

16-50007-103  
AUGUST 1990

# RIVERBOAT GAMBLER

## **Operator's Handbook**

*Including*

***Game Audits***  
***Game Adjustments***  
***Rubber Rings***  
***Solenoids***  
***Switches***  
***Lamps***  
***Playfield Parts***  
***Fuses Locations***

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**RIVERBOAT GAMBLER    Audit Table**

Audit Item (Lwr Left)	Descriptive Phrases (Upper Display)	Audit Factor <sup>1</sup> Value (Lwr Right)
AJ 01	LEFT COINS (chute next to coin-door hinge)	432
02	CENTER COINS	0
03	RIGHT COINS	368
04	PAID CREDITS	830
05	TOTAL PLAYS	
06	TOTAL FREE (Total Free Plays)	
07	PERCENT FREE (% Free Plays)	
08	REPLAY AWARDS	
09	PERCENT REPLAY (% Replay Awards)	
10	SPECIAL AWARDS	
11	PERCENT SPECIAL (% Special Awards)	
12	MATCH AWARDS	
13	HSTD ( High Score to Date) CREDITS	
14	PERCENT HSTD (% HSTD Credits)	
15	EXTRA BALLS	
16	PERCENT EX. BALL (% Extra Balls)	
17	AV. BALL TIME (Average Time in Seconds)	
18	MINUTES OF PLAY (Minutes of Play)	
19	BALLS PLAYED	
20	REPLAY1 AWARDS	
21	REPLAY2 AWARDS	
22	REPLAY3 AWARDS	
23	REPLAY4 AWARDS	
24	1 PLAYER GAMES	
25	2 PLAYER GAMES	
26	3 PLAYER GAMES	
27	4 PLAYER GAMES	
28	BURN-IN CYCLES	
29	JACKPOT AWARDS ( # of times Jackpot was awarded)	
30	ROULETTE WINS (# of times Roulette was won)	
31	ROULETTE PLAYED (# of times Roulette was played)	
32	WIN METER AT TOP (# of times Jackpot was qualified)	
33	CASINO AWARDS (# of times Casino was awarded)	
34	ROYAL FLUSH (# of times Royal Flush was earned)	
35	21 AWARDS (# of times 21 was awarded)	
36	SLOT SHOTS (# of times Slot Shot was played)	
37	SKILL SHOTS (# of times Skill Shot was made)	
38	CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)	
39	H.S.RESET COUNTER	
40	0.0-0.4 MIL SCORE (# of games <500K)	
41	0.5-0.9 MIL SCORE (# of games ≥500K, <1M)	
42	1.0-1.4 MIL SCORE (# of games ≥1M, <1.5M)	
43	1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M)	
44	2.0-2.9 MIL SCORE (# of games ≥2.0M, <2.9M)	
45	3.0-3.9 MIL SCORE (# of games ≥3.0M, <3.9M)	
46	4.0-4.9 MIL SCORE (# of games ≥4.0M, <4.9M)	
47	5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M)	
48	6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M)	
49	8.0-9.9 MIL SCORE (# of games ≥8.0M, <9.9M)	
50	10-99 MIL SCORE (# of games ≥10.0M, <99 M)	
51	AV. MIN. GAME TIME (Avg Game Time in minutes)	
52	LEFT OUTLANE (Total # of times ball hit Left Outlane)	
53	RIGHT OUTLANE ( Total # of times ball hit Right Outlane)	
54	MULTI-BALLS (# of times Multi-ball was played)	

**NOTE:**

1. The numbers shown in this column for items 1 through 4 are examples. Entries for all items depend on the amount of play; thus, they will vary from location to location.

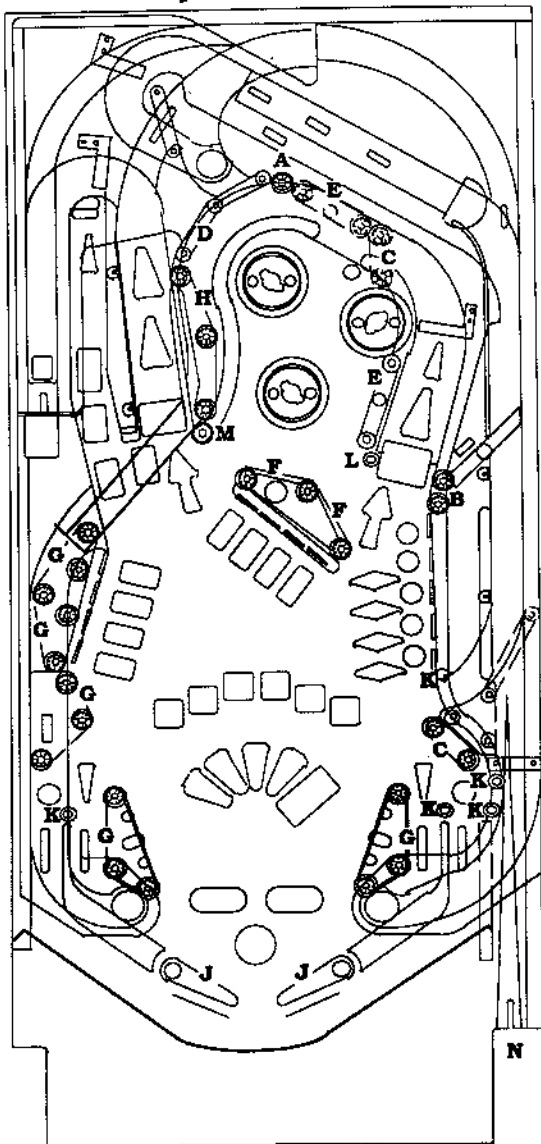
## RIVERBOAT GAMBLER Game Adjustment Table

