

#797 "CAPERSVILLE" ADJUSTMENTS

PLAYFIELD PANEL POST ADJUSTMENTS:

The playfield panel can be made more conservative towards scoring by movement of posts under the (2) plastic shields with slotted holes at bottom of panel. Spotting holes are provided for the movement of these posts, and a card showing "conservative post positions" will be found in game.

NOTE – Scoring potential can also be decreased by turning out rear leg levelers to increase pitch of game from front to rear. This will also help to cut down game playing time, if it is desired.

BELL ADJUSTMENT PLUG:

Located on back box insert. This plug provides positions to ring bell for 10 point scores, 100 point scores, or both 10 and 100 point scores.

HI-SCORE ADJUSTMENT PLUGS:

Located on back box insert. These (2) plugs combine to provide a wide range of coverage to award replays for various high point scores. Recommended plug settings corresponding to score cards shipped with game will be found on score adjustment chart inside back door.

SUPER BONUS FEATURE ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions to award points or replays for super bonus feature.

SUPER BONUS SCORE ADJUSTMENT PLUG:

Located on back box insert. This plug provides positions at which to award points or replays for super bonus feature.

BALLS PER GAME ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions for 5 ball play or 3 ball play.

MATCH FEATURE ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions to turn match number feature on or off.

2nd & 3rd COIN CHUTE ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions for multiple plays per coin thru 2nd and 3rd coin chutes. (See form Coin Chute Adjustment 1-R for complete instructions on this plug)

1st COIN CHUTE ADJUSTMENT PLUG:

Located on alternator unit on mounting board. This plug provides positions to give 1 play per coin or 1 play per 2 coins thru 1st coin chute. (See form Coin Chute Adjustment 1-R for complete instructions on this plug)