

OPERATING INSTRUCTIONS

TO SET UP MACHINE: Simply place on table or box and fasten legs to cabinet by means of bolts furnished with the machine.

TO PLACE BALLS IN MACHINE: First remove nut from each of the bolts which run down through front panel of cabinet. (These are found directly inside mechanism drawer). Then remove the wood moulding across the front of the cabinet, remove the glass and place the balls on the playing field.

TO INSTALL LIGHT-BOX: (1) Remove Back Cover from Light-Box. (2) Fasten Light-Box to back of Cabinet by means of bolts furnished for this purpose. (3) Reach into Cabinet, draw out Wire Cables and Plug into corresponding Sockets in Light-Box. (4) Replace Back Cover of Light-Box, reaching through Side Door and up through back of Cabinet to fasten Hook holding Back Door.

TO REPLACE LIGHTS: Open back door and remove screws holding panel. Pull out panel.

ANTI-TILT ADJUSTMENT: Anti-Tilt Mechanism is directly inside Cash Door.

TO MAKE MORE SENSITIVE, loosen Screw and move plumb-bob DOWN on the shaft so that sides of plumb-bob are closer to the Contact Ring.

TO MAKE LESS SENSITIVE, loosen Screw and move plumb-bob UP on the shaft so that sides of plumb-bob are farther from the Contact Ring.

TO REMOVE TOP PANEL: (1) Remove glass as already described under heading "To Place Balls in Machine." (2) Remove 2 screws---1 on each side of arch. (3) Remove 2 screws directly under front moulding. (4) Pull Shooter Plunger OUT as far as it will go. (5) Lift up front end to Top Panel; then slide it forward from under cleat at back of Cabinet.

TO REPLACE TOP PANEL: Insert end of Panel under cleat at back of cabinet. Then ease down front end and reverse procedure described above.

MISC-4078

METER INSTRUCTIONS

Meter is directly inside cash-door. To settle with merchant subtract "last week's" meter reading from "this week's" reading to find final meter reading. Multiply final reading by 5 cents to find amount due merchant---in addition to regular commission.

INSTRUCTIONS TO LOCATION

When machine is operated with Re-Play feature and re-plays are redeemed, re-set re-play totalizer by pressing button under right-hand side of cabinet, about one foot back from front.

NEW "HOLD-SCORE" FEATURE

When machine is operated with new "Hold-Score" feature, location man is not required to check each winning game before another coin is deposited---as totalizer does not re-set until player is ready to quit.

Player who has scored re-plays---and desires TO CONTINUE PLAYING---deposits coin for next game. BUT TOTALIZER DOES NOT RE-SET TO ZERO.

Thus, as long as player continues to play---depositing a nickel for each game---all re-plays scored by skill register on the totalizer. Then, when player desires to quit, merchant checks totalizer---and re-sets totalizer to zero by pressing button under right-hand side of cabinet about one foot back from front.

BROADCAST-4002

IMPORTANT!

When shipped, machine is set to return ball at 50,000 score, which worked out right in the majority of test operations. However, this may tend to be tighter than some operators desire. In fact, a number of test operators recommended that the ball be returned at 45,000---thus making the machine more liberal.

Operators wishing to operate on a liberal basis should adjust ball return to 45,000 before placing machine on location. ADJUSTMENTS ARE EXPLAINED IN FORM BROADCAST-4000.

The same recommendations apply when Ball-Return feature is eliminated and C-O-D lights are used as an additional scoring feature.

When Ball-Return feature is eliminated and C-O-D lights used as additional scoring feature, START HIGH-SCORE AT 60,000 and "TOP-O-DIAL" AT 62,000. Printed cards are furnished for these scores.

Also see SCORE CARD TIP---form MISC-4096 (GREEN SHEET).

BROADCAST-4005

SCORE CARD TIP

Here's the tip of a practical operator. When first placing a machine on location and wishing to "feel out" the spot, he . . .

