

16-20004-103A
September 1991



Operator's Handbook

presenting:

Main Menu Chart
Playfield Parts & Locations
Solenoid Table & Locations
Game Switches & Locations
Game Lamps & Locations

Midway Manufacturing Company
3401 N. California Ave.
Chicago, IL 60618

Party Zone Main Menu

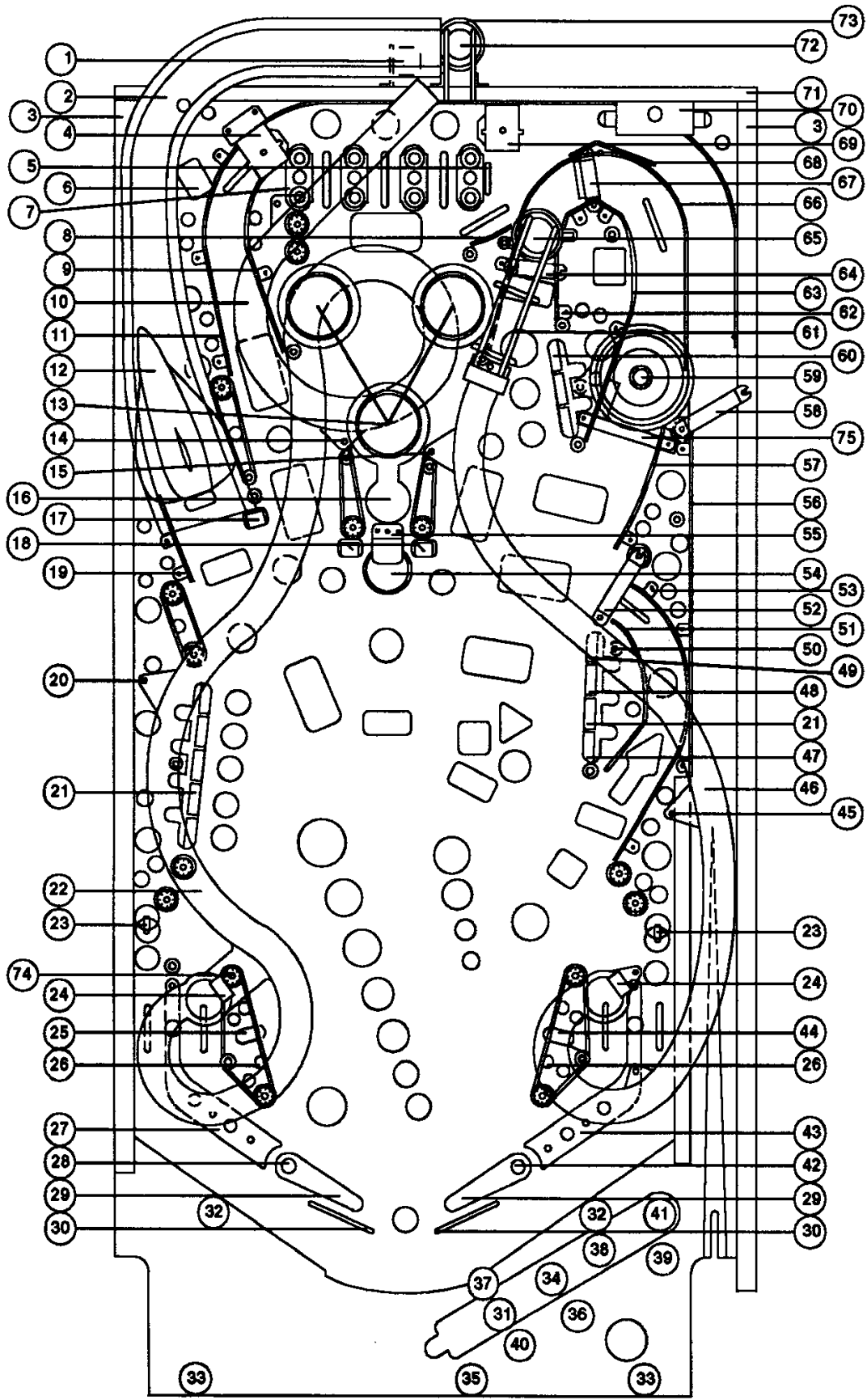
A. Adjustments Menu		
A.1 Standard Adjustments	etc., etc.	Press Enter
A.2 Feature Adjustments	etc., etc.	To get into a menu selection.
A.3 Pricing Adjustments	etc., etc.	Press Escape
A.4 H.S.T.D. Adjustments	etc., etc.	To move out of a menu selection.
A.5 Printer Adjustments		Press Up
		To increase sequence. Example A.1, A.2, A.3.
		Press Down
		To decrease sequence. Example A.3, A.2, A.1.
B. Bookkeeping Menu		
B.1 Main Audits	etc., etc.	Use Up or Down to cycle through the selections in a menu.
B.2 Earnings Audits	etc., etc.	
B.3 Standard Audits	etc., etc.	Use Escape and Enter to move into and out of the selected menu.
B.4 Feature Audits	etc., etc.	
B.5 Histograms	etc., etc.	
B.6 Time-Stamps	etc., etc.	
P. Printouts Menu		
P.1 Earnings Data		
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P.6 Game Time Histograms		
P.7 Time-Stamps		
P.8 All Data		
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T.3 Single Switches		
T.4 Solenoid Test		
T.5 Flasher Test		
T.6 General Illumination		
T.7 Sound & Music Test		
T.8 Single Lamps		
T.9 All Lamps		
T.10 Lamp & Flasher Test		
T.11 Display Test		
T.12 Head Test		
U. Utilities Menu		
U.1 Clear Audits		
U.2 Clear Coins		
U.3 Reset H.S.T.D.		
U.4 Set Time & Date		
U.5 Custom Message		
U.6 Set Game I.D.		
U.7 Factory Adjustments		
U.8 Factory Resets		
U.9 Presets	etc., etc.	
U.10 Clear Credits		
U.11 Auto Bum-in		

