

"FULL HOUSE" COIL CHART

NOTICE:

THIS GAME OPERATES ON 24 VOLTS. WHEN ORDERING REPLACEMENT TRANSFORMERS, MOTORS, COILS OR METERS --- MAKE SURE TO SPECIFY CORRECT PART NUMBERS.

NUMBER	DESCRIPTION	LOCATION
14 A 7805	SCORE MOTOR - 60 CYCLE	MECH. PANEL
14 A 7806	SCORE MOTOR - 50 CYCLE	MECH. PANEL
15 A 6771	TRANSFORMER - 60 CYCLE	MECH. PANEL
15 A 6773	TRANSFORMER - 50 CYCLE	MECH. PANEL
B 6396	24 VOLT METER	MECH. PANEL
<u>SOLENOID COILS</u>		
A 22-550	BALL RELEASE	PLAYFIELD
A 23-600	REPLAY UNIT STEP UP	INSERT
	BALL COUNT UNIT STEP UP	INSERT
A 23-650	MATCH UNIT STEP UP	INSERT
A 2-23-750	LARGE BELL KNOCKER	CABINET CABINET
B 26-800	REPLAY UNIT RESET	INSERT
	BALL COUNT UNIT RESET	INSERT
	SCORE DRUM UNITS ... (4 req'd.)	INSERT
	CARD DRUM UNITS ... (3 req'd.)	PLAYFIELD
FL 21-375/28-400	FLIPPERS ... (2 req'd.)	PLAYFIELD
G 23-750	AUTOMATIC KICKERS ... (2 req'd.)	PLAYFIELD
G 22-550	JET BUMPERS ... (3 req'd.)	PLAYFIELD

RELAY COILS

M 29-1100

LEFT ADVANCE
CENTER ADVANCE
RIGHT ADVANCE
#1 BUMPER
#2 BUMPER
1 POINT
10 POINT
100 POINT
SCORE RESET

PLAYFIELD
PLAYFIELD
PLAYFIELD
PLAYFIELD
PLAYFIELD
INSERT
INSERT
INSERT
INSERT

M 30-1400

TEN
JACK
QUEEN
KING
ACE
BALL INDEX

PLAYFIELD
PLAYFIELD
PLAYFIELD
PLAYFIELD
PLAYFIELD
PLAYFIELD

M 36-5500

10¢
25¢

MECH. PANEL
MECH. PANEL

Z 27-1000

RESET
OUTHOLE

MECH. PANEL
MECH. PANEL

Z 28-1150

3 OF A KIND
LOCK
TILT
9 OF CLUBS
9 OF DIAMONDS
DEALER

PLAYFIELD
MECH. PANEL
MECH. PANEL
MECH. PANEL
MECH. PANEL
MECH. PANEL

Z 35-4200

COIN

MECH. PANEL

over

LEFT BUMPER COIL CHANG

PARTS LIST FOR "FULL HOUSE"

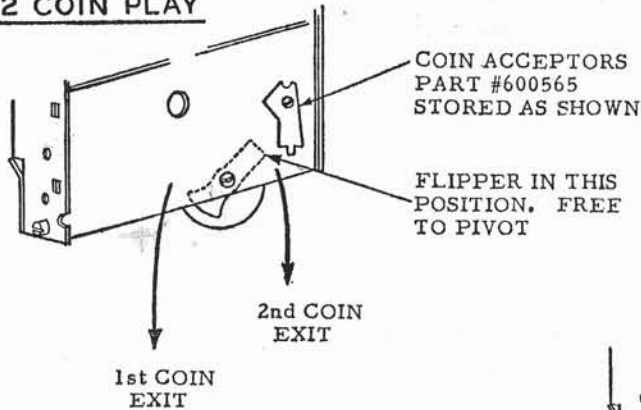
UNIT	CONTACT DISC	WIPER	RATCHET GEAR ASSY.	FLIPPER LINK	MOTOR
Replay			A 6400	1 A-2847-2	14A-7805
No. Match	C 6417	C 6521-10	A 6403		(60 Cycle)
Ball Count	C 6417	C 6520-10E	A 6402-5		14A-7806
Card Unit (L)	B 6297	A 6294	3C-7128		(50 Cycle)
Card Unit (C)	B 6297	A 6294	3C-7128		
Card Unit (R)	B 6297	A 6294	3C-7128		
0 - 9	B 6297	A 6294	3C-7128		
Tens	B 6297	A 6294	3C-7128		
Hundreds	B 6297	A 6294	3C-7128		
Thousands	B 6297	A 6294	3C-7128		

