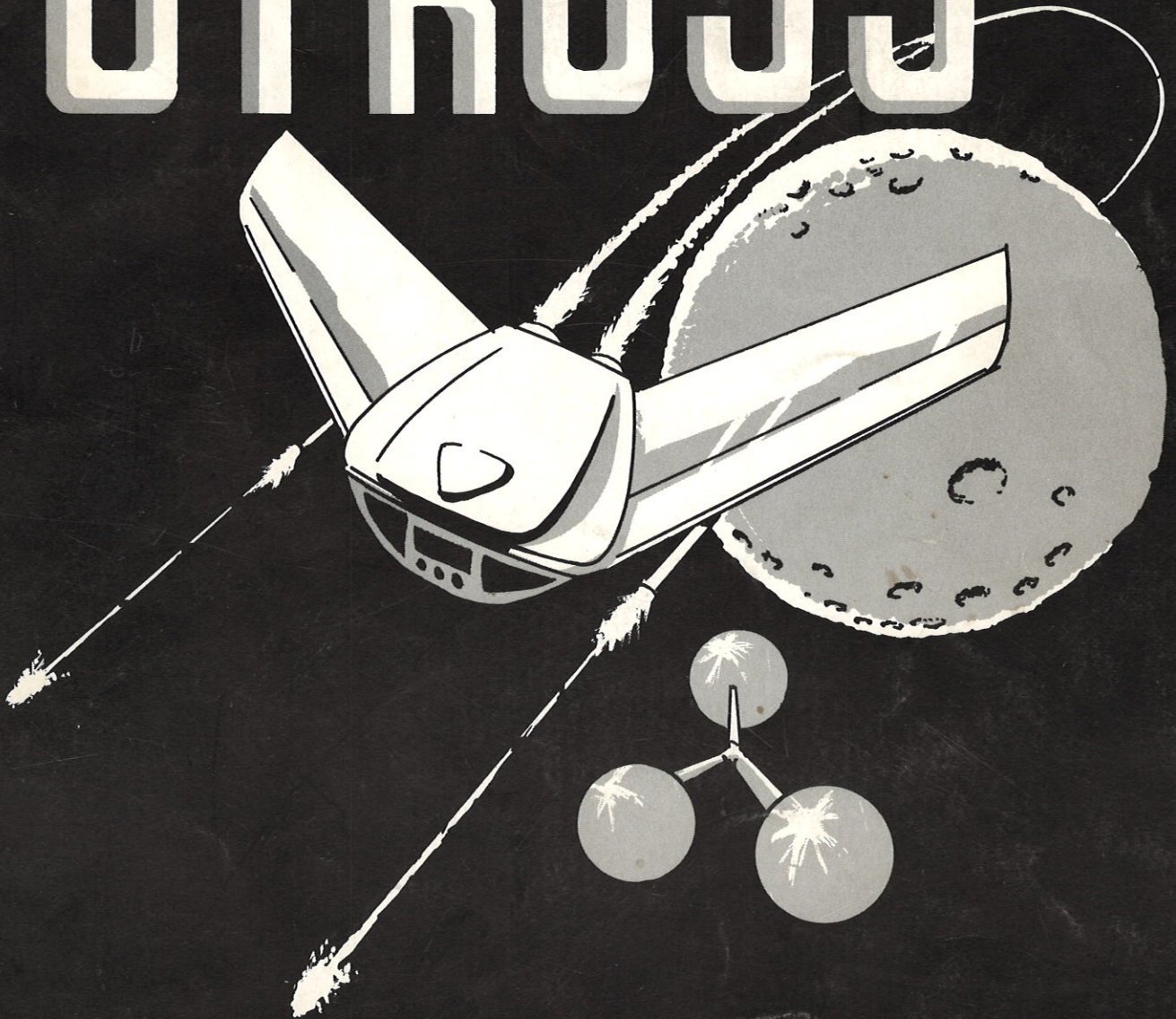


centuri inc.
MANUAL NO. 901-2163

GYRUSS[©]



**COCKTAIL TABLE
SERVICE MANUAL**

GYRUSS

COCKTAIL TABLE

CENTURI, INC.
245 W. 74th PLACE
HIALEAH, FLA. 33014

CUSTOMER SERVICE:

TEL. # (305) 558-5200 (IN FLORIDA)

TEL. # (800) 327-7710 (OUTSIDE FLORIDA)

TELEX: 803694 ANSB CENTURI CABLE: CENTURI

GYRUSS
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INTRODUCTION

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GYRUS IS A MICROPROCESSOR BASED COIN-OPERATED ELECTRONIC GAME THAT MAKES EXTENSIVE USE OF DIGITAL INTEGRATED CIRCUITRY AND TELEVISION MONITOR CONCEPTS. THIS MANUAL IS DESIGNED FOR THE USE OF MAINTENANCE TECHNICIANS WHO POSSESS A GENERAL WORKING KNOWLEDGE OF SOLID-STATE ELECTRONICS. THIS MANUAL DOES NOT ATTEMPT TO COVER THE REPAIR OF THE ELECTRONIC PORTIONS OF THE GAME.

USER INFORMATION - F.C.C.

WARNING

THIS EQUIPMENT GENERATES, USES, AND CAN RADIATE RADIO FREQUENCY ENERGY, AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTION MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION, IT HAS NOT BEEN TESTED FOR COMPLIANCE PURSUANT TO SUBPART J OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. 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.

NOTES

NEVER REPLACE ANY COMPONENTS WITH ANYTHING OTHER THAN THE EXACT REPLACEMENT PARTS.
NEVER REMOVE CIRCUIT BOARD CONNECTIONS WHILE POWER IS ON.
DO NOT REPLACE THE FUSE WITH ANYTHING OTHER THAN THE PROPER VALUE.
A BLOWN FUSE INDICATES AN OVERLOAD CONDITION WITHIN THE GAME.
REPLACING THE FUSE WITH A HIGHER VALUE CAN CAUSE SEVERE DAMAGE TO INTERNAL COMPONENTS IF AN OVERLOAD OCCURS.
ALWAYS CONSULT THE MANUAL BEFORE ATTEMPTING REPAIRS.

INTRODUCTION

GYRUSS IS A MICROPROCESSOR BASED COIN-OPERATED ELECTRONIC GAME, THAT MAKES EXTENSIVE USE OF DIGITAL INTERGRATED CIRCUITRY AND TELEVISION MONITOR CONCEPTS. THIS MANUAL IS DESIGNED FOR THE USE OF MAINTENANCE TECHNICIANS WHO POSSES A GENERAL WORKING KNOWLEDGE OF SOLID-STATE CIRCUITRY, AND VIDEO MONITOR THEORY. ANY INDIVIDUAL NOT KNOWLEDGEABLE IN THESE AREAS SHOULD NOT ATTEMPT REPAIR OF THE ELECTRONIC PORTIONS OF THE GAME.

IN ADDITION TO THIS MANUAL AND TRAINING IN ELECTRONICS, TROUBLE-SHOOTING AND REPAIR WILL BE FACILITATED BY ACCESS TO GENERAL-TYPE HANDTOOLS, A MULTIMETER, A 50 OR 100 Mhz OSCILLOSCOPE AND A LOGIC PROBE WOULD BE HELPFUL.

TECHNICAL ASSISTANCE IS AVAILABLE BY CALLING (305) 558-5200. QUESTIONS OR COMMENTS CONCERNING GYRUSS OR ANY OF OUR GAMES ARE WELCOME AND SHOULD BE DIRECTED TO:

CENTURI, INC.

CUSTOMER SERVICE DEPARTMENT

#800-327-7710 (OUTSIDE THE STATE OF FL.)

(305) 556-5888 (IN FLORIDA)

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ALWAYS CONSULT THE MANUAL BEFORE ATTEMPTING REPAIRS.

GYRUSS GAME PLAYING INSTRUCTIONS

Object Of Game;

Fly through the universe to reach earth.

Playing Instructions:

1. Fly spaceship around the circle orbit.
2. Fire to destroy enemy formations and alien objects appearing on screen.
3. Spaceships is destroyed when hit by enemies, bullets, satellites, meteors and electronic wave bands.
4. Double firepower for destroying the middle pink warping satellite.

"Chance Stage"

Destroy all enemy formations.

Enemies can not destroy spaceship.

Super Bonus

Destroy all four enemy formations.

GYRUSS

PLAY INSTRUCTION

*Fly your plane along the circle orbit using the 8-way joystick.

*Shoot the enemy formation flying from the depth of the screen.
(Some enemy planes appear from outside of the screen at higher Phases.)

*Surviving enemy planes stand by in the depth of the screen.
After four enemy formations have shown up, all the surviving enemy planes get united and attack on the player.

*The last two enemy planes try to escape. Shoot them quickly for 1000 points each.

*Destroy the three warping enemy satellites:

500 points	for the 1st one
1000	- - - 2nd one
1500	- - - 3rd one

*By destroying the center satellite (pink color) of the three, the player gets extra power and can shoot two bullets at one press of the shooting button. After the player has extra power, 1000, 1500 and 2000 points can be earned respectively for the first, second and third warping satellites.

*At higher phases, meteors appear which cannot be destroyed, and pairs of other satellites which radiate electromagnetic waves. The player can destroy the satellites for 200 points each.

*At the "Chance Stages," the enemies cannot defeat the player. 100 points can be earned by shooting one enemy plane. Destroy all the enemy planes in a formation for Bonus Points. The third phase and every fourth phase on are the Chance Stages. Bonus Points on each stage are as follows:

The 3rd phase	:	1000 points
7th	:	1500 points
11th	:	2000 points
15th	:	2500 points
19th and on	:	3000 points

Special Bonus of 10,000 points are awarded, (depending on Bonus point dip switch setting), by wiping out all the four formations.

OPTIONAL DIP SWITCH SETTINGS

1. Dip Switch No.1 (8P Dip Switch)

Credits

C0in	Plays	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
1	1	Off	Off	Off	Off	Off	Off	Off	Off
1	2	On	Off	Off	Off	On	Off	Off	Off
1	3	Off	On	Off	Off	Off	On	Off	Off
1	4	On	On	Off	Off	On	On	Off	Off
1	5	Off	Off	On	Off	Off	Off	On	Off
1	6	On	Off	On	Off	On	Off	On	Off
1	7	Off	On	On	Off	Off	On	On	Off
2	1	On	On	On	Off	On	On	On	Off
2	3	Off	Off	Off	On	Off	Off	Off	On
2	5	On	Off	Off	On	On	Off	Off	On
3	1	Off	On	Off	On	Off	On	Off	On
3	2	On	On	Off	On	On	On	Off	On
3	4	Off	Off	On	On	Off	Off	On	On
4	1	On	Off	On	On	On	Off	On	On
4	3	Off	On	On	On	Off	On	On	On
Free Play		On	On	On	On	On	On	On	On

2. Dip Switch No. 2 (8P Dip Switch)

Number Of Spaceships

Number	SW1	SW2
* 3	Off	Off
4	On	Off
5	Off	On
256	On	On

Game Type

Style	SW3	Players
Table	Off	1 or 2 Players
Upright	On	Only 1 Player

Bonus Points

Bonus Points	SW4
50,000 Pts. and after every 70,000 Points	Off
*60,000 Pts. and after every 80,000 Points	On

2. Dip Switch No. 2 ,continues

Level of difficulty

Option	SW5	SW6	SW7
Very easy	off	off	off
Easy -1	on	off	off
" -2	off	on	off
" -3	on	on	off
Average	off	off	on
Difficult*	on	off	on
Very Difficult	off	on	on
Most Difficult	on	on	on

Audio Attraction

Sound Mode	SW8
NO sound in attract mode	off
Sound in attract mode	on*

3. Dip Switch No. 3

Music Mode	SW1
Music Off	Off
Music On	On *

* Denotes Normal Settings

110/220 VAC CONVERSION INSTRUCTIONS

INSTALLATION

Your game was shipped from the factory in ready-to-play condition. A brief inspection is suggested before the machine is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes. External damage could indicate possible damage to the cabinet and/or electronics components.

After the carton has been satisfactorily inspected, remove the machine from the shipping carton.

Examine the interior of the game for disconnected wires, cables, or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record the game serial number, since it will be required for reference and servicing.

ELECTRICAL REQUIREMENTS

Unless otherwise specified, this game is set to operate at 110 Volts A.C. (See Fig. 2 and 110/220 VAC conversion instructions.)

Power supply chassis schematic information and parts list are included in this manual.

110/220 VAC CONVERSION INSTRUCTIONS

This game contains a harness configuration which allows the machine to be operated from either a 110 VAC or 220 VAC, 50 Hz or 60 Hz power source. All games shipped from Centuri, Inc., are in the 110 VAC configuration. To change to the 220 VAC configuration follow the procedure below.

FIRST: Unplug the machine from the wall outlet to completely eliminate shock hazards.

SECOND: Remove the single 3 AMP slow-blow fuse found in the A.C. Distribution Bracket, and install two, 1.5 AMP slow-blow fuses. Next cut the #18 AWG. white jumper at both ends of the fuse holder, and replace the cover.

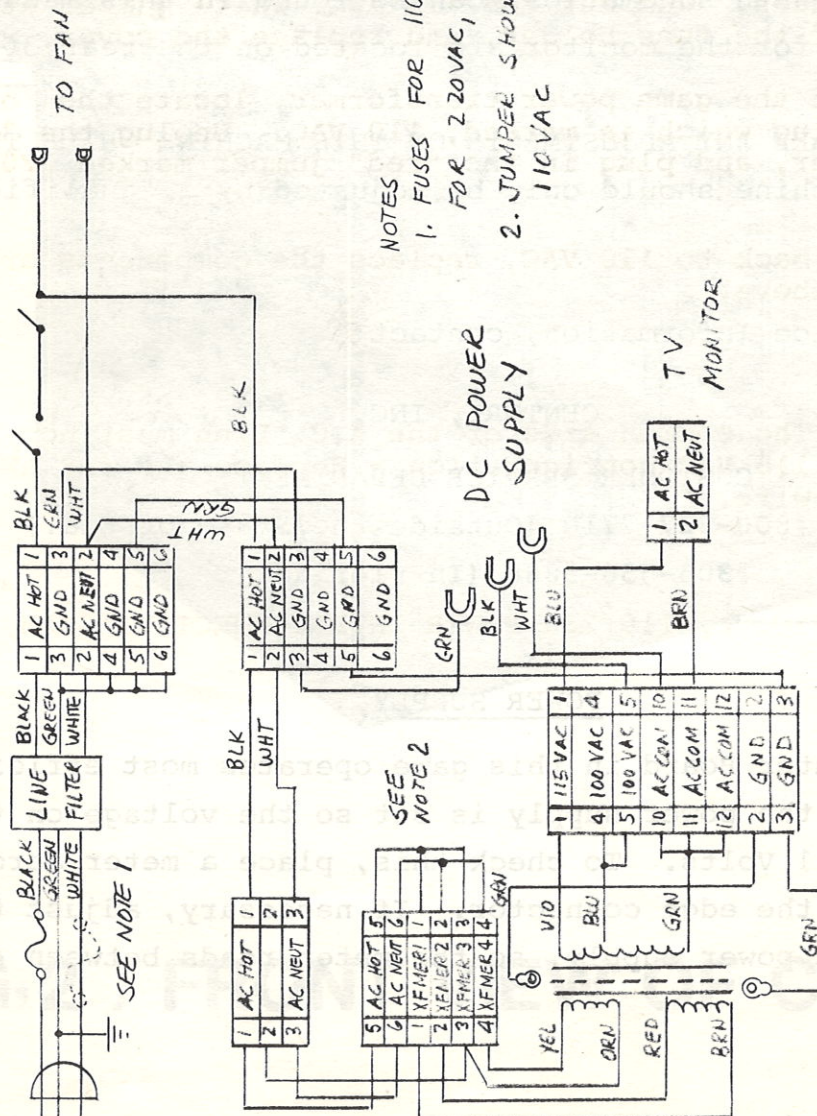
THIRD: On the game power transformer, locate the "orange" jumper plug which is marked, 110 VAC. Unplug the "orange" jumper, and plug in the "red" jumper marked 220 VAC.

