

# POPEYE

## SAVES THE EARTH

### Operators Handbook

Midway Manufacturing Company  
3401 North California Avenue  
Chicago, Illinois 60618

## TABLE OF CONTENTS

MENU.....	1
LAMP MATRIX.....	2
LAMP LOCATIONS.....	3
SWITCH MATRIX.....	4
SWITCH LOCATIONS.....	5
SOLENOID TABLE.....	6
SOLENOID LOCATIONS.....	7
UPPER PLAYFIELD PARTS LIST.....	8
UPPER PLAYFIELD PARTS LOCATIONS.....	9
LOWER PLAYFIELD PARTS & LOCATIONS.....	10
RAMP PARTS & LOCATIONS.....	11
RUBBER RING PARTS & LOCATIONS.....	12
FUSE LIST.....	13

## MENU SYSTEM OPERATION

The Main Menu allows you to choose from several categories, which in turn lead to other menus. To access the Main Menu, open the coin door and press the Begin Test button, then press the Enter button. Press the Up or Down buttons to cycle through the Main Menu. Press the Enter button to access a menu. Press the Escape button to return to the Main Menu. Press the Start button for HELP at any time.

### Main Menu

B. Bookkeeping Menu	<ul style="list-style-type: none"> <li>B.1 Main Audits</li> <li>B.2 Earnings Audits</li> <li>B.3 Standard Audits</li> <li>B.4 Feature Audits</li> <li>B.5 Histograms</li> <li>B.6 Time-Stamp</li> </ul>
P. Printouts Menu	<ul style="list-style-type: none"> <li>P.1 Earnings Data</li> <li>P.2 Main Audits</li> <li>P.3 Standard Audits</li> <li>P.4 Feature Audits</li> <li>P.5 Score Histograms</li> <li>P.6 Game Time Histograms</li> <li>P.7 Time-Stamp</li> <li>P.8 All Data</li> </ul>
T. Test Menu	<ul style="list-style-type: none"> <li>T.1 Switch Edges</li> <li>T.2 Switch Levels</li> <li>T.3 Single Switches</li> <li>T.4 Solenoid Test</li> <li>T.5 Flasher Test</li> <li>T.6 General Illumination</li> <li>T.7 Sound &amp; Music Test</li> <li>T.8 Single Lampe</li> <li>T.9 All Lamps</li> <li>T.10 Lamp &amp; Flasher Test</li> <li>T.11 Display Test</li> <li>T.12 Flipper Test</li> <li>T.13 Ordered Lamp Test</li> <li>T.14 Lockup Test</li> <li>T.15 Wheel Test</li> <li>T.16 Clear Ball Test</li> </ul>
U. Utilities Menu	<ul style="list-style-type: none"> <li>U.1 Clear Audits</li> <li>U.2 Clear Coins</li> <li>U.3 Reset H.S.T.D.</li> <li>U.4 Set Time &amp; Date</li> <li>U.5 Custom Message</li> <li>U.6 Set Game I.D.</li> <li>U.7 Factory Adjustments</li> <li>U.8 Factory Resets</li> <li>U.9 Presets</li> <li>U.10 Clear Credits</li> <li>U.11 Auto Burn-In</li> </ul>
A. Adjustments Menu	<ul style="list-style-type: none"> <li>A.1 Standard Adjustments</li> <li>A.2 Feature Adjustments</li> <li>A.3 Pricing Adjustments</li> <li>A.4 H.S.T.D. Adjustments</li> <li>A.5 Printer Adjustments</li> </ul>

**Press Escape**  
To move out of a menu selection.

**Press Enter**  
To get into a menu selection.

**Press Up**  
Increases sequence; Example A.1, A.2, A.3, A.4.

**Press Down**  
Decreases Sequence; Example A.4, A.3, A.2, A.1.

Use Up and Down to cycle through the selections in a menu.

Use Escape and Enter to move into and out of the selected menu

## LAMP MATRIX

Yellow (B+) → Red

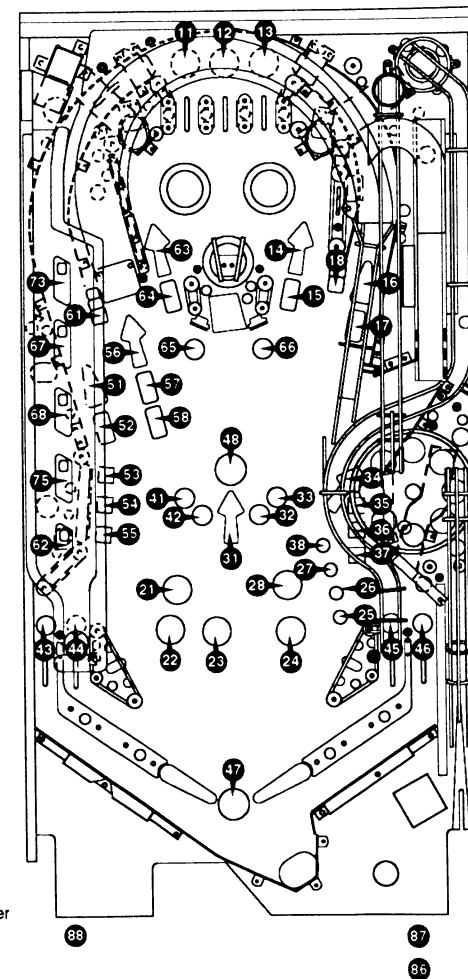
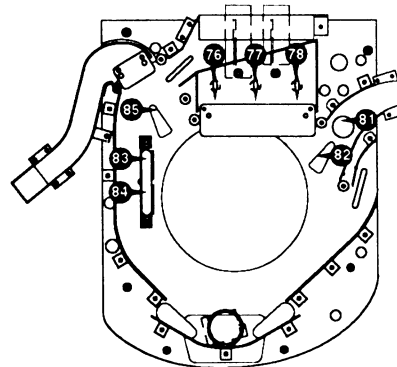
Column \ Row	1 Yellow-Brown J138-1 Q98	2 Yellow-Red J138-2 Q97	3 Yellow-Orange J138-3 Q96	4 Yellow-Black J138-4 Q95	5 Yellow-Green J138-5 Q94	6 Yellow-Blue J138-6 Q93	7 Yellow-Violet J138-7 Q92	8 Yellow-Gray J138-9 Q91
1 Red-Brown J134-1 Q90	Left Lane 11	Island Rhino 21	Lockjaw 31	Spilco Oil Co. 41	Left Loop Arrow 51	"Sea" Standup 61	Backbox Tail 71	Upper Extra Ball 81
2 Red-Black J134-2 Q89	Center Lane 12	Island Leopard 22	Never Green Co. 32	Blutonium Waste 42	Left Loop Can 52	Animal Dolphin 62	Backbox Star 72	Wimpy 2X Wheel 82
3 Red-Orange J134-4 Q88	Right Lane 13	Island Eagle 23	Earth Paving Co. 33	Left Outlane 43	Popeye "P1" 53	Left Popper Arrow 63	Animal Rhino 73	Two Bank Upper 83
4 Red-Yellow J134-5 Q87	Fight Bluto 14	Island Dolphin 24	Escalator Enter 34	Left Flipper Lane 44	Popeye "O" 54	Instant Multi-ball 64	Backbox Right 74	Two Bank Lower 84
5 Red-Green J134-6 Q86	Right Popper Can 15	Item Can Opener 25	Popeye "E1" 35	Right Flipper Lane 45	Popeye "P2" 55	Left Cheek 65	Animal Eagle 75	Animal Jackpot 85
6 Red-Blue J134-7 Q85	Right Loop Arrow 16	Item Bottle 26	Popeye "Y" 36	Special 46	Left Ramp Arrow 56	Right Cheek 66	Upper Ramp Left 76	Buy-In 86
7 Red-Violet J134-8 Q84	Right Loop Can 17	Item Katsup 27	Popeye "E2" 37	Shoot Again 47	Collect Item 57	Animal Panda 67	Upper Ramp Center 77	Launch Button 87
8 Red-Gray J134-9 Q83	"Hag" Standup 18	Island Panda 28	Item Flower 38	Rescue Olive 48	Left Ramp Can 58	Animal Leopard 68	Upper Ramp Right 78	Start Button 88

