

February 1983
Game No. 337



Parts and Operating Manual



Bally

MIDWAY MFG. CO.

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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.

Bally/MIDWAY
T.M.

Invites You To Use

**OUR TOLL FREE NUMBERS FOR
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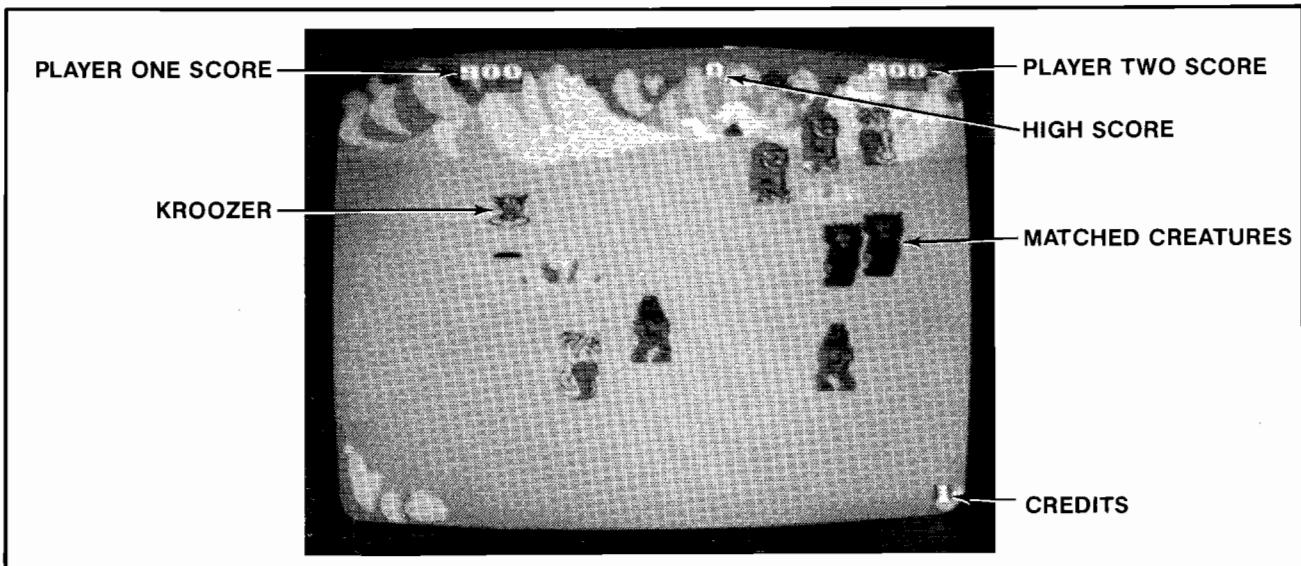
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Wacko

I. Game Operation



Identification of "On-Screen" Graphics During Play

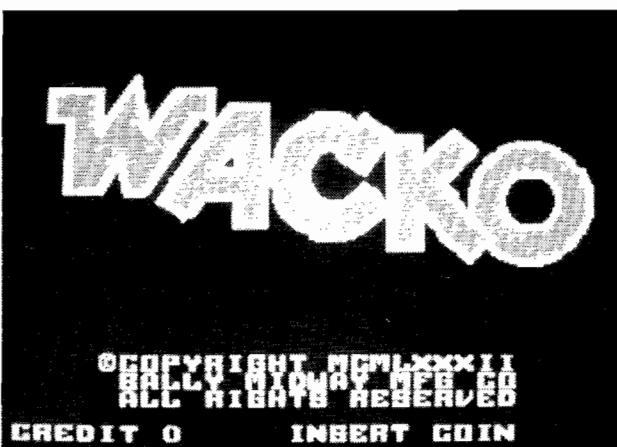
ATTRACT MODE

1. The Attract mode starts:

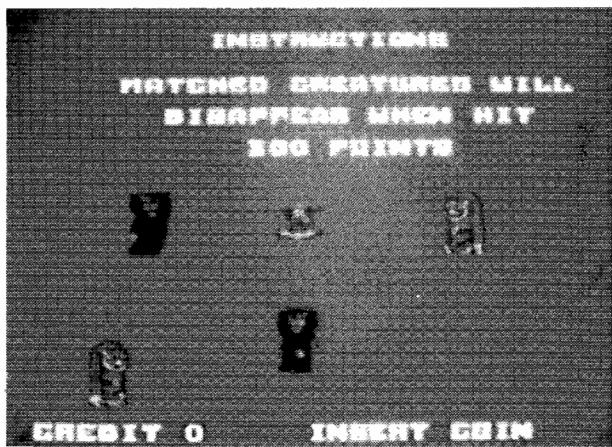
- Just after power has been turned on to the game. (Self-Test switch is in the "OFF" position.)
- After a Self-test has been completed and there are no more credits left in the game's memory.
- After a play has been finished, the score was not high enough to put the game into the High

Score/Initial mode, and there are no more credits left in the game's memory.

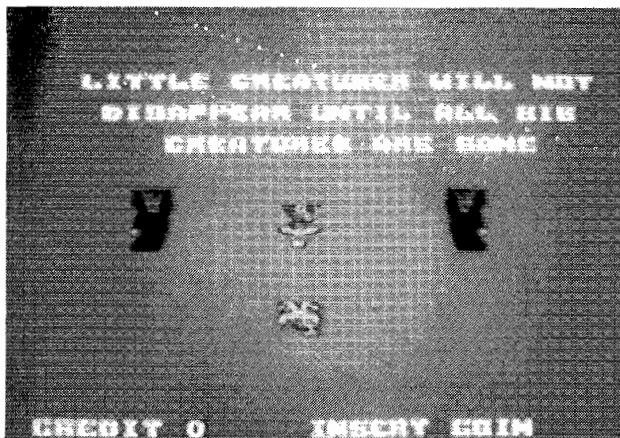
- After the High Score/Initial mode when there are no more credits left in its memory.
- In the Attract mode, the game will give the following displays **centered** on the monitor screen:



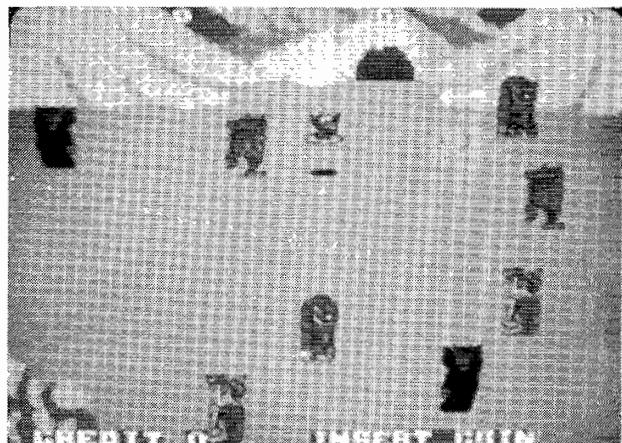
Attract Mode Display 1



Attract Mode Display 2



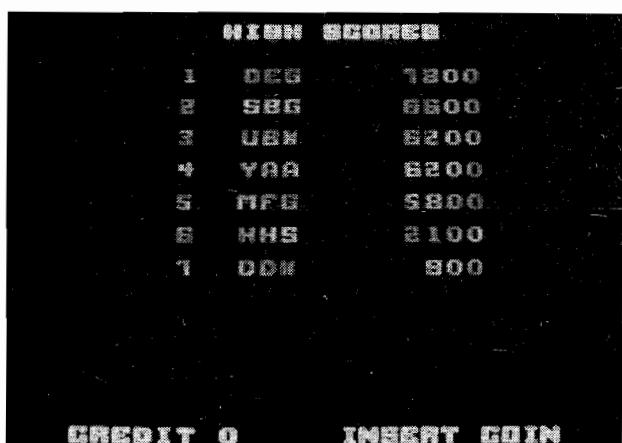
Attract Mode Display 3



Attract Mode Display 5

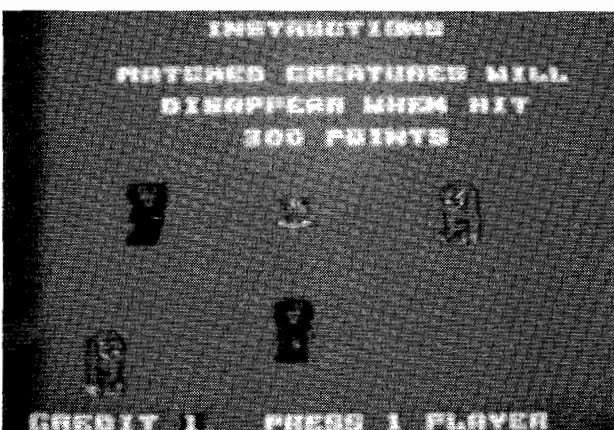


Attract Mode Display 4



Attract Mode Display 6

- 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. It will add the words "CREDIT ____" and



Ready To Play Mode Display

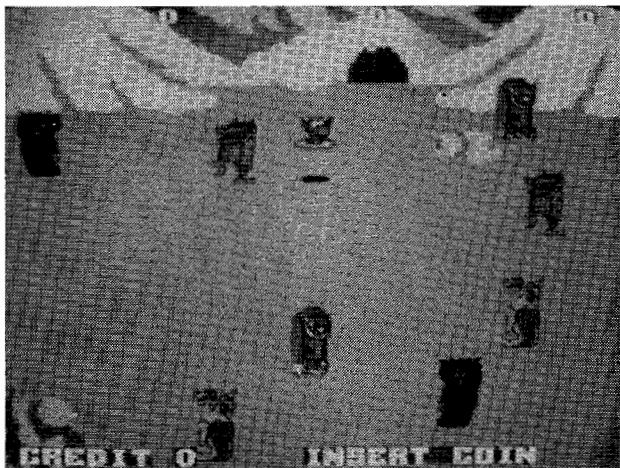
"PRESS 1 PLAYER BUTTON" or "PRESS 1 OR 2 PLAYER BUTTON" to the bottom of this display and all other displays in the Attract mode sequence. These words will remain at the bottom of these displays in the Attract mode sequence until the "1 PLAYER" or the "2 PLAYER" start button is pressed.

READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough coins have been accepted for a 1 or 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 modified displays **centered** on the monitor screen.
4. If no START button is pressed, the displays will remain modified indefinitely as shown above.

PLAY MODE

1. The Play mode begins when either the "1 PLAYER" or the "2 PLAYER" start button is pressed. (One Player game **ONLY**, game play begins **IMMEDIATELY!**)
2. The Play mode ends when all of your SHIPS have been eliminated. When this happens (One Player game ONLY), "GAME OVER" is written across the center of the monitor screen.



3. **ON THE SCREEN:** The game is made up of groups of 4 sequences for each rack. When play begins your SHIP is on a plain a good distance from the mouth of a cave. In the next sequence, you are a little closer to the mouth of the cave, and so on until in the 4th sequence you are all the way inside the cave. If you survive the cave, you advance to the next rack. In the first sequence of that rack, you are back out on the plain again, a good distance from the mouth of the cave. In the next sequence of this rack, you are a little closer to the mouth of the cave, and so on until in the 4th sequence of this rack you are all the way inside the cave again. This alternating sequence of events continues throughout the game.

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

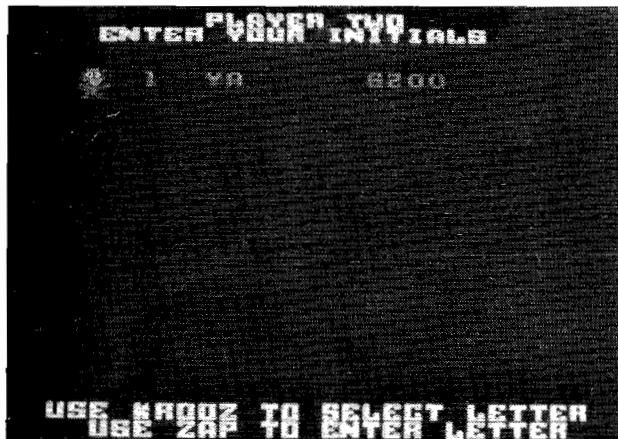
Also indicated in each sequence of each rack is the rack number you're playing, the number of players (1 or 2), a running total of the players' score(s), and the highest game score to date.

4. **PLAY BEGINS:** Your SHIP appears in the center the screen, creatures start appearing around it, and play begins after the last creature has appeared. Your SHIP cannot move until this last creature has appeared.
5. **CREATURES:** Each creature is a dual entity. To shoot only one creature of any given pair only stuns it for a short period of time. When stunned, it will not move about on the screen. Shooting the

remaining creature of any given pair while the first is stunned will cause both of these creatures to disappear.

6. **MUTANT CREATURES:** In later racks, mutant creatures can be formed by the player. All he has to do is shoot one creature of any given pair, and, while this creature is stunned, shoot another creature of a **DIFFERENT** given pair. The two shot creatures will exchange body parts to form a mutant. In order to eliminate these mutants, the remaining whole creature of each pair must be mutated as previously described. You now have two complete pairs of mutants which can now be eliminated in the usual manner.
7. **BABIES:** Again, as you move into the higher racks of the game, you will find that as like pairs of creatures/mutants are eliminated — they turn into babies. The babies can be stunned but not eliminated until the last of the creature/mutant pairs have been turned into babies. At this point, the babies can be eliminated. They **DO NOT** have to be shot in pairs. One hit eliminates one baby.
8. **EGGS:** As you move still farther into the more difficult racks, you will find that the babies, when shot, will turn into eggs. The eggs can be stunned but not eliminated until the last of the babies have been turned into eggs. At this point, the eggs can be eliminated. They **DO NOT** have to be shot in pairs. One hit eliminates one egg.
9. **INSIDE THE CAVE:** Game play is essentially the same inside the cave except things look more crowded. The other new thing that you will notice in the cave is that any egg that is shot will hatch and out will come either a bat or a demon. One rack will be bats, the next demons, the next bats, and so on. The bats/demons can be stunned but not eliminated until the last of the eggs has been turned into bats/demons. At this point, the bats/demons can be eliminated. They **DO NOT** have to be shot in pairs. One hit eliminates one bat/demon.
10. **SHIP:** Your SHIP can move in **ANY DIRECTION** on the screen. Its movements are controlled by the ball on the game's control panel.
11. **FIRE CONTROL STICKS:** These control the direction your SHIP will fire in; either left, right, up, or down. There are no in between angles of fire, just those stated above. There are two fire control sticks on the Upright models to allow both left and right handed persons to play the game easily.
12. **BALL CONTROLLER:** By using the ball controller you can position your SHIP at any location you desire on the screen.
13. **BONUS SHIPS:** These can be awarded to the player as he reaches or passes certain pre-selected point values. This feature is adjustable by the game's Owner/Operator.

