

CLUB TROPHY

OPERATING INSTRUCTIONS

TO SET UP MACHINE

Simply place Upper Cabinet on Base or Legs.

TO PLACE BALLS IN MACHINE

First remove nut from each of the bolts which run down through the front panel of cabinet. Then remove the wood moulding across the front of the cabinet and slide the glass forward far enough to 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 Mechanism Drawer and throw the Wire Cables toward back of Cabinet. Reach through opening in back of Cabinet, draw Cables up into Light-Box and plug the attached Plugs into corresponding Sockets.
4. Replace Back Cover of Light-Box.

TO REPLACE LIGHTS

1. Unlock Light-Box Door.
2. Remove Light-Box Unit, giving you access to Bulbs.

ANTI-TILT ADJUSTMENT

Anti-Tilt Mechanism is in Mechanism Drawer.

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 the plumb-bob are farther from the Contact Ring.

TO REMOVE TOP PANEL

1. Remove glass. Remove 2 bolts which run down through front end of panel. Then remove wood moulding across front of cabinet and slide glass forward.
2. Remove screws on each side of arch.
3. Pull Shooter Plunger OUT as far as it will go.
4. Lift up front end of Top Panel, then slide it forward from under metal cleat at back of cabinet.

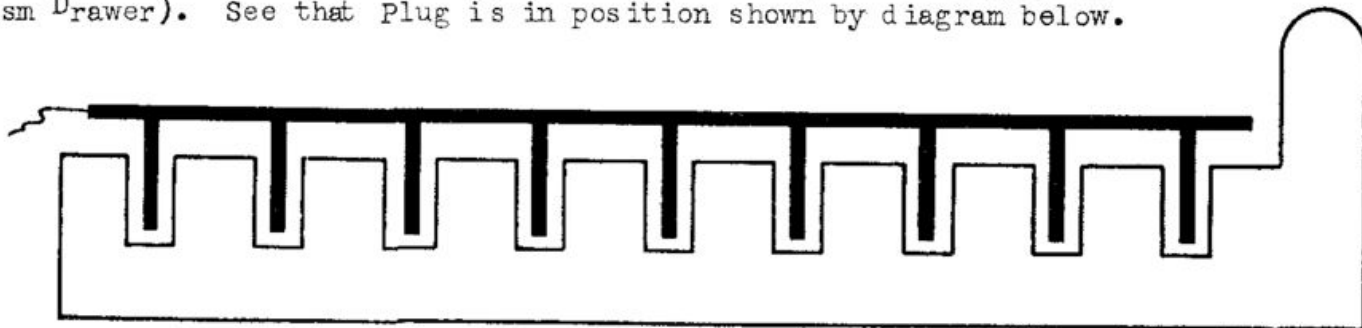
TO REPLACE TOP PANEL

Insert back end of Panel under metal cleat at back of cabinet. Then ease down front end and reverse procedure described above.

TO CHANGE NUMBER OF BALLS

5 BALLS

1. Note 18-point Plug back of Multiple Unit (front right-hand corner of Mechanism Drawer). See that Plug is in position shown by diagram below.

