

16-20017-103
January 1991



Operator's Handbook

presenting:

Playfield Parts & Locations
Solenoid Table & Locations
Game Switches & Locations
Game Lamps & Locations

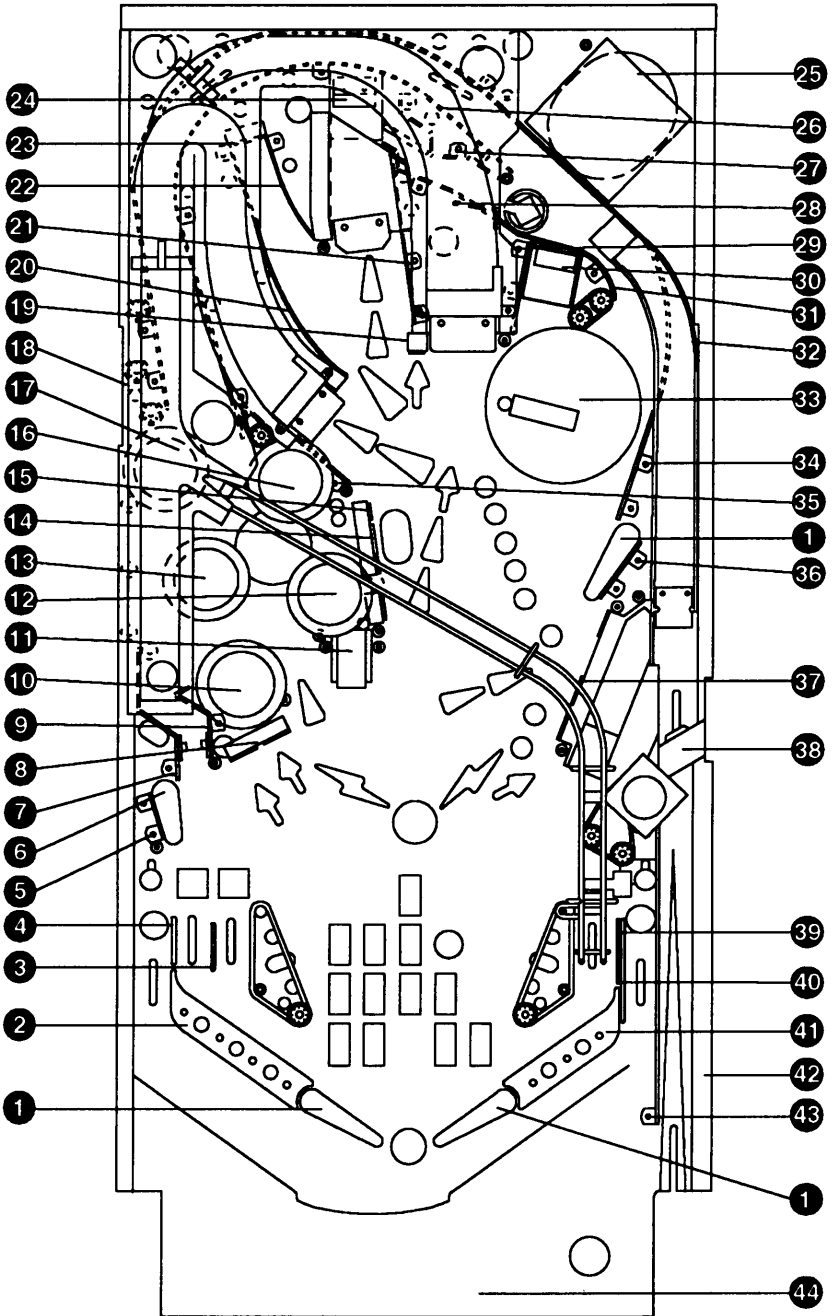
Midway Manufacturing Company
3401 N. California Ave.
Chicago, IL 60618

