

PLAYTIME

The Three Top Hat score units are located at the center bottom of the score glass and are operated by hitting scoring targets on the playfield.

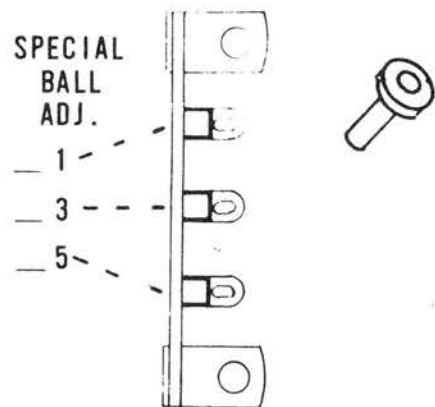
The Left Top Hat score unit is operated with the 100 score circuits. The Center Top Hat score unit is operated with the 10 point circuits and the Right unit by the "one" point scores circuits.

When any three numbers are identical as the ball leaves the playfield the following additional points are scored:

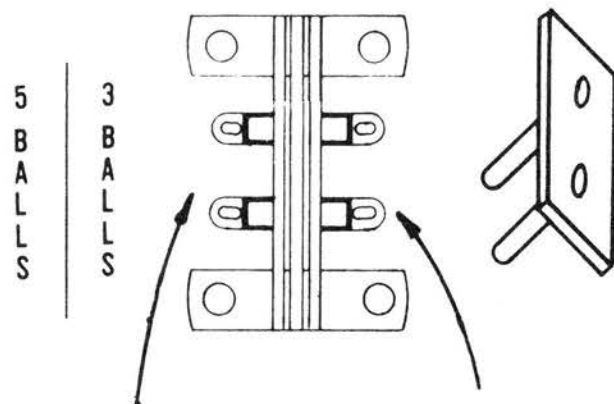
1-1-1	-----	1 Replay
2-2-2	-----	500 Points
3-3-3	-----	500 Points
4-4-4	-----	500 Points
5-5-5	-----	500 Points

NOTE: An Adjustment plug is located in the back of the score frame to score 500 points for 1-1-1 instead of 1 Replay.

JACKS ON SUB-PANEL
NEXT TO TRIP BANK



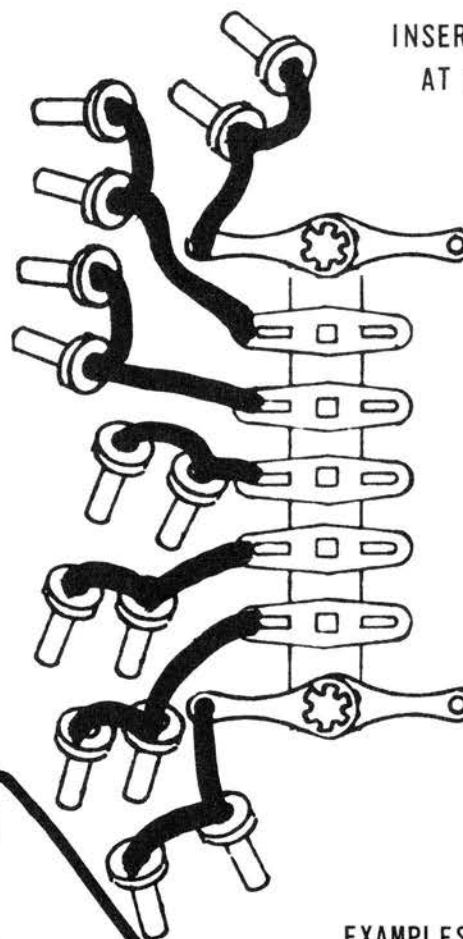
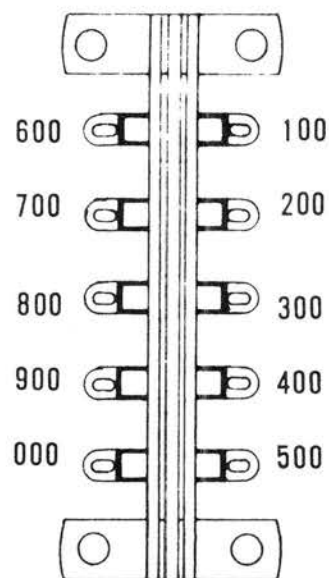
PLUG IN JACK DETERMINES WHEN SPECIAL COMES:
ON 1st, 3rd OR 5th BALL.



