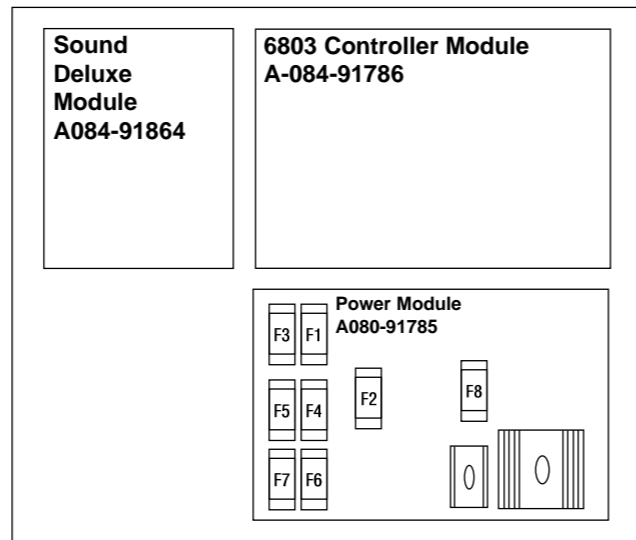


# Bally/MIDWAY

# PARTY Animal

## Fuse List

Power Module A080-91785		
F1	43V Solenoids (2 flippers)	5A, 250V
F2	230V Display Power input	0.75A, 250V
F3	5V & 12V Logic Power Input	6A, 250V
F4	20V Controlled lamps	8A, 250V
F5	20V Controlled lamps	8A, 250V
F6	6.3V General Illumination	15A, 250V
F7	6.3V General Illumination	15A, 250V
F8	190V Display Power output	0.25A, 250V
Under the Playfield fuses		
F1	Playfield Solenoids	1A, 250V, SB
F2	Bright Lights	1A, 250V
F2	Bright Lights	1A, 250V
Transformer Module		
F1	Main fuse	3A, 250V, SB



## Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Code	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Top Thumper Bumper	Momentary	31	Yel-Red	J6-1, J8-5	Q11	AN-26-1200
2	Middle Thumper Bumper	Momentary	32	Yel-Blu	J6-2, J8-4	Q12	AN-26-1200
3	Bottom Thumper Bumper	Momentary	34	Yel-Grn	J6-3	Q13	AN-26-1200
4	Left Slingshot	Momentary	35	Yel-Wht	J6-4	Q14	AO-26-1200
5	Right Slingshot	Momentary	27	Blu-Orn	J7-1, J8-7	Q16	AO-26-1200
6	Right Saucer	Momentary	25	Blu-Wht	J8-6	Q15	A-29-2100
7	Left Top Saucer	Momentary	36	Yel-Brn	J6-5	Q17	A-29-2100
8	Left Bottom Saucer	Momentary	51	Wht-Red	J9-1	Q18	A-29-2100
9	Inline Drop Target Reset	Momentary	52	Wht-Blu	J9-2	Q19	NO-26-1900
10	Not Used	Momentary	53	Wht-Yel	J9-3	Q20	--
11	Not Used	Momentary	54	Wht-Grn	J9-4	Q21	--
12	Ball Eject to Playfield	Momentary	56	Wht-Brn	J9-6	Q22	AO-27-1300
13	(German Games)	Momentary	57	Wht-Orn	J9-7	Q38	--
14	Outhole	Momentary	58	Wht-Blk	J9-8	Q39	AN-26-1200
15	Knocker	Momentary	59	Wht-Gry	J7-2, J8-2, J9-11	Q40	AO-26-1200
16	Not Used	Continuous	511	Wht-Vio	J9-9	Q9	--
17	Not Used	Momentary	311	Yel-Vio	J6-7, J7-4	Q10	--
18	Flipper enabling relay	Continuous	--	--	--	Q7	48V Relay
19	Not Used	Continuous	24	Blu-Grn	J7-3, J8-1, J9-10	Q8	--
Flipper Circuits		Power Wire	Return Wire	Connector	Coil		
Left Flipper		Brn (60)	90 Gry	J6-8	A-24-570/34-3600		
Right Flipper		Brn (60)	95 Gry-Wht	J6-9	A-24-570/34-3600		
Upper Left Flipper		Brn (60)	98 Gry-Blk	(to lower left flipper)	AQ-25-500/34-4500		

