

Bally®

JAMBOREE

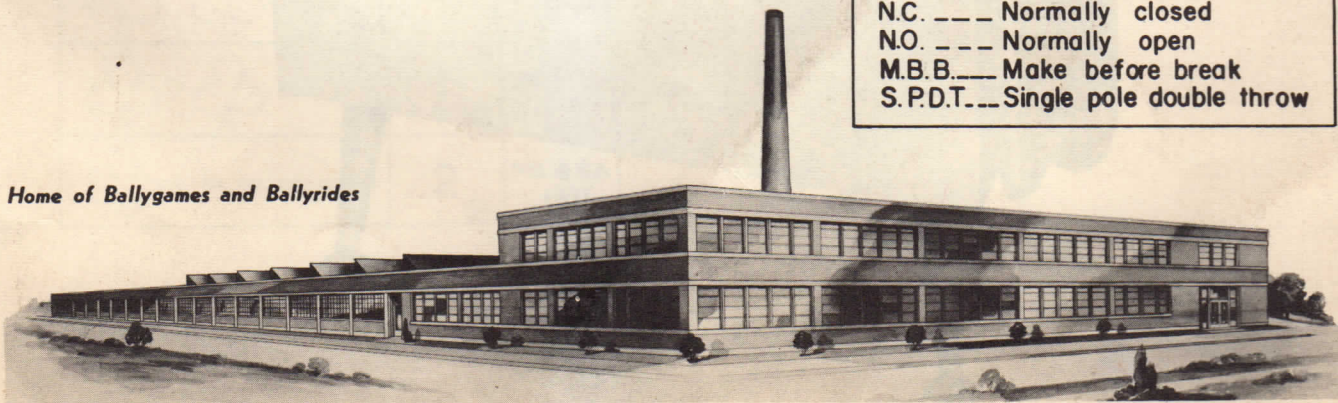
OPERATING INSTRUCTIONS AND PARTS CATALOG

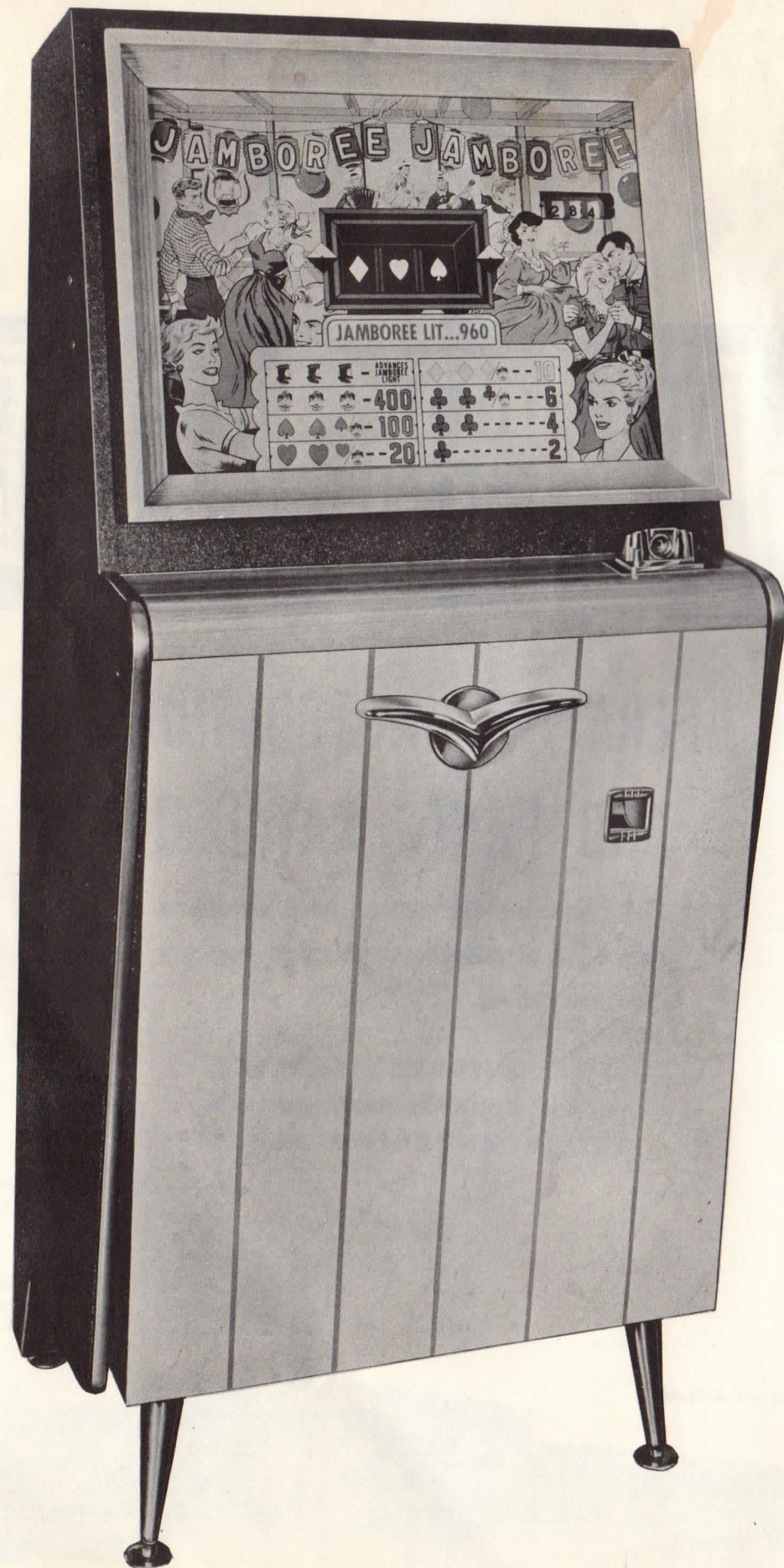
Part Numbers are marked on illustrations
and a list of miscellaneous parts appears
on back cover.

