

CHICAGO
GOIN
TV SUPER
FLIPPER

SCHEMATIC

CHICAGO DYNAMIC INDUSTRIES, INC.

1725 DIVERSEY BOULEVARD

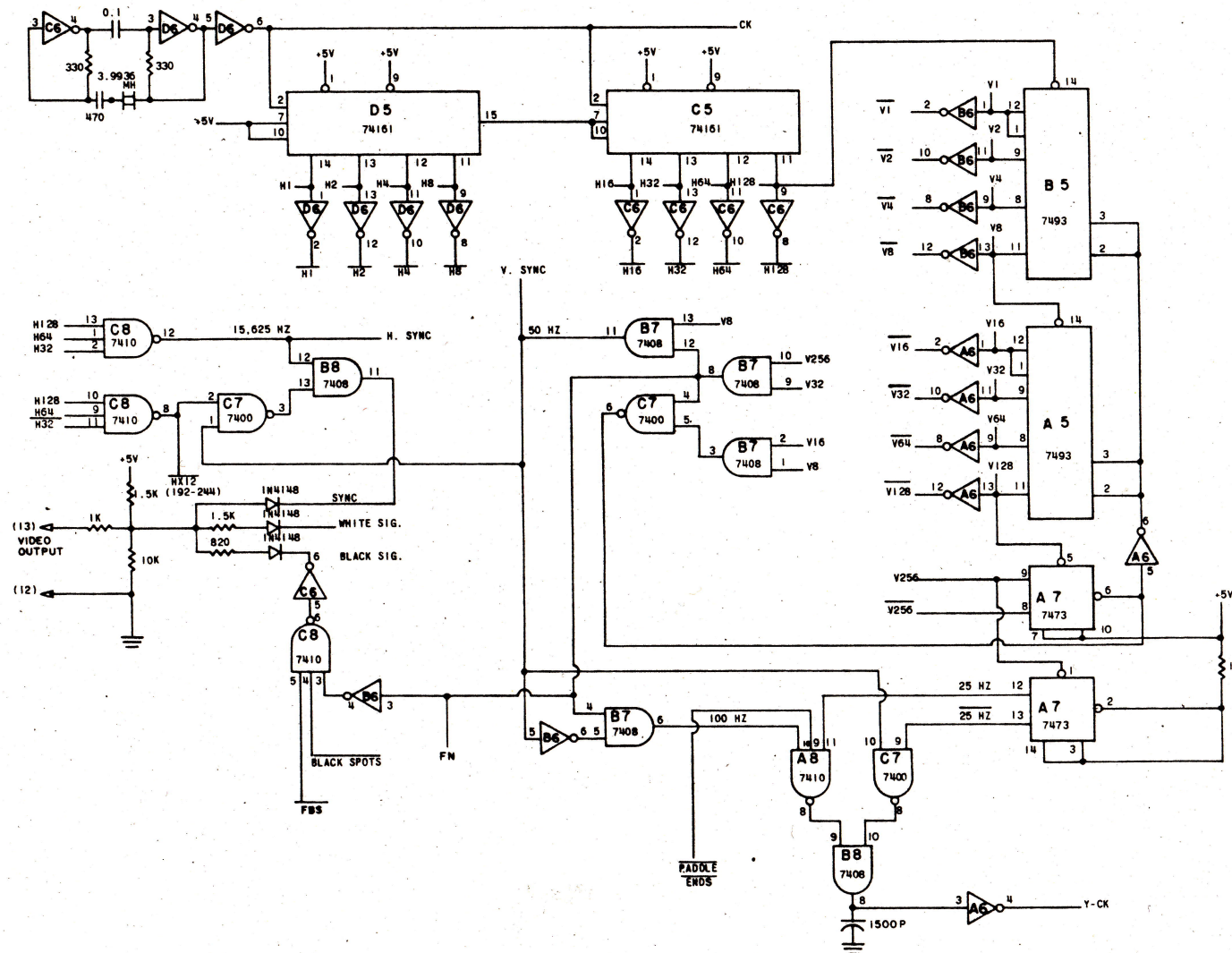
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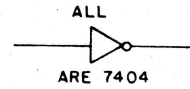
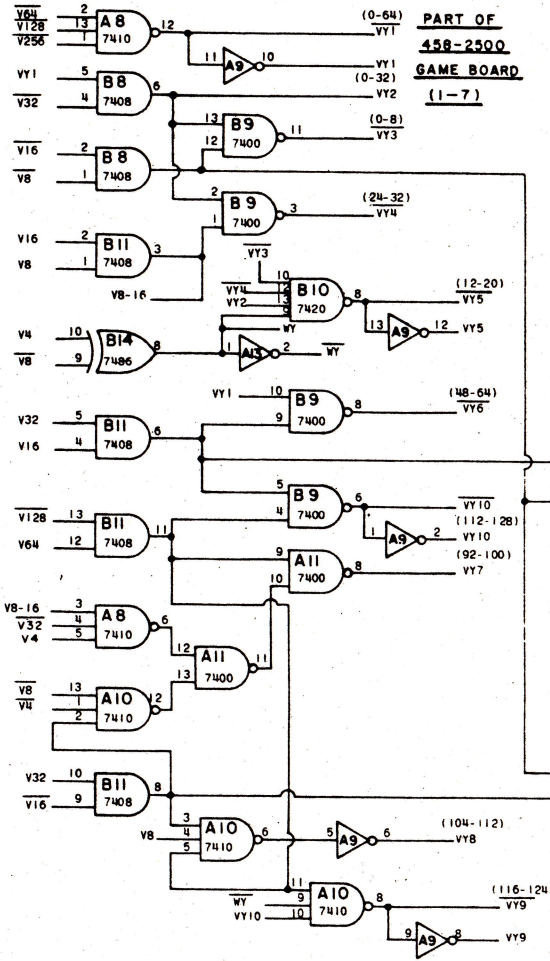
CHICAGO, ILLINOIS 60614

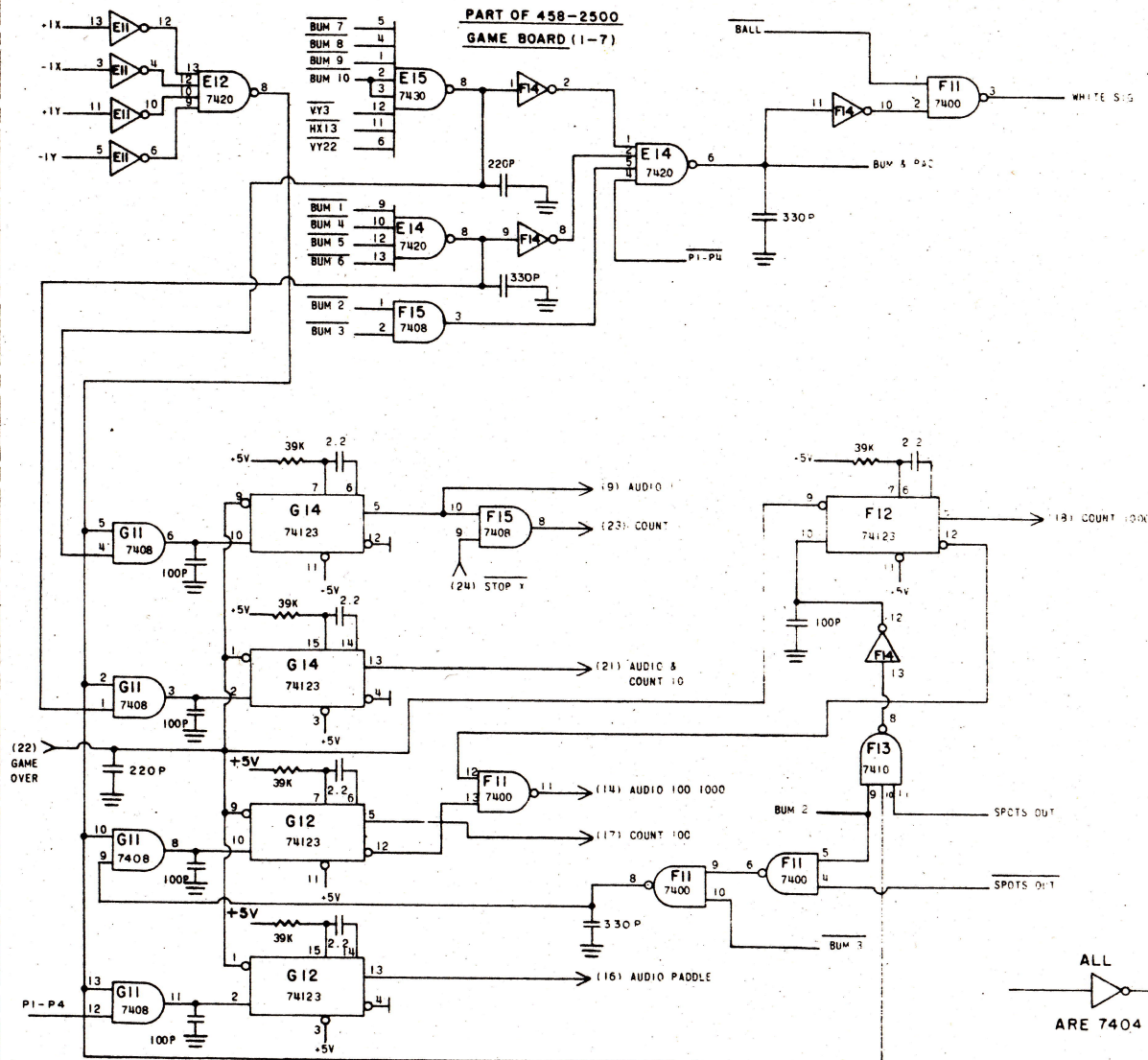
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PHONE (312) 935-4600

