

GAME 0H01

FORM NO. 0H01-00300-0100

# PARTY *Animal*



Operating Manual

**Bally**  
MIDWAY™

10601 W. Belmont Ave. • Franklin Park, Illinois 60131 • U.S.A.  
Telephone: (312) 451-9200 • Fax No.: 312-451-4150  
Cable Address: MIDCO • Telex No.: 72-1596



**WARNING**

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

**WARNING:** This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J of PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

**Bally/MIDWAY**  
T.M.

*Invites You To Use*

**OUR TOLL FREE NUMBER FOR  
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY  
OTHER BALLY/MIDWAY™ GAME YOU NOW HAVE ON LOCATION.**

**CALL US FOR PROMPT, COURTEOUS  
ANSWERS TO YOUR PROBLEMS.**

**Video or Pinball - Continental U.S. 800-323-7182**

**Bally/MIDWAY**  
T.M.

10601 West Belmont Avenue Franklin Park, Illinois, 60131 phone (312) 451-9200

©COPYRIGHT MCMLXXXVII BY BALLY MIDWAY MFG. CO. ALL RIGHTS RESERVED.

NO PART OF THIS PUBLICATION MAY BE REPRODUCED BY ANY MECHANICAL, PHOTOGRAPHIC, OR ELECTRONIC PROCESS, OR IN THE FORM OF A PHONOGRAPHIC RECORDING, NOR MAY IT BE TRANSMITTED, OR OTHERWISE COPIED FOR PUBLIC OR PRIVATE USE, WITHOUT PERMISSION FROM THE PUBLISHER. THIS MANUAL IS FOR SERVICE USE ONLY, AND NOT FOR GENERAL DISTRIBUTION. FOR PERMISSION REQUESTS, WRITE: BALLY MIDWAY MFG. CO., 10601 W. BELMONT AVE., FRANKLIN PARK, IL 60131.

Printed in U.S.A.

## PARTY ANIMAL TABLE OF CONTENTS

### SECTION 1 INSTALLATION AND GENERAL GAME OPERATION INSTRUCTIONS

DESCRIPTION	PAGE
I. INSTALLATION .....	1-1
II. GENERAL GAME OPERATION .....	1-1
III. TAILORING & TESTING THE GAME .....	1-2
IV. GAME REGISTERS & OPTIONS .....	1-4
V. RECOMMENDED 3 & 5 BALL REGISTER OPTION SETTINGS .....	1-6
VI. TROUBLESHOOTING ON LOCATION .....	1-7
VII. SOLENOID & SWITCH IDENTIFICATION TABLES .....	1-10
VIII. ROUTINE MAINTENANCE ON LOCATION .....	1-11
IX. SWITCH ASSEMBLY ADJUSTMENTS .....	1-11
X. SERVICE HINTS .....	1-11
XI. PANEL TOP PARTS LIST .....	1-12
XII. RAMP PARTS, RUBBER RINGS & POSTS LIST .....	1-13
XIII. FEATURE OPERATION AND SCORING .....	1-15

### SECTION 2 COMPONENT LAYOUTS, SCHEMATICS & WIRING DIAGRAMS

DESCRIPTION	PAGE
6803 PINBALL POWER MODULE P.C.B.-COMPONENT LAYOUT .....	2-1
6803 PINBALL POWER MODULE P.C.B.-SCHEMATIC .....	2-3
PINBALL SOUND P.C.B.-COMPONENT LAYOUT .....	2-4
PINBALL SOUND P.C.B.-SCHEMATIC .....	2-7
DUAL DISPLAY P.C.B.-COMPONENT LAYOUT .....	2-10
DUAL DISPLAY P.C.B.-SCHEMATIC .....	2-13
6803 CONTROL BOARD P.C.B.-COMPONENT LAYOUT .....	2-14
6803 CONTROL BOARD P.C.B.-SCHEMATIC .....	2-18
JUKE BOX LIGHT BOARD P.C.B.-COMPONENT LAYOUT .....	2-22
JUKE BOX LIGHT BOARD P.C.B.-SCHEMATIC .....	2-22
WIRING DIAGRAM-CABINET .....	2-23
WIRING DIAGRAM-PLAYFIELD .....	2-24
WIRING DIAGRAM-BACKBOX .....	2-27
EPROM LIST .....	INSIDE BACK COVER

### TABLE OF FIGURES

FIGURE	PAGE
I. BLOCK DIAGRAM .....	ii
IIa. TOP PANEL: SOLENOID & SWITCH IDENTIFICATION .....	1-10
IIb. TOP PANEL: PARTS .....	1-12
IIc. TOP PANEL: RUBBER RINGS & POSTS .....	1-13
III. ELECTRONIC PINBALL MACHINE .....	1-14

## BLOCK DIAGRAM—ELECTRONIC PINBALL GAME

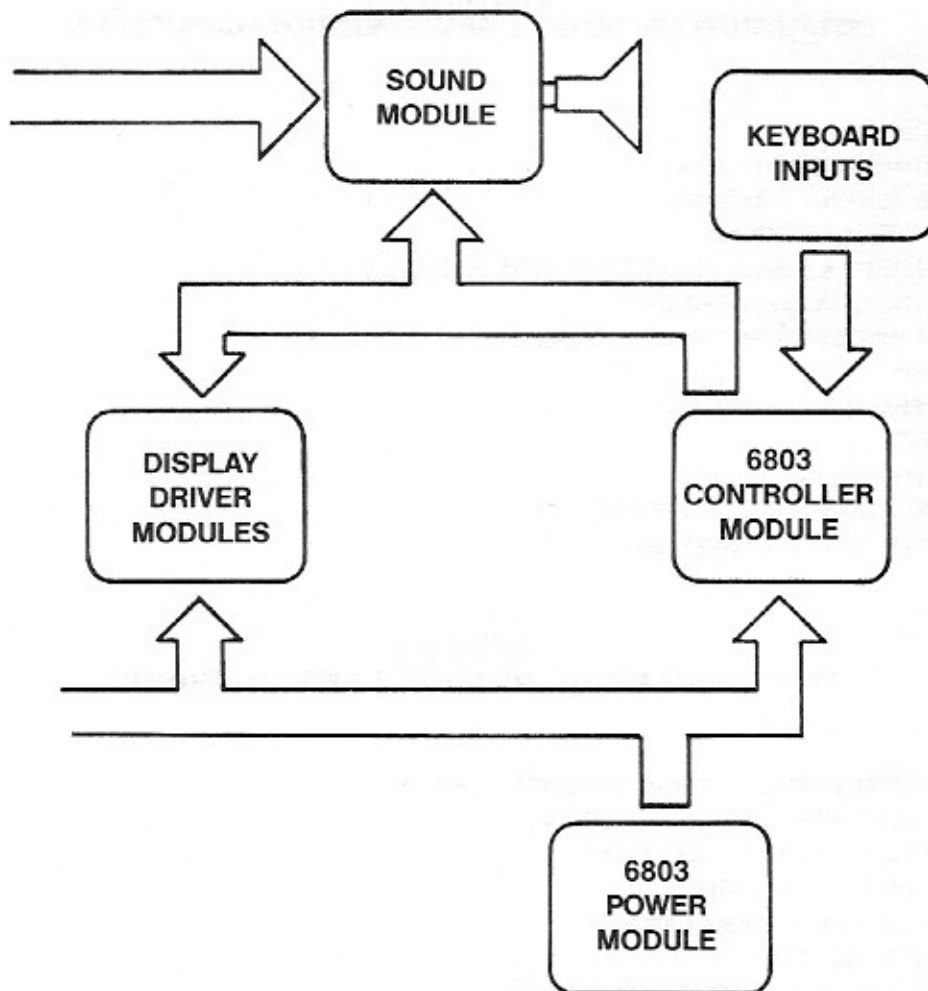


FIGURE I.

### DETACHING OF PIN-GAME BACK BOX

When the back box is in an up-right position and the 3/8" hold-down bolts are removed, the back box can be removed from the main cabinet by lifting the right corner of the back box (about 3/4") and pulling it slightly towards you. Now both hinges are disengaged and the back box can be removed.

