

Bally

Old **CHICAGO**



Bally

MANUFACTURING CORPORATION

2640 Belmont Avenue · Chicago, Illinois, 60618, U.S.A.

TELEPHONE (312) 267-6060/TELEX NO. 253076/CABLE ADDRESS: Balfan

TIME DELAY CIRCUIT

Purpose of the time delay circuit is to prevent unnecessary abuse of the machine it is installed in.

The time delay relay is energized anytime one of the slam switches are made to contact. There are two factory installed slam switches, one on the front door and one on the mechanism mounting board. (Any number of slam switches could be installed by the operator, to meet his individual requirement). The switches 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 switch more sensitive. Opening the gap will reduce sensitivity. The total time the delay relay is energized can be varied by changing the #455 lite bulb mounted on the delay relay frame. If unable to get a short enough time of delay, get a Westinghouse #455 bulb; these units are considerable faster. If still unable to bring the time down, check the location voltage. It should not be under 49.5 V.A.C. on the transformer secondary.

#1042 OLD CHICAGO

INSTALLATION AND GENERAL GAME OPERATION INSTRUCTIONS

INSTALLATION

On all games there are certain items that should be checked after shipment. These are visual inspections which may avoid time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable. Cable plugs and sockets may be loosened, switches (especially tilt switches) may go out of adjustment. Plumb bob tilt switch should always be adjusted after game is set on location and leg levelers are adjusted.

Visual inspections before plugging in line cord:

1. Check that all cable plugs are firmly seated in proper sockets.
2. Check that cables are clear of all moving parts and relays.
3. Check for any wires that may have become 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 wires on relay coils for proper soldering especially the bare (common) wire connecting a row of relay coils. 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 (manually) the stepping and resetting of all step-up units. The wiper action should not be sluggish.
8. Check the transformer for any foreign material shorting across wiring lugs.
9. Check wiring of transformer to correspond to location voltage. (Transformer wiring card in front cabinet).

Before line cord is plugged in:

Check all plugs and sockets and dress cables:

- (A) Plugs in correct sockets.
- (B) Plugs securely seated in sockets.
- (C) Dress cables away from relays.

Check adjustment of the three (normally open) tilt switches:

- (A) Panel tilt on bottom of playfield panel.
- (B) Plumb bob tilt on left side of cabinet near front door.

- (C) Ball tilt above plumb bob tilt.
Insert the smaller ball (15/16" dia) into the ball tilt assembly, and adjust the bracket so the ball will roll free to contact the switch blade, if front of cabinet is raised.

Plug in line cord:

Check adjustment of the (normally open) kick off switch at rear of cabinet mounting board near cable plugs. Check adjustment of the (normally open) anti slam switch, on front door. If either of those switches is closed, the delay relay is energized momentarily.

GENERAL GAME OPERATION:

Place ball into playfield by outhole.

Coin game:

If coin should be rejected move on-off master switch at bottom right front corner of cabinet to "on" position, then coin game. Coin lock out device rejects all coins when power (master switch) is off. Also check the delay relay. If this relay is energized, the game will not accept coins.

- 1a. If coin is inserted in 1st (nickel) coin chute and game is conditioned for 1 play-5¢, it will energize the coin relay. If game is conditioned for 1 play-10¢, the first coin inserted will advance the 2 coin unit, then second coin inserted will energize the coin relay thru the 2 coin unit switch. (See 1st coin chute adjustment plug positions on game adjustments sheet).
- 1b. If coin is inserted in 2nd (dime) coin chute and game is conditioned for 1 play-10¢, it will energize the coin relay. If game is conditioned for 2 play-10¢, it will energize the 2nd coin chute relay and 2nd coin chute relay will advance the credit unit (2 steps) thru the credit circuit. (See 2nd coin chute adjustment plug positions on game adjustments sheet).
- 1c. If coin is inserted in 3rd (quarter) coin chute and game is conditioned for 2-3-4-5 or 6 plays-25¢, it will energize the 3rd coin chute relay and the 3rd coin chute relay will advance the credit unit (2-3-4-5-6 steps) thru the credit circuit. (See 3rd coin chute adjustment plug positions on game adjustment sheet).
- 1d. When the credit unit has been advanced from 2nd or 3rd coin chute, (as described in section 1b and 1c) the front door credit button switch, (when actuated) will energize the credit relay and then the credit relay will energize coin relay.
- 2a. The coin relay, when energized by any of the ways described (in sections 1a thru 1d) will stay energized thru its own hold-in switch and (normally closed) #8 score motor switch.

- 2b. The coin relay will energize the reset relay thru a game over relay switch, operate the score motor and then thru normally open #2 and #11 score motor switches, energize the #1 and #2 score reset relays. The reset relay will operate the score motor. Both the reset and the score reset relays will be energized thru a normally closed #8 score motor switch, or until all score counter units are reset to zero position.
- 2c. The coin relay, thru a normally open #3 score motor switch will advance the total play meter, and thru the reset relay will reset the coin unit, ball count unit and the player up unit. The coin relay will also reset the credit unit, (1 step) when energized by the credit button. Thru a normally open #4 score motor switch, it will energize the game over relay latch coil, and thru a normally open #7 score motor switch, it will energize the four 100,000 relay latch coils.
- 3a. A ball on the outhole switch, at the start of game will energize the outhole relay thru a normally closed #1 score motor switch, and it will stay energized thru its own hold in and a normally closed #10 score motor switch. For operations after the first ball, see under heading "Sequence of Operation".
- 3b. When the outhole relay is energized, it will operate the score motor and then energize the outhole kicker solenoid thru a normally open #7 score motor switch. The ball will be kicked thru the ball through to the shooter alley. The game is ready for the first player to play.
- 3c. To condition the game for 2nd player, inserting coin(s) or use the credit button before the 1st ball is played, it will energize the coin relay again. This time, the coin relay will not energize the reset relay. It will operate the score motor, advance the total play meter, subtract a credit from credit unit, (if credit button was used) and advance the coin unit thru a normally open #3 score motor switch. The game is now set for 2 players repeating this sequence will set game for 3rd player and 4th player.

SEQUENCE OF OPERATION

- 1a. When a ball is played, the ball index relay will be energized thru the 10 point, 100 point, or 1,000 point score relay and it will stay energized thru its own hold in switch and normally closed #6 score motor switch and a normally closed outhole relay switch.
- 1b. When the ball goes into the outhole:
 - a. The bonus score relay is energized and operates the score motor to add the bonus score to the total score of the player. When the scoring is completed, this bonus score relay is de-energized and the outhole relay is energized. The outhole relay will remain energized thru its own lock in switch until the normally closed #8 score motor cam switch opens.

