

SERVICE BULLETIN BOOK

1992

FALL

WMS GAMES

PARTS AND SERVICE INC.

WILLIAMS ELECTRONIC GAMES, INC.

MIDWAY MANUFACTURING COMPANY

MAKERS OF WILLIAMS AND BALLY AMUSEMENT GAMES

3401 N. CALIFORNIA AVE.

CHICAGO, ILLINOIS 60618

SERVICE DEPT. PHONE: (312) 509-6544 FAX: (312) 267-5054

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PINBALL ERROR MESSAGES

THE FOLLOWING ARE THE MOST COMMON ERRORS THAT CAN COME UP ON YOUR WILLIAMS PINBALL GAMES:

"FACTORY SETTINGS" OR "ADJUSTMENT FAILURE" USUALLY MEANS THAT THE BATTERY VOLTAGE (LOCATED ON THE CPU BOARD) IS NOT GETTING TO THE CMOS RAM (U25 ON SYSTEM 11 BOARDS OR U8 ON WPC). CHECK THE BATTERIES, THE BATTERY HOLDER, DIODES D1 AND D2, THE CMOS RAM AND OTHER ASSOCIATED CMOS CIRCUITRY AND THE MEMORY PROTECT SWITCH. THIS ERROR CAN ALSO INDICATE THAT THERE IS AN OPEN DIODE ON ONE OF THE 50 VOLT COILS AND IT IS LETTING NOISE INTO THE SYSTEM.

"GROUND SHORT ROW (ROW NUMBER AND COLOR)" INDICATES THAT THE SWITCH WIRES BEING CALLED OUT ARE TOUCHING A GROUNDED PART ON THE PLAYFIELD OR COIN DOOR. CHECK THE SWITCH CIRCUIT ON THE CPU BOARD, THE PLAYFIELD FOR SWITCH WIRES WITH BARE INSULATION TOUCHING GROUNDED PARTS AND THE SLAM SWITCH TOUCHING THE COIN DOOR.

"CHECK SWITCH ##" INDICATES THAT A SWITCH IS EITHER STUCK ON OR HASN'T BEEN ACTIVATED DURING BALL PLAY FOR 30 GAMES. CHECK THE SWITCHES, WIRING AND SWITCH CIRCUITRY ON THE CPU BOARD IN THE SWITCH LEVELS TEST.

"PINBALL MISSING" MEANS THAT ONE (OR MORE) OF THE PINBALLS IS MISSING. CHECK THE BALL TROUGH SWITCHES, THE OUTHOLE, THE BALL SHOOTER LANE SWITCH AND THEIR WIRING IN THE SWITCH LEVELS TEST.

"CHECKSUM ERROR" MEANS THAT THE GAME ROM CHECKSUM IS WRONG. IF THIS MESSAGE APPEARS REPLACE THE GAME ROM.

THE FOLLOWING ARE THE CPU L.E.D. ERRORS:

IF THE CENTER L.E.D. BLINKS ONCE	-	ROM U6 IS BAD
IF THE CENTER L.E.D. BLINKS TWICE	-	RAM U8 IS BAD
IF THE CENTER L.E.D. BLINKS THREE TIMES	-	CUSTOM CHIP U9 IS BAD

WILLIAMS AND BALLY GAMES BY SYSTEM

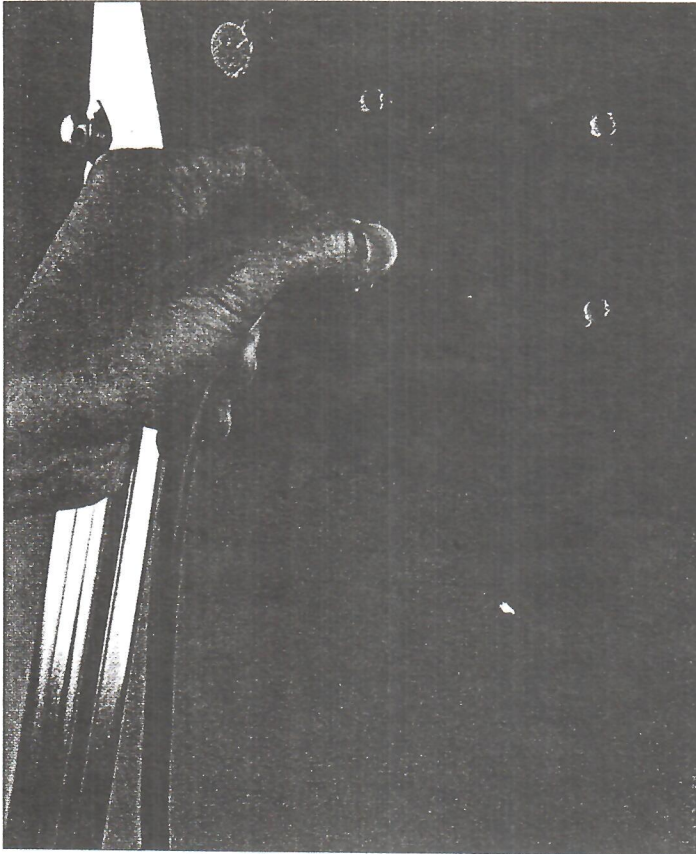
THIS IS A LISTING OF GAMES BY THE CPU SYSTEM IT USED.
11A BOARDS CAN BE USED FOR 11 AND 11A GAMES. 11B BOARDS
CAN BE USED FOR SYSTEMS 11A, 11B AND 11C. SYSTEMS 9, 11,
11C AND WPC CAN ONLY BE USED FOR THEIR OWN SYSTEMS
RESPECTIVELY.

GAME	SYSTEM
SPACE SHUTTLE	9
SORCERER	9
COMET	9
STRIKE ZONE	9
HIGH SPEED	11
GRAND LIZARD	11
ROAD KINGS	11
ALLEY CATS	11
PINBOT	11A
MILLIONAIRE	11A
F-14 TOMCAT	11A
FIRE!	11A
TIC TAC STRIKE	11A
BIG GUNS	11A/11B
SPACE STATION	11B
CYCLONE	11B
BANZAI RUN	11B
SWORDS OF FURY	11B
TAXI	11B
JOKERZ	11B
GOLD MINE	11B
TOP DAWG	11B
EARTHSHAKER	11B
BLACK KNIGHT 2000	11B
POLICE FORCE	11B
ELVIRA	11B
TRANSPORTER	11B
BAD CATS	11B
SHUFFLE INN	11B
MOUSIN' AROUND	11B
WHIRLWIND	11B
SHUFFLE INN DELUXE	11B
GAME SHOW	11C
POOL SHARKS	11C
ROLLER GAMES	11C
RADICAL	11C
DINER	11C

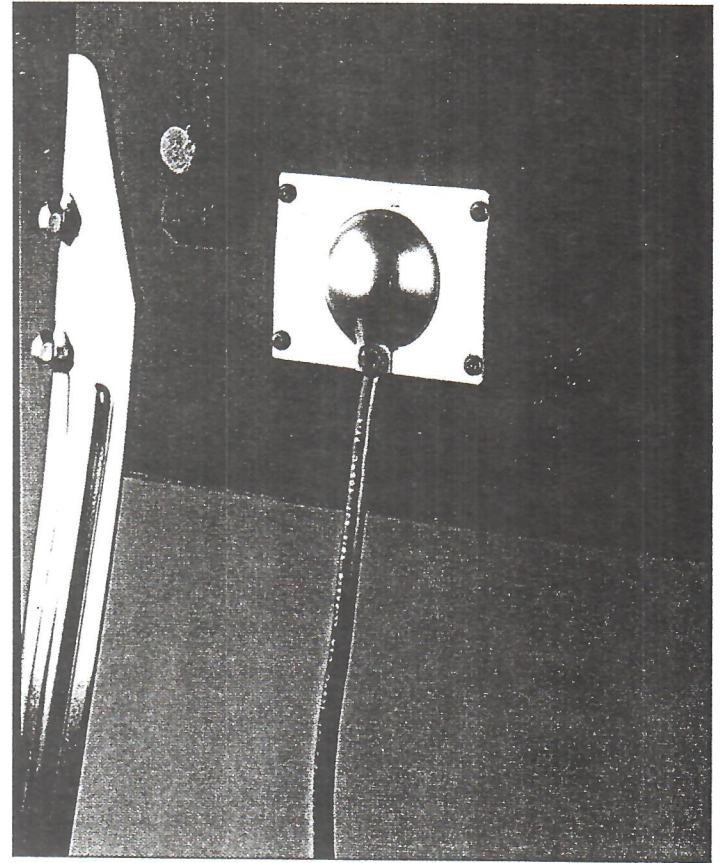
WILLIAMS AND BALLY GAMES BY SYSTEM (CONTINUED)

GAME	SYSTEM
RIVERBOAT	11C
BUGS BUNNY	11C
DR. DUDE	11C/WPC
FUNHOUSE	WPC
HARLEY DAVIDSON	WPC
THE MACHINE	WPC
SLUGFEST	WPC
GILLIGAN'S ISLAND	WPC
TERMINATOR 2	WPC
PARTY ZONE	WPC
ADDAMS FAMILY	WPC
STRIKE MASTER	WPC
STRIKE MASTER JR.	WPC
HURRICANE	WPC
THE GETAWAY	WPC
BLACK ROSE	WPC
FISHTALES	WPC

COMPUTER-STYLE ELECTRICAL LINE CORD SETS

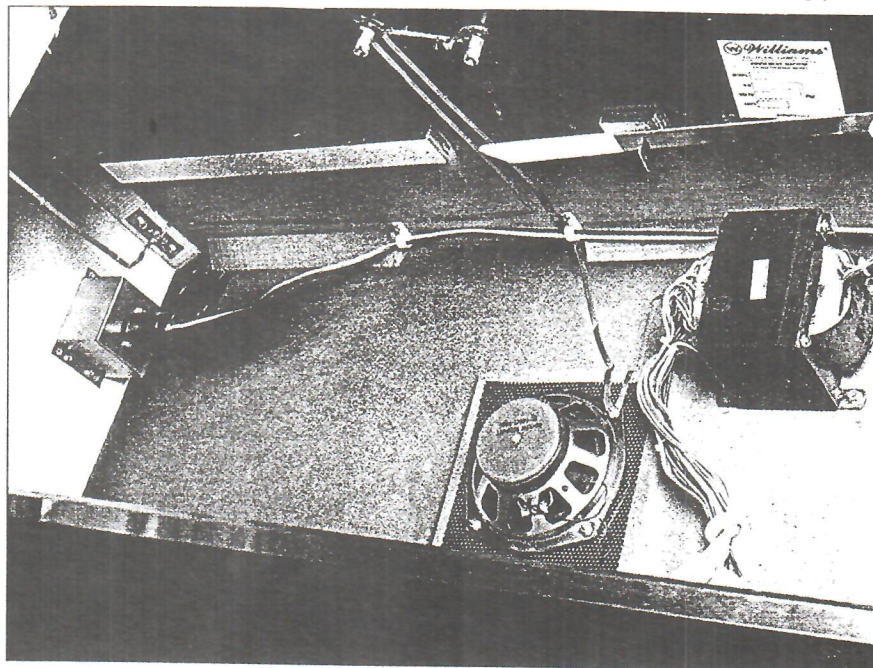


Plug inserts easily through the opening to the IEC 320 receptacle.