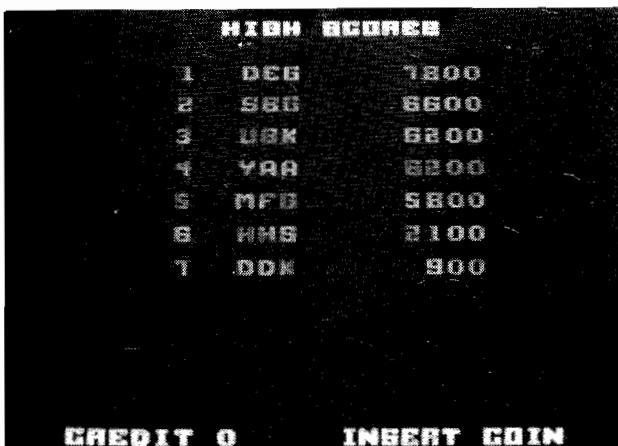
14. **PLAY ENDS:** When your last SHIP is eliminated (1 Player game ONLY), "GAME OVER" is written across the bottom center of the monitor screen.
15. **HIGH SCORE/INITIAL MODE:** If your score was high enough to become one of the ten best scores, the game will go into the High Score/Initial mode immediately 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 below.



High Score Initial Mode Display

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.



Rankings Display

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).

16. 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.

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 SHIP is eliminated. At this point, the game will do one of several things depending on whether or not the eliminated SHIP was your last or if you still have others remaining in reserve.

ELIMINATED SHIP — OTHERS REMAINING IN RESERVE

- The game stops and "PLAYER____" is displayed on the screen.
- Next, the other player's Ship and pattern appear on the monitor screen and game play begins for the other player.

ELIMINATED SHIP — NO OTHERS REMAINING IN RESERVE

- Game displays: "PLAYER____" "GAME OVER" on the monitor screen.
- Next, the remaining player's Ship and pattern appear on the monitor screen and game play begins for the other player.
- After the last player's last SHIP is eliminated, and if either or both scores were high enough, it goes to the "HIGH SCORE/INITIAL" mode. If neither players' score was 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).

ASSIGNED POINT VALUES

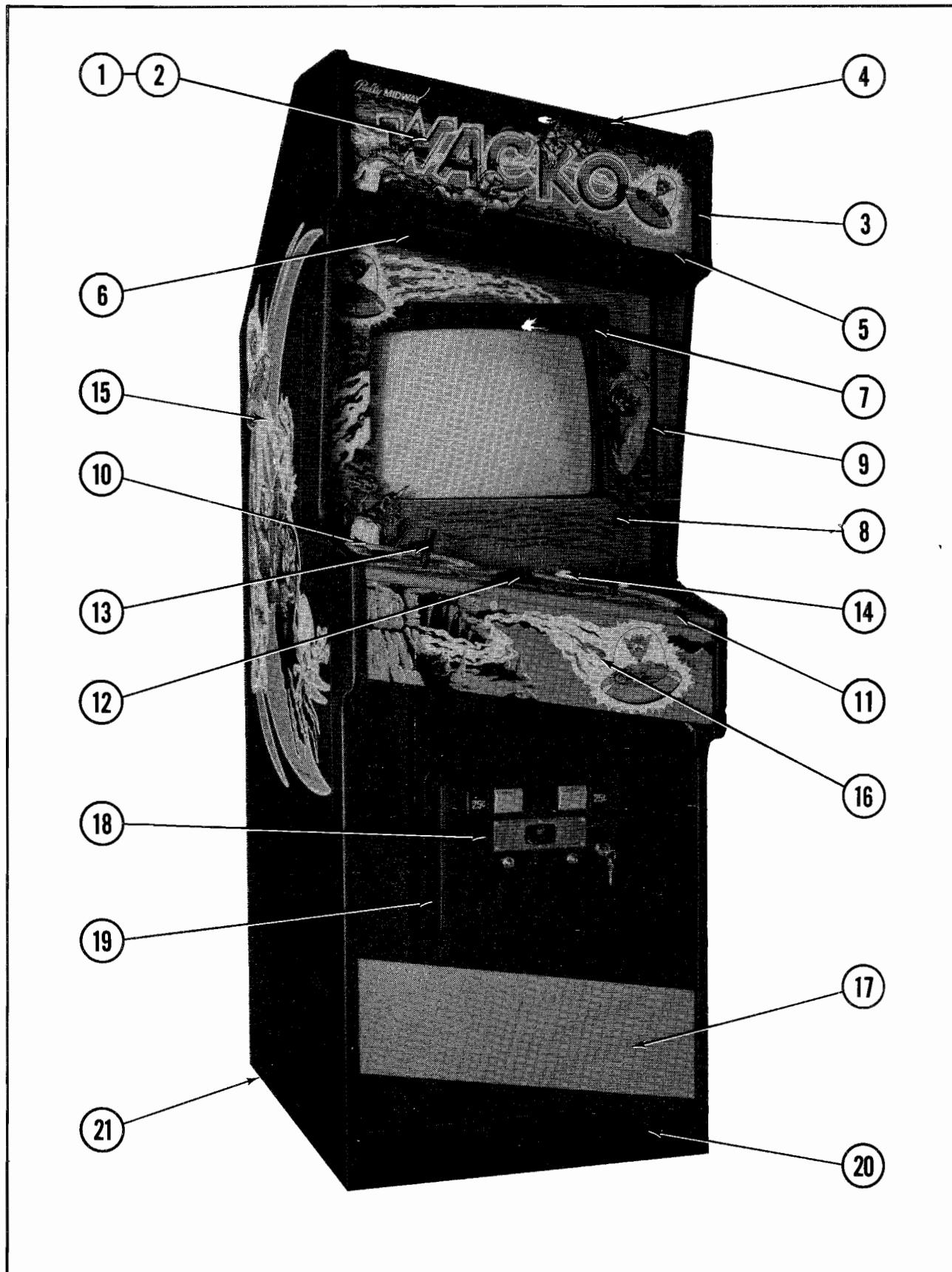
WACKO SCORING

DESCRIPTION	POINTS AWARDED	NOTES
MATCHED PAIRS	300 POINTS EACH PAIR	
MUTANT PAIRS	500 POINTS EACH PAIR	
BABIES	150 POINTS EACH	CANNOT BE DESTROYED UNTIL ALL MATCHED AND MUTANT PAIRS ARE DESTROYED.
EGGS	500 POINTS EACH	ABOVE NOTE APPLIES.
BAT/DEMONS	750 POINTS EACH	ABOE NOTE APPLIES.

SEE INSIDE BACK COVER FOR OPTION SWITCH SETTINGS

II. Illustrated Parts Breakdown

NO. 337 — WACKO — UPRIGHT — FRONT

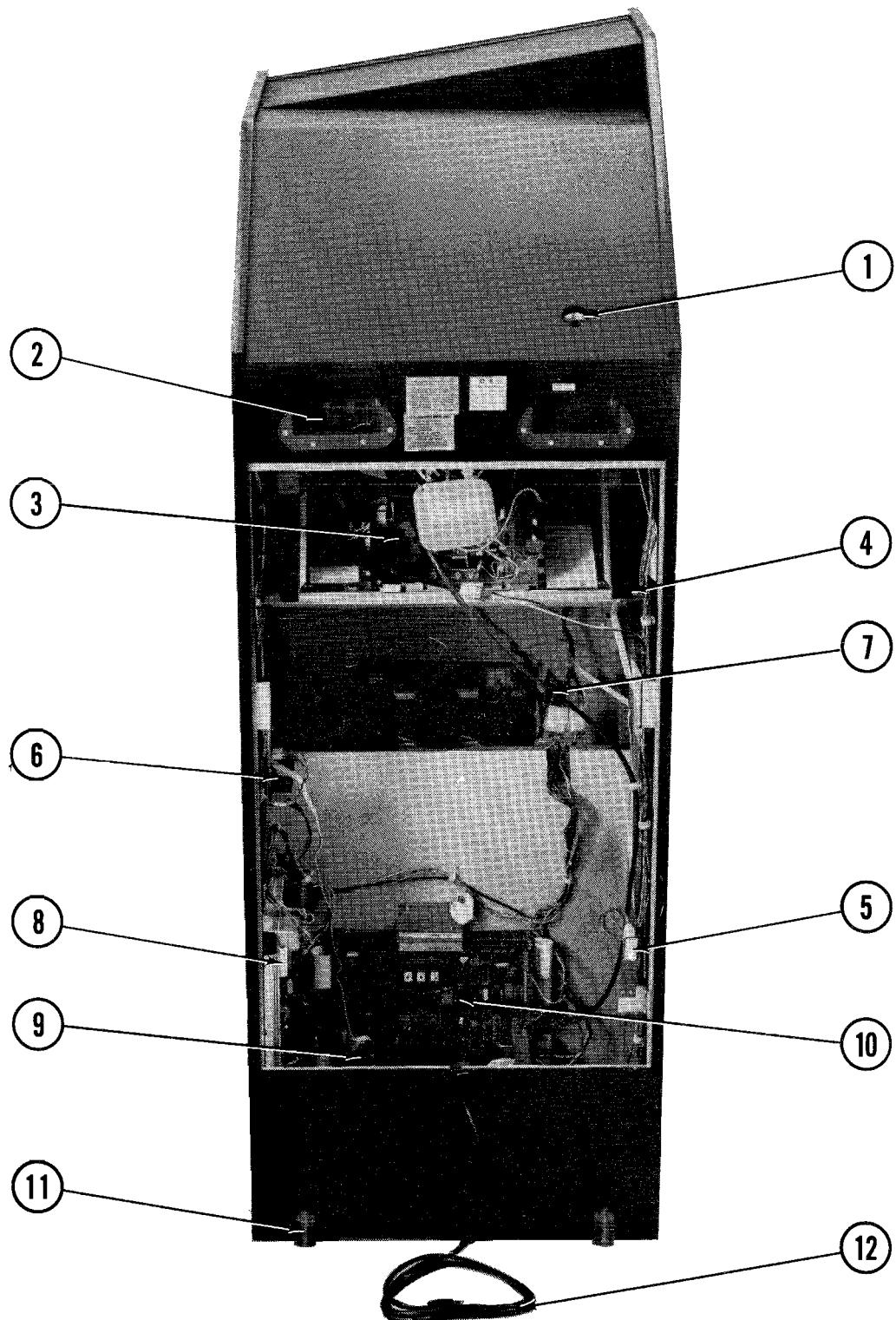


NO. 337 — WACK — UPRIGHT — FRONT PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0337-00900-00XF	HEADER DISPLAY PLEXI
2	A595-00011-0000	FLUORESCENT HEADER LIGHT ASSY.
3	0537-00903-0064	GLASS CHANNEL — 6-7/8" LG. (2 REQ'D.)
4	0337-00902-0000	HEADER RETAINING BRKT. (2 REQ'D.)
	0017-00101-0138	#8 x 5/8 TORX PAN HD. TAMPER RESISTANT SCREW (10 REQ'D.)
	0017-00009-0522	LONG ARM KEY T-20 (FOR ABOVE SCREW)
5	0017-00042-0323	COIN HOLDER
6	0017-00009-0393	BLACK SPEAKER GRILL W/SLOTS (2 REQ'D.)
	0017-00003-0430	6" x 9" SPEAKER — 4 OHM, 10W. (2 REQ'D.)
	0017-00101-0127	#8-32 x 1-1/2 CARRIAGE BOLT (8 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
7	0337-00904-0000	19" T.V. BEZEL
8	0337-00901-00XF	MAIN VIEWING GLASS
9	0537-00903-0002	GLASS CHANNEL — 22" LG.
	0537-00903-0065	GLASS CHANNEL — 25-7/8 LG. (OPPOSITE SIDE)
10	0629-00902-0900	GLASS LIFT CHANNEL — 22-1/4" LG.
11	A337-00014-0000	CONTROL PLATE & OVERLAY ASSY.
	A337-00013-0000	CONTROL SHELF PLATE WELDMENT W/STRIKES ASSY.
	0337-00903-0000	DECORATIVE OVERLAY
	0337-00103-0100	CONTROL SHELF MTG. BRKT. — RIGHT
	0337-00103-0200	CONTROL SHELF MTG. BRKT. — LEFT
	0555-00901-0000	PLASTIC LOCATING PIN (4 REQ'D.)
	0017-00009-0534	BASSICK CLAMP (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT HEX HD. SCR. (8 REQ'D.)
	0316-00903-0000	CONTROL SHELF STRAP
12	A337-00015-0000	BALL CONTROL ASSY.
13	A337-00020-0000	4 POSITION CONTROL ASSY. (2 REQ'D.)
	A337-00006-0000	CONTROL SHELF CABLE ASSY.
14	0017-00042-0260	PUSH BUTTON ASSY. — WHITE (2 REQ'D.)
	0017-00032-0093	PUSH BUTTON SWITCH W/HOLDER (2 REQ'D.)
	0017-00103-0054	5/8-11 PAL NUT (2 REQ'D.)
15	0337-00909-0200	DECAL — LEFT SIDE
	0337-00909-0100	DECAL — RIGHT SIDE (NOT SEEN)
16	0337-00907-0000	DECAL — APRON CONTROL
17	0337-00908-0000	DECAL — FRONT
18	A090-00300-11BK	U.S.A. 25¢ DOUBLE COIN DOOR ASSY.
	A982-00015-0000	COIN DOOR CABLE ASSY.
19	0090-00002-04BK	LARGE BLACK COIN DOOR FRAME
	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.)
20	0935-00906-0100	KICK PLATE — 23" LG.
21	0017-00102-0048	3/8-16 x 2" LEG LEVELERS (4 REQ'D.)
	0017-00103-0026	3/8-16 LEG LEVELER HEX NUTS (4 REQ'D.)

