	4	P/O Q1,U1	0017-00103-0005
LOCKWASHER INT.	4	P/O Q1,	0017-00104-0008
LOCKWASHER EXT.	4	P/O Q1,U1	0017-00104-0009
FLAT WASHER	4	P/O Q1,U1	0017-00104-0106
FUSE CLIP	8	FC1A-FC3B, FC8A,FC8B	0017-00071-0033
FUSE CLIP	8	FC4A-FC7A	0017-00071-0034
3/16 AMP 8AG FUSE	1	F8	0017-00003-0206
3/4 AMP 3AG FUSE	1	F2	0017-00003-0010
5 AMP 3AG FUSE	1	F1*	0017-00003-0175
6 AMP 3AG FUSE	1	F3	0017-00003-0008

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
8 AMP 3AG FUSE	2	F4,F5	0017-00003-0387
15 AMP 3AG FUSE	2	F6,F7	0017-00003-0011
12 PIN M-N-L CONN. FEMALE	1	J1	0017-00021-0532
6 PIN M-N-L CONN. MALE	1	J2	0017-00021-0424
15 PIN M-N-L CONN. MALE	1	J3	0017-00021-0434
9 PIN M-N-L CONN. MALE	1	J4	0017-00021-0425
12 PIN M-N-L CONN. MALE	1	J5	0017-00021-0426
2 PIN M-N-L CONN. MALE	1	J6	0017-00021-0488
6803 POWER MODULE P.C.B.	1		A080-91785-D000

* TWO FLIPPER GAMES ONLY - SEE SCHEMATIC



NOTE
 * WHEN 3FLIPPERS ARE USED FU1 SHOULD BE 6AMP
 WHEN 4FLIPPERS ARE USED FU1 SHOULD BE 7AMP

NOTES:	BALLY MIDWAY MFG. CO.
R. KOHAN	
1PER	6803 PINBALL PWR MODULE
03/11/86	SCHEMATIC DRAWING
	A084-91785-D000
	M051-00C53-D002
SHEET 1 OF 1	REV

22 APR 86 10:47 USER:CHUN/AAH B. DRAM

DESIGNATION LIST

DESIGNATION NO.

DESCRIPTION

C1	NOT INSERTED
C2	10 UF 20V TANT
C3	4700 UF 25V AX ELEC
C4	4.7 UF 25V TANT
C5	.01 UF 50V AX CER
C6	4.7 UF 25V TANT
C7	.01 UF 50V AX CER
C8	6.8 UF 25V TANT
C9	NOT INSERTED
C10,C11	.22 UF 50V AX CER
C12	1000 UF 16V AX ELEC
C13	.1 UF 50V AX CER
C14	470 UF 6V AX ELEC
C15	.05 UF CER
C16	1 UF 20V TANT
C17	.1 UF 50V AX CER
C18-C22	NOT INSERTED
C23	82 PF AX CER 5%
C24	68 PF AX CER 5%
C25	1 UF 20V TANT
C26	.001 UF AX CER 10%
C27	.01 UF AX CER 10%
C28	1 UF 20V TANT
C29	470 PF AX CER 10%
C30	47 UF 16V AX ELEC
C31	.01 UF 50V AX CER
C32	18 PF 50V AX CER
C33-C36	100 PF 50V AX CER
C37	470 PF 50V AX CER
C38,C39	.1 UF 50V AX CER
C40-C43	NOT INSERTED
CP1-CP4, CP6-CP10	.01 UF 50V AX CER
R1	1K OHM 1/4W 5% CRBN.
R2,R3	2.7K OHM 1/4W 5% CRBN.
R4	7.5K OHM 1/4W 5% CRBN.
R5	39K OHM 1/4W 5% CRBN.
R6	9.1K OHM 1/4W 5% CRBN.
R7	82 OHM 1/4W 5% CRBN.
R8	100 OHM 1/4W 5% CRBN.
R9	47K OHM 1/4W 5% CRBN.
R10,R11	10K OHM 1/4W 5% CRBN.
R12	82K OHM 1/4W 5% CRBN.
R13	62K OHM 1/4W 5% CRBN.
R14	5.6K OHM 1/4W 5% CRBN.
R15	910 OHM 1/4W 5% CRBN.

DESIGNATION LIST

DESIGNATION NO.

DESCRIPTION

R16-R18	NOT INSERTED
R19	1 OHM 1/4W 5% CRBN.
R20	430 OHM 1/4W 5% CRBN.
R21	2.2 OHM 1/4W 5% CRBN.
R22	220 OHM 1/4W 5% CRBN.
R23	NOT INSERTED
R24	4.7K OHM 1/4W 5% CRBN.
R25	NOT INSERTED
R26	33K OHM 1/4W 5% CRBN.
R27	0 OHM RESISTOR (JUMPER WIRE)
R28	150K OHM 1/4W 5% CRBN.
R29	82K OHM 1/4W 5% CRBN.
R30	150K OHM 1/4W 5% CRBN.
R31	33K OHM 1/4W 5% CRBN.
R32	18K OHM 1/4W 5% CRBN.
R33	33K OHM 1/4W 5% CRBN.
R34	120K OHM 1/4W 5% CRBN.
R35	62K OHM 1/4W 5% CRBN.
R36	68 OHM 1/4W 5% CRBN.
R37	180 OHM 1/4W 5% CRBN.
R38	75K OHM 1/4W 5% CRBN.
R39	47K OHM 1/4W 5% CRBN.
R40	200K OHM 1/4W 5% CRBN.
R41-R47	4.7K OHM 1/4W 5% CRBN.
R48	47K OHM 1/4W 5% CRBN.
R49	100 OHM 1/4W 5% CRBN.
R50	150 OHM 1/4W 5% CRBN.
R51	3.3K OHM 1/4W 5% CRBN.
R52	100K OHM 1/4W 5% CRBN.
R53-R57	10K OHM 1/4W 5% CRBN.
R58,R59	NOT USED
R60	1K OHM 1/4W 5% CRBN.
R61	2.7K OHM 1/4W 5% CRBN.
R62-R64,R66	NOT INSERTED
R65	4.7K 1/4W 5% CRBN.
VR1	10K OHM POT
L1,L2	10 UH INDUCTOR
D1	VR330 DIODE
D2,D3	1N4004 DIODE
D4	1N958B DIODE
D5-D7	1N4606 DIODE
LED 1	GREEN LED

T.C.S. FOR PINBALL
A084-91855-E000
M051-00114-E176

DESIGNATION LIST

DESIGNATION NO.

DESCRIPTION

Q1	2N3904 XSTR.
Q2	2N4403 XSTR.
Q3	2N3904 XSTR.
Q4	2N4403 XSTR.
Q5	NOT INSERTED
Q6	2N5305 XSTR.
Q7	MPS3646 XSTR.
Q8	2N5305 XSTR.
Q9	NOT INSERTED
OSC1	8 MHZ COSC
IC U1	74LS76
IC U2	74LS00
IC U3	16L8A-2 PAL
IC U5	MC68B09E
IC U6	6116 2KX8 RAM 200NS.
IC U7	PROG EPROM 512K 250NS.
IC U8	MC68B21
IC U9	AD7533
IC U10	LM3900
IC U11	NOT INSERTED
IC U12	TDA2002
IC U13	MC7805
IC U14	NOT INSERTED
ICS U5	40 PIN IC SOCKET (.600)
ICS U6,U7	28 PIN IC SOCKET (.600)
ICS U8	40 PIN IC SOCKET (.600)
ICS U9	16 PIN IC SOCKET (.300)
HS U12	6030B-TT HEAT SINK
HS U13	6100B HEAT SINK
MH U12	1 SCREW, 1 WASHER, 1 NUT
MH U13	1 SCREW, 1 WASHER, 1 NUT
INS U12, U13	SIL PAD THERMAL WASHER, TO 220
FB1,FB2	FERRITE BEAD
FB3-FB5	NOT INSERTED
SW1	SWITCH PC. MTG.
JW1-JW11	JUMPER
JW12	NOT INSERTED
J1,J2	AUTO INSERT PINS TIN .045 SQ. PIN
TP1,TP2	TEST POINTS

T.C.S. FOR PINBALL

A080-91855-E000

CROSS REFERENCE LIST

DESCRIPTION

QTY.

DESIGNATION NO.

PART NOS.

18 PF 50V AX CER.	1	C32	0365-00800-0026
100 PF 50V AX CER.	4	C33-C36	0360-00800-0046
82 PF 50V AX CER.	1	C23	0E47-00800-0002
68 PF 50V AX CER.	1	C24	0360-00800-0028
470 PF 50V AX CER.	2	C29,C37	0307-00800-0008
.001 AX. CER. 10%	1	C26	0E47-00800-0003
.01 UF 50V AX CER.	1	C27	0E47-00800-0001
.01 UF 50V AX CER.	12	C5,C7,C31,CP1-CP4, CP6-CP10	0360-00800-0005
.05 UF CER.	1	C15	0360-00800-0006
.1 UF 50V AX CER.	4	C13,C17,C38,C39	0360-00800-0058
.22 UF 50V AX CER.	2	C10,C11	0360-00800-0057
1 UF 20V TANT.	3	C16,C25,C28	0986-00800-1400
4.7 UF 25V TANT.	2	C4,C6	0360-00800-0008
6.8 UF 25V TANT.	1	C8	0360-00800-0048
10 UF 20V TANT.	1	C2	0986-00800-0700
47 UF 16V AX ELEC.	1	C30	0360-00800-0042
470 UF 6V AX ELEC.	1	C14	0360-00800-0021
1000 UF 16V AX ELEC.	1	C12	0360-00800-0044
4700 UF 25V AX ELEC.	1	C3	0360-00800-0023
1 OHM 1/4W 5% CRBN.	1	R19	100E-00005-0002
2.2 OHM 1/4W 5% CRBN.	1	R21	100E-00005-0003
68 OHM 1/4W 5% CRBN.	1	R36	100E-00005-0029
82 OHM 1/4W 5% CRBN.	1	R7	100E-00005-0031
100 OHM 1/4W 5% CRBN.	2	R8,R49	100E-00005-0033
150 OHM 1/4W 5% CRBN.	1	R50	100E-00005-0037
180 OHM 1/4W 5% CRBN.	1	R37	100E-00005-0039
220 OHM 1/4W 5% CRBN.	1	R22	100E-00005-0041
430 OHM 1/4W 5% CRBN.	1	R20	100E-00005-0050
910 OHM 1/4W 5% CRBN.	1	R15	100E-00005-0059
1K OHM 1/4W 5% CRBN.	2	R1,R60	100E-00005-0061
2.7K OHM 1/4W 5% CRBN.	3	R2, R3,R61	100E-00005-0071
3.3K OHM 1/4W 5% CRBN.	1	R51	100E-00005-0074
4.7K OHM 1/4W 5% CRBN.	9	R24,R41-R47,R65	100E-00005-0079
5.6K OHM 1/4W 5% CRBN.	1	R14	100E-00005-0082
7.5K OHM 1/4W 5% CRBN.	1	R4	100E-00005-0085
9.1K OHM 1/4W 5% CRBN.	1	R6	100E-00005-0087
10K OHM 1/4W 5% CRBN.	7	R10,R11,R53-R57	100E-00005-0088
18K OHM 1/4W 5% CRBN.	1	R32	100E-00005-0093
33K OHM 1/4W 5% CRBN.	3	R31,R33,R26	100E-00005-0100
39K OHM 1/4W 5% CRBN.	1	R5	100E-00005-0102
47K OHM 1/4W 5% CRBN.	3	R9,R39,R48	100E-00005-0104
62K OHM 1/4W 5% CRBN.	2	R13,R35	100E-00005-0107
75K OHM 1/4W 5% CRBN.	1	R38	100E-00005-0110
82K OHM 1/4W 5% CRBN.	2	R12,R29	100E-00005-0112
100K OHM 1/4W 5% CRBN.	1	R52	100E-00005-0115
120K OHM 1/4W 5% CRBN.	1	R34	100E-00005-0118
150K OHM 1/4W 5% CRBN.	2	R28,R30	100E-00005-0120
200K OHM 1/4W 5% CRBN.	1	R40	100E-00005-0123

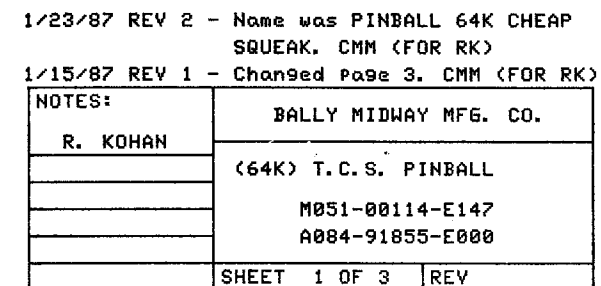
T.C.S FOR PINBALL
A084-91855-E000
M051-00114-E176

