PARTY Animal

Operating Manual

GAME 0H01
FORM NO. 0H01-00300-0100
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 CHOC 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™
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

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BELMONT AVE., FRANKLIN PARK, IL 60131.

Printed in U.S.A.
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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.
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 there 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.

<table>
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<tr>
<th>Voltage</th>
<th>115 VAC 2-8, 3-6, 7-10</th>
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</tr>
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<td></td>
<td>220 VAC 4-8, 7-9</td>
</tr>
<tr>
<td></td>
<td>240 VAC 4-8, 7-11</td>
</tr>
</tbody>
</table>

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. If checks the switches wired in parallel with the keypad. If any switches are closed the game automatically
      jumps to Stick 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 awards, when used instead of repays.
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

<table>
<thead>
<tr>
<th>Total Coins</th>
<th>Number of coins thru chutes 1, 2, &amp; 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Percent</td>
<td>Percentage of replays</td>
</tr>
<tr>
<td>Coins Chute 1</td>
<td># of coins thru chutes 1</td>
</tr>
<tr>
<td>Coins Chute 2</td>
<td># of coins thru chutes 2</td>
</tr>
<tr>
<td>Coins Chute 3</td>
<td># of coins thru chutes 3</td>
</tr>
<tr>
<td>Bonus Credits</td>
<td>Number of Bonus Credits Given</td>
</tr>
<tr>
<td>Total Plays</td>
<td>Number of plays both paid and replays</td>
</tr>
<tr>
<td>Total Replays</td>
<td>Number of awarded games</td>
</tr>
<tr>
<td>Service Meter</td>
<td>Total # of service credits</td>
</tr>
<tr>
<td>Game Credits</td>
<td>Current Game credits--Enter 0 thru 8 Added to Game Credits</td>
</tr>
<tr>
<td>Special Meter</td>
<td>Total # of Playfield Specials awarded</td>
</tr>
<tr>
<td>Clear Booking</td>
<td>To clear bookkeeping press &quot;65&quot; then &quot;Enter&quot;</td>
</tr>
</tbody>
</table>

SELF-TESTING

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<tr>
<th>Single Lamp</th>
<th>Steps one lamp at a time, and Connector I.D. Press</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Lamps</td>
<td>&quot;A&quot; to advance, &quot;B&quot; to backup, and &quot;C&quot; to cycle.</td>
</tr>
<tr>
<td>Display</td>
<td>All lamps light alternately, 1st, &quot;A&quot; phase then &quot;B&quot;</td>
</tr>
<tr>
<td>Solenoid</td>
<td>Steps thru alphanumeric character set</td>
</tr>
<tr>
<td>Single Solenoid</td>
<td>Fires one solenoid at a time, and Displays Driver and Connector I.D.</td>
</tr>
<tr>
<td>Sound</td>
<td>Fires one solenoid at a time. Press A for same solenoid, B for next</td>
</tr>
<tr>
<td>Game Rom I.D.</td>
<td>Plays game sounds</td>
</tr>
<tr>
<td>Switch Test</td>
<td>Displays your Name or Flas I.D.</td>
</tr>
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PRESS TEST BUTTON ON DOOR TO EXIT SWITCH TEST

PERCENT DATA VALUES

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<tr>
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<th>Percentage of replays</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Plays</td>
<td>Number of plays both paid and replays</td>
</tr>
<tr>
<td>Game Time</td>
<td>Total number of minutes</td>
</tr>
<tr>
<td>Total Replays</td>
<td>Total number of replays</td>
</tr>
<tr>
<td>Threshold 1</td>
<td># of times the first threshold was beaten</td>
</tr>
<tr>
<td>Threshold 2</td>
<td># of times the second threshold was beaten</td>
</tr>
<tr>
<td>Threshold 3</td>
<td># of times the third threshold was beaten</td>
</tr>
<tr>
<td>HiScore Beaten</td>
<td>Total number of times the high score was beaten</td>
</tr>
<tr>
<td>Free Balls</td>
<td># of extra balls that were awarded</td>
</tr>
<tr>
<td>Specials</td>
<td># of Specials awarded by the Playfield</td>
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<tr>
<td>Inflite Special</td>
<td># of Specials awarded by making target behind</td>
</tr>
<tr>
<td>Multi-Ball</td>
<td># of times multi-ball sequence was made</td>
</tr>
<tr>
<td>Party Bonus</td>
<td># of times Party Bonus was collected</td>
</tr>
</tbody>
</table>

