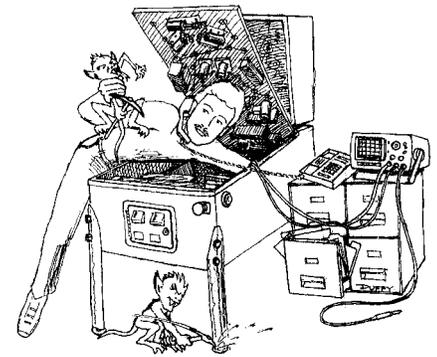


Service Bulletin N° 95A



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TO: Parts & Service Managers

DATE: March 21, 1997 (Updated April 11, 1997)

SUBJ: Riveted Reed Switch Replacement Kit
(Sega Part N° 500-6205-00)
& Procedure for Riveted Reed Switches

TOOLS REQUIRED :

- 1 Ea. Phillips Head Screw Driver
- 1 Ea. 1/4" Nut Driver
- 1 Ea. Drill
- 1 Ea. 1/8" (3mm) Drill Bit
- 1 Ea. 1/4" (7mm) Drill Bit

THIS KIT CONTAINS :

- 1 Ea. Reed Switch (Tabs on sides, see Switch on Page 2),
- 2 Ea. #4-40 X 3/8" Phillips Flathead Screw (Non-Magnetic, Stainless)
- 2 Ea. #4-40 Nyloc Stop Nuts (Non-Magnetic, Stainless)

Sega Part N°

- 180-5145-01
- 237-5983-01
- 240-5303-01



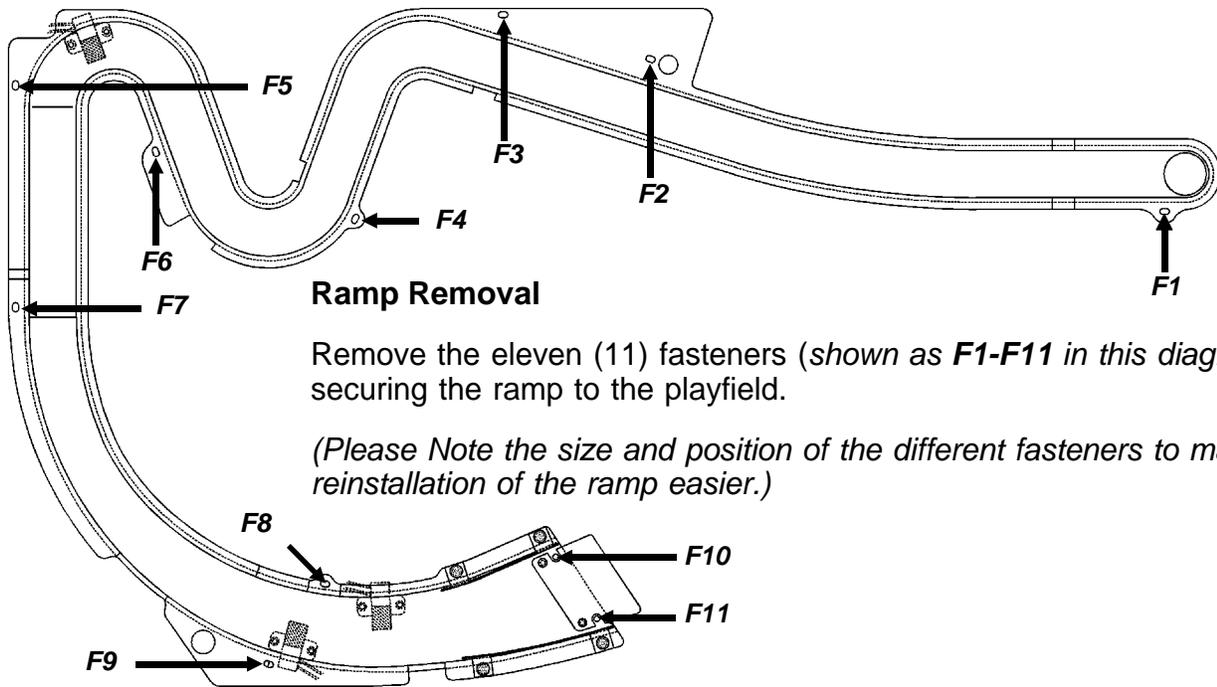
Explanation - We have used Reed Switches for the Ramp Enter (#22 & #24) and Exit (#23) Switches, the Cannon Loaded Switch (#37), the Under Trough Switch (#21) [located under the playfield, below the 4-Bank Drop Target], & the Super VUK Switch (#46) [located on the lower right side]. **Games prior to Serial N° 137724** had five (5) of these six (6) switches riveted in place. All but the Super VUK Switch (#46) are riveted. **Games after Serial N° 137723** have Reed Switches attached with screws and nuts. *We have used Reed Switches on Space Jam & Star Wars Trilogy and have had very few failures with them but have included this procedure to assist you with the replacement of the riveted switches if one does fail.*