NO. 337 — WACK — UPRIGHT — REAR ACCESS



NO. 337 — WACKO — UPRIGHT — 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	#8 x 11/16 UNSLOT HEX HD. M.S. (8 REQ'D.)
3	0017-00003-0339	ELECTROHOME — 19" COLOR DUAL SYNC.
		HORIZONTAL MTG. MONITOR (OR)
3	0017-00003-0439	WELLS-GARDNER — 19" COLOR DUAL SYNC.
		HORIZ. MTG. MONITOR (OR)
3	0017-00003-0454	ZENITH — 19" COLOR HORIZ. MTG. MONITOR
	0508-00106-0000	T.V. BEZEL MTG. BRKT.
4	0636-00101-0000	MONITOR RAIL (2 REQ'D.)
	0555-00901-0000	PLASTIC LOCATING PIN (4 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (8 REQ'D.)
5	A088-00016-0000	INTERLOCK SWITCH & SPRING BRKT. ASSY.
6	A082-90910-E000	DUAL POWER AMP P.C. BOARD ASSY.
7	A333-00012-0000	CREDIT SWITCH & BRKT. ASSY.
8	A082-90412-D000	POWER SUPPLY P.C. BRD. ASSY.
	0624-00902-0100	P.C. SUPPORT BRKT. — 12" LG. (2 REQ'D.)
	0624-00902-0500	P.C. SUPPORT BRKT. — 6-1/2" LG. (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (12 REQ'D.)
	0017-00104-0037	#8 FLAT WASHER (12 REQ'D.)
9	A945-00020-0000	POWER CHASSIS ASSY. — 125VA., 115V.
10	A337-00004-0000	CARD RACK W/BOARDS ASSY.
	A084-90010-A337	SUPER CPU P.C. BOARD ASSY.
	A084-90913-A337	SUPER SOUND I/O P.C. BOARD ASSY.
	A084-91399-A337	VIDEO/GENERATOR P.C. BOARD ASSY.
	0986-00701-00XF	TREADED SPACER (4 REQ'D.)
	0986-00702-00XF	SPACER (4 REQ'D.)
	0017-00101-0153	#6-32 x 1" PHIL. RND. HD. SCREW (4 REQ'D.)
	0017-00101-0339	#6-32 x 3/8 PHIL. RND. HD. SCREW (4 REQ'D.)
11	A961-00007-0000	CASTER ASSY. (2 REQ'D.)
	0961-00109-0000	WHEEL BRKT. (2 REQ'D.)
	0017-00042-0255	PLASTIC WHEEL (2 REQ'D.)
	0894-00702-00XF	SHAFT (2 REQ'D.)
	0017-00100-0037	3/8" E-RING (2 REQ'D.)
12	A945-00019-0000	LINE CORD ASSY.

NO. 337 — WACKO — UPRIGHT — REAR ACCESS — PARTS LIST (Continued)

ORDER BY PART NUMBER ONLY

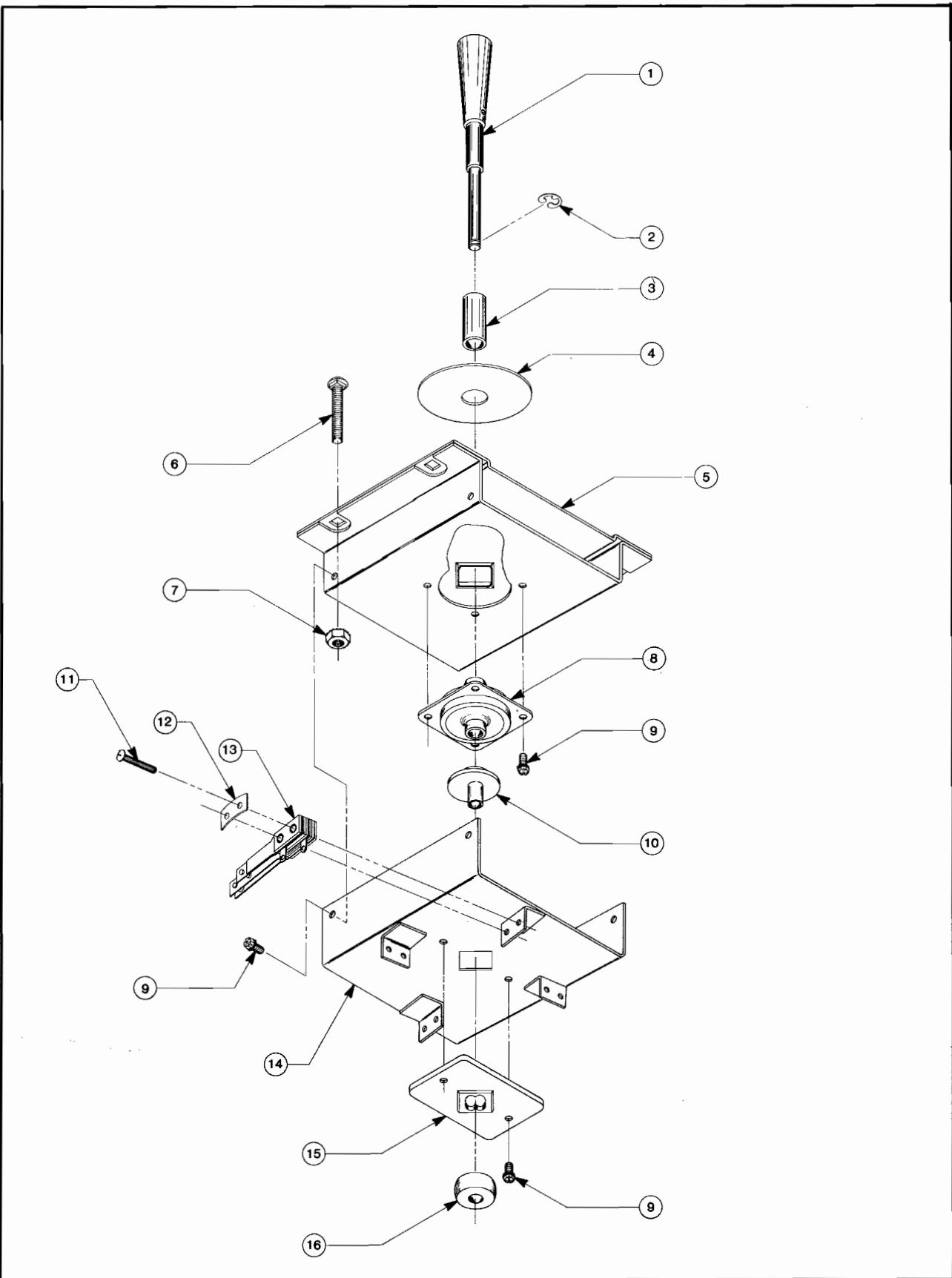
ITEM	PART NO.	DESCRIPTION
		ADDITIONAL PARTS LIST A097-00009-0000 0017-00009-0490 A950-00004-0000 A950-00006-0000 0950-00105-0000 0950-00104-0000 0950-00101-0000 0950-00900-0000 0950-00103-0000 0017-00101-0142 0017-00104-0014 0017-00103-0018 A337-00008-0000 A337-00010-0000 A316-00010-0000 A337-00018-0000 A337-00019-0000 BACK DOOR LOCK ASSY. 5-5/8" SQR. VENT GRILL — BACK DOOR (4 REQ'D.) COIN BOX ASSY. COIN BOX CRADLE ASSY. COIN BOX COVER COIN BOX HANDLE COIN DEFLECTOR (2 REQ'D.) LARGE PLASTIC COIN BOX COIN BOX DIVIDER — OPTIONAL 1/4-20 x 1-3/8 BLACK RND. HD. BOLT (4 REQ'D.) 7/8" DISH WASHER (4 REQ'D.) 1/4-20 HEX NUT (4 REQ'D.) MASTER CABLE W/BRKT. ASSY. HIGH VOLTAGE CABLE ASSY. LOW VOLTAGE CABLE ASSY. VIDEO CABLE ASSY. AUDIO CABLE ASSY.

NO. 337 — 4 POSITION CONTROL ASSY. — PARTS LIST

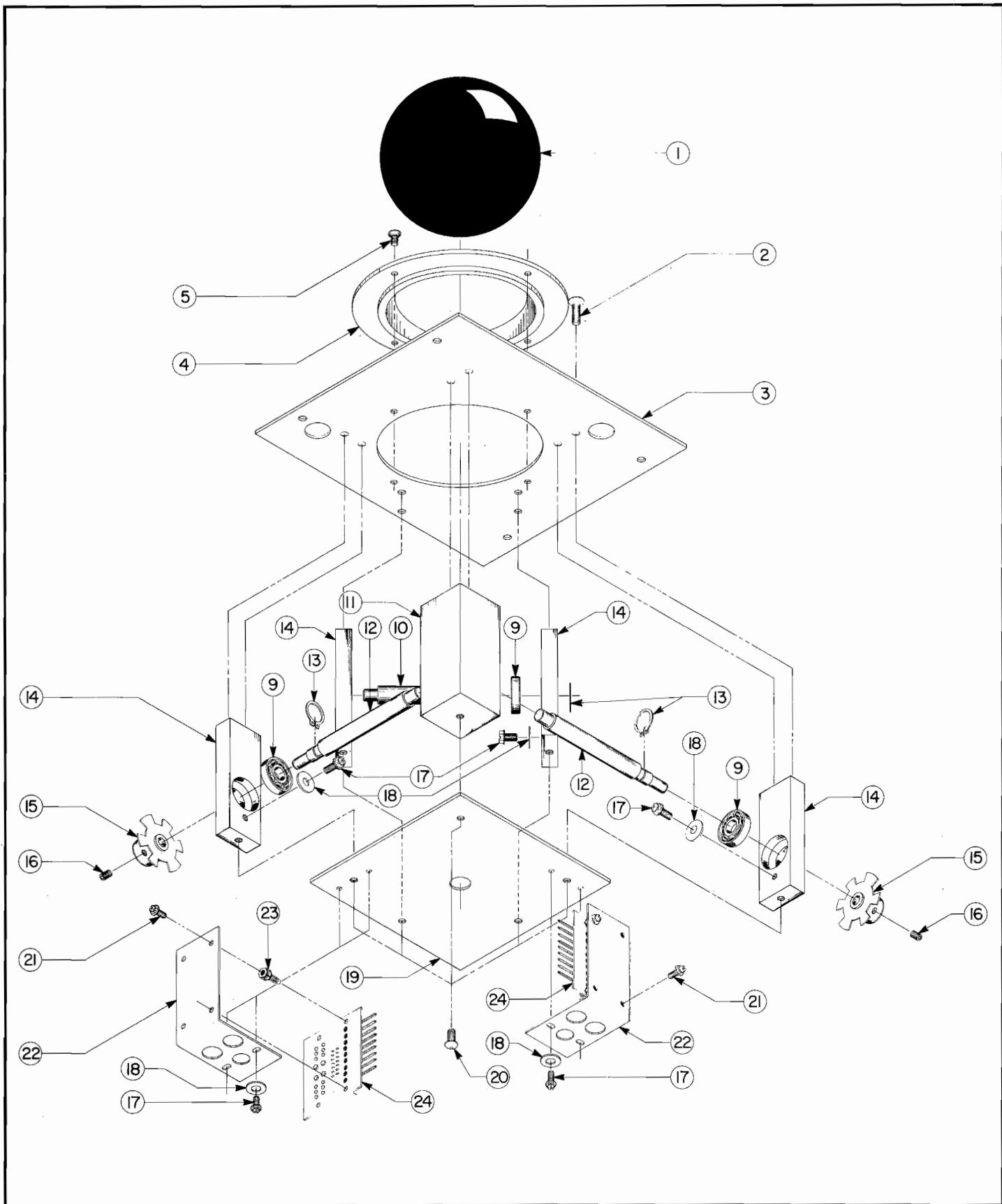
ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	A337-00021-0000	HANDLE ASSY.
2	0017-00100-0025	1/4" E-RING
3	0337-00708-0000	STOP SPACER
4	0530-00907-0000	SLIDE PLATE
5	A982-00019-0000	PIVOT PLATE WELD ASSY.
6	0017-00101-0637	#8-32 x 1" CARRIAGE BOLT (4 REQ'D.)
7	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
8	0337-00911-0000	GROMMET
9	0017-00101-0598	#8-32 x 5/16 SLT. HEX HD. M.S. (10 REQ'D.)
10	0337-00906-0000	SLEEVE
11	0017-00101-0528	#5-40 x 3/4 PHIL. RND. HD. SCR. (8 REQ'D.)
12	0020-00202-0000	SWITCH PLATE (4 REQ'D.)
13	A337-00017-0000	SWITCH ASSEMBLY (4 REQ'D.)
14	A932-00012-0000	STOP PLATE & SWITCH BRKT. ASSY.
15	0337-00905-0000	WEAR PLATE
16	0921-00700-0000	ACTUATOR

NO. 337 — 4 POSITION CONTROL ASSY.