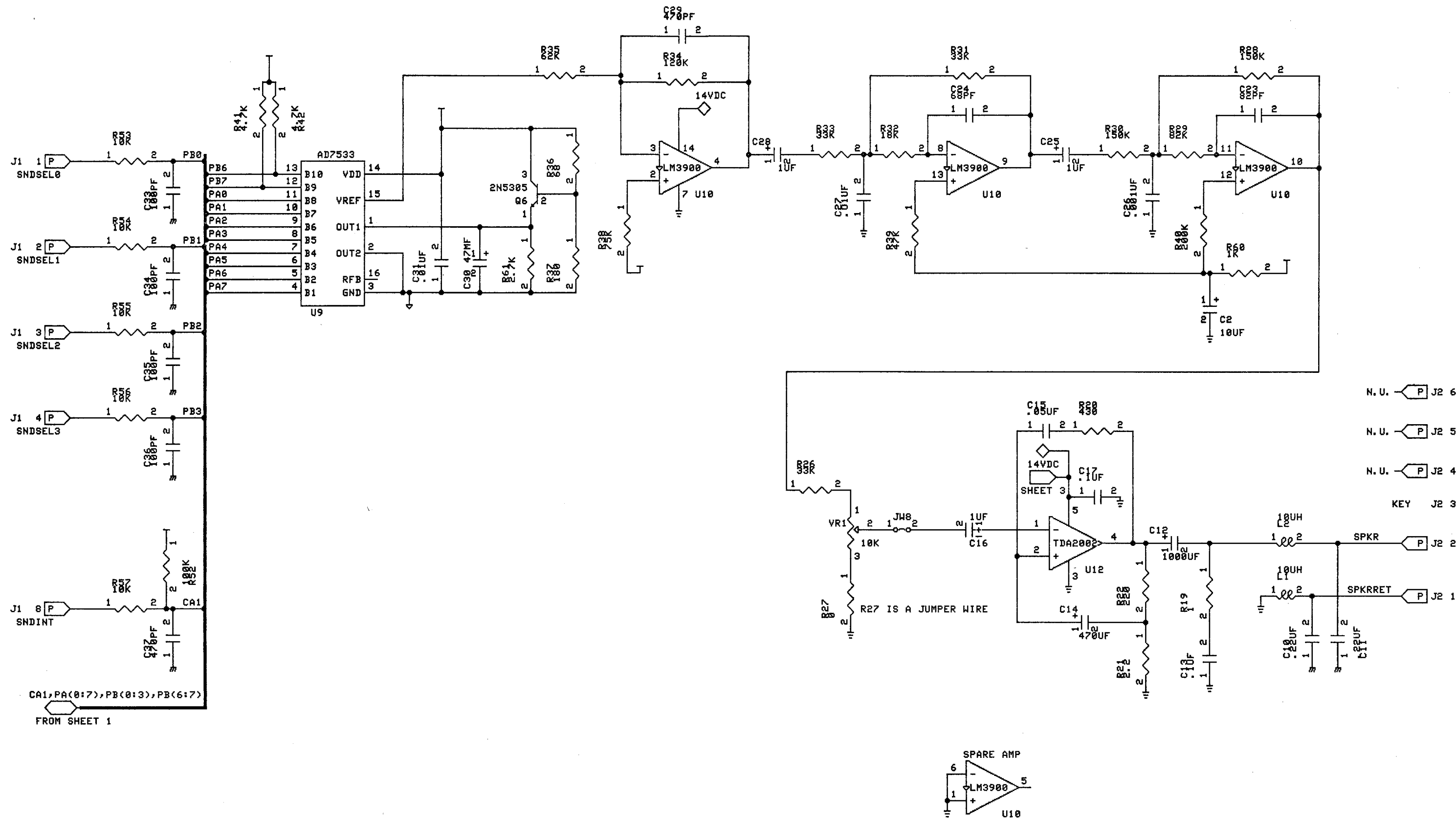
CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
10K OHM POT	1	VR1	0360-00804-0024
10 UH INDUCTOR	2	L1,L2	0360-00804-0031
1N958B DIODE	1	D4	103E-00001-0002
1N4004 DIODE	2	D2,D3	103E-00003-0005
1N4606 DIODE	3	D5-D7	103E-00002-0006
VR330 DIODE	1	D1	0360-00801-0007
LED, GREEN	1	LED1	119E-00001-0001
2N3904	2	Q1,Q3	104E-00001-0006
2N4403	2	Q2,Q4	104E-00002-0006
2N5305	2	Q6,Q8	0360-00802-0012
MPS3646	1	Q7	104E-00001-0019
COSC, 8 MHZ	1	OSC1	119E-00002-0009
16L8A-2 PAL	1	IC U3	0E79-00803-0001
6116 2KX8 RAM 200NS.	1	IC U6	0304-00803-0057
74LS00	1	IC U2	0A15-00803-0046
74LS76	1	IC U1	0A15-00803-0072
AD7533	1	IC U9	0304-00803-0055
LM3900	1	IC U10	0360-00803-0002
MC68B09E	1	IC U5	0C48-00803-0001
MC68B21	1	IC U8	0A15-00803-0074
MC7805	1	IC U13	0360-00803-0050
PROG EPROM	1	U7	SEE ROM/EPROM SHEET
TDA2002	1	IC U12	0360-00803-0009
16 PIN I.C. SOCKET	1	ICS U9	110E-00001-0003
28 PIN I.C. SOCKET	2	ICS U6,U7	110E-00001-0010
40 PIN I.C. SOCKET	2	ICS U5,U8	110E-00001-0011
6030B-TT HEAT SINK	1	HS U12	112E-00001-0011
6100B HEAT SINK	1	HS U13	0360-00804-0032
SCREW, 6-32	1	MH U12	0017-00101-0339
NUT, 6-32	1	MH U12	0017-00103-0005
WASHER, #6 STAR	1	MH U12	0017-00104-0009
SCREW, 4-40	1	MH U13	0017-00101-0731
NUT, 4-40	1	MH U13	0017-00103-0002
WASHER, #4 STAR	1	MH U13	0017-00104-0071
SIL PAD THERMAL WASHER	2	INS U12,U13	0017-00042-0319
FERRITE BEAD	2	FB1,FB2	0316-00804-0002
SWITCH, PC. MTG.	1	SW1	0986-00804-3100

CROSS REFERENCE LIST

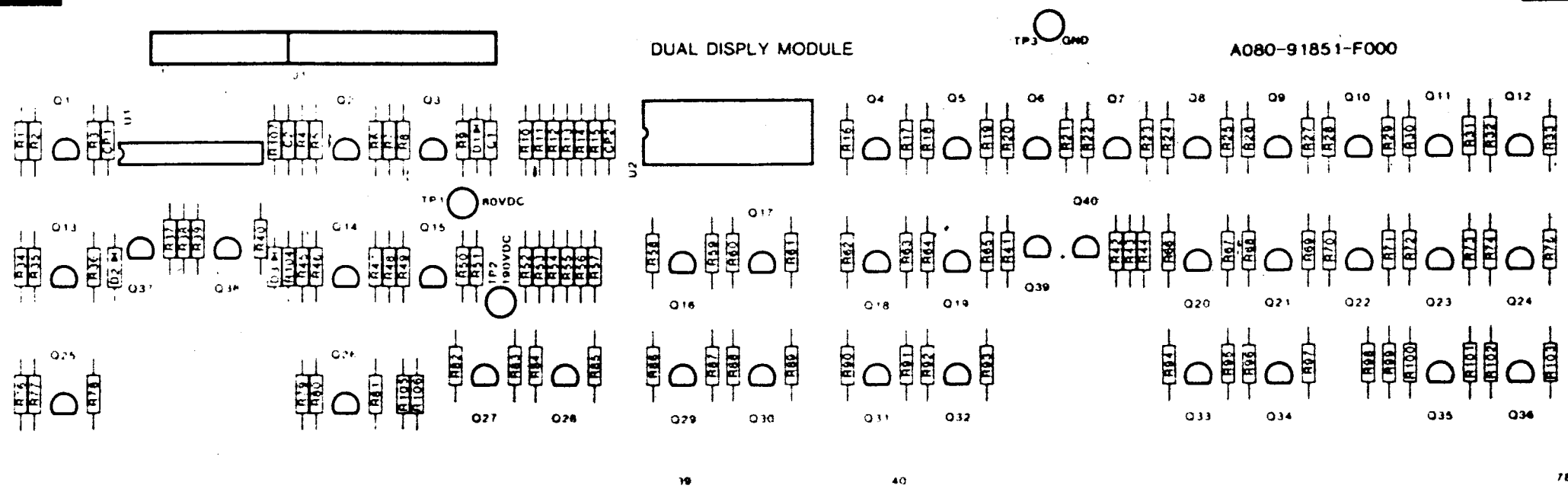
DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
JUMPER (0 OHM RESISTOR)	12	JW1-JW11,R27	117E-00001-0003
AUTO INSERT PINS TIN .045 SQ. PIN	14	J1	0304-00804-0010
AUTO INSERT PINS TIN .045 SQ. PIN	5	J2	0304-00804-0010
TEST POINTS	2	TP1 TP2	0017-00007-0131
P.C. BOARD			A080-91855-E000
REV. 1 - 25 NOV. 1986 - CHANGED C24 QTY. TO 1 ON PAGE 5. RK/CMM			
REV. 2 - 15 JAN. 1987 - CHANGED CP1-CP10 to CP1-CP4, CP6-CP10 on page 1. and page 5. .01uf cap. qty. changed to 12 on page 5. RK/CMM			





1/23/87 REV 2 - Name was PINBALL 64K CHEAP
SQUEAK. CMM (FOR RK)

NOTES:	BALLY MIDWAY MFG. CO.
R. KOHAN	(64K) T.C.S. PINBALL
	M051-00114-E147
	A084-91855-E000
	SHEET 2 OF 3 REV



INSP.

PAT. PENDING

DISPLY

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DIM. TOLERANCES
UNLESS OTHERWISE SPEC
CONCENTRICITY TIR .002
FRACTIONAL 1/64
DECIMAL .005
HOLE DIA +.002-.000
ANGLE 1/2°
DO NOT SCALE DWG

APPROVED
DATE
SCALE
PART NO
WEIGHT

DATE 04/08/86
SCALE
PART NO

Bally/MIDWAY MFG. CO
FRANKLIN PARK, IL 60131
ASSY DRAWING
DUAL DISPLAY MODULE
A084-91851-F000

PART NO
M051-00365-F033

DUAL DISPLAY MODULE
A084-91851-F000
M051-00365-F042 (Page 1 of 4)

DESIGNATION LIST

DESIGNATION NO.

DESCRIPTION

R1	1.5K 1/4W 5% CARBON
R2	820 OHM 1/4W 5% CARBON
R3	300K 1/4W 5% CARBON
R4	1.5K 1/4W 5% CARBON
R5	510 OHM 1/4W 5% CARBON
R6	300K 1/4W 5% CARBON
R7	1.5K 1/4W 5% CARBON
R8	820 OHM 1/4W 5% CARBON
R9	300K 1/4W 5% CARBON
R10 - R15	20K 1/4W 5% CARBON
R16	9.1K 1/4W 5% CARBON
R17	100K 1/4W 5% METAL FILM
R18	2.2K 1/4W 5% CARBON
R19	300K 1/4W 5% CARBON
R20	9.1K 1/4W 5% CARBON
R21	100K 1/4W 5% METAL FILM
R22	2.2K 1/4W 5% CARBON
R23	300K 1/4W 5% CARBON
R24	9.1K 1/4W 5% CARBON
R25	100K 1/4W 5% METAL FILM
R26	2.2K 1/4W 5% CARBON
R27	300K 1/4W 5% CARBON
R28	9.1K 1/4W 5% CARBON
R29	100K 1/4W 5% METAL FILM
R30	9.1K 1/4W 5% CARBON
R31	100K 1/4W 5% METAL FILM
R32	9.1K 1/4W 5% CARBON
R33	100K 1/4W 5% METAL FILM
R34	1.5K 1/4W 5% CARBON
R35	820 OHM 1/4W 5% CARBON
R36	300K 1/4W 5% CARBON
R37	300K 1/4W 5% CARBON
R38	1.5K 1/4W 5% CARBON
R39	1K 1/4W 5% CARBON
R40	100K 1/4W 5% CARBON
R41	100K 1/4W 5% CARBON
R42	1K 1/4W 5% CARBON
R43	1.5K 1/4W 5% CARBON
R44	300K 1/4W 5% CARBON
R45	1.5K 1/4W 5% CARBON
R46	820 OHM 1/4W 5% CARBON
R47	300K 1/4W 5% CARBON
R48	1.5K 1/4W 5% CARBON
R49	820 OHM 1/4W 5% CARBON
R50	300K 1/4W 5% CARBON
R51	100K 1/4W 5% METAL FILM
R52 - R57	2.2M 1/4W 5% CARBON
R58	9.1K 1/4W 5% CARBON

DUAL DISPLAY MODULE
A084-91851-F000
M051-00365-F042 (Page 2 of 4)

DESIGNATION LIST

DESIGNATION NO.

