

NO GOOD GOFERS

Ball Hang-up Field Repair Kit # A-22599

Known problems, adjustments, reported ball traps errata work sheet.

This kit includes:

Part Number	Description	Quantity
01-15002	slam ramp bracket	1
01-15003	flasher dome bracket	2
03-7557	Mylar used under slam ramp protective Mylar	1
03-9255-2	11/32" spacers	2
23-6828	rubber bumpers	6
16-10658	installation instructions	1
31-3229	playfield plastic	1
4106-01001-16	screw for plastic	1
4700-00070-00	washer	1
4008-01005-06	screw for washer fix	1

Instructions:

Problem:

The award wheel will not show the correct award.

Check that the "teeth" of the award wheel are fully into the optical switches that read them. The correct adjustment procedure follows.

1. Raise the playfield so that you can see between the wheel and its mounting bracket. Check the depth of the teeth into the optos.
2. To lower the teeth loosen the large lock nut on the wheel spindle. Lower the wheel until the teeth are about $\frac{3}{4}$ of the way into the optos. Lock the nut into place.
3. Now use the three leveling adjustment nuts on the perimeter of the mounting plate to make the wheel flush with the play surface. Turn the wheel by hand to check that it is as flush as possible all the way around.

Problem:

The game continually makes "explosion sounds" and begins strange modes that are out of place with game play.

This problem should be most apparent with revision 1.00 or earlier software. The problem is that the golf cart switches are not adjusted correctly. Remove the single screw that holds the driving range in place. With the driving range loose you can see the leaf switches that activate the golf cart. Also, there is a screw behind the cart that controls the cart's stiffness. Adjust all of these as necessary. Upgrade to revision 1.2 software, which lowers the sensitivity of the cart.

Problem:

All shots into the "putt out" trap area are shot directly back to the player. (There are no passes to the jet bumper area).

Check that the rubber plunger stop on the pass coil bracket is attached and in place. If the rubber stop is missing the plunger will not have enough power to fire and pass the ball. As a result the game tries to compensate by removing the ball from the trap by firing it with the only coil available: the coil that fires the ball at the player. Also upgrade to revision 1.2 or higher software. This will help reduce the number of "normal" shots that are straight back at the player.

Problem:

First lock shots behind "Bud" are not registered.

The middle back trap switch is intermittent or out of adjustment. Adjust the switch as necessary.

Problem:

With the gofers down and ramps up, shots behind the gofers bounce back at the player. (Shots do not go into back trap.)

The Gofers mechanism top pieces are not level with the top of the play surface. Use the leveling screws at the base of the Gofers bracket to level the mechanism with the top of the playfield.

Problem:

Shots up the center ramp do not register. The speech continually uses the phrase "Hook!"

The center ramp switch should be checked. Without this switch operational the game cannot play multi-ball and the earnings will be seriously impacted. Remove the driving range and, with the game in switch test, pass a ball over the center ramp switch to test it.

Problem:

Some early No Good Gofers may have been manufactured with optical switches incorrectly wired.

Check the optical switches, especially the Gofer up/down switches, to insure that the LED board is wired correctly. *This problem might not appear in switch test!* The Gofer mechanisms may appear to be confused as to when they are up or down. A physical check of the wiring is the only way to tell!

Problem:

The "putt out" kickback (ball cannon back to the player) fires the ball between the players flippers.

On all production games, (assembled after samples), the kickback coil can be aligned. Loosening the two nuts that hold the coil plunger bracket in place. Re-aim the plunger slightly and then retighten the nuts.

On sample games the bracket itself must be bent slightly. Grab the bracket with large pliers and twist it either right or left. Test the kick-out after making the adjustment. Upgrade to revision 1.2 or later software. This software lowers the quantity of kicks back to the player.

Reported ball hang-ups and repairs:

The following are reported ball hang-ups from customer games. All games may not exhibit this behavior. Individual problems can be addressed as they are found. In all cases the parts are available as "Ball Hang-up Field Repair Kit # A-22599". The kit can be ordered through your Williams pinball distributor.

Use the included playfield diagram for key locations.

1. Part # 01-15003 can be screwed to the ramp mounting locations at "A" to eliminate a ball trap against the lower ramp flasher domes.
2. Part # 01-15002 should be installed on the left side of the slam ramp to avoid a ball being trapped between a lowered slam ramp and the captive ball plastic. To install this part remove top screw and washer from the left slam-ramp rubber post. Slide the trap guard into the slam ramp so that the hole in the guard lines up with the hole in the post screw. Re-install the screw and washer so that both parts are held securely.
3. The left upper flashlamp bank wiring may be incorrectly dressed. The wiring should be run BETWEEN the flashlamp bank rear mounting post and the cabinet and not in front of it.
4. The following will eliminate the possibility of a trap occurring between the wiring and the side of the cabinet at location "C". On some games the plastic mounted over the back-trap area is too high at its front tip making it possible for a ball to get trapped underneath it at location "E". Move the driving range for clearance to this area by taking out its single mounting screw. At location "D", clip the point (approx. ¼") off of the plastic using a wire-cutter. Remove the screw in the post that was under the point of the plastic and discard it. In its place install #4700-00070-00 washer and #4008-01005-06 screw. The shoulder of the washer will come down on the tip of the plastic and hold it in place.

5. On some games there may be a ball trap between the right upper flashlamp bank and the side of the ramp under it. At point "F" remove the screw holding the LEFT red anti-trap mini-post. (This post is mounted upside down to the right of the ramp entrance.) Install #31-3229 plastic and (2) # 03-9255-2 spacers with a # 4106-01001-16 screw back into the anti trap post. The post acts as a nut.
6. There are several places where a ball may come to rest depending on the pitch and angle of the game. Included in the kit are (6) #23-6828 self sticking rubber bumper pads. These can be installed in the following locations, "B".

Just behind the right mounting nut for the left spinner.

Just below the lower curve of the right ramp.

At the intersection of the red hole-in-one lip and upper right flash lamp bank on the driving range.

On the side of the left ramp just above the left ball popper.

On the top of the left ball popper near the end of its nose.

On the top of the left ramp rail just behind the micro-switch mounting bracket.

