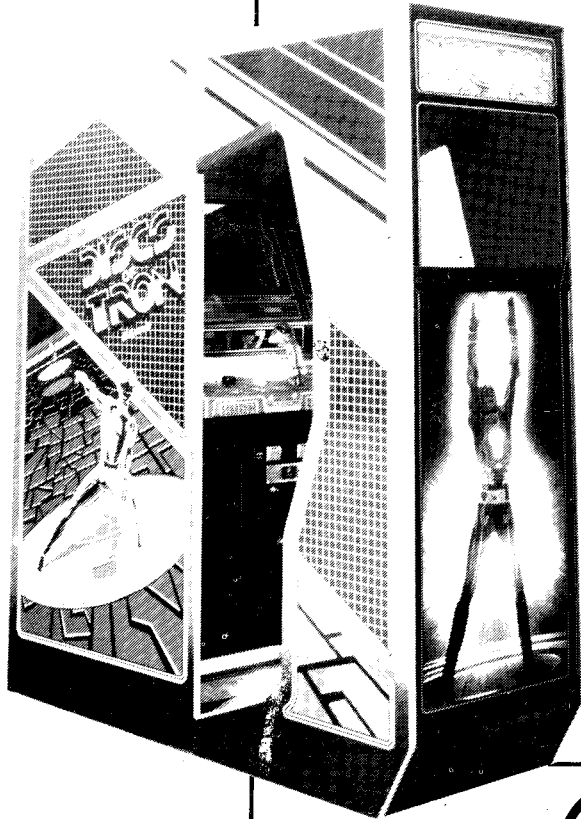


August 1983
Game No's. 696-383



Bally MIDWAY

DISCS of TRON



Parts and Operating Manual

Bally

MIDWAY MFG. CO.

10601 W. Belmont Avenue
Franklin Park, Illinois 60131
U.S.A.



Phone: (312) 451-9200 Cable Address: MIDCO Telex No.: 72-1596

WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment generates, uses, and can radiate radio frequency energy and if not 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.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

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Printed in U.S.A.

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DISCS OF TRON

GAME OPERATION

ATTRACT MODE

1. The Attract mode starts:

Just after power has been turned on to the game. (Self-Test switch is in the "OFF" position.)

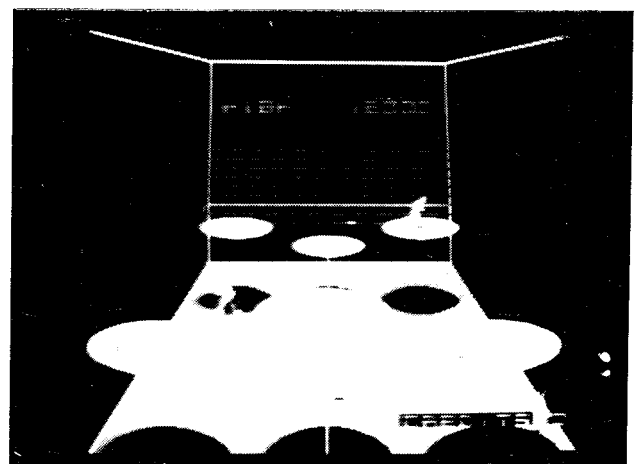
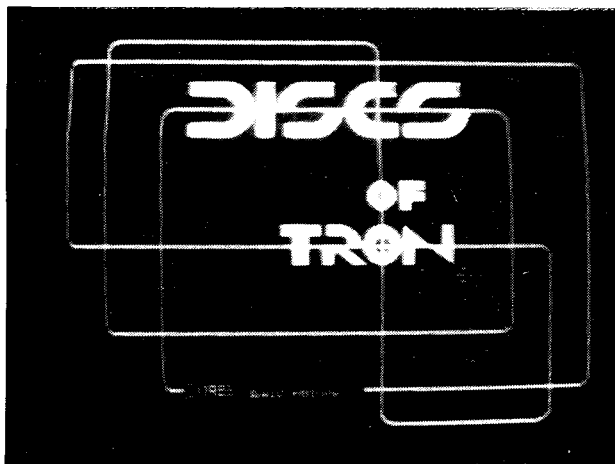
After a Self-Test has been completed and there are no more credits left in the games memory.

After a play has been finished, the score was not high enough to put the game into the

High Score/Initial mode, and there are no more credits left in the games memory.

After the High Score/Initial mode when there are no more credits left in its memory.

In the Attract mode, the game will give the following displays *centered* on the monitor screen:



1 CREDIT PER PLAYER

INSERT COIN

DISCS OF TRON[®]

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CREDITS 2

TO DEFLECT DISCS:
HOLD IN DEFLECT BUTTON
HIT CHARGERS 2 TIMES
TO DESTROY THEM

HIT BUNK 2 TIMES TO ADVANCE
GRABING BUNK IS NOT A HIT







CREDITS 2

WHEN THE RING PLATFORMS
MOVE UP OR DOWN

CHANGE TARGET LEVEL BY
MOVING THE HANDS UP OR DOWN

CREDITS 2

POINT VALUES

| | | |
|---|-----------------|------|
|  | HIT BUNK | 1000 |
|  | GRAB BUNK | 200 |
|  | HIT A BUNK DISC | 100 |
|  | ENERGY PELLETS | 200 |
|  | CHARGERS | 400 |
|  | SUPER CHARGERS | 500 |

CREDITS 2

RANKINGS

| | | |
|----|----|-------|
| 1 | ED | 12000 |
| 2 | EC | 10200 |
| 3 | AS | 5500 |
| 4 | FM | 5400 |
| 5 | BL | 5400 |
| 6 | AN | 5000 |
| 7 | DS | 7200 |
| 8 | | 5500 |
| 9 | ES | 5300 |
| 10 | AN | 3500 |

CREDITS 2

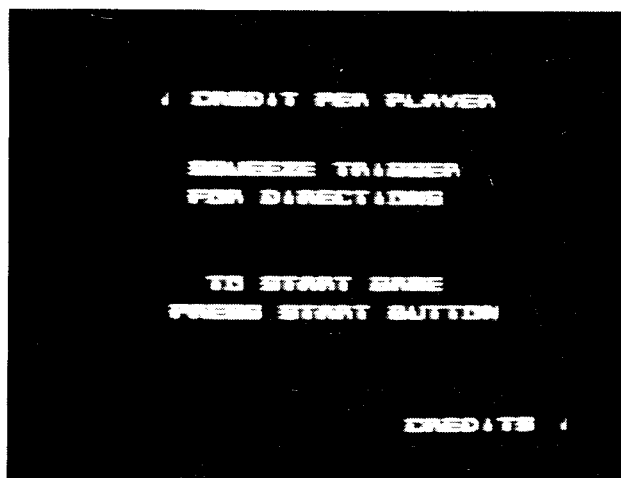
DIRECTIONS

YOU ARE TRON IN BLUE
BUNK IS OUT TO DEFEAT YOU!
THROW DISCS AND HIT HIM

POSITION RISING TARGET
IN BALL WITH HANDS
AND THROW WITH TRIGGER

CREDITS 2

□ No matter where the game is in the Attract mode sequence, it will immediately go to the following display as soon as a game has been paid for. This display will remain on the monitor screen until the "1 PLAYER" or the "2 PLAYER" start button is pressed.



READY-TO-PLAY MODE

1. The **Ready-To-Play mode starts** when enough coins have been accepted for a 1 or a 2 player game.
2. The **Ready-To-Play mode ends** when either the "1 PLAYER" or the "2 PLAYER" push button is pressed.
3. In the Ready-To-Play mode, the game will give the above displays *centered* on the monitor screen.
4. If no START button is pressed, the displays will remain indefinitely on the monitor screen as shown above.

PLAY MODE

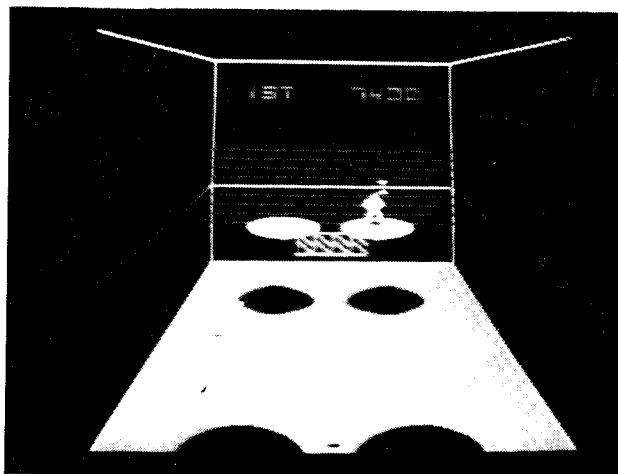
1. The **Play mode begins** when either the "1 PLAYER" or the "2 PLAYER" start button is pressed. (The game displays a message as to when **BONUS PLAYERS** are awarded.)
2. The **Play mode ends** when all of your PLAYERS have been eliminated. When this happens, "PLAYER 1" "GAME OVER" is written across the *center* of the monitor screen.

3. **ON THE SCREEN:** The game is made up a completely enclosed square ARENA, this includes the top and bottom. A varying number of RINGS (raised platforms) are inside this ARENA, depending what rack you are in. Each PLAYER has the same number of RINGS as his opponent. There is a line that runs around the inside center of this ARENA with a moveable target on it. As you advance into the higher racks of the game, obstacles appear between you and your opponent. Several other things also happen as you advance even farther into the more difficult racks of the game: the RINGS are at different heights, the target line can be moved up and down, and your PLAYER'S DISCS can be bounced off the ceiling and floor of the ARENA.

At the beginning of each rack, when a 2 PLAYER game has been selected, the game tells which player is up.

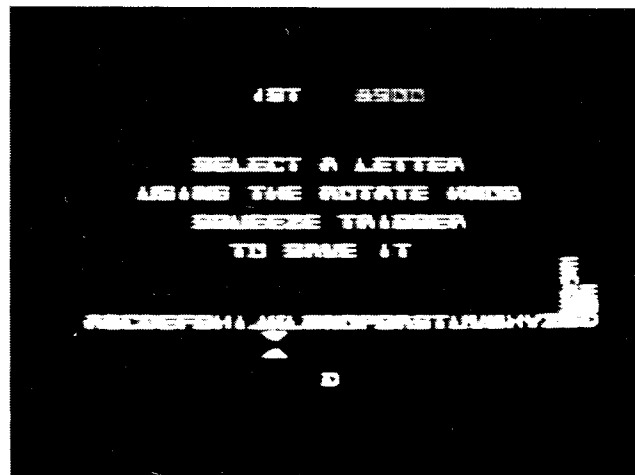
During each rack of play, the monitor constantly indicates on screen the number of PLAYERS that are playing any particular game, the number of reserve men each PLAYER has remaining to him, the number of shield deflections each PLAYER has left, which PLAYER is currently up, and a running total of the SCORE(s).

NOTE: The number of credits still remaining on the game is **ONLY** displayed in the Ready-To-Play mode.



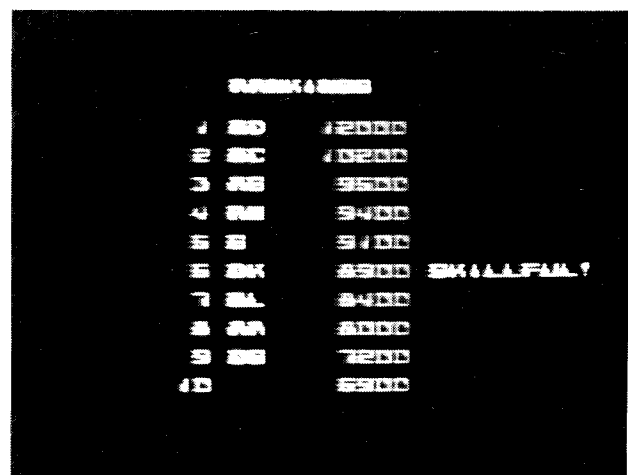
4. **PLAY BEGINS:** The ARENA appears on the monitor screen. Then the RINGS, moveable target, and the opponents appear on their RINGS. Now you must throw your DISCS at your opponent trying to knock him off his RING(s). If you can knock him off his RING(s) 3 successive times in a row, you will advance to the next rack (which is more difficult).
5. **DEFENSES:** Your opponent has quite a variety of things he can use to try to knock you off your RING(s). What these are is fully explained in the "INSTRUCTIONS" mode of the game. What, if any, DEFENSES you have against each one is also explained there.
6. **YOUR PLAYER:** He can move in **ANY DIRECTION** on the screen within the limits of his RING(s). Be careful though, if you try to make your PLAYER go too close to the edge of his RING(s), he can fall off - costing you one player. His movements are controlled by the joy stick on the games control panel.
7. **JOY STICK CONTROLLER:** This controls the direction your PLAYER will move in on his RING(s); either left, right, forward, or back. The TRIGGER on this CONTROLLER makes your player throw a DISC each time it is squeezed (**3 DISCS ARE ALL YOUR PLAYER HAS TO THROW** - after they are thrown, they **MUST** return to your player **BEFORE** they can **again** be thrown). There is also a SHIELD BUTTON on the top of this CONTROLLER which allows your PLAYER to deflect certain of your opponents weapons.
8. **TARGET CONTROLLER:** By using the TARGET CONTROLLER (knob at left side of Control Panel) you can position the moveable target at any location you desire on the walls of the ARENA.
9. **BONUS PLAYERS:** These can be awarded to the PLAYER as he reaches or passes certain preselected point values. This feature is adjustable by the games Owner/Operator.
10. **PLAY ENDS:** When your last PLAYER is eliminated, "PLAYER 1" "GAME OVER" is written across the *center* of the monitor screen.
11. **HIGH SCORE/INITIAL MODE:** If your score was high enough to become one of the ten best scores, the game will go into the High Score/Initial mode immediately after the above display. If your score is not high enough to cause the game to go into the High Score/Initial mode, it will either go to the Attract mode (if there are no more credits

left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory). In the High Score/Initial mode the game gives a display which looks like that shown.



