

ADJUSTMENTS

VICTORY SPECIAL

ADJUSTMENT OF SELECTIONS AND ODDS

Adjustment of Selections and Odds are by means of 16-socket plug on bottom shelf of back-cabinet and 4-socket plug on bottom shelf.

The 16-socket plug consists of two rows of 8 sockets each. The left-hand row of 8 sockets adjusts Selections; the right-hand row adjusts Odds.

SELECTIONS ADJUSTMENTS (Left-Hand Row)

When RED-wire plug or BLUE-wire plug is plugged into top socket of left-hand row of 8-sockets, Selection 1 is eliminated, as further explained under heading "SECONDARY PLUG" below. Difference between RED-wire plug and BLUE-wire plug is also explained under heading "SECONDARY PLUG."

Selection 2 is eliminated by plugging RED-wire plug or BLUE-wire plug into socket second from top of left-hand row. Selection 3 is eliminated by plugging into socket third from top. Thus each socket eliminates a selection in rotation, down to socket seventh from top, which eliminates Selection 7. (Socket eighth from top is neutral.)

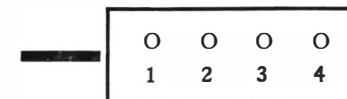
ODDS ADJUSTMENTS (Right-Hand Row)

When GREEN-wire plug or YELLOW-wire plug is plugged into top socket of right-hand row of 8-sockets, 40 Odds will not appear when Selection 1 appears, as further explained under heading "SECONDARY PLUG" below. Difference between GREEN-wire plug and YELLOW-wire plug is also explained under heading "SECONDARY PLUG."

40 Odds will not light when Selection 2 lights, when GREEN-wire plug or YELLOW-wire plug is plugged into socket second from top of right-hand row. 40 Odds will not appear when Selection 3 lights, when plugs are plugged into socket third from top. Thus each socket controls 40 Odds in relation to a Selection, down to socket seventh from top, which controls 40 Odds when Selection 7 lights. (When GREEN-wire or YELLOW-wire plug is plugged into socket eighth from top, 40 Odds will not light, regardless of Selections which light.)

SECONDARY PLUG

Secondary Plug is the 4-socket plug on the bottom shelf of back cabinet, the purpose of which is to determine the coin or coins on which the Selections and Odds adjustments are effective, as indicated below.



Above diagram illustrates Secondary Plug. Heavy line extending to left indicates the metal projection extending to left of the actual plug. Sockets are not actually numbered on the plug, numbers on above diagram merely referring to table on next page.

SELECTIONS ADJUSTMENTS

SOCKET NUMBER PLUGGED INTO ON SECONDARY PLUG	WIRE COLOR PLUGGED INTO SELECTION PLUG	COIN OR COINS ON WHICH ADJUSTMENT IS EFFECTIVE
1	Red	First
1	Blue	Second, Third, Fourth
2	Red	First, Second
2	Blue	Third, Fourth
3	Red	First, Second, Third
3	Blue	Fourth
4	Red	All
4	Blue	NO ADJUSTMENT

ODDS ADJUSTMENTS

SOCKET NUMBER PLUGGED INTO ON SECONDARY PLUG	WIRE COLOR PLUGGED INTO SELECTION PLUG	COIN OR COINS ON WHICH ADJUSTMENT IS EFFECTIVE
1	Yellow	First
1	Green	Second, Third, Fourth
2	Yellow	First, Second
2	Green	Third, Fourth
3	Yellow	First, Second, Third
3	Green	Fourth
4	Yellow	All
4	Green	NO ADJUSTMENT

FEATURE LIGHT ADJUSTMENT

Frequency of "FEATURE" light is adjusted by means of 4-point female plug and 3-point male plug on bottom shelf of back-cabinet.

LIBERAL: Male plug completely plugged into female plug.

LESS LIBERAL: Male plug moved down one position from top of male plug—so that top point of male plug is plugged into socket second from top and bottom point of male plug is not plugged into socket.

CONSERVATIVE: Male plug moved down two positions from top of female plug (two lowest points are not plugged into sockets).

DAILY DOUBLE ADJUSTMENT

Frequency of various Daily Double combinations is reduced by means of 12-socket female plug on shelf No. 2 of back-cabinet (second from top), and three sets of 4-point male plugs.

When top set of 4-point plugs is pulled out of sockets, frequency of 4-7 combination is reduced.

When middle set of 4-point plugs is pulled out of sockets, frequency of 2-6 combination is reduced.

Removal of top and middle set is generally the most effective adjustment.

