

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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THIS 'CONVERSION' PRINCIPLE ALSO APPLIES to unauthorized facsimiles of BALLY equipment, logos, designs, publications, assemblies, and games (or game feature not deemed to be public domain), whether manufactured with BALLY components or not.

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WARNING

This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions 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.

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.

FOR SERVICE...

CALL your authorized
BALLY Distributor.

MIDWAY Manufacturing Company
3401 N. California
Chicago, IL 60618

"Harley-Davidson Motor Company Official Licensed Product"

CAUTION:

Transport this game **ONLY**
with hinged backbox **DOWN!**

Harley-Davidson Operator's Handbook

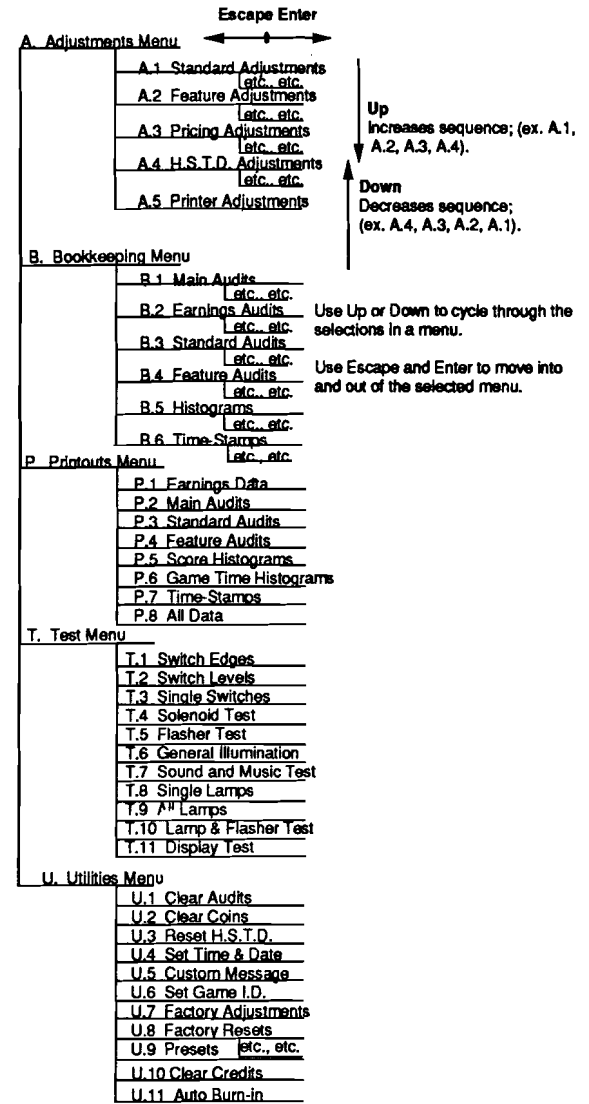
Including----

**Main Menu Chart
Playfield Parts and Locations
Solenoid Table and Locations
Lamp Matrix and Locations
Switch Matrix and Location**

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

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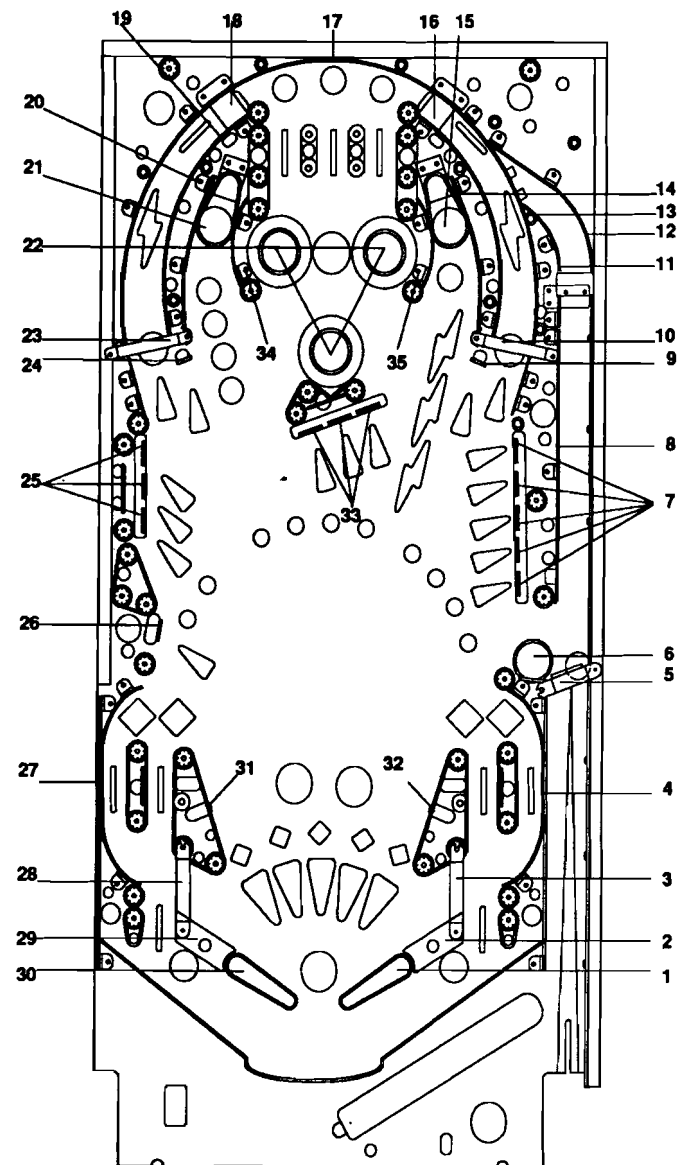
Main Menu