Follow the ON-SCREEN instructions to enter your initials next to your score in the league of the best ten players to date.

When you've printed out your last initial, move the cursor opposite the "END" word and activate the same control you did to enter your initials. This tells the game you are through printing out your initials. The game will then give the following RANKINGS display showing your score opposite your ranking and your initials.



NOTE: If you don't tell the game you are through printing out your initials as instructed above, the game will automatically go into the RANKINGS display after a short wait.

After the High Score/Initial mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

12. Most of the above holds true in the "2 PLAYER" mode also. But there are a few minor differences.

TWO PLAYER OPERATION

The Upright and Cocktail Table models all have two player operation (the **ENCLOSED** Upright model **only** has single player operation).

In the two player mode, the rules of play are the same as in the single player mode. There are some additional rules, however.

1. In the Upright models, the players must take turns at the controls.
2. In the Cocktail Table model, each player has his own set of individual controls. The picture will flip to face you when it is your turn. (When it is not your turn, your set of controls will have **NO** effect on the game.)
3. Your turn lasts until your **PLAYER** is eliminated. At this point, the game will do one of several things depending on whether or not the eliminated **PLAYER** was your last or if you still have others remaining in reserve.

PLAYER ELIMINATED - OTHERS REMAINING IN RESERVE

- The game stops and "**PLAYER**" is displayed on the screen.
- Next, the other players pattern and Opponents appear on the monitor screen and game play begins for the other player.

PLAYER ELIMINATED - NO OTHERS REMAINING IN RESERVE

- Game displays: "**PLAYER**" "**GAME OVER**" on the monitor screen.
- Next, if your score was high enough, the game will go into the HIGH SCORE/INITIAL mode. After this, it will indicate that the remaining **PLAYER** is up, that players pattern and Opponents appear on the monitor screen, and game play begins for him.

- If your score was not high enough to cause the game to go into the HIGH SCORE/INITIAL mode, it will indicate that the remaining **PLAYER** is up, that players pattern and Opponents appear on the monitor screen, and game play begins for him.

LAST PLAYER'S LAST PLAYER ELIMINATED - NO OTHERS REMAINING IN RESERVE

- Game displays: "**PLAYER**" "**GAME OVER**" on the monitor screen.
- Next, if your score was high enough, the game will go into the HIGH SCORE/INITIAL mode and then either to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).
- If your score was not high enough to cause the game to go into the HIGH SCORE/INITIAL mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

RACK ADVANCE

Your **NEW** game is equipped with a **RACK ADVANCE** feature that can allow you to view and/or play the higher racks for test purposes. It is activated in the following manner:

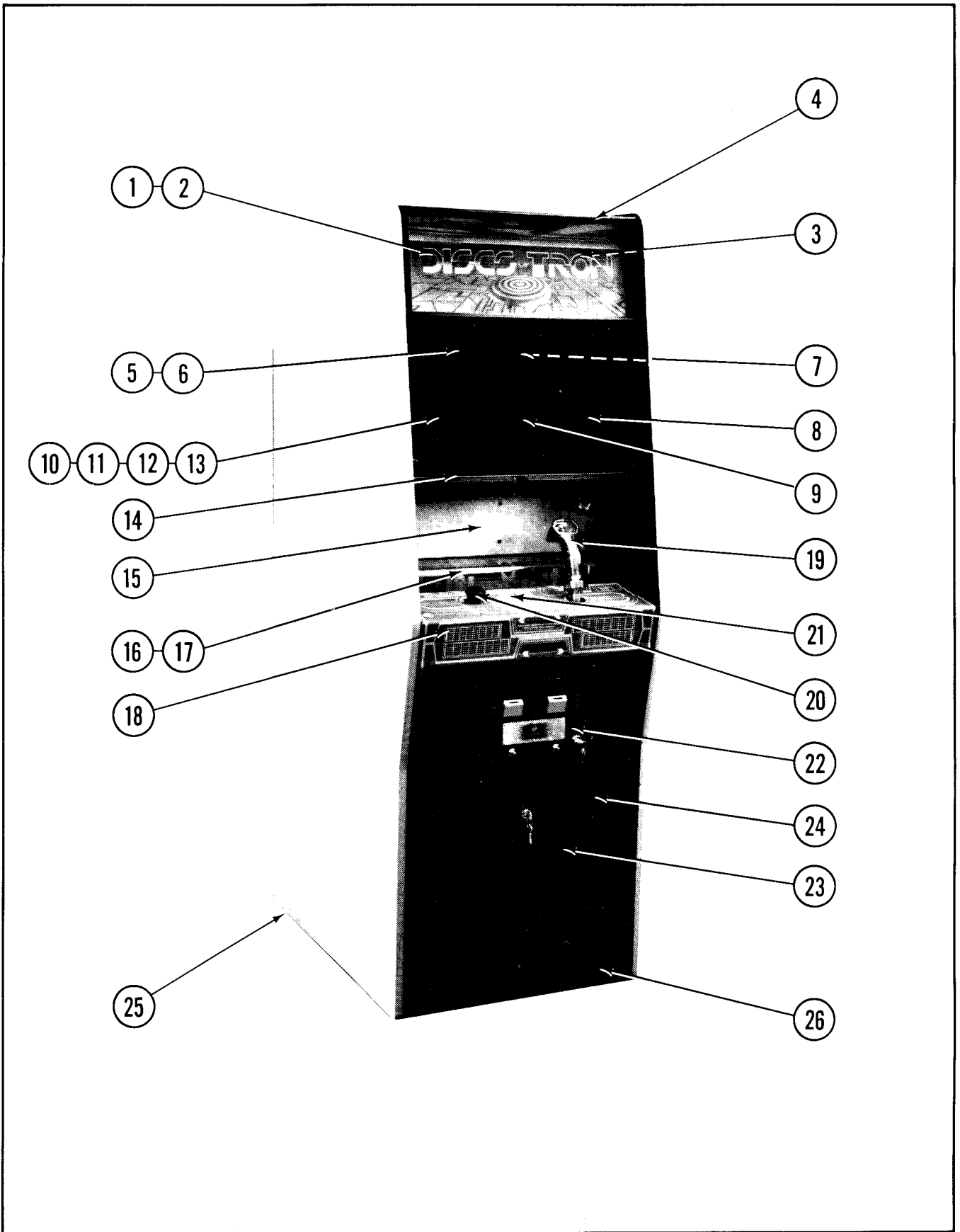
1. Turn the power to the game "ON".
2. Open the coin door.

NOTE: COCKTAIL TABLE MODELS ONLY - gently pull out the plunger on the Safety Interlock Switch located just inside the coin door.

3. Using the Test Credit Button, put a credit on the game.
4. Press the "1 PLAYER" start button.
5. **IMMEDIATELY** set the games Self-Test switch to the "ON" position.
6. By pressing **EITHER ONE** or **BOTH** the "1 PLAYER" and/or "2 PLAYER" start button(s) you can make the game advance to the next rack (repeat for each rack you wish to advance).
7. When finished, set the Self-Test switch back to the "OFF" position, and close and lock the coin door.

II. Illustrated Parts Breakdown

NO. 696 - DISCS OF TRON UPRIGHT - FRONT



NO. 696 - DISCS OF TRON UPRIGHT - FRONT - PARTS LIST

ORDER BY PART NUMBER ONLY

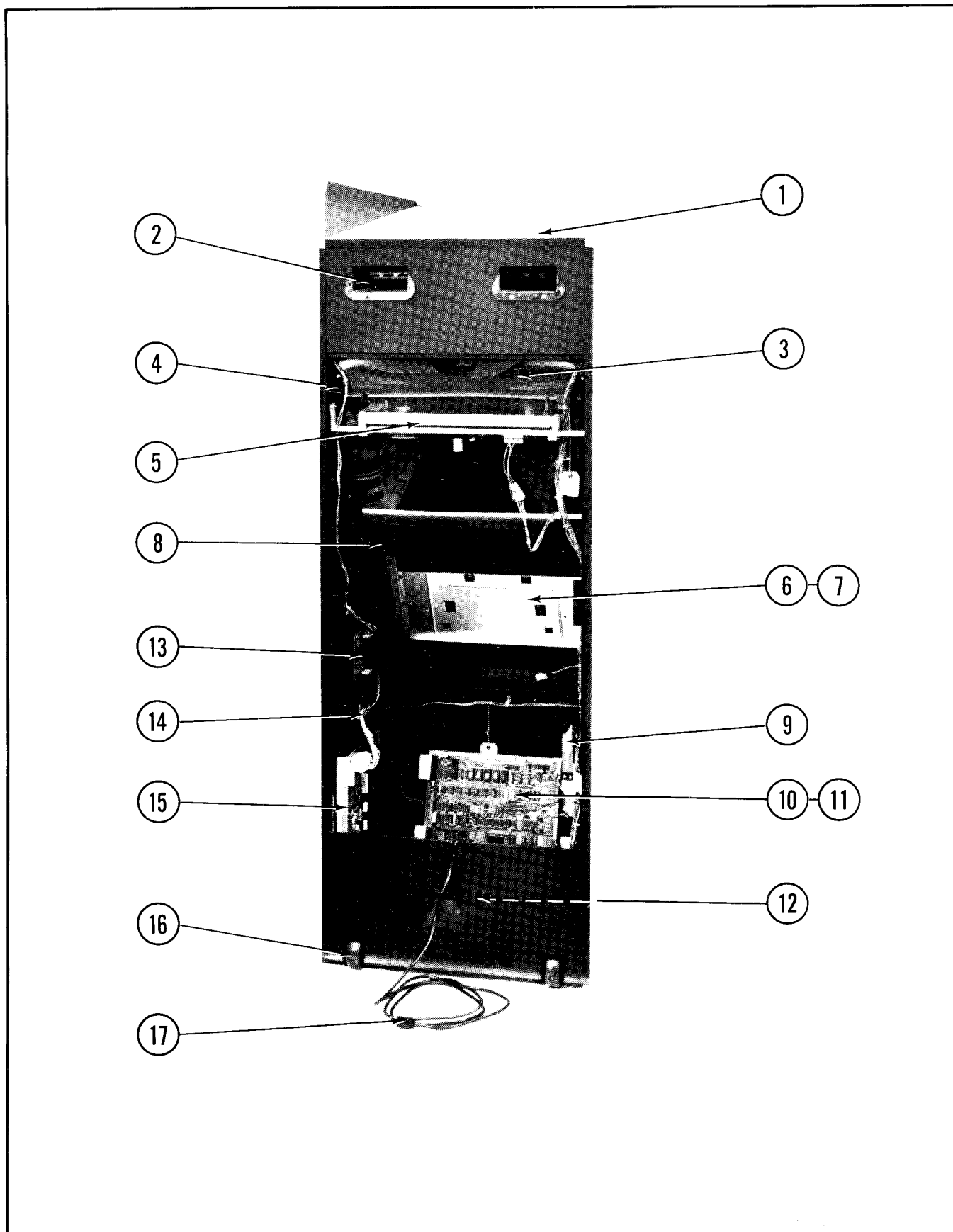
| ITEM | PART NUMBER | DESCRIPTION |
|------|-----------------|---|
| 1 | 0696-00901-00XF | HEADER GLASS - 23" x8-5/8" x3/16" |
| 2 | 0383-00908-0000 | 3-D DECORATIVE HEADER - 22" x8-5/8" |
| 3 | A696-00041-0000 | HEADER FLUORESCENT LIGHT ASSY. |
| | 0696-00115-0000 | FLUOR. BRKT. |
| | 0017-00003-0043 | 18" COOL WHITE FLUOR. LAMP |
| | 0017-00031-0036 | FLUOR. SOCKET (2 REQ'D) |
| | 0017-00003-0445 | LAMP SOCKET LOCKS (2 REQ'D) |
| | 0017-00003-0019 | STARTER |
| | 0017-00003-0412 | STARTER SOCKET W/12" LEAD |
| | 0017-00003-0026 | BALLAST |
| | A961-00042-0000 | LINE FILTER ASSY. |
| 4 | 0574-00903-0100 | HEADER RETAINING BRKT. (2 REQ'D) |
| | 0017-00101-0138 | #8x5/8 TORX TAMPER RESISTANT SCREW (8 REQ'D) |
| | 0017-00009-0522 | LONG ARM KEY T-20 (FOR ABOVE SCREW) |
| 5 | 0017-00009-0393 | BLACK SPEAKER GRILLE W/SLOTS (2 REQ'D) |
| 6 | 0017-00003-0430 | 6" x9" SPEAKER - 4 OHM., LOW (2 REQ'D) |
| | 0017-00101-0127 | #8-32x1-1/2 CARRIAGE BOLT (8 REQ'D) |
| | 0017-00103-0061 | #8-32 HEX NUT W/SEMS (8 REQ'D) |
| 7 | 0696-00048-0000 | ARENA BLACK LIGHT W/O FILTER ASSY. (LOCATED BEHIND SPEAKERS |
| | 0696-00118-0000 | FLUOR. BRKT. |
| | 0017-00003-0095 | 18" BLACK LIGHT LAMP |
| | 0017-00003-0019 | STARTER |
| | 0017-00003-0412 | STARTER SOCKET W/12" LEAD |
| | 0017-00003-0026 | BALLAST |
| | A961-00042-0000 | LINE FILTER |
| 8 | 0696-00915-0100 | SIDE SCENERY - RIGHT |
| | 0696-00915-0200 | SIDE SCENERY - LEFT (OPPOSITE SIDE) |
| 9 | 0696-00917-00XF | MAIN VIEWING GLASS - 23" x16-1/4" x3/16" |
| | 0696-00121-00XF | GLASS HOLDING BRKT. |
| 10 | 0383-00913-0000 | MIRROPANE - 23-1/32" x19-11/16" x1/4" |
| | 0696-00110-0000 | MIRROR HOLD DOWN BRKT. (2 REQ'D) |
| 11 | 0383-00901-00XF | SCENERY - RED (NOT SEEN) - 23-1/16" x17-1/2" x1/8" |
| | 0696-00111-0000 | RED SCENERY HOLD DOWN BRKT. |
| | 0696-00109-0000 | SCENERY HOLD DOWN BRKT. |
| 12 | 0383-00902-00XF | SCENERY - BLUE (NOT SEEN) 23-1/16" x17" x1/8" |
| | 0696-00110-0000 | MIRROR HOLD DOWN BRKT. (2 REQ'D) |
| 13 | 0383-00904-0000 | SCENERY - REAR |
| | 0383-00924-0000 | SCENERY SUPPORT CHANNEL (2 REQ'D) |
| | 0383-00115-00XF | SCENERY TRAP BRKT. (2 REQ'D) |
| 14 | 0696-00909-0000 | MONITOR BEZEL |
| 15 | 0696-00120-00XF | GLASS RETAINER |
| | 0017-00101-0138 | #8x5/8 TORX PAN HD SCREW (6 REQ'D) |
| 16 | 0696-00914-00XF | LAMP PROTECTOR |
| | 0383-00102-0000 | LAMP SHIELD BRKT. |