The ADDAMS FAMILY Upper Playfield Parts

Item	Part Number	Description			
			40	12-6466-12	Guide Wire, 3"
			41	A-15252-R	Flipper Ball Guide Assy.
			42	01-10621	Strike Plate
				03-8633	Level Mounting Bracket
				20-9691	Level
			43	A-15249	Ball Guide Assembly
			44	A-8039-3	Ball Release Assembly
1	20-9250-6	Flipper & Shaft, Yellow (3)			
2	A-15252-L	Flipper Ball Guide Assy.			
3	12-6466-5	Guide Wire, 1 1/4"			
4	12-6466-6	Guide Wire, 1 1/2"			
5	A-15239	Ball Guide Assembly			
6	20-9264-6	Small Flipper & Shaft			
7	A-15199	Opto Ball Guide Assy.			
8	B-11696-1	Standup Target, Blue			
9	A-15197	Opto Ball Guide Assy.			
10	B-9414-3	Jet Bumper Assembly			
	03-8254-8	Jet Bumper Cap, Amber			
11	A-15258	Chair Bracket Assembly			
	03-8647	Electric Chair			
	24-8768	#555 Bulb (2)			
	03-8063-4	Lamp Sleeve, Red			
	03-8063-6	Lamp Sleeve, Yellow			
12	B-9414-3	Jet Bumper Assembly			
	03-8254-16	Jet Bumper Cap, Yellow			
13	B-9414-3	Jet Bumper Assembly			
	03-8254-10	Jet Bumper Cap, Blue			
14	B-11696-4	Standup Target, Red (2)			
15	B-12583-4	Oblong Target, Red (2)			
16	B-9414-3	Jet Bumper Assembly			
	03-8651-13	Jet Bumper Cap, Clear			
17	B-9414-3	Jet Bumper Assembly			
	03-8254-9	Jet Bumper Cap, Red			
18	A-15039	Diverter Assembly			
19	B-12583-1	Oblong Target, Blue			
20	A-15246	Ball Guide Assembly			
21	A-15241	Ball Guide Assembly			
22	A-15244	Ball Guide Assembly			
23	B-11696-5	Standup Target, White			
24	A-15374	Dampening Bracket			
25	03-8581	Box Base			
	03-8582	Box Cover			
	01-10654	Box Retaining Brkt.			
26	A-15247	Ball Guide Assembly			
27	A-15243	Ball Guide Assembly			
28	12-7026	Guide Bar Wire			
29	A-15240	Ball Guide Assembly			
30	01-10454	Deflector Bracket			
31	A-15251	Ball Guide Assembly			
32	A-14974	Ball Guide, Shooter Ramp			
33	A-14970	Bookcase Assembly			
34	A-15248	Ball Guide Assembly			
35	A-15242	Ball Guide Assembly			
36	A-15250	Ball Guide Assembly			
37	B-11696-15	Standup Target, Orange (3)			
38	A-14196	Shooter Gate Assembly			
39	A-15245	Ball Guide Assembly			
			Not Shown:		
			A-13204-20017		Bottom Arch Assembly
			A-15369-1		Playfield Plastic Assy.
			A-15369-2		Playfield Plastic Assy.
			A-15369-3		Playfield Plastic Assy.
			A-15369-4		Playfield Plastic Assy.
			A-15369-5		Playfield Plastic Assy.
			A-15369-6		Playfield Plastic Assy.
			A-15375		Cloud Assembly
			A-8645		Wire Form & Bracket
			B-8623		Guide & Baffle Assy.
			C-8235		Ball Runway Assy.
			01-3569-1		Ball Return Runway
			01-5575		Bottom Arch Mtg. Brkt.
			01-8419		Holdown Bracket (2)
			03-7960-20017-1		Full Playfield Mylar
			03-7960-20017-2		Jet Area Mylar
			03-7960-20017-3		Drop Area Mylar
			20-6500		1 1/16 Steel Ball
			31-1002-20017		*Screened Playfield
			31-1664-1 thru 41		Playfield Plastics

* The ADDAMS FAMILY Diamond Plate™ playfield does not require a full mylar. However, mylars can be purchased through your local Bally Distributor.