When bottom set of 4-point plugs is pulled out of sockets, frequency of 1-5 combination is reduced.

"L" AND "R" LIGHTS ADJUSTMENT

Frequency of "L" and "R" lighting on back-glass is adjusted by means of 10-socket female plug and 10-point male plug on bottom shelf of back-cabinet.

LIBERAL: Female plug completely plugged into male plug.

LESS LIBERAL: Female plug moved down one position from top of female plug—so that top pair of points of male plug are plugged into the pair of sockets second from top and bottom pair of points of male plug are not plugged into sockets.

CONSERVATIVE: Male plug moved down two positions from top of female plug (two lowest pairs of points are not plugged into sockets).

MORE CONSERVATIVE: Male plug moved down three positions from top of female plug (three lowest pairs of points are not plugged into sockets).

ASSEMBLY INSTRUCTIONS

VICTORY DERBY AND VICTORY SPECIAL

First set up Back Cabinet. Then remove 4 Screws and Bracket in Back Cabinet which are tagged for removal before operation of game.

Bring Front Cabinet to Back Cabinet, resting Front Cabinet on cleat on front face of Back Cabinet.

Unlatch and swing out Bottom Shelf in Back Cabinet; and fasten two Cabinets together by means of 4 Bolts (in coin-box), using large Washers (in coin-box). Bring 5 Plugs through left-hand opening between cabinets and plug into proper sockets on left-hand side of Back Cabinet (even with Bottom Shelf). Plugs are tagged for identification.

Drop A.C. Cord down through bottom of Back Cabinet and plug into outlet, A.C., 115 volts, 60 cycles.

TO RAISE TOP GLASS

Reach through Front Door and remove 2 Wing-Nuts holding 2 Bolts. Remove the 2 Bolts and Top Glass Frame may be lifted from front, swinging on hinges at back of Front Cabinet.

TO REPLACE LAMPS

Unlatch and swing out Shelf on which lamp is to be replaced.

Form INS-2.

5-BALL PLAY (VICTORY SPECIAL)

CONVERSION PLUGS

Conversion plugs are located on bottom shelf of top panel — (a) 24-point male plug and 24-point female plug located on upper side of bottom shelf; (b) 2-point male plug and 4-point female plug located on under side of bottom shelf.

For 5-ball play, all 24 points of male plug must mate with all 24 points of female plug, and the 2 points of the 2-point male plug must be plugged into the pair of female sockets FARTHEST from index pin of 4-point female plug.

For 1-ball play, the 24-point male plug must be moved back one pair of female sockets from the index pin — so that no male points are plugged into the pair of female sockets closest to index pin and the 2 points of the 2-point male plug must be plugged into the pair of female sockets CLOSEST to index pin of 4-point female plug.

SKILL LANE

For 5-ball play, remove rubber bumper guarding entrance to Skill Lane and replace with gate furnished with machine. Holes for fastening gate are drilled in arch directly above Skill Lane.

DASH PUMP

Dash pump is located on under side of play-panel at extreme rear of panel. For 5-ball play, tighten adjustment screw on dash pump — to slow up return of shutter in order to allow time for 4 balls to drop.

SCORE CARDS

For 5-ball play, use Form FP-5-107 on lower right-hand arch; and on lower left-hand arch use Form FP-5-108 (if build-up Feature is used) or Form FP-5-109 (if 40-replay Feature is used).

EXTRA BALLS

Place total of 5 balls in machine.

Form IN-16

REGULAR REPLAYS

Ball in pocket corresponding to a lighted selection receives Win, Place, Show or Purse replays indicated.

REPLAYS MULTIPLIED BY NUMBER OF COINS PLAYED (UP TO 4)

DAILY DOUBLE FEATURE

At intervals two Daily Double Selections light on back-glass. Ball placed in FIRST RACE Daily Double Selection, SHOW OR PURSE SECTION, holds SECOND RACE Daily Double Selection for next game, when ball placed in SECOND RACE Daily Double Selection, SHOW OR PURSE SECTION, receives 20 replays, multiplied by number of coins played.

In addition, if Daily Double Selections scored are also lit in number section of back-glass, both regular and Daily Double Replays are scored.

SPELL-NAME FEATURE

Ball placed in LEFT or RIGHT Pennant Pocket at bottom of playfield, when corresponding Pennant is lit, lights next letter in name of game and scores 4 Replays (multiplied by number of coins played). When name is completely lit, 40 Replays are scored (multiplied by number of coins played).