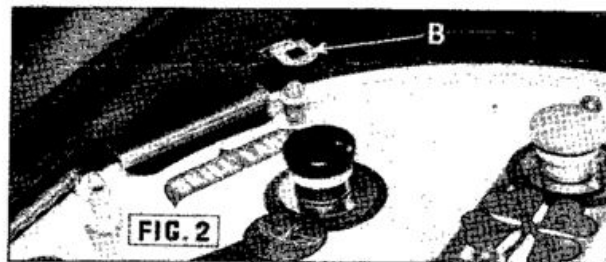


2. Gate B should be in position as shown in Fig. 2.

3. If Skill Lane Marker is not on panel, apply Skill Lane Decal (furnished with machine), as shown in Fig. 2.

4. Use cards CLUB TROPHY-2005, CLUB TROPHY-3105.

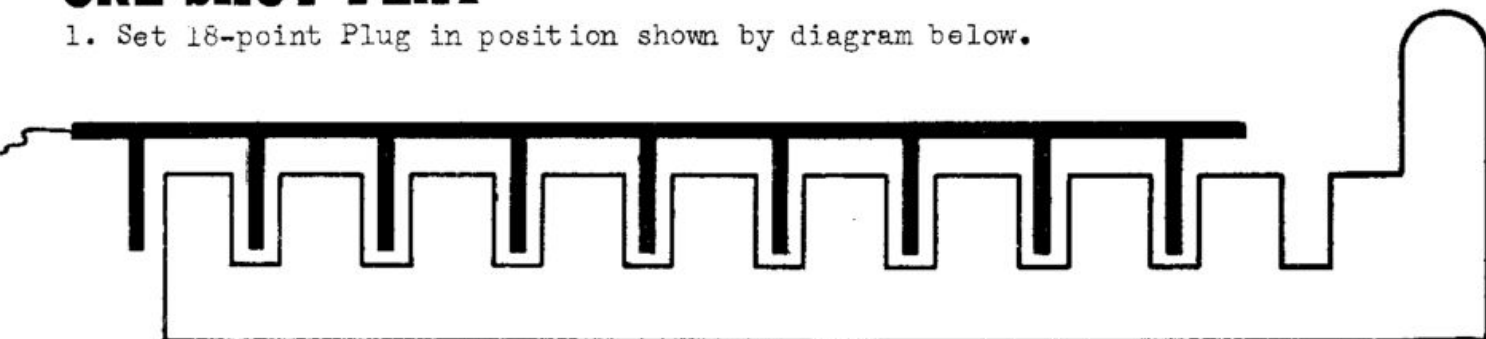
5. PLACE 5 BALLS IN MACHINE.



Photograph shows GOLD CUP board but CLUB TROPHY Skill Lane is in same position.

ONE-SHOT PLAY

1. Set 18-point Plug in position shown by diagram below.

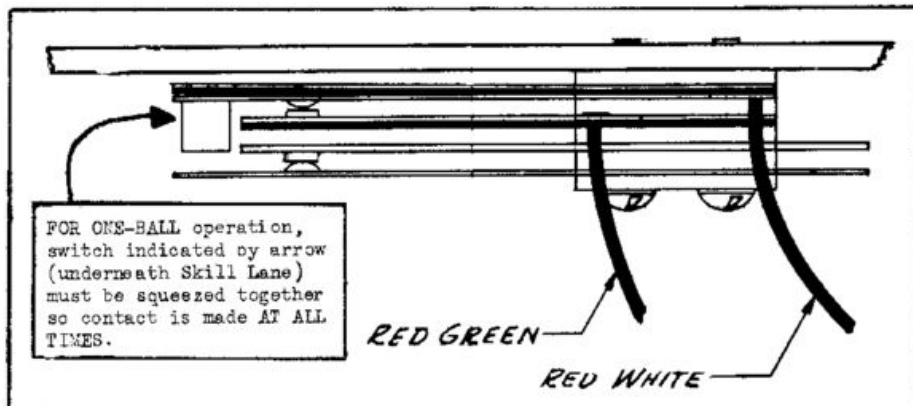


2. Remove Gate B (FIG. 2) and fasten Rubber Bumper (furnished with machine) into side of arch to prevent ball from entering Skill Lane.

