

EXPLOSION LITE ADJUSTMENT PROCEDURE

- A. Turn-on game and turn-up Monitor brightness.
- B. Adjust Vertical size of raster till top and bottom raster lines just touch the edges of the CRT.
- C. Adjust Horizontal size of raster till the extreme left and right torpedo paths are (at the widest CRT point) $\frac{1}{2}$ " from the scenery edges.
- D. Turn down Monitor brightness, turn-off the game.
- E. Plug in BLACK Explosion lights testjack, turn on the game.
- F. Adjust mirror #4 till the Explosion lights line up with both ship paths.
- G. Adjust Explosion lights (left-right) till torpedoes fired through either " TIME" digit (see sketch #1) pass just to the left or right of the center explosion lights.
- H. Turn off game, and plug in regular WHITE Explosion lights jack.
- I. Turn on game. Adjust commutator (left-right) till the cross hair lines up with torpedoes fired through either "TIME" digit (see sketch #1). NOTE: There is no center torpedo path.