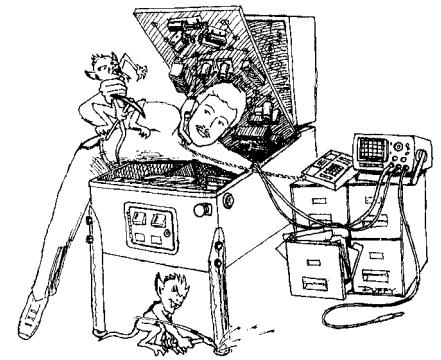


Service Bulletin N° 100



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TO: Parts & Service Managers

DATE: May 19, 1997

SUBJ: SOFTWARE CPU/DISPLAY FINAL CODE VERSION UPDATE FOR:
THE STAR WARS TRILOGY - SPECIAL EDITION



❖ ❖ ❖ ❖ The information within this document is for *Distributor Use Only!* ❖ ❖ ❖ ❖

All prior Versions of The Star Wars Trilogy - Special Edition Code are superseded by the following **New ROM Versions** for game enhancement purpose only, to CPU ver. 4.03, and DISPLAY ver. 4.00. **THE ROM UPDATES MUST BE USED AS A MATCHED SET TO ENSURE COMPATIBILITY.** Please use your discretion and reference the software changes below when making available to your customers this update code, if your customer has **version 2.00 or below** or may be experiencing any symptoms related to the corrections below.

All international customers performing this update must configure the DIP Switches mounted on the CPU Bd. to support the CPU Rom for that country. Please refer to the **CPU DIP SWITCH SETTINGS, LOC. SW300 CPU/SOUND BOARD TABLE** on page DR. ⑤ (Find-It-In-Front Dr. Pinball Section).

Please note the following configuration:

CPU	Loc. U210	1MB (1 Rom supports all countries via Dip Sw's)
DISPLAY	Loc. ROM0	4MB (Display Controller)

❖ ❖ ❖ ❖ **FOR THOSE DISTRIBUTORS RECEIVING UPDATES ON DISKETTE** ❖ ❖ ❖ ❖

ALL UPDATE CODE IS ZIPPED IN A SELF EXTRACTING FILE. COPY THE (xxxx.EXE) FILE TO YOUR HARD DISK. SAVE DISKETTE FOR FUTURE COPYING. TYPE THE (xxxx.EXE) FILE NAME AND IT WILL AUTO-SELF-EXTRACT INTO YOUR DIRECTORY OF CHOICE.

Code History - Initial Release CPU version 2.00

FEB 19, 1997: SWCPU.200 \$1BFF

- * X-Wing launch fail safe code updated.
- * 3 bank target criterion for virtual lazer kick changed.
- * Coil malfunction text updated.
- * Hurry-Up Extra Ball/Special lamp resource blinks during MBALL if event is pausing, score it, return to regular play and score it again.
- * Adjustment #49 X-Wing cannon enable / disabled now functional. Turns the mini coil magnet off.
- * Made X-Wing Cannon operate even if the home switch is not operational.
- * X-Wing Cannon now moves in coil test #18.
- * Bottom EJECT (VUK) now has CHAOS style kicking to clear balls if don't make it out.

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Continued

Code History - Initial Release CPU version 3.00/4.00/4.01/4.02/4.03

FEB 26, 1997: SWCPU.300 \$5BFF

- * Han Solo LED's are now random.
- * MBall Ready now correctly displays which hole to shoot for.
- * 6 can play added in attract mode.
- * Final mode added.
- * Finished video mode (instructions, show points, perfect bonus)

MAR 21, 1997: SWCPU.400 \$4EFF

- * Fixed Cannon running for MB, load & fire cannon which misses, then quickly load the cannon again D/T's don't drop. Can't get Multiball.
- * Hidden video mode, look for it.
- * Kill ball search when starting video mode & trivia mode.

APR 15, 1997: SWCPU.401 \$5AFF

- * Fixed bug where the Final mode start lamp is reset at the beginning of the next ball.

APR 17, 1997: SWCPU.402 \$61FF

- * Added wizard feature where the game doesn't spot the player towards MBall.

MAY 5, 1997: SWCPU.403 \$5EFF

- * Added 4th drop (lower) target to ball search routine.

Release DISPLAY version (Compatible with CPU version 4.00+)

MAR 21, 1997: SWSEDSPI.400 \$8817
SWSEDSPL.400 \$C4B3
SWSEDSPL.400 \$EC10
SWSEDSPI.400 \$CF8C

MAR 26, 1997: SWSEDSPI.401 \$6E00

Note: Display version 4.01 is for France only, contains French translated Trivia mode to be used with CPU version 4.01+.

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**ALL OTHER ADDITIONAL/REPLACEMENT ROMS SET
COPIES WILL HAVE TO BE ORDERED THROUGH PART SALES.
(ORDER SEGA PART N° 965-0240-53 (CPU) & 965-0244-53 (DISPLAY))**

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