- b. The outhole relay will advance the player up unit thru #4 score motor cam switch, if more than one player is playing and no extra ball has been scored.
- c. The outhole relay will advance the ball count unit thru #3 score motor cam switch after the last eligible player has played if no extra ball was earned, the extra ball must be played off before the ball count unit will advance. When the ball count unit has advanced, the player up unit will reset thru #4 score motor cam switch.
- d. The outhole relay when energized will operate the score motor and thru #7 score motor cam switch it will energize the outhole kicker solenoid which will eject the ball from the outhole to the shooter alley. The outhole relay thru another #6 score motor cam switch will advance the bonus unit from zero to 1,000 position. The outhole relay when energized will de-energize the ball index relay, the extra ball relay and the tilt relay.

FEATURE OPERATION & SCORING

A. Bonus Score Features:

A bonus score of 1,000 to 10,000 may be scored. The game starts with a bonus score of 1,000. The bonus score advances one step at a time each time the lower left target is hit. It also advances each time the spinner lites complete one sequence; each sequence is completed by lighting the top (5th) spinner lite. The bonus also advances one step each time the ball goes into the top right feature saucer or through the lit top rollover lane (NOTE: on 3-5 ball adj., with the jack in the 3-ball position, a ball going through the lit top rollover lane advances the bonus three steps). When the ball goes into the playfield collect bonus hole, the bonus score lit is added to the player's score. When the ball goes into the outhole, the bonus score lit is added to the player's total score; if the double bonus lite is lit, twice the bonus score lit is added to the player's total score. (NOTE: Double bonus is awarded in outhole only). Ball in bonus hole adds score but does not step down; bonus steps down in outhole only. Bonus score is 1,000 points for each lit letter of "OLD CHICAGO". A tilt nullifies the bonus score.

B. Double Bonus Feature:

The double bonus is an automatic feature awarded through the double bonus adjustment jack. It may be adjusted for balls:

1,3,5 on a 5 ball game.

3,5 on a 5 ball game.

1,3 on a 3 ball game.

3 only on a 3 ball game.

The double bonus lite goes out at the end of a game or when the ball goes into the outhole after the bonus score is collected.

C. Spinner Lites:

The bonus advances one step each time the spinner lites complete one sequence (see above). The spinner scores 10 points when the drop target adjustment plug is in the conservative side; 100 points when it is in the liberal side.

D. Feature Saucer:

The feature saucer located in the upper right of the playfield advances the bonus score 1,000 points each time a ball is shot into it (see above). The saucer scores 500 points until the bonus score reaches 10,000 points (ie, "OLD CHICAGO" illuminated); then, the saucer scores 5,000 points. The 5,000 point lite once lit goes out when the bonus is collected in the outhole.

E. Drop Target:

Each drop target scores 500 points. When all (5) are knocked down, the bank of targets scores 5,000 points and resets. After the targets are knocked down for the first time for a particular ball-in-play, the drop target special light lites. Knocking down all (5) targets again scores a "Special" for that time and each additional time that they are knocked down during that particular ball-in-play. The drop target adjustment plug controls:

- a) the spinner score (see above) and,
- b) the alternating/non-alternating operation of the lower right extra ball and lower left special out lane lites.

(lites alternate with jack in conservative position; do not with jack in liberal position (see below).

F. Extra Ball Feature:

The game will award an extra ball when the playfield ball enters the lower right out lane when the extra ball lite is lit. The extra ball lite lites with an ON/OFF mode when the (5) drop targets are knocked down once; The ON/OFF sequence is controlled by the drop target adjustment plug: with the plug in the conservative position, the extra ball lite alternates ON/OFF with the lower left out lane special lite (see below). After the targets are knocked down for the first time for a particular ball-in-play; with the plug in the liberal position, the light remains on, once lit, until the playfield ball enters the outhole. Only one extra ball is awarded at any one time. The extra ball earned must be played off before another extra ball can be scored. The game is adjustable to award an extra ball when a pre-adjusted Hi-Score is registered or through the special feature. (see below).

G. Special Feature:

The "Special" award is scored when the playfield ball enters the lower left out lane when the special lite is lit. The "Special" lite lites once the drop targets are knocked down for the first time for a particular ball-in-play. The lower left outlane special lite lites with an ON/OFF mode when the (5) drop targets are knocked down once; the ON/OFF sequence is controlled by the drop target adjustment plug; with the plug in the conservative position, the lower left out lane special lite alternates ON/OFF (with the lower right extra ball out lane lite - see above), after the targets are knocked down for the first time; with the plug in the liberal position, the lite remains on, once lite, until the playfield ball enters the outhole.

A "Special" is also awarded when the (5) drop targets are knocked down when the drop target special lite is lit; the drop target special lite lites, for that particular ball, once the (5) drop targets are knocked down for the first time during that particular ball-in-play. For every time the (5) drop targets are knocked down after the first time during a particular ball-in-play, a "Special" is scored. The "Special" award is adjustable to score a credit or an extra ball.

PLAYFIELD PANEL POST ADJUSTMENTS:

Posts that control left and right outlane opening on panel (see panel sketch) can be moved to make access to outlanes easier or harder for ball to enter.

Easier entry will decrease playing time and scoring.

Harder entry will increase playing time and scoring.

HI-SCORE ADJUSTMENT PLUG:

Located on back box lite insert. This plug provides a wide range of coverage at which hi-score credits can be scored. (see the score adjustment card in back box for plug positions.)

MATCH FEATURE ADJUSTMENT PLUG:

Located on front cabinet mounting board. This plug provides positions to operate match feature on or off.

HI-SCORE FEATURE ADJUSTMENT PLUG:

Located on front cabinet mounting board. This plug provides positions to award Hi-Score credit or extra ball.

BALLS PER GAME ADJUSTMENT PLUG:

Located on front cabinet mounting board. This plug provides positions to operate game on 5 ball or 3 ball play.

1st COIN CHUTE ADJUSTMENT PLUG:

Located on the 2 coin unit, on front cabinet mounting board. This plug provides positions to give 1 play for 1 coin or 1 play for 2 coins thru the 1st (nickel) coin chute.

2nd COIN CHUTE ADJUSTMENT-PLUG:

Located on front cabinet mounting board. This plug provides positions to give 1 play for 1 coin or 2 plays for 1 coin thru the 2nd dime coin chute. NOTE: When this plug is set for 2 plays-1 coin, brown-white (male plug) wire on 3rd coin chute adjustment must be in position 2.

3rd COIN CHUTE ADJUSTMENT PLUG:

Located on front cabinet mounting board, this plug provides positions to give 2 to 6 plays for 1 coin thru the 3rd (quarter) coin chute. Use Orange-white (male-plug) wire to set number of credits.