Cover plate acts as a strain relief for the line cord, thus preventing it from being pulled out of the socket.

All pin-ball machines are now being manufactured with an IEC 320 Power Input connection; the same power input used on computers. International as well as domestic customers are now supplied with cordsets which will plug into the appropriate electrical receptacle in the field.



Simplified wiring now extends from the line filter chassis to the IEC 320 receptacle.

IN ADDITION:

Our newest innovations in pin-game packaging will help customers adhere to local recycling laws. Pin-game packaging materials will now be made of honeycomb cardboard blocks; polystyrene will no longer be used as cushioning material.

Williams 
Williams Electronics Games, Inc.

A subsidiary of
WMS
Industries Inc.

Bally/MIDWAY
Midway Manufacturing Company

A subsidiary of
WME
Industries Inc.

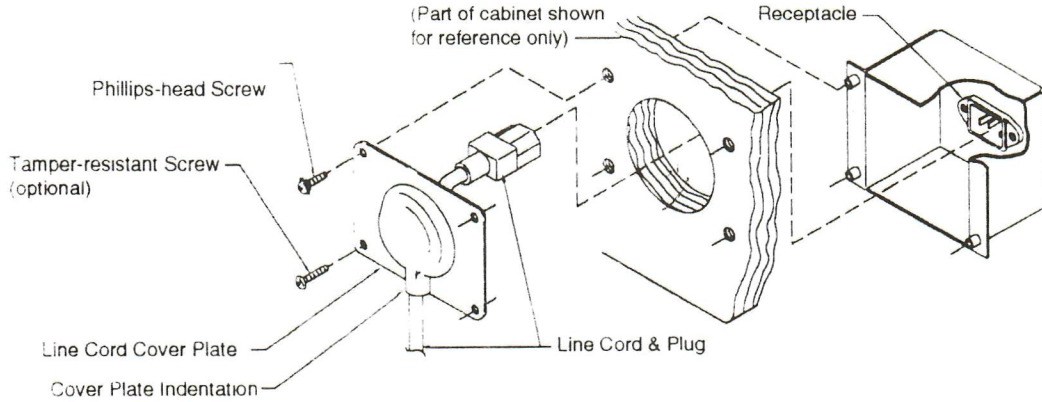
3401 North California Avenue ● Chicago, Illinois 60618 ● (312) 267-2240 ● Fax (312) 267-8435

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EC320 LINE FILTER/CORDSET USAGE

CORDSET ATTACHMENT PROCEDURE:

To attach line cord, remove envelope stapled to the inside cabinet (near cashbox). Remove the four Phillips-head screws that mount the line cord cover plate to the rear cabinet. Match the prongs on the plug with the holes in the receptacle, and push line cord securely into place. Make sure cord is aligned with the indentation on cover plate (indentation should point toward bottom of cabinet). Remount line cord cover plate. If desired, four tamper resistant screws have been provided in an envelope marked "Security Screws" (located in cashbox) to remount cover plate.



LINE FILTER/CORDSET APPLICATION CHART

COUNTRY	LINE FILTER ASSEMBLY		CORDSET	CORDSET PART NUMBERS								
	A-15707-120V	A-15707-230V		5850-13271-00	5850-13272-00	5850-13273-00	5850-13274-00	5850-13275-00	5850-13276-00	5850-13277-00	5850-13278-00	H-15756
UNITED STATES	●		●									
CANADA	●		●									
TAIWAN	●		●									
MEXICO	●		●									
CENTRAL AMERICA	●		●									
SOUTH KOREA	●		●									
PUERTO RICO	●		●									
AUSTRIA		●		●								
BELGIUM		●		●								
FINLAND		●		●								
FRANCE		●		●								
GREECE		●		●								
HOLLAND		●		●								
HUNGARY		●		●								
NETHERLANDS		●		●								
NETH. ANTILLES		●		●								
NORWAY		●		●								
POLAND		●		●								
PORTUGAL		●		●								
SPAIN		●		●								
SWEDEN		●		●								
TURKEY		●		●								
WEST GERMANY		●		●								
UNITED KINGDOM		●			●							
IRELAND		●			●							
HONG KONG		●			●							
DENMARK		●				●						
ITALY		●					●					
CHILE		●					●					
PEOPLE'S REP. OF CHINA		●					●					
SWITZERLAND		●						●				
AUSTRALIA		●							●			
NEW ZEALAND		●							●			
ARGENTINA		●								●		
JAPAN	●										●	●

POWER SUPPLY TRANSISTOR REPLACEMENTS

TRANSISTORS Q1 (SDS201 OR 2N6557) AND Q3 (SDS202 OR MDS60) ON THE D-8345 POWER SUPPLY ARE NO LONGER AVAILABLE. Q1 AND Q3 HAVE BEEN REPLACED BY THE MJE 15030 (PART # 5164-12154-00) AND MJE 15031 (PART # 5194-12155-00) RESPECTIVELY. A PROBLEM EXISTS IN THE REPLACEMENT BECAUSE THESE NEW TRANSISTORS LEADS ARE NOT IN THE SAME ORDER AS THE LEADS ON Q1 AND Q3 (SEE FIGURE 1). THE NEW TRANSISTORS LEADS HAVE TO BE RECONFIGURED FOR PLACEMENT IN THE APPROPRIATE SOLDER POINTS (SEE FIGURE 2). A LATER VERSION OF THIS POWER SUPPLY BOARD, LABELLED REV.-E, HAS BOTH SETS OF SOLDER POINTS FOR THE NEW AND OLD TRANSISTORS (SEE FIGURE 3).

THE PRE-DRIVE TRANSISTORS Q2 (MPSD52) AND Q4 (MPSD02) ARE REPLACED BY THE 2N5401 (Q2) AND 2N5551 (Q4) BUT DO NOT NEED THEIR LEADS RECONFIGURED. THE WMS PART NUMBERS HAVE STAYED THE SAME FOR Q2 (MPSD52 OR 2N5401, PART # 5194-09055-00) AND Q4 (MPSD02 OR 2N5551, PART # 5164-09056-00).

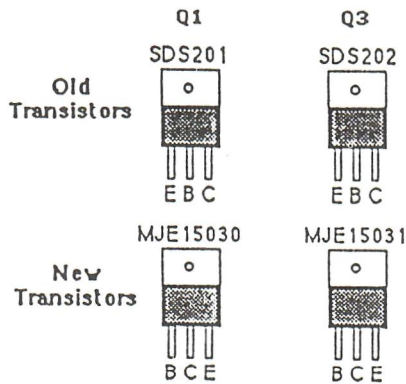
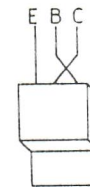


FIGURE 1. COMPARISON OF TRANSISTOR LEADS, OLD VS. NEW.



(Transistor should face the back of the board)

FIGURE 2. TOP VIEW OF NEW TRANSISTOR WITH LEADS BENT FOR INSTALLATION.

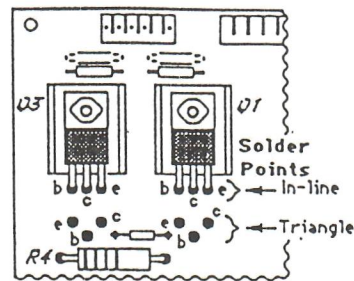


FIGURE 3. REV.-E VERSION POWER SUPPLY SHOWING BOTH SETS OF TRANSISTOR LEAD SOLDER POINTS.

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SERVICE TIP

FLIPPER COILS USED IN WILLIAMS AND BALLY PINBALL MACHINES

AT WILLIAMS BALLY/MIDWAY, WE TRY TO HAVE A BALANCE OF POWER FOR THE FLIPPERS WHICH IS REALLY BASED ON THE LAYOUT AND DESIGN OF A GIVEN GAME. OBVIOUSLY, FLIPPERS ARE ONE OF THE MOST IMPORTANT PARTS FOR PLAYER SATISFACTION. AND, IF YOU HAVE A WEAK FLIPPER IT CAN ADVERSELY EFFECT A PLAYER'S ENJOYMENT AND ABILITY TO PLAY A MACHINE. CONVERSELY, IF THE FLIPPER IS TOO STRONG, THE BALL WILL TEND TO BOUNCE AND COULD CAUSE UNNECESSARY DAMAGE TO THE PLAYFIELD.

GOING FROM THE LIGHTEST, OR WEAKEST, THIS IS A HANDY REFERENCE LIST.

FL-11753 YELLOW: USED WITH SHORT FLIPPERS AND CLOSE SHOTS.

FL-11722 GREEN: USED FOR CLOSE SHOTS NEAR DROP TARGETS.

FL-11630 RED: THE STANDARD AND MOST FREQUENTLY USED.

FL-15411 ORANGE: USED ON LONG PLAYFIELD SHOTS.

FL-11629 BLUE: USED ON LONG SHOTS AND HIGH RAMPS.

