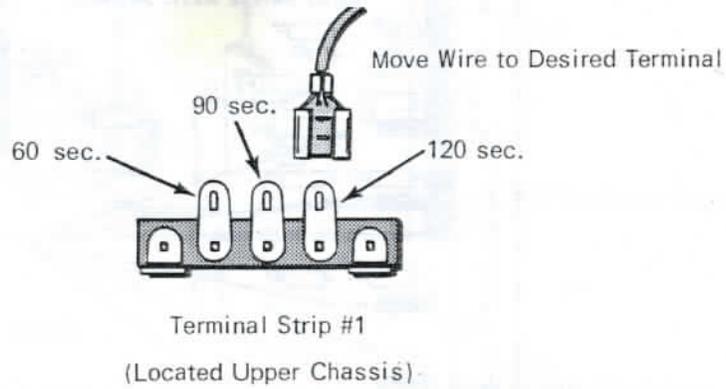
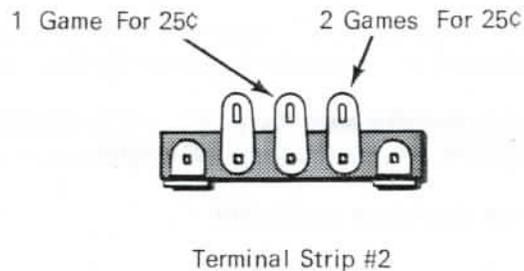


II. GAME ADJUSTMENTS

GAME TIME

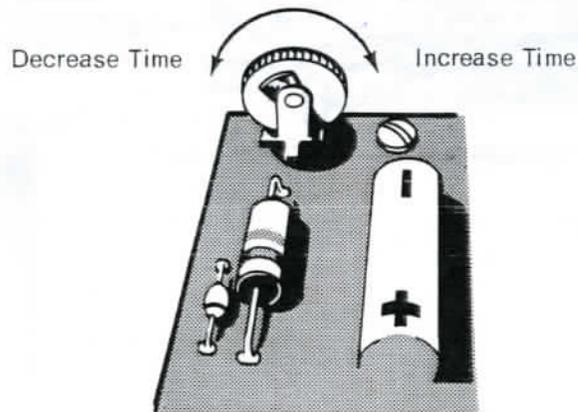


NUMBER OF GAMES



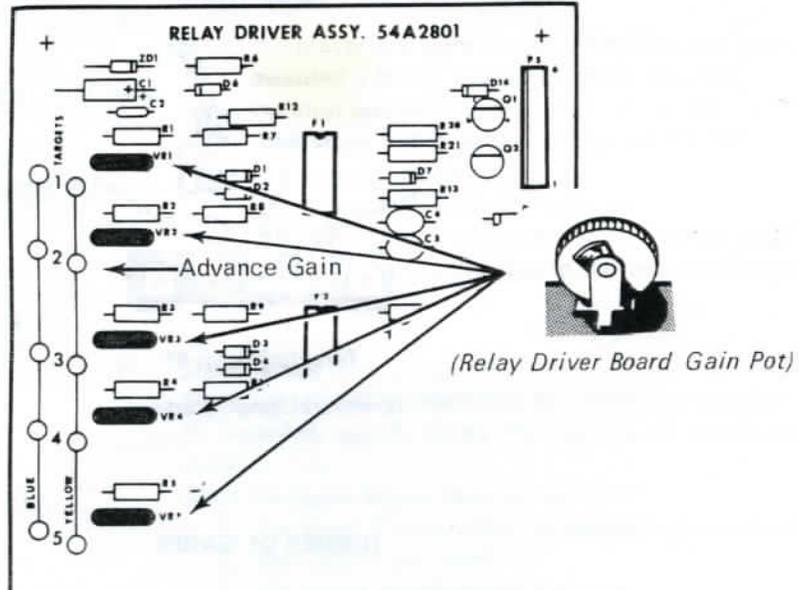
BONUS TIME

(Approx. Adjustment 2 to 30 seconds)



