

SERVICE BULLETIN

April 21, 1987

Since F14 TOMCAT production commenced, WILLIAMS has made several improvements. For performance consistent with current-production machines, games in the field should be updated.

IMPROVEMENTS INCLUDE:

- 1 The two upper flipper coils have been changed to FL11722 (green label). These coils provide a longer life span for the upper targets, along with better playability.
- 2 Added precaution preventing switch column failure (Q42). Refer to the figures on the reverse side; a step-by-step summary follows:
 - a Remove the three Phillips screws (left, center, and right, shown in Figure 1) that mount the top loop plastic assembly. Remove the top loop plastic assembly from the playfield.
 - b Unsolder the wires from the bulb socket (CLEAR, Figure 1) near the "C" in CAT. Push the four wires through the playfield. Resolder the two orange wires for a proper electrical connection. Tape ends of soldered orange wires with electrical tape. Separately tape the ends of the white/violet wires.
 - c Unsolder the wires from the bulb socket (RED 2, Figure 1) near the "A" in CAT. Solder the yellow jumper wire to the top tab of "C" bulb socket; solder the white/black wire to the bottom tab. Using a 1/4" socket wrench, remove the wood screw that mounts this "A" bulb bracket to the playfield. **Remove the bulb, socket, and bracket.**
 - d Unsolder the wires from the bulb socket (RED 1, Figure 1) near the "O" in TOM. Push the three wires through the playfield. Resolder the two orange wires, and tape this soldered connection. Separately tape each white/violet wire with electrical tape. Using a 1/4" socket wrench, remove wood screw that mounts the "O" bulb bracket to the playfield. **Remove the bulb, socket, and bracket.** Check that the wiring connections now match the "AFTER" view in Figure 2.
 - e On the underside of the playfield, locate the lamp resistor board (near the Right Eject Hole microswitch). Unsolder the white/black wire from the LAMP terminal of the board (Figure 3, left side of the "BEFORE" view). Resolder the white/black wire to the white wire (LAMP terminal) on the right side of board. Verify that the wiring now matches the "AFTER" view of Figure 3.