NO. 696 - DISCS OF TRON UPRIGHT - FRONT - PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NUMBER | DESCRIPTION |
|------|-----------------|---------------------------------------|
| 17 | A696-00047-0000 | CONTROL LIGHT ASSY. |
| | 0696-00117-0000 | FLUORESCENT BRKT. |
| | 0017-00003-0095 | 18" BLACK LIGHT LAMP |
| | 0383-00110-0000 | REFLECTOR |
| | 0017-00031-0036 | FLUORESCENT SOCKET (2 REQ'D) |
| | 0017-00003-0445 | LAMP SOCKET LOCKS (2 REQ'D) |
| | 0017-00003-0019 | STARTER |
| | 0017-00003-0412 | STARTER SOCKET W/12" LEAD |
| | 0017-00003-0026 | BALLAST |
| | A961-00042-0000 | LINE FILTER ASSY. |
| 18 | A696-00024-0000 | CONTROL SHELF WELDMENT ASSY. |
| | 0696-00906-0000 | DECORATIVE OVERLAY |
| | A696-00036-0000 | CONTROL CABLE W/TERMINAL STRIP ASSY. |
| | 0696-00106-0100 | CONTROL SHELF MTG BRKT. - RIGHT |
| | 0696-00106-0200 | CONTROL SHELF MTG BRKT. - LEFT |
| | 0555-00901-0000 | PLASTIC LOCATING PIN (4 REQ'D) |
| | 0017-00009-0534 | BASSICK CLAMP (3 REQ'D) |
| | 0017-00101-0141 | #8x11/16 UNSLOT HEX HD SCR (12 REQ'D) |
| | 0316-00903-0000 | CONTROL SHELF STRAP |
| | 0383-00101-0000 | CONTROL SHELF BACKUP BRKT. |
| 19 | A696-00007-0000 | GRIP W/SWITCH ASSY. |
| | A696-00022-0000 | CONTROL ASSY. |
| 20 | A696-00029-0000 | KNOB & SHAFT ASSY. |
| | A696-00028-0000 | OPTICAL ENCODER DISC ASSY. |
| 21 | 0017-00042-0260 | PUSH BUTTON ASSY. |
| | 0017-00032-0093 | PUSH BUTTON SWITCH W/HOLDER |
| | 0017-00103-0054 | 5/8-11 PAL NUT |
| | 0017-00104-0026 | FLAT WASHER |
| | 0017-00100-0025 | 1/4" E-RING |
| 22 | A982-00014-0004 | U.S.A. COIN DOOR ASSY. W/CABLE ASSY. |
| | A982-00015-0000 | COIN DOOR CABLE ASSY. |
| 23 | A090-00605-0000 | CASH BOX DOOR & LOCK ASSY. |
| | A090-00606-0000 | CASH BOX & PULL ASSY. |
| | 0090-00189-0000 | CASH BOX ENCLOSURE |
| 24 | A090-00603-00XF | COIN DOOR FRAME ASSY. |
| | 0017-00101-0121 | #6-32x5/16 PHIL TRS HD SCR (8 REQ'D) |
| 25 | 0017-00102-0048 | 3/8-16x2" LEG LEVELERS (4 REQ'D) |
| 25 | 0017-00102-0048 | 3/8-16x2" LEG LEVELERS (4 REQ'D) |
| | 0017-00103-0026 | 3/8-16 LEVELER HEX NUTS (4 REQ'D) |
| 26 | 0935-00906-0500 | KICK PLATE - 23-1/8" LG |

NO. 696 - DISCS OF TRON UPRIGHT - REAR ACCESS



NO. 696 - DISCS OF TRON UPRIGHT - REAR ACCESS - PARTS LIST

ORDER BY PART NUMBER ONLY

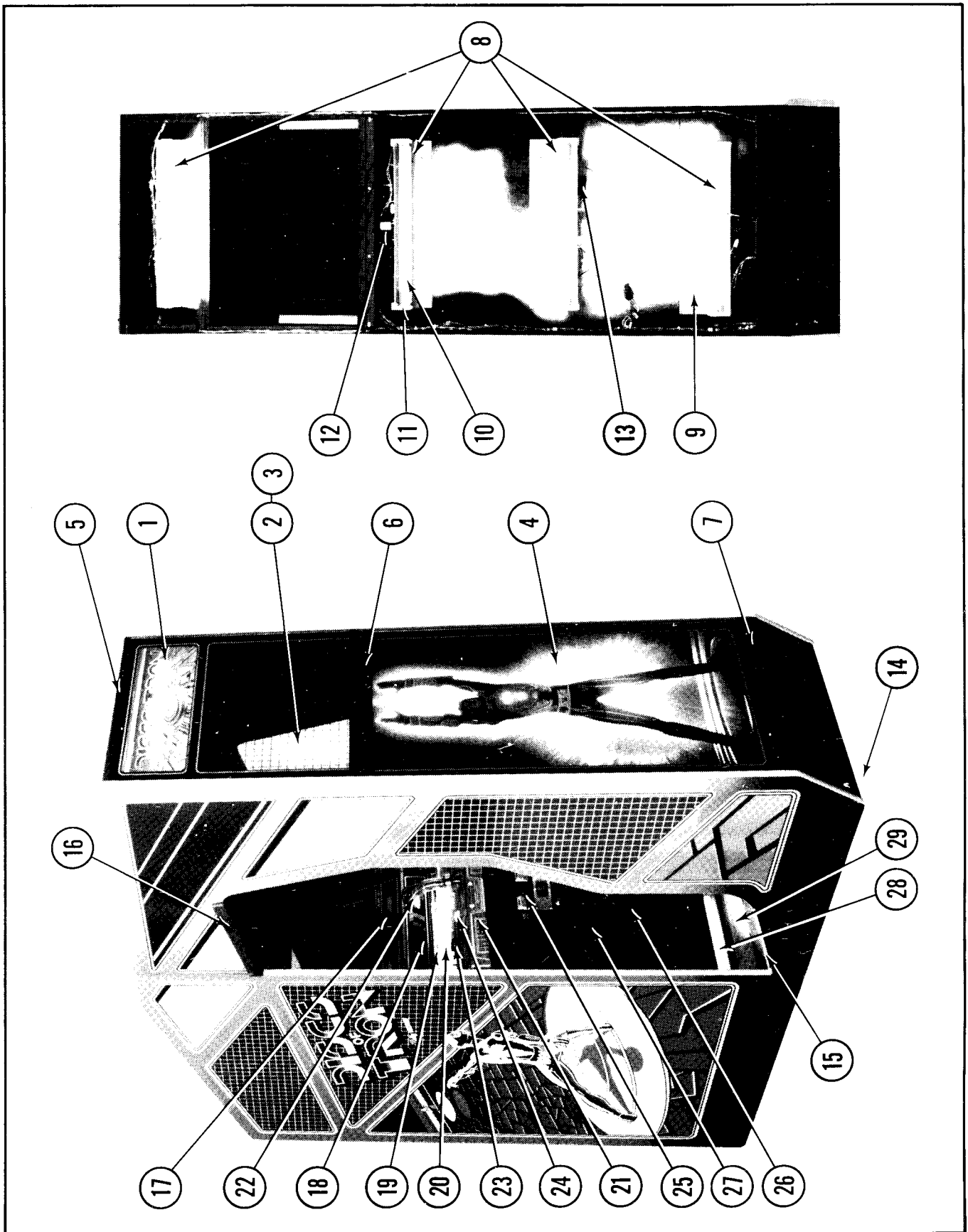
| ITEM | PART NUMBER | DESCRIPTION |
|------|-----------------|---|
| 1 | A945-00038-0000 | ON-OFF SWITCH PLATE ASSY. |
| 2 | 0894-00916-0000 | PLASTIC PULL & ENT (2 REQ'D) |
| | 0017-00101-0141 | #8x11/16 UNSLOT HEX HD M.S. (8 REQ'D) |
| 3 | 0383-00904-0000 | REAR SCENERY |
| 4 | 0383-00115-00XF | SCENERY TRAP BRKT. |
| 5 | A696-00049-0000 | REAR SCENERY FLUOR. LIGHT ASSY. |
| | 0696-00119-0000 | REAR FLUORESCENT BRKT. |
| | 0017-00003-0043 | 18" COOL WHITE FLUOR. LAMP |
| | 0017-00031-0036 | FLUORESCENT SOCKET (2 REQ'D) |
| | 0017-00003-0445 | LAMP SOCKET LOCKS (2 REQ'D) |
| | 0017-00003-0019 | STARTER |
| | 0017-00003-0412 | STARTER SOCKET |
| | 0017-00003-0026 | BALLAST |
| | A961-00042-0000 | LINE FILTER ASSY. |
| 6 | 0017-00003-0339 | ELECTROHOME 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR (OR) |
| 6 | 0017-00003-0439 | WELLS-GARDNER 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR (OR) |
| 6 | 0017-00003-0454 | ZENITH 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR |
| | 0636-00101-0000 | MONITOR RAIL (2 REQ'D) |
| | 0555-00901-0000 | PLASTIC LOCATING PIN (4 REQ'D) |
| 7 | 0696-00913-0000 | MONITOR SHIELD |
| 8 | 0696-00910-0000 | REAR MASK |
| 9 | A088-00016-0000 | INTERLOCK SWITCH & SPRING BRKT. ASSY. |
| | 0303-00904-0000 | INTERLOCK SWITCH COVER |
| 10 | A696-00008-0000 | CARDRACK ASSY. W/BOARDS |
| | A084-90913-A696 | SOUND I/O P.C. BRD. ASSY. |
| | A639-00060-0000 | SHIELD & BARRIER ASSY. |
| | 0017-00101-0134 | #6-32x1/4 SLT. HEX HD. M.S. (4 REQ'D) |
| | A084-91490-A696 | PROGR. CPU P.C. BRD. ASSY. |
| | A358-00016-0000 | SHIELD & SPACER ASSY. - INNER |
| | A084-91464-A696 | VIDEO GENERATOR P.C. BRD. ASSY. |
| | A358-00017-0000 | SHIELD & SPACER ASSY. - OUTER |
| | 0017-00101-0153 | #6-32x1" SLT. HEX HD. M.S. (8 REQ'D) |
| 11 | A383-00020-0000 | SUPPORT BRKT. ASSY. - TOP OF CARDRACK |
| 12 | A945-00020-0000 | POWER CHASSIS ASSY. - 125VA., 115V |
| 13 | A084-91648-A000 | DUAL POWER AMP W/MIXER ASSY. |
| 14 | A084-91631-B000 | AUXILIARY POWER SUPPLY BOARD |
| 15 | A084-90412-D000 | POWER SUPPLY P.C. BRD. ASSY. - 125VA |
| | 0624-00902-0100 | P.C. SUPPORT BRKT. - 12" LG (2 REQ'D) |
| | 0624-00902-0300 | P.C. SUPPORT BRKT. - 2-1/2" LG (2 REQ'D) |
| | 0624-00902-0500 | P.C. SUPPORT BRKT. - 6-1/2" LG (4 REQ'D) |
| | 0017-00104-0037 | #8 FLAT WASHER (14 REQ'D) |
| | 0017-00101-0141 | #8x11/16 UNSLOT HEX HD SCREW (14 REQ'D) |
| 16 | A961-00007-0000 | CASTER ASSY. (2 REQ'D) |
| 17 | A945-00019-0000 | LINE CORD ASSY. - 115V |