To revert back to 110 VAC, replace the components originally removed from the Steps above.

*****NOTE:** The common side of the A.C. Line must not be fused in the 110 VAC configuration - Replace the #18 AWG., white jumper wire.

(Refer also to FIG. 1, 110/220 POWER INTERCONNECT DIAGRAM, #.904-0004).

THE MATERIAL CONTAINED HEREIN IS CONFIDENTIAL AND NO PART OF IT CAN BE REPRODUCED WITHOUT THE EXPRESSED PERMISSION OF CENTURI, INC.



NOTES

1. FUSES FOR 110VAC ARE 3A,
FOR 220VAC, 1.5 AMP.
2. JUMPER SHOWN IS
110VAC

Fig. 1

REV. LET.	ECN NO.	REVISION	BY	<table><tr><td>DWN.</td><td>APPR.</td><td>DATE</td><td>SCALE</td><td>PART NO.</td><td>REV.</td></tr><tr><td>AA1</td><td>OK</td><td>4-7-93</td><td>1/2"</td><td>904-0004</td><td></td></tr></table>				DWN.	APPR.	DATE	SCALE	PART NO.	REV.	AA1	OK	4-7-93	1/2"	904-0004																																					
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ROUTINE MAINTENANCE & SERVICE

Because of the solid state electronic circuitry, this machine should require very little maintenance, and only occasional adjustments. However, it is necessary to take steps to insure this.

The volume control is located on the bottom side of the printed circuit board, farthest from the side of the cabinet, and can be accessed through the rear door.

The video monitor has been properly adjusted before shipping. Occasionally minor adjustments are necessary. Technical information, along with schematics, can be found in this manual. Adjustment controls for the monitor are located on the rear of the monitor.

"DO NOT MAKE ANY ADJUSTMENTS ON THIS MACHINE WHILE THE POWER IS ON!" This machine should only be adjusted by a "qualified" technician.

For Service Information, contact:

CENTURI, INC.

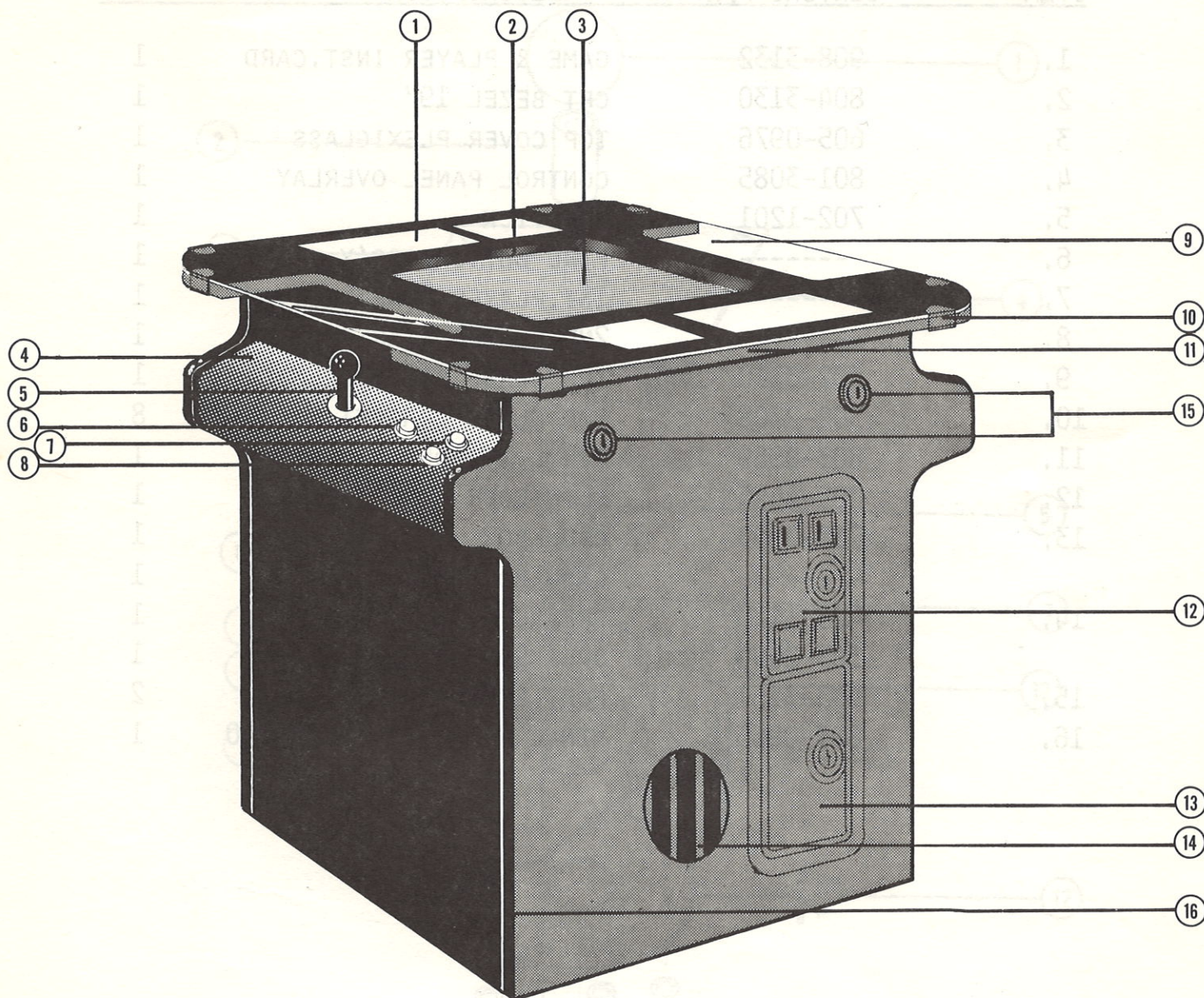
CUSTOMER SERVICE DEPARTMENT

#800-327-7710 (Outside the State of Fla.)

#305-556-5888 (In Florida)

POWER SUPPLY

The Computer Board in this game operates most efficiently and reliably when the power supply is set so the voltage on the Board is 5.0 Volts, ± 0.1 Volts. To check this, place a meter across 5 Volts, and ground, at the edge connector. If necessary, adjust the screwdriver control on the power supply, so the meter reads between 4.9 and 5.1 Volts.