**"IMPORTANT NOTICE-3 BALL"**

**ALL 3 PLAYFIELD BALLS MUST BE INSERTED  
IN THE OUTHOLE TROUGH.**

**GAME WILL NOT START IF THERE IS A  
BALL IN SHOOTER LANE IN GAME OVER MODE.**

M051-00365-A043

# SECTION 1

## I. INSTALLATION

First, bolt legs to cabinet. Second, feed line cord between back box and cabinet then lift the back box and secure with bolts. Insert the smaller ball (15/16" dia.) into the ball tilt assembly, and adjust the bracket so the ball will roll free to the contact switch blade, if the front of the cabinet is raised.

On all games these are certain items that should be checked after shipment.

1. Check that all cable connectors are completely seated on printed circuit assemblies.
2. Check that all cables are clear of moving parts.
3. Check for wires that may have been 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 coils for proper soldering. 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 and adjust the plumb bob tilt on the left side of the cabinet.
8. Check wiring of the plug on the transformer to correspond to location voltage.
  - 115 VAC 2-8, 3-6, 7-10
  - 120 VAC 2-8, 4-6, 7-11
  - 220 VAC 4-8, 7-9
  - 240 VAC 4-8, 7-11
9. Place ball into playfield by outhole (or balls if the game requires more than one ball).
10. Plug in line cord.

## II. GENERAL GAME OPERATION

Move the ON/OFF switch at the bottom right front corner of the cabinet to "ON" position. The game will play a power-up sequence and reset the drop targets. If any switches are stuck they will be displayed at this time. After a short delay "1-4 can play" will indicate that the game is ready to play. The game should accept the coin and post the appropriate credits. Pressing the credit button on the cabinet will cause the outhole kicker to serve the ball to the shooter alley. A game-up sequence is played to announce play-readiness.

Each time the credit button is pressed it posts one player and the credits are reduced by one.

Shooting the ball initiates play.

The game awards all points earned by the player. If a spinner is turned and scoring when the ball hits a target, the spinner and the target scores are awarded.

When the ball enters the outhole, the bonus score is added to the total score. The player-up and/or ball in play is advanced one position. The outhole kicker serves the ball to the shooter alley and play is resumed. This continues until each player has played the allowable number of balls per game. At this time a random Match number appears. If the number is the same as the last two digits in a player's score, a free game is awarded.

Extra balls won during the course of the game are played immediately after the player's regular ball enters the outhole. The player-up and/or ball in play are not advanced for extra score before the game serves the extra ball for play.

Slamming the machine results in loss of the game. This causes all feature lights to go out, the game goes "dead" and a time delay occurs. This occurs anytime either one of the slam switches make contact. This is to discourage unnecessary abuse to the game. After the delay, "1 to 4 can play" is displayed followed by the power-up sound sequence.

Any number of slam switches could be installed by the operator, to meet his individual requirement. The switch 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 the switch more sensitive. Opening the gap will reduce sensitivity.

If at the end of the game either the "High Score to Date" is beaten or if the score is over 10,000,000 free games will be awarded according to the "High Score to Date" register setting.

Tilting the game results in loss of a ball. Bonus points are not scored. The flippers, thumper bumpers, etc. go 'dead'. The purpose of the tilt penalty is to discourage the player from jostling the machine in an attempt to prolong play. Game action becomes normal after the ball kicker assembly serves the ball to the shooter alley.

**NOTE:** These are general instructions. Therefore, if a spinner or Drop Target is not used on your specific pinball game, please disregard any operating instructions related to these devices.

### III. TAILORING & TESTING THE GAME

#### INTRODUCTION

We at Bally/Midway are very proud to introduce our new system which not only provides more information to the operator but it also communicates with the player thru the use of alphanumerics.

It was our aim to design a system which could be used without a manual. This will come to light the moment you press the Self-test button and the displays come to life with their messages of assistance. This allows you to change game features, awards and threshold settings and monitor specific special awards, game percent and income just by reading what is displayed. The registers are now described with useful titles such as "Book-keeping Data" or "Self-Testing."

If you've ever changed the replay thresholds on a machine and you forgot to change the replay card because you were distracted by a customer, listen to this: "It will never happen again!" For when you change this replay threshold to 2,000,000 in "Percent Options" the corresponding message; "First Replay at 2,000,000" will be displayed on Game Over.

#### OPERATION

The keyboard is located on the right inside wall of the game near the front door. The cable is long enough, so that once the keyboard is removed, it may be operated from outside the machine. **Note:** The keypad is mounted with a 1/4" Hex screw for shipping purposes.

1. Press the Test button located on the front door. This tells the processor to do the following;
  - A. It checks the switches wired in parallel with the keypad. If any switches are closed the game automatically jumps to Stuck Switch Test and displays a stuck switch message.
  - B. If there were no stuck switches you will be welcomed with "Bally's Testing Is Easy As ABC."
2. When appropriate heading appears on backglass display, press "Enter" on keypad once.  
Within each heading, there are categories which are operator selectable. When the appropriate category appears on the backglass display, press "Enter" once to access that category.
3. Set your registers with keypad.
4. Press "Enter" again to advance to next category setting. Press "CLR" to re-start Self-Test. Press "Game" to lock-in option settings.

#### STEPPING THROUGH

To choose a category quickly once the Test Mode has been selected just use the "A" button to step to the desired category. If you pass by the category you desired, use the "B" button to back-up to the appropriate position. Once you read the category desired, press the "ENTER" button to select that topic. The display will now show the first item in that category.

Again, use the "A" and "B" buttons to quickly step to the item you wish to look at or change. The "A" button allows you to step to the end of a category and then out to the next category. The "B" button allows you to step backwards in the same manner. **Please note:** When in the Self-Test category, the display will cycle automatically from one test to the next. Because the "A", "B", and "C" buttons are used for different functions in this category. They cannot be used to step from one test to another properly. To exit a test in this category just press the ENTER button & step to the next test.

#### SELF-PERCENTAGING

1. The term Self-Percentaging refers to the game's ability to automatically adjust the score level of Threshold 1 to attain a desired replay percentage, also known as the TARGET PERCENT. (see article #8)
2. Self-Percentaging also applies to extra balls, when used instead of replays.
3. Initially, a minimum of 200 games must be played before the Self-Percentaging Process goes into effect. It then monitors the current replay percentage of Threshold 1 **ONLY** and makes an adjustment, if necessary, every 50 games.
4. The Self-Percentaging Process will automatically adjust the score level of Threshold 1 **ONLY**. It makes **NO** adjustments to OTHER "Award" features in the game.
5. Located within the "PERCENT OPTIONS" category of your game's test mode are the following registers:
  - THRESHOLD 1
  - SELF PERCENT
  - TARGET PERCENT
  - THRESHOLD 1 PERCENT

Each of these registers are explained in detail further in this text.

6. To set or check the current score level of Threshold 1:
  - A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled: "PERCENT OPTIONS."
  - B. Press the "ENTER" button to select this category.
  - C. The first register displayed will be THRESHOLD 1.

**THRESHOLD 1**—This register displays the current score level of the 1st Replay Threshold. Enter any value from 0 to 9,999,999 to set the desired score level.

7. To activate the Self-Percentaging Process:
  - A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
  - B. Press the "ENTER" button to select this category.
  - C. Again, use the "A" button to "step through" until you reach a register titled: "SELF PERCENT."

**SELF PERCENT**—This register displays whether the Self-Percentaging Process is OFF or ON. Enter "0" to turn OFF or "1" to turn ON.

8. To adjust the desired Replay Percentage for Threshold 1:
  - A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
  - B. Press the "ENTER" button to select this category.
  - C. Again, use the "A" button to "step through" until you reach a register titled: "TARGET PERCENT."

**TARGET PERCENT**—This register displays the desired percentage of replays to be awarded for reaching Threshold 1. For example, if you want Threshold 1 to award a replay in 15% of the games played, you would press keys "1," "5" and then "ENTER." This register will then display "15%" as your goal or "TARGET PERCENT."

NOTE: This register automatically defaults to a factory setting of "10%," when the "FACTORY RESET" register is enabled.

9. The TOTAL Replay Percentage will be 10% or 15% higher with the addition of Match, Special and High Score to Date credits.
10. To manually check the current replay percentage of Threshold 1 ONLY:
  - A. "Step through" your game's test mode, using the "A" or "B" button on the keypad, until you reach a category titled "PERCENT OPTIONS."
  - B. Press the "ENTER" button to select this category.
  - C. Again, use the "A" button to "step through" until you reach a register titled: "THRESHOLD 1 PERCENT."