PART OF 458-2500 GAME BOARD (1-7)

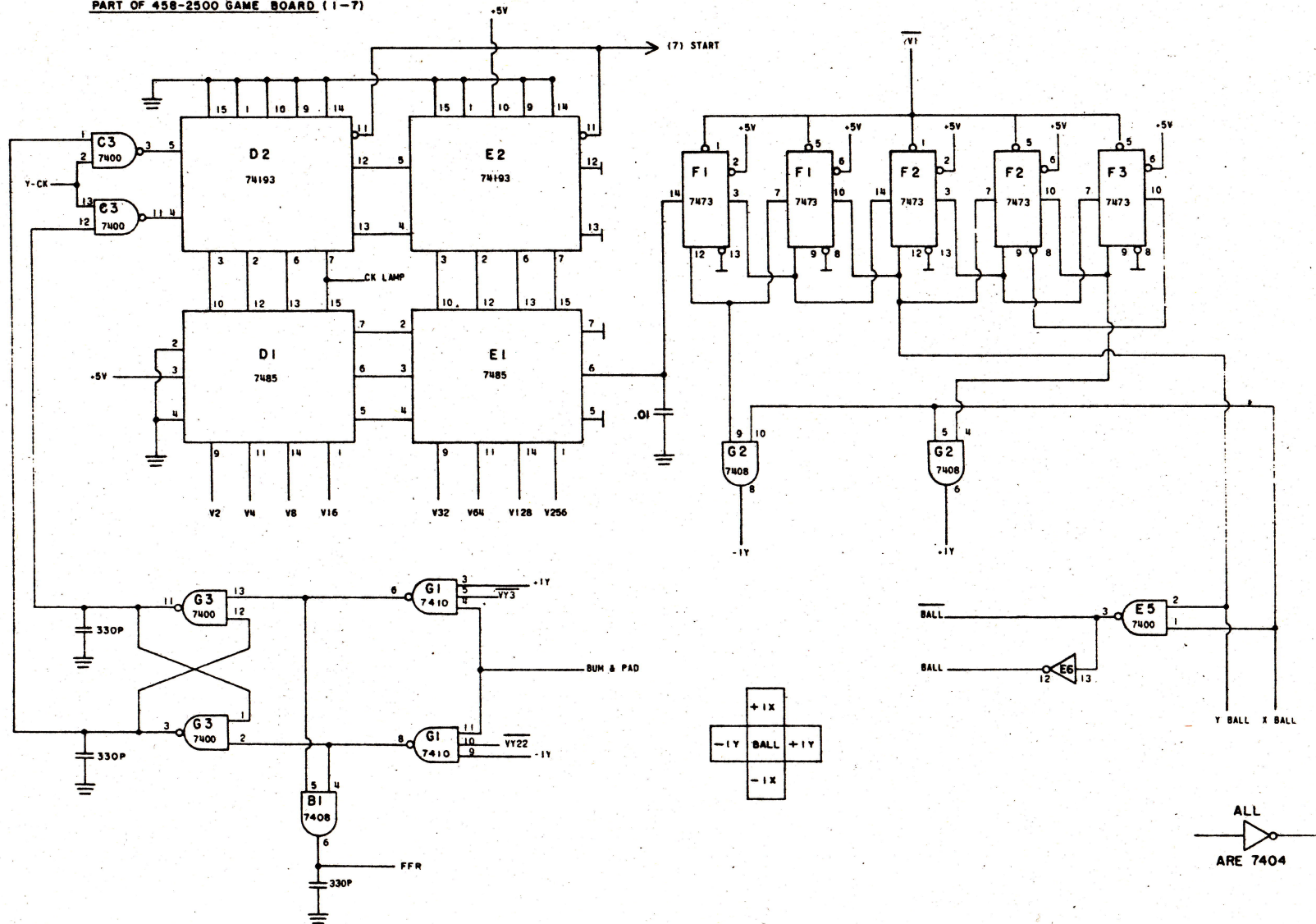




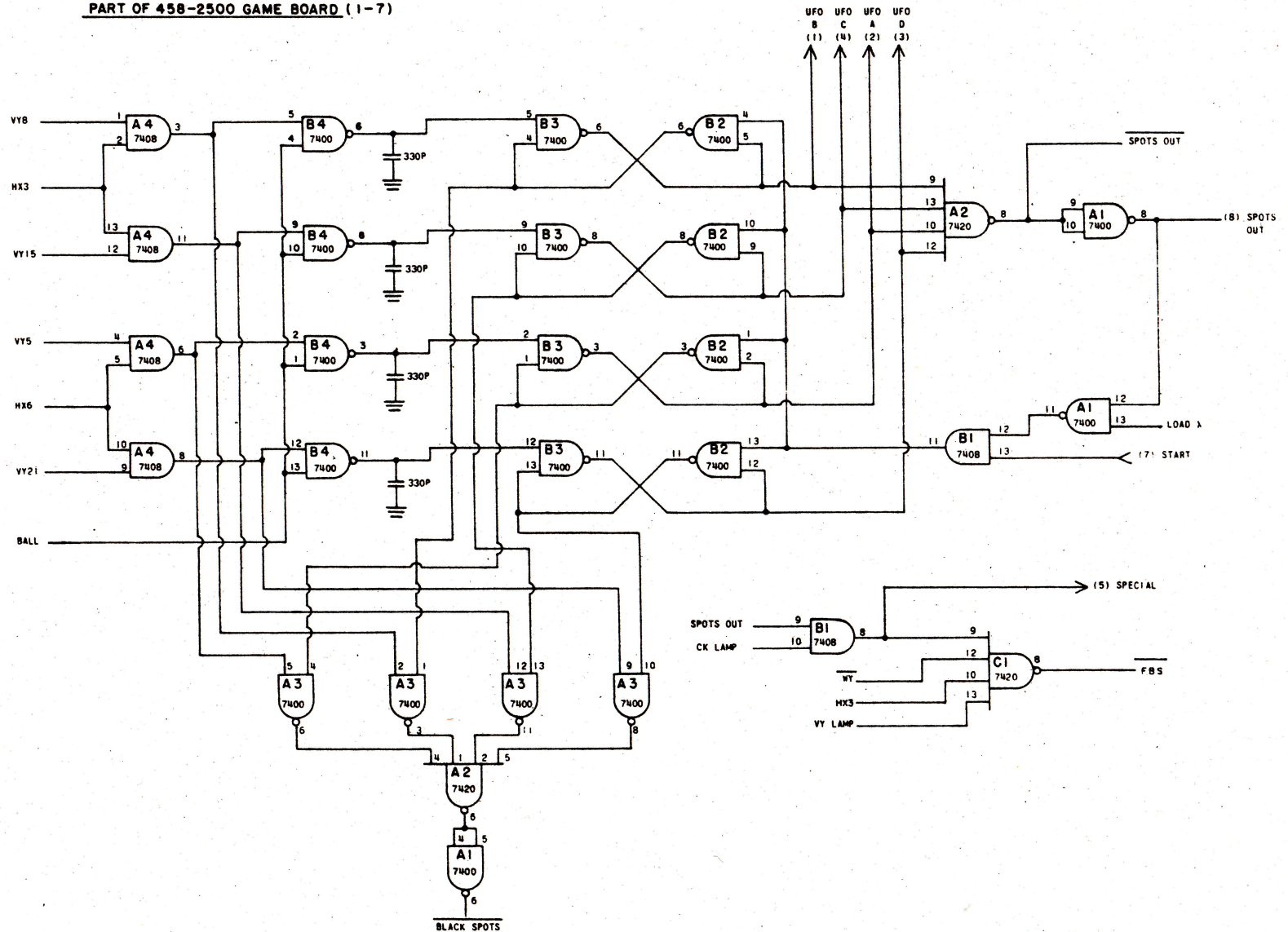


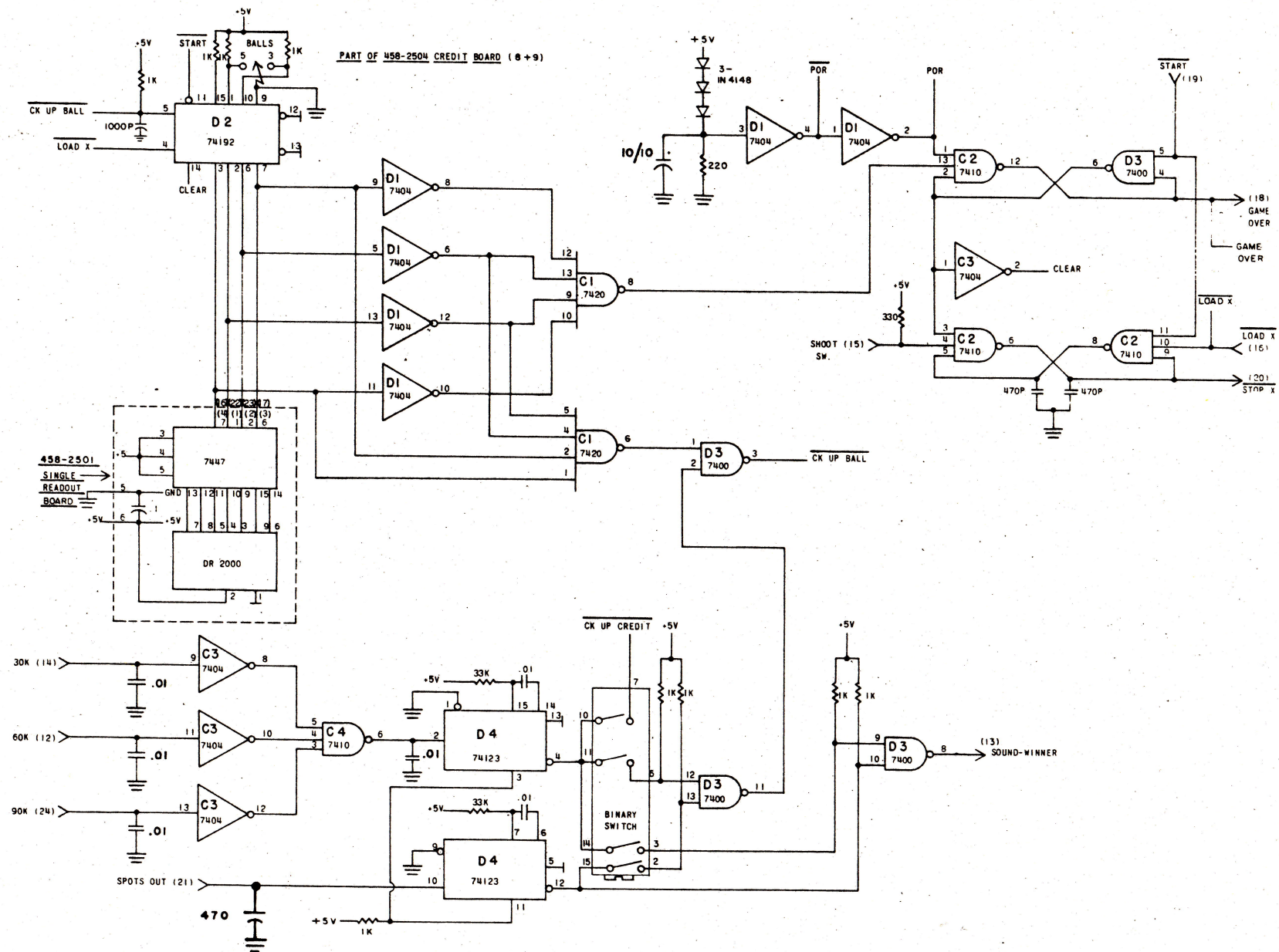


PART OF 458-2500 GAME BOARD (1-7)



PART OF 458-2500 GAME BOARD (1-7)





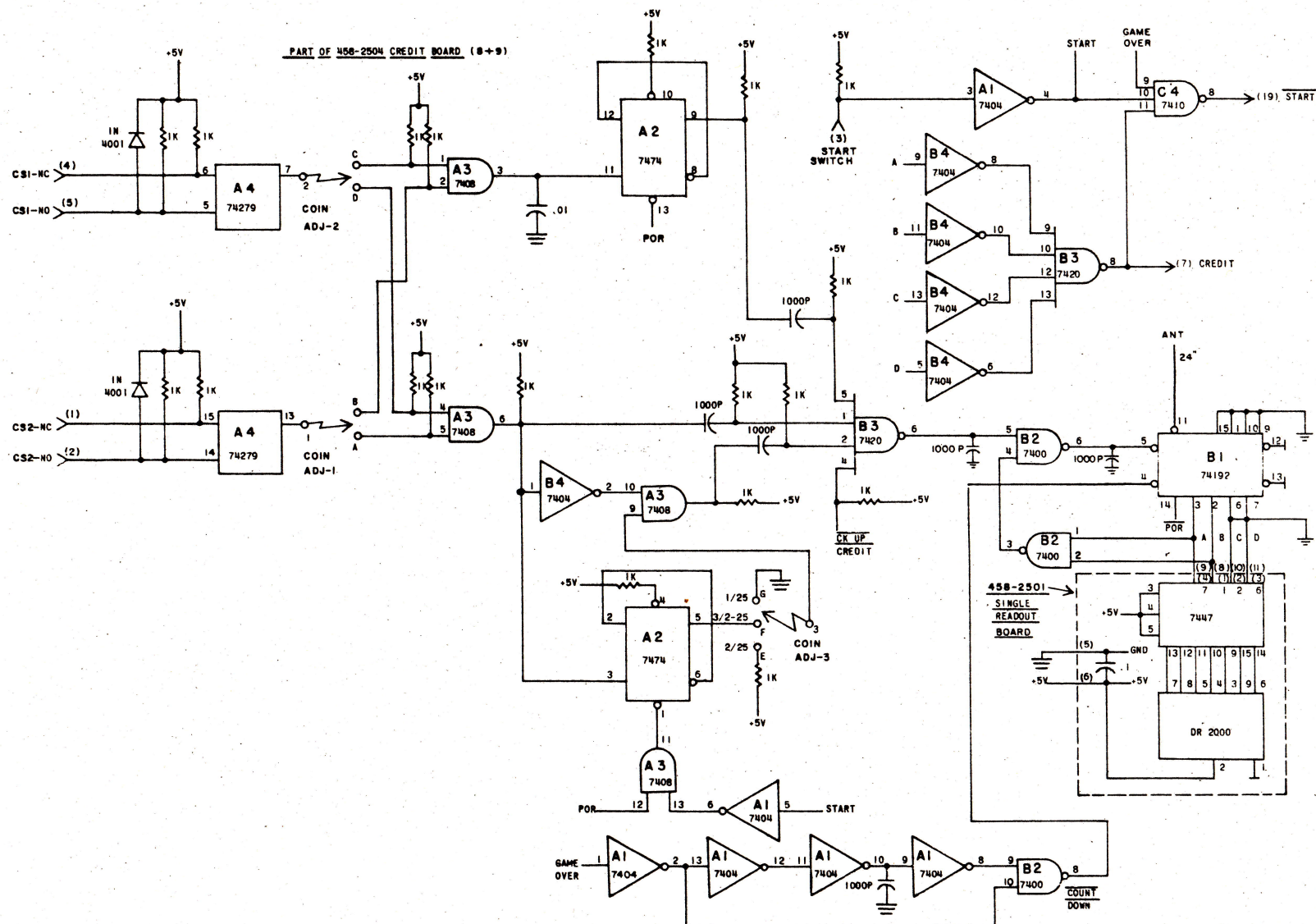