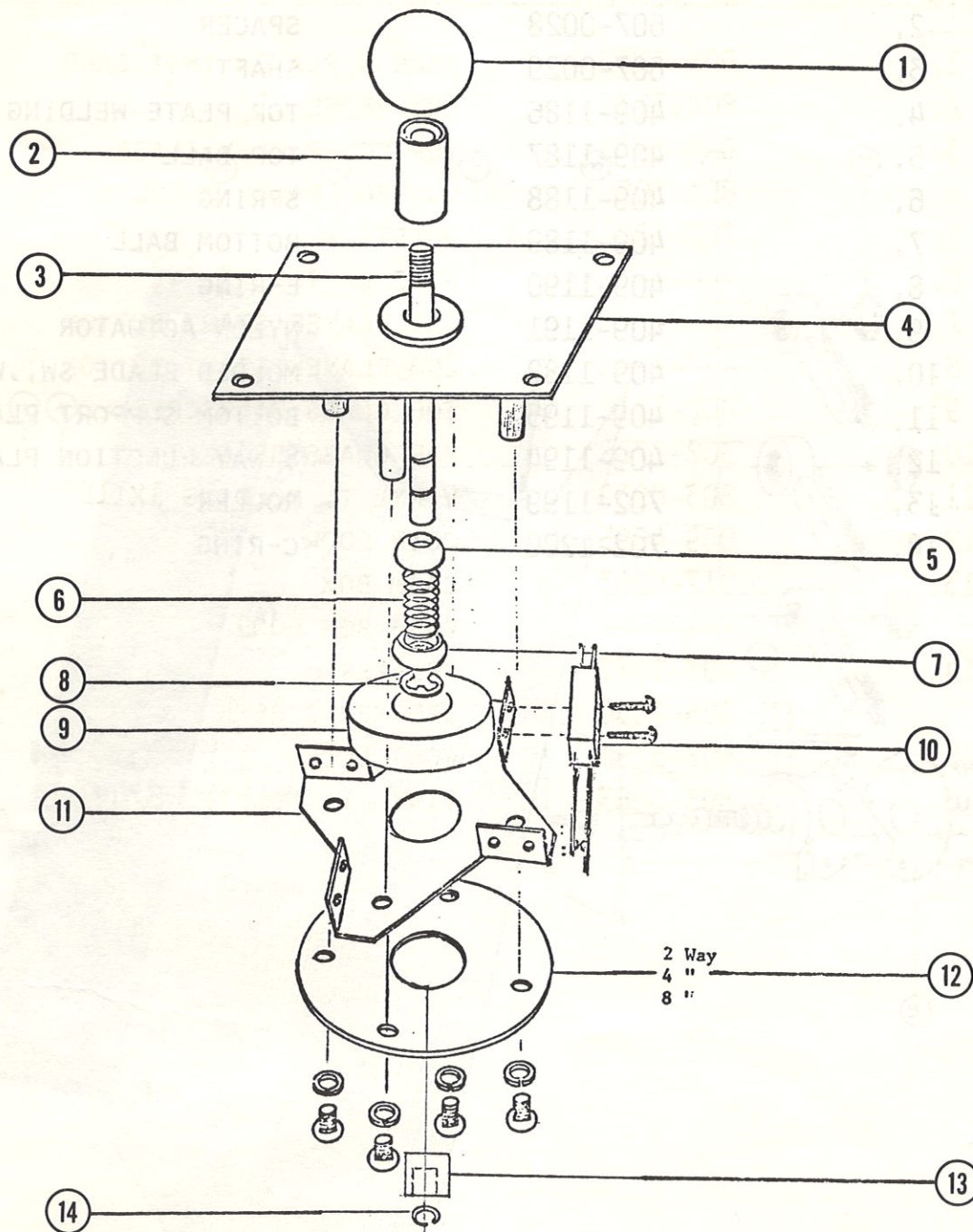
(FIG,2) FRONT VIEW OF CABINET.

GYRUSS COCKTAIL TABLE

PARTS LIST

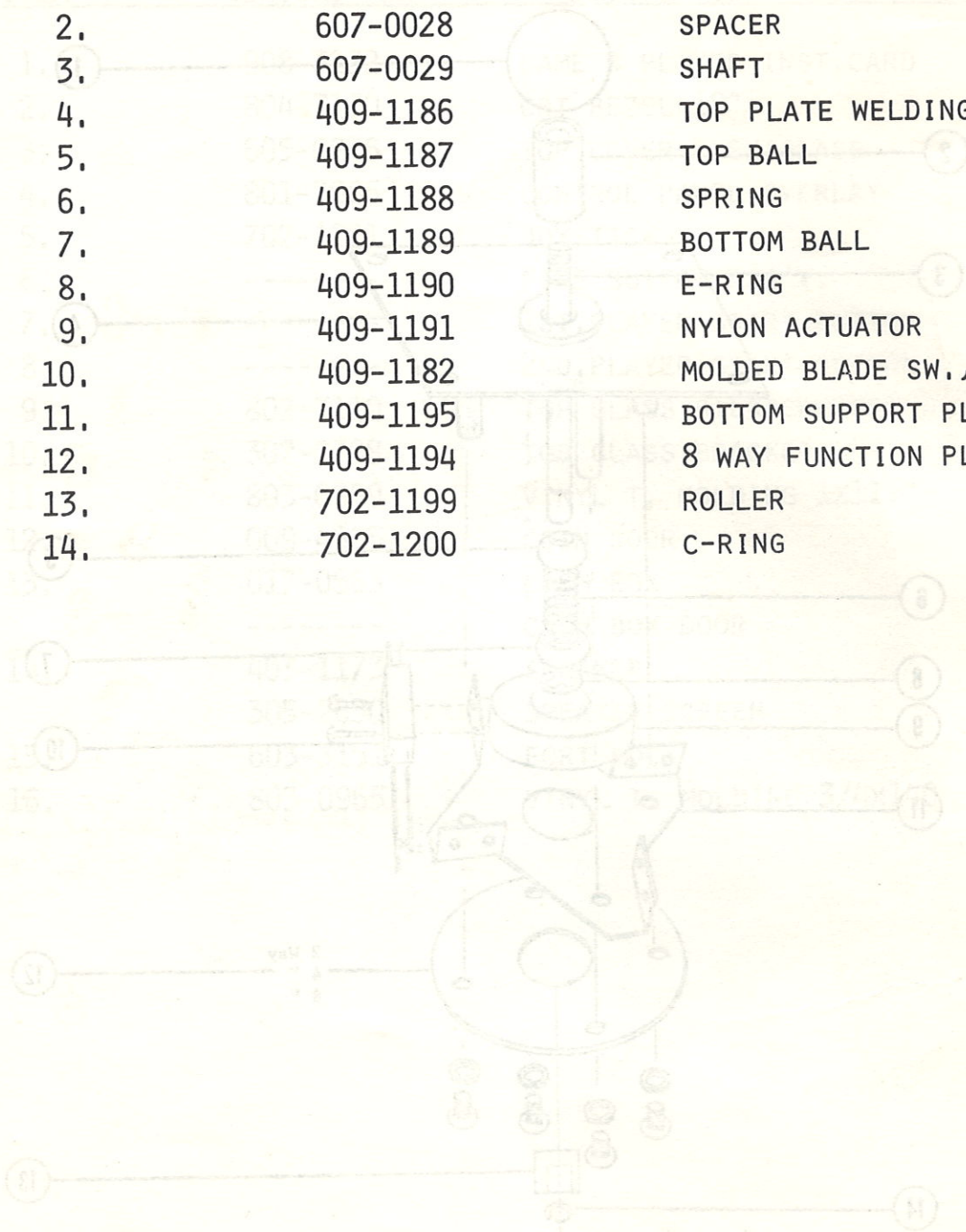
<u>ITEM</u>	<u>CENTURI P/N</u>	<u>DESCRIPTION</u>	<u>QTY.</u>
1.	908-3132	GAME & PLAYER INST.CARD	1
2.	804-3130	CRT BEZEL 19"	1
3.	605-0976	TOP COVER PLEXIGLASS	1
4.	801-3085	CONTROL PANEL OVERLAY	1
5.	702-1201	JOYSTICK	1
6.	-----	FIRE BUTTON ASS'Y.	1
7.	-----	1ST.PLAYER START BUTTON	1
8.	-----	2ND.PLAYER START BUTTON	1
9.	802-3110	TOP GLASS SILKSCREENED	1
10.	302-2708	TOP GLASS BRACKET	8
11.	803-0969	VINYL T. MOLDING 1x115"	1
12.	009-4695	COIN DOOR	1
13.	017-0963	CASH BOX	1
	-----	CASH BOX DOOR	1
14.	403-1173	SPEAKER	1
	305-2650	SPEAKER SCREEN	1
15.	603-3151	FORT LOCK	2
16.	803-0965	VINYL T. MOLDING 3/4x140	1

(FIG.3) EXPLODED VIEW OF JOYSTICK ASS'Y
2-4-8 WAY JOYSTICK



"MONROE" JOYSTICK
PARTS LIST

<u>ITEM</u>	<u>CENTURI P/N</u>	<u>DESCRIPTION</u>
1.	409-1183	1-3/8 O.D. BALL
2.	607-0028	SPACER
3.	607-0029	SHAFT
4.	409-1186	TOP PLATE WELDING ASS'Y.
5.	409-1187	TOP BALL
6.	409-1188	SPRING
7.	409-1189	BOTTOM BALL
8.	409-1190	E-RING
9.	409-1191	NYLON ACTUATOR
10.	409-1182	MOLDED BLADE SW., WICO
11.	409-1195	BOTTOM SUPPORT PLATE
12.	409-1194	8 WAY FUNCTION PLATE
13.	702-1199	ROLLER
14.	702-1200	C-RING



