

1995

**SERVICE BULLETIN
&
TECHNICAL SERVICE INFORMATION**

**CAPCOM® coin-op, INC.
FIELD SERVICE
3311 N. KENNICOTT AVE.
ARLINGTON HEIGHTS, ILLINOIS 60004**

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CONTACTS

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SERVICE BULLETIN
95-001

DATE: JUNE 27, 1995

GAME: NIGHTWARRIORS™ DARKSTALKERS REVENGE

REF: OPERATORS MANUAL CORRECTION

FOLLOWING FIND A CORRECTED PAGE 18, OF YOUR OPERATORS MANUAL
"NOTE"

THE JAMMA CONNECTIONS, C, D, 25 AND 26 ARE NOT CONNECTED.

CONNECTION MUST BE MADE THRU AUXILIARY CABLE.

ALSO NOTE THE AUXILIARY CABLE CONNECTIONS HAVE BEEN ADDED TO
THIS PAGE.

JAMMA Connections

SOLDER SIDE		COMPONENT SIDE
GND	A	GND
GND	B	GND
-5 VDC	C	+5 VDC
+5 VDC	D	+5 VDC
-5 VDC	E	-5 VDC
+12 VDC	F	+12 VDC
KEY	H	KEY
COIN COUNTER 2	I	COIN COUNTER 1
COIN LOCK 2	K	COIN LOCK 1
LEFT SPEAKER (-)	L	LEFT SPEAKER (+)
RIGHT SPEAKER (-)	M	RIGHT SPEAKER (+)
VIDEO GREEN	N	VIDEO RED
VIDEO SYNC	P	VIDEO BLUE
SERVICE 1	R	VIDEO GND
TILT SWITCH	S	TEST MODE
COIN 2	T	COIN 1
START 2	U	START 1
PLAYER 2 - UP	V	PLAYER 1 - UP
PLAYER 2 - DOWN	W	PLAYER 1 - DOWN
PLAYER 2 - LEFT	X	PLAYER 1 - LEFT
PLAYER 2 - RIGHT	Y	PLAYER 1 - RIGHT
PLAYER 2 - JAB	Z	PLAYER 1 - JAB
PLAYER 2 - STRONG	AA	PLAYER 1 - STRONG
PLAYER 2 - FIERCE	AB	PLAYER 1 - FIERCE
N/C	AC	N/C
N/C	AD	N/C
GND	AE	GND
GND	AF	GND

Auxiliary Cable Connections

WIRE COLOR	CONNECTOR ODD ROW	CONNECTOR EVEN ROW	WIRE COLOR
	N/C	N/C	
	N/C	N/C	
	N/C	N/C	
	N/C	N/C	
PURPLE/YELLOW	PLAYER 2 KICK-ROUNDHOUSE	N/C	
	N/C	N/C	
	N/C	N/C	
PINK	PLAYER 1 KICK-ROUNDHOUSE	N/C	
RED	PLAYER 1 KICK-FORWARD	N/C	
BLUE	PLAYER 1 KICK-SHORT	N/C	
GRAY/YELLOW	PLAYER 2 KICK-SHORT	N/C	
PINK/YELLOW	PLAYER 2 KICK-FORWARD	N/C	
	N/C	N/C	
	N/C	N/C	
GRAY/YELLOW	TEST BRKT-VOLUME UP	TEST BRKT-VOLUME DOWN	PINK/YELLOW
BLACK/WHITE	TEST BRKT-VOLUME COMMON	N/C	
BLACK	PLAYER 2 KICK - COMMON	PLAYER 1 KICK-COMMON	BLACK

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SERVICE BULLETIN 95-002

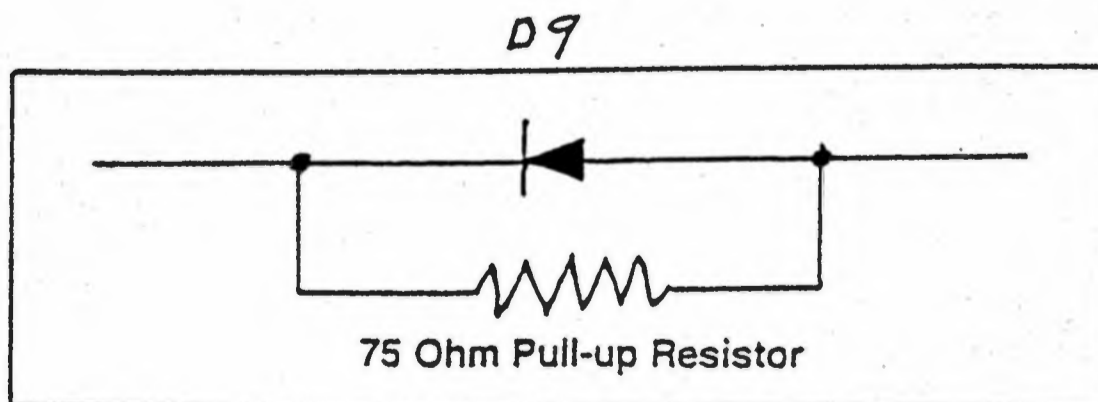
DATE: JUNE 27, 1995

GAME: STREET FIGHTER THE MOVIE™

REF: 33" OR LARGER MONITORS

AFFECTS S/N's: ALL

FOR KIT INSTALLATIONS REQUIRING THE USE OF 33" MONITORS OR LARGER,
A 75 OHM, PULL-UP RESISTOR MUST BE INSTALLED ON THE COMPONENT
SIDE OF THE MOTHERBOARD PCB AS FOLLOWS:



THE PULL-UP RESISTOR WILL PROVIDE THE NECESSARY SYNCHRONIZATION OF THE
VIDEO SIGNAL TO THE MOTHERBOARD.