NO. 337 — WACKO — BALL CONTROL ASSEMBLY

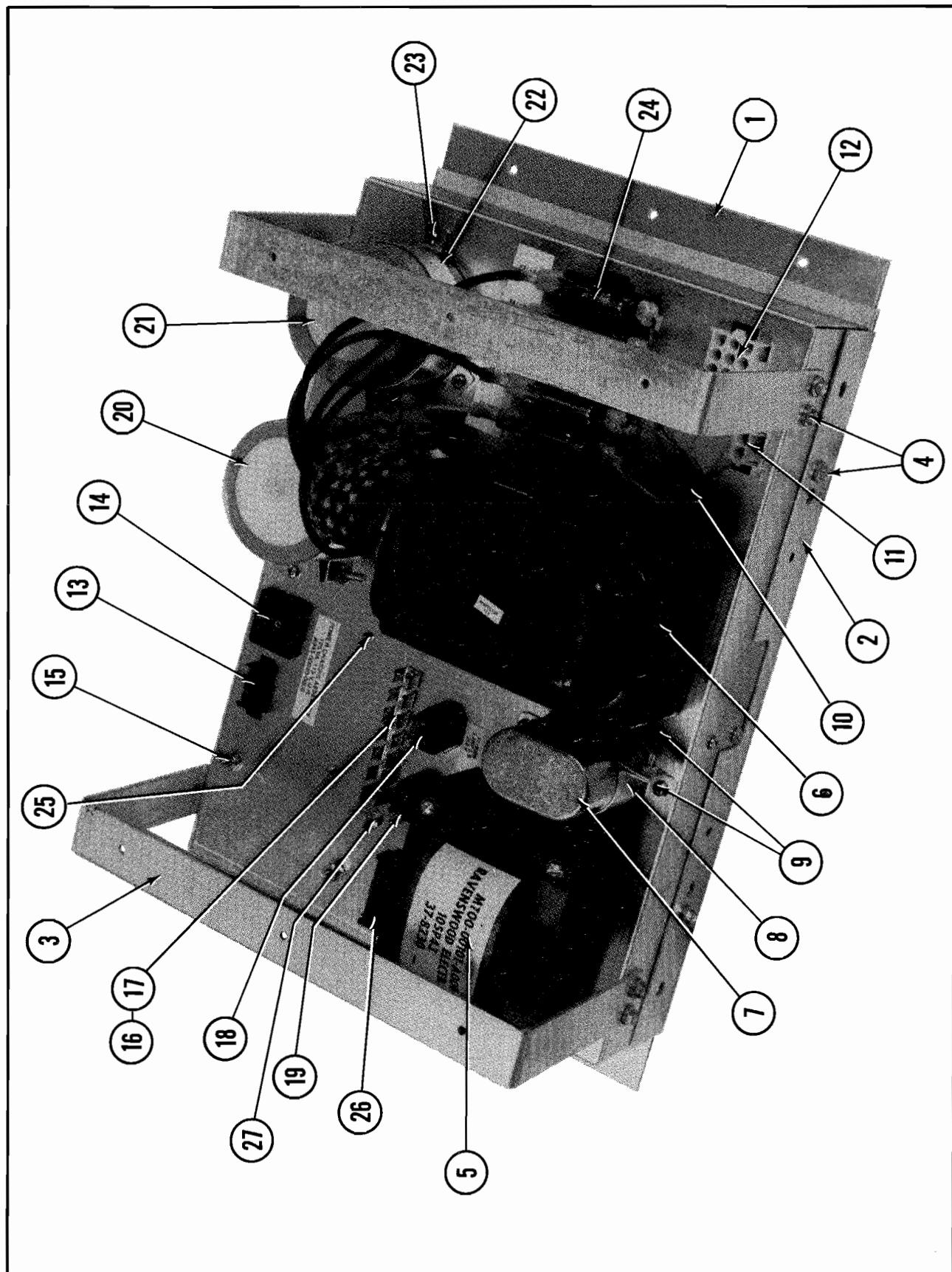


NO. 337 — WACKO — BALL CONTROL ASSEMBLY — PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0017-00041-0625	3" DIA. BLACK RUBBER BALL
2	0017-00101-0120	#10-24 x 1/2 HEX FLAT HD. M.S. (10 REQ'D.)
3	0337-00101-0000	BALL CONTROL MTG. PLATE
4	0337-00910-0000	BALL RING
5	0017-00101-0550	#6-32 x 1/4 PHIL. FLAT HD. M.S. (4 REQ'D.)
9	0017-00006-0085	ROLLER BEARING (6 REQ'D.)
10	0337-00705-00XF	IDLER SHAFT
11	0337-00702-0000	MAIN POST
12	0337-00704-00XF	SHAFT (2 REQ'D.)
13	0017-00100-0114	RETAINING RING (3 REQ'D.)
14	0337-00703-0000	END POST (4 REQ'D.)
15	A643-00010-0000	BUSHING & DISC ASSY. (2 REQ'D.)
16	0017-00101-0302	#6-32 x 3/16 HEX HD. SOCKET SET SCR. (4 REQ'D.)
17	0017-00101-0599	#8-32 x 3/8 SLT. HEX S.M.S. (7 REQ'D.)
18	0017-00104-0026	#8 FLAT WASHER (7 REQ'D.)
19	0337-00104-0000	BALL CONTROL PLATE — BOTTOM
20	0017-00101-0119	#10-24 x 1/2 HEX BUT HD. M.S. (5 REQ'D.)
21	0017-00101-0099	#6 x 1/4 SLT. HEX HD. M.S. (8 REQ'D.)
22	0889-00103-00XF	SENSOR P.C. MTG. BRKT. (2 REQ'D.)
23	0017-00042-0285	1/4" P.C.B. SPACER (8 REQ'D.)
24	A084-91429-C000	X-Y BALL SENSOR P.C. BRD. ASSY. (2 REQ'D.)

WACKO — POWER CHASSIS ASSY. — 125VA., 115V.

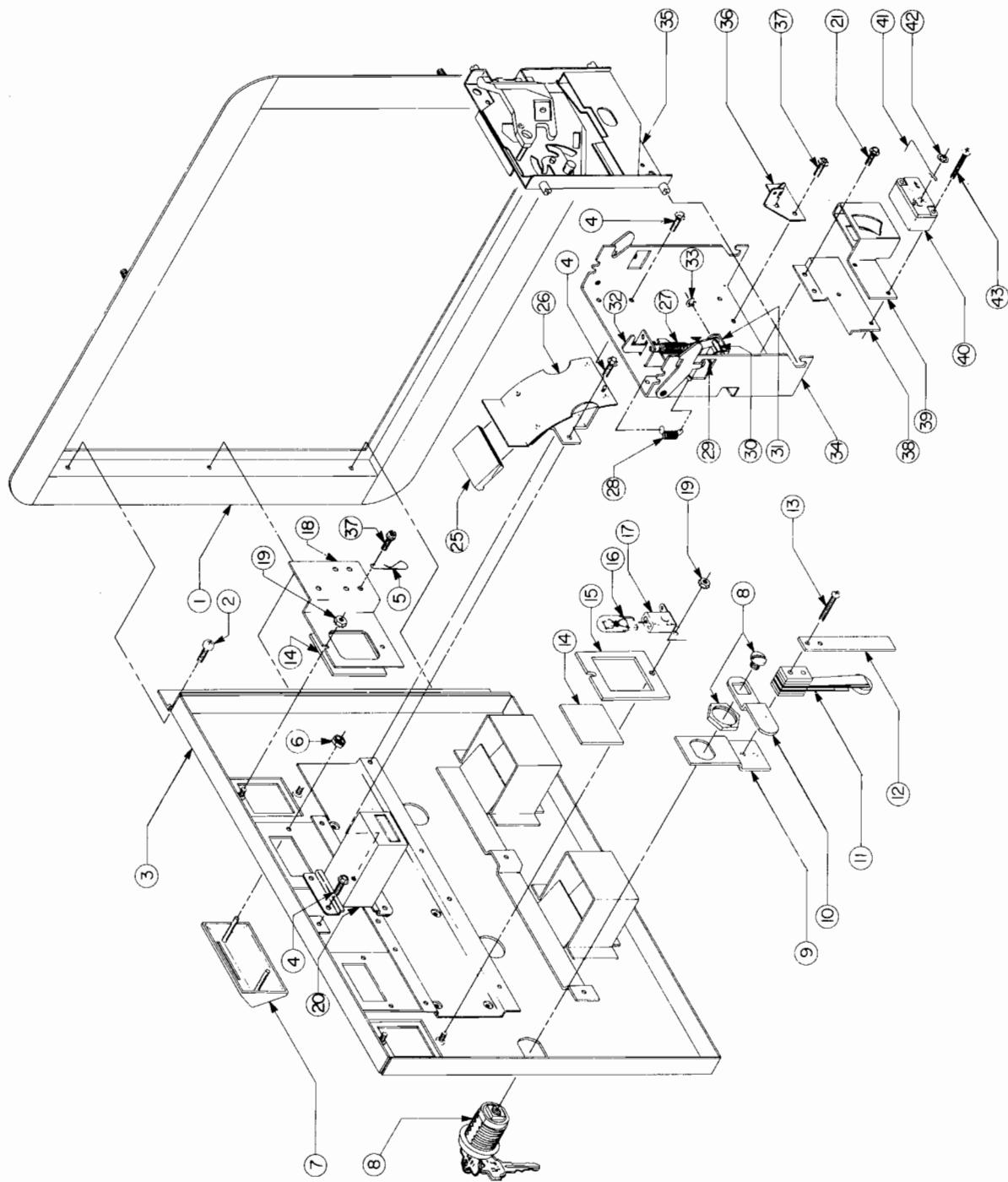


WACKO — POWER CHASSIS ASSY. — 125VA., 115V. — PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0945-00104-00XF	CHASSIS
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.)
	0945-00103-00XF	PARTITION — LOCATED UNDER CHASSIS (NOT SEEN)
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¢

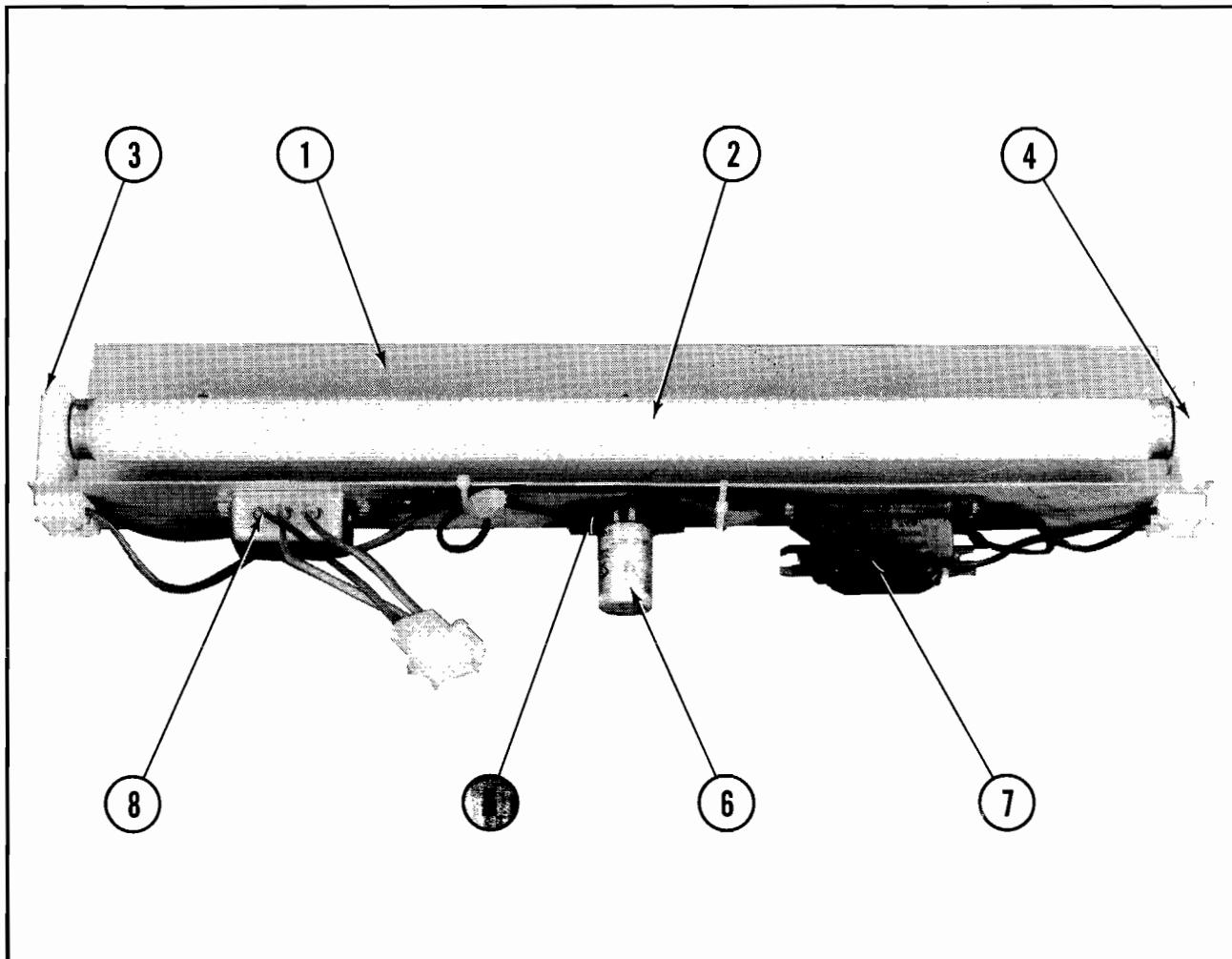


FRONT DOOR ASSEMBLY — U.S.A. 25¢ — PARTS LIST

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	A090-00105-0000	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)

NO. 337 — WACKO — UPRIGHT — HEADER FLUORESCENT LIGHT ASSY.