. . . USES A "TIGHT" CARD

. . . BUT PLUGS IN "LIBERAL"

. . . thus allowing leeway for adjustment exactly suitable to the particular location WITHOUT CHANGING THE CARD.

For example, in connection with Ball-Return feature, operator may use 50,000 card but plug in to return ball at 45,000. Then, if necessary, machine can be tightened WITHOUT CHANGING CARD---or, if the liberal adjustment appears correct, the card can be changed to conform to the actual adjustment.

During the "feel out" period, a player who gets a ball back at 45,000---when the card reads 50,000---believes the machine is defective in his favor. And, if the operator finds that tightening up is necessary, the player is not disgruntled by seeing tighter cards appear on the machine.

MISC-4096

BROADCAST

ADJUSTMENTS

RE-PLAY (FREE-PLAY) OPERATION

Plug 8-point Plug, leading from cabinet, into Socket marked RE-PLAY in FIG. 1 on next sheet (Fig. 1 is a view of Mechanism Panel, access to which is through side door).

Spring A on Projector Unit remains as illustrated in Fig. 2 on next sheet---that is, hooked to Pin X and Pin F.

Also be sure to instruct merchant, as explained in FORM BROADCAST-4002.

NOVELTY OPERATION

Plug 8-point Plug, leading from cabinet, into socket marked NOVELTY in Fig. 1 on next sheet (Fig. 1 is a view of Mechanism Panel, access to which is through side door.)

Spring A on Projector Unit (see Fig. 2 on next sheet) must also be unhooked from Pin F and hooked to Pin N. For novelty operation, Spring A should be hooked to Pin X and Pin N.

NEW "HOLD-SCORE" OPERATION

The purpose of "HOLD-SCORE" operation is to save the location man's time. When game is operated with "hold-score" feature, merchant is not required to check each winning game before another coin is deposited.

Player who has scored re-plays---and desires to continue playing---MUST DEPOSIT COIN (coin-chute does not release as in the case of re-play operation). BUT TOTALIZER DOES NOT RE-SET TO ZERO WHEN COIN IS DEPOSITED.

Thus, as long as player continues to play---depositing a nickel for each game---all re-plays scored by skill register on the totalizer. Then, when player desires to quit, merchant checks and re-sets totalizer, as explained in FORM BROADCAST-4002.

TO OPERATE WITH "HOLD-SCORE" feature, plug 8-point Plug, leading from cabinet, into Socket marked "HOLD-SCORE" in Fig. 1 on next sheet (FIG. 1 is a view of Mechanism Panel, access to which is through side door).

Also change Spring A on Projector Unit exactly as for Novelty operation.

HIGH-SCORE ADJUSTMENT

Adjust by means of 5 Jack-Plugs and 5-point Socket marked HIGH-SCORE in Fig. 1 (a view of mechanism panel, access to which is through side door).

If no Jack-Plugs are plugged in, high-score re-plays start at 85,000.

If ONLY Plug 80 is plugged in to corresponding Socket, high-score re-plays start at 80,000.

If Plugs 80 and 75 are plugged in to corresponding Sockets, re-plays start at 75,000.

Plugs 80, 75 and 70 in corresponding Sockets---70,000.

Plugs 80, 75, 70, 65---65,000.

Plugs 80, 75, 70, 65, 60---60,000.

Printed card starting at 75,000 is furnished with machine, together with a "blank" card (BROADCAST-3100) for use in connection with high-score adjustments (simply write in score at which high-score replays are to start).

"TOP-O-DIAL" ADJUSTMENT

Adjust to 25, 50 or 75 top by means of Pin H on Projector Unit (FIG. 2), removing Pin and placing in hole corresponding to adjustment desired, as indicated in FIG. 2.

Separate cards for 25, 50 and 75 top are furnished with machine.

Score at which player receives "Top-o-Dial" re-plays may be adjusted by means of Jack-Plug marked "TOP-O-DIAL" in FIG. 1 (view of Mechanism Panel, access to which is through side-door). Simply plug Jack-Plug into Socket corresponding to score at which "Top-o-Dial" feature is to be effective.

