

Bat Bird offers a simple game of chance and some skill in which a customer plays with a live chicken as his opponent. The equipment is a two-compartment, glass front cabinet. As a customer faces the display, he sees the chicken (Bat Bird) at the right and a miniature baseball field at the left. At the rear of the field are four openings labelled "1 run", "2 runs", "3 runs", and "4 runs". Below the ball field is a sloping panel with two small electric signs and a push button.

When a customer inserts a coin an electric sign turns on to say "Bird's Turn." A lamp next to the pivot of a small metal bat lights to signal to the bird that it is her turn to play. She works the bat by pulling a plastic loop mounted so that she can easily reach it through an opening in the side of her compartment. Working the bat drives a ball (an ordinary ping-pong ball) up the sloping field. The bird works the bat repeatedly if necessary until the ball drops through one of the openings. A numbered "read-out" labelled "Bird" counts up her score from "1" to "4" depending on the opening through which the ball drops. The ball rolls back to the bat because of the slope of the parts of the field.

When the bird scores, the "Bird's Turn" lamp and the bird's signal light go out and a sign "Press Until You Score" lights to invite the customer to press the push button until a score is made. A second read-out records the customer's score.

Play alternates between chicken and human until one of them achieves a total score of 6 or more. The winner is announced by the lighting of the appropriate one of two lamps on the rear panel. The game is now ended, but the final scores remain displayed until a new game is begun.

The customer earns a free game if he is skillful and lucky enough to win with a score of 8 or 9. To do this, he must avoid scores of 6 or 7 because these scores merely lead to a "Win", but not to a free play.

The bird works for chicken feed. An electric feeder automatically delivers a few grains for every second hit that she makes. Her alternate turns at bat are rewarded, no matter if she is winning or losing, but the fact that she starts each game means that the customer often loses. We hope he is often inspired to try again!

SETTING UP

The equipment must be placed on a table or stand about 42 inches square or larger and approximately 30 inches high. Except for attachment of the top sign, the equipment was completely assembled before shipment.

Please note:

The unit must not be placed where it is exposed to sun or rain. Moisture may damage the electrical circuits. Direct sunlight will result in overheating the chicken's compartment, possibly causing INJURY OR DEATH!

The equipment and the trained "Bat Birds" were thoroughly checked before shipping. Nevertheless, some minor damage or misadjustment of equipment may have occurred during shipment. The equipment should be tested by hand before a chicken is put to work.

Insert a coin in the coin box. The sign "Bird's Turn" and the red signal light at the bat should turn on.