DESCRIPTION

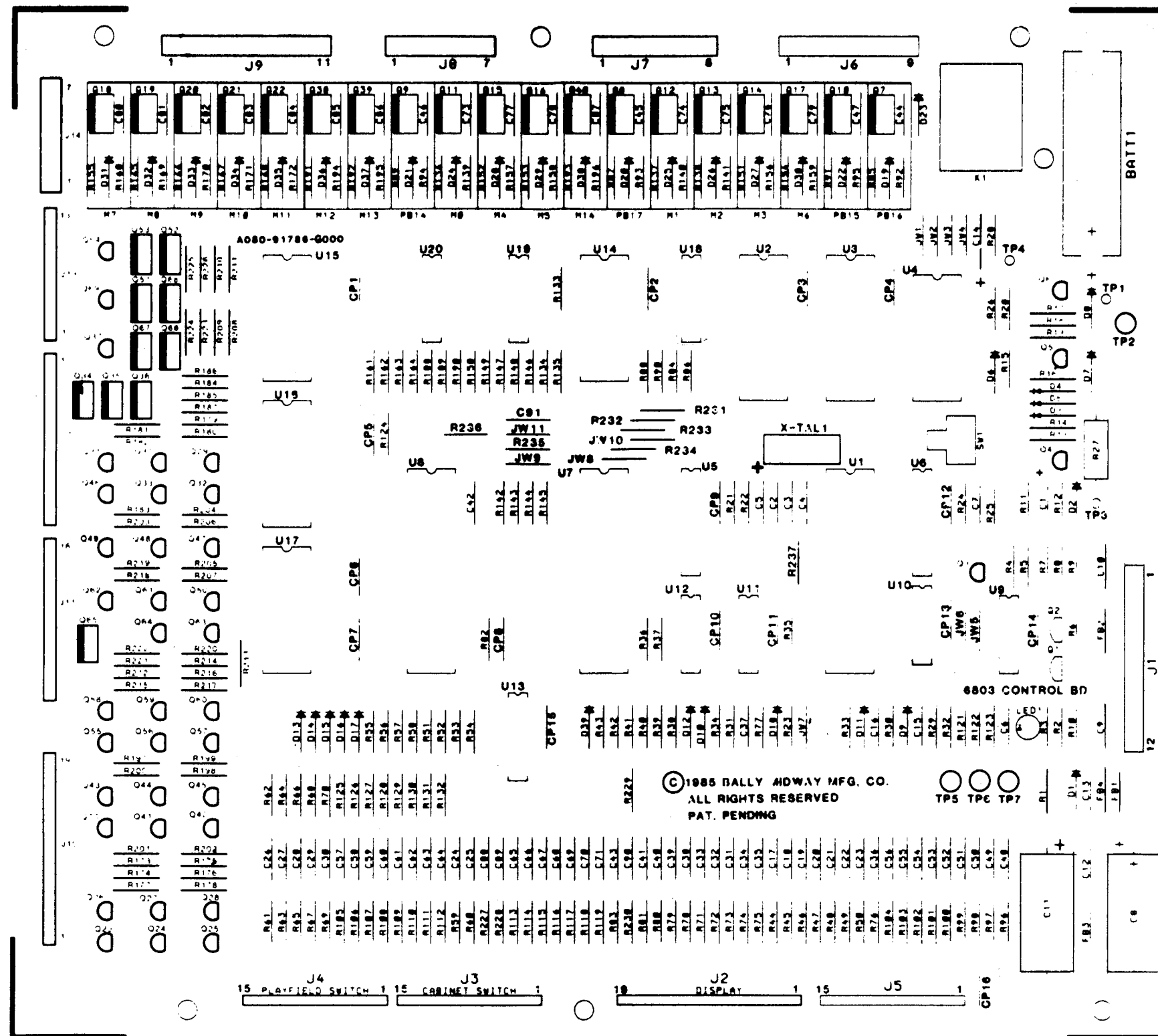
R59	100K 1/4W 5% METAL FILM
R60	100K 1/4W 5% METAL FILM
R61	9.1K 1/4W 5% CARBON
R62	9.1K 1/4W 5% CARBON
R63	100K 1/4W 5% METAL FILM
R64	9.1K 1/4W 5% CARBON
R65	100K 1/4W 5% METAL FILM
R66	9.1K 1/4W 5% CARBON
R67	100K 1/4W 5% METAL FILM
R68	9.1K 1/4W 5% CARBON
R69	100K 1/4W 5% METAL FILM
R70	300K 1/4W 5% CARBON
R71	2.2K 1/4W 5% CARBON
R72	300K 1/4W 5% CARBON
R73	2.2K 1/4W 5% CARBON
R74	300K 1/4W 5% CARBON
R75	2.2K 1/4W 5% CARBON
R76	1.5K 1/4W 5% CARBON
R77	820 OHM 1/4W 5% CARBON
R78	300K 1/4W 5% CARBON
R79	1.5K 1/4W 5% CARBON
R80	820 OHM 1/4W 5% CARBON
R81	300K 1/4W 5% CARBON
R82	300K 1/4W 5% CARBON
R83	2.2K 1/4W 5% CARBON
R84	100K 1/4W 5% METAL FILM
R85	9.1K 1/4W 5% CARBON
R86	300K 1/4W 5% CARBON
R87	2.2K 1/4W 5% CARBON
R88	2.2K 1/4W 5% CARBON
R89	300K 1/4W 5% CARBON
R90	300K 1/4W 5% CARBON
R91	2.2K 1/4W 5% CARBON
R92	300K 1/4W 5% CARBON
R93	2.2K 1/4W 5% CARBON
R94	300K 1/4W 5% CARBON
R95	2.2K 1/4W 5% CARBON
R96	300K 1/4W 5% CARBON
R97	2.2K 1/4W 5% CARBON
R98	10M 1/4W 5% CARBON
R99	1M 1/4W 5% CARBON
R100	300K 1/4W 5% CARBON
R101	2.2K 1/4W 5% CARBON
R102	100K 1/4W 5% METAL FILM
R103	9.1K 1/4W 5% CARBON
R104	150K 1/4W 5% CARBON
R105	10M 1/4W 5% CARBON
R106	1M 1/4W 5% CARBON
R107	10K 1/4W 5% CARBON

DESIGNATION LIST

DESIGNATION NO.	DESCRIPTION
C1	.01UF 500V CER.
C2	100PF 50V AX. CER.
CP1, CP2	.01UF 50V CER.
D1	1M110ZS10 110V ZENER DIODE
D2,D3	1N4148 DIODE
Q1 - Q4	MPS-A-42 NPN XSTR
Q5	2N5401 PNP XSTR
Q6	MPS-A-42
Q7	2N5401
Q8	MPS-A-42
Q9	2N5401
Q10 - Q21	MPS-A-42
Q22 - Q24	2N5401
Q25	MPS-A-42
Q26	MPS-A-42
Q27	2N5401
Q28	MPS-A-42
Q29 - Q35	2N5401
Q36 - Q40	MPS-A-42
U1	74HC373 CMOS OCTAL LATCH
U2	14514 1-16 DECODER
DISPLAY 1	14 DIGIT, 9 SEGMENT GAS DISCHARGE DISPLAY
J1	.025 SQ. PINS
TP1, TP2, TP3	TEST LOOPS
	FOAM TAPE
	BUMPER
	DISPLAY MTG. CLIPS
	SCREWS
M051-00365- A014	DISPLAY MTG. PROCEDURE
A080-91851-F000	DUAL DISPLAY MODULE P.C.B.

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
510 OHM 1/4W 5% CARBON	1	R5	100E-00005-0053
820 OHM 1/4W 5% CARBON	7	R2,R8,R35,R46	100E-00005-0058
		R49,R77,R80	
1K 1/4W 5% CARBON	2	R39,R42	100E-00005-0061
1.5K 1/4W 5% CARBON	10	R1,R4,R7,R34,R38	100E-00005-0065
		R43,R45,R48	
		R76,R79	
2.2K 1/4W 5% CARBON	14	R18,R22,R26,R71	100E-00005-0069
		R73,R75,R83,R87	
		R88,R91,R93,R95	
		R97,R101	
9.1K 1/4W 5% CARBON	14	R16,R20,R24,R28	100E-00005-0087
		R30,R32,R58,R61	
		R62,R64,R66,R68	
		R85,R103	
10K 1/4W 5% CARBON	1	R107	100E-00005-0088
20K 1/4W 5% CARBON	6	R10 - R15	100E-00005-0095
100K 1/4W 5% CARBON	2	R40,R41	100E-00005-0115
100K 1/4W 5% METAL FILM	15	R17,R21,R25,R29	100E-00001-0011
		R31,R33,R51,R59	
		R60,R63,R65,R67	
		R69,R84,R102	
150K 1/4W 5% CARBON	1	R104	100E-00005-0120
300K 1/4W 5% CARBON	24	R3,R6,R9,R19,R23	100E-00005-0127
		R27,R36,R37,R44,	
		R47,R50,R70,R72,	
		R74,R78,R81,R82,	
		R86,R89,R90,R92,	
		R94,R96,R100	
1.0M OHM 1/4W 5% CARBON	2	R99,R106	100E-00005-0140
2.2M OHM 1/4W 5% CARBON	6	R52 - R57	100E-00005-0147
10.0M OHM 1/4W 5% CARBON	2	R98,R105	100E-00005-0162
100PF AX. CER.	1	C2	0639-00800-0003
.01UF	2	CP1,CP2	0360-00800-0005
.01UF 500V	1	C1	0360-00800-0013
1N4148	2	D2,D3	103E-00002-0005
1M110ZS10 110V ZENER DIODE	1	D1	103E-00001-0028
2N5401 PNP XSTR	14	Q5,Q7,Q9,Q22,Q23	0360-00802-0006
		Q24,Q27,Q29,Q30	
		Q31,Q32,Q33,Q34	
		Q35	
MPS-A-42 NPN XSTR	26	Q1-Q4,Q6,Q8,Q10-	0360-00802-0007
		Q21,Q25,Q26,Q28	
		Q36-Q40	
14514 1-16 DECODER	1	U2	0360-00803-0013
74HC373 OCTAL LATCH	1	U1	0365-00803-0015
.025SQ. PINS	23	J1	0304-00804-0009
14 DIGIT, 9 SEGMENT			
GAS DISCHARGE DISPLAY	1	DISPLAY 1	119E-00002-0006
TEST LOOPS	3	TP1 - TP3	0017-00007-0131
FOAM TAPE	2		0017-00081-0289
BUMPER	1		0017-00041-0598
DISPLAY MTG. CLIP	2		0365-00174-00XF
SCREW	2		0017-00101-0175
DISPLAY MTG. PROCEDURE	1		M051-00365-A014
DUAL DISPLAY MODULE PCB	1		A080-91851-F000



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THIS DWG. IS CONFIDENTIAL & PROPERTY OF MIDWAY MFG. CO.													
DIM. TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R. .002 FRACTIONAL ± 1/64 DECIMAL ± .005 HOLE DIA. +.002-.000 ANGLE ± 1/2° DO NOT SCALE DWG.		FIRST USED ON				 MIDWAY MFG. CO. FRANKLIN PK., IL. 60131 A BALLY CO.							
		DRN		CL				DATE		04/08/86		SCALE	
		MECH. CHK				MAT'L				REVISIONS PART NO. M0-5-1-0-0-C-5-3-G-0-0-3			
		ELEC. CHK		Cmm		FINISH							
		ASSY DRAWING 6803 CONTROL BD. A084-91786-G000											

6803 CONTROL BOARD
A084-91786-G000
M051-00C53-G003

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
27pf 50V CER.	2	C2, C3	0360-00800-0052
47pf 50V CER.	1	C7	0360-00800-0027
390pf 50V CER.	25	C24-C30, C57-C71	0360-00800-0001
		C88-C90	
470pf 1KV CER.	27	C17-C23, C31-C36,	0307-00800-0008
		C38-C41, C48-C56, C91	
.002uf 1KV CER.	19	C44-C47, C73-C87	0360-00800-0012
.003uf 1KV CER.	1	C43	0360-00800-0025
.01uf 50V CER.	24	C6, C9, C10, C12, C13	0365-00800-0014
		C15, C16, C42, CP1-CP16	
.05uf 16V CER.	1	C37	0360-00800-0006
.1uf 50V CER.	1	C4	0360-00800-0058
4.7uf 25V TANT	2	C5, C14	0360-00800-0008
6.8uf 25V TANT	1	C1	0360-00800-0048
470uf 16V ELEC	1	C8	0360-00800-0022
470uf 25V ELEC	1	C11	0360-00800-0024
82 OHM 1/4W 5%	1	R9	100E-00005-0031
100 OHM 1/4W 5%	1	R8	100E-00005-0033
110 OHM 1/4W 5%	1	R83	100E-00005-0034
120 OHM 1/4W 5%	21	R24, R85, R87, R89,	100E-00005-0035
		R91, R121, R136-R138,	
		R151-R155, R165-R168,	
		R191-R193	
270 OHM 1/4W 5%	1	R28	100E-00005-0044
330 OHM 1/4W 5%	23	R92-R95, R139-R141,	100E-00005-0047
		R156-R160, R169-R172,	
		R194-R196, R231-R234	
470 OHM 1/4W 5%	9	R96-R104	100E-00005-0051
560 OHM 1/4W 5%	1	R1	100E-00005-0054
680 OHM 1/4W 5%	1	R25	100E-00005-0056
750 OHM 1/4W 5%	1	R19	100E-00005-0057
910 OHM 1/4W 5%	1	R18	100E-00005-0059
1K 1/4W 5%	3	R3, R29, R32	100E-00005-0061
1.2K 1/4W 5%	60	R44-R50, R59-R61, R63,	100E-00005-0063
		R65, R67, R69, R71-R76	
		R78-R82, R105-R119, R122	
		R133-R135, R146-R150,	
		R161-R164, R188-R190,	
		R227, R228, R230, R236	
1.5K 1/4W 5%	1	R20	100E-00005-0065
2K 1/4W 5%	46	R123, R173-R187	100E-00005-0068
		R197-R226	
2.7K 1/4W 5%	2	R2, R6	100E-00005-0071
3K 1/4W 5%	1	R17	100E-00005-0073
3.3K 1/4W 5%	18	R21-R23, P35, R51-R58,	100E-00005-0074
		R124, R142-R145, R235	
3.9K 1/4W 5%	4	P84, R86, R88, R90	100E-00005-0077
4.7K 1/4W 5%	8	R36-R43	100E-00005-0079
5.6 1/4W 5%	1	R16	100E-00005-0082