JACK ON THIS SIDE
5 BALLS PER GAME

JACK ON THIS SIDE
3 BALLS PER GAME

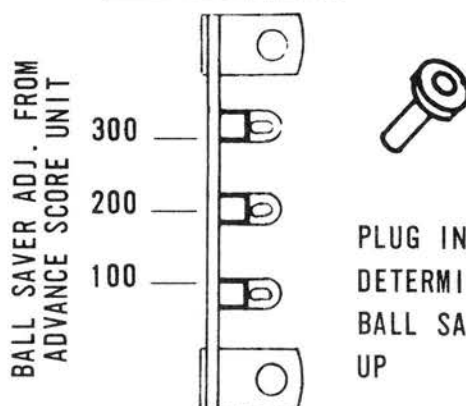
HIGH SCORE ADJUSTMENT
(LOCATED ON LOWER LEFT CORNER
OF SCORE UNIT BOARD)



INSERT PLUGS INTO SOCKET
AT DESIRED POSITIONS

BLACK	2100 TO 3000
WHITE	3100 TO 4000
BLUE	4100 TO 5000
GREEN	5100 TO 6000
PURPLE	6100 TO 7000
RED	7100 TO 8000
YELLOW	8100 TO 9000

JACK ON FRONT UNDERSIDE
OF PLAYFIELD



PLUG IN JACK
DETERMINES WHEN
BALL SAVER COMES
UP

EXAMPLES:

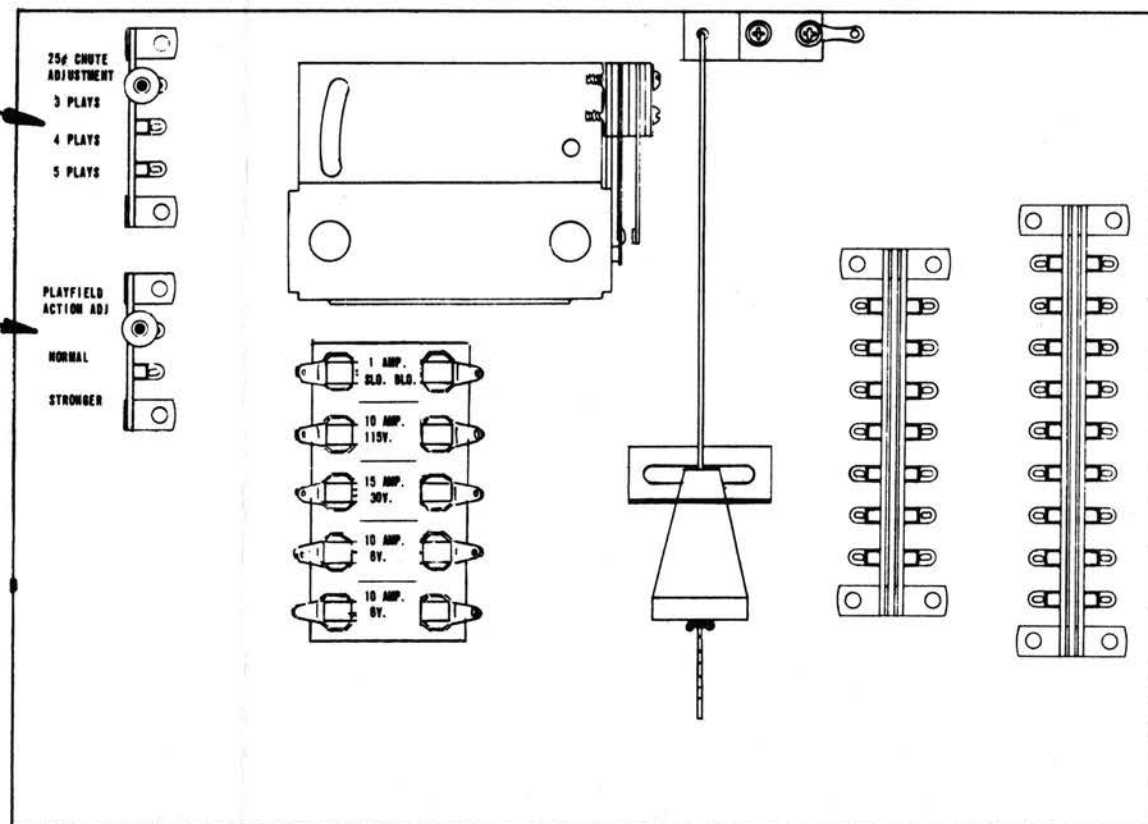
BLACK WIRE INTO 100 POSITION
SCORES AT 2100

