

GAME ADJUSTMENTS

PLAYFIELD PANEL POST ADJUSTMENTS:

The playfield panel is provided with (3) plastic shields and a metal strap with slotted holes to accommodate the movement of posts to increase or decrease scoring potential. A card showing these adjustments will be found on panel.

BELL ADJUSTMENT PLUG:

Located on back box insert. This plug provides positions to ring bell for 10 point scores, 100 point scores, or both 10 and 100 point scores.

HI-SCORE ADJUSTMENT PLUGS:

Located on back box insert. These (2) plugs provide a wide range of score coverage at which replays or added balls* can be awarded. Recommended plug settings, corresponding to score cards shipped with game, will be found on hi-score adjustment chart inside back door.

CACTUS JUICE FEATURE ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions to award replays or added balls* for pre-set Cactus Juice feature scores.

HI-SCORE FEATURE ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions to award replays or added balls* for pre-set hi-scores.

CACTUS JUICE SCORES ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions at which replays or added balls* can be awarded for Cactus Juice feature scores.

BALLS PER GAME ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions to operate game on 5 ball or 3 ball play.

MATCH FEATURE ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions to operate game with or without match feature award.

2nd & 3rd COIN CHUTE ADJUSTMENT PLUG:

Located on mounting board. This plug provides positions for 2 to 6 plays per coin thru 2nd and 3rd coin chutes.

1st COIN CHUTE ADJUSTMENT PLUG:

Located on alternator unit on mounting board. This plug provides positions for 1 play per coin or 1 play per 2 coins thru 1st coin chute.

*When Add-A-Ball conversion kit is used.

INSTALLATION & SEQUENCE OF OPERATION INSTRUCTIONS

BEFORE LINE CORD IS PLUGGED IN: Check all plugs and sockets and dress cables; (A) Plugs in correct sockets. (B) Plugs securely seated in sockets. (C) Dress cables away from relays.

Check adjustment of the three (normally open) tilt switches: (A) Panel tilt on bottom of playfield panel. (B) Plumb-bob tilt on left side of cabinet near front door. (C) Ball tilt above plumb-bob tilt. Insert one of the two balls into ball tilt assembly and adjust bracket so ball will roll over switch blade if front of cabinet is raised.

PLUG IN LINE CORD: Check adjustment of the four (normally closed) anti-cheat switches that hold-in anti-cheat relay; (A) On front door. (B) On mounting board, next to alternator unit. (C) On mounting board, next to name unit. (D) On mounting board, next to name unit. Adjust switches so long blade is not touching actuating pin.

NOTE: Adjustment of above switches should be checked after game is plugged in. If not properly adjusted the anti-cheat relay will drop out during normal playing of game.

SEQUENCE OF OPERATION AT START OF GAME

Set-up prior to starting game: 1. Place ball into playfield by out hole. Plug game in: No lite lit. Insert Coin or (if replays on register) Push Replay Button: 1. Coin Relay (Trip) Coil is energized thru one of the coin chute relays or thru replay button and; (A) Anti-Cheat Relay is energized and locked in thru anti-cheat and bounce switches, playfield and back box (general illumination) lites lit. 2. Start Relay is energized by coin relay thru #1 score motor cam switch and; (A) Runs Score Units to zero. (C) Reset coin unit to zero and lites 1 can play lite. (D) Thru #3 score motor cam switch. Resets replay unit one step, if replay used. Advances total play meter. Resets ball count unit to zero and lites 1st ball lites. (E) Thru #4 score motor cam switch. Resets player-up unit to zero and lites 1st player up lite. Energizes game-over relay (latch) coil and turns off game over lite. (F) Thru #7 score motor cam switch, Energizes coin relay (latch) coil. (G) Thru #10 score motor cam switch, Start relay is de-energized. 3. Ball Return Relay is energized by Ball In Out Hole and; (A) Runs score motor. (B) Energizes ball return kicker solenoid thru #3 score motor cam switch, which kicks ball from out-hole into ball trough to close trough switch. Energizes player advance relay when ball makes trough switch. Advances Player-Up Unit from sub-zero position thru #8 score motor cam switch. 4. Check that; (A) Tilt and game-over lites are off. (B) All point score units and Cactus Juice score units at zero. (C) 1st player up lite, 1st ball lite, 1 can play lite are ON. 5. Multiple Players: Insert a 2nd coin or (if replays on register) push replay button for 2nd player, (1) Multiple Play Relay is energized thru one of the coin chute relays or thru replay button and; (A) Runs score motor. (B) Thru #3 score motor cam switch, Resets Replay Unit one step, if replay used. Advances total play meter. (C) Thru #7 score motor cam switch, advances coin unit one step - lites 2 can play lite. 6. For 3rd, and 4th player, sequence above is repeated. Coin credit sequence: (A) When multiple play coin chutes are used at start of new game, one credit is automatically used to start game and lite 1 can play lite, remaining credits are registered on replay unit. (B) When multiple play coin chutes are used after 1 can play but before 4 can play lite is lit, one credit is automatically used to add 2nd, 3rd or 4th player and remaining credit or credits are registered on replay unit. (C) When multiple play coin chutes or single play coin chute are used after 4 can play lite is lit, all credits (up to 25) are registered on replay unit.