Playfield Parts

Item	Part No.	Description	Parts Under Bottom Arch
1	C-13174-R	Right Flipper Assembly	
2	A-14188-R	Right Flipper Ball Guide	A-8039-3 Outhole Kicker
3	A-10744-1	Ball Gate Assembly	A-8645 Wireform & Bracket Assembly
4	A-13985	Ball Guide Assembly	A-10417 Micro Switch Assembly
5	A-14405	Ball Gate Assembly	A-11680 Sub-mini Switch Assembly
6	B-9361-R-1	Ball Eject Assembly	B-8623 Guide & Baffle Assembly
7	A-14375	Coil & Bracket Assembly	B-8925 Micro Switch & Plate Assembly
8	B-12039-6	Stand-up Target	B-9362-L-2 Coil & Bracket Assembly
9	A-13977	Ball Guide Assembly	C-8235 Ball Runway Assembly
10	B-12583-6	Stand-up Target	C-9638-3 Ball Shooter Lane Feeder
11	A-14392-1	Spin Target Assembly	01-3569-1 Ball Return Runway
12	A-13975	Ball Guide Assembly	10-128 Kicker Spring
13	A-13976	Ball Guide Assembly	12-6542 Gate Wire
14	A-13980	Ball Guide Assembly	
15	A-13978	Ball Guide Assembly	
16	B-9361-R-5	Ball Eject Assembly	
17	B-11203-R-1	Coil & Bracket Assembly	
18	A-13972	Ball Guide Assembly	
19	B-10723-R	Ball Gate Assembly	
20	B-10723-L	Ball Gate Assembly	
21	A-13981	Ball Guide Assembly	
22	A-13979	Ball Guide Assembly	
23	B-9361-R-5	Ball Eject Assembly	
24	B-11203-R-1	Coil & Bracket Assembly	
25	A-12872-1	Jet Bumpers	
26	A-14392	Spin Target Assembly	
27	B-12583-6	Stand-up Target	
28	C-11223-3	3-Bank Drop Target	
29	B-11696-6	Stand-up Target	
30	A-13982	Ball Guide Assembly	
31	A-10744	Ball Gate Assembly	
32	A-14188-L	Left Flipper Ball Guide	
33	A-13174-L	Left Flipper Assembly	
34	B-12665	Left Kicker (slingshot)	
35	B-11203-L-1	Coil & Bracket Assembly	
	B-12665	Right Kicker (slingshot)	
	B-11203-R-1	Coil & Bracket Assembly	
	C-11223-3	3-Bank Drop Target	
	A-13974	Ball Guide Assembly	
	A-13973	Ball Guide Assembly	