**FOR QUICKEST SERVICE
STATE CORRECT PART NUMBER
WHEN ORDERING PARTS**

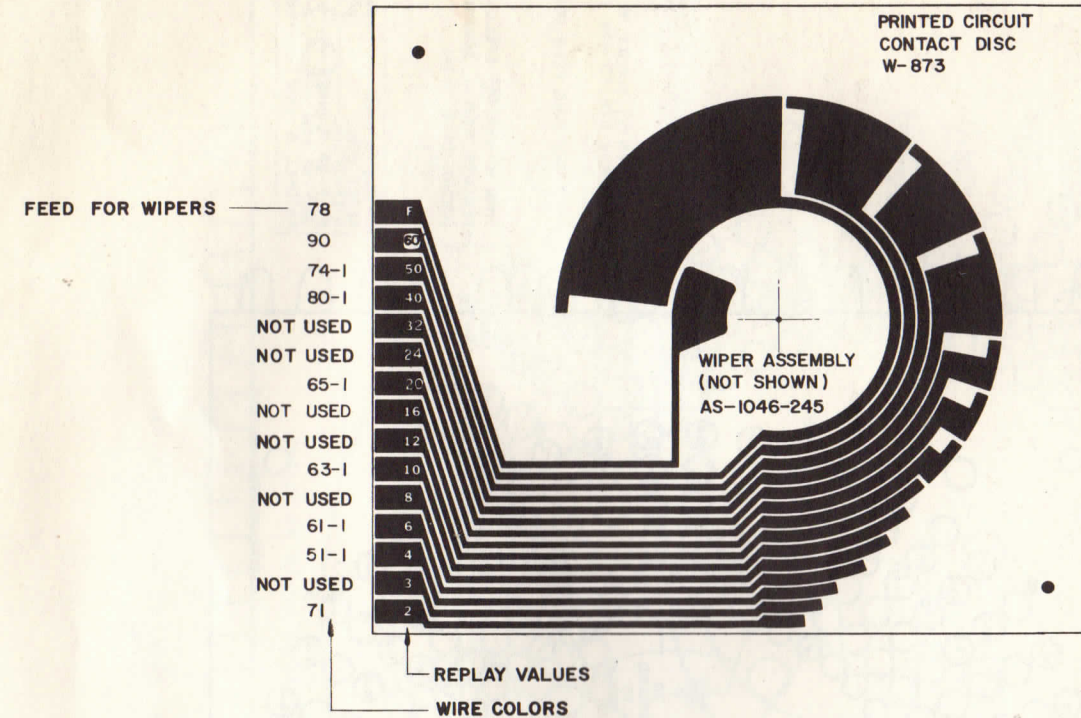
Code	
N.C. ---	Normally closed
N.O. ---	Normally open
M.B.B.---	Make before break
S.P.D.T.---	Single pole double throw

Home of Ballygames and Ballyrides





REPLAY COUNTER viewed from WIPER side



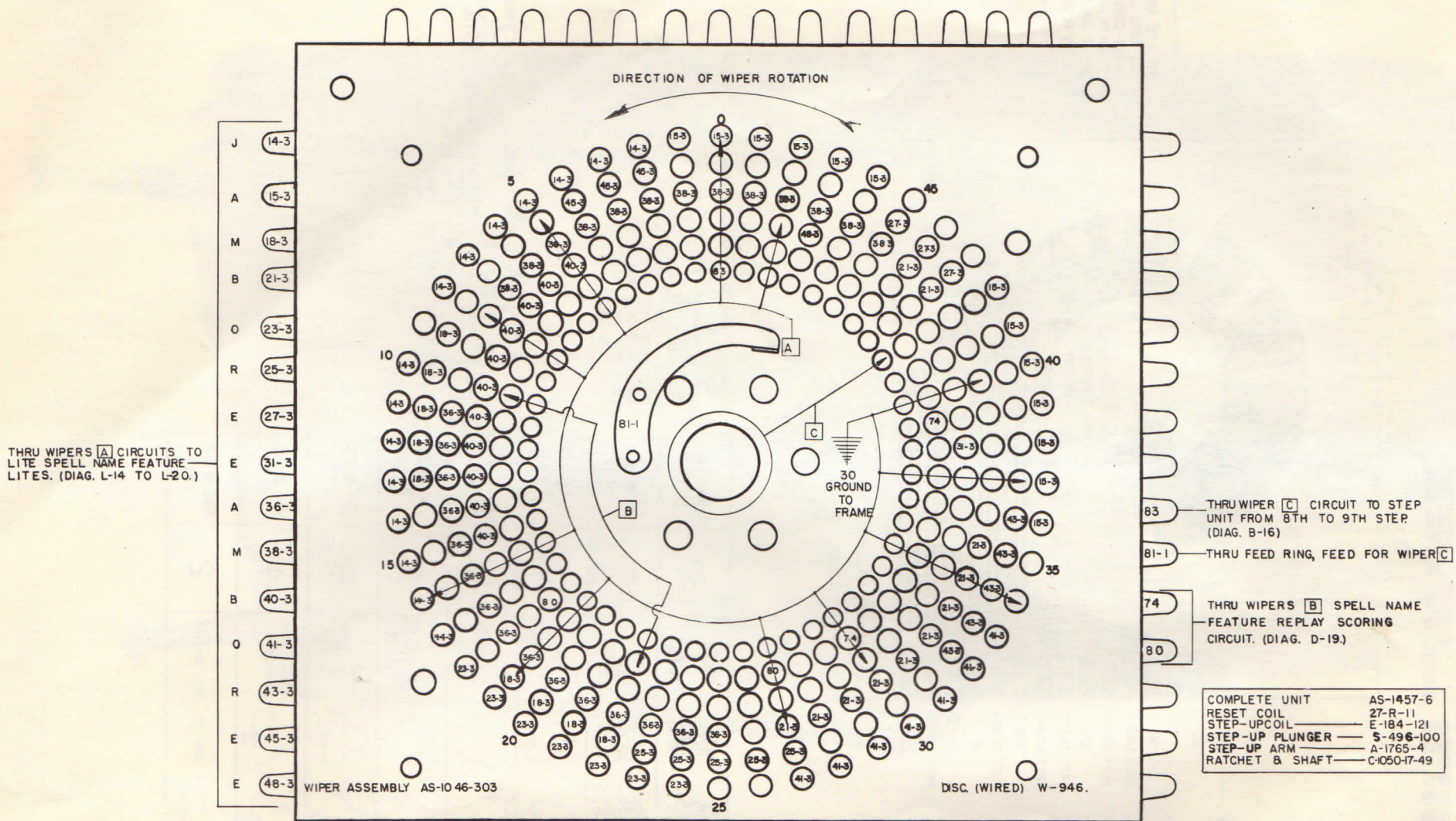
COMPLETE UNIT...AS-797- 52
RESET COIL...28-R-15
STEP-UP COIL...25-GG-7
STEP-UP PLUNGER...S-496-116
STEP-UP ARM...A-1765-4
RATCHET & SHAFT...C-100

