

INFORMATION AND SERVICE SHEET FOR
DALE'S MAUSER SHOOTING GALLERY
manufactured by
THE EXHIBIT SUPPLY CO.

The following material is presented in the order of occurrence in the actual operation of the game. In addition maintenance guides are inserted in appropriate order and accompanying this instruction sheet is a schematic circuit diagram.

Connecting the line cord to 110 V AC, the two (2) 50 watt rough service target bulbs should light. If not, check the jack from the target and the two jacks from the sub-panel to the cabinet for firm connections; also check fuses at rear of sub-panel. The lights when lit indicate power being supplied to the transformer.

Actuating the coin chute resets the game. Pushing the coin chute part way in breaks the trigger circuit until the chute is returned. For operation the chute must be fully out. Upon completion of the stroke the timer is set closing the trigger circuit and the two "make" switches reset the shot and 100 step-up units only. Upon completion of the Shot unit reset, the circuit is completed for the Hit step-up unit to reset, which breaks its own reset upon reaching zero. Thus, whenever the Shot unit is at zero the Hit unit is at zero.

Squeezing the trigger closes the circuit to the Shot step-up unit and the unit stepping makes the break relay, breaking the Shot step-up unit. The step-up circuit is also broken upon the 16th shot and every time the target steps. Only one shot can occur for each pull of the trigger for the break relay is held on until the trigger is released. A series of shots may occur if the gun is held loosely, the kick of the gun causing the trigger to be pushed again, but the trigger is the actuating device in this case also.

The impulse the shot step-up unit receives is paralleled by the kicker delay relay on the cabinet which gives a longer impulse to the gun kicker. The duration of impulse determining the strength of the kick is controlled by a screw on top of the kicker delay coil; screwing the screw in shortens the impulse.

As the Shot step-up unit steps it completes the circuit to the Hit relay, so that if the gun is on the target the circuit, through the gun contacts, target wiper and large break switch, is completed. The Hit relay thus closes, holding itself by two make switches, one shorting the target circuits and the other holding itself to common, making it hold past the short impulse received from the Shot step-up unit.

The target solenoid circuit is completed by the Hit step-up and upon completion of its stroke breaks the Hit relay circuit which in turn breaks the Hit step-up unit, thus opening the target solenoid. The make switch on the arm of the step-up should be adjusted so that it closes on the latter half of the stroke, and the target break switch breaking at the end of its stroke. Should the target solenoid hang up in a position such that it does not step the target, another hit on the target usually rights it should something drag on the target unit.

The series of 15 lights light from the Hit step-up unit and upon reaching the 16th shot the Hit unit makes the Shot unit reset which resets the Hit unit upon reaching zero. At the same time the Hit unit reaches 16 it steps the 100 unit, lighting the 100-500 score and qualifications lights.

If the trigger does not cause any action check the timer for reset, coin chute all the way out, and switch at rear made, target break switch being closed, and that the Shot unit is not at 16 shots. Periodically clean all contacts with contact cleaner. Unless otherwise specified the contact gaps should be about 3/64" when open and have as much rub on follow-thru as possible to insure contact.