

TV-BASEBALL
SERVICE HINTS

1. BASE RUNNING ANIMATION UNIT

- A. ZERO POSITION IS ON CAM #2 (SECOND CAM FROM UNIT) AT SECTION "A" (BOTTOM OF UNIT). THE FIRST SET OF CONTACTS AT SEC. A, CAM #2 RETURNS THE UNIT TO ZERO POSITION ONCE IT IS RUNNING. ANY TARGET OR BLEACHER HIT ENERGIZES THE ANIMATION MOTOR RELAY WHICH, IN TURN, STARTS THE UNIT RUNNING.
- B. IF UNIT WON'T OPERATE - EVEN THOUGH MOTOR IS BEING ENERGIZED - CHECK THE CORK CLUTCH TO SEE IF IT IS STUCK TO BOTH DISCS. IT SHOULD BE ABLE TO SLIP ON LARGER DISC.
- C. IF MEN STOP BETWEEN BASES - THE CLUTCH MAY NOT BE TIGHT ENOUGH THUS ALLOWING THE LARGER DISC TO HESITATE BEFORE STARTING ITS CYCLE, CAUSING IT TO BE OUT-OF-TIME WITH THE MOTOR RUN CAM. (TO CORRECT TIGHTEN CLUTCH SPRING).
- D. IF UNIT FAILS TO PUT MAN "AT BAT" - THE "AT BAT" COIL LOCATED AT THE TOP OF THE BASE RUNNING UNIT ISN'T BEING ENERGIZED OR IS NOT FUNCTIONING PROPERLY. IT IS ENERGIZED BY CAM #3 AT SECTION "A" (FIRST SET OF CONTACTS).
- E. IF MEN RUN PAST HOME AND REMAIN ON BASE - THE SPRING LOADED FINGERS ABOVE PRINTED CIRCUIT BOARD ARE NOT BEING LIFTED FROM THE DISC BY THE METAL LIFT AS THEY APPROACH HOME POSITION.
- F. IF MEN RUN ONLY TO 1ST. BASE ON HITS OTHER THAN "SINGLE" - THAT PARTICULAR HIT RELAY IS NOT LOCKING IN TO HOLD THE "CLUTCH COIL" THE LENGTH OF TIME NECESSARY TO REACH THE PROPER BASE.

THEIR LOCK CIRCUITS ORIGINATE ON THE CAMS AT:

SINGLE (SEC. C- CAM-1 SW. A)
DOUBLE (SEC. D- CAM-1 SW. A)
TRIPLE (SEC. A- CAM-1 SW. A)
HOME RUN (SEC. B- CAM-1 SW. A)

2. SCORE DRUMS

- A. IF DRUMS WON'T STOP RESETTING AT START OF GAME - THE TOP SET OF CONTACTS ON THE DRUM UNIT MAY NOT BE OPENING AT ZERO POSITION. THIS WILL KEEP THE RESET CONTROL RELAY ENERGIZED AND WILL NOT LET THE G-SLIDE BANK RESET.
- B. IF ONE DRUM FAILS TO TRANSFER ITS SCORE TO ITS COMPANION DRUM OR TO ITS 100 RELAY THE BOTTOM SET OF CONTACTS ON THE DRUM UNIT MAY NOT BE CLOSING IN THE 9TH. POSITION OF THE DRUM, OR A SET OF FINGERS ON THE PLAYER CONTROL UNIT MAY NOT BE MAKING GOOD CONTACT TO THE DISC.

3. PITCHING UNIT

- A. IF PITCHING UNIT FAILS TO PITCH BALL - THE RETURNING BALL FAILED TO RELEASE THE PITCH RELAY. (THE GAME HAS A "BAT TIMER" UNIT LOCATED ON THE BOTTOM SIDE OF THE PLAYFIELD THAT WILL AUTOMATICALLY RELEASE THE PITCH RELAY EVERY 15 SECONDS IN EVENT THIS SITUATION SHOULD OCCUR). IF UNIT STILL FAILS TO PITCH BALL - CHECK BALL RETURN TROUGHS FOR ANY OBSTRUCTIONS THAT MAY PREVENT THE BALL FROM ENTERING THE PITCHING MECHANISM.

BOTH THE SCORE MOTOR UNIT AND THE BASE RUNNING ANIMATION UNIT MUST BE AT ZERO POSITIONS IN ORDER FOR THE PITCH CIRCUIT TO OPERATE. CHECK CONTACT ON THE SCORE MOTOR UNIT AT SEC.A-CAM-1-SW.C AND ON THE ANIMATION UNIT AT SEC.A-CAM-2-SW.B.

