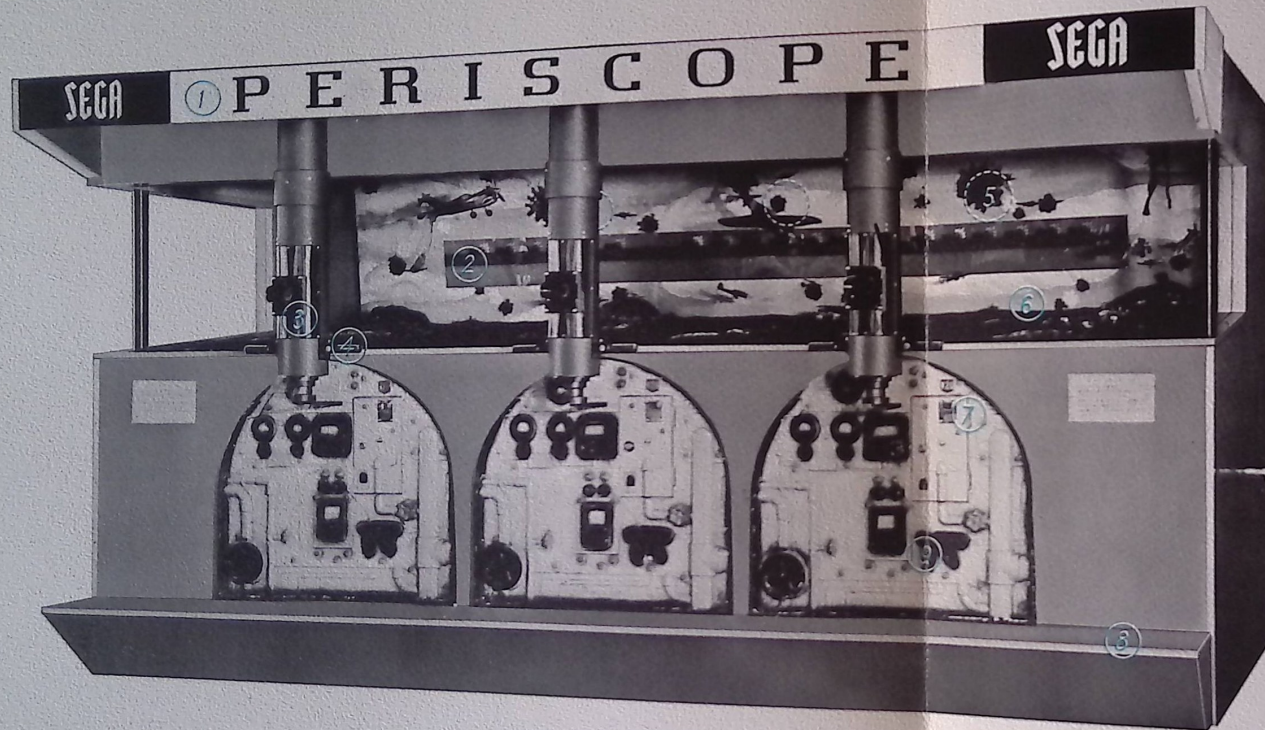




**SECRET**  
**PERISCOPE**

**A GAME WITH A CHALLENGE**

CONTINUOUS ACTION ◊ EYE CATCHING APPEAL

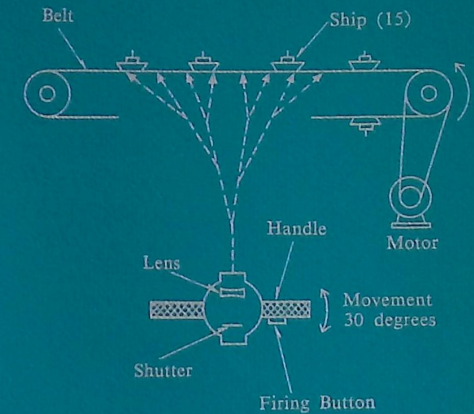


DESIGN DESCRIPTION

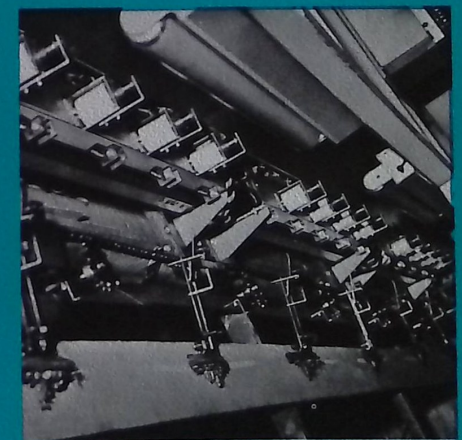
- ① Attractive 3-Dimensional sign.
- ② Score glass showing number of shots and number of hits in tonnage of ships sunk.
- ③ Realistic simulated submarine periscope complete with firing button and optical system.
- ④ Grip handles allow 30 degree swing of the periscope.
- ⑤ Three speakers, one for each of the periscope positions that emits torpedo and explosion sounds.
- ⑥ Fiberglass ocean wave with internal coloring to resist wear.
- ⑦ Locked hinged door carrying the slug rejector and reject cup with access to the cash box.
- ⑧ Buffer plate of a hard synthetic material.
- ⑨ Simulated submarine control panel of fiberglass.