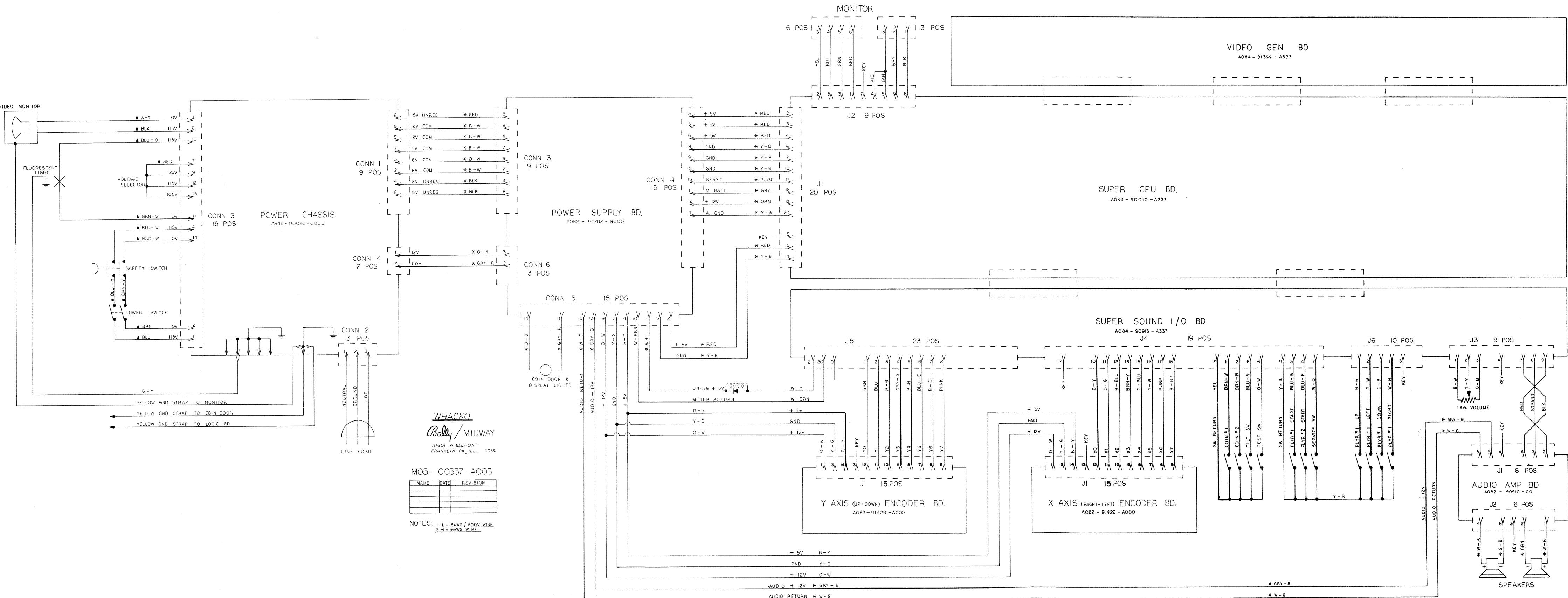


NO. 337 — WACKO — UPRIGHT — HEADER FLUORESCENT LIGHT ASSY. — PARTS LIST

ORDER BY PART NUMBER ONLY

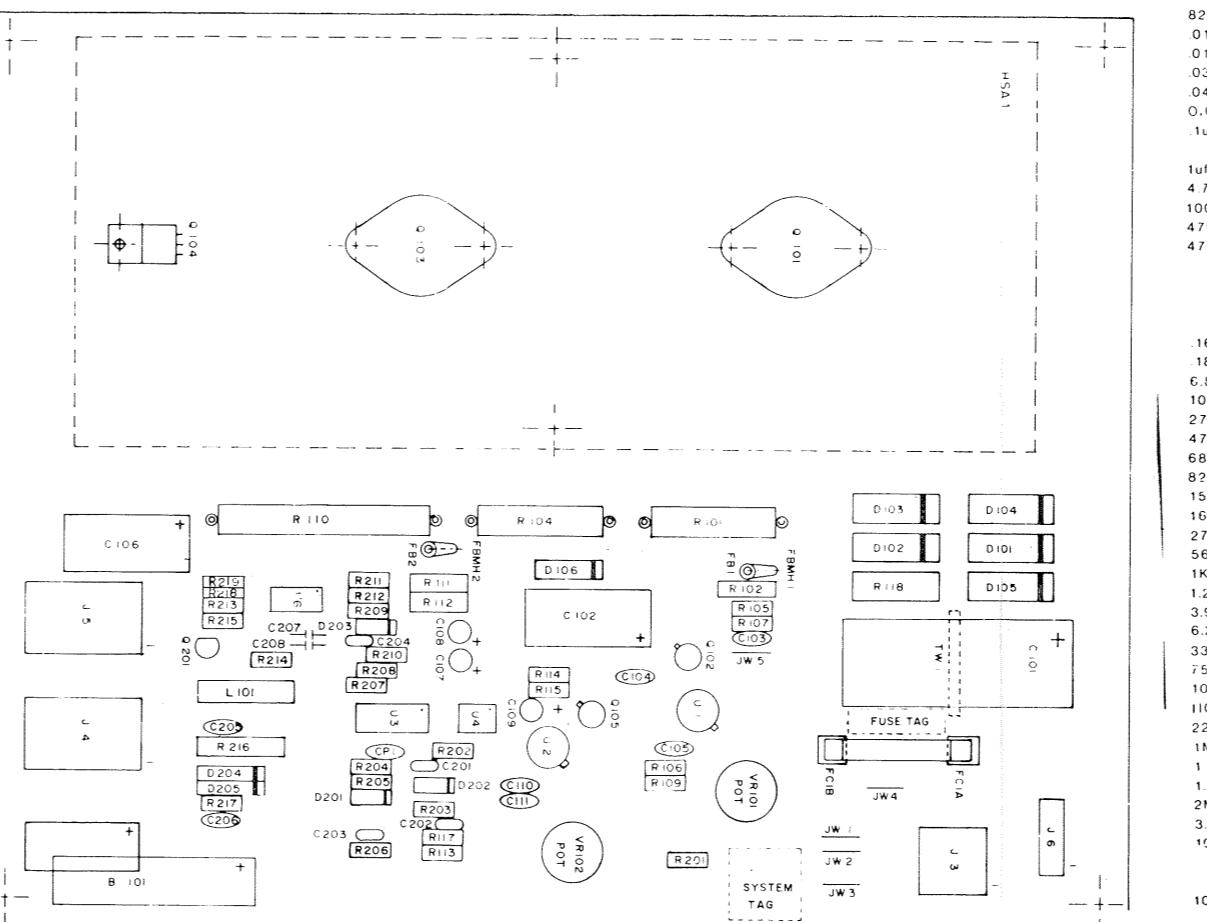
ITEM	PART NO.	DESCRIPTION
1	0595-00105-0000	FLUORESCENT BRKT.
2	0017-00003-0043	18" COOL WHITE FLUORESCENT LAMP
3	0017-00003-0445	LAMP LOCKS (2 REQ'D.)
4	0017-00031-0036	FLUORESCENT SOCKET (2 REQ'D.)
5	0017-00003-0412	FLUORESCENT STARTER HOLDER W/LEADS
	0017-00101-0573	#6-32 x 1/2 PHIL. RND. HD. M.S. (4 REQ'D.)
	0017-00104-0009	#6 EXT. WASHER (4 REQ'D.)
6	0017-00003-0019	FLUORESCENT STARTER
7	0017-00003-0026	BALLAST
	0017-00101-0598	#8-32 x 5/16 SLT. HEX HD. SCR. (4 REQ'D.)
8	A961-00042-0000	LINE FILTER ASSY.

III. Wiring Diagrams and Schematics



CROSS REFERENCE LIST

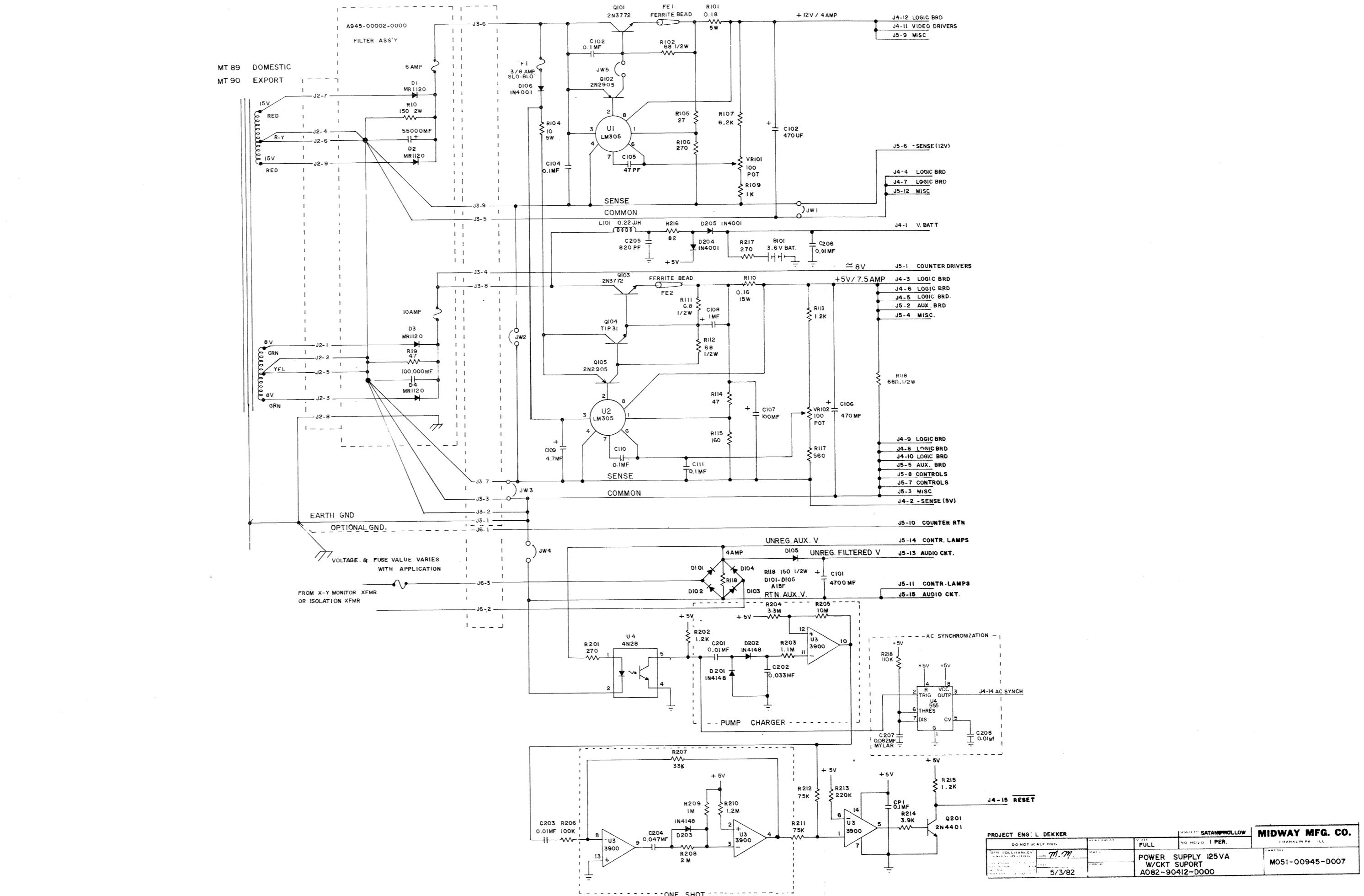
DESCRIPTION	O'ty	DESIGNATION	PART #
47pf AX CER.	1	C105	0945-00811-0100
820pf AX CER	1	C205	0945-00816-0400
.01uf AX CER	2	C206,208	0945-00816-0100
.01uf MYLAR	2	C201,203	0945-00816-0200
.033uf MYLAR	1	C20?	0945-00816-0500
.047uf MYLAR	1	C204	0945-00816-0300
.082uf AX CER	1	C207	0945-00816-1900
.1uf AX CER	5	C103,104,11,111,	0945-00811-0200
CP1		CP1	
.1uf RAD TANT	1	C108	0945-00811-0300
4.7uf RAD. TANT.	1	C109	0945-00811-0400
100uf RAD. TANT.	1	C107	0945-00811-0500
470uF AX ELECT.	2	C102,106	0945-00816-0600
4700uF AX ELECT.	1	C101	0945-00811-0700
16ohm 15W 5%	1	R110	0945-00815-0100
18ohm 5W 5%	1	R101	0945-00815-0200
6.8ohm 1/2W 5%	1	R111	0062-04703-1XXX
10ohm 5W 5%	1	R104	0945-00812-0100
27ohm 1/4W 5%	1	R105	0062-066B3-1XXX
47ohm 1/4W 5%	1	R114	0062-066B3-1XXX
68ohm 1/2W 5%	3	R102,112,219	0062-09803-1XXX
82ohm 1W 10%	1	R216	0062-104F5-1XXX
150ohm 2W 5%	1	R118	0945-00812-0200
160ohm 1/4W 5%	1	R115	0062-124B3-1XXX
270ohm 1/4W 5%	3	R106,201,217	0062-138B3-1XXX
560ohm 1/4W 5%	1	R117	0062-162B3-1XXX
1K 1/4W 5%	1	R119	0062-179B3-1XXX
1.2K 1/4W 5%	3	R113,202,215	0062-183B3-1XXX
3.9K 1/4W 5%	1	R214	0062-207B3-1XXX
6.2K 1/4W 5%	1	R107	0062-217B3-1XXX
33K 1/4W 5%	1	R207	0062-251B3-1XXX
75K 1/4W 5%	2	R211,212	0062-269B3-1XXX
100K 1/4W 5%	1	R206	0062-275B3-1XXX
110K 1/4W 5%	1	R216	0062-277B3-1XXX
220K 1/4W 5%	1	R213	0062-291B3-1XXX
1M 1/4W 5%	1	R209	0062-323B3-1XXX
1.1M 1/4W 5%	1	R203	0062-325B3-1XXX
1.2M 1/4W 5%	1	R210	0062-327B3-1XXX
2M 1/4W 5%	1	R208	0062-337B3-1XXX
3.3M 1/4W 5%	1	R204	0062-347B3-1XXX
10M 1/4W 5%	1	R205	0062-371B3-1XXX
100ohm POT	2	VR101,102	0945-00814-0000
LM305 REG	2	U1,2	0945-00813-0100
555	1	U6	0945-00810-4500
LM3900	1	U3	0945-00813-0200
4N28	1	U4	0945-00813-0300
A15F RECTIFIER	5	D101-105	0945-00804-0200
IN4001	3	D106,204,205	0945-00804-0300
IN4148	3	D201-203	0945-00804-0500
2N2905	2	Q102,105	0945-00808-0300
2N4401	1	Q201	0945-00804-0400
BATTERY 3.6VDC 60DEG C	1	B101	0017-00003-0377
FUSE 3/8A S-BLO	1	F1	0945-00808-0400
FUSE CLIP	2	FC1A,1B	0017-00003-0214
TIE WRAP	1	TW1	0945-00814-0300
FERRITE BEAD	2	FB1,2	0017-00009-0225
FERRITE MOUNTING HOW.	2	FBMH1,2	0017-00033-0139
22uH INDUCTOR	1	L101	0945-00814-0200
FUSE TAG	1	M051	0945-00945-A004
SYSTEM TAG	1	M051	0945-00945-A009
P.C.B.	1	A080	90412-U000
HEAT SINK ASS'Y	1	HSA1	A945-00008-0000
(SEE HS ASS'Y DRAWING " ** NOTE")			
4-40 X 10 SLT RND	2	MH HSA1A,2A,	0017-00101-00727
4-40 HEX NUT	2	MH HSA1E,2E,	0017-00103-0002
WSH 4-120-250-018	4	MH HSA1B,1D	0017-00104-0071
MH HSA2B,20			
3PIN P.C. MOUNT CONN. (MALE)	1	J6	0017-00021-0443
9PIN P.C. MOUNT CONN (MALE)	1	J3	0017-00021-0425
15PIN P.C. MOUNT CONN (FEMALE)	1	J4	0017-00021-0441
15PIN P.C. MOUNT CONN.(MALE)	1	J5	0017-00021-0440
22AWG T&R BARE 2.5"	5	JW1-5	0151-00087-0000

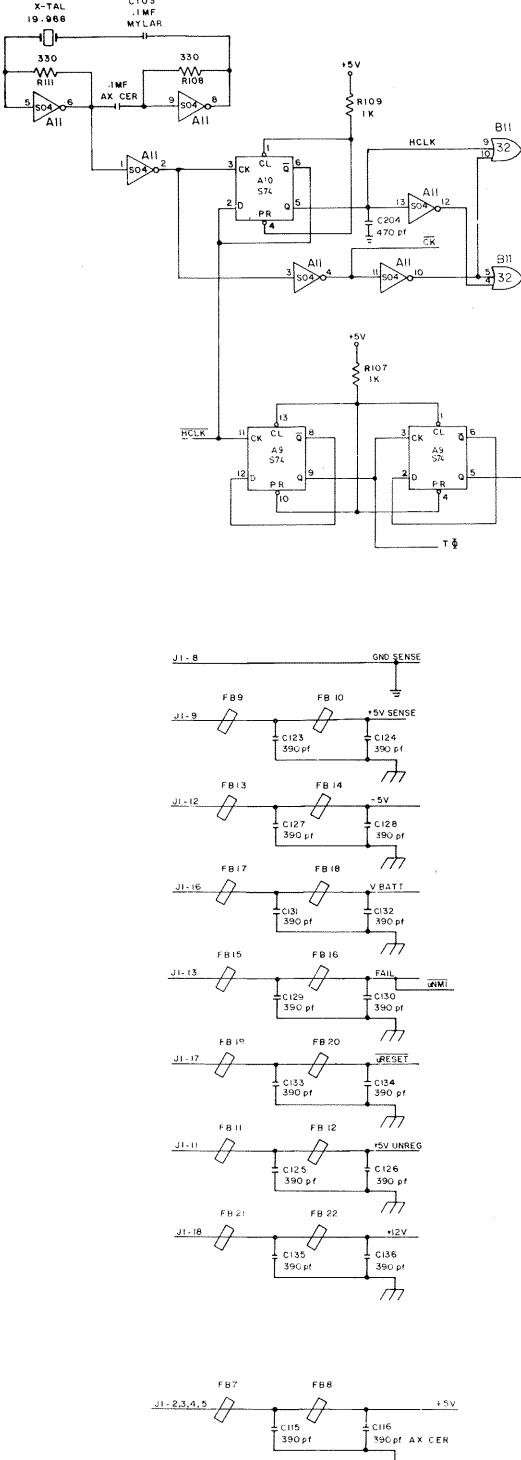


PROJ. ENG. L. DEKKER	FULL	NO. PER D	I PER.	MIDWAY MFG. CO.
DO NOT SCALE DOWN	5/14/82	5/14/82	5/14/82	FRANKLIN, ILL.
ASSEMBLY DRAWING I25VA PWRSPY				
MH HSA1	HEAT SINK ASS'Y 1			
MH HSA1	MOUNTING HARDWARE(HEAT SINK)			
	2 SCREW			
	4 WASHER			
	2 HEXNUT			

