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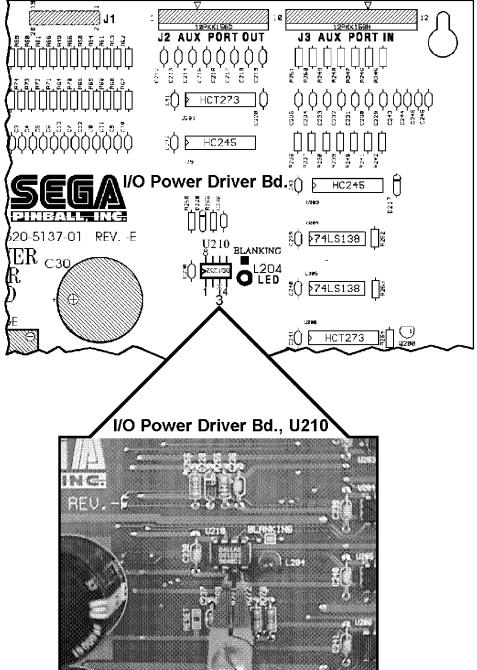
## Solution:

We have found that by **CLIPPING Pin-3** of the **DS1232** which increases the tolerance to 10% (4.5v) we are able to eliminate the reset condition without creating other problems such as gliches. In some cases, this will not fix the problem due to other problems such as too many games plugged into one multi-strip outlet without a ground prong or any number of hardware and software problems.

The location of the **U218 DS1232 I.C.** on the **CPU/Sound Board** is located in the *upper right area of the board to the left* of "SW200" Push Reset Button (see the Figure). **Pin-3** on **U218** is along the Right Side, 2nd from the Top. The location of the **U210 DS1232 I.C.** on the **I/O Power Driver Board** is located in the *upper right area of the board, to the left of LED* **204**.

Remember, this is not a *catch-all fix* for low line voltage but we have analyzed the data from our field calls and determined going to a 10% tolerance is probably better suited for the enviroment our games are typically in. We have initiated this modification In-House so that all future games will already be at a 10% tolerance.

Any questions or comments, please contact Technical Support at the below numbers.



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