Party Zone Playfield Parts

Item	Part Number	Description			
1	A-14859	Light Assy.	51	12-6999	Ball Guide Wire
2	A-14860	Ramp Assy.	52	A-14929	Ball Gate Assy.
3	01-9170	Gusset Brkt.	53	A-14856	Ball Guide Assy.
4	A-8244-L	Ball Gate Assy.	54 a	B-9362-L-2	Coil & Brkt Assy.
5	12-6466-3A	Wire Guide 7/8"	b	B-9361-R-1	Eject Assy.
6 a	A-14803	Dancing Dummy Assy.	c	A-9381-R	Switch Assy.
b	A-14808	Dancer Mech Assy.	d	03-7351-1-9	Red Shield
7	03-8318-16	Yellow Light Hood	55	01-6933	Ball Stop
8	12-6997	Ball Guide Wire	56	A-14855	Ball Guide Assy.
9	A-14853	Ball Guide Assy.	57	A-14857	Ball Guide Assy.
10	A-14984	Upper Left Ramp Assy.	58	A-14930	Ball Gate Assy.
11	A-14852	Ball Guide Assy.	59	A-14760	Cosmic Cottage Assy.
12	A-14883	Rocket Assy	60	B-12912-24	White Target Assy. (3)
13	A-12842-4	Jumper Bumper Assy.	61	12-6983	Wire Ramp
14 a	02-4435-18	Ramp Mtg. Post 1 11/16	62	A-14858	Ball Guide Assy.
b	02-4335-13	Ramp Mtg. Post 1 9/16	63	A-14932	Ball Guide Assy.
15	02-4335-9	Ramp Mtg. Post 1.94	64	A-14850	Ball Gate Assy.
16	A-14756	Capt. B. Zarre Assy.	65 a	D-11335-4	Ball Popper Assy.
	A-15008	Head Mech. Assy.	b	A-11657	Ball Popper Switch
	A-14759	Brkt. & Motor Assy.	66	A-14851	Ball Guide Assy.
17	A-14604-20	Orange Target Assy	67	A-14937	Ball Gate Assy.
18	A-14793-19	Yellow Target Assy. (2)	68	12-6996	Ball Guide Wire
19	A-14854	Ball Guide Assy.	69	A-13100-1	Ball Gate Assy.
20	02-4567-1	Ramp Mtg. Post 2 5/16	70 a	A-14802	Head Brkt Assy.
21	B-12912-21	Green Target Assy. (6)	b	A-14983	Mandible Mech. Assy.
22	03-8584	Lower Left Ramp	c	A-14761	Lamp Board & Brkt.
23	01-9510	#8 Adj. Post Plate	71	A-14909	Back Panel Assy.
24	01-10375	Ball Deflector	72	A-14863	Ball Popper Assy.
25 a	B-11203-R-1	Coil & Brkt. Assy.	73	12-6984	Wire Ramp
b	B-12665	Nylon Kicker Assy.	74	02-4252-9	Ramp Mtg. Post 9/16
26	B-8284-1	Kicker Count Switch	75	A-14930	Ball Gate & Switch Assy.
27	B-12919	Flipper Ball Guide Assy.			
28	C-13174-L	Flipper Mech Assy.	Not Shown:		
29	20-9592-7	Flipper Bat Assy.	A-13204-20004		Bottom Arch Assy.
30	12-6871	Biff Bar	12-6842		Wire Fence
31	01-3569-1	Ball Return Runway	16-20004-1		Instruction Card
32	01-5575	Bottom Arch Mtg. Brkt.	20-9041		Tinnerman
33	01-8419	Playfield Hold Down Brkt.	20-9045		Instruction Card Cover
34	12-6542	Wire Gate	23-6313-1		Grommet
35	A-8039-3	Ball Release Assy.	31-1008-20004		
36	A-8645	Wire Form & Brkt. Assy.	20004- Plastics		Playfield Plastics Set
37	B-8623	Guide & Baffle Assy.	31-1002-20004		Screened Playfield
38	B-8925	Micro Switch Plate Assy.	01-10413		Metal Ramp Cover
39	B-9362-L-2	Coil & Brkt. Assy.	03-7557		Slingshot Mylar
40	C-6235	Ball Runway Assy.	*03-7960-20004-1		Full Playfield Mylar
41	C-9638	Multi-Ball Eject Assy.	03-7960-20004-2		Jet Area Mylar
42	C-13174-R	Flipper Mech Assy.	03-7966		Ball Drop Mylar
43	B-12918	Flipper Ball Guide Assy.	20-6500		Steel Ball (3)
44 a	B-11203-L-1	Coil & Brkt. Assy.	A-14632-2		Cable Clamp Brkt. Assy.
b	B-12665	Nylon Kicker Assy.	A-14632-3		Cable Clamp Brkt. Assy.
45	02-4568-1	Ramp Mtg. Post 1 9/16	A-14632-4		Cable Clamp Brkt. Assy.
46	A-14911	Right Ramp Assy.			
47	B-12912-20	Orange Target Assy			
48	B-12912-19	Yellow Target Assy.			
49	B-12912-22	Blue Target Assy.			
50	02-4567-3	Ramp Mtg. Post 2 5/8			

