

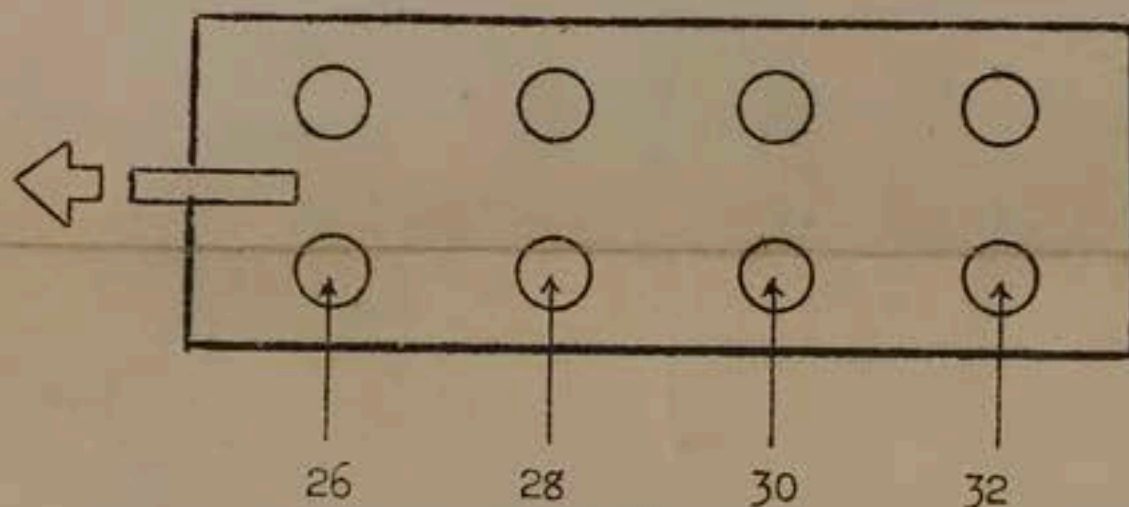
SCOOP ADJUSTMENT AND METER INSTRUCTIONS

ADJUSTMENTS are made by turning Whip Springs on Playfield.

NO. 10 BUMPER---to make MORE LIBERAL, Whip Springs on each side of Bumper should be turned OUT away from center of machine, thus requiring less skill to hit No. 10. To make MORE CONSERVATIVE, turn Whip Springs IN.

OUT-BALL RETURN---to make MORE LIBERAL, turn Whip Springs under Bumpers No. 5 and No. 6 UP, thus requiring less skill to hit Bumper No. 7. To make MORE CONSERVATIVE, turn Whip Springs DOWN.

STARTING-SCORE ADJUSTMENTS are made by means of Plug next to Transformer on Mechanism Panel (side door), as indicated by diagram below.



METER is directly inside Cash Door.

TO SETTLE with merchant, subtract "last week's" reading from "this Week's" reading to find "final" reading. Multiply "final" reading by 5 cents to find amount due merchant---in addition to usual commission.

INSTRUCT MERCHANT to re-set Free Game Register on Free Play Model by pressing Button UNDER CABINET on RIGHT-hand side, toward front.

TWO AWARD CARDS are furnished with each novelty machine; one expressed in Free Games, one expressed in Skill Points.

PLEASE NOTE that when Skill Points Card is used, ONE POINT may represent FIVE CENTS in trade.