



## Service Bulletin SB-3

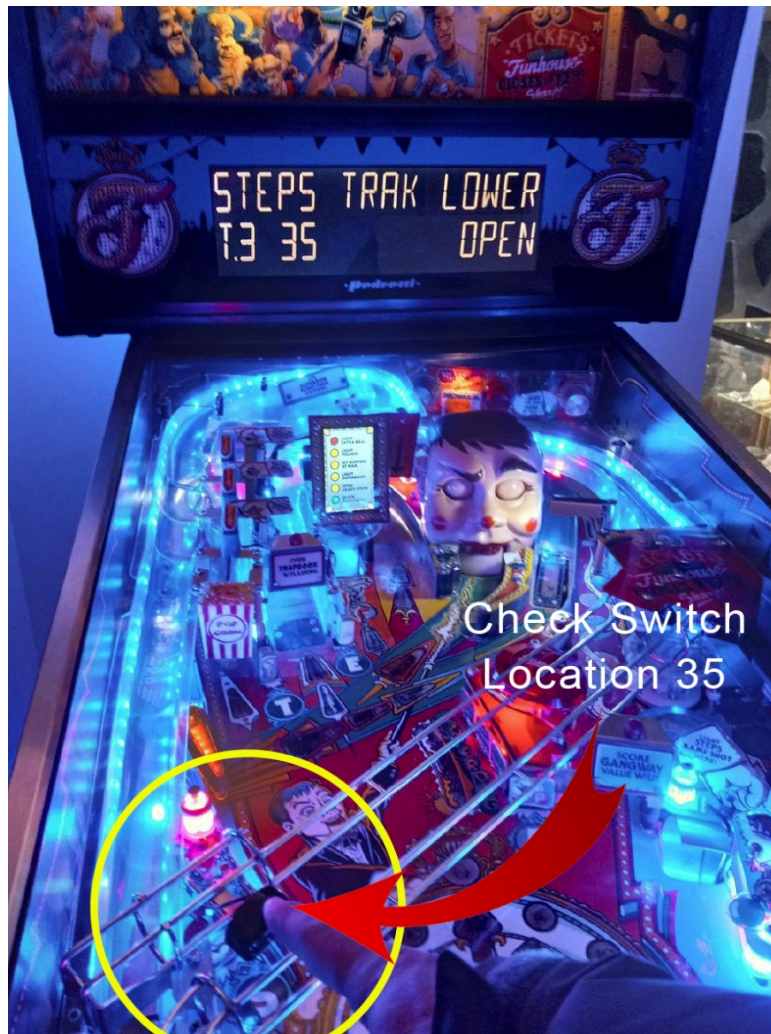
### Melt the Clown Diverter Coil Issue

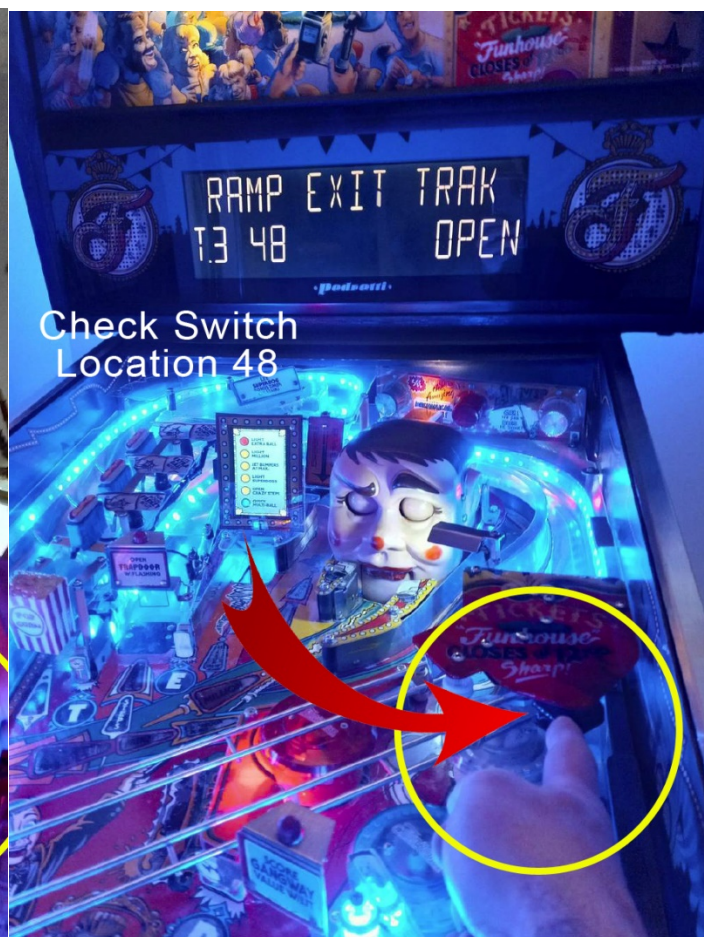
Some experience in fixing pinballs is assumed. Basic electrical knowledge is helpful, but not necessary. You will need to solder and use the basic features of a Digital Multi-Meter (DMM) such as measuring voltage and continuity. Your machine should be off while soldering, repairing or replacing parts.

**Symptom: Game does not correctly open and close the diverter gates in the Melt the Clown game mode.**

Some games appear to have switches wired wrong either by Williams during the original game production or by poor repair work done later on.

**Solution:** Go into switch test and verify that the following switch locations report the correct switch number on the display.





The three switches should match the examples above in the display. If they do not wires will need to be removed and routed to the correct switch as shown in the above Pictures. Switch 38 is the upper switch in the wire ramp and switch 48 is the lower Switch in the wire ramp. This would also be a good time to verify other switches on the game and verify that all switches read properly on the display.