	32	SW. #11 A (X16)
	400	SW. #10 A (X8)
	100	SW. #9 A (X2)
	20	SW. #8 A (X1)
	10	SW. #8 A (X1)
	6	SW. #8 A (X1)
	4	SW. #8 A (X1)
	2	SW. #8 A (X1)

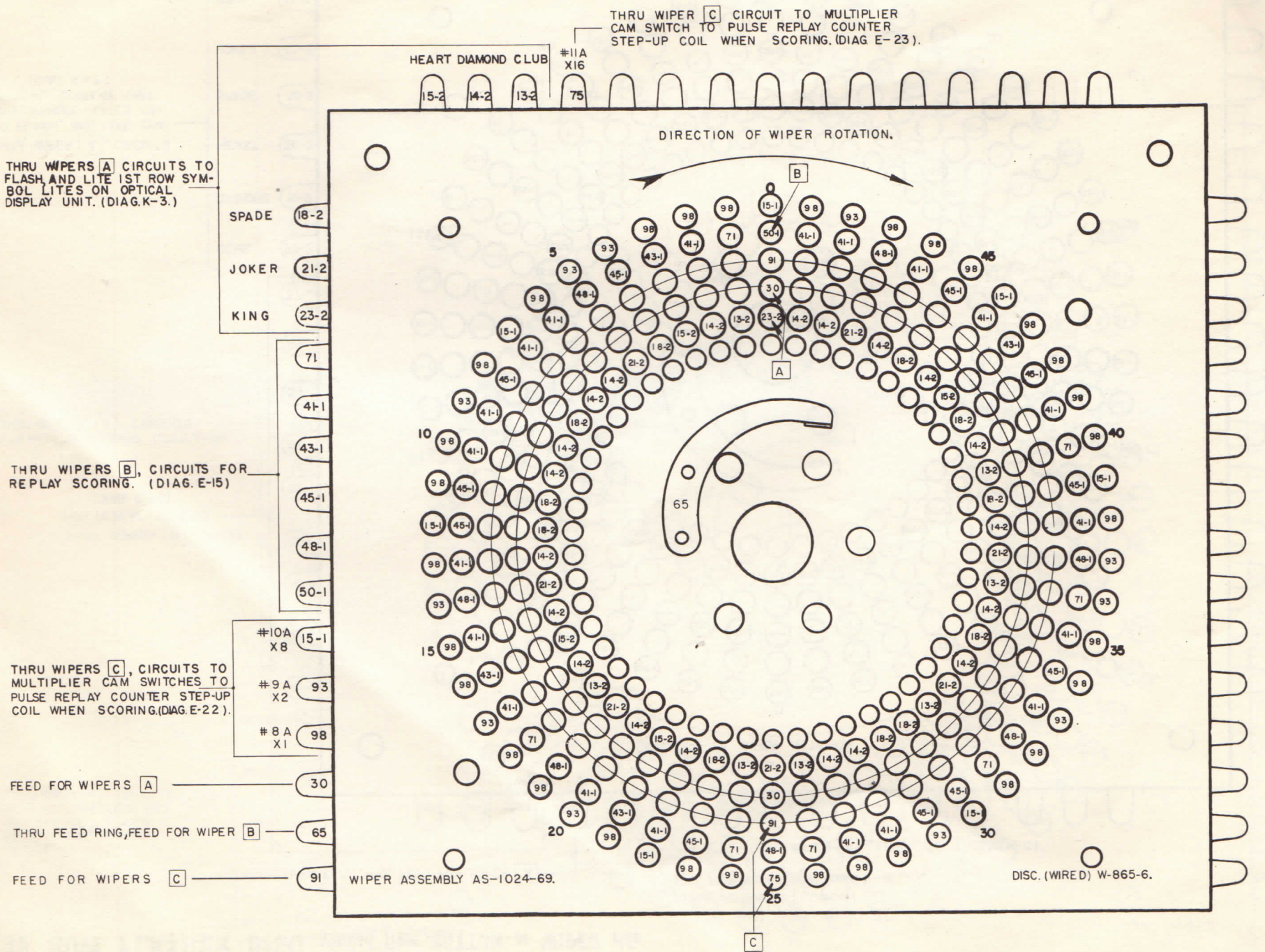
SYMBOLS ARE SCORING COMBINATIONS SHOWN ON BACKGLASS. LARGE NUMBERS ARE REPLAY SCORES SHOWN ON BACKGLASS. NUMBERS IN CIRCLES INDICATE THE REPLAY VALUE. EACH SCORING CIRCUIT IS EFFECTIVE THRU. SWITCHES INDICATE THE CONTROL UNIT MULTIPLIER CAM SWITCH USED TO PULSE REPLAY COUNTER UNIT STEP-UP COIL FOR EACH SCORING CIRCUIT.

EXAMPLE:

