

## CHICAGO COIN'S CADILLAC BOWLER

### SPARE LITE PICK UP ARROWS

Arrows in the strike zone light for first shot. If strike is not made, arrows light at different positions on playfield to indicate to the player where to shoot to pick up the remaining pins for a spare. These arrows also appear by the pin recorder in the score glass.

### STEEL CASH BOX

The Cash Box on Cadillac Bowler is equipped with double door construction. The coin mechanism may be serviced without access to the cash compartment.

### KEYS

All games are keyed alike. One key opens all locks to service any portion of game.

### TYPES OF GAMES

#### 1. Regulation

First game is regulation and is played according to A.B.C. Bowling Rules.

#### 2. Step Up

Step Up Bowling is a high scoring type game. The scores for strikes and spares are indicated in the score glass, and they change from frame to frame.

#### 3. Shadow Bowl

Shadow Bowling is a new type of game. It is played without any visible pins or pin action. The game is played just as Shadow Bowling is done by pros.

### IMPORTANT TO PLAY SHADOW BOWL

Before shooting first ball PRESS Shadow Bowl Button on Coin Box to trip pins.

The player for his first shot shoots for the strike zone; however, should he not get all ten pins, he takes a second shot for the remainder.

Shadow Bowling may be played without any Spare Lite arrows in which the player guesses where to shoot the second shot. The game is adjusted at the factory whereby the Spare Lite arrows flash momentarily between the first and second shots to indicate to the player where to shoot his second shot, or Shadow Bowl may be played with the arrows visible constantly whereby the player is shown at all times where to shoot.

These three adjustments are located at the bottom of the score frame door.

Game scores as A.B.C. Bowling Rules.

4. Dual Flash

In Dual Flash the traveling light stops when the first shot is made. However, if a strike is not attained, the lights again travel for the second shot. Scores for strikes and spares are indicated on lower glass.

5. Add-A-Frame

Add-A-Frame is played after all players finish their turn in the 10th frame. The number of Add-A-Frames a player receives lights on the score glass.

The game is shipped from the factory, where the number of frames vary from player to player. If desired, the game may be adjusted to give the same number of frames to all players.

This adjustment plug is located at the bottom of the score frame door.

6. Flash-O-Matic

On the Flash-O-Matic Game the lights travel on the lower Flash-O-Matic glass. The player shoots to try to stop the traveling lights at the highest value. The traveling light stops when pins are hit and remains in the same position for first and second shots.

The scores the player receives for strikes and spares are indicated on lower Flash-O-Matic glass.