BLACK WIRE INTO 000 POSITION
SCORES AT 3000

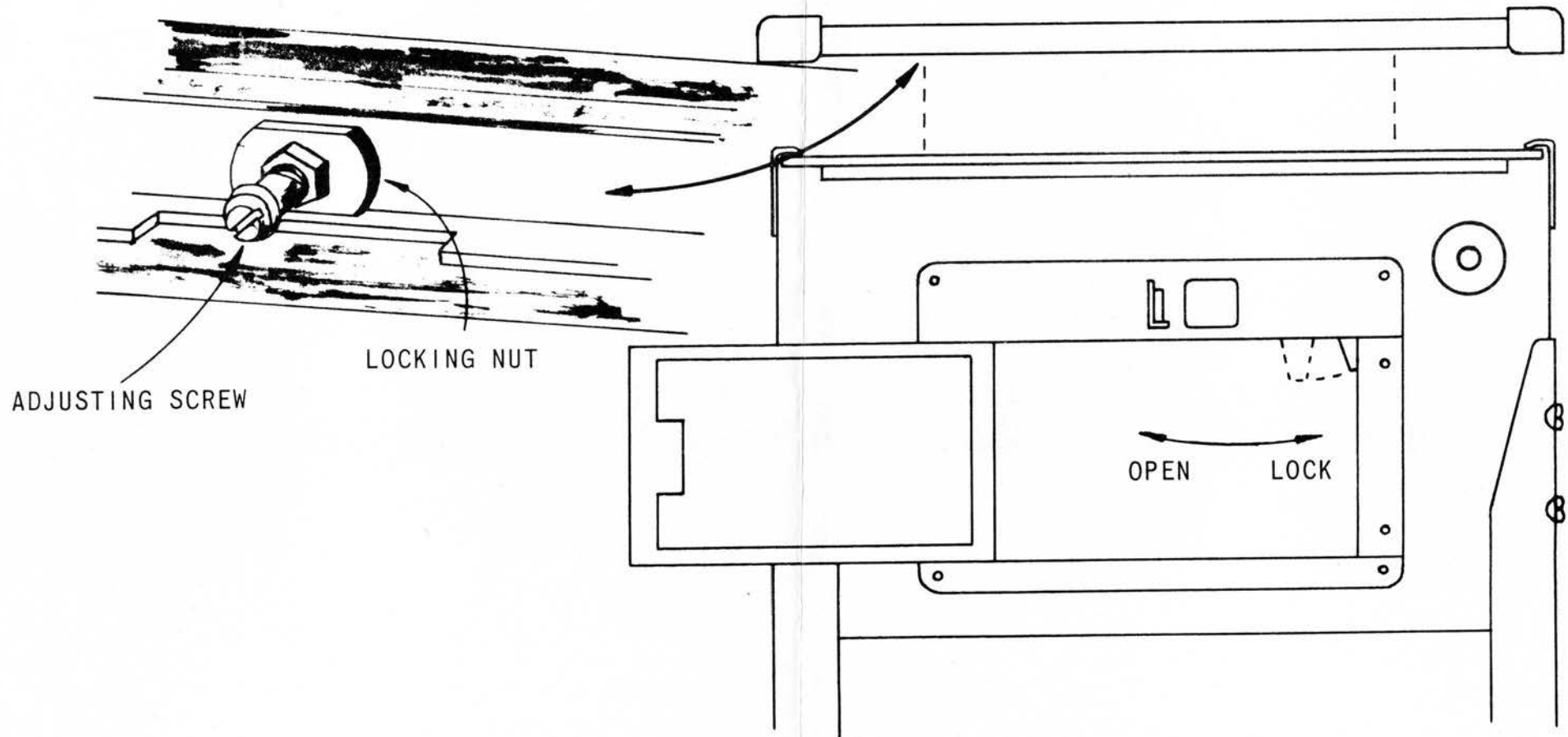
ADJUSTMENT JACK & FUSE BOARD
LOCATED INSIDE OF CABINET
FRONT LEFT SIDE

25¢ CHUTE ADJUSTMENT SETS UP
3, 4 OR 5 CREDITS PER 25¢.
(3 CREDITS PER 25¢ ILLUSTRATED)

PLAYFIELD ACTION ADJUSTMENT
SUPPLIES MORE POWER TO
FLIPPER & ACTION KICKER ON
PLAYFIELD.
(NORMAL POWER ILLUSTRATED)



FRONT MOLDING LOCK



ADJUSTING

LOOSEN LOCKING NUT 1/4 TURN. TURN ADJUSTING SCREW OUT IF FITTING IS TIGHT. TURN ADJUSTING SCREW IN IF FITTING IS LOOSE ON GAME.

