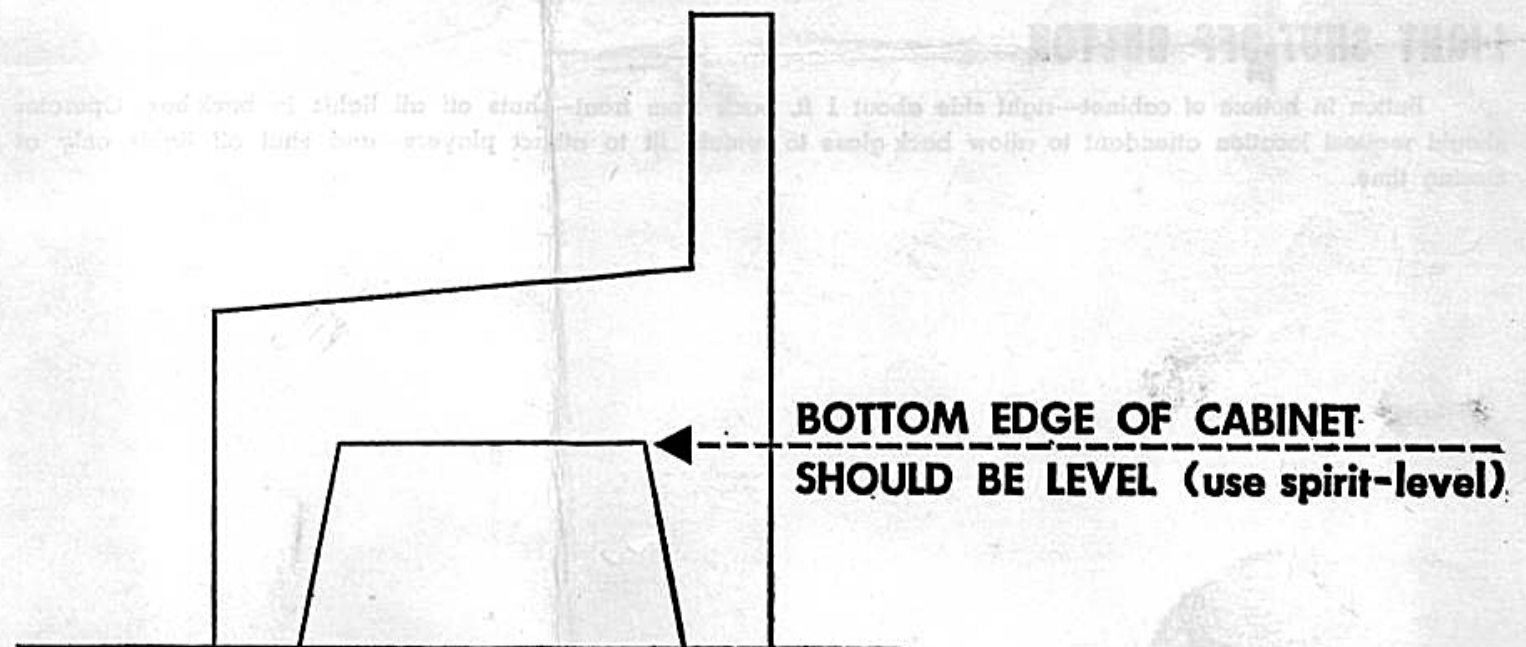


CONFIDENTIAL - - DO NOT LEAVE INSTRUCTIONS IN GAME

CARNIVAL

INSTALLATION AND OPERATING INSTRUCTIONS

Place back-box in position and fasten to cabinet with bolts furnished. Plug in 2 plugs that connect main cabinet and back-box. Adjust leg-levelers as shown in diagram below. Plug power line into A.C. ONLY, 60 cycles, 105-125 volts.



INSTALL BALLS IN GAME

Open front door and note ball run-way directly inside door. Square opening in side of run-way is closed by ball lock-out arms.

SUPER-BONUS SET-UP

See that Super-Bonus Register in back-box is re-set to 3. Set Coin-Counter to zero—by momentarily closing Coin Unit Reset Switch on Super-Bonus Counter. Place \$3.00 in Super-Bonus Cash-Box. Give location attendant a key to Super-Bonus Cash-Box and explain that contents of Super-Bonus Cash-Box should be awarded to each player who hits bumpers 1 to 12 inclusive. Explain method of unlocking Super-Bonus Cash-Box: BY PRESSING BUTTON IN BOTTOM OF CABINET SLIGHTLY BACK FROM FRONT OF CABINET — THEN TURNING KEY IN LOCK. Super-Bonus Cash-Box door can be opened only when Super-Bonus is hit.