Adjustment Item (Lwr Left)	Descriptive Phrases (Upper Display)	Factory Setting		
		Domestic (US/Can.)	W.Ger./ European	French
Ad 01	AUTO REPLAY <sup>1</sup> or FIXED REPLAY <sup>1</sup>	10 (%)	ON	
02	REPLAY START (or REPLAY LEVEL 1) <sup>1</sup>	SCORES <sup>1</sup>		
03	REPLAY LEVELS (or REPLAY LEVEL 2) <sup>1</sup>	7,000,000	9,000,000	7,000,000
04	(REPLAY LEVEL 3) <sup>1</sup>	02		
05	(REPLAY LEVEL 4) <sup>1</sup>	(see text)		
06	REPLAY AWARD	(see text)		
07	SPECIAL AWARD	Credit		
08	MATCH FEATURE	Credit		
09	BALLS/GAMES	[Off, 1-50%] 7 (%)		
10	TILT WARNING	03		
11	MAXIMUM EXTRA BALL	02		
12	MAXIMUM CREDITS	10	30	
13	HIGHEST SCORES	On		
14	BACKUP HI. SCR. 1	8,500,000	8,500,000	8,500,000
15	BACKUP HI. SCR. 2	8,000,000	9,000,000	8,000,000
16	BACKUP HI. SCR. 3	7,500,000	8,500,000	7,500,000
17	BACKUP HI. SCR. 4	7,000,000	8,000,000	7,000,000
18	HI. SCR. 1 CREDITS	01	03	
19	HI. SCR. 2 CREDITS	01	00	
20	HI. SCR. 3 CREDITS	01	00	
21	HI. SCR. 4 CREDITS	01	00	
22	H. S. RESET EVERY	3,000	1,000	
23	FREE PLAY	NO		
24	U.S.A. 1 COINAGE (1 COIN 1 PLAY) <sup>2,3,5</sup>	USA 2	GERMAN 2	
25	LEFT UNITS	01	08	
26	CENTER UNITS	04	12	
27	RIGHT UNITS	01	30	
28	UNITS/ CREDIT	01	05	
29	UNITS/ BONUS	00	00	
30	MINIMUM UNITS	00	00	
31 - 48	Game-specific Adjustments (detailed in text and the Game Adjustment Setting Comparison Table)			
49	CUSTOM MESSAGE	ON		
50	DISPLAY AU 01-04	YES		
51	BUY-IN			
52	REPLAY BOOST			
53 - 58 <sup>5,6</sup>	Special Adjustments- See text for 53-58 details.			
59 5	INSTALL ADDABALL	NO		
60 5	INSTALL 5-BALL	NO		
61 5	INSTALL NOVELTY	NO		
62 5	INSTALL EX. EASY	NO		
63 5	INSTALL EASY	NO		
64 5	INSTALL MEDIUM	NO		
65 6	INSTALL HARD	NO		
66 5	INSTALL EX. HARD	NO		
67	AUTO BURN-IN	NO		
68 7	INSTALL FACTORY	NO		
69	CLEAR AUDITS	NO		
70	CLEAR COINS	NO		

**NOTES:**

- 1 Automatic Replay percentage value range is adjustable from 5 to 50%, via the Start Button. Item 02 permits changing the factory setting value for Replay Start Level valid for the next 500 games played. Item 03 permits setting up four replay levels, values as detailed in text describing item 03. For Fixed Replay Scores set Auto Replay value to 1 less than 5% via the Start Button. Go to items 02, 03, 04, and 05; install their replay level scores. Turn off any replay level by setting 00 as its value.
- 2 Phrase in parentheses is Factory Setting. Phrase appears in player 2 and 4 displays. Press Start button to change setting of the game pricing of item 24.
- 3 To change country OR coinage setting, press Start button to obtain 24 Standard settings, followed by a Custom Setting. The Custom Setting activates items 25 through 30. When a Standard Setting is used, items 25 through 30 are set automatically, and cannot be changed.
- 4 To install Custom Message, press flipper button for alphabet and special characters. Press Start Button for next message letter or character.
- 5 Special Preset Adjustment, whose effects are noted in the Game Adjustment text.
- 6 Refer to Pricing Table and text describing these items.
- 7 Approximates Ad 84, yet includes all factors listed in Factory Setting column, not just Ad 31 through 47 provided by Ad 84.