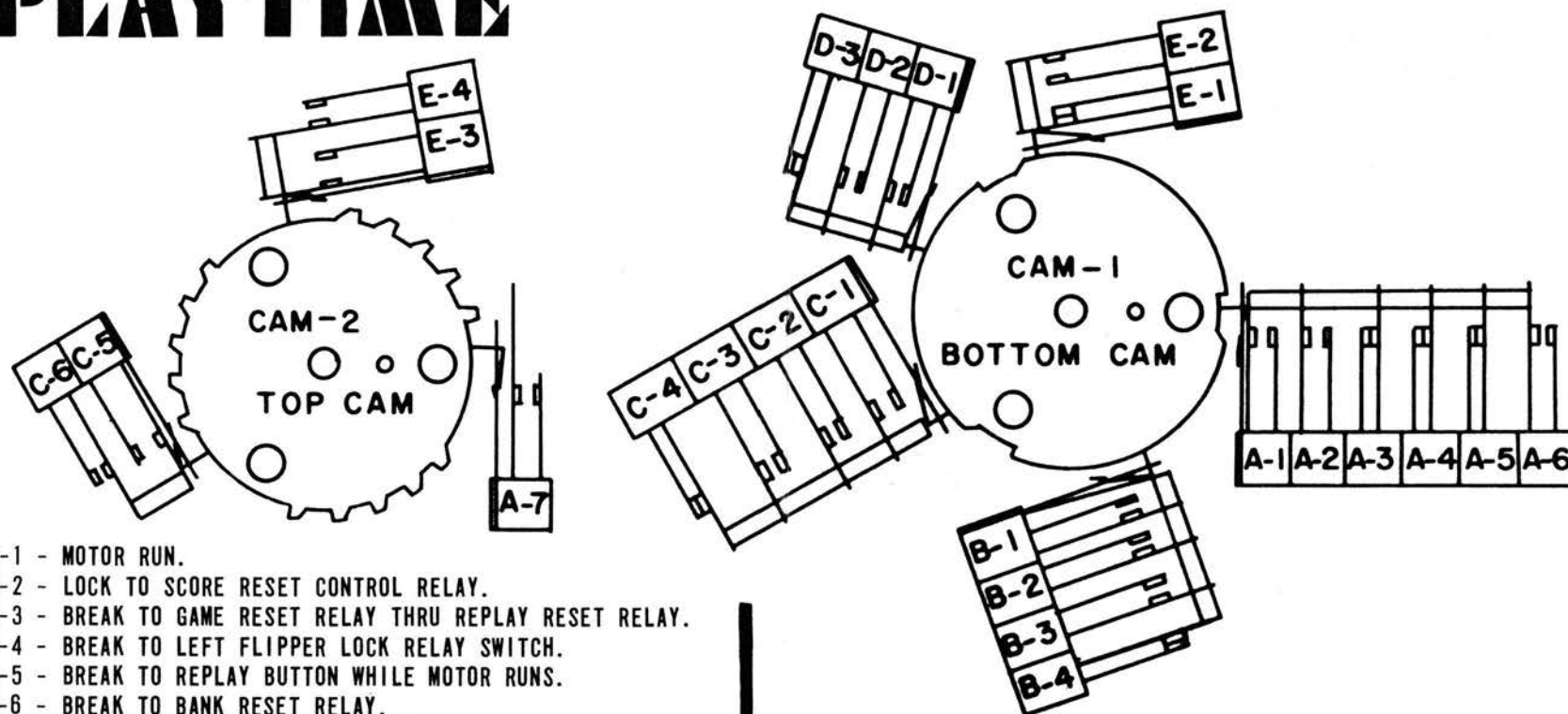
TO REMOVE

SWING HANDLE TO OPEN POSITION. HOLDING HANDLE IN OPEN POSITION, REMOVE MOLDING FROM THE GAME BY LIFTING IN THE CENTER.

TO REPLACE

HOLD HANDLE IN OPEN POSITION AND SEAT MOLDING IN PROPER LOCATION. SWING HANDLE TO LOCK POSITION. IF HANDLE HAS TO BE FORCED TO LOCK, ADJUSTMENT IS NECESSARY (SEE ADJUSTMENT NOTE).

PLAYTIME



- A-1 - MOTOR RUN.
- A-2 - LOCK TO SCORE RESET CONTROL RELAY.
- A-3 - BREAK TO GAME RESET RELAY THRU REPLAY RESET RELAY.
- A-4 - BREAK TO LEFT FLIPPER LOCK RELAY SWITCH.
- A-5 - BREAK TO REPLAY BUTTON WHILE MOTOR RUNS.
- A-6 - BREAK TO BANK RESET RELAY.
- A-7 - IMPULSE 3 CREDITS.
- B-1 - IMPULSE BANK RESET RELAY.
- B-2 - IMPULSE ACTION SCORE UNIT RESET.
- B-3 - IMPULSE 300 ACTION SCORE.