J13X = Power Driver Board

## LAMP LOCATIONS

Item No.	Bulb No.	Lamp Assy. No.	Description	Item No.	Bulb No.	Lamp Assy. No.	Description
11	24-8768	A-17824	Left Lane	31	24-8768	A-17802	Lockjaw
12	24-8768	A-17824	Center Lane	32	24-8768	A-17802	Never Green Co.
13	24-8768	A-17824	Right Lane	33	24-8768	A-17802	Earth Paving Co.
14	24-8768	A-17800	Fight Bluto	34	24-8768	A-17802	Escalator Enter
15	24-8768	A-17800	Right Popper Can	35	24-8768	A-17802	Popeye "E1"
16	24-8768	A-17800	Right Loop Arrow	36	24-8768	A-17802	Popeye "Y"
17	24-8768	A-17800	Right Loop Can	37	24-8768	A-17802	Popeye "E2"
18	24-8768	A-17800	"Hag" Standup	38	24-8768	A-17802	Item Flower
21	24-8768	A-17802	Island Rhino	41	24-8768	A-17802	Spilco Oil Co.
22	24-8768	A-17802	Island Leopard	42	24-8768	A-17802	Blutonium Waste
23	24-8768	A-17802	Island Eagle	43	24-8768	A-17835	Left Outlane
24	24-8768	A-17802	Island Dolphin	44	24-8768	A-17835	Left Flipper Lane
25	24-8768	A-17802	Item Can Opener	45	24-8768	A-17835	Right Flipper Lane
26	24-8768	A-17802	Item Bottle	46	24-8768	A-17807	Special
27	24-8768	A-17802	Item Katsup	47	24-8768	A-17807	Shoot Again
28	24-8768	A-17802	Island Panda	48	24-8768	A-17807	Rescue Olive

## LAMP LOCATIONS Continued



Item No.	Bulb No.	Lamp Assy. No.	Description
51	24-6549	A-17807	Left Loop Arrow
52	24-6549	A-17835	Left Loop Can
53	24-8768	A-17803	Popeye "P1"
54	24-8768	A-17803	Popeye "O"
55	24-8768	A-17803	Popeye "P2"
56	24-6549	A-17835	Left Ramp Arrow
57	24-6549	A-17835	Collect Item
58	24-6549	A-17835	Left Ramp Can
61	24-6549	A-17835	"Sea" Standup
62	24-8768	A-12887	Animal Dolphin
63	24-6549	A-17835	Instant Multi-ball
64	24-6549	A-17835	Left Popper Can
65	24-6549	A-17807	Left Cheek
66	24-6549	A-17807	Right cheek
67	24-8768	A-12887	Animal Panda
68	24-8768	A-12887	Animal Leopard
71	24-8768	---	* Backbox Tail
72	24-8768	---	* Backbox Star
73	24-8768	A-12887	Animal Rhino
74	24-8768	---	* Backbox Right
75	24-8768	A-12887	Animal Eagle
76	24-6549	A-11905	† Upper Ramp Left
77	24-6549	A-11905	† Upper Ramp Center
78	24-6549	A-11905	† Upper Ramp Right
81	24-6549	A-17836	Upper Extra Ball
82	24-6549	A-17835	Wimpy 2X Wheel
83	24-8768	A-17853	Two Bank Upper
84	24-8768	A-17853	Two Bank Lower
85	24-6549	A-17835	Animal Jackpot
86	20-9663-9	---	Buy-In
87	20-9663-B-4	---	Launch Button
88	20-9663-1	---	Start Button

