

ALIGNMENT PROCEDURE

This machine requires alignment between the lower chassis, the airplane disc and the tracers in order to score hits.

This procedure will tell you how to do this.

A hit is scored when the trigger button is pressed continuously for about a half second while the photocell sees light through a score hole in the airplane disc. In order for the player to tell when he is aligned, the projection of the airplane image on the screen must be aligned with the point of the "V" formed by the tracers aimed at the pilot.

Each machine is aligned at the factory, no further alignment should be necessary unless the adjustable mirror has been tampered with or damaged in shipment.

For any alignment modifications use only the mirror for minor adjustments.

Check for correct alignment as follows:

1. Open rear and lower front doors.
2. Make sure lower chassis is properly secured in the original factory set position. The lower chassis is secured in place with one 1/2" machine bolt located left front lower chassis (access through front door).

3. Start game - watch screen for large red broadside triplane. Push control stick 3/4 forward and to the right of center. Stop airplane disc with stop switch. Push machine gun button. The tracers should point to a "V" just below the pilot's head and slightly to the rear. A hit should be recorded.
4. Start airplane disc and track the other airplanes always shooting slightly below pilot's head and allow the plane to fly into the tracer pattern.
5. Play the game further. Try shooting a little high, a little low, a little to the left, a little to the right of the pilot. Give the mirror a slight adjustment if needed.
6. NOTE: Each plane is coded with the control stick in a different position, generally with the stick midway forward to all the way forward.

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