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SERVICE BULLETIN

95-003

DATE: JUNE 27, 1995

GAME: STREET FIGHTER THE MOVIE™

**SYMPTOMS: EXTRA OR NO CREDITS.
LINES ON THE SCREEN.
GAMES RESETS DURING PLAY**

SOLUTION:

STREET FIGHTER THE MOVIE™ IS A NON CAPCOM® "CPS" SYSTEM®. THIS SYSTEM REQUIRES A HIGHER VOLTAGE TO OPERATE AT ITS MAXIMUM PERFORMANCE.

VCC SHOULD BE SET AT 5.20 ± .05VDC AT THE F1 FUSE ON THE MOTHERBOARD. THIS CAN BE CHECKED BY PLACING ONE LEAD OF YOUR METER AT THE NEGATIVE SIDE OF C106, AND THE OTHER LEAD ON F1.

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SERVICE BULLETIN

95-004

DATE: JULY 31, 1995

GAME: **STREET FIGHTER™ ALPHA**

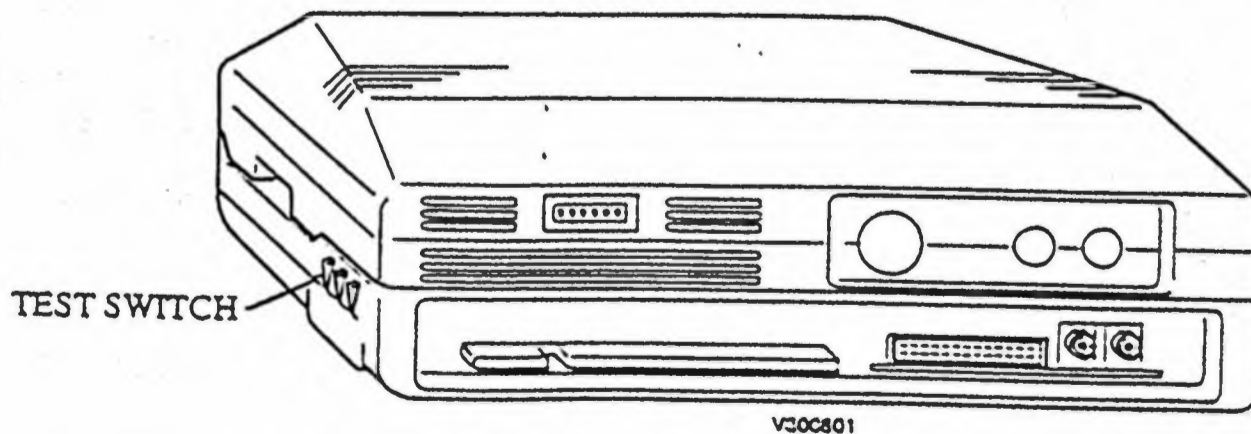
SUBJECT: **MAXIMIZING GAME REVENUES (\$\$)**

MARKET TESTING HAS REVEALED THAT THE BEST EARNINGS FOR *STREET FIGHTER™ ALPHA* RESULT FROM AN AVERAGE GAME TIME OF 2-1/2 TO 4 MINUTES.

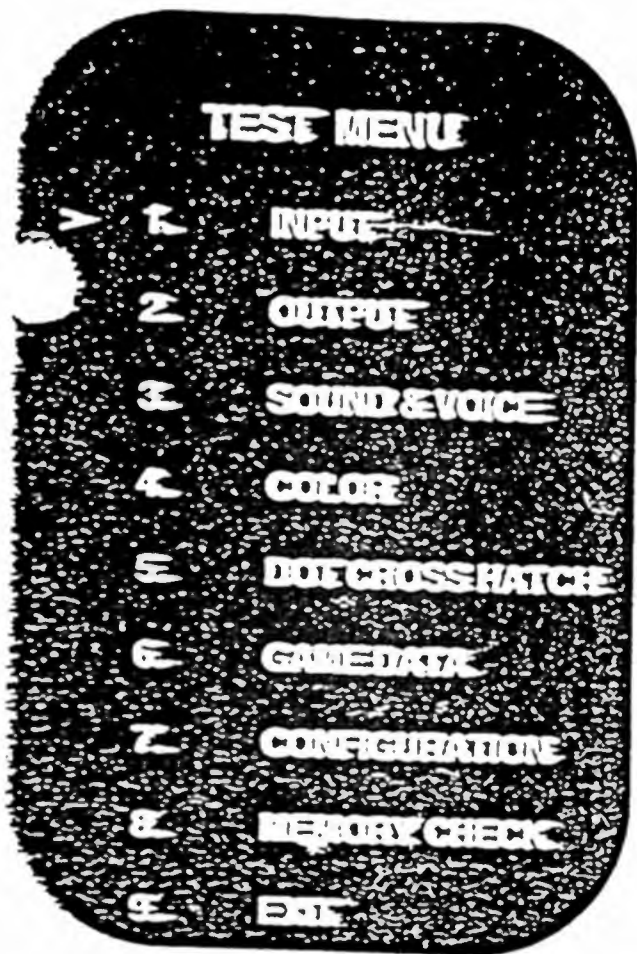
MOST OPERATORS WILL CONTINUE TO USE THE FACTORY RECOMMENDED SETTINGS. HOWEVER, IF GAME EARNINGS ARE LESS THAN EXPECTED, WE SUGGEST THAT THE OPERATOR RE-CONFIGURE THE GAME TO INCREASE THE LEVEL OF DIFFICULTY AND LOWER THE AVERAGE GAME TIME.

