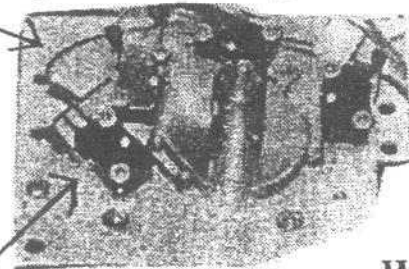


This switch activates the arm after it has moved approximately 3". Once this switch is activated, the arm will continue moving automatically.

This switch stops the game when the arm gets back to the home position.



This switch activates the coin door lights and lock-out coil at the end of the game.

When the arm gets to the outside edge of the mirror, this switch puts the arm motor into reverse.

*NOTE: Please do not bend or adjust any of these 4 micro-switches!*

This set screw (the one inside, or behind, the green plastic) attaches the aluminum collar to the arm-motor shaft.

The 2 screws in the green plastic work as a clutch. *DO NOT turn them too tight!*

The arm assembly can be removed from the aluminum collar by lifting straight up. Simply hold the green plastic and pull up. *Do not let the end of the arm strike the mirror - the mirror may break.*

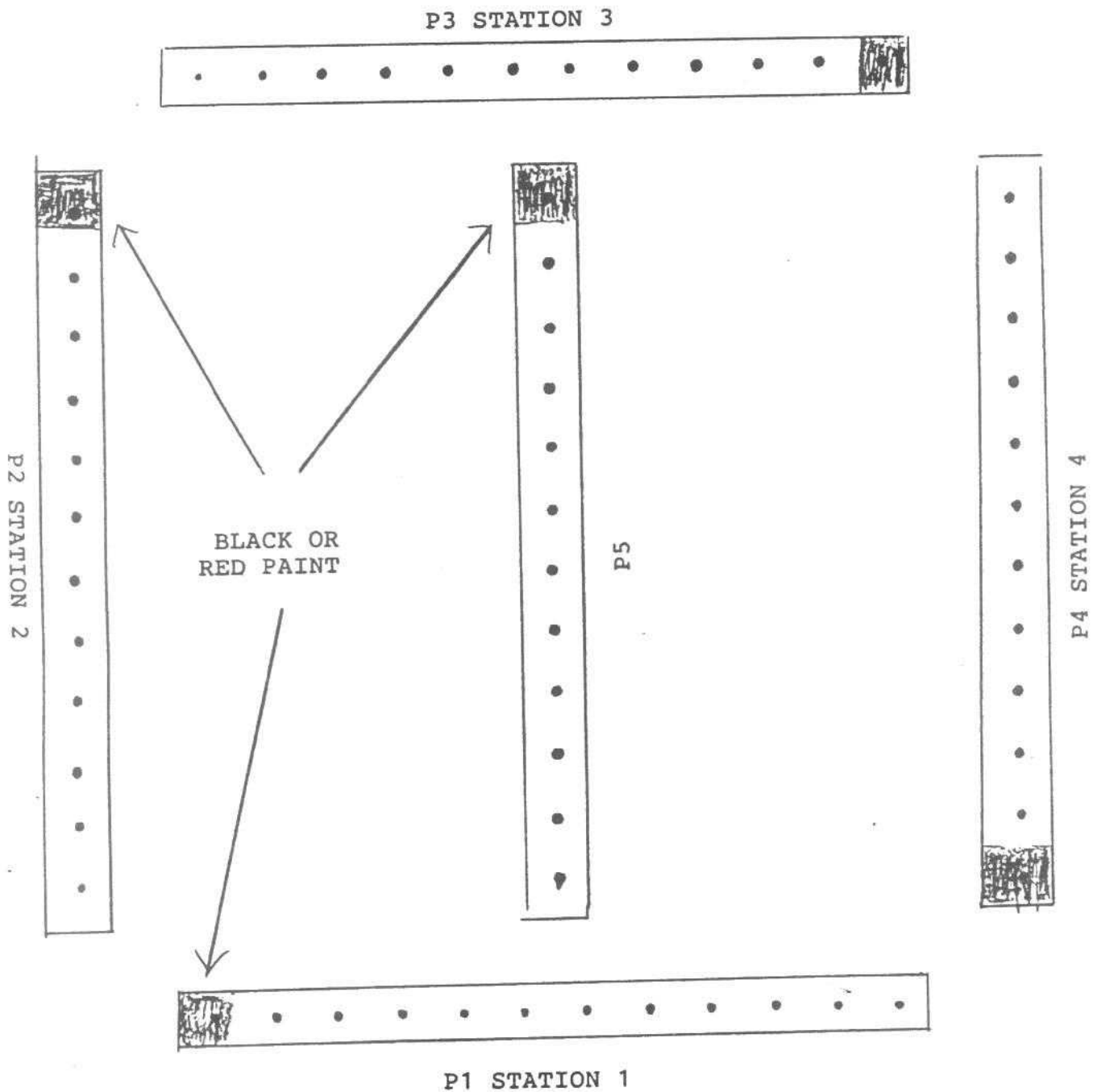


# Player Station Plugs

Disconnect Power First

When connecting these plugs, take care that the painted ends of both the male and female are pointing in the same direction. Furthermore, be certain that the two parts are aligned properly - don't miss one pin on either end.