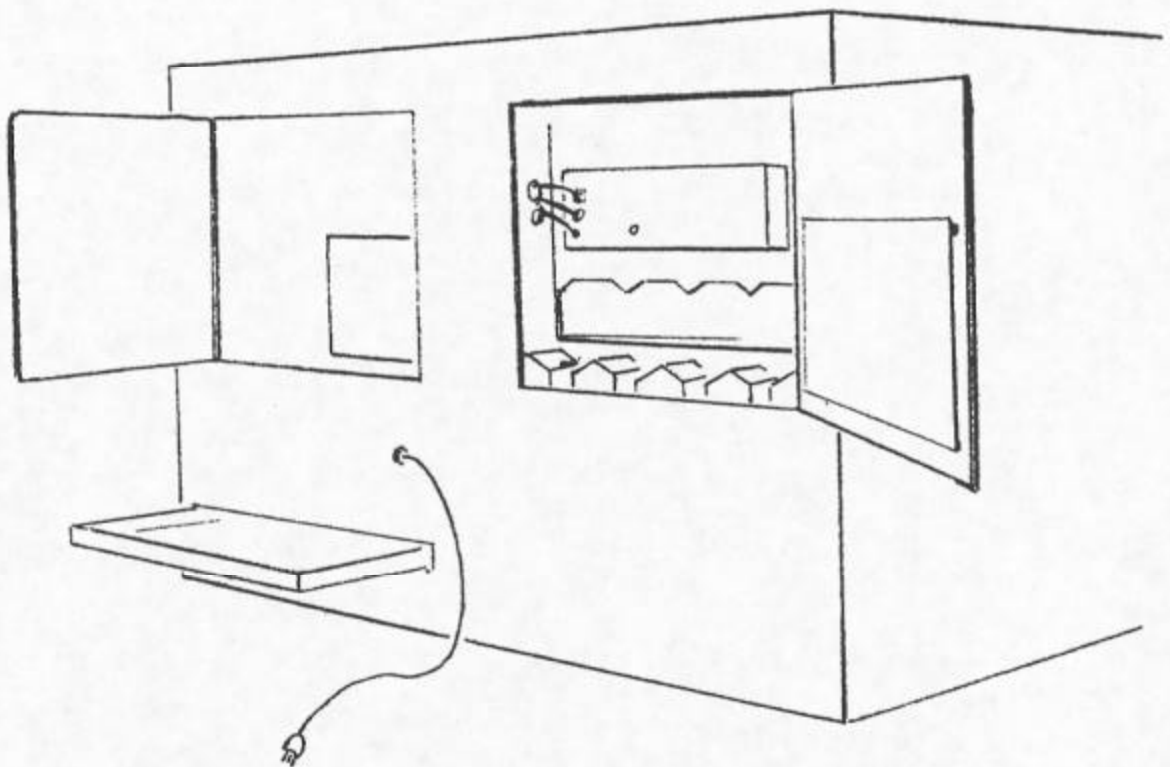
Reach through the door of the ball field compartment and pull the plastic loop until you drive the ball through an opening at the back of the field. The score should register at the "Bird" read-out. The red signal should go out and the loop should no longer work the bat. The front signs should change to "Press Until You Score."

Press the front button until the ball is again driven through an opening. The score should register on the "You" read out. Again the signs change and the red signal should indicate that the chicken's loop will work the bat.

A game should end when either of the read-outs has added the score to 6 or more. An easy way to test the score and "Free Play" combinations is simply to drop the ball repeatedly through the various openings.

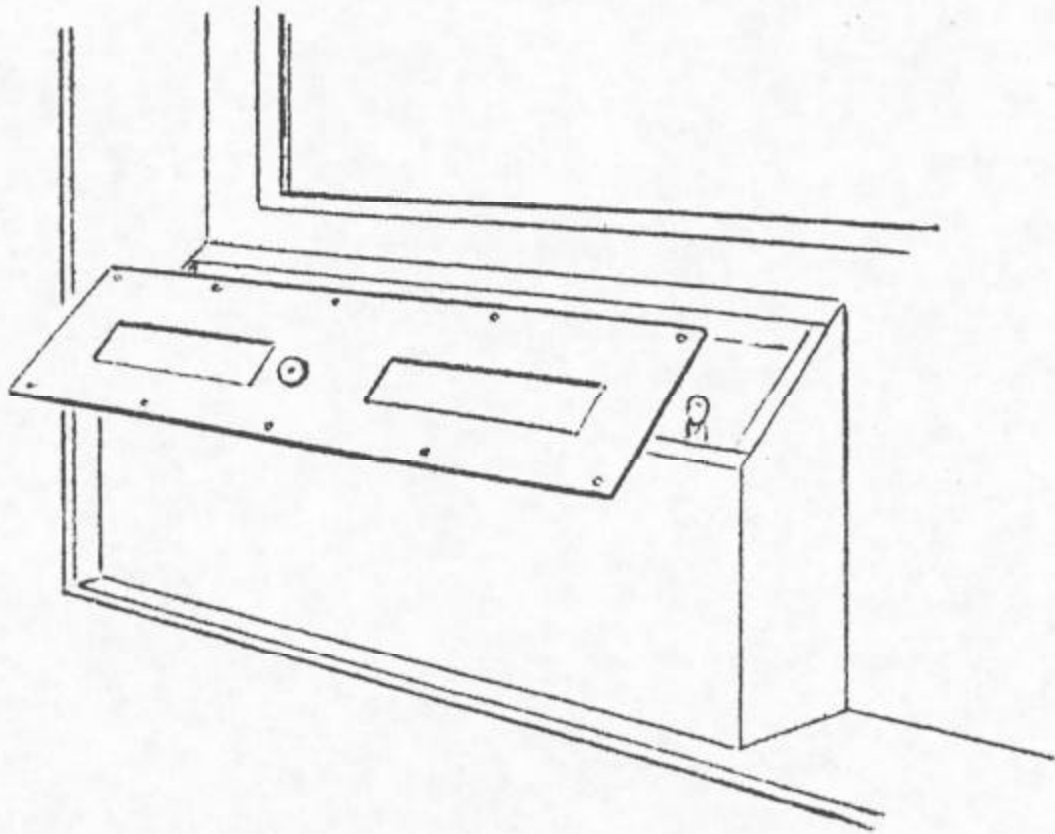
It is particularly important to make sure that the electric feeder is delivering feed for alternate scoring by the bird and that the red bat signal is working. The signal and the food rewards are essential to the maintenance of the birds' trained behavior.