SPECIAL FEATURE

Ball in Feature Pocket, when "Feature" is lit receives points indicated. Each point represents 20 Replays.

FP—1—104

REGULAR REPLAYS

Ball in pocket corresponding to a lighted selection receives Win, Place, Show or Purse replays indicated.

REPLAYS MULTIPLIED BY NUMBER OF COINS PLAYED (UP TO 4)

DAILY DOUBLE FEATURE

At intervals two Daily Double Selections light on back-glass. Ball placed in FIRST RACE Daily Double Selection, SHOW OR PURSE SECTION, holds SECOND RACE Daily Double Selection for next game, when ball placed in SECOND RACE Daily Double Selection, SHOW OR PURSE SECTION, receives 20 replays, multiplied by number of coins played.

In addition, if Daily Double Selections scored are also lit in number section of back-glass, both regular and Daily Double Replays are scored.

SPELL-NAME FEATURE

Ball placed in LEFT or RIGHT Pennant Pocket at bottom of playfield, when corresponding Pennant is lit, lights next letter in name of game and scores 4 Replays (multiplied by number of coins played). When name is completely lit, 40 Replays are scored (multiplied by number of coins played).

SPECIAL FEATURE

Ball in Feature Pocket, when "Feature" is lit receives 40 Replays (multiplied by number of coins played).

FP—1—105

**TO PLAY REPLAYS
PUSH GREEN BUTTON
BEFORE PUSHING SHUFFLE KNOB**

FP—106

5 BALLS-5 CENTS

FIRST, drop coin in chute. RED LIGHT at right indicates coin is accepted.

SECOND, push Shuffle-Knob next to Ball Shooter—to register Odds and Selections.

THIRD, additional coins may be deposited to change Odds and Selections and multiply replays.

PUSH SHUFFLE-KNOB AFTER EACH COIN DEPOSITED.

Push Knob under Ball-Shooter to raise ball.

Replays multiplied by number of coins deposited, up to 4.

FP—5—107

FIRST, drop coin in chute. RED LIGHT at right indicates coin is accepted.

SECOND, push Shuffle-Knob next to Ball Shooter—to register Odds and Selections.

THIRD, push knob under Ball Shooter to raise ball.

AFTER BALL IS RAISED, additional coin may be deposited, *before ball is shot*, to change Odds and Selections and multiply replays.

PUSH SHUFFLE-KNOB AFTER EACH COIN DEPOSITED.

Replays multiplied by number of coins deposited, up to 4.

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RESET AND METER INSTRUCTIONS (VICTORY SPECIAL)

Replays scored by player register on back-glass. Player may play replays by pressing green button next to coin-chute, or merchant may redeem replays.

REPLAY RESET BUTTON

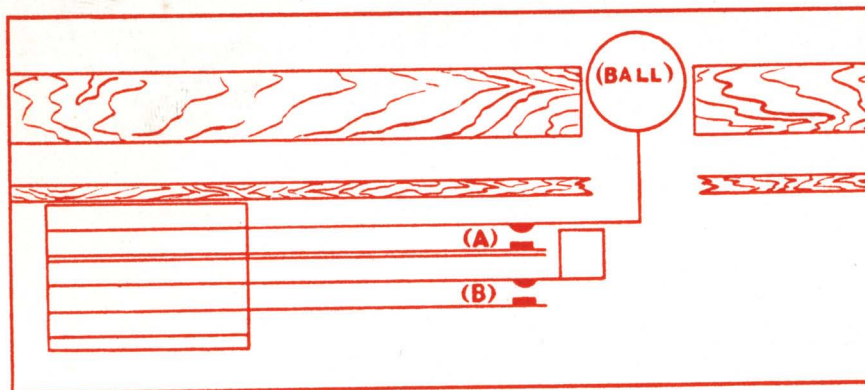
Replay reset button is located under horizontal section of front cabinet (right-hand side) slightly back of the upright section of front cabinet. Replay reset button is button closest to back of cabinet (button closest to front of cabinet is Feature reset button — see Feature Instructions Form IN-12).

When merchant redeems replays, merchant should reset replay score projector to zero by pushing reset button.

REPLAY METER

Replay meter is LOWER meter on front door. Collector should keep a record of meter readings and meter should be checked to determine amount merchant should receive as reimbursement for replays redeemed. Simply subtract reading of previous collection from reading of present collection to determine number of replays redeemed since previous collection.

Form IN-11



IMPORTANT!