3. Use cards CLUB TROPHY-2001, CLUB TROPHY-3101.

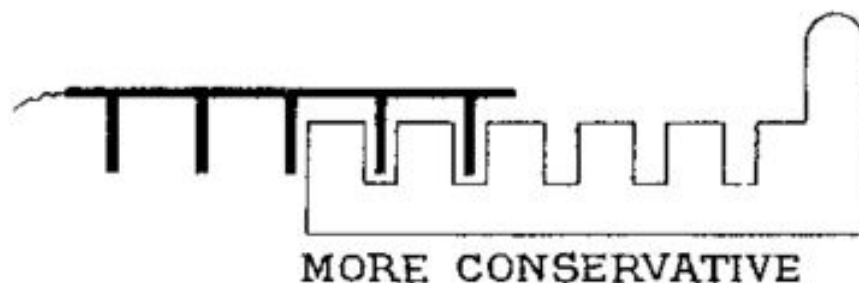
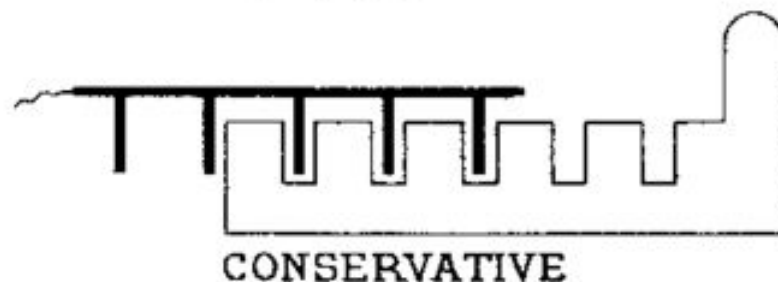
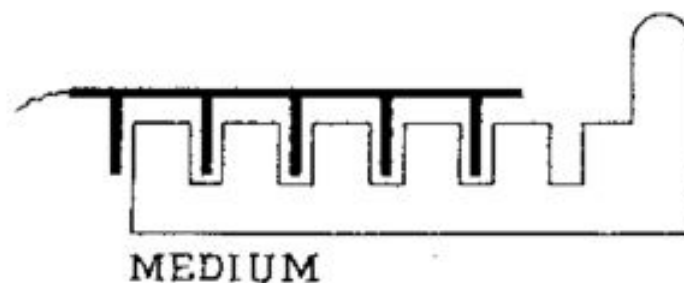
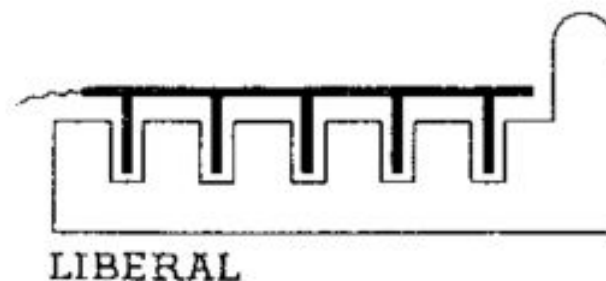
4. PLACE ONLY ONE BALL IN MACHINE.

CLUB TROPHY-4002



CAP AND CUP LIGHT ADJUSTMENTS

Frequency with which CAP or CUP light on backglass may be adjusted by means of point plug directly in front of fuses in Mechanism Drawer. Various adjustments indicated by the diagram below.



METER INSTRUCTIONS

Meters are in Mechanism Drawer. LEFT-HAND Meter registers Replays redeemed by merchant; MIDDLE Meter steps up with the Reserve Register; RIGHT-HAND Meter is used only when Reserve is set to start at 1 or more (instead of zero, which is the normal starting point of the Reserve).

TO SETTLE WITH MERCHANT, subtract previous LEFT-HAND Meter reading from present reading; multiply by 5 cents. Then subtract previous MIDDLE Meter reading from present reading; multiply by \$1.00. Add the two amounts together to determine amount due merchant in addition to regular commission.

IF RESERVE STARTS AT "1" OR MORE, subtract previous RIGHT-HAND Meter reading from present; multiply by number at which Reserve is started (\$1.00, \$2.00, \$5.00, etc.) and add this amount to amount due merchant.

INSTRUCTIONS TO MERCHANT

TO RE-SET TOTALIZER, press UPPER button under coin-chute.

TO RE-SET RESERVE, press LOWER button under coin-chute.

RESERVE DOES NOT RELEASE COIN-CHUTE for replays. Therefore, when player scores FEATURE RACE (by placing ball in Feature Race pocket, when Feature Light is lit on backglass), merchant must provide player with sufficient coins to play replays ---20 coins for each number shown in Feature score backglass. For example, if Feature Score is 10, player receives 200 nickels in order to play 200 replays.