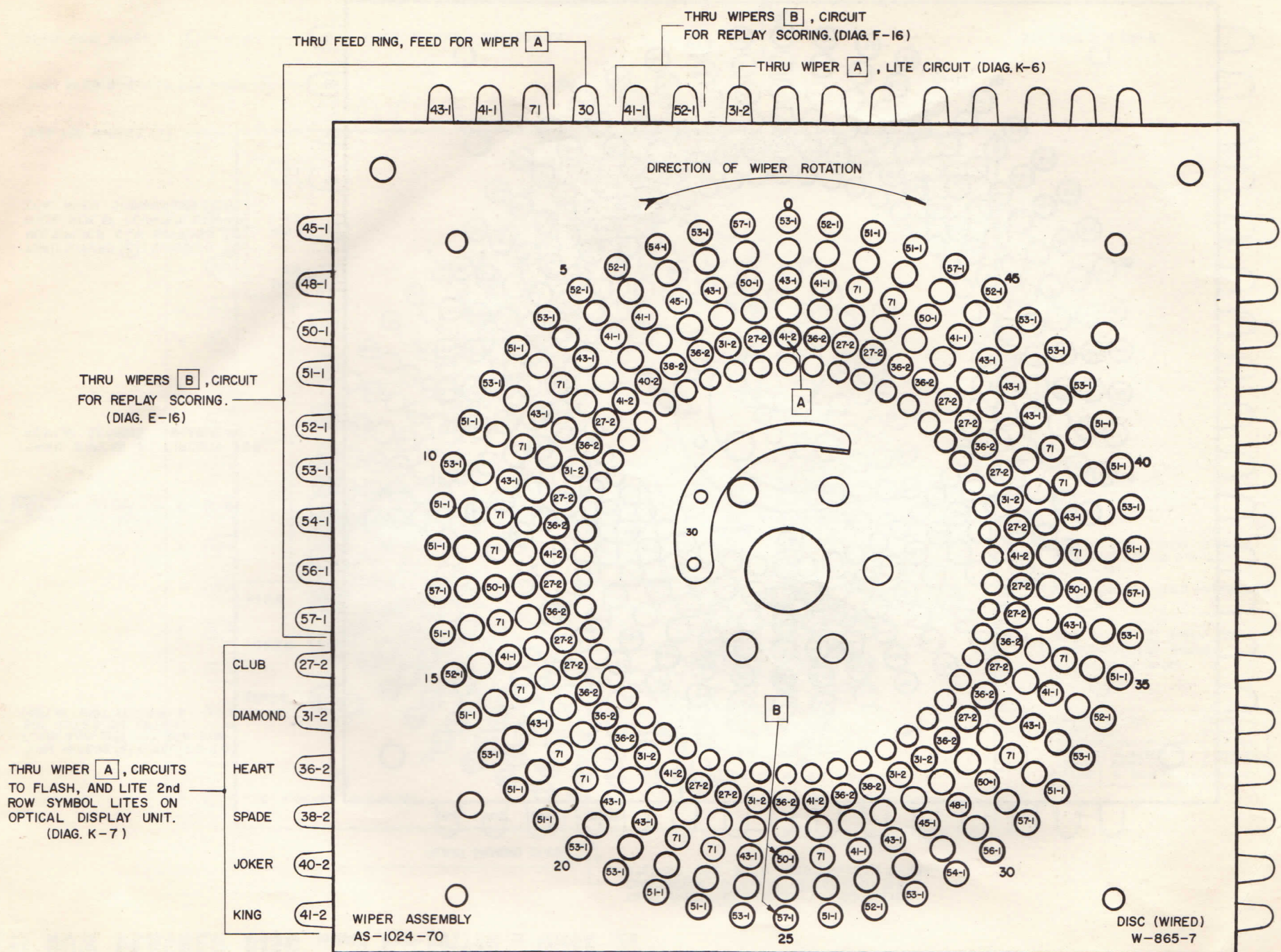
FOR SCORE OF **400** REPLAYS
THE SCORING CIRCUIT IS EFFECTIVE THRU THE AND CONTROL UNIT MULTIPLIER CAM SWITCH #10A (X8) PULSES THE REPLAY COUNTER UNIT STEP-UP COIL.



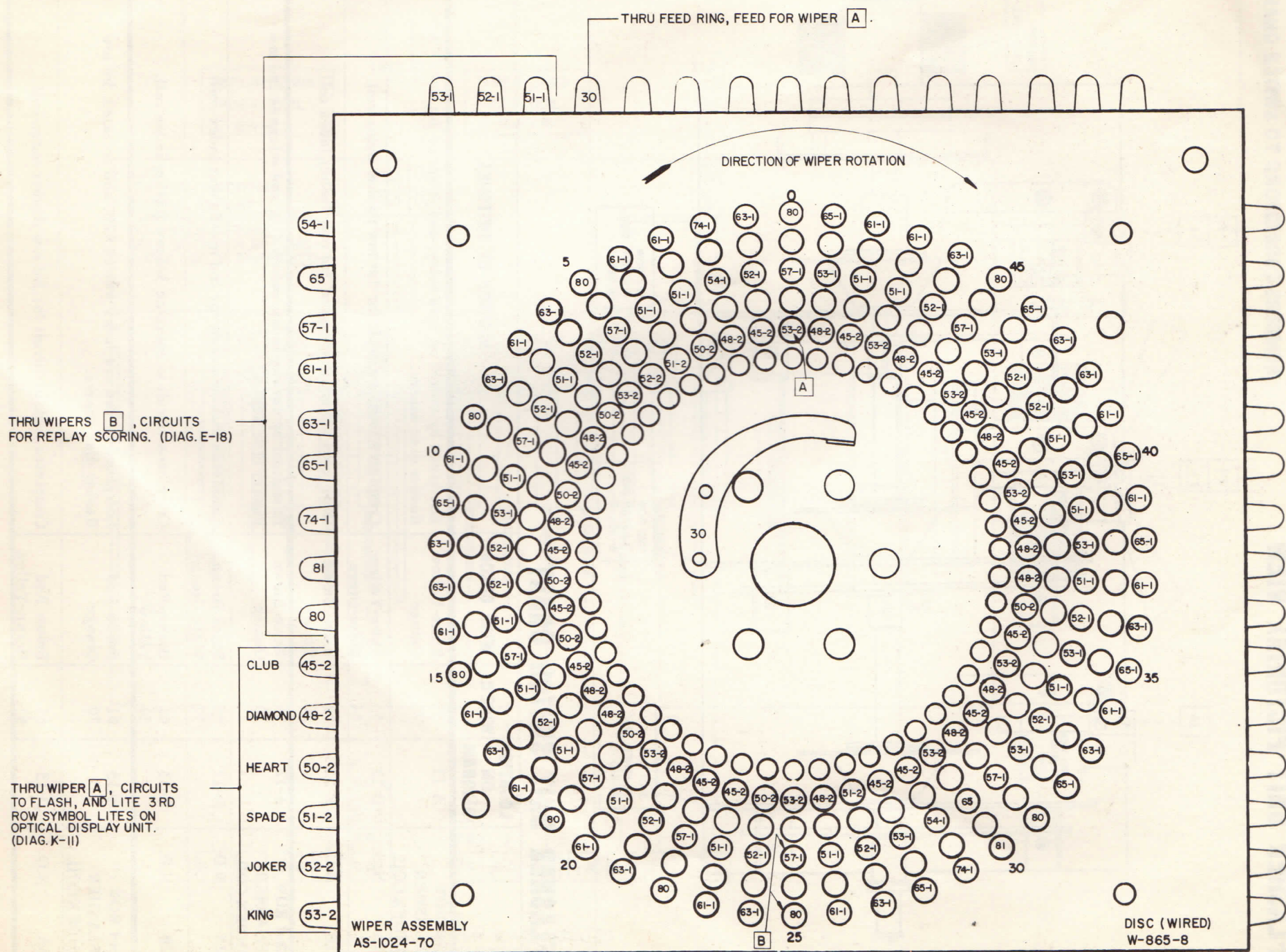
1st ROW FLASHER DISC viewed from BUTTON or WIPER side