# Playfield Rubber Parts

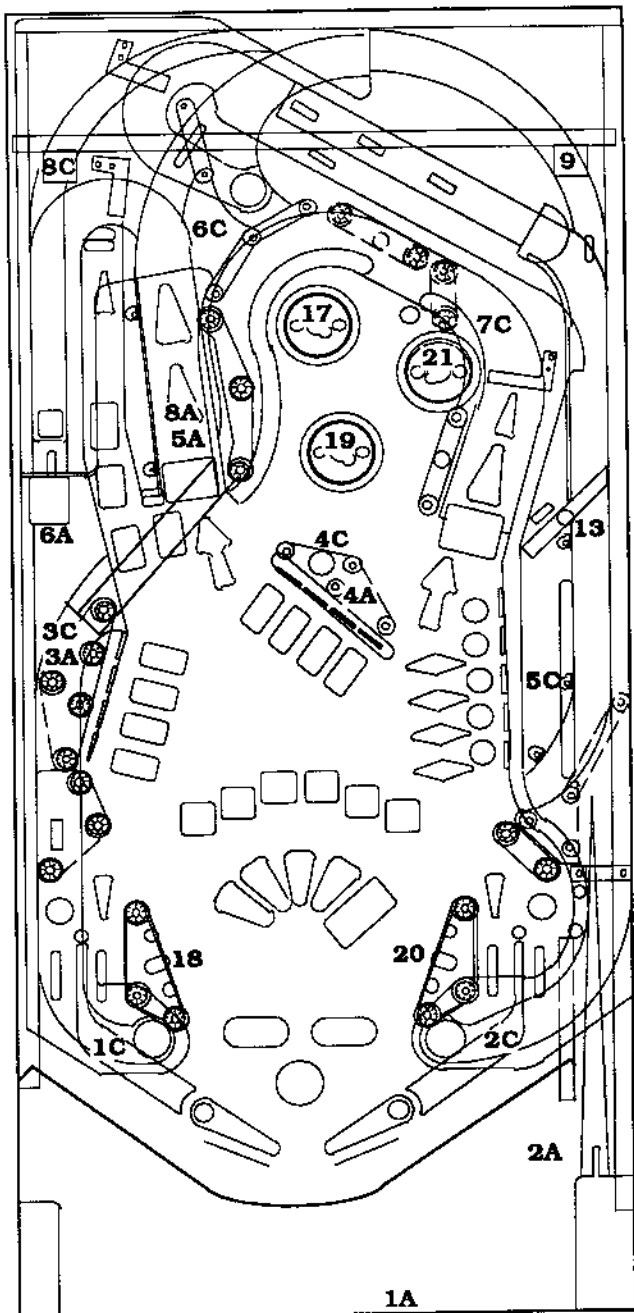


Item	Part No.	Description	Qty	Item	Part No.	Description	Qty
A	23-6300	5/16" Ring	1	H	23-6307	3" Ring	1
B	23-6301	3/4" Ring	1	J	23-6519-4	Red Flipper Ring	2
C	23-6302	1" Ring	2	K	23-6535	Ring Bumper	5
D	23-6303	1-1/4" Ring	1	L	23-6552	Yellow Sleeving	1
E	23-6304	1-1/2" Ring	2	M	23-6579	3/4" Bumper Cone	1
F	23-6305	2" Ring	2	N	23-6327	Shooter Tip	1
G	23-6306	2-1/2" Ring	3				

RIVERBOAT GAMBLER 3

# Solenoids Locations

Insert Panel: Flashers - 1C through 7C,  
11 (2x), 16 (2x).  
Roulette Wheel Motor - 14, 15.