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PARTS LISTMISCELLANEOUS

Transformer	E-122-95
Score Motor (Domestic)	E-119-354
Score Motor (Export)	E-119-411
Total Play Meter	E-32-1700

RELAY COILS

Delay	G-30-1500
Coin	G-31-2000
2nd Coin Chute	G-31-2000
3rd Coin Chute	G-31-2000
Credit	G-31-2000
Lock	G-33-2800
Reset	G-31-2000
#1 Score Reset	G-30-1500
#2 Score Reset	G-31-1500
Game Over (trip)	G-31-1600
Game Over (Latch)	G-31-2000
Player Reset	G-31-2000
Out Bonus Score	G-31-2000
Outhole	G-31-2000
Ball Index	G-32-2500
Tilt	G-32-2500
Extra Ball	G-31-2500
10,000 & 1,000 Pts.(3)	G-31-2000
Bonus Hole Score	G-31-2000
Top Hole	G-31-2000
Spin	G-31-2000
500	G-31-2000
3000	G-31-2000
Alternator	G-32-2500
Drop Target Special	G-31-2000
Over-the-top delay	G-31-1600
Target Down	G-31-2000
5000 Bonus Hole	G-31-2000

ASSEMBLY COILS

Coin Lockout	FC-23-2600
Chime 10,100 & 1000 pts. (3)	CC-31-2000
Knocker	AK-27-1300
Flipper Left & Right-2	AF-25-500
	28-1000
Thumper Bumper (5)	AP-27-1300
Bonus Hole Eject	A-27-1300
Top Hole Eject	A-27-1300
Outhole Kicker	A-25-850

UNIT COILS

2 Coin (step-up)	CD-29-1600
Credit (step-up)	B-26-1100
Coin (step-up)	B-26-1100
Credit (reset)	C-28-1100
Ball Count (step-up)	B-26-1100
Ball Count (reset)	C-28-1100
Player Up (step-up)	B-26-1100
00-90 (step-up)	CD-29-1600
Score Drums (step-up) 16	CD-29-1600
Bonus Unit (Step-up)	B-26-1100
Bonus Unit (reset)	C-28-1100
Spinner (step-up)	CD-29-1600

UNIT DISCS

Coin	W-923-260
Ball Unit	W-1043-29
Player Up	W-923-207
00-90	W-999-28
Bonus	W-1072-47
Spinner	W-999-37
	W-999-38

UNIT WIPERS

Coin	AS-1024-108
Ball Count	AS-1046-802
Player up	AS-1046-620A
Bonus	AS-1046-794

A) Schematics

The schematic as drawn shows the power-off condition. The lock relay is de-energized. The lock relay will become energized when the power is turned on. The general illumination lights will now light. The schematic should be used to localize the area of interest for any given fault. For example, if the game were coined and the credit button pressed, the game over relay should be latched. If not, the trouble could be in the motor switches or the lock relay. Visual inspection will usually reveal the source of the trouble. A volt-ohmmeter will always locate the trouble.

The schematic, therefore, allows us to trace each circuit through the game to the power source (the transformer secondary). A color code is given for each lead to facilitate this tracing in the game.

The numbers on the bottom of the schematic and the letters on the left hand margin of the schematic can be used with the coil location chart at the right hand side to locate relays and solenoids. If the coil number is not recognizable in the game, the schematic will give the number for reordering (for example, reset relay G-31-2000). The nominal resistance of each relay coil is also given.

Score motor operation is detailed on the schematic. The score motor is used in the coining, reset and scoring operations. The sequence of operation table indicates that the score motor, when energized, will actuate contacts associated with cams one through twelve in the positions indicated. Cam #1 is physically closest to the motor. Cam switches are lettered alphabetically starting with "A" for the bottom of a switch stack. For example, the switch 2C, SCM, on the schematic is driven by the cam in the second position from the motor and is physically the third switch assembly above the cam in the switch stack. It is actuated by the score motor driven second cam in positions 1, 2, 3, 4 and 5.

The motor receives a starting pulse from various sources. It will index itself one-half revolution (180°) by means of self holding switch associated with Cam #1.

Relays shown on the schematic are shown de-energized. A relay consists of a coil of wire (electromagnet, when energized) armature or heel plate, plastic switch actuator, switch assemblies and frame. When the coil is energized, the armature is pulled to the coil by the electromagnetic force created by the current flowing through the turns of the coil. The plastic switch actuator is connected to the armature. The moving armature pulls the actuator and the long switch blades to the energized position. Contacts that were closed in the de-energized are opened in the energized position and vice-versa. In general, Bally relays are designed to self-hold or remain energized through a contact in the stack after the source of initial energization is removed.

B. ASSEMBLY ADJUSTMENTS

1. General

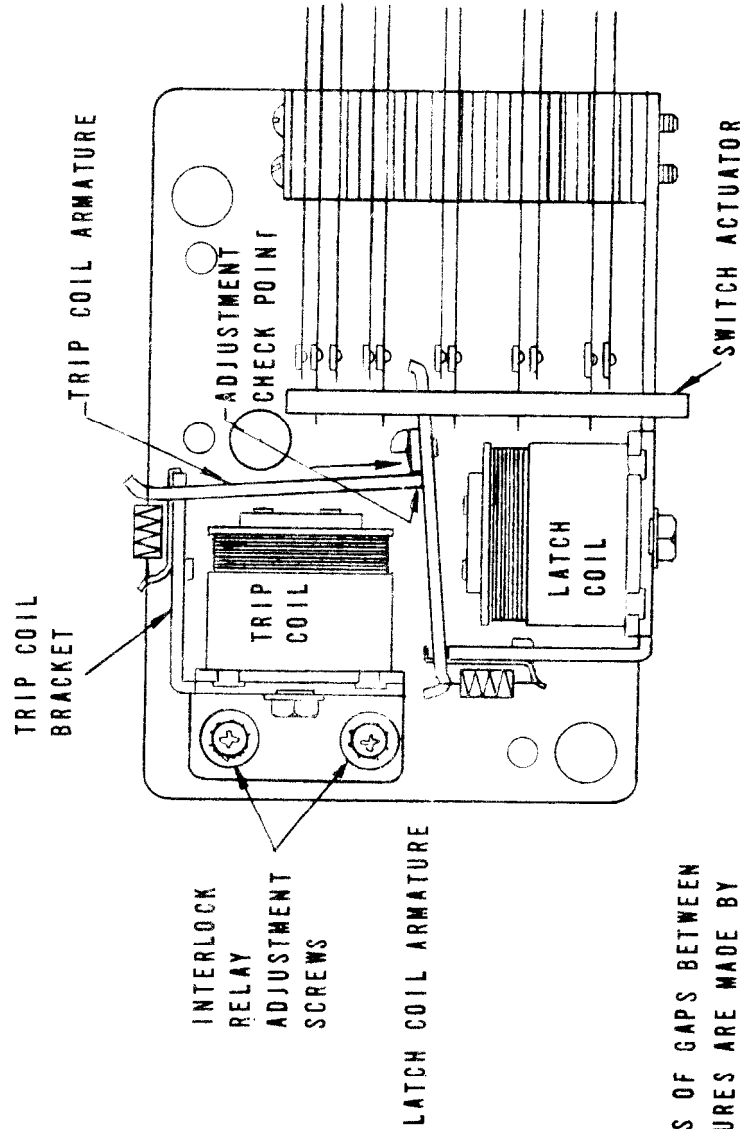
All switch assemblies consist of leaf springs, contacts, separators, plastic tubing and screws to hold them to the mounting surface on the relay frame. Before attempting to adjust a switch assembly, make sure that these screws are tight. If not, tighten screw closest to the contact end of the leaf spring 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 1/32" gap in the open position and .010" overtravel 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. Tarnish can be removed with a contact file followed by a burnishing tool. Severely pitted contacts must be replaced as an assembly. In general, contacts need be cleaned or replaced and adjusted when they are found to be a source of game malfunction.

