

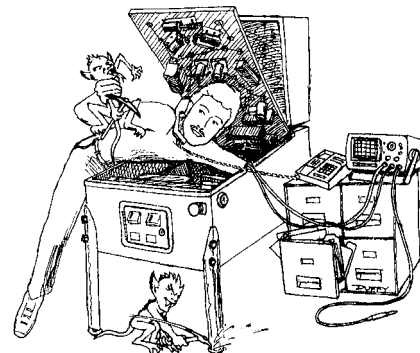


Service Bulletin

#172

WHEEL OF FORTUNE

and all future new titled productions (2008+)



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To: Parts & Service Managers

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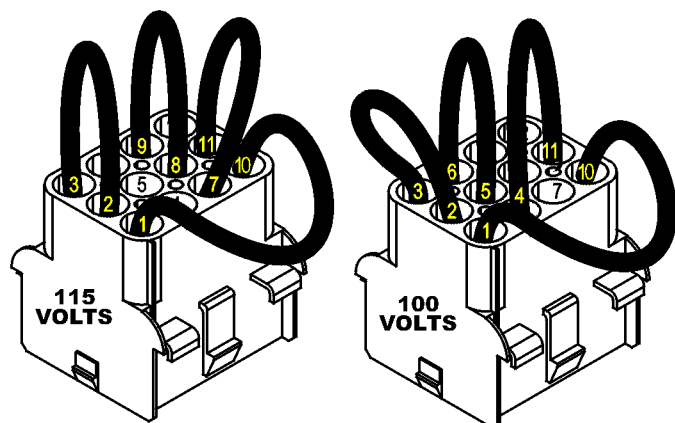
Subject: Voltage Variations:
With Jumper Plugs, It's Made Easy

Explanation: We have always used Jumper Wire(s) with the AC Cable to change the Transformer input voltage configuration; thus allowing the game to be shipped from the factory to any destination in the world.

The S.A.M. System Pinball or Redemption Game (starting with *Wheel of Fortune™* Pinball and future new titled productions) has a new AC Cable which allows you to simply swap out the Jumper Plug for the desired voltage input.

Please Note: A qualified technician is required to test your line voltage with a voltage meter to determine whether or not you need to replace your Jumper Plug.

Scenario: The effect of voltage variations on a pinball machine can cause either of the following scenarios:



1. My lamps are dim and my flippers and up-kickers are too weak to clear the ball.

This game may have been originally sold in a region with a high line voltage range of 110VAC or higher that utilized the **115VAC Jumper Plug**. Now, this game was transferred to another location that has a lower line voltage range of 98VAC to 109VAC.

2. My lamps are very bright & burn-out prematurely and my flippers are very strong.

This game may have been originally sold in a region with a low line voltage range of 98VAC to 109VAC

that utilized the **100VAC Jumper Plug**. Now, this same game was transferred to a new location that has a higher line voltage range of 110VAC or higher.

Note: If you only see a 9-Pin White Plastic Connector with Black Jumper Wires, you do not have the new style AC Cable and will have to change the jumper wires manually. Refer to your Service Game Manual (Section 5, Chapter 3) for the jumper configuration required (a pin-extracting tool is required).

Replacement: Locate the existing Jumper Plug (12-Pin White Plastic Connector with Black Jumper Wires) inside the cabinet in front of the transformer. Squeeze the end tabs so you can pull it off. Recap with the replacement Jumper Plug.



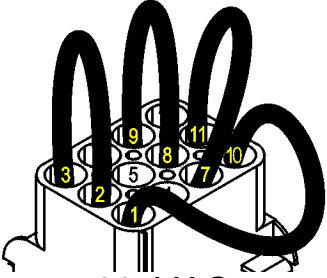
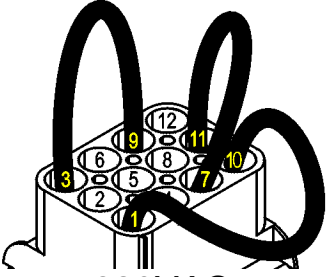
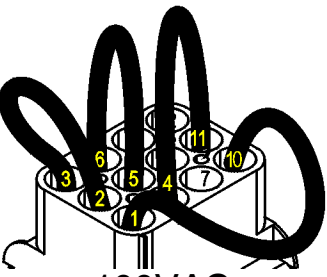
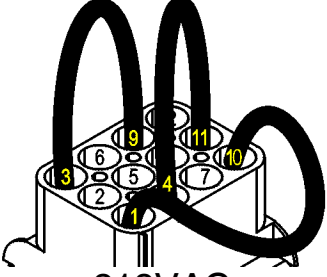
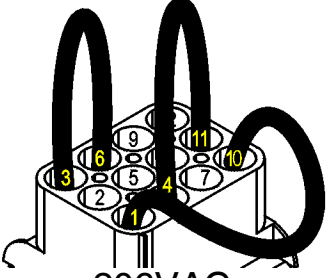
WARNING: ALWAYS DOUBLE-CHECK THE JUMPER PLUG BEFORE INSTALLING TO ENSURE THIS IS THE CONFIGURATION REQUIRED FOR YOUR GENERAL REGION OR LINE VOLTAGE.



Observation: The Black Jumper Wire in Pins 1 & 10 is common to all of the existing Jumper Plugs. Hold in your hand with Pins 1 & 10 to the right as shown in the table diagrams (next page) to compare.

Continued ...

Order the appropriate optional Jumper Plug from your SPI Authorized Distributor (*lists on website*).

JUMPER PLUG	JUMPER PIN PAIRS	VOLTAGE RANGES*	GENERAL REGION**
		PART NUMBER	
 <p>115VAC</p>	<p>1 - 10</p> <p>2 - 3</p> <p>8 - 9</p> <p>7 - 11</p>	<p>110VAC – 128VAC</p> <p>SPI PN: 036-5530-120</p>	<p>North America (U.S.A., Canada & Mexico)</p>
 <p>230VAC</p>	<p>1 - 10</p> <p>3 - 9</p> <p>7 - 11</p>	<p>225VAC – 240VAC</p> <p>SPI PN: 036-5530-230</p>	<p>Europe, Australia, South America or Middle East</p>
 <p>100VAC</p>	<p>1 - 10</p> <p>2 - 3</p> <p>4 - 11</p> <p>5 - 6</p>	<p>98VAC – 109VAC</p> <p>SPI PN: 036-5530-100</p>	<p>Japan or North America (Low Line)</p>
 <p>218VAC</p>	<p>1 - 10</p> <p>3 - 9</p> <p>4 - 11</p>	<p>212VAC – 224VAC</p> <p>SPI PN: 036-5530-220</p>	<p>Europe (Greece) or Russia (Mid Line)</p>
 <p>206VAC</p>	<p>1 - 10</p> <p>3 - 6</p> <p>4 - 11</p>	<p>200VAC – 211VAC</p> <p>SPI PN: 036-5530-206</p>	<p>Europe (Greece) or Russia (Low Line)</p>

*The above ranges reflect optimal playability. Line voltages which far exceed above or below could cause reliability issues (e.g. game resets, premature failure of coils or lamps, excessive strong or weak coils, etc.).

**Not all regions corresponding to the voltage ranges are listed. Always verify with voltage meter.

For Service Bulletins, Binary Code & other helpful information, visit our website www.sternpinball.com/techsupport.shtml and click the appropriate links.