

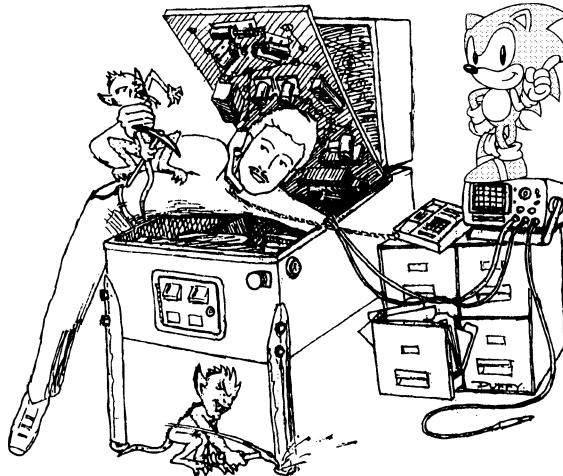
Service Bulletin N° 70



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TO: Parts & Service Managers

DATE: February 14, 1995

RE: MARY SHELLEY'S
FRANKENSTEIN SOFTWARE CHANGE NOTICE

The following are the software changes from **CPU** release ver 1.01 & **DISPLAY** ver. 1.02, with the latest corrections in **CPU** ver 1.03, and **DISPLAY** ver 1.03.

Note: Both versions must be used as a matched set to ensure compatability. Keep this document to reference by.

*** * For those Distributors receiving updates on Diskettes. * ***

Please make note of the following:

ALL UPDATE CODE IS ZIPPED IN A SELF EXTRACTING FILE. COPY THE (xxxxx.EXE) FILE TO YOUR HARD DISK IN A SUB-DIRECTORY OF YOUR CHOICE. (SUGGEST AT THE ROOT DIRECTORY, MAKE A DIRECTORY (MD) CALLED **MSF_CODE**.) SAVE FLOPPY. TYPE THE (xxxxx.EXE) FILE NAME AND IT WILL SELF EXTRACT.

RELEASE CPU ver 1.01

- * CHANGED COILS PULSING FOR FRANKIE'S ARMS TO ALLOW 24-940 COIL
- * FIXED PULSE ADJUSTMENT FOR FRANKIE'S ARMS.
- * FIXED PHONE # BUG FOR SWEDEN AFTER ALL OTHER COUNTRIES RELEASED.
- * CHANGED TIMING OF 2 BALL SO IF BALLS DRAIN DURING INITIALIZATION, IT WILL GIVE THEM BACK.
- * SET DEFAULT FOR 2B.START-ADJ.#56-TO START FROM R.ORBIT (1ST TIME ONLY)
- * SET DEFAULT FOR MB.START-ADJ.#49-TO START FROM SCOOPS+RAMP (").
- * SPOT 2 FRANKENSTEIN LETTERS IN NORTH POLE ALWAYS (NOT JUST FROM L.RET).
- * SET DEFAULT FOR M.B DIFFICULTY-ADJ.#53-TO MODERATE (4 RAMPS TO QUALIFY 1ST M.B.) SOME COUNTRIES HAD IT SET HARD.

Continued on the next page.

* FIXED AUTOLAUNCHER CONTINUALLY FIRING IN GAME OVER IF SHOOTER LANE SWITCH STUCK CLOSED.

FRANKA.103	EFFF	FRANKG.103	EDFF	FRANKF.103	EEFF
FRANKH.103	EEFF	FRANKS.103	EEFF	FRANKB.103	EEFF
FRANKC.103	EDFF	FRANKE.103	EEFF	FRANKJ.103	EEFF
FRANKD.103	EEFF	FRANKT.103	EEFF		

RELEASE ver 1.02 DISPLAY OF FRANKENSTEIN - 11 Jan 1995

- * Added French and Italian translation for COIL:UPPER SCOOP and COIL: LOWER SCOOP. Previously both just said SCOOP.
- * Fixed a bug in the pop bumper display effect that occasionally caused electrode in display to flash wildly.

RELEASE ver 1.03 DISPLAY OF FRANKENSTEIN - 11 Jan 1995

- * Added game-specific translations for flashlamps.
- * Changed German interlock message.
- * Fixed error in COIL: RIGHT TRAP DOOR that caused English text to appear in German code, French text in German code...
- * Fixed "2+ MULITBALL" spelling error.
- * Improved text instructions for Creation Mode (Final Mode).

FRANKENSTEIN DISPLAY VERSION 1.03

FRDSPR0A.103 USA display A1.03, rom 0, checksum: AC69
 FRDSPR3A.103 USA display A1.03, rom 3, checksum: EC0D

FRDSPR0G.103 GERMAN display G1.03, rom 0, checksum: 927A
 FRDSPR3G.103 GERMAN display G1.03, rom 3, checksum: FB63

FRDSPR0F.103 FRENCH display F1.03, rom 0, checksum: DB1C
 FRDSPR3F.103 FRENCH display F1.03, rom 3, checksum: CC04

FRDSPR0L.103 SPANISH display L1.03, rom 0, checksum: C400
 FRDSPR3L.103 SPANISH display L1.03, rom 3, checksum: 8BD7

FRDSPR0I.103 ITALIAN display I1.03, rom 0, checksum: B133
 FRDSPR3I.103 ITALIAN display I1.03, rom 3, checksum: BAB9

NOTE:
THE DISPLAY ROMS ARE NOW 120ns (DO NOT USE 150ns) THE DISPLAY CONTROL- LER NOW USES TWO 4 MEG EPROMS. THE LOCATIONS ARE ROM 0 AND ROM 3.

Sound Code:

FRAN1231.U7	checksum: \$1938	FRAN1218.U21	checksum: \$F215
FRAN1218.U17	checksum: \$E437	FRAN1218.U36	checksum: \$DE25

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