
Service Bulletin: SB 87

DATE: March 19, 1996

GAME: Johnny Mnemonic

SUBJECT: Hand magnet causing fuse to blow intermittently.

This procedure will move the hand electromagnet power supply circuit from fuse **F104** to fuse **F103**, which is not used by any other circuit in the game. These fuses are located on the Power Driver Board Assembly.

1. Remove the balls from the game and disconnect the power.
2. Raise the playfield and lean it against the backbox.
3. Locate the 6-pin connector containing two red/brown 18 ga. wires in the same pin, two red/white wires in the same pin, one blue/yellow wire in its own pin, and one purple/blue wire in its own pin. This connector comes off the back panel assembly and is located at the back of the playfield.
4. Cut the paired red/brown wires on the side of the connector going away from the playfield and towards the backbox as shown in DIAGRAM A.
5. Splice the wires as shown in DIAGRAM B.
6. Cut an 8 ft. length of 18 ga. wire and splice into the wire end left at the connector. Run the other end into the backbox and press the wire end into position no. 1 at the insulation displacement connector J107, located on the Power Driver Board Assembly.
NOTE: IT IS VERY IMPORTANT THAT GOOD ELECTRICAL CONTACT IS MADE AT THE IDC (J107) WHEN INSTALLING THE 18 GA. WIRE!
7. Replace the fuse at position F103 with a 4 amp slow blow 250v fuse.
8. Dress the new 18 ga. jumper wire inside the black corrugated cable tube at the right side of the backbox. Wire tie as needed at the playfield, making sure to stay clear of all moving mechanisms. Route the jumper inside the backbox as needed.

DIAGRAM A

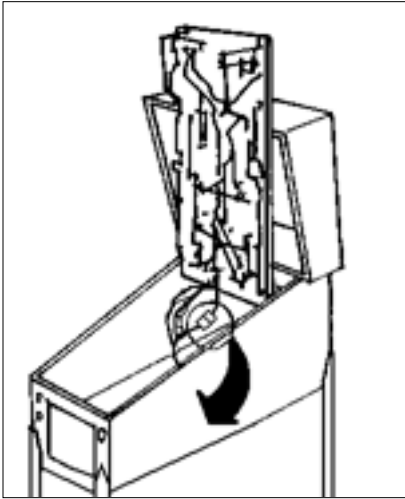


DIAGRAM B