RIVERBOAT GAMBLER 4

# Solenoids Table

## Riverboat Gambler Solenoid Table

Sol. No.	Function	Solenoid Type	Wire 1 Color	Wiring	Connections	Driver Transistor	Solenoid Part Number Flashlamp Type I-Insert Panel; P-Playfield
01A3	Outsole	Switched	Vio-Brn	IP11-1	5J1-9; 5J4-9 (A)	Q33	AE-23-800
01C3	Left Kicker (Slng) Flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)	Q33	#89/806 flashlamps 11, 1p
02A3	Shooter Lane Feeder	Switched	Vio-Red	IP11-3	5J1-7; 5J4-8 (A)	Q25	AE-23-800
02C3	Right Kicker (Slng) Flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)	Q25	#89/806 flashlamps 11, 1p
03A3	Left Drop Tgt Bank Reset	Switched	Vio-Orn	IP11-4	5J1-6; 5J4-7 (A)	Q32	AE-24-900
03C3	Left Drop Tgt Flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)	Q32	#89/806 flashlamps 11, 1p
04A3	Right Drop Tgt Bank Reset	Switched	Vio-Yel	IP11-5	5J1-5; 5J4-6 (A)	Q24	AE-24-900
04C3	Right Drop Tgt Flasher	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)	Q24	#89/806 flashlamps 11, 1p
05A3	Ramp Up	Switched	Vio-Orn	IP11-6	5J1-4; 5J4-5 (A)	Q31	AE-23-800
05C3	Standup Target Flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-4 (C)	Q31	#89/806 flashlamps 11, 1p
06A3	Ball Kicker	Switched	Vio-Blu	IP11-7	5J1-3; 5J4-4 (A)	Q23	AE-23-800
06C3	Left Ramp Flasher	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)	Q23	#89/806 flashlamps 11, 1p
07A3	Knocker	Switched	Vio-Blk	IP11-8	5J1-2; 5J4-3 (A)	Q30	AE-23-800
07C3	Right Ramp Flasher	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)	Q30	#89/806 flashlamps 11, 1p
08A3	Ramp Down	Switched	Vio-Gry	IP11-9	5J1-1; 5J4-1 (A)	Q22	SM-1-26-600
08C3	Left Back Flasher	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)	Q22	#806 flashlamp 1p
09	Right Back Flasher	Controlled	Brn-Blk	IP12-1	5J2-9; 5J6-9; 2J4-11	Q17	#906 flashlamp 1p
10	Playfield / Insert G 1 Relays	Controlled	Brn-Red	IP12-2	5J2-8; 5J6-8; 2J4-12	Q9	5580-08555-01 4a
11	Wheel Flasher (TL+LR)	Controlled	Brn-Orn	IP12-4	5J2-6; 5J6-7; 2J4-19	Q18	#906 flashlamps 2i
12	A/C Select Relay	Controlled	Brn-Yel	IP12-5	5J2-5	Q8	5580-08555-01 5
13	Diverter	Controlled	Brn-Orn	IP12-6	5J2-4; 5J6-6; 2J4-14	Q15	AE-24-900
14	Roulette Wheel B	Controlled	Brn-Blu	IP12-7	5J2-4; 5J6-6; 2J4-15	Q7	P/O B-12068
15	Roulette Wheel A	Controlled	Brn-Vio	IP12-8	5J2-2; 5J6-2; 2J4-16	Q14	P/O B-12068
16	Wheel Flasher (LL+TR)	Controlled	Brn-Gry	IP12-9	5J2-1; 5J6-1; 2J4-10	Q6	#906 flashlamps 2i
17	Top Jet Bumper	Special #1	Bu-Brn	IP19-7	5J3-7; 5J7-7	Q75	AE-23-800
18	Left Kicker (Slng)	Special #2	Bu-Red	IP19-4	5J3-6; 5J7-6	Q71	AE-26-1500
19	Bottom Jet Bumper	Special #3	Bu-Orn	IP19-3	5J3-3; 5J7-3	Q73	AE-23-800
20	Right Kicker (Slng)	Special #4	Bu-Yel	IP19-5	5J3-4; 5J7-5	Q69	AE-26-1500
21	Right Jet Bumper	Special #5	Bu-Grn	IP19-8	5J3-2; 5J7-2	Q77	AE-23-800
22	Not Used	Special #6	Bu-Blk	IP19-9	5J3-1; 5J7-1	Q79	
	Lower Right Flipper		Orn-Vio <sup>2</sup>	IP19-1	2J5-5; 2P10-7		FL11630/50VDC
	Lower Left Flipper		[Blu-Vio] <sup>2</sup>	IP19-2	[2J10-1; 2P8-15]		FL11630/50VDC

### Notes

- Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbraided end of diode). Flipper Orn-Vio, Orn-Gry wires connect from CPU Board to flipper switch.
- Flipper connections shown in brackets are from flipper switch, to flipper coil.
- "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux Power Driver Bd, which controls the device pulsing by Sol. 12. 4. Relay is mounted on Relay Bd, (4A) P/n C-11806-1; (4B) C-11902-1. 5. Relay is mounted on Aux Power Driver Bd, D-122A7, in the backbox.