CHICAGO DYNAMIC INDUSTRIES, INC.
1725 DIVERSEY BLVD. CHICAGO

TV SUPER FLIPPER
BALL COUNT-CREDIT BOARD

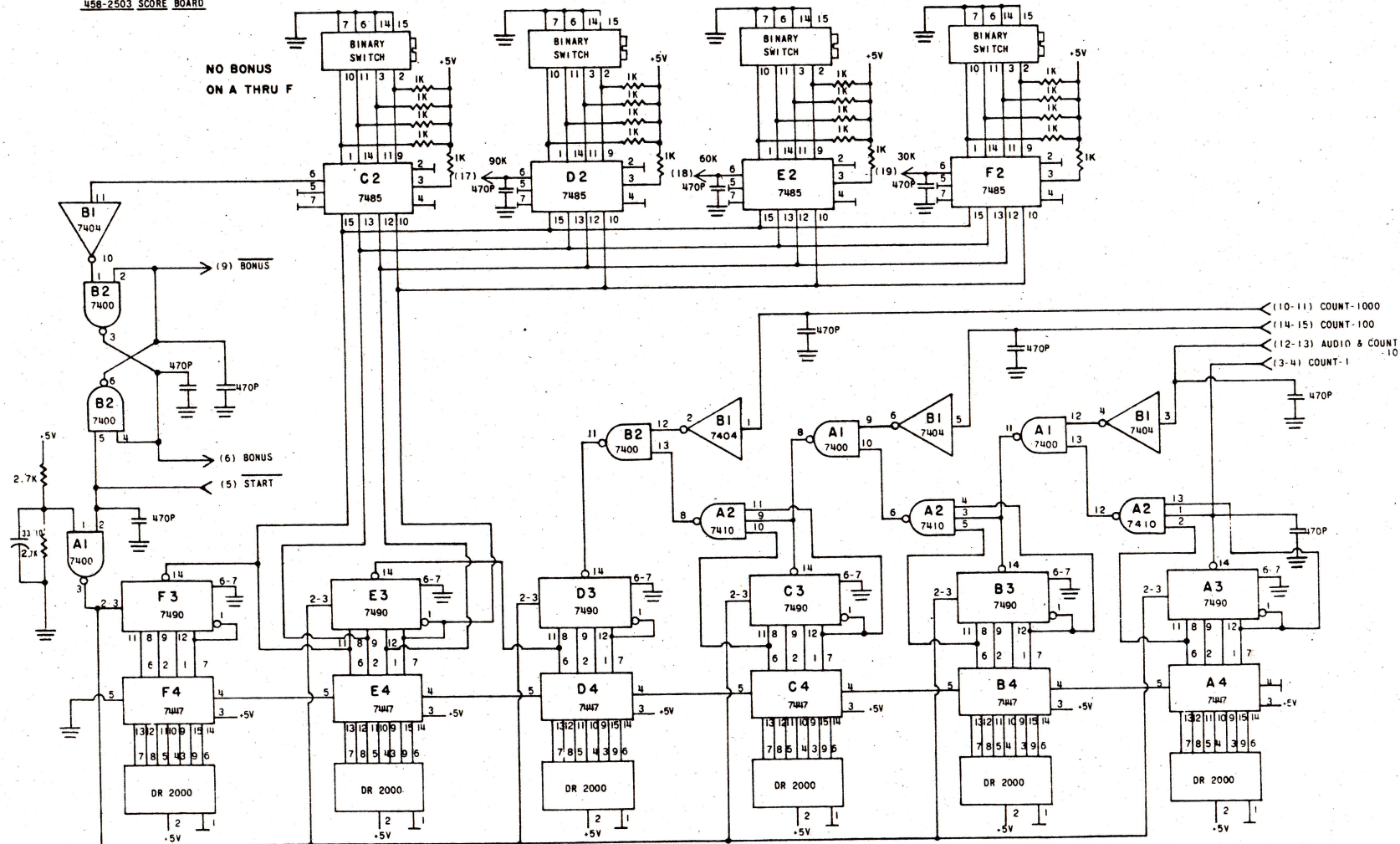
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458-2503 SCORE BOARD



CHICAGO DYNAMIC INDUSTRIES, INC.