*In other words*, after plugging the two parts together, be certain the painted ends are in the same direction; and feel each end of the connector to be certain that you did not miss one of the pins.



## Trouble Shooting

The arm motor, the gate that lifts up, the lights in the coin door, and the lock-out coil in the coin doors are all 12 volt DC.

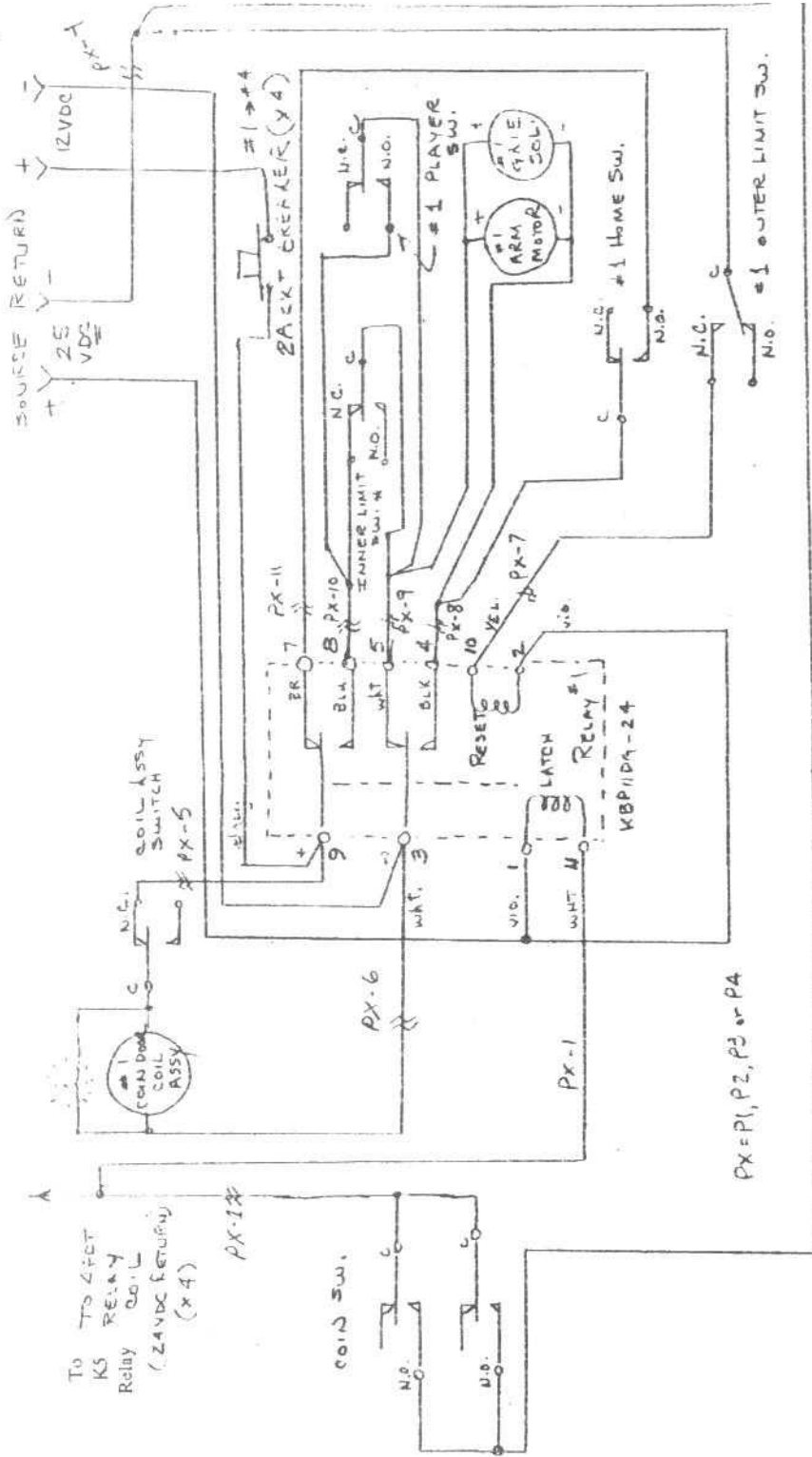
When none of these work, it is the 12 volt 4 amp fuse on the transformer. (The one on the right.)

NOTE: This fuse blows when one of the 8 coin switches on one of the 4 coin doors is stuck in the down position.

The prize dispenser motor is 110 volt AC.

For testing purposes the prize dispenser can be wired direct to a 110 volt supply. (USE CAUTION WHEN DOING THIS)  
The motor for the prize dispenser is located in the bottom center of the dispenser. There is a black wire coming out of the base of the dispenser - this wire goes into the plywood next to the coin counter - it can be disconnected at this point for a test.





\* INNER LIMIT SW. WIRED TO N.C. CONTACT IS HELD OPEN BY ARM UNTIL ARM REACHES RETURN POSITION

PX = P1, P2, P3 or P4

ONE OF FOUR STATIONS SHOWN

MODEL 1014 E  
12-20-62  
SHEET 2 OF 2