**THRESHOLD 1 PERCENT**—The figure displayed in this register is the actual percentage of replays awarded for reaching Threshold 1. Progress of the Self-Percentaging Process may be monitored by comparing the current value displayed in this register with the "TARGET PERCENT."

11. The size of adjustment, made by the Self-Percentaging Process to the score level of Threshold 1, is determined by the current difference between the "TARGET PERCENT" (entered by the operator) and the actual percentage of replays awarded for reaching Threshold 1.
  - A difference of 10% or more will result in a 10% adjustment.
  - A difference equal to or greater than 5%, but less than 10%, will result in a 5% adjustment.
  - A difference less than 5% will result in a 1% adjustment.

12. To check the current score level of Threshold 1, refer to article #6.

13. When the "CLEAR BOOKKEEPING" register is enabled, the Self-Percentaging Process is reinitiated.



## PARTY ANIMAL

### IV. GAME REGISTERS & OPTIONS

#### BOOKKEEPING DATA

Total Coins	Number of coins thru chutes 1, 2, & 3
Game Percent	Percentage of replays
Coins Chute 1	# of coins thru chute 1
Coins Chute 2	# of coins thru chute 2
Coins Chute 3	# of coins thru chute 3
Bonus Credits	Number of Bonus Credits Given
Total Plays	Number of plays both paid and replays
Total Replays	Number of awarded games
Service Meter	Total # of service credits
Game Credits	Current game credits—Enter 0 thru 5 Added to Service Meter Not added to current Game Credits.
Special Meter	Total # of Playfield Specials awarded
Clear Booking	To clear bookkeeping press "65" then "Enter"

#### SELF-TESTING

Single Lamp	Steps one lamp at a time, and Connector I.D. Press "A" to advance, "B" to backup, and "C" to cycle.
All Lamps	All lamps light alternately, 1st "A" phase then "B"
Display	Steps thru alphanumeric character set
Solenoid	Fires one driver at a time, and Displays Driver and Connector I.D.
Single Solenoid	Fires one driver at a time. Press A for same solenoid, B for next
Sound	Plays game sounds
Game Rom I.D.	Displays your Ram or Rams I.D.
Switch Test	Displays stuck switch by description

**PRESS TEST BUTTON ON DOOR TO EXIT SWITCH TEST**

#### PERCENT DATA VALUES

Game Percent	Percentage of replays
Total Plays	Number of plays both paid and replays
Game Time	Total number of minutes
Total Replays	Total number of replays
Threshold 1	# of times the first threshold was beaten
Threshold 2	# of times the second threshold was beaten
Threshold 3	# of times the third threshold was beaten
HiScore Beaten	Total number of times the high score was beaten
Free Balls	# of extra balls that were awarded
Specials	# of Specials awarded by the Playfield
Inline Special	# of Specials awarded by making target behind inline drop targets during multi-ball
Multi-Ball	# of times multi-ball sequence was made
Party Bonus	# of times Party Bonus was collected

#### PERCENT OPTIONS

Threshold 1	Enter 0 thru 9,999,999; sets award level and display
Self Percent	Enter 0 or 1; 0 disables Self-Percentaging Process, 1 enables Self-Percentaging Process
Target Percent	Enter desired percentage of replays awarded for reaching Threshold 1
Threshold 1 Percent	Displays actual percentage of replays awarded reaching Threshold 1
Threshold 2	Enter 0 thru 9,999,999; sets award level and display
Threshold 3	Enter 0 thru 9,999,999; sets award level and display
Highest Score	Enter 0 thru 9,999,999; sets the HiScore replay level

#### FACTORY SETTINGS

7,500,000
1
10
Unchanged
2,400,000
00
3,999,999

#### BASIC OPTION VALUES

Credit Limit	Enter 1 thru 40	10
Balls per Game	Enter 1 thru 5	3
Threshold Mode	Enter 0 thru 3; 0=0, 1=Points, 2=Extra Ball, 3=Replay	3
Special Mode	Enter 0 thru 3; 0=0, 1=Points, 2=Extra Ball, 3=Replay	3
HiScore Mode	Enter 0 thru 3; 0=0, 1=1 Replay, 2=2 Replays, 3=3 Replays	3
Sound Mode	Enter 0 thru 3; 0=Chimes w/o background, 2=Sounds w/o background, 1=Chimes with background, 3=Sounds with background	3
German Prize	German Meter	0
Match Option	Enter 0 or 1; 0 disables match, 1 enables match	1
Credit Display	Enter 0 or 1; 0=No credits displayed, 1=Displayed credits	1
No Limit Replays	Enter 0 or 1; 0=Only 1 award per game, 1=More than 1 per game	1
Free Play	Enter 0 or 65; 0=Coins, 65=Free Play	0
Slingshot	Enter 0 or 1; 0=No slingshots, 1=slingshots	1
Tilt Warning	Enter 0 thru 3; 0=No warning, 1=1, 2=2, 3=3	2

## FEATURE OPTIONS

Reset Factory	Enter 65 for factory selected scores and features.
Game Style	Enter 0 thru 2; This entry controls how spotted letters in P-A-R-T-Y A-N-I-M-A-L-I are held. <u>ENTER</u> <u>HOLD SPOTTED LETTERS</u> 0 For individual player. Clear at end of game. 1 From player to player. Clear at end of game. 2* From play er to player and from game to game.
Recall Pig Out	Enter 0 or 1*; This entry recalls P-I-G O-U-T targets from ball to ball. 0=No Memory 1=Memory
Recall Toad Value	Enter 0 or 1*; This entry recalls T-O-A-D S-T-O-O-L lights from ball to ball. 0=No Memory 1=Memory
Build-up Dance Bonus	Enter 0 or 1*; This entry controls whether or not DANCE BONUS is saved once it's accumulated value is collected. 0=Reset 1=No Reset
X-ball Option	Enter 0 or 1*; This entry controls # or times P-I-G O-U-T must be completed to qualify EXTRA BALL feature. 0=3 completions 1=4 completions
Collect Bonus Timer	Enter 0 thru 3; This entry controls length of time allowed to collect RIGHT and/or LEFT BONUS (near upper right ramp). <u>ENTER</u> <u>LENGTH OF TIME</u> 0 5 seconds 1 10 seconds 2 15 seconds 3* 20 seconds
Sounds Set Option	Enter 0 or 1*; This entry controls whether normal sound or unique feature sounds are active. 0=Normal Sounds 1=Unique Feature Sounds
Attract Sounds	Enter 0 or 1*; When game is over, this entry enables or disables ATTRACT SOUND mode while displaying hi-scores and instructions. 0=No Sound 1= Sound
*Factory Setting	

## PRICING OPTIONS

Chute 1 Options XX coin for yy credit;	Coins (xx) will flash first. Enter 1 thru 99 coins. Then credits (yy) will flash. Enter 1 thru credit limit. Then coins will flash again. Either press Enter if the values are correct or repeat the data entry.
Chute 1 Bonus;	Enter 0 thru 40; 0=No Bonus Credit 1 thru 40 sets the number of credits at which 1 Bonus Credit will be awarded.
Chute 2 Options XX coin for yy credit;	Coins (xx) will flash first. Enter 1 thru 99 coins. Then credits (yy) will flash. Enter 1 thru credit limit. Then coins will flash again. Either press Enter if the values are correct or repeat the data entry.
Chute 3 Options XX coin for yy credit;	Coins (xx) will flash first. Enter 1 thru 99 coins. Then credits (yy) will flash. Enter 1 thru credit limit. Then coins will flash again. Either press Enter if the values are correct or repeat the data entry.
Chute 3 Bonus;	Enter 0 thru 40; 0=No Bonus Credit 1 thru 40 sets the number of credits at which 1 Bonus Credit will be awarded.

### Example:

To set Coin Chute 1 for 3 credits/2 Coins with no credits on the first coin;  
Enter 02 Coin for 03 Credit Chute  
Chute 1 Bonus 00

To set it for 3 Credits/2 Coins with one credit delivered on the 1st coin and 2 credits delivered on the second.  
Enter 01 Coin for 01 Credit  
Chute 1 Bonus 02

If all 3 Chute Options and Bonus Registers are set the same, then all Chutes will work "together".

