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PADDLE PUSHER RANGE 2 & 3 PLAYERS Coin In/Token Out (Ticket Payout Optional) Changer/Non-Changer (Cash In/Cash Out)

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'IMPORTANT'

FLOATING-UP OF THE PLAYFIELD

The following procedure is recommended to set-up the playfield with coins before it is played:

1. The playfield and upper pusher deck have the area to accept approximately 600 coins. Spread this amount evenly over the playfield whilst the machine is running. Any coins which are won should be put back onto the playfield area.
2. It is recommended another 1,000 coins are fed through the coin entry to set the machine up ready for play.

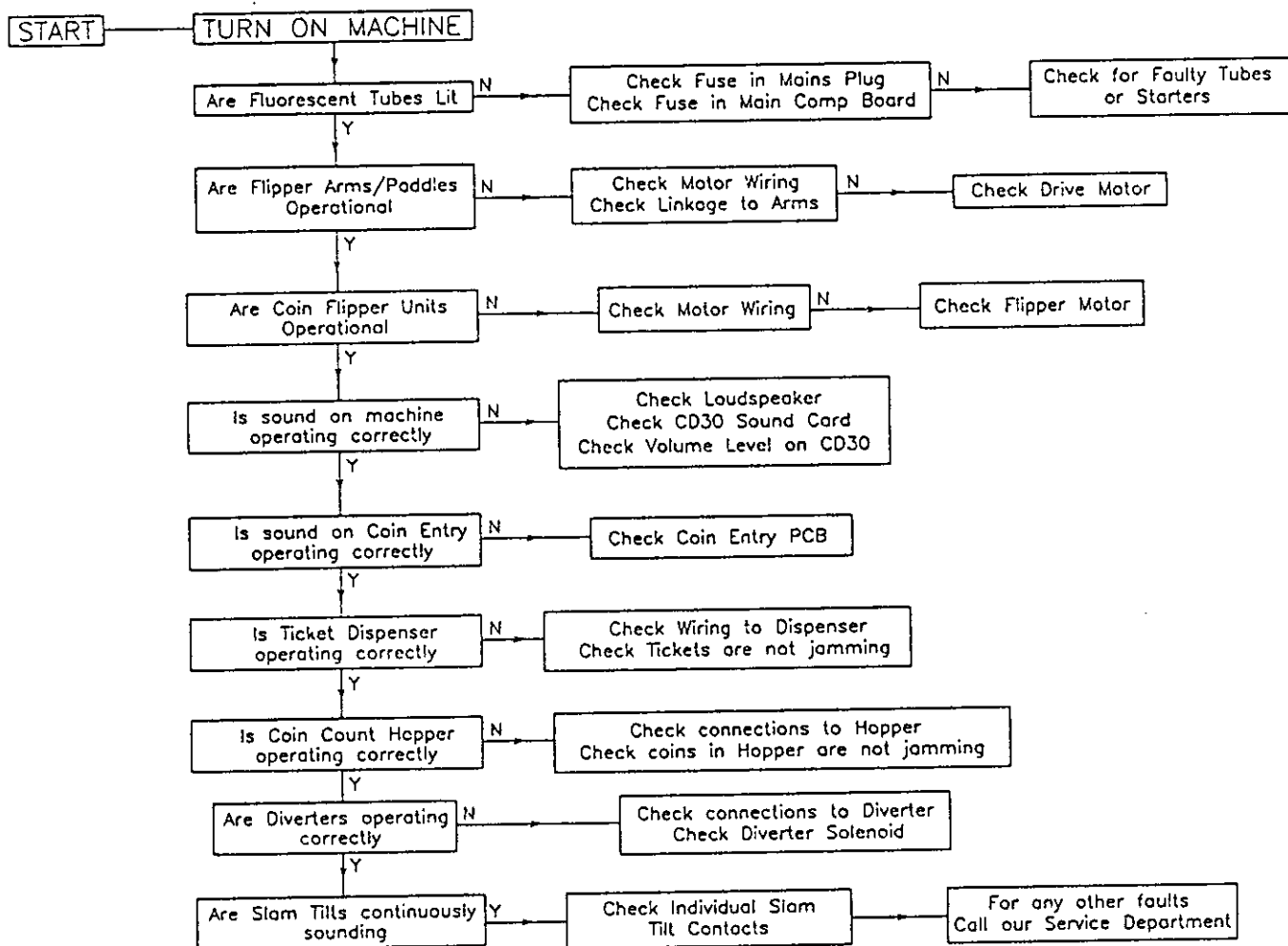
GAME PLAY

The aim of the game is to push coins over the front edge of the playfield into a win chute.

The player may find that over a certain period of time coins on the playfield may have built up more in one particular area, therefore he/she will 'AIM' for this area so as to 'push' as many coins as possible over the edge.

Players will inevitably look for the biggest build up of coins on the playfield to push as many off as possible so the 'Floating Up of the Playfield' must be done correctly.

Fault Finding Guide



Safety Summary

The following safety precautions apply to all operators and service personnel, be it CROMPTONS service engineers or otherwise. Specific warnings and cautions exist throughout this manual where they apply.

DIS-CONNECT POWER DURING REPAIRS - To avoid electrical shock, dis-connect the game from the power source before removing or repairing 'any' part of the game.

USE ONLY CROMPTONS PARTS - To maintain the safety integrity of your CROMPTONS game, do not use 'NON-CROMPTON' parts when repairing the game. Use of NON-CROMPTON parts or other modifications to the game circuitry may adversely affect the safety of your game and cause injury to you or your players.

HANDLE FLUORESCENT TUBES WITH CARE! - If you drop a fluorescent tube and it breaks, it may implode! Shattered glass can fly upto six feet or more from the implosion.

USE THE PROPER FUSES - To avoid electrical shock, use replacement fuses which are specified within this manual for this game. Replacement fuses must match those replaced in fuse type, voltage rating and current rating. In addition, the fuse cover must be in place during game operation (where applicable).

PROPERLY ATTACH CONNECTORS - Make sure that all the connectors on each and every printed circuit board (PCB) and on the Microcontroller Unit (where applicable) are properly plugged in. Please note that they are keyed to fit only one way. If they do not connect easily the first time, do not try and force them. A reversed connector may damage your game operation.