2. Relays

All of the above applies. Relay contacts are operated dry. Beyond the normal 1/32" gap adjustment, relays with a self-holding circuit must be adjusted such that the self-holding contacts make just before the other contacts (adjust to .025" gap). Care in making this adjustment prevents false crediting and false scoring during the game.

The game-over relay is an example of an interlock relay. Interlock relays are adjusted for a .010" gap between the trip and latch coil armatures in the trip position and a .010" gap between the nylon on the latch coil armature and the trip coil armature in the latch position. If an adjustment is necessary, the interlock relay adjustment screws should be loosened and the trip coil repositioned until the trip and latch armature gaps are proper. The screws are then secured. Always check the switch adjustments after a gap adjustment is made. Open contacts should have a 1/32" gap. Closed must show .010" overtravel.

BALLY INTERLOCK RELAY



ADJUSTMENTS OF GAPS BETWEEN THE TWO ARMATURES ARE MADE BY LOOSENING THE INTERLOCK RELAY ADJUSTMENT SCREWS. BE SURE TO TIGHTEN DOWN THE SCREWS AFTER ADJUSTMENT IS MADE.

WHEN THE LATCH ARMATURE IS HELD DOWN DIRECTLY OVER THE CENTER OF THE LATCH COIL, THERE SHOULD BE A .010 GAP BETWEEN THE TRIP COIL ARMATURE AND THE NYLON PIECE OF THE LATCH COIL ARMATURE AT THE ADJUSTMENT POINT.

WHEN THE TRIP COIL ARMATURE IS HELD DOWN AND THE LATCH ARMATURE IS RELEASED, THERE SHOULD BE A GAP OF ABOUT .010 BETWEEN THE TWO ARMATURES.

ALWAYS CHECK SWITCH ADJUSTMENTS WHENEVER A GAP ADJUSTMENT IS MADE.

FIGURE  - 2 INTERLOCK RELAY ADJUSTMENTS

SUGGESTED
OLD CHICAGO SCORE CARDS

REPLAYS

3-BALL: #M-1508-53-L
 1 Replay at 76,000
 88,000
 111,000

Instruction Card #M-1508-53-E
Double Bonus Adj. Plug --- 1,3,& 5 Side
Drop Target Adj. Plug --- Liberal

5-BALL: #M-1508-53-K
 1 Replay at 80,000
 99,000
 131,000

Instruction Card #M-1508-53-A
Double Bonus Adj. Plug --- 3 & 5 Side
Drop Target Adj. Plug --- Conservative

EXTRA BALL

3-BALL: #M-1508-53-AC
 1 Extra Ball at 68,000
 85,000

Instruction Card #M-1508-53-J

Double Bonus Adj. Plug --- 3 & 5 Side
Drop Target Adj. Plug --- Liberal

5-BALL: #M-1508-53-AD
 1 Extra Ball at 74,000
 87,000

Instruction Card #M-1508-53-I

Double Bonus Adj. Plug --- 3 & 5 Side
Drop Target Adj. Plug --- Conservative

All playfield posts to be set in medium position.