## V. RECOMMENDED 3 & 5 BALL OPTION SETTINGS

	3-BALL	5-BALL	
<b>REPLAYS</b>			
Special Mode	3	3	
Match Option	1	1	
High Score Mode	3	3	
1st replay at	1,500,000	2,500,000	
2nd replay at	2,400,000	4,000,000	
<b>X-BALL</b>			
Special Mode	2	2	
Match Option	0	0	
High Score Mode	0	0	
1st Extra Ball at	1,500,000	2,500,000	
2nd Extra Ball at	2,400,000	4,000,000	
<b>NOVELTY</b>			
Special Mode	1	1	
Match Option	0	0	
High Score Mode	0	0	
<b>HIGH GAME TO DATE (reset periodically)</b>			
3-BALL .....	3,999,999	5-BALL .....	6,999,999

## PARTY ANIMAL OPTION SETTINGS

FEATURE OPTIONS	3-BALL	5-BALL
<b>REGISTER</b>		
GAME STYLE	2	1
RECALL PIG OUT	1	0
RECALL TOAD VALUE	1	1
X-BALL OPTION	1	0
BUILD UP DANCE BONUS	1	0
COLLECT BONUS TIMER	3	2
SOUNDS SET OPTION	1	1
ATTRACT SOUNDS	1	1
<b>In Basic Options:</b>		
SLINGSHOT	1	1
TILT WARNING	2	1

## VI. TROUBLESHOOTING ON LOCATION

### SYMPTOM: WON'T POWER UP

Game does not play power-up tune when power is turned on. General illumination is present.

#### ACTION:

- A. Check Fuses.
- B. Turn power OFF. Open back box. Locate light emitting diode (LED) on Control Board.
- C. Turn power ON. LED must flash 9X to indicate that the module is good. Correct sequence is flash-pause-flash and then seven more flashes and LED goes out.
- D. If LED does not come on or does not flash, or flashes, but less than 9X, turn off power. Check fuses. If fuses are good, replace Control Board.

**CAUTION:** Replacement Control Board must have same Part Number or incorrect operation will result! See Parts List for Control Board.

Turn power ON.

- E. If game is correct, it is now ready for play. If game is not correct, contact the Bally-Midway service department.

### SYMPTOM: LAMPS

One or some switched lamps always ON or not all feature lamps light during play.

#### ACTION:

- A. With power ON, open front door. Select SELF TEST-Lamp Tests with keyboard. If game is correct all feature lamps flash ON and OFF.
- B. Carefully raise playfield or open back box to gain access to lamps.
- C. Replace bulbs that do not flash.
- D. If game is correct, it is now ready for play.
- E. If game is not correct, turn power OFF. Replace Control Board. Turn power ON and repeat A.
- F. If game is correct, it is now ready for play. If game is not correct, contact Bally-Midway service department.

### SYMPTOM: DISPLAYS

- I. Display digits improper on **one** or **several**, but less than all Display Driver Module(s). Improper: One or several segments always OFF, digits mottled or several segments or digit(s) always ON.

#### ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Turn power OFF.

**WARNING:** High Voltage is supplied to the Display Driver Modules, from the Power Module. Wait 30 seconds for High Voltage to Bleed Off.

- C. Replace Display Driver module(s). Turn power ON. Repeat A.
- D. If game is correct, it is now ready for play. If game is not correct contact Bally-Midway service department.

- II. All displays improper. Improper: Digit(s) always on or off/segment(s) always on or off, all displays.

#### ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Replace Control Board. Turn power ON. Repeat A.

**CAUTION:** Replacement Control Board must have same Part Number or incorrect operation will result! See Parts List for Control Board.

- C. If game is correct, it is now ready to play. If game is not correct, contact Bally-Midway service department.

- III. One or several displays always off.

#### ACTION:

- A. With power ON, open front door. Select SELF TEST-Display Test with keyboard. If the game is correct, each digit on each Display displays the count 0 through 9 and alphabet in all 7 digit positions. Note defective Display Driver modules.
- B. Turn power OFF.
- C. Replace Display Driver module(s). Turn power ON. Repeat A.
- D. If game is correct, it is now ready for play. If game is not correct contact Bally-Midway service department.

#### **SYMPTOM: SOLENOIDS**

I. One or more solenoids do not pull-in during course of game.

#### **ACTION:**

- A. With power ON, open front door. Select SELF TEST-Solenoid Test with keyboard.
  - B. If game was correct, each solenoid would be energized. The Solenoid name appears with the Driver Q Number and connector jack and pin numbers. (**NOTE:** If most of the Playfield Solenoids DO NOT operate, check the Playfield Fuse to see if it is blown. It is generally found near the Flipper Assemblies.)
  - C. Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.
  - D. If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play. If solenoid wiring was correct, turn power OFF.
  - E. Replace Control board. See CAUTION NOTE.
  - F. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, turn power OFF.
  - G. Replace Sound Module A8.
  - H. Repeat A & B. If game is correct it is now ready to play. If game is not correct, contact the Bally-Midway service department.
- II. Solenoid(s) are always energized. **NOTE:** If impulse solenoids (ball ejects, slingshots, thumper-bumpers, etc.) are energized continuously, they are subject to damage. Limit troubleshooting to one minute with power ON, followed by **five minutes with power OFF**. Repeat as necessary. Replace damaged solenoids. (**NOTE:** When troubleshooting Playfield Solenoid Circuits, be advised that a constantly energized Solenoid (i.e. Thumper-Bumper) will blow the Playfield Fuse in a few seconds. To avoid replacing the Fuse repeatedly, try to isolate the faulty Solenoid Circuit as soon as the game power switch is flipped ON.)

#### **ACTION:**

- A. With power ON, open front door. Select SELF TEST-Solenoid Test with keyboard.
- B. If game was correct, each solenoid would be energized. The Solenoid name appears with the Driver Q Number and connector jack and pin numbers. (**NOTE:** If most of the Playfield Solenoids DO NOT operate, check the Playfield Fuse to see if it is blown. It is generally found near the Flipper Assemblies.)
- C. Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.
- D. If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play. If Solenoid wiring was correct, turn power OFF.
- E. Replace Control Board. See CAUTION NOTE.
- F. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, turn power OFF.
- G. Replace Sound Module A8.
- H. Repeat A & B. If game is correct, it is now ready to play. If game is not correct contact the Bally-Midway service department.

#### **SYMPTOM: NO SOUND**

#### **ACTION:**

- A. With power ON, open front door. Select SELF TEST-Sound Test with the keyboard.
- B. Turn volume control clockwise to Max.
- C. If correct, sound will be heard. If incorrect, try seating speaker lead connector (J2) and input connector (J1).
- D. If correct, sound will be heard. If incorrect, contact the Bally-Midway service department.

#### **SYMPTOM: SWITCHES**

Feature (Drop Targets, Stand-up, etc.) does not score.

#### **ACTION:**

- A. With power ON, open front door. Select SELF TEST-Switch Test with the keyboard.
- B. If game is correct, "All Switches Open" is displayed. Otherwise, the name of the switch(es) will be displayed with jack and pin numbers.
- C. Carefully lift the playfield. Locate the switch assembly identified from the display. Visually inspect the switch assembly. If the contacts are stuck, re-gap them to 1/16." Repeat A & B. If the game is correct, it is now ready to play. If the game is not correct, turn power OFF.
- D. Replace Control board. See CAUTION NOTE.
- E. Repeat A & B. If game is correct, it is now ready to play. If game is not correct, contact the Bally-Midway service department.

**CAUTION:** Replacement Control Board must have the same Part Number or incorrect operation will result! See Parts List for Control Board.

SUBJECT: 6803 CONTROL BOARD POWER UP TEST SEQUENCE

The following is an abbreviated self-test routine for the 6803 Control Board.