54 **2nd ROW FLASHER DISC** viewed from **BUTTON** or **WIPER** side

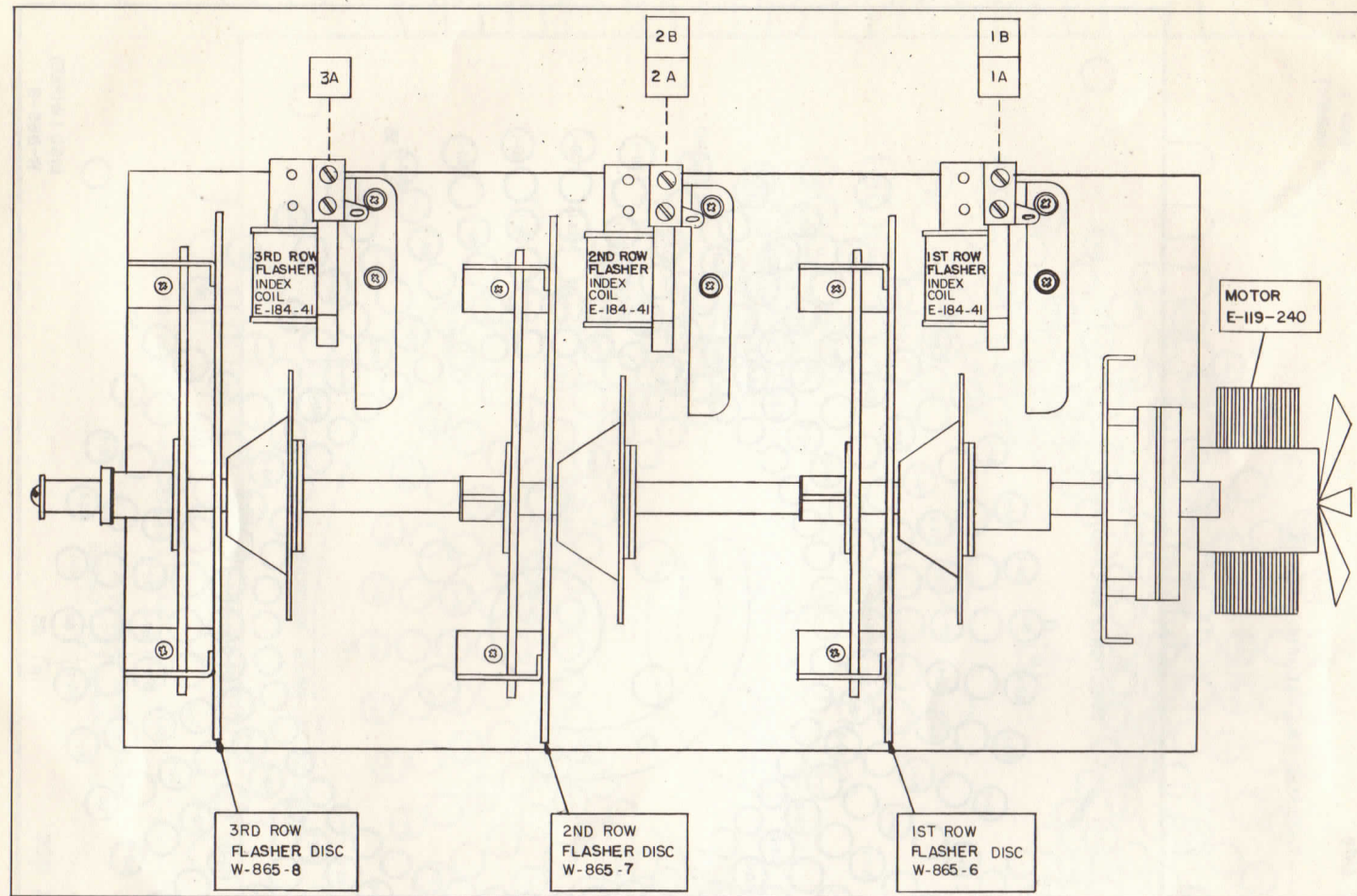


55 **3rd ROW FLASHER DISC** viewed from **BUTTON** or **WIPER** side



FLASHER UNIT PICTORIAL VIEW

NUMBERS CORRESPOND TO SWITCH CHART

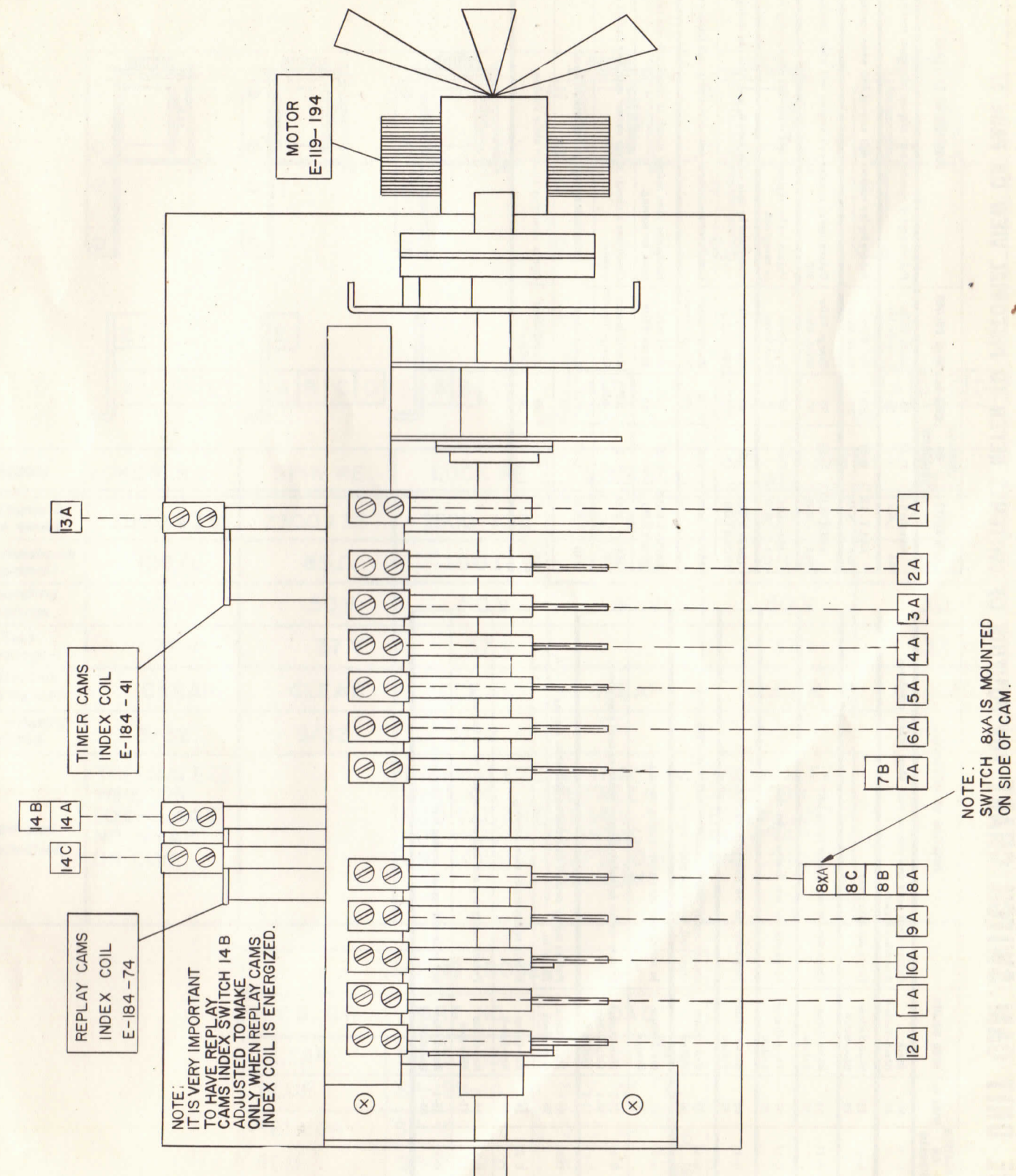


FLASHER UNIT SWITCH CHART

	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1st ROW FLASHER INDEX COIL	A-11	53 70	White-Yellow Orange	Energized by switch on spin relay, and releases 1st row flasher disc wipers.
1A N.O.	D-11	53 54	White-Yellow White-Green	Completes lock-in circuit for 1st row flasher index coil.
1B N.O.	F-12	56 30	White-Brown Yellow	Completes circuit to energize 2nd row flasher index coil.