CREDIT (REPLAY) UNIT

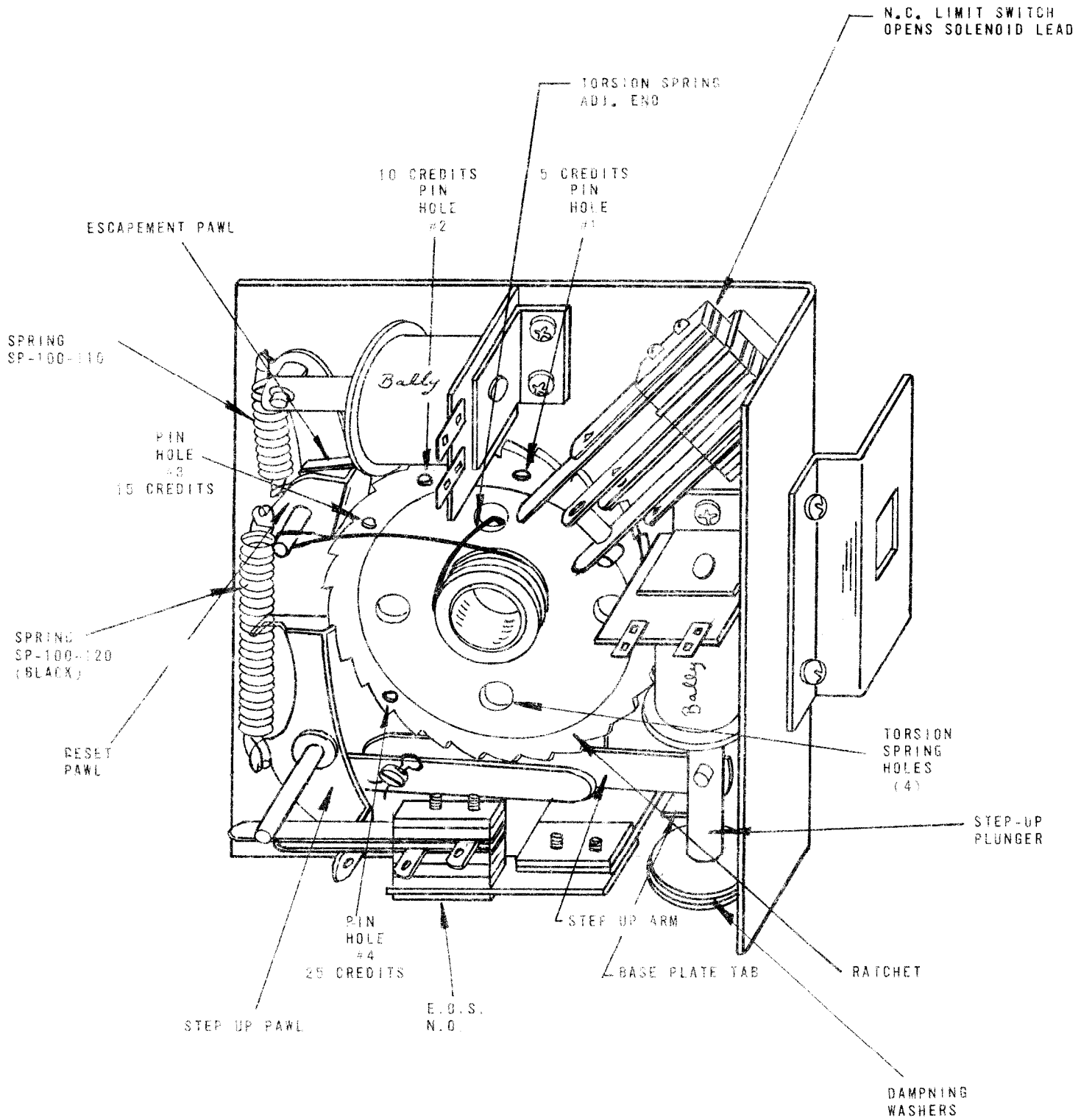


FIGURE 111 - 3 CREDIT UNIT ADJUSTMENTS

- b) If multiple crediting persists, increase spring tension by moving the ratchet torsion spring (short end) one hole or 1/4 turn clockwise to the next hole. This will slow the ratchet wheel and decrease the probability of multiple crediting.
- c) If the credit unit does not return to zero, check the adjustment of the switch stack just above the step-up solenoid. If the force exerted by the blades in this stack is excessive, the credit unit will not return to zero. Adjust the stack for a 1/32" gap when the credit wheel is not on zero, and a .010" overtravel at zero. Now spin the credit wheel by hand for the maximum allowable number of credit. The normally closed switch in the stack must now be opened by the pin in the ratchet wheel. This switch is the limit switch and opens the lead to the step up solenoid.
- d) If two or more credits are subtracted each time the credit button is actuated, the spring (SP-100-110) that positions the escapement pawl is too strong. Gently spread the turns on the spring until the proper action is obtained.

It is to be noted that selection of the #1, 2, 3, or 4 pin hole will limit the maximum number of credits possible to 5, 10, 15 or 25, as desired. This pin actuates the limit switch on the switch stack.

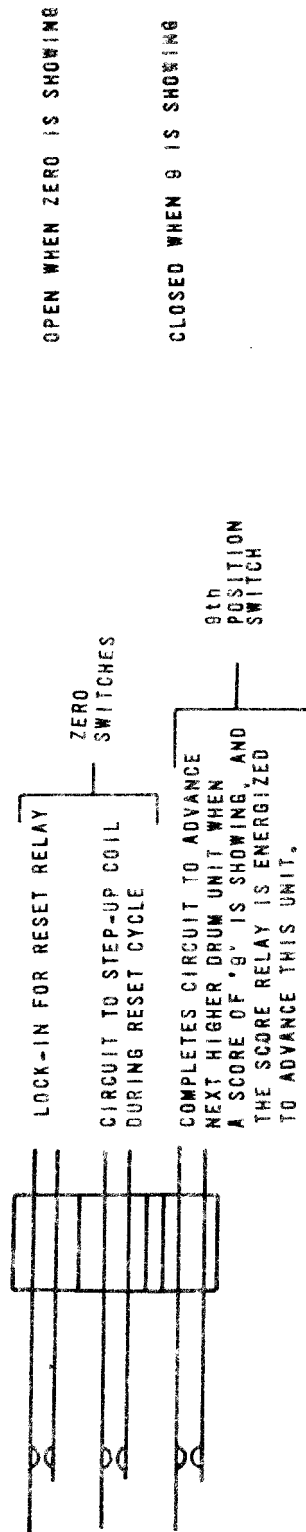
5. Score Drum Unit Adjustment (See Figure III-4)

All sixteen score drum unit assemblies are essentially the same. End of stroke switches are adjusted for a 1/32" gap and .010" overtravel (wipe) at the end of the solenoid stroke. The switches in the stack are adjusted likewise. Note that if the solenoid plunger is actuated by hand, all switches are open in the zero position, i.e., the numeral '0' in the viewing window on the insert. Malfunctions can be corrected by proper adjustment. Typical malfunctions are:

- a) Score drum continues to step through zero during the reset cycle (top switch in switch assembly always closed).
- b) Score drum does not score (second switch in switch assembly always open).
- c) Score drum and next higher drum advance simultaneously on a continuous or intermittent basis. This is proper when advancing from the 9th position to zero. For all other numerical positions it indicates that the last switch (closest to the metal frame) is always or intermittently closed.

SCORE DRUM UNITS SWITCHES

10-90, 100-900 & 1,000-9,000 UNITS (ALSO 10,000-90,000 UNIT WHEN 100,000 RELAY IS INVOLVED)



10,000-90,000 UNIT (EXCEPT IN GAME HAVING 100,000 RELAYS - SEE ABOVE)

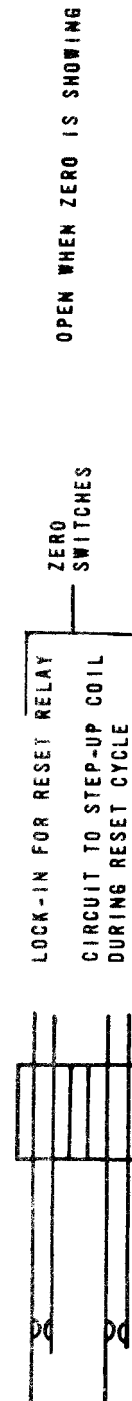


FIGURE III-4 SCORE DRUM UNIT SWITCH ASSEMBLY

Score drums are easy to trouble shoot. A faulty unit can be found visually. Visual inspection and adjustment is adequate to correct the problem. Do not overlook cable dress as a source of the problem. Dress bare leads away from adjacent connections.

SECTION IV SERVICE PARTS

A parts catalogue is available upon request. The catalogue is illustrated and lists all replacement parts for each game manufactured by Bally. Requests should be addressed to :

BALLY MANUFACTURING CORPORATION
2640 WEST BELMONT AVENUE
CHICAGO, ILLINOIS 60618
ATTENTION: PARTS DEPARTMENT

Enclose \$1.00 for postage and handling.

SERVICE HINTS

To maintain trouble free operation, all stepping unit contact plates, rivet and printed circuit type should be cleaned and lubricated sparingly every 30 days using Bally coin machine lubricant.

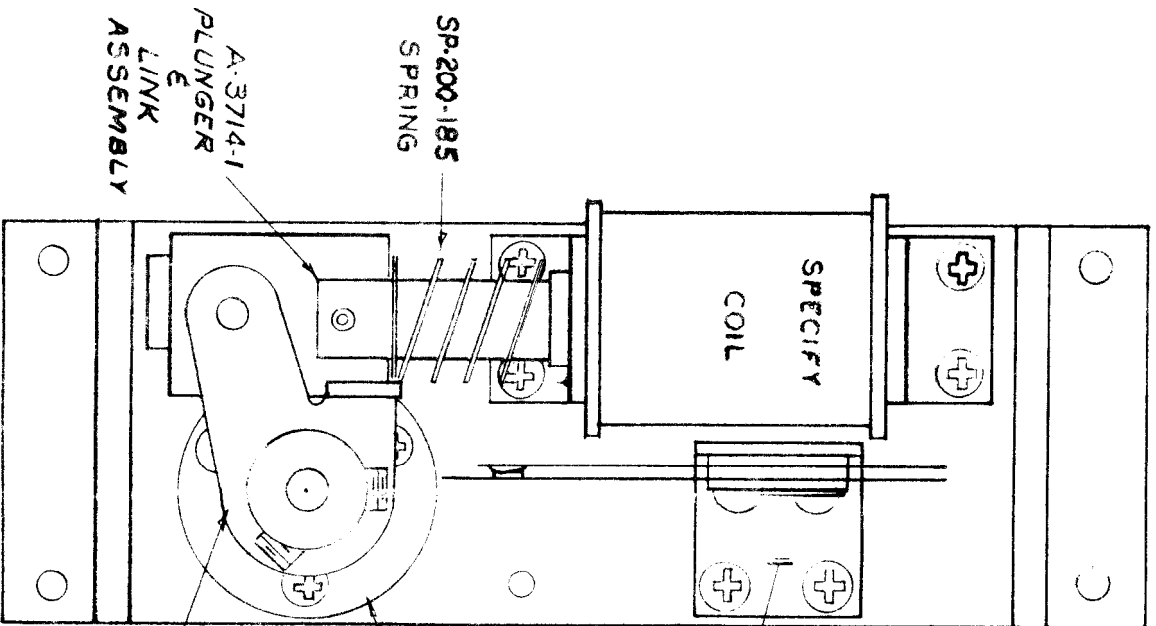
The Bally playfield has an improved tuff-coat finish with excellent wearing properties. It's life expectancy, as well as play appeal, can be extended by periodic cleaning of the playfield.