IN REBUILDING OLDER 50 VOLT (FIREPOWER II UP TO F-14 TOMCAT) GAME FLIPPERS THAT DID NOT HAVE PARALLEL WOUND STYLE COILS, MAKE CERTAIN THAT YOU DO NOT HAVE AN OVER-POWERED COIL (TOO STRONG), BECAUSE THE PLAYFIELDS DID NOT HAVE THE EXTRA SUPPORT FOR THE PLASTIC POSTS AND PLAYFIELD RAMPS THAT ARE BUILT INTO TODAY'S GAMES.

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SERVICE BULLETIN

DATE: MARCH 11, 1992

SB38

GAME: "THE ADDAMS FAMILY"

SUBJECT: BALL HANGUP ON UPPER LEFT CORNER OF PLAYFIELD BY THE
RIGHT RAMP SWITCH AND FLASHER #2.

SOLUTION: AVAILABLE UNDER PART # 01-10778 IS A BALL TRAP BRACKET.

THANK YOU,

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SERVICE BULLETIN

MARCH 26, 1992

SB39

GAME: ADDAMS FAMILY

SUBJECT: COIL CHANGE ON THE THING EJECT HOLE FOR A STRONGER KICK

SOLUTION: THE COIL ON THE THING EJECT HOLE HAS BEEN CHANGED TO AN
AE-27-1200 TO INCREASE THE COILS KICKING PERFORMANCE.

THANK YOU,

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SERVICE BULLETIN

APRIL 2, 1992

SB40

GAME: ALL WPC GAMES WITH THE NEW ELECTRONIC FLIPPERS

SUBJECT: FUSE F112 BLOWING INTERMITTENTLY

SOLUTION: F112 HAS BEEN UPDATED TO A 7 AMP 250 VOLT S.B. FUSE. ALL GAMES WITH THE ELECTRONIC FLIPPERS SHOULD BE UPDATED TO PREVENT ANY FUTURE OCCURRENCES.

THANK YOU,

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SERVICE BULLETIN

DATE: APRIL 3, 1992

SB41

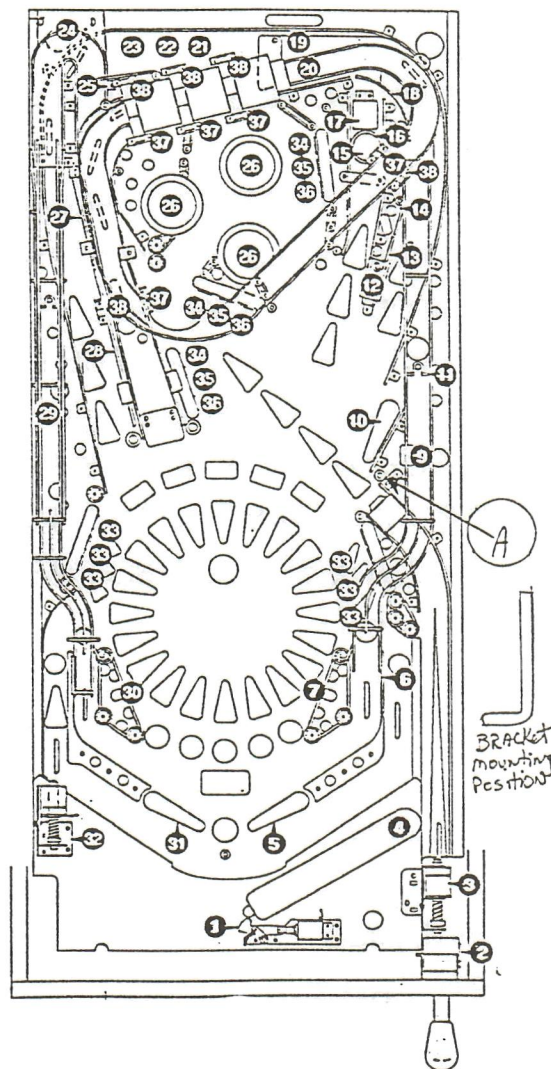
GAME: "THE GETAWAY"

SUBJECT: BALL HANG-UP

SOLUTION: ADD BRACKET (PART # 01-6811-1)

A POTENTIAL BALL HANG-UP HAS BEEN DISCOVERED ON "THE GETAWAY". IT CAN OCCUR ON THE PLASTIC PIECE JUST BEHIND THE UPPER RIGHT FLIPPER. PLEASE REFER TO THE PLAYFIELD DRAWING. FIND ITEM LABELED A. TAKE THE SCREW OUT FROM THE POST (ITEM A) AND INSTALL THE NEW BRACKET AND REPLACE THE SCREW.

THANK YOU,
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SERVICE BULLETIN

MAY 6, 1992

SB 42

GAME: "THE GETAWAY"

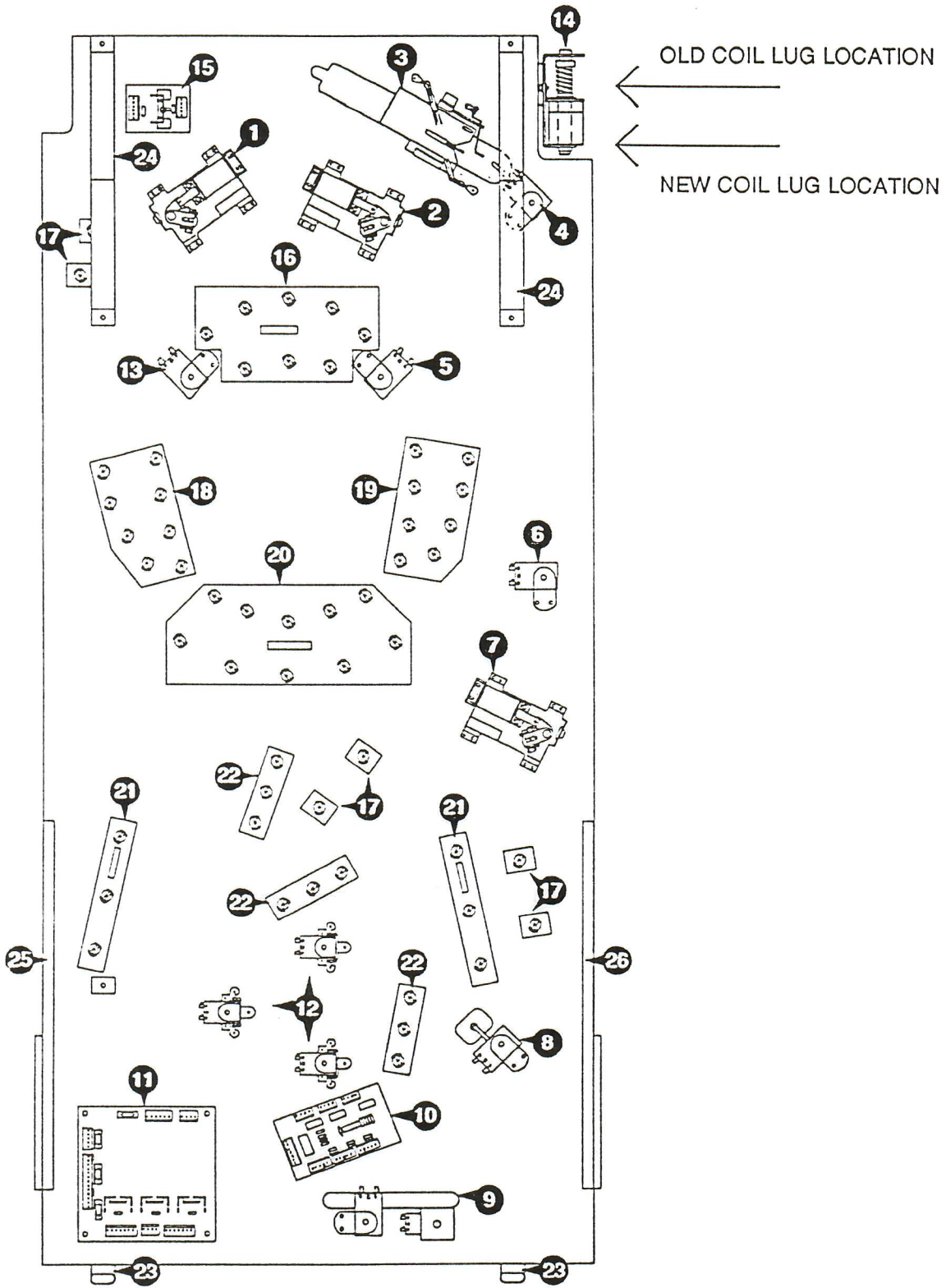
SUBJECT: PLUNGER KICKER COIL MAKING CONTACT WITH THE FLIPPER SWITCH

SOLUTION: A POTENTIAL PROBLEM CAN OCCUR IF THE PLUNGER KICKER COIL (SOLENOID 12) LUGS TOUCH THE RIGHT FLIPPER CABINET SWITCH. TWO SOLUTIONS ARE AVAILABLE, 1) USE ELECTRICAL TAPE TO COVER BOTH LUGS ON THE PLUNGER KICKER COIL, OR 2) REMOVE THE COIL FROM THE BRACKET AND CUT OFF THE LOCATING PIN ON THE BOTTOM OF THE COIL. TAKE OUT THE COIL SLEEVE, THEN ROTATE THE COIL 180 DEGREES SO THE LUGS ARE FACING THE BACK OF THE MACHINE (THEY FACE THE FRONT OF THE GAME NOW). DO NOT ROTATE THE COIL SLEEVE, PUT THE SLEEVE BACK IN THE COIL IN THE SAME DIRECTION. SEE PAGE 2 FOR A BOTTOM VIEW OF THE PLAYFIELD.

THANK YOU,

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PAGE 1 OF 2



Underside of Playfield, Viewed in Raised Position

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SERVICE BULLETIN

DATE: JUNE 15, 1992

SB43

GAME: "THE GETAWAY"

SUBJECT: TO PREVENT BALL HANGUPS OR LOSS OF BALL IN THE BOTTOM OF THE CABINET.

SOLUTION: INSTALL BRACKETS 01-10903 AND 01-10904.

