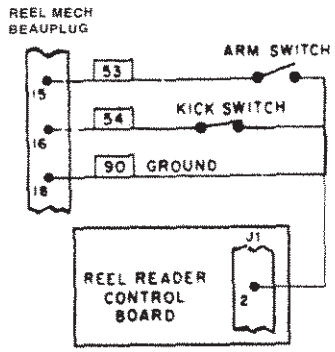

PROPER CAM SWITCH SEQUENCE	ARM SWITCH	KICK SWITCH
1. REST POSITION	NORMALLY OPEN	NORMALLY CLOSED
2. START HANDLE PULL KICK SWITCH OPENS	NO CHANGE (OPEN)	OPENS
3. CONTINUE HANDLE PULL - ARM SWITCH CLOSES	CLOSES	NO CHANGE (OPEN)
4. SPIN STARTS SWITCHES BACK TO REST POSITION	OPENS	CLOSES

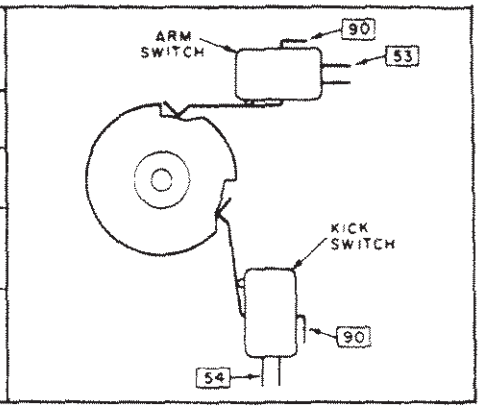

Figure 5. Cam Switch Sequence

CAM SWITCH TIMING

Also, the electronic Reel Mech incorporates a Cam Switch timing which is quite simple to adjust. All that is needed for this adjustment is the loosening of the Reel Mech Cam (located on the L.H. Side Plate) and moving it to conform with the proper sequencing of the Cam Switches. Proper sequencing of the Cam Switches for electronic games is described as follows:

Arm Switch - 53 Wire
Wired Normally Open Switch

Kick Switch - 54 Wire
Wired Normally Closed Switch

The states of these two switches from rest position through one game cycle, back to rest position again, are described in Figure 5 showing the proper switch-cam relationships.

---------- HOPPER PAYOUT UNIT SERVICE & ADJUSTMENTS ----------

For a complete overhaul of the Hopper Payout Unit, remove the Unit from the game and remove the scoop cover. Now follow the general point by point procedure.

A good cleaning of the unit is in order. An aerosol type degreaser or contact cleaner can be used, however, all parts must be wiped off with a clean cloth to remove any residue and desolved scum.

After cleaning the Hopper Unit, we can inspect and adjust the Hopper in the following order:

HOPPER WIPER ADJUSTMENT

Adjust wiper so that clearance between pin wheel & wiper will allow a single coin to pass.

POSITION OF HOPPER KNIFE

Check the Hopper Knife (see Fig. 6). The forward edge must be

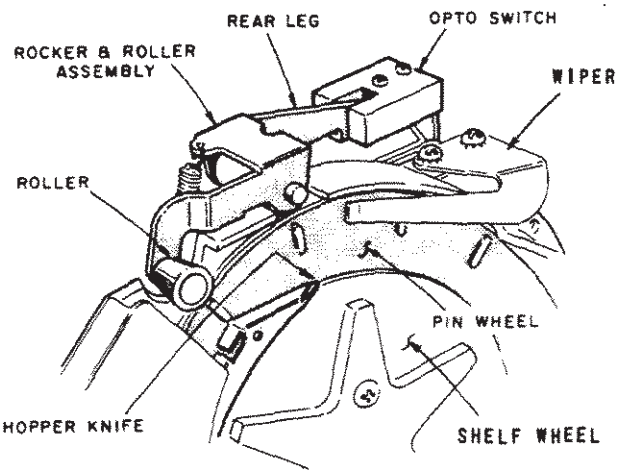

Figure 6. Hopper Knife Position