* The Party Zone Diamond Plate™ playfield does not require a full mylar. However, mylars can be purchased thru your local Bally Distributor.

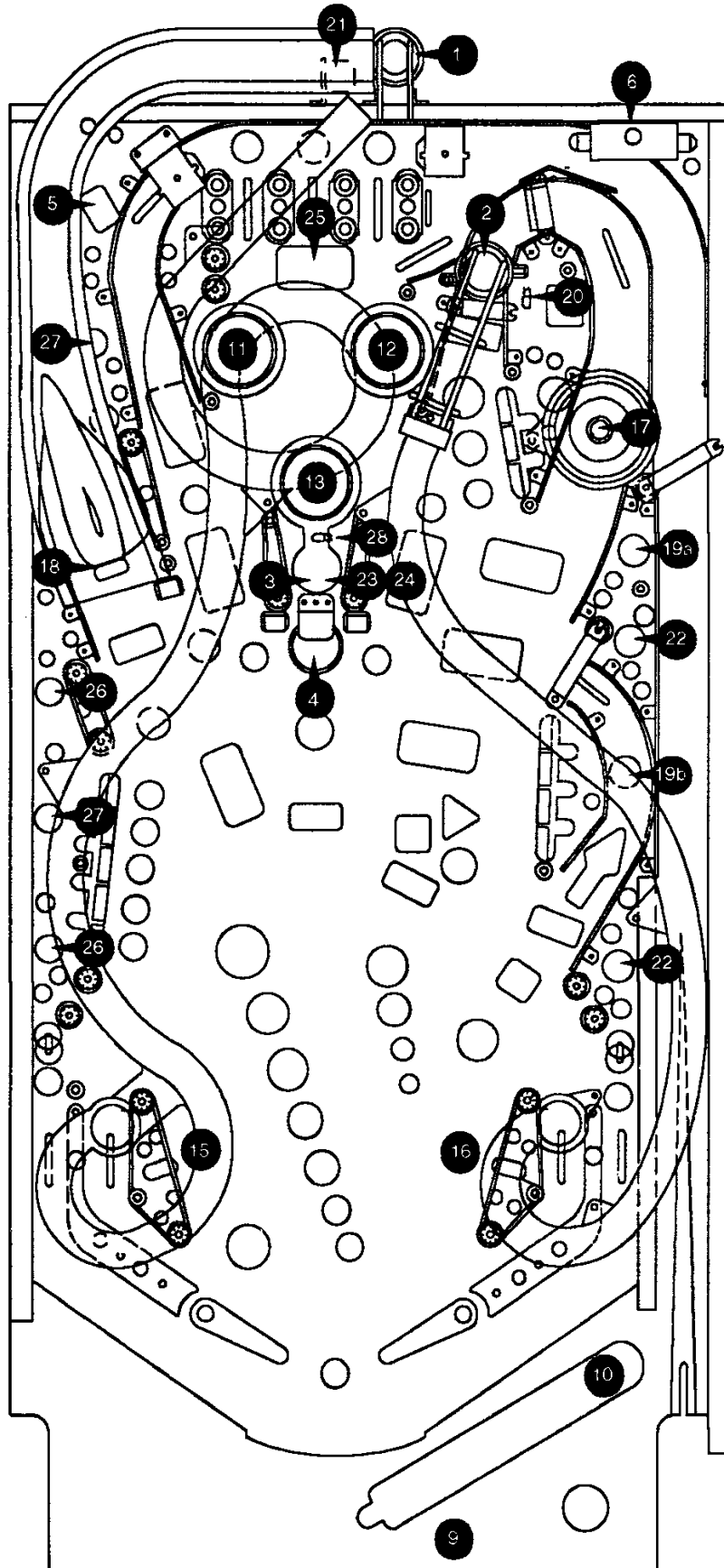
Party Zone Playfield Parts Locations



Party Zone Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connection	Driver Trnstr	Solenoid Part Number Flashlamp Type
01	Back Ball Popper	High Power	Vio-Brn	J130-1	Q82	AE-26-900
02	Right Ball Popper	High Power	Vio-Red	J130-2	Q80	AE-26-1200
03	D.J. Mouth	High Power	Vio-Orn	J130-4	Q78	AE-26-1500
04	D.J. Eject	High Power	Vio-Yel	J130-5	Q76	AE-26-1200
05	Dancin' Dummy	High Power	Vio-Grn	J130-6	Q64	AE-26-1200
06	Comic Mouth	High Power	Vio-Blu	J130-7	Q66	AE-30-2000
07	Knocker	High Power	Vio-Blk	J130-8	Q68	AE-23-800
08	Not Used					
09	Outhole	Low Power	Brn-Blk	J127-1	Q58	AE-27-1200
10	Ball Release	Low Power	Brn-Red	J127-3	Q56	AE-26-1200
11	Left Jet Bumper	Low Power	Brn-Org	J127-4	Q54	AE-26-1200
12	Right Jet Bumper	Low Power	Brn-Yel	J127-5	Q52	AE-26-1200
13	Bottom Jet Bumper	Low Power	Brn-Grn	J127-6	Q50	AE-26-1200
14	Not Used					
15	Left Sling	Low Power	Brn-Vio	J127-8	Q46	AE-26-1500