1725 DIVERSEY BLVD.

CHICAGO

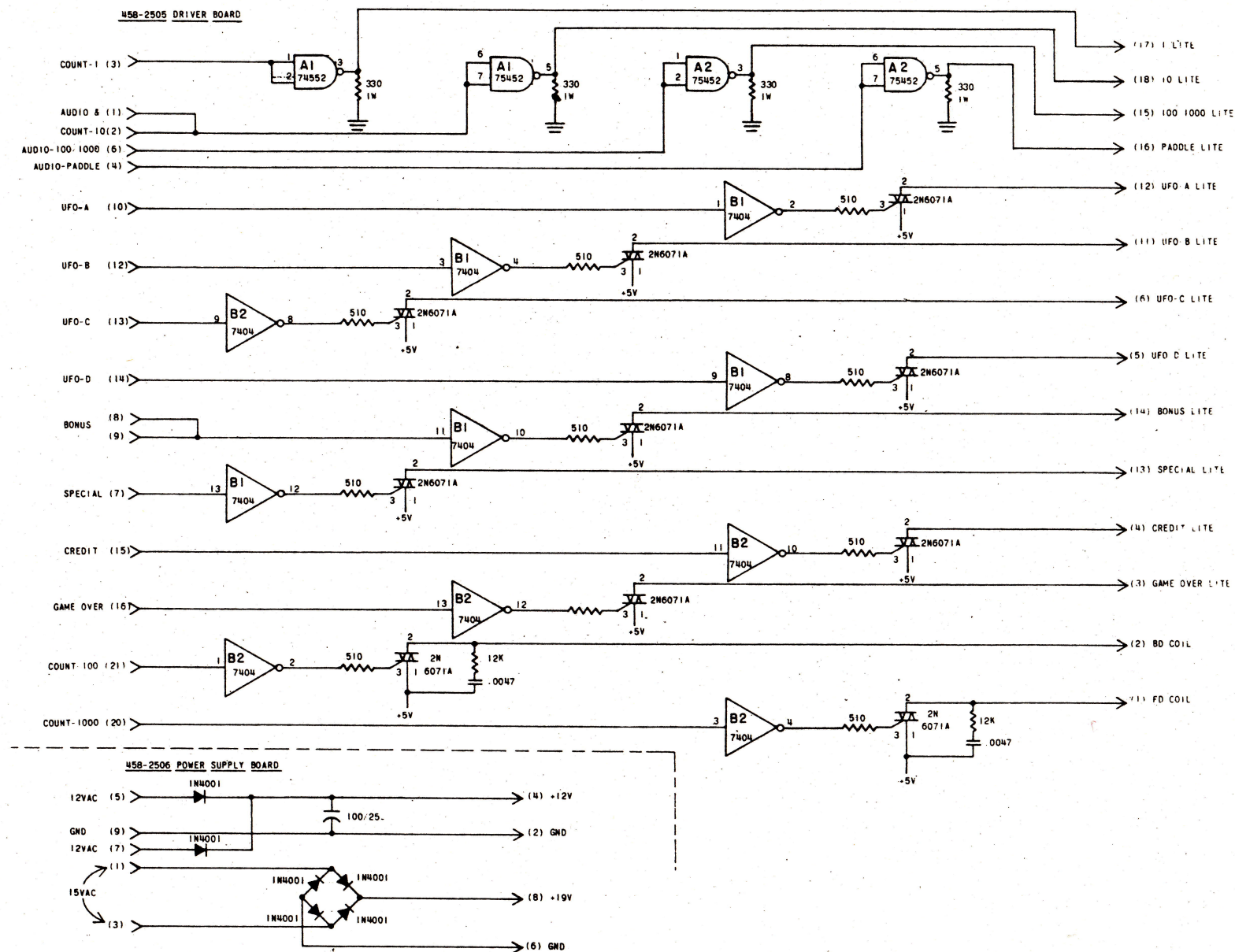
TV SUPER FLIPPER

SCORE BOARD

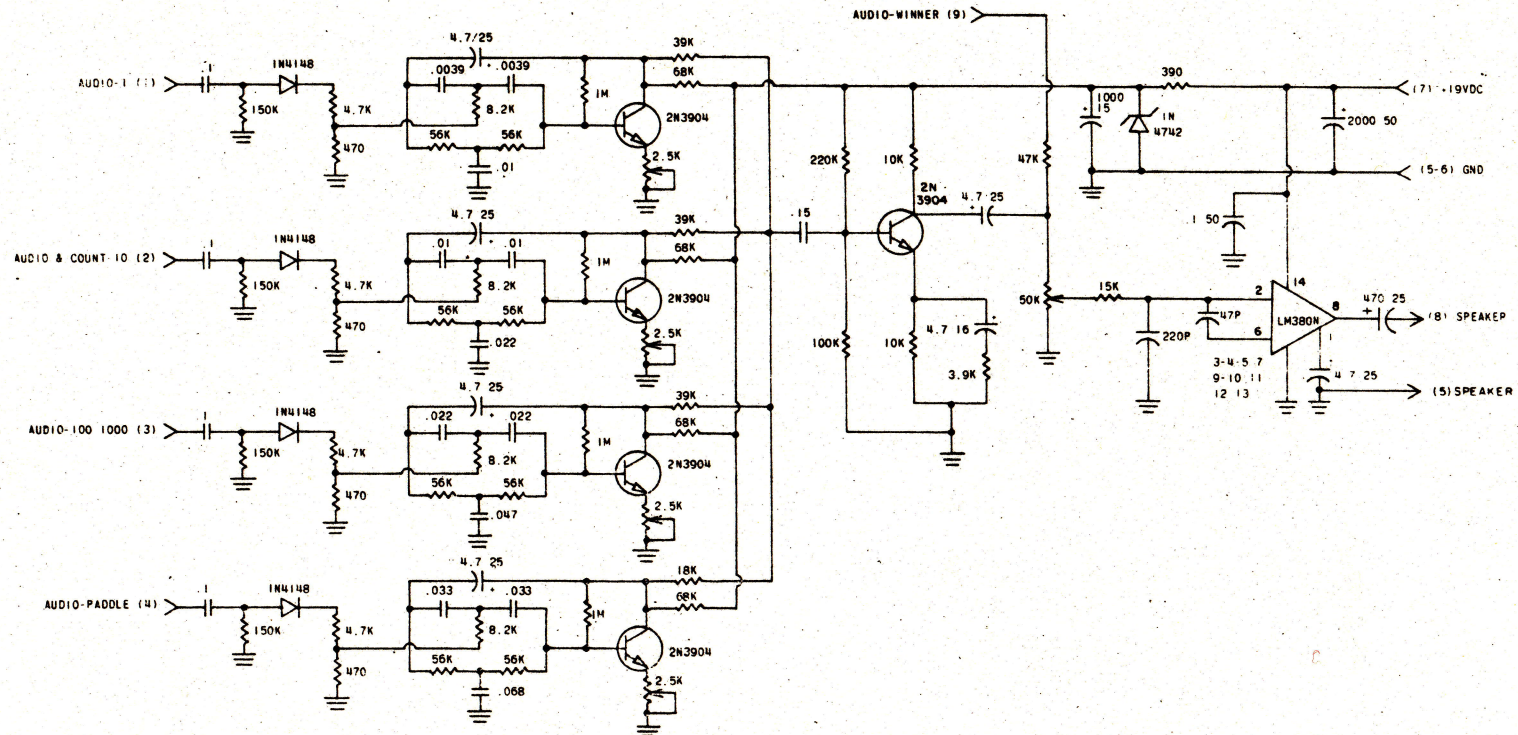
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458-2502 SOUND BOARD