If the equipment should fail in any part of the test sequences, check for loose electrical plugs, broken lamps or an improperly adjusted feeder.

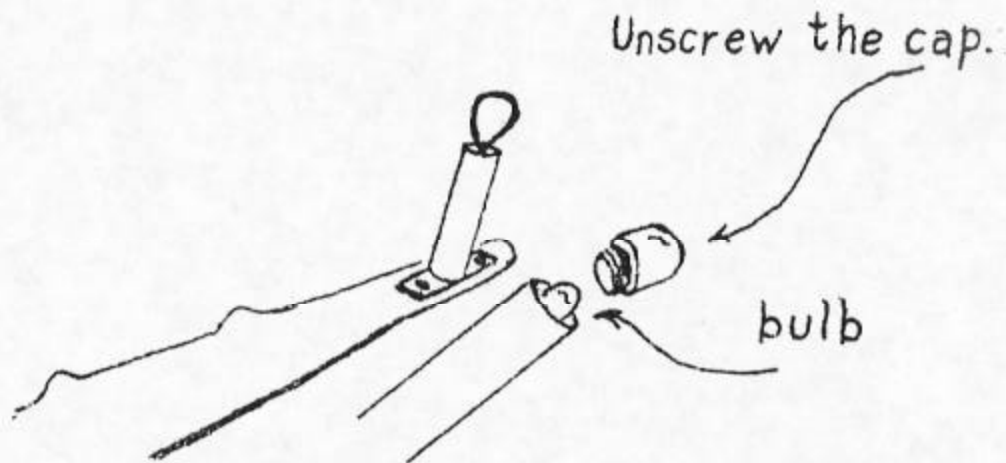


MAINTENANCE

Doors at the back of the unit allow access to the electric feeder, the rear of the ball field and to the control box. A dropping tray can be pulled out for cleaning. Sawdust, wood shavings or commercial cat litter placed in the tray makes cleaning easier and helps to keep odors down.