2nd ROW FLASHER INDEX COIL	A-12	56 70	White-Brown Orange	Energized by 1st row index switch #1B, and releases 2nd row flasher disc wipers.
2A N.O.	D-12	56 57	White-Brown White-Orange	Completes lock-in circuit for 2nd row flasher index coil.
2B N.O.	F-13	61 30	Brown-Red Yellow	Completes circuit to energize 3rd row flasher index coil.
3rd ROW FLASHER INDEX COIL	A-13	61 70	Brown-Red Orange	Energized by 2nd row index switch #2B, and releases 3rd row flasher disc wipers.
3A N.O.	D-13	61 63	Brown-Red Brown-Yellow	Completes lock-in circuit for 3rd row flasher index coil.

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CONTROL UNIT PICTORIAL VIEW NUMBERS CORRESPOND TO SWITCH CHART ON PAGE 58

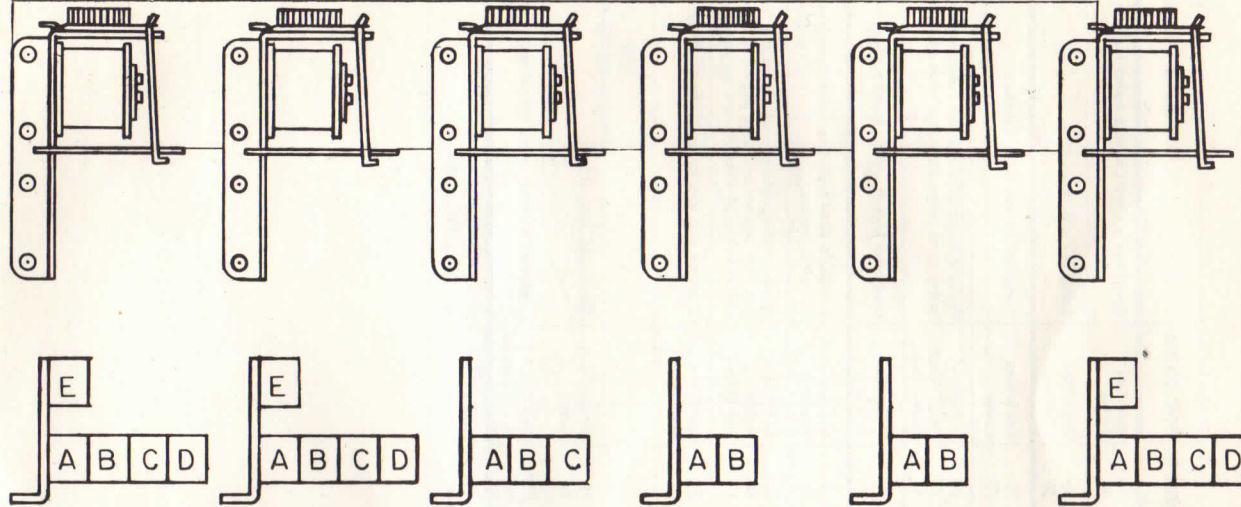


NOTE:
SWITCH 8X AIS MOUNTED
ON SIDE OF CAM.