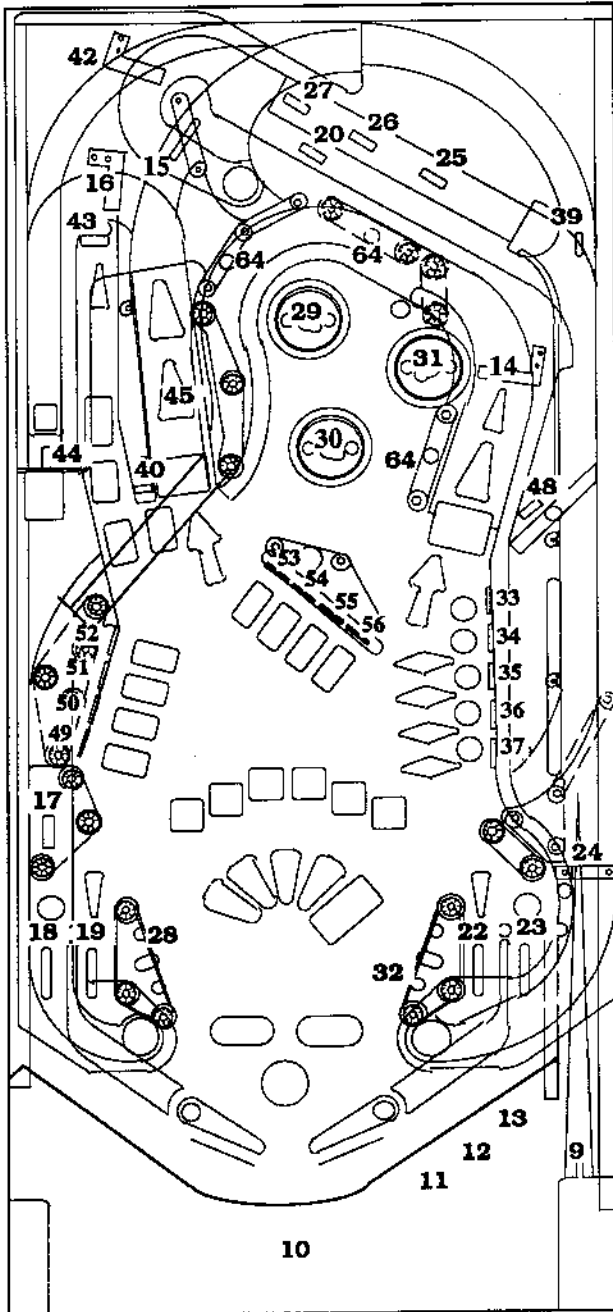
# Switches Locations

Cabinet: 1, 3, 57, 58

Coin Door: 4, 5, 6, 7, 8

Front Molding: 60, 61, 62, 63

Insert Panel: 59



RIVERBOAT GAMBLER 6



# Switches Matrix

**Riverboat Gambler Switch Matrix**

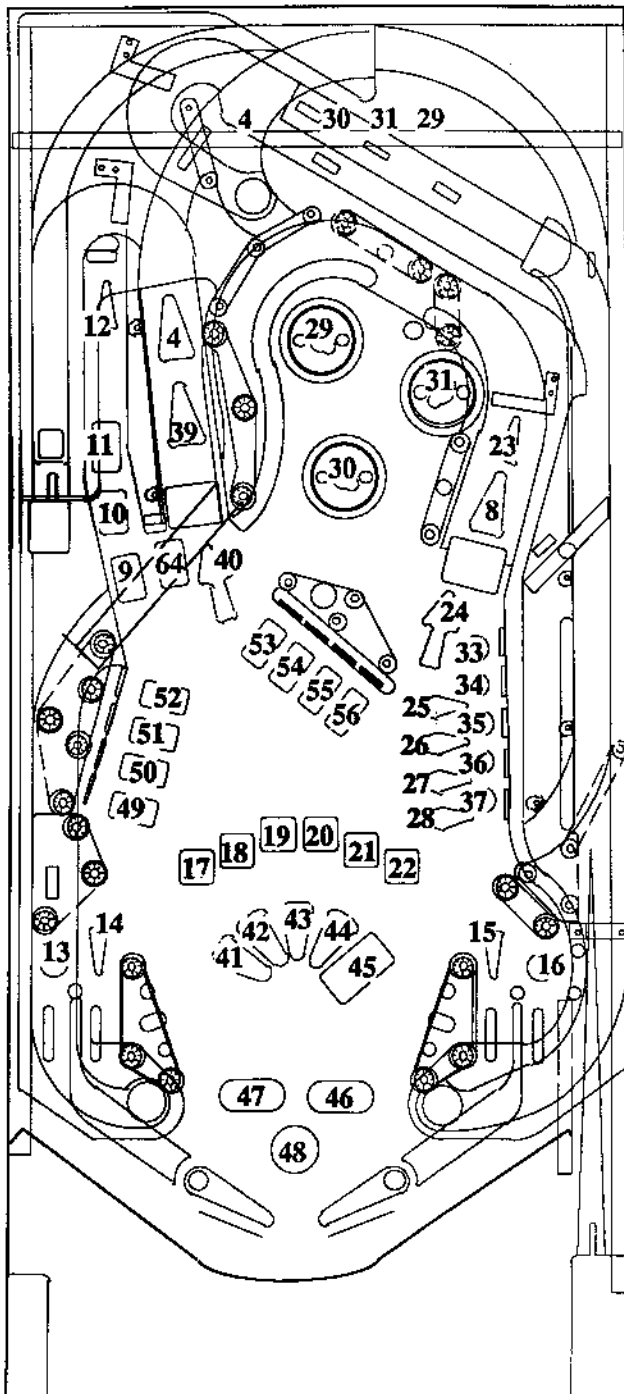
Column Row	1 2 3 4 5 6 7 8							
	Q45 Grn-Brn 1J8-1	Q49 Grn-Red 1J8-2	Q44 Grn-Orn 1J8-3	Q48 Grn-Yel 1J8-4	Q43 Grn-Blk 1J8-5	Q47 Grn-Blu 1J8-7	Q42 Grn-Vio 1J8-8	Q46 Grn-Gr 1J8-9
1 Wht-Brn 1J10-9	Plumb TK	Shooter 9	Left Ramp Return 17	1/4 Skill Shot 25	C Stand-up Target 33	Not Used 41	F Left Drop Target 49	Right Flipper 57
2 Wht-Red 1J10-8	A/C Relay C-Side 2	Outlook 10	Left Outlane 18	1/2 Skill Shot 26	H Stand-up Target 34	Past Skill Shot 42	I Left Drop Target 50	Left Flipper 58
3 Wht-Orn 1J10-7	Start Button 3	Left Trough 11	Left Return Lane 19	3/4 Skill Shot 27	I Stand-up Target 35	21 Stand-up Target 43	V Left Drop Target 51	Roulette Wheel 59
4 Wht-Yel 1J10-6	Right Coin Switch 4	Center Trough 12	Skill Shot Made 20	Left Sling 28	P Stand-up Target 36	Locker/ Eject 44	E Left Drop Target 52	Red Button 60
5 Wht-Grn 1J10-5	Center Coin Switch 5	Right Trough 13	Not Used 21	Top Jet 29	S Stand-up Target 37	Ramp Down Now 45	C Right Drop Target 53	Pass Button 61
6 Wht-Blu 1J10-3	Left Coin Switch 6	Right Ramp Entry 14	Right Return Lane 22	Bottom Jet 30	Not Used 38	Not Used 46	A Right Drop Target 54	Green Button 62
7 Wht-Vio 1J10-2	Slam TK 7	Top Ramp Entry 15	Right Outlane 23	Right Jet 31	Top Ramp Exit 39	Not Used 47	R Right Drop Target 55	Black Button 63
8 Wht-Gr 1J10-1	High Score Reset 8	Left Ramp Entry 16	Right Ramp Return 24	Right Sling 32	Bust Card 40	Ball at Diverter 48	D Right Drop Target 56	Rebound Switch 64