The ADDAMS FAMILY Upper Playfield Parts Locations



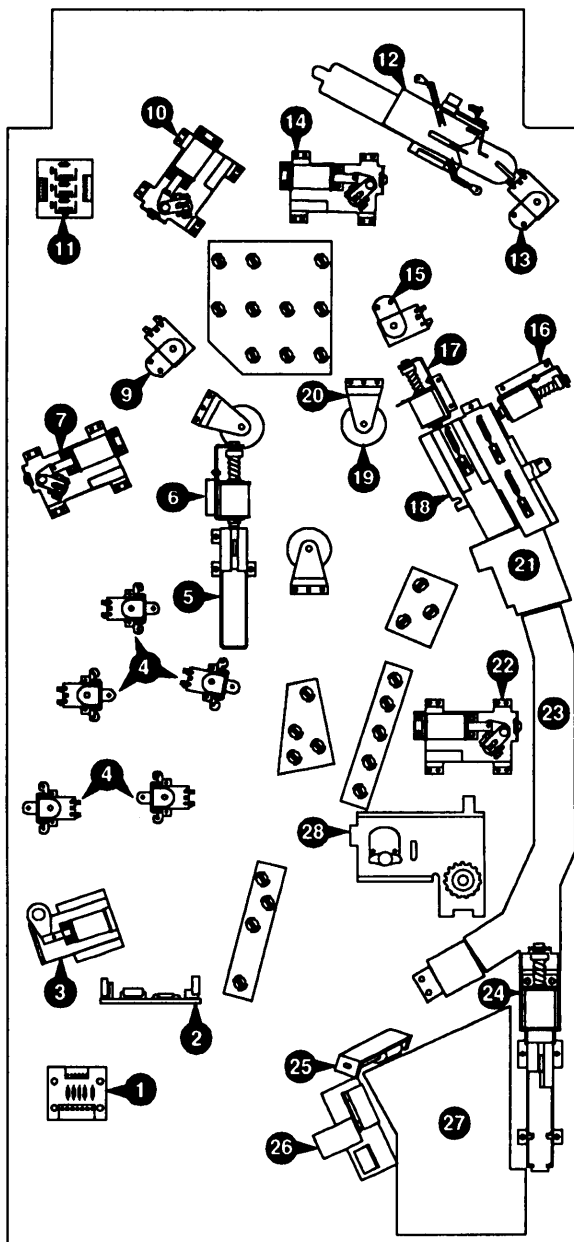
The ADDAMS FAMILY

Lower Playfield Parts

Item	Part Number	Description
1	C-13940	5 Switch & Diode Assy.
2	A-14977	7 Opto PCB Switch Assy.
3	01-10427	Diverter Support Bracket
	A-14185	Drive Arm Assembly
	A-15040	Diverter Assembly
	A-13278	Plunger Assembly
	10-437	Kicker Spring, Heavy
4	A-9415-2	Jet Bumper Coil Assy. (5)
	B-12030-2	Switch & Diode Assy. (5)
	A-12753-2	Lug & Diode Assembly (5)
5	A-14962	Loop Assembly
6	A-15115	Kicker Assembly
7	A-15205-L-1	Flipper Assembly
8	01-9510	Post Adj. Plate #8 (2)
9	A-14369-L	Coil & Bracket Assy.
	B-8284-1	Kicker Count Switch Assy.
	B-12665	Nylon Kicker Assembly
	10-128	Spring
10	A-15205-L-4	Flipper Assembly
11	A-15139	Hi-Powered PCB Assy.
12	B-8925	Micro Switch Plate Assy.
13	B-9362-L-2	Coil & Bracket Assy.
	10-128	Spring
	C-9638	Outhole Eject Assy.
14	A-15205-R-4	Flipper Assembly
15	A-14369-L	Coil & Bracket Assy.
	A-11539-1	Kicker Switch Assy.
	B-12665	Nylon Kicker Assembly
	10-128	Spring
16	A-15367	Knockoff Assembly
17	A-14107	Kicker Assembly
18	A-14964	Lock-up Loop Assembly
19	20-9247 (3)	Coil Magnet
20	A-15257 (3)	Brkt. & Pole Piece Assy.
21	01-10446	Swamp Bracket
22	A-15205-R	Flipper Assembly
23	A-15070	Chute Ramp Assy.
24	A-15200	Kickout Assembly
25	A-15368	Eject Assembly
	A-9381-R	Switch & Bracket Assy.
26	A-14711	Hand Drive Assembly
27	A-14703	Box Assembly
28	A-14970	Bookcase Assembly
Not Shown:		
	A-14632-3	3/4" Mtg. Brkt. Clamp Assy.
	A-14632-4	1" Mtg. Brkt. Clamp Assy.
	A-15340	Motor EMI Board w/Brake
	01-8726-L-1	Playfield Holder Brkt., Left
	01-8726-R-1	Playfield Holder Brkt., Right
	5731-09651-00	Fuse
	5733-10702-01	Fuse Holder