## Controlled Lamps Chart

SCR	connector	lamp description	code	wire color	phase	tr type	SCR	connector	lamp description	code	wire color	phase	tr type
Q37	J13-4	2X	85	Blk-Wht	A	2N5060	Q55	J10-16	Bumper Bottom	38	Yel-Blk	B	2N5060
Q54	J13-11	4X	95	Gry-Wht	A	2N5060	Q24	J10-2	Bumper Flash	13	Red-Yel	B	2N5060
Q69	J13-7	6X	91	Gry-Red	A	2N5060	Q70	J10-7	Bumper Middle	24	Blu-Grn	B	2N5060
Q48	J11-10/J12-7	Animal "A"	68	Brn-Blk	A	2N5060	Q23	J10-1	Bumper Top	12	Red-Blu	B	2N5060
Q63	J11-3/J12-2	Animal "N"	59	Wht-Gry	A	2N5060	Q61	J11-6/J12-10	Dance Bonus	62	Brn-Blu	B	2N5060
Q32	J11-14/J12-12	Animal "I"	74	Orn-Grn	A	2N5060	Q62	J11-4/J12-1	Extra Ball	61	Brn-Red	B	2N5060
Q49	J11-9/J12-8	Animal "M"	67	Brn-Orn	A	2N5060	Q47	J11-11/J12-6	Flash Jukebox	71	Orn-Red	B	2N5060
Q64	J11-2/J12-3	Animal "A"	58	Wht-Blk	A	2N5060	Q53	J13-12	Girl Left	96	Gry-Brn	A	MCR-106
Q33	J11-15/J12-11	Animal "L"	75	Orn-Wht	A	2N5060	Q68	J13-10	Girl Right	94	Gry-Grn	A	MCR-106
Q50	J11-7/J12-9	Animal Mark	63	Brn-Yel	A	2N5060	Q54	J13-11	Green Arrow	95	Gry-Wht	B	2N5060
Q64	J11-2/J12-3	Animal "A"	58	Wht-Blk	A	2N5060	Q36	J13-3	Inline Special	84	Blk-Grn	A	MCR-106
Q57	J10-18	Bonus 1 Left	43	Gm-Yel	A	2N5060	Q52	J13-13	Jukebox 1	97	Gry-Orn	B	MCR-106
Q57	J10-18	Bonus 1 Right	43	Gm-Yel	B	2N5060	Q67	J13-5	Jukebox 2	86	Blk-Brn	B	MCR-106
Q26	J10-4	Bonus 2 Left	15	Red-Wht	A	2N5060	Q36	J13-3	Jukebox 3	84	Blk-Grn	B	MCR-106
Q26	J10-4	Bonus 2 Right	15	Red-Wht	B	2N5060	Q53	J13-12	Jukebox 4	96	Gry-Brn	B	MCR-106
Q43	J10-11	Bonus 3 Left	31	Yel-Red	A	2N5060	Q68	J13-10	Jukebox 5	94	Gry-Grn	B	MCR-106
Q43	J10-11	Bonus 3 Right	31	Yel-Red	B	2N5060	Q70	J10-7	Out Bonus Left	24	Blu-Grn	A	2N5060
Q58	J10-19	Bonus 4 Left	45	Gm-Wht	A	2N5060	Q23	J10-1	Out Bonus Right	12	Red-Blu	A	2N5060
Q58	J10-19	Bonus 4 Right	45	Gm-Wht	B	2N5060	Q61	J11-6/J12-10	Party "P"	62	Brn-Blu	A	2N5060
Q27	J10-5	Bonus 5 Left	18	Red-Blk	A	2N5060	Q30	J11-12/J12-14	Party "A"	72	Orn-Blu	A	2N5060
Q27	J10-5	Bonus 5 Right	18	Red-Blk	B	2N5060	Q47	J11-11/J12-6	Party "R"	71	Orn-Red	A	2N5060
Q44	J10-12	Bonus 6 Left	32	Yel-Blu	A	2N5060	Q62	J11-4/J12-1	Party "T"	61	Brn-Red	A	2N5060
Q44	J10-12	Bonus 6 Right	32	Yel-Blu	B	2N5060	Q31	J11-13/J12-13	Party "Y"	73	Orn-Yel	A	2N5060