4. TARGETS AND BLEACHERS

- A. IF PLAYER HITS TARGET AND THE MEN RUN BUT THE LETTER BELOW TARGET DOESN'T LIGHT - THE TOP CONTACT OF THE TRIPLE SET OF CONTACTS ABOVE THE TARGET MAY BE FAULTY OR NOT MAKING CONTACT. THIS CONTACT SHOULD DROP-OUT THE PROPER RELAY ON THE CANCEL SLIDE BANK ON THE BACK DOOR.
- B. IF PLAYER HITS TARGET AND AN OUT ALSO REGISTERS - THE OUT CONTROL RELAY LOCATED ON THE BOTTOM OF THE PLAYFIELD IS NOT BEING ENERGIZED AFTER THE TARGET IS HIT, OR ITS "BREAK" CONTACTS ARE NOT OPENING WHEN ENERGIZED. A HIT TARGET ENERGIZES THE ANIMATION MOTOR RELAY WHICH, IN TURN, ENERGIZES THE "OUT" CONTROL RELAY.
- C. IF PLAYER MAKES A BLEACHER HOME RUN AND THE MEN RUN BUT THE LIGHT FOR THAT BLEACHER DOESN'T COME ON - CHECK THE TRIPLE SET OF CONTACTS BENEATH THE BLEACHER HOLES. ALSO CHECK THE CONTACTS ON THE OUT CONTROL RELAY ON THE BOTTOM OF THE PLAYFIELD. THE GREY AND GREY-WHITE WIRES SHOULD BREAK WHEN THE RELAY IS ENERGIZED TO PREVENT THE COILS ON THE INTERLOCKING RELAYS FROM OVERHEATING SHOULD A BALL BECOMES STUCK IN ONE OF THE HOLES.

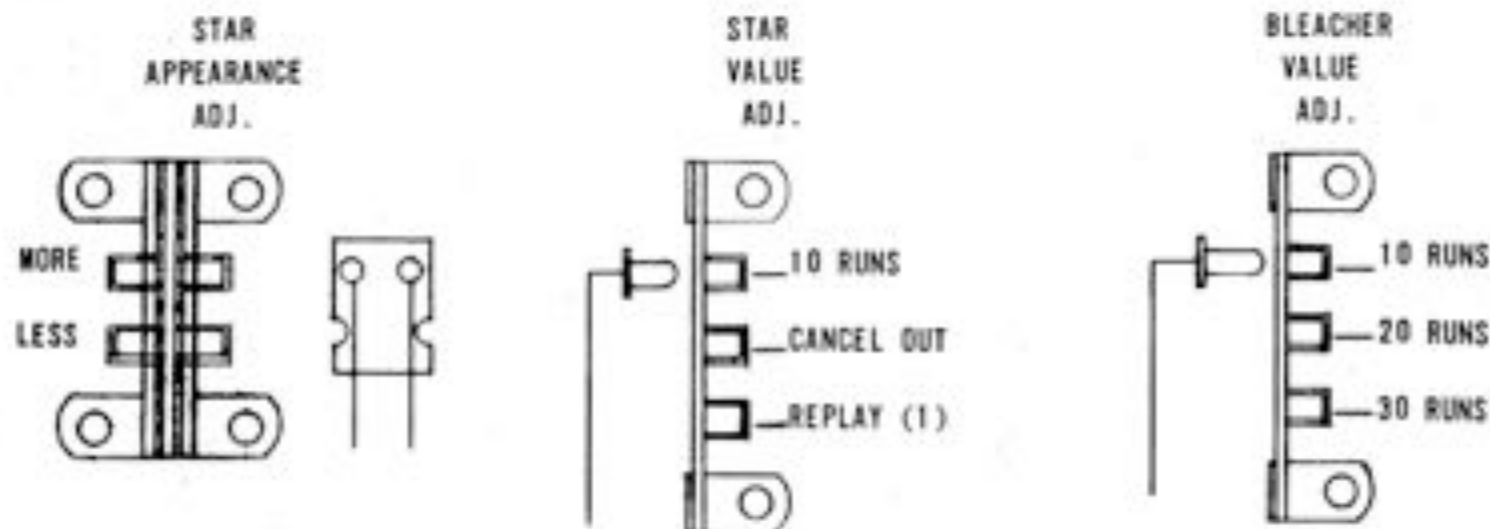
NOTE: WHEN CHECKING THE CONTACTS BENEATH THE BLEACHER HOLES, THE OUT CONTROL RELAY MUST BE RELEASED AFTER EACH CHECK, OR THE GREY AND GREY-WHITE CIRCUIT WILL BE BROKEN. THIS CAN BE DONE BY PRESSING A PITCH BUTTON AFTER EACH CHECK.

