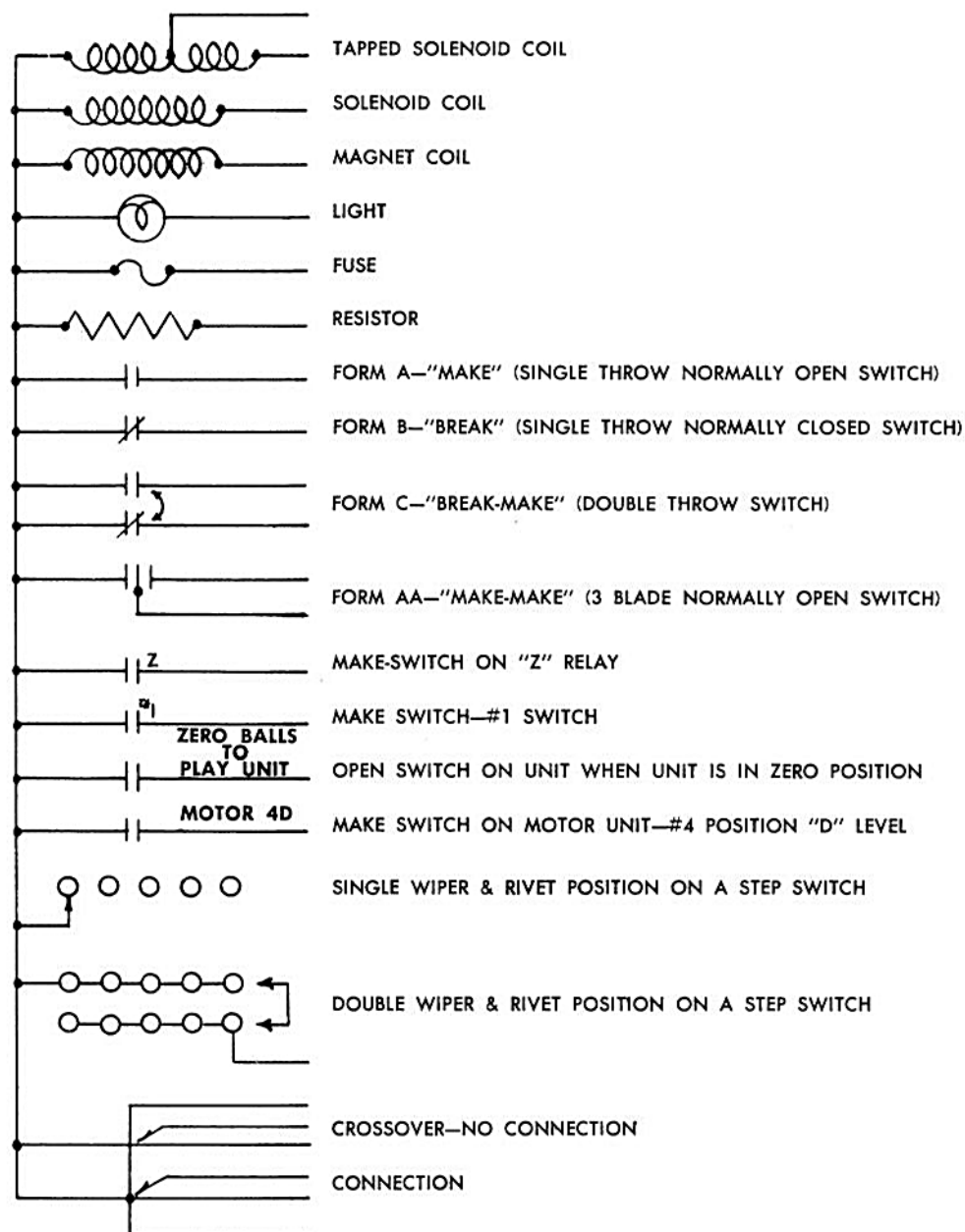
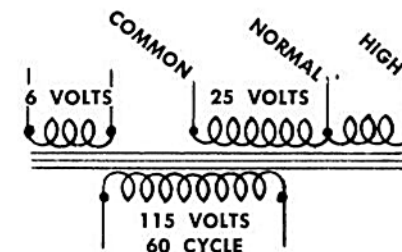


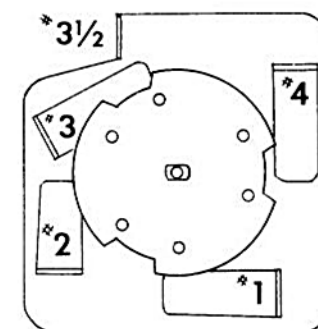
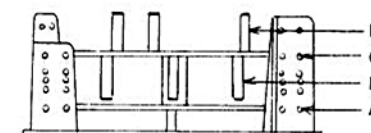
## WIRING DIAGRAM SYMBOLS



## TRANSFORMER



## MOTOR SWITCH POSTIONS

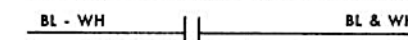


## "COLOR CODE ABBREVIATIONS"

|             |              |
|-------------|--------------|
| BL = BLUE   | SL = SLATE   |
| BR = BROWN  | YEL = YELLOW |
| BLK = BLACK | WH = WHITE   |
| GR = GREEN  | MAR = MAROON |
| OR = ORANGE | PUR = PURPLE |

## EXAMPLE:

BL - WH = BLUE WITH A WHITE TRACER.  
 BL & WH = BLUE AND WHITE MOTTLED.



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THIS MACHINE IS EQUIPPED WITH A TILT RESET CIRCUIT.  
THE PLAYER IS PENALIZED 1 BALL PLUS BALL IN PLAY FOR  
HAVING TILTED.

