

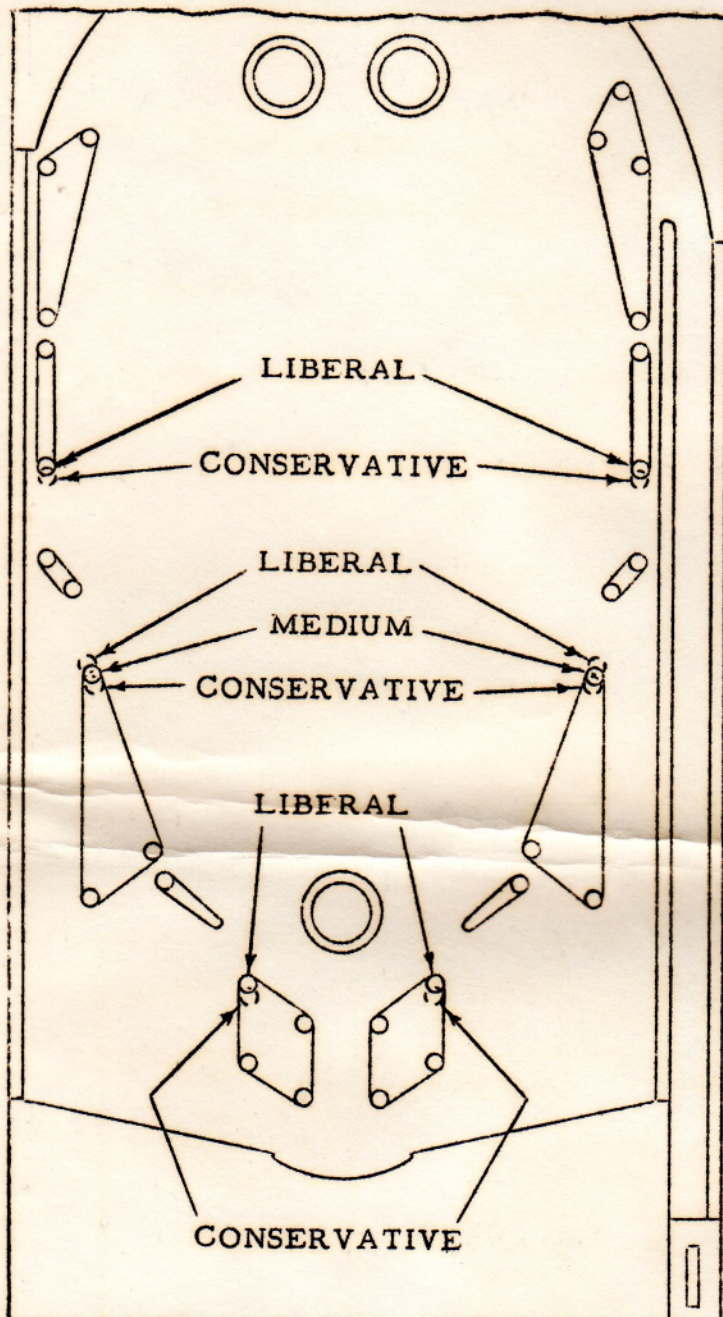
"EIGHT BALL"

ADJUSTMENT SHEET

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

SUGGEST:

TARGET ADJUSTMENT BE SET ON LIBERAL WHEN OPERATING GAME ON 3 BALL PLAY.



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 either player matching last number in point score to number that appears on back glass when game is over. In 'OFF' position, match lites will not lite on completion of game.

3 - 5 BALL ADJUSTMENT JACK,

located in back box. This jack changes play from 3 to 5 ball or vice versa.

10¢ ADJUSTMENT JACK,

located on panel. Will provide 1 or 2 plays for 1 coin. Insert phone tip in female jack opposite number of desired plays.

25¢ ADJUSTMENT JACK,

located on panel. Will provide 2-3-4 or 5 plays for 25¢. Insert phone tip in female jack opposite the number of plays desired.

THE POWER TRANSFORMER,

located on panel, is equipped with a secondary tap. If your game is on location with extremely low line voltage, remove lead from lug marked 24 volt and solder to alternate lug marked 'HIGH'. This will boost secondary voltage by approximately 4 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.