BALLS IN PLAY OPERATION

SECTION 1 - Ball at out hole position: 1. Ball in out hole energizes the ball return relay when score motor is in index position and it remains energized thru its own switch and normally closed #8 score motor cam switch. 2. Ball return relay will operate the score motor and then operate ball return kicker solenoid thru #3 score motor cam switch. 3. Player advance relay will be energized thru a ball trough switch or when game is coined while ball is in shooter alley, the player advance relay is energized by rebound gate switch. The player advance relay remains energized thru its own switch and normally closed #10 score motor cam switch. 4. If the last eligible player has not played, the player advance relay will advance the player up unit thru #8 score motor cam switch. 5. After the last eligible player has played, a ball return relay switch will energize the player reset relay. This relay will advance the ball count unit thru score motor #3 cam switch. The ball count unit end-of-stroke switch will in turn reset the player up unit and the game is set for the 1st player. 6. After the last eligible player has played his last ball, the player reset relay will energize the match relay, which in turn will energize the game over relay (trip) coil thru #7 score motor cam switch.

#814 "DOGIES"

FEATURE INSTRUCTIONS

This game is a one-ball game (only one ball is in play at any time), one to four players may play (in turn), game is adjustable for 3 or 5 balls per game and when the game is tilted, the player is penalized only the ball in play which includes any shoot again privilege.

The features of this game are described in the following pages, except for high-score and match features which are more or less standard on all games. Hi-score and match features are adjustable, as is the Cactus Juice feature.

DEVIL'S CANYON FEATURE: #4 gate is opened by the blue or yellow mushroom-bumper, diverting ball from left out alley.

#4 gate closes when ball rolls-over Devil's Canyon roll-over button or when ball goes into out hole.

SNEAKY JOE GATE FEATURE: Ball may go into shooter alley at anytime, but can not go thru gate from shooter alley. When ball goes thru gate (if 100, 200 or 300 lite is lit) (1) Scores score lite lit. (2) Advances Cactus Juice score. (3) Closes #1, #2 or #3 gate. (4) Lites "same player shoots again" lite, lite remains lit until ball goes over any one of the top roll-overs. When ball goes thru gate (if no score lite is lit) only the "same player shoot again" lites.

CACTUS JUICE FEATURE: Cactus Juice scores are reset to zero only at start of game. Score advances for the player up by the ball rolling over top Dogie Canyon roll-over button and ball going thru Sneaky Joe gate when a score lite (100, 200, or 300) is lit. Cactus Juice score awards replays or with add-a-ball kit, added balls (adjustable), when certain scores are attained (also adjustable).

CENTER ROLL-OVER BUTTON FEATURE: When ball rolls-over center roll-over button: 1) Lites left and right thumper-bumper to score 10 points instead of 1 point. 2) Lites free ball roll-over button to open free gate. Free ball gate will close while flippers are closed. This feature is de-activated when ball goes in out hole.

CLOSE FLIPPERS FEATURE: Flippers close when the white (#2) mushroom-bumper is hit. Flippers open when orange, green or yellow mushroom bumper is hit, when ball goes in out hole and when game is tilted.

FREE BALL GATE FEATURE: Free ball gate is opened by free ball roll-over button when lit. Free ball gate closes while flippers are closed. Free ball gate closes when free ball is delivered to shooter alley and when ball goes in out hole.