EXPLODED VIEW

1 2 3 4 5 6 7 8 9 10 11 12

TOLERANCES
Unless Otherwise Specified
FRACTIONS ± 1/32
DECIMALS 2 PL ± .015

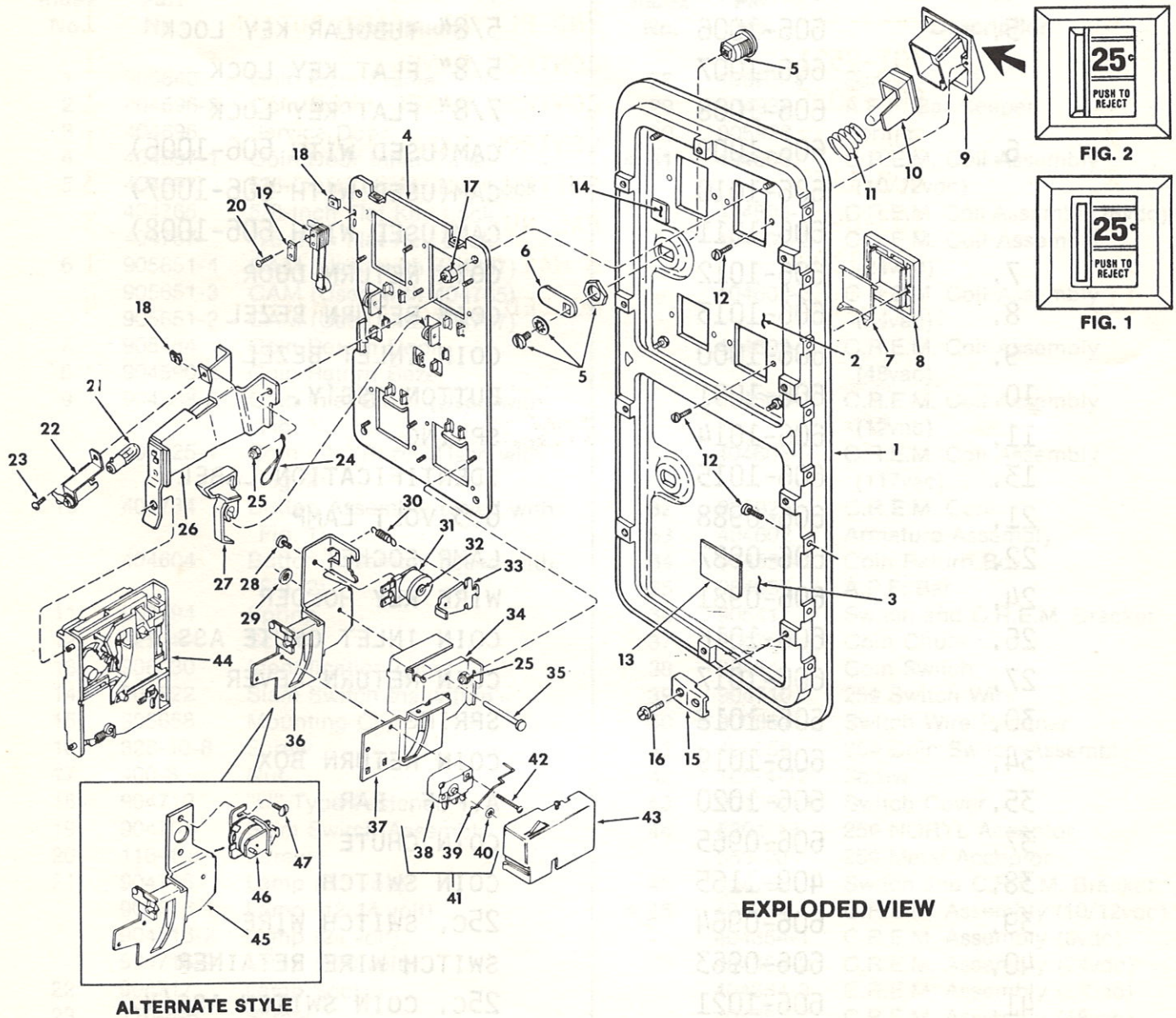
15

CONTROL PANEL EXPLODED VIEW

PARTS LIST

ITEM	CENTURI P/N	DESCRIPTION	QTY.
1.	111-2323	10-24x1/2 CARRIAGE BOLT,B.O.	8
2.	-----	FIRE BUTTON	1
3.	-----	1ST PLAYER START BUTTON	1
4.	-----	2ND PLAYER START BUTTON	1
5.	301-2521	CONTROL PANEL	1
6.	801-3085	CONTROL PANEL OVERLAY	1
7.	306-2673	CONTROL PANEL HINGE	1
8.	409-1163	SWITCH HOLDING BRACKET	3
9.	103-0951	PAL NUT	3
10.	409-1194	8 WAY FUNCTION PLATE	1
11.	409-1182	MOLDED BLADE SW.,WICO	4

2822 SERIES COIN DOOR EXPLODED VIEW 25¢ U.S. COIN



COIN DOOR PARTS LIST

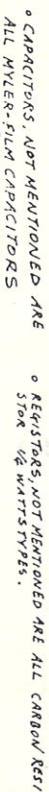
<u>ITEM</u>	<u>CENTURI P/N</u>	<u>DESCRIPTION</u>
1.	606-1002	COIN DOOR FRAME
2.	606-1003	COIN DOOR
3.	606-1004	SERVICE DOOR
4.	606-1005	COIN DOOR INNER PANEL
5.	606-1006	5/8" TUBULAR KEY LOCK
	606-1007	5/8" FLAT KEY LOCK
	606-1008	7/8" FLAT KEY LOCK
6.	606-1009	CAM(USED WITH 606-1006)
	606-1010	CAM(USED WITH 606-1007)
	606-1011	CAM(USED WITH 606-1008)
7.	606-1012	COIN RETURN DOOR
8.	606-1013	COIN RETURN BEZEL
9.	606-1000	COIN INLET BEZEL
10.	606-1001	BUTTON ASS'Y.
11.	606-1014	SPRING
13.	606-1015	IDENTIFICATION LABEL
21.	606-0988	6.3 VOLT LAMP
22.	606-0987	LAMP SOCKET
24.	606-0981	WIRE KEY HOLDER
26.	606-1016	COIN INLET CHUTE ASS'Y.
27.	606-1017	COIN RETURN LEVER
30.	606-1018	SPRING
34.	606-1019	COIN RETURN BOX
35.	606-1020	A.P.F. BAR
37.	606-0965	COIN CHUTE
38.	409-1165	COIN SWITCH
39.	606-0964	25c. SWITCH WIRE
40.	606-0963	SWITCH WIRE RETAINER
41.	606-1021	25c. COIN SWITCH ASS'Y.
43.	606-1022	SWITCH COVER
44.	606-1023	25c. NORYL ACCEPTOR