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1725 DIVERSEY BLVD. CHICAGO

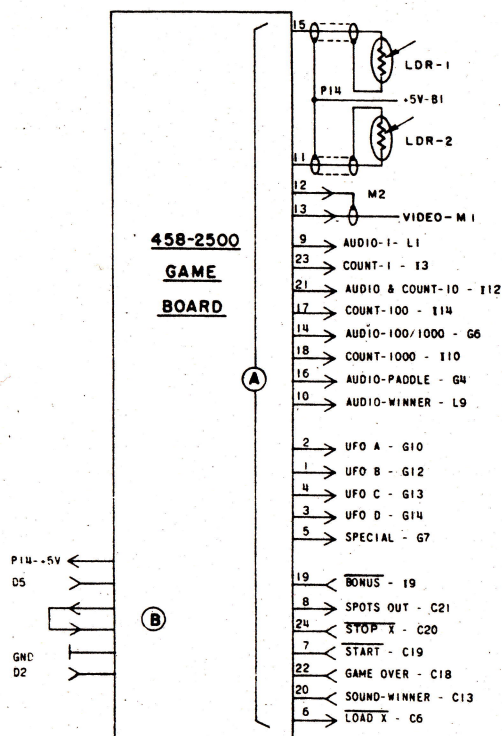
TV SUPER FLIPPER

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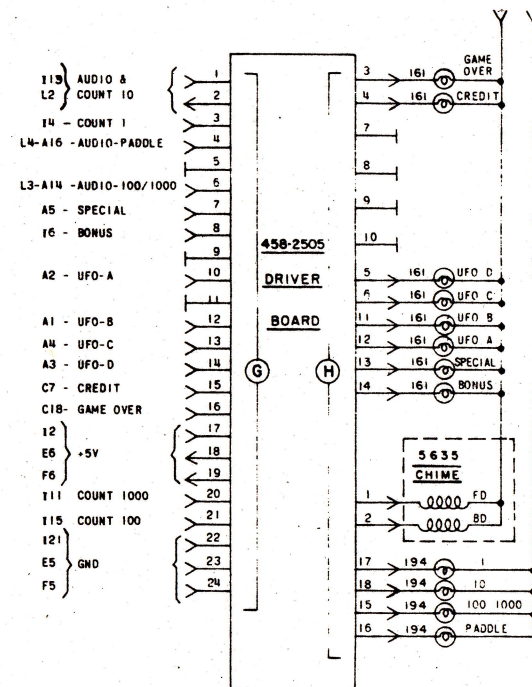
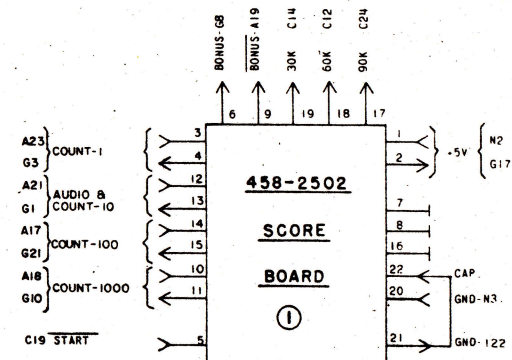
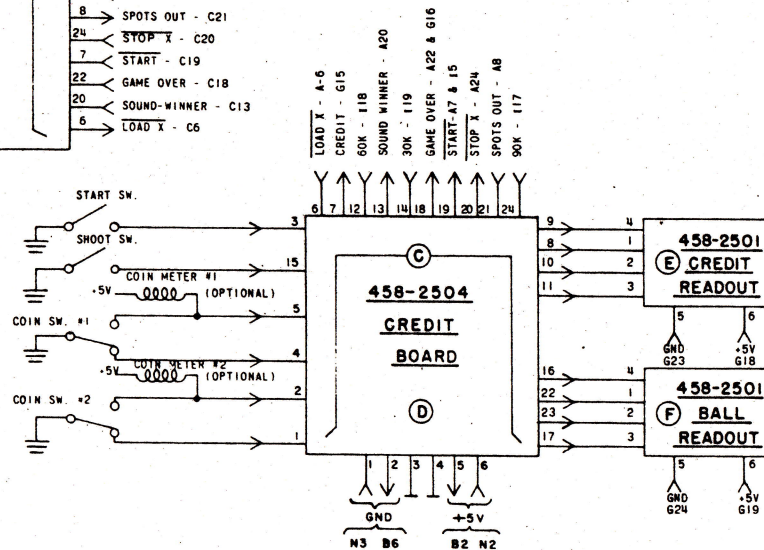
PAGE

SOUND BOARD

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PART OF CABINET WIRING (13-14)



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1725 DIVERSEY BLVD. CHICAGO

TV SUPER FLIPPER

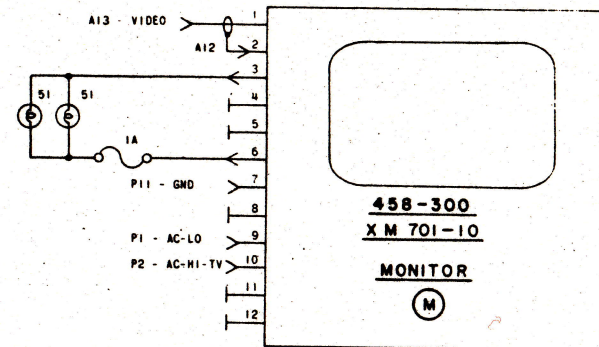
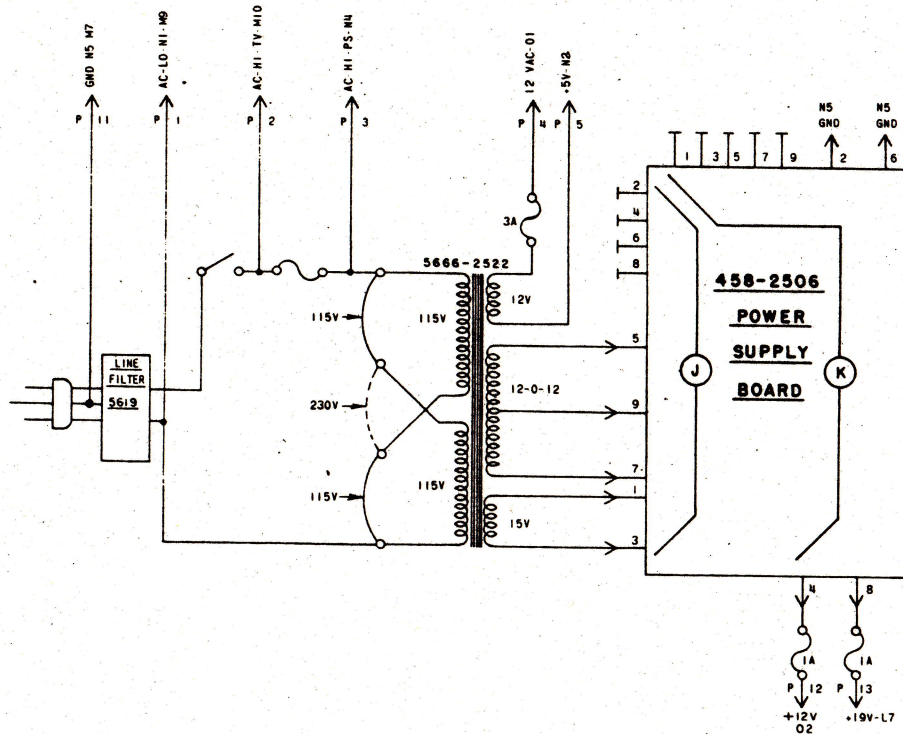
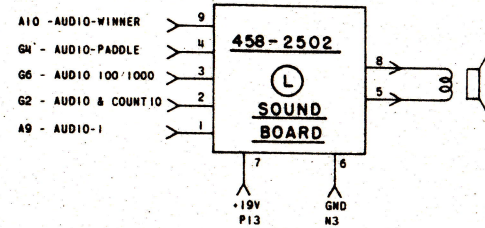
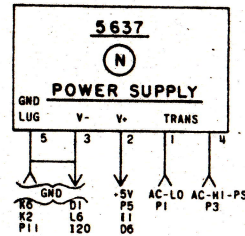
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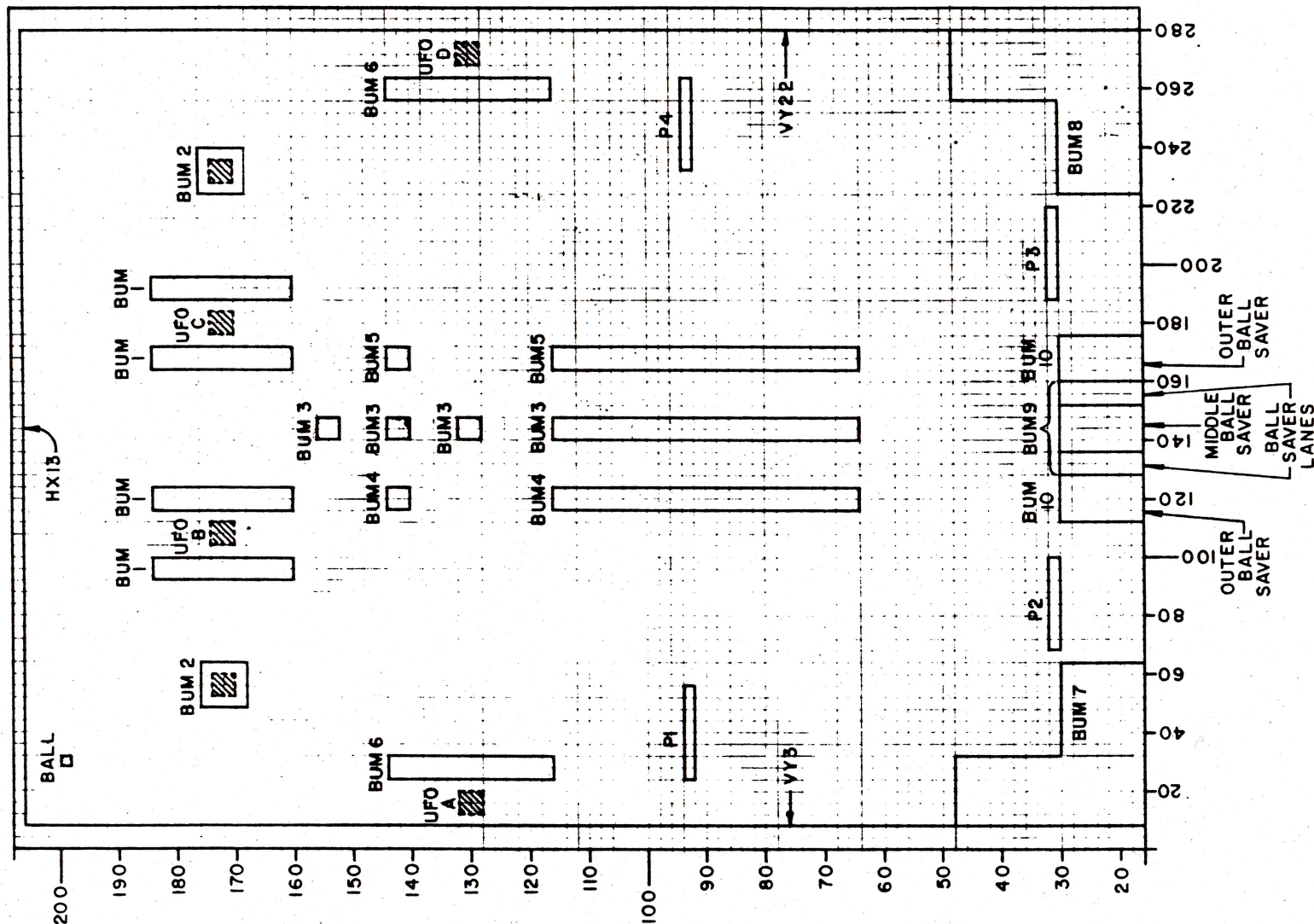
PAGE

CABINET-A

13

PART OF CABINET WIRING (13-14)





CHICAGO DYNAMIC INDUSTRIES, INC.
1725 DIVERSEY BLVD. CHICAGO

TV SUPER FLIPPER

458

SCREEN BUMPER LAYOUT

CHICAGO DYNAMIC INDUSTRIES, INC.