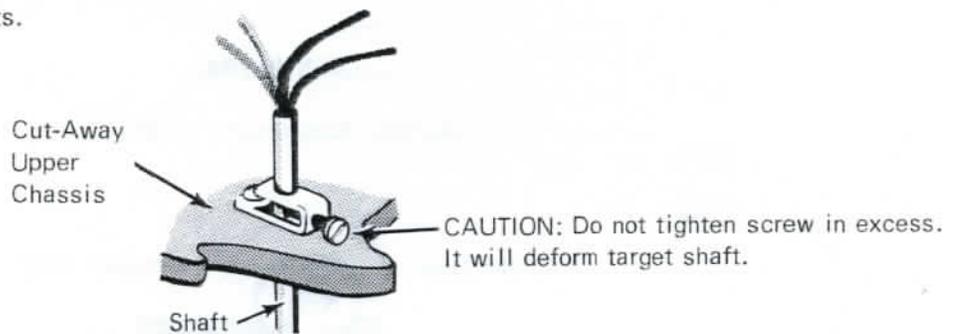
Bonus PC Board

TARGET SENSITIVITY ADJUSTMENT

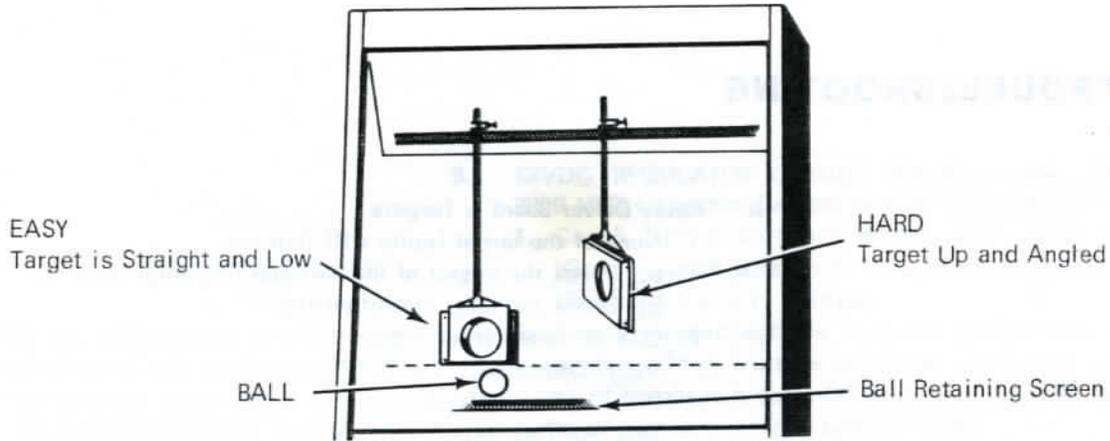


SCORING - Hits are easier to make when the targets are straight and low. Hits can be made more difficult by raising or setting the targets at a slight angle.

- A. Slide up and remove plexiglass windshield
- B. Loosen Target Bracket
- C. Adjust targets.