- 1st Flash—(U1) Determine if the internal RAM is good. (6803)
- 2nd Flash—(U2) Checks to see if the program ROM is good (27128)
- 3rd Flash—(U3) Checks to see if the program ROM is good (27128)
- 4th Flash—(U4) Checks to see if the program ROM is good (27128)
- 5th Flash—(U8) Tests PIAO (6821)
- 6th Flash—(U7) Tests PIA1 (6821)
- 7th Flash—(U1) Checks the internal display interrupt generator (6803)
- 8th Flash—(U12 & U8) Verifies operation of the phase B switched ill. voltage.  
NOTE: F5 fuse on the Power Module provides the phase B signal to the Control Board.  
(U12, 14584) (U8, 6821)
- 9th Flash—(U1, U11 & U12) Verifies operation of the Phase A switched ill. voltage.  
NOTE: F4 fuse on the Power Module provides the phase A signal to the Control Board.  
(U1, 6803) (U11, 4011) (U12, 14584)

The following is an abbreviated self-test routine for the 6809 Sound Board.

- 1st Flash—(U7) Determine if the external ROM is good.
- 2nd Flash—(U6) Checks to see if the external RAM is good.
- 3rd Flash—(U8) Checks the PIA. (68B21)

The following is an abbreviated self-test routine for the Sounds Deluxe (68000) Board:

- 1st Flash—Determines if the ROM (U11) is good.
- 2nd Flash—Determines if the ROM (U12) is good.
- 3rd Flash—Determines if the ROM (U13) is good.
- 4th Flash—Determines if the ROM (U14) is good.
- 5th Flash—Checks to see if the RAM (U9, U10) is good.
- 6th Flash—Checks the PIA (6821) (U7).

VII  
OH01 PARTY ANIMAL



SOLENOID IDENTIFICATION TABLE

SELF TEST #	SEQUENCE
1	BUMPER TOP
2	BUMPER MIDDLE
3	BUMPER BOTTOM
4	SLINGSHOT LEFT
5	SLINGSHOT RIGHT
6	SAUCER RIGHT
7	SAUCER LEFT TOP
8	SAUCER LEFT BOTTOM
9	IN-LINE DROP TARGETS
10	NOT USED
11	NOT USED
12	OUTHOLE CONTROLLER
13	RESERVED FOR GERMAN USE
14	OUTHOLE
15	KNOCKER
16	SWITCHES
17	NOT USED
18	FLIPPER (BACKBOX)
19	NOT USED



SWITCH ASSEMBLY IDENTIFICATION TABLE

SELF TEST #	SEQUENCE
1	BEHIND IN-LINES
2	RELEASE ALL BALLS
3	DOOR SWITCH
4	RAMP SWITCH
5	LEFT CABINET
6	CREDIT
7	RIGHT CABINET
8	OUTHOLE
9	COINS RIGHT
10	COINS LEFT
11	COINS MIDDLE
12	LEFT RETURN LANE
13	RIGHT RETURN LANE
14	SLAM
15	TILT
16	REBOUNDS
17	TOP BUMPER
18	MIDDLE BUMPER
19	BOTTOM BUMPER
20	LEFT SLINGSHOT
21	RIGHT SLINGSHOT
22	RIGHT SAUCER
23	LEFT BOTTOM SAUCER
24	LEFT TOP SAUCER
25	TARGET "G"
26	TARGET "I"
27	TARGET "P"
28	TARGET "T"
29	TARGET "U"
30	TARGET "O"
31	LEFT OUTLANE
32	RIGHT OUTLANE
33	BOTTOM IN-LINE
34	MIDDLE IN-LINE
35	TOP IN-LINE
36	TUNE TARGET-1 (LEFT)
37	TUNE TARGET-2 (MIDDLE)
38	TUNE TARGET-3 (RIGHT)
39	MUSHROOM
40	TOAD
41	NOT USED
42	NOT USED
43	NOT USED
44	NOT USED
45	NOT USED
46	LEFT OUTHOLE-1
47	MIDDLE OUTHOLE-2
48	RIGHT OUTHOLE-3

\*NOTE: SEQUENCE NUMBERS SHOWN HERE ARE USED AS AN AID IN LOCATING FAULTY SOLENOID OR SWITCH USING DRAWING SHOWN. VECTOR SHOWING FOR EJECT SAUCER BALL SHOULD EXIT AS SHOWN.

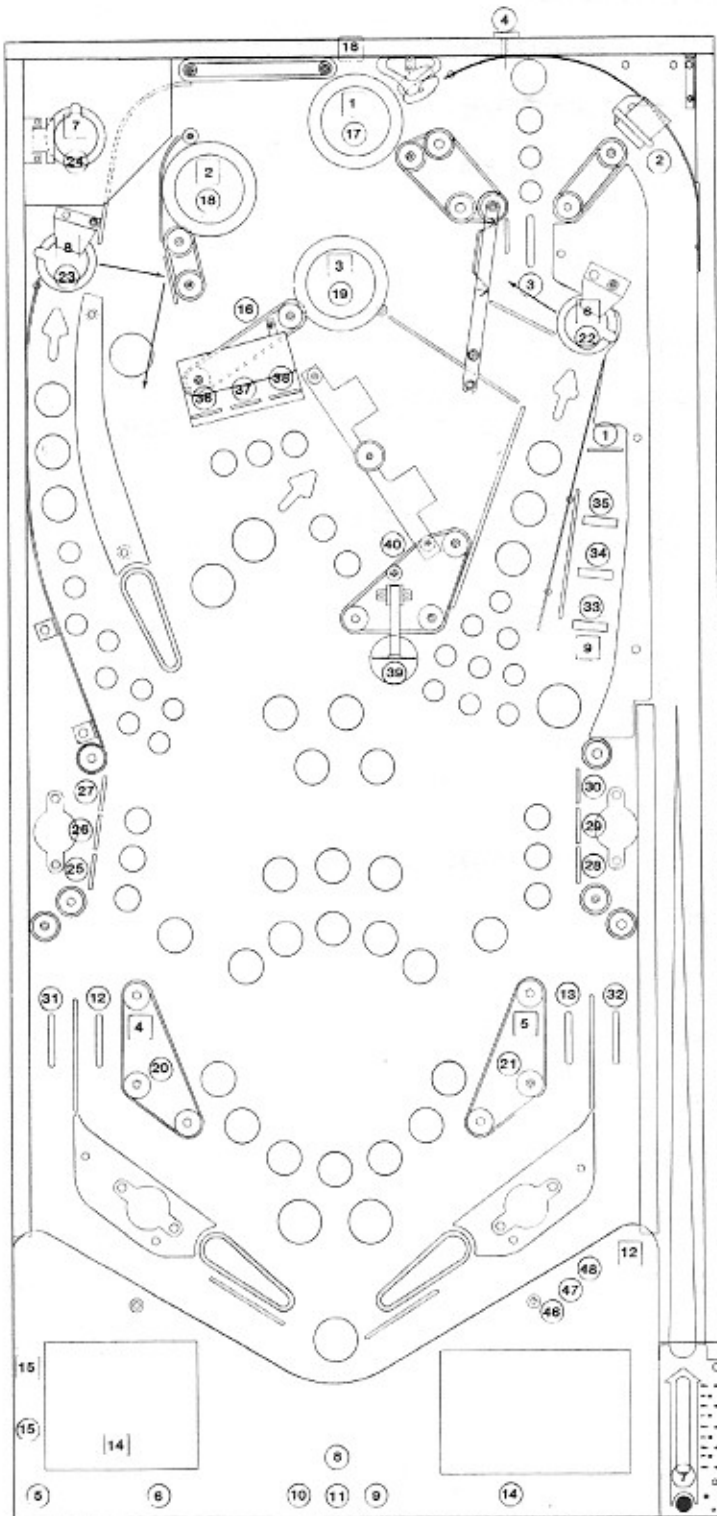


FIGURE II a

### VIII. ROUTINE MAINTENANCE ON LOCATION:

After successful completion of the Self Diagnostic Test Procedure, set the game up for play. Exercise each roll-over, thumper bumper, slingshot, etc., by hand until each switch assembly on the playfield has been checked for proper operation. If actuating a switch assembly results in intermittent or no response, clean contacts by gently closing them on a clean business card or piece of paper and wiping until they wipe clean. Re-gap, if necessary, to 1/16". Do not burnish or file Gold Plated Switch Contacts.

### IX. SWITCH ASSEMBLY ADJUSTMENTS:

#### GENERAL:

All switch assemblies consist of leaf springs, contacts, separators, plastic tubing and screws to hold them to the mounting surface. 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 1/16" gap in the open position and .010" over-travel 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. Contacts, with the exception of the flipper button switch assemblies are plated to resist corrosion. Filing or burnishing breaks the finish and encourages corrosion. Clean by closing the contacts over a clean piece of paper (e.g. a lint free business card) and wiping gently until the contacts are clean. For the flipper button switch assemblies **ONLY**: Tarnish can be removed with a contact file followed by burnishing tool. Severely pitted contacts must be placed and adjusted only when they are found to be a source of game malfunction.

