

SCOOP ADJUSTMENT

PERFORM THE FOLLOWING ADJUSTMENT IF THE BALL IS GOING SDTM. OR NOT LANDING ON THE RIGHT FLIPPER.

IF YOU FEEL THIS IS BEYOND YOUR ABILITIES, SEEK A PERFESIONAL TO PERFORM THIS ADJUSTMENT.

REMOVE GLASS

INSERT A SCREW DRIVER INTO THE SCOOP OPENING (SEE PICTURE)



FORCE SCOOP TOP TO THE RIGHT BY PUSHING ON THE SCREW DRIVER (SCOOP WILL MOVE ABOUT ¼" or so)



NEXT YOU WANT TO PUSH DOWN ON THE SCOOP TOP AND BRING IT CLOSER TO THE PLAYFIELD (MAKE THE OPENING HEIGHT SMALLER)



PULL OUT INTERLOCK SWITCH ON LEFT SIDE, INSIDE COIN DOOR

PUT MACHINE IN TEST

SELECT UTILITIES>CLEAR HOUDINIS BALLS>SELECT>START BUTTON

CATCH A BALL

HIT THE BACK BUTTON TO GET TO MAIN MENU

SELECT ADJUSTMENT>COIL

CONFIRM SCOOP IS SET TO 6 (CHANGE TO SETTING 6 IF NOT)

PUT BALL IN SCOOP AND OBSERVE WHERE AND HOW BALL EXITS

IF BALL COMES OUT TOO FAST LOWER TO 5 AND RETEST.... REPEAT LOWERING SETTING UNTIL BALL PERFORMS AS DESIRED

IF BALL FAILS TO LEAVE THE SCOOP, RAISE THE SCOOP HOOD A LITTLE AND RETEST. IF DESIRED EFFECT IS NOT ACHIEVED RAISE COIL SETTING TO 7 AND RETEST. CONTINUE RAISING THE SCOOP HOOD AND POWER UNTIL BALL PERFORMS AS DESIRED.