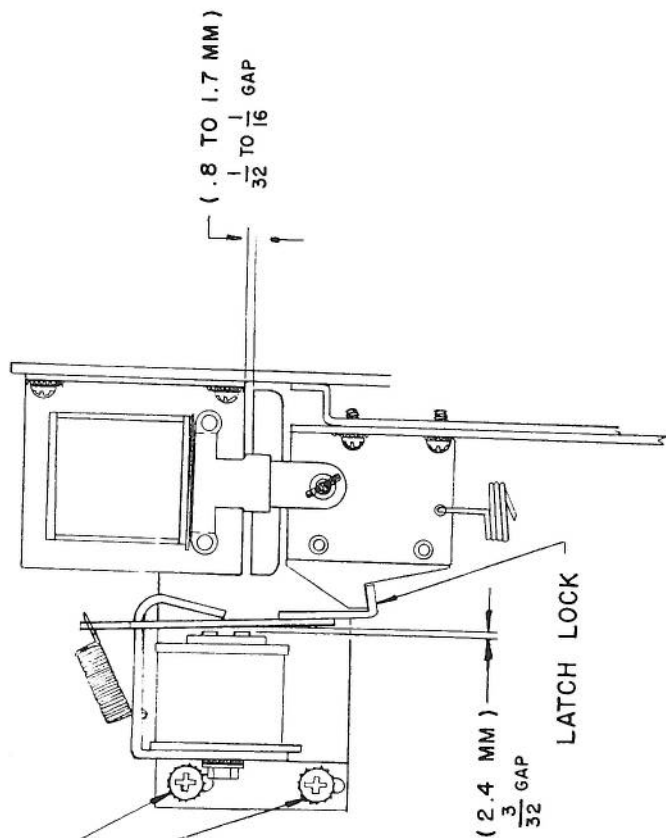
TOP CENTER ROLLOVER BUTTONS FEATURE: 100 lit at start. 200 lit when either top rebounds are hit. 100 lite out while 200 is lit. Lites operated by top rebound relay, relay locks in until either left or right thumper-bumper is hit.

DOGIE CANYON FEATURE: Only one of these gates is open at any one time; Opening one closes other if open. #1 gate opened by orange mushroom-bumper. #2 gate opened by white mushroom-bumper. #3 gate opened by green mushroom-bumper. #1 gate when open, lites 100 score Sneaky Joe lite. #2 gate when open, lites 200 score Sneaky Joe lite. #3 gate when open, lites 300 score Sneaky Joe lite. Gates close when ball goes thru Sneaky Joe gate or when ball goes in out hole. Ball rolling over Dogie Canyon roll-over buttons score 100 each. Ball rolling over top Dogie Canyon roll-over button closes Dogie Canyon exit gate, and advances Cactus Juice score. If any one of 3 gates is open, the exit gate remains closed until ball rolls-over Devil's Canyon roll-over button.