1725 W. DIVERSEY PARKWAY • CHICAGO, ILLINOIS 60614 • TELEPHONE: 312-935-4600

TELEX NO. 25-4657 CABLE ADDRESS: CHI. DYNAMIC

ANTI-STATIC MODIFICATION FOR SUPER FLIPPER

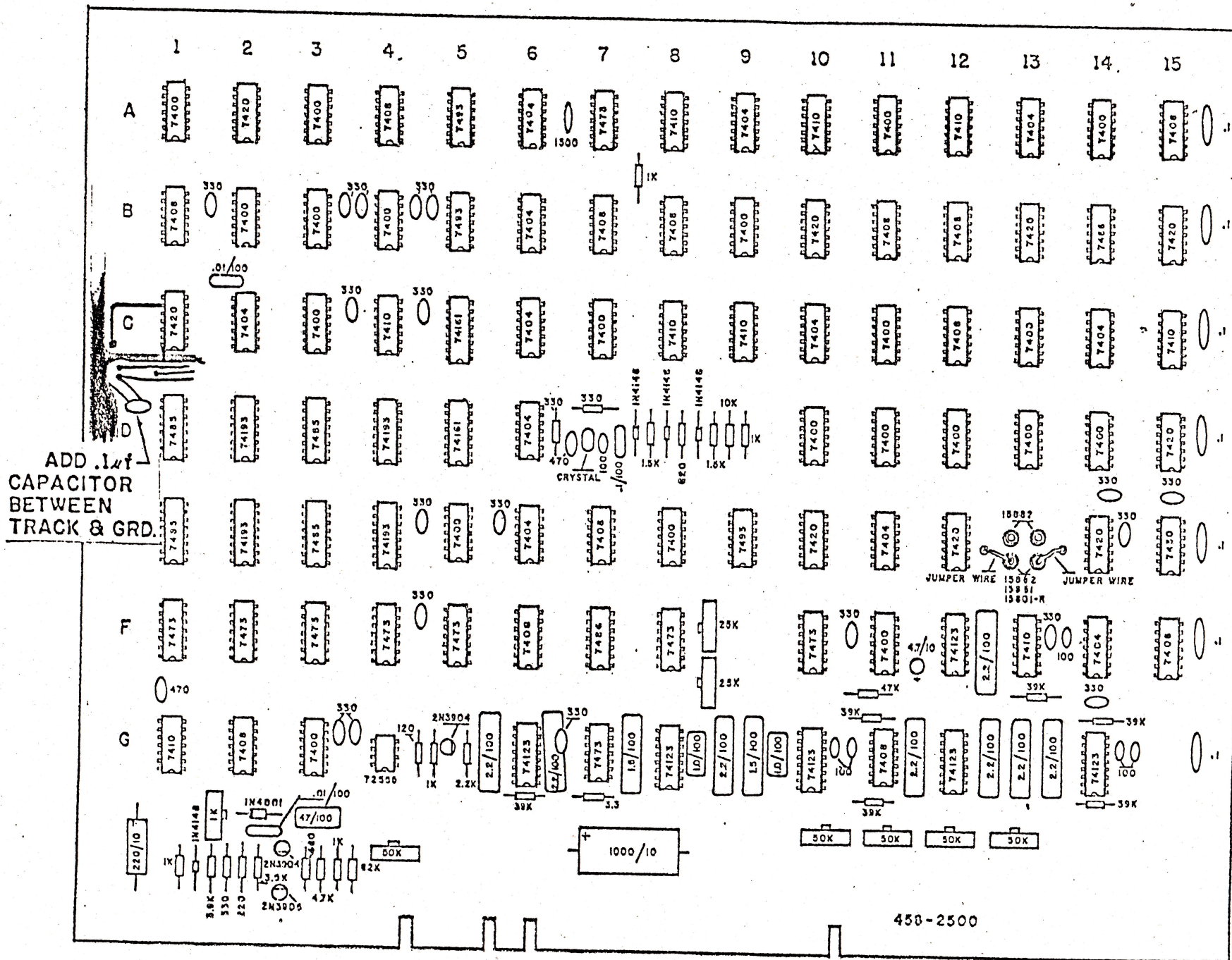
It has been noted on occasion that credits will step up when the game is in the game-over mode. This is due to the static electricity usually caused by the game being located on a carpet. The following modification should help to prevent this problem.

The complete modification involves six (6) capacitors, two (2) of which are added. The remaining four (4) are substitutes for existing capacitors.

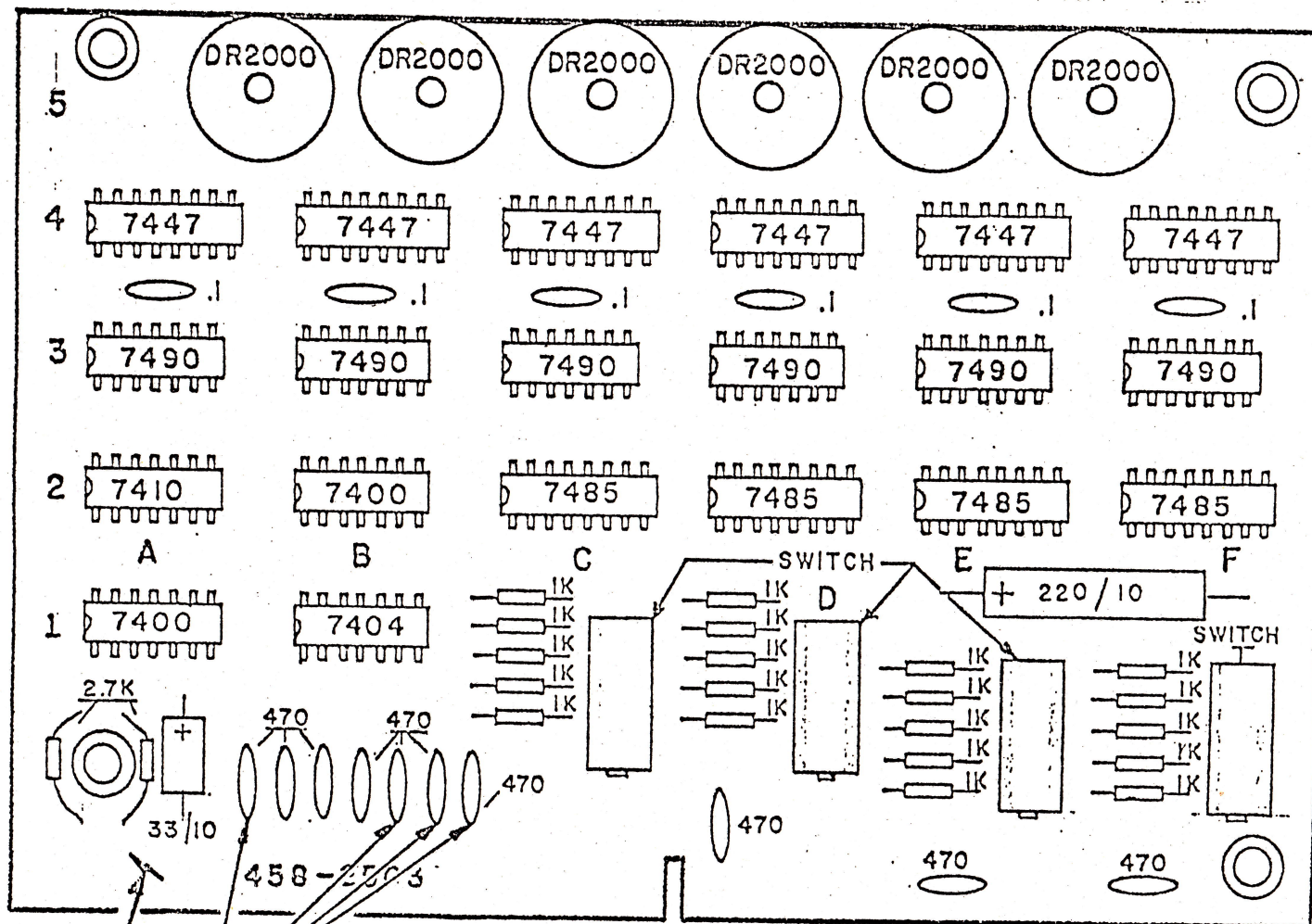
Diagrams and instructions for these changes are contained in this kit.

