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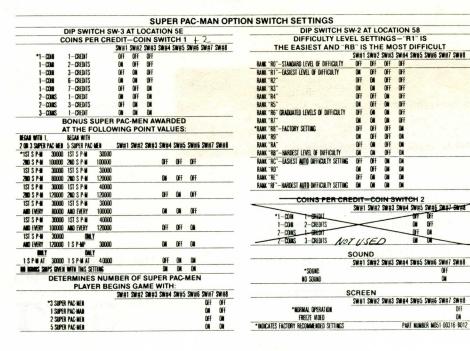
OUT-STATE 800-328-2960

LMC News Notes

Volume 2, Number 1

Figure #1

January 1983



Bally Service Bulletin Power Supplies

 The 70VA Medium Power Supply is used in the following games (A082-90421-C000).

> Lazarian Blue Print Burger Time Super Pac-Man

2. The 125VA Heavy Duty Power Supply is used in the following games (A082-90412-C000).

Kick-Man Tron Solar Fox Domino Man Satan's Hollow

Rowe Phonographs R84 to R87

Symptoms: Puts credit on when rejecting a record.

Solution: Check the LED's (CR400 to CR405) on the display board for shorts. If one of the LED's are shorted, it will interrupt strobe signal "O" going to the price board, which will in turn interrupt the return signals "O" to "5" going to the computer.

The amount of credit put on will be affected by the active strobe signal at the time of reject.

Jerry Johnston, LMC

Bally Service Bulletin Attention Operators

Your Super Pac-Man game is set at difficulty level 9 (switch B: position 1-on, 2-off, 3-off, 4-on). Our testing has determined this to be the best setting for the novice player. However, due to the degree of competence of many Pac-Man type players, you may wish to monitor the players to see if they become too proficient at this setting. If, after monitoring the game in your location, you determine that setting 9 is too easy, we recommend you raise the difficulty to the next higher setting, difficulty level A (switch B: position 1-off, 2-on, 3-off, 4-on). Difficulty level B is higher than level A and may be adjusted on dip switch B (position 1-on, 2-on, 3-off, 4-on).

Because level B is the most difficult and aggressive setting, we recommend you closely monitor the players reactions to see if they are becoming too frustrated at this setting.

Bally Service Bulletin

Games: Burger Time & Super Pac-Man **Subject:** Power chassis two 4 amp. slo-blo fuses blowing

Modification

- 1. Replace the two 4 amp. slo-blo fuses with 5 amp. slo-blo fuses.
- 2. Check electrically



Cecil Waulk, LMC operations manager

Bally Service Bulletin

Game: Super Pac-Man

Subject: Coin option switch settings

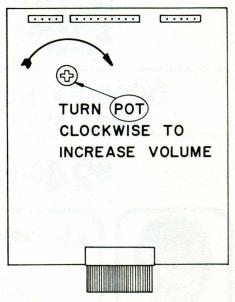
- The option switch setting card is incorrect for coin option settings (See Figure #1).
- 2. Coins per credit Coin Switch #1 should be used for both coin switches.
- 3. Coins per credit Coin Switch #2 is not used (See Figure #1).
- 4. Check game electrically.

Super Pac-Man

Super Pac-Man has a new coin-up system to prevent cheating and false coin-ups by kids using a coin on a string, etc. When the coin switch is held down for even a second too long, the game will lock up, and in the bottom left-hand corner the screen will read **Credit AA**, showing a coin-up problem. Gummy or sticky coins can cause this problem. Should it occur, simply turn the game on and off. That will return the game to Normal Attract mode.

Craig Sanders, LMC

Volume Control Location



Super Pac-Man M051-00316-A025