### X. SERVICE HINTS:

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

**DO:** Bally recommends you clean your playfield with Wildcat #125 (Wildcat Chemical Co. 1349 East Seminary Drive; Fort Worth, Texas 76115; Phone 1-817/924-8321). Wildcat #125 is a combination cleaner and polish. Bally has tried and tested this product and found it to be very effective. If Wildcat #125 is not available, Bally suggests you ask your distributor to order it. 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 and cleaning pads on the playfield, or allow a wax or polish build up. Waxes yellow with age and spoil appeal.



XI  
OH01 PARTY ANIMAL  
PANEL TOP PARTS

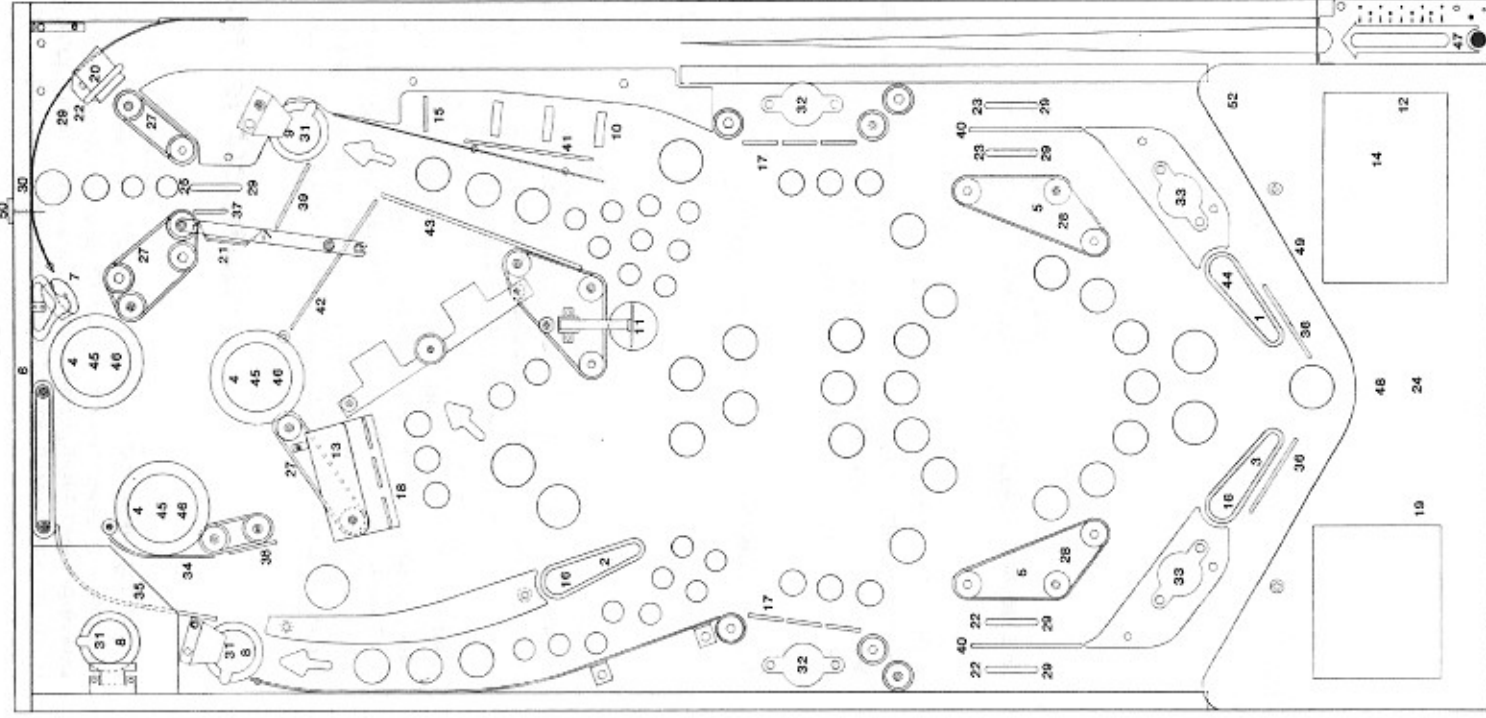


FIGURE II h

1. FLIPPER ASSY. SINGLE SW/RT. AC70-00022-0100
2. FLIPPER ASSY. SINGLE SW/LT. AC70-0002-0200
3. FLIPPER ASSY. DOUBLE SW/LT. AC70-00023-0200
4. THUMPER BUMPER A967-00053-0100
5. SLINGSHOT KICKER ASSY. A967-00059-0000
6. BACKBOARD ASSY. AH01-00009-0000
7. BALL REBOUND ASSY. AA17-00023-0000
8. EJECT HOLE ASSY.: LEFT A365-00342-0100
9. EJECT HOLE ASSY.: RIGHT A365-00341-0100
10. DROP TARGET ASSY.: 3 IN-LINE AH01-00016-0000
11. FROG POP-UP ASSY. AH01-00025-0000
12. KICKER ASSY.: MULTI-BALL MECH. AH01-00027-0000
13. JUKEBOX MTG. BRKT. & P.C. BOARD ASSY. AH01-00029-0000
14. SWITCH-TO-TROUGH COVER ASSY. A365-00339-0300
15. ASSY.: 1 COLORED (RED) TARGET A365-L0343-B111
16. MOLDED FLIPPER W/CAP ASSY.: (WHITE) LT. A365-00312-0100
17. TARGET SWITCH, BRKT., DIODE & CAP: RED LUG-RT A365-R0307-F111
18. TARGET SWITCH, BRKT., DIODE & CAP: YELLOW LUG-RT A365-R0307-F113
19. TOP MOUNTED KICKER ASSY. A360-00234-0000
20. GATE BRKT. & ROD ASSY.: RT. A360-00023-0000
21. GATE BRKT. & WIRE-FORM ASSY. A370-00054-0000
22. BRKT. & WIRE-FORM ASSY.: ROLL-OVER LT. A331-00042-0000
23. BRKT. & WIRE-FORM ASSY.: ROLL-OVER RT. A360-00216-0000
24. BRKT. & WIRE-FORM ASSY.: ROLL-OVER LT. A360-00217-0000
25. BRKT. & WIRE-FORM ASSY.: ROLL-OVER RT. A365-00092-0100
26. SWITCH ASSY.: THUMPER BUMPER AA40-00032-0000
27. SWITCH W/BRKT. & DIODE ASSY.: SLINGSHOT A360-00239-0000
28. SWITCH W/BRKT. & DIODE ASSY.: SLINGSHOT A360-00239-0100
29. SWITCH W/DIODE & PLATE ASSY. A365-00035-0000
30. SWITCH W/DIODE ASSY. A360-00243-0000
31. SWITCH W/DIODE, & PLATE ASSY. A365-00036-0000
32. LIGHT DOME: PLASTIC, RED 0017-00042-0741
33. LIGHT DOME: PLASTIC, GREEN 0017-00042-0744
34. WIRE-FORM: BALL GUIDE, INSIDE OUTSIDE OH01-00908-0000
35. WIRE-FORM: BALL GUIDE OH01-00909-0000
36. WIRE-FORM: BALL GUIDE 0360-00175-5300
37. WIRE-FORM: BALL GUIDE 0365-00151-0875
38. WIRE-FORM: BALL GUIDE 0365-00151-1500
39. WIRE-FORM: BALL GUIDE 0365-00151-2000
40. WIRE-FORM: BALL GUIDE 0365-00151-3125
41. WIRE-FORM: BALL GUIDE 0365-00151-3625
42. WIRE-FORM: BALL GUIDE 0365-00157-4250
43. WIRE-FORM: BALL GUIDE 0365-00157-6000
44. MOLDED FLIPPER W/CAP ASSY.: (WHITE) RT. A365-00312-0200
45. COLLAR: THUMPER BUMPER, AMBER 0017-00042-0403
46. CAP: THUMPER BUMPER, RED 0017-00042-0518
47. SHOOTER GAUGE 0H01-00119-00XF
48. BUTYRATE: SCREENED BOTTOM ARCH OH01-00901-00XF
49. BOTTOM ARCH EXTENSION 0370-00918-1000
50. BRKT. & WIRE-FORM ASSY.: ROLL-OVER LT. AE35-00024-0000
51. SWITCH & DIODE ASSY. A365-00034-0000
52. MULTI-BALL KICKER ASSY. AH01-00028-0000