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Lower Playfield Parts Locations

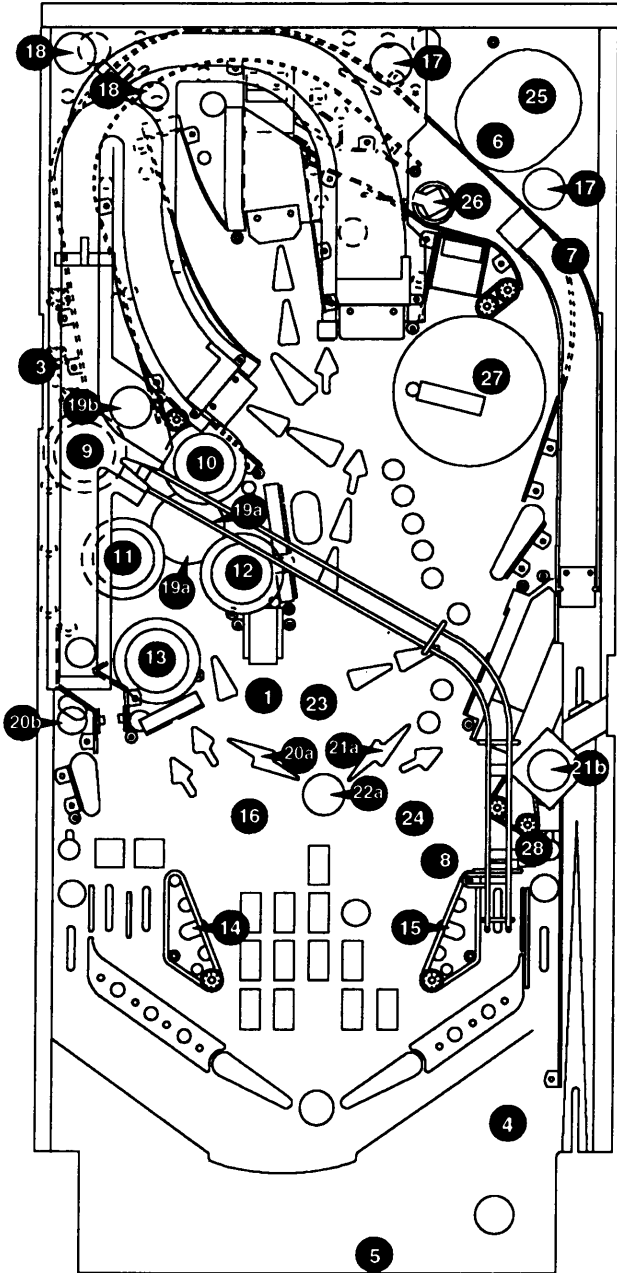


The ADDAMS FAMILY Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connection	Driver Trnstr	Solenoid Part Number Flashlamp Type
01	Chair Kickout	High Power	Vio-Brn	J130-1	Q82	AE-26-1200
02	Thing Knocker	High Power	Vio-Red	J132-2	Q80	AE-23-800
03	Ramp Diverter	High Power	Vio-Orn	J130-4	Q78	AE-26-1500
04	Ball Release	High Power	Vio-Yel	J130-5	Q76	AE-26-1200
05	Outhole	High Power	Vio-Grn	J130-6	Q64	AE-27-1200
06	Thing Magnet	High Power	Vio-Blu	J130-7	Q66	A-12158-1
07	Thing Kickout	High Power	Vio-Blk	J130-8	Q68	AE-23-800
08	Lockup Kickout	High Power	Vio-Gry	J130-9	Q70	AE-26-1200
09	Upper Left Jet	Low Power	Brn-Blk	J127-1	Q58	AE-26-1200
10	Upper Right Jet	Low Power	Brn-Red	J127-3	Q56	AE-26-1200
11	Center Left Jet	Low Power	Brn-Org	J127-4	Q54	AE-26-1200
12	Center Right Jet	Low Power	Brn-Yel	J127-5	Q52	AE-26-1200
13	Lower Jet	Low Power	Brn-Grn	J127-6	Q50	AE-26-1200
14	Left Slingshot	Low Power	Brn-Blu	J127-7	Q48	AE-27-1200
15	Right Slingshot	Low Power	Brn-Vio	J127-8	Q46	AE-27-1200
16	Left Magnet	Low Power	Brn-Gry	J127-9	Q44	20-9247 12V