DO: Consult your local distributor for his product recommendations on this subject. Chances are, he has direct experience based on usage. If not, clean with a mild face type soap and a clean cloth dampened with water or clean with a product manufactured specifically for this purpose. Petroleum disillate based cleaners do not harm the playfield finish. Polish, if desired. A combination cleaner and polish such as Wildcat #125* (Wildcat Chemical Co., 1333 W. Siminary Dr., Ft. Worth, Texas 76115) or simply a cleaner such as Waterless Lemonite Cleaner* (Graco Sales Co., Rebel Labs, 8152 Highway 70, Arlington, Tenn. 38002) cleans even the dirtiest of playfields with ease. Use all cleaning agents sparingly. An accumulation of residue can jam roll-over buttons. 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.

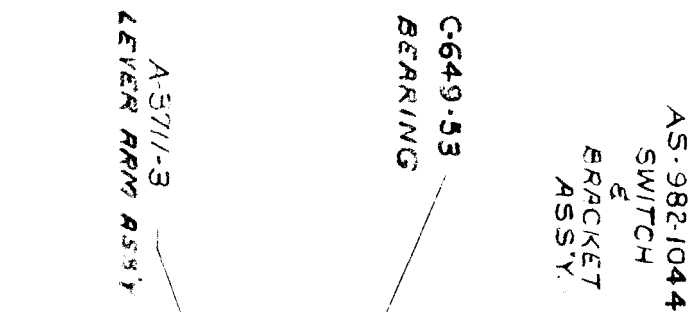
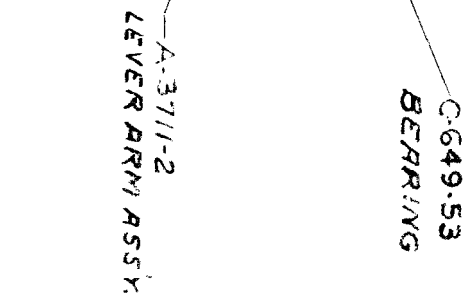
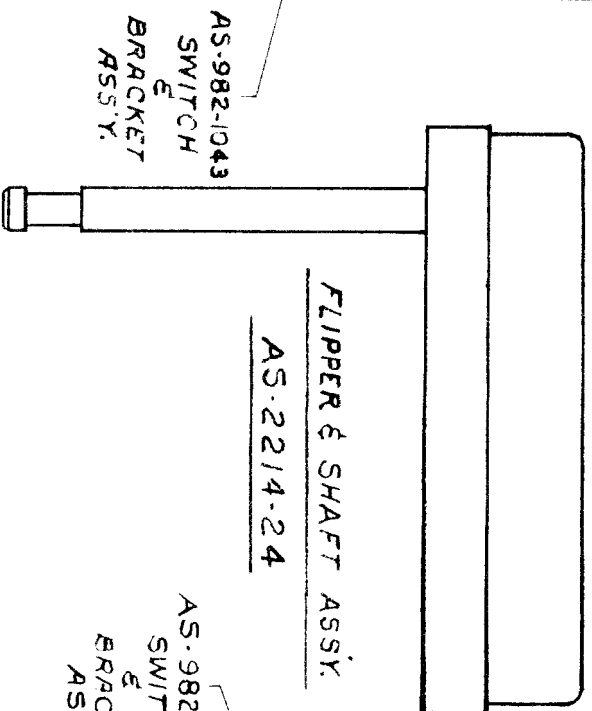
DON'T: Use water in large quantities, highly caustic cleaners, abrasive cleaners or cleaning pads on the playfield. Do not allow a wax or polish build up. Waxes yellow with age and spoil play appeal.

* Bally has tried these products and found them effective. Bally assumes no responsibility for their use, however, as Bally has no control over the manufacturers and any product changes they may make.

NEW BALLY FLIPPER UNITS



FLIPPER UNIT
LEFT SIDE



FLIPPER UNIT
RIGHT SIDE

RUBBER PARTS

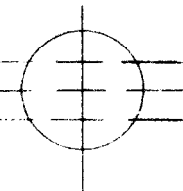
A-	R-115-4	REBOUND	(1)
B-	R-521-2	1-1/2" DIA.	(1)
C-	R-521-3	2" DIA.	(4)
D-	R-521-4	2-1/2" DIA.	(4)
E-	R-521-5	3" DIA.	(2)
F-	R-521-6	3-1/2" DIA.	(2)
G-	R-406-3	FLIPPER	(2)