TO CHANGE THE GAME CONFIGURATION SETTINGS, USE THE FOLLOWING PROCEDURE:

- 1) FOR CABINETS EQUIPPED WITH A TEST SWITCH, OPEN THE COIN DOOR AND PUSH THE TEST BUTTON. FOR CABINETS NOT EQUIPPED WITH A TEST SWITCH, PRESS THE TEST SWITCH ON THE BLUE PLASTIC GAME CARTRIDGE.



- 2) THE FOLLOWING SCREENS WILL APPEAR ON THE MONITOR DURING THIS PROCEDURE:



TEST MENU



CONFIG MENU



GAME CONFIG

MONITOR DISPLAYS

PROCEDURE

TEST MENU

3) USE THE PLAYER 1 JOYSTICK TO MOVE THE CURSOR TO 7.CONFIGURATION. PRESS THE PLAYER 1 JAB PUNCH BUTTON. THE CONFIGURATION MENU SCREEN SHOULD APPEAR.

CONFIG MENU

4) USE THE PLAYER 1 JOYSTICK TO MOVE THE CURSOR TO 2. GAME. PRESS THE PLAYER 1 JAB PUNCH BUTTON. THE GAME CONFIGURATION SCREEN SHOULD APPEAR.

GAME CONFIG

5) MOVE THE PLAYER 1 JOYSTICK TO THE RIGHT UNTIL HARD 3 IS DISPLAYED.

GAME CONFIG

6) MOVE THE PLAYER 1 JOYSTICK DOWN UNTIL 2. DAMAGE LEVEL IS HIGHLIGHTED. MOVE THE PLAYER 1 JOYSTICK TO THE RIGHT UNTIL NORMAL IS DISPLAYED.

GAME CONFIG

7) NOW MOVE THE PLAYER 1 JOYSTICK DOWN UNTIL 8. EXIT IS HIGHLIGHTED. PRESS THE PLAYER 1 JAB PUNCH BUTTON. THE SYSTEM WILL RETURN YOU TO THE CONFIGURATION MENU.

CONFIG MENU

8) MOVE THE PLAYER 1 JOYSTICK DOWN UNTIL 4. SAVE & EXIT IS HIGHLIGHTED. PRESS THE PLAYER 1 JAB PUNCH BUTTON. THE TEST MENU SHOULD NOW APPEAR.

TEST MENU

9) MOVE THE PLAYER 1 JOYSTICK DOWN UNTIL 9. EXIT IS HIGHLIGHTED. PRESS THE PLAYER 1 JAB PUNCH BUTTON.

10) RE-CONFIGURATION IS NOW COMPLETE. THE GAME SHOULD NOW BE IN ATTRACT MODE.

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TECHNICAL SERVICE BULLETIN 95-006

DATE: OCTOBER 5, 1995

TO: ALL DISTRIBUTORS OF PINBALL MAGIC™

SUBJECT: SOFTWARE VERSION V1.01

REASON FOR BULLETIN: SOFTWARE GAME ADJUSTMENTS

AFFECTS S/N's: ALL GAMES WITH SOFTWARE VERSION V1.01

IF YOU RESET YOUR GAME WITH SOFTWARE V1.01. GO INTO GAME ADJUSTMENTS: AND MAKE THE FOLLOWING SETTING:

AUDIT REF:	NAME	SETTING	DESCRIPTION
B2-07	STAGE MTR DELAY UP	256 MILLISECONDS	TRAVEL UP OF STAGE
E2-07	STAGE MTR DELAY DOWN	0 MILLISECONDS	TRAVEL DOWN OF STAGE
B2-08	WAND DELAY CRITIC	90 MILLISECONDS	TRAVEL RIGHT OF WAND
E2-08	WAND DELAY LOC	50 MILLISECONDS	TRAVEL LEFT OF WAND

THIS WILL BE THE DEFALT SETTING IN THE PRODUCTION VERSION OF SOFTWARE.



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TECHNICAL SERVICE BULLETIN 95-007

TO: ALL DISTRIBUTORS OF PINBALL MAGIC™

SUBJECT: V1.02 SOFTWARE UPDATE

AFFECTS S/N's: ALL S/N'S

ENCLOSED FIND UPDATED SOFTWARE FOR PINBALL MAGIC™.

REPLACE EPROM's U1L AND U1H WITH THE ENCLOSED SOFTWARE.

THE FOLLOWING IS A LIST OF THE CHANGES IMPLEMENTED IN V1.02.

***MAGIC WAND COIL THERMAL FIX:**

IF THE WAND SHOTS ARE ATTEMPTED REPETITIVELY CAUSING THE WAND COILS TO OVERHEAT, THE DIVERTER WILL NOT DIVERT. THE SILENCE THE CRITICS TRICK WILL THEN BE COMPLETED BY THE "MAGIC CARPET RIDE" RAMP EXIT SWITCH AND, THE LOCKS ARE NOT ALLOWED. IT WILL TAKE APPROX. 1.25MIN(Low LINE) TO 4.0MIN(HIGH LINE) TO COOL DOWN AND RESUME PROPER OPERATION.

