

CHICAGO COIN MACHINE

DIVISION OF
CHICAGO DYNAMIC INDUSTRIES, INC.

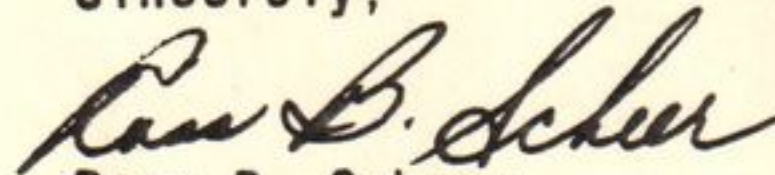
1725 DIVERSEY BOULEVARD • CHICAGO, ILLINOIS 60614 • WELLINGTON 5-4600

April 17, 1967

The enclosed schematics and the two sent to your Parts Managers a couple of days ago under separate mailing, supersede any schematics on "Bullseye Baseball" sent to you previously. These are corrected version and the old schematics should be destroyed.

This change will apply to all schematics shipped with the games between March 24, 1967 and April 4, 1967.

Sincerely,



Ross B. Scheer

Director Customer Relations
Field Sales

BULLSEYE BASEBALL

GAME ADJUSTMENTS

These 5 pages worth \$100 to you

PITCHING UNIT

(1) Speed of pitch - (Effects score and length of play of game.)

- (A) (Conservative) - Increase speed of pitch by adjusting Pitching arm $1/4$ " longer. This should make pitched ball harder to hit accurately and therefore lower the score and shorten the time of play per game.
- (B) (Liberal) - Decrease speed of pitch by adjusting pitching arm $1/4$ " shorter. This will tend to increase score and length of play per game.
- (C) (Erratic Pitch) - Favor bent portion of pitching arm to one side of ball delivery slot.

This condition will make the pitches vary from center to one side. This can be accomplished by lifting the ball pitching flap on top of playfield.

(Factory Adjusted - Medium Ball)

BATTING UNIT

Adjustments: Located on bottom left hand corner of playfield.
(Accessible thru front door.)

Power of Bat:

- (A) (Increase Power) - Move plug toward side marked faster. This will make it easier to hit ball up ramp, and result in higher scores and increase length of game.
- (B) (Decrease Power) - Move plug toward side marked slow, this will make it more difficult to hit ball up ramp and into bleachers.
(Factory Adjusted at second point from end marked slow.)

CENTER RAMP

Frequency of raising ramp determined by number of plugs inserted into adj. jack located on left hand side of back door.

- (A) For more frequent raising of center ramp, insert one or more additional plugs. The more the center ramp is up the greater the chance of hitting the ball into the "Bull's Eye" Target and Bleachers.
- (B) For less frequent raising of center ramp remove one, or more plugs. This will lessen the chances of hitting the ball into the "Bull's Eye" Target.
(Factory Adjusted - 3 Plugs Inserted)

BULL'S EYE TARGET

- (A) Four red plastic Bull's Eye Targets with openings ranging from $\frac{7}{8}$ "-1"-1- $\frac{1}{4}$ "-&-1- $\frac{3}{8}$ " are supplied with each game.
- (B) To make target more liberal replace with 1- $\frac{1}{4}$ " or 1- $\frac{3}{8}$ " red plastic Bull's Eye Target.
- (C) To make target most conservative replace with $\frac{7}{8}$ " red Bull's Eye Target.
(Factory Shipped Game uses 1" opening.)

MATCH FEATURE

- (A) Game is shipped with plug in match section of adjustment jack located on socket next to base animation motor.
- (B) To remove match feature insert plug into section of jack marked (Out).

STAR FREQUENCY ADJUSTMENTS

- (A) Star Appearance Adjustment - Jack located in lower left hand corner of back door.

STAR APPEARANCE ADJ.	MORE
	LESS

- Plug inserted here enables star to appear more frequent.

- Plug inserted here lessens star appearance.

- (B) Star Value Adjustment - Jack located on left side of back door.

STAR VALUE ADJ.
10 RUNS —
CANCEL OUT —
REPLAY —

When star is lit and home run target is hit.

- Plug inserted here scores 10 runs.

- Plug inserted here cancels an out.

- Plug inserted here awards 1 replay.

BLEACHER VALUE ADJUSTMENTS

(Located on left side of back door.)

BLEACHER VALUE ADJ.
10 RUNS —
20 RUNS —
30 RUNS —

When both right and left field bleachers have been hit.

- Plug inserted here scores 10 runs.

- Plug inserted here scores 20 runs.

- Plug inserted here scores 30 runs.

(Factory Adjustment is set at 10 runs)

BLEACHER CANCEL OUT ADJUSTMENTS

(Jack located on left side of back door.)

BLEACHER CANCEL OUT OR BONUS ADJ.	2	- Do not use.
	13	- Plug in this position cancels an out at 13 only.
	4	- Plug in this position cancels an out at 4 only.
	15	- Plug in this position cancels an out at 15 only.
	6	- Plug in this position cancels an out at 6 & 16.
	7	- Plug in this position cancels an out at 7 & 17.
	8	- Plug in this position cancels an out at 8 & 18.
	9	- Plug in this position cancels an out at 9 & 19.
	10	- Plug in this position cancels an out at 10 only.

(Factory Adjusted with plug in 7 Cancels an out at 7 & 17)

(NOTE:) When a player has no outs charged against him and the required amount of bleacher home runs have been registered he scores a bonus of 10 extra runs.

HI-SCORE REPLAY ADJUSTMENT

(Jack located in left hand corner of back-rack socket board.)

100	HI-SCORE ADJ.
90	
80	
70	
60	
50	
40	
30	

- Plug in this position awards 1 replay at 100.
- Plug in this position awards 1 replay at 90.
- Plug in this position awards 1 replay at 80.
- Plug in this position awards 1 replay at 70.
- Plug in this position awards 1 replay at 60.
- Plug in this position awards 1 replay at 50.
- Plug in this position awards 1 replay at 40.
- Plug in this position awards 1 replay at 30.

HI-SCORE CONTROL ADJUSTMENT

(Jack located at top left hand corner of back door.)

HI-SCORE CONTROL ADJ.	OVER 100	▷
	UNDER 100	▷

- Plug in this position allows replays over and under 100. (For example 70 and 170)
- Plug in this position allows replays under 100 only. (For example 70)

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