24-8768 = #555 Bulb  
24-6549 = #44 Bulb

\* Not Shown  
† Associated Parts: A-12753-2 Lug & Diode

## SWITCH MATRIX

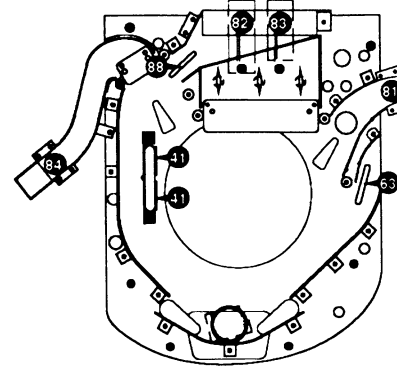
Dedicated Grounded Switches	Column Row	White ← → Green								Flipper Grounded Switches
		1 Green-Brown J207-1 U20-18	2 Green-Red J207-2 U20-17	3 Green-Orange J207-3 U20-16	4 Green-Yellow J207-4 U20-15	5 Green-Black J207-5 U20-14	6 Green-Blue J207-6 U20-13	7 Green-Violet J207-7 U20-12	8 Green-Gray J207-9 U20-11	
Orange-Brown J206-1 (1) Left Coin Chute D1	1 White-Brown J206-1 U18-11	11	21	31	41	51	61	71	81	Black-Green J906-1 Right Flipper End of Stroke F1
Orange-Red J206-2 (2) Center Coin Chute D2	2 White-Red J206-2 U18-9	12	22	32	42	52	62	72	82	Blue-Violet J905-1 Right Flipper Opto F2
Orange-Black J206-3 (3) Right Coin Chute D3	3 White-Orange J206-3 U18-5	13	23	33	43	53	63	73	83	Black-Blue J906-3 Left Flipper End of Stroke F3
Orange-Yellow J206-4 (4) 4th Coin Chute D4	4 White-Yellow J206-4 U18-7	14	24	34	44	54	64	74	84	Blue-Gray J905-2 Left Flipper Opto F4
Orange-Green J206-5 (5) Normal Function Service Credits Escapes D5 Orange-Blue J206-7 (6) Normal Function Volume Down D6 Orange-Violet J206-8 (7) Normal Function Volume Up D7 Orange-Gray J206-9 (8) Normal Function Begin Test Enter D8	5 White-Green J206-5 U18-11	15	25	35	45	55	65	75	85	Black-Violet J906-4 Upper Right Flipper End of Stroke F5
	6 White-Blue J206-7 U18-9	16	26	36	46	56	66	76	86	Black-Yellow J905-3 Upper Right Flipper Opto F6
	7 White-Violet J206-8 U18-5	17	27	37	47	57	67	77	87	Black-Gray J905-5 Upper Left Flipper End of Stroke F7
	8 White-Gray J206-9 U18-7	18	28	38	48	58	68	78	88	Black-Blue J906-5 Upper Left Flipper Opto F8

J20X = CPU Board, J90X = Fliptron II Board □ = Opto, Typically Closed

## SWITCH LOCATIONS

Item	Switch Part #	Where Used	Item	Switch Part #	Where Used
F1	SW-1A-194	*Lower Right Flipper EOS	32	A-16908 (LED)	Right Popper
F2	A-17316	*Lower Right Flipper Cabinet	33	A-16909 (Trans.)	Right Loop Opto
F3	SW-1A-194	*Lower Left Flipper EOS	34	A-16908 (LED)	Ramp Entrance
F4	A-17316	*Lower Left Flipper Cabinet	35	A-16909 (Trans.)	Ramp Completion
F5	SW-1A-194	*Upper Right Flipper EOS	36	A-16908 (LED)	Escalator Popper
F6	A-17316	*Upper Right Flipper Cabinet	37	A-16909 (Trans.)	Wheel Exit
F7	SW-1A-194	*Upper Left Flipper EOS	38	A-17795-6	*Hag Stand-up
F8	A-17316	*Upper Left Flipper Cabinet	41	A-17226-4	Two Bank (2)
11	5647-12693-19	Left Lane	42	5647-12693-19	Center Lane
12	20-9663-9	Buy-In	43	5647-12693-25	↑ Lockup Upper
13	20-9663-1	Start Button	44	5647-12693-25	↑ Lockup Center
14	A-15361	*Plumb Bob Tilt	45	5647-12693-25	↑ Lockup Lower
15	5647-12693-19	Right Lane	46	A-17069	↑ Wheel Opto 1
16	SW-11A-37	Left Jet	47	A-17069	↑ Wheel Opto 2
17	SW-11A-37	Right Jet	48	A-17069	↑ Wheel Opto 3
18	SW-11A-37	Center Jet	51	A-16927 (LED)	Right Trough
21	A-17238	*Slam Tilt	52	A-16926 (Trans.)	Trough 2nd
22	5643-09288-00	*Coin Door Closed	53	A-16927 (LED)	Trough 3rd
23	20-9663-B-4	Ball Launch		A-16926 (Trans.)	
24	5643-09112-00	*Always Closed		A-16927 (LED)	
25	5647-12693-19	Left Loop		A-16926 (Trans.)	
26	A-17778-15	Poppeye "E1"			
27	A-17778-15	Poppeye "Y"			
28	A-17778-15	Poppeye "E2"			
31	A-16908 (LED)	Left Popper			

## SWITCH LOCATIONS Continued



Item	Switch Part #	Where Used
54	A-16927 (LED)	Trough 4th
	A-16926 (Trans.)	
55	A-16927 (LED)	Trough 5th
	A-16926 (Trans.)	
56	A-16927 (LED)	Left Trough
	A-16926 (Trans.)	
57	A-16927 (LED)	Trough Jam
	A-16926 (Trans.)	
58	A-17795-6	*Sea' Stand-up
61	A-17799-4	Left Cheek
62	A-17799-4	Right Cheek
63	5647-12693-19	Escalator Exit
64	5647-12693-21	Animal Dolphin
65	5647-12693-21	Animal Eagle
66	5647-12693-21	Animal Tiger
67	5647-12693-21	Animal Panda
68	5647-12693-21	Animal Rhino
71	A-17799-15	Poppeye "P1"
72	A-17799-15	Poppeye "O"
73	A-17799-15	Poppeye "P2"
74	5647-12693-19	Left Outlane
75	5647-12693-19	Left Flipper Lane
76	SW-1A-114	Left Slingshot (kicker)
	SW-1A-120	(score)
77	SW-1A-114	Right Slingshot (kicker)
	SW-1A-120	(score)
78	5647-12693-19	Right Flipper Lane
81	A-16908 (LED)	Upper Exit to Wheel
	A-16909 (Trans.)	
82	A-16908 (LED)	Upper Ramp Left
	A-16909 (Trans.)	
83	A-16908 (LED)	Upper Ramp Right
	A-16909 (Trans.)	
84	5647-12693-25	Animal Jackpot
85	5647-12693-19	Right Outlane
86	5647-12693-19	Shooter Lane
87	5647-12693-25	↑ Lockup Kicker
88	5647-12693-19	Upper Shot Exit