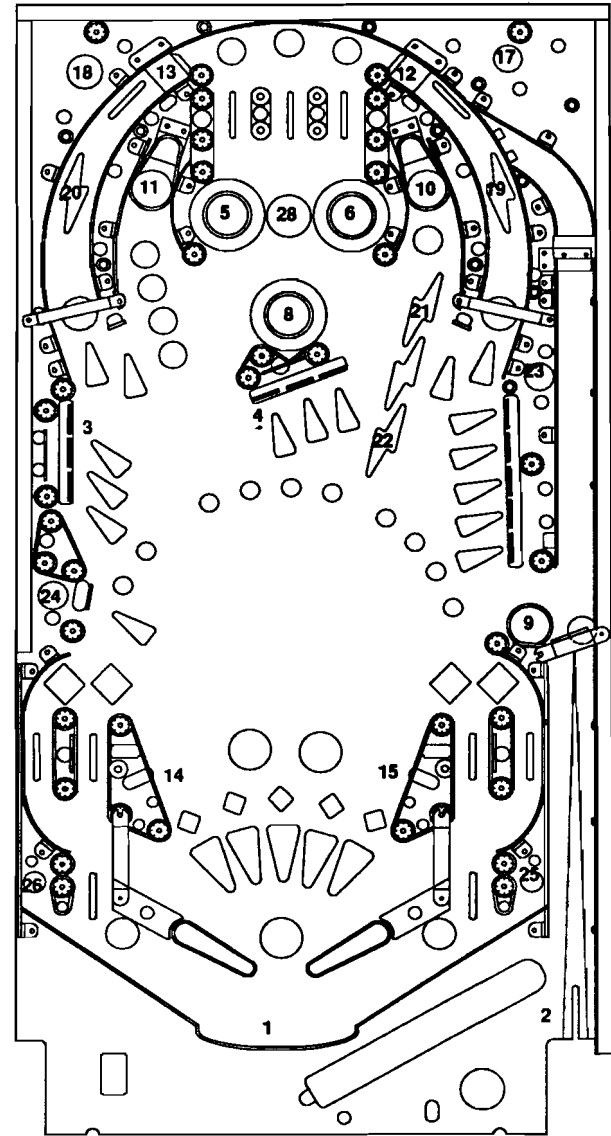
Playfield Parts Locations



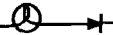
Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connections	Driver Trnstr	Solenoid Part Number Flashlamp Type
01	Outsole	High Power	Vio-Brn	J130-1	Q82	AE-26-1200
02	Ball Shooter Lane Feeder	High Power	Vio-Red	J130-2	Q80	AE-26-1200
03	Left Drop Bank	High Power	Vio-Orn	J130-4	Q78	AE-26-1200
04	Center Drop Bank	High Power	Vio-Yel	J130-5	Q76	AE-26-1200
05	Left Jet Bumper	High Power	Vio-Grn	J130-6	Q64	AE-26-1200
06	Right Jet Bumper	High Power	Vio-Blu	J130-7	Q66	AE-26-1200
07	Knocker	High Power	Vio-Blk	J130-8	Q68	AE-23-800
08	Lower Jet Bumper	High Power	Vio-Gry	J130-9	Q70	AE-26-1200
09	Lower Right Eject	Low Power	Bm-Blk	J127-1	Q58	AE-26-1500
10	Top Right Eject	Low Power	Bm-Red	J127-3	Q56	AE-26-1500
11	Top Left Eject	Low Power	Bm-Orn	J127-4	Q54	AE-26-1500
12	Top Right Gate	Low Power	Bm-Yel	J127-5	Q52	A-14406
13	Top Left Gate	Low Power	Bm-Grn	J127-6	Q50	A-14406
14	Not Used	Low Power	Bm-Blu	J127-7	Q48	
15	Left Sling	Low Power	Bm-Vio	J127-8	Q48	AE-26-1500
16	Right Sling	Low Power	Bm-Gry	J127-9	Q44	AE-26-1500
17	Top Right Flasher	Flasher	Blk-Brn	J126-1	Q42	#906
18	Top Left Flasher	Flasher	Blk-Red	J126-2	Q40	#906
19	Right Million Flasher	Flasher	Blk-Orn	J126-3	Q38	#906
20	Left Million Flasher	Flasher	Blk-Yel	J126-5	Q36	#906
21	Speed Bonus Flasher	Special	Blu-Grn	J126-6	Q28	#906
22	Jackpot Flasher	Special	Blu-Blk	J126-7	Q30	#906
23	Speed Trap Flasher	Special	Blu-Vio	J126-8	Q34	#89
24	Helicopter Flasher	Special	Blu-Gry	J126-9	Q32	#89
25	Lower Right Flasher	Special	Blu-Brn	J122-1	Q26	#89
26	Lower Left Flasher	Special	Blu-Red	J122-3	Q24	#89
27	Shaker Motor	Special	Blu-Orn	J122-4	Q22	14-7951
28	Jet Flasher	Special	Blu-Yel	J122-5	Q20	#906
G. I. Circuits						
01	String 1	G.I.	Wht-Brn	J120-7	Q18	#555
02	String 2	G.I.	Wht-Vio	J119-1	Q10	#555
03	String 3	G.I.	Wht-Yel	J121-9	Q14	#555
04	String 4	G.I.	Wht-Orn	J120-8	Q16	#555
05	String 5	G.I.	Wht-Grn	J120-10	Q12	#555
	Lower Right Flipper		Blu-Yel	J109-7		FL-11630
	Lower Left Flipper		Gry-Yel	J109-5		FL-11630