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
1A N.O.	C-19	80 83	Black Black-Yellow	Pulses spell name unit step-up coil, when circuit completes thru other factors.
2A N.C.	G-6	23 25	Blue-Yellow Blue-White	Drops out spin relay.
3A N.C.	H-11	54 30	White-Green Yellow	Drops out 1st row flasher index coil.
4A N.C.	G-12	57 30	White-Orange Yellow	Drops out 2nd row flasher index coil.
5A N.C.	G-13	63 30	Brown-Yellow Yellow	Drops out 3rd row flasher index coil.
6A N.O.	G-4	13 30	Red-Yellow Yellow	Pulses replay counter unit reset coil, replay register unit reset coil, and total plays meter.
7A N.C.	A-23	85 70	Black-White Orange	In series with all replay scoring circuits.
7B S.P.D.T.	D-25	27-1 36-1 31-1	Blue-Orange Yellow-Brown Yellow-Red	Directs circuit for pulsing replay meter, or total play meter.
MULT. X-1 8A N.O.	D-22	85 98	Black-White Gray-Black	Pulses replay counter unit step-up coil when scoring 2, 4, 6, 10, or 20.
8B N.O.	E-25	14-1 18-1	Red-Green Red-Black	Pulses replay meter when scoring.
8C N.O.	E-24	14-1 21-1	Red-Green Blue-Red	Pulses replay register unit step-up coil when scoring.
BACKSIDE 8XA N.O.	H-23	13-1 65	Red-Yellow Brown-White	In series with replay scoring lock-in circuit.

CAM SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
MULT. X2 9A N.O.	D-22	85 93	Black-White Gray-Yellow	Pulses replay counter unit step-up coil when scoring 100.
MULT. X8 10A N.O.	D-22	15-1 85	Red-White Black-White	Pulses replay counter unit step-up coil when scoring 400.
MULT. X16 11A N.O.	D-23	75 85	Orange-White Black-White	Pulses replay counter unit step-up coil when scoring 32, 640 or 960.
16 PULSE 12A N.O.	D-5	14 15	Red-Green Red-White	Pulses replay register unit reset coil when replay reset relay is energized.
TIMER CAMS INDEX COIL	A-8	45 70	Green-White Orange	Energized by spin relay switch, and releases timing cams for cycle.
13A N.O.	F-1	10P 70P	Red (Plastic) Orange (Plastic)	Completes a circuit to run control unit, and flasher unit motors.
REPLAY CAMS INDEX COIL	C-23	14-1 85	Red-Green Black-White	Energized when winner circuit is completed, and releases replay cams for scoring.
14A N.O.	E-2	10P 70P	Red (Plastic) Orange (Plastic)	Completes a circuit to run control unit, and flasher unit motors.
14B N.O.	G-23	13-1 14-1	Red-Yellow Red-Green	In series with replay scoring lock-in circuit.
14C N.C.	H-6	23 30	Blue-Yellow Yellow	Opens spin relay circuit while scoring.

6 RELAY BANK PICTORIAL VIEW LETTERS CORRESPOND TO SWITCH CHART ON PAGE 60

						
Name	JOKER RE.	SPIN RE.	LOCK RE.	COIN RE.	ANTI-CHEAT RE.	REPLAY RESET RE.
Coil turns & wire gauge	2500 #33	2300 #33	2500 #33	1550 #32	2500 #33	2300 #33
Coil resistance (nominal)	100Ω	85Ω	100Ω	45Ω	100Ω	85Ω
Operating voltage	50 V	50 V	50 V	50 V	50 V	50 V
Test voltage	37 V	37 V	37 V		37 V	37 V
Extension spring load	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR
Sw actuator stroke	3/32	3/32	3/32		3/32	3/32
Additional information	THERMALEZE WIRE OR EQUIVALANT. NO WRAP ON COIL.		THERMALEZE WIRE OR EQUIVALANT. NO WRAP ON COIL.	ATTRACT V. BETWEEN 31-34 V. CONTACT GAPS .030 MINIMUM.	THERMALEZE WIRE OR EQUIVALANT. NO WRAP ON COIL.	

SPRING CODE.		
COLOR	PART NO.	LOAD
CLEAR	SP-199-13	13 OZ. AT $15/16$
BLUE	SP-199-14	21 OZ. AT $15/16$
YELLOW	SP-199-15	15 OZ. AT $15/16$
RED	SP-199-16	90Z. AT $15/16$
GREEN	SP-199-17	17 OZ. AT $15/16$

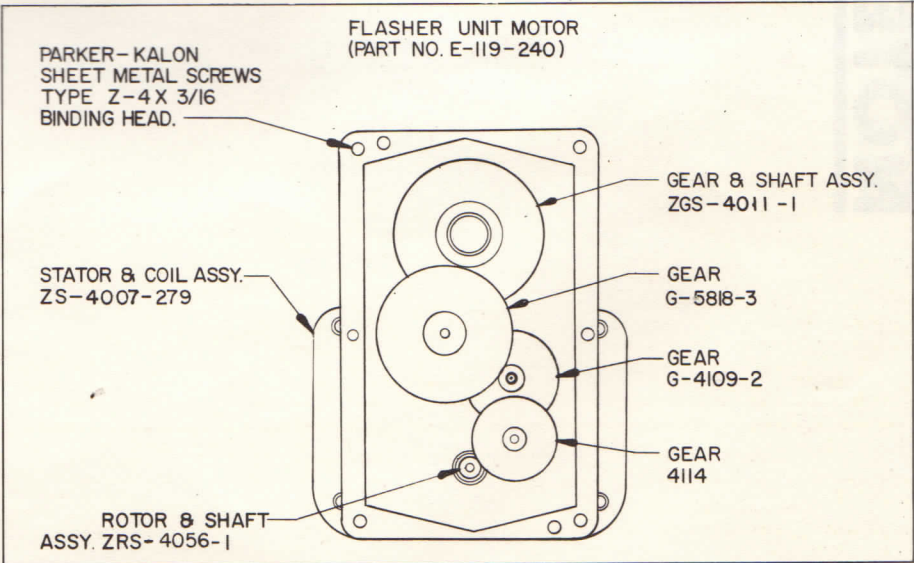
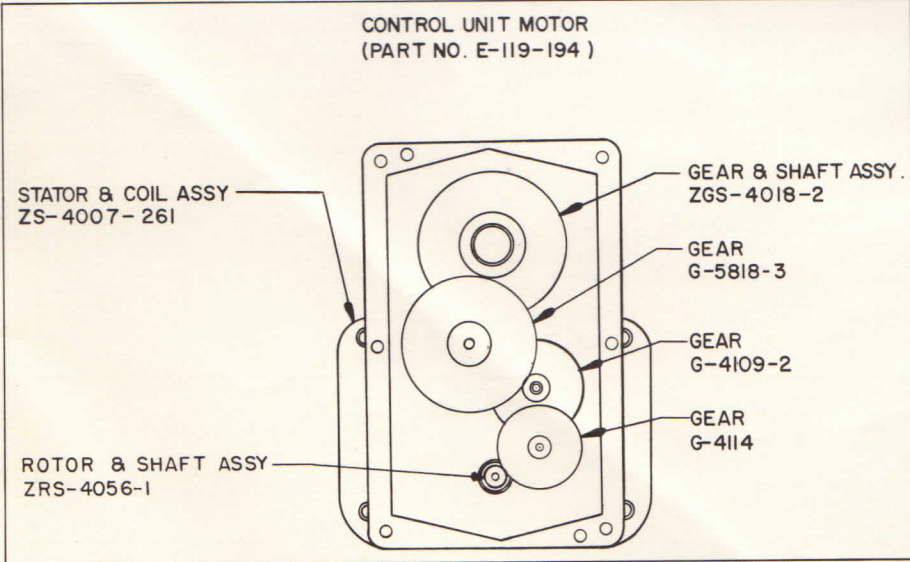
6 RELAY BANK SWITCH CHART FOR POSITION OF SWITCHES REFER TO PICTORIAL VIEW ON PAGE 59