BRACKET 01-10903 IS MOUNTED TO THE UPPER PLAYFIELD GLASS CHANNEL (PLASTIC HOLDER), ABOVE THE ACCELERATOR RAMP ASSEMBLY (A-15297), USING THE TWO LEFT SCREWS FROM THE GLASS CHANNEL. BRACKET 01-10904 IS MOUNTED TO THE ACCELERATOR RETURN ASSEMBLY (A-15293) IN THE UPPER RIGHT CORNER USING THE EXISTING SCREW AND WASHER (SEE REVERSE SIDE FOR THE BRACKET LOCATIONS).

GAMES WITH SERIAL NUMBERS BELOW 852642 DOMESTIC AND 857952 INTERNATIONAL MAY BE AFFECTED.

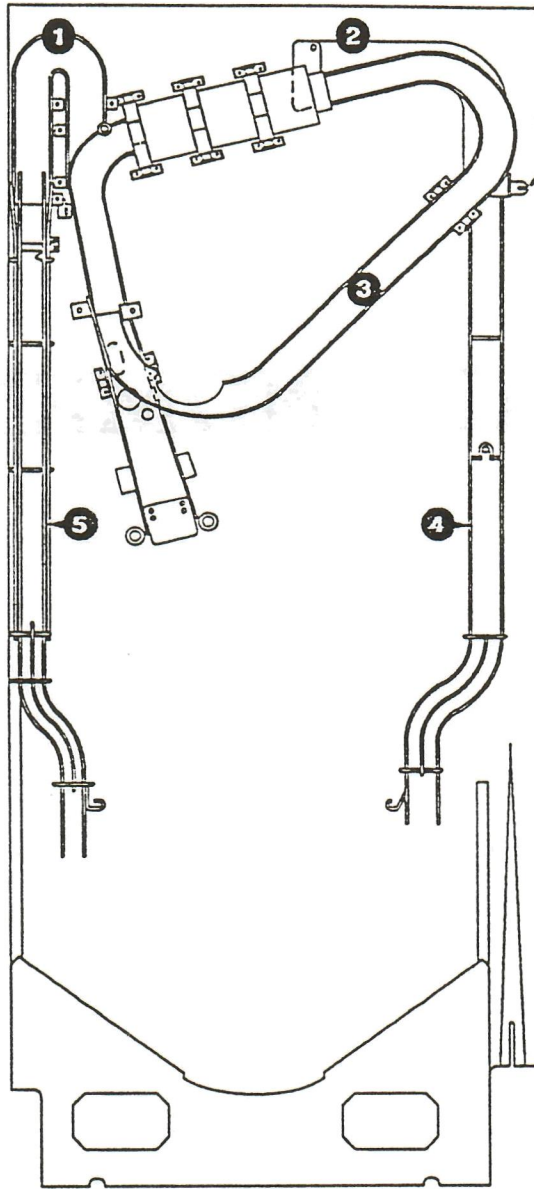
THE BRACKETS CAN BE OBTAINED FROM YOUR AUTHORIZED WMS GAMES DISTRIBUTOR.

THANK YOU

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01-10903

Item	Part Number	Description
1.	A-15297	Accelerator Ramp Assembly
2.	A-15101	Ramp Assembly, Right
3.	A-15293	Accelerator Return Assy.
4.	A-15103	Wire Ramp Assembly, Right
5.	A-15102	Wire Ramp Assembly, Left



01-10904

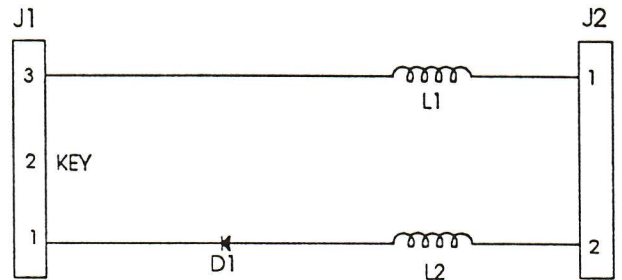
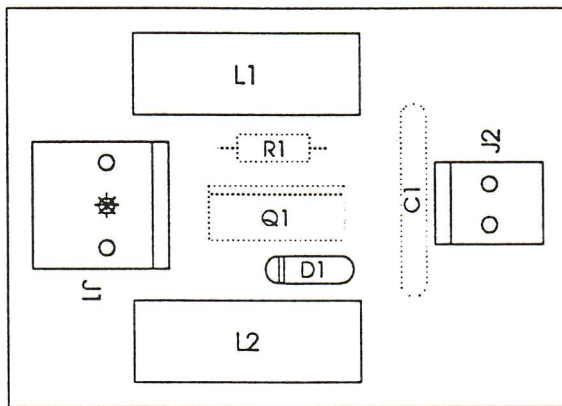
AMENDMENTS

The ADDAMS FAMILY

AMENDMENT

The Motor EMI Board, part number A-15340, has been changed to A-15542. Below is the updated drawing of the board, schematic, and parts list. Please make the necessary corrections on pages 2-13, 2-33, 2-38 and 3-13, of The Addams Family operations manual.

A-15542 Motor EMI Board & Schematic



Part Number	Designator	Description
5551-09822-00	L1, L2	Ind. 4.7MH3AMP
5791-12273-03	J1	Connector, 3-pin Header Sq.
5791-12273-02	J2	Connector, 2-pin Header Sq.
5070-09054-00	D1	Diode 1N4004, 1.0A.
†	C1, R1, Q1	Not Used

The ADDAMS FAMILY

Manual Amendment

Fuse Change:

The 5 Amp, S.B. fuse used on the Power Driver Board (A-12697-1), at location F112, has been changed to a 7 Amp, S.B. fuse, part number 5731-09432-00. Make the necessary changes on pages 1-47 and 2-8 in the operations manual.

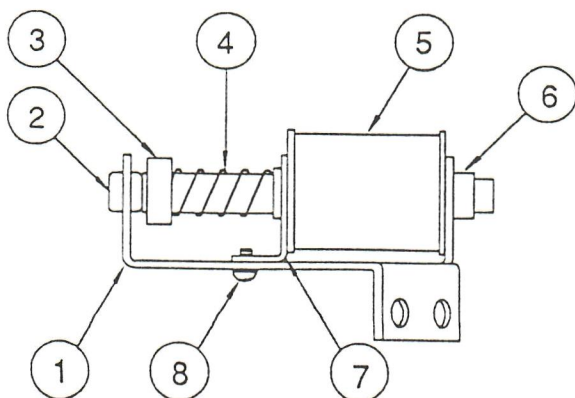
Correction:

Page 1-44 of the operations manual, the Pinball Missing error message should read: THE ADDAMS FAMILY normally uses three balls; however, it will operate with one ball.

Coil Change:

The coil on Eject Assembly (A-15368) in the The Addams Family Operations Manual has been changed to AE-27-1200. Please make the necessary corrections to the pages listed below.

<u>Page Number</u>	<u>Item Number</u>
2-22	5
2-41	26
3-6	26
Inside Front Cover	26



A-15368 Eject Assembly

Item	Part Number	Description
1.	01-10652	Bracket Assembly
2.	23-6420	Rubber Grommet
3.	A-15371	Plunger Assembly
4.	10-135	Solenoid Spring
5.	AE-27-1200	Coil Assembly
6.	03-7067-5	Coil Tubing
7.	01-8-508-T	Solenoid Bracket
8.	4008-01017-04	Mach. Screw, #8-32 x 1/4"

STRIKE MASTER AMENDMENT

* * * * *

The information listed in this amendment is to correct the Strike Master operations manual. Please reference the page number indicated to the equivalent page in the operations manual and make the necessary corrections

PAGE 1.8 and 1.9

GENERAL TICKET INFORMATION

IMPORTANT! EQUIPPING AN ELECTRONIC GAME WITH A REDEMPTION DEVICE MAY BE PROHIBITED UNDER APPLICABLE LAWS. CHECK WITH LOCAL AUTHORITIES CONCERNING THESE LAWS PRIOR TO INSTALLING.

To Order a Ticket Dispenser

You will need a "dispenser interface kit" from your distributor, and you will need to order a dispenser. The "Deltronic Ticket dispenser" Model DL-1275 with outside mount case from Deltronic Labs Inc., Lansdale, Pennsylvania 19446, (215) 362-7159 is compatible.

Ticket Jams

If a ticket should jam or the dispenser become empty, the ticket dispenser is turned off and the " ticket dispenser low" lamp will blink. After the operator corrects the problem, he or she then may reload the dispenser so that the next ticket is just showing through the dispenser's exit hole, then press the "SW 1 ticket unjammed" button in the dispenser. The blinking lamp will stop flashing and the game will then continue to dispense the remaining tickets. Note, if you wish to make the game stop dispensing the remaining tickets, just turn the game OFF then ON.

The "Ticket Dispenser Low" Lamp

It should be normally OFF. If it is ON, then the ticket dispenser is low on tickets. Reload the dispenser to turn off the "ticket dispenser low" lamp. If the lamp is BLINKING, the dispenser is either empty or jammed (see ticket jams).

PAGE 1.8 and 1.9 Continued

Moving Tickets In The Ticket Dispenser

The Deltronic dispenser has an easy method of releasing the tension on the tickets. Squeeze the 2 top spacer blocks together. While squeezing, you can easily move the tickets. This allows you to load tickets into the dispenser, remove tickets from the dispenser, and also, remove untorn jammed tickets.

The "SW 1 Ticket Unjammed" Button in the Ticket Dispenser

Use this switch when a jam or empty dispenser condition occurs, (it tells the game when to continue dispensing tickets, see "ticket jams" above). This button will also manually dispense 1 ticket. No audits are effected.

After proper installation of all ticket dispenser hardware as per instructions, the following menu selections need to be adjusted:

U.9 Presets

U.9 09 Install tickets

A.1 Standard Adjustments

A.1 14 Replay Award Ticket

A.4 H.S.T.D. Adjustments

A.4 05 H.S.T.D. 1 Awards 1-10 (Tickets)

A.4 06 H.S.T.D. 2 Awards 1-10 (Tickets)

A.4 07 H.S.T.D. 3 Awards 1-10 (Tickets)

A.4 08 H.S.T.D. 4 Awards 1-10 (Tickets)

A.6 Regulation Adjustments

A.6 01 Ticket Level 1

A.6 01 Ticket Level 2

A.6 01 Ticket Level 3

A.6 01 Ticket Level 4

A.6 01 Ticket Level 5

A.6 01 Ticket Level 6

A.6 01 Ticket Level 7

A.6 01 Ticket Level 8

A.6 01 Award Level 1

A.6 01 Award Level 2

A.6 01 Award Level 3

A.6 01 Award Level 4

A.6 01 Award Level 5

A.6 01 Award Level 6

A.6 01 Award Level 7

A.6 01 Award Level 8

PAGE 1.12

Add Main Audit B.1 07 and 08.