***BURN IN:**

AFTER 12 HRS COILS WILL STOP FIRING BUT BURN IN WILL CONTINUE. THIS IS TO ALLOW COIL BURN IN BUT STOP FIRING BEFORE EXCESSIVE WEAR OCCURS.

***COINAGE UPDATE:**

"RESTORE FACTORY SETTINGS" SETS GAME TO 50c=1 PLAY \$1=3 PLAYS.

***SWITCH TEST FIX:**

THE "CONN?" STATUS HAS BEEN ELIMINATED ON THE COIN SWITCHES TO ALLOW COIN METERS TO BE ADDED.

***COINAGE CHANGE HOLLAND (NETHERLANDS):**

NEW COIN DOOR: 1, 2.5 AND 5 GUILDER.

NEW COINAGE: 1/1G, 3/2.5G, 6/5G.

NEW COIN METER: SET TO 1/4G INCREMENTS.

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*INCREASE SPEED OF FLASH LAMP WARMING:
THIS IS TO ELIMINATE THE "TICKING" NOISE IN THE SPEAKERS.

*NOISE-TOLERANT OPEN LAMP DETECT:
THIS IS TO REDUCE FALSE INDICATIONS OF WIGGLY BAYONET SOCKETS AND HOT VN02'S.

*MENU SYSTEM UPDATES:

1. THE BOTTOM LINE ADVISORY MESSAGE HAS BEEN EXPANDED TO INDICATE THE AVAILABILITY OF A NEW REPLAY SCORE. THE LINE WILL FOLLOW THE "SEE TROUBLESHOOTING" ENTRY AND READ AS FOLLOWS.

"NEW REPLAY SCORE: X,XXX,XXX"

"SEE RESET FUNCTIONS TO CHANGE"

THIS WILL LET THE OPERATOR KNOW THAT A NEW REPLAY SCORE HAS BEEN CALCULATED.

2. THE "RESET FUNCTIONS" MENU INCLUDE A NEW FUNCTION CALLED "RESET REPLAY." THIS FUNCTIONS DISPLAYS THE CURRENT REPLAY SCORE AND THE NEWLY CALCULATED SCORE. IT THEN PROMPTS THE OPERATOR TO CHANGE THE SCORE. THIS FUNCTION DOES NOT RESET ANY OF THE AUDITS.

3. IN THE "RESET FUNCTIONS" MENU THE ITEM "CLEAR ALL/COUNTRY" HAS BEEN REMOVED. ITS FUNCTION HAS BEEN COMBINED WITH "FACTORY RESET", WHICH NOW PROMPTS THE OPERATOR FOR THE COUNTRY THAT THE DEFAULT SETTINGS SHOULD BE SET TO.

4. BECAUSE OF THE ABOVE CHANGES THE NUMBERING SYSTEM IN THE "RESET FUNCTIONS" MENU HAS CHANGED TO THE FOLLOWING:

D RESET FUNCTIONS

- D1 CLEAR COLLECTIONS
- D2 CLEAR AUDITS
- D3 CLEAR CREDITS
- D4 CLEAR HSTD
- D5 CLEAR ERRORS/INFO
- D6 CLEAR ADJUSTMENTS
- D7 RESET REPLAY
- D8 FACTORY RESET

5. A NEW ADDITION HAS BEEN MADE TO THE DIAGNOSTIC MENU SYSTEM CALLED "REPORTS". THIS MENU WILL BE FOR USE OF A PRINTER THAT WILL BE AVAILABLE AT A LATER DATE. THE MENU IS AS FOLLOWS:

E REPORTS

- E1 CUSTOM REPORT
- E2 CUSTOM REPORT SETUP
- E3 DEVICE SETUP
- E4 ADJUSTMENTS REPORT
- E5 AUDITS REPORT

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6. THE "TOGGLE FREE PLAY" FUNCTION IN THE MAIN MENU HAS BEEN CHANGED TO "PAY / FREE PLAY". THIS CHANGE IS BE ABLE TO LET THE OPERATOR KNOW AT A GLANCE WHAT MODE THE GAME IS IN.

7. AN ADDITION HAS BEEN MADE TO THE AUDIT MENU CALLED "AUDIT REPLAY PERCENT". THIS WILL GIVE THE OPERATOR THE REPLAY-VS-PAID GAMES PERCENTAGE.