Printed cards (25, 50 and 75 top) for "Top-o-Dial" score of 66,000 are furnished with machine, together with blank cards (BROADCAST-3100-25, BROADCAST-3100-50, BROADCAST-3100-75) for use in connection with "Top-o-Dial" adjustments (simply write in score at which "Top-o-Dial" feature is effective).

BALL-RETURN ADJUSTMENT

Score at which ball in Special Pocket is returned may be adjusted by means of Jack-Plug marked BALL-RETURN in FIG. 1 (view of Mechanism Panel, access to which is through side door). Simply plug Jack-Plug into Socket corresponding to score at which ball is to be returned.

Printed card providing for ball return at 50,000 is furnished with machine, together with blank card (BROADCAST-3150-BR) for use in connection with ball return adjustments (simply write in score at which ball is returned).

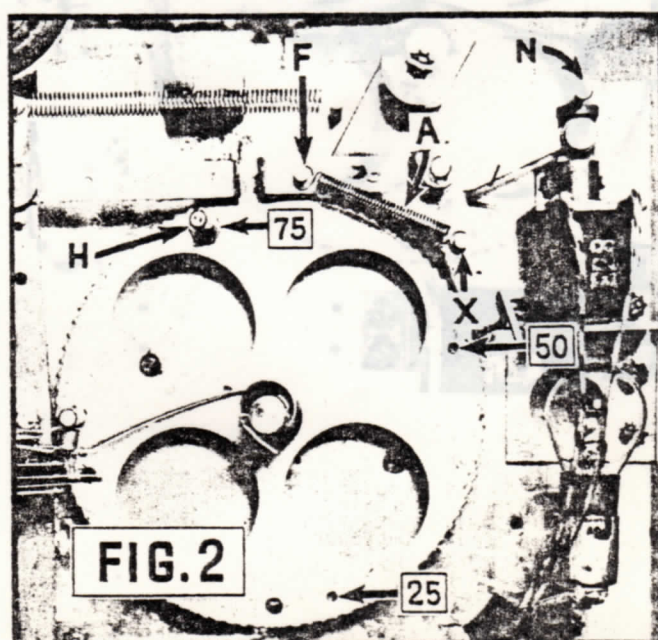
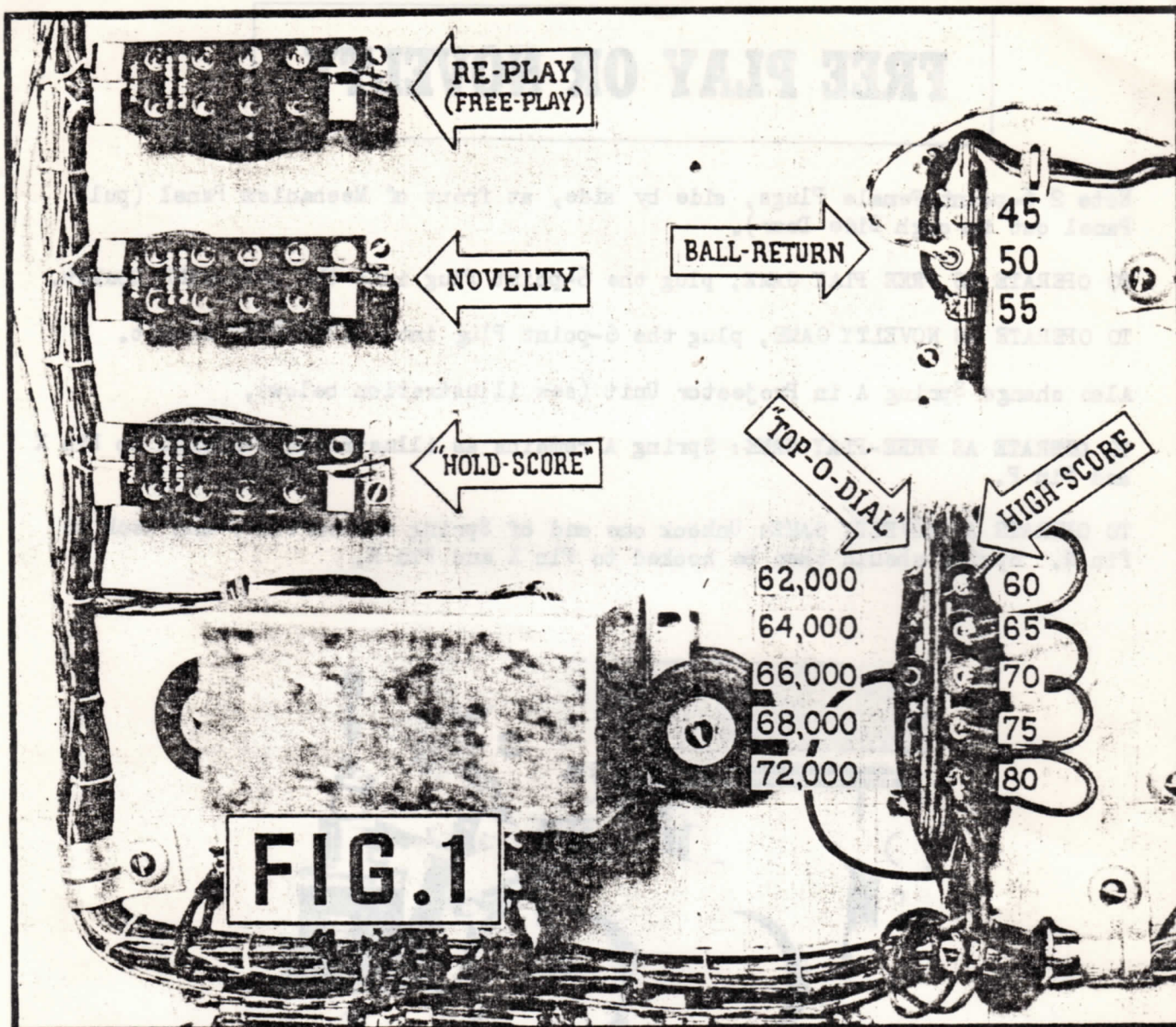
RE-PLAYS INSTEAD OF BALL RETURN