SUGGESTED SCORE CARDS FOR:

5 BALL PLAY - CARD NUMBER 317-7

3 BALL PLAY - CARD NUMBER 317-16

"EIGHT BALL" COIL CHART

NOTICE:

THIS GAME OPERATES ON 24 VOLTS. WHEN ORDERING REPLACEMENT TRANSFORMERS, MOTORS, COILS OR METERS --- MAKE SURE TO SPECIFY CORRECT PART NUMBERS.

NUMBER	DESCRIPTION	LOCATION
14 A 7805	SCORE MOTOR - 60 CYCLE	MECH. PANEL
14 A 7806	SCORE MOTOR - 50 CYCLE	MECH. PANEL
15 A 6771	TRANSFORMER - 60 CYCLE	MECH. PANEL
15 A 6773	TRANSFORMER - 50 CYCLE	MECH. PANEL
B 6396	24 VOLT METER	MECH. PANEL
	<u>SOLENOID COILS</u>	
A 22-550	BALL RELEASE BALL COUNT UNIT STEP UP	PLAYFIELD INSERT
A 23-600	REPLAY UNIT STEP UP SOLID UNIT STEP UP STRIPED UNIT STEP UP NUMBER MATCH UNIT STEP UP	INSERT PLAYFIELD PLAYFIELD INSERT
A 2-23-750	KNOCKER LARGE BELL	CABINET CABINET
B 26-800	BALL COUNT UNIT RESET REPLAY UNIT RESET SOLID UNIT RESET STRIPED UNIT RESET SCORE DRUM UNIT ... (8 req'd.)	INSERT INSERT PLAYFIELD PLAYFIELD INSERT
D 24-1600	BANK RESET	MECH. PANEL
FL 21-375/ 28-400	FLIPPER ... (2 req'd.)	PLAYFIELD
G 22-550	JET BUMPER ... (4 req'd.)	PLAYFIELD
G 23-750	AUTOMATIC KICKERS ... (2 req'd.) BALL EJECT ... (2 req'd.)	PLAYFIELD PLAYFIELD

RELAY COILS

M 25-400	500 TRIP	MECH. PANEL
M 29-1000	TILT (TRIP) SCORE RESET	MECH. PANEL INSERT
M 29-1100	#1 BUMPER #2 BUMPER TARGET 1 POINT 10 POINT 100 POINT	PLAYFIELD PLAYFIELD PLAYFIELD INSERT INSERT INSERT
M 36-5500	25¢ RELAY 10¢ RELAY	MECH. PANEL MECH. PANEL
Z 27-1000	ROLLOVER 500 LATCH OUTHOLE RESET TILT (LATCH) EJECT	MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL MECH. PANEL

"EIGHT BALL" COIL CHART

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NUMBER	DESCRIPTION	LOCATION
Z 28-1150	PLAYER (A) PLAYER (B)	INSERT INSERT
Z 28-1200	SHOOT AGAIN EIGHT BALL BALL INDEX PLAYER "C" ON BUMPER	PLAYFIELD MECH. PANEL MECH. PANEL PLAYFIELD PLAYFIELD
Z 35-4200	REPLAY COIN	MECH. PANEL MECH. PANEL
RELAY BANK COILS		
S 27-500	1 req'd.	MECH. PANEL
S 27-700	4 req'd.	MECH. PANEL

PARTS LIST FOR "EIGHT BALL"

UNIT	CONTACT DISC	WIPER	RATCHET GEAR ASSY.	FLIPPER LINK	MOTOR
Replay			A 6400	1 A 2847-2	14 A 7805
No. Match	C 6417-12	C 6521-9	A 6403		60 Cycle
Ball Count	C 6417-13	C 6520-9E	A 6402-12		14 A 7806
Stripe Unit	C 6417-14	C 6520-6B	A 6402-7		50 Cycle
Solid Unit	C 6417-14	C 6520-6B	A 6402-7		
0 - 9	B 6297	A 6294	3C-7128		
Tens			3C-7128		
Hundreds	B 6297	A 6294	3C-7128		
Thousands	B 6297	A 6294	3C-7128		