

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



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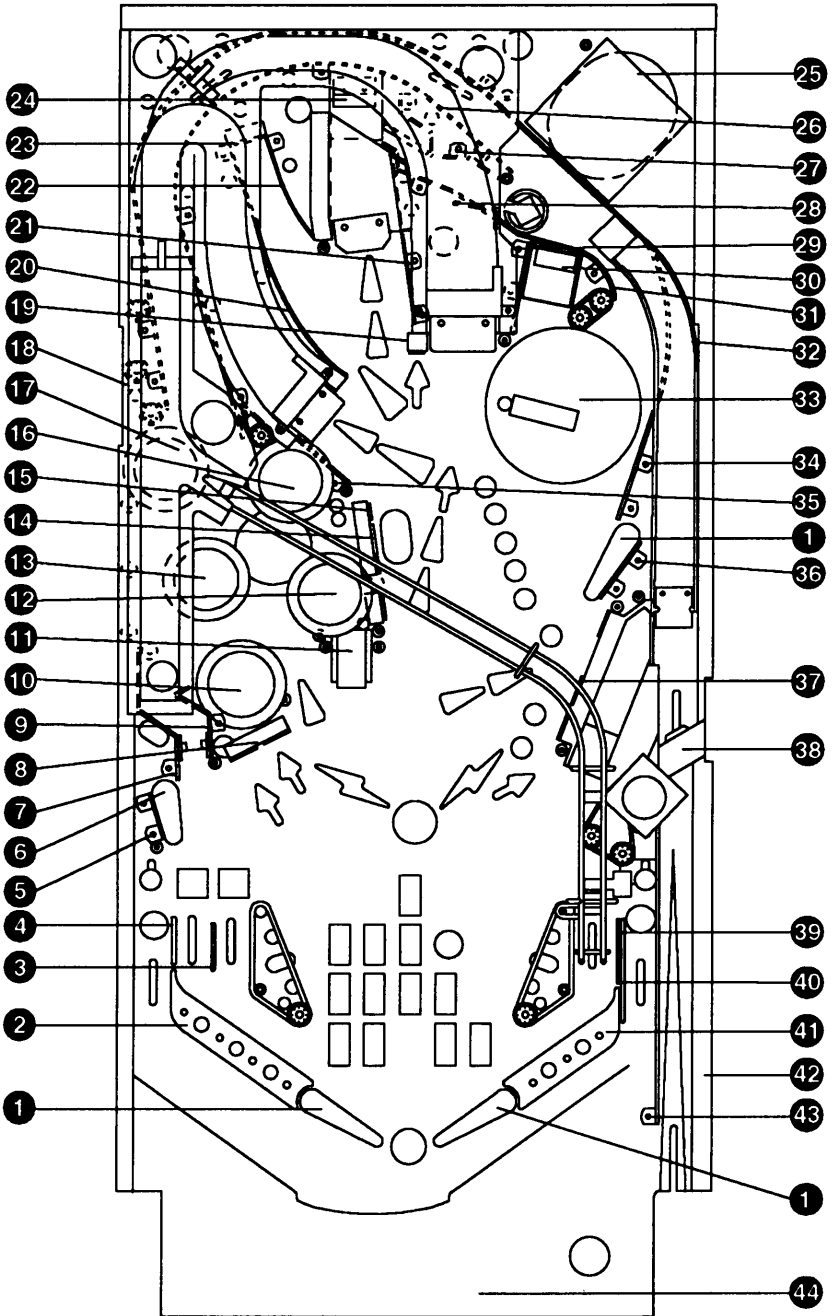
# The ADDAMS FAMILY Upper Playfield Parts

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			
			<b>Not Shown:</b>		
			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