PANEL TOP PARTS

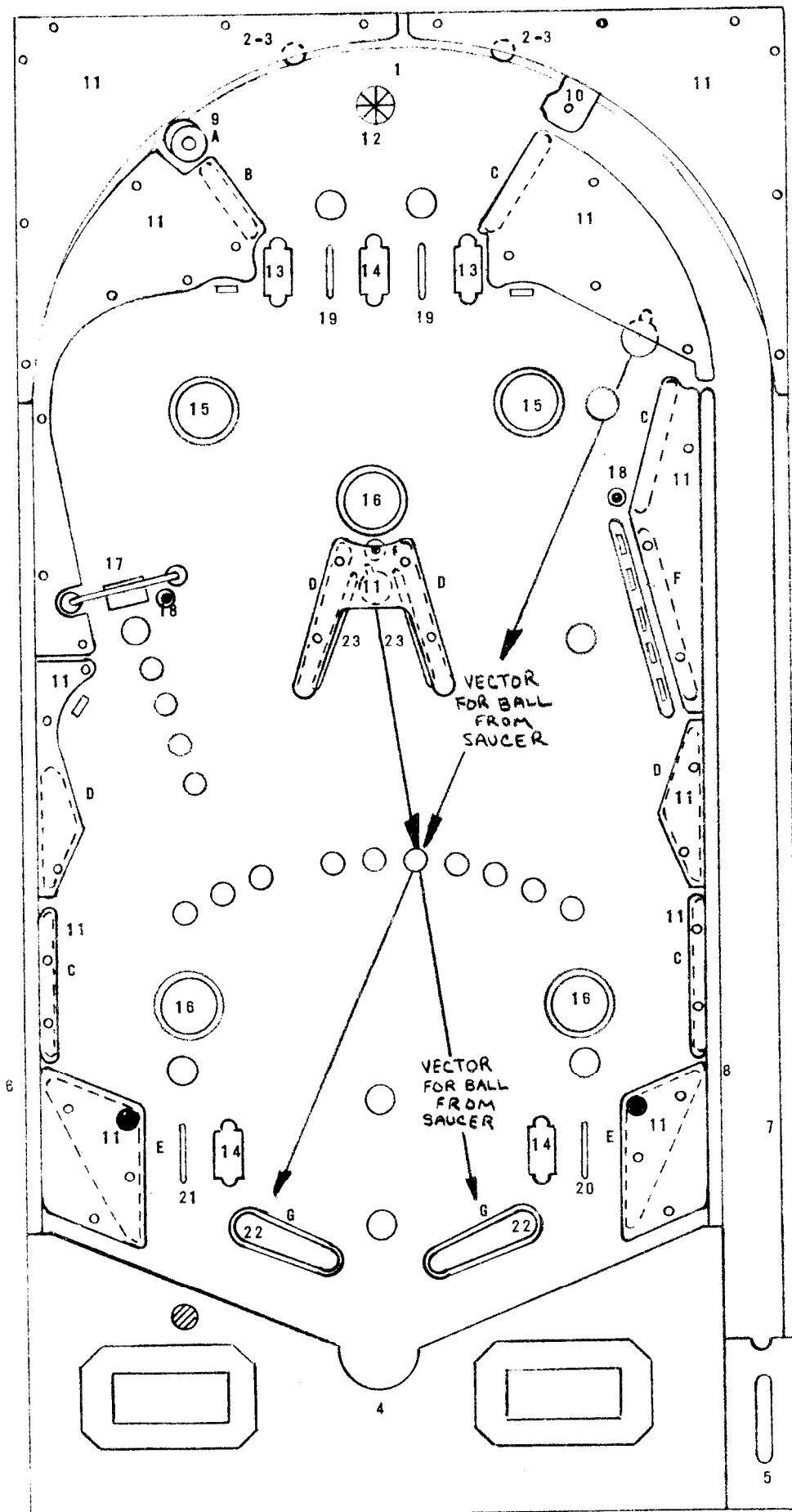
1	ARCH RAIL	M-1774
2	RAIL POST	C-907
3	RAIL POST CAP	C-908
4	BOTTOM ARCH	P-5871-51
5	SHOOTER GUIDE	P-6359-17
6	LEFT RAIL	CA-1208-32
7	RIGHT RAIL	CA-1208-33
8	INSIDE RAIL	CA-1208-26
9	REBOUND ASSEMBLY	AS-493-8
10	BALL GATE	A-1475-9
11	SCREENED PLASTICS	A-2890-115
12	ROLLOVER BUTTON	C-900
13	PLASTIC GUIDE (2)	C-694-5
14	PLASTIC GUIDE (3)	C-693-5
15	THUMPER CAP (2)	A-3713-23
16	THUMPER CAP (3)	A-3713-22
17	SPINNER GATE	AS-2250-35
18	MINIPOST ASSEMBLY	AS-2836
19	ROLLOVER WIRE (2)	AS-2806
20	ROLLOVER WIRE (1)	AS-2806-3
21	ROLLOVER WIRE (1)	AS-2806-2
22	FLIPPER & SHAFT (2)	AS-2214-24
23	GUIDE WIRE (2)	M-121-30

● INDICATES MOVABLE POSTS
FOR SCORING ADJUSTMENT:

LIB.
MED.
CONS.