16	Right Sling	Low Power	Brn-Gry	J127-9	Q44	AE-26-1500
17	Cottage Flasher	Flasher	Blk-Brn	J125-1, J126-1	Q42	#906
18	Rocket Flashers	Flasher	Blk-Red	J125-2, J126-2	Q40	#906
19	Out Of Control	Flasher	Blk-Org	J125-3, J126-3	Q38	#89
20	Comic Flasher	Flasher	Blk-Yel	J125-5, J126-4	Q36	#906
21	Ozone Flashers	Flasher	Blu-Grn	J125-6, J126-5	Q28	#906
22	Right Side Flashers	Flasher	Blu-Blk	J125-7, J126-6	Q30	#89, #906
23	Head On/Off	Low Power	Blu-Vio	J126-7	Q34	AE-26-1500
24	Head Direction	Low Power	Blu-Gry	J126-8	Q32	14-7968 12V
25	Boppers Flasher	Flasher	Blu-Brn	J122-1	Q26	#89
26	Left Side Flashers	Flasher	Blu-Red	J122-2, J123-3	Q24	#89, #906
27	Top Left Flashers	Flasher	Blu-Org	J122-3, J123-4	Q22	#89, #906
28	D.J. Flasher	Flasher	Blu-Yel	J122-4, J123-5	Q20	#906
	General Illumination Circuits					
01	Illumination String 1	G.I.	Brown	J120-1	Q18	#44
02	Illumination String 2	G.I.	Orange	J120-2	Q10	#44
03	Illumination String 3	G.I.	Yellow	J120-3	Q14	#44
04	Illumination String 4	G.I.	Green	J121-5	Q16	#555
05	Illumination String 5	G.I.	Violet	J121-6	Q12	#555
	Lower Right Flipper		Blu-Yel	J109-7		FL-11630
	Lower Left Flipper		Gry-Yel	J109-5		FL-11630

