

The Bally Game Show (16-2003)

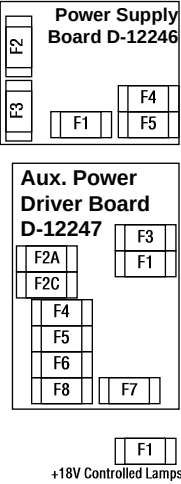
FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
F1	General Illumination (Brown)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Green)	5A, 250V, SB
F4	General Illumination (Violet)	5A, 250V, SB
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB

Audio Board

CPU Board D-11883

Interconnect D-12313 Board



SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C ³	Top center lane / Insert teeth flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#89	#89
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Right back panel / Insert 3 mil. flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#89	#89
03A ³	Not used	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32		
03C ³	Left playfield / Insert title flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		#89	#89
04A ³	Not used	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24		
04C ³	Right playfield / Insert title flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89	#89
05A ³	Ball locker	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Upper left flasher	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89	
06A ³	Not used	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23		
06C ³	Right back panel / Insert wheel flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89	#89
07A ³	Knocker	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Applause flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#906	#906
08A ³	Car drop target	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-23-800	
08C ³	Applause flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#906	#906
09	Playfield G.I. relay	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	5580-09555-01 ^{4a}	
10	Top ramp gate	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	SM2-35-4000	
11	Center ramp flasher	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	#89	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Bell	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	SM-26-600	
14	Ball popper	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	AE-23-800	
15	Insert G.I. relay	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	5580-09555-01 ^{4a}	
16	Insert teeth/title flasher	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6		#89 (4)
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500	
21	Bottom jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Not used	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79		
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2P8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2P10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper	Blk-Blu					
	Upper left flipper	Flipper	Blk-Yel					

- Notes:
- Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
 - Flipper connections are from flipper button switch to flipper coil.
 - "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.
 - Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.
 - Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	1 Yellow-Brown 1J6-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Grey 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	Shoot Again	Bonus 1K	Wheel 5K	Wheel 45K	TRUCK Letter-T	Big Bucks	2 Million Left	Top Lane Right
2 Red-Black 1J6-2 Q81	Wheel 5X	Bonus 2K	Wheel 10K	Wheel 50K	TRUCK Letter-R	Top Lane Red	Left Spot Letter	Grand Prize
3 Red-Orange 1J6-3 Q82	Bonus Multiplier 1X	Bonus 4K	Wheel 15K	TV Letter-T	TRUCK Letter-U	Top Lane Red	Left Extra Ball	Collect TV
4 Red-Yellow 1J6-5 Q83	Bonus Multiplier 2X	Bonus 8K	Wheel 20K	TV Letter-V	TRUCK Letter-C	Back Panel Car	2 Million Right	Collect Trip
5 Red-Green 1J6-6 Q84	Bonus Multiplier 4X	Bonus 16K	Wheel 25K	TRIP Letter-T	TRUCK Letter-K	Left Extra Ball	Right Spot Letter	Collect Truck
6 Red-Blue 1J6-7 Q85	Bonus Multiplier 8X	Bonus 32K	Wheel 30K	TRIP Letter-R	Wheel 250,000	Wheel 4 Million	Right Spinner	Collect Car
7 Red-Violet 1J6-8 Q86	Center Spinner	Bonus 64K	Wheel 35K	TRIP Letter-I	Wheel Hold Bonus	Wheel Extra Ball	Top Lane Left	Collect Prizes
8 Red-Grey 1J6-9 Q87	Center Nudge	Bonus 128K	Wheel 40K	TRIP Letter-P	Wheel 1 Million	Right Extra Ball	Top Lane Middle	Right Lock

SWITCH MATRIX

Column Row	White → Green							
	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46
1 White-Brown 1J10-9	Plump Bob Tilt	Not Used	Top Lane Left	Easy Spin	Prize Letter T in TRUCK	Spin Wheel	Not Used	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	Top Lane Middle	Center Ramp	Prize Letter R in TRUCK	Right Spinner	Not Used	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough #1 (right)	Top Lane Right	Prize Letter T in TV	Prize Letter U in TRUCK	Spot Letter	Not Used	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough #2 (left)	Right Ramp	Prize Letter V in TV	Prize Letter C in TRUCK	Not Used	Not Used	Left Jet Bumper
5 White-Green 1J10-5	Center Coin Switch	Not Used	Ball Popper	Prize Letter T in TRIP	Prize Letter K in TRUCK	Left Outlane	Not Used	Right Jet Bumper
6 White-Blue 1J10-3	Left Coin Switch	Shooter Lane	Not Used	Prize Letter R in TRIP	Not Used	Left Return Lane	Not Used	Bottom Jet Bumper
7 White-Violet 1J10-2	Slam Tilt	Not Used	Left Lockup	Prize Letter I in TRIP	Drop Target Car	Right Return Lane	Not Used	Left Slingshot
8 White-Grey 1J10-1	High Score Reset	Big Bucks	Not Used	Prize Letter P in TRIP	Not Used	Right Outlane	Not Used	Right Slingshot