# Lamps Matrix

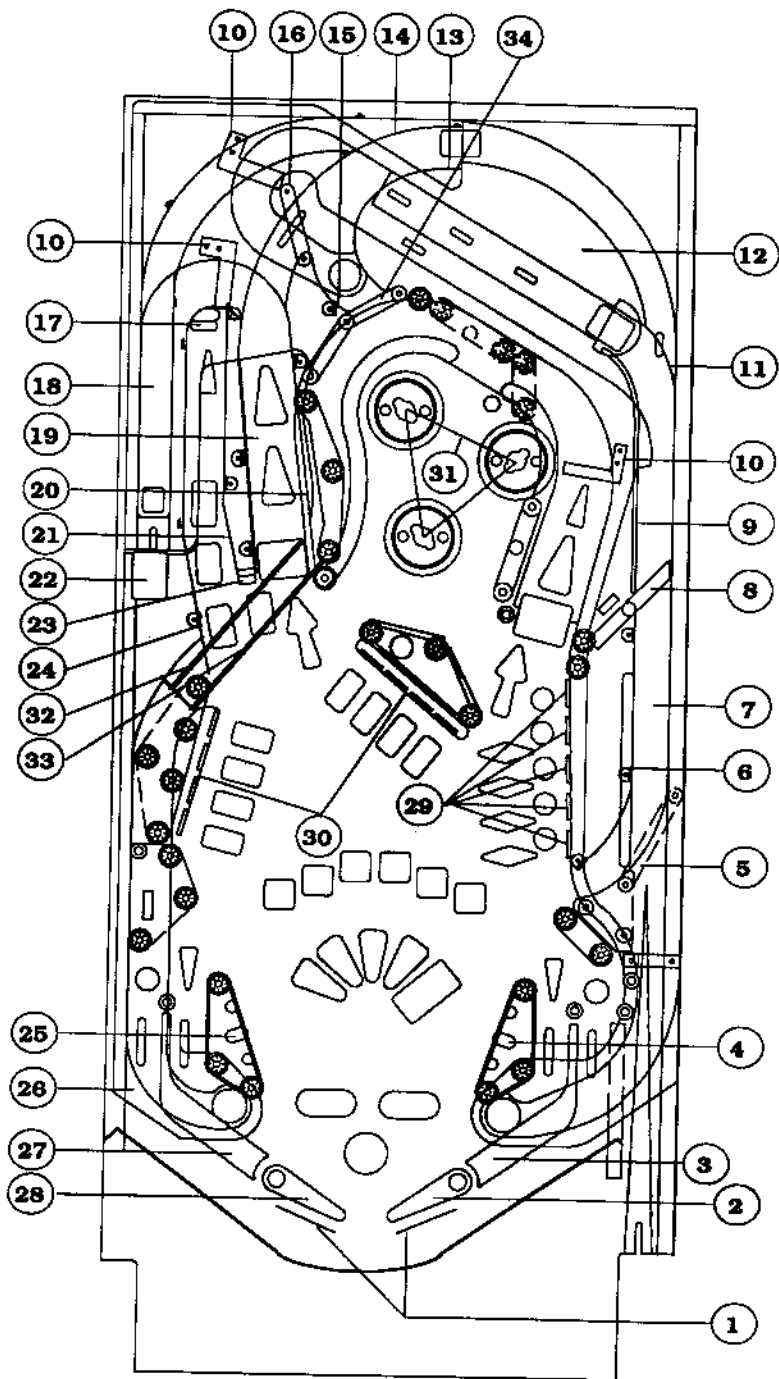
## Riverboat Gambler Lamp Matrix

Column Row	1 Yel-Bm J7-1	2 Yel-Red J7-2	3 Yel-Orm J7-3	4 Yel-Blk J7-4	5 Yel-Gm J7-6	6 Yel-Blu J7-7	7 Yel-Vio J7-8	8 Yel-Gry J7-9
1 Red-Bm J6-1	Red 1	Bottom 21 Card 9	C Casino Lamps 17	20 Chips 25	C Stand-up Target 33	Ten 41	F Left Bank Target 49	Win Meter 1 Low 57
2 Red-Blk J6-2	Green 2	Middle 21 Card 10	A Casino Lamps 18	10 Chips 26	H Stand-up Target 34	Jack 42	I Left Bank Target 50	Win Meter 2 58
3 Red-Orm J6-3	Black 3	Top 21 Card 11	S Casino Lamps 19	50 Chips 27	I Stand-up Target 35	Queen 43	V Left Bank Target 51	Win Meter 3 59
4 Red-Yel J6-5	Play Roulette ② 4	20 Hit Lamp 12	I Casino Lamps 20	Spot Star 28	P Stand-up Target 36	King 44	E Left Bank Target 52	Win Meter 4 60
5 Red-Gm J6-6	Gold Star 1	Left Outlane 13	N Casino Lamps 21	Top Jet and 1 29	S Stand-up Target 37	Ace 45	C Right Bank Target 53	Win Meter 5 61
6 Red-Blu J6-7	Gold Star 2	Left Return Lane 14	O Casino Lamps 22	Bottom Jet and 3 30	Not Used 38	200 Chips 46	A Right Bank Target 54	Win Meter 6 62
7 Red-Vio J6-8	Gold Star 3	Right Return Lane 15	Hold Card 23	Right Jet and 2 31	Winning Streak 39	100 Chips 47	R Right Bank Target 55	Win Meter 7 63
8 Red-Gry J6-9	Spot Card 8	Right Outlane 16	Collect Royal 24	Not Used 32	Slot Shot 40	Shoot Again 48	D Right Bank Target 56	Bust Card 64

# Lamps Locations



# Playfield Parts Locations



# Playfield Parts Listing

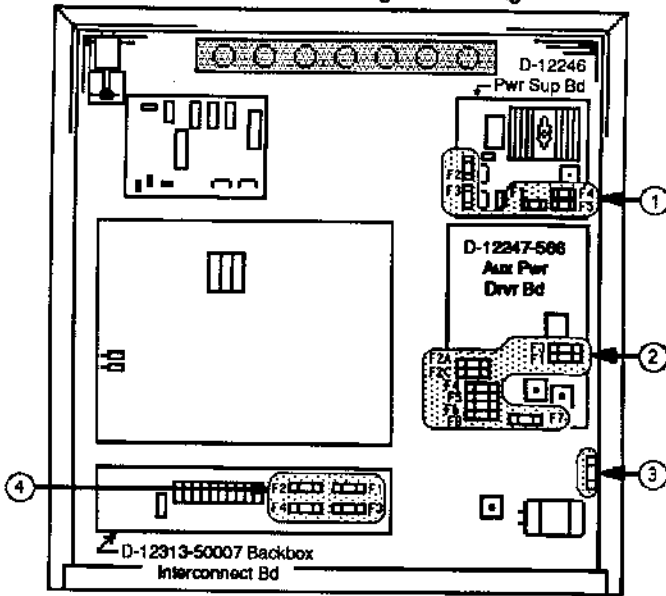
Item	Part No.	Description	Item	Part No.	Description
