

Date: Thu, 15 Jan 2015 18:38:12
From: "Jay St@fford" <jay@ipdb.org>
To: John Wart, Jr.
Subject: Re: Regarding your Rollergames submission

Hi John,

Recently, someone sent the following message anonymously, so I can't ask them anything further:

On the Rollergames that my employer owned, the upper stage of the 'atomic whip' kickback had a longer switch slot cut in the playfield. It also produced a Test Report for 'Switch 15 - Not Used'. Since Switch 16 was the upper kickback, I added a second switch in the slot to prevent the appearance of the report. Maybe the second switch was a victim of cost-cutting?

Do you know what he was talking about?

Thanks,

Jay

Date: Fri, 16 Jan 2015 00:11:03
From: John Wart, Jr
To: Jay St@fford <jay@ipdb.org>
Subject: Re: Regarding your Rollergames submission

From having talked previously and at length with Mark Penacho, the 2nd switch may have been put in the games for the ability to create an additional ball lock for multiball that was cost-reduced out. Early game ROMs still detect the switch - but if you are running software revision LA2 or newer, it no longer detects switch 15.

<end>