Solenoid Locations

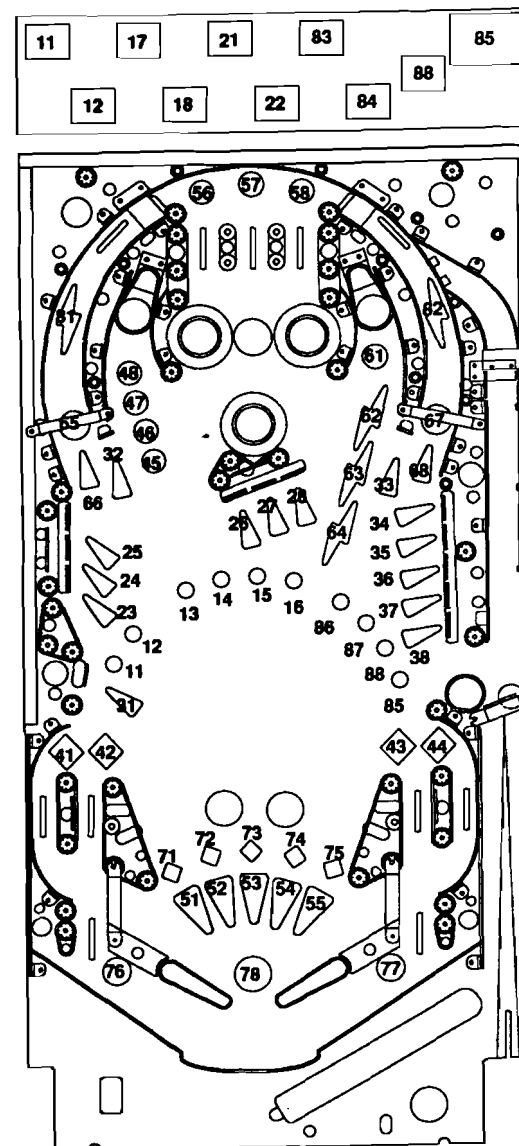


Lamp Matrix

Yellow (B+)  Red

Column Row	1 Yellow- Brown	2 Yellow- Red	3 Yellow- Orange	4 Yellow- Black	5 Yellow- Green	6 Yellow- Blue	7 Yellow- Violet	8 Yellow- Gray
1 Red- Brown	Los Angeles 11	Lamp 21 Back Panel 21	1st D in Davidson 31	B in Bike 41	2x Bonus 51	Right Eject Lock 61	Harley Value 50K 71	Left Million 81
2 Red- Black	Salt Lake City 12	Lamp 22 Back Panel 22	A in Davidson 32	I in Bike 42	3x Bonus 52	Right Eject Speed Bonus 62	Harley Value 100K 72	Right Million 82
3 Red- Orange	Sturgis 13	H in Harley 23	V in Davidson 33	K in Bike 43	4x Bonus 53	Right Eject Ex. Ball 63	Harley Value 200K 73	Lamp 83 Back Panel 83
4 Red- Yellow	Milwaukee 14	A in Harley 24	I in Davidson 34	E in Bike 44	5x Bonus 54	Right Eject Jackpot 64	Harley Value 300K 74	Lamp 84 Back Panel 84
5 Red- Green	Chicago 15	R in Harley 25	2nd D in Davidson 35	Left Eject 25K 45	6x Bonus 55	Left Spinner 3K 65	Harley Value 500K 75	Laconia 85
6 Red- Blue	Talladega 16	L in Harley 26	S in Davidson 36	Left Eject 50K 46	U Top Lane 56	Left Advance City 66	Left Drain Extra 76	Daytona 86
7 Red- Violet	Lamp 17 Back Panel 17	E in Harley 27	O in Davidson 37	Left Eject 100K 47	S Top Lane 57	Right Spinner 3K 67	Right Drain Extra 77	York 87
8 Red- Gray	Lamp 18 Back Panel 18	Y in Harley 28	N in Davidson 38	Left Eject 150K 48	A Top Lane 58	Right Advance City 68	Ride Again 78	New York 88

