

to increase the tick. The voltage varies in different parts of the country; adjust to suit your location.



SUGGESTIONS FOR THE OPERATION OF SMARTY

Make certain that game is level across. To remove playfield, take off front-mounting slide glass out. These wing nuts will be found inside front edge of cabinet. Remove these wing nuts and bolts, pull back shutter, lift playfield up by inserting finger through coin slot hole.

Notches in rails that support playing field are provided to keep playfield from slipping when in upright position against light box.

When replacing playing-field, notice playfield centering pin in rear of cabinet. This pin fits into slot in arch and will keep playfield in correct position at all times. The arch screws are necessary to hold playfield in cabinet; replace bolts through front of cabinet into front corner plate and tighten with wing nuts.

Make certain that motor panel shuttle bracket is behind and to the right of playfield shuttle bracket when playfield is replaced.

INSTRUCTIONS

FOR SETTING UP

"SMARTY"

Unlock door of light box, set light box on floor in rear of game.

Insert carriage bolts through holes in sides of cabinet and light box. Put wing nuts on end of bolts and tighten with wing nuts.

Roll two cables through opening and insert in respective jacks.

Remove front mounting bracket off front of cabinet and unscrew wing nuts that protrude from top of door opening.

Slide glass and set place 2 bolts on playing field.

Plug lead cord into 110 V. A.C. outlet. Game is now ready to operate.



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Place game on box or table, fasten legs onto game with bolts found in cash box.

Insert cross leg bolts in legs before tightening legs on cabinet.

Untie string that holds 110-volt lead cord and lay cord in small slot in rear of cabinet.

Unlock door of light box, set light box on shelf in rear of game.

Insert carriage bolts through holes in sides of cabinet and light box. Put washers on and fasten with wing nuts.

Pull two cables through opening and insert in respective Jacks.

Remove front moulding by taking off front door and unscrewing wing nuts that protrude down from top of door opening.

Slide glass out and place 5 balls on playing-field.

Plug lead cord into 110-V., A.C. current only. Game is now ready to operate.



If ejector kicks ball too hard out of hole, turn brass screw (located in coil stop bracket on rear of ejector coil) in so as to decrease the length of plunger stroke. Reverse the above procedure

to increase the kick. The voltage varies in different parts of the country; adjust to suit your location.



SUGGESTIONS FOR THE OPERATION OF SMARTY

Make certain that game is level across.

To remove playfield, take off front-moulding, slide glass out. Three wing nuts will be found inside front edge of cabinet. Remove these wing nuts and bolts, pull back shooter, lift playfield up by inserting finger through coin sight hole.

Notches in rails that support playing field are provided to keep playfield from slipping when in upright position against light box.

When replacing playing-field notice playfield centering pin in rear of cabinet. This pin fits into slot in arch and will keep playfield in correct position at all times. No arch screws are necessary to hold playfield in cabinet, replace bolts through front of cabinet, into front armor plate and fasten with wing nuts.

Make certain that motor panel shuffle bracket is behind and to the right of playfield shuffle bracket when playfield is replaced.