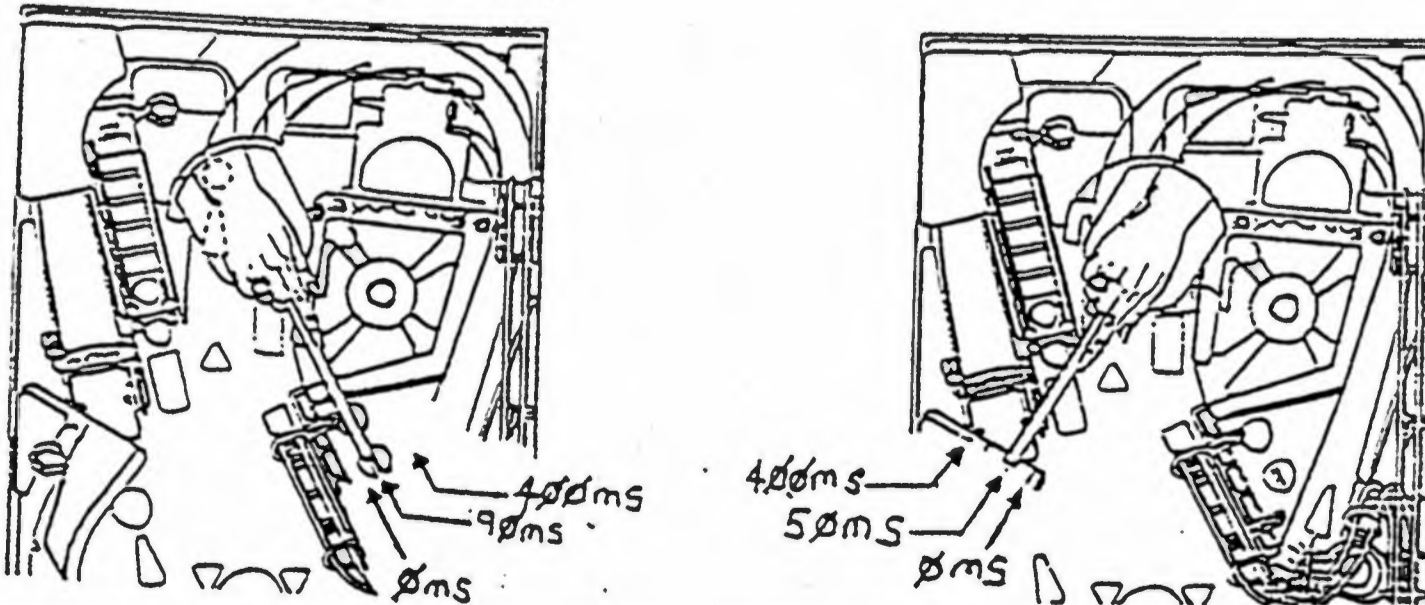
8. AN ADDITION HAS BEEN MADE TO THE AUDIT MENU CALLED "HSTD SCORE PERCENT". THIS ITEM WILL GIVE THE PERCENT OF HSTD AWARDS-VS-PAID GAMES.

* DEFAULT DELAYS FOR MAGIC WAND AND STAGE:

THE FOLLOWING HAVE BEEN ADDED TO "B2 GAME ADJUSTMENTS" PLEASE NOTE THAT THE HIGHER THE DELAY TIME IS SET FOR, THE LONGER THE TRAVEL TIME OF THE MOTOR AFTER THE LIMIT SWITCH IS MADE. FOR EXAMPLE IF I WANTED TO MAKE THE WAND MOVE A LITTLE FURTHER OVER THE LOCKED TRUNK OR THE CRITICS TRIANGLE I WOULD INCREASE THAT SETTING. CONVERSELY IF I WANTED THE WAND TO STOP EARLIER (LESS TRAVEL) I WOULD DECREASE THAT SETTING. THE SAME GOES FOR THE STAGE AS WELL. IF I INCREASED THE DOWN TIME THE FLOATING BALL WOULD TRAVEL FARTHER DOWN. IF I INCREASED THE STAGE UP TIME THE FLOATING BALL WOULD RISE HIGHER.

- 07 STAGE DELAY - UP
 RANGE: 0 - 400 (IN MILLISECONDS)
 FACTORY: 256
- 08 STAGE DELAY - DOWN
 RANGE: 0 - 400 (IN MILLISECONDS)
 FACTORY: 0
- 09 WAND DELAY - CRITICS
 RANGE: 0 - 400 (IN MILLISECONDS)
 FACTORY: 90
- 09 WAND DELAY - LOCK
 RANGE: 0 - 400 (IN MILLISECONDS)
 FACTORY: 50

IF THERE ARE ANY QUESTIONS PLEASE FEEL FREE TO CONTACT OUR FIELD SERVICE DEPARTMENT AT (708) 797-6192.



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TECHNICAL SERVICE BULLETIN 95-008

