

PLAYFIELD OPERATION

3-5 Ball Play

Completing top drop targets lights right "extra ball" and "special" rollovers. Completing side drop targets lights left "extra ball" rollover. (On 5 ball play drop targets score 300 points. On 3 ball play top drop targets score 2,000 points. Side drop targets score 2,000 or 500 points.)

Making "special" on "credit" play scores replay. Making "special" on "extra ball" play scores "extra ball". Maximum 1 extra ball per ball in play.

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 3-1/2 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.

WHEN A TILT SWITCH IS MADE "T" RELAY WILL ENERGIZE. A NORMALLY CLOSED SWITCH ON "T" WILL OPEN AND BREAK THE CIRCUIT TO "H" RELAY. THE CIRCUIT TO "R" RELAY WILL ALSO OPEN IF ANY OF THE BOUNCE SWITCHES OPEN. (IN THE LIGHTBOX, ON THE FRONT DOOR OR ON THE BOTTOM PANEL.)