If ball-return feature is not desired, machine may be set to score 2 RE-PLAYS INSTEAD OF RETURNING BALL. This feature is explained to the player in CARD FORM BROADCAST-3150-RP: "Two re-plays for each white bumper hit when C-O-D is lit on back-glass and a ball is in Special Pocket and score is 50,000." The 50,000 is adjustable to 45,000 or 55,000 by means of Jack-Plug marked BALL-RETURN in FIG. 1 (view of Mechanism Panel, access to which is through side door); and a blank card (FORM BROADCAST-3100-COD) is furnished for use in connection with adjustments (simply write in score at which re-plays are to register).

Change from ball-return to re-plays is by means of Jack-Plug and 2 Sockets on under side of top-panel, directly inside side door.

BALL-RETURN: Place Plug in Socket CLOSEST TO BACK OF MACHINE.

RE-PLAY: Place Plug in Socket CLOSEST TO FRONT OF MACHINE.



FREE PLAY OR NOVELTY

Note 2 6-point Female Plugs, side by side, at front of Mechanism Panel (pull Panel out through Side Door).

TO OPERATE AS FREE PLAY GAME, plug the 6-point Plug into the LEFT-HAND Socket.

TO OPERATE AS NOVELTY GAME, plug the 6-point Plug into RIGHT-HAND Socket.

Also change Spring A in Projector Unit (see illustration below).

TO OPERATE AS FREE-PLAY GAME: Spring A remains as illustrated---hooked to Pin X and Pin F.

TO OPERATE AS NOVELTY GAME: Unhook one end of Spring A from Pin F and hook to Pin N. Spring should then be hooked to Pin X and Pin N.

