

Pinball Machines Basics

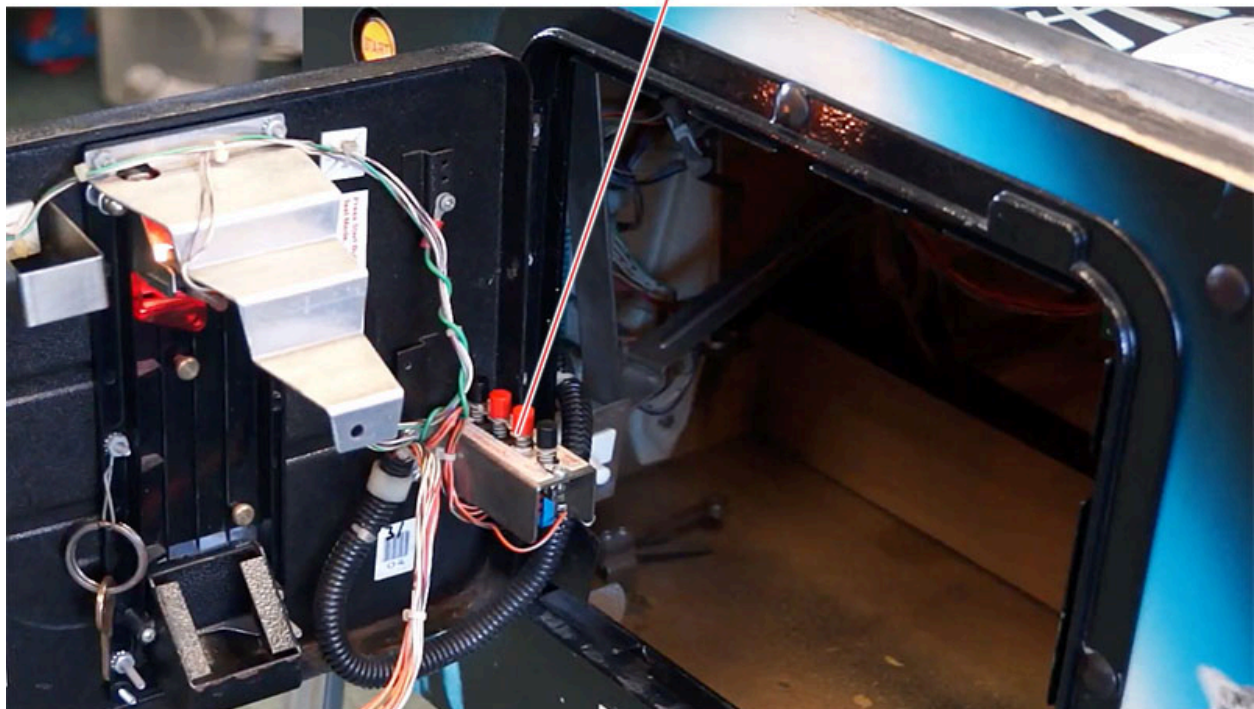


- **Cabinet** - The cabinet is the main body of the game. It contains all of the essential components for playing the game, from the mechanics to the playfield itself.
- **Backbox** - The backbox is the large vertical part at the back of the pinball machine, and it contains all the main circuitry that helps to run the game and keep the scores.
- **Backglass** - The backglass is easy to recognize with its characteristic artwork. It's also in place to help protect the internal backbox circuitry

- **Display** - The display is what shows your scores, and other relevant information whilst you play. It can either be a D.M.D (Dot-Matrix Display) or an alphanumerical display.
- **Playfield** - The pinball machine's playfield is where all gameplay takes place. You will find all your the flippers, ramps, bumpers and other toys to interact with here.
- **Lockdown bar** - The lockdown bar is a horizontal metal strip that covers the top-front edge of the machine. The lockdown bar keeps the playfield glass in place.
- **Coin Door** - The coin door on a pinball machine is where you can access internal parts of the cabinet including the lockdown bar release and service switches. This is also what you would open to collect takings.

