

AMENDMENT TO THE POLICE FORCE OPERATIONS AND PARTS INFORMATION MANUAL

The following Amendments now affect the POLICE FORCE Manual. Please make sure you include them in either pen-and-ink form or copy-and-paste form in your manual.

1. Page 11, Game Adjustment Table - *Change the text of this table to read:*

For Ad 02, the value for West German/European games changes to 6.000.000.

2a. Page 19, Game Adjustment 39 - *Change the text of this adjustment to read:*

39 SHOTS TILL 1 MILL (Domestic/ French FACTORY SETTING: 5 shots)

The operator can choose (via the Credit button) the number of consecutive Right Ramp shots required to score the "UNLIMITED MILLION" feature. For each 1 Million points in the amount of the Replay Score value above 5 Million, one MORE shot is required (up to 8 shots maximum). This means that, for example, if the Replay Score is 7.5 Million, and Ad 39 is set to 5 shots, the actual number of shots is 5 (per Ad 39 setting) PLUS 2 (to account for the number of Million points above 5 Million), a total of 7 shots is required to obtain the Unlimited Million award. The range of settings are 2 (Liberal) through 8 (Conservative).

NOTE: This change causes the Replay Score to become a factor in the awarding of the "UNLIMITED MILLION" feature.

2b. Page 12 This Game Adjustment text change also affects the table entry for Ad 39 in the Medium difficulty (Factory Setting) column, as follows: Under Ad 64, for Ad 39, the setting is now 5, replacing 6.

3. Page 23, Preset Game Adjustments Table for US / Canadian Games - *Change the text of this table to read:*

For Ad 02, in the columns headed Ad 55, Ad 56, and Ad 57: Change value to 5,000,000.

For Ad 02, in the column headed Ad 58: Change value to 8,000,000.

For Ad 14, in the columns headed Ad 55, Ad 56, and Ad 57: Change value to 6,000,000.

For Ad 14, in the column headed Ad 58: Change value to 8,000,000.

For Ad 15, in the columns headed Ad 55, Ad 56, and Ad 57: Change value to 5,500,000.

For Ad 15, in the column headed Ad 58: Change value to 7,500,000.

For Ad 16, in the columns showing Ad 55, Ad 56, and Ad 57: Change value to 5,000,000.

For Ad 16, in the column headed Ad 58: Change value to 7,000,000.

For Ad 17, in the columns headed Ad 55, Ad 56, and Ad 57: Change value to 4,500,000.

For Ad 17, in the column headed Ad 58: Change value to 6,500,000.

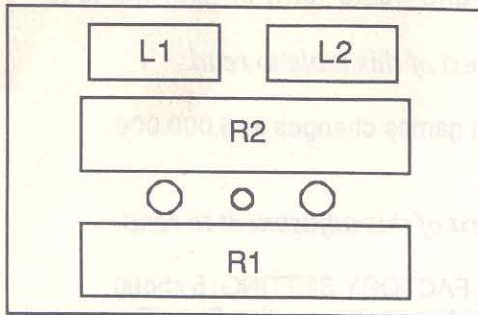
4. Page 26, Pricing Table entry for USA and Canada should be Factory Setting of USA 2:

1 play for 50¢; 2 plays for 75¢; 3 plays for \$1^{1,2}, replacing USA 1.

Also, correct the Games/Coin entry in the Pricing Table for USA 4 to read: 1/50¢, 3/\$1², rather than "1/25¢, 3/\$1". (Note that only the 1/50¢ info was incorrect; the entries for Ad 25 thru Ad 30 are correct, as shown.)

POLICE FORCE MANUAL AMENDMENT (Continued)

5. Add Page 79A, which provides information about the Car Motor EMI Filter Board.



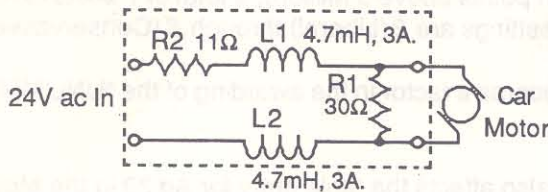
Filter Board Parts List

Part No.	Description
----------	-------------

5012-12468-00	Resistor, 30Ω, 10w, 5% (R1)
5012-12529-00	Resistor, 11Ω, 10w, 5% (R2)
5551-09822-00	Inductor, 4.7mH, 3A., (L1, L2)
5768-12522-00	PC Board, Motor EMI Filter

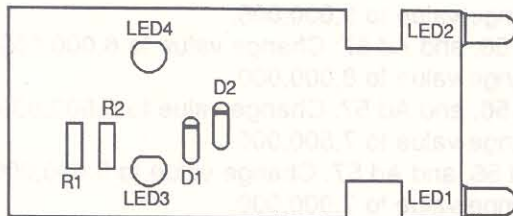
Car Motor EMI Filter Board

p/n C-13094



Filter Board Schematic

6. Also, on page 79A, add information about the Police Car LED Assembly, C-12678, originally appearing on page 59. Note that two resistors are now replaced by two diodes.



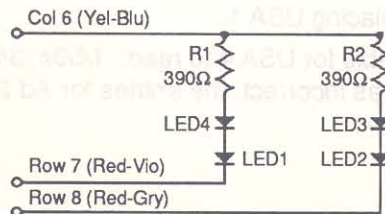
Car LED Assembly Parts List

Part No.	Description
----------	-------------

5010-10003-00	Resistor, 390Ω, 1/4w, 5% (R1, R2)
5761-12403-00	LED, 1-3/4 Red, Super Bright (LED3, LED4)
5761-12404-00	LED, 1-3/4 Yel, Super Bright (LED1, LED2)
03-8284-1	Spacer (LED3, LED4)
5070-09054-00	Diode, 1N4004
5768-12400-00	PC Board, Car LED

Car LED Assembly

p/n C-12678



Car LED Assembly Schematic