\* Not Shown  
† Located Under Playfield

## SOLENOID TABLE

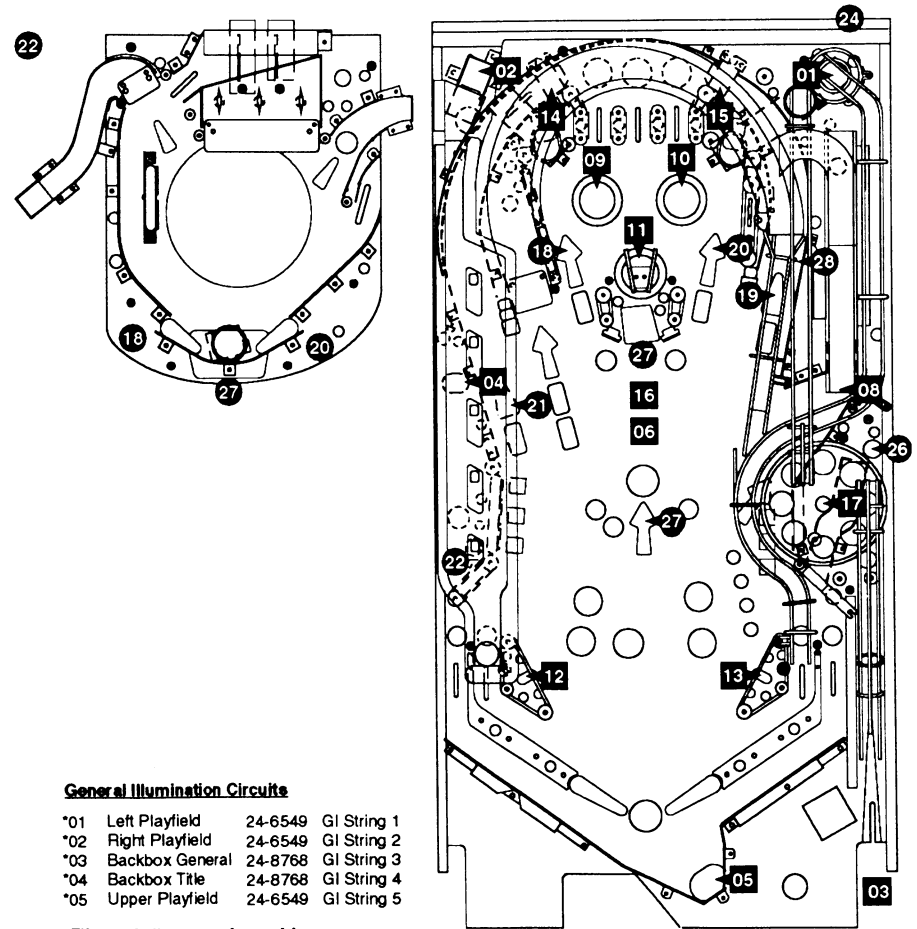
Sol. No.	Function	Solenoid Type	Voltage Connections			Drive Driver	Drive Connections			Drive Wire Color	Solenoid Part Number	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	Right Popper	High Power	J130-1			Q82	J107-3			Vio-Brn	AE-26-1200	
02	Left Popper	High Power	J130-2			Q80	J107-3			Vio-Red	AE-24-900	
03	Ball Shooter	High Power	J130-4			Q78	J107-3			Vio-Grn	AE-23-800	
04	Animal Diverter	High Power	J130-5			Q76	J107-3			Vio-Grn	AE-26-1200	
05	Trough Coil	High Power	J130-6			Q64	J107-3			Vio-Grn	AE-26-1500	
06	Lockup Kicker	High Power	J130-7			Q66	J107-3			Vio-Blu	AE-23-800	
07	Knocker	High Power		J130-8		Q68		J107-3		Vio-Blk		AE-23-800
08	Escalator Popper	High Power	J130-9			Q70	J107-3			Vio-Grn	AE-23-800	
09	Left Jet	Low Power	J127-1			Q58	J107-2			Brn-Blk	AE-26-1200	
10	Right Jet	Low Power	J127-3			Q56	J107-2			Brn-Red	AE-26-1200	
11	Center Jet	Low Power	J127-4			Q54	J107-2			Brn-Grn	AE-26-1200	
12	Left Slingshot	Low Power	J127-5			Q52	J107-2			Brn-Yel	AE-26-1200	
13	Right Slingshot	Low Power	J127-6			Q50	J107-2			Brn-Grn	AE-26-1200	
14	Left Gate	Low Power	J127-7			Q48	J107-2			Brn-Blu	A-14406	
15	Right Gate	Low Power	J127-8			Q46	J107-2			Brn-Vio	A-14406	
16	Lockup Release	Low Power	J127-9			Q44	J107-2			Brn-Grn	AE-26-1500	
17	Wheel Motor	Flasher	J128-1			Q42	J107-6			Bk-Brn	14-7990	
18	Upper Playfield Left	Flasher	J128-2			Q40	J107-6			Bk-Red	#906, #906(2)	#906 (1)
19	Right Loop Backbox	Flasher	J128-3	J125-5		Q38	J107-6	J106-5		Bk-Orn	#89 (1)	#906 (1)
20	Fight Bluto	Flasher	J128-4			Q36	J107-6			Bk-Yel	#906, #906(2)	#906 (1)
21	Left Loop Bkx.	Flasher	J128-5	J125-6		Q28	J107-6	J106-5		Bk-Grn	#89 (1)	#906 (1)
22	Animal Ramp	Flasher	J128-6	J125-7		Q30	J107-6	J106-5		Bk-Bk	#906 (2)	#906 (1)
23	Skill Wheel	Flasher	J128-7	J125-8		Q34	J107-6	J106-5		Bk-Vio	#906 (1)	#906 (1)
24	R. Popper Bkx Ex.B	Flasher	J128-8	J125-9		Q32	J107-6	J106-5		Bk-Grn	#906 (1)	#906 (1)
25	Not Used	Gen. Purpose				Q26				Bk-Brn		
26	Ramp Jackpot	Gen. Purpose	J124-2	J124-2		Q24	J107-6	J106-5		Bk-Red	#88 (1)	#906 (1)
27	Lockjaw Arrow	Gen. Purpose	J122-3	J124-3		Q22	J107-6	J106-5		Bk-Orn	#89 (2)	#906 (1)
28	Escalator Bkx. Turtle	Gen. Purpose	J122-4	J124-4		Q20	J107-6	J106-5		Bk-Yel	#906 (1)	#906 (1)
<b>General Illumination</b>												
01	Left Playfield	G.I.	J121-1			Q18	J121-7			Whl-Brn	24-6549	
02	Right Playfield	G.I.	J121-2			Q10	J121-8			Whl-Orn	24-6549	
03	Backbox General	G.I.		J120-3		Q14		J120-9		Whl-Yel		24-8788
04	Backbox Title	G.I.		J120-5		Q16		J120-10		Whl-Gm		24-8788
05	Upper Playfield	G.I.	J121-6			Q12	J121-11			Whl-Vio	24-6549	
<b>Flipper Circuits</b>												
	Lower Left Flipper	Lwr. Lt. Power	J807-7 (Grn-Yel)		Q3	Q9	J802-9			Bk-Grn		
		Lwr. Lt. Hold	J807-7 (Grn-Yel)				J802-7			Org-Bk	FL-11629	BLUE
		Lwr. Rt. Power	J807-8 (Bk-Yel)		Q4	Q9	J802-13			Bk-Vio		
	Lower Right Flipper	Lwr. Rt. Hold	J807-9 (Bk-Yel)			Q11	J802-11			Org-Grn	FL-11629	BLUE
	Upper Left Flipper	Up Lt. Power	J807-1 (Grn-Yel)			Q5	J802-3			Bk-Bk		
		Up Lt. Hold	J807-1 (Grn-Yel)				J802-1			Org-Grn	FL-11722	GREEN
	Upper Right Flipper	Up Rt. Power	J807-4 (Bk-Yel)		Q2	Q7	J802-6			Bk-Yel		
		Up Rt. Hold	J807-4 (Bk-Yel)				J802-4			Org-Vio	FL-11722	GREEN