2822 SERIES GAME DOOR PARTS LIST

Index No.	Part No.	Description	Index No.	Part No.	Description
1	905640	Coin Door Frame	28	108B5-4	Screw
2	404696-2	Coin Door	29	904936	A.P.F. Bar Keeper
3	404696	Service Door	30	905928	Spring
4	404697-1	Coin Door Inner Panel	* 31	404603	C.R.E.M. Coil Assembly (10/12vdc)
5	404897	5/8-Inch Tubular Key Lock		404603-1	C.R.E.M. Coil Assembly (6vdc)
	404765	5/8-Inch Flat Key Lock		404603-2	C.R.E.M. Coil Assembly (24vdc)
	404767	7/8-Inch Flat Key Lock		404603-3	C.R.E.M. Coil Assembly (24vac)
6	905651-4	CAM (Used with 404897)		404603-4	C.R.E.M. Coil Assembly (48vac)
	905651-3	CAM (Used with 404765)		404603-7	C.R.E.M. Coil Assembly (12vac)
	905651-2	CAM (Used with 404767)		404603-9	C.R.E.M. Coil Assembly (117vac)
7	905484	Coin Return Door	32	905927	C.R.E.M. Core
8	904590-2	Coin Return Bezel	33	404602	Armature Assembly
9	904588-2	Coin Inlet Bezel (Used with Fig. 1)	34	904598-1	Coin Return Box
	905425-4	Coin Inlet Bezel (Used with Fig. 2)	35	904935	A.P.F. Bar
10	404734	Button Assembly (Used with Fig. 1)	36	905417	Switch and C.R.E.M. Bracket
	404604	Button Assembly (Used with Fig. 2)	37	904701	Coin Chute
11	903494	Spring	38	904845	Coin Switch
12	325-4-4	Screw	39	904710	25¢ Switch Wire
13	906030	Identification Label	40	900651	Switch Wire Retainer
14	904822	Slam Switch Insulation	41	404353	25¢ Coin Switch Assembly
15	905658	Mounting Clip	42	100-4-12	Screw
16	328-10-8	Screw	43	904762-1	Switch Cover
17	400-8	Nut	44	5301-13	25¢ NORYL Acceptor
18	904712	"U" Type Fastener		563-20	25¢ Metal Acceptor
19	904704	Slam Switch Assembly	45	904700	Switch and C.R.E.M. Bracket
20	116-4-8	Screw	* 46	404354	C.R.E.M. Assembly (10/12vdc)
21	904716	Lamp (6.3 volt)		404354-1	C.R.E.M. Assembly (6vdc)
	904716-1	Lamp (12/14 volt)		404354-2	C.R.E.M. Assembly (24vdc)
	904716-2	Lamp (24 volt)		404354-3	C.R.E.M. Assembly (24vac)
	904716-9	Lamp (120 volt)		404354-4	C.R.E.M. Assembly (48vac)
22	904717	Lamp Socket		404354-7	C.R.E.M. Assembly (12vac)
23	110-4-6	Screw		404354-9	C.R.E.M. Assembly (117vac)
24	904722	Wire Key Holder	47	100-6-4	Screw
25	400-4	Nut			
26	404645	Coin Inlet Chute Assembly			
27	904583	Coin Return Lever			

* Index No. 31 used with Index No. 36 only.

Index No. 46 (Alternate Style) used with Index No. 45 only.

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Power Supply PSR-703AE
PARTS LIST (414-2020)

Symbol	Description	Qty
D1	Bridge Stack, RB-40, 600V	1
D4,D5	Fast Recovery Diode, 1GH62	2
D2,D3,D7, D8,D9,D10	Switching Diode, 1S1554	6
D11	Fast Recovery Diode, S5KC20H	1
D12,D13	Fast Recovery Diode, 10DF1	2
D16	Schotky Barrier Diode, C8P030	1
ZD1	Zener Diode, 05Z, 5.6V, 500mw	1
Q1,Q2	Power Transistor, 2SC2553	2
Q3	Power Transistor, 2SC2831	1
Q4,Q5	Transistor, 2SA564R	2
Q6,Q7	Transistor, 2SC828R	2
IC 1	Switching Control, UPC494C	1
IC 2	Regulator IC, 7805 (1A)	1
T1	Power Transformer, SM2335	1
T2,T3	Driver Transformer, SM2215B	2
T4	Power Transformer (Sub) SM2376	1
CH1	Choke Transformer, SM2219	1
CH2	Choke Transformer, SM2376B	1
CH4	Choke Transformer, SM2366	1
L1	AC Line Filter, ELF-18D-112	1
TH1	Power Thermistor, TD18-010 <i>10R Neg Cof.</i>	1
C2,C3	Ceramic Capacitor, 2200pf, AC400V	2
C1	Capacitor, Metalized, 0.033mf, 600V	1
C6	" " , 0.47mf, 50V	1
C15	" " , Mylar, 0.001mf, 50V	1
C9,C13,C34, C35,C37	" " , 0.01mf	5
C12	" " , 0.0047mf	1
C31	" " , 0.1mf	1
C18	Capacitor, Ceramic, 50pf, 50V	1
C7	" " , 330pf, 1kv	1
C16,C28	" " , 0.01mf, 16V	2
C20,C23	" " , 0.1mf, 16V	2
C14	Capacitor, Electrolytic, 4.7mf, 25V	1
C10	" " , 10mf, 16V	1
C11	" " , 100mf, 16V	1
C21	" " , 220 mf, 35V	1
C22	" " , 470mf, 16V	1
C17,C19	" " , 470mf, 25V	2
C29,C30	" " , 2200mf, 10V	2
C4, C5	" " , 220mf, 180V	2
R31	Resistor, Cement, 270 ohm, 5W	1
R34	" " , Oxide Metal Film, 33 ohm, 3W	1
R9	" " " " , 470 ohm, 2W	1
R3	" " " " , 100 ohm, 2W	1

POWER SUPPLY PSR-703AE
PART LIST (414-2020)

<u>Symbol</u>	<u>Description</u>	<u>Qty</u>
R36,R37,R39	Resistor, Carbon, 5.1 ohm, 1/2 W	3
R4,R5	" " , 12 ohm, 1/2 W	2
R6,R7	" " , 22 ohm, 1/2 W	2
R1,R2	" " , 150K ohm, 1/2 W	2
R8	" " , 330K ohm, 1/2 W	1
R12	" " , 150 ohm, 1/4 W	1
R10	" " , 1K ohm, 1/4 W	1
R11	" " , 10 ohm, 1/4 W	1
R40	" " , 3.9K ohm, 1/4 W	1
R35	" " , 5.1K ohm, 1/4 W	1
R18,R27	" " , 100 ohm, 1/4 W	2
R30	" " , 180 ohm, 1/4 W	1
R22	" " , 220 ohm, 1/4 W	1
R32	" " , 1K ohm, 1/4 W	1
R26	" " , 1.8K ohm, 1/4 W	1
R12,R14	" " , 5.1K ohm, 1/4 W	2
R28	" " , 10K ohm, 1/4 W	1
R29	" " , 15K ohm, 1/4 W	1
R23	" " , 20K ohm, 1/4 W	1
R19	" " , 6.8K ohm, 1/4 W	1
R15,R16,R17,R33	" " , 100K ohm, 1/4 W	4
R21	" " , 150K ohm, 1/4 W	1
R25	" " , 270K ohm, 1/4 W	1
R20	" " , 390 ohm, 1/4 W	1
VR1	Semi-fixed resistor, GFD6-B 3K	1
RS1	Manganese Metal Wire, A-2145	1
RS2	Manganese Metal Wire, 1.0 Ø x 55m/m	1
F1	Fuse, 3 amp.	1
	Fuse Holder, F-207	1

THE MATERIAL CONTAINED HEREIN IS CONFIDENTIAL AND NO PART OF IT CAN BE REPRODUCED WITHOUT THE EXPRESSED PERMISSION OF CENTURI, INC.

* PIN#1 JUMPED TO P5 PIN#1.

** DIODE JUMPED BETWEEN PIN#3 AND PIN#1.

PIN#	COLOR	FUNCTION
*1	BLUE	COIN COUNTER
*2	RED	COIN COUNTER

COIN COUNTER

P3

P4

P5

P6

P7

P8

P9

P10

P11

P12

P13

P14

P15

P16

P17

P18

P19

P20

P21

P22

P23

P24

P25

P26

P27

P28

P29

P30

P31

P32

P33

P34

P35

P36

P37

P38

P39

P40

P41

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P46

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P48

P49

P50

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*1	BLUE	COIN COUNTER
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COIN COUNTER

P3

P4

P5

P6

P7

P8

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P10

P11

P12

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P16

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COIN COUNTER

P3

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COIN COUNTER

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PIN#	COLOR	FUNCTION
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COIN COUNTER

