



Service Bulletin #34

To: Service Managers
From: Data East Pinball Service Department
Date: February 6, 1992
Subject: Star Trek Chase Lights

Symptom: Chase Light Circuit intermittently fails resulting in game blacking out momentarily and occasionally blowing the F1 and F2 7amp slo-blo fuses on the power supply.

Cause: Some of Chase Light assemblies have excessive lead lengths on the individual bulbs inside the tubes. This condition is aggravated by normal pinball vibrations and the supporting tie wraps (if they are applied too snugly) which secure the Chase light assembly to the Ramp. If the lead lengths become twisted due to the vibration or tie wraps, the 12vdc supply to the lamps, becomes shorted directly to the Chase Light PCB. After a short period of time the driver on the Chase Light PCB fails and loads down the 12 volt line resulting in game blackout and/or F1 & F2 failure.

Solution: Our vendor has modified the design of the Chase Light assembly providing an additional plastic insulation on the internal enamel coated magnet wires, thereby minimizing the possibility of short circuits. This modification has been proven effective and is being used in the trucking industry and in military aircraft.

We have implemented this change on last several hundred Star Trek games and the entire production run of Hook.

Each distributor will be provided an allotment of Chase Light Boards and assemblies based on a ratio of the games purchased. This is to handle any immediate needs. Any additional requests by our distributors will be handled through our Service department in San Jose as an advance replacement.

Data East Pinball
Service Department