PERCENT OPTIONS

<table>
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<tr>
<th>Threshold 1</th>
<th>Enter 0 thru 9,999,999; sets award level and display</th>
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<tr>
<td>Self Percent</td>
<td>Enter 0 or 1; 0 disables Self-Percenting Process, 1 enables Self-Percenting Process</td>
</tr>
<tr>
<td>Target Percent</td>
<td>Enter desired percentage of replays awarded for reaching Threshold 1</td>
</tr>
<tr>
<td>Threshold 1 Percent</td>
<td>Displays actual percentage of replays awarded reaching Threshold 1</td>
</tr>
<tr>
<td>Threshold 2</td>
<td>Enter 0 thru 9,999,999; sets award level and display</td>
</tr>
<tr>
<td>Threshold 3</td>
<td>Enter 0 thru 9,999,999; sets award level and display</td>
</tr>
<tr>
<td>Highest Score</td>
<td>Enter 0 thru 9,999,999; sets the HiScore replay level</td>
</tr>
</tbody>
</table>

FACTORY SETTINGS

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<th>Credit Limit</th>
<th>Enter 0 thru 40</th>
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<tr>
<td>Balls per Game</td>
<td>Enter 0 thru 5</td>
</tr>
<tr>
<td>Threshold Mode</td>
<td>Enter 0 thru 3: 0=0, 1=Points, 2=Extra Ball, 3=Replay</td>
</tr>
<tr>
<td>Special Mode</td>
<td>Enter 0 thru 3: 0=0, 1=Points, 2=Extra Ball, 3=Replay</td>
</tr>
<tr>
<td>HiScore Mode</td>
<td>Enter 0 thru 3: 0=0, 1=Replay, 2=2 Replays, 3=3 Replays</td>
</tr>
<tr>
<td>Sound Mode</td>
<td>Enter 0 thru 3: 0=Chimes w/o background, 1=Sounds w/o background, 2=Chimes with background, 3=Sounds with background</td>
</tr>
<tr>
<td>German Prize</td>
<td>German Motor</td>
</tr>
<tr>
<td>Match Option</td>
<td>Enter 0 or 1; 0 disables match, 1 enables match</td>
</tr>
<tr>
<td>Credit Display</td>
<td>Enter 0 or 1: 0=No credits displayed, 1=Displayed credits</td>
</tr>
<tr>
<td>No Limit Replays</td>
<td>Enter 0 or 1: 0=Only 1 award per game, 1=More than 1 per game</td>
</tr>
<tr>
<td>Free Play</td>
<td>Enter 0, 1=Free Play</td>
</tr>
<tr>
<td>Slingshots</td>
<td>Enter 0 or 1: 0=No slingshots, 1=slingshots</td>
</tr>
<tr>
<td>Tilt Warning</td>
<td>Enter 0 thru 3: 0=No warning, 1=1, 2=2, 3=3</td>
</tr>
</tbody>
</table>

1-4
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 are held.
  
  **ENTER HOLD SPOTTED LETTERS**
  
  0: For individual player. Clear at end of game.
  1: From player to player. Clear at end of game.
  2: From player 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 Trak 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 if 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).

  **ENTER LENGTH OF TIME**
  
  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”.

1-5
### V. RECOMMENDED 3 & 5 BALL OPTION SETTINGS

<table>
<thead>
<tr>
<th></th>
<th>3-BALL</th>
<th>5-BALL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>REPLAYS</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Special Mode</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Match Option</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>High Score Mode</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>1st replay at</td>
<td>1,500,000</td>
<td>2,500,000</td>
</tr>
<tr>
<td>2nd replay at</td>
<td>2,400,000</td>
<td>4,000,000</td>
</tr>
<tr>
<td><strong>X-BALL</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Special Mode</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Match Option</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>High Score Mode</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1st Extra Ball at</td>
<td>1,500,000</td>
<td>2,500,000</td>
</tr>
<tr>
<td>2nd Extra Ball at</td>
<td>2,400,000</td>
<td>4,000,000</td>
</tr>
<tr>
<td><strong>NOVELTY</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Special Mode</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Match Option</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>High Score Mode</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td><strong>HIGH GAME TO DATE</strong> (reset periodically)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3-BALL</td>
<td>3,999,999</td>
<td>5-BALL</td>
</tr>
</tbody>
</table>