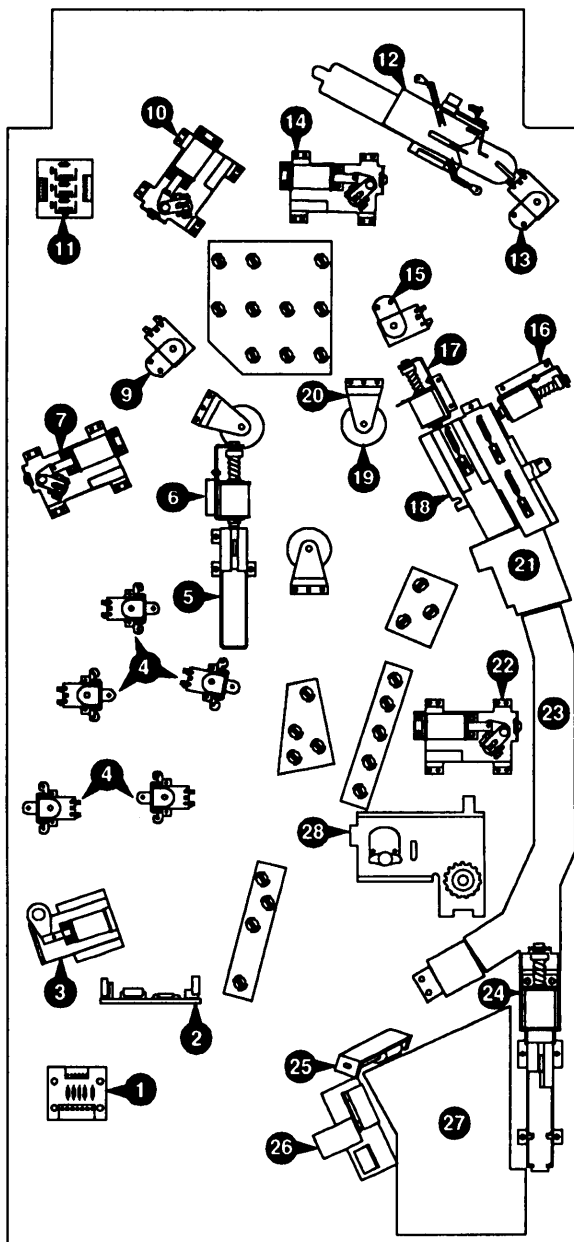
# The ADDAMS FAMILY

## 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
<b>Not Shown:</b>		
	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

# The ADDAMS FAMILY

## Lower Playfield Parts Locations



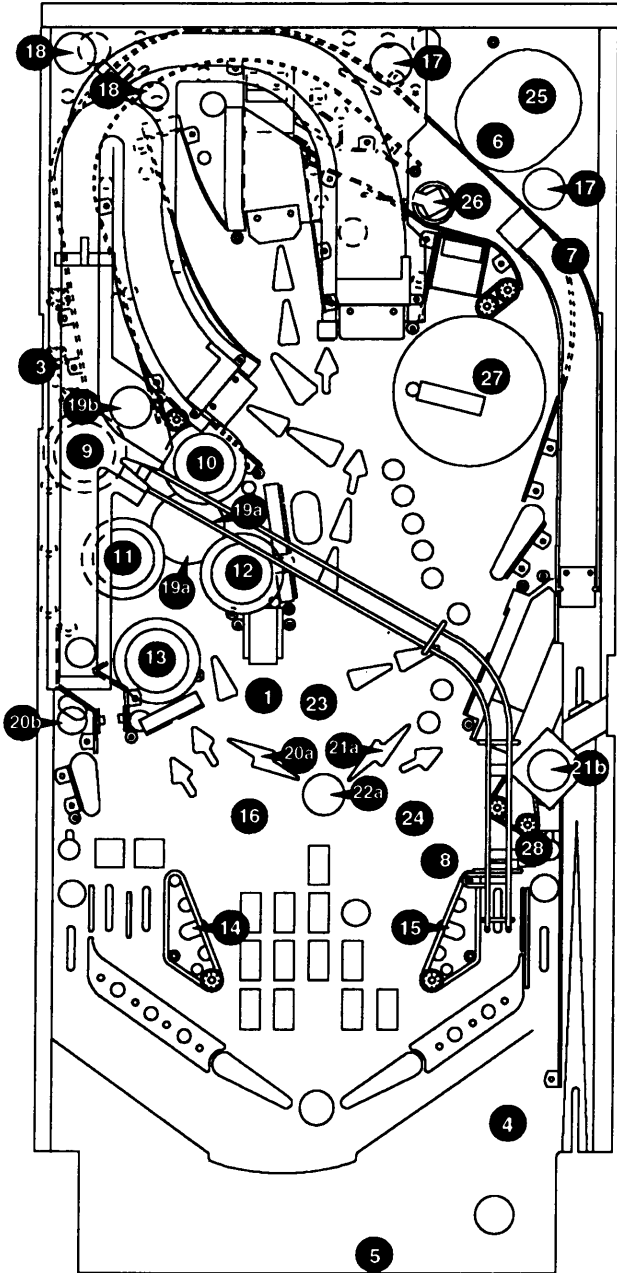
# The ADDAMS FAMILY

## 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
	<b>General Illumination Circuits</b>					
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