P3

P4

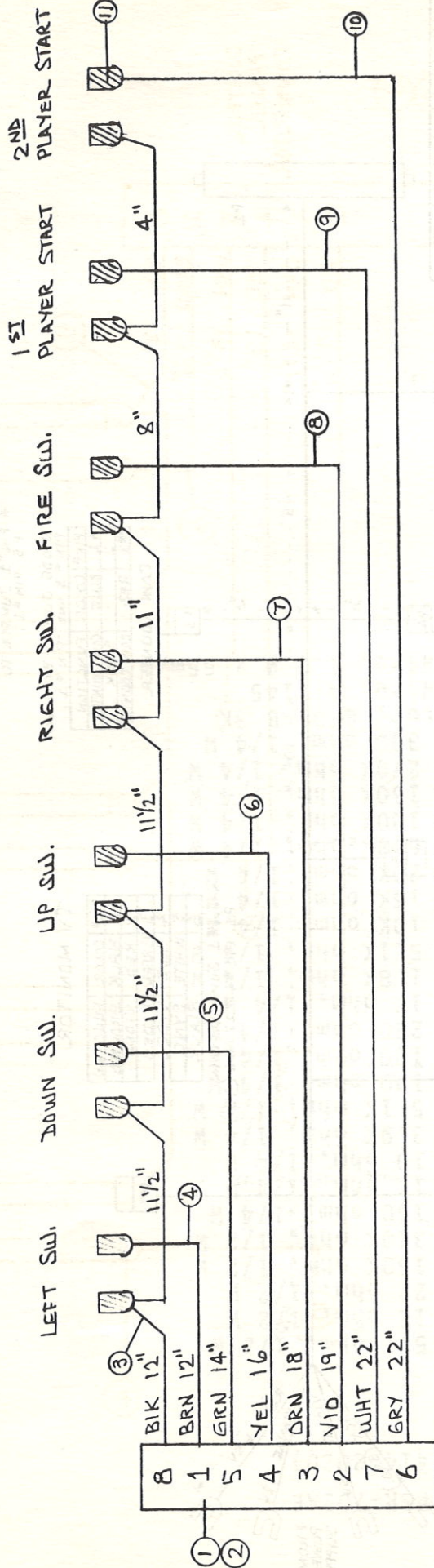
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P9



Item	QTY	Part No.	Description	Item	QTY	Part No.	Description
6	16"	402-1454	YELLOW WIRE #22AWG	12	AIR	417-1601	4" TIE WRAP
5	14"	402-1465	GREEN WIRE #22AWG	11	14	401-1262	3/16" FAST ON
4	12"	402-1421	BROWN WIRE #22AWG	10	22"	402-1498	GRAY WIRE #22AWG
3	72"	402-1509	BLACK WIRE #22AWG	9	22"	402-1410	WHITE WIRE #22AWG
2	8	401-1242	MOLEX MALE PINS	8	19"	402-1487	VIOLET WIRE #22AWG
1	1	401-1292	9 PIN MOLEX PLUG	7	18"	402-1443	ORANGE WIRE #22AWG
Item	QTY	Part No.	Description	Item	QTY	Part No.	Description

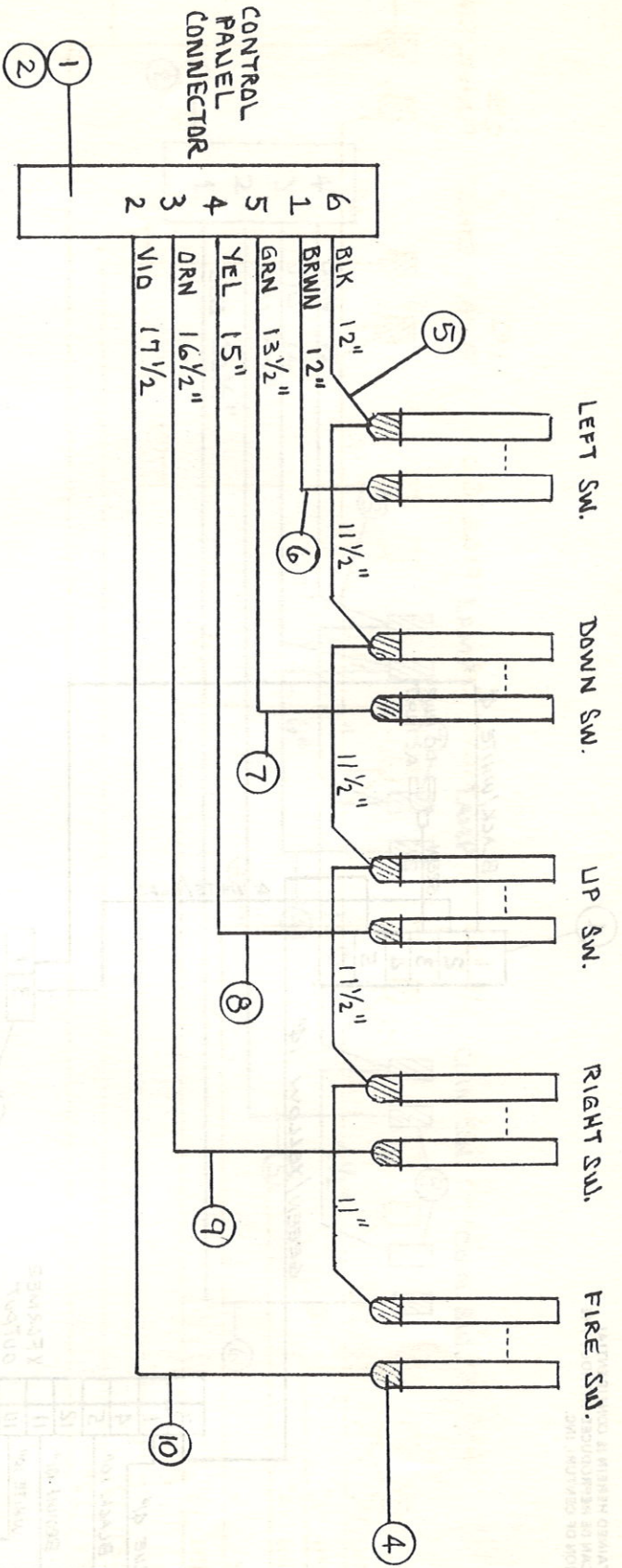
BILL OF MATERIALS

BILL OF MATERIALS

TOLERANCES		TOLERANCES	
Unless Otherwise Specified		Unless Otherwise Specified	
FRACTIONS	± 1/32	FRACTIONS	± 1/32
DECIMALS 2 PL	± .015	DECIMALS 2 PL	± .015
DECIMALS 3 PL	± .005	DECIMALS 3 PL	± .005
HOLES	± .003	HOLES	± .003
ANGLES	± .001	ANGLES	± .001
SHT. MET BENDS	± 1/2"	SHT. MET BENDS	± 1/2"

REV. LET.	ECN NO.	REVISION	BY
17899A			
NAME CONTROL PANEL HARNESS - 1ST PLAYER			
MATERIALS HEAT TREAT.			
DWN APP'D DATE 4-18-83			
SCALE X			
PART NO. 008-4893			
REV.			

QC. APV'D	PROD. APV'D	QTY.	ASSEMBLY NO.
centuri			
HIALEAH, FLORIDA 33014			



6	12"	A02-1421	BROWN WIRE #22AWG
5	5 1/2"	A02-1509	BLACK WIRE #22 AWG
4	10	A01-1262	3/16" FAST ON
3	A/R	417-1601	4" TIE WRAPS
2	6	A01-1242	MOLEX MALE PINS
1	1	A01-1229	6 PIN MOLEX PLUG

ITEM	QTY	PART NO.	DESCRIPTION
10	17 1/2"	A02-1487	NIDLET WIRE #22AWG
9	16 1/2"	A02-1443	ORANGE WIRE #22AWG
8	15"	A02-1454	YELLOW WIRE #22AWG
7	13 1/2"	A02-1465	GREEN WIRE #22AWG

