

First Class

Lieberman Music Company  
9549 Penn Avenue South Minneapolis, Minnesota 55431

**LMC**

# **SPECIALS OF THE MONTH**

**WHILE THEY LAST!**

## DARTS

JACKETS .....	39 <sup>95</sup>
HATS .....	7 <sup>50</sup>
SMART DART SET .....	18 <sup>95</sup>
DART DISPLAY .....	75 <sup>00</sup>
FLIGHT DISPLAY .....	32 <sup>50</sup>

## LOCATION KIT

1 - DART DISPLAY	
1 - FLIGHT DISPLAY	
2 - JACKETS	
2 - HATS .....	<b>199<sup>95</sup></b>

**Lieberman Music Company**  
**LOCAL - 887-5300**  
**MN. WATS 800-352-2802**  
**OUT-STATE 800-328-2960**

# LMC News Notes

Volume 3, Number 1

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## CENTURI, INC.

It has come to our attention that in certain instances, due to the extreme vibration inherent during the play of *TRACK & FIELD*, the wires attached to the run button switch assemblies may come loose. We suggest the following modifications be completed.

1. If your Track & Field utilizes FAST-ON connectors to the run button switch assemblies, please solder the wires to these assemblies.
2. Enclosed is a run button assembly modification procedure, utilizing ty wraps, that can be accomplished rather easily on location.

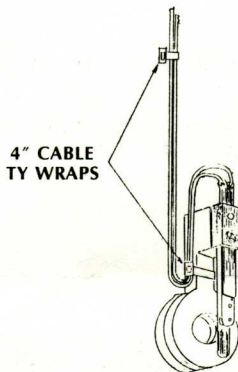
We are sorry for any inconvenience that this situation may have caused.

Sayad Mohammed  
Customer Service Manager

**RUN BUTTON ASSEMBLY  
MODIFICATION PROCEDURE**

- Arrange switch wires to the side of switch holder.
- Secure switch wires to switch holder with a 4" cable ty wrap.
- Wire harness may need re-dressing to allow slack for modification.

TOLERANCES Unless Otherwise Specified	
FRACTIONS	± 1/32
DECIMALS 2PL	± .015
DECIMALS 3PL	± .005
HOLES	+ .003
HOLES	- .001
ANGLES	± 1/2°
SHT. METAL BENDS	± 2°



## BALLY SERVICE BULLETINS

**Game:** Spy Hunter (Upright and Sit Down)  
**Subject:** Logic Board Interchanging Between Upright & Sit Down

1. Due to a connector change, the logic boards are not interchangeable.
2. I repeat, the boards are *not* interchangeable.

**Game:** Spy Hunter (Upright and Sit Down)  
**Subject:** Sound in Attract Mode

1. Switch setting located at No. #1 switch (B3) sound I-O Board.
2. When switch 2 is **on**, sound *will* be provided in the attract mode.
3. When switch 2 is **off**, sound *will not* be provided in the attract mode.

**Game:** Discs of Tron (Environmental & Upright)  
**Subject:** Logic Board Interchanging Between Environmental and Upright Games

1. The Service Bulletin dated October 17, 1983, was in error regarding the interchanging of logic boards between environmental and upright games.
2. Due to a program and connector change, the logic boards are *not* interchangeable.
3. I repeat, the boards are *not* interchangeable.

**Game:** NFL Football  
**Subject:** RCA VideoDisc Skipping

1. Side one of your VideoDisc is completely played through several times at Bally Midway to remove excessive oil. (Factory break-in)



Cecil Waulk, LMC operations manager

2. Always use side one of your VideoDisc when inserting into a VideoDisc player in a new game to minimize skipping.
3. When additional cleaning is needed, unloading and loading the VideoDisc several times into the player cleans both the disc and stylus.
4. When side one is defective, use side two and repeat steps one and three.
5. In the field, step one can be done by starting the game and removing connector J-3 on the IPU Board. The VideoDisc player will now play completely through. (No video will appear on screen.)

**Game:** NFL Football

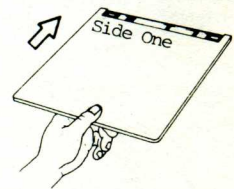
**Subject:** RCA VideoDisc Player

**RE:** Revised service bulletin dated Dec. 19, 1983 concerning RCA VideoDisc Player

## TO OPERATE DISC PLAYER

1. The Video Disc comes in a sleeve which is mounted on top of the player. Loosen two (2) wing nuts to remove it.

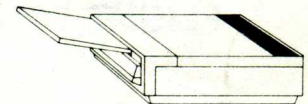
Insert **SIDE ONE** when game is new.



2. Push Power Button to turn Player "On." The indicator will flash on the Player's Digital Display.

3. Insert notched edge of disc sleeve into Player slot at a slight angle as illustrated. Push the disc sleeve forward until you feel the Player mechanism pull the disc sleeve into the slot. The Player automatically loads the disc and returns the empty sleeve.

Always insert notched edge of sleeve into VideoDisc Player at a slight angle.



4. Remove the sleeve from the Player to start disc play.
5. Do not discard sleeve! Disc cannot be removed without it.
6. To remove disc, turn power OFF. Remove jack J3 on I.P.U. card. Turn power ON. Press 'REJECT'. Disc will return to the unload position.
7. To remove the disc from Player refer to steps 3 & 4.

8. To use opposite side of disc or new disc—reinsert disc as in steps 3 and 4. Turn power OFF. Plug in J3, turn power ON. Game will operate normally.

9. Don't attempt to open disc sleeve. Don't transport Player with disc inside.

Andy Duca  
Technical Services Manager