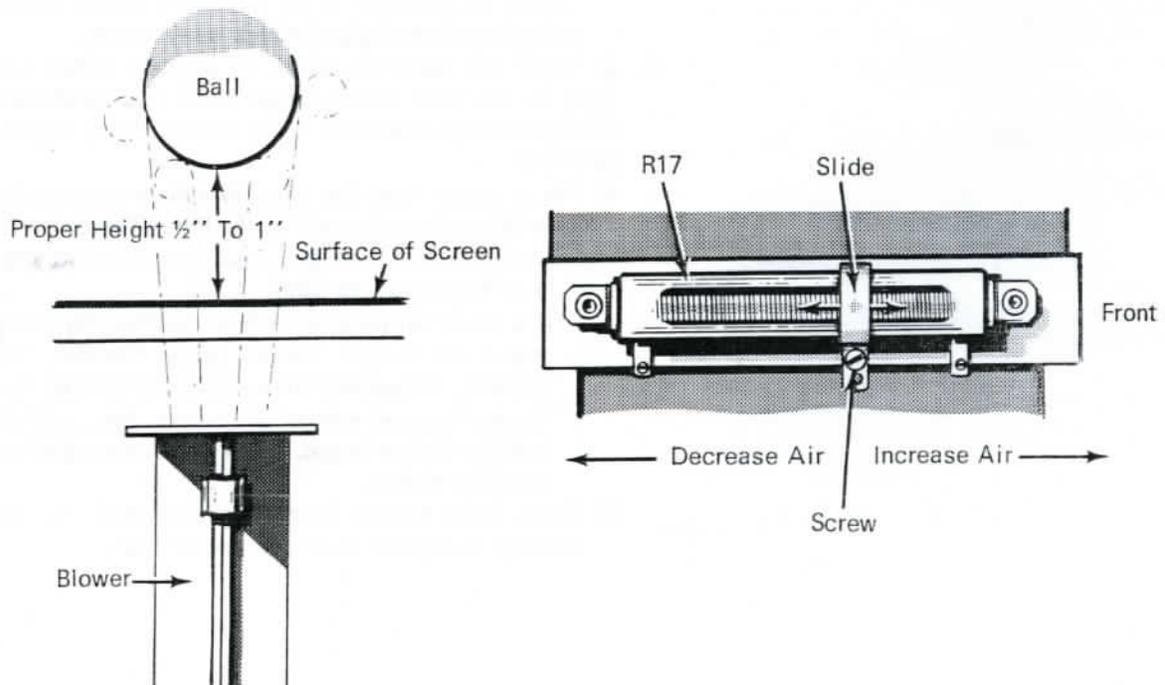
Cabinet Front



BALL HEIGHT

Resistor No. 17 (located on left side of blower rheostat controls height of ball.) To adjust, do the following:

- A. Open coin acceptor and remove the two ¼"-20 bolts holding left lexon panel in place. Slide out panel.
CAUTION: Unplug machine before adjusting resistor
- B. Back out screw on resistor slide and adjust. Moving slide forward (to front of machine) increases blower. Moving slide back (to back of cabinet) decreases blower and lowers ball.
- C. Tighten slide screw and plug machine in. Try the blower. If ball is still not properly adjusted, **UNPLUG MACHINE** and follow above procedure until proper level is obtained.



III. TROUBLESHOOTING

A. Relay Driver Board & Targets

1. None of the target lights will turn on.
 - a) Check the output of the Voltage Regulator (See IIB)
 - b) Check the lamp circuit wiring.
2. One or more target lights will not turn on (but not all five). Disconnect the W/GN wire from the Reset Relay Pin #1. This will remove the target relay latching circuit. All five target lights and all five front panel lights should be lit and all five target relays should be de-energized.
 - a) If a target light is off and its associated target relay is de-energized, the target light is probably burned out.
 - b) If a target light is "off" and its associated target relay is energized:
 - Disconnect the problem target "yellow" input wire from the relay driver board (taking care not to allow the yellow wire to touch anything). If target relay drops out and target light comes on, the target is faulty. (Check for missing or loose phototransistor shields in target, shorted phototransistor or shorted target wires).If target relay doesn't drop out and target light doesn't come on, disconnect output plugs P4 and P5 on Relay Driver board. If relay drops out and light comes on, problem is on the Relay Driver board. If relay is still energized check relay wiring.
3. A "hit" can never be made on a given target (target light is on). First check target wires and GAIN setting (See Game Adjustment) on Relay Driver board, if problem persists:
 - a) Put a jumper from the blue to yellow wires (coming from the problem target) on the Relay Driver board.
 - If a hit is recorded the target is not working properly. (Phototransistor Bad).
 - If a hit is not recorded jumper problem target relay output pin (Target 1-Blue, Target 2-Brown, Target 3-Violet, Target 4-Orange, Target 5-Yellow) to any "green" ground wire. If hit is recorded, problem is in Relay Driver board. If hit is not recorded check out relay wiring.
 - b) Score Relay output is checked out with any target since it energizes once with each "hit".