

DOCTOR WHO

Manual Amendment

NEW GAME ADJUSTMENTS:

A.2 54 Kick Lock Holes

This adjustment will kick balls out of the lock holes during Bonus Collect when a multiple player game is being played. Note, each player retains their lock status for multiball. This just removes the necessity of locking balls via the middle target when the balls are already locked by a previous player. Note, 1 player games do not use this adjustment. The options are:

- | | | |
|----------|---|--|
| No | - | Do not kick locks during Bonus Collect. |
| Any Lock | - | Kick any lock with a ball in it. |
| 2 Locks | - | Only kick locks when 2 balls are locked. |

A.2 55 Game Start Doctor

This adjustment sets the initial Doctor Lamp (1 to 7) to start with, at game start. The options are: 1 through 7.

MINI-PLAYFIELD CANT

To correct the mini-playfield left/right canting problem:

1. Remove mini-playfield from playfield (page 1-53, Operations Manual).
2. Remove motor assembly (page 1-54, Operations Manual).
3. Loosen the screws on the slotted side of the adjusting bar (view 1). Extend the Support and Main Brackets to its maximum length (view 2). Then, with a C-clamp (with wooden spacers on each end of the C-clamp, it is very important not to scratch or bend the guide) tighten the outer guide so that it seats properly on all 4 bearings (note, the C-clamp should not touch any bearing, only the outer guide).
4. Tighten the adjusting bar's screws (note, all 4 screws should have lock washers on them).
5. Remove C-clamp and check for excessive left to right movement, and for smooth sliding brackets (bearings do require grease).
6. Reattach motor bracket and install in playfield.