- B-4 - BREAK TO: 1. BALL COUNT RELAY.
2. 5¢ RELAY.

- C-1 - IMPULSE: 1. BALL COUNT AND PLAYER CONTROL UNIT RESET AT START OF GAME.
2. BALL RETURN KICKER.
- C-2 - IMPULSE TO REPLAY UNIT WHEN 3 ONES SHOW ON TOP HAT SCORE.
- C-3 - IMPULSE 200 ACTION SCORE.
- C-4 - BREAK TO 25¢ CREDIT RELAY.
- C-5 - IMPULSE: 1. 50 PT.
2. SCORE RESET RELAY.
3. REPLAY RESET THRU ANTI-CHEAT RELAY.
4. 5 CREDITS.
- C-6 - IMPULSE 500 PT. ACTION SCORE.
- D-1 - TOP HAT IMPULSE.
- D-2 - IMPULSE 100 PT. ACTION SCORE.
- D-3 - BREAK TO PLAYER CONTROL RELAY.
- E-1 - BREAK TO ALL RELAYS WITH BLACK-ORANGE WIRE COMMON.
- E-2 - RELAY BANK RESET.
- E-3 - IMPULSE 50 PT. ACTION SCORE.
- E-4 - IMPULSE 4 CREDITS.

PLAYTIME

POST ADJUSTMENT

RUBBER RINGS

"0" - 5/16"

"2" - 3/4"

"11" - 1-1/2"