Party Zone Solenoid Locations



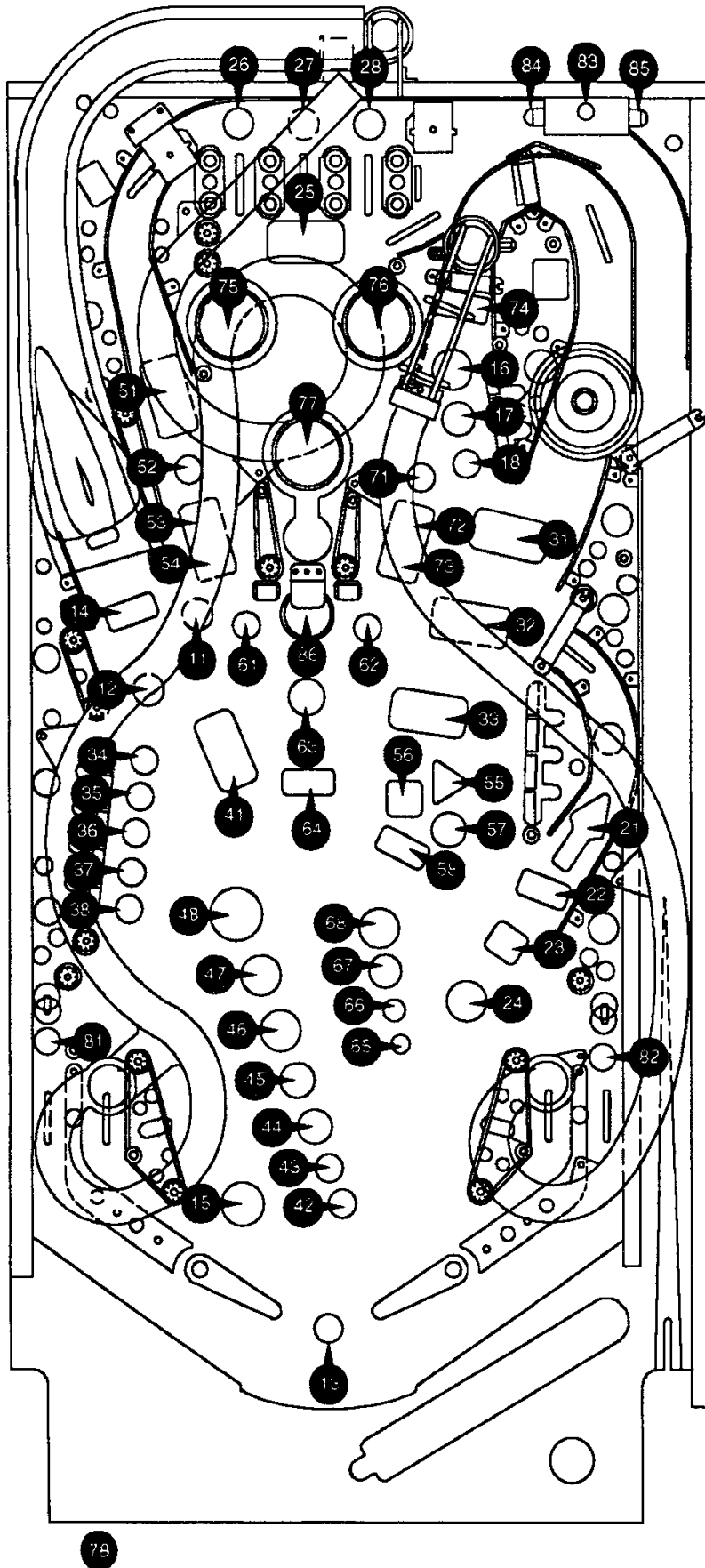
Party Zone Lamp Matrix

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 J133-1 Q90	End Zone 11	5 Million 21	Party Animals 31	Big Bang 41	Dance Contest 51	Request 61	Right Fuel 1 71	Left End Zone 81
2 Red- Black J133-2 Q89	Extra Ball 12	Boppers 1 Million 22	Party Monster 32	Fuel 1 42	Left Fuel 1 52	Time 62	Right Fuel 2 72	Right End Zone 82
3 Red- Orange J133-4 Q88	Shoot Again 13	10X Playfield 23	Party Dudes 33	Fuel 2 43	Left Fuel 2 53	Make A Request 63	Right Fuel 3 73	Comic 1 83
4 Red- Yellow J133-5 Q87	Ramp Eat 14	Special 24	EDM Qual. 1 34	Fuel 3 44	Left Fuel 3 54	Be Merry 64	Drink 74	Comic 2 84
5 Red- Green J133-6 Q86	2X Playfield 15	Jet Equal Million 25	EDM Qual. 2 35	Fuel 4 45	Way 55	Bonus 5X 65	Left Bopper 75	Comic 3 85
6 Red- Blue J133-7 Q85	HA 1 16	Bop B 26	EDM Qual. 3 36	Fuel 5 46	Out 56	Bonus 10X 66	Right Bopper 76	D.J. Eject 86
7 Red- Violet J133-8 Q84	HA 2 17	Bop O 27	EDM Qual. 4 37	Fuel 6 47	Of 57	Bonus 15X 67	Bottom Bopper 77	Not Used 87
8 Red- Gray J133-9 Q83	HA 3 18	Bop P 28	EDM Qual. 5 38	Fuel 7 48	Control 58	Bonus 20X 68	Credit Button 78	Not Used 88

