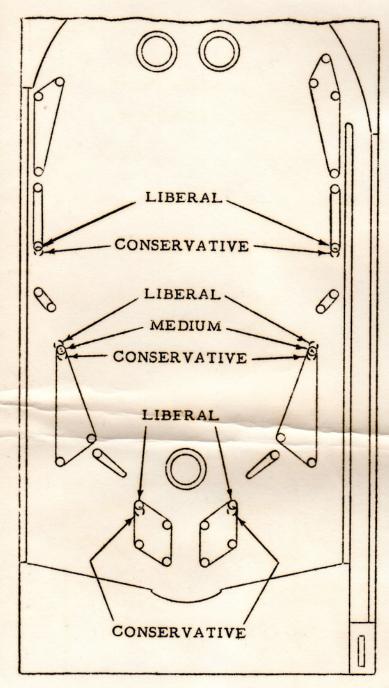
## "EIGHT BALL"

# ADJUSTMENT SHEET

TO MAKE GAME MORE CONSERVATIVE - MOVE POSTS 3/16", AS SHOWN IN SKETCH. SPOTTING HOLFS 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 I 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

"EIGHT BALL" COIL CHART

#### NOTICE:

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

NUMBER	DESCRIPTION	PLAYER (A) PLAYER (B)	LOCATION		
14 A 7805	SCORE MOTOR - 60 C	MECH. PANEL MECH. PANEL			
14 A 7806	SCORE MOTOR - 50 C	SCORE MOTOR - 50 CYCLE			
14 A 7806 15 A 6771 15 A 6773	TRANSFORMER - 60 C	YCLE	MECH. PANEL		
15 A 6773	TRANSFORMER - 50 C	CYCLE	MECH. PANEL		
B 6396	24 VOLT METER	UN BUMPER	MECH. PANEL		
MECH, PANEL MECH, PANEL	SOLENOID COILS	2 35-4200			
A 22-550	BALL RELEASE BALL COUNT UNIT ST	PLAYFIELD INSERT			
A 23-600	REPLAY UNIT STEP UP SOLID UNIT STEP UP STRIPED UNIT STEP NUMBER MATCH UNIT	INSERT PLAYFIELD PLAYFIELD INSERT			
A 2-23-750	KNOCKER LARGE BELL	CABINET			
B 26-800	BALL COUNT UNIT R REPLAY UNIT RESET	INSERT INSERT			
	SOLID UNIT RESET STRIPED UNIT RESET	SOLID UNIT RESET			
	SCORE DRUM UNIT	INSERT			
D 24-1600	BANK RESET	MECH. PANEL			
FL 21-375/ 28-400	FLIPPER ( 2 req!	PLAYFIELD			
G 22-550	JET BUMPER (4:	PLAYFIELD			
G 23-750	BALL EJECT (2	PLAYFIELD PLAYFIELD			
	RELAY COILS				
I was not	the state of the s				
M 25-400	500 TRIP	CT WIPER	MECH. PANEL		
M 29-1000	TILT (TRIP) SCORE RESET	A sign from the last way or a part part of the same page and	MECH. PANEL INSERT		
60 Cycle	£040 A	12 C 6521-9	No. Melch C 6417-		
	#1 BUMPER		PLAYFIELD		
M 29-1100	#I BUMPER		PLAYFIELD		
ornha ne l	#2 BUMPER				
	TARGET		PLAYFIELD		
	1 POINT	A 6294	INSERT		
	10 POINT PSIT-DE		INSERT		
	100 POINT	6954.A	INSERT		
	30-7128	A 6294	THEOLOGICAL A BEERLOWIT		
		440 0	MECH. PANEL		
М 36-5500	25¢ RELAY				
	10¢ RELAY	the same with the last team and the same of the same o	MECH. PANEL		
Z 27-1000	ROLLOVER		MECH. PANEL		
	500 LATCH		MECH. PANEL		
	OUTHOLE		MECH. PANEL		
	RESET		MECH. PANEL		
	TILT (LATCH)		MECH. PANEL		
			MECH. PANEL		
	EJECT		MIEOII. I BIVEL		

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# "EIGHT BALL" COIL CHART

"E	IGHT BALL" COIL CHART	NOTICE:
EPLACEMENT	S ON 24 VOLTS, WHEN OREDERING A	THIS CAME OPTRATE
NUMBERSOF SAUN	DESCRIPTION AO ELICO RESOT	LOCATION MANTE
Z 28-1150	PLAYER (A)	INSERT
FOCATION	PLAYER (B) MOITGIADE Ed	INSERT
Z 28-1200	SHOOT AGAIN DO - MOTOM ENDOS	PLAYFIELD AT A MI
LINA L. M. PORT. LINA L. RANEL	EIGHT BALL BALL INDEX	MECH. PANEL MECH. PANEL
MECH. PANEL	PLAYER "C"	PLAYFIELD
MECH, PANEL	ON BUMPER RETEM TEST AND	PLAYFIELD 0080 a
Z 35-4200	REPLAY ALIOO GIONALIO	MECH. PANEL
	COIN	MECH. PANEL
PLAYFIELD	RELAY BANK COILS	A 22-550
	TODAY DANK OULS	(6.
S 27-500	REPLAY UNIT STEP UP 1979 1	MECH. PANEL
S 27-700 TATELL	AN ALE THE CHARTE	7.4
P Z1-100 TAISNI	A reniduara tinu horam Aiamun;	MECH, PANEL
CABINET	KNOCKER	A 2-23-750
ranieao	LARGE BELL	
TATEM	BALL COUNT UNIT RESET	B 26-800
INSERT	REFLAY UNIT RESET	
PLAYFIELD	STRIPED UNIT RESET SCORE DRUM UNIT (8 req'd.)	······································
MECH, PANEL	BANK RESET	D 24-1600
PLAYFIELD	FLIPPER (2 req'd.)	FL 21-375/ 28-400
PLAYFIELD	JET BUMPER (4 reg/d.)	G 22-550
PLAYFIELD	AUTOMATIC MICKERS (2 reg'd.)	G 23-250
PLAYFIELD	PARTS LIST FOR "EIGHT BALL"	4

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

ROLLOVER 590 LATCH OUTHOLK RESET TILT (LATCH) EJECT

2 27=1000

MECH, PANEL MECH, PANEL MECH, PANEL MECH, PANEL MECH, PANEL MECH, PANEL MECH, PANEL

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