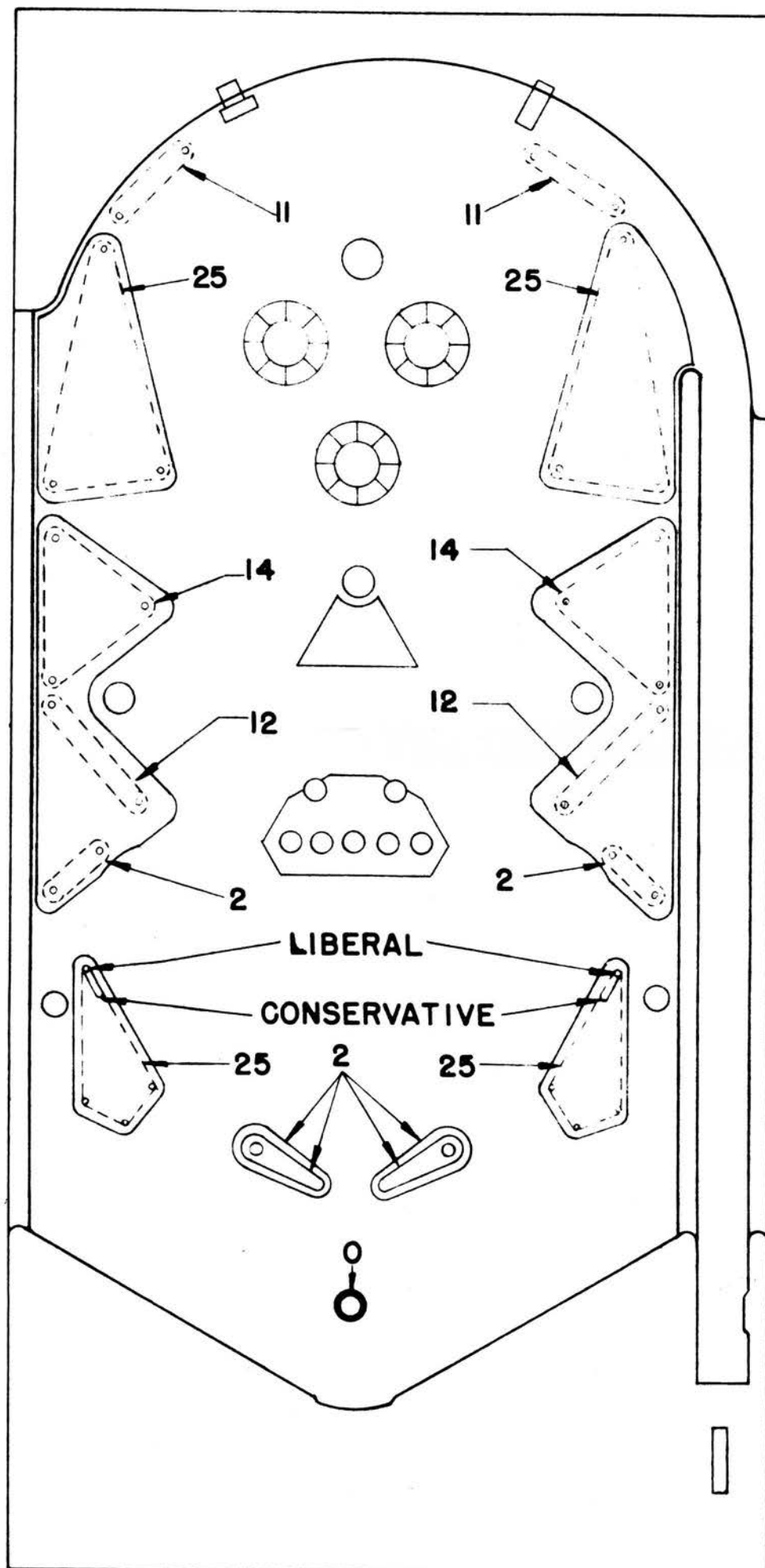
"12" - 2"

