HAPPY ANNIVERSARY

Troubleshooting and repair

ON TARGET celebrates its first year as D. Gottlieb's monthly technical newsletter. Presently 3600 newsletters are mailed each month to Gottlieb distributors and individual operators throughout the world.

Each month the technical

NOVEMBER 1980

VOLUME 1, ISSUE 1

DECEMBER 1980 VOLUME 1, ISSUE 2

JANUARY 1981 VOLUME 2, ISSUE 1

FEBRUARY 1981 VOLUME 2, ISSUE 2

MARCH 1981 VOLUME 2, ISSUE 3

APRIL 1981 VOLUME 2, ISSUE 4

MAY 1981 VOLUME 2, ISSUE 5

JUNE 1981 VOLUME 2, ISSUE 6

JULY/AUGUST 1981 VOLUME 2, ISSUE 7

SEPTEMBER 1981 VOLUME 2, ISSUE 8

OCTOBER 1981 VOLUME 2, ISSUE 9 service staff selects topics based on current production games, service calls, or general knowledge necessary to understand the mechanical and electronic aspects of our pinball and video games.

. Game Grooming

. Fixin' It by Phone

. Comment Corner

. Drop Targets, Part I

. System 80 Control Board Revision

. Drop Targets, Part II

. Auxiliary Lamp Driver Board

. Force II Pinball Tips

. Pop Bumpers

. Pop Bumper Driver Boards

. Flippers

. Pink Panther Bookkeeping

. Gottlieb Coil Chart

. Roto Unit

. Video Servicing New York, New York

. Mars Stargate

. Sound/Speech Board

. Volcano Features

. System 80 Prom List

. Sound/Speech Board Modifications

. Gottlieb's New Kicking Target
. New Pop Bumper Score Switch

TARGET each month gives the new and veteran operator or technician a library of past and present developments in Gottlieb games. Below gives a summary of the subjects discussed in past ON TARGET issues.

procedures are emphasized each month. Receiving ON



ON TARGET announces that each month it will publish a technical tip that will assist you in troubleshooting your games. The "tricks" of the trade may apply to electronics in general, while other times they will apply specifically to Gottlieb games. If you have a special "trick of the trade," please share it with other operators. Send it to ON TARGET and receive a complimentary gift for your efforts.



# comment

Believe it! Gottlieb
listens to you! D. Gottlieb
is aware that operator experience and expertise can only
help our efforts to produce
a more reliable and serviceable product. ON TARGET will
publish any letters of opinion
if it will be beneficial to
our readers. At times,
letters sent to us may not
appear in the upcoming issue.
However, they may be included
in future issues.

#### write us!

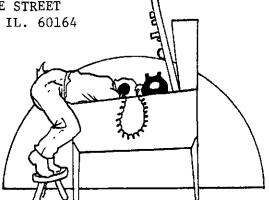
Get ON TARGET every month by sending your name and mailing address to:

ON TARGET GOTTLIEB AMUSEMENT GAMES 165 W. LAKE STREET NORTHLAKE, IL. 60164

#### problems?

We've got the solutions!
For technical assistance on any Gottlieb pinball or video game, call toll free: 800-323-9121

(Illinois) 800-942-1620



### FLASHBACH)

During 1952, three games were made with something decidedly different; no outhole. The flippers were in their usual place, but so close together that a ball could not get by. What served as "outholes" were nine holes in the middle of the playfield, each of which retained a ball for the duration of the game. When the next game was begun, the balls dropped, bingo fashion, and rolled beneath the playfield to the ball lift.

Note by the dates that these games were not consecutive:

HAPPY DAYS (July)
CHINATOWN (October)
FLYING HIGH (December)

## FLASHBACK)

Early in 1963 a new single-player game was created at Gottlieb. The action and features were good and the playboard was covered with bumpers. The problem was what to call it. Finally, the name of a nearby restaurant, the Slick Chick Cafe, came to mind, and the whimsical decision was made to use that name for the new game. So in April 1963 SLICK CHICK was made and became one of the best single-player games of the time.

#### **Next Month:**

The Switch Matrix: Understanding how it works and how to recognize and isolate potential problems.

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