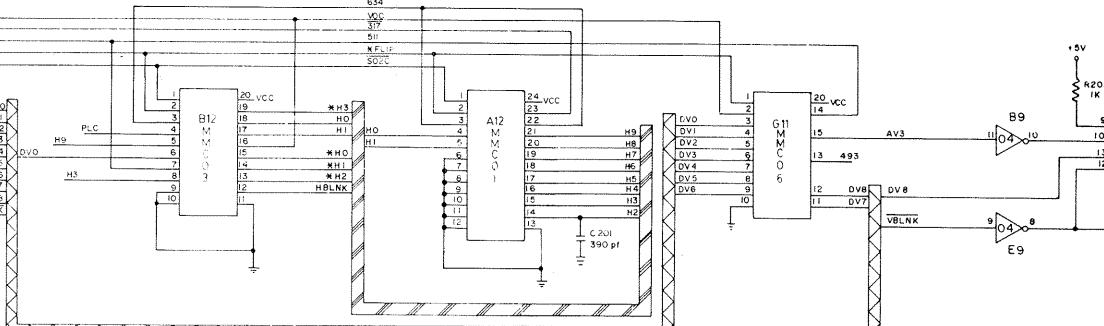
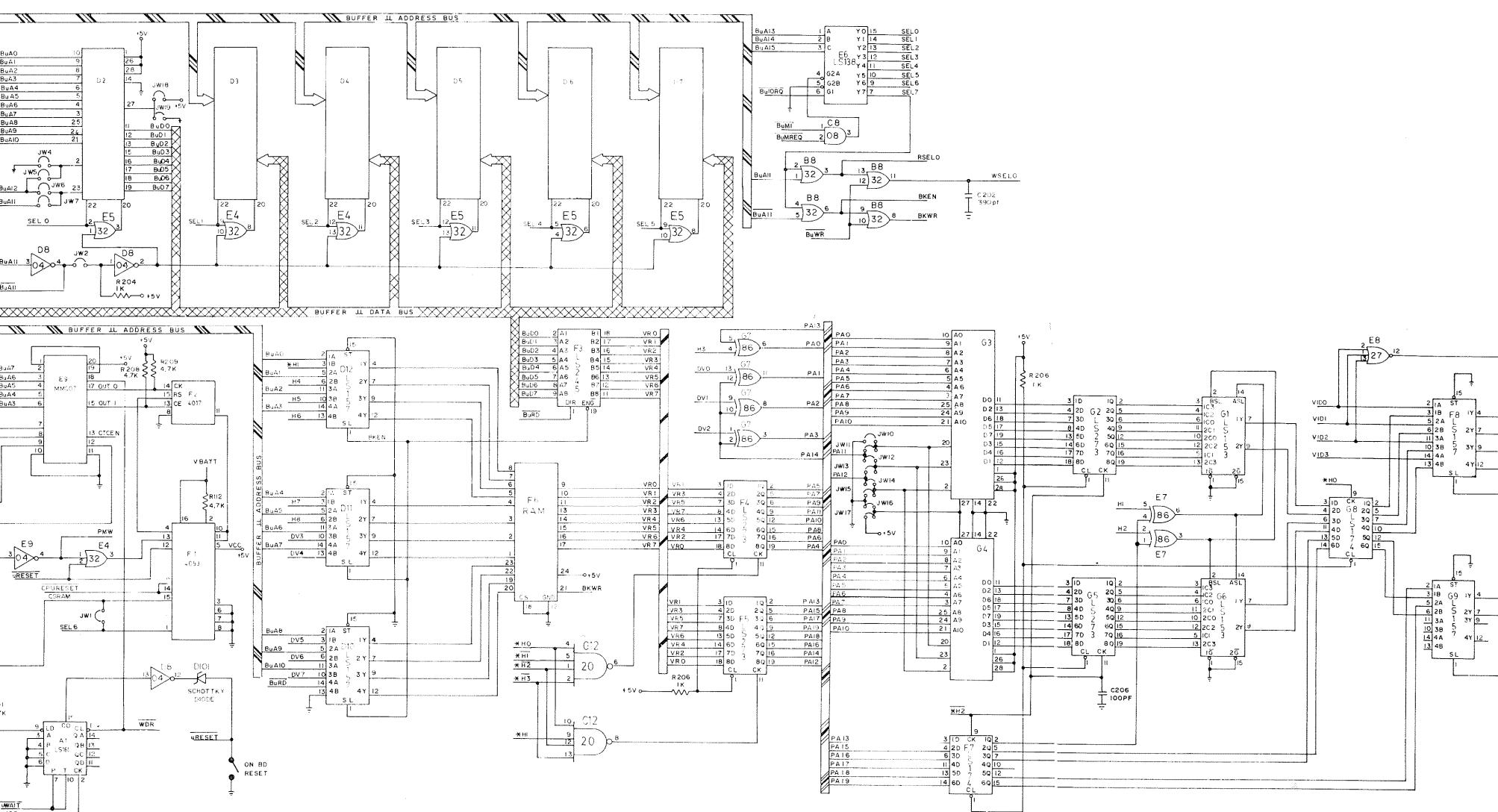
FBMH1,2

FERRITE BEAD MOUNTING HARDWARE

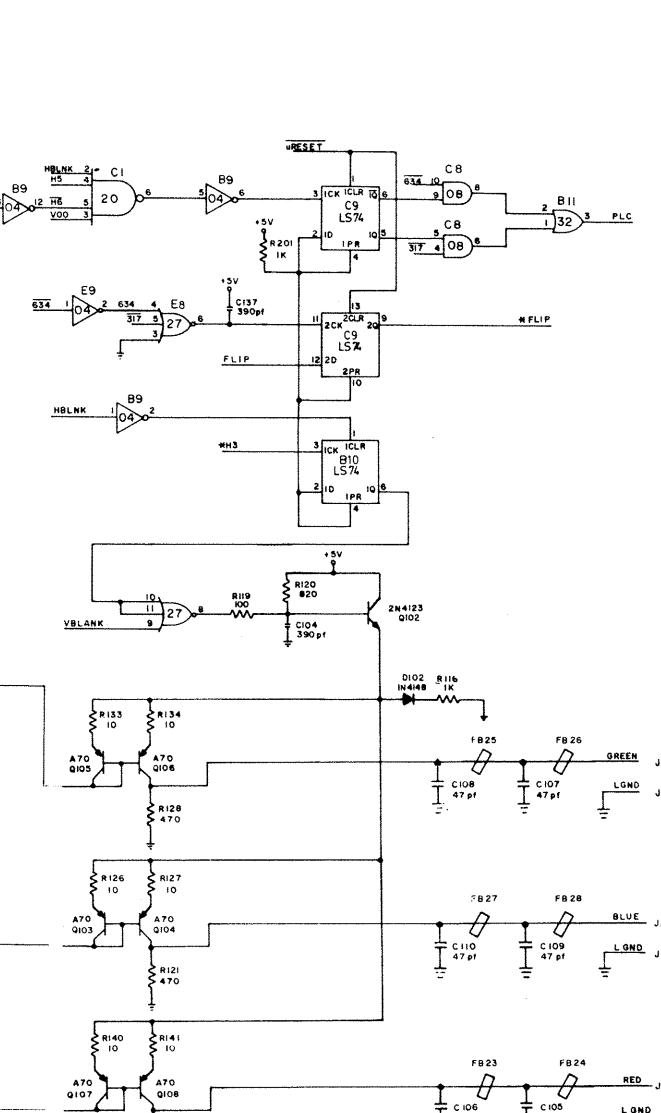


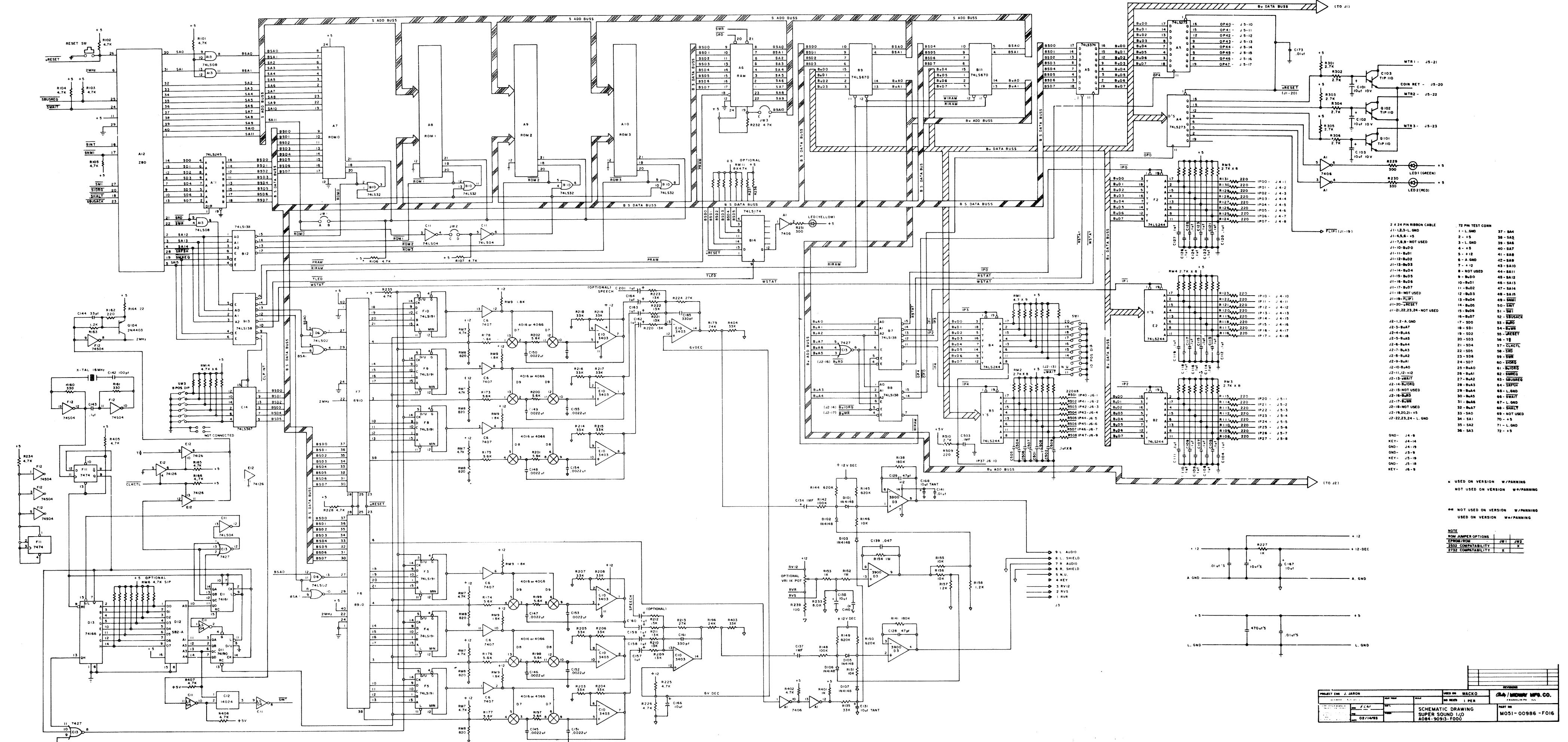


72 PIN TEST CONNECTOR	
1	L GND
2	+5V
3	-5V
4	+12V
5	-12V
6	N.C.
7	H.V.
8	+5V
9	4.7K
10	+5V
11	4.7K
12	+12V
13	4.7K
14	+12V
15	4.7K
16	+12V
17	4.7K
18	4.7K
19	+12V
20	+12V
21	+12V
22	+12V
23	+12V
24	+12V
25	+5V
26	+5V
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93	+5V
94	+5V
95	+5V
96	+5V
97	+5V
98	+5V
99	+5V
100	+5V



PROJECT ENCL:	A. GHOSH	WORK ENCL:	WACCO	REV.:	001
TOLERANCE:	0.1%	MATERIAL:	None	DATE:	02/14/83
SCHEMATIC DRWG:	SUPERCPU	PRINT NO.:	001 (NE)	COMPONENTS:	MO51-00986-0014

