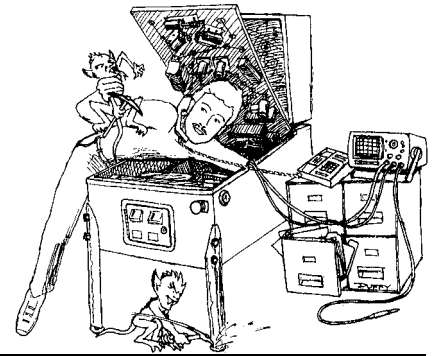




Nº 142 SERVICE BULLETIN



Joe Blackwell
Director, Parts Sales &
Technical Support

Susan White
Parts Sales
Manager

Patty Schraps
Parts Stockroom
Manager

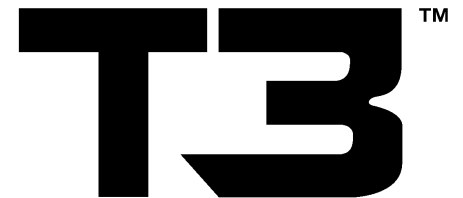
Chas Siddiqi
Technical Support
Engineer

Jay Alfer
Technical Support Doc.
Administrator

TO: Parts & Service Managers

DATE: August 22, 2003

SUBJ: T3™ Auto Launch Wire(s) or Coil Lug(s) Break Off



Symptom:

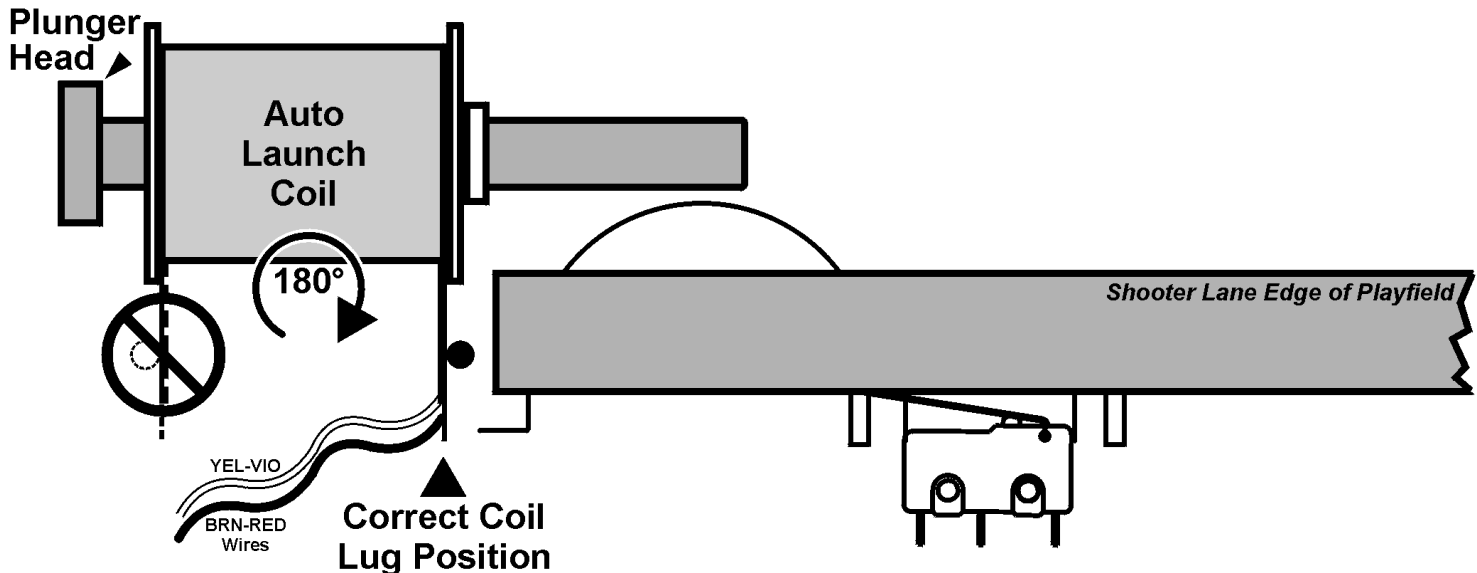
The **Auto Launch Coil** is not functioning. Customer pulls *gun trigger* to launch ball and the Auto Launch Coil does not fire.

Explanation:

One of the Auto Launch Coil Wires has broken off the Auto Launch Coil Lug. This is due to the extreme amount of vibration produced by the *Plunger Head* hitting the *Coil Retaining Bracket* and the wires being dressed too tight (*the wire or coil lug can break off*).

Solution:

Reverse the position of the coil (*rotate 180°*) so that the coil lugs are on the opposite side of the coil retaining bracket. *While inspecting the Auto Launch Assembly, ensure that the coil wires are not pulled too tight which can cause breakage at the lugs due to vibration. Create more slack by gently pulling the wires from the harness.*



Note:

All Games Manufactured **prior to AUGUST 2003** require this modification or refer to the drawing to determine the coil lug position on your game.

Please phone or eMail with any questions or comments at the below numbers or address.

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