

PLAYFIELD OPERATION

Completing A-B-C-D rollover sequence lights center rollover for special. This special can only be awarded once per game.

Completing any 4 roto targets in sequence scores special. 4 specials maximum for completing all 7 roto targets.

The kicking rubbers are actuated by the ball hitting a stretched rubber and closing either of two switches. These switches cause the kicking rubber coil to energize and pull in a plunger. The plunger is connected to an arm that kicks the rubber ring with enough force to propel the ball away from it. The kicking rubbers score 10 points.

The flippers are actuated by the player pressing buttons on the sides of the cabinet. The flipper coils have two windings; one of the heavy wire that passes high current allowing a strong initial stroke, the second winding is of lighter wire and is in series with the first winding. The lighter winding is shorted out until a normally closed switch is opened by the flipper linkage. This allows the flipper to be held energized and not overheat because less current passes through the coil.

NOTE: THE PLAYBOARD PITCH SHOULD BE $3\frac{1}{2}$ DEGREES TO MAINTAIN PROPER BALL ACTION AND PLAYER APPEAL. THIS IS BUILT INTO THE GAME BY RUNNING THE LEG ADJUSTERS ALL THE WAY IN AND THEN ADJUSTING THEM TO LEVEL THE MACHINE ON ITS HORIZONTAL AXIS.

BALL ROLL TILT PANEL

There are two sets of holes for mounting the tilt bob strike plate. By moving the strike plate closer to tilt bob support bracket the game will be less sensitive to tilting.

FRONT DOOR

COIN CHUTE SWITCH

The coin chute switches are carefully adjusted to the recommended pressures and gaps with a feeler gauge and a gram gauge. Under normal operation these switches will function as designed. However, if a sharp blow on the front door or dropping of the cabinet sets up the game, carefully inspect and adjust the coin chute switches as indicated on page 9 of this booklet.