Switches under the 14 holes in Purse and Show section should always be adjusted so that the upper contact—(A) in above diagram—makes BEFORE the lower contact—(B) in above diagram; or the two contacts should make at the same moment. Lower contact must NEVER make before upper contact—to do so may result in a short payout on a combination Daily Double and regular award.

Form IN-9

FIRST FOUR BALLS MUST BE PLACED IN SKILL LANE

Ball in pocket corresponding to a lighted selection receives Win, Place, Show or Purse replays indicated.

REPLAYS MULTIPLIED BY NUMBER OF COINS PLAYED (UP TO 4)

DAILY DOUBLE FEATURE

At intervals two Daily Double Selections light on back-glass. Ball placed in FIRST RACE Daily Double Selection, SHOW OR PURSE SECTION, holds SECOND RACE Daily Double Selection for next game, when ball placed in SECOND RACE Daily Double Selection, SHOW OR PURSE SECTION, receives 20 replays, multiplied by number of coins played.

In addition, if Daily Double Selections scored are also lit in number section of back-glass, both regular and Daily Double Replays are scored.

SPELL-NAME FEATURE

Ball placed in LEFT or RIGHT Pennant Pocket at bottom of playfield, when corresponding Pennant is lit, lights next letter in name of game and scores 4 Replays (multiplied by number of coins played). When name is completely lit, 40 Replays are scored (multiplied by number of coins played).

SPECIAL FEATURE

Ball in Feature Pocket, when "Feature" is lit receives 40 Replays (multiplied by number of coins played).

FP-5-109

IMPORTANT!

Insert enclosed lamp in socket directly under red bull's-eye on front right arch.

Spare lamp is also enclosed.

To re-order lamp, specify
LAMP E-173

Form E-1

CAUTION

Merchant should be cautioned to BE SURE that Replay Score Projector actually starts to reset to zero when button is pushed.

Reset mechanism will not operate when red bull's-eye on front arch is lit. Therefore, reset button should not be pushed when red bull's-eye is lit.

If bull's-eye is lit, player must push shuffle knob and play game. Then, before green button next to coin-chute is pushed again, reset button may be pushed.

FORM IN-38

SHUTTER CONNECTION

Plug these two male plugs into female plugs second and third from top.

Be sure to match 14-point male to 14-point female and 16-point male to 16-point female.

FORM IN-14

FEATURE INSTRUCTIONS (VICTORY SPECIAL)

Also See Adjustment Instructions - Form A-6

Feature may be operated on a build-up basis or as flat 40 replays (multiplied by number of coins played).

CHANGE-OVER PLUG

Change from build-up to 40 replay Feature is by means of 4-point female and 2-point male plug on bottom shelf of back cabinet. If male plug is plugged into upper set of female plugs (closest to index pin), Feature is 40 replays (multiplied by number of coins played). If male plug is plugged into lower set of female plugs, Feature is build-up.

SCORE CARDS

When operating Feature as build-up, use FORM FP-1-104 (1 ball) or FORM FP-5-108 (5 balls) on lower left-hand arch. When operating with 40 replay Feature, use FORM FP-1-105 (1 ball) or FORM FP-5-109 (5 balls).

FEATURE RESET BUTTON

Feature reset button is located under horizontal section of front cabinet (right hand side) slightly back of the upright section of front cabinet. Feature reset button is button closest to front of cabinet (button closest to back of cabinet is Replay reset button—see Replay and Meter Instructions Form IN-11).

When game is operated with build-up Feature, merchant supplies coins to play Feature replays scored (20 replays for each Feature point indicated). Merchant should then reset Feature score to zero by pushing Feature reset button CLOSEST TO FRONT OF CABINET.

Form IN-39

(Over)

FEATURE METER

Feature meter is the UPPER meter on the front door. Meter registers each step up of Feature build-up projector, which steps up 1 point for each 400 coins played. Meter should be checked to determine amount merchant is entitled to as reimbursement for Feature awards paid. Collector should keep a record of meter-readings. Typical cases are stated below:

First Collection

126 meter reading
105 meter reading, when game placed on location

21
6 points indicated on Feature score projector
15 points (\$15.00) paid by merchant

Second Collection

153 meter reading
126 meter reading, FIRST COLLECTION

27
33 points indicated on Feature score projector

NO FEATURE AWARD SINCE PREVIOUS COLLECTION

Third Collection

175 meter reading
126 meter reading, FIRST COLLECTION*

49
14 points indicated on Feature score projector
35 points (\$35.00) paid by merchant

*Reference is to FIRST COLLECTION, rather than to SECOND COLLECTION, because no Feature award occurred between first and second collection.

(Over)