

LMC

Lieberman Music Company 9549 Penn Avenue South Minneapolis, Minnesota 55431



First Class

LMC News Notes

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Modification of Williams new style power supplies to eliminate general illumination problems.

Games affected are: Black Knight, Algar, Jungle Lord, Pharaoh, Solar Fire, Barracora, Cosmic Gunfight, Varkon, Defender, Time Fantasy, and Joust Pinballs.

Parts Needed: 4 fuse clip holders 4 MDL. 5 amp slow blow fuse

Step 1. Replace F7 the 20 amp. fuse on the power supply with a jumper wire. Remove the two fuse clip holders and solder a wire in their place.

Step 2. Find connector 3J8, and pins 6, 7, 8, and 9. Pin 6 is a yellow and white wire. Pin 7 is a white and yellow wire. Pin 8 is a white and yellow wire. Pin 9 is a white and yellow wire.

a. Follow down the four wires five or more inches to a spot where you can mount on the back of the head your four fuse holders.

b. Cut all four wires and strip the eight ends.

c. Then take the wires and solder them to the 4 fuse holders.

Craig A. Sanders LMC Pinball Dept.

Bally Midway

Game: Spy Hunter Pinball Subject: Number of games replays per game adjustment Please add Switch No. 29 information to page seven (7) of your game manual. SW. 29 ON All replays Liberal earned will be collected Conservative SW. 29 OFF Only 1 replay per player per game

Switch No. 29 should be checked before placing your Spy Hunter Pinball game on location.



Cinematronics Safety Bulletin

Subject: Pioneer Laser Disc Model LD-V1001

The Pioneer Laser Disc Model LD-V1001 is similar to the Model LD-V1000 except for the input power requirements. The LD-V1001 is designed for an AC input power of 100 volts used in Japan and not the 115 VAC used in this country. When the LD-V1001 is used with input power of 115 VAC, excessive heat will be generated which will **shorten** the life of a player and create the possibility of **a fire hazard**.

Use of these players as substitutes for the LD-V1000 players in games manufactured by Cinematronics is not recommended.



Cecil Waulk, LMC operations manager

Data East: Karate Champion Problem: Coin failure intermittent Solution:

A. Check + 5 volts at the logic boards. B. Take the ground wire on the top of the left coin chute and run another ground to the right coin chute, then to the door frame.

C. Check all the E-proms. They should be 300 nano seconds or faster. The proms will have a number 2716 – (something?). The number after 2716 should be a 2 or 3 (not a 4, that's bad) or up to 30, not any higher. If there are Mitsubishi chips used they should be OK.

Exidy: Cross Bow

Problem: Intermittent trigger optic problems

Solution: Locate the SCC board. It will be located above the cage or it will be sticking out of the top of the cage, looking in from the back. Locate the second connector in from the back of the game. Below the connector there are 3 little ceramic caps. Cut and remove the 1st and 3rd cap.

John Boisvert LMC

Pinball News

On Gottlieb-Mylstar, Bally and Stern games four years or older take a good look at your 3.6V. rechargeable battery on the CPU board and make sure they aren't leaking acid. The acid can cause serious connector and board problems. Also measure the battery voltage; it should be 3 to 4 volts D.C.

Gottlieb-Mylstar

Black hole and newer games using the new reset circuit board have a common problem of capacitors C3 and C4 becoming cold soldered or the traces on the back of the board breaking This can cause reset problems. For example, the game may reset in the middle of game play, or by itself in the attract mode. On power up of the game you sometimes just get bright zeros in some of the displays, or even erratic game play. The board is not essential for the game to operate and can be removed.

Craig A. Sanders LMC Pinball Dept.