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
7.5 1/4W 5%	1	R5	100E-00005-0085
9.1 1/4W 5%	1	R4	100E-00005-0087
10K 1/4W 5%	4	R12, R13, R30, R33	100E-00005-0088
15K 1/4W 5%	2	R31, R34	100E-00005-0092
39K 1/4W 5%	1	R7	100E-00005-0102
47K 1/4W 5%	2	R10, R11	100E-00005-0104
56K 1/4W 5%	14	R62, R64, R66, R68	100E-00005-0106
		R70, R125-R132, R229	
62K 1/4W 5%	1	R15	100E-00005-0107
82K 1/4W 5%	1	R14	100E-00005-0112
100K 1/4W 5%	2	R26, R237	100E-00005-0115
270K 1/4W 5%	1	R77	100E-00005-0126
82 OHM 1W 10%	1	R27	100E-00007-0014
IN958R ZENER	1	D1	103E-00001-0002
IN4004	20	D19-D38	103E-00003-0005
IN4148	13	D3, D6, D9-D18, D39	103E-00002-0005
IN4606	5	D2, D4, D5, D7, D8	103E-00002-0006
2N3904	3	Q2, Q4, Q6	104E-00001-0006
2N4403	2	Q3, Q5	104E-00002-0006
2N5060	35	Q23-Q33, Q37, Q41-Q50,	104E-00015-0001
		Q54-Q64, Q69, Q70	
2N5305	1	Q1	104E-00007-0003
MCR106-1	10	Q34-Q36, Q51-Q53	0360-00802-0009
		Q65-Q68	
SE9302	19	Q7-Q22, Q38-Q40	0360-00802-0008
4011	1	U11	0360-00803-0010
4502	1	U13	0360-00803-0005
4514B	3	U15-U17	0360-00803-0013
4584	1	U12	0066-090RX-XXDX
6116 RAM	1	U4	0365-00803-0013
6803 MPU	1	U1	0360-00803-0048
6821 PIA	2	U7, U8	0360-00803-0017
74LS04	1	U10	0A15-00803-0010
74LS10	1	U9	0A89-00803-0007
75LS154	1	U14	0360-00803-0024
74HCT245	1	U5	0365-00803-0014
74LS373	1	U6	0A89-00803-0006
CA3081	3	U18-U20	0360-00803-0007
3.580 MHz CRYSTAL	1	XTAL-1	109E-00001-0003
LED GREEN	1	LED 1	0017-00007-0131
TEST POINTS	7	TP1-TP7	0017-00007-0131
SWITCH P.R.	1	SW1	0017-00032-0038
BATTERY 3.6V	1	BATT-1	0017-00003-0172
ZERO OHM RES. JUMPER	5	JW2, JW4, JW6, JW8,	117E-00001-0001
		JW10	
RELAY 48VDC	1	K1	114E-00001-0011
40 PIN I.C. SOCKET	3	XU1, XU7, XU8	110E-00001-0011
28 PIN I.C. SOCKET	2	XU2, XU3	110E-00001-0010
24 PIN I.C. SOCKET	1	XU4	110E-00001-0007
FERRITE BEAD	4	FR1-FR4	0316-00804-0002

6803 CONTROL BOARD
A084-91786-G000
M051-00C53-G003

DESIGNATION LIST

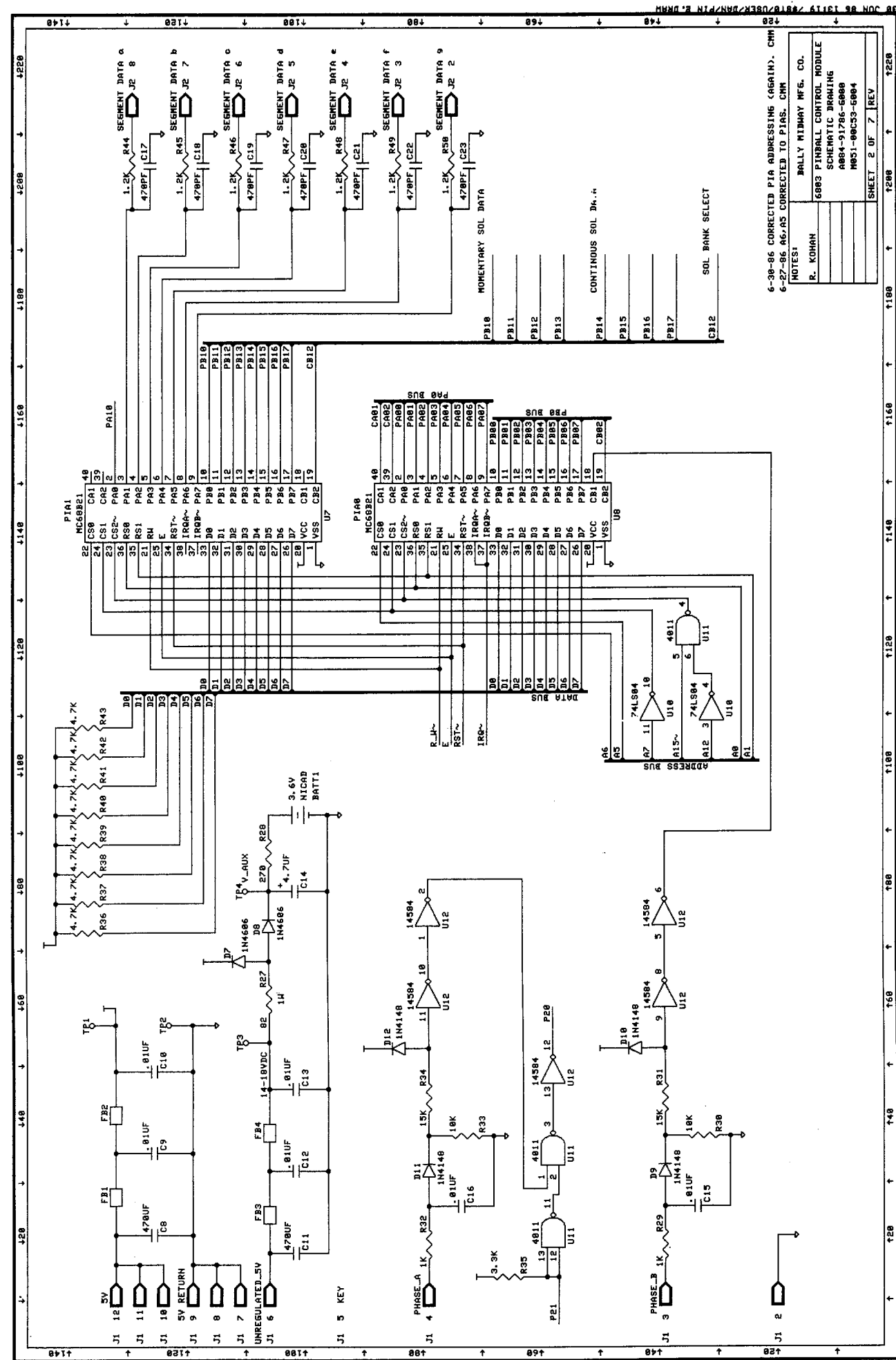
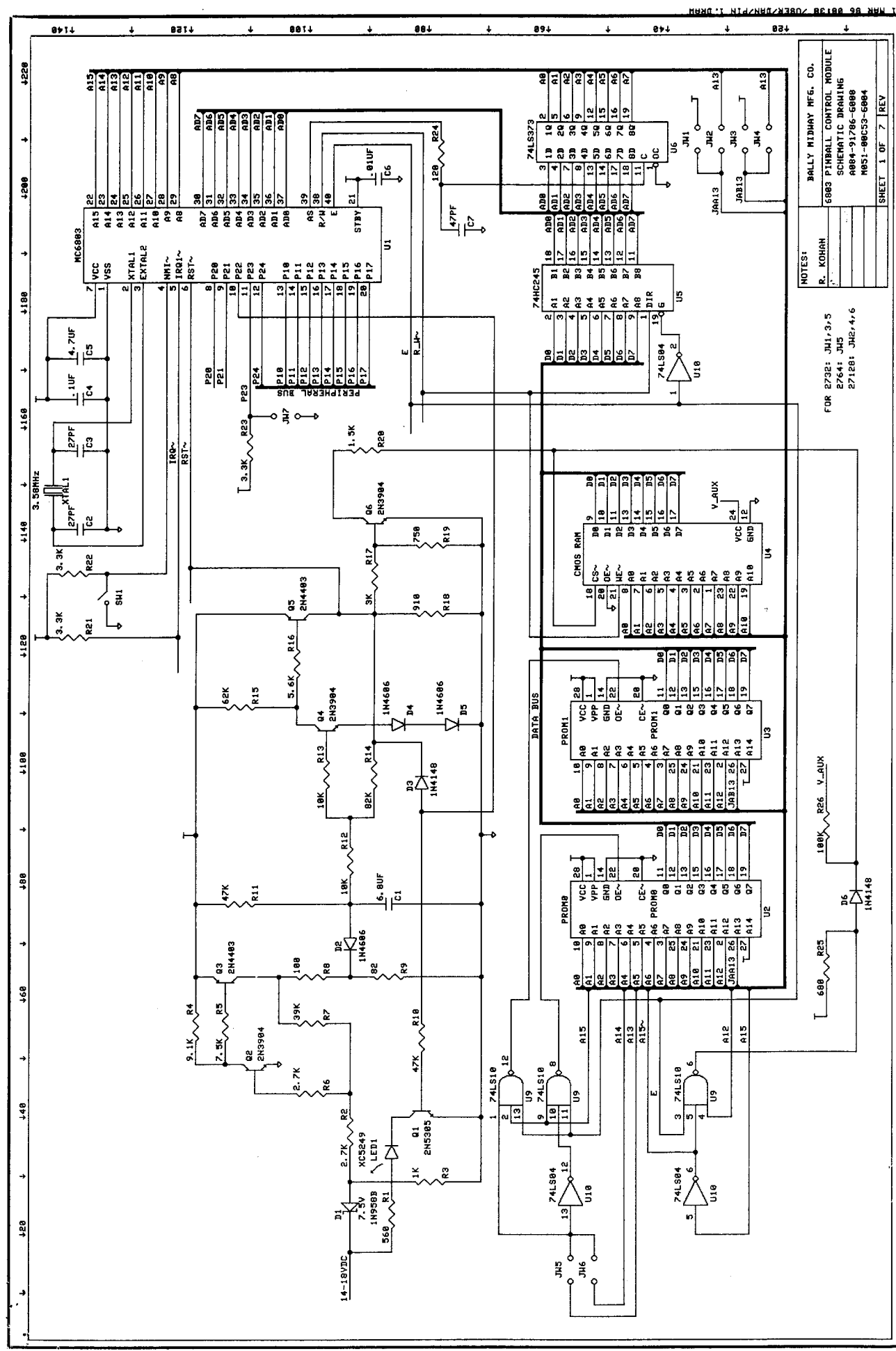
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C1	6.8UF 25V TANT.	R28	270 OHM 1/4W 5%	R165 - R168	120 OHM 1/4W 5%	U15 - U17	4514B
C2,C3	27PF 50V CER.	R29	1K 1/4W 5%	R169 - R172	330 OHM 1/4W 5%	U18 - U20	CA3081
C4	.1UF 50V CER.	R30	10K 1/4W 5%	R173 - R187	2K 1/4W 5%	XTAL-1	3.580 MHZ CRYSTAL
C5	4.7UF 25V TANT.	R31	15K 1/4W 5%	R188 - R190	1.2K 1/4W 5%	LED 1	LED GREEN
C6	.01UF 50V CER.	R32	1K 1/4W 5%	R191 - R193	120 OHM 1/4W 5%	TP1 - TP7	TEST POINTS
C7	47PF 50V CER.	R33	10K 1/4W 5%	R194 - R196	330 OHM 1/4W 5%	SW1	SWITCH P.B.
C8	470UF 16V FLEC.	R34	15K 1/4W 5%	R197 - R226	2K 1/4W 5%	BATT-1	BATTERY 3.6V
C9,C10	.01UF 50V CER.	R35	3.3K 1/4W 5%	R227,R228	1.2K 1/4W 5%	JW2	ZERO OHM RES. JUMPER
C11	470UF 25V FLEC.	R36 - R43	4.7K 1/4W 5%	R229	56K 1/4W 5%	JW4	ZERO OHM RES. JUMPER
C12,C13	.01UF 50V CER.	R44 - R50	1.2K 1/4W 5%	R230	1.2K 1/4W 5%	JW6	ZERO OHM RES. JUMPER
C14	4.7UF 25V TANT.	R51 - R58	3.3K 1/4W 5%	R231 - R234	330 OHM 1/4W 5%	JW8	ZERO OHM RES. JUMPER
C15,C16	.01UF 50V CER.	R59 - R61	1.2K 1/4W 5%	R235	3.3K 1/4W 5%	JW10	ZERO OHM RES. JUMPER
C17 - C23	470PF 1KV CER.	R62	56K 1/4W 5%	R236	1.2K 1/4W 5%	K1	RELAY 48V DC
C24 - C30	390PF 50V CER.	R63	1.2K 1/4W 5%	R237	100K OHM 1/4W 5%	XU1,XU7,XU8	40 PIN IC SOCKET
C31 - C36	470PF 1KV CER.	R64	56K 1/4W 5%	D1	1N958B	XU2, XU3	28 PIN IC SOCKET
C37	.05UF 16V CER.	R65	1.2K 1/4W 5%	D2	1N4606	XU4	24 PIN IC SOCKET
C38 - C41	470PF 1KV CER.	R66	56K 1/4W 5%	D3	1N4148	FB1 - FB4	FERRITE BEAD
C42	.01UF 50V CER.	R67	1.2K 1/4W 5%	D4,D5	1N4606	J1	11 - .045 SQ. PINS
C43	.003UF 1KV CER.	R68	56K 1/4W 5%	D6	1N4148	J2	18 - .025 SQ. PINS
C44 - C47	.002UF 1KV CER.	R69	1.2K 1/4W 5%	D7,D8	1N4606	J3	14 - .025 SQ. PINS
C48 - C56	470PF 1KV CER.	R70	56K 1/4W 5%	D9 - D18	1N4148	J4	14 - .025 SQ. PINS
C57 - C71	390PF 50V CER.	R71 - R76	1.2K 1/4W 5%	D19 - D38	1N4004	J5	14 - .025 SQ. PINS
C73 - C87	.002 1KV CER.	R77	270K 1/4W 5%	D39	1N4148	J6	8 - .045 SQ. PINS
C88 - C90	390PF 50V CER.	R78 - R82	1.2K 1/4W 5%	Q1	2N5305	J7	7 - .045 SQ. PINS
C91	470PF 1KV CER.	R83	110 OHM 1/4W 5%	Q2	2N3904	J8	6 - .045 SQ. PINS
CP1 - CP16	.01 50V CER.	R84	3.9K 1/4W 5%	Q3	2N4403	J9	10 - .045 SQ. PINS
R1	560 OHM 1/4W 5%	R85	120 OHM 1/4W 5%	Q4	2N3904	J10	18 - .025 SQ. PINS
R2	2.7K 1/4W 5%	R86	3.9K 1/4W 5%	Q5	2N4403	J11	17 - .025 SQ. PINS
R3	1K 1/4W 5%	R87	120 OHM 1/4W 5%	Q6	2N3904	J12	16 - .025 SQ. PINS
R4	9.1K 1/4W 5%	R88	3.9K 1/4W 5%	Q7 - Q22	SF9302	J13	12 - .025 SQ. PINS
R5	7.5K 1/4W 5%	R89	120 OHM 1/4W 5%	Q23 - Q33	2N5060	J14	5 - .045 SQ. PINS
R6	2.7K 1/4W 5%	R90	3.9K 1/4W 5%	Q34 - Q36	MCR 106-1	P/O RATT-1	TY-WRAP
R7	39K 1/4W 5%	R91	120 OHM 1/4W 5%	Q37	2N5060	6803 CONTROL BD.	P.C. BOARD
R8	100 OHM 1/4W 5%	R92 - R95	330 OHM 1/4W 5%	Q38 - Q40	SF9302		
R9	82 OHM 1/4W 5%	R96 - R104	470 OHM 1/4W 5%	Q41 - Q50	2N5060		
R10,R11	47K 1/4W 5%	R105 - R119	1.2K 1/4W 5%	Q51 - Q53	MCR 106-1		
R12,R13	10K 1/4W 5%	R121	120 OHM 1/4W 5%	Q54 - Q64	2N5060		
R14	82K 1/4W 5%	R122	1.2K 1/4W 5%	Q65 - Q68	MCR 106-1		
R15	62K 1/4W 5%	R123	2K 1/4W 5%	Q69,Q70	2N5060		
R16	5.6K 1/4W 5%	R124	3.3K 1/4W 5%	U1	6803		
R17	3K 1/4W 5%	R125 - R132	56K 1/4W 5%	U4	6116 RAM		
R18	910 OHM 1/4W 5%	R133 - R135	1.2K 1/4W 5%	U5	74HCT245		
R19	750 OHM 1/4W 5%	R136 - R138	120 OHM 1/4W 5%	U6	74LS373		
R20	1.5K 1/4W 5%	R139 - R141	330 OHM 1/4W 5%	U7,U8	6821		
R21 - R23	3.3K 1/4W 5%	R142 - R145	3.3K 1/4W 5%	U9	74LS10		
R24	120 OHM 1/4W 5%	R146 - R150	1.2K 1/4W 5%	U10	74LS04		
R25	680 OHM 1/4W 5%	R151 - R155	120 OHM 1/4W 5%	U11	4011		
R26	100K 1/4W 5%	R156 - R160	330 OHM 1/4W 5%	U12	4584		
R27	82 OHM 1W 10%	R161 - R164	1.2K OHM 1/4W 5%	U13	4502		
				U14	74LS154		

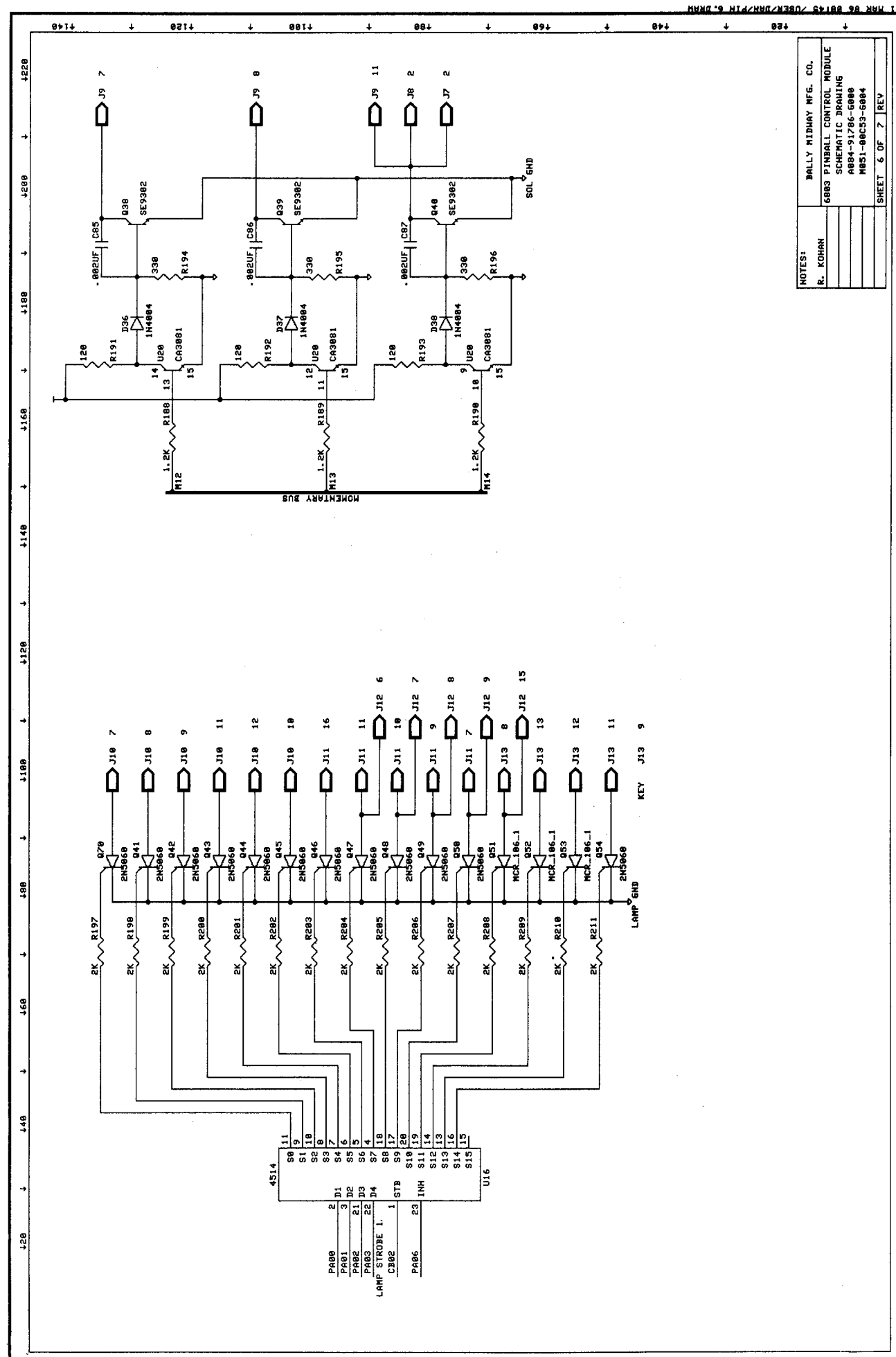
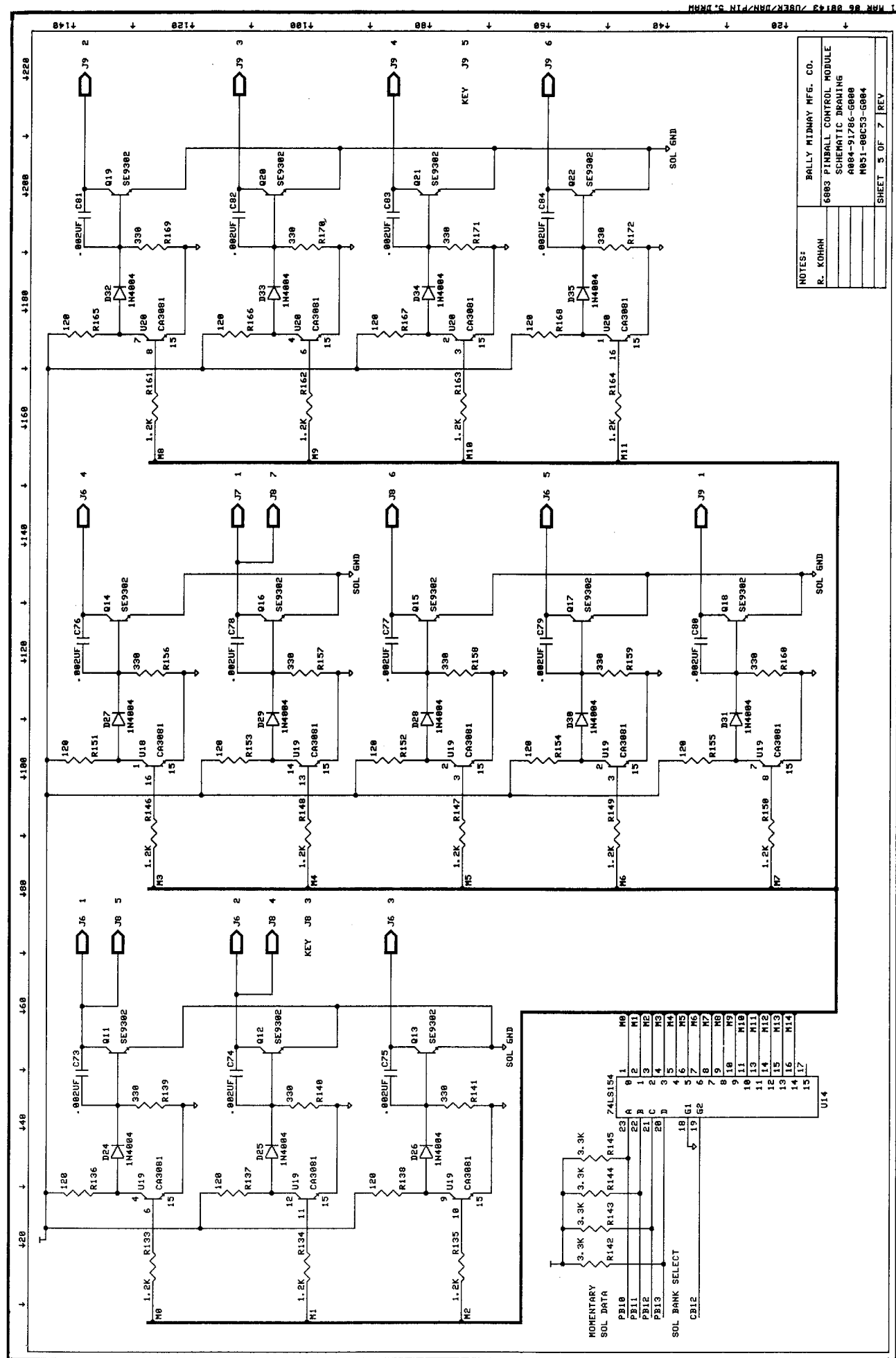
6803 CONTROL BOARD
A084-91786-G000
M051-000C53-G003

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
.025 SQ. PINS	123	J2, J3, J4, J5, J10, J11, J12, J13	0304-00804-0009
.045 SQ. PINS	47	J1, J6, J7, J8, J9, J14	0304-00804-0010
TY-WRAP	1	P/O BATT-1	0017-00042-0622
P.C. BOARD	1	6803 CONTROL BOARD	A080-91786-G000

4-23-86 REV. 1.0 Fixed Part Number for 470PF Cap.