Q59	J10-14	Bonus 7 Left	37	Yel-Orn	A	2N5060	Q42	J10-9	Party Again	26	Blu-Brn	A	2N5060
Q59	J10-14	Bonus 7 Right	37	Yel-Orn	B	2N5060	Q67	J13-5	Party Bonus	86	Blk-Brn	A	MCR-106
Q28	J10-6	Bonus 8 Left	21	Blu-Red	A	2N5060	Q24	J10-2	Ramp Bonus Left	13	Red-Yel	A	2N5060
Q28	J10-6	Bonus 8 Right	21	Blu-Red	B	2N5060	Q55	J10-16	Ramp Bonus Right	38	Yel-Blk	A	2N5060
Q45	J10-10	Bonus 9 Left	28	Blu-Blk	A	2N5060	Q37	J13-4	Red Arrow	85	Blk-Wht	B	2N5060
Q45	J10-10	Bonus 9 Right	28	Blu-Blk	B	2N5060	Q52	J13-13	Surprise Party	97	Gry-Orn	A	MCR-106
Q60	J10-13	Bonus 10 Left	36	Yel-Brn	A	2N5060	Q63	J11-3/J12-2	Target "P"	59	Wht-Gry	B	2N5060
Q60	J10-13	Bonus 10 Right	36	Yel-Brn	B	2N5060	Q48	J11-10/J12-7	Target "I"	68	Brn-Blk	B	2N5060
Q29	J11-8	Bonus 20 Left	64	Brn-Grn	A	2N5060	Q31	J11-13/J12-13	Target "G"	73	Orn-Yel	B	2N5060
Q29	J11-8	Bonus 20 Right	64	Brn-Grn	B	2N5060	Q64	J11-2/J12-3	Target "O"	58	Wht-Blk	B	2N5060
Q46	J11-16	Bonus 30 Left	78	Orn-Blk	A	2N5060	Q49	J11-9/J12-8	Target "U"	67	Brn-Orn	B	2N5060
Q46	J11-16	Bonus 30 Right	78	Orn-Blk	B	2N5060	Q32	J11-14/J12-12	Target "T"	74	Orn-Gm	B	2N5060
Q30	J11-12/J12-14	Both Bonus	72	Orn-Blu	B	2N5060	Q41	J10-8	Top 5K	25	Blu-Wht	B	2N5060
Q51	J12-15/J13-8	Bright, Girl Left	93	Gry-Yel	C	MCR-106	Q56	J10-17	Top 10K	41	Gm-Red	B	2N5060
Q66	J12-16/J13-6	Bright, Girl Right	87	Blk-Orn	D	MCR-106	Q25	J10-3	Top 25K	14	Red-Gm	B	2N5060
Q35	J13-2	Bright, Inlines	83	Blk-Yel	D	MCR-106	Q42	J10-9	Top 50K	26	Blu-Brn	B	2N5060
Q34	J12-17/J13-1	Bright, Out Targets	81	Blk-Red	C	MCR-106	Q41	J10-8	Tune 1	25	Blu-Wht	A	2N5060
Q65	J11-1/J12-4	Bright, Pig Targets	48	Gm-Blk	D	MCR-106	Q56	J10-17	Tune 2	41	Gm-Red	A	2N5060
Q51	J12-15/J13-8	Bright, Slingshot Left	93	Gry-Yel	D	MCR-106	Q25	J10-3	Tune 3	14	Red-Gm	A	2N5060
Q66	J12-16/J13-6	Bright, Slingshot Right	87	Blk-Orn	C	MCR-106	Q33	J11-15/J12-11	Value 2 Times	75	Orn-Wht	B	2N5060
Q35	J13-2	Bright, Toad	83	Blk-Yel	C	MCR-106	Q50	J11-7/J12-9	Value 3 Times	63	Brn-Yel	B	2N5060
Q65	J11-1/J12-4	Bright, Top Left	48	Gm-Blk	C	MCR-106	Q69	J13-7	Yellow Arrow	91	Gry-Red	B	2N5060
Q34	J12-17/J13-1	Bright, Top Right	81	Blk-Red	D	MCR-106							