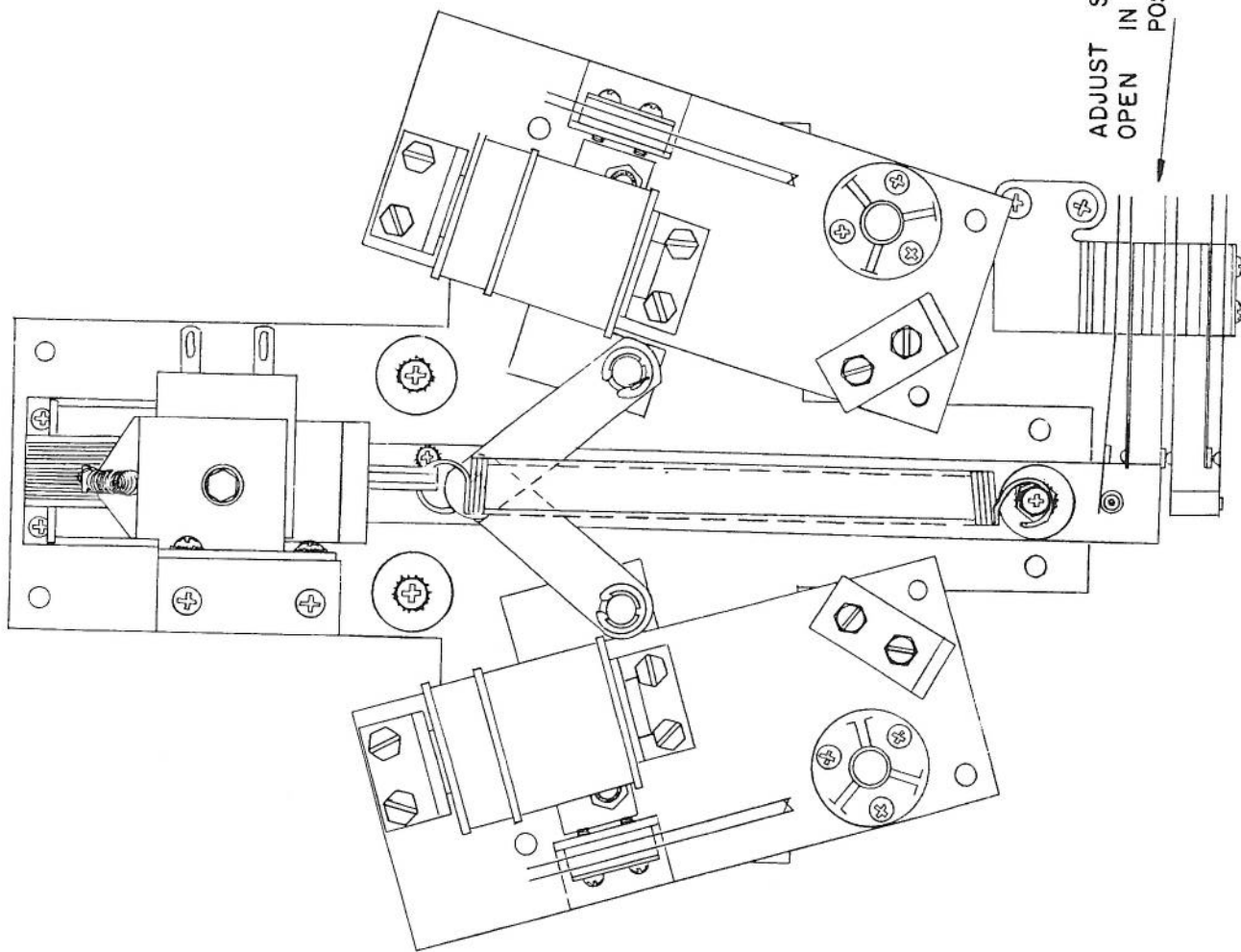
PARTS LIST

<u>MISCELLANEOUS</u>	<u>PART NO.</u>	<u>ASSEMBLY COILS (Continued)</u>	<u>PART NO.</u>
Transformer	E-122-95	Right Flipper	E-184-190
Score Motor (Domestic)	E-119-354	Open Flippers	C-2794-305
Score Motor (Export)	E-119-372	Close Flippers	E-184-239
		Free Ball Gate	E-184-204
<u>KK RELAY COILS</u>		Sounder	27-R-11
Blue M.B.	C-7800-3316	Bell	31-0-55
Yellow M.B.	C-7800-3316	Top Dogie Canyon Gate	E-184-204
Green M.B.	C-7800-3316	Center Dogie Canyon Gate	E-184-204
White M.B.	C-7800-3316	Bottom Dogie Canyon Gate	E-184-204
Orange M.B.	C-7800-3316	Devils Canyon Gate	E-184-204
Player Reset	C-7800-331	Exit Gate	E-184-204
Match	C-7800-331		
Player Advance	C-7800-333	<u>UNIT COILS</u>	
Ball Return	C-7800-331	Coin (Step-Up)	26-GG-9
Hold	C-7800-332	Coin (Reset)	28-R-15
Anti-Cheat	C-7800-3312	Player-Up (Step-Up)	26-GG-9
Multi-Play	C-7800-331	Player-Up (Reset)	28-R-15
3rd Coin Chute	C-7800-331	Ball Count (Step-Up)	E-184-205
2nd Coin Chute	C-7800-331	Ball Count (Reset)	28-R-15
1st Coin Chute	C-7800-331	0-9 Match (Step-Up)	E-184-205
Advance	C-7800-331	Replay (Step-Up)	26-GG-9
50 Point	C-7800-331	Replay (Reset)	28-R-15
1 Point	C-7800-333	Score (All)	E-184-206
10 Point	C-7800-333	Cactus Juice (All)	E-184-206
100 Point	C-7800-333	Alternator	E-184-206
Close Flipper	C-7800-3312		
Center R.O. Button	C-7800-341	<u>UNIT CONTACT DISC'S</u>	
Sneaky Joe	C-7800-3316	Coin	W-923-81
Free Ball	C-7800-341	Player-Up	W-1004-17
Top Rebound	C-7800-3316	Ball Count	E-1043-1
Start	C-7800-331	0-9 Match	W-1034-8
Coin (Trip)	C-7800-334	1-9 Score	A-2212-7
Coin (Latch)	C-7800-331	100-900 Score	A-2212-7
Game-Over (Trip)	C-7800-334	1000-9000 Score	A-2212-7
Game-Over (Latch)	C-7800-331		
Top Dogie Canyon	C-7800-331	<u>UNIT WIPER ASSEMBLIES</u>	
#3 Reset	C-7800-331	Coin	AS-1024-108
#2 Reset	C-7800-331	Player-Up	AS-1046-498
#1 Reset	C-7800-331	Ball Count	AS-1046-464
Top Dogie Canyon Gate	C-7800-331	0-9 Match	AS-1046-501