17	Telephone/Upper Right Ramp	Flasher	Blk-Brn	J126-1 J125-1	Q42	#906
18	Train/Upper Left Ramp	Flasher	Blk-Red	J126-2 J125-2	Q40	#906
19	Lower Ramp/Jet Bumpers (2)	Flasher	Blk-Org	J126-3 J125-3	Q38	#906
20	Left Lightning Bolt/Mini Flipper	Flasher	Blk-Yel	J126-4 J125-5	Q36	#906
21	Right Lightning Bolt/Swamp	Flasher	Blu-Grn	J126-5 J125-6	Q28	#906
22	The Power/Backbox Clowd (3)	Flasher	Blu-Blk	J126-6 J125-7	Q30	#906
23	Upper Magnet	Low Power	Blu-Vio	J126-7 J125-8	Q34	20-9247 12V
24	Right Magnet	Low Power	Blu-Gry	J126-8 J125-9	Q32	20-9247 12V
25	Thing Motor	Flasher	Blu-Brn	J122-1	Q26	14-7966 12V
26	Thing Eject Hole	Flasher	Blu-Red	J122-2	Q24	AE-30-2000
27	Bookcase Motor	Flasher	Blu-Org	J122-3	Q22	14-7969 12V
28	Swamp Release	Flasher	Blu-Yel	J122-4	Q20	AE-30-2000
	General Illumination Circuits					
01	Left Playfield String	G.I.	Brown	J120-1	Q18	#44
02	Insert House String	G.I.	Orange	J120-2	Q10	#555
03	Insert People String	G.I.	Yellow	J120-3	Q14	#555
04	Not Used	G.I.	Green	J121-5	Q16	
05	Right Playfield String	G.I.	Violet	J121-6	Q12	#44
	Upper Left Flipper		Gry-Yel	J109-5		FL-11753
	Upper Right Flipper		Blu-Yel	J109-7		FL-11630
	Lower Left Flipper		Gry-Yel	J109-5		FL-15411
	Lower Right Flipper		Blu-Yel	J109-7		FL-15411