## XII OH01 PARTY ANIMAL

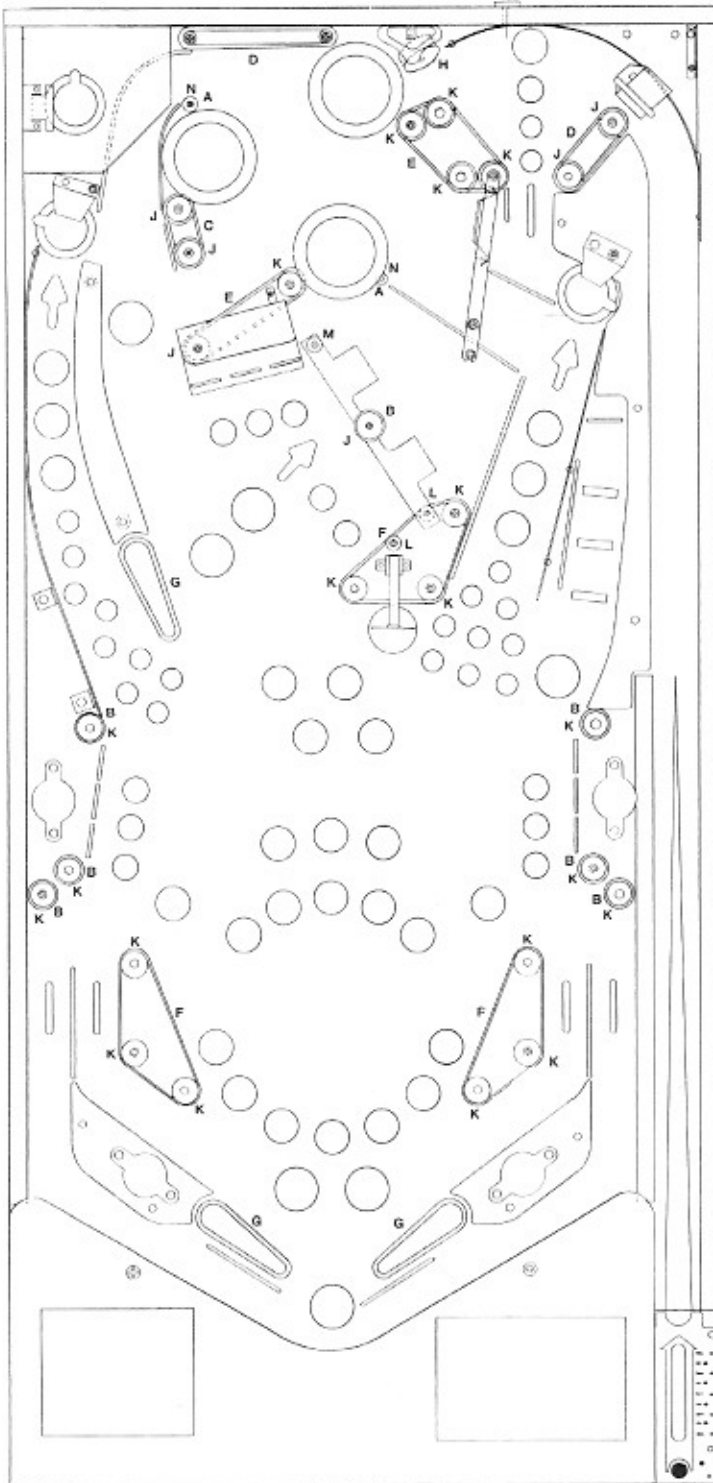


FIGURE II c

### RAMP PARTS

1. BALL-DROP RAMP: DIE-CUT (NOT SHOWN) 0H01-00904-00XF
2. EJECT RAMP: DIE-CUT (NOT SHOWN) 0H01-00905-00XF

### RUBBER RINGS

- |    |                       |                 |
|----|-----------------------|-----------------|
| A. | RING:                 | 0017-00041-0633 |
| B. | RING: 5/16"           | 0017-00041-0637 |
| C. | RING: 1"              | 0017-00041-0643 |
| D. | RING: 1-1/2"          | 0017-00041-0644 |
| E. | RING: 2"              | 0017-00041-0645 |
| F. | RING: 2-1/2"          | 0017-00041-0646 |
| G. | RING: 3" (YELLOW)     | 0017-00041-0653 |
| H. | RING: REBOUND (WHITE) | 0017-00041-0716 |

### POST

- |    |  |                 |
|----|--|-----------------|
| J. | POST: (BLUE) PLASTIC 1"                    | 0017-00042-0586 |
| K. | POST: (BLUE) PLASTIC 1-3/16"               | 0017-00042-0594 |
| L. | POST: NICKEL (NO THREADS) 1-3/16"          | 0360-00733-00XF |
| M. | POST: METAL-MINI (W/THREADS FOR 10-32 NUT) | 0365-00700-00XF |
| N. | POST: METAL-MINI (WOOD SCREW)              | 0360-00732-00XF |

### RUBBER BUMPER FOR

- |     |                       |                 |
|-----|-----------------------|-----------------|
| M   | -POST: METAL-MINI     | 0017-00041-0633 |
| J&K | -POST: (BLUE) PLASTIC | 0017-00041-0637 |
| L   | -POST: NICKEL         | 0017-00041-0643 |

