

# I just bought my **FIRST PINBALL MACHINE!** Now what?

*Congratulations!* We hope your game gives you as much pleasure as ours do. We made this to try and help with questions we think new owners run into. This is intended to be “just enough” information to get you playing, and help you find more information.

## How do I turn it on?

On the bottom, in the front, on the right (shooter) side.

Very old EM\* games had no power switch. Have one added! Until then, plug in and just press “start” button

## How do I start a game?

Start button is on front of game.

Start button is either on the left of the coin door, or somewhere on the coin door. Push all of them!

If game will not start, you may need to add credits. Coin switch is inside coin door, and credits can be added there.

## How do I add more players?

Press start button again to add second, third, and fourth player anytime during the first ball, as long as there are credits on the game.

## How do I set free play?

Most SS\* games have an adjustment for this (all after 1986). See manual for details.

Games without free play: set first replay score to lowest setting.

On EM games, a switch can be bent in head closed to offer free play.

## How do I adjust volume?

If four buttons on coin door, middle two control volume. (modern SS\*)

WPC\* games: set “MIN VOL OVER-RIDE” in Adjustments to turn it down.

1978-80 Bally game? Volume control in head on sound board.

Most others: Look for “knob” (shaft only) inside game, near coin door.

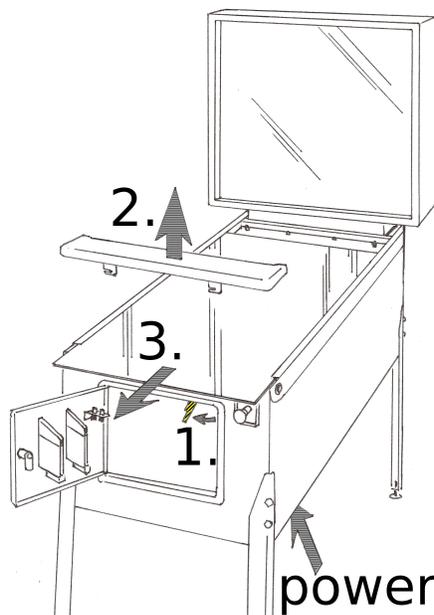
## basic care & feeding

**How should it be leveled?** Left-to-right, game should be level; checking with a small level on playfield works best. Front to back, 6°-6½° of tilt for SS\* games is about right.

If you have a built-in bubble level, bubble should be centered, or (WPC\*) bubble’s nose be between bottom two lines on level.

**Tilt?** Tilt plumb bob in cabinet should be centered within ring after leveling.

**Do you have a manual?** No? Get one! Game-specific. Good reprints run \$20. Useful for troubleshooting and adjusting difficulty settings.



**How do I open it?** Unlock and open coin door. Release lockdown bar with lever on right side of access hatch (1 above), remove lockdown bar (2), and remove glass (3). Playfield will swing up like the hood of a car, exposing guts.

**No lock or key?** Replace. New locks under \$5. Old lock can be drilled out to open it, or easily picked.

**How do I move it?** Legs come right off. Heads fold down on SS\* games, or can be removed on any game. See manual for details. A 24” door is usually big enough. Don’t drop folding head onto body—will dent side rails.

**Should I leave game on?** No, just when you want to play it. But leave game on at parties or your guests will politely not play.

## Required maintenance?

Pinballs require some, but not much in home use. Almost *all* games can

be kept running reliably with *everything* working. **Don’t settle for a broken game!** A working game is much more fun!

You can easily fix broken rubber rings, burnt-out lamps, clear stuck balls.

**Replace batteries once a year.** Sometime after that, they will eventually leak and will eat up electronics. Repairs cost \$100-\$400.

**Do not lubricate** pinball parts generally. No WD40, ever.

**Don’t over-fuse.** Do not defeat fuses.

**Clean games play better.** We like Novus #2 for playfields, especially WPC. Clean glass whenever you have it out. Don’t use cleaner on back of backglasses.

**Check built-in tests.** If something doesn’t work, see what’s in test mode. If your game says “CREDITS 0.” or “FREE PLAY.” (note dot), your game has detected a problem. Use test mode to find it. (SS\*)

**See [pinrepair.com](http://pinrepair.com)** for more information and much DIY info.

## My game died! What do I do?

**Don’t panic!** Most parts are available, and any game can be fixed.

*Don’t leave a “dead” game powered on, even if some lights work.* This can wreck electronics and burn up solenoid coils.

Always check easy stuff first: power at outlet, power strip turned on, power switch turned on, fuses, etc.

Good how-to guides for DIY: [www.pinrepair.com](http://www.pinrepair.com)

All else fails—find a good repair guy! (See bottom for address.)

## warnings & disclaimer

Pins house **high voltage** parts inside. No metal tools in game with power on. Keep kids and pets out of games.

**This information is provided without warranty.** *Your game will vary, even from the factory’s manual!* Don’t be afraid to hire a professional!

Please give a copy of this to anyone who can use it.

PDF & updates: [ty-ffasi.com/1page](http://ty-ffasi.com/1page)



**KEEP THIS PAGE IN YOUR GAME’S CASH BOX WITH GAME MANUAL FOR REFERENCE**

\* Notes: EM=electromechanical, SS=solid-state (computerized), WPC=Williams/Bally ‘90s games (most common now)

**SERVICE: T-Minus One @ 888 T-MINUS1 / [arcadeparty.com](http://arcadeparty.com)**

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