CITY SLICKER
M051-00E79-A021

LAMP DRIVER LOCATIONS

DRIVER	CONNECTOR	PIN	PHASE	WIRE	DESCRIPTION
Q53	J13	12	B	96	50K
Q68	J13	10	B	94	100K
Q37	J13	4	B	85	150K
Q23	J10	1	A	12	CITY "C"
Q23	J10	1	B	12	CITY "C"
Q70	J10	7	B	24	CITY "I"
Q70	J10	7	A	24	CITY "I"
Q55	J10	16	A	38	CITY "T"
Q55	J10	16	B	38	CITY "T"
Q24	J10	2	A	13	CITY "Y"
Q24	J10	2	B	13	CITY "Y"
Q69	J13	7	A	91	DOUBLE LEFT 2X
Q66	J13	6	B	87	FLIPPER LIGHT
Q31	J11	13	A	73	LEFT BOTTOM TARGET
Q66	J13	6	A	87	LEFT GATE
Q63	J11	3	B	59	LEFT KICKER
Q48	J11	10	A	68	LEFT MIDDLE TARGET
Q50	J11	7	A	63	LEFT RETURN 2X
Q32	J11	14	A	74	LEFT SPOT
Q49	J11	9	A	67	LEFT SPOT 1
Q64	J11	2	A	58	LEFT SPOT 2
Q33	J11	15	A	75	LEFT SPOT 3
Q52	J13	13	B	97	LEFT THUMPER BUMPER
Q63	J11	3	A	59	LEFT TOP TARGET
Q34	J13	1	B	81	LEFT BACKBOX
Q34	J13	1	A	81	LEFT HEADLIGHT
Q41	J10	8	B	25	LEFT MIDDLE SAUCER 5K
Q41	J10	8	A	25	LEFT TOP TARGET LEFT
Q64	J11	2	B	58	MIDDLE SAUCER QUALIFY
Q48	J11	10	B	68	MIDDLE FLIPPER LIGHT
Q65	J11	1	B	48	MIDDLE SAUCER
Q56	J10	17	B	41	MIDDLE SAUCER SPOT
Q36	J13	3	B	84	MIDDLE THUMPER BUMPER
Q56	J10	17	A	41	MIDDLE TOP TARGET LEFT
Q51	J13	8	B	93	RIGHT BACKBOX
Q50	J11	7	B	63	RIGHT DOUBLE
Q35	J13	2	A	83	RIGHT GATE
Q32	J11	14	B	74	RIGHT KICKER
Q25	J10	3	B	14	RIGHT MIDDLE SAUCER
Q46	J11	16	B	78	RIGHT SPOT
Q30	J11	12	B	72	RIGHT SPOT 2
Q47	J11	11	B	71	RIGHT SPOT 3
Q29	J11	8	B	64	RIGHT TOP TARGET
Q53	J13	12	A	96	ROLLOVER 1

LAMP DRIVER LOCATIONS

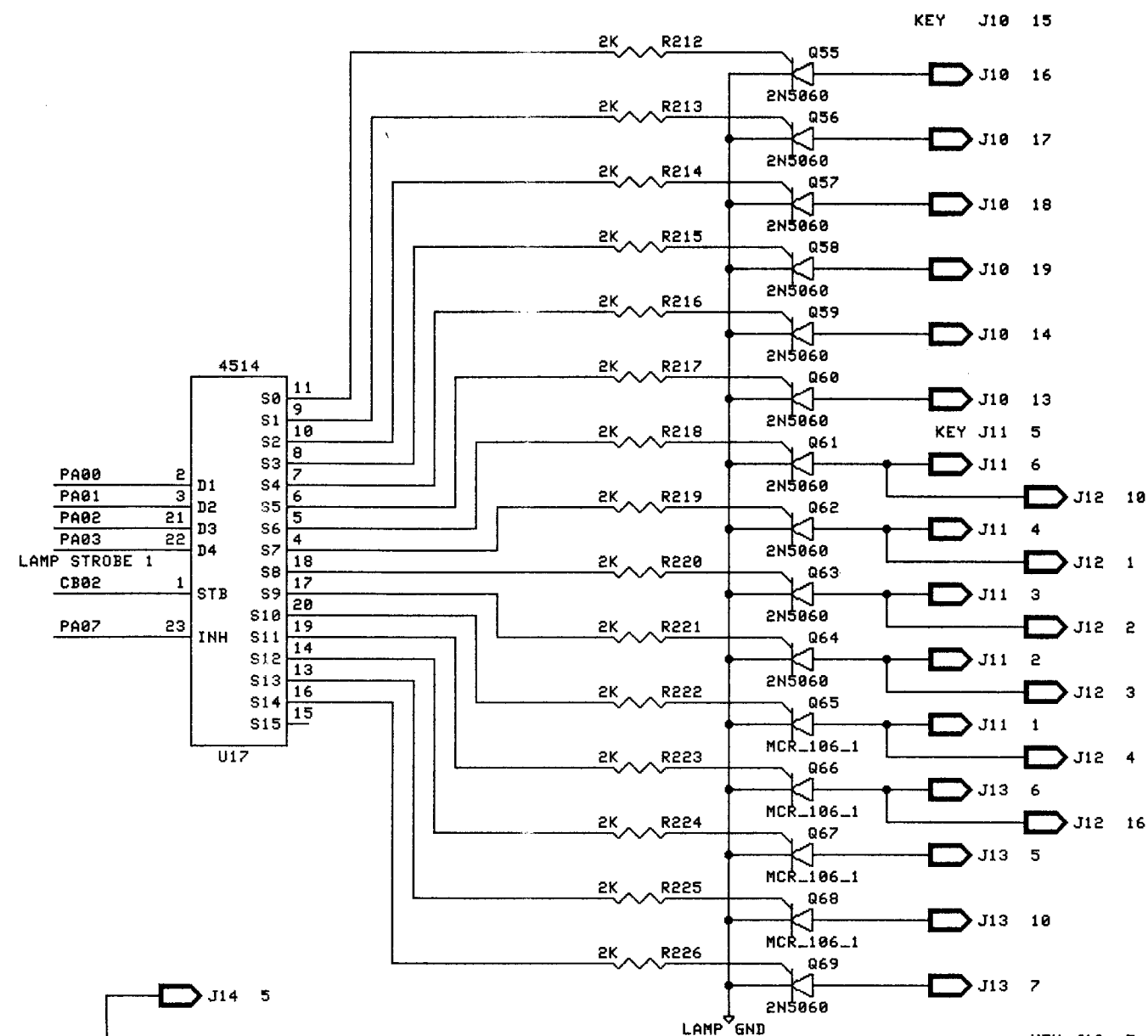
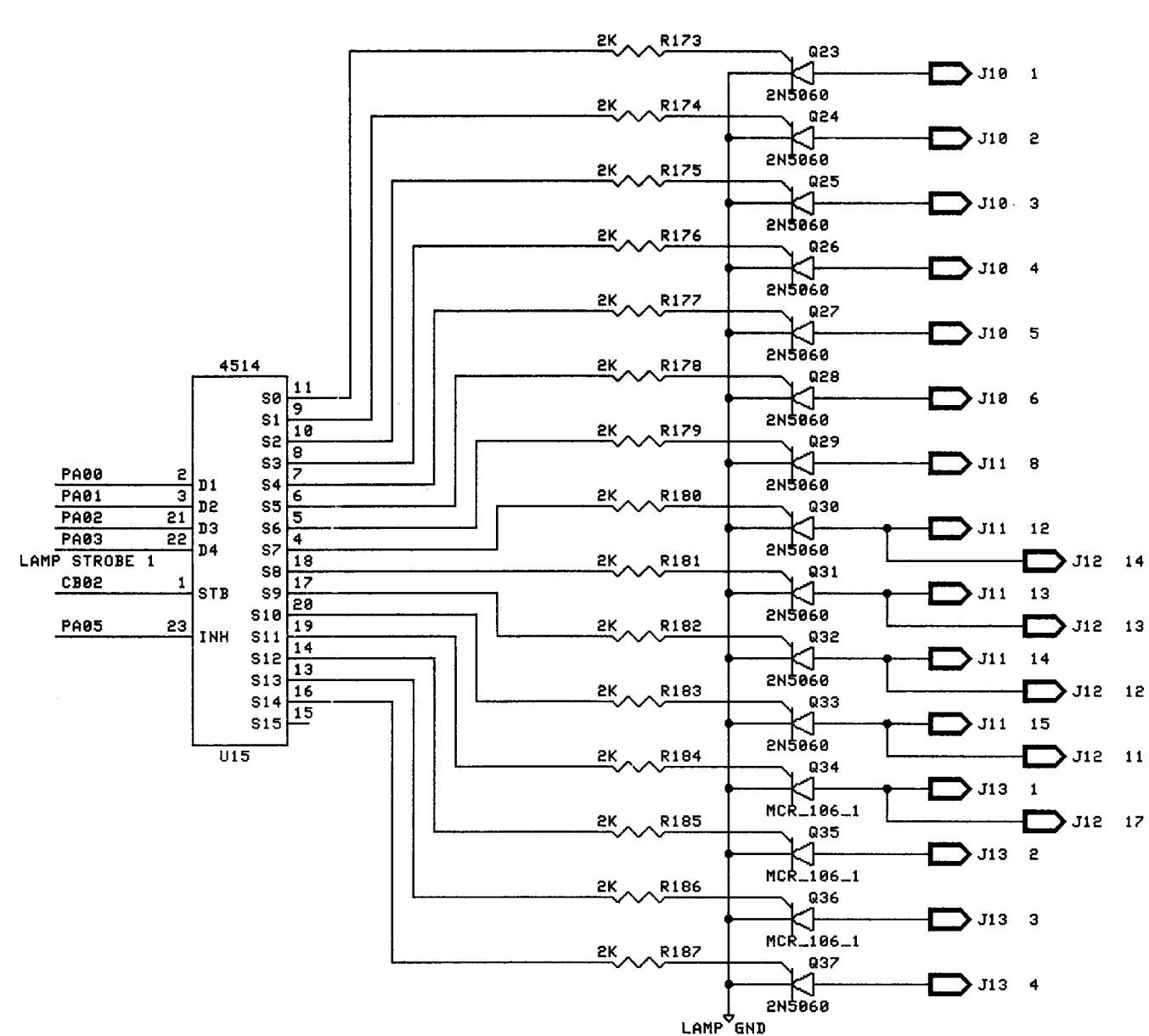
DRIVER	CONNECTOR	PIN	PHASE	WIRE	DESCRIPTION
Q68	J13	10	A	94	ROLLOVER 2
Q37	J13	4	A	85	ROLLOVER 3
Q54	J13	11	A	95	ROLLOVER 4
Q51	J13	8	A	93	RIGHT HEADLIGHT
Q62	J11	4	B	61	RIGHT RETURN LANE
Q45	J10	10	B	28	RIGHT TARGET BOTTOM
Q60	J10	13	B	36	RIGHT TARGET MIDDLE
Q67	J13	5	B	86	RIGHT THUMPER BUMPER
Q25	J10	3	A	14	RIGHT TOP TARGET LEFT
Q42	J10	9	A	26	SHOOT AGAIN
Q45	J10	10	A	28	SHOOTOUT 1
Q60	J10	13	A	36	SHOOTOUT 2
Q29	J11	8	A	64	SHOOTOUT 3
Q46	J11	16	A	78	SHOOTOUT 4
Q61	J11	6	A	62	SHOOTOUT 5
Q30	J11	12	A	72	SHOOTOUT 6
Q47	J11	11	A	71	SHOOTOUT 100K
Q62	J11	4	A	61	SHOOTOUT SPECIAL
Q58	J10	19	B	45	SLICKER "C"
Q58	J10	19	A	45	SLICKER "C"
Q44	J10	12	A	32	SLICKER "E"
Q44	J10	12	B	32	SLICKER "E"
Q43	J10	11	A	31	SLICKER "I"
Q43	J10	11	B	31	SLICKER "I"
Q27	J10	5	A	18	SLICKER "K"
Q27	J10	5	B	18	SLICKER "K"
Q26	J10	4	A	15	SLICKER "L"
Q26	J10	4	B	15	SLICKER "L"
Q59	J10	14	B	37	SLICKER "R"
Q59	J10	14	A	37	SLICKER "R"
Q57	J10	18	B	43	SLICKER "S"
Q57	J10	18	A	43	SLICKER "S"
Q69	J13	7	B	91	SPECIAL
Q61	J11	6	B	62	RIGHT SPOT 1
Q31	J11	13	B	73	TOP FLIPPER LIGHT
Q65	J11	1	A	48	TOP SAUCER
Q33	J11	15	B	75	TOP SPOT LETTER
Q35	J13	2	B	83	TOP TARGET
Q52	J13	13	A	97	UPTOWN 1
Q67	J13	5	A	86	UPTOWN 2
Q36	J13	3	A	84	UPTOWN 3
Q49	J11	9	B	67	UPTOWN QUALIFIER
Q54	J13	11	B	95	XBALL

SOLENOID DRIVER LOCATIONS

TRANSISTOR	CONNECTOR PIN	DESCRIPTION	WIRE CODE
Q11	J6-1	LEFT THUMPER BUMPER	31
Q12	J6-2	RIGHT THUMPER BUMPER	32
Q13	J6-3	MIDDLE THUMPER BUMPER	34
Q14	J6-4	LEFT SLING SHOT	35
Q16	J7-1	RIGHT SLING SHOT	27
Q15	J8-6	TOP SAUCER	25
Q17	J6-5	TOP THUMPER BUMPER	36
Q18	J9-1	KICK TO PLAYFIELD	51
Q19	J9-2	MIDDLE SAUCER	52
Q20	J9-3	CAPTIVE FLIPPER	53
Q21	J9-4	MIDDLE FLIPPER	54
Q38	J9-7	RESERVED FOR GERMAN	57
Q39	J9-8	OUTHOLE	58
Q40	J9-11	KNOCKER	59
Q8	J7-3	BACK LIGHT	24
Q7	J6-9	* RIGHT FLIPPER	95
Q7	J6-8	* LEFT FLIPPER	90

* FLIPPERS CONNECTED THROUGH K1, THE FLIPPER RELAY.

