BAZOOKA PREPARATION INSTRUCTIONS

1. Unpack game and inspect for damage, report or file claim immediately.
2. Upon uncrating Bazooka game, remove rear door from cabinet.
3. Remove ½ x 3" bolt from inside of cabinet, running through Bazooka pipe, parallel to front of cabinet.
4. Turn Bazooka ¼ turn counter-clockwise.
5. CAUTION: Do not turn Bazooka any further than ¼ turn counter-clockwise or the shot will be misaligned.
6. Replace bolt through pipe and tighten lock nut.

AFTER INSERTING THE BOLT AS ABOVE, THE BAZOOKA SHOULD BE TESTED TO DETERMINE IF IT IS IN ADJUSTMENT, i.e. THE SHOT IS IN LINE WITH THE BAZOOKA POSITION.

1. Slide switch marked shot alignment on drawing.
2. On some early models the switch was not provided, in this case connect a 1K resistor from B-4 pin 2 to positive side of capacitor, 150 MF at 16 VDC just to left of control harness connector (C3) on mother board.
3. This will display shot location.
4. Turn pot marked shot travel center all the way clockwise.
5. Turn pot marked shot travel width all the way clockwise and back up ¼ turn.
6. Turn Bazooka all the way left.
7. Loosen pot body installed under the Bazooka and turn it until shot appears as far left as it will go. Tighten body in place.
8. Center the Bazooka and turn pot marked shot travel width until shot is lined up with Bazooka.
9. Shot should now travel with Bazooka across the screen.
10. Slide switch back to original position.
11. Timing pot is set for 90 seconds, turn pot clockwise when standing in rear to increase time, or counter-clockwise to decrease time.
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Purchaser shall properly inspect and test the goods sold hereunder im-
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val give written notice to Project Support Engineering (PSE) of any
claim that the goods are damaged or defective. If Purchaser fails to
inspect and test the goods as called for above, Purchaser will be held
to have accepted the goods with all faults that inspection and testing
would have revealed, to have waived all rights Purchaser may have had
to revoke acceptance after said ten day period, and to have waived all
claims for breach of warranty arising out of or occasioned by any such
faults.

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PSE warrants the printed circuit board contained in the Video Game to
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With respect to claims based on alleged damaged or defective goods or
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Detach and Mail to PSE

WARRANTY REGISTRATION CARD

COMPANY NAME:

ADDRESS:

CITY, STATE, ZIP:

SERIAL NO: ___________________ DATE OF SHIPMENT: ___________________

PURCHASED FROM:

ADDRESS:

CITY, STATE, ZIP:
**WIRING LIST**

<table>
<thead>
<tr>
<th>PIN #</th>
<th>COLOR</th>
<th>LOCATION</th>
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<tr>
<td>17</td>
<td>GREEN</td>
<td>SPEAKER A C3</td>
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<tr>
<td>25</td>
<td>YELLOW</td>
<td>SPEAKER B</td>
</tr>
<tr>
<td>5</td>
<td>GRAY</td>
<td>SPEAKER COMMON</td>
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<tr>
<td>6</td>
<td>BLACK</td>
<td>CONTROLS RETURN</td>
</tr>
<tr>
<td>1</td>
<td>RED</td>
<td>POT SOURCE</td>
</tr>
<tr>
<td>9</td>
<td>ORANGE</td>
<td>FIRE BUTTON</td>
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<tr>
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<td>BLUE</td>
<td>HIGH SCORE CLEAR</td>
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<tr>
<td>13</td>
<td>VIOLET</td>
<td>POT</td>
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<tr>
<td>20</td>
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<td>START</td>
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<tr>
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<tr>
<td>7</td>
<td>WHITE/SHIELD</td>
<td>VIDEO C2</td>
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<tr>
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<td>18 BROWN</td>
<td>GROUND</td>
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<tr>
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<td>WHITE</td>
<td>16 RMS/1A NOTE: ALL WIRE #22 GAUGE</td>
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**NOTE:**
- COIN COUNTER MUST HAVE PROTECTION DIODE.