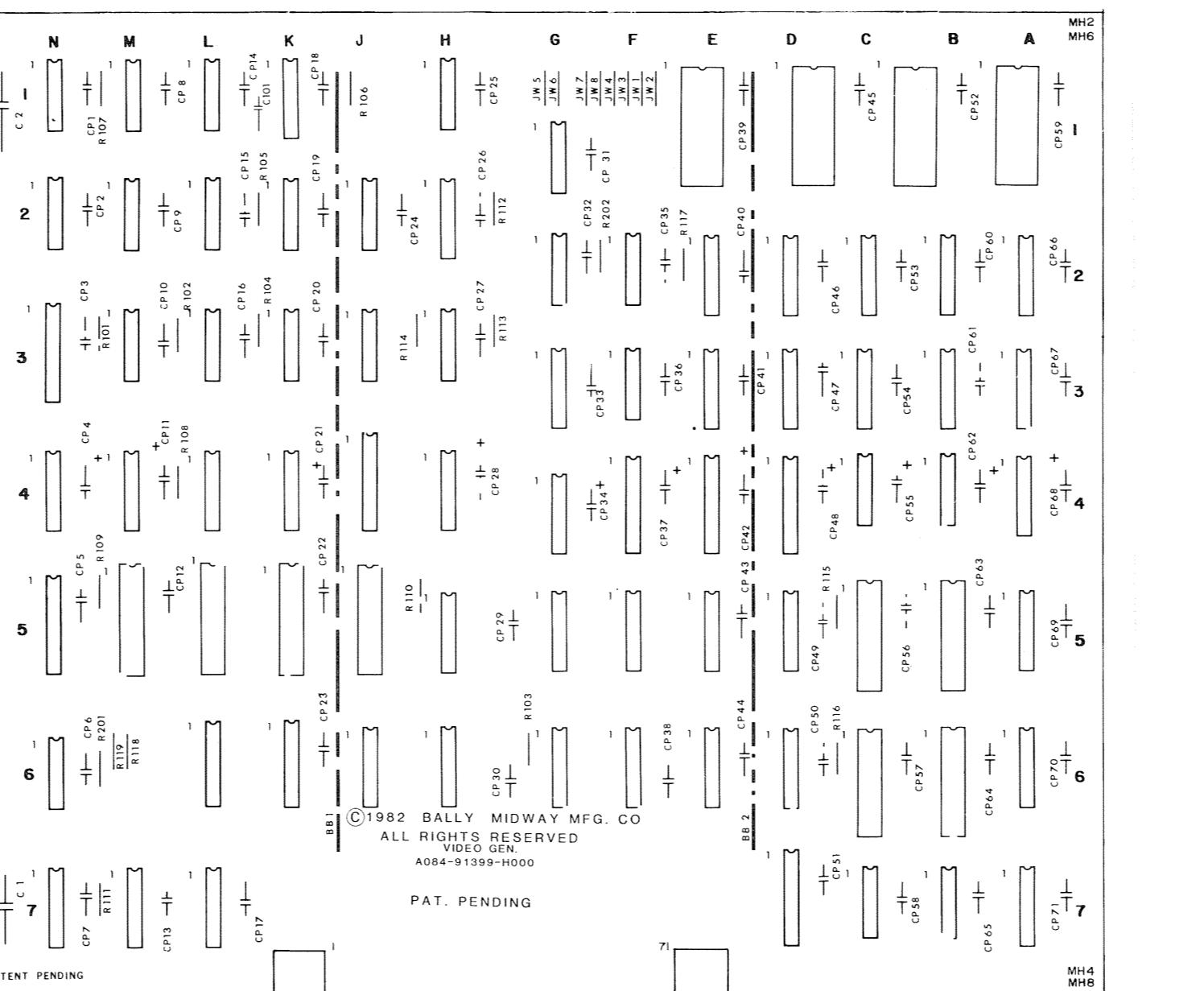




PROJECT EMU J. JARON
REV. 1
WACKO
MFG CO.
1618 FRANKLIN AV.
TOMASVILLE, NC 27360
TOLL FREE 1-800-947-5250
FAX 336-784-2802
TELEFAX 336-784-2802
FAX 336-784-2802
E-mail: jaron@wackomfg.com
http://www.wackomfg.com/jaron.html
SCHEMATIC DRAWING
SUPER SOUND I/O
A084-90913-FO01
DRAWN BY
MOISSEY MFG. CO.
REV. 1
PRINTED 02/14/93
MATERIALS LISTED ON BACK PAGE
PART NO. MO51-00986-F016

DESIGNATION LIST

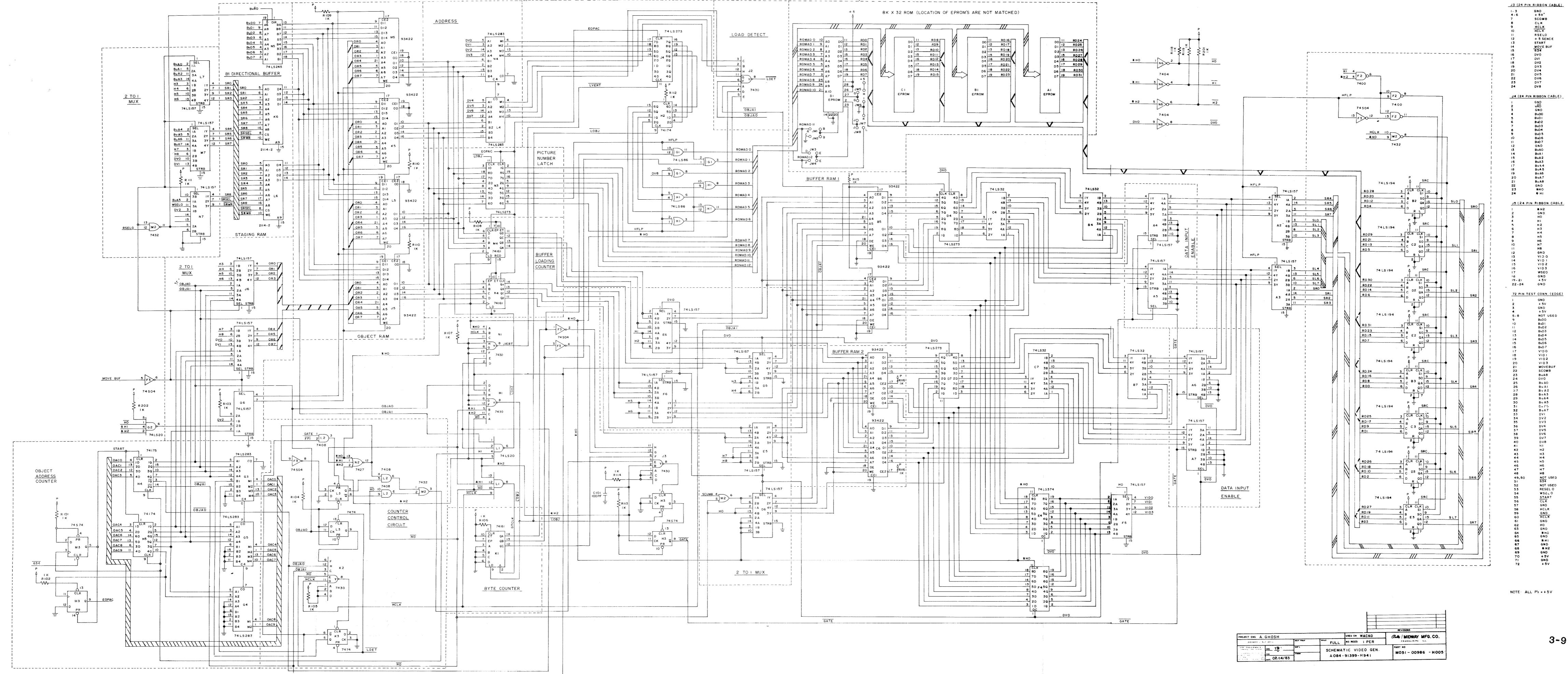
DESIGNATION	DESCRIPTION	DESIGNATION	DESCRIPTION	DESIGNATION	DESCRIPTION
C1,2	100 μ F AX.ELECT	IC D 1	EPROM	IC L 1	74 LS 20
C101	100 pf AX.CER.	IC D 2	74 LS194	IC L 2	7408
CPI-3, 5-10		IC D 3	74 LS194	IC L 3	7474
CPI2-20,22-27,		IC D 4	74 LS273	IC L 4	74 LS283
CP29-33,35,36,		IC D 5	74 LS157	IC L 5	422
CP38-41,43-47,.01 μ f AX.CER.		IC D 6	74 LS157	IC L 6	2114-2
CP49-54,56-61,		IC D 7	74 LS273	IC L 7	74 LS157
CP63-67,69-71.					
CP4,11,21,28,34,		IC E 2	74 LS194	IC M 1	7430
CP37,42,48,55, 10 μ f 25V AX.TANT.		IC E 3	74 LS194	IC M 2	7432
CP62,68.		IC E 4	74 LS374	IC M 3	74 S 74
RIO1-119,201,202, 1K 1/4W 5%		IC E 5	74 LS157	IC M 4	74161
		IC E 6	74 LS157	IC M 5	422
		IC F 2	7400	IC M 7	74 LS157
		IC F 3	74 S 04	IC N 1	7430
		IC F 4	74 LS374	IC N 2	7427
		IC F 5	74 LS157	IC N 3	74 LS273
		IC F 6	74 LS157	IC N 4	74 LS283
RM1,2	8PIN 1K SIP	IC G 1	74 LS 86	IC N 5	74 LS 245
RM 3	10PIN 1K SIP	IC G 2	74 LS 20	IC N 6	7404
		IC G 3	74 LS 283	IC N 7	74 LS157
IC A 1	EPROM	IC G 4	74 LS 283		
IC A 2	74 LS157	IC G 5	74 LS 283		
IC A 3	74 LS157	IC G 6	74 LS157	ICS A1,B1,C1,D1. 28PIN IC SOCKET	
IC A 4	74 LS157	IC H 1	74 LS 86		
IC A 5	74 LS157	IC H 2	74174	ICS B5,6,C5,6, 22PIN IC SOCKET	
IC A 6	74 LS157	IC H 3	74 S 74	J5,K5,L5,M5.	
IC A 7	74 LS157	IC H 4	74175		
		IC H 5	74174	ICS K6,L6. 18PIN IC SOCKET	
		IC H 6	74 LS157	J3,4,5 24 PIN RIGHT ANGLE CONN.	
IC B 1	EPROM			JWI-JW8 JUMPER WIRE	
IC B 2	74 LS194	IC J 2	7430		
IC B 3	74 LS194	IC J 3	7430	BBI,2 BUSS BAR	
IC B 4	74 LS32	IC J 4	74 LS273	PCMH1-4 PC BD SPACER	
IC B 5	422	IC J 5	422	PCMH5-8 PC MTG SCREW	
IC B 6	422	IC J 6	74 LS157	A080-91399-H000 VID.GEN.PC	
IC B 7	74LS32				
IC C 1	EPROM	IC K 1	74161		
IC C 2	74 LS194	IC K 2	7430		
IC C 3	74 LS194	IC K 3	7474		
IC C 4	74 LS32	IC K 4	74161		
IC C 5	422	IC K 5	422		
IC C 6	422	IC K 6	2114-2		
IC C 7	74 LS32				



CROSS REFERENCE LIST

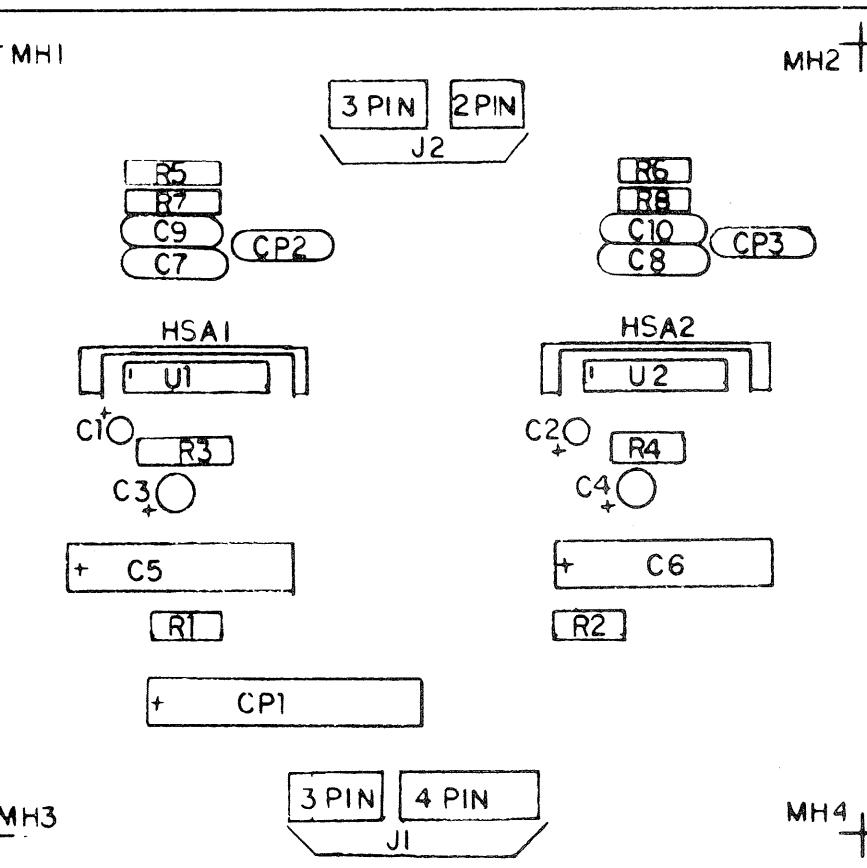
DESCRIPTION	Q'TY	DESIGNATION	PART NO.
100 PF 50V AX.CER.	60	C101	0986-00800-1000
O1 μ F 50V AX.CER.		CP1-3, CP5-10, CP12-20, CP22-27, CP29-33, CP35, 36, CP38-41, CP43-47, CP49-54, CP56-61, CP63-67, CP69-71.	0986-00800-2500
10 μ f 25 V AX.TANT.	11	CP4,11,21,28,34,37, CP42,48,55,62,68.	0986-00800-2400
100 μ f 25V AX.ELECT.	2	C1,2	0986-00800-1800
I K 1/4W CRBN. FLM.	21	R101-119, 201, 202.	0062-17983-1XXX
I K 8 PIN SIP	2	RM1,2.	0986-00804-1100
I K 10 PIN SIP	1	RM3	0986-00804-1000
2114-2	2	K6, L6.	0986-00803-2300
7400	1	F2	0986-00803-2800
7404	1	N6	0986-00803-8300
7404	1	F3	0986-00803-3100
7408	2	L2	0986-00803-3200
74LS20	2	G2, L1	0986-00803-3400
7427	1	N2	0986-00803-3500
7430	5	J2, J3, K2, M1, N1	0986-00803-3600
7432	1	M2	0986-00803-4400
74LS32	4	B4,7, C4,7,	0986-00803-3700
7474	2	K3, L3	0986-00803-4500
74S74	2	H3, M3	0986-00803-4100
74LS86	2	G1, H1	0986-00803-4200
74LS157	18	A2,3,4,5,6,7, D5,6, E5,6,F5,6,G6,H6, J6,L7,M7,N7.	0986-00803-2400
74161	3	K1, K4, M4.	0986-00803-2500
74174	2	H2,5	0986-00803-2600
74175	1	H4	0986-00803-2700
74LS194	8	B2,3,C2,3,D2,3,E2,3.	0986-00803-2900
74LS245	1	N5	0986-00803-3000
74LS273	4	D4,7,J4,N3	0986-00803-3800
74LS283	5	G3,4,5,L4,N4,	0986-00803-3900
74LS374	2	E4,F4	0986-00803-4000
93422	4	J5,K5,L5,M5	0986-00804-0800
93422	4	B5,B6,C5,C6	0986-00803-1010
EPROM	1	A1 (VG A)	
EPROM	1	B1 (VG B)	
EPROM	1	C1 (VG C)	
EPROM	1	D1 (VG D)	
JUMPER WIRE	8	JWI-8	0986-00805-0200
BUSS BAR	2	BB1,2	0986-00804-0900
P.C. BOARD	1	A080-91399-E000	
24 PIN RIGHT ANGLE CONN.	3	J3,4,5	0986-00804-4700
28 PIN SOCKET	4	ICS A1,B1,C1,D1	0986-00804-0300
22 PIN SOCKET	8	ICS B5,6,C5,6,J5,K5,L5,M5	0986-00804-0700
18 PIN SOCKET	2	ICS K6,L6	0986-00804-0600
PC BD SPACER	4	PCMHI-PCM4	0986-00701-00XF
PC MTG SCREW	4	PCMHI-PCM8	0017-00101-0339