J10X = Power Driver Board; J80X = Fliptron II Board; 24-6549 = #44 Bulb; 24-8704 = #89 Bulb; 24-6788 = #555 Bulb; 24-8802 = #906 Bulb

## SOLENOID/FLASHER LOCATIONS

Item	Coil/Flasher Number	Assembly Number	Description	Item	Coil/Flasher Number	Assembly Number	Description
01	AE-26-1200	A-17258	Right Popper	16	AE-26-1500	A-17505	† Lockup Release
02	AE-24-900	A-17180	Left Popper	17	14-7990	A-17623	Wheel Motor
03	AE-23-800	A-14525	Ball Shooter	18	24-8802	A-12336-1	Upper Playfield Left (2)
04	AE-26-1200	A-17251	Animal Diverter		24-8704	A-17803	
05	AE-26-1500	A-16765	Trough Coil	19	24-8704	A-17803	Right Loop Backbox (2)
06	AE-23-800	A-17505	† Lockup Kicker	20	24-8802	A-12336-1	Fight Bluto (2)
07	---	B-16086-1	* Knocker		24-8704	A-17803	
08	AE-23-800	A-17774	Escalator Popper	21	24-8704	A-17803	Left Loop Bkx. (2)
09	AE-26-1200	A-9415-2	Left Jet	22	24-8802	A-12336-1	Animal Ramp (3)
10	AE-26-1200	A-9415-2	Right Jet		24-8802	A-17626-4	
11	AE-26-1200	A-9415-2	Center Jet	23	24-8802	A-12336-1	Skill Wheel (2)
12	AE-26-1200	A-17809	Left Slingshot	24	24-8802	C-13337	R. Popper Bkx. Ex.B. (2)
13	AE-26-1200	A-17809-1	Right Slingshot	25	---	---	Not Used
14	A-14406	A-17796	Left Gate	26	24-8704	A-17803	Ramp Jackpot (2)
15	A-14406	A-17796	Right Gate	27	24-8704	A-17803	Lockjaw Arrow (3)
				28	24-8802	A-12336-1	Escalator Bkx. Turtle (2)

## SOLENOID LOCATIONS Continued



### General Illumination Circuits

*01	Left Playfield	24-6549	GI String 1
*02	Right Playfield	24-6549	GI String 2
*03	Backbox General	24-8768	GI String 3
*04	Backbox Title	24-8768	GI String 4
*05	Upper Playfield	24-6549	GI String 5

### Flipper Coils Assembly

*FL-11629 (Blue)	A-15849-L-2	Lower Left Flipper
*FL-11629 (Blue)	A-15849-R-2	Lower Right Flipper
*FL-11722 (Green)	A-16976-L-1	Upper Left Flipper
*FL-11722 (Green)	A-16976-R	Upper Right Flipper

■ Square indicates coil, P.C.B. or Magnet  
● Circle indicates flasher

\*Not Shown  
† Located Under Playfield

24-6549 = #44 Bulb  
24-8704 = #89 Bulb  
24-8768 = #555 Bulb  
24-8802 = #906 Bulb

