

GENERAL INSTRUCTIONS FOR SEA RAIDER

1. INSTALLATION

- . Attach 4 cabinet levelers to bottom of cabinet.
 - . Periscope selector arm is tied for shipping purposes. Open top back door and remove two screws.
 - . The power is controlled by a toggle switch located on top of the cabinet.
2. VOLTAGE CONTROL: In low voltage areas, 100 volts or less, a boost in the 50 volts for coils and motors can be obtained by moving the wire from the 50 volt tap on the transformer to the 55 volt tap.
 3. 25¢ JACK allows 1, 2 or 3 plays for a quarter.
 4. EXTENDED PLAY JACK on back door controls extra shots (torpedoes fired) when all hits are made, and is adjustable from 8 to 15 total shots.
 5. TORPEDO CONTROL JACK on back door controls the number of torpedoes fired and is adjustable from 6 to 10 shots.
 6. When #5 is altered, it is necessary to change the instruction card. This is accomplished by removing the top score glass and reaching down inside the right side.
 7. SHIP CONTROL JACK on back door controls the ease in which the ships are hit by selecting the number of rivets on the Control motor disc which determine the "Hit Area".
 8. "BEEP" CONTROL slide switch on back door controls the "beep" sound. In the "on" position, the sound occurs at all times; in the "off" position, it occurs only during the play of the game.
 9. VOLUME CONTROL for the sounds is located on the inside of the back door.

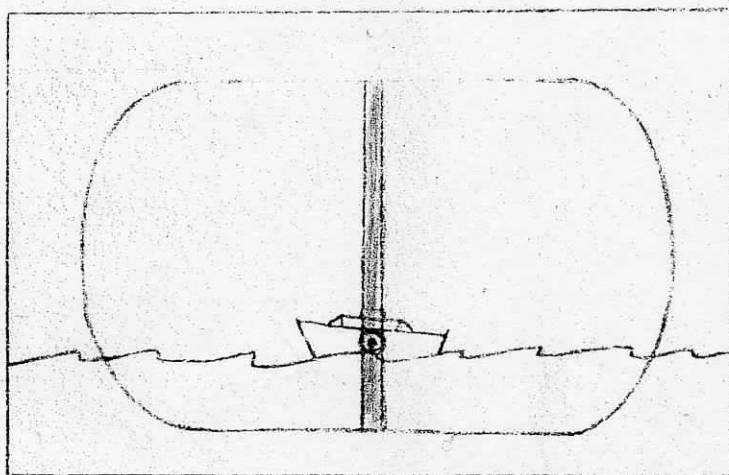
M I D W A Y M F G . C O .

3750 River Road

Schiller Park, Illinois
60176

SEA RAIDER TARGET ALIGNMENT

Target Area



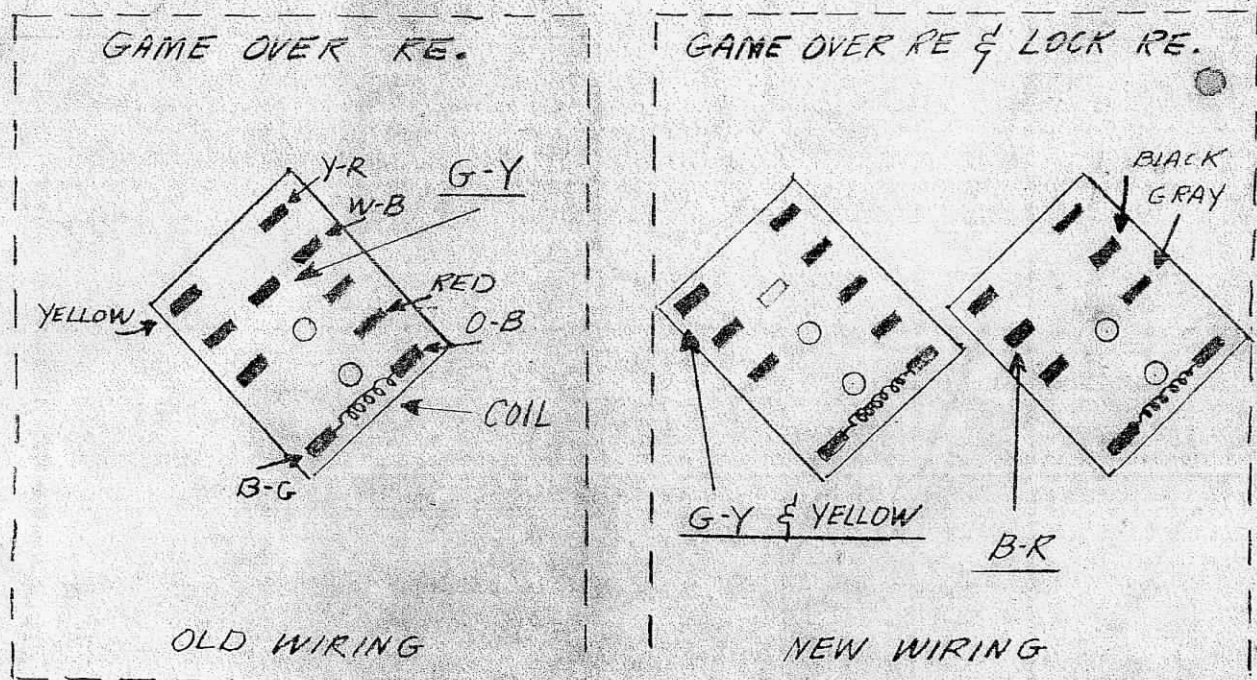
1. Turn off power to the ship motor using ship motor service switch.
2. Move ship manually to center of target panel. (Note guide hole)
3. Sight with periscope and align plastic sight on ship bulls eye.
4. The selector unit arm should be in the center of the selector unit. (Between the two guide holes) If it is not aligned properly, alter the linkage adjustment.
5. Check out by operating game electrically.

S E R V I C E B U L L E T I N

GAME: SEA RAIDER

SUBJECT: The use of the latest sound package (after game #301)
in games prior to serial #301.

Please make the following modification in wiring.



1. Remove the green-yellow wire at game over relay and solder it to the yellow (common) wire same relay.
2. Add a new wire from the beep control slide switch black-red to empty lug lock relay. (normally open with yellow).