B.1 Main Audits

B.1	01	Total Earnings	00
B.1	02	Recent Earnings	00
B.1	03	Free Play Percent	00
B.1	05	Average Game Time	00
B.1	06	Total Plays	00
B.1	07	Replay Awards	00
B.1	08	Percent Replays	00

PAGE 1.12

Add Standard Audits B.3 05, 06, 11, and 12. Omit audit B.3 21 & 24. Renumber audits B.3 35 & 36, to 33 & 34. Renumber audits B.3 29 thru 34 as follows, from 36 thru 40.

B.3 Standard Audits

B.3	01	Games Started	00
B.3	02	Total Plays•	00
B.3	03	Total Free Play	00
B.3	04	Free Play Percent	00
B.3	05	Replay Awards	00
B.3	06	Percent Replays	00
B.3	11	H.S.T.D. Credits	00
B.3	12	Percent H.S.T.D.	00
B.3	15	Tickets Awarded	00
B.3	16	Percent Tickets	00
B.3	20	Average Game Time	00
B.3	22	Minutes On	00
B.3	33	H.S.T.D. Reset Count	00
B.3	34	Burn-in Cycles	00
B.3	36	1 Player Games	00
B.3	37	2 Player Games	00
B.3	38	3 Player Games	00
B.3	39	4 Player Games	00
B.3	40	5 Player Games	00
B.3	41	6 Player Games	00

A.1 31 Ticket Expansion Board

A.2 05 Strike Master Match ON/OFF

The operator chooses whether the Strike Master Match feature can be played. When ON, and a player reaches the match value, only points will be awarded. Factory setting is OFF. The choices are:

- ON Strike Master Match feature is played.
- OFF No Match feature will occur.

A.2 06 1st Match Range

The operator chooses the frequency in which the 1st Match value will be awarded. At the default setting the first match value will pay out once every 50 plays. Player is awarded 500 points for this match range.

A.2 07 2nd Match Range

The operator chooses the frequency in which the 2nd Match value will be awarded. At the default setting the second match value will pay out once every 100 plays. Player is awarded 1000 points for this match range.

A.2 08 3rd Match Range

The operator chooses the frequency in which the 3rd Match value will be awarded. At the default setting the third match value will pay out once every 500 plays. Player is awarded 5000 points for this match range.

A.2 09 4th Match Range

The operator chooses the frequency in which the 4th Match value will be awarded. At the default setting the fourth match value will pay out once every 1000 plays. Player is awarded 10,000 points for this match range.

A.4 05 H.S.T.D. 1 Credits

The operator selects the number of credits or tickets to be awarded whenever a player exceeds the previous Highest Score. The range of this setting is 00 to 10.

A.4 06 H.S.T.D. 2 Credits

The operator selects the number of credits or tickets to be awarded whenever a player exceeds the second highest score. The range of this setting is 00 to 10.

A.4 07 H.S.T.D. 3 Credits

The operator selects the number of credits or tickets to be awarded whenever a player exceeds the third highest score. The range of this setting is 00 to 10.

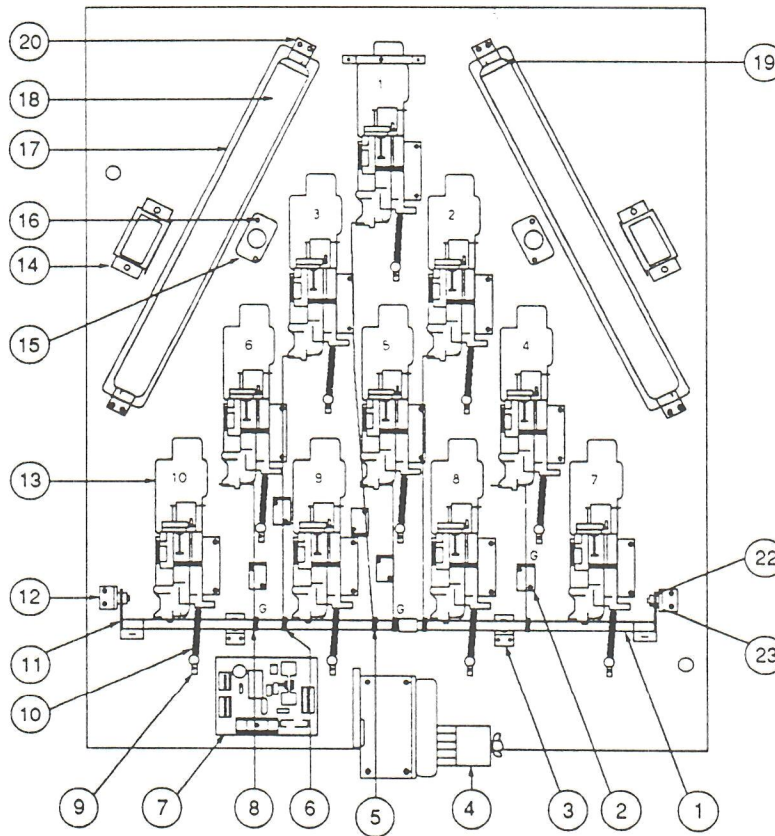
A.4 08 H.S.T.D. 4 Credits

The operator selects the number of credits or tickets to be awarded whenever a player exceeds the fourth highest score. The range of this setting is 00 to 10.

Change the item number, (as listed below) on page 2-15 of the Pin Panel Assembly, 10002-PP.

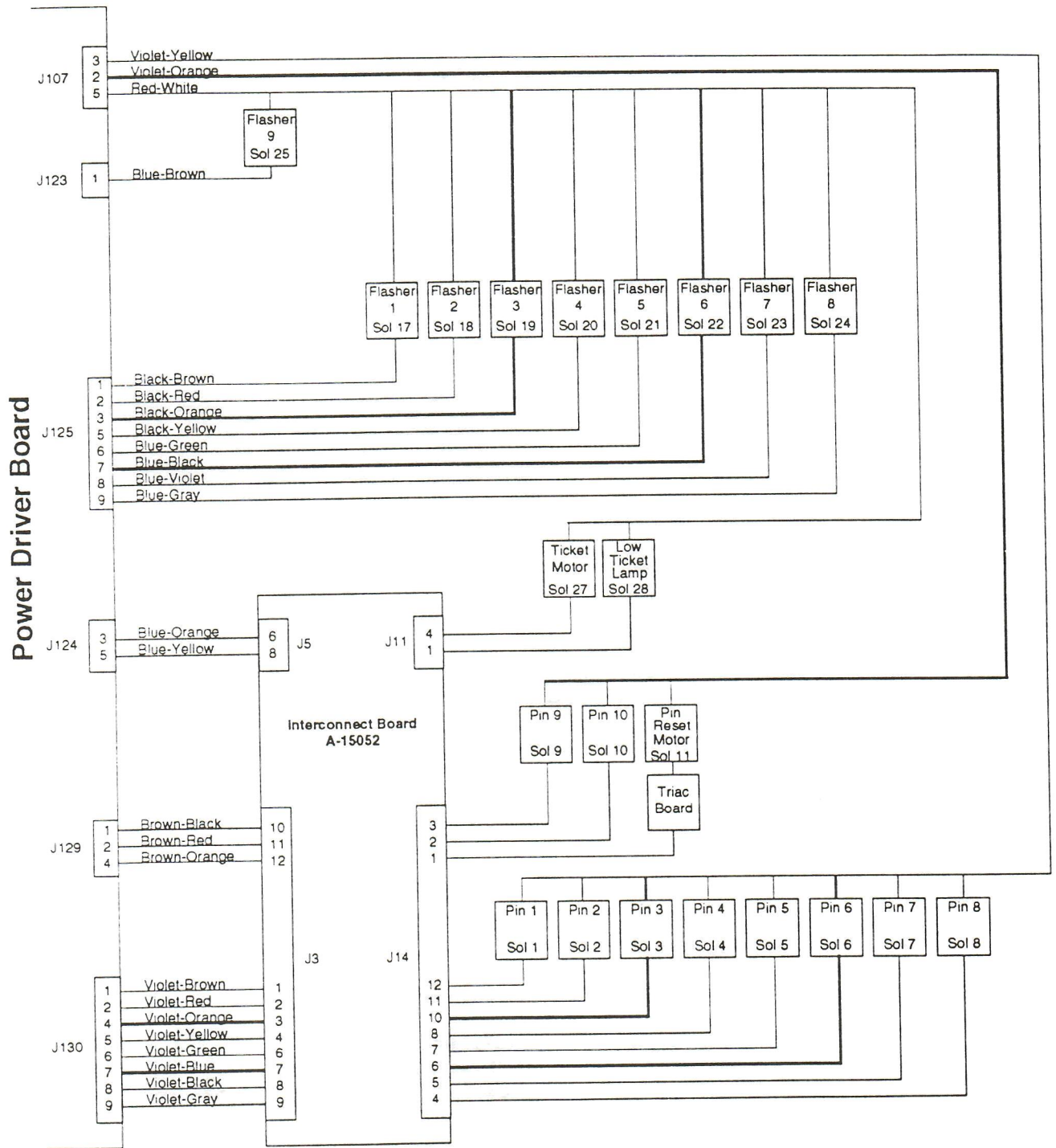
Item No.	Old Part No.	New Part No.
5	12-6410	12-7029
6	12-6394	12-7028
8	12-6393	12-7027

10002-PP Pin Panel Assembly



Item	Part Number	Description	Item	Part Number	Description
1.	02-3325	Reset Bar - Rear	13.	A-14966	Pin Hanger Assembly
2.	01-3895	Guide, Pin Hanger	14.	20-8749-8	Fluorescent Ballast
3. a)	01-5325	Reset Bar Support	15.	20-8748-1	Fluorescent Starter
b)	23-6313	Rubber Grommet	16.	20-8747	Starter Fixture
4.	C-12096-1	Pin Panel Motor Assembly	17.	01-3822-2	Fluor. Reflector
5.	12-7029	Reset Wire	18.	24-6597-5	Fluorescent Lamp
6.	12-7028	Reset Wire	19.	20-8746	Fluor. Lamp Holders
7.	A-13088-2	Triac Driver Assembly	20.	01-3827-5	Fluor. Mounting Bracket
8.	12-7027	Reset Wire	21.	01-6687	Pin Panel Front Brace
9.	01-3896	Spring Hanger - Pin Panel	22.	20-8790-7	Nylined Bearing
10.	10-295	Main Spring	23.	20-8712-25	"E" Ring, 1/4" Shaft
11.	01-3710-A1	Arm - Reset Bar	24.	23-6450	Foam Rubber, 1/2 x 3/4"
12.	A-6821	Bracket & Stud Assembly	25.	D-12328	Lamp Board

Replace Solenoid Wiring Chart (page 3.11).