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Solenoid Locations



The ADDAMS FAMILY Lamp Matrix

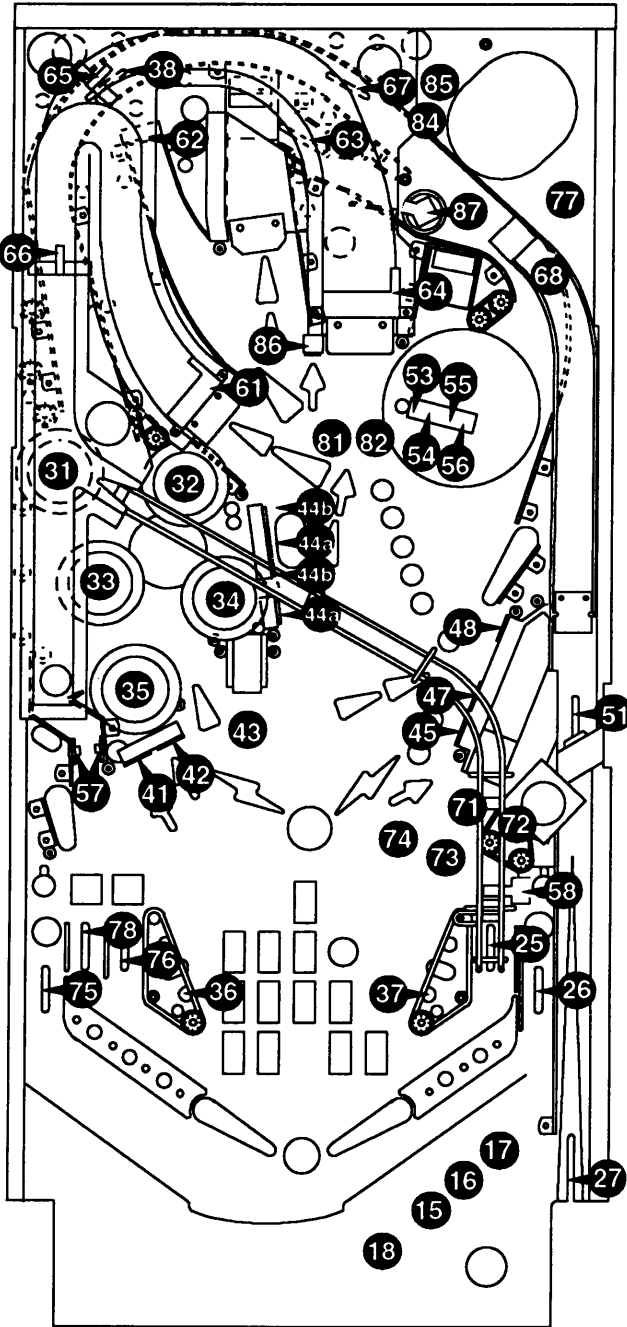
Yellow (B+) Red

Column Row	1 Yellow-Brown J137-1 Q98	2 Yellow-Red J137-2 Q97	3 Yellow-Orange J137-3 Q96	4 Yellow-Black J137-4 Q95	5 Yellow-Green J137-5 Q94	6 Yellow-Blue J137-6 Q93	7 Yellow-Violet J137-7 Q92	8 Yellow-Gray J138-9 Q91	
1	Red-Brown J133-1 Q90 11	Thing Multiball 21	Upper Left Jet 31	G-R-E-E-D "G" 41	Not Used 51	Thing 61	Left Special 71	Lite Advance X 81	"Thing" ***-1
2	Red-Black J133-2 Q89 12	Extra Ball 22	Upper Right Jet 32	G-R-E-E-D "R" 42	Advance X 52	Raise The Dead 62	Lite Thing Flips 72	Right Special 82	"Thing" "T"
3	Red-Orange J133-4 Q88 13	Jackpot 23	Center Left Jet 33	G-R-E-E-D "E"-1 43	Grave "G" 53	Lite Extra Ball 63	Lite 2 Bear Kicks 73	Shoot Again 83	"Thing" "H"
4	Red-Yellow J133-5 Q87 14	Grave "A" 24	Center Right Jet 34	G-R-E-E-D "E"-2 44	Grave "R" 54	House 6 Million 64	Electric Chair Yellow 74	Vault Green 84	"Thing" "I"
5	Red-Green J133-6 Q86 15	Stars 25	Lower Jet 35	G-R-E-E-D "D" 45	The Mamushku 55	Quick Multiball 65	House "?" 75	Vault Red 85	"Thing" "N"
6	Red-Blue J133-7 Q85 16	Super Jackpot 26	Cousin It 36	5X Graveyard 46	Swamp Lock 56	Fester's Tunnel Hunt 66	House 9 Million 76	Not Used 86	"Thing" "G"
7	Red-Violet J133-8 Q84 17	Grave "V" 27	2 Bear Kicks 37	Center Swamp Million 47	Electric Chair Red 57	House Seance 67	Graveyard At Max 77	Thing Yellow 87	"Thing" ***-2
8	Red-Gray J133-9 Q83 18	Upper Swamp Million 28	Thing Flips 38	Lower Swamp Million 48	Grave "E" 58	Hr Cousin It 68	House 3 Million 78	Thing Green 88	Credit Button