"Formica" type finish on front and sides

TRACKING MECHANISM

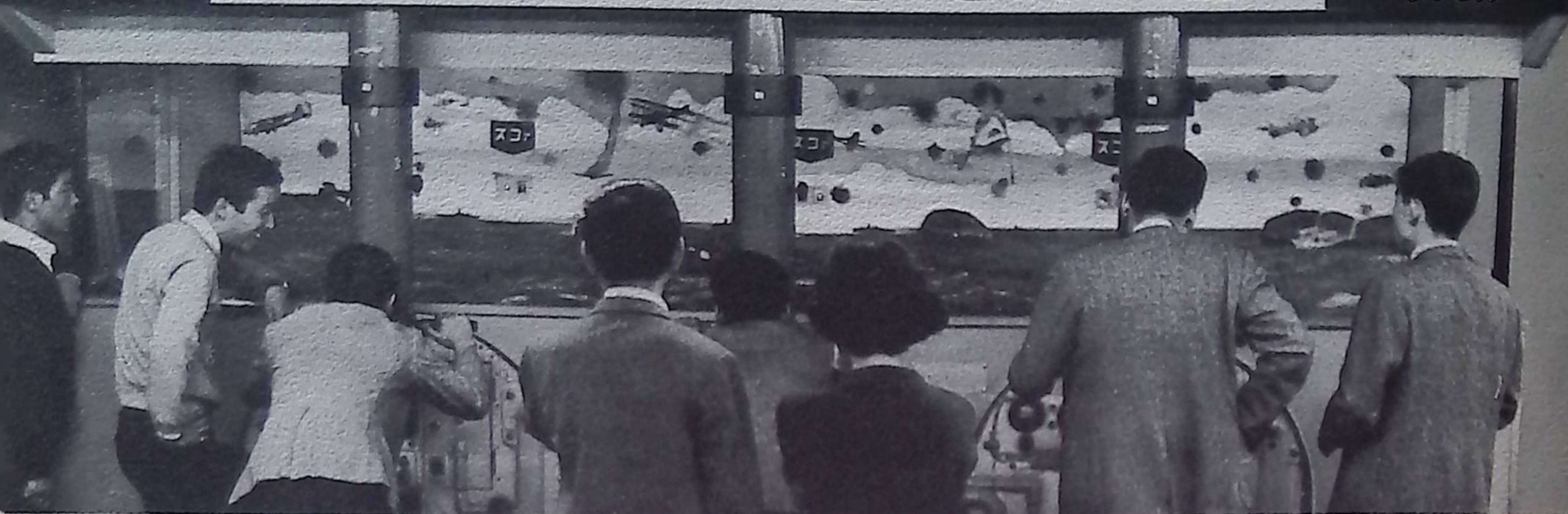


The torpedo track as it nears the ship aimed at has the possibility of changing course in one of two directions due to the action of the mixer unit, there is a position however that as the player picks-up skill he can manage a hit more often by taking into consideration the speed of the moving target and adjusting his aim accordingly.



**SEGA**

# P E R I S C O P E

**SEGA**

## OPERATION OF THE PERISCOPE

- ★ Depositing of coin starts the game by opening the shutter in the optical system of the periscope.
- ★ Optical system in the periscope is lined-up with the moving targets of 3-Dimensional ships that pass across the rear of the game.
- ★ Pressing the firing button on the periscope handle fires a torpedo that is simulated by a flow of lights and sound under the transparent wave.
- ★ There are eight possible directions that the torpedo can take. Halfway to the target the torpedo can vary in one of two directions this action is controlled by a mixer unit that adds a challenge to the game making the ships harder to hit than it seems.
- ★ Should the torpedo hit the ship there follows an explosion created by a sound system and a flash of red light as the ship sinks from sight.
- ★ For each shot a picture of a torpedo lights on the back score glass, for each hit a sinking ship and the tonnage lights up on the score glass.
- ★ Five shots are normal however should four or more targets be hit you are allowed an extra shot.

## SPECIFICATIONS

HEIGHT: 7 Feet  
 WIDTH: 13 Feet  
 DEPTH: 9 Feet

VOLTAGE: 110 or 240 Volt  
 50 to 60 Cycle  
 600 / 700 Watt

SPEAKERS: 3 each 10 Inch  
 COIN REJECTOR: As required by customer

### MANUFACTURED BY

# PHONOGRAPHIC

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 North Block, Cricklewood Trading Estate,  
 Claremont Rd., Cricklewood, London, N.W. 2

**SEGA**

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