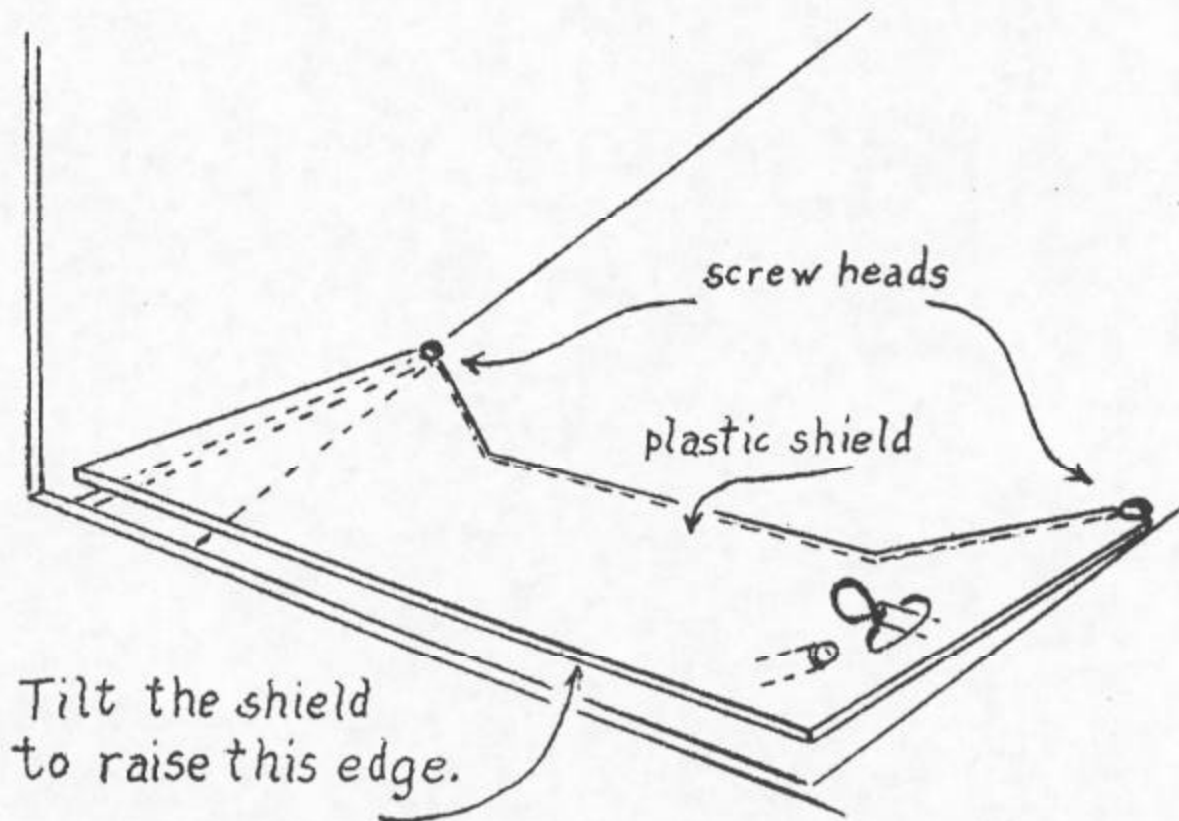
The bulbs behind the sloping front panel which light the two signs can be reached by removing the panel. Screws around the edge of the panel hold it in place. The bulbs are automotive type 67.



The most important bulb is the one that lights the "cue" to the chicken. This bulb should be replaced immediately if it burns out. Without this signal the chicken will not perform properly.