WIRE COLOR CODE	
1-RED -R-	6-BROWN -BR-
2-BLUE -BLU-	7-ORANGE -O-
3-YELLOW -Y-	8-BLACK -B-
4-GREEN	9-GRAY
5-WHITE -W-	0-NO TRACER
J-JUMPER	11-VIOLET
1-FIRST NUMBER-BODY COLOR	
2-SECOND NUMBER-TRACER COLOR	
EXAMPLE: 50-WHITE	
51-WHITE-RED	



NOTES:	BALLY MIDWAY MFG. CO.
R. KOHAN	6803 PINBALL CONTROL MODULE
	SCHEMATIC DRAWING
	A084-91786-6000
	M051-00C53-6004
	SHEET 7 OF 7 REV

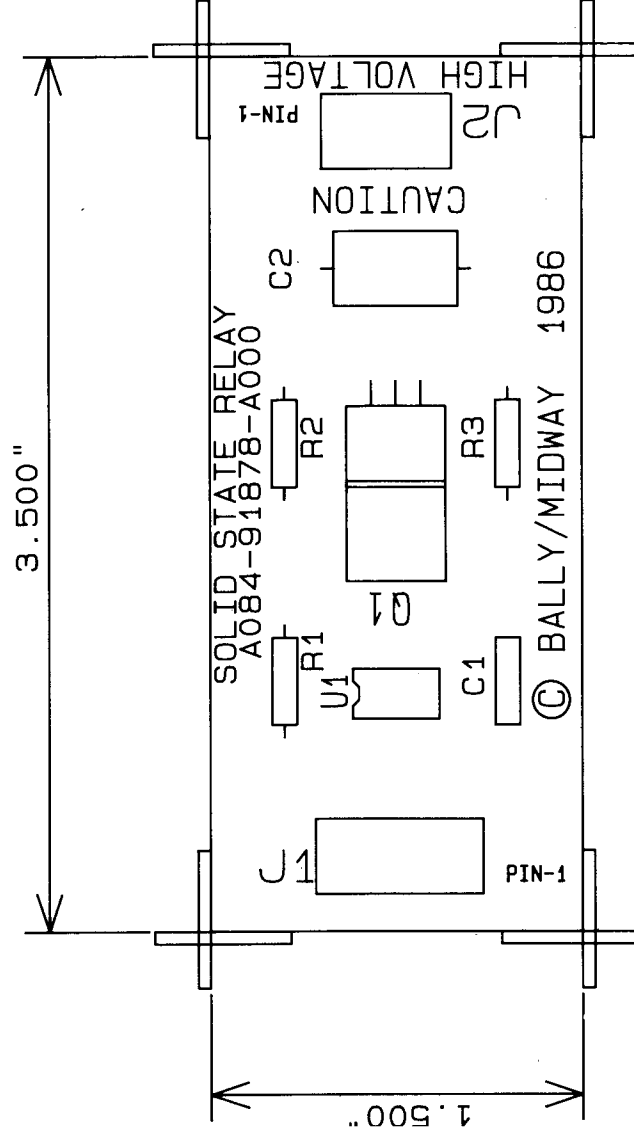
11 MAR 86 08146 USER/JAN/PIN 7. DRAN

DESIGNATION NO.

C1	.1UF 50V AX. CER. CAP
C2	.1UF 400V POLYESTER CAP
R1	100 OHM 1/4W 5%
R2	180 OHM 1/4W 5%
R3	1.8K 1/4W 5%
Q1	T2322 TRIAC
U1	MOC3031 OPTO COUPLER
J1	KK156 MACHINE INSERT PINS
J2	CABLE CONNECTION
	P.C. MTG. HARDWARE
	P.C. BOARD
PCWH1-PCMH4	
A080-91878-A000	

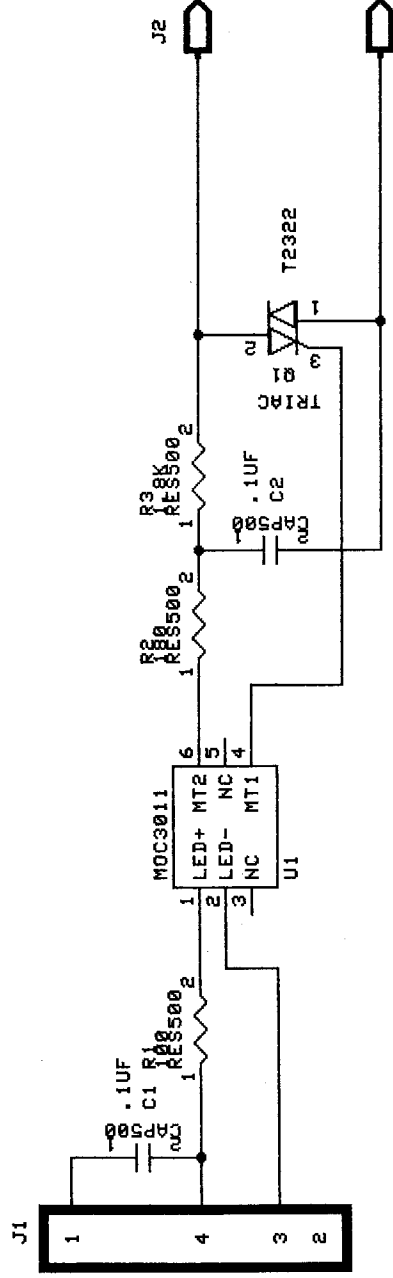
<u>CROSS REFERENCE LIST</u>	<u>DESCRIPTION</u>
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QTY.	DESIGNATION NO.	PART NOS.
1	C1	OC68--00800-00005
1	C2	OE35--00800-00011
1	R1	100E--00005-00333
1	R2	100E--00005-00339
1	R3	100E--00005-0067
1	Q1	0365--00804-0019
1	U1	120E--00002-0002
3	J1	0304--00804-0010
1	J2	A639--00024-0000
1	PCMH1-PCMH4	0017--00042-0320
4	-	A080-91878-A000

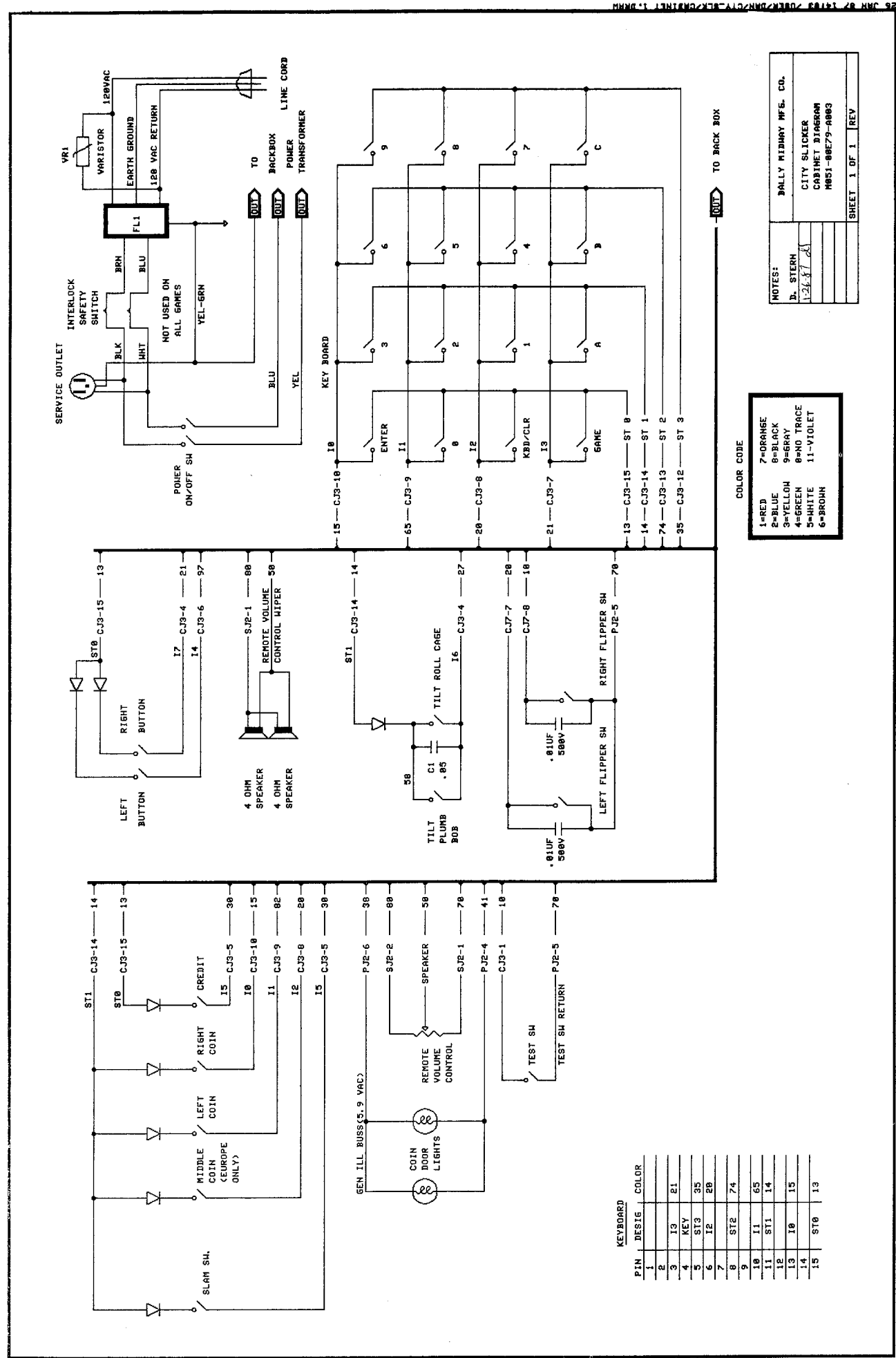


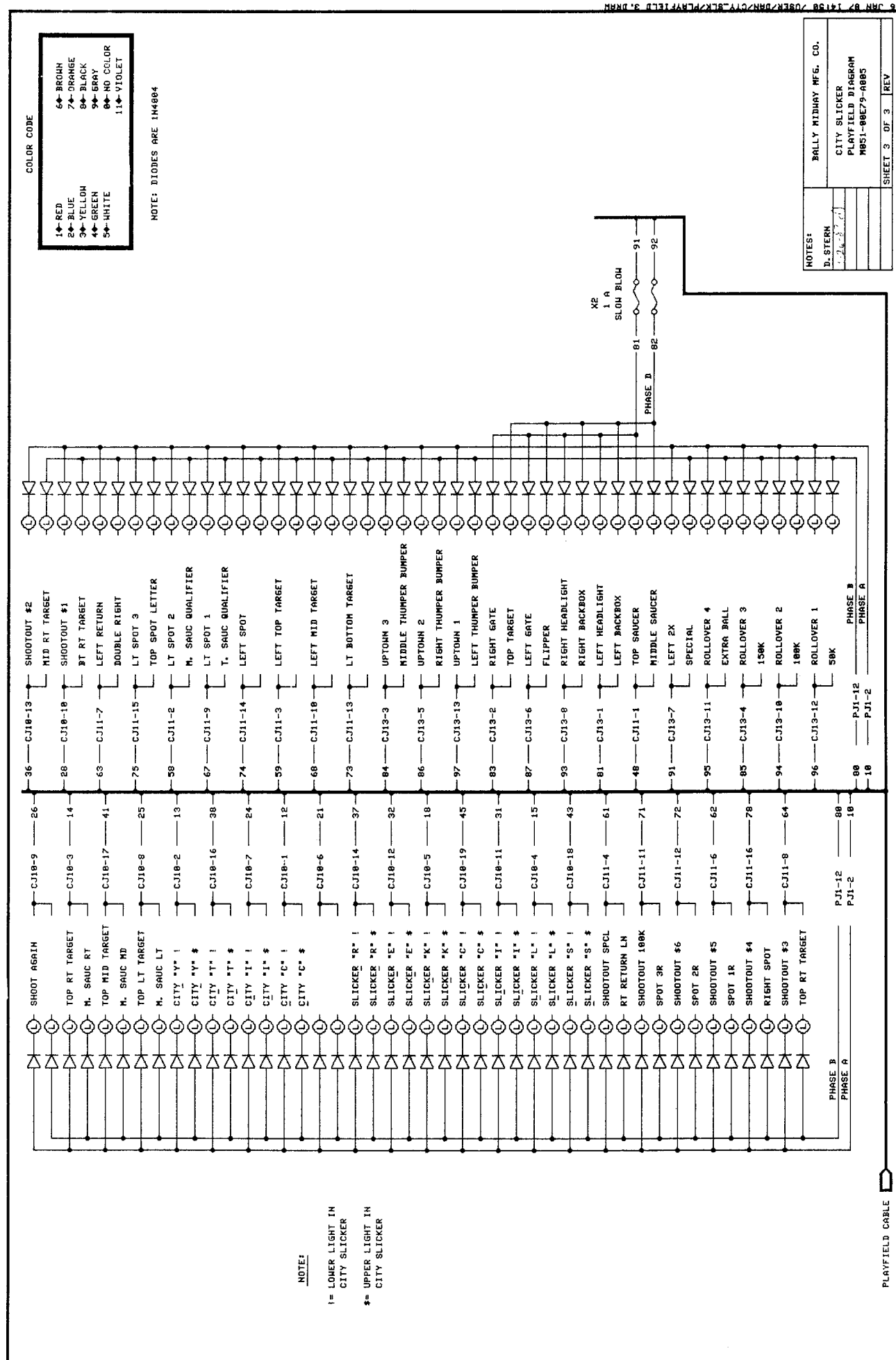
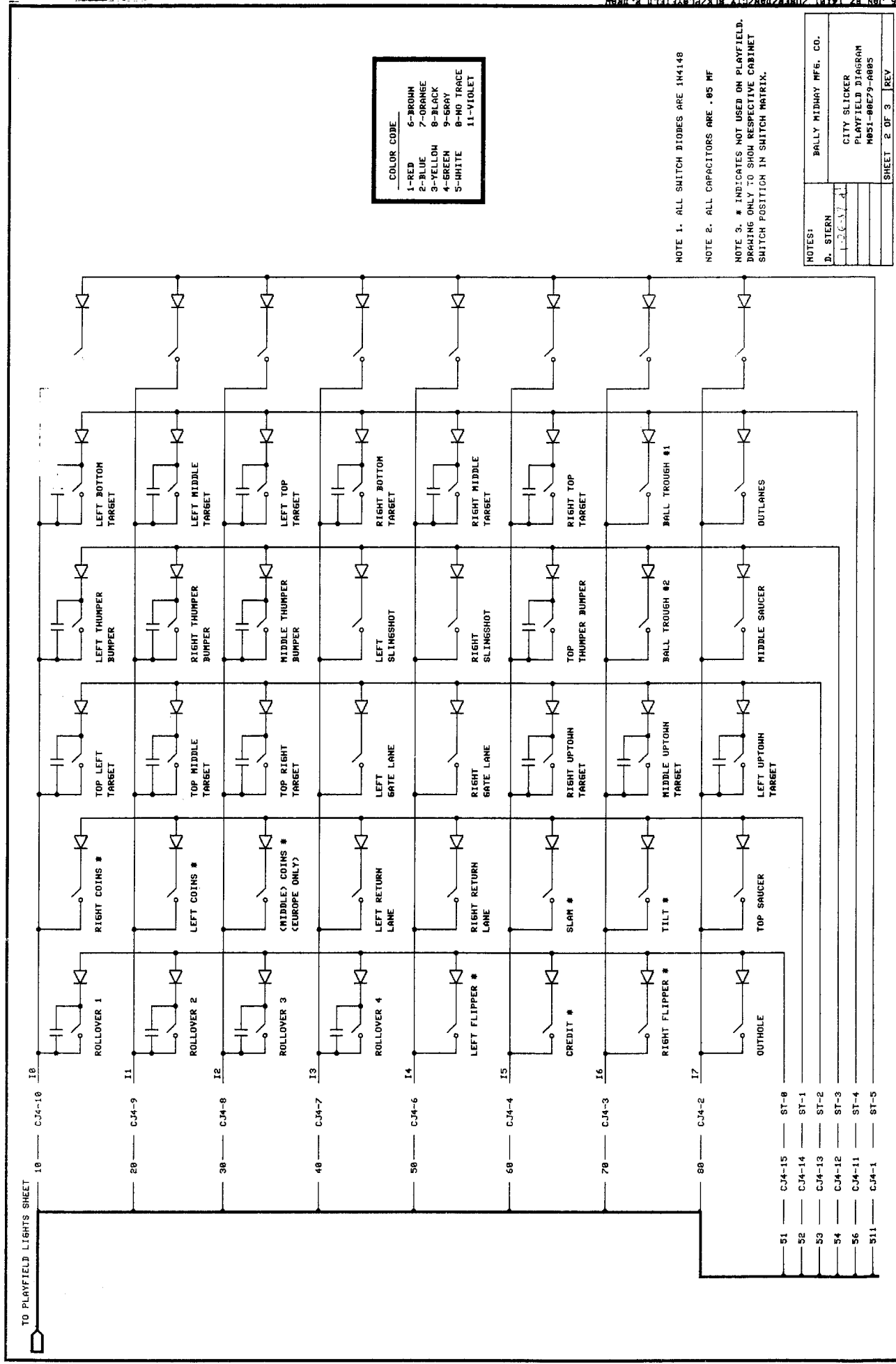
Released 12-2-86 RK

