SERVICE BULLETIN ML 0025

Date	:	Tuesday, 07 August, 2001
Games	:	Stop the clock, Ticket Factory, Slam'N'Jam, Slam'N'Jam-Bonus Display, Timebuster, Sonic Beat and Gold Rush
Subject	:	Reoccurring Error 3 Problem

Distribution List	:-	info@lai.com.au; techforum@lai.com.au; www.laigames.com
LAI Games	:-	Australia, New Zealand, Singapore and USA
Timezone FEC	:-	Australia, India, Indonesia, New Zealand, Philippines and Singapore

Problem : Game suffers from a reoccurring Error 3 (Err3) problem (Faulty EEPROM) and replacing the 24C16 EEPROM does not correct the problem . Other symptoms can be, Game randomly resets to Factory Default settings or possible Auto Payout Adjustment problems.

Solution : All MCU PCBs were designed according to the original specification of the EEPROM 24C16 by National Semiconductor. Since then newer versions of this IC has been produced by other manufactures that have added a new feature to the previously unused pin 7 of the IC. This pin must be jumpered to ground (pin 4) as in the photo below.

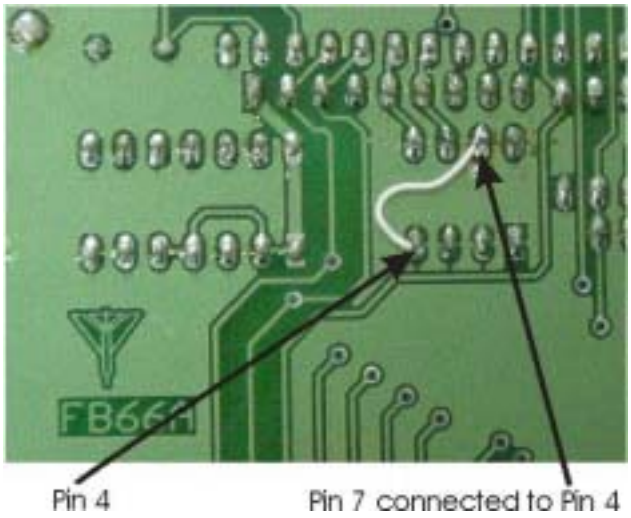
Instructions : Remove main MCU PCB from machine and solder a small jumper from pin 7 to pin 4.

NOTES:

For PCB FB41 the 24C16 IC is located next to the crystal just above the MPU, as used in Stop The Clock or Ticket Factory or Beat The Bomb games. (see page 2)

For PCB FB50 the 24C16 IC is marked IC11 and is above the crystal, as used in Slam'N'Jam or Timebusters games. (see page 2)

For PCB FB66A the 24C16 IC is located next to the MPU, as used in Gold Rush or Sonic Beat games. (see page 2)



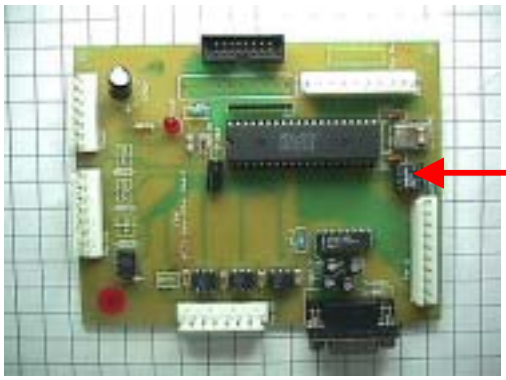
This modification should be done only by a competent technician. If you are unsure on how to modify your game please contact your nearest LAI Games distributor for advice.

Regards

LAI Games

LOCATION GUIDE TO 24C16 EEPROM IC

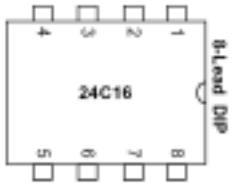
FB41 used in Stop The Clock, Ticket Factory and Beat The Bomb



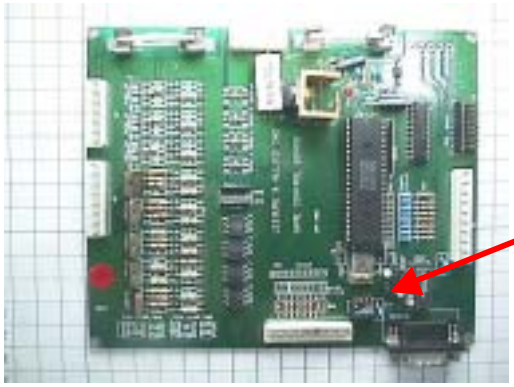
TOP VIEW

Pin Count as viewed from the top of the 24C16 IC

This is flipped when looking at the IC from the solder side of the PCB



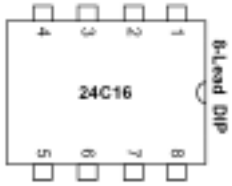
FB50 used in Timebusters, Slam'N'Jam and Slam'N'Jam Bonus Display



TOP VIEW

Pin Count as viewed from the top of the 24C16 IC

This is flipped when looking at the IC from the solder side of the PCB



FB66A used in Sonic Beat and Gold Rush

TOP VIEW

Pin Count as viewed from the top of the 24C16 IC

This is flipped when looking at the IC from the solder side of the PCB