THE GETAWAY

Manual Amendment

Page 1-10 Feature Audits

The following Feature Audits have been added or changed.

B.4	23	Freeway Loops	# of times the Freeway Loops was achieved.
B.4	24	Freeway 5 Million	# of times the Freeway 5 Mill. Loops were achieved.
B.4	25	Freeway Extra Balls	# of times the Freeway awarded an Extra Ball.
B.4	26	Two-way Combo	# of times the Two-way Combo was achieved.
B.4	27	Burn Rubbers	# of times the Burn Rubber feature was used.
B.4	28	Random Extra Balls	# of times the random feature awards an Extra Ball.
B.4	29	Random Specials	# of times the random feature awards a Special.
B.4	30	Random Multi-balls	# of times the random feature awards a Multi-ball.
B.4	31	Random 10 Million	# of times the random feature awards 10 Million.
B.4	32	Free Ride Saves	# of times Free Ride saved the ball.
B.4	33	Speed Millions	# of times the Speed Million was awarded.
B.4	34	Ball Searches	# of times the game searched for the ball.
B.4	35	Tunnel Shots	# of times the ball went in the Eject Hole.
B.4	36	Special Lit	# of times Special was lit.
B.4	37	Lit Consolation Ball	# of times Extra Ball was lit for consolation.
B.4	38	Consolation Ball	# of times the player received a Consolation Extra Ball.
B.4	39	Supercharger 5 Million	# of shots player made in Supercharger Mode.
B.4	40	Left Flipper Flips	# of times the Left Flipper was flipped.
B.4	41	Right Flipper Flips	# of times the Right Flipper was flipped.

Page 1-17 Supercharger Time Test

The following sentence from the Supercharger Time Test should read:

If this number is consistently higher than 145 there may be a problem with the Supercharger Ramp.

Page 1-19 Factory Setting Table

The first line of the table - A.1 06 Replay Percent - should be eliminated.

Page 2-27

Page 2-38 (Item 3)

The Kicker Assembly has changed. The A-15708 replaces the A-15675.

A-15708 Kicker Assembly

Part Number	Description
A-15709	Bell Armature Assembly
A-15676	Kicker Mounting Bracket Assembly
01-10794	Solenoid Bracket
10-128	Spring
23-6420	Rubber Grommet
A-14789	Coil Assembly
03-7067-6	Coil Tubing
4008-01017-04	Machine Screw, #8-32 x 5/16P-RH
03-8523	Insulator

THE GETAWAY

Manual Amendment

Page 1-3

Gear Shifter Installation

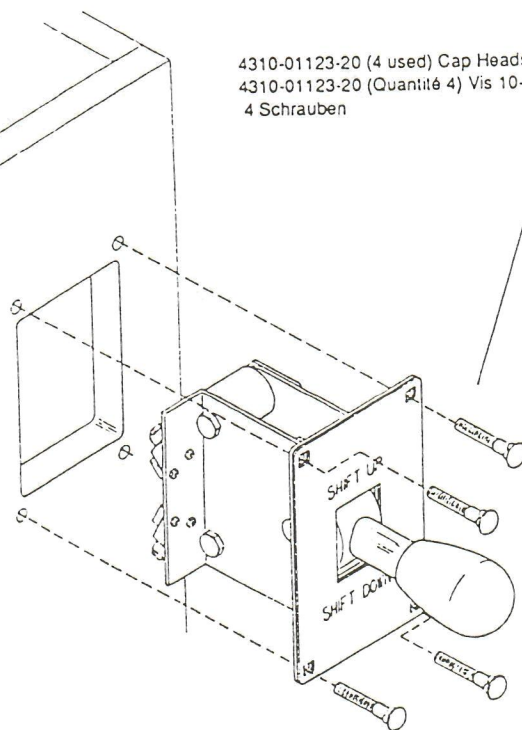
The gear shifter assembly installation instructions have changed. The drawing below shows the proper orientation of the gear shifter and face plate.

Note: Be sure "Shift Up" faces up. The tie-wrap that holds the face plate to the gear shift assembly may have to be cut so the face plate can be turned.

4410-01119-00 (4 used) Nut 10-24 ESN
 4410-01119-00 (Quantité 4) Ecrou 10-24 ESN
 4 Sechskantmuttern

4700-00023-00 (4 used) Flat Washer .203 x .625 x .059
 4700-00023-00 (Quantité 4) Rondelle plate .203 x .625 x .059
 4 Unterlegscheiben

4310-01123-20 (4 used) Cap Heads Screw 10-24 x 1-1/4
 4310-01123-20 (Quantité 4) Vis 10-24 x 1-1/4
 4 Schrauben

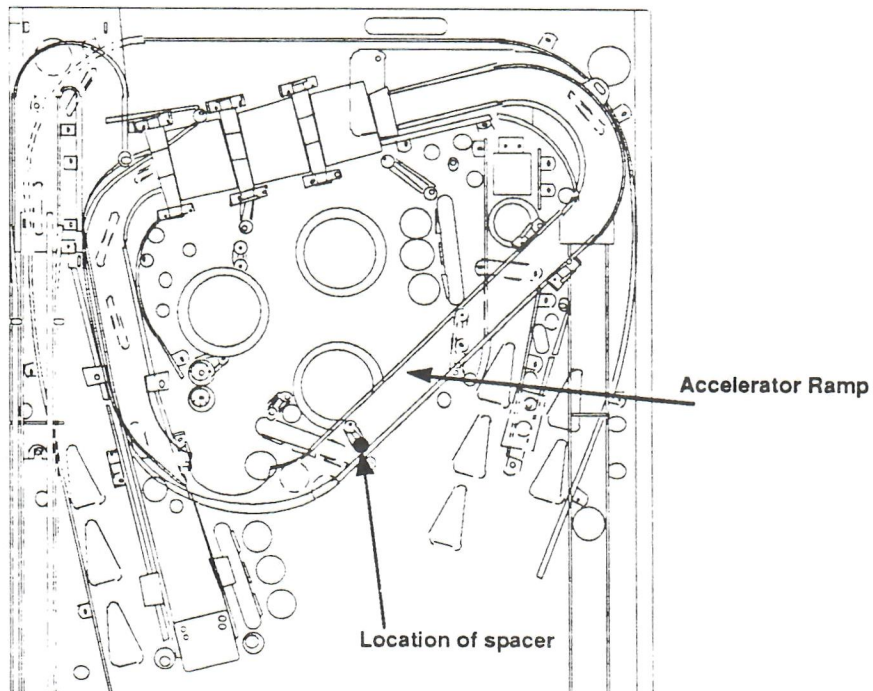
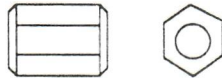


THE GETAWAY

Manual Amendment

A spacer has been added to the Accelerator Ramp on THE GETAWAY. This change only effects the first 250 games. (If your game manual is part number 16-50004A-101 your game is one of the first 250.)

Hex Spacer , part number 02-4638



Total Carnage

Manual Amendment

Page 1-12, DIP Switch Test

This amendment provides additional information to the DIP Switch Test procedure.

The number of keys required to enter the Pleasure Dome is DIP switch selectable. See DIP Switch 1 Setting Table below.

NOTE: Switch positions SW3 through SW8 of Dip Switch DS1 determine the coinage of the game. To change coinage, set the coinage switch SW2 to ON, then change the setting of switch positions SW3-SW8 to the desired setting shown in the DS1 Chart. The game must then go through a **FULL FACTORY RESTORE** (found in the Utilities Menu) to activate the change in coinage.