# The ADDAMS FAMILY

## Solenoid Locations



# The ADDAMS FAMILY Lamp Matrix

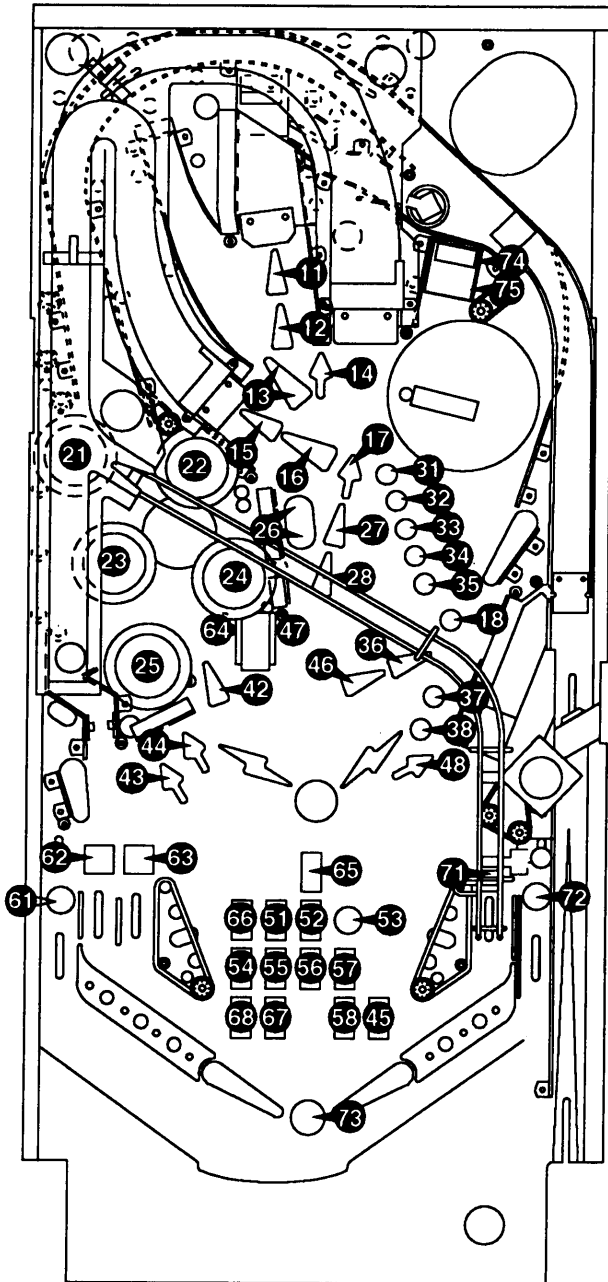
Yellow (B+) Red

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



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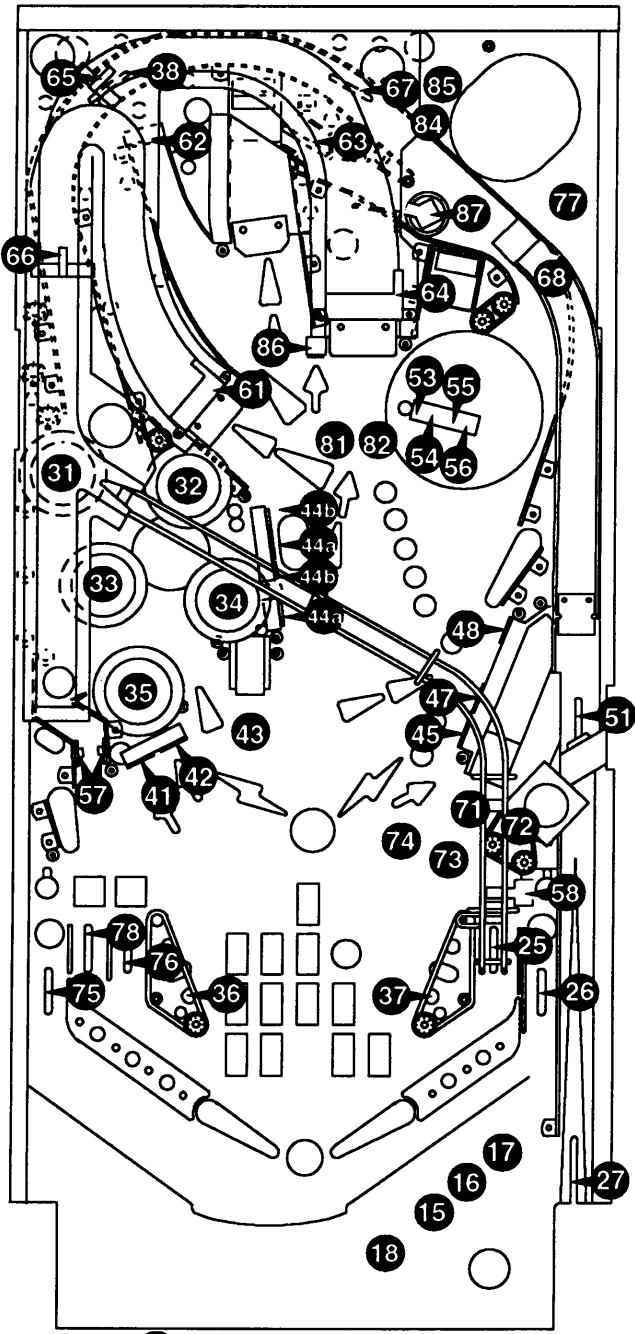
81 82 83 84 85 86 87



# 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	D1	Not Used	Slam Tilt	Upper Left Jet	Grave "G"	Shooter Lane	Left Ramp Enter	Swamp Lock Upper	Bookcase Open
Orange-Brown (1) J205-1 Left Coin Chute	D1	11	21	31	41	51	61	71	81
Orange-Red (2) J205-2 Center Coin Chute	D2	Not Used	Coin Door Closed	Upper Right Jet	Grave "H"	Not Used	Train Wreck	Swamp Lock Center	Bookcase Closed
Orange-Black (3) J205-3 Right Coin Chute	D2	12	22	32	42	52	62	72	82
Orange-Yellow (4) J205-4 4th Coin Chute	D3	Start Button	Ticket Opto.	Center Left Jet	Chair Kickout	Bookcase Opto 1	Thing Eject Lane	Swamp Lock Lower	Not Used
Orange-Green (5) J205-5 Normal Function Services Credits	D3	13	23	33	43	53	63	73	83
Orange-Blue (6) J205-6 Normal Function Services Credits	D4	Plumb Bob Tilt	Always Closed	Center Left Jet	Cousin II	Bookcase Opto 2	Right Ramp Enter	Lockup Kickout	Thing Down Opto
Orange-Violet (7) J205-7 Normal Function Volume Down	D4	14	24	34	44	54	64	74	84
Orange-Gray (8) J205-8 Normal Function Barst. Easter Egg	D5	Left Trough	Right Flipper Lane	Lower Jet	Lower Swamp Milikon	Bookcase Opto 3	Right Ramp Top	Left Outlane	Thing Up Opto
Dedicated Grounded Switches	D5	Center Trough	Right Outlane	Left Slingshot	Not Used	Bookcase Opto 4	Left Ramp Top	Left Flipper Lane 2	Grave "A"
Orange-Blue (9) J205-9 Normal Function Barst. Easter Egg	D5	15	25	35	45	55	65	75	85
Orange-Violet (10) J205-10 Normal Function Volume Up	D6	16	26	36	46	56	66	76	86
Orange-Gray (11) J205-11 Normal Function Barst. Easter Egg	D6	Right Trough	Ball Shooter	Right Slingshot	Center Swamp Milikon	Bumper Lane Opto	Upper Right Loop	Thing Kickout	Thing Eject Hole
Dedicated Grounded Switches	D6	17	27	37	47	57	67	77	87
Orange-Blue (12) J205-12 Normal Function Barst. Easter Egg	D7	18	28	38	48	58	68	78	88
Orange-Violet (13) J205-13 Normal Function Barst. Easter Egg	D7	18	28	38	48	58	68	78	88

# The ADDAMS FAMILY 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.

**SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS** may void FCC Type Acceptance.

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## **WARNING**

**NOTE:** This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generated, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### **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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BALLY Distributor

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with hinged backbox DOWN!**