

# **WMS GAMES**

## **PARTS AND SERVICE INC.**

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**DATE: 5 FEB. 91**  
**TO: WMS DISTRIBUTOR PARTS AND SERVICE MANAGERS**  
**FROM: TOM CAHILL**  
**SUBJECT: GAME SERVICE INFORMATION, UPDATES, MODIFICATIONS FOR MONTH OF JANUARY:**

**FUNHOUSE GAME NO. 50003 SYSTEM WPC REV. LA-3 27 DEC. 91**

**A. MODIFICATIONS FROM PROTO SAMPLE GAMES TO MANUFACTURING.**

**SAMPLE GAMES WERE MANUFACTURED WITH THE HIGH SIDE RAILS FORMERLY USED ON ALL WILLIAM'S STYLE CABINETS, ALL MANUFACTURED PRODUCTION GAMES HAVE THE NARROW RAILS SIMILAR TO THE BALLY STYLE. THE OTHER DIFFERENCES ARE NOTED IN FUNHOUSE ADDENDUM 16-9188 (COPY ATTACHED). SERIAL #'S UP TO 570178**

**B. INSTALLED CROSS OVER NETWORK ON SPEAKER, STARTING WITH SERIAL #'S I577702 FOREIGN AND 571357 DOMESTIC.**

**C. BALL STICKING BEHIND RUDY'S MOUTH.**

**a. PROTO AND GAMES UP TO SERIAL # 570350, HAVE RUDY'S FACE COVER WITH A SMALL UPPER LIP, FACE WAS MODIFIED TO INCREASE LIP.**

**b. WITH MODIFIED FACE COVER WE RECEIVED CALLS WITH REGARDS THAT THE BALL WAS STILL GETTING BEHIND RUDY'S MOUTH, WE HAD THE FACE MODIFIED BY GLUING A PLASTIC SHIM ON THE UPPER LIP, AT THE SAME TIME WE NOTICED THAT THE FACE COULD BE PIVOTED IN THE BACKWARD POSITION CAUSING A LARGER GAP FROM THE LIP TO THE STOP BRACKET. MAKE SURE THAT ALL FACES ARE PIVOTED IN THE FORWARD POSITION BEFORE THE SIDE SCREWS ARE TIGHTENED.**

**D. GAME GIVES A SCORE WHEN FIRST STARTING OF A GAME.**

**a. CHECK FOR STUCK SWITCH ON PLAYFIELD.**

**b. CHECK FOR OPTO SWITCH # 51 IN FRONT OF RUDY'S MOUTH TO BE TURNED ON BY THE REFLECTION OF THE LIGHT ABOVE RUDY'S HEAD. IF OPTO SWITCH IS BEING OPERATED WITH THE LIGHT, CHANGE THE POSITION OF THE LED AND THE TRANSISTOR AT LOCATION 19 AND 21 PAGE 2-35 OF FUNHOUSE MANUAL.**