1	12-6871	Anti-rebound Wire	22	B-13959	Ball Kicker (Locker)
2	C-13174-R	Lower Right Flipper	23	B-12583-6	Standup Target
a)	20-9250-5	Flipper Paddle & Shaft	24	C-13821	Ball Guide Assembly
3	B-13921-R	Right Return Lane Guide	25	B-12665	Kicker Arm ("Slingshot")
4	B-12665	Kicker Arm ("Slingshot")	a)	B-11203-L-1	Coil & Bracket Assembly
a)	B-11203-R-1	Coil & Bracket Assembly	26	D-13846	Left Return Ramp Assembly
5	A-13863	One-way Gate Assembly	27	B-13921-L	Left Return Lane Guide
a)	12-6939	Gate Wire	28	C-13174-L	Lower Right Flipper
6	B-13814	Ball Guide Assembly	a)	20-9250-5	Flipper Paddle & Shaft
7	D-13847	Right Return Ramp Assembly	29	B-12912-10	Standup Target (5)
8	B-13915	Diverter	30	C-13450	4-bank Drop target Assembly
a)	A-13917	Shaft Assembly	a)	C-12499	4-bank Dr Target Opto Board
9	12-6929	Wire Ball Guide	31	B-9414-3	Jet Bumper (3)
10	B-13850-1	Switch Gate Assembly	a)	B-9415-1	Coil & Bracket Assembly
a)	12-6933-1	Gate Wire	b)	B-12030-2	Switch & Diode Assembly
11	B-13813	Ball Guide Assembly	32	12-6931-1	Lower Ramp Wire
12	R-13848	Multi-ramp Assembly	33	12-6931	Side Ramp Wire
13	B-13818	Ball Guide Assembly	34	B-12267	One-way Gate Assembly
14	C-13819	Ball Guide Assembly	a)	12-6802	Gate Wire
15	C-13817	Ball Guide Assembly			
16	A-11760-2	One-way Gate Assembly			
a)	12-6943	Gate Wire			
17	B-12912-11	Standup Target			
18	-13960	Ball Kicker Ramp Assembly			
19	B-13845	Up / Down Ramp Assembly			
20	B-11304-3	Ramp Lifter Assembly			
a)	B-13655	Coil & Bracket Assembly			
21	C-13820	Ball Guide Assembly			