DIP Switch 1 (DS1) Setting Table

		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
200 Keys		ON							
220 Keys		OFF							
Coinage	DIP Switch Setting		ON						
	CMOS Coinage		OFF						
COUNTRY	COIN MODE								
USA 1	L=1/.25 R=1/.25 1 Credit to start, 1 credit to continue			OFF	OFF	OFF	OFF	OFF	OFF
USA 2	L=1/.25 R=1/.25 2 Credits to start, 1 credit to continue			OFF	OFF	OFF	OFF	OFF	ON
USA 3	L, R=1/2X.25; 2/3X.25, 3/4X.25			OFF	OFF	OFF	OFF	ON	OFF
GERMANY 1	L=1/1DM, R=6/5DM, (3)=2/2DM			OFF	OFF	OFF	OFF	ON	ON
GERMANY 2	L=1/1DM, R=7/5DM, (3)=2/2DM			OFF	ON	OFF	ON	OFF	OFF
GERMANY 3	L=6/5DM, R=2/2DM, (3)=1/1DM			OFF	OFF	OFF	ON	OFF	ON
FRENCH 1	L=2/5F, R=5/10F			OFF	OFF	OFF	ON	ON	OFF
FRENCH 2	L=2/5F, R=4/10F			OFF	OFF	OFF	ON	ON	ON
FRENCH 3	L=1/3X1F, R=2/5F, (3)=5/10F			OFF	OFF	ON	OFF	OFF	OFF
SWISS 1	L=1/1F, R=6/5F			OFF	OFF	ON	OFF	OFF	ON
ITALY	L, R=1/500 LIRE			OFF	OFF	ON	OFF	ON	OFF
UK 1	L=1/20P, R=3/50P			OFF	OFF	ON	OFF	ON	ON
UK 2	L=2/20P, R=5/50P			OFF	OFF	ON	ON	OFF	OFF
UK ELEC.	L=4/L1.00, R=2/50P, (3)=1/30P, (4)=1/3X10P			OFF	OFF	ON	ON	OFF	ON
SPAIN 1	L=1/25 PESETA, R=5/100 PESETA			OFF	OFF	ON	ON	ON	OFF
AUSTRALIA 1	L=1/3X.20, R=2/1.00			OFF	OFF	ON	ON	ON	ON
JAPAN 1	L, R, (3)=1/100 YEN			OFF	ON	OFF	OFF	OFF	OFF
JAPAN 2	L, R, (3)=2/100 YEN			OFF	ON	OFF	OFF	OFF	ON
AUSTRIA 1	L=1/2X5 SCHILLING, R=3/2X10 SCHILLING			OFF	ON	OFF	OFF	ON	OFF
BELGIUM 1	L=7/50F, R=3/20F, (3)=1/2X5F			OFF	ON	OFF	OFF	ON	ON
BELGIUM 2	L=3/20F, R=3/20F			OFF	ON	OFF	ON	OFF	OFF
SWEDEN	L=1/3X1 KRONA, R=2/5 KRONA			OFF	ON	OFF	ON	OFF	ON
NEW ZEALAND	L, R=1/3X.20			OFF	ON	OFF	ON	ON	OFF
NETHERLANDS	L=1/1HFL, R=3/2.5HFL			OFF	ON	OFF	ON	ON	ON
FINLAND	L=1.2X1 MARKKA, 3/5X1 MARKKA			OFF	ON	ON	OFF	OFF	OFF
NORWAY	L=1.2X1 KRONE, R=3/5X1 KRONE			OFF	ON	ON	OFF	OFF	ON
DENMARK	L=1/2X1 KRONE, R=3/5X1 KRONE, 7/2X5 KRONE			OFF	ON	ON	OFF	ON	OFF
				ON	ON	ON	ON	ON	ON

DIP Switch 2 (DS2) Setting Table

	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Test Switch								
Game Mode								OFF*
Test Mode								ON

* Indicates Factory Setting

Standard Pricing Table

Name	Settings Credit/Coin	Left Chute	Center Chute	Right Chute	Fourth Chute
USA 1	1/25¢ (2 to Start; 2 to Continue)	25¢		25¢	
USA 2	1/25¢ (2 to Start; 1 to Continue)	25¢		25¢	
USA 3	1/25¢ (1 to Start; 1 to Continue)	25¢		25¢	
USA 4	1/50¢, 3/\$1.00 (1 to Start; 1 to Continue)	25¢		25¢	
USA 5	1/50¢, 4/\$1.00 (2 to Start; 1 to Continue)	25¢		25¢	
USA 6	1/50¢ (1 to Start; 1 to Continue)	25¢		25¢	
USA 7	1/50¢, 3/\$1.00 (1 to Start; 1 to Continue)	25¢		25¢	
USA 8	1/50¢, 4/\$1.00 (1 to Start; 1 to Continue)	25¢	\$1.00	25¢	
USA ECA	1/25¢, 4/\$1.00 (2 to Start; 2 to Continue)	\$1.00	10¢	25¢	5¢
German 1	1/1DM, 6/5DM	1 DM		5 DM	
German 2	1/1DM, 7/5DM	1 DM		5 DM	
German 3	1/1DM, 8/5DM	1 DM		5 DM	
German 4	1/1DM, 5/5DM	1 DM		5 DM	
German 5	1/1DM, 8/5DM	1DM		5DM	
German ECA	1/1DM, 2/2DM, 6/5DM	5DM	1DM	2DM	
France 1	2/5F, 5/10F	5 F		10 F	
France 2	2/5F, 4/10F	5 F		10 F	
France 3	1/5F, 3/10F	5 F		10 F	
France 4	1/5F, 2/10F	5 F		10 F	
France 5	2/5F, 5/10F, 1 1/2 x 10F	5F		10F	
France 6	2/5F, 4/10F, 9/2 x 10F	5F		10F	
France 7	1/5F, 3/10F, 7/2 x 10F	5F		10F	
France 8	1/5F, 2/10F, 5/2 x 10F	5F		10F	
France 9	1/3 x 1F, 2/5F	1F		5F	
France 10	1/2 x 1F, 3/5F	1F		5F	
France 11	1/3 x 1F, 2/5F, 5/2 x 5F	1F		5F	
France 12	1/2 x 1F, 3/5F, 7/2 x 5F	1F		5F	
France ECA	1/3 X 1F, 2/5F, 5/2 X 5F	1F	10F	5F	
Canada	1/2 x 25¢, 3/\$1.00	25¢		\$1.00	
Swiss 1	1/1F, 8/5F	1F		5F	
Swiss 2	1/1F, 7/5F	1F		5F	
Swiss 3	1/1F, 8/5F	1F		5F	
Italy	1/500 lire	500 lire		500 lire	
UK 1	1/20P, 3/50P	20P		50P	
UK 2	2/20P, 5/50P	20P		50P	
UK ECA	1/20P, 3/50 P, 7/£1.00	£1.00	20P	50P	10 P
UK Elec w/CCU	1/30P, 2/50P, 4/£1.00	£1.00		CCU	
Spain 1	1/100 peseta, 6/500 peseta	100 peseta		500 peseta	
Spain 2	1/100 peseta, 5/500 peseta	100 peseta		500 peseta	
Australia 1	1/3 x 20¢, 2/\$1.00	20¢		\$1.00	
Australia 2	1/5 x 20¢, 1/\$1.00	20¢		\$1.00	
Japan 1	1/100 yen	100 yen		100 yen	
Japan 2	2/100 yen	100 yen		100 yen	
Austria 1	1/5 schilling, 2/10 schilling	5 schilling		10 schilling	
Austria 2	1/2 x 5 schilling, 3/2 x 10 schilling	5 schilling		10 schilling	
Belgium 1	1/20F	20F		20F	
Belgium 2	3/20F	20F		20F	
Belgium 3	2/20F	20F		20F	
Belgium ECA	1/25¢, 4/\$1.00	50F	5F	20F	
Sweden	1/3 x 1 krona, 2/ krona	1 krona		5 krona	
New Zealand 1	1/3 x 20¢	20¢		20¢	
New Zealand 2	1/2 x 20¢	20¢		20¢	
Netherlands	1/1HF1, 3/2.5HF1	1HF1		2.5HF1	
Finland	1/1 markka	1 markka		1 markka	
Norway	1/2 x 1 krone, 3/5 x 1 krone	1 krone		1 krone	
Denmark	1/2 x 1 krone, 3/5 krone, 7/2 x 5 krone	1 krone		5 krone	
Antilles	1/25¢, 4/1 guilder	25¢		1 guilder	
Hungary	1/2 x 10 forint, 3/2 x 20 forint	10 forint		20 forint	

Cabinet Hardware

Cabinet Assembly

Rear door is secured with #8 hex washer head screws, tamper proof screws are optional and provided in the spare parts bag.

Tamper Proof Screw 4100-01151-24B

Hex Washer Head Screw 4108-01115-20B

Coin Door Assembly

50KΩ Pot. 5014-12925-00

Jumper Chart

CPU Board Version 5770-12555-00 Rev. B*

W2, W8, W11, W12, W14, W21, W22, W24, W27, W29, W30, W32, W34, W36, W39, W41, W42, W45, W47, W48, W50, W52, W55, W57, W58, W60, W62, W65, W68, W69, W71, W73, W75, W77, W80

CPU Board Version 5770-12555-03 Rev. C*

W2 W11, W12, W14, W21, W22, W24, W27, W29, W30, W32, W34, W36, W39, W41, W42, W45, W47, W48, W50, W52, W55, W57, W58, W60, W62, W65, W68, W69, W71, W73, W75, W77, W80, W84

* Part number version and revision level located on solder side of PC board.

U17 24 Mhz xtal used on version 5770-12555-00 rev. B.

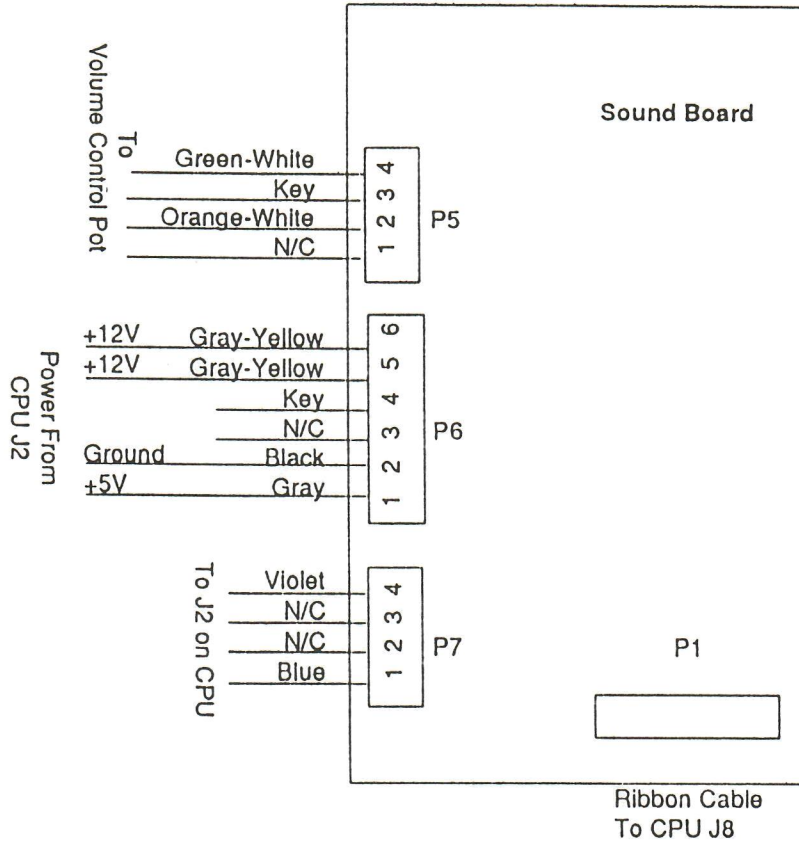
U17 24 Mhz Xtal not used on version 5770-12555-03 rev. C.