The ADDAMS FAMILY Switch Matrix Table

		White						Green		
		1	2	3	4	5	6	7	8	
Column	Row	1 Green-Brown J206-1 U20-18	2 Green-Red J206-2 U20-17	3 Green-Orange J206-3 U20-16	4 Green-Yellow J206-4 U20-15	5 Green-Black J206-5 U20-14	6 Green-Blue J206-6 U20-13	7 Green-Violet J206-7 U20-12	8 Green-Gray J206-9 U20-11	
Dedicated Grounded Switches	Orange-Brown (1)	Not Used J1	Slam Tilt J2	Upper Left Jet J3	Grave "G" J4	Shooter Lane J5	Left Ramp Enter J6	Swamp Lock Upper J7	Bookcase Open J8	
	Left Coin Chute D1	Not Used J1	Coin Door Closed J2	Upper Right Jet J3	Grave "H" J4	Not Used J5	Train Wreck J6	Swamp Lock Center J7	Bookcase Closed J8	
	Orange-Red (2)	Not Used J1	Ticket Opto. J2	Center Left Jet J3	Chair Kickout J4	Bookcase Opto 1 J5	Thing Eject Lane J6	Swamp Lock Lower J7	Not Used J8	
	Center Coin Chute D2	Not Used J1	Always Closed J2	Center Left Jet J3	Cousin II J4	Bookcase Opto 2 J5	Right Ramp Enter J6	Lockup Kickout J7	Thing Down Opto J8	
	Orange-Black (3)	Start Button J1	Right Flipper Lane J2	Lower Jet J3	Lower Swamp Milikon J4	Bookcase Opto 3 J5	Right Ramp Top J6	Left Flipper Lane 2 J7	Thing Up Opto J8	
	Right Coin Chute D3	Plumb Bob Tilt J1	Right Outlane J2	Left Slingshot J3	Not Used J4	Bookcase Opto 4 J5	Left Ramp Top J6	Thing Kickout J7	Grave "A" J8	
	Orange-Yellow (4)	Left Trough J1	Ball Shooter J2	Right Slingshot J3	Center Swamp Milikon J4	Bumper Lane Opto J5	Upper Right Loop J6	Left Flipper Lane 1 J7	Thing Eject Hole J8	
	4th Coin Chute D4	Center Trough J1	Not Used J2	Upper Left Loop J3	Upper Swamp Milikon J4	Right Ramp Exit J5	Vault J6	Left Flipper Lane 1 J7	Not Used J8	
	Orange-Green (5)	Right Trough J1	Outlane J2	Not Used J3	Outhole J4	Not Used J5	Not Used J6	Not Used J7	Not Used J8	
	Orange-Blue (6)	Center Trough J1	Right Outlane J2	Left Slingshot J3	Lower Swamp Milikon J4	Bookcase Opto 3 J5	Right Ramp Top J6	Left Flipper Lane 2 J7	Thing Up Opto J8	
	Normal Function Services Credits D5	Left Trough J1	Right Outlane J2	Left Slingshot J3	Lower Swamp Milikon J4	Bookcase Opto 3 J5	Right Ramp Top J6	Left Flipper Lane 2 J7	Thing Up Opto J8	
	Orange-Blue (6)	Center Trough J1	Right Outlane J2	Left Slingshot J3	Lower Swamp Milikon J4	Bookcase Opto 3 J5	Right Ramp Top J6	Left Flipper Lane 2 J7	Thing Up Opto J8	
	Normal Function Volume Down D6	Center Trough J1	Right Outlane J2	Left Slingshot J3	Lower Swamp Milikon J4	Bookcase Opto 3 J5	Right Ramp Top J6	Left Flipper Lane 2 J7	Thing Up Opto J8	
	Orange-Violet (7)	Right Trough J1	Ball Shooter J2	Right Slingshot J3	Center Swamp Milikon J4	Bumper Lane Opto J5	Upper Right Loop J6	Left Flipper Lane 1 J7	Thing Eject Hole J8	
	Normal Function Volume Up D7	Right Trough J1	Not Used J2	Upper Left Loop J3	Upper Swamp Milikon J4	Right Ramp Exit J5	Vault J6	Left Flipper Lane 1 J7	Not Used J8	
	Normal Function Barst. Easter D8	Outlane J1	Not Used J2	Not Used J3	Outhole J4	Not Used J5	Not Used J6	Not Used J7	Not Used J8	
	Orange-Gray (8)	Not Used J1	Not Used J2	Not Used J3	Not Used J4	Not Used J5	Not Used J6	Not Used J7	Not Used J8	
	Normal Function Barst. Easter D8	Not Used J1	Not Used J2	Not Used J3	Not Used J4	Not Used J5	Not Used J6	Not Used J7	Not Used J8	

The ADDAMS FAMILY Switch Locations



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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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WARNING

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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.

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with hinged backbox DOWN!**