DATE: OCTOBER 16, 1995

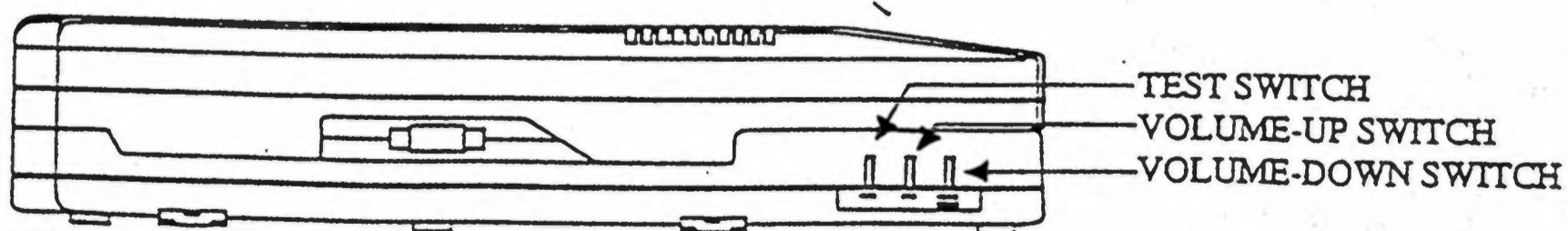
TO: ALL DISTRIBUTORS OF CPSII SYSTEMS

SUBJECT: VOLUME CONTROL

AFFECTS S/N's: ALL CAPCOM ® CPSII SYSTEMS

TO CORRECT AUDIO VOLUME PROBLEMS ON ANY CPSII SYSTEM

1. ON THE "A" BOARD, DEPRESS AND HOLD "VOLUME-DOWN" BUTTON AT LEAST 5 SECONDS TO RESET INTERNAL DATA.
2. RELEASE THE "VOLUME-DOWN" BUTTON.
3. ON THE "A" BOARD DEPRESS "VOLUME-UP" BUTTON TO REACH DESIRED VOLUME LEVEL.
4. FOR ANY FURTHER VOLUME SETTING, RECOMMEND USE TO THE "SOUND TEST" IN THE "TEST MENU"



CALL CAPCOM FIELD SERVICE FOR FURTHER INFORMATION

TECHNICAL SERVICE BULLETIN 95-009

NOVEMBER 6, 1995

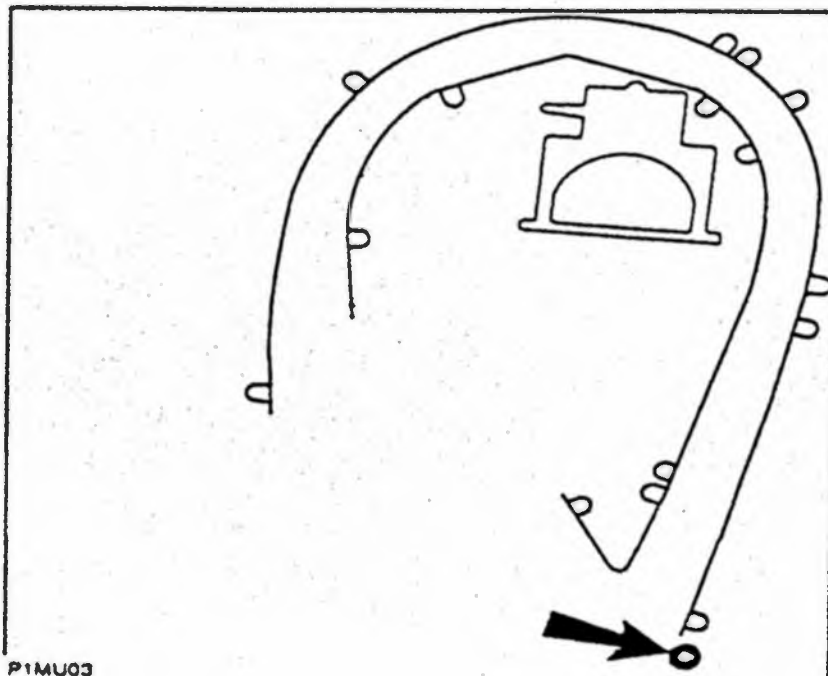
TO: ALL DISTRIBUTORS OF MAGIC™

SUBJECT: BALL DRAIN WHEN EXITING ORBIT SHOT

REASON FOR BULLETIN: BALL DEFLECTS OFF OF RUBBER BUMPER WHEN EXITING ORBIT.

AFFECTS S/N's: ALL

WHEN SHOOTING THE ORBIT SHOT FROM LEFT TO RIGHT, THE BALL SHOULD HIT THE RIGHT SIDE FLIPPER BAT. IF THE BALL EXITS BETWEEN THE TWO FLIPPERS CHECK, TO SEE IF THERE IS A RUBBER BUMPER ON THE POST AT THE EDGE OF THE ORBIT SHOT. SEE ARROW IN DRAWING BELOW:



"IF THERE IS A BLACK RUBBER BUMPER ON THIS POST." REMOVE SCREW IN PLASTIC TO THE REAR OF THE TOP HAT. FLEX PLASTIC AND REMOVE RUBBER BUMPER. REINSTALL SCREW.

TECHNICAL SERVICE INFORMATION

SUBJECT: PINBALL MAGIC™ SOFTWARE UPDATE

SEPTEMBER 12, 1995

Enclosed find your updated software for pinball MAGIC™. Following is the procedure needed to set your game to your specifications, once you have installed the new EPROMS version V1.00:

MENU SYSTEM

The menu system is started when the coin door is opened. When the coin door is closed, the game will return to the Attract mode.

The menu system is controlled by the use of the left & right flipper buttons and the Start button. Pressing these button(s) will result in the following menu actions:

- | | | |
|----|-------------------------------|--|
| 1. | RIGHT FLIPPER BUTTON | increment, or move to the next field |
| 2. | LEFT FLIPPER BUTTON | decrement, or move to the previous field |
| 3. | LEFT & RIGHT FLIPPER TOGETHER | cancel, back-up, or restore the original setting |
| 4. | START BUTTON | accept, enter, or keep new setting |

Go to **B ADJUSTMENTS** and depress start
advance to **B3: LOCALE ADJUSTMENTS**, depress start.
advance to **B3-01 [COUNTRY]** depress start
advance to [country of your choice], depress start.
DEPRESS LEFT & RIGHT FLIPPER BUTTONS TOGETHER
advance to **D RESET** and depress start
advance to **D6 CLEAR ALL/COUNTRY** depress start
DEPRESS START AGAIN TO SET SYSTEM

CLOSE DOOR AND TEST

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TECHNICAL SERVICE INFORMATION

SUBJECT: PINBALL MAGIC™ SOFTWARE UPDATE

SEPTEMBER 19, 1995

V1.01

ENCLOSED FIND UPDATED SOFTWARE FOR PINBALL MAGIC™.