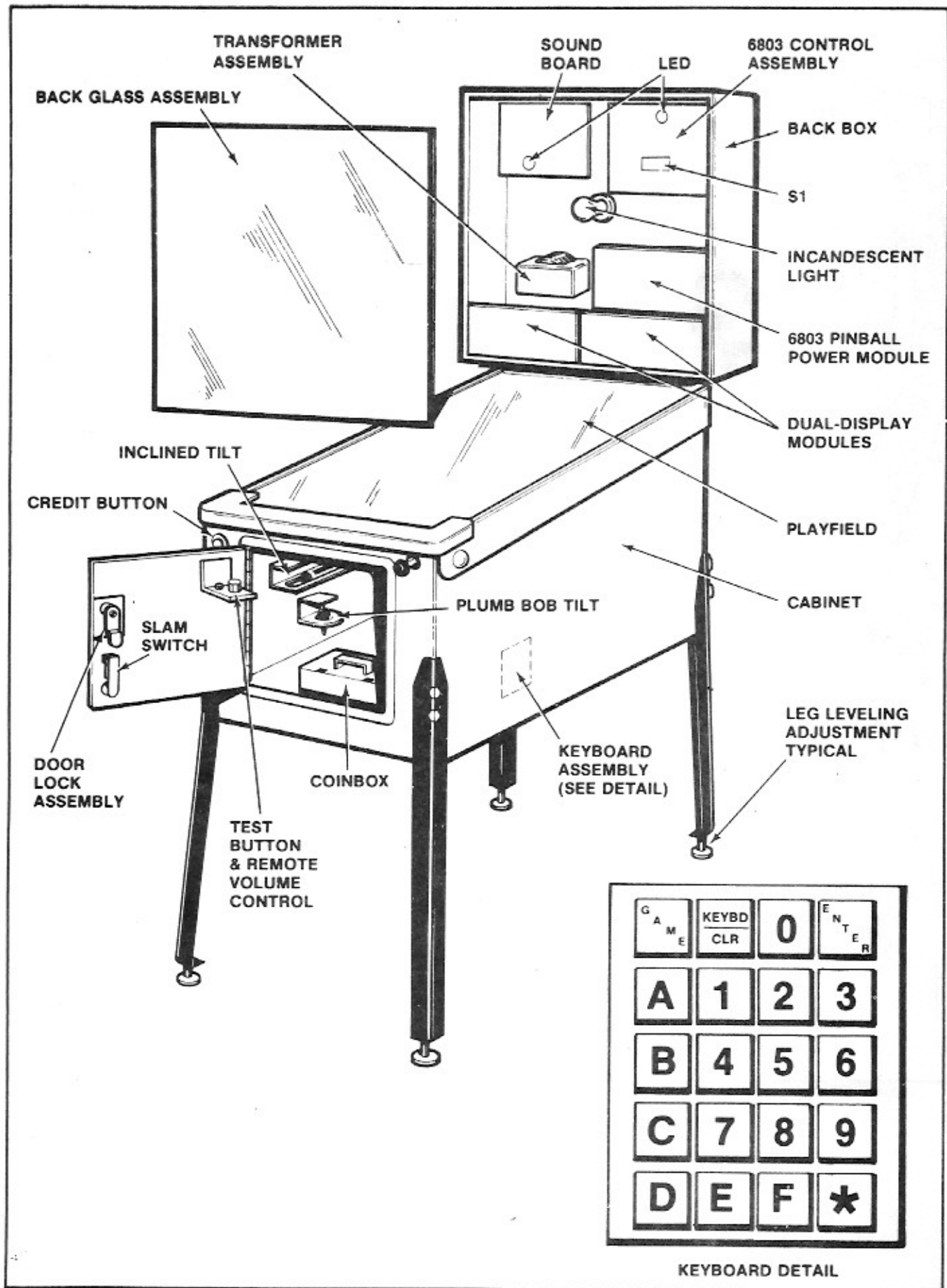


FIGURE III. ELECTRONIC PIN BALL MACHINE

### XIII. PARTY ANIMAL FEATURE OPERATION AND SCORING

#### 1. SHOOTER LANE DOOR PRIZE

Lights flash on & off in sequence from bottom to top (5, 10, 25 and 50K). When the rollover switch is made, the lit value is awarded.

#### 2. P-A-R-T-Y A-N-I-M-A-L-! FEATURE

This feature uses three saucers to spot the colored letters used in P-A-R-T-Y A-N-I-M-A-L-!. Each saucer is identified with a flashing arrow. The arrows are colored to match the three colors used in the letters of P-A-R-T-Y A-N-I-M-A-L-!. When a ball is shot into one of these saucers, a letter matching its color will light.

In addition to the above method of spotting letters, the bullseye target behind the right side in-line drop targets spots the next unlit letter in P-A-R-T-Y A-N-I-M-A-L-!.

Once P-A-R-T-Y A-N-I-M-A-L-! is completed, SURPRISE PARTY (upper left ramp) will light. Shooting the ball up the ramp into the upper left saucer scores 25,000 points and begins the SURPRISE PARTY (multi-ball) sequence. The ball is locked in the upper left saucer and a new ball is delivered to the shooter. Once shot, it is locked in the upper right saucer and a third ball is released to the shooter. When it is shot, all the balls previously locked are released for 3-ball multi-ball.

Playfield values are 3X for 3-ball multi-ball and 2X, when the first ball drains, for 2-ball multi-ball.

\*The spotted letters in P-A-R-T-Y A-N-I-M-A-L-! can be accumulated and/or carried over from player to player or game to game.

REGISTER	SETTING	FUNCTION
GAME STYLE	0	Hold spotted letters for individual player only. Clear at end of game.
GAME STYLE	1	Hold spotted letters from player to player. Clear at end of game.
GAME STYLE	2	Hold spotted letters from player to player and from game to game.

#### 3. PARTY BONUS

Once the player is in multi-ball play, the PARTY BONUS (upper left ramp) lights. The PARTY BONUS value increases with each target hit during multi-ball play. The PARTY BONUS is collected when a ball is shot up the ramp into the upper left saucer during 2 ball or 3 ball multi-ball.

#### 4. THUMPER BUMPER FEATURE

Unlit, the THUMPER BUMPERS award 1,000 points. When lit, they award 2,000 points and when flashing, 3,000 points. Completing the three jukebox targets increases the value of the THUMPER BUMPERS. As the ball hits the THUMPER BUMPERS, their value is also added to a separate bonus called the DANCE BONUS. The method of collecting the DANCE BONUS is explained below under the heading P-I-G O-U-T FEATURE.

\*Once the DANCE BONUS accumulated value is collected, the DANCE BONUS can be reset or saved by making the following adjustment.

REGISTER	SETTING	FUNCTION
BUILDUP DAN BON	0	Reset the DANCE BONUS value when collected.
BUILDUP DAN BON	1	Save the DANCE BONUS value when collected.

#### 5. P-I-G O-U-T FEATURE

The six bullseye targets, three located along the left side of the playfield and three located along the right side, spot the letters in P-I-G O-U-T. The first time P-I-G O-U-T is completed, COLLECT DANCE BONUS lights up. Hitting the TOAD STOOL and causing the frog to leap, awards the value accumulated in the DANCE BONUS. Each time P-I-G O-U-T is completed, the next feature to be awarded or qualified lights. The features awarded or qualified are COLLECT DANCE BONUS, COLLECT LEFT & RIGHT BONUS, FLASH JUKEBOX TARGETS and EXTRA BALL.

\*The number of times P-I-G O-U-T must be completed to qualify the EXTRA BALL feature is adjustable.

REGISTER	SETTING	FUNCTION
X-BALL OPTION	0	Qualify EXTRA BALL feature with third P-I-G O-U-T completion.
X-BALL OPTION	1	Qualify EXTRA BALL feature with fourth P-I-G O-U-T completion.

\*The spotted P-I-G O-U-T targets can be cleared or saved at the end of each ball.

REGISTER	SETTING	FUNCTION
RECALL PIGOUT	0	No, do not recall P-I-G O-U-T targets from ball to ball.
RECALL PIGOUT	1	Yes, recall P-I-G O-U-T targets from ball to ball.

\*The spotted TOAD STOOL lights can be cleared or saved at the end of each ball.

REGISTER	SETTING	FUNCTION
RECALL TOAD VL	0	No, do not recall TOAD STOOL lights from ball to ball.
RECALL TOAD VL	1	Yes, recall TOAD STOOL lights from ball to ball.

#### 6. JUKEBOX FEATURE

Completing the 3 JUKEBOX TARGETS changes the tunes and advances the THUMPER BUMPER value.

#### 7. BONUS MULTIPLIER

The inline drop targets advance the Bonus Multiplier in order from 2X, 4X and 6X.

The target behind the inline drop targets scores 25,000 points and spots the next unlit letter in P-A-R-T-Y A-N-I-M-A-L-!

When all three inline drop targets are down during multi-ball play, SPECIAL light (located near inline targets) flashes. Hitting the target behind the inline DROP TARGETS awards the SPECIAL.

#### 8. COLLECT BONUS FEATURE

When the ball rolls through the right or left return lane, it lights either COLLECT RIGHT BONUS or COLLECT LEFT BONUS respectively, both located by the upper ramp. The player then has a designated time limit to shoot the ball up the ramp to collect the bonus.

Left return lane lights COLLECT LEFT BONUS (upper right ramp) for a time limit.

Right return lane lights COLLECT RIGHT BONUS (upper right ramp) for a time limit.

\*The time given to collect the RIGHT and/or LEFT BONUS, (upper right ramp), is adjustable.

REGISTER	SETTING	FUNCTION
COL BON TIMER	0	5 seconds to COLLECT RIGHT or LEFT BONUS.
COL BON TIMER	1	10 seconds to COLLECT RIGHT or LEFT BONUS.
COL BON TIMER	2	15 seconds to COLLECT RIGHT or LEFT BONUS.

#### 9. TOAD STOOL FEATURE

TOAD STOOL scores 5,000 points. Making FROG leap to top scores 10,000 points and spots flashing value.

#### 10. MISCELLANEOUS FEATURES

Each Outlane awards 5,000 points.

Each Slingshot awards 10 points.

Each Rebound awards 100 points.

\*REGISTER "SOUNDS SET OPTION" controls whether normal sounds or unique feature sounds are active.

REGISTER	SETTING	FUNCTION
SOUNDS SET OPT	0	Normal sounds active.
SOUNDS SET OPT	1	Unique feature sounds active.

\*REGISTER "ATTRACT SOUNDS" enables or disables, after the game is over, the ATTRACT SOUNDS mode while displaying hi-score or instructions.

REGISTER	SETTING	FUNCTION
ATTRACT SOUNDS	0	Does not enable ATTRACT SOUND Mode.
ATTRACT SOUNDS	1	Enables ATTRACT SOUND Mode.