NO. 696 - DISCS OF TRON UPRIGHT - REAR ACCESS - PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NUMBER | DESCRIPTION |
|------------------------------|-----------------|------------------------------------|
| ADDITIONAL PARTS LIST | | |
| | A097-00009-0000 | BACK DOOR LOCK ASSY. |
| | 0017-00009-0490 | 5-5/8" SQR VENT GRILLE (BACK DOOR) |
| | A696-00012-0000 | MASTER CABLE W/BRKT. ASSY. |
| | A696-00014-0000 | HIGH VOLTAGE CABLE ASSY. |
| | A941-00008-0000 | LOW VOLTAGE CABLE ASSY. |
| | A337-00018-0000 | VIDEO CABLE ASSY. |
| | A696-00034-0000 | AUDIO ADAPTER CABLE ASSY. |
| | A696-00010-0000 | CONTROL SHELF CABLE ASSY. |

NO. 383 - DISCS OF TRON ENVIRONMENTAL - FRONT



NO. 383 - DISCS OF TRON ENVIRONMENTAL - FRONT - PARTS LIST

ORDER BY PART NUMBER ONLY

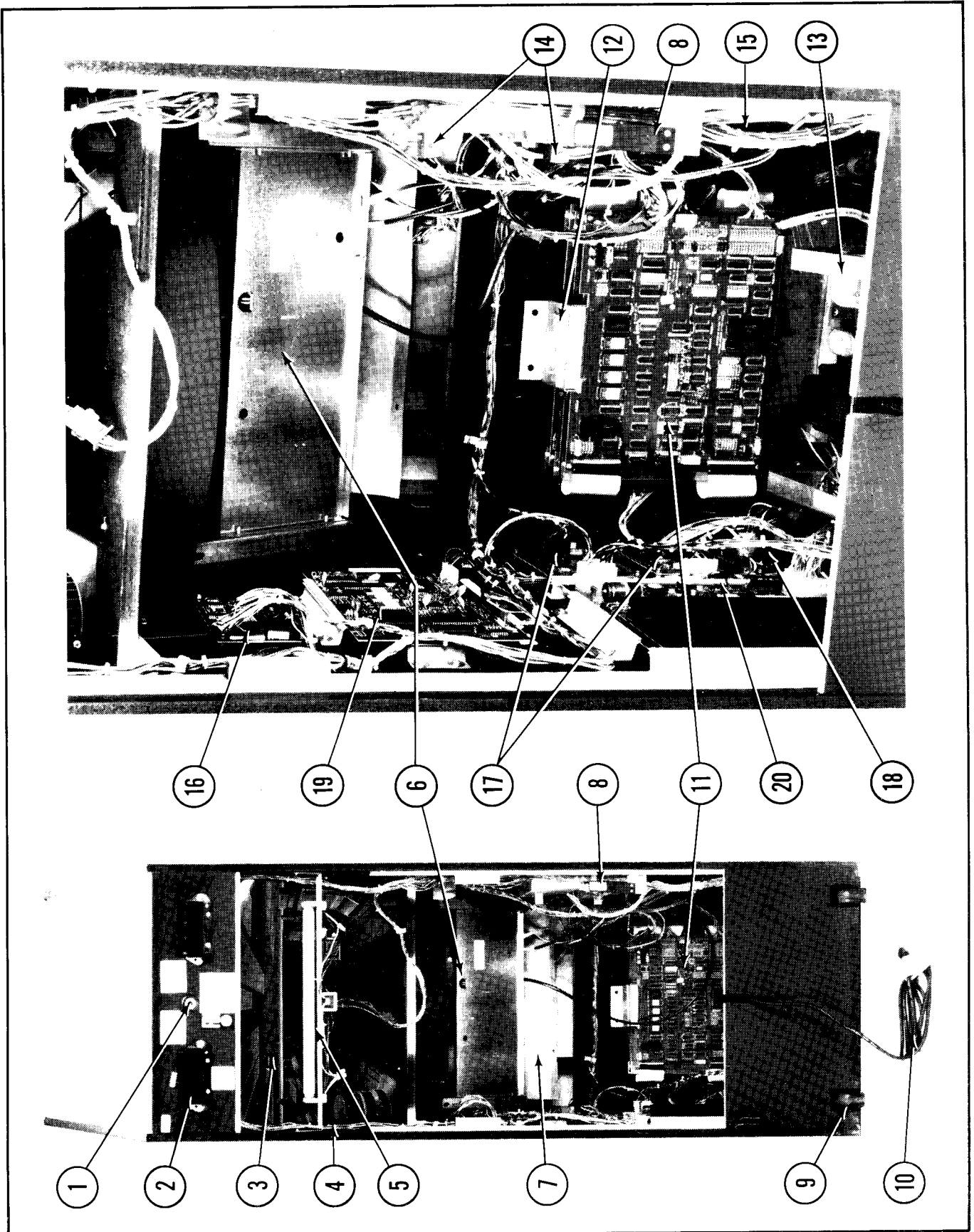
| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|--|
| 1 | 0383-00908-0000 | 3-D DECORATIVE HEADER 22"x8-5/8" |
| 2 | 0383-00907-00XF | FRONT GLASS -23"X25-17/32"x3/16" |
| 3 | R901-30000-0025 | PLAIN TEMPERED GLASS - 23"x16-19/32"x1/8" |
| 4 | 0383-00906-00XF | BILLBOARD GLASS - 23"x39-23/32"x3/16" |
| 5 | 0383-00109-00XF | HEADER BRACKET |
| 6 | 0383-00107-00XF | BILLBOARD BRACKET |
| 7 | 0383-00112-00XF | GLASS RETAINER |
| | 0017-00101-0138 | #8x5/8 TORX TAMPER RESISTANT SCREW (11 REQ'D.) |
| | 0017-00009-0522 | LONG ARM KEY T-20 (FOR ABOVE SCREW) |
| 8 | A383-00018-0000 | HEADER LIGHT W/O LINE FILTER (4 REQ'D.) |
| | A383-00022-0000 | FLUOR. W/O FILTER CABLE ASSY. |
| 9 | 0595-00105-0000 | FLUORSCENT BRKT. |
| 10 | 0017-00003-0043 | 18" COOL WHITE FLUOR. LAMP |
| 11 | 0017-00031-0036 | FLUORSCENT SOCKET (2 REQ'D.) |
| | 0017-00003-0445 | LAMP LOCK (2 REQ'D.) |
| 12 | 0017-00003-0019 | STARTER |
| | 0017-00003-0412 | STARTER HOLDER |
| 13 | 0017-00003-0026 | BALLAST |
| 14 | 0017-00102-0048 | 3/8-16x2" LEG LEVELERS (6 REQ'D.) |
| | 0017-00103-0026 | 3/8-16 LEVELER HEX NUTS (6 REQ'D.) |
| 15 | 0383-00116-0000 | T-MOLDING GUARD (2 REQ'D.) |
| | 0017-00101-0192 | #8-32x1/2 PHIL. PAN HD. SCREW (6 REQ'D.) |
| 16 | 0383-00923-0000 | BUMPER (2 REQ'D.) |
| | 0017-00101-0088 | #8x3/4 BLACK PHIL. FLAT HD. SCREW (12 REQ'D.) |
| 17 | 0383-00915-00XF | MAIN VIEWING GLASS |
| 18 | 0383-00112-00XF | GLASS RETAINER |
| 19 | 0383-00912-00XF | LAMP PROTECTOR |
| 20 | A696-00038-0000 | CONTROL FLUOR. BLACKLIGHT W/O LINE FILTER |
| 21 | A383-00010-0000 | CONTROL SHELF WELDMENT ASSY. |
| | 0383-00900-0000 | DECORATIVE OVERLAY |
| | A383-00005-0000 | CONTROL SHELF CABLE ASSY. |
| | 0595-00106-0100 | CONTROL SHELF MTG. BRKT. - RIGHT |
| | 0595-00106-0200 | CONTROL SHELF MTG. BRKT. - LEFT |
| | 0555-00901-0000 | PLASTIC LOCATING PIN (4 REQ'D.) |
| | 0017-00009-0534 | BASSICK CLAMP (3 REQ'D.) |
| | 0017-00101-0141 | #8x11/16 UNSLOT HEX HD. SCR. (12 REQ'D.) |
| | 0383-00104-0000 | CONTROL SHELF STRAP |
| | 0383-00101-0000 | CONTROL SHELF BACKUP BRKT. |
| 22 | A696-00007-0000 | GRIP W/SWITCH ASSY. |
| | A696-00022-0000 | CONTROL ASSY. |
| 23 | A696-00029-0000 | KNOB & SHAFT ASSY. |
| | A696-00028-0000 | OPTICAL ENCODER DISC ASSY. |
| 24 | 0017-00042-0260 | PUSHBUTTON ASSEMBLY |
| | 0017-00032-0093 | PUSHBUTTON SWITCH W/HOLDER |
| | 0017-00103-0054 | 5/8-11 PAL NUT |
| | 0017-00104-0026 | FLAT WASHER |
| | 0017-00100-0025 | 1/4" E-RING |

NO. 383 -DISCS OF TRON ENVIRONMENTAL -FRONT -PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|---|
| 25 | A982-00014-0004 | U.S.A. 50¢ COIN DOOR ASSY. W/CABLE ASSY. |
| | A982-00015-0000 | COIN DOOR CABLE ASSY. |
| 26 | A090-00605-0000 | CASH BOX DOOR & LOCK ASSY. |
| | A090-00606-0000 | CASH BOX & PULL ASSY. |
| | 0090-00189-0000 | CASH BOX ENCLOSURE |
| 27 | A090-00603-00XF | COIN DOOR FRAME ASSY. |
| | 0017-00101-0121 | #6-32x5/16 PHIL TRS. HD. SCR. (7 REQ'D.) (MOUNTS COIN DOOR TO FRAME) |
| 28 | A383-00019-0000 | FLASHING FLUOR. FOOT LIGHT W/O FILTER ASSY. (2 REQ'D.) |
| | A696-00043-0000 | FLASHING LIGHT CABLE ASSY. |
| | 0383-00117-0000 | FLUORSCENT BRKT. |
| | 0017-00003-0046 | 18" BLACK LIGHT |
| | 0017-00031-0036 | FLUOR. SOCKET (2 REQ'D.) |
| | 0017-00003-0445 | LAMP LOCK (2 REQ'D.) |
| | 0017-00003-0026 | BALLAST |
| | MT00-00125-A000 | POWER TRANSFORMER - 60HZ. |
| 29 | 0383-00911-0000 | LIGHT COVER/FRONT |
| | 0017-00101-0138 | #8x5/8 TORX TMPER RESISTANT PAN HD. SCR. (3 REQ'D.) |