Party Zone Playfield Lamp Locations



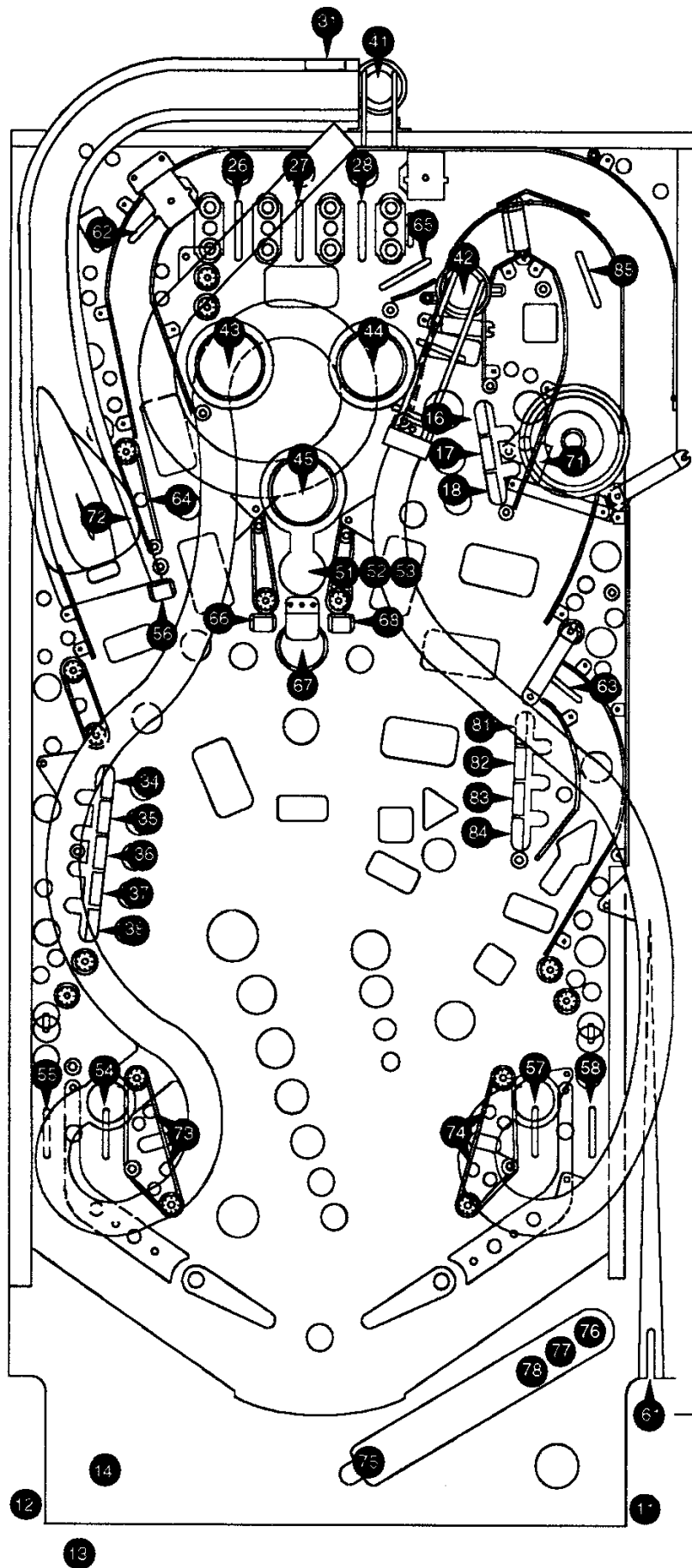
Party Zone Switch Matrix Table

		White				Green			
		1	2	3	4	5	6	7	8
Column	Row	Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-Yellow J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Gray J206-8 U20-11
1	White-Brown J208-1 U18-11	Right Flipper 11	Slam TIR 21	Back Ramp Switch 31	Back Ball Popper 41	Head Opto 1 51	Shooter Lane 61	Cottage Entrance 71	Way 81
2	White-Red J208-2 U18-9	Left Flipper 12	Coin Door Closed 22	Not Used 32	Right Ball Popper 42	Head Opto 2 52	Lane To Top 62	Enter Left Ramp 72	Out 82
3	White-Orange J208-3 U18-5	Start Button 13	Ticket Opto 23	Not Used 33	Left Jet Bumper 43	Head Opto 3 53	Out Of Control 63	Left Ozone 73	Of 83
4	White-Yellow J208-4 U18-7	Plumb Bob TIR 14	Always Closed 24	EDM Qual. 1 34	Right Jet Bumper 44	Left Return Lane 54	Top Rebound 64	Right Ozone 74	Control 84
5	White-Green J208-5 U18-11	Not Used 15	Not Used 25	EDM Qual. 2 35	Bottom Jet Bumper 45	Left Drain 55	SKILL Shot 65	Outhole 75	2nd Cottage Switch 85
6	White-Blue J208-7 U18-9	HA 1 16	Bop B 26	EDM Qual. 3 36	Not Used 46	End Zone Target 56	Request 66	Trough 1 76	Not Used 86