Wayne Koci, Engineering

ANTI-STATIC MODIFICATION FOR SUPER FLIPPER



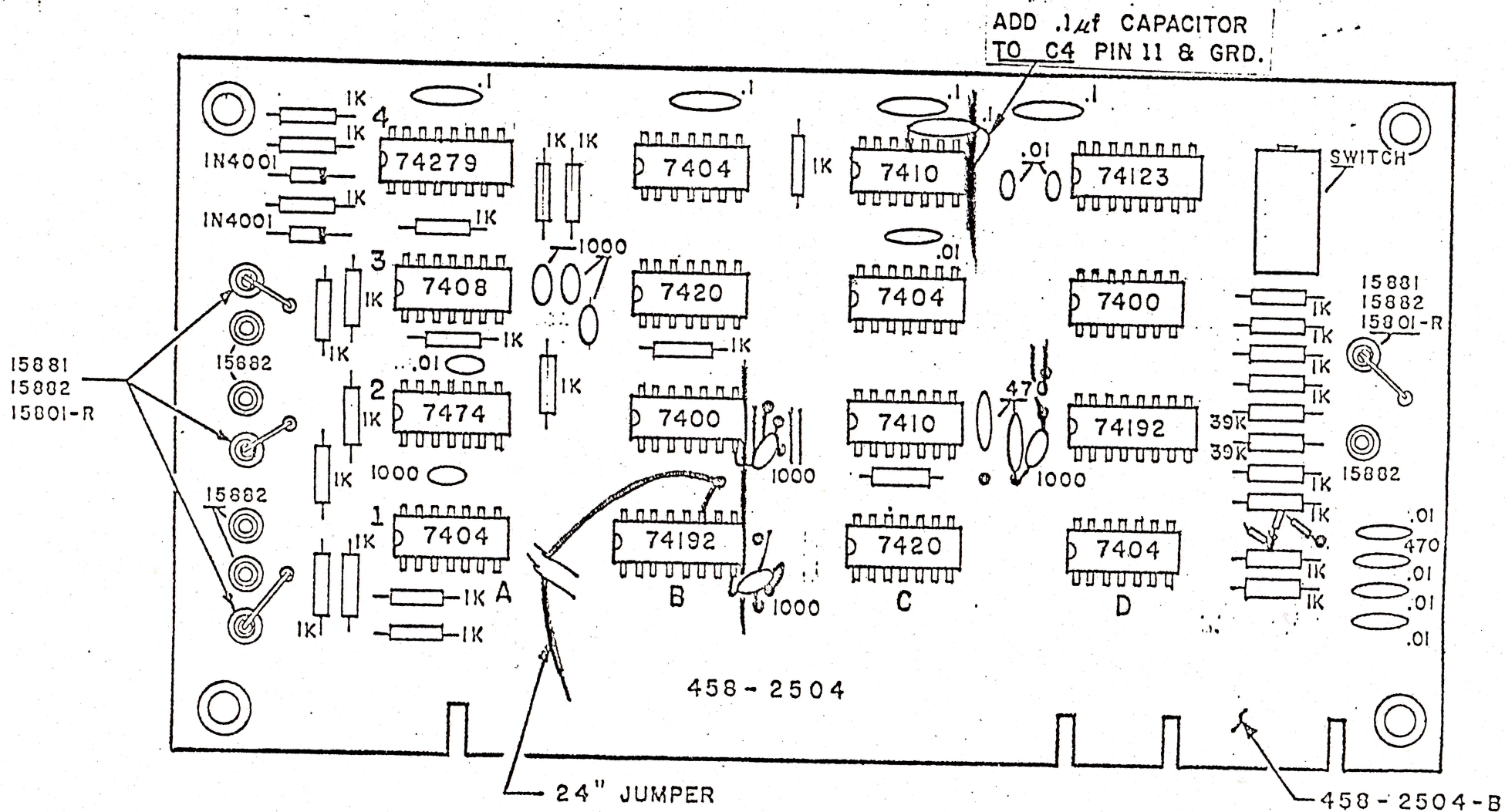
ANTI-STATIC MODIFICATION FOR SUPER FLIPPER



458-2503-B

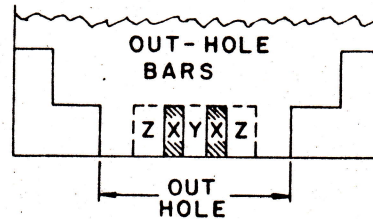
REMOVE 470P CAPACITORS &
REPLACE WITH .01uF CAPACITORS (4 PLACES),

ANTI-STATIC MODIFICATION FOR SUPER FLIPPER

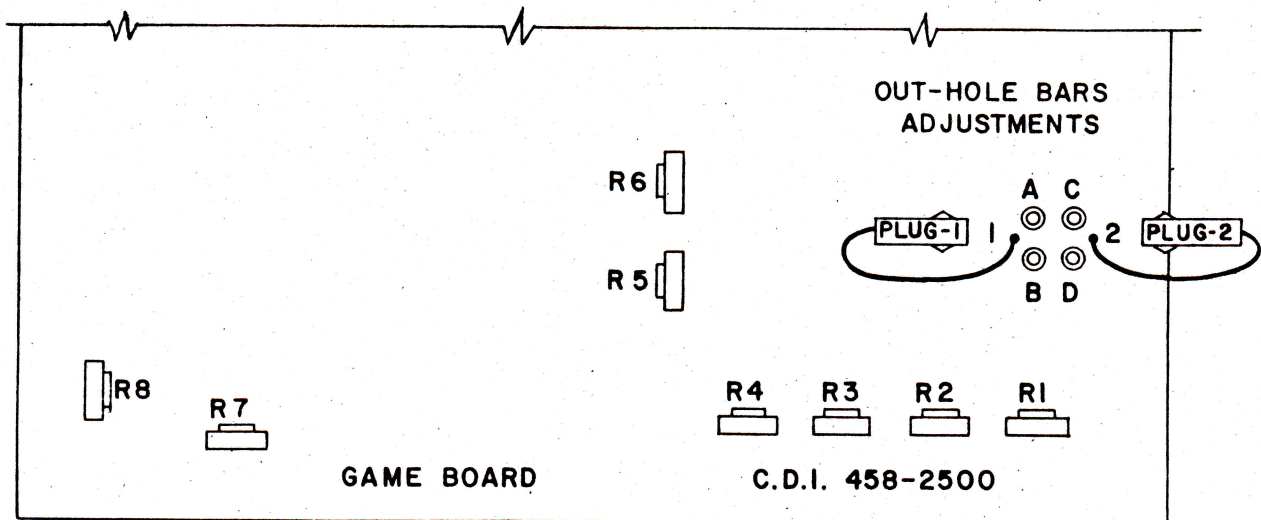


OUT-HOLE BARS ADJUSTMENT

- PLUG-1 ON A - FOR NO BARS
 PLUG-1 ON B - FOR TWO "X" BARS (NORMAL)
 PLUG-2 ON C - FOR NO "Z" BARS (SPECIAL)
 PLUG-2 ON D - FOR "Z" BARS (SPECIAL)
 "Y" BAR (BONUS)



OUT-HOLE BARS ADJUSTMENT

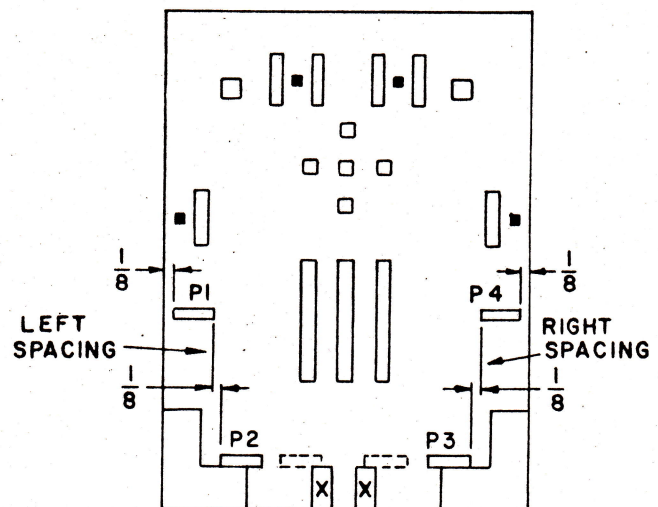


FLIPPER ADJUSTMENTS-R1-R2-R3-R4-R5-R6

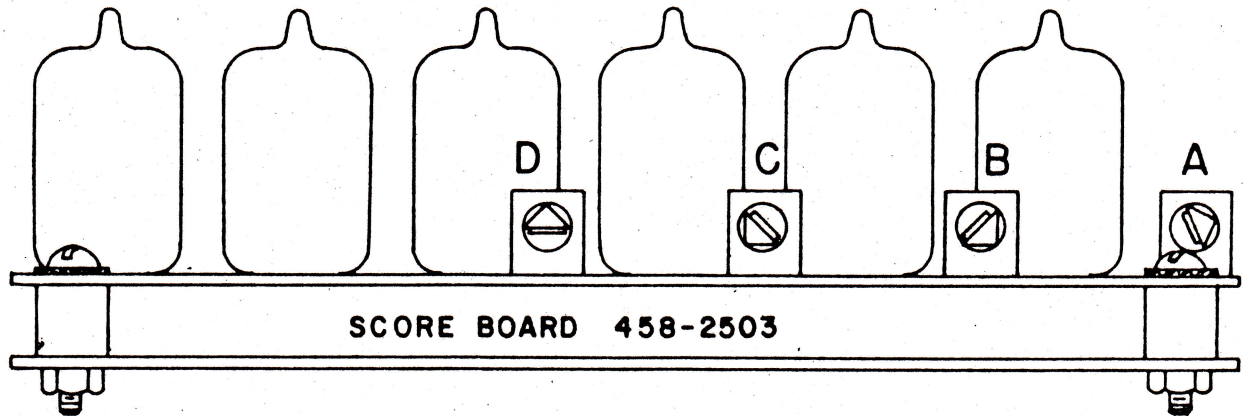
ORDER OF ADJUSTMENT

- R5. RIGHT SPACING - 1/8 INCH.
- R6. LEFT SPACING - 1/8 INCH.
- R2. FLIPPER PADDLE P1 - LEFT EDGE
1/8 IN. FROM WHITE OUTSIDE BORDER.
- R1. FLIPPER PADDLE P2 - RIGHT EDGE
ADJUST TO CENTER OF "X" BAR.
(HOLD LEFT FLIPPER BUTTON WHILE
ADJUSTING)
- R4. FLIPPER PADDLE P3 - LEFT EDGE
ADJUST TO CENTER OF "X" BAR.
(HOLD RIGHT FLIPPER BUTTON WHILE
ADJUSTING)
- R3. FLIPPER PADDLE P4 - RIGHT EDGE
1/8 IN. FROM WHITE OUTSIDE BORDER.
- R7. SET PIN 3 G4 TO 100 HZ.
GAME START BUT NOT SHOOT.
- R8. CLOCKWISE - FASTER BALL ACTION.
C/CLOCKWISE - SLOWER BALL ACTION.

