

ADJUSTMENT ON SPIN OUT

LIGHTBOX

HIGH SCORE ADJUSTMENT

These adjustments allow replays for variations in high scores. See related card for instructions. Refer to recommended score card before making the changes. When changing scores, change the card on the playboard card holder to agree.

BOTTOM PANEL

1ST COIN CHUTE ADJUSTMENT AND 2ND CHUTE ADJUSTMENT

This adjustment provides for the 1st chute to set up the game or to parallel the 2nd chute which steps the replay credit unit. If the adjustment is in 1 play position, inserting a coin in the 1st chute will set up the game. Inserting a coin in the 2nd chute will step the reply unit. (2, 3, 4, or 5 steps) If the adjustment is in 2nd chute adjustment position, inserting a coin in either chute steps the replay unit.

PLAYBOARD

3 - 5 BALL ADJUSTMENT

This adjustment changes the number of balls played per game and ties rollover "B-C" and bottom rollovers together. The "Ball Count" unit steps once for each ball played until it reaches the third or fifth step, depending on the setting. The third or fifth ball leaving the playfield pulls in "O" relay, the motor runs and motor 1A pulses the add "Ball Count" unit to the 6th step. The 6th position switch opens the circuit to the playboard.

SEE PLAYBOARD INFORMATION PAGE FOR MECHANICAL ADJUSTMENTS.

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.