THERE IS A REPORTED PROBLEM WITH THE CUSTOM PRICING TABLES, WHICH COULD
CAUSE THE GAME TO LOCK UP.

REPLACE EPROM'S U1L AND U1H WITH THE ENCLOSED SOFTWARE.

TECHNICAL SERVICE INFORMATION

SUBJECT: PINBALL MAGIC™ STRIPPED SCREW

SEPTEMBER 29, 1995

Enclosed find the approved repair kit with instruction for the repair of: Slingshot stripped screws, Outhole bracket striped screw repair:

SLINGSHOT STRIPPED SCREW REPAIR.

REMOVE SLINGSHOT FROM PLAYFIELD

RESIZE HOLES TO 5.5mm DIAMETER, 11 mm DEEP WITH DEPTH LIMITED END MILL

INSTALL E083210T-ZN INSERT NUT INTO MILLED HOLE

TIGHTEN INSERT NUT WITH #4 METRIC HEX DRIVER UNTIL SURFACE IS FLUSH WITH PLAYFIELD

REPEAT FOR EACH OF THE DAMAGED SLINGSHOT SCREW HOLES

REASSEMBLE SLINGSHOT TO PLAYFIELD USING #8-32 X 3/8" MACHINE SCREWS IN PLACE OF ORIGINAL WOOD SCREWS

OUTHOLE BRACKET STRIPPED SCREW REPAIR

REMOVE OUTHOLE SWITCH AND BRACKET FROM PLAYFIELD

RESIZE HOLES TO 5.5 mm DIAMETER, 11 mm DEEP WITH DEPTH LIMITED END MILL

INSTALL E063210T-ZN INSERT NUT INTO MILLED HOLE

TIGHTEN INSERT NUT WITH #3 METRIC HEX DRIVE UNTIL SURFACE IS FLUSH WITH PLAYFIELD

REPEAT FOR EACH OF THE DAMAGED OUTHOLE SCREW HOLES

REASSEMBLE OUTHOLE BRACKET TO PLAYFIELD USING #6-32 X 3/8" MACHINE SCREWS IN PLACE OF ORIGINAL WOOD SCREWS

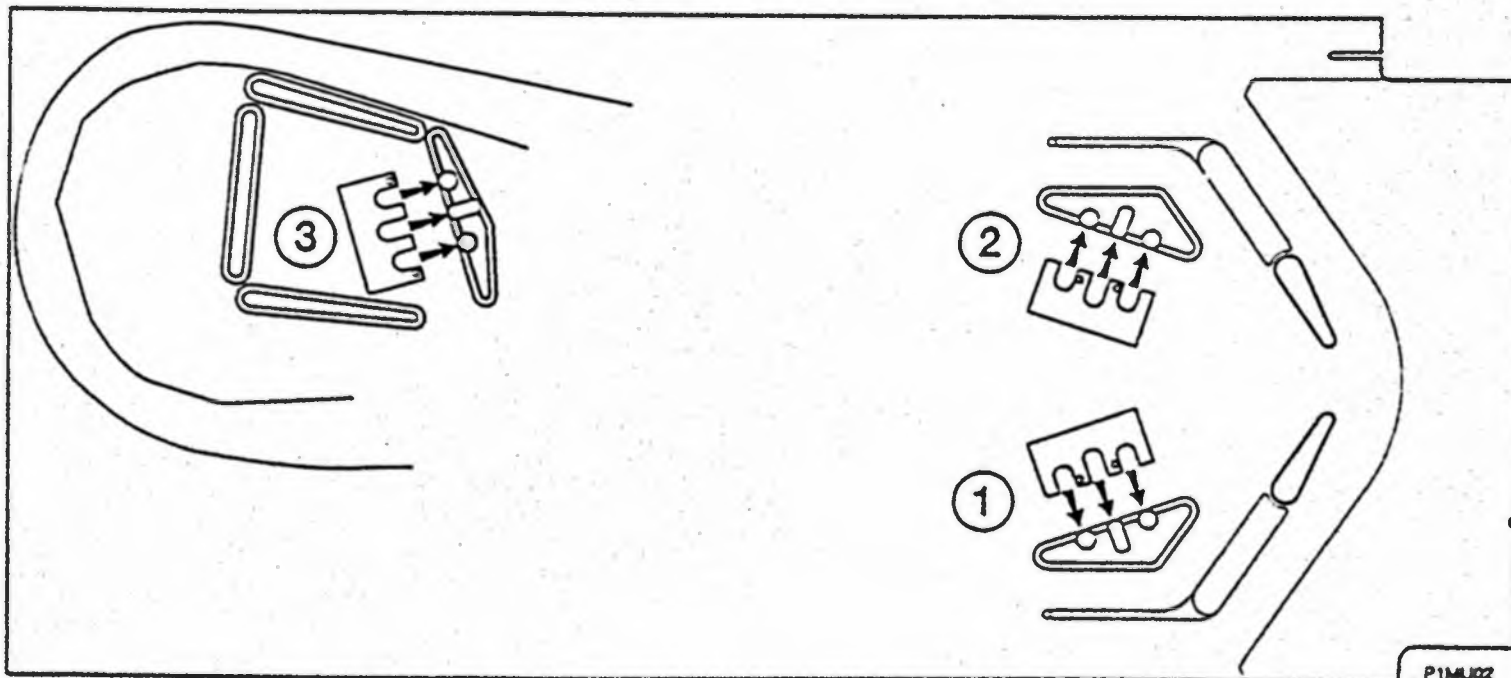
TECHNICAL SERVICE INFORMATION

NOVEMBER 1, 1995

SUBJECT: RETRO FIT KIT FOR MAGIC™. SLING SHOTS, AND FLIPPERS.