- D. IF ALL BLEACHERS ARE LIT BUT PLAYER DOESN'T GET HIS EXTRA RUNS - CHECK THE CONTACTS ON EACH OF THE BLEACHER HOME RUN INTERLOCKING RELAYS LOCATED ON THE BOTTOM OF THE PLAYFIELD. A SERIES CIRCUIT THRU THESE CONTACTS SHOULD ENERGIZE THE BLEACHER EXTRA RUNS RELAY LOCATED NEXT TO THESE INTERLOCKS. CONTACTS ON THIS RELAY PERMIT THE EXTRA RUNS TO SCORE.
- E. IF ALL BLEACHERS ARE LIT BUT DO NOT GO OFF AFTER THE PLAY IS COMPLETED - FOLLOW THE SAME PROCEDURE AS ABOVE (D.) CONTACTS ON THE OUT CONTROL RELAY ALSO PERMIT THE INTERLOCKING RELAYS TO BE RELEASED.

5. PLAYFIELD

- A. IF BALL SHOULD HIT THE TOP GLASS WHEN SHOT UP RAMP ON PLAYFIELD - REDUCE THE CURVATURE OF THE RAMP SLIGHTLY BY PULLING UP.

TV-BASEBALL
FEATURE - ADJUSTMENTS



(LOCATED ON BACK DOOR-BENEATH 7-SLIDE BANK)

STAR APPEARANCE ADJ.

THE STAR WILL LIGHT-UP:

6 TIMES OUT OF 50 WHEN PLUGGED IN-MORE.

2 TIMES OUT OF 50 WHEN PLUGGED IN-LESS.

THE STAR WILL NOT APPEAR AT ALL UNTIL ONE OUT IS MADE.

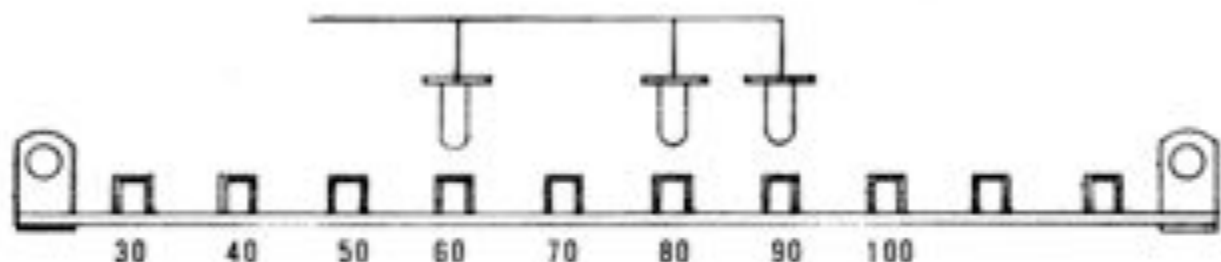
(FACTORY ADJ. FOR *MORE*)

STAR VALUE ADJ.

IF THE TARGET HOME RUN IS HIT WHEN THE STAR IS LIT, THE PLAYER CAN BE AWARDED 10 RUNS, A CANCELLED OUT, OR A REPLAY. (FACTORY ADJ. IS FOR 10 RUNS).

BLEACHER VALUE ADJ. - (HOLD OVER FEATURE)

WHEN PLAYER LIGHTS ALL THREE BLEACHERS, HE CAN BE AWARDED 10, 20 OR 30 EXTRA RUNS. ONCE A BLEACHER IS LIT, IT REMAINS LIT UNTIL ALL THREE BLEACHERS ARE MADE. THEN THE EXTRA RUNS ARE GIVEN AND THEY GO OFF, THEY DO NOT RESET AT 3 OUTS, OR GAME OVER. THEY CARRY-OVER TO THE 2nd. PLAYER OR NEXT GAME.



HI-SCORE ADJUSTMENT

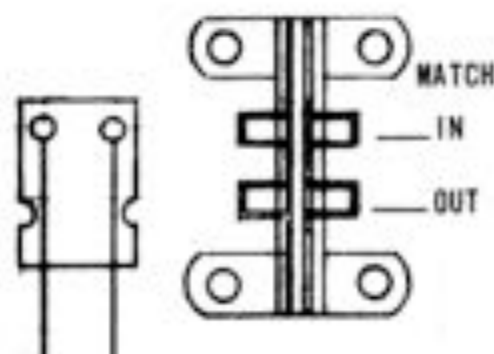
AWARDS PLAYER ONE REPLAY EACH TIME HE REACHES EACH SCORE THAT IS PLUGGED-IN.