NO. 383 - DISCS OF TRON ENVIRONMENTAL - REAR ACCESS



NO. 383 - DISCS OF TRON ENVIRONMENTAL - REAR ACCESS - PARTS LIST

ORDER BY PART NUMBER ONLY

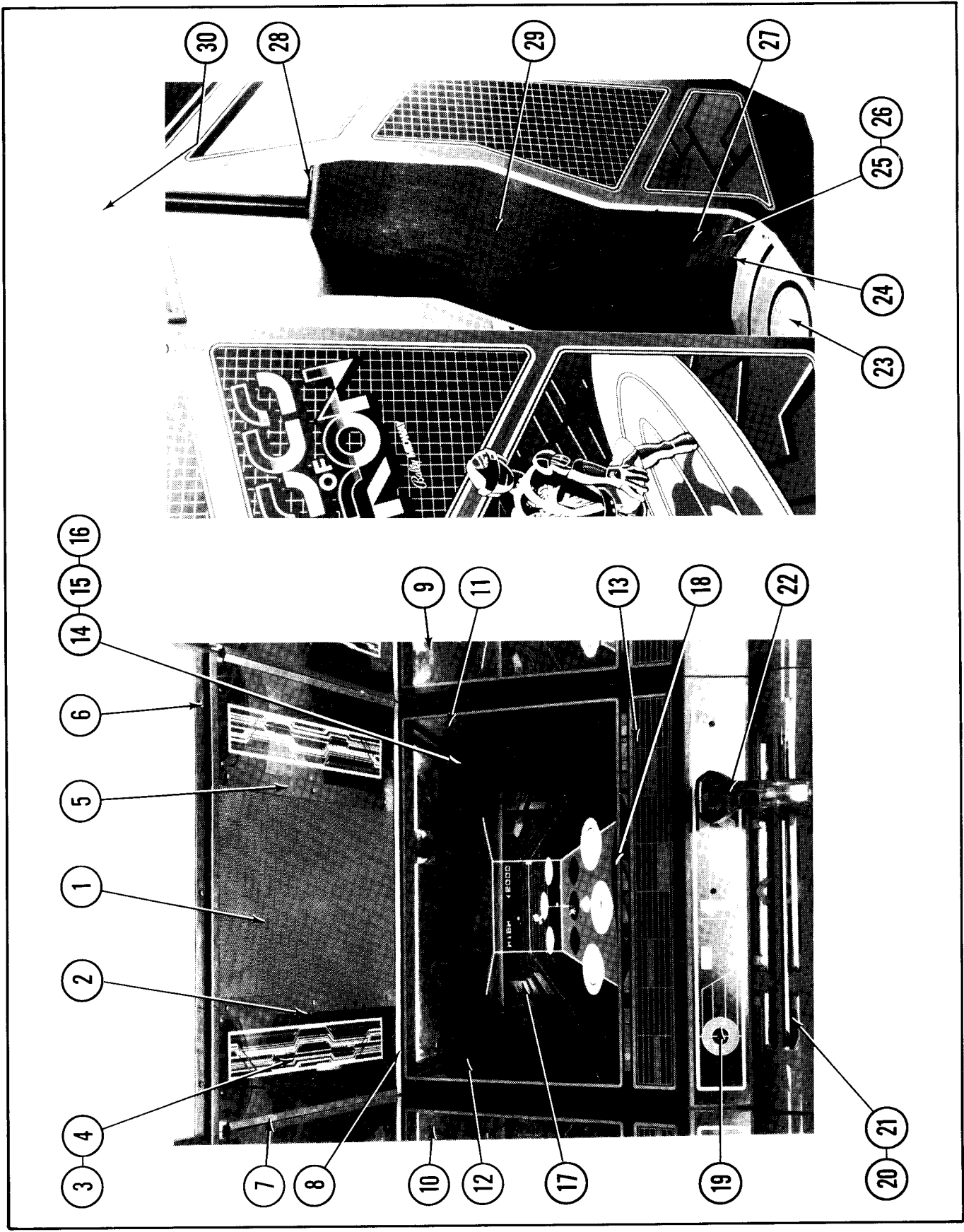
| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|--|
| 1 | A945-00038-0000 | ON-OFF SWITCH & PLATE ASSY. |
| 2 | 0894-00916-0000 | PLASTIC PULL & VENT (2 REQ'D.) |
| | 0017-00101-0141 | #8x11/16 UNSLOT HEX HD. M.S. (8 REQ'D.) |
| 3 | 0383-00904-0000 | REAR SCENERY |
| 4 | 0383-00115-00XF | SCENERY TRAP BRKT. (2 REQ'D.) |
| | 0696-00114-0000 | REAR SCENERY BRKT. |
| 5 | A696-00040-0000 | FLASHING WHITE LIGHT W/O FILTER ASSY. |
| | A696-00043-0000 | FLASHING LIGHT CABLE ASSY. |
| | MT00-00125-A000 | POWER TRANSFORMER - 60 HZ |
| | 0017-00003-0026 | BALLAST |
| | 0017-00003-0043 | 18" COOL WHITE FLUOR. LAMP |
| | 0017-00031-0036 | FLUORSCENT SOCKETS (2 REQ'D.) |
| | 0017-00003-0445 | FLUOR. LAMP LOCK (2 REQ'D.) |
| 6 | 0017-00003-0339 | ELECTROHOME - 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR (OR) |
| 6 | 0017-00003-0439 | WELLS-GARDNER - 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR (OR) |
| 6 | 0017-00003-0454 | ZENITH - 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR |
| | 0636-00101-0000 | MONITOR RAIL (2 REQ'D.) |
| 7 | 0696-00911-0000 | MONITOR SHIELD |
| 8 | A088-00016-0000 | INTERLOCK SWITCH & SPRING BRKT. ASSY. |
| | 0303-00904-0000 | INTERLOCK SWITCH COVER |
| 9 | A961-00007-0000 | CASTER ASSY. (2 REQ'D.) |
| 10 | A945-00019-0000 | LINE CORD ASSY. - 115V |
| 11 | A383-00015-0000 | CARDRACK W/BOARDS ASSY. |
| | A084-91657-A383 | SOUND I/O P.C. BRD. ASSY. |
| | A639-00060-0000 | SHIELD & BARRIER ASSY. |
| | 0017-00101-0134 | #6-32x1/4 SLT. HEX HD. M.S. (4 REQ'D.) |
| | A084-91490-A383 | PROGR. CPU P.C. BRD. ASSY. |
| | A358-00016-0000 | SHIELD & SPACER ASSY. - INNER |
| | A084-91464-A696 | VIDEO GENERATOR P.C. BRD. ASSY. |
| | A358-00017-0000 | SHIELD & SPACER ASSY. - OUTER |
| | 0017-00101-0153 | #6-32x1" SLT. HEX HD. M.S. (8 REQ'D.) |
| 12 | A383-00020-0000 | SUPPORT BRKT. ASSY. - TOP OF CARDRACK |
| 13 | A945-00020-0000 | POWER CHASSIS ASSY. - 125VA., 115V |
| 14 | A084-91661-B000 | RELAY CONTROL BRD. ASSY. (2 REQ'D.) |
| | 0383-00919-0000 | RELAY CONTROL BRD. COVER (2 REQ'D.) |
| | 0383-00920-0000 | RELAY CONTROL BRD. SHIELD (2 REQ'D.) |
| 15 | A084-91659-C383 | FLUOR. CONTROL P.C. BRD. ASSY. |
| 16 | A084-91658-C696 | LAMP SEQUENCER P.C. BRD. ASSY. |
| 17 | A084-91648-A000 | DUAL POWER AMP W/MIXER ASSY. (2 REQ'D.) |
| 18 | A084-91631-B000 | AUXILIARY POWER SUPPLY BOARD |
| 19 | A084-91660-C000 | SQUAWK & TALK P.C. BRD. ASSY. |
| 20 | A084-90412-D000 | POWER SUPPLY P.C. BRD. ASSY. - 125V |
| | 0624-00902-0100 | P.C. SUPPORT BRKT. -12" LG. (2 REQ'D.) |
| | 0624-00902-0300 | P.C. SUPPORT BRKT. -21/2" LG. (2 REQ'D.) |
| | 0624-00902-0500 | P.C. SUPPORT BRKT. -61/2" LG. (4 REQ'D.) |
| | 0017-00104-0037 | #8 FLAT WASHER (14 REQ'D.) |
| | 0017-00101-0141 | #8x11/16 UNSLOT HEX HD. SCREW (42 REQ'D.) |

NO. 383 - DISCS OF TRON ENVIRONMENTAL - REAR ACCESS - PARTS LIST

ORDER BY PART NUMBER ONLY

ADDITIONAL PARTS LIST

| ITEM | PART NO. | DESCRIPTION |
|-------------|---|--|
| | A383-00007-0000 A383-00009-0000 A941-00008-0000 0017-00009-0490 A097-00009-0000 | MASTER CABLE W/BRKT. ASSY. HIGH VOLTAGE CABLE ASSY. LOW VOLTAGE CABLE ASSY. REAR DOOR VENT GRILLE -5-5/8" SQR. (4 REQ'D.) REAR DOOR LOCK ASSY. |



NO. 383 - DISCS OF TRON ENVIRONMENTAL - CONTROL AREA - PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NO. | DESCRIPTION |
|------|---|---|
| 1 | A383-00023-00XF 0017-00003-0430 | SPEAKER BEZEL W/BOLT ASSY. 6"x9" SPEAKER - 4 OHM, 10W (2 REQ'D.) |
| 2 | A696-00039-0000 A696-00043-0000 | ARENA BLACK LIGHT W/O FILTER ASSY. FLASHING LIGHT CABLE ASSY. |
| 3 | 0383-00903-00XF 0383-00103-0000 | LIGHT INSERT COVER (2 REQ'D.) INSERT BRKT. (4 REQ'D.) |
| 4 | 0017-00101-0138 0017-00003-0219 0017-00031-0030 | #8x5/8 TORX PAN HD. SCREW (16 REQ'D.) #194 WEDGE BASE LAMP - 14V., .27A (10 REQ'D.) WEDGE BASE LIGHT SOCKET (10 REQ'D.) |
| 5 | A383-00014-0000 0383-00119-00XF | LIGHT INSERT CABLE ASSY. COVER STRIP (2 REQ'D.) |
| 6 | 0383-00118-00XF 0017-00101-0138 | END CHANNEL #8x5/8 TORX PAN HD. SCREW (9 REQ'D.) |
| 7 | 0383-00921-0200 | CHANNEL - 14-11/16" LG. (2 REQ'D.) |
| 8 | 0383-00921-0100 | CHANNEL - 22-15/16" LG. |
| 9 | 0383-00916-0100 | MIRROR - RIGHT SIDE |
| 10 | 0383-00916-0200 | MIRROR - LEFT SIDE |
| 11 | 0383-00905-0100 | SIDE SCENERY - RIGHT |
| 12 | 0383-00905-0200 | SIDE SCENERY - LEFT |
| 13 | 0383-00915-00XF | MAIN VIEWING GLASS |
| 14 | 0383-00913-0000 0696-00110-0000 | MIRROPLANE MIRROR HOLD DOWN BRKT. (2 REQ'D.) |
| 15 | 0383-00901-00XF 0696-00111-0000 0696-00109-0000 | SCENERY - RED (NOT SEEN) RED SCENERY HOLD DOWN BRKT. SCENERY HOLD DOWN BRKT. |
| 16 | 0383-00902-00XF 0696-00110-0000 | SCENERY - BLUE (NOT SEEN) HOLD DOWN BRKT. (2 REQ'D.) |
| 17 | 0383-00904-0000 0383-00924-0000 0383-00115-00XF | SCENERY - REAR SCENERY SUPPORT CHANNEL (2 REQ'D.) SCENERY TRAP BRKT. (2 REQ'D.) |
| 18 | 0696-00909-0000 | MONITOR BEZEL |
| 19 | 0383-00112-00XF 0017-00101-0138 | GLASS RETAINER #8x5/8 TORX PAN HD. SCREW (3 REQ'D.) |
| 20 | 0383-00912-00XF 0383-00102-0000 | LAMP PROTECTOR LAMP SHIELD BRKT. |
| 21 | A696-00038-0000 A696-00042-0000 0383-00111-0000 0017-00003-0095 0383-00110-0000 0017-00031-0036 0017-00003-0445 | CONTROL SHELF FLUOR. BLK. LIGHT W/O FILTER ASSY. CONTROL LIGHT CABLE ASSY. FLUOR BRKT. 18" BLACK LIGHT LAMP REFLECTOR FLUOR. LAMP SOCKET (2 REQ'D.) LAMP LOCKS (2 REQ'D.) |
| 22 | A696-00007-0000 | GRIP W/SWITCH ASSY. |
| 23 | 0383-00909-0000 0383-00106-0000 0017-00101-0138 | DECORATIVE FLOOR OVERLAY FLOOR #8x5/8 TORX PAN HD. SCREW (10 REQ'D.) |

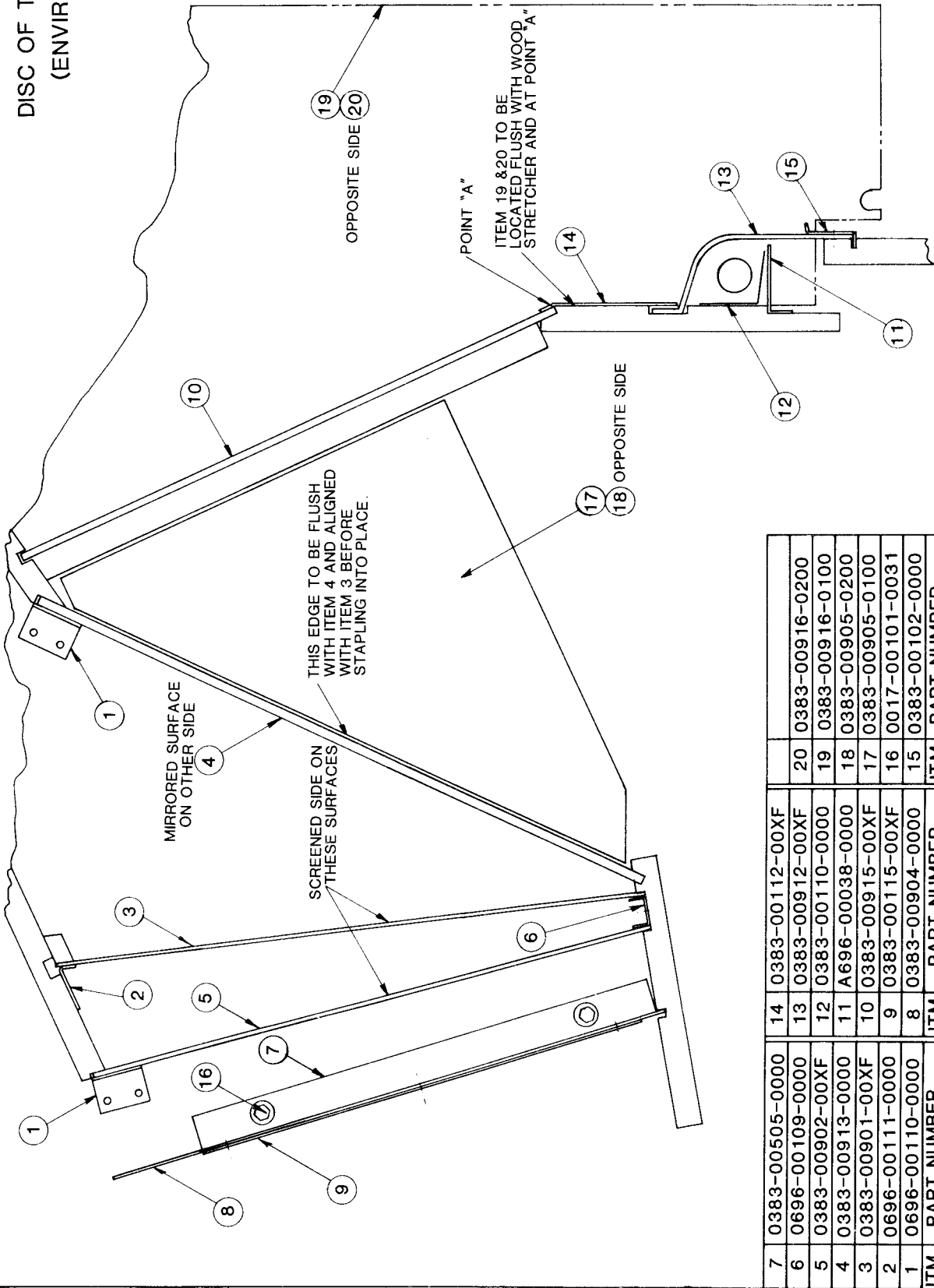
NO. 383 - DISCS OF TRON ENVIRONMENTAL - CONTROL AREA - PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|---|
| 24 | 0383-00105-00XF | BASE BRKT. (UNDER OVERLAY, NOT SEEN) |
| 25 | 0383-00910-00XF | LIGHT COVER - REAR |
| 26 | A383-00019-0000 | FLASHING FOOT LIGHT W/O FILTER ASSY. |
| 27 | 0383-00113-00XF | CARPET BRACKET - BOTTOM |
| 28 | 0383-00114-00XF | SLOTTED CARPET BRKT. - TOP |
| | 0017-00101-0138 | #8x5/8 TORX PAN HD. SCREW (9 REQ'D.) |
| 29 | 0383-00918-0000 | CARPET - CABINET LINER |
| | 0017-00081-0172 | 2" WIDE DOUBLE FACE CARPET TAPE |
| 30 | 0017-00003-0430 | 6"x9" SPEAKER - 4 OHM, 10W (2 REQ'D.) |
| | | (LOCATED ABOVE CABINET LINER, NOT SEEN) |
| | 0383-00120-00XF | SPEAKER GRILLE - REAR |