THIS FEATURE IS OPTIONAL AND CAN BE DISCONNECTED BY  
MOVING THE TILT RESET ADJ. PLUG TO THE OUT POSITION.  
WITH THE ADJUSTMENT PLUG IN THE OUT POSITION, THE GAME  
IS OVER WHEN A TILT OCCURS.

THIS ADJUSTMENT PLUG IS LOCATED ON THE BOTTOM PANEL  
AND IS ACCESSIBLE THROUGH THE FRONT DOOR.

## CAUTION:

WHEN SERVICING THIS GAME BE SURE  
BANK IS PROPERLY SEATED IN BRACKETS  
AND WING NUTS ARE TIGHT.

A-9871

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## TILT SETTING:

THERE ARE TWO SETS OF HOLES FOR MOUNTING TILT BOB  
STRIKE PLATE.

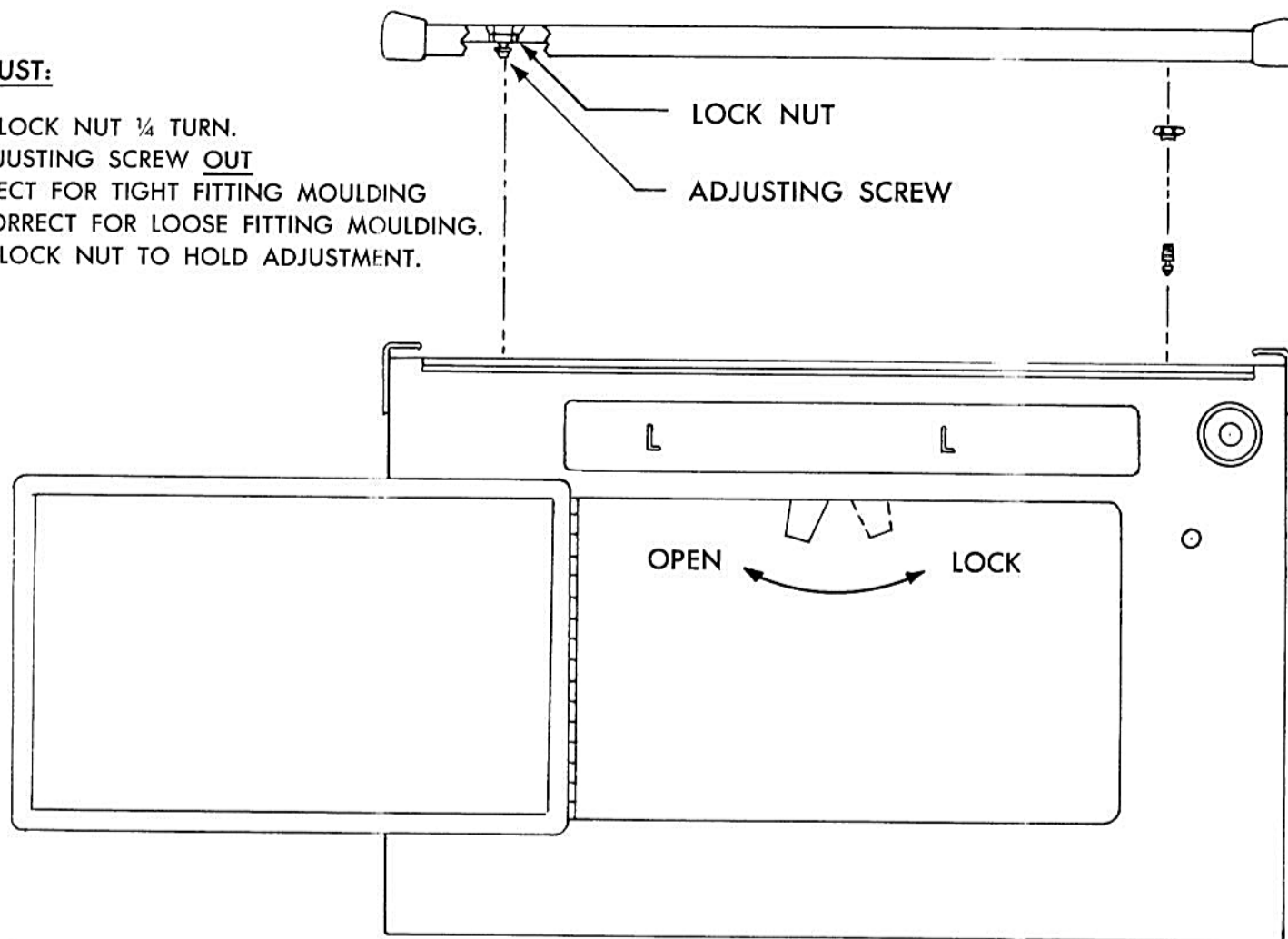
BY MOVING STRIKE PLATE CLOSER TO TILT BOB SUPPORT  
BRACKET, GAME WILL BE LESS SENSITIVE TO TILTING.

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## FRONT MOULDING LOCKDOWN

### TO ADJUST:

LOOSEN LOCK NUT  $\frac{1}{4}$  TURN.  
TURN ADJUSTING SCREW OUT  
TO CORRECT FOR TIGHT FITTING MOULDING  
IN TO CORRECT FOR LOOSE FITTING MOULDING.  
TIGHTEN LOCK NUT TO HOLD ADJUSTMENT.



### TO REMOVE:

SWING LEVER TO OPEN POSITION.  
LIFT MOULDING FROM GAME BY END PIECES.

### TO REPLACE:

WITH LEVER IN OPEN POSITION SEAT MOULDING ON  
FRONT OF GAME. SWING LEVER TO LOCK POSITION.  
DO NOT FORCE. (SEE "TO ADJUST" ABOVE.)

# POST ADJUSTMENT