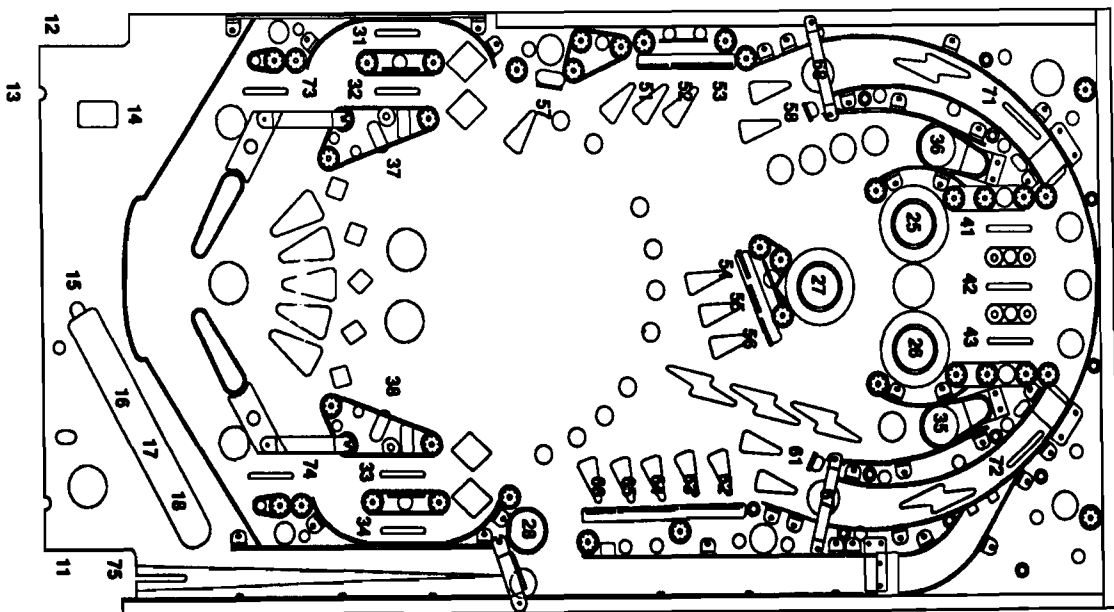
Lamp Locations



Switch Matrix

White \longleftrightarrow Green

Dedicated Grounded Switches	Column		1	2	3	4	5	6	7	8
	Row		Green-Brown	Green-Red	Green-Orange	Green-Yellow	Green-Black	Green-Blue	Green-Violet	Green-Gray
Orange-Brown Left Coin Chute	1	White-Brown	Right Flipper 11	Slam Tilt 21	B in Bike 31	U Top Lane 41	H in Harley 51	V in Davidson 61	Left Loop 71	Not Used 81
Orange-Red Center Coin Chute	2	White-Red	Left Flipper 12	Front Door 22	I in Bike 32	S Top Lane 42	A in Harley 52	I in Davidson 62	Right Loop 72	Not Used 82
Orange-Black Right Coin Chute	3	White-Orange	Start Button 13	Token Dispenser 23	K in Bike 33	A Top Lane 43	R in Harley 53	2nd D in Davidson 63	Left Drain 73	Not Used 83
Orange-Yellow 4th Coin Chute	4	White-Yellow	Plumb Bob Tilt 14	Not Used 24	E in Bike 34	Not Used 44	L in Harley 54	S in Davidson 64	Right Drain 74	Not Used 84
Orange-Green Normal Test Function Service Credits	5	White-Green	Outhole 15	Left Jet Bumper 25	Top Right Eject 35	Not Used 45	E in Harley 55	O in Davidson 65	Shooter Lane 75	Not Used 85
Orange-Blue Normal Test Function Volume Down	6	White-Blue	Trough 1 16	Right Jet Bumper 26	Top Left Eject 36	Not Used 46	Y in Harley 56	N in Davidson 66	Not Used 76	Not Used 86
Orange-Violet Normal Test Function Volume Up	7	White-Violet	Trough 2 17	Lower Jet Bumper 27	Left Sling 37	Not Used 47	1st D in Davidson 57	Right Spinner 67	Not Used 77	Not Used 87
Orange-Gray Normal Test Function Begin Test	8	White-Gray	Trough 3 18	Lower Right Eject 28	Right Sling 38	Not Used 48	A in Davidson 58	Left Spinner 68	Not Used 78	Not Used 88



Switch Locations