

GENCO'S "BIG TOP RIFLE GALLERY"

GENERAL INFORMATION

LINE SWITCH:

Line switch for shutting off game is located on top of cabinet.

CONVENIENCE OUTLET:

A plug-in type socket is located inside of cabinet and can be reached by opening rear top door. It is conveniently located at the front of the panel and will function even if the line switch is in "off" position. It's purpose is for the use of a service lite or soldering iron. It is detachable and may be attached to any part of the line cord. Simply snap off and snap on where desired.

LOW VOLTAGE ADJUSTMENT:

Whenever the voltage on location drops below normal (100 volts) and the counting units begin to get sluggish both in resetting and scoring then transfer the adjustable plug from "Normal" position to "Low" position. This adjustable plug is located next to the transformer on the target panel and can be easily reached by opening rear bottom door and target panel door. When voltage again reaches 100 and over, change plug back to normal position.

CIRCUIT BREAKER CA-4:

Since the only possible failure that can cause a long operational delay is the blowing out of a fuse or malfunction of a relay or solenoid, we have incorporated in this game a circuit breaker for the protection of the rectifier, coils and solenoids. This circuit breaker eliminates the necessity of a fuse and when overloaded will open the circuit. It then takes from one to three minutes to reset automatically and prepare the game for further operation.

IMPORTANT TO THE OPERATOR:

Advise locations to retest game after waiting several minutes should trouble be encountered. More than likely you will save yourself an unnecessary service trip. REMEMBER - a blown fuse must be serviced to be replaced. Our CA-4 Circuit Breaker Resets Itself Automatically and Thus Eliminates Those Nuisance Service Calls.

TRIGGER ADJUSTMENT:

To adjust the trigger action, turn screw on underside of rifle located in front of trigger guard. Turn screw "Clockwise" for "Hair Trigger" action. Turn screw "Counter Clockwise" for "Late Trigger" action.

TO SERVICE LITES IN SCORERACK:

Remove the front glass by removing two screws in left side molding.

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GENERAL INFORMATION (Cont'd.)

SCORING OF HITS:

The Ducks, Hawks, Cats, Candles and Clown score as follows; - - - - -
1st - 2nd - 3rd - 4th - 5th shots score 10 points, when hit, as indicated in target area.
6th - 7th - 8th - 9th - 11th - 12th - 13th - 14th shots score 20 points, when hit, as indicated in target area.
16th - 17th - 18th - 19th - 21st - 22nd - 23rd - 24th - 26th - 27th - 28th - 29th - 30th shots score 30 points, when hit, as indicated in target area.
10th - 15th - 20th - 25th shots score 50 points, when hit, as indicated in target area.
When lit, Bulls Eye Targets score 50 points when hit.

MOVING DUCK TARGETS:

Moving Ducks can be shot at any time during the game, however, when 5 Ducks are knocked down then the Ducks do not set up again until the next game.

RIFLE ASSEMBLY:

For easy access to the stylus point, the entire top front rifle assembly is hinged and can be opened by opening the side door and releasing two locking bolts. After servicing remember to replace the two locking bolts and tighten securely before closing side door.

RIFLE SIGHTING BLOCK:

This sighting block is provided for the operator who wishes to check the rifle for proper alignment. Place the sighting block into wooden cross piece with felt pad facing forward. Place rifle barrel into top opening and sight a target. Stylus Point should center on corresponding rivet. If necessary move Contact Bakelite to obtain proper alignment. Only two end Hawk Targets and two end Cat Targets have to be checked - - - - -
All other targets will correspond.

TARGET PANEL:

To service target panel open rear bottom door and unscrew one screw located on right side of target panel door. Remove two bottom bolts and two side bolts. Remove all plugs from bottom and top of target panel. Slide entire panel out.

CLOWN MOTOR:

To service clown motor remove four wood screws from bottom bracket.

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GENERAL INFORMATION (Cont'd.)

TWO ADJUSTABLE PLUGS IN SCORERACK:

5 EXTRA SHOTS PLUG:

Game will always give player 25 shots.

Position #1 - Will give player 30 shots if 500 points are made with 25 shots.

Position #2 - Will give player 30 shots if 300 points are made with 25 shots.

Position #3 - Will give player 30 shots at all times irrespective of score.

NUMBER MATCHED PLUG:

Position #1 - Match On - When a match is made player receives one replay and matched number registers on meter located near cash box.

Position #2 - Match Off - This position removes the match feature from the game entirely and no match number will lite on the scorerack at any time.

STYLUS POINTS:

Two stylus points are provided with each game. A Liberal Stylus Point for higher scores and a Tight Stylus Point for lower scores. This game is shipped with the Liberal Stylus Point in operation and will permit player to get higher scores and more perfect games. If lower scores or fewer perfect games are desired for specific locations then remove the Liberal Point from the arm and replace with the Tight Point found in one corner of the Stylus Contact Bakelite.

CAUTION: When replacing Stylus Points be careful not to oversolder. Point should be free and easily moved in tubular eyelet. Compression spring should easily keep point extended to contacts on bakelite.

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FUSES

110 VAC (Line, Target Motor, Clown Motor & Duck Motor)	6 AMP
30 VAC (Counting & Reset Motor and Scoring Units)	10 AMP
7 VAC (#44 Lites)	15 AMP
16 VDC (Solenoids, Coils and #1458 Lites)	CA-4

LITES

Shots (1 to 9)	7 VAC	#44
Shots (10 - 20 - 30)	7 VAC	#44
Match Numbers (0 to 9)	7 VAC	#44
Number Match	7 VAC	#44
Game Over	7 VAC	#44
Bulls Eyes	7 VAC	#44
Bulls Eye (50 Points)	7 VAC	#44
Target Values	7 VAC	#44
50 Target Value	16 VDC	#1458
10 - 20 - 30 Target Values	7 VAC	#44
In Front of Scoring Units	7 VAC	#44
Name and Clown	7 VAC	#44
Shots	7 VAC	#44
Perfect Score	16 VDC	#1458
Expert	16 VDC	#1458
Sharpshooter	16 VDC	#1458
Marksman	16 VDC	#1458
Rifleman	16 VDC	#1458
Candles	7 VAC	#81
Canopy	(2) 110 VAC	40 WATT
Canopy	110 VAC	40 T 10/AF
Cabinet	(2) 110 VAC	10 WATT
Cabinet (Meter Lite)	110 VAC	7 1/2 WATT
Condenser		25 MFD.
Resistor		100M

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