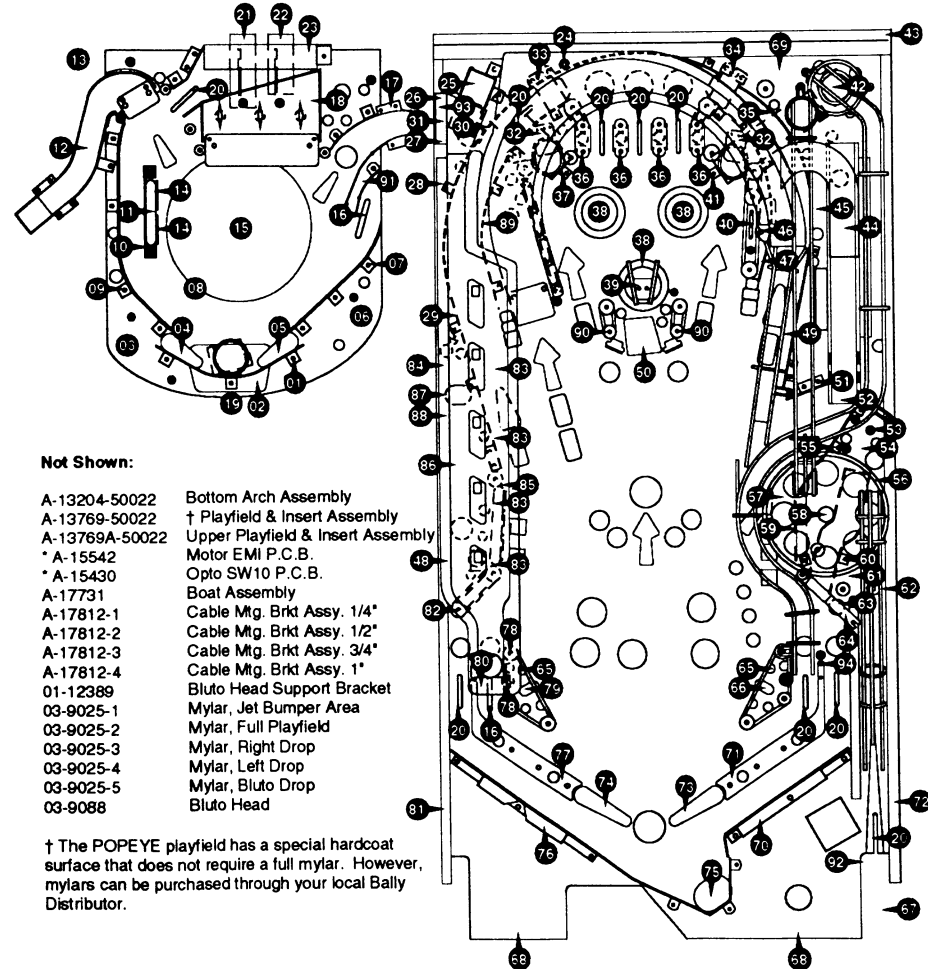
## UPPER PLAYFIELD PARTS LIST

Item	Part Number	Description
1	01-12173	Ball Guide
2	A-17567	Upper Level Drain Assembly
3	A-17648	Left Cover Assembly
4	A-16976-L-1	Flipper Assembly Complete
5	20-9732-5	Small Flipper & Shaft
	A-16976-R	Flipper Assembly Complete
	20-9732-5	Small Flipper & Shaft
6	A-17649	Right Cover Assembly
7	01-11815	Ball Guide
8	* A-17838	Stud Plate Assembly (5)
9	01-11816	Ball Guide
10	01-12171	Ball Guide
11	A-17647	Light Cover Assembly
12	A-17736	Exit Ramp Assembly
13	A-17626-4	Playfield Plastic Assembly
14	A-17226-4	Stationary Target, Red
15	03-8947	Upper Playfield Window
16	A-17813-1	Rollover Switch Assembly
17	A-17403	Upper Right Exit Assembly
18	A-17462	Upper Level Ramp Assembly
19	A-17817	Light & Bracket Assembly
20	A-17813	Rollover Switch Assembly
21	A-17738	Opto Bracket Assembly
22	A-17737	Opto Bracket Assembly
23	A-17769	Upper Ramp Deflector Assy.
24	02-4765-6	Mounting Post 3.13"
25	A-17180	Ball Popper Assembly
	01-12460	Cover, Left Ball Popper
26	02-4176-30	Standoff 1 7/8"
	02-4176-54	Standoff 3 3/16"
27	02-4176-54	Standoff 3 3/16"
28	02-4968-1	Standoff 2.94"
29	01-11818	Ball Guide
30	02-4176-30	Standoff 1 7/8"
	02-4765-8	Mounting Post 4.31"
31	01-12133	Bracket, Left Drop Ramp
32	01-11160	Ball Deflector Bracket
33	A-17797-2	Special Ball Gate Assembly
	A-17796	Ball Gate Actuator Assembly
34	A-17797-1	Special Ball Gate Assembly
	A-17796	Ball Gate Actuator Assembly
35	01-12387	Ball Guide
36	03-8318-16	Light Hood, Yellow
37	01-11921	Ramp, Left Ball Popper
38	A-9415-2	Jet Bumper Coil Assembly
	B-9414-3	Jet Bumper Assembly
	B-12030-2	Jet Bumper Switch Assembly
	03-8254-10	Jet Bumper Cap, Blue
39	A-17626-7	Playfield Plastic Assembly
40	12-6466-5	Ball Guide Wire 1 1/4"
41	01-11973	Ramp, Right Ball Popper
42	A-17258	Ball Popper Assembly
43	A-17129	Back Rail Assembly
	A-17401	Back Panel Assembly
44	A-17777	Guide Ramp Assembly
45	A-17536	Opto Bracket Assembly
46	02-4765-6	Mounting Post 3.13"
47	01-11817	Ball Guide
48	02-4968-1	Standoff 2.94"
49	A-17626-3	Playfield Plastic Assembly
50	* A-17505	Center Ball Lock Assembly
51	01-12329	Ball Guide
52	* A-17774	Kicker Coil Assembly
53	02-4765-7	Mounting Post 3.44"
54	A-17626-1	Playfield Plastic Assembly
55	01-12330	Ball Guide
56	A-17895	Wheel Ring Assembly
57	A-17145	Rotating Plate Assembly

58	A-17639	Decal Ring Cover Assembly
	* A-17623	Wheel Motor Assembly
59	A-17783	Target & Cable Assembly
60	A-17402	Wheel Drop Guide Assembly
61	A-17626-5	Playfield Plastic Assembly
62	02-4765-7	Mounting Post 3.44"
63	* 01-12214	Post Adjustment Plate
64	A-17339	Gate Assembly
65	A-17801	Kicker Count Switch Assembly
66	A-17811	Slingshot Kicker Assembly
	A-17809-1	Coil & Bracket Assembly
67	A-14525	Kicker Assembly
68	01-9211	Playfield Hanger Bracket
69	A-17626-8	Playfield Plastic Assembly
70	01-12296	Ball Guide
71	A-17577-2	Flipper Guide & Plastic Assy.
72	01-11806	Right Playfield Rail
73	A-15849-R-2	Flipper Assembly Complete
	20-9734-5	Flipper & Shaft Assembly
74	A-15849-L-2	Flipper Assembly Complete
	20-9734-5	Flipper & Shaft Assembly
75	A-16765	Outhole Ball Trough Assy.
76	01-12448	Ball Guide
77	A-17577-1	Flipper Guide & Plastic Assy.
78	02-4436-25	Standoff 1 9/16"
79	A-17811	Slingshot Kicker Assembly
	A-17809	Coil & Bracket Assembly
80	01-12166	Ramp Ball Deflector
81	01-11805	Left Playfield Rail
82	* 01-9510	Post Adjustment Plate
83	A-17906	Switch Assembly
84	02-4968-1	Standoff 2.94"
85	12-7183	Ball Guide Wire
86	A-17626-2	Playfield Plastic Assembly
87	A-17251	Coil & Bracket Assembly
	* 02-4724	Entry Ramp Rollover
	* 12-6227	Hair Pin Clip
88	A-17560	5 Position Kicker Assembly
89	01-11814	Ball Guide
90	02-4903	Mounting Post
91	01-12305	Ball Guide
92	02-12417	Ball Guide
93	01-12461	Cover Bracket
94	02-4020	Support Post (8)

\* Located Under Playfield.