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
JOKER RELAY COIL	C-18	81 85	Black-Red Black-White	Energized thru 3rd row flasher disc, when circuit complete thru other factors.
A N.O.	G-19	51-1 61-1	White-Red Brown-Red	In series with 2 clubs - joker replay scoring circuit.
B N.O.	F-19	53-1 65-1	White-Yellow Brown-White	In series with 2 hearts - joker replay scoring circuit.
C N.O.	E-19	54-1 74-1	White-Green Orange-Green	In series with 2 spades - joker replay scoring circuit.
D N.O.	E-19	56-1 74-1	White-Brown Orange-Green	In series with 3 jokers replay scoring circuit.
E N.O.	F-19	52-1 63-1	White-Blue Brown-Yellow	In series with 2 diamonds - joker replay scoring circuit.
SPIN RELAY COIL	A-6	40 70	Green Orange	Energized by handle switch when playing replays.
A N.O.	E-8	25 45	Blue-White Green-White	Completes circuit to energize timer cams index coil. Also in series with spell name unit reset circuit, and a circuit to step spell name unit.
B N.O.	D-7	25 38	Blue-White Yellow-Black	In series with lock-in circuit for this relay.
C N.O.	F-11	53 30	White-Yellow Yellow	Completes circuit to energize 1st row flasher index coil.
D N.O.	H-9	93-1 30	Gray-Yellow Yellow	Completes circuit to energize lock relay.
E N.C.	H-12	13-5 30	Red-Yellow Yellow	Opens replay scoring circuit during spin.
LOCK RELAY COIL	E-9	93-1 51	Gray-Yellow White-Red	Energized by spin relay switch, when circuit complete thru other factors.
A S.P.D.T.	N-3	98-1 20 10	Gray-Black Blue Red	Opens circuit to game-over lite, and completes circuit to lite symbol lites.
B N.O.	H-13	13-5 65	Red-Yellow Brown-White	In series with replay scoring circuits.
C N.O.	H-9	93-1 30	Gray-Yellow Yellow	Completes lock-in circuit for this relay.
COIN RELAY COIL	A-7	48 70	Green-Black Orange	Energized by coin switch each time a coin is deposited.

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
A N.O.	H-24	21-1 30	Blue-Red Yellow	Completes a circuit to step replay register unit.
B. N.O.	H-10	52 30	White-Blue Yellow	Energizes anti-cheat relay.
ANTI-CHEAT RELAY COIL	A-10	52 70	White-Blue Orange	Energized by coin relay switch.
A S.P.D.T.	F-6	14 27 31	Red-Green Blue-Orange Yellow-Red	Opens spin relay circuit, and completes circuit to energize replay reset relay, when this relay drops out.
B N.O.	G-10	52 30	White-Blue Yellow	Completes lock-in circuit for this relay.
REPLAY RESET RELAY COIL	A-6	14 70	Red-Green Orange	Energized when anti-cheat relay drops out, and circuit complete thru other factors.
A S.P.D.T.	C-5	13 18 15	Red-Yellow Red-Black Red-White	Directs replay register reset circuit thru control unit cam switch #6A when replays are being played, or thru control unit 16 pulse cam switch #12A when replays are being cancelled.
B N.O.	F-6	14 27	Red-Green Blue-Orange	In series with lock-in circuit for this relay.
C N.O.				
D N.C.	B-6	38 40	Yellow-Black Green	Opens spin relay circuit.
E N.O.	F-2	10P 70P	Red (Plastic) Orange (Plastic)	Completes a circuit to run control unit and flasher unit motors.

MISCELLANEOUS RELAYS SWITCH CHART

RELAY SWITCH	LOCATION ON DIAGRAM	WIRE No.	WIRE COLORS	FUNCTION OF SWITCHES
3 KINGS RELAY COIL	B-20	80 85	Black Black-White	Energized when series circuit completed thru 1st, 2nd, and 3rd row flasher discs.
A N.O.	H-14	65 71	Brown-White Orange-Red	In series with replay scoring circuit for 3 kings score (32).



NOTES

NOTES

MISCELLANEOUS PARTS

Part No.	Name of Part
G-315	Back glass
P-711	Cigarette Holder
P-1900-55	Coin box
AS-849-9	Coin Drop Assembly 10¢
SW-100-38	Coin Switch
AS-277-59	Coin Switch and rejector mounting assembly
E-130-10	Counter
C-480	Handle
M-163-7	Leg
M-281-6	Lock and Keys—cabinet
M-281-24	Lock and Keys—(keyed alike) back door
CA-1055-3	Side Door
M-280-16	Slug rejector 10¢
SW-100-106	Switch—Lock—back door
E-108-57	Toggle switch—back door
E-122-65	Transformer

Bally pin game lubricant now available in one half-pint
(8 Oz.) containers with plastic spout and screw cap.