INSTRUCTIONS FOR CONVERTING SLUG REJECTORS TO 2 COIN PLAY OR 1 COIN PLAY

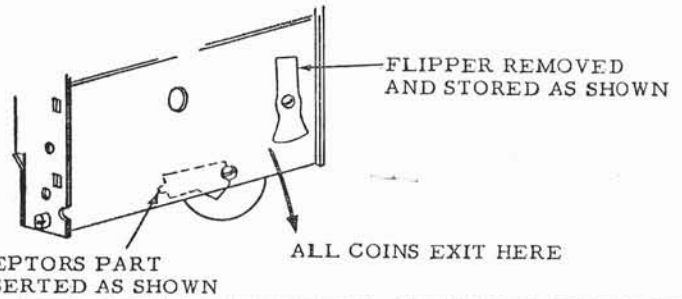
PART NO. 9C-8701 5-10-25¢

COIN ACCEPTORS CHUTE

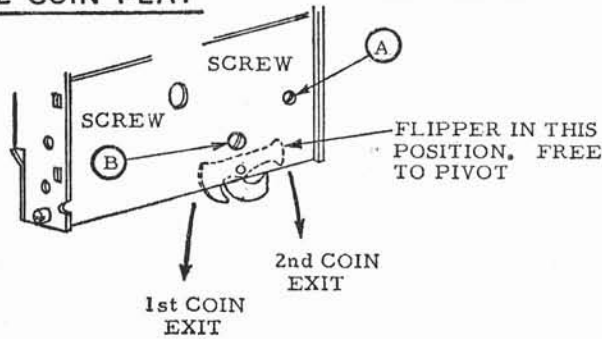
2 COIN PLAY



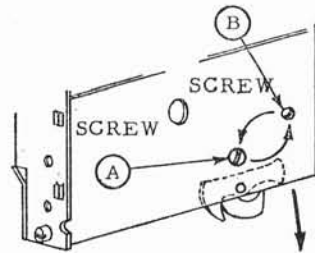
1 COIN PLAY



2 COIN PLAY



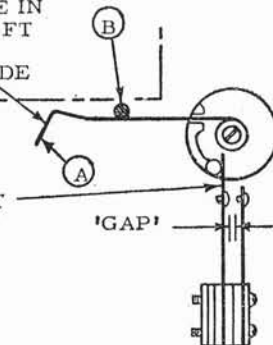
1 COIN PLAY



1. REMOVE SCREWS A & B AND REPLACE THEM AS SHOWN,
2. SET THE FLIPPER TO POSITION AS SHOWN.

COIN TRIP SWITCH ADJUSTMENT

WIRE (A) SHOULD BE IN CONTACT WITH SHAFT (B) WHEN BLADE ADJUSTMENT IS MADE



LONG BLADE SHOULD BE IN CONTACT WITH NYLON SWITCH ACTUATOR AND HAVE A MAXIMUM OVERTRAVEL OF 1/32"

or
USING A GRAM GAUGE, TENSION OF LONG BLADE SHOULD NOT EXCEED 10 GRAMS.

SWITCH ADJUSTMENT

1. FOR SMALL COINS, ADJUST SHORT BLADE SO THAT THE 'GAP' BETWEEN THE SILVER CONTACTS IS .030 TO .045.
2. FOR LARGER & HEAVIER COINS THE 'GAP' SHOULD BE .045 TO .060
3. DO NOT ADJUST 'GAP' CLOSER THAN .030

PLUG ADJUSTMENT

QUARTER - 3 PLAYS
DIME OR 2 NICKELS - 1 PLAY

1. FLIPPER SET FOR 2 COIN PLAY
2. 10¢ ADJUSTMENT ON MECHANISM PANEL
PLUG IN 1 PLAY
3. 25¢ ADJUSTMENT ON MECHANISM PANEL
PLUG IN #3