Lamps #555 are used in phase A (10) Red wire and phase B (80) Blk wire.  
Lamps #912 are used in phase C (81) Blk-Red wire and phase D (82) Blk-Blu wire.



## Switch Matrix

Column	strobe (ST)	return (I)					
Row	STROBE 0 J4-15 Wht-Red (51) J3-15 Red-Yel (13)	STROBE 1 J4-14 Wht-Blu (52) J3-14 Red-Grn (14)	STROBE 2 J4-13 Wht-Yel (53) J3-13 Om-Gm (74)	STROBE 3 J4-12 Wht-Grn (54) J3-12 Yel-Wht (35)	STROBE 4 J4-11 Wht-Brn (56) J3-11 (not used)	STROBE 5 J4-1 Wht-Vio (511)	
RETURN 10 CJ4-10 Red (10) CJ3-10 Red-Wht (15)	Behind Inline Drop Targets 01	Coin Chute III (Right) 09	Top Thumper Bumper 17	Target G 25	Bottom Drop Target 33	Not Used 41	
RETURN 11 CJ4-9 Blu (20) CJ3-9 Brn-Wht (65)	Release Multiball 02	Coin Chute I (Left) 10	Middle Thumper Bumper 18	Target I 26	Middle Drop Target 34	Not Used 42	
RETURN 12 CJ4-8 Yel (30) CJ3-8 Blu (20)	Door Prize 03	Coin Chute II (Middle) 11	Bottom Thumper Bumper 19	Target P 27	Top Drop Target 35	Not Used 43	
RETURN 13 CJ4-7 Grn (40) CJ3-7 Blu-Red (21)	Ramp Switch 04	Left Return Lane 12	Left Slingshot 20	Target T 28	Tune Target 1 (Left) 36	Not Used 44	
RETURN 14 CJ4-6 Wht (50) CJ3-6 Gry-Orn (97)	Left Cabinet Button 05	Right Return Lane 13	Right Slingshot 21	Target U 29	Tune Target 2 (Middle) 37	Not Used 45	
RETURN 15 CJ4-4 Brn (60) CJ3-5 Yel (30)	Credit Button 06	Slam 14	Right Saucer 22	Target O 30	Tune Target 3 (Right) 38	Ball Trough 1 (Left) 46	
RETURN 16 CJ4-3 Orn (70) CJ3-4 Blu-Orn (27)	Right Cabinet Button 07	Tilt 15	Bottom Left Saucer 23	Left Outlane 31	Mushroom 39	Ball Trough 2 (Middle) 47	
RETURN 17 CJ4-2 Blk (80) CJ3-2 (not used)	Outhole 08	Rebounds (3 switches) 16	Top Left Saucer 24	Right Outlane 32	Toad 40	Ball Trough 3 (Right) 48	