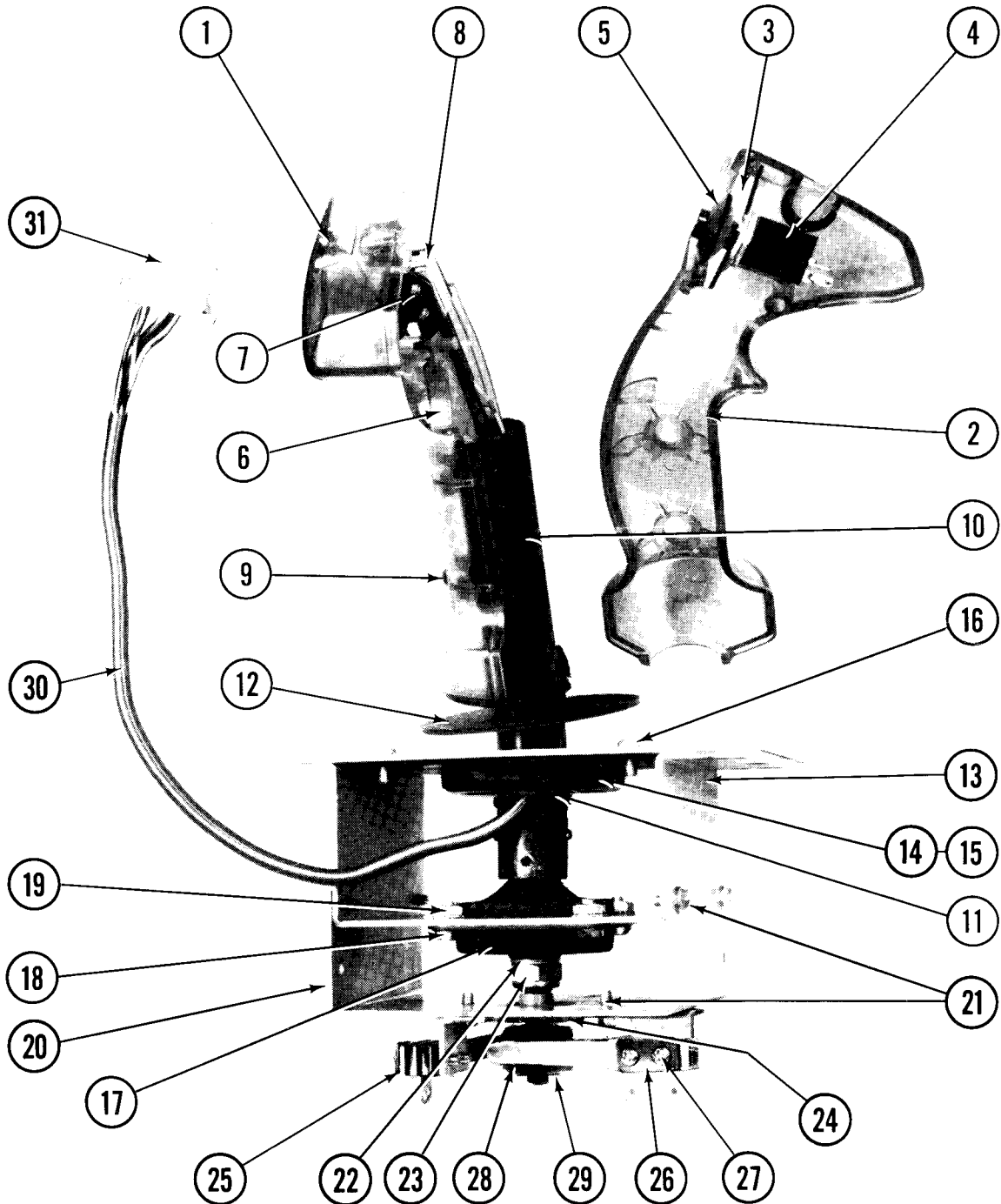
VISUAL EFFECTS PIECE PART ASSEMBLY

DISC OF TRON
(ENVIR.)



| ITM | PART NUMBER | ITM | PART NUMBER | ITM | PART NUMBER |
|-----|-----------------|-----|-----------------|-----|-----------------|
| 7 | 0383-00505-0000 | 14 | 0383-00112-00XF | 20 | 0383-00916-0200 |
| 6 | 0696-00109-0000 | 13 | 0383-00912-00XF | 19 | 0383-00916-0100 |
| 5 | 0383-00902-00XF | 12 | 0383-00110-0000 | 18 | 0383-00905-0200 |
| 4 | 0383-00913-0000 | 11 | A696-00038-0000 | 17 | 0383-00905-0100 |
| 3 | 0383-00901-00XF | 10 | 0383-00915-00XF | 16 | 0017-00101-0031 |
| 2 | 0696-00111-0000 | 9 | 0383-00115-00XF | 15 | 0383-00102-0000 |
| 1 | 0696-00110-0000 | 8 | 0383-00904-0000 | ITM | PART NUMBER |
| ITM | PART NUMBER | ITM | PART NUMBER | ITM | PART NUMBER |

NO. 696 & 383 - DISCS OF TRON - CONTROL GRIP ASSEMBLY

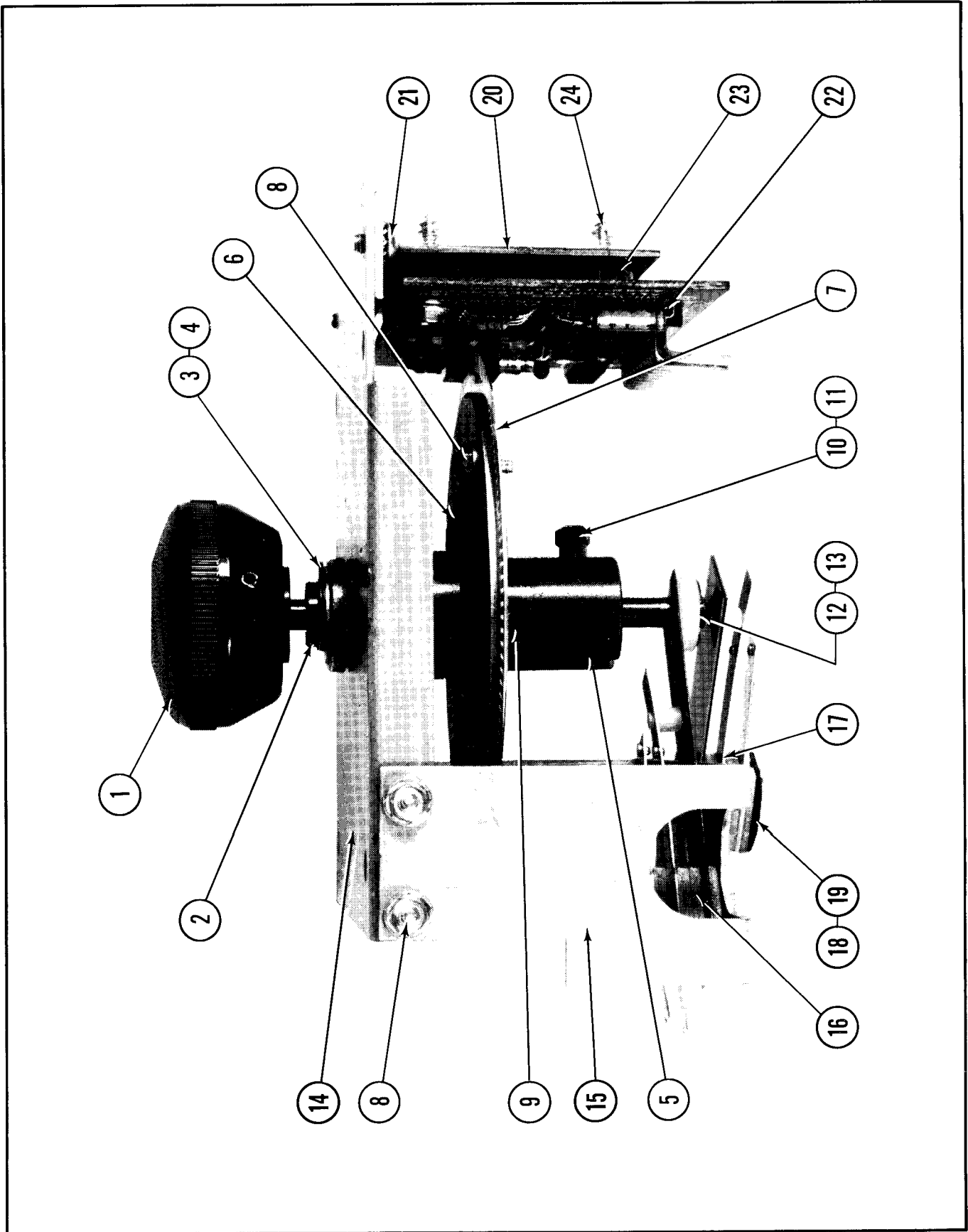


NO. 696 & 383 - DISCS OF TRON - CONTROL GRIP ASSEMBLY - PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|---|
| 1 | 0873-00900-0400 | CONTROL GRIP - LEFT |
| 2 | 0873-00900-0300 | CONTROL GRIP - RIGHT |
| 3 | 0696-00100-0000 | GRIP SWITCH PANEL |
| 4 | 0696-00900-0000 | NOTCHED SWITCH |
| | 0017-00104-0112 | 7/8" INT. WASHER |
| | 0017-00104-0045 | 3/4" FLAT WASHER |
| | 0017-00103-0089 | 5/8-24 HEX NUT |
| 5 | 0929-00905-00XF | SWITCH BEZEL |
| | A696-00006-0000 | GRIP SWITCH PANEL ASSY. (ITEMS 3 THRU 5) |
| 6 | 0628-00906-0000 | TRIGGER |
| 7 | 0696-00102-00XF | TRIGGER SWITCH BRKT. |
| | 0017-00101-0083 | #4-20x3/8 PHIL PAN HD. SCR. (2 REQ'D.) |
| 8 | A696-00004-0000 | GRIP TRIGGER SWITCH ASSY. |
| | 0020-00202-0000 | SWITCH PLATE |
| | 0017-00101-0525 | #5-40x9/16 PHIL. RND. HD. M.S. (2 REQ'D.) |
| 9 | 0017-00101-0149 | #10-32x3/8 TORX TAMPER RESISTANT BUTTON HD. SCREW (5 REQ'D.) |
| 10 | A696-00019-0000 | TUBING TO PIVOT PIN ASSY. |
| 11 | 0696-00907-0000 | SLEEVE |
| 12 | 0628-00904-0000 | SLIDE |
| 13 | A639-00020-0000 | CENTERING BRKT. WELD ASSY. |
| 14 | 0873-00113-00XF | BUMPER MTG. BRKT. |
| 15 | 0873-00910-0000 | BUMPER |
| 16 | 0017-00101-0615 | #8-32x3/8 SLT. PAN HD. M.S. (4 REQ'D.) |
| 17 | 0628-00905-0000 | GROMMET |
| 18 | 0017-00101-0799 | #10-32x3/8 SLT. HEX HD. M.S. (4 REQ'D.) |
| 19 | 0017-00103-0081 | #10-32x5/16 HEX NUT W/SEMS (4 REQ'D.) |
| 20 | A696-00025-0000 | STOP PLATE & SWITCH BRKT. ASSY. |
| 21 | 0017-00101-0598 | #8-32x5/16 SLT. HEX HD. M.S. (6 REQ'D.) |
| 22 | 0017-00104-0034 | 5/8" FLAT WASHER |
| 23 | 0017-00103-0102 | 7/16-14 LOCK NUT |
| 24 | 0639-00906-0000 | WEAR PLATE |
| 25 | A355-00003-0000 | MOLDED SWITCH ASSY. (4 REQ'D.) |
| 26 | 0020-00202-0000 | SWITCH PLATE (4 REQ'D.) |
| 27 | 0017-00101-0527 | #5-40x5/8 PHIL. RND. HD. M.S. (8 REQ'D.) |
| 28 | 0921-00700-0000 | ACTUATOR |
| 29 | 0017-00100-0025 | 1/4" E-RING |
| 30 | 0010-00266-0100 | STRAIN RELIEF EXT. SPRING |
| 31 | 0017-00021-0311 | 6 PIN CONNECTOR |
| | 0017-00103-0011 | #10-32 LOCK NUT (4 REQ'D.) MOUNTS ASSEMBLY TO CONTROL SHELF |