Inside the Coin Door

Service Switches



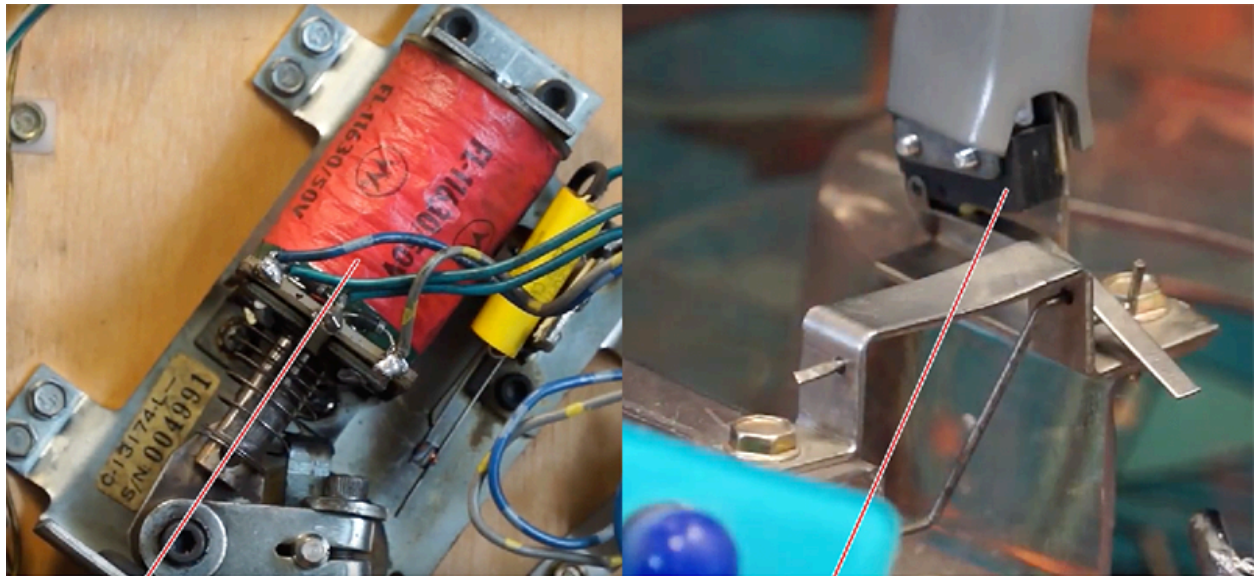
- **Service Switches** - The service switches are a bank of 3 or (usually) 4 push-switches. The service switches are for navigating through any of the game's operator menus.

- **Tilt Bob** - The tilt bob is a very simple mechanism inside the cabinet (usually on the left). It's comprised of a hanging rod with a conical weight attached to it, and surrounded by a metal ring. This mechanism detects when the game is shaken or moved during a game, and what causes the table to tilt when shaken too much.

Playfield Features



- **Trough** - The trough is found at the bottom of the playfield, and is where balls will end up once lost from the playfield.
- **Shooter Lane** - The shooter lane is a long, wooden chute where a ball will be delivered to at the start of each ball, almost always at the bottom right of the playfield.
- **Slingshots** - Slingshots are the obtuse triangle shaped bumpers placed above the flippers.



Coil

Switch

- **Coils** - Coils are essential components to any pinball machine. They are small but powerful electromagnetic plungers that are responsible for making all kinds of playfield mechanisms work from bumpers, flippers, diverters and countless other things. **Caution** - Coils are powerful, high-voltage components. Do not touch these especially whilst a game is switched on.
- **Switches** - Switches are another important component on a pinball machine playfield. Switches are used to detect where a ball is currently is at any given time on the playfield and to tell the game when a certain shot is made. If a game isn't responding as you'd expect or certain shots aren't rewarded, then there is a chance that the switch responsible for that shot may not be working.