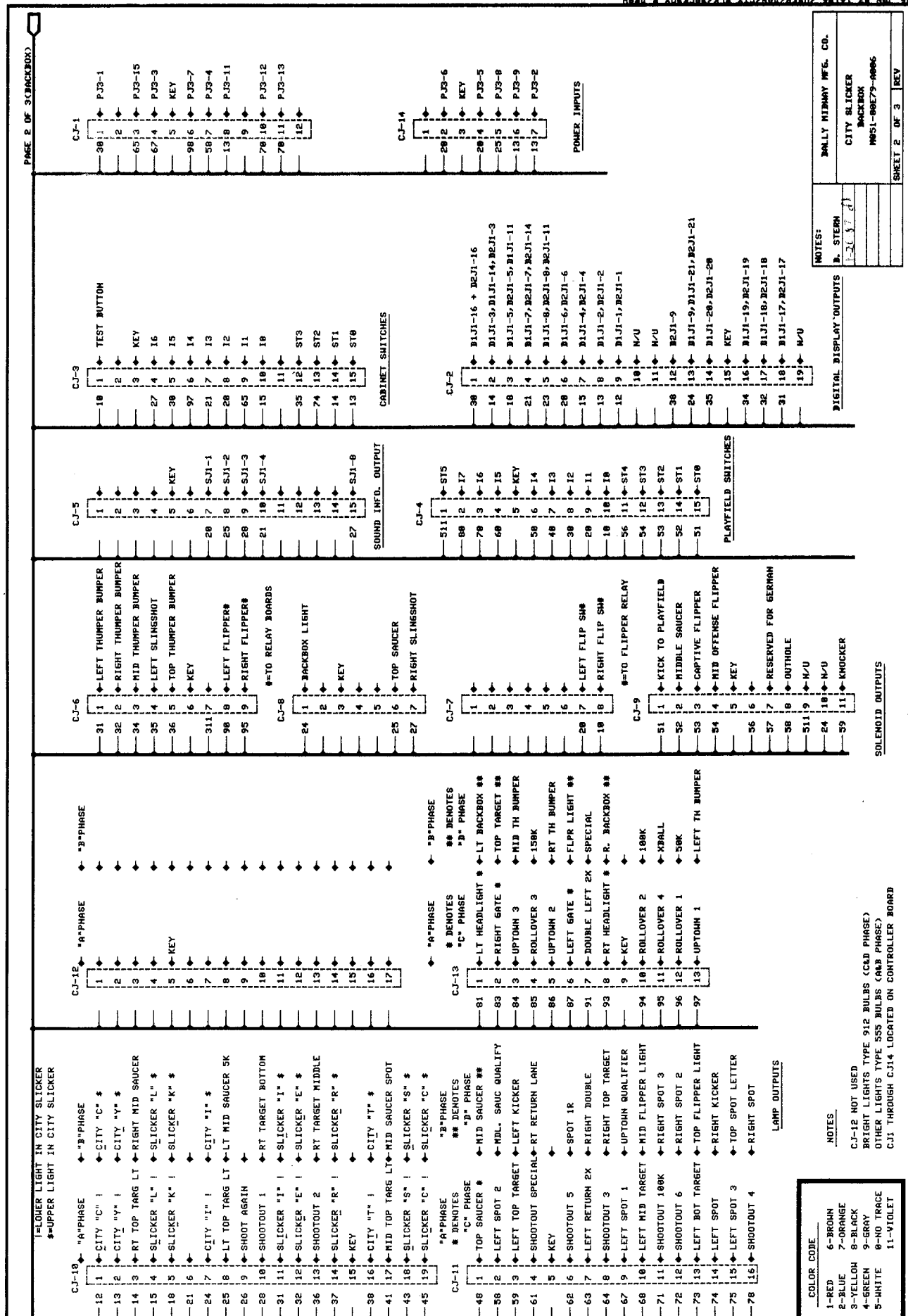
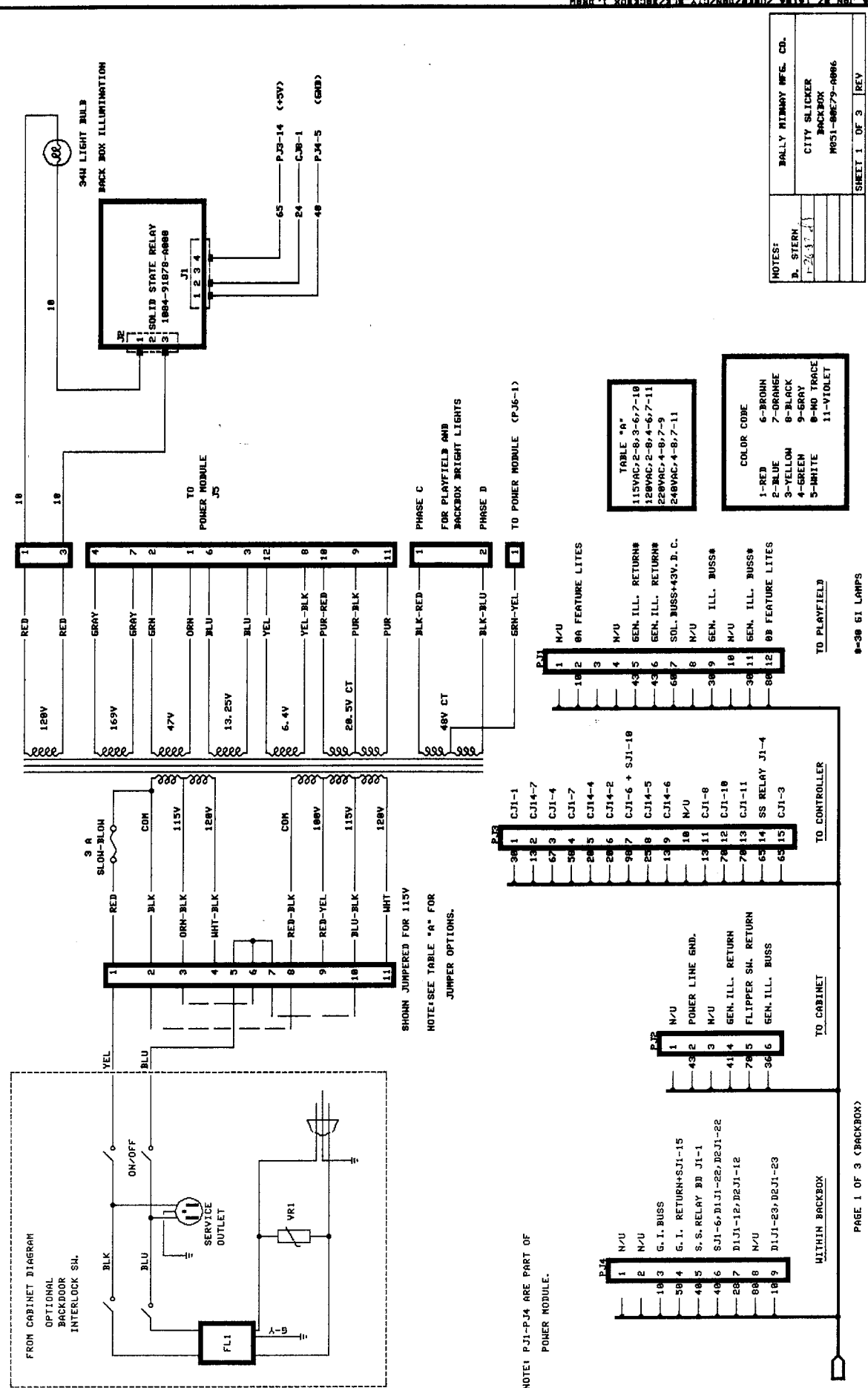
BALLY MIDWAY MFG. CO.			
.062" FR-400	J.S. 10/17/86	ASSEMBLY DRAWING SOLID STATE RELAY PC A084-91878-A000	M051-00114-A173



NOTES:	BALLY MIDWAY MFG. CO.		
R. KOHAN			
<i>Released</i>	SOLID STATE RELAY		
<i>12-2-86</i>	A084-51378-A000		
	M051-00114-A175		
	SHEET /	OF /	REV







DISPLAYS-D

PLYR 1&2

PLYR 3&4

SOUND MODULE

D1J1

D2J1

SJ1

12	— CJ2-9	1
13	— CJ2-8	2
14	— CJ2-2	3
15	— CJ2-7	4
18	— CJ2-3	5
20	— CJ2-6	6
21	— CJ2-4	7
23	— CJ2-5	8
24	— CJ2-13	9
KEY	— KEY	10
18	— CJ2-3	11
28	— PJ4-7	12
N/U	— N/U	13
14	— CJ2-2	14
N/U	— N/U	15
30	— CJ2-1	16
31	— CJ2-18	17
32	— CJ2-17	18
34	— CJ2-16	19
35	— CJ2-14	20
24	— CJ2-13	21
40	— PJ4-6	22
10	— PJ4-9	23
— N/U	—	24

12	— CJ2-9	1
13	— CJ2-8	2
14	— CJ2-2	3
15	— CJ2-7	4
18	— CJ2-3	5
20	— CJ2-6	6
21	— CJ2-4	7
23	— CJ2-5	8
30	— CJ2-12	9
KEY	— KEY	10
23	— CJ2-5	11
28	— PJ4-7	12
N/U	— N/U	13
21	— CJ2-4	14
N/U	— N/U	15
30	— CJ2-1	16
31	— CJ2-18	17
32	— CJ2-17	18
34	— CJ2-16	19
35	— CJ2-14	20
24	— CJ2-13	21
40	— PJ4-6	22
10	— PJ4-9	23
— N/U	—	24

20	1	— CJ5-7
25	2	— CJ5-8
28	3	— CJ5-9
21	4	— CJ5-10
	5	
40	6	— PJ4-6
	7	
27	8	— CJ5-15
	9	
90	10	— PJ3-7
	11	— KEY
	12	
	13	
	14	
50	15	— PJ4-4

SJ2

6	5	4	3	2	1
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50 00

TO CABINET
(SPEAKERS & VOLUME CONTROL)

PAGE 3 OF 3 (BACKBOX)

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

NOTES:	BALLY MIDWAY MFG. CO.
D. STERN	CITY SLICKER
1-26-87 d	BACKBOX
	M051-00E79-A006
	SHEET 3 OF 3
	REV

BALLY/MIDWAY'S CITY SLICKER

#E79

ROM/EPROM PART NUMBERS

UNPROGRAMMED CONTROL BOARD A084-91786-G000

PROGRAMMED CONTROL BOARD A084-91786-AE79

POS.	MIDWAY PART NUMBER
U2	0E79-00803-0002
U3	0E79-00803-0003

JUMPERS	IN	OUT
JW1		**
JW2	**	
JW3		**
JW4	**	
JW5		**
JW6	**	
JW7		**
JW8		**
JW9	**	
JW10	**	
JW11		**

UNPROGRAMMED TURBO CHEAP SQUEAK FOR PINBALL A084-91855-E000

PROGRAMMED TURBO CHEAP SQUEAK FOR PINBALL A084-91855-AE79

POS.	MIDWAY PART NUMBER
U7	0E79-00803-0004

JUMPERS	IN	OUT
JW1		**
JW2	**	
JW3	**	
JW4	**	
JW5	**	
JW6	**	
JW7	**	
JW8	**	
JW9	**	
JW10		**
JW11	**	
JW12		**

M051-00E79-A008	REVISIONS
01-20-87	RELEASE FOR PRODUCTION

[illegible]