NO. 696 & 383 - DISCS OF TRON - OPTICAL ENCODER KNOB ASSEMBLY

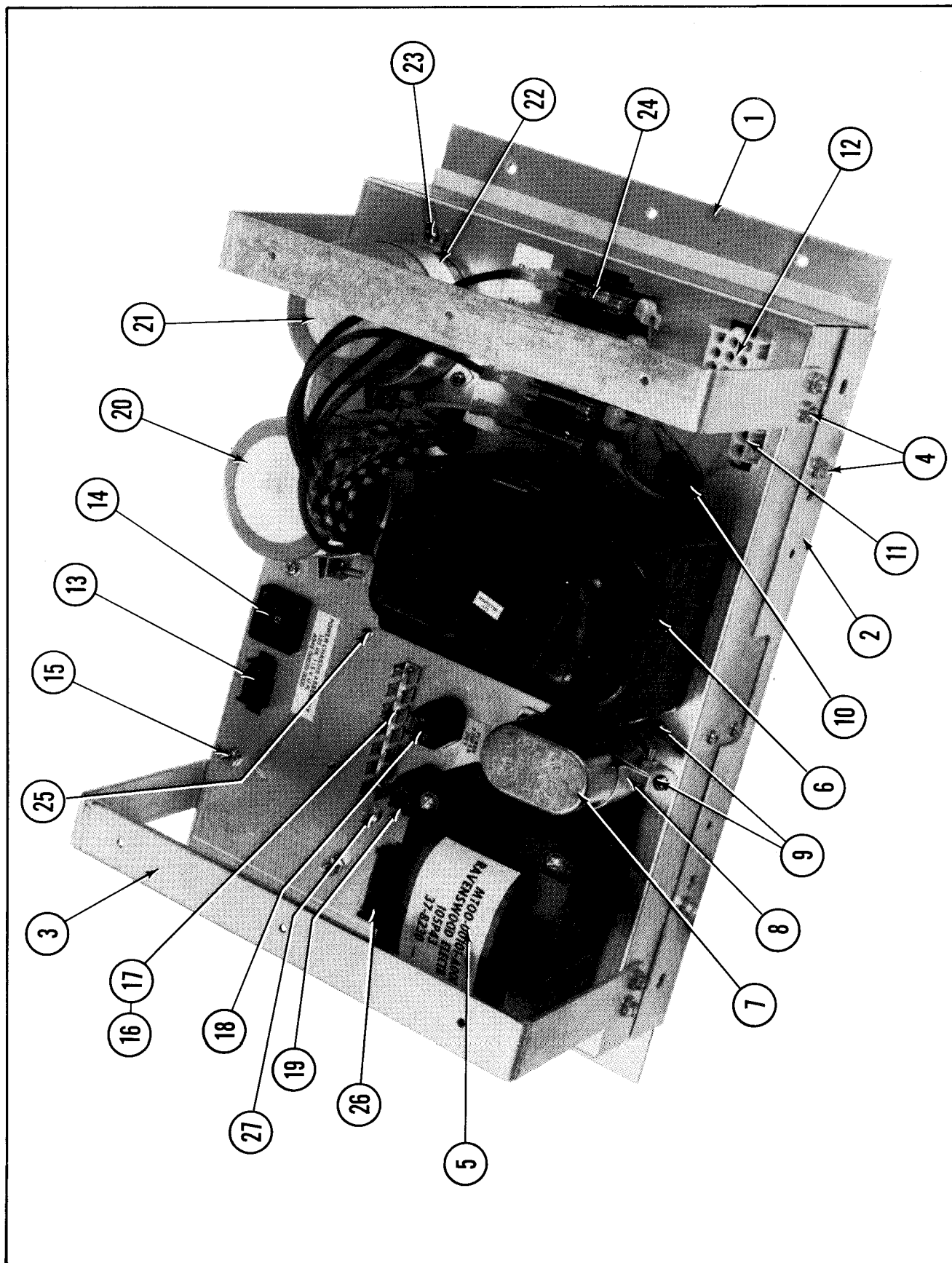


NO. 696 & 383 - DISCS OF TRON - OPTICAL ENCODER KNOB ASSEMBLY - PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|---|
| 1 | A696-00029-0000 | KNOB & SHAFT ASSEMBLY |
| 2 | 0696-00703-00XF | MAIN SHAFT |
| 3 | 0017-00100-0050 | 1/2" E-RING (2 REQ'D) |
| 4 | 0017-00104-0045 | 3/4" FLAT WASHER |
| 5 | A696-00031-0000 | HUB & BOTTOM PLATE ASSY. |
| 6 | 0696-00103-0000 | TOP PLATE |
| 7 | 0628-00900-0000 | SENSOR DISC |
| 8 | 0017-00101-0124 | #6x1/4 UNSLOT HEX HD. M.S. (7 REQ'D.) |
| 9 | 0017-00101-0791 | #8-32x1/4 HEX HD. SET SCREW (2 REQ'D.) |
| 10 | 0639-00705-00XF | STOP STUD |
| 11 | 0639-00911-0000 | ROLLER SLEEVE |
| 12 | 0696-00702-0000 | SWITCH ACTUATOR |
| 13 | 0017-00100-0025 | 1/4" E-RING |
| 14 | A696-00016-0000 | BEARING TO BUSHING/BRKT. ASSY. |
| 15 | 0696-00105-0000 | SWITCH MOUNTING BRKT. |
| 16 | A696-00018-0000 | LEAF SWITCH ASSY. |
| 17 | A696-00030-0000 | LOWER SWITCH LEAF ASSY. |
| 18 | 0020-00202-0000 | SWITCH PLATE (2 REQ'D.) |
| 19 | 0017-00101-0528 | #5-40x3/4 PHIL. RND. HD. SCREW (4 REQ'D.) |
| 20 | 0696-00113-0000 | ENCODER P.C. BRD. MTG. BRKT. |
| 21 | 0017-00101-0586 | #8-32x3/16 SLT. PAN HD. M.S. (2 REQ'D.) |
| 22 | A084-91482-A000 | OPTICAL ENCODER P.C. BRD. |
| 23 | 0017-00042-0072 | PLASTIC GROMMET (4 REQ'D.) |
| 24 | 0017-00101-0027 | #8x3/4 SLT. HEX HD. WD. SCR. (4 REQ'D.) |
| | 0017-00103-0011 | #10-32 LOCK NUT (4 REQ'D.) MOUNTS ASSEMBY TO CONTROL SHELF |

— POWER CHASSIS ASSY. — 125VA., 115V.