## UPPER PLAYFIELD PARTS LOCATIONS



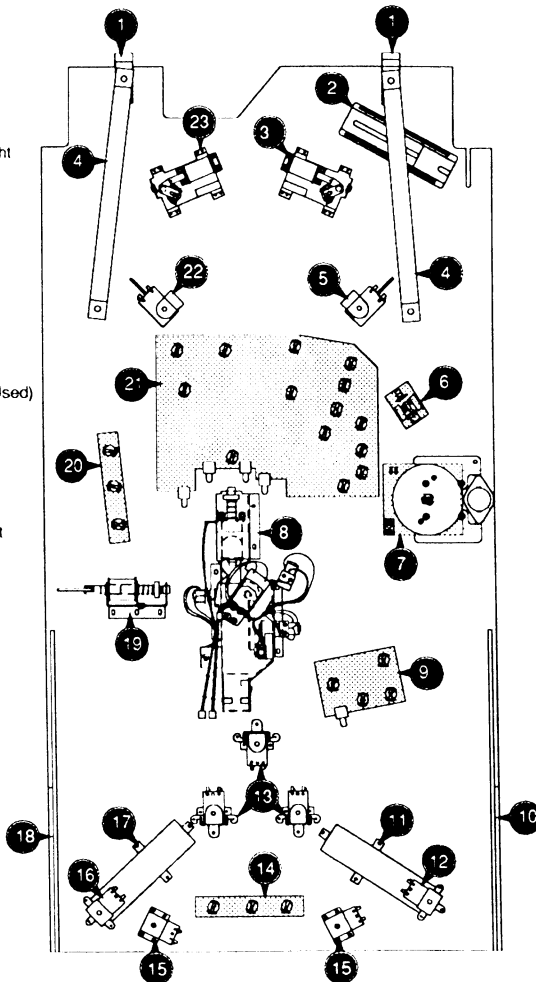
# RUBBER PARTS

## LOWER PLAYFIELD PARTS

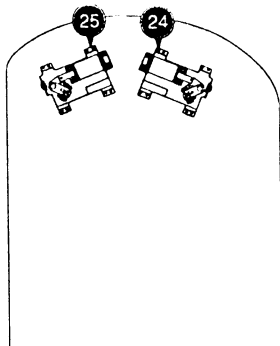
Item	Part Number	Description
1.	01-9211	Pf'd. Hanger Bracket (2 Used)
2.	A-16765	Outhole Ball Trough Assembly
3.	A-15849-R-2	Flipper Assembly, Lwr. Right
4.	01-11781	Leg Support (2 Used)
5.	A-17811	Kicker Arm (Slingshot) Assy., Right
	A-17809	Coil & Bracket Assembly
	10-128	Spring
6.	A-15542	Motor EMI Assembly
7.	A-17623	Wheel Motor Assembly
8.	A-17505	Center Ball Lock Assembly
9.	A-17600	5-Lamp PC Board Assy.
10.	A-17749-2	Pf'd. Slide Mechanism, Right
11.	01-11973	Right Ramp-Ball Popper
12.	A-17258	Ball Popper Assembly
13.	A-9415-2	Jet Bumper Coil Assembly
14.	A-17624	3-Lamp PC Board Assy.
15.	A-17796	Ball Gate Actuator Assembly (2 Used)
16.	A-17180	Popper Assembly - Left
17.	01-11921	Left Ramp-Ball Popper
18.	A-17749-1	Pf'd. Slide Mechanism, Left
19.	A-17251	Coil & Bracket Assembly
20.	A-17603	3-Lamp PC Board Assy.
21.	A-17602	18-Lamp PC Board Assy.
22.	A-17811	Kicker Arm (Slingshot) Assy., Left
	A-17809-1	Coil & Bracket Assembly
	10-128	Spring
23.	A-15849-L-2	Flipper Assembly, Lwr. Left

### Lower Playfield Parts on Mini-Playfield:

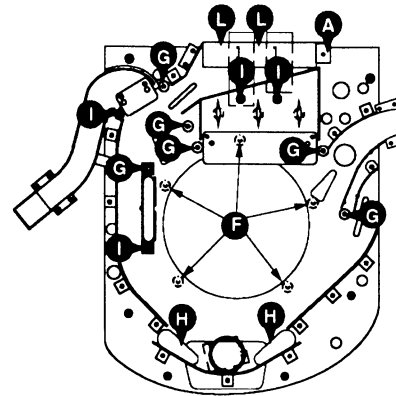
24.	A-16976-R	Flipper Assembly, Right
25.	A-16976-L-1	Flipper Assembly, Left



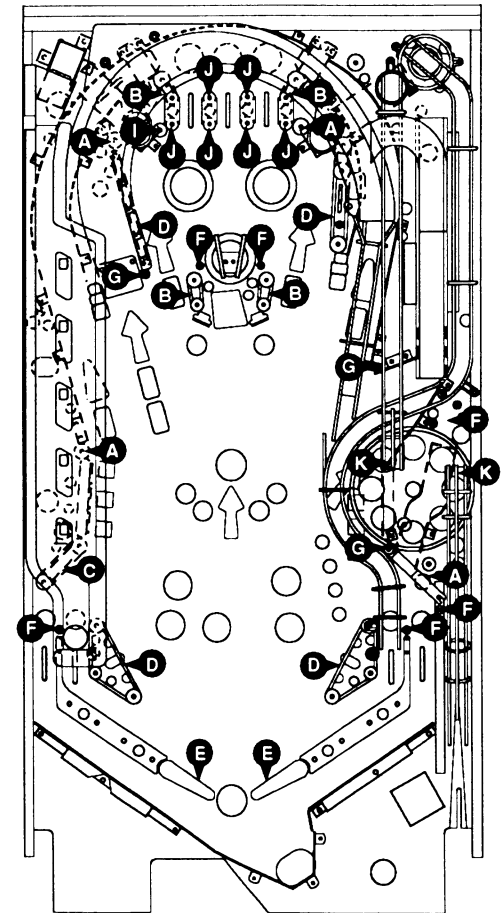
Underside of Playfield, Viewed in Raised Position



