



merit industries, inc.

TECH NOTES

Date: 6-26-97

Re: To prevent the catch rings from being damaged, a beveled shim has been designed to fit between the spider and the catch ring. Contact Merit Customer Service to order

Installation

1. Turn off the game and disconnect it from power
2. Open the target section door
3. Disconnect the matrix switch cable (J-2), the piezo strip connector (J-5), and the CPU ribbon connector (J-1), from the RDP28 board (see Figure 1 for RDP28 board location).
4. Remove the four (4) target assembly mounting screws securing the assembly to the target door (the matrix target assembly includes the matrix switch wood panel, rubber sheet(s), spacer and target).
5. Place the matrix switch wood assembly, face down, on a flat surface, with the matrix tail facing away from you (so that the edge closest to you corresponds to the top of the target section door).
6. Loosen the thumbnuts and slide latch to remove matrix switch wood panel and the rubber sheet(s). See Figure 1.
7. Remove the four (4) target spacer nuts and carefully remove the spider assembly. See Figure 2.
8. To install the target shims, hold them so that the beveled edge faces down (towards the front of the target). place the end of one shim at 12 o'clock (i.e. where the number 3 target section is located) and wrap it around the inside of the hole. place the end of the other shim against the end of the shim just installed. Wrap the shim along the inside of the hole until the end snaps into place against the other shim. See Figure 3.
9. Re-secure the spider assembly to the spacer. Make sure to orient the spider correctly; a small letter "G" is printed on the edge of the spider; the side with the letter "G" should face 9 o'clock when the spacer is oriented with the top edge closest to you.
10. Replace the rubber sheet(s) and matrix switch wood panel and re-install the assembly in the game.
11. Re-connect the matrix switch cable (J-2), the piezo strip connector (J-5), and the CPU ribbon connector (J-1) to the RDP28 board.
12. Close the target section door, plug in the game and turn on the power.

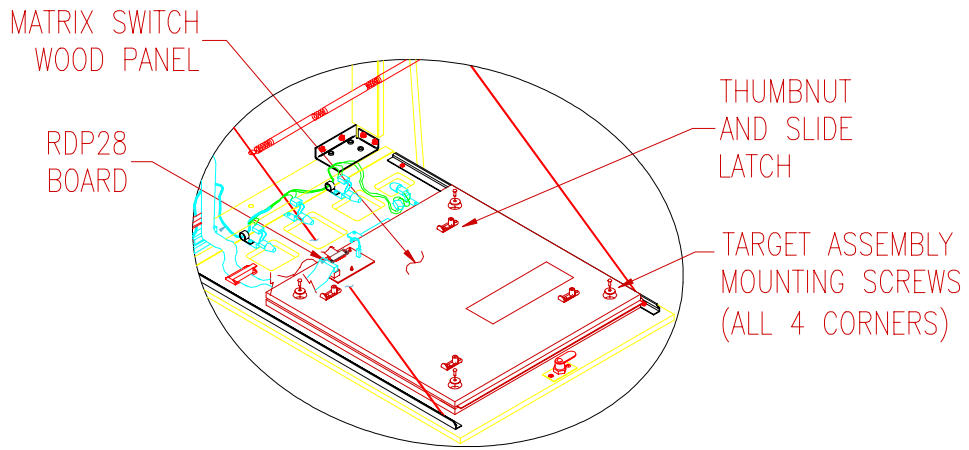


FIGURE 1

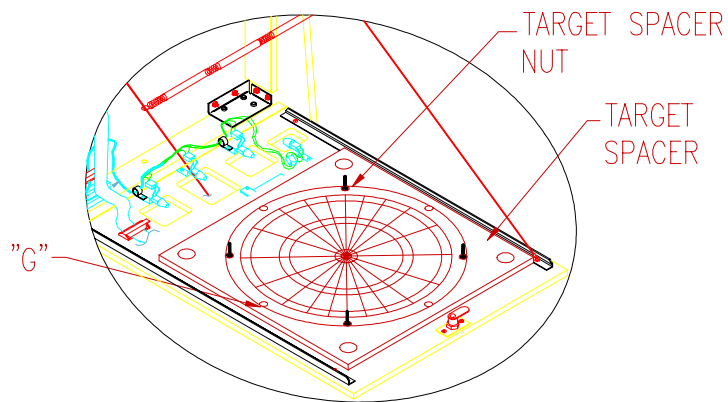


FIGURE 2

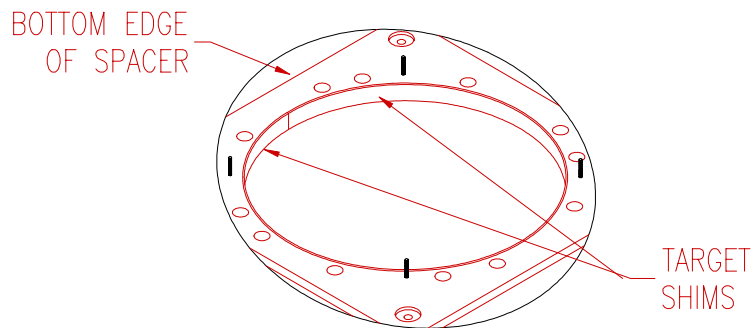


FIGURE 3