"CABARET"

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.

NUMBER MATCH ON-OFF SWITCH,

LOCATED IN BACK BOX. WHEN SWITCH IS IN 'ON' POSITION, NUMBER MATCH WILL PAY 10% OR 1 GAME IN 10 FOR ONE 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 SWITCH,

LOCATED IN BACK BOX. THE SWITCH CHANGES 3 TO 5 BALL, OR VICE VERSA.

10¢ ADJUSTMENT JACK,

LOCATED ON PANEL. WILL PROVIDE 1 OR 2 PLAYS FOR 1 COIN.

25¢ ADJUSTMENT JACK,

LOCATED ON PANEL. WILL PROVIDE 2-3-4 OR -5 PLAYS FOR 25¢.

REPLAY - EXTRA BALL - 1000 ADJUSTMENT JACK,

LOCATED ON PANEL. TO CHANGE GAME MAKE DESIRED SWITCH ADJUSTMENT.

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 REGULAR PLAY:

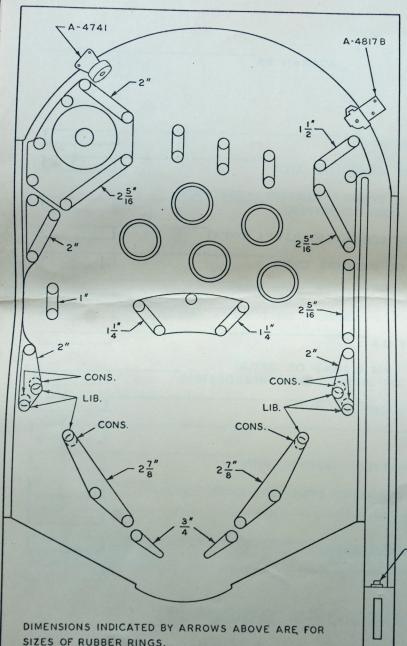
5 BALL PLAY - 359 - 8 & - 2 3 BALL PLAY - 359 - 8A & - 2A

FOR EXTRA BALL ONLY: (NO REPLAYS)

5 BALL PLAY - 359 - EB - 2 3 BALL PLAY - 359 - EB - 2A

"CABARET" - POST ADJUSTMENT SHEET

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



ABBREVIATIONS:

CONS.-CONSERVATIVE LIB.-LIBERAL

RUBBER RING NUMBERS:

23A-6300	5/16" I.D.
23A-6301	3/4" I.D.
23A-6303	11/4" I.D.
23A-6304	11/2" I.D.
23A-6305	2" I. D.
23A - 6306	2 5/16"I. D.
23A - 6307	2 7/8" I. D.
23A-6302	1" LD

A-4741 REBOUND ASS'Y. A-4817B-BALL GATE ASS'Y.

23A-6327 BALL SHOOTER RUBBER TIP

TIOD DDOWN