Underside of Mini-Playfield



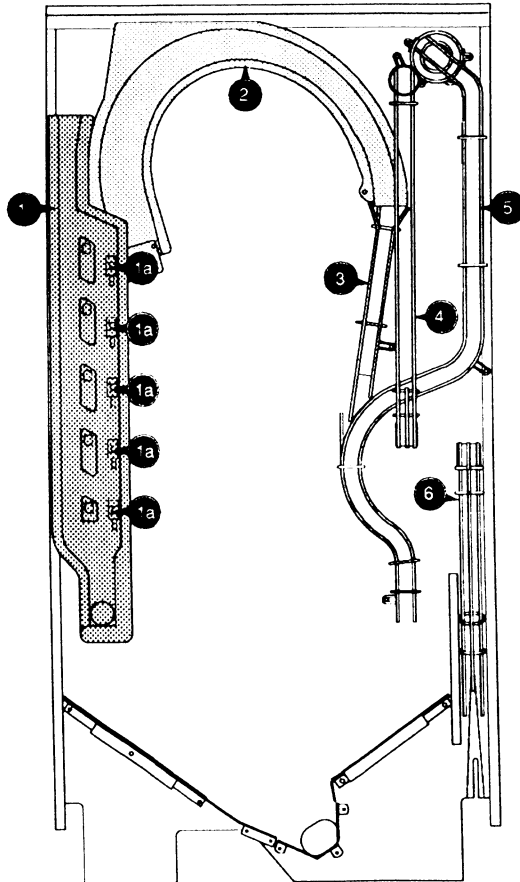
ITEM	PART#	DESCRIPTION	QTY.
A.	23-6300	5/16" Ring	5
B.	23-6301	3/4" Ring	4
C.	23-6303	1 1/4" Ring	1
D.	23-6306	2 1/2" Ring	4
E.	23-6519-4	Flipper Ring-Red	2
F.	23-6535	Grommet	13
G.	23-6552	Yellow Sleeve	9
H.	23-6553-4	Small Flipper Ring	2
I.	23-6556	Black Sleeve	5
J.	23-6641-1	15/64" Ring	6
K.	23-6686	Bumper Pad	2
L.	23-6702	Bumper Plug	2



## RAMPS

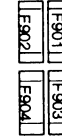
Item	Part Number	Description
------	-------------	-------------

- |    |         |                              |
|----|---------|------------------------------|
| 1. | A-17404 | Main Ramp Assembly           |
| a) | A-17906 | U-Switch Subminiature Assy.  |
| 2. | A-17177 | Ramp Assembly                |
| 3. | 12-7184 | Wire Ramp - Center           |
| 4. | A-17406 | Wheel Feeder Wire Ramp Assy. |
| 5. | 12-7132 | Ramp, Right                  |
| 6. | A-17405 | Wire Ramp Chute Assembly     |



## FUSE LIST

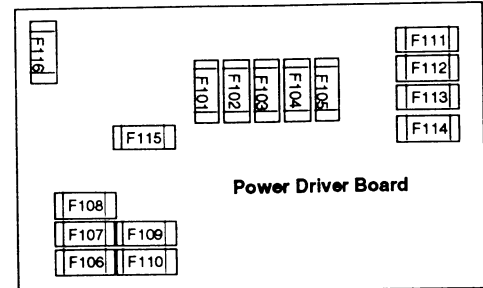
### Fliptronic II Controller Board



### Audio Board



### Dot Matrix Controller Board



### Audio Board

F501	-25V Circuit	3A, 250V, S.B.
F502	+25V Circuit	3A, 250V, S.B.

### Dot Matrix Controller Board

F601	+62V Circuit	3/8A, 250V, F.B.
F602	-113V and -125V Circuits	3/8A, 250V, F.B.

### Power Driver Board

F101	Left Flipper	3A, 250V, S.B. (Not Used)
F102	Right Flipper	3A, 250V, S.B. (Not Used)
F103	Solenoid #25-#28	3A, 250V, S.B.
F104	Solenoid #9-#16	3A, 250V, S.B.
F105	Solenoid #1-#8	3A, 250V, S.B.
F106	G.I. #5 Wht-Vio	5A, 250V, S.B.
F107	G.I. #4 Wht-Grn	5A, 250V, S.B.
F108	G.I. #3 Wht-Yel	5A, 250V, S.B.

### Fliptronic II Controller Board

F901	Upper Right Flipper	3A, 250V, S.B.
F902	Upper Left Flipper	3A, 250V, S.B.
F903	Lower Right Flipper	3A, 250V, S.B.
F904	Lower Left Flipper	3A, 250V, S.B.

### Line Filter

Domestic Game	8A
Foreign Game	5A, S.B.

F109	G.I. #2 Wht-Org	5A, 250V, S.B.
F110	G.I. #1 Wht-Brn	5A, 250V, S.B.
F111	Flasher Secondary	5A, 250V, S.B.
F112	Solenoid Secondary	7A, 250V, S.B.
F113	+5V Logic	5A, 250V, S.B.
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Switch Matrix	3/4A, 250V, F.B.
F116	+12V Secondary	3A, 250V, S.B.



## **WARNINGS & NOTICES**

### **WARNING**

**FOR SAFETY AND RELIABILITY**, substitute parts and equipment modifications are not recommended. Use of Non-BALLY parts or modifications of game circuitry, may adversely affect game play, or may cause injuries.

**SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS** may void FCC Type Acceptance.

**BECAUSE THIS GAME IS PROTECTED** by Federal copyright, trademark, and patent laws, unauthorized game conversions may be illegal under Federal law.

**THIS 'CONVERSION' PRINCIPLE ALSO APPLIES** to unauthorized facsimiles of BALLY equipment, logos, designs, publications, assemblies and games (or game feature not deemed to be public domain), whether manufactured with BALLY components or not.

### **Notice**

MIDWAY® is a registered trademark of Midway Manufacturing Company. POPEYE™ and BALLY® are trademarks used by Midway with permission. WILLIAMS, Lane-change and Multi-ball are trademarks of WILLIAMS Electronics Games, Inc. Entire contents of this manual ©1993 MIDWAY MANUFACTURING COMPANY, manufacturers of BALLY Amusement Games. All rights reserved.

### **WARNING**

**NOTE:** This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generated, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### **RF Interference Notice**

CABLE HARNESS PLACEMENTS and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

**FCC STICKER.** Check the back of your game to verify that an FCC-certification sticker was attached to your game at the factory. All Games that leave the BALLY plant have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor may result, if the sticker is missing. If you receive a game, manufactured after December 1982, that has no FCC sticker, call BALLY for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.

**FOR SERVICE...**  
CALL your authorized  
BALLY Distributor

**MIDWAY Manufacturing Company**  
3401 N. California  
Chicago, IL 60618

©1993 Midway Manufacturing Company

The Popeye Family of Characters™  
©1993 King Features Syndicate, Inc.  
Used by Permission.

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