PROCEDURE FOR RIVETED SWITCHES

- ① To replace Reed Switches that were originally fastened with rivets, it is necessary to remove the assembly that the Reed Switch is attached to from the playfield (see assembly removal diagrams on the next page).
- ② The rivets are first drilled out using the 1/8" (3mm) Drill Bit (drilling from the side of the rivet **OPPOSITE** the head). It is helpful to set a block of wood or scrap material of some sort (something that you don't mind drilling into) behind the assembly being drilled on to act as a support.
- ③ After both rivets have been removed in this manner, the side of the assembly where the **HEAD** of the rivet was located must be *countersunk* to accept the new fastener (Phillips Flathead Screw) by using the 1/4" (7mm) Drill Bit. **Care must be exercised** during this *countersink drill so as to only enlarge to the depth needed* to seat the new machine screw *flush or slightly below* the level of the material, and **not to over-drill all the way through** the material being reworked.
- ④ After the proper *countersink level* has been created, install the new Reed Switch using the screws and nuts supplied with this kit. We **recommend breaking off the unused mounting tabs** prior to mounting the new switch (on plastic ramps, an **XACTO** or **Utility Knife** is helpful in removing melted plastic burrs that will tend to remain in the *countersunk area* or a **Round File** for metal burrs on the trough assy's.). **BE CAREFUL NOT** to countersink to too great a depth (just enough for the head of the screw to be flush or hide below the level of the material).

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ASSEMBLY REMOVAL PROCEDURES AND REED SWITCH TAB REMOVAL



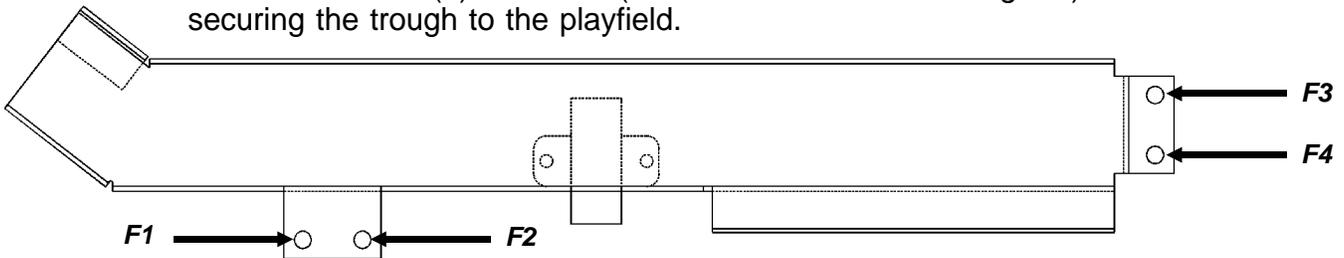
Ramp Removal

Remove the eleven (11) fasteners (shown as **F1-F11** in this diagram) securing the ramp to the playfield.

(Please Note the size and position of the different fasteners to make reinstallation of the ramp easier.)

Under Trough Removal

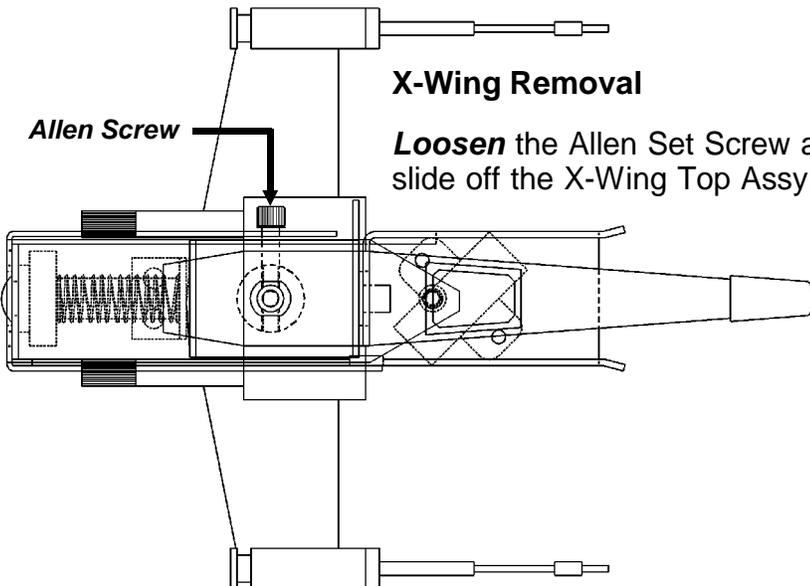
Remove the four (4) fasteners (shown as **F1-F4** in this diagram) securing the trough to the playfield.



X-Wing Removal

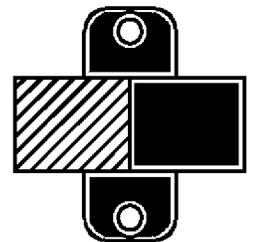
Allen Screw

Loosen the Allen Set Screw and slide off the X-Wing Top Assy.



Reed Switch, 180-5145-01

Tabs are located on the sides. This style (Qty. 6) used in:



Reed Switch, 180-5145-00

Tabs are located on the ends. This style (Qty. 4) used in:

