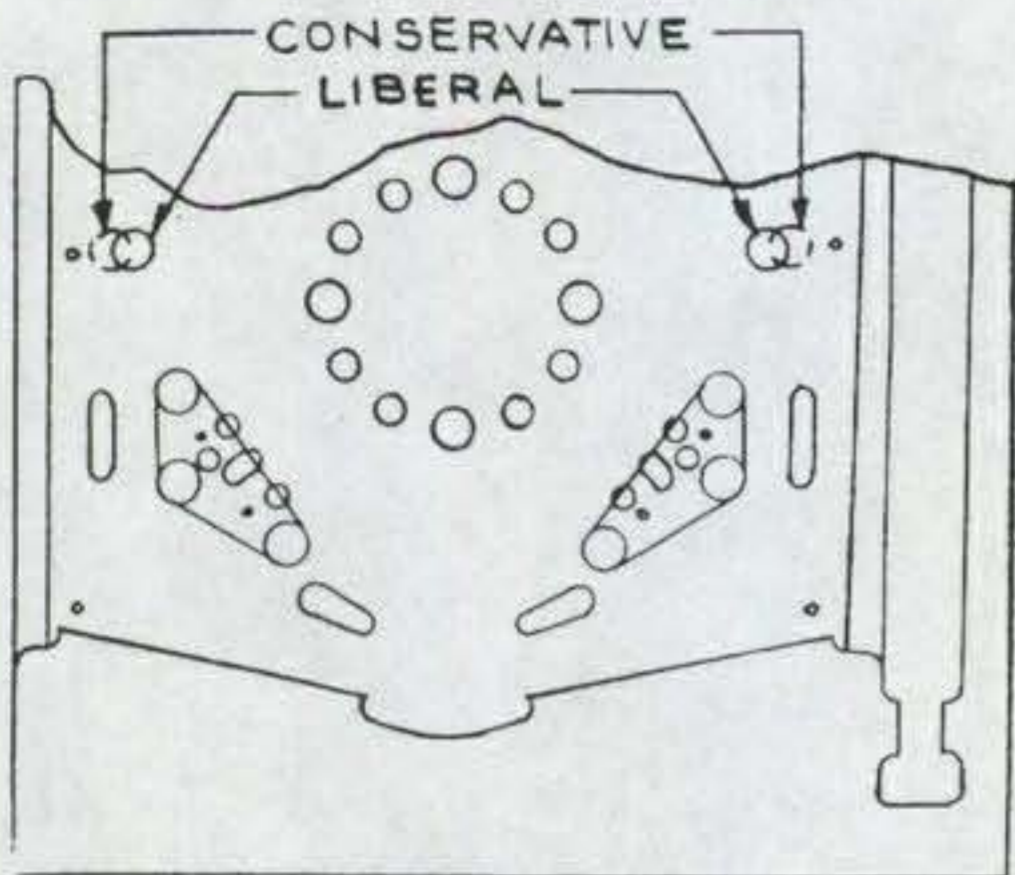


KISMET

ADJUSTMENT SHEET

PROJ. NO. 258



TO MAKE GAME MORE CONSERVATIVE - MOVE POST 3/16". AS SHOWN IN SKETCH, SPOTTING HOLES ARE PROVIDED AND CAN BE SEEN ON REMOVAL OF POSTS.

NUMBER MATCH ADJUSTMENT JACK, located in back box. Can be set for 2 or 10 replays (as indicated on adjustment tag) for 1st and 2nd or 3rd and 4th players matching last number that appears on back glass when game is over.

NO. MATCH ON-OFF JACK, located in back box. When plug is in 'on' position number match will pay 10% or 1 game in 10 for one player matching last number in point score to number that appears on back glass when game is over. In 'off' position - match lights will not lite on completion of game.

AUTOMATIC KICKER JACK, located on playfield bottom, can be set for kickers to advance Selection Unit and score 1 point, or score 1 point only.

25 ¢ ADJUSTMENT JACK, located on panel, will provide -2-3-4 or -5 plays for 25¢. Insert phone tip in female jack opposite number of plays required.

THE POWER TRANSFORMER, located on panel, is equipped with a secondary tap, which is brought out to fuse block for adjustment purposes. If your game is on location with extremely low line voltage, take fuse out of fuse clip marked normal line and place in clip marked low line. This will boost secondary voltage by approx. 5 volts.

LEG LEVELERS, are provided for two purposes - 1st to level game on location, 2nd to increase pitch for game percentaging. If it is desired to speed up play or decrease scores, raise rear leg levelers to increase pitch.