

When a customer inserts the appropriate coin or coins in the coin box, the trained duck turns on the lamp and improvises a piano tune. At the end of his performance, the duck receives a reward from his feed cup.

The equipment is shipped completely assembled except that the coin box must be mounted on the panel at the left. Mounting screws are already in place on the panel. Remove them, unlock the coin box, open the cover and push the bolts through the holes in the corners of the box from the inside, and screw them back in place.

CAUTION: Please note that the contacts of this plug are irregularly spaced. Do not force the plug in the socket the wrong way.

The electric cord of the coin box goes through the panel and plugs into the control box. The control box and the electric feeder are accessible through the door at the left end of the display unit.

To install the display, it is necessary only to place it on a table or stand, size 32" x 60" or larger, approximately 30" high and plug in the power cord, which is led out through a hole in the rear panel of the unit.

The unit is self-contained and can be locked with padlocks. It is reasonably tamper-proof, but it is not weather-proof. It should be set up only where there is adequate protection from rain and from the direct rays of the sun. Overheating can result in poor performance, or even illness or death of a trained duck.

On the control box is a movable pointer with a dial numbered from 1 to 3. The pointer sets the approximate number of times the duck must tap the keyboard to com-

plete his performance. Also on the control box is a push-button labeled "test". This button triggers the start of the performance just as the coin box does. The counter registers every time the coin box is operated. The counter does not register when the test button is pressed.

Piano Playing Duck

Testing the Equipment

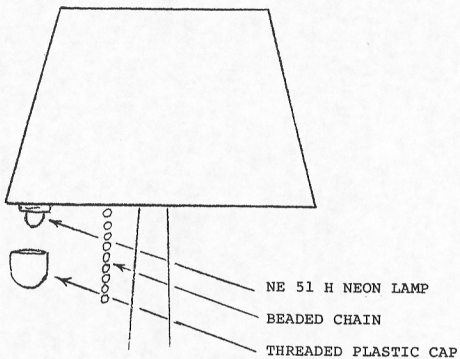
Before any of the ducks is put in the display, the apparatus must be thoroughly tested:

- 1) Be sure there is feed in the electric feeder. (The feeder is mounted next to the control box.)
- 2) Drop the coin into the coin box. The red signal light next to the pull chain of the lamp should turn on. (This lamp signals the duck to pull the chain.)
- 3) Pull the chain. The main lamp should light. (This lamp is not only part of the show; it also signals the duck to play the piano.)
- 4) Imagine the piano keyboard to be divided into three equal sections. Tap a white key in the approximate center of the left hand section. Then tap a white key in the center of the right hand section. Continue tapping the keyboard, left, right, left, right, until the feeder clicks and drops food into the cup. (The dial sets the approximate number of taps.) As the feeder "fires" the light should go out making the act ready to start again.

If any part of the cycle fails, check all plug connections. Three electric plugs connect to the control box. Two more, near the piano, connect to the piano and the lamp.

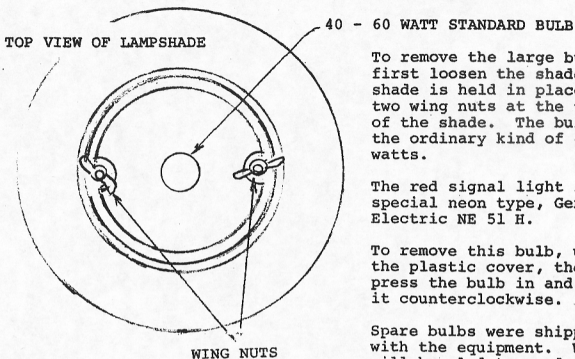
If either of the light bulbs fails, it must be replaced.

These lamps are particularly important because they control the duck's behavior.



The red signal light is a neon type, General Electric NE 51 H.

To remove this bulb, unscrew the plastic cover, then press the bulb in and turn it counterclockwise.

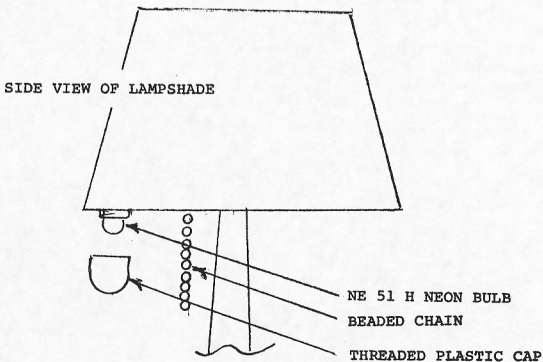


To remove the large bulb, first loosen the shade. The shade is held in place by two wing nuts at the top of the shade. The bulb is the ordinary kind of 40-60 watts.

The red signal light is a special neon type, General Electric NE 51 H.

To remove this bulb, unscrew the plastic cover, then press the bulb in and turn it counterclockwise.

Spare bulbs were shipped with the equipment. We will be glad to send more if they are needed.



When the equipment has been thoroughly checked out, you are ready to try the ducks. Start with the dial at a setting of # 1. The ducks may be hesitant about going to work at first in their new location, but they will soon overcome their fears. As they begin to work efficiently, increase the dial setting a notch at a time. The ducks should work reliably at a setting of 2 (11 to 13 taps on the keyboard). A setting of 3 (16 to 18 taps) may be too high for some of them.

To avoid running the coin counter when testing out the performance of the ducks, you will probably want to use the test button rather than the coin box.