(LOCATED ON BACKRACK ABOVE BASE RUNNING ANIMATION UNIT)

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FEATURE - ADJUSTMENTS

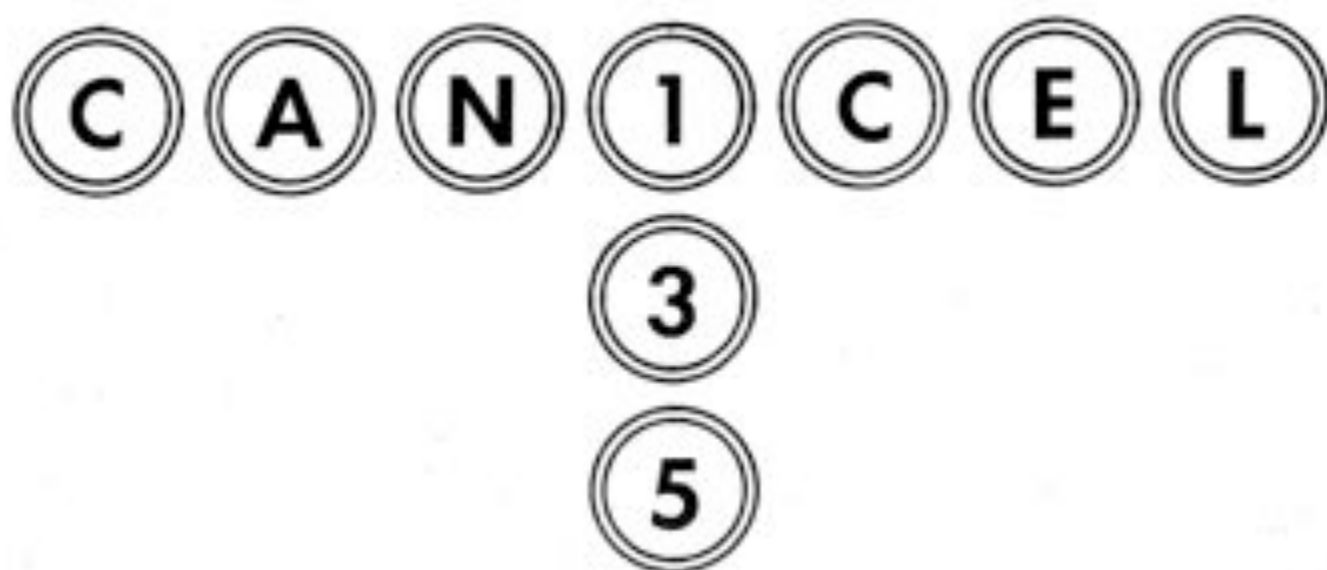
MATCH ADJUSTMENT

WHEN MATCH ADJ. IS "IN" PLAYER WILL RECEIVE ONE REPLAY AFTER 3 OUTS IF THE MATCH NUMBER IS THE SAME AS THE NUMBER ON HIS 1-9 DRUM. IF TWO PLAYERS BOTH MATCH THE NUMBER, EACH WILL RECEIVE A REPLAY.
(MATCH NUMBERS ARE LOCATED BELOW THE "CLOCK" ON THE UPPER PORTION OF THE BACK GLASS, AND ARE VISIBLE ONLY WHEN LIT).



(LOCATED ON BACK RACK BELOW HI-SCORE ADJ.)

CANCEL OUT and EXTRA RUNS



CANCEL OUT

WHEN PLAYER HITS A TARGET, THE LETTER BELOW THAT TARGET WILL LIGHT. IF HE LIGHTS ALL THE LETTERS C-A-N-C-E-L-BEFORE "GAME OVER"-ONE OF HIS OUTS WILL BE CANCELLED AND THE LETTERS WILL GO OFF. WHEN 2 PLAYERS PLAY-THIS FEATURE HOLDS OVER.

EXTRA RUNS

WHEN PLAYER HITS THE TARGET HOME RUN HE RECEIVES 1-3 OR 5 EXTRA RUNS. (AS SHOWN BY LIT INSERT ON PLAYFIELD) IN ADDITION TO WHAT HE NORMALLY RECEIVES FOR THE REGULAR HOME RUN.