A-15202-1

Power Supply Switcher Assembly

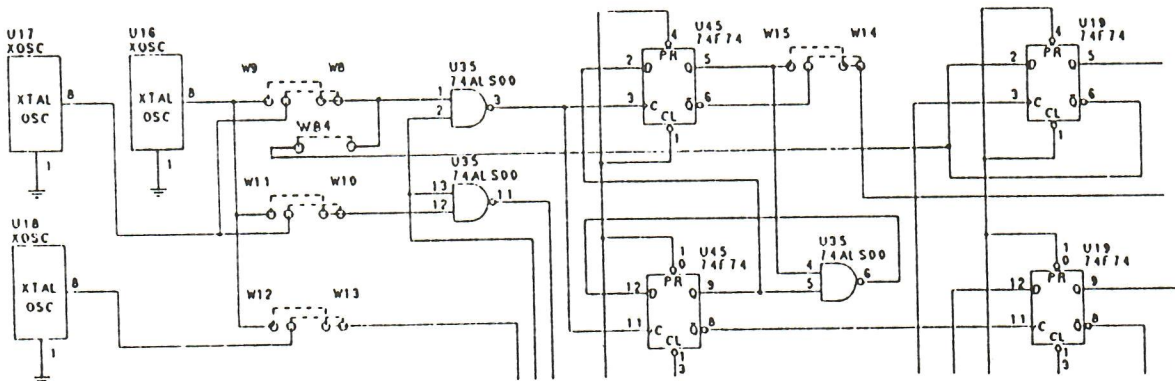
Part Number	Description
H-15203	Switcher Power Cable
01-10500	Mounting Bracket
01-10573	Shield
20-9797	P/S Power Supply

A-14732-40025



CPU Schematic sheet 1 of 16.

W84 added and W8 deleted on CPU Board Version 5770-12555-03 Rev. C.



MORTAL KOMBAT KIT

Amendment

The following items were changed after the MORTAL KOMBAT KIT manuals were produced. Please keep this amendment with your MORTAL KOMBAT KIT manual.

Page 1-3

Parts List

50K Ω Pot. 5014-12925-00

Page 1-15

PLAY SOUNDS test synthesized & digitized sounds from the Sound Board. Advance to the next sound by pressing any action button. Press either Start button to repeat a sound.

Page 2-3 and inside back cover

Jumper Chart

CPU Board Version 5770-12555-00 Rev. B*

W2, W8, W11, W12, W14, W21, W22, W24, W27, W29, W30, W32, W34, W36, W39, W41, W42, W45, W47, W48, W50, W52, W55, W57, W58, W60, W62, W65, W68, W69, W71, W73, W75, W77, W80

CPU Board Version 5770-12555-03 Rev. C*

W2, W11, W12, W14, W21, W22, W24, W27, W29, W30, W32, W34, W36, W39, W41, W42, W45, W47, W48, W50, W52, W55, W57, W58, W60, W62, W65, W68, W69, W71, W73, W75, W77, W80, W84

* Part number version and revision level located on solder side of PC board.

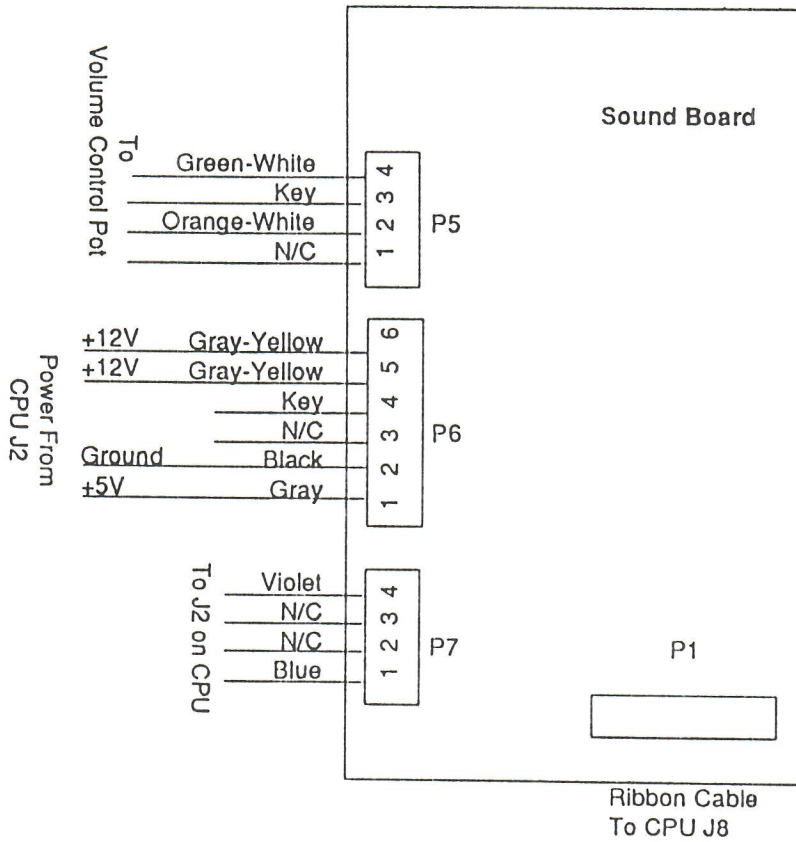
U17 24 Mhz xtal used on version 5770-12555-00 rev. B.

U17 24 Mhz Xtal not used on version 5770-12555-03 rev. C.

Standard Pricing

Name	Settings Cred/V/Coln	Left Chute	Center Chute	Right Chute	Fourth Chute
USA 1	1/25e (2 to Start; 2 to Continue)	25e		25e	
USA 2	1/25e (2 to Start; 1 to Continue)	25e		25e	
USA 3	1/25e (1 to Start; 1 to Continue)	25e		25e	
USA 4	1/50e, 3/\$1.00 (1 to Start; 1 to Continue)	25e		25e	
USA 5	1/50e, 4/\$1.00 (2 to Start; 1 to Continue)	25e		25e	
USA 6	1/50e (1 to Start; 1 to Continue)	25e		25e	
USA 7	1/50\$, 3/\$1.00 (1 to Start; 1 to Continue)	25e		25e	
USA 8	1/50e, 4/\$1.00 (1 to Start; 1 to Continue)	25e	\$1.00	25e	
USA ECA	1/25e, 4/\$1.00 (2 to Start; 2 to Continue)	\$1.00	10e	25\$	5e
German 1	1/1DM, 8/5DM	1 DM		5 DM	
German 2	1/1DM, 7/5DM	1 DM		5 DM	
German 3	1/1DM, 8/5DM	1 DM		5 DM	
German 4	1/1DM, 5/5DM	1 DM		5 DM	
German 5	1/1DM, 6/5DM	1DM		5DM	
German ECA	1/1DM, 2/2DM, 8/5DM	5DM	1DM	2DM	
France 1	2/5F, 5/10F	5 F		10 F	
France 2	2/5F, 4/10F	5 F		10 F	
France 3	1/5F, 3/10F	5 F		10 F	
France 4	1/5F, 2/10F	5 F		10 F	
France 5	2/5F, 5/10F, 1 1/2 x 10F	5F		10F	
France 6	2/5F, 4/10F, 9/2 x 10F	5F		10F	
France 7	1/5F, 3/10F, 7/2 x 10F	5F		10F	
France 8	1/5F, 2/10F, 5/2 x 10F	5F		10F	
France 9	1/3 x 1F, 2/5F	1F		5F	
France 10	1/2 x 1F, 3/5F	1F		5F	
France 11	1/3 x 1F, 2/5F, 5/2 x 5F	1F		5F	
France 12	1/2 x 1F, 3/5F, 7/2 x 5F	1F		5F	
France ECA	1/3 X 1F, 2/5F, 5/2 X 5F	1F	10F	5F	
Canada	1/2 x 25e, 3/\$1.00	25e		\$1.00	
Swiss 1	1/1F, 8/5F	1F		5F	
Swiss 2	1/1F, 7/5F	1F		5F	
Swiss 3	1/1F, 8/5F	1F		5F	
Italy	1/500 lire	500 lire		500 lire	
UK 1	1/20P, 3/50P	20P		50P	
UK 2	2/20P, 5/50P	20P		50P	
UK ECA	1/20P, 3/50 P, 7/£1.00	£1.00	20P	50P	10 P
UK Elec w/CCU	1/30P, 2/50P, 4/£1.00	£1.00		CCU	
Spain 1	1/100 peseta, 8/500 peseta	100 peseta		500 peseta	
Spain 2	1/100 peseta, 5/500 peseta	100 peseta		500 peseta	
Australia 1	1/3 x 20e, 2/\$1.00	20e		\$1.00	
Australia 2	1/5 x 20e, 1/\$1.00	20e		\$1.00	
Japan 1	1/100 yen	100 yen		100 yen	
Japan 2	2/100 yen	100 yen		100 yen	
Austria 1	1/5 schilling, 2/10 schilling	5 schilling		10 schilling	
Austria 2	1/2 x 5 schilling, 3/2 x 10 schilling	5 schilling		10 schilling	
Belgium 1	1/20F	20F		20F	
Belgium 2	3/20F	20F		20F	
Belgium 3	2/20F	20F	5F	20F	
Belgium ECA	1/25e, 4/\$1.00	50F		20F	
Sweden	1/3 x 1 krona, 2/ krona	1 krona		5 krona	
New Zealand 1	1/3 x 20e	20e		20e	
New Zealand 2	1/2 x 20e	20e		20e	
Netherlands	1/1HFI, 3/2.5HFI	1HFI		2.5HFI	
Finland	1/1 markka	1 markka		1 markka	
Norway	1/2 x 1 krone, 3/5 x 1 krone	1 krone		1 krone	
Denmark	1/2 x 1 krone, 3/5 krone, 7/2 x 5 krone	1 krone		5 krone	
Antilles	1/25e, 4/1 guilder	25e		1 guilder	
Hungary	1/2 x 10 forint, 3/2 x 20 forint	10 forint		20 forint	

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CPU Schematic sheet 1 of 16.

W84 added and W8 deleted on CPU Board Version 5770-12555-03 Rev. C.