LIB. - LIBERAL
MED. - MEDIUM
CONS. - CONSERVATIVE





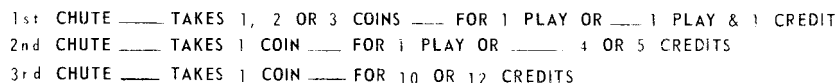
TYPE #10 DOOR WITH 2 CHUTES

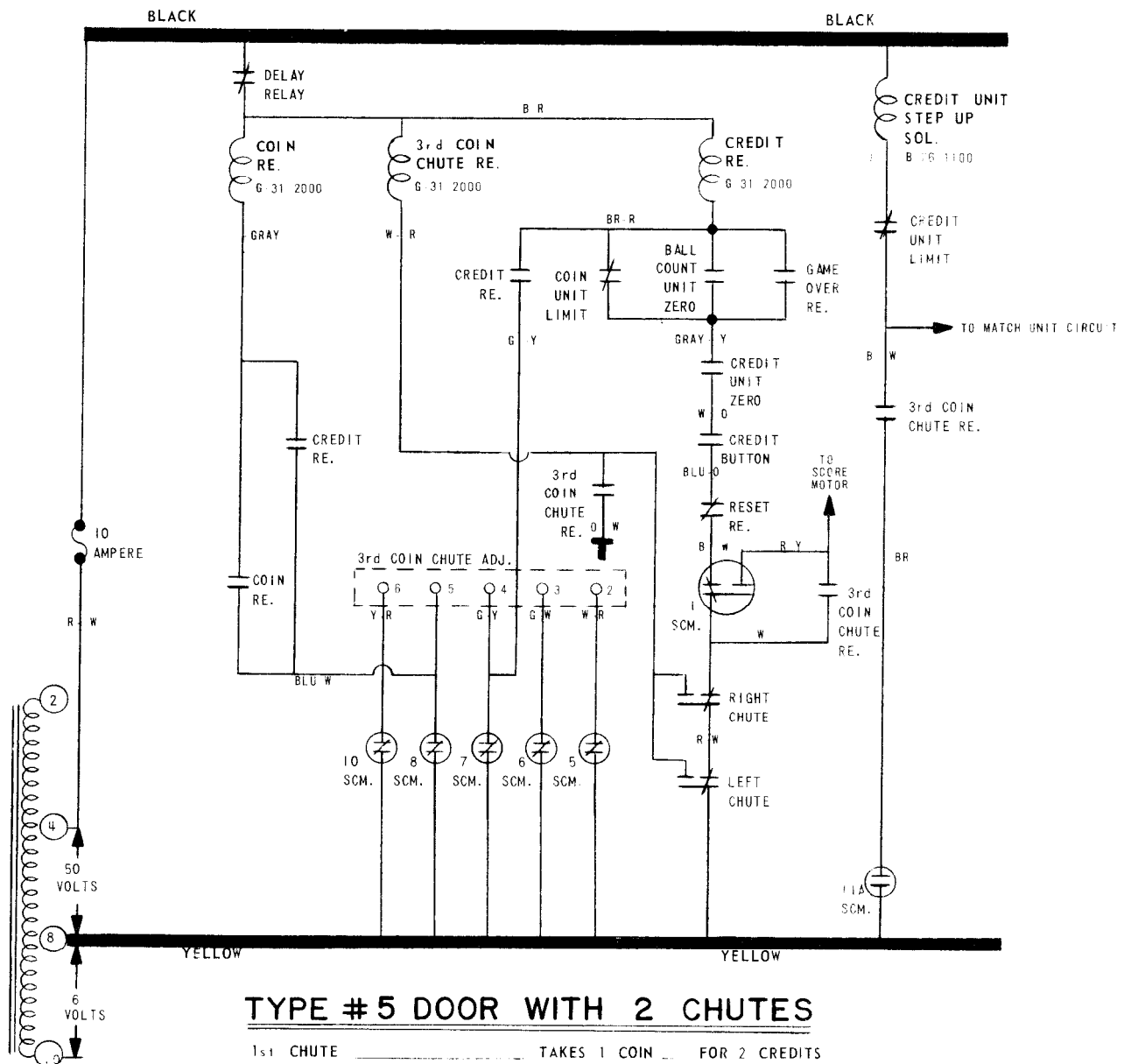
IN Left or Right Chute	Takes 1 Coin	For 1 to 5 Credits (Off Position)
<p> <input type="checkbox"/> 1 Credit <input type="checkbox"/> 2 Credits <input type="checkbox"/> 3 Credits <input type="checkbox"/> 4 Credits <input type="checkbox"/> 5 Credits <input type="checkbox"/> 6 Credits <input type="checkbox"/> 7 Credits <input type="checkbox"/> 8 Credits <input type="checkbox"/> 9 Credits <input type="checkbox"/> 10 Credits <input type="checkbox"/> 11 Credits <input type="checkbox"/> 12 Credits <input type="checkbox"/> 13 Credits <input type="checkbox"/> 14 Credits <input type="checkbox"/> 15 Credits <input type="checkbox"/> 16 Credits <input type="checkbox"/> 17 Credits <input type="checkbox"/> 18 Credits <input type="checkbox"/> 19 Credits <input type="checkbox"/> 20 Credits <input type="checkbox"/> 21 Credits <input type="checkbox"/> 22 Credits <input type="checkbox"/> 23 Credits <input type="checkbox"/> 24 Credits <input type="checkbox"/> 25 Credits <input type="checkbox"/> 26 Credits <input type="checkbox"/> 27 Credits <input type="checkbox"/> 28 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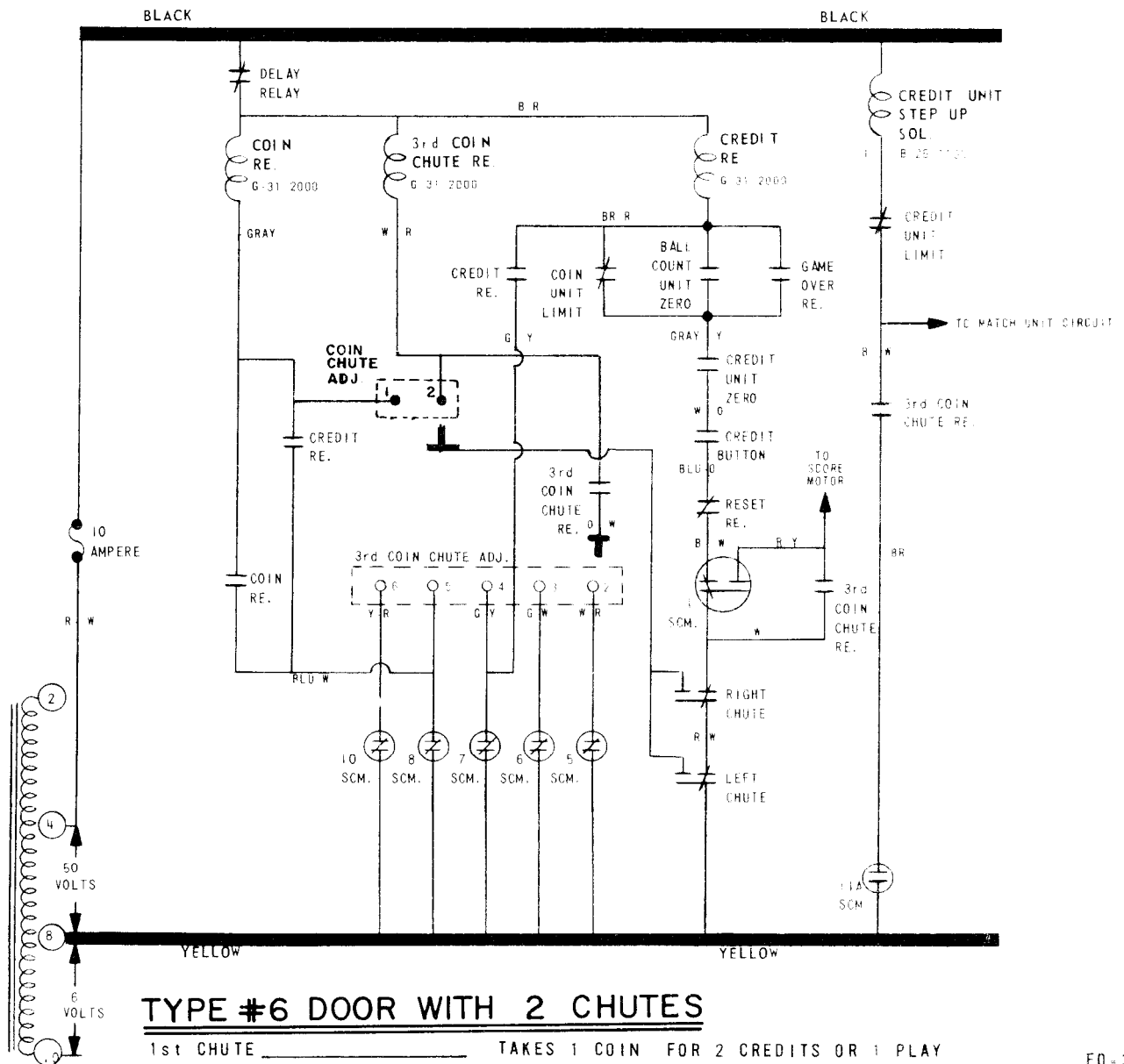
1) Left or Right	Chute	Takes	1 Coin	For	to 6 Credits (Off Position)
* 2) Left or Right	Chute	Takes	1 Coin	For	Credit, 2 Coins - 3 Credits (On Position)

* NOTE: For (2), O-W Lead Plug Must Be In Position 6; Coin Chute Adj. Circuit Shown is Connected For Condition 2

* NOTE. For (2), Y-B (38-2) Lead Plug Must Be In Position 3







TYPE #6 DOOR WITH 2 CHUTES

1st CHUTE _____ TAKES 1 COIN FOR 2 CREDITS OR 1 PLAY
 2nd CHUTE (BOTH SAME COIN) - TAKES 1 COIN FOR 2 CREDITS OR 1 PLAY

FO-349c
 REVISED 10-4-74