QUARTER - 5 PLAYS
DIME - 2 PLAYS
NICKEL - 1 PLAY

1. FLIPPER SET FOR 1 COIN PLAY
2. 10¢ ADJUSTMENT - PLUG IN 2 PLAYS
3. 25¢ ADJUSTMENT - PLUG IN #5

"FULL HOUSE"
ADJUSTMENT SHEET

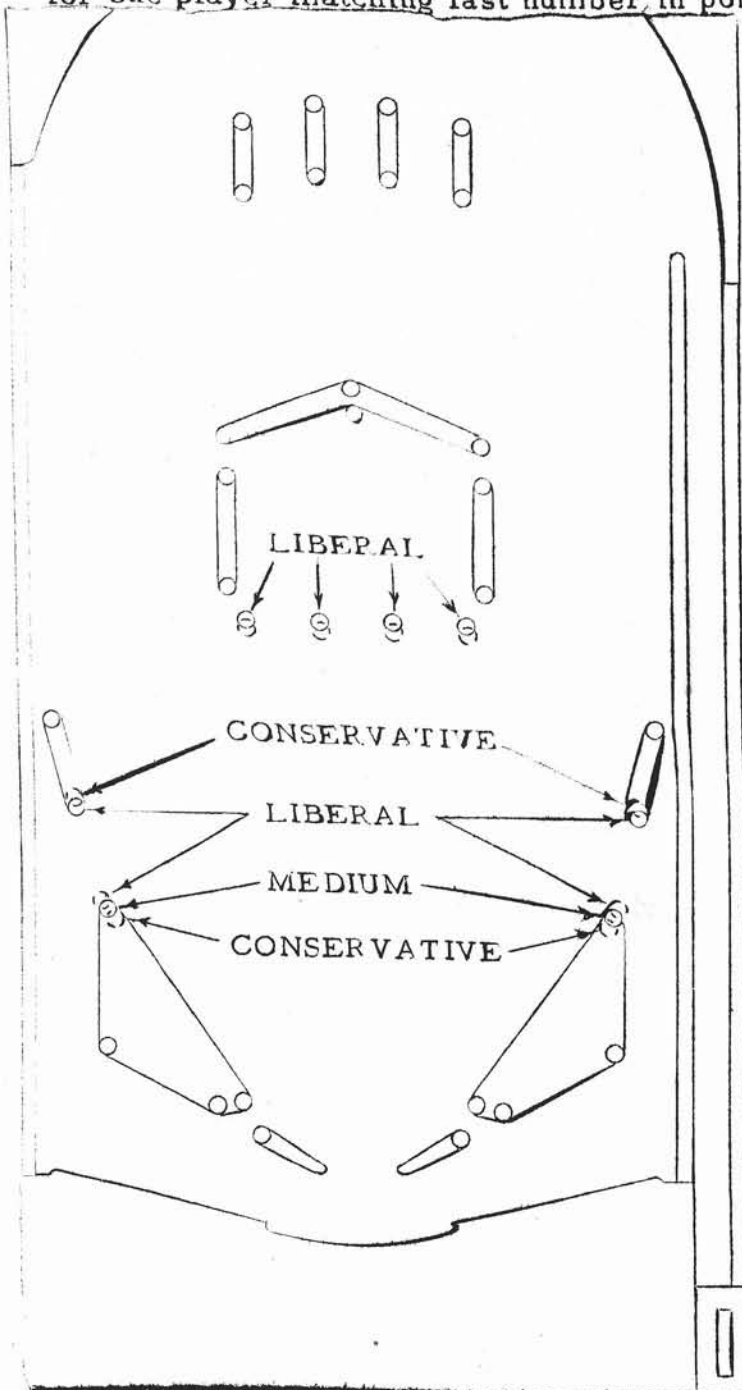
TO MAKE GAME MORE CONSERVATIVE - MOVE POSTS 3/16", AS SHOWN IN SKETCH. SPOTTING HOLES ARE PROVIDED AND CAN BE SEEN ON REMOVAL OF POSTS.

DEALER'S HAND ADJUSTMENT,

located in back box. Liberal Position dealer's hand is the easiest to beat. Medium Position dealer's hand is difficult to beat. Conservative Position dealer's hand is the most difficult to beat.

NO. MATCH ON-OFF SWITCH,

located in back box. 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 JACK,

located in back box. This jack changes play from 3 to 5 ball or vice versa.

10¢ ADJUSTMENT SWITCH,

located on panel. Will provide 1 or 2 plays for 1 coin.

25¢ ADJUSTMENT SWITCH,

located on panel. Will provide 2-3-4 or 5 plays for 25¢.

THE POWER TRANSFORMER,

located on panel. It 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 approx. 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.