Parts below are located beneath Bottom Arch:

B-8623	Upper Trough Baffle Assembly
C-8235	Lower Trough Baffle Assembly
12-6542	Trough Baffle Wire
01-3569-1	Ball Trough (runway)
01-5575	Bottom Arch Mounting Bracket
B-8039-2	Outhole Kicker Assembly

## Fuse Listing

### Fuse Locations Diagram & Listing



Item	Part Number	Description	Circuit/Location
1	5731-12328-00	Fuse, 3/8A., Slow-Blow (S-B), 250V	F1; D-12246 Power Supply Board
1	5731-12327-00	Fuse, 1/8A., S-B, 250V	F2, F3; D-12246 Power Supply Board
1	5731-09432-00	Fuse, 7A S-B, 250v	F4, F5; D-12246 Power Supply Board
2	5731-09128-00	Fuse, 2-1/2A., S-B, 250v	F1, F2A, F3, F4; D-12247 Aux Pwr Driver Board
2	5731-09651-00	Fuse, 5A., S-B, 250v	F2C; D-12247 Aux Pwr Driver Board
2	5731-08665-00	Fuse, 2A., S-B, 250v	F5, F6; D-12247 Aux Pwr Driver Board
2	5731-06314-00	Fuse, 4A., S-B, 250v	F7; D-12247 Aux Pwr Driver Board
2	5731-09432-00	Fuse, 7A., S-B, 250v	F8; D-12247 Aux Pwr Driver Board
3	5730-09071-00	Fuse, 8A., Normal-Blow (N-B), 32v	+18 Vdc Lamp Ckt/ Lwr Rt B'box fuseholder (1)
4	5731-09651-00	Fuse, 5A., S-B, 250v	F1 - F4; Gen. Illumin/B'box Interconnect Board
-	5730-09252-00	Fuse, 8A., N-B, 125v	Input ("high voltage") Power Line/Cabinet Box*

\* One 4A., S-B, 250v fuse (5731-06314-00) is provided for an overseas (220v) game installation.

Concerning the fuses listed as item 2, F1 protects the +25V dc Special Solenoid circuit connected via the Red-White wires, including the Left, Right, and Lower Jet Bumpers. F2A protects the "A" Solenoids connected with Brown wires, including the Outhole Kicker, the Shooter Lane Feeder, and the Ramp Up and Down solenoids. F2C protects the "C" Solenoids connected with Orange wires, which are flashlamp circuits. F3 protects the Controlled Solenoids connected with Red wires, including the Right Back Flasher, the Backbox/Playfield General Illumination Relays, and the Roulette Wheel flashers. F4 protects the +50V Solenoids connected with Violet-Yellow wires, including the Left and Right Kickers, and the Diverter. F5 protects the +50V Solenoids connected with Yellow-Violet wires, including both 4-Bank Drop Target Reset solenoids, the Knocker, and the Ball Kicker. F6 protects the Lower Left and Right Flippers. F7 protects the input to the +50V dc rectifier, and F8 protects the input to the +25V dc rectifier on the Aux Power Driver Board.

## WARNINGS & NOTICES

### WARNING

FOR SAFETY AND RELIABILITY, **WILLIAMS ELECTRONICS GAMES** does not recommend or authorize any substitute parts or modifications of **WILLIAMS'** equipment. Use of Non-**WILLIAMS'** parts, or modifications of game circuitry, may adversely affect game play, or may cause injuries.

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### WARNING

This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

### WARNING

**FCC STICKER.** Check the back of your **RIVERBOAT GAMBLER** game to verify that an FCC-certification sticker was attached to your game at the factory.

All games that leave **WILLIAMS'** plants have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor of the game may result, if the sticker is missing. If you receive any **WILLIAMS** game, manufactured after December 1982, that has no FCC sticker, call **WILLIAMS** for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.

### RF Interference Notice

**CABLE HARNESS PLACEMENTS** and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

**TO MAINTAIN THESE LEVELS,** reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

### Notice

**RIVERBOAT GAMBLER**, Lane Change, and **MULTI-BALL** are trademarks of **WILLIAMS ELECTRONICS GAMES, INC.**

### FOR SERVICE...

CALL your authorized  
**WILLIAMS'** Distributor.

**Williams**®   
**ELECTRONICS GAMES, INC.**

3401 N. California Avenue  
Chicago, IL 60618

**WARNING:** Transport this game **ONLY**  
with hinged backbox **DOWN!**