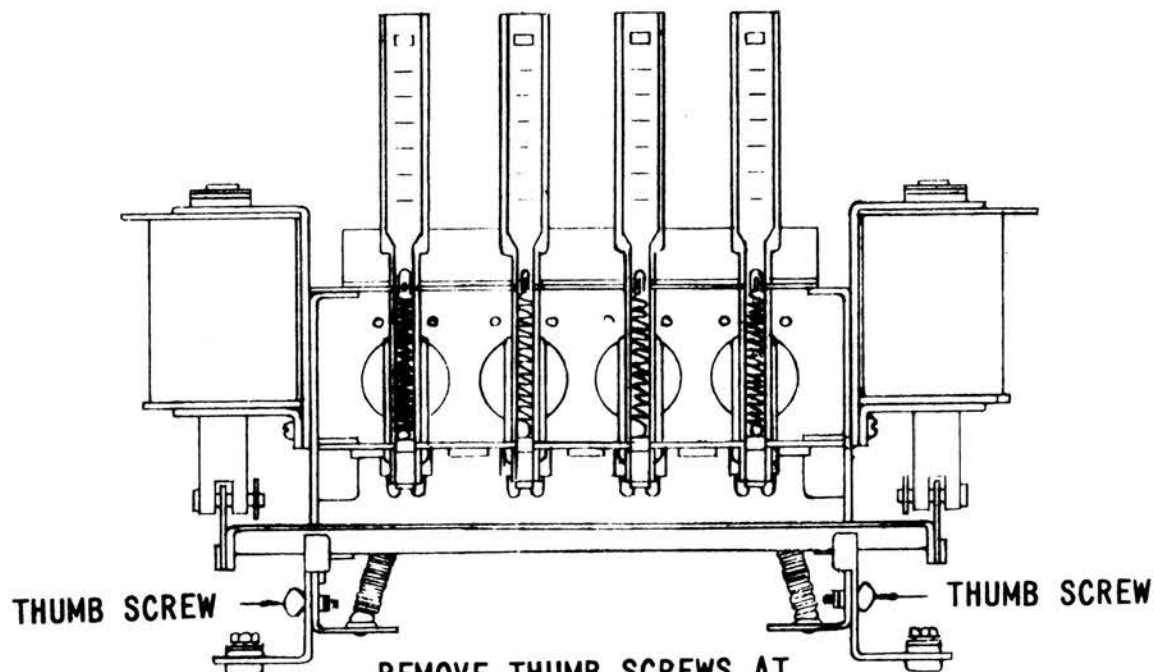
"14" - 2-1/2"

"25" - 5"

NOTE:

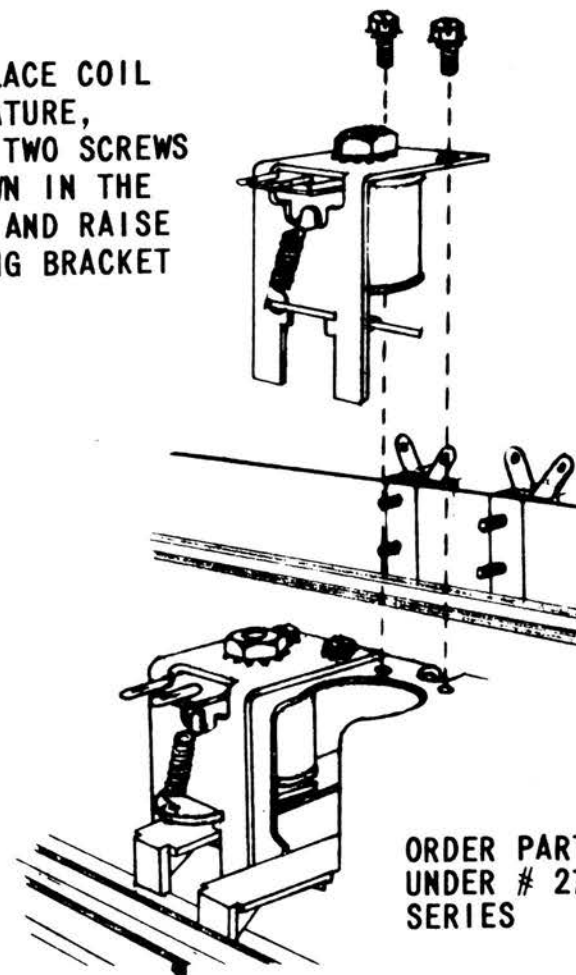
POST ON GAME SHIPPED
IN "LIBERAL" POSITION





REMOVE THUMB SCREWS AT
EACH END OF RELAY BANK
TO HINGE DOWN FOR SERV-
ICING.

TO REPLACE COIL
OR ARMATURE,
REMOVE TWO SCREWS
AS SHOWN IN THE
SKETCH AND RAISE
MOUNTING BRACKET
UP.



ORDER PARTS
UNDER # 271
SERIES