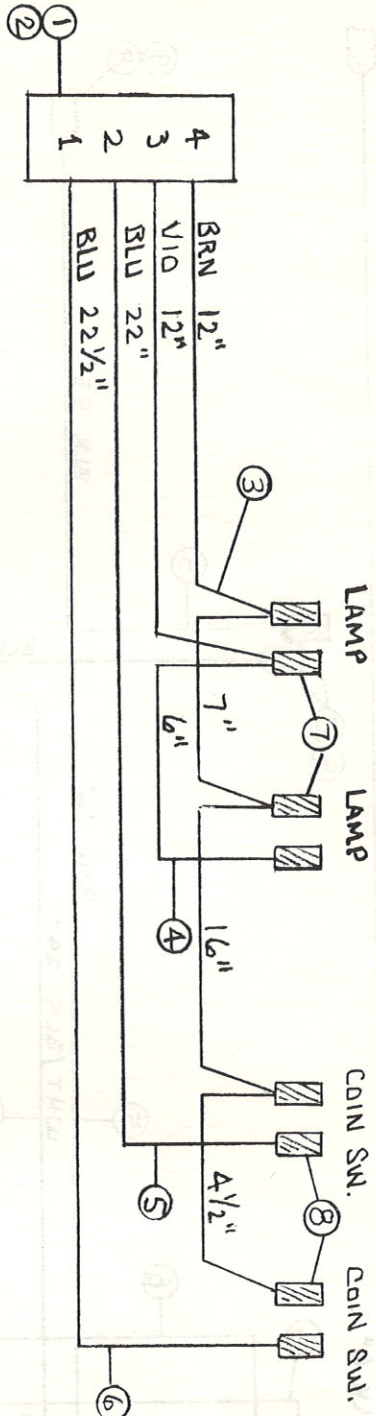
OC. APVD	PROD. APVD	QTY.	ASSEMBLY NO

AF 17899A

REV. LET.	ECN NO.	REVISION	BY																
<table border="1"> <tr> <td colspan="2">TOLERANCES</td> </tr> <tr> <td colspan="2">Unless Otherwise Specified</td> </tr> <tr> <td>FRACTIONS</td> <td>± 1/32</td> </tr> <tr> <td>DECIMALS 2 PL</td> <td>± .015</td> </tr> <tr> <td>DECIMALS 3 PL</td> <td>± .005</td> </tr> <tr> <td>HOLES</td> <td>± .003</td> </tr> <tr> <td>ANGLES</td> <td>± 1/2°</td> </tr> <tr> <td>SHT. MET BENDS</td> <td>± 2°</td> </tr> </table>				TOLERANCES		Unless Otherwise Specified		FRACTIONS	± 1/32	DECIMALS 2 PL	± .015	DECIMALS 3 PL	± .005	HOLES	± .003	ANGLES	± 1/2°	SHT. MET BENDS	± 2°
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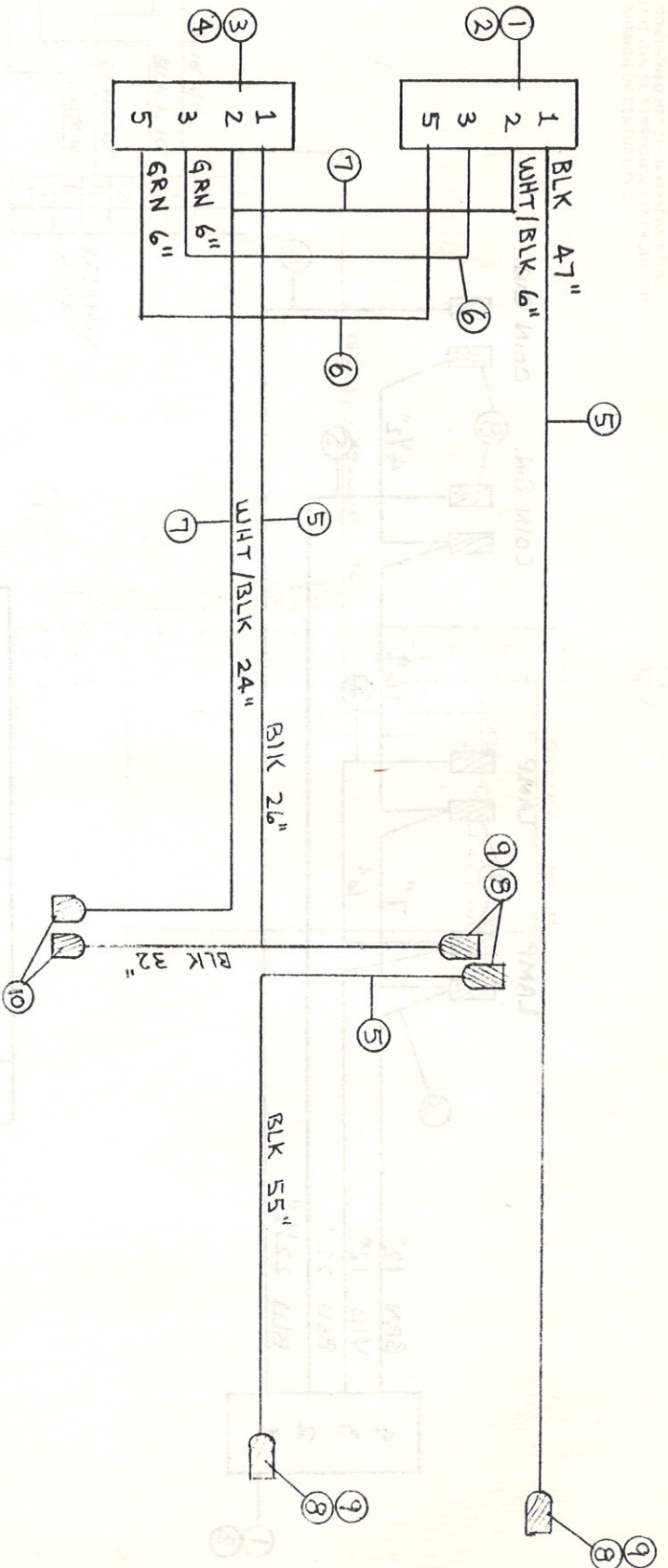


ITEM	QTY	PART NO.	DESCRIPTION	ITEM	QTY	PART NO.	DESCRIPTION
1	1	401-1229	6 PIN MOLEX PLUG	5	22"	402-1476	BLUE WHITE #22 AWG
2	4	401-1242	MOLEX MALE PINS	6	22 1/2"	402-1476	BLUE WHITE #22 AWG
3	4	402-1421	BROWN WIRE #22 AWG	7	4	401-1262	3/16" FAST ON
4	18"	402-1487	VIOLET WIRE #22 AWG	8	4	401-1227	1/4" TIE WRAP
9	AR	417-1601	4" TIE WRAP				

OC. APV/D	PROD. APV/D	QTY.	ASSEMBLY NO

REV. LET.		ECN NO.	REVISION	BY	TOLERANCES Unless Otherwise Specified		NAME COIN DOOR HARNESS		HALEAH, FLORIDA 33014	
FRACTIONS DECIMALS 2 PL		± 1/32		FRACTIONS DECIMALS 3 PL		± .015		DATE 4-18-83		SCALE X
HOLES		+ .003		ANGLES		± 1/2"		HEAT TREAT.		FINISH
SHT. MET BENDS ±		2"		PART NO.		008-4891		REV.		

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6	12"	402-1365	GREEN WIRE #18 AWG		
5	160"	402-1409	BLACK WIRE #18 AWG		
4	4	401-1243	MOLEX FEMALE PINS	11	A/R
3	1	401-1229	6 PIN MOLEX PLUG	10	2
2	4	401-1242	MOLEX MALE PINS	9	6"
1	1	401-1231	6P MOLEX RECEPTACLE	8	4
Item	QTY	PART No.	DESCRIPTION	Item	QTY
7	30"	402-1400	WHT/BLK WIRE #18 AWG		

BILL OF MATERIALS

TOLERANCES

Unless Otherwise Specified

FRACTIONS ± 1/32

DECIMALS 2 PL ± .015

DECIMALS 3 PL ± .005

HOLES ± .003

ANGLES ± .001

SHT. MET BENDS ± 2°

QC. AP'VD	PROD. AP'VD	QTY.	ASSEMBLY NO

centuri inc.

HIALEAH, FLORIDA 33014

NAME
A/C INTERLOCK & FAN MOTOR HARNESS

MATLS.
HEAT TREAT.
FINISH

DWN
APP'D.
DATE
4-18-83
SCALE
X
PART NO.
008-4896
REV.



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