BILL OF MATERIAL KIT# K-009

QTY 1	INSTRUCTION SHEETS	PM00135
QTY 2	2 3/4" RUBBER	PN RB00108-11
QTY 6	#8 SCREW MINI POST	PN SM00151
QTY 3	MYLAR TEMPLATES	
QTY 1	PLUNGER/LINK/CLAMP/ACTUATOR	A-00549-L
QTY 1	PLUNGER/LINK/CLAMP/ACTUATOR	A-00549-R



“A”

* POSITION #1.

1. REMOVE FRONT SCREW, POST & WASHERS OFF THE FRONT OF PLASTIC RAMP OVER THE LOWER LEFT SLINGSHOT.
2. REMOVE THE 2 NUTS OFF OF THE SLINGSHOT PLASTIC PN AW00123-9.
3. REMOVE 3" RUBBER RING AND DISCARD.
4. SLIDE THE LOWER LEFT SLINGSHOT TEMPLATE IN POSITION, ALIGNING THE EDGE OF THE THREE HOLES IN THE PLAYFIELD WITH THE BLACK LINE OF THE TEMPLATE.
5. USING A CENTER PUNCH MARK THE PLAYFIELD OVER THE 2 X's.
6. DRILL THE TWO HOLES WITH A 2mm 1/16" DRILL.
7. INSTALL NEW POST PN SM00151 IN THE TWO HOLES NEAR THE SWITCH HOLES.
8. INSTALL NEW 2 3/4" RUBBER PN RB00108-11.
9. REINSTALL PLASTIC.
10. REINSTALL PLASTIC RAMP.

RETRO SLINGSHOT KIT.

* POSITION #2

1. REMOVE LOWER NUT AND TWO WASHERS OFF OF THE WIRE RAMP.
2. REMOVE THE TWO NUTS OFF OF THE PLASTIC.
3. REMOVE SLINGSHOT PLASTIC PN AW00123-8.
4. REMOVE 3" RUBBER RING AND DISCARD.
5. SLIDE THE LOWER RIGHT SLINGSHOT TEMPLATE IN POSITION, ALIGNING THE EDGE OF THE THREE HOLES IN THE PLAYFIELD WITH THE BLACK LINE OF THE TEMPLATE.
6. DRILL THE TWO HOLES WITH A 2mm 1/16" DRILL.
7. USING A CENTER PUNCH MARK THE PLAYFIELD OVER THE 2 X's.
8. INSTALL NEW POST PN SM00151 IN THE TWO HOLES NEAR THE SWITCH HOLES.
9. INSTALL NEW 2 3/4" RUBBER PN RB00108-11.
10. REINSTALL PLASTIC.
11. REINSTALL WIRE RAMP TWO WASHERS AND NUT.

* POSITION #3

1. REMOVE THE 3 NUTS AND ONE SCREW OFF OF PLASTIC OVER STAR BUMPER UPPER PN AW0123-12, AND LOWER PN AW0123-22..
2. REMOVE PLASTIC OVER SLINGSHOT ASSEMBLY.
3. SLIDE THE UPPER SLINGSHOT TEMPLATE IN POSITION, ALIGNING THE EDGE OF THE THREE HOLES IN THE PLAYFIELD WITH THE BLACK LINE OF THE TEMPLATE.
4. USING A CENTER PUNCH MARK THE PLAYFIELD OVER THE 2 X's
6. DRILL THE TWO HOLES WITH A 2mm 1/16" DRILL.
7. INSTALL NEW POST PN SN00151 IN THE TWO HOLES NEAR THE SWITCH HOLES.
8. REINSTALL PLASTIC.

FLIPPER UPGRADE

1. REMOVE THE TWO SCREWS THAT HOLD THE BRACKET, COIL RETAINER FROM EACH FLIPPER ASSEMBLY.
2. LOOSEN THE CLAMP HOLDING SCREW.
3. DISCONNECT THE ACTUATOR SPRING.
4. FROM THE TOP OF THE PLAYFIELD, SLIDE THE FLIPPER BAT UP.
5. SLIDE THE OLD BLUE PLUNGER/LINK/CLAMP/ACTUATOR ASSEMBLY OUT OF THE GAME.
6. INSTALL THE NEW PLUNGER/LINK/CLAMP/ACTUATOR ASSEMBLY [WITH GRAY LINK] THROUGH THE COIL RETAINER AND INTO THE COIL AND SLEEVE.
7. REINSTALL THE TWO SCREWS THAT HOLD THE BRACKET, COIL RETAINER.
8. REINSTALL THE FLIPPER PADDLE. ALIGN AND TIGHTEN THE CLAMP SCREW.
9. RECONNECT THE ACTUATOR SPRING.
10. RECHECK THE END OF STROKE SWITCH ADJUSTMENT.