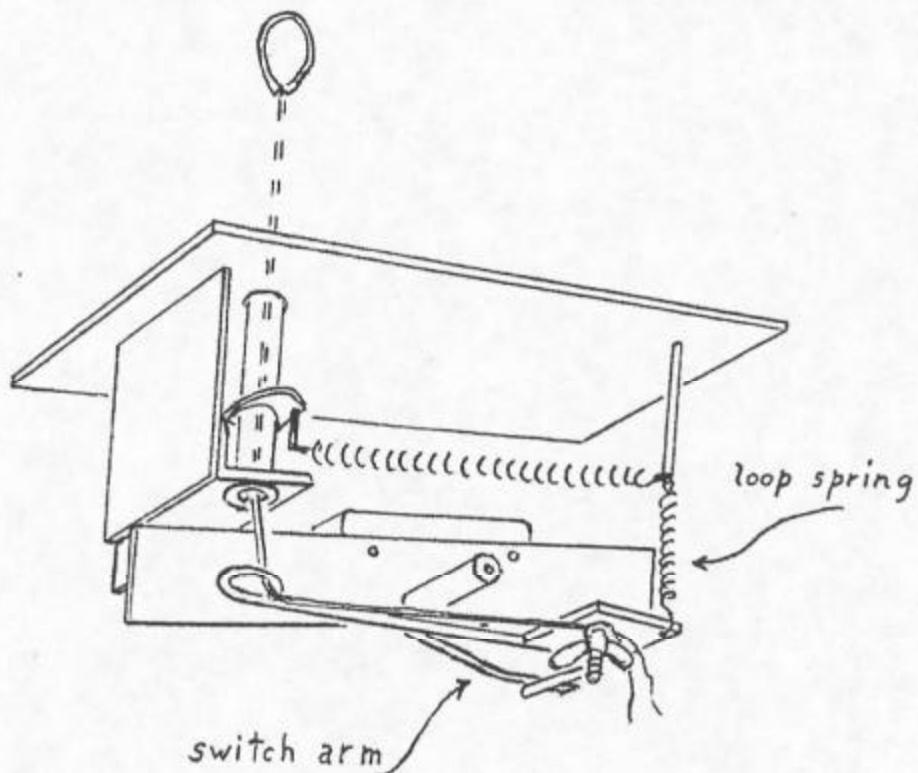
To replace this lamp, remove the clear shield above the bat and unscrew the red plastic lamp cover. The lamp is of type 1891 or an equivalent.

The lamps illuminating the two compartments are ordinary household bulbs, 15 to 25 watt.



The clear plastic shield covering the bat assures that the ball will return to the bat even though it may bounce against the front window.

The shield can be removed for cleaning or for replacement of the chicken's cue lamp. Reach through the door of the baseball compartment, gently grasp the open edge of the shield and tilt the shield to raise the edge nearest the front window. Push the shield toward the window to move the lower corners of the shield from under the screw heads at each side. The shield will then be free for complete removal. It is not necessary to remove the screws.



The plastic loop, pulled by the chicken, will eventually wear out or its strings may break. To replace the loop, tip the unit on its back or side until the bottom of the unit is exposed, or carefully slide the unit forward on its table to expose the part of it underneath the bat. Remove the chicken and empty the water cup before tilting the unit when you need to work underneath it.

AVOID SHOCK! Unplug the unit when working at any part with exposed wiring.

The bat is electrically powered by a solenoid below the field. When it is the chicken's turn to play, control of the bat is transferred to a microswitch near the solenoid. A weighted lever above the switch normally rests on the arm of the switch to hold it in the off position. The double string of the chicken's loop is attached to the lever so that the lever is lifted when the loop is pulled.

The loop strings pass down through the hollow bat pivot, through a hole in the weighted lever and are then attached to the lever by the pressure of a washer under a wing nut.

To replace the loop loosen the wing nut and remove the old loop. A piece of fairly stiff thin wire (ordinary bell wire for example) can be shaped into an improvised needle which can be pushed up through the weighted lever and hollow pivot. The loop strings can be attached to the wire, pulled down in place and fastened under the wing nut.

The strings should be just tight enough to make the loop stand up to be easily grasped by the chicken, but not too tight to prevent release of the bat switch when the chicken lets go.

The relay control box can be seen through the door at the rear of the ball field compartment. On the relay box is a push button, a toggle switch and a counting device. The push button, labeled "test", permits testing the equipment without inserting coins. The toggle switch can be set, at your choice, to include or eliminate the "free play" feature. The counter keeps track of the number of paid plays. The counter does not register free plays or plays started by the use of the "test" button.

The ball must always return to the bat after it has been struck. Particles of dirt can sometimes prevent it from rolling down hill as it should. Keeping the ball field clean will eliminate practically all of this possible trouble.

Check also the pathway under the field which returns the ball following each successful hit. Making sure that the ball does not stick is particularly important because the chicken will become discouraged if she can't make a hit when her signal light "tells" her to.

The "ping pong" ball should be of a fairly heavy type because its weight must work the switches behind the target openings. If you cannot easily obtain suitable replacements locally, let us at Animal Behavior know. We keep in stock a good supply of spares.