### PARTY ANIMAL OPTION SETTINGS

<table>
<thead>
<tr>
<th>FEATURE OPTIONS REGISTER</th>
<th>3-BALL</th>
<th>5-BALL</th>
</tr>
</thead>
<tbody>
<tr>
<td>GAME STYLE</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>RECALL PIG OUT</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>RECALL TOAD VALUE</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>X-BALL OPTION</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>BUILD UP DANCE BONUS</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>COLLECT BONUS TIMER</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>SOUNDS SET OPTION</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>ATTRACT SOUNDS</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**In Basic Options:**

- 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 motled 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—(U6) Tests PIAO (6621)

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 Out-Hole Controller
13 Reserved for German use
14 Out-Hole
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 Out-Hole
9 Coins Right
10 Coins Left
11 Coins Middle
12 Left Return Lane
13 Right Return Lane
14 Slax
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 "O"
26 Target "T"
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 Out-Hole-1
47 Middle Out-Hole-2
48 Right Out-Hole-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.
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 1-817/924-3321). 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.
XII
OH01 PARTY ANIMAL

RAMP PARTS
1. BALL-DROP RAMP: DIE-CUT (NOT SHOWN) 0C01-00004-00XF
2. EJECT RAMP: DIE-CUT (NOT SHOWN) 0C01-00005-00XF

RUBBER RINGS
A. RING: 0017-000041-00633
B. RING: 5/16" 0017-000041-00637
C. RING: 1" 0017-000041-00643
D. RING: 1-1/2" 0017-000041-00644
E. RING: 2" 0017-000041-00645
F. RING: 2-1/2" 0017-000041-00646
G. RING: 3" (YELLOW) 0017-000041-00653
H. RING: REBOUND (WHITE) 0017-000041-0716

POST
J. POST: (BLUE) PLASTIC 1" 0017-000042-0586
K. POST: (BLUE) PLASTIC 1-3/16" 0017-000042-0594
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 0017-000041-00633
J&K--POST: (BLUE) PLASTIC 0017-000041-00637
L. --POST: NICKEL 0017-000041-0643
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 50X). When the rollover switch is
   made, the lit value is awarded.

   This feature uses three saucers to spot the colored letters used in P-A-R-T-Y A-N-I-M-A-L-I. 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-I. 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
   Once P-A-R-T-Y A-N-I-M-A-L-I 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-I can be accumulated and/or carried over from player
   to player or game to game.

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>SETTING</th>
<th>FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>GAME STYLE</td>
<td>0</td>
<td>Hold spotted letters for individual player only. Clear at end of game.</td>
</tr>
<tr>
<td>GAME STYLE</td>
<td>1</td>
<td>Hold spotted letters from player to player. Clear at end of game.</td>
</tr>
<tr>
<td>GAME STYLE</td>
<td>2</td>
<td>Hold spotted letters from player to player and from game to game.</td>
</tr>
</tbody>
</table>

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
   Unit, 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.

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>SETTING</th>
<th>FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>BUILDP DAN BON</td>
<td>0</td>
<td>Reset the DANCE BONUS value when collected.</td>
</tr>
<tr>
<td>BUILDP DAN BON</td>
<td>1</td>
<td>Save the DANCE BONUS value when collected.</td>
</tr>
</tbody>
</table>

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 targets must be completed to qualify the EXTRA BALL feature is adjustable.

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>SETTING</th>
<th>FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>X-BALL OPTION</td>
<td>0</td>
<td>Qualify EXTRA BALL feature with third P-I-G O-U-T completion.</td>
</tr>
<tr>
<td>X-BALL OPTION</td>
<td>1</td>
<td>Qualify EXTRA BALL feature with fourth P-I-G O-U-T completion.</td>
</tr>
</tbody>
</table>

*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.