PLAYFIELD



THE HI-SCORE SETTINGS BELOW
GO TO THE DIAL SWITCH ON THE CREDIT BOARD 458-2504
HI-SCORE SETTING FOR
EXTRA BALL, CREDIT AND A-B-C-D TARGET LANES



1. FOR ONLY ONE HI-SCORE

SET DIALS A, B AND C ALL AT THE SAME NUMBER.

EXAMPLE: DIAL-A-AT 3

DIAL-B-AT 3

DIAL-C-AT 3

ONE HI-SCORE
OF 30,000

2. FOR TWO HI-SCORES

SET DIAL "A" AT ONE SCORE.

SET DIALS "B" AND "C" AT SAME OTHER SCORE.

EXAMPLE: DIAL-A-AT 3 - 30,000

DIAL-B-AT 6 } 60,000
DIAL-C-AT 6 }

3. FOR THREE HI-SCORES

SET DIAL-A-AT ONE SCORE.

SET DIAL-B-AT A SECOND SCORE.

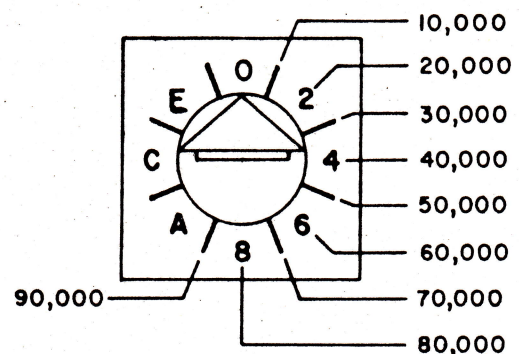
SET DIAL-C-AT A THIRD SCORE.

EXAMPLE: DIAL-A-AT 3 - 30,000

DIAL-B-AT 6 - 60,000

DIAL-C-AT 9 - 90,000

NOTE: WHEN MAKING MORE THAN ONE SETTING,
THEY MUST BE AT LEAST 20,000 APART.



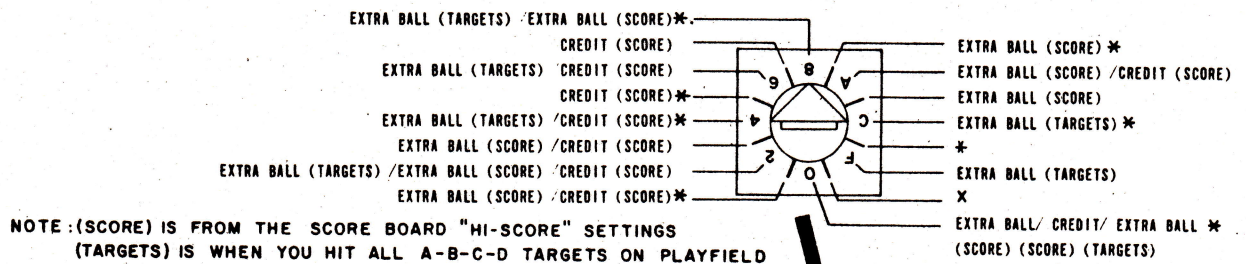
HI-SCORE SETTING SWITCHES

(A-B-C-D)

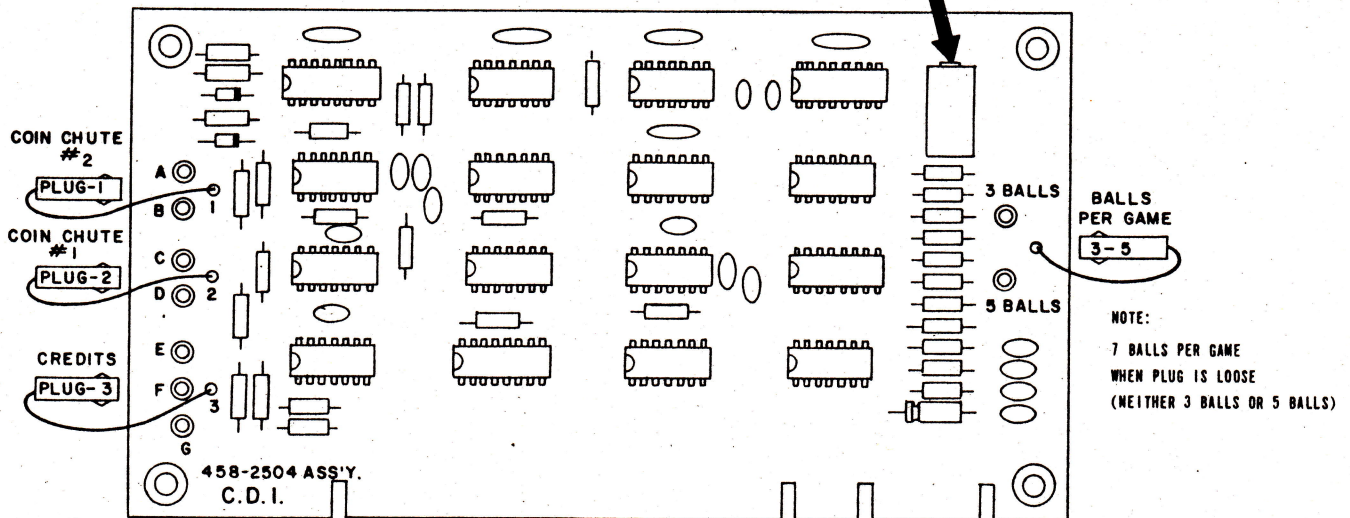
D-BONUS ADJUSTMENT

1. SET DIAL-D AT THE SCORE
YOU WANT THE BONUS TO
OCCUR.

2. SET DIAL-D ON LETTER "F"
AND BONUS WILL NOT OCCUR.

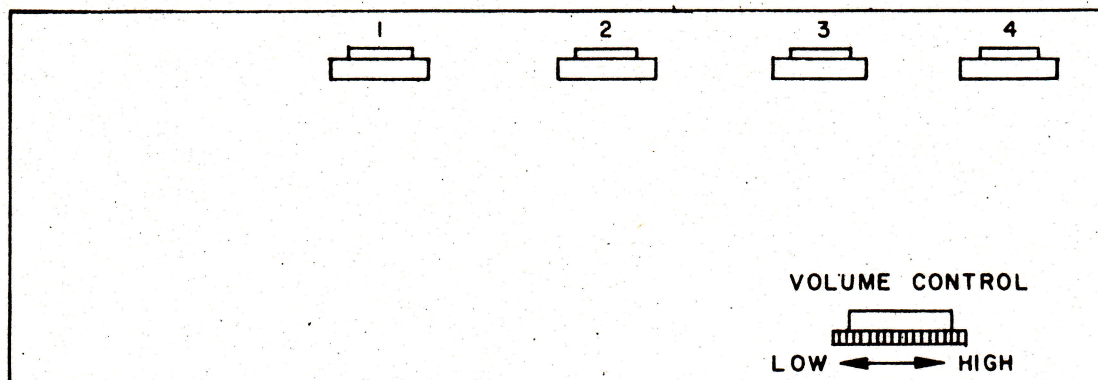


*-WITH SOUND



- PLUG-1 ON A - GIVES CREDIT FOR COIN CHUTE #2
AS INDICATED AT E, F OR G (BELOW).
- PLUG-1 ON B - GIVES 1 CREDIT FOR TWO COINS.
(COIN CHUTE #2)
- PLUG-2 ON C - GIVES 1 CREDIT FOR TWO COINS.
(COIN CHUTE #1)
- PLUG-2 ON D - GIVES CREDIT FOR COIN CHUTE #1
AS INDICATED AT E, F OR G (BELOW).
- PLUG-3 ON E - GIVES 2 CREDITS PER COIN.
- PLUG-3 ON F - GIVES 3 CREDITS FOR TWO COINS.
- PLUG-3 ON G - GIVES 1 CREDIT PER COIN.

OSCILLATION (SOUND) ADJUSTMENT



SOUND BOARD 458-2502

THESE ADJUSTMENTS ARE PRE-SET AT THE FACTORY AND SHOULD NOT REQUIRE ANY FURTHER ADJUSTMENTS.

SHOULD ADJUSTMENT BECOME NECESSARY, USE THE FOLLOWING PROCEDURE:

1. TURN VOLUME UP TO HIGH.
2. TURN POT-1 CLOCKWISE UNTIL YOU HEAR OSCILLATION (SOUND), THEN BACK-OFF UNTIL SOUND STOPS.
3. ALSO ADJUST POTS-2-3-4 IN THE SAME MANNER AS POT-1.
4. NOW SET VOLUME CONTROL AT DESIRED LEVEL WHILE GAME IS BEING PLAYED.