PROJECT ENG: A. GOSH	USED ON: WACKO	Bally / MIDWAY MFG. CO. FRANKLIN PK., ILL.	
DO NOT SCALE DWG	HEAT TREAT	FULL	NO. REQ'D ONE PER
DIM. TOLERANCES NOT SPECIFIED		FINISH	
DATE 02/14/83		VIDEO GENERATOR P.C. ASSY DWG A082 - 91399 - H000	
PART NO. M051 - 00337 - A007			



DESIGNATION LIST

<u>DESIGNATION</u>	<u>DESCRIPTION</u>
C1,C2	.47mf 25v rd.tant.
C3,C4	22mf 6v "
C5,C6	470mf 6v ax.elect.
C7-C10	.1mf 50v ax.cr.
CP1	220mf 25v ax.elect.
CP2,CP3	.1mf 50v ax.cr.
R1,R2	2.7KΩ 1/4w 5% CRBN.
R3,R4	27Ω " "
R5-R8	1Ω 1/2w "
U1,U2	MB3730
J1	3 PIN STRT,KKI56 4 "
J2	3 " 2 "
HSA1,2	HEATSINK ASSY.
MHI-MH4	HEYCO BUSHING



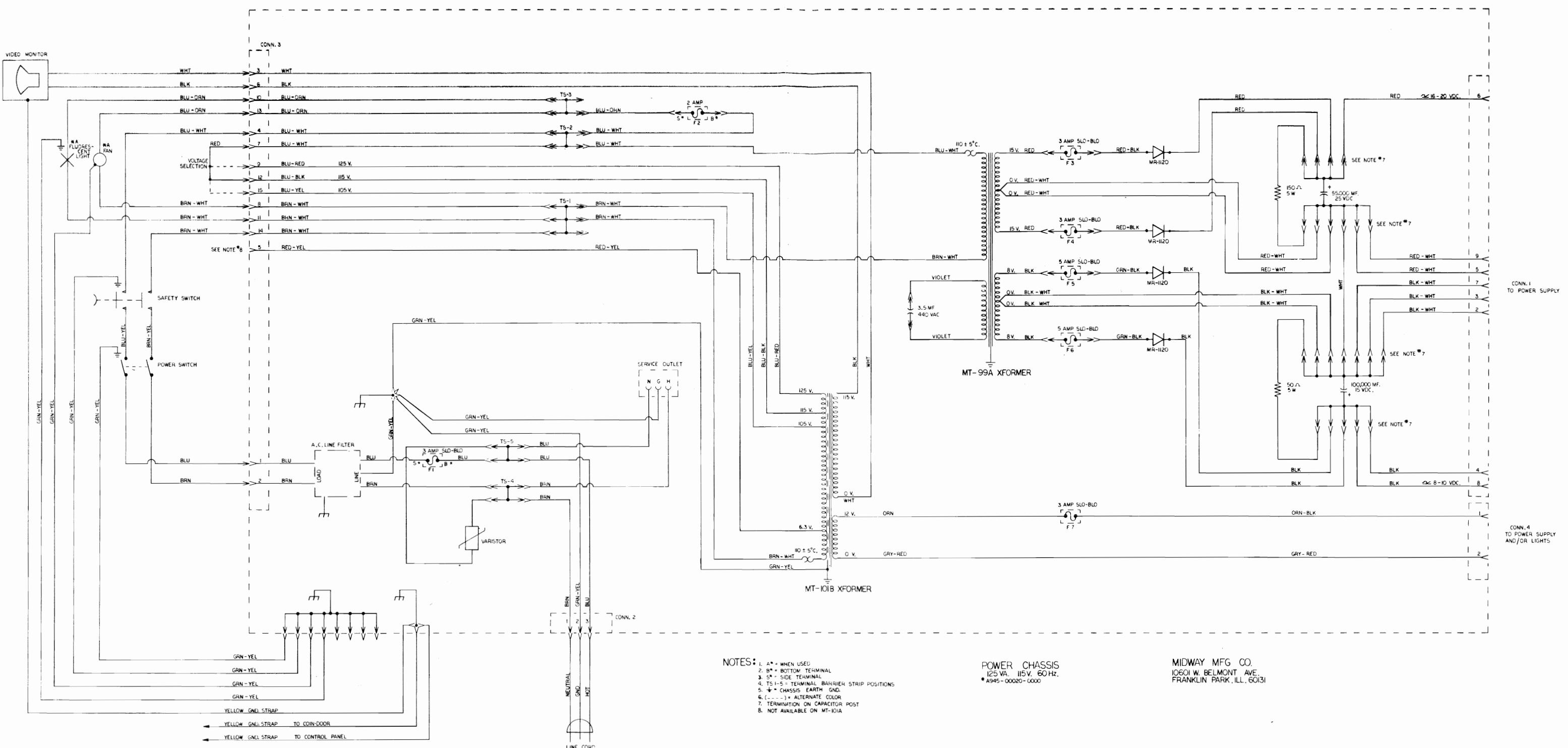
CROSS REFERENCE LIST

<u>DESCRIPTION</u>	<u>QTY</u>	<u>DESIGNATION</u>	<u>PART NO.</u>
.1mf 50v ax.cr.	6	C7-C10, CP2,CP3	0986-00800-1100
4.7mf 25v rd.tant.	2	C1,C2	0986-00800-3100
22mf 6v "	2	C3,C4	0986-00800-1600
220mf 25v ax.elec.	1	CP1	0986-00800-3200
470mf 6v "	2	C5,C6	0986-00800-1700
1Ω 1/2w 5%	4	R5-R8	0062-026D3-1XXX
27Ω 1/4w "	2	R3,R4	0062-068B3-1XXX
2.7K "	2	R1,R2	0062-199B3-1XXX
MB3730	2	U1,U2	0066-188XX-XX4X
2 PIN STRT,KKI56	1	J2	3000-16367-0200
3 " "	2	J1,J2	3000-16367-0300
4 " "	1	J1	3000-16367-0400
HEATSINK ASSY.	2	HSA1, HSA2	A986-00010-E000
HEYCO BUSHING	4	MHI-MH4	0017-00042-0014
PC BOARD	1		A080-90910-E000

PROJECT ENG. C MEDNICK

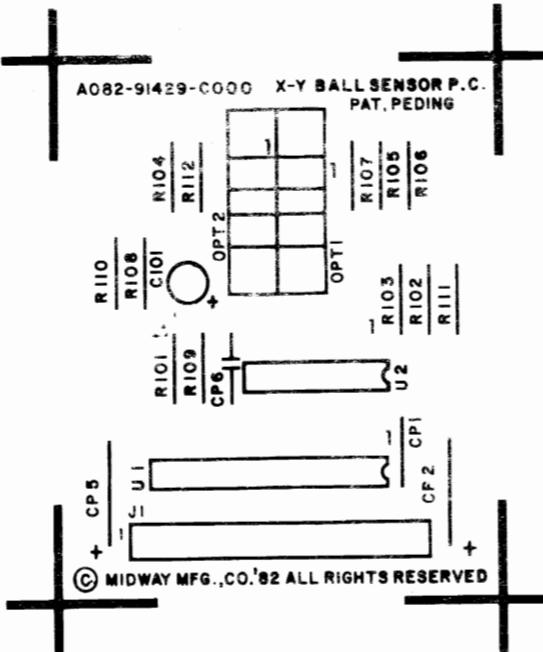
DIM. TOLERANCES		FIRST USED ON	TRON
UNLESS OTHERWISE SPEC		DRN	DATE
CONCENTRICITY T.I.R. .002		TJK	9-1-82
FRACTIONAL ± 1/64		SCALE	FULL
DECIMAL ± .005		MECH.CHK	MATL
HOLE DIA. +.002-.000		ELEC.CHK	FINISH
ANGLE ± 1/2°		C.HI HI	
DO NOT SCALE DWG			

MIDWAY MFG. CO. FRANKLIN PK., IL. 60131 A BALLY CO	
DUAL PWR. AMP. ASSY	
A080-90910-E000	
REVISIONS	
PART NO.	
M051-00986-E010	



DESIGNATION LIST

<u>DESIGNATION NO.</u>	<u>DESCRIPTION</u>
C101	4.7 μ f TANT 16V RAD.
CP1	.01 μ f 50V AX.CER.
CP2	10 μ f 16V AX.ELECT.
CP5	10 μ f 16V AX.ELECT.
CP6	.01 μ f 50V AX.CER.
R101	4.7 K 1/4 W 5%
R102	4.7 K "
R103	200 K "
R104	200K "
R105	6.2K "
R106	120 ohm "
R107	30K "
R108	91K "
R109	200K "
R110	200 K "
R111	4.7 K "
R112	6.2 K "
OPT1, OPT2	OPTICAL SENSORS
U1	74 LS491
U2	LM 339
J1	15 PIN KK-100 RT.ANGLE PIN 13 OMITTED
SCREW	5-40 X 6 SLT RND MS NY NT
PLATE	PLATE - NUT FIN.
A080-91429-C000	P.C. BOARD

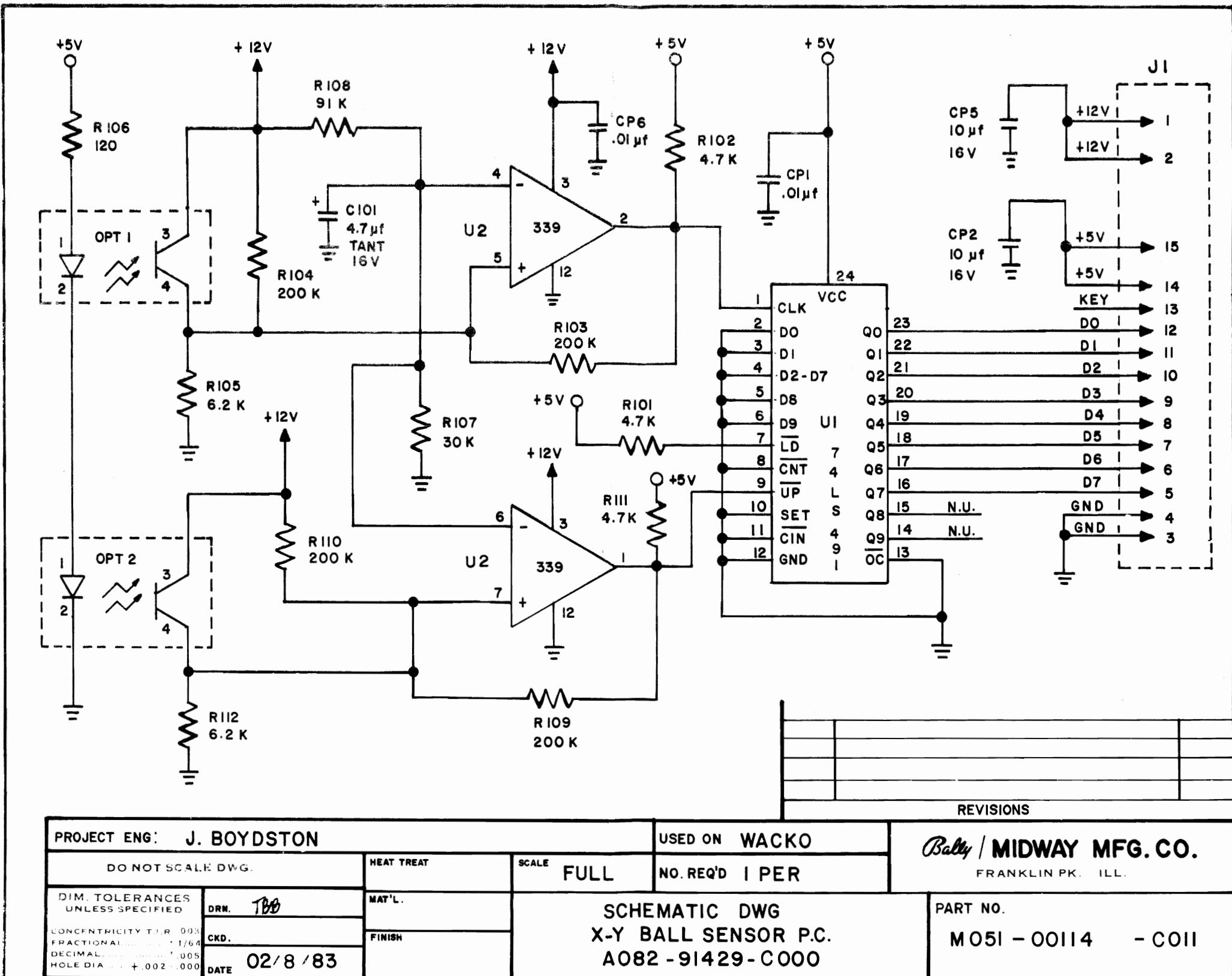


CROSS REFERENCE LIST

<u>DESCRIPTION</u>	<u>Q'TY</u>	<u>DESIGNATION NO.</u>	<u>PART NO.</u>
.01 μ f 50V AX.CER.	2	CPI, CP6	0628-00800-0100
4.7 μ f 16V RAD.TANT.	1	C101	0628-00800 0200
10 μ f 16V AX.ELECT.	2	CP2, CP5	0628-00800-0300
120 ohm 1/4 W 5%	1	R106	0062-116B3-IXXX
4.7 K "	3	R101, R102, R111	0062-211B3-IXXX
6.2 K "	2	R105, R112	0062-217B3-IXXX
30K "	1	R107	0062-249B3-IXXX
91K "	1	R108	0062-273B3-IXXX
200K "	4	R103, R104, R109, R110	0062-289B3-IXXX
74 LS491	1	U1	0628-00803-2700
LM 339	1	U2	0628-00803-2900
OPTICAL SENSORS	2	OPT1, OPT2	0639-00804-0001
15 PIN KK-100 RT.ANGLE PIN 13 OMITTED	1	J1	3000-J6366-1502
SCREW	4	—	0017-00101-0084
PLATE-NUT	2	—	0643-00112-0080
P.C. BOARD	1	—	A080-91429-C000

REVISIONS

PROJECT ENG: J. BOYDSTON	USED ON WACKO	Bally / MIDWAY MFG. CO. FRANKLIN PK. ILL.
DO NOT SCALE DWG.	HEAT TREAT	SCALE FULL NO. REQ'D 1 PER
DIM. TOLERANCES UNLESS SPECIFIED CONCENTRICITY T.I.R .003 FRACTIONAL .000-.005 DECIMAL .000-.005 HOLE DIA +.002-.000	DRW. TB CKD. DATE 02/8/83	MAT'L. FINISH ASSEMBLY DWG X-Y BALL SENSOR A082-91429-C000
		PART NO. M051-00114-C010



WACKO
OPTION SWITCH SETTINGS

SWITCH NO. 1 — AT B3 — LOCATED ON SOUND I/O P.C. BOARD

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

SWITCH NO. 3 — AT D14 — 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.

M051-00337-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.