Center Dogie Canyon Gate	C-7800-331	1-9 Score	A-1618-3
Bottom Dogie Canyon Gate	C-7800-331	100-900 Score	A-1618-3
Left T.B.	C-7800-334	1000-9000 Score	A-1618-3
Center T.B.	C-7800-334		
Right T.B.	C-7800-334	<u>SCORE MOTOR SWITCHES</u>	
Shoot Again	C-7800-331	Cam #1	SW-240-5
Add-A-Ball*	C-7800-336	Cam #2	SW-200-140
*Used Only with K-313-3	Conversion	Cam #3	SW-500-8
		Cam #4	SW-300-62
		Cam #5	SW-400-23
<u>ASSEMBLY COILS</u>		Cam #6	SW-210-67
Ball Return Kicker	25-A-7	Cam #7	SW-300-62
Left T.B.	E-184-241	Cam #8	SW-120-48
Center T.B.	E-184-241	Cam #9	SW-200-140
Right T.B.	E-184-241	Cam #10	SW-030-18
Left Slingshot	E-184-243	Cam #11	SW-300-62
Right Slingshot	E-184-243		
Left Flipper	E-184-190		

ADJUSTMENT SCREWS
ON LATCH RELAY



EFFECTIVE ADJUSTMENTS ON MOVEABLE FLIPPER ASSEMBLY



New Lift-Out Mounting Board

1. REMOVE FRONT MOLDING ASSEMBLY AND CASH BOX. RAISE PLAYFIELD PANEL TO ITS HIGH POSITION.
2. REMOVE (4) BOLTS & WASHERS AND (2) SCREWS THAT SECURE MOUNTING BOARD TO CABINET.
3. WITH POWER TO GAME OFF, DIS-CONNECT (2) PLUGS AT LEFT FRONT CORNER OF MOUNTING BOARD.
4. SLIDE MOUNTING BOARD FORWARD ABOUT AN INCH, THEN SLOWLY PULL BOARD FORWARD AND UP, WATCHING REAR OF BOARD FOR CLEARANCE OF PLAYFIELD PANEL. INSERT SUPPORT BLOCK ATTACHED TO UNDERSIDE OF MOUNTING BOARD INTO RECESSED AREA OF FRONT MOLDING LOCK PLATE TO SECURE BOARD.
5. RE-CONNECT ONLY THE FRONT DOOR PLUG AND TURN POWER TO GAME ON. GAME CAN NOW BE OPERATED FOR SERVICING, WITH EASY ACCESS TO ALL GAME COMPONENTS ON RAISED MOUNTING BOARD.
6. WHEN RETURNING MOUNTING BOARD TO CABINET, ALWAYS TURN POWER TO GAME OFF FIRST, THEN DIS-CONNECT THE FRONT DOOR PLUG AND SLOWLY LOWER BOARD BACK INTO CABINET. RE-CONNECT THE (2) MOUNTING BOARD PLUGS, TURN POWER ON, AND GAME IS AGAIN READY FOR REGULAR OPERATION.

NOTE;

WHEN GAME IS INSTALLED ON LOCATION, THE (4) MOUNTING BOARD BOLTS & WASHERS CAN BE REMOVED PERMANENTLY. THE (2) SCREWS ARE SUFFICIENT TO PREVENT ANY MOVEMENT OF BOARD WHILE GAME IS IN OPERATION.

