TO: Parts & Service Managers

DATE: October 4, 1994

RE: GUNS N’ ROSES Auto Launch Failures

SYMPTOM — Multiple balls in the shooter lane. All 50 volt coils are inoperative including the flippers. Auto Launch Coil, Coil Sleeve and Plunger Assy. may be damaged due to overheating.

PROBLEM — Fuse F-5 (5 amp S.B.) on the PPB bd. is blown. Several factors can be contributed to this problem:

1) The leg levelers must be fastened all the way into the legs. Do not raise the back legs at all. The cabinet has been redesigned so that this is no longer necessary the playfield is already at a 6.5% pitch.

2) Check that the Auto Launch Coil is a 22-600 / DEP# 090-5023-01. Any other coil will be too weak.

3) Check that the Auto Launch Plunger is a white nylon flat tipped plunger and is centered on the ball in the shooter lane.

4) Check that the Shooter Lane Wire Ramp is a CHROME RAMP and not a BLACK RAMP (The Chrome Ramp has an increased radius at the top which reduces the pitch of the ramp and helps to improve the performance of the auto launch).

SOLUTION — Insure that you have the leg levelers fastened all the way into the legs and that you have a Chrome Ramp in the Shooter Lane. We have also released version 3.00 code to all Data East Distributors which has a watchdog which monitors the shooter lane switch for repeated closures due to the balls not making it over the ramp. If this condition is sensed it immediately shuts the Auto Launch Coil down. This code also turns the Magnets off in Multiball whenever any 50 volt coil is fired reducing any loading effect the magnets may have on the 50 volt supply.

If you have any questions or experience any other problems, please call our Technical Support Department.