

SERVICE BULLETIN ML 0022

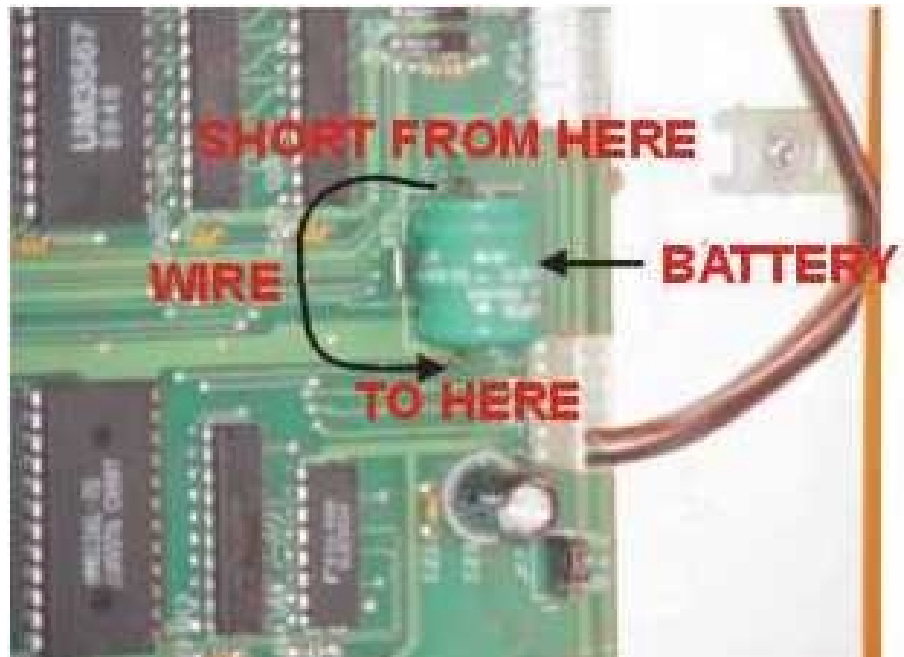


Date : 19 December, 2000
Game : Skill Testers with Faxlink PCB
Subject : Clearing Credits

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Problem : All Skill Testers with Faxlink Controller PCB's have no provision for clearing remaining credits in memory and are retained in memory even when machine is switched off due to a Backup Battery.

Solution : With the machine turned **OFF**, locate the Backup Battery and with a piece of wire short the two ends of the battery together for about one second.



NOTES

- 1) The Credit Display can only display 99 credits but the game can store more than 99 credits. This can lead to confusion when the game has more than 99 credits as the display will only show the first two digits of the 100+ credits
- 2) If you are using the printer serial port for printing audit data this method of clearing credits will also clear all audit information as well. It is recommended that you just play out the unwanted credits if you wish to keep the audit information.

Regards

LAI Games