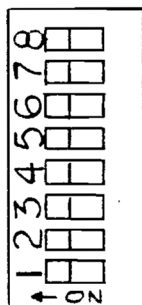


OPERATOR OPTION SWITCH

The operator option switch is located on the Logic PCB. This switch allows the operator to set the game time to 30, 60, 90, or 120 seconds, set the coin acceptor to one or two coins and also to display an alignment image on the CRT.



NOT USED

On = 1 Coin Off = 2 Coins

On = Allign Image Off = Normal Play

$\frac{\text{On}}{\text{On}} = 120 \text{ Sec.}$ $\frac{\text{On}}{\text{Off}} = 90 \text{ Sec.}$ $\frac{\text{Off}}{\text{On}} = 60 \text{ Sec.}$ $\frac{\text{Off}}{\text{Off}} = 30 \text{ Sec.}$

X & Y Gain Adjustment

Refer to Display Assembly drawing for component location.

- Set game in Adjust Mode (see Game Play for switch setting.)
- Turn X gain trimpot R60 until display is centered to pits.
- Turn Y gain trimpot R54 until display is centered to pits.

Centering Display

In some cases it will be necessary to move the yoke radially on the CRT neck to obtain perfect centering.