IMPORTANT

Explain to location attendant that, when opening Super-Bonus Cash-Box after a Super-Bonus hit, he may find more cash than indicated by Super-Bonus Register in back-box. However, entire contents of Super-Bonus Cash-Box should be received by player. Next series of games will not be affected, because Coin Counter automatically re-sets to zero. The reason extra cash may be found in Super-Bonus Cash-Box is the fact that Super-Bonus Register steps up in even dollars and an extra fraction of a dollar may be in Super-Bonus Cash-Box when Super-Bonus is hit. Also, if player inserts coin, when he is entitled to replay, an extra nickel may go into Super-Bonus Cash-Box.

SUPER-BONUS BUILD-UP ADJUSTMENT

Super-Bonus may be built up at rate of \$1.00 out of every \$4.00 played or \$1.00 out of every \$3.00 or \$1.00 out of every \$2.00. Adjustment is by means of 4-point male plug properly inserted in proportion plug on bottom of panel directly inside front door. Adjustment diagram is posted at the plug for convenient reference.

SUPER BONUS TOP ADJUSTMENT

When game is shipped, 2 pins are in Super-Bonus ratchet-wheel—one permanently fixed, the other removable. The removable pin is factory-set at position for \$25 top Super-Bonus. Move pin one hole farther in CLOCKWISE direction for \$15 top, two holes farther for \$10 top. Move pin one hole back in COUNTER-CLOCKWISE direction for \$30 top, two holes back for \$40 top. Remove pin entirely for \$50 top. SLIGHT ADJUSTMENT OF SWITCH MAY BE NECESSARY WHEN PIN IS MOVED.

SETTLEMENT WITH LOCATION

Explain to location attendant that, after each Super-Bonus is awarded, he must place \$3.00 in Super-Bonus Cash-Box. Meter on front door records each Super-Bonus hit and thus indicates each time location adds \$3.00 to Super-Bonus Cash-Box.

HIGH SCORE ADJUSTMENT

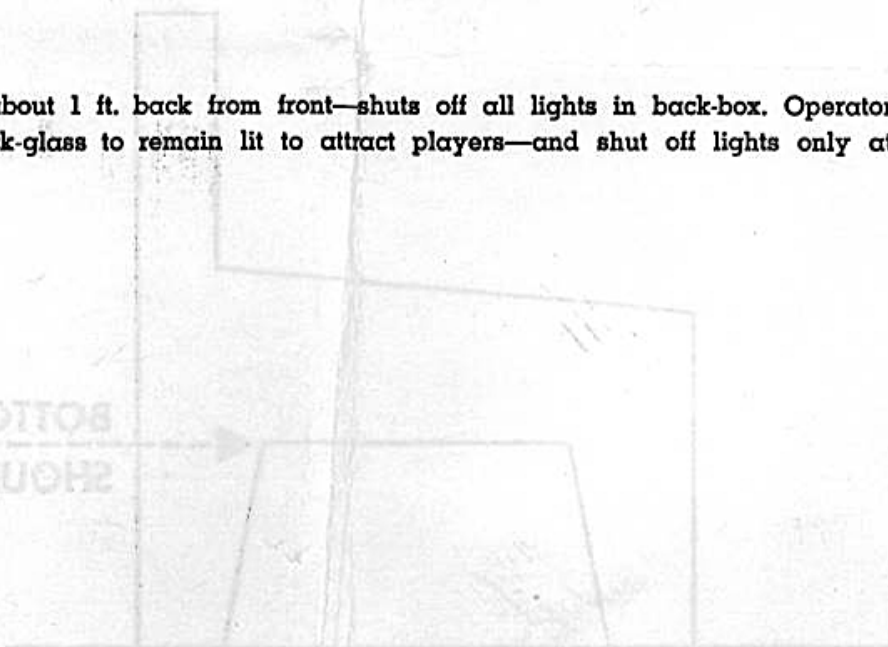
High score adjustment plug is fastened to 10,000 Unit in back-box. Plug jack-plug into socket labeled with desired high-score and change score-card accordingly.

PLAYFIELD ADJUSTMENT

For conservative adjustment, move bumper posts at sides of triangle bumper DOWN $\frac{1}{4}$ inch.

LIGHT SHUT-OFF BUTTON

Button in bottom of cabinet—right side about 1 ft. back from front—shuts off all lights in back-box. Operator should request location attendant to allow back-glass to remain lit to attract players—and shut off lights only at closing time.



Game is shipped with Super-Bonus Shutter in open position, allowing Super-Bonus to be in view in back-glass at all times.

To operate game with Shutter, simply move Shutter Stop-Bracket in back-box DOWN one-half inch. Extra screw-holes are already drilled in wood panel.

If Shutter is used, instruct location attendant to press button in bottom of cabinet (left side) to open Shutter.

FOPI CEN EVAL-1001

CARNIVAL

INSTRUCTIONS

CARNIVAL

FORM E-2



INSTRUCTIONS

FORM E-3



KENSINGTON CLASP LINE
THE AMERICAN PAPER GOODS COMPANY
KENSINGTON, CONN. CHICAGO, ILL.

No. K 55



6x9