7	White-Violet J208-8 U18-5	HA 2 17	Bop O 27	EDM Qual. 4 37	Not Used 47	Right Return Lane 57	D.J. Eject 67	Trough 2 77	Not Used 87
8	White-Gray J208-9 U18-7	HA 3 18	Bop P 28	EDM Qual. 5 38	Not Used 48	Right Drain 58	Time 68	Trough 3 78	Not Used 88

Switch Matrix

Dedicated Grounded Switches Orange-Brown (1) J205-1 U17-5 Left Coin Chute D1 Orange-Red (2) J205-2 U17-7 Center Coin Chute D2 Orange-Black (3) J205-3 U17-11 Right Coin Chute D3 Orange-Yellow (4) J205-4 U17-9 4th Coin Chute D4 Orange-Green (5) J205-8 U16-9 Normal Function Service Escapes Credits D5 Orange-Blue (6) J205-7 U16-11 Normal Function Volume Down D6 Orange-Violet (7) J205-9 U16-7 Normal Function Volume Up D7 Orange-Gray (8) J205-0 U16-5 Normal Function Begin Enter Test D8	(1) (2) (3) (4) (5) (6) (7) (8)
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Party Zone Switch Locations



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.

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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
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MIDWAY Manufacturing Company
3401 N. California
Chicago, IL 60618

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