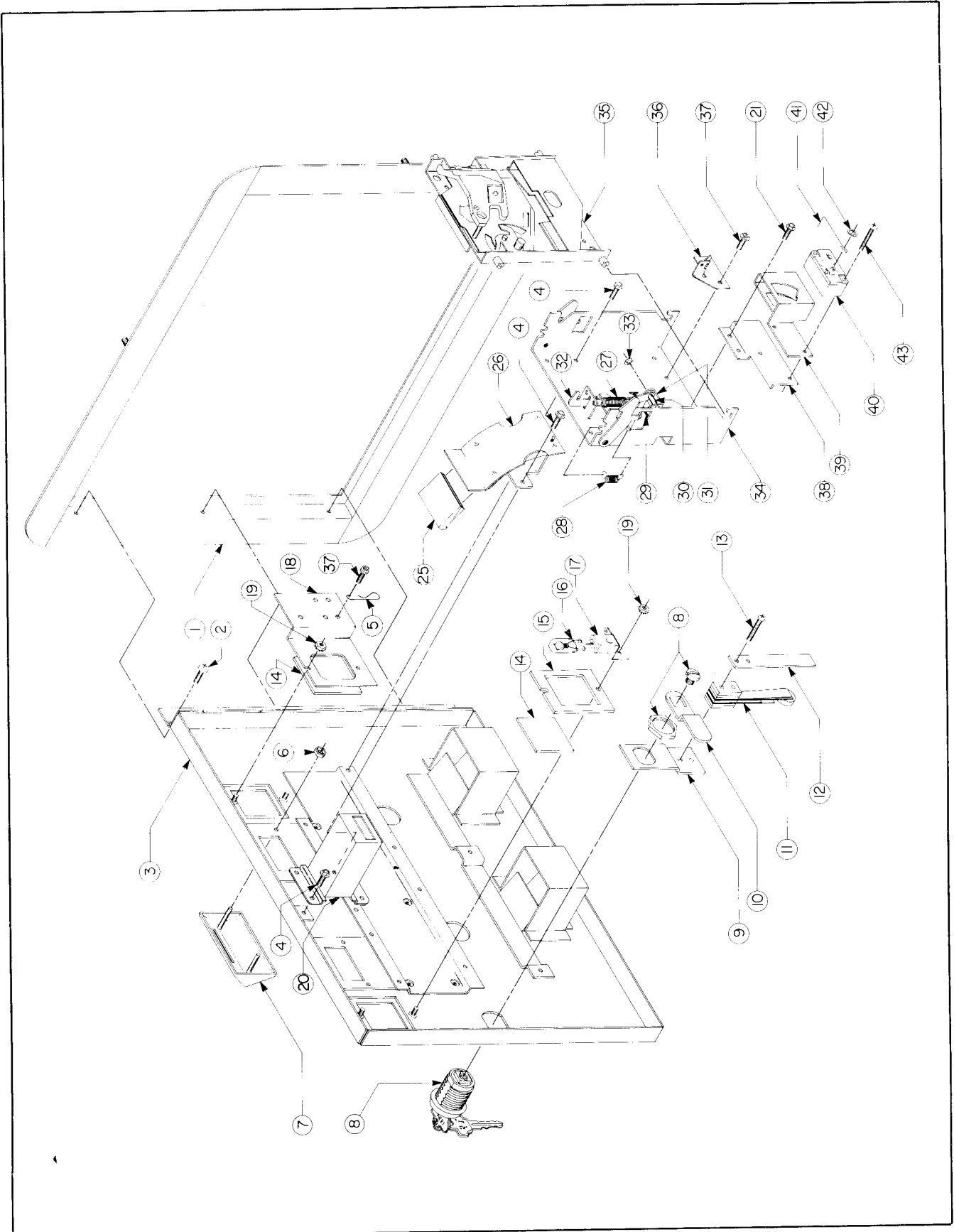


POWER CHASSIS ASSY.—125VA., 115V.—PARTS LIST

ORDER BY PART NUMBER **ONLY**

| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|---|
| 1 | A945-00046-00XF | CHASSIS & PARTITION ASSY. |
| 2 | A945-00029-0100 | MTG. PLATE & BARRIER ASSY. |
| 3 | 0945-00107-01XF | STRAP (2 REQ'D.) |
| 4 | 0017-00101-0123 | #8 x 1/4 UNSLOT. HEX HD. SCR. (12 REQ'D.) |
| 5 | MT00-00101-A000 | ISOLATION TRANSFORMER W/O SHIELD ASSY. — 115V., 50/60 HZ. |
| | 0017-00103-0061 | #8-32 HEX NUT W/SEMS (4 REQ'D.) |
| 6 | MT00-00099-A000 | POWER TRANSFORMER ASSY. — 115V., 60 HZ. |
| | 0017-00103-0084 | #6-32 HEX NUT W/SEMS (4 REQ'D.) |
| 7 | 0175-181T4-GXJK | CAPACITOR — 3.5 M.F., 440V. |
| 8 | 0017-00009-0535 | CLAMP |
| | 0017-00101-0565 | #6-32 x 7/16 SLT. PAN HD. SCR. |
| | 0017-00103-0084 | #6-32 HEX NUT W/SEMS |
| 9 | 0017-00101-0067 | #6 x 3/8 PHIL. PAN HD. SCR. (11 REQ'D.) |
| 10 | 0945-00902-0000 | SNAP BUSHING (3 REQ'D.) |
| 11 | 0017-00021-0297 | 2 POSITION CONNECTOR |
| 12 | A945-00030-0100 | CONNECTOR & CABLE ASSY. #1 |
| 13 | A945-00030-0200 | CONNECTOR & CABLE ASSY. #2 |
| 14 | A945-00021-0000 | CONVENIENCE OUTLET ASSY. |
| 15 | 0017-00101-0573 | #6-32 x 1/2 PHIL. RND. HD. SCR. (2 REQ'D.) |
| | 0017-00103-0084 | #6-32 HEX NUT W/SEMS (2 REQ'D.) |
| | A945-00025-0000 | FILTER ASSEMBLY — 125V. — UNDER CHASSIS (NOT SEEN) |
| 16 | 0017-00021-0510 | TERMINAL STRIP |
| 17 | 0017-00101-0140 | #4-40 x 5/16 PHIL. PAN HD. SCR. (2 REQ'D.) |
| 18 | 0017-00003-0263 | SLO-BLO FUSE — 4A., 250V. |
| 19 | 0017-00003-0005 | FUSE — 2A., 250V. |
| | 0017-00003-0444 | QUICK CONN. FUSEHOLDER (2 REQ'D.) — FOR ABOVE FUSES |
| 20 | 0945-00816-1902 | CAPACITOR — 100,000 M.F. |
| 21 | 0945-00816-1901 | CAPACITOR — 55,000 M.F. |
| | 0017-00104-0107 | #10 FLAT WASHER (4 REQ'D.) |
| | 0017-00103-0081 | #10-32 HEX NUT W/SEMS (4 REQ'D.) |
| 22 | 0017-00009-0422 | CLAMP (2 REQ'D.) |
| | 0017-00101-0758 | #8-32 x 3/4 PHIL. RND. HD. SCREW (2 REQ'D.) |
| | 0017-00103-0061 | #8-32 HEX NUT W/SEMS (2 REQ'D.) |
| 23 | 0017-00101-0067 | #6 x 3/8 PHIL. PAN HD. SCR. (6 REQ'D.) |
| 24 | 0945-00904-0000 | 5 POSITION FUSE HOLDER |
| | 0017-00003-0263 | SLO-BLO FUSE — 4A., 250V. |
| | 0017-00003-0217 | SLO-BLO FUSE — 2.5A., 250V. (2 REQ'D.) |
| | 0017-00003-0007 | SLO-BLO FUSE — 3A., 250V. (2 REQ'D.) |
| | 0945-00903-0000 | FUSE HOLDER BARRIER |
| | A945-00022-0000 | HEATSINK & DIODE ASSY. |
| | 0017-00101-0067 | #6 x 3/8 PHIL. PAN HD. SCR. (2 REQ'D.) |
| 25 | 0017-00101-0780 | #6 x 1/2 PHIL. PAN HD. SCREW (2 REQ'D.) |
| | 0017-00021-0629 | 5 POSITION TERMINAL STRIP — (UNDER CHASSIS) |
| | A945-00019-0000 | LINE CORD ASSY. — 115V. (NOT SHOWN) |
| 26 | A945-00030-0500 | CONNECTOR & CABLE ASSY. |
| 27 | 0017-00101-0660 | #10-32 x 3/4 PAN HD. SCREW |
| | 0017-00104-0107 | #10 FLAT WASHER |
| | 0017-00103-0081 | #10-32 HEX NUT W/SEMS |

FRONT DOOR ASSEMBLY - U.S.A. 25¢



FRONT DOOR ASSEMBLY — U.S.A. 25¢ — PARTS LIST

ORDER BY PART NUMBER ONLY

| ITEM | PART NO. | DESCRIPTION |
|------|-----------------|---|
| 1 | 0090-00002-04BK | DOUBLE ENTRY COIN DOOR FRAME |
| 2 | 0017-00101-0121 | #6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.) |
| 3 | A090-00073-02BK | DOUBLE ENTRY COIN DOOR W/DRESS PLATE |
| 4 | 0017-00101-0123 | #8 x 1/4 UNSLOT. HEX HD. SCREW (12 REQ'D.) |
| 5 | 0017-00007-0019 | KEY HOOK |
| 6 | 0017-00103-0059 | PUSH NUT (4 REQ'D.) |
| 7 | 0090-00912-0000 | COIN ENTRY PLATE — 25¢ (2 REQ'D.) |
| 8 | A097-00005-0000 | DOOR LOCK & KEY W/SCREW & NUT (OR) |
| 8 | A097-00006-0000 | DOOR LOCK & KEY W/SCREW & NUT |
| 9 | 0090-00128-00XF | DOOR TILT SWITCH BRKT. |
| 10 | 0017-00005-0041 | DOOR CAM |
| 11 | A090-00095-0000 | DOOR TILT SWITCH |
| 12 | 0090-00126-03XF | SWITCH BACK-UP PLATE |
| 13 | 0017-00101-0525 | #5-40 x 9/16" PHIL. HD. M.S. (2 REQ'D.) |
| | A090-00096-0000 | DOOR TILT SWITCH & BRKT. ASSY. (ITEMS 9 & 11 THRU 13) |
| 14 | 0090-00903-9500 | 25¢ WINDOW (2 REQ'D.) |
| 15 | 0090-00143-00XF | COIN PLEX RETAINER |
| 16 | 0017-00003-0219 | 12 VOLT LAMP — G.E. #194 (2 REQ'D.) |
| 17 | 0017-00031-0048 | WEDGE SOCKET W/BRKT. (2 REQ'D.) |
| 18 | A090-00100-0000 | BRKT. ASSY. |
| 19 | 0017-00103-0084 | #6-32 HEX NUT W/SEMS (4 REQ'D.) |
| 20 | A090-00089-0000 | COIN METER W/DIODE |
| 21 | 0017-00101-0124 | #6 x 1/4 UNSLOT. HEX HD. SCR. (4 REQ'D.) |
| 25 | 0090-00911-0000 | INSULATOR (2 REQ'D.) |
| 26 | A090-00112-0000 | COIN CHUTE & INSULATOR ASSY. (2 REQ'D.) |
| 27 | 0010-00134-0000 | SPRING |
| 28 | 0010-00181-0000 | SPRING |
| 29 | 0017-00007-0083 | 1/8 x 1-5/8 ROLL PIN |
| 30 | 0090-00129-00XF | PIVOT POST |
| 31 | 0090-00167-00XF | PIVOT LEVER |
| 32 | 0090-00182-00XF | REJECT LEVER |
| 33 | 0017-00100-0018 | E-RING |
| | A090-00088-0000 | REJECT LEVER ASSY. (2 REQ'D.) (ITEMS 30 THRU 33) |
| 34 | A090-00115-0000 | COIN ACCEPTOR FRAME ASSY. (2 REQ'D.) |
| 35 | 0017-00005-0003 | COIN ACCEPTOR W/STRING CUTTER (2 REQ'D.) (OR) |
| 35 | 0017-00005-0211 | COIN ACCEPTOR W/ANTI STRING DEVICE (2 REQ'D.) (OR) |
| 35 | 0017-00005-0214 | COIN ACCEPTOR W/STRING CUTTER (2 REQ'D.) |
| 36 | A090-00064-0000 | ANTI-PENNY DEVICE |
| 37 | 0017-00101-0099 | #6 x 1/4 SLT. HEX HD. M.S. (2 REQ'D.) |
| 38 | 0090-00162-00XF | COIN SWITCH MTG. BRKT. |
| 39 | 0017-00005-0203 | COIN SWITCH CHUTE |
| 40 | 0017-00005-0195 | COIN SWITCH |
| 41 | 0010-00599-0000 | COIN SWITCH WIRE |
| 42 | 0017-00007-0015 | PUSH-ON RING |
| | A090-00059-0400 | COIN SWITCH & WIRE ASSY. (ITEMS 40 THRU 42) |
| 43 | 0017-00101-0147 | #4-40 x 3/4 PHIL. PAN. HD. M.S. (2 REQ'D.) |
| | A090-00077-0000 | COIN GUIDE & SWITCH ASSY. (ITEMS 38 THRU 43) |

III. Wiring Diagrams & Schematics

DISC OF TRON

OPTION SWITCH SETTINGS

//////////SWITCH NO. 1 - AT B 3 - LOCATED ON SOUND I/O P.C. BOARD//////////

| | | | | | | | | | | | |
|----------------------------------|----------|----------|----------|----------|----------|----------|------|----------|----------|-------|--|
| DURING GAME PLAY: | SW#1 | SW#2 | SW#3 | SW#4 | SW#5 | SW#6 | SW#7 | SW#8 | SW#9 | SW#10 | |
| | NOT USED | NOT USED | NOT USED | NOT USED | NOT USED | NOT USED | ON | NOT USED | NOT USED | | |
| UPRIGHT / MINI COCKTAIL TABLE | | | | | | | | ON | | | |
| | | | | | | | | OFF | | | |
| ** FREEZE VIDEO NORMAL OPERATION | | | | | | | | | ON | OFF | |

//////////SWITCH NO. 3 - AT D 14 - LOCATED ON SOUND I/O P.C. BOARD//////////

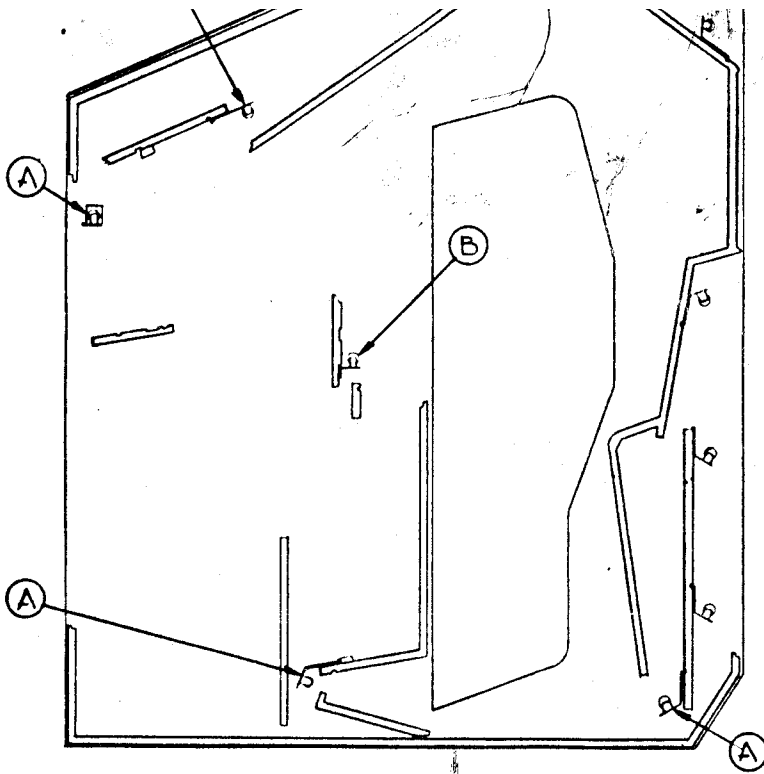
| | | | | |
|--|------|-------|-------|-------|
| ** NORMAL OPERATION SOUND I/O DIAGNOSTIC MODE | SW#1 | *SW#2 | *SW#3 | *SW#4 |
| | OFF | | | |
| | ON | | | |
| ** NORMAL OPERATION RAM/ROM TEST INDICATES TEST RESULTS VIA YELLOW LED ON SOUND I/O BOARD: FAST FLASH = BAD ROM SLOW FLASH = BAD RAM | | OFF | | |
| | | ON | | |
| ** NORMAL OPERATION OSCILLATOR TEST | | | OFF | |
| | | | ON | |
| ** NORMAL OPERATION FILTER TEST | | | | OFF |
| | | | | ON |

NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION.
* FACTORY RECOMMENDED SETTINGS.

PART NO. M051-00383-A007

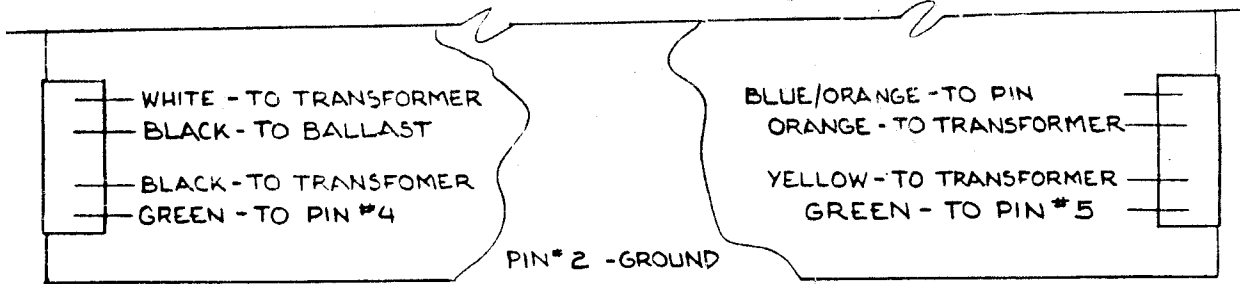
THE REMAINDER OF YOUR NEW GAME'S MOST COMMON OPTION SETTINGS ARE CONDUCTED DURING THE MACHINE SETUP PORTION OF THE SELF-TEST MODE AND WILL BE COVERED IN DETAIL IN THAT SECTION OF YOUR MANUAL.

FLUOR. LITE WIRING DIAGRAM



See the DIAGRAMS below for the appropriate WIRING SEQUENCE for each FLUOR. LITE as indicated.

FIG. 1



WIRE DIAGRAM "A"