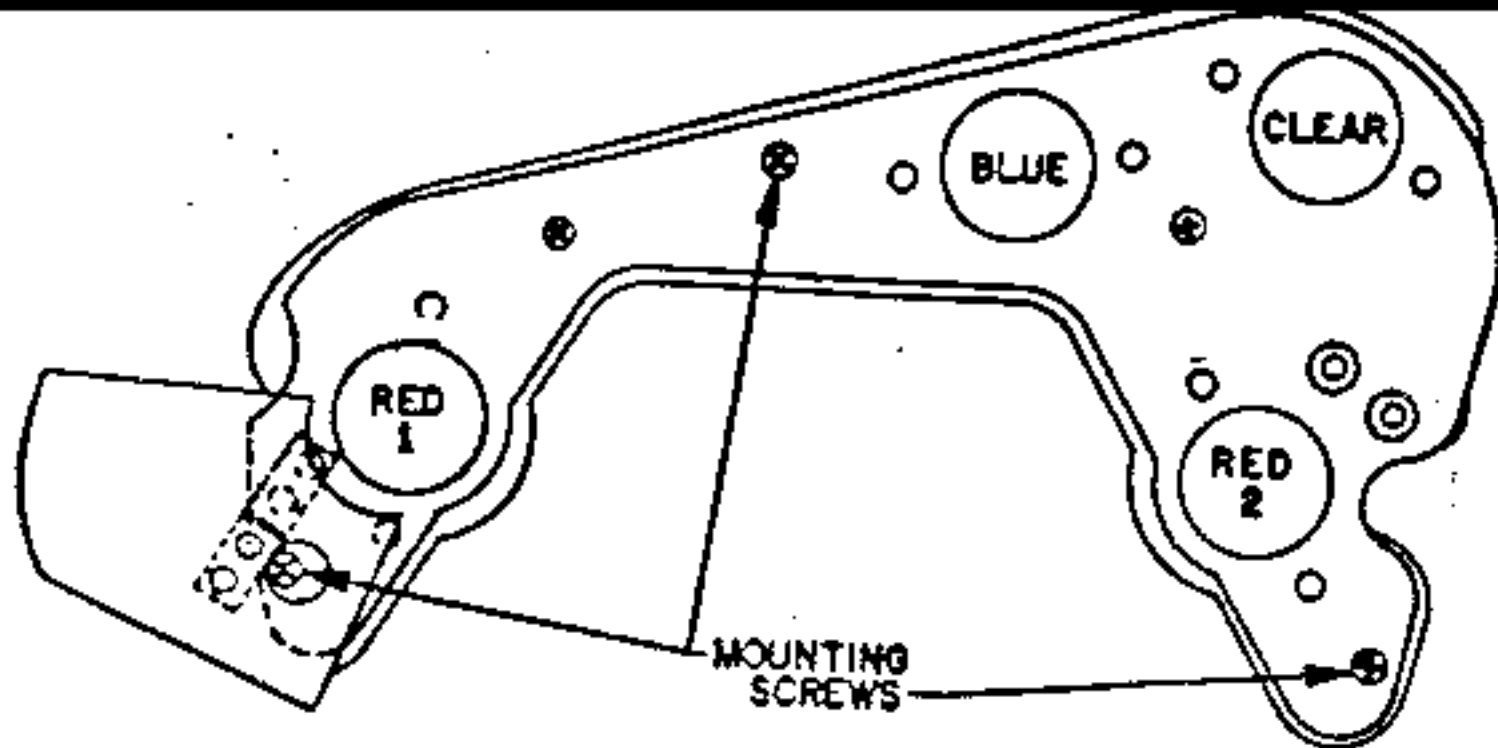


Figure 1. Top Loop Plastic Assembly

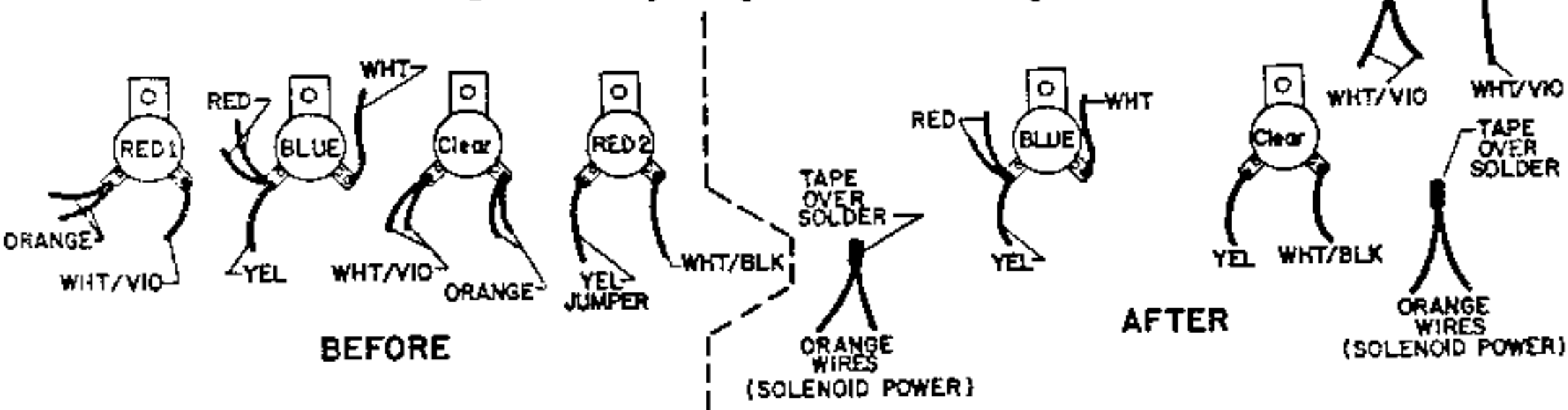


Figure 2. Flasher Lamp Connection Changes

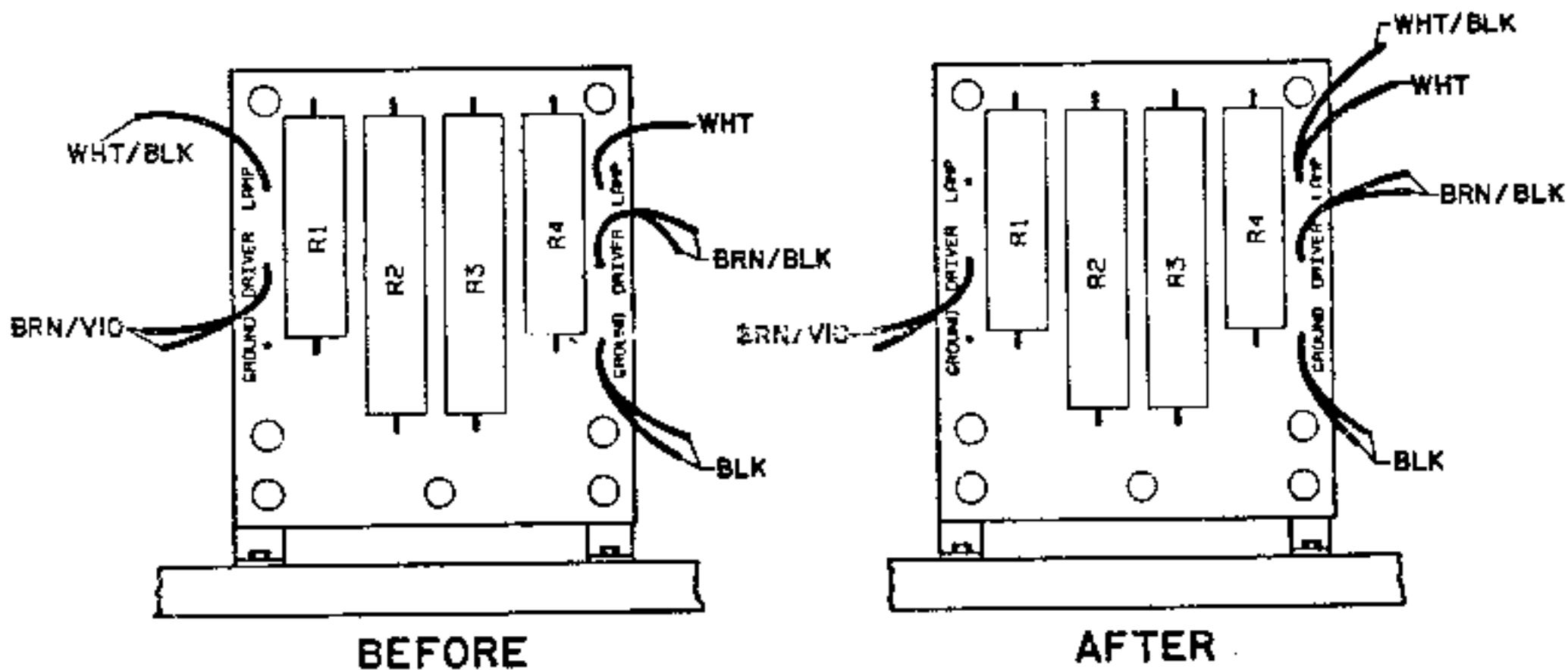


Figure 3. Lamp Resistor Board Connection Changes